

## 3-2 기본 서치 알고리즘

## 이전 강의 요약

01

### 그래프

그래프  
방향성 그래프

02

### 트리

디시전 트리

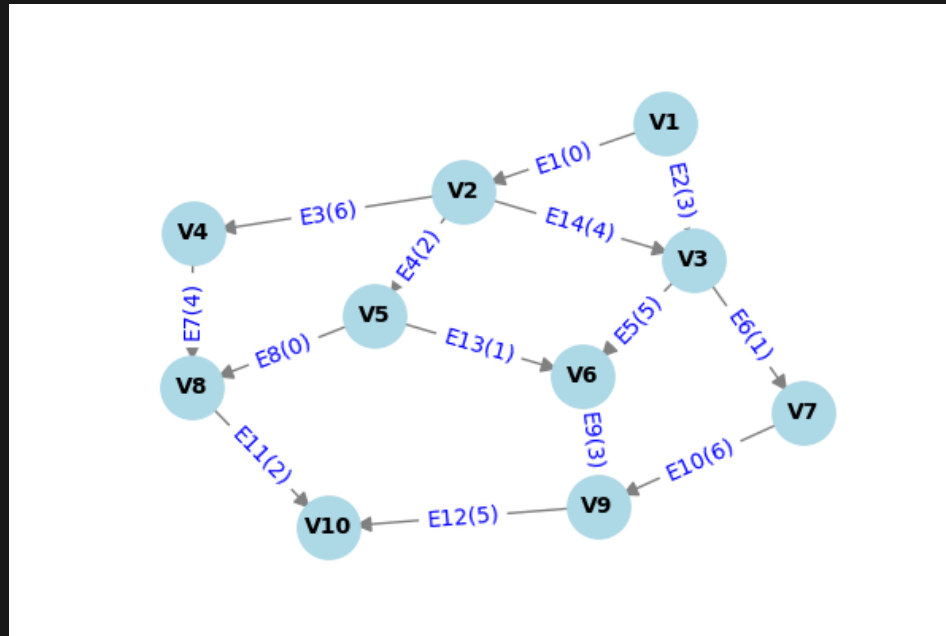
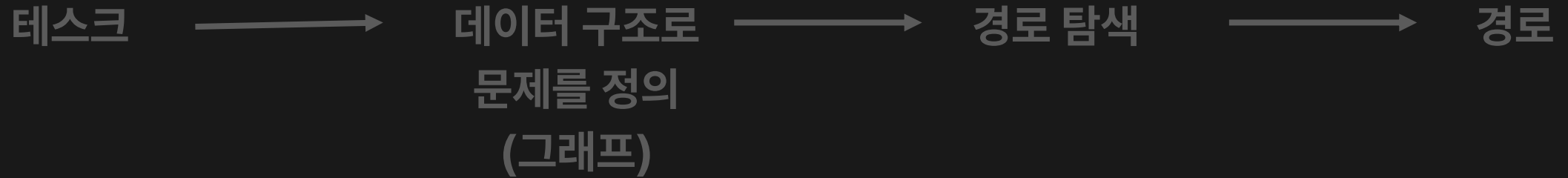
03

### 서치 알고리즘의 필요성

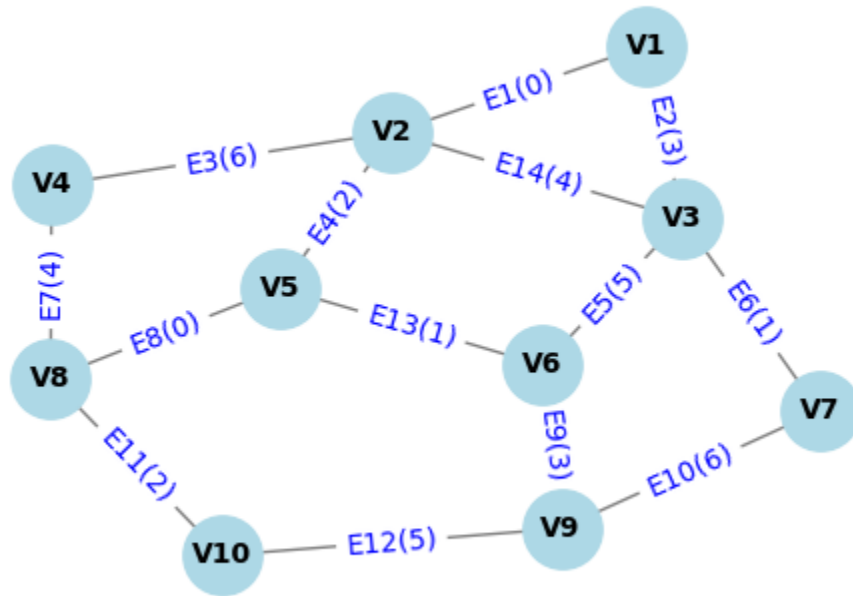
04

### 그래프와 트리의 코드 구조

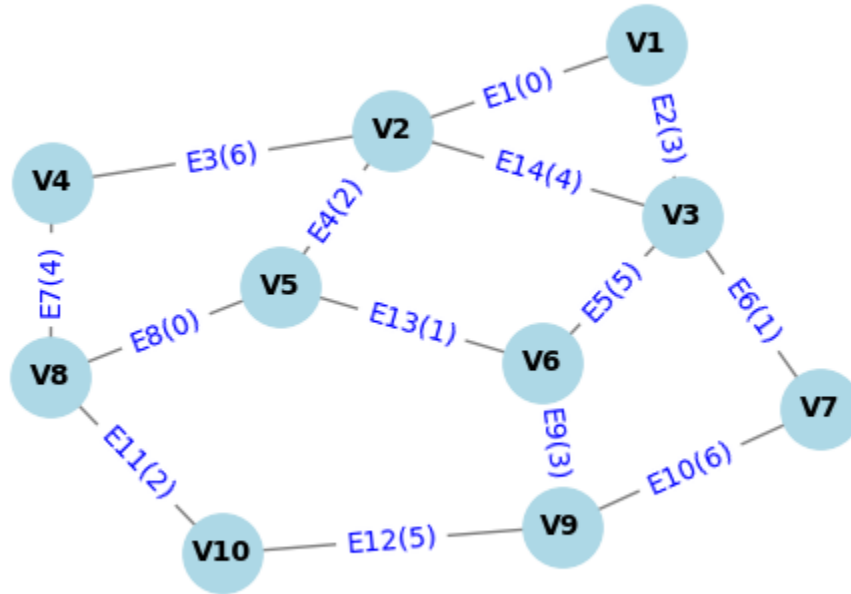
## 그래프 탐색 알고리즘의 필요성



## 탐색의 기초 설명

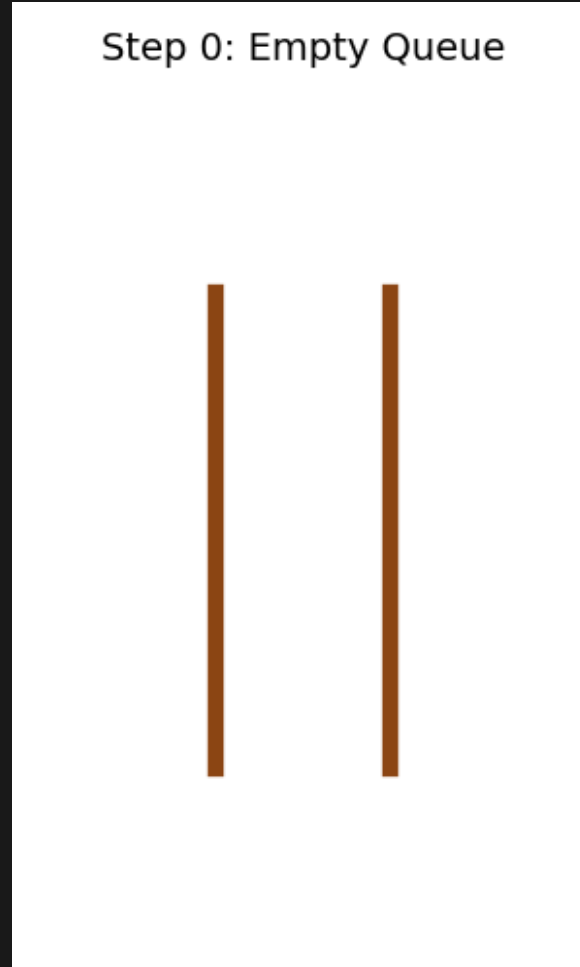


# Breadth First Search (BFS)



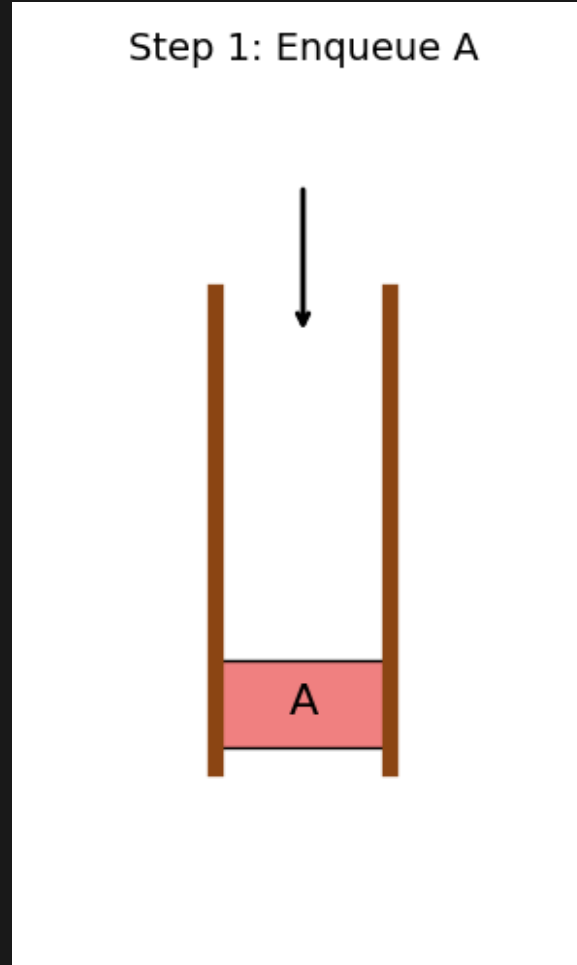
# Breadth First Search (BFS)

Queue: First In First Out (FIFO)



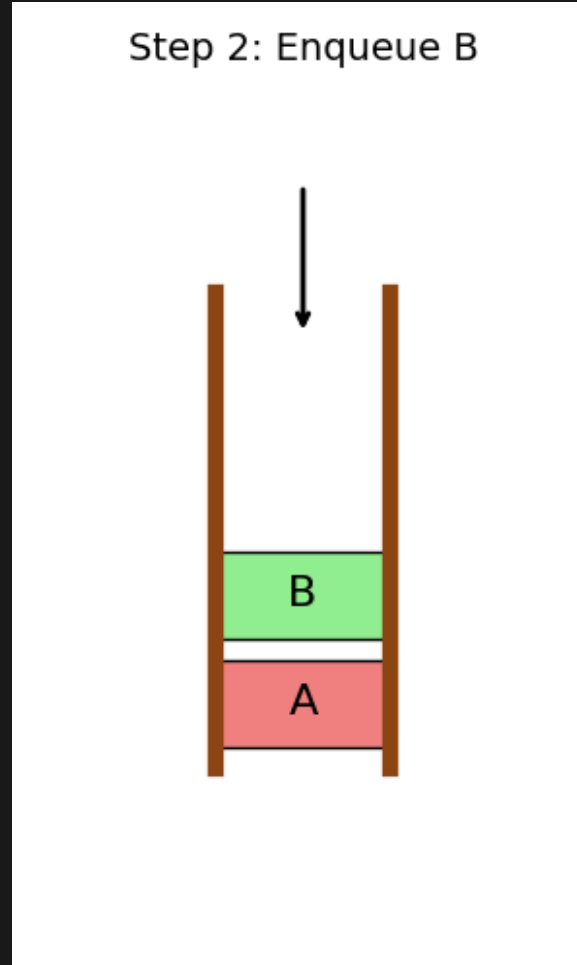
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# Breadth First Search (BFS)

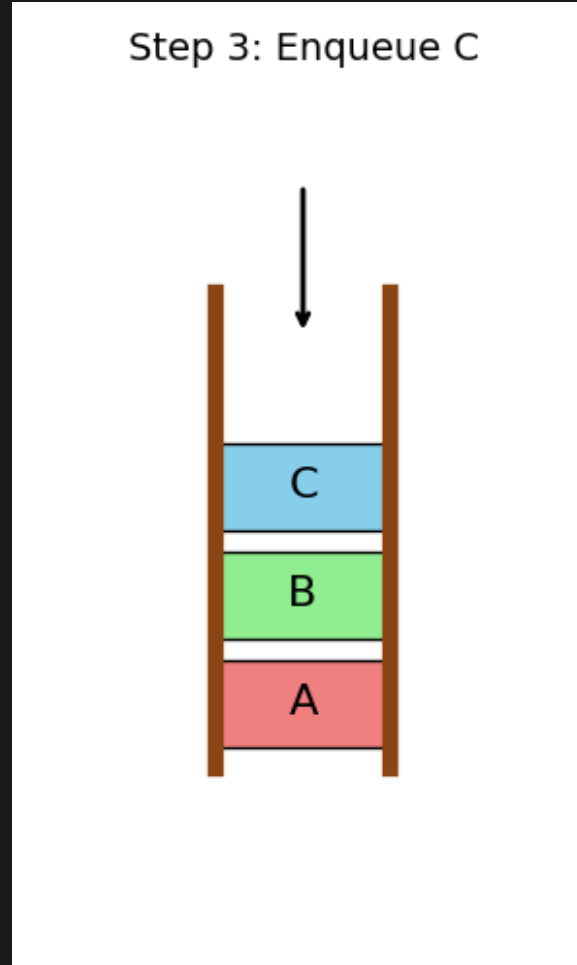
Queue: First In First Out (FIFO)





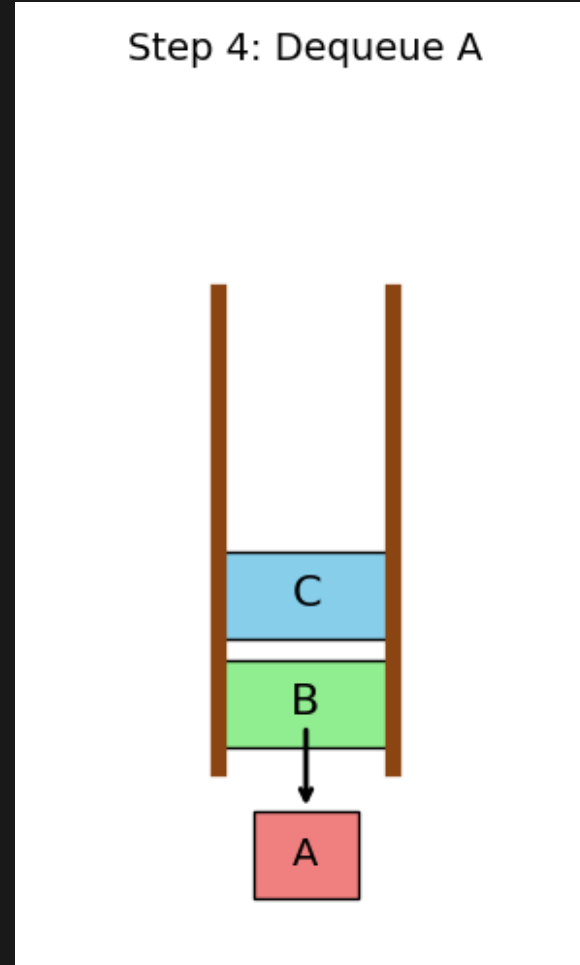
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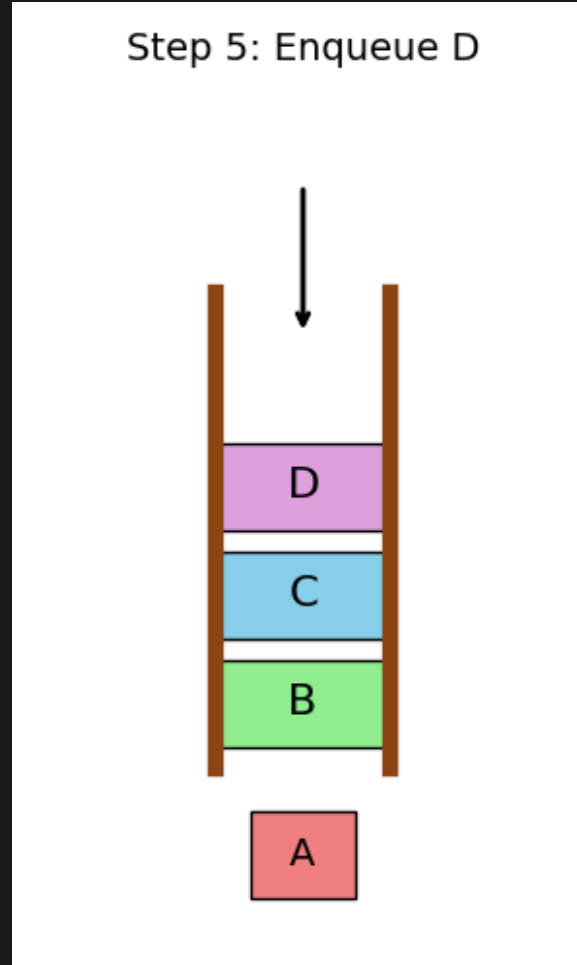
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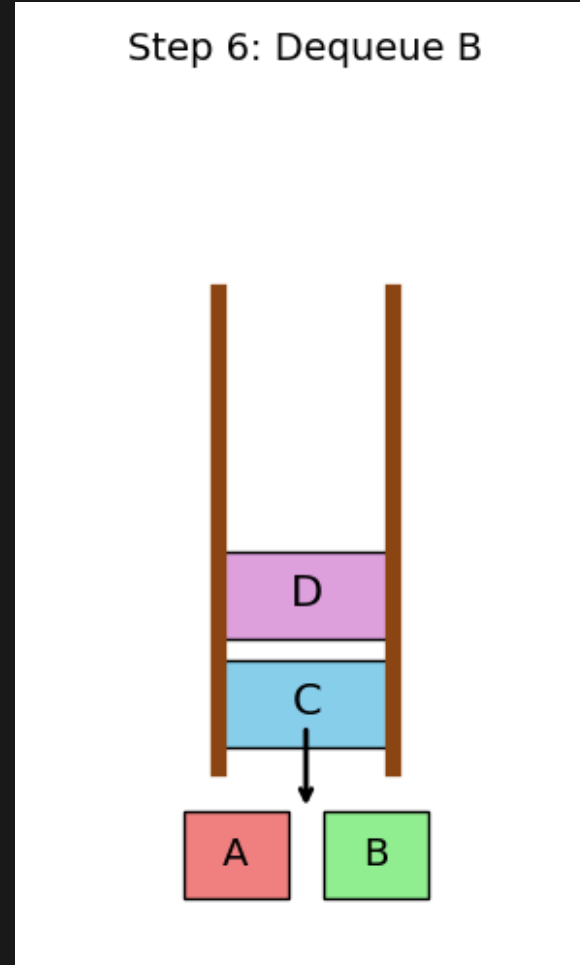
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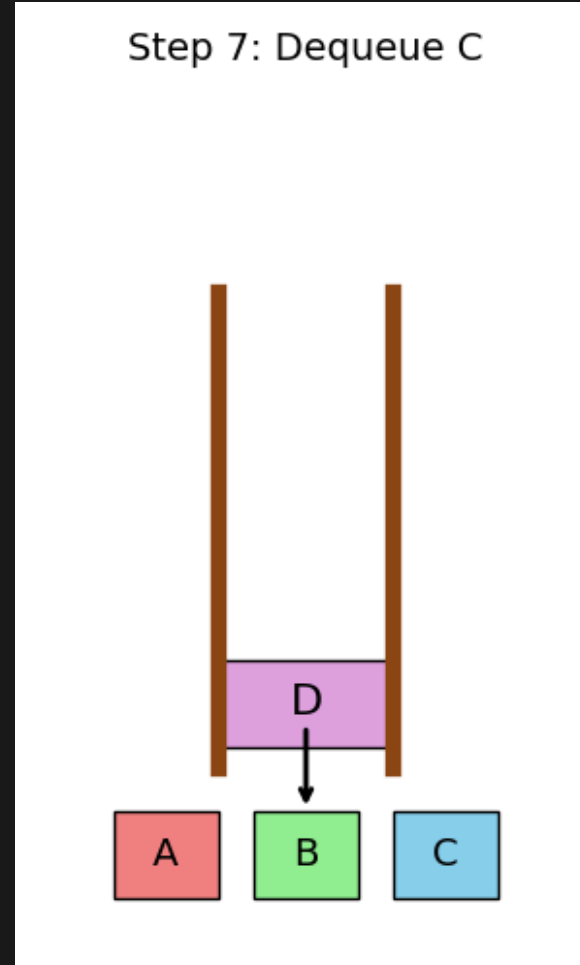
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# Breadth First Search (BFS)

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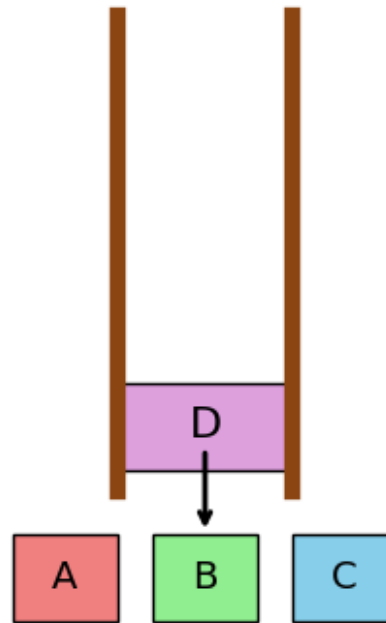
# Breadth First Search (BFS)

Queue: First In First Out (FIFO)

```
from collections import deque

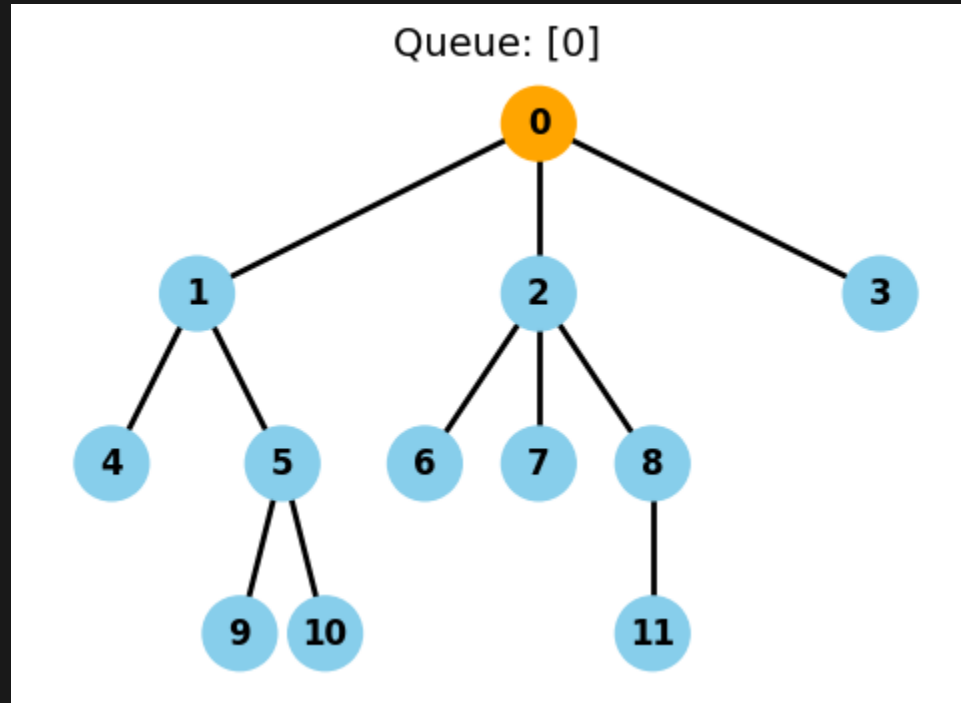
queue = deque()
queue.append("A")
queue.appendleft("B")
queue.pop()
queue.popleft()
```

Step 7: Dequeue C



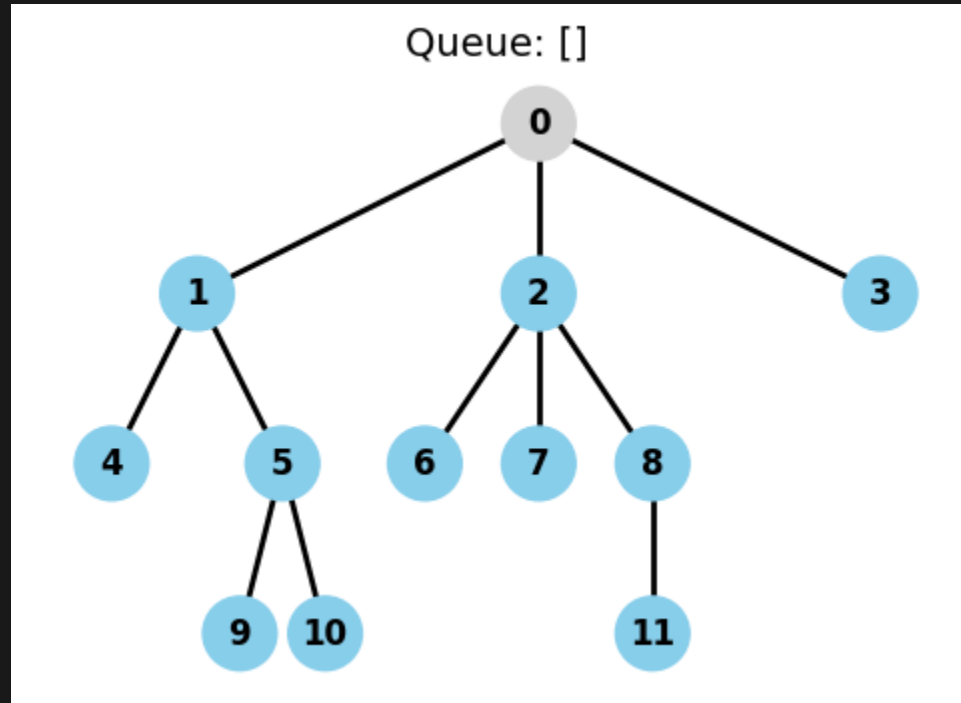
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# Breadth First Search (BFS)

