



# CS 225

## Data Structures

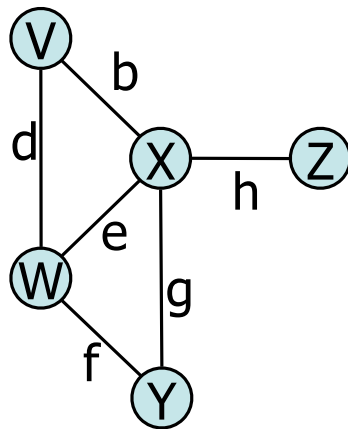
*April 14 – Graph Implementation*

*G Carl Evans*

# Graph ADT

## Data:

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

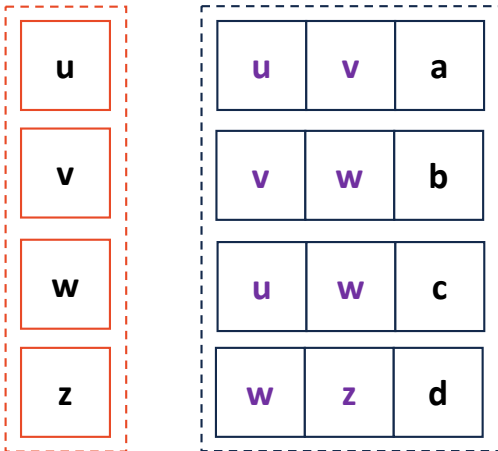
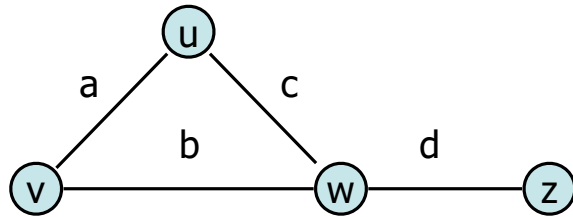


## Functions:

- 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);

