

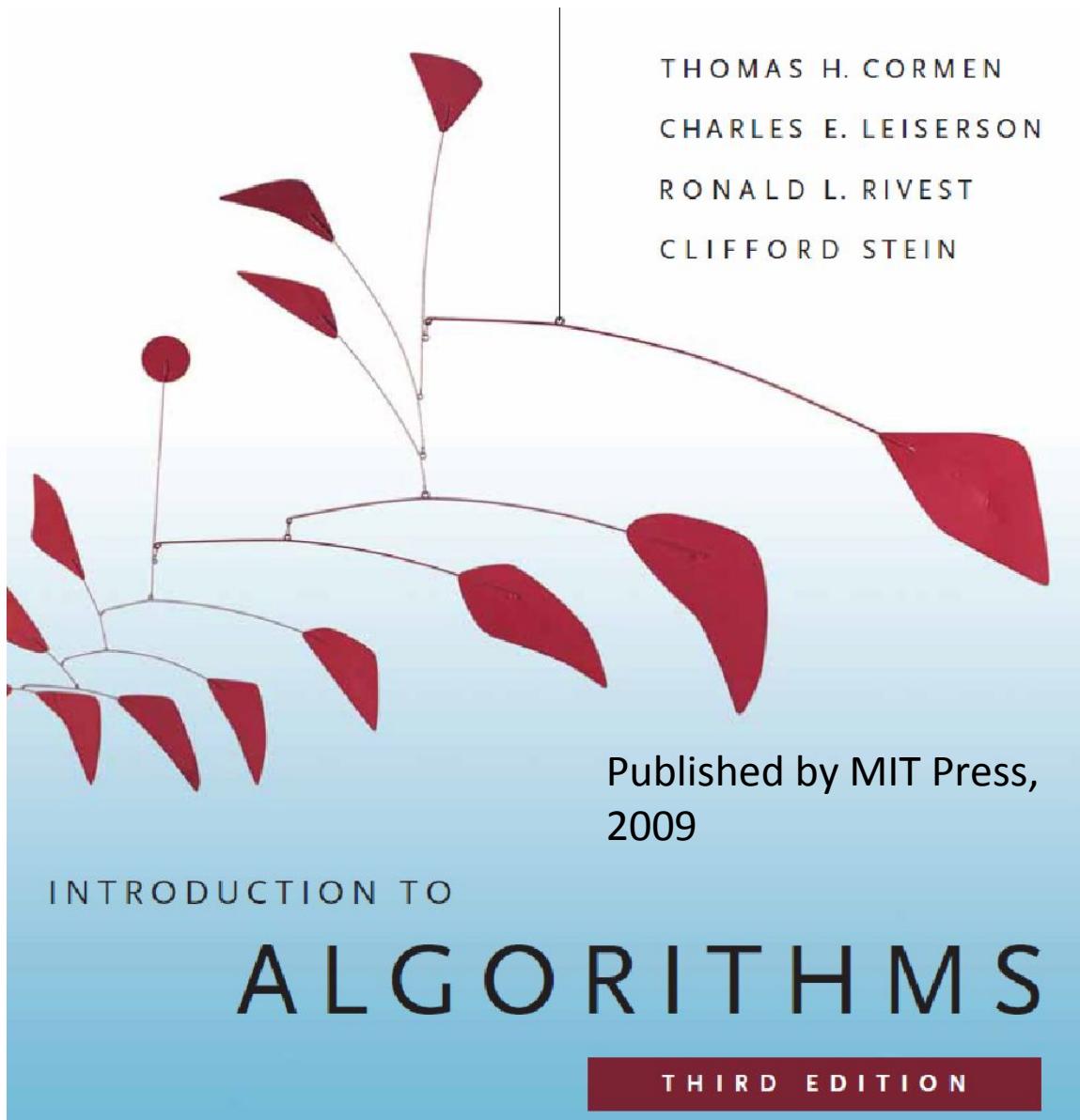
Graphs: an introduction

Bijendra Nath Jain
bnjain@iiitd.ac.in

Outline of next 9 lectures

- Graphs:
 - Undirected graphs
 - Directed graphs
 - (Directed) acyclic graphs (or DAGs)
 - Sparse graphs
 - Weighted graphs
- Graph applications
- Representation of graphs:
 - Adjacency matrix
 - Linked lists
- Algorithms:
 - Traversal algorithms:
 - BFS
 - DFS
 - Topological sort
 - Minimum spanning trees
 - Dijkstra's Shortest path
 - One-to-one
 - One-to-many
 - Many-to-many

Text to be used for next 9 lectures



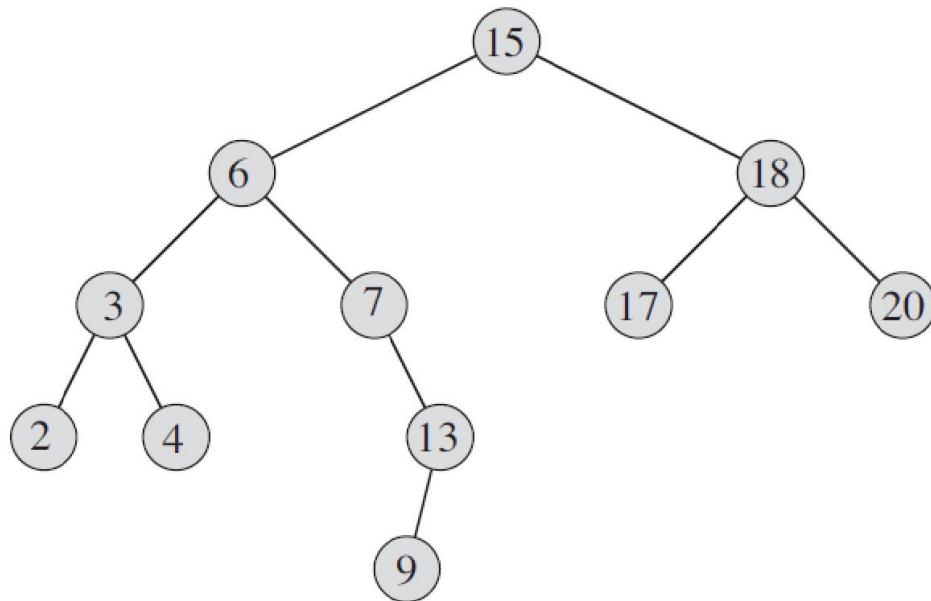
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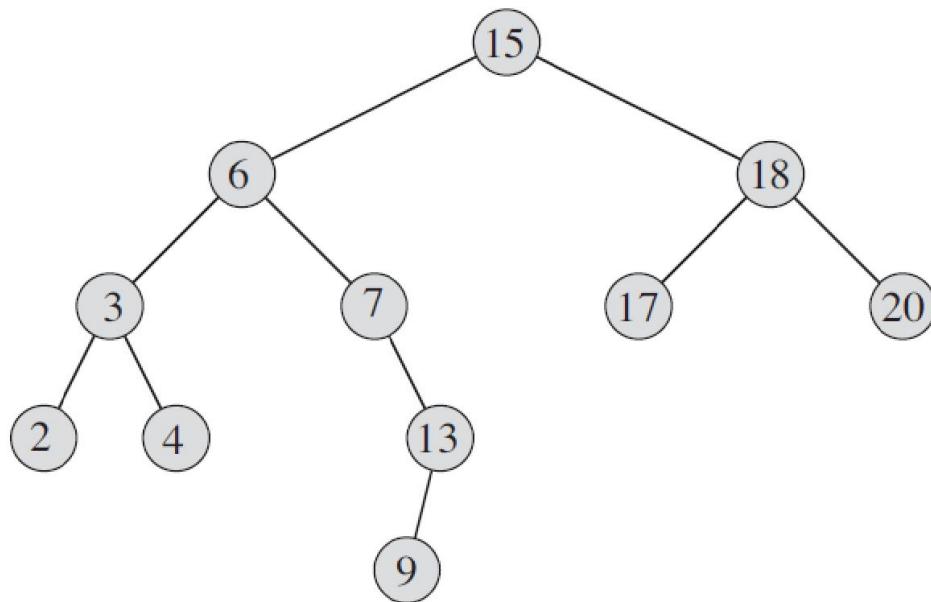
Some graph applications

- You are already familiar with trees, binary trees, and binary search trees
 - They are rooted
 - They are also graphs
- When looked upon as a graph, each edge is ‘directed’. That is, each edge identifies a pair of <parent node, child node>
- These graphs are special ↗ their representation is special, and algorithms are specific to search



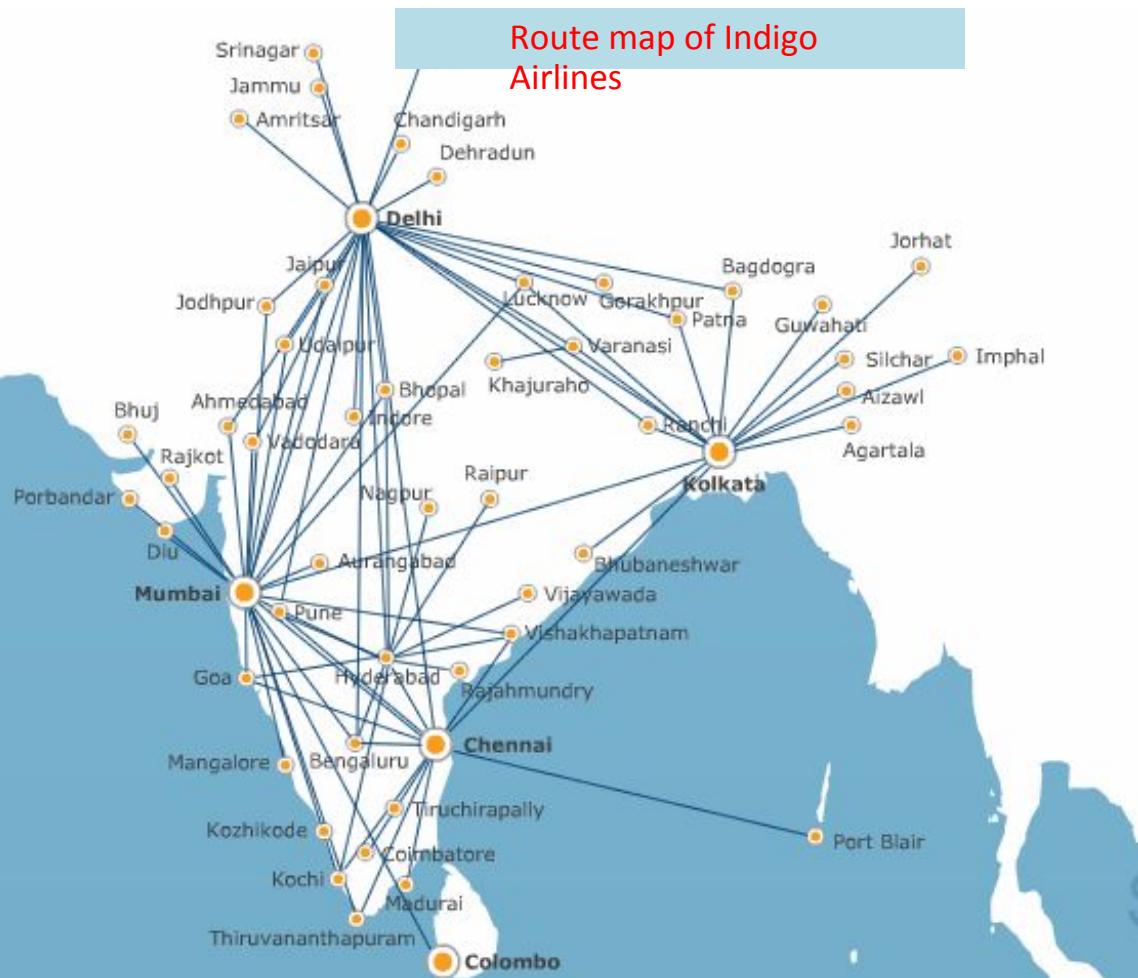
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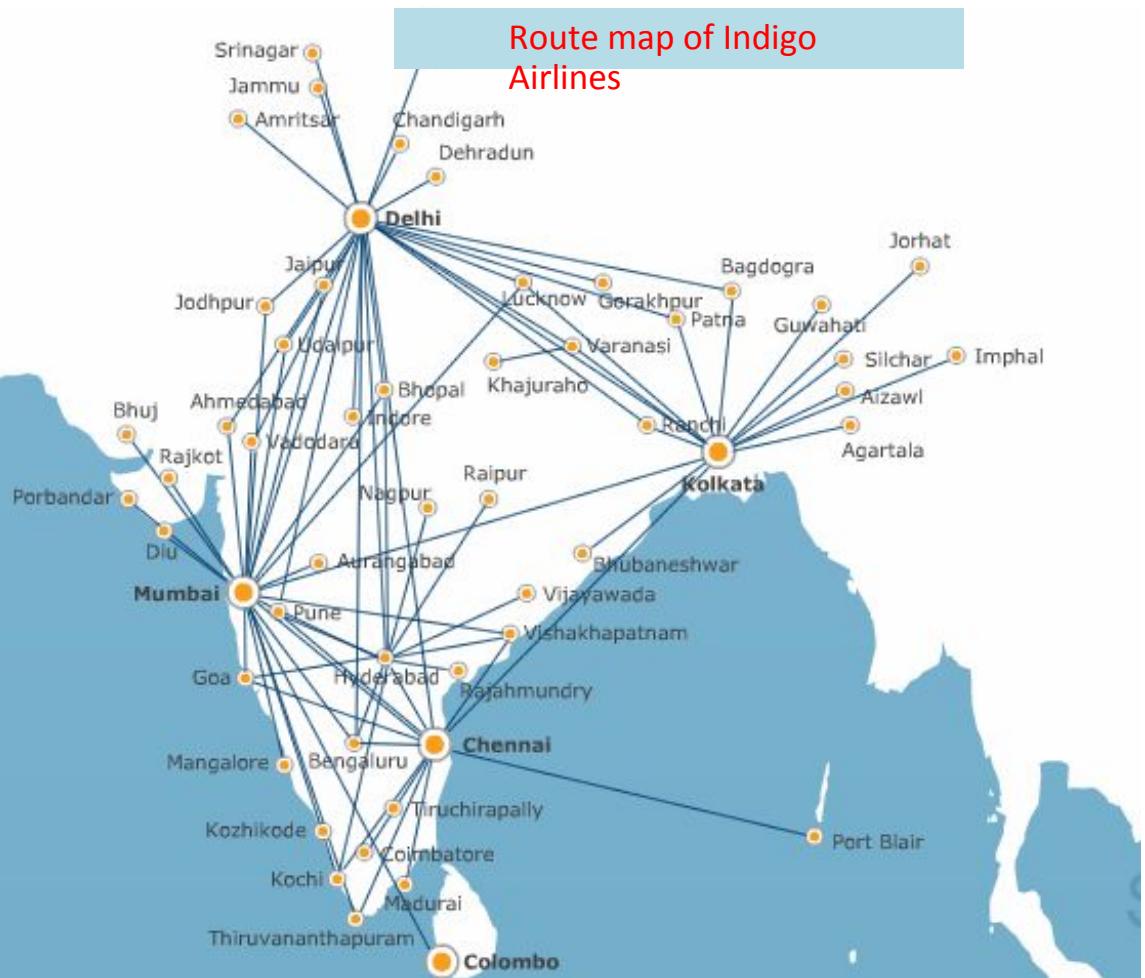
Some graph applications

- Maps:
 - Route map of an airline
 - Maps of highways in India
 - Internet: ERNet, in 1990



Some graph applications

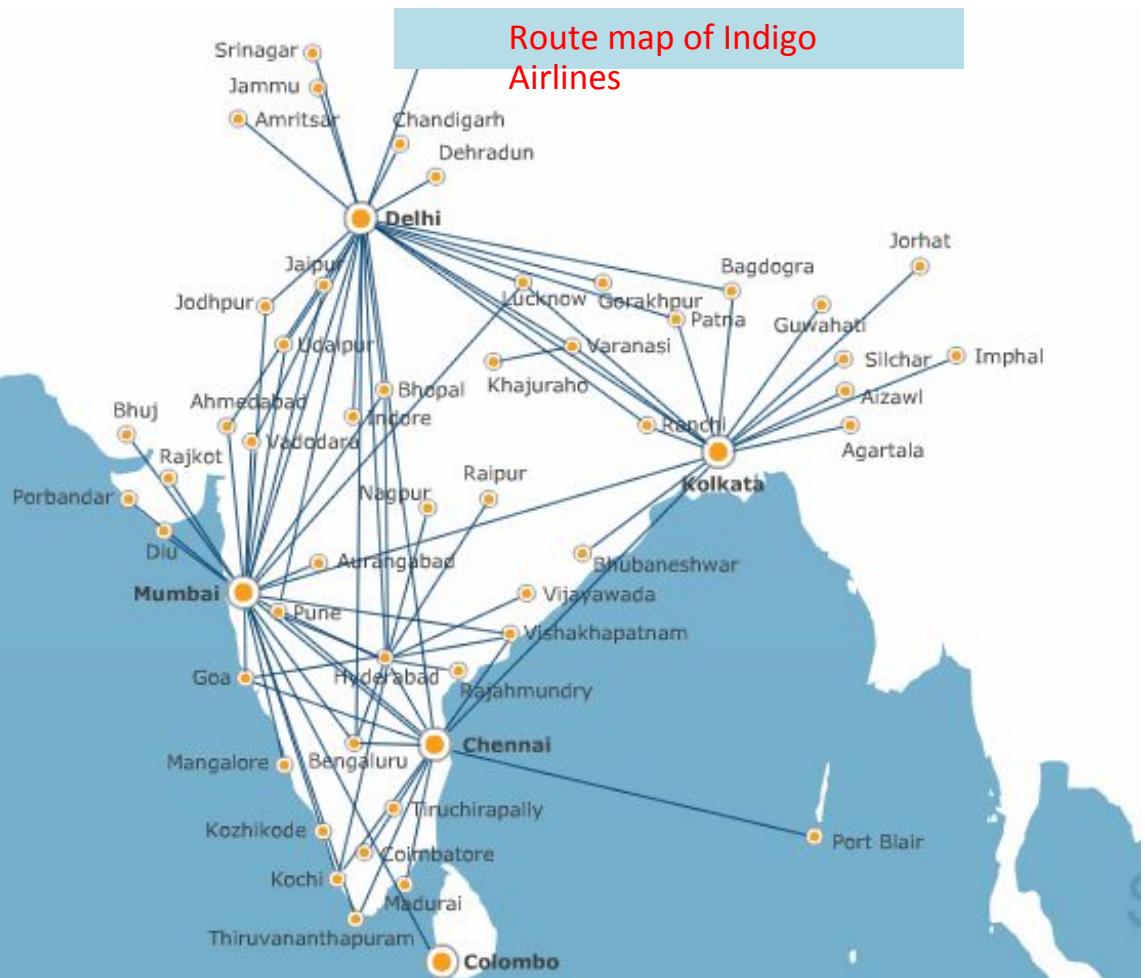
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Reflect upon what problems would an airline attempt to solve

