

```
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
```

```
#define MAXPAROLA 30
#define MAXRIGA 80
```

```
int main(int argc, char *argv[])
{
    int freq[MAXPAROLA]; /* vettore di contatori
delle frequenze delle lunghezze delle parole */
    char riga[MAXRIGA];
    int i, inizio, lunghezza;
    FILE *f;
```

```
for(i=0; i<MAXPAROLA; i++)
    freq[i]=0;
```

```
if(argc != 2)
```

```
{
    fprintf(stderr, "ERRORE, serve un parametro con il nome del file\n");
    exit(1);
}
```

```
f = fopen(argv[1], "r");
if(f==NULL)
```

```
{
    fprintf(stderr, "ERRORE, impossibile aprire il file %s\n", argv[1]);
    exit(1);
}
```

```
while( fgets( riga, MAXRIGA, f ) != NULL )
```



Graphs

Definitions

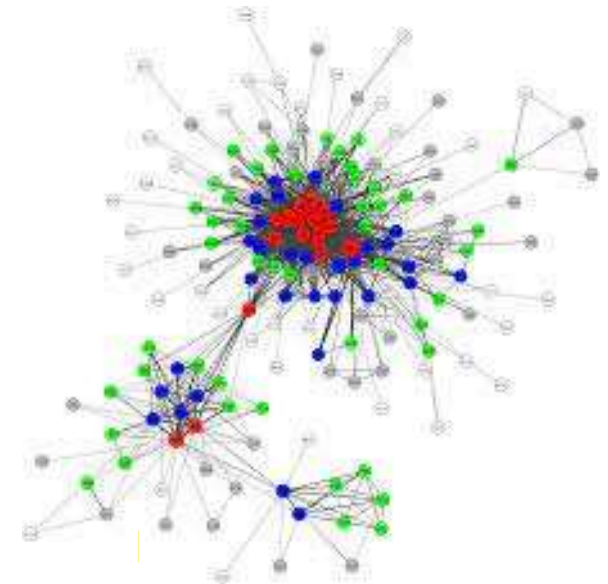
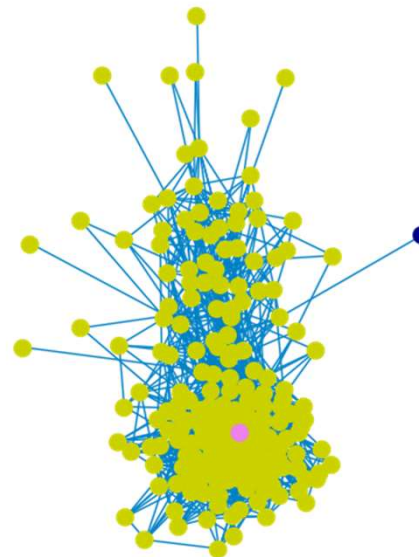
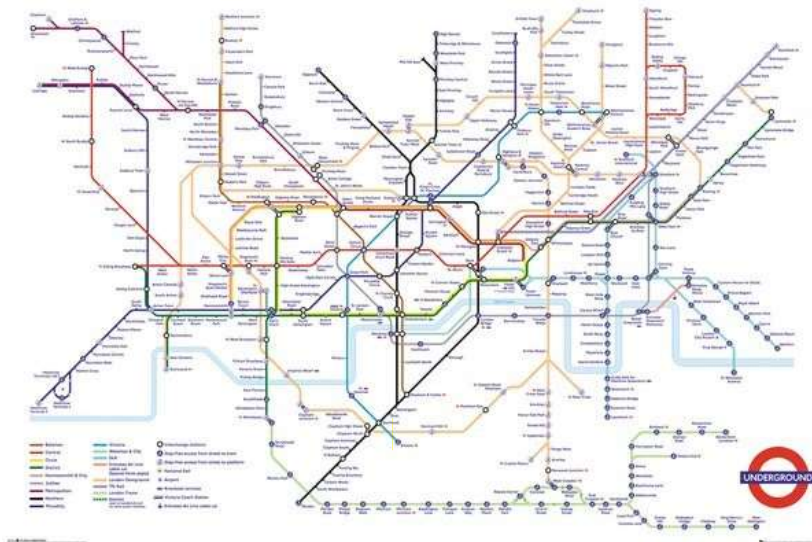
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Graphs

- ❖ A graph G is a pair $G = (V, E)$ where
 - V is a finite and non empty set of vertices
 - Each vertex represents simple or complex data
 - E is a finite set of edges
 - Edges define a binary relation on V



