Algorithms & Models of Computation

CS/ECE 374, Fall 2020

17.2

Breadth First Search

Breadth First Search (BFS)

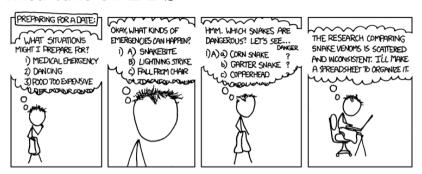
Overview

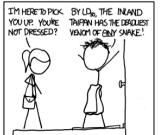
- BFS is obtained from BasicSearch by processing edges using a <u>queue</u> data structure.
- It processes the vertices in the graph in the order of their shortest distance from the vertex s (the start vertex).

As such...

- OFS good for exploring graph structure
- BFS good for exploring distances

xkcd take on DFS





Queue Data Structure

Queues

A **queue** is a list of elements which supports the operations:

- enqueue: Adds an element to the end of the list
- **2** dequeue: Removes an element from the front of the list

Elements are extracted in <u>first-in first-out (FIFO)</u> order, i.e., elements are picked in the order in which they were inserted.

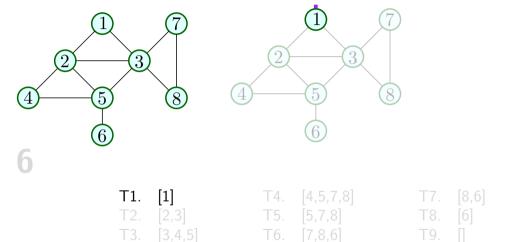
BFS Algorithm

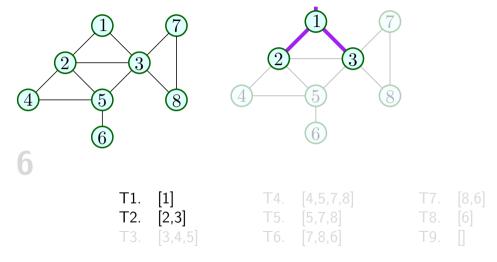
Given (undirected or directed) graph G = (V, E) and node $s \in V$

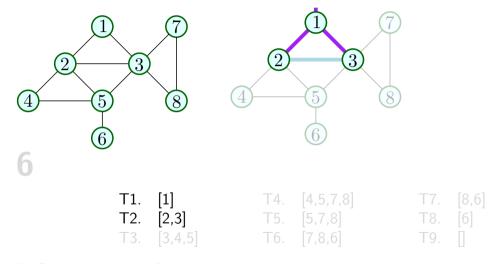
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BFS(s)
Mark all vertices as unvisited
Initialize search tree T to be empty
Mark vertex s as visited
set Q to be the empty queue
enqueue(Q, s)
while Q is nonempty do
     \boldsymbol{u} = \text{dequeue}(\boldsymbol{Q})
     for each vertex v \in Adj(u)
          if v is not visited then
               add edge (u, v) to T
               Mark \mathbf{v} as visited and enqueue(\mathbf{v})
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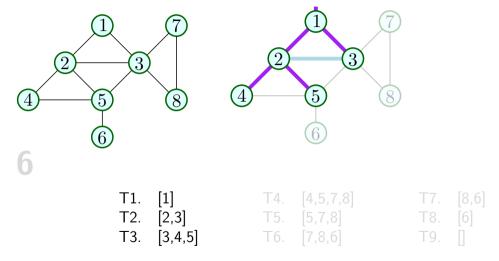
Proposition

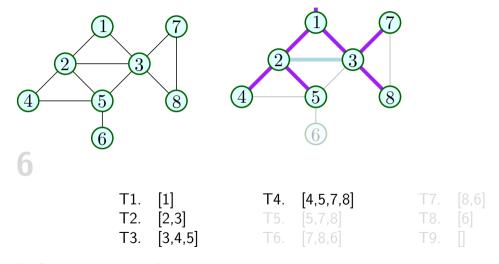
BFS(s) runs in O(n + m) time.

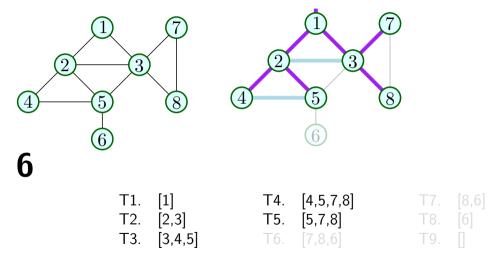


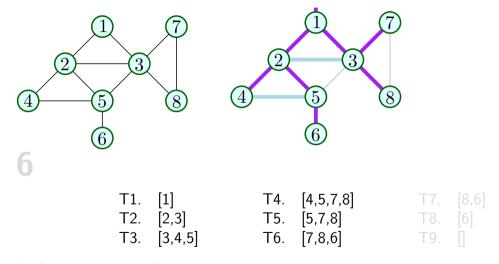


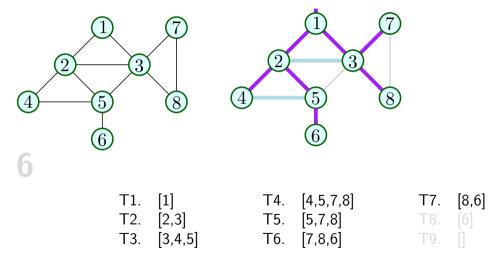


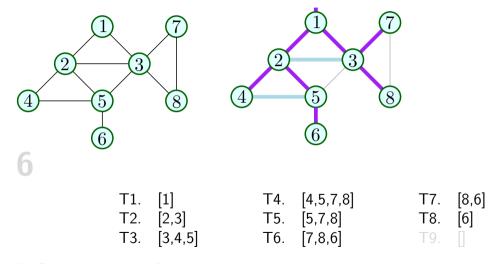


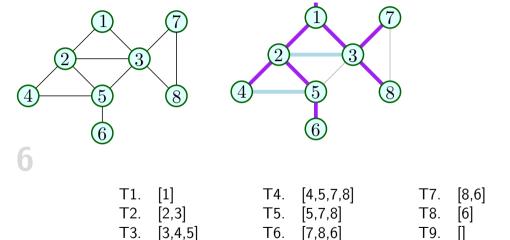


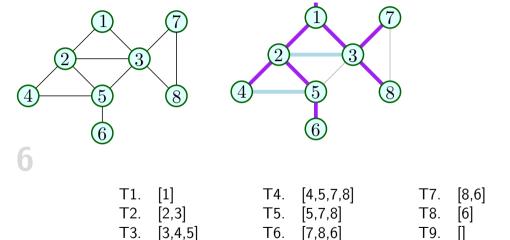


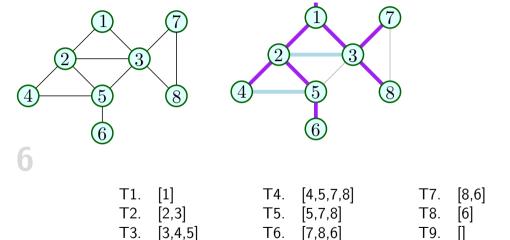


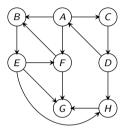












THE END

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(for now)