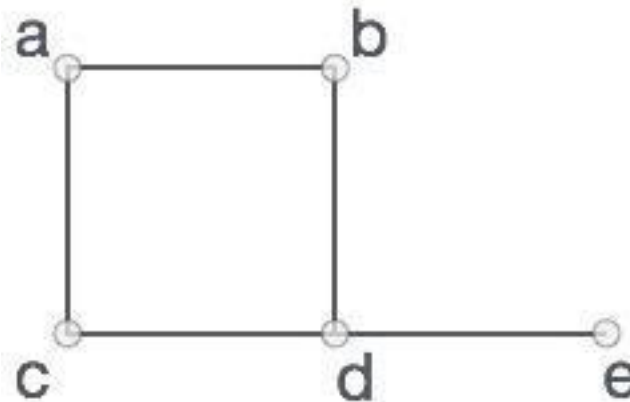


# GRAPH (CAT-201)

**Design By:**  
**Ms. Gurpreet kaur dhiman**  
**Ms.Mandeep kaur**  
**Chandigarh University-Gharuan**

# GRAPH

- A graph is a pictorial representation of a set of objects where some pairs of objects are connected by links. The interconnected objects are represented by points termed as **vertices**, and the links that connect the vertices are called **edges**.
- Formally, a graph is a pair of sets  $(V, E)$ , where  $V$  is the set of vertices and  $E$  is the set of edges, connecting the pairs of vertices. Take a look at the following graph



[https://www.tutorialspoint.com/data\\_structures\\_algorithms/graph\\_data\\_structure.htm](https://www.tutorialspoint.com/data_structures_algorithms/graph_data_structure.htm)

# GRAPH

- **Vertex** – Each node of the graph is represented as a vertex. In the following example, the labeled circle represents vertices. Thus, A to G are vertices. We can represent them using an array as shown in the following image. Here A can be identified by index 0. B can be identified using index 1 and so on.
- **Edge** – Edge represents a path between two vertices or a line between two vertices. In the following example, the lines from A to B, B to C, and so on represents edges. We can use a two-dimensional array to represent an array as shown in the following image. Here AB can be represented as 1 at row 0, column 1, BC as 1 at row 1, column 2 and so on, keeping other combinations as 0.
- **Adjacency** – Two node or vertices are adjacent if they are connected to each other through an edge. In the following example, B is adjacent to A, C is adjacent to B, and so on.
- – Path represents a sequence of edges between the two vertices. In the following example, ABCD represents a path from A to D.

# GRAPH OPERATION

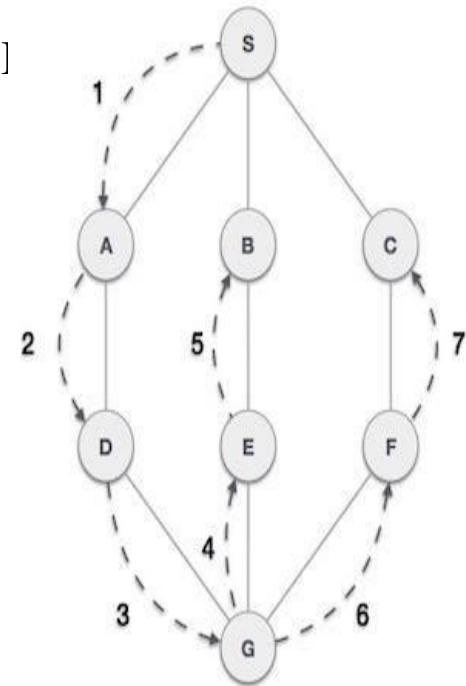
Following are basic primary operations of a Graph –

- **Add Vertex** – Adds a vertex to the graph.
- **Add Edge** – Adds an edge between the two vertices of the graph.
- **Display Vertex** – Displays a vertex of the graph.

# GRAPH TRAVERSAL USING DFS

Depth First Search (DFS) algorithm traverses a graph in a depth ward motion and uses a stack to remember to get the next vertex to start a search, when a dead end occurs in any iteration.

