

# Graph Traversals

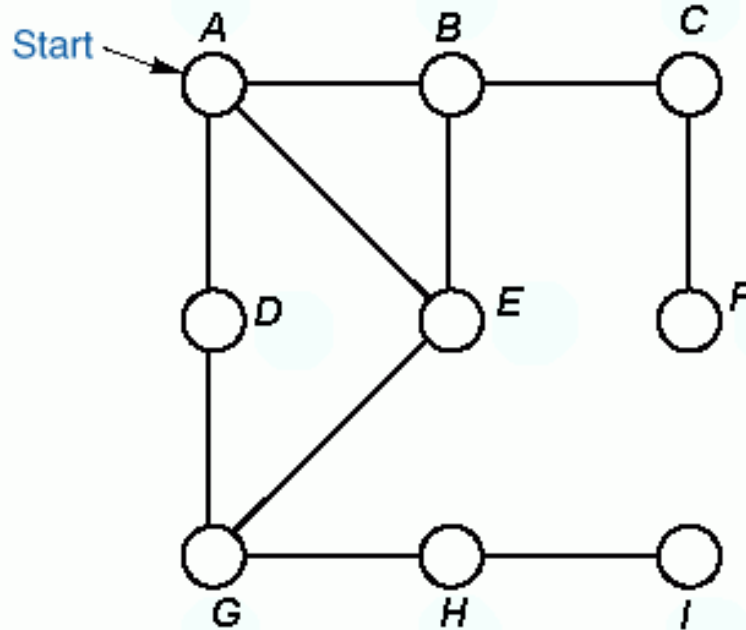
- Depth-First Traversals.
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  - Example.
  - Implementation.
- Breadth-First Traversal.
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# Depth-First Traversal Algorithm

- In this method, After visiting a vertex  $v$ , which is adjacent to  $w_1, w_2, w_3, \dots$ ; Next we visit one of  $v$ 's adjacent vertices,  $w_1$  say. Next, we visit all vertices adjacent to  $w_1$  before coming back to  $w_2$ , etc.
- Must keep track of vertices already visited to avoid cycles.
- The method can be implemented using recursion or iteration.
- The iterative preorder depth-first algorithm is:
  - 1 push the starting vertex onto the stack
  - 2 while(stack is not empty){
  - 3     pop a vertex off the stack, call it  $v$
  - 4     if  $v$  is not already visited, visit it
  - 5     push vertices adjacent to  $v$ , not visited, onto the stack
  - 6 }
- Note: Adjacent vertices can be pushed in any order; but to obtain a unique traversal, we will push them in reverse alphabetical order.

# Example

- Demonstrates depth-first traversal using an explicit stack.



Order of Traversal

1	2	3	4	5	6	7	8	9
A	B	C	F	E	G	D	H	I



Stack

## Recursive preorder Depth-First Traversal Implementation

```
dfsPreorder(v){  
    visit v;  
    for(each neighbour w of v)  
        if(w has not been visited)  
            dfsPreorder(w);  
}
```

- The following is the code for the recursive preorderDepthFirstTraversal method of the AbstractGraph class:

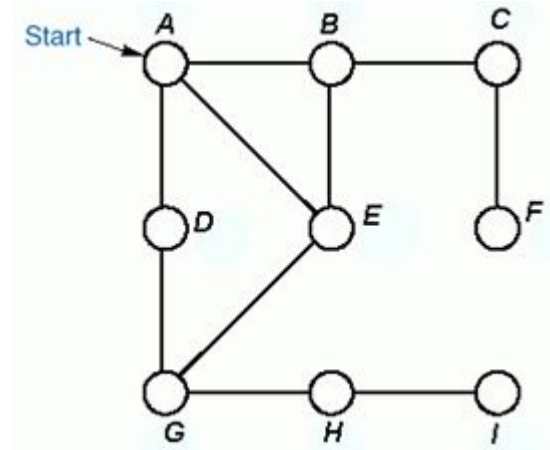
```
public void preorderDepthFirstTraversal(Visitor visitor, Vertex start)  
{  
    boolean visited[] = new boolean[numberOfVertices];  
    for(int v = 0; v < numberOfVertices; v++)  
        visited[v] = false;  
    preorderDepthFirstTraversal(visitor, start, visited);  
}
```

