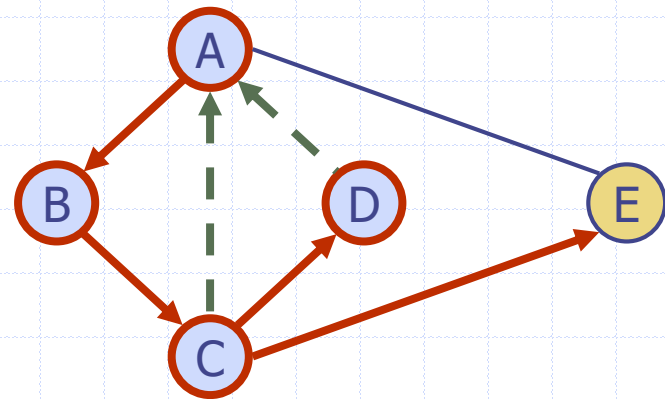
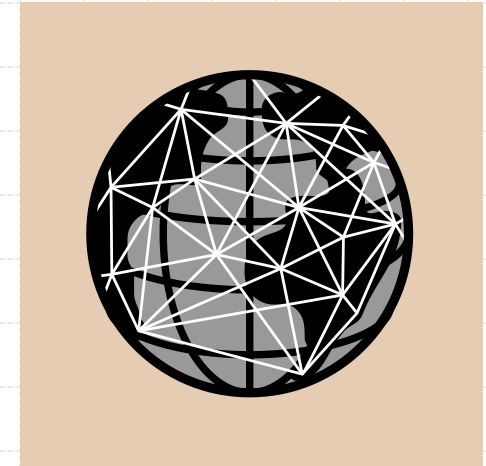


Depth-First Search



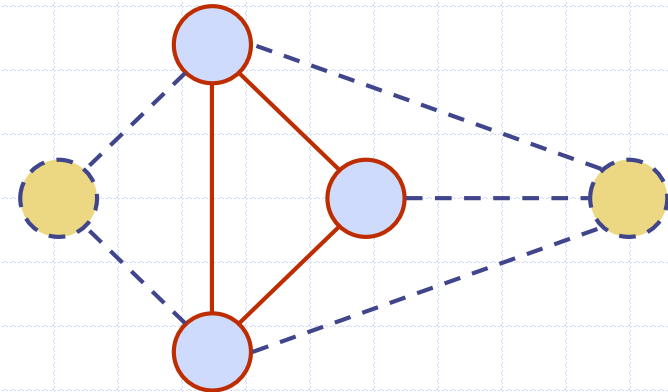
Outline and Reading



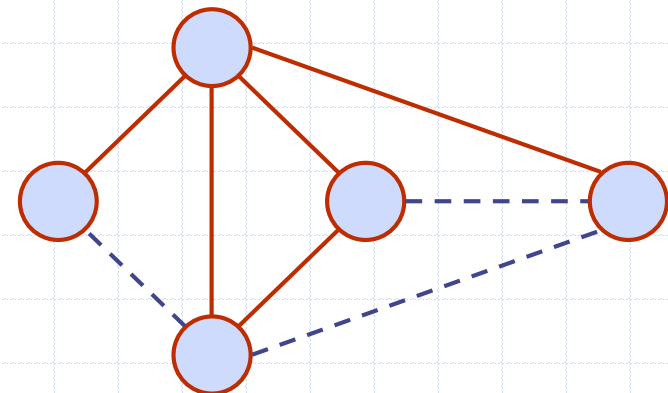
- ◆ Definitions (§6.1)
 - Subgraph
 - Connectivity
 - Spanning trees and forests
- ◆ Depth-first search (§6.3.1)
 - Algorithm
 - Example
 - Properties
 - Analysis
- ◆ Applications of DFS (§6.5)
 - Path finding
 - Cycle finding

Subgraphs

- ◆ A subgraph S of a graph G is a graph such that
 - The vertices of S are a subset of the vertices of G
 - The edges of S are a subset of the edges of G
- ◆ A spanning subgraph of G is a subgraph that contains all the vertices of G



