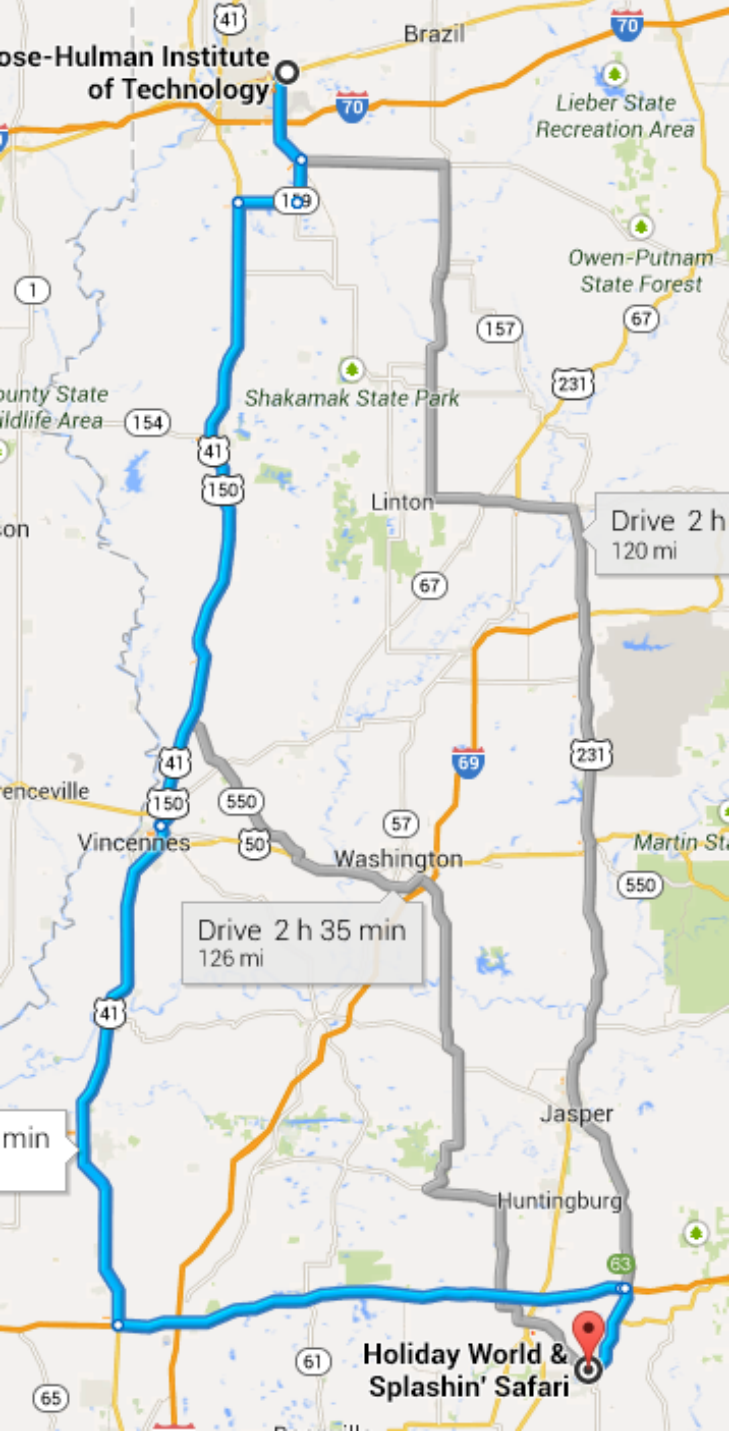

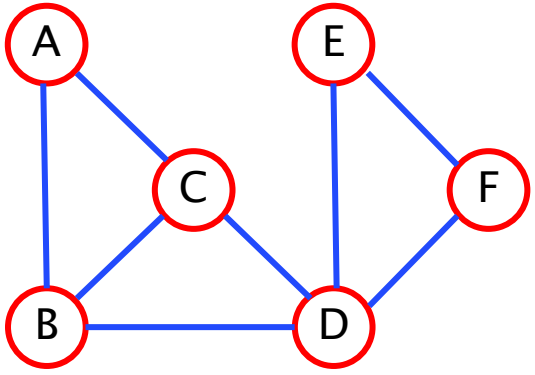

CSSE 230 Day 22

Graphs and their representations

After this lesson, you should be able to …
… define the major terminology relating to graphs
… implement a graph in code, using various conventions

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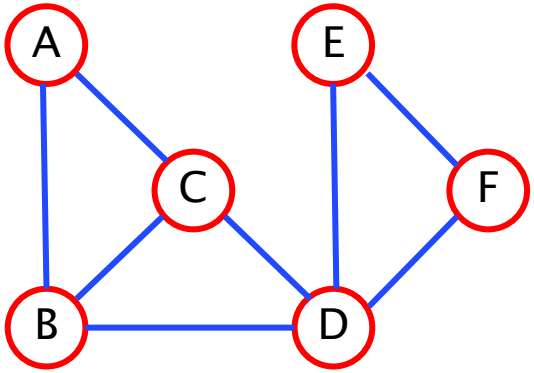
Graphs

