

Back to Explore

Favorite

Detailed Explanation of

Graph

Overview

Graph is probably the data structure that has the closest resemblan

Disjoint Set

The Depth First Search Algorithm in Graph

The Breadth First Search Algorithm in Graph

Algorithms to Construct Minimum Spanning Tree

Single Source Shortest Path Algorithm

Kahn's Algorithm for Topological Sorting

Discuss

30 topics - share ideas and ask questions about this card

Introduction



Graph is probably the data structure that has the closest resemblance to our daily life. There are many types of graphs describing the relationships in real life. For instance, our friend circle is a huge “graph”.

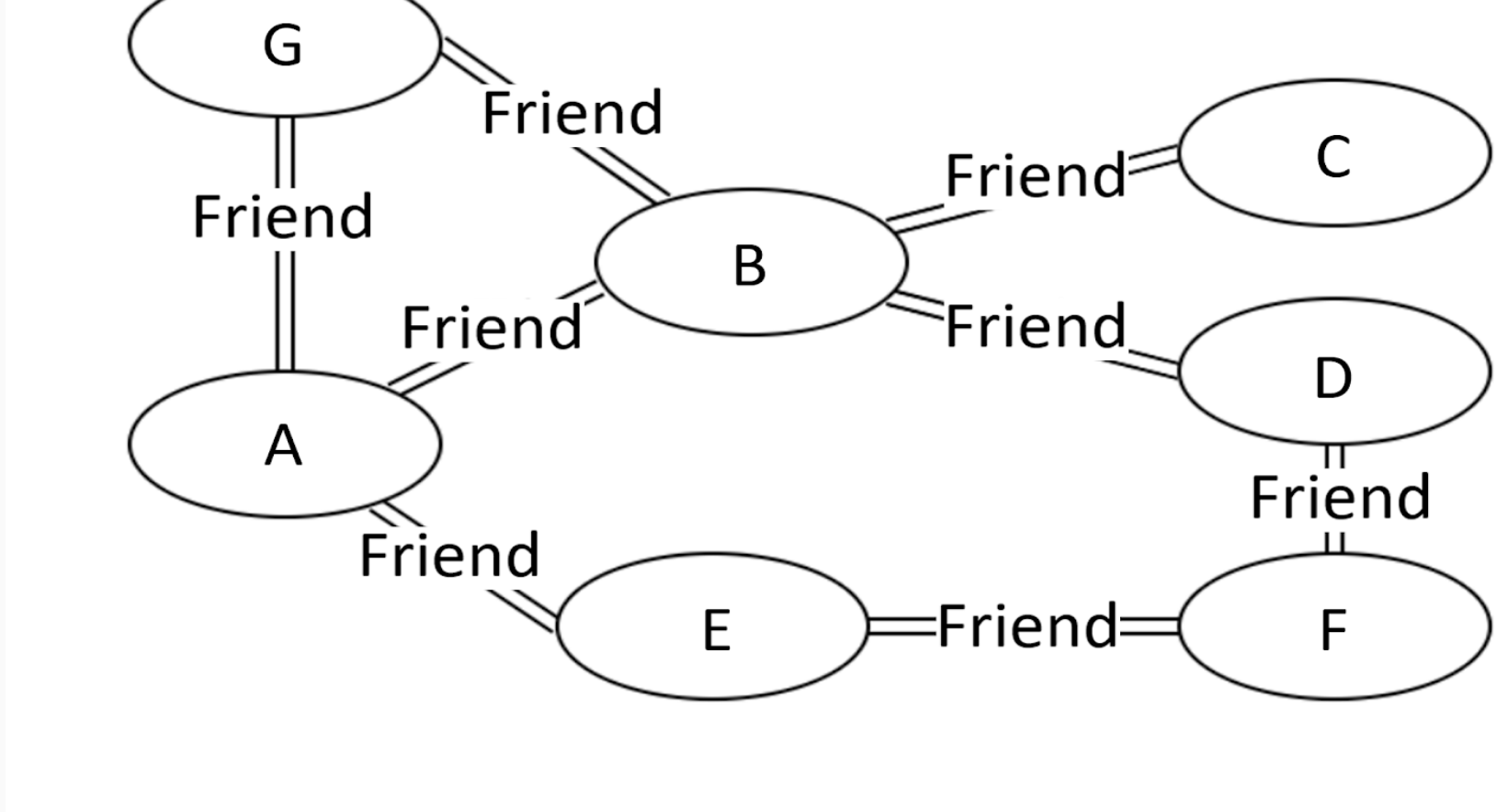


Figure 1. An example of an undirected graph.

