

학습 목표

그래프의 너비우선탐색(Breath-First Search) 알고리즘을 학습하고 구현한다



Data Structures in Python Chapter 9

- Graph Introduction
- Graph Traversal BFS
- Graph Traversal DFS
- Topological Sort of DAG

Agenda

- Graph Traversals
 - BFS Breadth First Search
 - DFS Depth First Search
- Reference:
 - Problem Solving with Algorithms and Data Structures
 - Wikipedia: <u>Breadth-first search</u>

Graph Traversals

- Important graph-processing operations include:
 - Finding the shortest path to a given vertex (source) in a graph
 - Finding all the items to which a given item is connected by paths

Breadth-First Search (BFS)

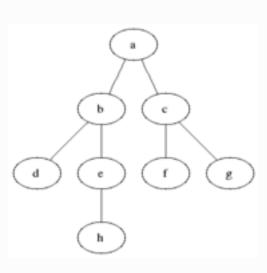
- Idea: Explore from a source in all possible directions, layer by layer.
- It begins at the source vertex and explores its neighbors first.
- Then, it explores their unexplored next neighbors, until it visits the target vertex or all.

Depth-First Search (DFS)

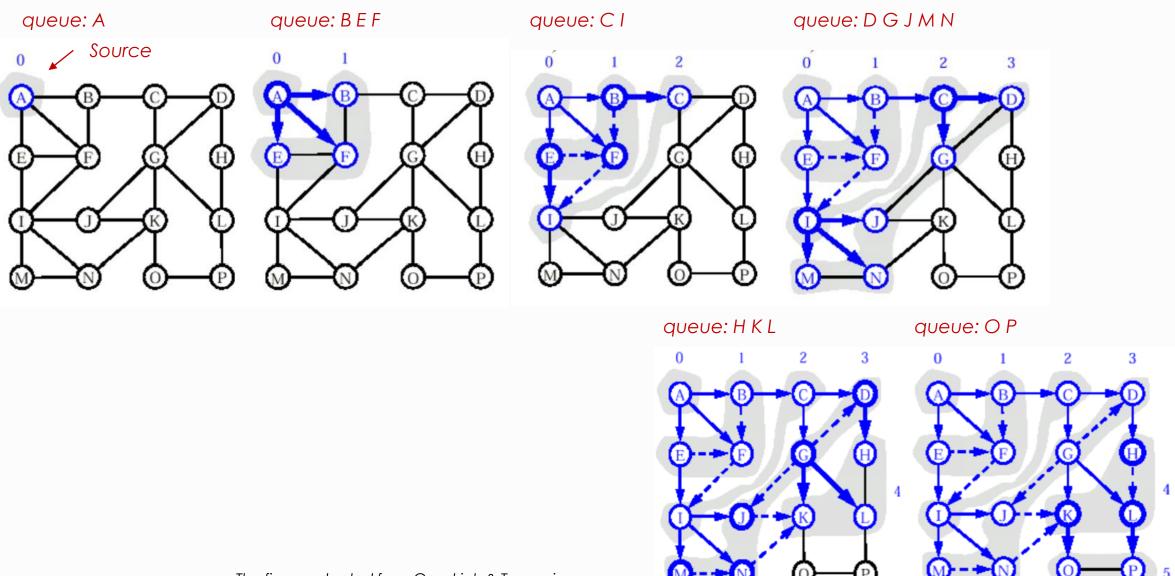
- Idea: Follow the first path you find as far as you can go.
- Then, back up to last unexplored edge when you reach a dead end, then go as far you can.

BFS Algorithm

- It takes the current vertex (the source vertex in the beginning) and then add all its neighbors that we have not visited yet to a queue.
- Continue this with the next vertex in the queue (the "oldest" vertex).
- Set its distance to the distance of the current vertex plus 1 (since all edges are weighted equally), with the distance to the source vertex being 0.
- This is repeated until there are no more vertices in the queue (all vertices are visited).
- It always finds the shortest path if there is more than one path between two vertices.



