

Breadth First Search

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IIIT, Delhi
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12th May, 2023

We shall introduce this traversal technique through an interesting problem: **Computing distances from a vertex.**

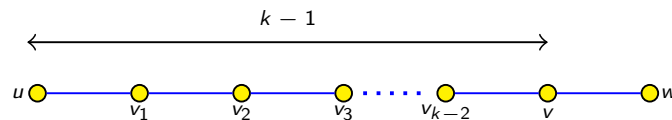
Notations and Observations

Length of a path: Is the **number of edges** on the path.

Example: A path of length 6 between u and v .



Question: If $uv_1 \cdots v_{k-2}v$ is a **path** of length $k - 1$ from u to v , then what is the length of the path $uv_1 \cdots v_{k-2}vw$?



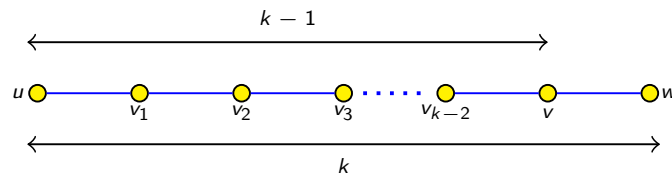
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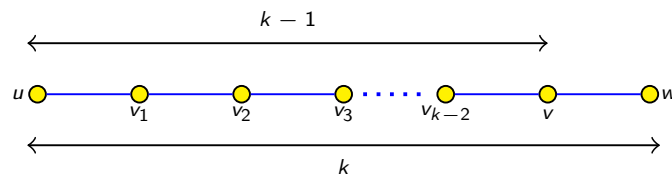
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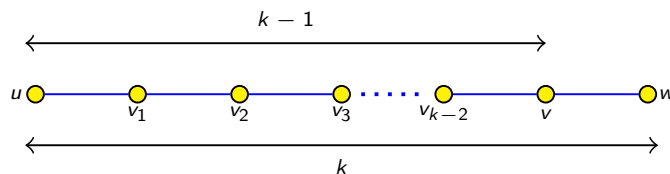
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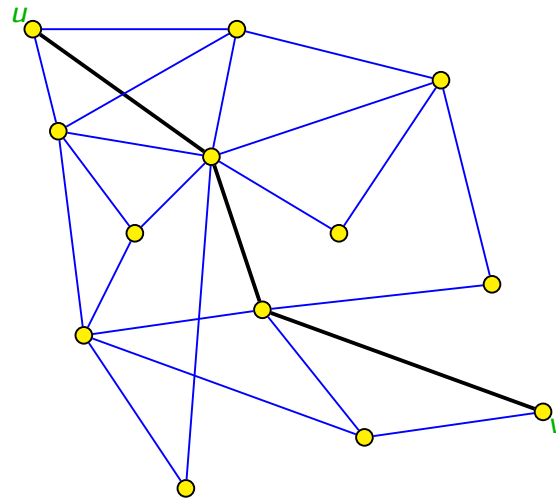
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Question: What can be the **maximum possible length** of any path in a graph?

Answer: $|V| - 1$.

Notations and Observations (Cont.)

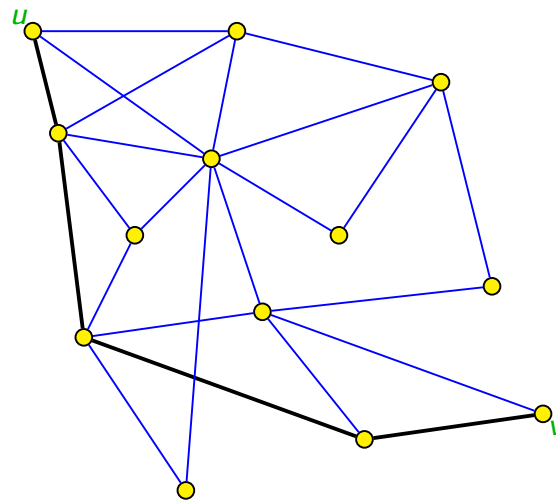
Shortest path from u to v : A path from u to v of **least length**.



Paths from u to v

Notations and Observations (Cont.)

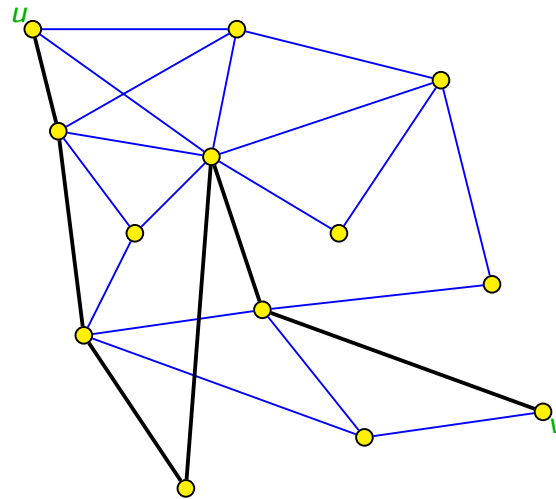
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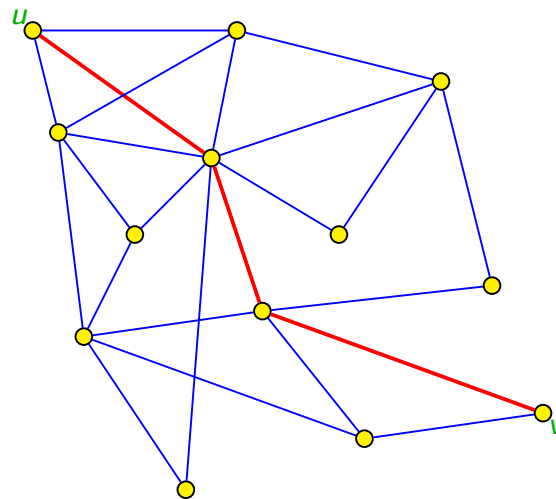
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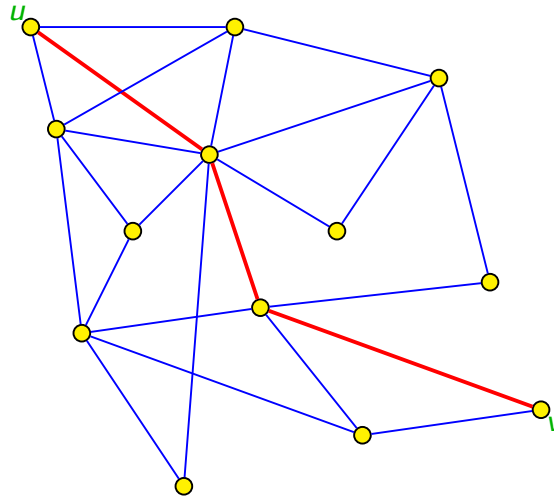


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Note: In general, may not be unique!

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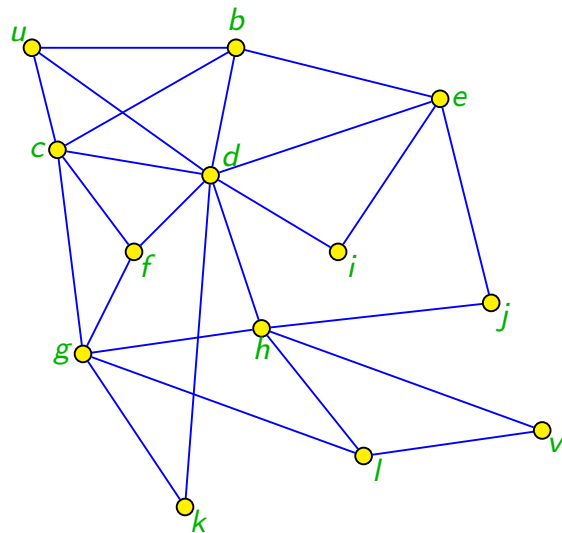
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$\delta(u, v)$: Length of the Shortest path distance from u to v .

