CSE 332: Data Abstractions

Lecture 14: Introduction to Graphs

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Winter 2013

Announcements

- **Midterm – Monday Feb 11th during lecture,** info about midterm has been posted
  - Review session Sat noon, EEB 037
  - Ruth has extra office hours Mon Feb 11th, 12:30pm-2pm
- **Homework 4** – due Friday Feb 15th at the BEGINNING of lecture
- **Project 2** – Phase B due Tues Feb 19th at 11pm

Today

- Sorting
  - Beyond comparison sorting
- Graphs
  - Intro & Definitions

Where We Are

We have learned about the essential ADTs and data structures:

- Regular and Circular Arrays (dynamic sizing)
- Linked Lists
- Stacks, Queues
- Priority Queues, Heaps
- Unbalanced and Balanced Search Trees, B-Trees
- Hash Tables

We have also learned important algorithms

- Tree traversals
- Floyd's buildheap Method
- Sorting algorithms

Where We Are Going

More on algorithms and related problems that require constructing data structures to make the solutions efficient

Topics will include:

- Graphs
- Parallelism
- Concurrency

Graphs

- A graph is a formalism for representing relationships among items
  - Very general definition because very general concept

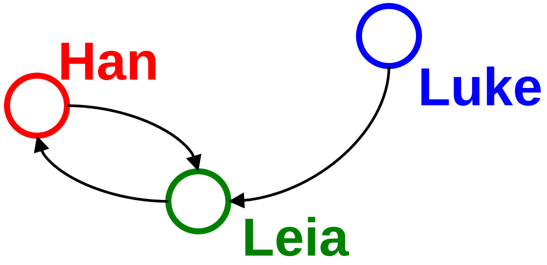
- A graph is a pair

  $G = (V,E)$
  - A set of vertices, also known as nodes

    $V = \{v_1, v_2, \ldots, v_n\}$
  - A set of edges

    $E = \{e_1, e_2, \ldots, e_m\}$
    - Each edge e_i is a pair of vertices (v_j, v_k)
    - An edge “connects” the vertices

- Graphs can be directed or undirected



$V = \{Han, Leia, Luke\}$

$E = \{(Luke, Leia),$
$(Han, Leia),$
$(Leia, Han)\}$

An ADT?

- Can think of graphs as an ADT with operations like **`isEdge((`v_j`,`v_k`))`**
- But it is unclear what the “standard operations” are
- Instead we tend to develop algorithms over graphs and then use data structures that are efficient for those algorithms
- Many important problems can be solved by:
  1. Formulating them in terms of graphs
  2. Applying a standard graph algorithm
- To make the formulation easy and standard, we have a lot of *standard terminology* about graphs

Some graphs

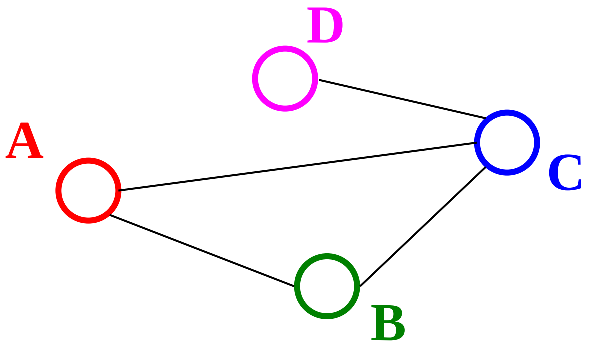
For each, what are the vertices and what are the edges?

- Web pages with links
- Facebook friends
- “Input data” for the Kevin Bacon game
- Methods in a program that call each other
- Road maps (e.g., Google maps)
- Airline routes
- Family trees
- Course pre-requisites
- …

Wow: Using the same algorithms for problems across so many domains sounds like “core computer science and engineering”

Undirected Graphs

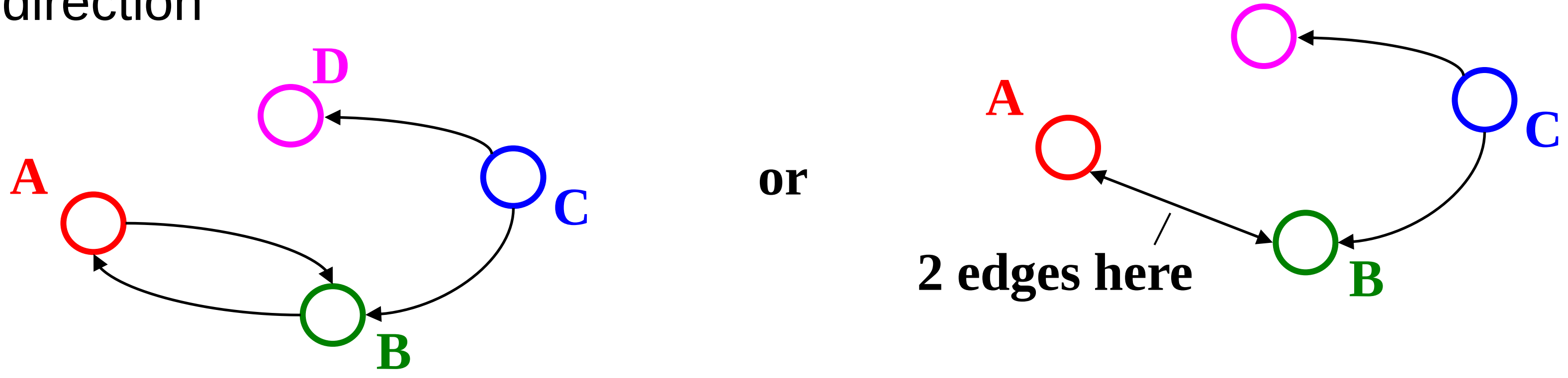
- In undirected graphs, edges have no specific direction
  - Edges are always “two-way”



