csci 210: Data Structures

Graph Traversals

Depth-first search (DFS)

- G can be directed or undirected

- DFS(v)
  - mark v visited
  - for all adjacent edges (v,w) of v do
    - if w is not visited
      - parent(w) = v
      - (v,w) is a discovery (tree) edge
      - DFS(w)
    - else (v,w) is a non-discovery (non-tree) edge

DFS

- Assume G is undirected (similar properties hold when G is directed).
- DFS(v) visits all vertices in the connected component of v
- The discovery edges form a tree: the DFS-tree of v
  - justification: never visit a vertex again==> no cycles
  - we can keep track of the DFS tree by storing, for each vertex w, its parent
- The non-discovery (non-tree) edges always lead to a parent
- If G is given as an adjacency-list of edges, then DFS(v) takes $O(|V|+|E|)$ time.

DFS

- Putting it all together:

- Proposition: Let $G=(V,E)$ be an undirected graph represented by its adjacency-list. A DFS traversal of G can be performed in $O(|V|+|E|)$ time and can be used to solve the following problems:

  - testing whether G is connected
  - computing the connected components (CC) of G
  - computing a spanning tree of the CC of v
  - computing a path between 2 vertices, if one exists
  - computing a cycle, or reporting that there are no cycles in G

Breadth-first search (BFS)

- BFS(v)
- Main idea:
  - start at v and visit first all vertices at distance =1
  - followed by all vertices at distance=2
  - followed by all vertices at distance=3
  - ...
- BFS corresponds to computing the shortest path (in terms of number of edges) from v to all other vertices
  - we'll justify this later
- To perform BFS we think about coloring each vertex
  - WHITE before we start
  - GRAY after we visit a vertex but before we visited all its adjacent vertices
  - BLACK after we visit a vertex and all its adjacent vertices
- We use a queue to store all GRAY vertices---these are the vertices we have seen but we are not done with
- We remember from which vertex a given vertex w is colored GRAY ---- this is the vertex tat discovered w, or the parent of w

BFS

- BFSinitialize:
  - for each v in V
    - color(v) = WHITE
    - d[v] = infinity
    - parent(v) = NULL
- BFS(v)
  - color(v) = GRAY
  - d[v] = 0
  - create an empty queue Q
  - Q.enqueue(v)
  - while Q not empty
    - Q.dequeue(u)
    - for all adjacent edges (u,w) of e in E do
      - if color(w) = WHITE
        - » color(w) = GRAY
        - » d[w] = d[u] + 1
        - » parent(w) = u
        - » Q.enqueue(w)
      - color(u) = BLACK

BFS

- We can classify edges as
  - discovery (tree) edges: edges used to discover new vertices
  - non-discovery (non-tree) edges: lead to already visited vertices
- The distance d(u) corresponds to its "level"
- For each vertex u, d(u) represents the shortest path from v to u
  - justification: by contradiction. If d[u]=k, assume there exists a shorter path from v to u....
- Assume G is undirected (similar properties hold when G is directed).
  - connected components are defined undirected graphs (note: on directed graphs: strong connectivity)
- As for DFS, the discovery edges form a tree, the BFS-tree
- BFS(v) visits all vertices in the connected component of v
- If (u,w) is a non-tree edges, then d(u) and d(w) differ by at most 1.

- If G is given by its adjacency-list, BFS(v) takes O(|V|+|E|) time.

BFS

- Putting it all together:

- Proposition: Let G=(V,E) be an undirected graph represented by its adjacency-list. A BFS traversal of G can be performed in O(|V|+|E|) time and can be used to solve the following problems:

  - testing whether G is connected
  - computing the connected components (CC) of G
  - computing a spanning tree of the CC of v
  - computing a path between 2 vertices, if one exists
  - computing a cycle, or reporting that there are no cycles in G
  - computing the shortest paths from v to all vertices in the CC ov v

DFS

Graphs

- Reading: textbook chapter 13 --- only 13.1-13.3
  - 13.1: a good general introduction to graphs
  - 13.2 data structures for graphs
  - 13.3: BFS and DFS
- If you want to know more, take Algorithms or AI
  - offered every fall

Summary

- Fundamental data structures
  - vectors, lists, queues, stacks, trees, maps, priority queues
- Abstract data structures (ADT)
  - the general interface
  - Queue ADT, Stack ADT, Map ADT, Graph ADT, tree ADT
- Implementations of standard ADT
  - use arrays, lists, trees, hashing

- Trees
  - binary search trees
- Priority queues
  - heap
- Graphs
  - basic concepts
  - traversals

- Efficiency

Logistics

- Tomorrow: final project demos

- Final exam: Wednesday May 13th 2-5pm
  - in-class exam
  - meet in the classroom (Seales 126)
  - written part + programming part

- Office hours:
  - tentative: pending scheduling honors presentations. If conflict, I will email new times
  - Monday May 11: 2-4pm
  - Tuesday May 11: 2-4pm