

# INFDEV026A - Algoritmiek

## Unit 5

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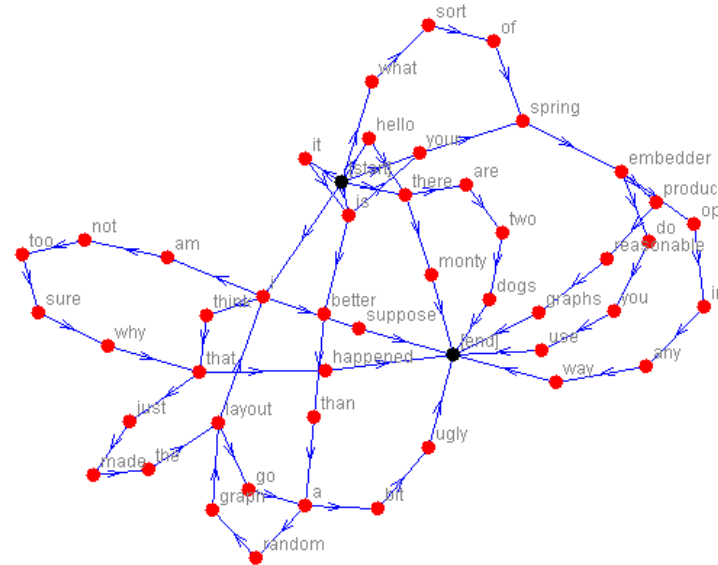
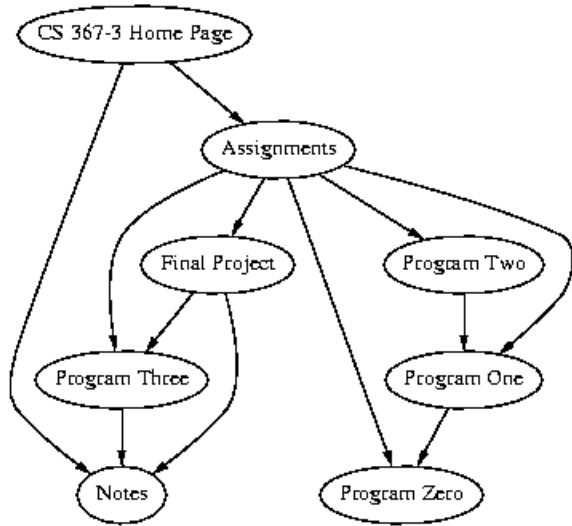
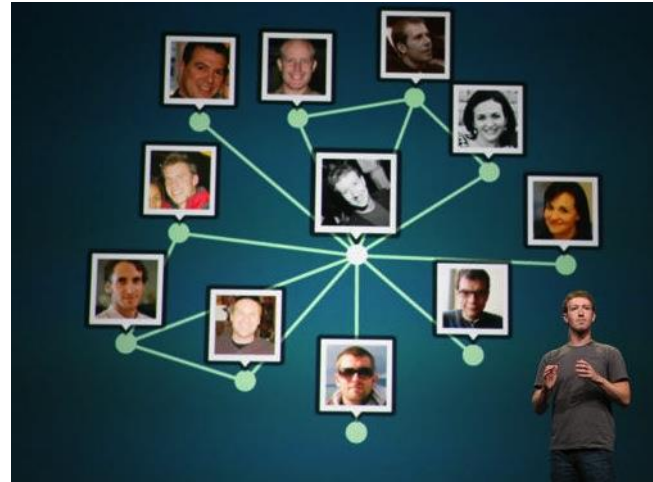
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# Today

- ▶ ~~Why is my code slow?~~
  - ▶ ~~Empirical and complexity analysis~~
- ▶ ~~How do I order my data?~~
  - ▶ ~~Sorting algorithms~~
- ▶ ~~How do I structure my data?~~
  - ▶ ~~Linear, tabular, recursive data structures~~
- ▶ How do I represent relationship networks?
  - ▶ Graphs

# More detailed agenda

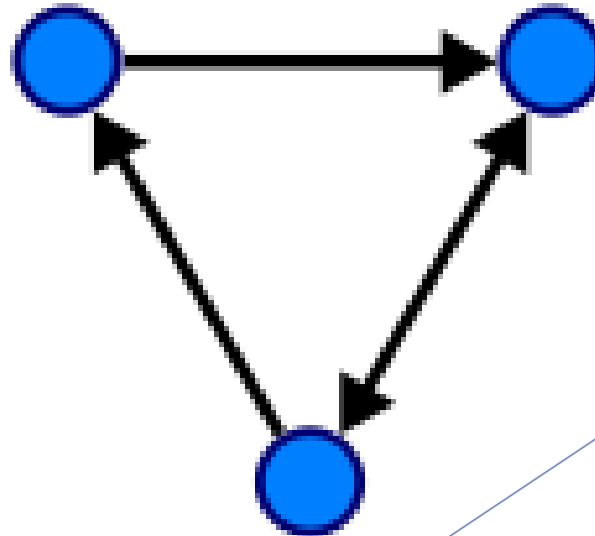
- ▶ What are (di)graphs?
- ▶ How do we represent a (di)graph?
  - ▶ Adjacency list, adjacency matrix, incidence matrix
- ▶ How can we traverse/visit a graph?
  - ▶ BFS, DFS
- ▶ How can we find the shortest path between two nodes of a graph?
  - ▶ Dijkstra's algorithm



# Graphs

# Graphs - Definition

- ▶ Nonlinear structure made by
  - ▶ finite (and possibly mutable) set of *nodes* or *vertices*
  - ▶ set of ordered/unordered pairs of these nodes, known as *edges* or *arcs*
    - ▶ edge  $(x, y)$  is said to **point** or **go from**  $x$  to  $y$
    - ▶ may also associate to each edge some edge *value*, such as a symbolic label or a numeric attribute (cost, capacity, length, etc.)



# Graphs - Definition

► Simple graph  $\rightarrow$  pair  $G = (V, E)$  where

- $V$  and  $E$  are finite sets
- $V$  = vertices (nodes);  $E$  = edges (arcs)
- every element of  $E$  is a two-element subset of  $V$

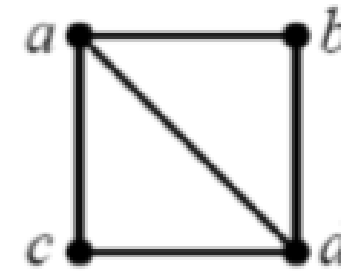
► Graph size  $\rightarrow$  # elements of  $V \rightarrow |V|$

► Given an edge  $e = \{a, b\} = ab = ba$

- $e$  connects/is incident with the two vertices  $a$  and  $b$
- $a$  and  $b$  are adjacent/incident upon  $e$ /the terminal points of  $e$

► Path from  $a$  to  $b \rightarrow$  sequence of edges which form a chain of connected vertices from  $a$  to  $b$ , with all distinct vertices

► length of a path = number of edges forming the path



$$V = \{a, b, c, d\}$$

$$E = \{ab, ac, ad, bd, cd\}$$

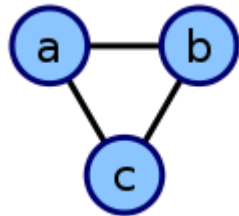
# Graphs - Representations

- ▶ Possible data structures for the representation of graphs
  - ▶ **Adjacency list**
    - ▶ Vertices are stored as records or objects, and every vertex stores a list of adjacent vertices
  - ▶ **Adjacency matrix**
    - ▶ A two-dimensional matrix, in which the rows represent source vertices and columns represent destination vertices
  - ▶ **Incidence matrix**
    - ▶ A two-dimensional matrix, in which the rows represent the vertices and columns represent the edges

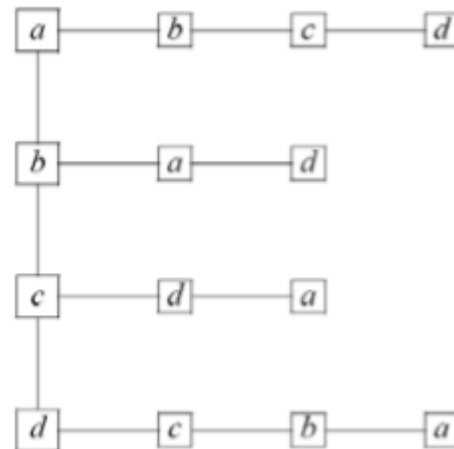
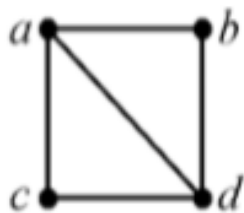
# Graphs - Representations

