

# Graphs

$$G = (V, E)$$

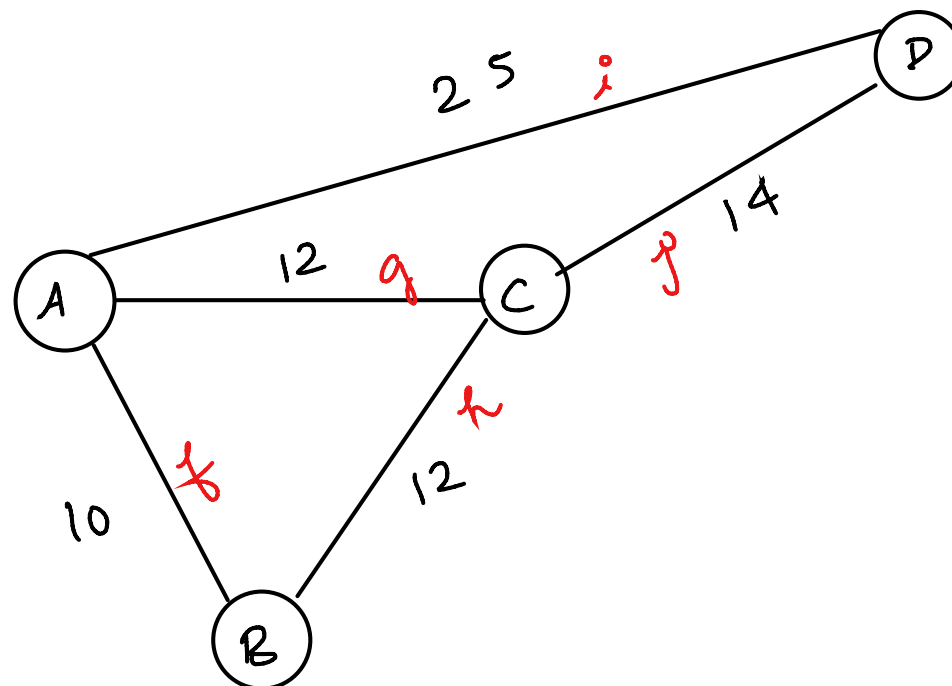
Set of edges

Set of Vertices

## Examples

$$V = \{A, B, C, D\}$$

$$E = \{f, g, h, i, j\}$$



Any network  
road, railway,  
computer,

Vertices: cities

Edges: Roads connecting the cities

Edges:

Directed

Undirected



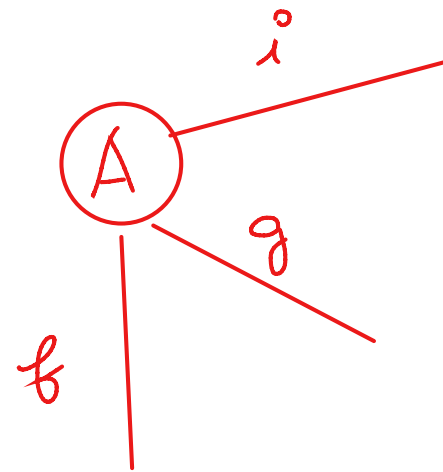
- Endpoints of an edge : Two vertices between which the edge exists