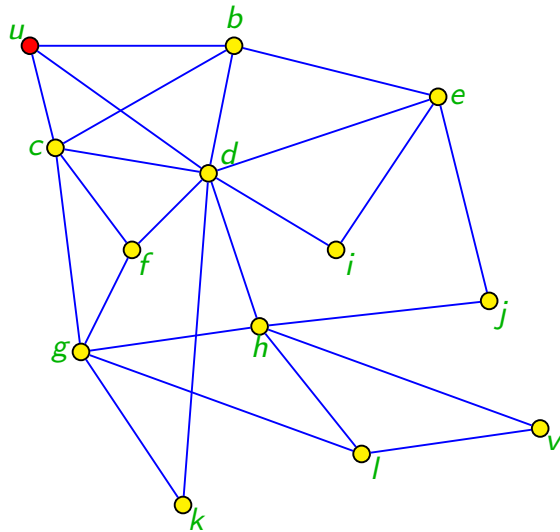
Convention: $\delta(u, v) = \infty$, if there is no path from u to v .

Shortest Path in Undirected Graphs



Problem: How to compute distance to all vertices **reachable** from u in a given a **undirected graph**?

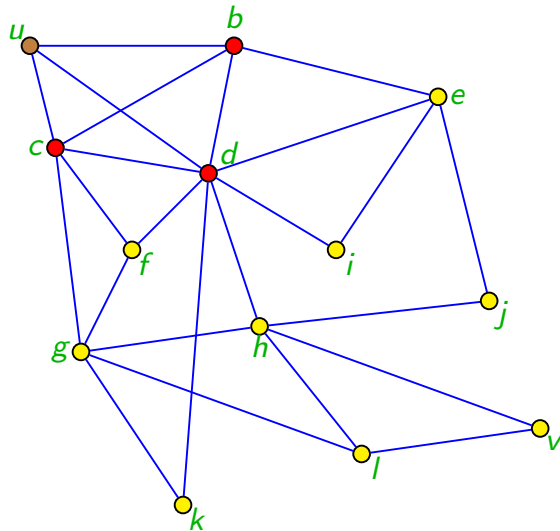
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Vertices at distance **0** from u :

Shortest Path in Undirected Graphs

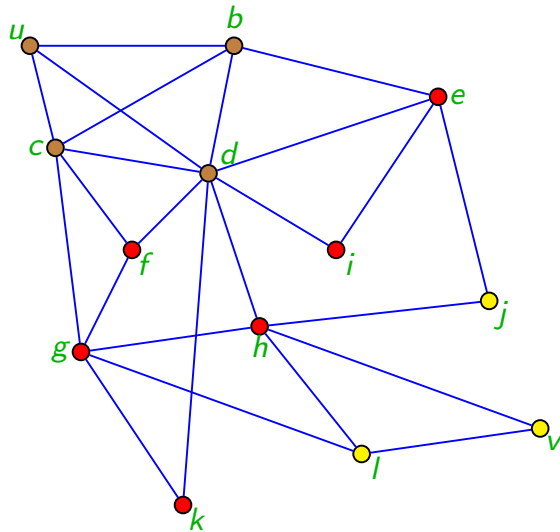


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Vertices at distance **0** from u : $\{u\}$

Vertices at distance **1** from u :

Shortest Path in Undirected Graphs



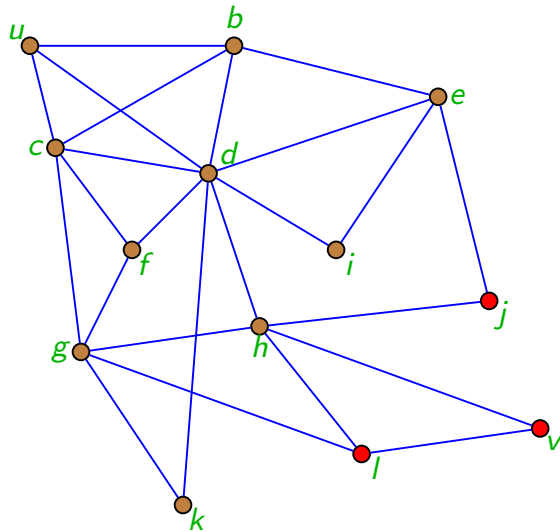
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Vertices at distance **2** from u :

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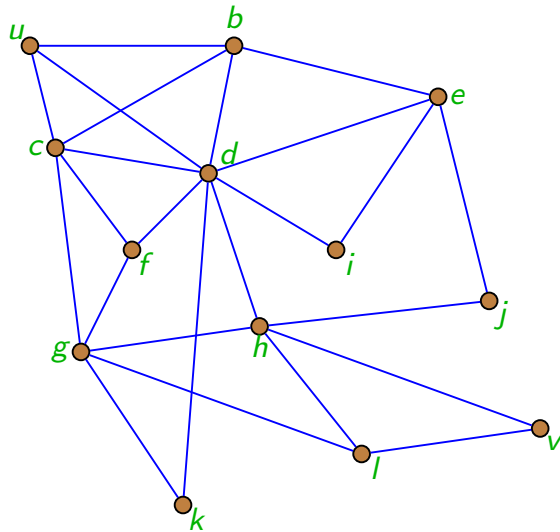
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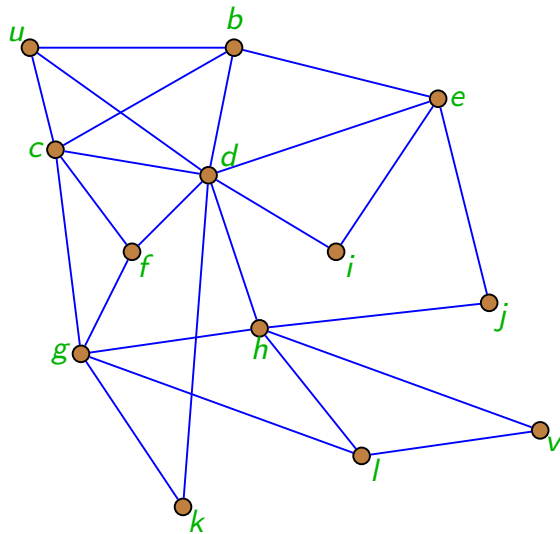
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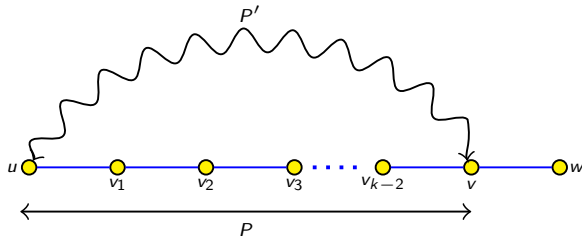
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Note: While reporting, you have (sub)consciously used an **important property** of shortest paths. Can you state this property?