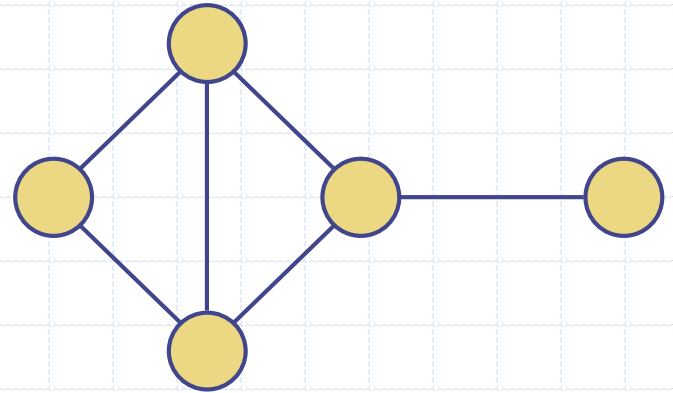
Subgraph



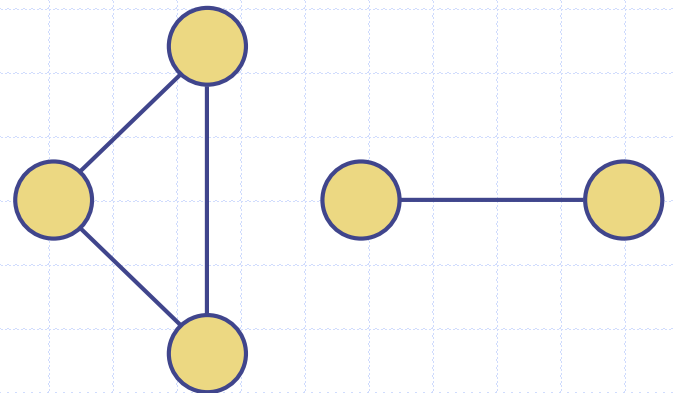
Spanning subgraph

Connectivity

- ◆ A graph is connected if there is a path between every pair of vertices
- ◆ A connected component of a graph G is a maximal connected subgraph of G



Connected graph



Non connected graph with two connected components

Trees and Forests

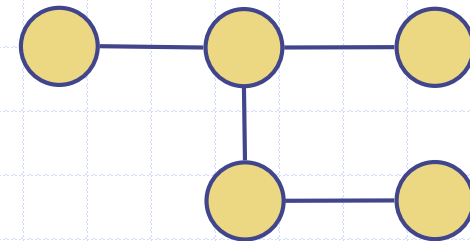
◆ A (free) tree is an undirected graph T such that

- T is connected
- T has no cycles

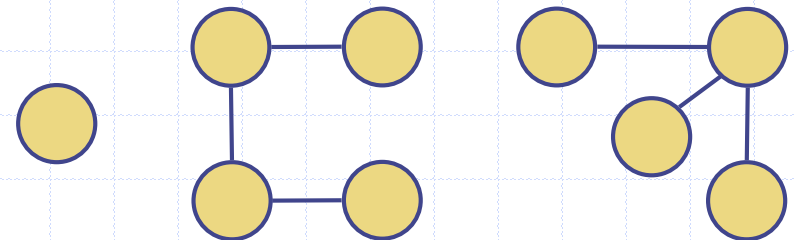
This definition of tree is different from the one of a rooted tree

