

Breadth-First Search (BFS)

Lecture Question

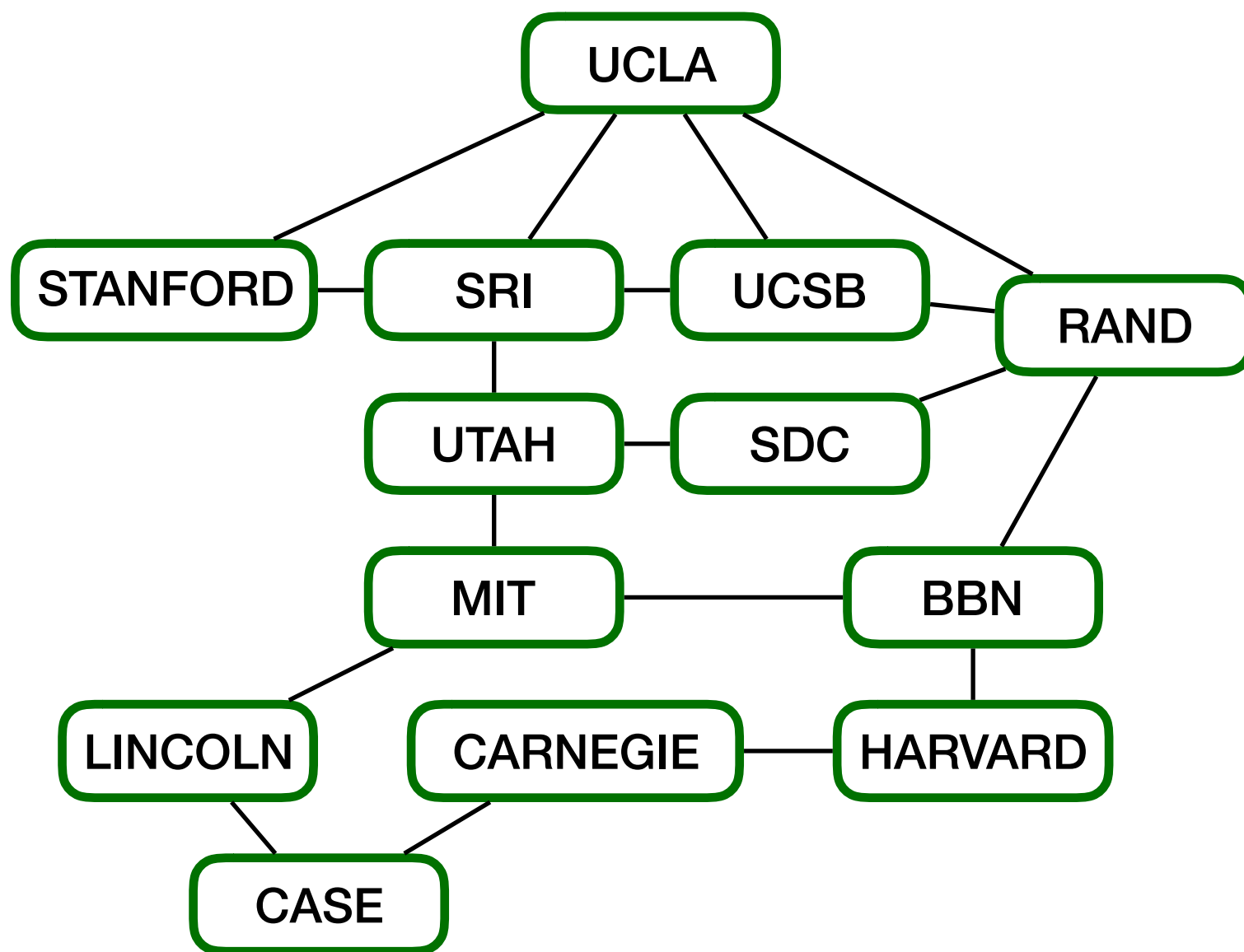
Task: Determine if two nodes connected

- In the Graph class
 - Write a method named areConnected that takes two node indices (Ints) and determines if the two nodes are connected in the graph
 - Return true if they are connected, false if they are not

