Breadh first search

Start at a vertex s

Mark s

Mark neighbours of S

Mark nors of nors of s

Tell nothing more con be marked

G= (V,E)

don't mark

Keep trade Whiten a marked node's

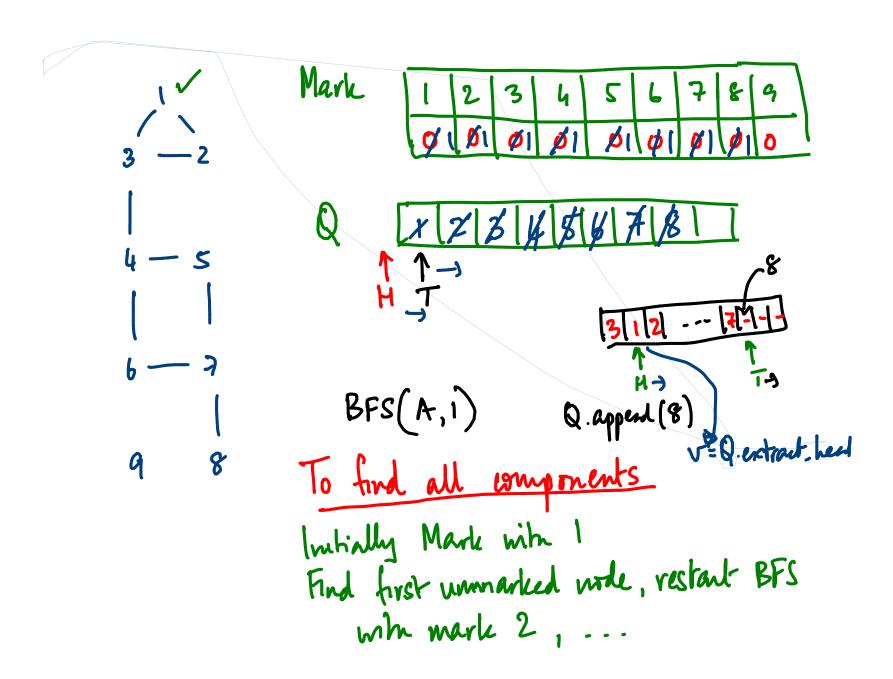
neighbours have been explored

Want to ensure that each marked node is "explored" only once — termination

Suggestion: Keep a queue of marked but unexplored nodes but node enters queue when it is marked for the first time

Mark s, put it in queue
While queue is not empty
Extract head of queue as of
Explore nors of r, mark a add nearly marked to
queue

def bfs (A,5): Assume V= {1,2,...n} Edges represented as algarency for j in 1 to n: matur A: nxn Mark[j] = 0 AliThirl My (in) EE Q = []Mark [5] = 1 (Symmetric of underected) Q. append (S) While Q + (]: V= Q.extract_head() for jui I to n: if A[v][i] == 1 and Mark[i] == 0: Mark[j]=1; Q.append(j)



Complexity? [V = n |E|= m Und: $M \leq \binom{n}{2}$ Outer loop (for vin V) Dr. $m \leq n(n-1)$ for each neighbour of U $O(n^2)$ Why is this n^2 , even if |E| = O(n)? No way to find neighbours except to scan a row of A A is very sparse - most intrés are 0 Instead, keep only useful information

Alternative representation of
$$i \rightarrow [neighborner \] i]$$
 $i \rightarrow [neighborner \] i]$
 $1 \rightarrow [2,3]$
 $2 \rightarrow [1,3]$
 $3 \rightarrow [1,2]4$

Achally $0(m+n)$
 $3 \rightarrow [7]$
 $4 \rightarrow [7]$

Achally $0(m+n)$
 $4 \rightarrow [7]$

Acount disconnected probabilists

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	Process all neighbours	ls (ij) e E?
Adj Matrix	0(n)	0(1)
Adj list	0(deg(v7)	O(keg(v1)
BFS explores a graph "level by level" Each node has a level - distance from start vertex Shortest paths to vertices, in terms of no. of edges Include this calculator within SFS		

distance (v) for each
$$V = min \cdot ns$$
 of edge from

distance [s] = 0

While Q = C]

if meach neighbour j of V

if Mark [j] == 0

Mark[j]: 1
Q.appert (j)
distance [j] = distance [v]+1

Mark[j]==1 => j is reachable from s But how? Associate parent[j] for each j If j is marked via v, set-parent-[j]=v BFS Tree for 4 -not unique, depends on order of processing neighbours "Cross Edges" => a has a cycle