Pathfinding with BFS

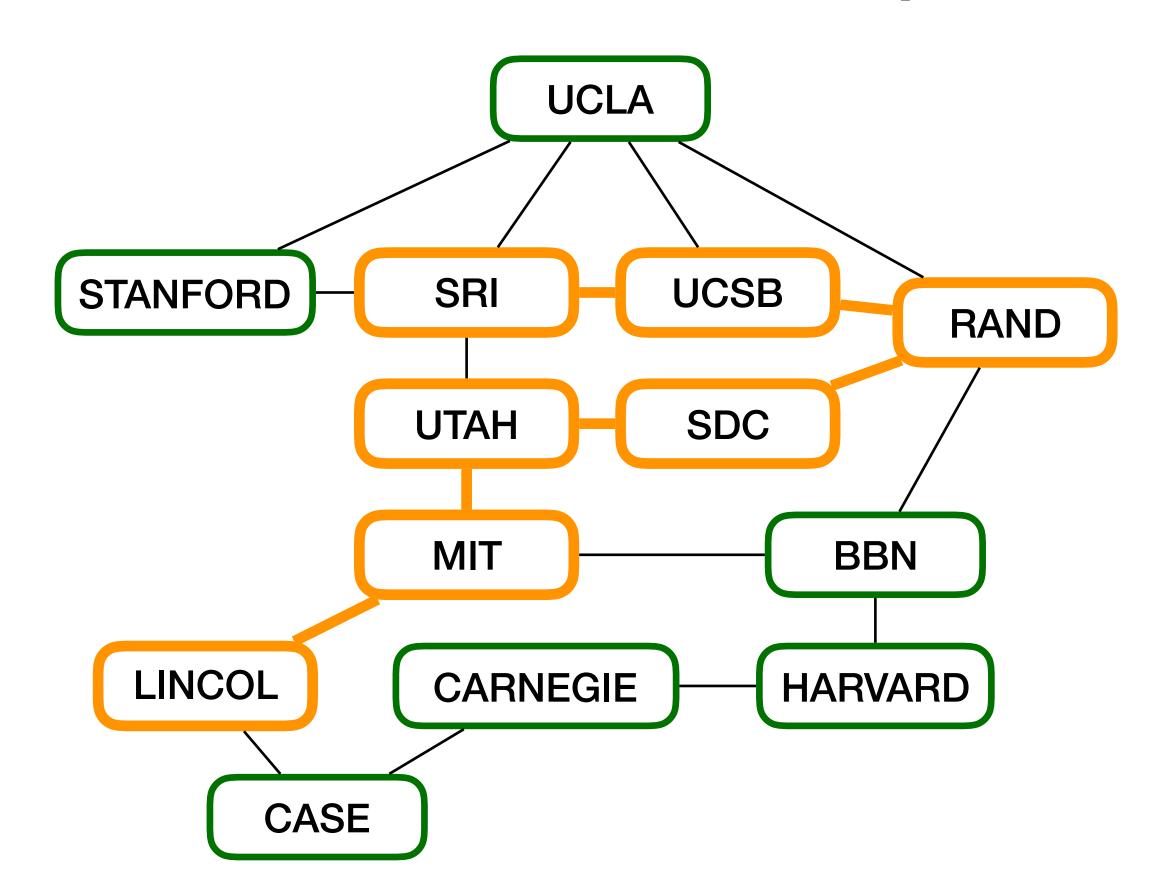
Lecture Question

Task: Find the distance between two nodes in a graph

- In the week9.Graph class
 - Write a method named distance that takes two node indices (Ints) and returns the distance between the two nodes
 - You may assume the two input nodes are connected

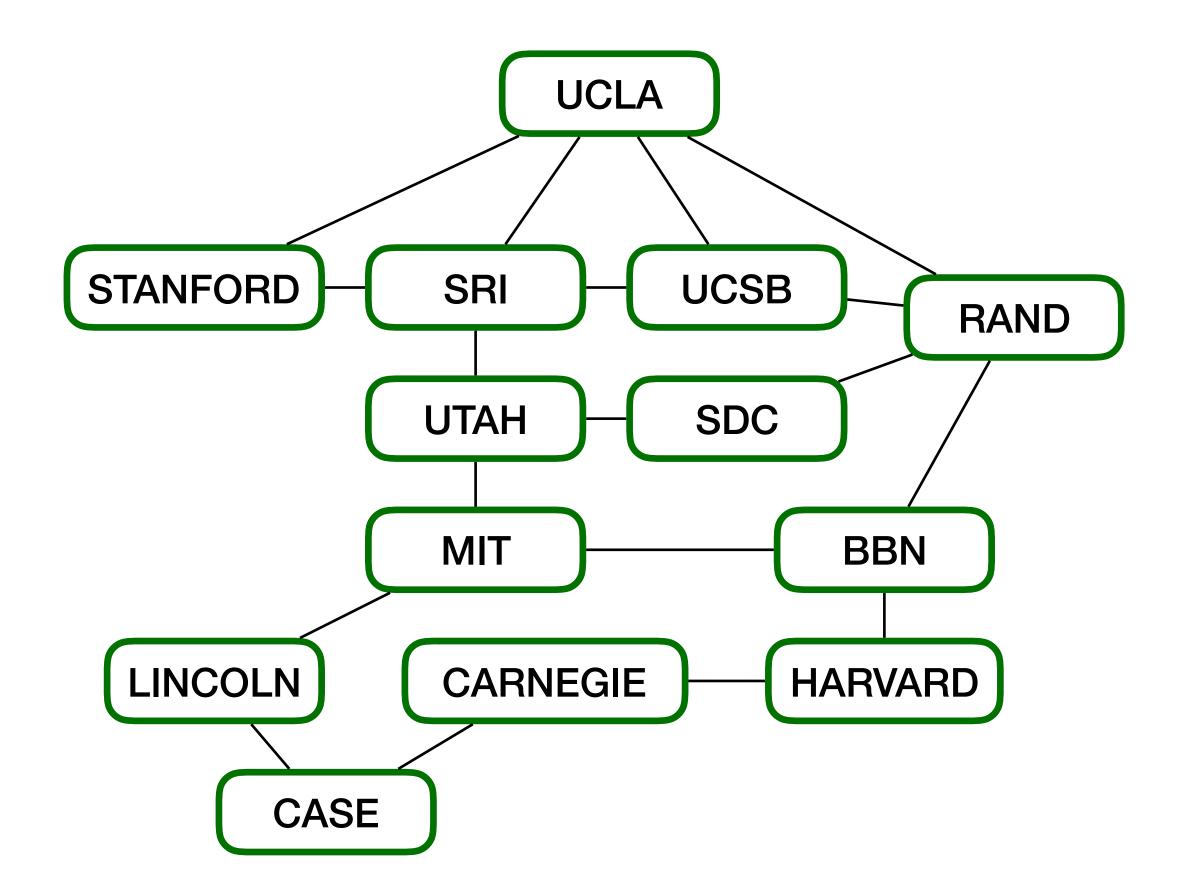
Paths

- Path: A sequence of nodes with each adjacent pair of nodes connected by an edge
- The length of a path is the number of edges it contains (number of nodes 1)
- [LINCOLN, MIT, UTAH, SDC, RAND, UCSB, SRI] <-- Path of length 6



Distance

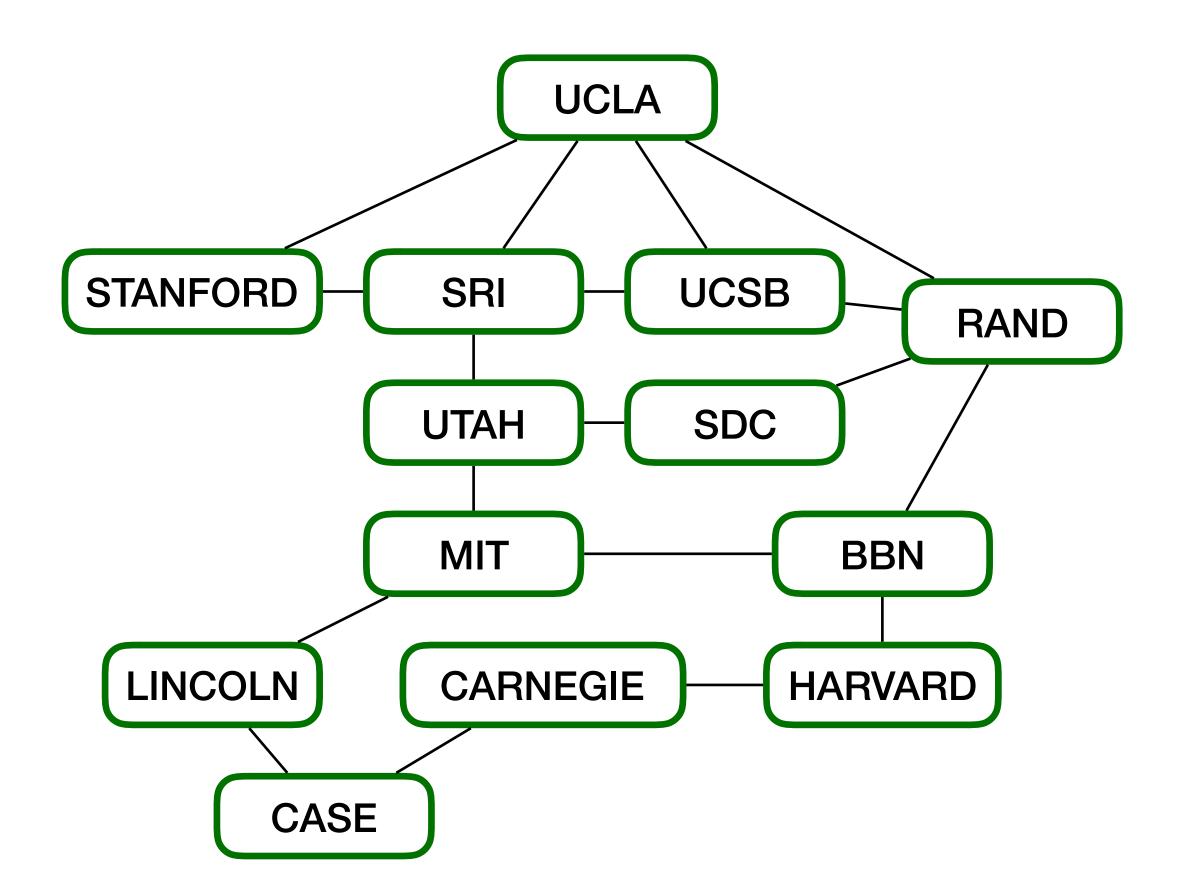
- Distance between two nodes: The length of the shortest path between the nodes
- Distance between LINCOLN and SRI == 3
- Distance between RAND and BBN == 1



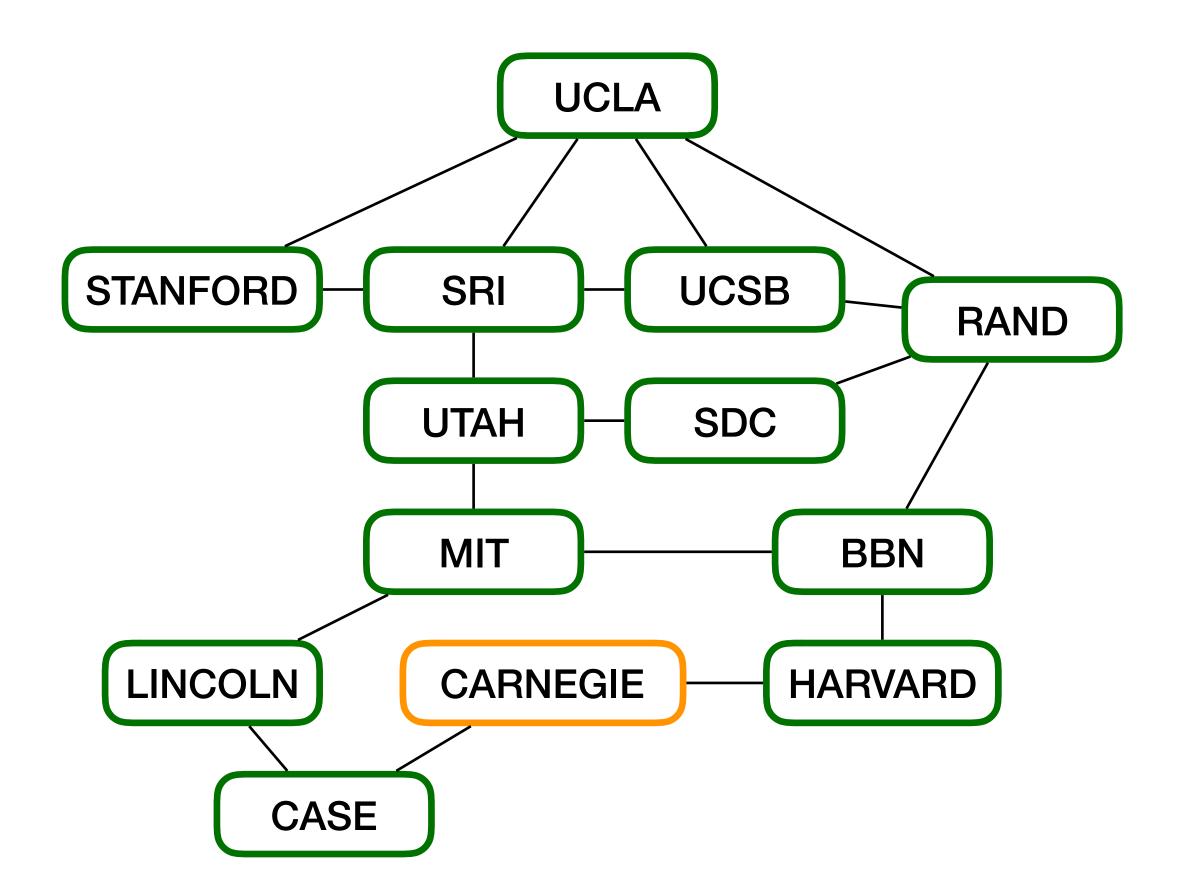
Use BFS to find the distance between nodes

Track the shortest path for pathfinding

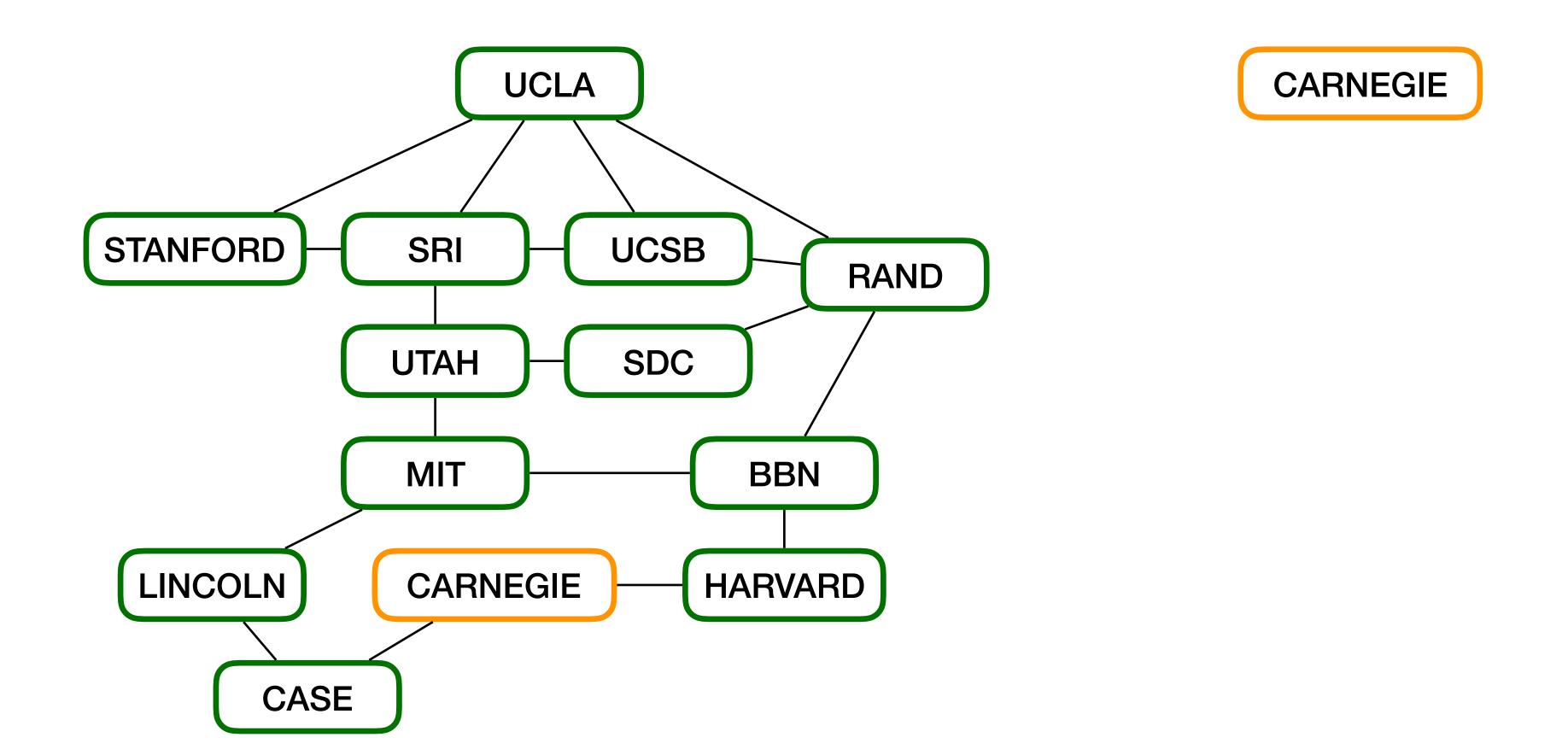
- Let's run through BFS again
 - Instead of just finding the connected component, let's track the paths taken to explore each node



