

Breadth-First Search

Version of October 11, 2014



Representations of Graphs: Adjacency List

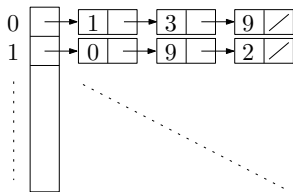
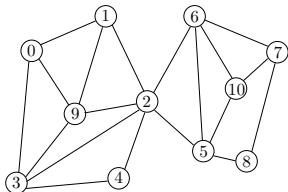
- V : set of vertices, E : set of edges. (We will sometimes also simultaneously use V to denote the number of vertices, and E to denote the number of edges.)
- **Adjacency list representation**: $O(V + E)$ storage
 $Adj[u]$ — linked list of all v such that $(u, v) \in E$.

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 - $Adj[0] = \{1, 3, 9\}$; $Adj[1] = \{0, 9, 2\}$; ...
- Can retrieve all the neighbors of u in $O(\text{degree}(u))$ time.



Representations of Graphs: Adjacency Matrix

- Adjacency matrix representation: $O(V^2)$ storage

$A = [a_{ij}]$, $a_{ij} = 1$ if $(v_i, v_j) \in E$;

$a_{ij} = 0$ if $(v_i, v_j) \notin E$.

For undirected graph, adjacency matrix is always symmetric.

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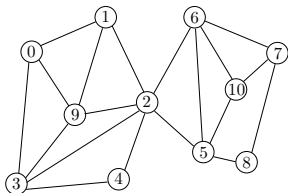
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For undirected graph, adjacency matrix is always **symmetric**.

- Can check if u and v are connected in $O(1)$ time.



	0	1	2	3	4	5	6	7	8	9	10
0	0	1	0	1	0	0	0	0	0	1	0
1	1	0	1	0	0	0	0	0	0	1	0
2	0	1	0	1	1	1	1	0	0	1	0
3	1	0	1	0	1	0	0	0	0	1	0
4	0	0	1	1	0	0	0	0	0	0	0
5	0	0	1	0	0	0	1	0	1	0	1
6	0	0	1	0	0	1	0	1	0	0	1
7	0	0	0	0	0	0	1	0	1	0	1
8	0	0	0	0	0	1	0	1	0	0	0
9	1	1	1	1	0	0	0	0	0	0	0
10	0	0	0	0	0	1	1	1	0	0	0

The Breadth-First Search (BFS) Algorithm

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 - pointing back to the vertex from which u was discovered

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 - pointing back to the vertex from which u was discovered
- ③ $d[u]$: the **distance** from the source to vertex u

BFS(G)

// Initialize

foreach u *in* V **do**

$\text{color}[u] = \text{WHITE};$ *// undiscovered*
 $\text{pred}[u] = \text{NULL};$ *// no predecessor*

end

time=

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    if
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    // start a new tree
    if color[ $u$ ] = WHITE then
        |
        end
    end
end
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time = 0;
foreach  $u$  in  $V$  do
    // start a new tree
    if color[ $u$ ] = WHITE then
        | BFSVisit( $u$ );
    end
end
end
```

BFSVisit(s)


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color[s] =          ; pred[s] = NULL; d[s] = 0;
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color[s] = GRAY; pred[s] = NULL; d[s] = 0;  
Q =  $\emptyset$ ; Enqueue(Q,s);  
while Q  $\neq \emptyset$  do
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if color[v] = WHITE **then**

 color[v] = GRAY;

 d[v] = d[u]+1 ;

 pred[v] = u;

 Enqueue(Q,v);

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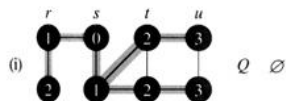
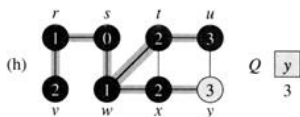
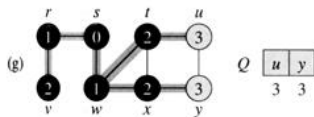
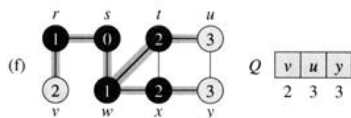
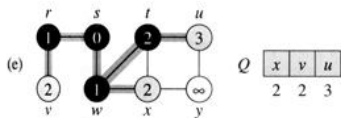
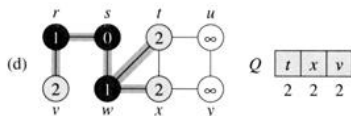
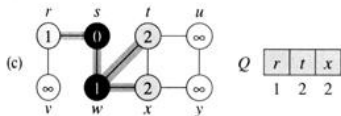
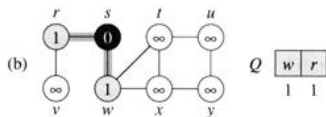
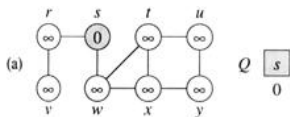
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            pred[v] = u;
            Enqueue(Q,v);
        end
    end
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Question

Which graph representation shall we use?

BFS Example



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The outputs of BFS:

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Applications:

- ① Shortest paths in a graph
 - What if the graph is weighted?
- ② Finding connected components