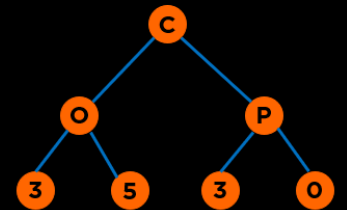


Graphs



Categories of Data Structures

Linear Ordered

Lists

Stacks

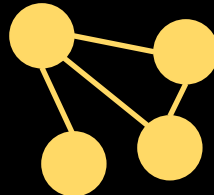
Queues



Non-linear Ordered

Trees

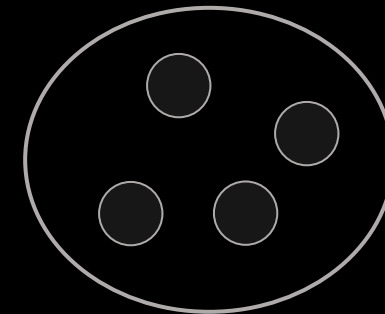
Graphs



Not Ordered

Sets

Tables/Maps



Categories of Data Structures

Linear Ordered

Lists

Stacks

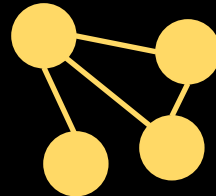
Queues



Non-linear Ordered

Trees

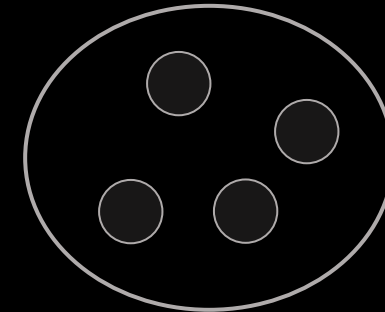
Graphs



Not Ordered

Sets

Tables/Maps



Agenda

- **Graphs**

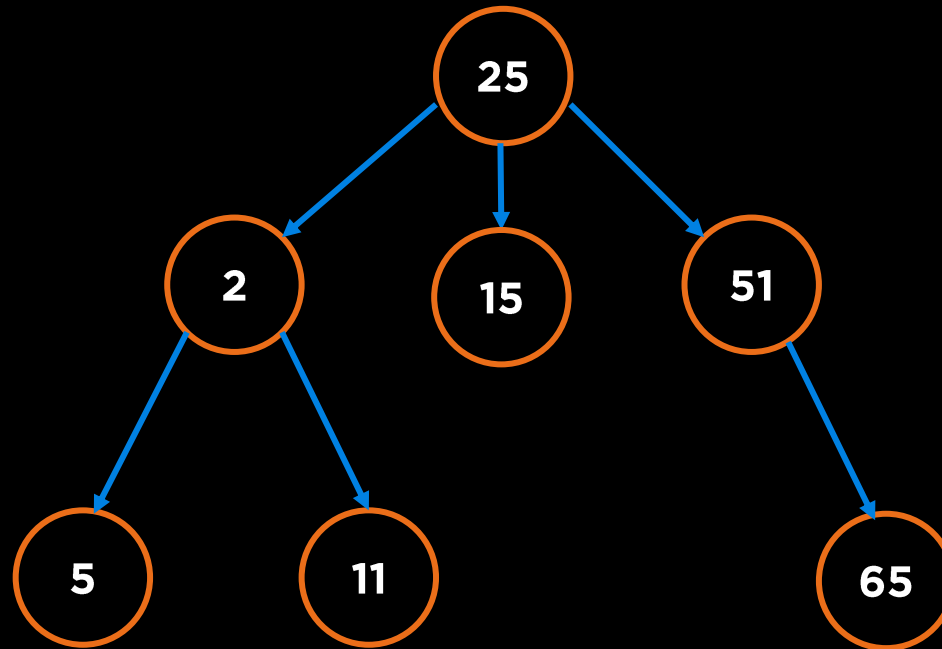
- **Terminology**
- **Types**
- **Use cases**

- **Graph Implementations**

- **Edge List**
- **Adjacency Matrix**
- **Adjacency List**

Trees

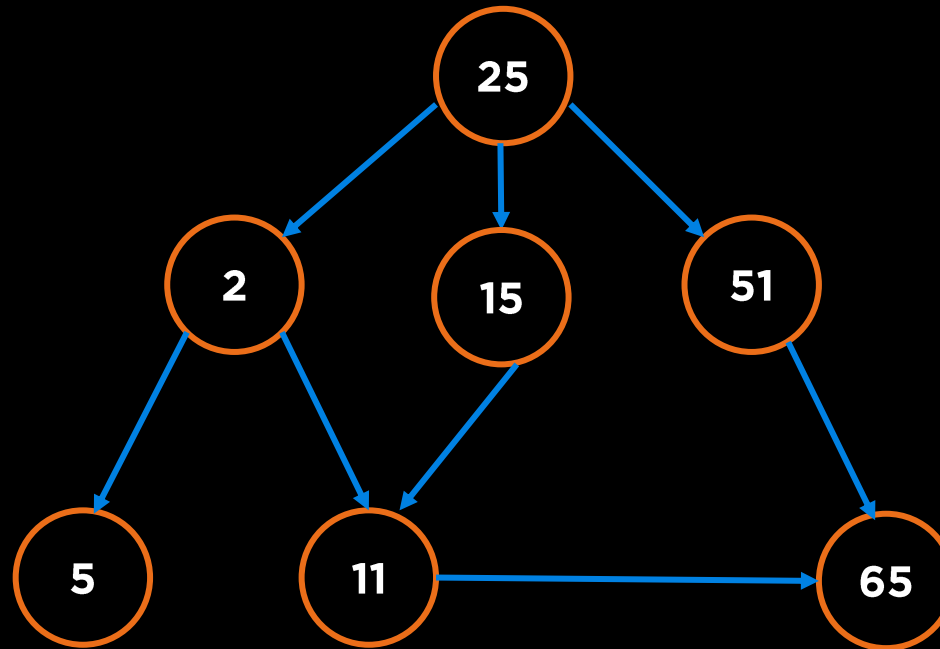
Hierarchical, Acyclic, and Exactly one path between two nodes



Graphs

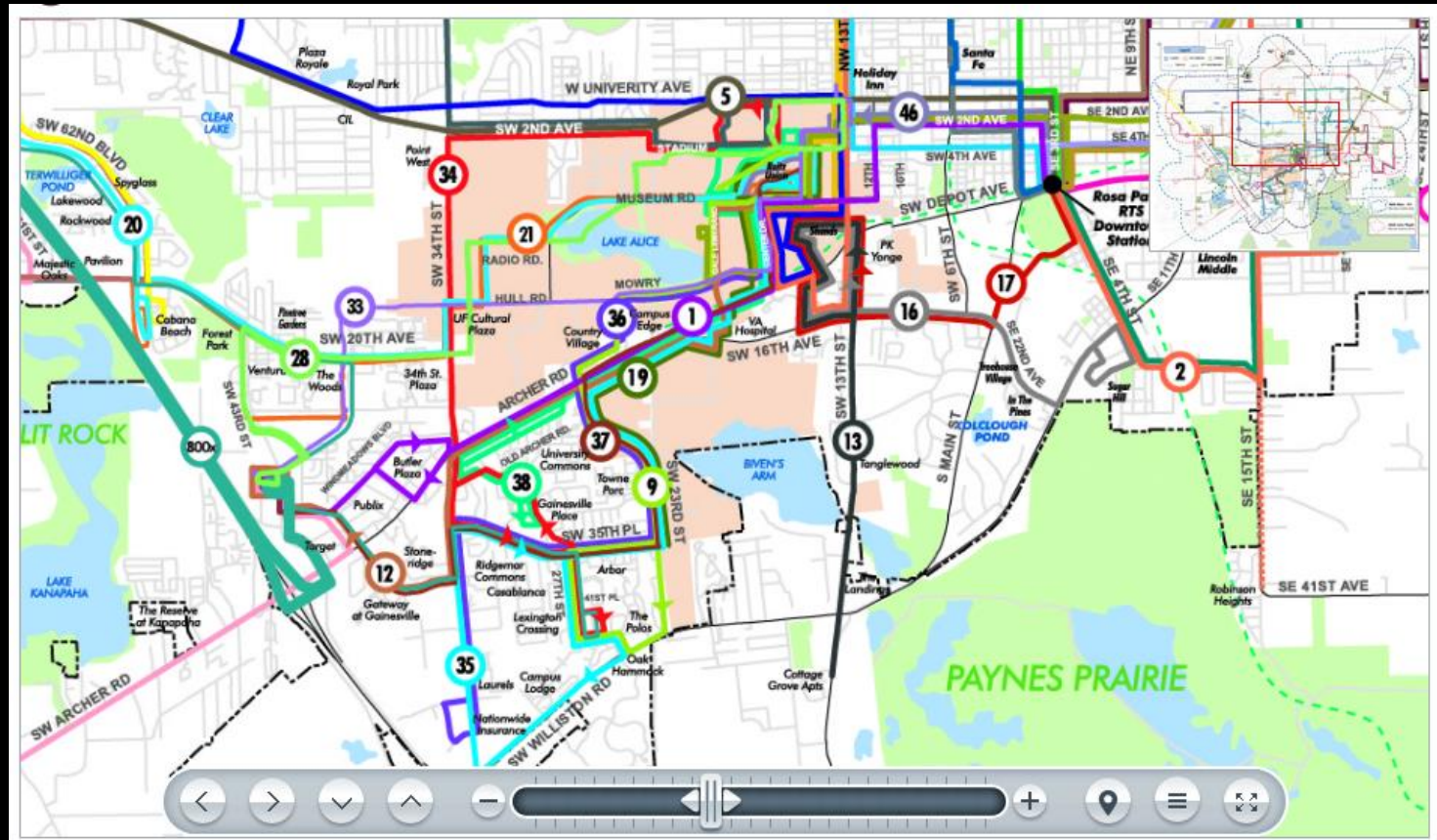
An ordered pair of a set of nodes and a set of edges.

$$G = (V, E)$$

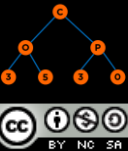


Graphs

Example



Graph Terminology



Graph: Terminology

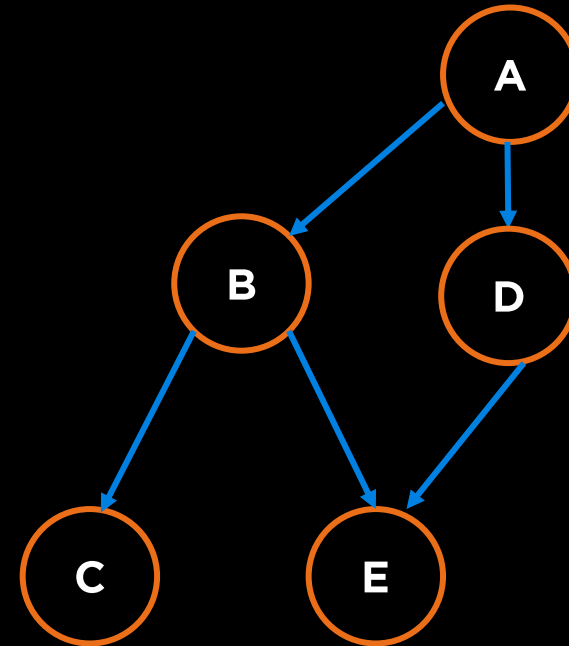
Vertex

Each node in a Graph is called a Vertex

$V = \{A, B, C, D, E\}$

$|V|$ is the number of vertices in the graph

$|V| = 5$



Graph: Terminology

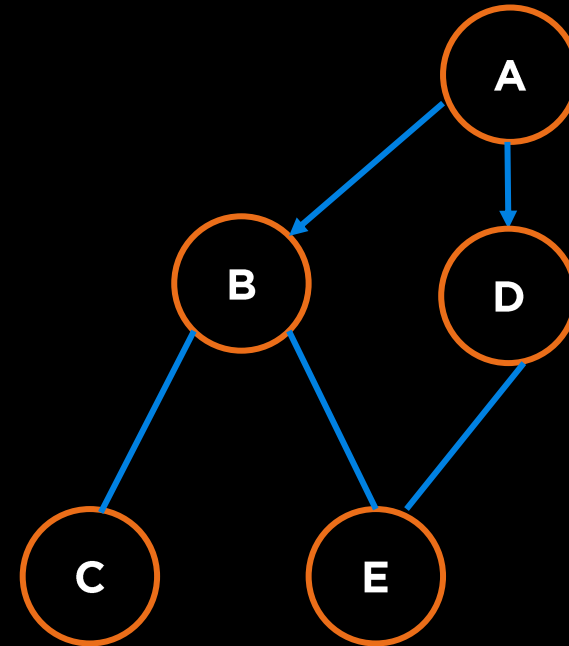
Edge

The connections between two nodes is called an edge.

$E = \{(A,B), (A,D), \{B,C\}, \{B,E\}, \{D,E\}\}$

$|E|$ is the number of edges in the graph

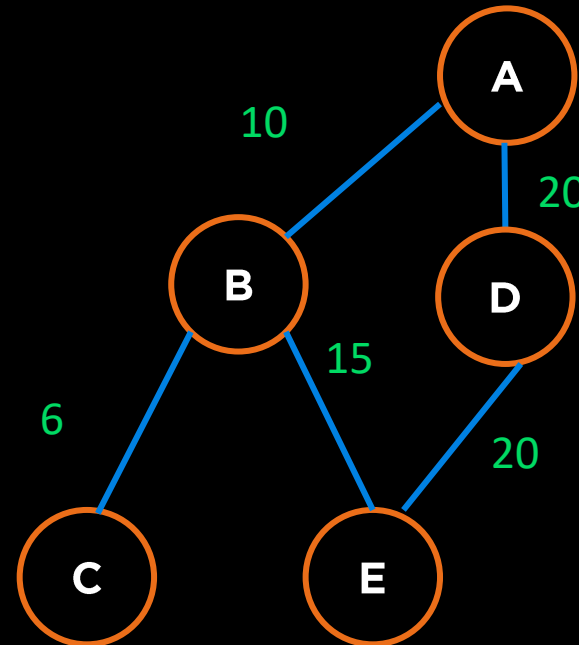
$|E| = 5$



Graph: Terminology

Weight

The edges in a graph may have associated values known as their weights. A weight is like a cost to travel from one vertex to the other over the edge.

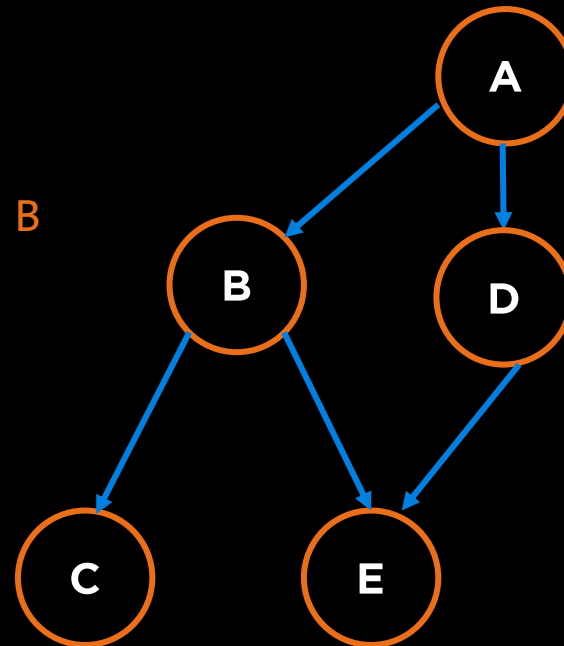


Graph: Terminology

Adjacent Vertices

A vertex is adjacent to another vertex if there is an edge to it from that other vertex.