## ► Adjacency list

- collection of unordered lists, one for each vertex in the graph
- each list describes the set of neighbors of its vertex



a	adjacent to	b,c
b	adjacent to	a,c
c	adjacent to	a,b

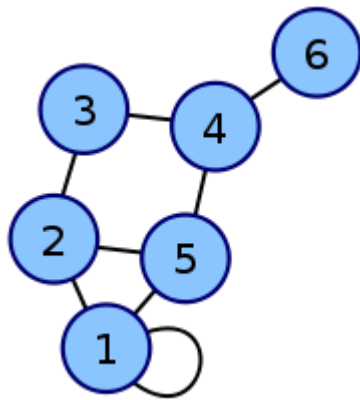




# Graphs - Representations

## ► Adjacency matrix

- represents which vertices of a graph are adjacent to which other vertices
- rows and columns represent both the vertices
- given a cell at row  $i \rightarrow$  column  $j$  is *True(1)* if there is an edge connecting  $i$  to  $j$



$$\begin{pmatrix} 1 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

# Graphs - Representations

## ► Adjacency matrix properties

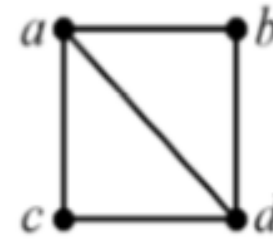
- the matrix is symmetric ( $a[i][j] == a[j][i]$  will be true  $\forall i, j$ )
- the number of *True*(1) entries is twice the number of edges
- different orderings of the vertex set  $V$  will result in different adjacency matrices for the same graph
- preferred representation when the graph is *dense* (= many edges)
  - When the graph is sparse (= few edges), adjacency lists are more efficient



	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>
<i>a</i>	<b>F</b>	<b>T</b>	<b>T</b>	<b>T</b>
<i>b</i>	<b>T</b>	<b>F</b>	<b>F</b>	<b>T</b>
<i>c</i>	<b>T</b>	<b>F</b>	<b>F</b>	<b>T</b>
<i>d</i>	<b>T</b>	<b>T</b>	<b>T</b>	<b>F</b>

	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>
<i>a</i>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>
<i>b</i>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<i>c</i>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<i>d</i>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>

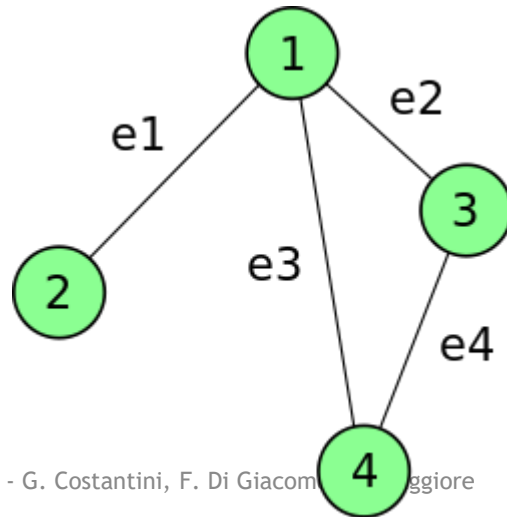
# Graphs - Representations



$a$	1	1	1	0	0
$b$	1	0	0	1	0
$c$	0	1	0	0	1
$d$	0	0	1	1	1

## ► Incidence matrix

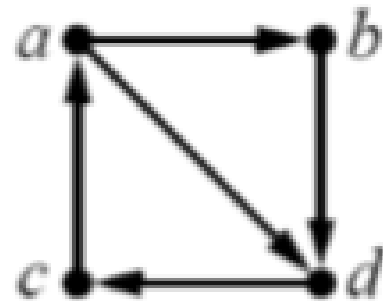
- shows the relationship between two classes of objects: vertices (rows) and edges (columns)
- given a cell at row  $i \rightarrow$  column  $j$  is *True(1)* if vertex  $i$  is incident upon edge  $j$



$$\begin{pmatrix} 1 & 1 & 1 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{pmatrix}$$

# Graphs - Definition of digraph

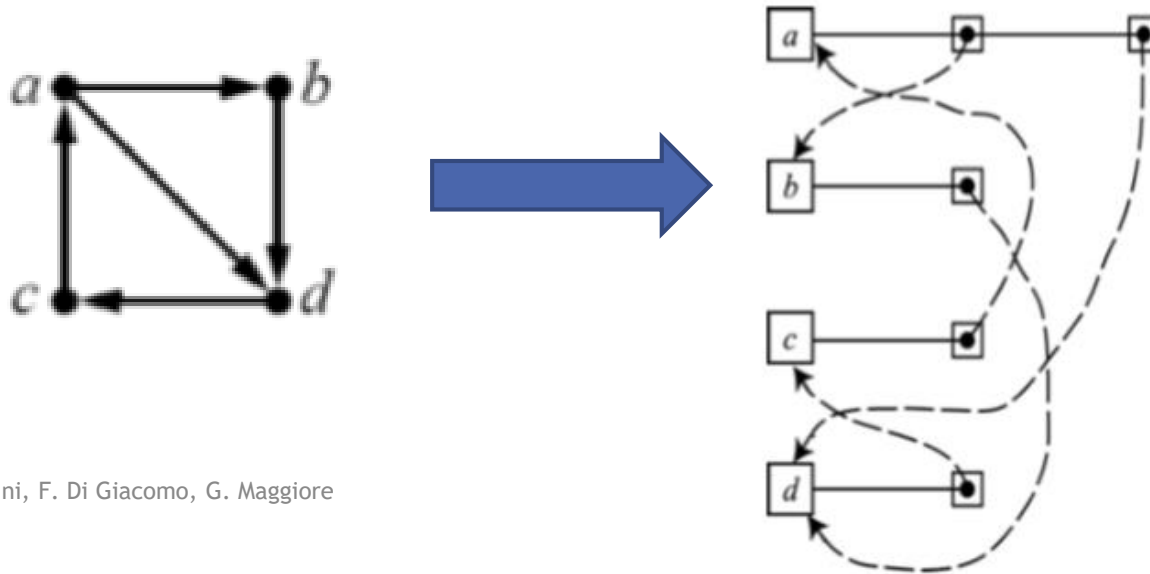
- ▶ A *digraph* (or **directed graph**) is a pair  $G = (V, E)$  where  $V$  is a finite set and  $E$  is a set of ordered pairs of elements of  $V$ 
  - ▶ Difference with simple graphs: edges have a DIRECTION
  - ▶ If  $e = (a, b)$  ...
    - ▶ the edge  $e$  *emanates/is incident from* vertex  $a$
    - ▶ the edge  $e$  *terminates/is incident to* vertex  $b$



# Graphs - Representation of digraphs

## ► Adjacency list of a digraph

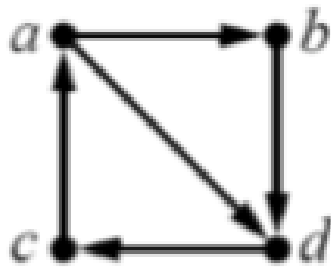
- for each vertex in the graph, store a list containing the edges that emanate from that vertex
- same as the adjacency list for a graph, except that the links are *not duplicated* unless there are edges going both ways between a pair of vertices



# Graphs - Representation of digraphs

## ► Adjacency matrix of a digraph

- cell at row  $i$ , column  $j$  is *True* if there is an edge emanating from vertex  $i$  and terminating at vertex  $j$

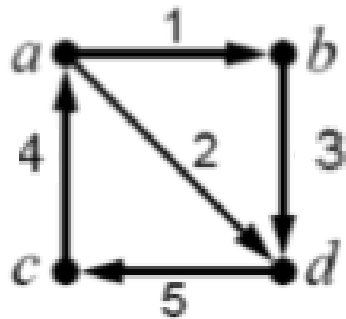


	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>
<i>a</i>	<b>F</b>	<b>T</b>	<b>F</b>	<b>T</b>
<i>b</i>	<b>F</b>	<b>F</b>	<b>F</b>	<b>T</b>
<i>c</i>	<b>T</b>	<b>F</b>	<b>F</b>	<b>F</b>
<i>d</i>	<b>F</b>	<b>F</b>	<b>T</b>	<b>F</b>

# Graphs - Representation of digraphs

## ► Incidence matrix of a digraph

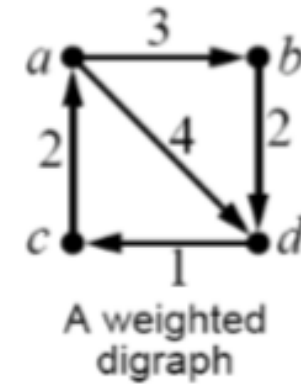
- cell at row  $i$ , column  $j$  has value
  - 1 if edge  $j$  emanates from vertex  $i$
  - -1 if edge  $j$  terminates at vertex  $i$



$a$	1	1	0	-1	0
$b$	-1	0	1	0	0
$c$	0	0	0	1	-1
$d$	0	-1	-1	0	1

# Graphs - Some more terminology

- ▶ Path from  $a$  to  $b$  in a digraph
  - ▶ Same concept as in undirected graphs
- ▶ **Weighted digraph**  $\rightarrow$  pair  $(V, w)$  where
  - ▶  $V$  is a finite set of vertices
  - ▶  $w$  is a function that assigns to each pair  $(x, y)$  of vertices either a positive integer or  $\infty$  (infinity)
    - ▶ called *weight function*
    - ▶ cost/time/distance for moving directly from  $x$  to  $y$ ;  $\infty$  means no edge from  $x$  to  $y$
  - ▶ Weighted graph  $\rightarrow w$  is symmetric (  $w(x, y) = w(y, x)$  )





