

# Linked Representation of a Graph

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# Introduction of Graphs

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## Definition

### ► **Graphs:**

A Graph **G** is a non-linear data structure defined by an ordered pair **(V, E)** where:

- ❖ **V (Vertices):** A set of nodes representing data entities.
- ❖ **E (Edges):** A set of connections between pairs of vertices.

## Memory Representations

### 1. Sequential Representation

- Uses an **Adjacency Matrix** (2D Array).

### 2. Linked Representation

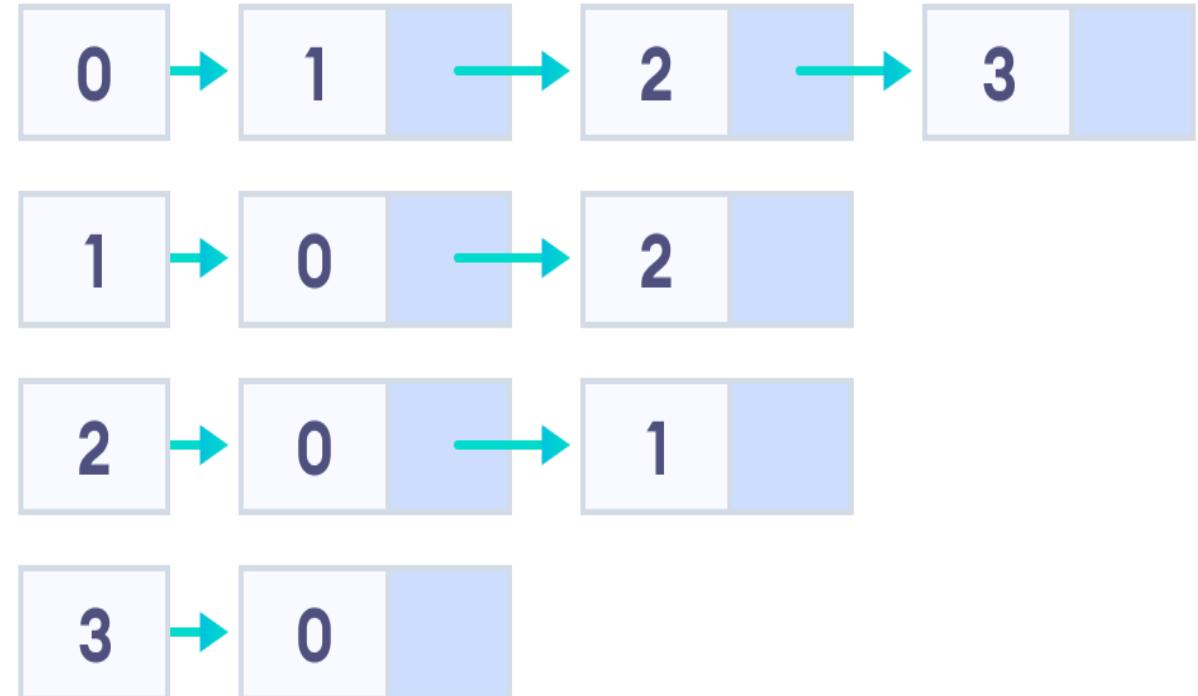
- Uses **Adjacency Lists** (Linked Lists).

# Linked Representation Overview

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## The Concept

- ❑ In linked representation, each node in G is followed by its **adjacency list**.
- ❑ This list contains all its "successors" or "neighbors".
- ❑ This representation uses two specific lists:
  1. Node list (NODE)
  2. Edge list (EDGE)



# Data Structure: The Node List, Edge List

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- **Node List:** Each element in the NODE list corresponds to a vertex in the graph.

It is a record containing three fields:

1. **NODE:** Name or key value of the node.
2. **NEXT:** Pointer to the next node in the list.
3. **ADJ:** Pointer to the first element in the adjacency list (maintained in EDGE list).

Node record structure below:

NODE	NEXT	ADJ	...
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\* Note: Records may also store INDEG, OUTDEG, or STATUS.

- **Edge List:** Each element in the EDGE list corresponds to an edge of G.

It is a record containing two main fields:

1. **DEST:** Points to the location of the destination node in the NODE list.
2. **LINK:** Links together edges with the same initial node (the next neighbor).

