# COMP108 Data Structures and Algorithms

Graphs (Part I)

Professor Prudence Wong

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2022-23

#### **Outline**

#### Graphs

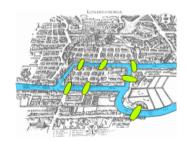
- Basic terminologies
- Undirected and directed graphs
- Euler circuits
- Graph traversals using queues & stacks

#### Learning outcomes:

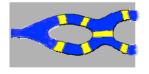
- Be able to tell what a graph is
- Be able to represent a graph using matrix and list
- Be able to describe different algorithms to traverse a graph

#### **Graph theory**

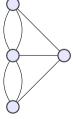
- introduced in the 18th century
- an old subject with many modern applications
- Mathematician Euler in Konigsberg
- Can we go around the city by crossing each bridge exactly once?



Map of Konigsberg



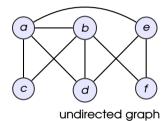
bridges and river banks



The graph

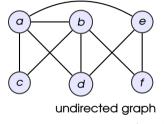
#### **Graphs**

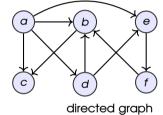
An undirected graph G = (V, E) consists of a set of vertices V and a set of edges E. Each edge is an unordered pair of vertices.
 (E.g., {b, c} & {c, b} refer to the same edge.)



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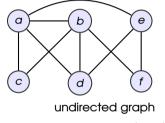


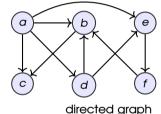
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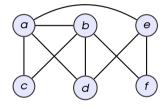


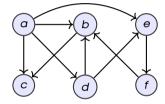






## represent a set of interconnected objects





undirected graph

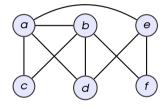
directed graph







## represent a set of interconnected objects



``friend'' relationship on Facebook



``follower'' relationship on Twitter



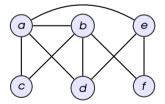
undirected graph

directed graph

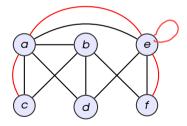
## **Applications of graphs**

- In computer science, graphs are often used to model
  - computer networks,
  - precedence among processes,
  - state space of playing chess (Al applications)
  - resource conflicts, · · ·
- In other disciplines, graphs are also used to model the structure of objects. E.g.,
  - biology evolutionary relationship
  - chemistry structure of molecules

simple graph: at most one edge between two vertices, no self loop (i.e., an edge from a vertex to itself)

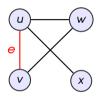


- simple graph: at most one edge between two vertices, no self loop (i.e., an edge from a vertex to itself)
- multigraph: allows more than one edge between two vertices



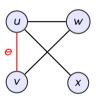
In an undirected graph G, suppose that  $\mathbf{e} = \{\mathbf{u}, \mathbf{v}\}$  is an edge of G

 $\blacktriangleright$  u and v are said to be adjacent and called neighbors of each other.



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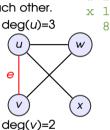
- ightharpoonup u and v are said to be adjacent and called neighbors of each other.
  - ightharpoonup u and v are called endpoints of e.
  - ightharpoonup e is said to be incident with u and v.
  - $\triangleright$  e is said to connect u and v.



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- ightharpoonup u and v are called endpoints of e.
- ightharpoonup e is said to be incident with u and v.
- $\triangleright$  e is said to connect u and v.
- The degree of a vertex v, denoted by deg(v), is the number of edges incident with it (a loop contributes twice to the degree)
- ► The degree of a graph is the maximum degree over all vertices. sum of degrees = 2 x number of edges

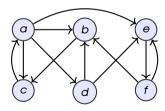


u 3 v 2

## **Directed graph**

A directed graph G = (V, E) consists of . . . Each edge is an ordered pair of vertices.

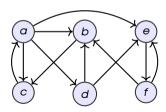
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(a,b) is in E but not (b,a); both (a,c) and (c,a) are in E

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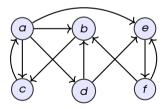
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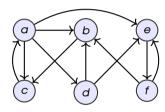
- A directed graph G = (V, E) consists of . . . Each edge is an ordered pair of vertices.
  - E.g., (b, c) refer to an edge from b to c and differs from (c, b).
- Given a directed graph G, a vertex a is said to be connected to a vertex b if there is a path from a to b.
- Road network (with one way roads)



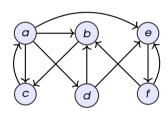
(a,b) is in E but not (b,a); both (a,c) and (c,a) are in E