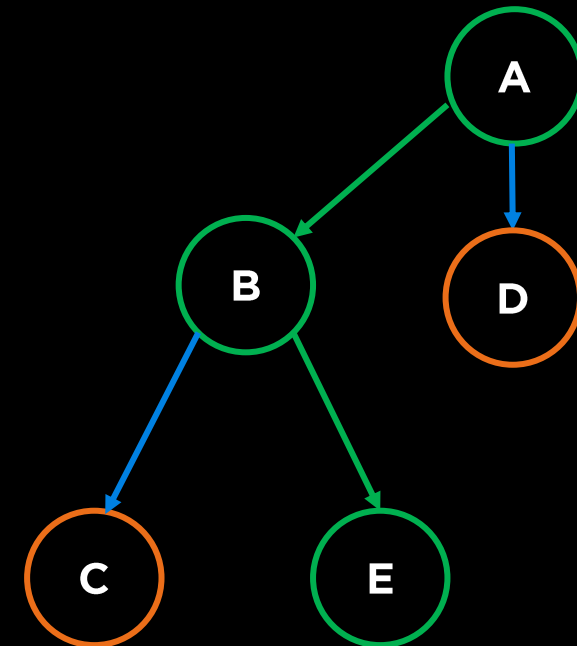
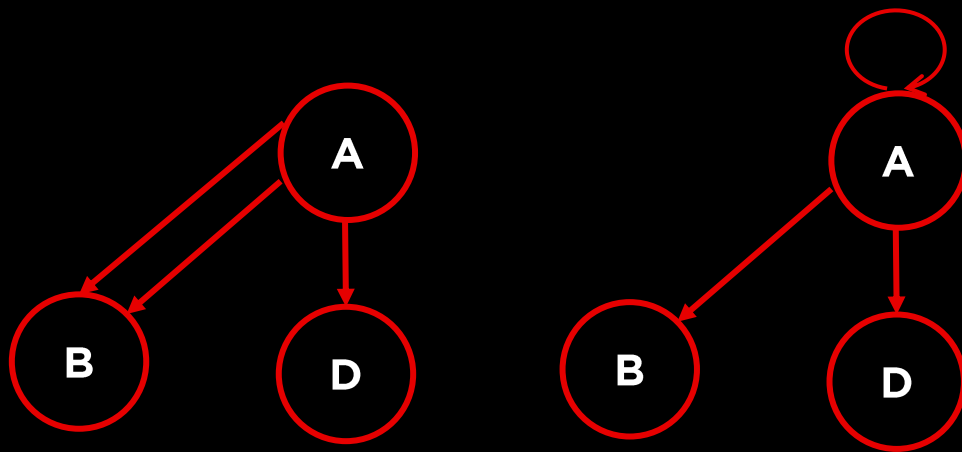
B is adjacent to A but A is not adjacent to B



Graph: Terminology

Simple Graph

A simple graph is a graph with no edges that connect a vertex to itself, i.e. no “loops” and no two edges that connect the same vertices, i.e. no “parallel edges”.

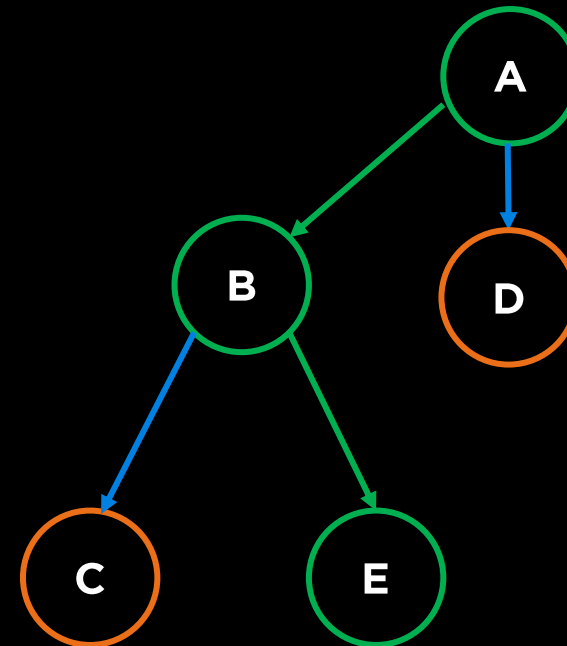


Graph: Terminology

Path

A path is a sequence of vertices in which each successive vertex is adjacent to its predecessor.

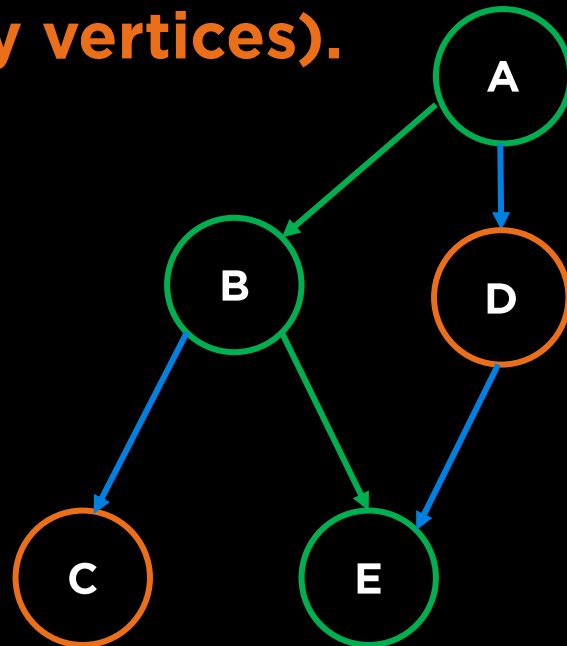
Path from A to E: A, B, E



Graph: Terminology

Simple Path

In a simple path, the vertices and edges are distinct except that the first and last vertex may be the same (no repeated intermediary vertices).

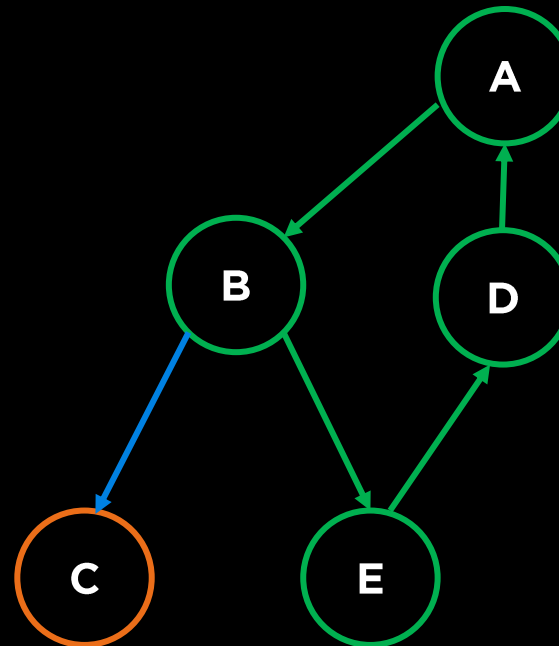


Graph: Terminology

Cycle

A cycle is a simple path in which only the first and final vertices are the same.

A - B - E - D - A is a cycle.

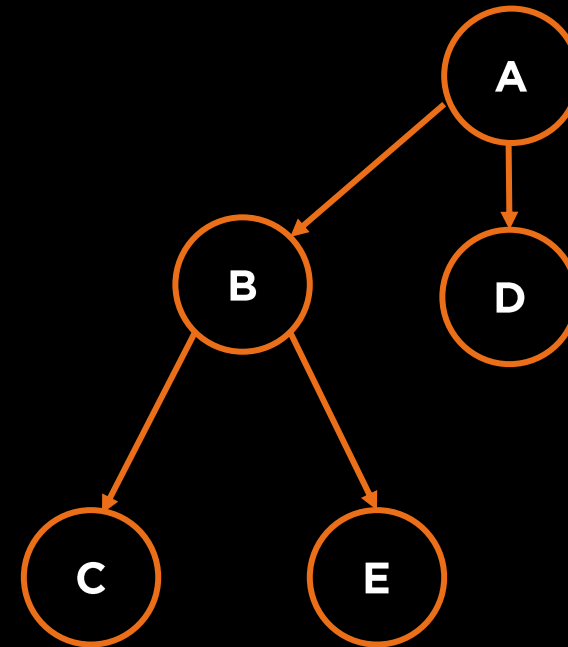


Graph: Terminology

Connected Vertex

Two vertices are connected if there is a path between them.

A and C are connected
D and C are not connected

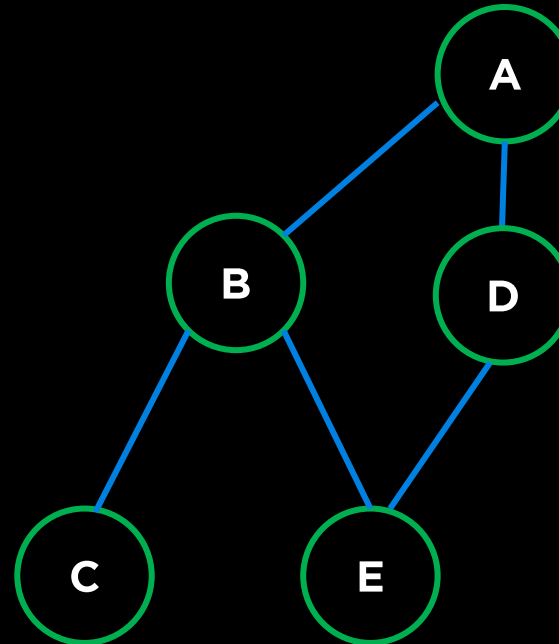


Graph: Terminology

Connected Graph

An undirected graph is called a connected graph if there is a path from every vertex to every other vertex.

This is a connected graph



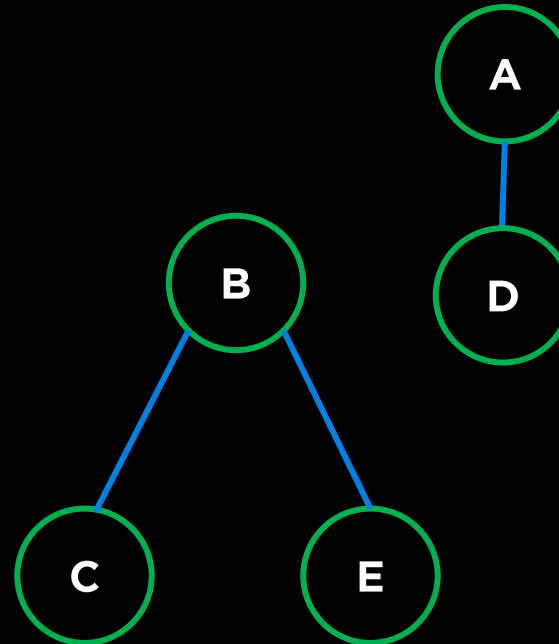
Graph: Terminology

Connected Graph

An undirected graph is called a connected graph if there is a path from every vertex to every other vertex.

This is not a connected graph.

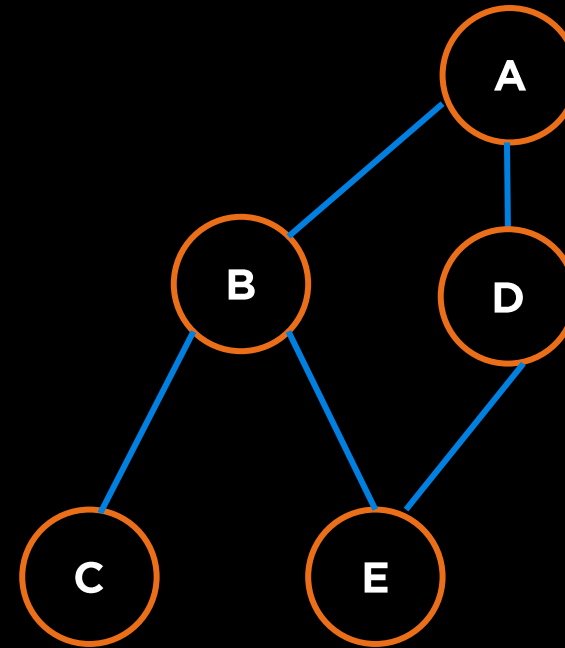
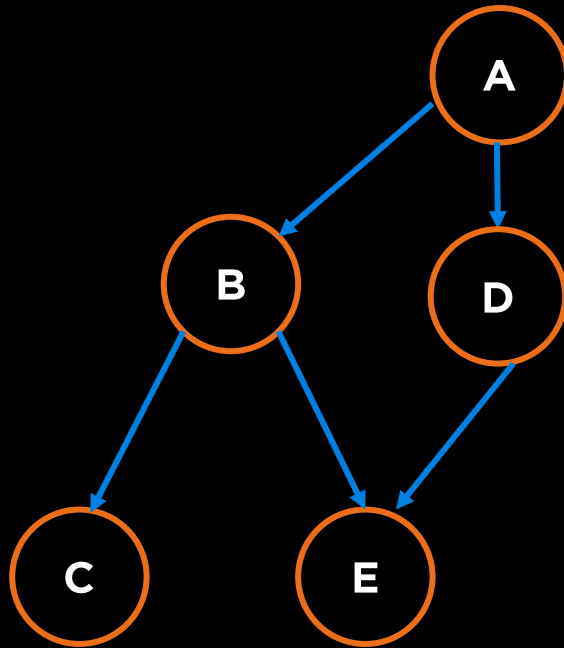
Connected components:
 $\{A, D\}$ and $\{B, C, E\}$



Graph Types

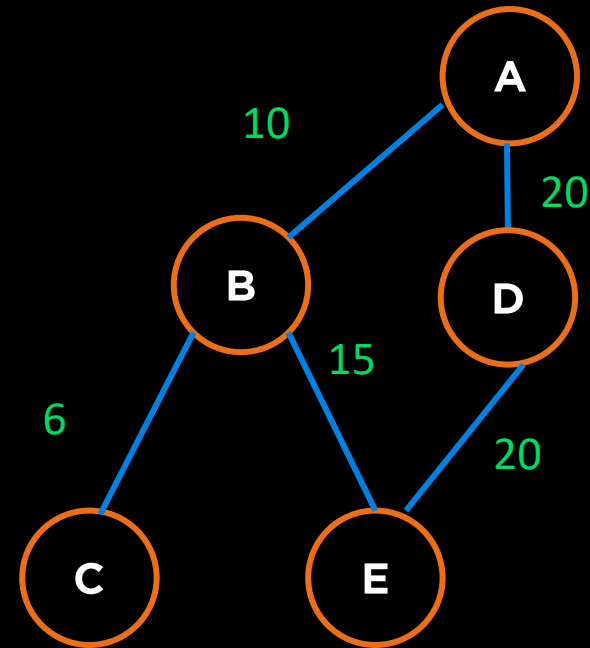
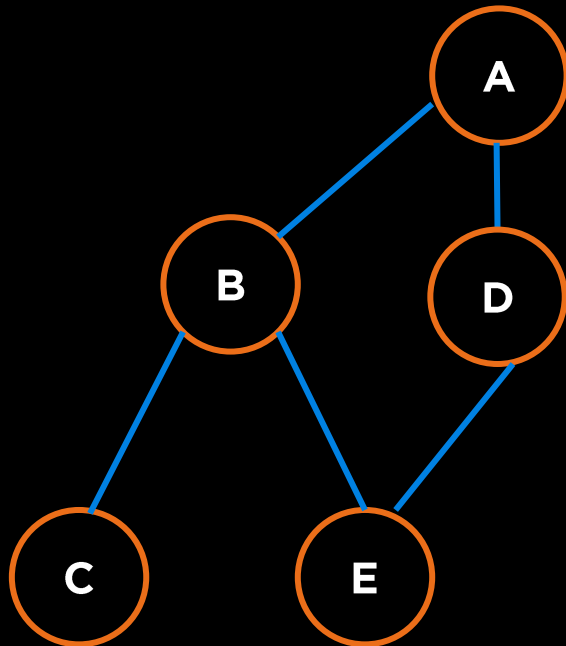
Graph Types