* This question will be open until midnight

Connected Component

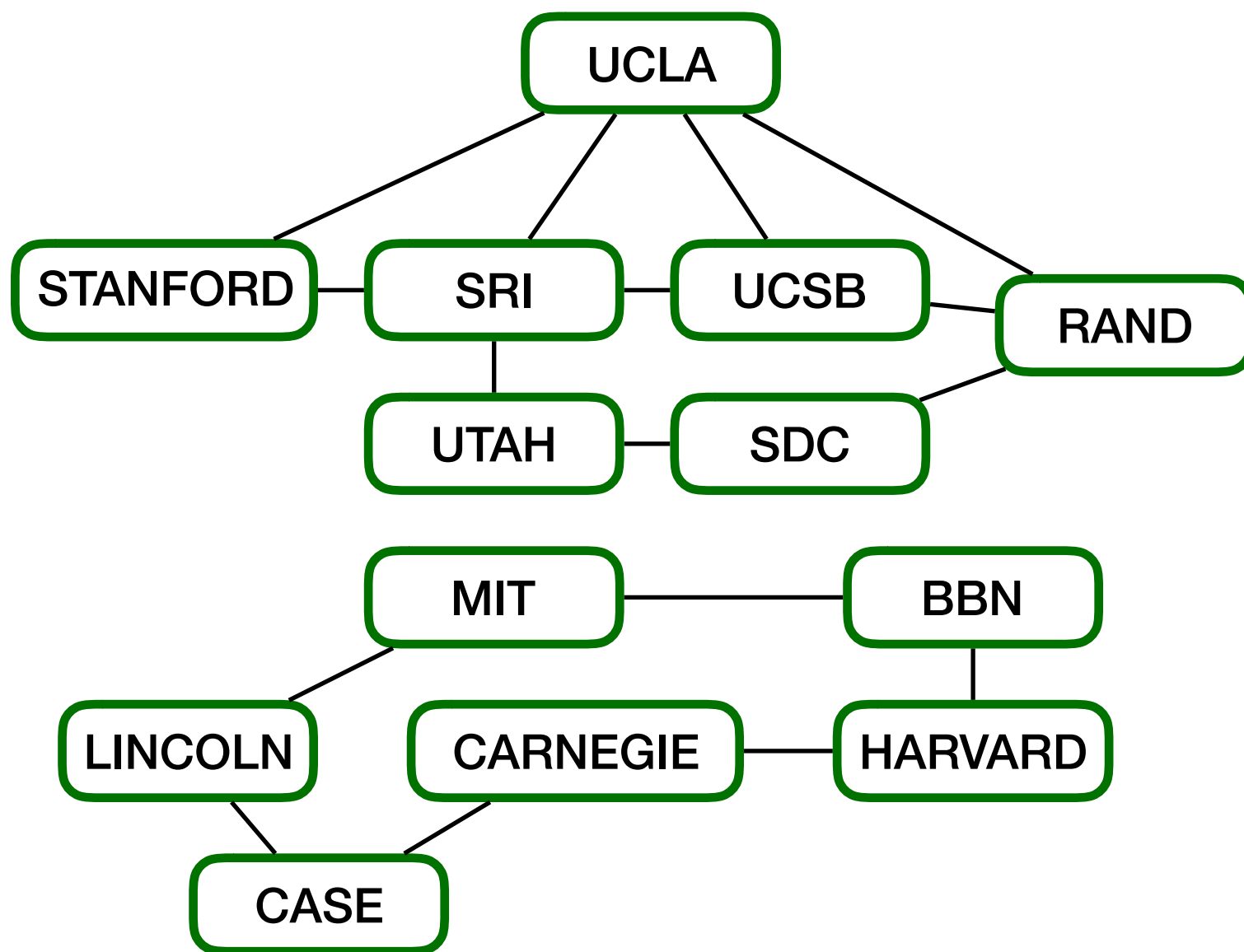
- This graph is connected
 - There exists a path between any 2 nodes in the graph



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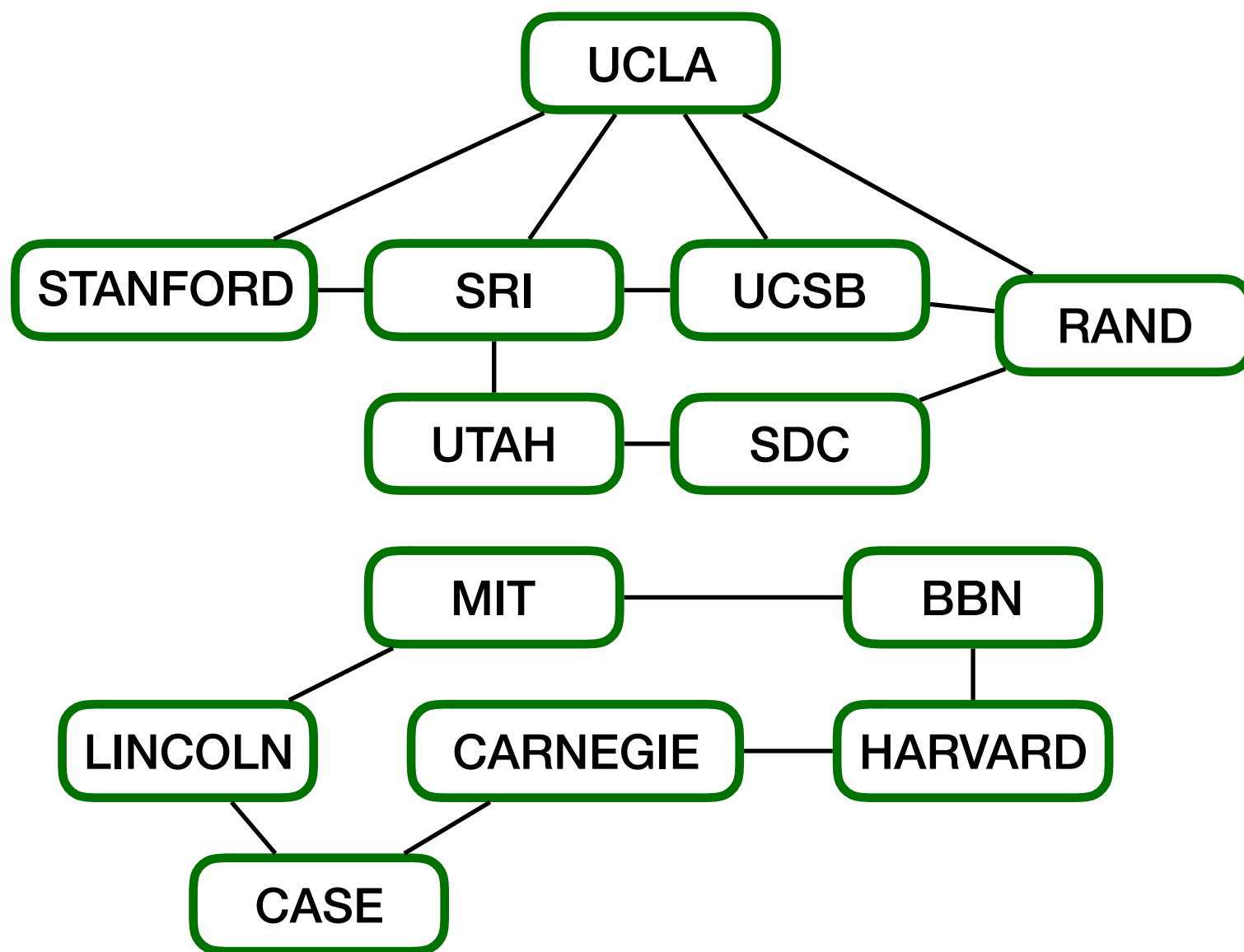
- What if a few connections are broken?
- How can we tell if two nodes are connected?