In Figure 1 above, we can see that person G, B, and E are all direct friends of A, while person C, D, and F are indirect friends of A. This example is a social graph of friendship. So, what is the “graph” data structure?

Types of “graphs”

There are many types of “graphs”. In this Explore Card, we will introduce three types of graphs: **undirected graphs**, **directed graphs**, and **weighted graphs**.

Undirected graphs

The edges between any two vertices in an “undirected graph” do not have a direction, indicating a two-way relationship.

Figure 1 is an example of an undirected graph.

Directed graphs

The edges between any two vertices in a “directed graph” graph are directional.

Figure 2 is an example of a directed graph.

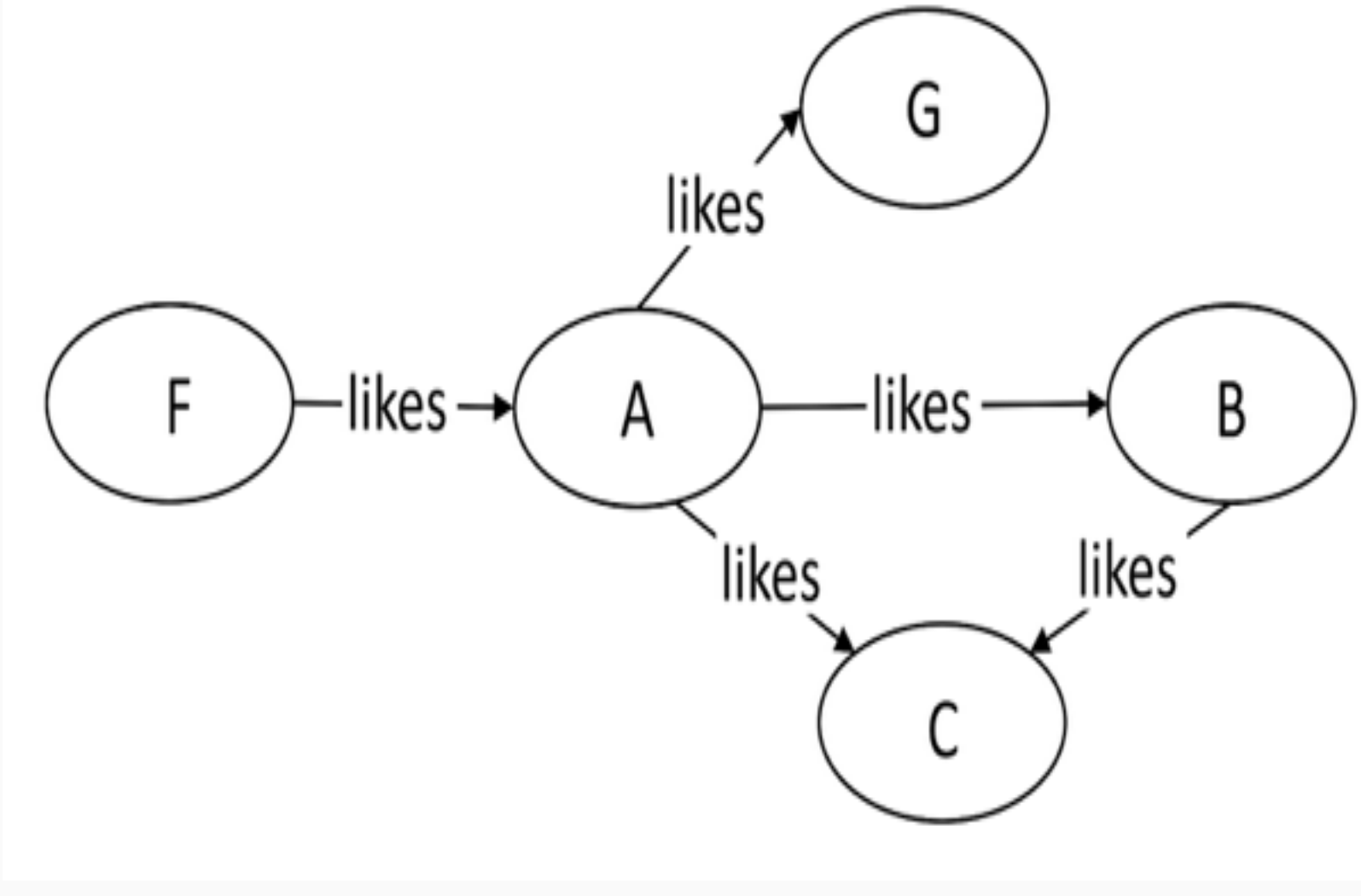


Figure 2. An example of a directed graph.

