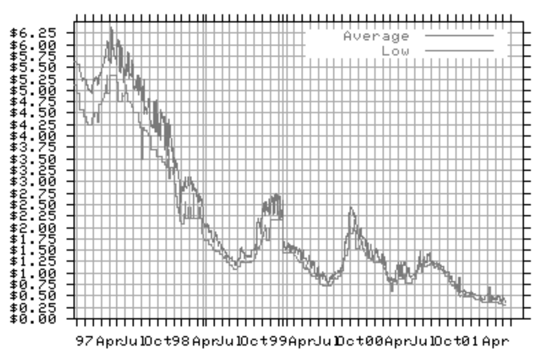
Lecture 22: Let's Get Graphic – Graph Algorithms

- <u>Today's Agenda:</u>
  - What is a graph?
  - Some graphs that you already know
  - Definitions and Properties
  - Implementing Graphs
  - Topological Sort

- Covered in Chapter 9 of the textbook

What are graphs? (Take 1)

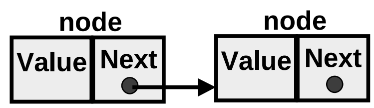
- Yes, this is a graph….

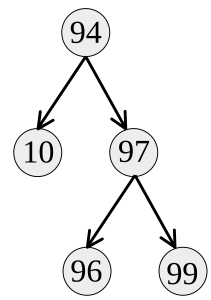


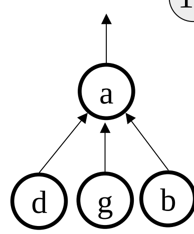
- But we are interested in a different kind of "graph"

Motivation for Graphs

- Consider the data structures we have looked at so far…
- Linked list: nodes with 1 incoming edge + 1 outgoing edge
- Binary trees/heaps: nodes with 1 incoming edge + 2 outgoing edges
- Binomial trees/B-trees: nodes with 1 incoming edge + multiple outgoing edges
- Up-trees: nodes with multiple incoming edges + 1 outgoing edge



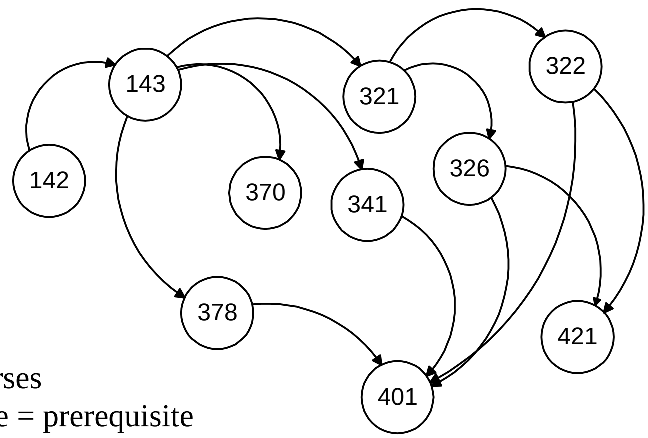




Motivation for Graphs

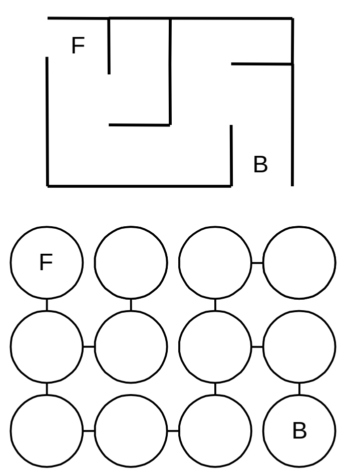
- What is common among these data structures?
- How can you generalize them?
- Consider data structures for representing the following problems…

