

# CS 91 USACO

## Bronze Division

### Unit 4: Basic Tree and Graphs



LECTURE 19: BREADTH FIRST SEARCH

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# Objectives

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- Breadth-first searching on 2D Map
- Shortest Path Detection

# Shortest Path on 2D Map

## SECTION 1

# Breadth First Search

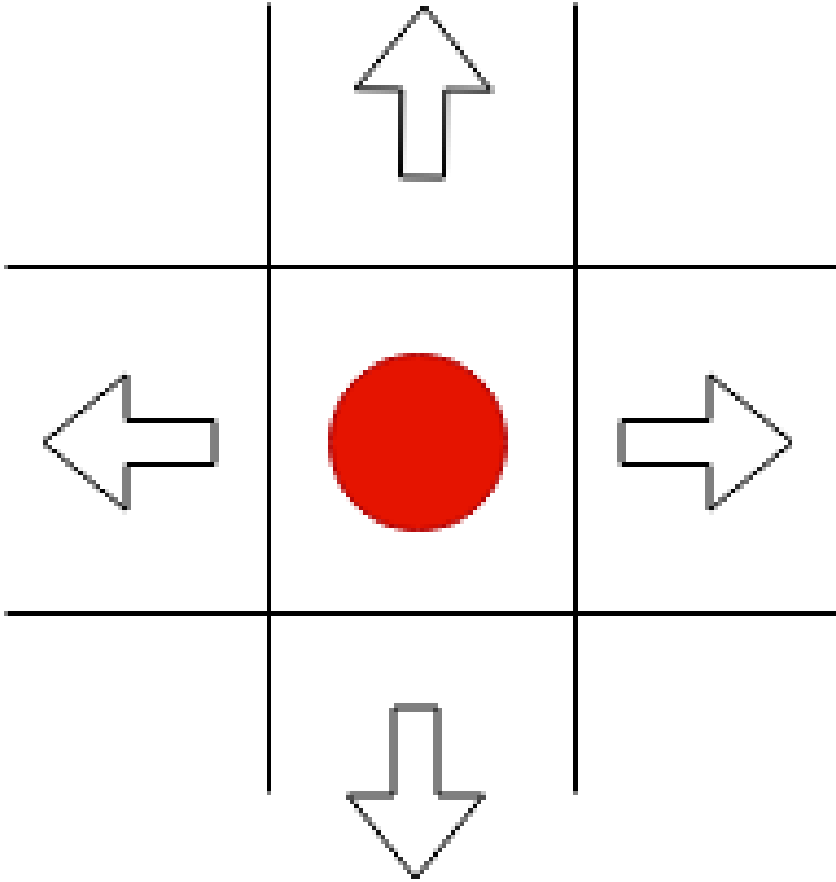
## Shortest Path on a Grid



S	.	.	#	.	.	.
.	#	.	.	.	#	.
.	#	.	.	.	.	.
.	.	#	#	.	.	.
#	.	#	E	.	#	.

# Breadth First Search for Shortest Path

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1. 4 neighboring nodes
2. Find the shortest path from point A to point B
3. Count the number of steps

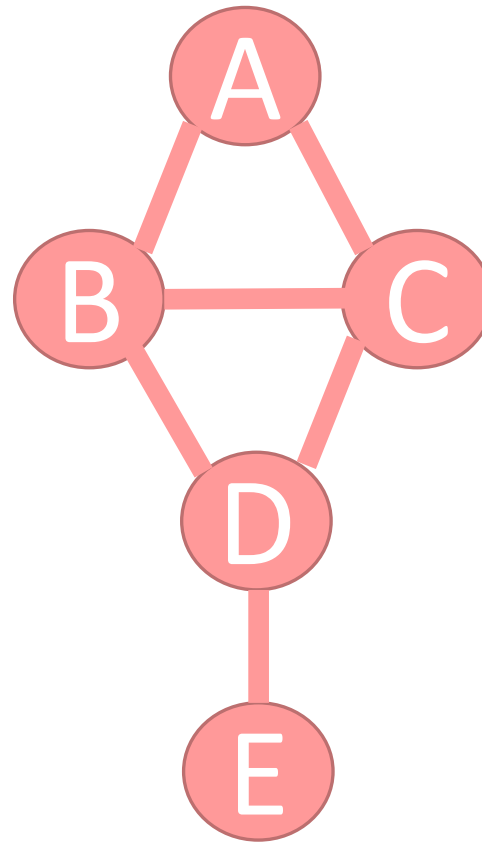
# Breadth-First Search on Graph with Adjacency List

