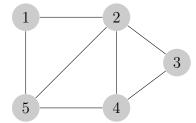
## 1. Graph Basics



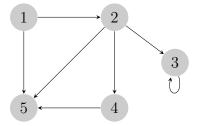
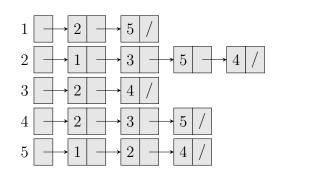


Figure 1: An undirected graph  $G_1$  with 5 vertices and 7 edges

Figure 2: A directed graph  $G_2$  with 5 vertices and 7 edges.

a. Representation: Adjacency List, Adjacency Matrix What is the adjacency matrix and adjacency list of  $G_1$  and  $G_2$ , respectively?



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

Figure 3: Adjacency list and adjacency matrix representation of  $G_1$ 

How about  $G_2$ ? It's your turn now!

## Discussion 8

- 1. Adjacency matrix needs  $\Theta(|V| \times |E|)$  storage space while adjacency list requires  $\Theta(|V| + |E|)$ .
- 2. If G is undirected, its adjacency matrix A is symmetric. Namely,  $A^T = A$ . Further, the main diagonal entries of A are all zeros.
- 3. **Self-loops**—edges from a vertex to itself—are possible in a directed graph, but are forbidden in an undirected graph.

### b. Degree

- 1.  $\sum_{u \in V} \text{degree}(u) = 2|E|$ , where G is an undirected graph.
- 2.  $\sum_{u \in V} \text{out-degree}(u) = \sum_{u \in V} \text{in-degree}(u) = |E|$ , where G is a directed graph.
- 3. degree(u) = out-degree(u) + in-degree(u), where  $u \in V$  and G is a directed graph.
- 4. A vertex whose degree is 0 is **isolated**.
- c. Path, Connected Component
  - 1. A **path** of length k from a vertex u to a vertex u' in a graph  $G = \langle V, E \rangle$  is a sequence  $\langle v_0, v_1, v_2, ..., v_k \rangle$  of vertices such that  $u = v_0, u' = v_k$ .
  - 2. An undirected graph is **connected** if every vertex is reachable from all other vertices.
  - 3. A directed graph is **strongly connected** if every two vertices are reachable from each other.

#### 2. BFS and DFS

```
BFS(G, s)
    # G: input graph; s: source vertex
    for each vertex u \in V - \{s\}
 3
         d[u] = +INFTY
 4
    d[s] = 0
 6
    // create FIFO queue
    Q = \text{EMPTY}
    ENQUEUE(G, s)
9
    while Q not EMPTY
         u = \text{Dequeue}(G)
10
11
         for each v \in Adj[u]
12
              if d[v] = +INFTY
                   d[v] = d[u] + 1
13
14
                   Engueue(G, v)
15
    return d
```

# Discussion 8

```
DFS(G)
   for each vertex u \in V
        u.color = White
2
   time=0
   for each vertex u \in V
4
5
        if u.color = White
             DFS-Visit(u)
6
DFS-Visit(u)
 1 /\!\!/ white vertex u has just been discovered
   time = time + 1
 3
   u.discover = time
   u.color = Gray
 5
 6
   /\!\!/ explore edge (u, v)
   for each vertex u \in Adj[u]
 7
 8
         if u.color = White
              DFS-VISIT(u)
 9
10
11
   /\!\!/ blacken u, it is finished
12 \quad u.color = Black
13 \quad time = time + 1
14 \quad u.finish = time
```