Course Prerequisites for CSE at UW



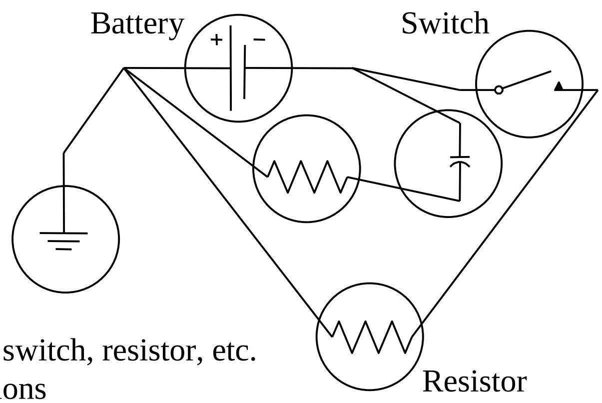
Nodes = courses
Directed edge = prerequisite

Representing the Floor Plan of a House



Nodes = rooms
Edge = door or passage

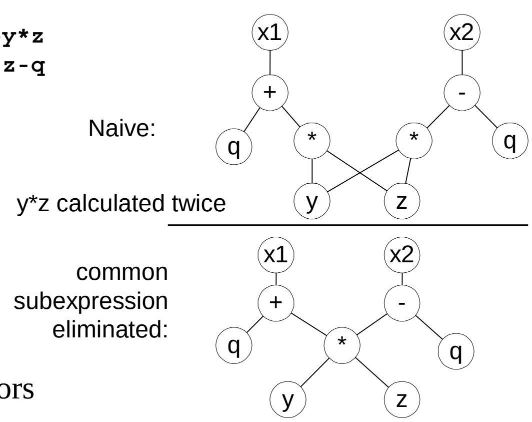
Representing Electrical Circuits



Nodes = battery, switch, resistor, etc.
Edges = connections

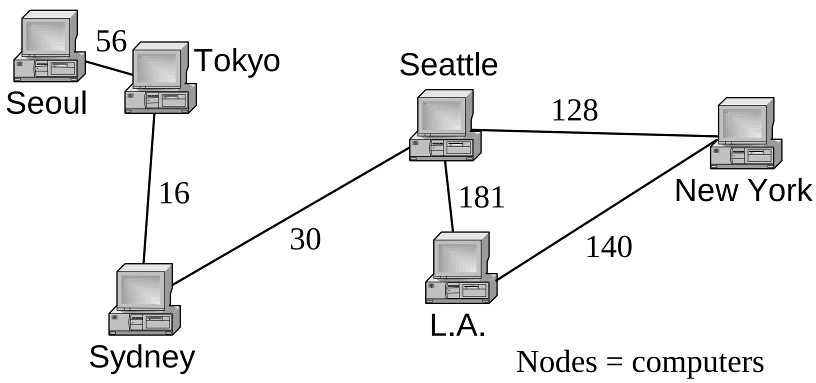
Representing Expressions in Compilers

x1=q+y*z
x2=y*z-q



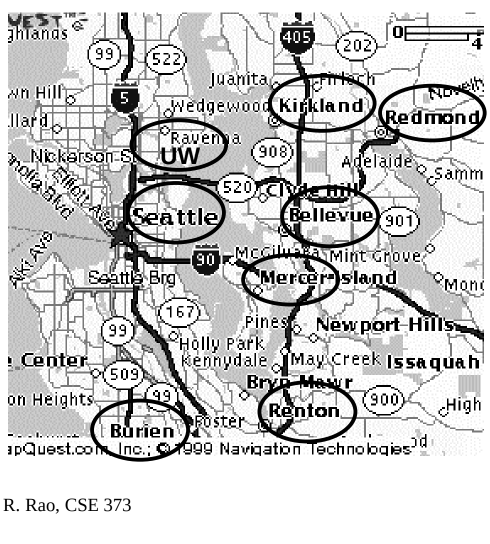
Nodes = symbols/operators
Edges = relationships

