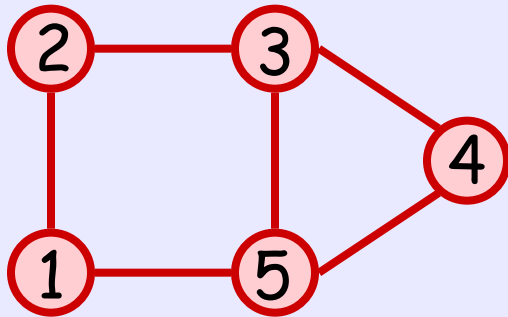


Chapter 20: Elementary Graph Algorithms I

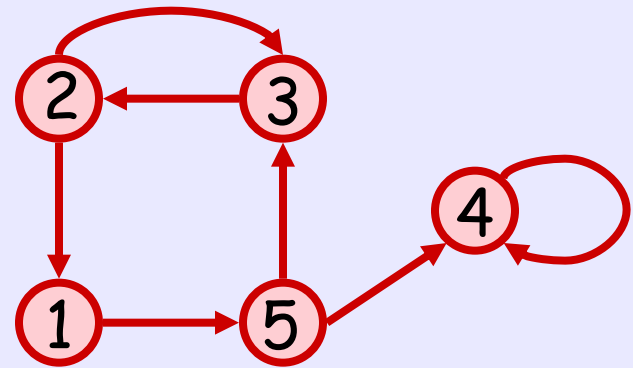
About this lecture

- Representation of Graph
 - Adjacency List, Adjacency Matrix
- Breadth First Search

Graph



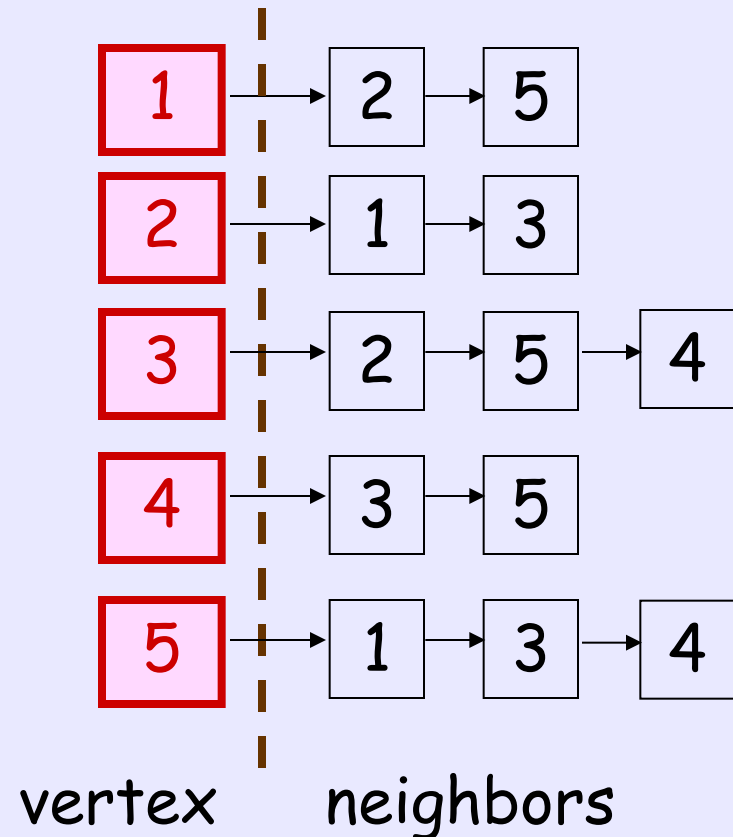
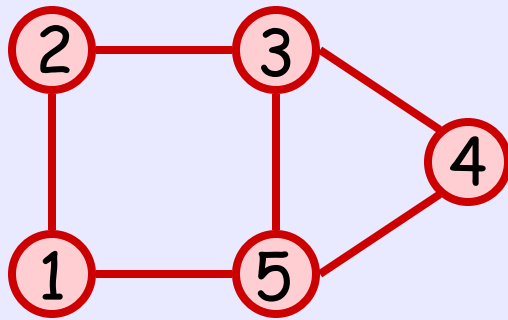
undirected