Weighted graphs

Each edge in a “weighted graph” has an associated weight. The weight can be of any metric, such as time, distance, size, etc. The most commonly seen “weighted map” in our daily life might be a city map. In Figure 3, each edge is marked with the distance, which can be regarded as the weight of that edge.

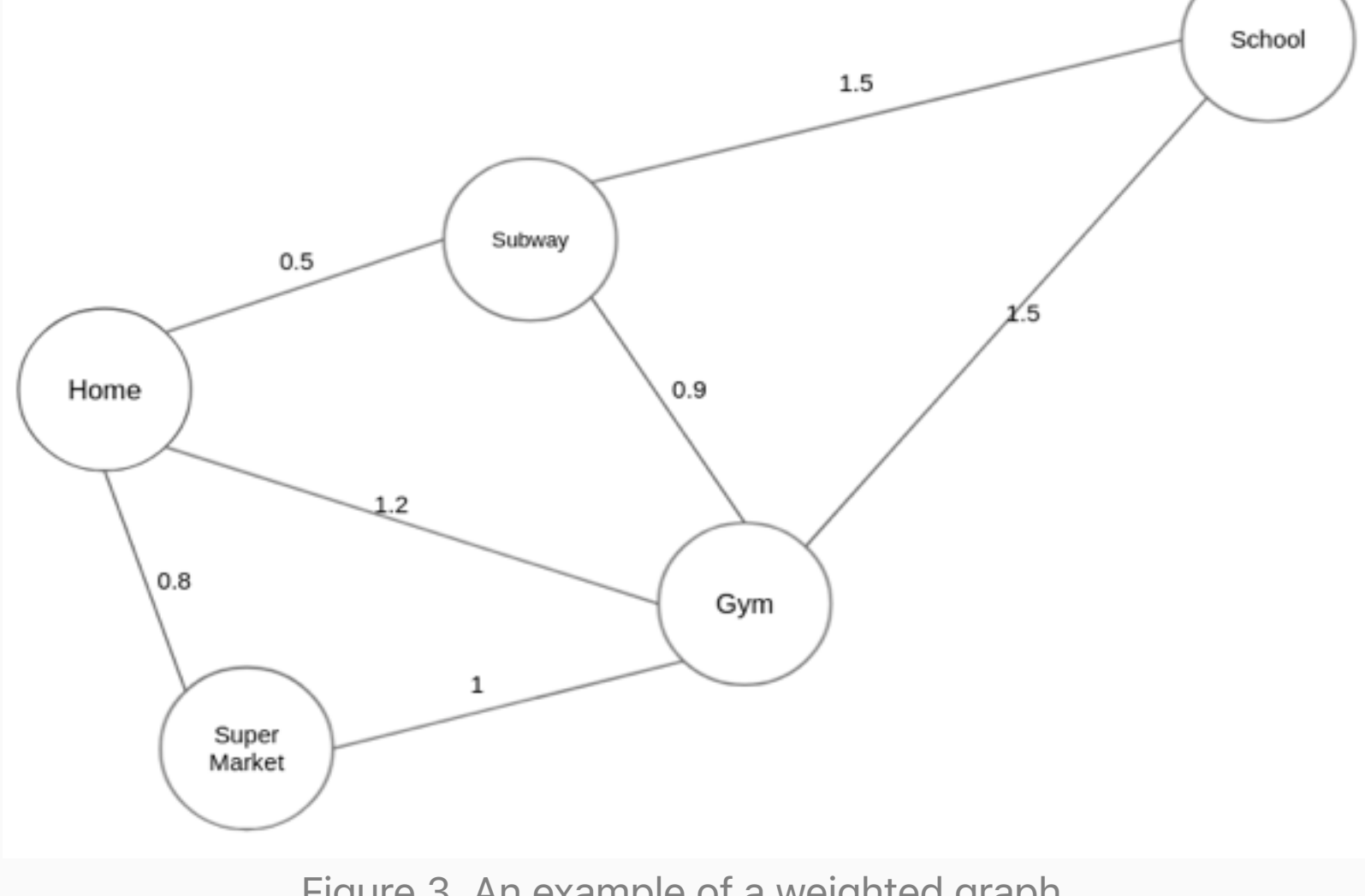


Figure 3. An example of a weighted graph.

