

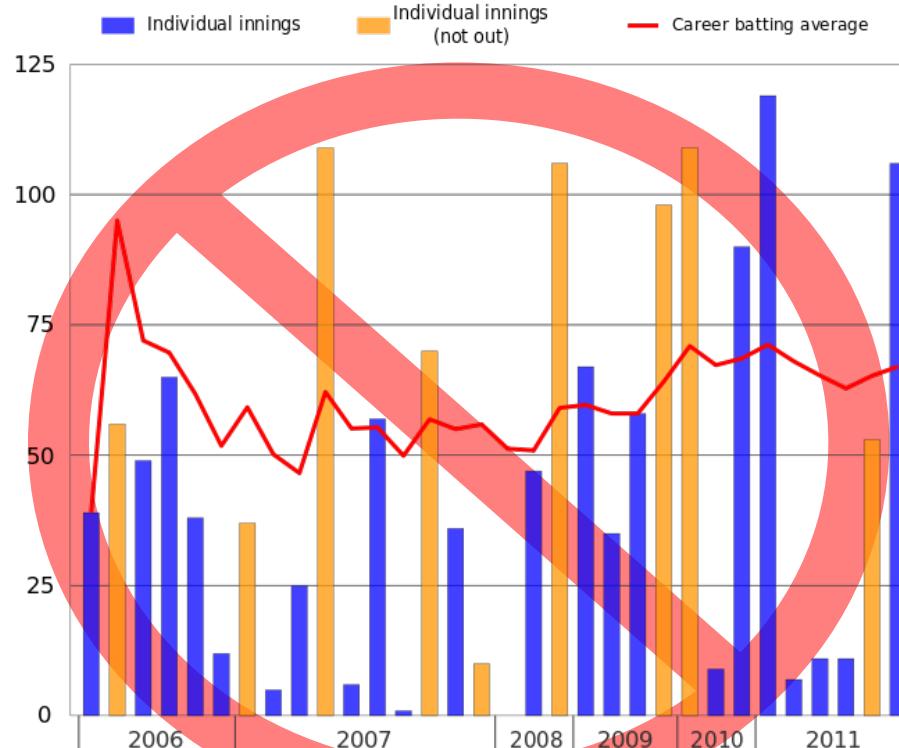
Lecture 10



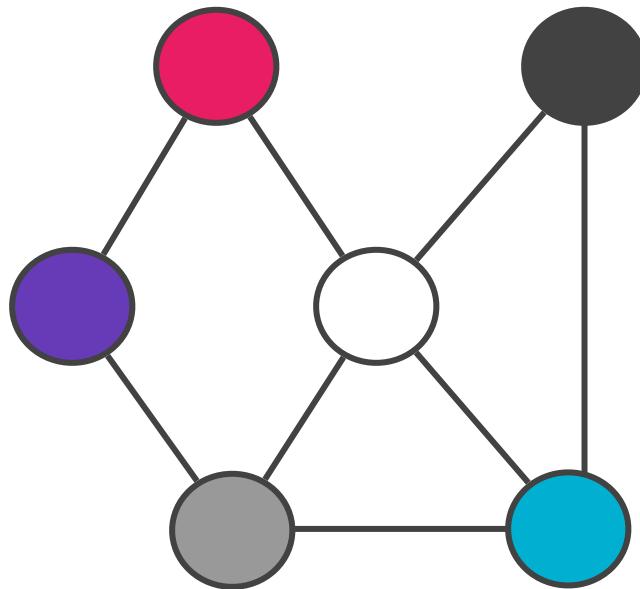
Graphs

Graphs

Ryan ten Doeschate - ODI batting graph