An Important Property of Shortest Paths

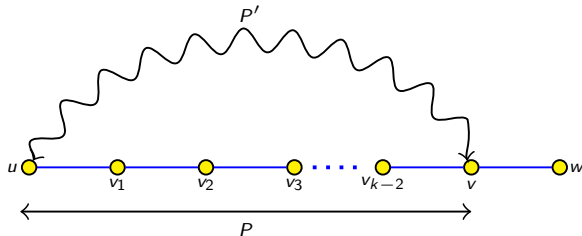
Let $P = uv_1 \cdots v_{k-2}v$.



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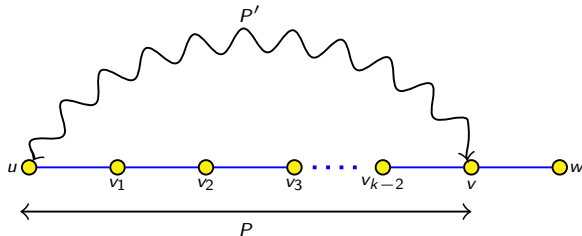


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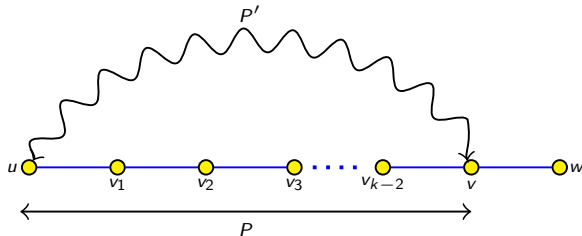
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$$\text{Length}(P') < \text{Length}(P).$$

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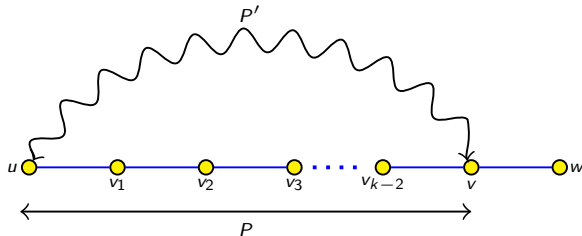
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Ans: $\text{Length}(P') + 1 < \text{Length}(P) + 1 = \text{Length}(uv_1 \cdots v_{k-2}vw)$.

\Rightarrow

Relationship Among Vertices at Different Distances from u

V_0 : Vertices at distance 0 from $u = \{u\}$.

V_1 : Vertices at distance 1 from $u =$ Neighbours of V_0 .

V_2 : Vertices at distance 2 from $u =$ Neighbours of V_1 that do not belong to $V_0 \cup V_1$.

\vdots

V_{i+1} : Vertices at distance $i + 1$ from $u =$ Neighbours of V_i that do not belong to $V_{i-1} \cup V_i$.

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Question: How to distinguish the neighbors of V_i which belong to V_{i+1} from those which belong to V_j , $j \leq i$?

How Can We Compute V_{i+1} ?

Key idea: Compute V_i 's in increasing order of i .

Initialize:

- $Distance[v] \leftarrow \infty$ for each vertex $v \in V \setminus \{u\}$.
- $Distance[u] \leftarrow 0$.

Computing V_i 's:

- First compute V_0
- Then compute V_1
- ...
- Once we have computed V_i , then for every neighbor v of a vertex in V_i , we have
 - If $v \in V_j$ for some $j \in \{0, 1, 2, \dots, i-1\}$, then $Distance[v] < i$.
 - If $v \in V_{i+1}$, then $Distance[v] = \infty$.

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We can thus distinguish the neighbors of V_i which belong to V_{i+1} from those which belong to V_j .

A Neat Algorithm for Computing Distances from u

Conclusion: We therefore need an algorithm which traverses/visits the vertices in **non-decreasing** order of **distances** from u .

Inherent Ordering: Thus, all vertices at distance k needs to be processed before vertices at distance $k + 1$ (FIFO).

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This traversal algorithm is called **breadth first search (BFS) traversal.**

Breadth First Search (BFS)

Gray vs. Black Vertices

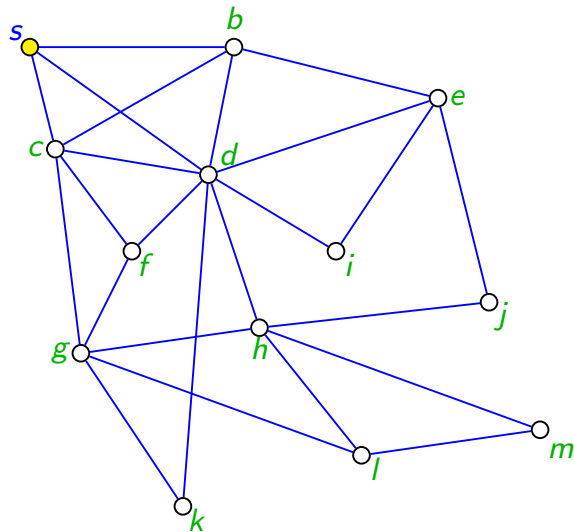
Black vertices: If $(u, v) \in E$ and vertex u is black, then

- vertex v is either gray or black.
- That is, *all vertices adjacent to black vertices have been discovered.*

Gray vertices:

- *Gray vertices may have some adjacent white vertices*
- They represent the frontier between discovered and undiscovered vertices.

BFS(G, s)