end points of  $g$  :  $A, C$

$i$  :  $A, D$

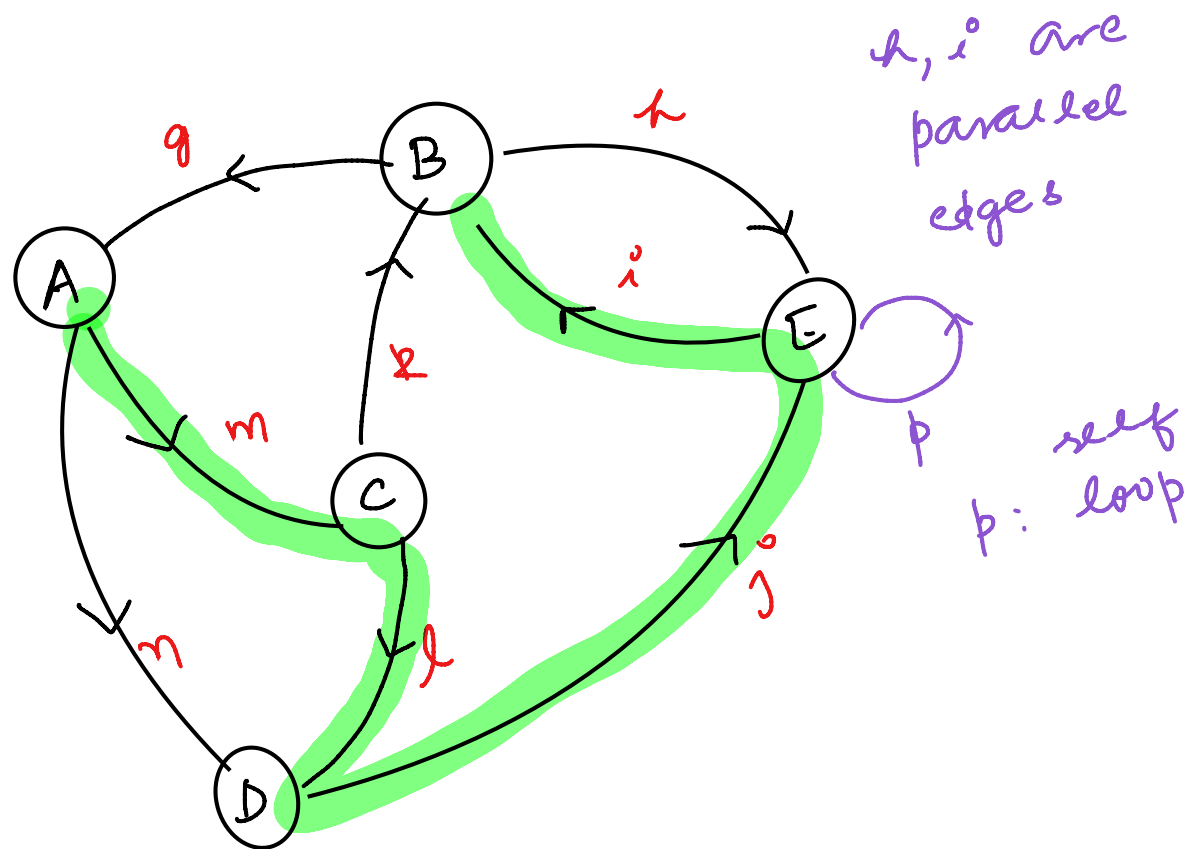
- Edges incident on a Vertex :

on  $A$  :

