

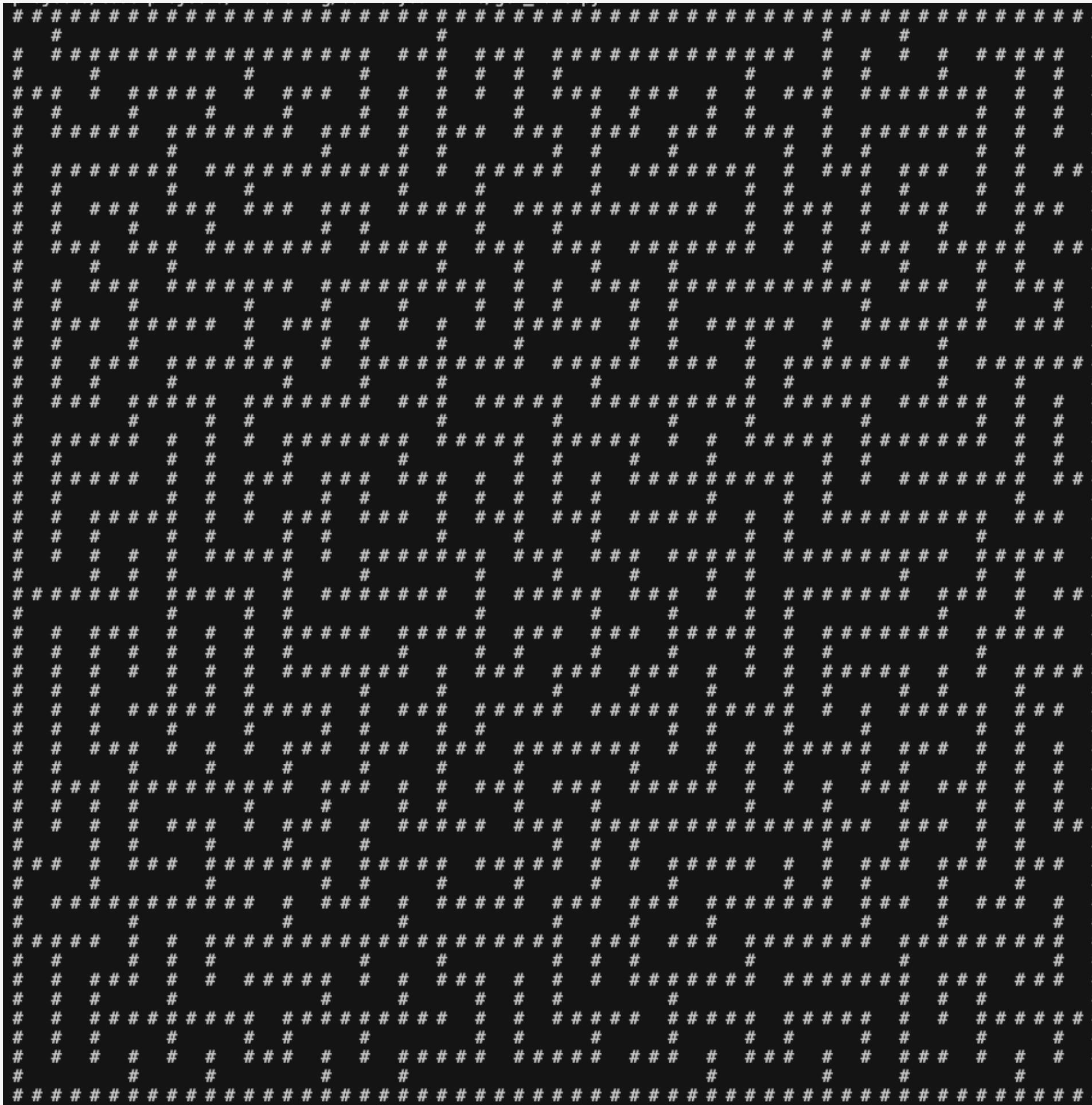
# An introduction to graph traversal



Rose Nasrawi | Journal Club 29.1.24

# How would you solve this maze?

Start →



→ End

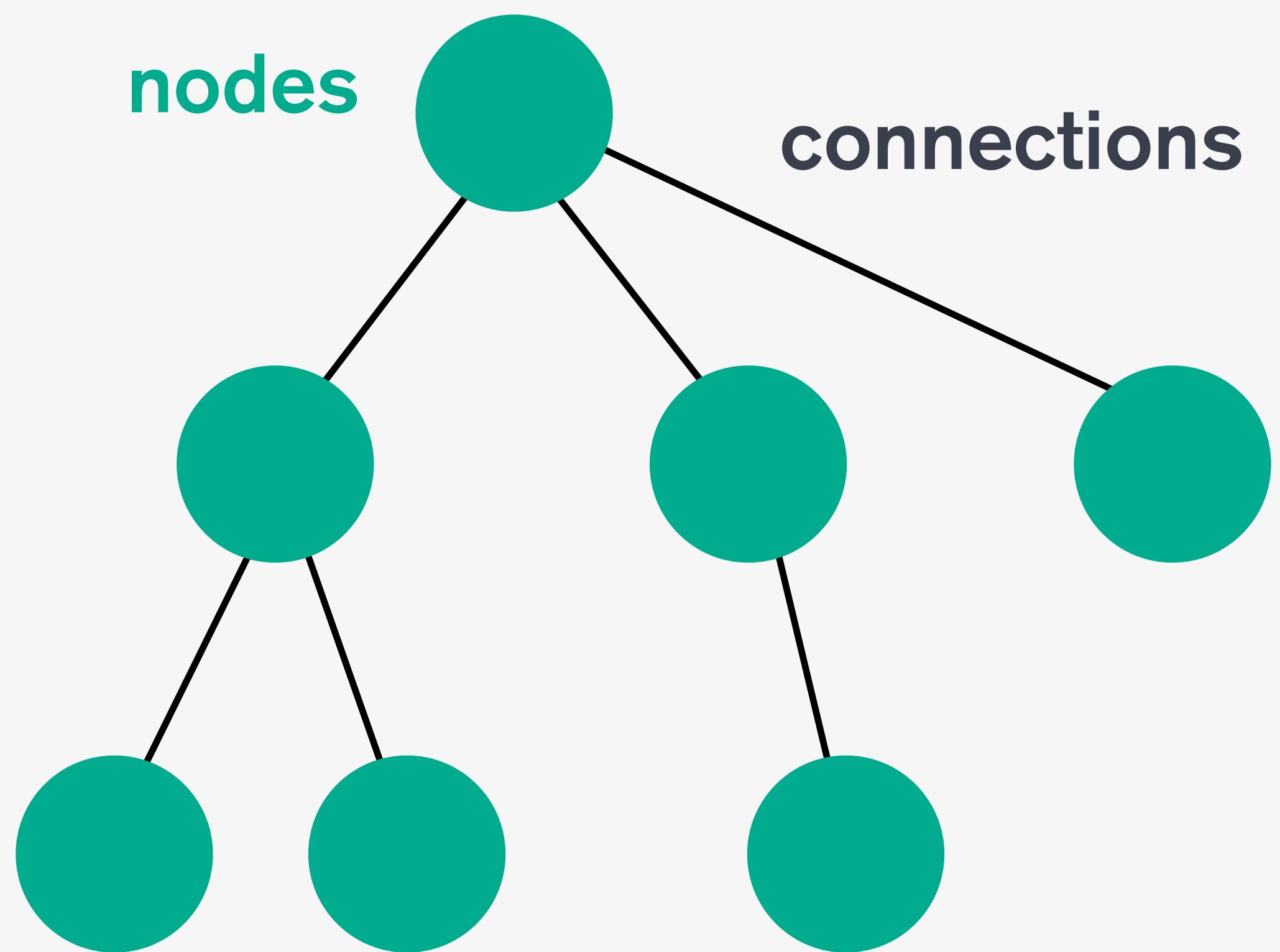
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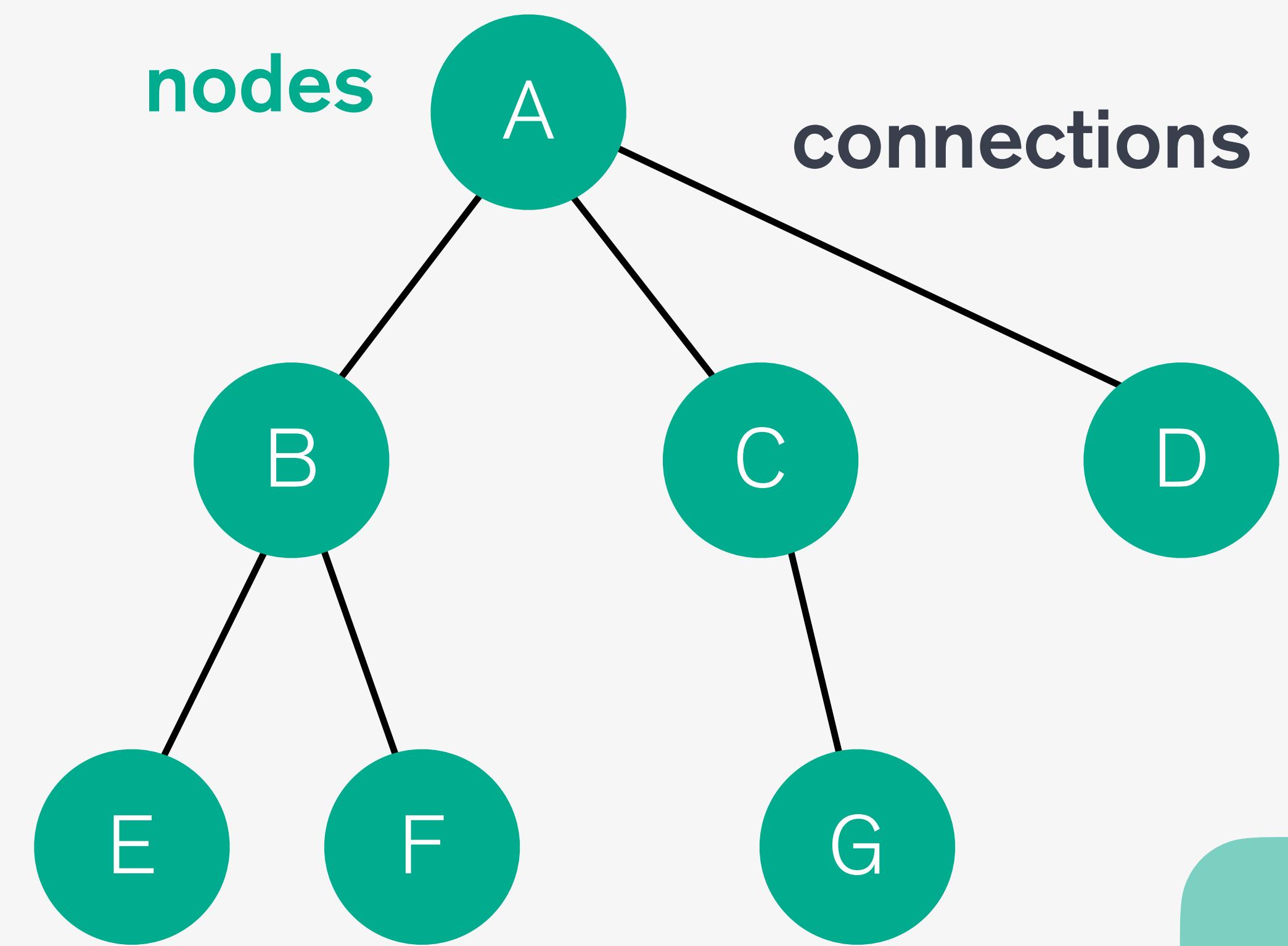