I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

Begin

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for each vertex  $u \in V \setminus \{s\}$  {  
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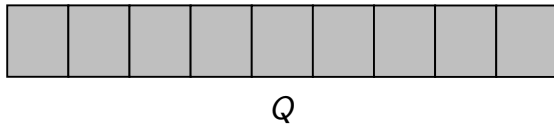
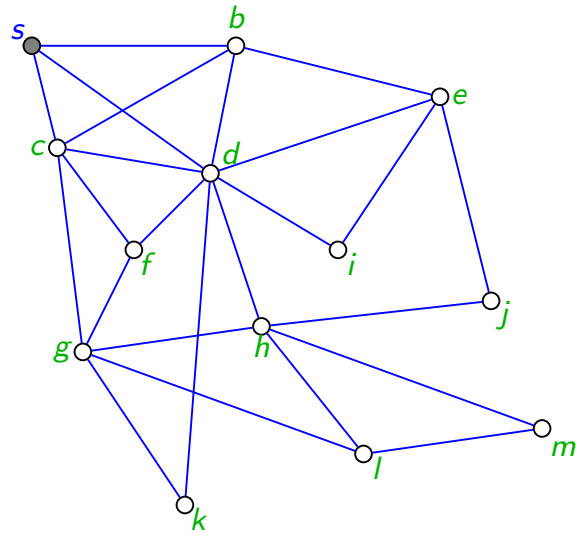
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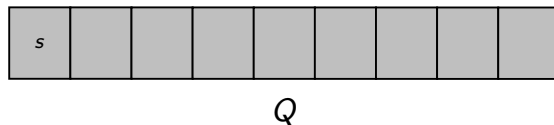
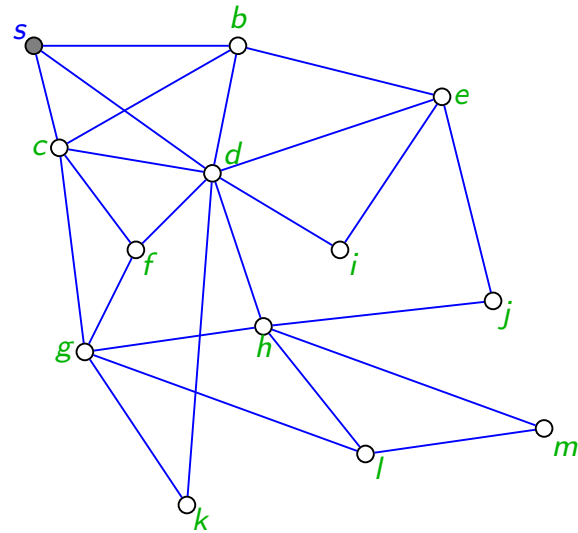
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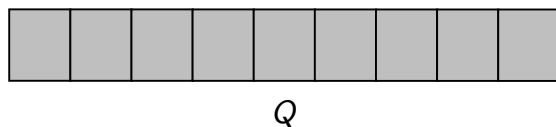
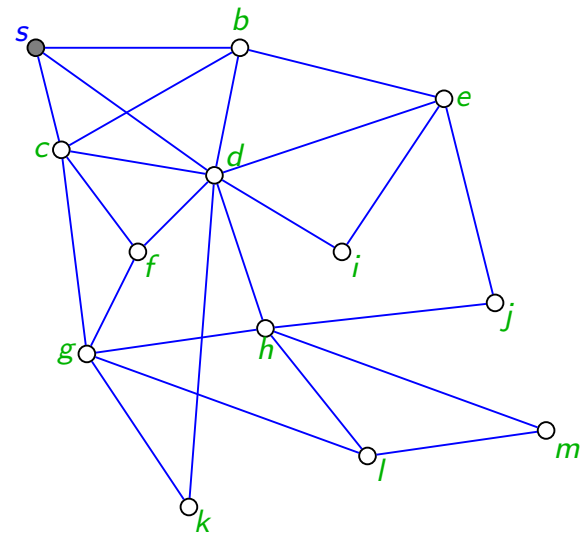
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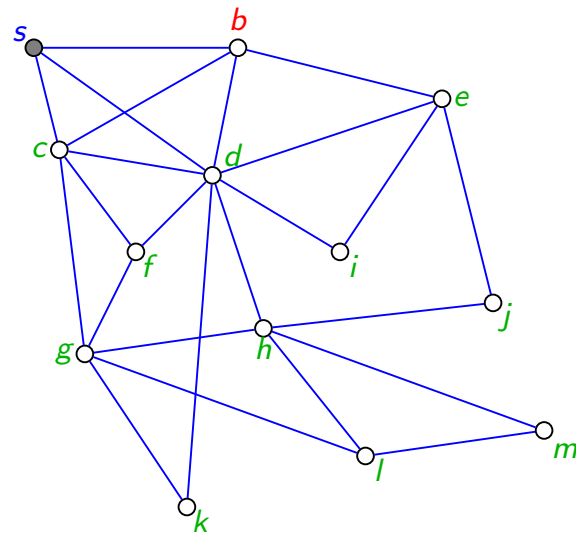
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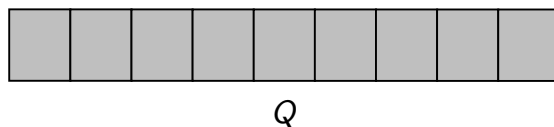
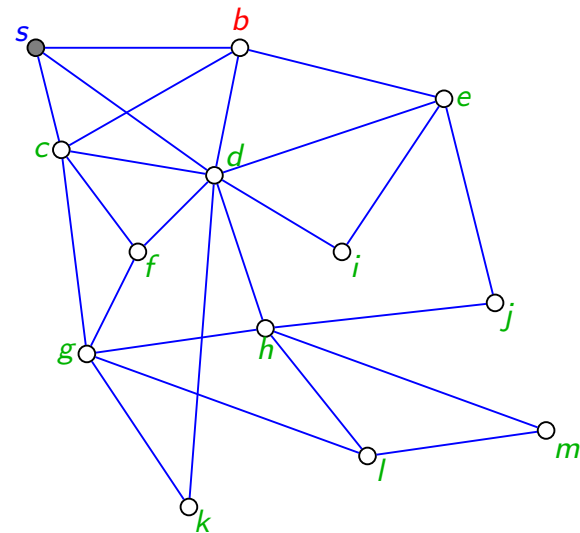
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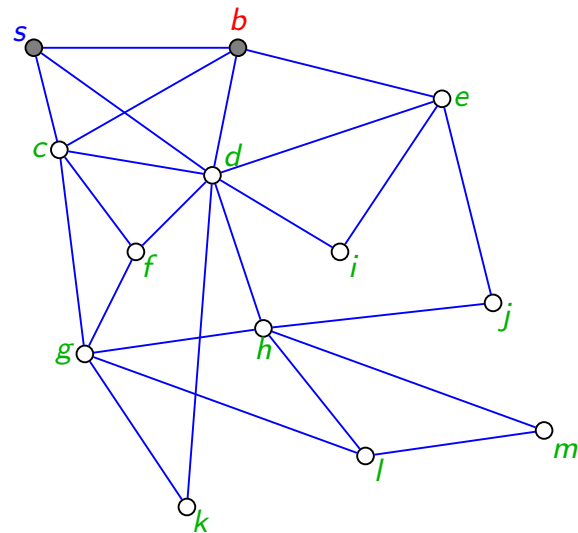
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 if ($color[v] = \text{white}$) {

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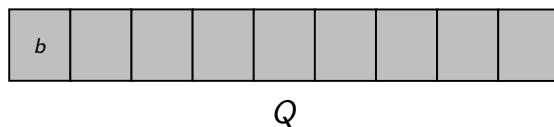
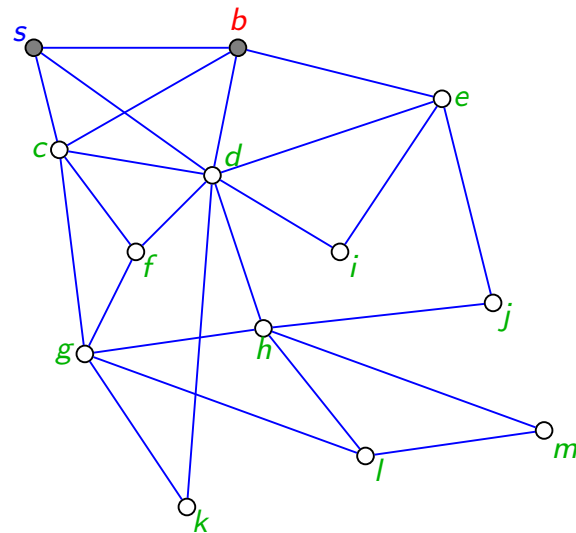
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 $V_2: \{\}$
 $V_3: \{\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

Begin

```

for each vertex  $u \in V \setminus \{s\}$  {
     $color[u] \leftarrow \text{WHITE};$ 
     $d[u] \leftarrow \infty;$  //  $d[u] = \delta(s, u)$ 
     $\pi[u] \leftarrow \text{NIL};$  } //  $\pi[u] = \text{predecessor of } u$ 

