

Experiment No.9
Implementation of Graph traversal techniques - Depth First Search, Breadth First Search
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Experiment No. 9: Depth First Search and Breath First Search

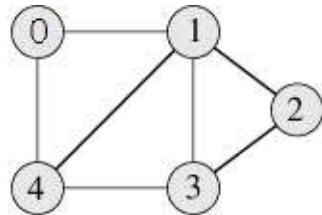
Aim : Implementation of DFS and BFS traversal of graph. Objective:

- Understand the Graph data structure and its basic operations.
- Understand the method of representing a graph.
- Understand the method of constructing the Graph ADT and defining its operations

Theory:

A graph is a collection of nodes or vertices, connected in pairs by lines referred to as edges. A graph can be directed or undirected.

One method of traversing through nodes is depth first search. Here we traverse from the starting node and proceed from top to bottom. At a moment we reach a dead end from where the further movement is not possible and we backtrack and then proceed according to left right order. A stack is used to keep track of a visited node which helps in backtracking.



	0	1	2	3	4
0	0	1	0	0	1
1	1	0	1	1	1
2	0	1	0	1	0
3	0	1	1	0	1
4	1	1	0	1	0

DFS Traversal –0 1 2

3 4

Algorithm

Algorithm:

DFS_LL(V) Input: V

is a starting vertex

Output : A list VISIT giving order of visited vertices during traversal. Description: linked structure of graph with gptr as pointer

- if gptr = NULL then
 - print “Graph is empty” exit
- u=v
- OPEN.PUSH(u)
- while OPEN.TOP != NULL do
 - u=OPEN.POP()
 - if search(VISIT,u) =

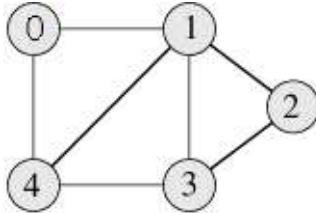
```

    FALSE then
        INSERT-END(VISI
        T,u)
        Ptr = gptr(u)
        While ptr.LINK !=
            NULL do Vptr
            = ptr.LINK
            OPEN.PUSH(vptr.LABEL)
        End while

```

- E
- nd if
- End
- whil
- e
- Return VISIT
- Stop

BFS Traversal



	0	1	2	3	4
0	0	1	0	0	1
1	1	0	1	1	1
2	0	1	0	1	0
3	0	1	1	0	1
4	1	1	0	1	0

BFS Traversal – 0 1

4 2 3 Algorithm

Algorithm:

```

DFS() i=0
count
=1

```

```

visite
d[i]=1
print("Visited vertex i")

repeat this till queue is empty or all nodes
visited repeat this for all nodes from first
till last if(g[i][j]!=0&&visited[j]!=1)
{
    push(j)
}
i=pop()
print("Visited vertex
i") visited[i]=1
count++

Algorithm:
BFS() i=0
count
=1
visite
d[i]=1
print("Visited vertex i")

```

```

repeat this till queue is empty or all nodes
visited repeat this for all nodes from first
till last if(g[i][j]!=0&&visited[j]!=1)

```

```

{
enqueue(j)
}
```

```
i=dequeue()
print("Visited
vertex i")
visited[i]=1
count++
```

Code:

Dfs

```
#include
<stdio.h>
#define
MAX 5
void depth_first_search(int adj[][MAX],int visited[],int start)

{
    int
stack[MAX]; int
top = - 1, i;
printf("%c-",start
+ 65);
visited[start]
= 1;
stack[++top]
= start;
while(top!
= -1)
{
    start = stack[top];
```

```

for(i = 0; i < MAX; i++)
{
    if(adj[start][i] && visited[i] == 0)
    {
        stack[++top] = i;

        printf("%c",
i + 65);
        visited[i] = 1;
        break;
    }
}
if(i == MAX)
{
    top--;
}
}

int main()
{
    int adj[MAX][MAX];

    int visited[MAX] = {0}, i,
j; printf("\n Enter the adjacency
matrix: ");
    for(i = 0; i < MAX; i++)
{
        for(j = 0; j
< MAX; j++) scanf("%d",
&adj[i][j]);
    }
    printf("DFS Traversal: ");

    depth_first_search(adj,vi

