

SCC120 Fundamentals of Computer Science

Unit 4: Graphs (Terminology)



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Graphs

(and also Trees)



Two Types of Graph

- Graphs can be divided into two broad types
 - *directed graphs*, or *digraphs*, where each edge or arc has an associated direction (for example, from node X to node Y)
 - *non-directed graphs*, or *simple graphs*, in which every edge or arc is two-way
- We will concentrate mostly on *directed* graphs
 - but will look at simple graphs too

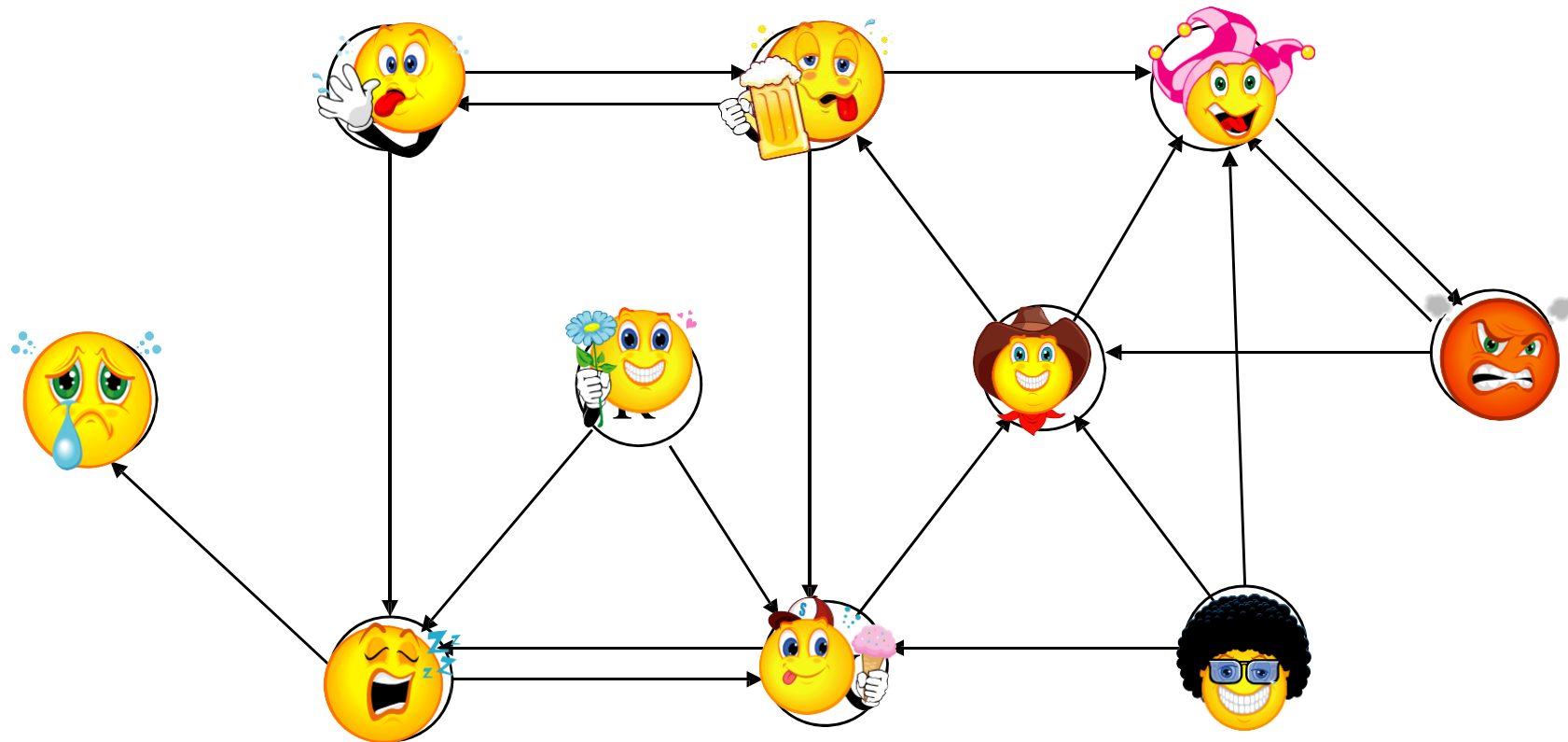


A Directed Graph

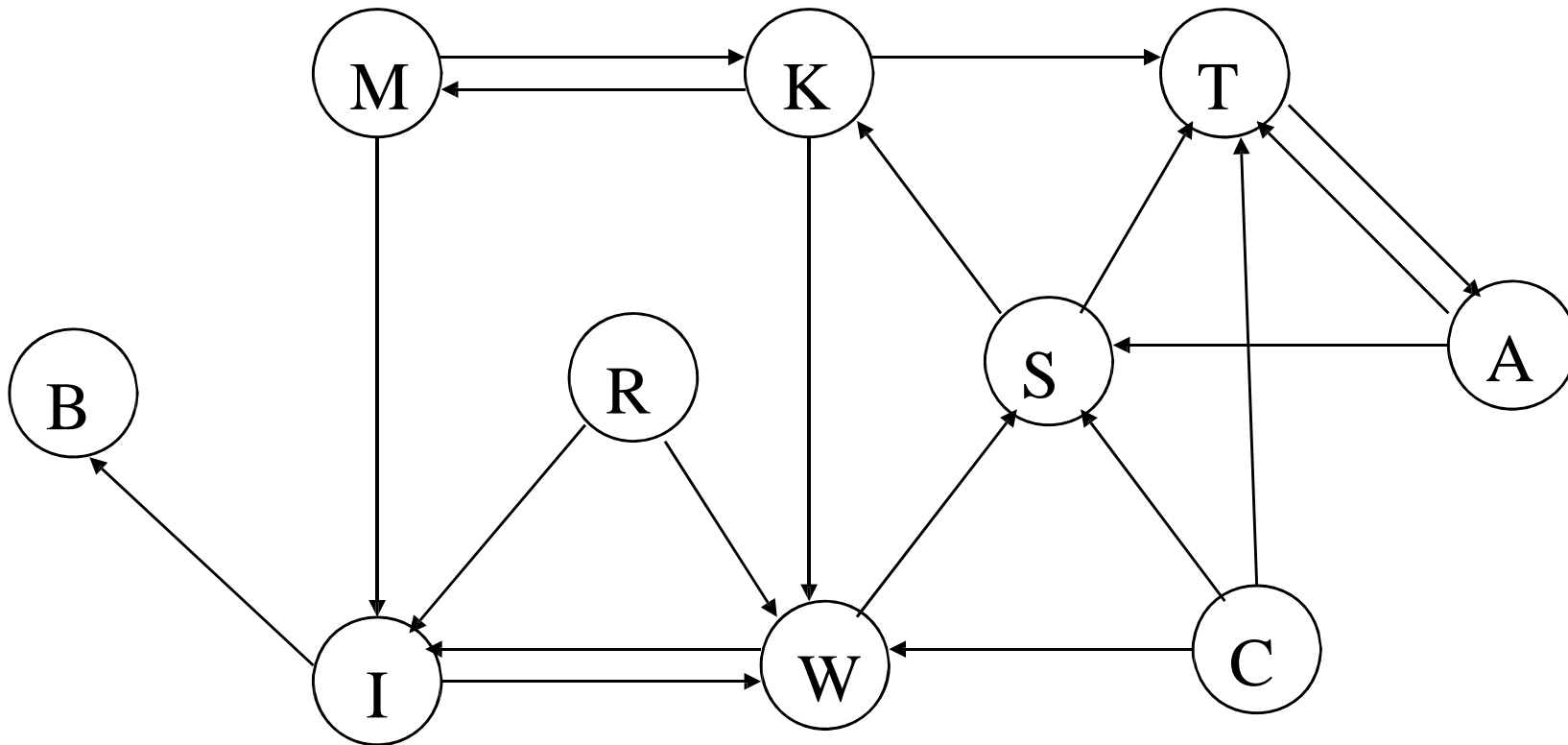
- Imagine a group of ten students on a social networking site
- Each one has up to three friends
- We can summarise this information using a diagram (or with letters for names)



A Directed Graph (Digraph)



A Directed Graph (Digraph)



A Directed Graph (Digraph)

- That was an example of a *directed graph*
 - or *digraph* for short
- Even if there is a link from one node to another, there may or may not be a link in the reverse direction

