Graph Traversal Algorithms

Kuan-Yu Chen (陳冠宇)

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Review

- Shortest path algorithms
 - Dijkstra's algorithm
 - Can only perform on a positive-weighted directed graph
 - Bellman-Ford algorithm
 - Can be applied on a weighted directed graph

Graph Traversals

- Several traversal algorithms have been introduced to traverse the tree structure
 - In-order
 - Pre-order
 - Post-order
 - Level-order
- An analogous situation occurs in the case of graphs
 - Given a graph G = (V, E), we wish to visit all vertices in G
 - Breadth-first search and depth-first search are two representatives

Breadth-first Search.

- *Breadth-first search* is one of the simplest algorithms for traversing a graph
 - Given a graph G = (V, E) and a distinguished *source* vertex *s*
 - Breadth-first search systematically explores the edges of *G* to "discover" every vertex that is reachable from *s*

```
BFS(G, s)
    for each vertex u \in G.V - \{s\}
         u.color = WHITE
 2
 3
      u.d = \infty
 4
         u.\pi = \text{NIL}
  s.color = GRAY
 5
   s_{\cdot}d = 0
 6
   s.\pi = \text{NIL}
 7
    O = \emptyset
 8
    ENQUEUE(O, s)
    while Q \neq \emptyset
10
         u = \text{DEQUEUE}(Q)
11
         for each v \in G.Adj[u]
12
13
              if v.color == WHITE
14
                  v.color = GRAY
                  v.d = u.d + 1
15
16
                  v.\pi = u
                  ENQUEUE(O, v)
17
18
         u.color = BLACK
```

Breadth-first Search..

• The traversal sequence is "swrtxvuy"







Example

• Given a directed graph G = (V, E), please traverse the graph from node A by using BFS



Depth-first Search.

• The strategy followed by depth-first search is, as its name implies, to search "deeper" in the graph whenever possible

```
DFS(G)
                      for each vertex u \in G.V
                          u.color = WHITE
                   2
                   3
                          u.\pi = \text{NIL}
                     time = 0
                   4
                     for each vertex u \in G.V
                   5
                          if u.color == WHITE
                   6
                               DFS-VISIT(G, u)
                   DFS-VISIT(G, u)
                       time = time + 1
                                                      // white vertex u has just been discovered
 Start time
                       u.d = time
                    2
                    3
                       u.color = GRAY
                       for each v \in G.Adj[u]
                                                     // explore edge (u, v)
                    4
                            if v.color == WHITE
                    5
                    6
                                v.\pi = u
                    7
                                DFS-VISIT(G, \nu)
                       u.color = BLACK
                                                     // blacken u; it is finished
                       time = time + 1
                    9
Finish time
                   10
                       u.f = time
```

Depth-first Search..

 Based on the "start time," we can obtain the traversal sequence "uvyxwz"



Example.

• Given an undirected graph G = (V, E), please traverse the graph from A by using DFS



Example..

• Given an undirected graph G = (V, E), please traverse the graph from A by using DFS



Example...

• Given an undirected graph G = (V, E), please traverse the graph from A by using DFS



BFS & DFS

- Breadth-first search
 - BFS uses a **queue** as an auxiliary data structure to store nodes for further processing
 - Similar to the level-order of the tree traversal
- Depth-first search
 - DFS uses a **stack** to store nodes for further processing
 - Similar to the pre-order of the tree traversal



Questions?



kychen@mail.ntust.edu.tw