Edge record structure below:

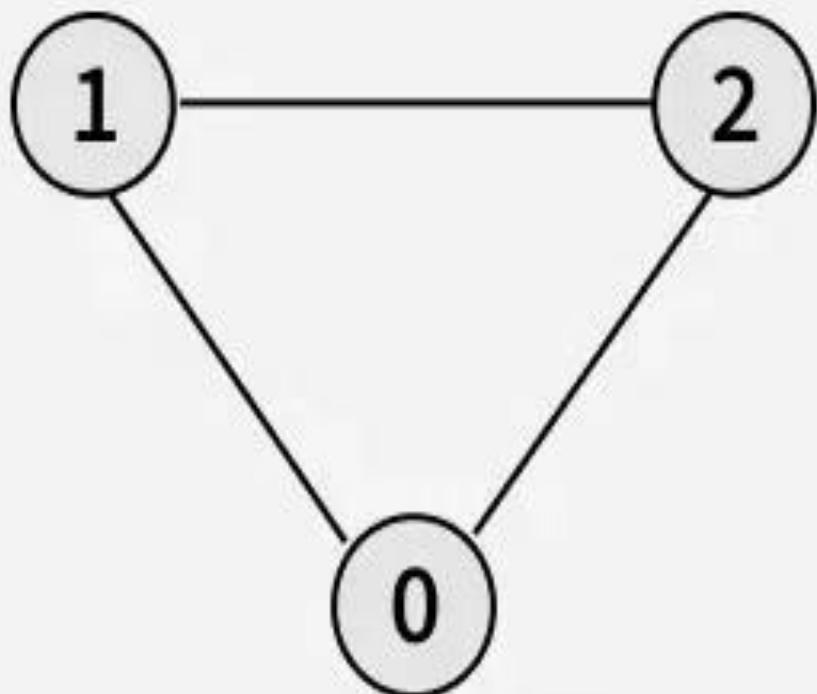
DEST	LINK	...
------	------	-----

\* Records may also store edge weights or labels.