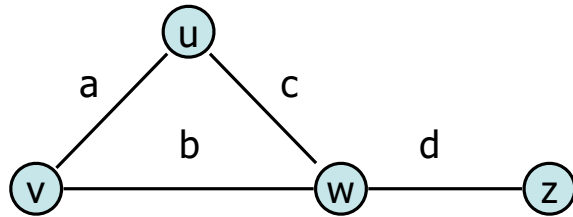
# Graph Implementation: Edge List

**Vertex Collection:**



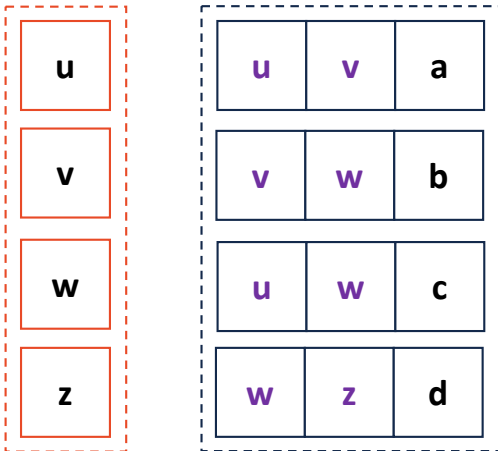
**Edge Collection:**

# Graph Implementation: Edge List

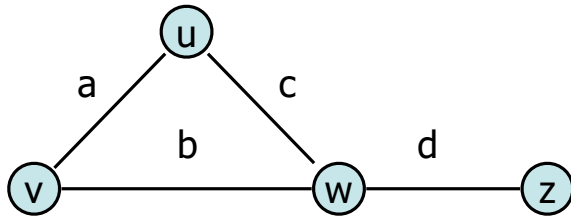


**insertVertex(K key):**

**removeVertex(Vertex v):**



# Graph Implementation: Edge List



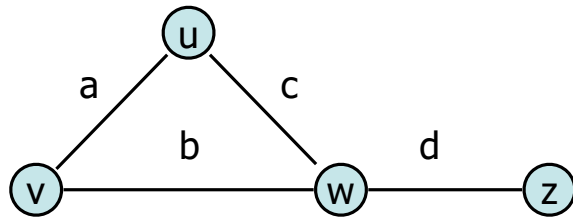
u	u	v	a
v	v	w	b
w	u	w	c
z	w	z	d

**incidentEdges(Vertex v):**

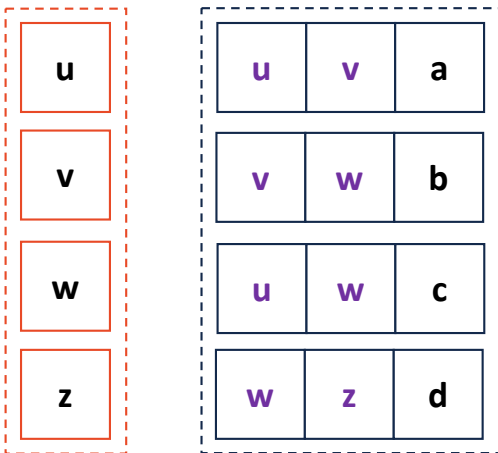
**areAdjacent(Vertex v1, Vertex v2):**

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

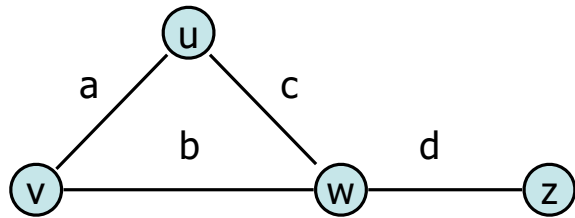
# Graph Implementation: Edge List



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



# Graph Implementation: Adjacency Matrix

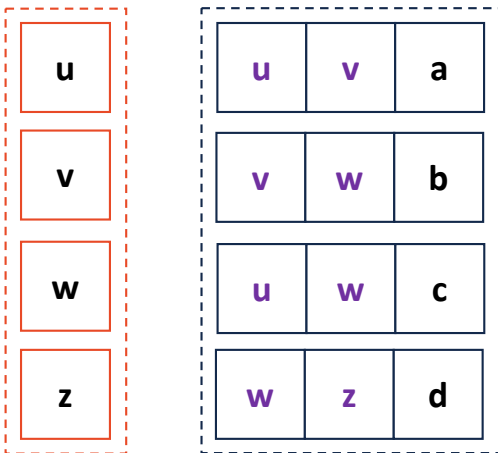
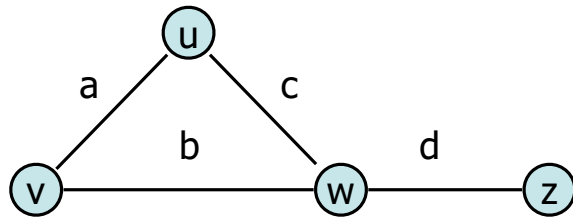


u
v
w
z

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

	u	v	w	z
u				
v				
w				
z				

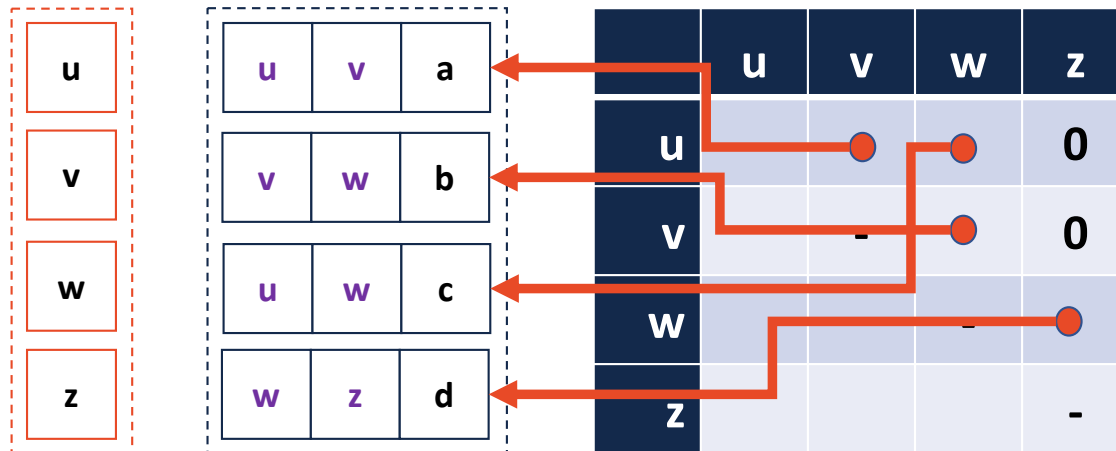
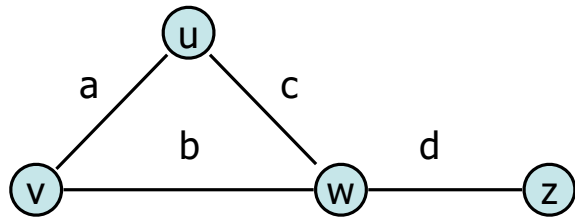
# Graph Implementation: Adjacency Matrix



