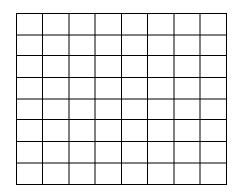


Vertex	0	4	5	1	7
In-degree					
Out-degree					

Give the adjacency matrix and adjacency list representation for the above graph.

Fill in the matrix representation.

Use row as source and column as destination for edges.



Give the Adjacency list representation.

Size __ array of _____ (array items)

Depth-First Search (DFS) -Adj List

DFS(G)

- 1. For each vertex u of G
 - a. color[u] = WHITE
 - b. pred[u] = NIL
- 2. for (u = 0; u < G.V; u++) // for each vertex u of G
 - a. If color[u] == WHITE
 - 1. DFS_visit(G, u, color, pred)

DFS visit(G,u,color, pred)

- color[u] = GRAY
- a. If color[y]==WHITE
 - pred[y] = u
 - DFS_visit(G,y, color, pred)
- b. //if color[y]==GRAY then cycle found
- 3. color[u] = BLACK



Time complexity:

Representation	DFS	DFS-Visit(G,u)
Adj LIST		
Adj MATRIX		

Pred

4	6	2	1
3	5—	0 _/_	

Space complexity: O(_

Representation DFS

Adj LIST Adj MATRIX Time complexity:

Visited

Depth-First Search (DFS) -

Adj Matrix

DFS(G)

- 1. For each vertex u of G
 - a. color[u] = WHITE
 - b. pred[u] = NIL
- 2. for (u = 0; u < G.V; u++) // for each vertex u of G
 - a. If color[u] == WHITE
 - 1. DFS_visit(G, u, color, pred)

DFS visit(G,u,color, pred)

- 1. color[u] = GRAY

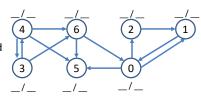
List:

DFS-Visit(G,u)

Pred

If color[y]==WHITE

- pred[y] = u
- DFS_visit(G,y, color, pred)
- b. //if color[y]==GRAY then cycle found
- 3. color[u] = BLACK



30

Depth-First Search (DFS) – simple version

DFS(G)

- 1. For each vertex u of G
 - a. color[u] = WHITE
 - b. pred[u] = NIL
- 2. for (u = 0; u < G.V; u++) // for each vertex u of G
 - a. If color[u] == WHITE
 - 1. DFS_visit(G, u, color, pred)

DFS_visit(G,u,color, pred)

- color[u] = GRAY
- 2. For each y adjacent to u // explore edge (u,y) // use increasing order for neighbors
 - a. If color[y]==WHITE
 - pred[y] = u
 - 2. DFS_visit(G,y, color, pred)
 - b. //if color[y]==GRAY then cycle found
- 3. color[u] = BLACK



Time complexity:					
Representation	DFS	DFS-Visit(G,u)			
Adj LIST					
Adj MATRIX					

Visited vertex	Pred
•	

4	6	2	1
3	5	0	
1	,	/	

	0	1	2	3	4	5	6	7
0	0	1	1	0	0	1	1	1
1	1	0	0	0	0	0	0	0
2	1	0	0	0	0	0	0	0
3	0	0	0	0	1	1	0	0
4	0	0	0	1	0	1	1	1
5	1	0	0	1	1	0	0	0
6	1	0	0	0	1	0	0	0
7	1	0	0	0	1	0	0	0