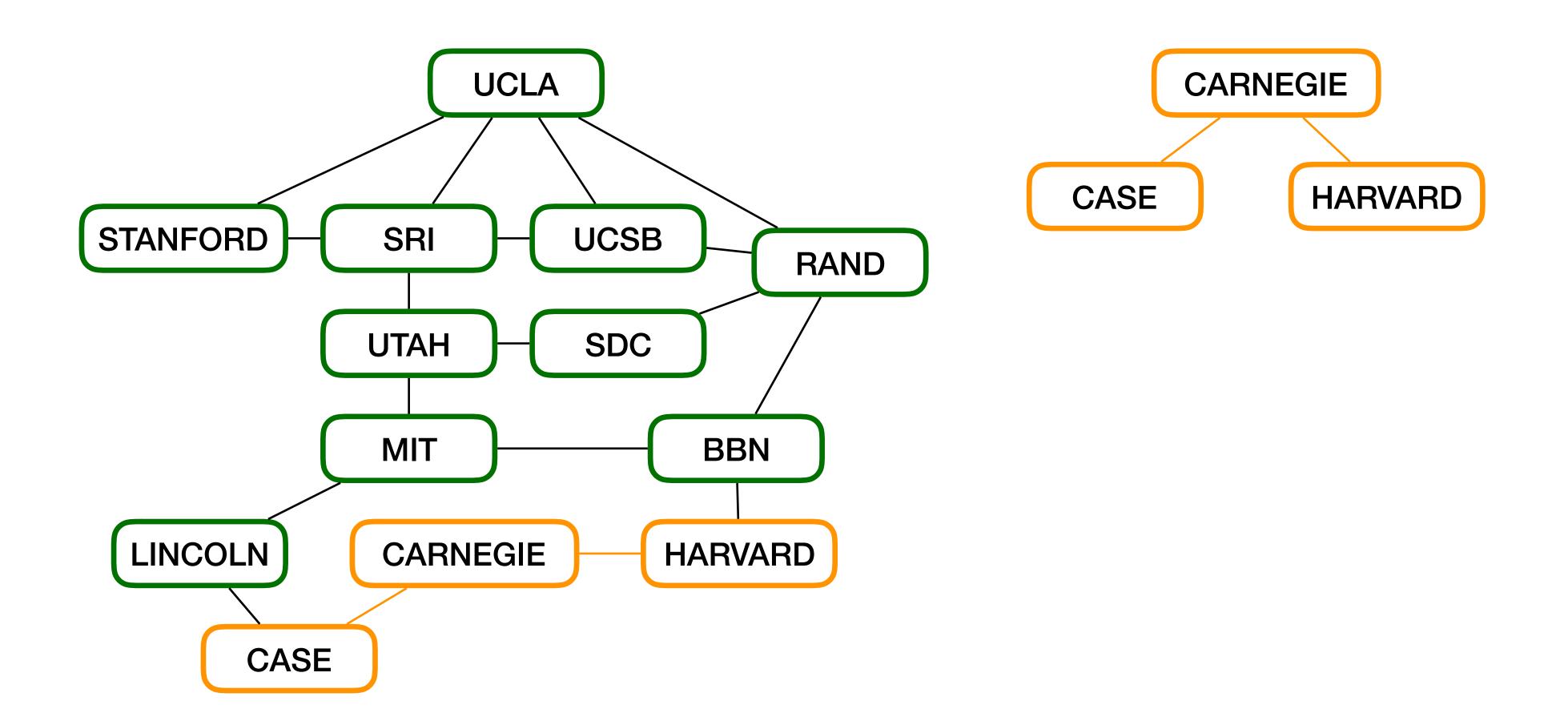
Let's start at CARNEGIE this time



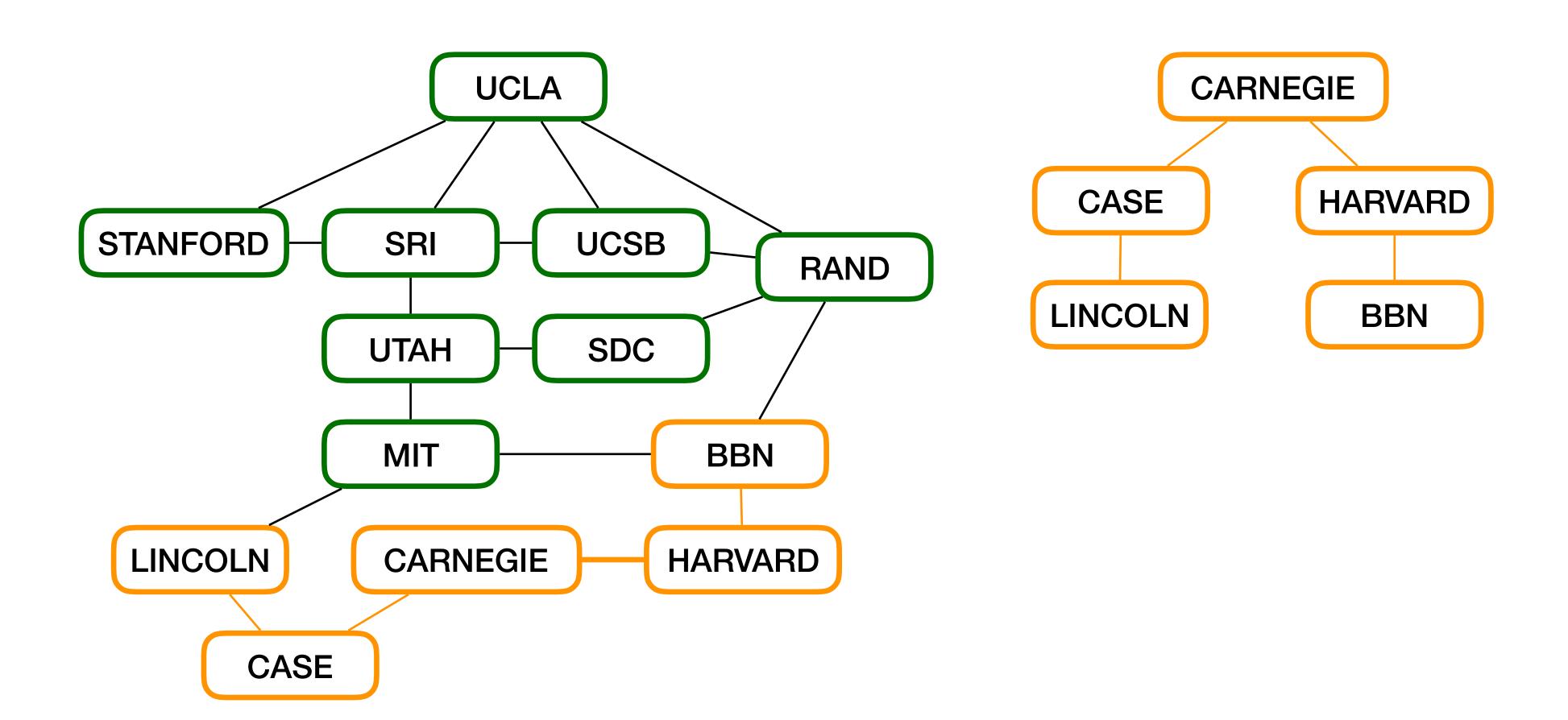
- Keep track of all edges used to explore new nodes
- Redraw the graph with only these edges



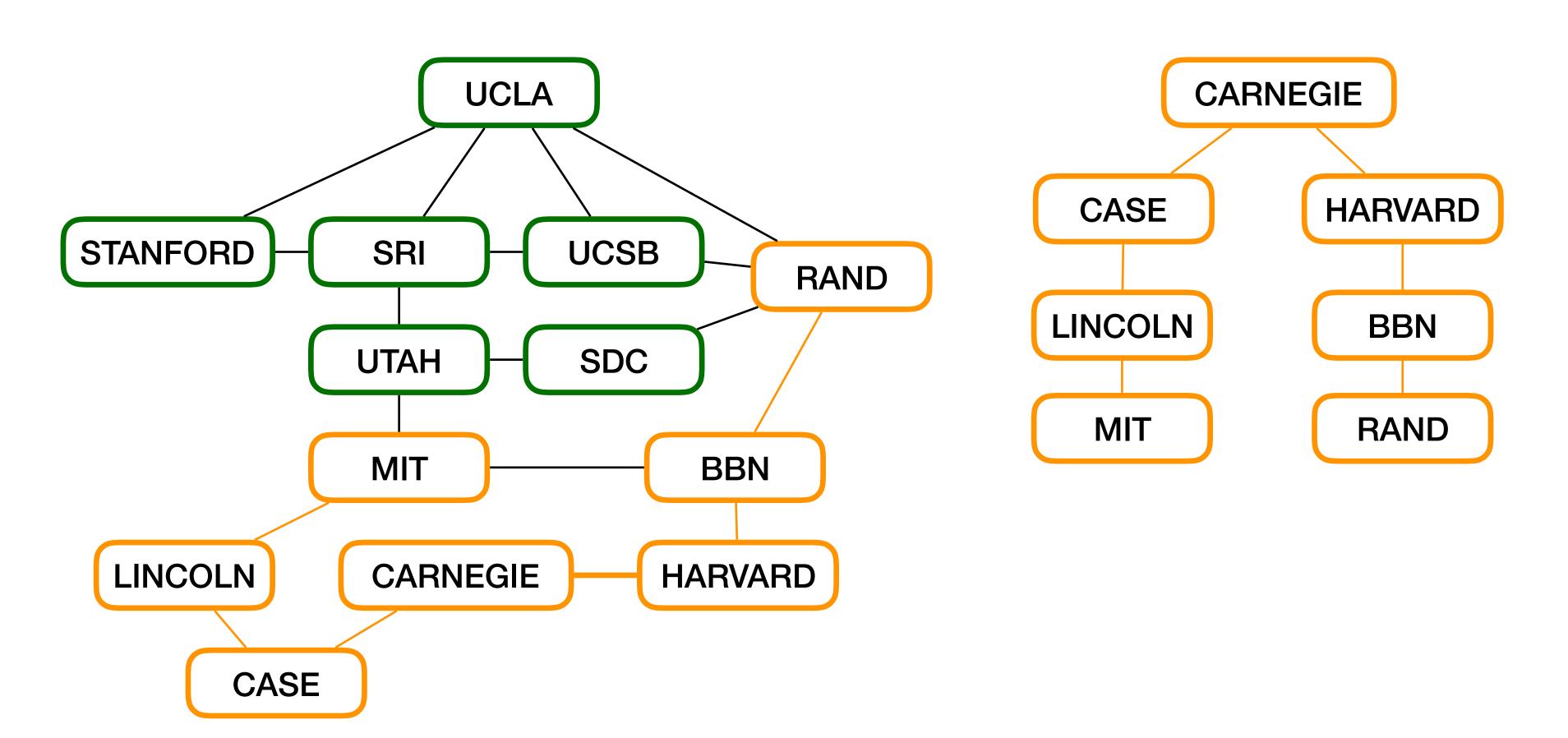
Explore all neighbors of the starting node



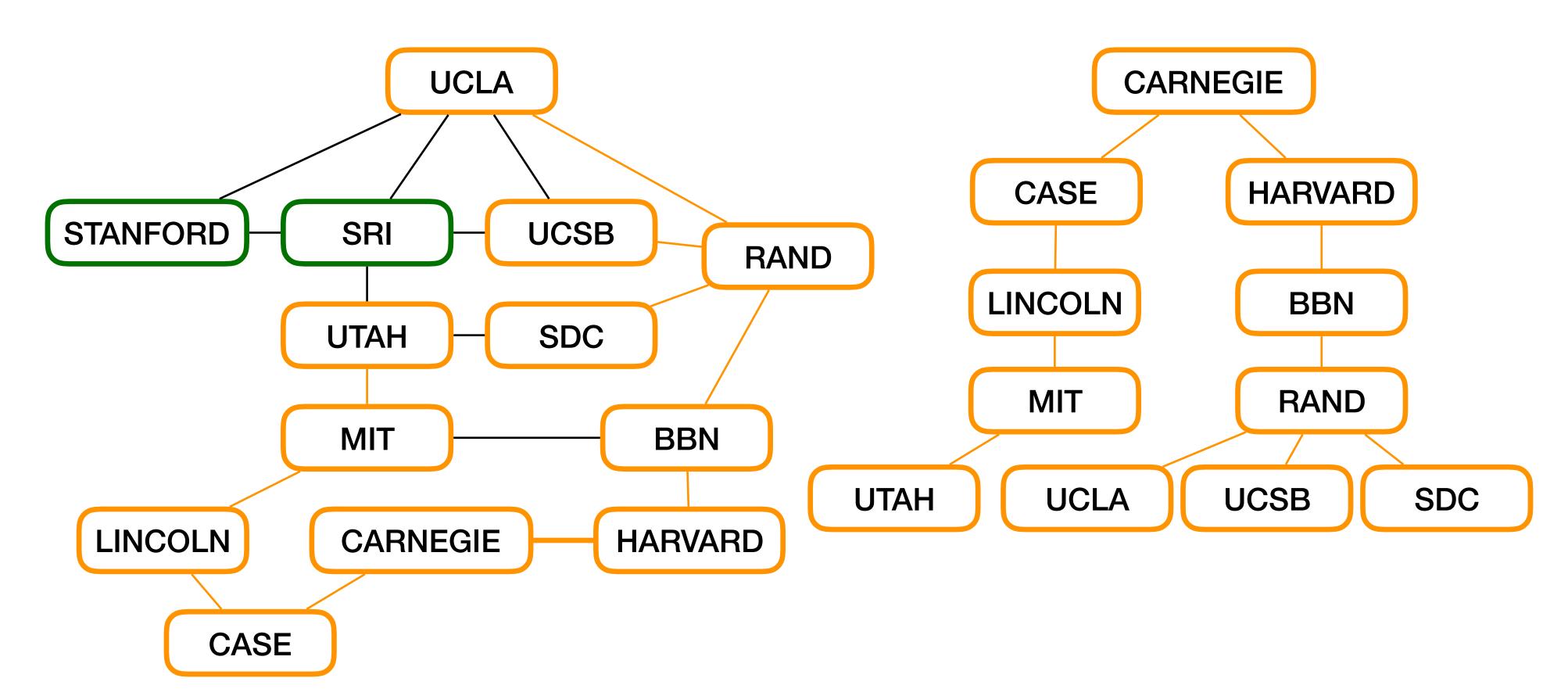
 Explore all neighbors of the nodes explored in the last step



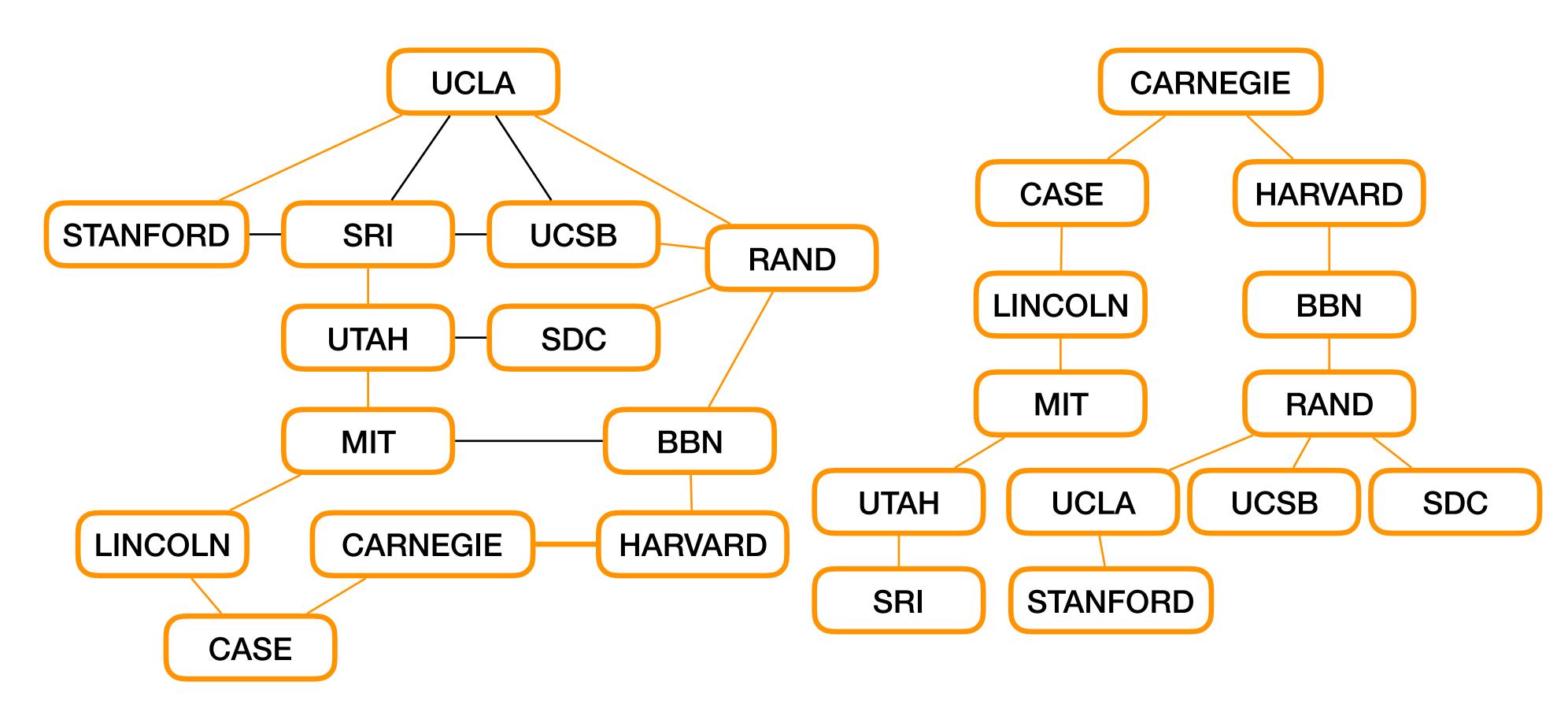
- Repeat
- Choose edge to use for MIT arbitrarily



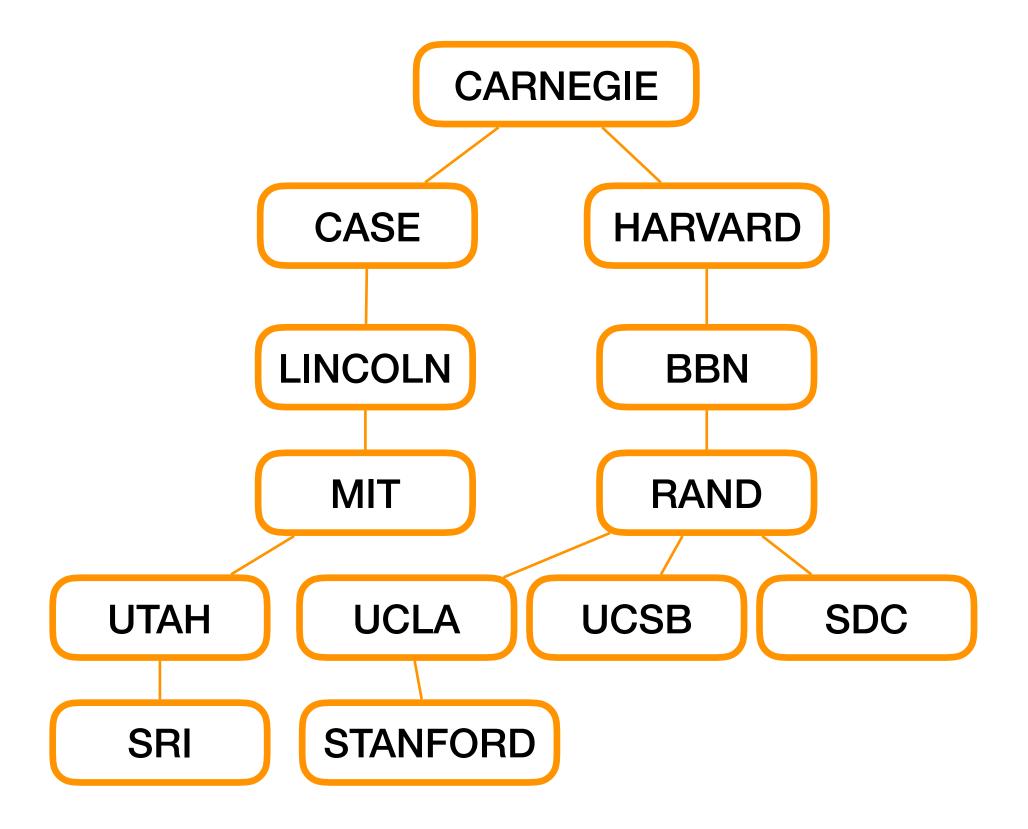
 Each step we explore all nodes that can be reached from the nodes added in the previous step