- Thus, **`(u,v)`** $\in$ **`E`** implies **`(v,u)`** $\in$ **`E`**.
  - Only one of these edges needs to be in the set; the other is implicit
- Degree of a vertex: number of edges containing that vertex
  - Put another way: the number of adjacent vertices

Directed Graphs

- In directed graphs (sometimes called digraphs), edges have a direction

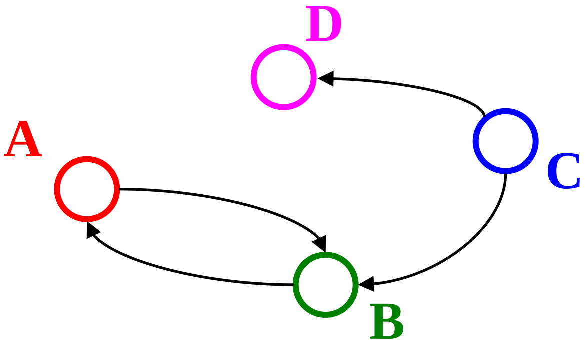


- Thus, **`(u,v)`** ∈ **`E`** does *not* imply **`(v,u)`** ∈ **`E`**.
  - Let **`(u,v)`** ∈ **`E`** mean u → v
  - Call **`u`** the source and **`v`** the destination
- In-Degree of a vertex: number of in-bound edges, i.e., edges where the vertex is the destination
- Out-Degree of a vertex: number of out-bound edges i.e., edges where the vertex is the source

Self-edges, connectedness

- A self-edge a.k.a. a loop is an edge of the form **`(u,u)`**
  - Depending on the use/algorithm, a graph may have:
    - No self edges
    - Some self edges
    - All self edges (often therefore implicit, but we will be explicit)
- A node can have a degree / in-degree / out-degree of zero
- A graph does not have to be connected (In an undirected graph, this means we can follow edges from any node to every other node), even if every node has non-zero degree

More notation



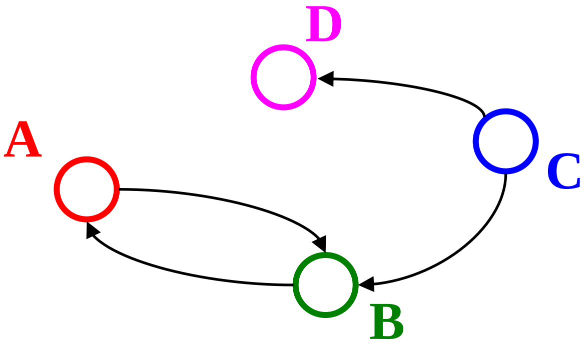
For a graph `G = (V,E)`:

- `|V|` is the number of vertices
- `|E|` is the number of edges
  - Minimum?
  - Maximum for undirected?
  - Maximum for directed?

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

- If `(u,v)` ∈ `E`
  - Then `v` is a neighbor of `u`, i.e., `v` is adjacent to `u`
  - Order matters for directed edges
    - `u` is not adjacent to `v` unless `(v,u)` ∈ `E`

More notation



For a graph `G = (V,E)`:

- `|V|` is the number of vertices
- `|E|` is the number of edges
  - Minimum? `0`
  - Maximum for undirected? $|V||V+1|/2 \in O(|V|^2)$
  - Maximum for directed? $|V|^2 \in O(|V|^2)$

    (assuming self-edges allowed, else subtract `|V|`)

- If $(u,v) \in E$
  - Then `v` is a neighbor of `u`, i.e., `v` is adjacent to `u`
  - Order matters for directed edges
    - `u` is not adjacent to `v` unless $(v,u) \in E$

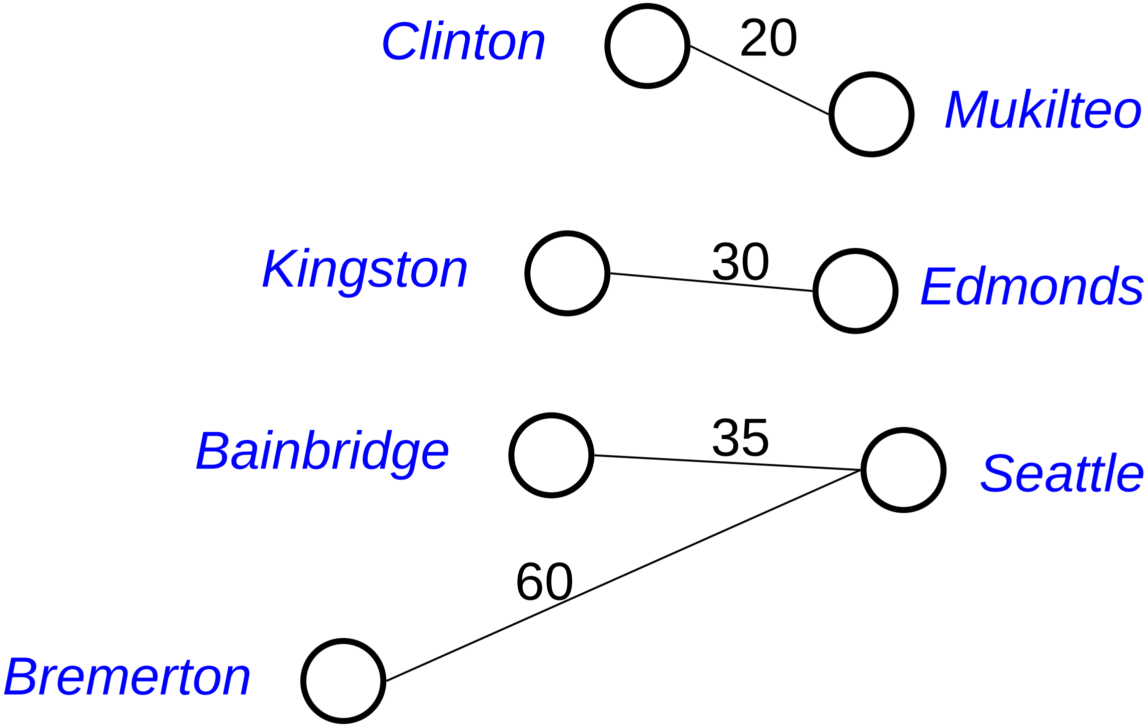
Examples again

Which would use directed edges? Which would have self-edges? Which could have 0-degree nodes?

