

Course: Data Structures (CSE CS203A, 114-1)
Study Note: Graph

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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

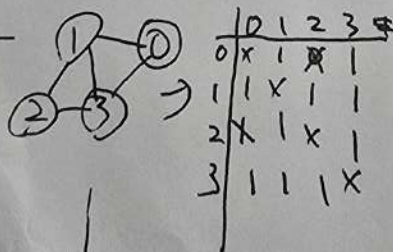
Concept	Google Maps Analogy
Node (Vertex)	Intersection or landmark (e.g., Neili Station, Yuan Ze University)
Edge (Link)	Road connecting two intersections
Weight	Distance, travel time, or cost
Path	Sequence of connected roads from start to destination
Graph traversal / search	Finding all reachable locations 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

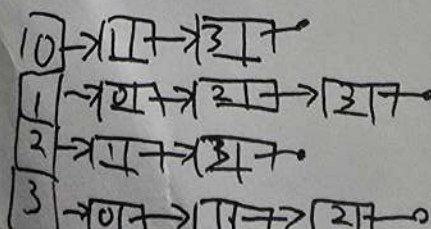
1. Adjacency Matrix



(array 2D)

→ Pro & Con (same) 优缺点?

2. Adjacency list



(linked list)

2. Abstract

Graph Traversal

1. Graph vs. Tree

Tree: Hierarchy (PES)

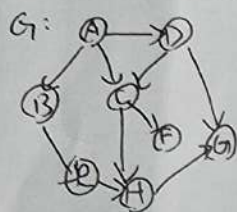
The Same:

have vertices, edges

Difference:

hierarchy, traversal Type: Graph has cycle (if travel, need visit[])

2. Depth-First Search (DFS)



⇒ Stack (LIFO)

→ A: B CD
→ D: G
→ G: X
→ C: HF
→ F: X
→ H: X
→ B: E
→ E: X
X

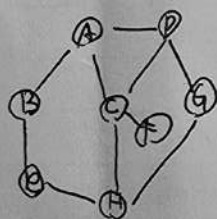
visit()

A
AB
APG
ADGC
ADGCF
ADGCFH
ADGCFHB
ADGCFHBE

3. Bread-First Search (BFS)

G: by degree

ex:



⇒ Queue (FIFO)

Q:

→ A: BCD
→ B: E
→ C: HF
→ D: G

visit()

A
AB
ABC
ABCD
...

until Q.empty()

ABCEFG