	u	v	w	z
u	-	1	1	0
v		-	1	0
w			-	1
z				-

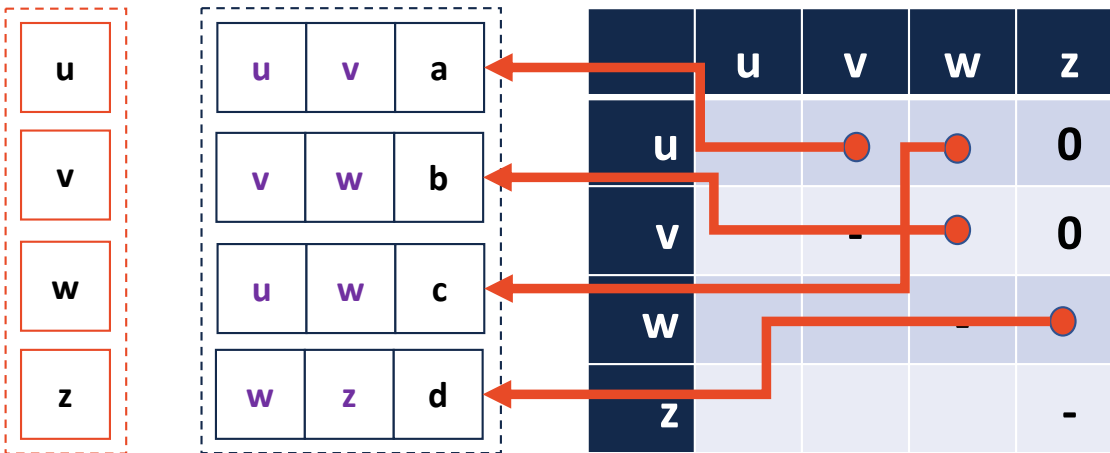
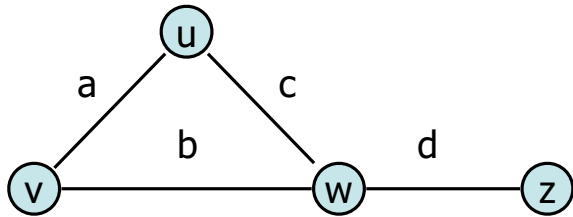


# Graph Implementation: Adjacency Matrix



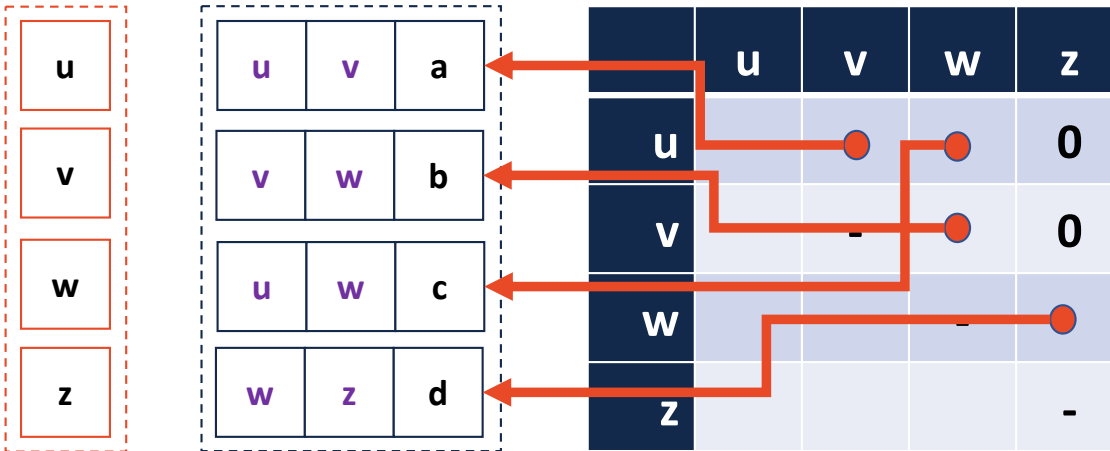
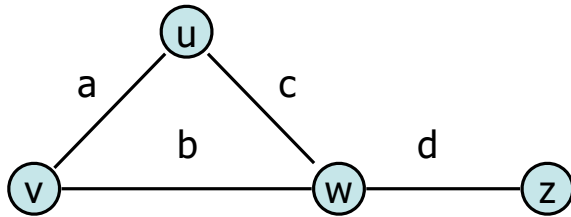
# Graph Implementation: Adjacency Matrix