- Web pages with links
- Facebook friends
- “Input data” for the Kevin Bacon game
- Methods in a program that call each other
- Road maps (e.g., Google maps)
- Airline routes
- Family trees
- Course pre-requisites
- …

Weighted graphs

- In a weighed graph, each edge has a weight a.k.a. cost
  - Typically numeric (most examples will use ints)
  - *Orthogonal* to whether graph is directed
  - Some graphs allow *negative weights*; many don't



Examples

What, if anything, might weights represent for each of these? Do negative weights make sense?

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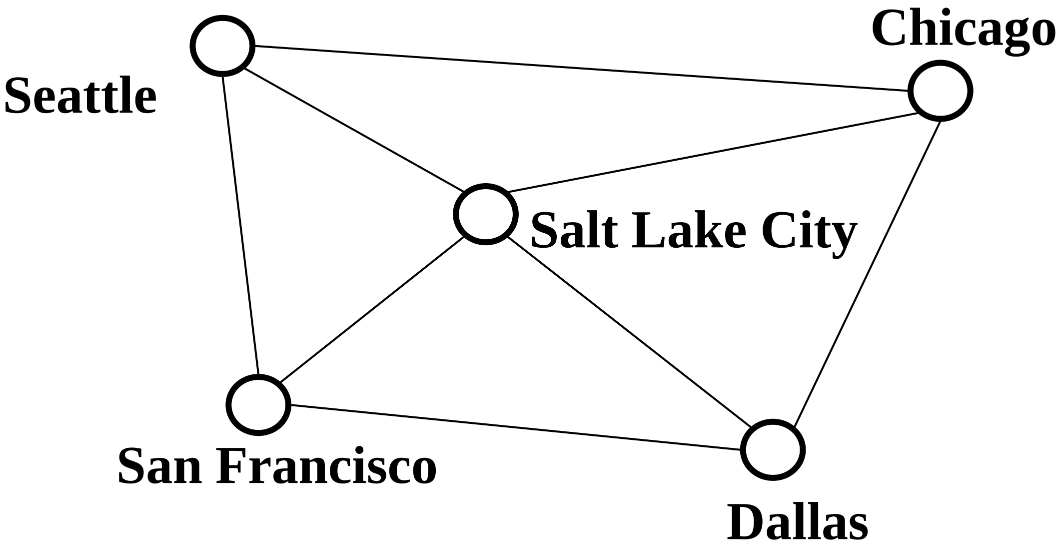
Paths and Cycles

- A path is a list of vertices $[v_0, v_1, \ldots, v_n]$ such that $(v_i, v_{i+1}) \in E$ for all $0 \le i < n$. Say *"a path from* v_0 *to* v_n*"*

- A cycle is a path that begins and ends at the same node ($v_0 == v_n$)



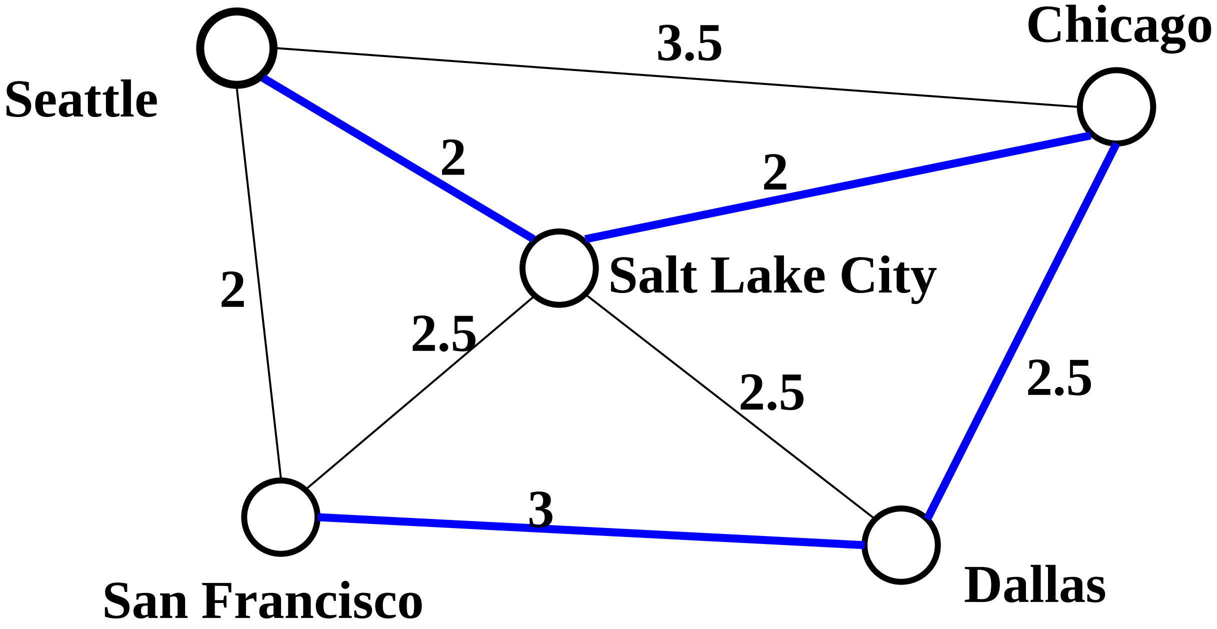
Example path (that also happens to be a cycle):
[Seattle, Salt Lake City, Chicago, Dallas, San Francisco, Seattle]