Terminology
Representations
Algorithms

Graph Definitions

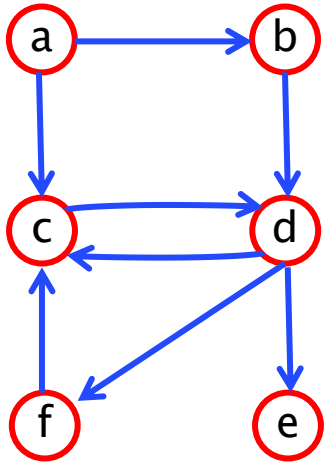
A graph G = (V,E) is composed of:
- V: set of *vertices* (singular: vertex)
- E: set of *edges*

An edge is a pair of vertices. Can be
- unordered: e = {u,v} (*undirected* graph)
- ordered: e = (u,v) (*directed* graph / *digraph*)



Undirected graph G1 (above)

```
G1.V = {A,B,C,D,E,F}
G1.E ={{A,B},{A,C},{B,C},
       {B,D},{C,D},{D,E},
       {D,F},{E,F}}
```



Directed graph G2 (above)

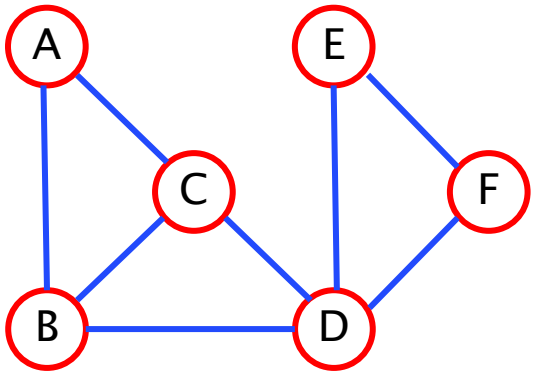
```
G2.V = {a,b,c,d,e,f}
G2.E = {(a,b),(a,c),(b,d),
        (c,d),(d,c),(d,e),(d,f),
        (f,c)}
```

Graph Terminology

- Size? Edges or vertices?
- Usually take size to be $n = |V|$ (# of vertices)
- But the runtime of graph algorithms often depend on the number of edges, $|E|$
- Relationships between $|V|$ and $|E|$?

Undirected Graphs: adjacency, degree

- If {u,v} is an edge, then u and v are *neighbors* (also: u is *adjacent* to v)
- *degree* of v = number of neighbors of v



G1.V = {A,B,C,D,E,F}

Fact:

$$\sum_{v \in V} \deg(v) = 2|E|$$

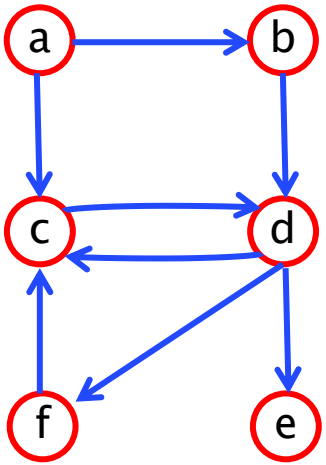
(Why?)

$$\sum_{v \in G1.V} \deg(v) = \deg(A) + \deg(B) + \deg(C) + \deg(D) + \deg(E) + \deg(F)$$

Directed Graphs: adjacency, degree

- If (u,v) is an edge, then v is a *successor* of u and u is a *predecessor* of v

- *Out-degree*(v) = number of successors of v
- *In-degree*(v) = number of predecessors of v



Directed graph G2

```
G2.V = {a,b,c,d,e,f}
G2.E = {(a,b),(a,c),(b,d),(c,d),
        (d,c),(d,e),(d,f),(f,c)}
```

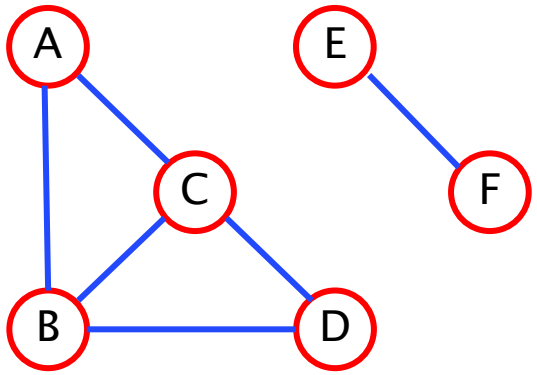
Example – Vertex *c* :

- Is a *predecessor* of *d*
  Out-degree(*c*) = 1
- Is a *successor* of: *a*, *d*, and *f*
  In-degree(*c*) = 3

Undirected Graphs: paths, connectivity

- A *path* is a list of unique vertices joined by edges.
  - For example, [a, c, d] is a path from a to d.

- A subgraph is *connected* if every pair of vertices in the subgraph has a path between them.