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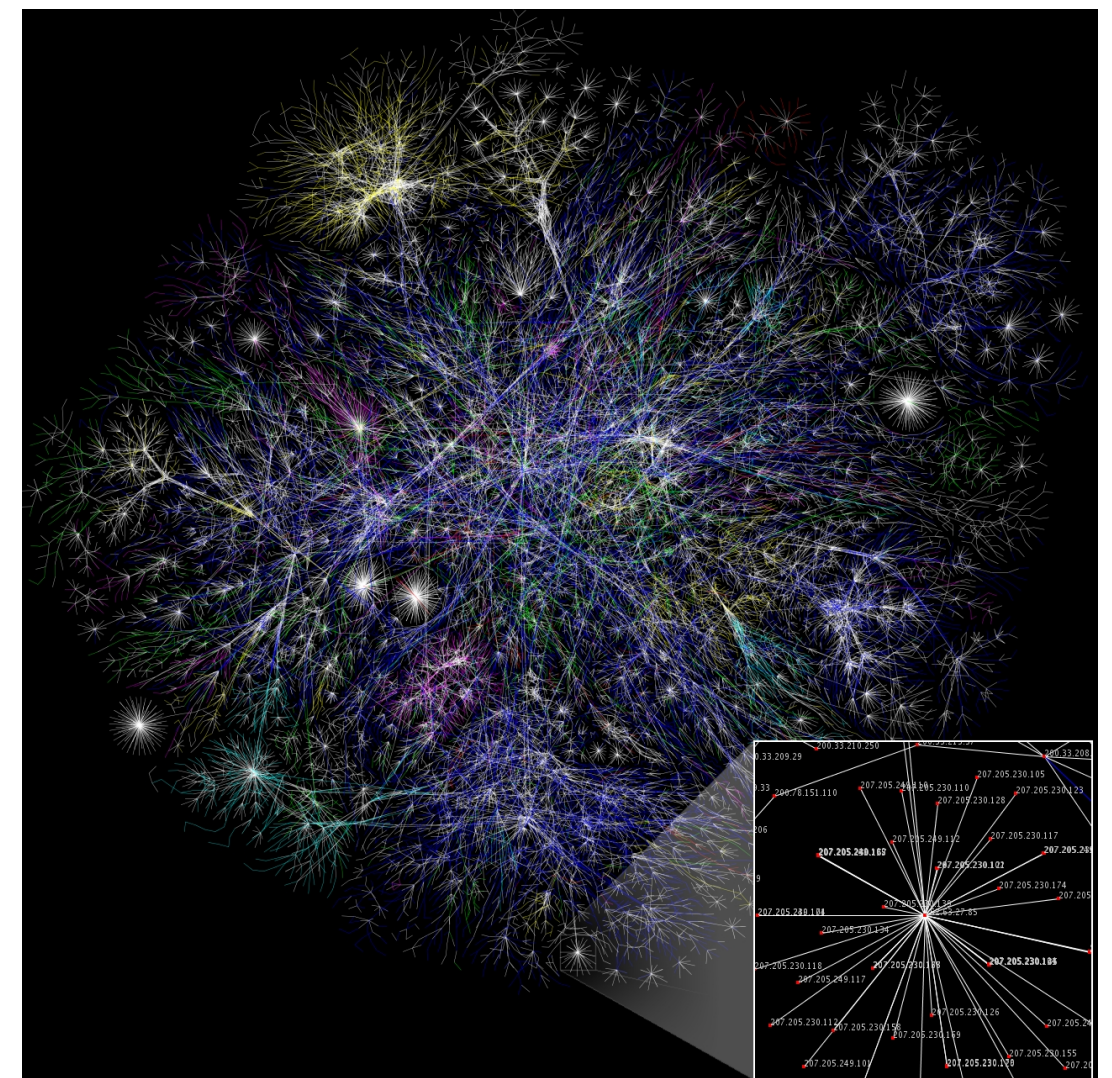
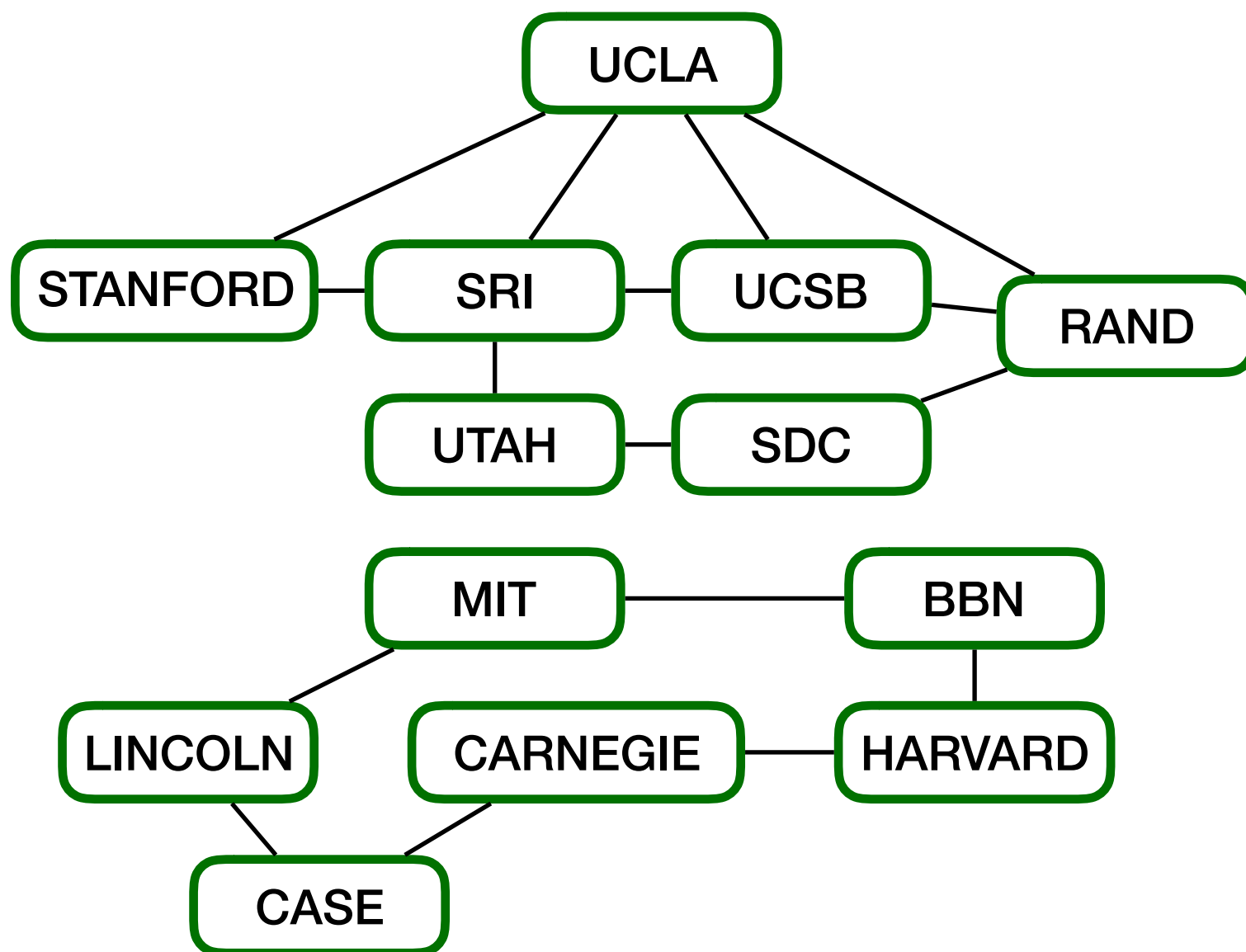