## Recursive preorder Depth-First Traversal Implementation (cont'd)

```
private void preorderDepthFirstTraversal(Visitor visitor,
                                         Vertex v, boolean[] visited)
{
    if(visitor.isDone())
        return;
    visitor.visit(v);
    visited[getIndex(v)] = true;

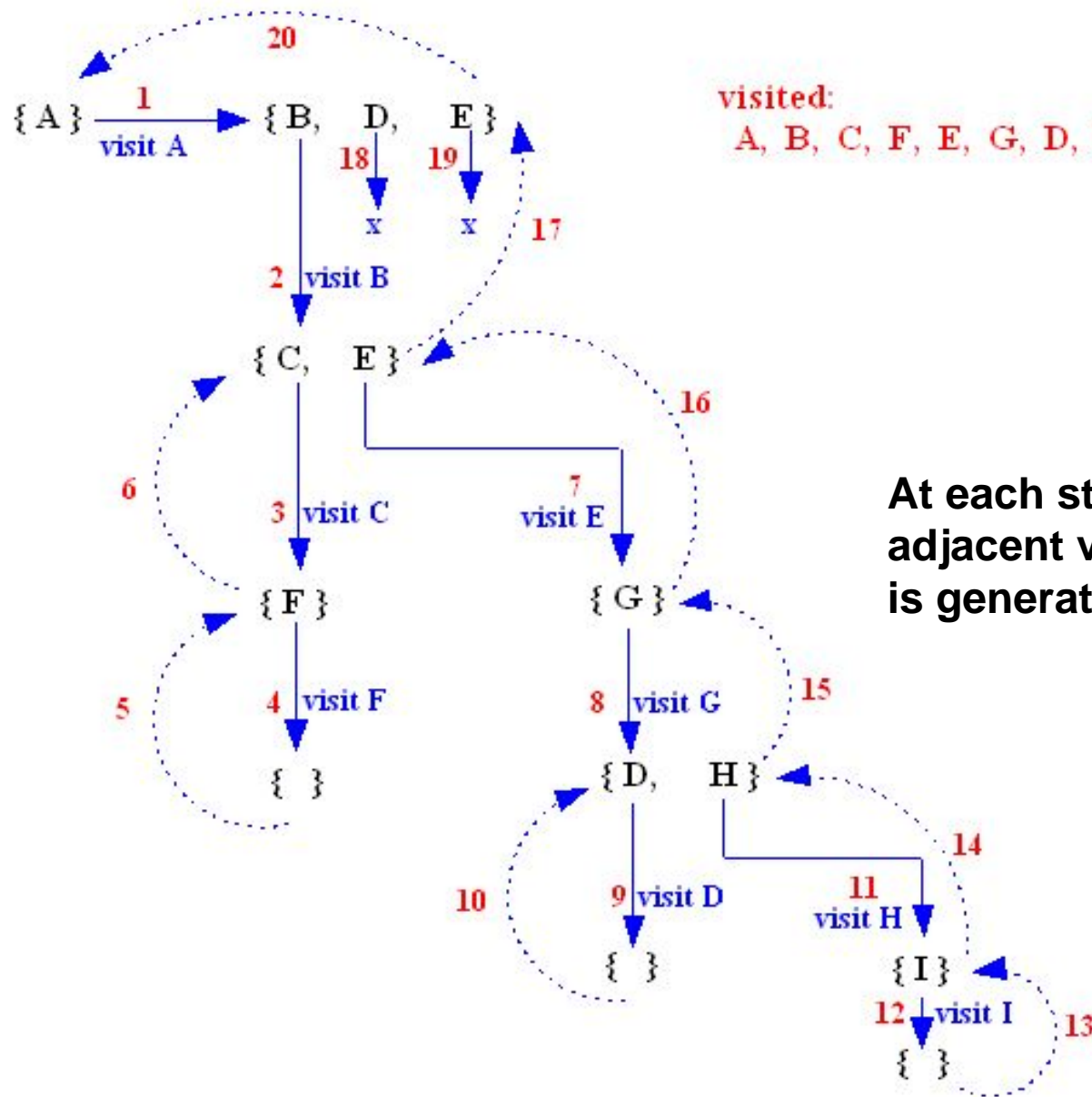
    Iterator p = v.getSuccessors();
    while(p.hasNext()) {
        Vertex to = (Vertex) p.next();
        if(! visited[getIndex(to)])
            preorderDepthFirstTraversal(visitor, to, visited);
    }
}
```