```

```

 $color[s] \leftarrow \text{GRAY};$ 
 $d[s] \leftarrow 0;$ 
 $\pi[s] \leftarrow \text{NIL};$ 
 $Q \leftarrow \emptyset;$  //  $Q$  denotes a queue
ENQUEUE( $Q, s$ );

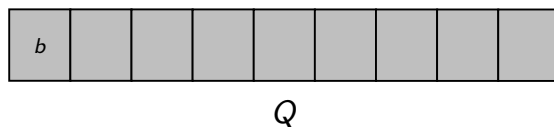
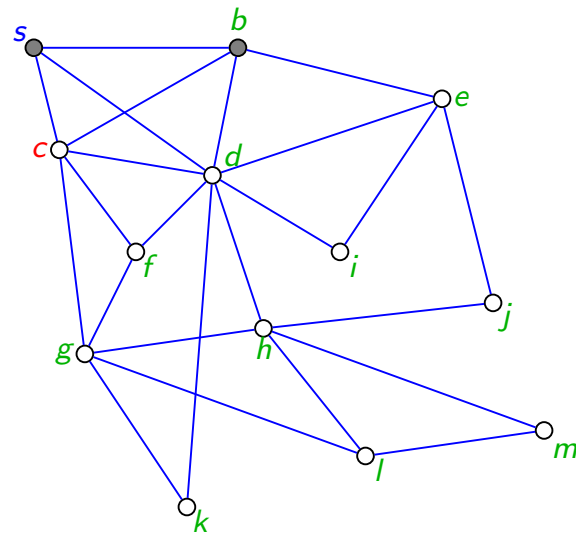
```

```

while ( $Q \neq \emptyset$ ) {
     $u \leftarrow \text{DEQUEUE}(Q);$ 
    for each  $v \in \text{Adj}[u]$  {
        if ( $color[v] = \text{white}$ ) {
             $color[v] \leftarrow \text{GRAY};$ 
             $d[v] \leftarrow d[u] + 1;$ 
             $\pi[v] \leftarrow u;$ 
            ENQUEUE( $Q, v$ ); } }

```


BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b\}$
 $V_2: \{\}$
 $V_3: \{\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

Begin

```

for each vertex  $u \in V \setminus \{s\}$  {
     $color[u] \leftarrow \text{WHITE};$ 
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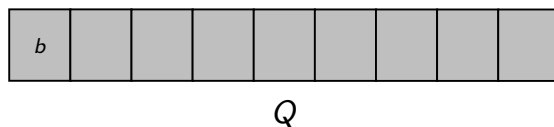
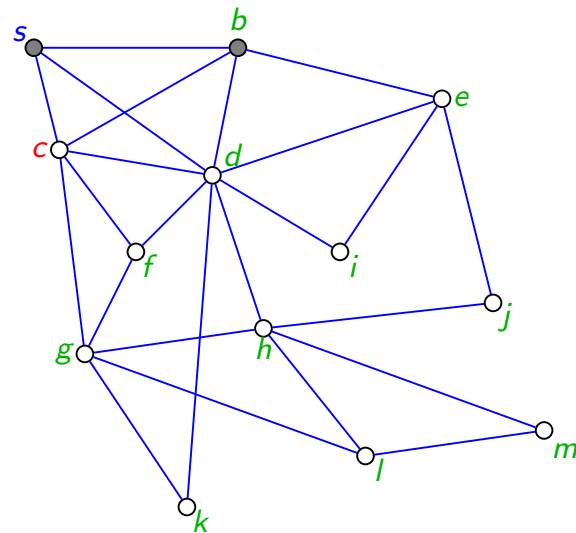
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```

BFS(G, s)



$V_0: \{s\}$
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 $V_3: \{\}$

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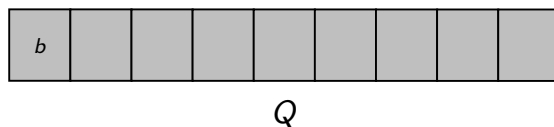
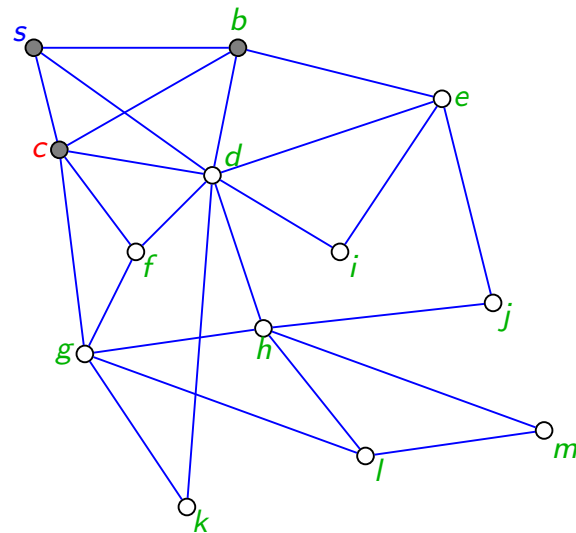
```

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while ( $Q \neq \emptyset$ ) {
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BFS(G, s)



$V_0: \{s\}$
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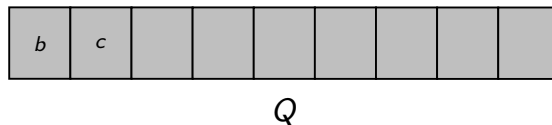
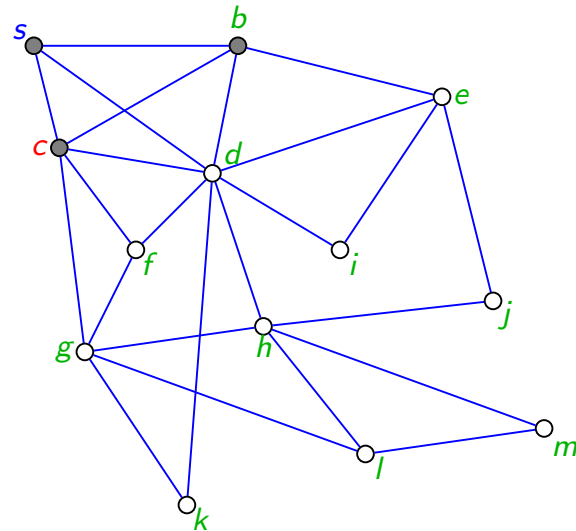
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```

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c\}$
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Begin

