

# Data Structures

## **Adjacency Matrix Graph Implementation**

COMP128 Data Structures



# Graph Implementation

We have the following two different approaches to implement a graph data structure:

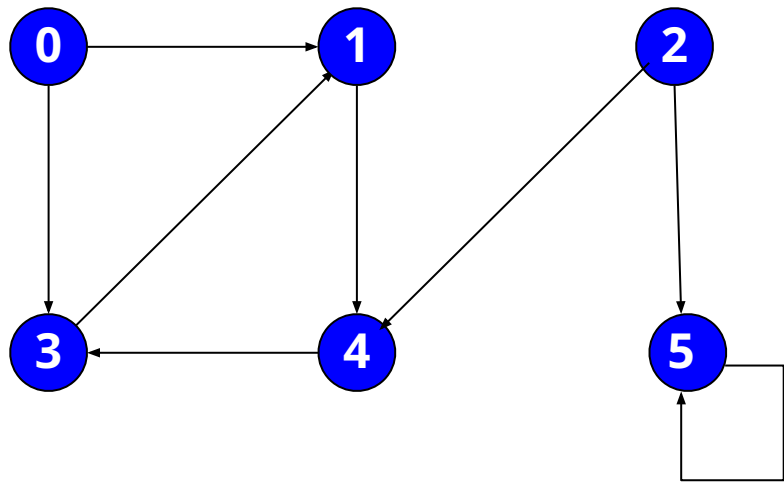
- Adjacency List
- Adjacency Matrix

In each representation, we maintain a collection to store the vertices and edges of a graph. However, the representations differ greatly in the way they organize the edges.



# Using Adjacency Matrix: Directed Graph

An adjacency matrix uses a two disarray to store vertices and edges.

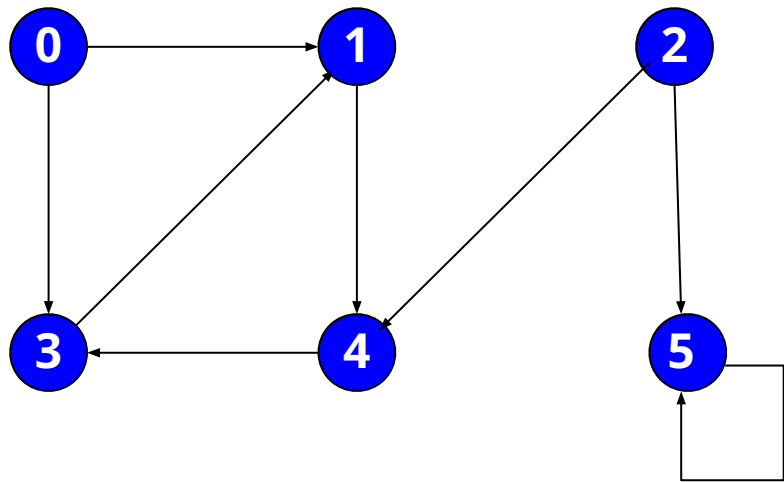


		Column					
		[0]	[1]	[2]	[3]	[4]	[5]
Row	[0]		1.0		1.0		
	[1]					1.0	
	[2]					1.0	1.0
	[3]		1.0				
	[4]				1.0		
	[5]						1.0



# Using Adjacency Matrix: Directed Graph

For a weighted graph, you can store the weights rather than 1.0.

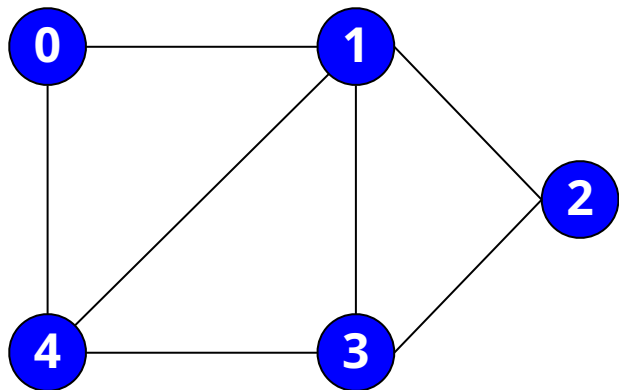


	Column					
	[0]	[1]	[2]	[3]	[4]	[5]
Row	[0]	1.0		1.0		
	[1]				1.0	
	[2]				1.0	1.0
	[3]	1.0				
	[4]			1.0		
	[5]					1.0



# Using Adjacency List: Undirected Graph

If the graph is undirected, you only need to store the bottom half of the matrix.