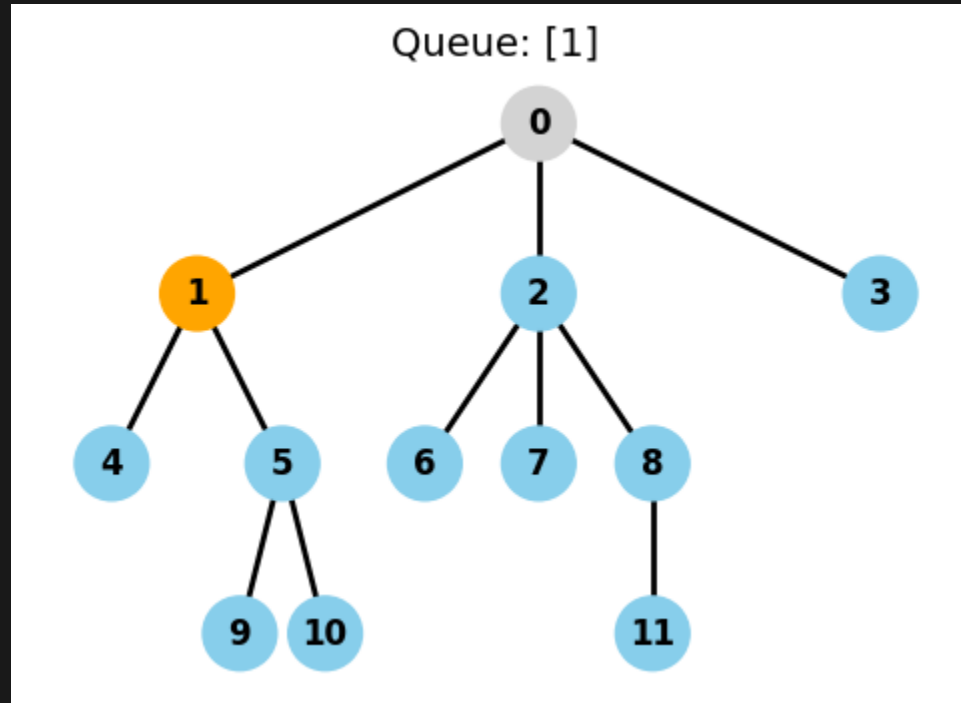
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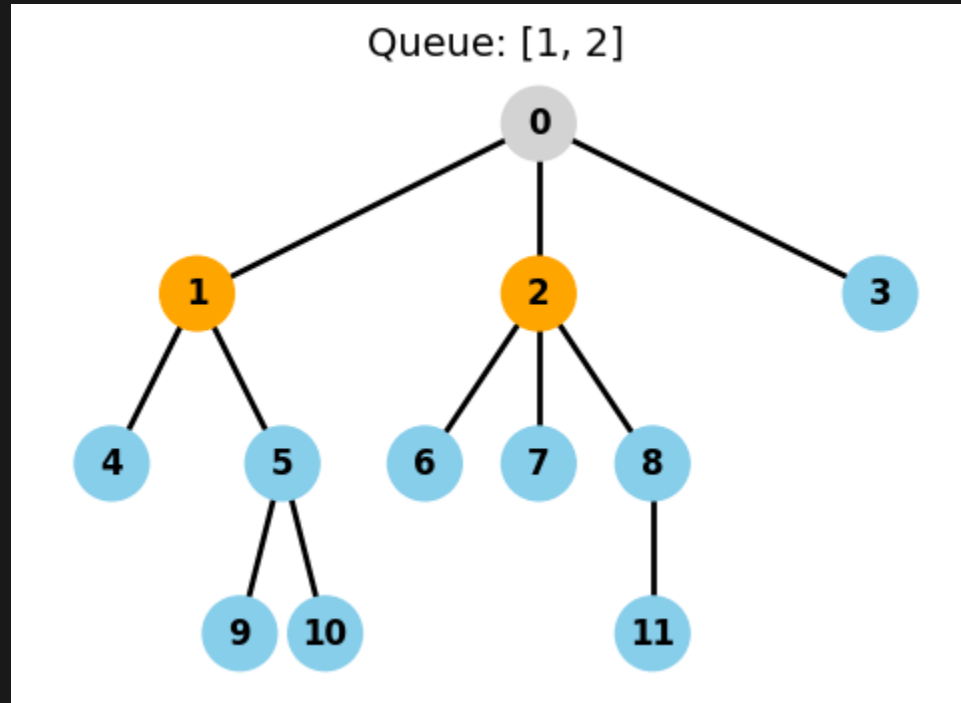
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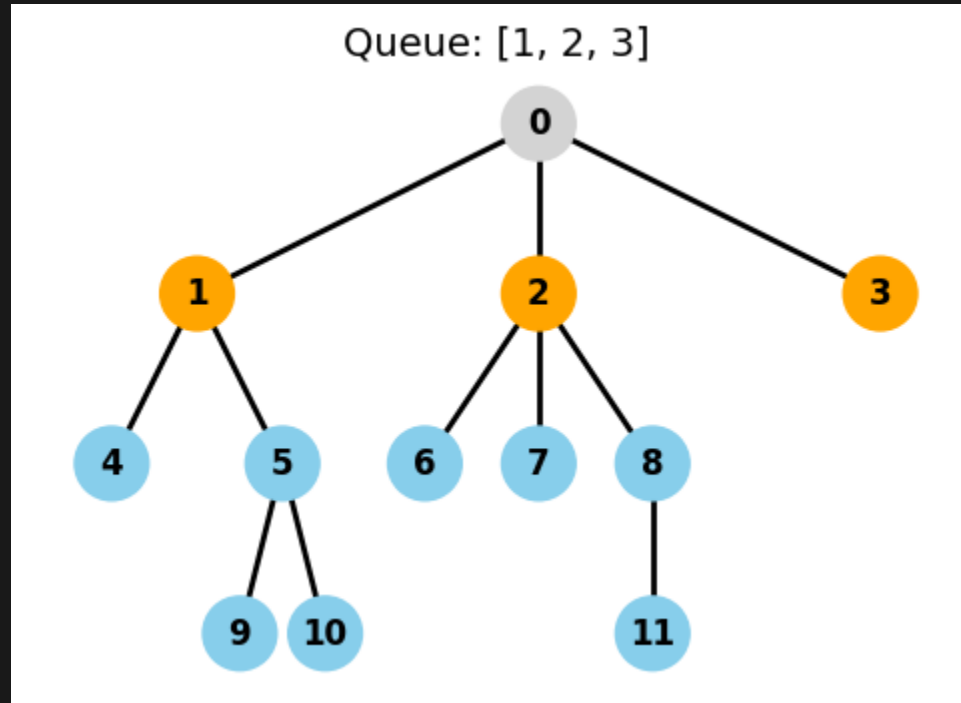
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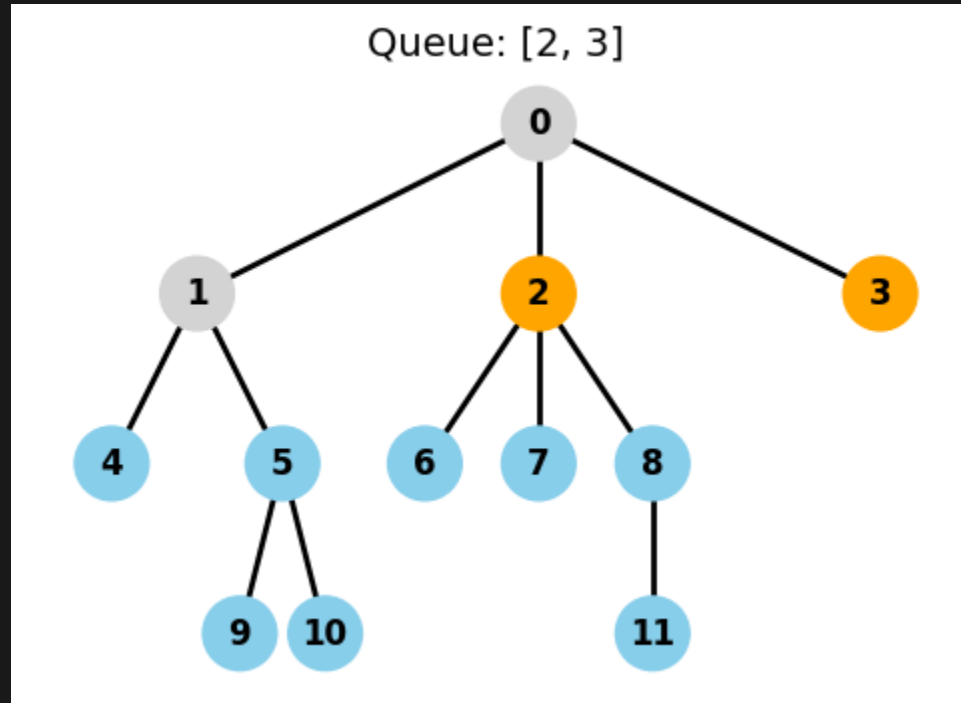
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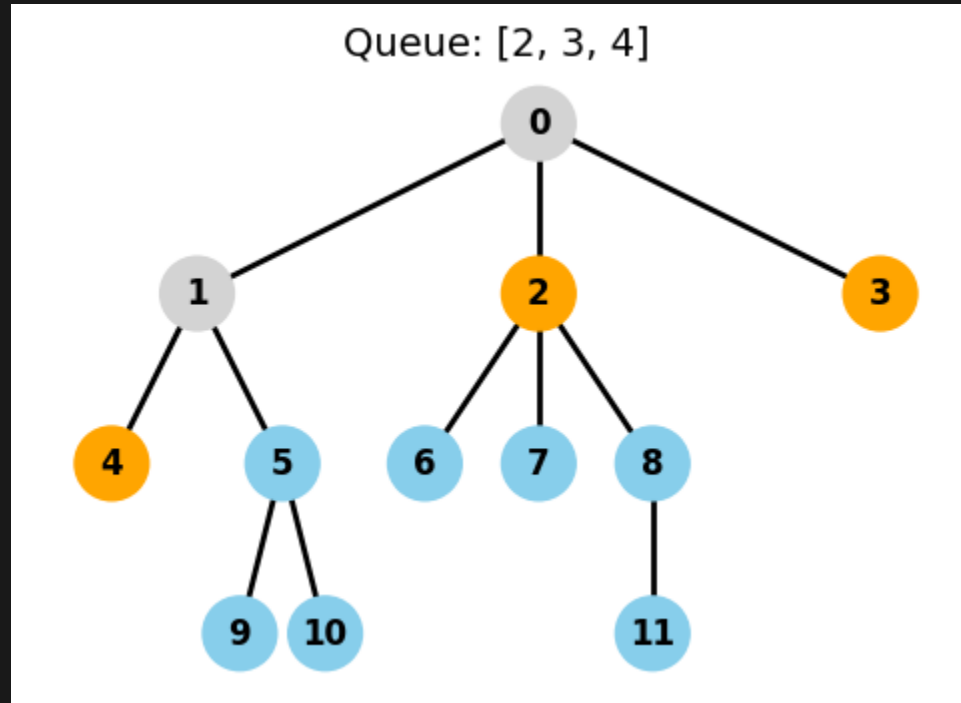
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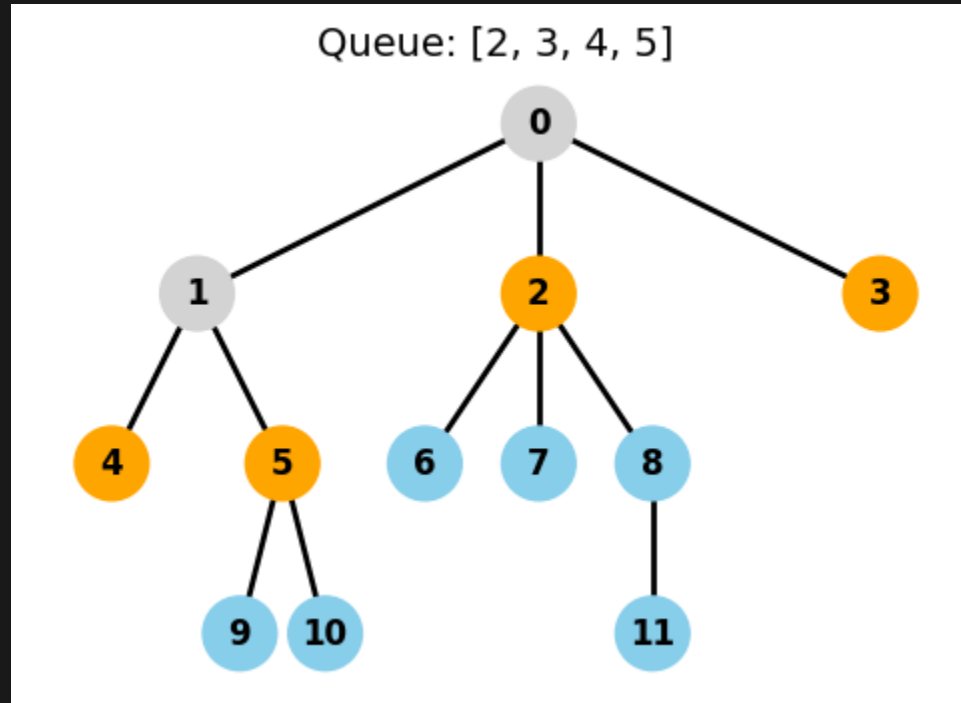
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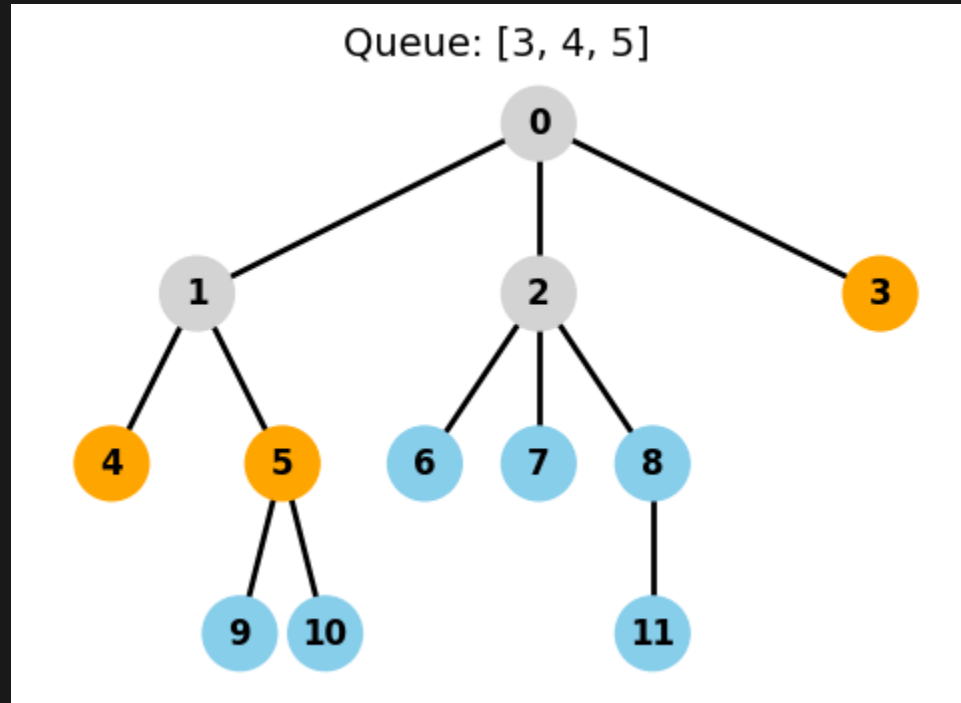
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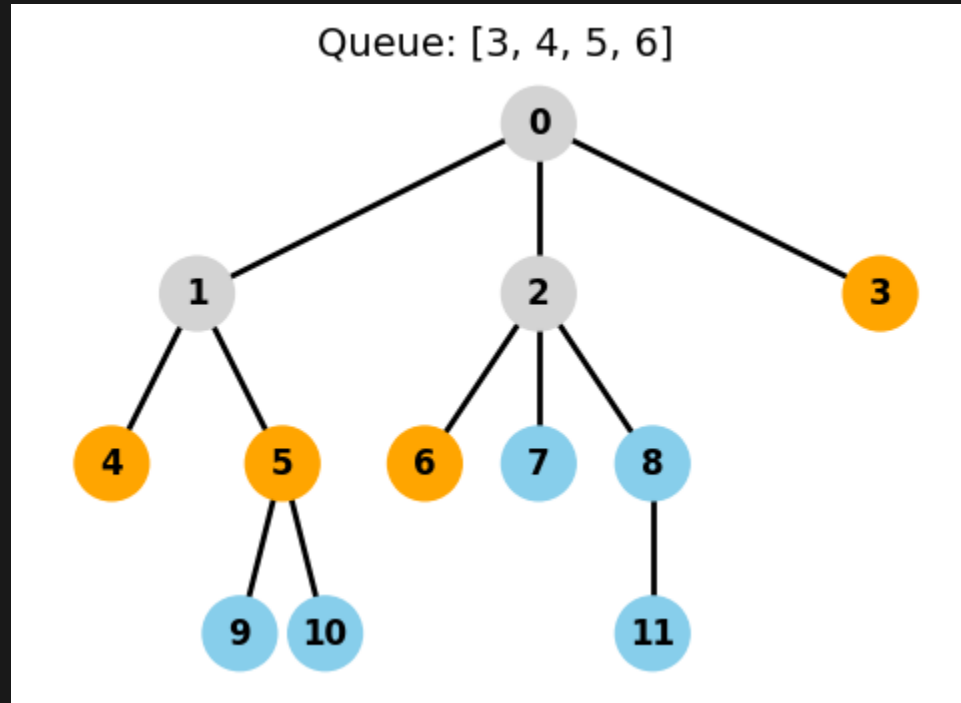
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# Breadth First Search (BFS)

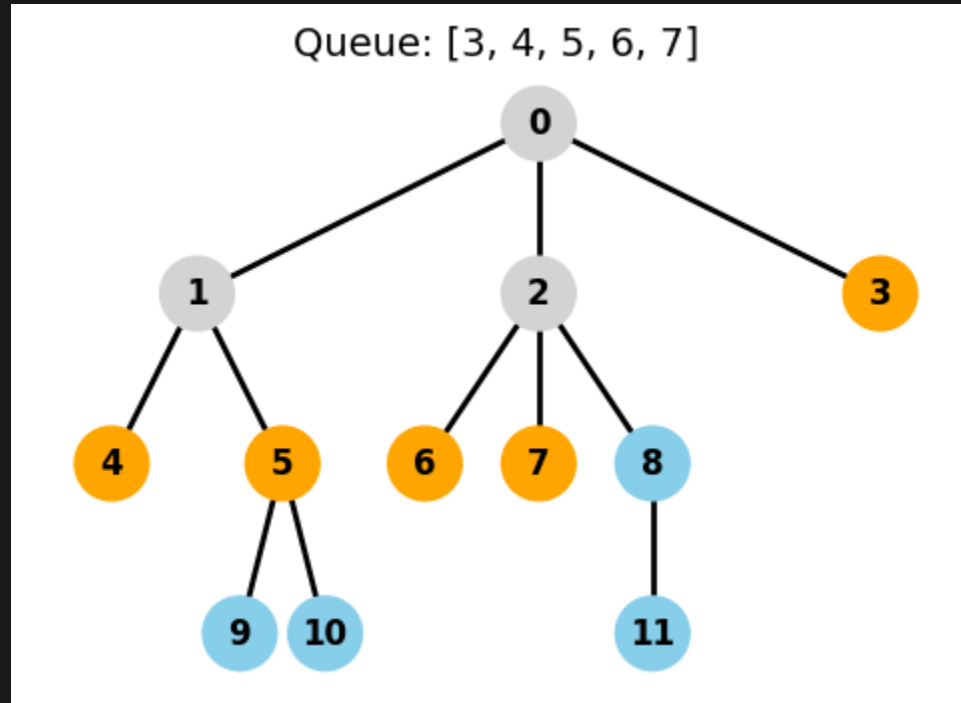
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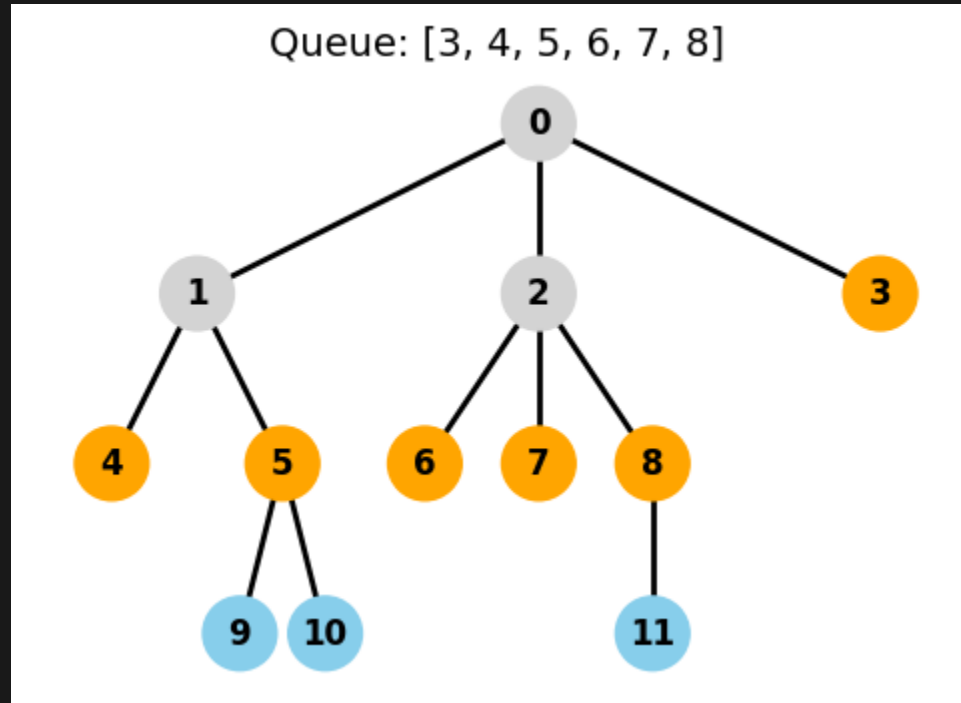
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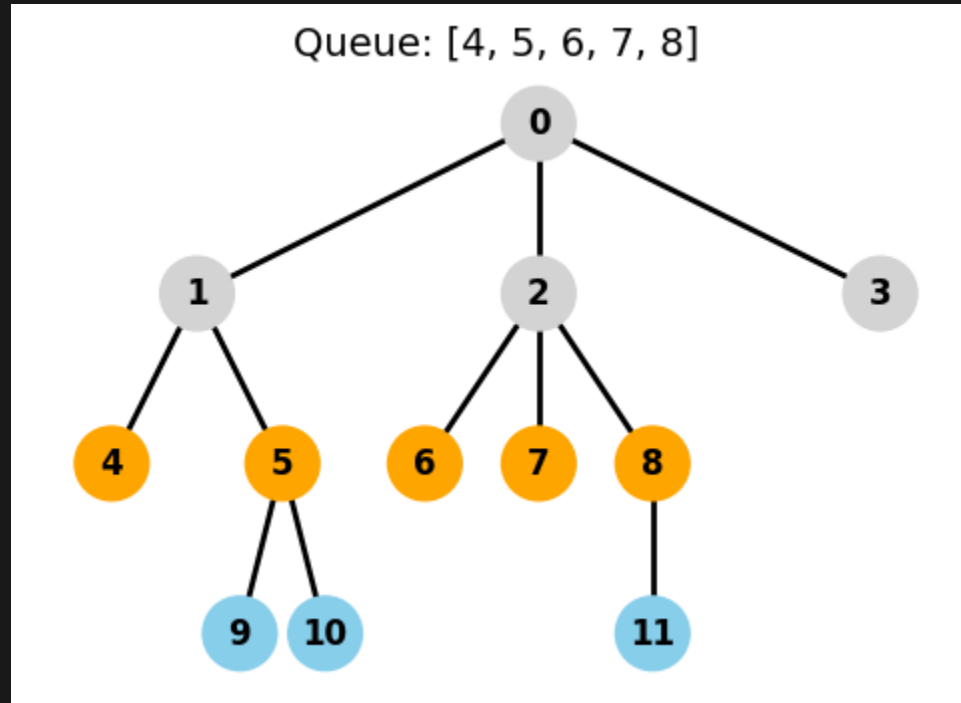
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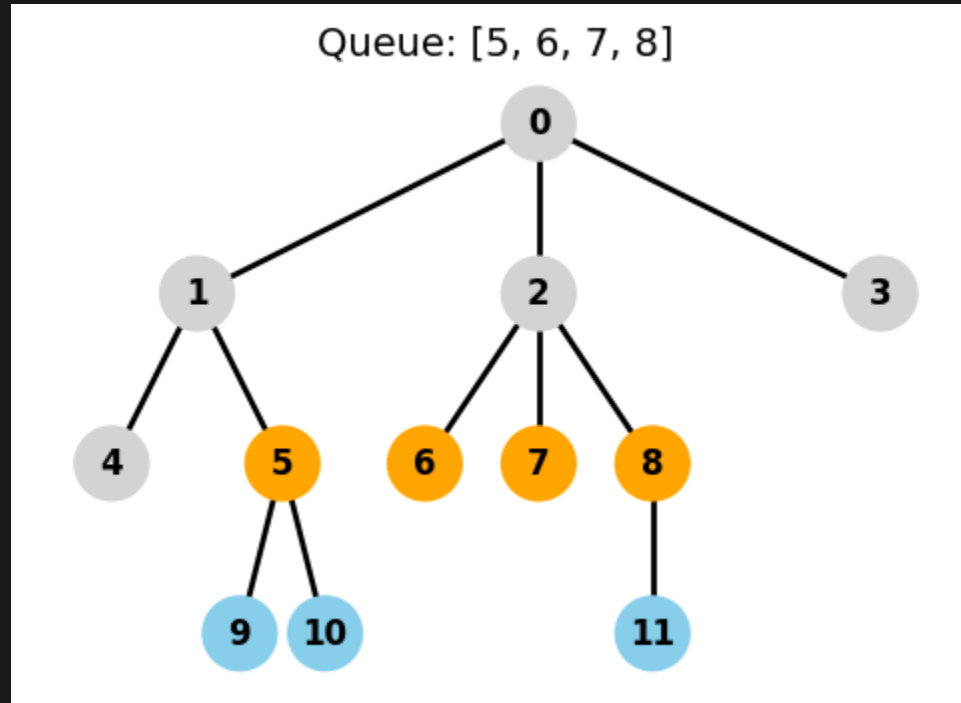
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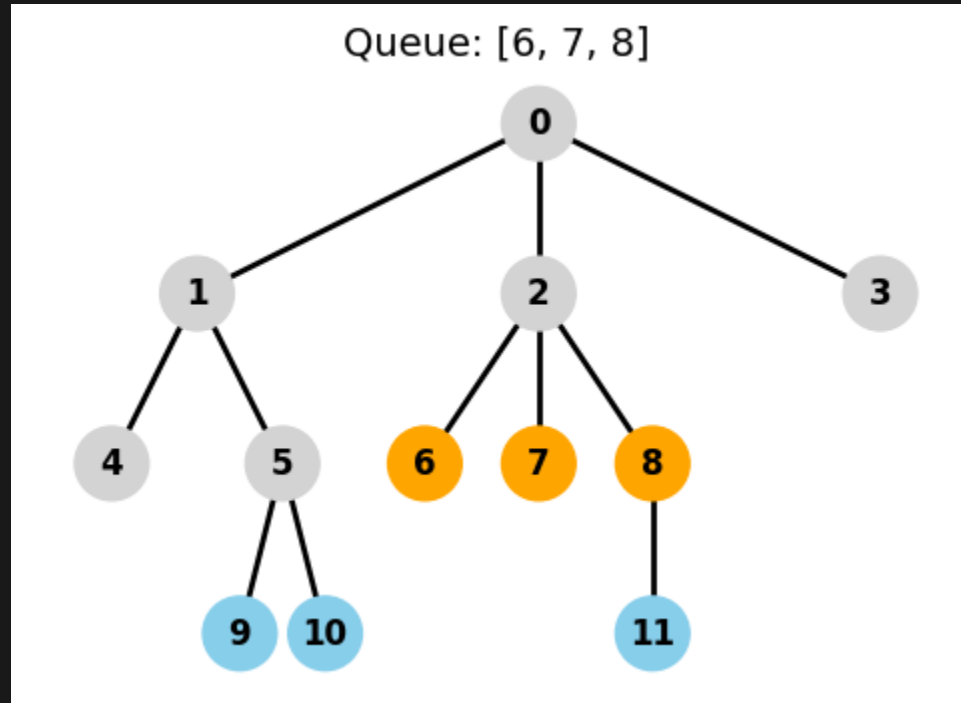
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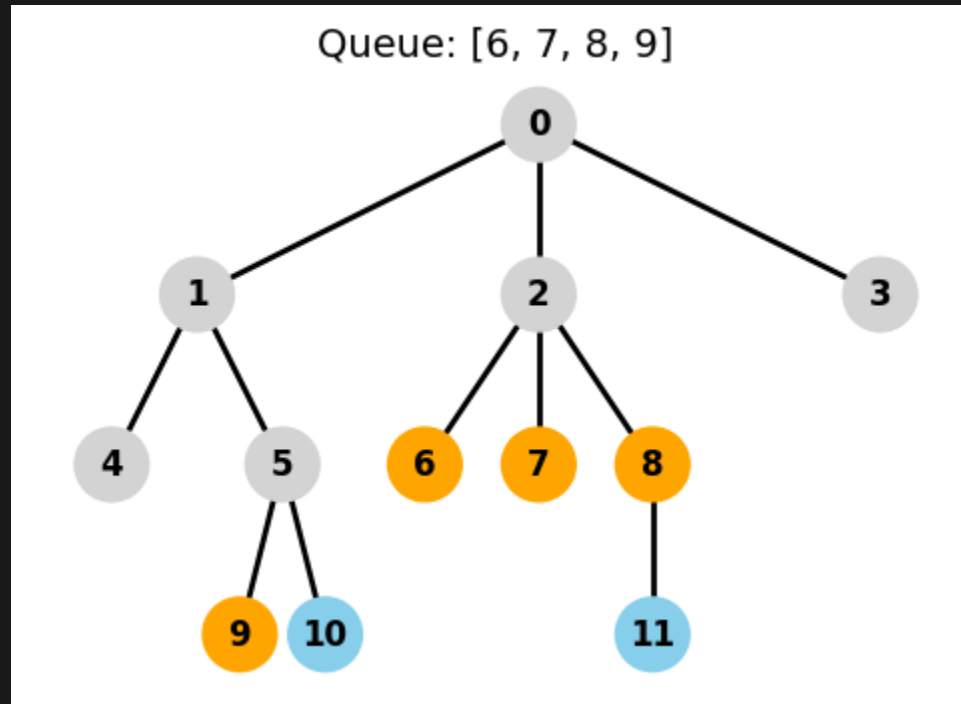
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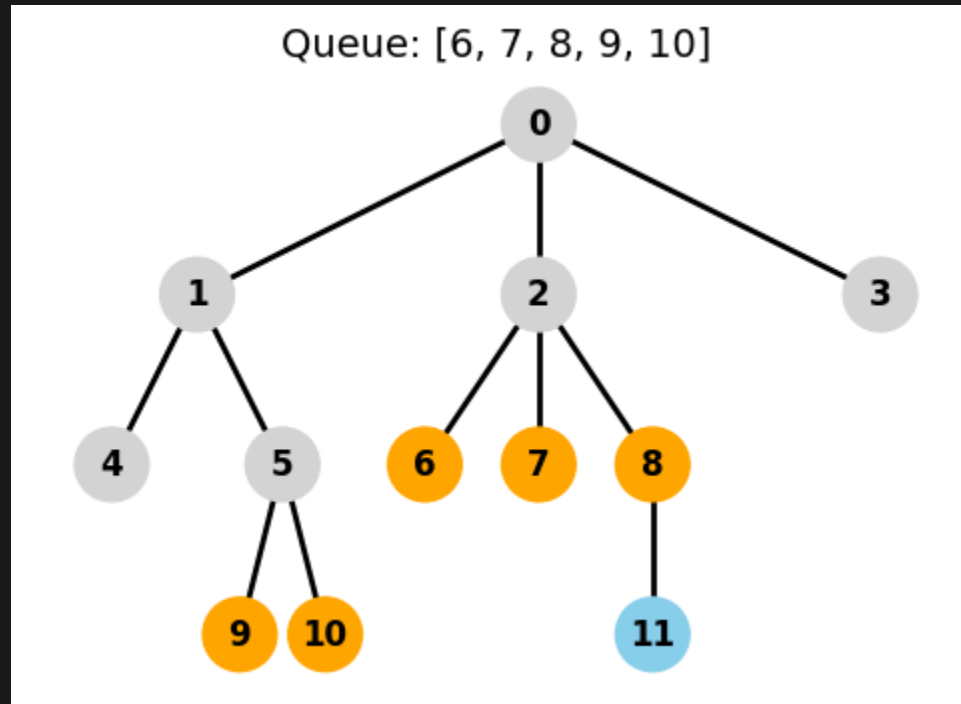
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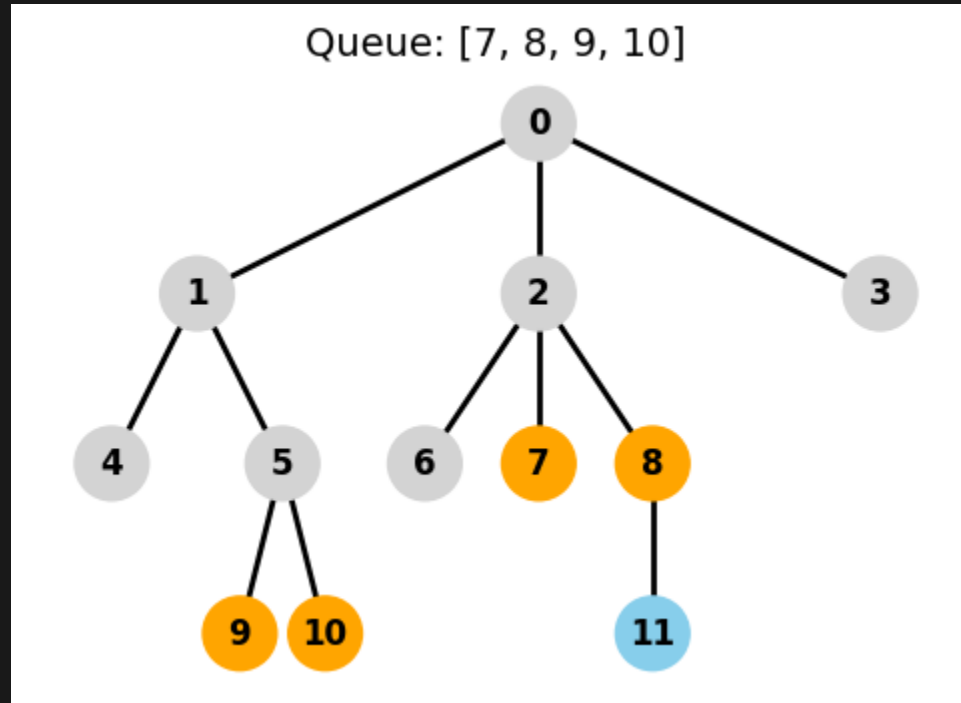
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# Breadth First Search (BFS)

