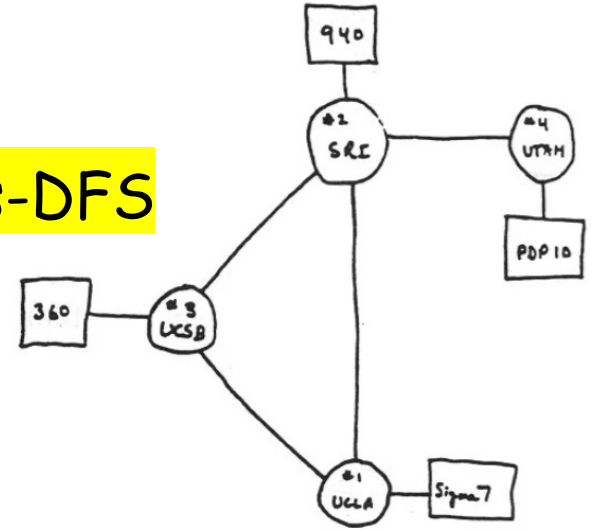
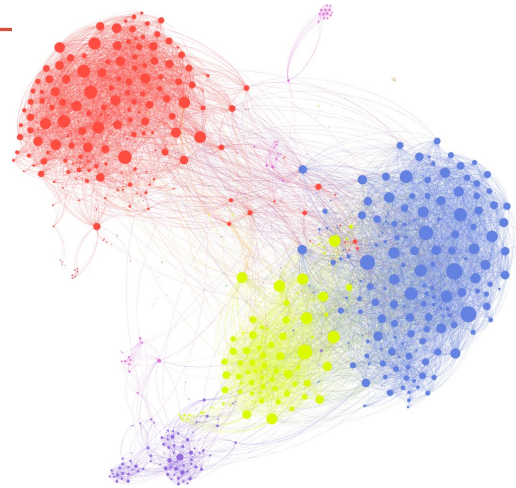
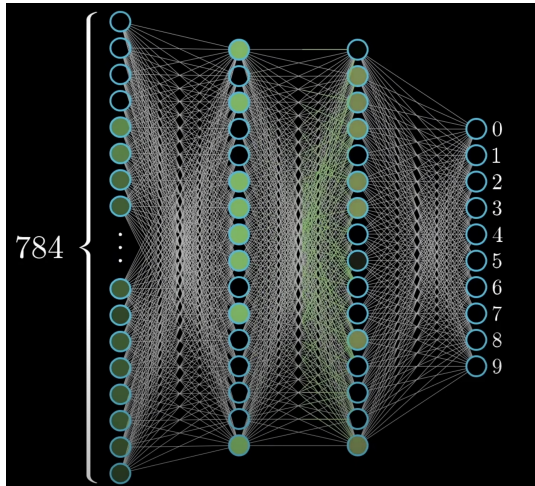


Link to Handout:

<https://bit.ly/CS24-W24-Handout-Graphs-DFS>

DEPTH FIRST SEARCH

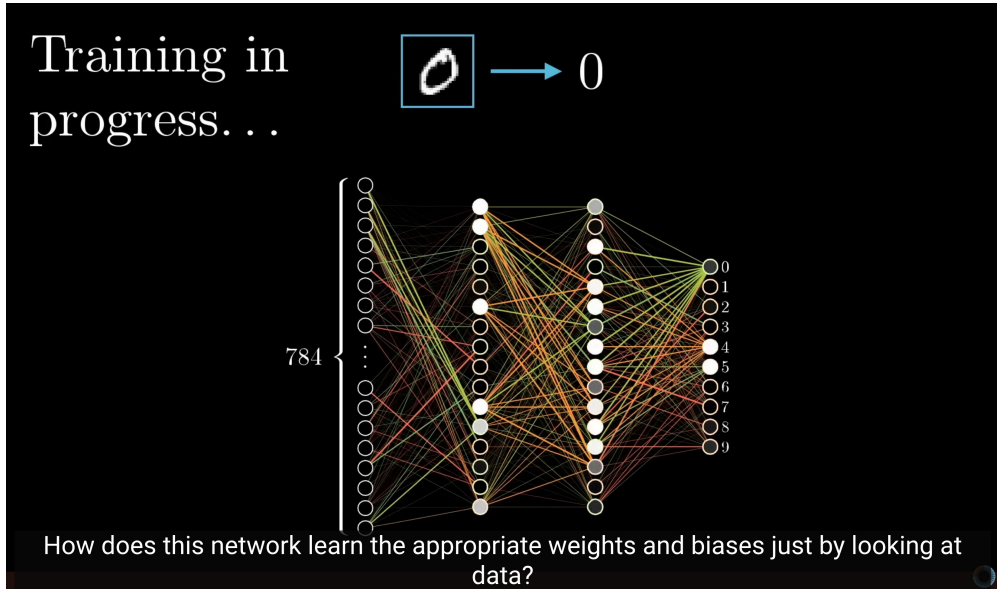


THE ARPA NETWORK

DEC 1969

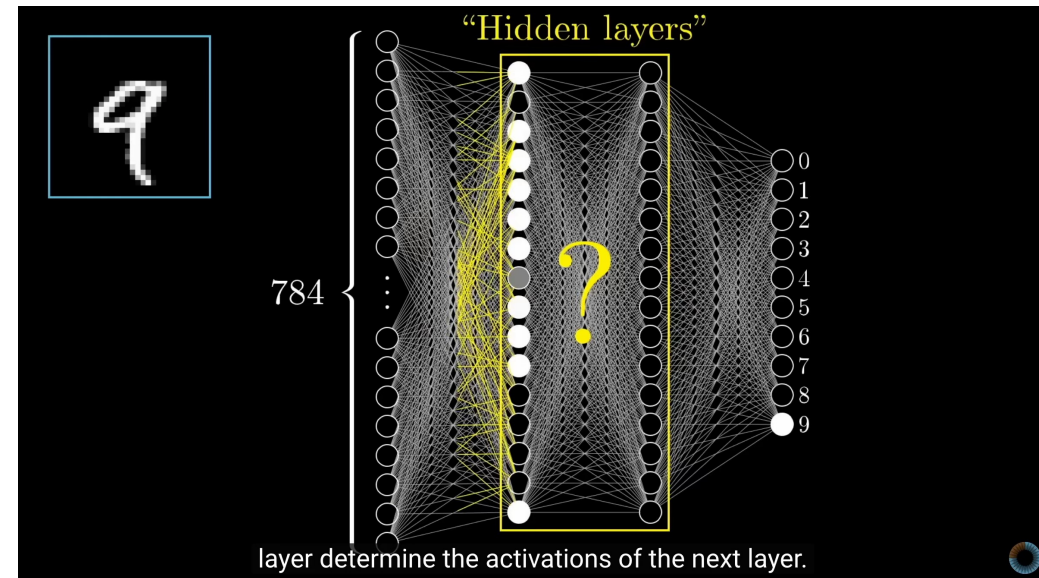
4 NODES

How does information flow in a NeuralNetwork ?



Training

Learn network parameters



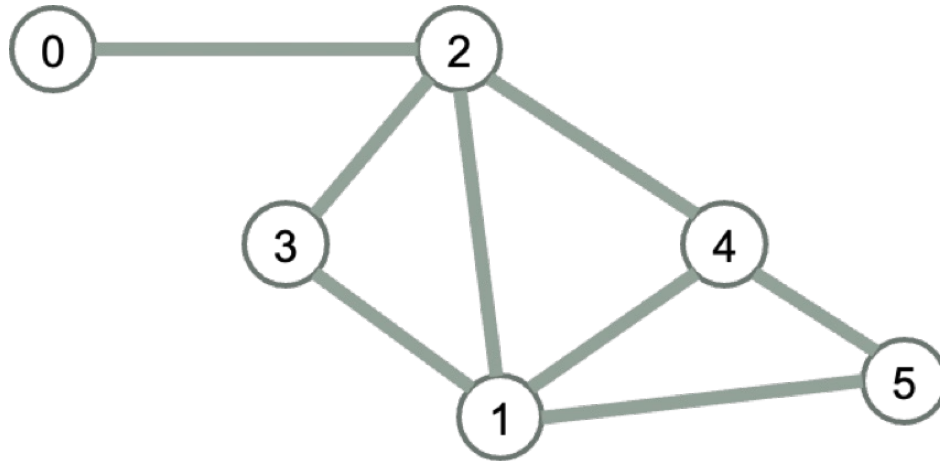
Evaluation/Prediction

Network produces outputs from inputs

Graph search: general approach

Keep track of all areas discovered

While there is an unexplored path, follow path



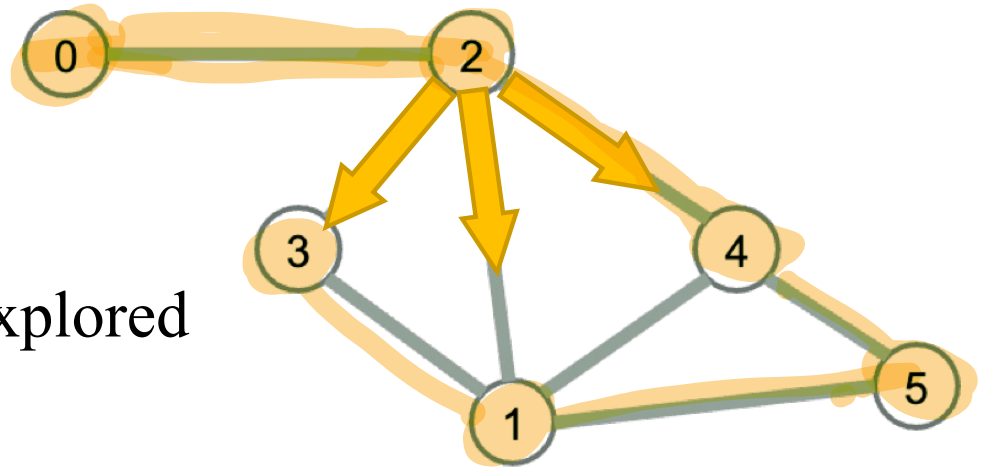
Systematize the Search

Need to keep track of:

- Which vertices discovered
- Which edges have yet to be explored

exploredDFS Algorithm will:

- Use a field `v.visited` to let us know which vertices we have seen.
- Store edges to be explored implicitly in the program stack.