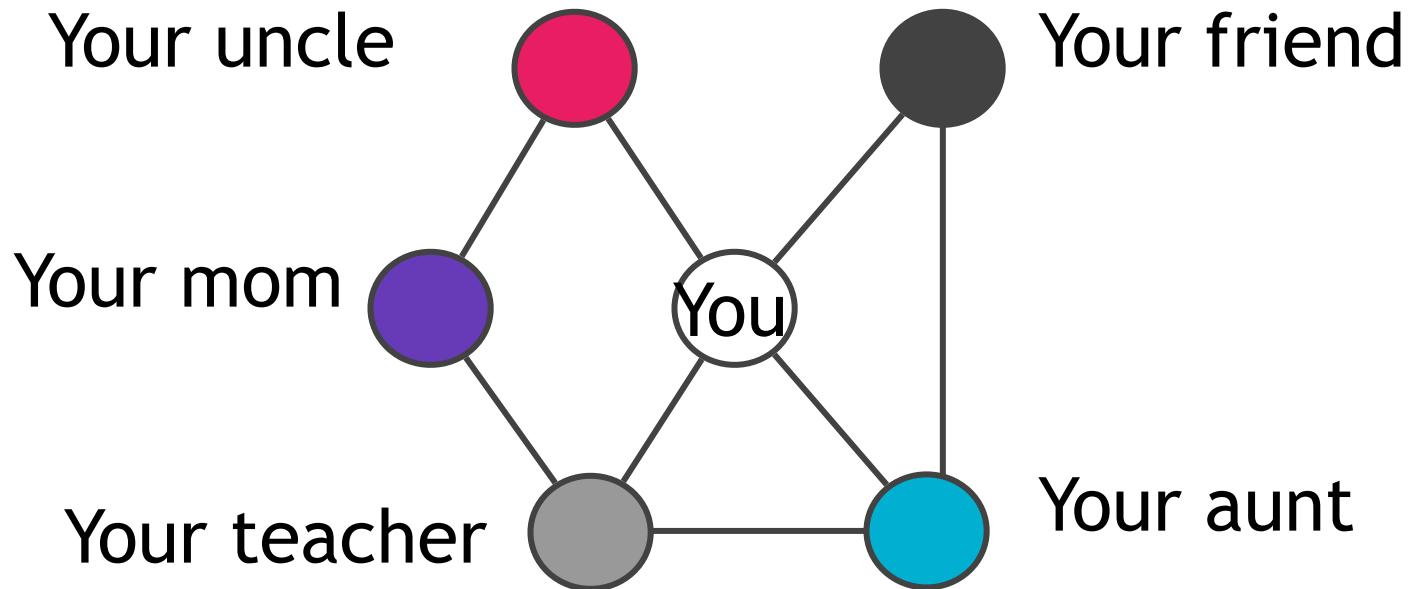
Graphs in Computer Science



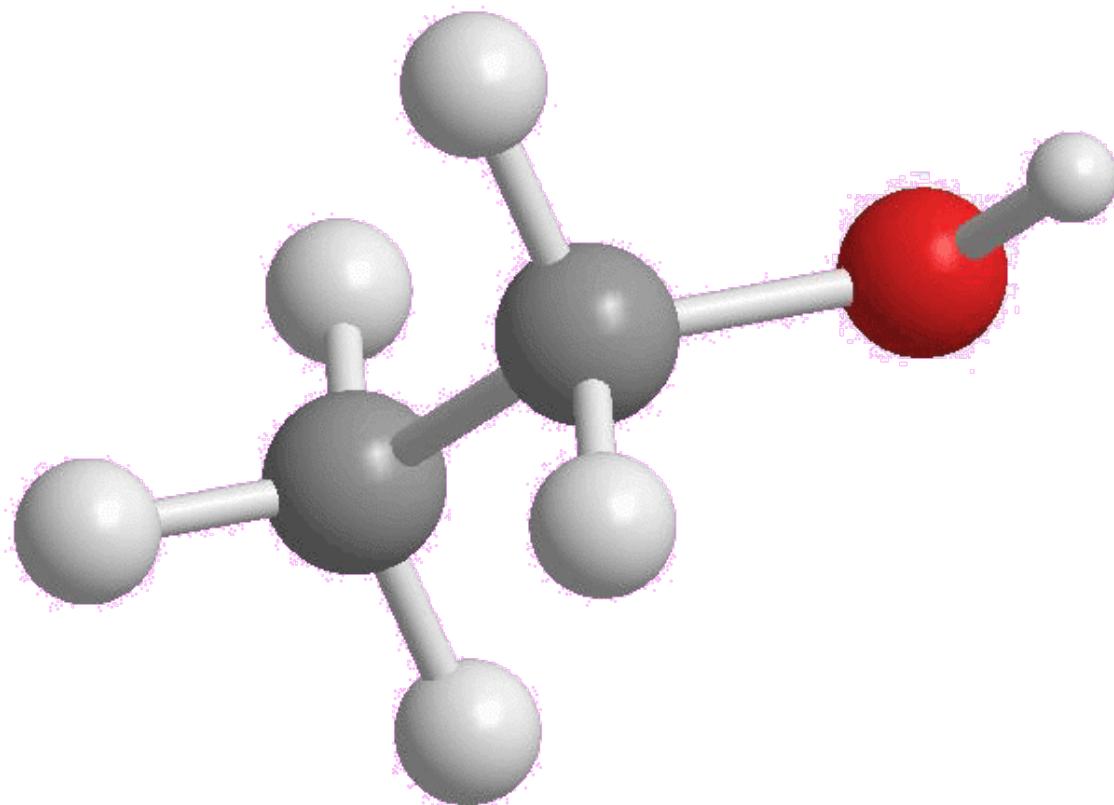
A graph is a mathematical structure for representing relationships