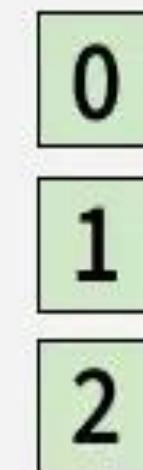
**01**  
Step

Initialize adjacency list with V vertices

## (Undirected Graph)



Undirected Graph



Adjacency List

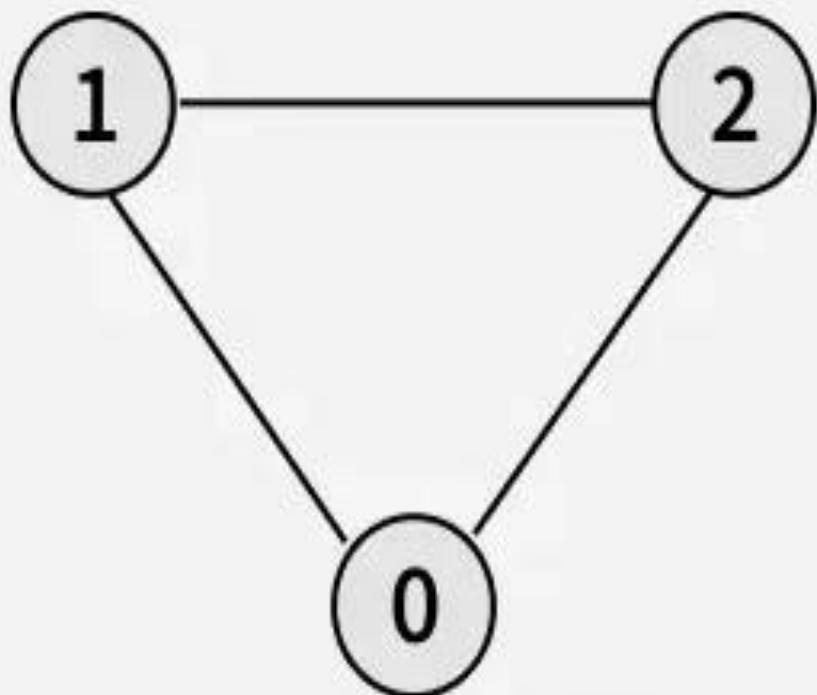
u	v
1	0
1	2
2	0

Edges

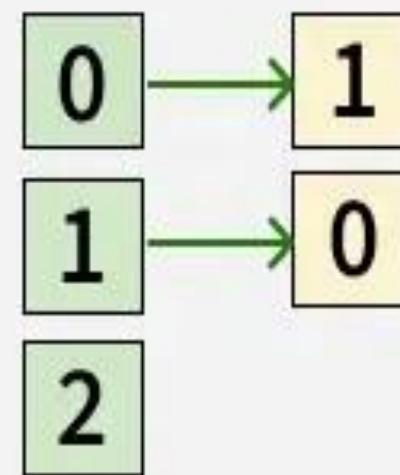
## 02

Step

Adding (1, 0) and (0, 1) edge to adjacency list



Undirected Graph



Adjacency List

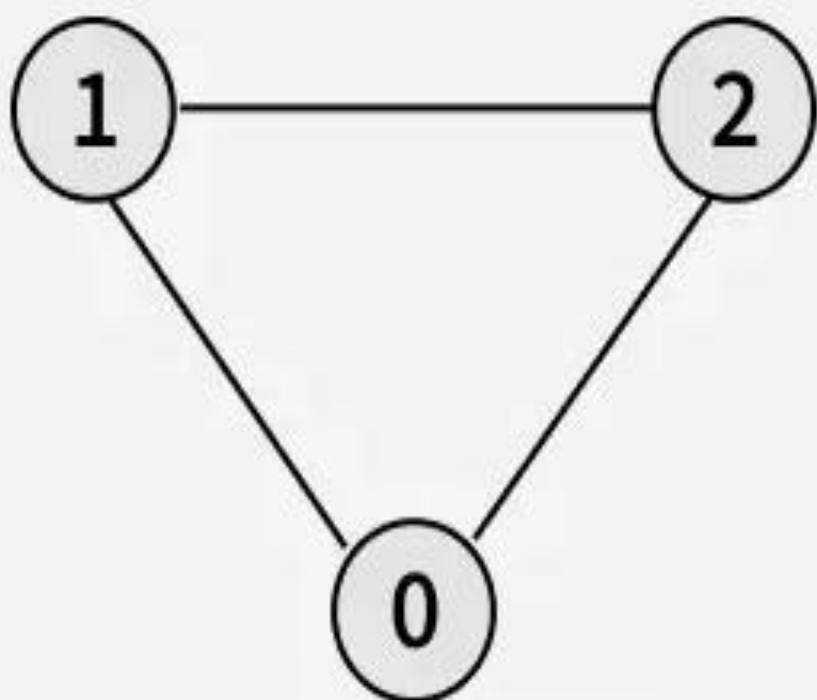
u	v
1	0
1	2
2	0

Edges