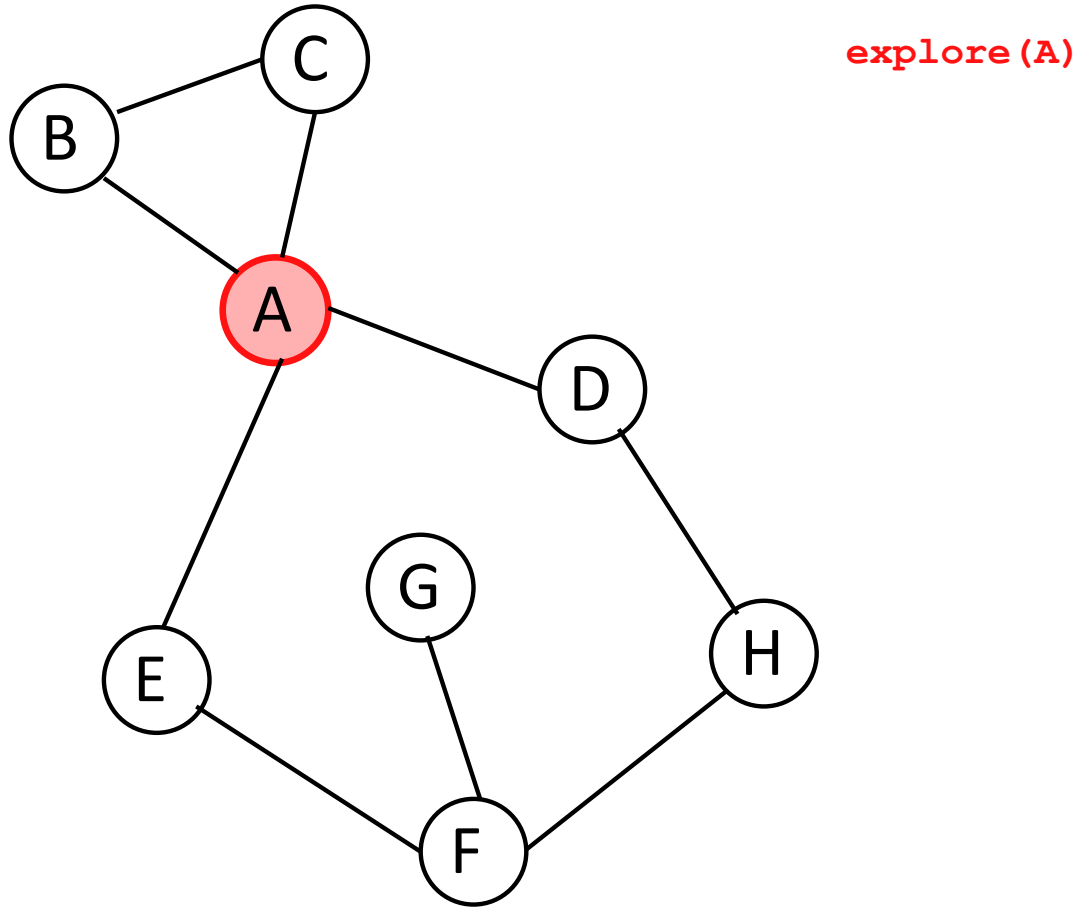
Explore – Depth First

```
exploreDFS(v)
  v.visited ← true
  For each edge (v,w)
    If not w.visited
      exploreDFS(w)
```

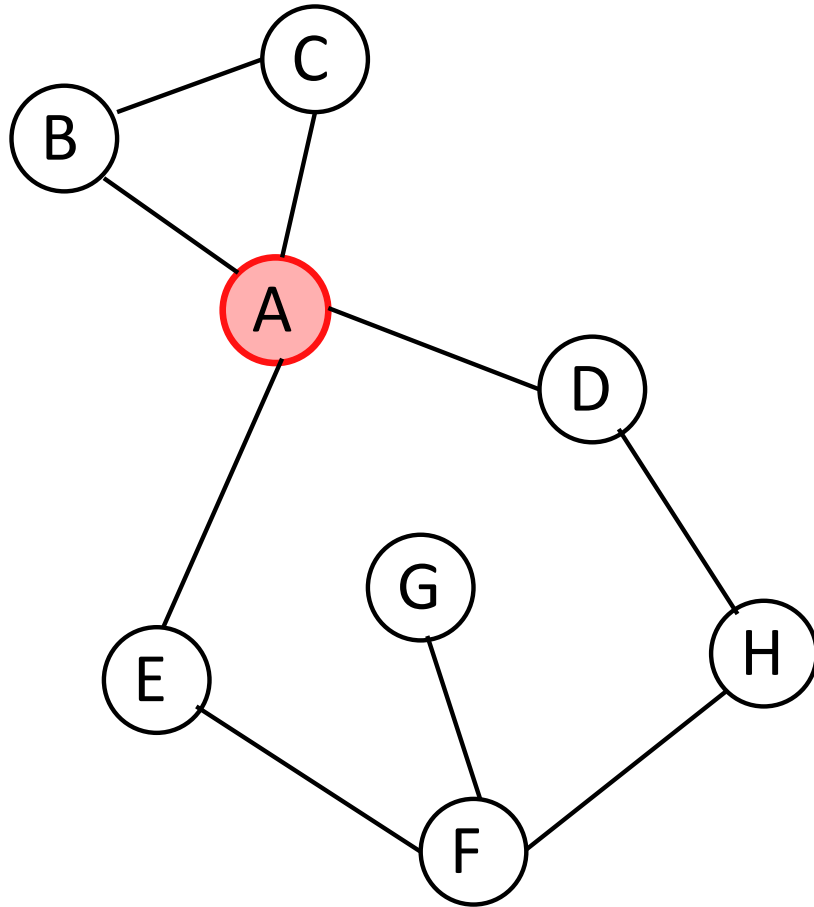
exploreDFS: Explore – Depth First

```
exploreDFS(v)
  v.visited ← true
  For each edge (v,w)
    If not w.visited
      exploreDFS(w)
  w.prev ← v
```

Explore (Depth First): Example



Explore (Depth First): Example

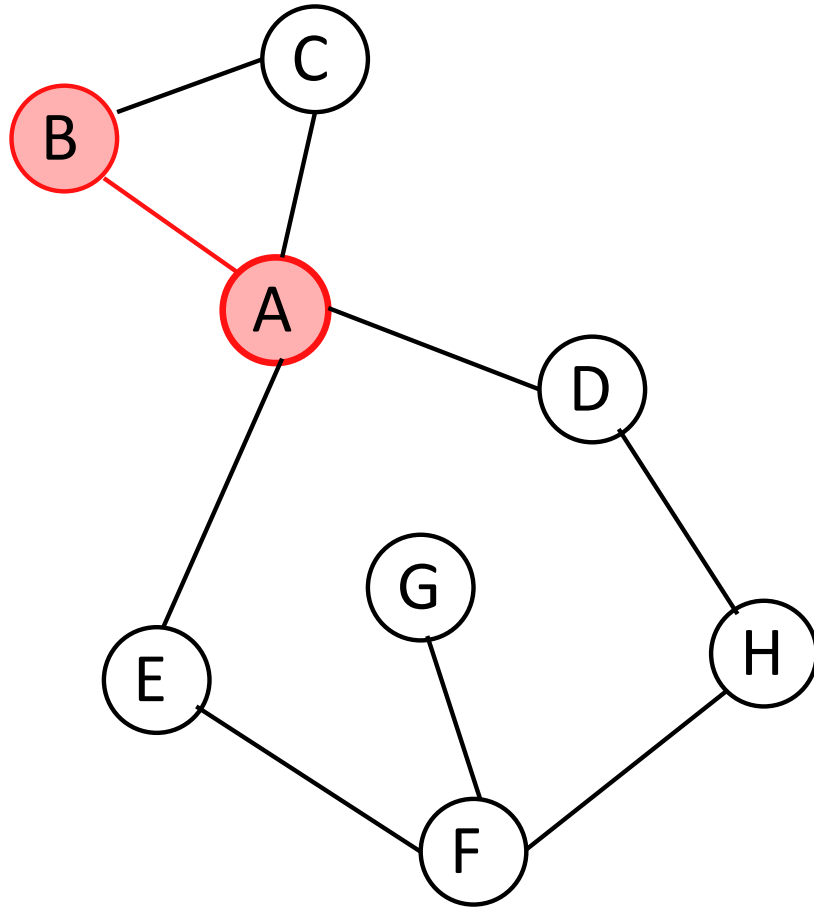


explore (A)
explore (B)

explore (C)
explore (D)

explore (E)

Explore (Depth First): Example

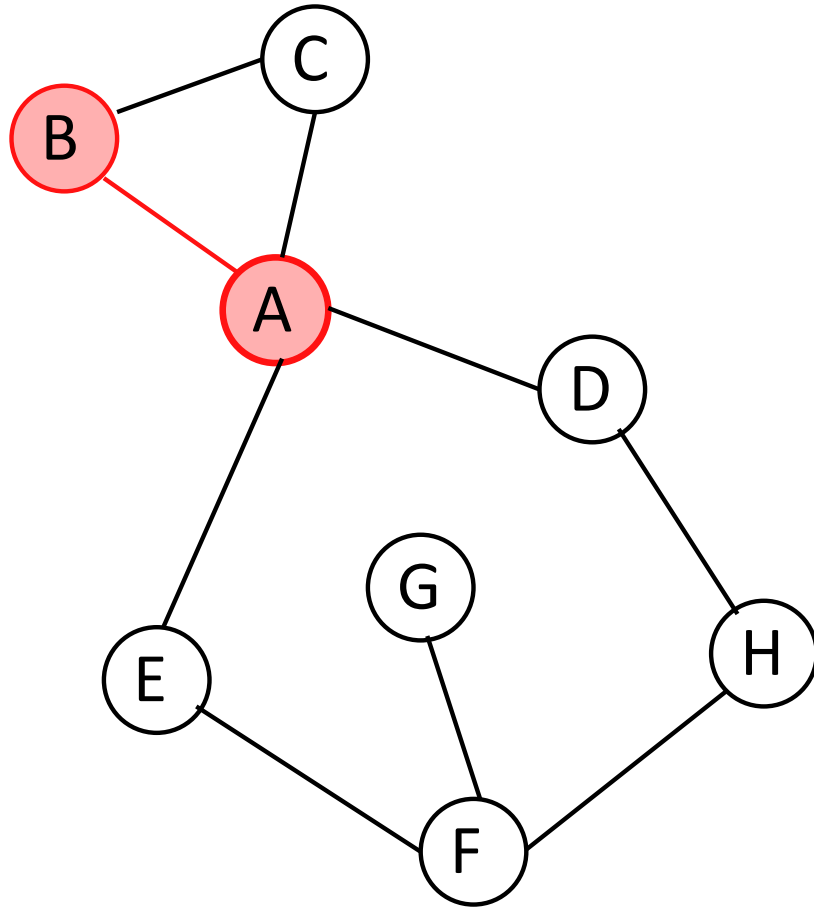


explore (A)
explore (B)

explore (C)
explore (D)

explore (E)

Explore (Depth First): Example

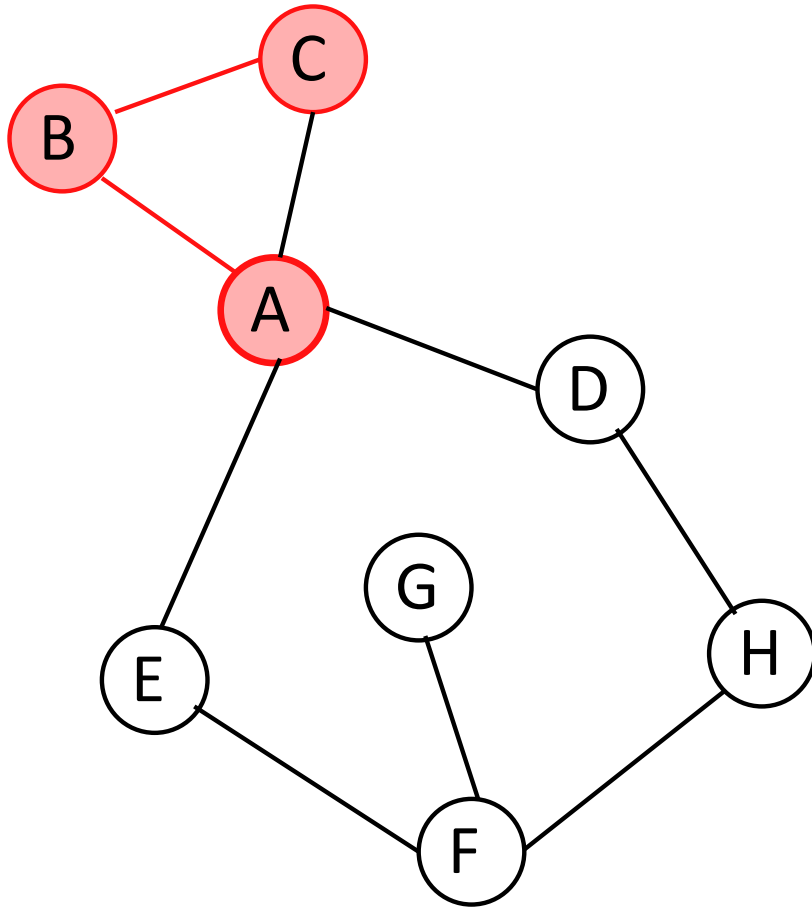


explore (A)
explore (B)
explore (A)
explore (C)

explore (C)
explore (D)

explore (E)