→ End

# An alternative way of drawing a maze: Graph

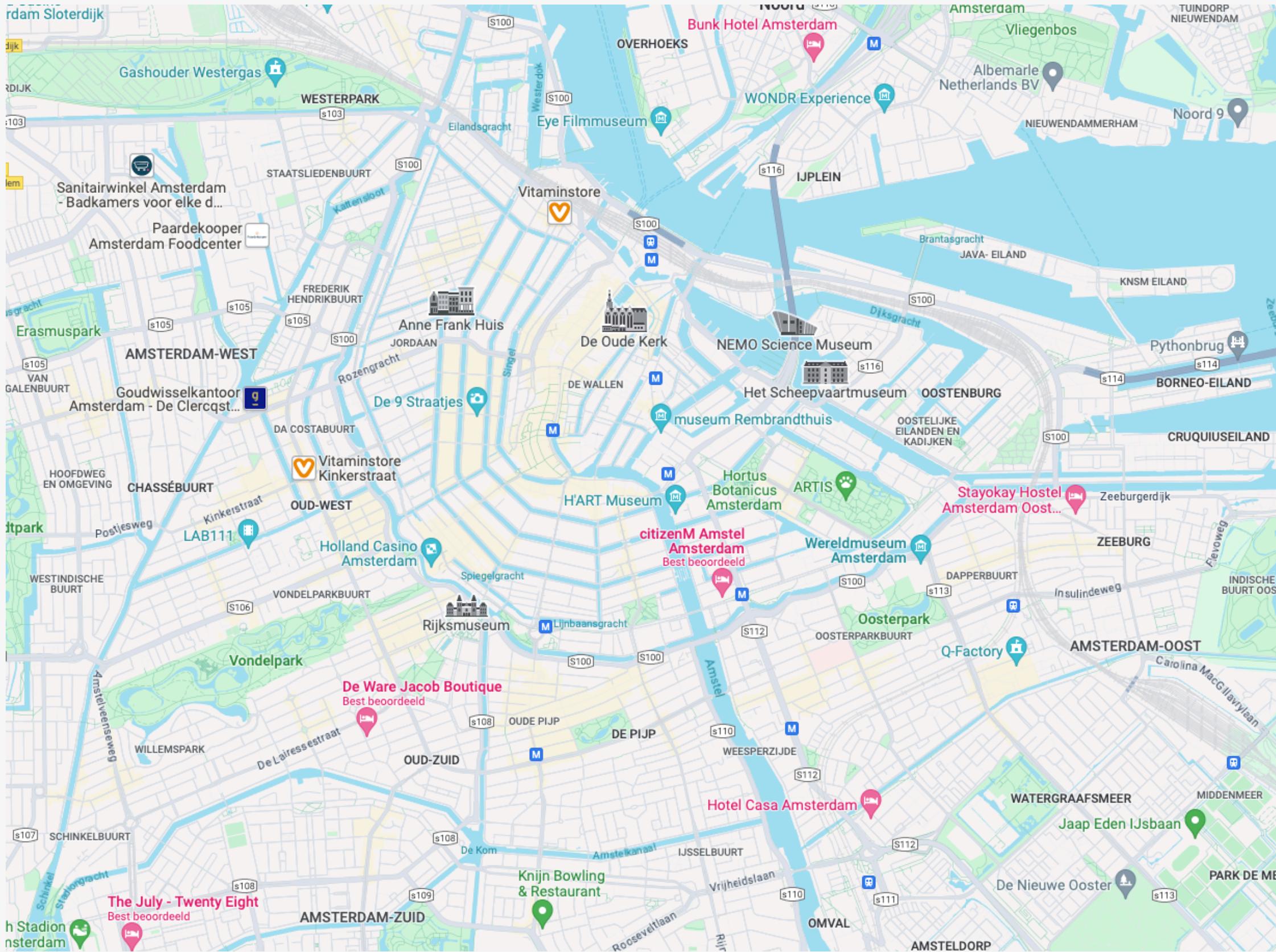


# Path finding: Graph traversal

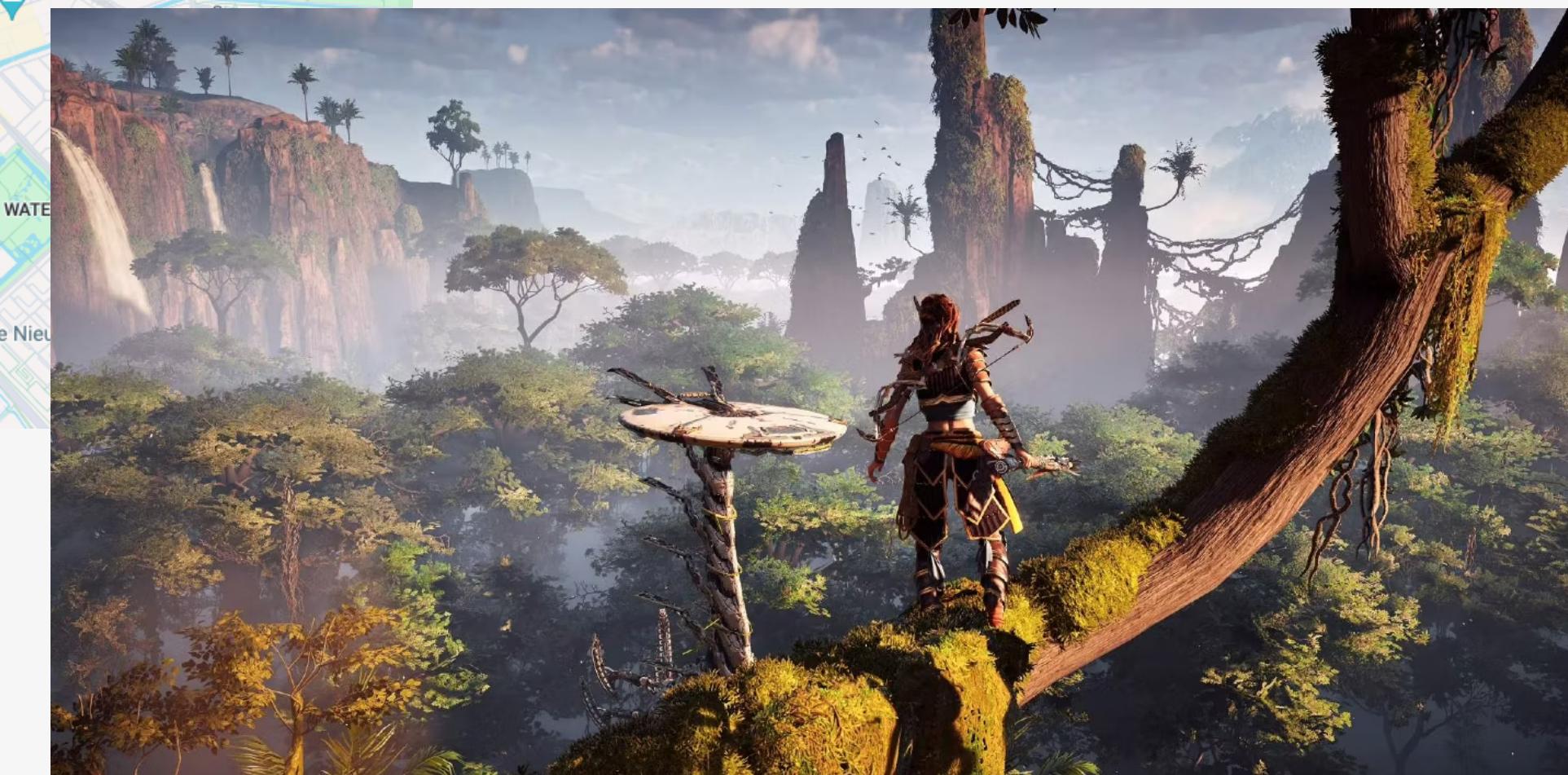
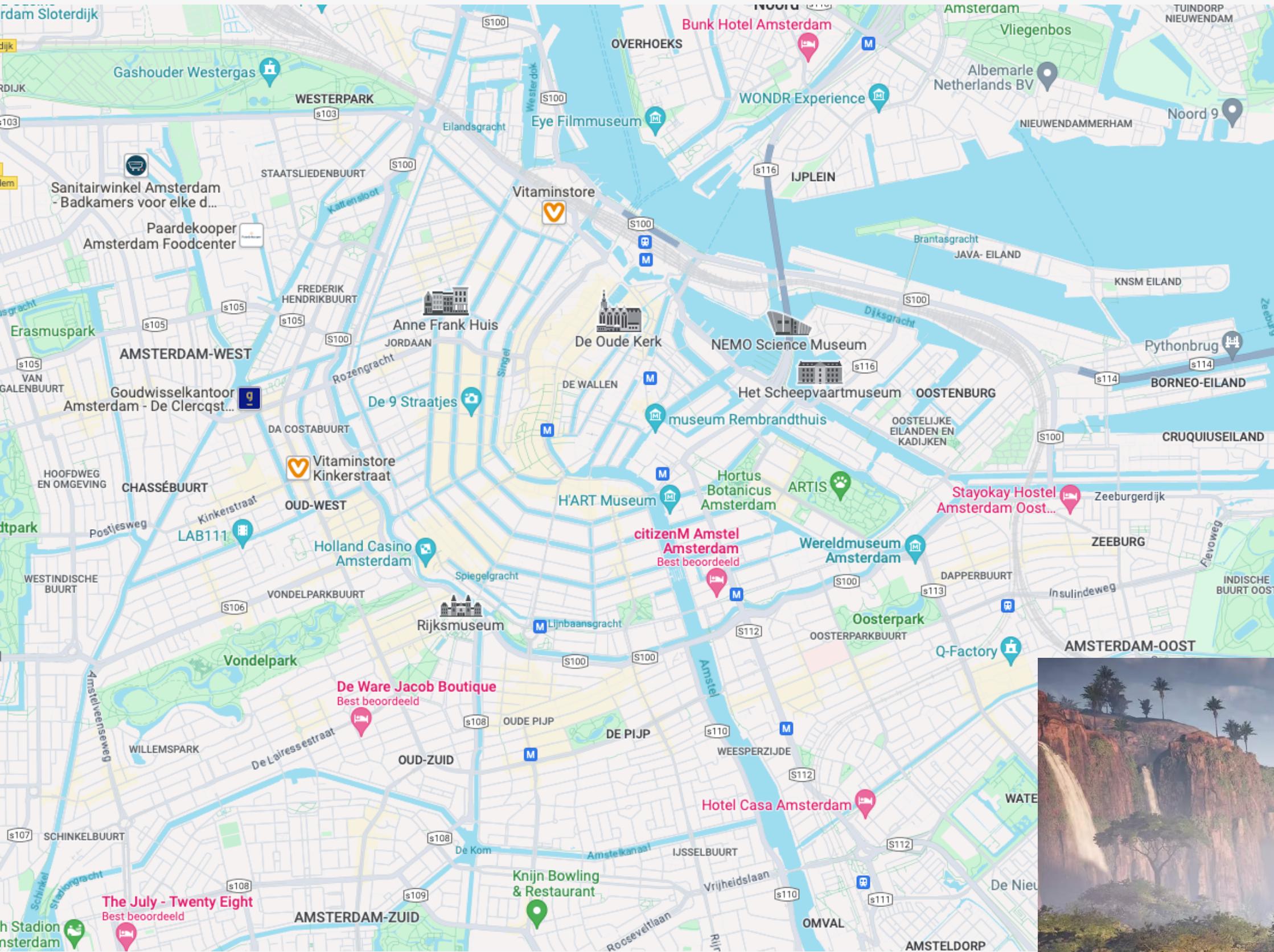