◆ A forest is an undirected graph without cycles

◆ The connected components of a forest are trees



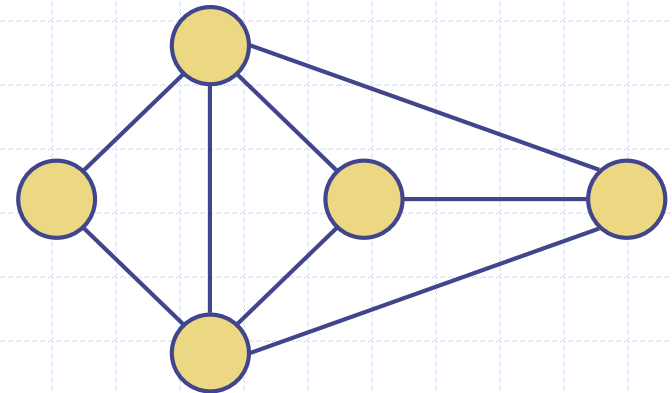
Tree



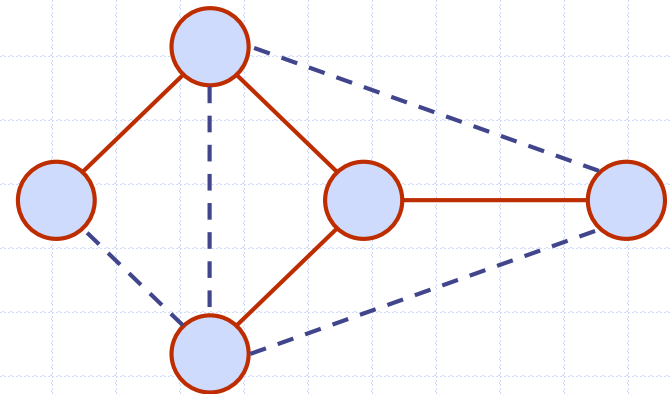
Forest

Spanning Trees and Forests

- ◆ A spanning tree of a connected graph is a spanning subgraph that is a tree
- ◆ A spanning tree is not unique unless the graph is a tree
- ◆ Spanning trees have applications to the design of communication networks
- ◆ A spanning forest of a graph is a spanning subgraph that is a forest

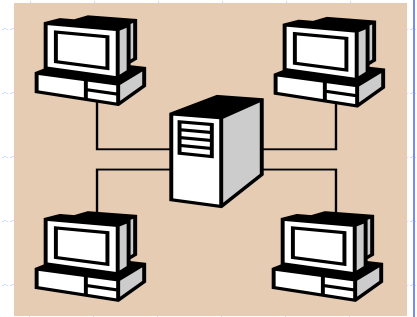


Graph



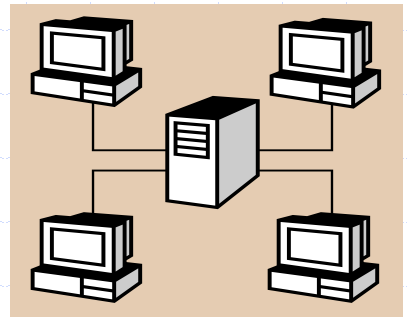
Spanning tree

Depth-First Search



- ◆ Depth-first search (DFS) is a general technique for traversing a graph
- ◆ A DFS traversal of a graph G
 - Visits all the vertices and edges of G
 - Determines whether G is connected
 - Computes the connected components of G
 - Computes a spanning forest of G
- ◆ DFS on a graph with n vertices and m edges takes $O(n + m)$ time
- ◆ DFS can be further extended to solve other graph problems
 - Find and report a path between two given vertices
 - Find a cycle in the graph
- ◆ Depth-first search is to graphs what Euler tour is to binary trees

DFS Algorithm



- ◆ The algorithm uses a mechanism for setting and getting “labels” of vertices and edges

Algorithm *DFS(G)*

Input graph G

Output labeling of the edges of G
as discovery edges and
back edges

for all $u \in G.vertices()$

setLabel(u, UNEXPLORED)

for all $e \in G.edges()$

setLabel(e, UNEXPLORED)

for all $v \in G.vertices()$

if *getLabel(v) = UNEXPLORED*

DFS(G, v)

Algorithm *DFS(G, v)*

Input graph G and a start vertex v of G

Output labeling of the edges of G
in the connected component of v
as discovery edges and back edges

setLabel(v, VISITED)

for all $e \in G.incidentEdges(v)$

if *getLabel(e) = UNEXPLORED*

$w \leftarrow G.opposite(v, e)$

if *getLabel(w) = UNEXPLORED*

setLabel(e, DISCOVERY)

DFS(G, w)

else

setLabel(e, BACK)

