

## Algorithms Activity 6: Applications of BFS

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### BFS time

Recall from last class that we showed breadth-first search (BFS) can be implemented to run in  $\Theta(|V| + |E|)$  time.

1 How small or big can  $|E|$  be, relative to  $|V|$ ?

(a)  $|E|$  is  $\Omega(\quad)$  because \_\_\_\_\_.

(b)  $|E|$  is  $O(\quad)$  because \_\_\_\_\_.

2 In terms of  $\Theta$ , how fast does BFS run when  $G$  is a tree?

3 How fast does BFS run when  $G$  is very dense, *i.e.* it contains some constant fraction (say, half) of all possible edges?

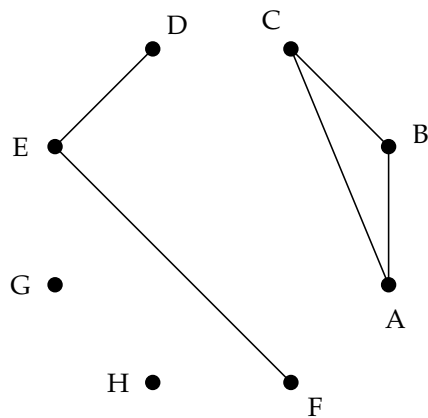
### A first application of BFS

- 4 Describe an algorithm to find the connected components of a graph  $G$ .

**Input:** a graph  $G = (V, E)$

**Output:** a set of sets of vertices,  $\text{Set}\langle\text{Set}\langle\text{Vertex}\rangle\rangle$ , where each set contains the vertices in some (maximal) connected component. That is, all the vertices within each set should be connected; no vertex should be connected to vertices in any other sets; and every vertex in  $V$  should be contained in exactly one of the sets.

For example, given the graph below, the algorithm should return  $\{\{D, E, F\}, \{C, B, A\}, \{G\}, \{H\}\}$ .

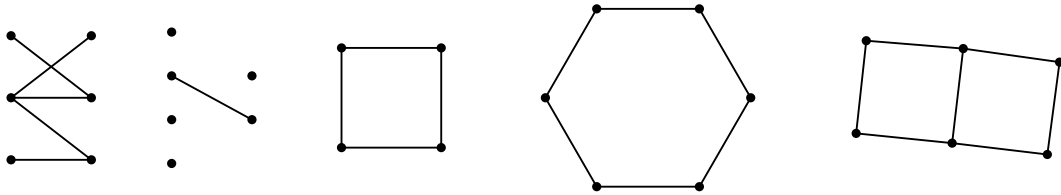


Describe your algorithm (using informal prose or pseudocode) and analyze its asymptotic running time.

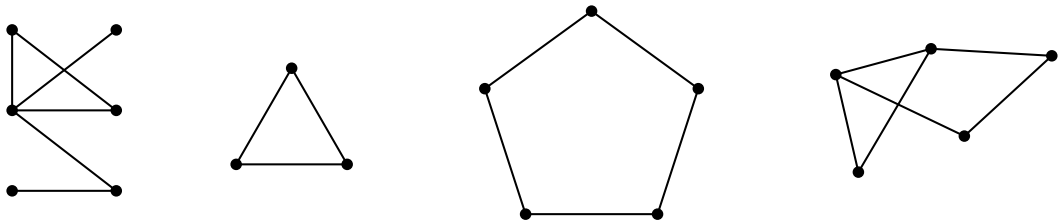


Model 1: Some graphs

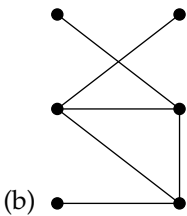
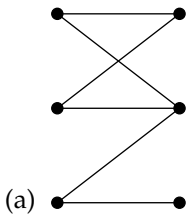
There is a mystery property  $X$ . Each graph either has property  $X$  or not.  
 These graphs have property  $X$ :

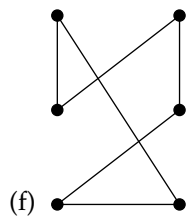
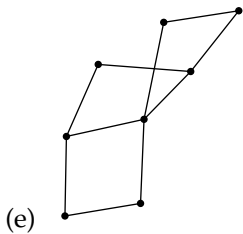
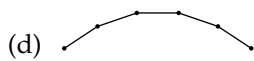
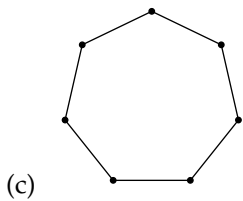


These graphs do not have property  $X$ :



5 For each graph below, say whether you think it has property  $X$ .





6 What do you think is the definition of property  $X$ ?

7 Make a conjecture of the form: a graph  $G$  has property  $X$  if and only if  $G$  \_\_\_\_\_.