Directed (Digraph) vs Undirected



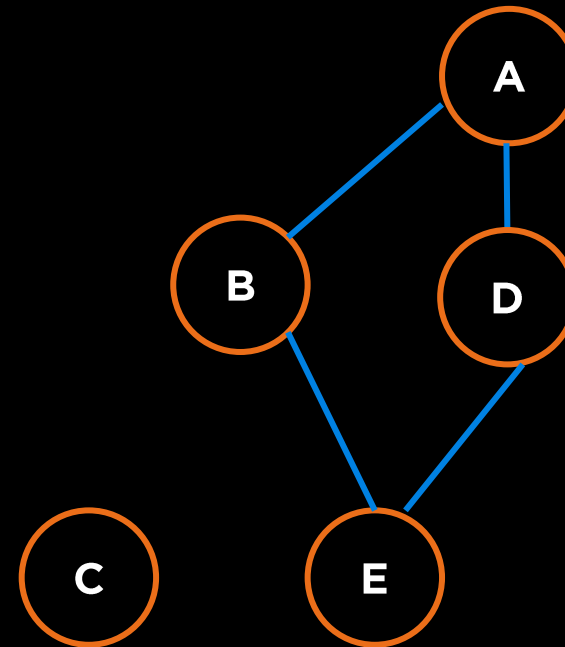
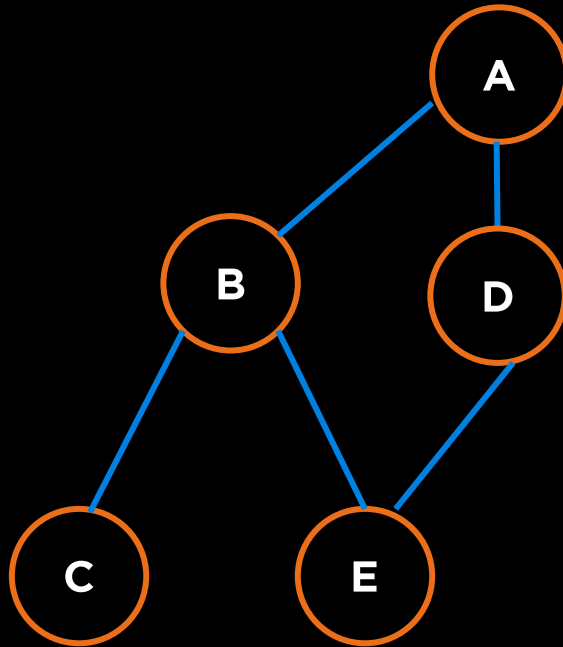
Graph Types

Weighted vs Unweighted



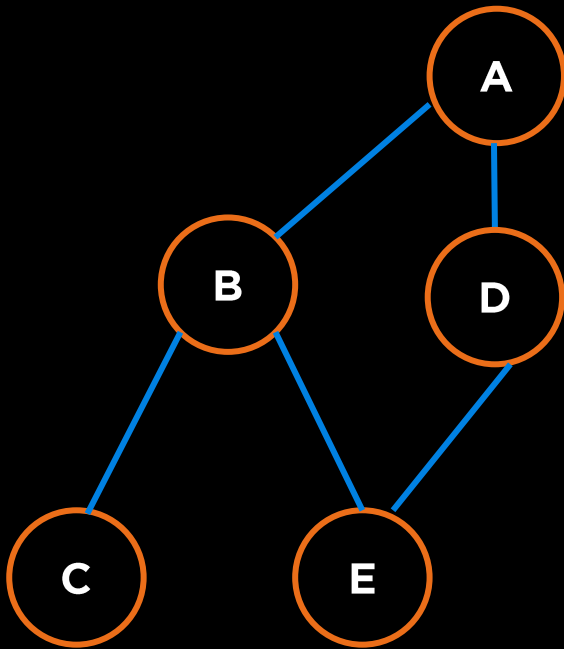
Graph Types

Connected vs Unconnected

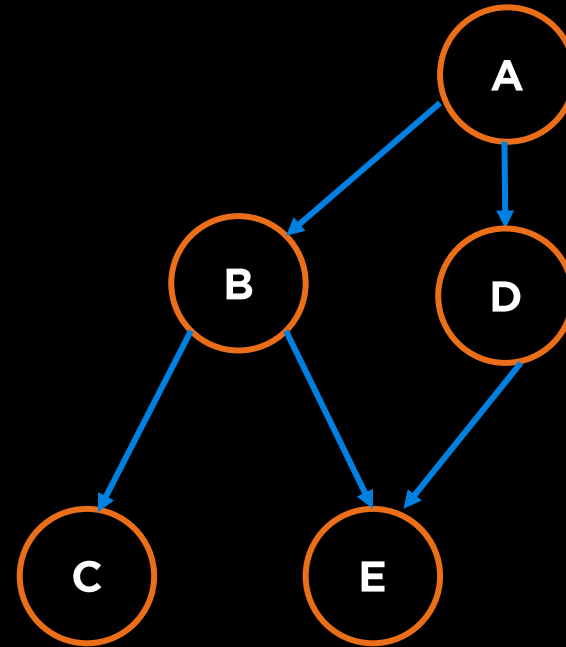


Graph Types

Cyclic vs Acyclic



Cyclic

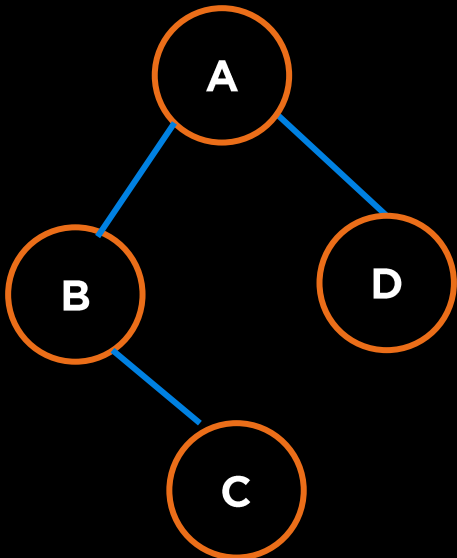


Acyclic

Graph Types

Dense vs Sparse

- The density of a graph is the ratio of $|E|$ to $|V|^2$
- We can assume that $|E|$ is
 - $\sim |V|^2$ for a dense graph [Density ~ 1]
 - $\sim |V|$ for a sparse graph [Density ~ 0]



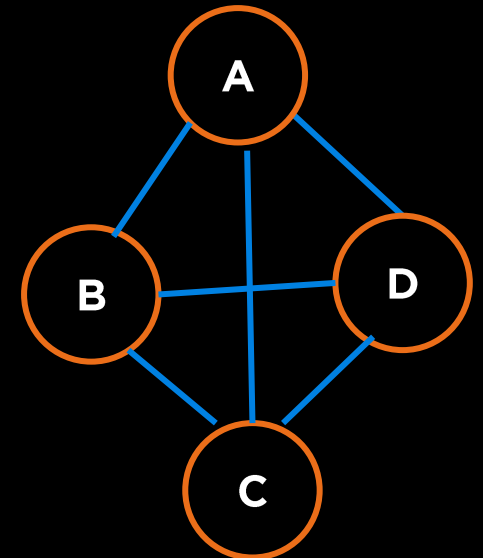
Sparse

Directed Graphs:

$$0 \leq |E| \leq |V|(|V|-1)$$

Undirected Graphs:

$$0 \leq |E| \leq |V|(|V|-1)/2$$



Dense

Graphs

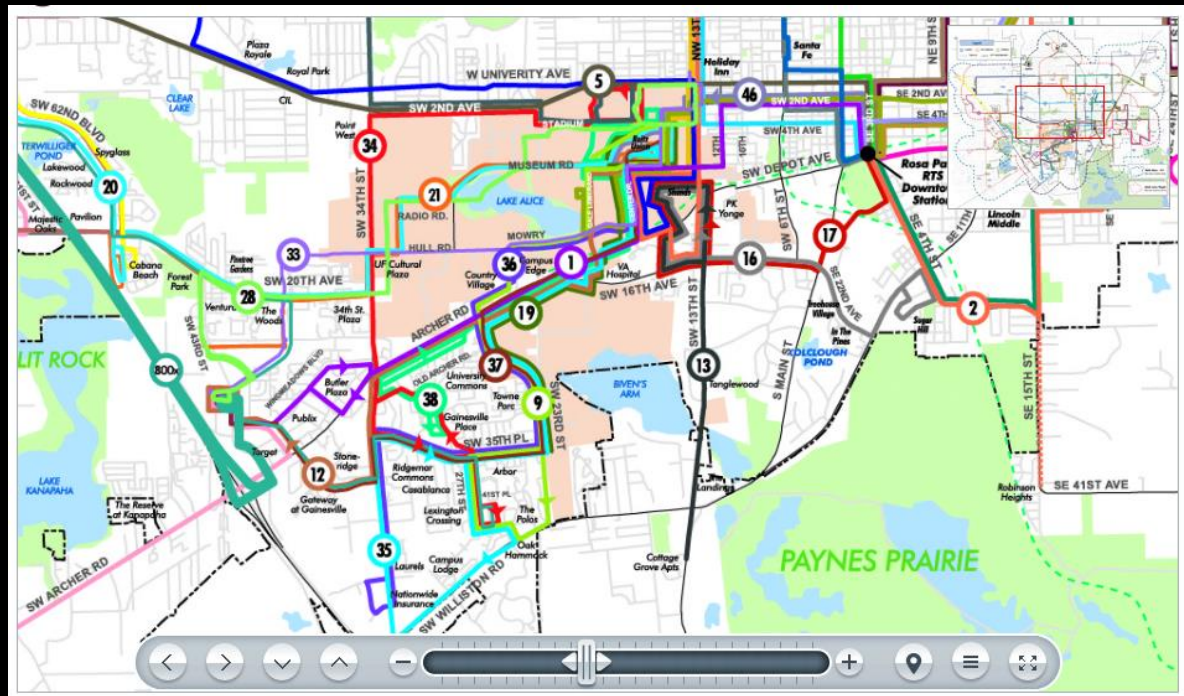
Example



Undirected
Directed
Cyclic
Connected

Graphs

Example



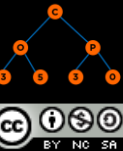
Undirected
Directed
Cyclic
Connected

Graph Problems

Common Examples:

- Social Networks
- World Wide Web
- Maps

Weighted? Directed?



Graph Problems

Common Examples:

- Social Networks (Unweighted, Undirected)
- World Wide Web (Unweighted, Directed)
- Maps (Weighted, Undirected)

Graph Problems

There are lots of interesting questions we can ask about a graph:

- What is the shortest route from S to T? What is the longest without cycles?
- Are there cycles?
- Is there a tour you can take that only uses each node (station) exactly once?
- Is there a tour that uses each edge exactly once?

Graph Problems

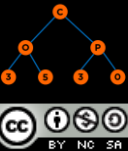
Some well-known graph problems and their common names:

- **s-t Path.** Is there a path between vertices s and t ?
- **Connectivity.** Is the graph connected, i.e. is there a path between all vertices?
- **Biconnectivity.** Is there a vertex whose removal disconnects the graph?
- **Shortest s-t Path.** What is the shortest path between vertices s and t ?
- **Cycle Detection.** Does the graph contain any cycles?
- **Euler Tour.** Is there a cycle that uses every edge exactly once?
- **Hamilton Tour.** Is there a cycle that uses every vertex exactly once?
- **Planarity.** Can you draw the graph on paper with no crossing edges?
- **Isomorphism.** Are two graphs isomorphic (the same graph in disguise)?

Often can't tell how difficult a graph problem is without very deep consideration.

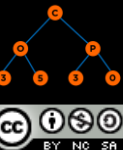
Questions

Graph Implementations



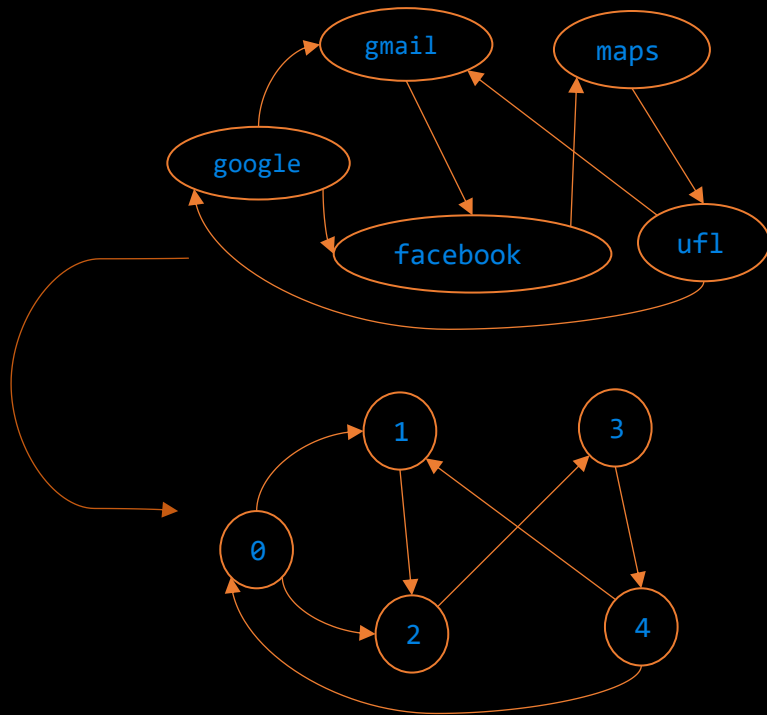
Graph API

- No common ADT for Graphs
- Graphs were present before Object Oriented Programming
- API must include Graph methods, including their signatures and behaviors
- Defines how Graph client programmers must think.
- An underlying data structure to represent our graphs.
- Our choices can have profound implications on:
 - Runtime
 - Memory usage
 - Difficulty of implementing various graph algorithms



Common Convention

- Map labels to numbers, e.g. If node is called “google.com”, assign it a number, say 0.
- Use a map data structure to achieve this: `map<string, int>`



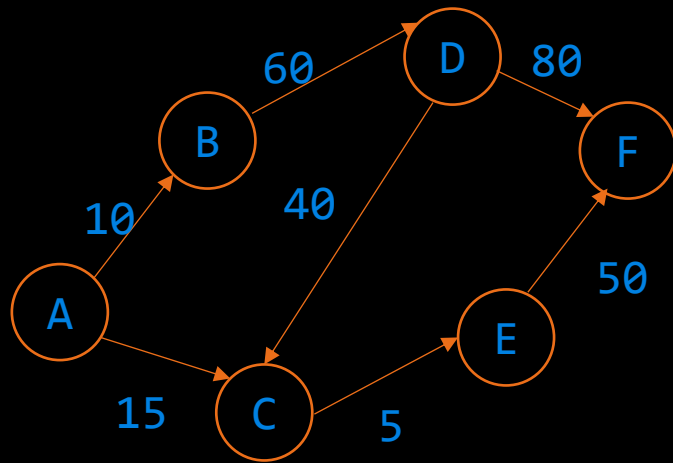
Label	Graph_Index
google.com	0
gmail.com	1
facebook.com	2
maps.com	3
ufl.edu	4

```
std::string vertex = "ufl.edu";
int count = 0;

std::map<std::string, int> graph;

if(graph.find(vertex) == graph.end())
    graph[vertex] = count++;
```

