



Complexities of Graph Operations

Let's discuss the performance of the two graph representations.

We'll cover the following



- Time Complexities
 - Adjacency List
 - Adjacency Matrix
- Comparison

Time Complexities#

Below, you can find the time complexities for the 4 basic graph functions.

Note that, in this table, **V** means the total number of vertices and **E** means the total number of edges in the Graph.

Operation	Adjacency List	Adjacency Matrix
<i>Add Vertex</i>	$O(1)$	$O(V^2)$
<i>Remove Vertex</i>	$O(V+E)$	$O(V^2)$
<i>Add Edge</i>	$O(1)$	$O(1)$



Operation	Adjacency List	Adjacency Matrix
<i>Remove Edge</i>	$O(E)$	$O(1)$
<i>Search</i>	$O(V)$	$O(1)$
<i>Breadth First Search(BFS)</i>	$O(V+E)$	$O(V^2)$
<i>Depth First Search(DFS)</i>	$O(V+E)$	$O(V^2)$




Adjacency List#

- Adding an edge in adjacency lists takes constant time as we only need to insert at the **head** node of the corresponding vertex.
- Removing an edge takes $O(E)$ time because, in the worst case, all the edges could be at a single vertex and hence, we would have to traverse all E edges to reach the last one.
- Removing a vertex takes $O(V + E)$ time because we have to delete all its edges and then reindex the rest of the list one step back in order to fill the deleted spot.
- Searching an edge between a pair of vertices can take up to $O(V)$ if all V nodes are present at a certain index and we have to traverse them.

Adjacency Matrix#

- Edge operations are performed in constant time as we only need to manipulate the value in the particular cell.



- Vertex operations are performed in $O(V^2)$ since we need to fill all the new cells.   
- Searching an edge is $O(1)$ because we can access each edge by indexing.


Comparison#

Both representations are suitable for different situations. If your application frequently manipulates vertices, the adjacency list is a better choice.

If you are dealing primarily with edges, the adjacency matrix is the more efficient approach.

Keep these complexities in mind because they will give you a better idea about the time complexities of the several algorithms we'll see in this section.

In the next lesson, we will look at a special type of graph called the **bipartite graph**.

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