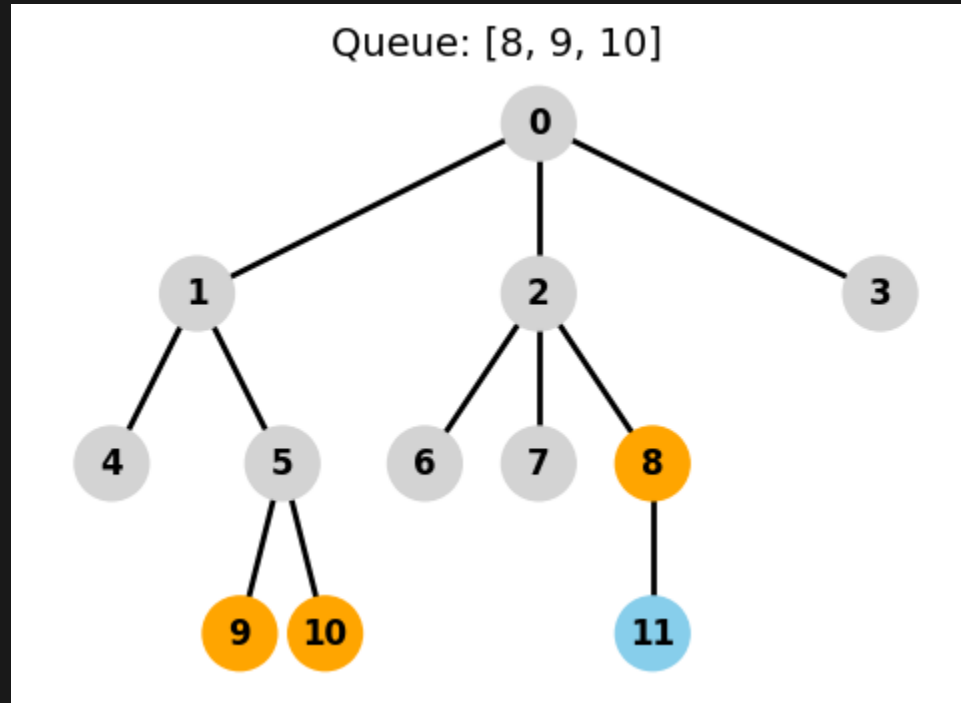
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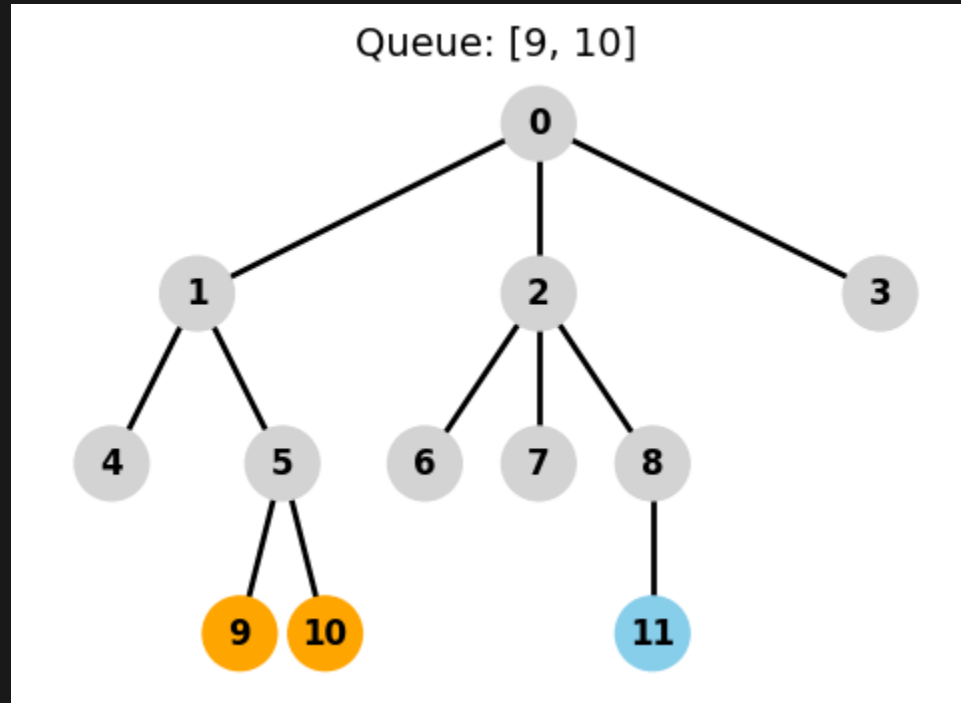
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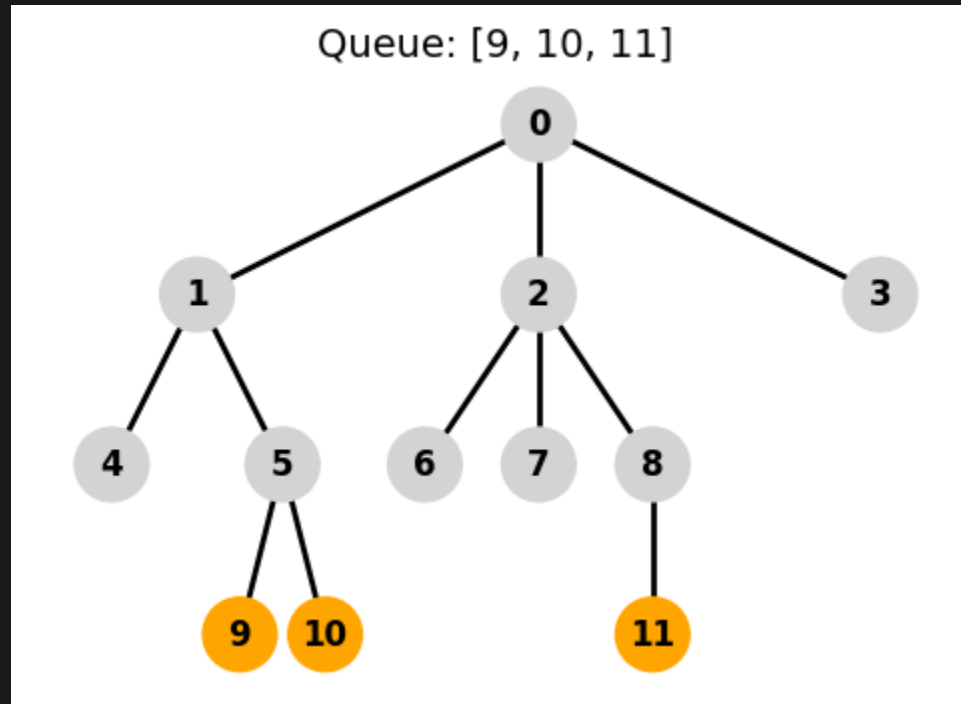
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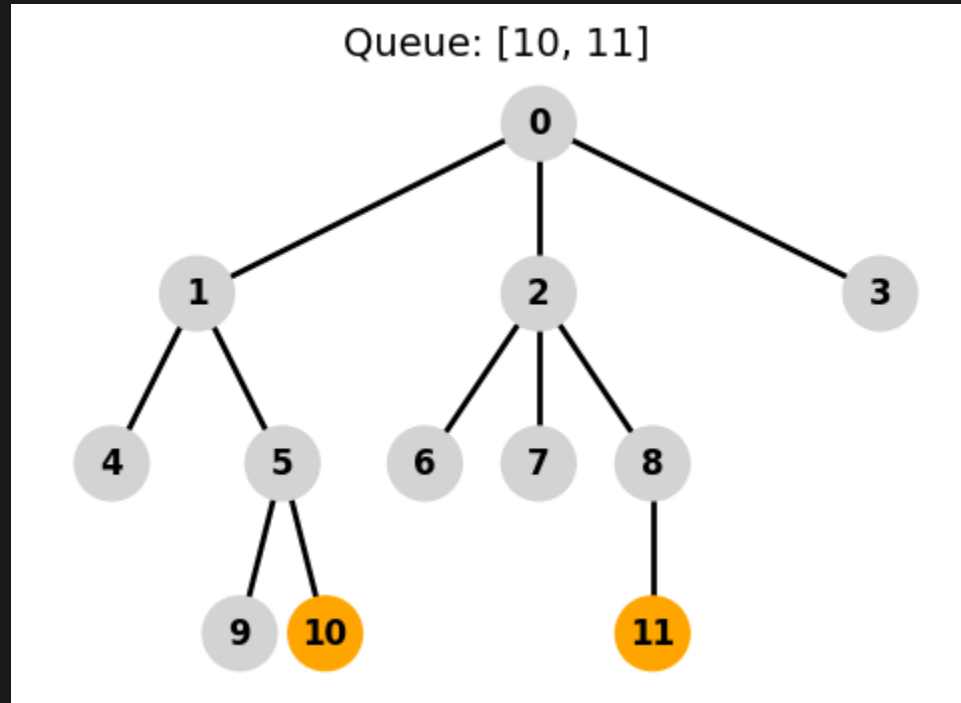
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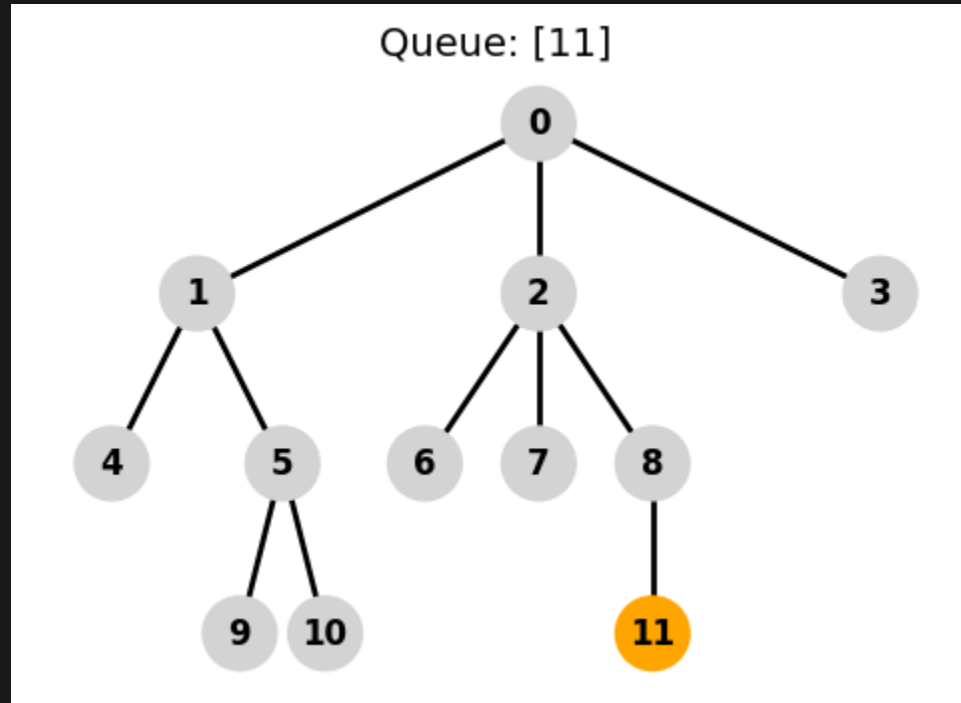
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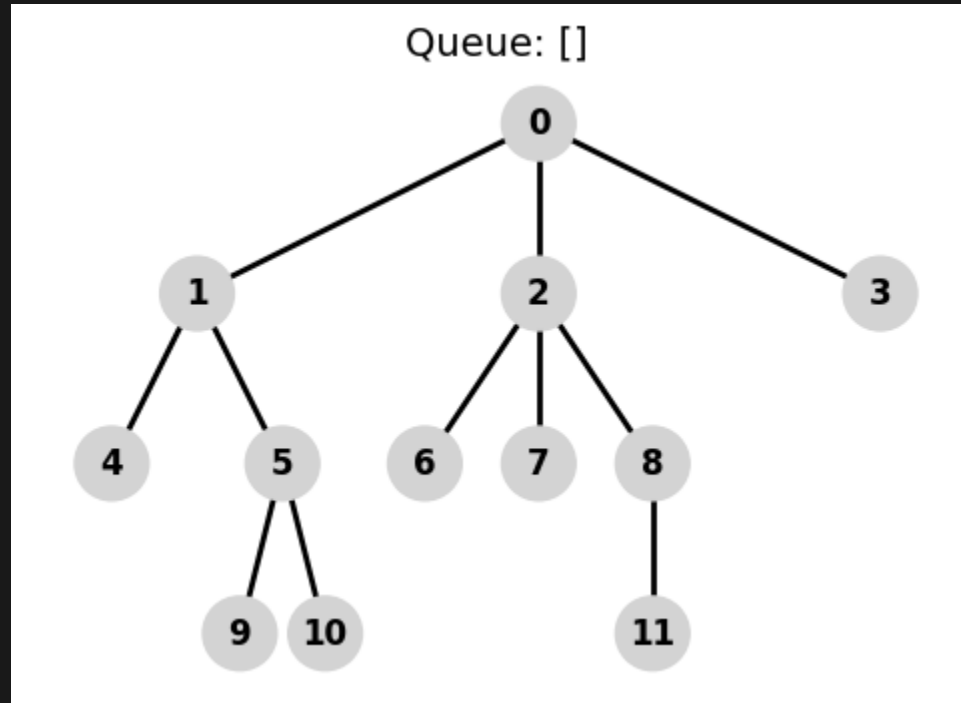
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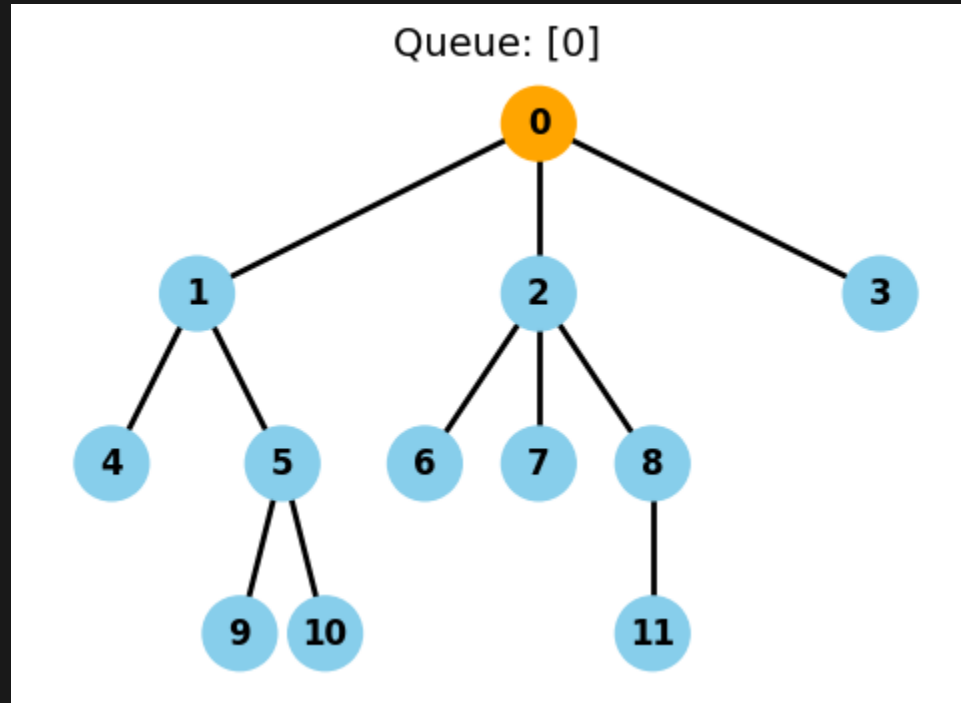
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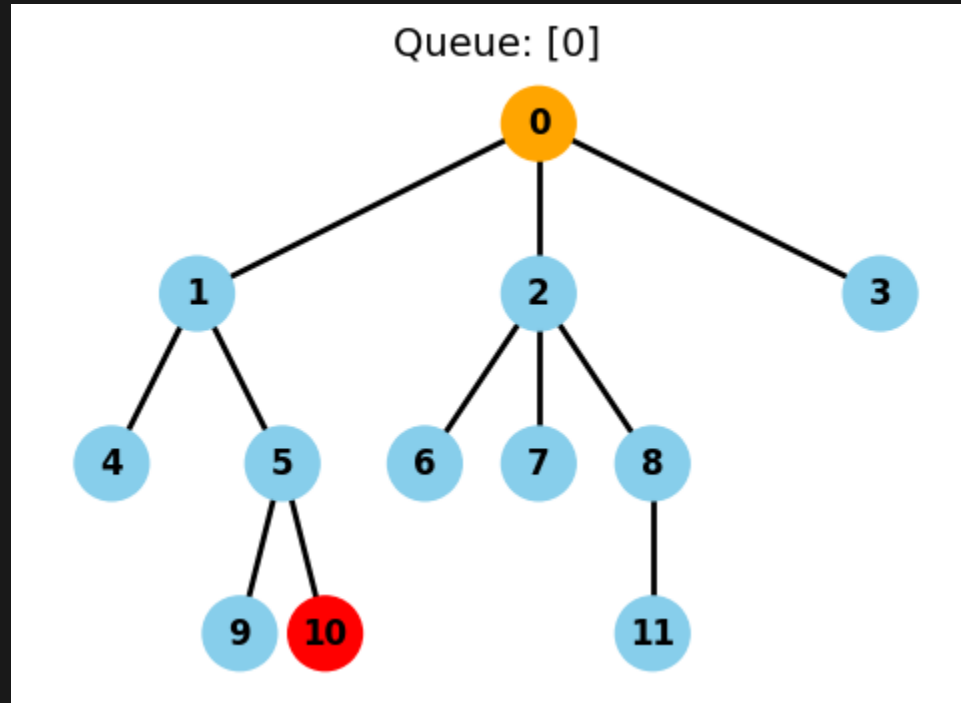
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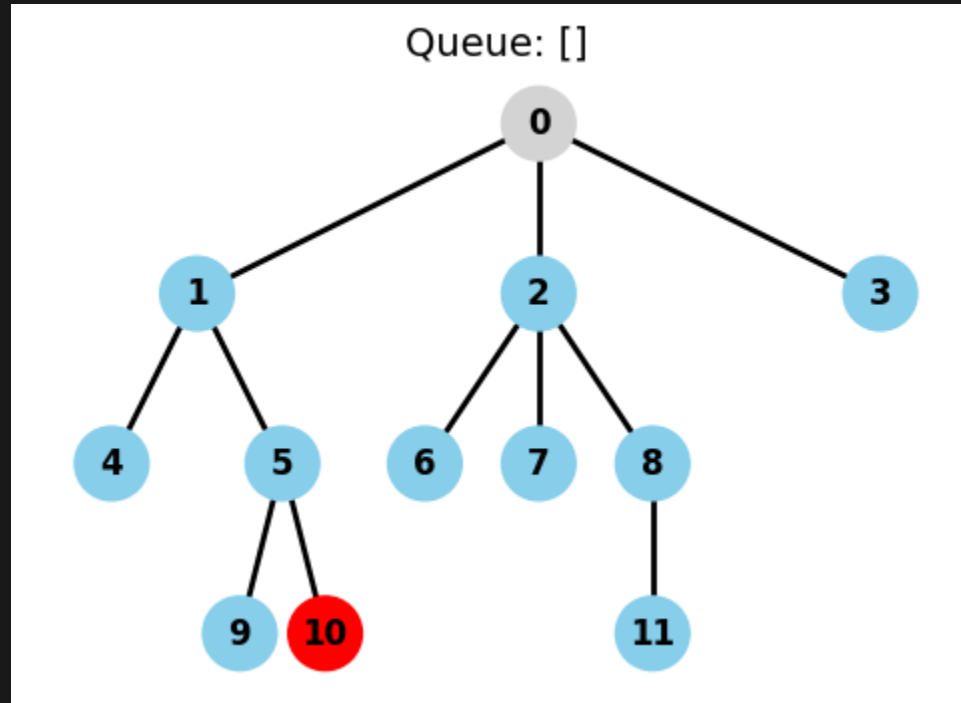
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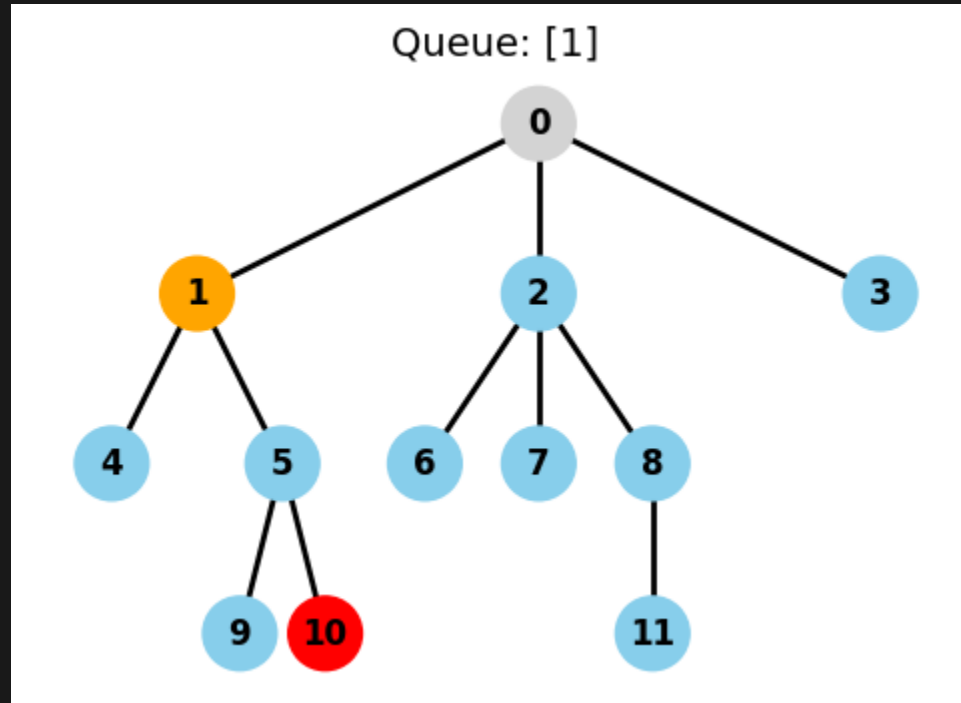
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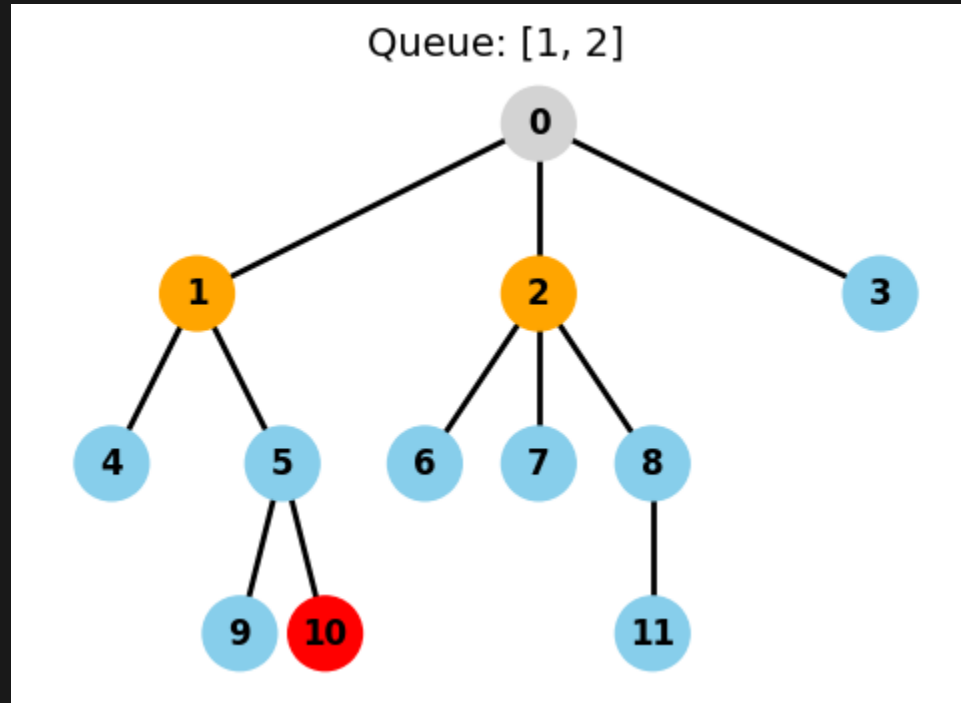
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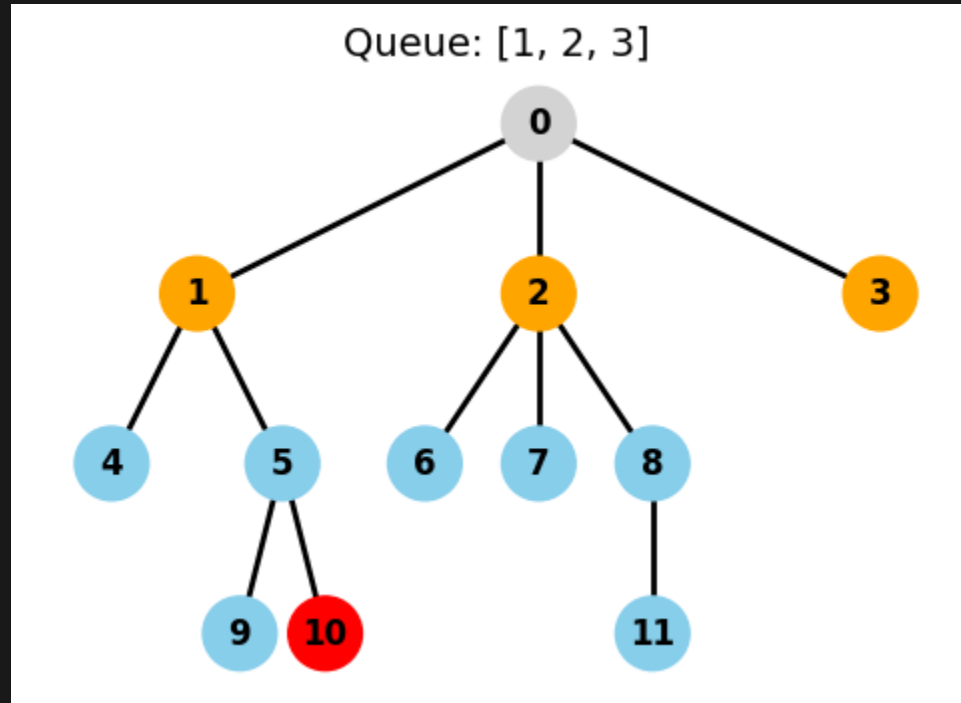
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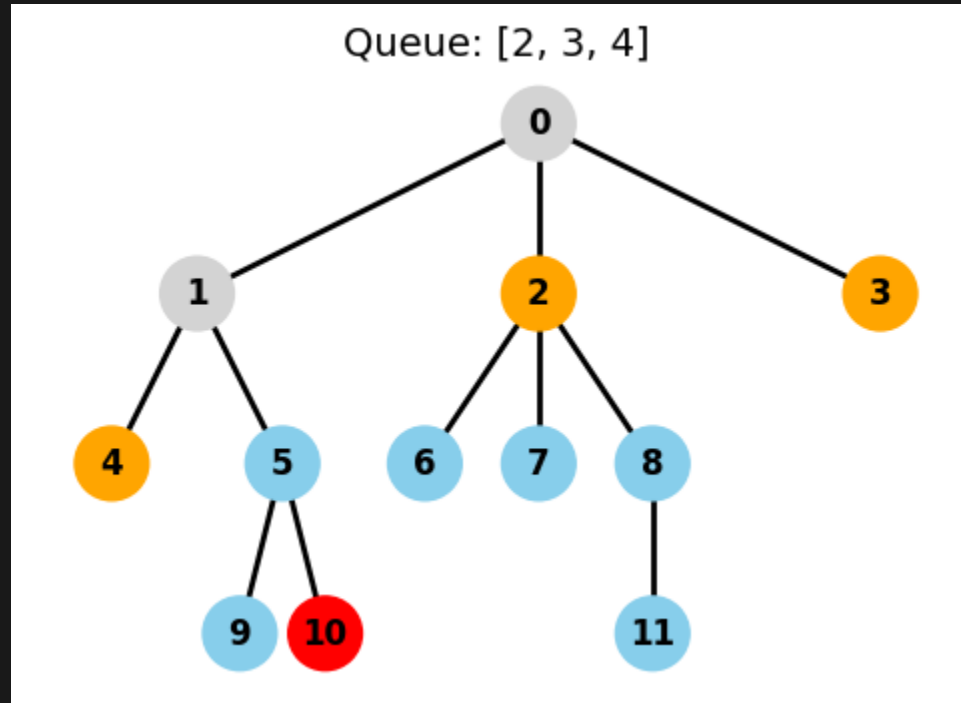
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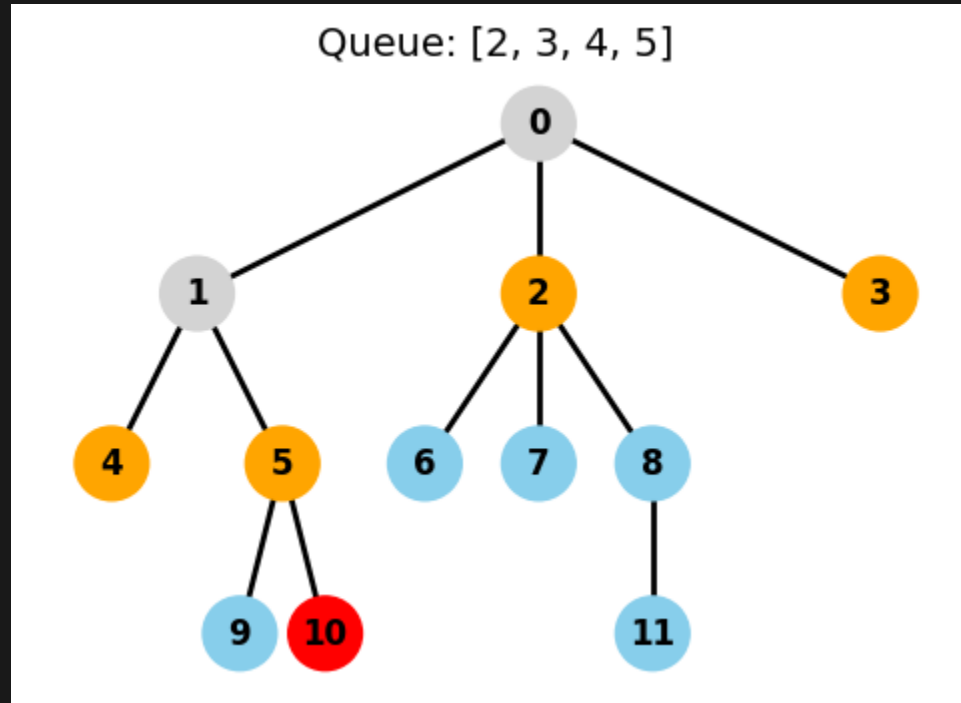
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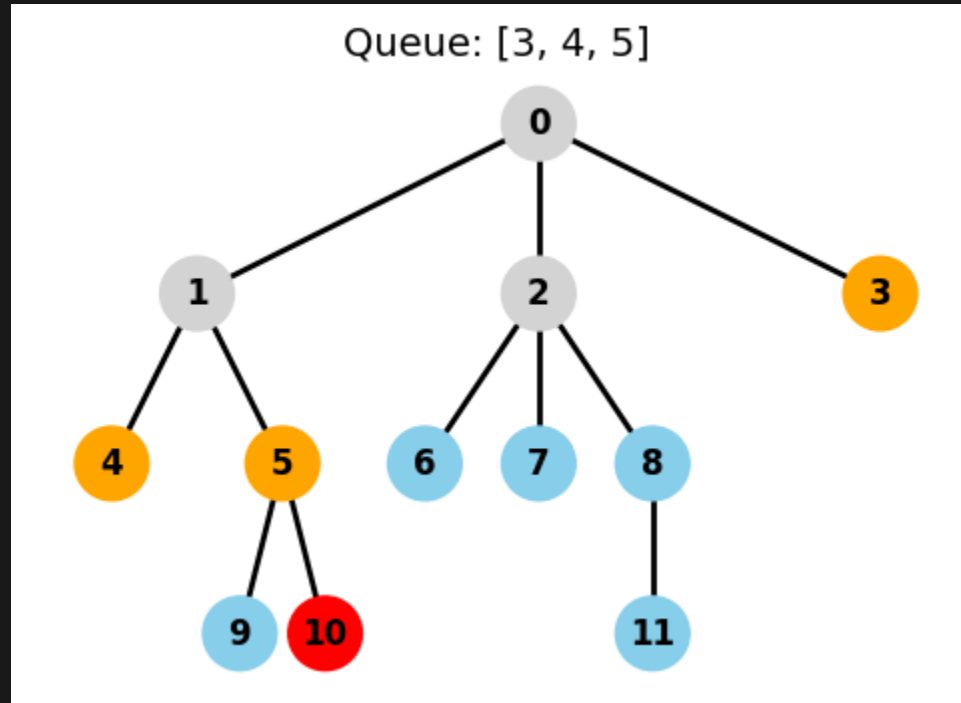
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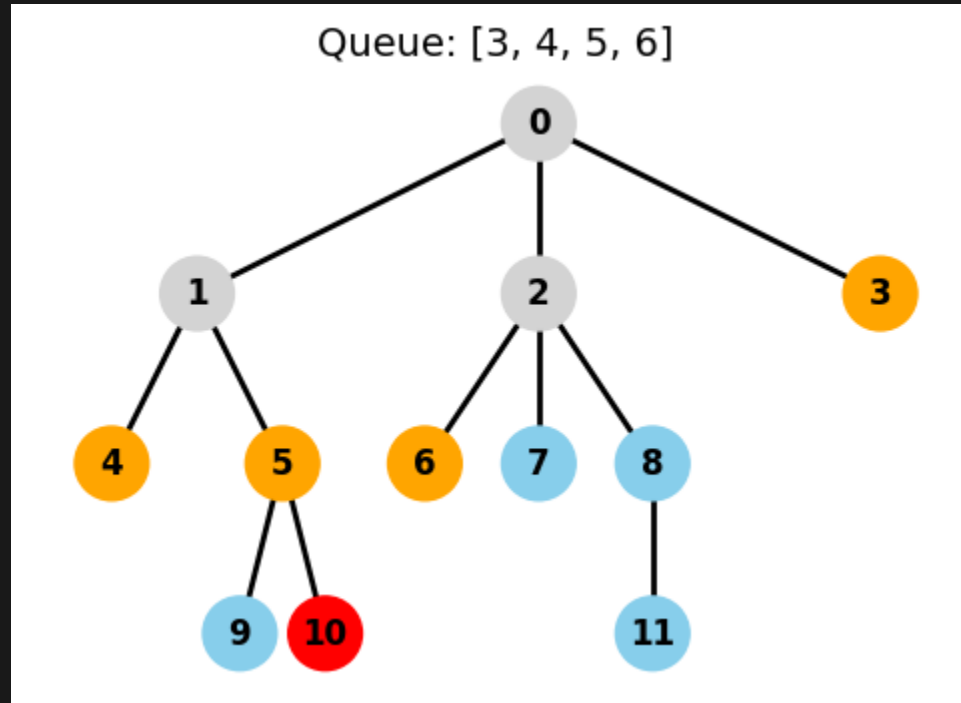
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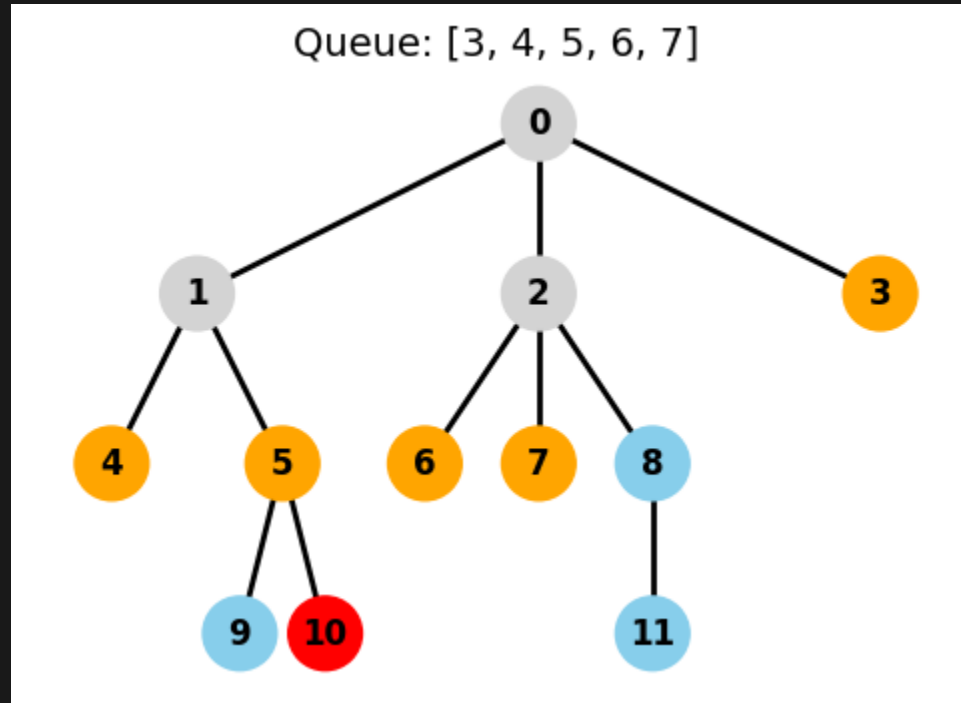
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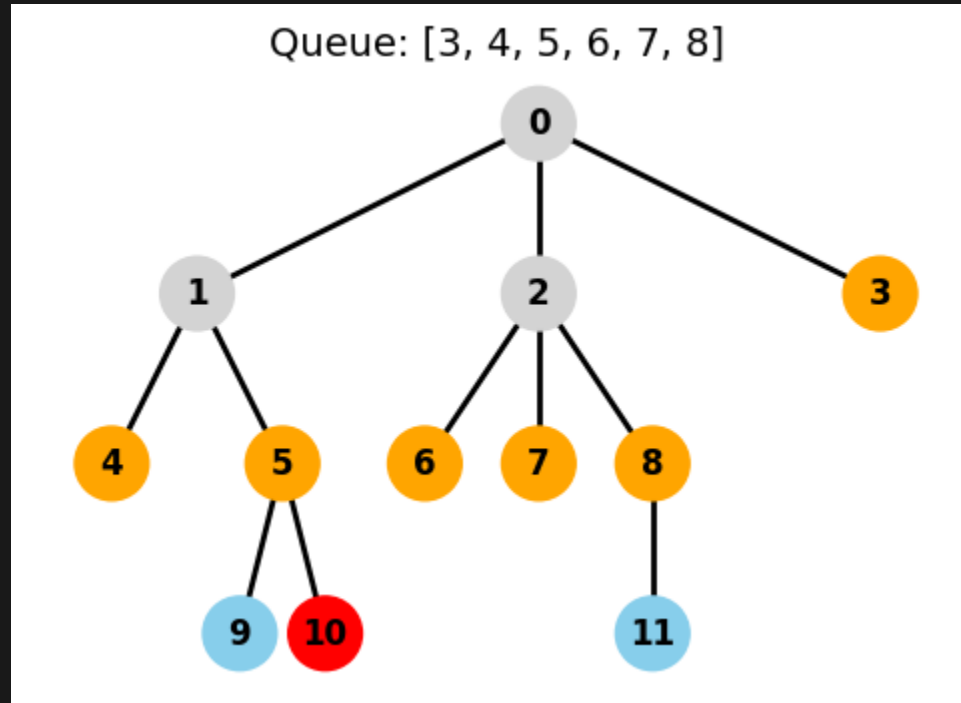
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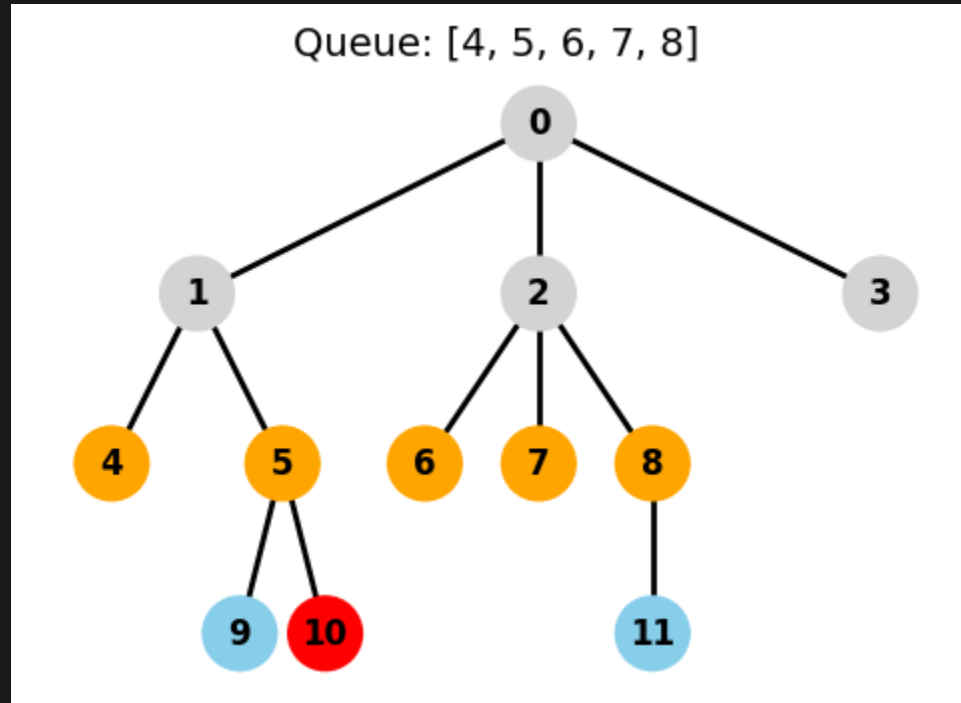
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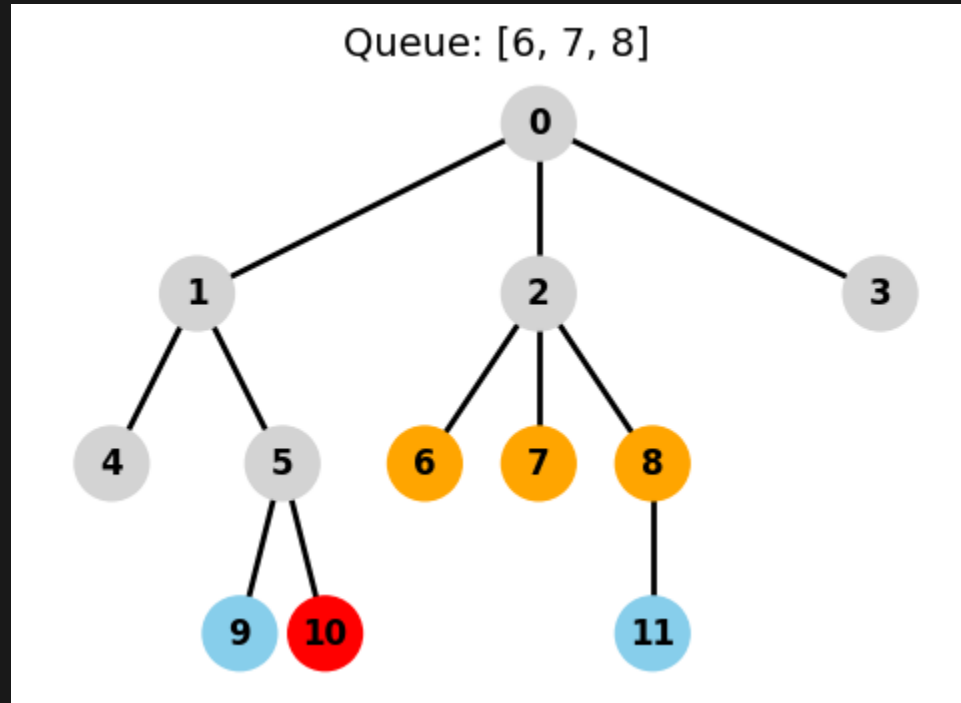
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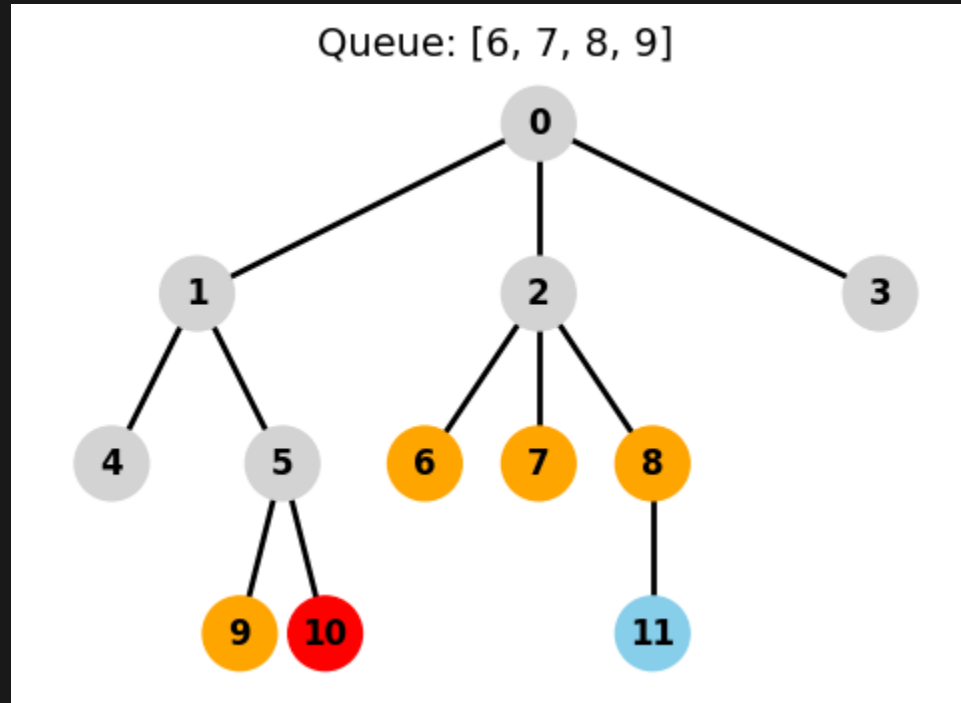
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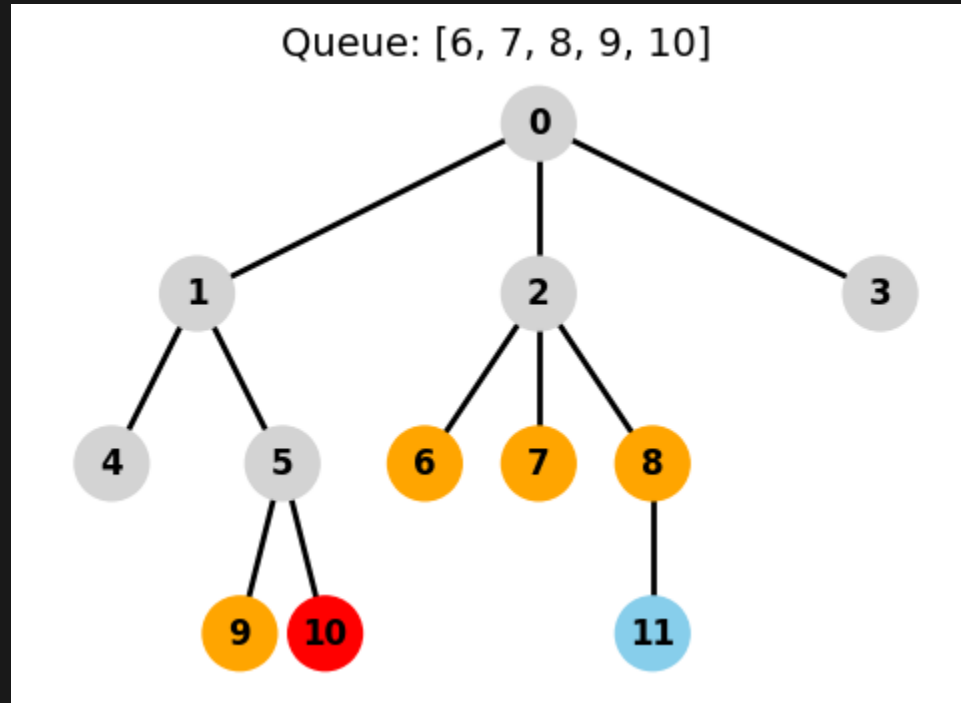
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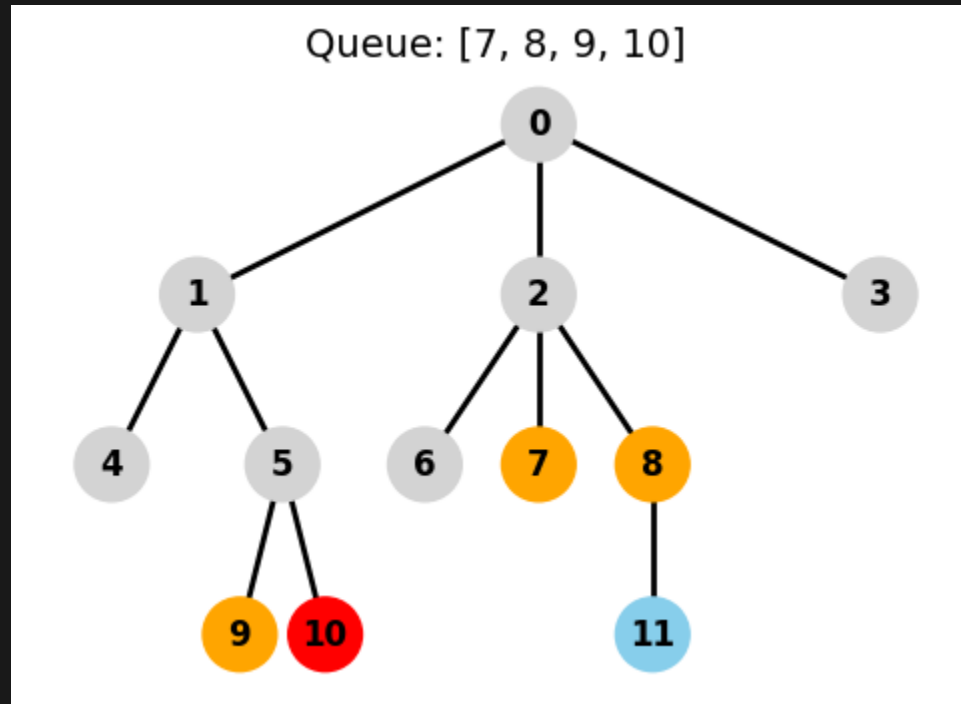
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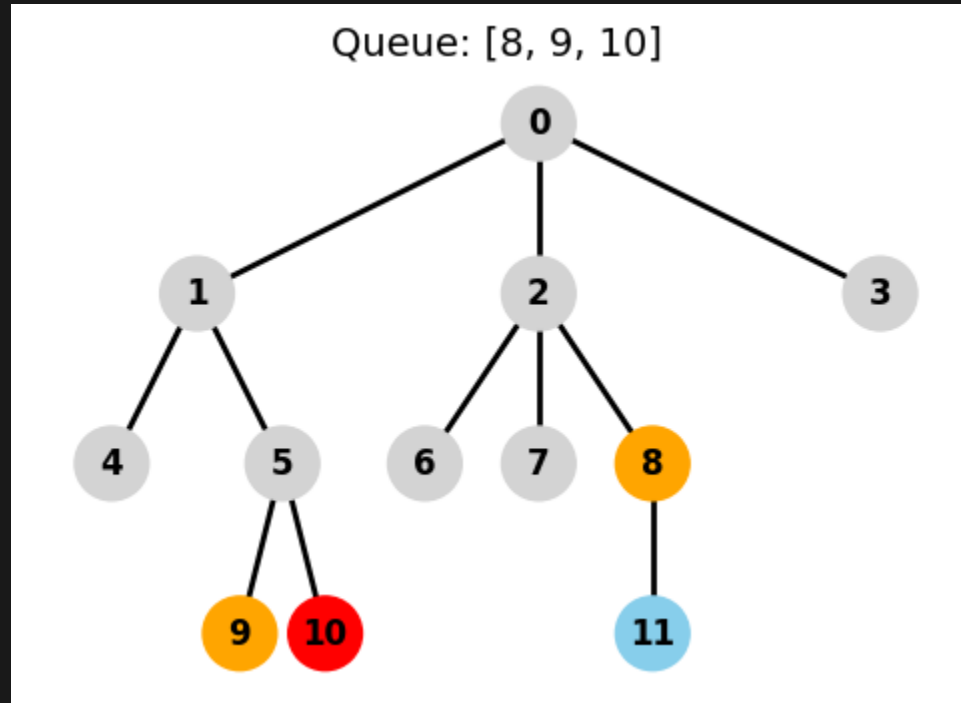
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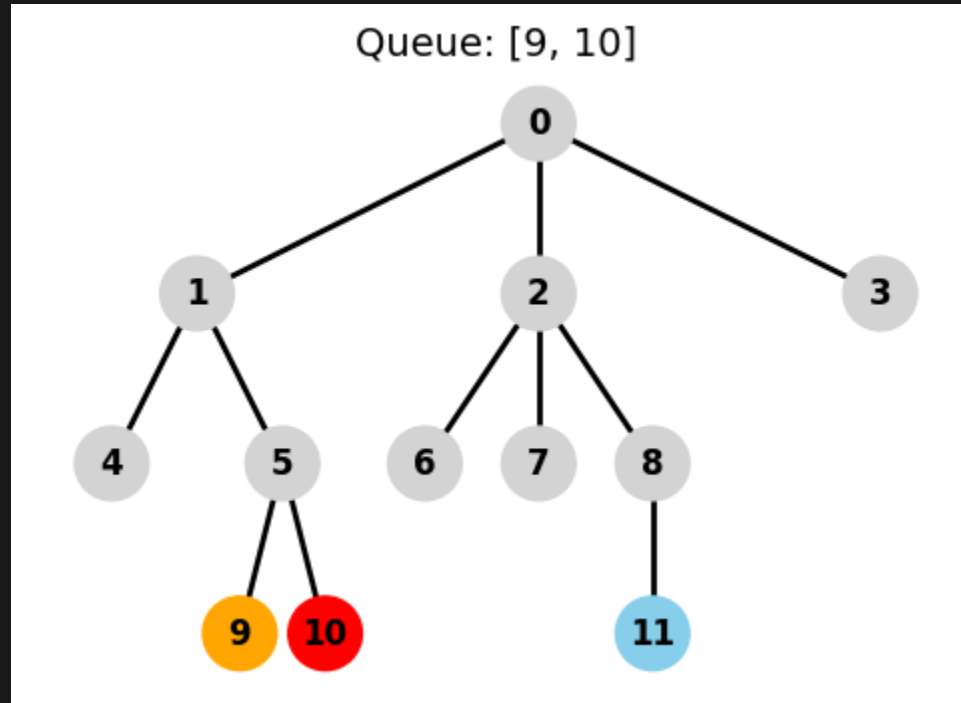
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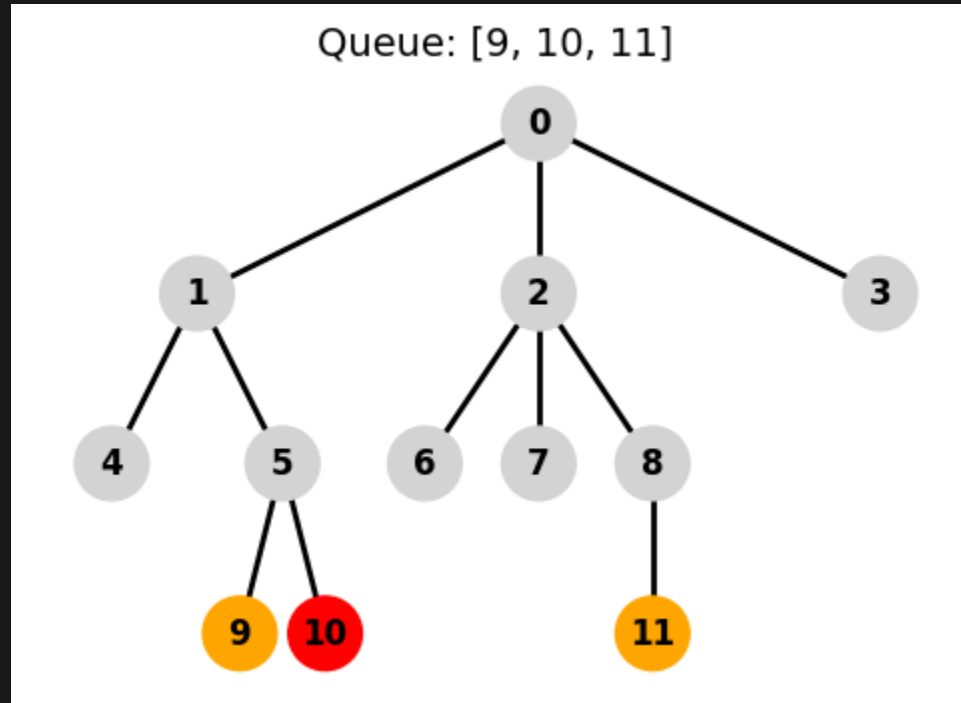
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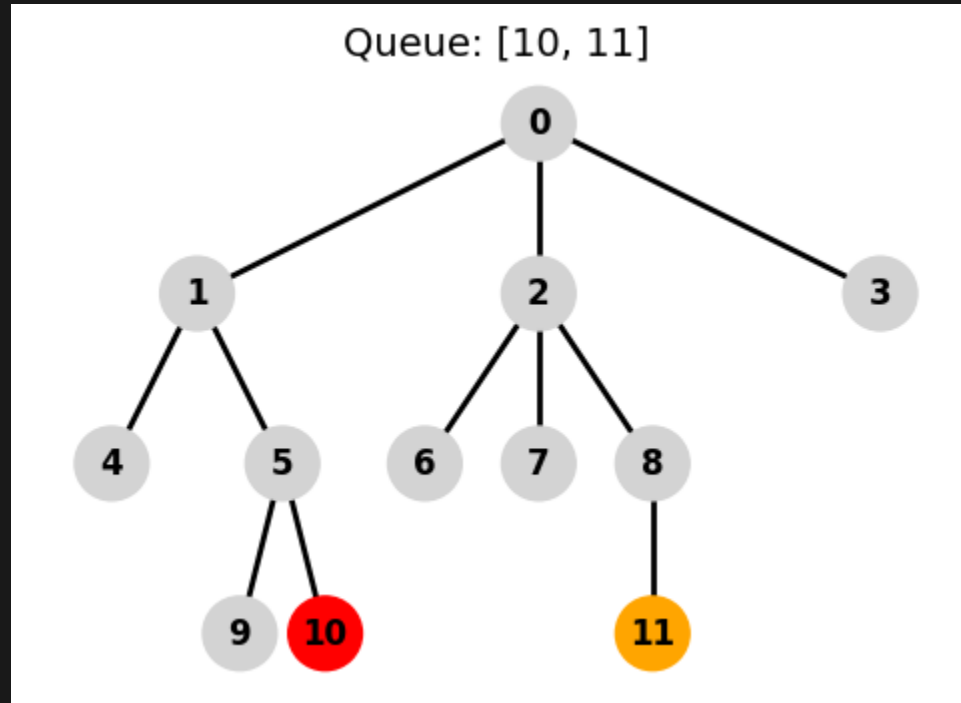
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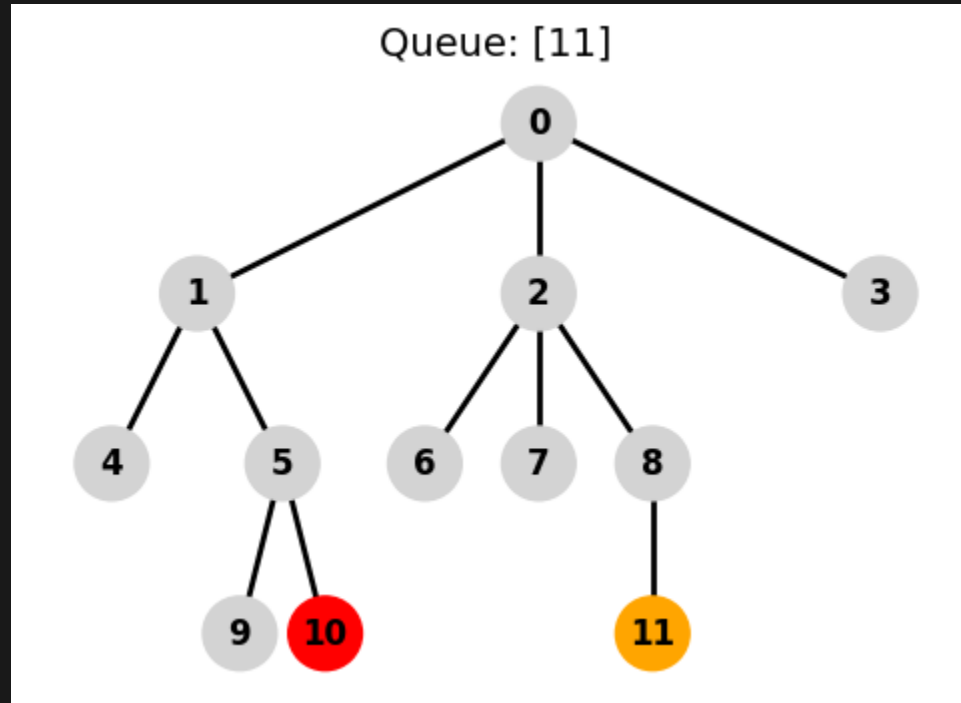
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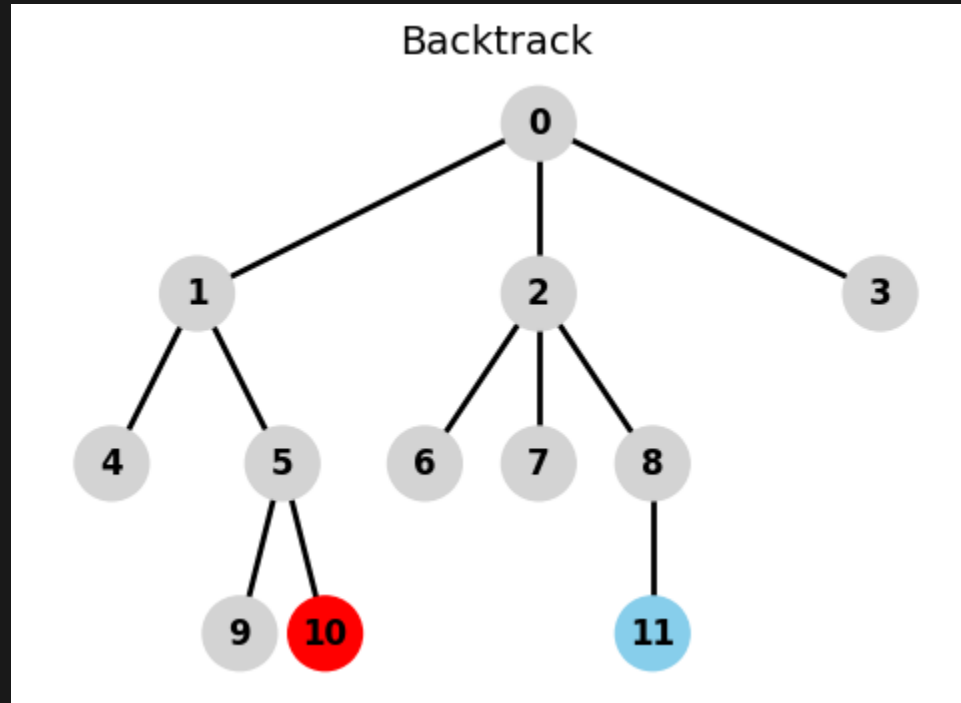
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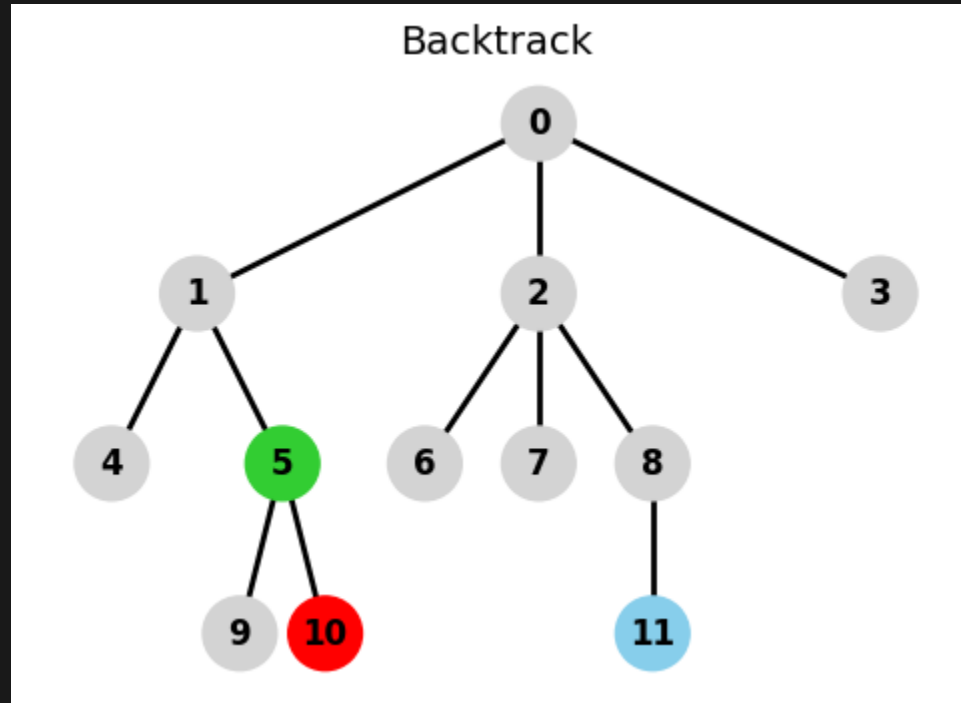
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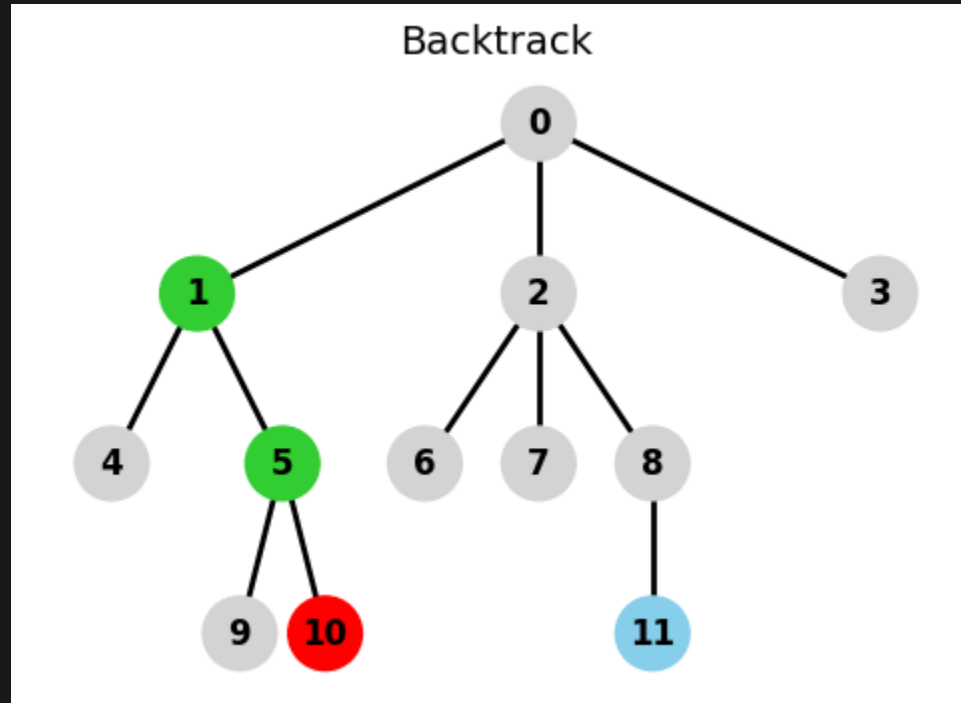
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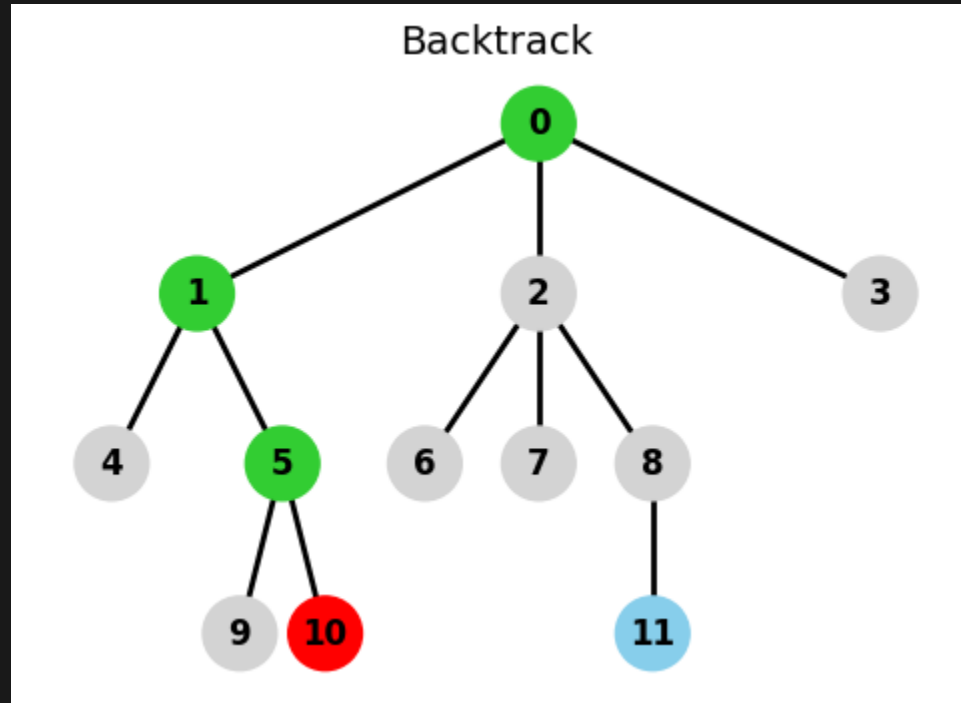
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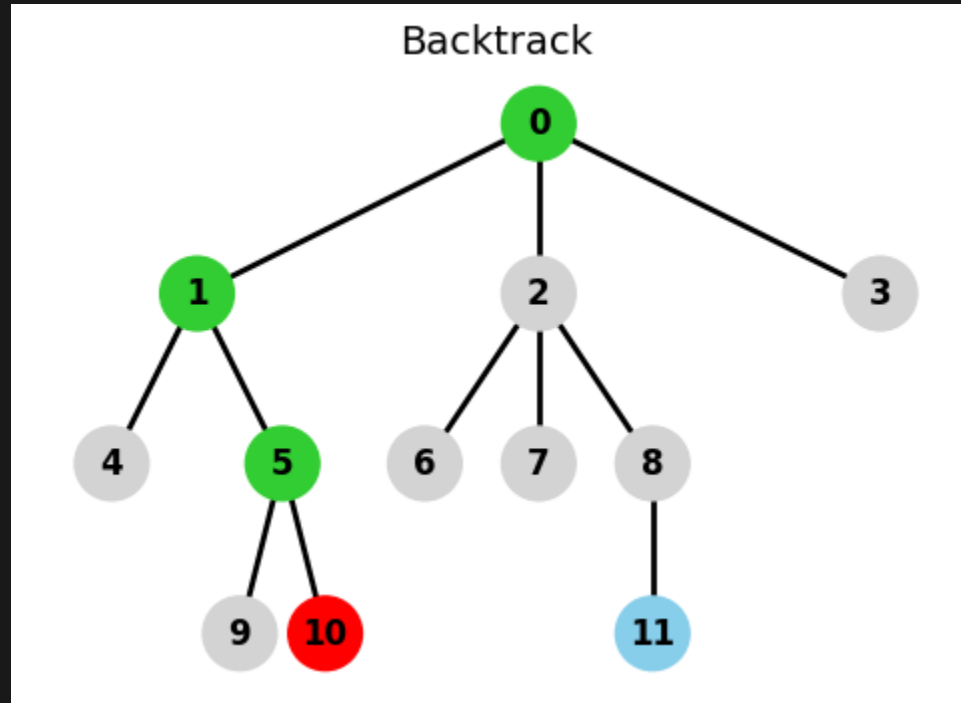