directed

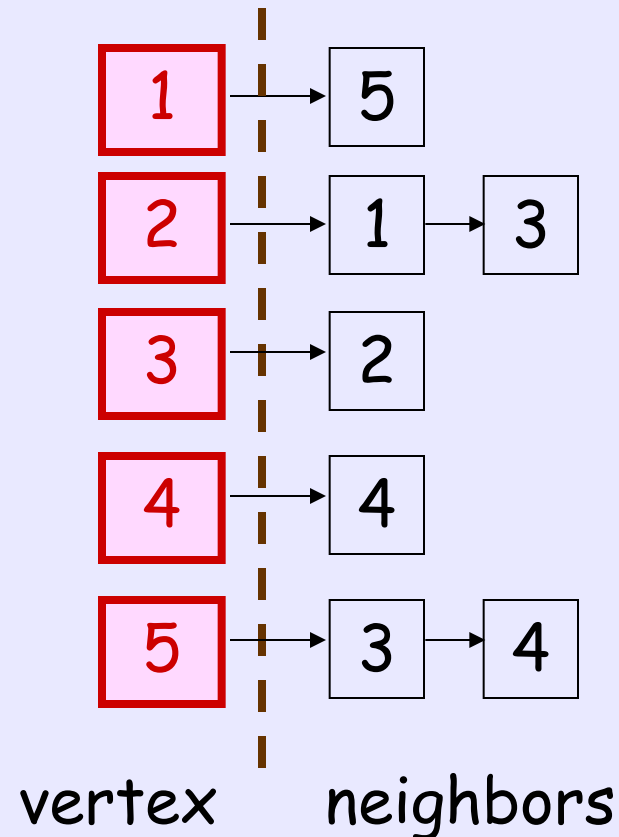
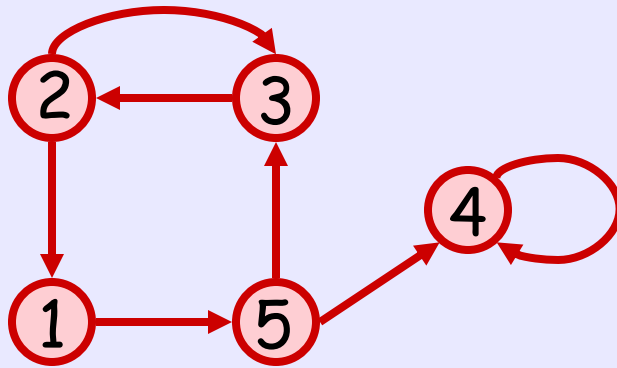
Adjacency List (1)

- For each vertex u , store its neighbors in a linked list



Adjacency List (2)

- For each vertex u , store its neighbors in a linked list

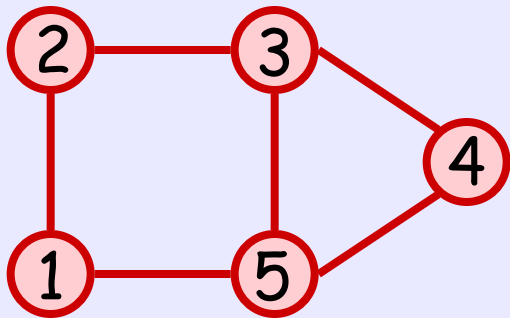


Adjacency List (3)

- Let $G = (V, E)$ be an input graph
- Using Adjacency List representation :
 - Space : $O(|V| + |E|)$
 - Excellent when $|E|$ is small
 - Easy to list all neighbors of a vertex
 - Takes $O(|V|)$ time to check if a vertex u is a neighbor of a vertex v
- can also represent **weighted** graph

Adjacency Matrix (1)

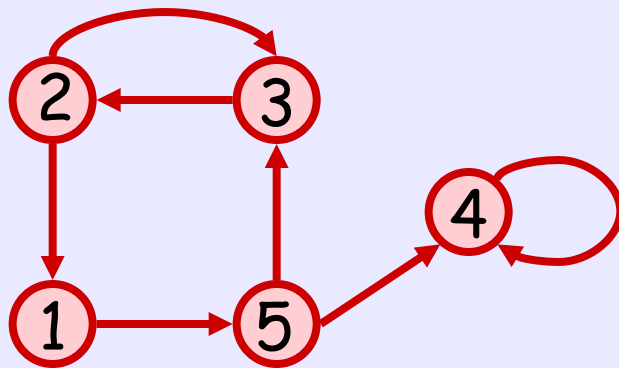
- Use a $|V| \times |V|$ matrix A such that
$$A(u,v) = 1 \quad \text{if } (u,v) \text{ is an edge}$$
$$A(u,v) = 0 \quad \text{otherwise}$$



