

# Graphs

CS16: Introduction to Data Structures & Algorithms  
Spring 2020

# Outline

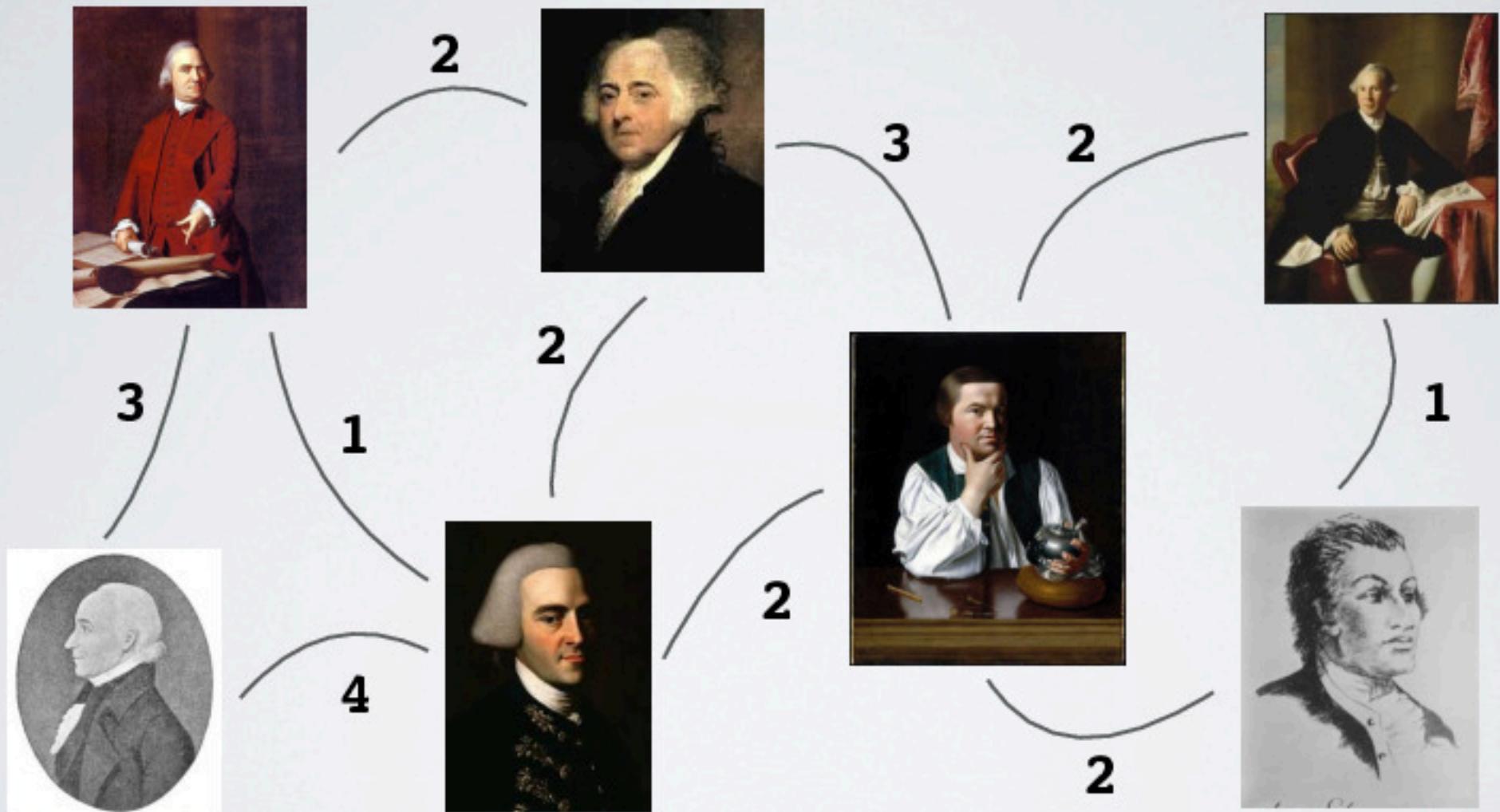
- ▶ What is a Graph
- ▶ Terminology
- ▶ Properties
- ▶ Graph Types
- ▶ Representations
- ▶ Performance
- ▶ BFS/DFS
- ▶ Applications



# What is a Graph

- ▶ A graph is defined by
  - ▶ a set of vertices (or vertexes, or nodes)  $V$
  - ▶ a set of edges  $E$
- ▶ Vertices and edges can both store data

# Example: Social Graph

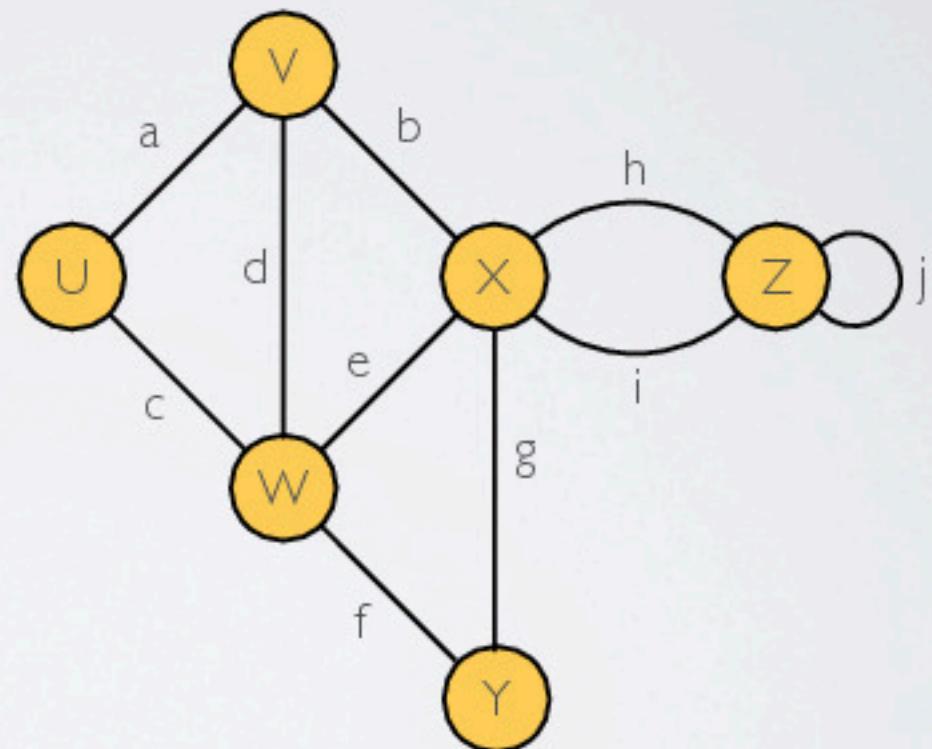


Kieran Healy, "Using metadata to find Paul Revere"

<https://kieranhealy.org/blog/archives/2013/06/09/using-metadata-to-find-paul-revere/>

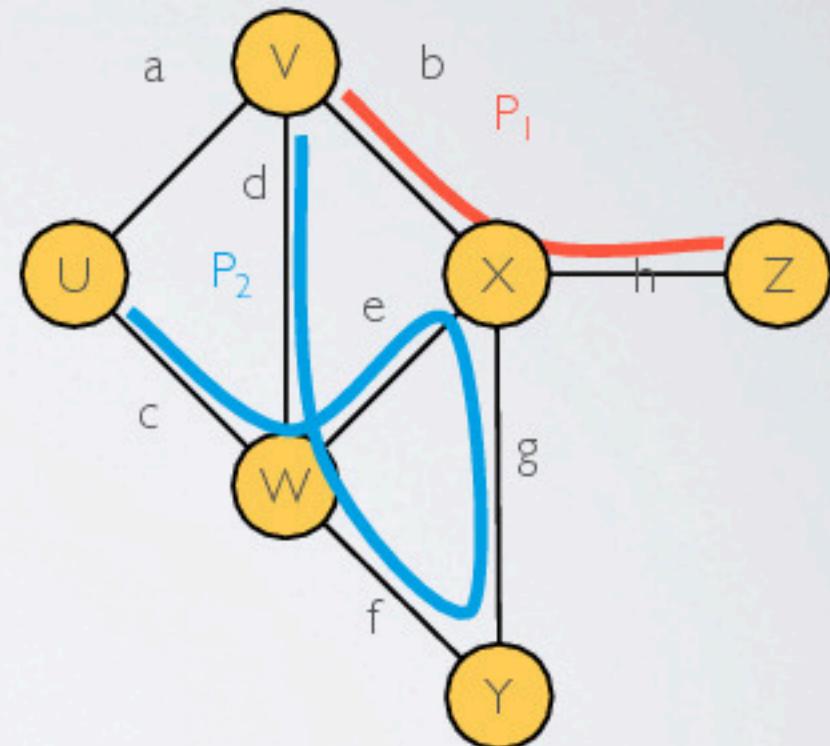
# Terminology

- ▶ Endpoints or end vertices of an edge
  - ▶ **U** and **V** are endpoints of edge **a**
- ▶ Incident edges of a vertex
  - ▶ **a, b, d** are incident to **v**
- ▶ Adjacent vertices
  - ▶ **U** and **V** are adjacent
- ▶ Degree of a vertex
  - ▶ **X** has degree of 5
- ▶ Parallel (multiple) edges
  - ▶ **h, i** are parallel edges
- ▶ Self-loops
  - ▶ **j** is a self-looped edge



# Terminology

- ▶ A path is a sequence of alternating vertices and edges
  - ▶ begins and ends with a vertex
  - ▶ each edge is preceded and followed by its endpoints
- ▶ Simple path
  - ▶ path such that all its vertices and edges are visited at most once
- ▶ Examples
  - ▶  $P_1 = V \rightarrow_b X \rightarrow_h Z$  is a simple path
  - ▶  $P_2 = U \rightarrow_c W \rightarrow_e X \rightarrow_g Y \rightarrow_f W \rightarrow_d V$  is not a simple path, but is still a path