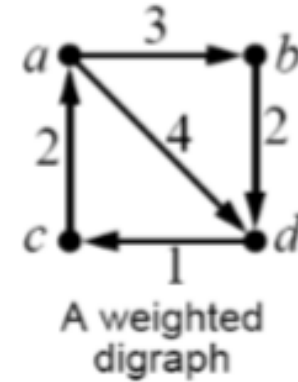
# Graphs - Some more terminology

- ▶ **Weighted path length**

- ▶ sum of the weights of the edges along the path

- ▶ **Shortest distance from  $x$  to  $y$**

- ▶ minimum weighted path length among all the paths from  $x$  to  $y$
  - ▶ *Dijkstra's Shortest Path Algorithm* → finding the shortest path from one vertex to each other vertex in a (di)graph

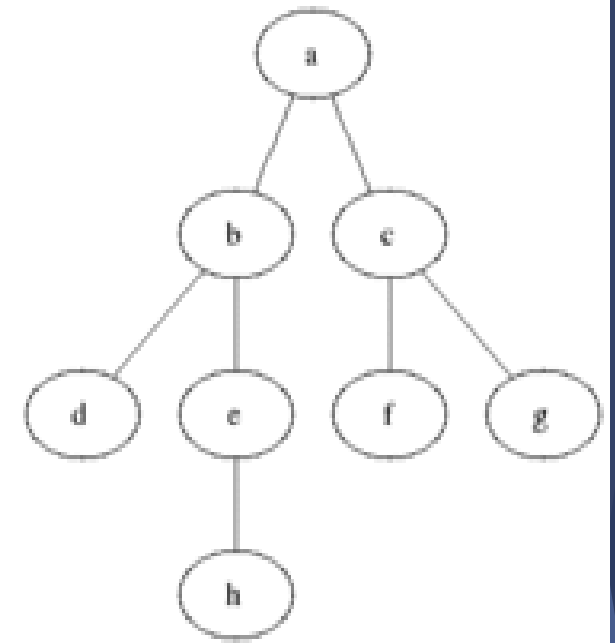


# Graphs - Traversal algorithms

- ▶ *Graph traversal* → visiting all the nodes in a graph in a particular manner, updating and/or checking their values along the way
- ▶ Possible algorithms
  - ▶ **BFS** (Breadth First Search)
    - ▶ Inspect all neighbors of a node; then for each neighbor inspect all its unvisited neighbors, etc...
  - ▶ **DFS** (Depth First Search)
    - ▶ Start from one neighbor and go as far as possible in that direction before continuing with exploring the other neighbors

# Graph - BFS traversal algorithm

- ▶ Search is limited to essentially two operations
  - ▶ visit and inspect a node of a graph
  - ▶ gain access to visit the nodes that neighbor the currently visited node
- ▶ Algorithm
  - ▶ begins at a root node and inspects all the neighboring nodes
  - ▶ for each of those neighbor nodes in turn, it inspects their neighbor nodes which were unvisited, and so on
- ▶ Complexity  $\rightarrow O(|V| + |E|)$

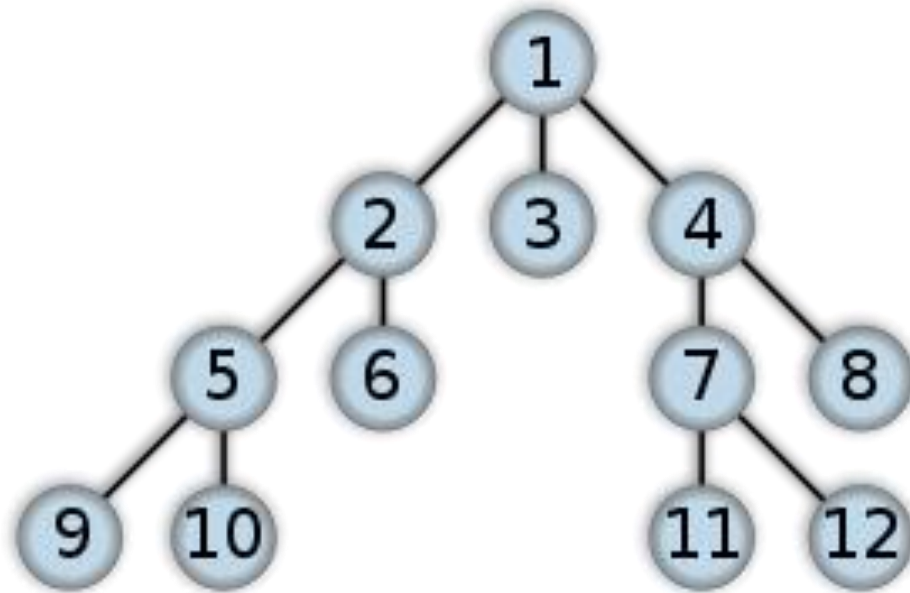


# Graph - BFS traversal algorithm

- ▶ **Queue** data structure used to store intermediate results as it traverses the graph
  1. Enqueue the root node
  2. Dequeue a node and examine it
    - ▶ [If the element sought is found in this node, quit the search and return a result]
    - ▶ Otherwise enqueue any successors (the direct child nodes) that have not yet been discovered
  3. If the queue is empty, every node on the graph has been examined [quit the search and return "not found"]
  4. If the queue is not empty, repeat from Step 2

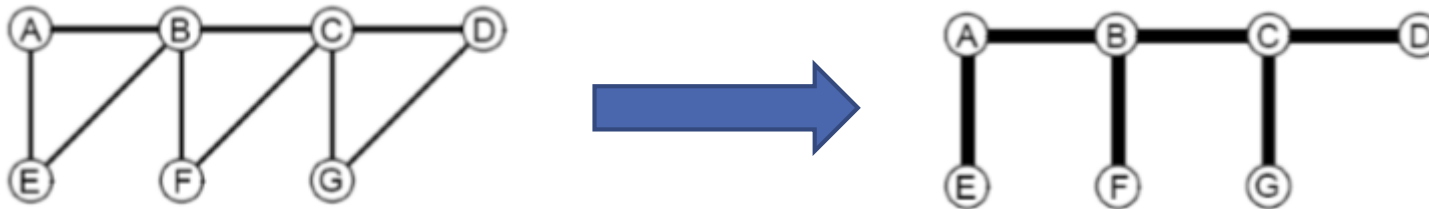
# Graph - BFS traversal algorithm

- Result of a BFS traversal



# Graph - BFS traversal algorithm

- ▶ BFS traversal
  - ▶ Returned list of visited vertices: A, B, E, C, F, D, G



# Graph - BFS traversal algorithm

## Algorithm pseudocode:

```
Breadth-First-Search(Graph, root)
  for each node n in Graph:
    n.distance = INFINITY
    n.parent = NIL
  create empty queue Q
  root.distance = 0
  Q.enqueue(root)
  while Q is not empty:
    current = Q.dequeue()
    for each node n that is adjacent to current:
      if n.distance == INFINITY:
        n.distance = current.distance + 1
        n.parent = current
        Q.enqueue(n)
```

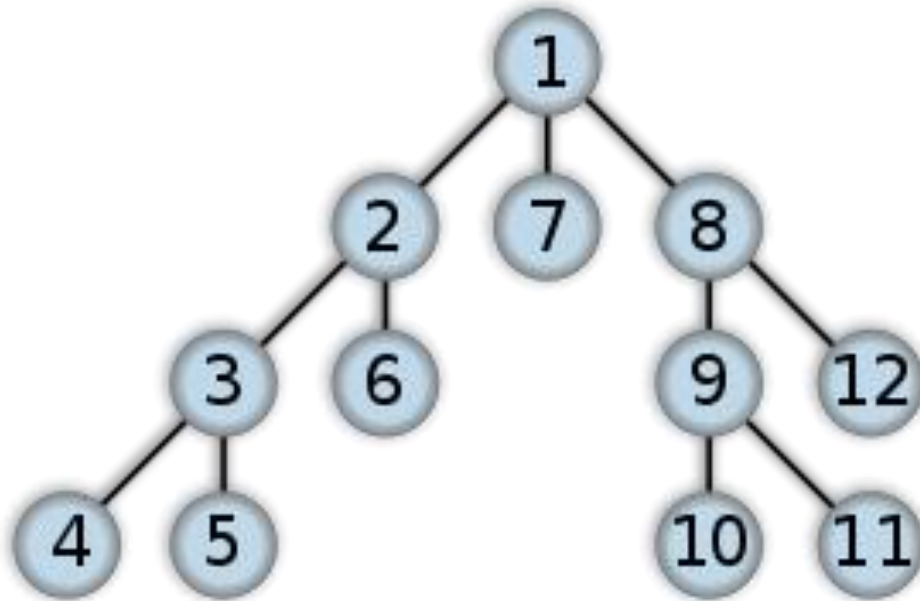
# Graph - DFS traversal algorithm

- ▶ Algorithm
  - ▶ Starts at a root node
  - ▶ Explores as far as possible along each branch before backtracking
- ▶ Complexity  $\rightarrow O(|V| + |E|)$
- ▶ Difference with BFS
  - ▶ DSF uses a stack instead of a queue
    - ▶ *Push* only the first unvisited neighbour of the top element of the stack
    - ▶ *Pop* from the stack if there are no other unvisited neighbours
  - ▶ A recursive implementation is possible

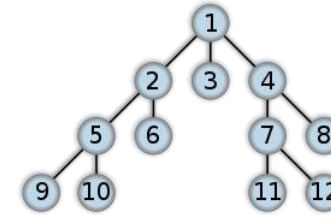


# Graph - DFS traversal algorithm

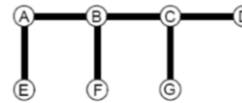
- Result of a DFS traversal



BFS was...