Path Length and Cost

- Path length: Number of *edges* in a path (also called “unweighted cost”)
- Path cost: Sum of the weights of each edge

Example where:

P= [Seattle, Salt Lake City, Chicago, Dallas, San Francisco]



length(P) = 4
cost(P) = 9.5

Simple paths and cycles

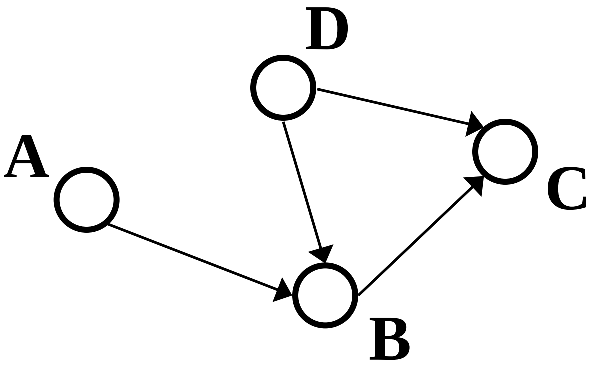
- A simple path repeats no vertices, (except the first might be the last):
  [Seattle, Salt Lake City, San Francisco, Dallas]
  [Seattle, Salt Lake City, San Francisco, Dallas, Seattle]

- Recall, a cycle is a path that ends where it begins:
  [Seattle, Salt Lake City, San Francisco, Dallas, Seattle]
  [Seattle, Salt Lake City, Seattle, Dallas, Seattle]

- A simple cycle is a cycle and a simple path:
  [Seattle, Salt Lake City, San Francisco, Dallas, Seattle]

Paths/cycles in directed graphs

Example:

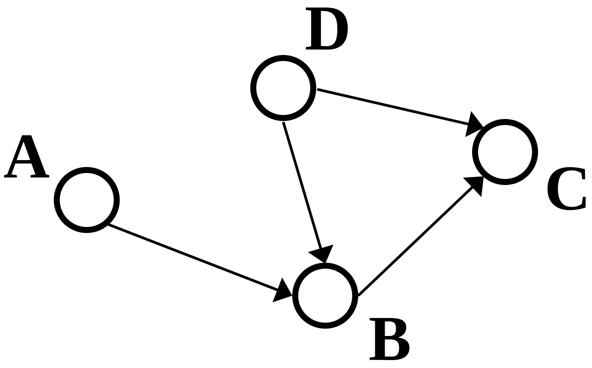


Is there a path from A to D?

Does the graph contain any cycles?

Paths/cycles in directed graphs

Example:

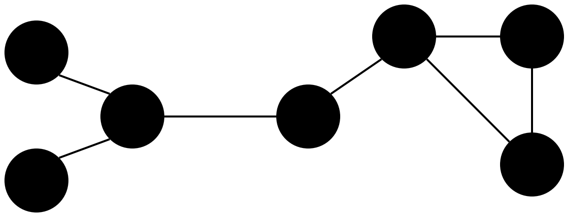


Is there a path from A to D? No

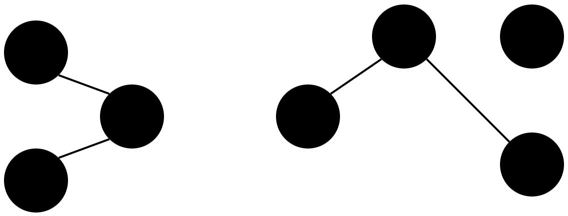
Does the graph contain any cycles? No

Undirected graph connectivity

- An undirected graph is connected if for all pairs of vertices `u,v`, there exists a *path* from `u` to `v`

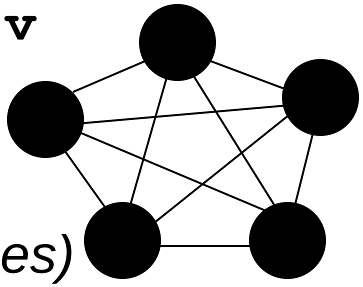


Connected graph



Disconnected graph

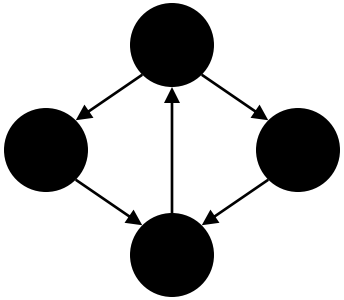
- An undirected graph is complete, a.k.a. fully connected if for all pairs of vertices `u,v`, there exists an *edge* from `u` to `v`



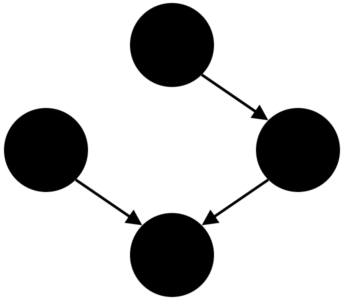
(plus self edges)

Directed graph connectivity

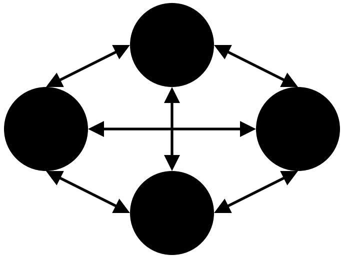
- A directed graph is strongly connected if there is a path from every vertex to every other vertex



- A directed graph is weakly connected if there is a path from every vertex to every other vertex *ignoring direction of edges*



- A complete a.k.a. fully connected directed graph has an edge from every vertex to every other vertex



(plus self edges)

Examples

For undirected graphs: connected?

