**Learning objectives:**
- describe basic graphs as a pair of a set of edges and a set of vertices,
- describe why graphs are useful and where they come up in computer science,
- represent graphs using adjacency matrices and adjacency lists,
- sneak peek into types of graphs,
- sneak peek into some graph algorithms.

One of the most important structures you will encounter in computer science is that of a graph. The central concept of graphs is the notion of connections between objects (we’ll define this formally soon). Can you come up with some everyday examples in which you may want to study connections between objects?

<table>
<thead>
<tr>
<th>object</th>
<th>connection</th>
</tr>
</thead>
<tbody>
<tr>
<td>cities</td>
<td>roads</td>
</tr>
<tr>
<td>people</td>
<td>friends on Facebook</td>
</tr>
<tr>
<td>programs</td>
<td>can run concurrently</td>
</tr>
<tr>
<td>web pages</td>
<td>links</td>
</tr>
</tbody>
</table>

**Example 1:**
Suppose you are at a party with $n$ people. If $n$ is really big, then it’s impossible for everyone to speak to each other during the party. Instead, every person $p_i$ speaks to $m_i$ other people ($0 \leq m_i \leq n$). After leaving the party, everyone writes down how many people they spoke with. Now that you have all the $m_i$ data ($1 \leq i \leq n$), how many total conversations occurred at the party?

Click for the solution.

**Example 2:**
In 1736 Konigsburg, Prussia, you decide to go for a stroll. The beautiful Pregel River passes right through the city and you want to maximize the amount of time you spend looking at the river. However, you need to get back to your cs200 quizlet, so you need to keep your walk on the shorter side. You, therefore, decide that you should only cross each of the seven bridges exactly once. Can you cross each of the seven bridges exactly once?

This is, in fact, the problem that gave birth to study of graphs. Leonhard Euler proved that there is no solution. :(

It turns out that you need to have either zero or two nodes of odd degree to cross every bridge once. We call this type of path through a graph as an Eulerian path.
1 Graph definitions

Before we can do some fancy things with graphs, we need to make a few definitions.

**Definition 1.** A graph $G$ is a pair of sets $G = (V, E)$ where $V$ is a nonempty set of items called *vertices* (or *nodes*) and $E$ is a set of 2–item subsets of $V$ called *edges*.

![Figure 1: Example of a graph with 7 vertices and 8 edges.](image)

For example, consider the graph of Figure 1 with 7 vertices and 8 edges. The set of vertices $V$ is

$V = \{v_1, v_2, v_3, v_4, v_5, v_6, v_7\},$

and the edges are

$E = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7, e_8\}$

$= \{\{v_1, v_2\}, \{v_2, v_4\}, \{v_3, v_4\}, \{v_1, v_3\}, \{v_3, v_5\}, \{v_5, v_6\}, \{v_5, v_7\}, \{v_2, v_7\}\}.$

We say that two vertices $v_i, v_j$ are **adjacent** if $\{v_i, v_j\} \in E$. We also say that an edge $e = \{v_i, v_j\}$ is **incident** to endpoints $v_i$ and $v_j$.

Let’s return to the party example from the beginning of the lecture. In order to determine the total number of conversations that occurred, we need to make an important definition.

**Definition 2.** The **degree** of a vertex $v$ is equal to the number of edges incident to that vertex, and is denoted by $\deg(v)$.

In the graph of Figure 1, $\deg(v_1) = \deg(v_4) = \deg(v_7) = 2$. Also, $\deg(v_2) = \deg(v_3) = \deg(v_5) = 3$ and $\deg(v_6) = 1$. 
Now, consider what happens when you add up the degrees of every vertex in a graph. This leads us to an important property of graphs, known as the handshaking lemma.

**Lemma 1.** The total sum of the vertex degrees is equal to twice the number of edges in a graph.

*Proof.* We use a direct proof. Let $G = (V, E)$ be a graph. Traverse every edge $e \in E$ and add the contribution of that edge $e = \{v_i, v_j\}$ to the total degree of the endpoint vertices $v_i$ and $v_j$.

$$\sum_{e \in E} (1 + 1) = 2|E| = \sum_{v \in V} \deg(v)$$

since we have added the contribution of every edge incident to every vertex.