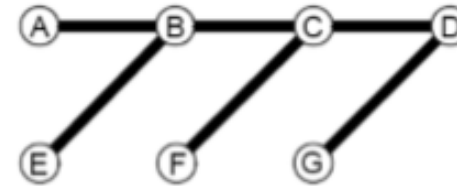
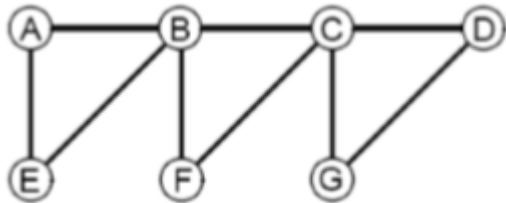


# Graph - DFS traversal algorithm

BFS was... 

- ▶ DFS traversal

- ▶ Returned list of visited vertices: A, B, C, D, G, F, E



# Graph - DFS traversal algorithm

## Algorithm pseudocode (recursive)

```
procedure DFS(G,v):  
    label v as discovered  
    for all edges from v to w in G.adjacentEdges(v) do  
        if vertex w is not labeled as discovered then  
            recursively call DFS(G,w)
```

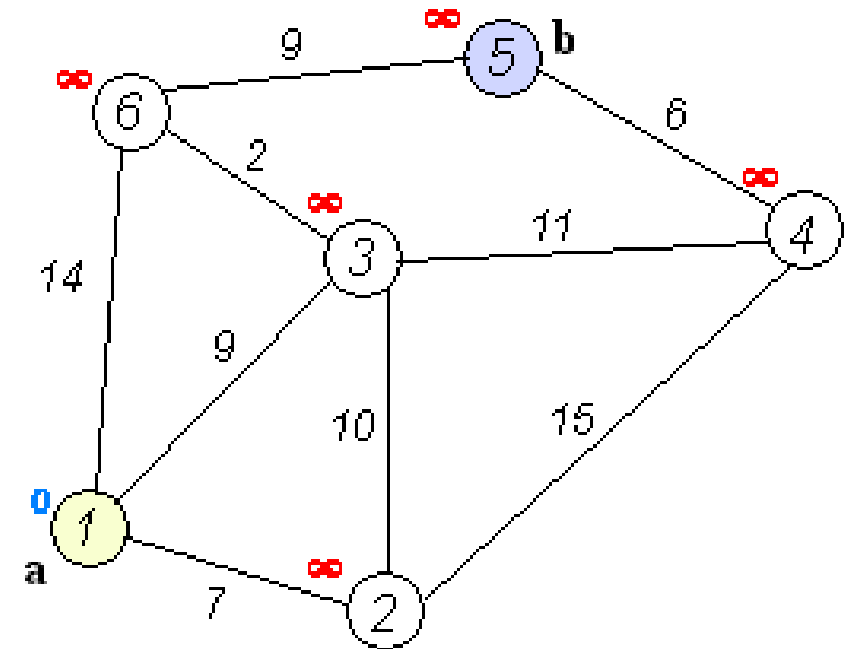
# Graph - DFS traversal algorithm

## Algorithm pseudocode (iterative)

```
procedure DFS-iterative(G,v):  
  let S be a stack  
  S.push(v)  
  while S is not empty  
    v = S.pop()  
    if v is not labeled as discovered:  
      label v as discovered  
      for all edges from v to w in G.adjacentEdges(v) do  
        S.push(w)
```

# Graphs - Dijkstra's algorithm

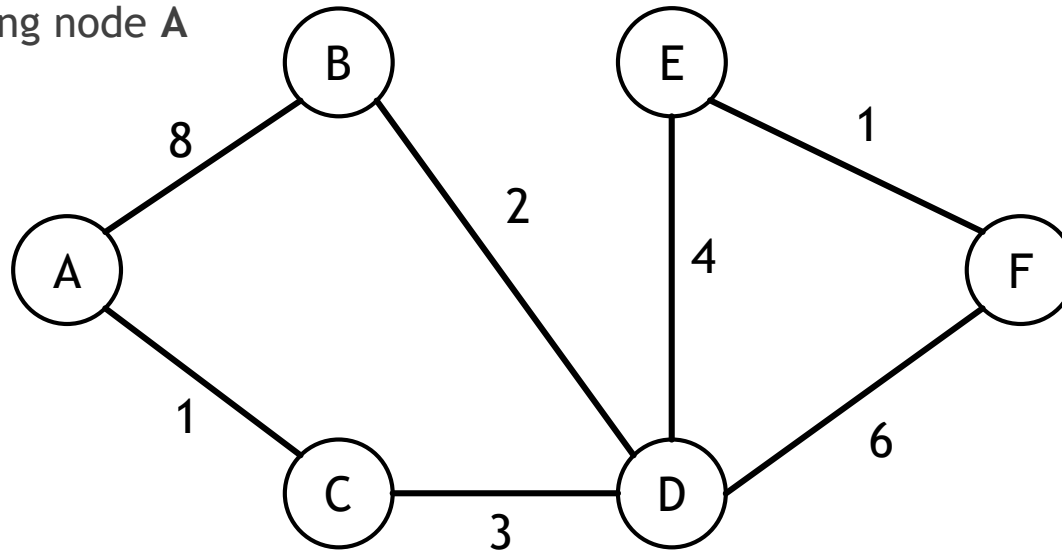
- ▶ Single-source shortest path problem
  - ▶ for a given source vertex (node) in the graph, the algorithm finds the path with lowest cost (i.e., the shortest path) between that vertex and every other vertex
- ▶ Informal steps of the algorithm
  - ▶ Pick the unvisited vertex with the lowest-distance
  - ▶ Calculate the distance through it to each unvisited neighbor
  - ▶ Update the neighbor's distance if smaller
  - ▶ Mark as visited when done with neighbors



# Graphs - Dijkstra's algorithm

## ► Example

### ► Starting node A

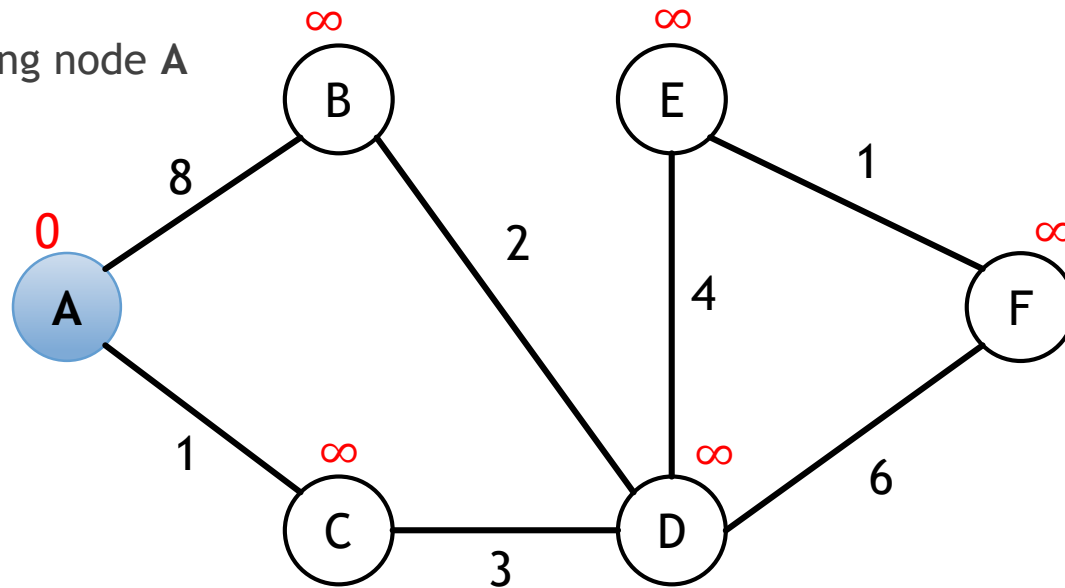


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# Graphs - Dijkstra's algorithm