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for each vertex  $u \in V \setminus \{s\}$  {
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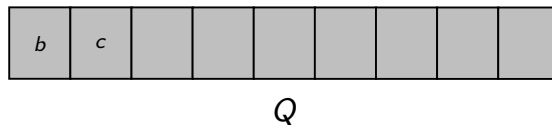
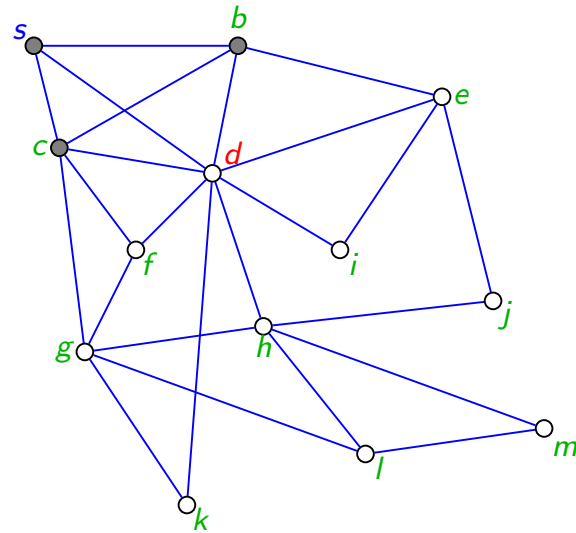
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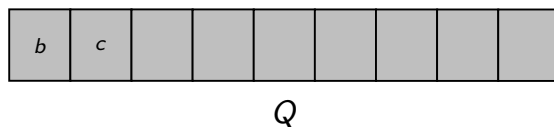
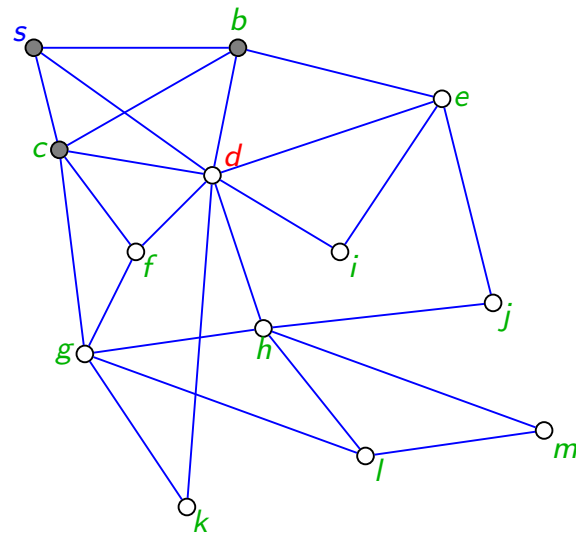
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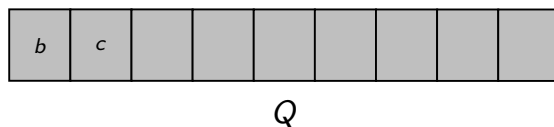
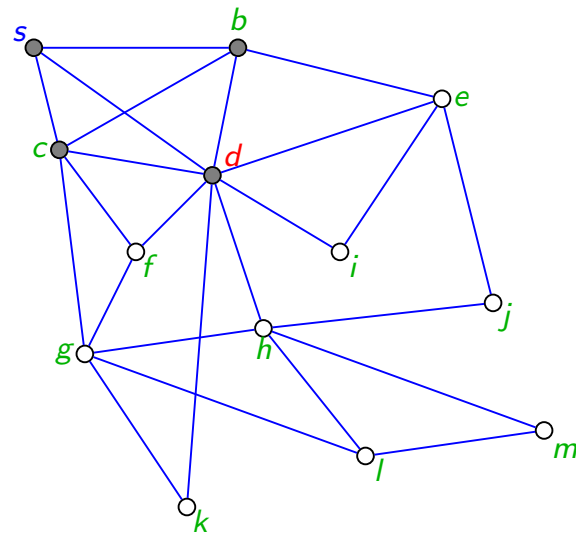
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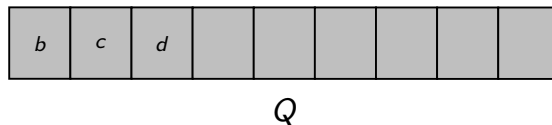
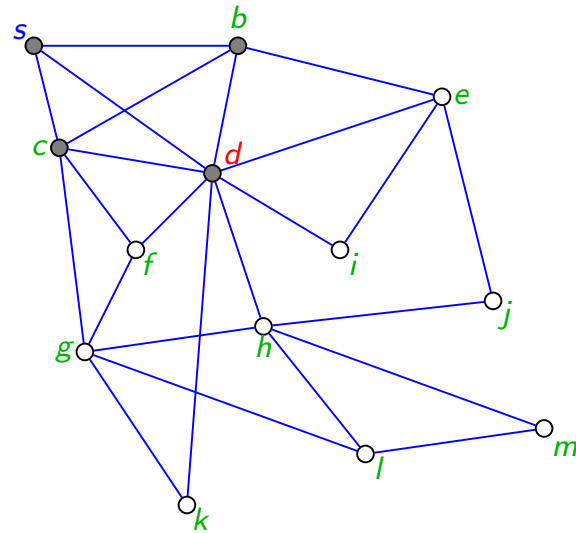
```

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```

BFS(G, s)



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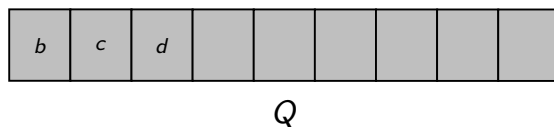
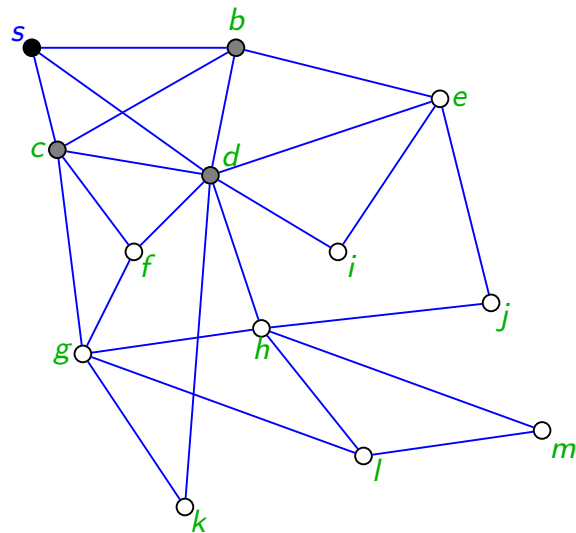
```

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             $d[v] \leftarrow d[u] + 1;$ 
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            ENQUEUE( $Q, v$ ); } }

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BFS(G, s)



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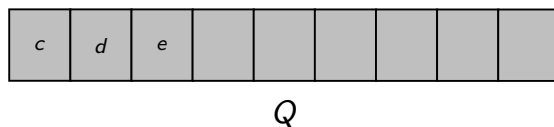
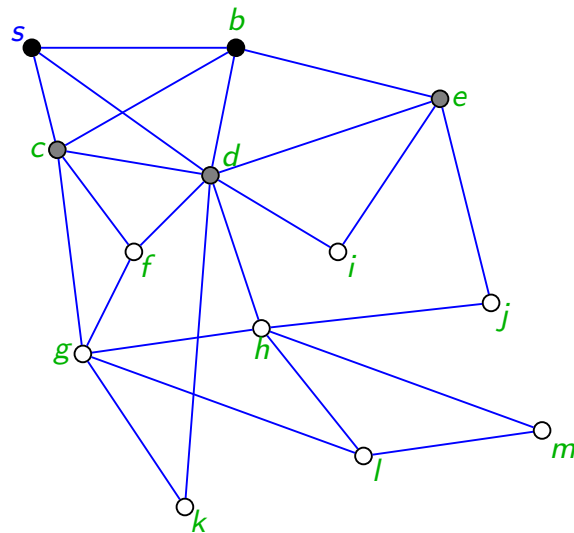
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             $color[v] \leftarrow \text{GRAY};$ 
             $d[v] \leftarrow d[u] + 1;$ 
             $\pi[v] \leftarrow u;$ 
            ENQUEUE( $Q, v$ ); } }
     $color[u] \leftarrow \text{BLACK};$  }

```

End

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c, d\}$
 $V_2: \{e\}$
 $V_3: \{\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

Begin