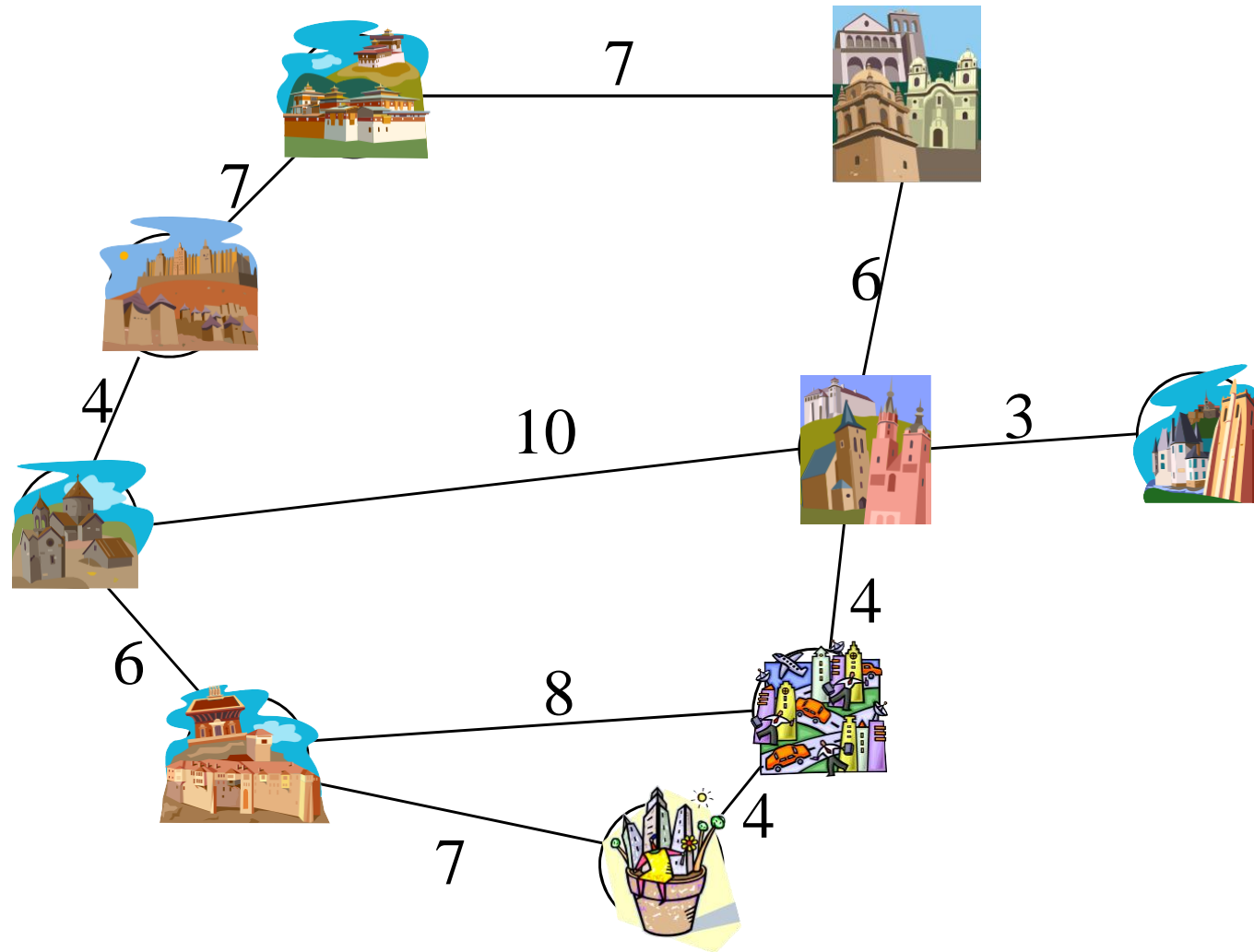


Simple Graphs

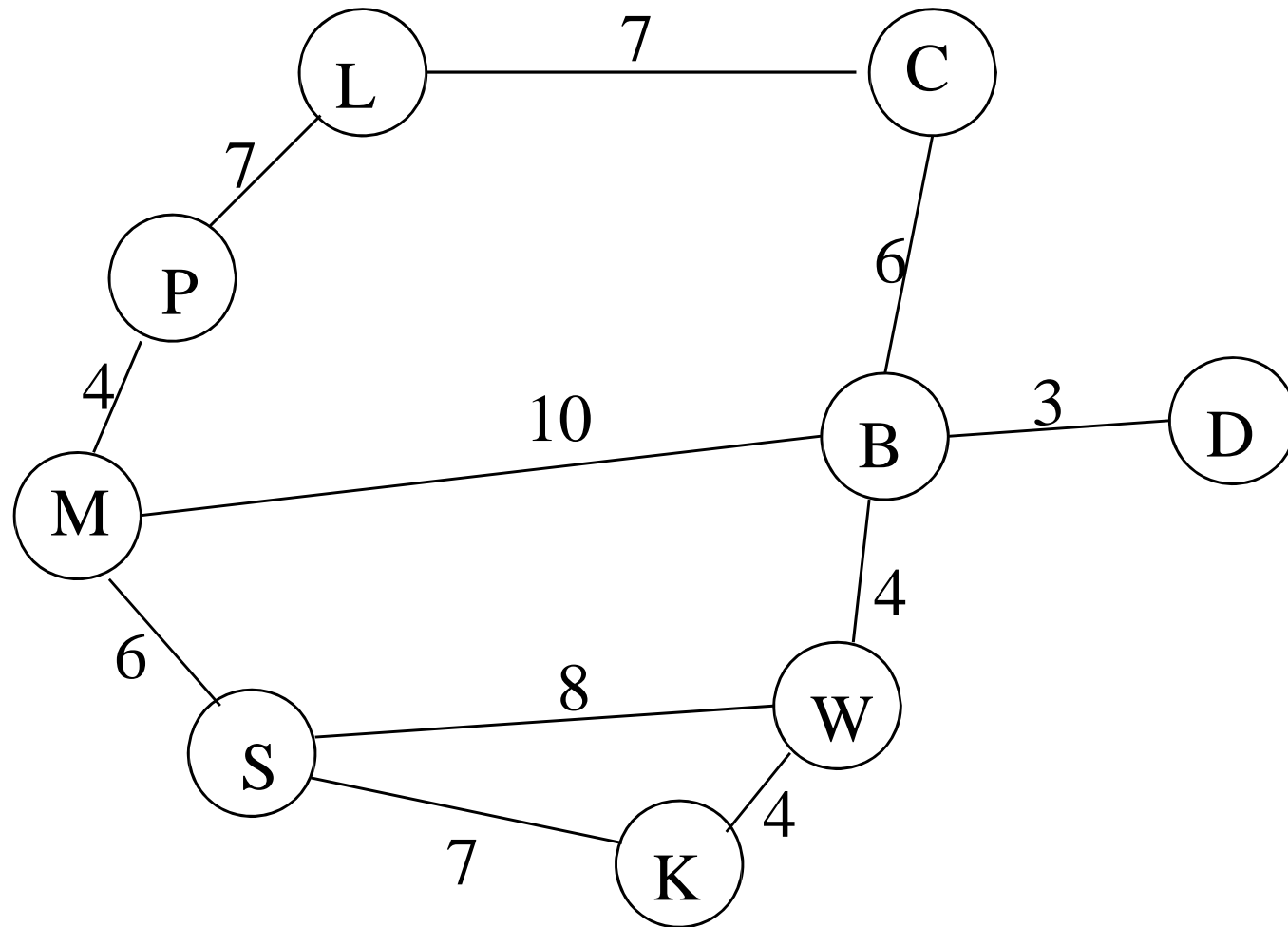
- Imagine an area of land, such as an island, with nine towns or villages
- We can represent the roads and distances between them as a graph



Simple Graphs



Simple Graphs



Simple Graphs

- That was an example of a *non-directed graph*, or *simple graph*
- There is no direction associated with a link
 - it simply connects node A to node B
 - and so also connects node B to node A