The Definition of “graph” and Terminologies

“Graph” is a non-linear data structure consisting of vertices and edges. There are a lot of terminologies to describe a graph. If you encounter an unfamiliar term in the following Explore Card, you may look up the definition below.

- **Vertex:** In Figure 1, nodes such as A, B, and C are called vertices of the graph.
- **Edge:** The connection between two vertices are the edges of the graph. In Figure 1, the connection between person A and B is an edge of the graph.
- **Path:** the sequence of vertices to go through from one vertex to another. In Figure 1, a path from A to C is [A, B, C], or [A, G, B, C], or [A, E, F, D, B, C].
**Note*: there can be multiple paths between two vertices.
- **Path Length:** the number of edges in a path. In Figure 1, the path lengths from person A to C are 2, 3, and 5, respectively.
- **Cycle:** a path where the starting point and endpoint are the same vertex. In Figure 1, [A, B, D, F, E] forms a cycle. Similarly, [A, G, B] forms another cycle.
- **Negative Weight Cycle:** In a “weighted graph”, if the sum of the weights of all edges of a cycle is a negative value, it is a negative weight cycle. In Figure 4, the sum of weights is -3.
- **Connectivity:** if there exists at least one path between two vertices, these two vertices are connected. In Figure 1, A and C are connected because there is at least one path connecting them.
- **Degree of a Vertex:** the term “degree” applies to unweighted graphs. The degree of a vertex is the number of edges connecting the vertex. In Figure 1, the degree of vertex A is 3 because three edges are connecting it.
- **In-Degree:** “in-degree” is a concept in directed graphs. If the in-degree of a vertex is d, there are d directional edges incident to the vertex. In Figure 2, A's indegree is 1, i.e., the edge from F to A.
- **Out-Degree:** “out-degree” is a concept in directed graphs. If the out-degree of a vertex is d, there are d edges incident from the vertex. In Figure 2, A's outdegree is 3, i.e, the edges A to B, A to C, and A to G.

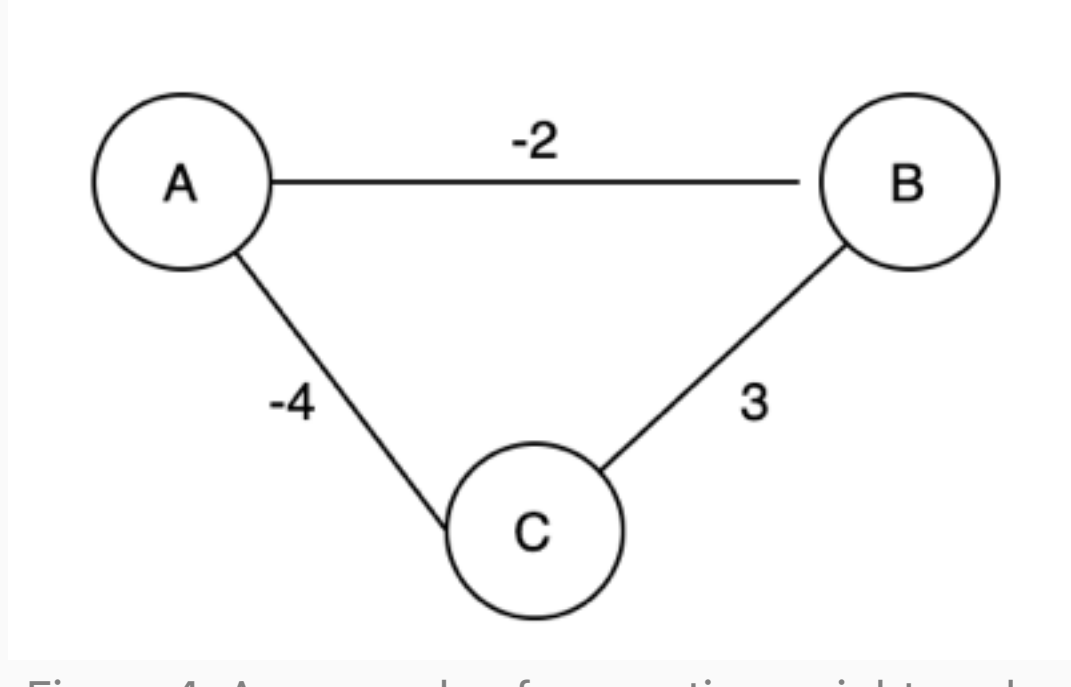


Figure 4. An example of a negative weight cycle.