Information Transmission in a Computer Network



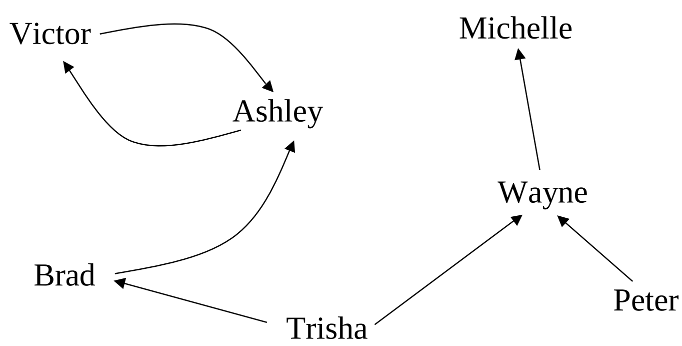
Nodes = computers
Edges = transmission rates

Traffic Flow on Highways

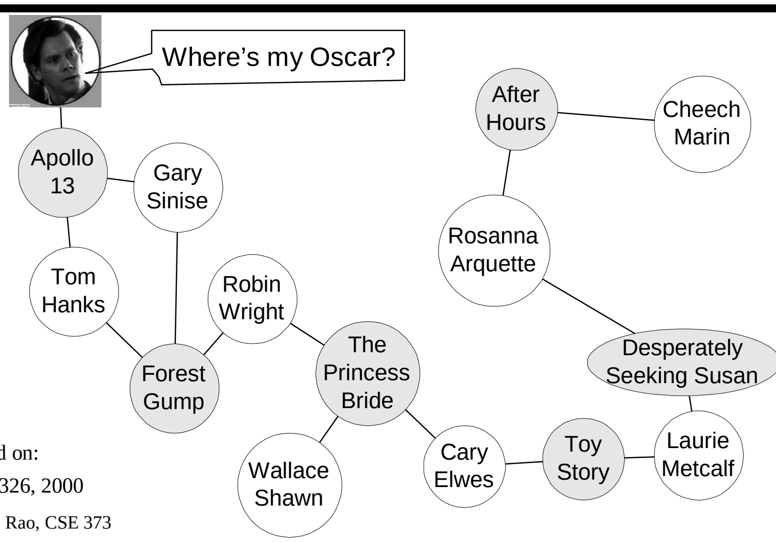


Nodes = cities
Edges = # vehicles on connecting highway

Soap Opera Relationships

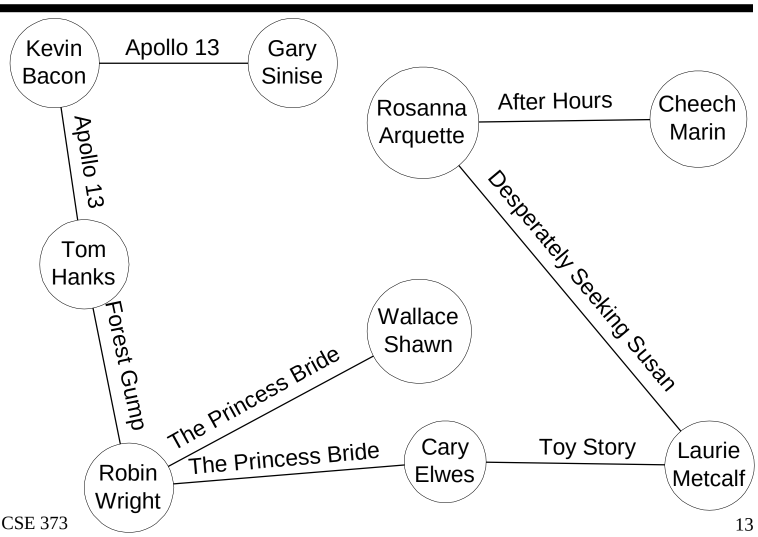


Six Degrees of Separation from Kevin Bacon



Based on:
CSE 326, 2000

Six Degrees of Separation from Kevin Bacon



Graphs: Definition

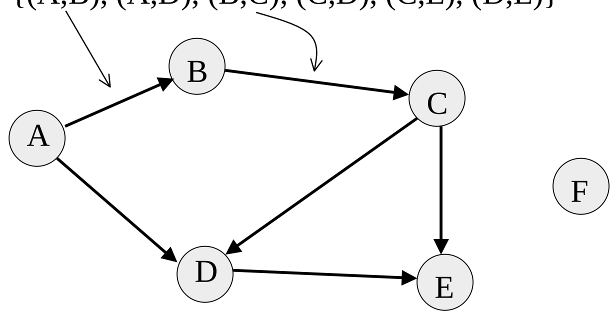
- A graph is simply a collection of nodes plus edges
  - Linked lists, trees, and heaps are all special cases of graphs
- The nodes are known as vertices (node = "vertex")
- Formal Definition: A graph G is a pair (V, E) where
  - V is a set of vertices or nodes
  - E is a set of edges that connect vertices

Graph Example

- Here is a graph $G = (V, E)$
  - Each <u>edge</u> is a pair (v_1, v_2), where v_1, v_2 are vertices in V

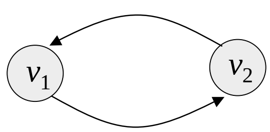
V = {A, B, C, D, E, F}

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

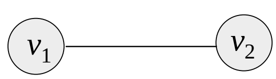


Directed versus Undirected Graphs