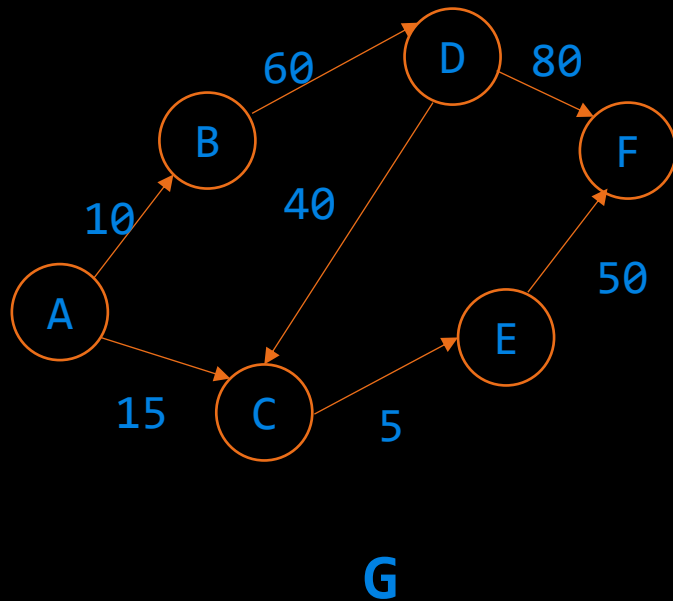
Common Operations



G

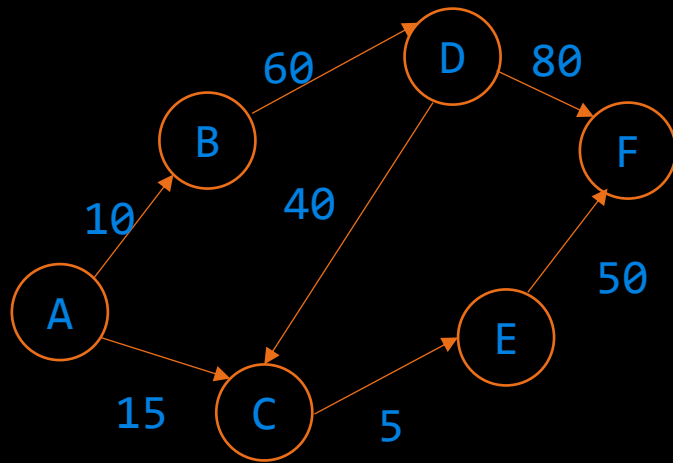
- Connectedness
- Neighborhood or Adjacency

Common Representations



- Edge List
- Adjacency Matrix
- Adjacency List

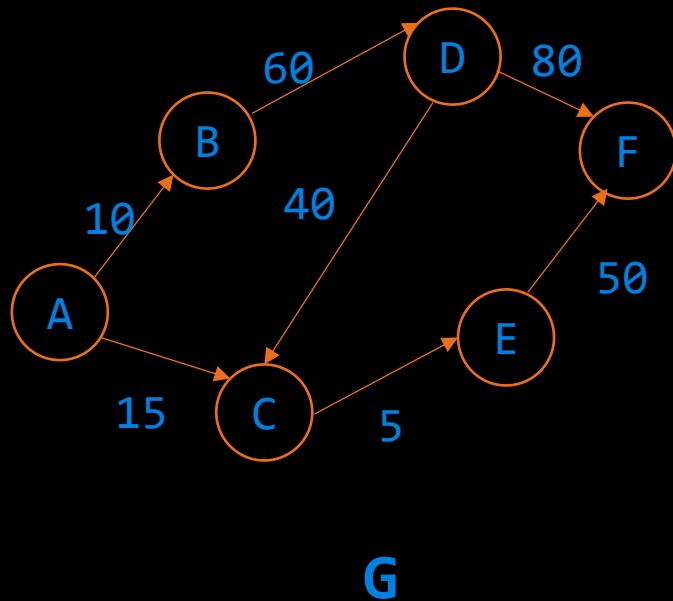
Edge List



G

$G = \{(A,B), (A,C), (B,D), (D,C), (D,F), (E,F), (C,E)\}$

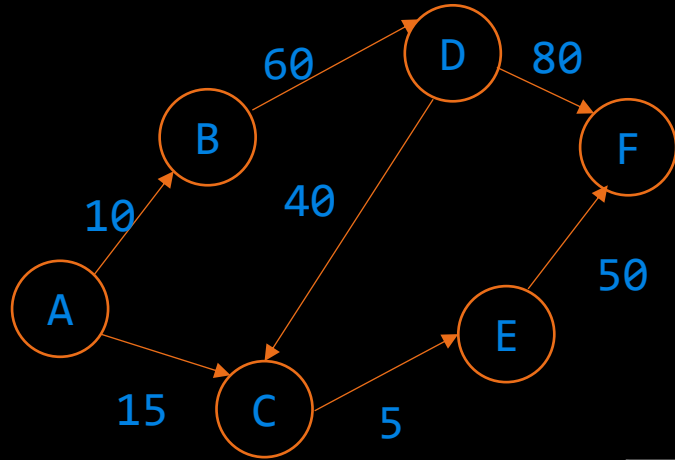
Edge List



A	B	10
A	C	15
B	D	60
D	C	40
D	F	80
E	F	50
C	E	5

$G = \{(A,B), (A,C), (B,D), (D,C), (D,F), (E,F), (C,E)\}$

Edge List



$G = \{(A,B), (A,C), (B,D), (D,C), (D,F), (E,F), (C,E)\}$

G

A	B	10
A	C	15
B	D	60
D	C	40
D	F	80
E	F	50
C	E	5

Common Operations:

1. Connectedness

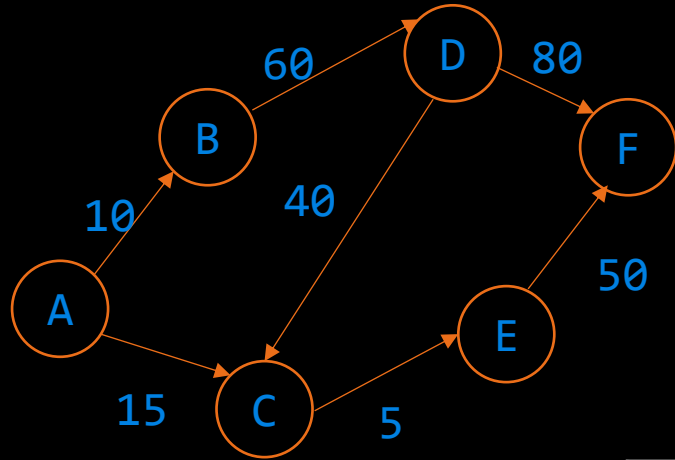
Is A connected to B?

2. Adjacency

What are A's adjacent nodes?

Space: ?

Edge List



$G = \{(A,B), (A,C), (B,D), (D,C), (D,F), (E,F), (C,E)\}$

G

A	B	10
A	C	15
B	D	60
D	C	40
D	F	80
E	F	50
C	E	5

Common Operations:

1. Connectedness

Is A connected to B?

$\sim O(E)$

2. Adjacency

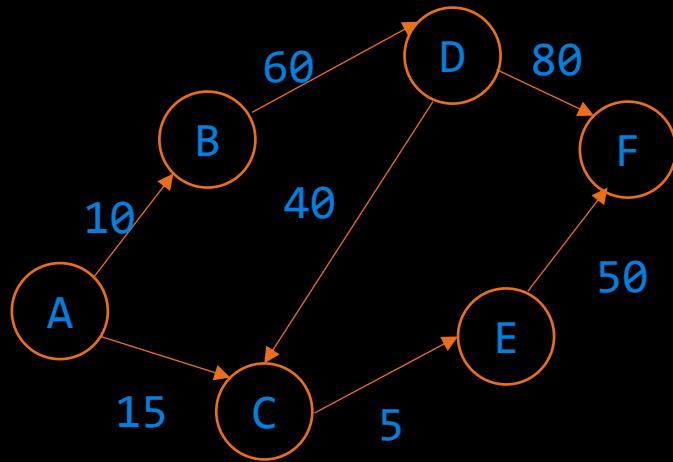
What are A's adjacent nodes?

$\sim O(E)$

$O(|E|) \sim O(|V| * |V|)$

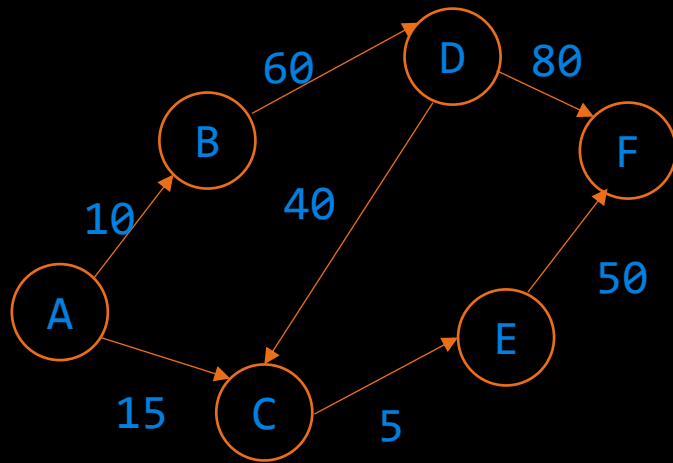
Space: $O(E)$

Adjacency Matrix



G

Adjacency Matrix



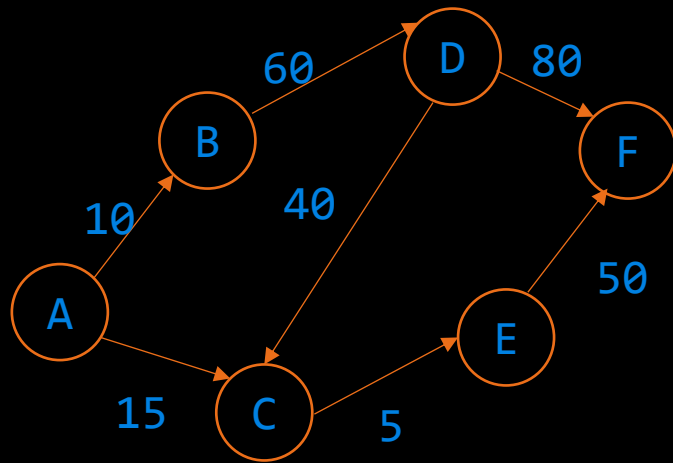
G

Insertion:

$G[\text{from}][\text{to}] = \text{weight};$ (if there is an edge, “from” \rightarrow “to”)

$G[\text{from}][\text{to}] = 0;$ (otherwise)

Adjacency Matrix



G

A

B

C

D

E

F

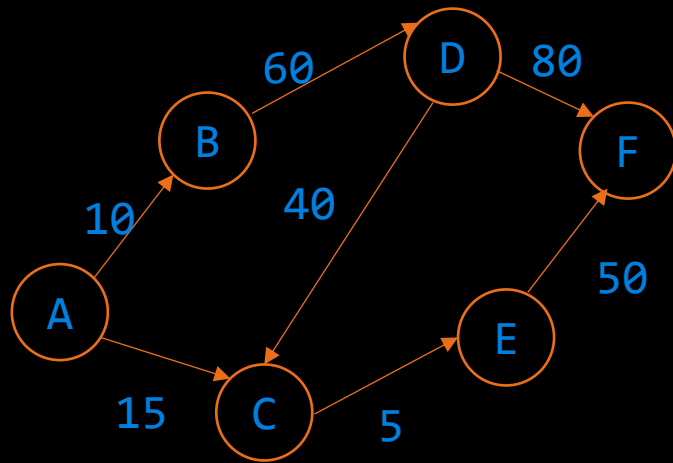
	A	B	C	D	E	F
A	0	10	15	0	0	0
B	0	0	0	60	0	0
C	0	0	0	0	5	0
D	0	0	40	0	0	80
E	0	0	0	0	0	50
F	0	0	0	0	0	0

Insertion:

$G[\text{from}][\text{to}] = \text{weight};$ (if there is an edge, “from” \rightarrow “to”)

$G[\text{from}][\text{to}] = 0;$ (otherwise)

Adjacency Matrix



G

A

B

C

D

E

F

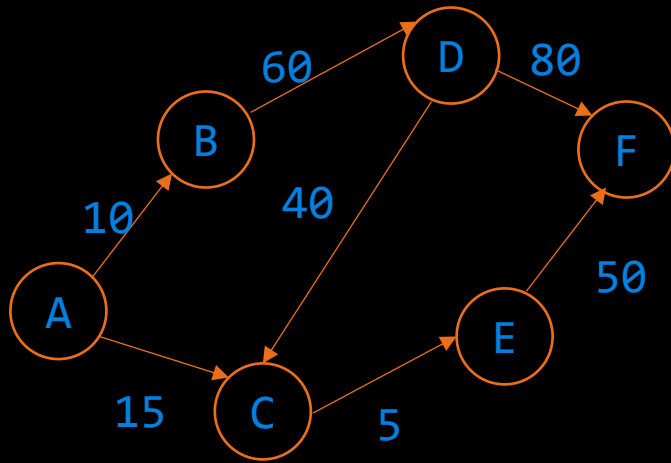
	A	B	C	D	E	F
A	0	10	15	0	0	0
B	0	0	0	60	0	0
C	0	0	0	0	5	0
D	0	0	40	0	0	80
E	0	0	0	0	0	50
F	0	0	0	0	0	0

Insertion:

$G[\text{from}][\text{to}] = \text{weight};$ (if there is an edge, “from” \rightarrow “to”)

$G[\text{from}][\text{to}] = 0;$ (otherwise)

Adjacency Matrix Implementation



Insertion:

$G[\text{from}][\text{to}] = \text{weight}$; (if there is an edge, “from” -> “to”)

$G[\text{from}][\text{to}] = 0$; (otherwise)

Input

```
7
A B 10
A C 15
B D 60
D C 40
C E 5
D F 80
E F 50
```

G

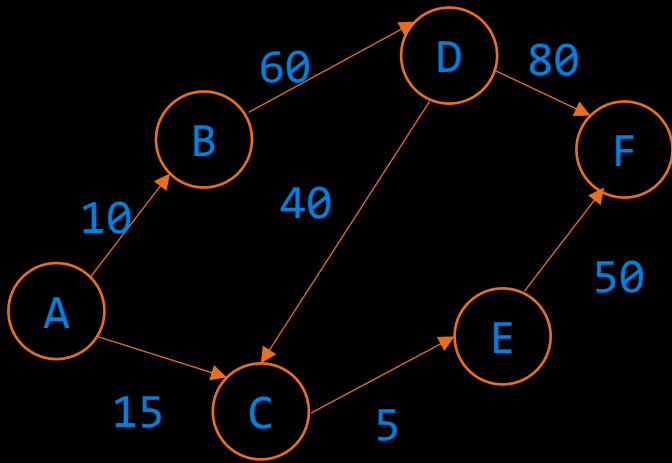
Map

```
A 0
B 1
C 2
D 3
E 4
F 5
```

	0	1	2	3	4	5
0	0	10	15	0	0	0
1	0	0	0	60	0	0
2	0	0	0	0	5	0
3	0	0	40	0	0	80
4	0	0	0	0	0	50
5	0	0	0	0	0	0

<https://www.onlinegdb.com/Hy8M0CnsS>

Adjacency Matrix Implementation



Input

```
7
A B 10
A C 15
B D 60
D C 40
C E 5
D F 80
E F 50
```

G

Map

```
A 0
B 1
C 2
D 3
E 4
F 5
```

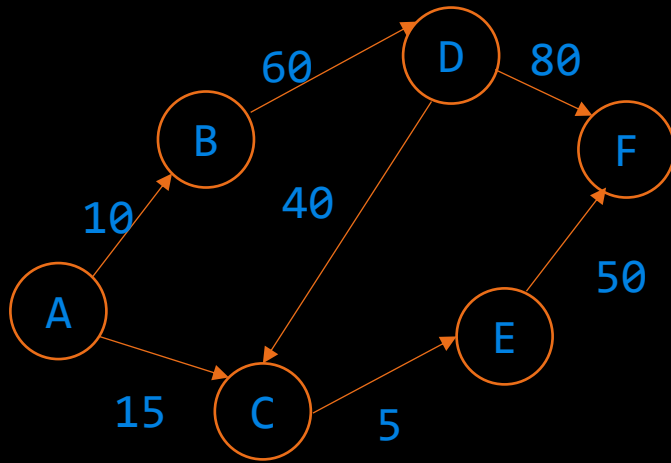
	0	1	2	3	4	5
0	0	10	15	0	0	0
1	0	0	0	60	0	0
2	0	0	0	0	5	0
3	0	0	40	0	0	80
4	0	0	0	0	0	50
5	0	0	0	0	0	0

Insertion:

```
G[from][to] = weight; (if there is an edge, "from" -> "to")
G[from][to] = 0;      (otherwise)
```

```
01 #include <iostream>
02 #include<map>
03 #define VERTICES 6
04 using namespace std;
05 int main()
06 {
07     int no_lines, wt, j=0;
08     string from, to;
09     int graph [VERTICES][VERTICES] = {0};
10     map<string, int> mapper;
11     cin >> no_lines;
12
13
14
15
16
17
18
19
20
21     return 0;
22 }
```