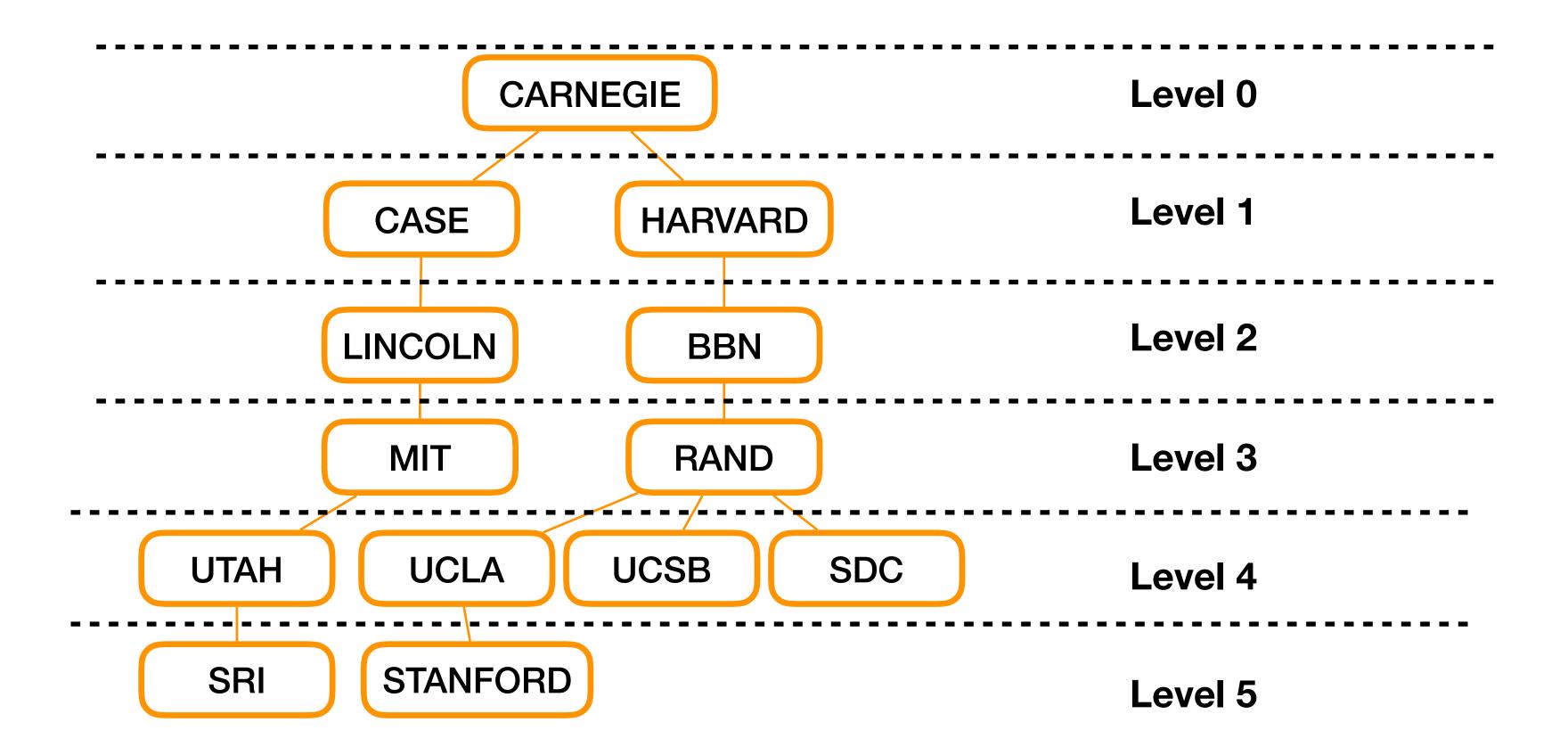
 Each step we explore all nodes that can be reached from the nodes added in the previous step



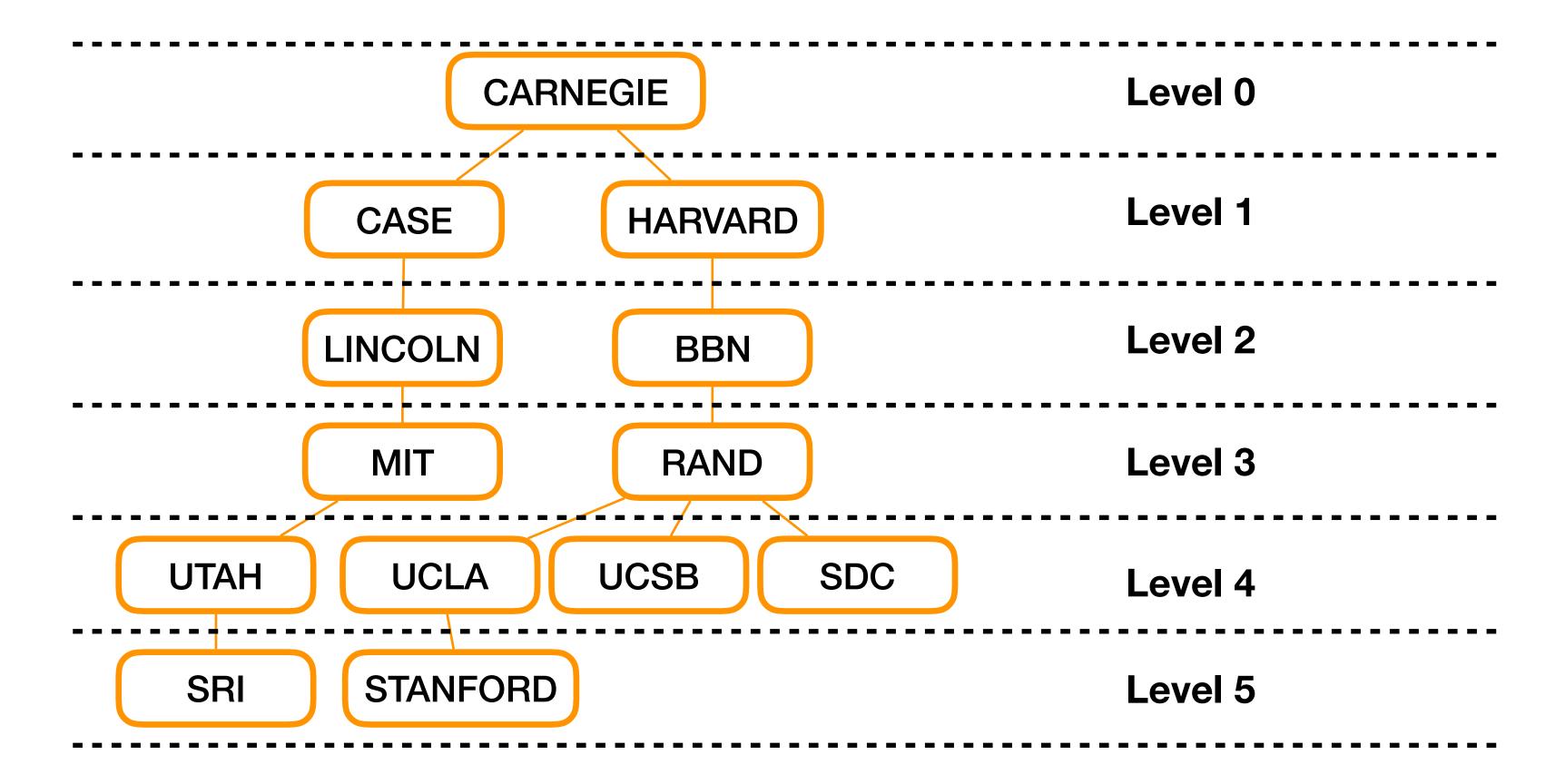
- We have a new graph with a few edges removed
- This graph is a tree (no cycles)



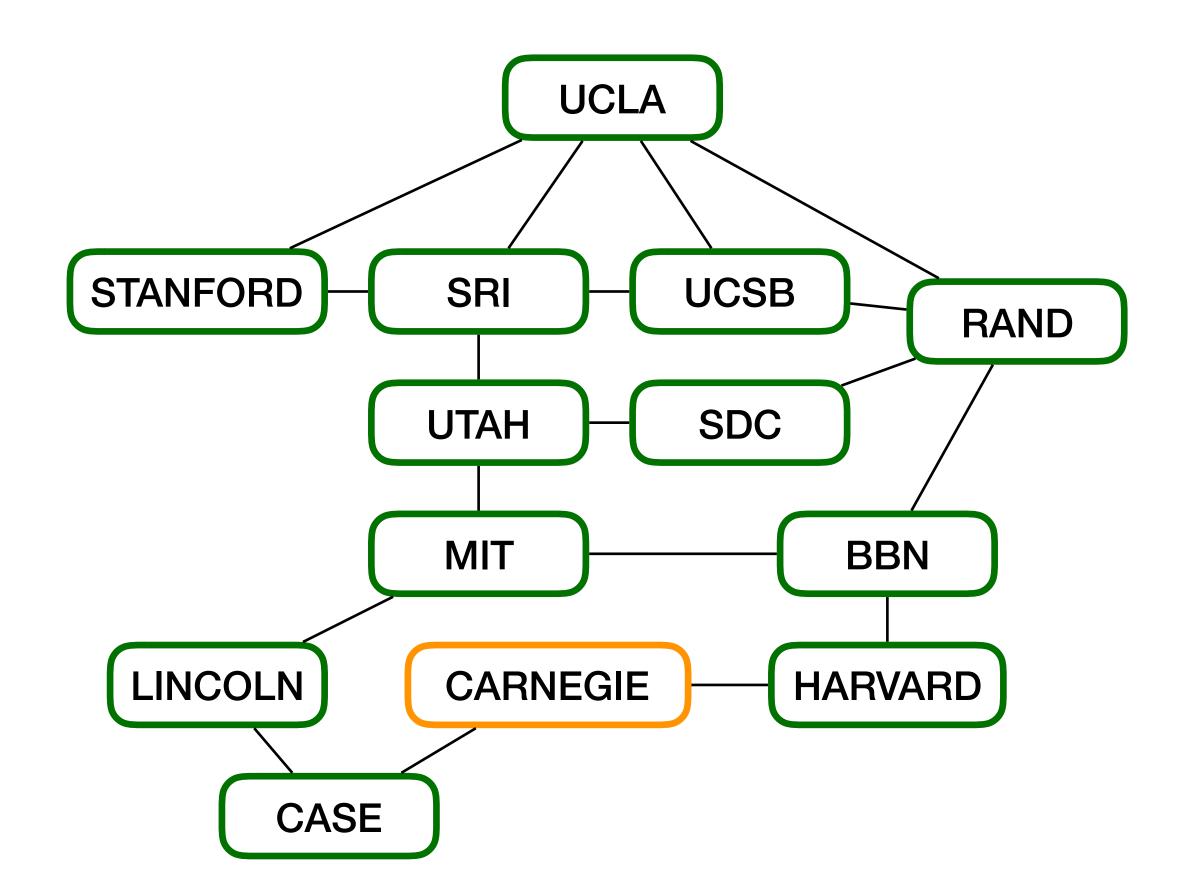
And it has levels!



- Number the levels starting with 0
- The level number == the distance from the starting node to any node in that level

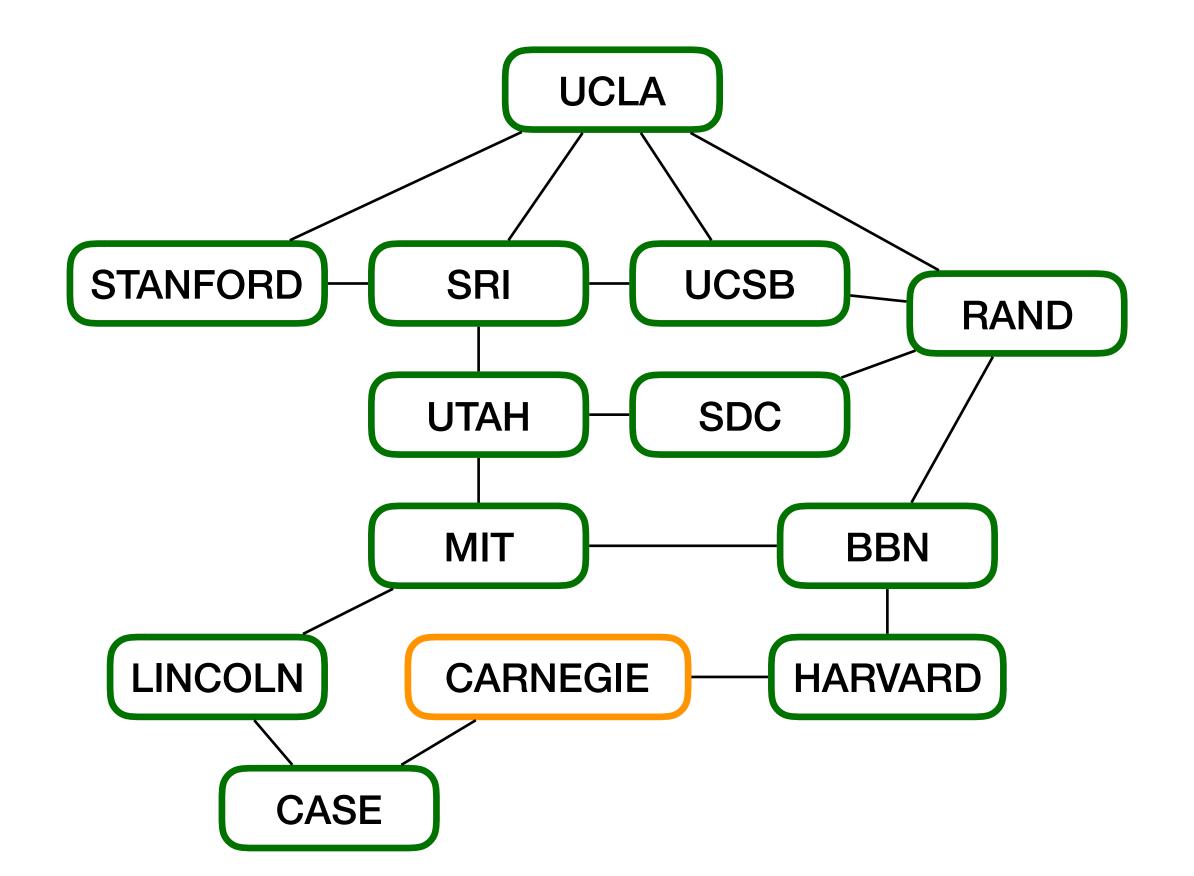


- But how do we track the levels?
- Track levels in a data structure



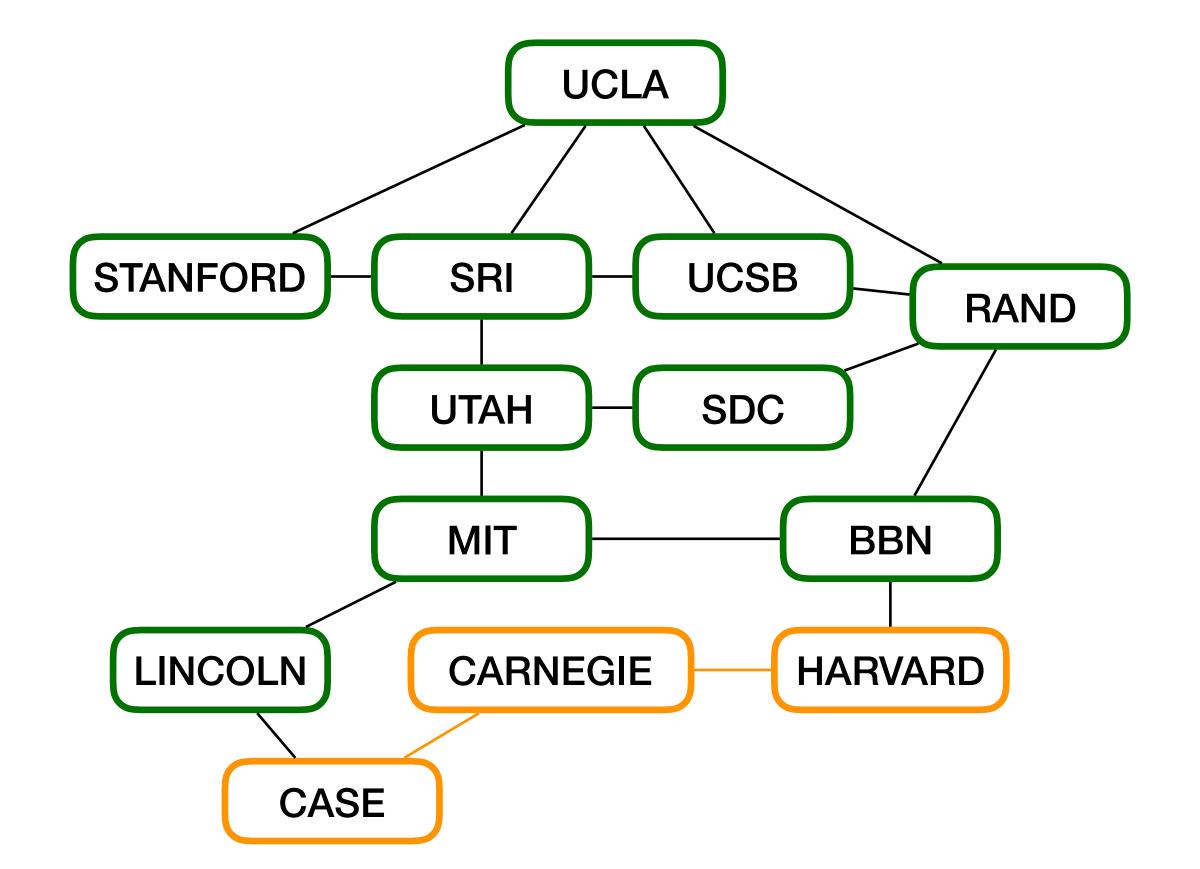
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SRI	00
UCSB	∞
RAND	∞
UTAH	∞
SDC	∞
MIT	∞
BBN	00
LINCOLN	∞
CARNEGIE	0
HARVARD	∞
CASE	00