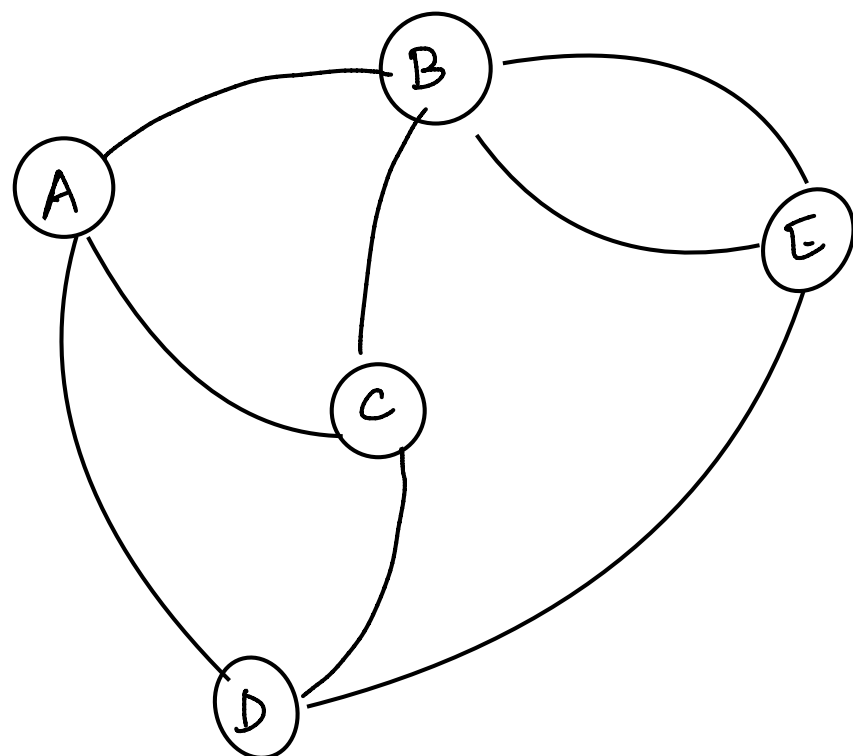


- Adjacent vertices :  $A, B$  and  $D$  are adjacent to  $C$   
 $A$  and  $C$  are adjacent to  $D$