BFS - A Graphical Representation



Example Graph Representation:

DEN PHX ATL ORD

ATL MCO

DEN LAS

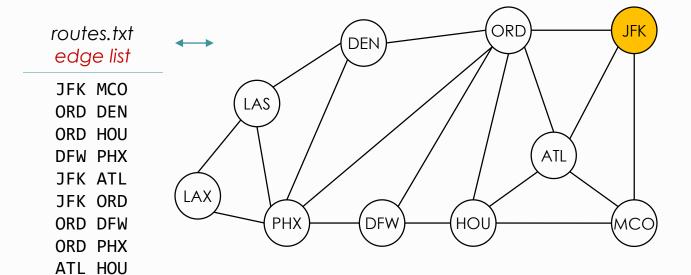
HOU MCO

PHX LAS

LAX PHX

LAX LAS

HOU DFW



```
def addEdge(self, v, w):
    if not self.hasVertex(v): self._adj[v] = list()
    if not self.hasVertex(w): self._adj[w] = list()
        if not self.hasEdge(v, w):
            self._e += 1
            self._adj[v].append(w)
            self._adj[w].append(v)
```

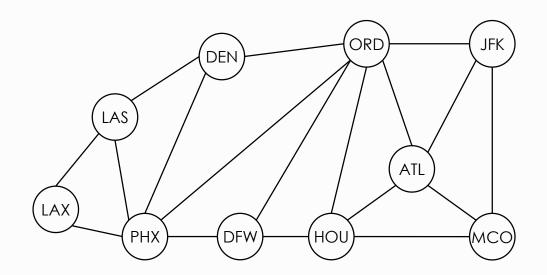
Getting each neighbor w of v

```
for w in g.neighbors(v):
```

Adjacency list

```
JFK: MCO ATL ORD
MCO: JFK ATL HOU
ORD: DEN HOU JFK DFW PHX ATL
DEN: ORD PHX LAS
HOU: ORD ATL MCO DFW
DFW: PHX ORD HOU
PHX: DFW ORD DEN LAS LAX
ATL: JFK HOU ORD MCO
LAS: DEN PHX LAX
LAX: PHX LAS
```

Example Graph ADT:



Examples of shortest paths in a graph

operation	description	
<pre>bfs = BFS(g, s) bfs.distanceTo(v)</pre>	find all shortest paths s in graph g distance between s and v	
bfs.hasPathTo(v)	is there a path between s and v?	
<pre>bfs.pathTo(v)</pre>	an iterable for the path from s to v	

source	target	distance	a shortest path
JFK LAS	LAX MCO	3 4	JFK-ORD-PHX-LAX LAS-DEN-ORD-HOU-MCO
HOU	JFK	2	HOU-ORD-JFK

BFS Algorithm

1. Initialization

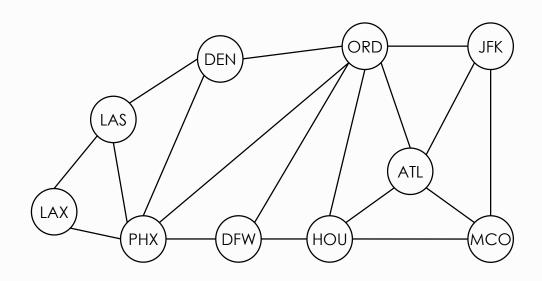
- 1. Initialize the distance to the source vertex s as 0.
- Initialize _distTo dictionary that stores the distance to s.
 If v exists in _distTo, it indicates "visited", if not in _distTo, "unvisited".
 Initialize _prevTo dictionary that stores the vertex that one step nearer to the source s.
- 3. Add the first vertex s to the queue.
- 2. While there are vertices in the queue:
 - 1. Take a vertex **v** out of the queue
 - For all vertices w next to it v that we have not visited yet, add them w to the queue, set their distance _distTo[w] to the distance to the current vertex distTo[v] plus 1 set their _prevTo[w] to the current vertex v which one step nearer than them w

```
instance variables:
```

variables:

```
queue  queue of vertices to visit
g     graph
s     source
v     current vertex
w     neighbors of v
```