CARNEGIE



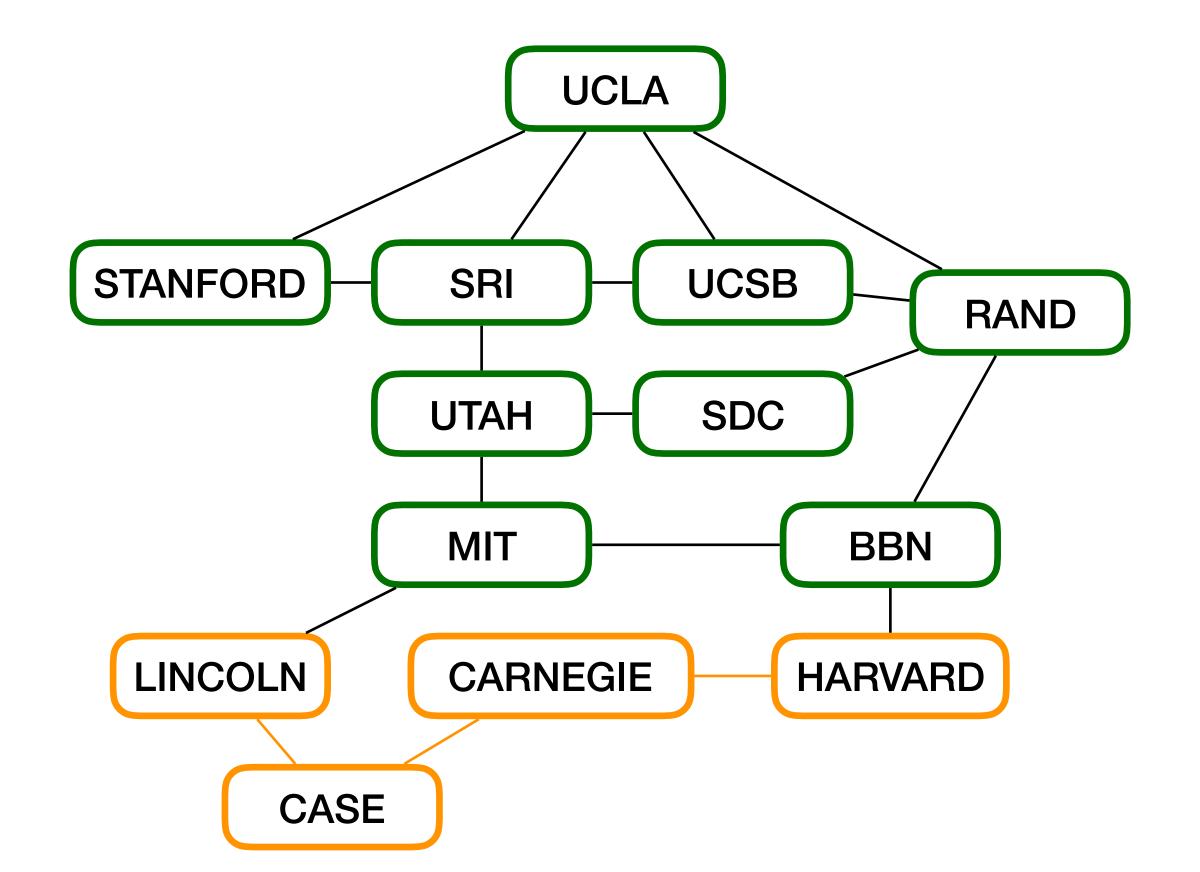
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STANFORD	∞
SRI	00
UCSB	\(\sigma \)
RAND	00
UTAH	00
SDC	∞
MIT	00
BBN	00
LINCOLN	\(\sigma \)
CARNEGIE	0
HARVARD	00
CASE	∞

CASE HARVARD



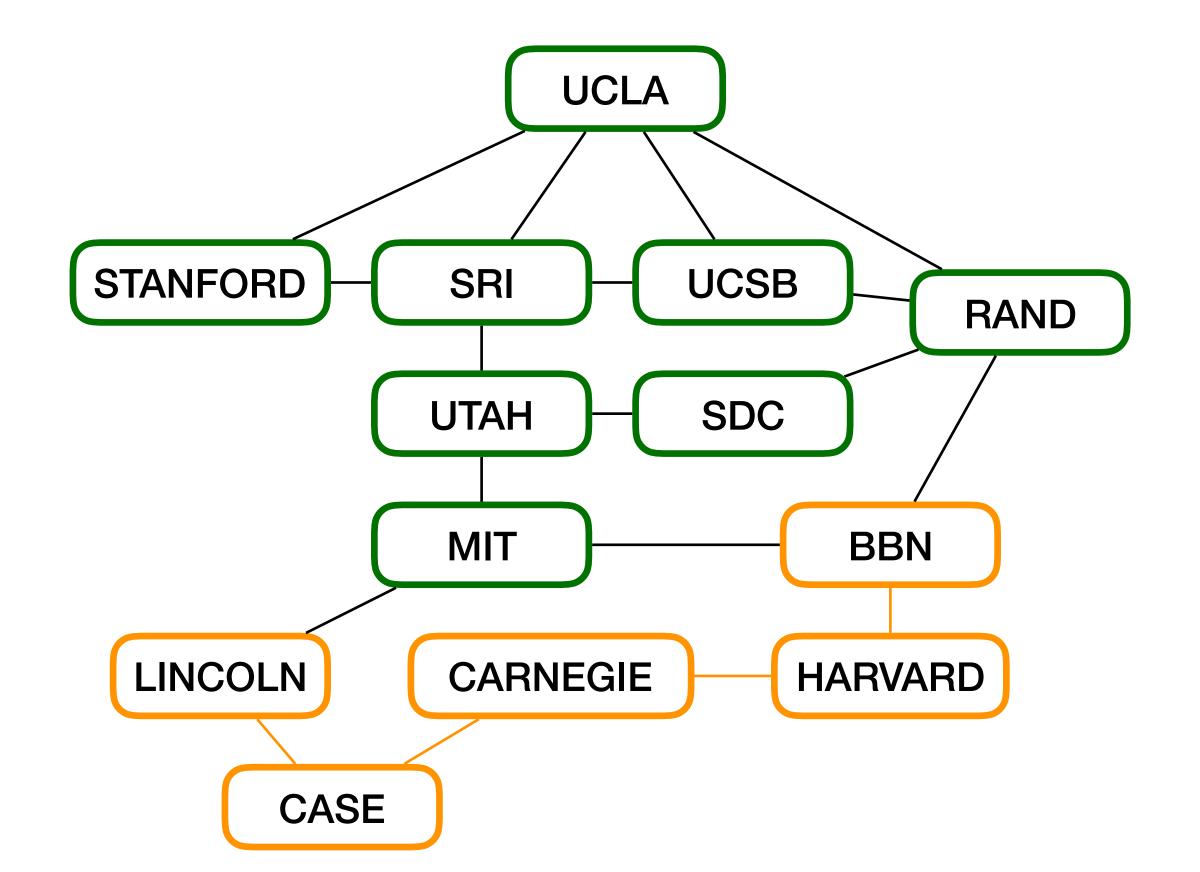
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UTAH	∞
SDC	00
MIT	∞
BBN	∞
LINCOLN	∞
CARNEGIE	0
HARVARD	1
CASE	1

HARVARD LINCOLN



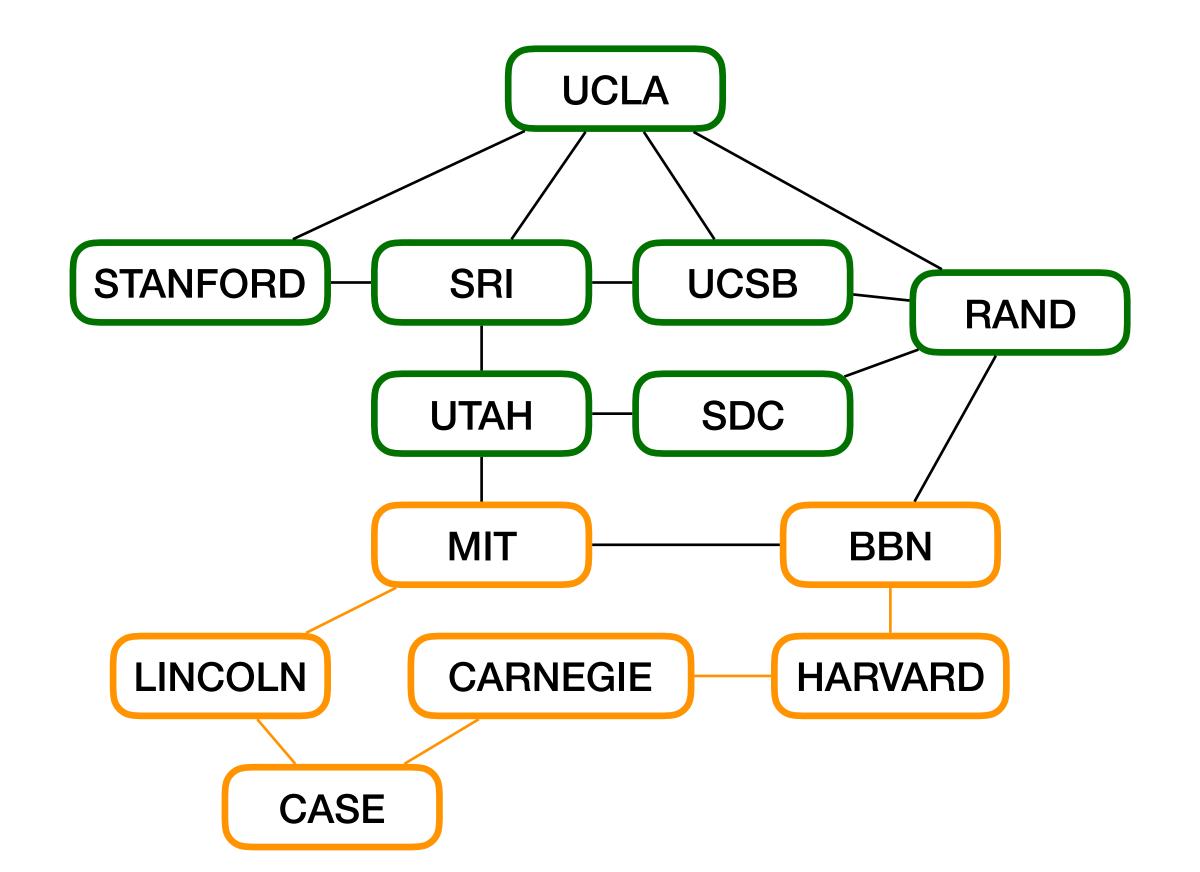
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LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

LINCOLN BBN



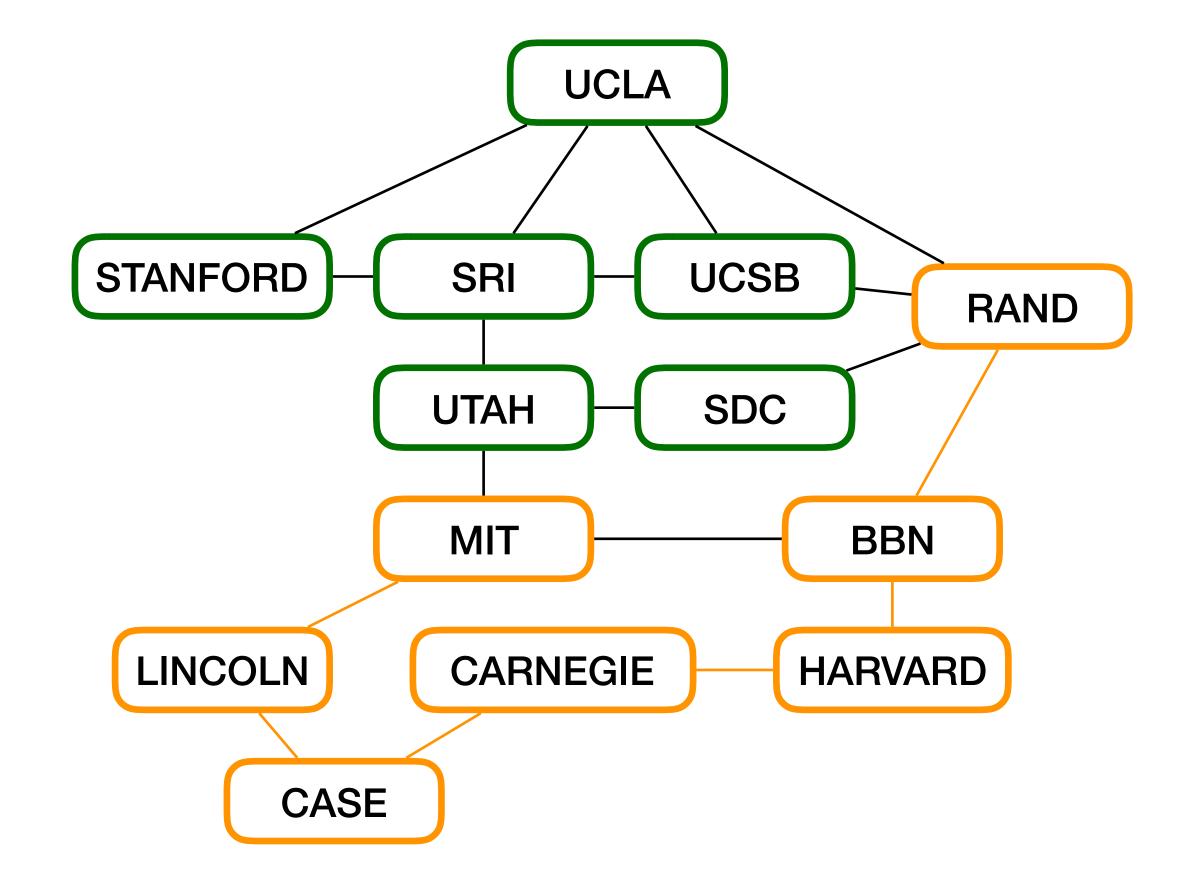
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HARVARD	1
CASE	1

BBN MIT



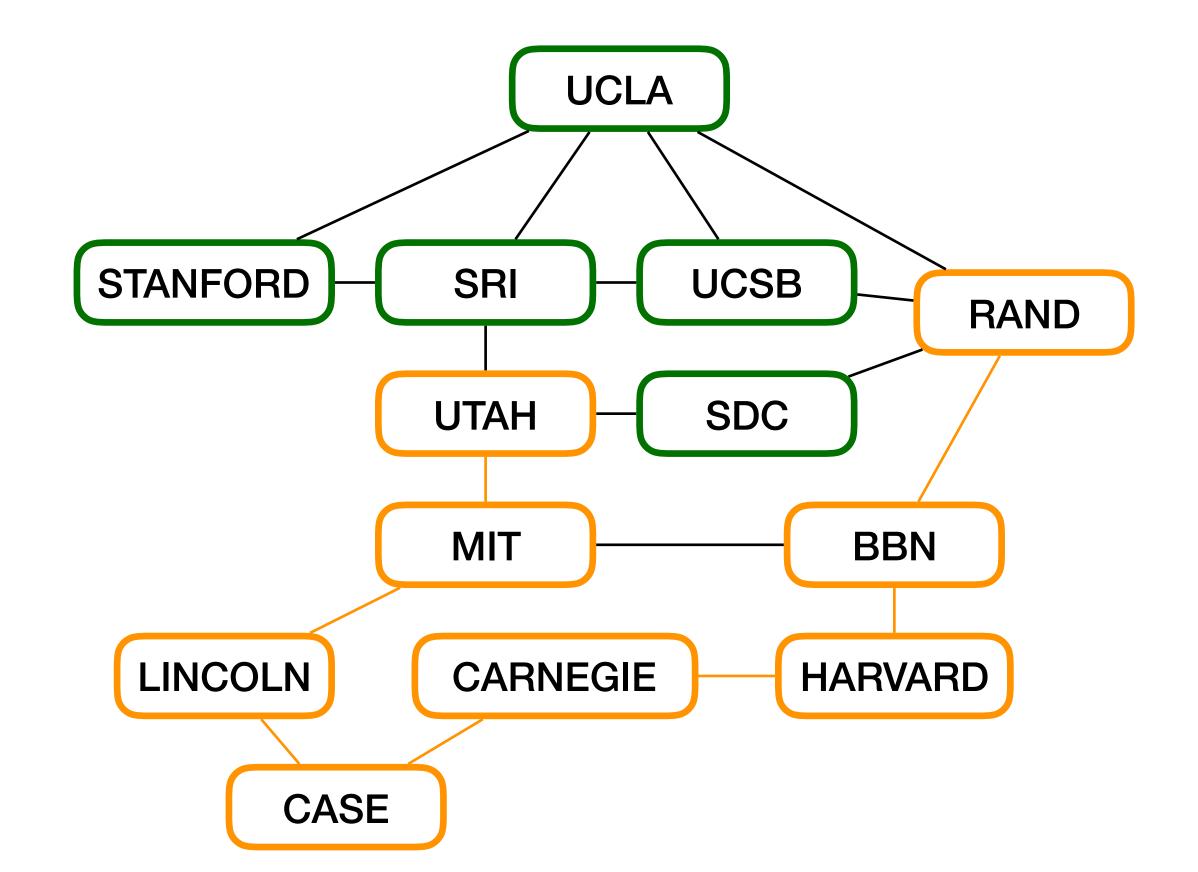
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SDC	00
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LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