- If the order of edge pairs (v_1, v_2) matters, the graph is directed (also called a digraph): $(v_1, v_2) \neq (v_2, v_1)$



- If the order of edge pairs (v_1, v_2) does not matter, the graph is called an undirected graph: in this case, $(v_1, v_2) = (v_2, v_1)$



Graph Representations

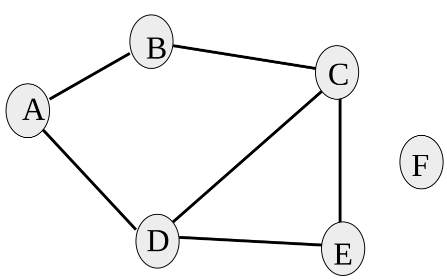
- Space and time are measured in terms of:
  - Number of vertices = $|V|$ and
  - Number of edges = $|E|$
- There are two ways of representing graphs:
  - The *adjacency matrix* representation
  - The *adjacency list* representation

Graph Representation: Adjacency Matrix

The *adjacency matrix* representation:

Space = ?

$$M(v, w) = \begin{cases} 1 & \text{if } (v, w) \text{ is in E} \\ 0 & \text{otherwise} \end{cases}$$

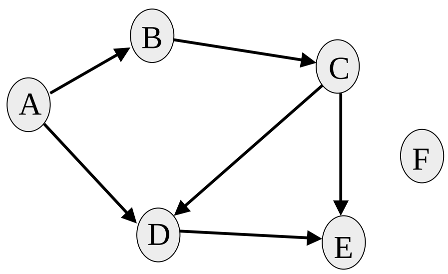


	A	B	C	D	E	F
A	0	1	0	1	0	0
B	1	0	1	0	0	0
C	0	1	0	1	1	0
D	1	0	1	0	1	0
E	0	0	1	1	0	0
F	0	0	0	0	0	0

Adjacency Matrix for a Digraph

$$M(v, w) = \begin{cases} 1 & \text{if } (v, w) \text{ is in E} \\ 0 & \text{otherwise} \end{cases}$$

Space = $|V|^2$



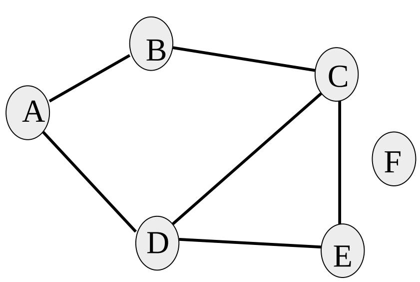
	A	B	C	D	E	F
A	0	1	0	1	0	0
B	0	0	1	0	0	0
C	0	0	0	1	1	0
D	0	0	0	0	1	0
E	0	0	0	0	0	0
F	0	0	0	0	0	0