- outgoing vs incoming edges



A m C l D j E i B

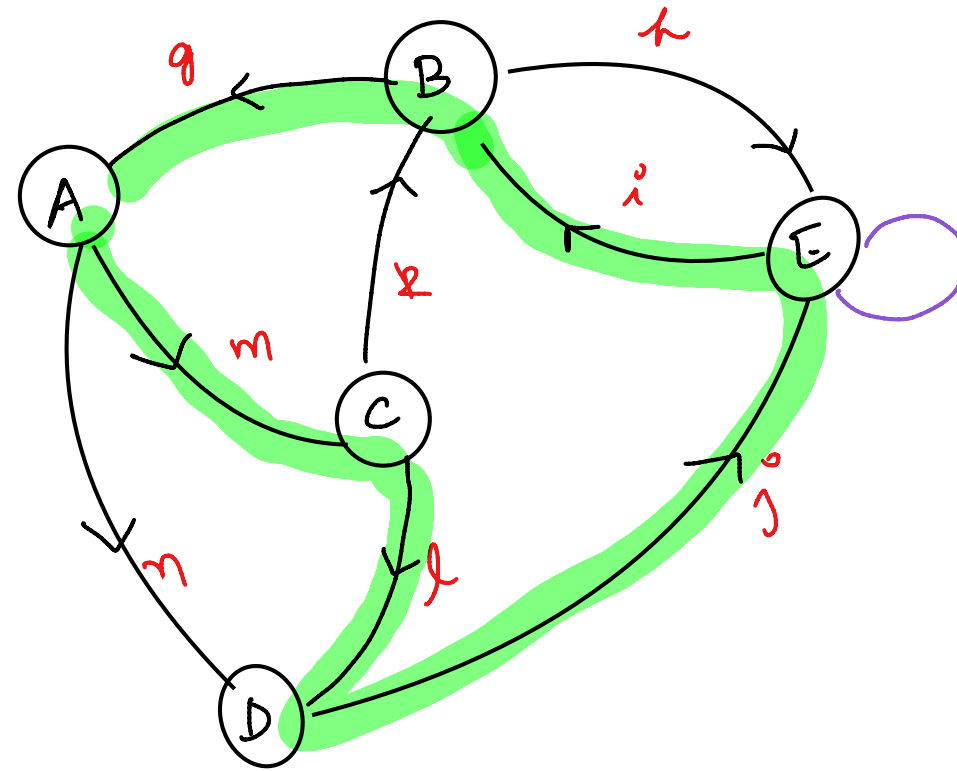


	in degree	out degree
A	1	2
B	2	2
C	1	2
D	2	1
E	2 + 1	1 + 1

	Degree
A	3
B	4
C	3
D	3
E	3
Sum	<u>16</u> = 2 x NO of Edges

• Path: Sequence of vertex, edge, vertex, edge, . . . , vertex

Simple Path: No element repeats



Simple

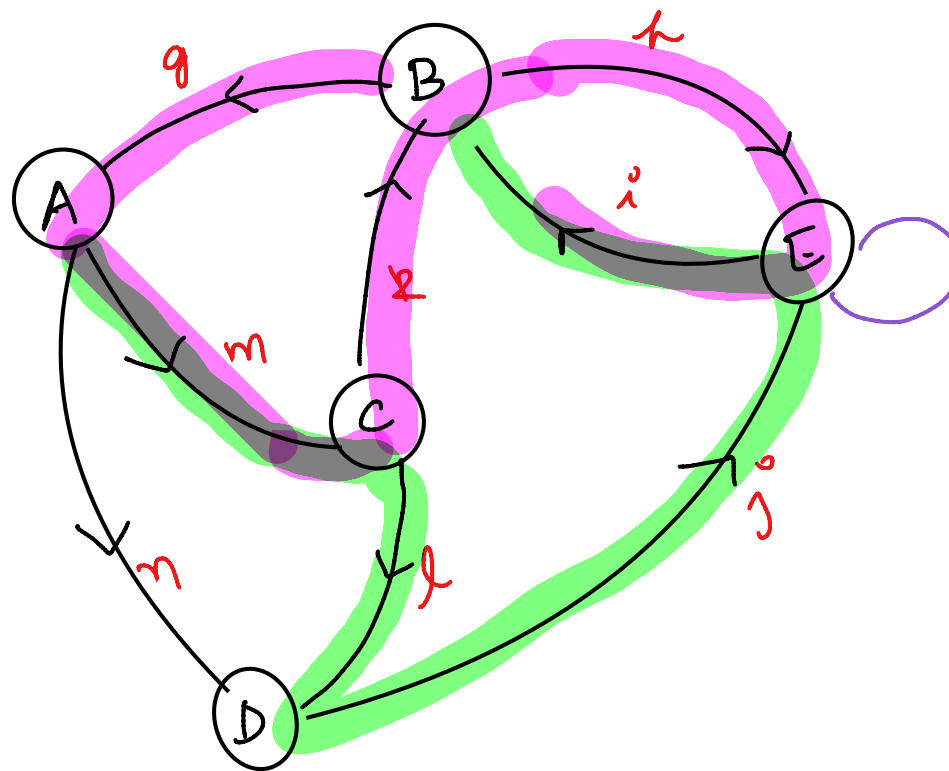
Cycle :

A g B i E j D l C m A

↑  
starts

↑  
ends

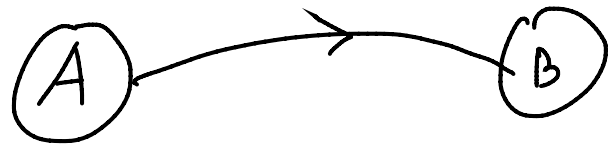
with same vertex



Not a  
simple cycle

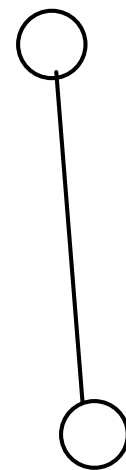
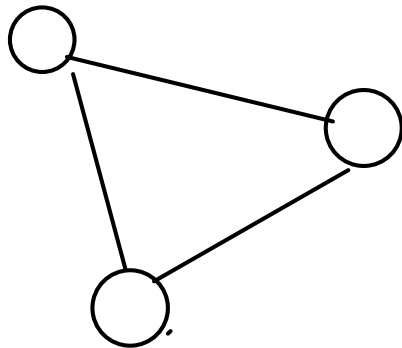
A m C k B h E i B g A

Reachability: A vertex  $V$  is reachable from another vertex  $U$  if there exists a path from  $U$  to  $V$



In undirected graph  $V$  is reachable from  $U$   
 $\Rightarrow U$  is reachable from  $V$

Connected Graph: Pick any two vertices then there is a path between the two.



