

# Decomposition of Graphs: Representing Graphs

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Graph Algorithms  
Data Structures and Algorithms

# Learning Objectives

- Provide ways in which a graph can be represented on a computer.
- Understand the distinction between dense and sparse graphs and how it affects algorithm efficiency.

# Outline

① Graph Representations

② Density and Runtimes

# Last Time

Graphs consist of:

- Vertices (or nodes).
- Edges connecting pairs of vertices.

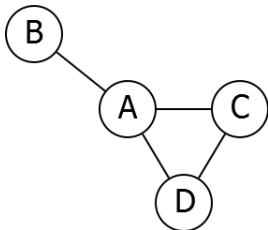
# Representing Graphs

To compute things about graphs we first need to **represent** them.

There are many ways to do this.

# Edge List

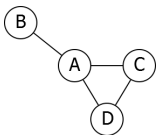
List of all edges:



Edges:  $(A, B)$ ,  $(A, C)$ ,  $(A, D)$ ,  $(C, D)$

# Adjacency Matrix

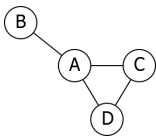
Matrix. Entries 1 if there is an edge, 0 if there is not.



|          | <i>A</i> | <i>B</i> | <i>C</i> | <i>D</i> |
|----------|----------|----------|----------|----------|
| <i>A</i> | 0        | 1        | 1        | 1        |
| <i>B</i> | 1        | 0        | 0        | 0        |
| <i>C</i> | 1        | 0        | 0        | 1        |
| <i>D</i> | 1        | 0        | 1        | 0        |

# Adjacency List

For each vertex, a list of adjacent vertices.



*A* adjacent to *B*, *C*, *D*

*B* adjacent to *A*

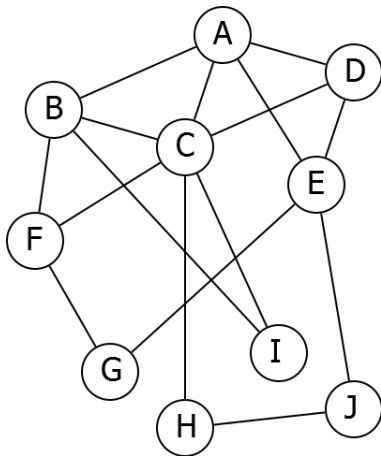
*C* adjacent to *A*, *D*

*D* adjacent to *A*, *C*



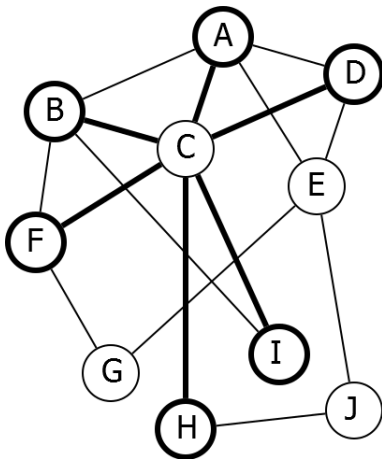
# Problem

What are the neighbors of **C**?



# Solution

*A, B, D, F, H, I.*



# Summary

Different operations are faster in different representations.

| Op.         | Is Edge?       | List Edge       | List Nbrs.     |
|-------------|----------------|-----------------|----------------|
| Adj. Matrix | $\Theta(1)$    | $\Theta( V ^2)$ | $\Theta( V )$  |
| Edge List   | $\Theta( E )$  | $\Theta( E )$   | $\Theta( E )$  |
| Adj. List   | $\Theta(\deg)$ | $\Theta( E )$   | $\Theta(\deg)$ |

For many problems, want adjacency list.

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① Graph Representations

② Density and Runtimes

# Algorithm Runtimes

Graph algorithm runtimes depend on  $|V|$  and  $|E|$ .

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For example,  $O(|V| + |E|)$  (linear time),

$O(|V||E|)$ ,  $O(|V|^{3/2})$ ,

$O(|V| \log(|V|) + |E|)$ .

# Density

Which is faster,  $O(|V|^{3/2})$  or  $O(|E|)$ ?

# Density

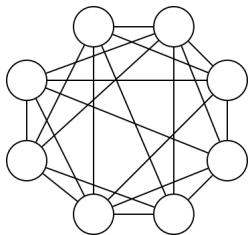
Which is faster,  $O(|V|^{3/2})$  or  $O(|E|)$ ?

Depends on graph! Depends on the **density**, namely how many edges you have in terms of the number of vertices.



# Dense Graphs

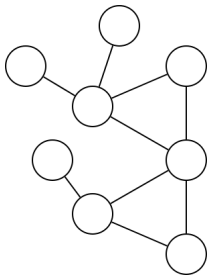
In dense graphs,  $|E| \approx |V|^2$ .



A large fraction of pairs of vertices are connected by edges.

# Sparse Graphs

In **sparse** graphs,  $|E| \approx |V|$ .



Each vertex has only a few edges.

# Next Time

Algorithms for exploring graphs.