```

for each vertex  $u \in V \setminus \{s\}$  {
     $color[u] \leftarrow \text{WHITE};$ 
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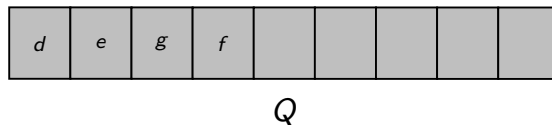
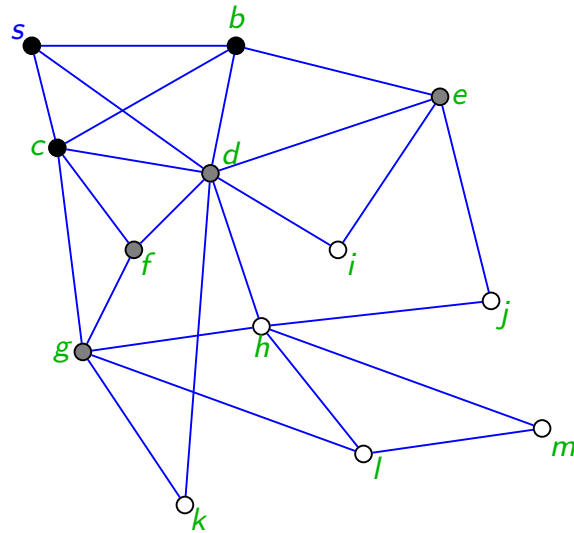
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            ENQUEUE( $Q, v$ ); } }
     $color[u] \leftarrow \text{BLACK};$  }

```

End

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c, d\}$
 $V_2: \{e, g, f\}$
 $V_3: \{\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

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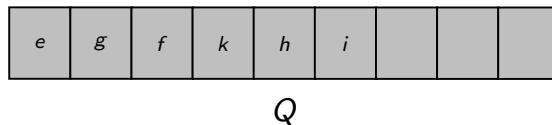
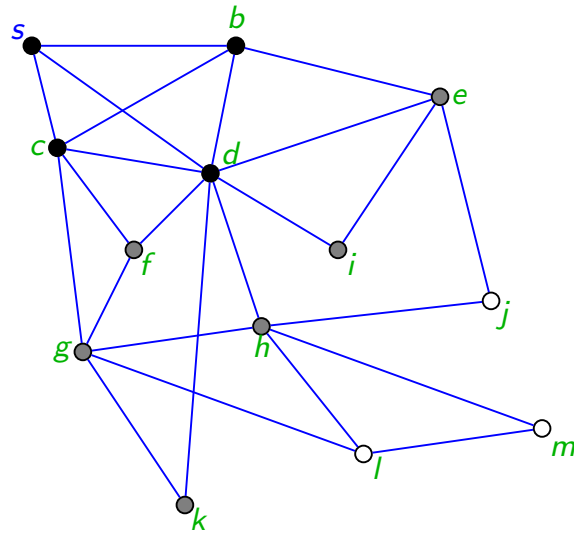
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             $\pi[v] \leftarrow u;$ 
            ENQUEUE( $Q, v$ ); } }
     $color[u] \leftarrow \text{BLACK};$  }

```

End

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c, d\}$
 $V_2: \{e, g, f, k, h, i\}$
 $V_3: \{\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

