



## Details of Depth-First Search

# DFS Algorithm: Revisited

```
depthFirstSearch(v)
{
    Label vertex v as discovered
    for (each undiscovered vertex u
        adjacent from v) do
        if vertex u is not labeled as
            discovered then
            depthFirstSearch(u);
}
```

```
depthFirstSearch(v)
{
    visited[v] = 1;
    for (for all vertex u adjacent from v) do
        if !visited[u] then
            depthFirstSearch(u);
}
```

# Colors in DFS

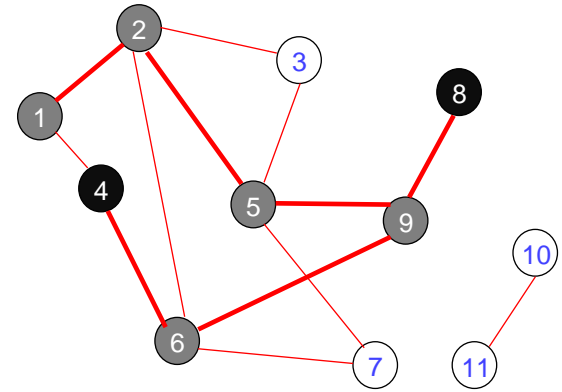
- **White:** The vertex  $v$  is not yet discovered
- **Gray:** The vertex  $v$  has already been discovered, but all its adjacent vertices are not yet discovered, hence the vertex  $v$  is still in the stack
- **Black:** The vertex  $v$  is already pop out of stack, hence discovered and finished
- **visited[]** is an array of size  $N$ , consists of elements either **0** (white) or **1** (black and gray)

Visit/mark/label start vertex and put in a LIFO stack  $S$

1	2	5	9	8	6	4				
---	---	---	---	---	---	---	--	--	--	--

Visited[ ] =

1	1	0	1	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---	---



# Pre- and Post-visited Times in DFS

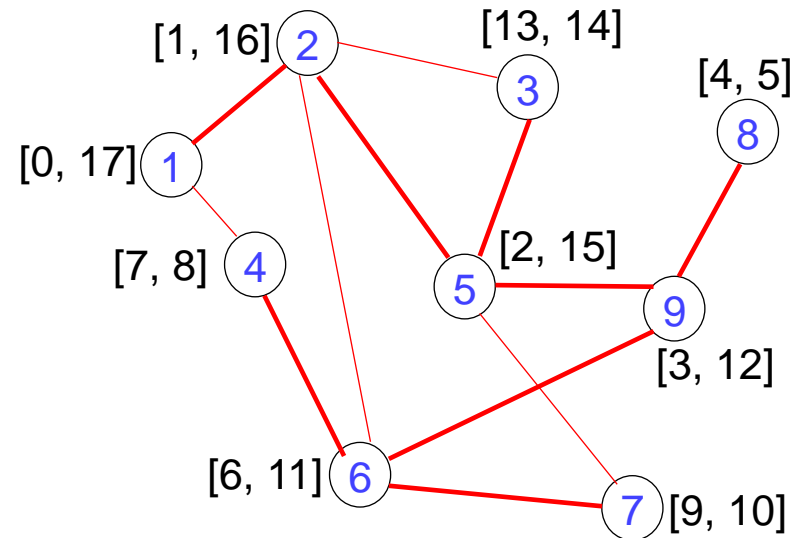
- *Pre-visit and Post-visit* numbers are the extra information that can be stored while running a DFS on a graph and which turns out to be really useful
- *Pre-visit* number tells the time at which the vertex is marked visited
- *Post-visit* number tells the time at which the vertex processing is finished
- It can be thought of as a counter