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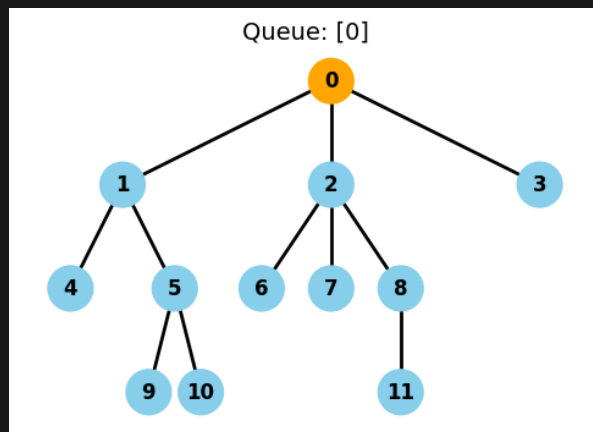
## 특징

- 시간 복잡도:  $O(V+E)$
- 공간 복잡도:  $O(V)$
- 목표 노드가 시작점 근처에 있을 때 빠르게 발견 가능
- 가중치가 모두 동일할 경우 최단 경로 탐색 가능



# Breadth First Search (BFS)

수도 코드 (pseudo code)



```
graph = {
    'A': ['B', 'C'],
    'B': ['A', 'D', 'E'],
    'C': ['A', 'F'],
    'D': ['B'],
    'E': ['B', 'G'],
    'F': ['C'],
    'G': ['E']
}
```

```
bfs(graph, start='A')
```

```
from collections import deque

def bfs(graph, start_node):
    visited = set()
    queue = deque()

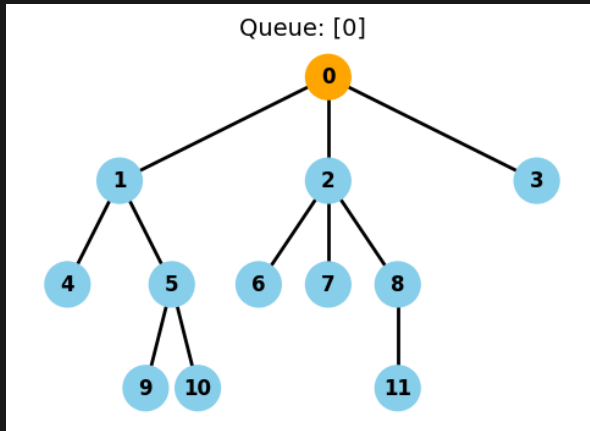
    queue.append(start_node)
    visited.add(start_node)

    while queue:
        current_node = queue.popleft()

        for neighbor in graph.get(current_node, []):
            if neighbor not in visited:
                queue.append(neighbor)
                visited.add(neighbor)
```

# Breadth First Search (BFS)

## 수도 코드 (pseudo code)



```
graph = {
    'A': ['B', 'C'],
    'B': ['A', 'D', 'E'],
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    'F': ['C'],
    'G': ['E']
}
```

```
bfs(graph, start='A')
```

```
from collections import deque
```

```
def bfs(graph, start_node):
    visited = set()
    queue = deque()
```

```
    queue.append(start_node)
    visited.add(start_node)
```

```
    while queue:
        current_node = queue.popleft()
```

```
        for neighbor in graph.get(current_node, []):
            if neighbor not in visited:
                queue.append(neighbor)
                visited.add(neighbor)
```

```
from collections import deque
```

```
def bfs_path(graph, start, goal):
    visited = set()
    queue = deque()
    parent = {}
```

```
    queue.append(start)
    visited.add(start)
    parent[start] = None
```