**insertVertex(K key):**



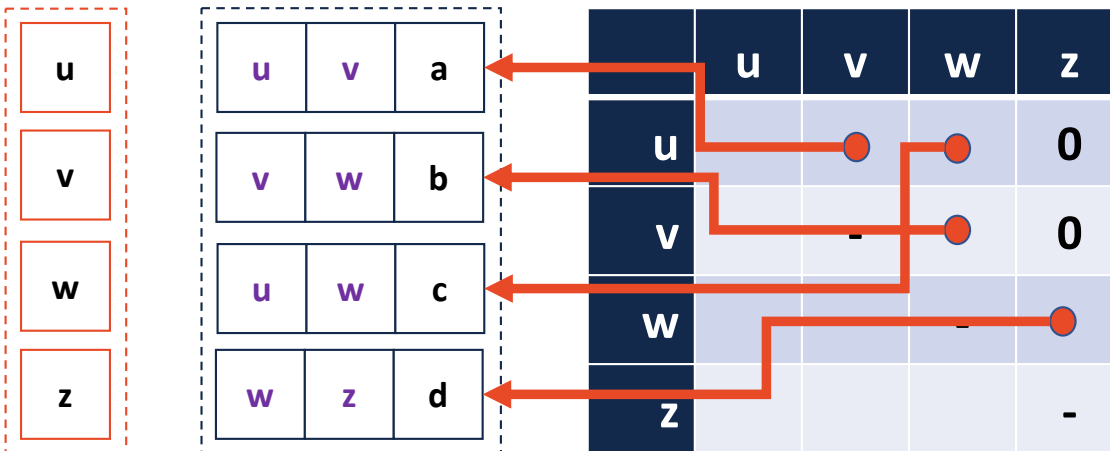
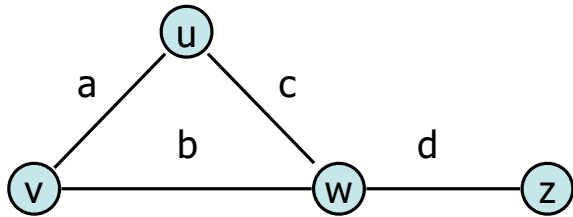
# Graph Implementation: Adjacency Matrix

**removeVertex(Vertex v):**



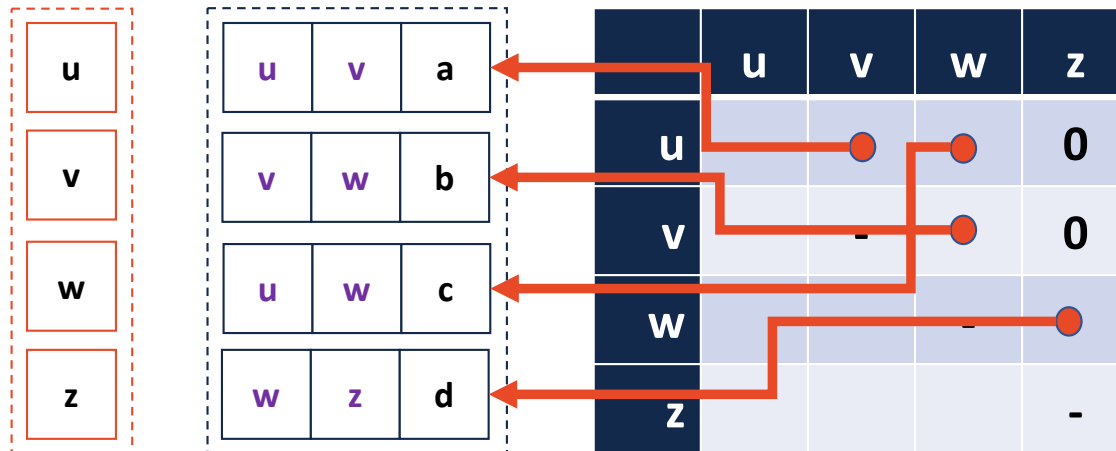
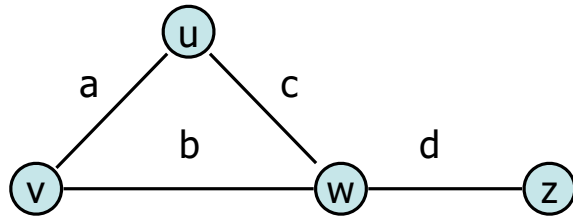
# Graph Implementation: Adjacency Matrix

**incidentEdges(Vertex v):**



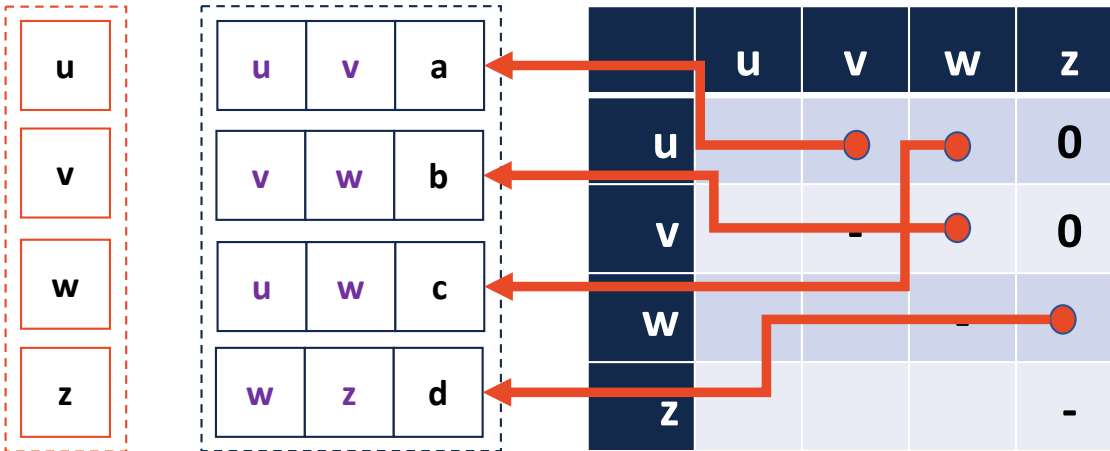
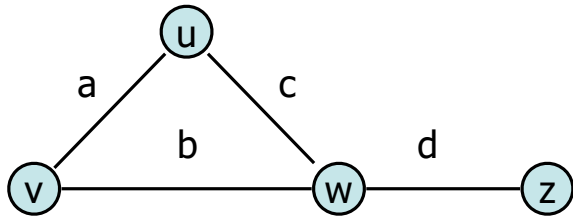
# Graph Implementation: Adjacency Matrix