How do I get from E to D?

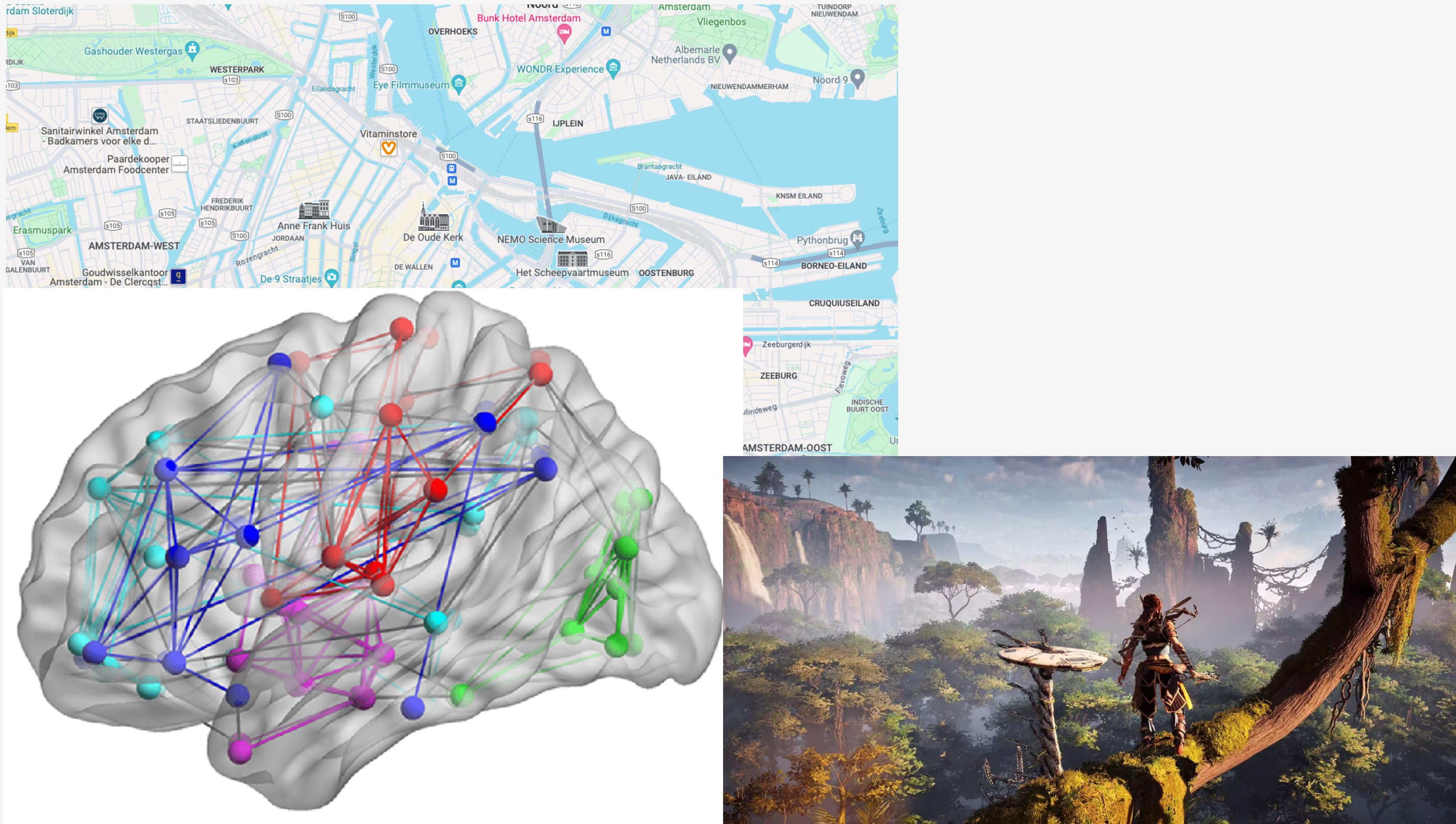
# Path finding can be complex!



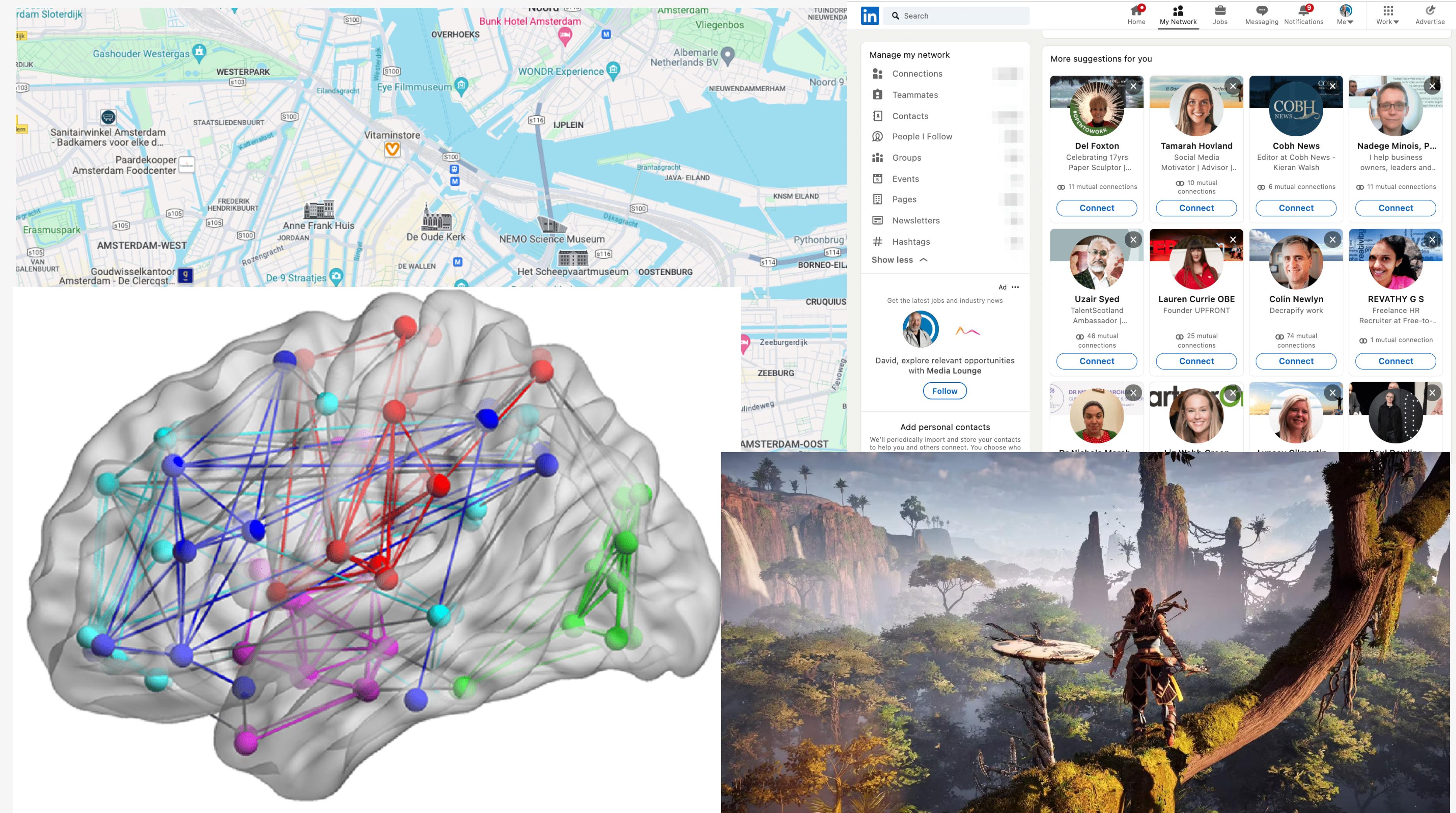
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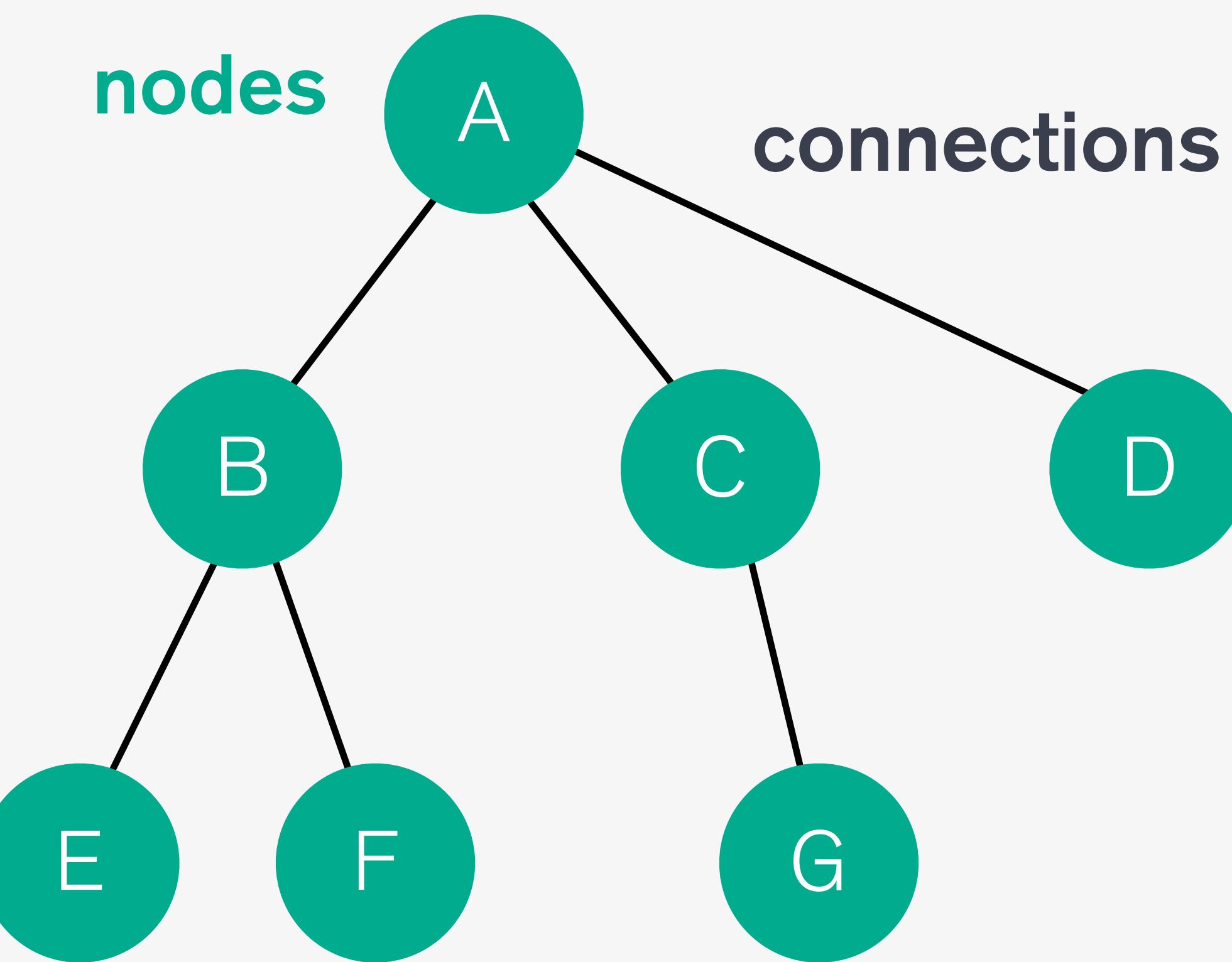