- A set V of **vertices** (or *nodes*)
- A set E of **edges** (or *arcs*) connecting a pair of vertices

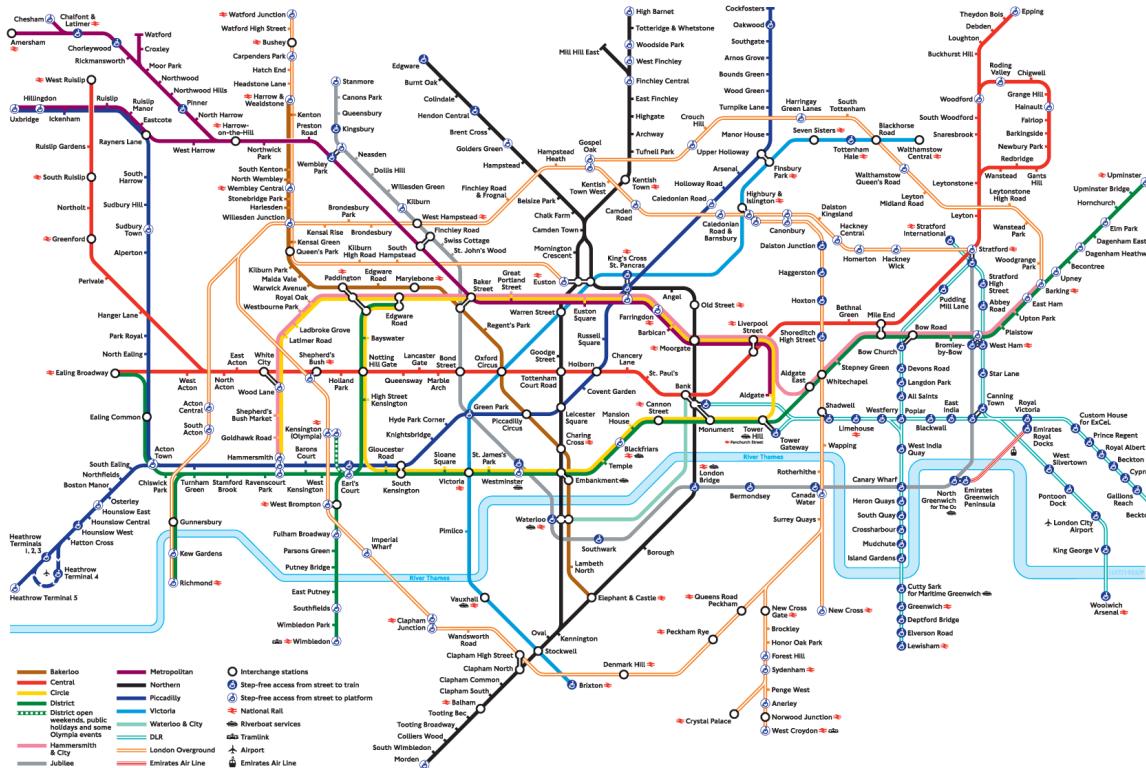
A Social Network



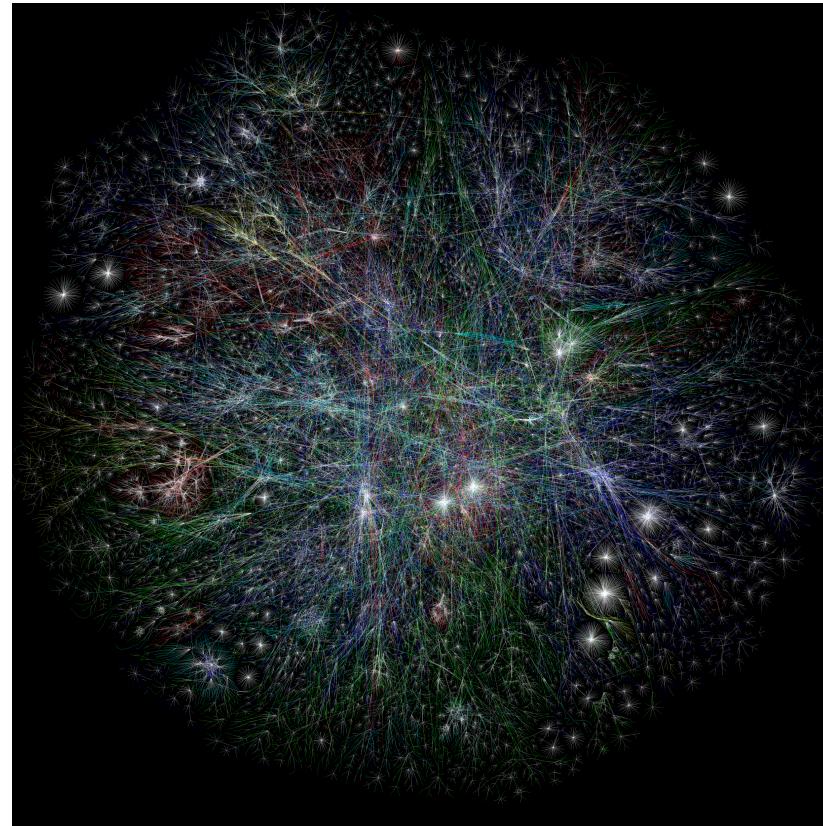
Chemical Bonds



London Underground

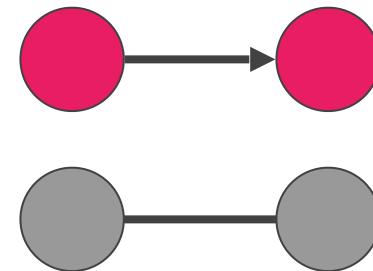


Internet



Graph terminology

- A set V of **vertices** (or *nodes*)
 - › Often have an associated label
- A set E of **edges** (or *arcs*) connecting a pair of vertices
 - › Often have an associated cost or weight
- A graph may be **directed** (an edge from A to B only allow you to go from A to B, not B to A)
- or **undirected** (an edge between A and B allows travel in both directions)
- Number of vertices or edges is denoted using the notation: $|V|$ and $|E|$



Graph terminology : Paths

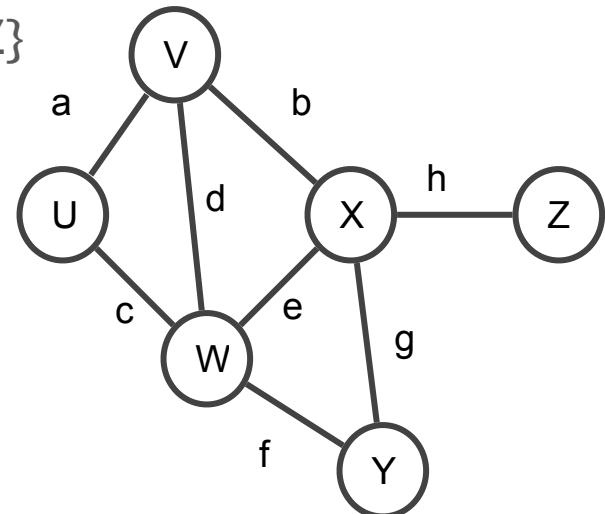