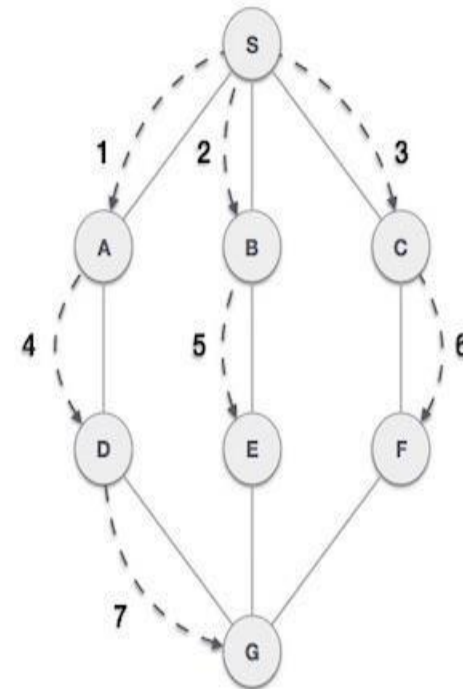
- As in the example given above, DFS algorithm traverses from A to ] to C to D first then to E, then to F and lastly to G. It employs the following rules.
- **Rule 1** – Visit the adjacent unvisited vertex. Mark it as visited. Display it. Push it in a stack.
- **Rule 2** – If no adjacent vertex is found, pop up a vertex from the stack. (It will pop up all the vertices from the stack, which do not have adjacent vertices.)
- **Rule 3** – Repeat Rule 1 and Rule 2 until the stack is empty.



# GRAPH TRAVERSAL USING BFS

Breadth First Search (BFS) algorithm traverses a graph in a breadth ward motion and uses a queue to remember to get the next vertex to start a search, when a dead end occurs in any iteration.

- As in the example given above, BFS algorithm traverses from A to B to E to F first then to C and G lastly to D. It employs the following rules.
- **Rule 1** – Visit the adjacent unvisited vertex. Mark it as visited. Display it. Insert it in a queue.
- **Rule 2** – If no adjacent vertex is found, remove the first vertex from the queue.
- **Rule 3** – Repeat Rule 1 and Rule 2 until the queue is empty.



# Adjacency Matrix

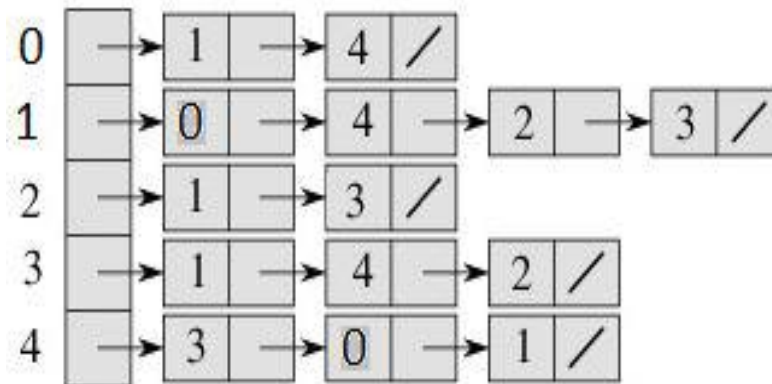
Let  $G=(V,E)$  be a graph with  $n$  vertices.

- The adjacency matrix of  $G$  is a two-dimensional  $n$  by  $n$  array, say  $\text{adj\_mat}$
- If the edge  $(v_i, v_j)$  is in  $E(G)$ ,  $\text{adj\_mat}[i][j]=1$
- If there is no such edge in  $E(G)$ ,  $\text{adj\_mat}[i][j]=0$
- The adjacency matrix for an undirected graph is symmetric; the adjacency matrix for a digraph need not be symmetric

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

# Adjacency List

An array of linked lists is used. Size of the array is equal to number of vertices. Let the array be  $\text{array}[i]$ . An entry  $\text{array}[i]$  represents the linked list of vertices adjacent to the  $i$ th vertex. This representation can also be used to represent a weighted graph. The weights of edges can be stored in nodes of linked lists. Following is adjacency list representation of the above graph.



[https://www.tutorialspoint.com/data\\_structures\\_algorithms/graph\\_data\\_structure.htm](https://www.tutorialspoint.com/data_structures_algorithms/graph_data_structure.htm)



# FAQ

- How BFS and DFS are different?
- Define adjacency matrix?
- How graph is represented in the form list?

# Bibliography

- Seymour Lipschutz, Schaum's Outlines Series Data structures TMH
- Introduction to Data Structures Applications, Trembley&Soreson, Second Edition, Pearson Education
- [www.geeksforgeeks.org/analysis-of-algorithms-set-3asymptotic-notations/](http://www.geeksforgeeks.org/analysis-of-algorithms-set-3asymptotic-notations/)
- [www.tutorialspoint.com/data\\_structures\\_algorithms/asymptotic\\_analysis.htm](http://www.tutorialspoint.com/data_structures_algorithms/asymptotic_analysis.htm)



Thank You