For directed graphs: strongly connected? weakly connected?

- Web pages with links
- Facebook friends
- "Input data" for the Kevin Bacon game
- Methods in a program that call each other
- Road maps (e.g., Google maps)
- Airline routes
- Family trees
- Course pre-requisites
- …

Trees as graphs

When talking about graphs,

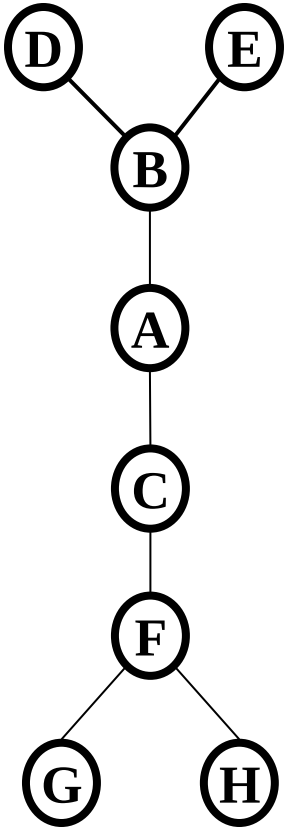
we say a tree is a graph that is:

- undirected
- acyclic
- connected

So all trees are graphs, but not all graphs are trees

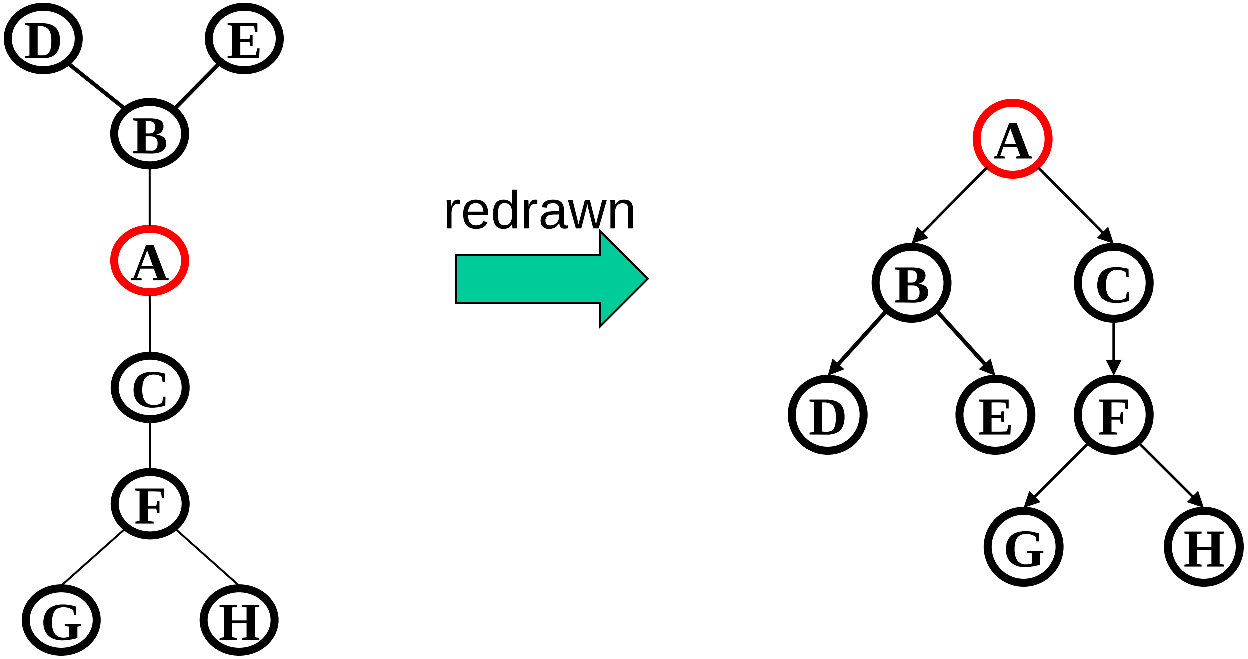
How does this relate to the trees we know and love?...

Example:



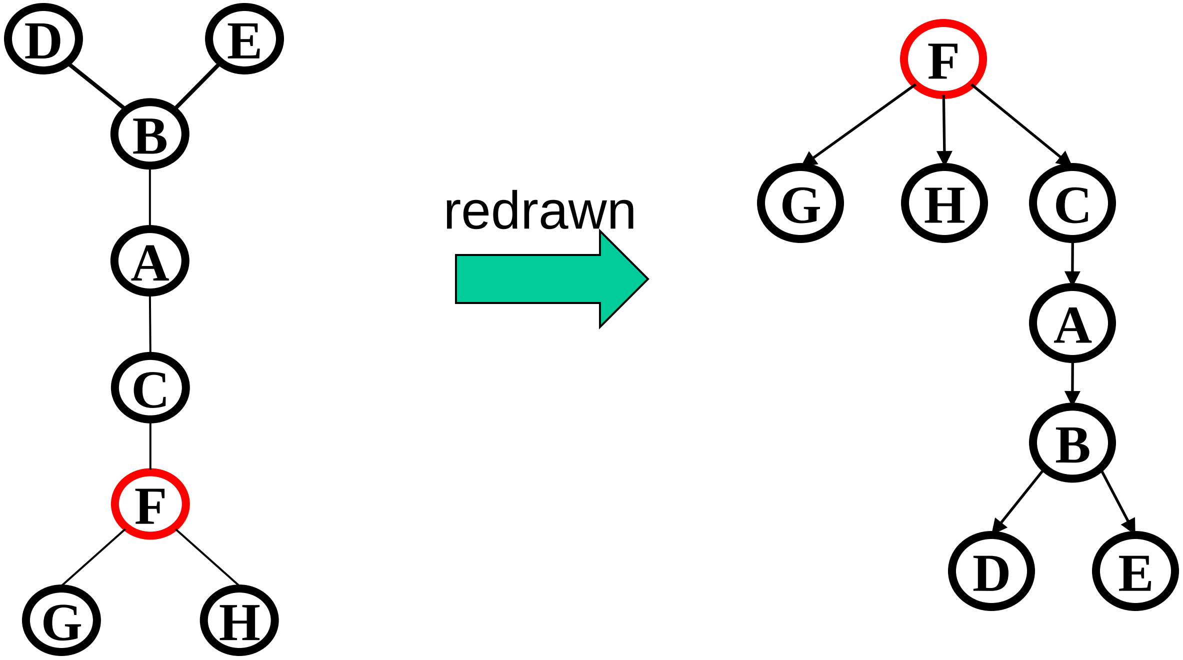
Rooted Trees

- We are more accustomed to rooted trees where:
  - We identify a unique (“special”) root
  - We think of edges as **directed**: parent to children
- Given a tree, once you pick a root, you have a unique rooted tree (just drawn differently and with undirected edges)



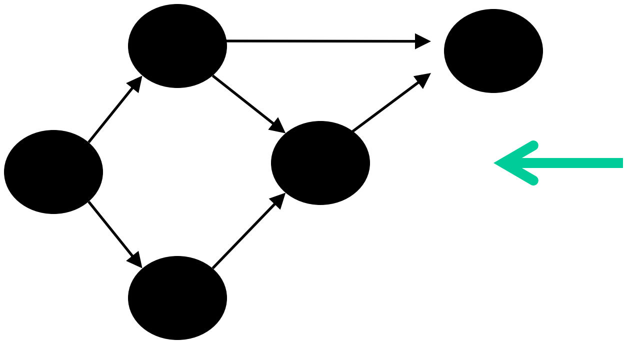
Rooted Trees (Another example)

- We are more accustomed to rooted trees where:
  - We identify a unique (“special”) root
  - We think of edges as **directed**: parent to children
- Given a tree, once you pick a root, you have a unique rooted tree (just drawn differently and with undirected edges)


redrawn

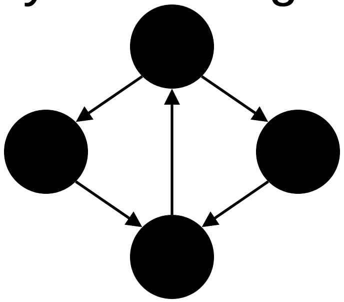
Directed acyclic graphs (DAGs)

- A DAG is a directed graph with no (directed) cycles
  - Every rooted directed tree is a DAG
    - But not every DAG is a rooted directed tree:



Not a rooted directed tree,
Has a cycle (in the
undirected sense)

  - Every DAG is a directed graph
    - But not every directed graph is a DAG:



Examples

Which of our directed-graph examples do you expect to be a DAG?

- Web pages with links
- “Input data” for the Kevin Bacon game
- Methods in a program that call each other
- Airline routes
- Family trees
- Course pre-requisites
- …

Density / sparsity

- Recall: In an undirected graph, $0 \leq |E| < |V|^2$
- Recall: In a directed graph: $0 \leq |E| \leq |V|^2$
- So for any graph, $|E|$ is $O(|V|^2)$

- One more fact: If an undirected graph is *connected*, then $|E| \geq |V|-1$

- Because $|E|$ is often much smaller than its maximum size, we do not always approximate as $|E|$ as $O(|V|^2)$
  - This is a correct bound, it just is often not tight
  - If it is tight, i.e., $|E|$ is $\Theta(|V|^2)$ we say the graph is dense
    - More sloppily, dense means “lots of edges”
  - If $|E|$ is $O(|V|)$ we say the graph is sparse
    - More sloppily, sparse means “most (possible) edges missing”

What is the Data Structure?

- So graphs are really useful for lots of data and questions
  - For example, “what’s the lowest-cost path from x to y”

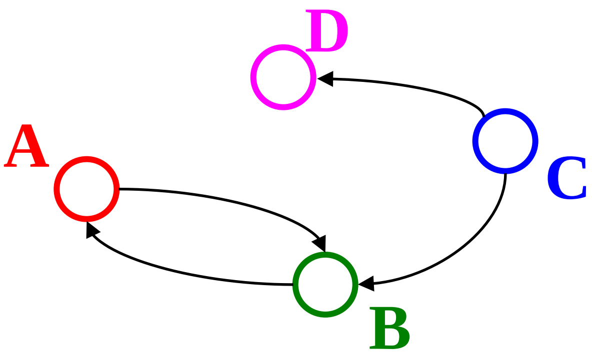
- But we need a data structure that represents graphs

- The “best one” can depend on:
  - Properties of the graph (e.g., dense versus sparse)
  - The common queries (e.g., “is **`(u,v)`** an edge?” versus “what are the neighbors of node **`u`**?”)

