


Lec123 Implementing a random graph (Erdon- Renyi Model) - I

mod09lec123.mp4

Steps for Implementation

- 1 Take n , i.e. total number of nodes, from the user.
- 2 Take p , i.e. the value of probability from the user.
- 3 Create an empty graph. Add n nodes to it.
- 4 Add edges to the graph *randomly*.



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Steps to be followed for adding edges *Randomly*

- 1 Take a pair of nodes.
- 2 Get a random number r .
- 3 If r is less than p : Add this edge, else ignore.
- 4 Repeat step 1 for all possible pair of nodes.