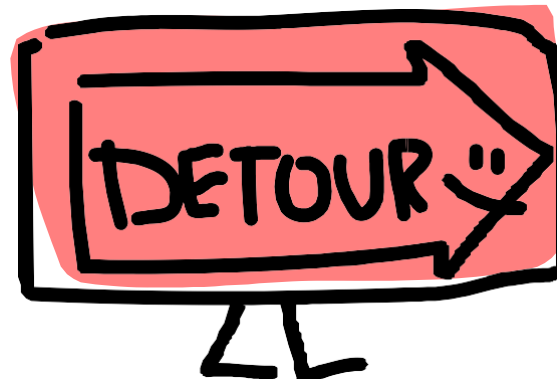
Numbers corresponding to edges

- The distance numbers are not necessary (although important in many cases)
 - it would still be a meaningful simple graph without this added data
 - it would show whether or not there was a (direct) road from one location to another
- Similarly, a directed graph may or may not have a number (or some other data) associated with each link



Graphs (and Trees)

- In this unit, we are going to look at *graphs*
- Later, we will look at *trees*
- However, we need to know what a tree looks like for the discussion of graphs

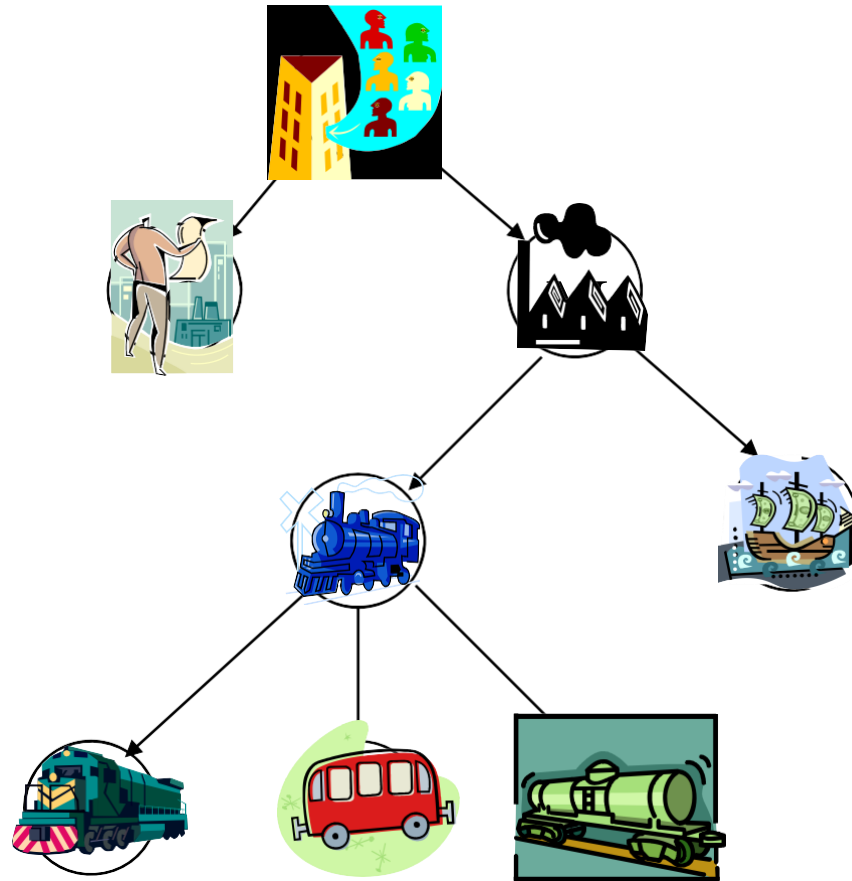


A Tree

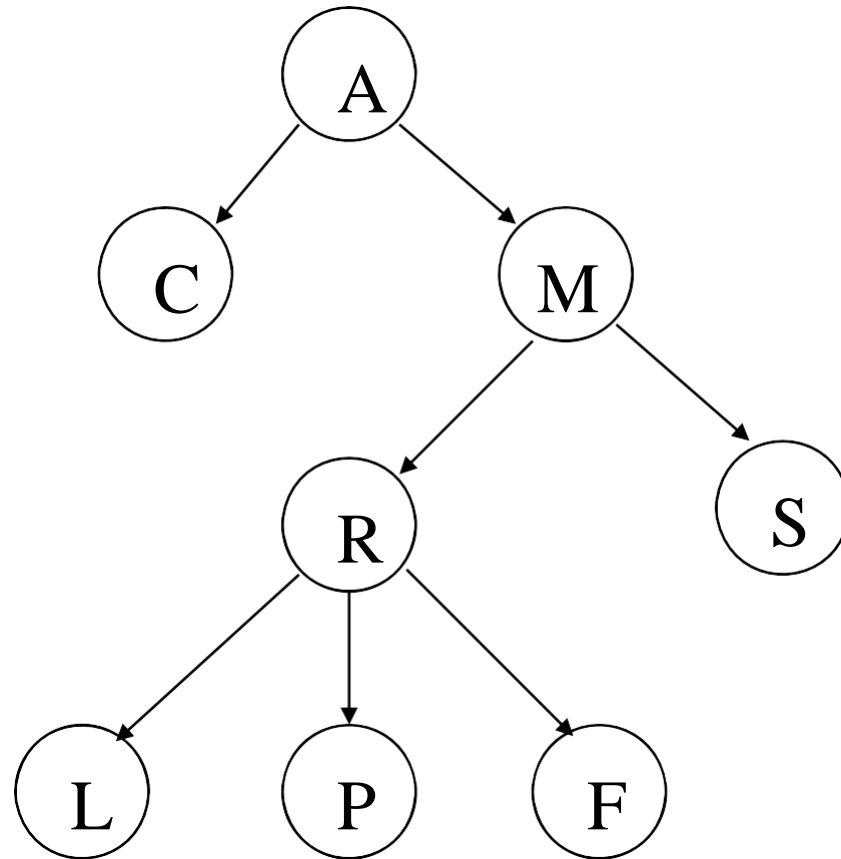
- A certain engineering company A is divided into a consultancy division C and a manufacturing division M
- The manufacturing division M is divided into a railway section R and a marine engine section S
- Section R is divided into three departments, building locomotives (L), passenger coaches (P), and freight wagons (F)