Explore (Depth First): Example

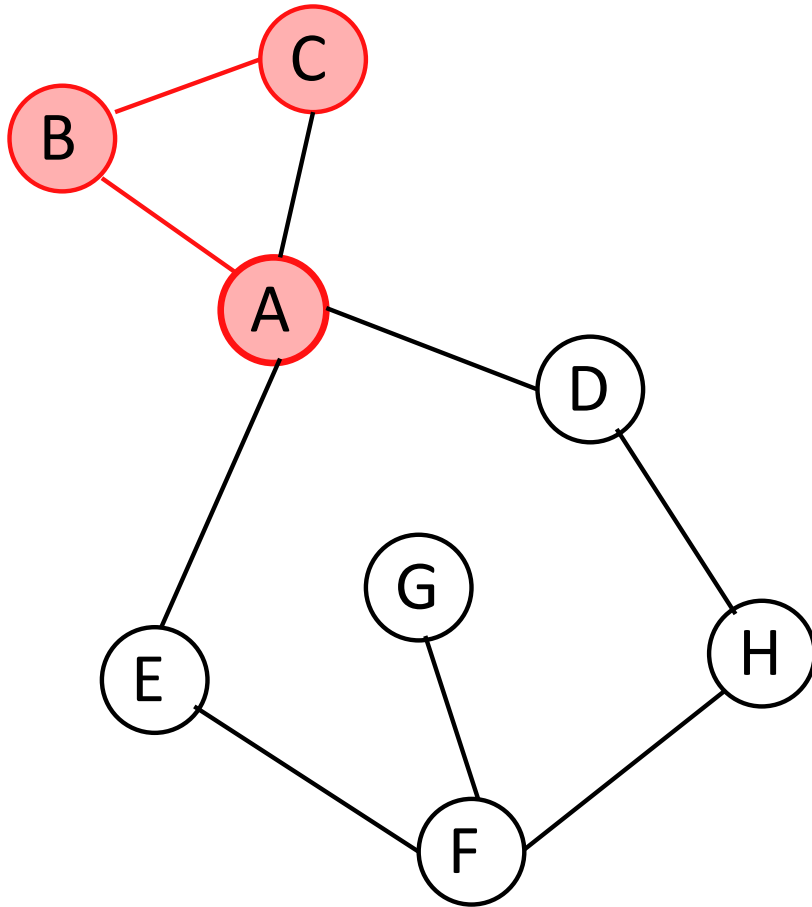


explore (A)
explore (B)
explore (A)
explore (C)

explore (C)
explore (D)

explore (E)

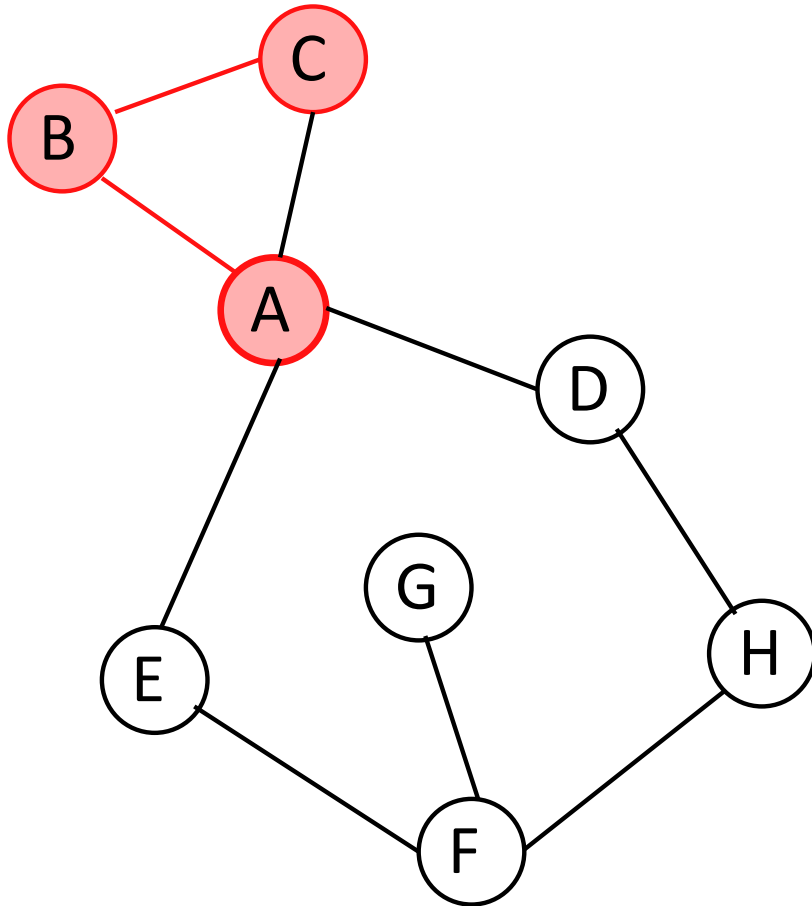
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (C)
    explore (D)
```

```
explore (E)
```

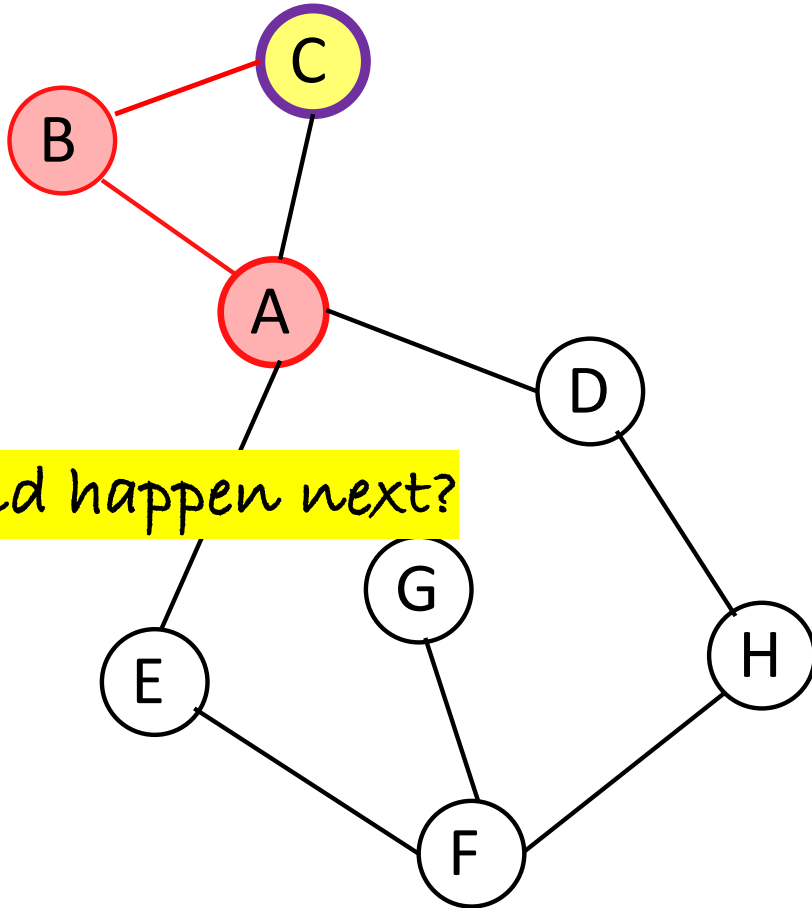
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
```

```
explore (E)
```

Explore (Depth First): Example



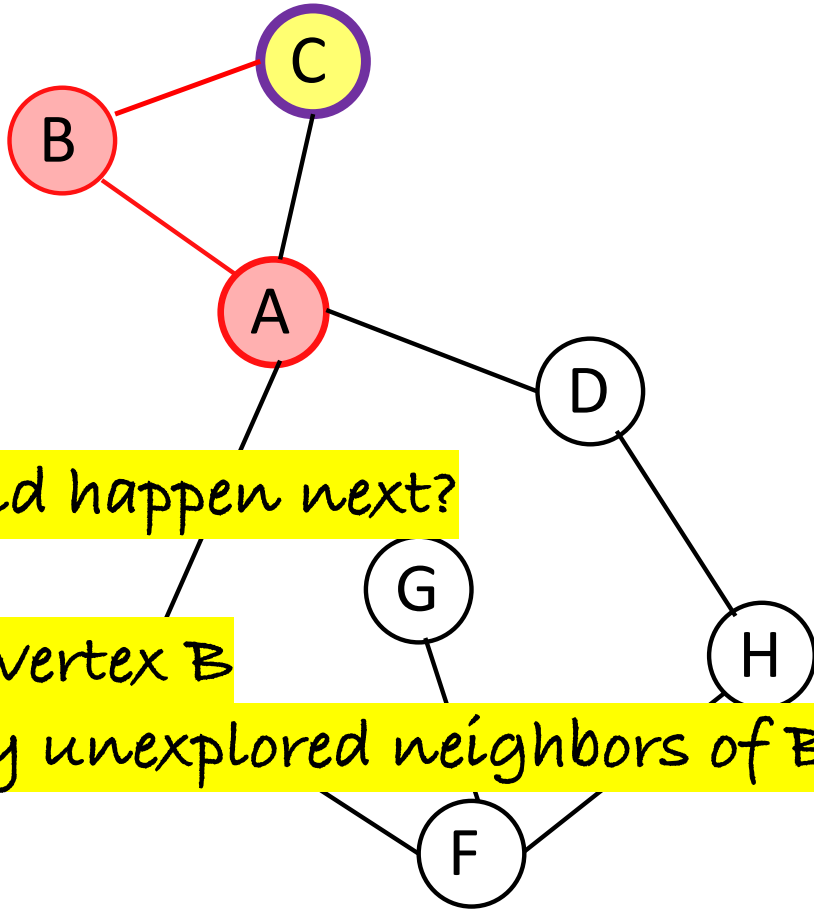
```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (C)
  explore (D)
```

Dead end!

