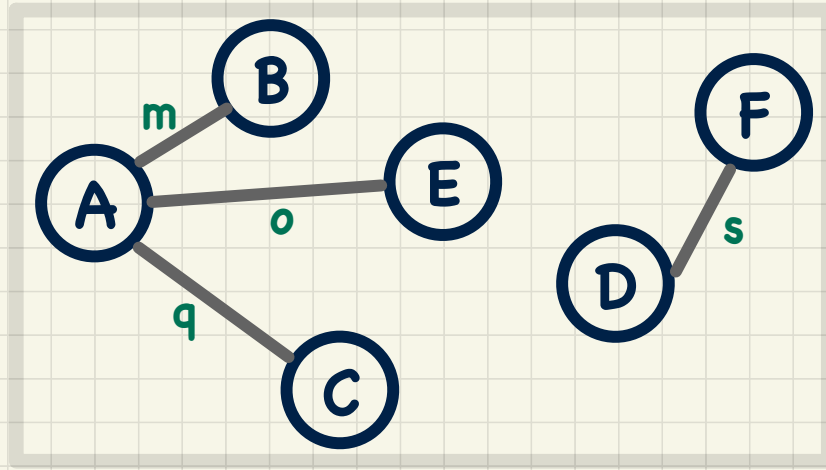
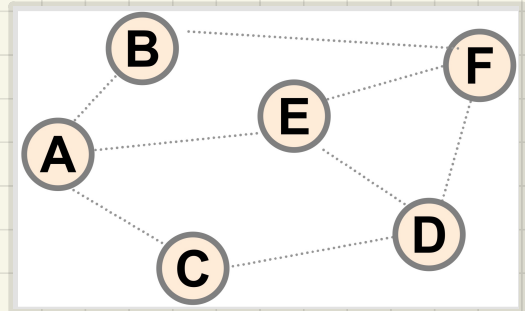
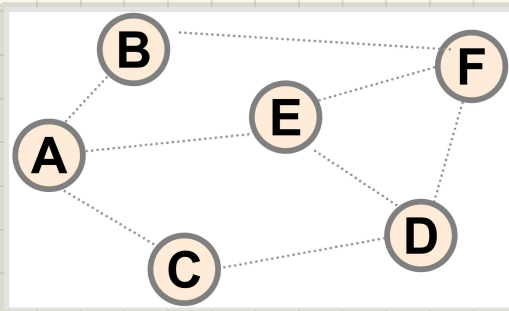
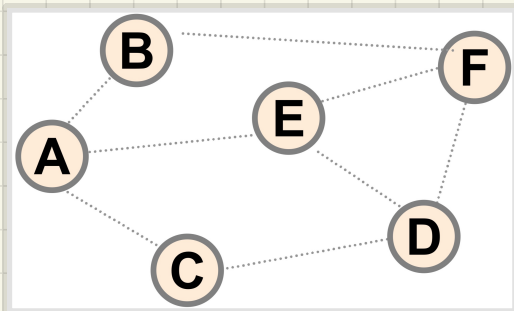
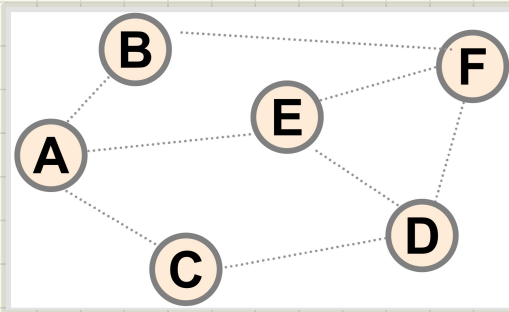
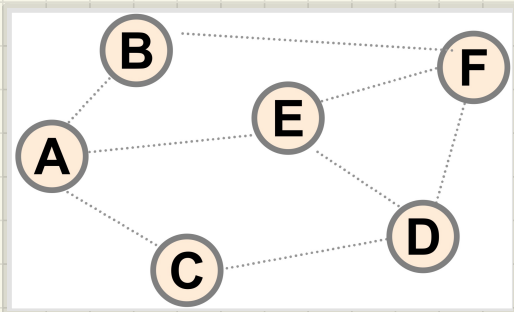


Graph: Forests and Trees

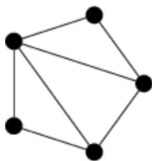


Graph: Spanning Trees

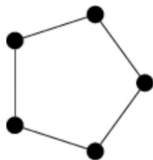


Graph: Exercises

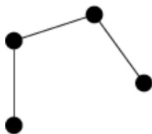
Given a graph



Which one of the following is a *spanning tree*?