Subgraph: Formed by  $G_s = (V_s, E_s)$   
of

Graph

$G = (V, E)$

$$V_s \subseteq V, \quad E_s \subseteq E$$

Tree: Connected Graph with no cycles

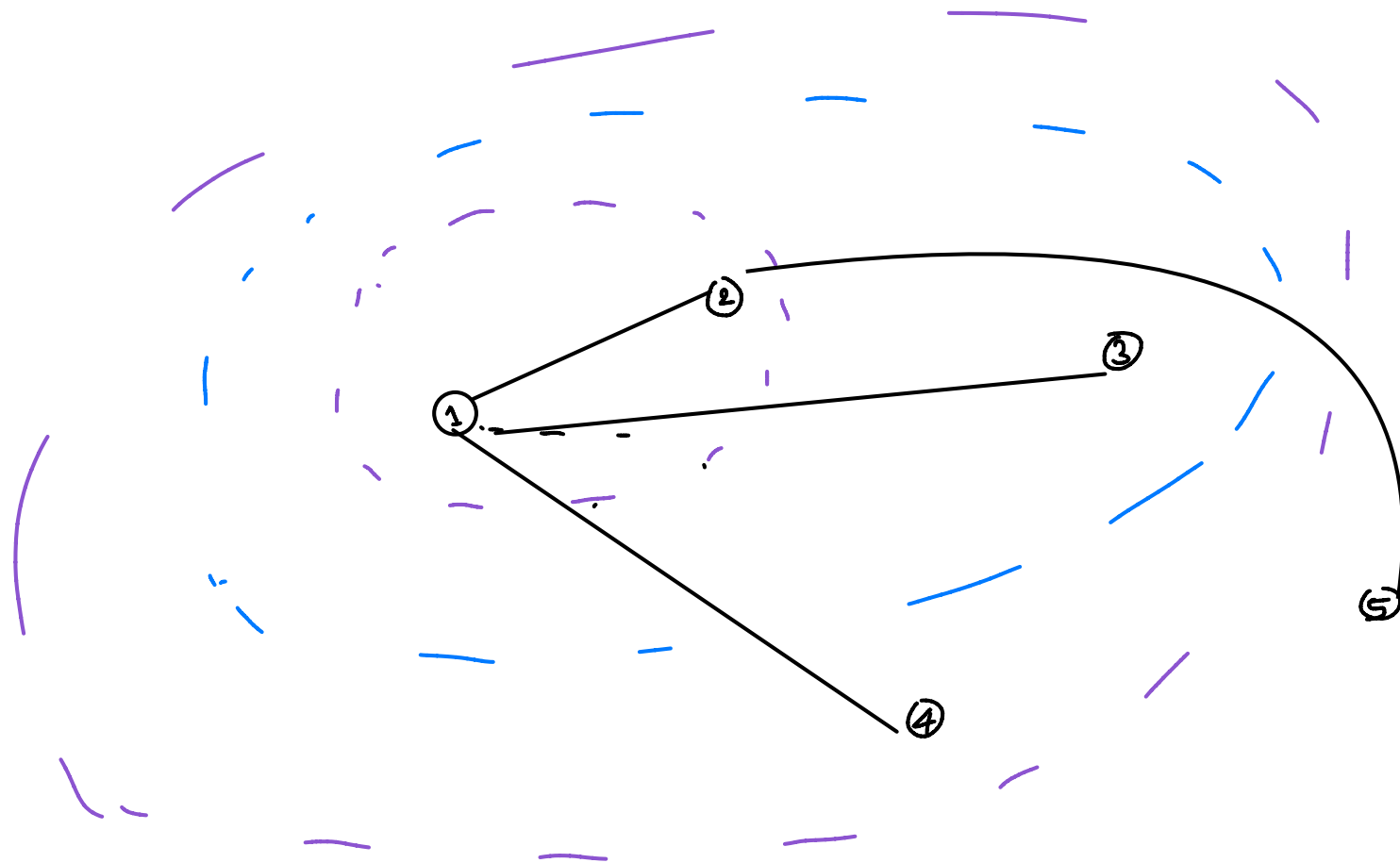
Forest: Collection of trees.

Maximum number of edges in an undirected graph

$$n C_2 = \frac{n(n-1)}{2}$$

$G$  be an undirected graph with  $n$  vertices and  $m$  edges.

•  $G$  is connected  $m \geq n - 1$



•  $G$  is a tree  $m = n - 1$

•  $G$  is a forest  $m \leq n - 1$



## Graph ADT

- Vertex Objects

element() (name of vertex)  
or some satellite data

- Edge Objects

source()

destination()

cost()

- Overall Graph Object

3 ways of storing / representing

Edge List, Adjacency list / map, Adjacency matrix