- So we’ll discuss the two standard graph representations
  - Adjacency Matrix and Adjacency List
  - Different trade-offs, particularly time versus space

Adjacency matrix

- Assign each node a number from **`0`** to **`|V|-1`**
- A |V| x |V| matrix (i.e., 2-D array) of Booleans (or 1 vs. 0)
  - If **`M`** is the matrix, then **`M[u][v] == true`** means there is an edge from **`u`** to **`v`**



	A	B	C	D
A	F	T	F	F
B	T	F	F	F
C	F	T	F	T
D	F	F	F	F

Adjacency Matrix Properties

	A	B	C	D
A	F	T	F	F
B	T	F	F	F
C	F	T	F	T
D	F	F	F	F

- Running time to:
  - Get a vertex’s out-edges:
  - Get a vertex’s in-edges:
  - Decide if some edge exists:
  - Insert an edge:
  - Delete an edge:

- Space requirements:

- Best for sparse or dense graphs?

Adjacency Matrix Properties

- Running time to:
  - Get a vertex’s out-edges: $O(|V|)$
  - Get a vertex’s in-edges: $O(|V|)$
  - Decide if some edge exists: $O(1)$
  - Insert an edge: $O(1)$
  - Delete an edge: $O(1)$

- Space requirements:
  - $|V|^2$ bits

- Best for sparse or dense graphs?
  - Best for dense graphs

	A	**B**	**C**	**D**
A	F	T	F	F
B	T	F	F	F
C	F	T	F	T
D	F	F	F	F

Adjacency Matrix Properties

- How will the adjacency matrix vary for an *undirected graph*?
- How can we adapt the representation for *weighted graphs*?

	A	**B**	**C**	**D**
A	F	T	F	F
B	T	F	F	F
C	F	T	F	T
D	F	F	F	F

Adjacency Matrix Properties

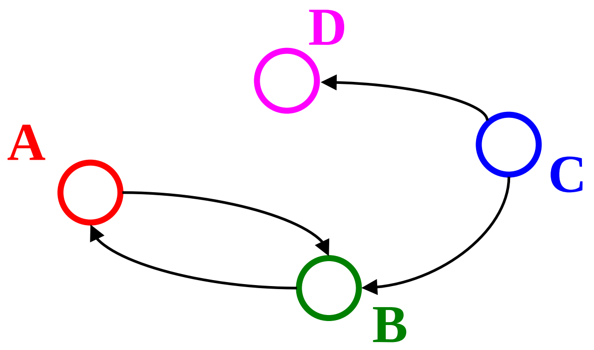
- How will the adjacency matrix vary for an *undirected graph*?
  - Undirected will be symmetric about diagonal axis

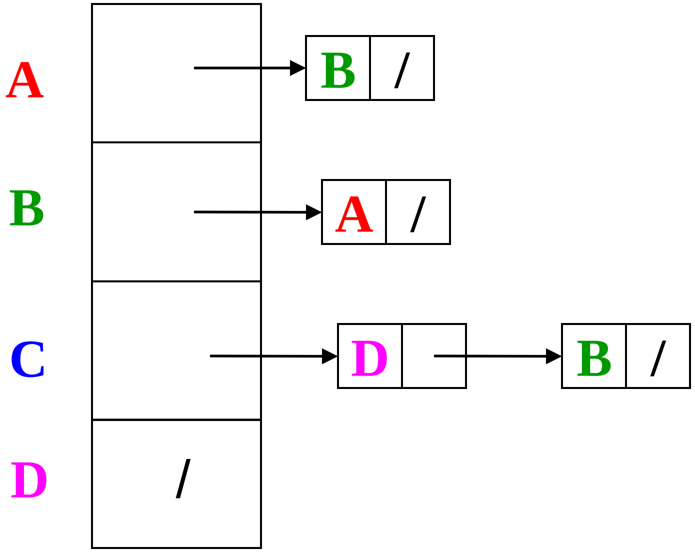
- How can we adapt the representation for *weighted graphs*?
  - Instead of a Boolean, store a number in each cell
  - Need some value to represent ‘not an edge’
    - In *some* situations, 0 or -1 works

	A	**B**	**C**	**D**
A	F	T	F	F
B	T	F	F	F
C	F	T	F	T
D	F	F	F	F

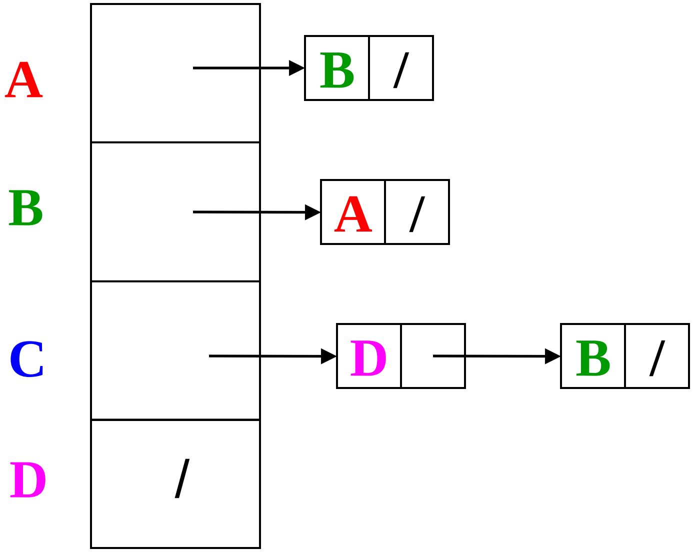
Adjacency List

- Assign each node a number from **`0`** to **`|V|-1`**
- An array of length **`|V|`** in which each entry stores a list of all adjacent vertices (e.g., linked list)