What should happen next?

```
explore (E)
```

Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
    explore (C)
      explore (A)
      explore (B)
    explore (C)
  explore (D)
```

Dead end!

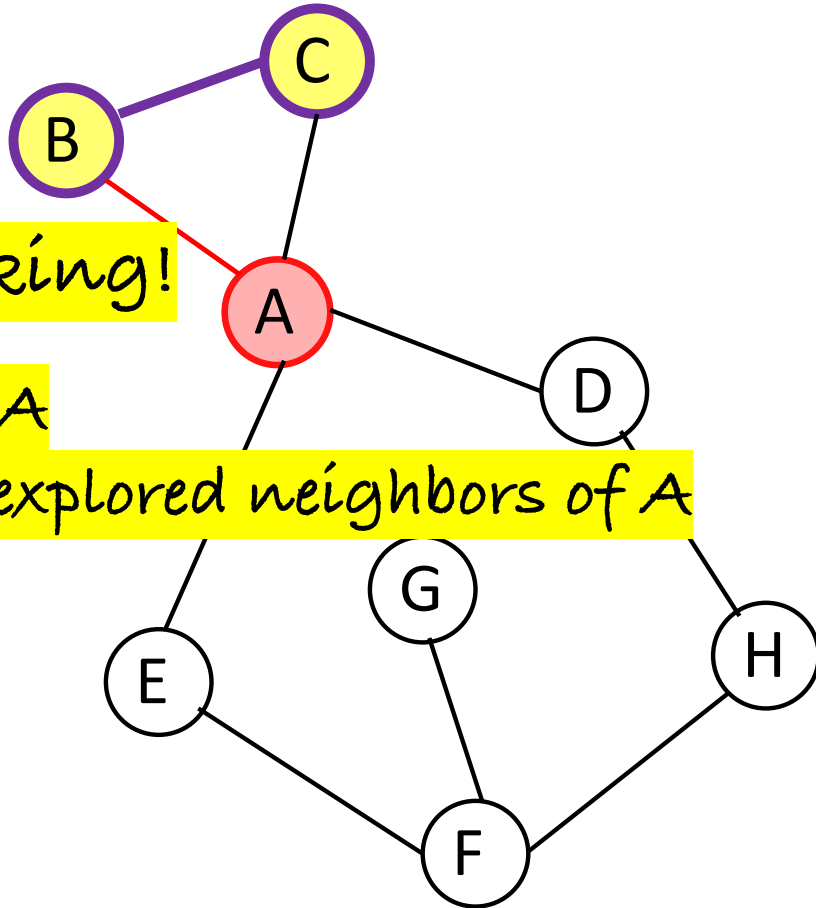
What should happen next?

Go back to vertex B

Explore any unexplored neighbors of B

```
explore (E)
```

Explore (Depth First): Example



Backtracking!

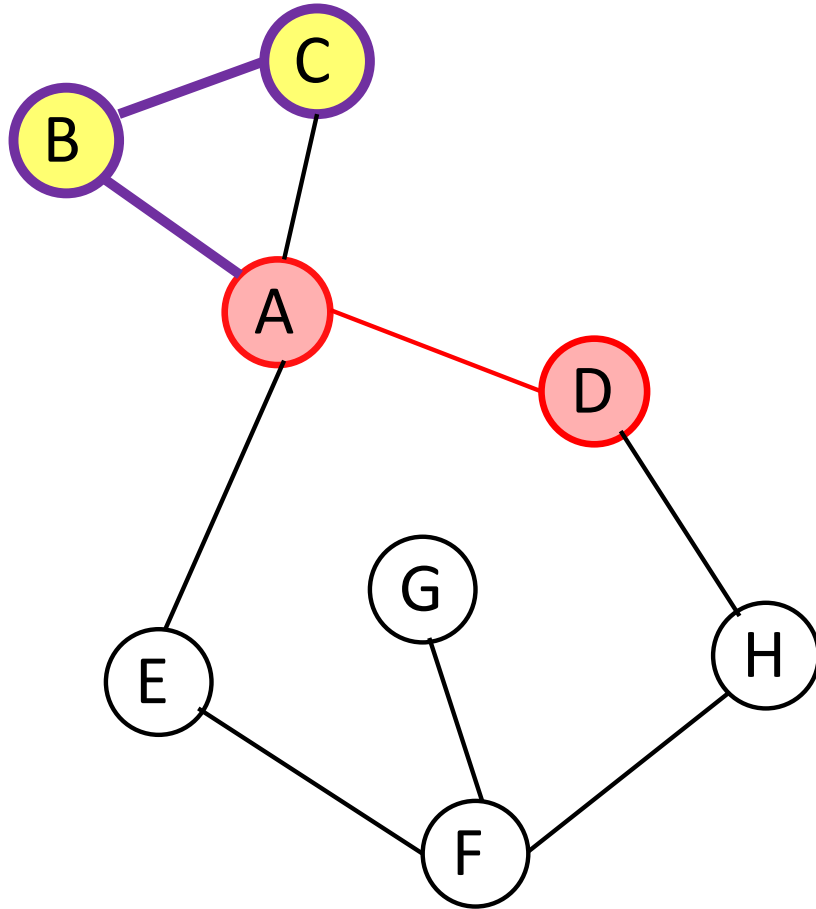
Go back to A

Explore unexplored neighbors of A

```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
```

explore (E)

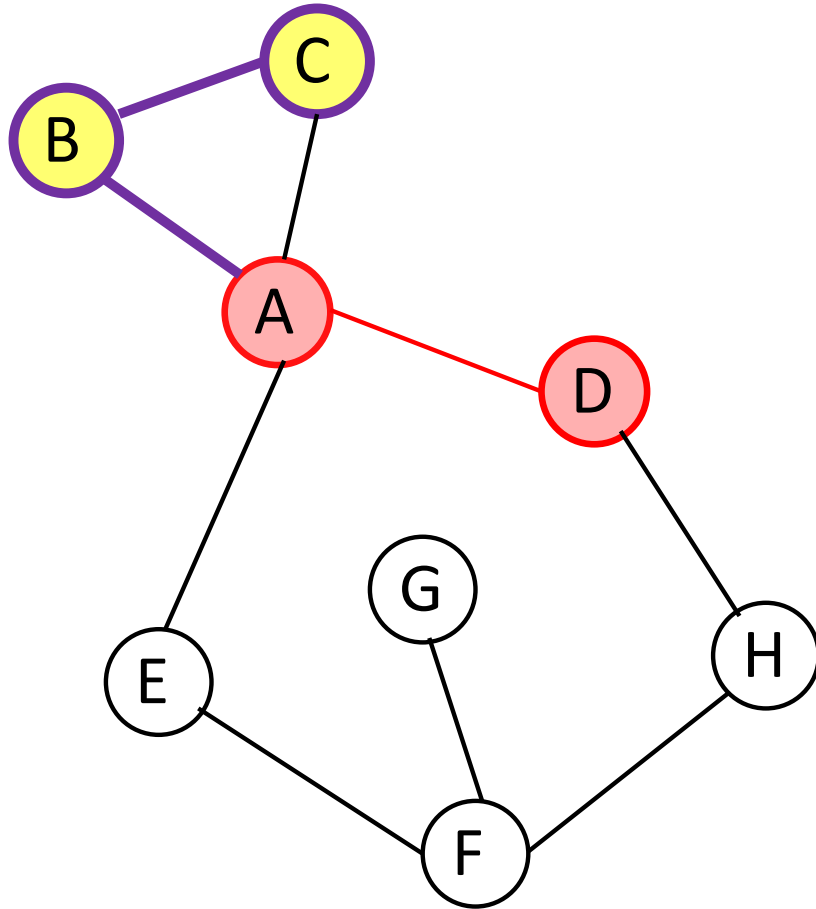
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
  explore (E)
```

explore (E)

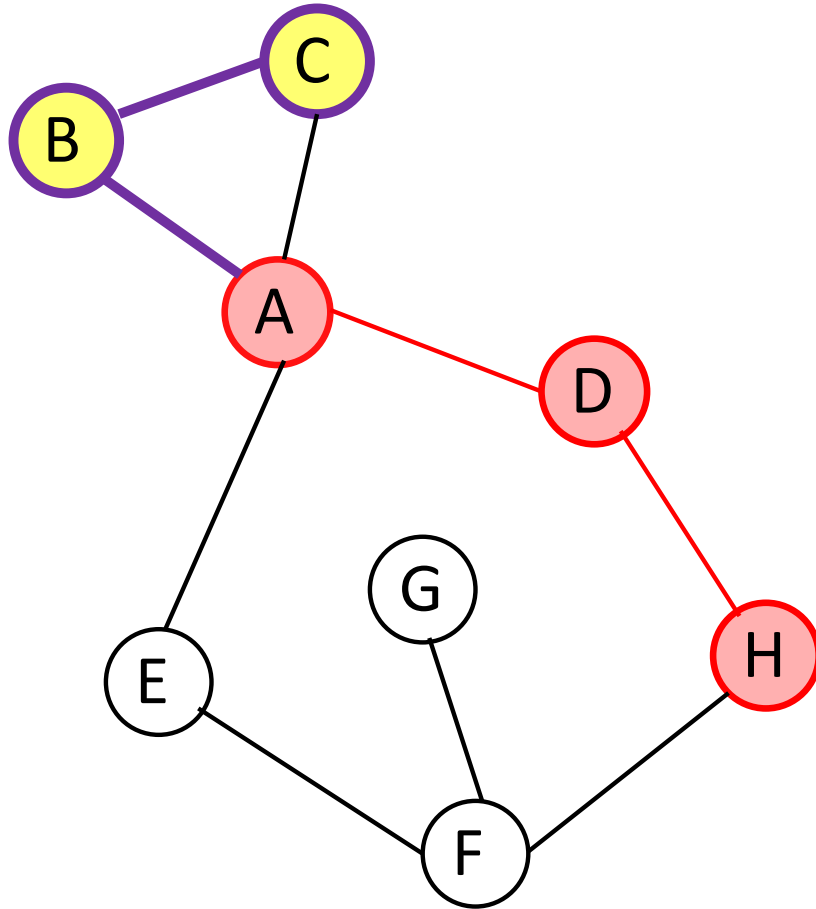
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
```

```
explore (E)
```

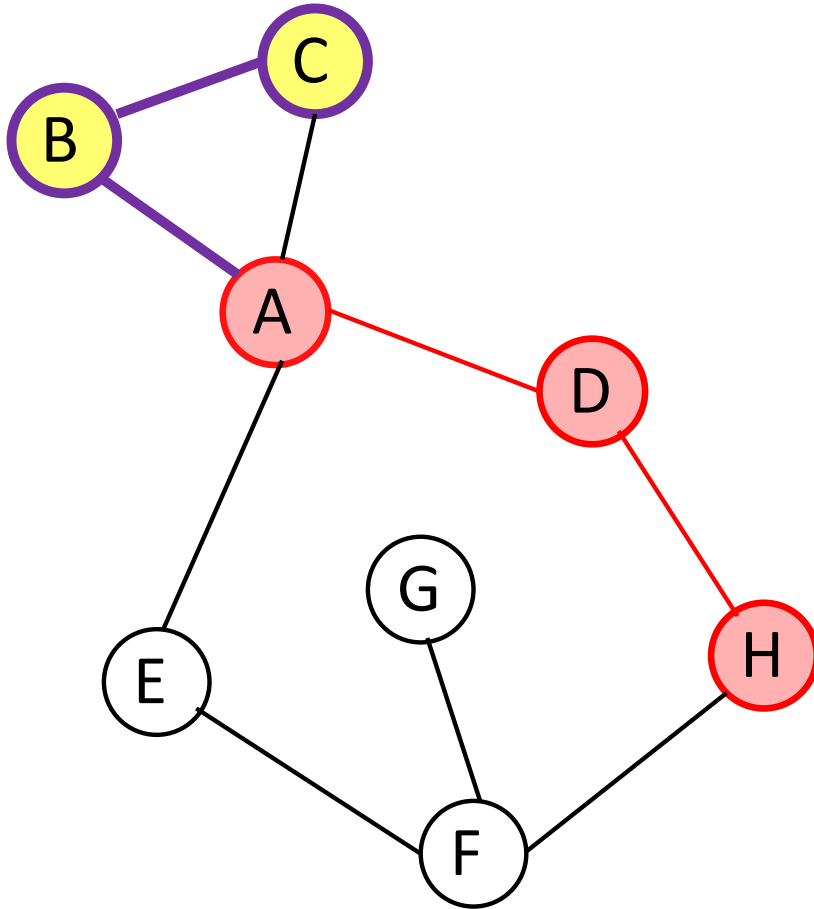
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
```

```
explore (E)
```