Pre-visit/ arrival time[ ] =

0	1	13	7	2	6	9	4	3
---	---	----	---	---	---	---	---	---

Post-visit/ departure time[ ] =

17	16	14	8	15	11	10	5	12
----	----	----	---	----	----	----	---	----



# DFS Algorithm: Modified

Visited[ ] =

1	1	0	1	1	1	0	1	1
---	---	---	---	---	---	---	---	---

Pre-visit/ arrival time (arr[ ]) =

0	1	13	7	2	6	9	4	3
---	---	----	---	---	---	---	---	---

Post-visit/ departure time (dept[ ]) =

17	16	14	8	15	11	10	5	12
----	----	----	---	----	----	----	---	----

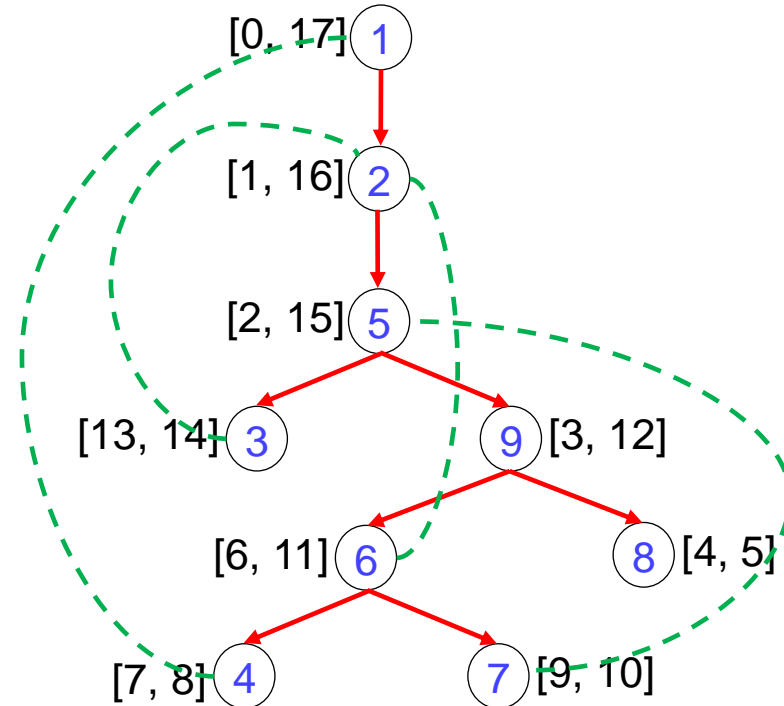
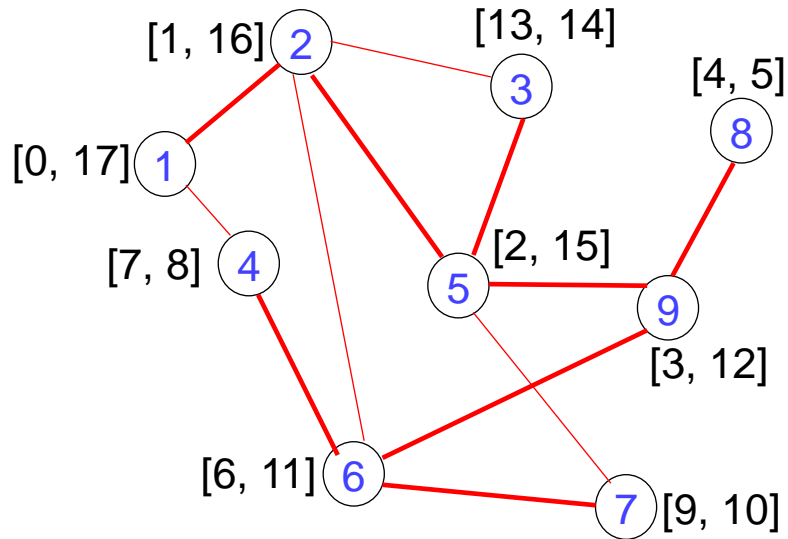
```

time = 0;
depthFirstSearch(v)
{
    visited[v] = 1;
    arr[v] = time++;
    for (for all vertex u adjacent from v) do
        if !visited[u] then
            depthFirstSearch(u);
    dept[v] = time++;
}