	1	2	3	4	5
1	0	1	0	0	1
2	1	0	1	0	0
3	0	1	0	1	1
4	0	0	1	0	1
5	1	0	1	1	0

Adjacency Matrix (2)

- Use a $|V| \times |V|$ matrix A such that
$$A(u,v) = 1 \quad \text{if } (u,v) \text{ is an edge}$$
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	1	2	3	4	5
1	0	0	0	0	1
2	1	0	1	0	0
3	0	1	0	0	0
4	0	0	0	1	0
5	0	0	1	1	0

Adjacency Matrix (3)

- Let $G = (V, E)$ be an input graph
- Using Adjacency Matrix representation :
 - Space : $O(|V|^2)$
→ Bad when $|E|$ is small
 - $O(1)$ time to check if a vertex u is a neighbor of a vertex v
 - $\Theta(|V|)$ time to list all neighbors
- can also represent **weighted** graph

Transpose of a Matrix

- Let A be an $n \times m$ matrix
- Definition:

The transpose of A , denoted by A^T , is an $m \times n$ matrix such that

$$A^T(u,v) = A(v,u) \text{ for every } u, v$$

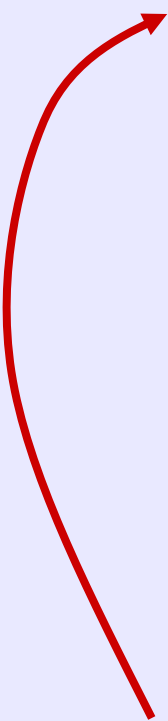
→ If A is an adjacency matrix of an undirected graph, then $A = A^T$

Breadth First Search (BFS)

- A simple algorithm to find all vertices reachable from a particular vertex s
 - s is called source vertex
- Idea: Explore vertices in rounds
 - At Round k , visit all vertices whose shortest distance (#edges) from s is $k-1$
 - Also, discover all vertices whose shortest distance from s is k