A Tree

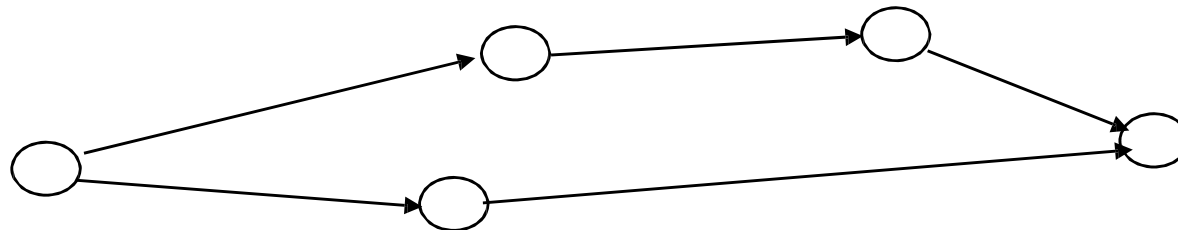


A Tree



A Tree

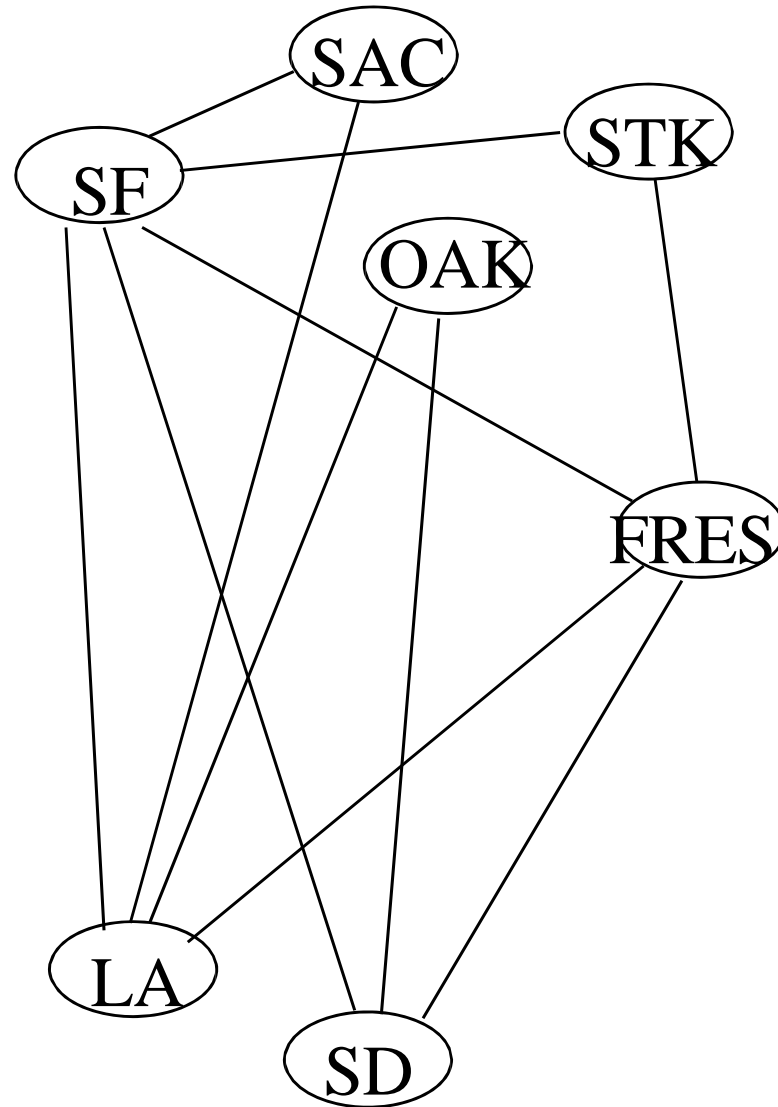
- That was an example of a *tree*
- The node at the top is called the *root*
- Trees are used for holding hierarchical information
- A tree is “a graph with no loops”
 - we must also have no paths “separating and then rejoining”





Back to “Graphs”