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Reflect upon what problems would an airline attempt to solve

Describe at least one problem that an airline may wish to solve, but do so in some detail

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Reflect upon what problems would an highway planner attempt to solve

Some graph applications

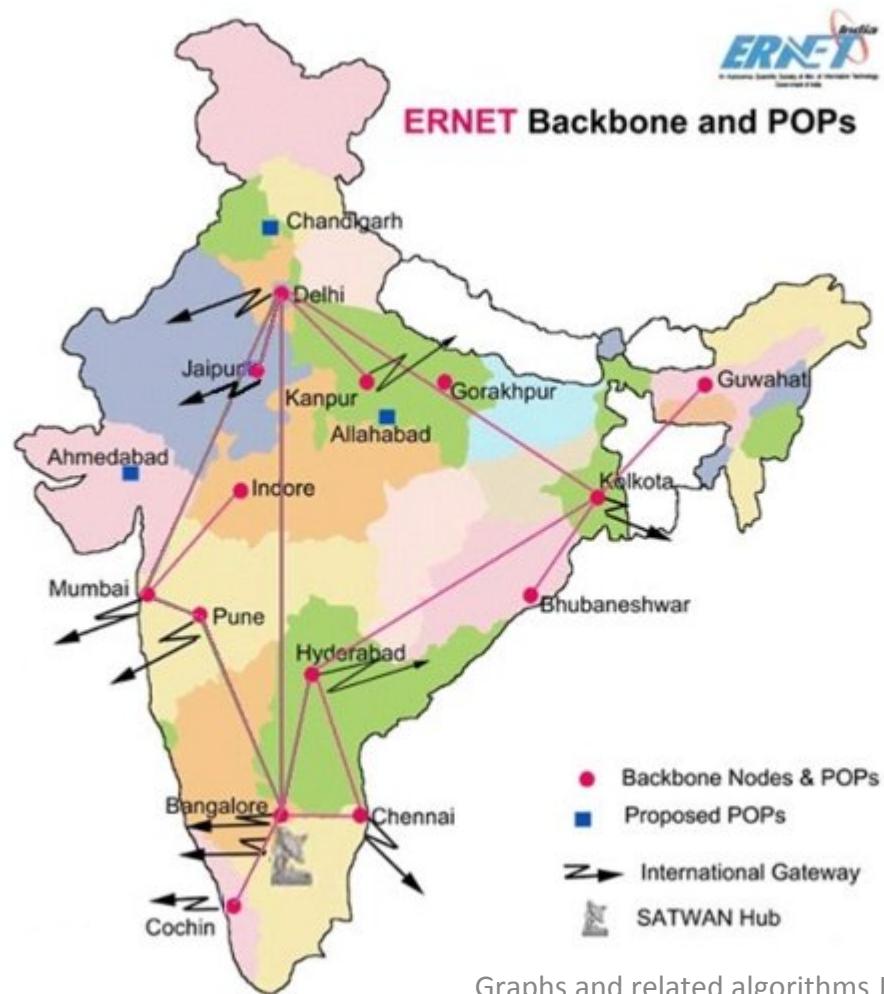
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- Reflect upon what problems would an highway planner attempt to solve
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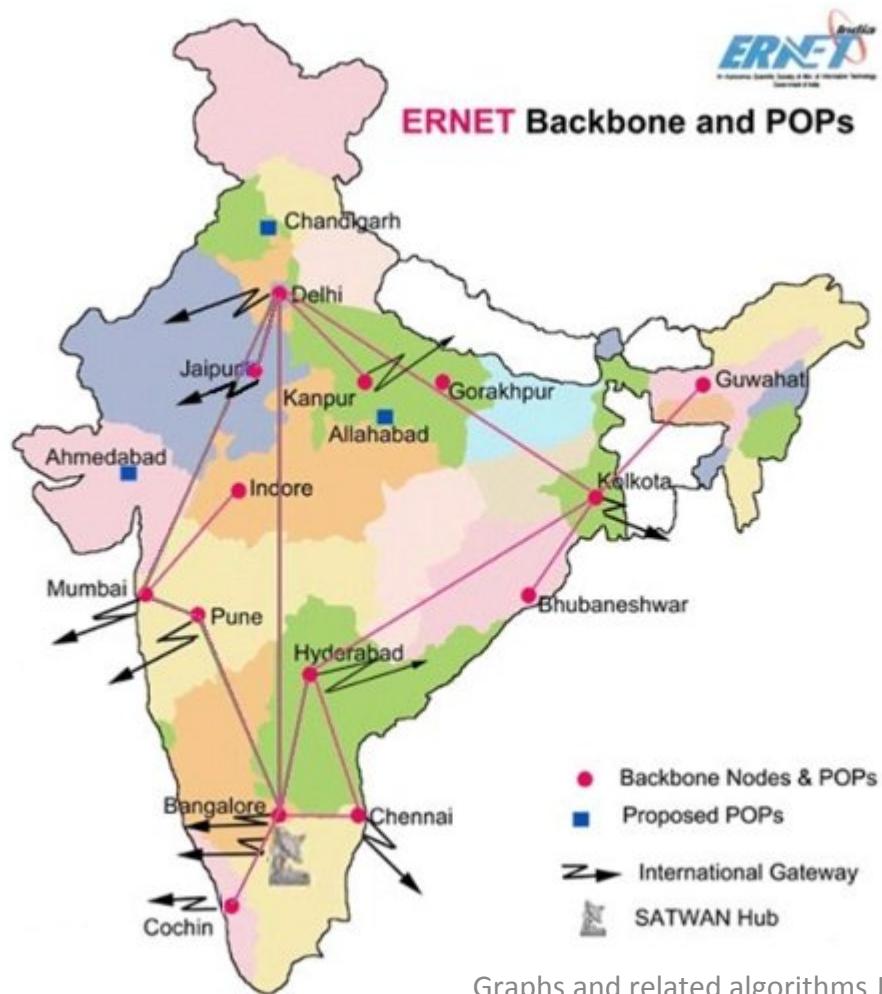
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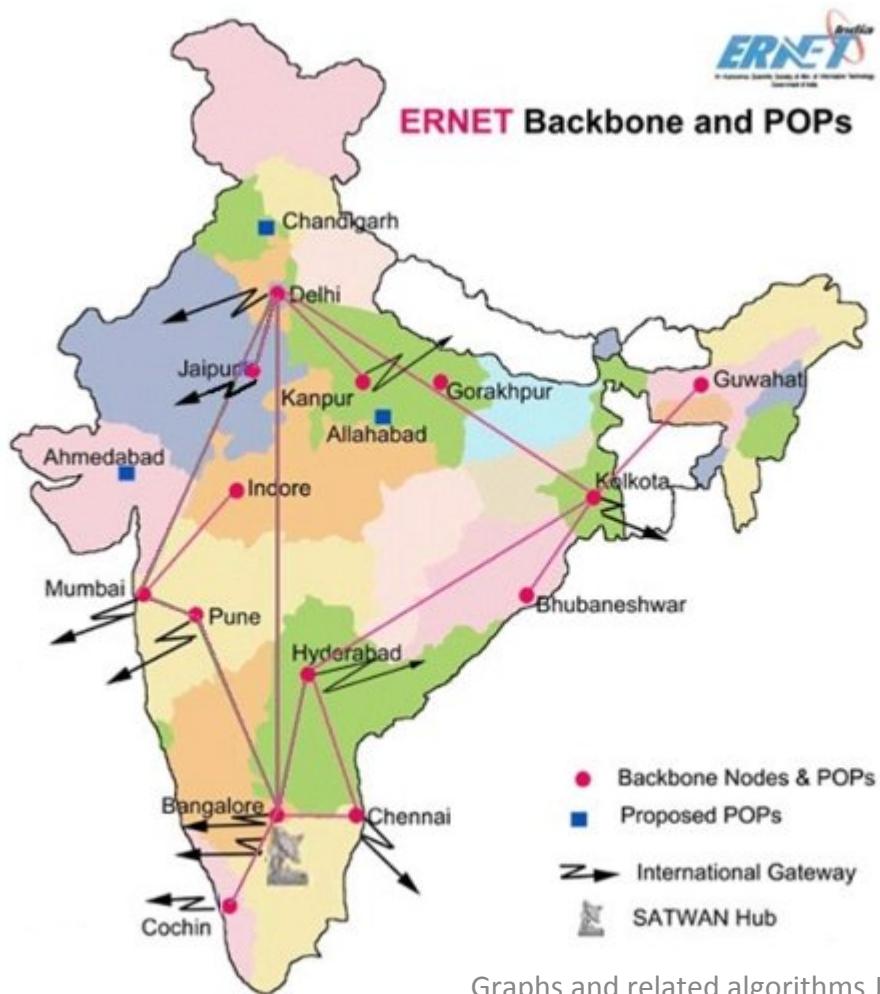
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Reflect upon as to how network topology impacts throughput and latency in data networks

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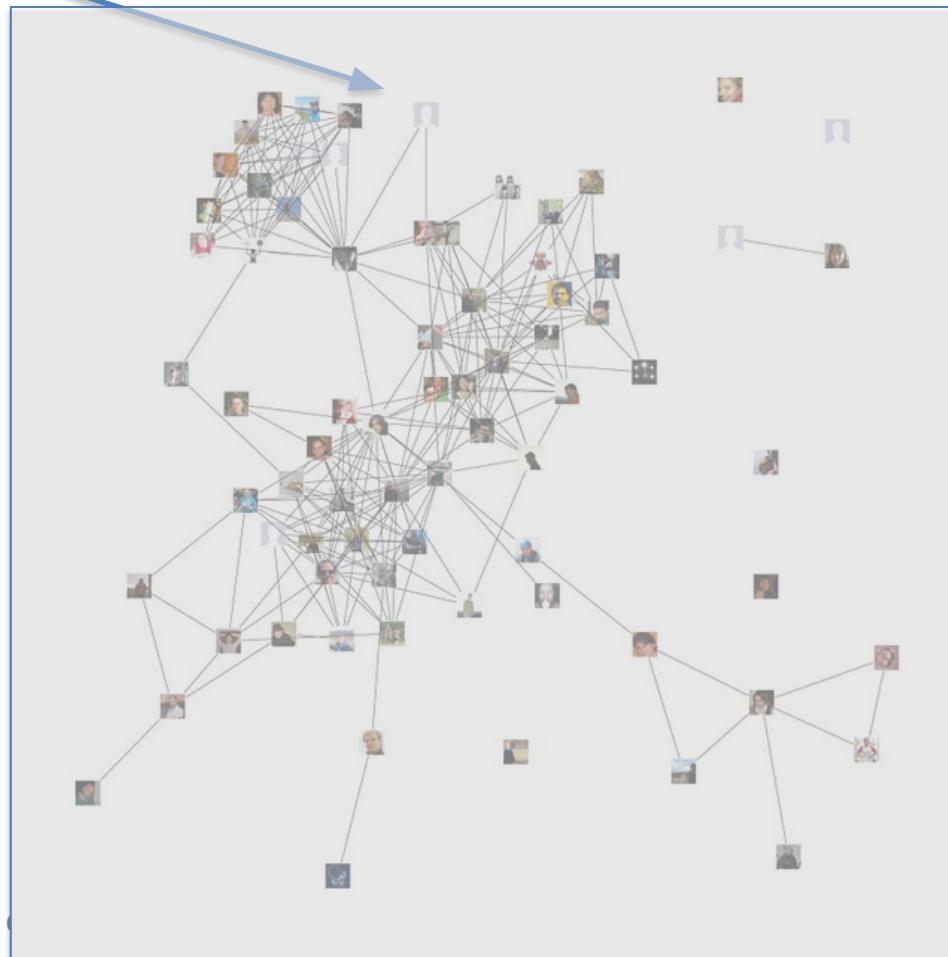
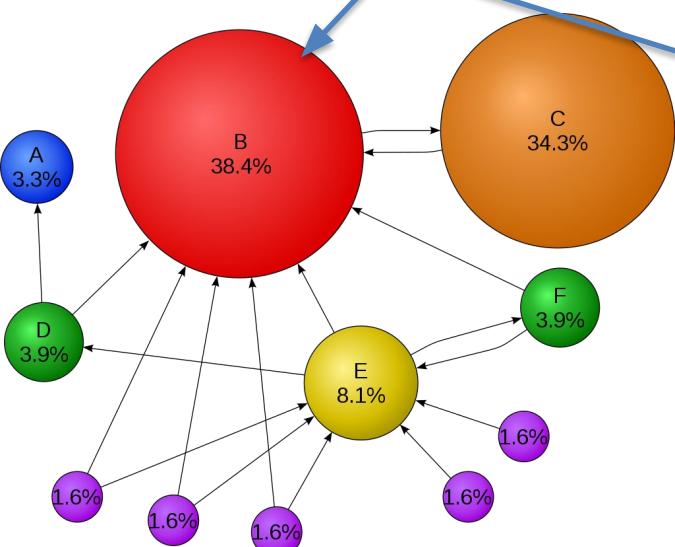


Reflect upon as to how network topology impacts throughput and latency in data networks

Describe at least one problem that an a provider may wish to solve, but do so in some detail

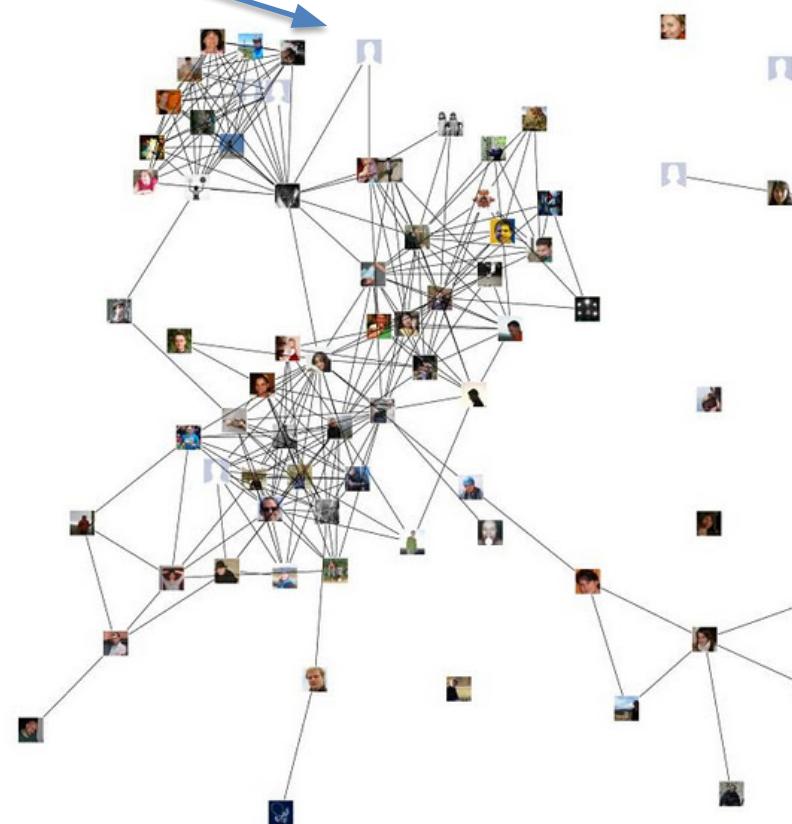
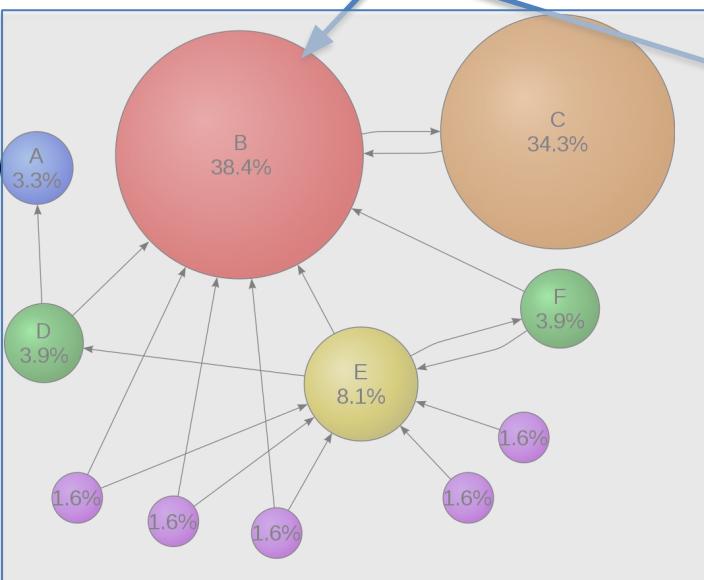
Some more graph applications

- More examples:
 - Web pages, and hyperlinks (see also <https://en.wikipedia.org/wiki/PageRank>)
 - Friends on social media
 - Etc.