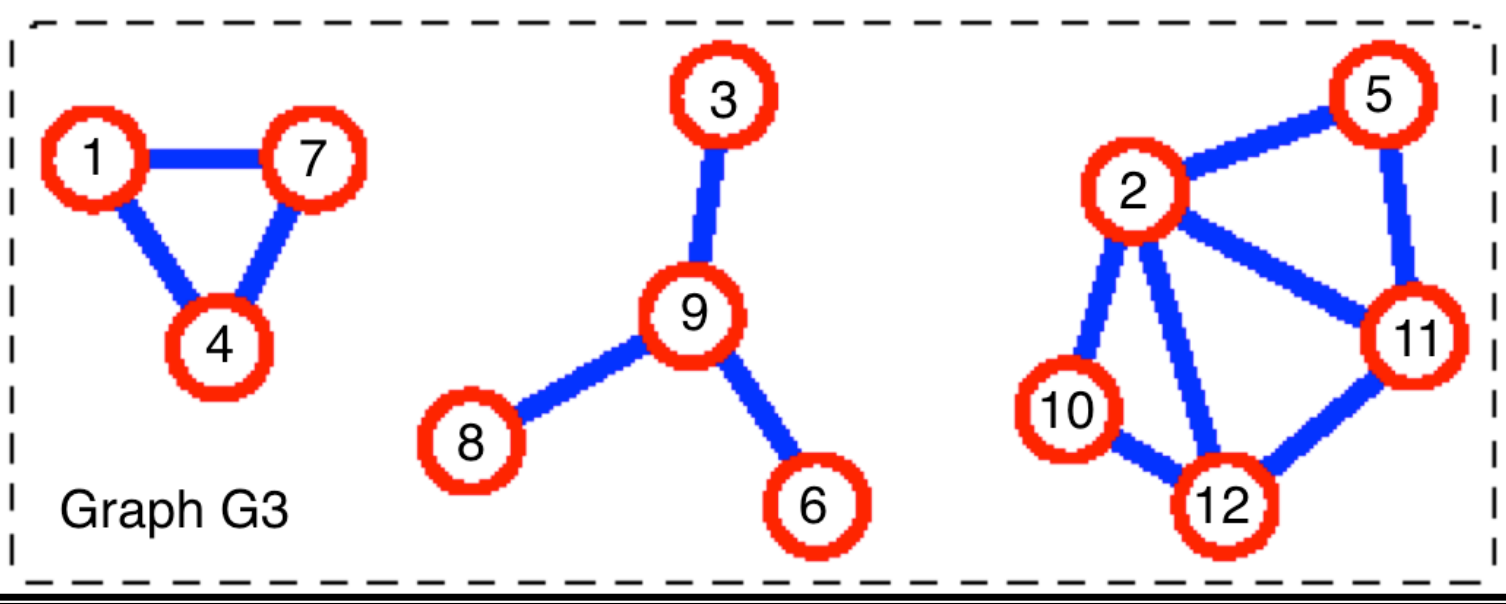
Not a connected graph.

Subgraph	Connected?
{A,B,C,D}	Yes
{E,F}	Yes
{C,D,E}	No
{A,B,C,D,E,F}	No

Undirected Graphs: components

(Connected) *component*: a maximal connected subgraph.

For example, this graph has 3 connected components:

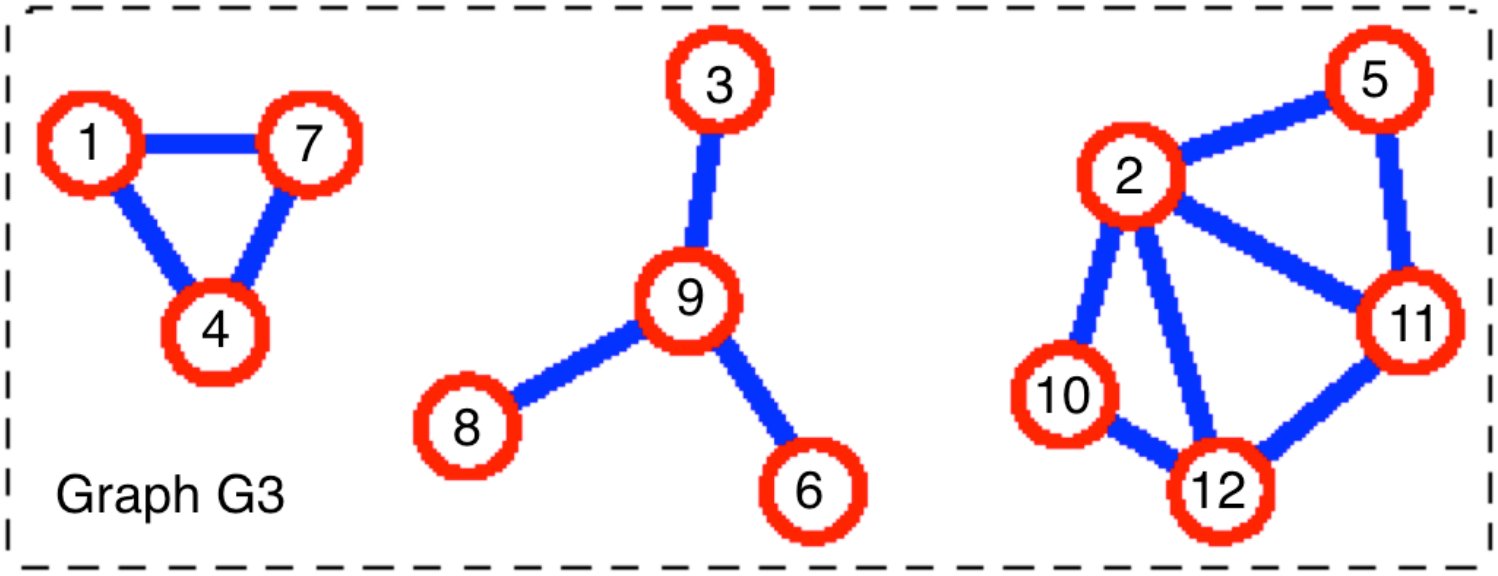



```
G3 = (V, E)
G3.V = {1,2,3,4,5,6,7,8,9,10,11,12}
G3.E = {
    {1,7},{1,4},}4,7},
    {3,9},{6,9},{8,9},
    {2,5},{2,10},{2,11},{2,12},{5,11},{10,12},{11,12}}
```

