

Types of BFS in graph

- 1. Single Source BFS**
- 2. Multi Source BFS**
- 3. 0 -1 BFS**
- 4. Bi-directional BFS**

Single Source BFS

→ In this, there will be only one source point from where the BFS start.

Problem link

<https://leetcode.com/problems/keys-and-rooms/>

Solution

```
class Solution {
public:

    void bfs(int startRoom, vector<vector<int>>& rooms, vector<bool>
    &visited){

        queue<int> q;
        visited[startRoom] = true;
        q.push(startRoom);

        while(!q.empty()){
            int currRoom = q.front();
            q.pop();

            for(int connectedRoom : rooms[currRoom]){
                if(!visited[connectedRoom]){
                    visited[connectedRoom] = true;
                    q.push(connectedRoom);
                }
            }
        }
    }
};
```

```

    }

    }

}

bool canVisitAllRooms(vector<vector<int>>& rooms) {
    int n = rooms.size();
    vector<bool> visited(n,0);

    bfs(0, rooms, visited); // DO bfs starting from room 0

    //Check if all rooms are visited or not
    for(bool i : visited){
        if(!i)
            return false;
    }
    return true;
}
};

```

➔ here 0 is the only one point that will act as source point for the BFS .

⇒ And **bfs** function is standard BFS function

Multi Source BFS

→ There will be multiple source point acts as starting point for this type of BFS

Problem:

<https://leetcode.com/problems/01-matrix/>

code:

```
class Solution {
public:

    bool isValid(int i,int j,int m,int n)
    {
        if(i==m||j==n||j<0||i<0)
            return false;
        return true;
    }

    vector<vector<int>> dir={{1,0},{0,1},{0,-1},{-1,0}};
    vector<vector<int>> updateMatrix(vector<vector<int>>& matrix)
    {
        queue<pair<int,int>> q;
        int m=matrix.size();
        int n=matrix[0].size();
        vector<vector<int>> dis(m,vector<int>(n,-1));
        for(int i=0;i<m;i++)
```

```

        for(int j=0;j<n;j++)
        {
            if(matrix[i][j]==0)
            { //pushing source point
                q.push({i,j});
                dis[i][j]=0;
            }
        }
    while(!q.empty())
    {
        pair<int,int> curr=q.front();
        q.pop();
        for(auto& x:dir)
        {
            int a=curr.first+x[0];
            int b=curr.second+x[1];
            if(isvalid(a,b,m,n)&&dis[a][b]==-1)
            {
                q.push({a,b});
                dis[a][b]=dis[curr.first][curr.second]+1;
            }
        }
    }
    return dis;
}

};

```

0 -1 BFS

→ For any unweighted or graph having equal weight shortest path between single source to all other vertices can be found using BFS in $O(N)$

Sample problems:

[chef and reversing](#)(codechef)

Problem statement : for any directed graph with n edges and m vertices what is minimum number of edges to be reversed to have a path from vertex 1 to vertex n

solution:

We will convert the graph into weighted graph for every edge from u to v in original graph we will define its weight as 0 and add a reversed edge from v to u with weight 1 Then apply 0-1 bfs using vertex 1 as source

The shortest path algorithm will always try to use as less reverse paths possible because they have higher weight than original edges.

Code :

```
//pseudocode

unordered_map<int, list<pair<int, int>>> adj;

for(int k=0; k<n; k++)
{
    int i, j;
    cin >> i >> j;
    adj[i].push_back(make_pair(j, 0));
    adj[j].push_back(make_pair(i, 1));
}
```

```

deque<int> q;

int d[n+1]; // initialized to 1e9

d[1]=0;
q.push_front(1);
while(!q.empty())
{
    int node=q.front();
    q.pop_front();
    for(auto neighbour:adj[node])
    {
        int x=neighbour.first;
        int y=neighbour.second;
        if(d[node]+y<d[x])
        {
            d[x]=d[node]+y;
            if(y==0)
            {
                q.push_front(x);
            }
            else
            {
                q.push_back(x);
            }
        }
    }
}

```

```
}

if(d[n]==1e9)
{
    cout<<-1<<endl;
}
else
{
    cout<<d[n]<<endl;
}
```


Bi-directional BFS

→ traverse the path simultaneously from start node and end node, and merge in the middle

Sample Problem

<https://leetcode.com/problems/word-ladder/>

code

```
class Solution {
public:
    int ladderLength(string beginWord, string endWord, vector<string>& wordList) {
        unordered_set<string> s1;
        unordered_set<string> s2;
        unordered_set<string> dict(wordList.begin(), wordList.end());
        if(!dict.count(endWord)) return 0;
        int len=beginWord.size();
        int ans=0;
        s1.insert(beginWord);
        s2.insert(endWord);
        while(!s1.empty() && !s2.empty()){
            ans++;
            if(s1.size()>s2.size()){
                swap(s1,s2);
            }
            unordered_set<string> cur;
            for(string w:s1){
```

```

        for(int i=0;i<len;i++){
            char temp=w[i];
            for(char x='a';x<='z';x++){
                w[i]=x;
                if(s2.count(w)){
                    return ans+1;
                }
                if(!dict.count(w))continue;
                dict.erase(w);
                cur.insert(w);
            }
            w[i]=temp;
        }

        s1=cur;
    }

    return 0;
}

};

```