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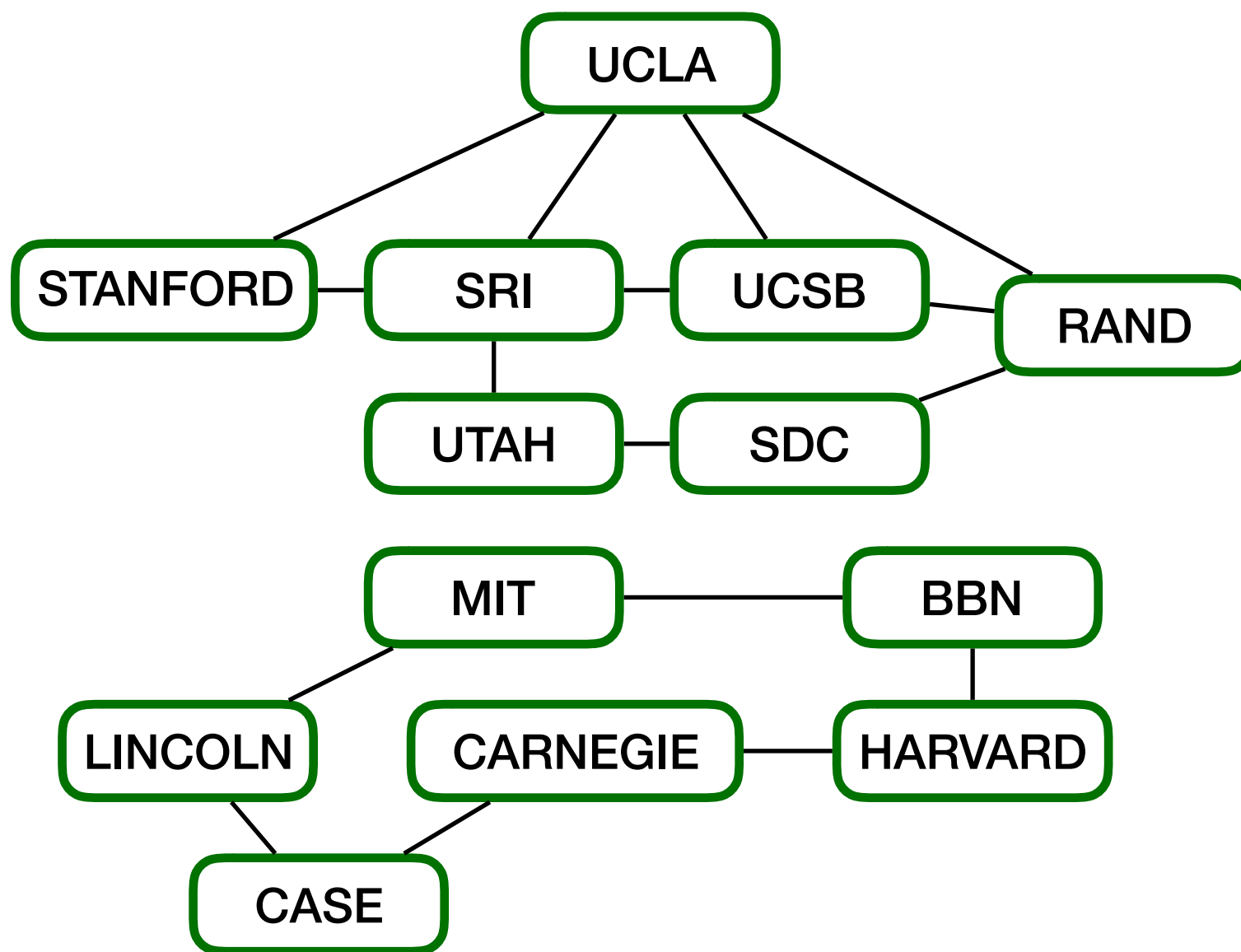
Connected Component