## SECTION 1



# Graph of Study

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# AdjacencyMatrix

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- Adjacency List with Edge List
- Using visited array



```
import java.util.*;
public class AjacencyList
{
    static class EdgeList extends ArrayList<Integer>{}
    static String[] n = {"A", "B", "C", "D", "E"};
    static boolean[] visited = new boolean[n.length];
    static EdgeList[] elists = new EdgeList[n.length];

    public static void reset(EdgeList[] elists){
        for (int i=0; i<elists.length; i++){
            elists[i] = new EdgeList(); // no neighbors
        }
    }

    public static void reset(boolean[] visited){
        for (int i=0; i<visited.length; i++){
            visited[i] = false;
        }
    }

    static ArrayList<Integer> toBeVisited = new ArrayList<Integer>();
}
```

```
public static void bfs(int root){
    reset(visited);
    bfsHelper(root);
    System.out.println("\n\n");
}

public static void bfsHelper(int root){
    if (visited[root]) return;
    visited[root] = true;
    System.out.println(n[root]);

    for (int i=0; i<elists[root].size(); i++){
        int nodeID = elists[root].get(i);
        if (!visited[nodeID]&&!toBeVisited.contains(nodeID)) toBeVisited.add(nodeID);
    }
    while (toBeVisited.size()>0){
        bfsHelper(toBeVisited.remove(0));
    }
}
```

```
public static void main(String[] args){
    System.out.print("\f");
    reset(elists);
    elists[0].add(1); elists[0].add(2);
    elists[1].add(0); elists[1].add(2); elists[1].add(3);
    elists[2].add(0); elists[2].add(1); elists[2].add(3);
    elists[3].add(1); elists[3].add(2); elists[3].add(4);
    elists[4].add(3);

    for (EdgeList elist: elists){
        System.out.println(elist);
    }

    System.out.println();
    System.out.println("Part 1: from A");
    bfs(0);
    System.out.println("Part 2: from C");
    bfs(2);
    System.out.println("Part 3: from E");
    bfs(4);
}
}
```

[1, 2]

[0, 2, 3]

[0, 1, 3]

[1, 2, 4]

[3]

