

## Lecture05

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# Graph Theory

## CSE 417 Algorithms

Richard Anderson

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Lecture 5

# Announcements

- HW 1 Due tonight on Gradescope, turn in open until Sunday, 11:59 pm
- HW 2 Available
- No class on Monday, January 16

# Worst Case Runtime Function

- Problem  $P$ : Given instance  $I$  compute a solution  $S$
- $A$  is an algorithm to solve  $P$
- $T(I)$  is the number of steps executed by  $A$  on instance  $I$
- $T(n)$  is the maximum of  $T(I)$  for all instances of size  $n$

# Ignore constant factors

- Constant factors are arbitrary
  - Depend on the implementation
  - Depend on the details of the model
- Determining the constant factors is tedious and provides little insight
- Express run time as  $T(n) = O(f(n))$

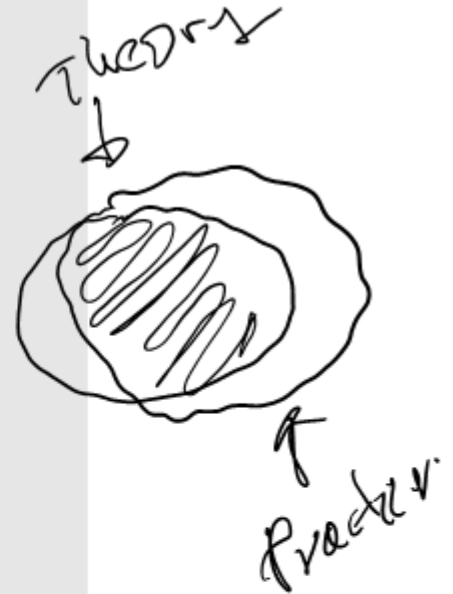
# Formalizing growth rates

- **$T(n)$  is  $O(f(n))$**                      **$[T : \mathbb{Z}^+ \rightarrow \mathbb{R}^+]$** 
  - If  $n$  is sufficiently large,  $T(n)$  is bounded by a constant multiple of  $f(n)$
  - Exist  $c, n_0$ , such that for  $n > n_0$ ,  $T(n) < c f(n)$
- **$T(n)$  is  $\Omega(f(n))$** 
  - $T(n)$  is at least a constant multiple of  $f(n)$
  - There exists an  $n_0$ , and  $\varepsilon > 0$  such that  $T(n) > \varepsilon f(n)$  for all  $n > n_0$
- **$T(n)$  is  $\Theta(f(n))$  if  $T(n)$  is  $O(f(n))$  and  $T(n)$  is  $\Omega(f(n))$**

# Efficient Algorithms

 $O(n^4)$ 

- Polynomial Time (P): Class of all problems that can be solved with algorithms that have polynomial runtime functions
- Polynomial Time has been a very successful tool for theoretical computer science
- Problems in Polynomial Time often have practical solutions



$|V| = n$

$|E| = m$

# Graph Theory



- $G = (V, E)$ 
  - V - vertices
  - E - edges
- Undirected graphs
  - Edges sets of two vertices  $\{u, v\}$
- Directed graphs
  - Edges ordered pairs  $(u, v)$
- Many other flavors
  - Edge / vertices weights
  - Parallel edges
  - Self loops

$\{ \{A, B\}, \{B, C\} \}$

$\{ (A, B), (B, A), (C, B) \}$



*Multi-graph.*



# Examples

Face Book Graph =  $(V, E)$   
Profiles

FB Friend





# Currency Conversion Graph

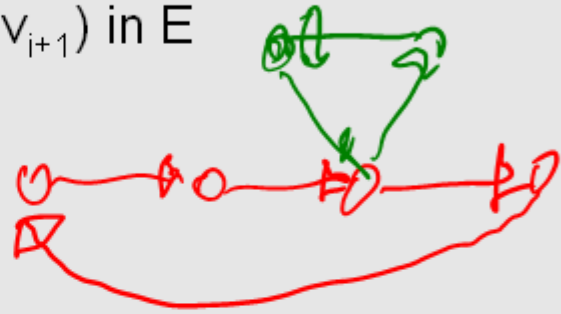


# Definitions



- Path:  $v_1, v_2, \dots, v_k$ , with  $(v_i, v_{i+1})$  in  $E$ 
  - Simple Path
  - Cycle
  - Simple Cycle
- Neighborhood
  - $N(v)$
- Distance
- Connectivity
  - Undirected
  - Directed (strong connectivity)
- Trees
  - Rooted
  - Unrooted

$N^+(v)$   
 $N^-(v)$



# Graph Representation

$|V| = n$   $|E| = m$

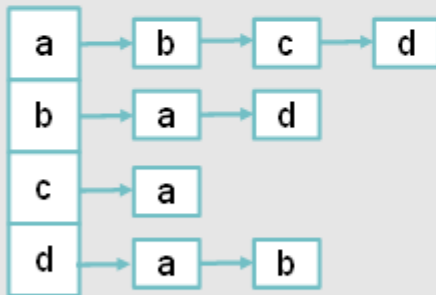


$$V = \{ a, b, c, d \}$$

$$E = \{ \{a, b\}, \{a, c\}, \{a, d\}, \{b, d\} \}$$

$O(n+m)$

$n^2$  space



Adjacency List

	1	1	1
1		0	1
1	0		0
1	1	0	

Incidence Matrix

# Implementation Issues

- Graph with  $n$  vertices,  $m$  edges
- Operations
  - Lookup edge
  - Add edge
  - Enumeration edges
  - Initialize graph
- Space requirements