- We could verify manually for this graph
- But the Internet has gotten a *little* bigger over time
- Need to code an algorithm to solve this for us



BFS

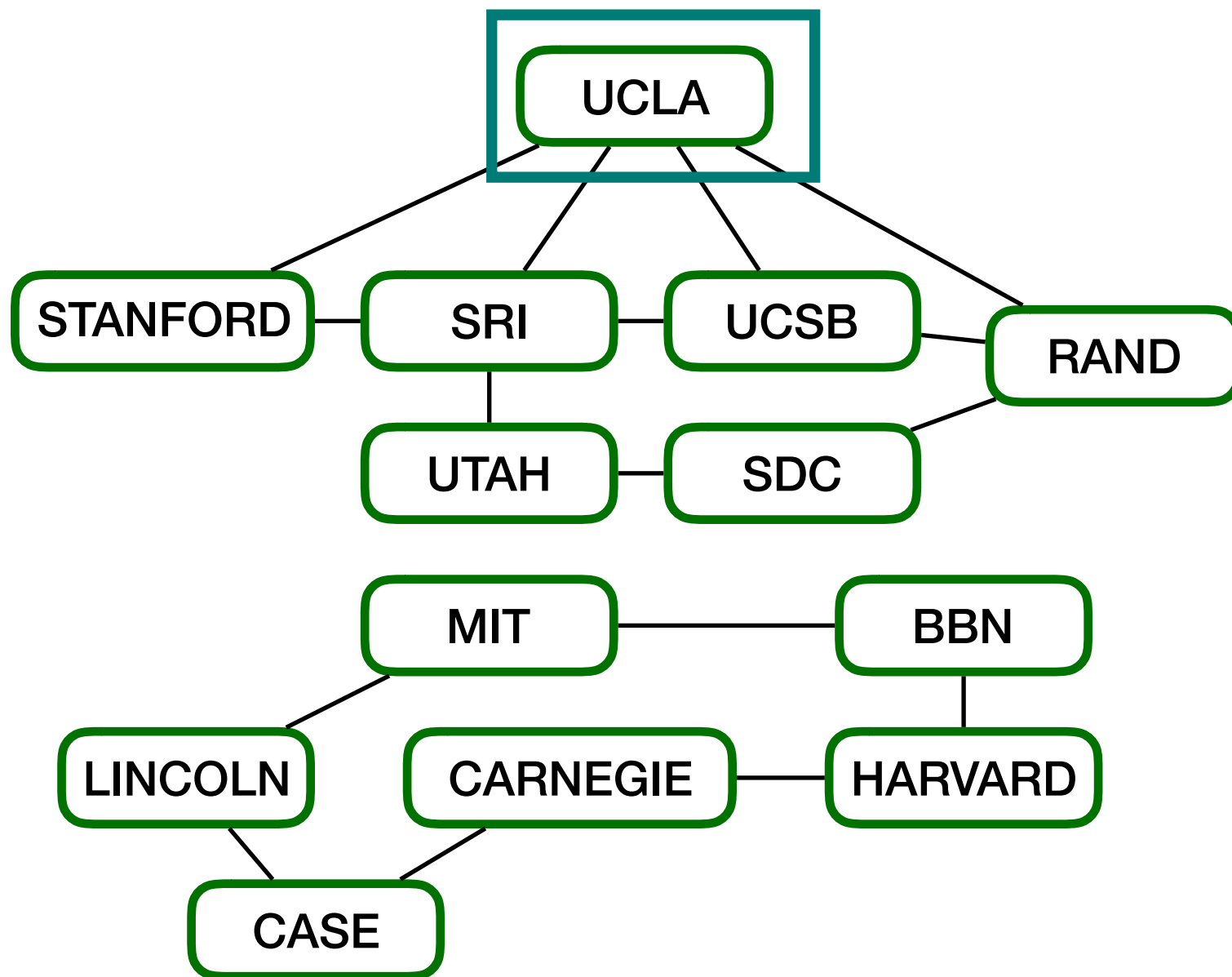
- The Algorithm: Breath-First Search (BFS)
 - Choose a starting node
 - Continuously explore connected nodes