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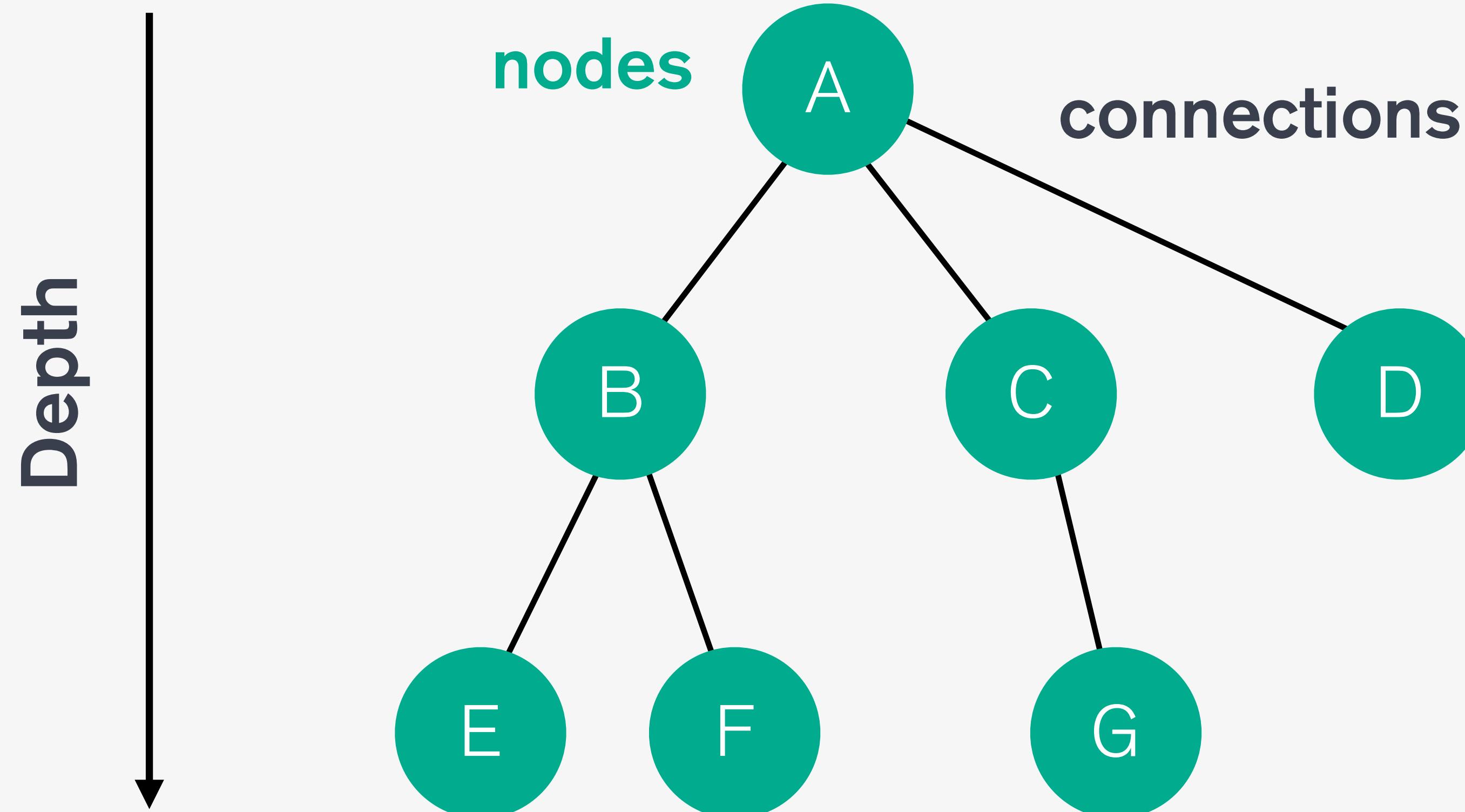


