Test site

BFS algorithm

- $\mathbf{f}(\mathit{startVertex}) = \mathbf{T}$
- level = 1 to n-1
 - $\mathbf{s}\langle\mathbf{f}\rangle = level$
 - $\mathbf{f}\langle \neg \mathbf{s}, \mathbf{r} \rangle = \mathbf{f}\mathbf{A}$

Some code

GrB_mxm(&frontier, numsp, GrB_NULL, Int32AddMul, A,frontier, desc_tsr);