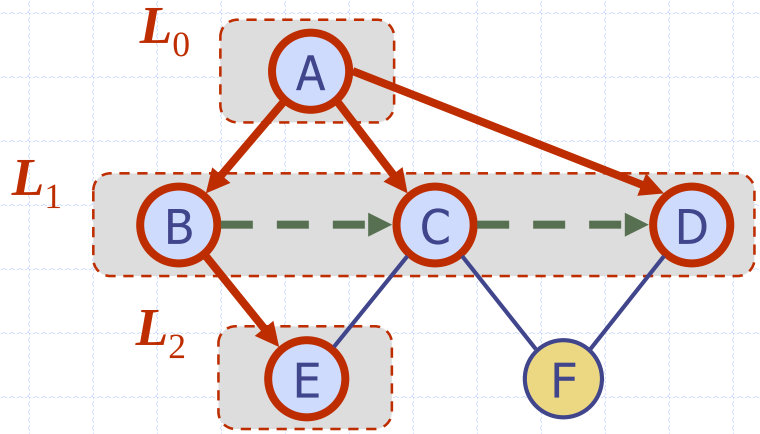
Breadth-First Search



Outline and Reading

- Breadth-first search (§6.3.3)
  - Algorithm
  - Example
  - Properties
  - Analysis
  - Applications
- DFS vs. BFS (§6.3.3)
  - Comparison of applications
  - Comparison of edge labels

Breadth-First Search

- Breadth-first search (BFS) is a general technique for traversing a graph
- A BFS traversal of a graph G
  - Visits all the vertices and edges of G
  - Determines whether G is connected
  - Computes the connected components of G
  - Computes a spanning forest of G
- BFS on a graph with n vertices and m edges takes $O(n + m)$ time
- BFS can be further extended to solve other graph problems
  - Find and report a path with the minimum number of edges between two given vertices
  - Find a simple cycle, if there is one

BFS Algorithm

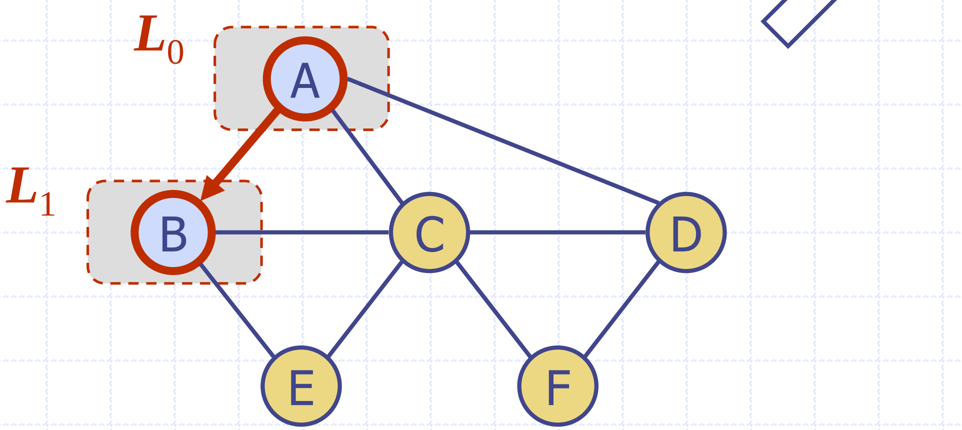
- The algorithm uses a mechanism for setting and getting "labels" of vertices and edges

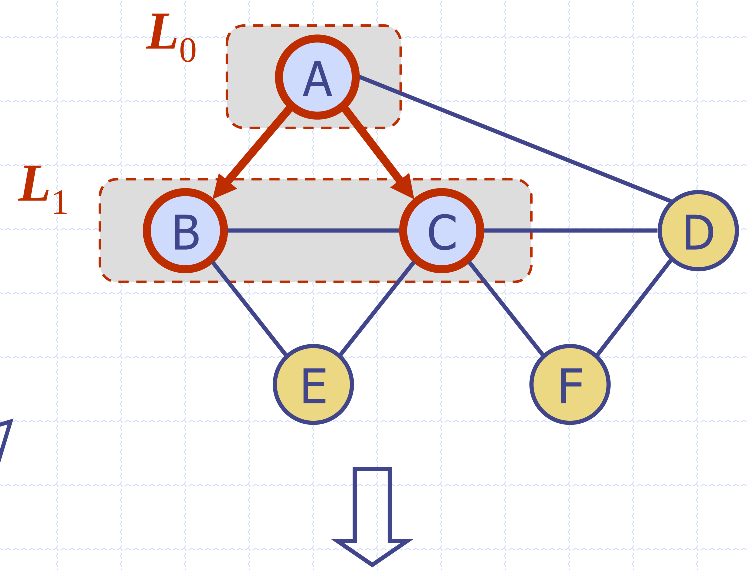
```
Algorithm BFS(G)
    Input graph G
    Output labeling of the edges
        and partition of the
        vertices of G
  for all u ∈ G.vertices()
    setLabel(u, UNEXPLORED)
  for all e ∈ G.edges()
    setLabel(e, UNEXPLORED)
  for all v ∈ G.vertices()
    if getLabel(v) = UNEXPLORED
        BFS(G, v)
```

