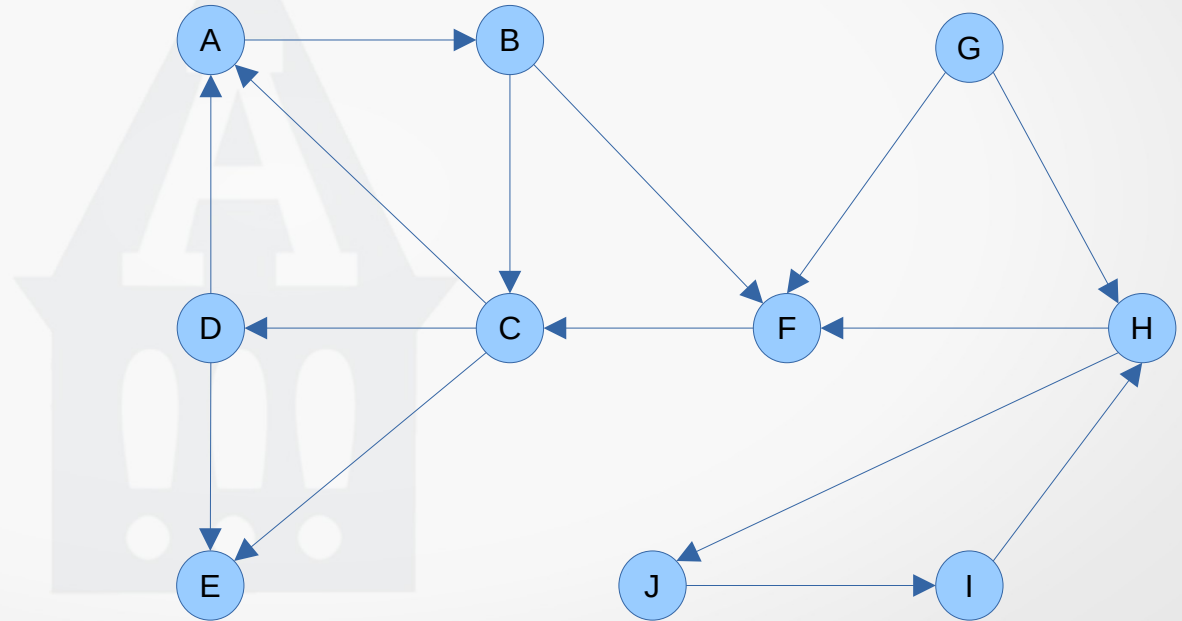
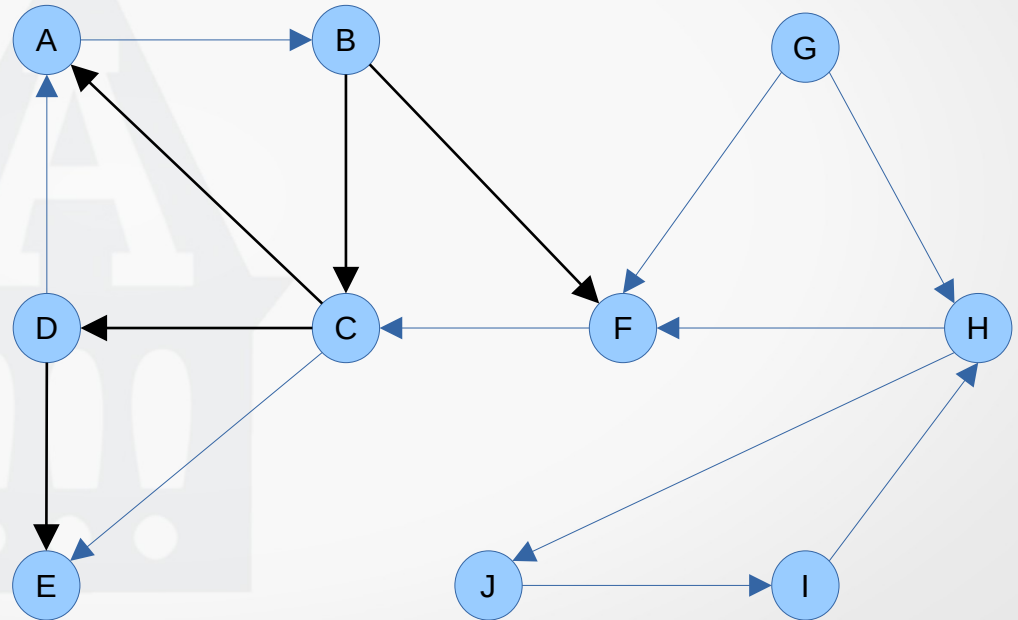


