



# Announcements

- A2 grades are out.
  - Please pull the grading branch to see your feedback.
  - As usual, you can resubmit once for half unit test credit back.
- A3 is due Wednesday
  - My solution has 111 more lines than the skeleton.
  - The concepts-to-code ratio is high.
- A4 out Wednesday, due the following Wednesday
  - We'll cover the algorithm on Wednesday and Friday.

# Happenings

Wednesday, 3/6 – [Peer Lecture Series: VIM Workshop](#) – 5 pm in CF 420

Wednesday, 3/6 – [Cybersecurity Lecture Series: Cyber and Physical Security Standards in the Power Industry](#) – 5 pm in CF 105

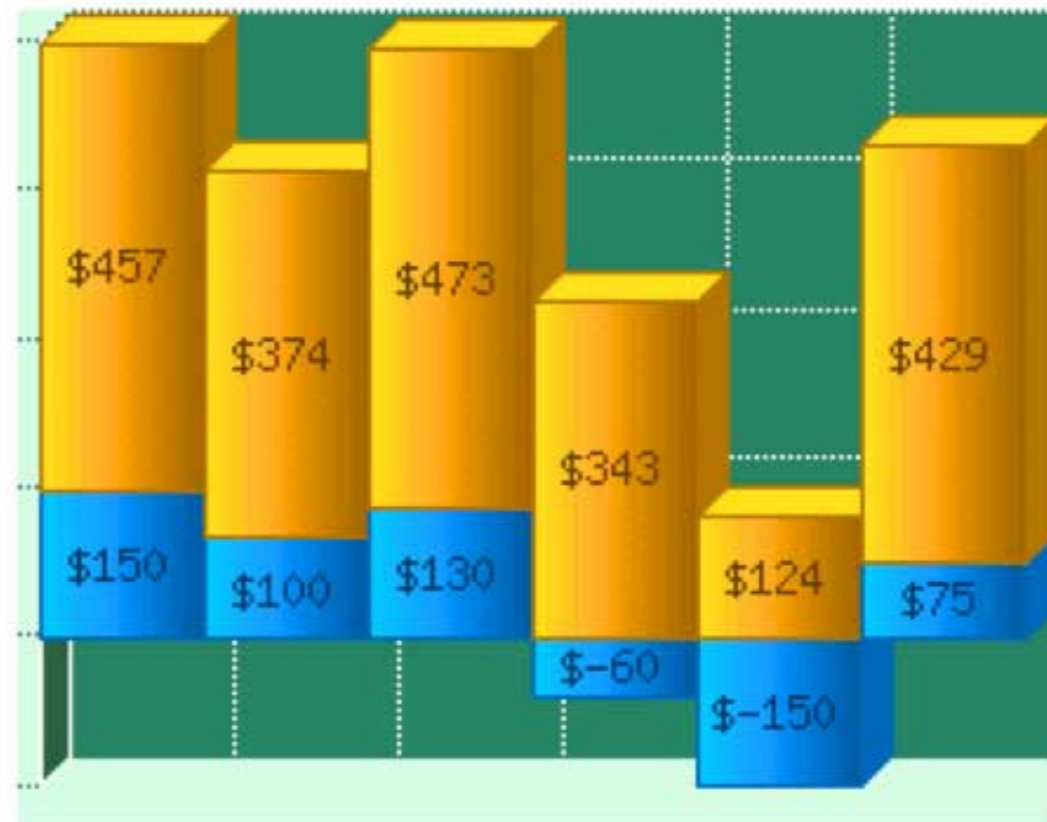
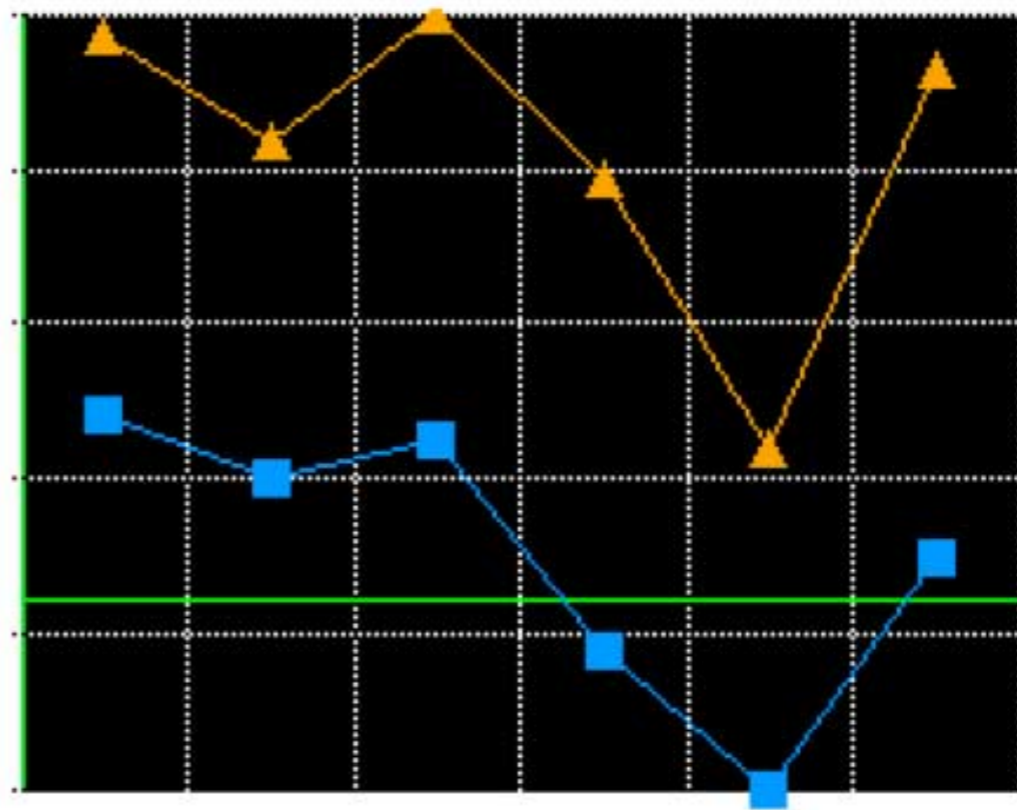
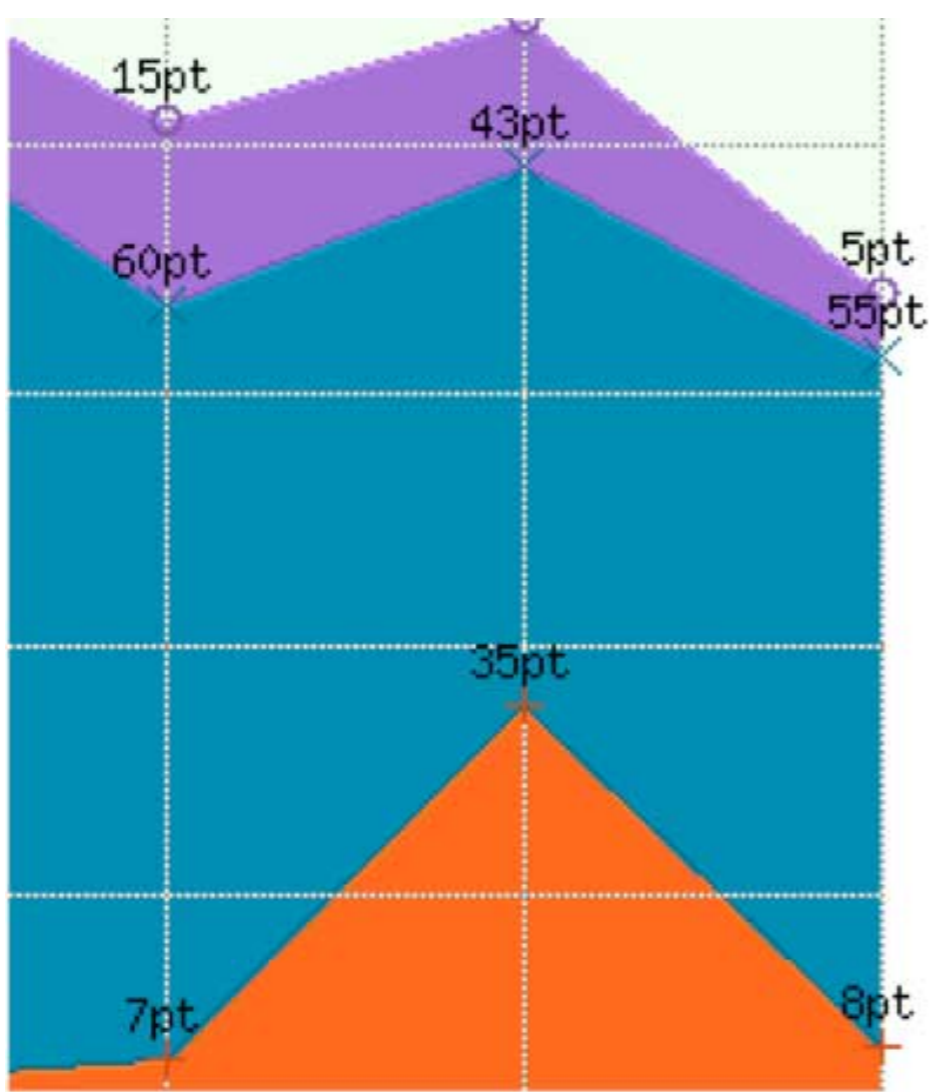
Thursday, 3/7 – [Elevator Speech Workshop](#) – 6 pm in CF 316

