Algorithms

Graph Searching Techniques:

Breadth-First Search (BFS)

Level Order Traversal using Queue

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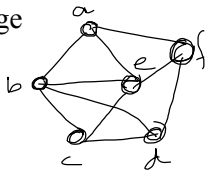
Graph Searching

Queue

a, b, e, f, c, d

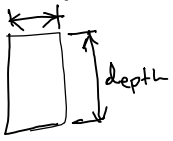
- Given: a graph G = (V, E), directed or undirected
- Goal: methodically explore every vertex and every edge
- Ultimately: build a tree on the graph
  - Pick a vertex as the root
  - Choose certain edges to produce a tree
  - Note: might also build a *forest* if graph is not connected



Stack a, b, c, d, f, e

backtrack

- There are two standard graph traversal techniques:
  - Breadth-First Search (BFS) ← FIFO Queue (explicit)
  - Depth-First Search (DFS) ← stack (implicit) recursion



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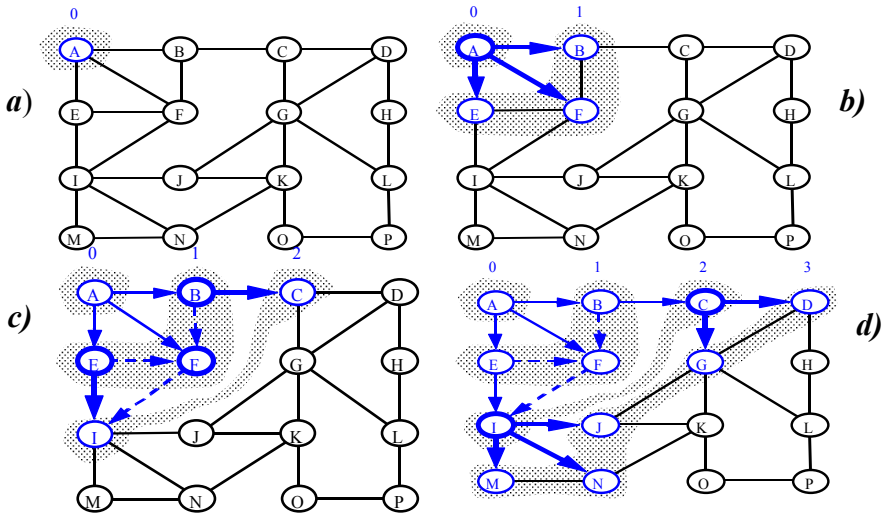
Breadth-First Search

- "Explore" a graph, turning it into a tree
  - One vertex at a time
  - Expand frontier of explored vertices across the *breadth* of the frontier
- Builds a tree over the graph
  - Pick a *source vertex* to be the root
  - Find ("discover") its children, then their children, etc.

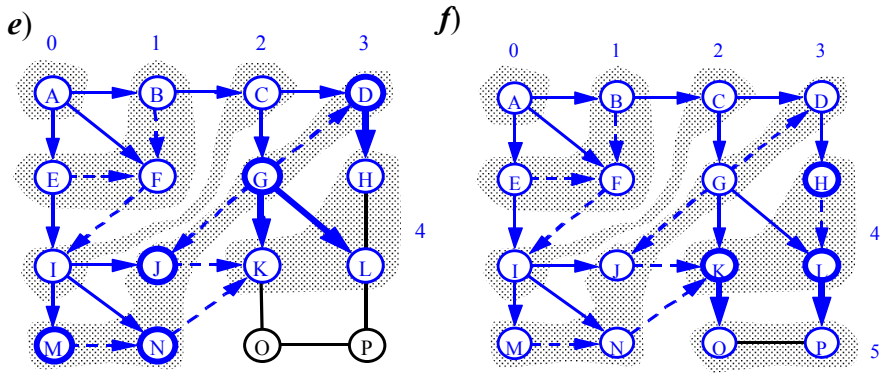
Breadth-First Search

- Again will associate vertex "colors" to guide the algorithm
  - White vertices have not been discovered
    - All vertices start out white
  - Grey vertices are discovered but not fully explored
    - They may be adjacent to white vertices
  - Black vertices are discovered and fully explored
    - They are adjacent only to black and grey vertices
- Explore vertices by scanning adjacency list of grey vertices