```

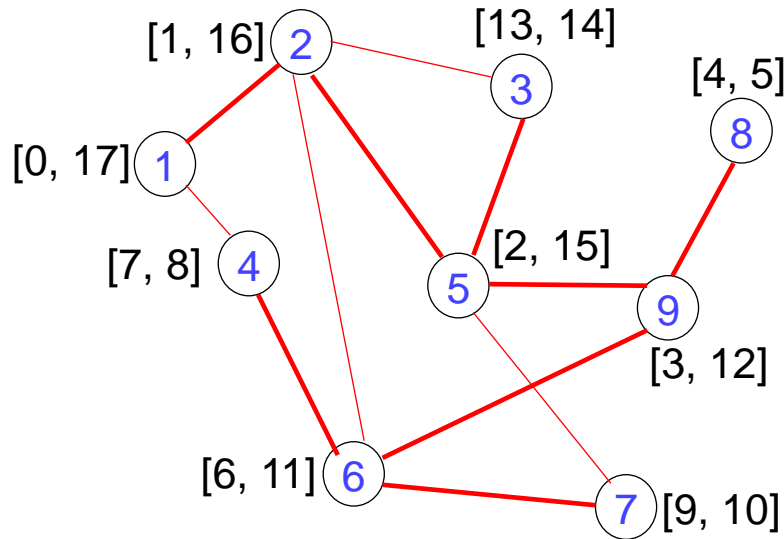
# DFS Tree for Undirected Graph

- DFS tree gives us the notion of ancestors and descendants (natural parent-child relation)

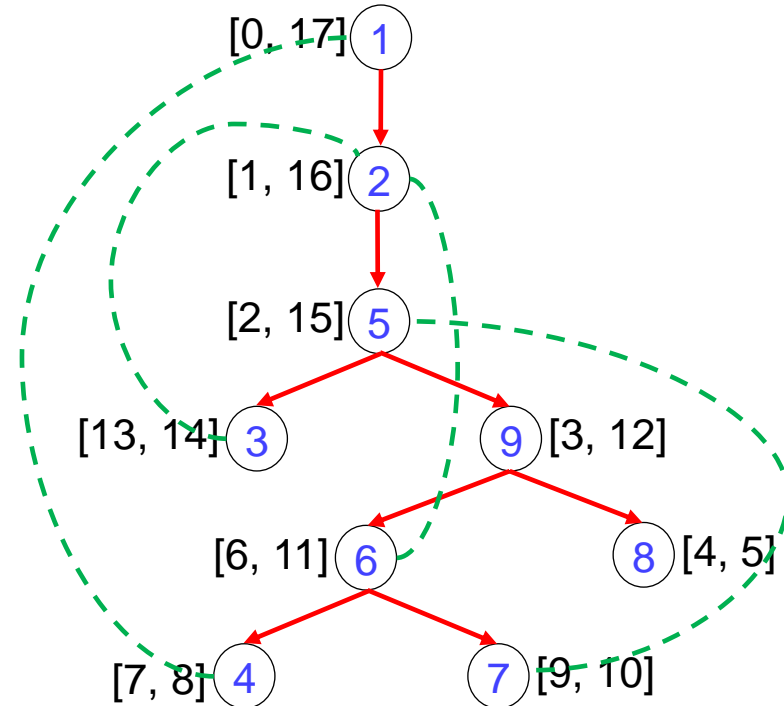


# DFS Tree for Undirected Graph

- Red edges defines the DFS tree, and are called **tree edges**
- The green edges are called **back edges**
- Why not **front edges**? Because it is going back to a vertex which is already visited