Adjacency Matrix Implementation



Input

```
7
A B 10
A C 15
B D 60
D C 40
C E 5
D F 80
E F 50
```

G

Map

```
A 0
B 1
C 2
D 3
E 4
F 5
```

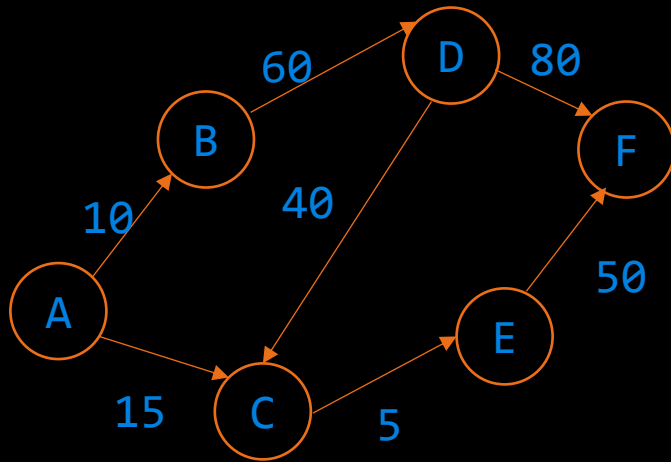
	0	1	2	3	4	5
0	0	10	15	0	0	0
1	0	0	0	60	0	0
2	0	0	0	0	5	0
3	0	0	40	0	0	80
4	0	0	0	0	0	50
5	0	0	0	0	0	0

Insertion:

```
G[from][to] = weight; (if there is an edge, "from" -> "to")
G[from][to] = 0;      (otherwise)
```

```
01 #include <iostream>
02 #include<map>
03 #define VERTICES 6
04 using namespace std;
05 int main()
06 {
07     int no_lines, wt, j=0;
08     string from, to;
09     int graph [VERTICES][VERTICES] = {0};
10     map<string, int> mapper;
11     cin >> no_lines;
12     for(int i = 0; i < no_lines; i++)
13     {
14         cin >> from >> to >> wt;
15         if (mapper.find(from) == mapper.end())
16             mapper[from] = j++;
17         if (mapper.find(to) == mapper.end())
18             mapper[to] = j++;
19         graph[mapper[from]][mapper[to]] = wt;
20     }
21     return 0;
22 }
```


Adjacency Matrix



Common Operations:

1. Connectedness

Is A connected to B?

2. Adjacency

What are A's adjacent nodes?

G

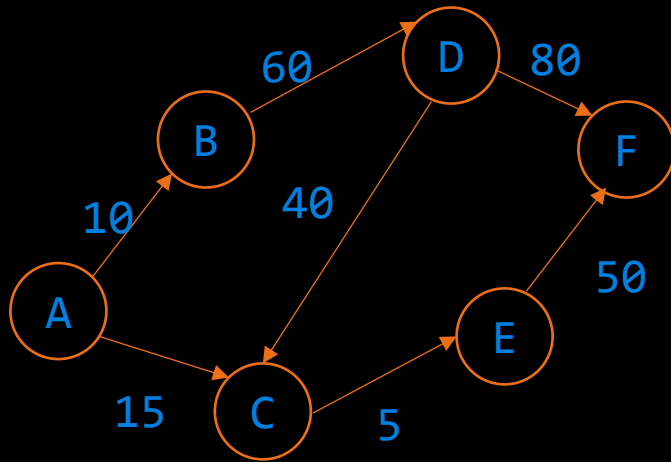
Map

A 0
B 1
C 2
D 3
E 4
F 5

	0	1	2	3	4	5
0	0	10	15	0	0	0
1	0	0	0	60	0	0
2	0	0	0	0	5	0
3	0	0	40	0	0	80
4	0	0	0	0	0	50
5	0	0	0	0	0	0

Space: ?

Adjacency Matrix



G

Map
A 0
B 1
C 2
D 3
E 4
F 5

	0	1	2	3	4	5
0	0	10	15	0	0	0
1	0	0	0	60	0	0
2	0	0	0	0	5	0
3	0	0	40	0	0	80
4	0	0	0	0	0	50
5	0	0	0	0	0	0

Common Operations:

1. Connectedness

Is A connected to B?

$G["A"]["B"] \sim O(1)$

2. Adjacency

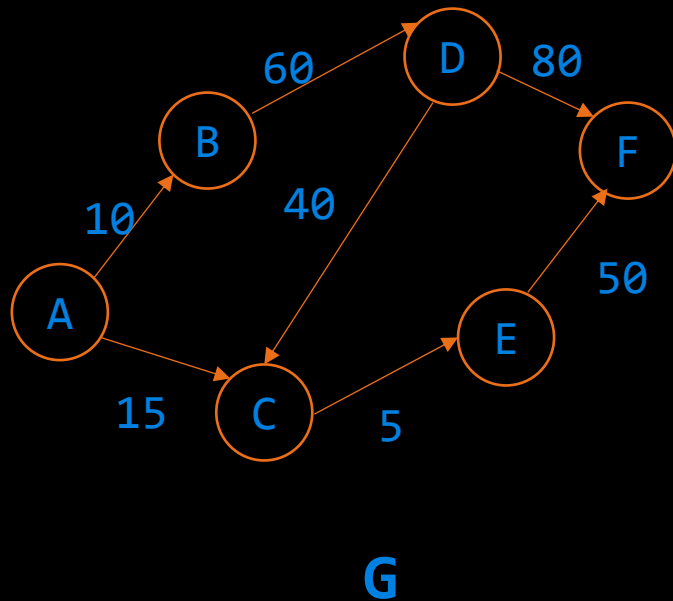
What are A's adjacent nodes?

for each element x in $G["A"]$
if $x \neq 0$

$\sim O(|V|)$

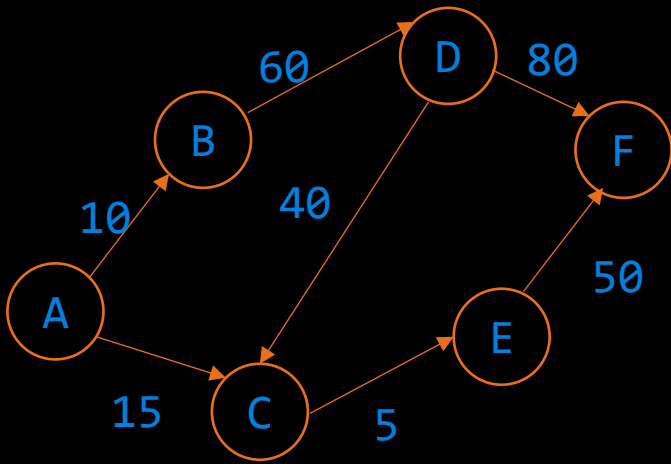
Space: $O(|V| * |V|)$

Adjacency Matrix Problem



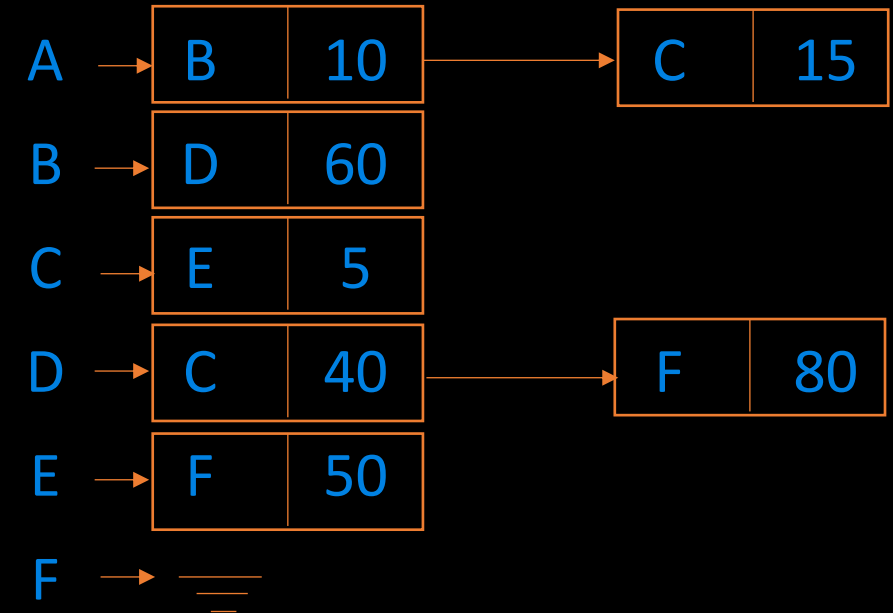
	A	B	C	D	E	F
A	0	10	15	0	0	0
B	0	0	0	60	0	0
C	0	0	0	0	5	0
D	0	0	40	0	0	80
E	0	0	0	0	0	50
F	0	0	0	0	0	0

Adjacency List

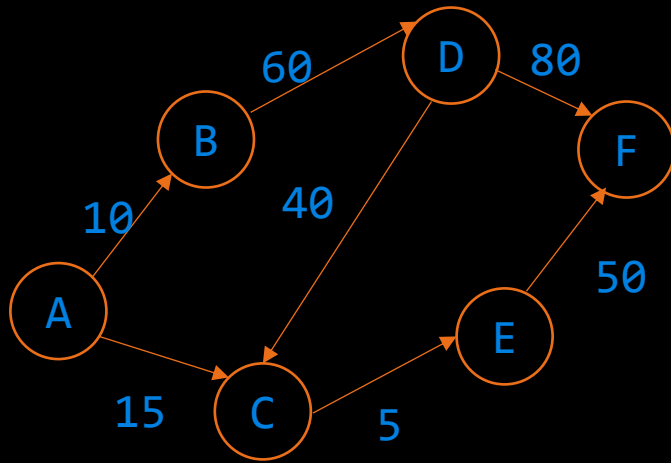


G

	A	B	C	D	E	F
A	0	10	15	0	0	0
B	0	0	0	60	0	0
C	0	0	0	0	5	0
D	0	0	40	0	0	80
E	0	0	0	0	0	50
F	0	0	0	0	0	0



Adjacency List



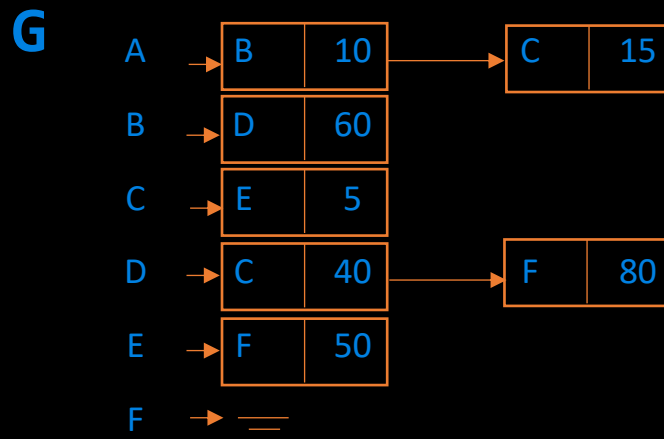
Common Operations:

1. Connectedness

Is A connected to B?

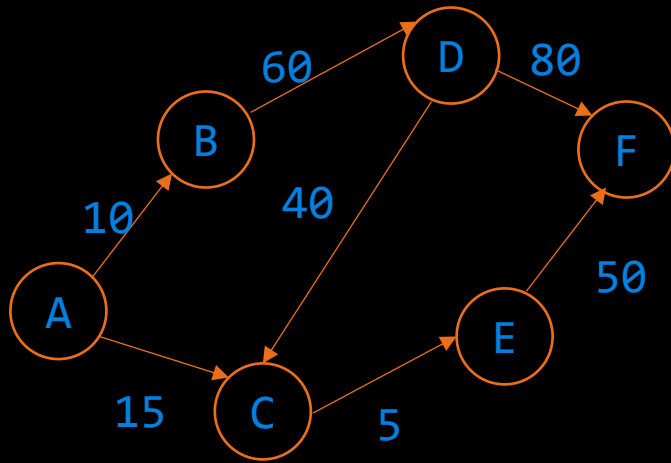
2. Adjacency

What are A's adjacent nodes?

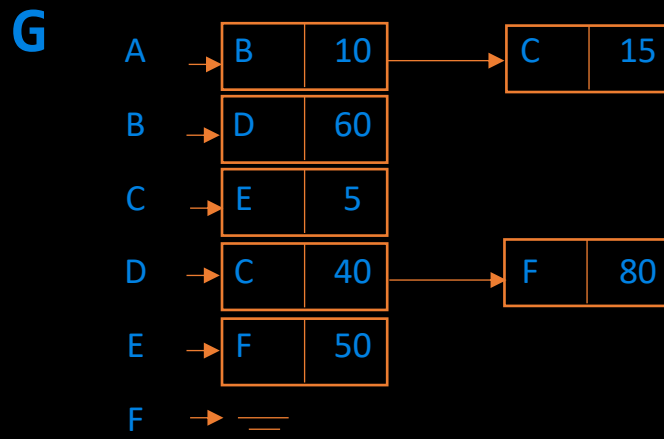


Space: ?

Adjacency List



Sparse Graph:
Edges \sim Vertices



Common Operations:

1. Connectedness

Is A connected to B?
for each element x in G["A"]
if x != 'B'
 $\sim O(\text{outdegree}|V|)$

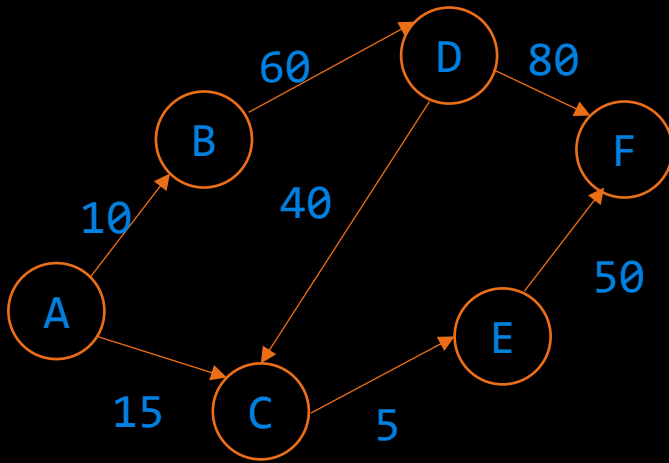
2. Adjacency

What are A's adjacent nodes?

