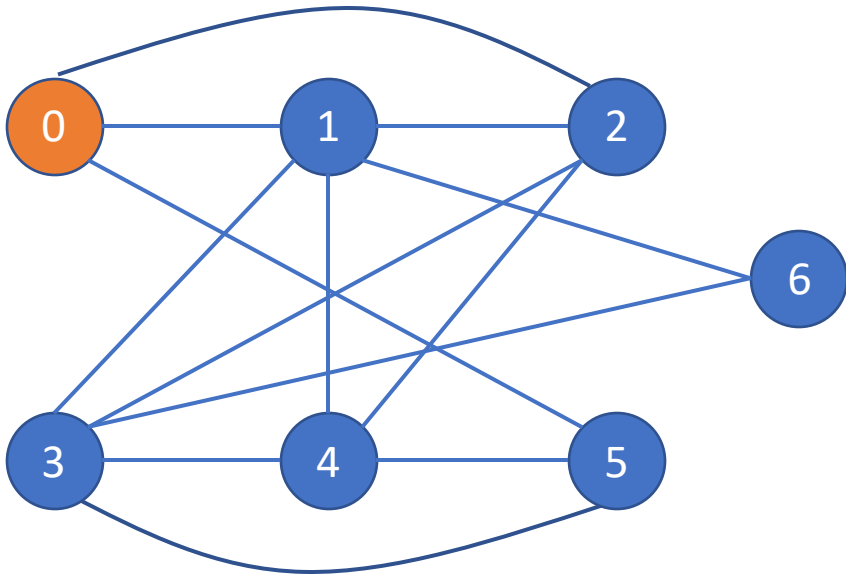


CSCE-42603
Advanced Data Structures

Homework Review Assignment 5

Fall 2025
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Dr. Thanh-Dat Truong

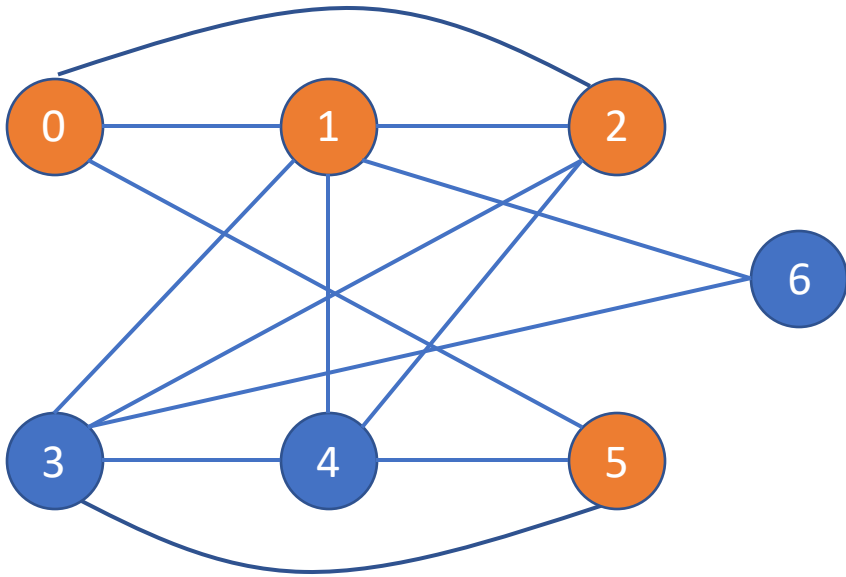
BFS



BFS Order: 0

```
void bfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    std::queue<int> queue;  
    queue.push(startVertex);  
    visited[startVertex] = true;  
  
    while (!queue.empty()) {  
        int u = queue.front();  
        std::cout << u << " ";  
        queue.pop();  
        for (int i = 0; i < adj[u].size(); ++i) {  
            int v = adj[u][i]; // v is a neighbor of u  
            if (!visited[v]) {  
                queue.push(v);  
                visited[v] = true;  
            }  
        }  
    }  
}
```