(a)



(b)



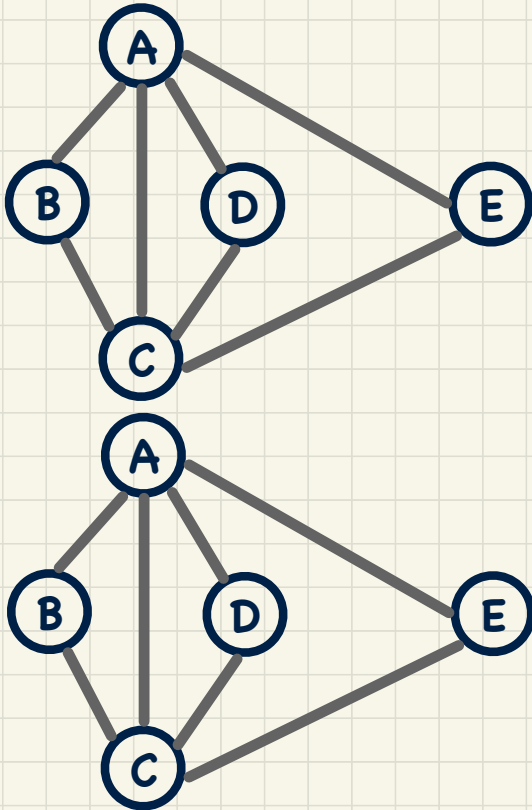
(c)

Graph Traversals: Definition & Applications

Efficient Traversal of Graph G:

Applications:

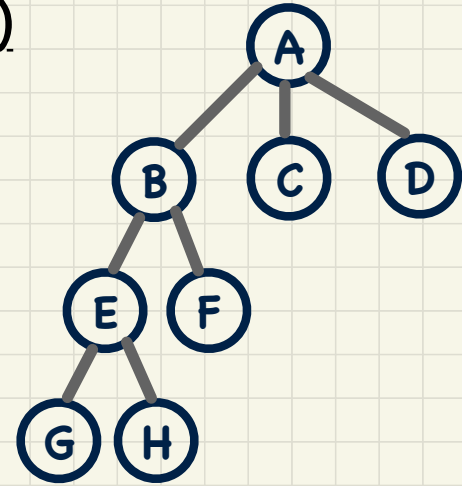
- **Reachable** Vertices from $v \in V$
- A **path** between $\{u, v\} \subseteq V$
- The **minimum path** between $\{u, v\} \subseteq V$
- Is G **connected**?
- Compute a **spanning tree** of a connected G.
- Compute the **connected components** of G.
- If G is cyclic, return a **cycle**.



Graph Traversal: Depth-First Search (DFS)

A **Depth-First Search (DFS)** of graph $G = (V, E)$, starting from some vertex $v \in V$, proceeds along a **path** from v .

- The **path** is constructed by following **an incident edge**.
- The **path** is extended **as far as possible**, until **all incident edges** lead to vertices that have already been **visited**.
- Once the **path** originated from v **cannot be extended further**, **backtrack** to the **latest** vertex whose **incident edges** lead to some **unvisited** vertices.



Q. When a **graph** is a **tree**,
what kind of **tree traversal** does it correspond to?

Q. What data structure should be used to
keep track of the visited nodes?

Depth-First Search (DFS): Marking Vertices & Edges

Before the **DFS** starts:

- All vertices are **unvisited**.
- All edges are **unexplored/unmarked**.

Over the course of a **DFS**, we **mark** vertices and edges:

- A vertex v is marked **visited** when it is **first** encountered.
- Then, we iterate through each of v 's **incident edges**, say e :
 - If edge e is already **marked**, then skip it.
 - Otherwise, mark edge e as:
 - A **discovery** edge if it leads to an **unvisited** vertex
 - A **back** edge if it leads to a **visited** vertex (i.e., an ancestor vertex)