Applications

| Domain | Vertex | Edge |
|--------------------|---------------------------|----------------------------|
| communications | phone, computer | fiber optic, cable |
| circuits | gate, register, processor | wire |
| mechanics | joint | spring |
| finance | stocks, currencies | transactions |
| transports | airport, station | air corridor, railway line |
| games | position on board | legal move |
| social networks | person | friendship |
| neural networks | neuron | synapsis |
| chemical compounds | molecules | link |

Type of graphs

❖ Graphs can be

➤ Undirected

- Each edge is an **unsorted** pair of **vertices** $(u, v) \in E$ and $u, v \in V$

➤ Directed

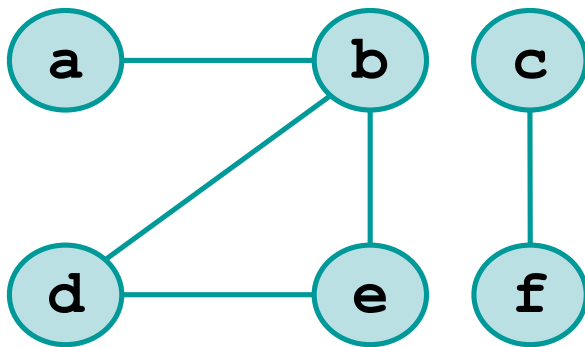
- Each edge is a **sorted** pair of **vertices** $(u, v) \in E$ and $u, v \in V$

➤ Weighted

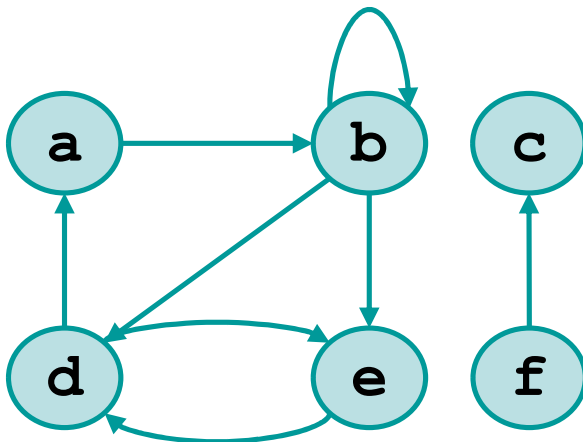
- **Edges** (undirected or directed) **have** a **weight**
 - $\exists w: E \rightarrow R \setminus w(u, v) = \text{weight of edge } (u, v)$
 - In practice, weights may be integers, reals, positive or negative values, etc.

Examples

❖ Undirected graph

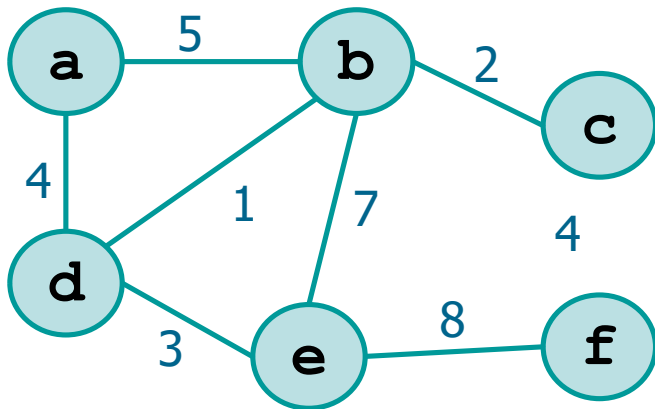

$$G = \{V, E\}$$
$$V = \{a, b, c, d, e, f\}$$
$$E = \{(a,b), (b,d), (b,e), (d,e), (c,f)\}$$

❖ Directed graph


$$G = \{V, E\}$$
$$V = \{a, b, c, d, e, f\}$$
$$E = \{(a,b), (b,b), (b,d), (b,e), (d,a), (d,e), (e,d), (f,c)\}$$

