Computer Science 331

Graphs and Their Representations

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Lecture #30

Outline

Undirected Graphs

An *undirected graph* $G = (V, E)$ consists of

- a finite, nonempty set V of *vertices* or "nodes"
- a set E of *edges*, where each "edge" is an unordered pair of distinct elements of V

Also may be written as $V(G)$ and $E(G)$ to indicate association to a particular graph.

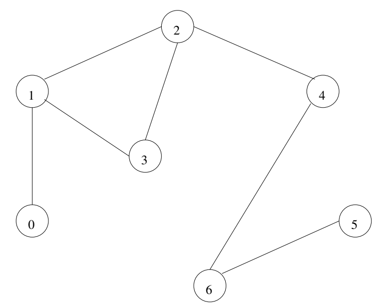
Undirected graphs, and their generalizations, can be used to model

- communication networks
- knowledge and data bases

Graphs and their algorithms will be studied for the rest of this course.

Example

G:



$G = (V, E)$ where

- $V = \{0, 1, 2, 3, 4, 5, 6\}$
- $E = \{(0, 1), (1, 2), (1, 3), (2, 3), (2, 4), (4, 6), (5, 6)\}$

Terminology

If $u, v \in V$ and $u \neq v$ then u and v are **neighbours** (or, "u is **adjacent** to v") if $(u, v) \in E$.

If $u \in V$ then the **degree** of u is the number of neighbours of u.

Note that if $|V| = n$ then $|E| \leq \binom{n}{2} = \frac{n(n-1)}{2}$.

- The graph $G = (V, E)$ is **dense** if $|E| \in \Omega(n^2)$ (for $n = |V|$)
- The graph $G = (V, E)$ is **sparse** if $|E|$ is significantly smaller than n^2.

Operations

The following operations should be supported:

- **Creation:** It should be possible to
  - initialize a graph to be empty (with no vertices or edges),
  - add another vertex
  - add an edge (between a pair of existing vertices that are not already neighbours);
- **Queries:** It should be possible to
  - ask whether a given pair of vertices are neighbours,
  - determine the number of vertices,
  - determine the number of edges;
- **Iterate:** It should be possible to iterate over
  - the set of vertices in the graph, as well as
  - the set of neighbours of any given vertex.

Adjacency-Matrix Representation

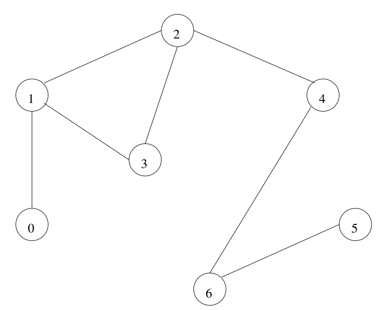
Assumption: Vertices are numbered $0, 1, \ldots, |V| - 1$ in some way.

The *adjacency-matrix* representation of G consists of a $|V| \times |V|$ matrix A_G, with $(i, j)^{\text{th}}$ entry $a_{i,j}$ for $0 \leq i, j < |V|$, where

$$a_{i,j} = \begin{cases} 1 & \text{if } (i,j) \in E, \\ 0 & \text{if } (i,j) \notin E. \end{cases}$$

Example

G:



A_G:

$$\begin{bmatrix} 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 \end{bmatrix}$$

Note: A_G is a **symmetric** matrix: $a_{i,j} = a_{j,i}$ for $0 \leq i, j < |V|$.

Properties

Properties of This Representation:

- simple
- reasonably space-efficient if G is **dense**
- **not** space-efficient if G is sparse!
- possible to add an edge or determine whether two vertices are neighbours in constant time
- iterating over the set of neighbours of a vertex requires $\Theta(|V|)$ operations, even if G is sparse

. . . a good choice if G is small or dense, not if large and sparse

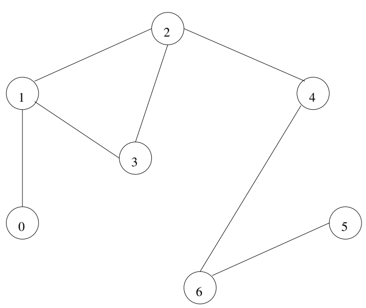
Adjacency-List Representation

The **adjacency-list** representation of $G = (V, E)$ consists of an array Adj_G of $|V|$ lists, one for each vertex in V.

