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| **S. No.** | **Parameters** | **BFS** | **DFS** |
| **1.** | **Stands for** | **BFS stands for Breadth First Search.** | **DFS stands for Depth First Search.** |
| **2.** | **Data Structure** | **BFS(Breadth First Search) uses Queue data structure for finding the shortest path.** | **DFS(Depth First Search) uses Stack data structure.** |
| **3.** | **Definition** | **BFS is a traversal approach in which we first walk through all nodes on the same level before moving on to the next level.** | **DFS is also a traversal approach in which the traverse begins at the root node and proceeds through the nodes as far as possible until we reach the node with no unvisited nearby nodes.** |
| **4.** | **Technique** | **BFS can be used to find a single source shortest path in an unweighted graph because, in BFS, we reach a vertex with a minimum number of edges from a source vertex.** | **In DFS, we might traverse through more edges to reach a destination vertex from a source.** |
| **5.** | **Conceptual Difference** | **BFS builds the tree level by level.** | **DFS builds the tree sub-tree by sub-tree.** |
| **6.** | **Approach used** | **It works on the concept of FIFO (First In First Out).** | **It works on the concept of LIFO (Last In First Out).** |
| **7.** | **Suitable for** | **BFS is more suitable for searching vertices closer to the given source.** | **DFS is more suitable when there are solutions away from source.** |
| **8.** | **Suitability for Decision-Trees** | **BFS considers all neighbors first and therefore not suitable for decision-making trees used in games or puzzles.** | **DFS is more suitable for game or puzzle problems. We make a decision, and the then explore all paths through this decision. And if this decision leads to win situation, we stop.** |
| **9.** | **Time Complexity** | **The Time complexity of BFS is O(V + E) when Adjacency List is used and O(V^2) when Adjacency Matrix is used, where V stands for vertices and E stands for edges.** | **The Time complexity of DFS is also O(V + E) when Adjacency List is used and O(V^2) when Adjacency Matrix is used, where V stands for vertices and E stands for edges.** |
| **10.** | **Visiting of Siblings/ Children** | **Here, siblings are visited before the children.** | **Here, children are visited before the siblings.** |
| **11.** | **Removal of Traversed Nodes** | **Nodes that are traversed several times are deleted from the queue.** | **The visited nodes are added to the stack and then removed when there are no more nodes to visit.** |
| **12.** | **Backtracking** | **In BFS there is no concept of backtracking.** | **DFS algorithm is a recursive algorithm that uses the idea of backtracking** |
| **13.** | **Applications** | **BFS is used in various applications such as bipartite graphs, shortest paths, etc.** | **DFS is used in various applications such as acyclic graphs and topological order etc.** |
| **14.** | **Memory** | **BFS requires more memory.** | **DFS requires less memory.** |
| **15.** | **Optimality** | **BFS is optimal for finding the shortest path.** | **DFS is not optimal for finding the shortest path.** |
| **16.** | **Space complexity** | **In BFS, the space complexity is more critical as compared to time complexity.** | **DFS has lesser space complexity because at a time it needs to store only a single path from the root to the leaf node.** |
| **17.** | **Speed** | **BFS is slow as compared to DFS.** | **DFS is fast as compared to BFS.** |
| **18,** | **Tapping in loops** | **In BFS, there is no problem of trapping into finite loops.** | **In DFS, we may be trapped in infinite loops.** |
| **19.** | **When to use?** | **When the target is close to the source, BFS performs better.** | **When the target is far from the source, DFS is preferable.** |