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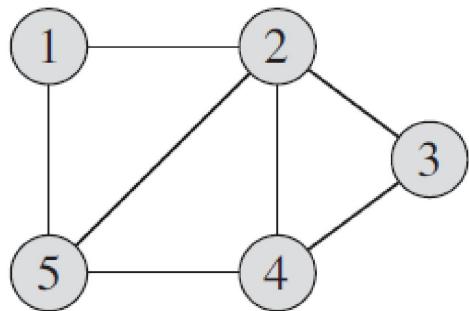


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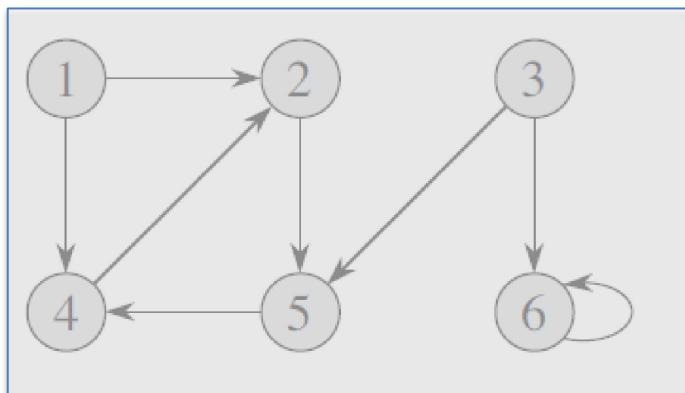
- Write a paragraph or two (with images) for 4 other graph applications, while identifying at least one problem that is IMP enough to be solved

What is a graph?

- A graph, $G = (V, E)$, consists of:
 - Set of vertices, V
 - Set of edges, E , where edges are either ‘undirected’ or ‘directed’
- Undirected graph:

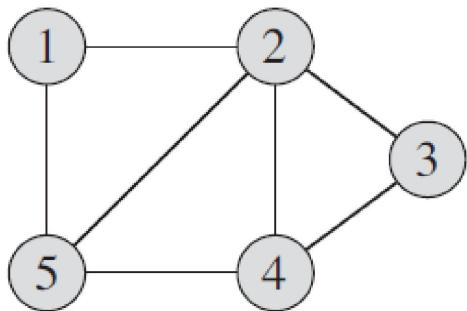


- Directed graph:



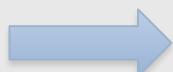
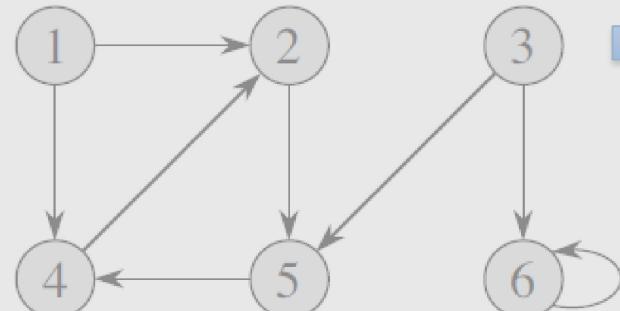
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- $G_1 = (V_1, E_1)$, where
 $V_1 = \{1, 2, 3, 4, 5\}$,
 $E_1 = \{(1, 2), (1, 5), (2, 3), (2, 4), (2, 5), (3, 4), (4, 5)\}$
Note: the order (u, v) may be changed

- Directed graph:

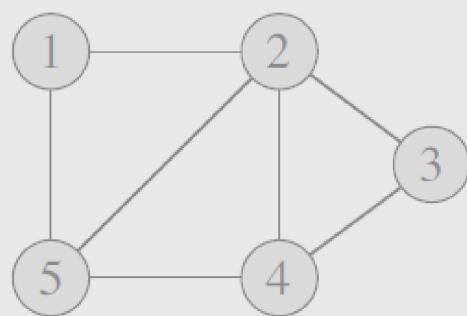


- $G_2 = (V_2, E_2)$, where
 $V_2 = \{1, 2, 3, 4, 5, 6\}$,
 $E_2 = \{<1, 2>, <1, 4>, <2, 5>, <3, 5>, <3, 6>, <4, 2>, <5, 4>, <6, 6>\}$
Note: the order $<u, v>$ cannot be changed

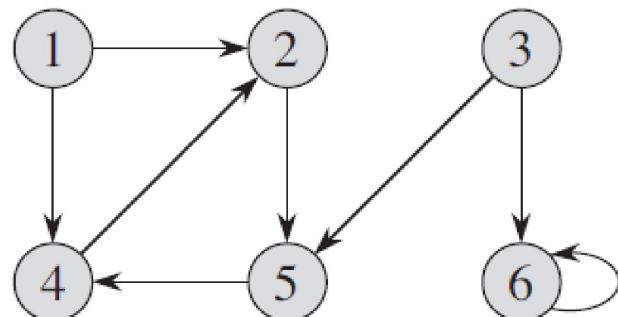
Note: the different notation (u, v) vs. $\langle u, v \rangle$

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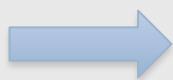


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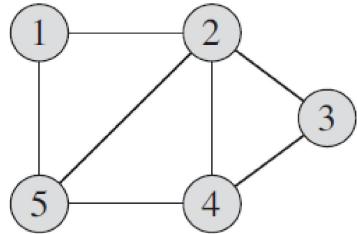


- $G2 = (V2, E2)$, where
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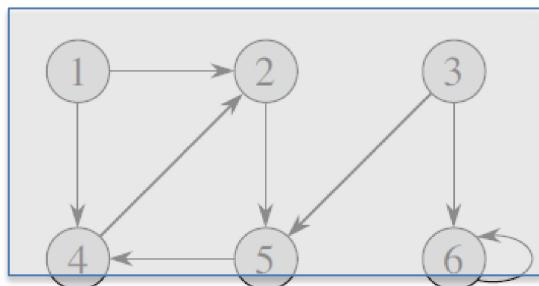
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Some terminology: adjacency

- In an undirected graph:
 - Two vertices u and v are “adjacent” if (u,v) or (v,u) is an edge in E
 - Also edge $e = (u,v)$ is **incident to** vertex u and to vertex v

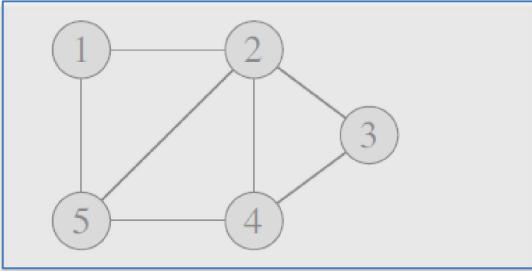


- In a directed graph:
 - Vertex u is adjacent **to** vertex v if $\langle u, v \rangle$ is an edge in E
 - vertex u is the initial vertex of $\langle u, v \rangle$
 - Vertex v is adjacent **from** vertex u if $\langle u, v \rangle$ is an edge in E
 - vertex v is the terminal, or end, vertex of $\langle u, v \rangle$



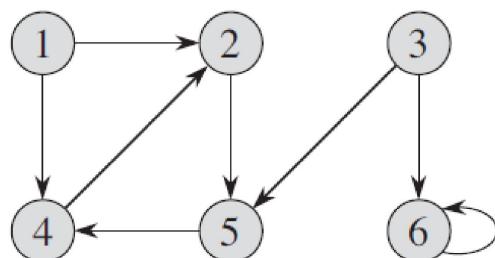
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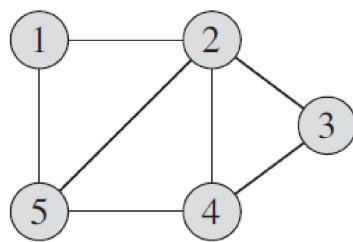
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Note: the difference in
“adjacent **from**” and
“adjacent **to**”



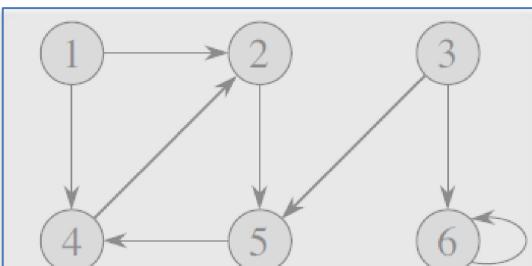
Some terminology: degree

- In an undirected graph the “degree” of vertex u is simply the number of edges that are incident **with** vertex u
 - a self-loop counts twice (both ends count)
 - The degree is denoted with $\deg(v)$
 - If $e=|E|$, then always the case: $2e = \sum_{v \in V} \deg(v)$



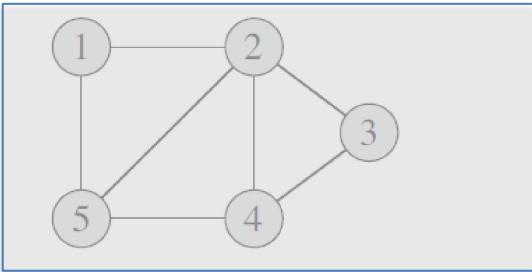
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 - Out-degree of vertex u is number of edges adjacent from vertex u , viz. where vertex u is the initial vertex
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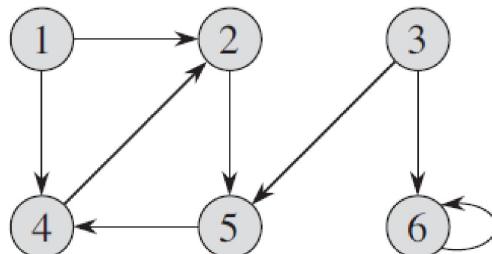


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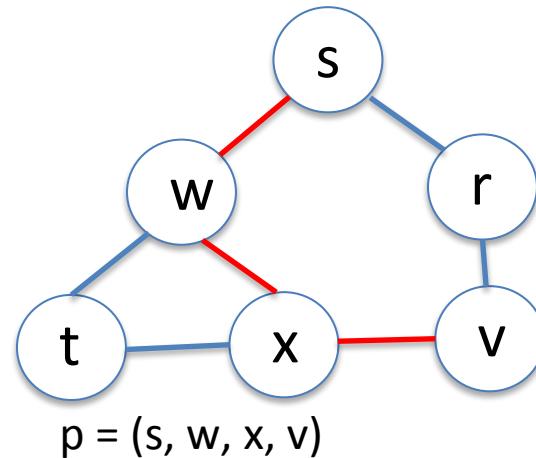


Some more terminology: paths in an **undirected** graph

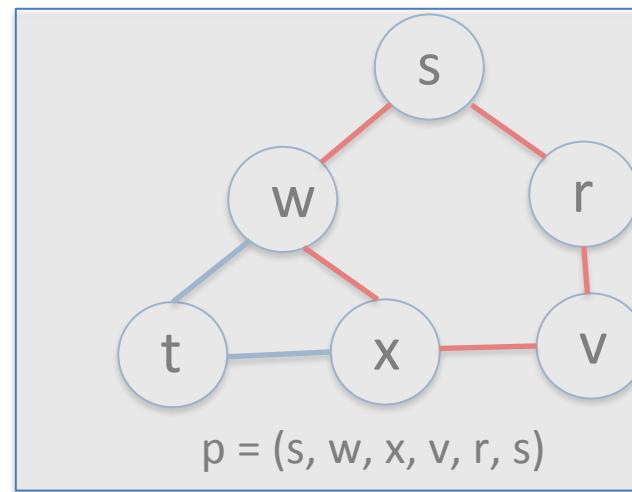
Let **undirected** graph, $G = (V, E)$

- A path, $p = (u_1, u_2, u_3, \dots, u_n)$ is said to be a **simple** path if:

- Edges (u_i, u_{i+1}) are in E , and
- Vertices $u_1, u_2, u_3, \dots, u_n$ are all distinct



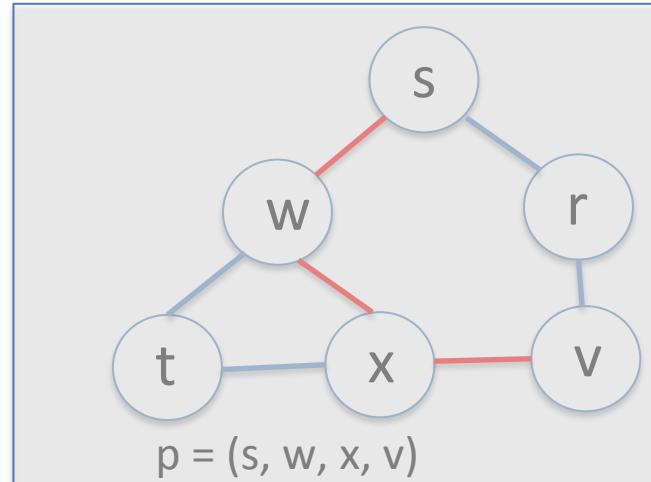
- A path, $p = (u_1, u_2, u_3, \dots, u_n)$ is said to be a cycle if:
 - Edges (u_i, u_{i+1}) are in E , and
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 - $u_1 = u_n$



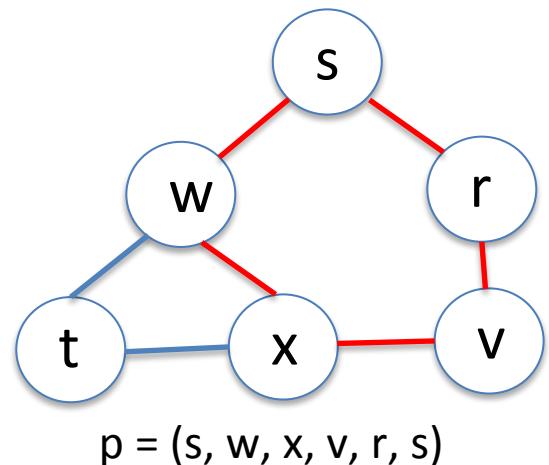
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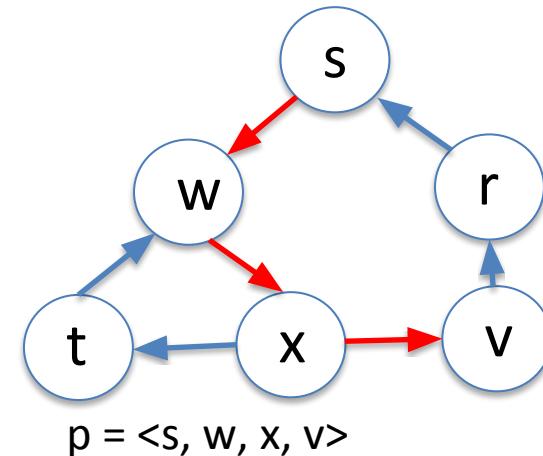
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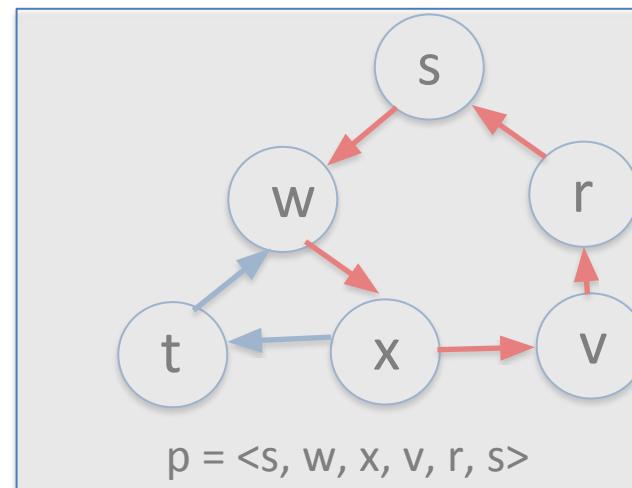
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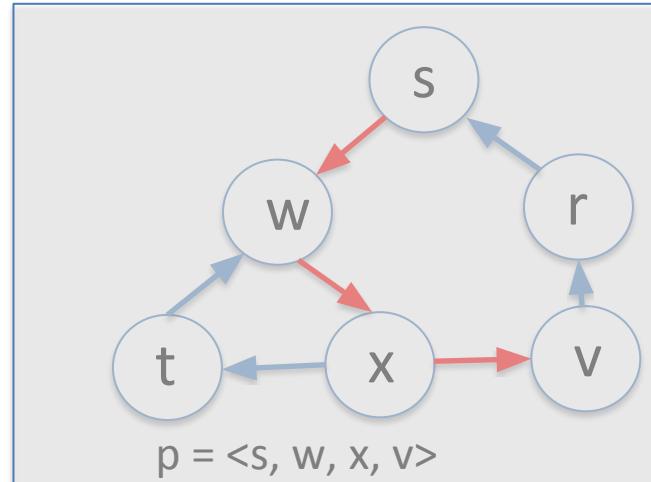
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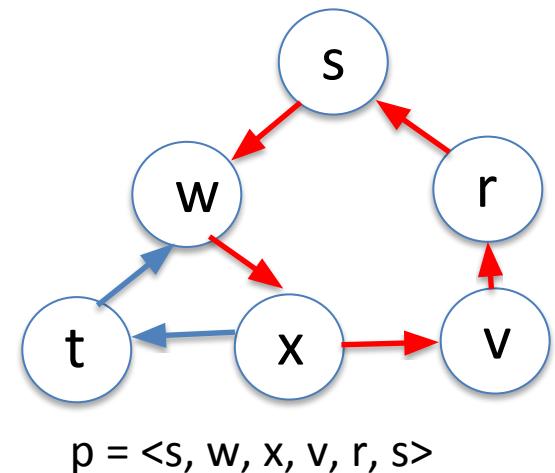
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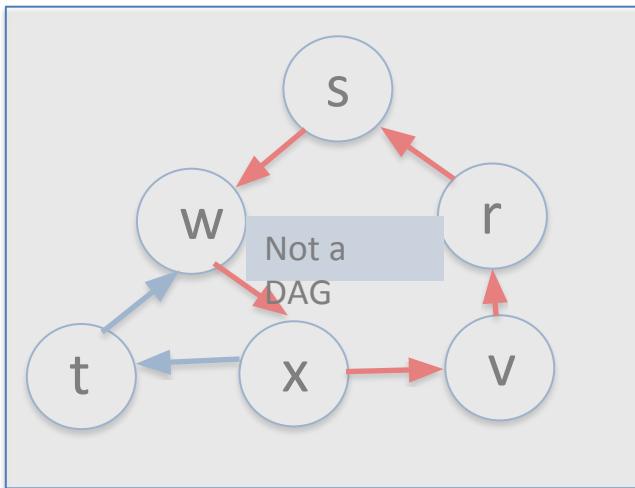
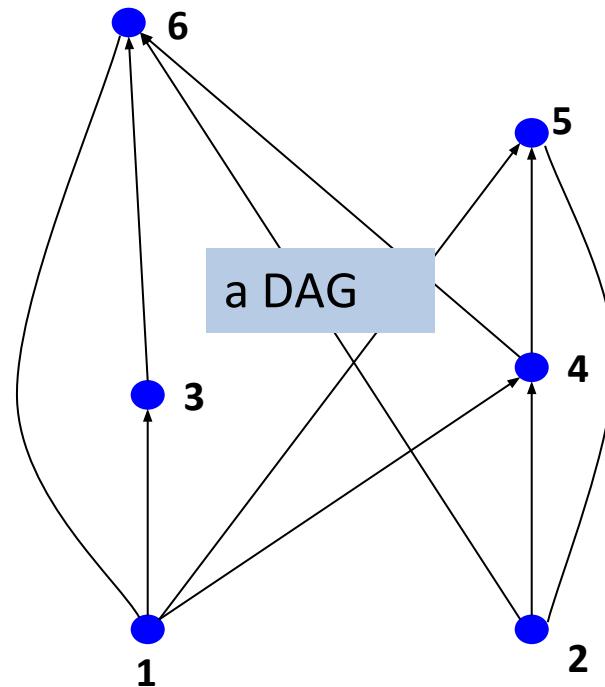
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Some more terminology: directed acyclic graphs (DAGs)