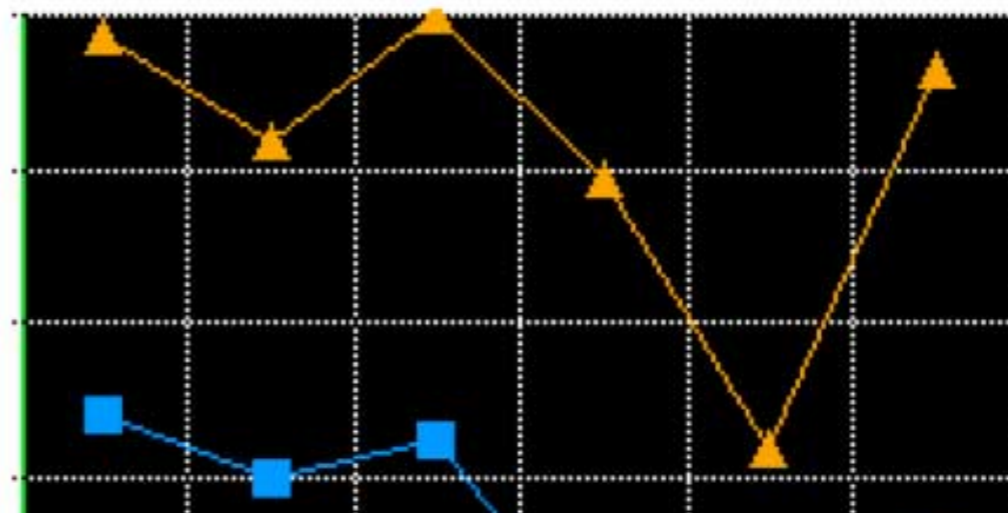
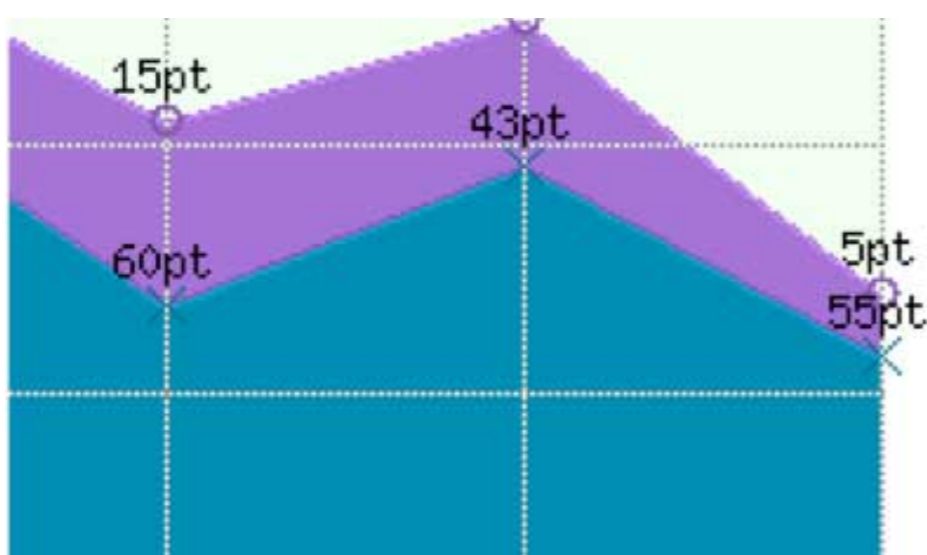
Friday, 3/8 – [AWC Women in Industry Panel](#) – 4 pm in AW 210



# Goals

- Know the definition of a graph and basic associated terminology:
  - Node/vertex; edge/arc; directed, undirected; adjacent; (in/out-)degree; path; cycle;
- Understand how to represent a graph using:
  - adjacency list
  - adjacency matrix
- Be able to implement and analyze the runtime of simple graph operations on adjacency matrices and adjacency lists.
- Know how to implement breadth-first and depth-first graph traversals.



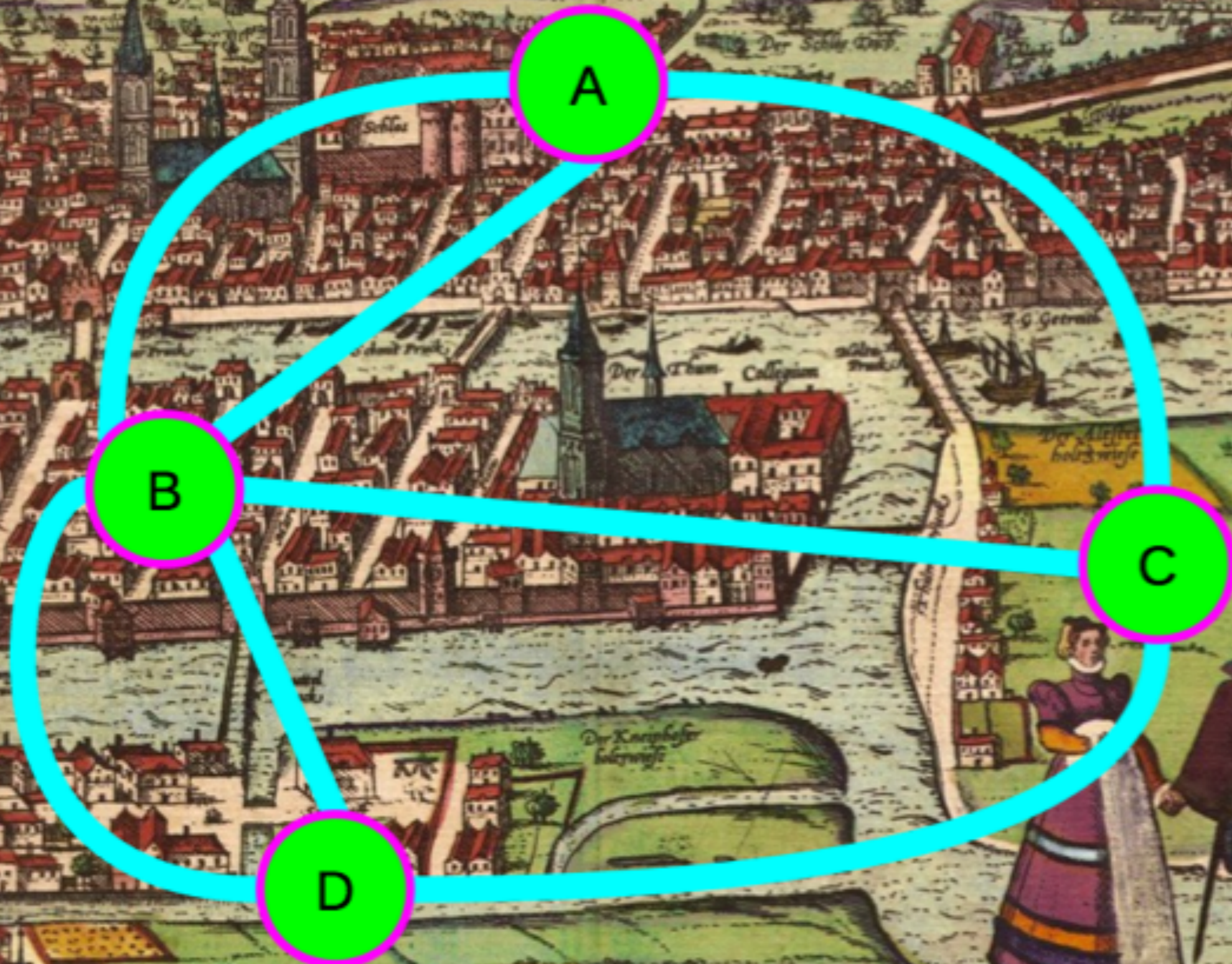


**THESE AREN'T THE GRAPHS**  
**YOU'RE LOOKING FOR**





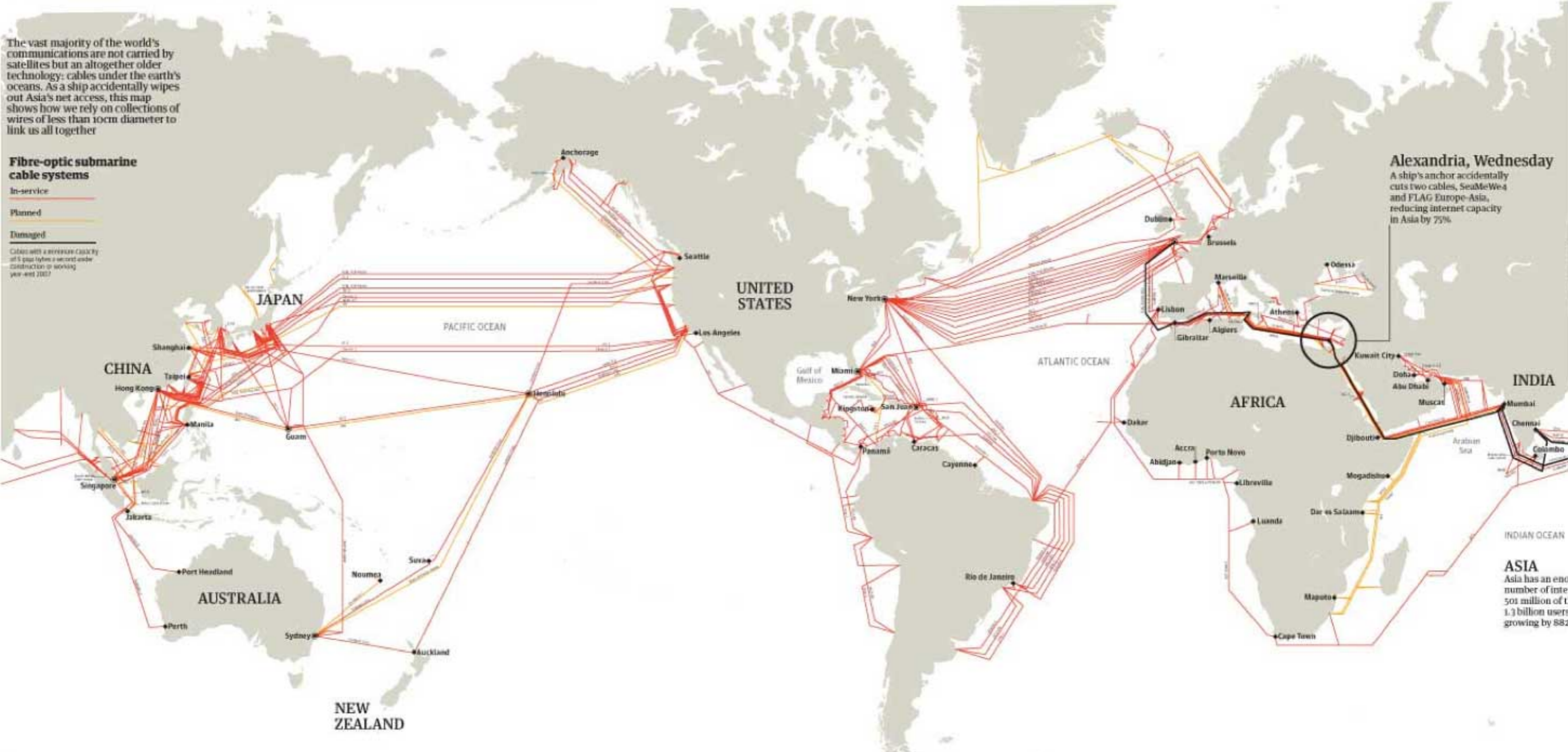
**Graph: a bunch of points connected by lines.  
The lines may have directions, or not.**