path: A path from vertex a to b is a sequence of edges that can be followed starting from a to reach b .

- can be represented as vertices visited, or edges taken
- Example: one path from V to Z : $\{b, h\}$ or $\{V, X, Z\}$

path length: Number of vertices or edges contained in the path.

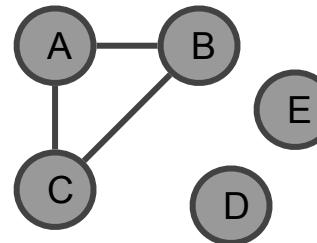
neighbor or adjacent: Two vertices connected directly by an edge.

- example: V and X

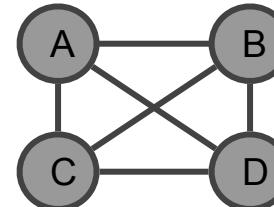


Graph terminology: Reachability, Connectedness

reachable: Vertex a is *reachable* from b if a path exists from a to b .



connected: A graph is *connected* if every vertex is reachable from every other.



complete: If every vertex has a direct edge to every other.

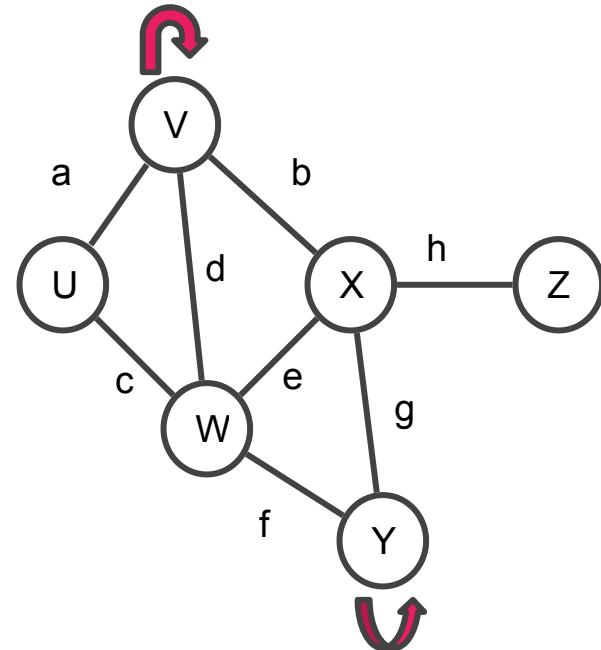
Graph terminology: Loops and Cycles

cycle: A path that begins and ends at the same node.

