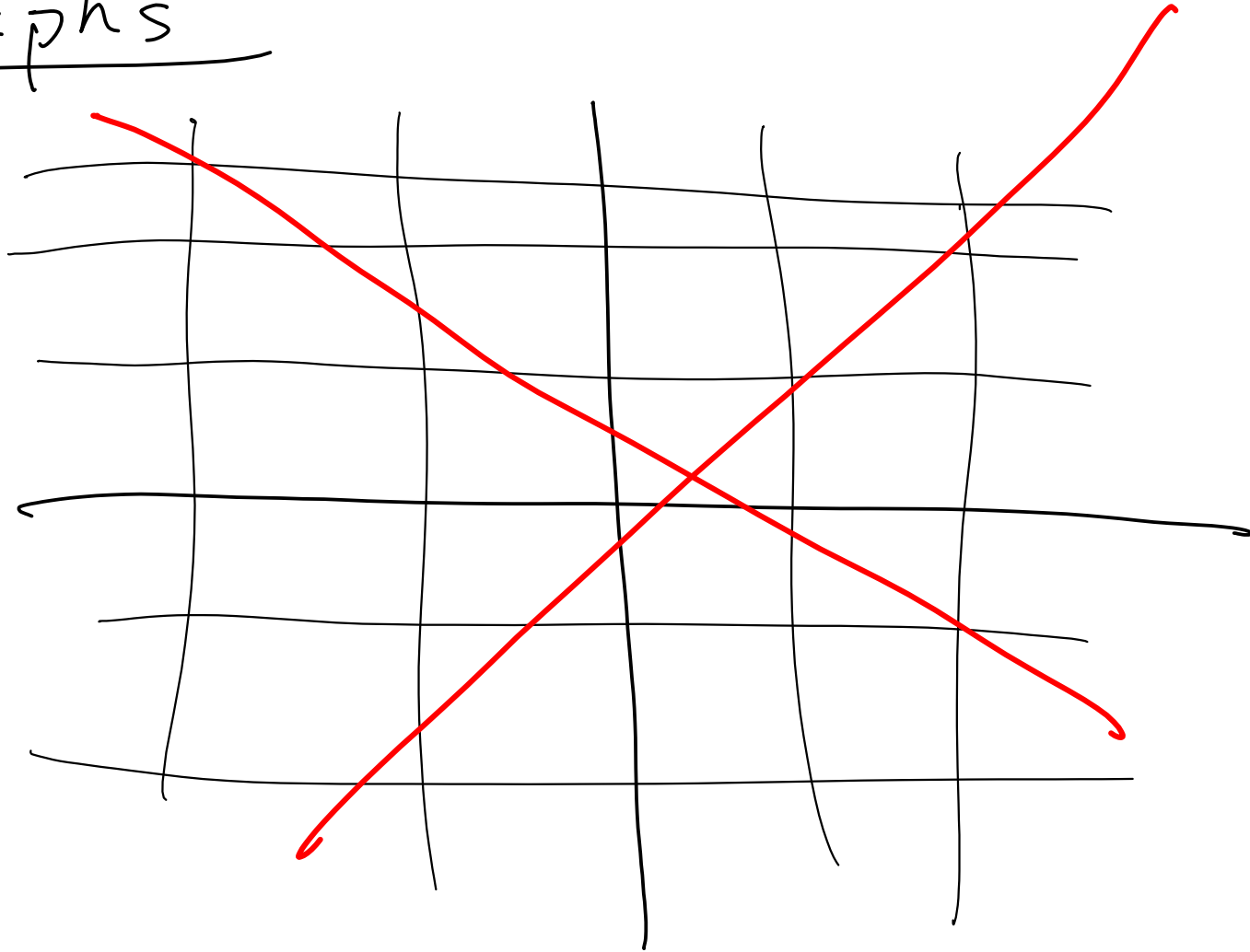
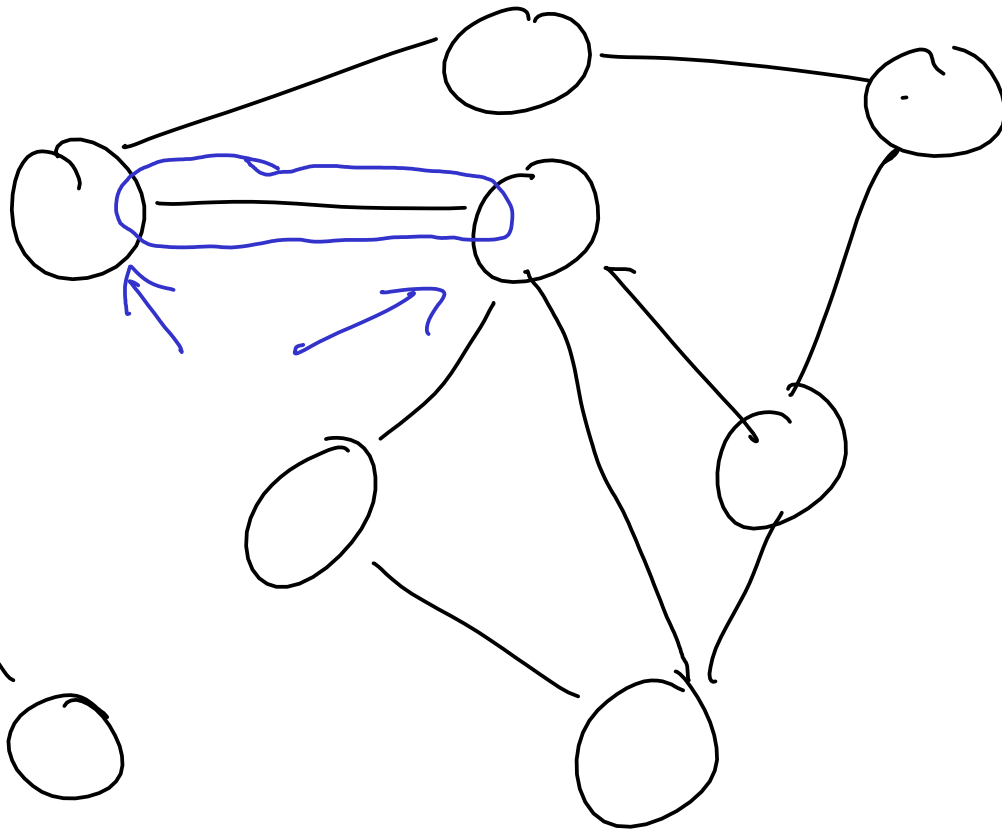
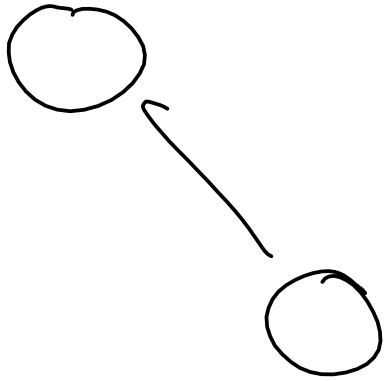
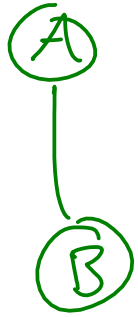


