

*Preorder traversal:*

Visit the root first, then all subtrees (from left to right) in preorder.

*Postorder traversal:*

Visit first all subtrees (from left to right) in postorder, then visit roots.

*Inorder traversal (binary trees only):*

Visit the left subtree, then the root, then the right subtree.

Polish notation corresponds a preorder traversal of the binary tree representing an algebraic expression. Standard notation (with brackets) corresponds to inorder traversal.

# Depth-first Search

INPUT: A connected graph  $G = (V, E)$ ,  $V = \{v_1, \dots, v_n\}$ .

OUTPUT: A (depth-first) spanning tree  $T$  of  $G$ .

(Step 1) Initialize  $T = (V_T, E_T)$ :  $V_T = \{v_1\}$  and  $E_T = \emptyset$ .  
Set  $current := v_1$ .

(Step 2) Select the neighbour of  $current$  with the lowest index which is not yet visited. If no such neighbour exist, continue to Step 3. If it does exist, say  $v_i$ , set  $current := v_i$  and return to Step 2.

(Step 3) If  $current \neq v_1$ , then find the parent  $v_j$  of  $current$ , and set  $current = v_j$  (backtracking).  
Go to Step 2.

(Step 4) If  $current = v_1$ , then stop.

# Breadth-first Search

INPUT: A connected graph  $G = (V, E)$ ,  $V = \{v_1, \dots, v_n\}$ .

OUTPUT: A (breadth-first) spanning tree  $T$  of  $G$ .

(Step 1) Initialize  $T = (V_T, E_T)$ :  $V_T = \{v_1\}$  and  $E_T = \emptyset$ .  
Insert  $v_1$  in a queue  $Q$ .

(Step 2) Set *current* to be the vertex at the front of the queue  $Q$ , and delete this vertex from  $Q$ . Add all neighbours of *current* that have not been visited to the rear of the queue, in order of increasing index. If no such neighbours exist, repeat Step 2.

(Step 3) If  $Q$  is empty, then stop.

**Vertex set:**  $\{a, b, c, d, e, f, g, h\}$ .

**Adjacency matrix:**

$$\begin{bmatrix} 0 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 \end{bmatrix}$$