**areAdjacent(Vertex v1, Vertex v2):**

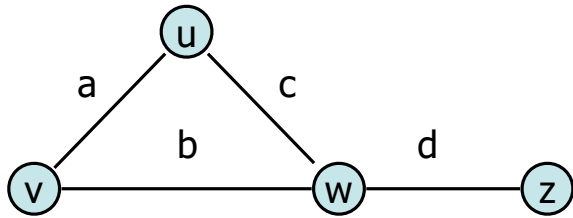


# Graph Implementation: Adjacency Matrix

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



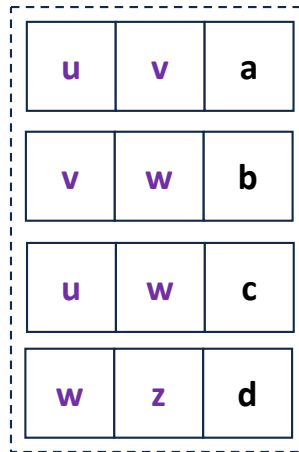
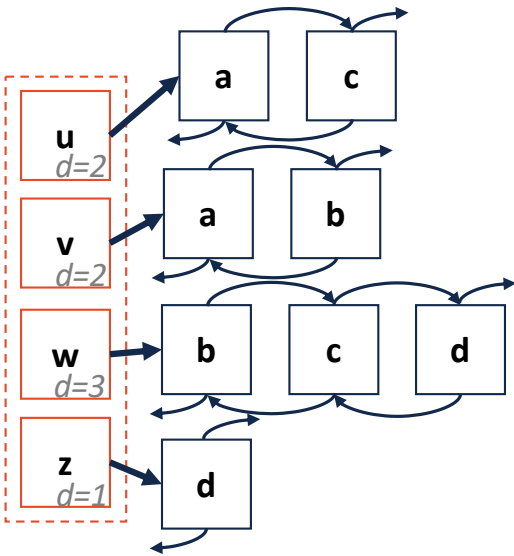
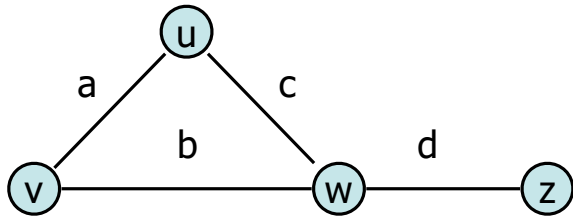
# Graph Implementation: Edge List



