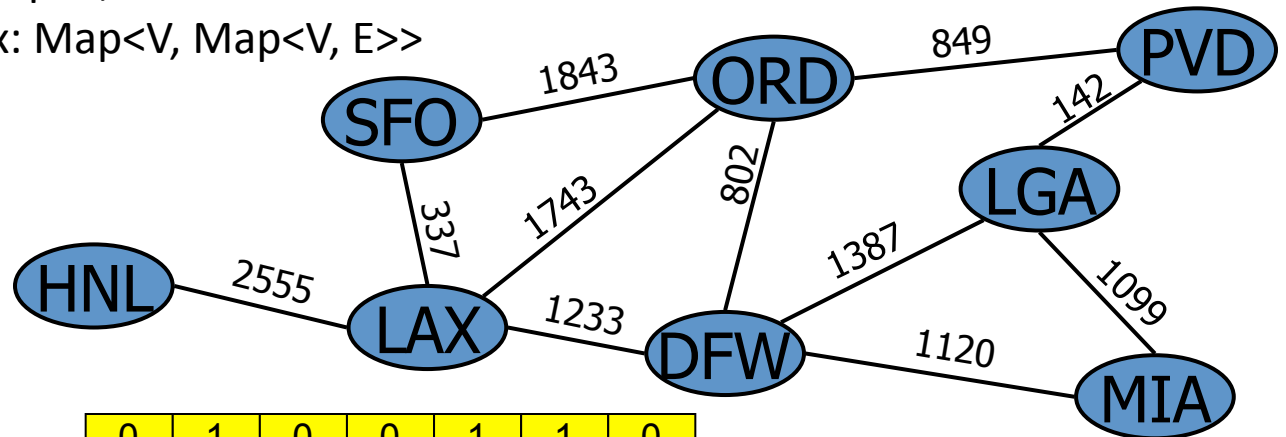
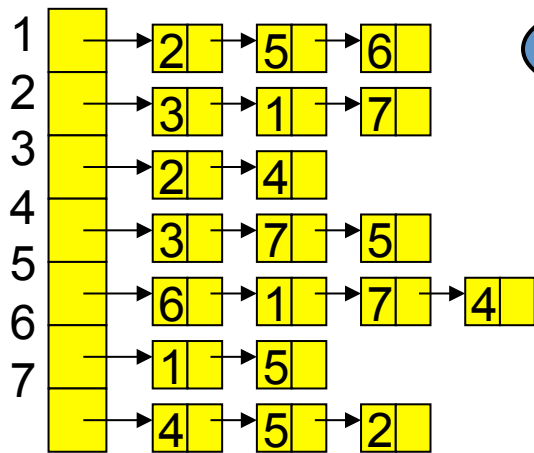


CSE 373: Data Structures and Algorithms

Lecture 20: Graphs IV

Practical implementation

- Not all graphs have vertices/edges that are easily "numbered"
 - how do we actually represent 'lists' or 'matrices' of vertex/edge relationships?
How do we quickly look up the edges and/or vertices adjacent to a given vertex?
 - Adjacency list: $\text{Map}\langle V, \text{List}\langle V \rangle \rangle$
 - Adjacency matrix: $\text{Map}\langle V, \text{Map}\langle V, E \rangle \rangle$



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

Maps and sets within graphs

since not all vertices can be numbered, we can use:

1. adjacency list

- each Vertex maps to a List of edges or adjacent Vertices
- Vertex --> List of Edges
- to get all edges adjacent to V_1 , look up
List<Edge> neighbors = map.get(V_1)

2. adjacency adjacency matrix map

- each Vertex maps to a Hash of adjacent
- Vertex --> (Vertex --> Edge)
- to find out whether there's an edge from $V1$ to $V2$, call *map.get($V1$).containsKey($V2$)*
- to get the edge from $V1$ to $V2$, call *map.get($V1$).get($V2$)*

Implementing Graph with Adjacency List

```
public interface Graph<V> {  
    public void addVertex(V v);  
  
    public void addEdge(V v1, V v2, int weight);  
  
    public boolean hasEdge(V v1, V v2);  
  
    public Edge<V> getEdge(V v1, V v2);  
  
    public boolean hasPath(V v1, V v2);  
  
    public List<V> getDFSPath(V v1, V v2);  
  
    public String toString();  
}
```

Edge class

```
public class Edge<V> {
    public V from, to;
    public int weight;

    public Edge(V from, V to, int weight) {
        if (from == null || to == null) {
            throw new IllegalArgumentException("null");
        }
        this.from = from;
        this.to = to;
        this.weight = weight;
    }

    public String toString() {
        return "<" + from + ", " + to + ", " + weight + ">";
    }
}
```

VertexInfo class

```
public class VertexInfo<V> {  
    public V v;  
    public boolean visited;  
  
    public VertexInfo(V v) {  
        this.v = v;  
        this.clear();  
    }  
  
    public void clear() {  
        this.visited = false;  
    }  
}
```