For searching a graph and the archetype for many important graph algorithms

- For searching a graph and the archetype for many important graph algorithms
- Input: G = (V, E) and a source vertex s,

- For searching a graph and the archetype for many important graph algorithms
- Input: G = (V, E) and a source vertex s,

Output: $d[v] = \text{distance from } s \text{ to } v \text{ for all } v \in V.$

- For searching a graph and the archetype for many important graph algorithms
- Input: G = (V, E) and a source vertex s,

Output: $d[v] = \text{distance from } s \text{ to } v \text{ for all } v \in V.$

distance = fewest number of edges = shortest path

- For searching a graph and the archetype for many important graph algorithms
- Input: G = (V, E) and a source vertex s,

Output: d[v] = distance from s to v for all $v \in V$.

- distance = fewest number of edges = shortest path
- BFS basic idea:
 - discovers all vertices at distance k from the source vertex before discovering any vertices at distance k+1

- For searching a graph and the archetype for many important graph algorithms
- Input: G = (V, E) and a source vertex s,

Output: $d[v] = \text{distance from } s \text{ to } v \text{ for all } v \in V.$

- distance = fewest number of edges = shortest path
- BFS basic idea:
 - discovers all vertices at distance k from the source vertex before discovering any vertices at distance k+1
 - expanding frontier "greedy" propagate a wave 1 edge-distance at a time.

< □ > < 部 > < 書 > < 書 > ■ の Q (~ 2/4

Queues and stacks are dynamic sets in which the elements removed from the set is prescribed.

Queues and stacks are dynamic sets in which the elements removed from the set is prescribed.

2/4

The queue implements a First-In-First-Out (FIFO) policy. The stack implements a Last-In-First-Out (LIFO) policy.

Queues and stacks are dynamic sets in which the elements removed from the set is prescribed.

・ロン ・四 と ・ 日 と ・ 日 ・

2/4

- The queue implements a First-In-First-Out (FIFO) policy. The stack implements a Last-In-First-Out (LIFO) policy.
- Queue supports the following operations:
 Enqueue(Q,v): insert element v into the queue Q
 Dequeue(Q,v): delete element v from the queue Q

- Queues and stacks are dynamic sets in which the elements removed from the set is prescribed.
- The queue implements a First-In-First-Out (FIFO) policy. The stack implements a Last-In-First-Out (LIFO) policy.
- Queue supports the following operations:
 Enqueue(Q,v): insert element v into the queue Q
 Dequeue(Q,v): delete element v from the queue Q
- There are several efficient ways to implement queues and stacks, see section 10.1.

(ロ) (部) (E) (E) (E) (000)

2/4

```
BFS(G,s)
for each vertex u in V-{s}
   d[u] = +infty
endfor
d[s] = 0
Q = empty // create FIFO queue
Enqueue(Q, s)
while Q not empty
   u = Dequeue(Q)
   for each v in Adj[u]
       if d[v] = +infty
          d[v] = d[u] + 1
          Enqueue(Q, v)
       endif
   endfor
endwhile
return d
```

- Breadth-First spanning tree
- Running time: O(|V| + |E|)

- Breadth-First spanning tree
- Running time: O(|V| + |E|)

 ${\cal O}(|V|) {:}$ every vertex enqueued at most once

- Breadth-First spanning tree
- Running time: O(|V| + |E|)

 ${\cal O}(|V|) {:}$ every vertex enqueued at most once

 $O(|E|) {\rm :}$ every vertex dequeued at most once and we examine (u,v) only when u is dequeued at most once if directed, at most twice if undirected.

- Breadth-First spanning tree
- Running time: O(|V| + |E|)

 ${\cal O}(|V|) {:}$ every vertex enqueued at most once

 $O(|E|) {\rm :}$ every vertex dequeued at most once and we examine (u,v) only when u is dequeued at most once if directed, at most twice if undirected.

(ロ) (部) (目) (日) (日) (の)

4/4

Note: not $\Theta(|V| + |E|)!$

- Breadth-First spanning tree
- Running time: O(|V| + |E|)

 ${\cal O}(|V|) {:}$ every vertex enqueued at most once

 $O(|E|) {\rm :}$ every vertex dequeued at most once and we examine (u,v) only when u is dequeued at most once if directed, at most twice if undirected.

Note: not $\Theta(|V| + |E|)!$

 Correctness of BFS shortest path proof – see pp.597-600 of [CLRS,3rd ed.] similar with weighted edges – Dijkstra's algorithm – to be discussed