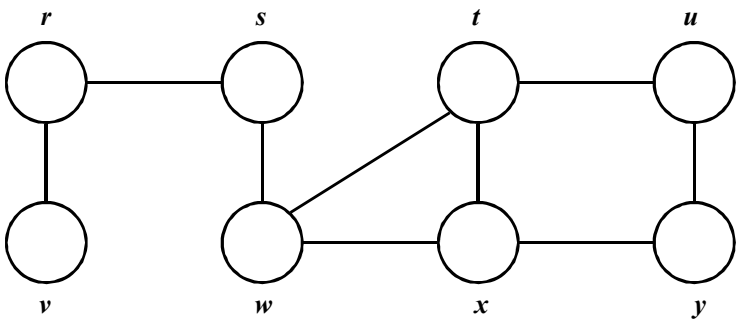
BFS - A Graphical Representation



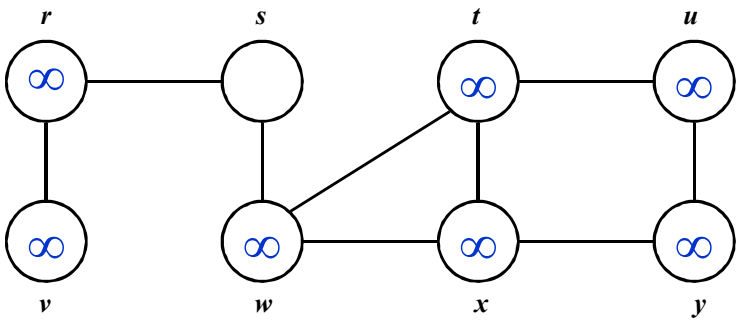
BFS - A Graphical Representation



Breadth-First Search: Example



Breadth-First Search: Example



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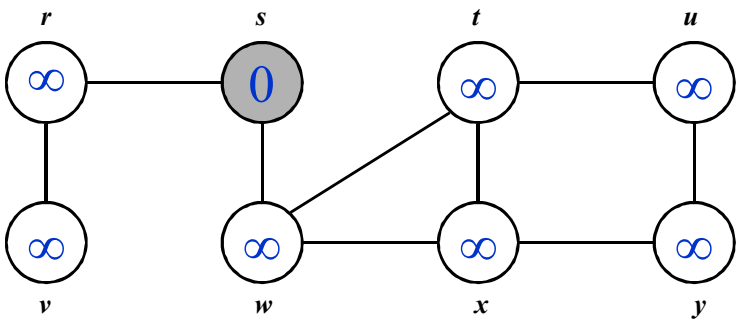
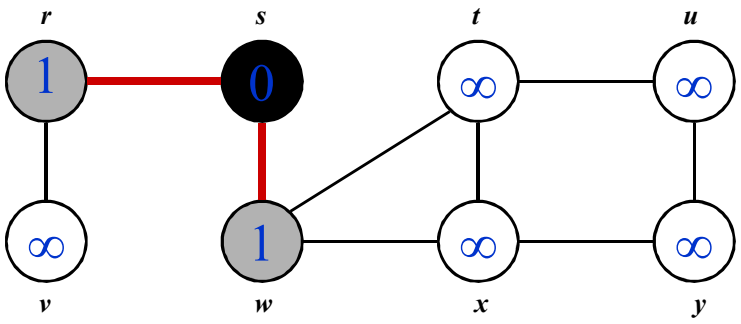