- example: {V, X, Y, W, U, V}.
- example: {U, W, V, U}.
- **acyclic graph:** One that does not contain any cycles.

loop: An edge directly from a node to itself.

- Many graphs don't allow loops.



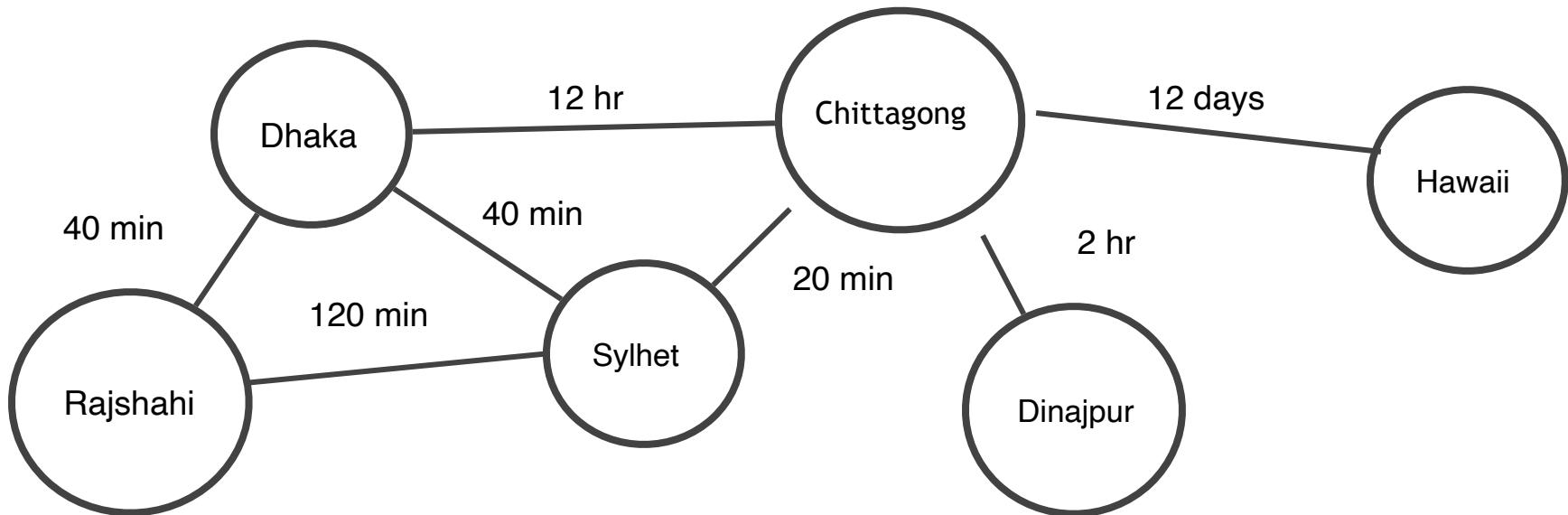
Graph terminology: Weighted Graphs

weight: Cost associated with a given edge.