u
v
w
z

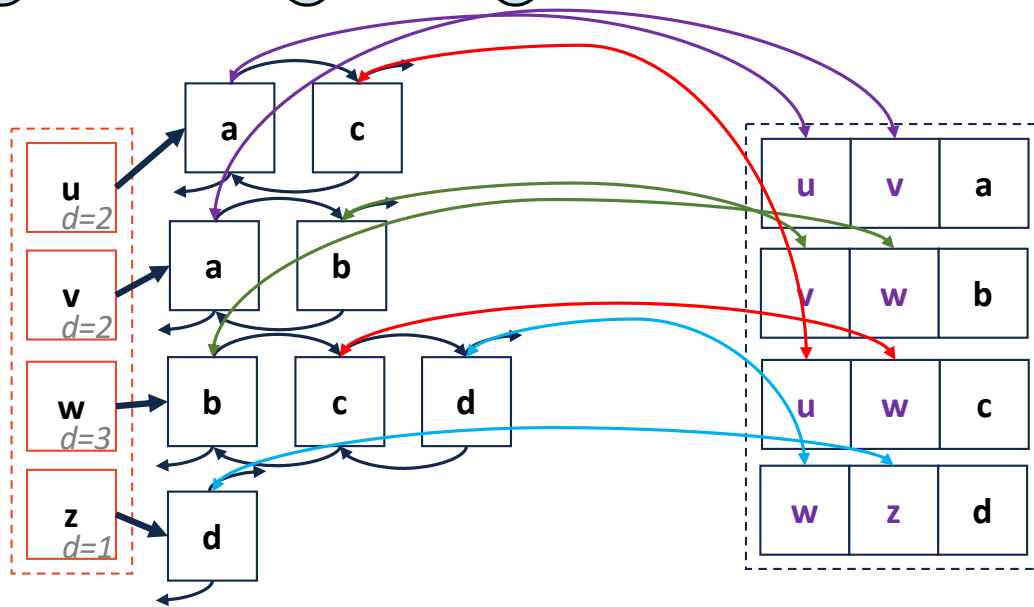
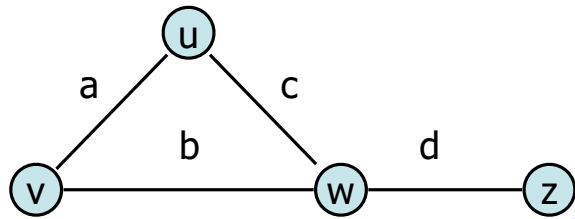
u	v	a
v	w	b
u	w	c
w	z	d

# Adjacency List



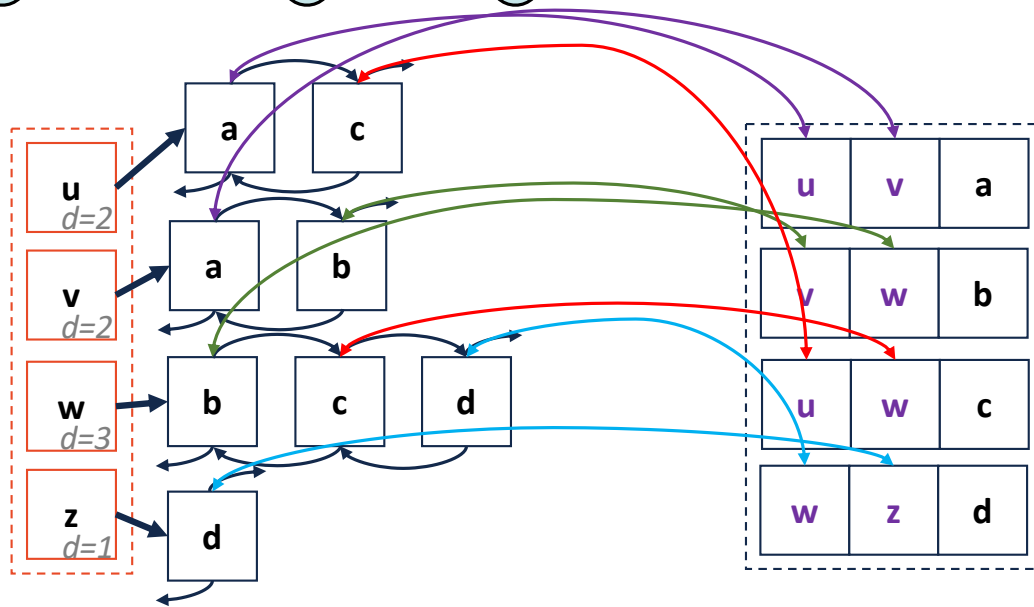
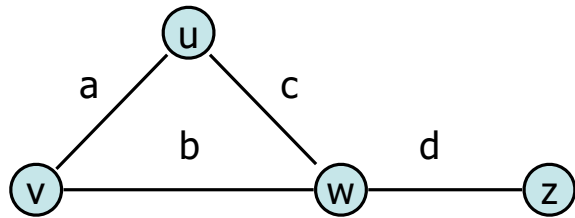