**Search algorithms to the rescue!**

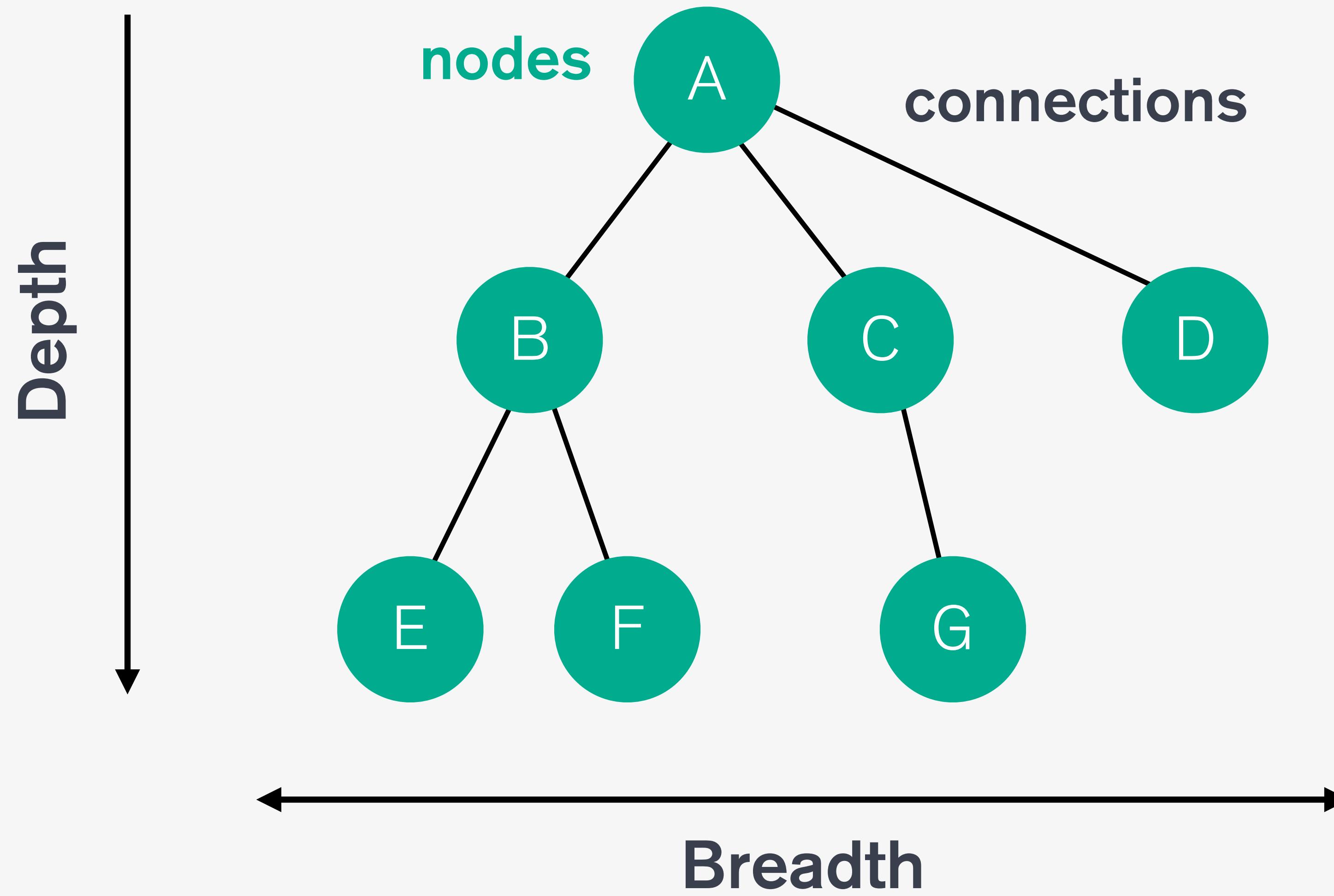
**Two dimensions:**



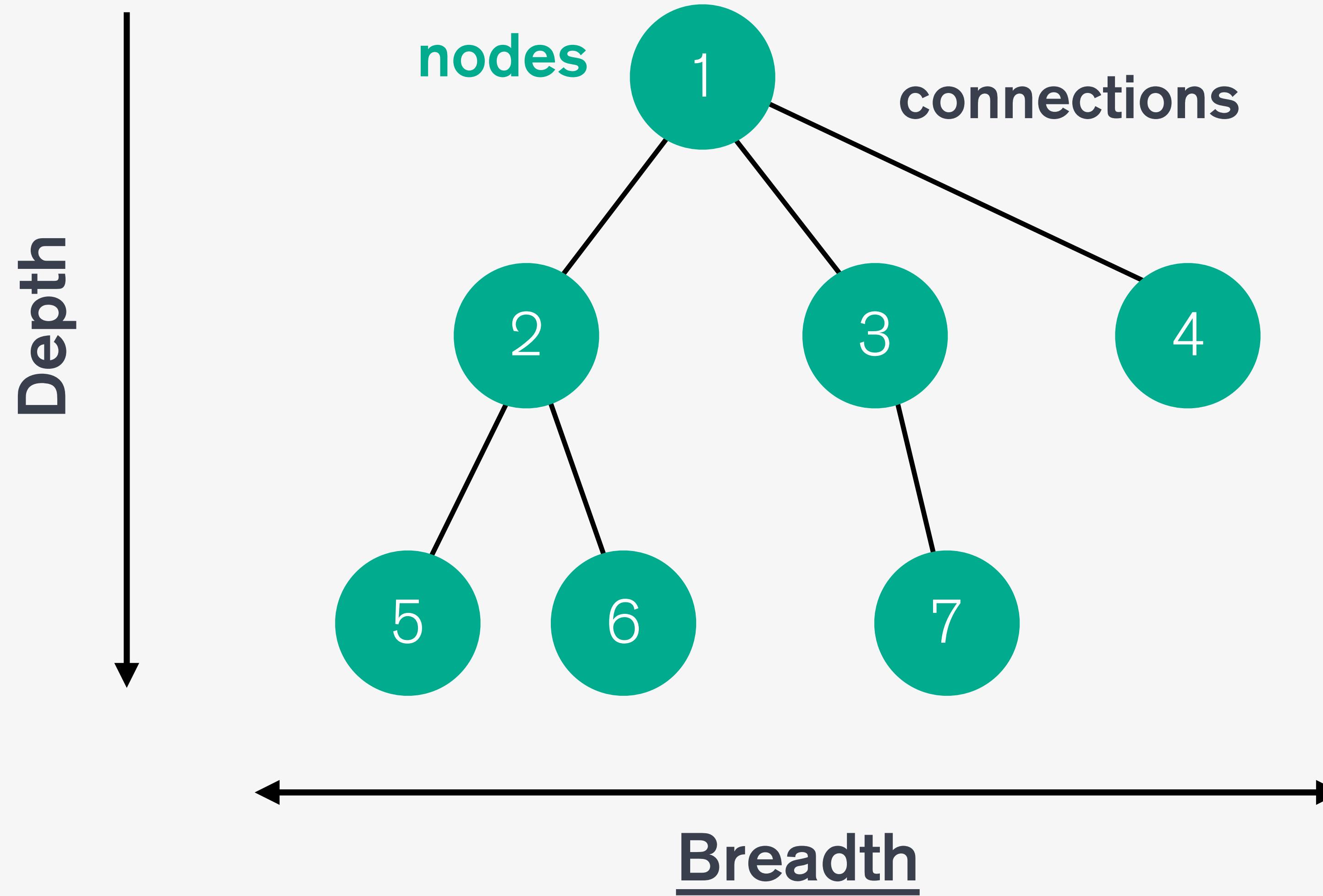
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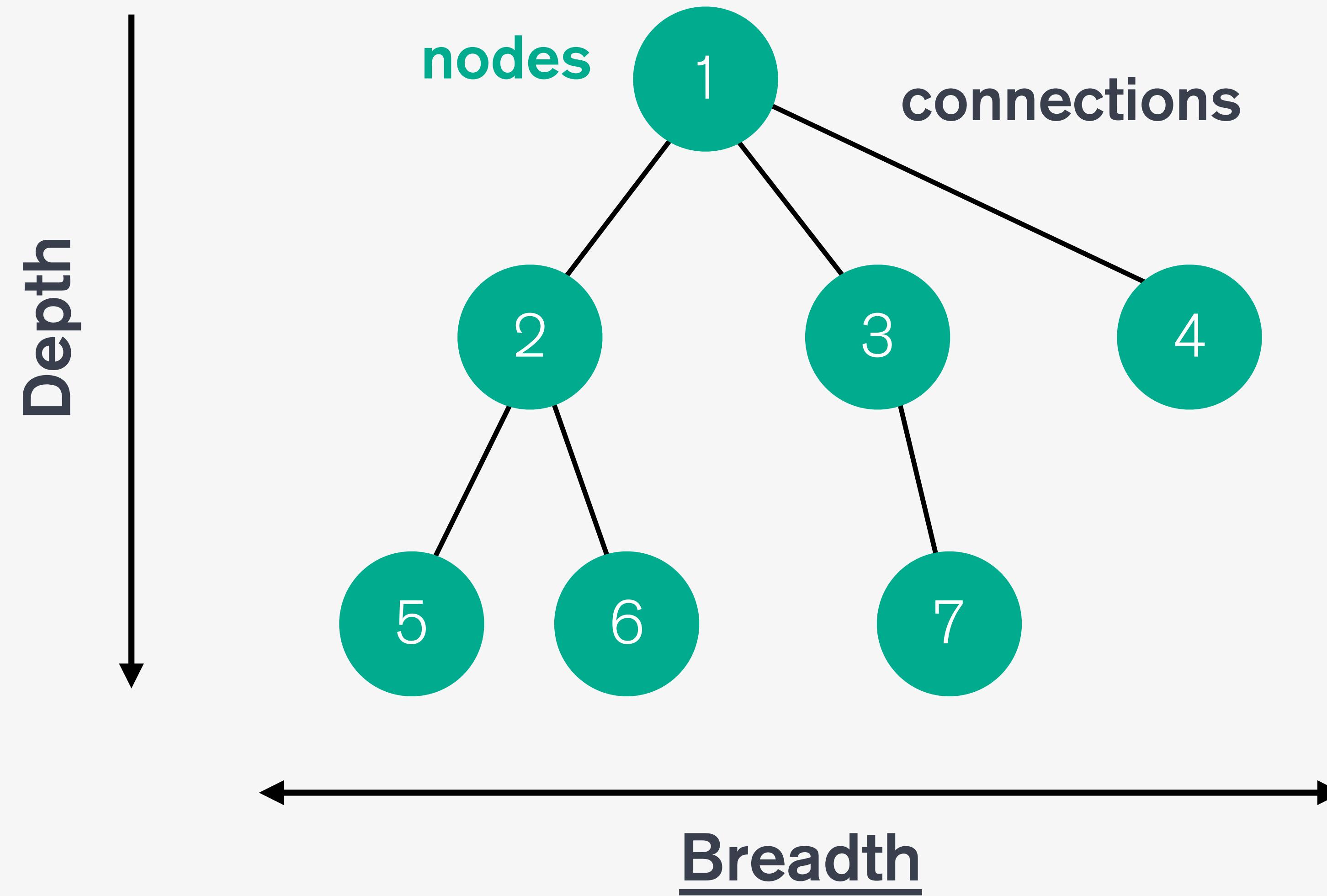


