

# REPRESENTATION OF GRAPHS

By - CodeWithHarry



## Graph Theory so far...

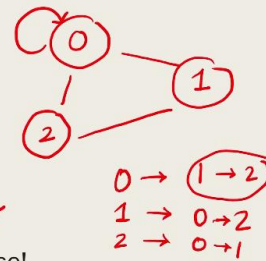


- Graph = Nodes & Edges. ✓
- Used to model real world problems like managing a social network, website links etc ✓
- Helps to solve problems like is there a path between Delhi and California by road. If yes which one is the shortest? ✓
- Helps to solve problems like :

1. Is A friend of B in a Social Network  
2. Is site A linking to site B?



# Ways to represent a graph

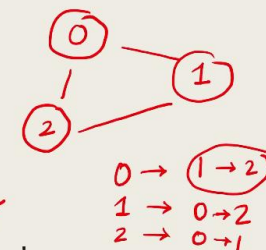


- Adjacency list - Mark the nodes with the list of its neighbors ✓
- Adjacency matrix -  $A_{ij} = 1$  for an edge between  $i$  and  $j$ , 0 otherwise!
- Edge set - Store the pair of nodes/vertices connected with an edge. Eg -  $\{(0,1), (0,2), (1,2)\}$
- Other implementations to represent a graph also exists. For e.g. Compact list representation, cost adjacency list, cost adjacency matrix etc.

	0	1	2
0			
1			
2			



# Ways to represent a graph



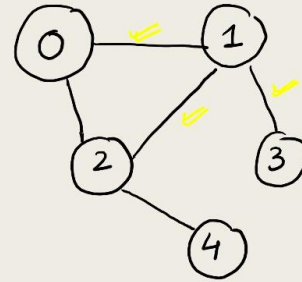
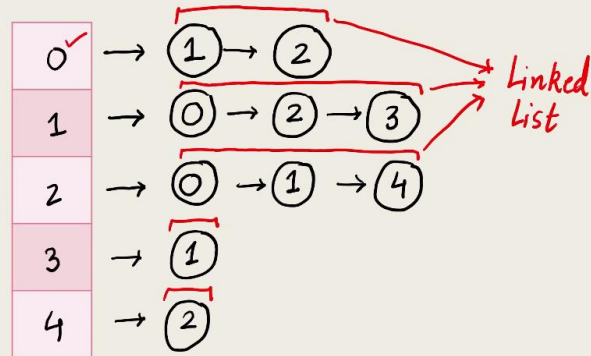
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	0	1	2
0	0	1	1
1	1	0	1
2	1	1	0



## Adjacency list

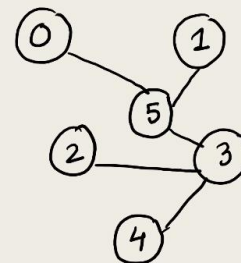
- Mark the nodes with the list of its neighbors



## Adjacency matrix

- $A_{ij} = 1$  for an edge between  $i$  and  $j$ , 0 otherwise!

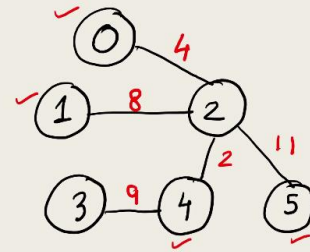
	0	1	2	3	4	5
0	0	0	0	0	0	1
1	0	0	0	0	0	1
2	0	0	0	1	0	0
3	0	0	1	0	1	1
4	0	0	0	1	0	0
5	1	1	0	1	0	0



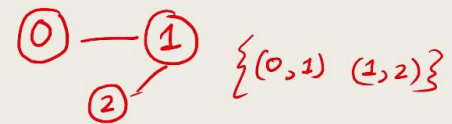
# Cost Adjacency matrix

- $A_{ij}$  = cost for an edge between  $i$  and  $j$ , 0 otherwise!
- If the cost can be 0:  
 $A_{ij}$  = cost for an edge between  $i$  and  $j$ , <sup>-1</sup>0 otherwise!

	0	1	2	3	4	5
0	-1	-1	4	-1	-1	-1
1	-1	-1	8	-1	-1	-1
2	4	8	-1	-1	2	11
3	-1	0	0	0	9	
4	0	0	2	9		
5	0	0	11			



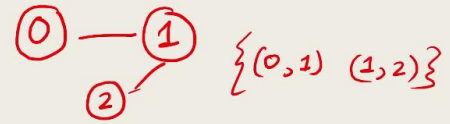
## Other Implementations



- Edge Set - Store the pair of nodes/vertices connected with an edge. Eg -  $\{(0,1), (0,4), (1, 4)\}$
- Cost adjacency list - Cost is also stored along with the links
- Compact List representation - The entire graph is stored in a 1d array



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