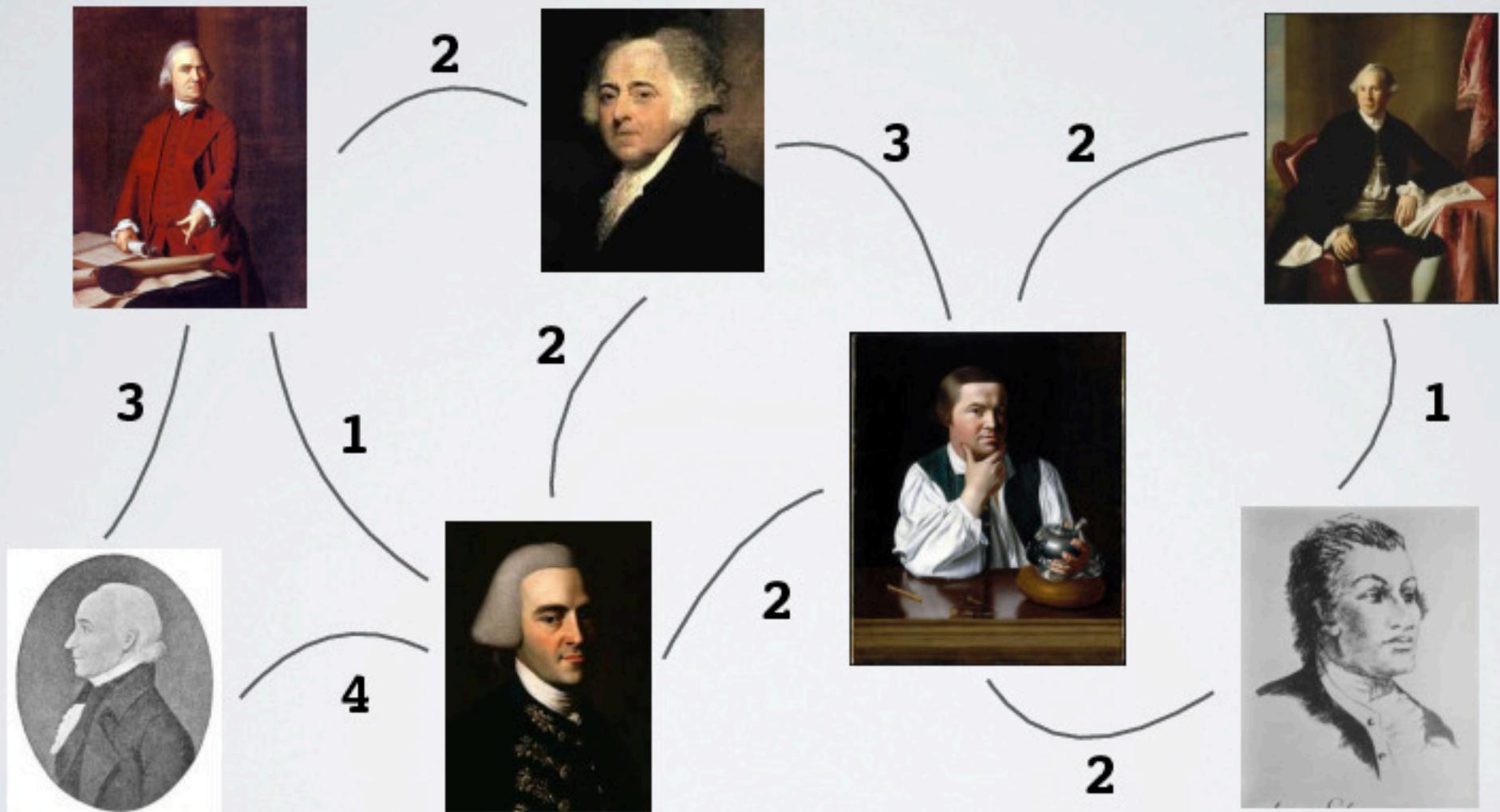
# Applications

- ▶ Flight networks
- ▶ Road networks & GPS
- ▶ The Web
  - ▶ pages are vertices
  - ▶ links are edges
- ▶ The Internet
  - ▶ routers and devices are vertices
  - ▶ network connections are edges
- ▶ Facebook
  - ▶ profiles are vertices
  - ▶ friendships are edges

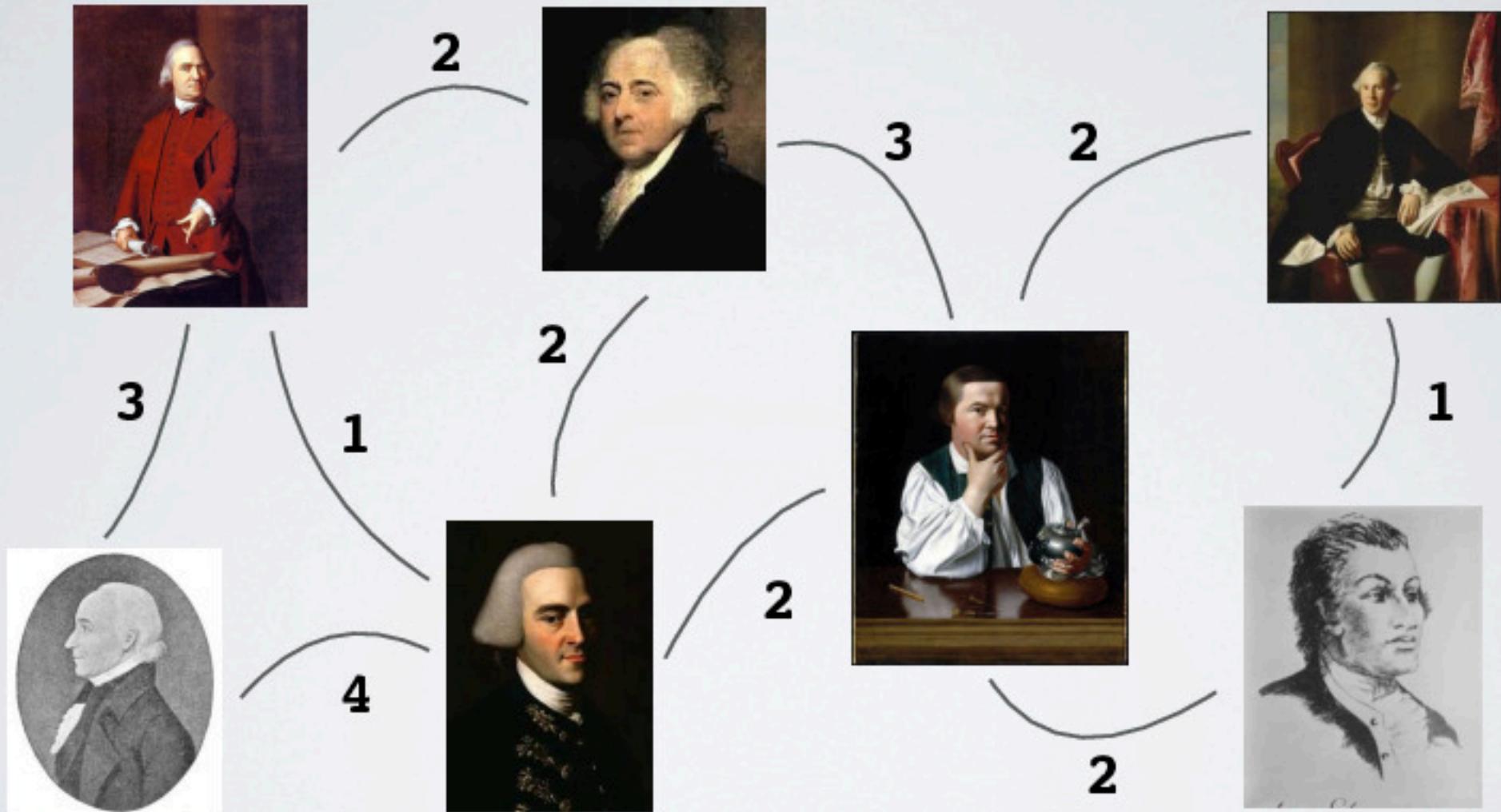
# Graph Properties

- ▶ A graph  $G' = (V', E')$  is a **subgraph** of  $G = (V, E)$ 
  - ▶ if  $V' \subseteq V$  and  $E' \subseteq E$
- ▶ A graph is **connected** if
  - ▶ there exists path from each vertex to every other vertex
- ▶ A path is a **cycle** if
  - ▶ it starts and ends at the same vertex
- ▶ A graph is **acyclic**
  - ▶ if it has no cycles

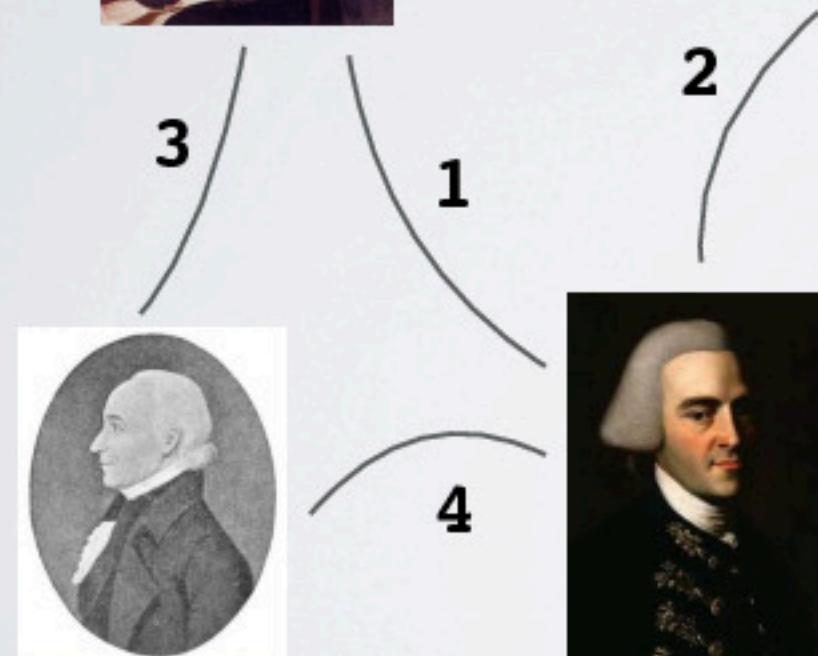
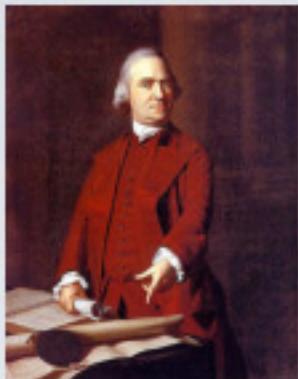
# A Subgraph



