

# Graph Algo:

→ Introduction: Graph → relationship between objects  
→ combo of Nodes and Edges

Real life Application:-

⇒ Google Maps → to find route (shortest Time or Distance)

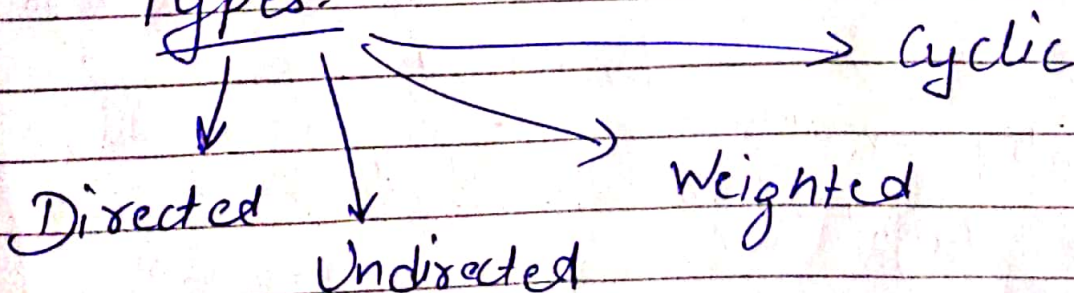
⇒ Social Network ⇒ User == Vertex

Connection == Edge

⇒ Web Search ⇒ (pages on internet are linked by hyperlinks)

- each page == vertex
- link between 2 page == Edge

Types:-



## graph representation

Adjacency  
matrix

Adjacency  
List

→ Space Complexity  $O(V^2)$  | Space Complexity  $O(V + E)$   
↓ | ↓ ↓  
 $V^2$  No. of | Vertex Edge  
Vertex

→ Time to access  $O(1)$

⇒ Graph Traversal:- visiting every vertex & Edge once in a well-defined order

① BFS (Breadth First Search)

Time Complexity  $\rightarrow O(V + E)$  & Space  $\rightarrow O(V)$

Application of BFS:-

→ shortest path & Minimum Spanning tree for unweighted graph



→ P2P Network

→ Crawlers in Search Engine

Implement

→ Cycle Detection in Undirected graph

→ Path finding

→ GPS Navigation ⇒ BFS is used to find all neighboring locations

→ Social Networking ⇒ In social n/w, websites we can find people with a given distance 'k' from a person using BFS till 'k' levels

⑥ DFS (Depth first search)

↳ recursive, used backtracking

Time Complexity →  $O(V+E)$

Application:- ① Cycle detection

② Path finding

③ Topological sorting

④ Find Strongly Connected

Components

Implement all these



To  
Implement

⑧ for find no of Connected Components

⑨ MST (Minimum Spanning Tree)

→ what is Spanning Tree

→ what is MST?

Application of MST:-

① Cluster Analysis

② Handwriting Recognition

③ Image Segmentation

Famous Algo for MST:-

① Kruskal's Algo  $\leftrightarrow$  Greedy Algo  
Time Complexity  $\rightarrow O(V \log E)$

② Prim's Algo  $\rightarrow$  Greedy Algo  
 $O(E \log V)$  with heap

## Shortest Path Algo:-

① Single Source Shortest Path Algo (SSSP)

(find shortest of single vertices to all other vertices)

② Dijkstra's Algo:- [Edge weight  $\leftrightarrow$  Non -ve]

Time  $\rightarrow O(V^2)$   
Complexity but with heap it becomes  $O(V + E \log V)$

③ Bellman ford Algo:- [No Negative weight cycles]

Time  $\Rightarrow O(VE)$   
Complexity

I will not work for

## All-pairs Shortest Path:

$\rightarrow$  Floyd warshall's Algo  $\rightarrow O(V^3)$

$\rightarrow$  Johnson's Algo  $\rightarrow O(V^2 \log V + VE)$



## Must Attempts

- Implement BFS based Algo to find the shortest route in snake & Ladder Game
- Implement a program to classify each of the graph as "forward edge", "Back Edge" or "Cross-Edge"
- Read About Hamiltonian Cycle
- Implement "Travelling Salesman Problem" using DP
- Learn about
  - Articulation Point
  - Bridge in Graph
- Kosaraju's Algo & Tarjan's Algo
- Solve "HOLI" on SPOJ
- Implement "Flood Fill Algo"
- Implement an algo for "Splitwise App"

it's me BABBAR 😊