```

```
sited,0); printf("\n");
    return 0;
}
```

Bfs

```
#include
<stdio.h>
#define
MAX 10

void breadth_first_search(int adj[][MAX],int visited[],int start)

{
    int queue[MAX],rear
    =-1,front =-1, i; queue[++rear] =
    start;
    visited[start]
    = 1;
    while(rear !
    = front)
    {
        start =
        queue[++front];
        if(start == 4)
            printf("5\t");
        else
            printf("%c \t",start + 65);
```

```

for(i = 0; i < MAX; i++)
{
    if(adj[start][i] == 1 && visited[i] == 0)
    {
        queue[++r
ear] = i;
        visited[i] =
1;
    }
}
}

int main()
{
    int visited[MAX]
= {0}; int
adj[MAX]
[MAX], i, j;
printf("\n Enter the adjacency
matrix: ");

for(i = 0; i < MAX; i++)
{
    for(j = 0; j
< MAX; j++) scanf("%d",
&adj[i][j]);
    breadth_first_search(adj,visit
ed,0);
    return 0;
}

```

Output:

dfs

```
[■]----- Output -----2=[↑]-  
Enter the adjacency matrix: 0 1 1 0 0  
1 0 0 1 0  
1 0 0 1 1  
0 1 1 0 1  
0 0 1 1 0  
DFS Traversal: A-B-D-C-E-  
-
```

Bfs

```
[■]----- Output -----2=[↑]-  
Enter the adjacency matrix: 0 1 0 1 0 0 0 0 0 0 0  
1 0 1 0 1 0 0 0 0 0 0  
0 1 0 0 0 1 0 0 0 0  
1 0 0 0 0 0 1 0 0 0  
0 1 0 0 0 0 0 1 0 0  
0 0 1 0 0 0 0 0 1 0  
0 0 0 1 0 0 0 0 0 1  
0 0 0 0 1 0 0 0 0 0  
0 0 0 0 0 1 0 0 0 0  
0 0 0 0 0 0 1 0 0 0  
A      B      D      C      5      G      F      H      J      I  
-
```

Conclusion:

- Write the graph representation used by your program and explain why you choose that.
- The program uses an adjacency matrix to represent the graph. An adjacency matrix is a 2D array where each cell $\text{adj}[i][j]$ represents an edge between

vertex i and vertex j. The value in the cell indicates the presence (usually 1) or absence (usually 0) of an edge. This representation was chosen because it provides a simple and straightforward way to implement both depth-first search (DFS) and breadth-first search (BFS) algorithms. It allows for easy traversal and checking of connections between nodes. However, it may not be the most memory-efficient representation for sparse graphs.

- Write the applications of BFS and DFS other than finding connected nodes and explain how it is attained?
- Applications of BFS and DFS:
 - Shortest Path Finding: Both BFS and DFS can be used to find the shortest path between two nodes in a graph. BFS typically finds the shortest path in an unweighted graph, while DFS can find paths in weighted graphs using backtracking.
 - Web Crawling: Search engines use BFS to crawl and index web pages efficiently. Starting from a seed webpage, they explore links level by level.
 - Solving Puzzles: DFS is commonly used to solve puzzles like mazes, Sudoku, and the N-Queens problem. It explores possible solutions by trying various paths.
 - Network Broadcasting: BFS is used for broadcasting messages or information in computer networks. It ensures that messages reach all connected nodes without unnecessary duplication.
 - Topological Sorting: DFS can be used to find the topological ordering of vertices in a directed acyclic graph, which is essential in scheduling and task management.
 - Spanning Trees: Both algorithms are used to find minimum spanning trees in graphs, which have applications in network design and clustering.
 - Social Networking: BFS can help find the degree of separation between two individuals in a social network, such as the "Six Degrees of Kevin Bacon" game.

- Garbage Collection: DFS is used in garbage collection algorithms to reclaim memory from objects that are no longer reachable in programming languages like Java.

These algorithms can be adapted and applied in various domains to solve a wide range of problems beyond simply finding connected nodes in a graph.