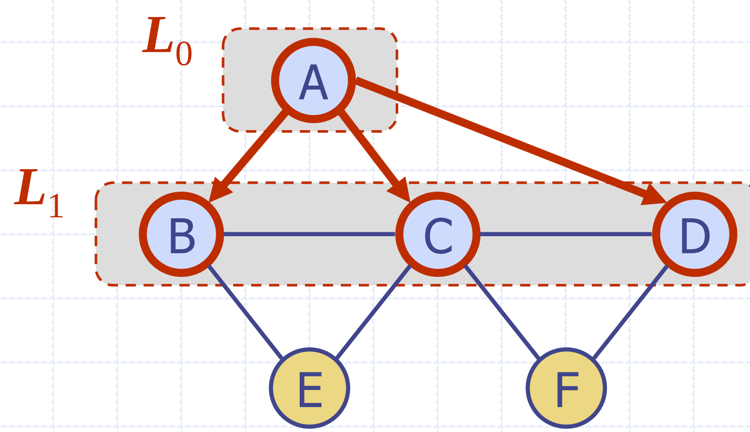
```
Algorithm BFS(G, s)
   L0 ← new empty sequence
   L0.insertLast(s)
   setLabel(s, VISITED)
   i ← 0
   while ¬Li.isEmpty()
      Li+1 ← new empty sequence
      for all v ∈ Li.elements()
         for all e ∈ G.incidentEdges(v)
            if getLabel(e) = UNEXPLORED
               w ← opposite(v,e)
               if getLabel(w) = UNEXPLORED
                  setLabel(e, DISCOVERY)
                  setLabel(w, VISITED)
                  Li+1.insertLast(w)
               else
                  setLabel(e, CROSS)
      i ← i +1
```

