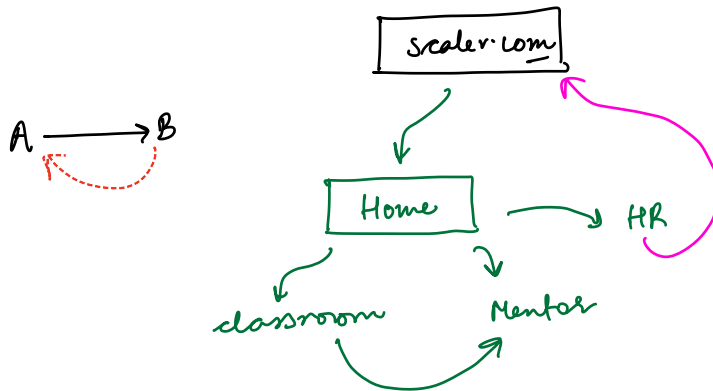


graphs?

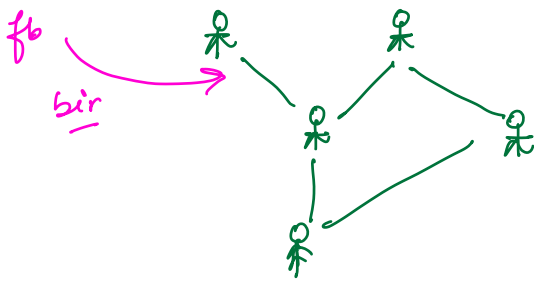
network

collection of nodes and edges

tree
↓
graph

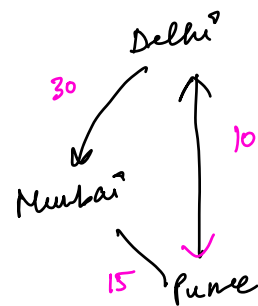


social media

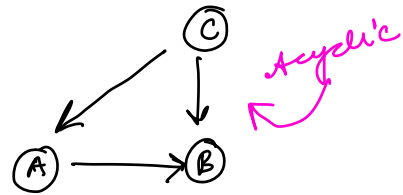
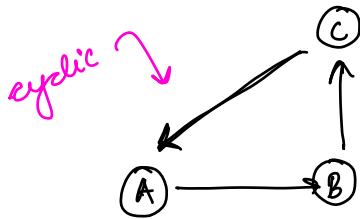
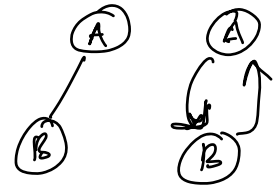
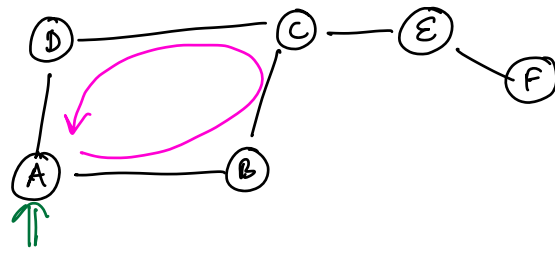


A → B insta

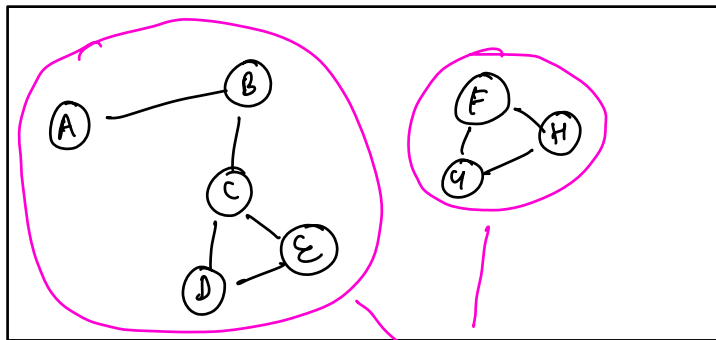
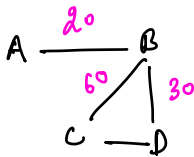
directed → undirected



weighted/
unweighted



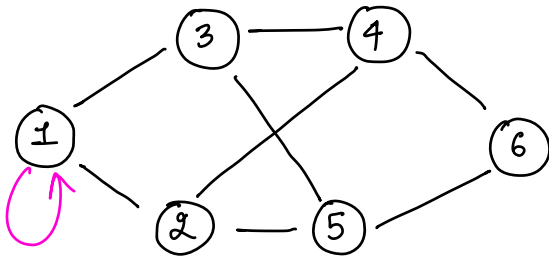
If you start from a node you reach that node again without visiting any edge twice.