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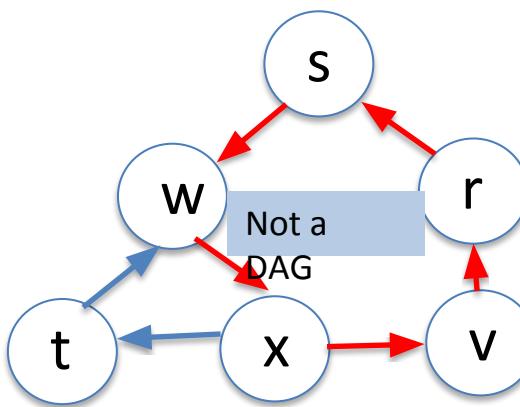
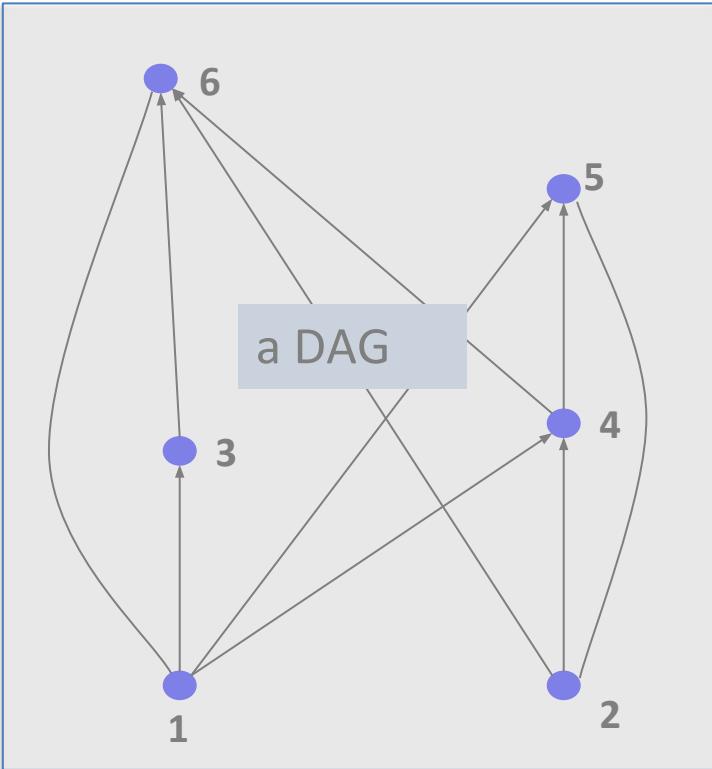
- Graph G is said to be a **directed acyclic graph** (or **DAG**) if:
 - There are no cycles in G



Some more terminology: directed acyclic graphs (DAGs)

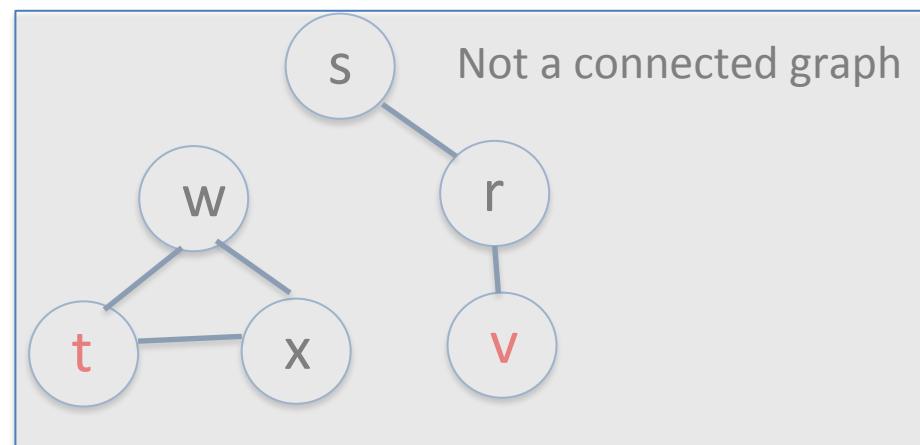
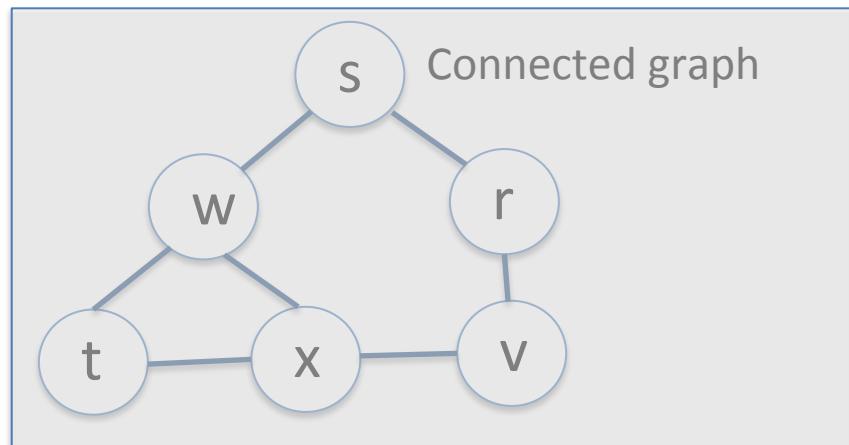
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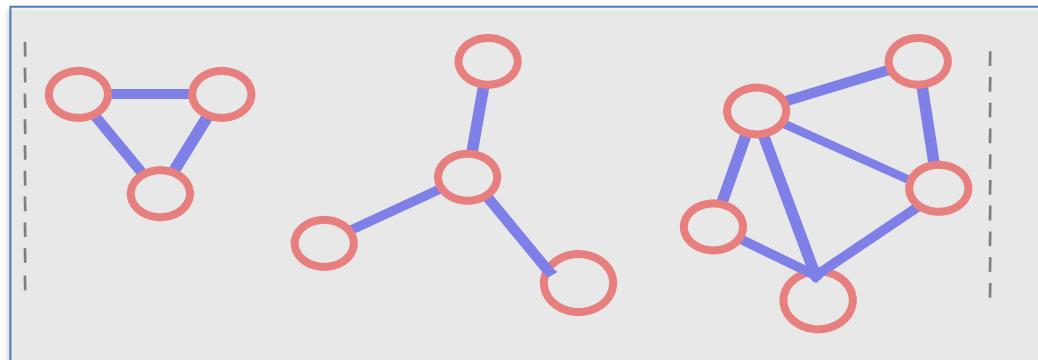


Some more terminology: connectedness of undirected graphs

- **Subgraph:** subset of vertices, $V_1 \subset V$, and subset of edges. $E_1 \subset E$ such that they form a graph
- A undirected graph, $G = (V, E)$, is said to be connected if there is a path from u to v , for any and every given pair of vertices u and v , in V

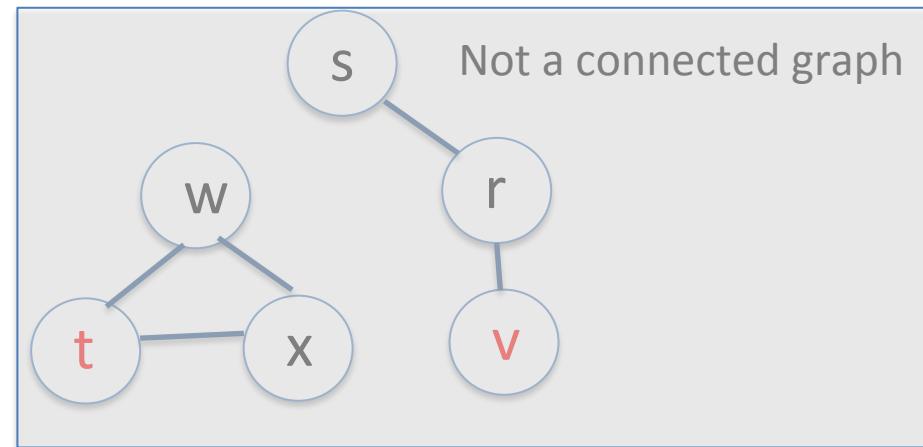
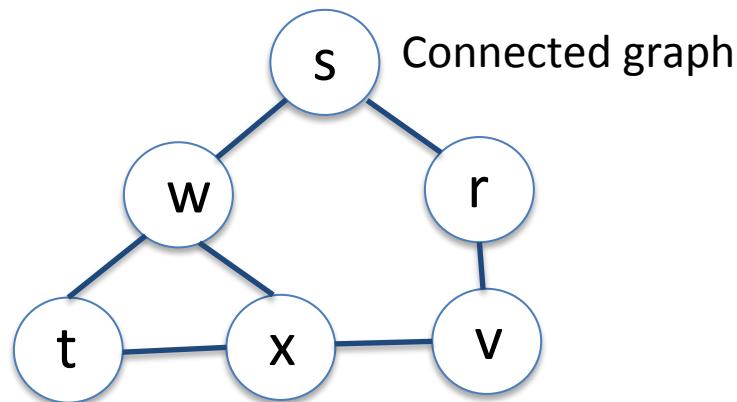


- Connected components: maximal connected subgraph. E.g., the graph below has 3 connected components

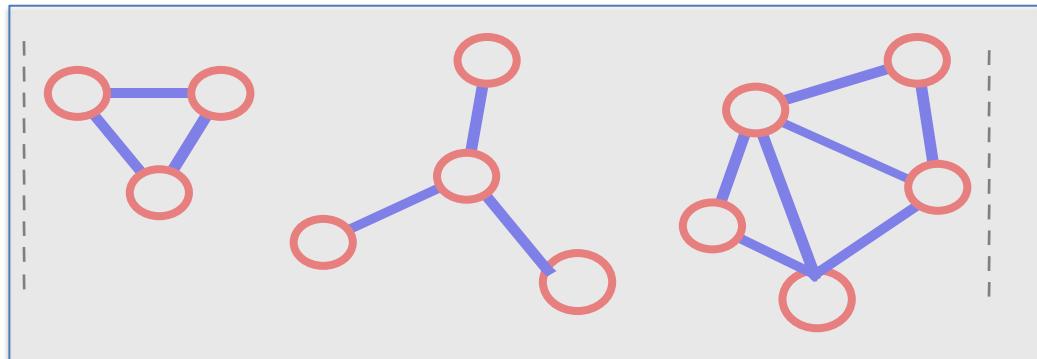


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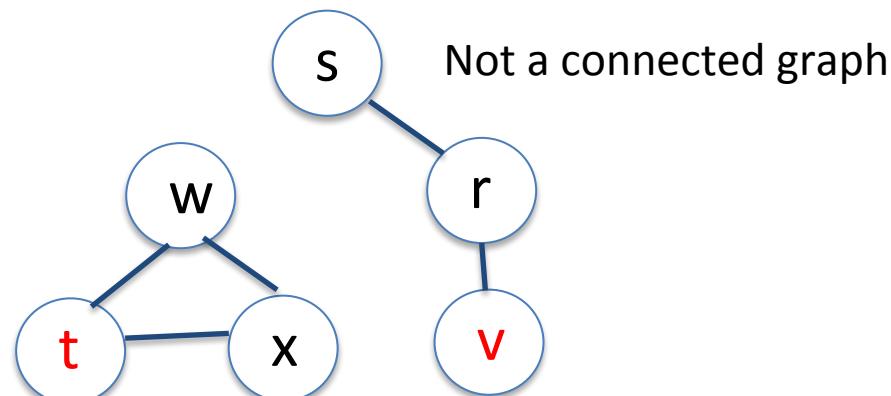
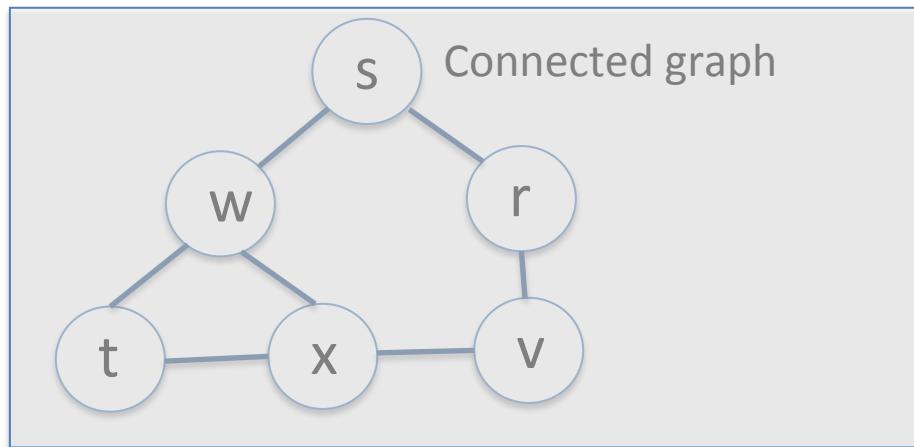


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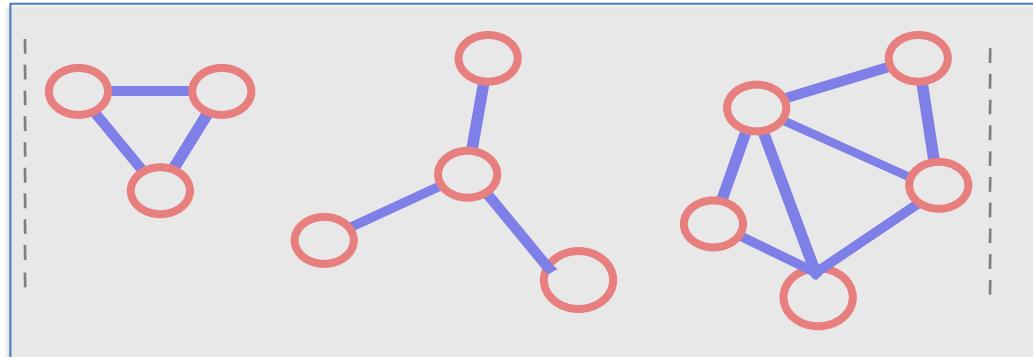