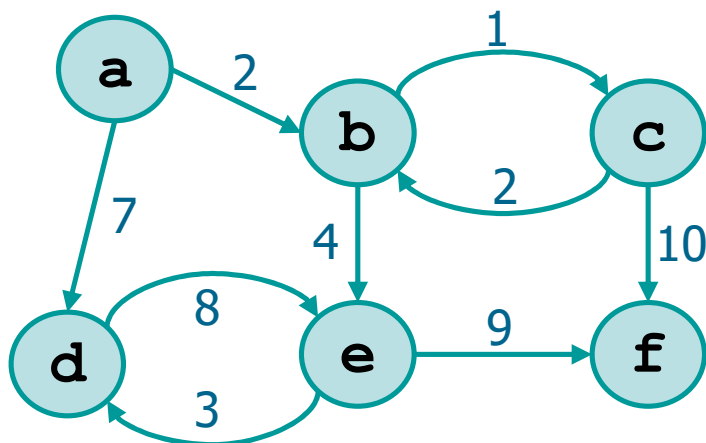
Examples

❖ Weighted undirected graph



$G = \{V, E\}$
 $V = \{a, b, c, d, e, f\}$
 $E = \{(a,b), (a,d), (b,c), (b,d), (b,e), (d,e), (e,f)\}$

❖ Weighted directed graph



$G = \{V, E\}$
 $V = \{a, b, c, d, e, f\}$
 $E = \{(a,b), (a,d), (b,c), (b,e), (c,b), (c,f), (d,e), (e,d), (e,f)\}$

Edges

❖ Given an edge (a, b)

➤ Vertices a and b are adjacent

$$a \rightarrow b \quad \leftrightarrow \quad (a, b) \in E$$



➤ Edge (a, b) is incident

- From vertex a , in vertex b , on vertices a and b

$$\text{Degree}(a) = 3$$

❖ For

➤ Undirected graph the degree of a node is the number of incident edges

➤ Directed graph the

- In-degree (out-degree) of a node is the number of incoming (outgoing) edges
- The degree of a node is its in-degree plus its out-degree



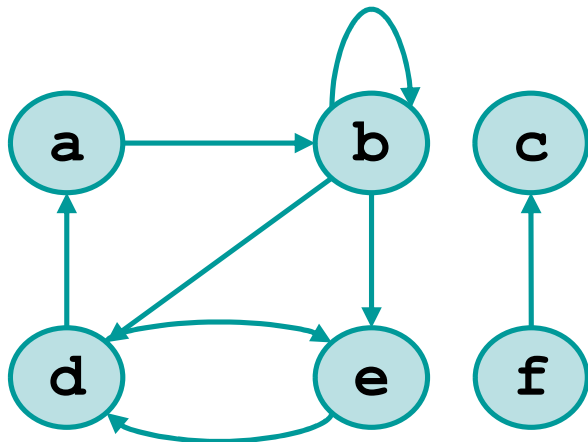
$$\begin{aligned} \text{In-degree}(a) &= 2 \\ \text{Out-degree}(a) &= 1 \\ \text{Degree}(a) &= 3 \end{aligned}$$

Paths

- ❖ A path $p: u \rightarrow_p \hat{u}$ is defined in $G = (V, E)$ as the sequence of vertices leading from u to \hat{u}

$$\exists (v_0, v_1, \dots, v_k) \mid u = v_0, \hat{u} = v_k, \forall i = 1, 2, \dots, k (v_{i-1}, v_i) \in E$$

- k is the length of the path
- \hat{u} is reachable from u iff $\exists p: u \rightarrow_p \hat{u}$
- A path p is simple if $(v_0, v_1, \dots, v_k) \in p$ are distinct