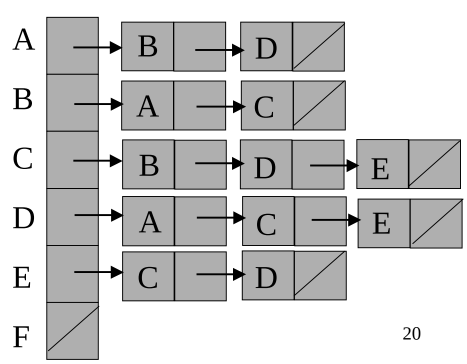
Graph Representation: Adjacency List

The *adjacency list* representation: For each *v* in *V*,

L(*v*) = list of *w* such that (*v*, *w*) is in *E*

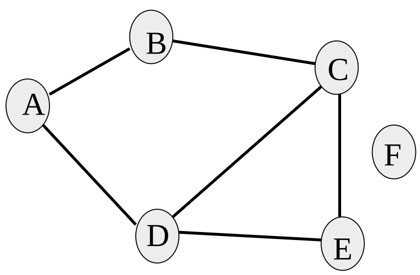
Space = ?

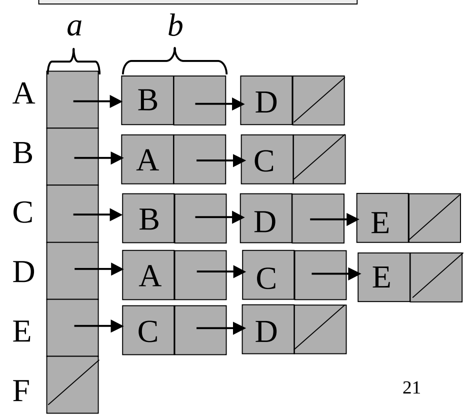




Graph Representation: Adjacency List

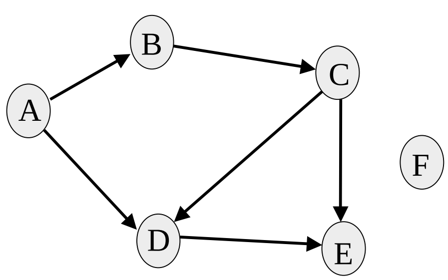
Space = $a\,|V| + 2\,b\,|E|$



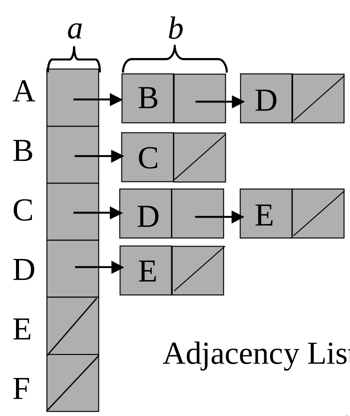


Adjacency List for a Digraph

Space = ?