# Breadth-first search

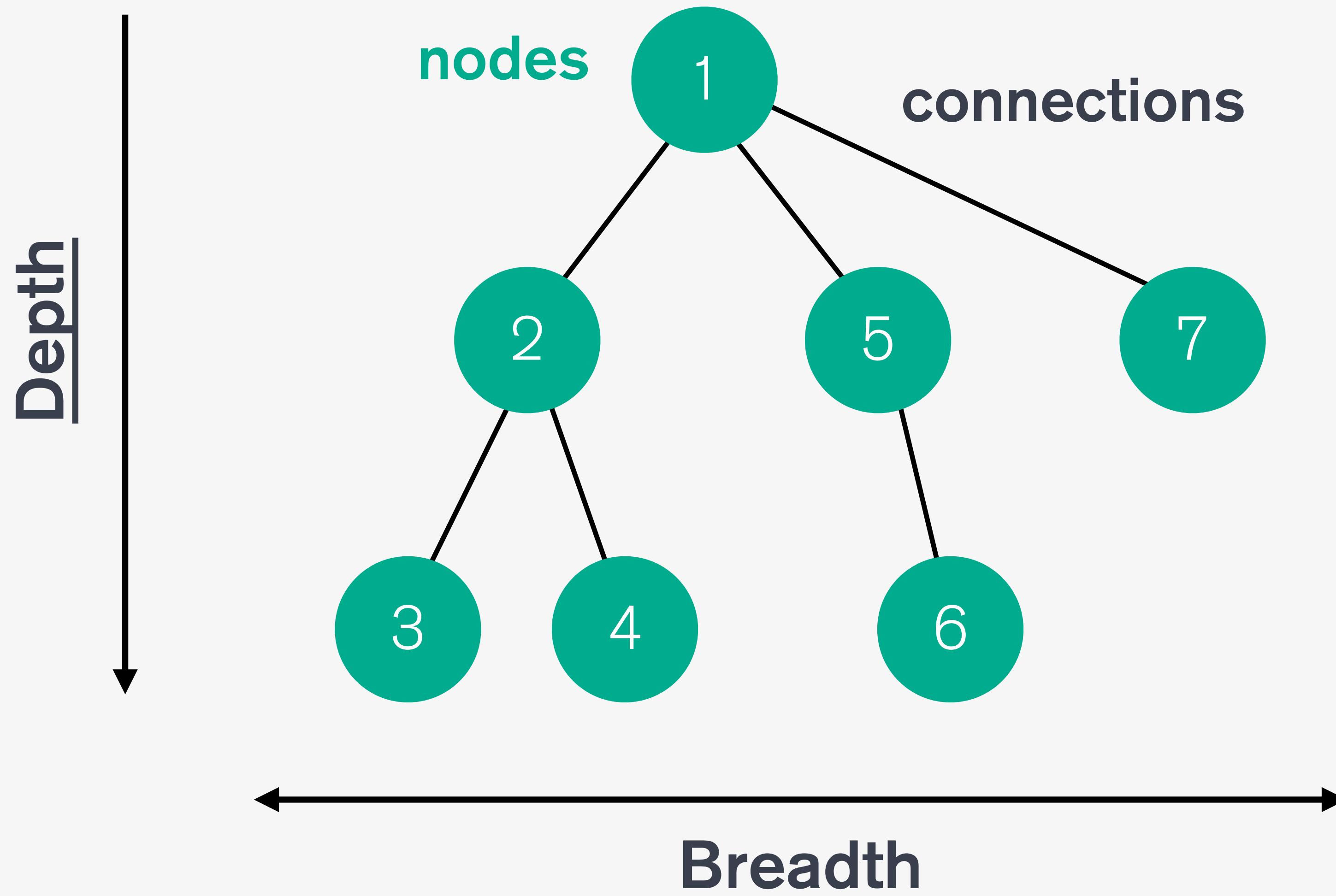


# Breadth-first search

Explore all connections, before moving to the next level

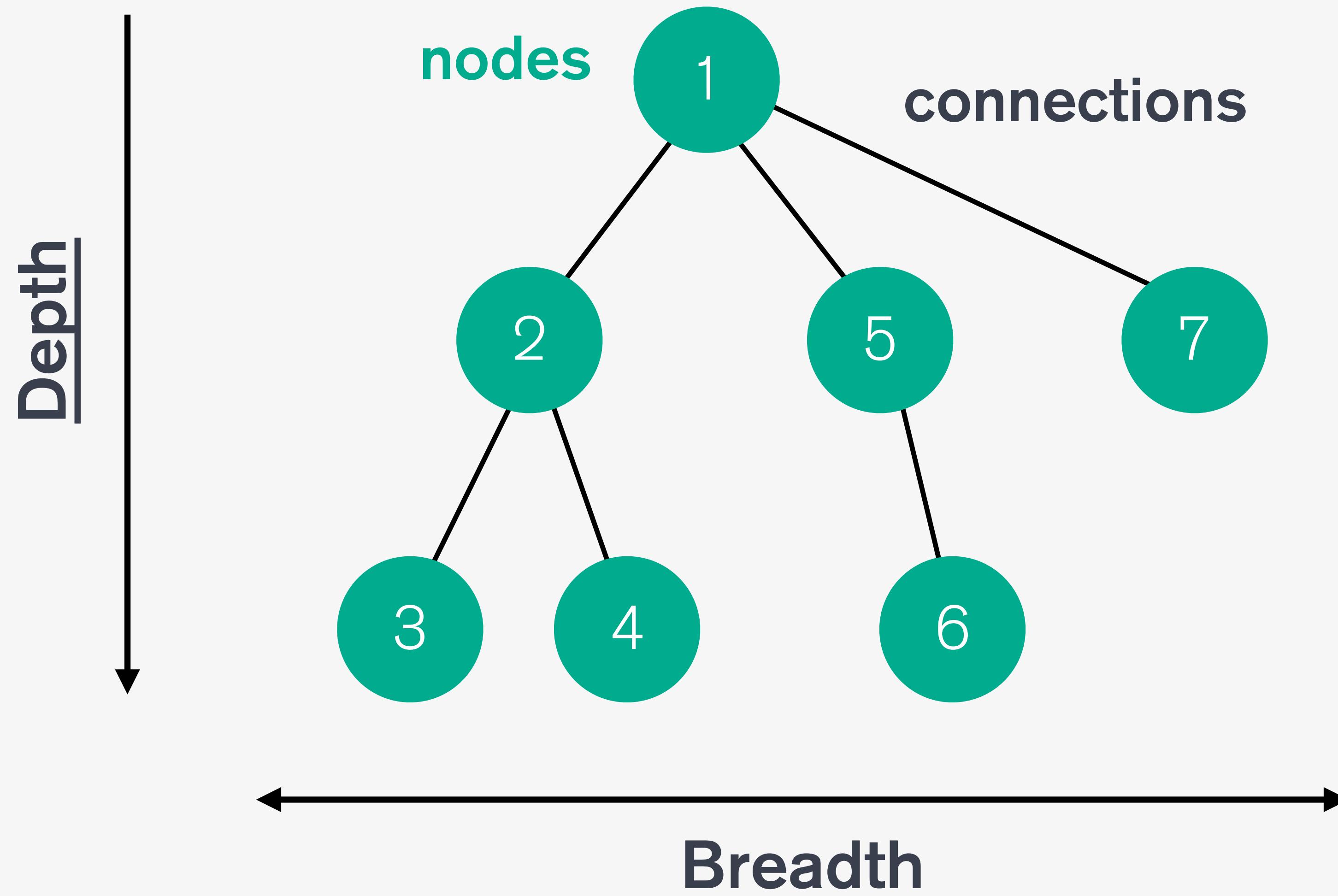


## Depth-first search

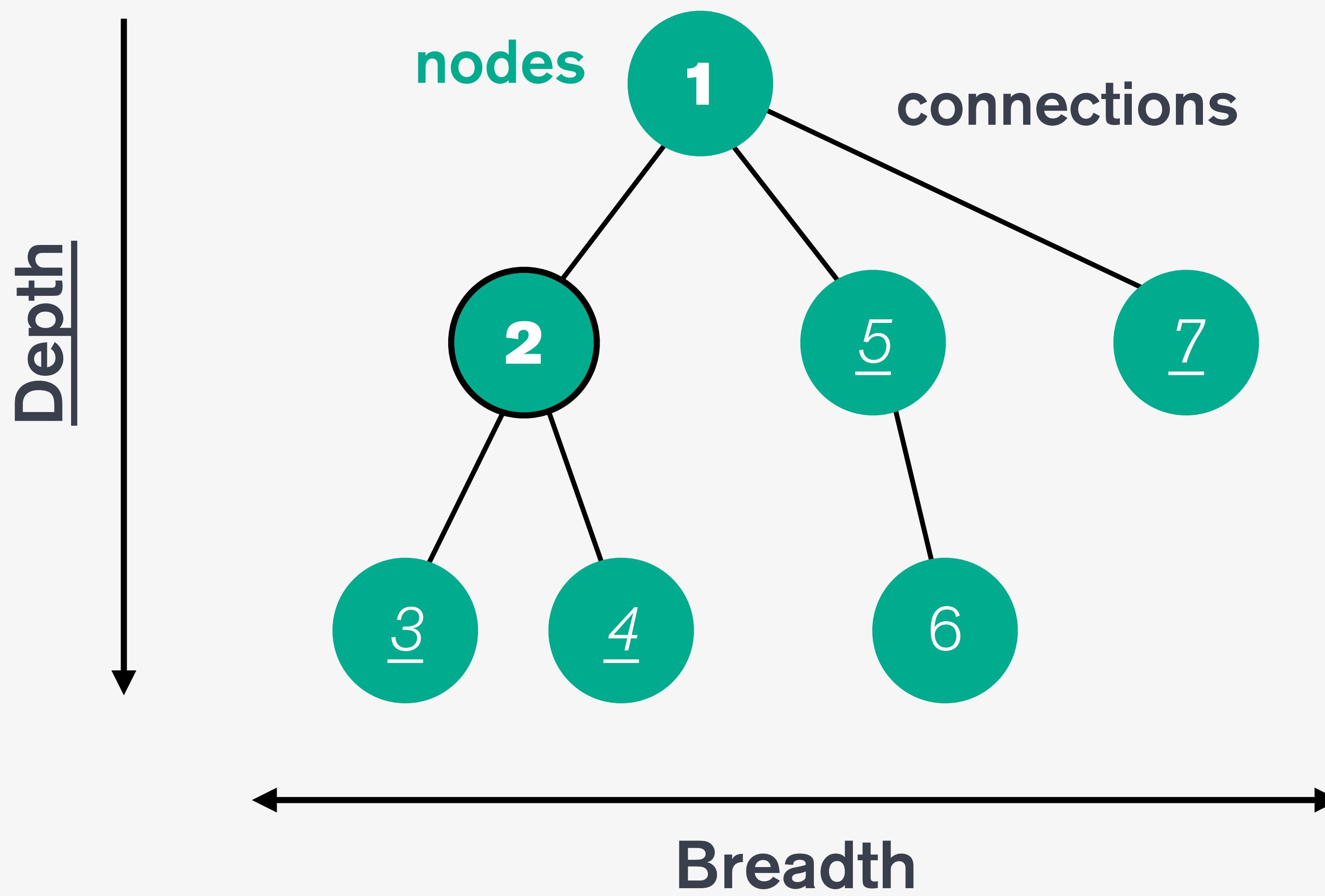


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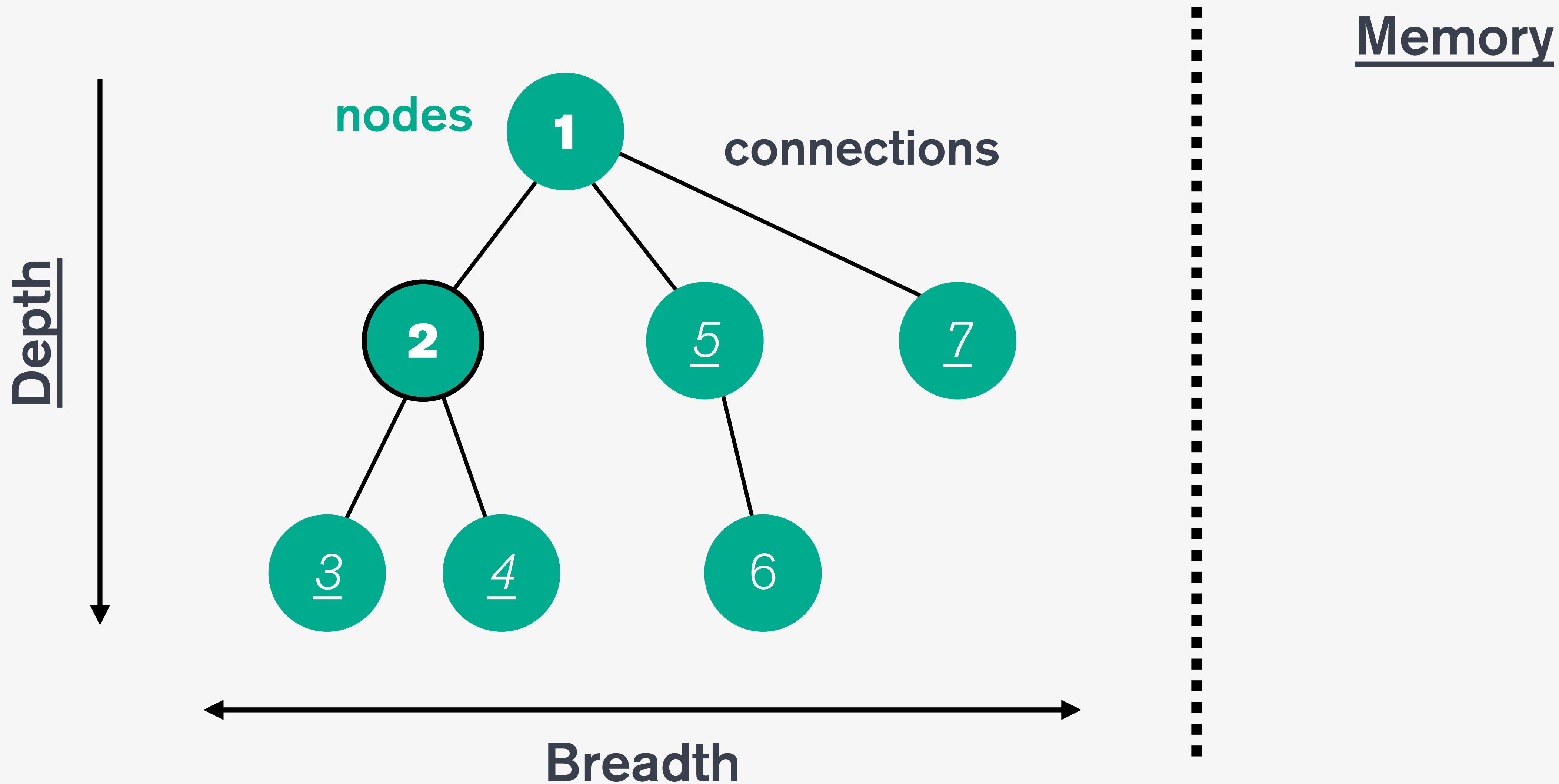
Explore as far as possible,  
before backtracking



