

$$G = (V, E) \quad \text{undirected} \quad DG = \langle V, E \rangle \quad \text{digraph}$$

$$E = \{(w, v) \mid w \in V \text{ and } v \in V\} \quad E = \{\langle w, v \rangle \mid w \in V \text{ and } v \in V\}$$

Directed Graph DG

$$V = \{1, 2, 3, 4, 5\}$$

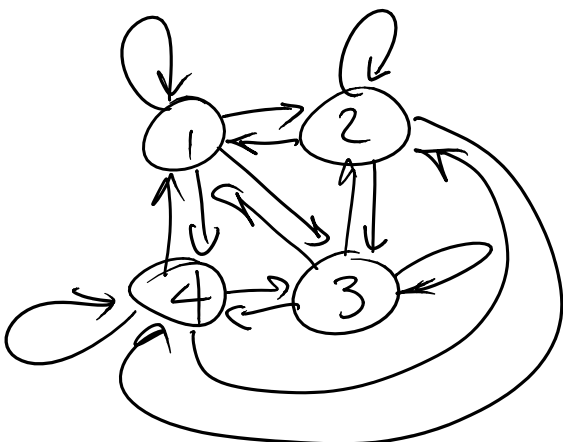
$$O(|V|)$$

$$E = \{\langle 1, 2 \rangle, \langle 2, 2 \rangle, \langle 3, 5 \rangle, \langle 5, 2 \rangle\}$$

$$O(|E|)$$

$$N = |V|$$

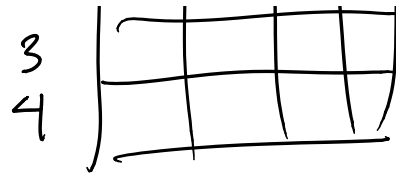
$$? (N - 1) \approx |E|$$



$$N = 4$$

Adjacency Matrix

	1	2	3	4
1				
2				
3				
4				



j is adjacent from i

i is adjacent to j

$\langle i, j \rangle$ is adjacent



$$V = \{1, 2, 3\}$$

$$E =$$

	1	2	3
1	0	1	0
2	1	0	1
3	1	0	1

Adj [2][3]