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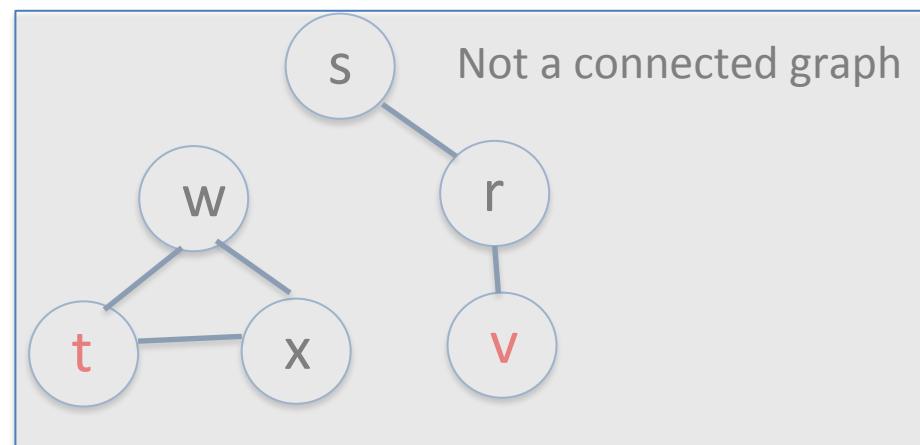
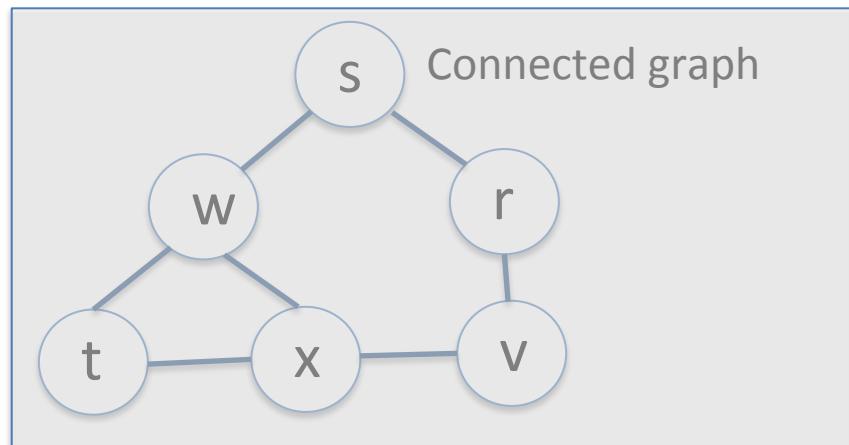


- Connected components: maximal connected subgraph. E.g., the graph below has 3 connected components

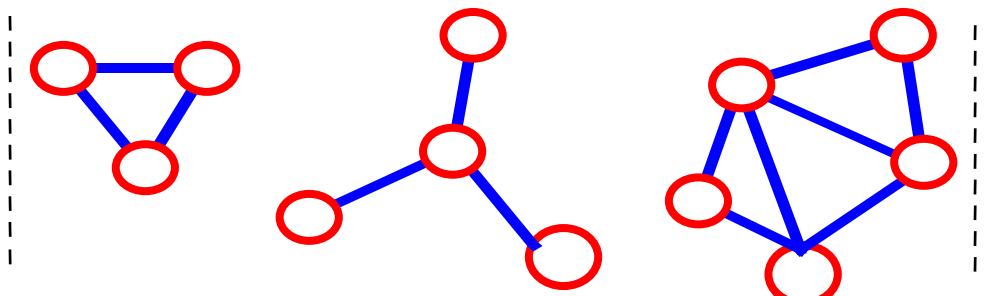


Some more terminology: connectedness of undirected graphs

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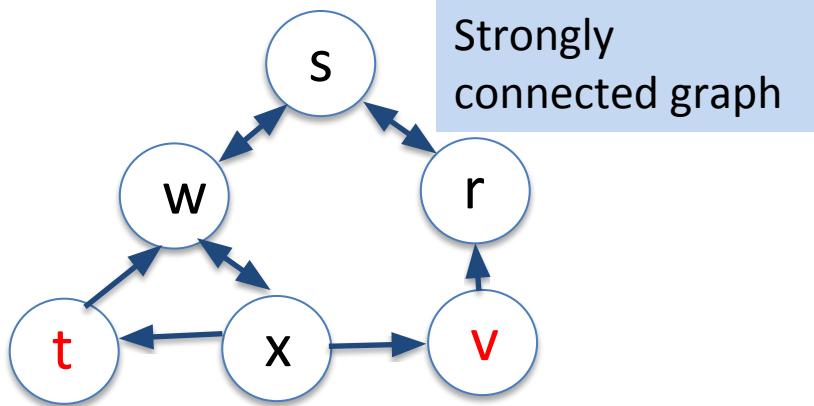


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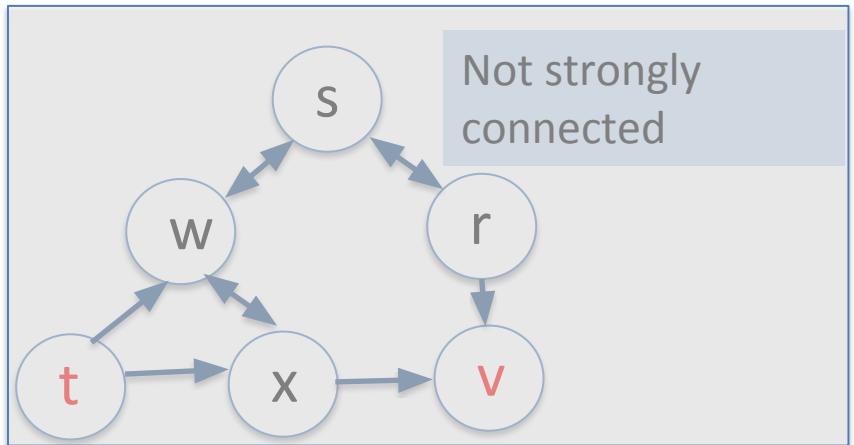


Some more terminology: connectedness of **directed** graphs

- A graph, $G = (V, E)$, is **strongly connected** if there is a path from u to v , **and from v to u** , for any given pair of vertices u and v , in V



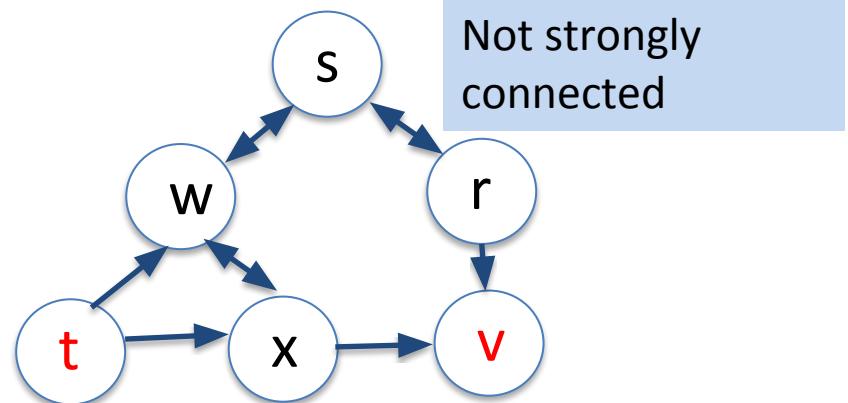
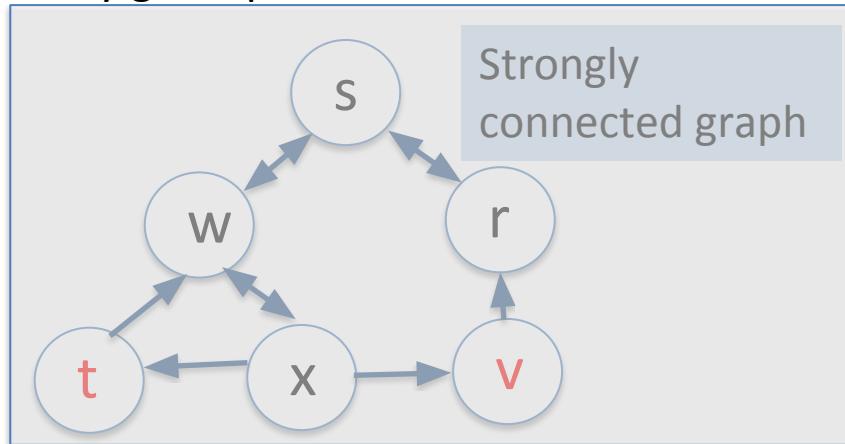
Strongly
connected graph



Not strongly
connected

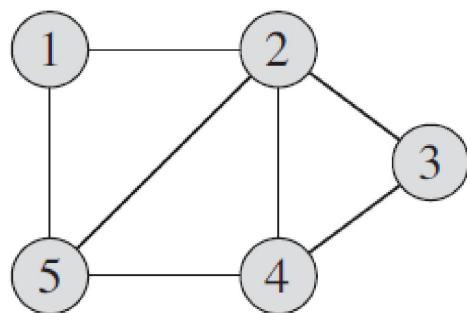
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Representation of graphs using adjacency matrices

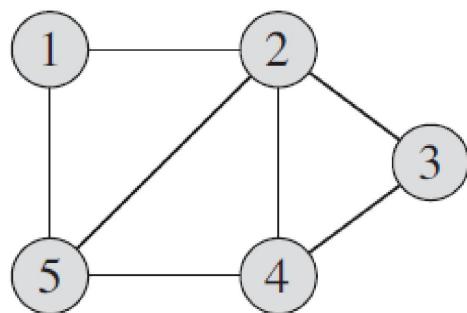
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 - $a_{ij} = a_{ji} = 1$, if there is an edge **between** verticies i **and** j
 - $= 0$, otherwise
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A =						i =
	0	1	0	0	1	1
	1	0	1	1	1	2
	0	1	0	1	0	3
	0	1	1	0	1	4
	1	1	0	1	0	5
						j =
						1 2 3 4 5

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$$A = \begin{array}{ccccc} 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 1 & 1 & 0 & 1 & 0 \end{array}$$

i=

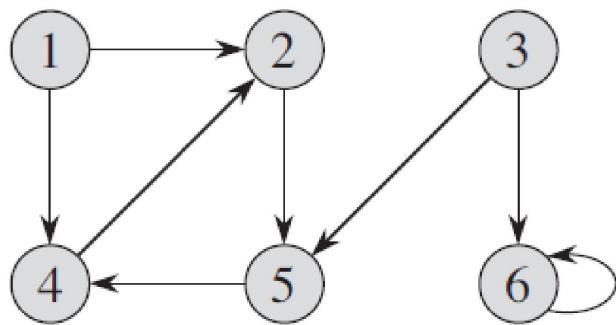
1	2	3	4	5
---	---	---	---	---

j=

1	2	3	4	5
---	---	---	---	---

Representation of graphs using adjacency matrices

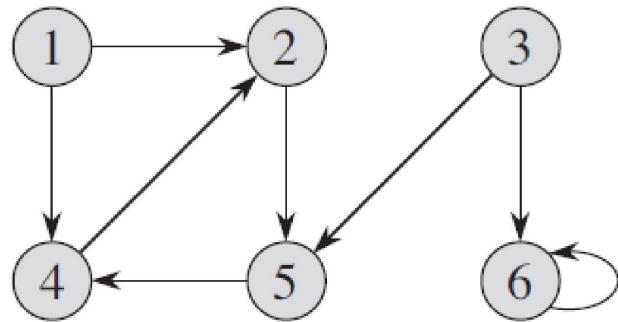
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	0	0	0	0	1	1	3
	0	1	0	0	0	0	4
	0	0	0	1	0	0	5
	0	0	0	0	0	1	6
	1	2	3	4	5	6	

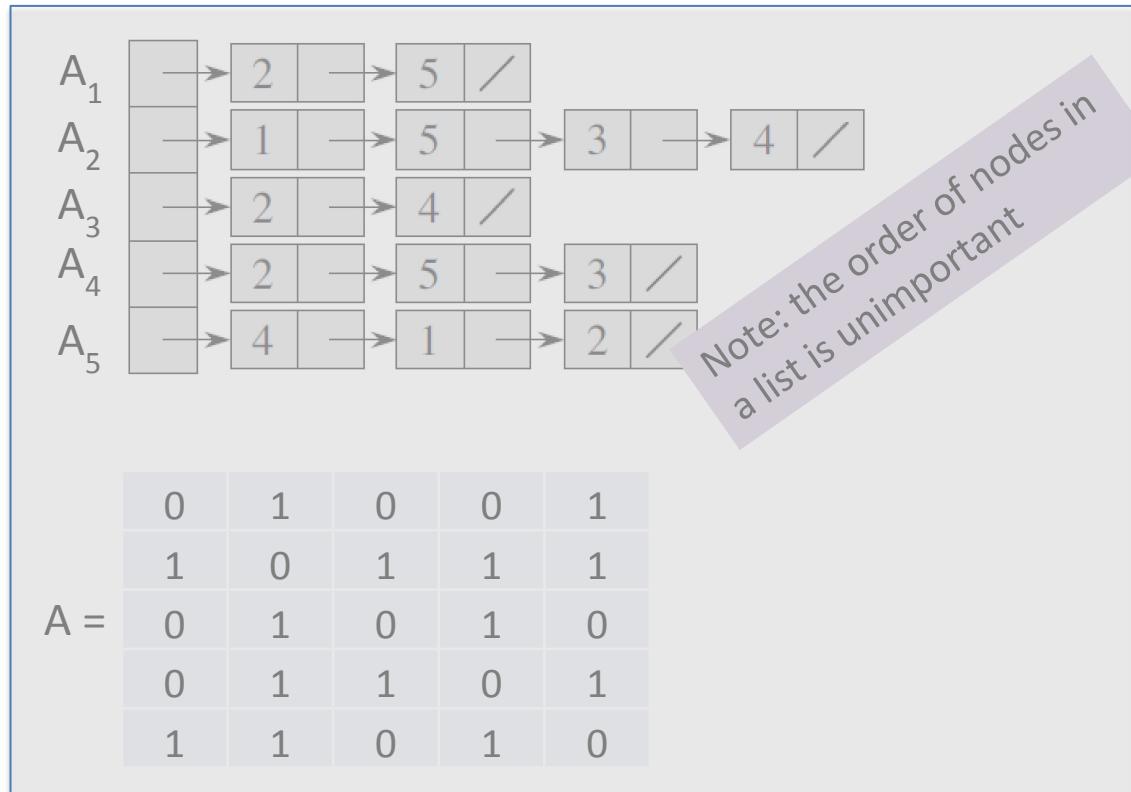
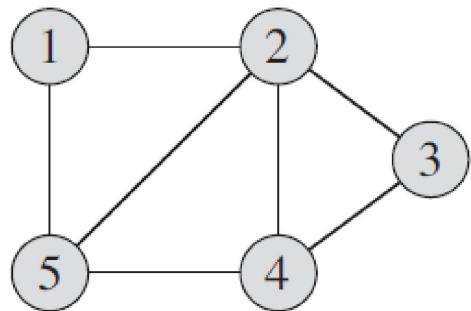
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$$A = \begin{array}{cccccc} & \begin{matrix} 1 & 2 & 3 & 4 & 5 & 6 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{matrix} & \begin{array}{|c|c|c|c|c|c|} \hline 0 & 1 & 0 & 1 & 0 & 0 \\ \hline 0 & 0 & 0 & 0 & 1 & 0 \\ \hline 0 & 0 & 0 & 0 & 1 & 1 \\ \hline 0 & 1 & 0 & 0 & 0 & 0 \\ \hline 0 & 0 & 0 & 1 & 0 & 0 \\ \hline 0 & 0 & 0 & 0 & 0 & 1 \\ \hline \end{array} \end{array}$$

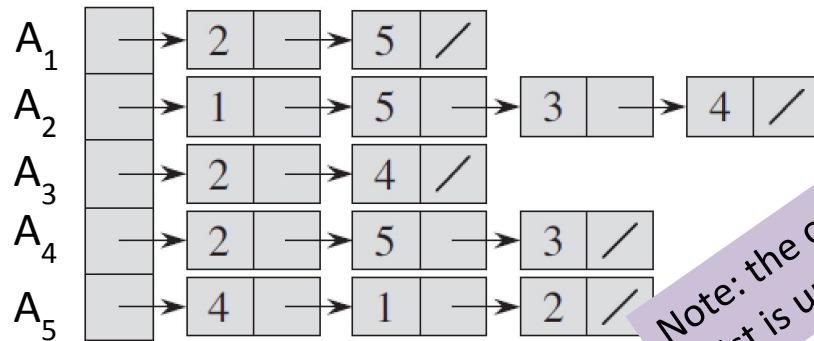
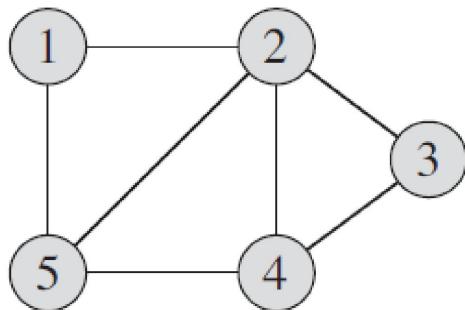
Representation of graphs using adjacency lists

- A graph $G = (V, E)$ may instead be represented by an array of n ‘adjacency lists’ A_i
- For an ‘undirected’ graph, $G = (V, E)$
list $A_i = [V_j : \text{there is an edge between verticies } i \text{ and } j]$