BFS Class



Adjacency list: g._adj

JFK: MCO ATL ORD MCO: JFK ATL HOU

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

PHX: DFW ORD DEN LAS LAX

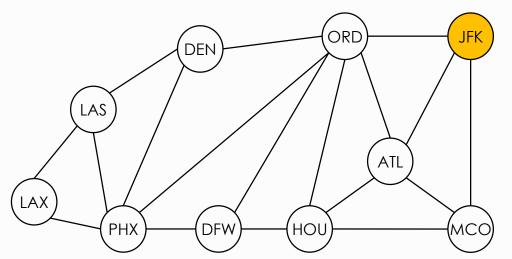
ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS

```
class BFS:
   def __init__(self, graph, s):
        self. distTo = dict()
        self._prevTo = dict()
        self. distTo[s] = 0
        self._prevTo[s] = None
        self._path = []
       queue = deque()
        queue.append(s)
        while queue:
            v = queue.popleft()
            for w in g.neighbors(v):
                if w not in self. distTo:
                    queue.append(w)
                    self. distTo[w] = 1 + self. distTo[v]
                    self. prevTo[w] = v
```

variables: _distTo distance to s _prevTo previous vertex on shortest path from s queue queue of vertices to visit g graph s source v current vertex w neighbors of v



distance 0

```
s = 'JFK'
queue = ['JFK']
_distTo = {'JFK':0}
_prevTo = {None}
```

distance 1

distance 2

Adjacency list: g._adj

distance 3

```
JFK: MCO ATL ORD MCO: JFK ATL HOU
```

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

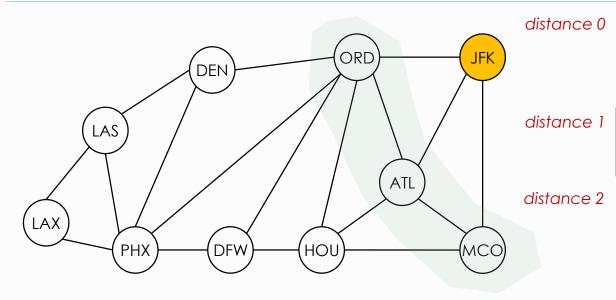
DFW: PHX ORD HOU

PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS



```
s = 'JFK'
queue = ['JFK']
_distTo = {'JFK':0}
_prevTo = {None}

queue = ['MCO', 'ATL', 'ORD']
_distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1}
_prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK'}
```

Adjacency list: g._adj

JFK: MCO ATL ORD MCO: JFK ATL HOU

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

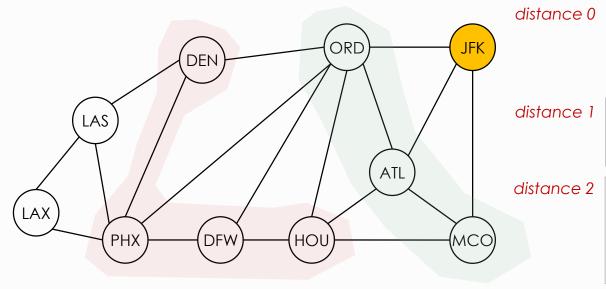
PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS

distance 3



Adjacency list: g._adj

JFK: MCO ATL ORD MCO: JFK ATL HOU

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

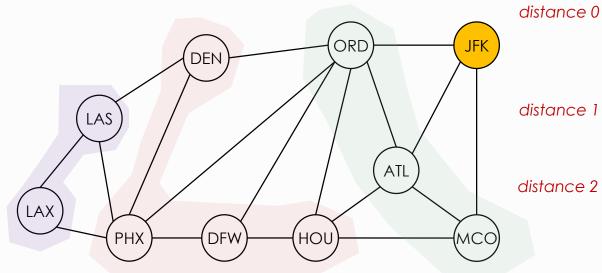
PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS

distance 3



Adjacency list: q. adj

```
JFK: MCO ATL ORD
MCO: JFK ATL HOU
```

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS

```
distance 0
```

```
s = 'JFK'
queue = ['JFK']
                                   Is the order of queue
distTo = {'JFK':0}
                                   in random or fixed?
prevTo = {None}
```