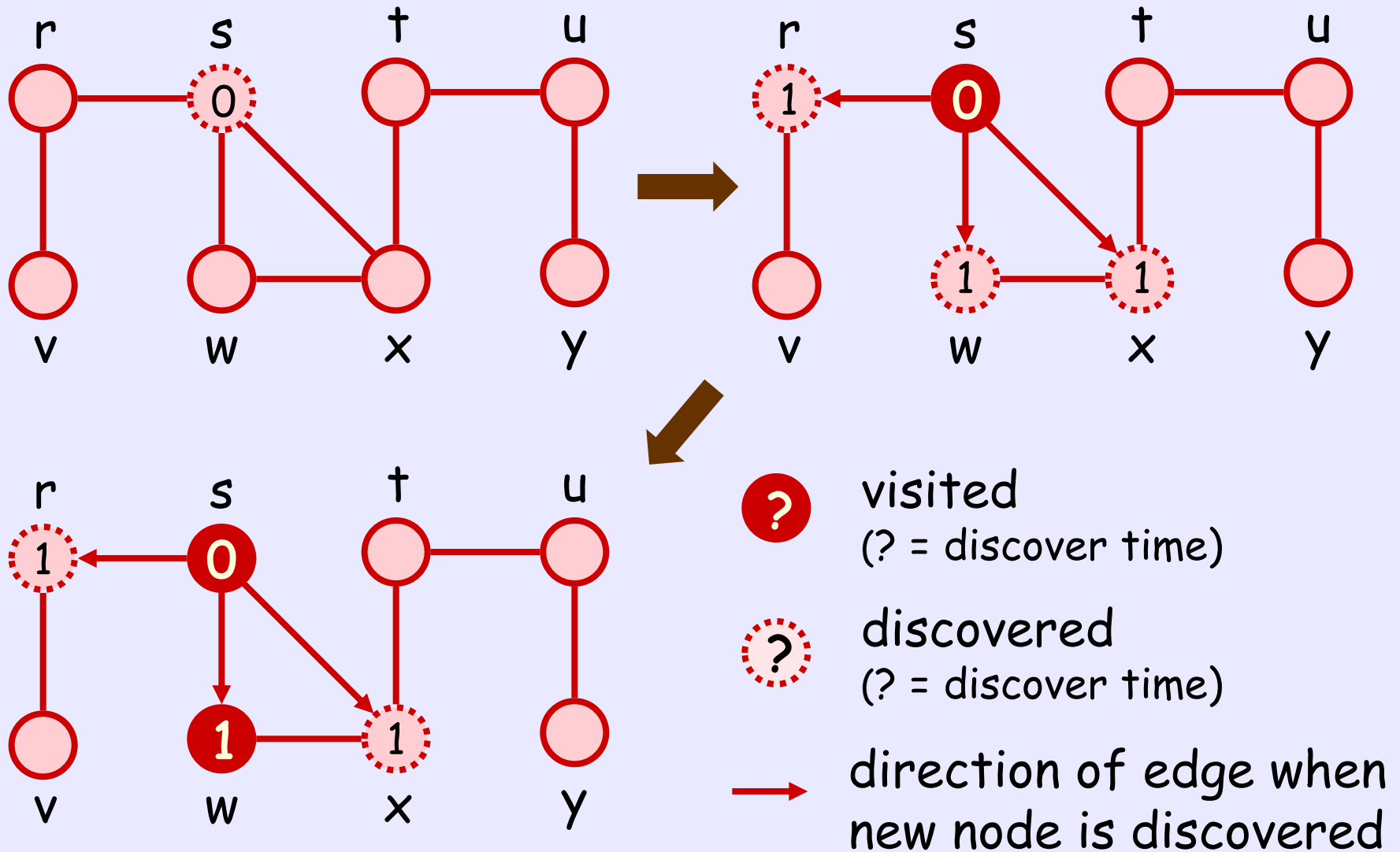
The BFS Algorithm

1. Mark **s** as **discovered** in Round 0
2. For Round **k** = 1, 2, 3, ...,
For (each **u** discovered in Round **k-1**)
{ Mark **u** as **visited** ;
Visit each neighbor **v** of **u** ;
If (**v** not **visited** and not **discovered**)
Mark **v** as **discovered** in Round **k** ;
} (Implemented by Queue)

