[320] Dense Graphs: Language Detection Example

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```
while len(todo):
    curr = todo.pop(0)

# other code...
# appends to todo
```

```
while len(todo):
    todo.sort()
    curr = todo.pop(0)

# other code...
# appends to todo
```

```
while len(todo):
    curr = todo.pop(-1)

# other code...
# appends to todo
```

pair the code with the optimizations

- A no optimization necessary
- B use priority queue (heapq)
- c use queue (deque)

1

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# other code...
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while len(todo):
    todo.sort()
    curr = todo.pop(0)

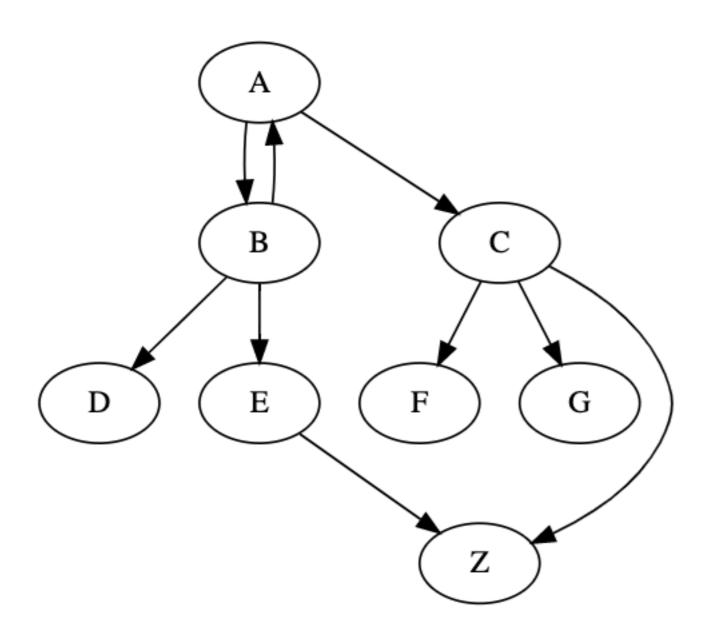
# other code...
# appends to todo
```

```
while len(todo):
    curr = todo.pop(-1)

# other code...
# appends to todo
```

pair the code with the optimizations no optimization necessary use priority queue (heapq) use queue (deque)

Review: Search Order



Assume any loop over a node's edges goes left to right.

We want to find an A-to-Z path.

With **DFS**:

- what path is found?
- what is the traversal order?

With **BFS**:

- what path is found?
- what is the traversal order?

```
self.graph.visited.add(self.name)
   which one is BFS?
                                   if self.name == dst:
                                   for child in self.children:
def find(self, dst):
    self.prev = None
    todo = [self]
   while len(todo):
        node = todo.pop(0)
        if node.name == dst:
            return node.backtrace()
        for child in node, children:
            if child.name in added:
                continue
            child.prev = self
            todo.append(child)
            added.add(child.name)
```

return (self.name,) + childpath return None

B

Draw graphs that:

if self.name in self.graph.visited:

childpath = child.find(dst)

def find(self, dst):

return None

return (self.name,)

if childpath != None:

- work fine with the BFS code
- reveal the bug in the BFS code

return None

Today: Language Detection