Example

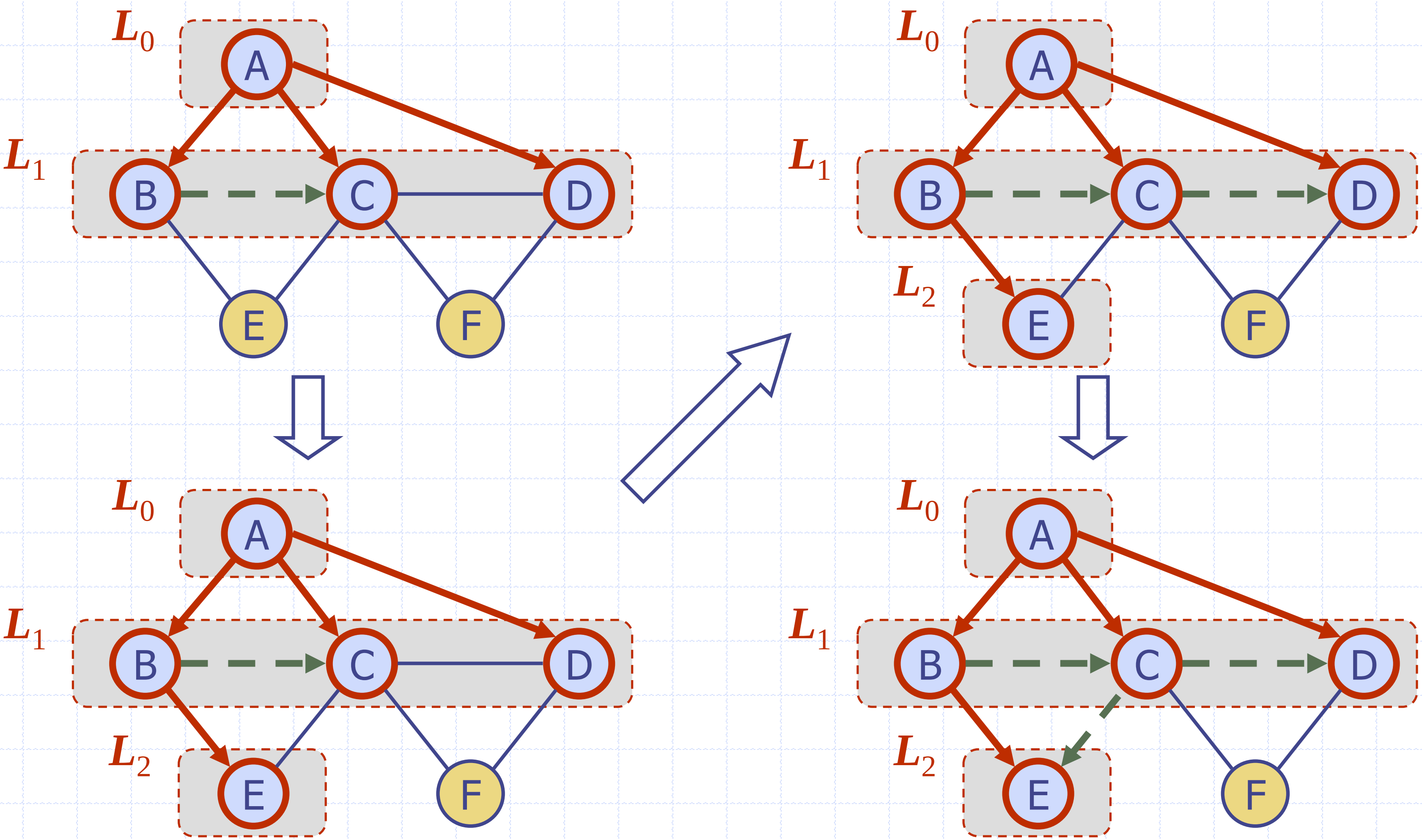
- unexplored vertex
- visited vertex
- unexplored edge
- discovery edge
- cross edge



