# **Graph Theory**

### **Problem Motivation**

- How to find the shortest path between two points on a road network?
- How to predict disease propagation?
- How to recommend friends on Facebook?
- How to optimize complex industrial processes?

Use a graph!

# Graph Examples

- Actors and movies
- Places and roads
- People and friendships
- Websites and links

# **Graph Definition**

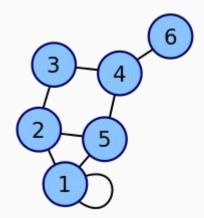
A **graph** is an ordered pair (V, E) such that:

- V is a set of vertices
- E is a set of **edges**

Each edge is 2-element subset {Vi, Vj} of V

### Graph Representations

### **Adjacency Matrix**



$$\begin{pmatrix} 2 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

image credit: wikipedia

# **Graph Representations**

### **Adjacency List**

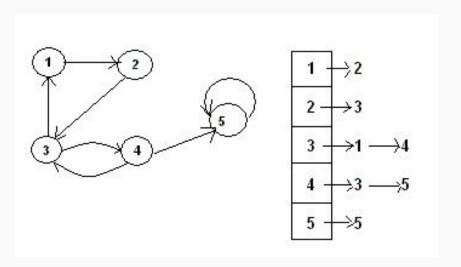


image credit: http://www.cs.cmu.edu/~clo/www/CMU/DataStructures/Lessons/lesson5\_1\_files/image002.gif

# Graph Representations

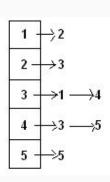
#### Storage:

- Adjacency list: O(|V| + |E|)
- Adjacency matrix: O(|V|^2)

### Finding edge between two vertices:

- Adjacency list: O(|V|)
- Adjacency matrix: O(1)

$$\begin{pmatrix} 2 & 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$



### **Graph Search**

#### **Problem Motivation**

- Are two vertices connected?
  - Do two people have friends in common?
  - Can a person drive from point A to point B on a map?
  - Is there dependency between two steps in an industrial process?
- What are the connected components?
  - How many non-intersecting groups of people are there?
  - How can a large process be separated into distinct subprocesses?
- What's the shortest path between two vertices?

### Graph Search - Breadth First Search

- Description 1: Starting with a given node, find all of that node's neighbors.
  Then, find all of those neighbors' neighbors, and so on.
- **Description 2:** Given a node, find its neighbors in layers which correspond to distance from the starting node
- Animation: <a href="https://upload.wikimedia.">https://upload.wikimedia.</a>
  org/wikipedia/commons/4/46/Animated\_BFS.gif