→ graph

Component

• How to store the graph?



nodes 1- 6

edges:- 8

1-3 1-2 1→6
2-4 2-5
3-5 5-6
4-6 3-4

1) Adjacency matrix

no of nodes $\sim n \times n$

	0	1	2	3	4	5	6
0							
1	0	0	1	1	0	0	0
2		1	0	0	1	1	0
3		1			1	1	
4			1	1			1
5			1	1			1
6					1	1	

undirected

$i \rightarrow j$
 $j \rightarrow i$

directed

$i \rightarrow j$

$mat[i][j] \begin{cases} 1 \rightarrow i \rightarrow j \\ 0 \rightarrow \times \end{cases}$

1) access the conn ✓
2) updating the conn ✓

↑
advantage

1 → n

$mat[n+1][n+1];$

Input

$n = 3$

$m = 3$

1 3

2 3

1 2

1 → 3

ent n; input(n)

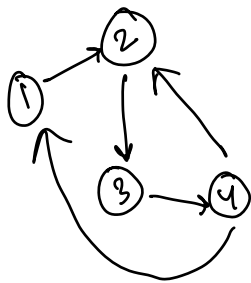
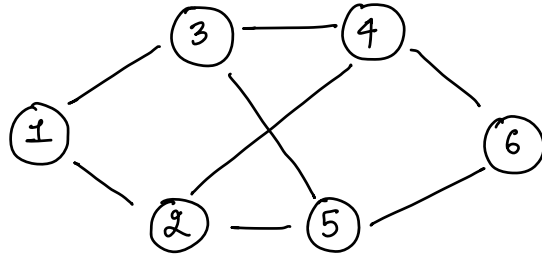
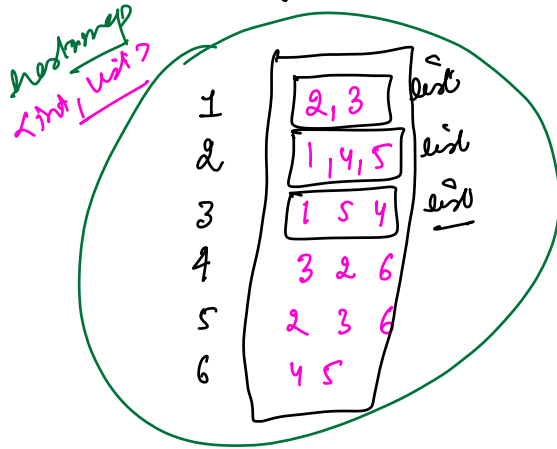
int m; // edges

```
for ( i = 0; i < m; i++)
{
    input ( u, v);
    mat[u][v] = 1;
    mat[v][u] = 1;
}
```

// there is an edge b/w $u \rightarrow v$

directed →
do acc to que

Adjacency list



1	2
2	3
3	4
4	1, 2

1 → n

list <int> graph[n];

set <int> graph[n+1];
/ accesses - O(1)

int n;
int m;

1 → n

weighted

list <int> graph[n+1];

for(int i=0; i<m; i++)
{

input(u, v);

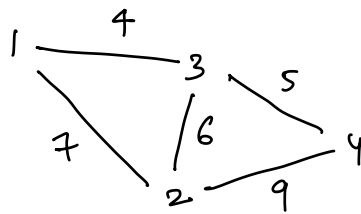
u, v, weight

undirected
graph[u].insert(v);
graph[v].insert(u);

directed
graph[u].insert(v);

}

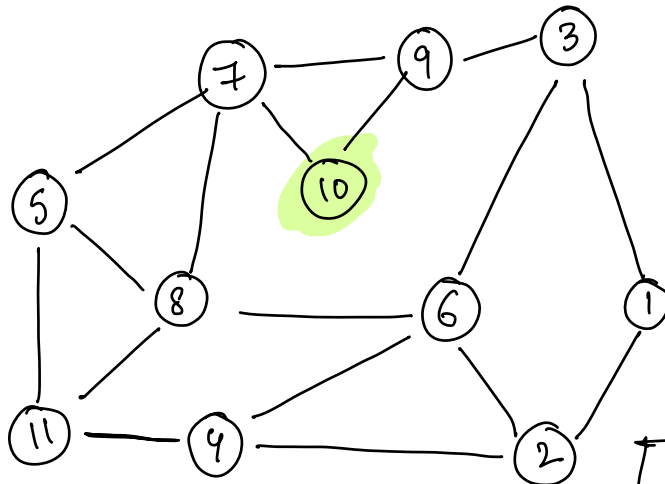
1	{3,4}	{2,7}	
2	{1,7}	{3,6}	{4,9}
3	{1,4}	{2,6}	{4,5}
4	{2,9}	{3,5}	



list <pair> graph[n+1];