MIT RAND



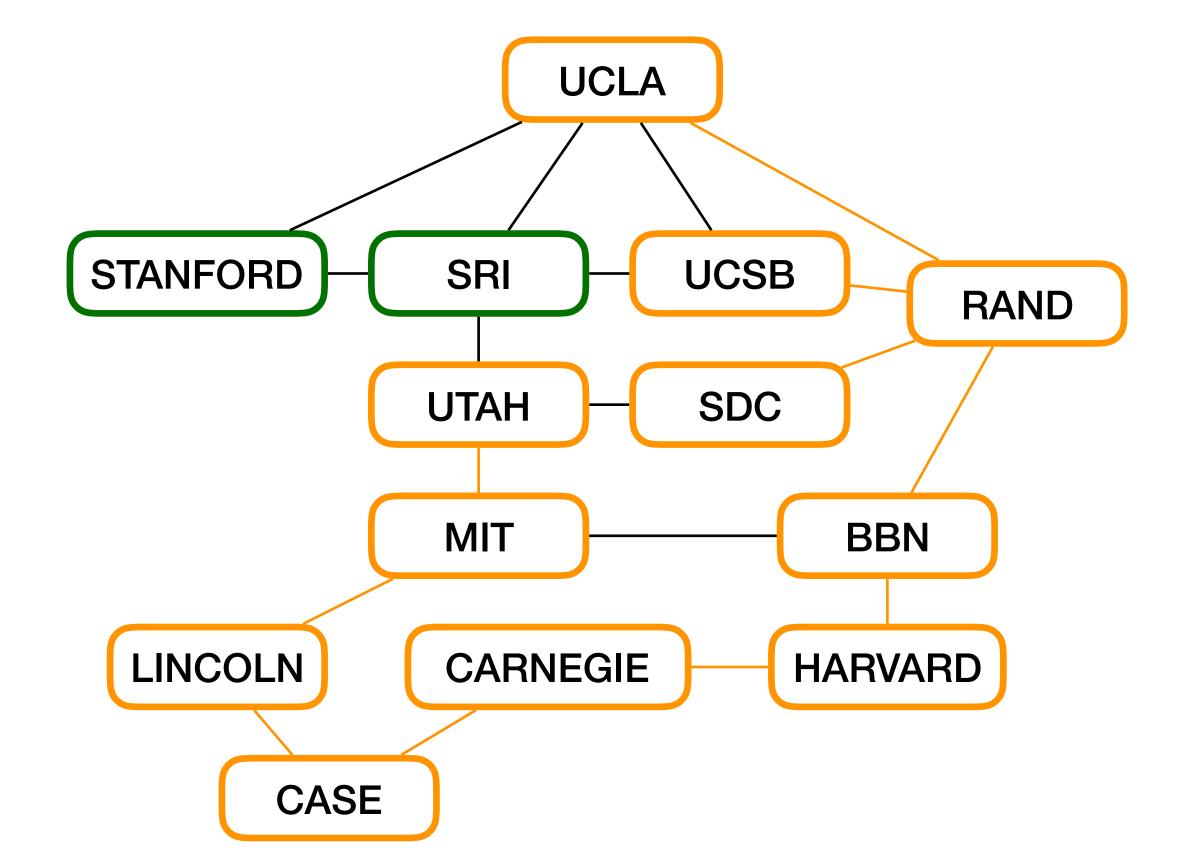
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UCSB	\(\sigma \)
RAND	3
UTAH	\(\sigma \)
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MIT	3
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LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

RAND UTAH



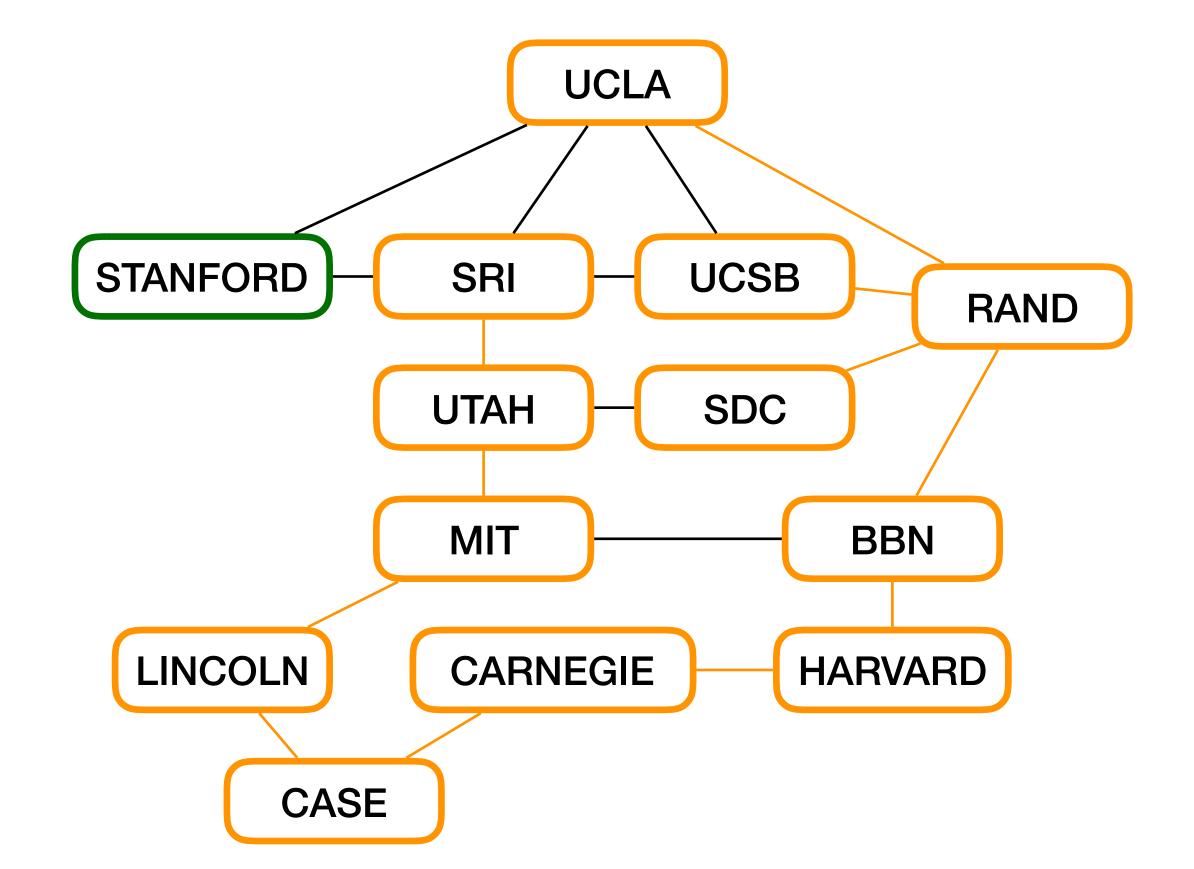
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CARNEGIE	0
HARVARD	1
CASE	1

UTAH UCLA UCSB SDC



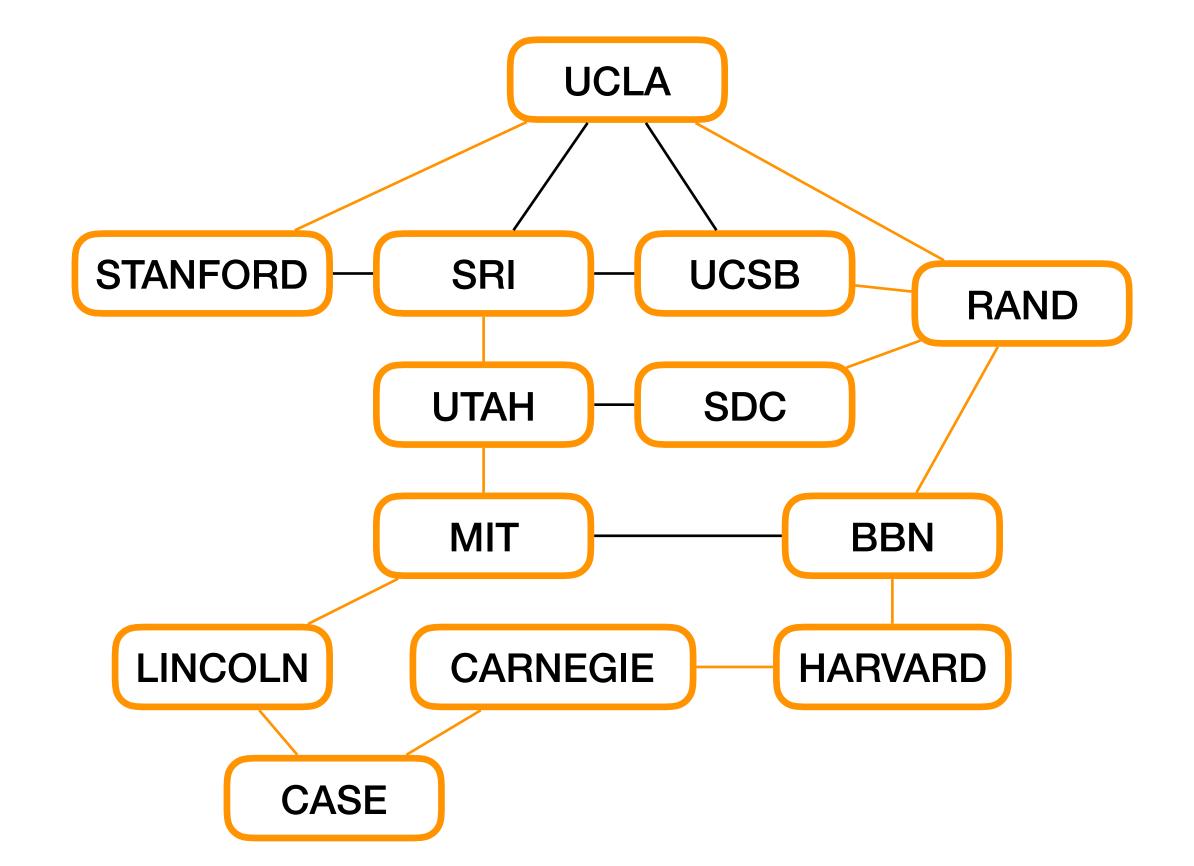
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CARNEGIE	0
HARVARD	1
CASE	1

UCLA UCSB SDC SRI



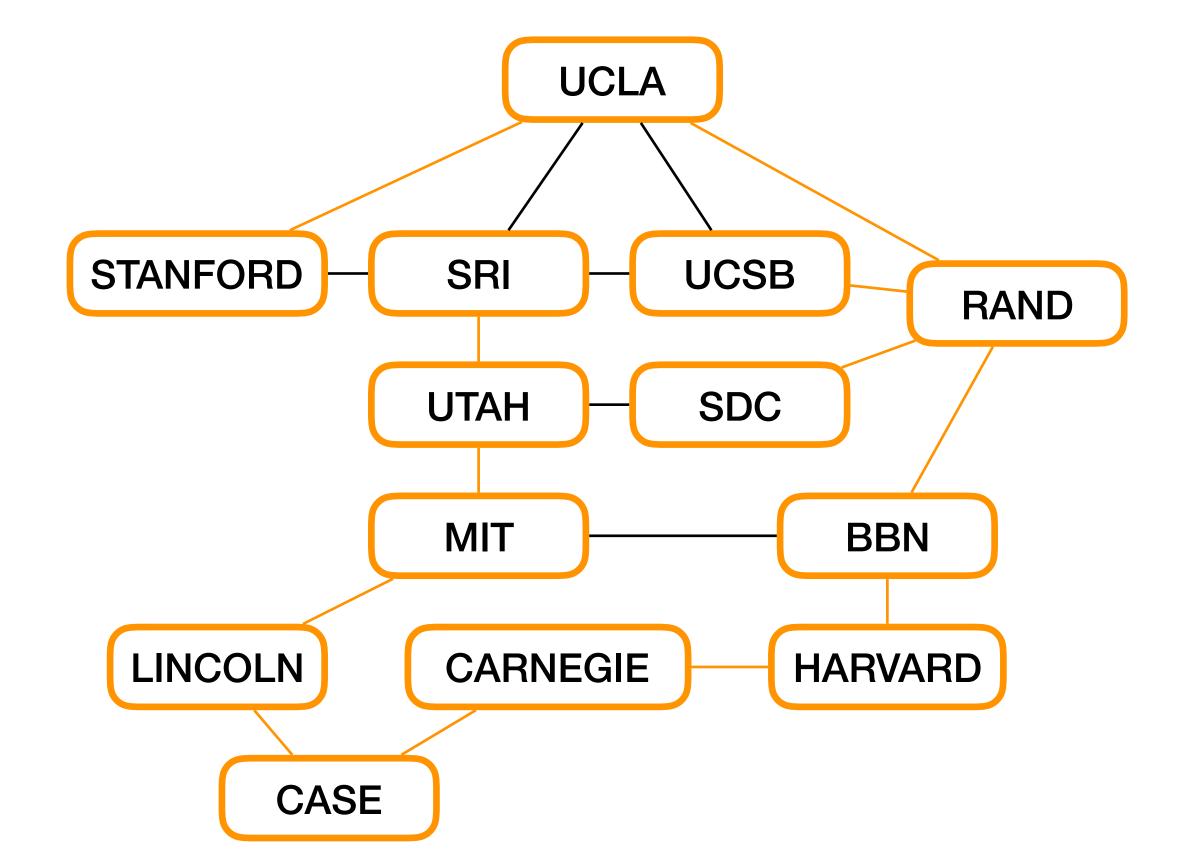
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CARNEGIE	0
HARVARD	1
CASE	1

UCSB SDC SRI STANFORD



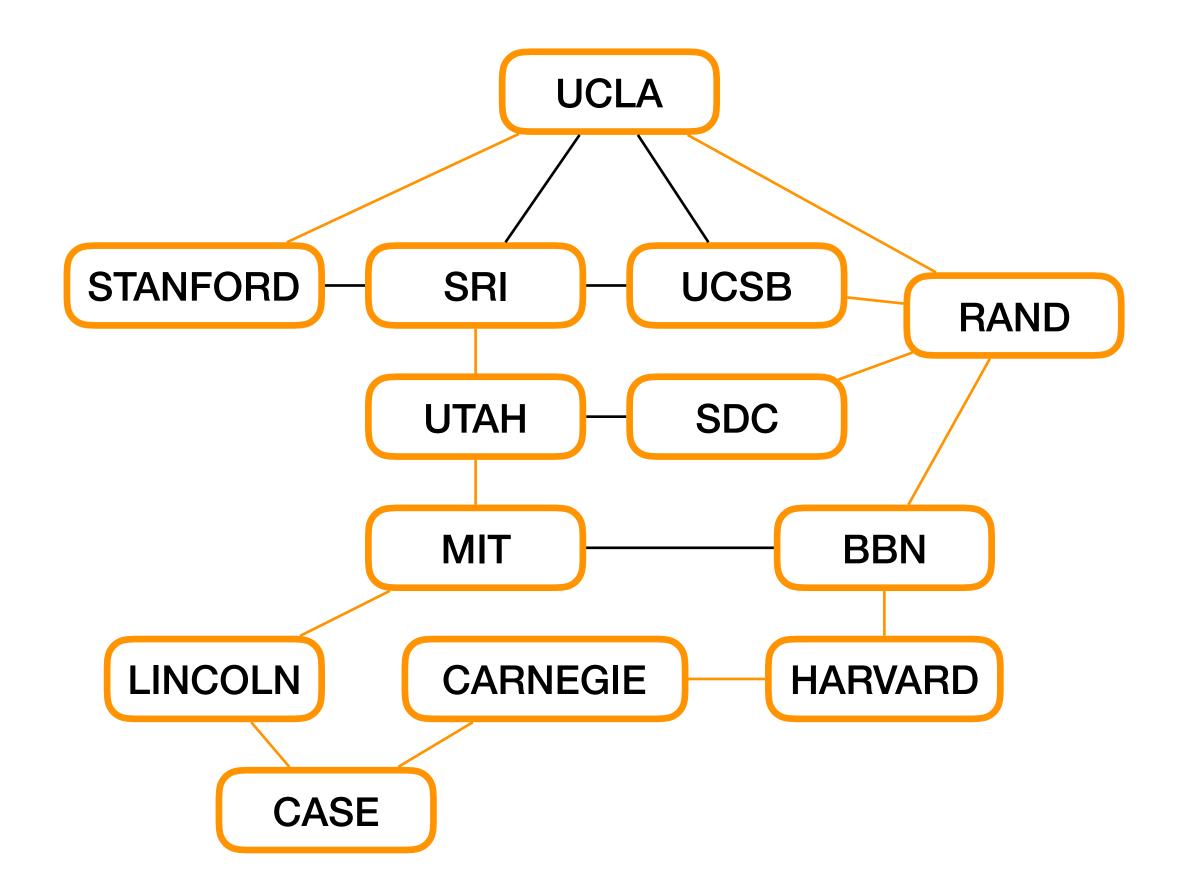
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HARVARD	1
CASE	1

SDC SRI STANFORD



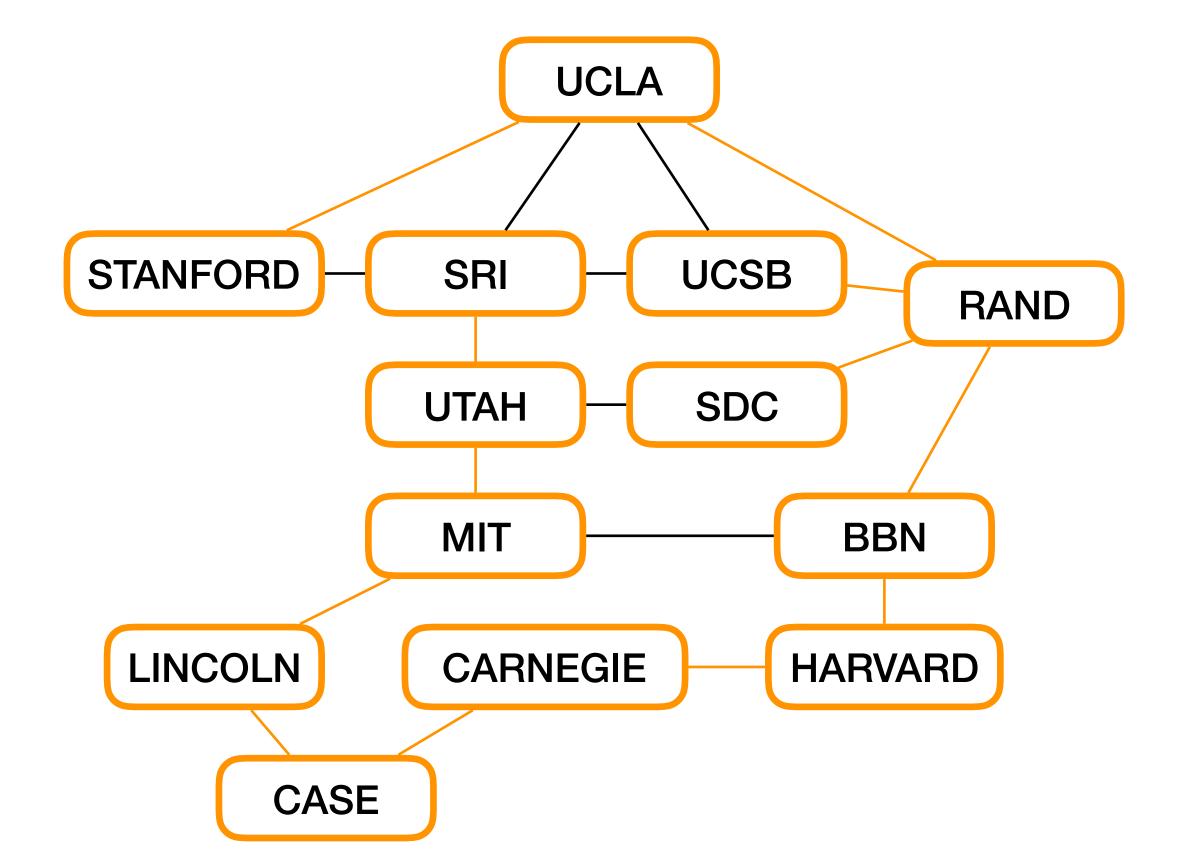
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MIT	3
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LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