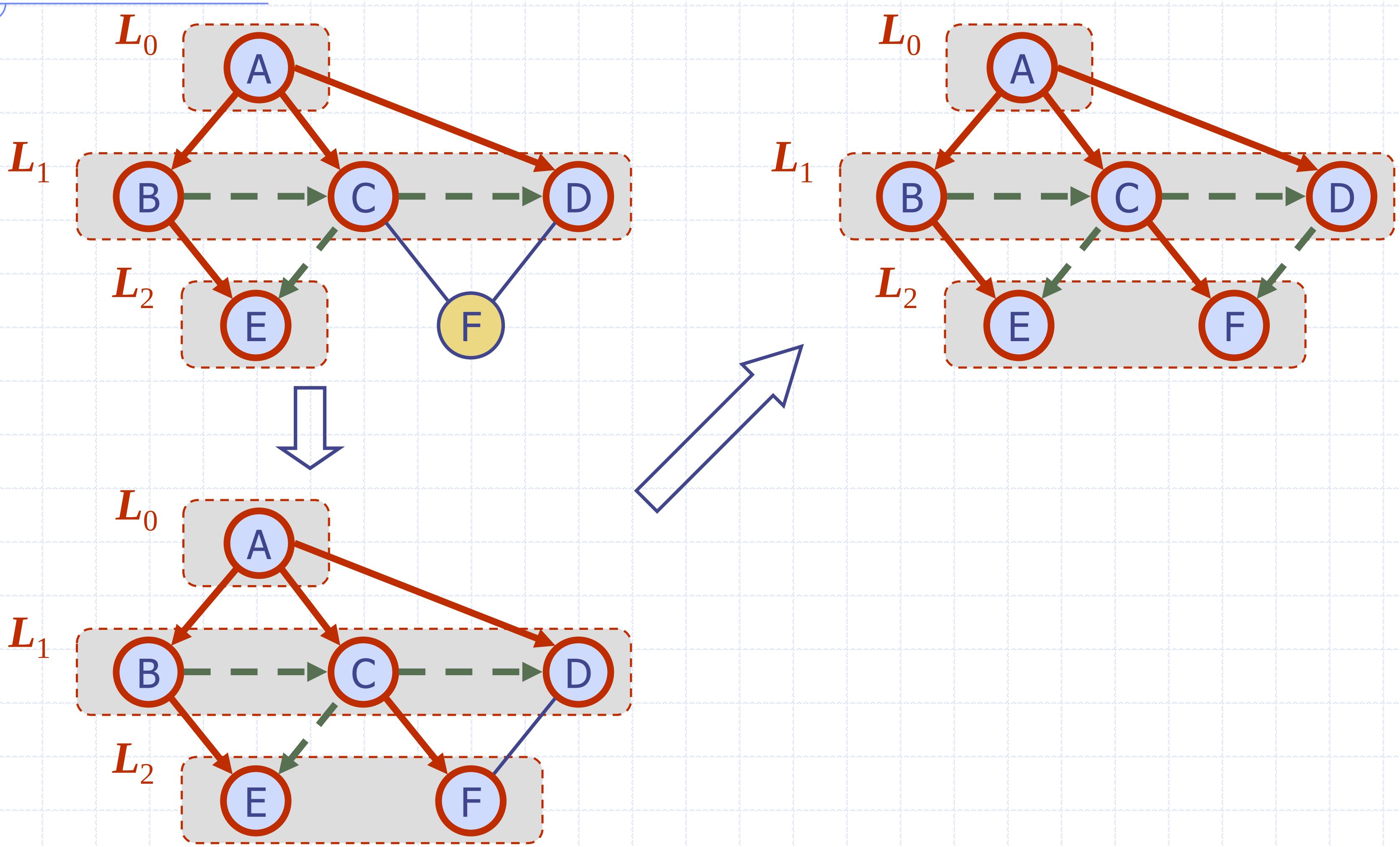




Example (cont.)



Example (cont.)



Properties

Notation

G_s: connected component of s

Property 1

$BFS(G, s)$ visits all the vertices and edges of G_s

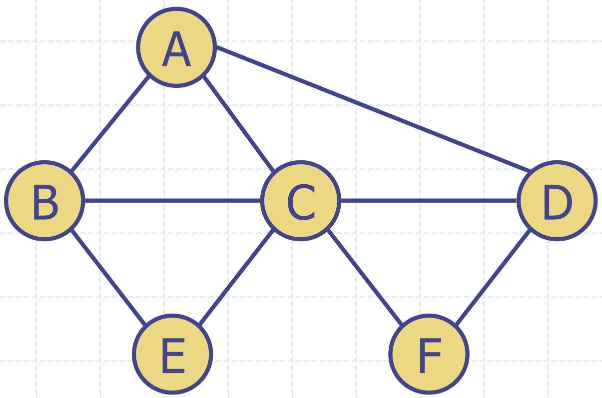
Property 2

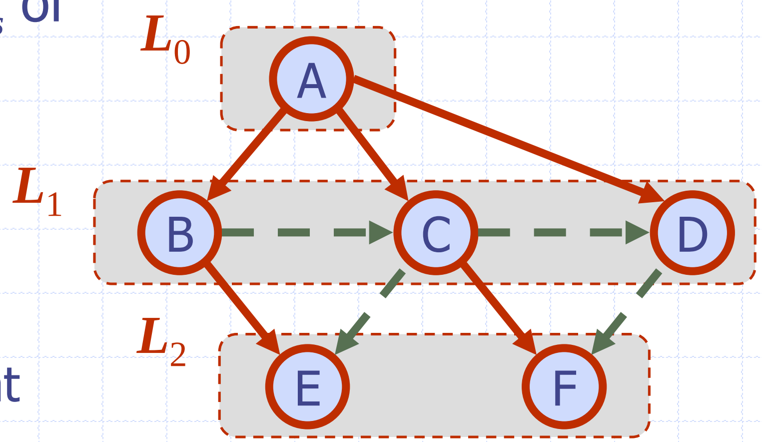
The discovery edges labeled by $BFS(G, s)$ form a spanning tree T_s of G_s

Property 3

For each vertex v in L_i

- The path of T_s from s to v has i edges
- Every path from s to v in G_s has at least i edges