Example 1: Airline Routes

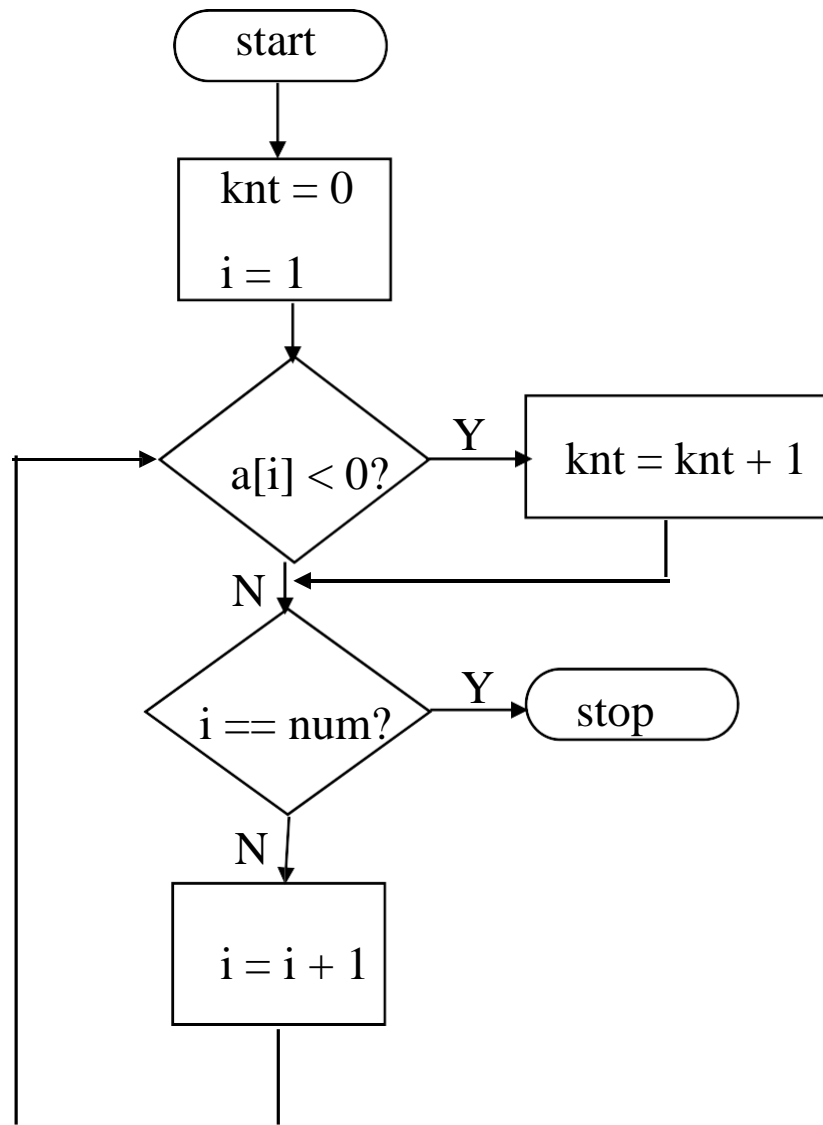


Example 1: Airline Routes

- A line connects two cities if and only if there is a non-stop flight between them in both directions
- Some possible questions:
 - Is there a nonstop flight between SD and SAC?
 - What is the cheapest way to fly from STK to SD?
 - Which route involves the least flying time?
 - If one city's airport is closed by bad weather, can you still fly between any other pair of cities?
- The 2nd and 3rd questions require additional information on each route



