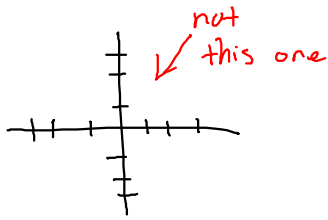
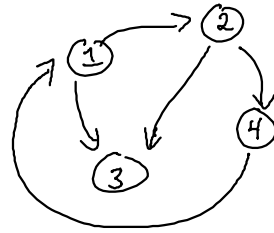


Graphs



What's an ADT?

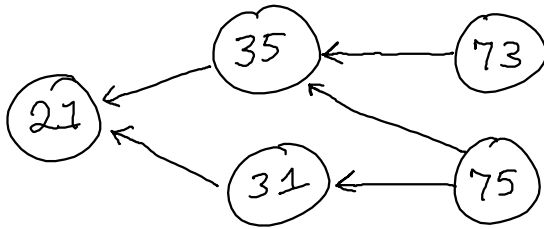
abstract data type
describes what we ask a data structure to do but not how it works



A graph G is a pair of sets V (vertices) and E (edges).
An edge is an ordered pair of vertices.

Graphs are good at describing relationships.

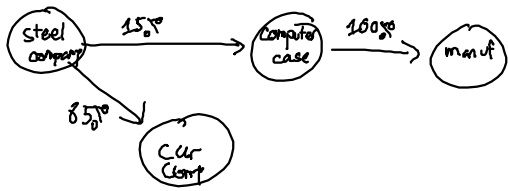
$\langle \{1, 2, 3, 4\}, \{ \langle 1, 2 \rangle, \langle 1, 3 \rangle, \langle 2, 3 \rangle, \langle 2, 4 \rangle, \langle 4, 1 \rangle \} \rangle$
 $\underbrace{\hspace{10em}}_V \quad \underbrace{\hspace{10em}}_E$



vertices: courses
edges: $\langle V_1, V_2 \rangle \Rightarrow V_1$ requires V_2
 \uparrow source \uparrow target/destination

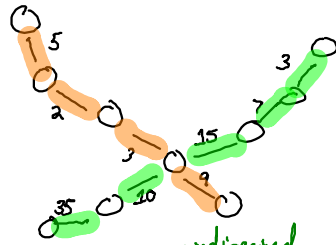
Example Graphs

Supply chain
 V: companies
 E: provides to



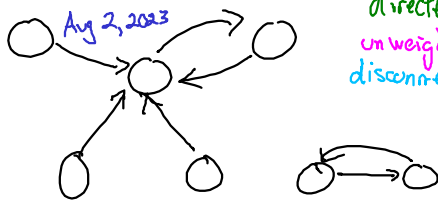
directed
 weighted
 disconnected

Transit
 V: locations (bus stop)
 E: route between



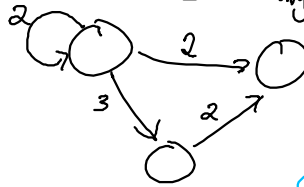
undirected
 weighted
 connected

Social media
 V: user
 E: follows



directed
 unweighted
 disconnected

Pokémon
 V: pokémon
 E: strong against



directed
 weighted
 disconnected

A graph is **undirected** if, for every edge $\langle V_1, V_2 \rangle$, it also contains the edge $\langle V_2, V_1 \rangle$.

A graph is **directed** if it is not undirected.

A graph is **weighted** if each edge is associated with a comparable (numeric) value.

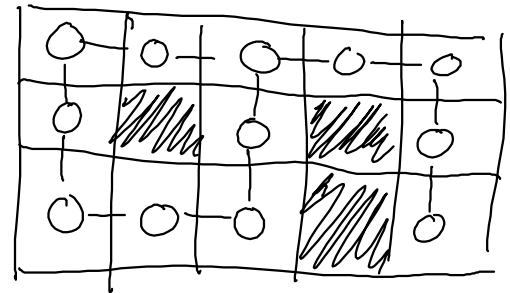
A graph is **labeled** if edges contain additional information.

A **path** is a list of edges such that each edge's target is the next edge's source.

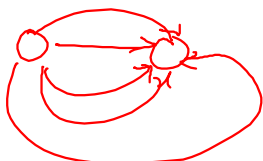
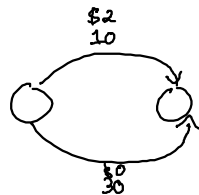
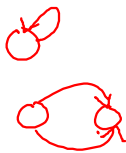
A graph is **connected** if, for every pair of vertices, there is a path from one to the other.

A graph is **weakly connected** if it would be connected were it undirected.

A graph is **simple** if there are no self-loops ($\langle V_1, V_1 \rangle$) and if it has at most one edge from each vertex to each other vertex.



Not simple



What is the maximum number of edges in a directed simple graph?

$$n(n-1)$$