# Graphs





Graph is a pair of two sets  $\langle V, E \rangle$

$V$  is a set of vertices (vertex)

$E$  is a set of edges

An edge is a pair of vertices

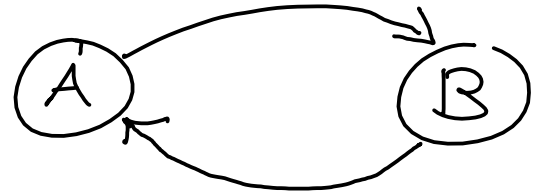
Undirected graph: if an edge exists ~~between~~ *from*  $v_1$  and  $v_2$ , then an edge exists ~~between~~ *from*  $v_2$  and  $v_1$

source target  
↓ ↓

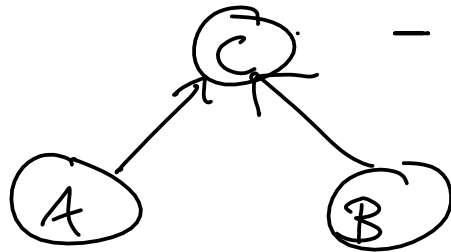
$$\langle v_1, v_2 \rangle \in E$$

$\implies$

$$\langle v_2, v_1 \rangle \in E$$

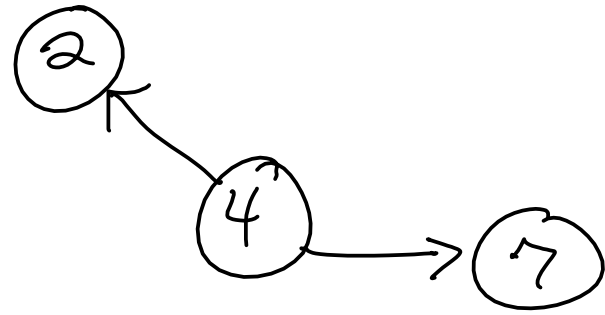
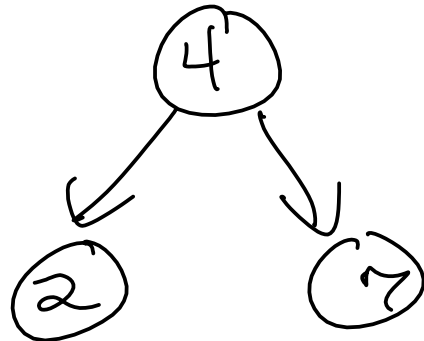
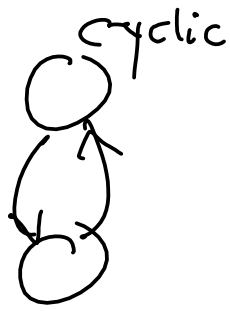
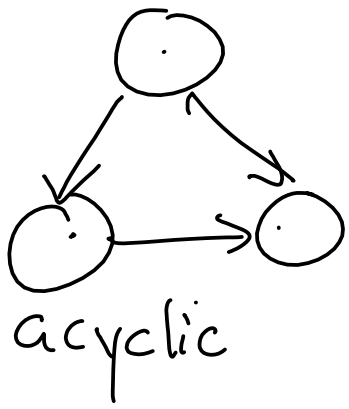


Directed graph makes no guarantee



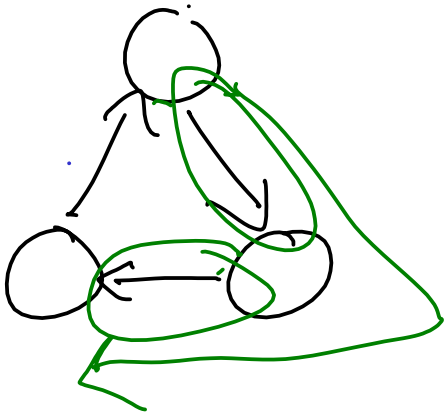
connected  $\nearrow$





Tree is a <sup>connected</sup> graph, which is directed and in which each node has at most 1 incoming edge and is acyclic

Path is a connected sequence of edges



A cycle is a path that stops where it started

Acyclic: no cycles anywhere

Undirected graph  $> 0$  edges is always cyclic

Directed graph may be cyclic

Directed acyclic graph (DAG)

## Examples of graphs

Map

Travel schedule

weighted: time, cost

Social structure

nodes: people

edges: "work with" prefs

Vertices: things (movies, products)

Edges: predicted preferences  
(purchase history)

## Algorithms on graphs

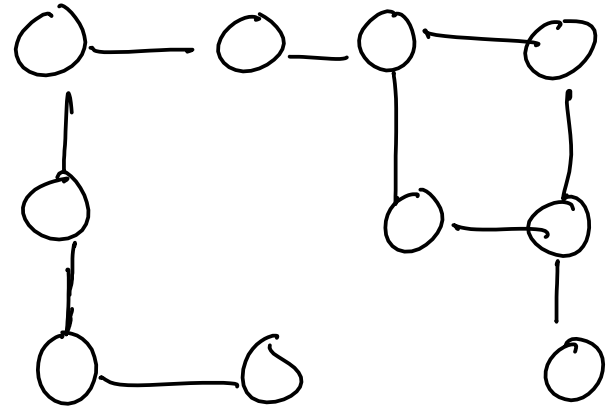
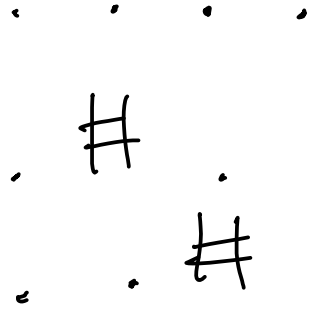
Planning a tour