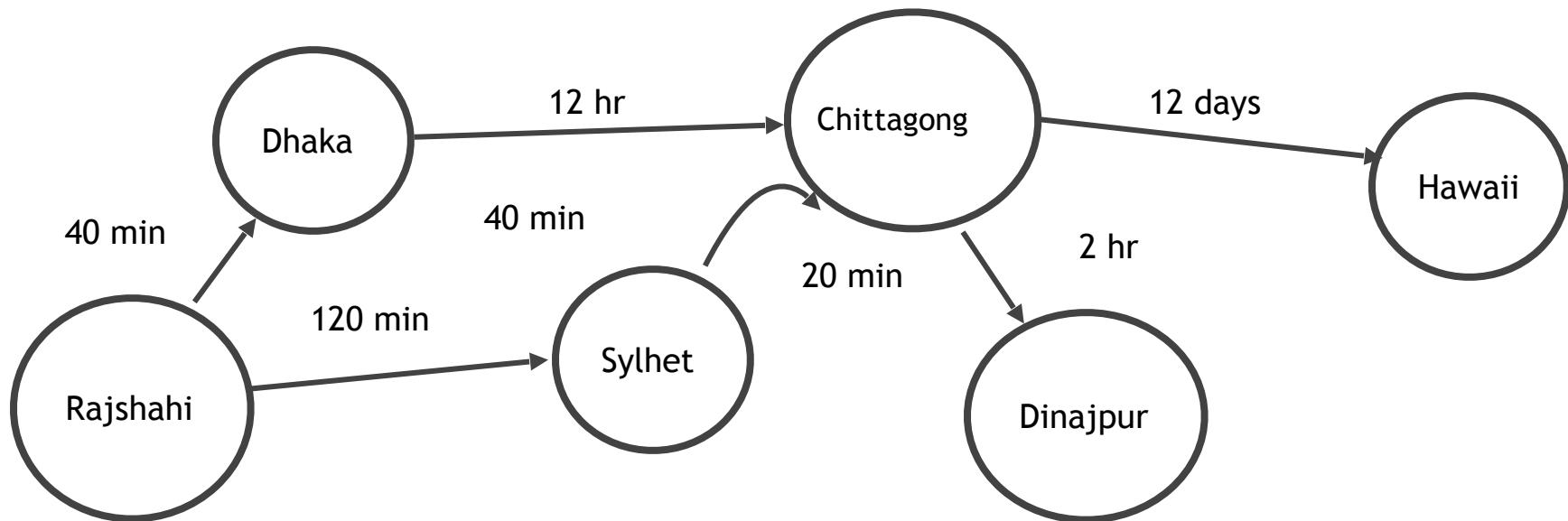
- Some graphs have weighted edges, and some are unweighted.
- Edges in an unweighted graph can be thought of as having equal weight (e.g. all 0, or all 1, etc.)
- Most graphs do not allow negative weights.

example: graph of airline flights, weighted by miles between cities:

Graph terminology: Weighted Graphs



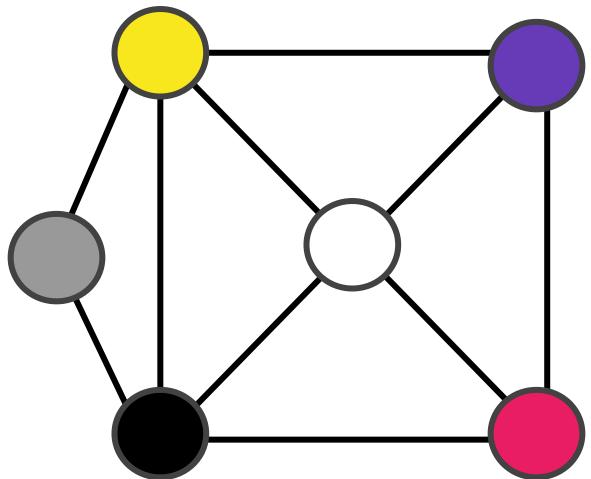
Graph terminology: Weighted & Directed Graphs