Analysis

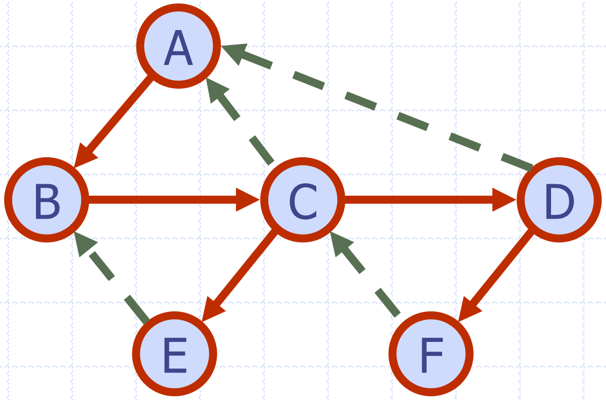
- Setting/getting a vertex/edge label takes $O(1)$ time
- Each vertex is labeled twice
  - once as UNEXPLORED
  - once as VISITED
- Each edge is labeled twice
  - once as UNEXPLORED
  - once as DISCOVERY or CROSS
- Each vertex is inserted once into a sequence L_i
- Method incidentEdges is called once for each vertex
- BFS runs in $O(n + m)$ time provided the graph is represented by the adjacency list structure
  - Recall that $\Sigma_v \deg(v) = 2m$

Applications

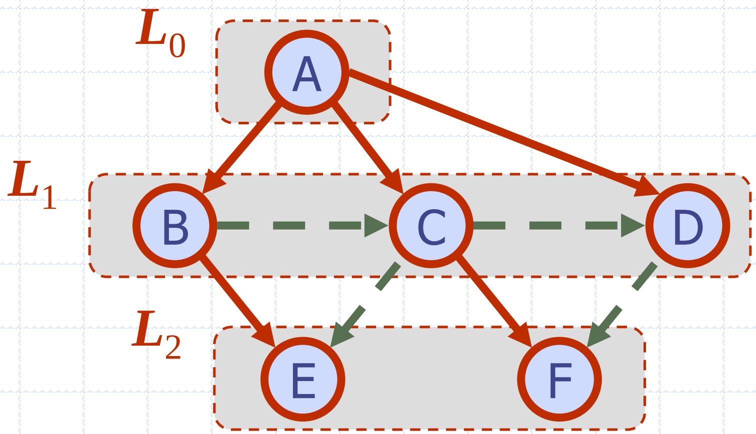
- Using the template method pattern, we can specialize the BFS traversal of a graph G to solve the following problems in $O(n + m)$ time
  - Compute the connected components of G
  - Compute a spanning forest of G
  - Find a simple cycle in G, or report that G is a forest
  - Given two vertices of G, find a path in G between them with the minimum number of edges, or report that no such path exists

DFS vs. BFS

Applications	DFS	BFS
Spanning forest, connected components, paths, cycles	√	√
Shortest paths		√
Biconnected components	√	



DFS



BFS

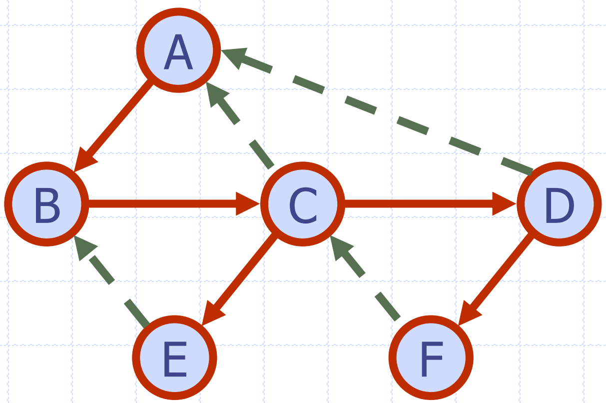
DFS vs. BFS (cont.)

Back edge (v,w)

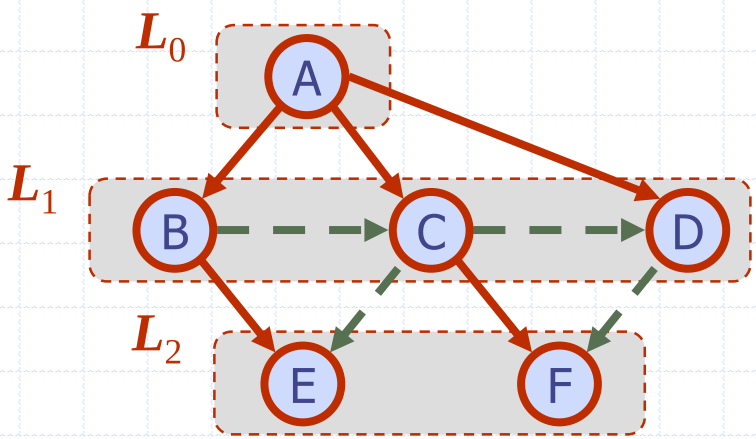
- w is an ancestor of v in the tree of discovery edges

Cross edge (v,w)

- w is in the same level as v or in the next level in the tree of discovery edges



DFS



BFS