Example



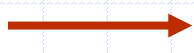
unexplored vertex



visited vertex



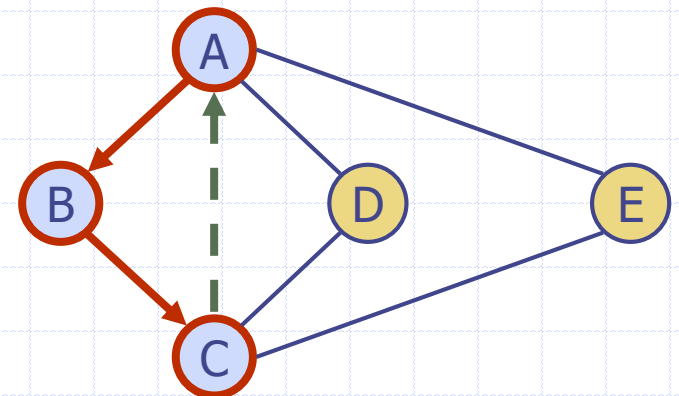
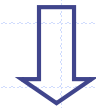
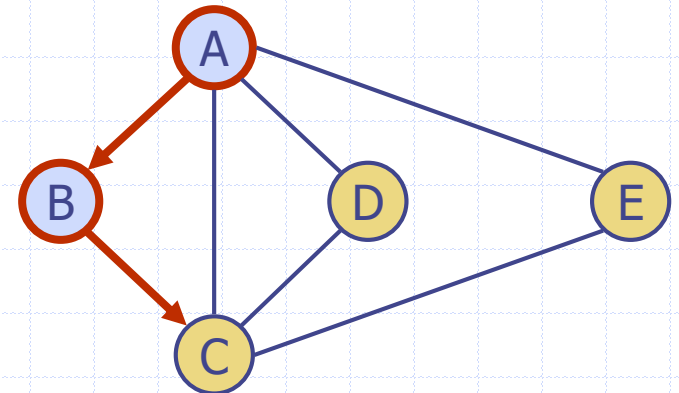
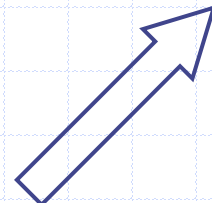
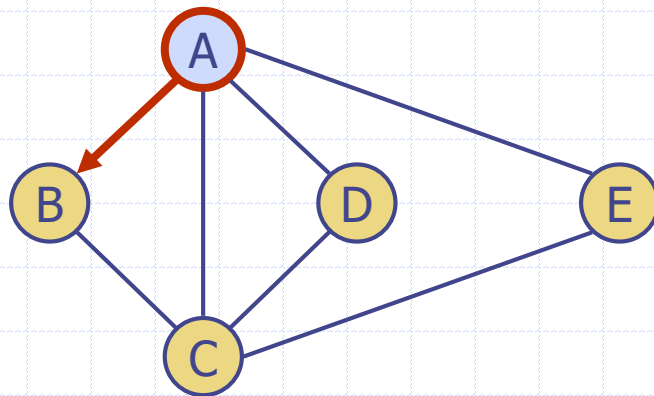
unexplored edge



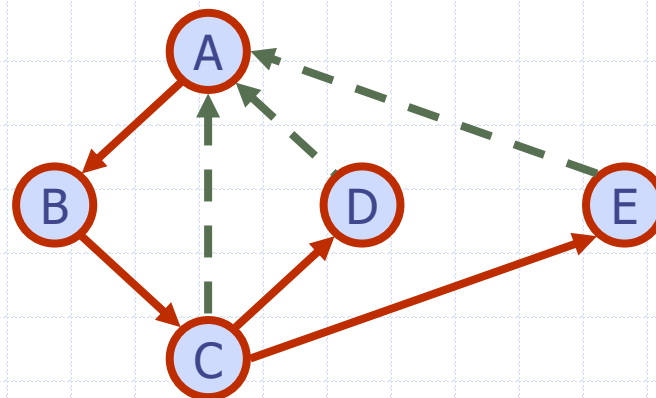
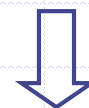
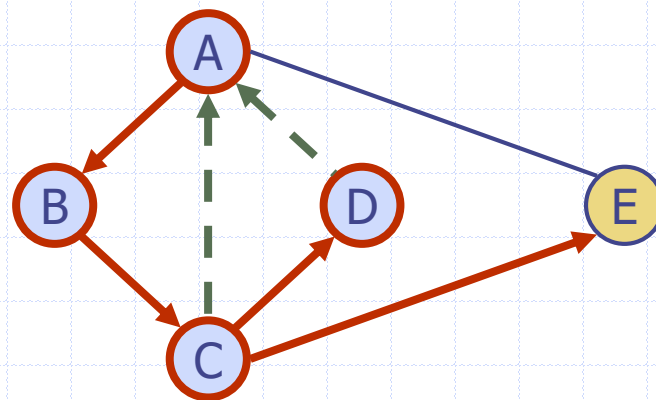
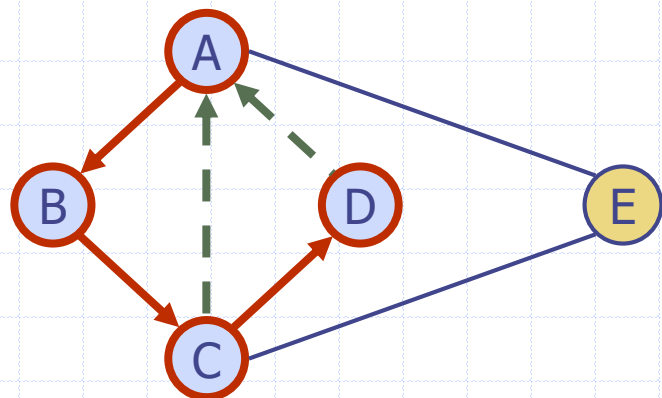
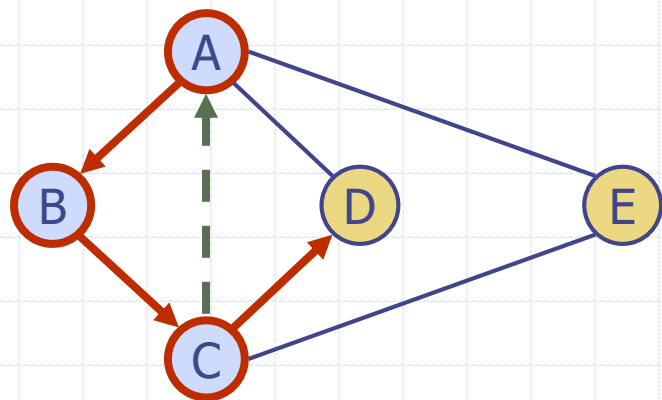
discovery edge