Examples of directed and undirected graphs

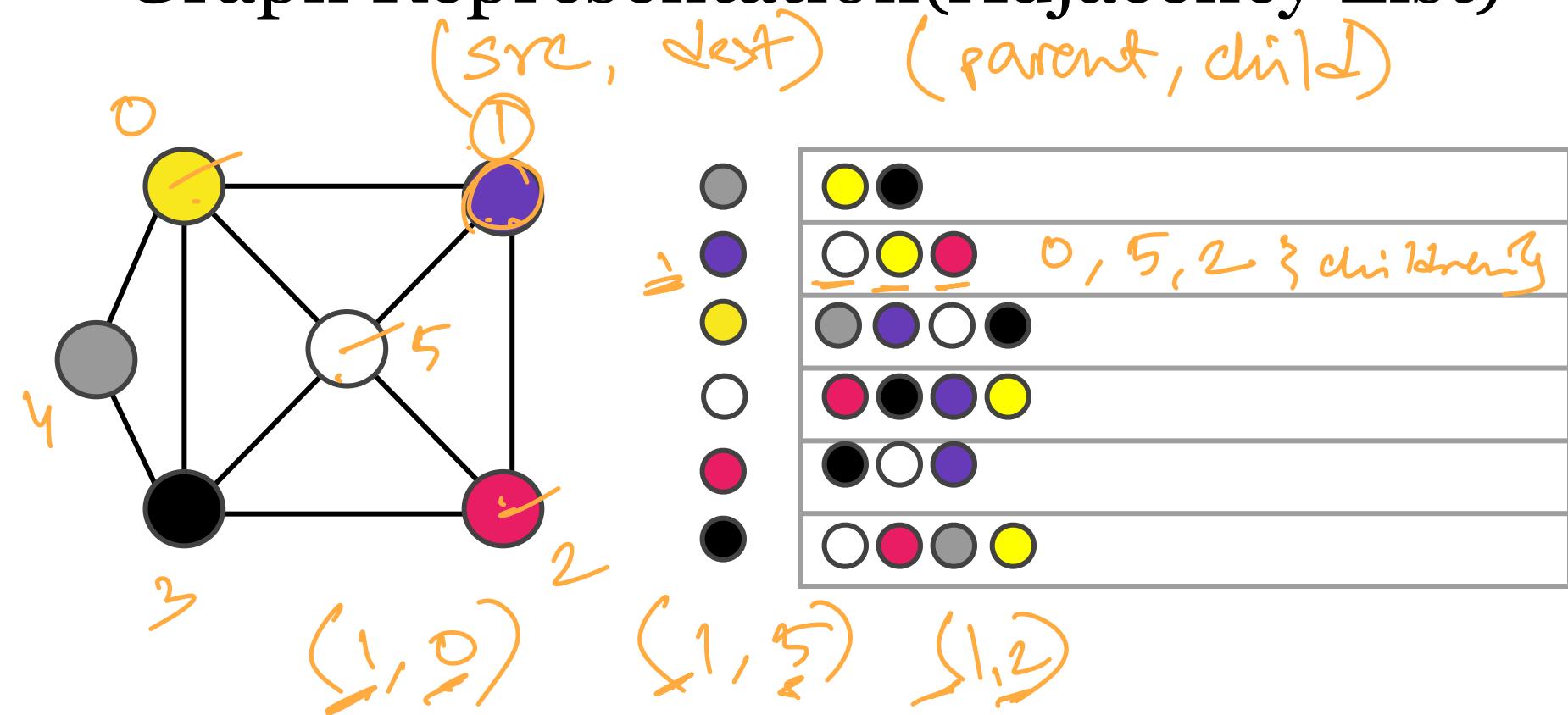
- a. One way street
- b. Chemical Bonds
- c. River flow from one city to another.
- d. Telephone communication

Graph Representation(Adjacency Matrix)

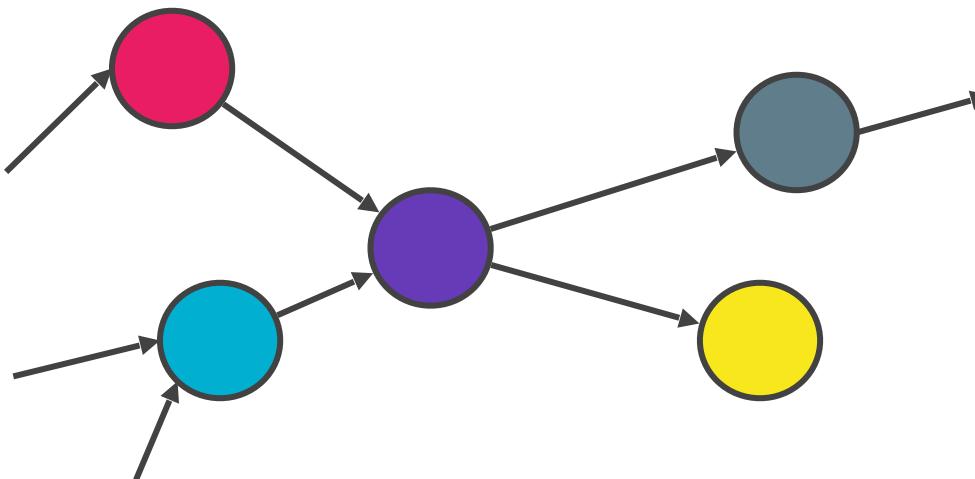


| | | | | | |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 | 0 | 1 |
| 1 | 0 | 1 | 1 | 1 | 0 |

Graph Representation(Adjacency List)



Directed Graph(indegree and outdegree)



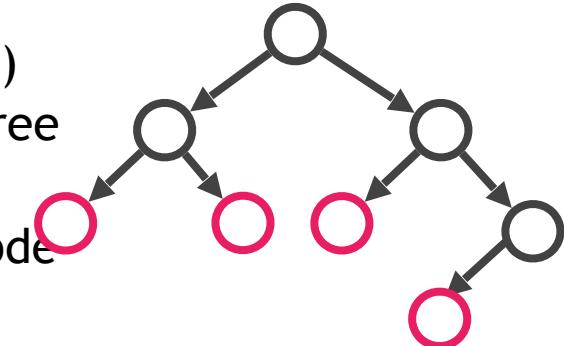
Linked List, Trees , Graphs

A *binary tree* is a graph with some restrictions:

Tree is unweighted directed acyclic graph (DAG)

