

# Sp18 CS 61B Discussion 11

# Welcome!

Wayne Li

[wli2@berkeley.edu](mailto:wli2@berkeley.edu)

<https://wayne-li2.github.io/>

# Announcements

- Midterm II scores are out (@3262)
  - Regrade requests will open on **April 4th, at noon**
  - Regrade requests will close on **April 9th, at noon**
  - Special regrade instructions for FLIGHT
- Algorithm design problems (@3259)
- HW 4 (Puzzle Solver) due tomorrow 4/4
- Hope you all had a restful and fun spring break!



# Quiz Instructions

- If you haven't yet, please also **neatly** put your email address **outside the name box** if you want to be emailed!
- Bubble number **41**.

Aside

# Resilience

- If you didn't get the score you wanted
  - **I'm here for you!**
- Want to meet with me specifically?
  - <https://goo.gl/forms/3HyKxt0ZAWHKRmij2>
  - Can chat about anything, serious or light!
- Want to meet with **any** TA (not me)? @3258

# Feedback

- Not many responses :(
- New survey! (much shorter, 1 Q!)
- <https://goo.gl/forms/qxZ8qzS47HB62wiE3>
- Will give the option of non-anonymity.
- Give me criticism!! Nothing too small to bring up.

# Feedback so Far

- Room's too small!
  - Sorry... :( Trying to find a 61C TA that will switch rooms with me



# Feedback so Far

- Speed: Just right -> Too Fast
  - Want to gather more data from this week!
  - Remember this is exam prep: come with the concepts learned from regular discussion!
  - If you're struggling, email me on the side! More than happy to explain concepts.

Why is this Important?

# Onto Discussion

Q1 (Warmup)

# Runtimes

idea	addEdge(s, t)	for(w : adj(v))	printgraph()	hasEdge(s, t)	space used
adjacency matrix	$\Theta(1)$	$\Theta(V)$	$\Theta(V^2)$	$\Theta(1)$	$\Theta(V^2)$
list of edges	$\Theta(1)$	$\Theta(E)$	$\Theta(E)$	$\Theta(E)$	$\Theta(E)$
adjacency list	$\Theta(1)$	$\Theta(1)$ to $\Theta(V)$	$\Theta(V+E)$	$\Theta(\text{degree}(v))$	$\Theta(E+V)$



# Key Idea: How to Represent Graphs

- Important real-life considerations.

# Key Idea: How to Represent Graphs

- Adjacency Matrix
  - Fast **hasEdge(u, v)**. Probably the most common operation on a graph.
  - Ex: **Facebook** - are **A** and **B** friends?

# Key Idea: How to Represent Graphs

- Adjacency Matrix
  - If graph is sparse, a lot of **wasted space**.
  - Ex: **Facebook - 2.2 billion users, most users have between 100-1000 friends.**



# Question

- Should Facebook use an adjacency matrix?

# Question

- Should Facebook use an adjacency matrix?
  - They pay someone a lot more than me to answer this question.

# Key Idea: How to Represent Graphs

- Adjacency List
  - Slower **hasEdge(u, v)**.
  - But faster on everything else! Namely:
    - $O(V + E)$  instead of  $O(V^2)$

# Key Idea: How to Represent Graphs

- Adjacency List
  - Important: Know what **size of E** is relative to **size of V**.
  - Therefore, on dense graphs,  $E \sim O(V^2)$ , and adjacency lists lose their speed.

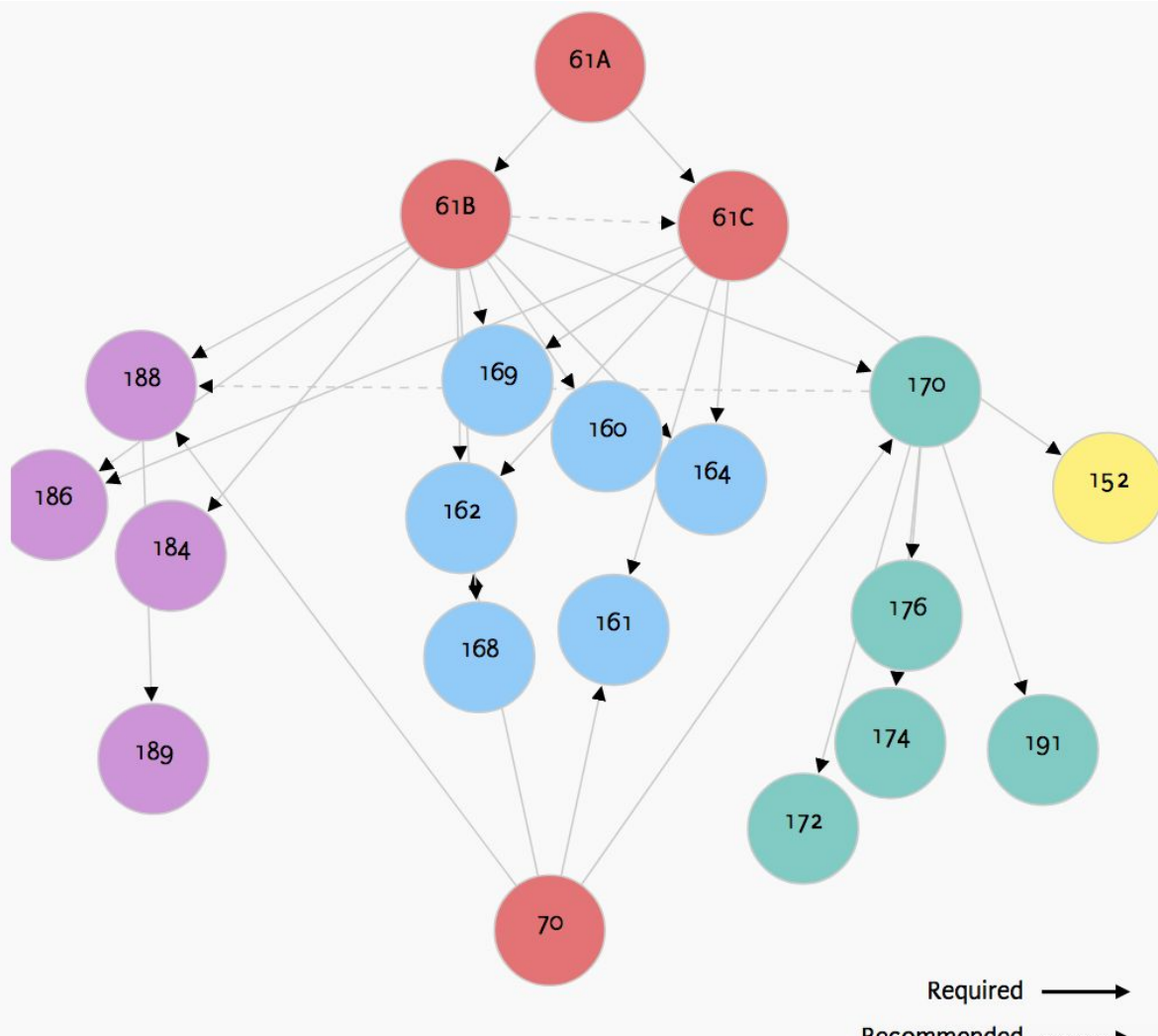
# Key Idea: How to Represent Graphs

- Edge Set
  - Seems fast! Everything  $O(1)$  or  $O(E)$ .
  - But **hasEdge(u, v)** is  $O(E)$ .

Q2 (skip)

Q3

# Berkeley CS Courses





Q4