# Connected?



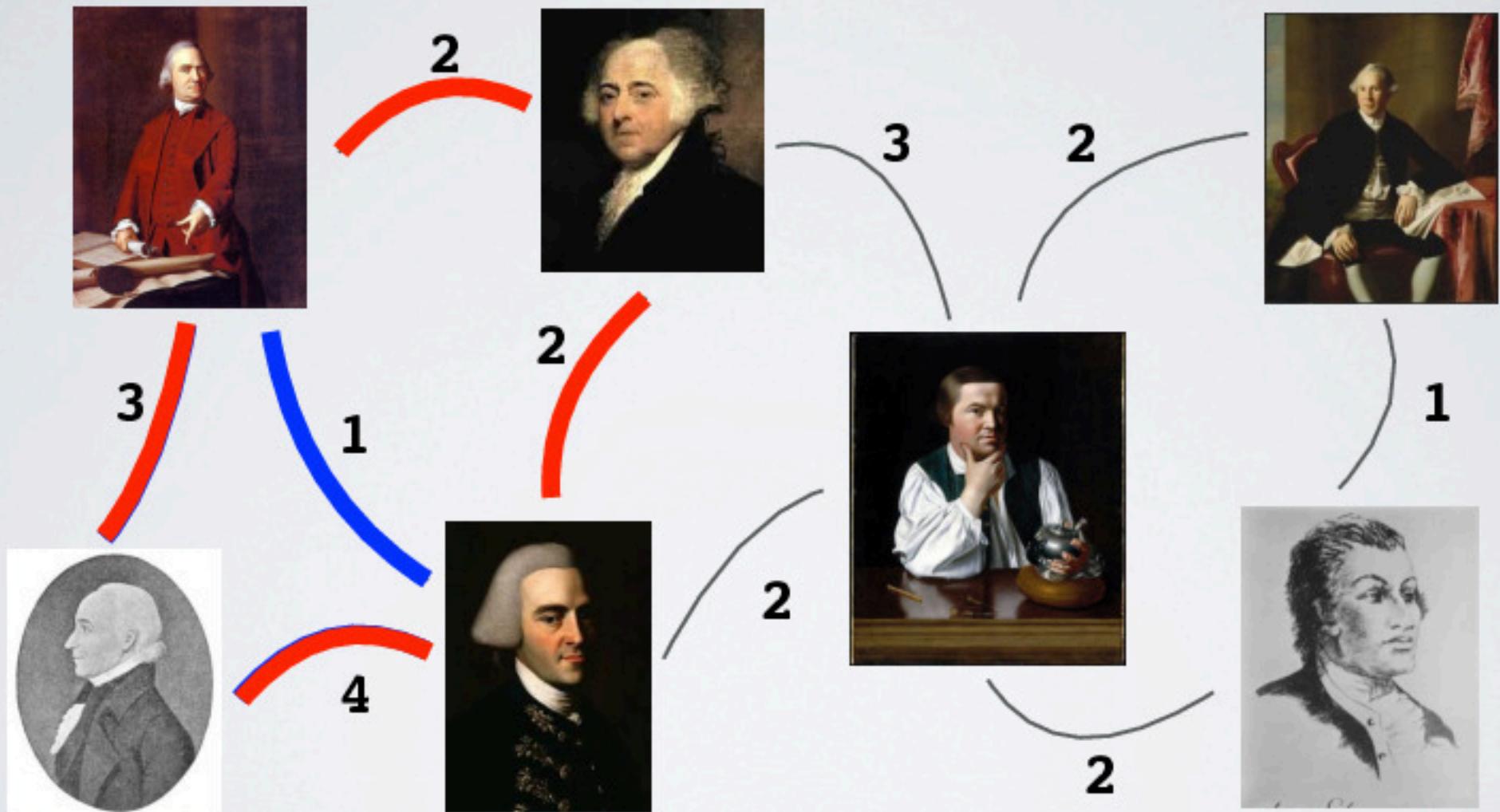
# Connected?



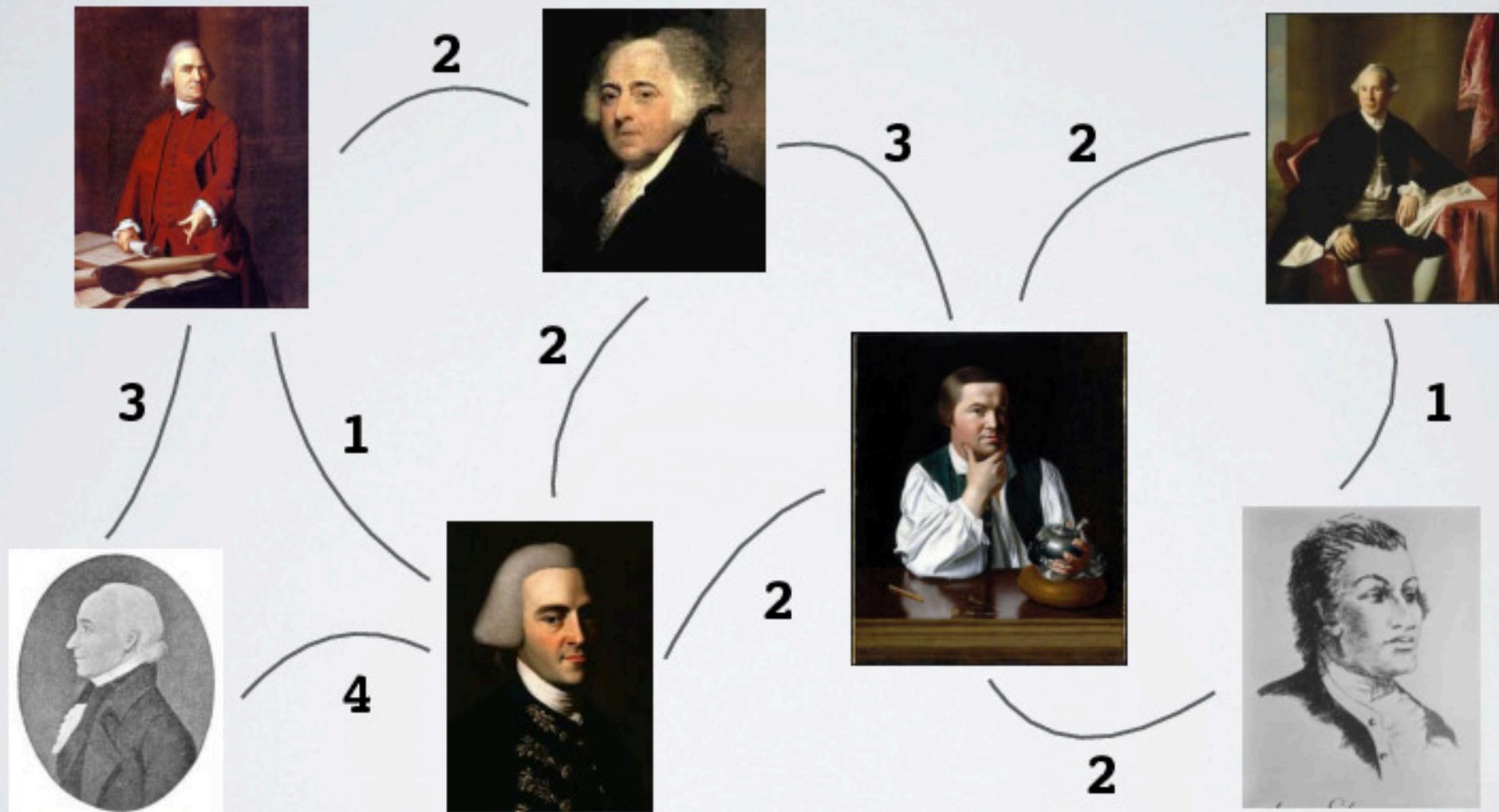
**2 connected  
components**



# Cycles



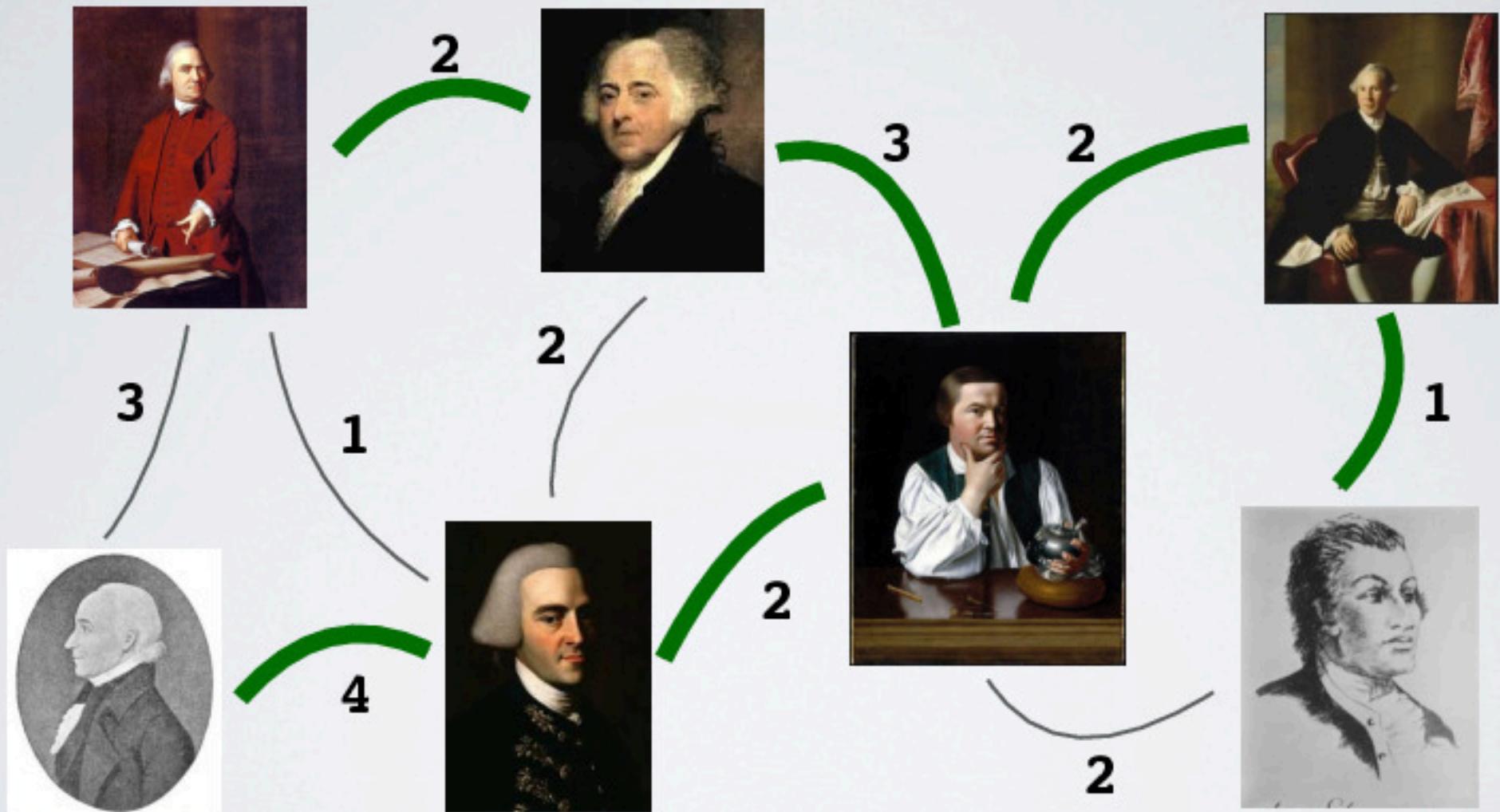
# Acyclic?