# Recursive preorder Depth-First Traversal Implementation (cont'd)



visited:  
A, B, C, F, E, G, D, H, I

At each stage, a set of unvisited adjacent vertices of the current vertex is generated.



## Recursive postorder Depth-First Traversal Implementation

```
dfsPostorder(v){
    mark v;
    for(each neighbour w of v)
        if(w is not marked)
            dfsPostorder(w);

    visit v;
}
```

- The following is the code for the recursive postorderDepthFirstTraversal method of the AbstractGraph class:

```
public void postorderDepthFirstTraversal(Visitor visitor,
                                         Vertex start)
{
    boolean visited[] = new boolean[numberOfVertices];
    for(int v = 0; v < numberOfVertices; v++)
        visited[v] = false;

    postorderDepthFirstTraversal(visitor, start, visited);
}
```

## Recursive postorder Depth-First Traversal Implementation (cont'd)

```
private void postorderDepthFirstTraversal(
    Visitor visitor, Vertex v, boolean[] visited)
{
    if(visitor.isDone())
        return;

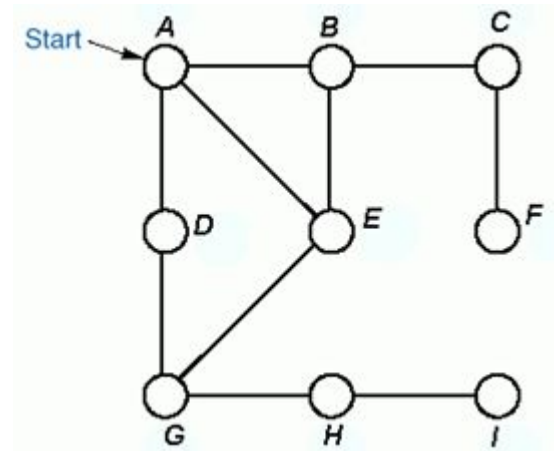
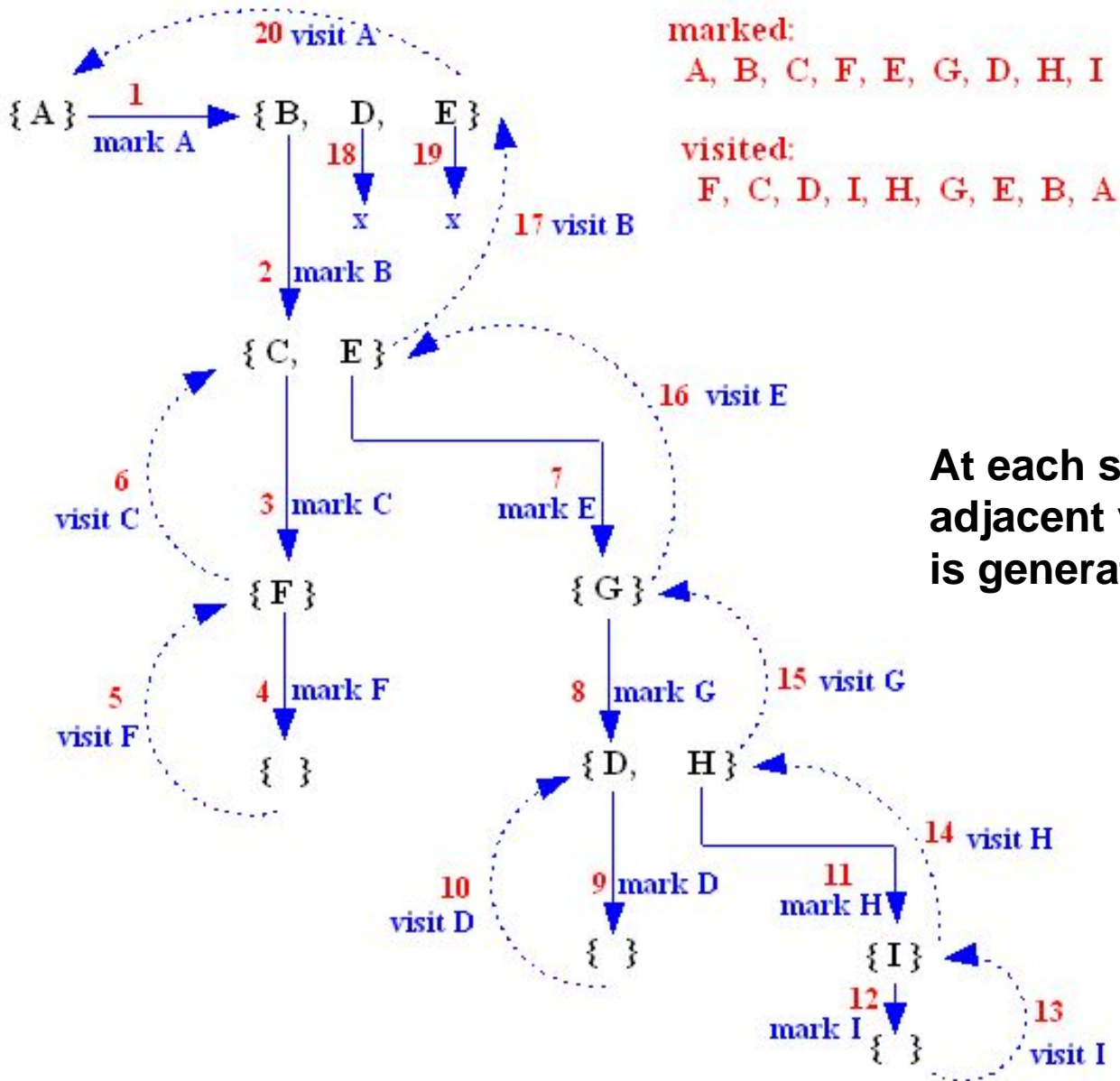
    // mark v
    visited[getIndex(v)] = true;

    Iterator p = v.getSuccessors();
    while(p.hasNext()){
        Vertex to = (Vertex) p.next();
        if(! visited[getIndex(to)])
            postorderDepthFirstTraversal(visitor, to, visited);
    }

    // visit v
    visitor.visit(v);
}
```