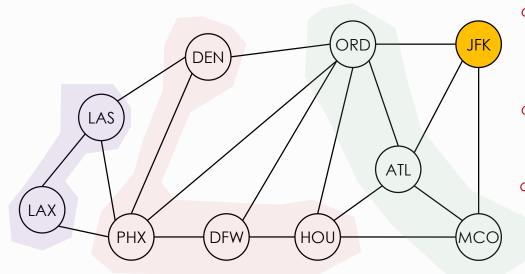
```
queue = ['MCO', 'ATL', 'ORD']
distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK'}
```

```
queue = ['HOU', 'DEN', 'DFW', 'PHX']
distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1,
           'HOU':2, 'DEN':2, 'DFW':2, 'PHX':2}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK',
           'HOU':'MCO', 'DEN':'ORD', 'DFW':'ORD', 'PHX':'ORD'}
```

distance 3

```
queue = ['LAS', 'LAX']
distTo = {'JFK':0, 'ORD':1, 'ATL':1, 'MCO':1,
           'HOU':2, 'DEN':2, 'DFW':2, 'PHX':2,
           'LAS':3, 'LAX':3}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK',
           'HOU':'MCO', 'DEN':'ORD', 'DFW':'ORD', 'PHX':'ORD',
           'LAS':'DEN', 'LAX':'PHX'}
           can it be like the following?
           'LAS': 'PHX'
```

Question: Explain how it gets the order of airports in the gueue [] at distance 2.



Adjacency list: **a. adi**

```
JFK: MCO ATL ORD MCO: JFK ATL HOU
```

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

LAX: PHX LAS

distance 0

```
s = 'JFK'
queue = ['JFK']
_distTo = {'JFK':0}
_prevTo = {None}
```

distance 1

```
queue = ['MCO', 'ATL', 'ORD']
_distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1}
_prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK'}
```

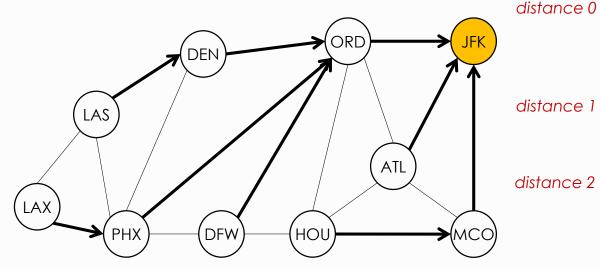
distance 2

distance 3

```
• Find the distance to LAX: g._distTo['LAX'] \rightarrow 3
```

```
    Find the shortest path to LAX: g._prevTo['LAX'] → 'PHX'
        g._prevTo['PHX'] → 'ORD'
        g._prevTo['ORD'] → 'JFK'
        g. prevTo['JFK'] → None
```

BFS Class Example: JFK shortest paths tree



shortest paths tree

```
distance 0
```

```
s = 'JFK'
queue = ['JFK']
distTo = {'JFK':0}
prevTo = {None}
```

```
queue = ['MCO', 'ATL', 'ORD']
distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK'}
```

