





West Tambaram, Chennai - 44



SEM III

CS8391

DATA STRUCTURES (COMMON TO CSE &IT)

UNIT No. 4

**NON - LINEAR DATA STRUCTURES** 

4.1 Definition -Representation of Graph-Types of Graph











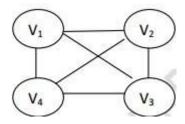




#### 4.1 Definition - Representation of Graphs-Types of Graph

#### Graph

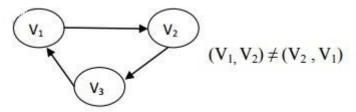
A graph G = (V, E) consists of a set of vertices, V, and a set of edges, E. Vertices are referred to as nodes. The arcs between the nodes are referred to as edges. Each edge is a pair (v, w), where  $v, w \in V$ . Edges are sometimes referred to as arcs.



In the above graph  $V_1$ ,  $V_2$ ,  $V_3$ ,  $V_4$  are the vertices and  $(V_1, V_2)$ ,  $(V_2, V_3)$ ,  $(V_3, V_4)$ ,  $(V_4, V_1)$ ,  $(V_1, V_3)$ ,  $(V_2, V_4)$  are the edges.

### Directed Graph (or) Digraph

Directed graph is a graph, which consists of directed edges, where each edge in E is unidirectional. In *directed* graph, the edges are directed or one way. it is also called as *digraphs*. If (v,w) is a directed edge, then  $(v,w) \neq (w,v)$ .



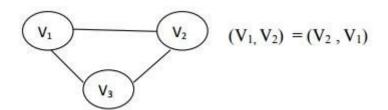
### **Undirected Graph**

An undirected graph is a graph, which consists of undirected edges. In undirected graph, the edges are undirected or two way. If (v,w) is a undirected edge, then (v,w) = (w,v).



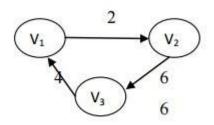


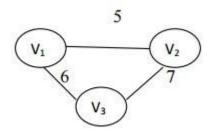




### Weighted Graph

A graph is said to be weighted graph if every edge in the graph is assigned a weight or value. It can be directed or undirected.





#### Subgraph

A subgraph of a graph G = (V,E) is a graph G' = (V', E'') such that V' V and E'' E.

### Symmetric digraph

A symmetric digraph is a directed graph such that for every edge vw there is also a reverse edge wv.

### Symmetric undirected graph

Every undirected graph is a symmetric digraph where each undirected edge is considered as a pair of directed edges in opposite direction.

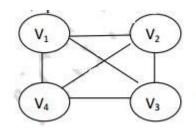
### **Complete Graph**

A *complete graph* is a graph in which there is an edge between every pair of vertices. A complete graph with n vertices will have n(n-1)/2.









Number of vertices is 4

Number of edges is 6

There is a path from every vertex to every other vertex.

A complete graph is a strongly connected graph.

#### **Strongly connected Graph**

If there is a path from every vertex to every other vertex in a directed graph then it is said to be strongly connected graph. Otherwise, it is said to be weakly connected graph.

#### Path

A *path* in a graph is defined as a sequence of vertices  $w_1, w_2, w_3, \ldots, w_n$  such that  $(w_1, w_2, w_3, \ldots) \in E$ . Where E is the number of edges in a graph. Path from A to D is  $\{A, B, C, D\}$  or  $\{A, C, D\}$  Path from A to C is  $\{A, B, C\}$  or  $\{A, C\}$ 

### Length

The length of a path in a graph is the number of edges on the path, which is equal to N-1. Where N is the number of vertices.

Length of the path from A to B is  $\{A, B\} = 1$ 

Length of the path from A to C is  $\{A, C\} = 1 & \{A, B, C\} = 2$ .

If there is a path from a vertex to itself with no edges then the path length is 0. Length of the path from A->A & B -> B is 0.

### Loop

A loop in a graph is defined as the path from a vertex to itself. If the graph contains an edge (v,v) from a vertex to itself, then the path v, v is sometimes referred to as a loop.

### **Simple Path**

A simple path is a path such that all vertices are distinct (different), except that the first and







last vertexes are same. Simple path for the above graph {A, B, C, D, A}. First and Last vertex are the same ie. A

#### Cycle

A cycle in a graph is a path in which the first and the last vertex are the same.