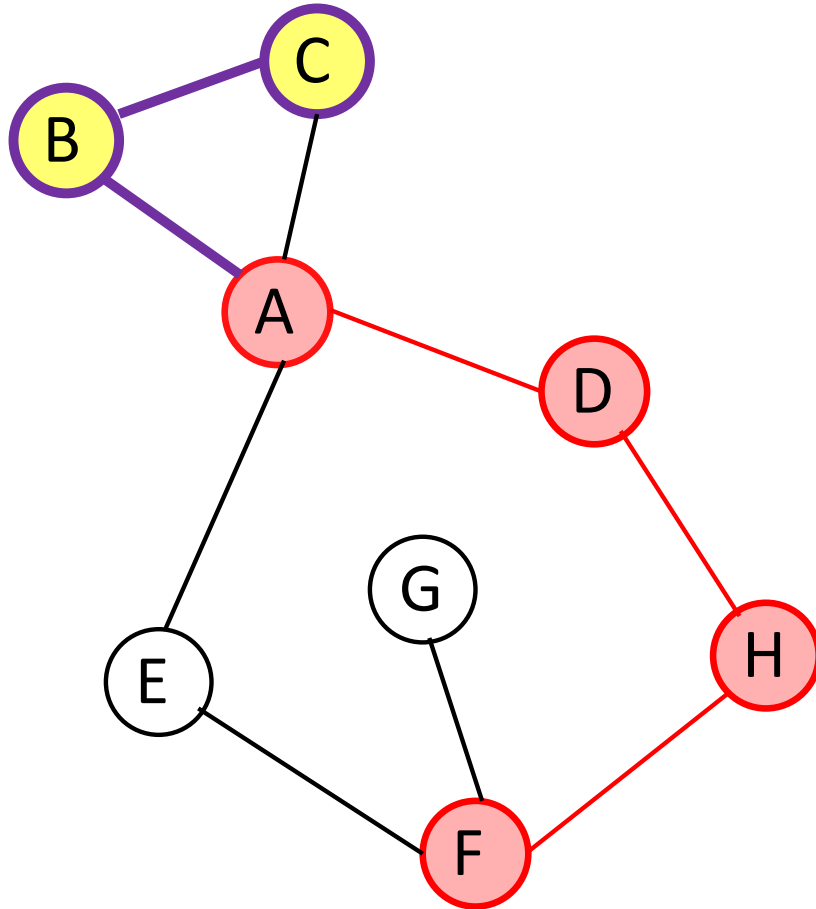
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
    explore (F)
```

explore (E)

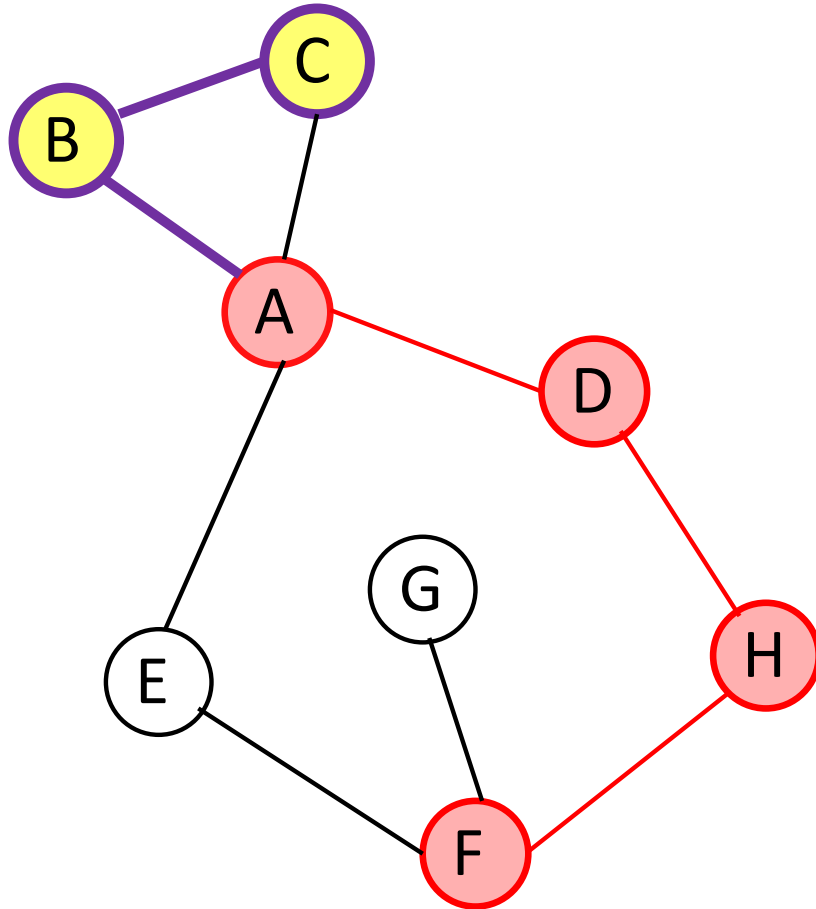
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
      explore (D)
        explore (F)
```

explore (E)

Explore (Depth First): Example

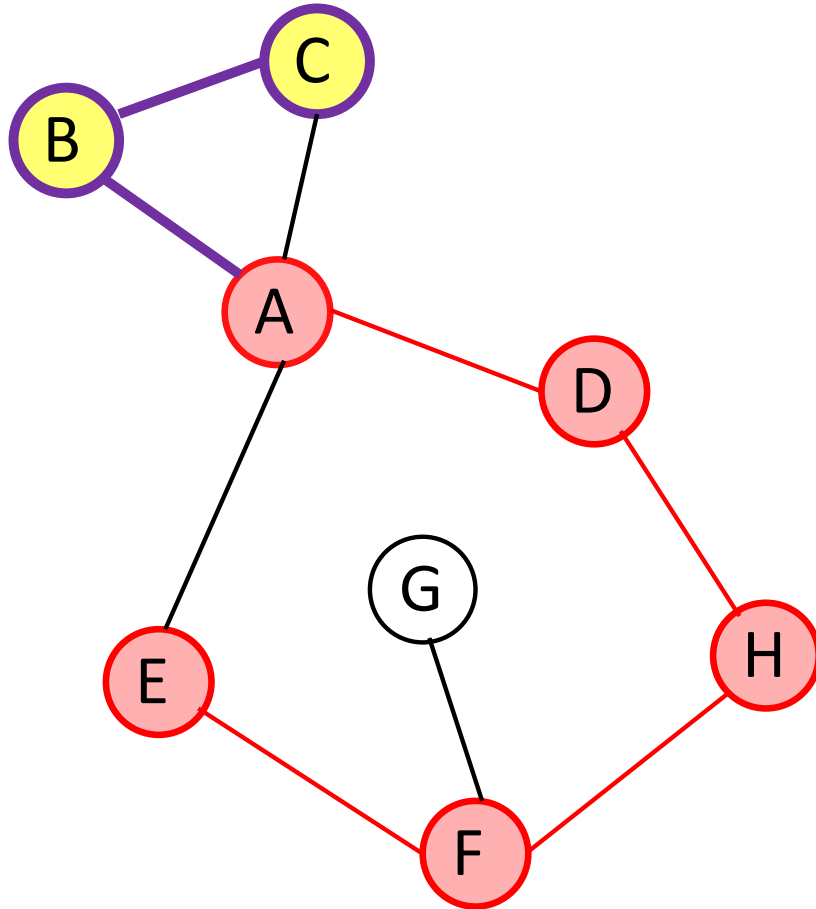


```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
      explore (D)
    explore (F)
      explore (E)

      explore (G)

      explore (H)
    explore (E)
```

Explore (Depth First): Example

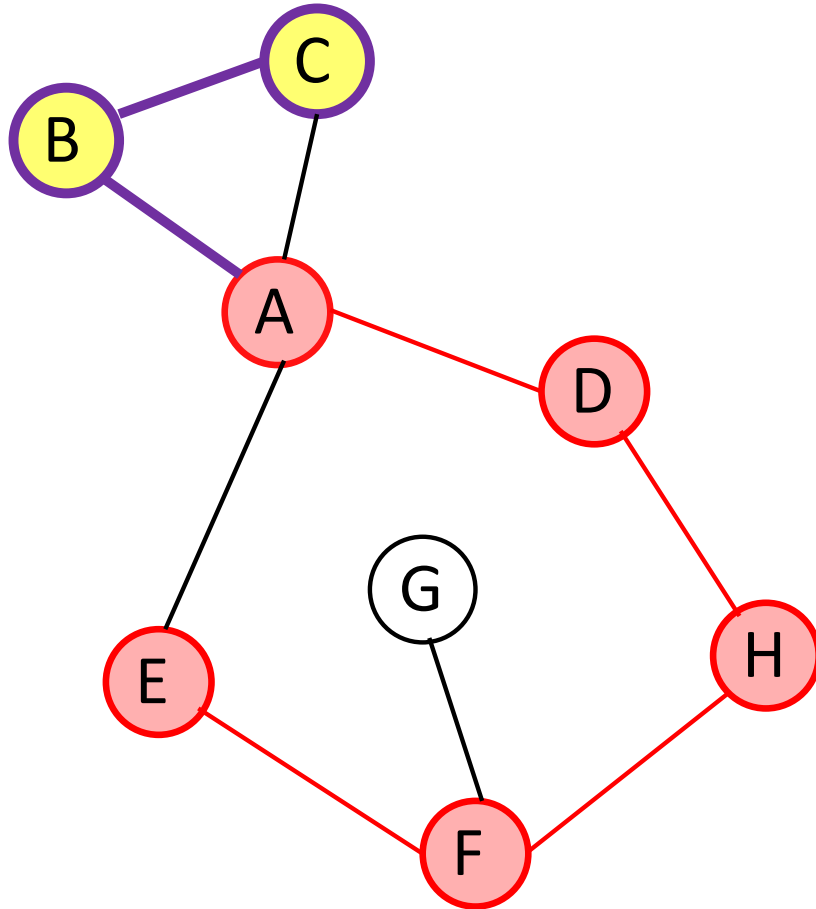


```
explore (A)
  explore (B)
    explore (A)
    explore (C)
      explore (A)
      explore (B)
    explore (C)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)

  explore (G)

  explore (H)
  explore (E)
```

