

# Graph algorithms

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# What is a graph

- Non-linear data structure

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- Consists of vertices and edges

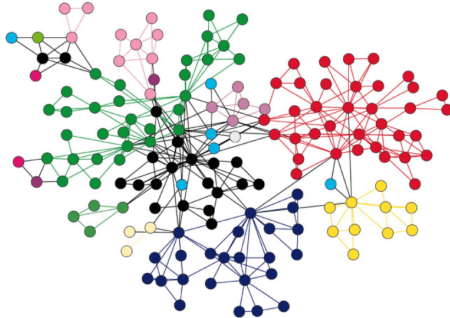
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- Vertices are nodes and edges connect them
- Denoted by  $G(E, V)$

# Graph example



Example of a graph. Graph consists of nodes connected by lines.

# Examples of graph algorithms

- Breadth-first search

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- Breadth-first search
- Depth-first search



# Examples of graph algorithms

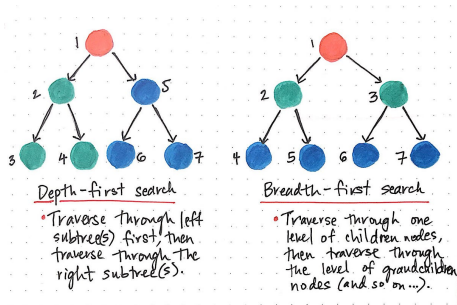
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# Examples of graph algorithms

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- Depth-first search
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- Minimum spanning tree

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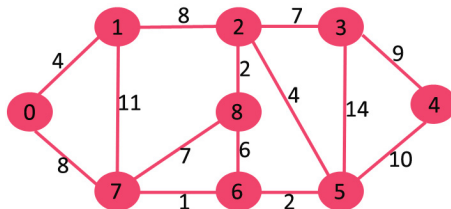
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Depth-first and breadth-first searches visualized

# Dijkstra's algorithm

- Used in weighted graphs
- Finds the shortest path in between nodes



Example of a weighted graph

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- Space complexity:  $O(V)$
- Where  $E$  is the number of edges and  $V$  is the number of vertices

# Pseudocode

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```
Input:  $G, V$ 
Output:  $distance[ ], previous[ ]$ 

1: foreach vertex  $V$  in  $G$  do
2:    $distance[V] \leftarrow \text{inf}$ 
3:    $previous[V] \leftarrow \text{null}$ 
4:   if  $V \neq S$  then
5:     add  $V$  to Priority Queue  $Q$ 
6:   end if
7:    $distance[S] \leftarrow 0$ 
8: end foreach
9: while  $Q$  is not empty do
10:   $U \leftarrow \text{Extract MIN from } Q$ 
11:  foreach unvisited neighbour  $V$  of  $U$  do
12:     $tempDistance \leftarrow$ 
13:       $distance[u] + \text{edge\_weight}(U, V)$ 
14:    if  $tempDistance < distance[V]$  then
15:       $distance[V] \leftarrow tempDistance$ 
16:       $previous[V] \leftarrow U$ 
17:    end if
18:  end foreach
19: end while
return  $distance[ ], previous[ ]$ 
```

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# Sources

- <https://towardsdatascience.com/10-graph-algorithms-visually-explained-e57faa1336f3>
- <https://www.programiz.com/dsa/dijkstra-algorithm>
- <https://www.baeldung.com/cs/dijkstra-time-complexity>
- <https://www.geeksforgeeks.org/graph-data-structure-and-algorithms/>

# Thank you for your attention