$G = (V, E)$

$p: a \rightarrow_p d : (a, b), (b, c), (c, d)$

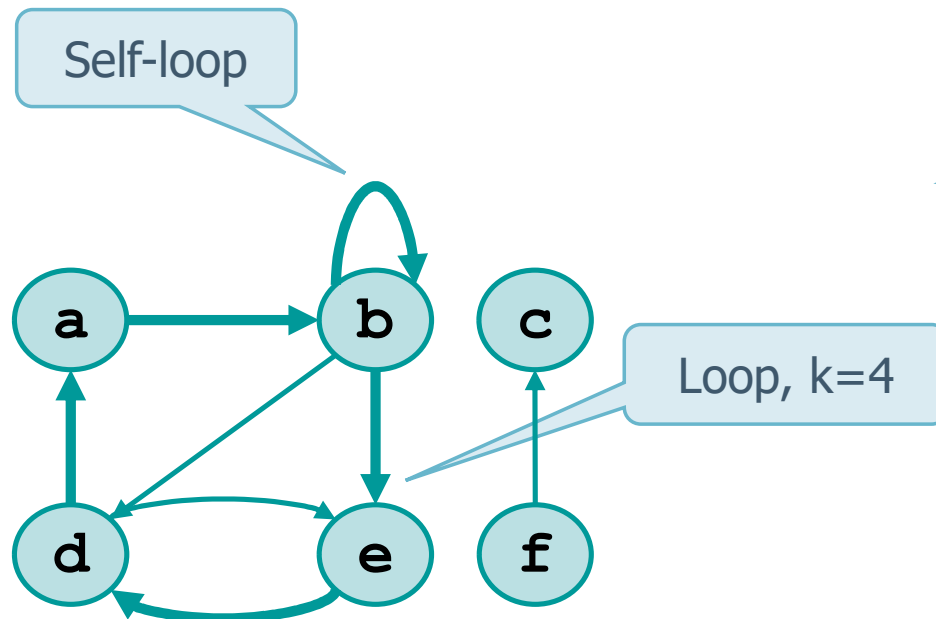
$k = 3$

d is reachable from a

p is a simple path

Loops

- ❖ A loop is defined as a path where $v_0 = v_k$, i.e., the starting and arrival vertices do coincide
- ❖ A graphs without loops is called **acyclic**
- ❖ Self-loops are loops whose length is 1



In some contexts self-loops may be forbidden. If the context allows loops, but the graph is self-loop-free, it is called **simple**

Dense and sparse graphs

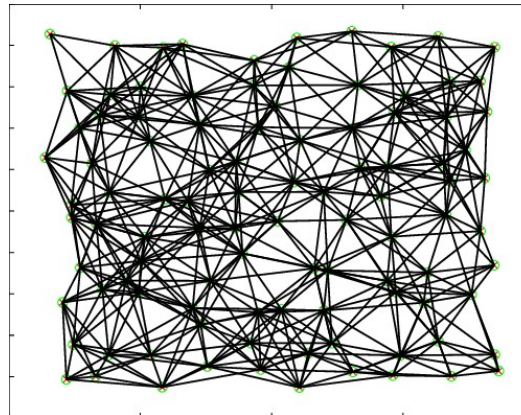
❖ Given a graph $G = (V, E)$

❖ We define

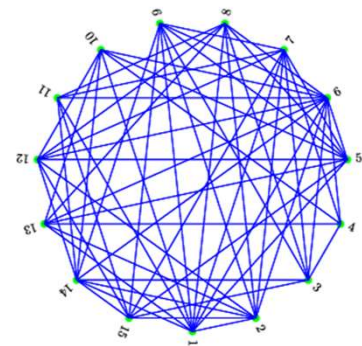
➤ Dense graph

■ $|E| \cong |V|^2$

A lot of edges



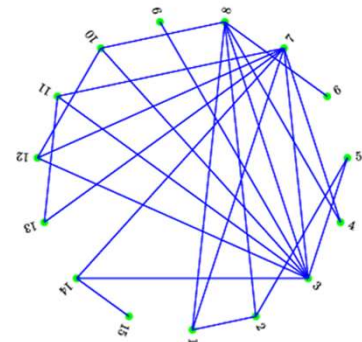
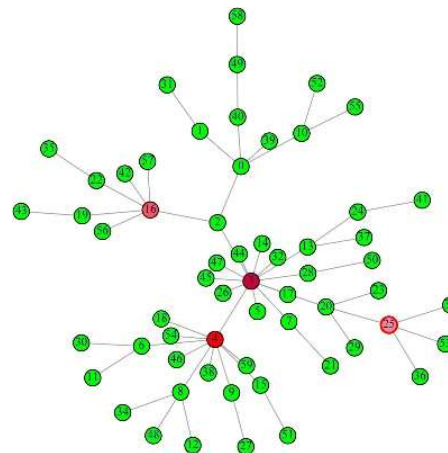
$|V|$ = Number of vertices,
cardinality of the set V
 $|E|$ = Number of edges,
cardinality of the set E



