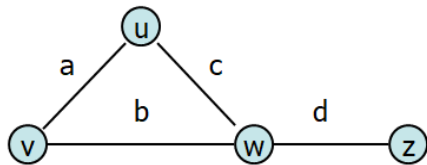


Graph Implementation #3: Adjacency List



Vertex List	Edges
u	
v	
w	
z	

Operations on an Adjacency Matrix implementation:

insertVertex(K key):

removeVertex(Vertex v):

incidentEdges(Vertex v):

areAdjacent(Vertex v1, Vertex v2):

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

Running Times of Classical Graph Implementations

	Edge List	Adj. Matrix	Adj. List
Space	n+m	n²	n+m
insertVertex	1	n	1
removeVertex	m	n	deg(v)
insertEdge	1	1	1
removeEdge	1*	1	1*
incidentEdges	m	n	deg(v)
areAdjacent	m	1	min(deg(v), deg(w))

Big Picture Ideas: Comparing Implementations

Q: If we consider implementations of simple, connected graphs, what relationship between n and m?

- On connected graphs, is there one algorithm that underperforms the other two implementations?

...what if our graph is sparse and not connected?

Q: Is there clearly a single best implementation?

- Optimized for fast construction:

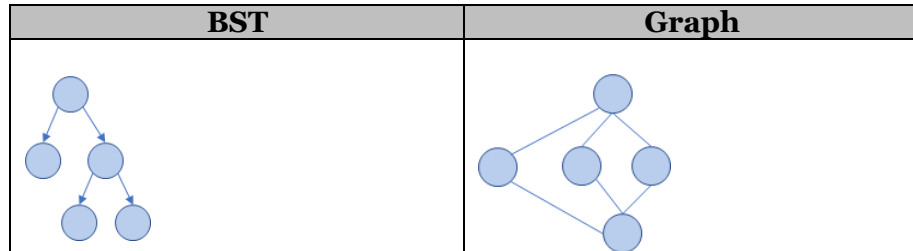
- Optimized for areAdjacent operations:

Graph Traversal

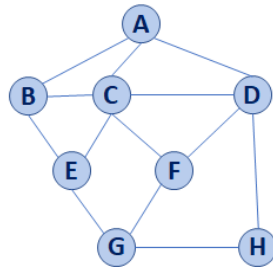
Objective: Visit every vertex and every edge in the graph.

Purpose: Search for interesting sub-structures in the graph.

We've seen traversal before – this is different:



BFS Graph Traversal:



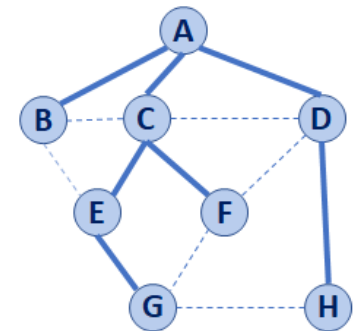
Pseudocode for BFS	
1	BFS(G):
2	Input: Graph, G
3	Output: A labeling of the edges on
4	G as discovery and cross edges
5	
6	foreach (Vertex v : G.vertices()):
7	setLabel(v, UNEXPLORED)
8	foreach (Edge e : G.edges()):
9	setLabel(e, UNEXPLORED)
10	foreach (Vertex v : G.vertices()):
11	if getLabel(v) == UNEXPLORED:
12	BFS(G, v)
13	
14	BFS(G, v):
15	Queue q
16	setLabel(v, VISITED)
17	q.enqueue(v)
18	
19	while !q.empty():
20	v = q.dequeue()
21	foreach (Vertex w : G.adjacent(v)):
22	if getLabel(w) == UNEXPLORED:
23	setLabel(v, w, DISCOVERY)
24	setLabel(w, VISITED)
25	q.enqueue(w)
26	elseif getLabel(v, w) == UNEXPLORED:
27	setLabel(v, w, CROSS)

Vertex (v)	Distance (d)	Prev. (p)	Adjacent
A			
B			
C			
D			
E			
F			
G			
H			

BST Graph Observations

1. Does our implementation handle disjoint graphs? How?

a. How can we modify our code to count components?



2. Can our implementation detect a cycle? How?

CS 225 – Things To Be Doing:

1. mp_mazes EC due Monday
2. Start getting work done on the Project.
3. POTD ongoing