# DiSparse6: a handy way for computers to remember digraphs

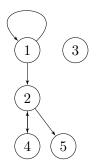
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### Representing digraphs

How do we represent this digraph?



Edge set:  $\{(1,1),(1,2),(2,4),(2,5),(4,2)\}$ 

## The adjacencies/edge-set approach: DiSparse6

- ► Edge set:  $\{(1,1),(1,2),(2,4),(2,5),(4,2)\}$
- $\triangleright$  (2,4) (1,1) (1,2) (2,4) (2,5)
- (1,3) (0,0) (0,1) (1,3) (1,4)
- ► 1 3 0 1 1 5 0 0 1 0 1 3 0 1 1 1
- ▶ 1 011 0 001 1 101 0 000 1 000 1 011 0 001 1 001
- ▶ 101100 011101 000010 001011 000110 011111
- **44** 29 02 11 06 31
- 107 92 65 74 69 94
- ▶ k \ A J E ^
- .Dk\AJE^ (9 characters)

#### How to convert edges to DiSparse6

```
Start with v := 0
Consider the next pair (a, b) in the list.
while there are still pairs left do
   We want v = b.
   if v = b then
       Print bit 0
   else if v < b then
       Print bit 1
       Increment v by 1
   end if
   if v < b (still!) then
       Print b
       Set v := b
   else if v = b then
       Print a
       Move onto the next pair (a, b)
   end if
   (When you finish the decreasing edges, print 1 n and reset v := 0)
end while
```

#### ASCII table

	63	?		79	0		95	_		111	0
	64	@		80	Р		96	(		112	р
	65	A		81	Q		97	a		113	q
	66	В		82	R		98	b		114	r
	67	С		83	S		99	С		115	s
	68	D		84	T		100	d		116	t
	69	Ε		85	U		101	е		117	u
	70	F		86	V		102	f		118	v
	71	G		87	W		103	g		119	w
	72	Н		88	X		104	h		120	x
	73	Ι		89	Y		105	i		121	у
	74	J		90	Z		106	j		122	z
	75	K		91	[		107	k		123	{
	76	L		92	\		108	1		124	1
	77	М		93	]		109	m		125	}
	78	N		94	^		110	n		126	~
_			'			'			'		

## How long is a *DiSparse6* string?

- $ightharpoonup \sim \frac{3}{2}e(\lceil \log_2 v \rceil + 1)$  bits
- $ightharpoonup \sim rac{1}{4}e(\lceil \log_2 v 
  ceil + 1)$  characters