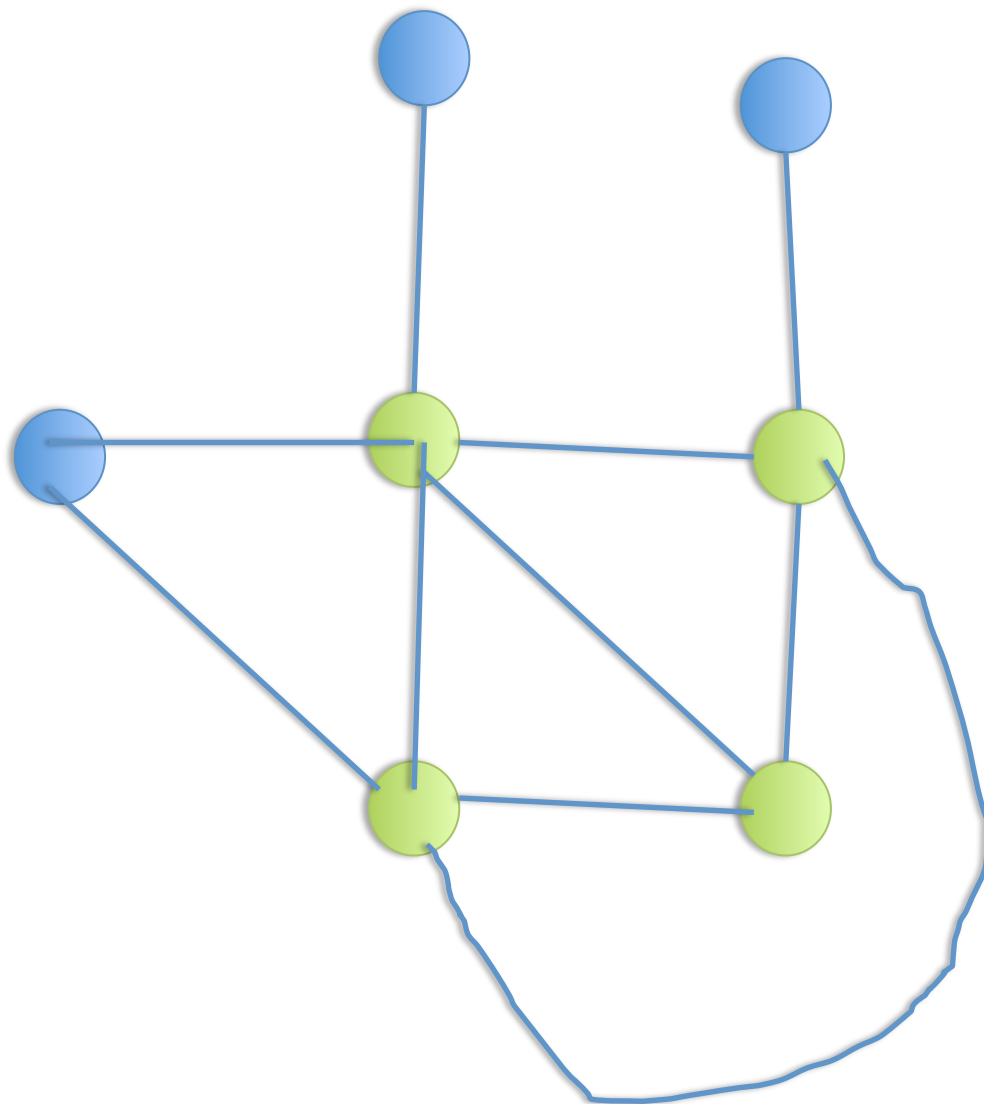
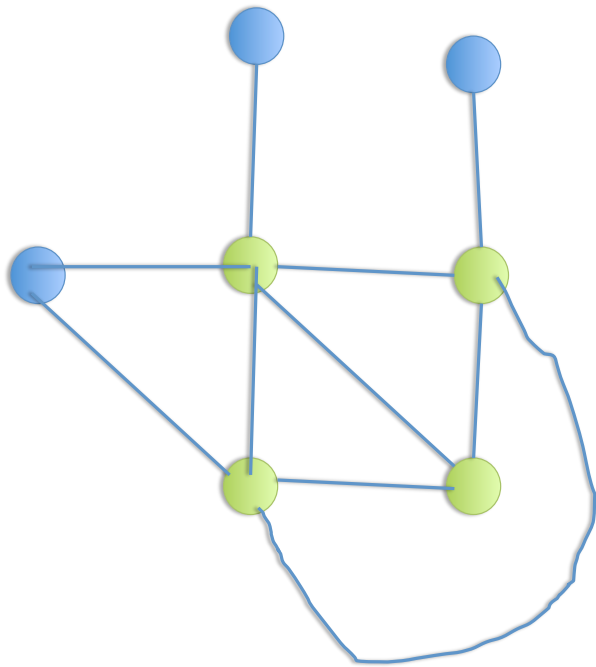


# Graphs

- Graph  $G = (V, E)$  has vertices (nodes)  $V$  and edges (arcs)  $E$ .
- Graph can be **directed** or **undirected**
- Graph can represent any situation with objects and pairwise relationships.