Example 2: Program Flowchart

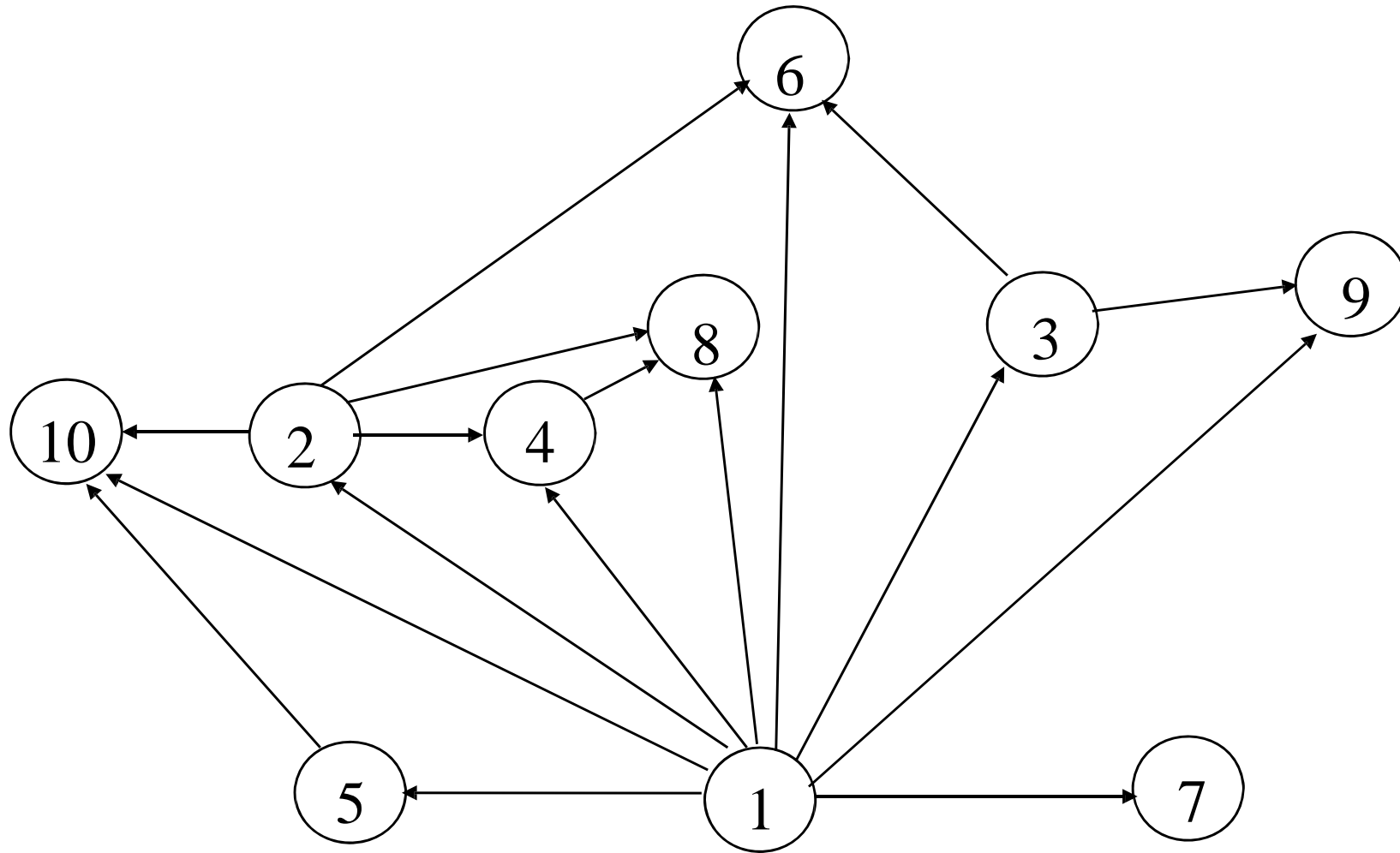


Example 2: Program Flowchart

- The points or nodes are the flowchart boxes; the lines or edges are the flowchart arrows
- Some possible questions are:
 - Does this flowchart contain a loop?
 - How many separate paths are there through the flowchart?



Example 3: A Binary Relation



Example 3: A Binary Relation

- Let S be the set $\{ 1, 2, 3, \dots, 9, 10 \}$
- Let R be the relation on S defined by xRy if and only if $x \neq y$ and x divides y (that is, with no remainder)
- So $3R6$ and $3R9$, but not $3R3$ or $3R7$
- A possible question is:
 - Is the relation R *transitive* (that is, aRb and bRc together imply aRc)?



Other Examples

- A road map or railway network
 - What is the shortest, or cheapest, or fastest, route from A to B?





Other Examples

- A computer network
 - If one computer in a network goes down, can messages still be sent between any other pair of computers in the network?



Other Examples

- An electrical circuit
 - How can we interconnect various pieces of electrical equipment so that we use the minimum amount of wire?
 - Is the graph *planar*?
 - That is, can we draw the circuit on a flat surface without crossings?
 - If not, what is the minimum number of crossings to draw it on a flat surface?



Terminology

- There is a lot of terminology associated with graphs
- Some concepts have more than one name



Representing a (Directed) Graph

- We can represent a graph as an ordered pair
 - a list of *nodes* (or *vertices*)
 - and a list of *arcs* (or *edges*)
- $G = (N, A)$
 - $N = \{ a, b, c \}$
 - $A = \{ (a, a), (a, c), (b, a), (c, a), (c, b) \}$
- Or
 - $G = (\{ a, b, c \}, \{ (a, a), (a, c), (b, a), (c, a), (c, b) \})$
- This is a graph of 3 nodes and 5 arcs



Terminology

- The number of nodes is sometimes called its *weight*
- Node b is said to be *adjacent* to another node a if there is an arc (a, b)
- If we have an arc (a, b) , a is the *out-node* and b is the *in-node*
- Similarly we can define the *in-arcs* and *out-arcs* of a node
- An arc whose out-node and in-node is the same is a *self-loop*; for example, G has a self-loop (a, a)

Numbers of Arcs

- An arc cannot be duplicated
 - there cannot be two arcs (a, c)
 - though (in a *directed* graph) there may or may not be an arc (c, a) as well
- So if the weight (number of nodes) of a graph is w , the maximum possible number of arcs is w^2
- A directed graph which contains the maximum possible number of arcs is called a *full* graph