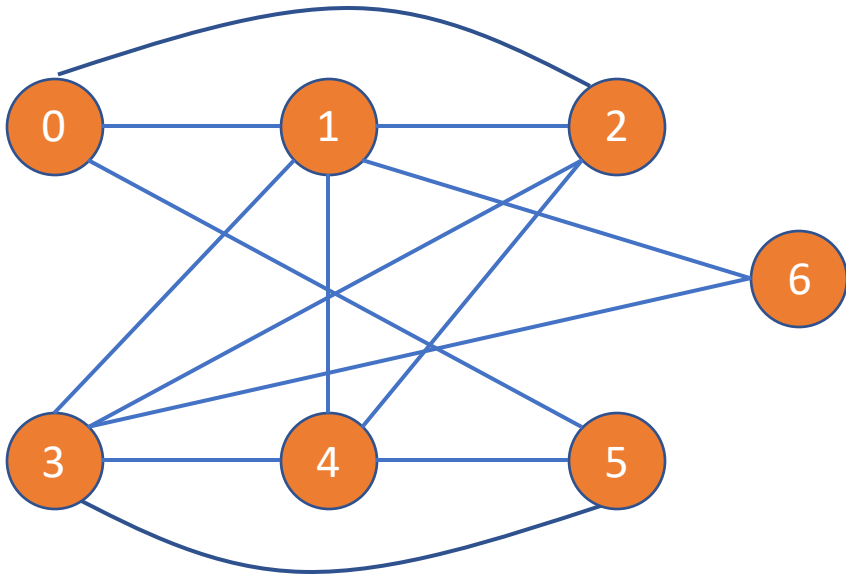
BFS



BFS Order: 0 1 2 5

```
void bfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    std::queue<int> queue;  
    queue.push(startVertex);  
    visited[startVertex] = true;  
  
    while (!queue.empty()) {  
        int u = queue.front();  
        std::cout << u << " ";  
        queue.pop();  
        for (int i = 0; i < adj[u].size(); ++i) {  
            int v = adj[u][i]; // v is a neighbor of u  
            if (!visited[v]) {  
                queue.push(v);  
                visited[v] = true;  
            }  
        }  
    }  
}
```

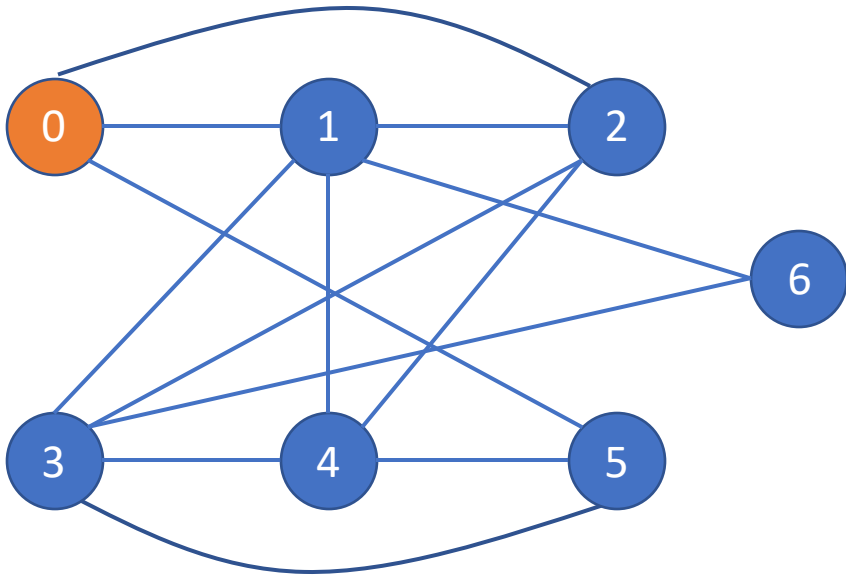
BFS



BFS Order: 0 1 2 5 6 4 3

```
void bfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    std::queue<int> queue;  
    queue.push(startVertex);  
    visited[startVertex] = true;  
  
    while (!queue.empty()) {  
        int u = queue.front();  
        std::cout << u << " ";  
        queue.pop();  
        for (int i = 0; i < adj[u].size(); ++i) {  
            int v = adj[u][i]; // v is a neighbor of u  
            if (!visited[v]) {  
                queue.push(v);  
                visited[v] = true;  
            }  
        }  
    }  
}
```