Part 1: from A

A

B

C

D

E

Part 2: from C

C

A

B

D

E

Part 3: from E

E

D

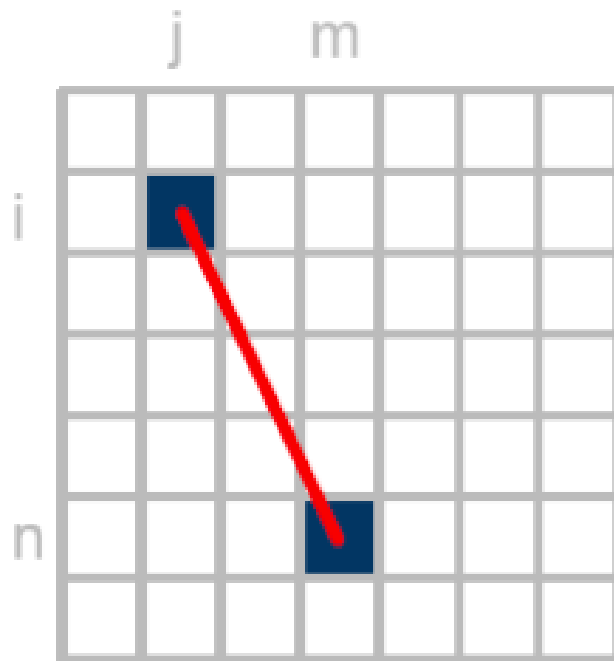
B

C

A

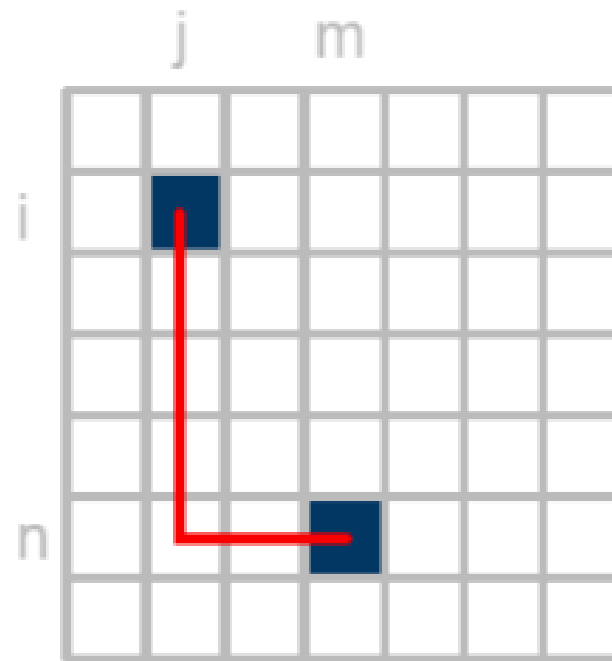
# Distance Calculation

## SECTION 1