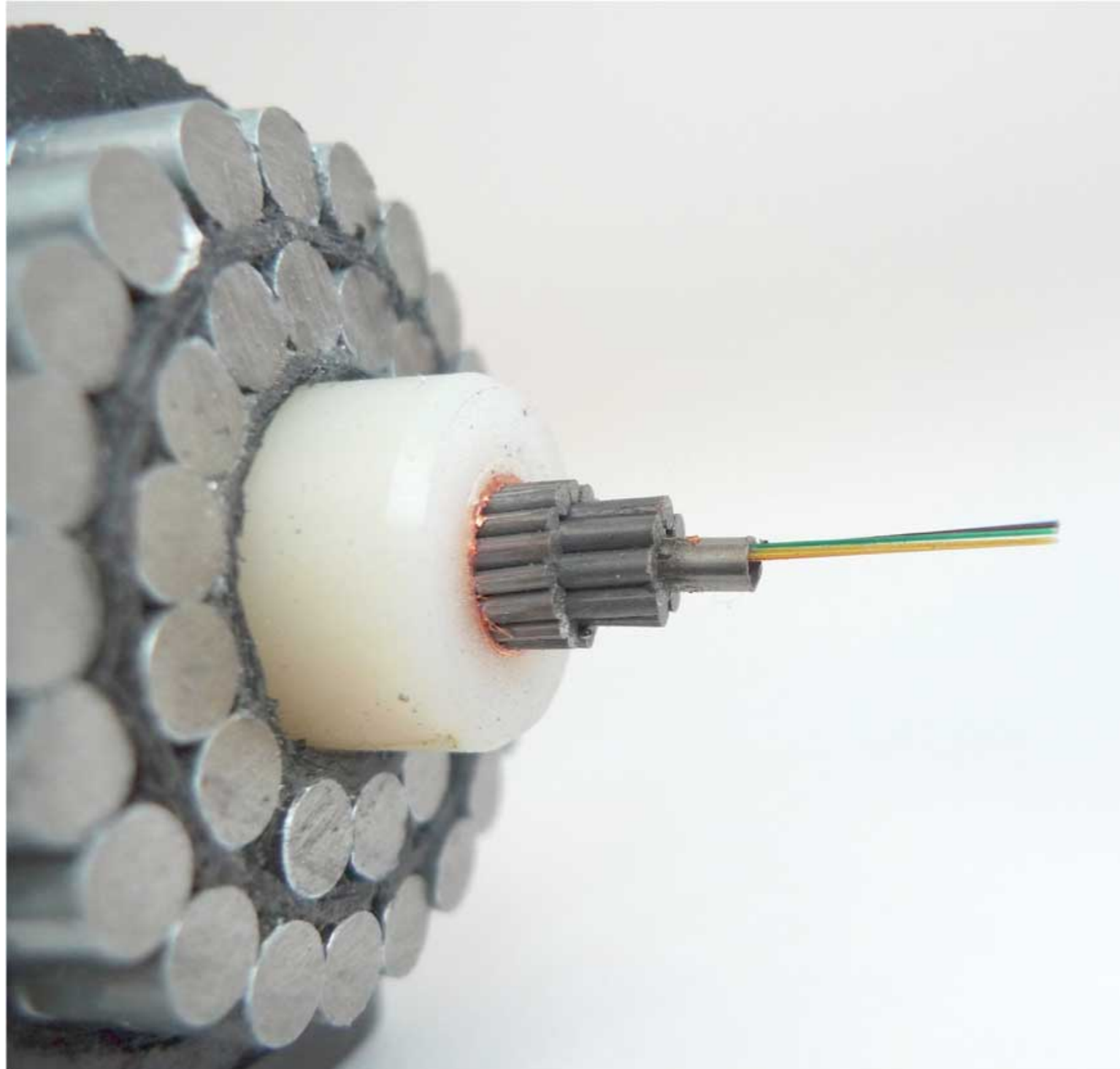
# This is a graph:

## The internet's undersea world





# The edges are made of these:

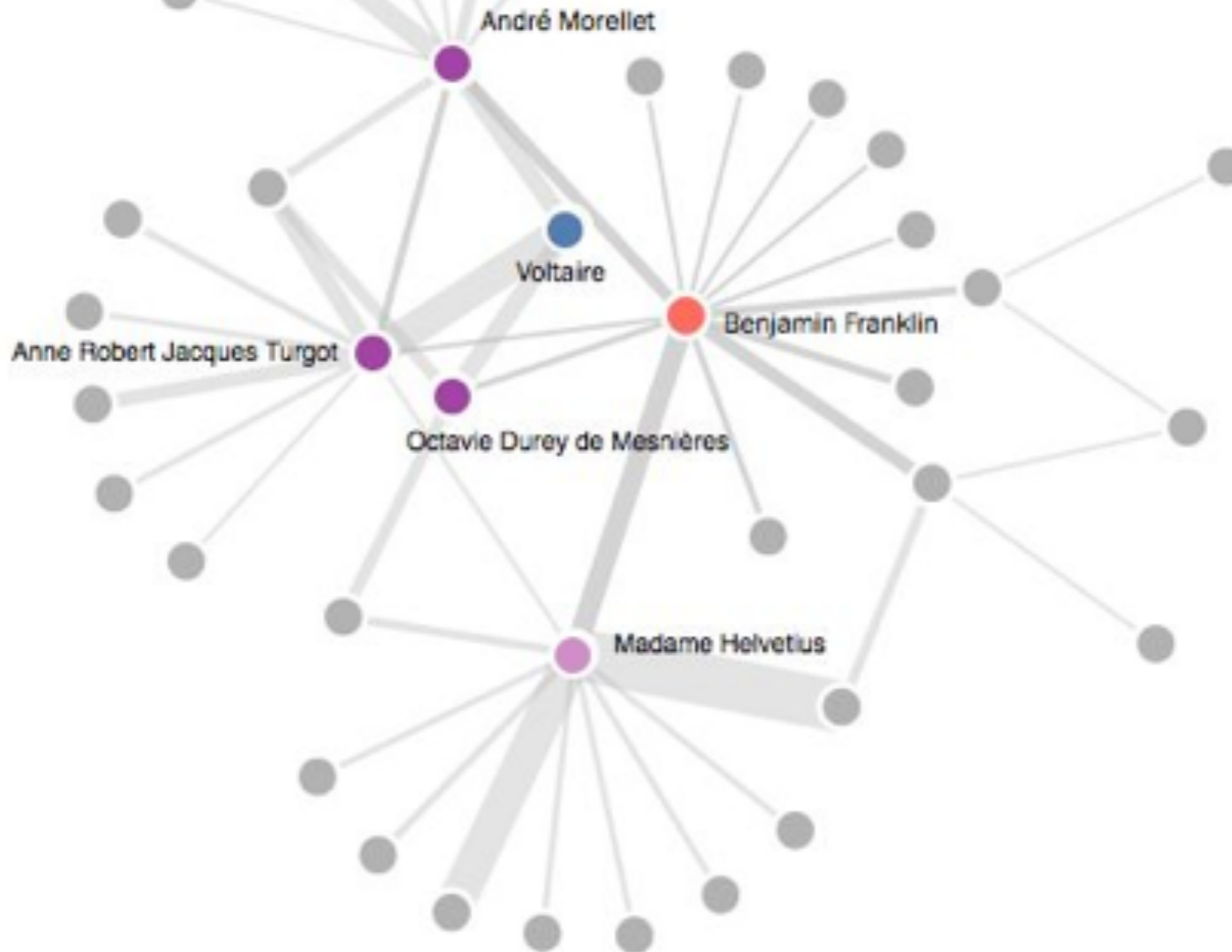






# Social Networks

(before they were cool)