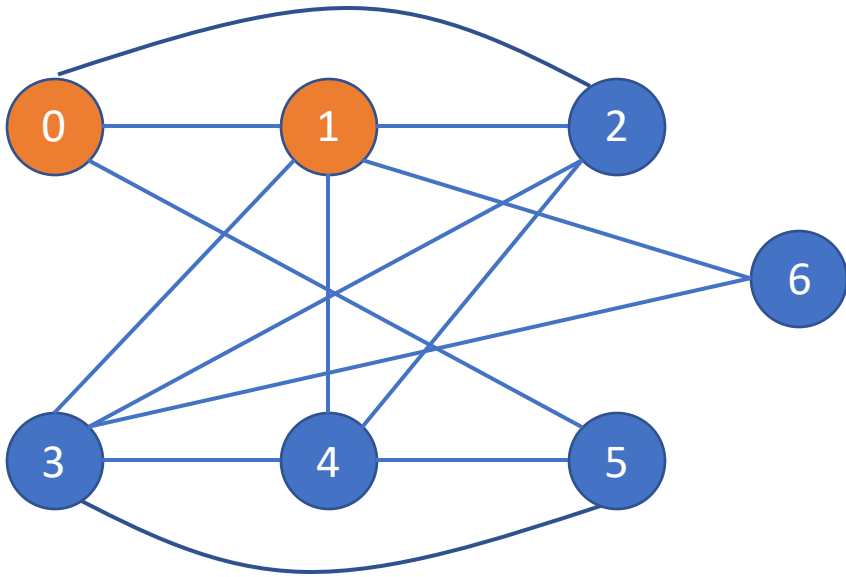
DFS



DFS Order: 0

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

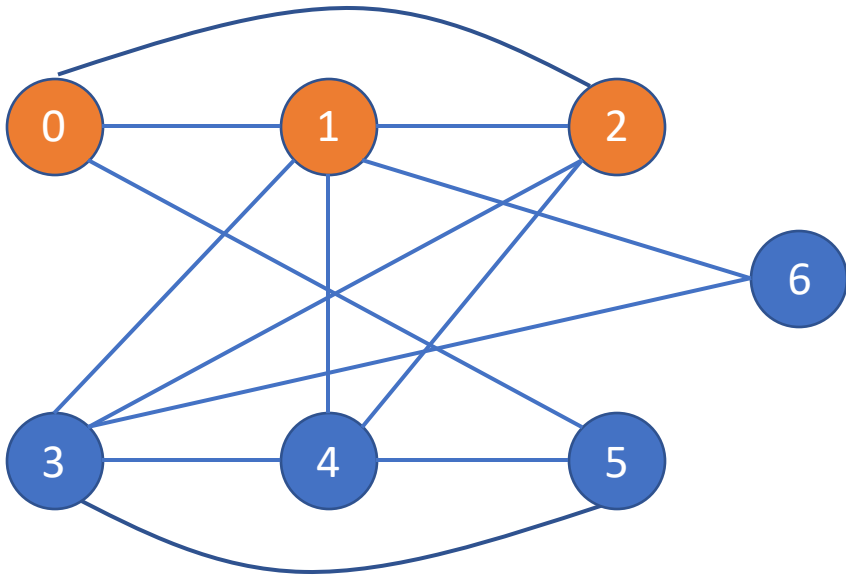
DFS



DFS Order: 0 1

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

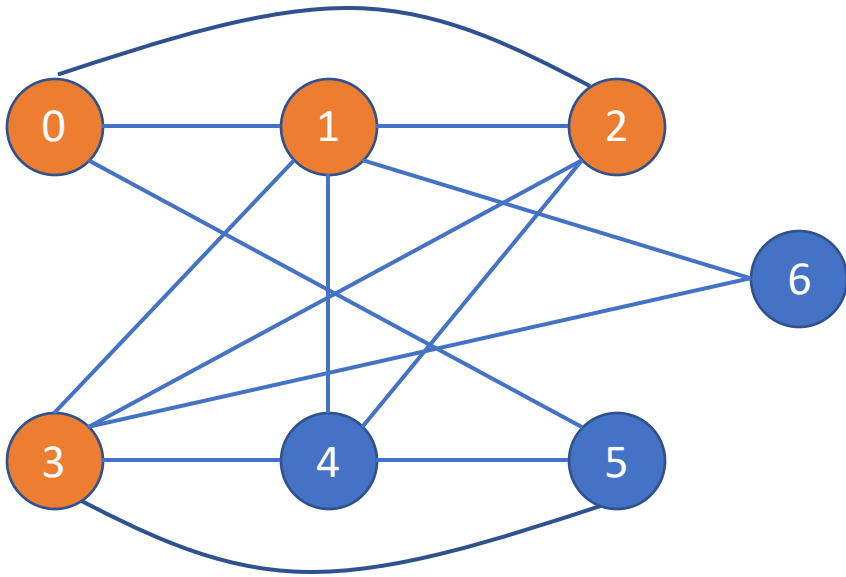
DFS



DFS Order: 0 1 2

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

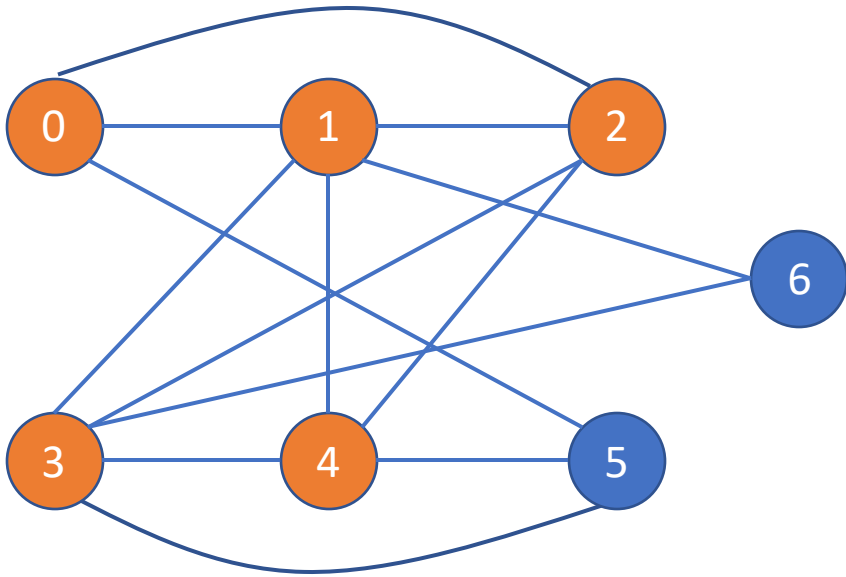
DFS



DFS Order: 0 1 2 3

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