Undirected Graphs: (mathematical) tree

Tree: connected acyclic graph (no cycles)

Example. Which component is a tree?



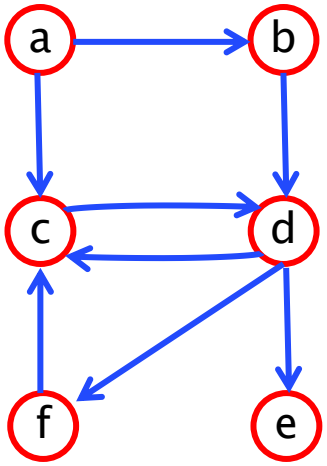
Question: for a tree, what is the relationship between m = #edges and n = #vertices?

$$m = n - 1$$

Directed Graphs: paths, connectivity

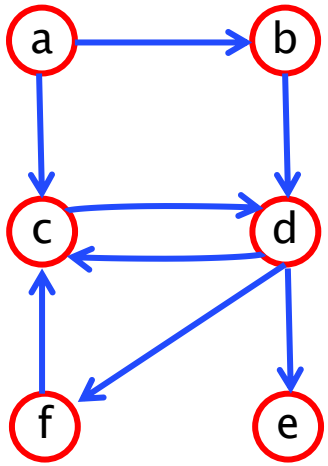
- A *directed path* is a list of unique vertices joined by directed edges.
  - For example, [a, c, d, f] is a directed path from a to f. We say f is *reachable* from a.

- A subgraph is *strongly connected* if for every pair (u,v) of its vertices, v is reachable from u and u is reachable from v.



Directed graphs: components

- *Strongly-connected component* : *aka* maximal strongly connected subgraph



Strongly connected components
{a}
{b}
{c,d,f}
{e}

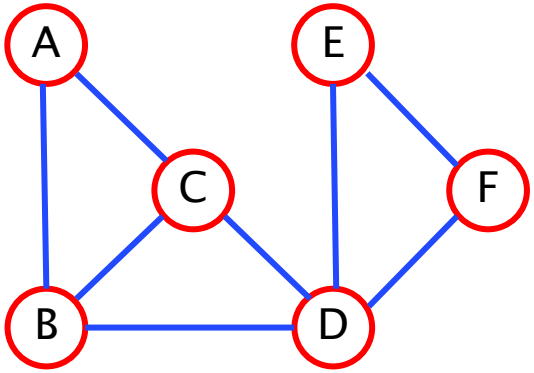
Note, implicit edges exist

$\forall\, v \in G.V \quad there\ exists\ edge\ (v, v)$

Viewing a graph as a data structure

- Each vertex associated with a name (key)
- Examples:
  - City name
  - IP address
  - People in a social network
- An edge (undirected/directed) represents a link between keys
- Graphs are flexible: edges/nodes can have *weights*, *capacities*, or other attributes