Numbers of Arcs

- The *density* of a graph is the proportion of the w^2 possible arcs which are actually present
 - so if there are a arcs and w nodes, the density is a/w^2
 - so for the graph G , density = $5/9 = 0.56$
 - for the full graph, density = $9/9 = 1.0$



Numbers of Arcs

- A graph with a density of zero (that is, no arcs at all) is said to be *empty*
 - or *totally disconnected*
- A graph with very few arcs compared to the number of nodes (that is, whose density is low) is *sparse*
 - this is not a precise term



The Complementary Graph

- The *complementary graph* of G contains
 - all the nodes of G
 - all the possible arcs not present in G
- The complementary graph of G is denoted G^*
 - $\text{density}(G^*) = 1 - \text{density}(G)$
 - $(G^*)^* = G$



A Partial (Reduced) Graph

- A *partial* (or *reduced*) graph of G is one with
 - all the nodes of G
 - one or more arc deleted



A Subgraph

- A *subgraph* of G is a graph derived from G with
 - one or more node deleted
 - all the arcs deleted which are associated with one or more of the deleted nodes
- We can use the term subgraph to refer to some portion of G which we are focussing on at present, as though it were separate from the rest of the graph



Paths and Distances

- A *path* of a graph G is an ordered set of nodes such that each node is adjacent to its predecessor
 - for example $P = (b, a, c, a, a)$
 - we could also write it as a sequence of arcs $P = ((b, a), (a, c), (c, a), (a, a))$
- The *length* of a path is the number of arcs it contains
 - so the length of P is 4



Paths and Distances

- A *simple* (or *elementary*) path is one which does not visit any node more than once
 - for example, (c, b, a) is a simple path of G
- A *loop* (or *cycle*) is a path whose initial and final nodes are the same
 - for example, (c, b, a, a, c) is a loop in G
- A *simple loop* is a loop which becomes a simple path if its final node is deleted
 - for example, (c, b, a, c) is a simple loop in G



Paths and Distances

- The *distance* between two nodes is the length of the shortest path between the nodes
 - a shortest path is always simple (why?)
- The *diameter* of a graph is the largest distance which can be found in it
 - so in G , there are shortest paths of length 2
 - $((b, a), (a, c))$ and $((a, c), (c, b))$
 - and none of length 3
 - so the diameter of G is 2



Paths and Distances

- There are algorithms to calculate the distance (shortest path) between two nodes in a graph
- We will look at some of these later