$G["A"] \sim O(\text{outdegree}|V|)$

Space: $O(|V| + |E|)$

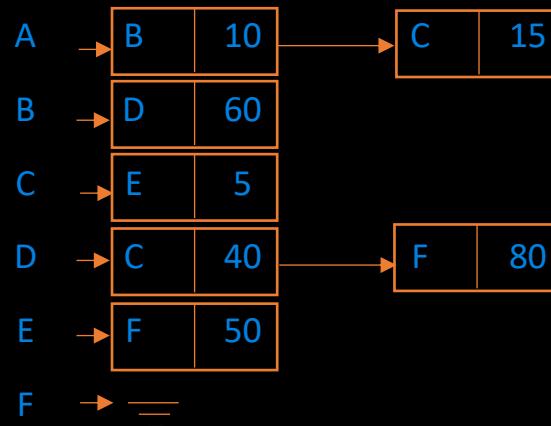
Adjacency List Implementation



Input

```
7
A B 10
A C 15
B D 60
D C 40
C E 5
D F 80
E F 50
```

G



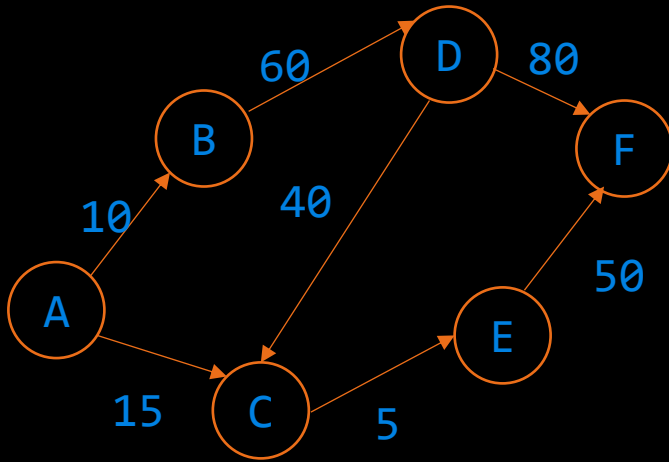
Insertion:

If to or from vertex not present add vertex

Otherwise add edge at the end of the list

```
01 #include <iostream>
02 #include<map>
03 #include<vector>
04 #include<iterator>
05 using namespace std;
06
07 int main()
08 {
09     int no_lines;
10     string from, to, wt;
11     map<string, vector<pair<string,int>>> graph;
12     cin >> no_lines;
13     for(int i = 0; i < no_lines; i++)
14     {
15
16
17
18
19     }
20 }
```

Adjacency List Implementation

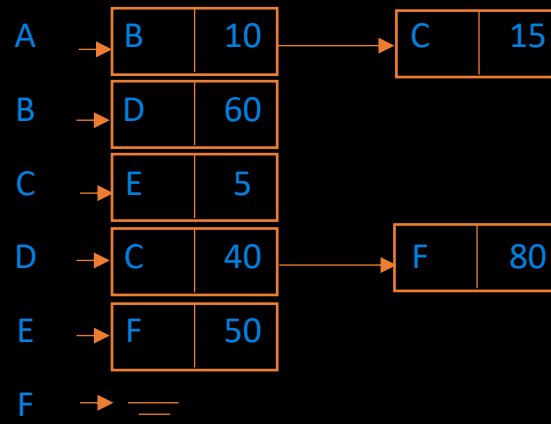


Input

7

A B 10
A C 15
B D 60
D C 40
C E 5
D F 80
E F 50

G



Insertion:

If to or from vertex not present add vertex

Otherwise add edge at the end of the list

```
01 #include <iostream>
02 #include<map>
03 #include<vector>
04 #include<iterator>
05 using namespace std;
06
07 int main()
08 {
09     int no_lines;
10     string from, to, wt;
11     map<string, vector<pair<string,int>>> graph;
12     cin >> no_lines;
13     for(int i = 0; i < no_lines; i++)
14     {
15         cin >> from >> to >> wt;
16         graph[from].push_back(make_pair(to, stoi(wt)));
17         if (graph.find(to)==graph.end())
18             graph[to] = {};
19     }
20 }
```


Graph Implementation

	Edge List	Adjacency Matrix	Adjacency List
Time Complexity: Connectedness	$O(E)$	$O(1)$	$O(\text{outdegree}(V))$
Time Complexity: Adjacency	$O(E)$	$O(V)$	$O(\text{outdegree}(V))$
Space Complexity	$O(E)$	$O(V*V)$	$O(V+E)$

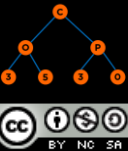
One Graph API

```
class Graph
{
    private:
        //Graph Data Structure

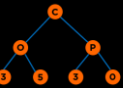
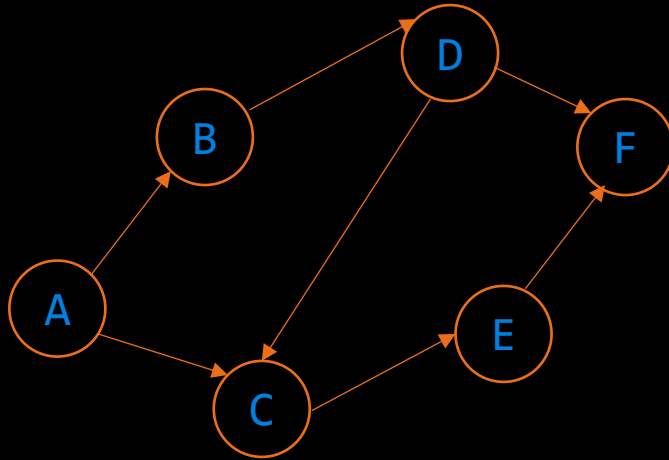
    public:
        Graph();
        Graph(int V); //Creates graph with v vertices
        int V();      //Returns number of vertices
        int E();      //Returns number of edges

        void insertEdge(int from, int to, int weight);
        bool isEdge(int from, int to);
        int getWeight(int from, int to);
        vector<int> getAdjacent(int vertex);
        void printGraph();
};
```

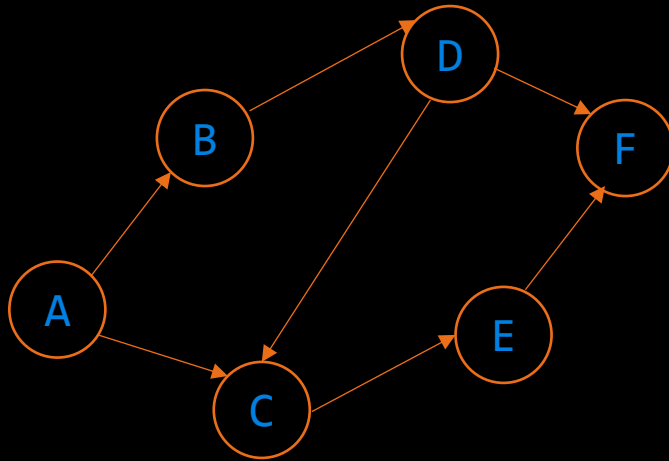
Graph Traversal



Breadth First Search



Breadth First Search



Valid BFS:

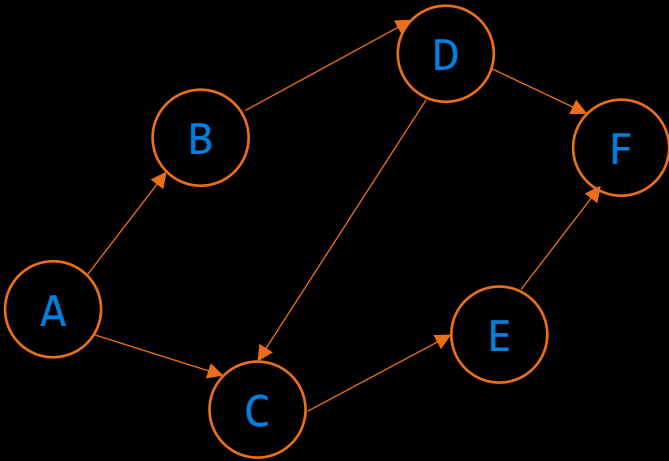
A, B, C, D, E, F

A, C, B, E, D, F

Breadth First Search

Algorithm for Breadth-First Search

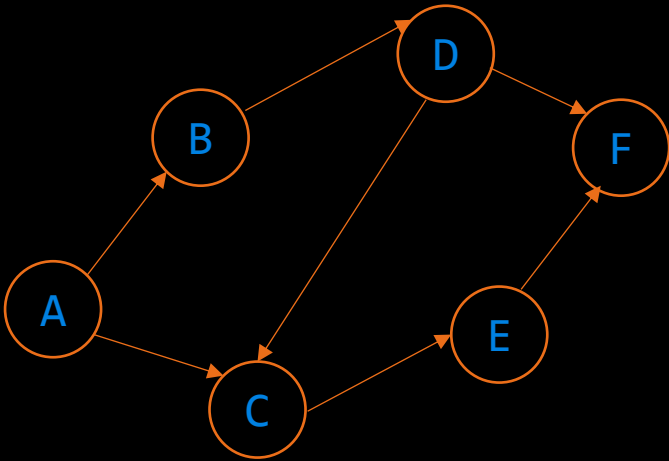
1. Take an arbitrary start vertex, mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the queue.
8. We are now finished visiting u .



Breadth First Search

Algorithm for Breadth-First Search

1. Take an arbitrary start vertex, mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the queue.
8. We are now finished visiting u .



```
01 string source = "A";
02 std::set<string> visited;
03 std::queue<string> q;
04
05 visited.insert(source);
06 q.push(source);
07 cout<<"BFS: ";
08
09 while(!q.empty())
10 {
11     string u = q.front();
12     cout << u;
13     q.pop();
14     vector<string> neighbors = graph[u];
15     std::sort(neighbors.begin(), neighbors.begin() + neighbors.size());
16     for(string v: neighbors)
17     {
18         if(visited.count(v) == 0)
19         {
20             visited.insert(v);
21             q.push(v);
22         }
23     }
24 }
```

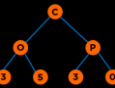
Breadth First Search: Alternate way (7.2.2)

Algorithm for Breadth-First Search

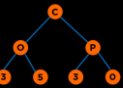
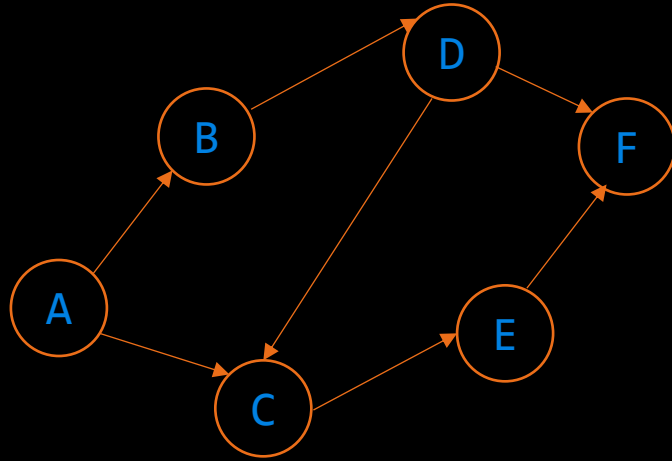
1. Take an arbitrary start vertex, mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the queue.
8. We are now finished visiting u .

```
// Visited Vertices Alternate
set<string> visited;
visited.insert(source);
if(visited.count(v)==0)
    visited.insert(v);
```

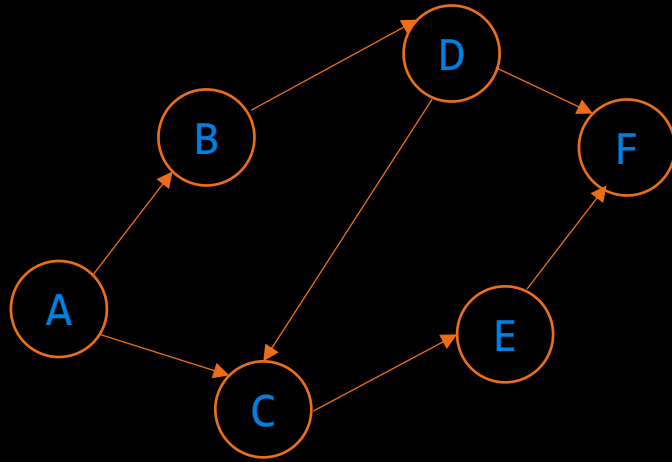
```
01 void bfs(const Graph& graph, int src)
02 {
03     vector<bool> visited(graph.numVertices);
04     queue<int> q;
05
06     visited[src] = true;
07     q.push(src);
08
09     while (!q.empty())
10     {
11         int u = q.front();
12         cout << u << " ";
13         q.pop();
14
15         for (int v : graph.adjList[u])
16         {
17             if (!visited[v])
18             {
19                 visited[v] = true;
20                 q.push(v);
21             }
22         }
23     }
24 }
```



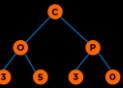
Depth First Search



Depth First Search



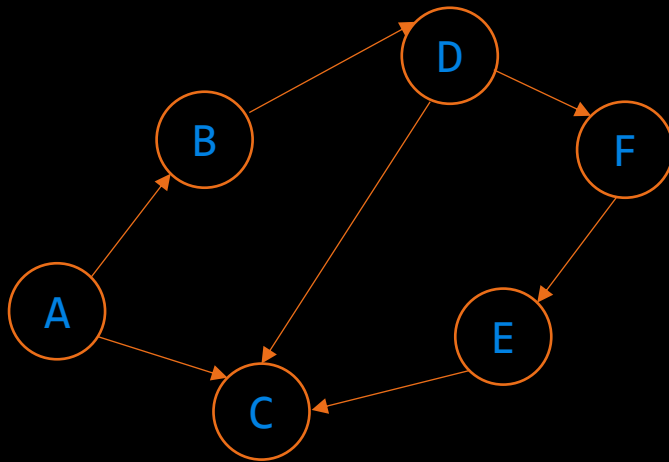
Valid DFS: A, B, D, C, E, F



Depth First Search

Algorithm for Depth-First Search

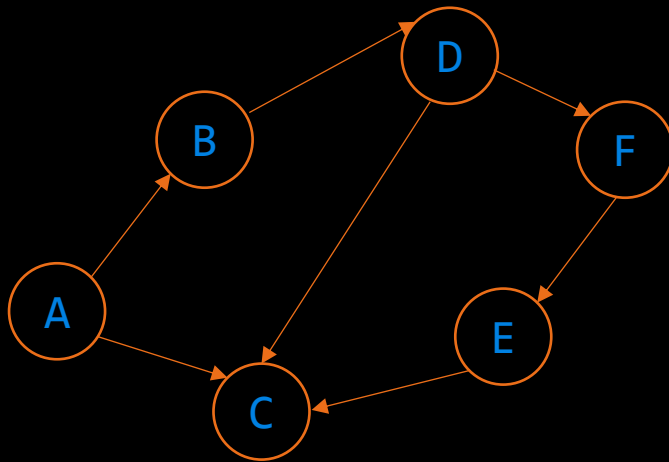
1. Take an arbitrary start vertex, mark it identified, and place it in a stack.
2. while the stack is not empty
3. Take a vertex, u , out of the stack and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the stack.
8. We are now finished visiting u .



Depth First Search

Algorithm for Depth-First Search

1. Take an arbitrary start vertex, mark it identified, and place it in a stack.
2. while the stack is not empty
3. Take a vertex, u , out of the stack and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the stack.
8. We are now finished visiting u .



```
01 string source = "A";
02 std::set<string> visited;
03 std::stack<string> s;
04
05 visited.insert(source);
06 s.push(source);
07 cout<<"DFS: ";
08
09 while(!s.empty())
10 {
11     string u = s.top();
12     cout<<u;
13     s.pop();
14     vector<string> neighbors = graph[u];
15     for(string v: neighbors)
16     {
17         if(visited.count(v)==0)
18         {
19             visited.insert(v);
20             s.push(v);
21         }
22     }
23 }
```

BFS

vs

DFS

```
01 string source = "A";
02 std::set<string> visited;
03 std::queue<string> q;
04
05 visited.insert(source);
06 q.push(source);
07 cout<<"BFS: ";
08
09 while(!q.empty())
10 {
11     string u = q.front();
12     cout<<u;
13     q.pop();
14     vector<string> neighbors = graph[u];
15     for(string v: neighbors)
16     {
17         if(visited.count(v)==0)
18         {
19             visited.insert(v);
20             q.push(v);
21         }
22     }
23 }
```

```
01 string source = "A";
02 std::set<string> visited;
03 std::stack<string> s;
04
05 visited.insert(source);
06 s.push(source);
07 cout<<"DFS: ";
08
09 while(!s.empty())
10 {
11     string u = s.top();
12     cout<<u;
13     s.pop();
14     vector<string> neighbors = graph[u];
15     for(string v: neighbors)
16     {
17         if(visited.count(v)==0)
18         {
19             visited.insert(v);
20             s.push(v);
21         }
22     }
23 }
```

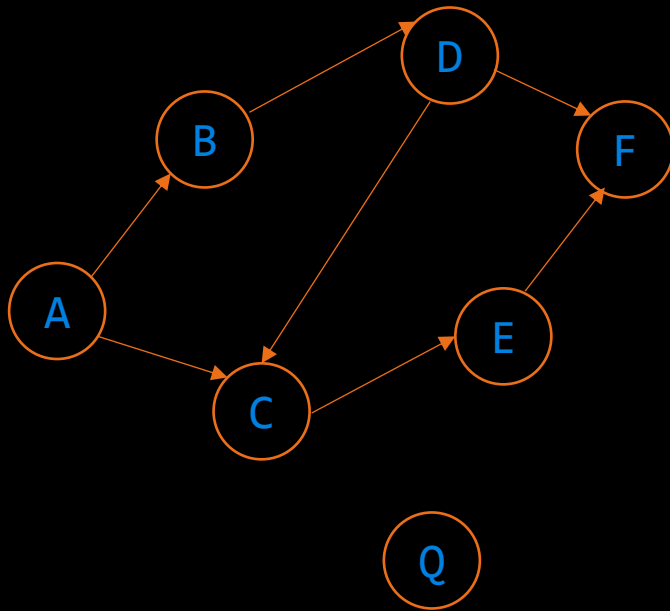
Theoretical Complexity: $O(V+E)$

Mentimeter

Questions

s-t Path

Is there a path between vertices s and t?