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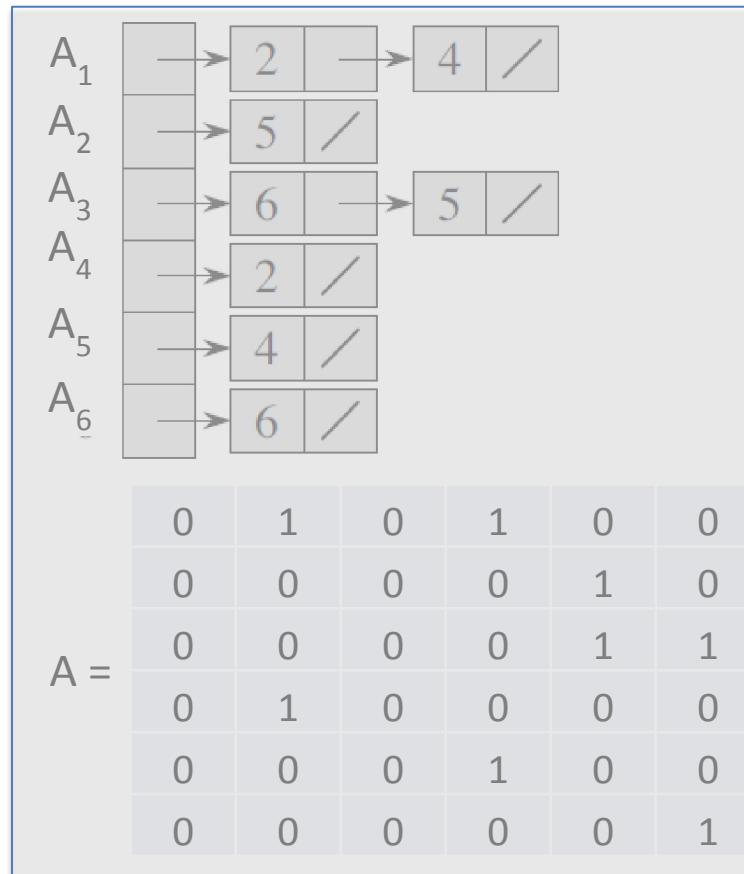
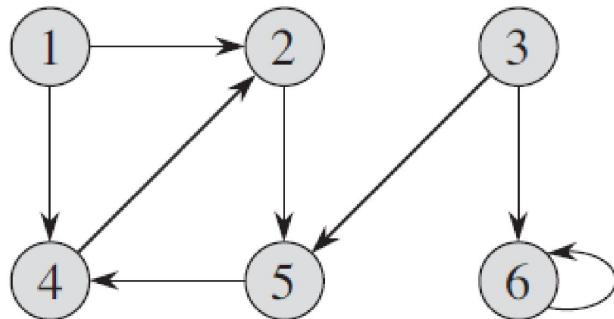


Note: the order of nodes in a list is unimportant

0	1	0	0	1
1	0	1	1	1
0	1	0	1	0
0	1	1	0	1
1	1	0	1	0

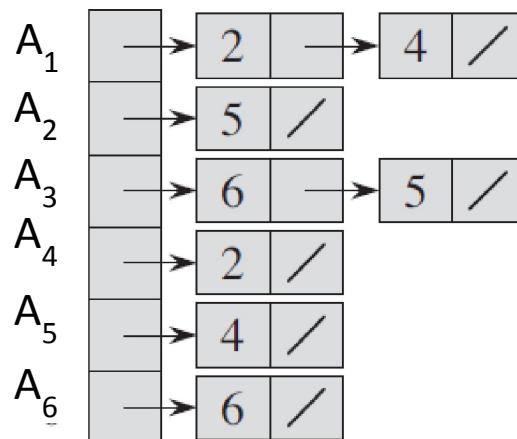
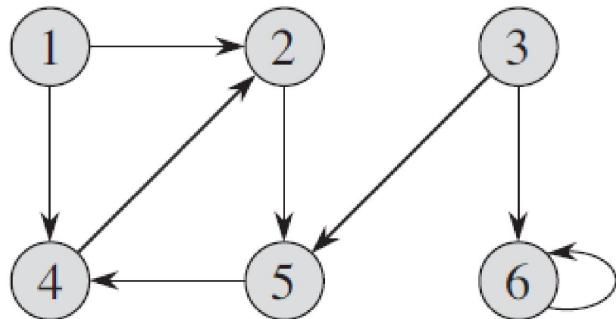
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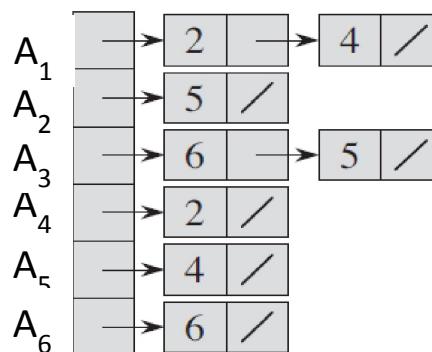
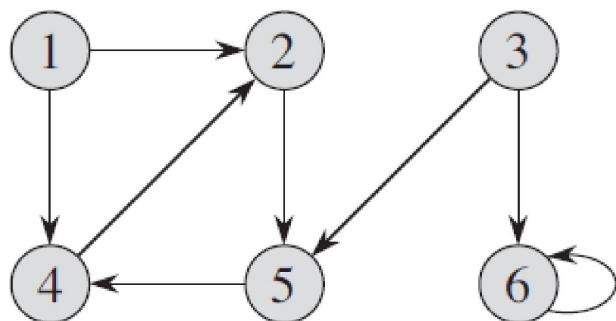


0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
0	0	0	0	0	1

Representation of graphs: adjacency matrices vs. adjacency lists

- Truly, this is a direct consequence of fact that an $n \times n$ matrix can be represented by a collection of n lists
- Memory requirements:
 - adjacency matrix: $O(|V|^2)$ bits
 - adjacency lists: $O(|V| + |E|)$ integers/addresses
- Consider the two representations when working with ‘sparse’ graphs, where $|E| \ll |V|^2$
- Graph algorithms simpler to visualize using adjacency matrix representation
 - BUT, run more efficiently on adjacency list representations
 - E.g. Visiting all edges, or vertices, requires:
 - $O(|V|^2)$ operations using an adjacency matrix
 - $O(|V| + |E|)$ operations when using adjacency lists

Note: time or space complexity related to graphs is invariably $f(|V|, |E|)$

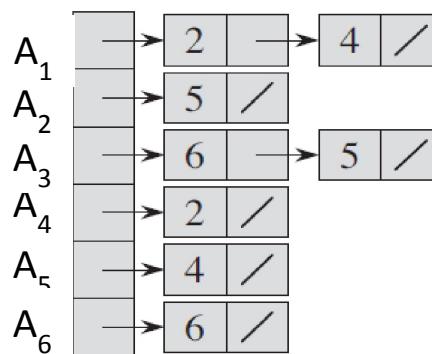
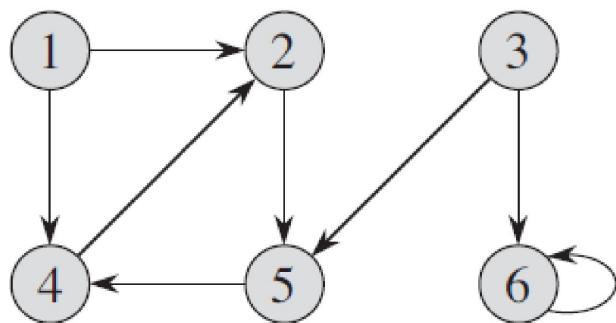


0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
0	0	0	0	0	1

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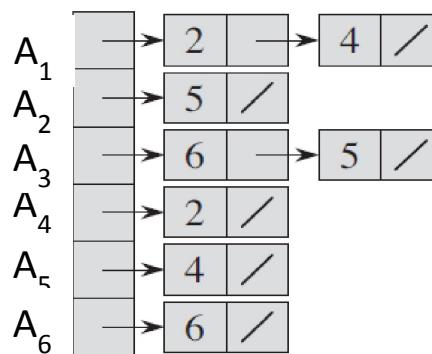
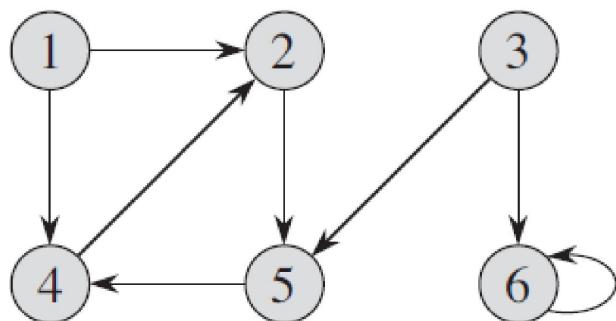


0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
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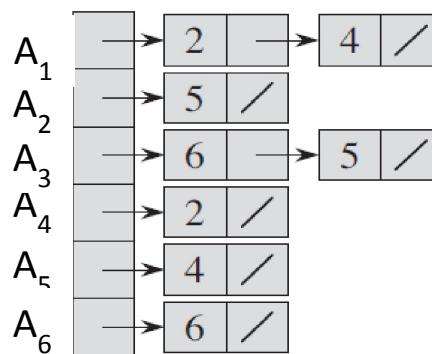
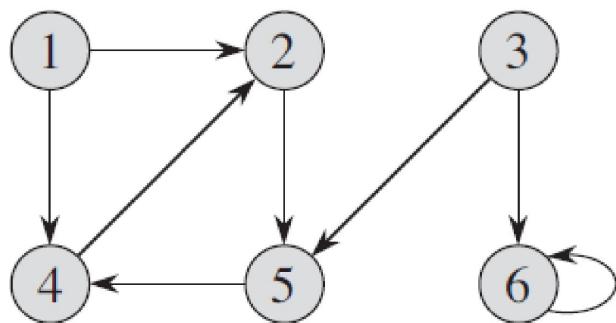
$A =$

0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
0	0	0	0	0	1

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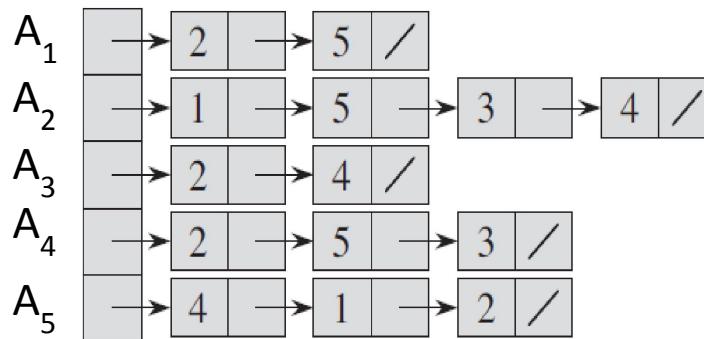
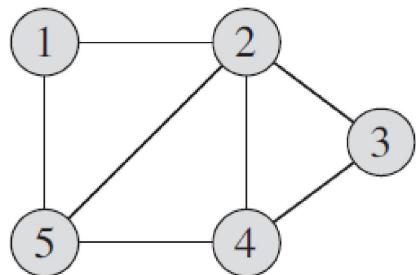
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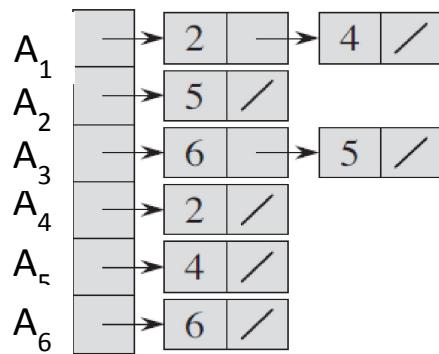
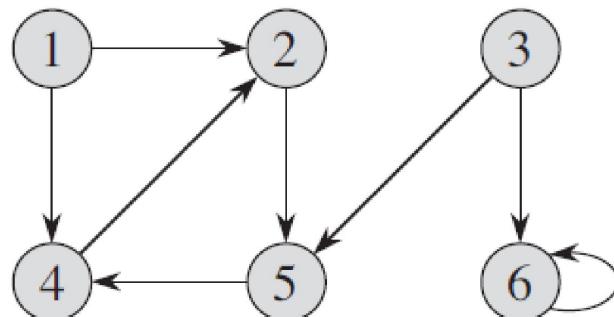
0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
0	0	0	0	0	1

Representation of graphs: adjacency **matrices** vs. adjacency **lists**

- Here are some problems for which you must write algorithms assuming that the graph is represented using an adjacency **matrix**. Re-do this using adjacency **lists**
 - Count the number of edges in an undirected graph
 - Count the number of edges in a directed graph
 - What is the OUT-degree of each vertex in a directed graph
 - What is the IN-degree of each vertex in a directed graph