Each node in-degree is at most 1 , and out-degree is at most 2

There is exactly one path from root to every node



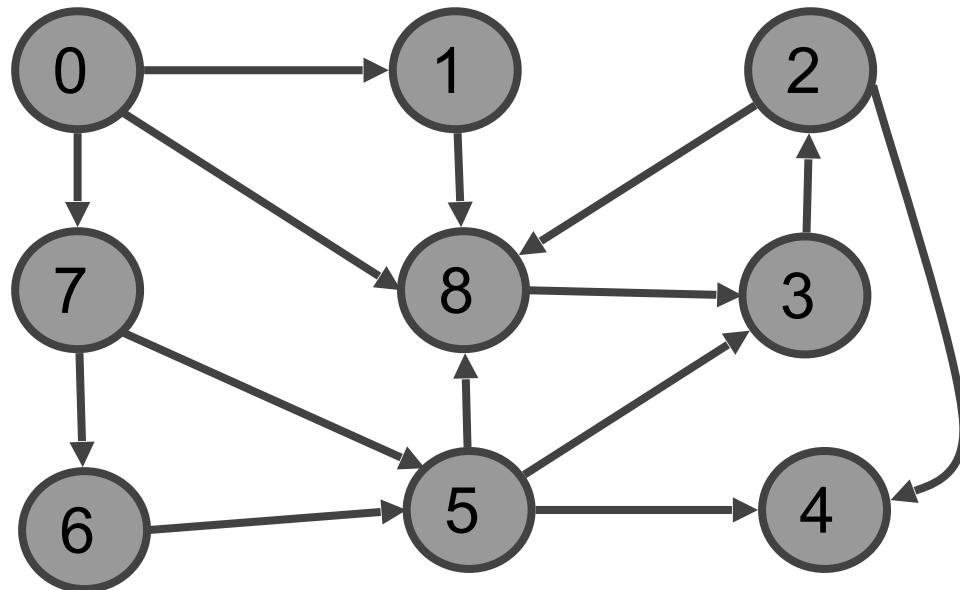
A *linked list* is also a graph:

Unweighted DAG.

In / out degree is at most 1 for all nodes.



Depth first search

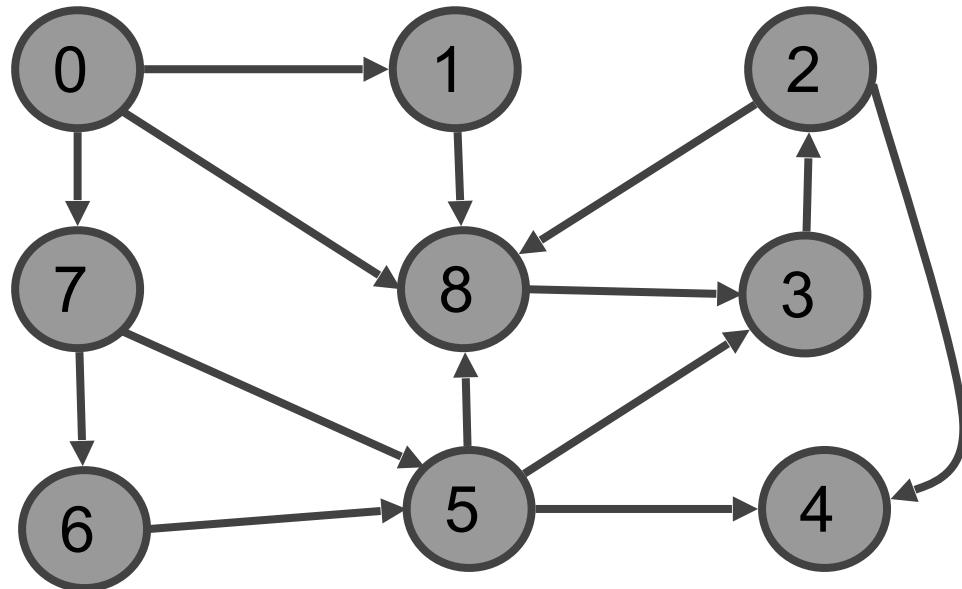


Depth first search pseudocode

```
DFS(G, u)
    u.visited = true
    for each v ∈ G.Adj[u]
        if v.visited == false
            DFS(G,v)
```

```
init() {
    For each u ∈ G
        u.visited = false
    For each u ∈ G
        DFS(G, u)
}
```

Breadth first search



BFS pseudocode

BFS (G, s)

let Q be queue.

Q.enqueue(s)

mark s as visited.

while (Q is not empty)

v = Q.dequeue()

for all neighbours w of v in Graph G

if w is not visited

Q.enqueue(w)

mark w as visited.