Breadth First Search

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This lecture will introduce **breadth first search** (BFS) for traversing a graph. We will assume directed graphs because the extension to undirected graphs is straightforward. To make our discussion concrete, we will consider a concrete problem: **single source shortest path** (SSSP) with unit weights, which can be elegantly solved by BFS.

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Let G = (V, E) be a directed graph.

A path in G is a sequence of edges $(v_1, v_2), (v_2, v_3), ..., (v_{\ell}, v_{\ell+1})$, for some integer $\ell \ge 1$, which is called the **length** of the path. The path is said to be from v_1 to $v_{\ell+1}$.

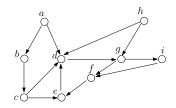
• Sometimes, we will also denote the path as $v_1 \rightarrow v_2 \rightarrow ... \rightarrow v_{\ell+1}$.

Given two vertices $u, v \in V$, a shortest path from u to v is a path of the minimum length from u to v.

If there is no path from u to v, then v is **unreachable** from u.

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There are several paths from *a* to *g*:

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$$a \rightarrow b \rightarrow c \rightarrow d \rightarrow g$$
 (length 4)

•
$$a \rightarrow b \rightarrow c \rightarrow e \rightarrow d \rightarrow g$$
 (length 5)

•
$$a \rightarrow d \rightarrow g$$
 (length 2)

The last one is a shortest path.

Note that h is unreachable from a.

Single Source Shortest Path (SSSP) with Unit Weights

Let G = (V, E) be a directed graph, and s be a vertex in V. The goal of the **SSSP problem** is to find, for every other vertex $t \in V \setminus \{s\}$, a shortest path from s to t, unless t is unreachable from s.

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Next, we will describe the BFS algorithm to solve the problem in O(|V| + |E|) time.

At first glance, this may look surprising because the total length of all the shortest paths may reach $\Omega(|V|^2)$, even when |E| = O(|V|) (can you give such an example?)! So shouldn't the algorithm need $\Omega(|V|^2)$ time just to output all the shortest paths in the worst case?

The answer, interestingly, is no. As will see, BFS encodes all the shortest paths in a BFS tree compactly, which uses only O(|V|) space and can be output in O(|V| + |E|) time.



At the beginning, color all vertices in the graph white and create an empty BFS tree T.

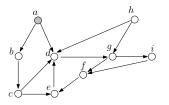
Create a queue Q. Insert the source vertex s into Q and color it gray (which means "in the queue"). Make s the root of T.

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Example

Suppose that the source vertex is a.



 $\underset{a}{\operatorname{BFS \ tree}}$

Q = (a).

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Repeat the following until Q is empty.

1 De-queue from Q the first vertex v.

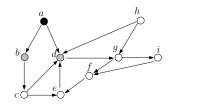
2 For every out-neighbor u of v that is still white:

2.1 En-queue u into Q, and color u gray.

- 2.2 Make u a child of v in the BFS tree T.
- **(a)** Color v black (meaning that v is done).

BFS behaves like "spreading a virus", as we will see from our running example.

After de-queueing a:



Q = (b, d).

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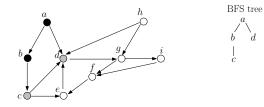
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BFS tree

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After de-queueing b:

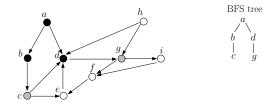


Q=(d,c).

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After de-queueing d:



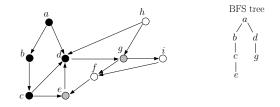
Q = (c, g).

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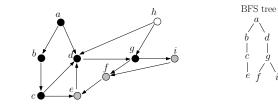
After de-queueing c:



Q = (g, e).Note: d is not en-queued again because it is black.

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After de-queueing g:

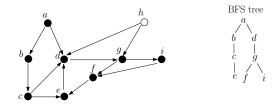


Q = (e, f, i).

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After de-queueing *e*, *f*, *i*:

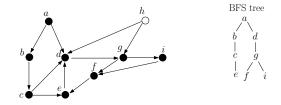


Q = ().

This is the end of BFS. Note that h remains white — we can conclude that it is not reachable from a.

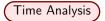
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Where are the shortest paths?



The shortest path from a to any vertex, say, x is simply the path from a to node x in the BFS tree!

• The proof will be left as an exercise.



When a vertex v is de-queued, we spend $O(1 + d^+(v))$ time processing it, where $d^+(v)$ is the out-degree of v.

Clearly, every vertex enters the queue at most once.

The total running time of BFS is therefore

$$O\left(\sum_{v\in V} \left(1+d^+(v)\right)
ight) = O(|V|+|E|).$$