Lesson 15 of 16 Comp 2121 Summer 08 Graphs 6 - 4 - 5 · 1) 3 - 2) A graph G is a pair of sets: -a finite Set V of items, called vertices
- a Set of pairs (maybe empty) of items, called edges
- a Set of pairs (maybe empty) of items, called edges V= {1,2,3,4,5,6} E = [[1,2], [2,3], [3,4], [4,5], [4,6], [5,1], [5,2]} Adjachen List or Adjachen Matrix } how to representa graph in java.

Weighted graph: "retwork Associates a label/weight/cost with every edge in the graph. - Minimum cost spaning tree - shortest paths maximal flow Cyclic graph: a graph is "cyclic" if it contains at least one cycle/circuit (loop:

digraph: directed graph:

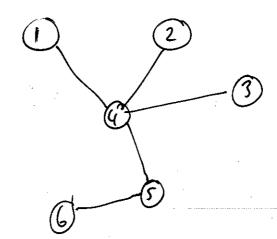
| Acyclic Graph | 3- |
|--|----|
| $ \begin{array}{cccccccccccccccccccccccccccccccccccc$ | |
| Connected graph | |
| A graph is "connected" if f for every pair of its vertices u and V, there is a path from u to v. | |
| Not Connected Conne | |
| O Converted | |

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A tree is an undirected, connected, acyclic graph.

N vertices N-1 edges



The unique simple path connecting vertex 2 to vertex 6 is 2-4-5-6.

Spanning Tree:

dfn! A spanning tree of a connected graph is its tree that contains all the vertices of the graph, and some (or all) of its edges.

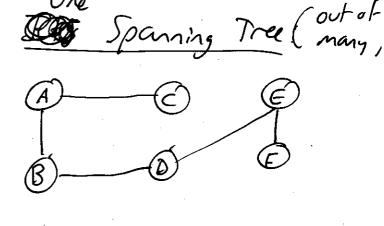
One

Graph!

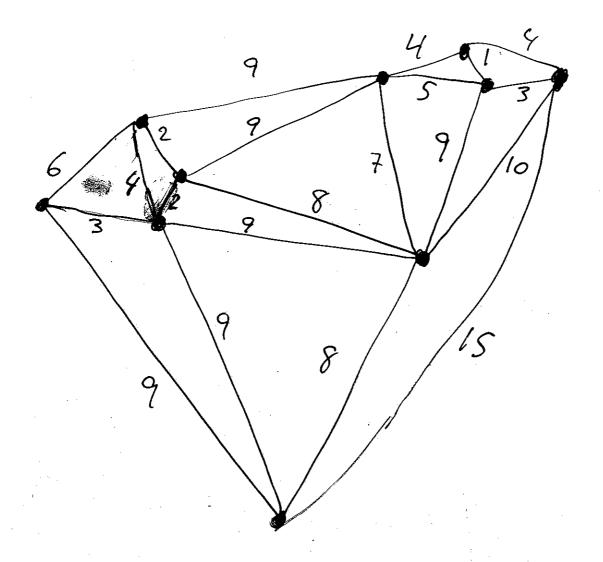
(A) (C) (E)

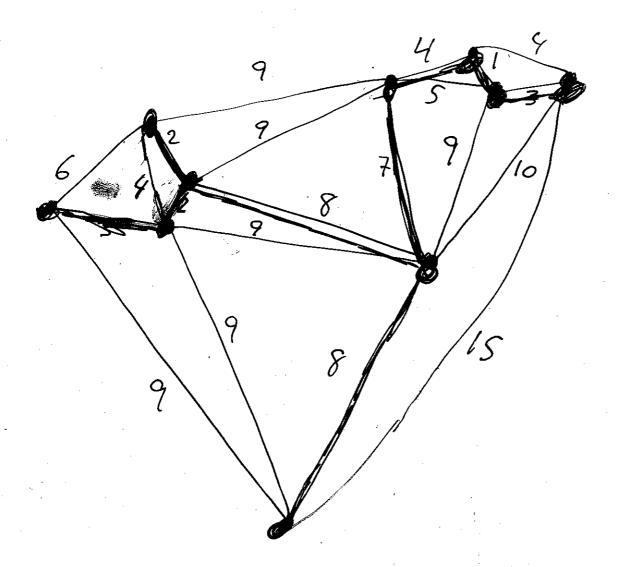
(B)

(B)

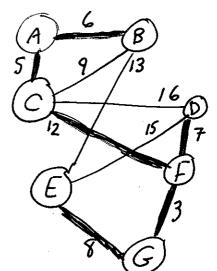


- Given a connected, undirected graph, a spanning tree of that graph is a subgraph which is a tree and connects all the vertices together.
- A single graph can have many different spanning tree.
- We assign a weight/cost to each edge, a number describing how unfororable it is. A spanning tree's weight is the sum of all these edges' weights.
- A minimum a spanning tree is the spanning tree with weight less than /equal to the weight of every other spanning tree.