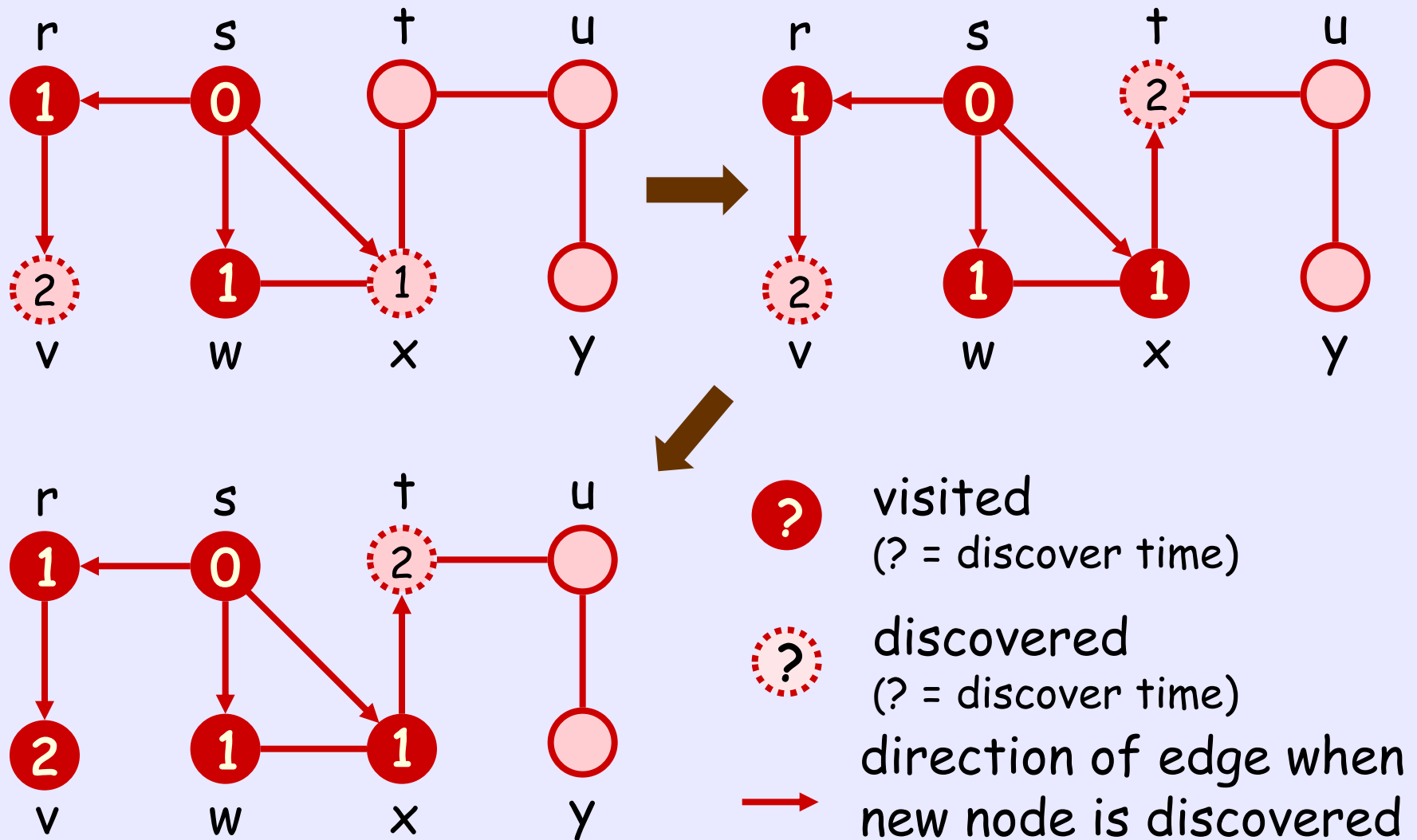


Stop if no vertices were
discovered in Round **k-1**

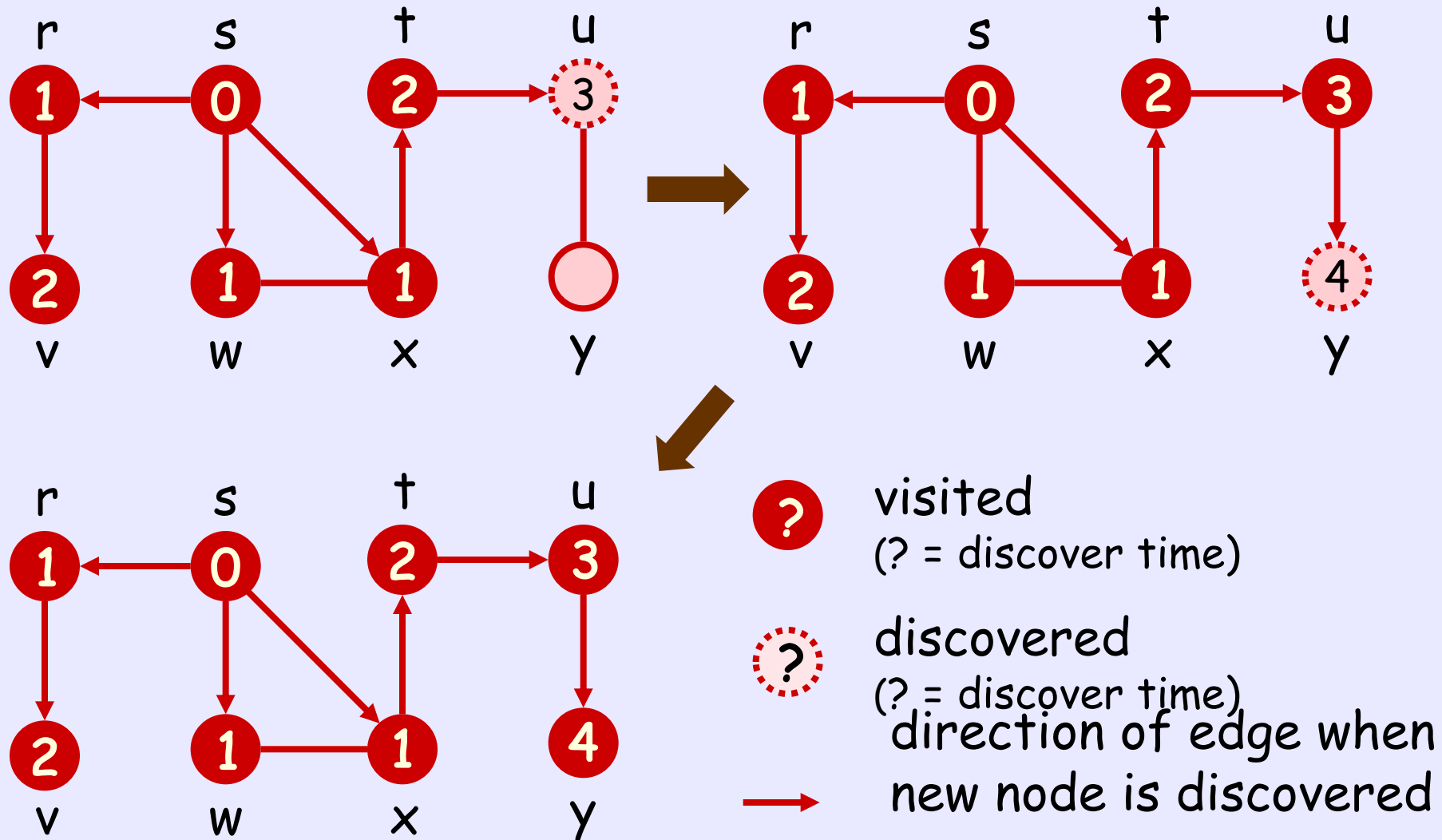
Example (s = source)