Q: | s |

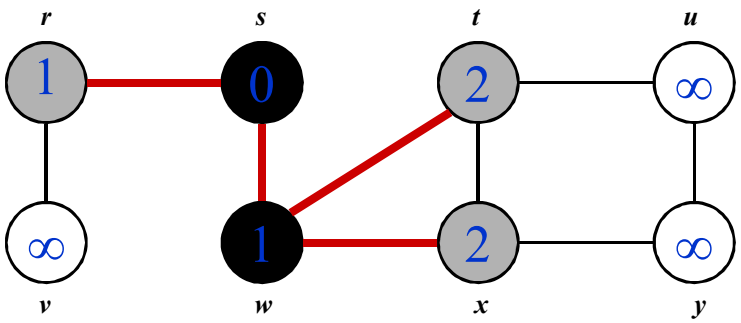
Breadth-First Search: Example

sw



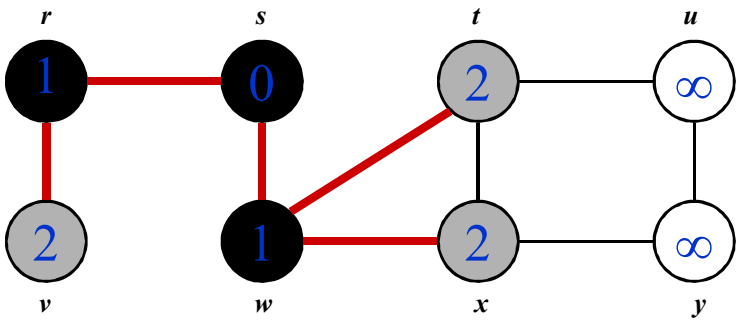
Q: | w | r |

Breadth-First Search: Example



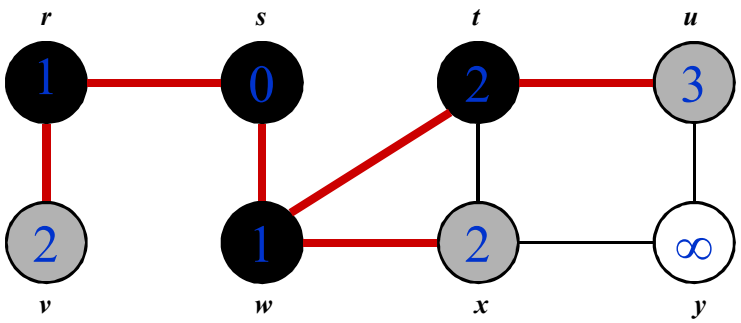
Q: | r | t | x |

Breadth-First Search: Example



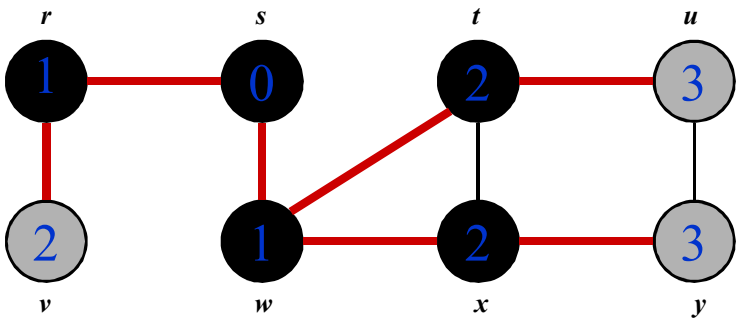
Q: | t | x | v |

Breadth-First Search: Example



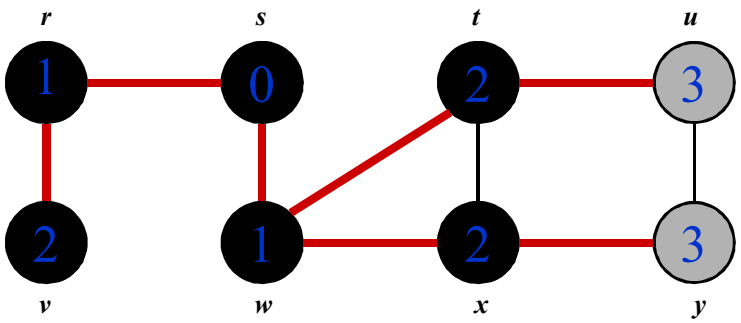
Q: | x | v | u |

Breadth-First Search: Example



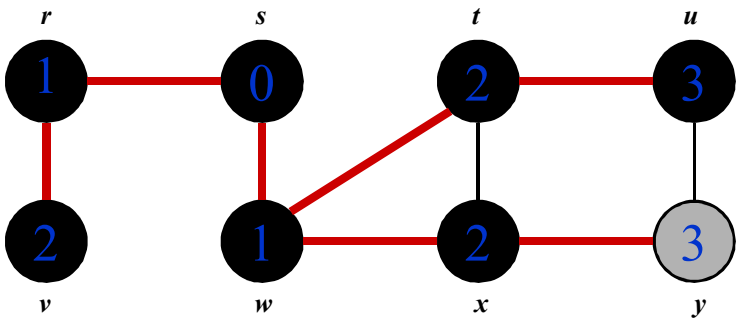
Q: | v | u | y |

Breadth-First Search: Example



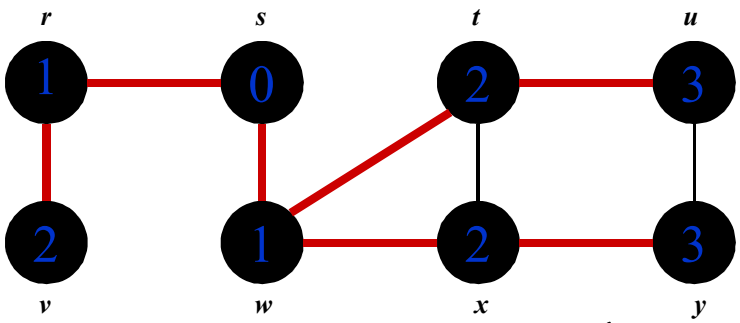
Q: | u | y |