# Graph Properties

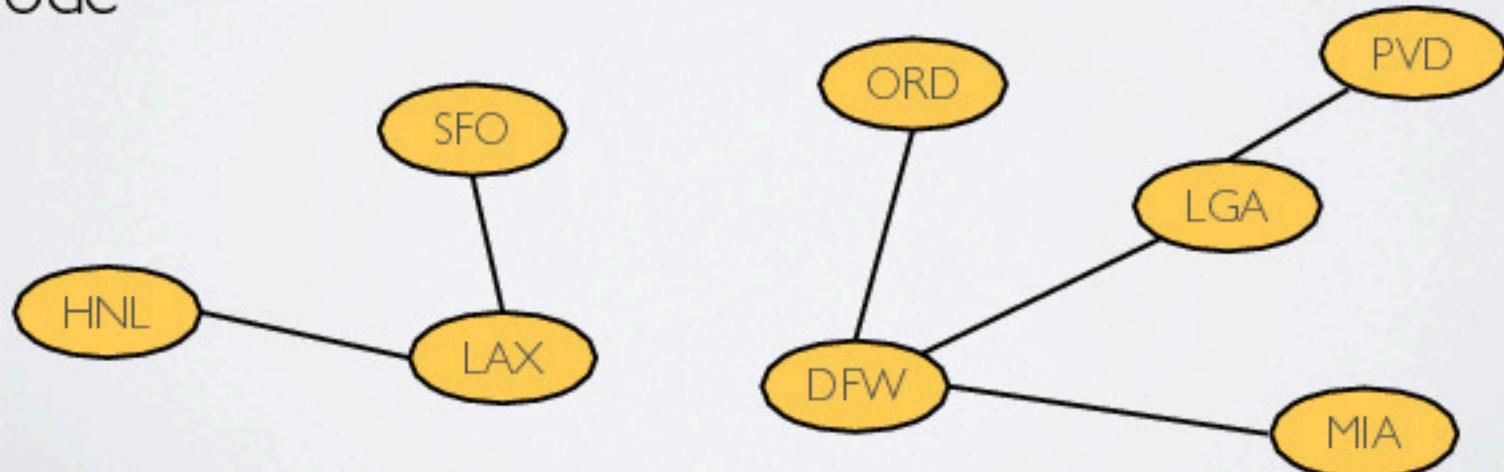
- ▶ A **spanning tree** of  $G$  is a subgraph with
  - ▶ all of  $G$ 's vertices in a single tree
  - ▶ and enough edges to connect each vertex w/o cycles

# Spanning tree

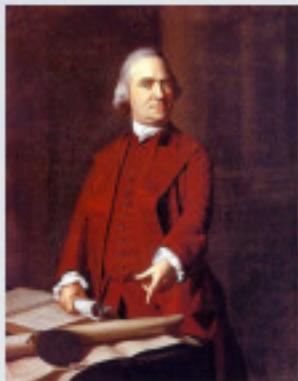


# Graph Properties

- ▶ A **spanning forest** is
  - ▶ a subgraph that consists of a spanning tree in each connected component of graph
- ▶ Spanning forests never contain cycles
  - ▶ this might not be the “best” or shortest path to each node



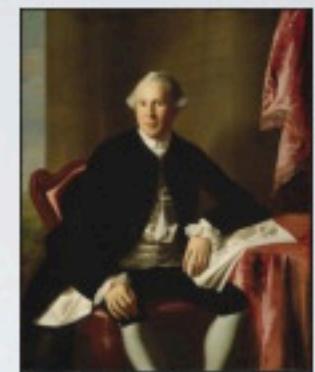
# Spanning forest



2



2



1



4



# Graph Properties

- ▶  $G$  is a tree if and only if it satisfies any of these conditions
  - ▶  $G$  has  $|V| - 1$  edges and no cycles
  - ▶  $G$  has  $|V| - 1$  edges and is connected
  - ▶  $G$  is connected, but removing any edge disconnects it
  - ▶  $G$  is acyclic, but adding any edges creates a cycle
  - ▶ Exactly one simple path connects each pair of vertices in  $G$

# Graph Proof I

- ▶ Prove that
  - ▶ the sum of the degrees of all vertices of some graph  $G$ ...
  - ▶ ...is twice the number of edges of  $G$
- ▶ Let  $V = \{v_1, v_2, \dots, v_p\}$ , where  $p$  is number of vertices
- ▶ The total sum of degrees  $D$  is such that
  - ▶  $D = \deg(v_1) + \deg(v_2) + \dots + \deg(v_p)$
- ▶ But each edge is counted twice in  $D$ 
  - ▶ one for each of the two vertices incident to the edge
- ▶ So  $D = 2|E|$ , where  $|E|$  is the number of edges.

# Graph Proof 2

- ▶ Prove using induction that if  $G$  is connected then
  - ▶  $|E| \geq |V|-1$ , for all  $|V| \geq 1$
- ▶ Base case  $|V|=1$ 
  - ▶ If graph has one vertex then it will have 0 edges
  - ▶ so since  $|E|=0$  and  $|V|-1=1-1=0$ , we have  $|E| \geq |V|-1$
- ▶ Inductive hypothesis
  - ▶ If graph has  $|V|=k$  vertices then  $|E| \geq k-1$
- ▶ Inductive step
  - ▶ Let  $G$  be any connected graph with  $|V|=k+1$  vertices
  - ▶ We must show that  $|E| \geq k$

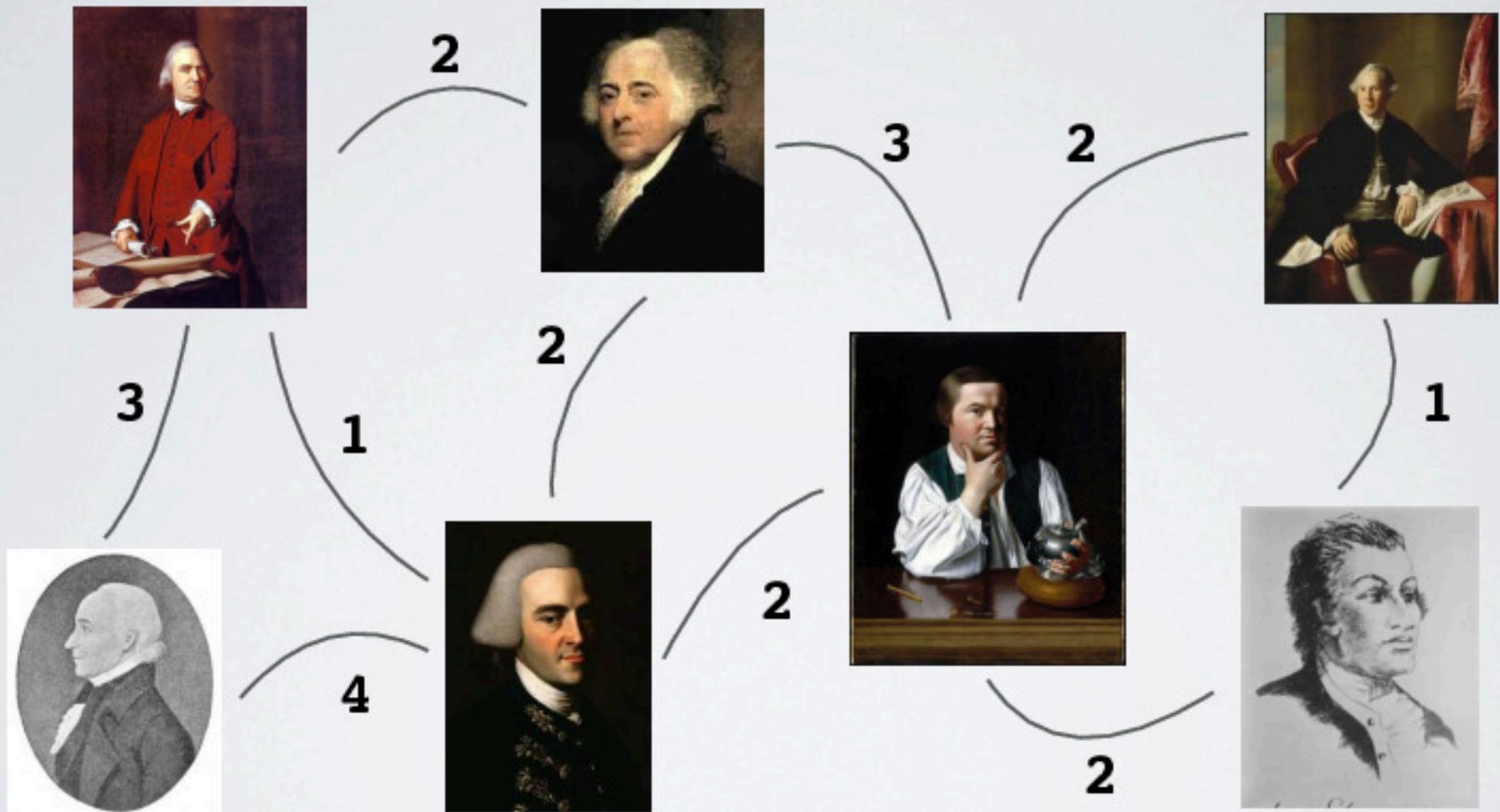
# Graph Proof 2

- ▶ Inductive step
  - ▶ Let  $\mathbf{G}$  be any connected graph with  $|V| = k+1$  vertices
  - ▶ We must show that  $|E| \geq k$
- ▶ Let  $\mathbf{u}$  be the vertex of minimum degree in  $\mathbf{G}$ 
  - ▶  $\deg(\mathbf{u}) \geq 1$  since  $\mathbf{G}$  is connected
- ▶ If  $\deg(\mathbf{u}) = 1$ 
  - ▶ Let  $\mathbf{G}'$  be  $\mathbf{G}$  without  $\mathbf{u}$  and its 1 incident edge
  - ▶  $\mathbf{G}'$  has  $k$  vertices because we removed 1 vertex from  $\mathbf{G}$
  - ▶  $\mathbf{G}'$  is still connected because we only removed a leaf
  - ▶ So by inductive hypothesis,  $\mathbf{G}'$  has at least  $k-1$  edges
  - ▶ which means that  $\mathbf{G}$  has at least  $k$  edges