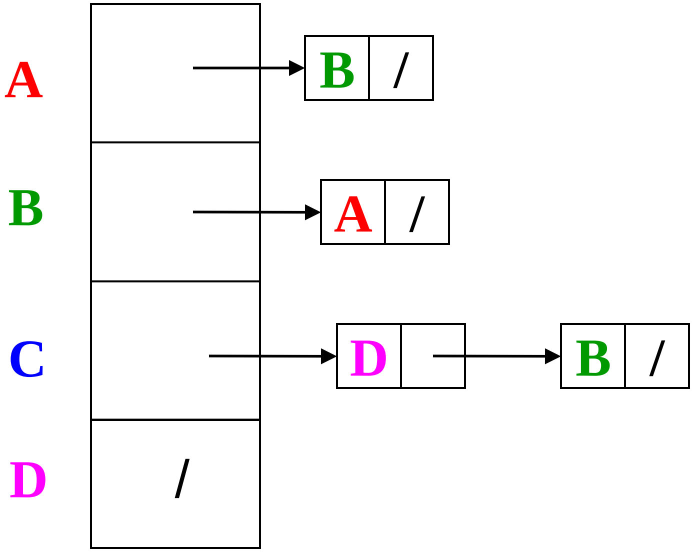


Adjacency List Properties



- Running time to:
  - Get all of a vertex’s out-edges:
  - Get all of a vertex’s in-edges:
  - Decide if some edge exists:
  - Insert an edge:
  - Delete an edge:
- Space requirements:
- Best for dense or sparse graphs?

Adjacency List Properties



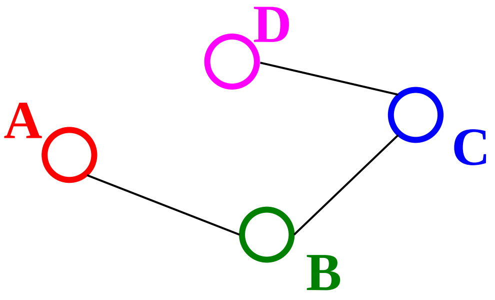
- Running time to:
  - Get all of a vertex’s out-edges:
    O(*d*) where *d* is out-degree of vertex
  - Get all of a vertex’s in-edges:
    O(|E|) (but could keep a second adjacency list for this!)
  - Decide if some edge exists:
    O(*d*) where *d* is out-degree of source
  - Insert an edge: *O*(1) (unless you need to check if it’s there)
  - Delete an edge: *O*(*d*) where *d* is out-degree of source
- Space requirements:
  - *O*(|V|+|E|)
- Best for dense or sparse graphs?
  - Best for sparse graphs, so usually just stick with linked lists

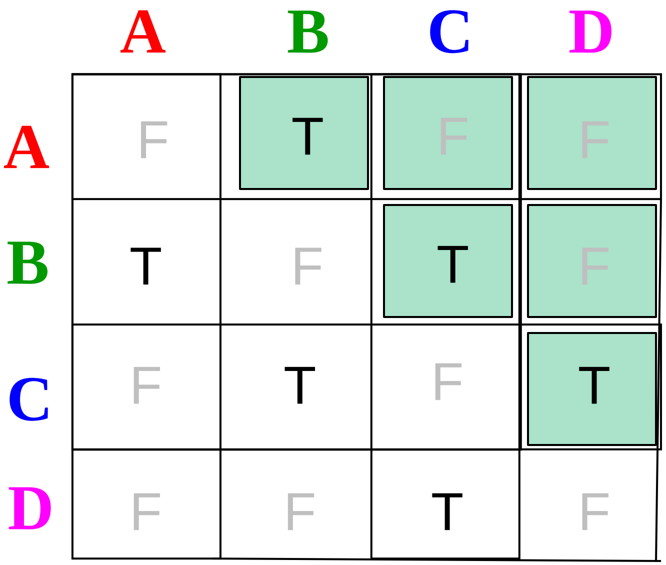
<u>Undirected</u> Graphs

Adjacency matrices & adjacency lists both do fine for undirected graphs

- Matrix: Can save roughly ½ the space
  - But may slow down operations in languages with “proper” 2D arrays (not Java, which has only arrays of arrays)
  - How would you “get all neighbors”?
- Lists: Each edge in two lists to support efficient “get all neighbors”

Example:





	A	B	C	D
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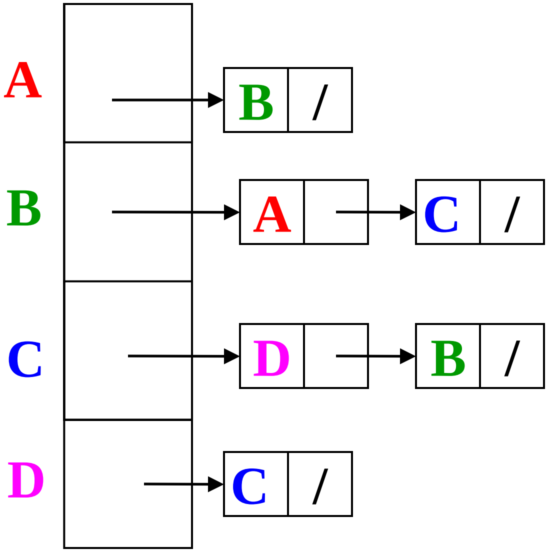
B	T	F	T	F
C	F	T	F	T
D	F	F	T	F



Which is better?

Graphs are often sparse:

- Streets form grids
  - every corner is not connected to every other corner
- Airlines rarely fly to all possible cities
  - or if they do it is to/from a hub rather than directly to/from all small cities to other small cities

Adjacency lists should generally be your default choice

- Slower performance compensated by greater space savings

Next…

Okay, we can represent graphs

Now let's implement some useful and non-trivial algorithms

- Topological sort: Given a DAG, order all the vertices so that every vertex comes before all of its neighbors

- Shortest paths: Find the shortest or lowest-cost path from x to y
  - Related: Determine if there even is such a path