Edge Types – Create a Forest of Trees



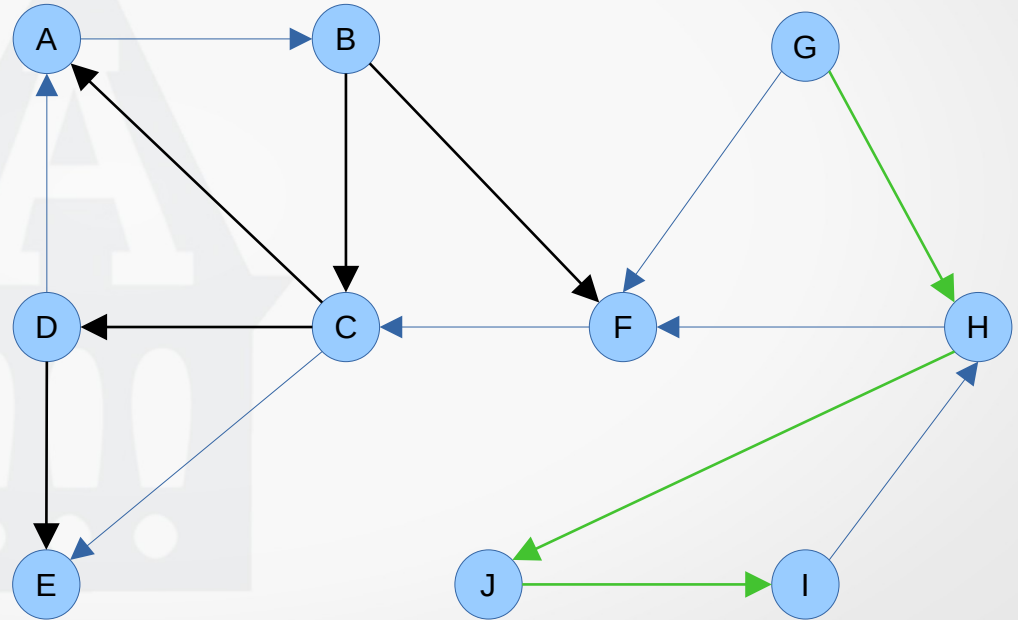
Edge Types – Create a Forest of Trees

- Depth First Traversal : Start at B
 - B to C to A, C to D to E, B to F



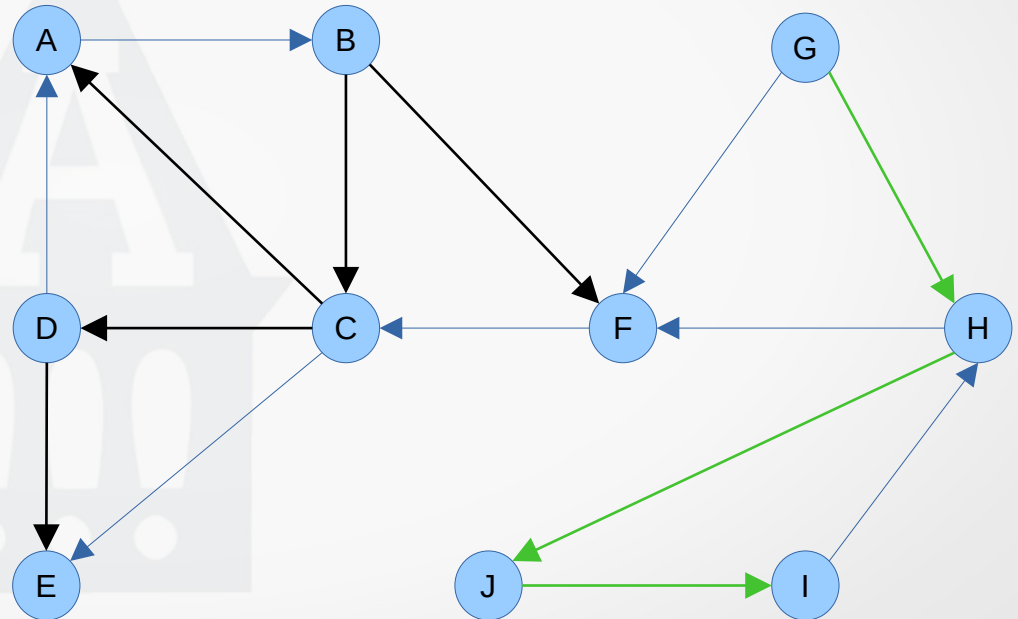
Edge Types – Create a Forest of Trees

- Depth First Traversal : Start at B
 - B to C to A, C to D to E, B to F
- Depth First Traversal : Start at G
 - G to H to J to I