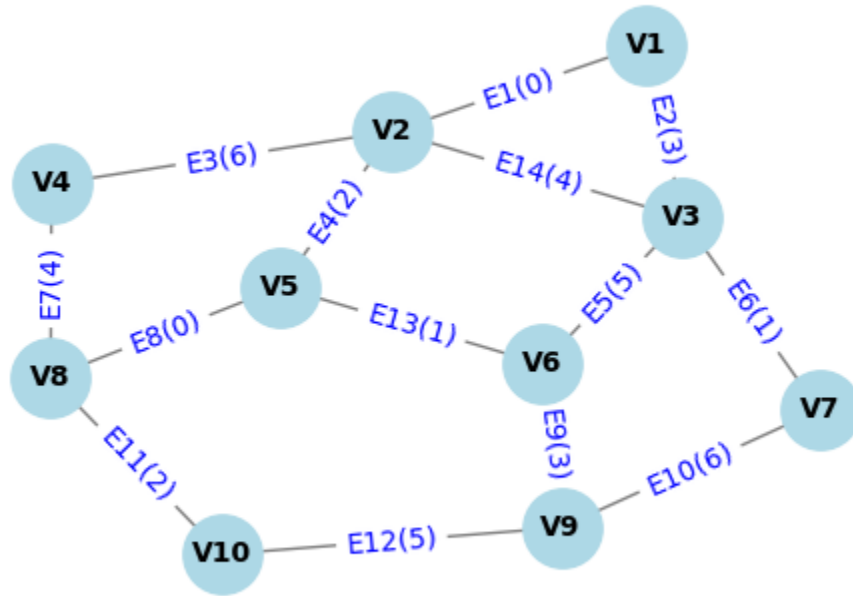
```
    while queue:
        current = queue.popleft()
```

```
        if current == goal:
            path = []
            while current is not None:
                path.append(current)
                current = parent[current]
            path.reverse()
            return path
```

```
        for neighbor in graph.get(current, []):
            if neighbor not in visited:
                visited.add(neighbor)
                parent[neighbor] = current
                queue.append(neighbor)
```

```
    return None
```

# Depth First Search (DFS)



# Depth First Search (DFS)

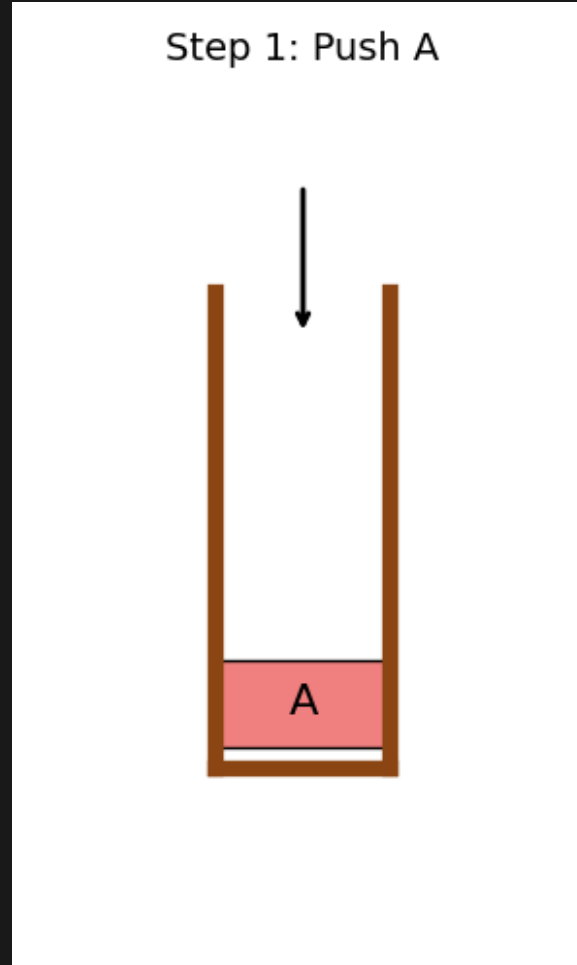
Stack: Last In First Out (LIFO)

Step 0: Empty Stack



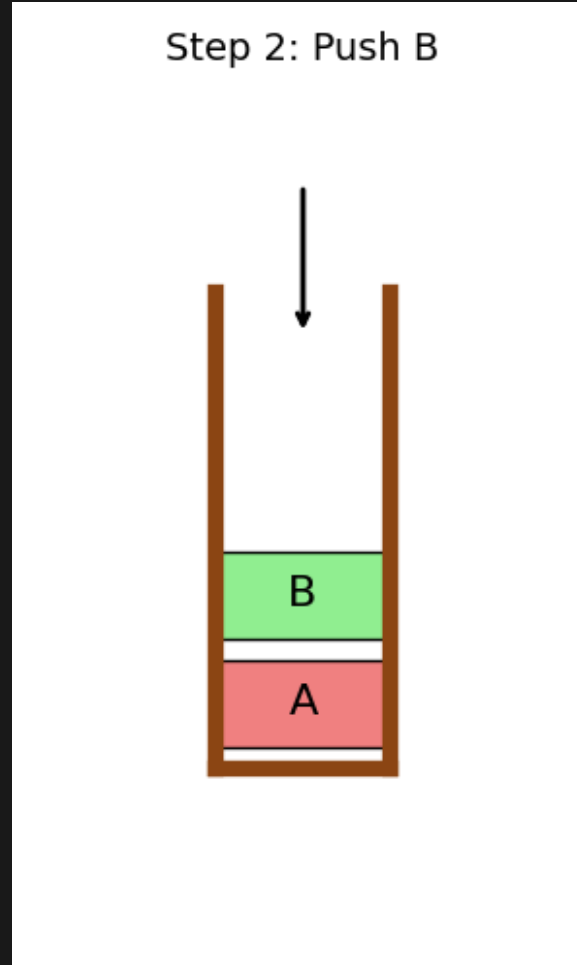
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



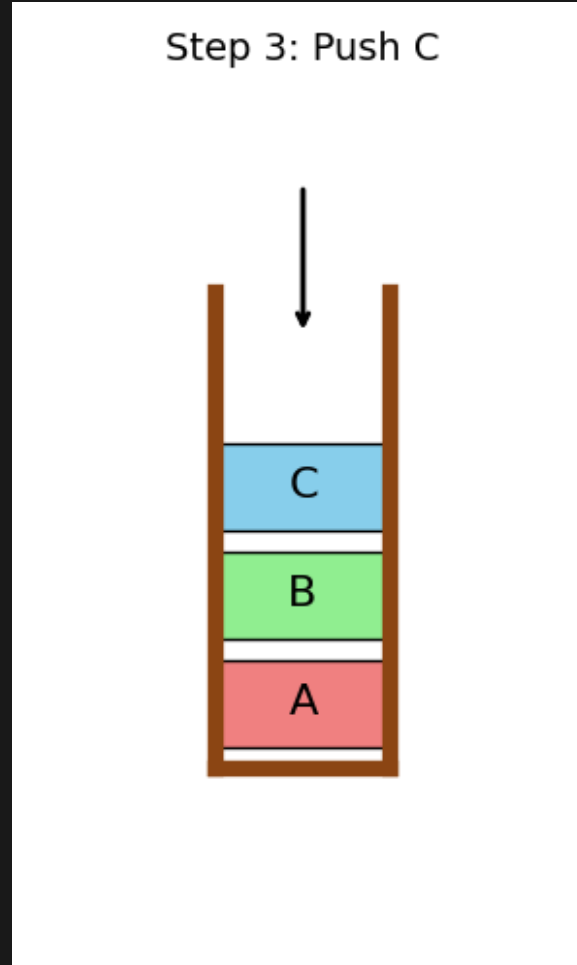
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

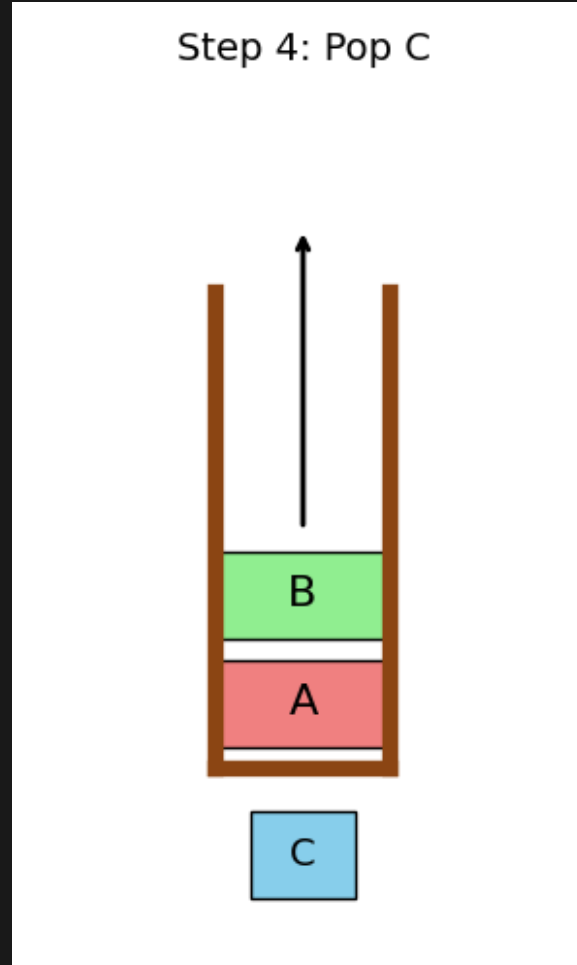
Stack: Last In First Out (LIFO)





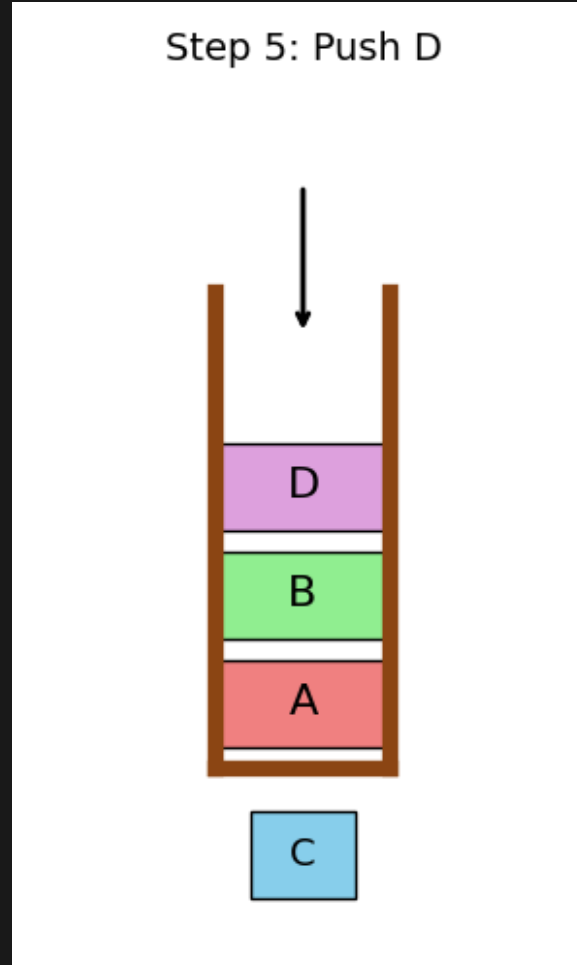
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



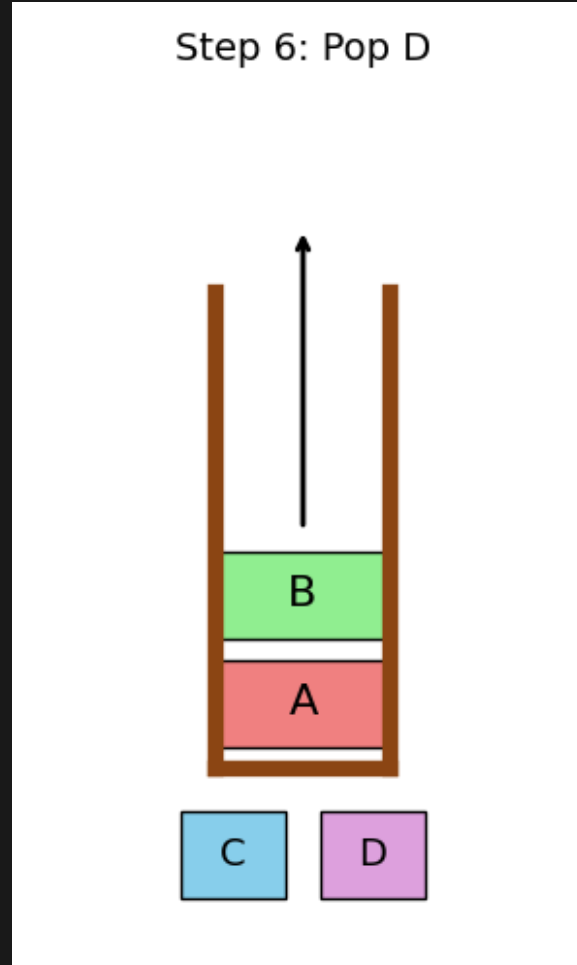
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



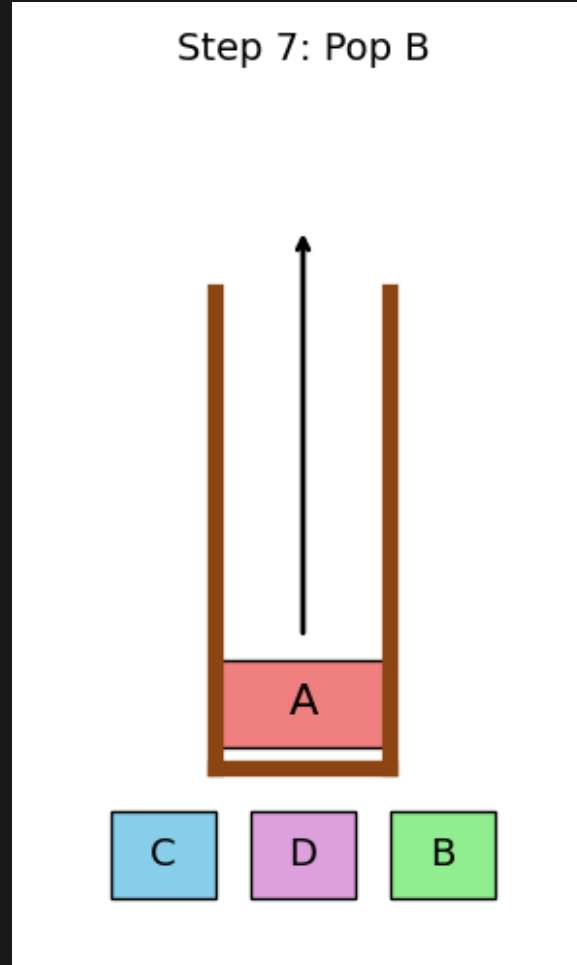
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



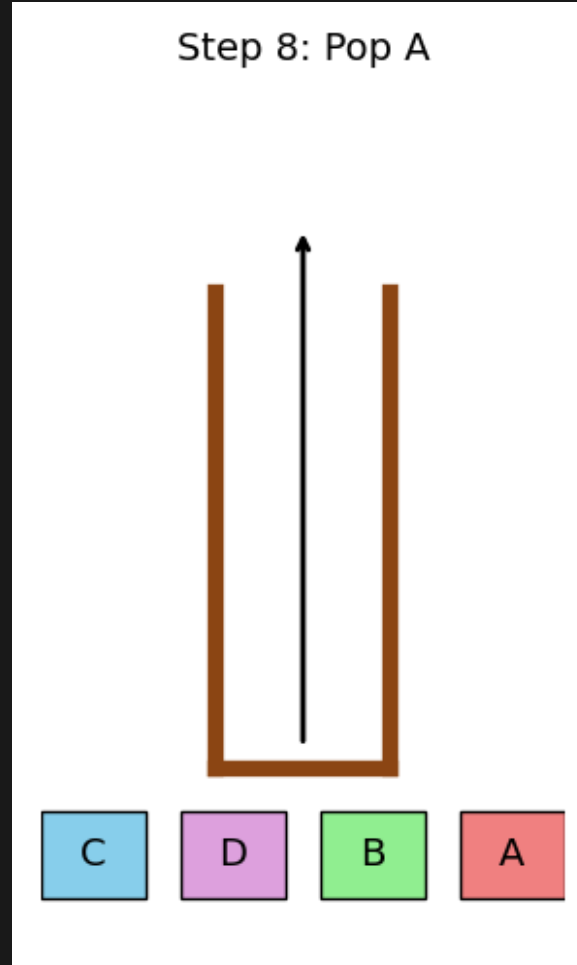
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



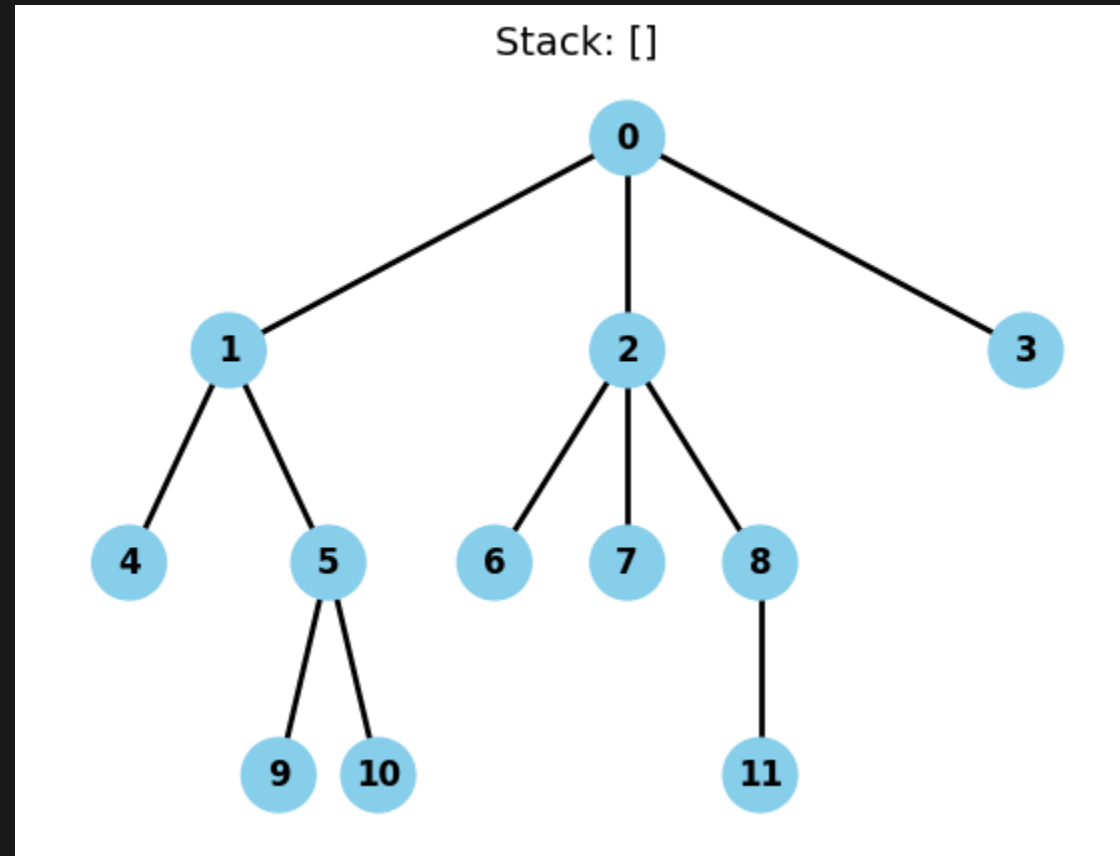
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



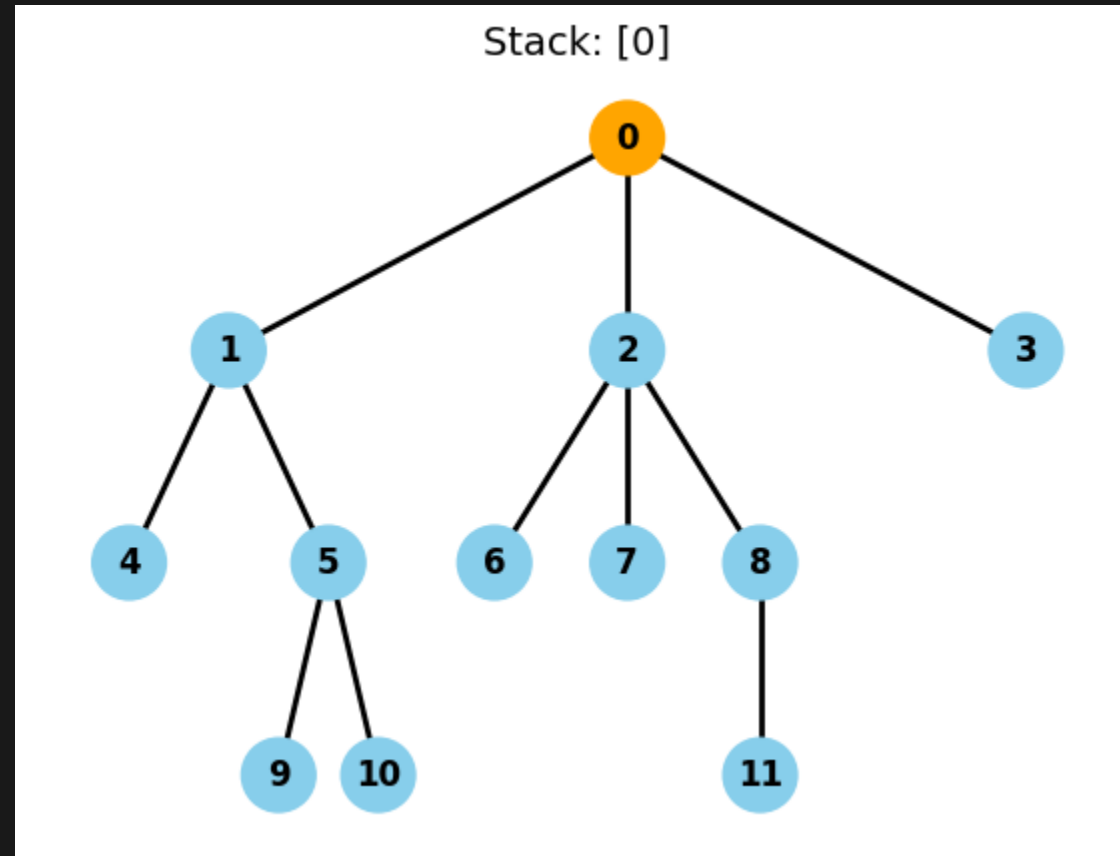
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



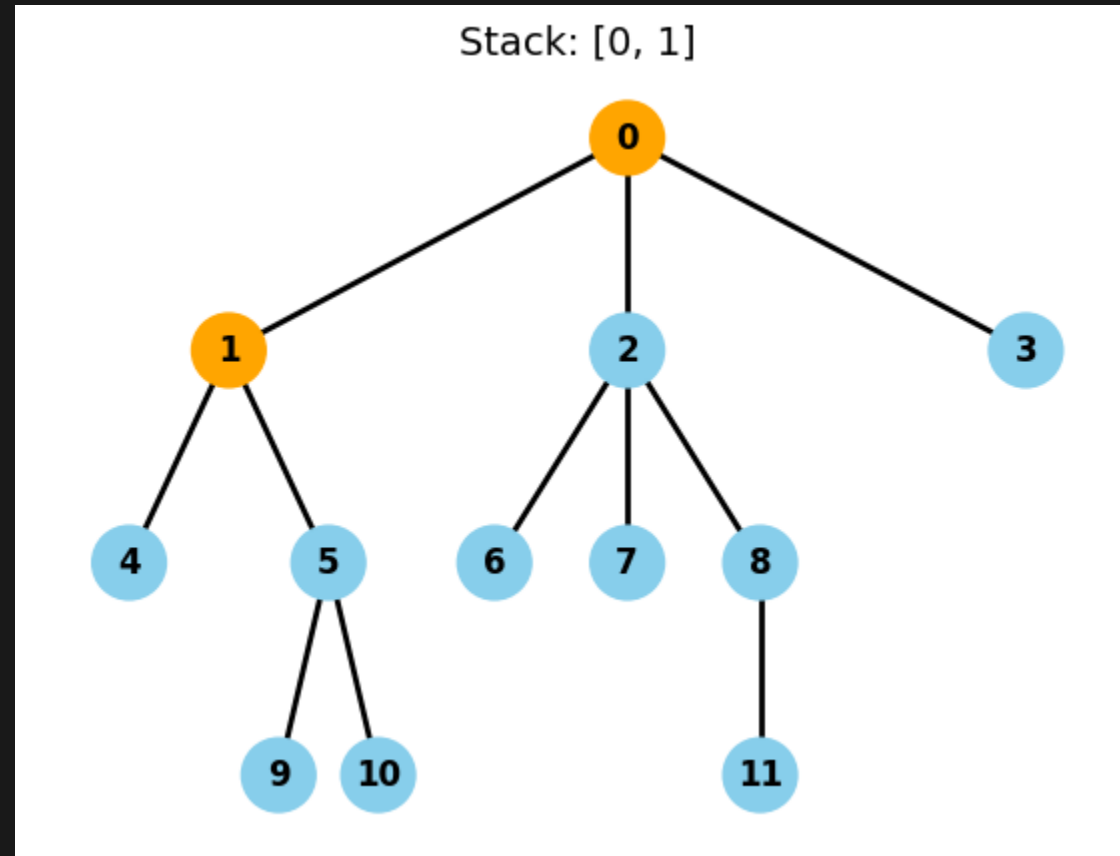
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

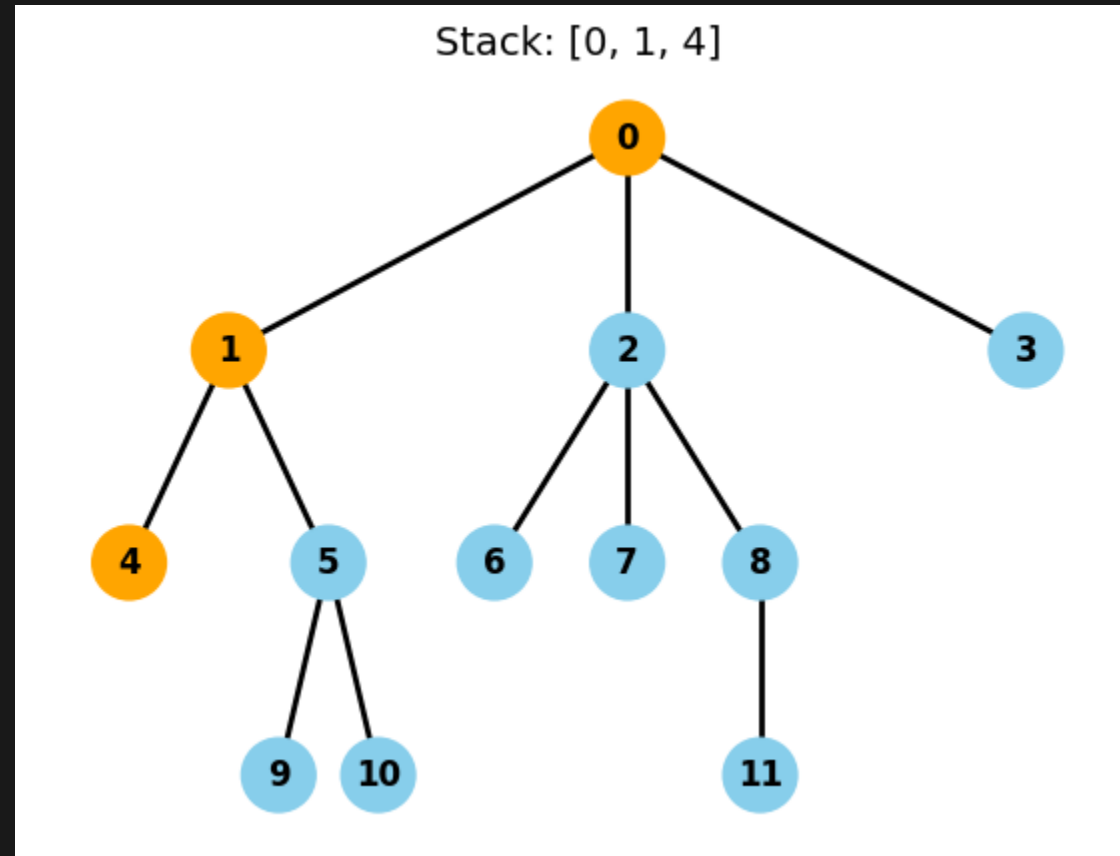
Stack: Last In First Out (LIFO)





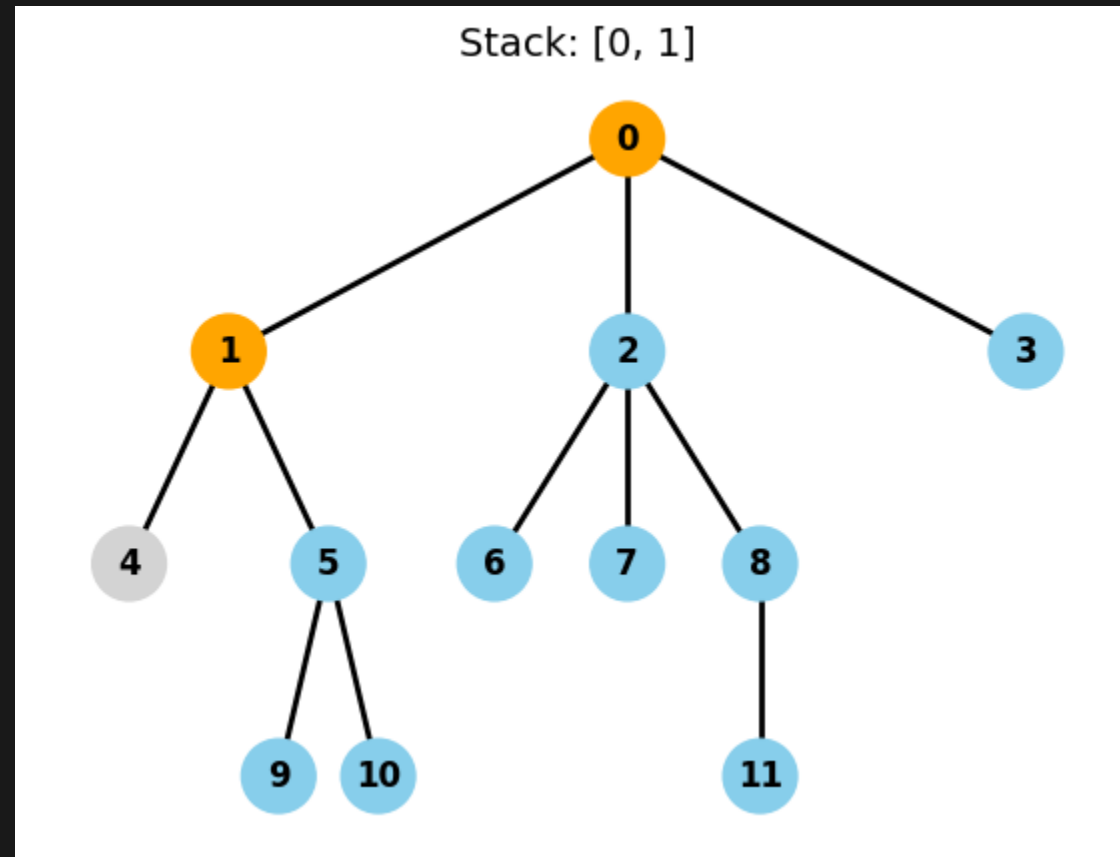
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



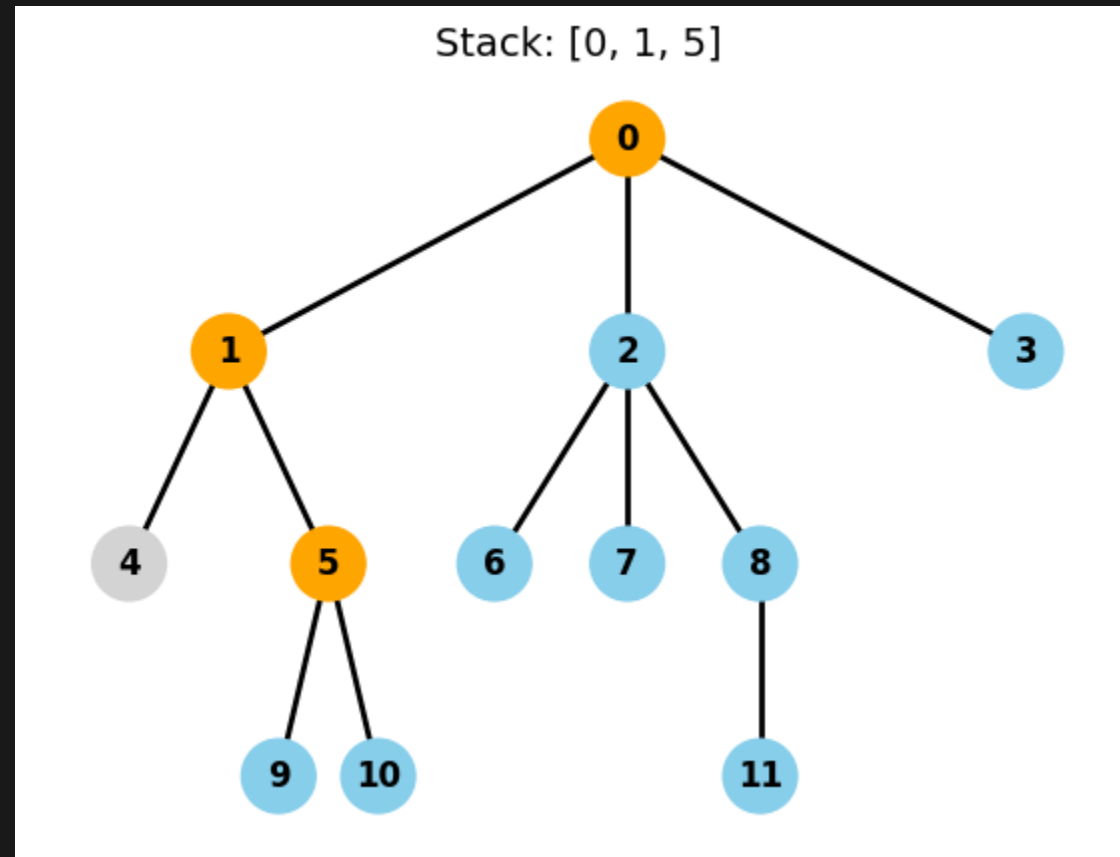
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