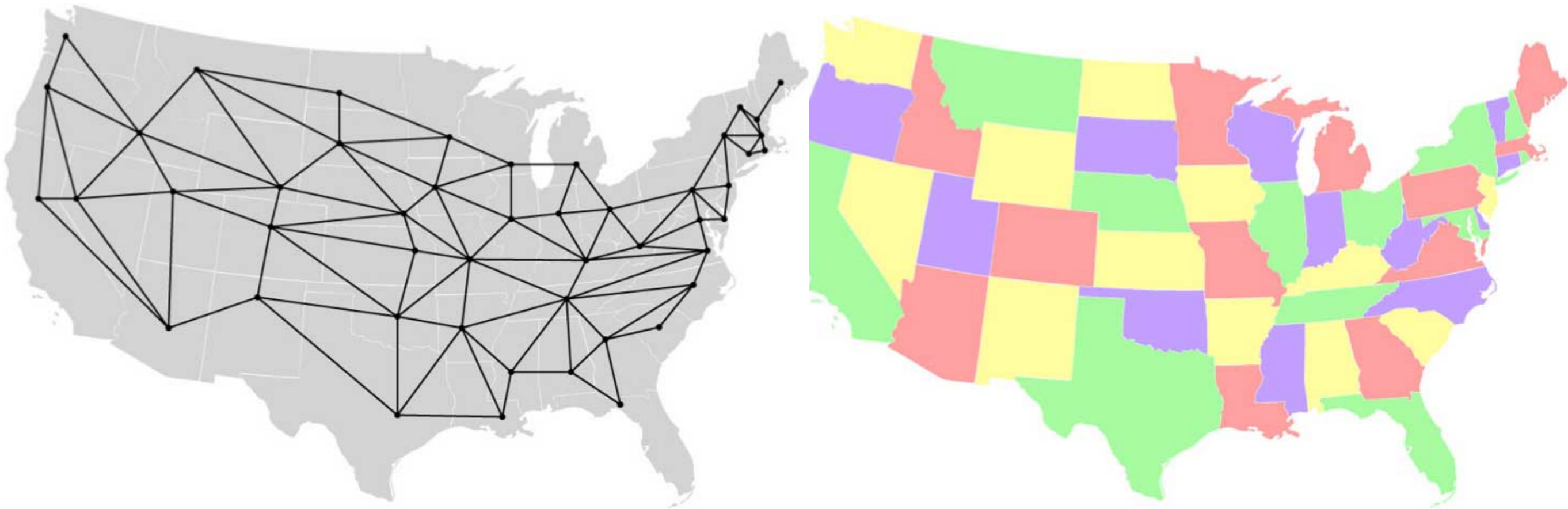




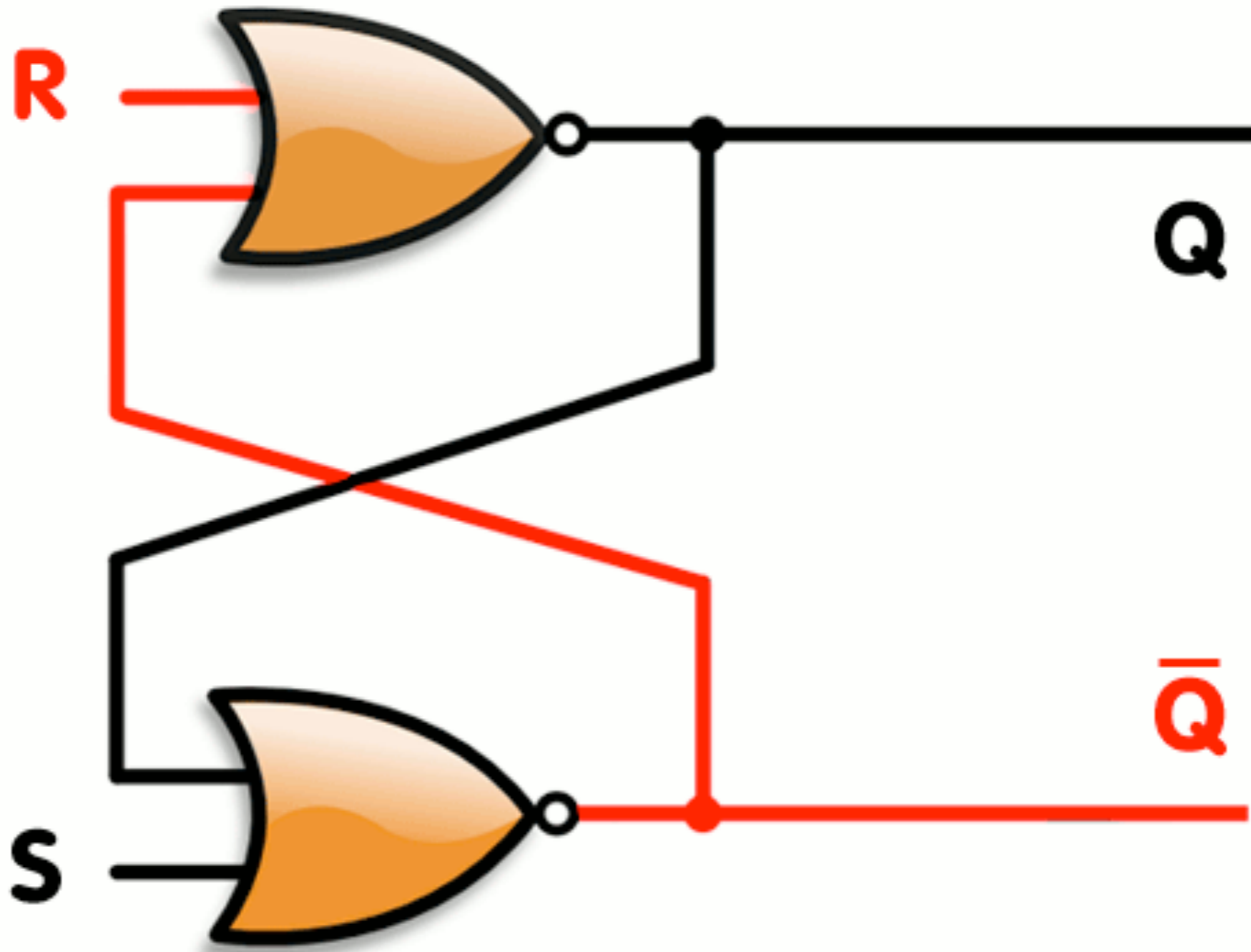


# The USA as a graph:

- Neighboring states are connected by edges.