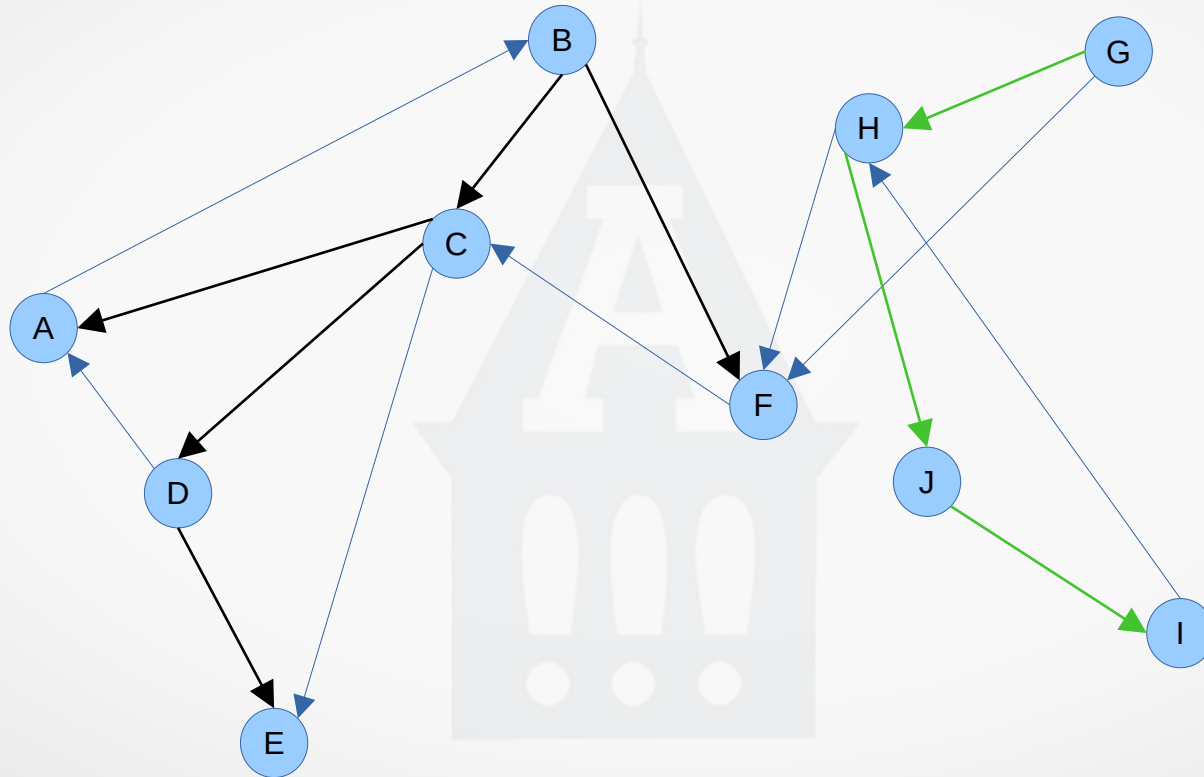


Edge Types

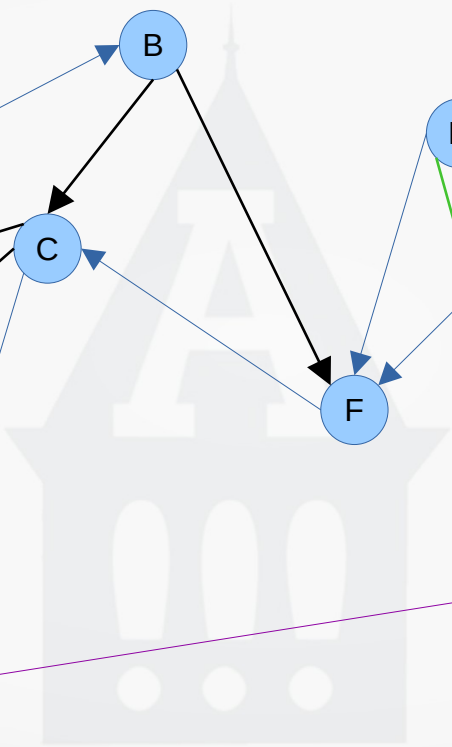
- Tree Edge : Any edge in the tree
- Forward Edge : Node to a successor