SRI STANFORD

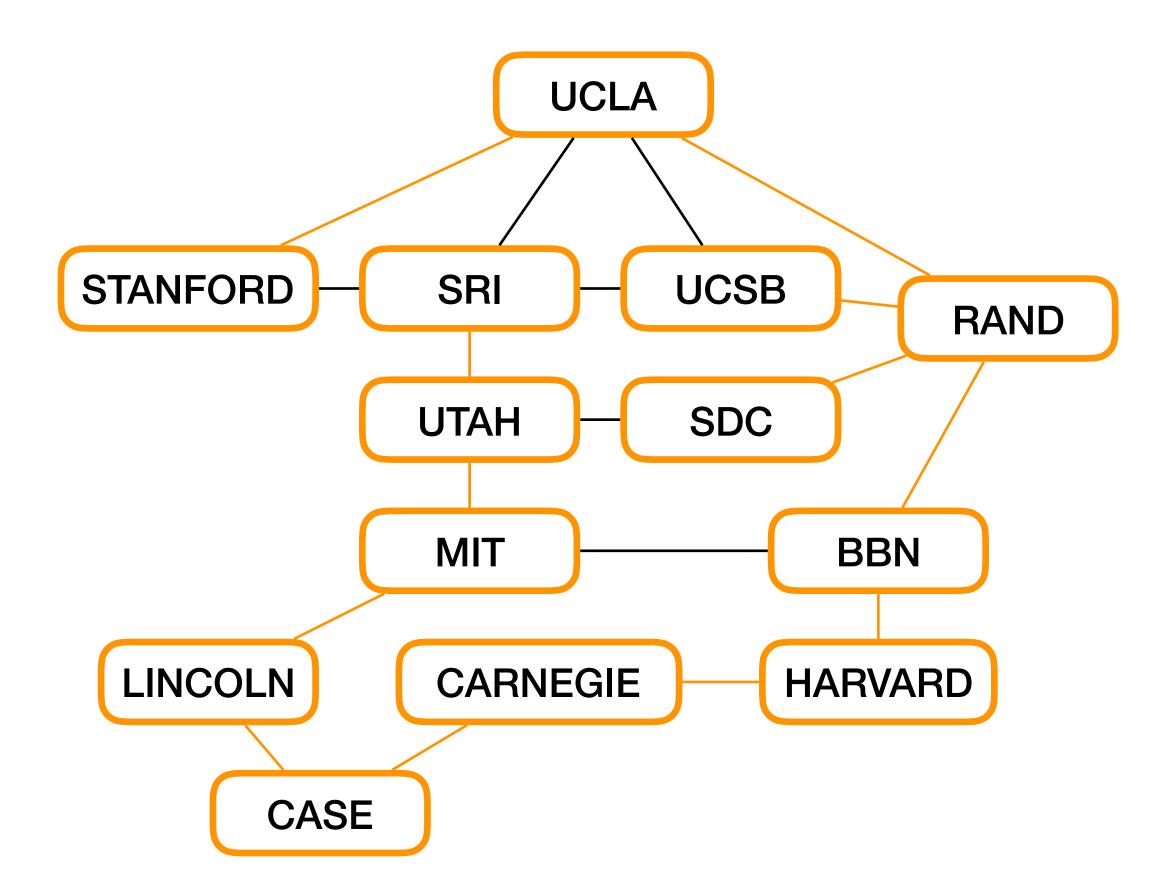


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UCSB	4
RAND	3
UTAH	4
SDC	4
MIT	3
BBN	2
LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

STANFORD

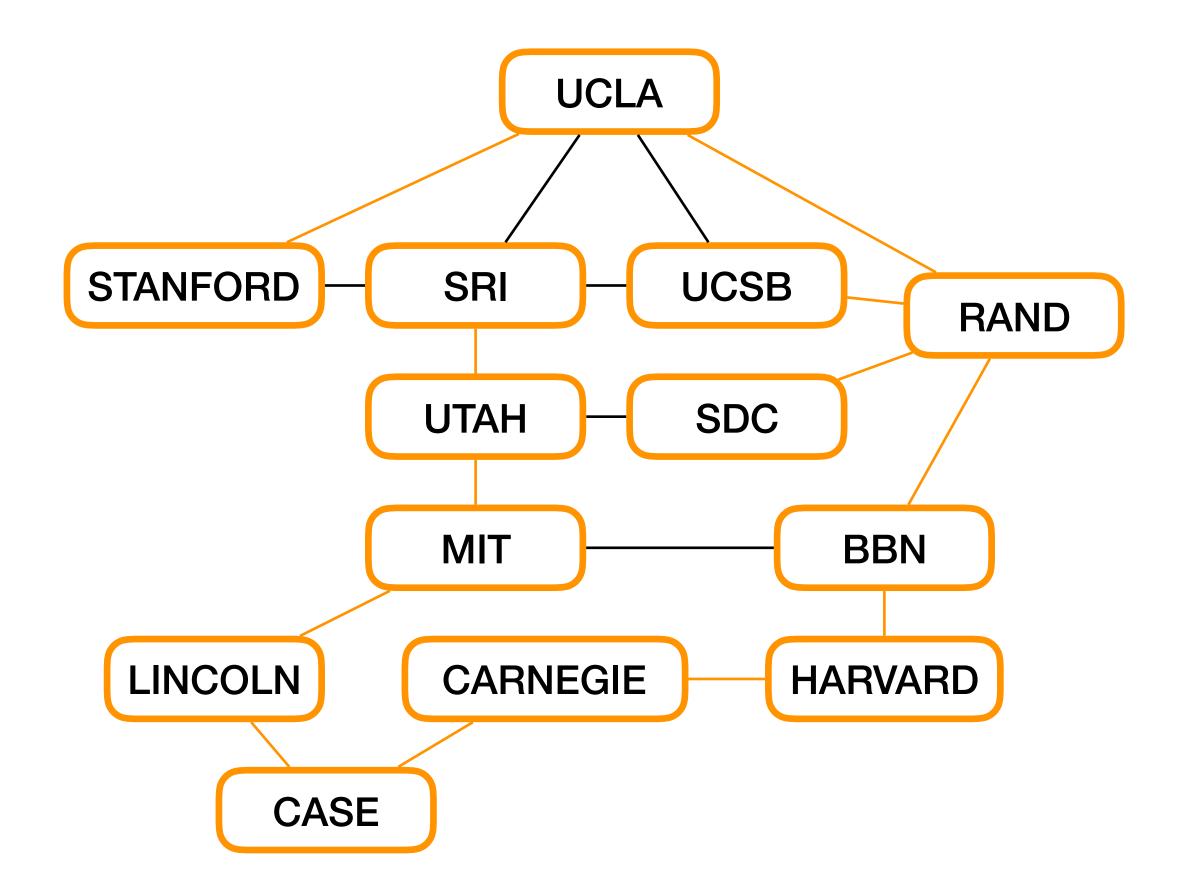


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MIT	3
BBN	2
LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1



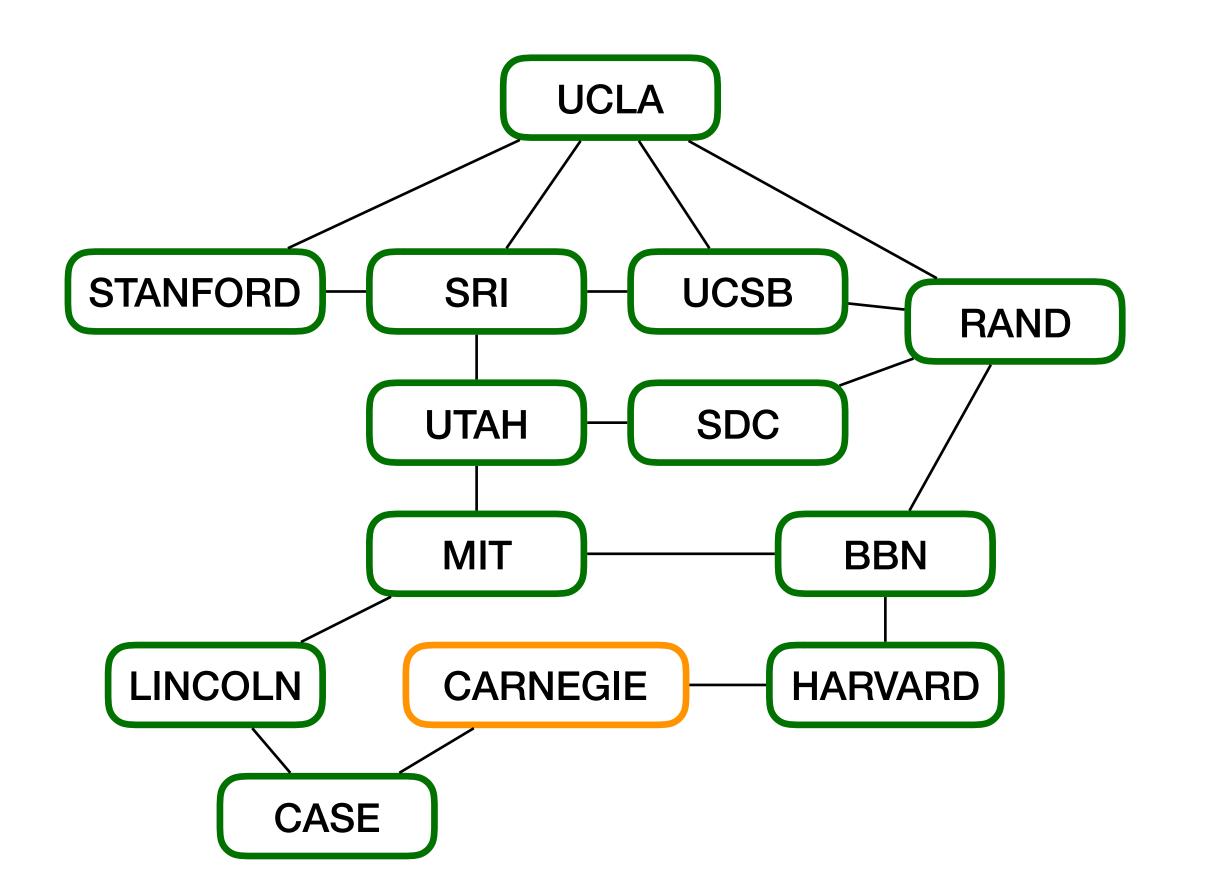
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RAND	3
UTAH	4
SDC	4
MIT	3
BBN	2
LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

 And we have the distance from the start node to all other nodes in the graph



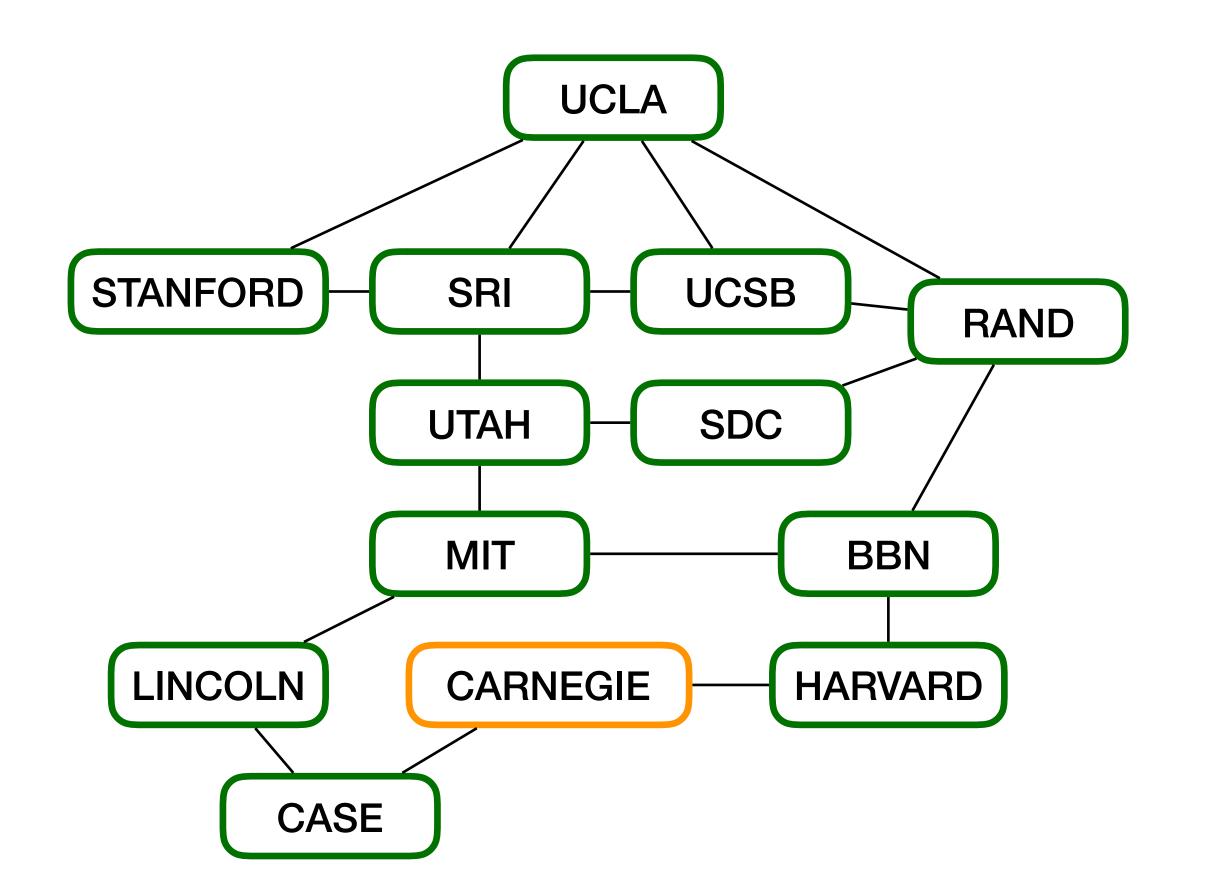
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UCSB	4
RAND	3
UTAH	4
SDC	4
MIT	3
BBN	2
LINCOLN	2
CARNEGIE	0
HARVARD	1
CASE	1

- But don't we want to find the shortest path for the Maze HW?
 - Not just the length of the shortest path



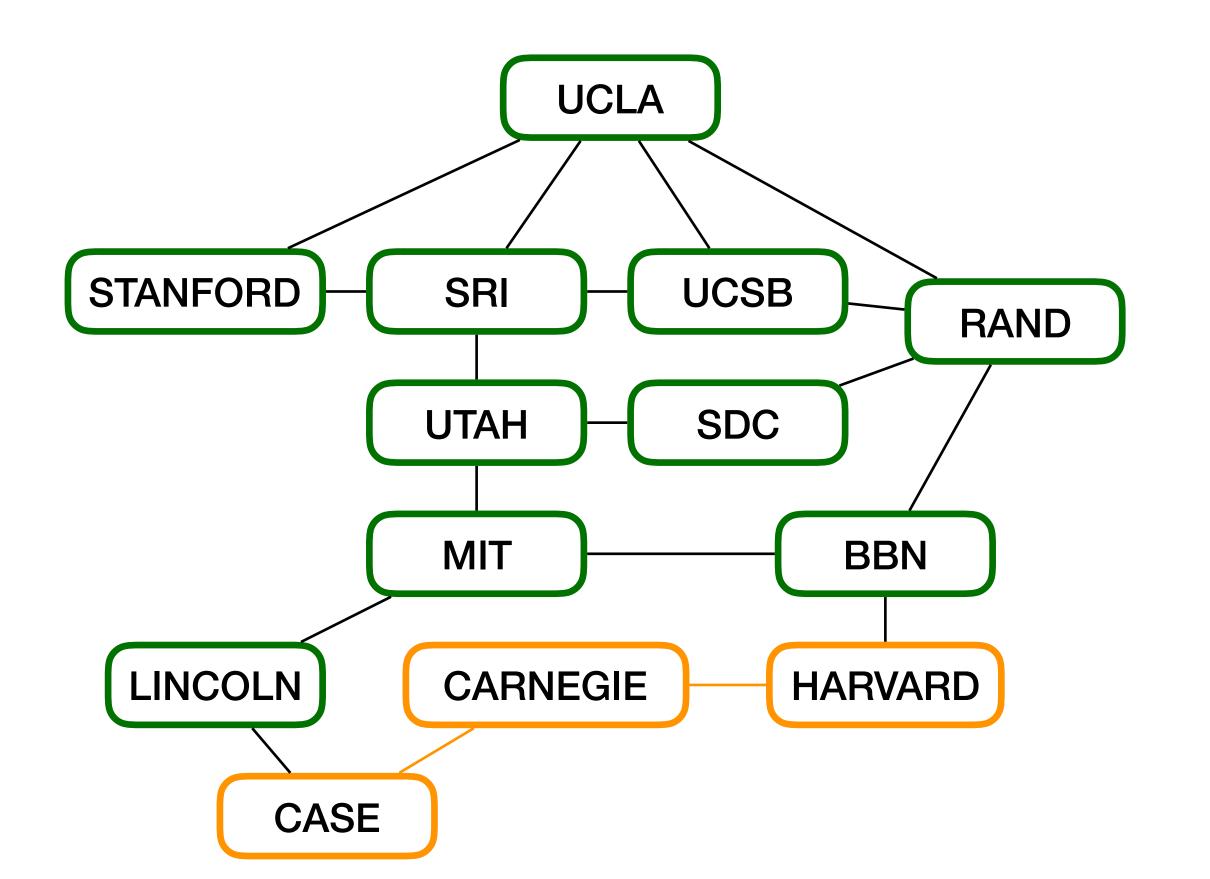
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RAND	∞
UTAH	∞
SDC	00
MIT	00
BBN	00
LINCOLN	∞
CARNEGIE	0
HARVARD	∞
CASE	∞