Therefore, we just need to add up the number of conversations reported by every person and divide by 2 to count the total number of conversations at the party.

**2 Properties of graphs**

The following are some important properties of graphs we will consider in this course. Note that multiple properties can be combined for a single graph.

### 2.1 Weighted

As we will see in future lectures, it is often useful to assign weights to the edges or vertices of a graph. For example, the original graph of Figure 1 has been redrawn with weights on the edges in Figure 3. We may want to extract a subset of the edges of the graph and solve a shortest path problem or a matching problem.

### 2.2 Simple

A graph is simple if it has no loops or multiple edges (often multiedges). The graphs of Figure 1 and 3 are simple, but the graphs of Figure 2 are not simple.

### 2.3 Directed

A directed graph (or digraph) is a graph $G = (V, E)$ in which every edge $e \in E$ has an orientation. That is, an edge $e = \{v_i, v_j\}$ is directed from $v_i$ to $v_j$, and $v_i$ may be called the tail, whereas $v_j$ is called the head. The graph in Figure 3 is an example of a directed graph.
3 Representing graphs

Because graphs are so useful in computer science, we need a way to represent them in a computer!

3.1 Adjacency matrix

One way to represent a graph is using an adjacency matrix. This is a matrix $A$ of size $|V| \times |V|$ in which the entry $a_{ij}$ is nonzero if there is an edge connecting vertex $v_i$ and $v_j$. In the case of a directed graph, entry $a_{ij}$ is nonzero if the edge is directed from $v_i$ to $v_j$. For example,

$$
\begin{bmatrix}
0 & 1 & 1 & 0 & 0 & 0 & 0 \\
1 & 0 & 0 & 0 & 0 & 0 & 0 \\
1 & 0 & 0 & 1 & 1 & 0 & 0 \\
0 & 1 & 1 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 1 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 1 & 0 & 0 \\
\end{bmatrix}
$$

Adjacency matrix for the graph of Figure 1.

$$
\begin{bmatrix}
0 & w_1 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & w_2 & 0 & 0 \\
0 & 0 & 0 & 0 & w_3 & w_5 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & w_2 & 0 & 0 & 0 & 0 & 0 \\
\end{bmatrix}
$$

Adjacency matrix for the graph of Figure 3.

3.2 Adjacency list

An alternative method for representing graphs is using an adjacency list. In an adjacency list for an unweighted graph, a list of neigh-
boring vertices is stored for every vertex. In an adjacency list for an edge-weighted graph, a list of pairs is stored for every vertex. The first entry in the pair is the neighboring vertex, whereas the second entry is the weight. For example,

<table>
<thead>
<tr>
<th>vertex</th>
<th>list</th>
<th>vertex</th>
<th>list</th>
</tr>
</thead>
<tbody>
<tr>
<td>v₁</td>
<td>(2,3)</td>
<td>v₁</td>
<td>(v₂, w₁), (v₃, w₄)</td>
</tr>
<tr>
<td>v₂</td>
<td>(1,4,7)</td>
<td>v₂</td>
<td>(v₄, w₂)</td>
</tr>
<tr>
<td>v₃</td>
<td>(1,4,5)</td>
<td>v₃</td>
<td>(v₄, w₃), (v₅, w₅)</td>
</tr>
<tr>
<td>v₄</td>
<td>(2,3)</td>
<td>v₄</td>
<td>-</td>
</tr>
<tr>
<td>v₅</td>
<td>(3,6,7)</td>
<td>v₅</td>
<td>(v₆, w₆), (v₇, w₇)</td>
</tr>
<tr>
<td>v₆</td>
<td>(5)</td>
<td>v₆</td>
<td>-</td>
</tr>
<tr>
<td>v₇</td>
<td>(2,5)</td>
<td>v₇</td>
<td>(v₂, w₈)</td>
</tr>
</tbody>
</table>

Adjacency list for the graph of Figure 1. Adjacency list for the graph of Figure 3.