0	1	0	0	1
1	0	1	1	1
0	1	0	1	0
0	1	1	0	1
1	1	0	1	0

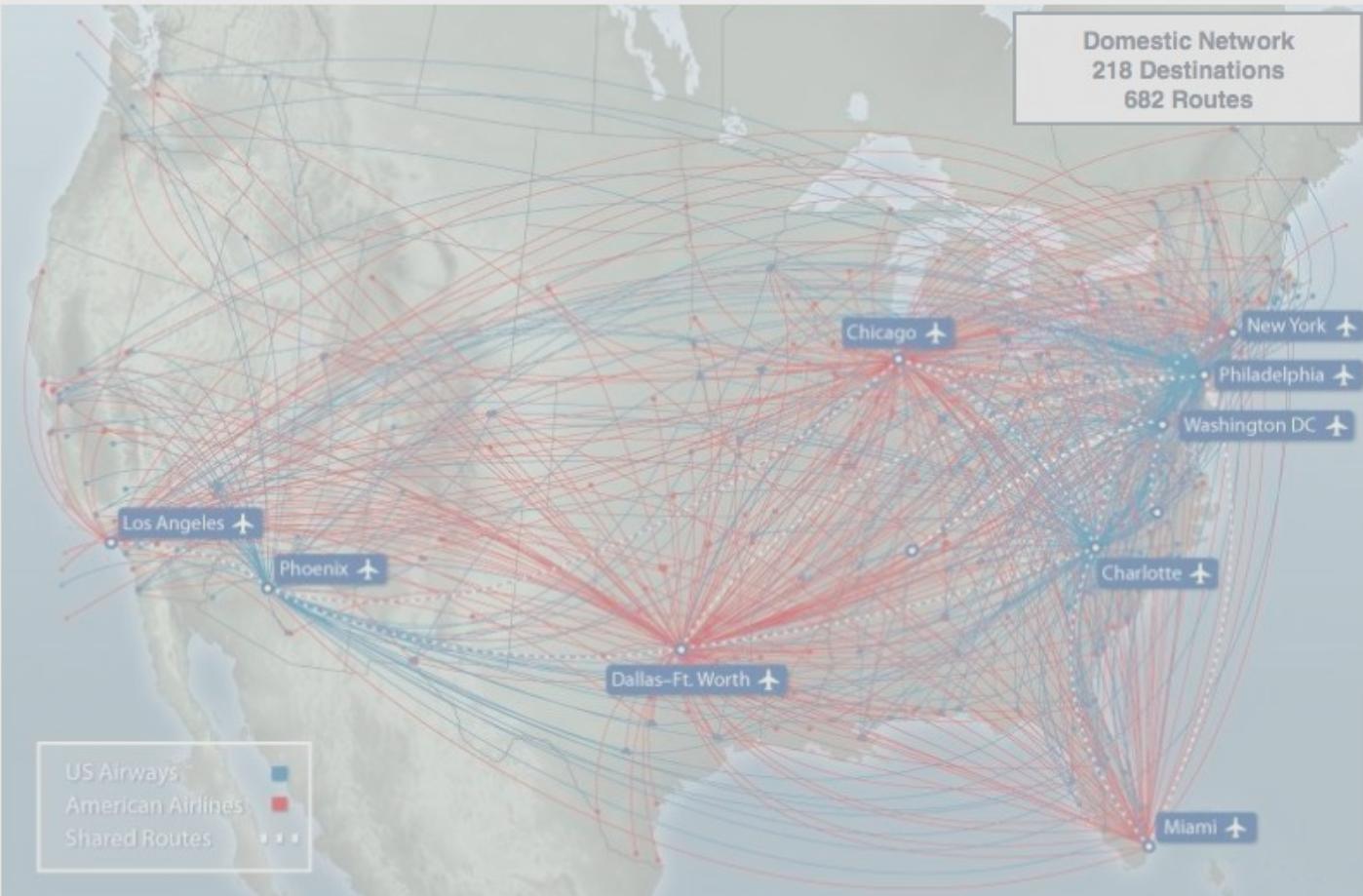


0	1	0	1	0	0
0	0	0	0	1	0
0	0	0	0	1	1
0	1	0	0	0	0
0	0	0	1	0	0
0	0	0	0	0	1

More on graphs

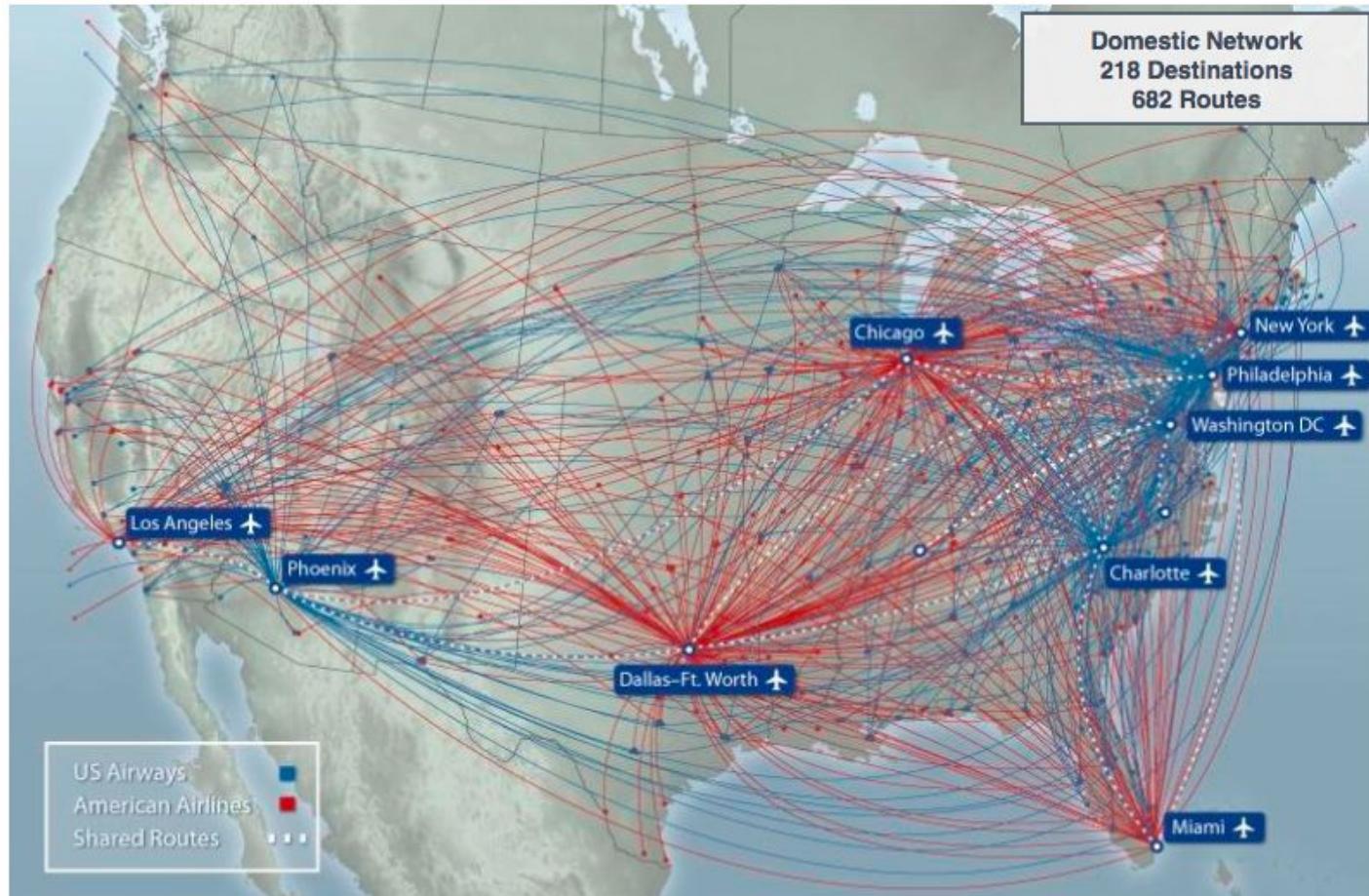
Sparse graphs

- Sparse graphs, where $|E| \ll |V|^2$
- Domestic network of American airlines:
 - $|V| = 218$ destinations, but only $|E| = 682$ routes $\ll 23,653 = |V|^2$
- More efficient to work with adjacency list representation (218 lists, 682 list nodes)



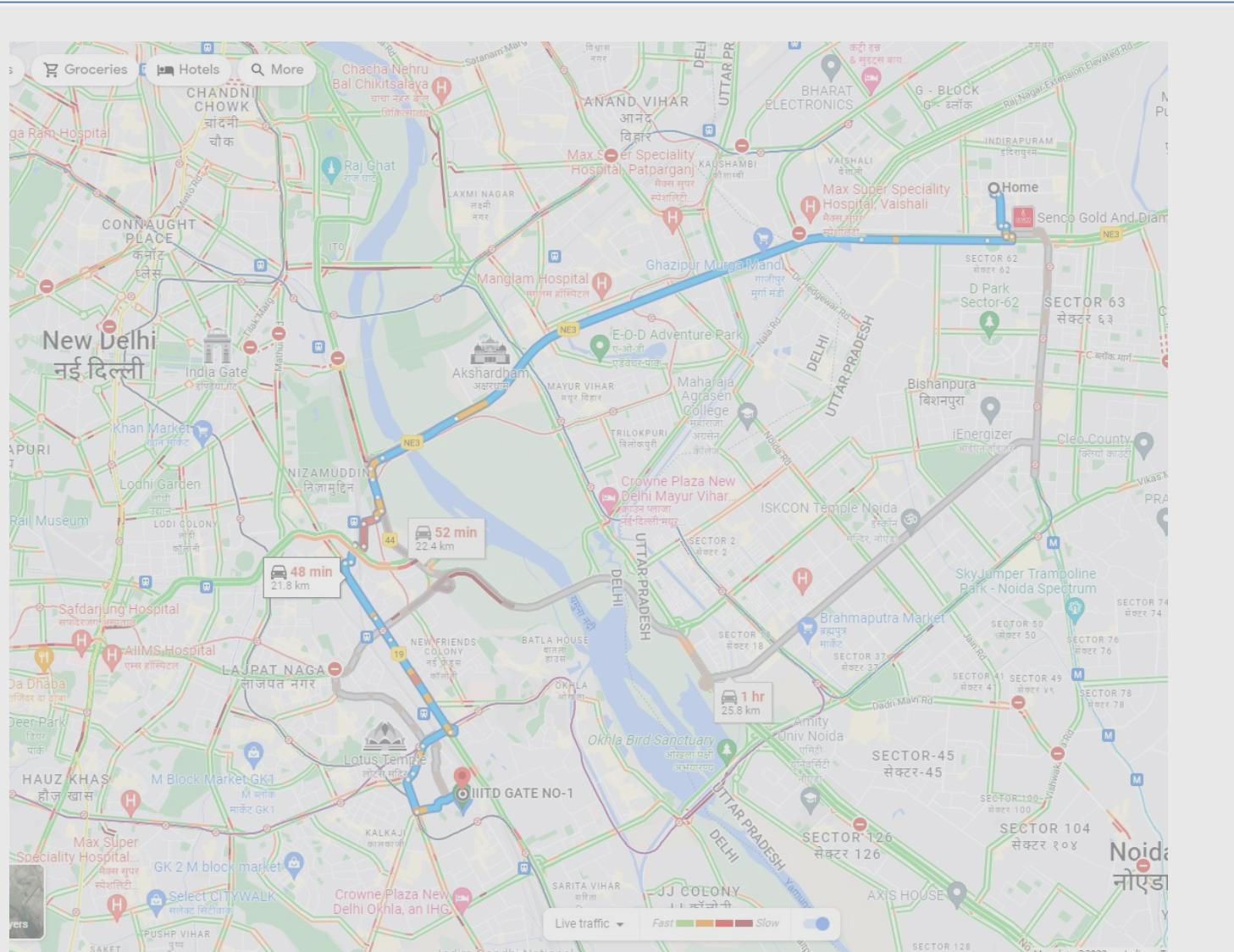
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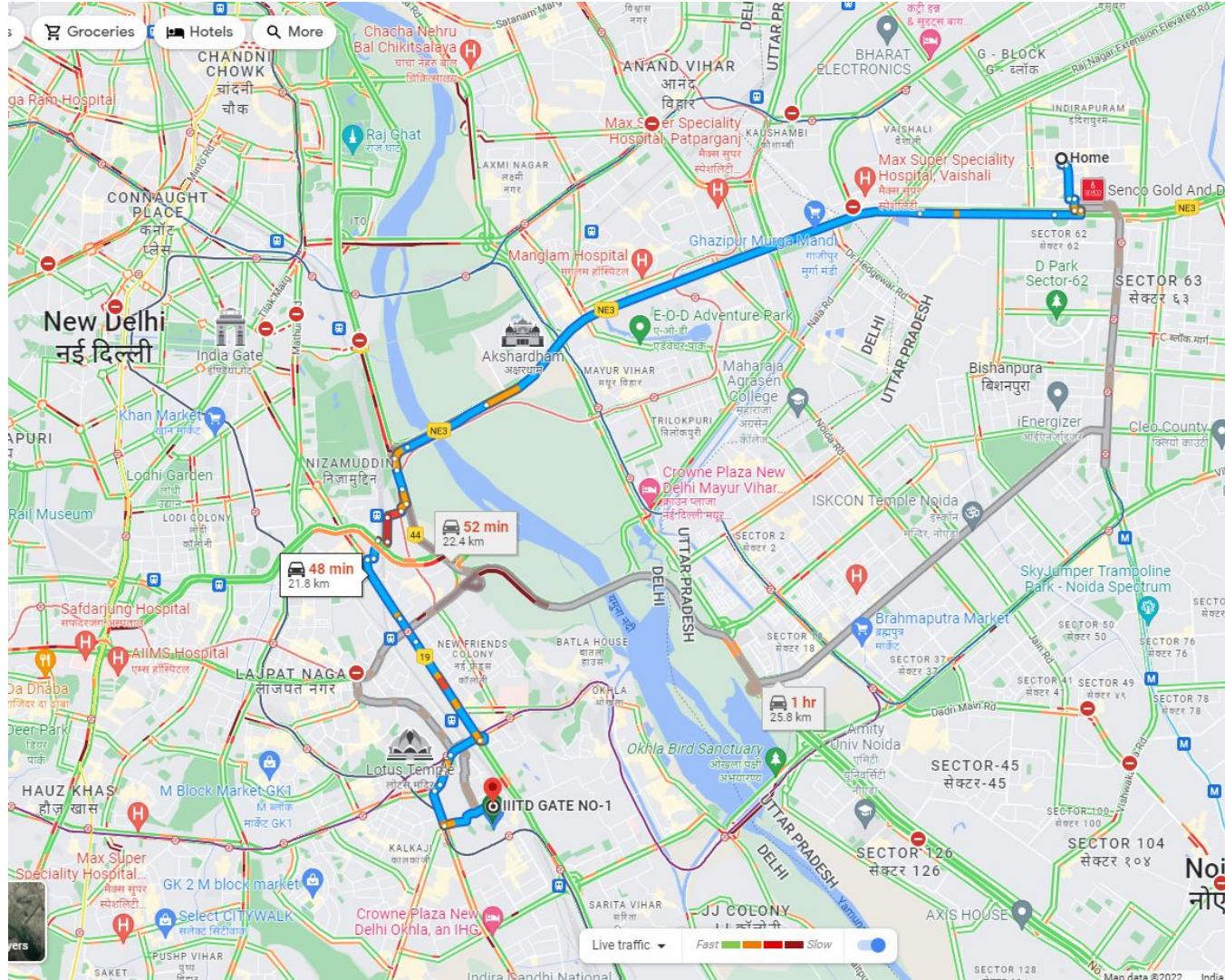
Weighted graphs

- Graphs where a "weight" is associated with every edge
- Weight may reflect "distance", "delay", "cost", "congestion", etc.
 - Helps evaluate "shortest paths"



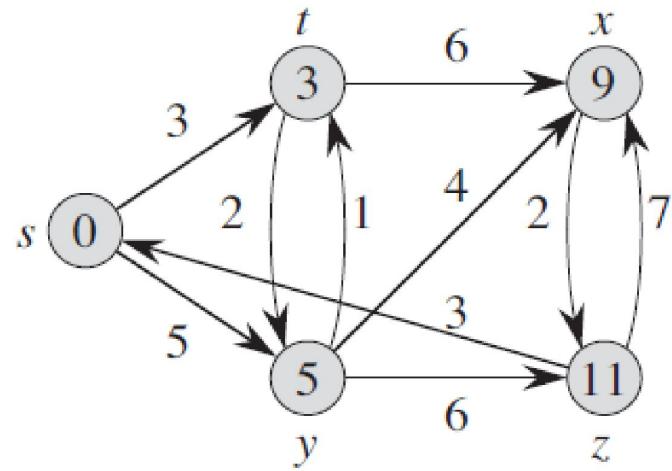
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Weighted graphs, and their representation

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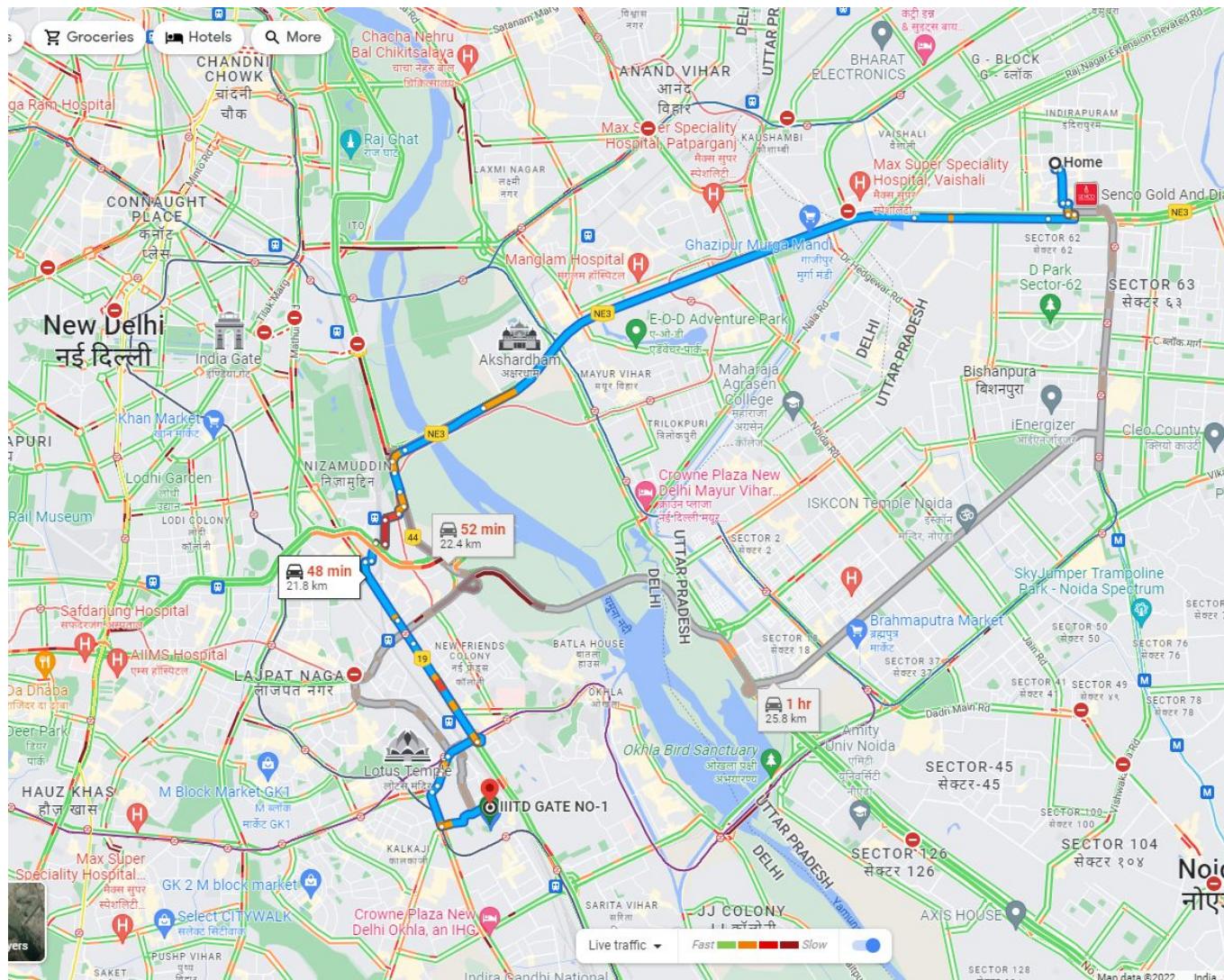
$A =$

	s	t	x	y	z
s	-	3	-	5	-
t	-	-	6	2	-
x	-	-	-	-	11
y	-	1	4	-	6
z	3	-	7	-	-

Some problems on graphs

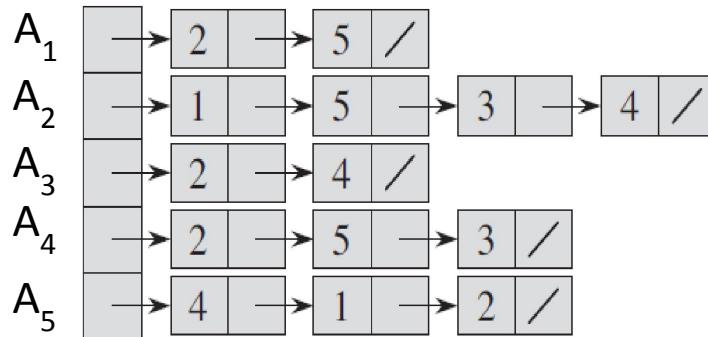
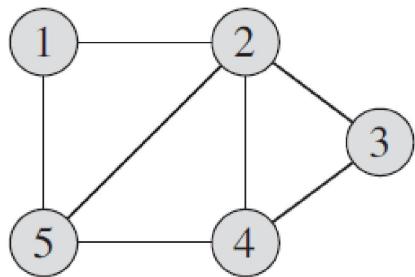
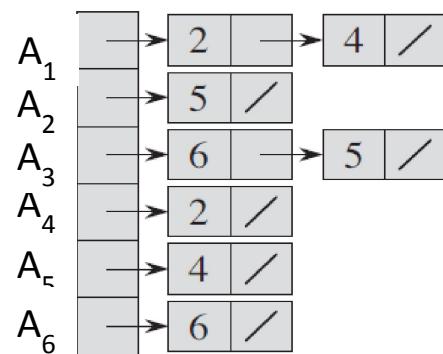
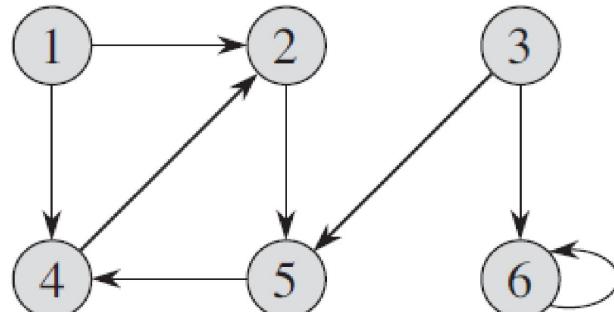
Shortest path algorithms