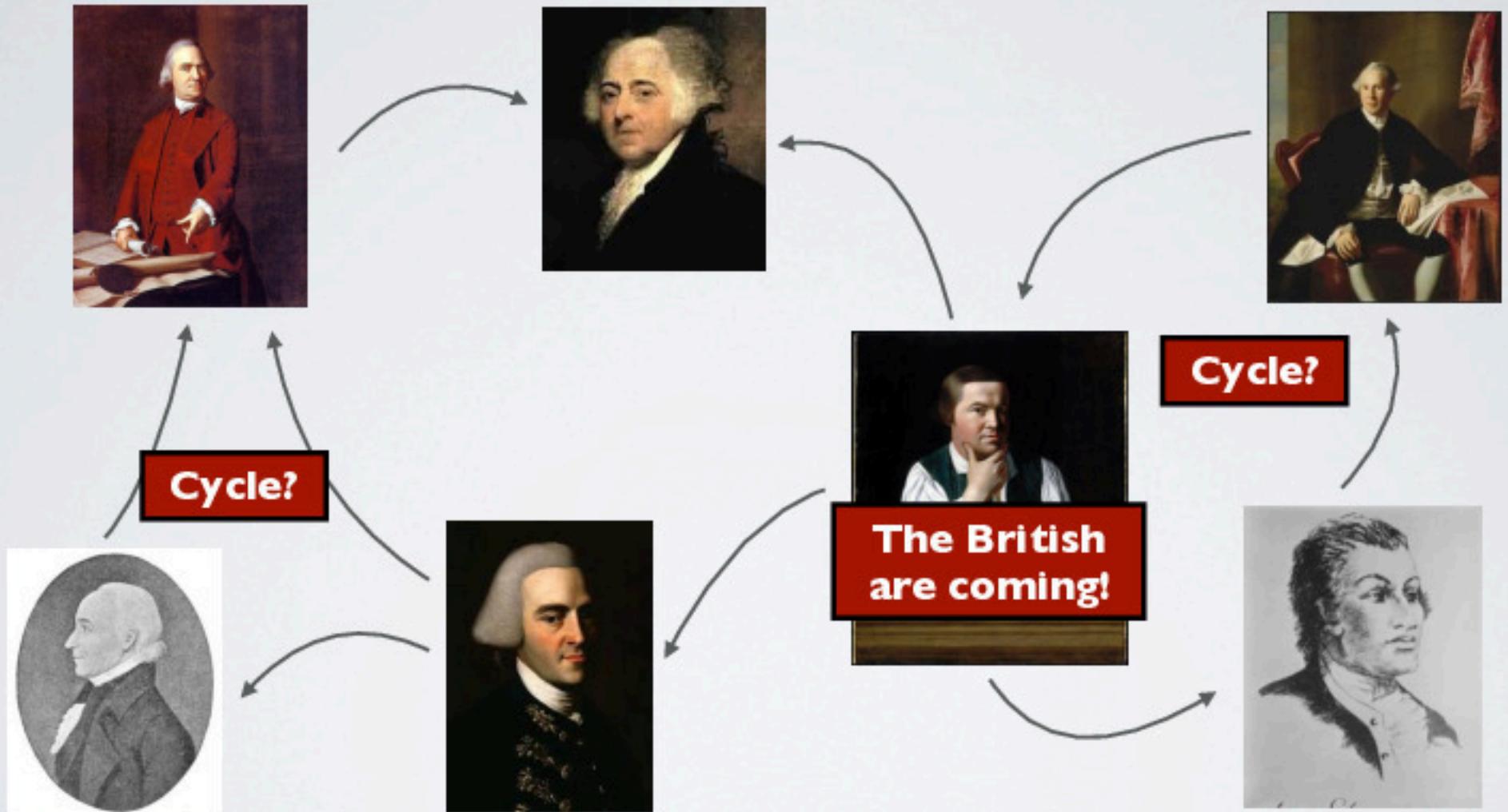
# Graph Proof 2

- ▶ If  $\deg(u) \geq 2$ 
  - ▶ Every vertex has at least two incident edges
  - ▶ So the total degree  $D$  of the graph is  $D \geq 2(k+1)$
  - ▶ But we know from the last proof that  $D=2|E|$ 
    - ▶ so  $2|E| \geq 2(k+1) \Rightarrow |E| \geq k+1 \Rightarrow |E| \geq k$
- ▶ We showed it is true for  $|V|=1$  (base case)...
  - ▶ ...and for  $|V|=k+1$  assuming it is true for  $|V|=k$ ...
  - ▶ ...so it is true for all  $|V| \geq 1$

# Undirected graph



# Directed graph



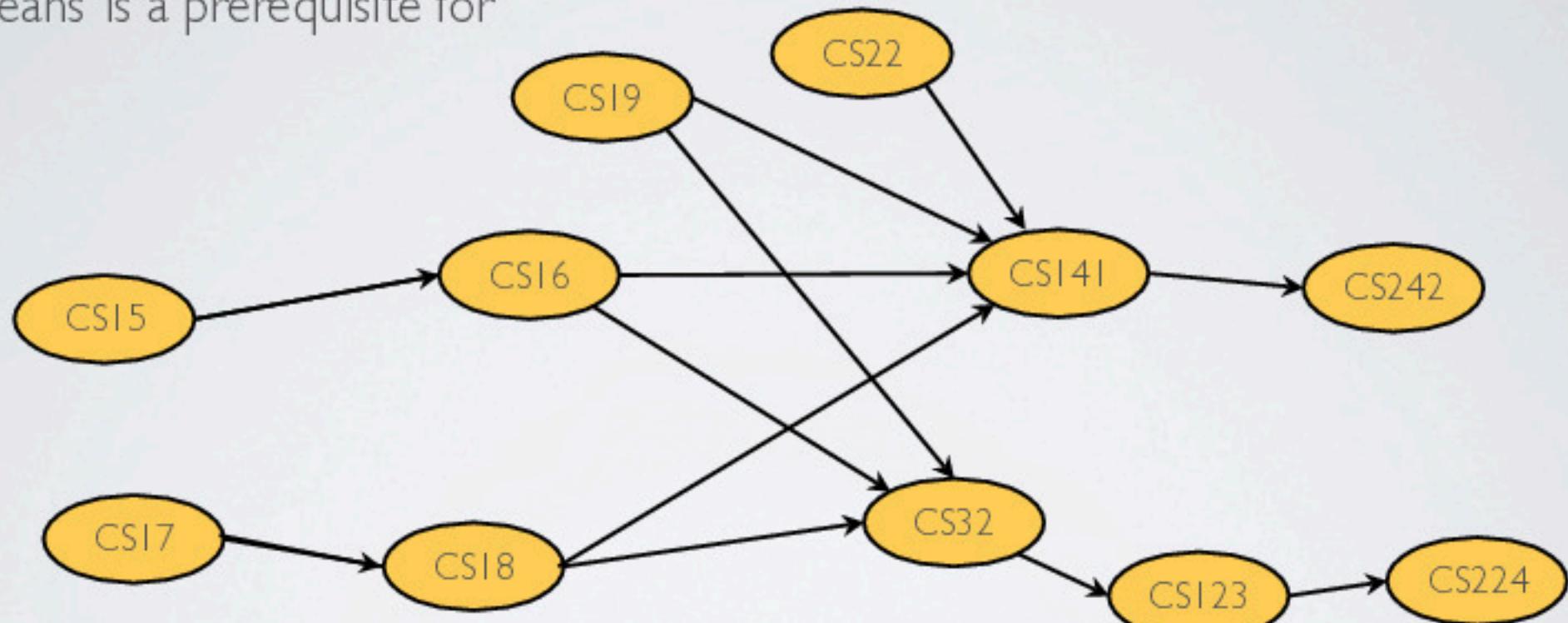
# Edge Types

- ▶ Undirected edge
  - ▶ unordered pair of vertices (L,R)
- ▶ Directed edge
  - ▶ ordered pair of vertices (L,R)
  - ▶ first vertex L is the origin
  - ▶ second vertex R is the destination

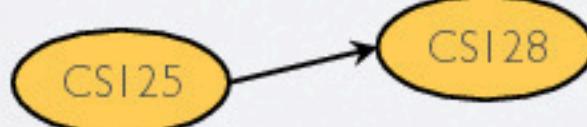
# Directed Acyclic Graph (DAG)



means 'is a prerequisite for'



We'll talk much  
more about DAGs  
in future lectures...



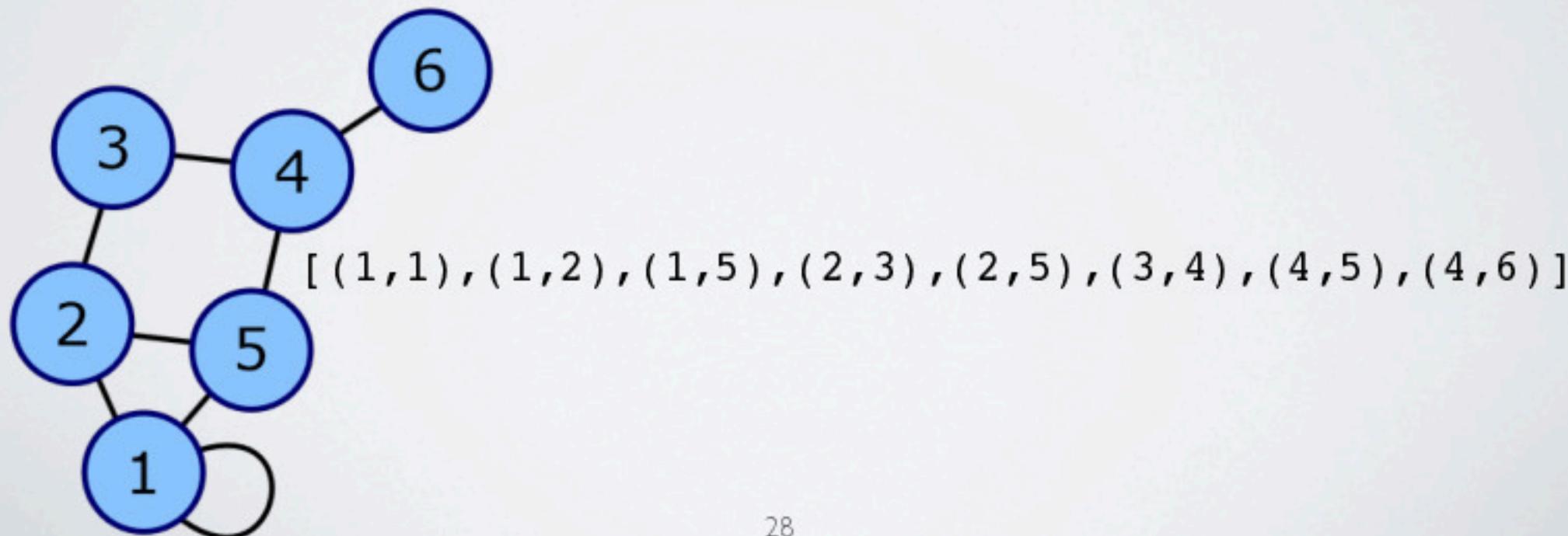
Acyclic = without cycles

# Graph Representations

- ▶ Vertices usually stored in a List or Set
- ▶ 3 common ways of representing which vertices are adjacent
  - ▶ Edge list (or set)
  - ▶ Adjacency lists (or sets)
  - ▶ Adjacency matrix