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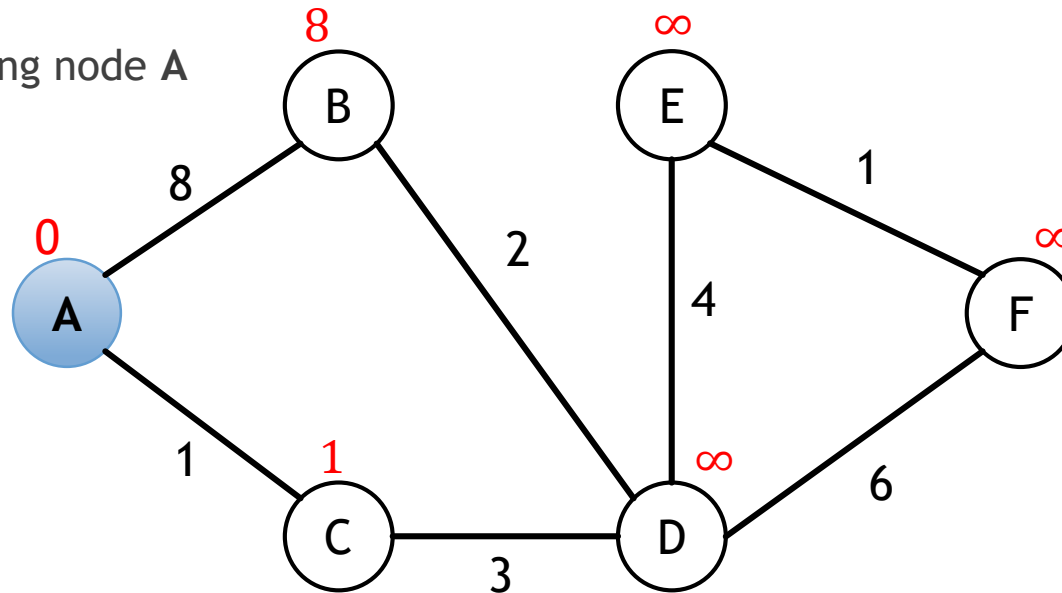


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# Graphs - Dijkstra's algorithm

## ► Example

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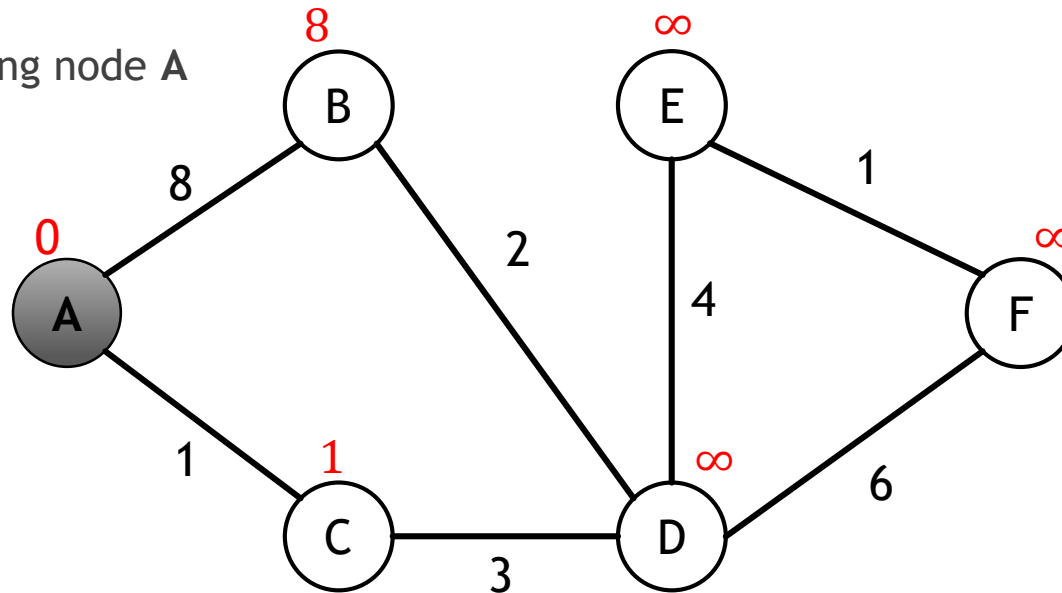
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# Graphs - Dijkstra's algorithm

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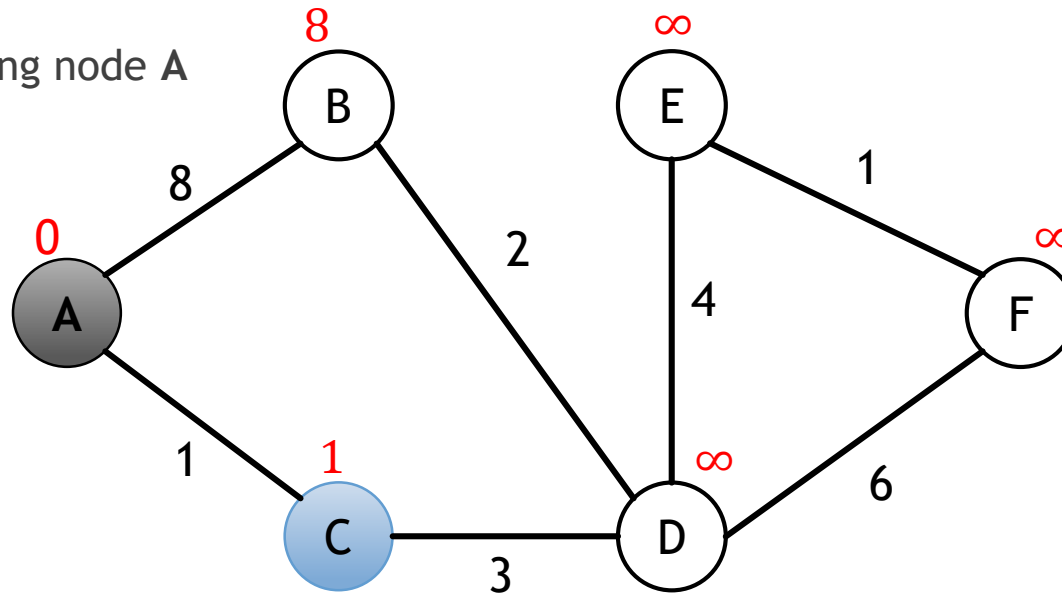


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# Graphs - Dijkstra's algorithm

## ► Example

► Starting node A

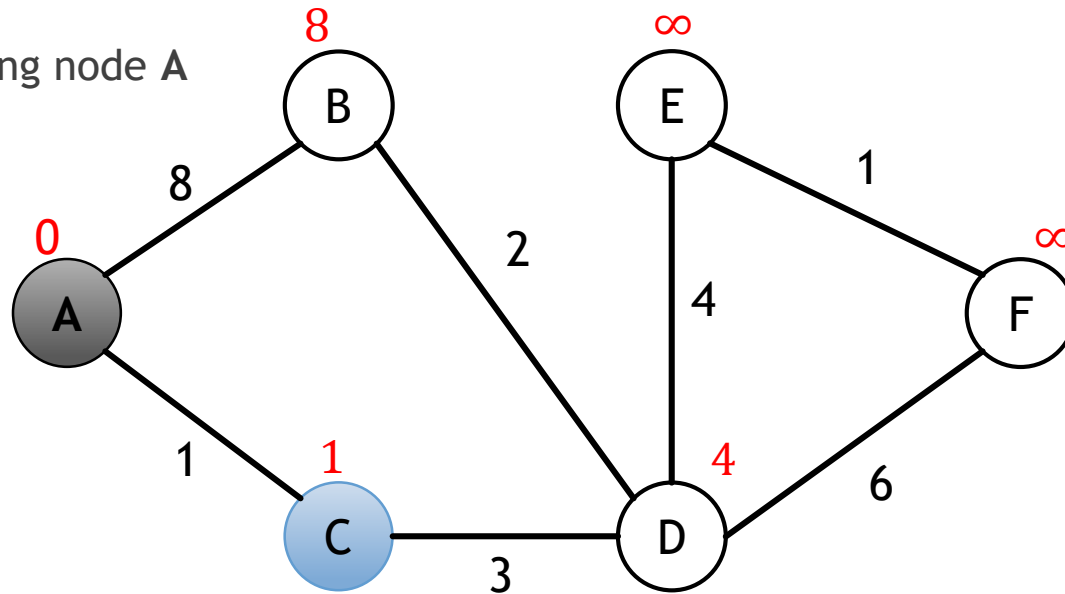


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# Graphs - Dijkstra's algorithm

