

CS 225

Data Structures

March 28 – Graphs

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Disjoint Sets Analysis

The **iterated log** function:

The number of times you can take a log of a number.

$\log^*(n) =$

0 , $n \leq 1$

$1 + \log^*(\log(n))$, $n > 1$

What is $\lg^*(2^{65536})$?



Disjoint Sets Analysis

In an Disjoint Sets implemented with smart **unions** and path compression on **find**:

Any sequence of **m union** and **find** operations result in the worse case running time of $O(\text{_____})$,
where **n** is the number of items in the Disjoint Sets.



In Review: Data Structures

Array

- Sorted Array
- Unsorted Array
- Stacks
- Queues
- Hashing
- Heaps
 - Priority Queues
- UpTrees
 - Disjoint Sets

Linked

- Doubly Linked List
- Trees
 - BTree
 - Binary Tree
 - Huffman Encoding
 - kd-Tree
 - AVL Tree



In Review: Data Structures

Array

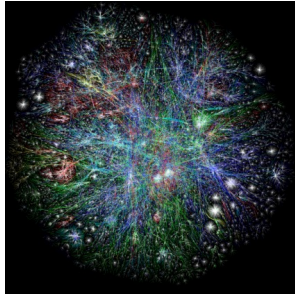
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Graphs

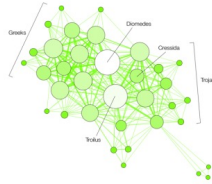
Linked

- Doubly Linked List
- Skip List
- Trees
 - BTree
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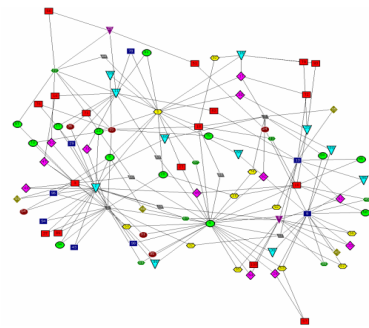
Graphs



HAMLET

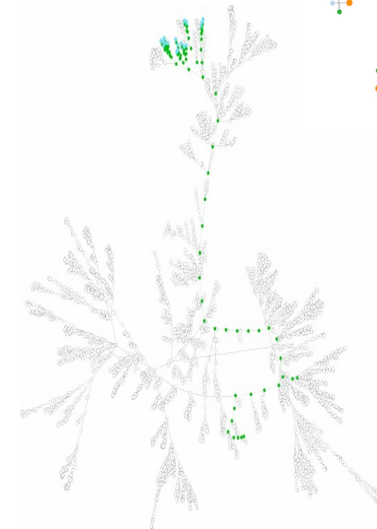
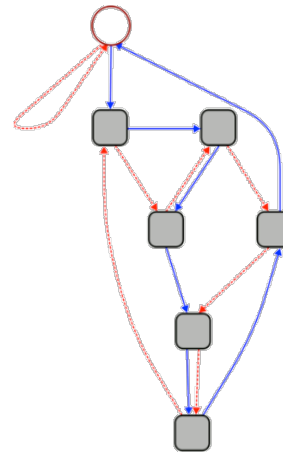
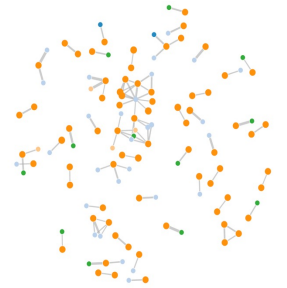
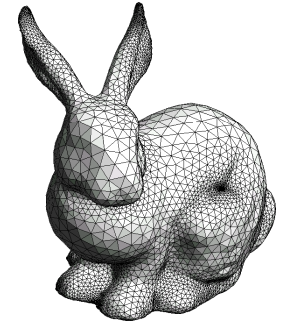


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To study all of these structures:

1. A common vocabulary
2. Graph implementations
3. Graph traversals
4. Graph algorithms

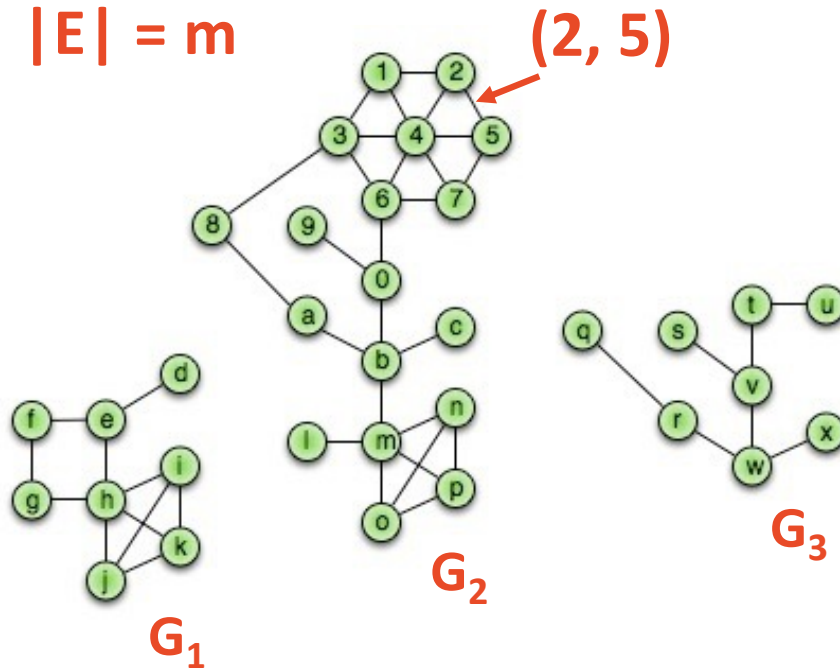


Graph Vocabulary

$$G = (V, E)$$

$$|V| = n$$

$$|E| = m$$



Incident Edges:

$$I(v) = \{ \{x, v\} \text{ in } E \}$$

Degree(v): $|I(v)|$

Adjacent Vertices:

$$A(v) = \{ x : \{x, v\} \text{ in } E \}$$

Path(G_2): Sequence of vertices connected by edges

Cycle(G_1): Path with a common begin and end vertex with at least 3 vertices.

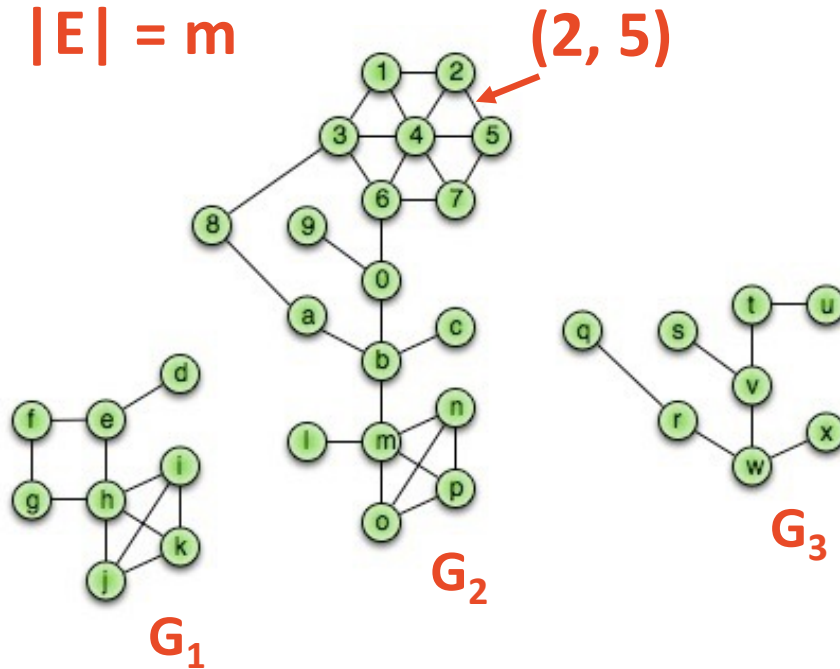
Simple Graph(G): A graph with no self loops or multi-edges.