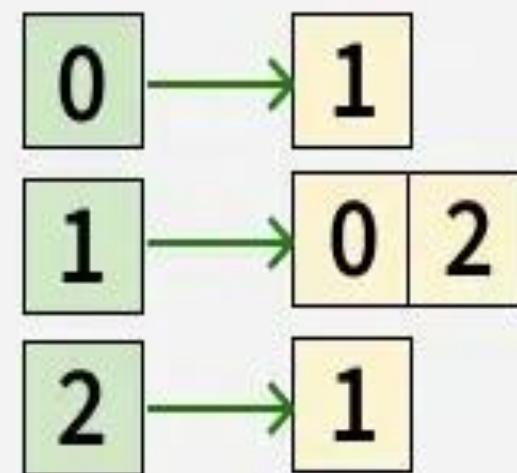
# 03

Step

Adding (1, 2) and (2, 1) edge to adjacency list



Undirected Graph



Adjacency List

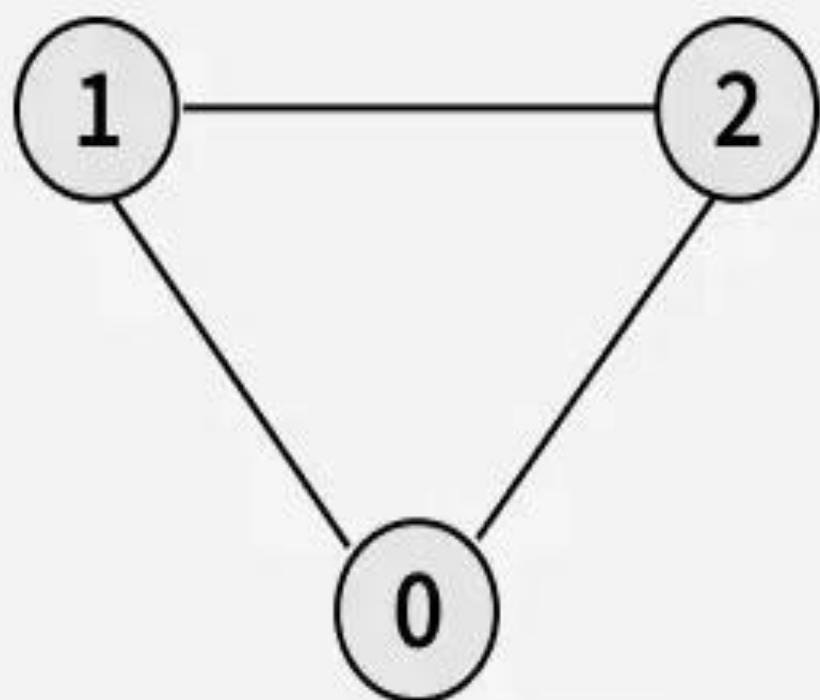
u	v
1	0
1	2
2	0

Edges

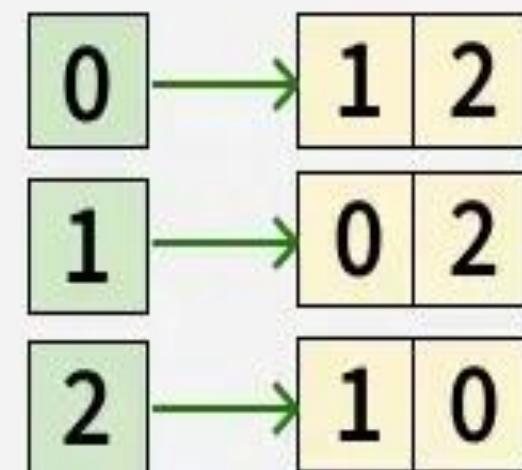
# 04

Step

Adding (2, 0) and (2, 0) edge to adjacency list



Undirected Graph

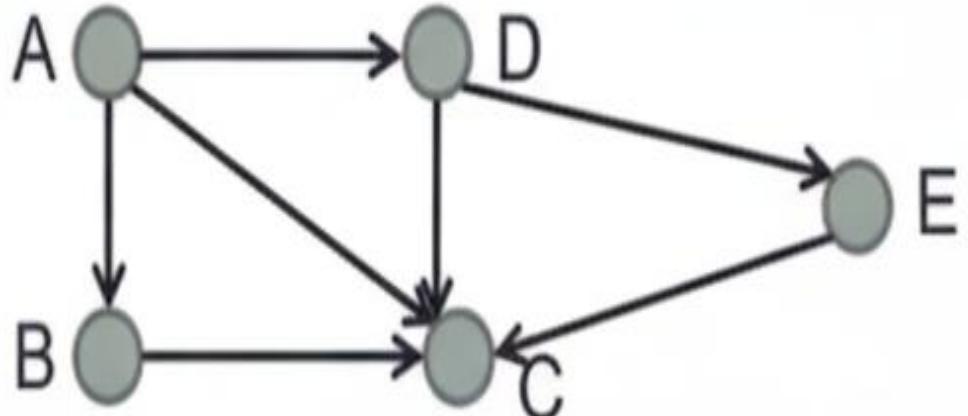


Adjacency List

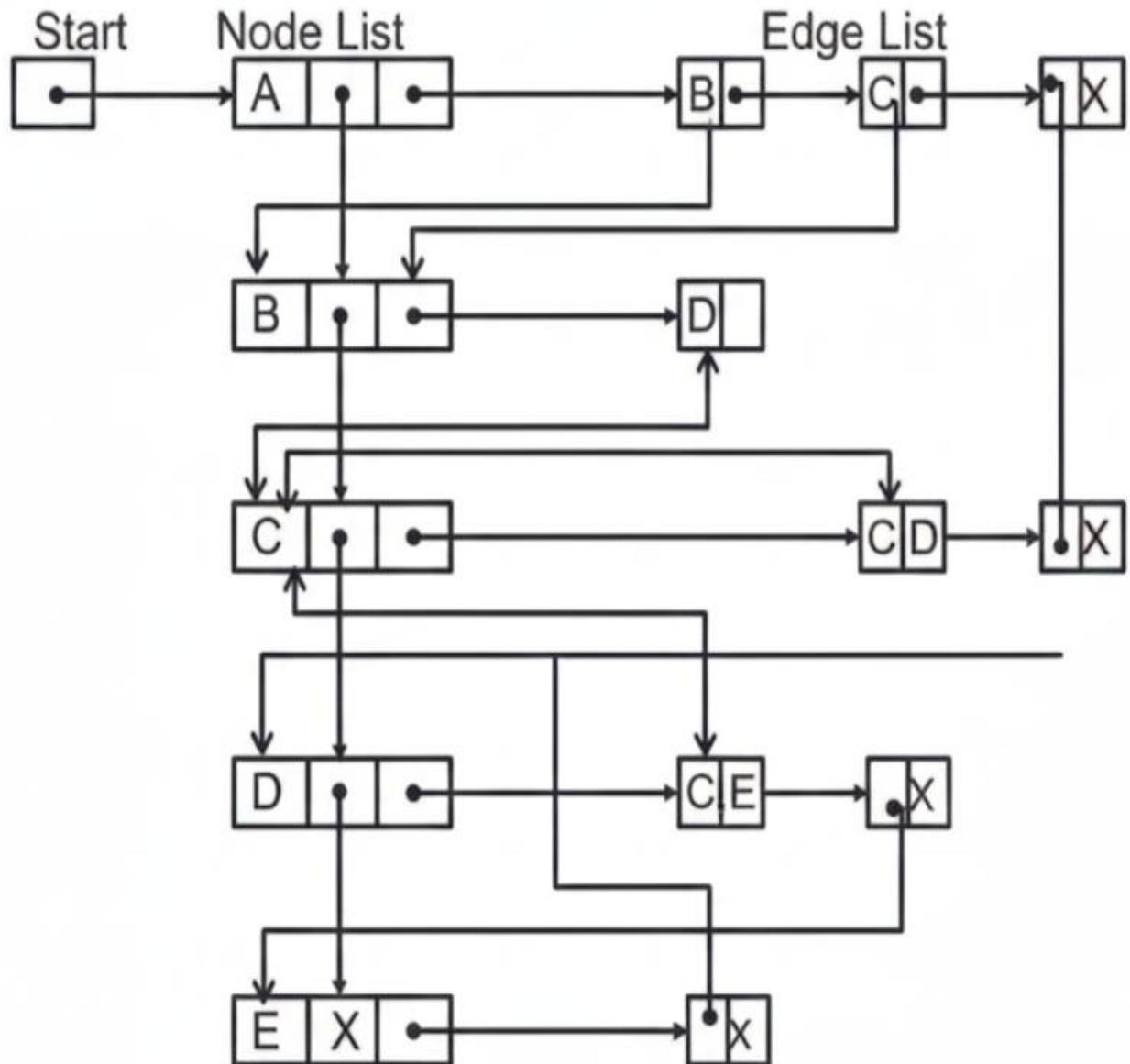
u	v
1	0
1	2
2	0

Edges

# For Directed Graph:



Node	Adjacency List
A	B, C, D
B	C
C	
D	X, E
E	C



# Applications of the Adjacency List:

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- **Graph algorithms**: Many graph algorithms like Dijkstra's algorithm, Breadth First Search, and Depth First Search perform faster for adjacency lists to represent graphs.
- The most commonly used representation of graph
- Allows easy traversal of all edges.

# Thank You

For your patience