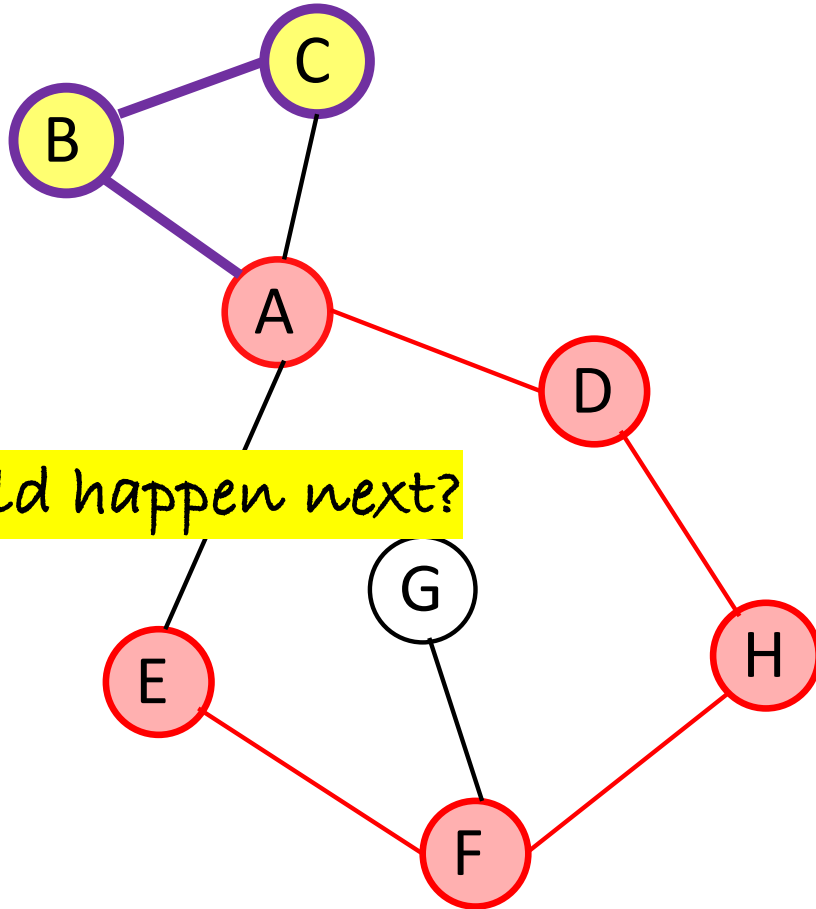
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)

  explore (H)
  explore (E)
```

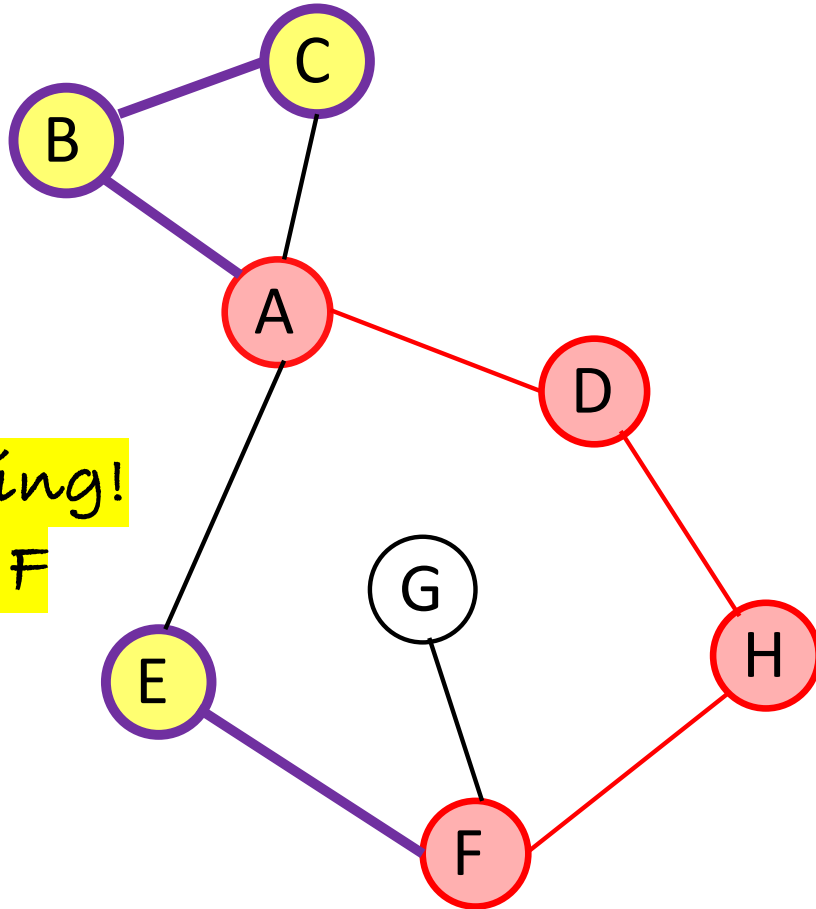

Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
    explore (C)
      explore (A)
      explore (B)
    explore (C)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)

  explore (H)
  explore (E)
```

Explore (Depth First): Example

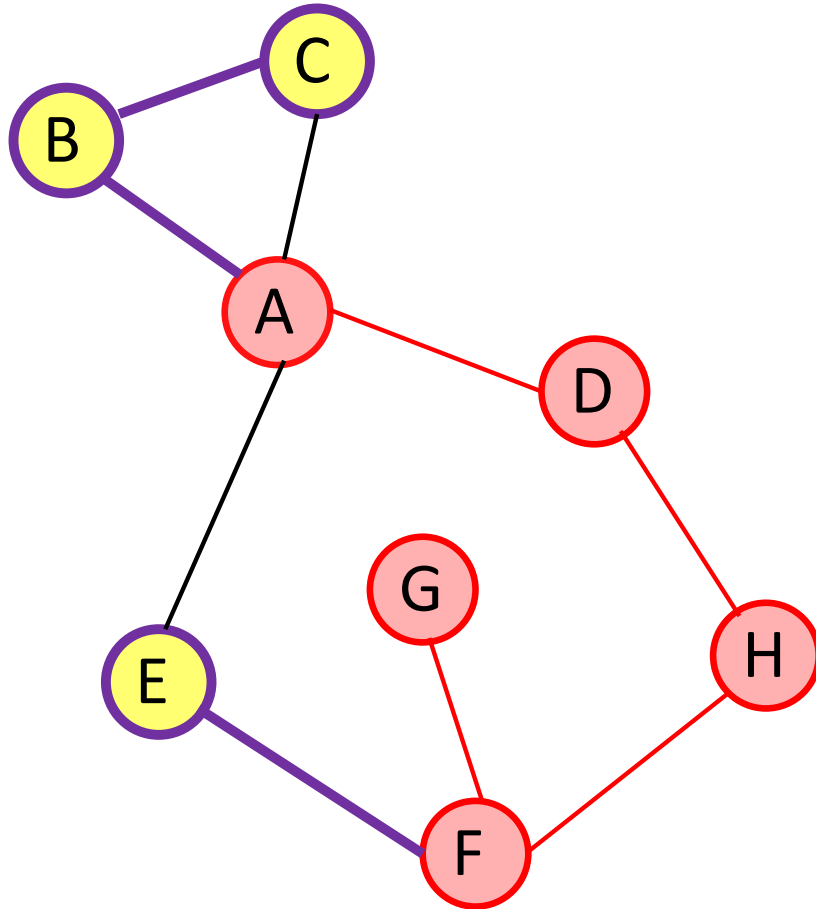


Backtracking!
Go back to F

```
explore (A)
  explore (B)
    explore (A)
    explore (C)
      explore (A)
      explore (B)
    explore (C)
  explore (D)
    explore (A)
    explore (H)
      explore (D)
    explore (F)
      explore (E)
        explore (A)
        explore (F)
      explore (G)

    explore (H)
  explore (E)
```

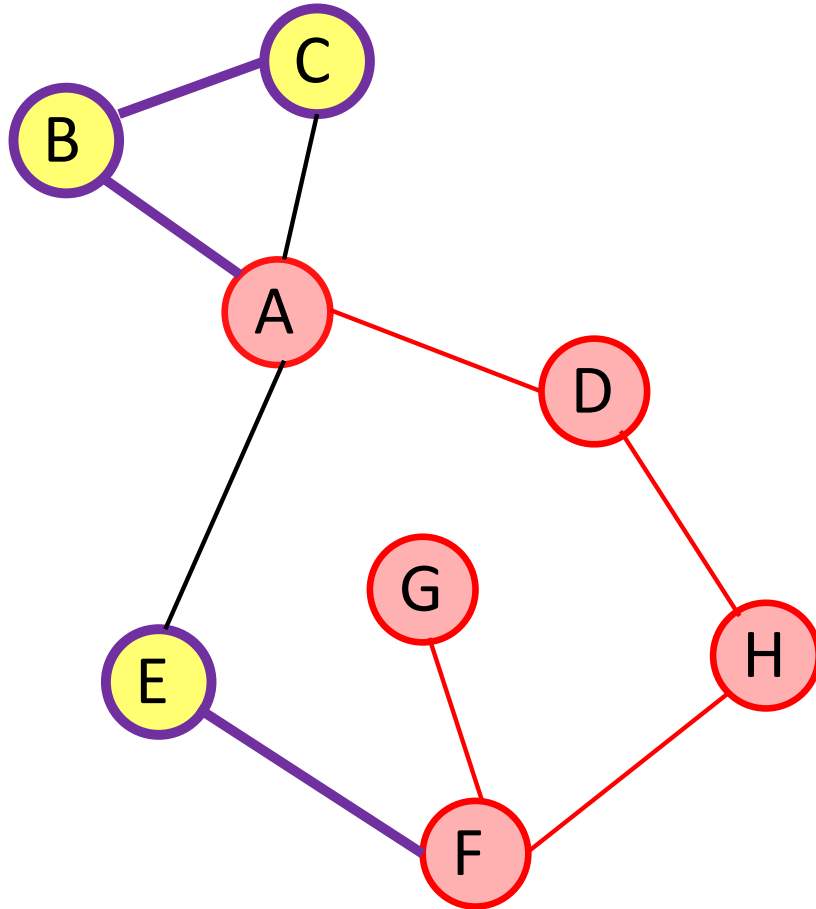
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)

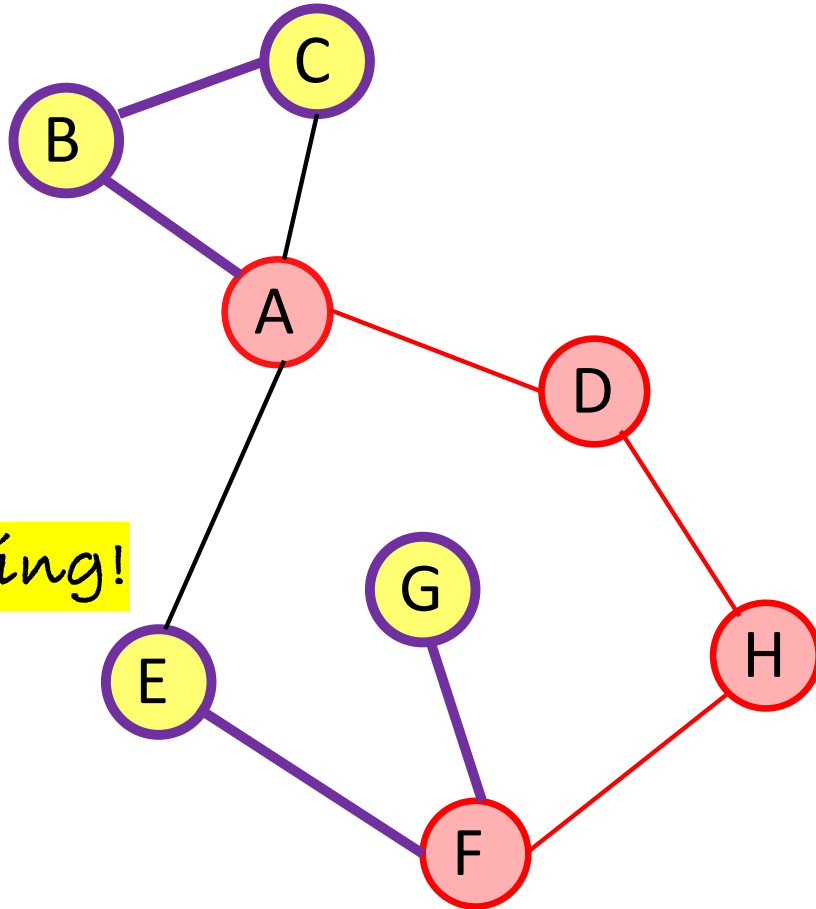
  explore (H)
  explore (E)
```

Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)
      explore (F)
    explore (H)
  explore (E)
```