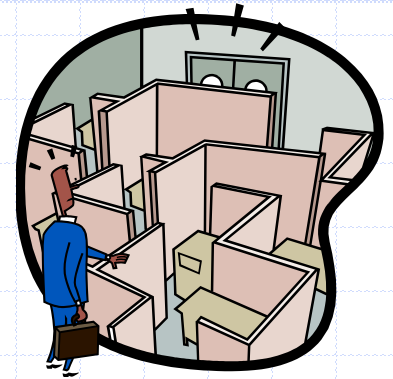
back edge



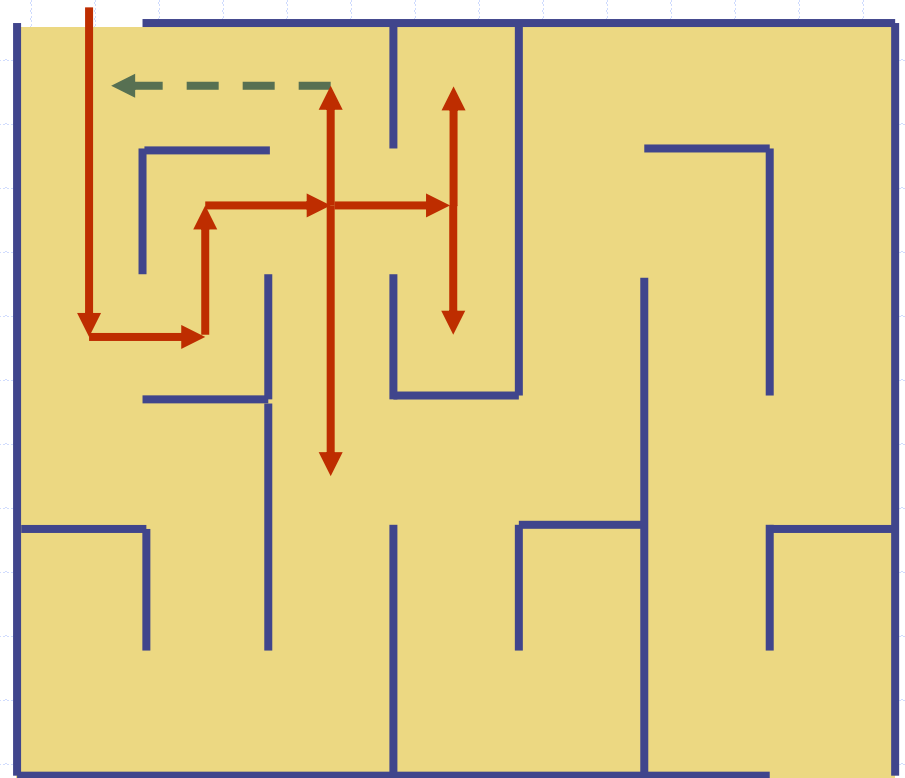
Example (cont.)