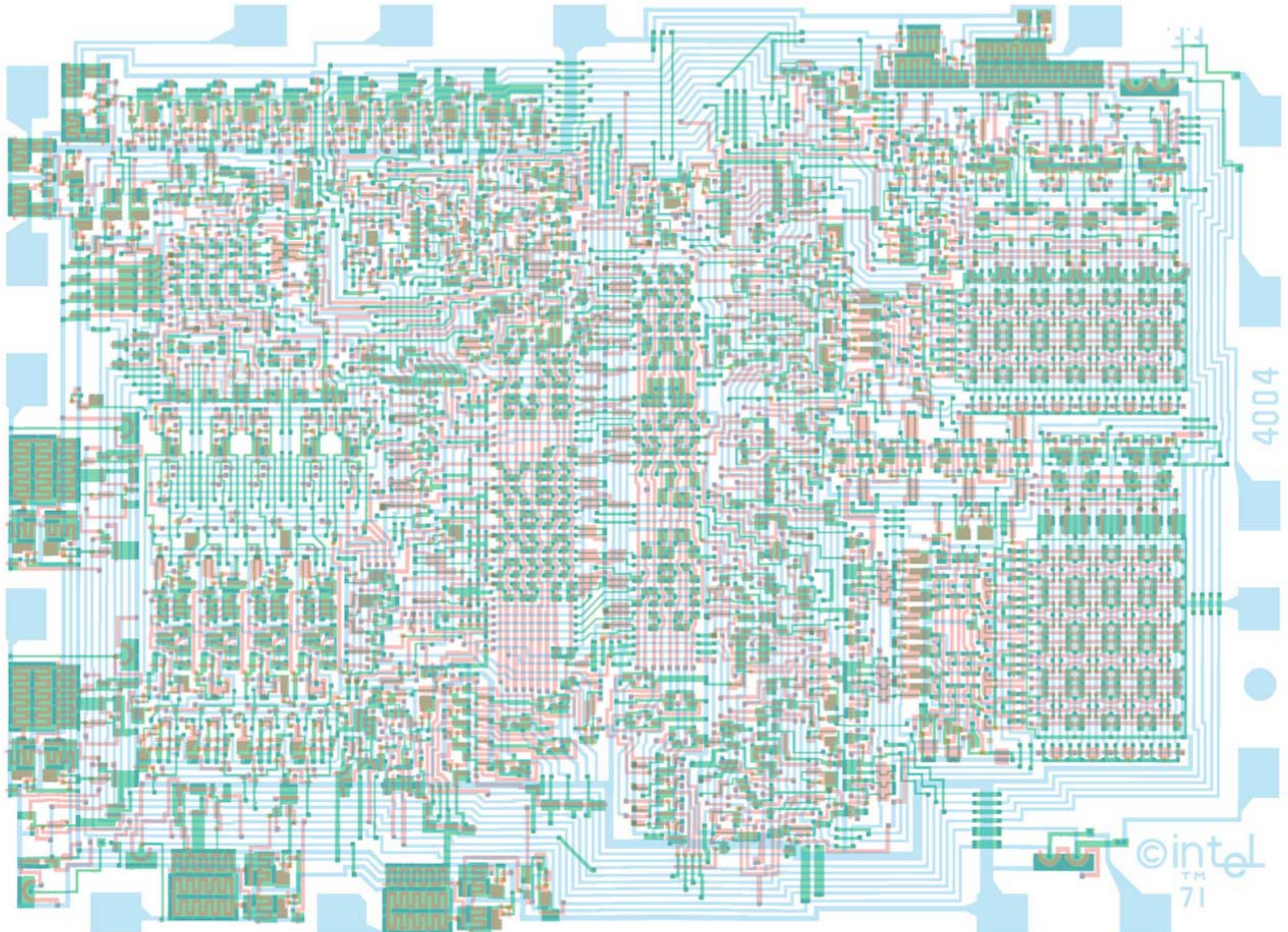


# Electrical circuit



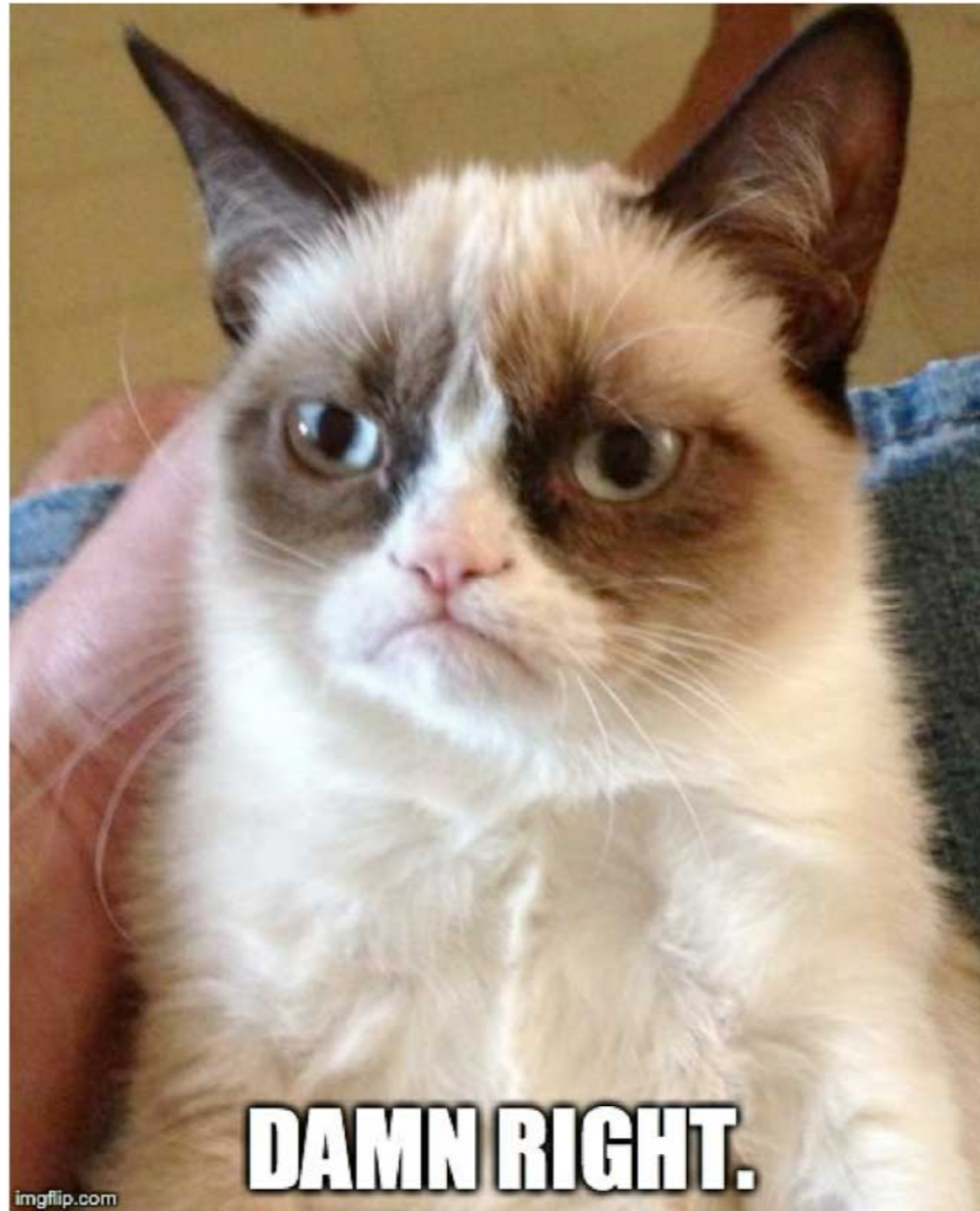


# A bigger electrical circuit





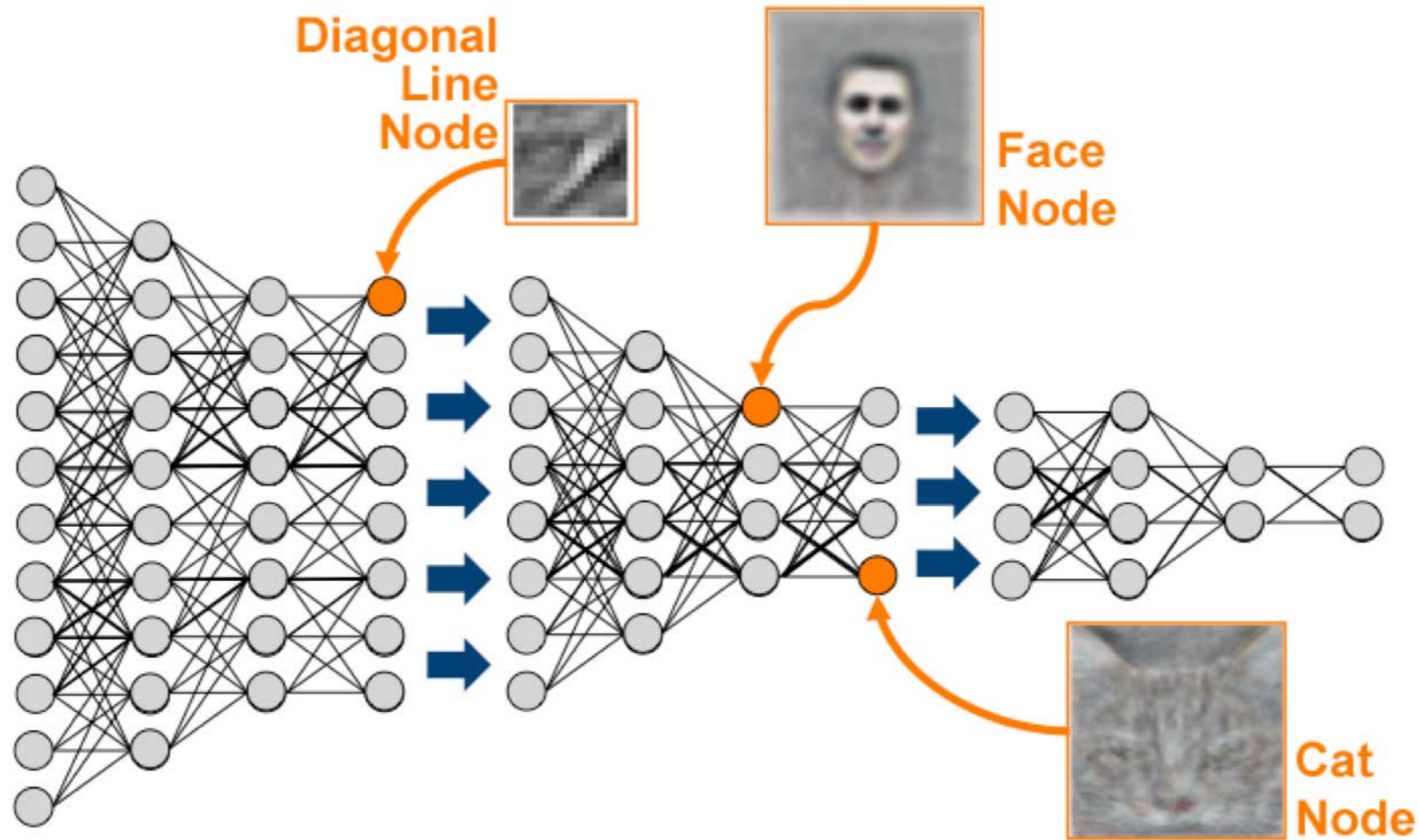
# This is not a graph:



**it is a cat.**

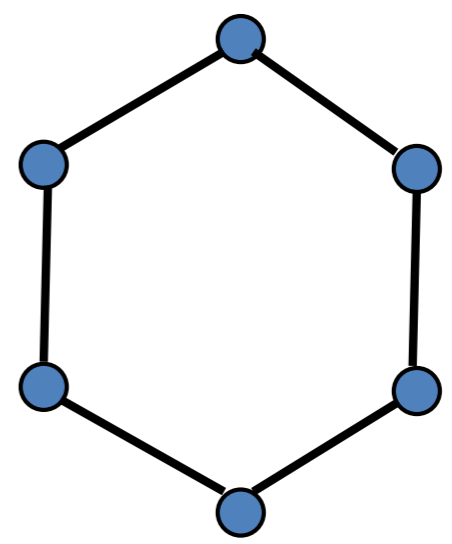
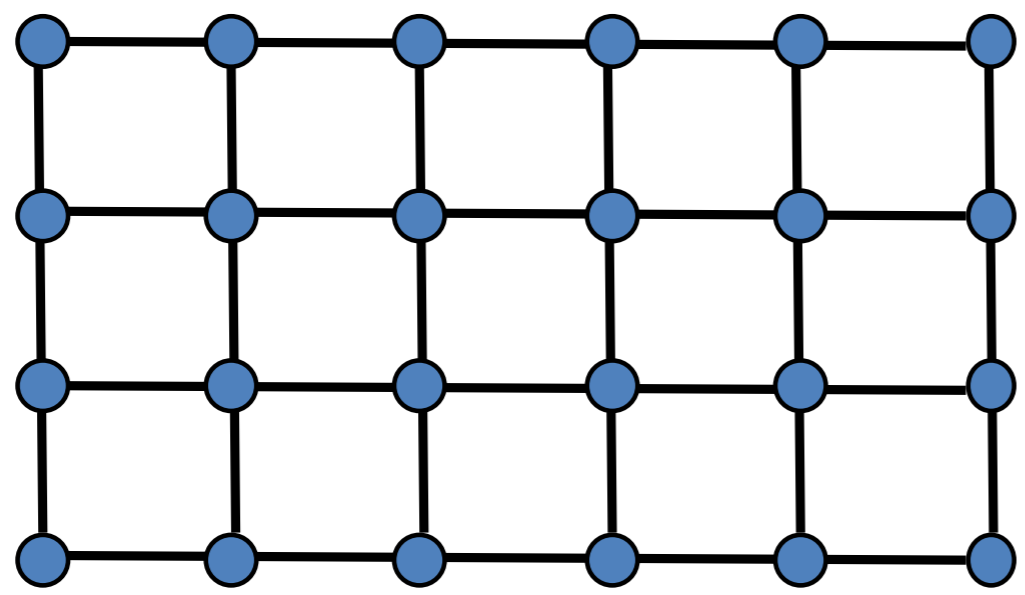
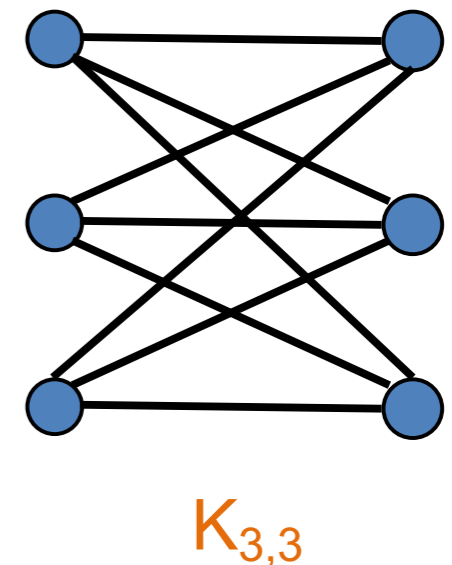
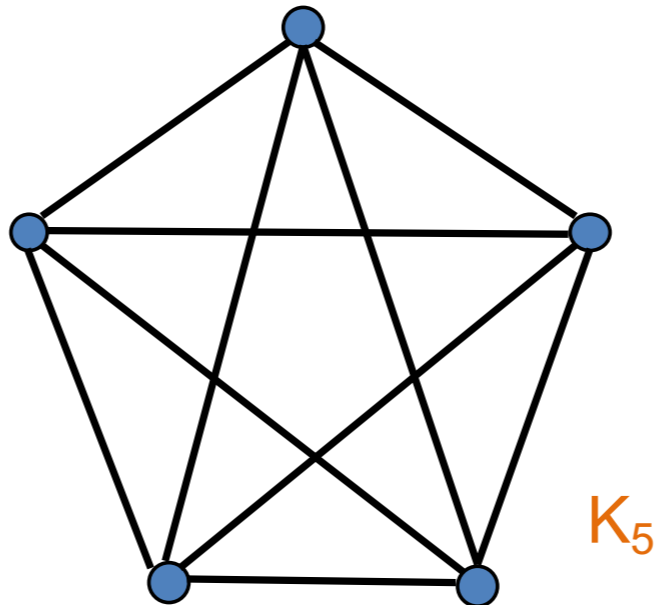
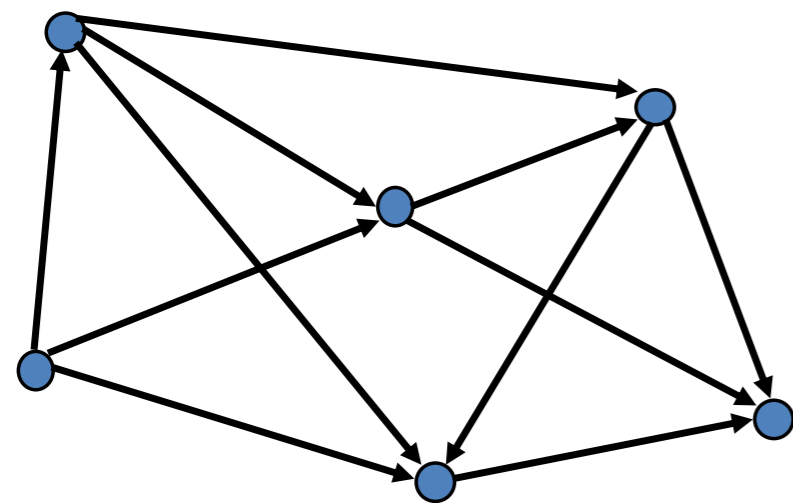


# This is a graph



that can recognize cats.

# Graphs: Abstract View





# Graphs, Formally

- A **directed graph** (digraph) is a pair  $(V, E)$  where:
  - $V$  is a (finite) set
  - $E$  is a set of **ordered** pairs  $(u, v)$  where  $u, v$  are in  $V$
  - Often (not always):  $u \neq v$  (i.e. no edges from a vertex to itself)
- An element in  $V$  is called a **vertex** or **node**
- Elements in  $E$  are called **edges** or **arcs**
- $|V|$  = size of  $V$  (traditionally called  **$n$** )
- $|E|$  = size of  $E$  (traditionally called  **$m$** )

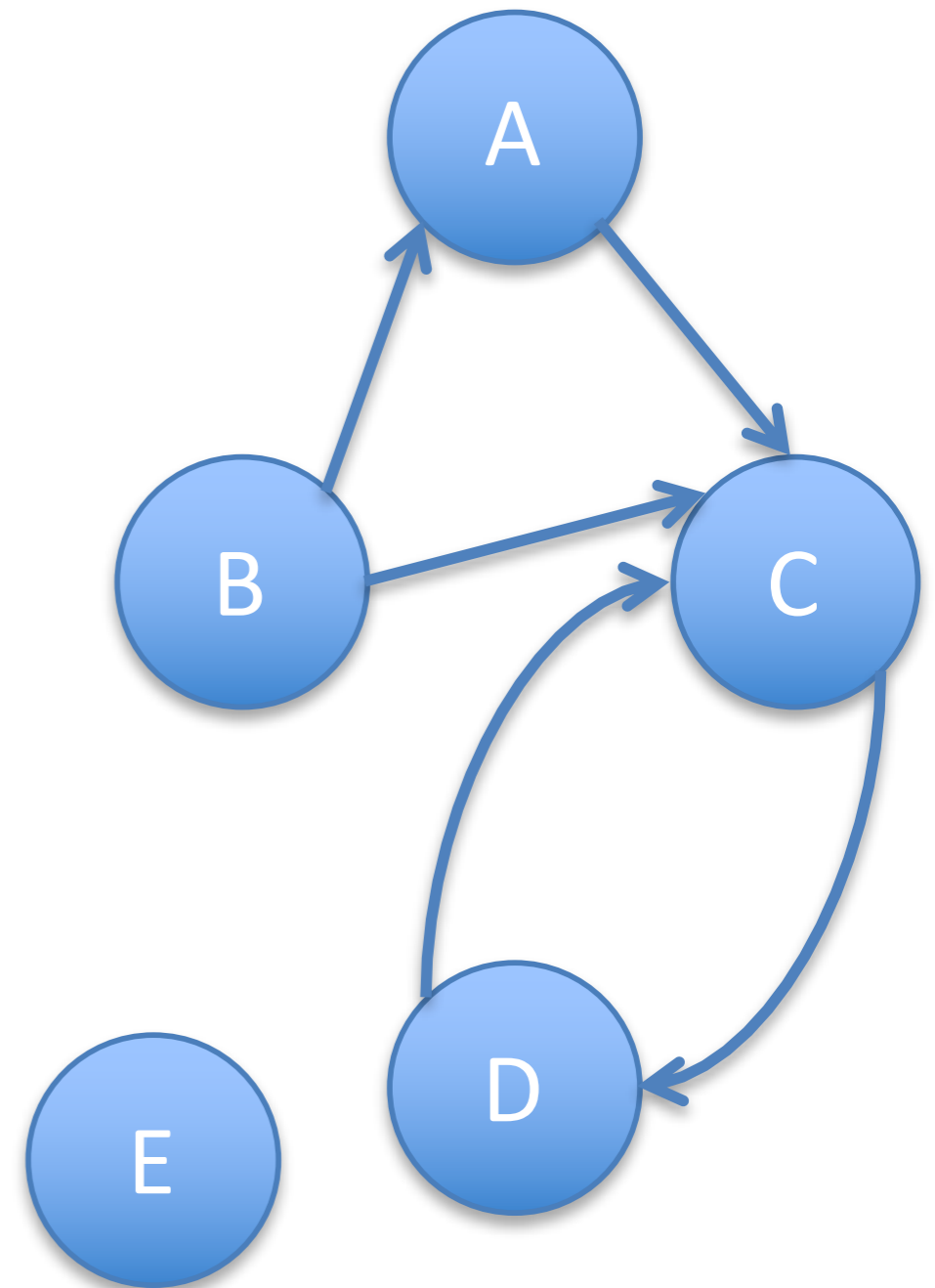
# An example directed graph

$$V = \{A, B, C, D, E\}$$

$$E = \{(A, C), (B, A), \\ (B, C), (C, D), \\ (D, C)\}$$

$$|V| = 5$$

$$|E| = 5$$





# Graphs, Formally

- An **undirected graph** is just like a digraph, but

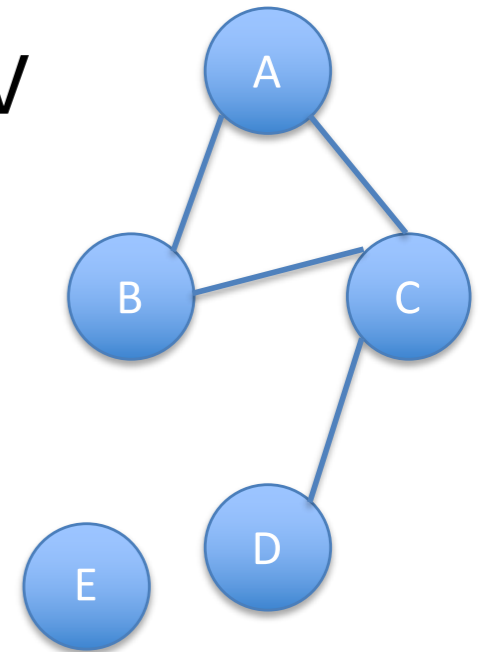
- $E$  is a set of **unordered** pairs  $(u, v)$  where  $u, v$  are in  $V$