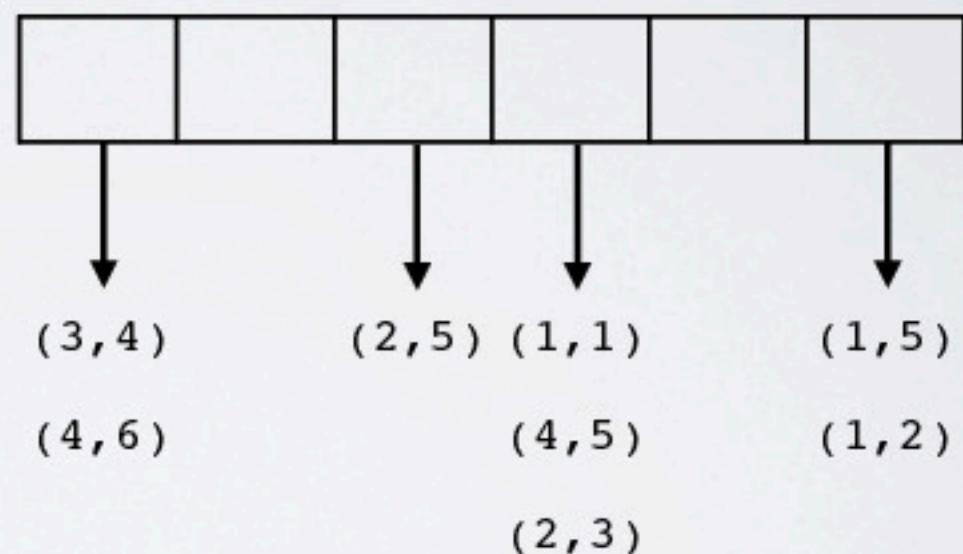
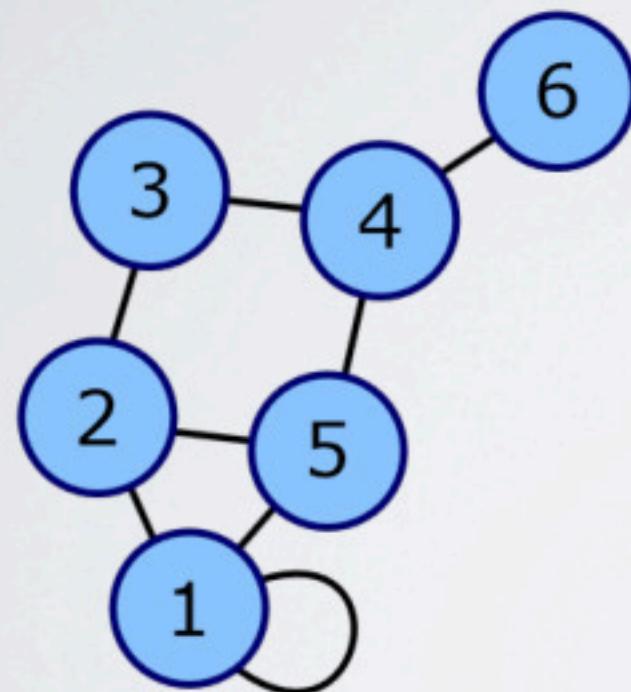
# Edge List

- ▶ Represents adjacencies as a list of pairs
- ▶ Each element of list is a single edge (  $a, b$  )
- ▶ Since the order of list doesn't matter
  - ▶ can use hashset to improve runtime of adjacency testing



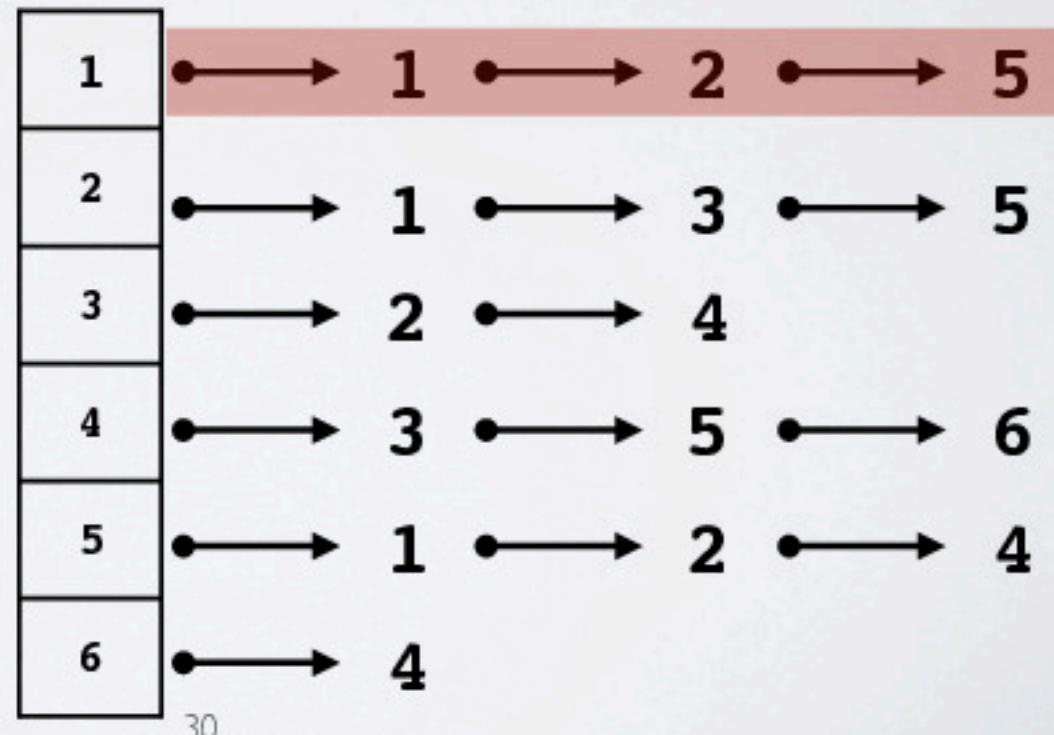
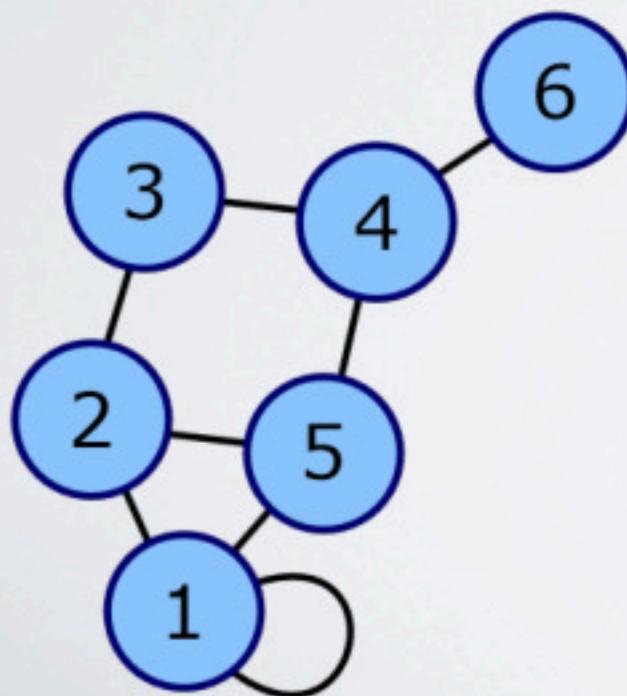
# Edge Set

- ▶ Store all the edges in a HashSet



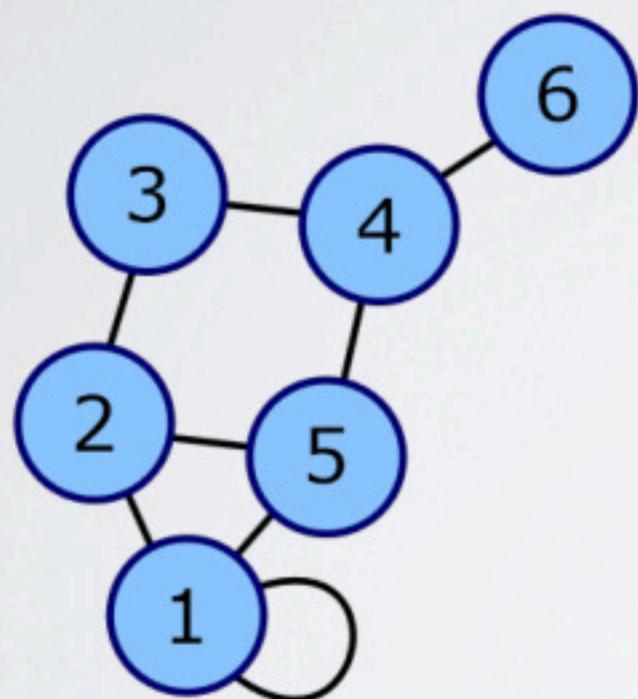
# Adjacency Lists

- ▶ Each vertex has an associated list with its neighbors
- ▶ Since the order of elements in lists doesn't matter
  - ▶ lists can be hashsets instead



# Adjacency Set

- Each vertex associated Hashset of its neighbors

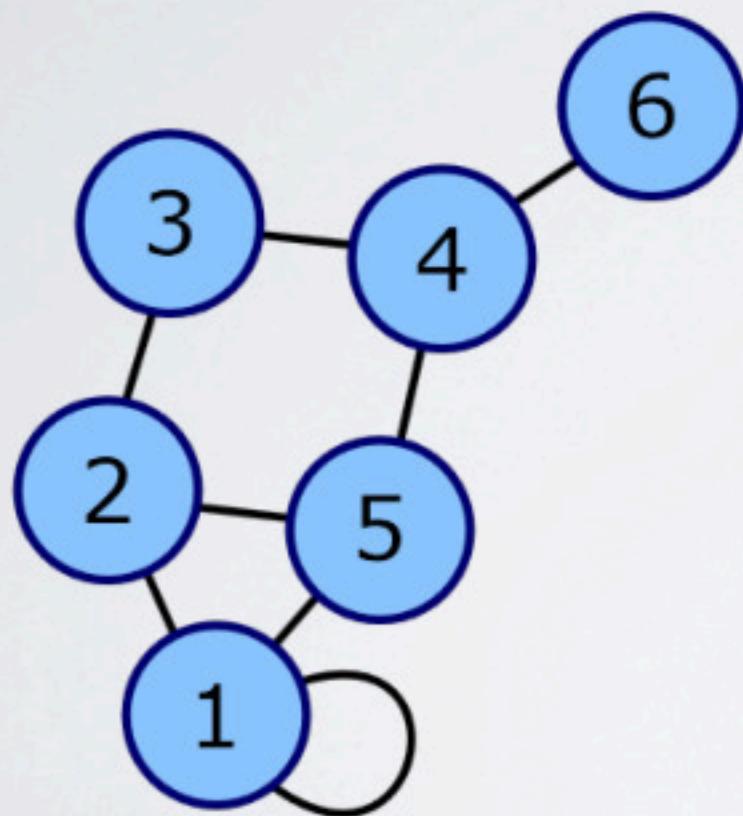


1	→	Hashset of {1, 2, 5}
2	→	Hashset of {1, 3, 5}
3	→	Hashset of {2, 4}
4	→	Hashset of {3, 5, 6}
5	→	Hashset of {1, 2, 4}
6	→	Hashset of {4}

# Adjacency Matrix

- ▶ Matrix with **n** rows and **n** columns
  - ▶ **n** is number of vertices
  - ▶ If **u** is adjacent to **v** then  $M[u, v] = T$
  - ▶ If **u** is not adjacent to **v** then  $M[u, v] = F$
- ▶ If graph is undirected then  $M[u, v] = M[v, u]$

# Adjacency Matrix



	1	2	3	4	5	6
1	T	T	F	F	T	F
2	T	F	T	F	T	F
3	F	T	F	T	F	F
4	F	F	T	F	T	T
5	T	T	F	T	F	F
6	F	F	F	T	F	F

# Adjacency Matrix

- ▶ Initialize matrix to predicted size of graph
  - ▶ we can always expand later
- ▶ When vertex is added to graph
  - ▶ reserve a row and column of matrix for that vertex
- ▶ When vertex is removed
  - ▶ set its entire row and column to false
- ▶ Since we can't remove rows/columns from arrays
  - ▶ keep separate collection of vertices that are actually present in graph