# Adjacency List



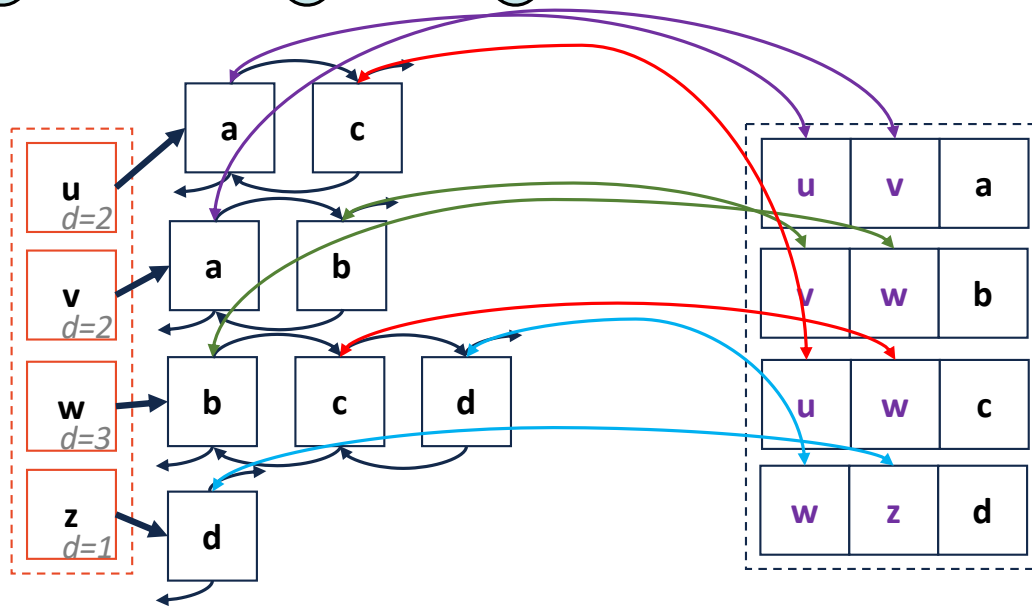
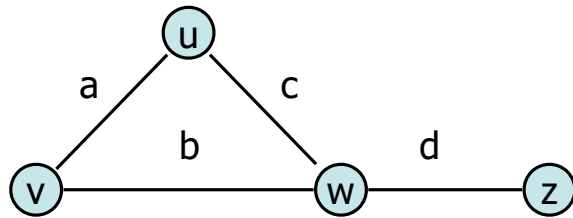
# Adjacency List

insertVertex(K key):



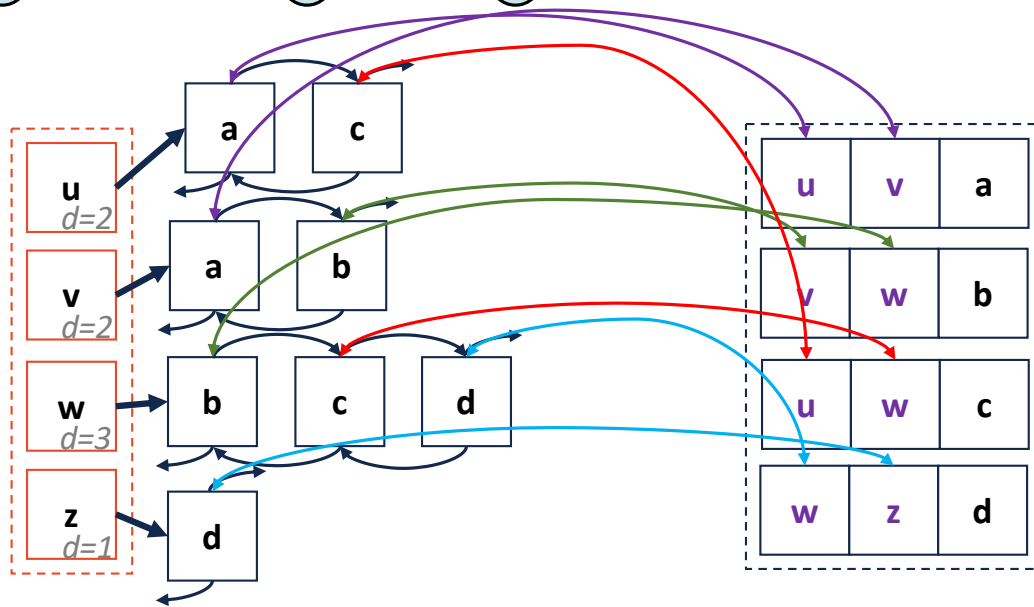
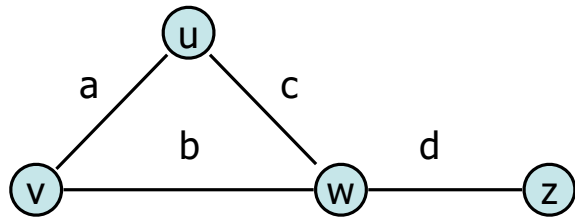
# Adjacency List

removeVertex(Vertex v):