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BFS

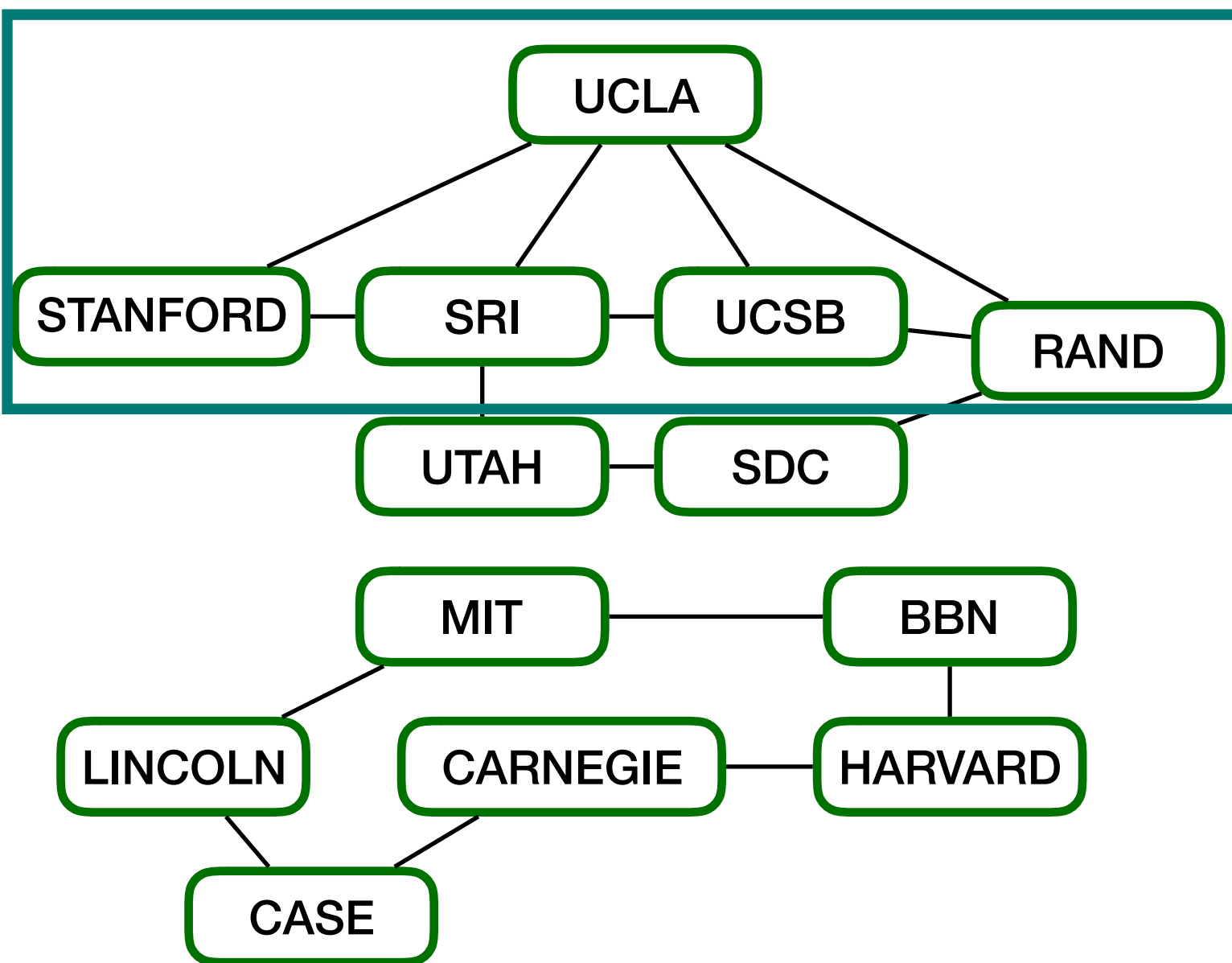
- Choose a starting node



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