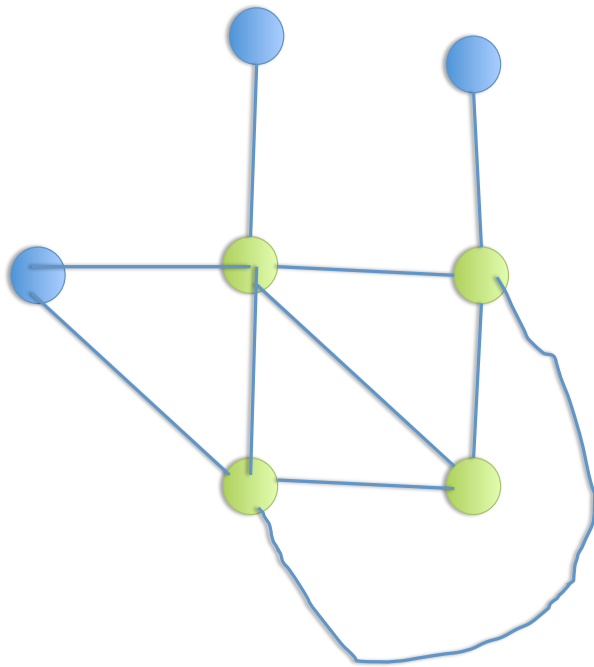
# Representations



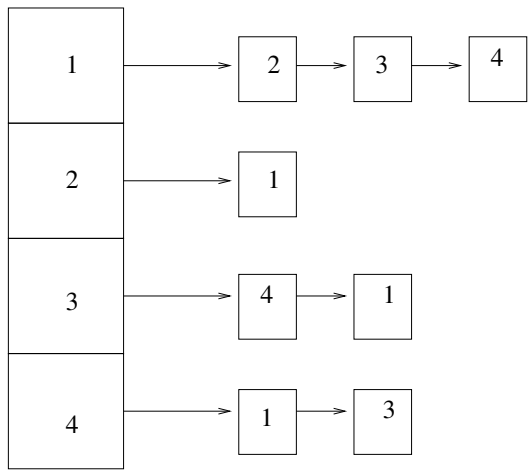
# Adjacency Matrix

|   | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| 1 | 0 | 1 | 1 | 1 |
| 2 | 1 | 0 | 0 | 0 |
| 3 | 1 | 0 | 0 | 1 |
| 4 | 1 | 0 | 1 | 0 |

# Representations



Adjacency List



# Comparison

|        | Space    | Query Time         | All neighbors time |
|--------|----------|--------------------|--------------------|
| Matrix | $O(V^2)$ | $O(1)$             | $O(V)$             |
| List   | $O(E)$   | $O(\text{degree})$ | $O(\text{degree})$ |

- For a simple graph (no double edges)  $E \leq V^2 = O(V^2)$
- For a connected graph  $E \geq V - 1$
- For a tree  $E = V - 1$

# Breadth First Search

- Discover vertices in order of distance from the source.
- Works for undirected and directed graphs. Example is for undirected graphs.