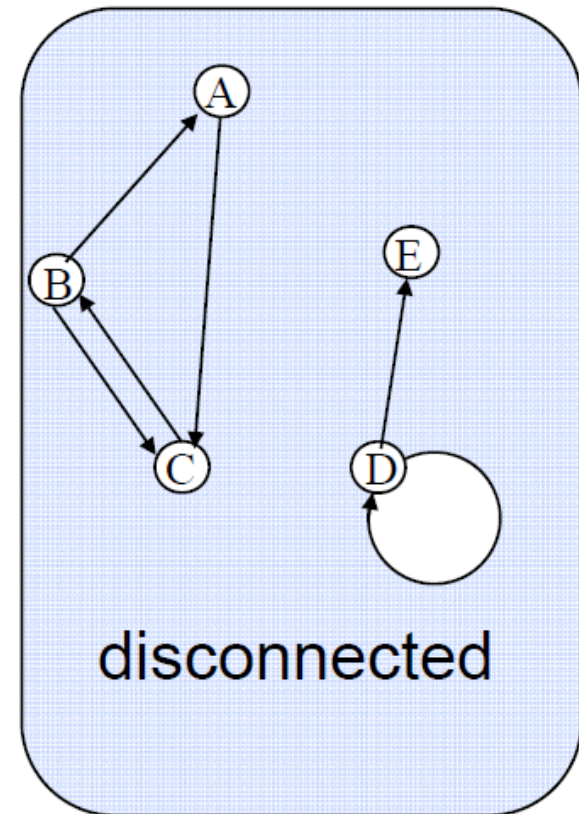
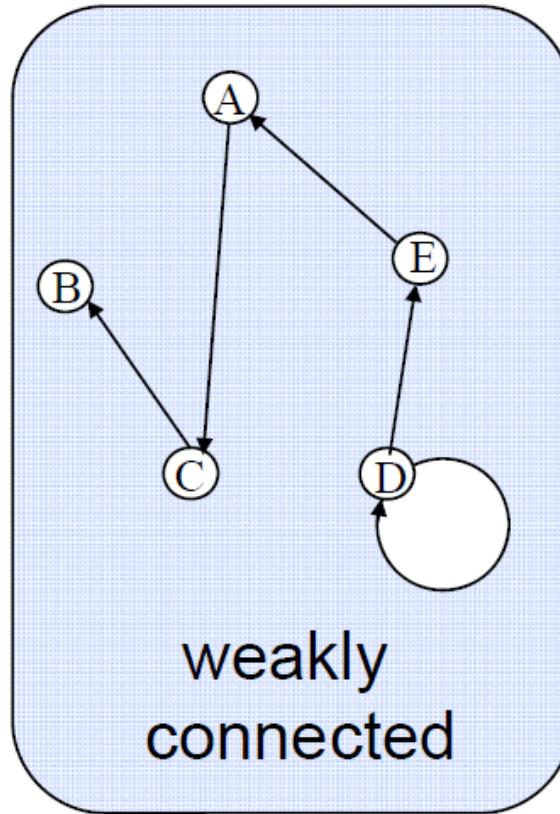
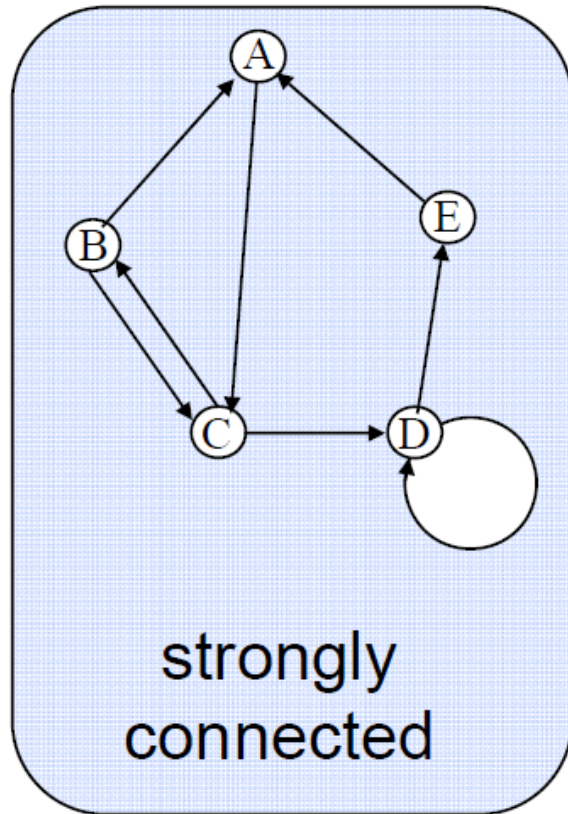


In- and Out-Degree

- A node has *degree* (p, q) if p arcs point to it, and q arcs leave it
 - so in graph G node “a” is of degree $(3, 2)$
 - p is called the *in-degree* of the node
 - q is called the *out-degree* of the node
- In a full graph, every node has degree (w, w)



Connectivity



Connectivity

- For some applications, it is very important that a digraph be strongly connected
- For example, suppose we represent a one-way traffic network as a digraph, where each stretch of road is an arc, and each cross-roads is a node
 - What are the consequences if the network is not strongly connected?
- In a simple (non-directed) graph, every arc can be traversed in either direction, so it is either connected or disconnected
 - There is no strong/weak connectivity concept



SCC120 ADT (weeks 7-12)

- Week 7 Abstractions; Set
 Stack
- Week 8 Queues
 Priority Queues
- Week 9 Graphs (Terminology)
- Week 10
- Week 11
- Week 12