- Back Edge : Node to an ancestor
- Cross Edge : Node to an unrelated node



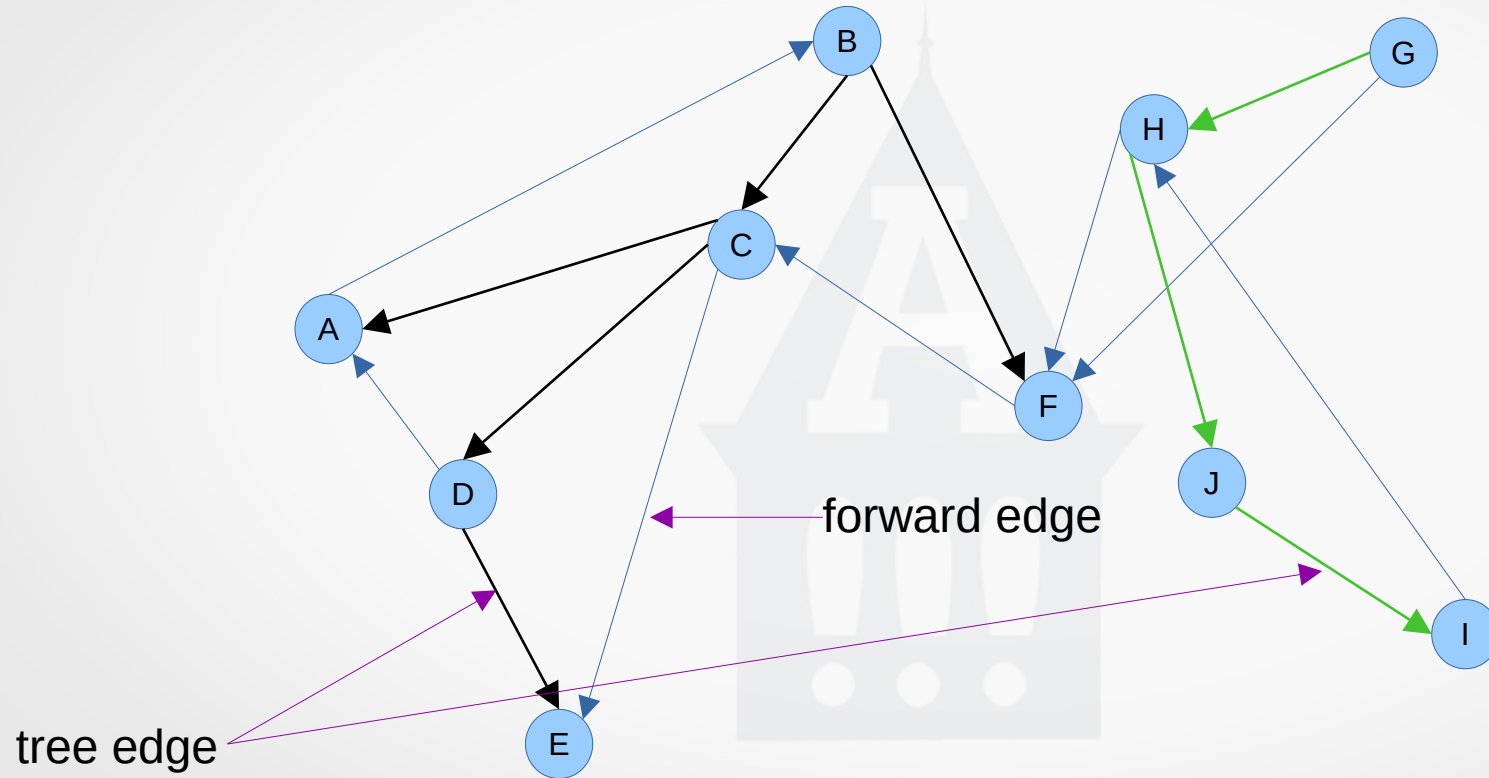
Edge Types – “Shake it down”