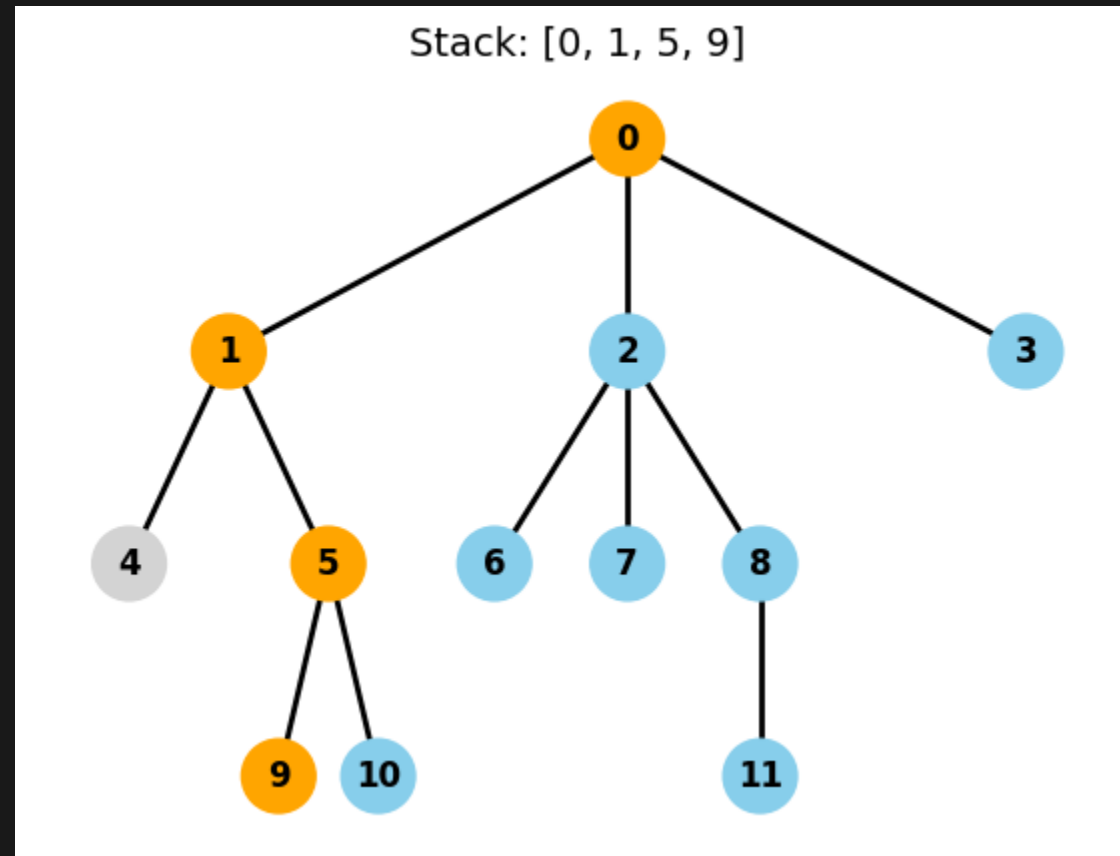
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



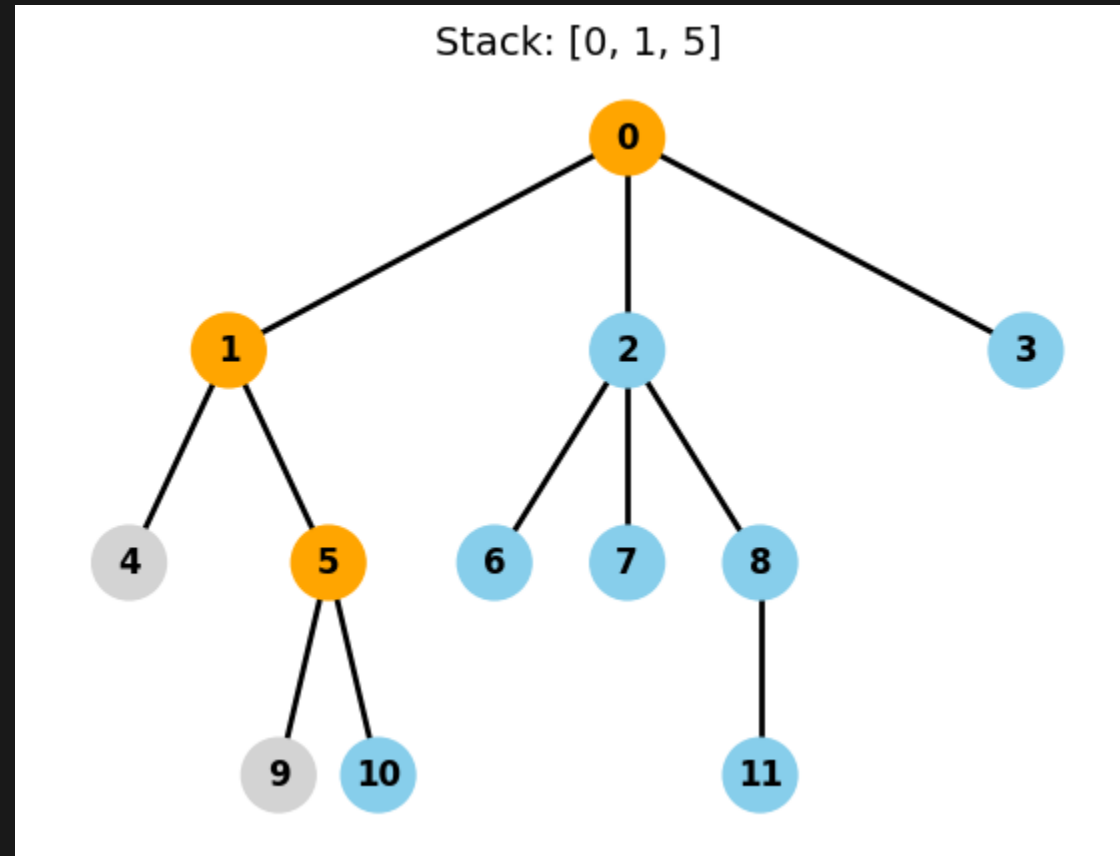
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



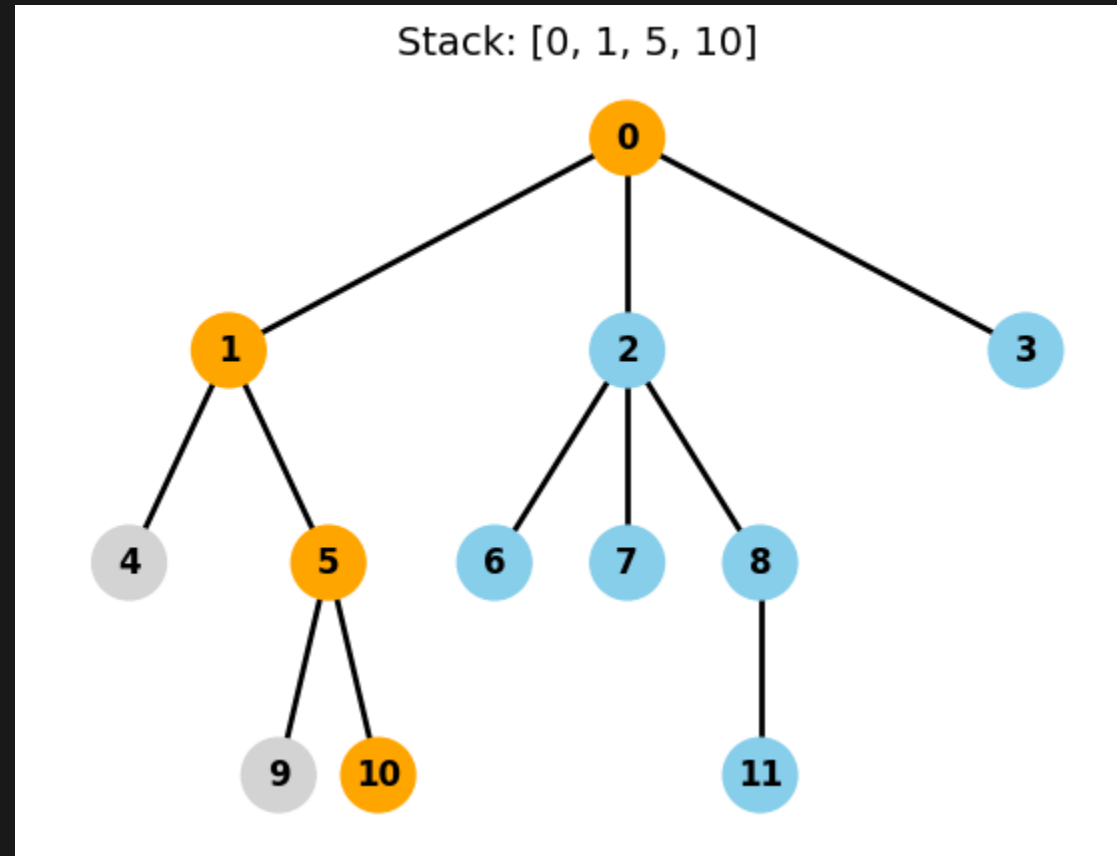
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



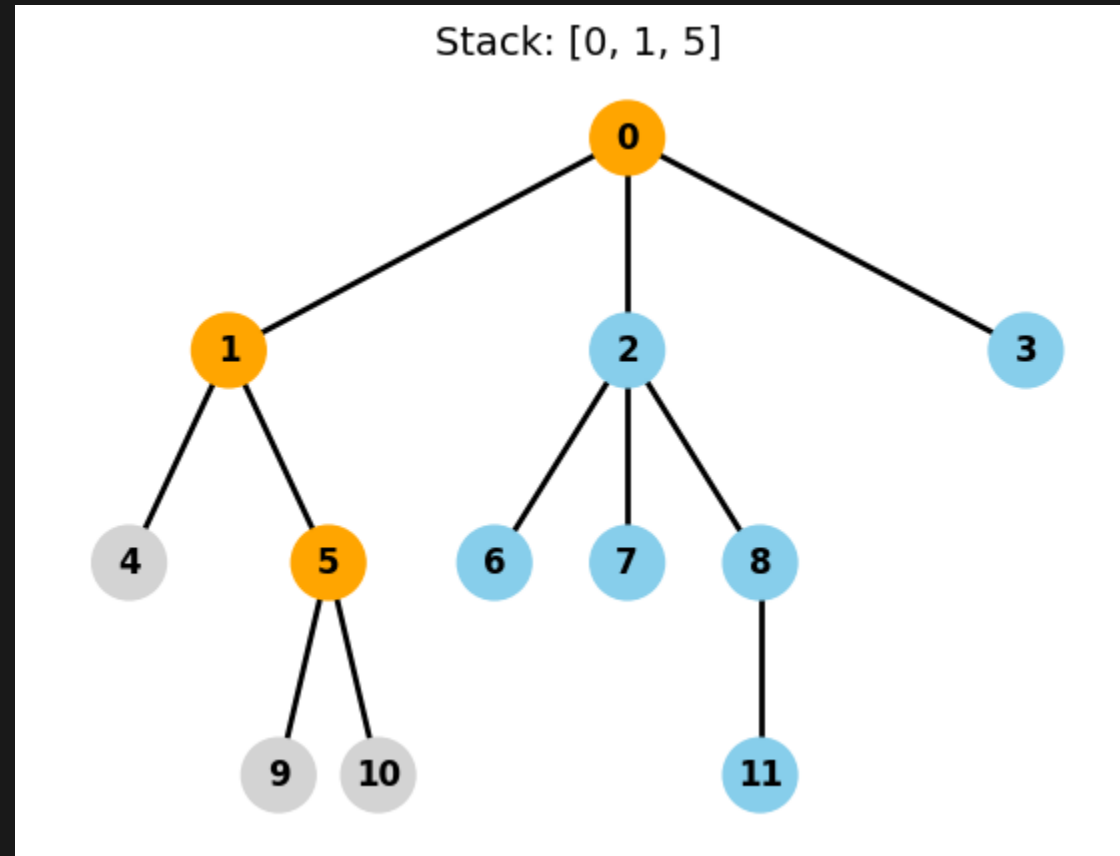
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



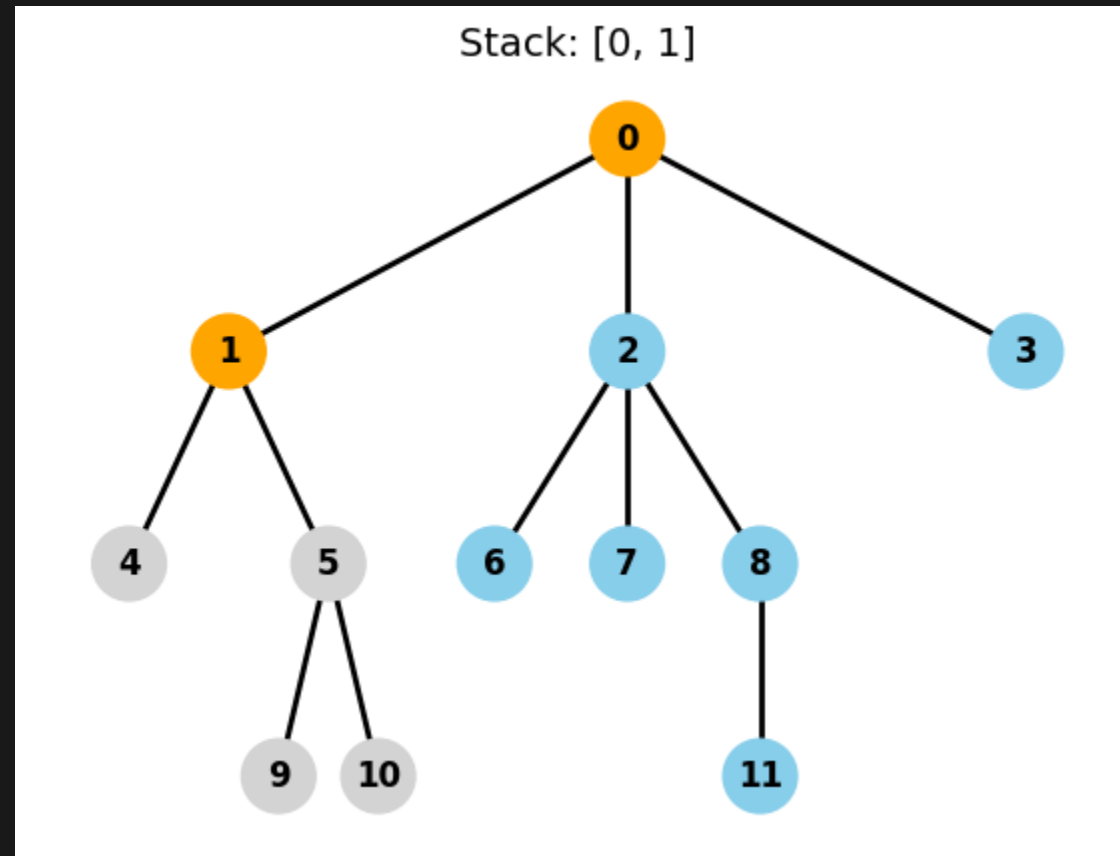
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

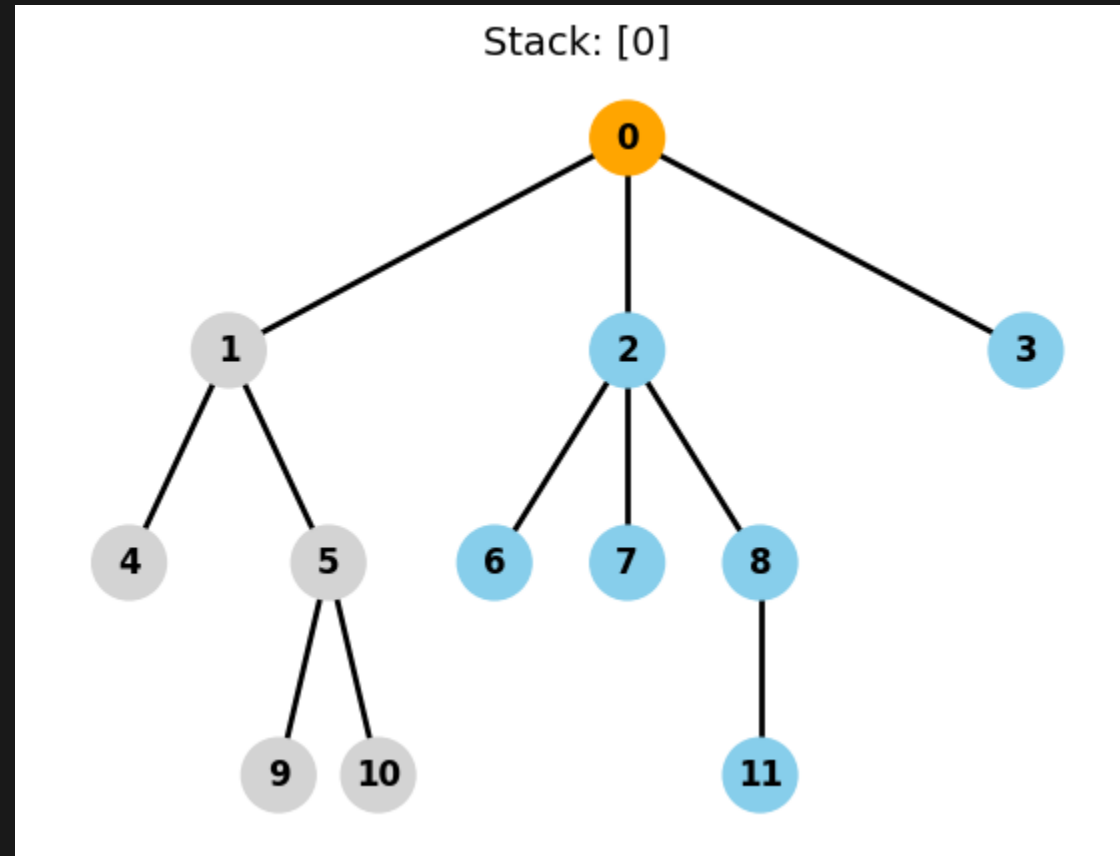
Stack: Last In First Out (LIFO)





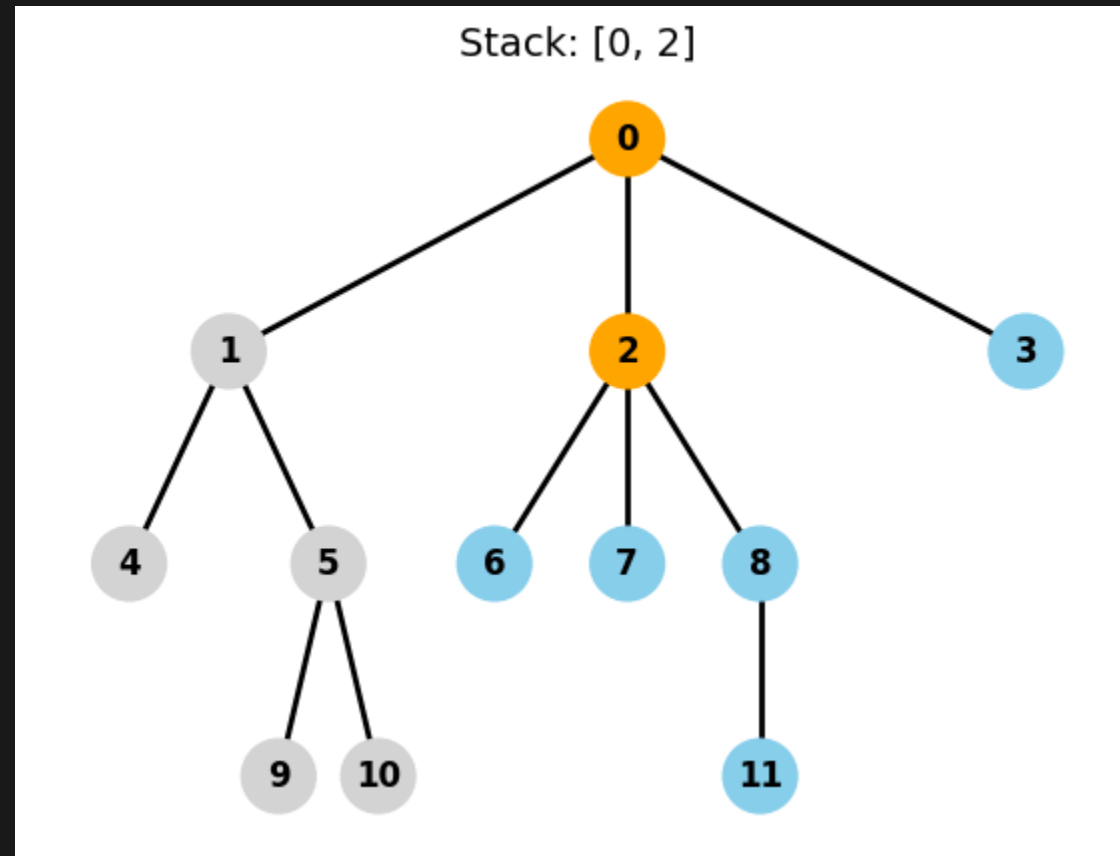
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



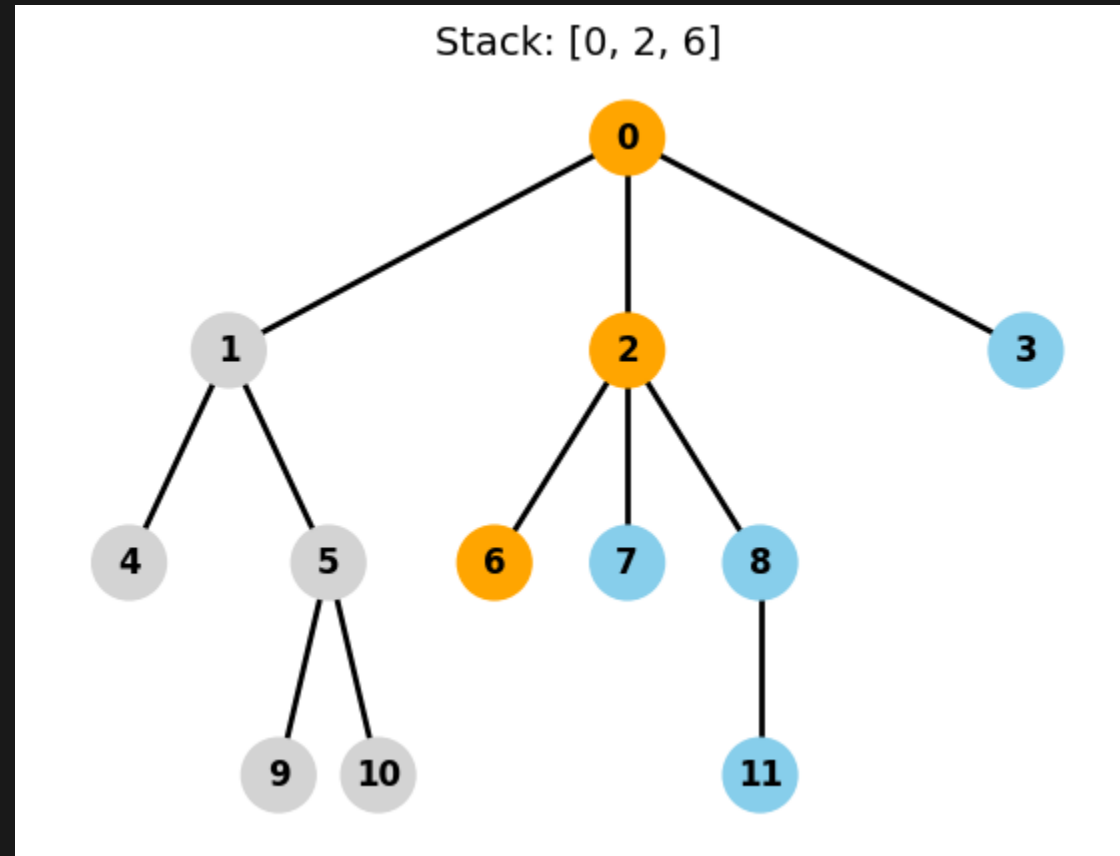
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



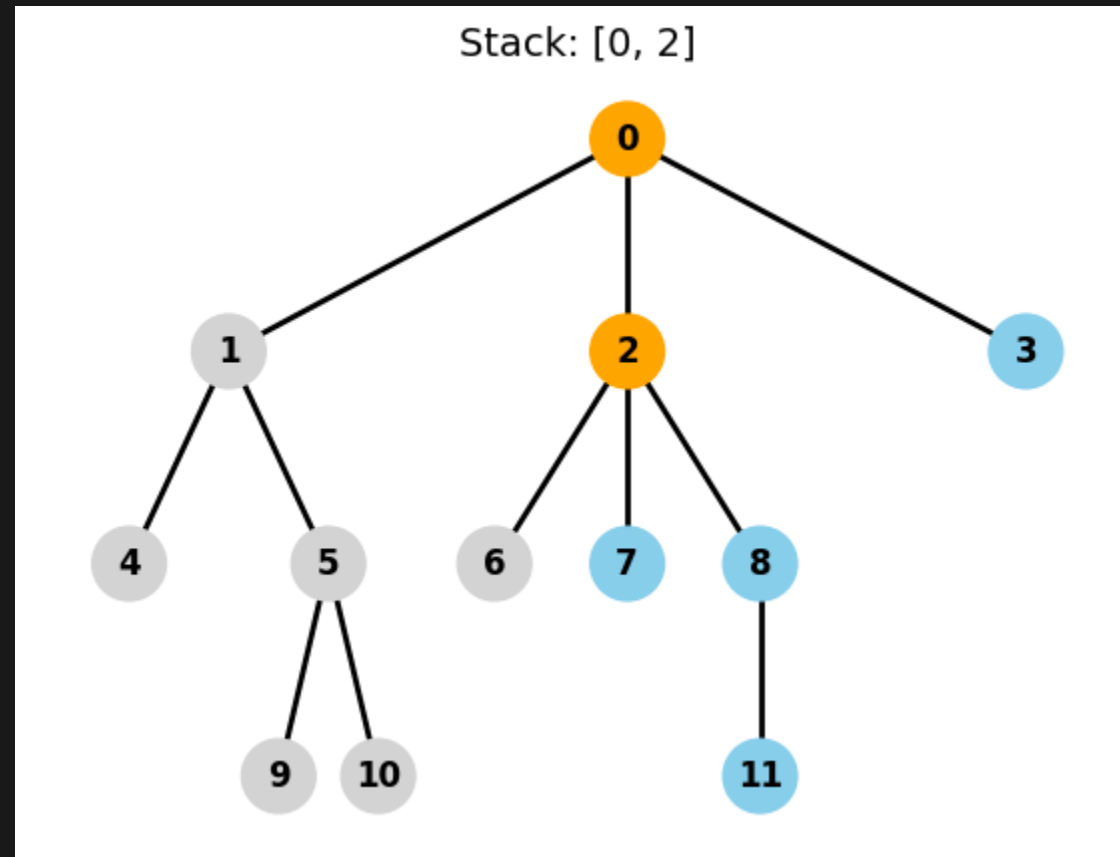
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



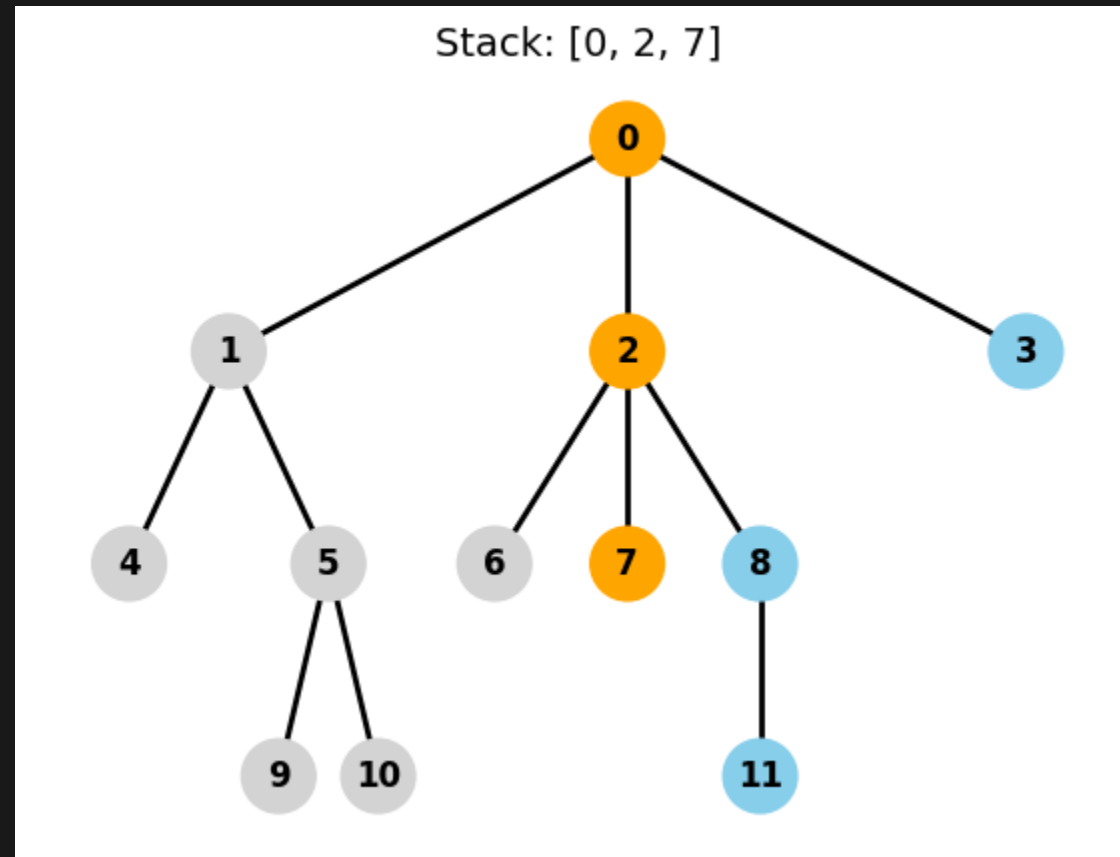
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



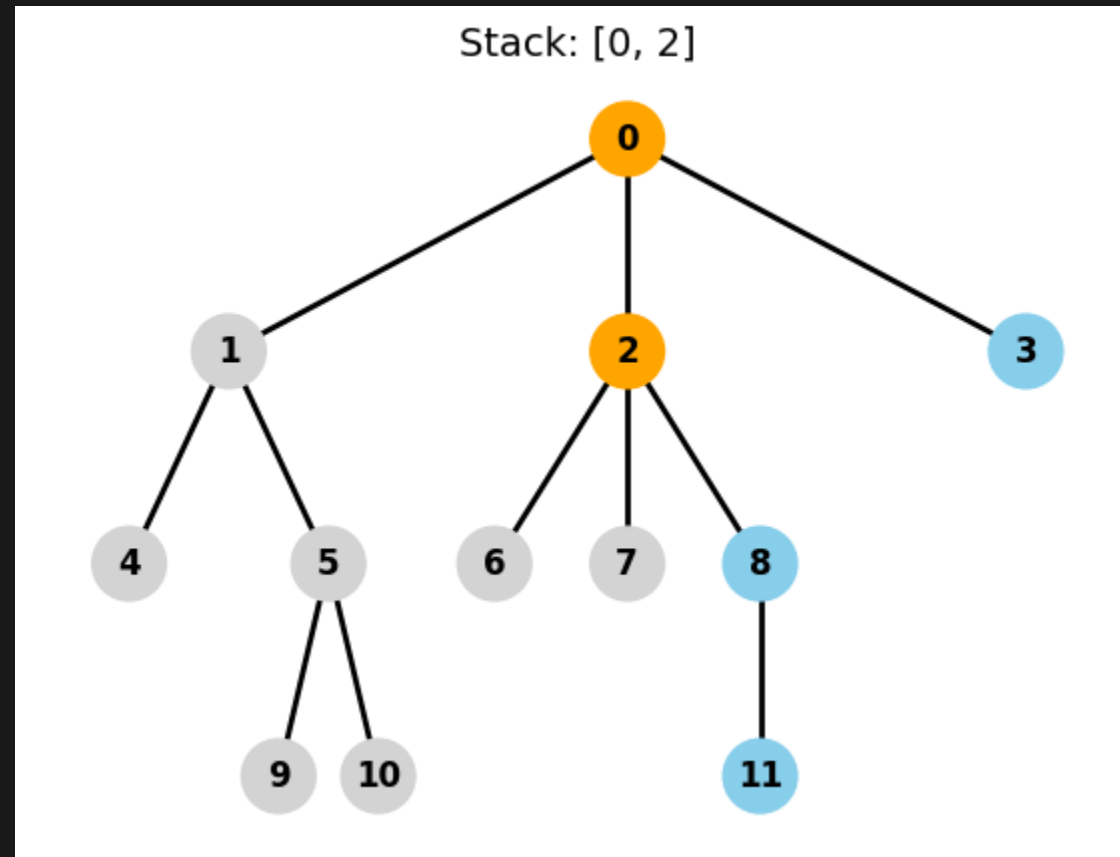
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



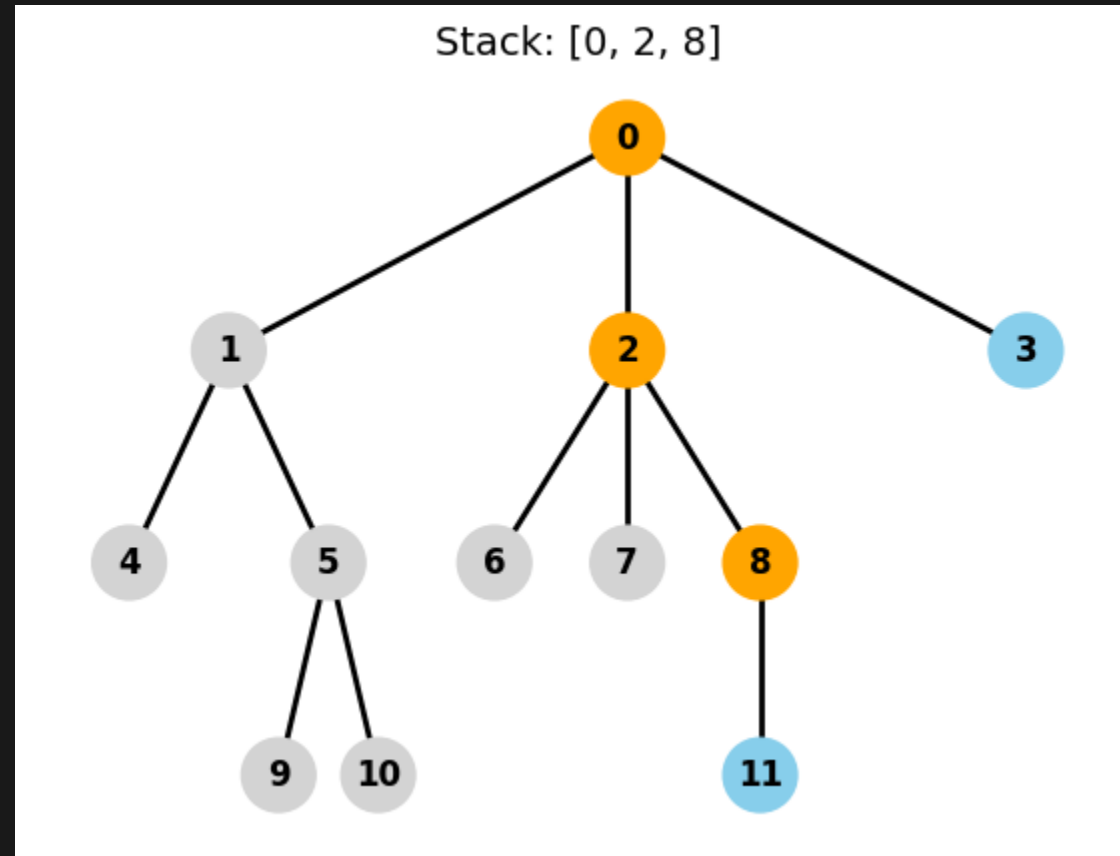
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