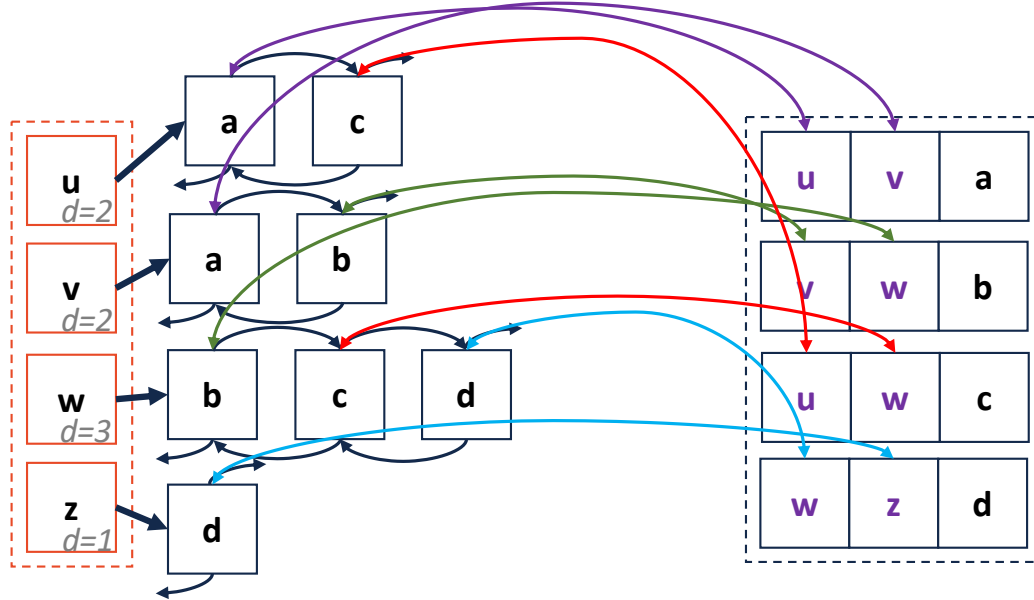
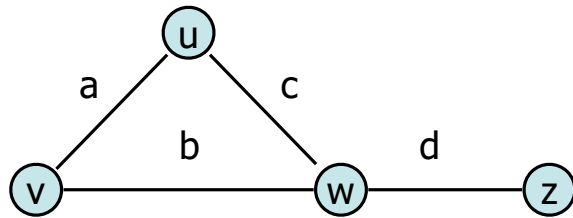
# Adjacency List

**incidentEdges(Vertex v):**



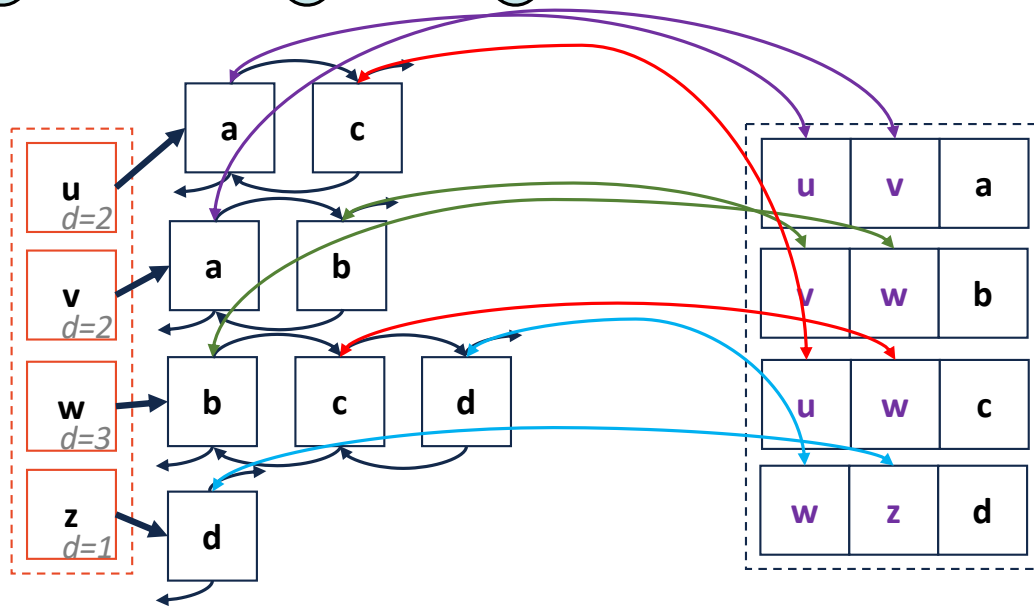
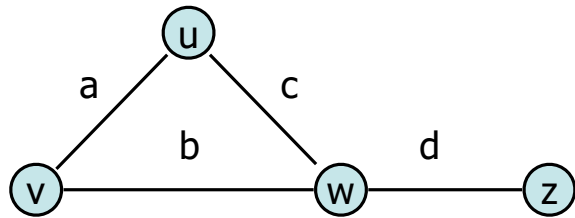
# Adjacency List

**areAdjacent(Vertex v1, Vertex v2):**



# Adjacency List

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



Expressed as $O(f)$	Edge List	Adjacency Matrix	Adjacency List
Space	$n+m$	$n^2$	$n+m$
insertVertex(v)	1	n	1
removeVertex(v)	m	n	deg(v)
insertEdge(v, w, k)	1	1	1
removeEdge(v, w)	1	1	1
incidentEdges(v)	m	n	deg(v)
areAdjacent(v, w)	m	1	min( deg(v), deg(w) )