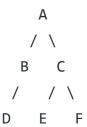


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Breadth First Search

BFS stands for **Breadth First Search** is a vertex based technique for finding a shortest path in graph. It uses a <u>Queue data structure</u> which follows first in first out. In BFS, one vertex is selected at a time when it is visited and marked then its adjacent are visited and stored in the queue. It is slower than DFS.

Ex-



Output is:

Depth First Search

<u>DFS stands for **Depth First Search**</u> is a edge based technique. It uses the <u>Stack data</u> structure, performs two stages, first visited vertices are pushed into stack and second if there is no vertices then visited vertices are popped.

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Output is:

A, B, D, C, E, F

BFS vs DFS

- BFS stands for DFS stands for Breadth First Depth First Search.
- 2. BFS(Breadth DFS(Depth First First Search) Search) uses uses Queue Stack data data structure structure. for finding the shortest path.
- 3. BFS can be used In DFS, we to find single might traverse source shortest through more path in an edges to reach a unweighted destination

with minimum number of edges from a source vertex.

3. BFS is more DFS is more suitable for suitable when searching there are vertices which solutions away are closer to the given source.

4. BFS considers all neighbors first and therefore not suitable for decision making trees used in games or puzzles.

DFS is more suitable for game or puzzle problems. We make a decision, then explore all paths through this decision. And if this decision leads to win situation, we stop.

The Time
complexity of
BFS is O(V+
E) when
Adjacency
List is used
and O(V^2)
when
Adjacency
Matrix is
used, where V
stands for
vertices and E
stands for
edges.

5.

The Time complexity of DFS is also O(V+E) when Adjacency List is used and $O(V^2)$ when Adjacency Matrix is used, where V stands for vertices and E stands for edges.

Please also see <u>BFS vs DFS for Binary Tree</u> for the differences for a Binary Tree Traversal.

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