Identify the labels for the edge types

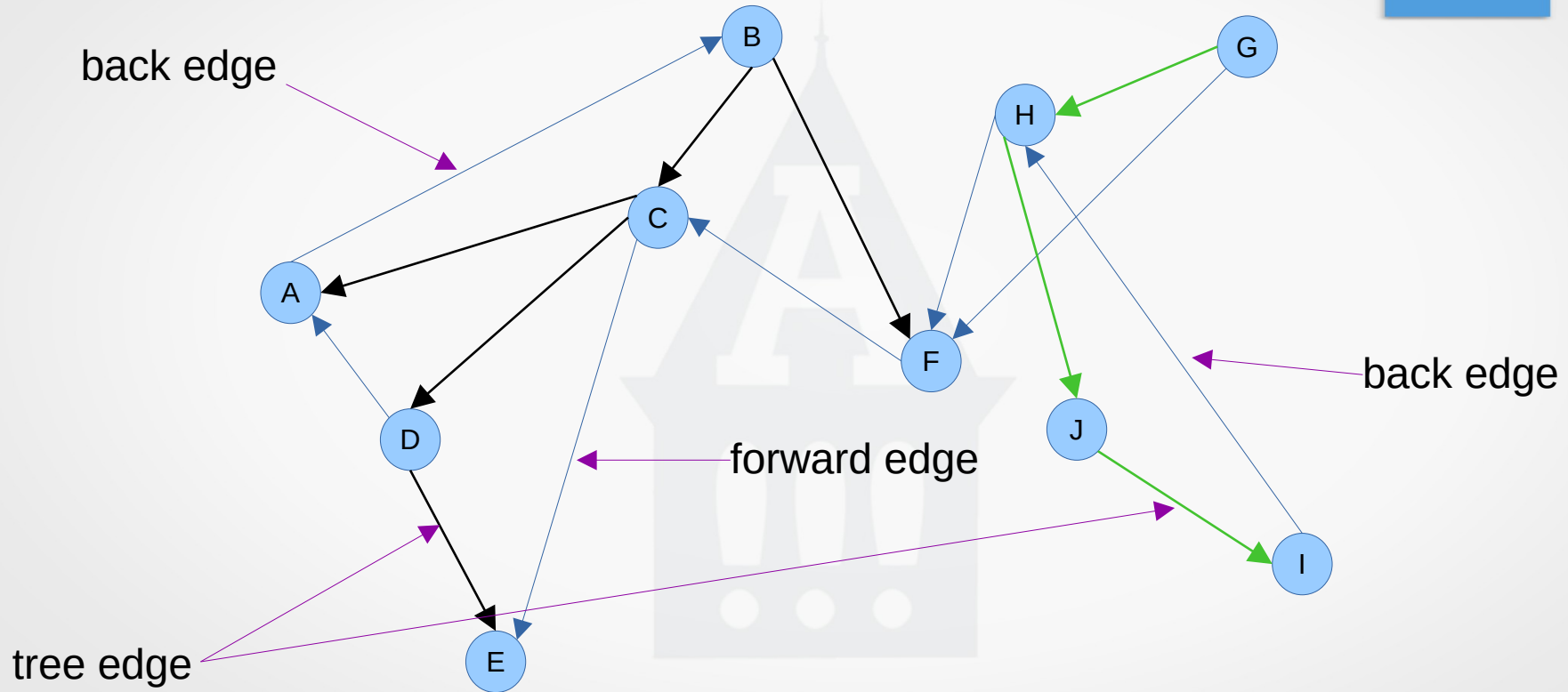


Edge Types – “Shake it down”