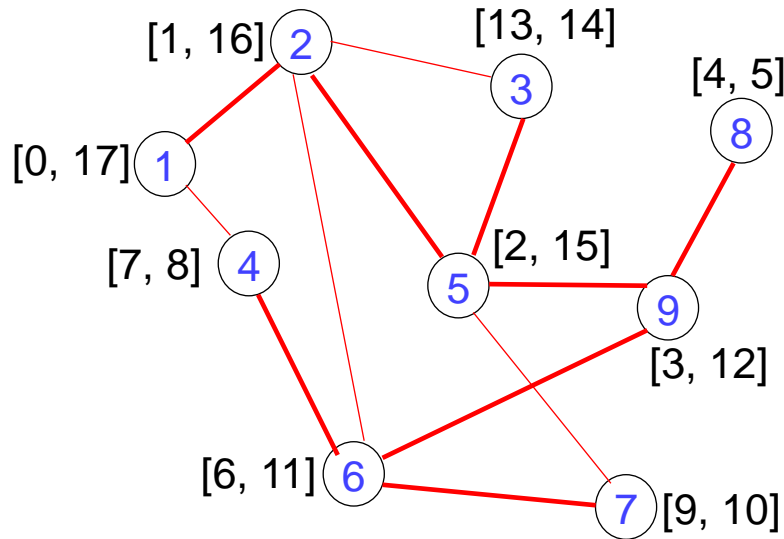


- Note: Remember this concept is for undirected graph

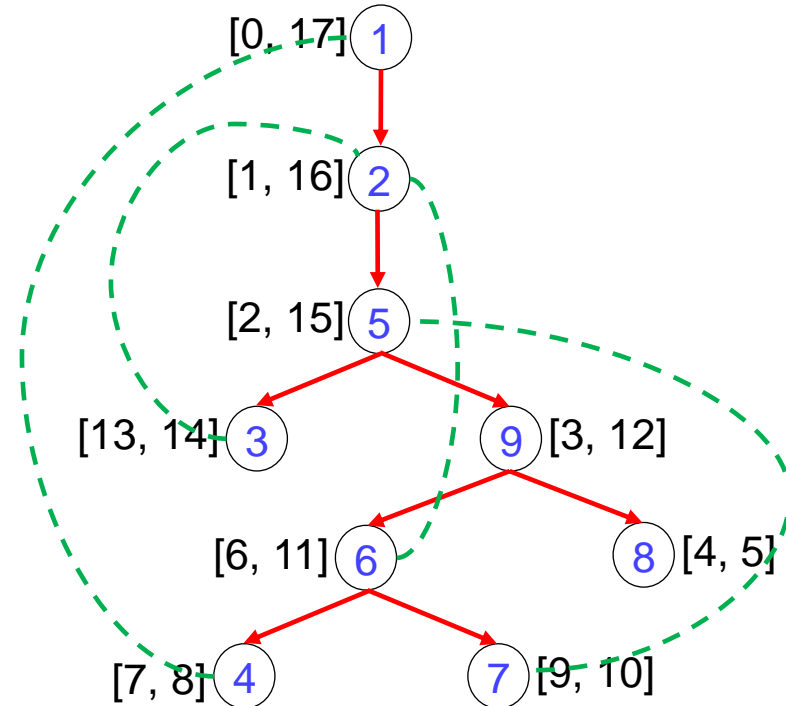


# Back Edge

- An edge from a vertex to an ancestor in the DFS tree is called a **back edge**
- Why **back edge** is not possible from a vertex to another vertex which is not an ancestor?
- DFS classifies every edge to be a **tree edge** or a **back edge**