# Recursive postorder Depth-First Traversal Implementation (cont'd)



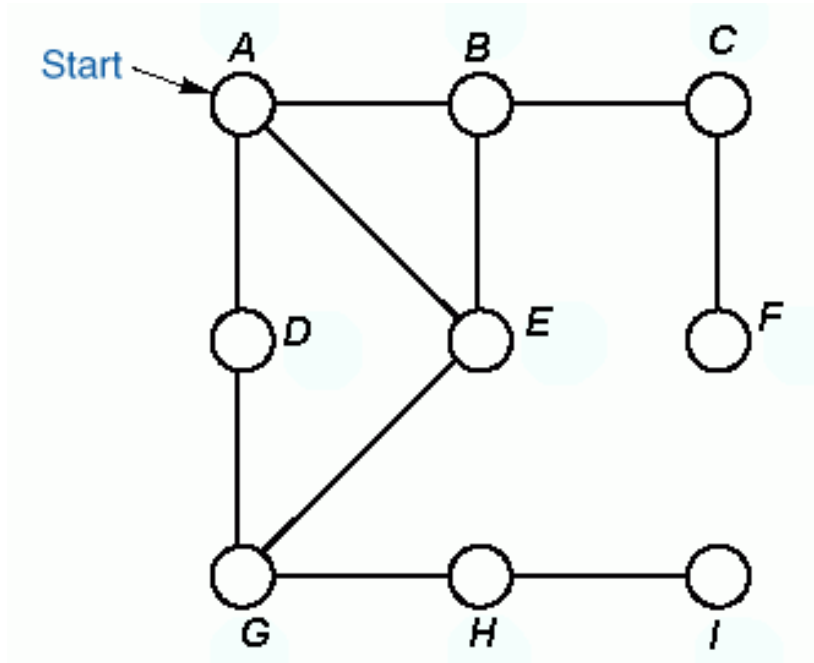
At each stage, a set of unmarked adjacent vertices of the current vertex is generated.