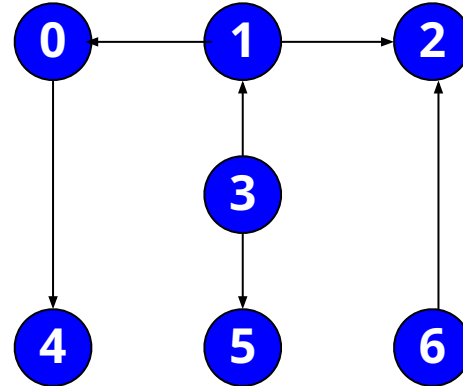
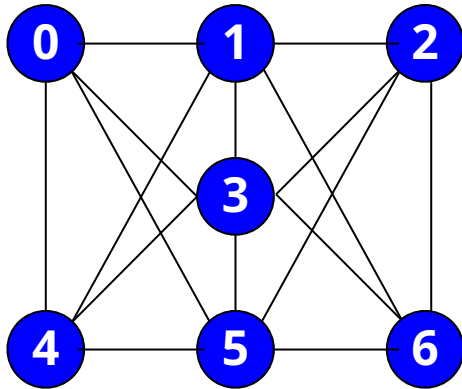


		Column				
		[0]	[1]	[2]	[3]	[4]
Row	[0]		1.0			1.0
	[1]	1.0		1.0	1.0	1.0
	[2]		1.0		1.0	1.0
	[3]		1.0	1.0		
	[4]	1.0	1.0		1.0	



# Quick Practice

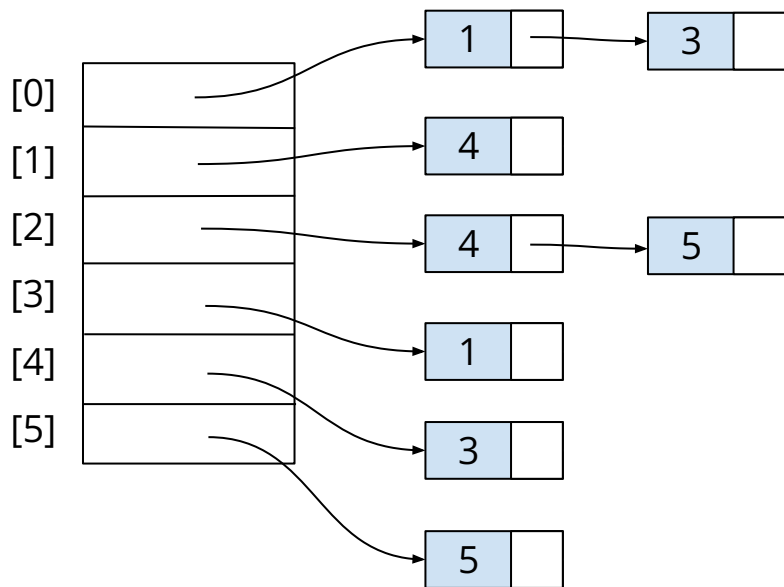
Draw on a piece of paper, the adjacency matrix structure for the following graphs. Then check with the person next to you.



# Implementation Efficiency

Discuss with the person next to you:

When would you use an adjacency list vs. an adjacency matrix?



	Column					
	[0]	[1]	[2]	[3]	[4]	[5]
Row	[0]		1.0		1.0	
	[1]					1.0
	[2]					1.0
	[3]		1.0			
	[4]				1.0	
	[5]					1.0



# Implementation Efficiency

**When would you use an adjacency list vs. an adjacency matrix?**

This depends on whether the graph is sparse (few edges compared to the number of vertices) or dense.

For a sparse graph the adjacency list has better storage efficiency.

		Column					
Row		[0]	[1]	[2]	[3]	[4]	[5]
	[0]		1.0		1.0		
	[1]					1.0	
	[2]					1.0	1.0
	[3]		1.0				
	[4]				1.0		
	[5]						1.0





# Implementation Efficiency

**For sparse graphs, the adjacency list will also have better timing performance for most algorithms. Why?**



# Implementation Efficiency

**For sparse graphs, the adjacency list will also have better timing performance for most algorithms. Why?**

Give a graph,  $G = (V, E)$ :

Many algorithms are in the form:

1. For each vertex  $u$  in the graph:
2. For each vertex  $v$  adjacent to  $u$ :
3. Do something with the edge  $(u, v)$

For an adjacency list this is  $O(|E|)$  because step 1 is  $O(|V|)$  and step 2 is  $O(|E_u|)$ .

For an adjacency matrix this is  $O(|V|^2)$  because step 2 is  $O(|V|)$ .

In a sparse graph,  $|E|$  is much less than  $|V|^2$





In-class Activity

**Adjacency Matrix Graph Activity**