Breadth-First Search: Example



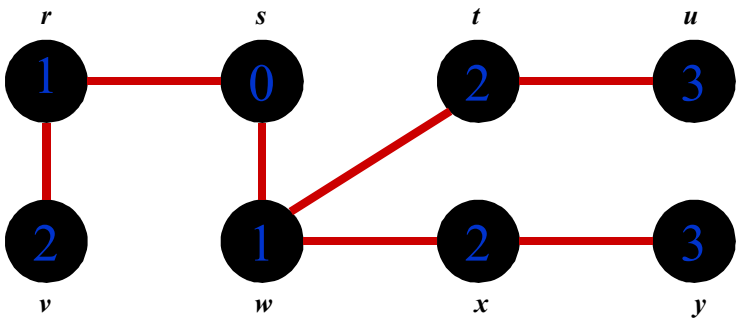
Q: | y |

Breadth-First Search: Example



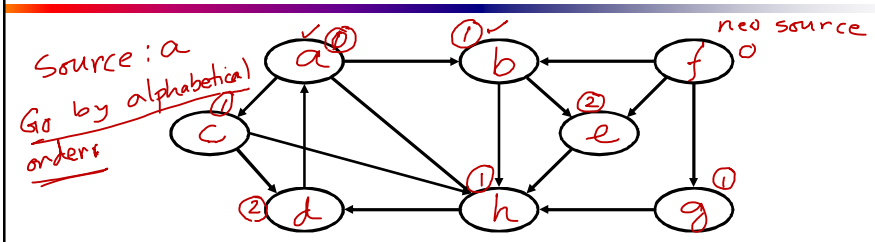
Q: ∅

Breadth-First Search: Example



Output: BFS Spanning Tree

Breadth-First Search: Example 2



BFs Order:

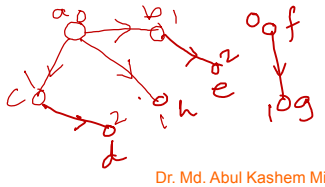
a b c h e d f g

Queue

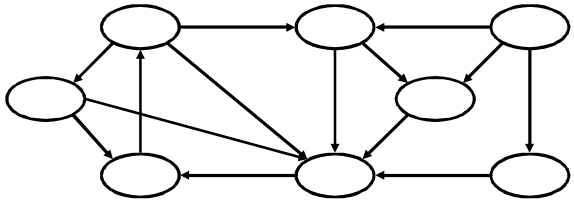
a → b c h → c h e → h e d → e d → d → ∅

f → g → ∅

BFS Spanning ~~Tree~~ forest



Breadth-First Search: Example 2



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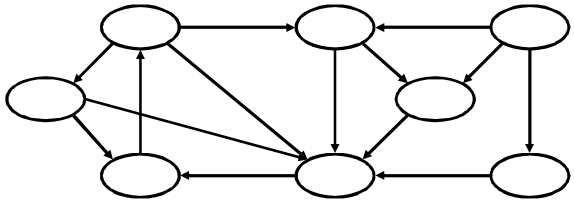