$$V = \{A, B, C, D, E\}$$

$$E = \{\{A, C\}, \{B, A\}, \\ \{B, C\}, \{C, D\}\}$$

$$|V| = 5$$

$$|E| = 4$$



- An **undirected** graph can be converted to an equivalent **directed** graph:
  - Replace each undirected edge with two directed edges in opposite directions
- A **directed** graph can't always be converted to an **undirected** graph.

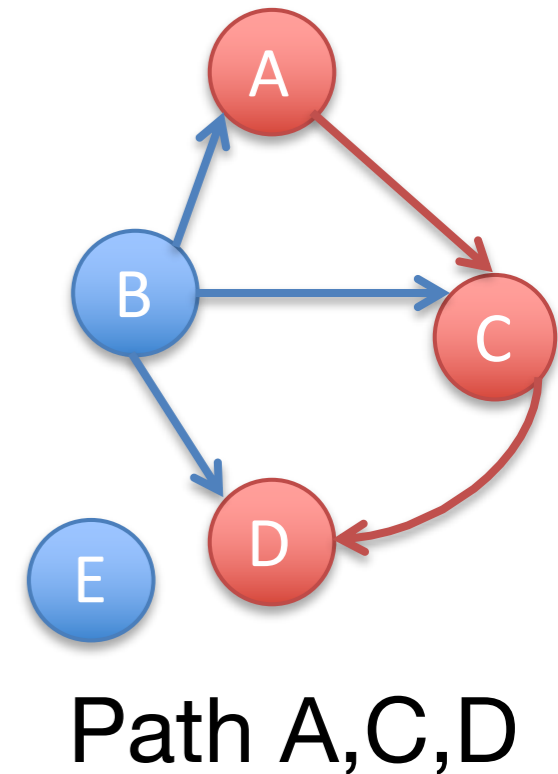
# Graph Terminology: Adjacency, Degree

- Two vertices are **adjacent** if they are connected by an edge
- Nodes  $u$  and  $v$  are called the **source** and **sink** of the **directed** edge  $(u, v)$
- Nodes  $u$  and  $v$  are **endpoints** of an edge  $(u, v)$  (directed or undirected)
- The **outdegree** of a vertex  $u$  in a **directed** graph is the number of edges for which  $u$  is the source
- The **indegree** of a vertex  $v$  in a **directed** graph is the number of edges for which  $v$  is the sink
- The **degree** of a vertex  $u$  in an **undirected** graph is the number of edges of which  $u$  is an endpoint



# Graph Terminology: Paths, Cycles

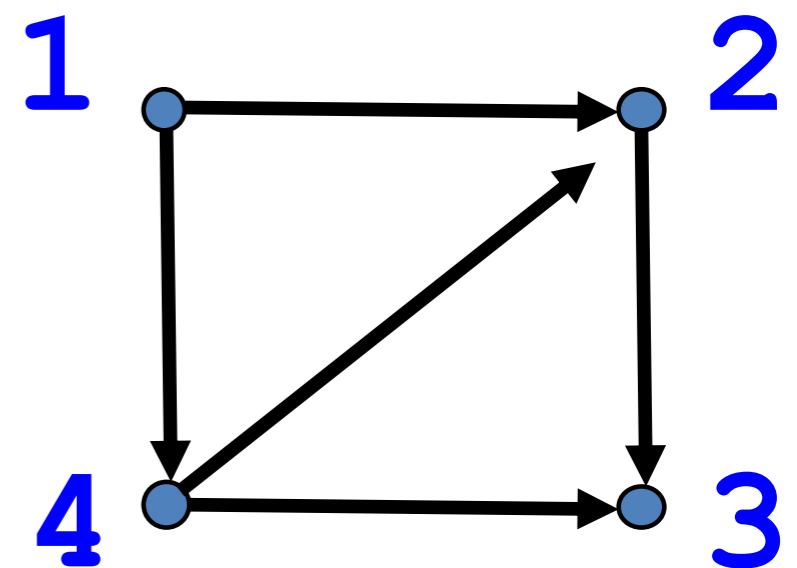
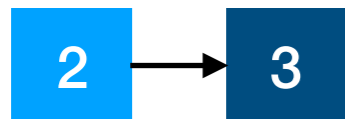
- A **path** is a sequence of vertices where each consecutive pair are adjacent.
- In a directed graph, paths must follow the direction of the edges (nodes must be ordered source then sink).
- A **cycle** is a path that ends where it started, e.g.:  $x, y, z, x$
- A graph is **acyclic** if it has no cycles.



# Representing Graphs: Adjacency Lists

```
public class GraphNode {  
    // fields storing information  
    // about this node  
  
    List<GraphNode> neighbors;  
}
```

Node: Neighbors:



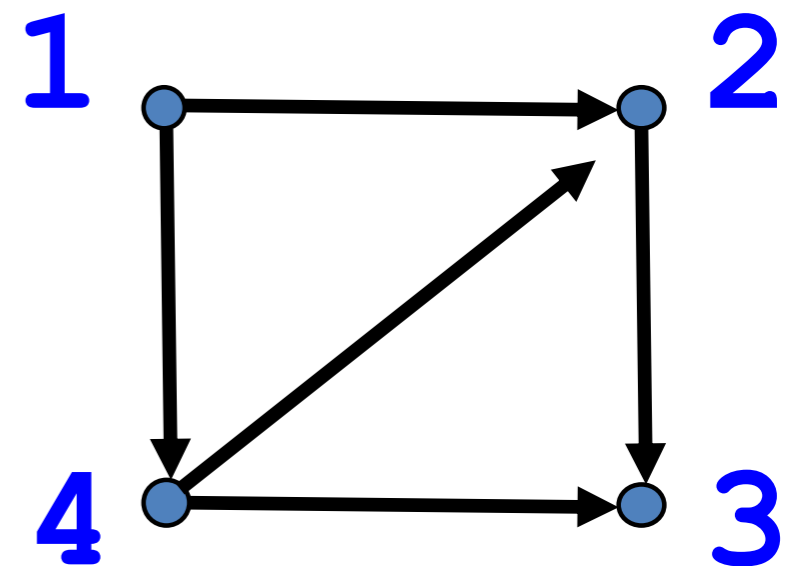
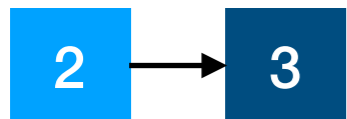


# Representing Graphs: Adjacency Matrix

```
public class Graph {  
    boolean[][] adjacent; // size n x n  
}
```

## Adjacency lists:

Node: Neighbors:

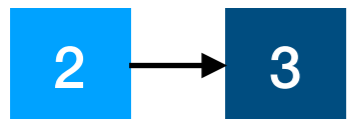


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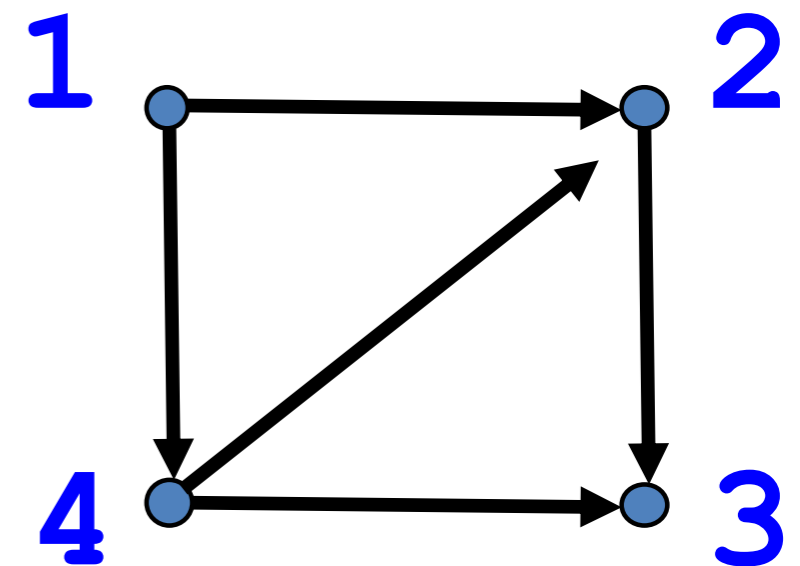
**Adjacency lists:**

Node: Neighbors:



**Adjacency Matrix:**

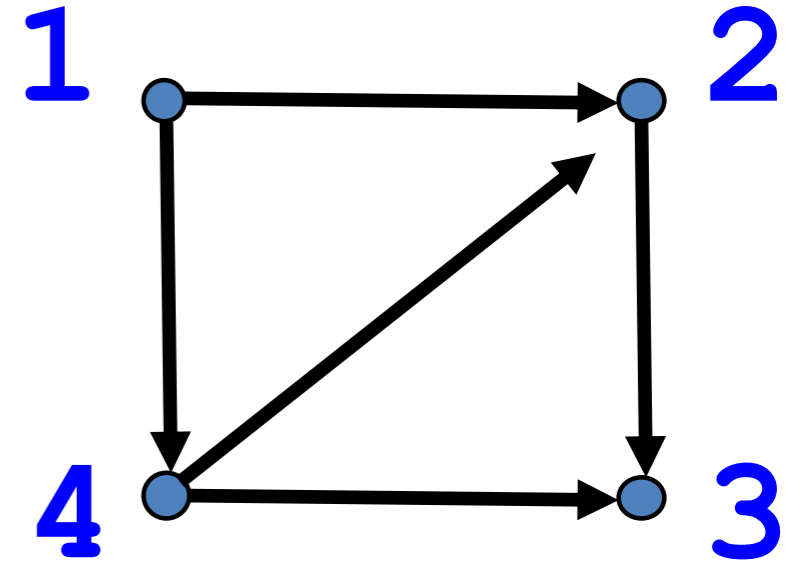
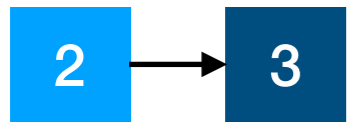
	1	2	3	4
1	0	1	0	1
2	0	0	1	0
3	0	0	0	0
4	0	1	1	0





# Adjacency lists:

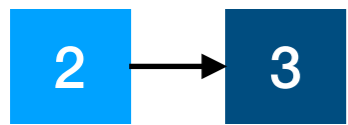
Node: Neighbors:



- Let  $n = |V|$  and  $m = |E|$ ; let  $d(u) = \text{degree of } u$
- ABCD: How much space does it take to store  $G$  as an adjacency list vs. adjacency matrix?
  - A. List:  $O(n^2+e)$ ; Matrix:  $O(n^2)$
  - B. List:  $O(n+e)$ ; Matrix:  $O(n + e)$
  - C. List:  $O(n^2)$ ; Matrix:  $O(n + e^2)$
  - D. List:  $O(n+e)$ ; Matrix:  $O(n^2)$

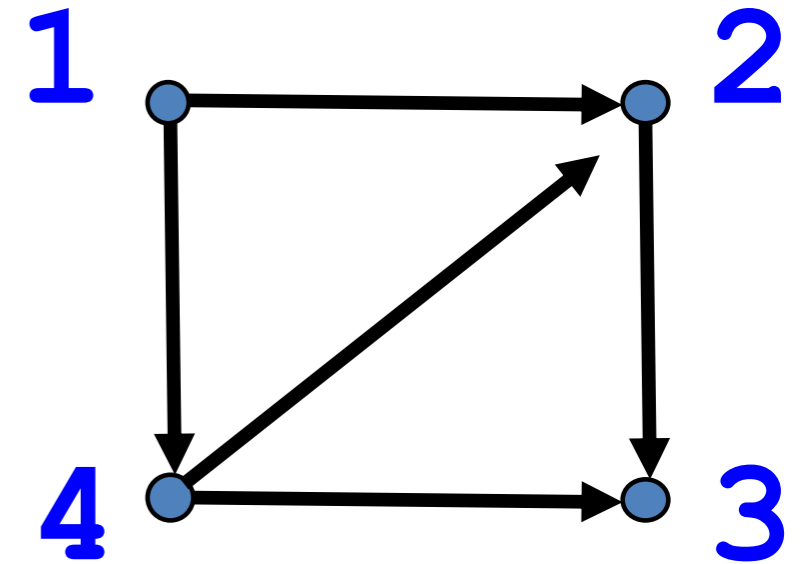
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## Adjacency Matrix:

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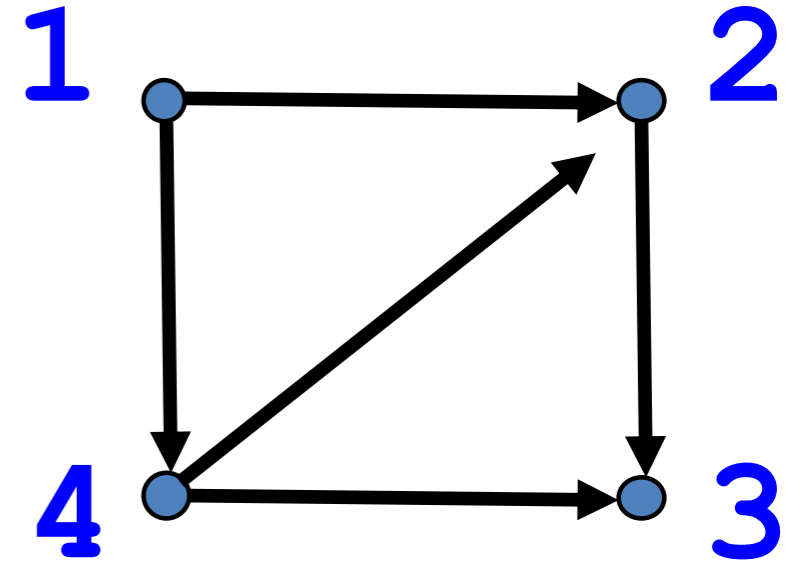
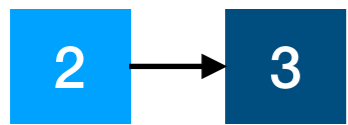


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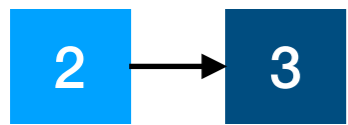
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- ABCD: What's the runtime of iterating over all edges?
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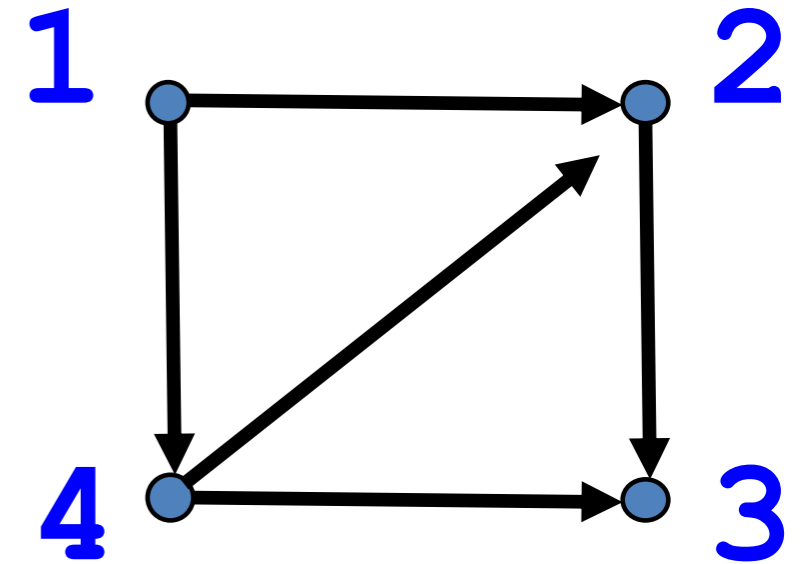
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## Adjacency Matrix:

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# Adjacency Matrix vs Adjacency List

- Reminder:  $n = |V|$  and  $m = |E|$ ; let  $d(u) = \text{degree}$  of  $u$
- Adjacency matrix:
  - Storage space:  $O(n^2)$
  - Iterate over edges:  $O(n^2)$  time
  - Check if there's an edge from  $u$  to  $v$ :  $O(1)$
  - Good for dense graphs
    - e.g., if  $n^2$  is close to  $n^2$ , you need  $n^2$  storage anyway.



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# Adjacency Matrix vs Adjacency List

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- Storage space:  $O(n + e)$

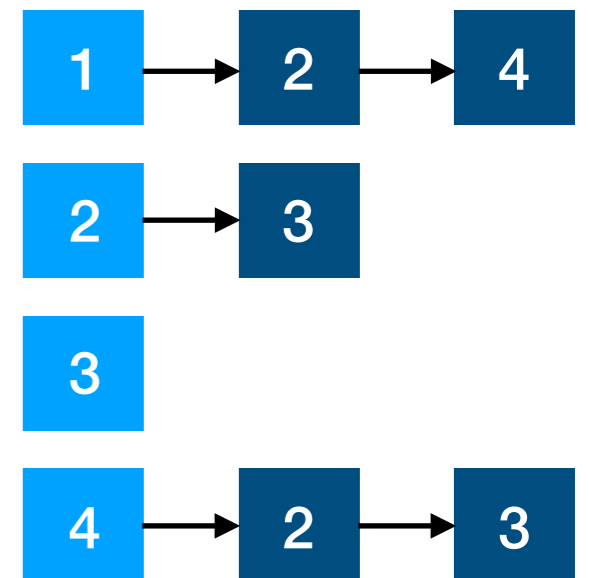
- Iterate over edges:  $O(n + e)$  time

- Check if there's an edge from  $u$  to  $v$ :  $O(d(u))$

- Good for more sparse graphs:

- e.g., if  $|E|$  is close to  $n$ ,  $n + e \approx 2n$ , which is  $O(n)$

Node: Neighbors:



# Graph Algorithms

You can take entire graduate-level courses on graph algorithms. In this class:

- Search/traversal: search for a particular node or traverse all nodes (Lab 9)
  - Breadth-first
  - Depth-first
- Shortest Paths (A4)
- Spanning trees



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