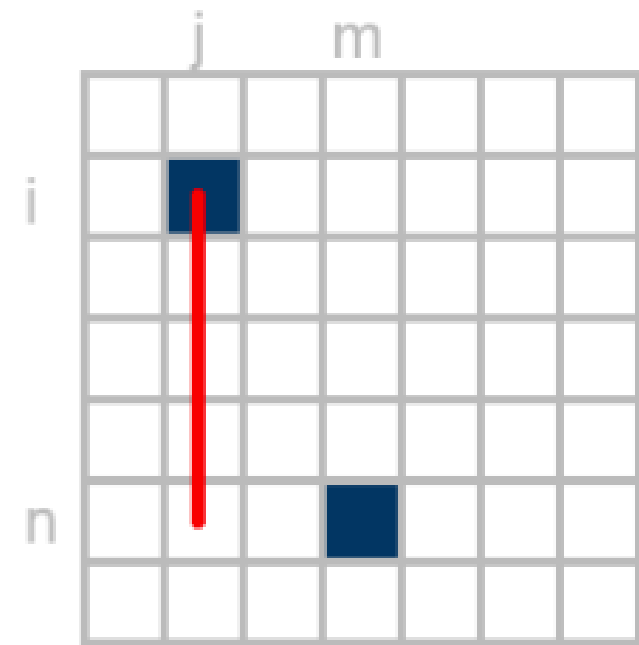
**Euclidean Distance**

$$= \sqrt{(i-n)^2 + (j-m)^2}$$



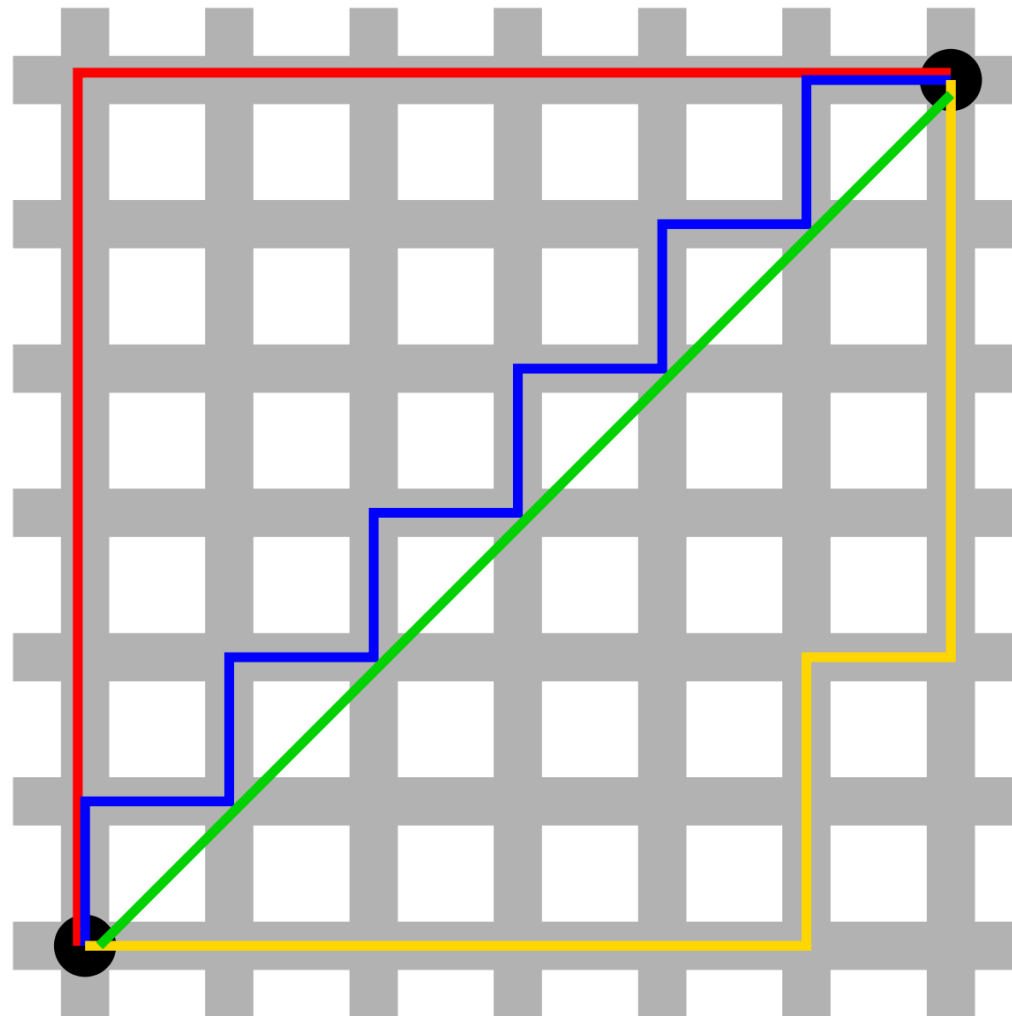
**City Block Distance**

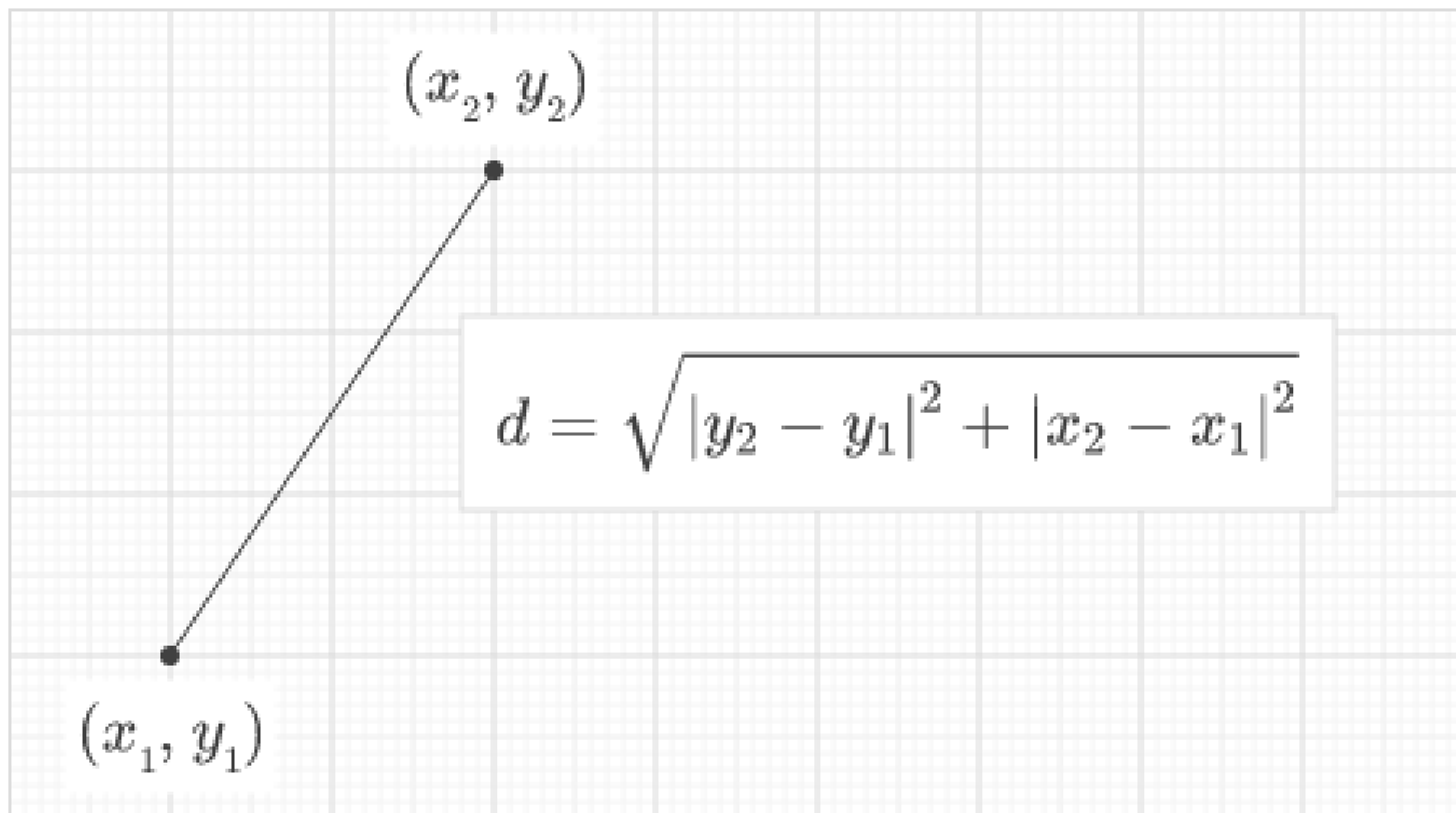
$$= |i-n| + |j-m|$$



**Chessboard Distance**

$$= \max[ |i-n|, |j-m| ]$$







## Distance transform using city-block (or 4) distance

4	3	2	1	2	3	4
3	2	1	0	1	2	3
2	1	0	1	0	1	2
2	1	0	1	1	0	1
1	0	1	2	2	1	0
1	0	1	2	3	2	1
0	1	2	3	4	3	2

