## Chapter 20. Elementary Graph Algorithms

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May 27, 2025

## Assignment

- ► Read §20.1
- ► Problems
  - ► §20.1 2

## Chapter 20: Elementary Graph Algorithms

- ► Chapter 20.1: Representations of Graphs
- Chapter 20.2: Breadth-First Search
- Chapter 20.3: Depth-First Search
- Chapter 20.4: Topological Sort
- Chapter 20.5: Strongly Connected Components

What is a Graph? 
$$G = (V, E)$$



- ▶ A graph is a data structure used to model relationships between objects.
- ▶ It is defined as:

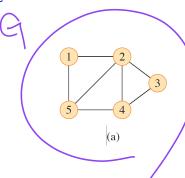
$$G = (V, E)$$

where:

- V is the set of vertices (or nodes)
- E is the set of edges (connections between vertices)



Mirected



Example:

$$V = \{1, 2, 3, 4, 5\}$$

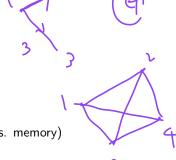
$$E = \{(1, 2), (1, 5), (2, 3), (2, 4), (2, 5), (3, 4), (4, 5)\}$$

► Each edge connects a pair of vertices, and can be **undirected** or **directed**.

## Two Ways to Represent a Graph G = (V, E)

- A graph can be represented in two common ways:

  - Adjacency ListAdjacency Matrix
- Both methods can represent:
  - Directed or undirected graphs
  - ► Weighted or unweighted graphs
- ► The right choice depends on:
  - Graph size (sparse vs. dense)
  - Algorithm requirements (speed vs. memory)



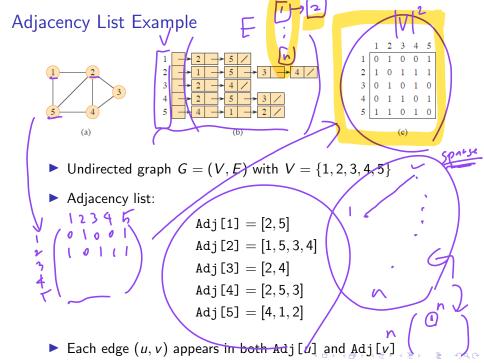
## Adjacency List: Structure and Examples

An adjacency list represents a graph G = (V, E) using an array of lists:

$$\texttt{Adj}[1,\ldots,|V|]$$

- For each vertex  $u \in V$ , the list Adj [u] contains all vertices v such that  $(u, v) \in E$
- In pseudocode:

$$G.Adj[u] = \{v \mid (u, v) \in E\}$$

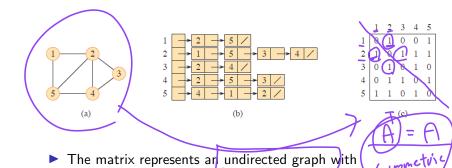


# Adjacency Matrix Representation

- ▶ The graph G = (V, E) can also be represented by a  $|V| \times |V|$  matrix A
- Each entry A[i][j] indicates whether there is an edge from vertex i to vertex j
- For unweighted graphs:

$$A[i][j] = \begin{cases} 1 & \text{if } (i,j) \in E \\ 0 & \text{otherwise} \end{cases}$$

## Adjacency Matrix Example



Example interpretations:

 $V = \{1, 2, 3, 4, 5\}$ 

- Since there is an edge between vertices 1 and 2, we have A[1][2] = A[2][1] = 1
- No edge between 1 and  $3 \Rightarrow A[1][3] = 0$
- ► Edge between 4 and 5  $\Rightarrow$  A[4][5] = A[5][4] = 1

## Adjacency List: Pros and Cons

4 0 2

deg(1) = 3

#### Advantages:

- Space-efficient for sparse graphs:  $\Theta(V+E)$
- Fast iteration over neighbors:  $O(\deg(u))$ 
  - Degree of vertex u, denoted deg(u), is the number of edges connected to u
- Disadvantages:



Less suitable for dense graphs

## Adjacency Matrix: Pros and Cons

- Advantages:
  - ightharpoonup Constant-time edge lookup: O(1)
  - ► Simple and easy to implement
  - ► Works well for dense graphs
  - For unweighted graphs: only 1 bit per entry

#### Disadvantages:

- ▶ Always uses  $\Theta(V^2)$  space, even if few edges
- lterating over all neighbors or edges takes  $\Theta(V^2)$  time
- Wastes memory for sparse graphs

## Problem: Adjacency List and Matrix

#### **Problem:**

► Give an adjacency-list representation for a complete binary tree on 7 vertices. Give an equivalent adjacency-matrix representation. Assume that the edges are undirected and that the vertices are numbered from 1 to 7 as in a binary heap.

## Adjacency List Representation

► Complete binary tree with 7 nodes (numbered as in a heap):

Each edge appears twice since the graph is undirected

## Adjacency Matrix Representation

- ightharpoonup A[i][j] = 1 if there is an edge between vertices i and j
- Symmetric matrix since the graph is undirected

```
\begin{bmatrix} 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 \end{bmatrix}
```

# **Question?**