

Graph Traversal:

→ It is a systematic way of visiting the nodes in a specific order.

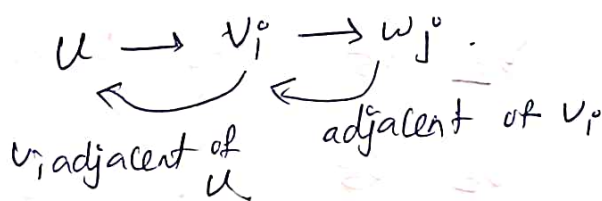
→ Two types

Breadth first Traversal

Depth first "

Breadth first Traversal

* starts from unvisited node 'u', then unvisited vertex w of adjacent 'u'.



* It uses queue data structure.

steps:

* Choose source node.

* Use adjacency matrix to find all unvisited nodes & enqueue if its not visited, already visited node should be dequeued.

* Repeat step 2.

Algorithm -

void BFS (Vertex u)

{ initialize queue q;

visited [u] = 1;

Enqueue (u, q);

while (!is empty (q))

{ u = dequeue (q);

print u;

for all vertices v adjacent to u do

if (visited [v] == 0) then

{ enqueue (v, q);

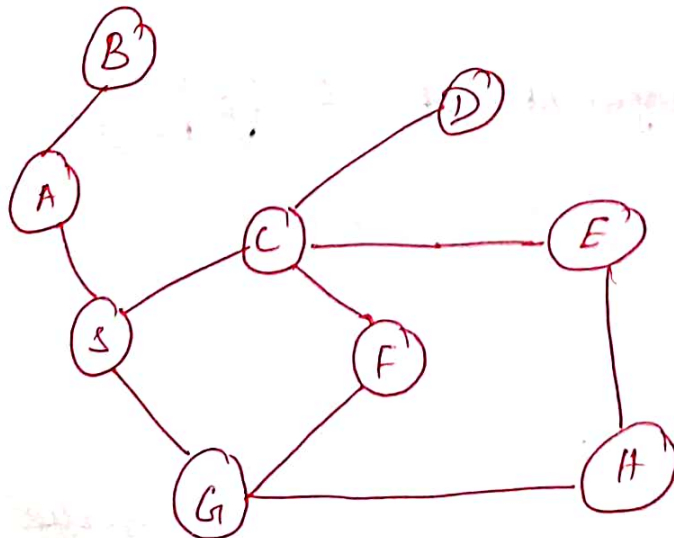
visited [v] = 1;

}

}

}

Eg:



	S	A	B	C	D	E	F	G	H
S	0	1	0	1	0	0	0	1	0
A	1	0	1	0	0	0	0	0	0
B	0	1	0	0	0	0	0	0	0
C	1	0	0	0	1	1	1	0	0
D	0	0	0	1	0	0	0	0	0
E	0	0	0	1	0	0	0	0	0
F	0	0	0	1	0	0	0	0	0
G	1	0	0	0	0	0	0	1	0
H	0	0	0	0	0	1	0	1	0

Procedure:

① Source Node 'S'

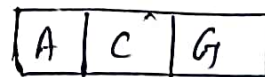
Adjacent of S = A, C, G

① Enqueue (S)



Dequeue (S)

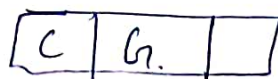
② Enqueue adjacent of S



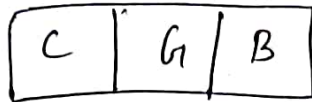
Mark visited of $S = 1$

② source 'A'

Already Enqueued, so dequeue 'A'



adjacent of 'A' = B so enqueue



A is visited A = 1

③ source 'C'

* enqueue 'C'

C	B
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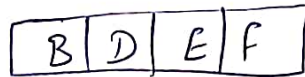
* 'C' adjacent - D, S, E, F
↓
already visited



C is visited C = 1

④ source 'G'

→ Already enqueued, so dequeue 'G'



→ Adjacent of 'G' = S, F, H

↑ already visited

→ already in queue



visited [G] = 1

Source 'B'

Dequeue 'B' D | E | F | H

Adjacent of 'B' is 'A' \hookrightarrow Already visited

B is visited B=1

Source 'D'

Dequeue 'D' E | F | H

Adjacent of D is 'C' \hookrightarrow Already visited

'D' is visited D=1

Source 'E'

Dequeue 'E' F | H

Adjacent of 'E' is C, H \rightarrow Already in queue
 \uparrow
Already visited

'E' is visited E=1

Source 'F'

Dequeue 'F' H

adjacent of 'F' is C, G \rightarrow Already visited

'F' is visited F=1

Source 'H'

Dequeue 'H'



Already visited

Adjacent of

of

H

u

G, E

H u

visited