Traversals → BFS
 → DFS

i) BFS : Breadth first search (level order Traversal)



queue

1 → n

~~10~~ ~~7~~ ~~9~~ 5 8 10 9 7 10 3

track the visited nodes

bool visited [n+1]

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

9

10	7	9	5	8	3	11	6	4	2
---------------	--------------	--------------	---	---	--------------	---------------	--------------	--------------	--------------

10 7 9 5 8 3
 11 6 4 2

code

$1 \rightarrow n$

```
list<int> graph[n+1];
```

```
queue<int> q;
```

```
bool visited[n+1];
```

// initially everything is false

// source

```
for (source = 1; source <= n; source++)
```

1) not connected
2) for directed

```
{ if (visited[source]) continue;
```

```
q.push(source);
```

```
visited[source] = true;
```

```
while (!q.empty())
```

```
{ int x = q.front();
```

```
  print(x);
```

```
  q.pop();
```

```
  for (i = 0; i < graph[x].size(); i++)
```

```
  { int v = graph[x][i];
```

```
    if (!visited[v])
```

```
    { visited[v] = true;
```

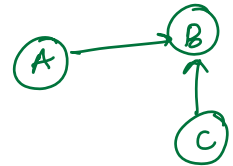
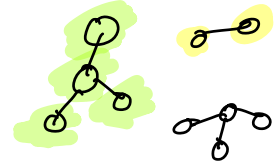
```
      q.push(v);
```

```
    }
```

```
  }
```

```
}
```

```
}
```



$T_c \approx n + m$
node edges

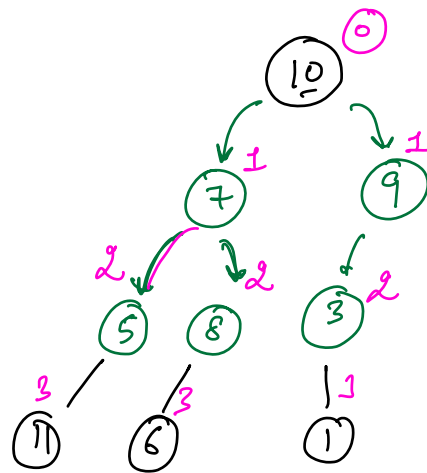
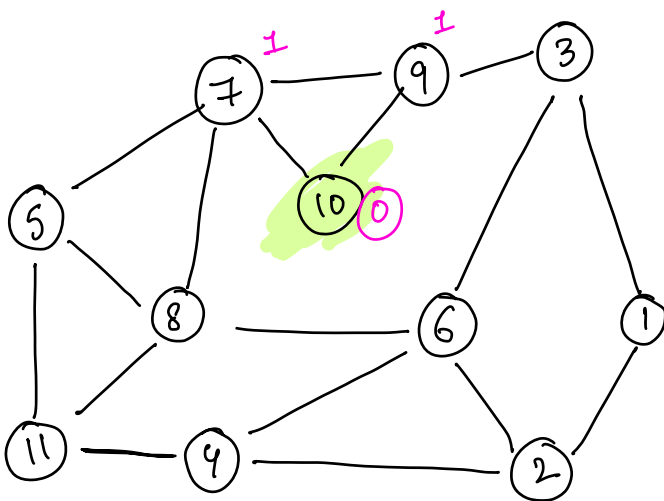
$m \approx n^2$

source — destination

Is it possible to go from
source to destination?

BFS(source) \rightarrow if visited[destination] = true
you can visit.

shortest distance from source to destination



When we do BFS from source, it's kind
of visiting every node from source through
its shortest path.
unweighted

$$\begin{aligned} \text{dist}[6] &= \text{dist}[8] + 1 \\ \text{dist}[11] &= \text{dist}[5] + 1 \\ \text{dist}[1] &= \text{dist}[3] + 1 \\ \text{dist}[10] &= 0 \end{aligned}$$


```
list<int> graph[n+1];
```

```
queue<int> q;
```

```
bool visited[n+1];
```

// source

1) not connected
2) for directed

distance[n+1]; (110)

// initially everything is false

```
q.push(source);  
visited[source] = true;  
dist[source] = 0;
```

```
while( ! q.empty() )  
{
```

```
    int x = q.front();
```

```
    print(x);
```

```
    q.pop();
```

```
    for( i=0; i < graph[x].size(); i++)  
    {
```

```
        int v = graph[x][i];
```

```
        if( ! visited[v] )
```

```
            dist[v] = dist[x] + 1;
```

```
            visited[v] = true;
```

```
            q.push(v);
```

```
        }
```

```
    }
```

```
}
```