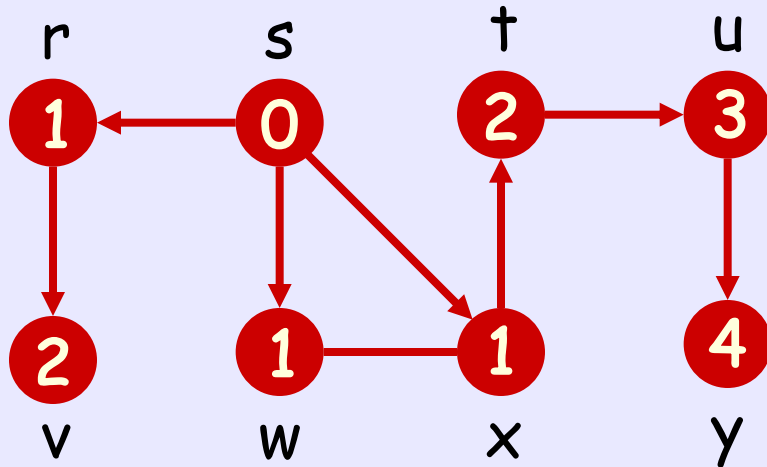
Example (s = source)



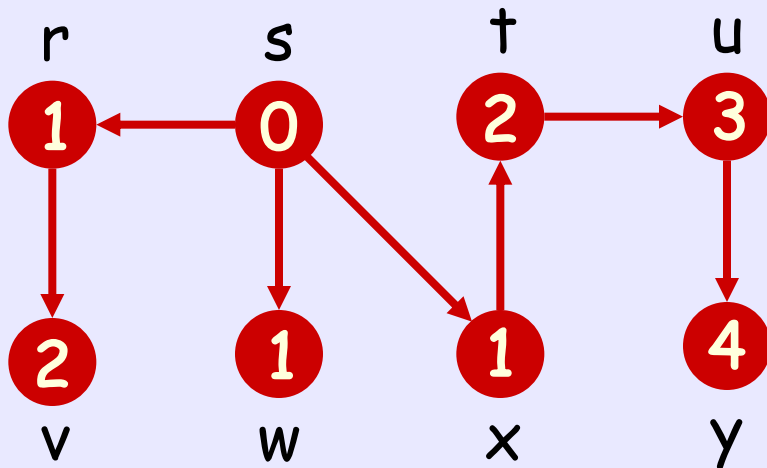
Example (s = source)



Example (s = source)



Done when no new node is discovered



The directed edges form a tree that contains all nodes **reachable** from **s**

Called **BFS tree** of **s**

Correctness

- The correctness of BFS follows from the following theorem :

Theorem: A vertex v is discovered in Round k if and only if shortest distance of v from source s is k

Proof: By induction

Performance (1)

- BFS algorithm is easily done if we use
 - an $O(|V|)$ -size array to store discovered/visited information
 - a separate list for each round to store the vertices discovered in that round
- Since no vertex is discovered twice, and each edge is visited at most twice (why?)
 - Total time: $O(|V|+|E|)$
 - Total space: $O(|V|+|E|)$ (adjacency-list representation)

Performance (2)

- Instead of using a separate list for each round, we can use a common queue
 - When a vertex is **discovered**, we put it at the end of the queue
 - To pick a vertex to **visit** in Step 2, we pick the one at the front of the queue
 - Done when no vertex is in the queue
- ➔ No improvement in time/space ...
- ➔ But algorithm is simplified

Practice at Home

- Exercise: 20.1-5, 20.1-7, 20.1-8, 20.2-6, 20.2-7
- Bonus
n-Queen Problem: Implement an algorithm that takes an integer n as input and determines the number of solutions to the n-Queen problem. You need to give the time complexity of your algorithm.
Due: Dec. 1