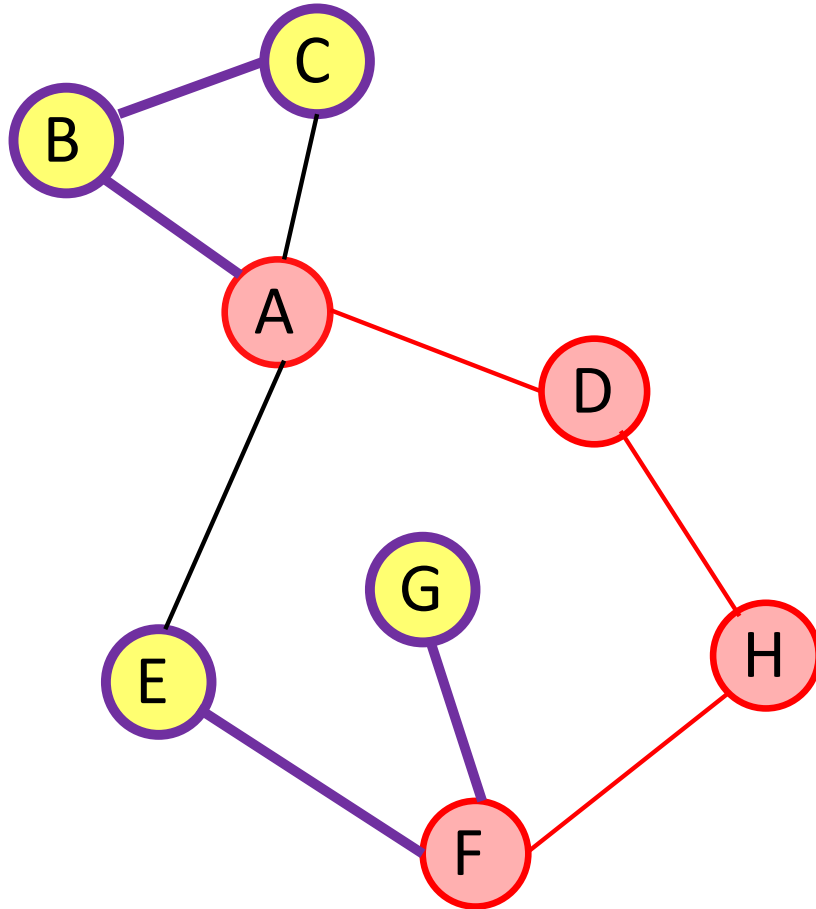
Explore (Depth First): Example



Backtracking!

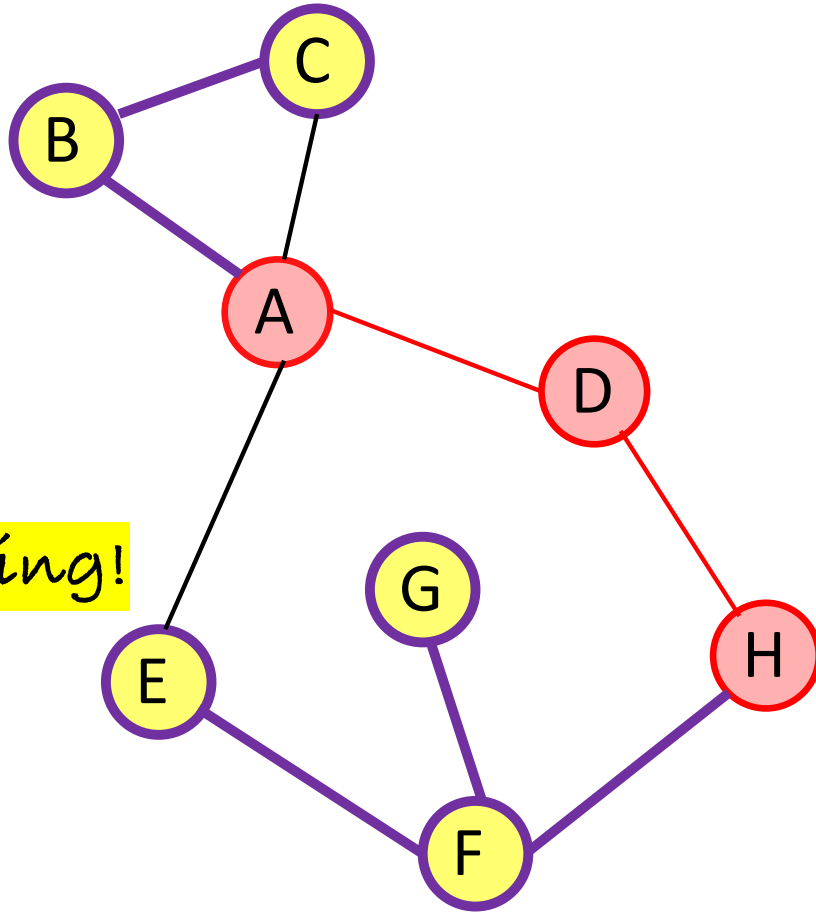
```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)
      explore (F)
    explore (H)
  explore (E)
```

Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
    explore (C)
      explore (A)
      explore (B)
    explore (C)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)
      explore (F)
    explore (H)
  explore (E)
```

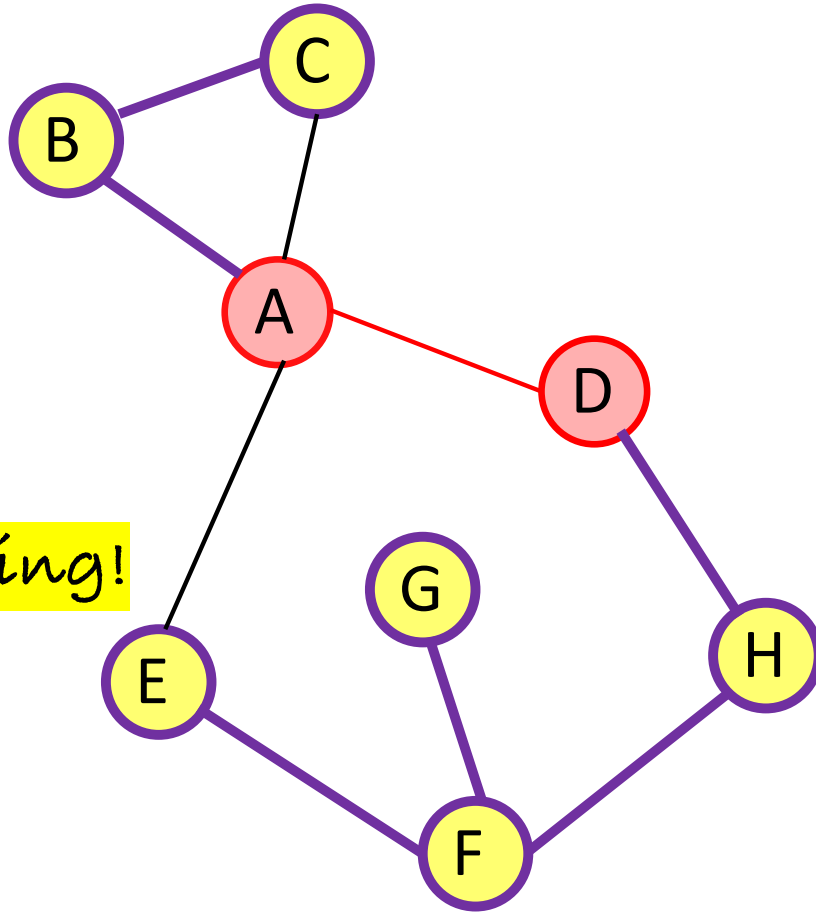
Explore (Depth First): Example



Backtracking!

```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)
      explore (F)
    explore (H)
  explore (E)
```

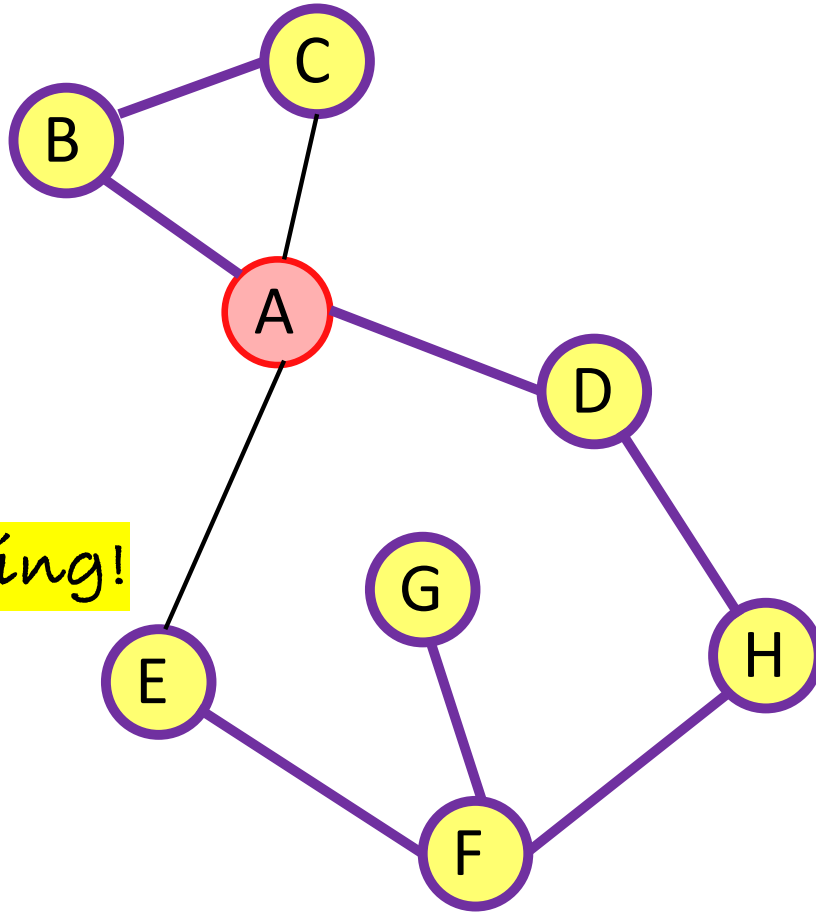
Explore (Depth First): Example



Backtracking!

```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
      explore (D)
      explore (F)
        explore (E)
          explore (A)
          explore (F)
        explore (G)
          explore (F)
        explore (H)
      explore (E)
```

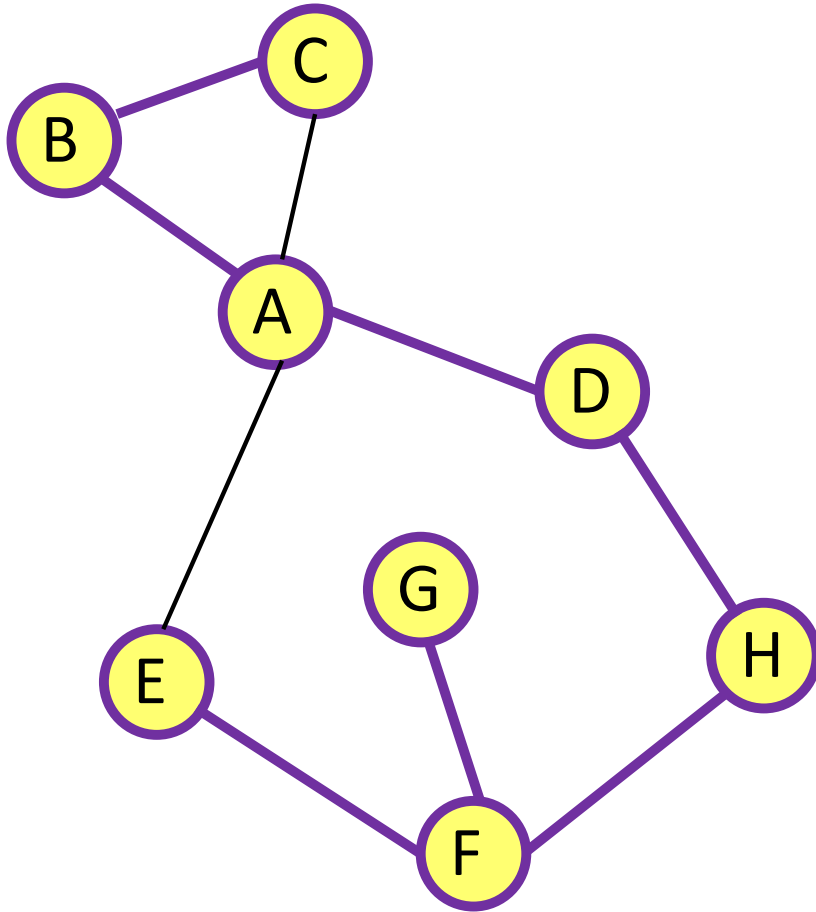

Explore (Depth First): Example



Backtracking!

