



# ECAP770

## ADVANCE DATA STRUCTURES

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# Learning Outcomes



After this lecture, you will be able to

- understand adjacency matrix

# Graphs

- Graph is collection of vertices(nodes) (V) and edges(path) (E). It is non-linear data structure.

$G (V,E)$

- It is a pictorial representation of a set of objects where objects are connected by links.

# Graph Representation

- Graphs are commonly represent using following ways:
- Adjacency Matrix
- Adjacency List

# Adjacency Matrix

- Two vertices is called **adjacent** or **neighbour** if it support at least one common edge.
- A finite graph can be represented in the form of a square matrix.
- Boolean value (0,1) of the matrix indicates if there is a direct path between two vertices.

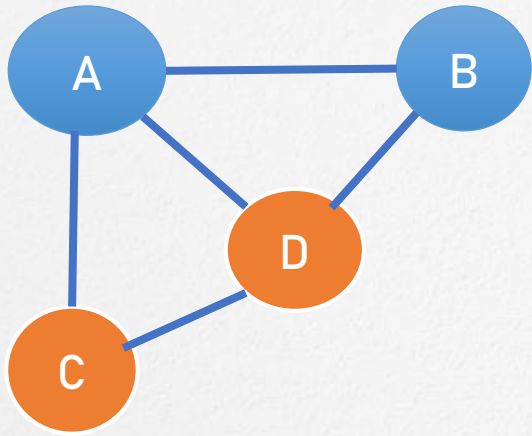
# Adjacency Matrix

- It is also called 2D matrix that is used to map the association between the graph nodes.
- If a graph has  $n$  number of vertices, then the adjacency matrix of that graph is  $n \times n$ , and each entry of the matrix represents the number of edges from one vertex to another.

# Adjacency Matrix Representation

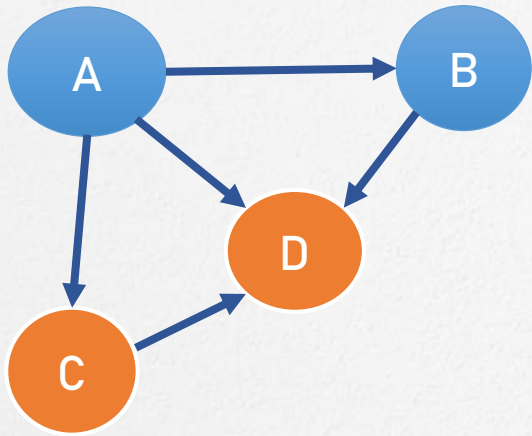
- If an Undirected Graph  $G$  consists of  $n$  vertices then the adjacency matrix of a graph is  $n \times n$  matrix  $A = [a_{ij}]$
- $a_{ij} = 1$  (if there is a path exists from  $V_i$  to  $V_j$ )
- $a_{ij} = 0$  (if there is no path exists from  $V_i$  to  $V_j$ )

# Undirected Graph Representation



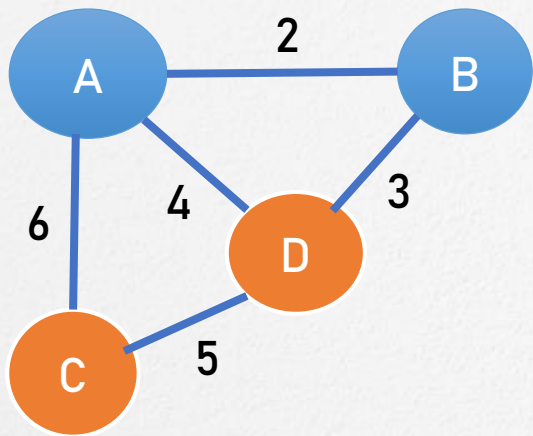
	A	B	C	D
A	0	1	1	1
B	1	0	0	1
C	1	0	0	1
D	1	1	1	0

# Directed Graph Representation



	A	B	C	D
A	0	1	1	1
B	0	0	0	1
C	0	0	0	1
D	0	0	0	0

# Undirected Weighted Graph



	A	B	C	D
A	0	2	6	4
B	2	0	0	3
C	6	0	0	5
D	4	3	5	0

# Applications: Adjacency Matrix

- Navigation tasks
- It is used to represent finite graphs
- Creating routing table in networks



That's all for now...