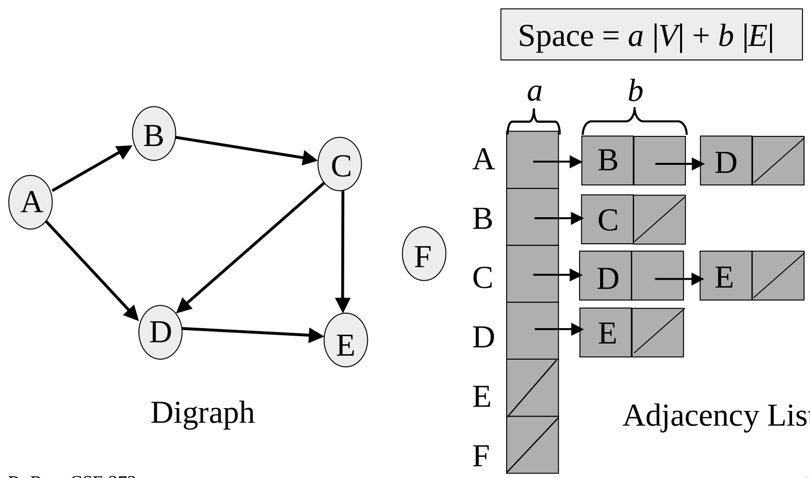


Digraph



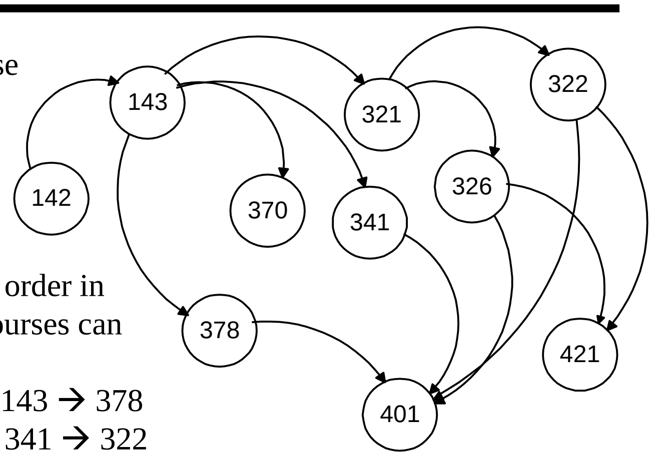
Adjacency List

Adjacency List for a Digraph



Graph Algorithm #1: Topological Sort

Graph of course prerequisites

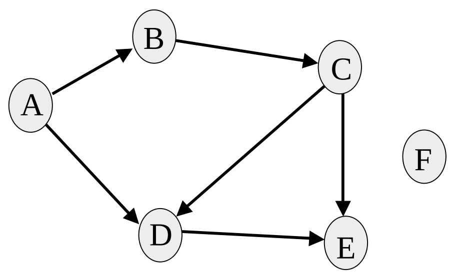


Problem: Find an order in which all these courses can be taken.
Example: 142 → 143 → 378 → 370 → 321 → 341 → 322 → 326 → 421 → 401

To take a course, all its prerequisites must be taken first

Topological Sort

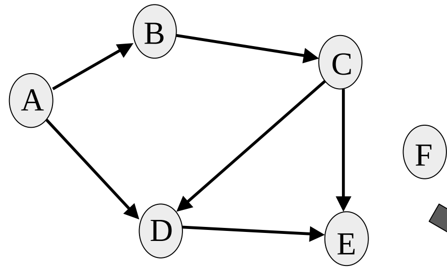
Topological sorting problem: given digraph $G = (V, E)$,
find a linear ordering of its vertices such that:
<u>for any edge (v, w) in E, v precedes w in the ordering</u>



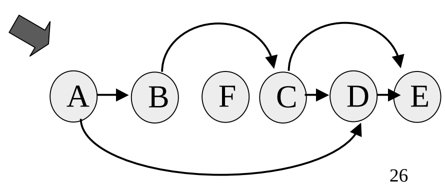
On-board example:
Topo-Sort this digraph

Topological Sort

Topological sorting problem: given digraph $G = (V, E)$,
find a linear ordering of its vertices such that:
for any edge (v, w) in E, v precedes w in the ordering



Any linear ordering in which all the arrows go to the right is a valid solution



Topological Sort

Topological sorting problem: given digraph $G = (V, E)$, find a linear ordering of its vertices such that:
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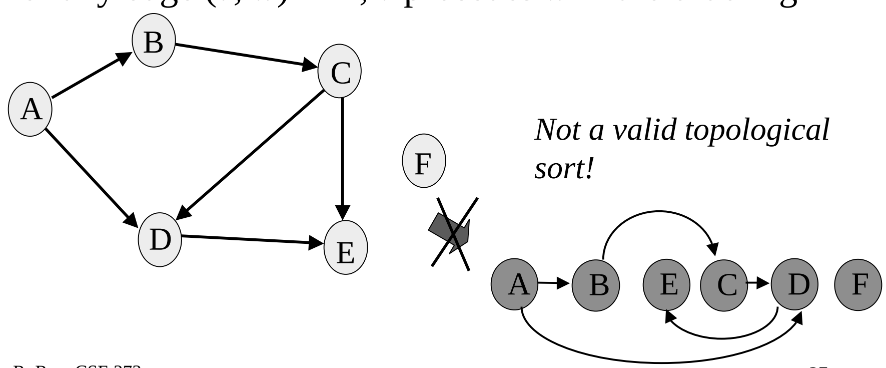
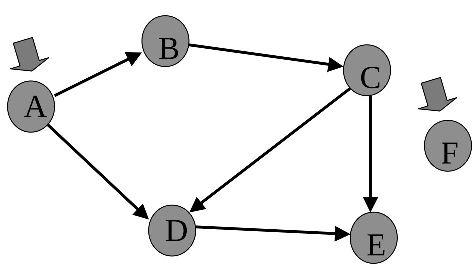