## ► Example

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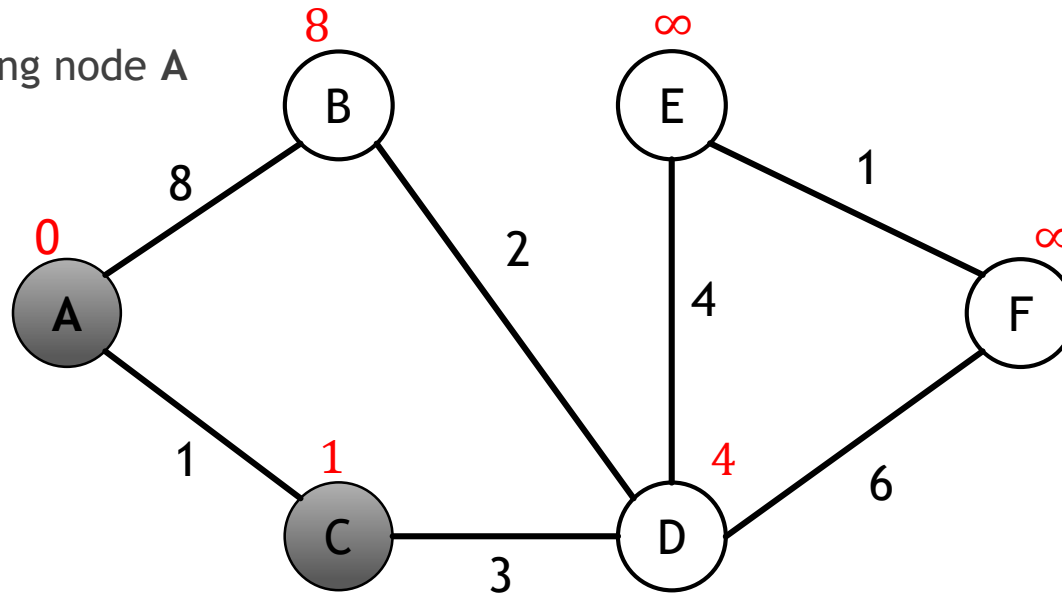


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# Graphs - Dijkstra's algorithm

## ► Example

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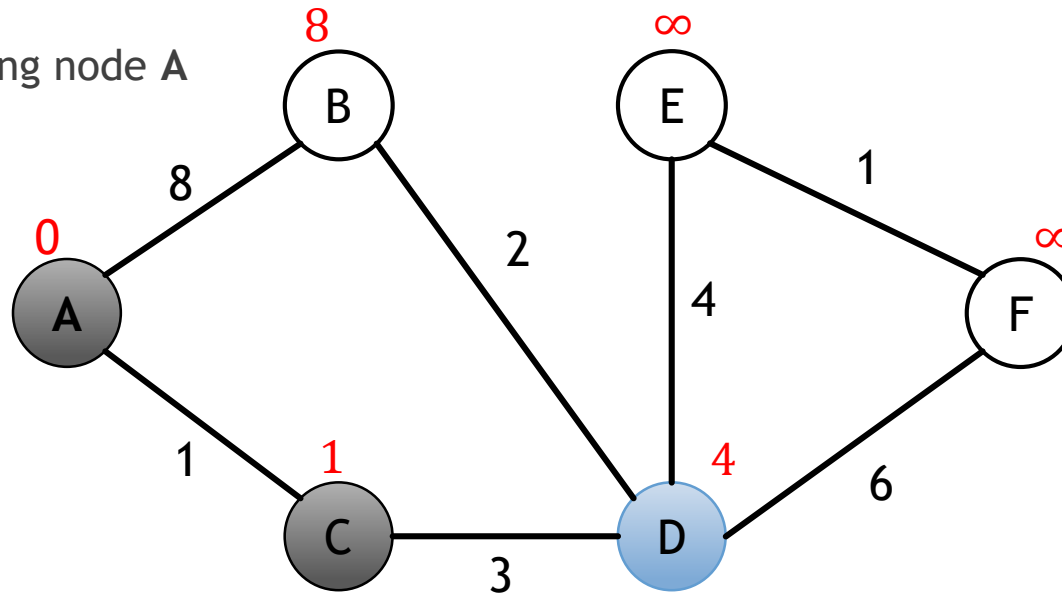


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# Graphs - Dijkstra's algorithm

## ► Example

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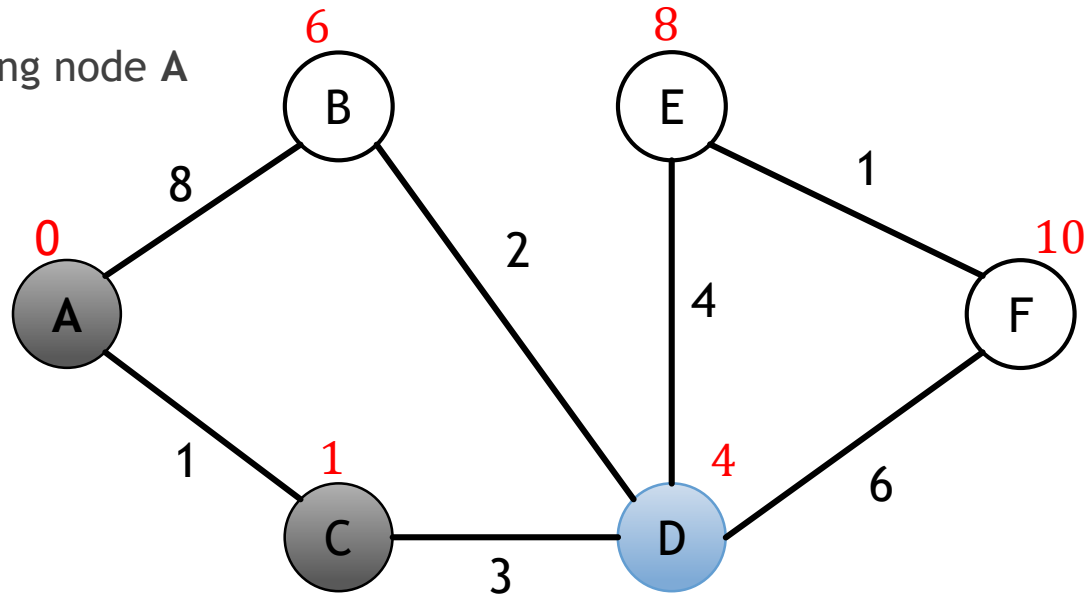


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# Graphs - Dijkstra's algorithm

## ► Example

► Starting node A

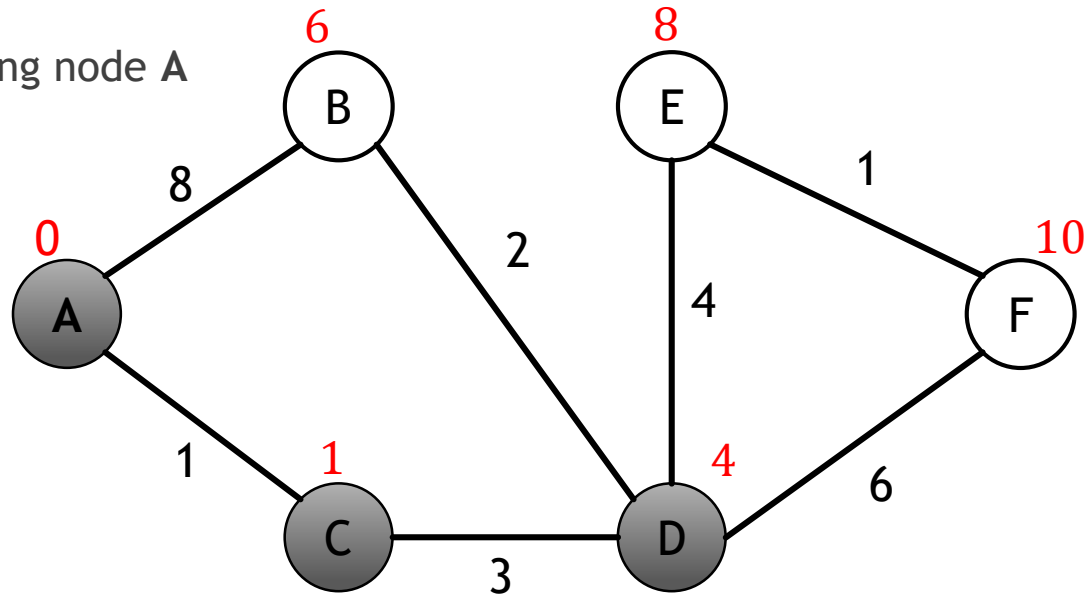


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# Graphs - Dijkstra's algorithm