# Breadth-First Traversal Algorithm

- In this method, After visiting a vertex  $v$ , we must visit all its adjacent vertices  $w_1, w_2, w_3, \dots$ , before going down next level to visit vertices adjacent to  $w_1$  etc.
- The method can be implemented using a queue.
- A boolean array is used to ensure that a vertex is enqueued only once.
  - 1 enqueue the starting vertex
  - 2 while(queue is not empty){
  - 3     dequeue a vertex  $v$  from the queue;
  - 4     visit  $v$ .
  - 5     enqueue vertices adjacent to  $v$  that were never enqueued;
  - 6 }
- Note: Adjacent vertices can be enqueued in any order; but to obtain a unique traversal, we will enqueue them in alphabetical order.

# Example

- Demonstrating breadth-first traversal using a queue.



Queue front



Queue rear

Order of  
Traversal

1	2	3	4	5	6	7	8	9
A	B	D	E	C	G	F	H	I

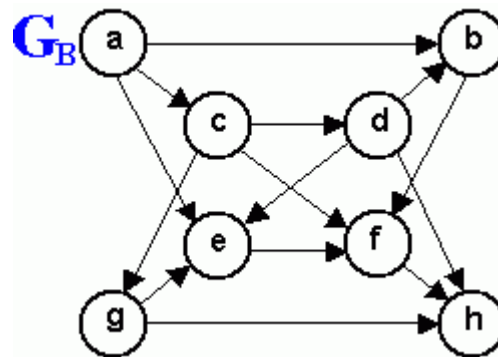
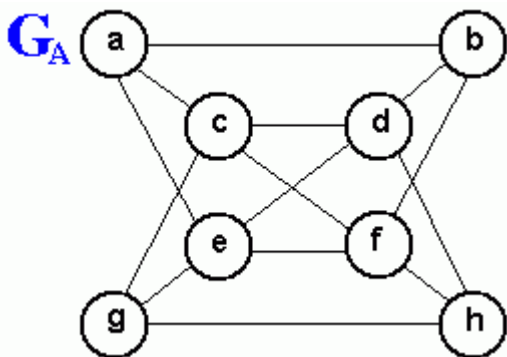
# Breadth-First Traversal Implementation

```
public void breadthFirstTraversal(Visitor visitor, Vertex start){
    boolean enqueued[] = new boolean[numberOfVertices];
    for(int i = 0; i < numberOfVertices; i++) enqueued[i] = false;

    Queue queue = new QueueAsLinkedList();
    enqueued[getIndex(start)] = true;
    queue.enqueue(start);

    while(!queue.isEmpty() && !visitor.isDone()) {
        Vertex v = (Vertex) queue.dequeue();
        visitor.visit(v);
        Iterator it = v.getSuccessors();
        while(it.hasNext()) {
            Vertex to = (Vertex) it.next();
            int index = getIndex(to);
            if(!enqueued[index]) {
                enqueued[index] = true;
                queue.enqueue(to);
            }
        }
    }
}
```

# Review Questions



1. Consider a depth-first traversal of the undirected graph  $G_A$  shown above, starting from vertex a.
  - List the order in which the nodes are visited in a preorder traversal.
  - List the order in which the nodes are visited in a postorder traversal.
2. Repeat exercise 1 above for a depth-first traversal starting from vertex d.
3. List the order in which the nodes of the undirected graph  $G_A$  shown above are visited by a breadth first traversal that starts from vertex a. Repeat this exercise for a breadth-first traversal starting from vertex d.
4. Repeat Exercises 1 and 3 for the directed graph  $G_B$ .