Topological Sort Algorithm #1

<u>Step 1</u>: Identify vertices that have no incoming edges

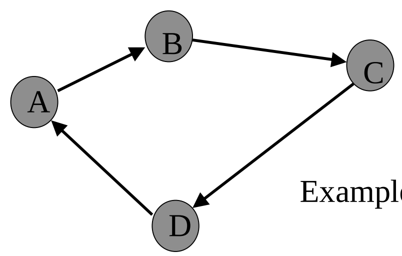
- The “in-degree” of these vertices is zero



Topological Sort Algorithm #1

Step 1: Identify vertices that have no incoming edges

- If *no such vertices*, graph has cycle(s) (cyclic graph)
- Topological sort not possible – Halt.

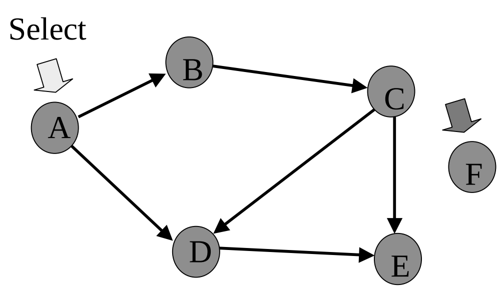


Example of a cyclic graph

Topological Sort Algorithm #1

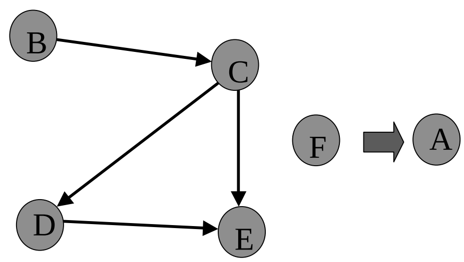
Step 1: Identify vertices that have no incoming edges

- Select one such vertex



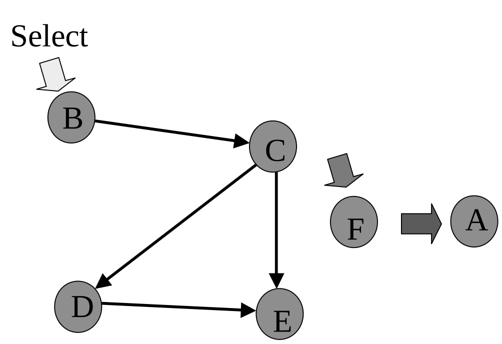
Topological Sort Algorithm #1

Step 2: Delete this vertex of in-degree 0 and all its outgoing edges from the graph. Place it in the output.



