





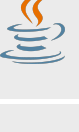


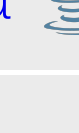
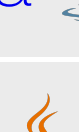
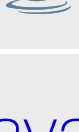

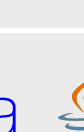

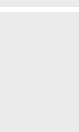







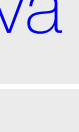
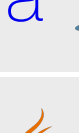
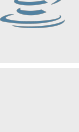
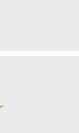
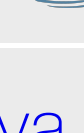


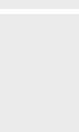
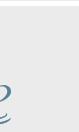

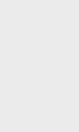







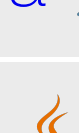

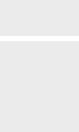
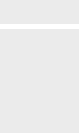








Overview. Pairwise connections between items play a critical role in a vast array of computational applications. The relationships implied by these connections lead to a host of natural questions: Is there a way to connect one item to another by following the connections? How many other items are connected to a given item? What is the shortest chain of connections between this item and this other item? The table below illustrates the diversity of applications that involve graph processing.

application	item	connection
<i>map</i>	intersection	road
<i>web content</i>	page	link
<i>circuit</i>	device	wire
<i>schedule</i>	job	constraint
<i>commerce</i>	customer	transaction
<i>matching</i>	student	application
<i>computer network</i>	site	connection
<i>software</i>	method	call
<i>social network</i>	person	friendship

We progress through the four most important types of graph models: undirected graphs (with simple connections), digraphs graphs (where the direction of each connection is significant), edge-weighted graphs (where each connection has an software associated weight), and edge-weighted digraphs (where each connection has both a direction and a weight).

- [4.1 Undirected Graphs](#) introduces the graph data type, including depth-first search and breadth-first search.
- [4.2 Directed Graphs](#) introduces the digraph data type, including topological sort and strong components.
- [4.3 Minimum Spanning Trees](#) describes the minimum spanning tree problem and two classic algorithms for solving it: Prim and Kruskal.
- [4.4 Shortest Paths](#) introduces the shortest path problem and two classic algorithms for solving it: Dijkstra's algorithm and Bellman-Ford.

Java programs in this chapter. Below is a list of Java programs in this chapter. Click on the program name to access the Java code; click on the reference number for a brief description; read the textbook for a full discussion.

REF	PROGRAM	DESCRIPTION / JAVADOC
-	Graph.java 	undirected graph
-	GraphGenerator.java 	generate random graphs
-	DepthFirstSearch.java 	depth-first search in a graph
-	NonrecursiveDFS.java 	DFS in a graph (nonrecursive)
4.1	DepthFirstPaths.java 	paths in a graph (DFS)
4.2	BreadthFirstPaths.java 	paths in a graph (BFS)
4.3	CC.java 	connected components of a graph
-	Bipartite.java 	bipartite or odd cycle (DFS)
-	BipartiteX.java 	bipartite or odd cycle (BFS)
-	Cycle.java 	cycle in a graph
-	EulerianCycle.java 	Eulerian cycle in a graph
-	EulerianPath.java 	Eulerian path in a graph
-	SymbolGraph.java 	symbol graph
-	DegreesOfSeparation.java 	degrees of separation
-	Digraph.java 	directed graph
-	DigraphGenerator.java 	generate random digraphs
4.4	DirectedDFS.java 	depth-first search in a digraph
-	NonrecursiveDirectedDFS.java 	DFS in a digraph (nonrecursive)
-	DepthFirstDirectedPaths.java 	paths in a digraph (DFS)
-	BreadthFirstDirectedPaths.java 	paths in a digraph (BFS)
-	DirectedCycle.java 	cycle in a digraph
-	DirectedCycleX.java 	cycle in a digraph (nonrecursive)
-	DirectedEulerianCycle.java 	Eulerian cycle in a digraph
-	DirectedEulerianPath.java 	Eulerian path in a digraph
-	DepthFirstOrder.java 	depth-first order in a digraph
4.5	Topological.java 	topological order in a DAG
-	TopologicalX.java 	topological order (nonrecursive)
-	TransitiveClosure.java 	transitive closure
-	SymbolDigraph.java 	symbol digraph
4.6	KosarajuSharirSCC.java 	strong components (Kosaraju–Sharir)
-	TarjanSCC.java 	strong components (Tarjan)
-	GabowSCC.java 	strong components (Gabow)
-	EdgeWeightedGraph.java 	edge-weighted graph
-	Edge.java 	weighted edge
-	LazyPrimMST.java 	MST (lazy Prim)
4.7	PrimMST.java 	MST (Prim)
4.8	KruskalMST.java 	MST (Kruskal)
-	BoruvkaMST.java 	MST (Boruvka)
-	EdgeWeightedDigraph.java 	edge-weighted digraph
-	DirectedEdge.java 	weighted, directed edge
4.9	DijkstraSP.java 	shortest paths (Dijkstra)
-	DijkstraUndirectedSP.java 	undirected shortest paths (Dijkstra)
-	DijkstraAllPairsSP.java 	all-pairs shortest paths
4.10	AcyclicSP.java 	shortest paths in a DAG
-	AcyclicLP.java 	longest paths in a DAG
-	CPM.java 	critical path method
4.11	BellmanFordSP.java 	shortest paths (Bellman–Ford)
-	EdgeWeightedDirectedCycle.java 	cycle in an edge-weighted digraph
-	Arbitrage.java 	arbitrage detection
-	FloydWarshall.java 	all-pairs shortest paths (dense)
-	AdjMatrixEdgeWeightedDigraph.java 	edge-weighted graph (dense)