- Note: Remember this concept is for undirected graph





# DFS Algorithm: Modified

Visited[ ] =

1	1	0	1	1	1	0	1	1
---	---	---	---	---	---	---	---	---

Pre-visit/ arrival time (arr[ ]) =

0	1	13	7	2	6	9	4	3
---	---	----	---	---	---	---	---	---

Post-visit/ departure time (dept[ ]) =

17	16	14	8	15	11	10	5	12
----	----	----	---	----	----	----	---	----

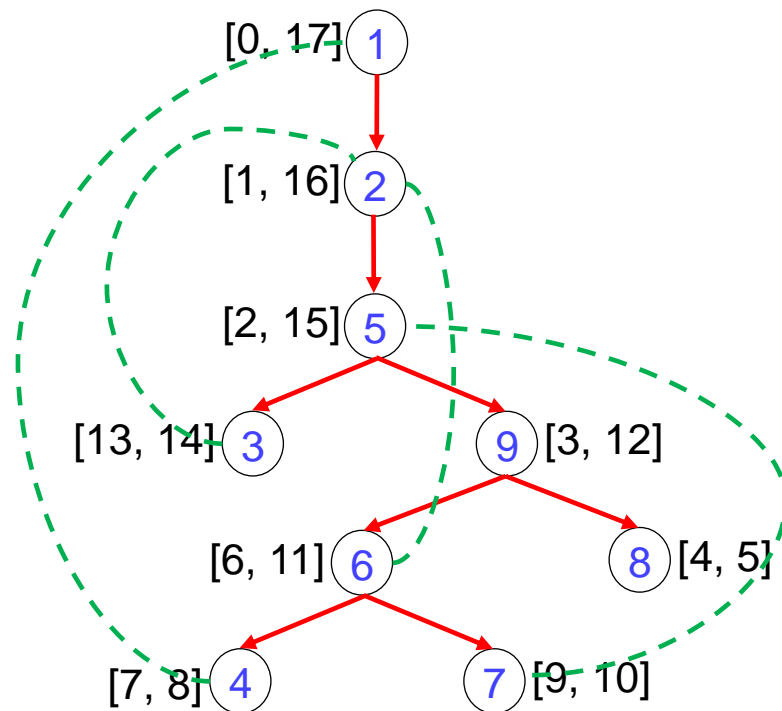
```

time = 0;
depthFirstSearch(v)
{
    visited[v] = 1;
    arr[v] = time++;
    for (for all vertex u adjacent from v) do
        if !visited[u] then
            depthFirstSearch(u);
            (v, u) is a tree edge;
    dept[v] = time++;
}

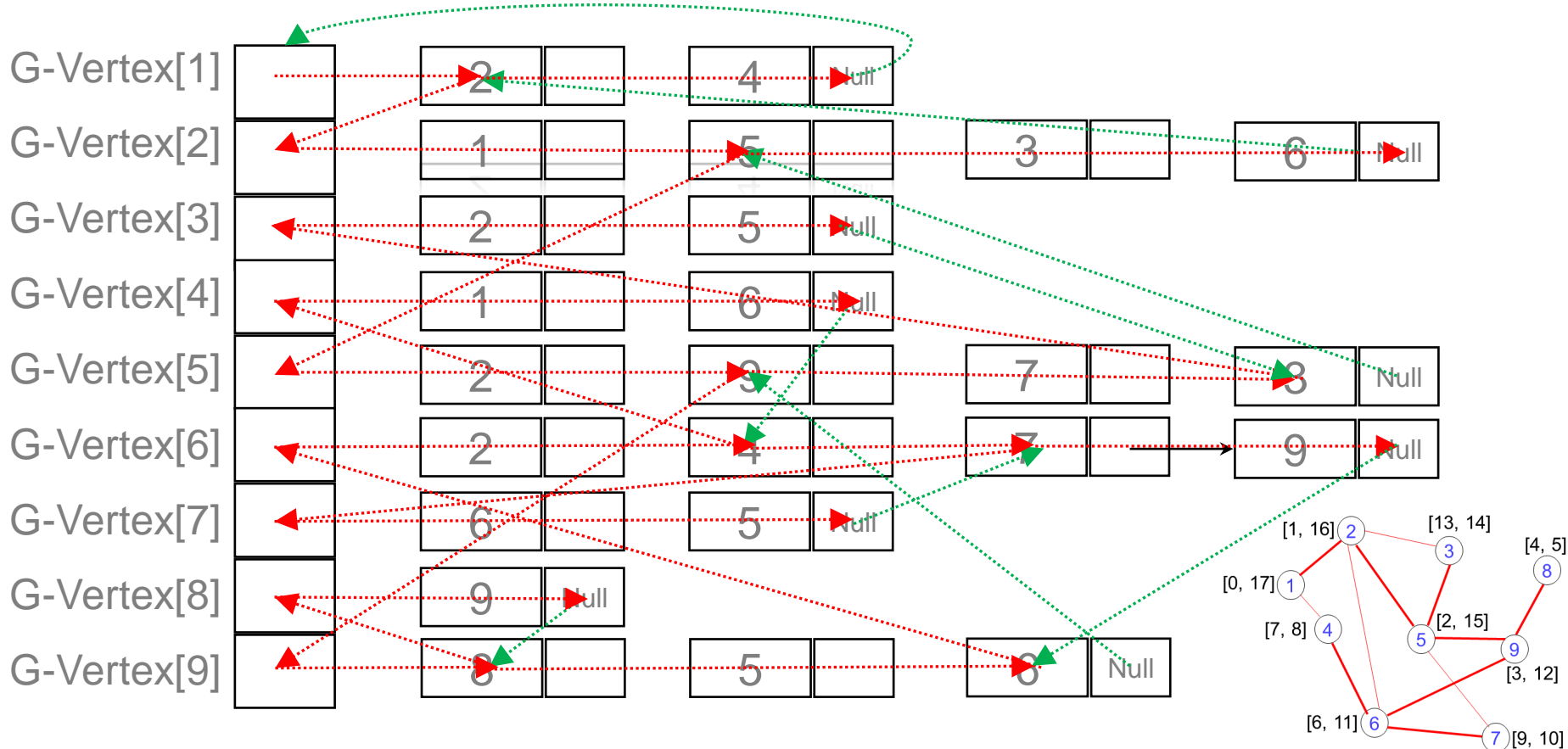
```

