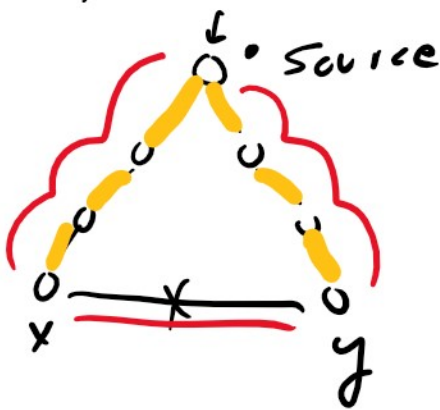


# BFS & SSSP

SSSP stands for "Single Source Shortest Path"

## Modify BFS to Encode Paths

```
bfs(vertex v) {  
    Q = new Queue  
    prev = empty list of vertices // Added  
    visit(v)  
    Q.enqueue(v)  
    while(queue is not empty) {  
        u = Q.dequeue()  
        for(each unvisited neighbor w of u) {  
            visit(w)  
            prev[w] = u // Added  
            Q.enqueue(w)  
        }  
    }  
}
```



Shortest  
Paths only  
From  
Single  
source

## Recovering Shortest Paths

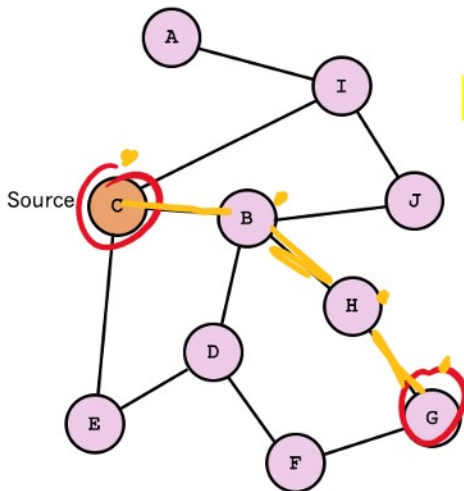
```

Shortest_path(vertex s, vertex t){
    prev = list of vertices from BFS
    sp = empty list of vertices
    current = t
    while (prev[current] has a vertex){
        add current to front of sp
        current = prev[current]
    }
    if (sp.length > 0){
        add s to front of sp
    }
    return sp
}
    
```

S.P. From  $s$  To  $t$

EXAMPLE  
 $s = C, t = G$

$\langle C B H G \rangle = SP$



Vertex	Prev
A	I
B	C
C	
D	B
E	C
F	D
G	H
H	B
I	C
J	B

CURRENT  
~~G~~  
~~H~~  
~~B~~  
 C

THIS TABLE CAN ONLY BE USED FOR S.P. FROM C