

# 1 - Representation

Sparse matrix is matrix in which data most are zero, So in result we waste space in memory and processing time

Ex: -

$$\begin{matrix} & 1 & 2 & 3 & 4 \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 7 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 8 \end{bmatrix} \end{matrix} \quad 4 \times 4$$

we need to store only non-zero elements.

we have 2 methods

1- coordinate list  $\xleftrightarrow{\text{same}}$  3- column representation

2- compressed sparse row

let's perform coordinate list

we need 3 columns

	Row	column	content	
matrix dimensions $\leftarrow$	4	4	4	$\rightarrow$ number of non-zero elements
	1	4	1	
	2	1	1	
	2	4	7	
	4	4	8	

Now method 2 using 3 Arrays  
Compressed Sparse Rows

non-zero elements  $\leftarrow A[1, 1, 7, 8]$  In order!

$IA[0, 1, 3, 3, 4]$

عدد العناصر في الصف 0

عدد العناصر في الصف 1 + عدد العناصر في الصف السابق

$JA[4, 1, 4, 4]$

columns of elements in Array A

Representation In Program

$A = \begin{bmatrix} 0 & 0 & 7 & 0 & 0 \\ 2 & 0 & 0 & 5 & 0 \\ 9 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 4 \end{bmatrix}$   
4x5

$= \begin{matrix} i \\ j \end{matrix} \begin{bmatrix} 4 & 1 & 2 & 2 & 3 & 4 \\ 5 & 3 & 1 & 4 & 1 & 5 \\ 5 & 7 & 2 & 5 & 9 & 4 \end{bmatrix}$

العمود الواحد

نفس الجدول  
كامل

```

class Element
{
    int i;
    int j;
    int x;
};

```

```

class Sparse
{
    int m;
    int n;
    int num;
    Element *e;
};

```

Here is 2 row  
column

int m; → matrix dimension  
int n; →  
int num; number of non-zero elements  
Element \*e; To be Array dynamic

### 3- Program for Adding Sparse matrix

في نظرياً فقط، إضافة الجدولين ونضيف جدول

Video 160 for understanding  
concept of adding

S1

	1	2	3	4	5
1	0	0	3	0	0
2	4	0	0	0	7
3	0	0	5	0	8
4	0	0	0	0	0

S1.m = 4  
S1.n = 5  
S1.num = 6  
eArray is

0	1	2	3	4	5
1	2	2	3	3	4
3	1	5	3	5	2
3	4	7	5	8	0

S2

	1	2	3	4	5
1	0	0	0	0	2
2	0	5	0	0	6
3	4	0	8	0	0
4	0	0	0	0	9

S2.m = 4  
S2.n = 5  
S2.num = 6  
eArray is

0	1	2	3	4	5
1	2	2	3	3	4
5	2	5	1	3	5
2	5	8	4	8	2

we make function add

add (Sparse\* s1, Sparse\* s2)

// first check can we add them?

if (s1.m != s2.m || s1.n != s2.n)

return 0;

Sparse\* sum;

sum = new Sparse; } →

sum.n = s1.n;

sum.m = s1.m;

sum.e = new Element[s1.num + s2.num];

int i = j = k = 0;

while (i < s1.num && j < s2.num)

if (s1.e[i].i < s2.e[j].i)

sum.e[k++] = s1.e[i++];

else if (s1.e[i].i > s2.e[j].i)

sum.e[k++] = s2.e[j++];

else  
{

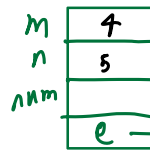
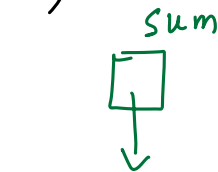
if (s1.e[i].j < s2.e[j].j)

sum.e[k++] = s1.e[i++];

else if (s1.e[i].j > s2.e[j].j)

sum.e[k++] = s2.e[j++];

else {



	0	1	2	3	4	5	6	7	8	9	10	11
1	1		2	1	2							
3		5	1	2	5							
3		2	4	5	13							

$sum.e[k_1] = s1.e[i++] ;$

$sum.e[k++] += s2.e[j++] ;$

$\} \}$

$num=k ;$

---

j