 Instead of tracking the distance, track the node that discovered each node



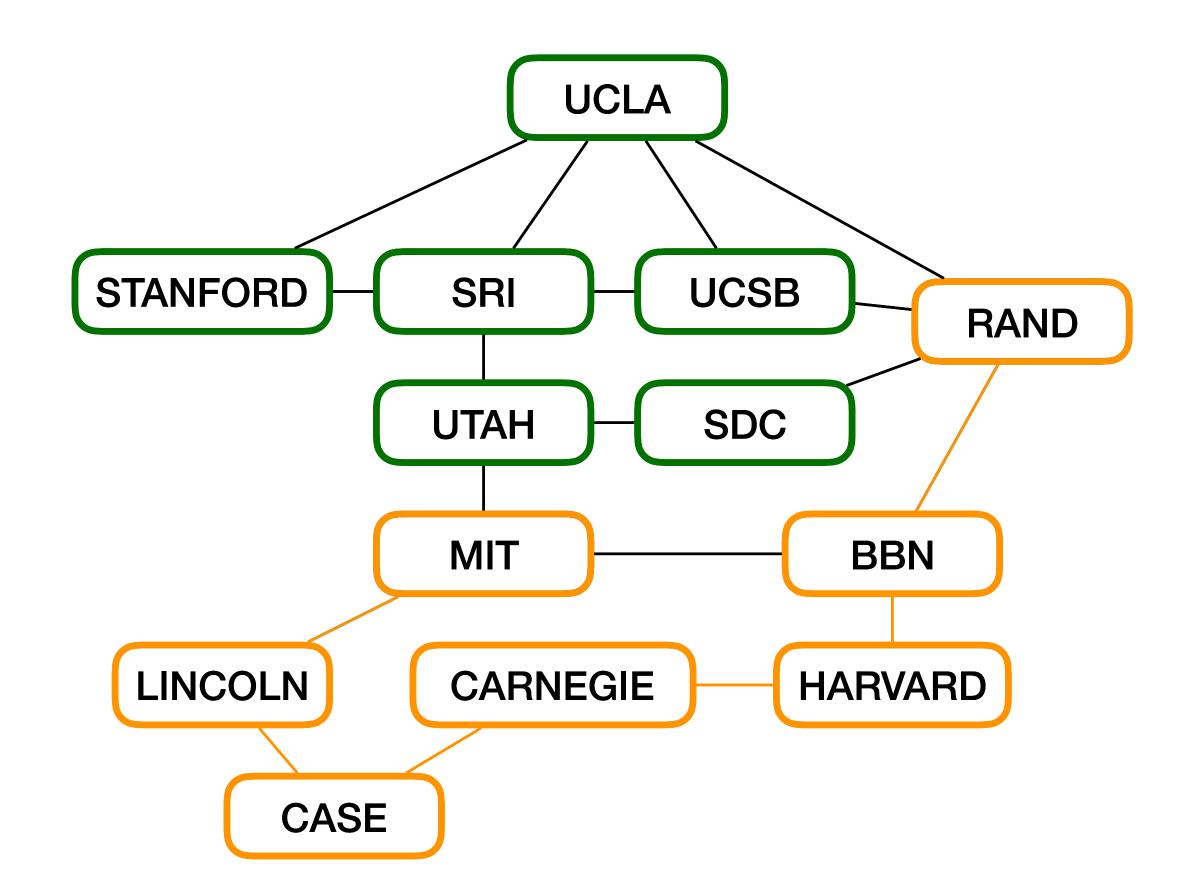
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SDC	unexplored
MIT	unexplored
BBN	unexplored
LINCOLN	unexplored
CARNEGIE	<start></start>
HARVARD	unexplored
CASE	unexplored

Now each node remembers how it was reached



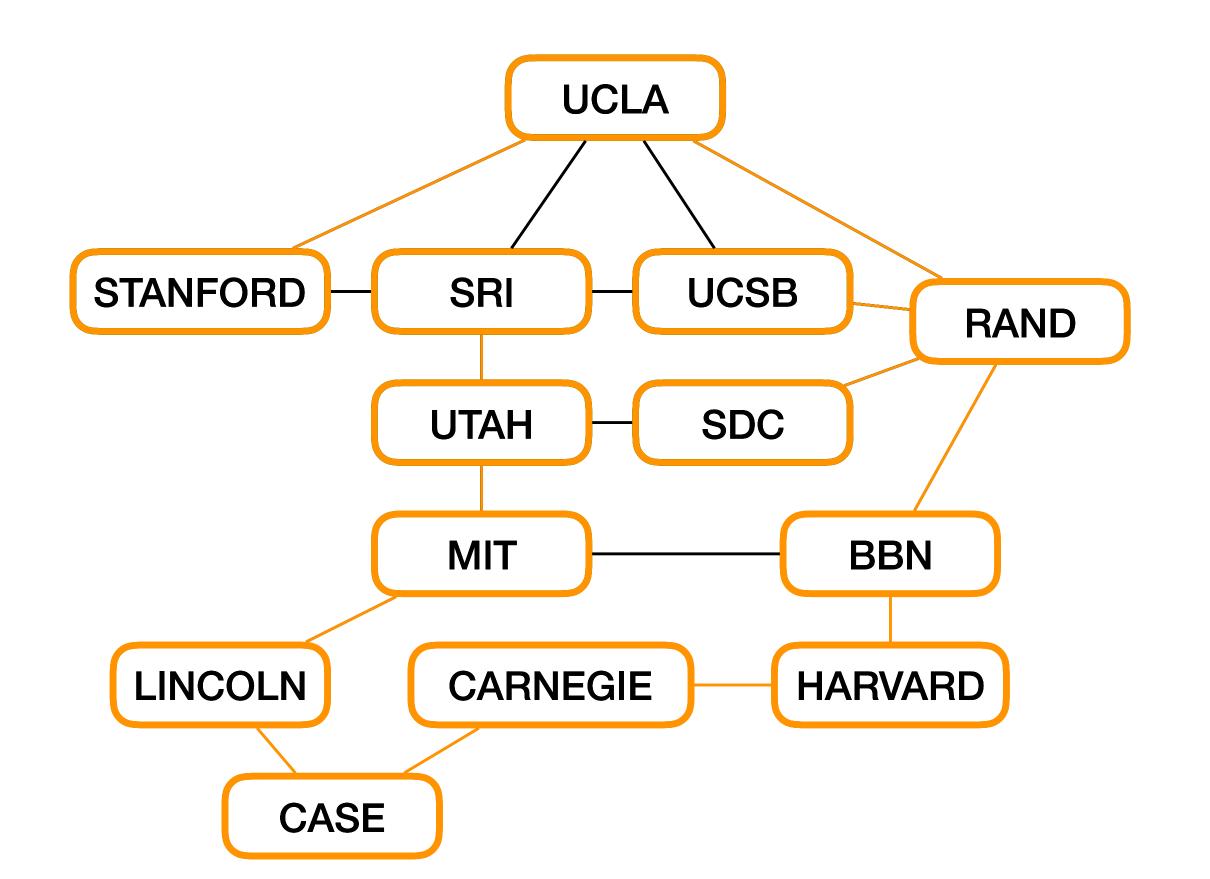
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SDC	unexplored
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BBN	unexplored
LINCOLN	unexplored
CARNEGIE	<start></start>
HARVARD	CARNEGIE
CASE	CARNEGIE

Repeat at each step



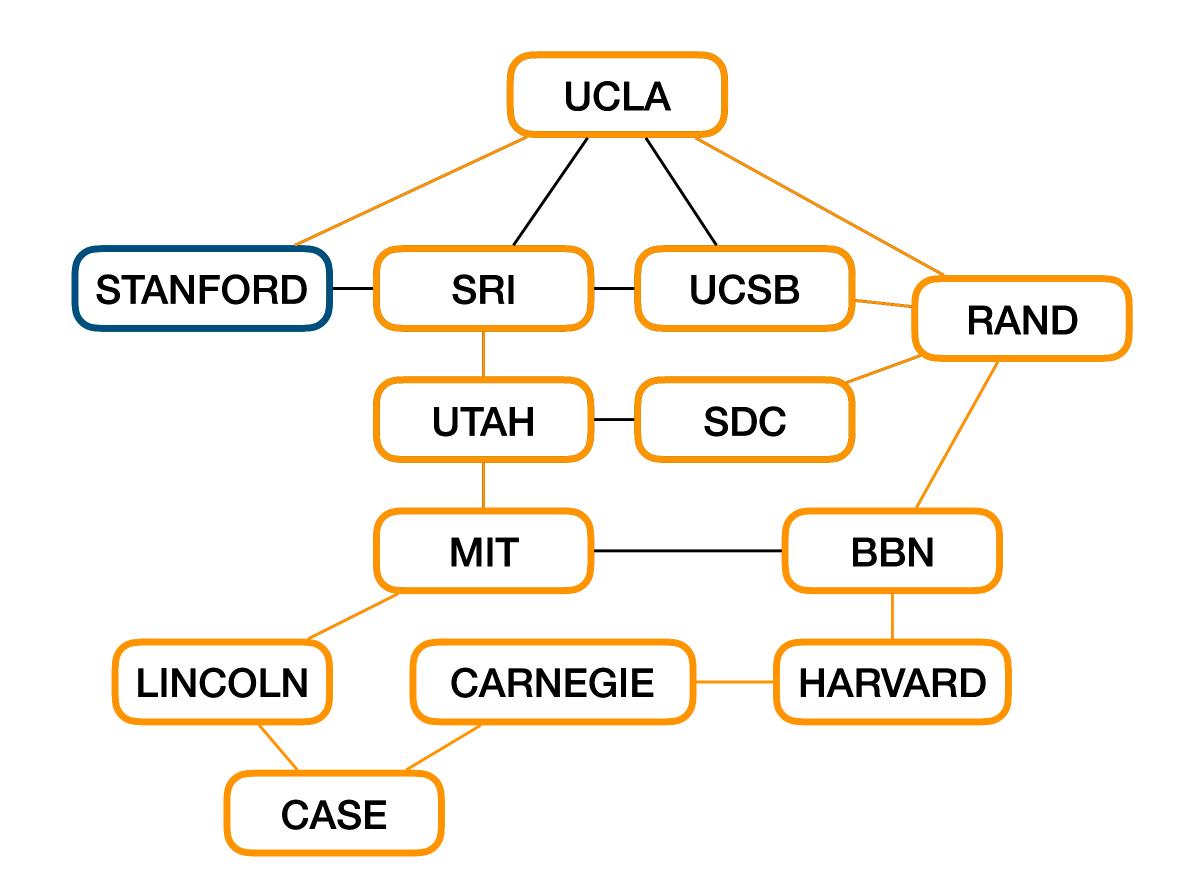
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SDC	unexplored
MIT	LINCOLN
BBN	HARVARD
LINCOLN	CASE
CARNEGIE	<start></start>
HARVARD	CARNEGIE
CASE	CARNEGIE

 At the end of the algorithm you'll know how each node was discovered



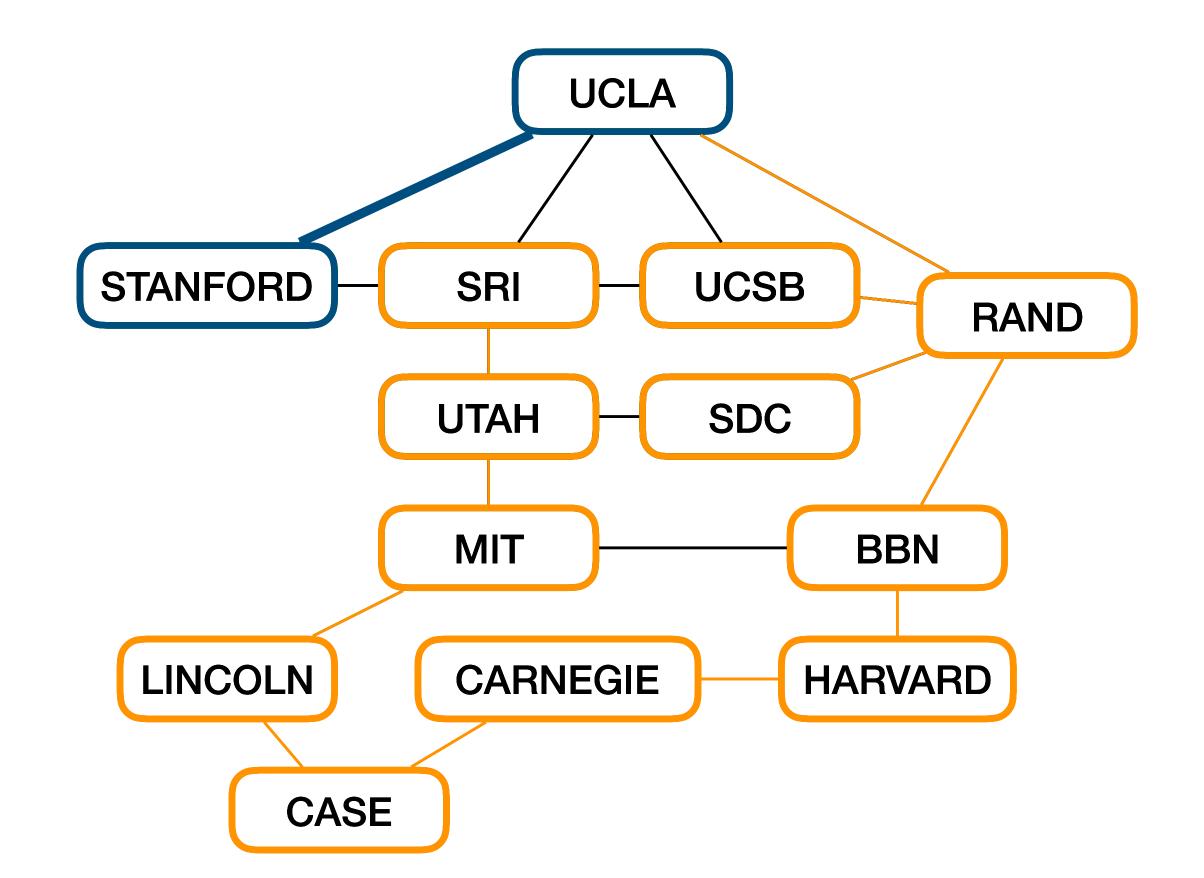
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SDC	RAND
MIT	LINCOLN
BBN	HARVARD
LINCOLN	CASE
CARNEGIE	<start></start>
HARVARD	CARNEGIE
CASE	CARNEGIE

- Work backwards to build the shortest path
- Find path from CARNEGIE to STANFORD



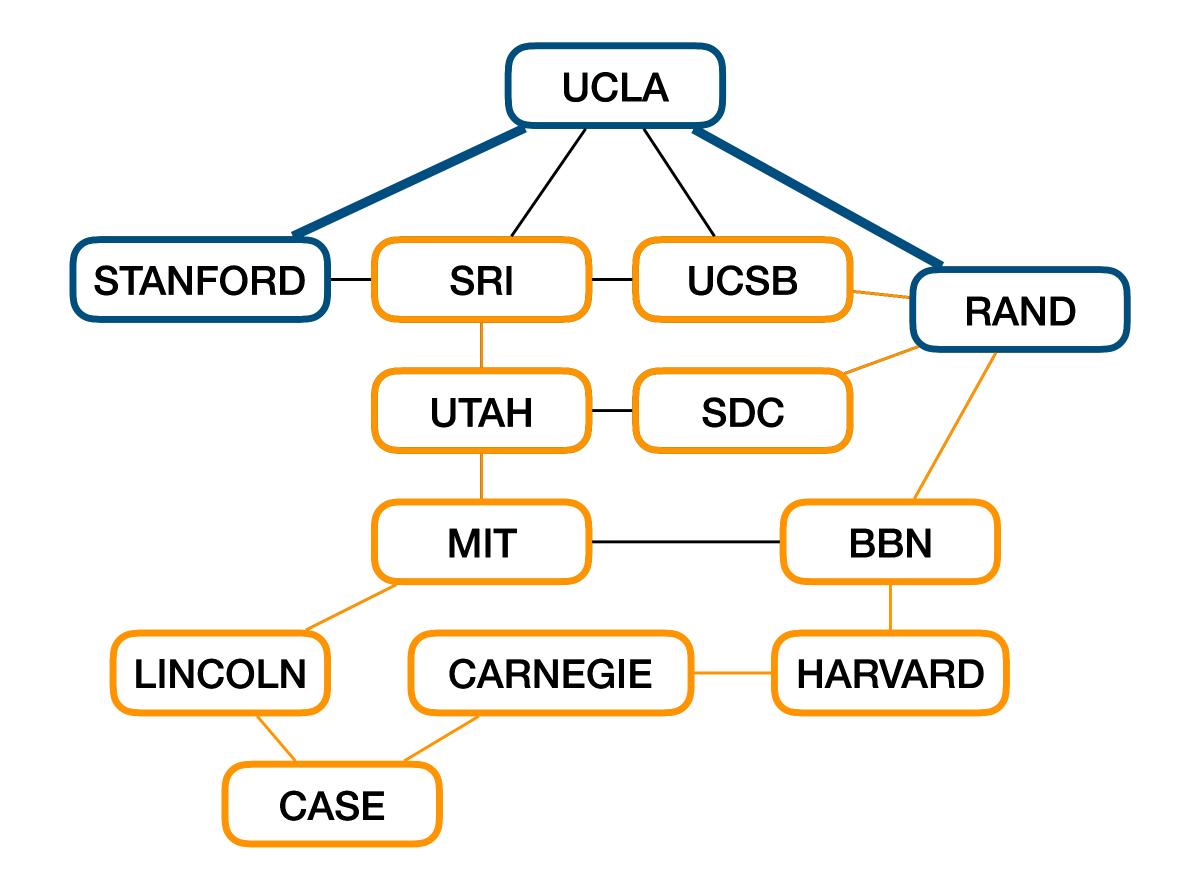
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CASE	CARNEGIE