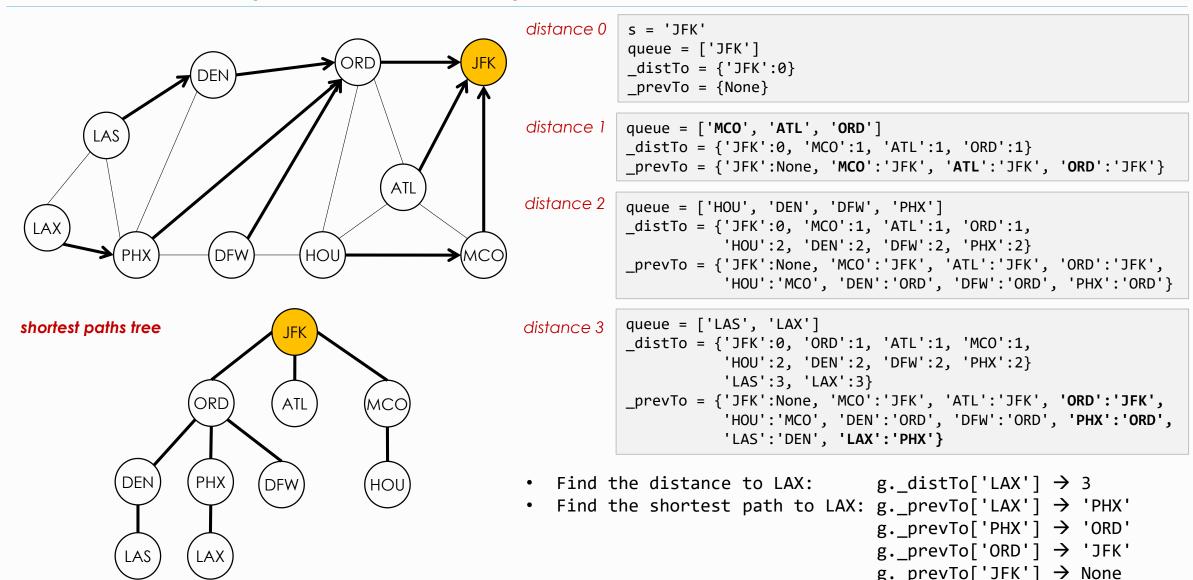
```
queue = ['HOU', 'DEN', 'DFW', 'PHX']
_distTo = {'JFK':0, 'MCO':1, 'ATL':1, 'ORD':1,
           'HOU':2, 'DEN':2, 'DFW':2, 'PHX':2}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK',
           'HOU': 'MCO', 'DEN': 'ORD', 'DFW': 'ORD', 'PHX': 'ORD'}
```

```
distance 3
```

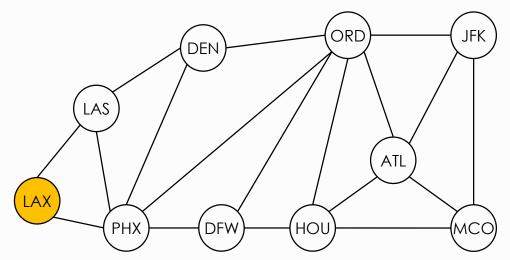
```
queue = ['LAS', 'LAX']
distTo = {'JFK':0, 'ORD':1, 'ATL':1, 'MCO':1,
           'HOU':2, 'DEN':2, 'DFW':2, 'PHX':2}
           'LAS':3, 'LAX':3}
prevTo = {'JFK':None, 'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK',
           'HOU':'MCO', 'DEN':'ORD', 'DFW':'ORD', 'PHX':'ORD',
           'LAS': 'DEN', 'LAX': 'PHX'}
```

```
• Find the distance to LAX: g. distTo['LAX'] → 3
• Find the shortest path to LAX: g. prevTo['LAX'] → 'PHX'
                                g. prevTo['PHX'] → 'ORD'
                                g. prevTo['ORD'] → 'JFK'
                                g. prevTo['JFK'] → None
```