		1		
1		0		1
		1		

# Breadth-First Search for Shortest City-Block Distance Path

## SECTION 1

```
import java.util.*;
import java.io.*;
public class ShortestDistanceInCity{
    static int[] dx= {1, 0, 0, -1};
    static int[] dy= {0, 1, -1, 0};

    public static void printMap(char[][] m){
        for (int r=0; r<m.length; r++){
            for (int c=0; c<m[r].length; c++){
                System.out.printf("%3c", m[r][c]);
            }
            System.out.println();
        }
    }
    public static void printDMap(int[][] d){
        for (int r=0; r<d.length; r++){
            for (int c=0; c<d[r].length; c++){
                System.out.printf("%3d", d[r][c]);
            }
            System.out.println();
        }
    }
}
```

```
public static void resetDMap(int[][] d){
    for (int r=0; r<d.length; r++){
        for (int c=0; c<d[r].length; c++){
            d[r][c] = -1;
        }
    }
}

public static int getR(int x, int N){ return x/N; }
public static int getC(int x, int N){ return x%N; }

public static ArrayList<Integer> toBeVisited = new ArrayList<Integer>();
public static ArrayList<Integer> level = new ArrayList<Integer>();
public static boolean bfs(int root, int B, char[][] map, int[][] d, int distance){
    int M = d.length, N = d[0].length;
    int rA = getR(root, N), cA=getC(root, N);
    //System.out.printf("N(%d, %d)\n", rA, cA);
    if (d[rA][cA]>=0) return false;
    d[rA][cA] = distance;
    if (root == B) { return true; }
```

```
for (int i=0; i<dx.length; i++){
    int nR = rA + dy[i];
    int nC = cA + dx[i];
    if (nR<0 || nR >= M) continue;
    if (nC<0 || nC >= N) continue;
    if (d[nR][nC]>=0) continue;
    if (map[nR][nC]=='#') continue;
    if (toBeVisited.contains(nR*N+nC)) continue;
    toBeVisited.add(nR*N+nC);
    level.add(distance+1);
}
//System.out.println(toBeVisited.size());
while (toBeVisited.size()>0){
    //System.out.println("I am here.");
    //System.out.println(toBeVisited);
    if (bfs(toBeVisited.remove(0), B, map, d, level.remove(0))) return true;
}
return false;
}
```

```
public static void main(String[] args) throws Exception{
    Scanner input = new Scanner(new File("maze2.txt"));
    int M = input.nextInt(); // number of row
    int N = input.nextInt(); // number of column
    input.nextLine();
    char[][] map = new char[M][N];
    int[][] d = new int[M][N]; /* works as visited map as well */
    resetDMap(d);
    int A=0;
    int B=0;
    for (int i=0; i<M; i++){
        String line = input.nextLine().trim();
        map[i] = line.toCharArray();
        for (int j=0; j<map[i].length; j++){
            if (map[i][j] == 'A') A = i*N+j;
            if (map[i][j] == 'B') B = i*N+j;
        }
    }
    System.out.printf("A=(%d, %d)\n", getR(A, N), getC(A, N));
    System.out.printf("B=(%d, %d)\n", getR(B, N), getC(B, N));
    System.out.println();
    printMap(map);
}
```

```
int rA = getR(A, N), cA= getC(A, N);  
int rB = getR(B, N), cB= getC(B, N);  
bfs(A, B, map, d, 0);  
  
System.out.println();  
printDMap(d);  
System.out.printf("A->B: %d\n", d[rB][cB]);  
}  
}
```

10 15

Handwriting practice lines with musical notation symbols.

Line 1: Empty

Line 2: Empty

Line 3: #

Line 4: #

Line 5: B #

Line 6: # # #

Line 7: Empty

Line 8: #

Line 9: # A

Line 10: #





-1	-1	-1	-1	15	14	13	12	11	10	9	8	9	10	11
-1	-1	-1	15	14	13	12	11	10	9	8	7	8	9	10
-1	-1	-1	-1	-1	12	11	10	9	8	7	6	7	8	9
-1	-1	-1	-1	-1	11	10	9	8	7	6	5	6	7	8
-1	14	15	-1	-1	10	9	8	7	6	5	4	5	6	7
14	13	-1	-1	-1	9	8	7	6	5	4	3	4	5	6
13	12	11	10	9	8	7	6	5	4	3	2	3	4	5
14	13	12	11	10	-1	6	5	4	3	2	1	2	3	4
15	14	13	12	11	-1	5	4	3	2	1	0	1	2	3
-1	15	14	13	12	-1	6	5	4	3	2	1	2	3	4

A->B: 15

10 10

A

B