- ightharpoonup in-degree of a vertex v: the number of edges leading to v
- ightharpoonup out-degree of a vertex v: the number of edges leading away from v.

v in-deg(v) out-deg(v)

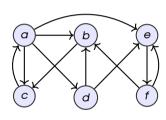


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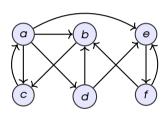
V	in-deg(v)	out-deg(v)
а	1	4

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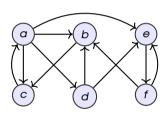
in-deg(v)	out-deg(v)
1	4
3	1
	1

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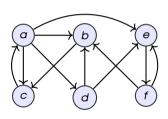
V	in-deg(v)	out-deg(v)
а	1	4
b	3	1
C	2	1

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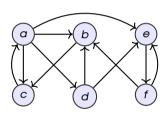
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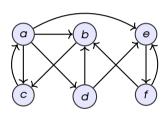
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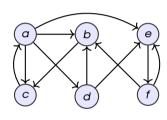
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sum:	11	11

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C	2	1
d	1	2
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f	1	2
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sum of in-degree
= sum of out-degree
= number of edges

in/out-deg always equal?

#### Claim on Handshaking

In a room full of people, some shake hands with others.

Some people have odd number of handshakes.

Some people have even number of handshakes.

Claim: The number of people with odd number of handshakes must be even.

In the context of graph

Claim: The number of vertices with odd degree must be even.

#### Representation of undirected graphs

- An undirected graph can be represented by adjacency matrix, adjacency list, incidence matrix or incidence list
- Adjacency matrix/list: relationship between vertex adjacency (vertex vs vertex)
- Incidence matrix/list: relationship between edge incidence (vertex vs edge)

#### Matrix / 2-Dimensional Array

*m*-by-*n* matrix

- m rows
- n columns

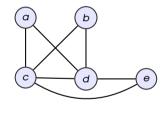
 $A_{i,j}$ 

row i, column j

$$\begin{pmatrix} A_{1,1} & A_{1,2} & A_{1,3} & \cdots & A_{1,n} \\ A_{2,1} & A_{2,2} & A_{2,3} & \cdots & A_{2,n} \\ A_{3,1} & A_{3,2} & A_{3,3} & \cdots & A_{3,n} \\ \vdots & \vdots & \vdots & & \vdots \\ A_{m,1} & A_{m,2} & A_{m,3} & \cdots & A_{m,n} \end{pmatrix}$$

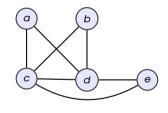
Adjacency matrix M for a simple undirected graph with n vertices is an  $n \times n$  matrix

- ightharpoonup M(i,j)=1 if vertex *i* and vertex *j* are adjacent
- ightharpoonup M(i,j)=0 otherwise



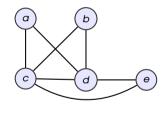
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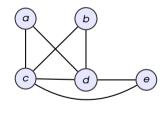
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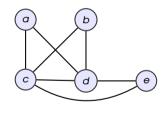
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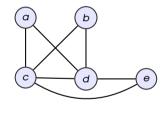
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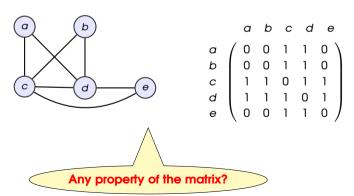
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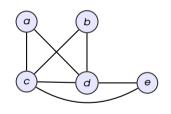
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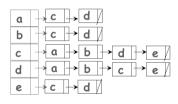


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Adjacency list: each vertex has a list of vertices to which it is adjacent

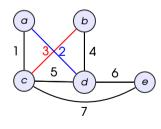


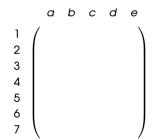


sparse graph: when there are very few edges

Incidence matrix M for a simple undirected graph with n vertices and m edges is an  $m \times n$  matrix

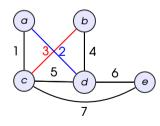
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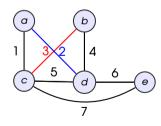
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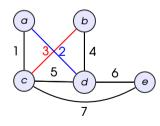
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		а	b	C	d	$\epsilon$	è
1	1	1	0	1	0	0	\
1 2 3		1	0	0	1	0	
3							
4							
5							
6							
7	/						

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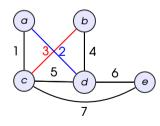
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		а	b	С	d	e
1	1	1	0	1	0	0 \
2		1	0	0	1	0
3		0	1	1	0	0
4						
5						
6	1					
7						