To save money, this airline will shot down all unnecessary connections. It wents to leave open only the minimum connections required that still connect each city to all other cities (although some connections may be indirect).



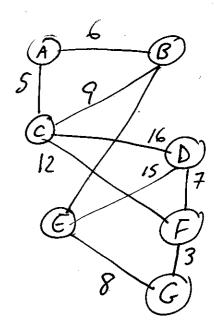
Finding the MST

- There are many ways to find the MST
- Me Two "greedy" algorithms:
- Kruskal's
- Prim's

Krushal's Algorithm:

Consider a connected, weighted graph with n vertices.

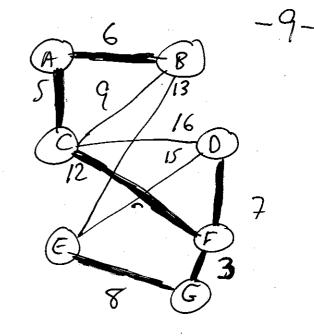
- 1. Look at the edger of the graph one a time, in order of increasing weight.
- 2. Add the edge-in-question to the MST being built, iff a cycle is not created.
- 3. After N-1 edges have been midded,
 these edges-olong with the graph's
 vertices-form a MST.



-8-

Krushal's

| Step | Edge | Weight | Add? |
|------|------|--------|---------------------------------------|
| 1 | F-G | 3 | Yes |
| 2 | A-C | 5 | Ver |
| 2 3 | A-B | 6 | Yes |
| 4 | 0-F | 7 | Yer |
| 5 | E-G | 8 | Ves |
| 6 | B-C | 9 | No |
| 7 | C-F | 12 | Yes |
| | | | |
| | | V | , , , , , , , , , , , , , , , , , , , |
| | | | |



- Easy to code

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- Only applicable to small # of problems

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- Antermediate MST is not a tree/connected

Gut always acyclic.

Prin's Algorithm

- 1. Pich a vertex from the graph to start with
- 2. This vertex is added to the MST-in-progress (with No edges)
- 3. Let V be the set of all vertices in the graph, not including the vertex you just picked.
- 4. Find an edge in the graph that cornects your MST-inprogress to one of the vertices h V. Make sure this
 edge has the least weight of all edges that connect
 your MST-in-progress to a vertex in V. Add this
 edge and its endpoint to your MST-in-progress, and
 delete it from V.
 - 5. Repeat step 4 until every vertex is connected (n-1 edges are in your MSI-in-progress).

always have a connected free with Primis.

| Q How many of the (50) 5-card poker hands co | (2) = 2598960 - 12 |
|--|---|
| YES DO THIS! | NO DON'T DO HHIS! |
| A2345678910JQK | Step 1: pich denaminahm #1: |
| Step 1: pick 2 denomination: (13) eg 55 & J's | Step 25 pick 2 of those 4 cardi: |
| Sto 2) pich 2 of the 4 cards for denomination #1: (4) | Step 3: pich a 2nd denomination! |
| step 3: pich 2 of the 4 cards for denomination #2: (4) | Step 4: Pich 2 of those 4 cards: |
| 54p 4' 52-4-4=44 (44) ways to pick the 5th card. | Step S! pich the St. card: (44) |
| $\binom{3}{2}\binom{4}{2}\binom{4}{2}\cdot 44=2$ | 247/04 X This penits this: AND Step 1: 5's Step 1: J's Step 2: 5050 Step 2: JOJO |
| | Stop2: 5050 Stop2: JOJO Stop3: J's Stop3: 5's Stop4: JOJO Stop41 5050 |
| | Steps: K& Steps: K& |

Exam! -13-Midten: Aug nach 6827 - Peram. (combination & probability) exam battle - Sets notes. - graphs/trees - simple FSM - binomial thm. - complexity of algorithms. (3 it we reed it! ain for

2 hours