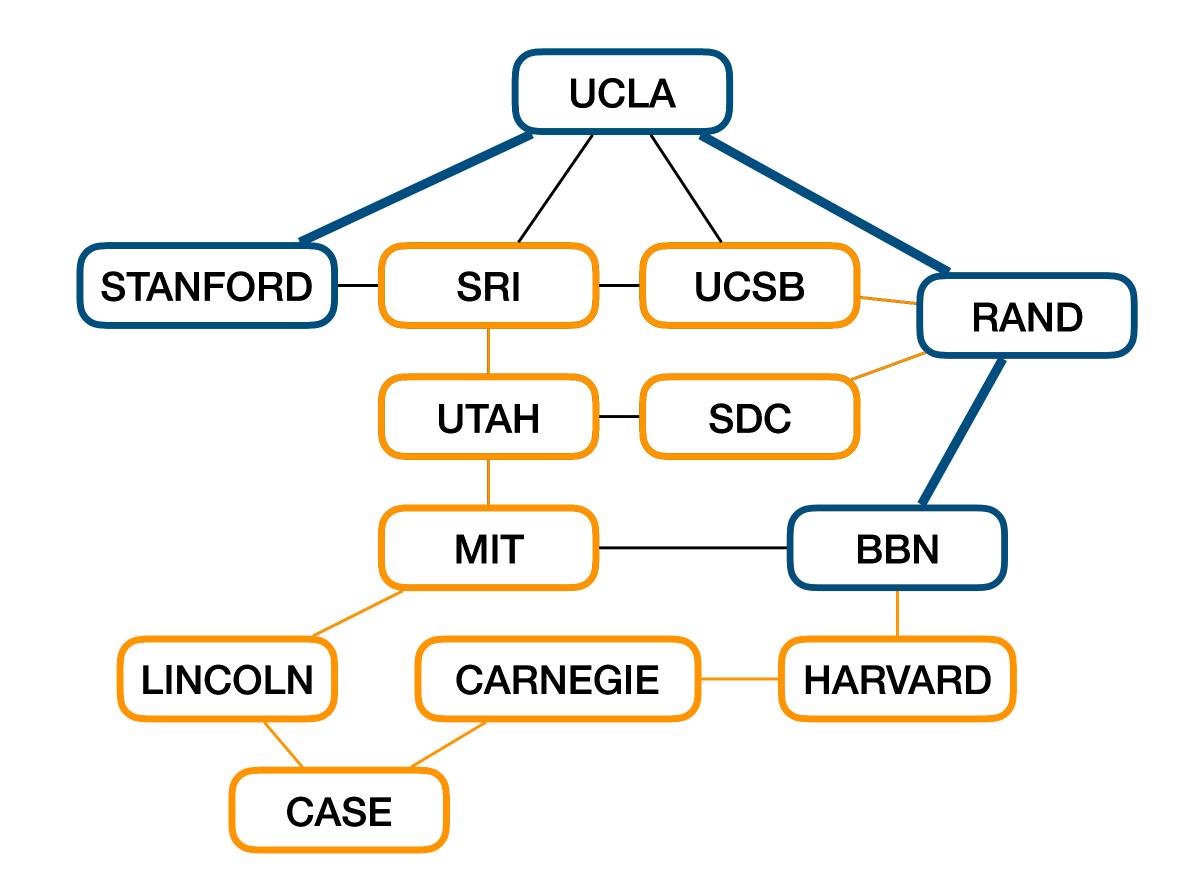
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CASE	CARNEGIE





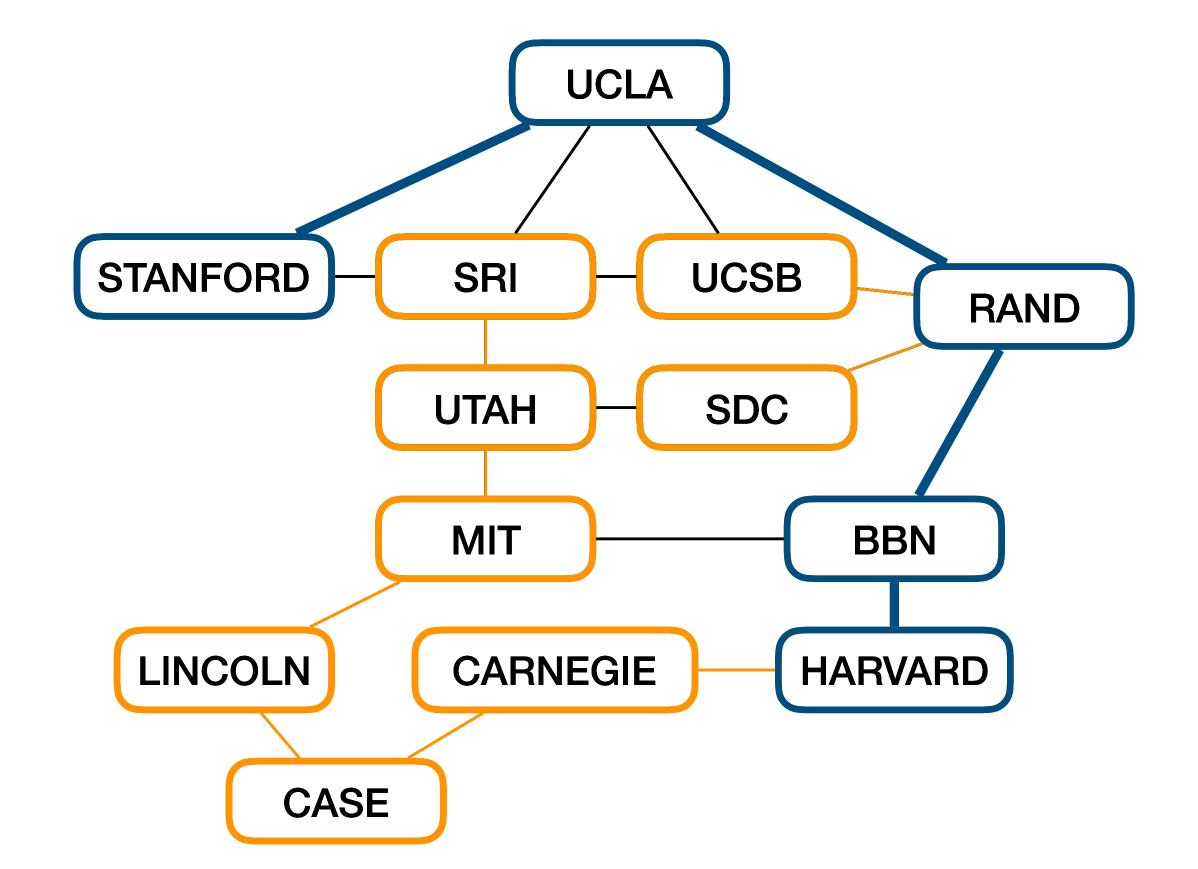
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LINCOLN	CASE
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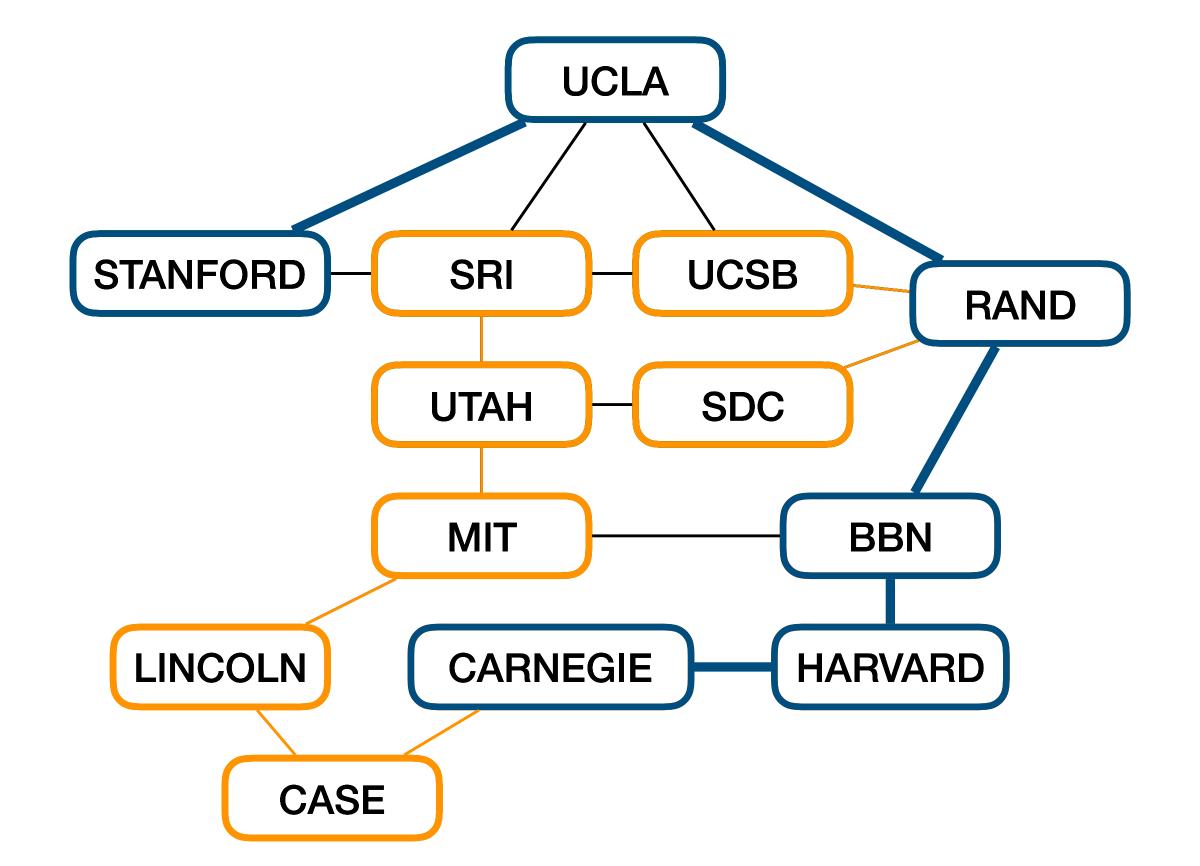
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BBN	HARVARD
LINCOLN	CASE
CARNEGIE	<start></start>
HARVARD	CARNEGIE
CASE	CARNEGIE





UCLA	RAND
STANFORD	UCLA
SRI	UTAH
UCSB	RAND
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BBN	HARVARD
LINCOLN	CASE
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HARVARD	CARNEGIE
CASE	CARNEGIE

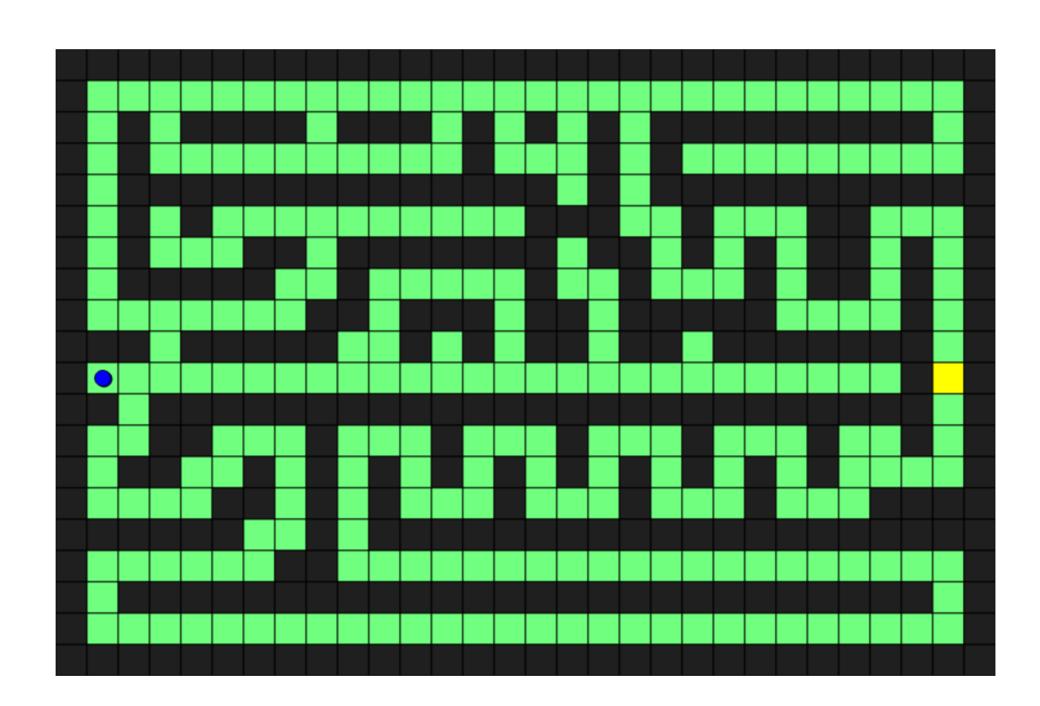




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LINCOLN	CASE
CARNEGIE	<start></start>
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CASE	CARNEGIE

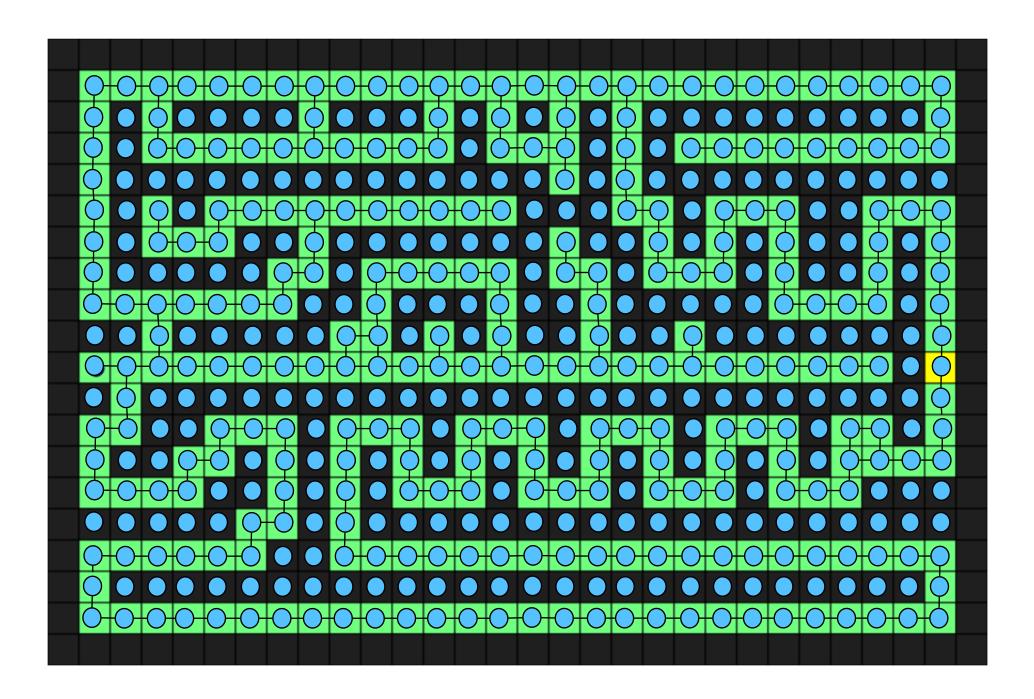
But we have to find paths in a maze

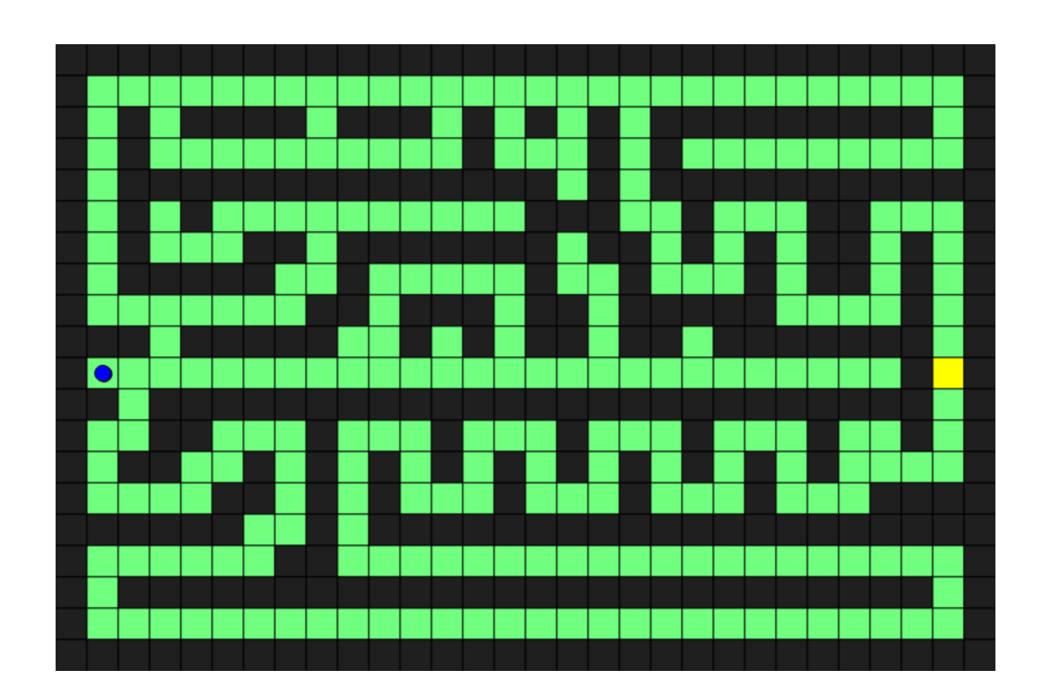
How do graphs help with this?



Pathfinding on a Grid

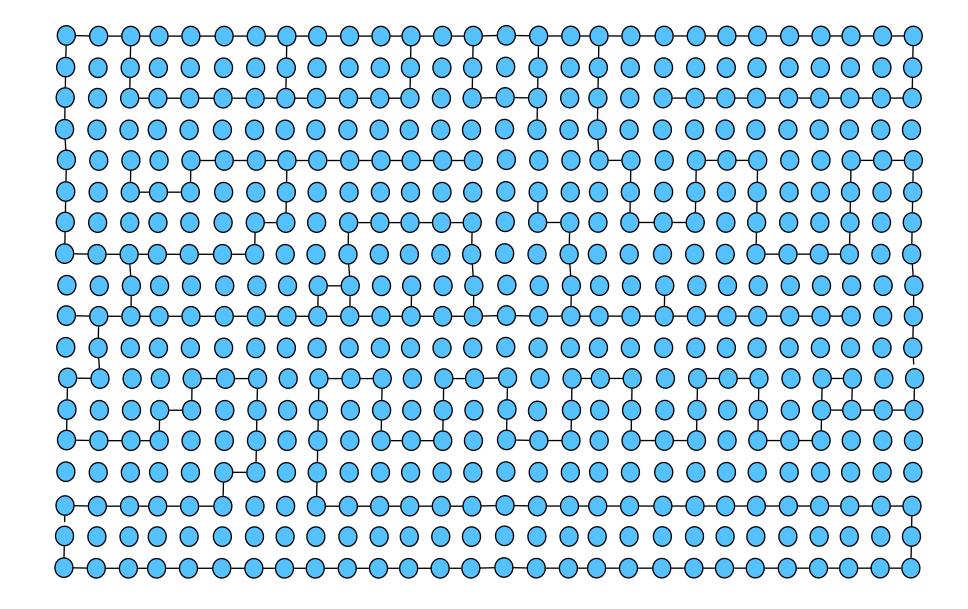
- Convert the maze to a graph
- Run BFS starting at the tile containing the maze runner
- Backtrack from the goal tile to build the path





Computer sees:

We see:



Lecture Question

Task: Find the distance between two nodes in a graph

- In the week9.Graph class
 - Write a method named distance that takes two node indices (Ints) and returns the distance between the two nodes
 - You may assume the two input nodes are connected