# Edge Type and Pre/Post-visited Times

- For any  $(u, v) \in E$ , if  $(u, v)$  is a **back edge**
  - $u$  is an ancestor of  $v$
  - $v$  will be finished before  $u$
  - Then  $\text{arr}[u] < \text{arr}[v]$  and  $\text{dept}[u] > \text{dept}[v]$
- For any  $(u, v) \in E$ , if  $(u, v)$  is a **tree edge**
  - $u$  is an ancestor of  $v$
  - $v$  will be finished before  $u$
  - Then  $\text{arr}[u] < \text{arr}[v]$  and  $\text{dept}[v] < \text{dept}[u]$

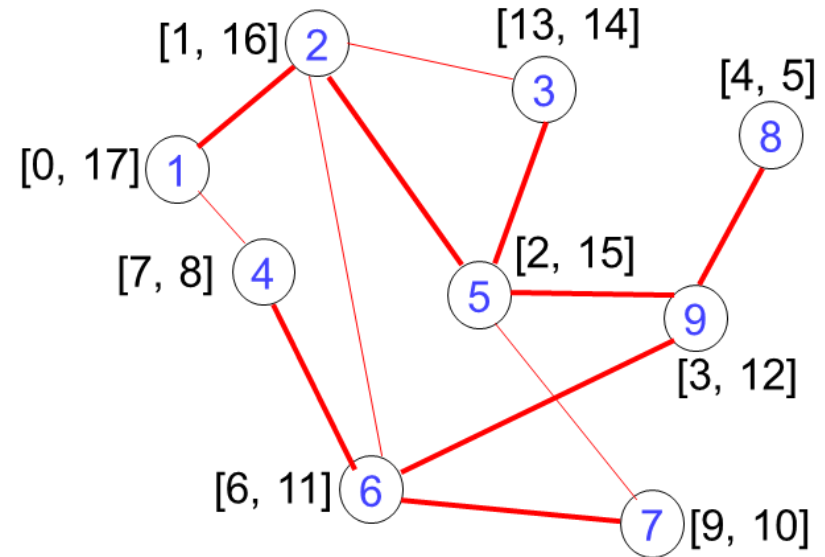


# DFS Algorithm Time Complexity



# DFS Algorithm Time Complexity

- Every edge is visited twice, and exactly twice
- Time complexity:  $O(V + E)$
- If the graph is connected, then  $E \geq V - 1$
- Time complexity becomes  $O(E)$



# Next Lecture

## **Applications of Depth-First Search**

# Thank you for your attention...

Any question?

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