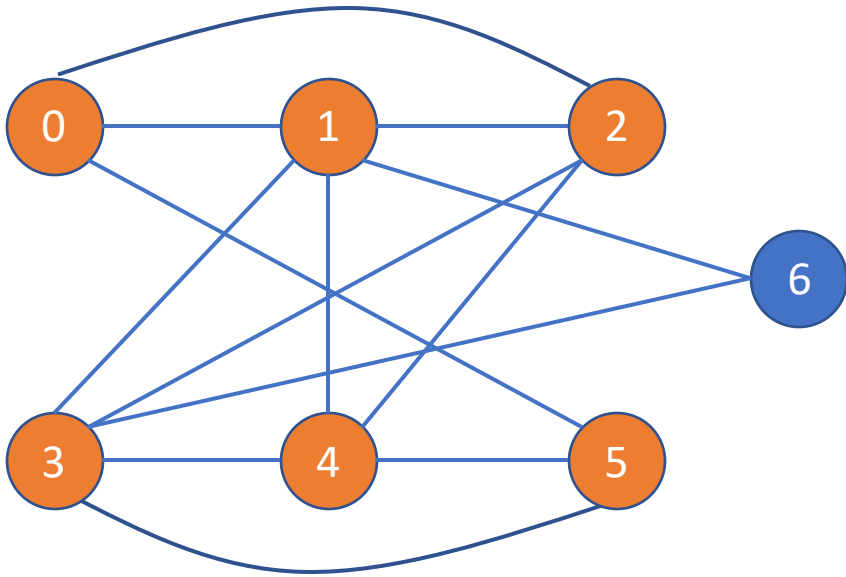

DFS



DFS Order: 0 1 2 3 4

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

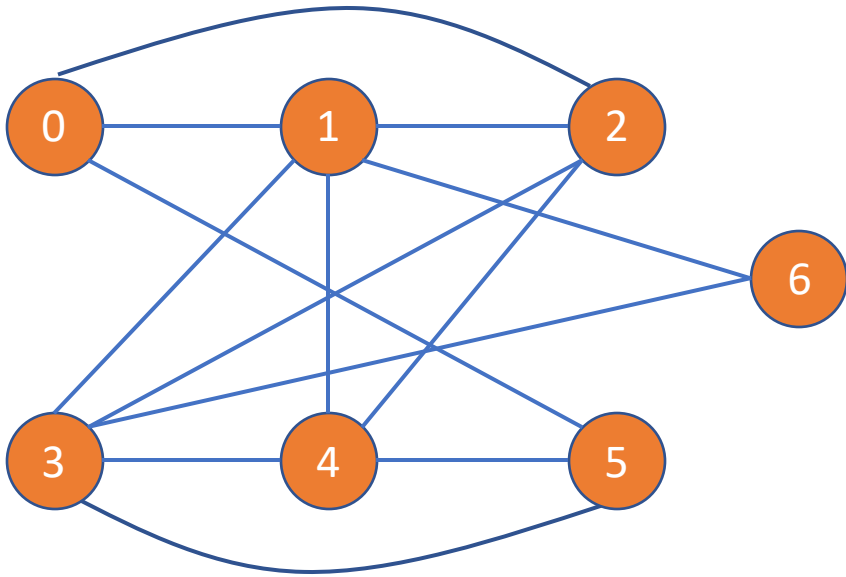
DFS



DFS Order: 0 1 2 3 4 5

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

DFS



DFS Order: 0 1 2 3 4 5 6

```
void dfs(int startVertex, int n, std::vector<std::vector<int>> &adj, std::vector<bool> &visited) {  
    int u = startVertex;  
    std::cout << u << " ";  
    visited[u] = true;  
    for (int i = 0; i < adj[u].size(); ++i) {  
        int v = adj[u][i]; // v is a neighbor of u  
        if (!visited[v])  
            dfs(v, n, adj, visited);  
    }  
}
```

Graph Neural Network

- Graph Convolutional Network

$$h_v^k = \sigma \left(W_k \sum_{u \in N(v) \cup \{v\}} \frac{h_u^{k-1}}{\sqrt{\deg(u) + \deg(v)}} \right)$$

- Move To Google Collab For A Demo
 - https://colab.research.google.com/drive/1-SZcoVDCKuYTbSV_9oVbV-q0LOuOSbDk?usp=sharing