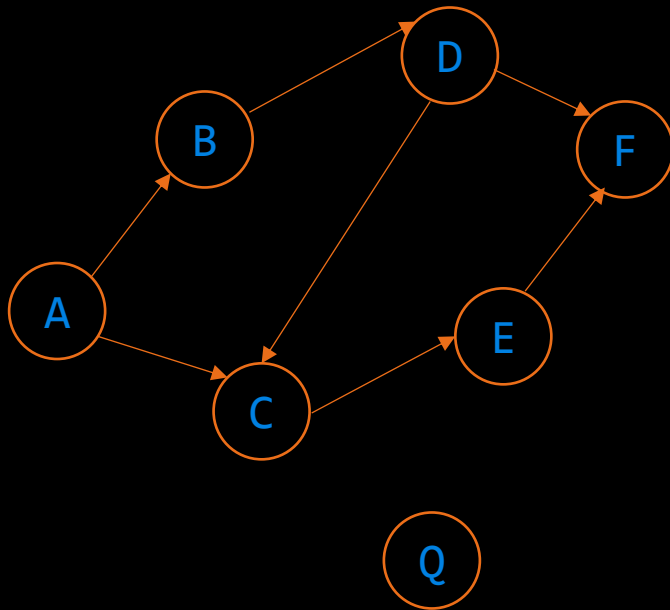


Is there a path between vertices A and C? - Yes

Is there a path between vertices A and Q? - No

s-t Path

Is there a path between vertices s and t?



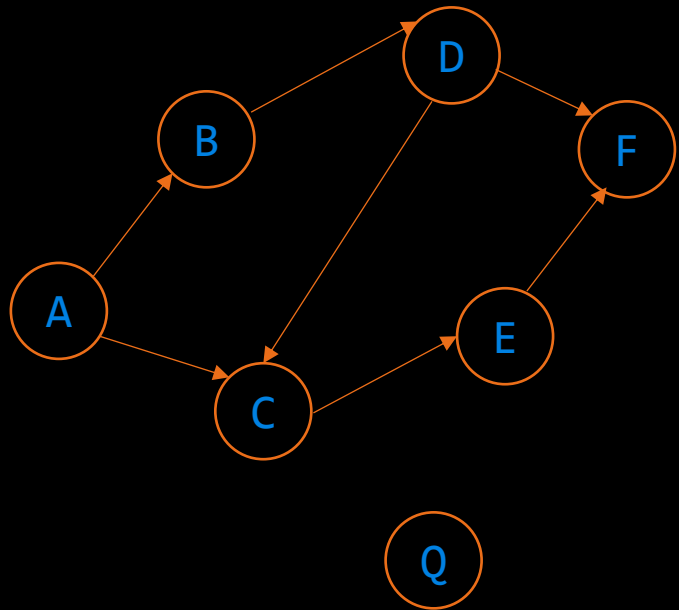
Is there a path between vertices A and C? - Yes

Is there a path between vertices A and Q? - No

Solution

Perform **DFS** or **BFS** with source “s” and if we encounter “t” in the path/traversal, then return True otherwise False

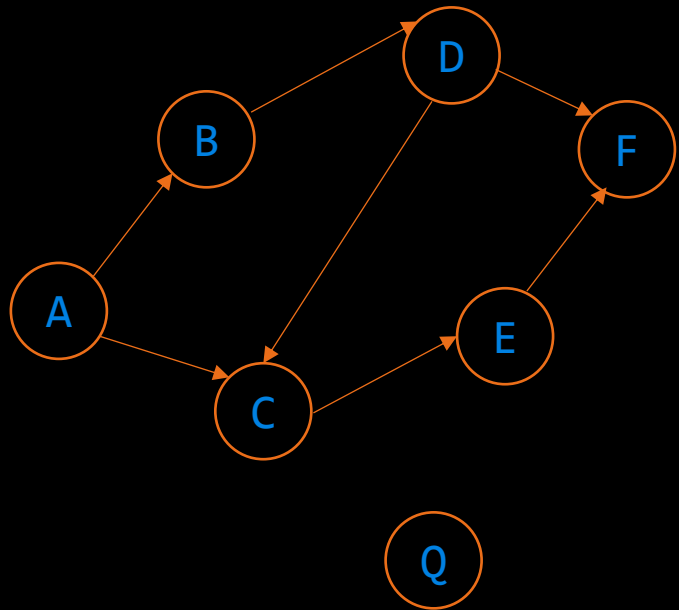
7.2.1 DFS to Find Whether a Given Vertex is Reachable (Iterative)



s-t Path

```
1.  bool dfs(const Graph& graph, int src, int dest)
2.  {
3.      set<int> visited;
4.      stack<int> s;
5.      visited.insert(src);
6.      s.push(src);
7.      while(!s.empty())
8.      {
9.          int u = s.top();
10.         s.pop();
11.         for(auto v: graph.adjList[u])
12.         {
13.             if(v == dest)
14.                 return true;
15.             if ((visited.find(v) == visited.end()))
16.             {
17.                 visited.insert(v);
18.                 s.push(v);
19.             }
20.         }
21.     }
22.     return false;
23. }
```

7.2.1 DFS to Find Whether a Given Vertex is Reachable (Recursive)



s-t Path: Recursive

```
1. bool dfs_helper(const Graph& graph, int src, int dest, vector<bool>& visited)
2. {
3.     visited[src] = true;
4.
5.     if (src == dest)
6.         return true;
7.
8.     for (int neighbor : graph.adjList[src]) {
9.         if (!visited[neighbor]) {
10.            if (dfs_helper(graph, neighbor, dest, visited))
11.                return true;
12.        }
13.    }
14.    return false;
15. }
16.
17. bool dfs(const Graph& graph, int src, int dest)
18. {
19.     vector<bool> visited(graph.numVertices);
20.     return dfs_helper(graph, src, dest, visited);
21. }
```

Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.

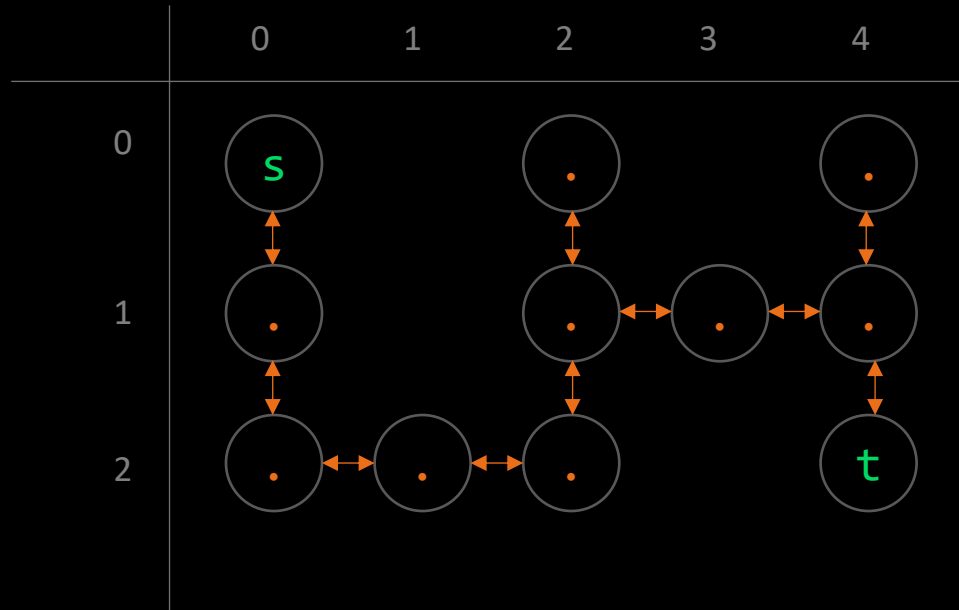
.#...

...#**t**

Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

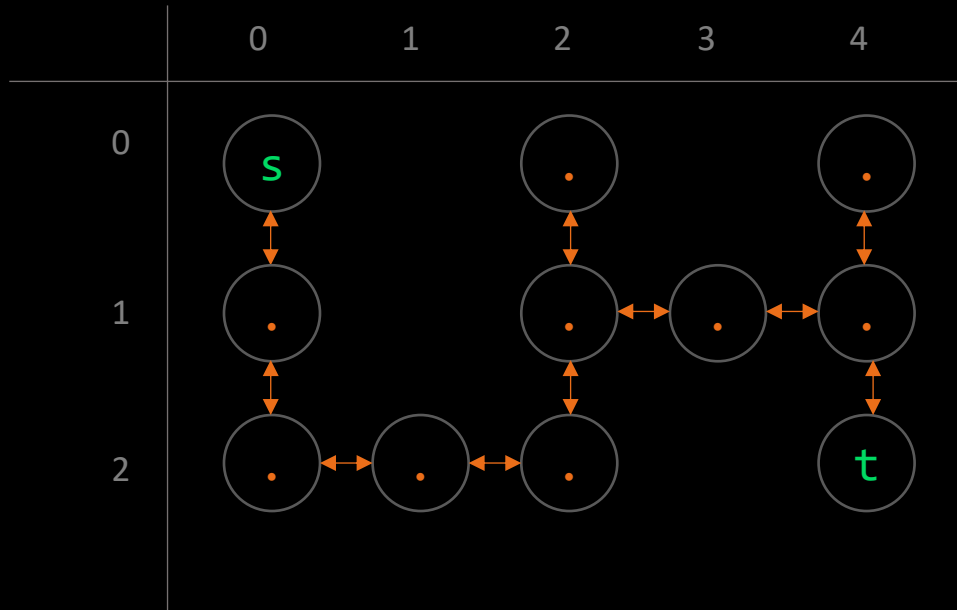
s##.
.#...
...#**t**



Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**



General BFS Algorithm

1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
5. if v has not been identified or visited
6. Mark it identified
7. Insert vertex v into the queue.
8. We are now finished visiting u .

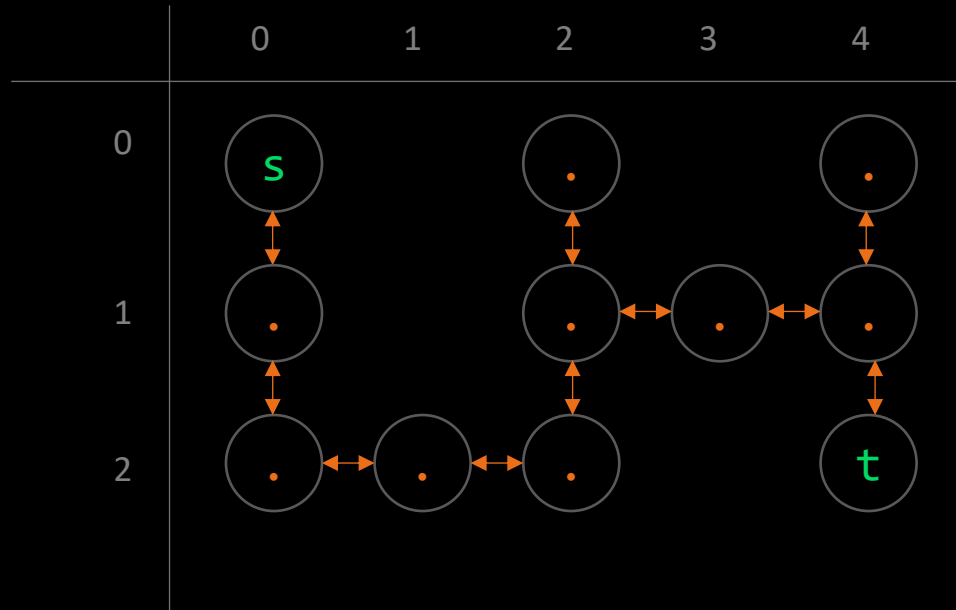
Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

General BFS Algorithm

1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
- ...

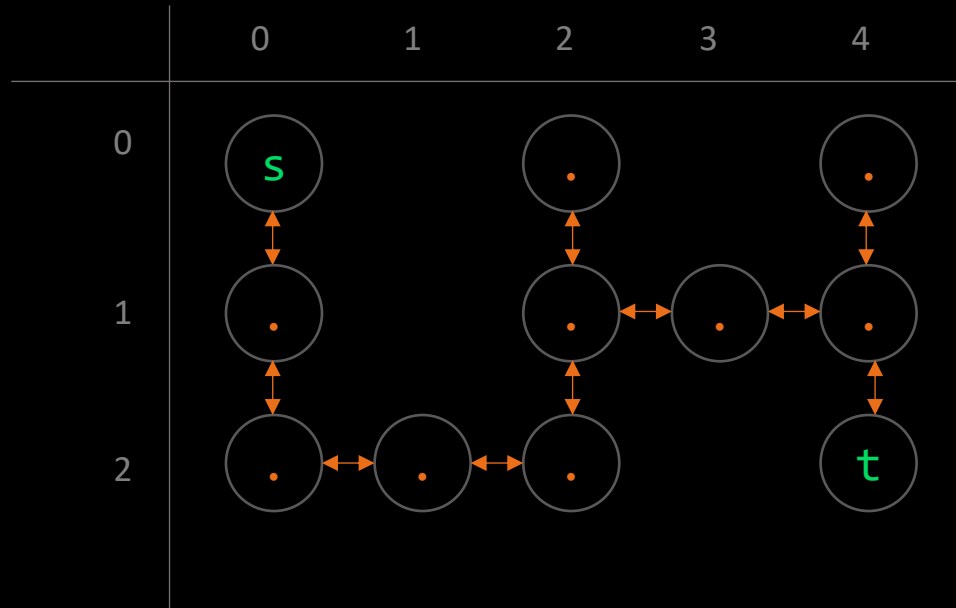
s#.#.
.#...
...#t



Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**



General BFS Algorithm

1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
- ...