Graph Vocabulary

$$G = (V, E)$$

$$|V| = n$$

$$|E| = m$$



Subgraph(G):

$$G' = (V', E')$$

$V' \subseteq V, E' \subseteq E$, and

$$(u, v) \in E' \rightarrow u \in V', v \in V'$$

Complete subgraph(G)

Connected subgraph(G)

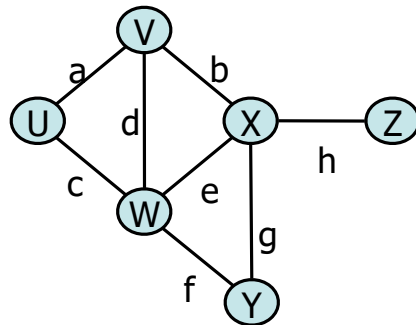
Connected component(G)

Acyclic subgraph(G)

Spanning tree(G)

Running times are often reported by n , the number of vertices, but often depend on m , the number of edges.

How many edges? **Minimum edges:**
Not Connected:



Connected*:

Maximum edges:
Simple:

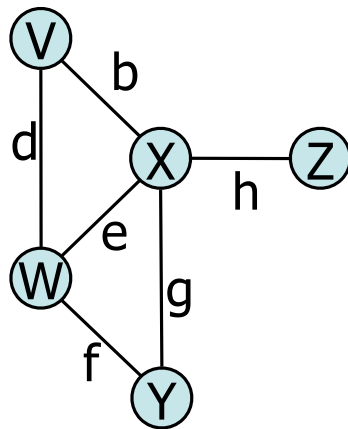
Not simple:

$$\sum_{v \in V} \deg(v) =$$

Graph ADT

Data:

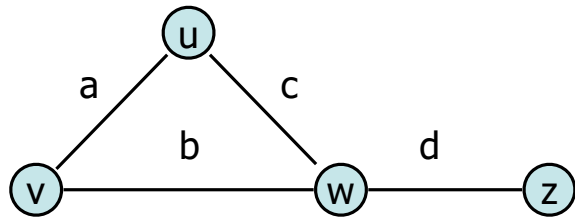
- Vertices
- Edges
- Some data structure maintaining the structure between vertices and edges.



Functions:

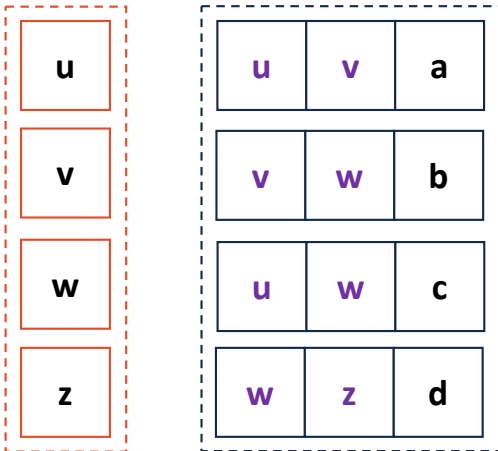
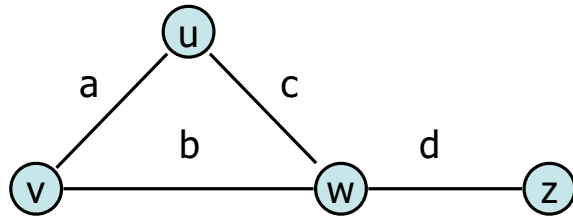
- insertVertex(K key);
- insertEdge(Vertex v1, Vertex v2, K key);
- removeVertex(Vertex v);
- removeEdge(Vertex v1, Vertex v2);
- incidentEdges(Vertex v);
- areAdjacent(Vertex v1, Vertex v2);
- origin(Edge e);
- destination(Edge e);

Graph Implementation Idea



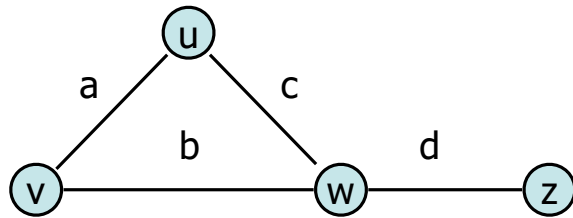
Graph Implementation: Edge List

Vertex Collection:



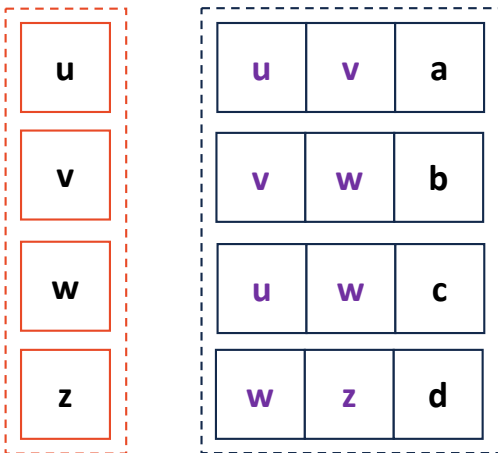
Edge Collection:

Graph Implementation: Edge List

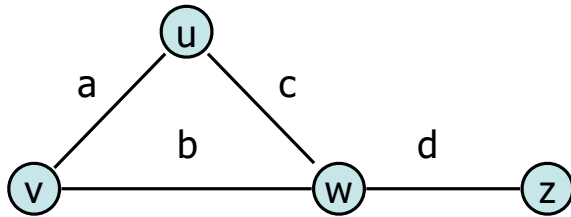


insertVertex(K key):

removeVertex(Vertex v):



Graph Implementation: Edge List



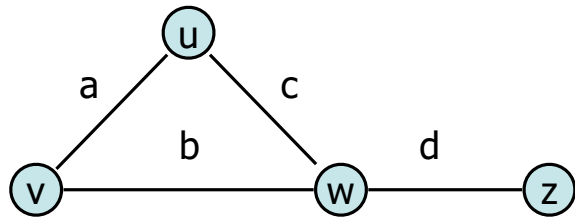
u	u	v	a
v	v	w	b
w	u	w	c
z	w	z	d

incidentEdges(Vertex v):

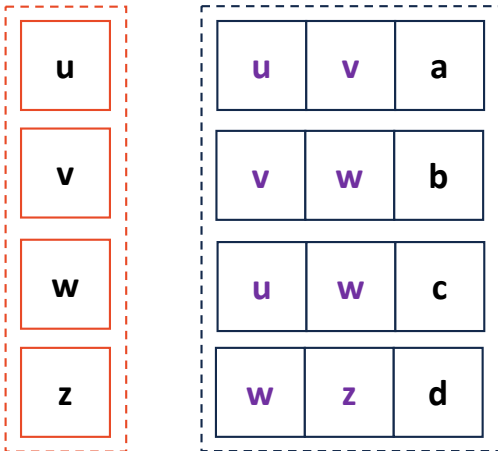
areAdjacent(Vertex v1, Vertex v2):

`G.incidentEdges(v1).contains(v2)`

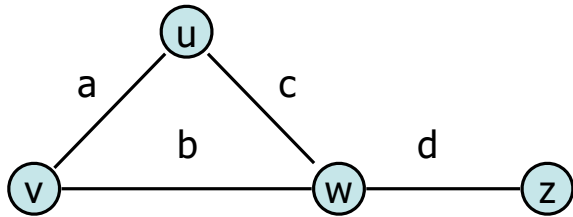
Graph Implementation: Edge List



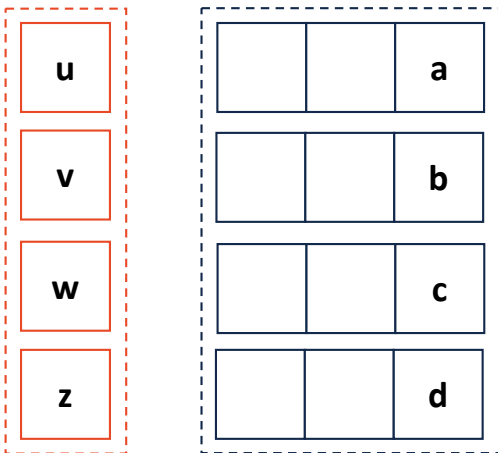
insertEdge(Vertex v1, Vertex v2, K key):



Graph Implementation: Adjacency Matrix



insertVertex(K key);
removeVertex(Vertex v);
areAdjacent(Vertex v1, Vertex v2);
incidentEdges(Vertex v);



	u	v	w	z
u				
v				
w				
z				