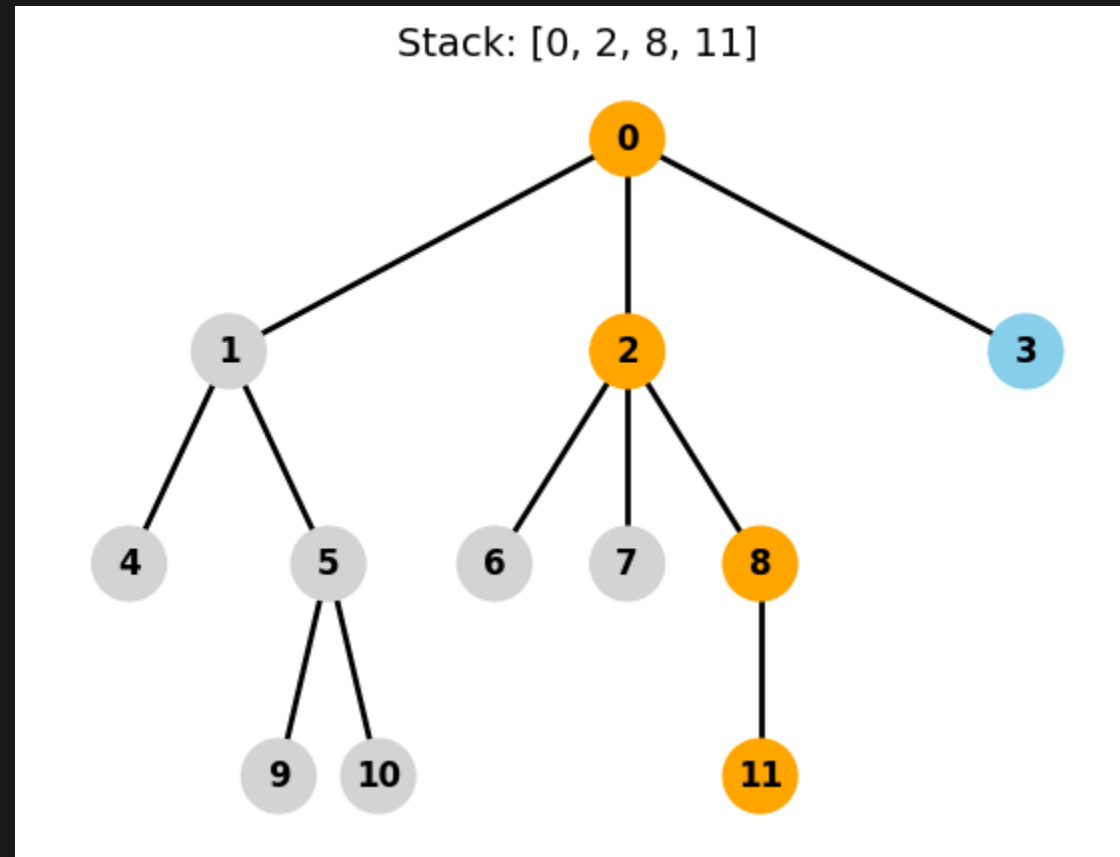
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

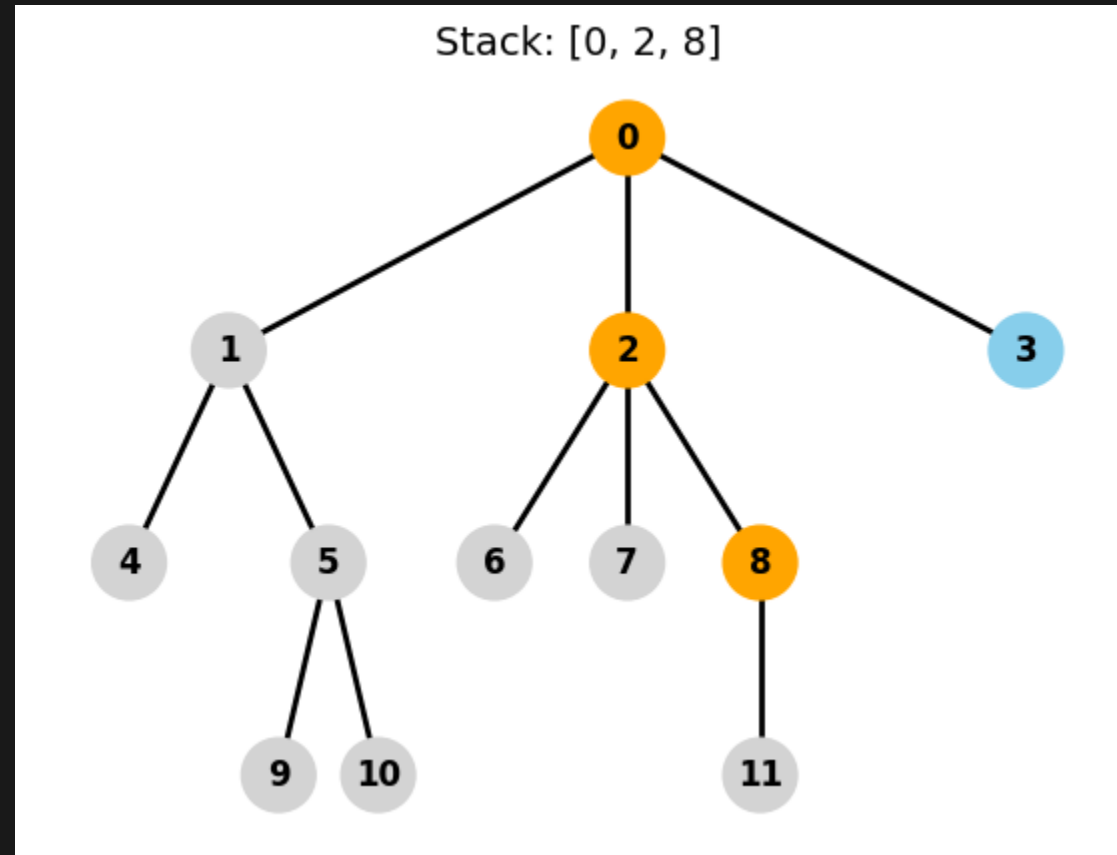
Stack: Last In First Out (LIFO)





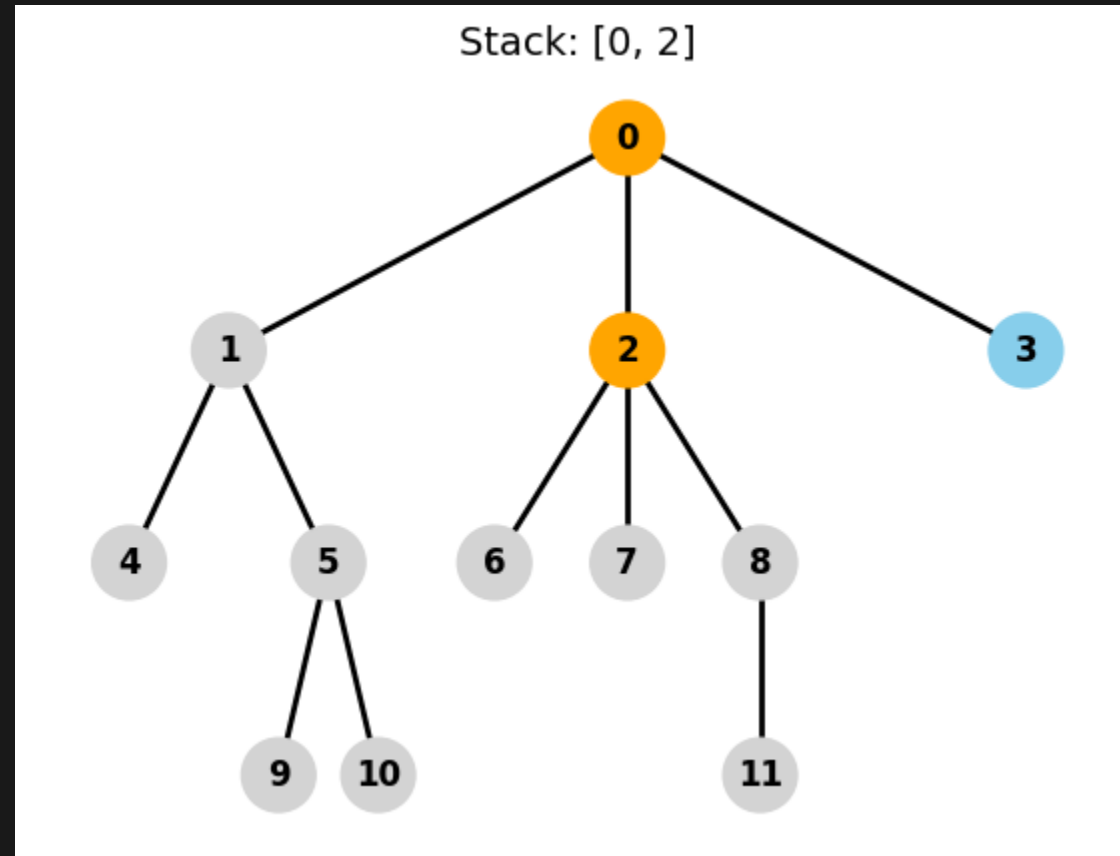
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



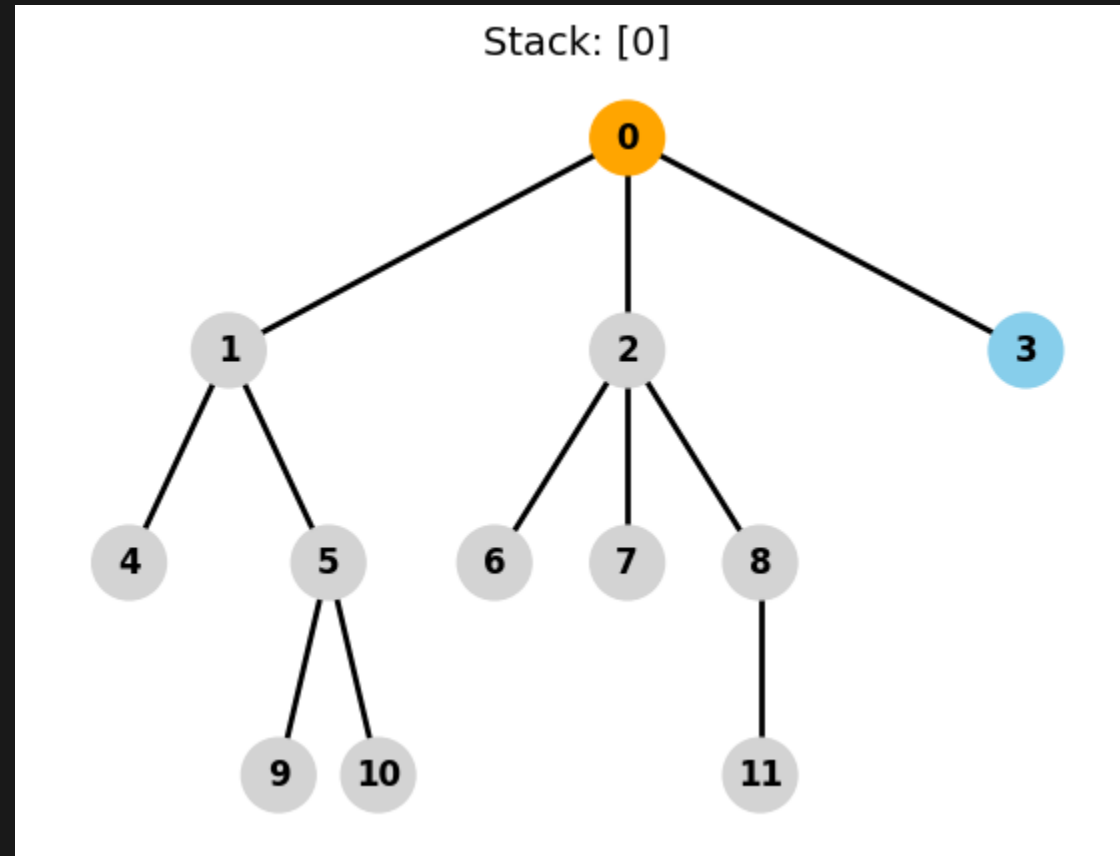
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



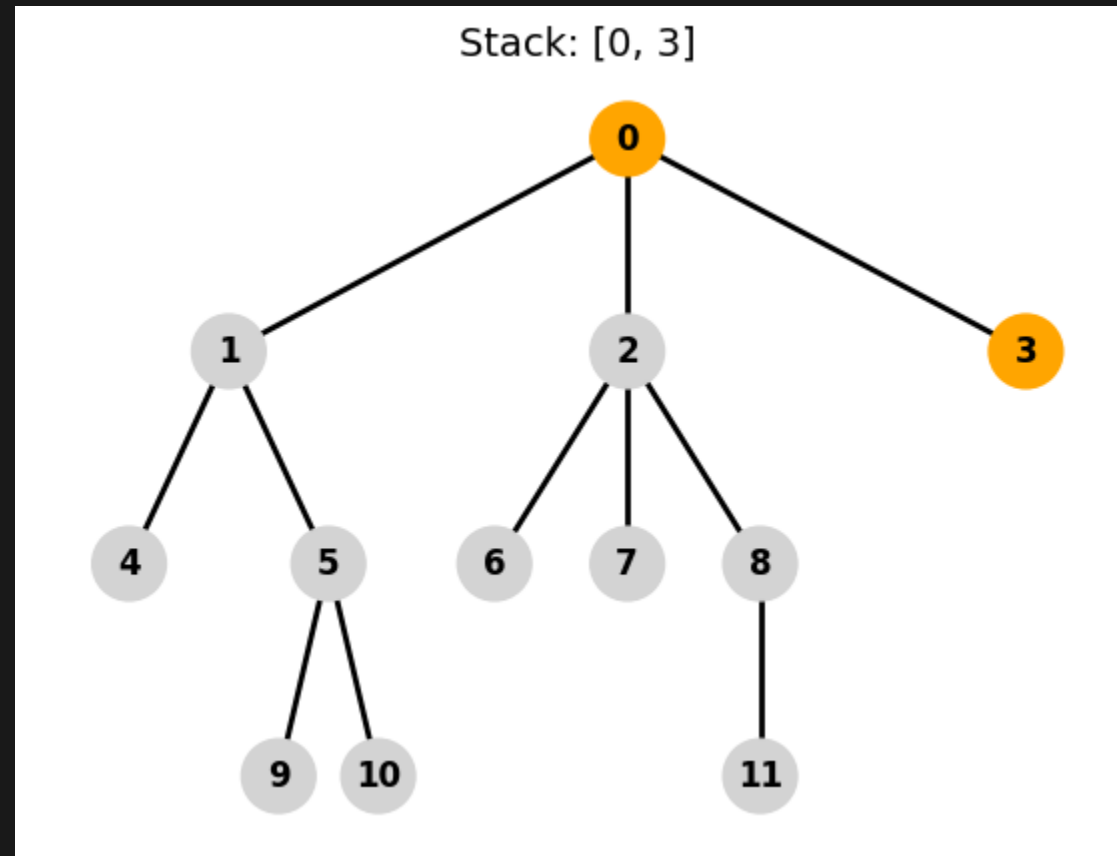
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



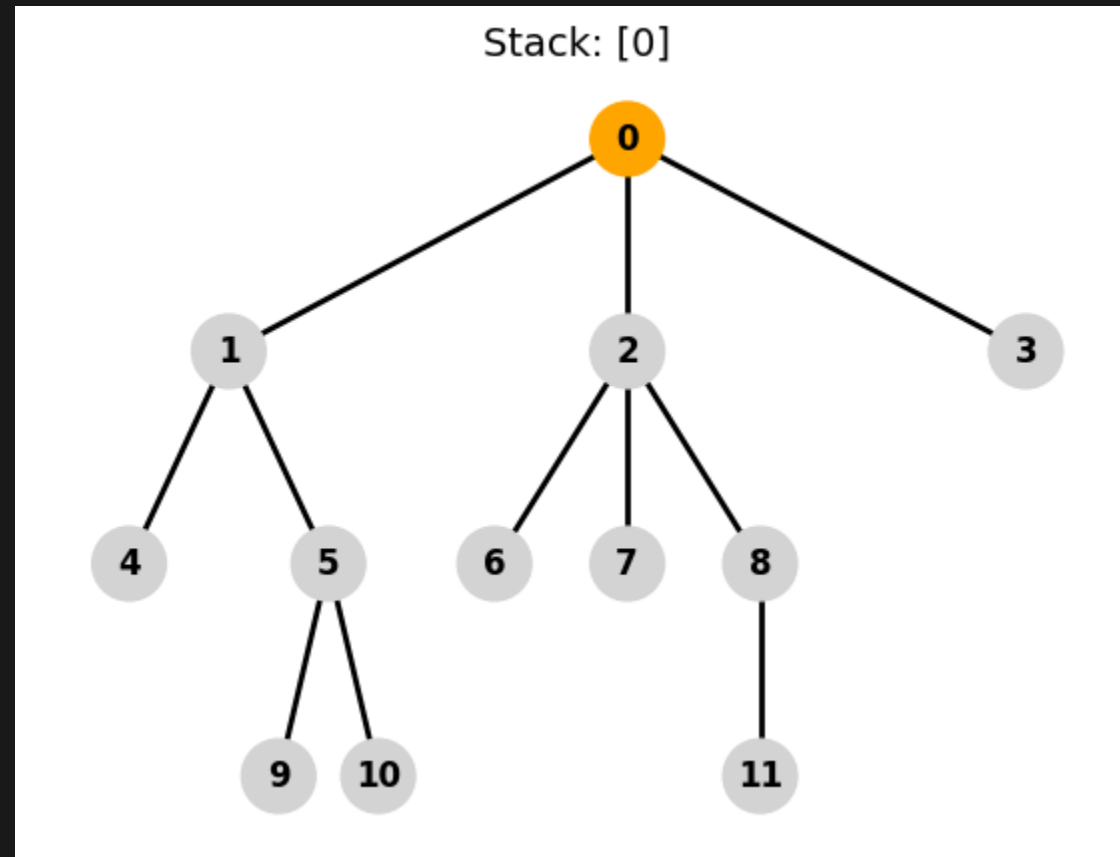
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



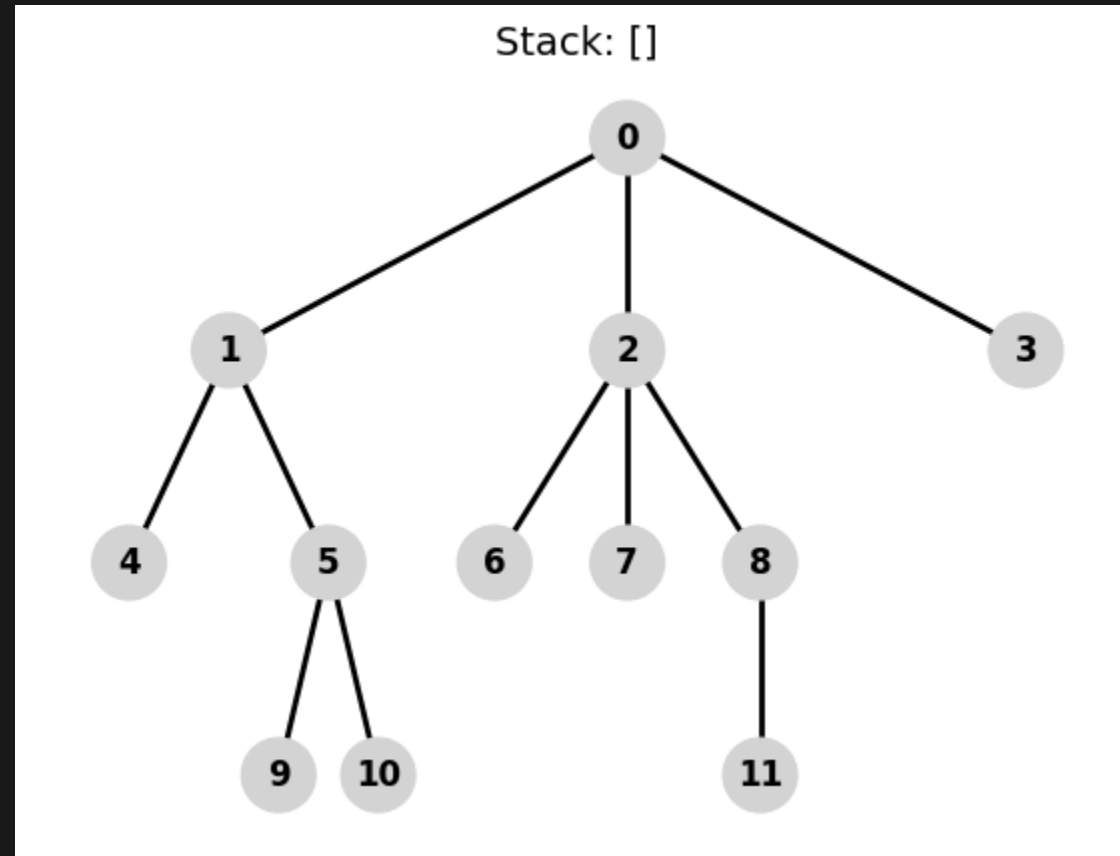
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



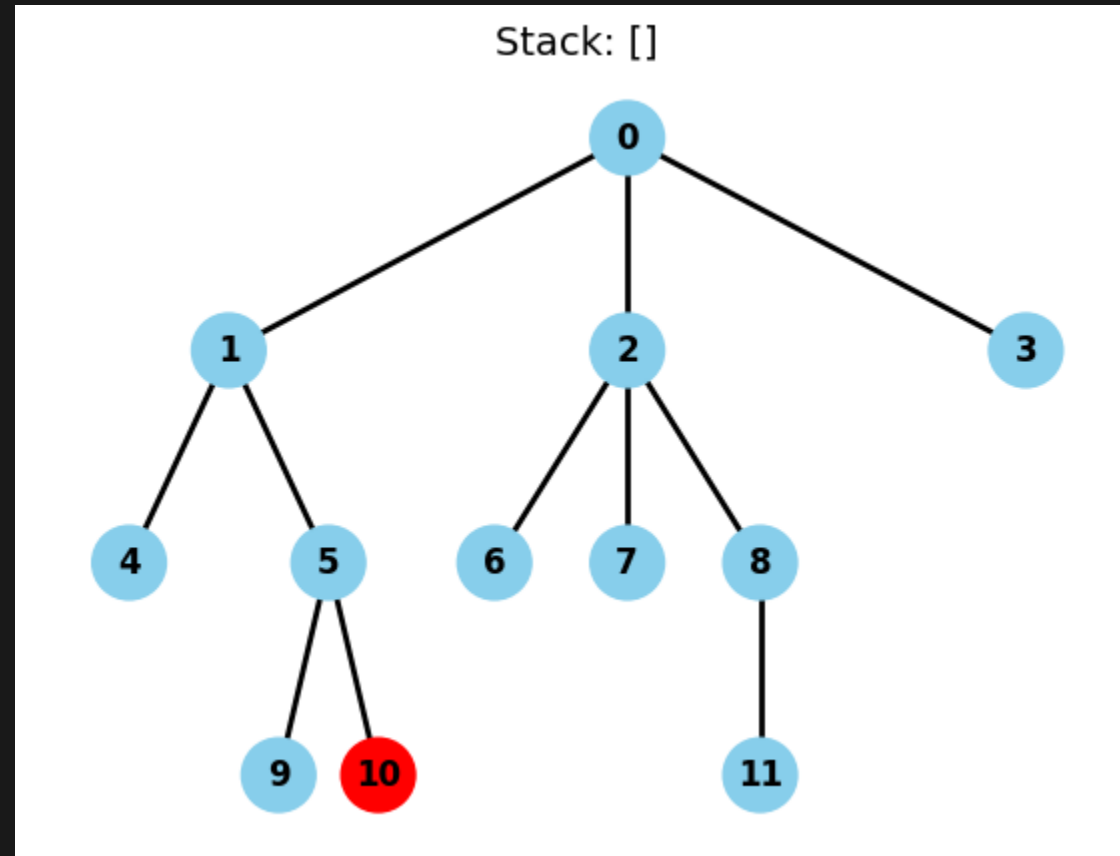
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



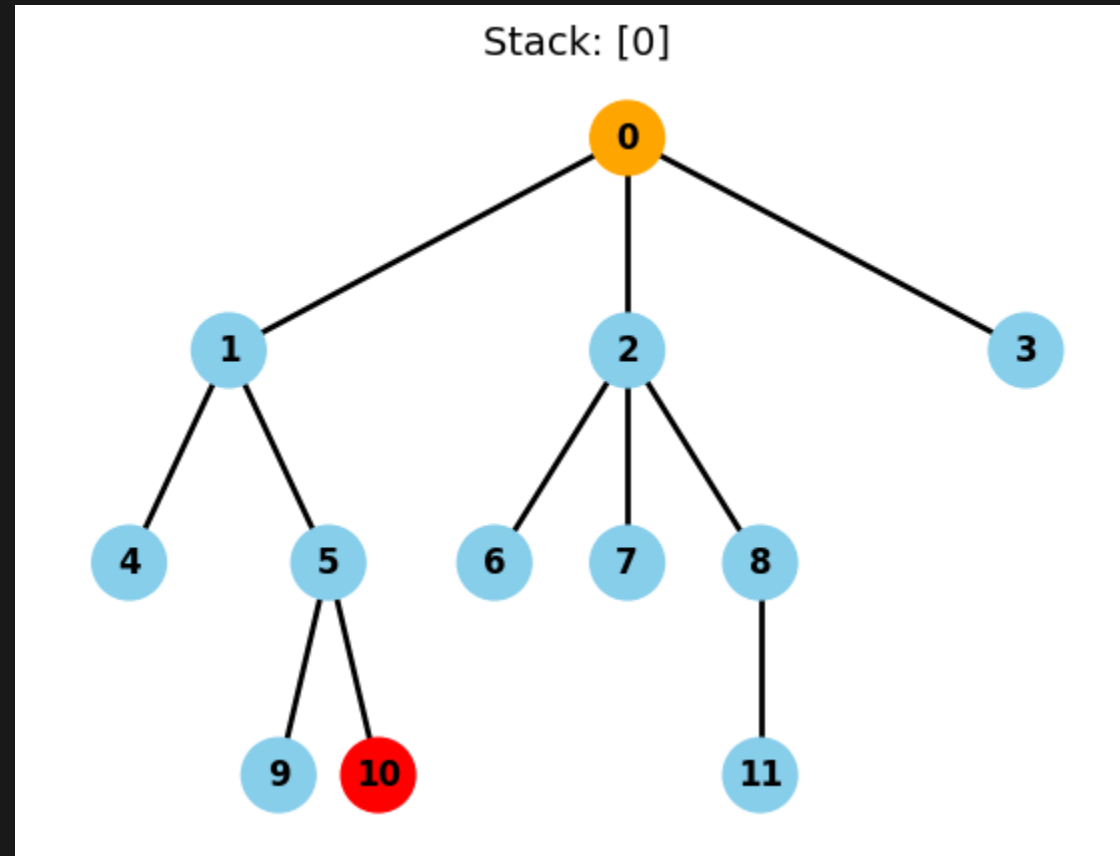
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

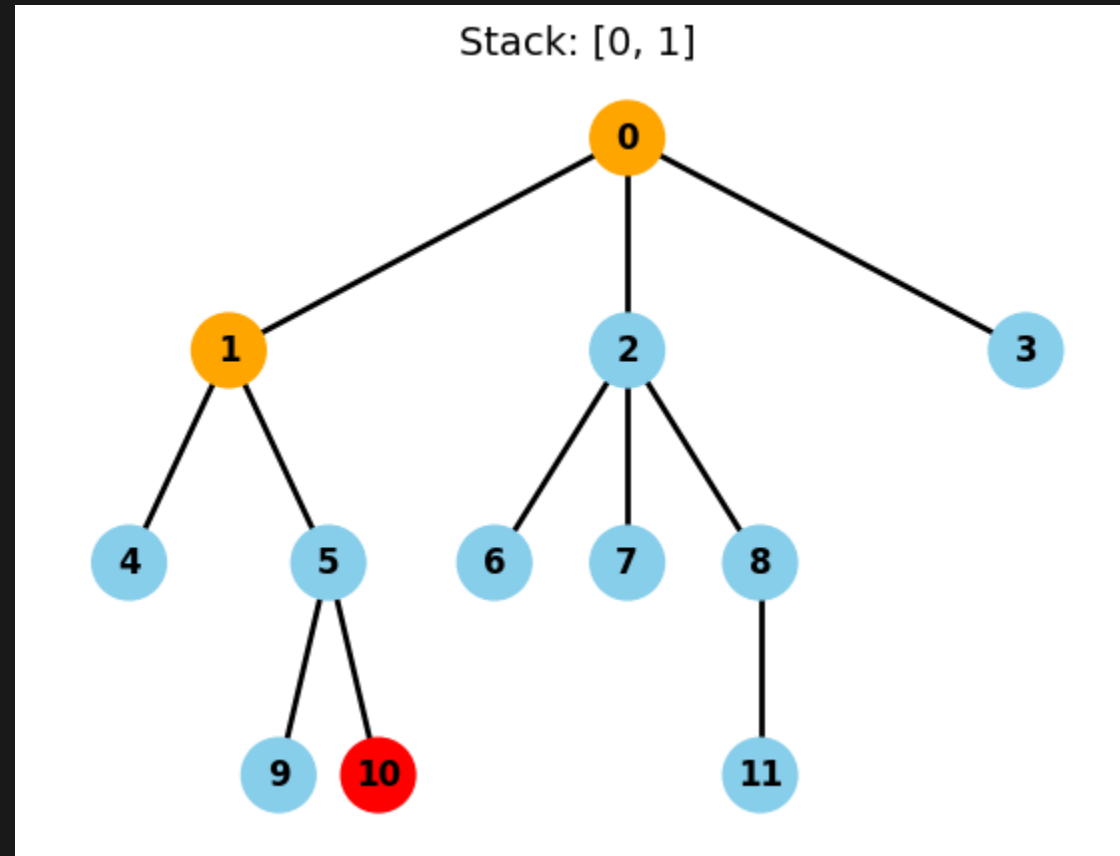
Stack: Last In First Out (LIFO)





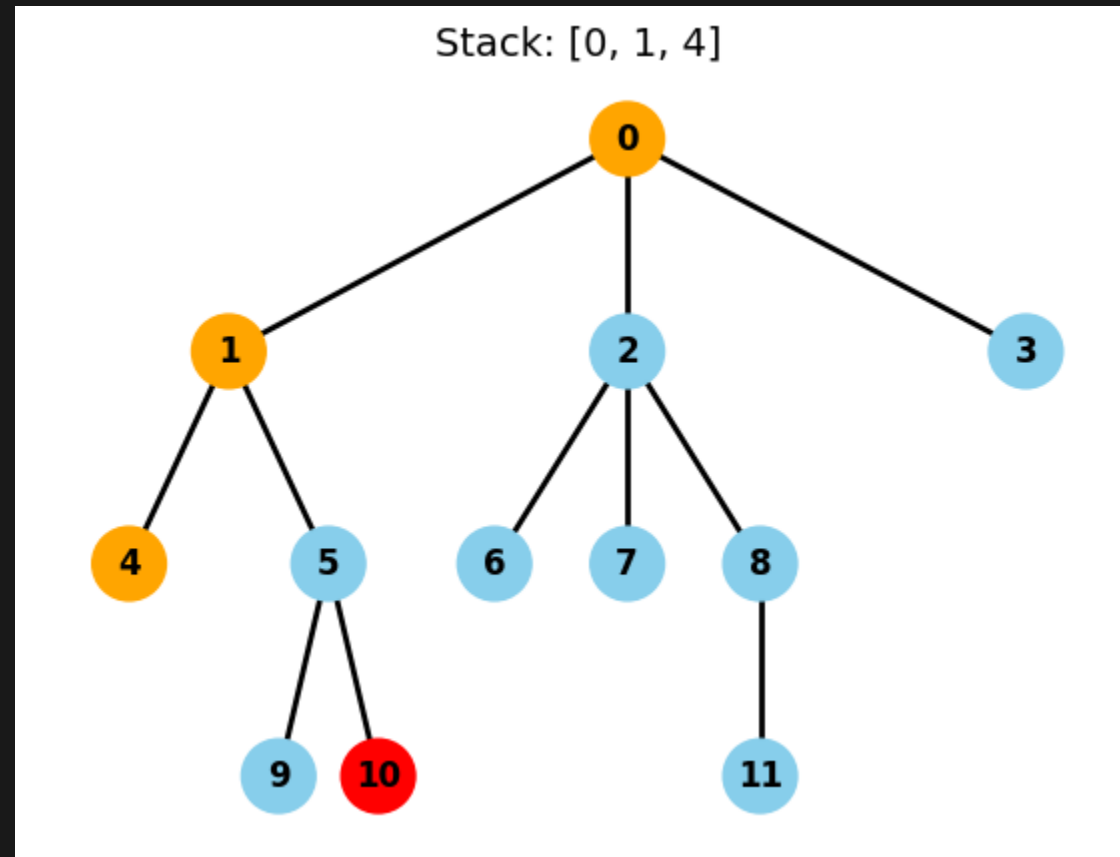
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