There are several alternatives for representing edges of a graph

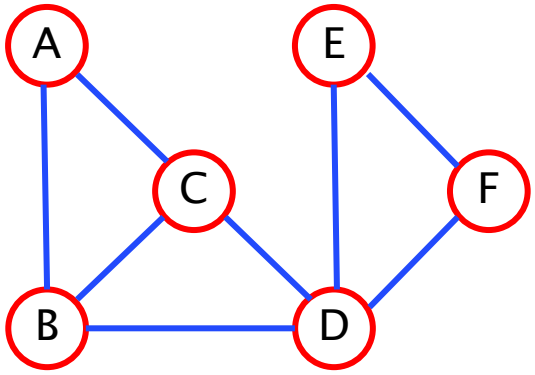


1. Edge list
   - A collection of vertices and a collection of edges

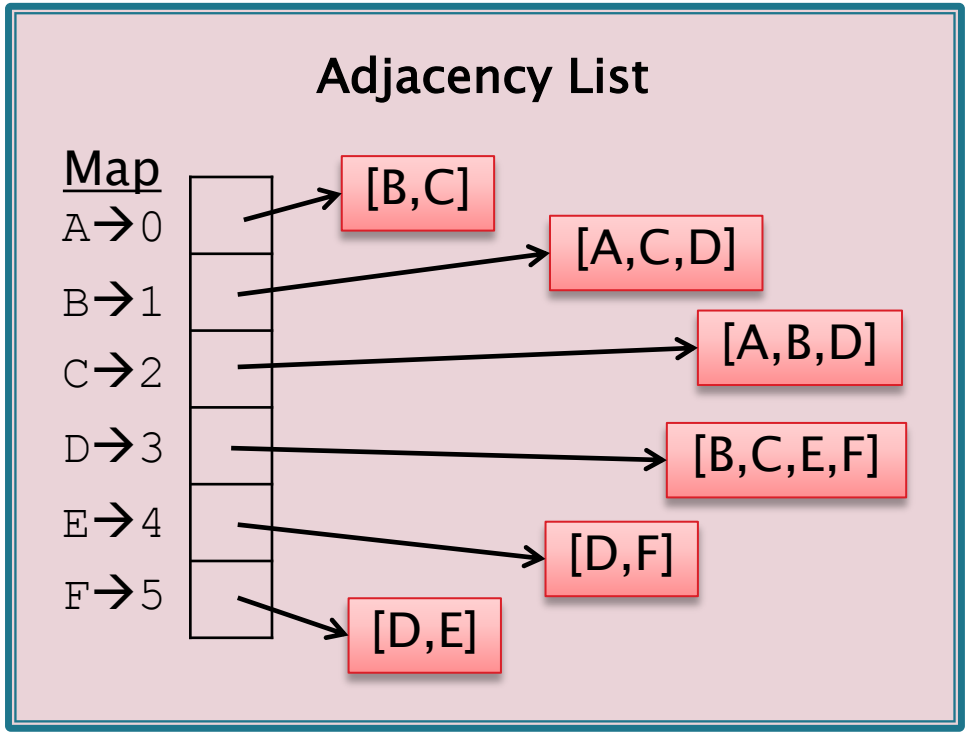
2. Adjacency matrix
   - Each *key* is associated with an index from 0, …, (n-1)
     - Map from keys to ints?
   - Edges denoted by 2D array (|V| x |V|) of 0's and 1's
     - 0 stored at A[2,7] means no edge between vertex 2 and 7
     - 1 stored at A[2,7] means an edge exists between 2 and 7

3. Adjacency list
   - Collection of vertices
     - Map from *keys* to Vertex objects?
   - Each Vertex stores a List of adjacent vertices

Implementation tradeoffs



G1.V = {A,B,C,D,E,F}
G1.E ={{A,B},{A,C},{B,C},
{B,D},{C,D},{D,E},
{D,F},{E,F}}

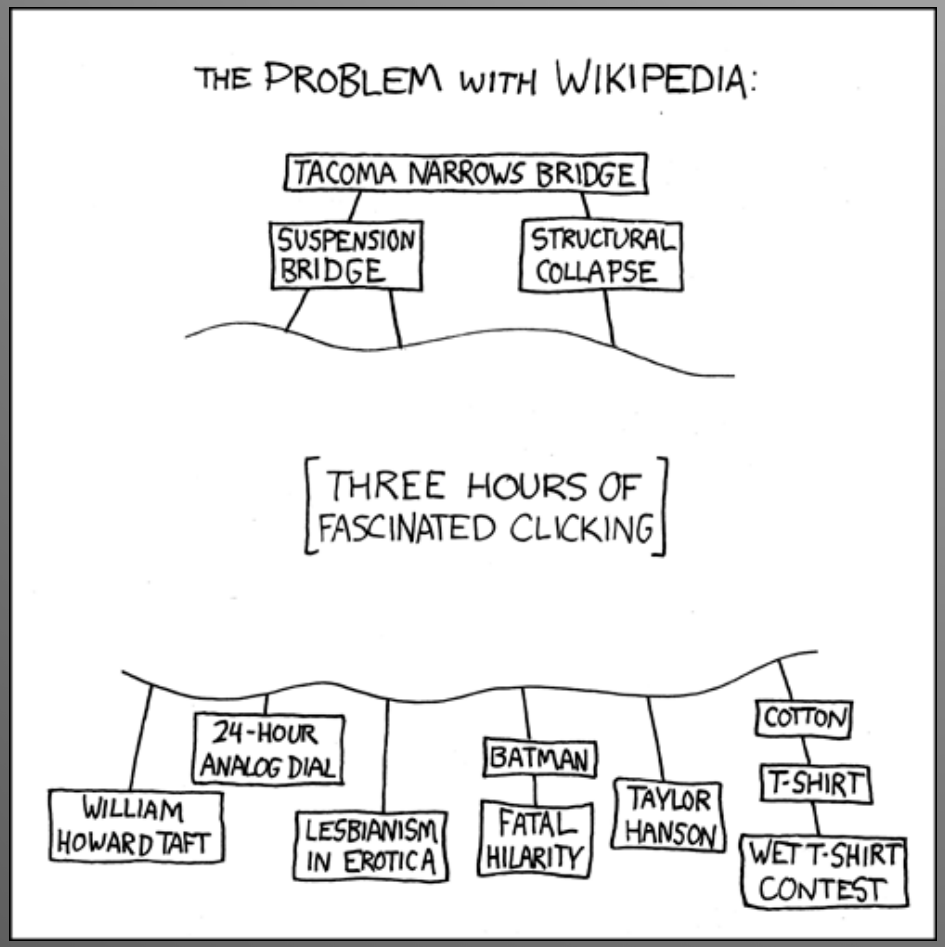


Adjacency Matrix

Map		0	1	2	3	4	5
A→0	0	0	1	1	0	0	0
B→1	1	1	0	1	1	0	0
C→2	2	1	1	0	1	0	0
D→3	3	0	1	1	0	1	1
E→4	4	0	0	0	1	0	1
F→5	5	0	0	0	1	1	0

- Running time of *deg*(v)?
- Running time of *deleteEdge*(u,v)?
- What are the space requirements?