Plan my trip

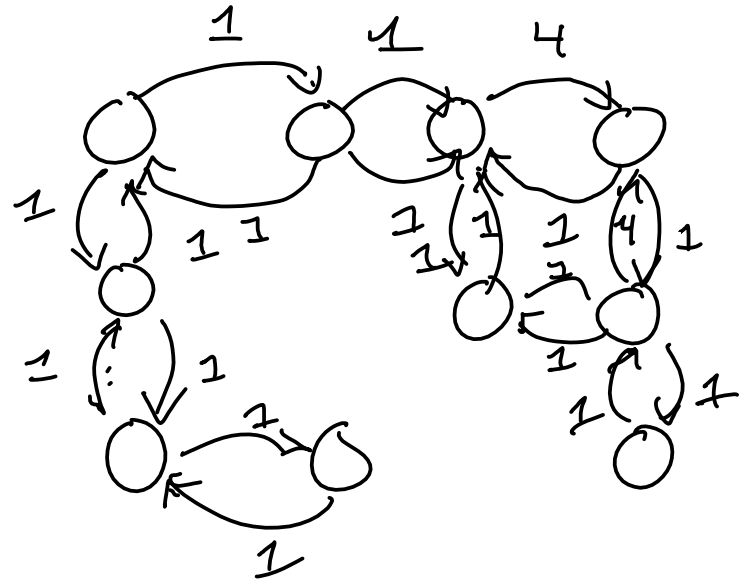
Create groups

Recommendations

Lab 6

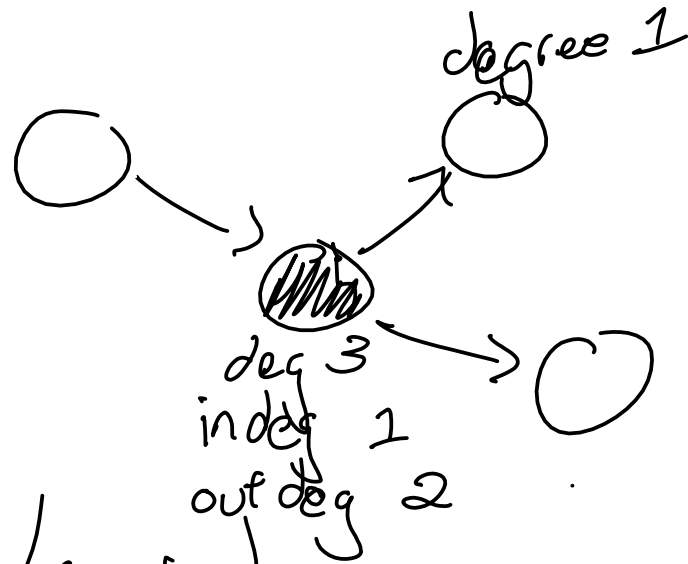


Lab 9





Degree of a vertex: # edges that touch it

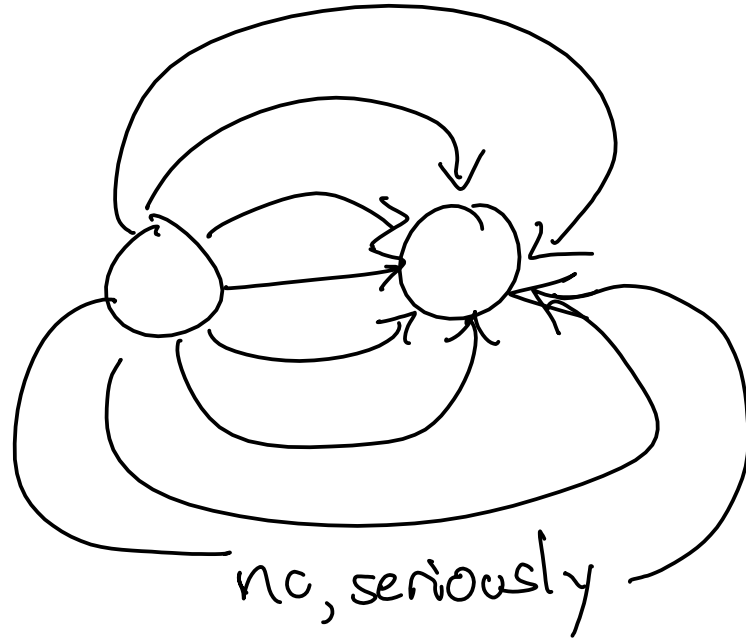
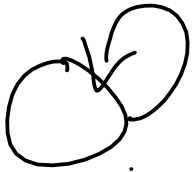


In-degree/out-degree:

$v_1$  and  $v_2$  are adjacent if  $\langle v_1, v_2 \rangle \in E$   
or  $\langle v_2, v_1 \rangle \in E$

Simple graph has no "self-loops" and no duplicate edges

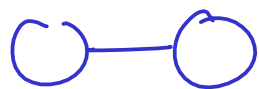
Not simple



Max edges in an undirected simple graph?

directed ?

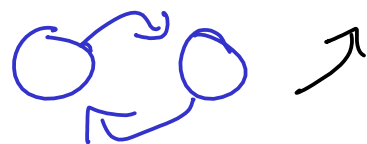
$$USG: \frac{|V| \cdot (|V| - 1)}{2}$$



$$|V|^n$$

$$|E|^m$$

$$DSG: |V| \cdot (|V| - 1)$$



$$\sum_{v \in V} \text{degree}(v) = 2|E|$$