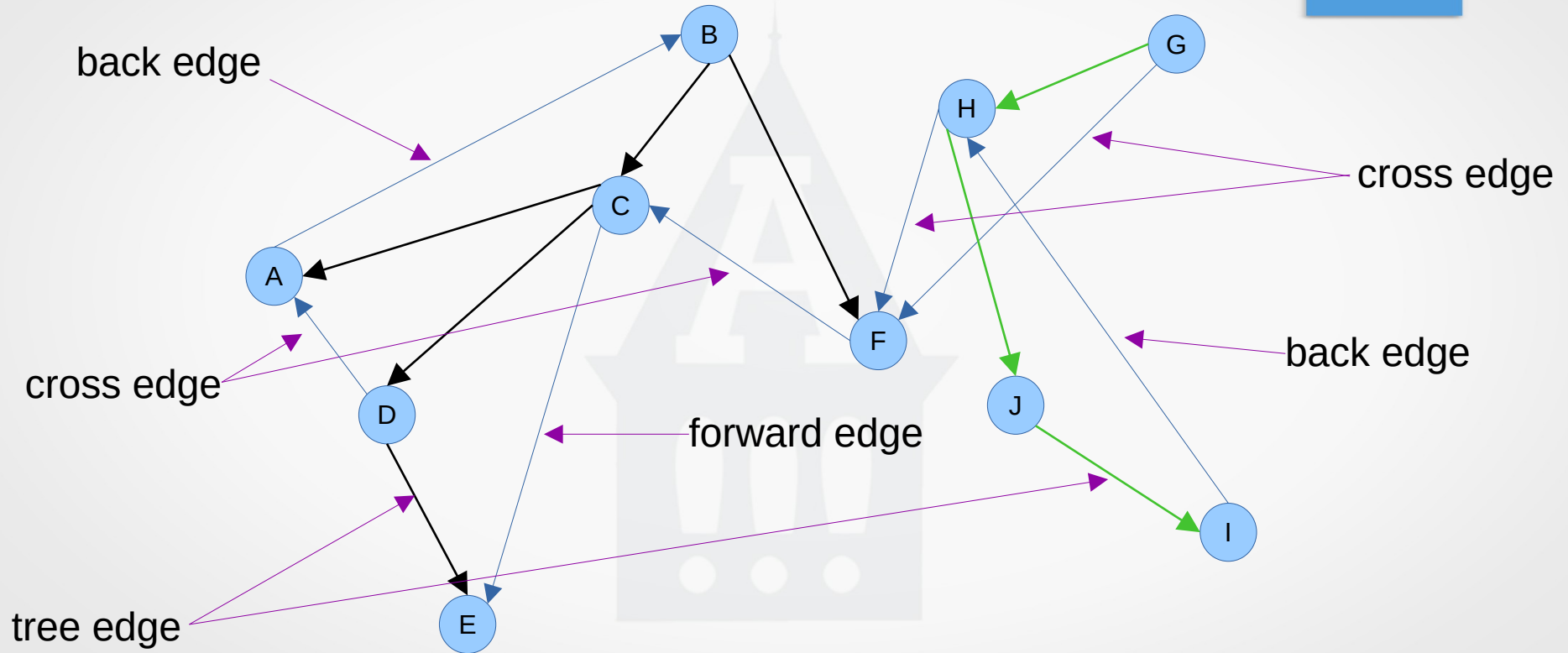
Identify the labels for the edge types

Edge Types – “Shake it down”



Identify the labels for the edge types

Edge Types – “Shake it down”



Identify the labels for the edge types