GraphSurfing Project



GraphSurfing assignment

- M1: Implement AdjacencyListGraph<T> and AdjacencyMatrixGraph<T>
  - both extend the given ADT, Graph<T>.

- M2: Write methods
  - stronglyConnectedComponent(v)
  - shortestPath(from, to)

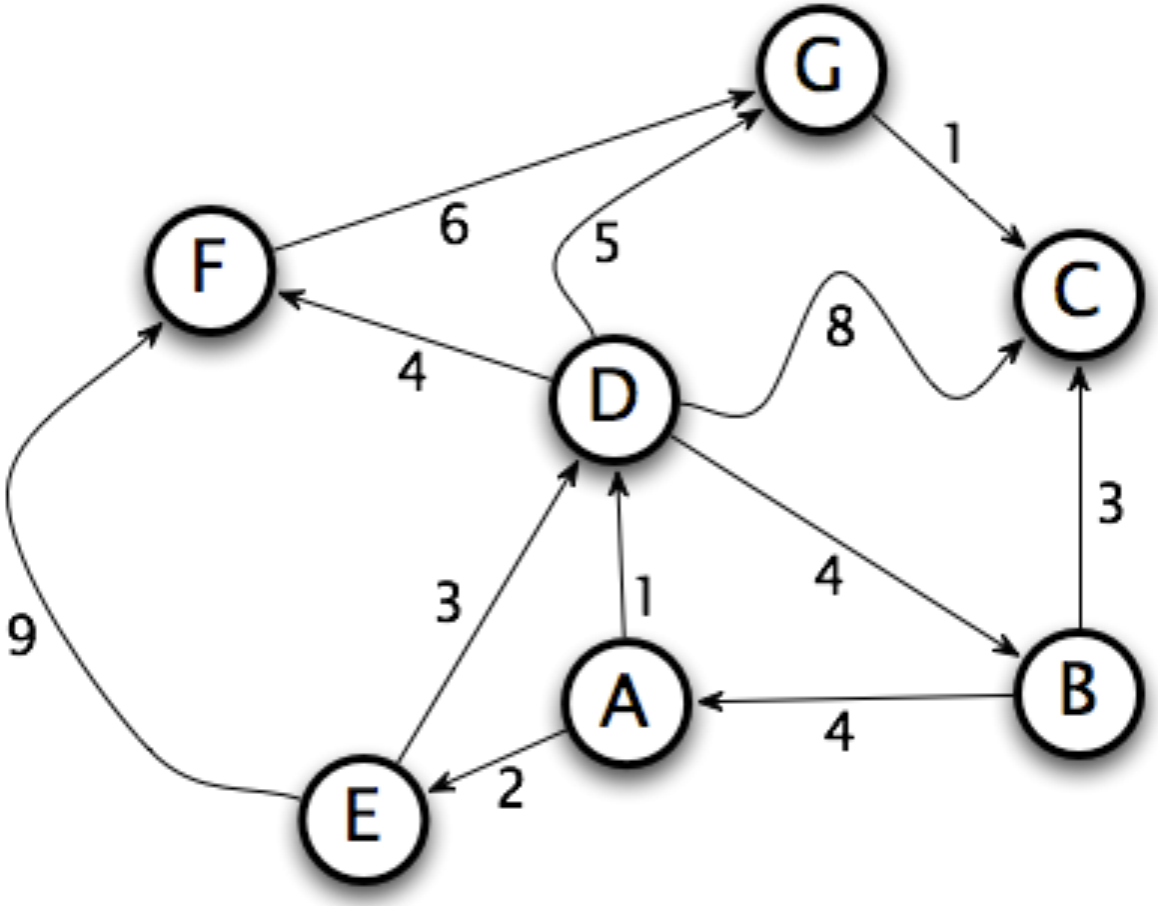
  and use them to go WikiSurfing!

Sample Graph Problems

To discuss algorithms, take MA/CSSE473 or MA477

Weighted Shortest Path

- What's the cost of the shortest path from A to each of the other nodes in the graph?