BFS

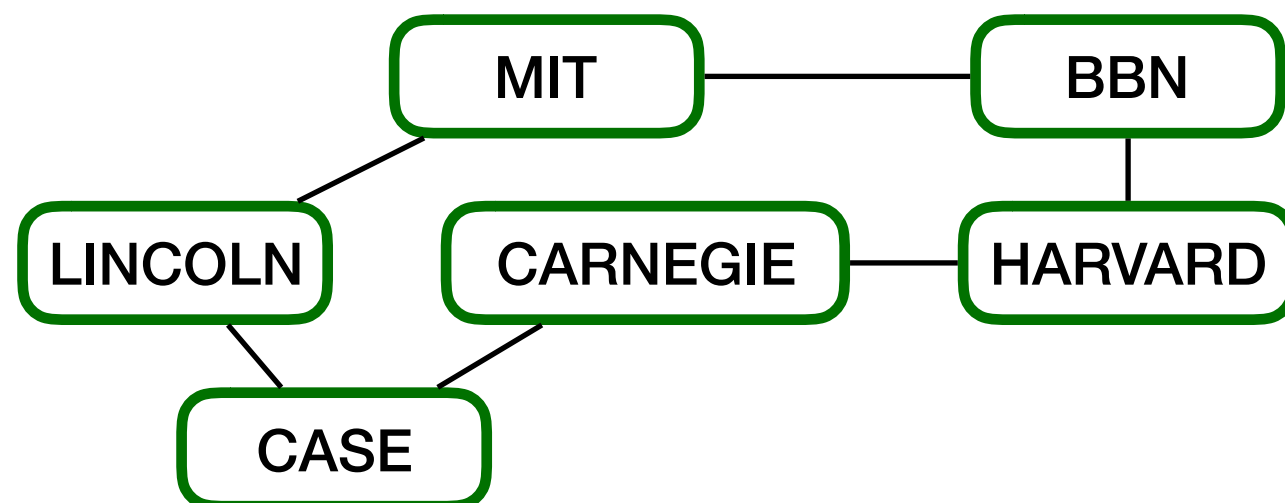
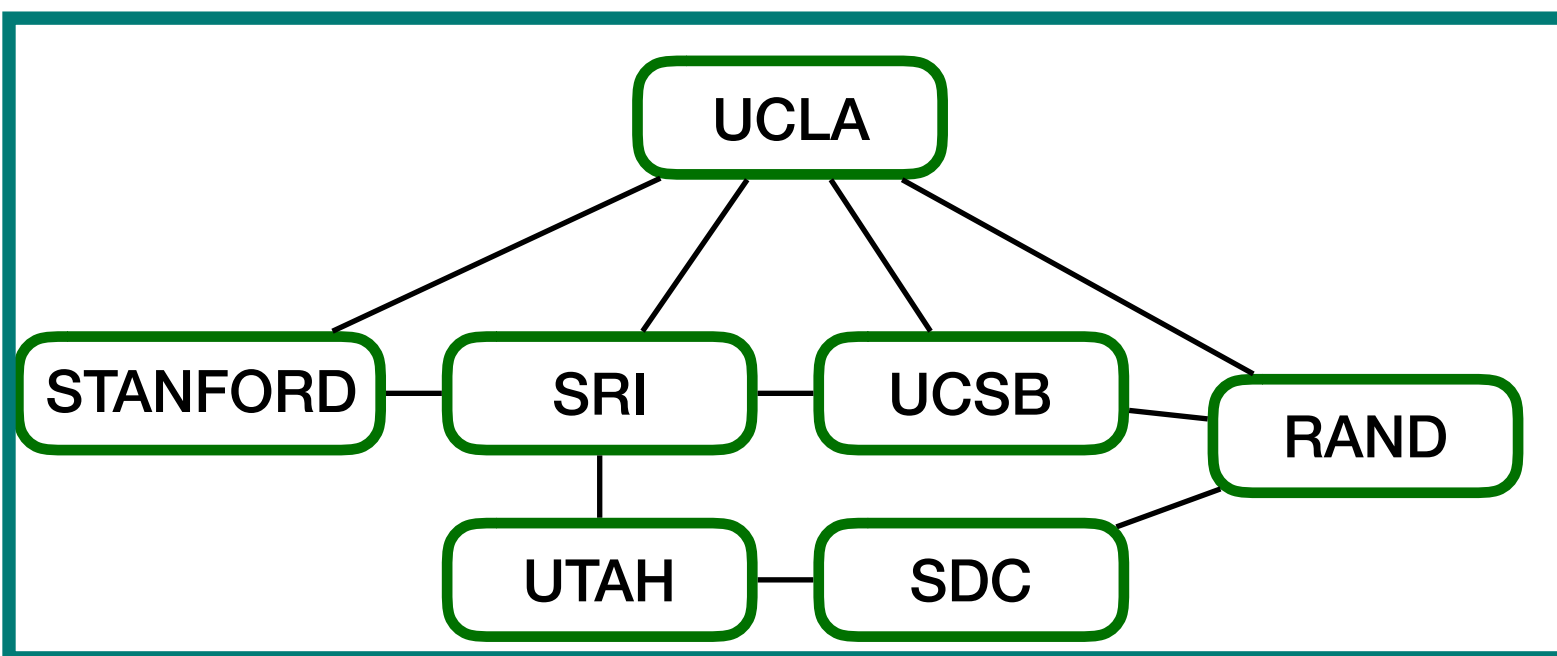
- Explore all nodes connected to the starting node