## ► Example

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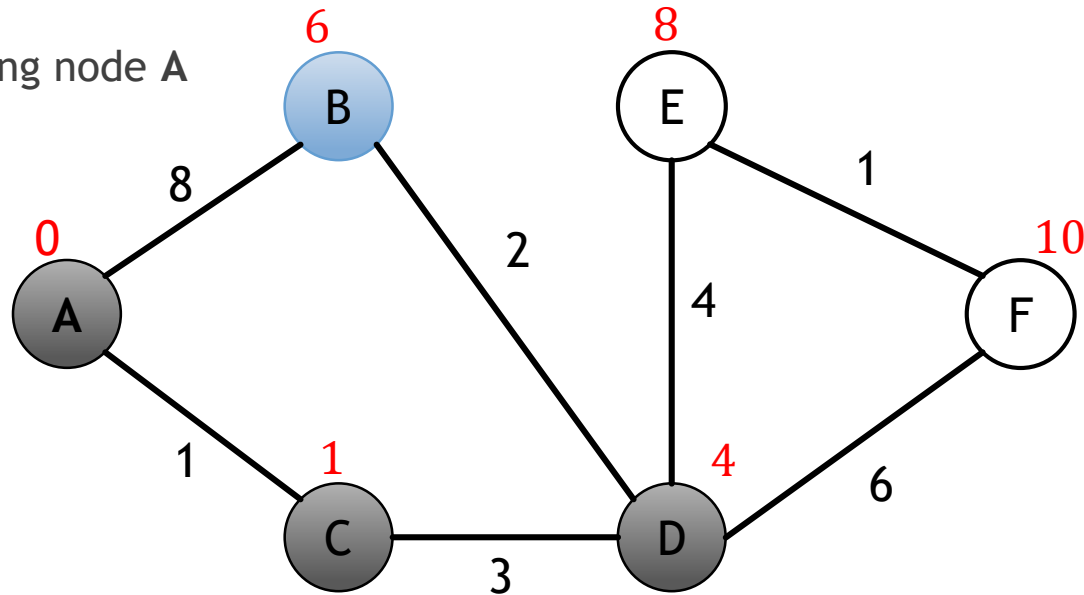


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# Graphs - Dijkstra's algorithm

## ► Example

► Starting node A



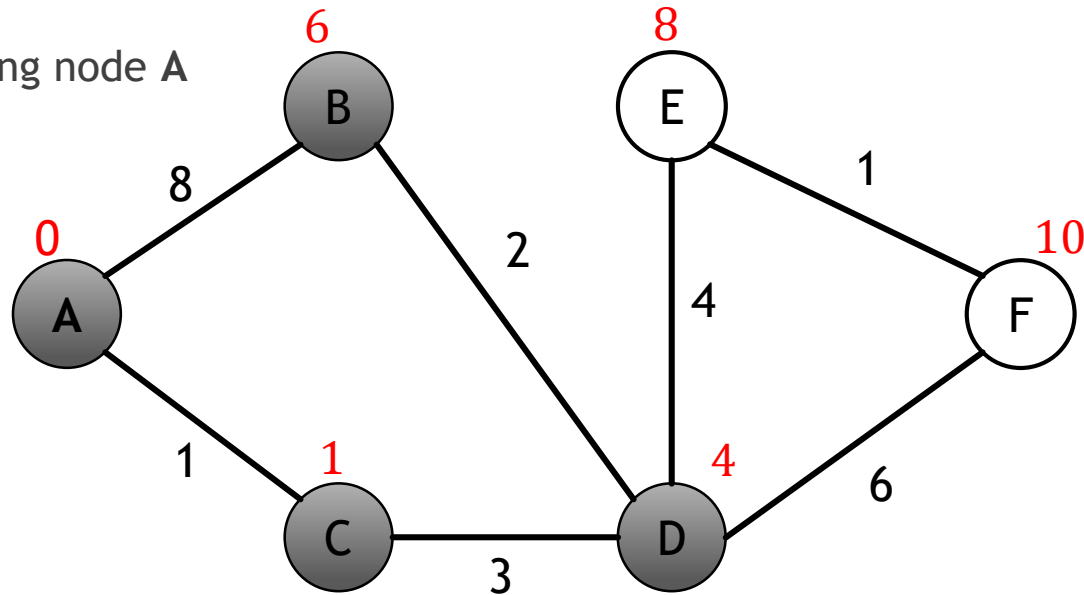
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# Graphs - Dijkstra's algorithm

## ► Example

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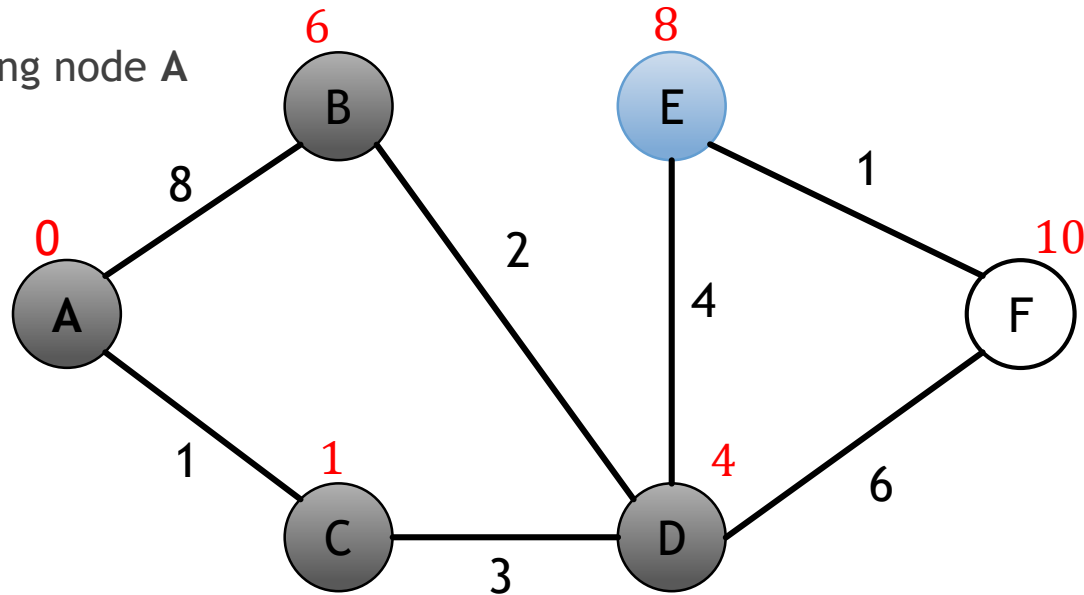


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- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
- Mark as visited when done with neighbors

# Graphs - Dijkstra's algorithm

## ► Example

► Starting node A

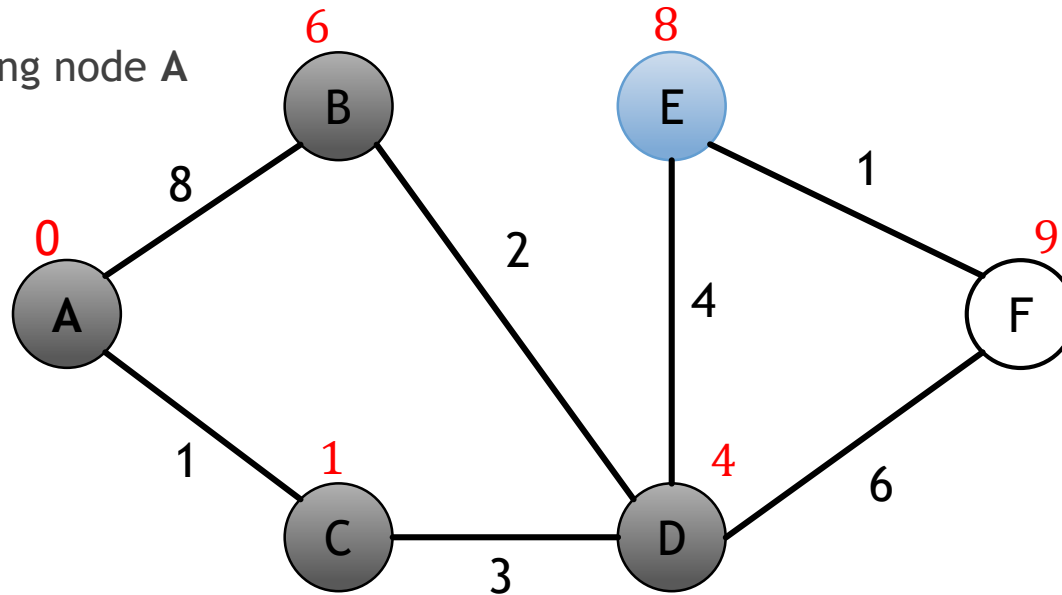


- Pick the unvisited vertex with the lowest-distance
- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
- Mark as visited when done with neighbors