BFS Class Example: JFK shortest paths tree



BFS Class Exercise: LAX



```
distance 0
```

```
s = 'LAX'
queue = ['LAX']
_distTo = {'LAX':0}
_prevTo = {None}
```

distance 1

```
queue = ['LAS', 'PHX']
_distTo =
_prevTo =
```

distance 2

Adjacency list: **g._adj**

JFK: MCO ATL ORD MCO: JFK ATL HOU

ORD: DEN HOU JFK DFW PHX ATL

DEN: ORD PHX LAS

HOU: ORD ATL MCO DFW

DFW: PHX ORD HOU

PHX: DFW ORD DEN LAS LAX

ATL: JFK HOU ORD MCO

LAS: DEN PHX LAX

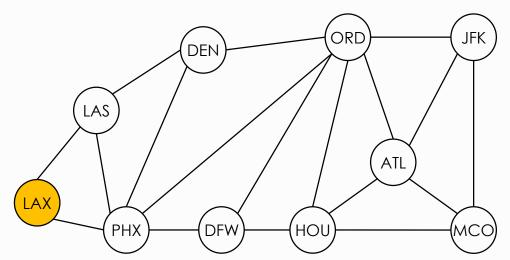
LAX: PHX LAS

distance 3

distance 4

- Find the distance to MCO: g._distTo['MCO'] →
- Find the shortest path to MCO: g._prevTo['MCO'] →

BFS Class Exercise: LAX shortest paths tree



```
distance 0
```

```
s = 'LAX'
queue = ['LAX']
_distTo = {'LAX':0}
_prevTo = {None}
```

distance 1

```
queue = ['LAS', 'PHX']
_distTo =
_prevTo =
```

distance 2

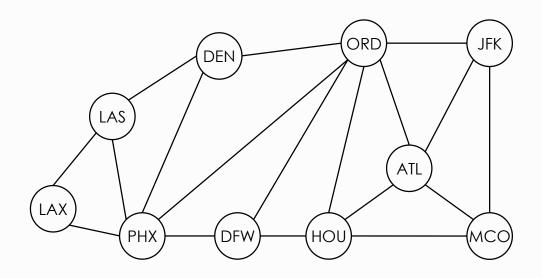
shortest paths tree

distance 3

distance 4

- Find the distance to MCO: g._distTo['MCO'] →
- Find the shortest path to MCO: g._prevTo['MCO'] →

BFS Class



operation

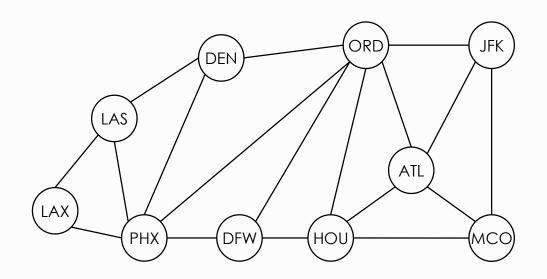
bfs = BFS(g, s) bfs.distanceTo(v) bfs.hasPathTo(v) bfs.pathTo(v)

description

```
find all shortest paths s in graph g distance between s and v is there a path between s and v? an iterable for the path from s to v
```

```
from collections import deque
from graph import Graph
class BFS:
    def __init__(self, graph, s):
    def distanceTo(self, v):
        return self._distTo[v]
    def hasPathTo(self, v):
        return v in self._distTo
    def pathTo(self, v):
        path = []
        while v is not None:
            path += [v]
            v = self. prevTo[v]
        return reversed(path)
```

BFS Class Exercise



operation

description

```
bfs = BFS(g, s) find all shortest paths s in graph g
bfs.distanceTo(v) distance between s and v
bfs.hasPathTo(v) is there a path between s and v?
bfs.pathTo(v) an iterable for the path from s to v

bfs.source() return the source vertex
bfs.shortestPaths() print all shortest paths from source
```

```
from collections import deque
from graph import Graph
class BFS:
   def init (self, graph, s):
  Shortest Paths from: JFK
  ['JFK']
                     Do it for LAX
  ['JFK', 'MCO']
  ['JFK', 'ATL']
  ['JFK', 'ORD']
  ['JFK', 'MCO', 'HOU']
  ['JFK', 'ORD', 'DEN']
  ['JFK', 'ORD', 'DFW']
  ['JFK', 'ORD', 'PHX']
  ['JFK', 'ORD', 'DEN', 'LAS']
  ['JFK', 'ORD', 'PHX', 'LAX']
   def source(self):
       pass
   def shortestPaths(self):
       pass
```