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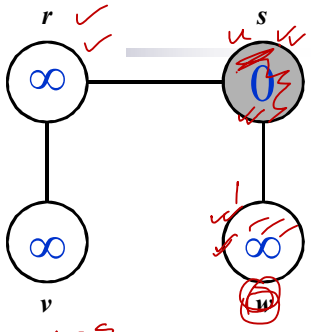
```
BFS(G, s)
 1  for each vertex u ∈ V[G] − {s}
 2       do color[u] ← WHITE
 3          d[u] ← ∞
 4          π[u] ← NIL
 5  color[s] ← GRAY
 6  d[s] ← 0
 7  π[s] ← NIL
 8  Q ← ∅
 9  ENQUEUE(Q, s)
10  while Q ≠ ∅
11       do u ← DEQUEUE(Q)
12          for each v ∈ Adj[u]
13               do if color[v] = WHITE
14                    then color[v] ← GRAY
15                         d[v] ← d[u] + 1
16                         π[v] ← u
17                         ENQUEUE(Q, v)
18          color[u] ← BLACK
```



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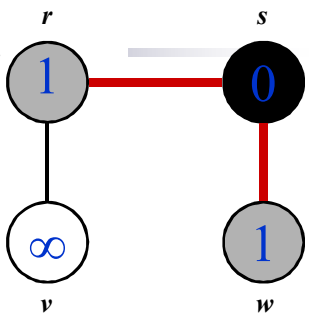

Q: | w | r |

BFS: The Code Again

```
BFS(G, s) {
    initialize vertices;
    Q = {s};
    while (Q not empty) {
        u = RemoveTop(Q);
        for each v ∈ u->adj {
            if (v->color == WHITE)
            v->color = GREY;
            v->d = u->d + 1;
            v->p = u;
            Enqueue(Q, v);
        }
        u->color = BLACK;
    }
}
```

Touch every vertex: O(V)

u = every vertex, but only once (Why?)

So v = every vertex that appears in some other vert's adjacency list

What will be the running time?

Total running time:
$O(V + \Sigma(\text{degree}(v))) = O(V+E)$

BFS: The Code Again

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        }
        u->color = BLACK;
    }
}
```

What will be the storage cost in addition to storing the tree?

Total space used:
$O(V + \Sigma(\text{degree}(v))) = O(V + E)$

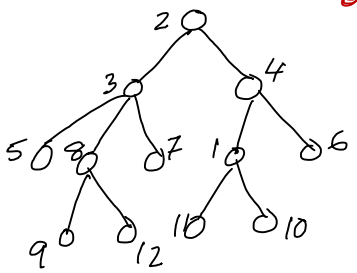
Breadth-First Search: Properties

- BFS calculates the *shortest-path distance* to the source node
  - Shortest-path distance $\delta(s, v)$ = minimum number of edges from s to v, or ∞ if v not reachable from s
- BFS builds *breadth-first spanning tree* (*forest*), in which paths to root(s) represent shortest paths in G
  - Thus can use BFS to calculate shortest path from one vertex to another in $O(V + E)$ time in an unweighted graph

Level Order Traversal using Queue

- In a level order traversal, every node on a level is visited before going to a lower level

Output: 2 3 4 5 8 7 1 6 9 12 11 10

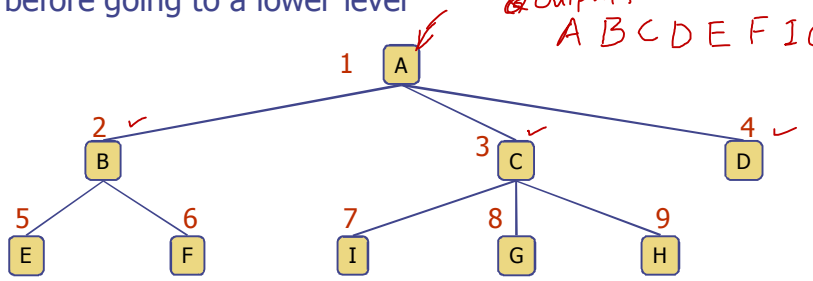


Q: ∅
Q: ~~2~~
Q: ~~2~~ 4
Q: ~~2~~ 4 5 8 7
Q: ~~2~~ 4 5 8 7 1 6
Q: ~~2~~ 4 5 8 7 1 6 9 12
Q: ~~2~~ 4 5 8 7 1 6 9 12 11 10
Q = ∅

Level Order Traversal using Queue

- In a level order traversal, every node on a level is visited before going to a lower level

Output: A B C D E F I G H



Q = ∅
Q: A
Q: ~~A~~ B C D
Q: ~~A~~ B C D E F
Q: ~~A~~ B C D E F I G H
Q: ~~A~~ B C D E F I G H
Q: ~~A~~ B C D E F I G H
Q: ~~A~~ B C D E F I G H
Q: ∅