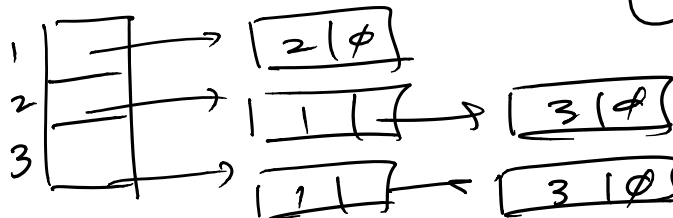
$$V = 100$$

Adjacency matrix
100 x 100

space $O(|V|^2)$

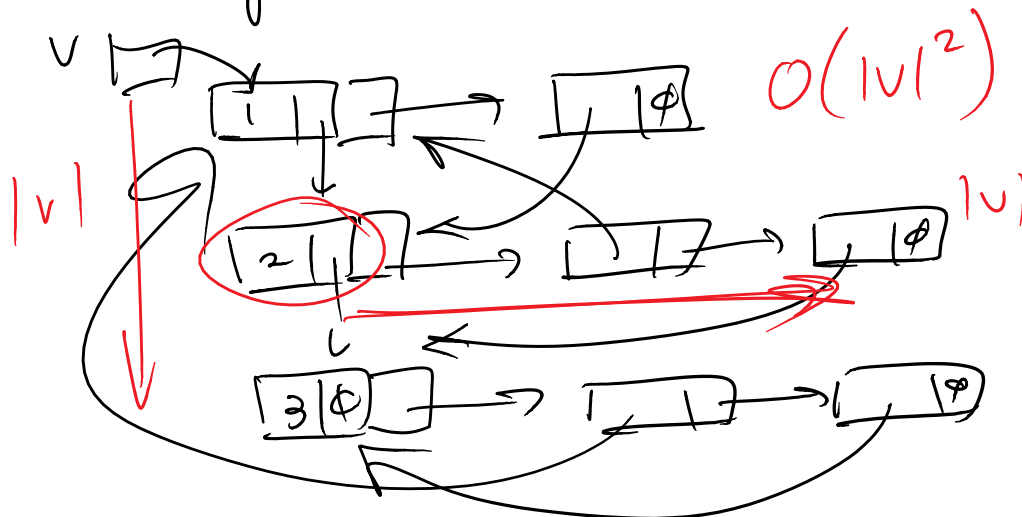
Adjacency list

$O(|V|)$



space $O(|E|)$ $|E| < |V|^2$

Dynamic Adjacency list



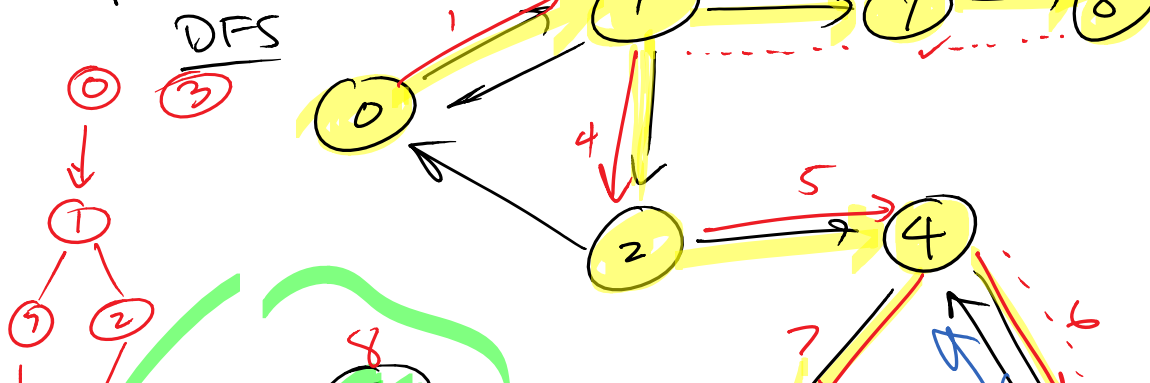
Vertices incident to edges

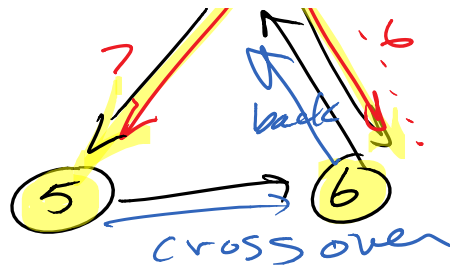
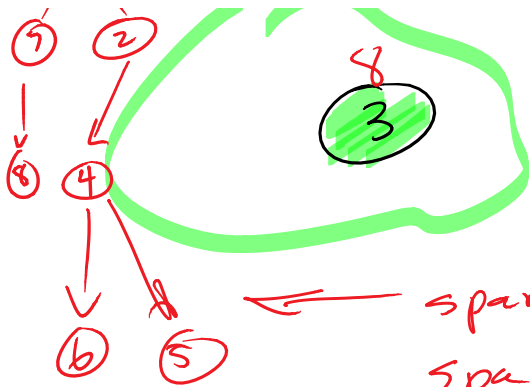
1

1	2
2	1
2	3
3	1
3	3

 ← edges

Depth First Search





spanning tree
spanning forest

tree edges

back edges

cross over edge

```
#include <vector>
using namespace std;
void DFSsearch(const vector<vector<bool>>& adj)
```

```
int main() {
```

```
vector<vector<bool>>> adj =
```

```
{ { 0, 1, 0 },
```

```
  { 1, 0, 1 },
```

```
  { 1, 0, 1 };
```

```
};
```

```
DFSsearch(adj);
```

```
}
```

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void DFS search (const vector<vector<bool>>& A)

{
vector<bool> visited (A.size(), 0);

for (int v = 0; v < A.size(); ++v)

{ if (!visit[v])

{ dfs (A, visited, v);

3 3



3

void dfs (

const vector<vector<bool>>& A,
vector<bool>& visited,
int v);

visit[v] = 1;

for (int w = 0; w < A.size(); ++w)
{ if (A[v][w] && !visit[w])
dfs(w);

3

3