#### Cyclic Graph

A graph which has cycles is referred to as cyclic graph. A graph is said to be cyclic, if the edges in the graph should form a cycle.

#### **Acyclic Graph**

A graph is said to be acyclic, if the edges in the graph does not form a cycle.

#### Directed Acyclic Graph (DAG)

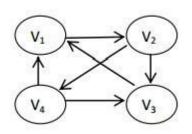
A directed graph is acyclic if it has no cycles, and such types of graph is called as Directed Acyclic Graph.

#### **Degree**

The number of edges incident on a vertex determines its degree. The degree of the vertex V is written as degree (V).

**Indegree :** The indegree of the vertex V, is the number of edges entering into the vertex V.

**Outdegree:** The outdegree of the vertex V, is the number of edges exiting from the vertex V.



Indegree of vertex  $V_1 = 2$ 

Outdegree of vertex  $V_1 = 1$ 

Indegree of vertex  $V_2 = 1$ 

Outdegree of vertex  $V_2 = 2$ 







# **Representation of Graph**

A Graph can be represented in two ways.

- i. Adjacency Matrix
- ii. Adjacency List

### **Adjacency Matrix Representation**

- i. Adjacency matrix for directed graph
- ii. Adjacency matrix for undirected graph
- iii. Adjacency matrix for weighted graph

### Adjacency matrix for directed graph

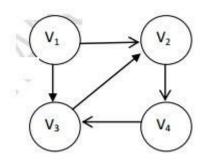
One simple way to represent a graph is Adjacency matrix. The adjacency matrix A for a graph G = (V, E) with n vertices is an n x n matrix, such that

 $A_{ij} = 1$ , if there is an edge  $V_i$  to  $V_j$   $A_{ij} = 0$ , if there is no edge



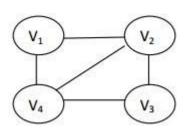






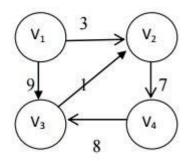
0	1	1	0
0	0	0	1
0	1	0	0
0	0	1	0

#### Adjacency matrix for undirected graph



0	1	0	1
1	0	1	1
0	1	0	1
1	1	1	0

## Adjacency matrix for weighted graph



0	3	9	00
00	0	oo	7
00	1	0	00
œ	00	8	0

Here  $A_{ij} = C_{ij}$  if there exists an edge from  $V_i$  to  $V_j$ . ( $C_{ij}$  is the weight or cost).  $A_{ij} = 0$ , if there is no edge.

If there is no arc from i to j,  $C[i,j] = \infty$ , where  $i \neq j$ .

#### Advantage

Simple to implement.

## Disadvantage

 $\Box$  Takes  $O(n^2)$  space to represents the graph.

 $^{\square}$  Takes  $O(n^2)$  time to solve most of the problem.



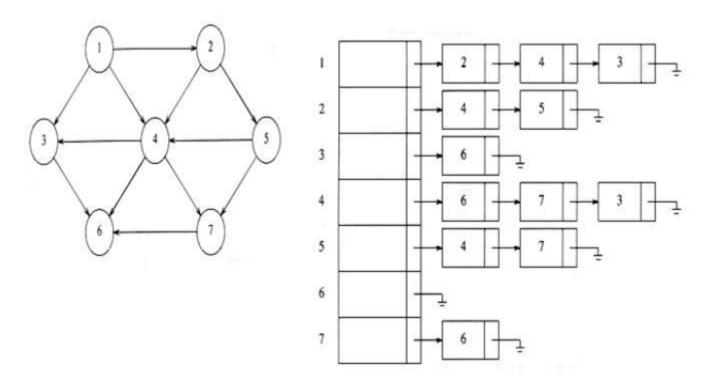




### **Adjacency List Representation**

In this representation, we store the graph as a linked structure. We store all vertices in a list and then for each vertex, we have a linked list of its adjacency vertices.

## Adjacency List for directed unweighted graph



## Disadvantage of Adjacency list representation







## **COMPUTER SCIENCE & ENGINEERING**

CS8391

# DATA STRUCTURES (COMMON TO CSE & IT)

It takes O(n) time to determine whether there is an arc from vertex i to vertex j, since there can be O(n) vertices on the adjacency list for vertex i.