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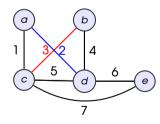
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		а	b	C	d	e
1	1	1	0	1	0	0 \
2		1	0	0	1	0
3	l	0	1	1	0	0
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5	l					
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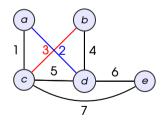
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		а	b	C	d	е
1	1	1	0	1	0	0 \
2 3	1	1	0	0	1	0
3	ı	0	1	1	0	0
4	ı	0	1	0	1	0
5	l	0	0	1	1	0
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7						

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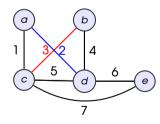
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		а	b	C	d	е
1	/	1	0	1	0	0 \
2		1	0	0	1	0
3		0	1	1	0	0
4		0	1	0	1	0
5		0	0	1	1	0
6	l	0	0	0	1	1
7						

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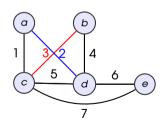
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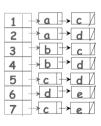
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1	/	1	0	1	0	0 \
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3	l	0	1	1	0	0
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	а	b	С	d	$\epsilon$	9
1	/ 1	0	1	0	0	١
2	1	0	0	1	0	
3	0	1	1	0	0	
4	0	1	0	1	0	
5	0	0	1	1	0	
6	0	0	0	1	1	
7	/ 0	0	1	0	1	,

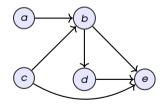


# Representation of directed graphs

- Similar to undirected graph, a directed graph can be represented by adjacency matrix, adjacency list, incidence matrix or incidence list
- but needs to handle direction of connection of the edges

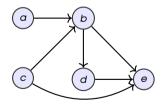
Adjacency matrix M for a directed graph with n vertices is an  $n \times n$  matrix

- ightharpoonup M(i,j)=1 if (i,j) is an edge, i.e., i points to j
- ightharpoonup M(i,j)=0 otherwise



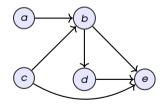
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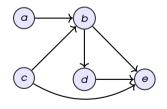
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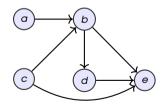
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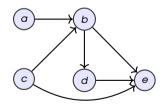
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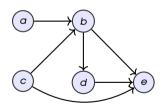
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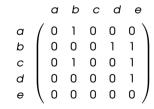
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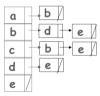


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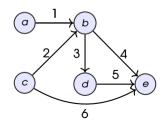


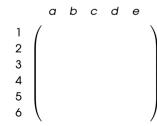




Incidence matrix M for a directed graph with n vertices and m edges is an  $m \times n$  matrix

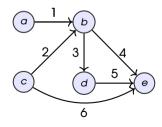
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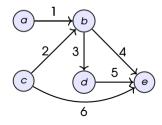
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		а	b	C	d	е	
1 2 3 4 5 6	1	1	-1	0	0	0	١
2	1						
3	ı						
4	ı						
5	ı						
6							,

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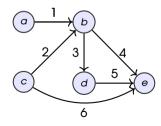
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		а	Ь	C	d	e	
1	1	1	b -1 -1	0	0	0	١
2	1	0	-1	1	0	0	
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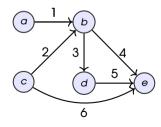
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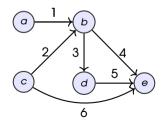
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		а	Ь	С	d	е	
1	1	1	-1 -1 1	0	0	0	١
1 2 3 4 5 6	1	0	-1	1	0	0	
3	ı	0	1	0	-1	0	
4	ı	0	1	0	0	-1	
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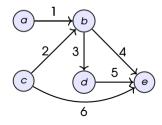
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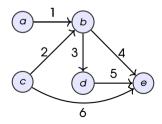
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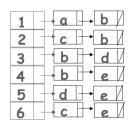
		а	b	C	d	e	
1	1	1	-1 -1	0	0	0	١
2		0	-1	1	0	0	
3	1	0	1	0	-1	0	
4	1	0	1	0	0	-1	
5		0	0	0	1	-1	
6	/	0	0 0	1	0	-1	/

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		а	b	C	d	e
1	1	1	-1 -1	0	0	0
2		0	-1	1	0	0
3		Ω	1	Ω	-1	Ω
4		0	i	0	0	-1
5		0	0	0	1	-1
6	/	0	0 0	1	0	-1



# Summary

Summary: What is a graph and how to represent one?

Next: Paths, Circuits, Traversals

# For note taking