After understanding the basics of “graph”, let's start our journey on learning data structures and algorithms related to “graph”.

Disjoint Set	
<input type="checkbox"/> Overview of Disjoint Set	<input type="checkbox"/> Quick Find - Disjoint Set
<input type="checkbox"/> Quick Union - Disjoint Set	<input type="checkbox"/> Union by Rank - Disjoint Set
<input type="checkbox"/> Path Compression Optimizatio...	<input type="checkbox"/> Optimized “disjoint set” with P...
<input type="checkbox"/> Summary of the “disjoint set” d...	<input type="checkbox"/> Number of Provinces
<input type="checkbox"/> LeetCode 547 - Number of Pro...	<input type="checkbox"/> Graph Valid Tree
<input type="checkbox"/> Number of Connected Compon...	<input type="checkbox"/> The Earliest Moment When Eve...
<input type="checkbox"/> Smallest String With Swaps	<input type="checkbox"/> Evaluate Division
<input type="checkbox"/> Optimize Water Distribution in ...	

The Depth First Search Algorithm in Graph	
<input type="checkbox"/> Overview of Depth-First Searc...	<input type="checkbox"/> Traversing all Vertices – Depth...
<input type="checkbox"/> Traversing all paths between t...	<input type="checkbox"/> Find if Path Exists in Graph
<input type="checkbox"/> LeetCode 1971 - Find if Path E...	<input type="checkbox"/> All Paths From Source to Target
<input type="checkbox"/> LeetCode 797 - All Paths From ...	<input type="checkbox"/> Clone Graph
<input type="checkbox"/> Reconstruct Itinerary	<input type="checkbox"/> All Paths from Source Lead to ...

The Breadth First Search Algorithm in Graph	
<input type="checkbox"/> Overview of Breadth-First Sear...	<input type="checkbox"/> Traversing all Vertices - Breadt...
<input type="checkbox"/> Shortest Path Between Two Ve...	<input type="checkbox"/> Find if Path Exists in Graph
<input type="checkbox"/> LeetCode 1971 - Find if Path E...	<input type="checkbox"/> All Paths From Source to Target
<input type="checkbox"/> LeetCode 797 - All Paths From ...	<input type="checkbox"/> Populating Next Right Pointers ...
<input type="checkbox"/> Shortest Path in Binary Matrix	<input type="checkbox"/> N-ary Tree Level Order Traversal
<input type="checkbox"/> Rotting Oranges	

Algorithms to Construct Minimum Spanning Tree	
<input type="checkbox"/> Overview of Minimum Spann...	<input type="checkbox"/> Cut Property
<input type="checkbox"/> Kruskal's Algorithm	<input type="checkbox"/> Min Cost to Connect All Points
<input type="checkbox"/> LeetCode 1584 - Min Cost to C...	<input type="checkbox"/> Prim's Algorithm
<input type="checkbox"/> Min Cost to Connect All Points	<input type="checkbox"/> LeetCode 1584 - Min Cost to C...

Single Source Shortest Path Algorithm	
<input type="checkbox"/> Overview of Single Source Sho...	<input type="checkbox"/> Dijkstra's Algorithm
<input type="checkbox"/> Network Delay Time	<input type="checkbox"/> Bellman Ford Algorithm
<input type="checkbox"/> Improved Bellman-Ford Algorit...	<input type="checkbox"/> Cheapest Flights Within K Stops
<input type="checkbox"/> LeetCode 787 - Cheapest Fligh...	<input type="checkbox"/> Path With Minimum Effort

Kahn's Algorithm for Topological Sorting	
<input type="checkbox"/> Overview of Kahn's Algorithm	<input type="checkbox"/> Course Schedule II
<input type="checkbox"/> LeetCode 210 - Course Sched...	<input type="checkbox"/> Alien Dictionary
<input type="checkbox"/> Minimum Height Trees	<input type="checkbox"/> Parallel Courses