# Graph ADT

- ▶ Vertices and edges can store values
  - ▶ Ex: edge weights
- ▶ Accessor methods
  - ▶ **vertices()**
  - ▶ **edges()**
  - ▶ **incidentEdges**(vertex)
  - ▶ **areAdjacent**( $v_1, v_2$ )
  - ▶ **endVertices**(edge)
  - ▶ **opposite**(vertex, edge)
- ▶ Update methods
  - ▶ **insertVertex**(value)
  - ▶ **insertEdge**( $v_1, v_2$ )
    - ▶ sometimes this function also takes a value so **insertEdge**( $v_1, v_2, val$ )
  - ▶ **removeVertex**(vertex)
  - ▶ **removeEdge**(edge)

# Big-O Performance

3 min **Activity #1**

# Big-O Performance

3 min **Activity #1**

# Big-O Performance

Activity #1

2 min

# Big-O Performance

1 min **Activity #1**

# Big-O Performance

*O min* **Activity #1**

# Big-O Performance

	Edge Set	Adjacency Sets	Adjacency Matrix
Overall Space <sup>1</sup>	$O( V  +  E )$	$O( V  +  E )$	$O( V ^2)$
vertices()	$O(1)^*$	$O(1)^*$	$O(1)^*$
edges()	$O(1)^*$	$O( E )$	$O( V ^2)$
incidentEdges(v)	$O( E )$	$O(1)^*$	$O( V )$
areAdjacent(v <sub>1</sub> , v <sub>2</sub> )	$O(1)$	$O(1)$	$O(1)$
insertVertex(v)	$O(1)$	$O(1)$	$O( V )$
insertEdge(v <sub>1</sub> , v <sub>2</sub> )	$O(1)$	$O(1)$	$O(1)$
removeVertex(v)	$O( E )$	$O( V )$	$O( V )$
removeEdge(v <sub>1</sub> , v <sub>2</sub> )	$O(1)$	$O(1)$	$O(1)$

<sup>1</sup> In all approaches, we maintain an additional list or set of vertices

\* in place  
(return pointer)

# Big-O Performance (Edge Set)

Operation	Runtime	Explanation
<code>vertices()</code>	$O(1)$	Return set of vertices
<code>edges()</code>	$O(1)$	Return set of edges
<code>incidentEdges(v)</code>	$O( E )$	Iterate through each edge and check if it contains vertex $v$
<code>areAdjacent(v<sub>1</sub>, v<sub>2</sub>)</code>	$O(1)$	Check if $(v_1, v_2)$ exists in the set
<code>insertVertex(v)</code>	$O(1)$	Add vertex $v$ to the vertex list
<code>insertEdge(v<sub>1</sub>, v<sub>2</sub>)</code>	$O(1)$	Add element $(v_1, v_2)$ to the set
<code>removeVertex(v)</code>	$O( E )$	Iterate through each edge and remove it if it has vertex $v$
<code>removeEdge(v<sub>1</sub>, v<sub>2</sub>)</code>	$O(1)$	Remove edge $(v_1, v_2)$

# Big-O Performance (Adjacency Set)

Operation	Runtime	Explanation
<code>vertices()</code>	$O(1)$	Return the set of vertices
<code>edges()</code>	$O( E )$	Concatenate each vertex with its subsequent vertices
<code>incidentEdges(v)</code>	$O(1)$	Return $v$ 's edge set
<code>areAdjacent(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Check if $v_2$ is in $v_1$ 's set
<code>insertVertex(v)</code>	$O(1)$	Add vertex $v$ to the vertex set
<code>insertEdge(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Add $v_1$ to $v_2$ 's edge set and vice versa
<code>removeVertex(v)</code>	$O( V )$	Remove $v$ from each of its adjacent vertices' sets and remove $v$ 's set
<code>removeEdge(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Remove $v_1$ from $v_2$ 's set and vice versa

# Big-O Performance (Adjacency Matrix)

Operation	Runtime	Explanation
<code>vertices()</code>	$O(1)$	Return the set of vertices
<code>edges()</code>	$O( V ^2)$	Iterate through the entire matrix
<code>incidentEdges(v)</code>	$O( V )$	Iterate through v's row or column to check for trues Note: row/col are the same in an undirected graph.
<code>areAdjacent(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Check index (v <sub>1</sub> ,v <sub>2</sub> ) for a true
<code>insertVertex(v)</code>	$O( V ) *$	Add vertex v to the matrix (* $O(1)$ amortized)
<code>insertEdge(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Set index (v <sub>1</sub> ,v <sub>2</sub> ) to true
<code>removeVertex(v)</code>	$O( V )$	Set v's row and column to false and remove v from the vertex list
<code>removeEdge(v<sub>1</sub>,v<sub>2</sub>)</code>	$O(1)$	Set index (v <sub>1</sub> ,v <sub>2</sub> ) to false

# BFT and DFT

- ▶ Remember BFT and DFT on trees?
- ▶ We can also do them on graphs
  - ▶ a tree is just a special kind of graph
  - ▶ often used to find certain values in graphs

# BFT/DFT on Graphs

1 min **Activity #2**

# BFT/DFT on Graphs

1 min. **Activity #2**

# BFT/DFT on Graphs

*Omin* **Activity #2**

# Breadth First Traversal: Tree vs. Graph

```
function treeBFT(root):
    //Input: Root node of tree
    //Output: Nothing
    Q = new Queue()
    Q.enqueue(root)
    while Q is not empty:
        node = Q.dequeue()
        doSomething(node)
        enqueue node's children
```

```
function graphBFT(start):
    //Input: start vertex
    //Output: Nothing
    Q = new Queue()
    start.visited = true
    Q.enqueue(start)
    while Q is not empty:
        node = Q.dequeue()
        doSomething(node)
        for neighbor in adj nodes:
            if not neighbor.visited:
                neighbor.visited = true
                Q.enqueue(neighbor)
```

doSomething( ) could  
print, add to list, decorate  
node etc...

Mark nodes as visited otherwise you will loop  
forever!

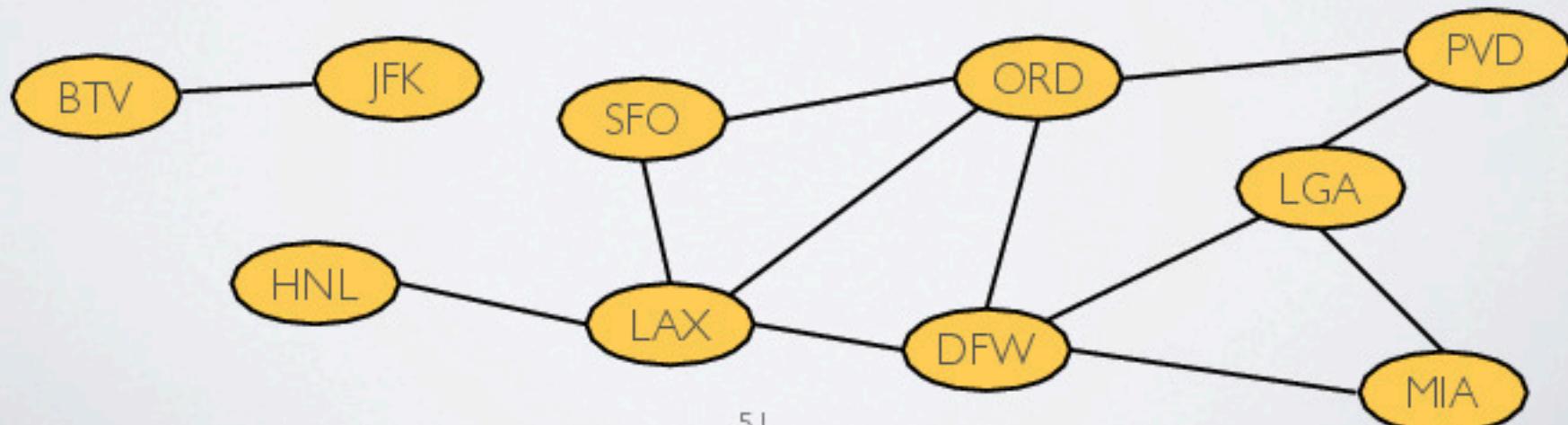
# Depth First Traversal

- ▶ To do DFT on graph, replace queue with stack
- ▶ Can also be done recursively

```
function recursiveDFT(node):  
    // Input: start node  
    // Output: Nothing  
    node.visited = true  
    for neighbor in node's adjacent vertices:  
        if not neighbor.visited:  
            recursiveDFT(neighbor)
```

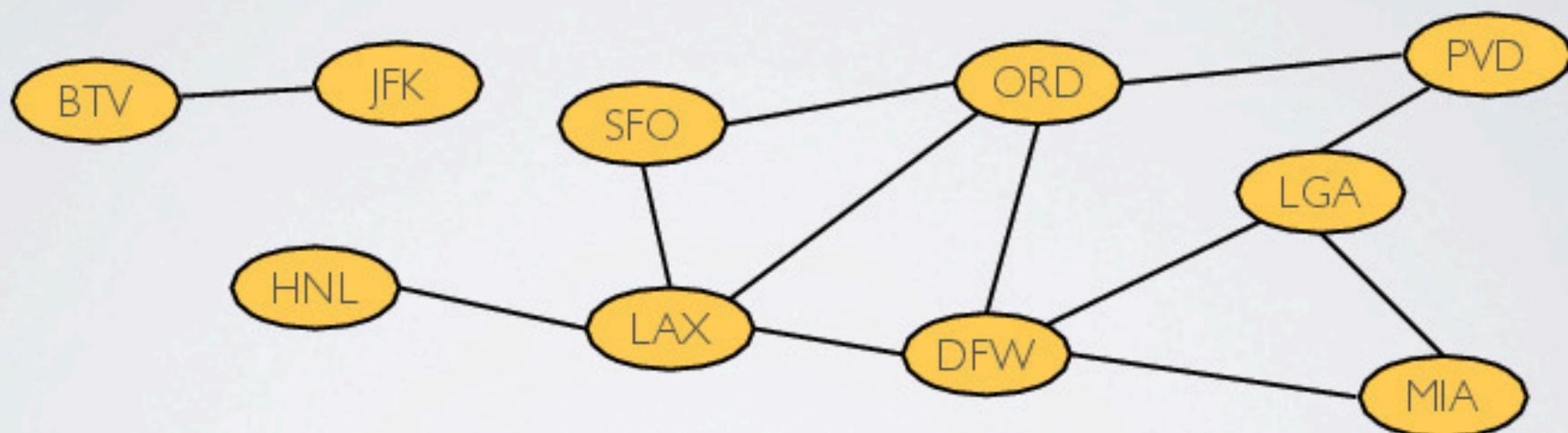
# Applications: Flight Paths Exist

- ▶ Given undirected graph with airports & flights
  - ▶ is it possible to fly from one airport to another?
- ▶ Strategy
  - ▶ use breadth first search starting at first node
  - ▶ and determine if ending airport is ever visited