Time Complexity

- We can obtain the time complexity by counting the number to visit the vertices.
 - The repeats in the while-loop become *V* in the worst case. The repeats will be the sum of the vertices at most because we only add the vertices not visited.
 - The repeats in the for-loop become 2E in the worst case. The repeats in the only one for-loop will be the degree. So, the repeats in all for-loop will be the sum of the degrees or 2E.
 - Therefore, we get the time complexity of the breadth-first search as O(V + E).

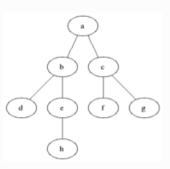
Handshaking lemma:

The sum of all the degrees always doubles as the sum of all edges for undirected graph.

$$\sum_{v \in V} deg(v) = 2|E|$$

Summary

- BFS(Breadth-First Search) traverses by adding any each one of the graph's vertices at the back of a queue, starting from the source vertex.
- BFS always finds the shortest path if there is more than one path between two vertices.
- The time complexity of BFS is linear, O(V + E).



학습 정리

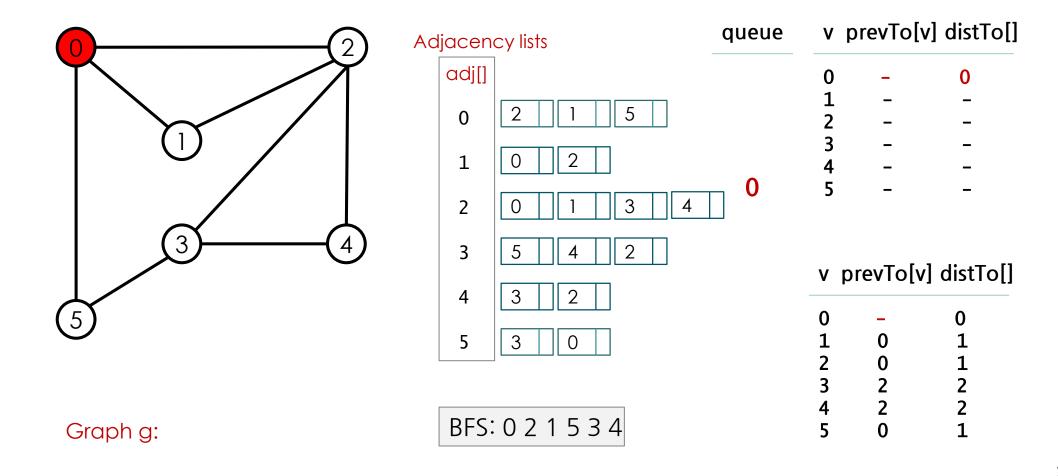
- 1) 그래프의 너비우선탐색(Breadth-First Search)은
 - Step 1: 탐색 시작 노드 v를 큐에 삽입하고 방문 처리를 한다
 - Step 2: 큐에서 노드 v를 꺼내 그 노드의 인접 노드 중에서 방문하지 않은 노드를 모두 큐에 삽입하고 방문 처리한다
 - Step 3: Step 2의 과정을 더 이상 수행할 수 없을 때까지 반복한다
- 2) BFS로 최단 거리 경로를 찾을 수 있다
- 3) BFS의 시간 복잡도는 O(V + E)이다



BFS: Exercise

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



BFS Class Example: JFK shortest paths tree

```
_prevTo = {
'JFK':None,
'MCO':'JFK', 'ATL':'JFK', 'ORD':'JFK',
'HOU':'MCO', 'DEN':'ORD', 'DFW':'ORD',
'PHX':'ORD', 'LAS':'DEN', 'LAX':'PHX'}
```

DEN ORD JFK LAS PHX DFW HOU MCO

shortest paths tree