```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
    explore (B)
  explore (D)
    explore (A)
    explore (H)
      explore (D)
      explore (F)
        explore (E)
          explore (A)
          explore (F)
        explore (G)
          explore (F)
        explore (H)
      explore (E)
```

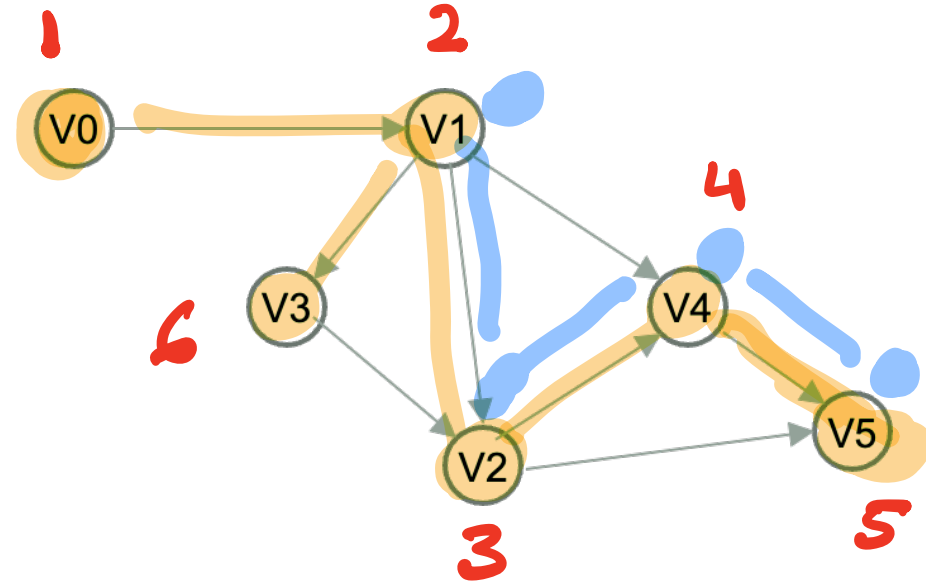
Explore (Depth First): Example



```
explore (A)
  explore (B)
    explore (A)
  explore (C)
    explore (A)
  explore (B)
explore (C)
explore (D)
  explore (A)
  explore (H)
    explore (D)
  explore (F)
    explore (E)
      explore (A)
      explore (F)
    explore (G)
      explore (F)
    explore (H)
  explore (E)
```

Explore (Depth First)

Search as far down a single path as possible, backtrack as needed



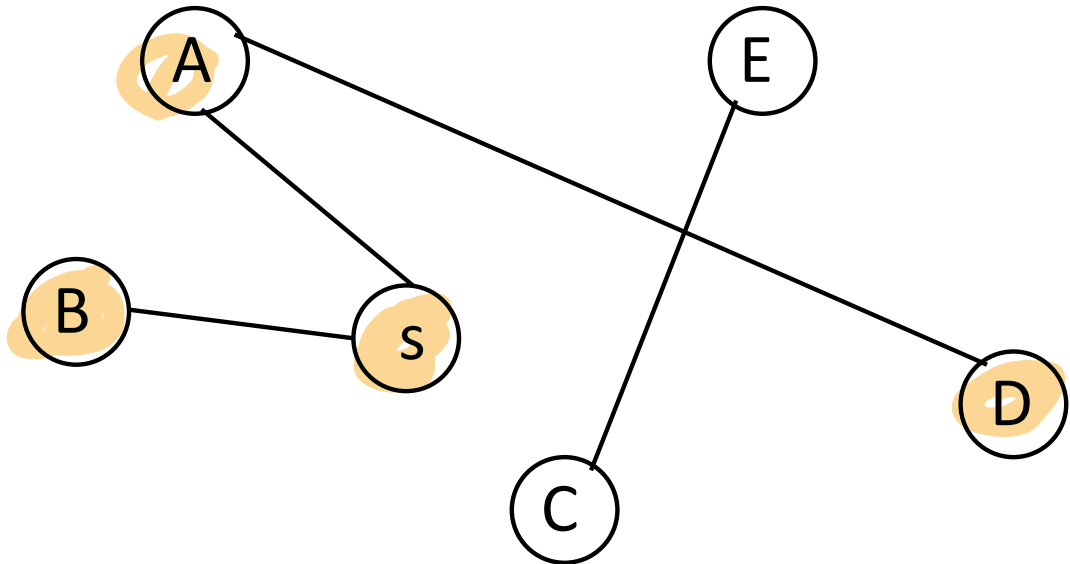
Assuming `exploreDFS` chooses the lower number node to explore first, in what order does `exploreDFS` visit the nodes in this graph?

- A. V0, V1, V2, V3, V4, V5
- B. V0, V1, V3, V4, V2, V5
- C. V0, V1, V3, V2, V4, V5
- D. V0, V1, V2, V4, V5, V3

Question: exploreDFS

Which vertices does exploreDFS(s) mark as visited?

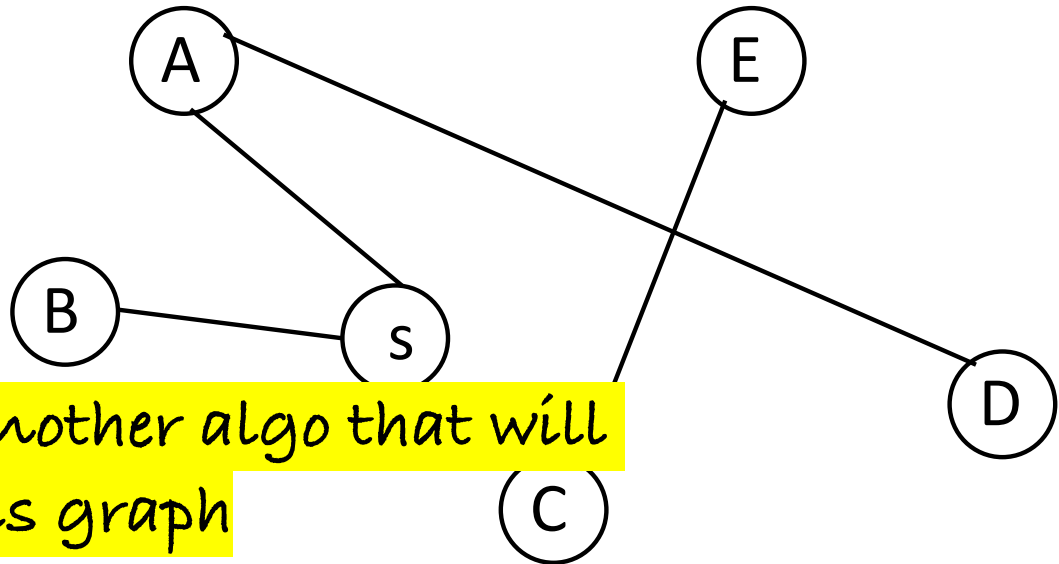
- A. All the vertices
- B. All vertices except C & E
- C. None of the above



Question: exploreDFS

Which vertices does exploreDFS(s) mark as visited?

- A. All the vertices
- B. All vertices except C & E
- C. None of the above



Use exploreDFS to write another algo that will visit all the vertices in this graph

Depth First Search

`exploreDFS` only finds the part of the graph reachable from a single vertex. If you want to discover the entire graph, you may need to run it multiple times.

```
DepthFirstSearch(G)
```

```
    Mark all  $v \in G$  as unvisited
```

```
    For  $v \in G$ 
```

```
        If not  $v.visited$ , exploreDFS(v)
```

There are n rooms labeled from 0 to $n - 1$ and all the rooms are locked except for room 0. Your goal is to visit all the rooms. However, you cannot enter a locked room without having its key.

When you visit a room, you may find a set of distinct keys in it. Each key has a number on it, denoting which room it unlocks, and you can take all of them with you to unlock the other rooms.

Given an array `rooms` where `rooms[i]` is the set of keys that you can obtain if you visited room i , return `true` if you can visit all the rooms, or `false` otherwise.

Can we solve this problem using depth-first search or explore DFS?

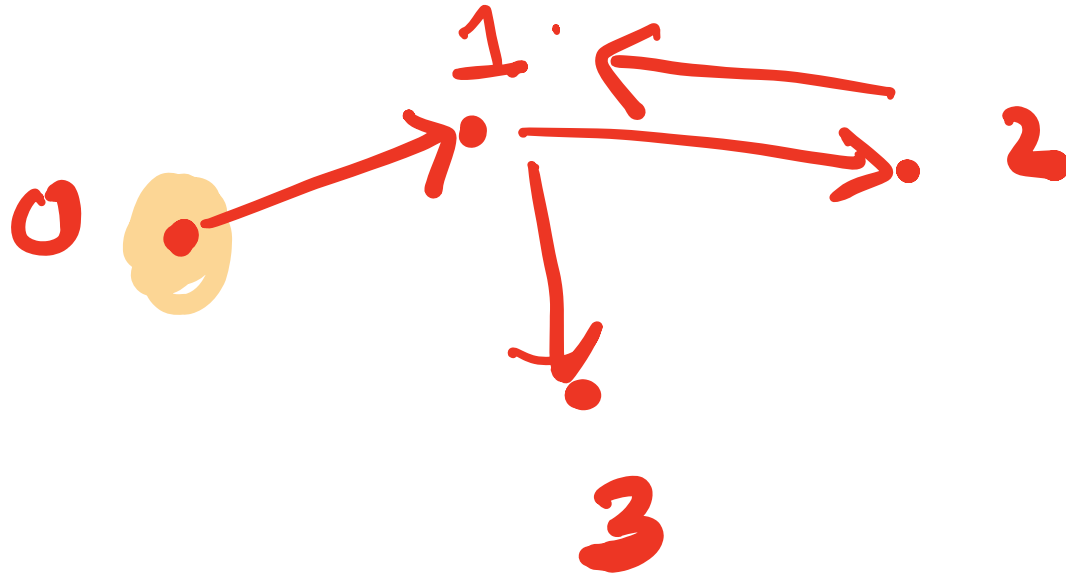
A. Yes

B. No

<https://leetcode.com/problems/keys-and-rooms/description/>

Input: rooms = [[1], [2, 3], [1], []]

Output: true



Complete Activity 4 in your handout

```
typedef std::vector<std::unordered_map<int, Connection> > AdjList;
```