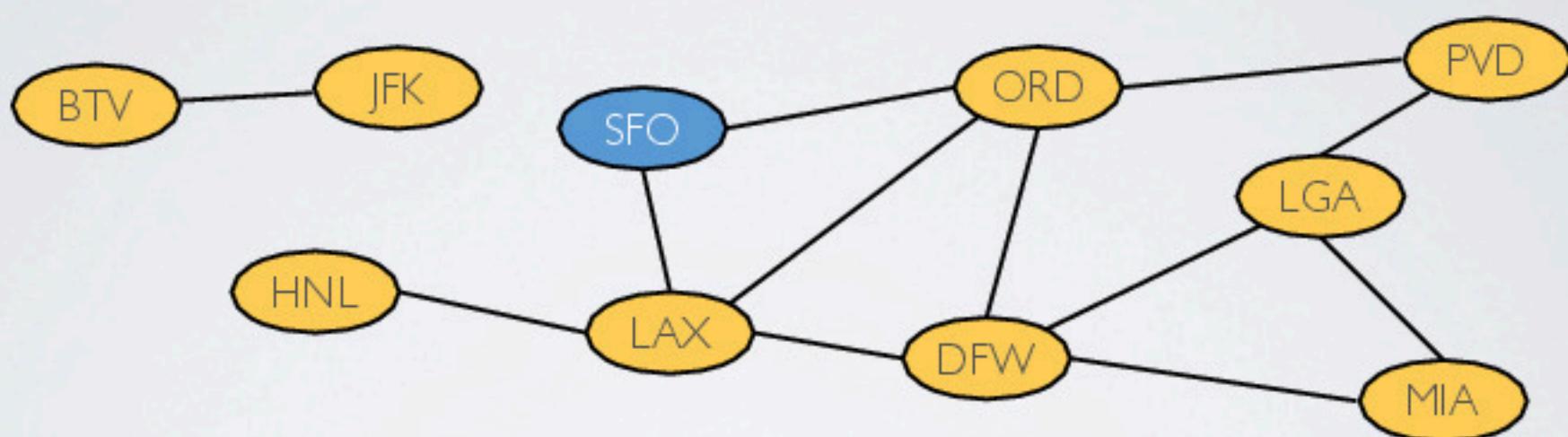
# Applications: Flight Paths Exist

- ▶ Is there flight from SFO to PVD?



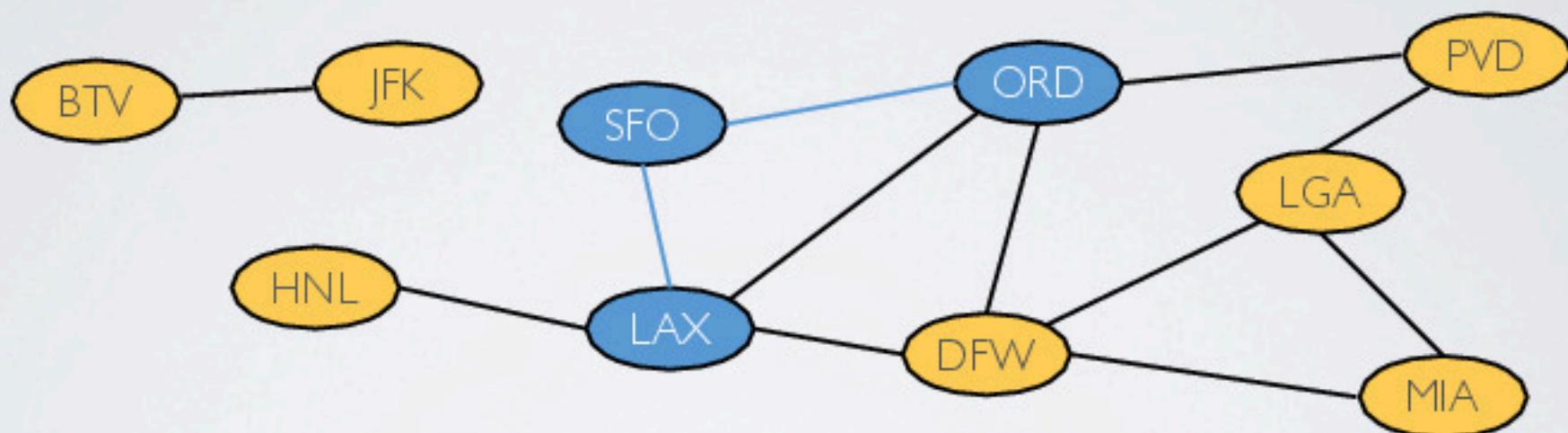
# Applications: Flight Paths Exist

- ▶ Is there flight from SFO to PVD?



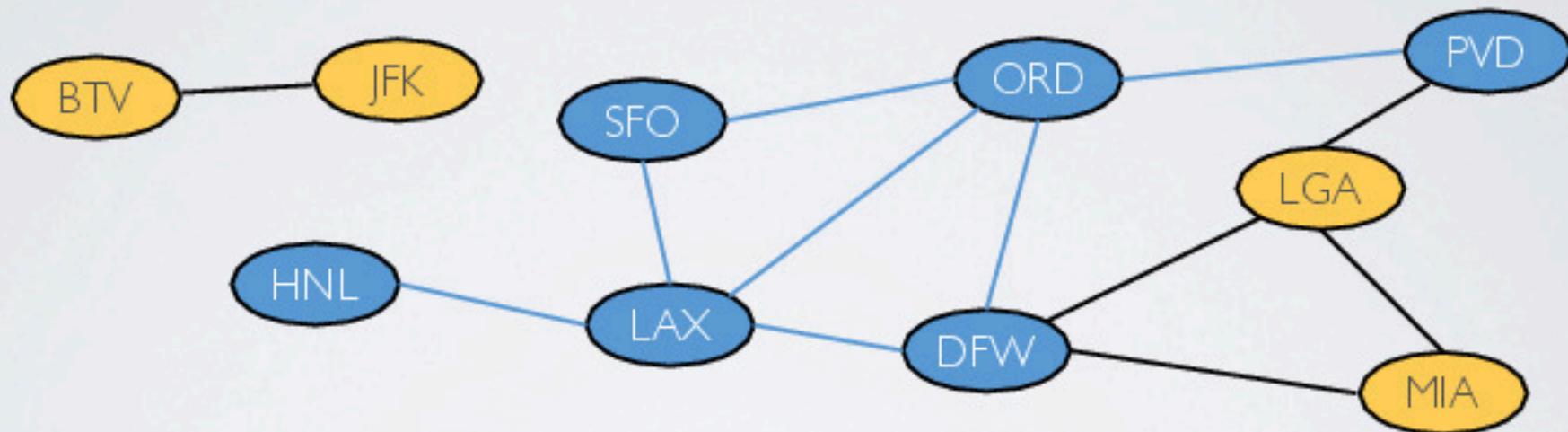
# Applications: Flight Paths Exist

- ▶ Is there flight from SFO to PVD?



# Applications: Flight Paths Exist

- ▶ Is there flight from SFO to PVD?



- ▶ Yes! but how do we do it with code?

# Flight Paths Exist Pseudo-Code

```
function pathExists(from, to):
    //Input: from: vertex, to: vertex
    //Output: true if path exists, false otherwise
    Q = new Queue()
    from.visited = true
    Q.enqueue(from)
    while Q is not empty:
        airport = Q.dequeue()
        if airport == to:
            return true
        for neighbor in airport's adjacent nodes:
            if not neighbor.visited:
                neighbor.visited = true
                Q.enqueue(neighbor)
    return false
```

# Applications: Flight Layovers

- ▶ Given undirected graph with airports & flights
  - ▶ decorate vertices w/ least number of stops from a given source
  - ▶ if no way to get to a an airport decorate w/  $\infty$
- ▶ Strategy
  - ▶ decorate each node w/ initial 'stop value' of  $\infty$
  - ▶ use breadth first search to decorate each node...
  - ▶ ...w/ 'stop value' of one greater than its previous value

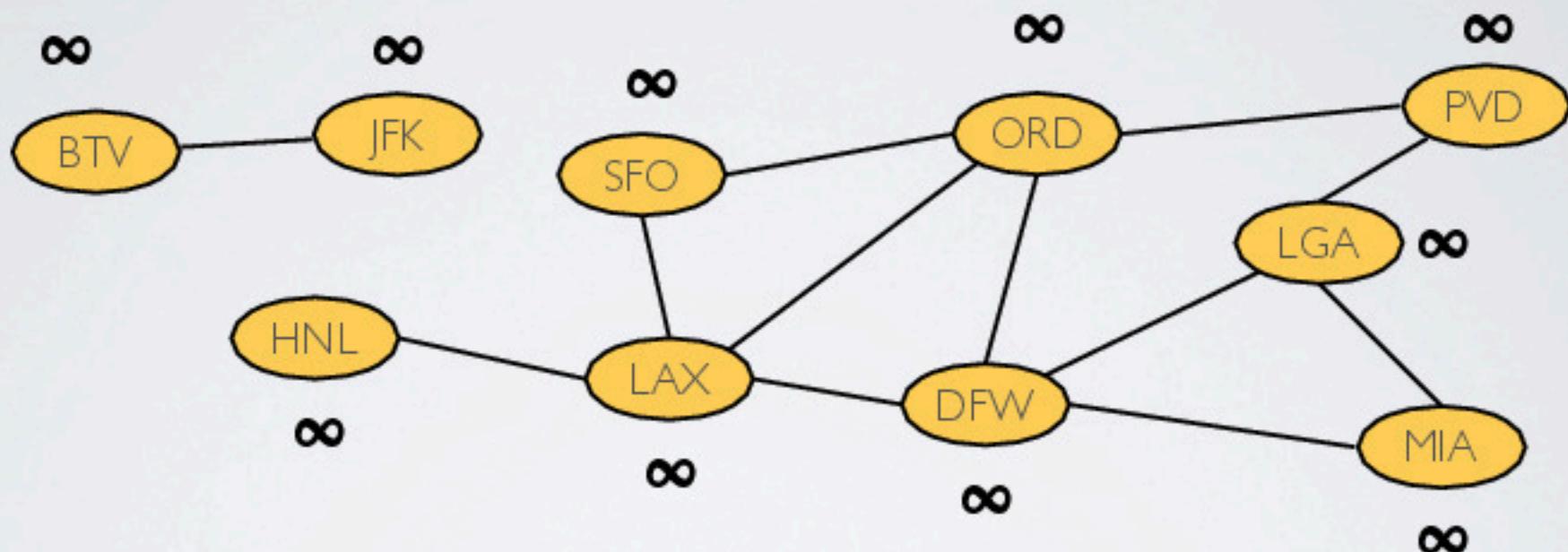
# Flight Layovers Pseudo-Code

```
function numStops(G, source):
    //Input: G: graph, source: vertex
    //Output: Nothing
    //Purpose: decorate each vertex with the lowest number of
    //          layovers from source.

    for every node in G:
        node.stops = infinity

    Q = new Queue()
    source.stops = 0
    source.visited = true
    Q.enqueue(source)
    while Q is not empty:
        airport = Q.dequeue()
        for neighbor in airport's adjacent nodes:
            if not neighbor.visited:
                neighbor.visited = true
                neighbor.stops = airport.stops + 1
                Q.enqueue(neighbor)
```

# Flight Layovers Pseudo-Code



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