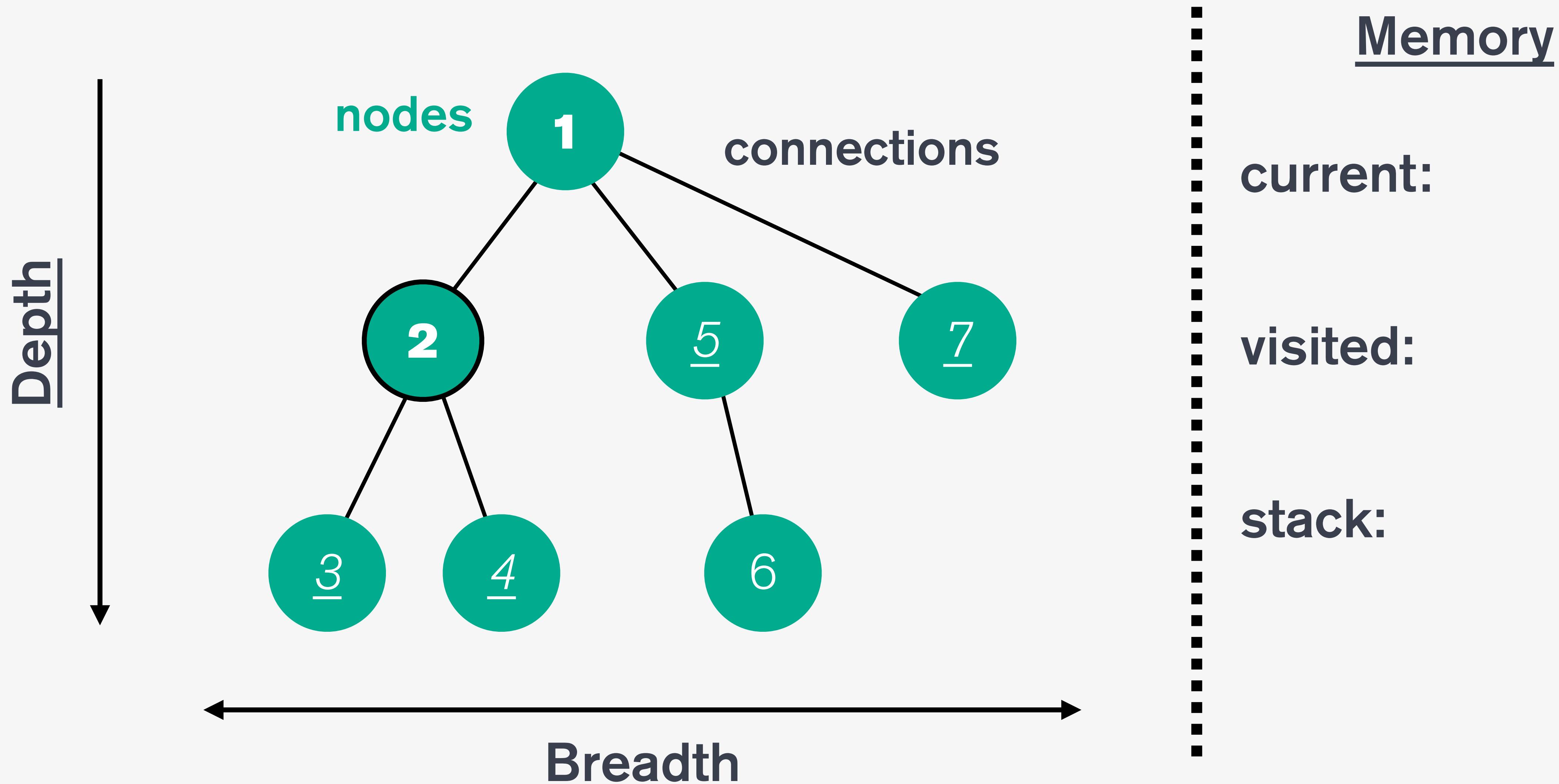
## Depth-first search (DFS) in action:



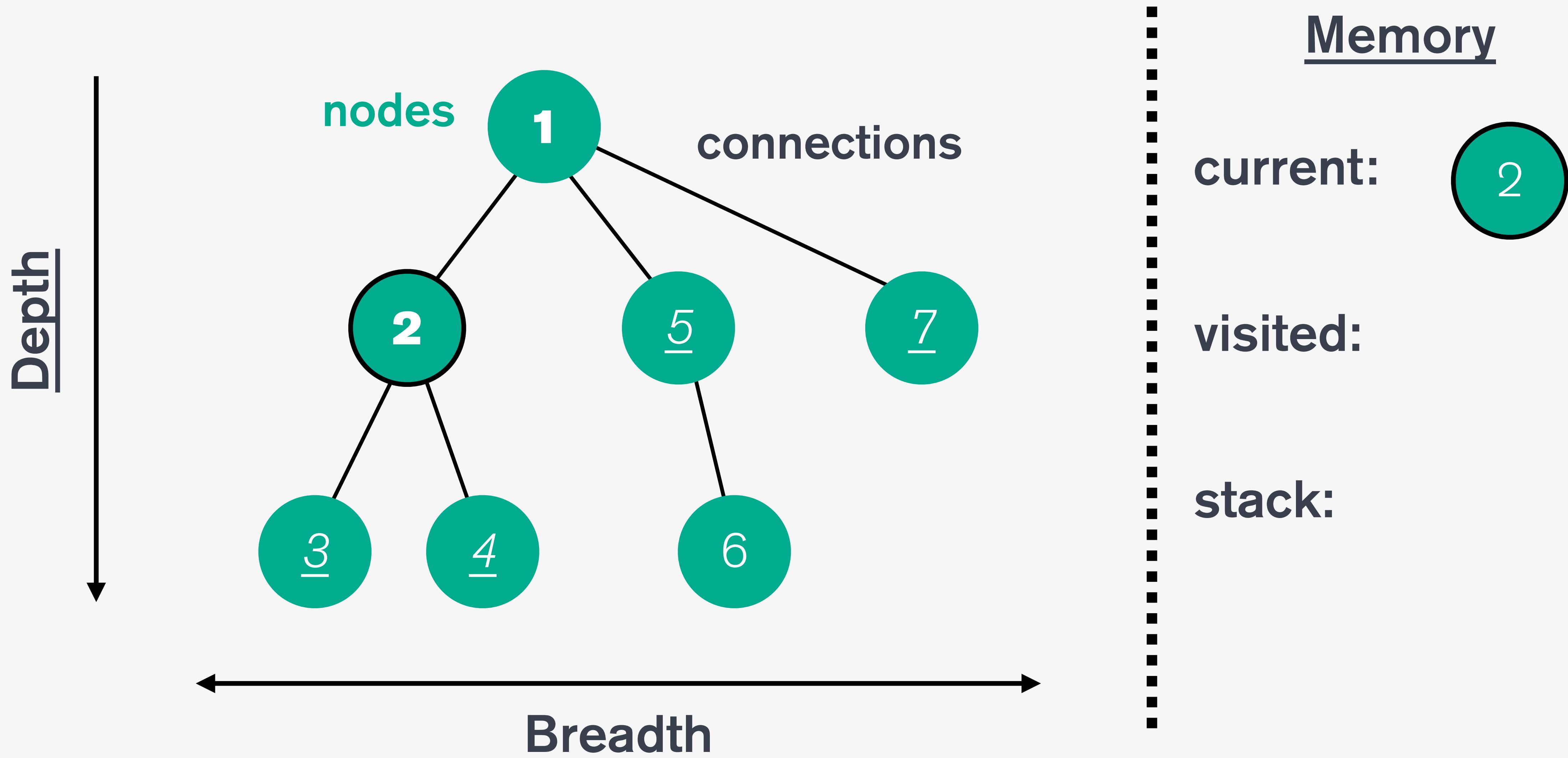
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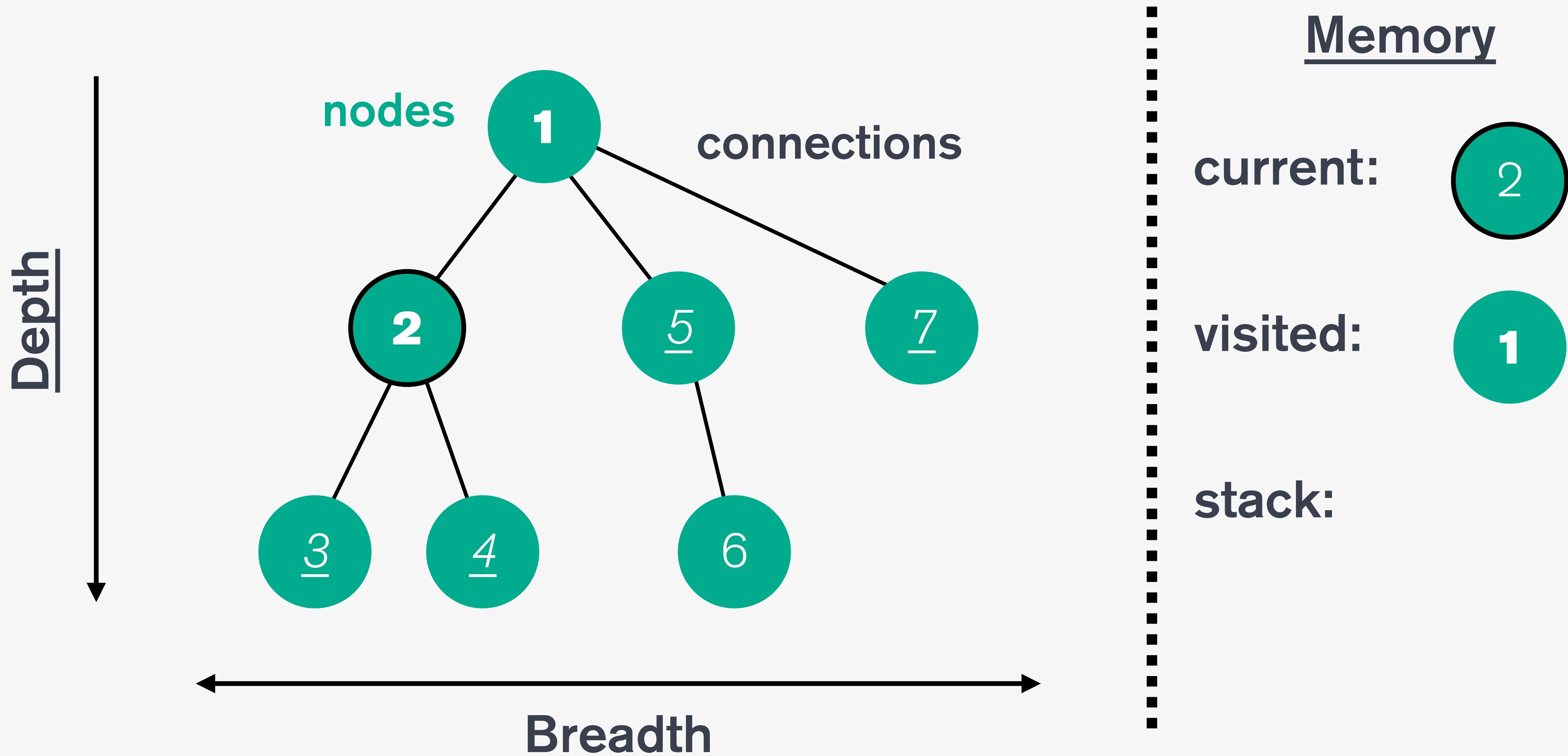
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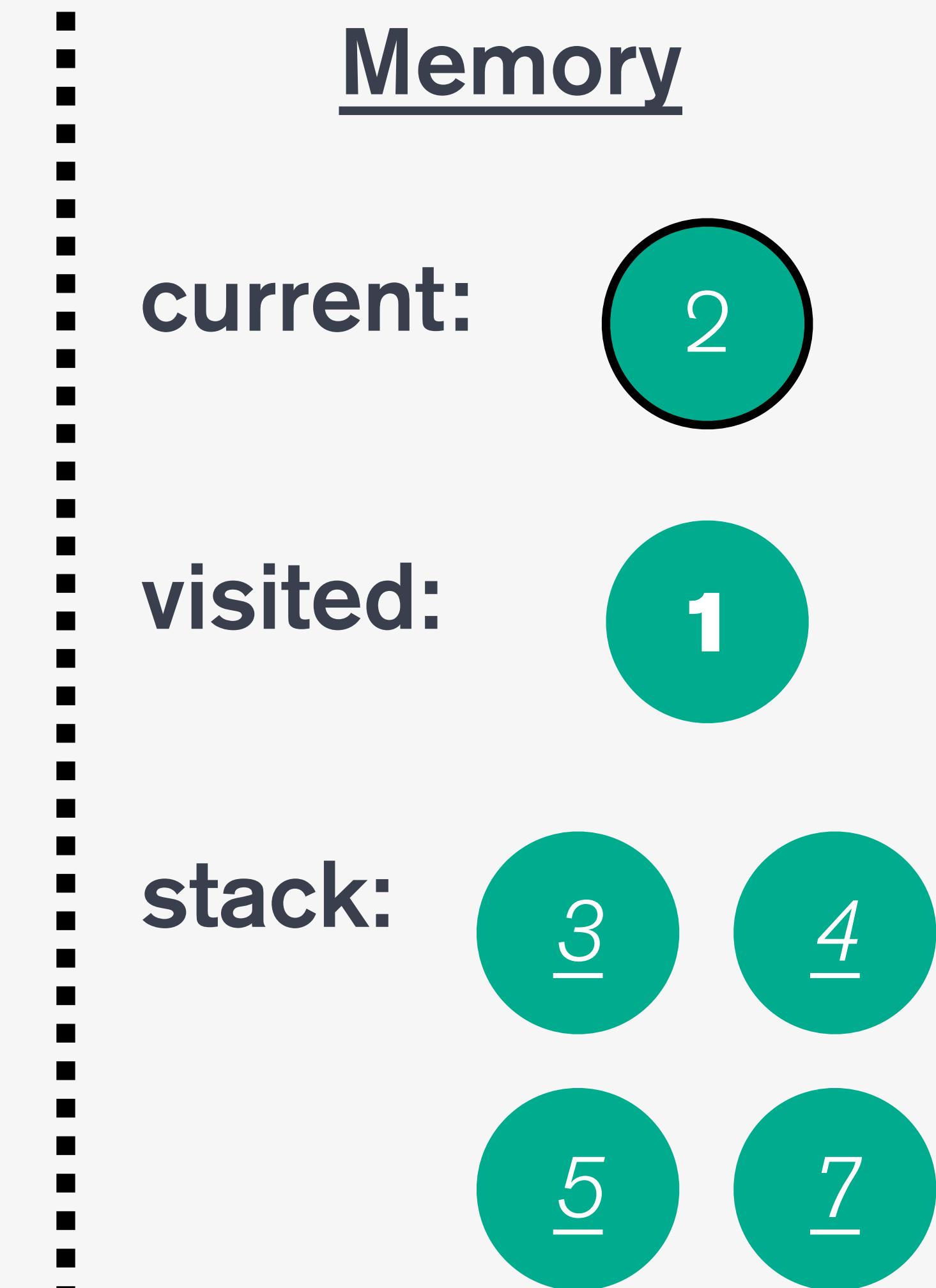
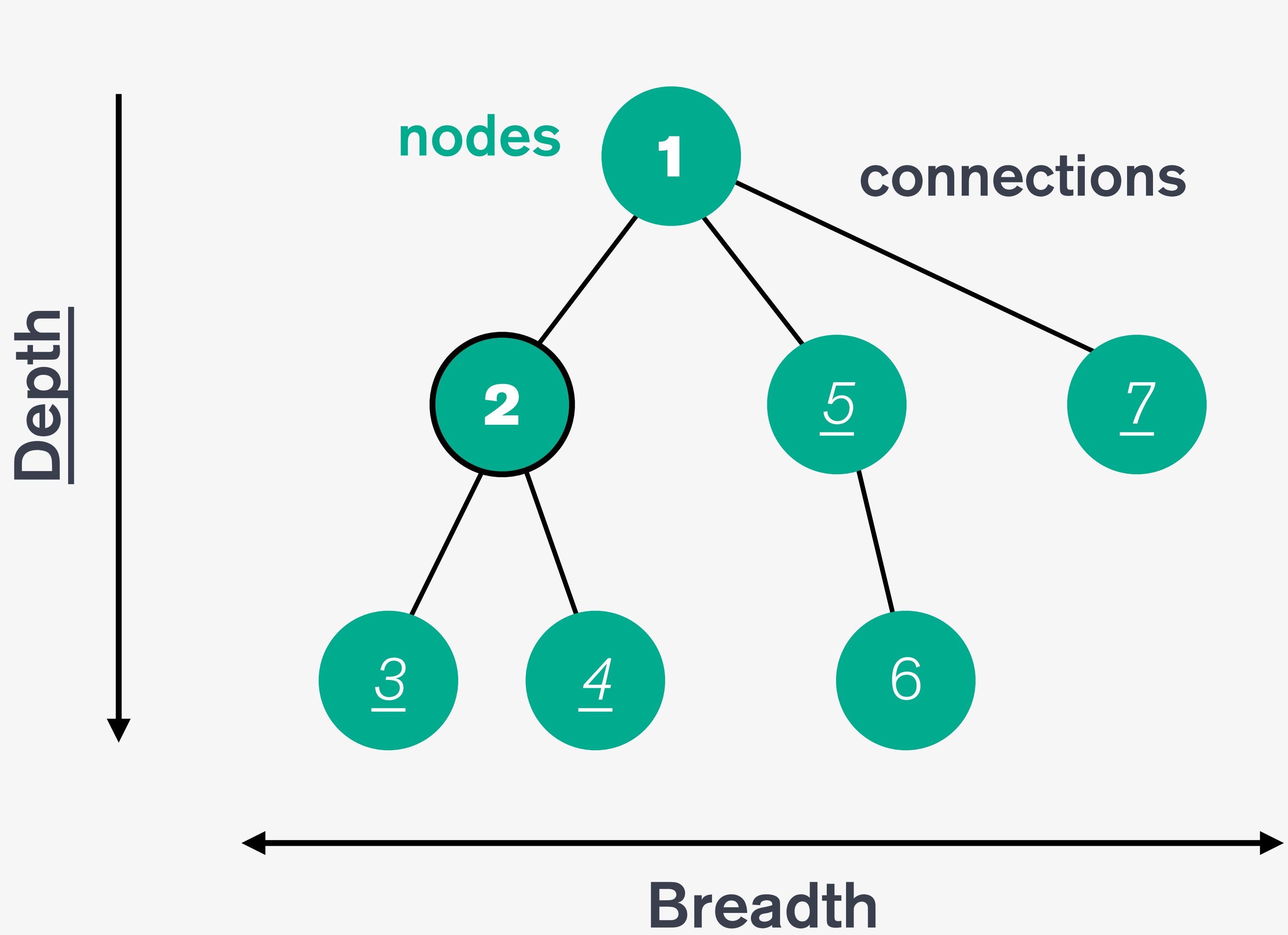
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# How could we program this?

≡ DFS-pseudo.txt

```
1  procedure DFS:  
2  
3      create 'stack'  
4      create 'visited'  
5      stack.append(start)  
6  
7      while stack is not empty:  
8          current = stack.pop()  
9  
10         if current not yet visited:  
11             label current as visited  
12  
13             for all connected to current,  
14                 that are not visited:  
15                 stack.append(connection)
```

**Knowing this, let's ask a slightly different question:**

# How would you *build* this maze?

The image is a solid black rectangle. It contains a uniform grid of white '#' characters, creating a pattern where each cell in the grid is filled with a single white hash symbol. The grid spans the entire width and height of the image.

Let's check out the *solution* together!

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**A-maze-ing, right?**