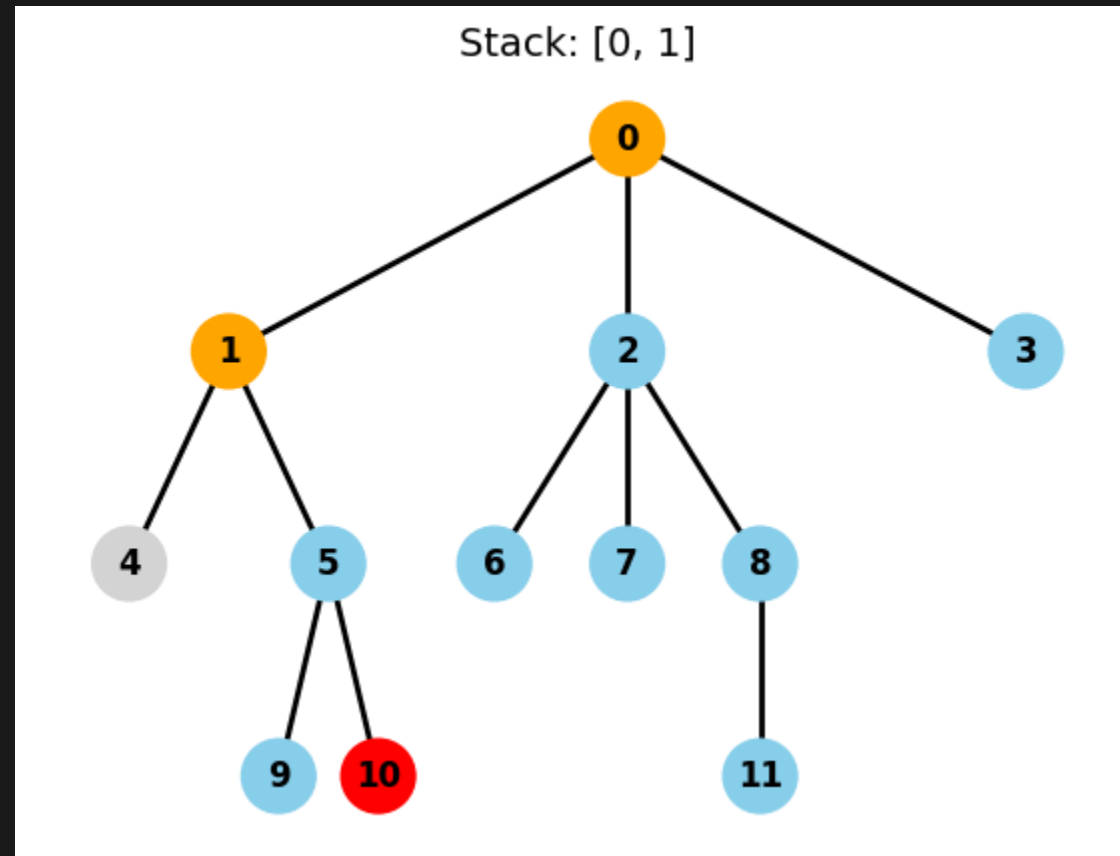
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



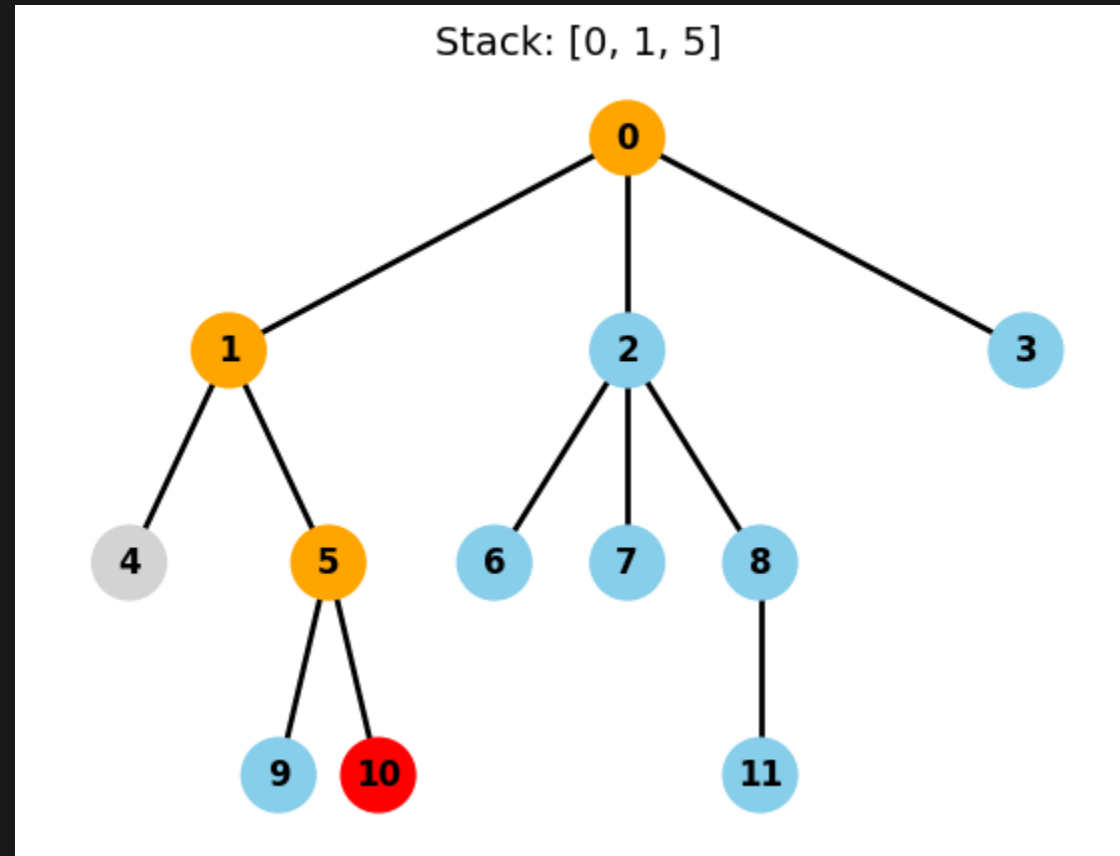
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



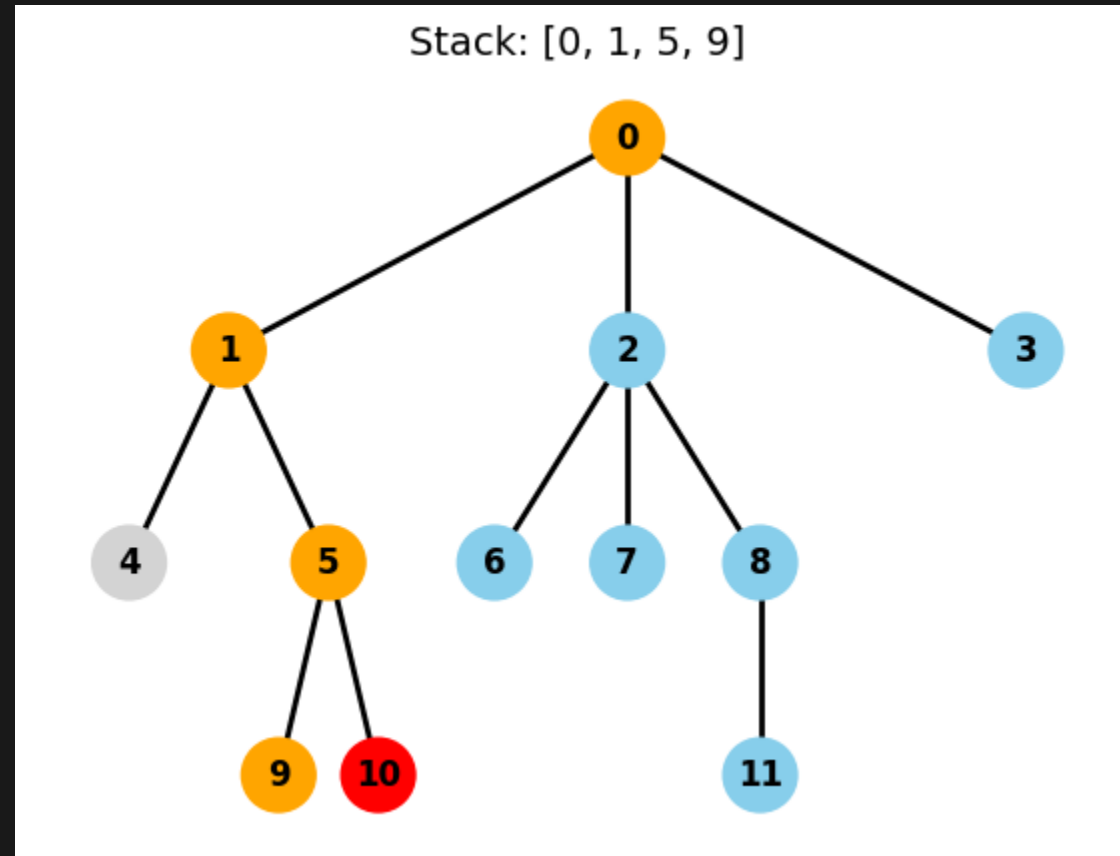
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



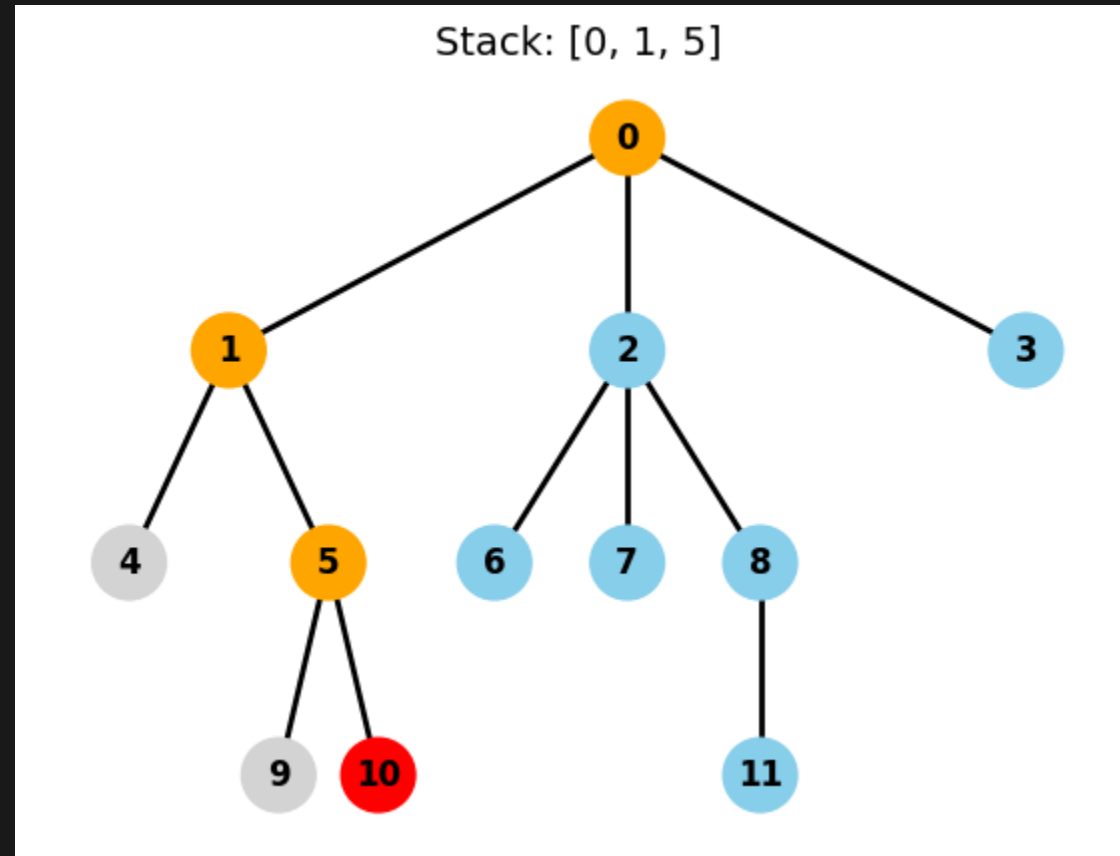
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



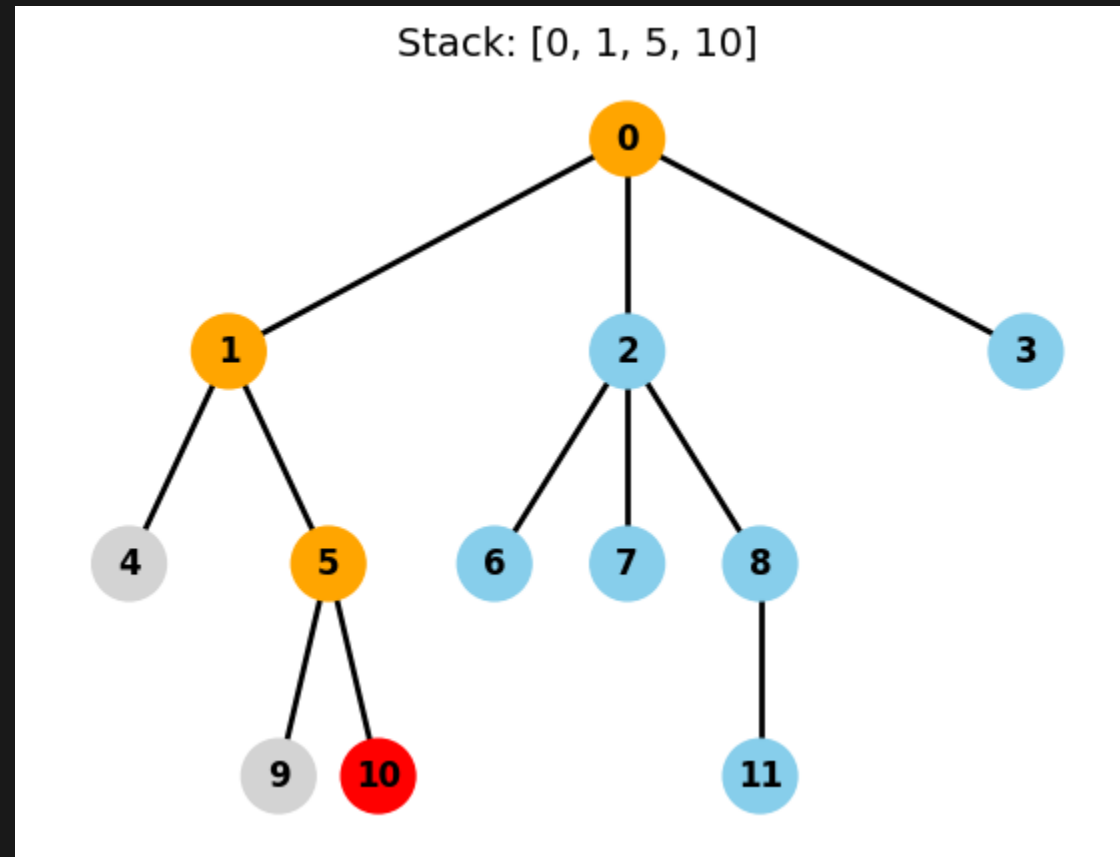
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



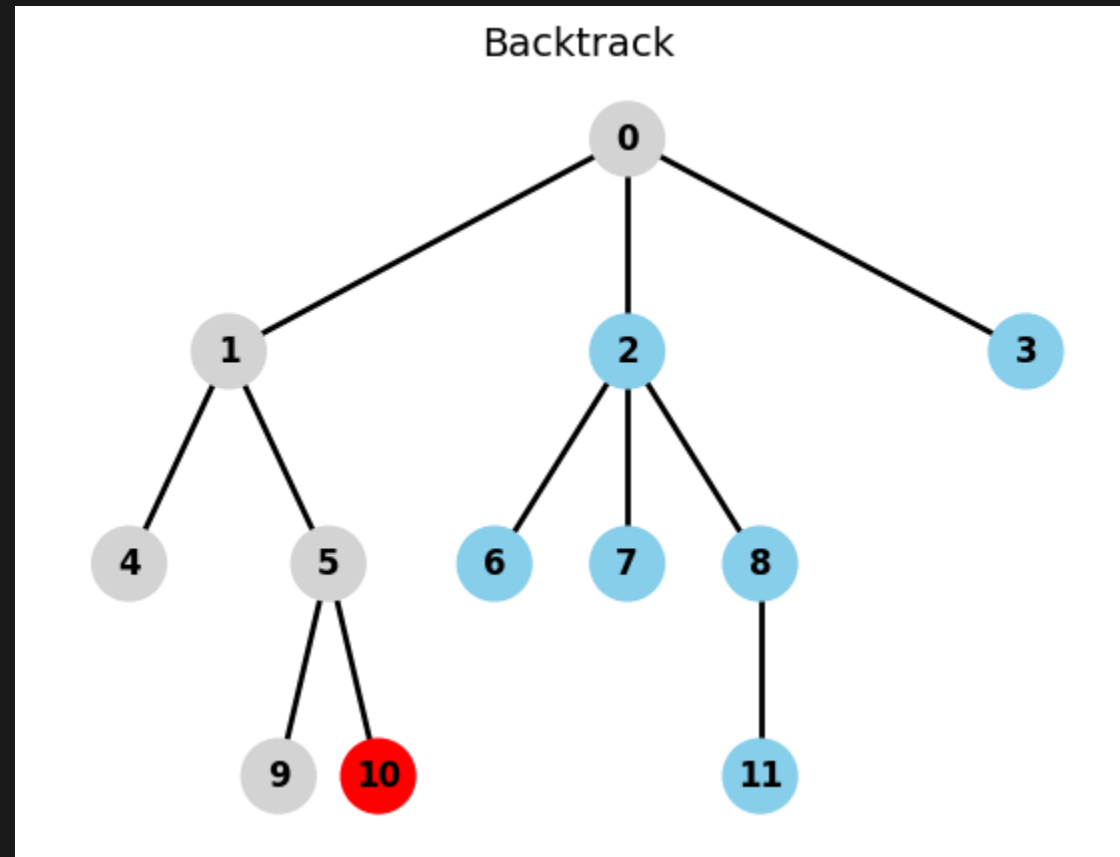
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

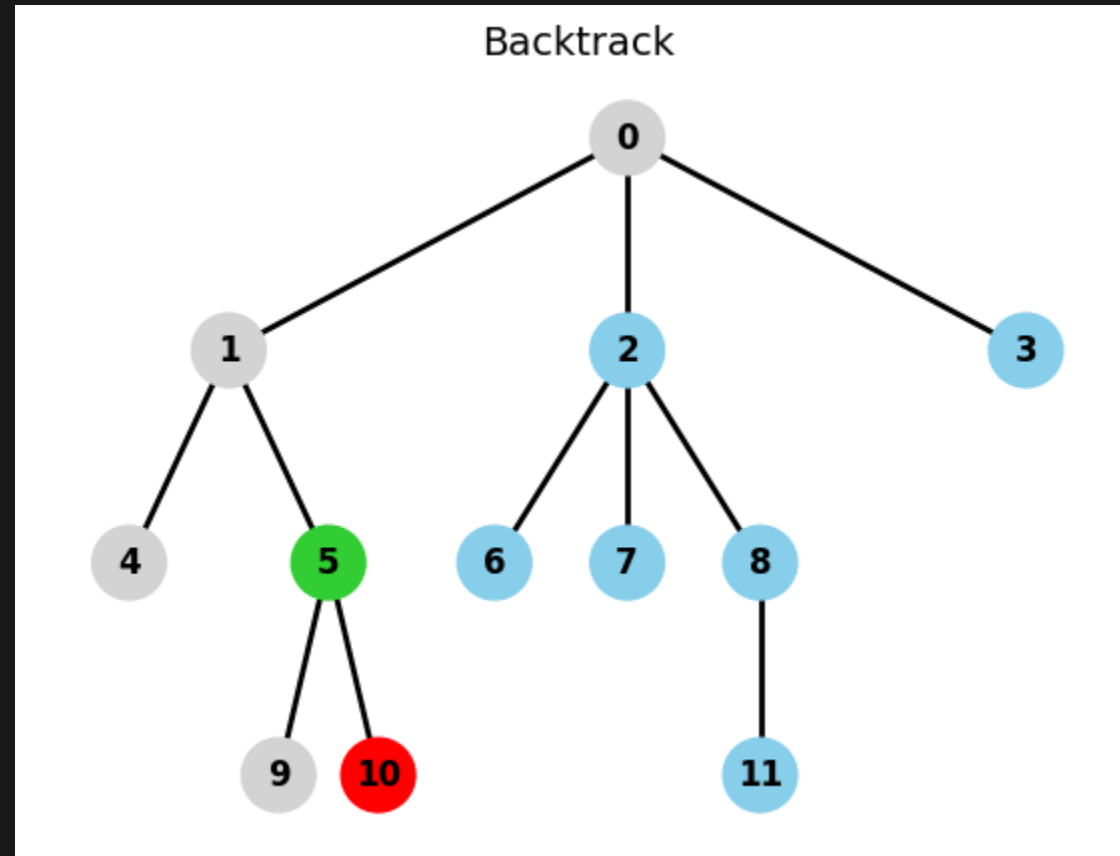
Stack: Last In First Out (LIFO)





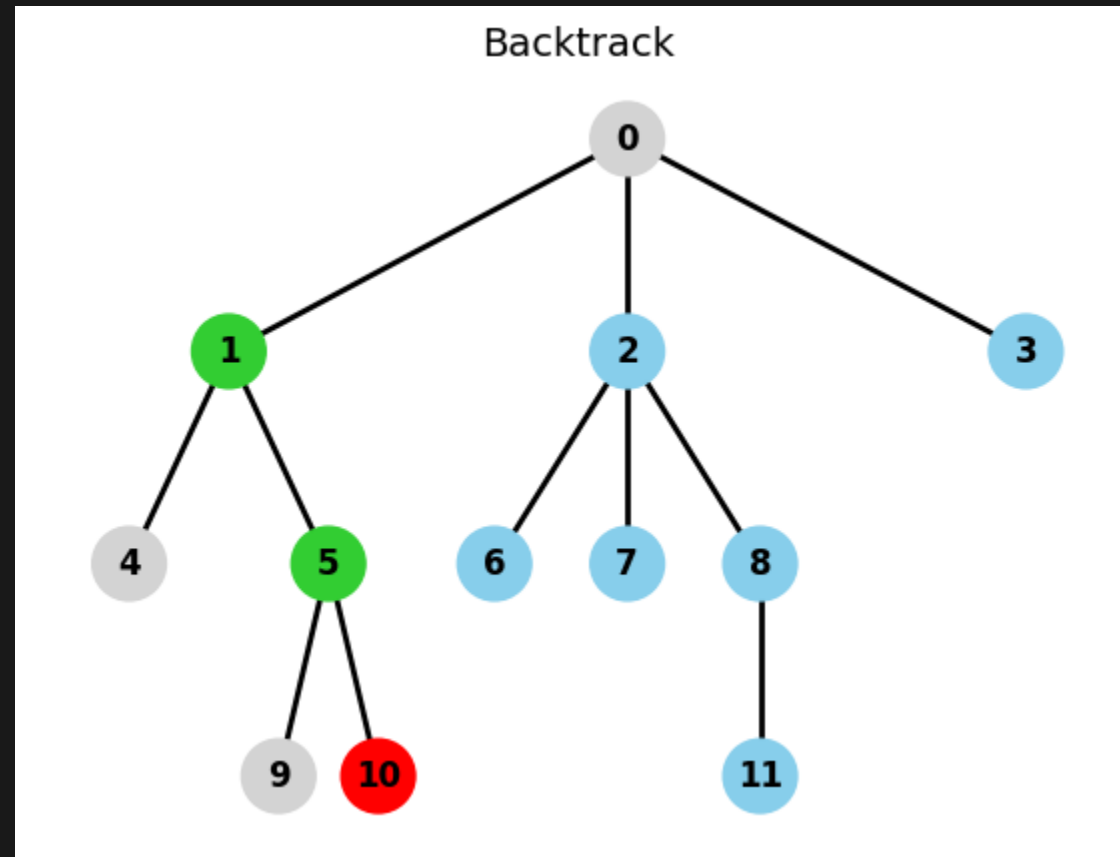
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



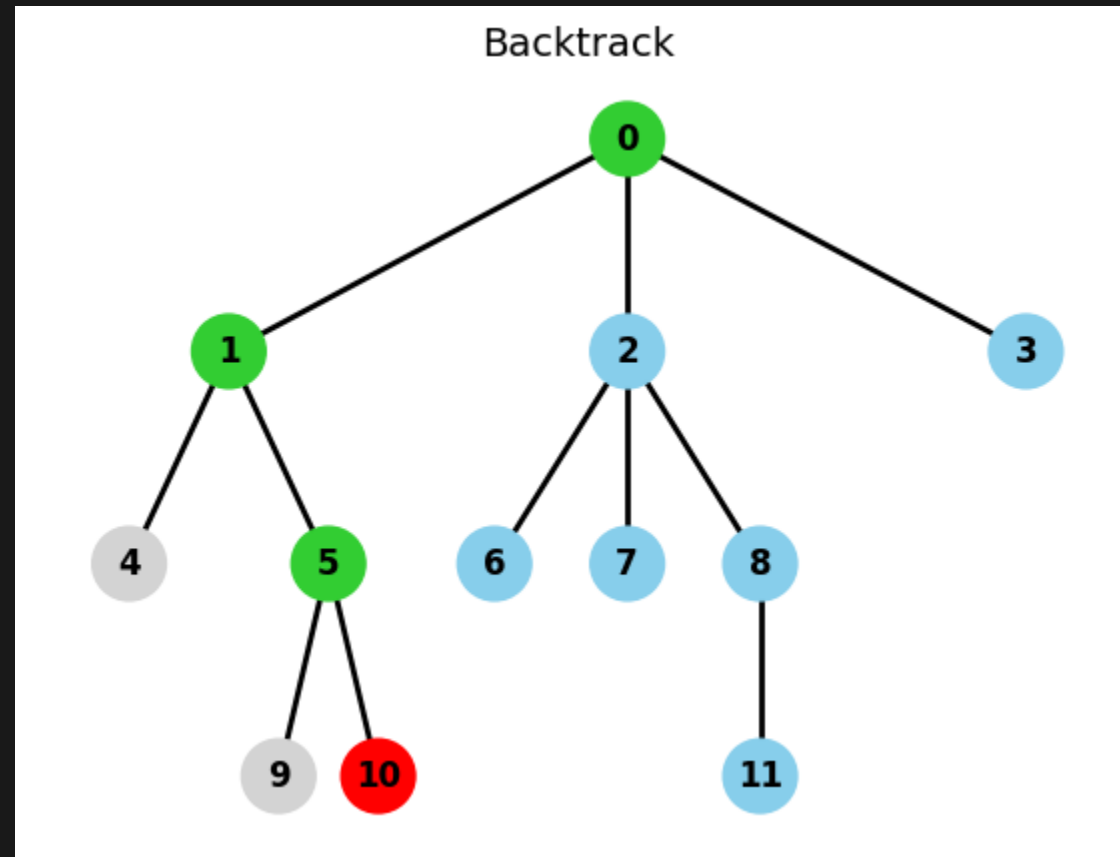
# Depth First Search (DFS)

Stack: Last In First Out (LIFO)



# Depth First Search (DFS)

Stack: Last In First Out (LIFO)

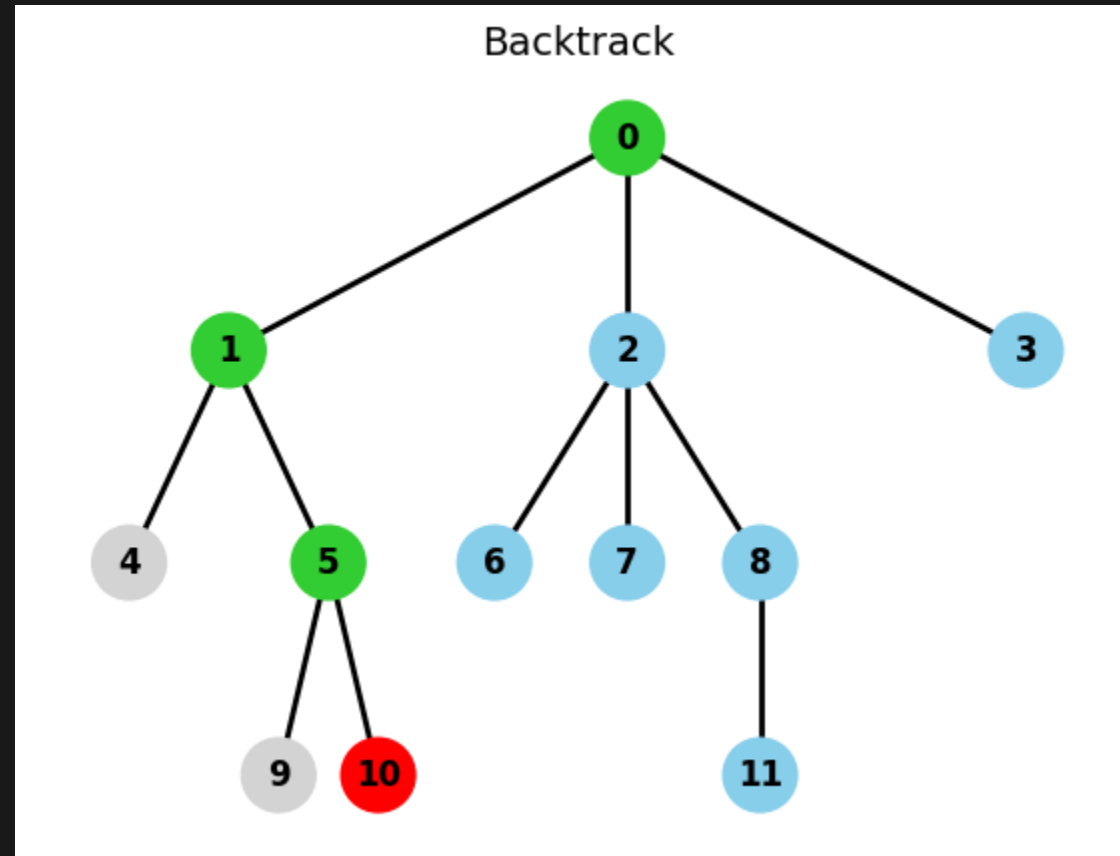


# Depth First Search (DFS)

Stack: Last In First Out (LIFO)

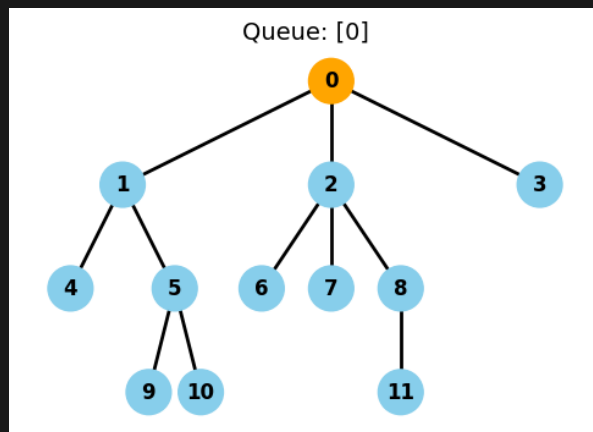
## 특징

- 시간 복잡도:  $O(V+E)$
- 공간 복잡도:  $O(V)$   
일반적으로 BFS보다  
메모리 사용량이 낮음
- 일반적으로 최단 경로를  
보장하지 않음



# Depth First Search (DFS)

수도 코드 (pseudo code)



```
graph = {
    'A': ['B', 'C'],
    'B': ['D', 'E'],
    'C': ['F'],
    'D': [],
    'E': ['F'],
    'F': []
}

path = dfs(graph, 'A', 'F')
```

```
def dfs(graph, start, goal):
    visited = set()
    stack = [start]

    while stack:
        current = stack.pop()

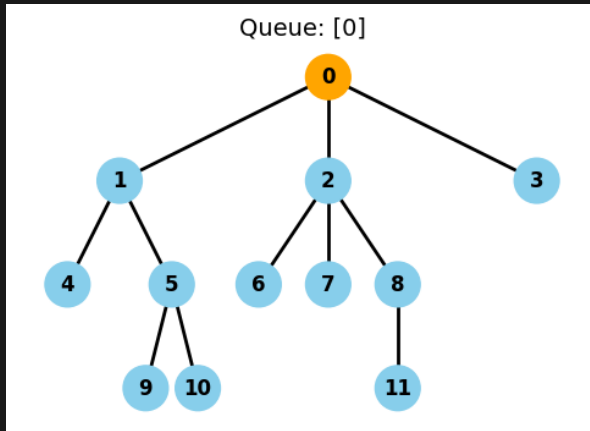
        if current == goal:
            return True

        if current not in visited:
            visited.add(current)
            for neighbor in graph.get(current, []):
                if neighbor not in visited:
                    stack.append(neighbor)

    return False
```

# Depth First Search (DFS)

## 수도 코드 (pseudo code)



```
graph = {
    'A': ['B', 'C'],
    'B': ['D', 'E'],
    'C': ['F'],
    'D': [],
    'E': ['F'],
    'F': []
}

path = dfs(graph, 'A', 'F')
```

```
def dfs(graph, start, goal):
    visited = set()
    stack = [start]

    while stack:
        current = stack.pop()

        if current == goal:
            return True

        if current not in visited:
            visited.add(current)
            for neighbor in graph.get(current, []):
                if neighbor not in visited:
                    stack.append(neighbor)

    return False
```

```
def dfs(graph, start, goal):
    stack = [(start, [start])]
    visited = set()

    while stack:
        current, path = stack.pop()

        if current == goal:
            return path

        if current not in visited:
            visited.add(current)
            for neighbor in graph.get(current, []):
                if neighbor not in visited:
                    stack.append((neighbor, path + [neighbor]))

    return None
```

# BFS vs. DFS

## BFS

- Queue (FIFO) 사용
- 시간 복잡도:  $O(V+E)$
- 공간 복잡도:  $O(V)$
- 목표 노드가 시작점 근처에 있을 때 빠르게 발견 가능
- 가중치가 모두 동일할 경우 최단 경로 탐색 가능

## 서치 알고리즘

## DFS

- Stack (LIFO) 사용
- 시간 복잡도:  $O(V+E)$
- 공간 복잡도:  $O(V)$   
일반적으로 BFS보다 메모리 사용량이 낮음
- 일반적으로 최단 경로를 보장하지 않음

## 강의 요약

01

**Queue (큐)**

FIFO

02

**BFS**

03

**Stack (스택)**

LIFO

04

**DFS**