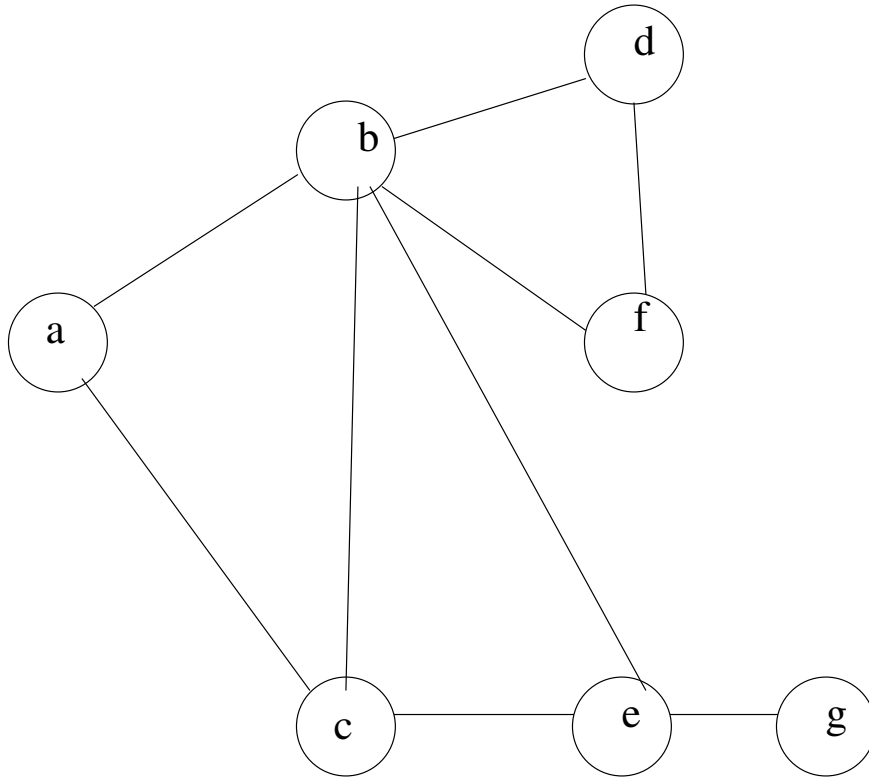


# Breadth First Search

*BFS*( $G, s$ )

```
1  for each vertex  $u \in V[G] - \{s\}$ 
2      do  $color[u] \leftarrow \text{WHITE}$ 
3       $d[u] \leftarrow \infty$ 
4       $\pi[u] \leftarrow \text{NIL}$ 
5   $color[s] \leftarrow \text{GRAY}$ 
6   $d[s] \leftarrow 0$ 
7   $\pi[s] \leftarrow \text{NIL}$ 
8   $Q \leftarrow \emptyset$ 
9  ENQUEUE( $Q, s$ )
10 while  $Q \neq \emptyset$ 
11     do  $u \leftarrow \text{DEQUEUE}(Q)$ 
12     for each  $v \in Adj[u]$ 
13         do if  $color[v] = \text{WHITE}$ 
14             then  $color[v] \leftarrow \text{GRAY}$ 
15                  $d[v] \leftarrow d[u] + 1$ 
16                  $\pi[v] \leftarrow u$ 
17                 ENQUEUE( $Q, v$ )
18      $color[u] \leftarrow \text{BLACK}$ 
```

# Example



## Running Time:

- 1 for each  $u \in V$
- 2     do for each  $v \in \text{Adj}(v)$
- 3     do Something  $O(1)$  time

Each edge and vertex is processed once:

$$O(E + V) = O(E)$$



# Depth First Search

- More interesting than BFS
- Works for directed and undirected graphs. Example is for directed graphs.
- Time stamp nodes with discovery and finishing times.
- Lifetime: white,  $d(v)$ , grey,  $f(v)$ , black

## Code

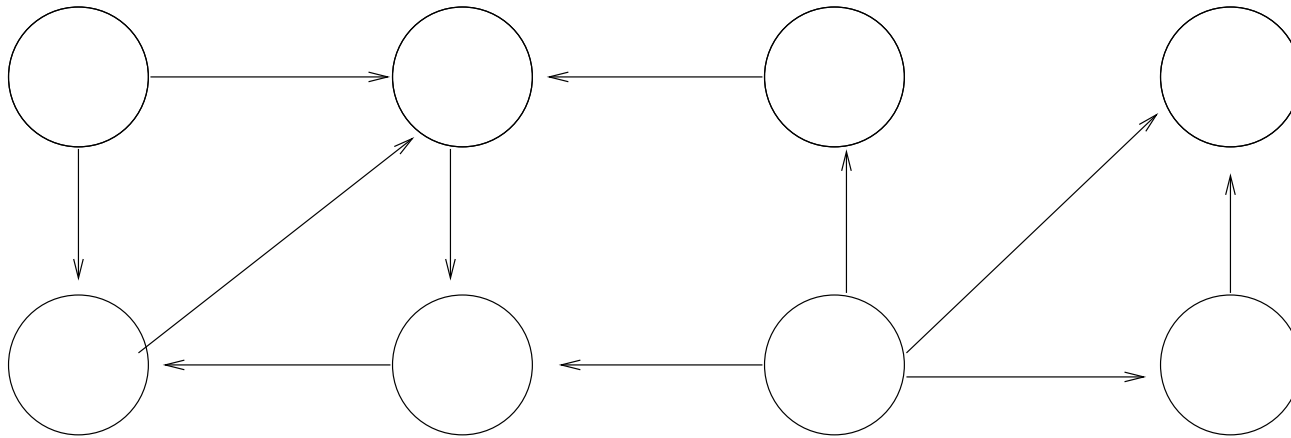
*DFS*(*G*)

```
1  for each vertex  $u \in V[G]$ 
2      do  $color[u] \leftarrow \text{WHITE}$ 
3      do  $\pi[u] \leftarrow \text{NIL}$ 
4   $time \leftarrow 0$ 
5  for each vertex  $u \in V[G]$ 
6      do if  $color[u] = \text{WHITE}$ 
7          then  $\text{DFS-VISIT}(u)$ 
```

**DFS-Visit**(*u*)

```
1   $color[u] \leftarrow \text{GRAY}$            ▷ White vertex  $u$  has just been discovered.
2   $time \leftarrow time + 1$ 
3   $d[u] \leftarrow time$ 
4  for each  $v \in Adj[u]$                  ▷ Explore edge  $(u, v)$ .
5      do if  $color[v] = \text{WHITE}$ 
6          then  $\pi[v] \leftarrow u$ 
7               $\text{DFS-VISIT}(v)$ 
8   $color[u] \leftarrow \text{BLACK}$          ▷ Blacken  $u$ ; it is finished.
9   $f[u] \leftarrow time \leftarrow time + 1$ 
```

# Example



# Labeled

$d(v)/f(v)$