- One-to-one
- One-to-many
- Many-to-many



Traversal of graphs

- Viz. search for a vertex, or a path that satisfies a certain property, or is an “optimum”
 - Through an undirected graph or through a directed graph
- Different search techniques:
 - BFS
 - DFS
 - others

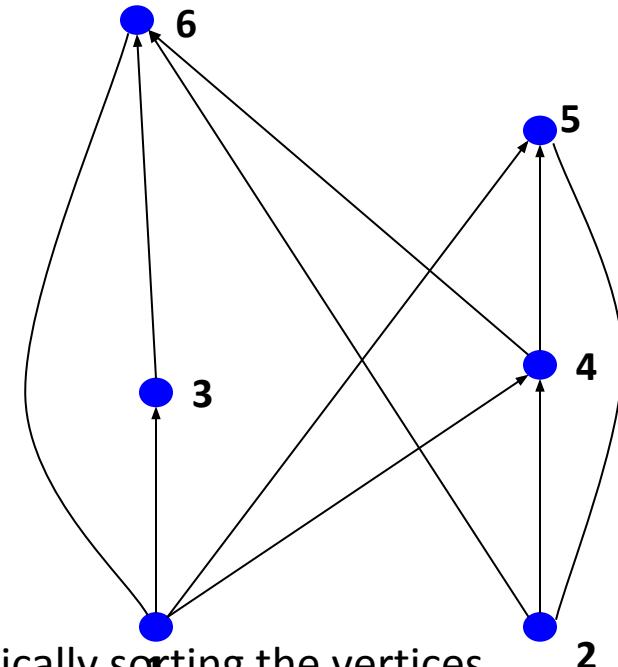

$$A = \begin{matrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 1 & 1 & 0 & 1 & 0 \end{matrix}$$

$$A = \begin{matrix} 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{matrix}$$

Topological sort

- Consider the following executable statements:

- $S_1: a=0;$
- $S_2: b=1;$
- $S_3: c=a+1$
- $S_4: d=b+a;$
- $S_5: e=d+1;$
- $S_6: e=c+d;$

Nodes = statements
Edges = precedence requirements



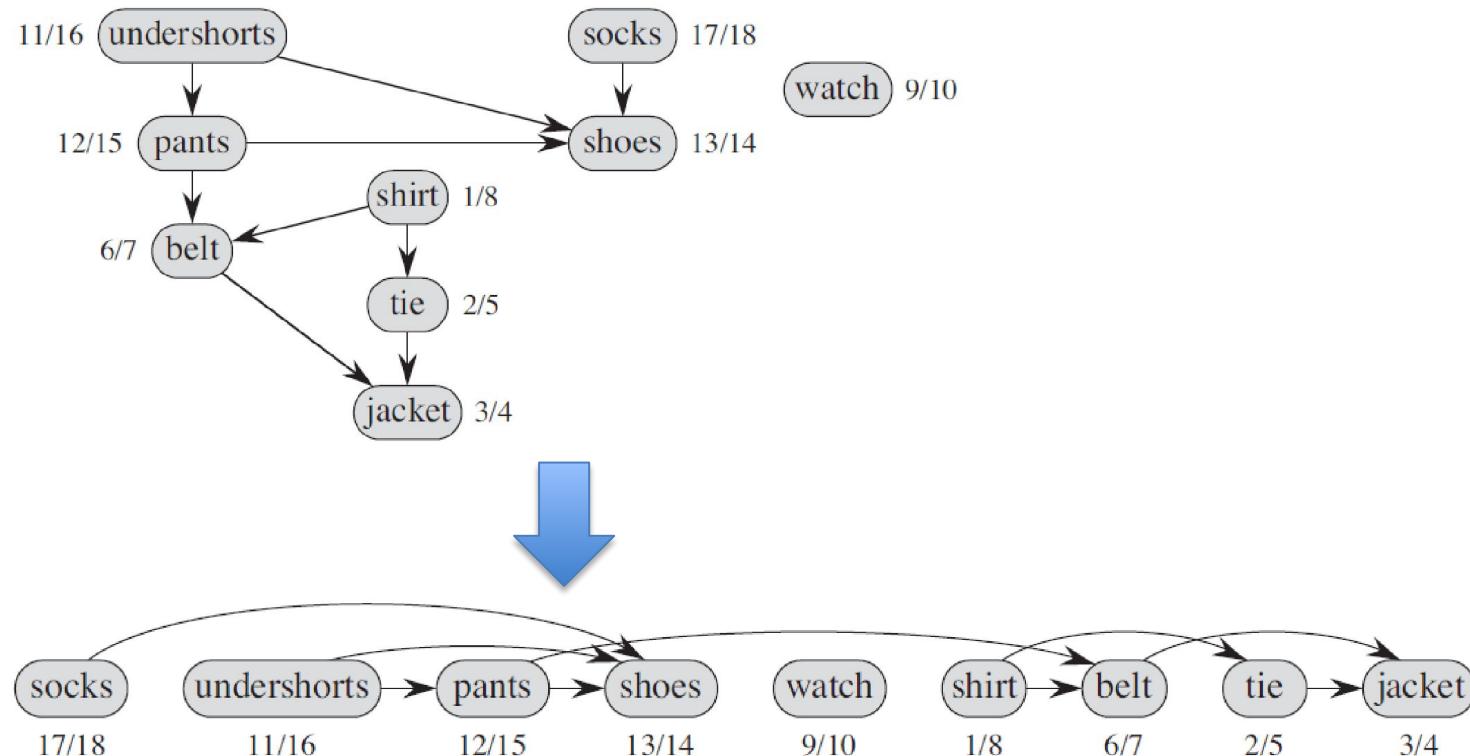
- Questions:

- Which statements must execute before, for example, S_6 ?

- Which statements can be executed in parallel?

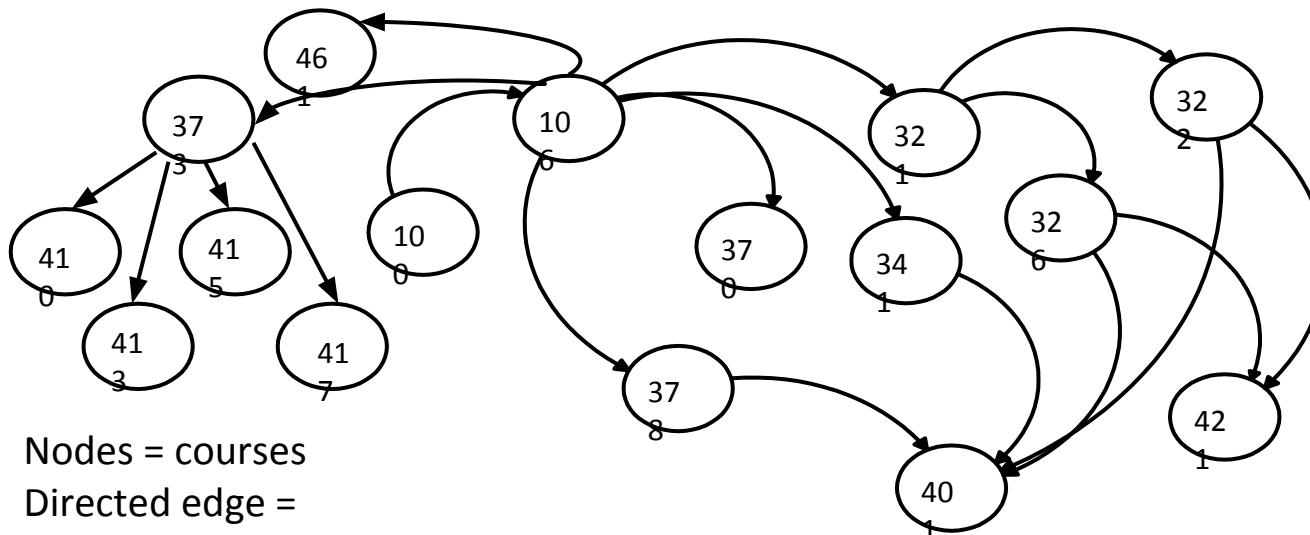
- Answers lie in studying the adjoining graph, G , and topologically sorting the vertices

Topological sort



Topological sort

- In what possible sequence should one complete the courses so as to complete the program (consisting of these 16 courses)

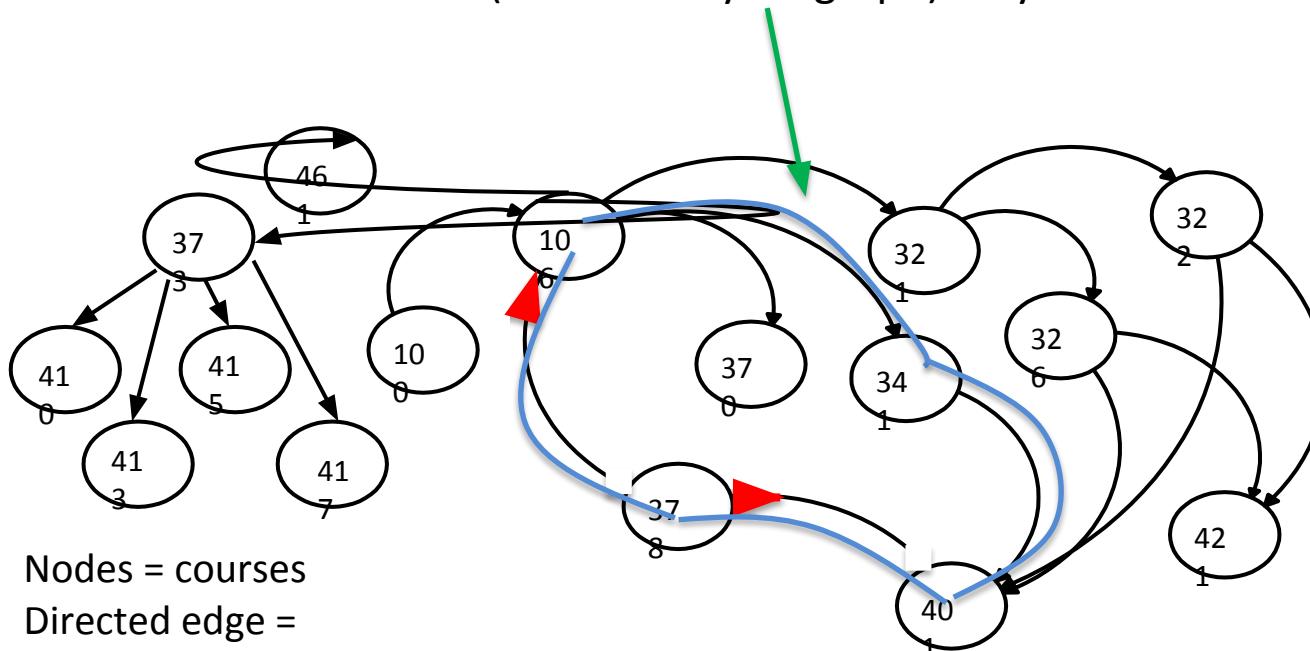


Nodes = courses

Directed edge =
prerequisite

Directed acyclic graphs, or DAGs

- Consider an ‘**directed**’ graph, $G = (V, E)$, which has “cycles”, as in diagram below showing pre-requisites
 - How does one complete the coursework
 - Vertices in a DAG (directed **acyclic** graph) only can be sorted topologically

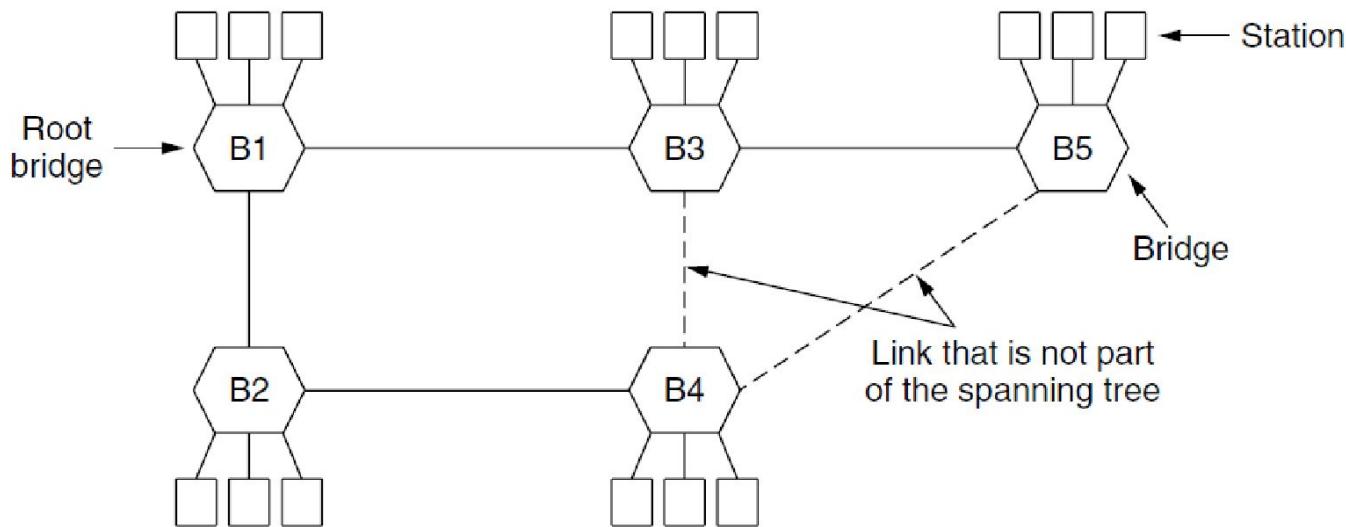


Nodes = courses

Directed edge =
prerequisite

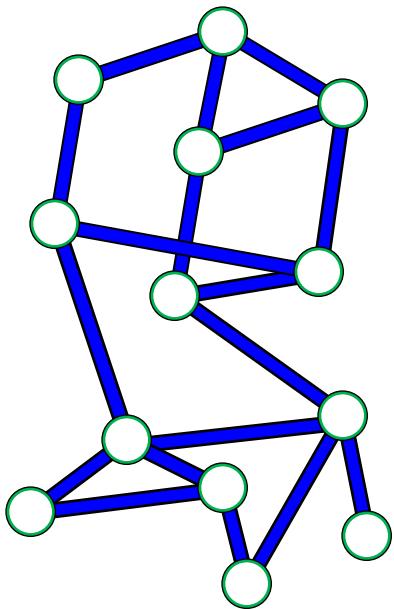
Other problems

- Minimum spanning tree
 - Spanning Tree algorithm applied to network of routers or bridges discovered by Radia Perlman in late 1970s/early 1980s

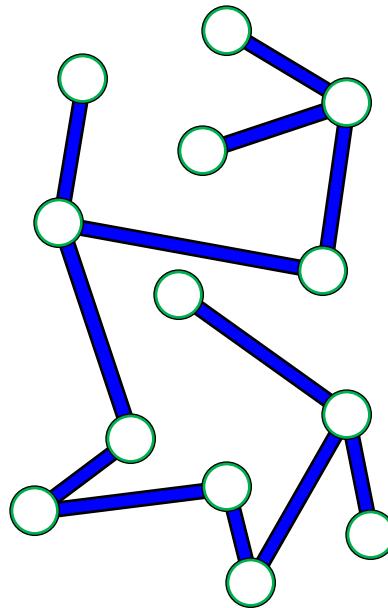


Other problems

- Minimum spanning tree
 - Another example
 - What can you say about fault-tolerance of a spanning tree



Graph G



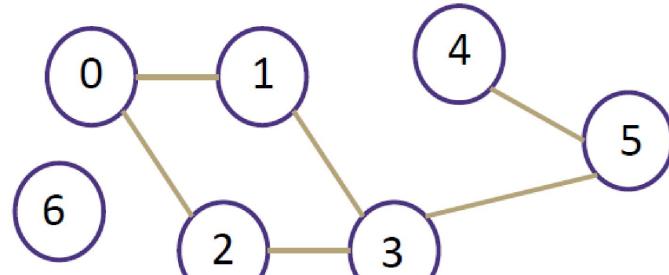
Spanning tree for Graph G

Q&A

Check these examples

- Courtesy <https://courses.cs.washington.edu/courses/cse373/22sp/>

Adjacency matrix or lists of directed/undirected graphs



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