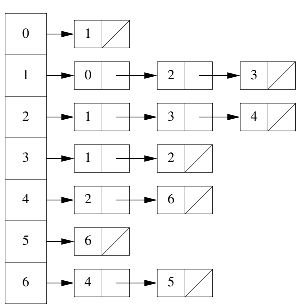
For each $u \in V$, the adjacency list $Adj_G(u)$ contains (pointers to) all the vertices $v \in V$ such that $(u, v) \in E$.

Example

G:



Adj_G:



Properties

Properties of This Representation:

- space-efficient if G is **sparse**
- not really space-efficient if G is (extremely) dense!
- checking whether a pair of vertices are neighbours requires more than constant time — number of operations is linear in the degree of one of the inputs, in the worst case
- adding an edge also requires this cost (if error checking is to be included)
- iterating over the set of neighbours of a vertex is efficient: Number of operations used is linear in the degree of the input vertex

. . . a good choice if G is large and sparse; not if small or dense

Directed Graphs

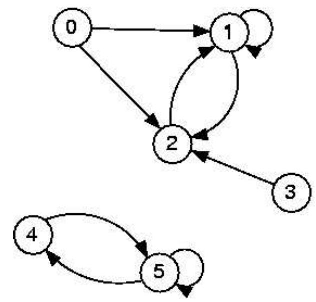
A *directed graph* ("digraph") $G = (V, E)$ consists of

- a finite, nonempty set V of vertices or nodes, and
- a set E of **ordered** pairs of elements of E (that are not necessarily distinct)

Directed graphs can be represented using adjacency-matrices or adjacency-lists, in much the same way that undirected graphs can.

Example

G:

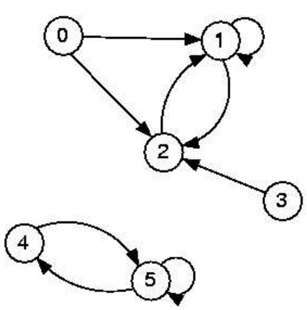


Adjacency-Matrix:

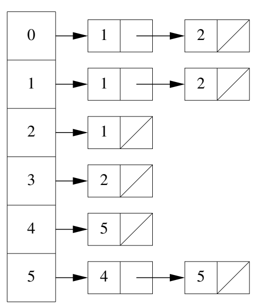
$$\begin{bmatrix} 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{bmatrix}$$

Example

G:



Adjacency-List:



Weighted Graphs

A *weighted* graph is an undirected or directed graph $G = (V, E)$ for which each *edge* has an associated **weight**.

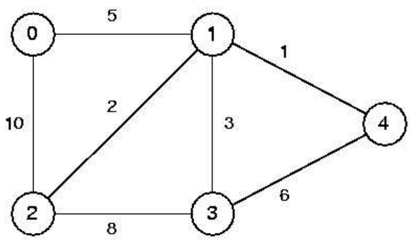
The weights are typically given an associated *weight function*

$$w : E \longrightarrow \mathbb{R}$$

Weighted graphs can be represented using adjacency-matrices or adjacency lists as well.

Example

G:



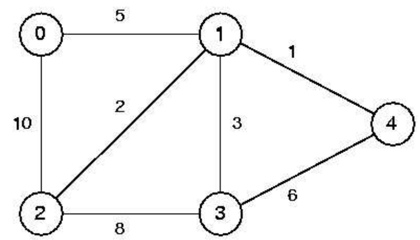
Adjacency-Matrix:

$$\begin{bmatrix} 0 & 5 & 10 & 0 & 0 \\ 5 & 0 & 2 & 3 & 1 \\ 10 & 2 & 0 & 8 & 0 \\ 0 & 3 & 8 & 0 & 6 \\ 0 & 1 & 0 & 6 & 0 \end{bmatrix}$$

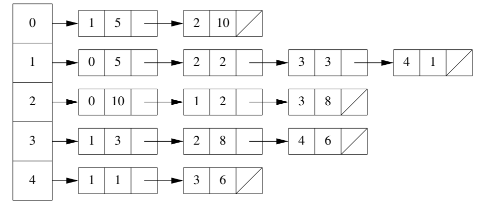
Use NIL instead of 0 if weights can be < 0

Example

G:



Adjacency-List:



References

Graphs in Java

- Java's standard libraries do not currently include implementations of graphs or graph algorithms

Further Reading:

- **Introduction to Algorithms**, Chapter 23
- **Data Structures: Abstraction and Design Using Java**, Chapter 10.1 and 10.3