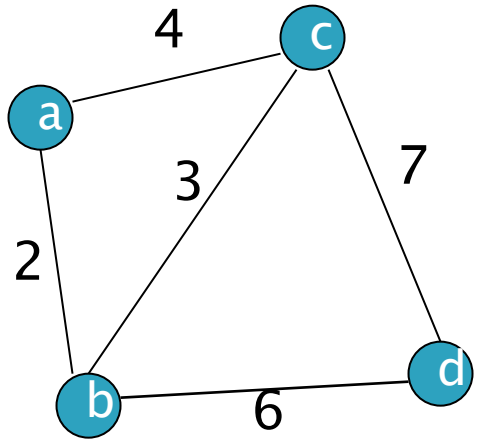


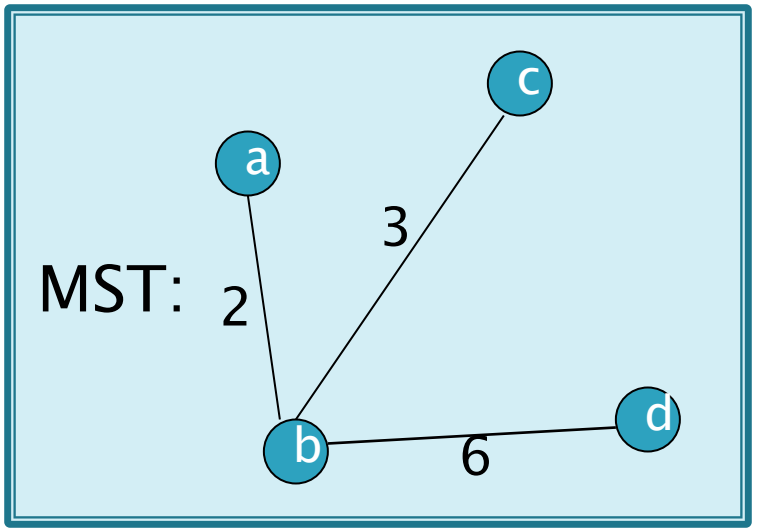
For much more on graphs, take MA/CSSE 473 or MA 477

Minimum Spanning Tree

- *Spanning tree*: a connected acyclic subgraph that includes all of the graph's vertices
- *Minimum spanning tree* of a weighted, connected graph: a spanning tree of minimum total weight

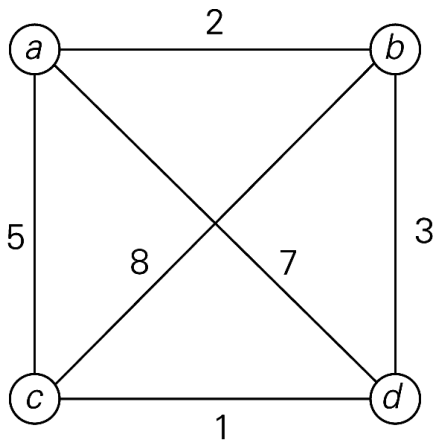
Example:





Traveling Salesman Problem (TSP)

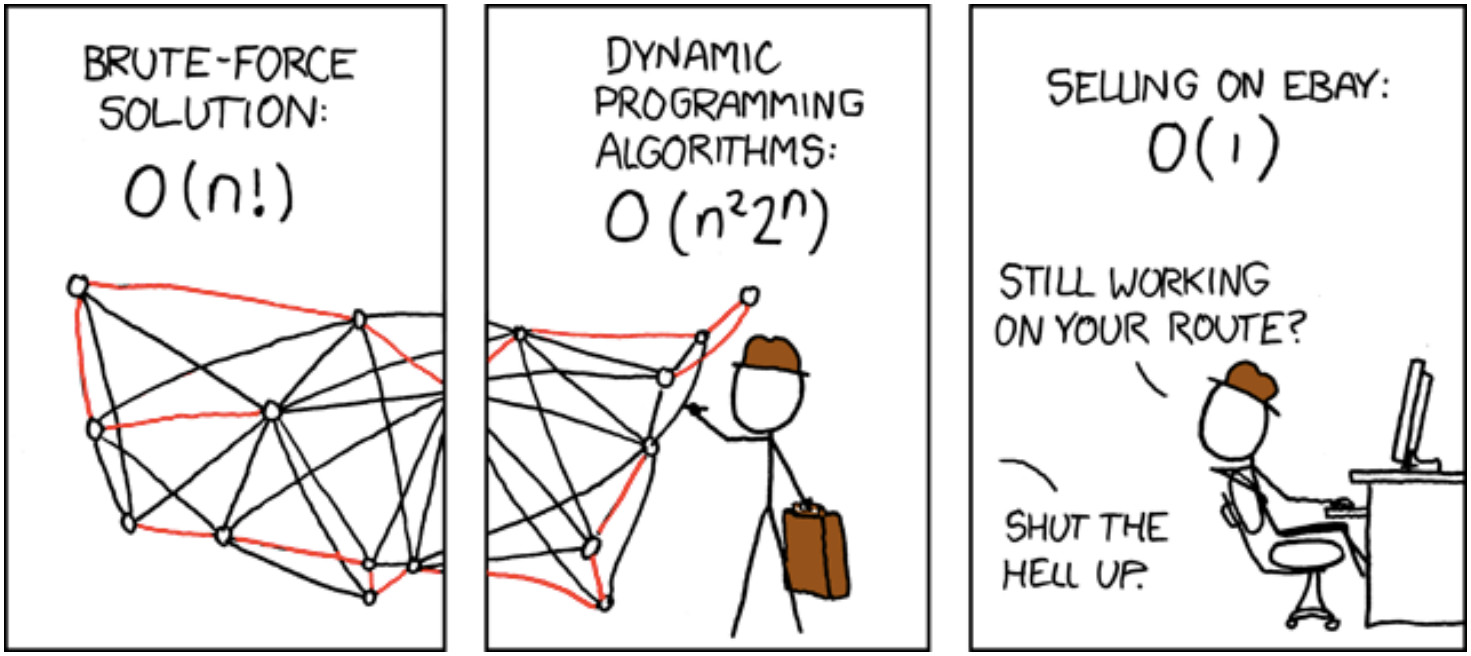
- *n* cities, weights are travel distance
- Must visit all cities (starting & ending at same place) with shortest possible distance