Begin

```

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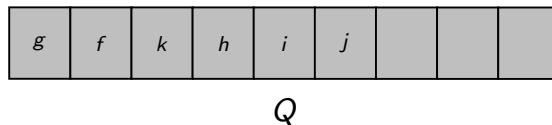
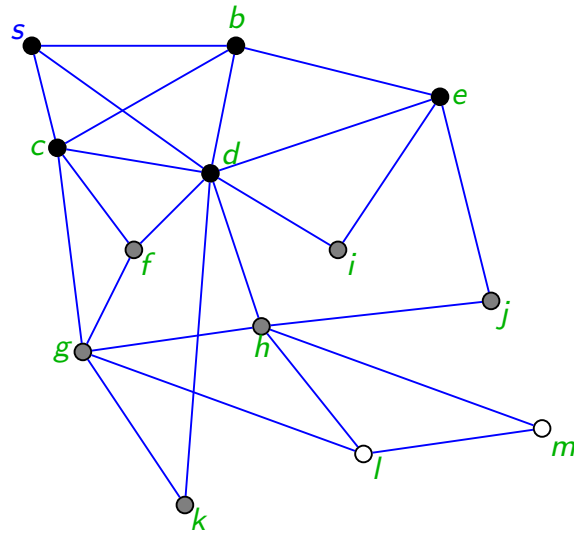
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```

End

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c, d\}$
 $V_2: \{e, g, f, k, h, i\}$
 $V_3: \{j\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

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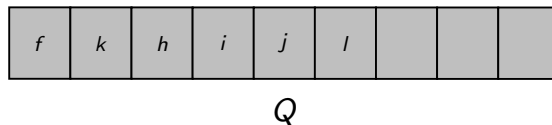
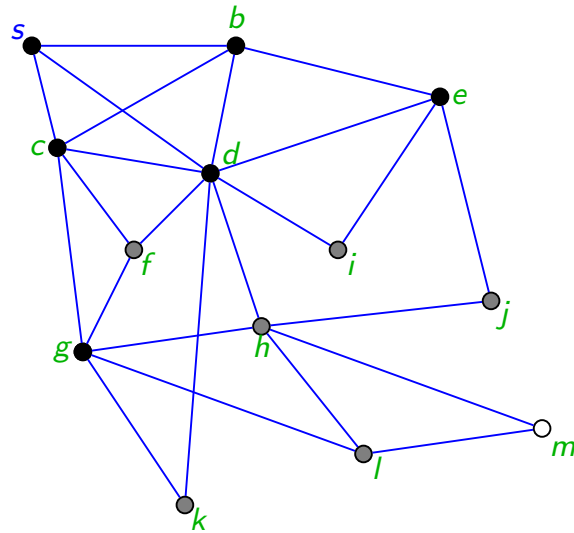
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```

End

BFS(G, s)



$V_0: \{s\}$
 $V_1: \{b, c, d\}$
 $V_2: \{e, g, f, k, h, i\}$
 $V_3: \{j, l\}$

I/P: A graph $G = (V, E)$ is represented using **adjacency lists** and a **source s** .

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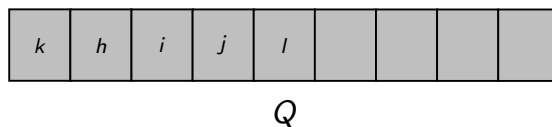
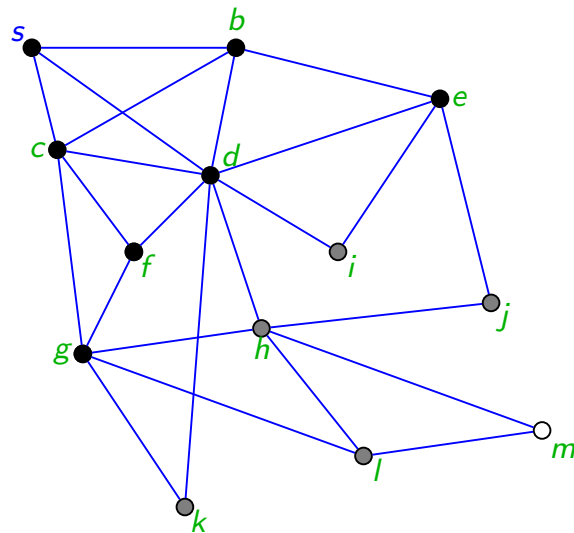
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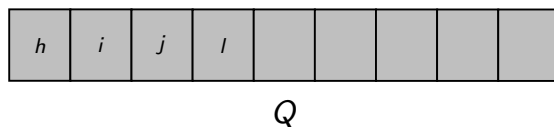
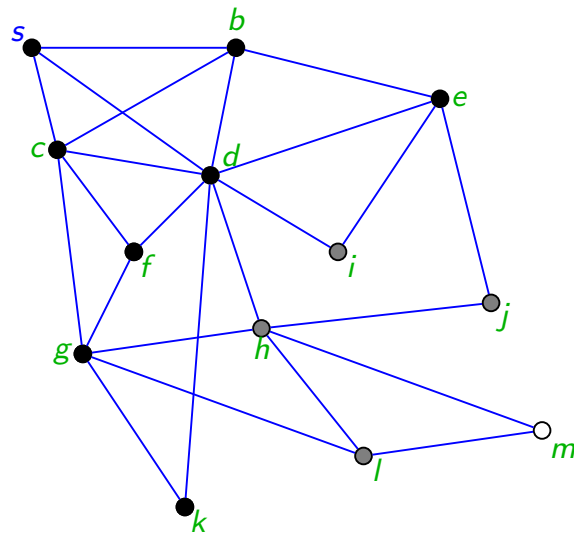
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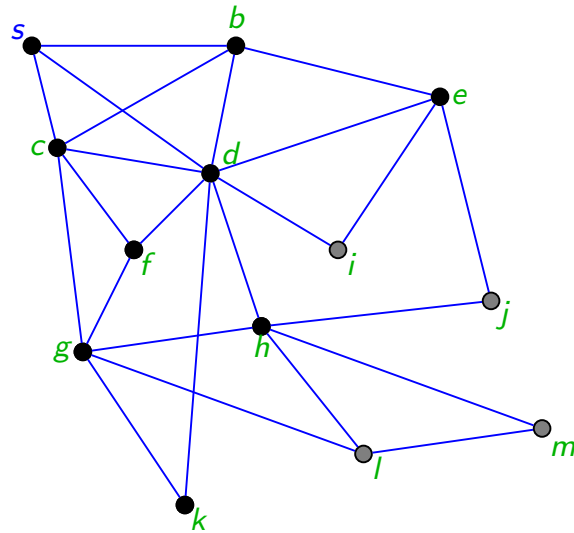
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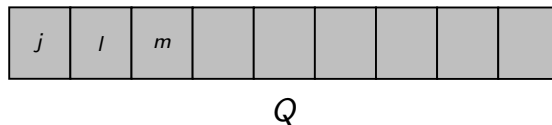
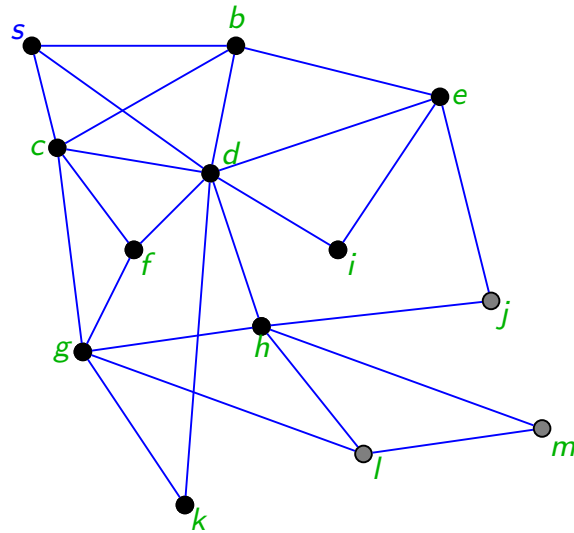
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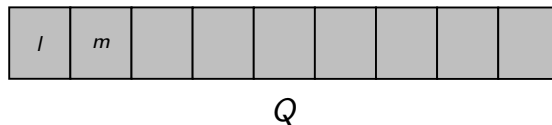
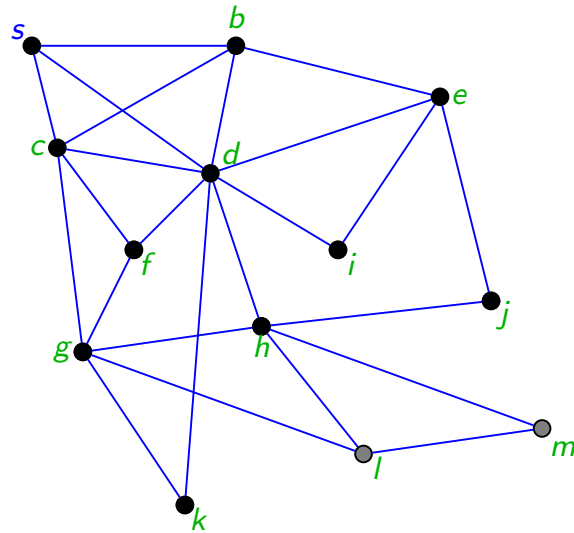
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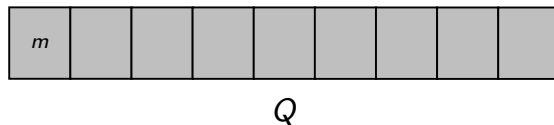
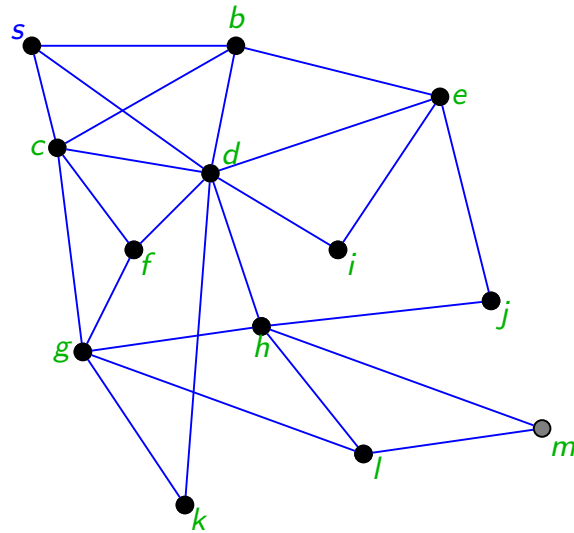
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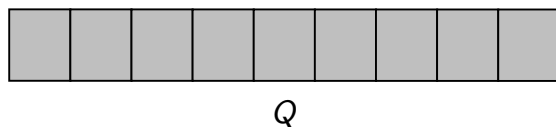
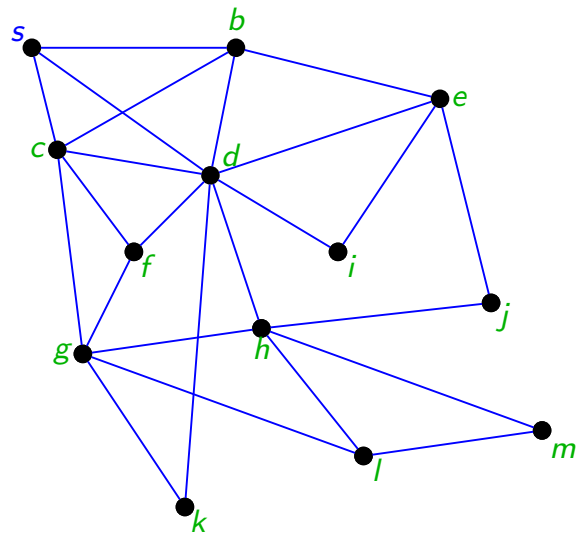
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Books and Other Materials Consulted

- ① *Introduction to Algorithms* by [Thomas H Cormen](#), [Charles E Leiserson](#), [Ronald L Rivest](#), [Clifford Stein](#).
- ② Taken from [Prof. Surendar Baswana](#) (CSE, IIT Kanpur) [lecture slides](#).

Thank You for your kind attention!

Questions!!