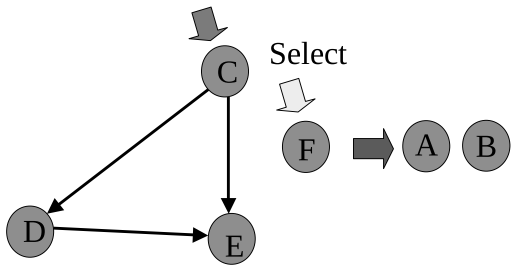
Topological Sort Algorithm #1

Repeat Step 1 and Step 2 until graph is empty



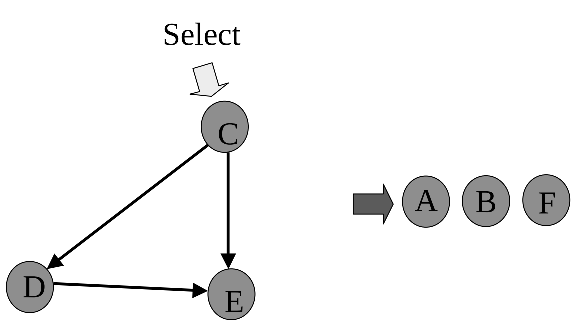
Topological Sort Algorithm #1

Repeat Step 1 and Step 2 until graph is empty



Topological Sort Algorithm #1

Repeat Step 1 and Step 2 until graph is empty



Topological Sort Algorithm #1

Repeat Step 1 and Step 2 until graph is empty

Final Result:

Topological Sort Algorithm #1: Analysis

For input graph G = (V,E), Run Time = ?

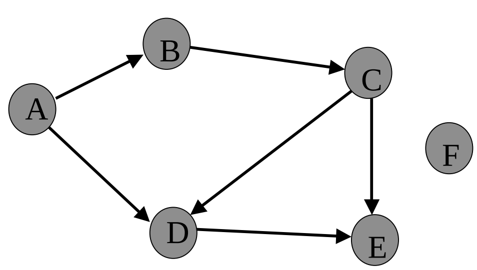
Break down into total time to:

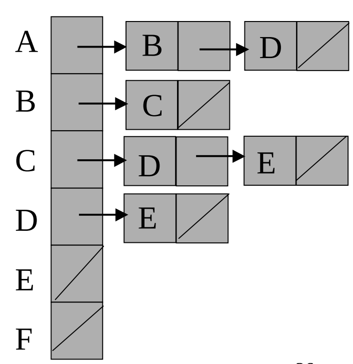
→ Find a vertex with in-degree 0

→ Remove its edges

→ Place vertex in output

Assume adjacency list representation



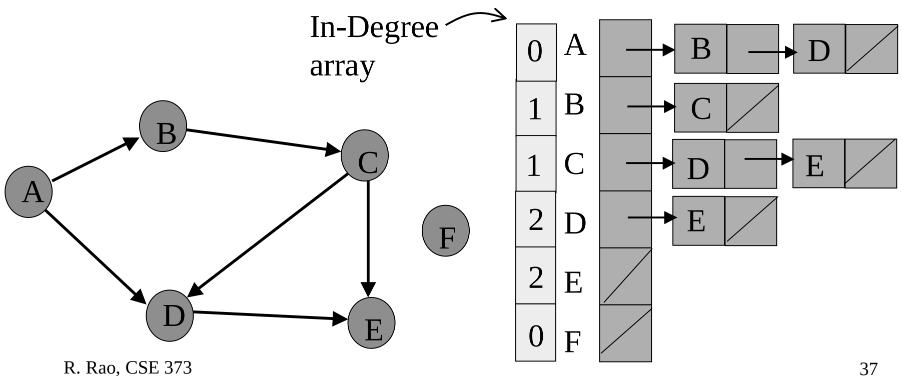


Topological Sort Algorithm #1: Analysis

<u>Calculate and store In-Degree of all vertices in an array</u>

→ Find vertex with in-degree 0: Search this array

→ Remove its edges: Update this array



Topological Sort Algorithm #1: Analysis

For input graph G = (V,E), Run Time = ?

Break down into total time to:

→ Find vertices with in-degree 0: $|V|$ vertices, each takes O($|V|$) to search In-Degree array = O($|V|^2$)

→ Remove edges: $|E|$ edges

→ Place vertices in output: $|V|$ vertices

Total time = **O($|V|^2$ + $|E|$)**

<u>Can we do better than quadratic time?</u>

Can you think of a faster way to find vertices with in-degree 0?

Next Class: Faster Topological Sort and

Finding shortest ways to get to your classrooms

To Do:

Read and enjoy chapter 9

Have a great weekend!