Tour	Length	
$a \rightarrow b \rightarrow c \rightarrow d \rightarrow a$	$l = 2 + 8 + 1 + 7 = 18$	
$a \rightarrow b \rightarrow d \rightarrow c \rightarrow a$	$l = 2 + 3 + 1 + 5 = 11$	optimal
$a \rightarrow c \rightarrow b \rightarrow d \rightarrow a$	$l = 5 + 8 + 3 + 7 = 23$	
$a \rightarrow c \rightarrow d \rightarrow b \rightarrow a$	$l = 5 + 1 + 3 + 2 = 11$	optimal
$a \rightarrow d \rightarrow b \rightarrow c \rightarrow a$	$l = 7 + 3 + 8 + 5 = 23$	
$a \rightarrow d \rightarrow c \rightarrow b \rightarrow a$	$l = 7 + 1 + 8 + 2 = 18$	

- Exhaustive search: how many routes?
- $(n-1)!/2 \in \Theta((n-1)!)$

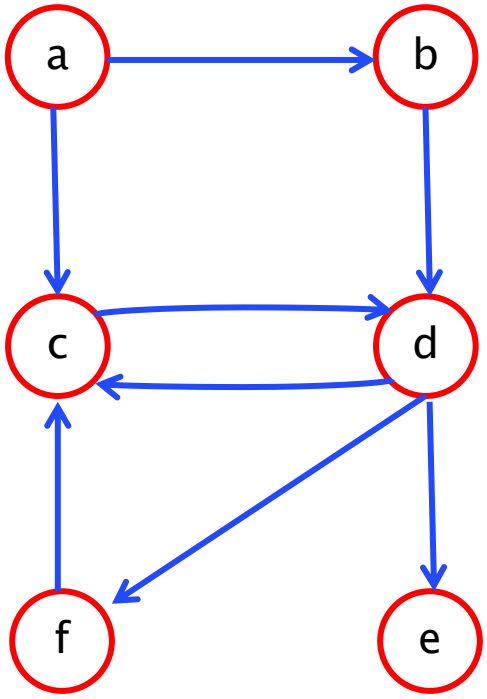
Traveling Salesman Problem



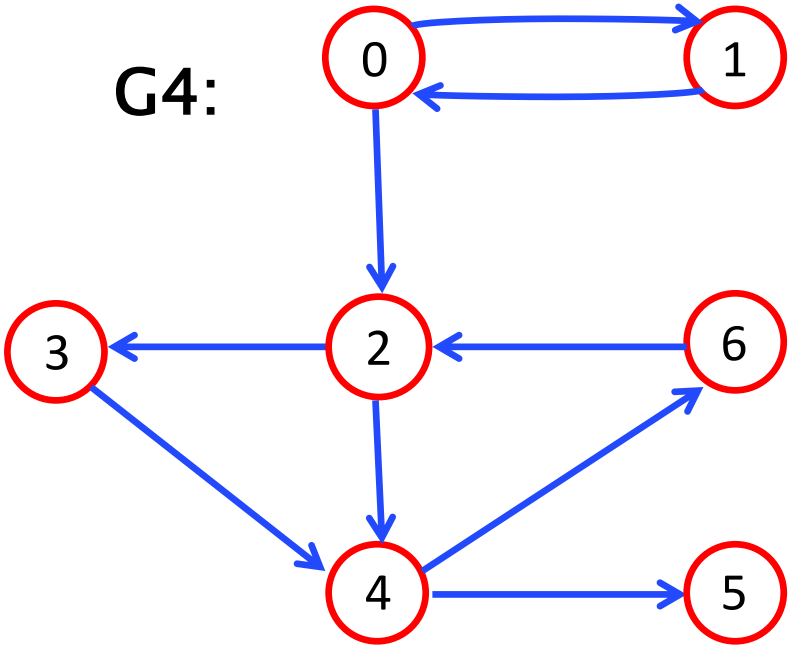
- Online source for all things TSP:
  - http://www.math.uwaterloo.ca/tsp/

Example graphs for project

G2:



G4:




```
G2.V = {a,b,c,d,e,f}
G2.E = {(a,b),(a,c),
        (b,d),(c,d),
        (d,c),(d,e),
        (d,f),(f,c)}
```

```
G4.V = {0,1,2,3,4,5,6}
G4.E = {(0,1),(0,2),
        (1,0),
        (2,3),(2,4),
        (3,4),
        (4,5),(4,6)
        (6,2)}
```