# Graphs - Dijkstra's algorithm

## ► Example

### ► Starting node A

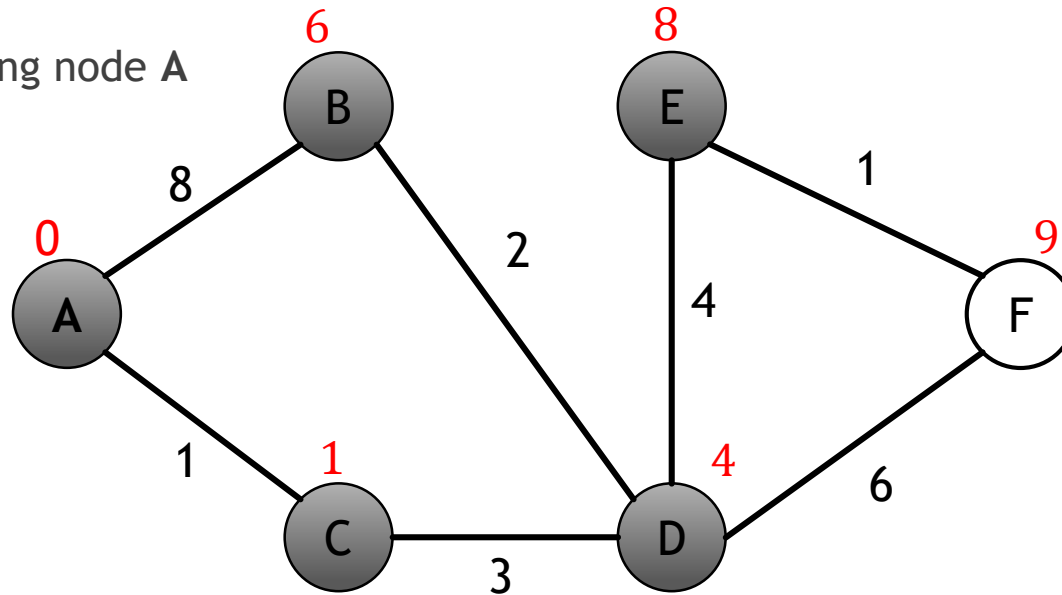


- Pick the unvisited vertex with the lowest-distance
- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
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# Graphs - Dijkstra's algorithm

## ► Example

► Starting node A

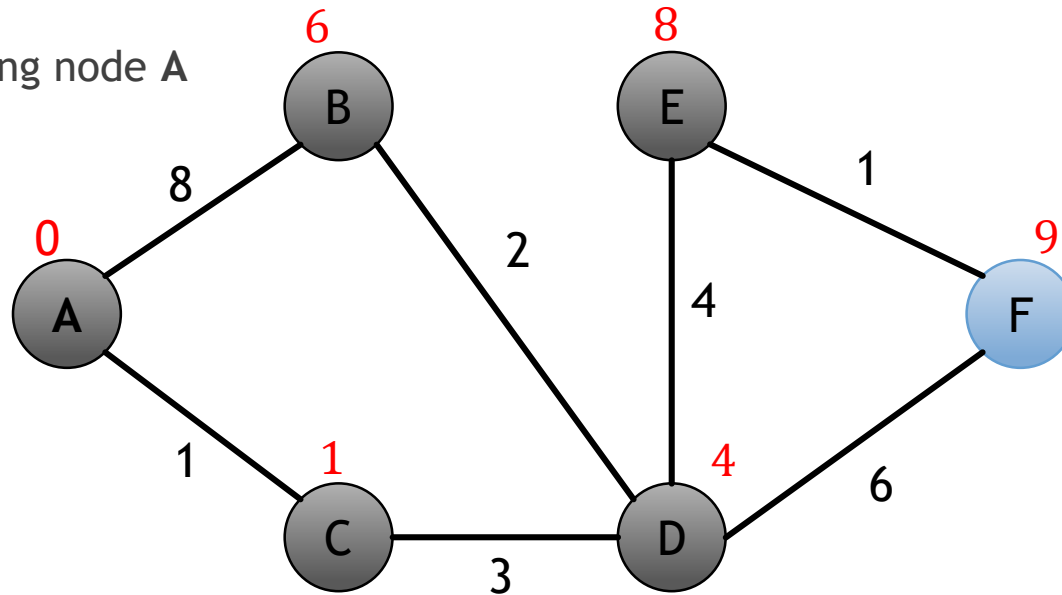


- Pick the unvisited vertex with the lowest-distance
- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
- Mark as visited when done with neighbors

# Graphs - Dijkstra's algorithm

## ► Example

### ► Starting node A

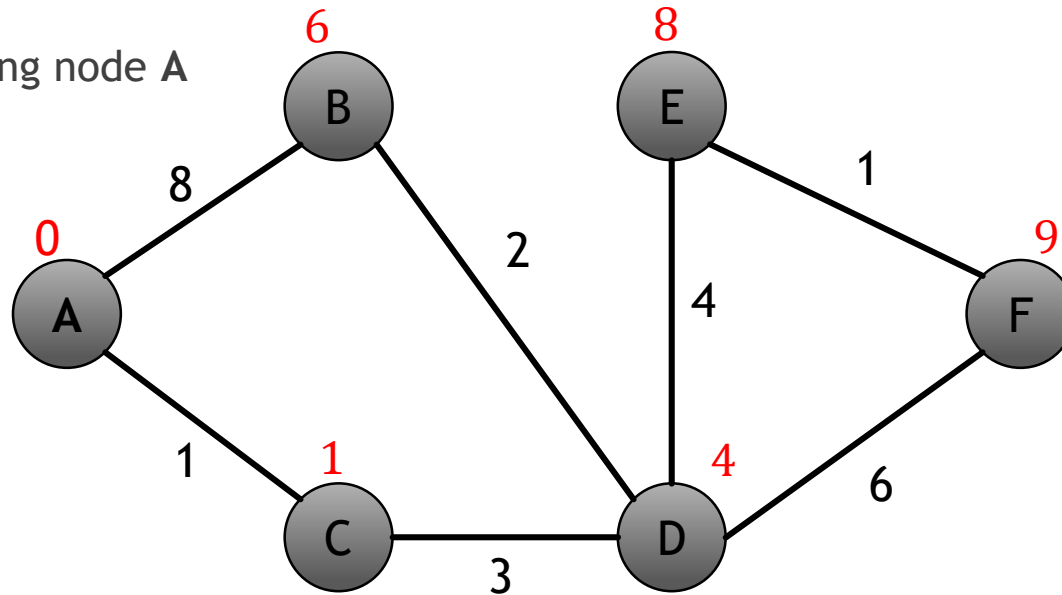


- Pick the unvisited vertex with the lowest-distance
- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
- Mark as visited when done with neighbors

# Graphs - Dijkstra's algorithm

## ► Example

### ► Starting node A



- Pick the unvisited vertex with the lowest-distance
- Calculate the distance through it to each unvisited neighbor
- Update the neighbor's distance if smaller
- Mark as visited when done with neighbors

# Graphs - Dijkstra's algorithm (pseudocode)

```
function Dijkstra(Graph, source):  
    create vertex set Q  
    for each vertex v in Graph:           // Initialization  
        dist[v] ← INFINITY                // Unknown distance from source to v  
        prev[v] ← UNDEFINED               // Previous node in optimal path from source  
        add v to Q                         // All nodes initially in Q (unvisited nodes)  
    dist[source] ← 0                       // Distance from source to source  
    while Q is not empty:  
        u ← vertex in Q with min dist[u]  // Source node will be selected first  
        remove u from Q  
  
        for each neighbor v of u:         // where v is still in Q.  
            alt ← dist[u] + length(u, v)  
            if alt < dist[v]:              // A shorter path to v has been found  
                dist[v] ← alt  
                prev[v] ← u  
    return dist[], prev[]
```

# Graphs - Dijkstra's algorithm

- ▶ Main steps of the algorithm
  - ▶ Pick the unvisited vertex with the lowest-distance
  - ▶ Calculate the distance through it to each unvisited neighbor
  - ▶ Update the neighbor's distance if smaller
  - ▶ Mark visited when done with neighbors



# Graphs - Dijkstra's algorithm

1. Assign to every node a tentative distance value: set it to zero for the initial node and to infinity ( $\infty$ ) for all other nodes.
2. Set the initial node as current. Mark all other nodes unvisited. Create a set of all the unvisited nodes called the *unvisited set*.
3. For the current node, consider all of its unvisited neighbors and **calculate their tentative distances**. Compare the newly calculated *tentative* distance to the current assigned value and **assign the smaller one**.
  - ▶ For example, if the current node *A* is marked with a distance of 6, and the edge connecting it with a neighbor *B* has length 2, then the distance to *B* (through *A*) will be  $6 + 2 = 8$ . If *B* was previously marked with a distance greater than 8 then change it to 8. Otherwise, keep the current value.
4. When we are done considering all of the neighbors of the current node, **mark the current node as visited** and remove it from the *unvisited set*. A visited node will never be checked again.
5. **Select the unvisited node that is marked with the smallest tentative distance**, and set it as the new "current node" then go back to step 3.

# Homework

- ▶ **GO ON WITH THE ASSIGNMENT!!!**
  - ▶ *Exercise 1 should be completed*
  - ▶ *Exercise 2 should be in progress*
    - ▶ Tip: look for binary tree code from N@tschool, as inspiration
  - ▶ *[for the fastest] Exercise 3 can now be started*
    - ▶ creation of the adjacency matrix of the graph