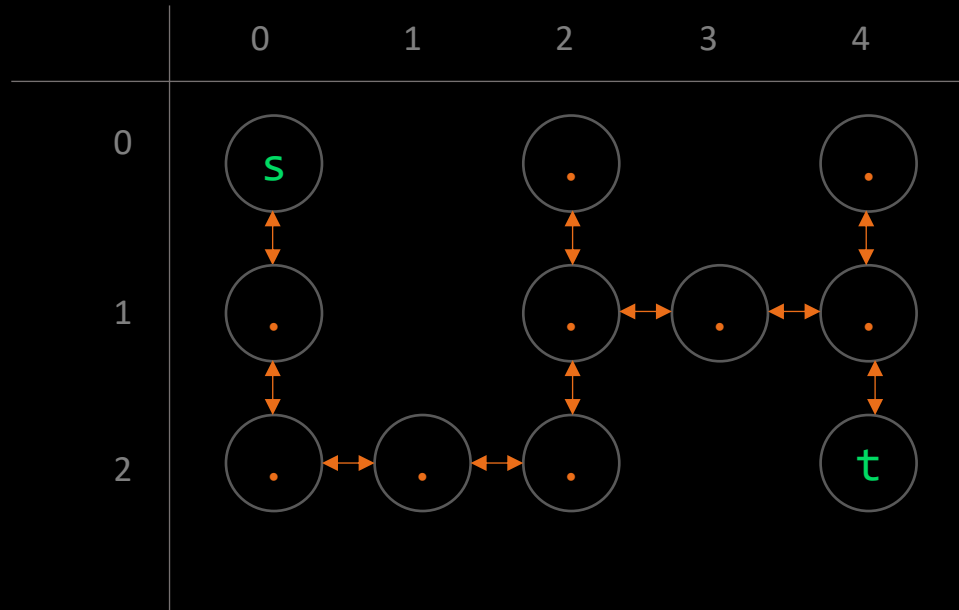
```
//Keeping track of visited nodes
```

```
vector<vector<bool>> visited(3, vector<bool>(5, false));  
Visited[0][0] = true;
```


Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**



//Keeping track of visited nodes

```
vector<vector<bool>> visited(3, vector<bool>(5, false));
```

General BFS Algorithm

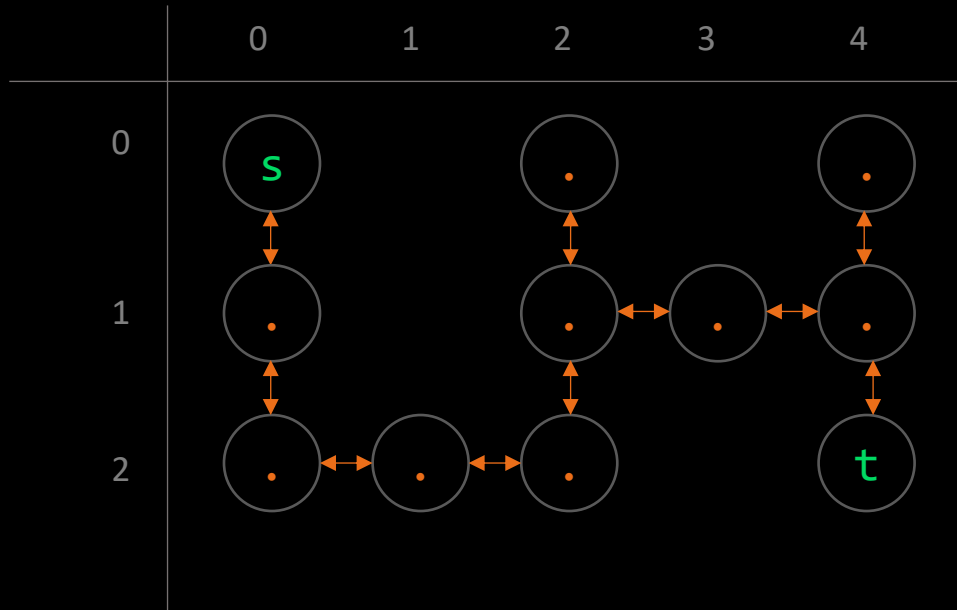
1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
- ...

	0	1	2	3	4
0	F	F	F	F	F
1	F	F	F	F	F
2	F	F	F	F	F

Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**



//Keeping track of visited nodes

```
vector<vector<bool>> visited(3, vector<bool>(5, false));  
visited[0][0] = true;
```

General BFS Algorithm

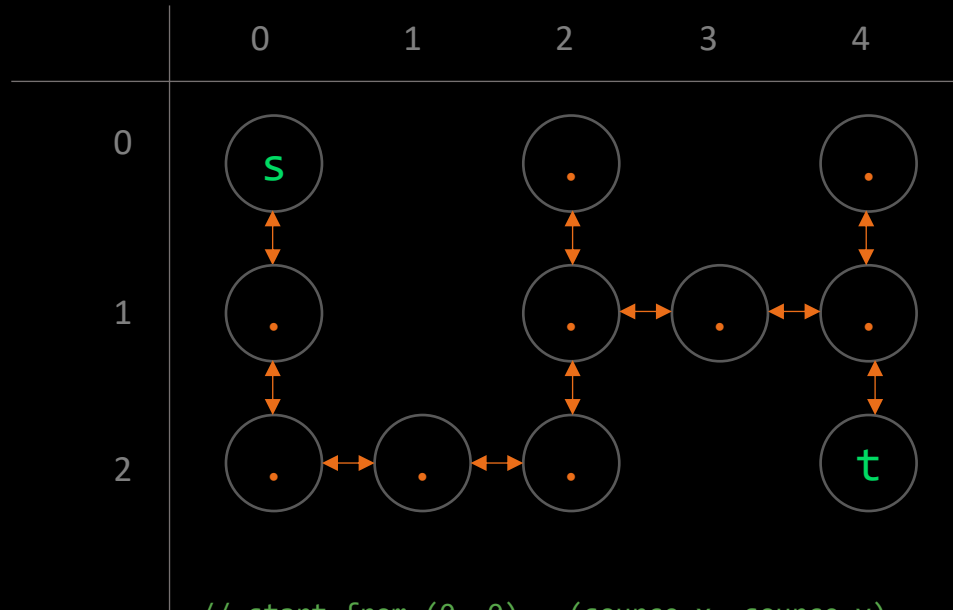
1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, u , out of the queue and visit u .
4. for all vertices, v , adjacent to this vertex, u
- ...

	0	1	2	3	4
0	T	F	F	F	F
1	F	F	F	F	F
2	F	F	F	F	F

Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**

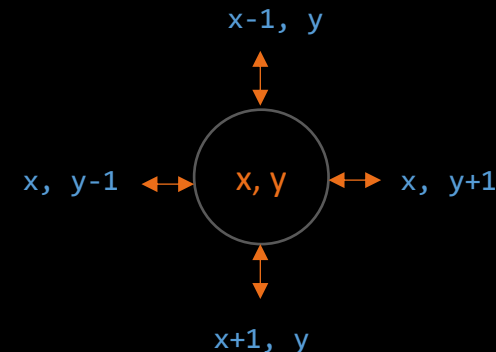


```
// start from (0, 0) - (source_x, source_y)
int x = 0, y = 0;
```

```
// down, up, right, left
std::vector<int> dx = {1, -1, 0, 0};
std::vector<int> dy = {0, 0, 1, -1};
```

General BFS Algorithm

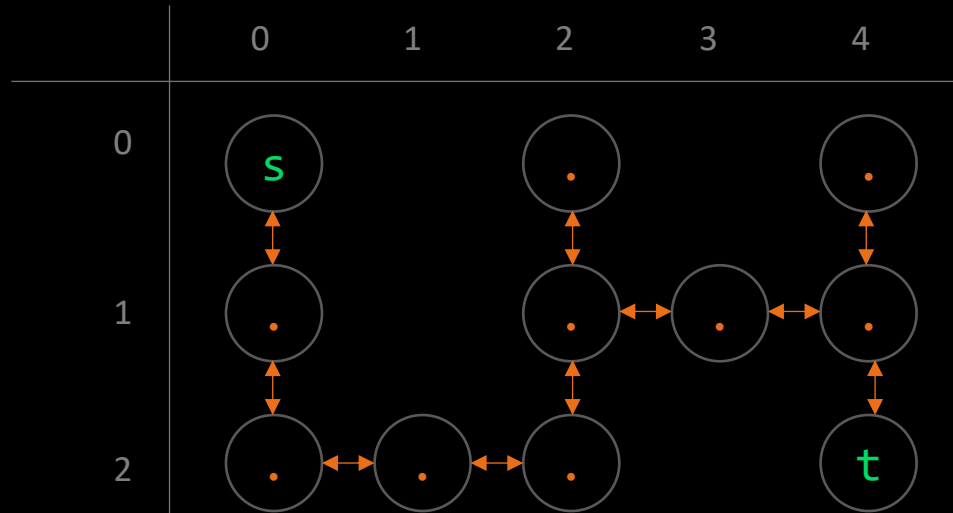
1. Start from vertex, 's' (0,0), mark it identified, and place it in a queue.
2. while the queue is not empty
3. Take a vertex, *u*, out of the queue and visit *u*.
4. for all vertices, *v*, adjacent to this vertex, *u*
- ...



Maze as a Graph: Maze Escape

What is the shortest path between vertices **s** and **t**?

s##.
.#...
...#**t**



```
// start from (0, 0) - (source_x, source_y)
int x = 0, y = 0;
```

```
// down, up, right, left
std::vector<int> dx = {1, -1, 0, 0};
std::vector<int> dy = {0, 0, 1, -1};
```

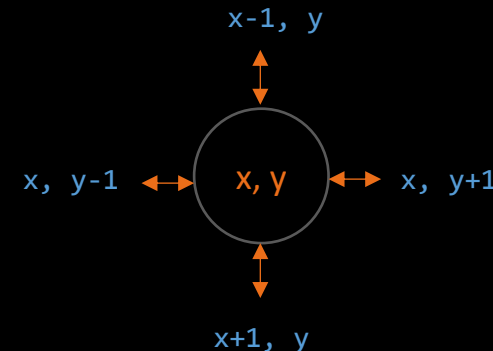
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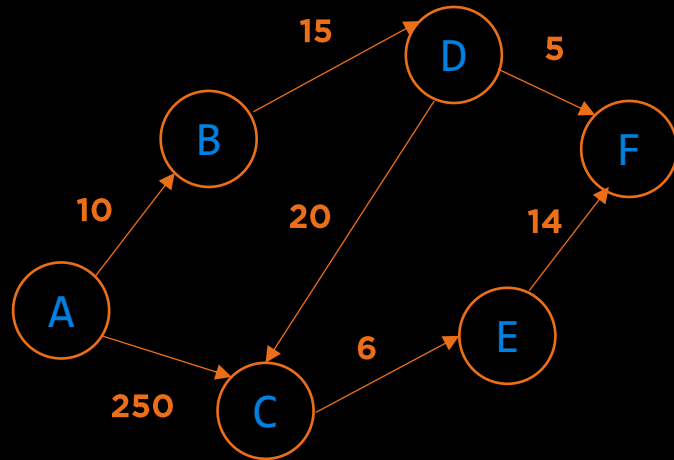
```
// down, up, right, left
std::vector<int> dx = {1, -1, 0, 0};
std::vector<int> dy = {0, 0, 1, -1};
```

```
for(int i = 0; i < 4; i++) {
    int nx = x + dx[i];
    int ny = y + dy[i];
    // check if nx, ny is in the grid
    if(nx < 0 || ny < 0)
        continue;
    ...
}
```



Shortest Weighted s-t Path

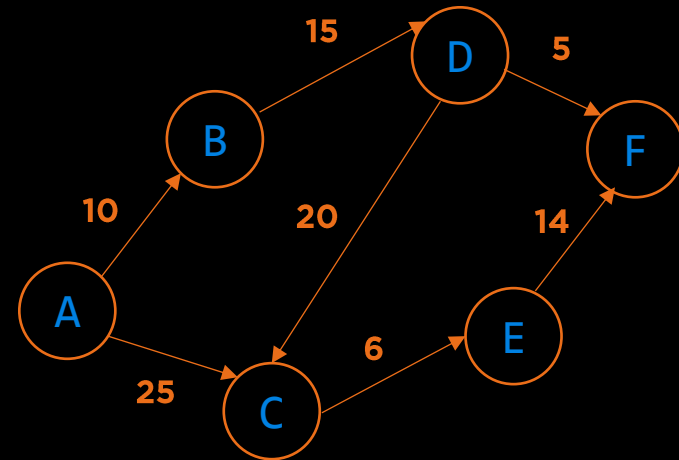
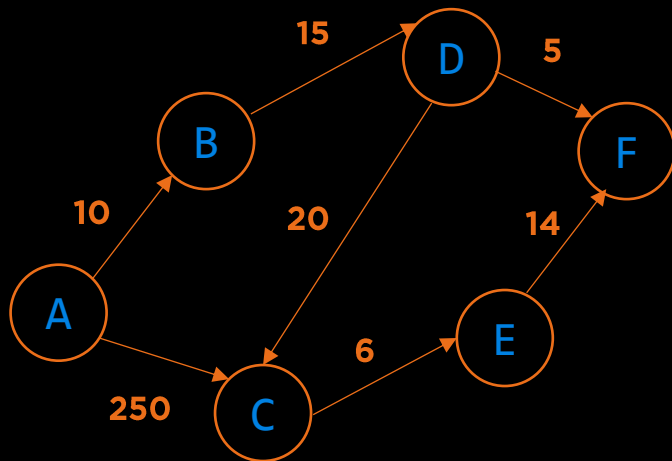
What is the shortest weighted path between vertices **s** and **t**?



Problem with s-t Path

What if the edges are weighted?

The algorithms do not consider the weights.

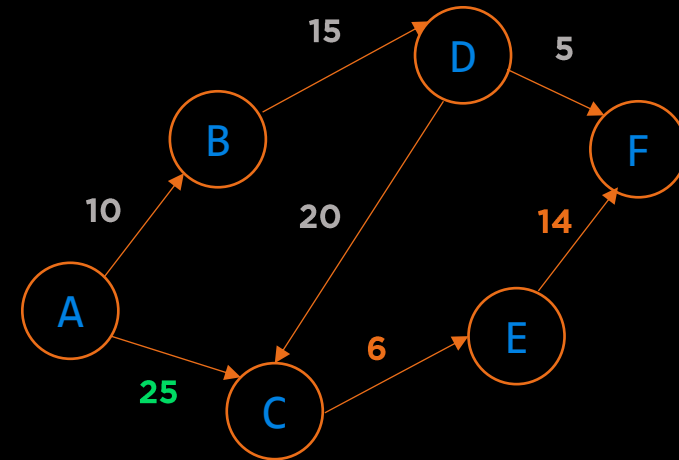


Problem with s-t Path

What if the edges are weighted?

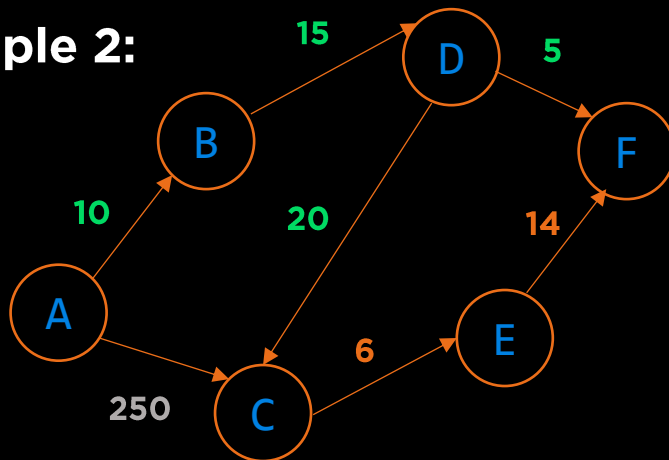
The algorithms do not consider the weights.

Example 1: Path for A to C will be **A-B-D-C** for a **DFS traversal** which will have a total cost of **45** against **25** for the path directly from **A-C**.



Example 1:

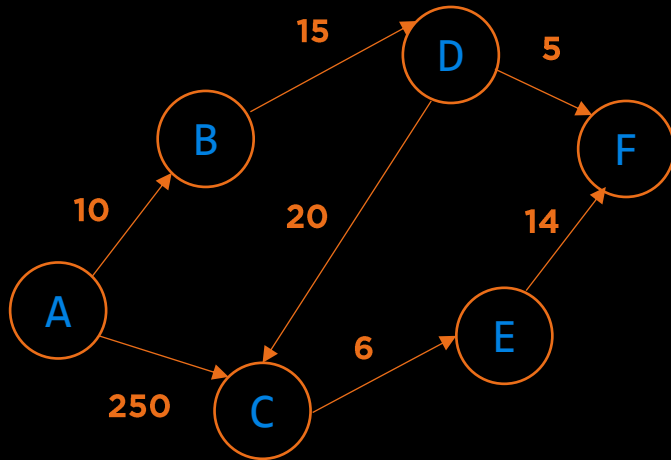
Example 2:



Example 2: Path for A to C will be **A-C** for a **BFS traversal** which might have a total cost of **250** against **45** for the path directly from **A-B-D-C**.

Shortest Weighted s-t Path

What is the shortest weighted path between vertices **s** and **t**?



- **Dijkstra's Algorithm**
 - Single Source: Path to all vertices
 - Directed Graphs
 - No negative weights allowed
 - No negative weight cycles allowed
- **Bellman Ford**
 - Single Source: Path to all vertices
 - Negative Weights allowed
 - No negative weight cycles allowed
- **Floyd-Warshall**
 - All pair shortest paths
- **A* Search**

