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**Definition**A graph  $G(V, E)$  consists of:

1.  $V$  = set of vertices (nodes)
2.  $E$  = set of edges connecting vertices

**Real-world Motivation: Google Maps**

Concept	Google Maps Analogy
Node (Vertex)	Intersection or landmark (e.g., Neili Station, Yuan Ze University)
Edge (Link)	Road connecting two intersections
Weight	Distance, travel time, or cost
Path	Sequence of connected roads from start to destination
Graph traversal / search	Finding all reachable locations or the best route
Cycle	Round trip that ends at the starting point
Directed edge	One-way street
Undirected edge	Two-way road

**Classification**

Type	Description	Example
Undirected Graph	Edges have no direction	Friendship network
Directed Graph (Digraph)	Edges have direction	Instagram "following"
Weighted Graph	Each edge has a cost	Google Maps distance
Unweighted Graph	All edges equal	Board game map
Cyclic Graph	Has loops	City ring road
Acyclic Graph	No loops	Family tree
Connected Graph	Every node reachable	Road network
Disconnected Graph	Some nodes isolated	Islands without bridge

**Graph Representation in Memory**1. Adjacency List

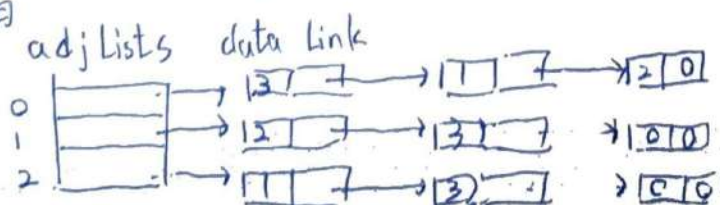
(E)

Adjacency List  
Linked list 存放  
點和點之間鄰  
近資訊,  
以 Hash

Adjacency Matrix  
= 二维 array, 可紀錄  
連線 (誰指向誰)

2. Adjacency Matrix  
pros & cons

(1) 有



## Graph Traversal

### 1. Graph vs. Tree

The Same:

A visited strategy

DFS

BFS

Systematic exploration of nodes

Difference:

Graph:

Cycles

Direction

Hierarchy

Tree  
Always connected

No

Not directed

Yes (rooted)

Graph

May be disconnected

Yes

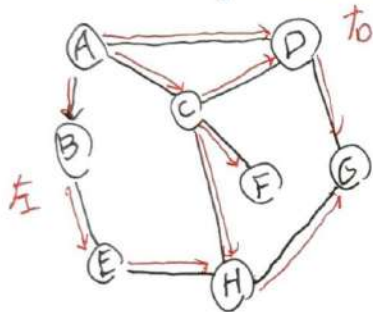
Directed / undirected

No inherent hierarchy

### 2. Depth-First Search (DFS)

string node A

LIFO  
stack



round 0

round 1

round 2

round 3



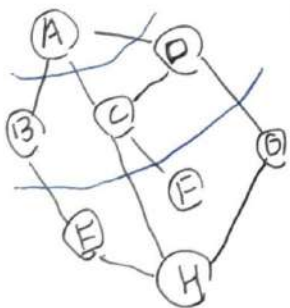
pop A → print

### 3. Bread-First Search (BFS)

By level ⇒ degree

starting node ⇒ A

FIFO  
Queue (暫存輸出點)



A → B C D  
↓ ↓ ↓  
E H F G

round 0 [A]

round 1 [B | C | D]

round 2 [E | F | G]

round 3 [H | I | J | K]

round 4 [L | M | N | O]

round 5 [P | Q | R | S]

★ visited[] 判斷是否已輸出過  
存放已輸出字母