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BFS

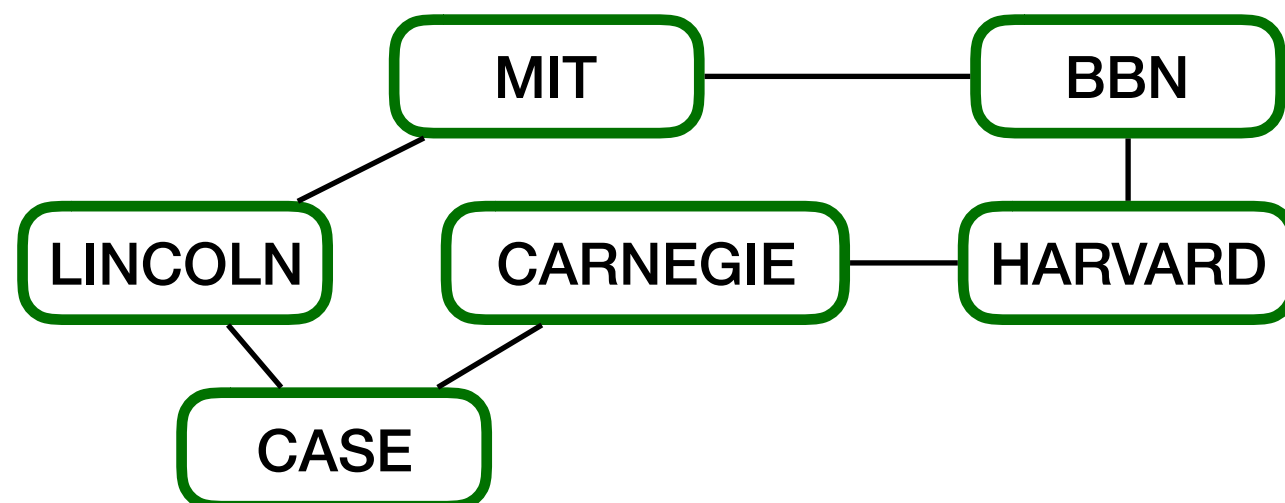
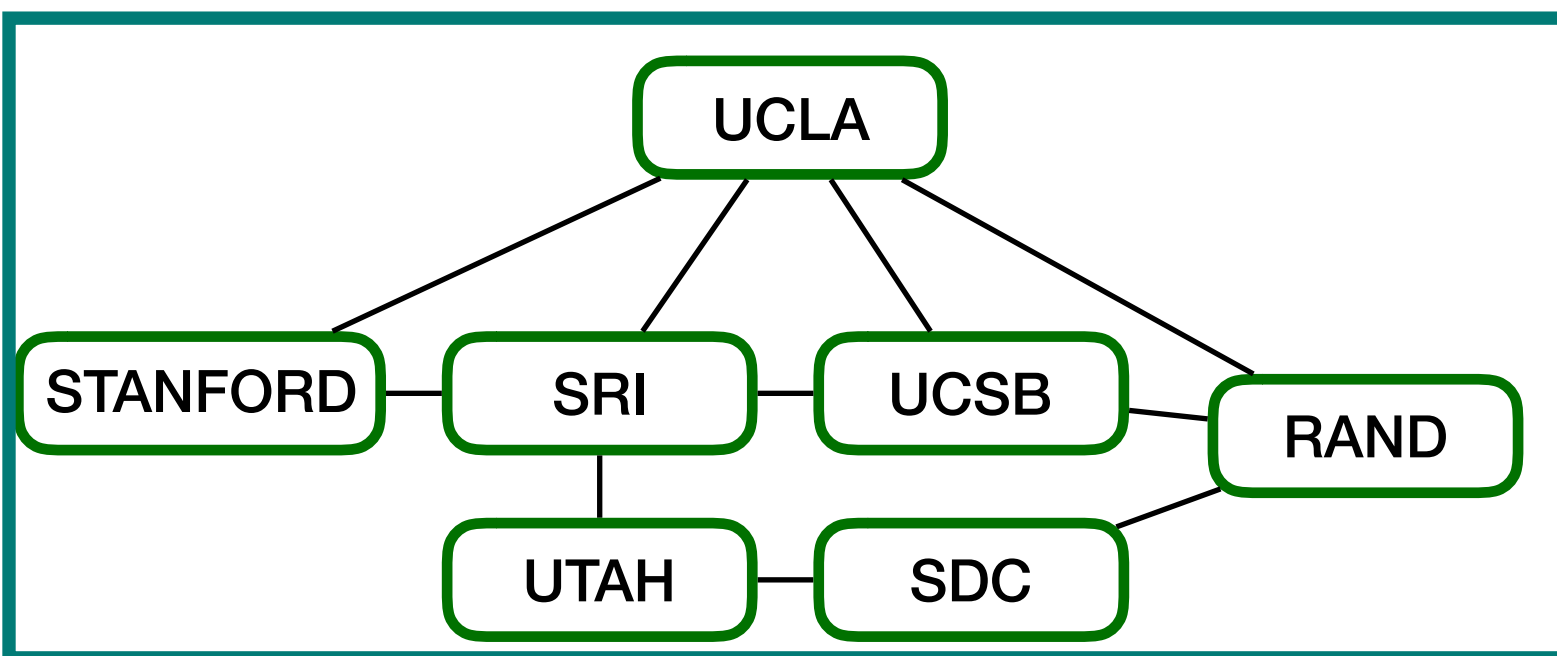
- Repeatedly explore nodes that were visited in the last round



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BFS

- Repeat until no new nodes are added
- Never visit a node twice



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BFS

- Use a queue to track the order of nodes to visit
- Start with starting node in the queue
- When visiting a node, add all unexplored neighbors to the queue
- Visit neighbors of the node at the front of the queue until the queue is empty

```
def bfs[A](graph: Graph[A], startID: Int): Unit = {  
  var explored: Set[Int] = Set(startID)  
  
  val toExplore: Queue[Int] = new Queue()  
  toExplore.enqueue(startID)  
  
  while (!toExplore.empty()) {  
    val nodeToExplore = toExplore.dequeue()  
    for (node <- graph.adjacencyList(nodeToExplore)) {  
      if (!explored.contains(node)) {  
        println("exploring: " + graph.nodes(node))  
        toExplore.enqueue(node)  
        explored = explored + node  
      }  
    }  
  }  
}
```

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Connectivity

- If you start at one nodeA and explore nodeB during the algorithm
- nodeA and nodeB are connected

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