➤ Sparse graph

■ $|E| \ll |V|^2$

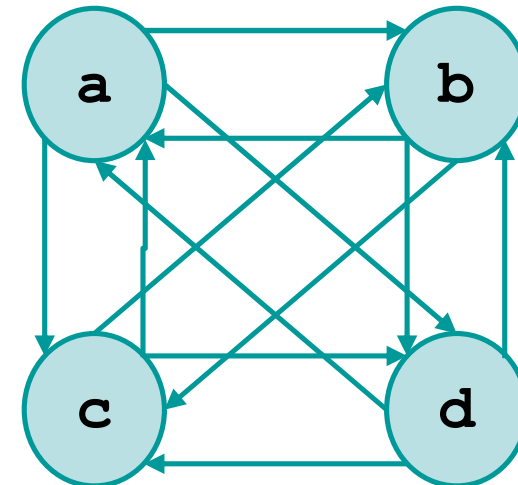
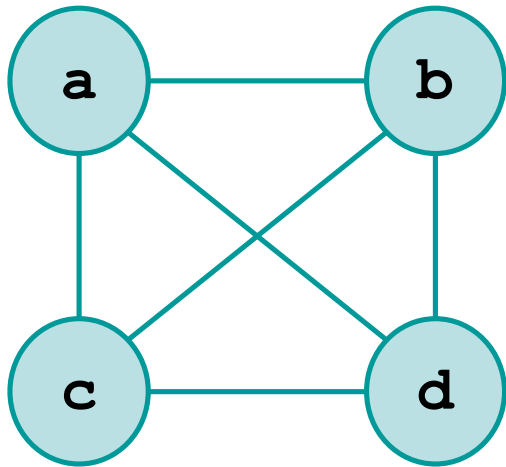
Few edges



Complete graphs

❖ Given a graph $G = (V, E)$ the graph is complete iff

$$\forall v_i, v_j \in V \rightarrow \exists (v_i, v_j) \in E$$



Complete graph

❖ How many edges there are in a complete

➤ Undirected graph?

- $|E|$ is given by the number of simple **simple combinations** of $|V|$ elements taken 2 by 2

$$\bullet |E| = \frac{|V|!}{(|V|-2)! \cdot 2!} = \frac{|V| \cdot (|V|-1) \cdot (|V|-2)!}{(|V|-2)! \cdot 2!} = \frac{|V| \cdot (|V|-1)}{2}$$

Combinations
Order does not matter

➤ Directed graph?

- $|E|$ is the number of **simple arrangements** of $|V|$ elements taken 2 by 2

$$\bullet |E| = \frac{|V|!}{(|V|-2)!} = \frac{|V| \cdot (|V|-1) \cdot (|V|-2)!}{(|V|-2)!} = |V| \cdot (|V|-1)$$

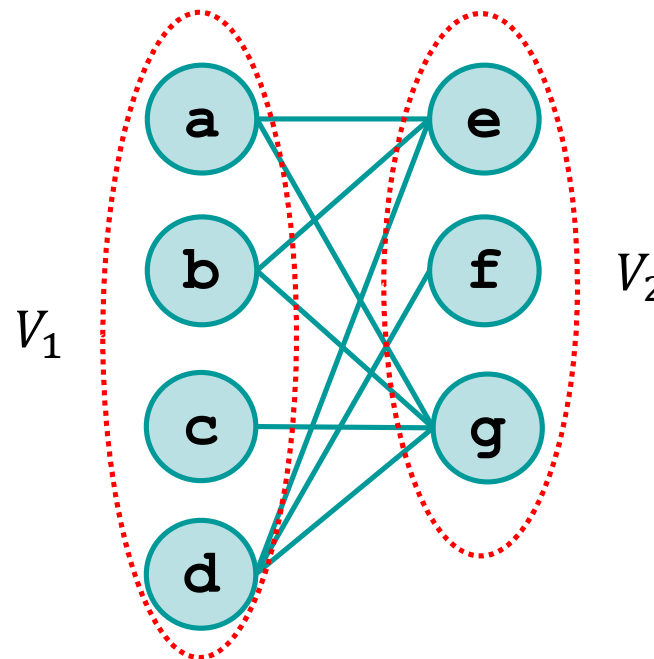
Arrangements
Order matters

Bipartite graph

❖ A bipartite graph is an undirected graph wher

➤ The V set may be partitioned in two subsets V_1 and V_2 , such that

$\forall (v_i, v_j) \in E$ **then** $(v_i \in V_1 \text{ and } v_j \in V_2)$ **or** $(v_i \in V_2 \text{ and } v_j \in V_1)$



Classification

Directed weighted graphs

Undirected weighted graphs

$$(u,v) \in E \Leftrightarrow (v,u) \in E$$

Undirected unweighted graphs

$$\forall (u,v) \in E \quad w(u,v)=1$$

Directed unweighted graphs

$$\forall (u,v) \in E \quad w(u,v)=1$$