DFS and Maze Traversal



- ◆ The DFS algorithm is similar to a classic strategy for exploring a maze
 - We mark each intersection, corner and dead end (vertex) visited
 - We mark each corridor (edge) traversed
 - We keep track of the path back to the entrance (start vertex) by means of a rope (recursion stack)



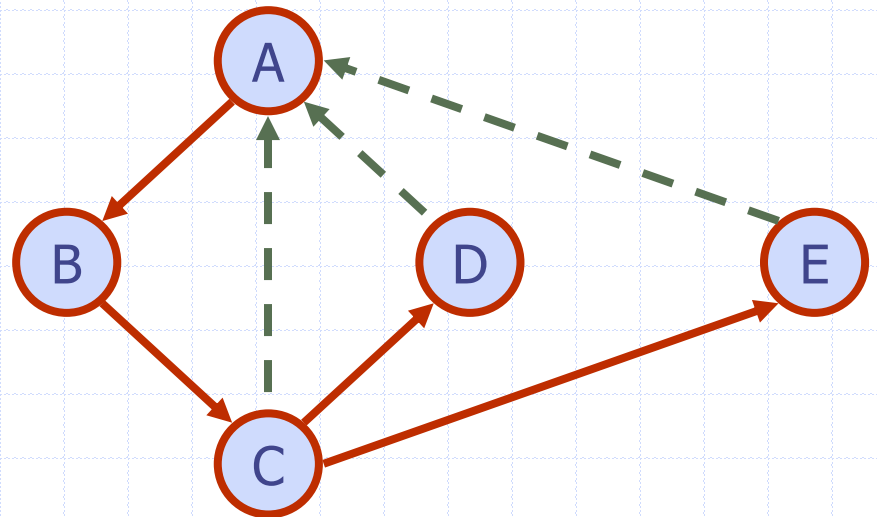
Properties of DFS

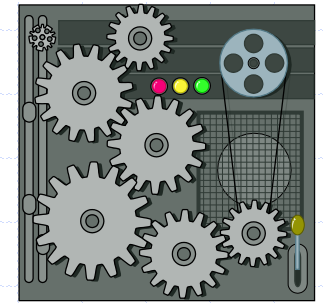
Property 1

$DFS(G, v)$ visits all the vertices and edges in the connected component of v

Property 2

The discovery edges labeled by $DFS(G, v)$ form a spanning tree of the connected component of v





Analysis of DFS

- ◆ Setting/getting a vertex/edge label takes $O(1)$ time
- ◆ Each vertex is labeled twice
 - once as UNEXPLORED
 - once as **VISITED**
- ◆ Each edge is labeled twice
 - once as UNEXPLORED
 - once as **DISCOVERY** or **BACK**
- ◆ Method incidentEdges is called once for each vertex
- ◆ DFS runs in $O(n + m)$ time provided the graph is represented by the adjacency list structure
 - Recall that $\sum_v \deg(v) = 2m$

Path Finding



- ◆ We can specialize the DFS algorithm to find a path between two given vertices u and z using the template method pattern
- ◆ We call $DFS(G, u)$ with u as the start vertex
- ◆ We use a stack S to keep track of the path between the start vertex and the current vertex
- ◆ As soon as destination vertex z is encountered, we return the path as the contents of the stack

```
Algorithm pathDFS( $G, v, z$ )
  setLabel( $v, VISITED$ )
  S.push( $v$ )
  if  $v = z$ 
    return S.elements()
  for all  $e \in G.incidentEdges(v)$ 
    if getLabel( $e$ ) = UNEXPLORED
       $w \leftarrow opposite(v, e)$ 
      if getLabel( $w$ ) = UNEXPLORED
        setLabel( $e, DISCOVERY$ )
        S.push( $e$ )
        pathDFS( $G, w, z$ )
        S.pop()      {  $e$  gets popped }
      else
        setLabel( $e, BACK$ )
  S.pop()          {  $v$  gets popped }
```

Cycle Finding



- ◆ We can specialize the DFS algorithm to find a simple cycle using the template method pattern
- ◆ We use a stack S to keep track of the path between the start vertex and the current vertex
- ◆ As soon as a back edge (v, w) is encountered, we return the cycle as the portion of the stack from the top to vertex w

```
Algorithm cycleDFS( $G, v, z$ )
  setLabel( $v, VISITED$ )
  S.push( $v$ )
  for all  $e \in G.incidentEdges(v)$ 
    if getLabel( $e$ ) = UNEXPLORED
       $w \leftarrow opposite(v, e)$ 
      S.push( $e$ )
      if getLabel( $w$ ) = UNEXPLORED
        setLabel( $e, DISCOVERY$ )
        pathDFS( $G, w, z$ )
        S.pop()
      else
         $C \leftarrow$  new empty stack
        repeat
           $o \leftarrow S.pop()$ 
          C.push( $o$ )
        until  $o = w$ 
        return C.elements()
  S.pop()
```