**Example 3:**
What is the adjacency matrix and list for the graph of Figure 4?

**Solution:**

\[
\begin{bmatrix}
0 & 1 & 1/3 & 1/3 & 1/3 \\
1/2 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0
\end{bmatrix}
\]

<table>
<thead>
<tr>
<th>vertex</th>
<th>list</th>
</tr>
</thead>
<tbody>
<tr>
<td>v₁</td>
<td>(v₂, 1/3), (v₃, 1/3), (v₄, 1/3)</td>
</tr>
<tr>
<td>v₂</td>
<td>(v₁, 1/2), (v₄, 1/2)</td>
</tr>
<tr>
<td>v₃</td>
<td>(v₄, 1)</td>
</tr>
<tr>
<td>v₄</td>
<td>(v₄, 1)</td>
</tr>
</tbody>
</table>

**Example 4:**
Write pseudocode to determine the degree of vertex \( v \) in a graph using (a) the adjacency matrix and (b) the adjacency list. Which one do you think is faster?

**Solution:**
The algorithms are provided in Algorithms 1 and 2. Using the adjacency list is faster because it requires only one operation (calculating the length of the list). With the adjacency matrix, about \(|V|\) operations are used.

4 Graph problems

Graphs allow us to solve some really interesting problems. In some cases, we will be able to solve them in polynomial time. In others, we may only be able to verify a solution in polynomial time, if such
degree_matrix\((v_i, A)\)

**input:**
- \(v_i\): vertex,
- \(A\): adjacency matrix for \(G = (V, E)\),

**output:** degree of vertex \(v_i\)
1. degree = 0
2. for \(v_j \in V\)
3. degree = degree + \(A(v_i, v_j)\)
4. return degree

Algorithm 1: Calculating the degree of a vertex using the adjacency matrix.

degree_list\((v_i, A)\)

**input:**
- \(v_i\): vertex,
- \(A\): adjacency list for \(G = (V, E)\),

**output:** degree of vertex \(v_i\)
1. return length(A[v])

Algorithm 2: Calculating the degree of a vertex using the adjacency list.

A solution exists. This brings us to the distinction between problems that are in P, NP, NP-complete and NP-hard.

- P: problems which can be solved in polynomial time.
- NP: problems for which an algorithm can be verified in polynomial time.
- NP-complete: problems which, if you find a solution, then all problems in NP can be solved in polynomial time.

### 4.1 Coloring

Given a graph \(G\) and \(k\) colors, assign a color to each vertex so that adjacent vertices get different colors. Certain problems, such as determining the minimum value of \(k\) (called the chromatic number of \(G\)) is NP-complete. Graph coloring has applications to course exam scheduling. For example, we may want to assign a time slot (color) for the exam of each course in the college such that no students (who may possibly be in the same course) have exam conflicts.
4.2 Matching

Matching is an important problem that has applications to dating, doctor-hospital assignments and minimum course requirements. Given a graph \( G = (V, E) \), a matching \( M \) is a subgraph of \( G \) where every node has degree 1. We won’t talk too much about matching in this course, but if you are interested, please see the stable marriage problem. Some matching problems are in P, but some are in NP.

4.3 Searching

Given a graph \( G = (V, E) \), there are a few ways we can search for a node that satisfies a particular property. The two methods we will study are breadth-first search and depth-first-search. Searching is in P.

4.4 Shortest path

Determining the shortest path between vertices in a graph is a very important problem! We won’t talk too much about shortest path algorithms (Dijkstra, Bellman-Ford, etc.) in this course but you will see these in CS 302. Determining the shortest path between two vertices in a graph is in P. However, determining whether there is a shortest path in a graph \( G \) from a starting vertex, that visits every vertex in \( G \), is NP-complete. See the Traveling Salesman Problem.