

## Announcements

- Homework Section???
- HW 5 posted
  - expect an update (esp to code)

## Representations of Graphs

Adjacency List

Adjacency Matrix

	1	2	3	4
1	0	1	0	1
2	0	0	1	0
3	0	0	0	0
4	0	1	1	0

## Adjacency Matrix or Adjacency List?

$n$  = number of vertices  
 $m$  = number of edges  
 $d(u)$  = outdegree of  $u$

- Adjacency Matrix
  - Uses space  $O(n^2)$
  - Can iterate over all edges in time  $O(n^2)$
  - Can answer "Is there an edge from  $u$  to  $v$ ?" in  $O(1)$  time
  - Better for **dense** graphs (lots of edges)

- Adjacency List
  - Uses space  $O(m+n)$
  - Can iterate over all edges in time  $O(m+n)$
  - Can answer "Is there an edge from  $u$  to  $v$ ?" in  $O(d(u))$  time
  - Better for **sparse** graphs (fewer edges)

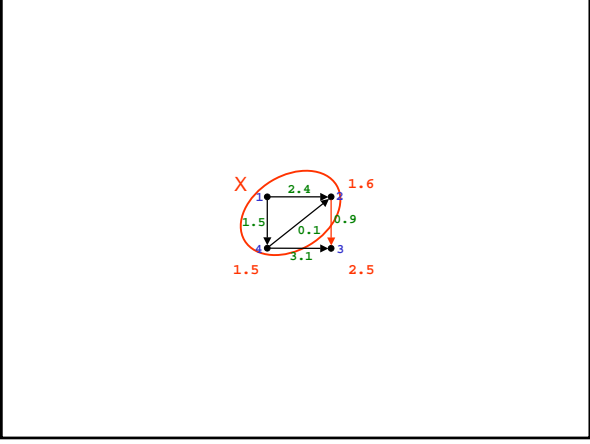
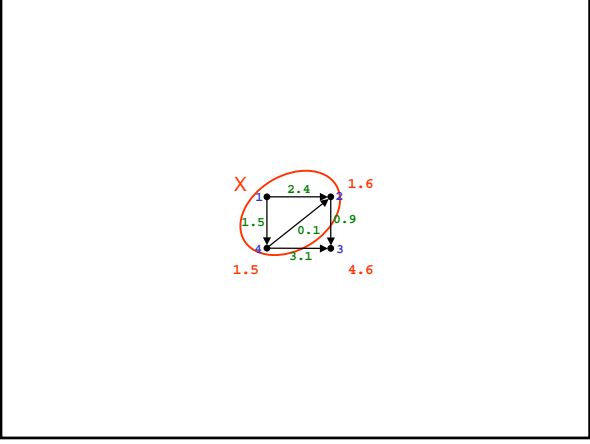
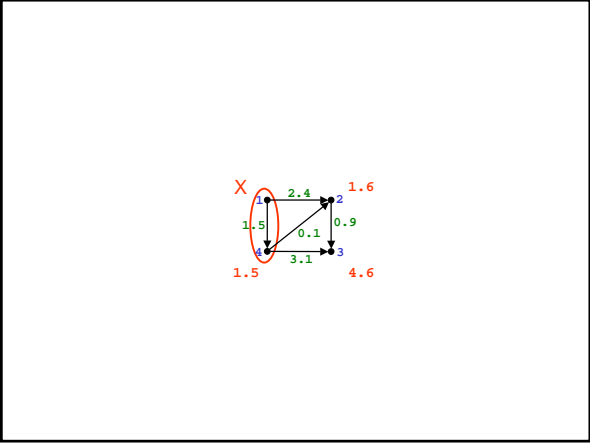
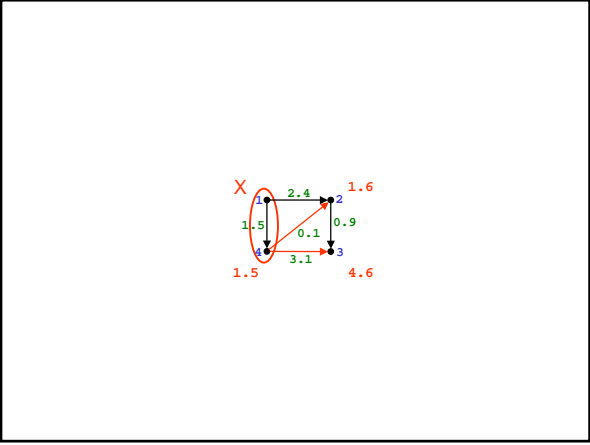
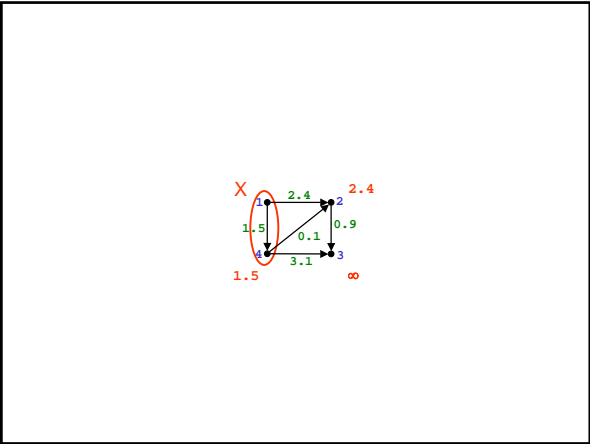
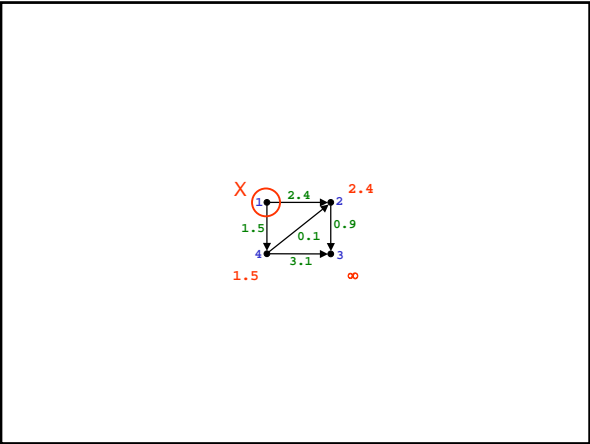
## Shortest Paths in Graphs

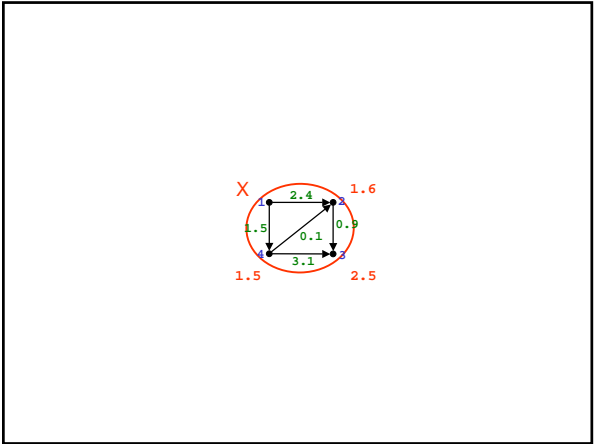
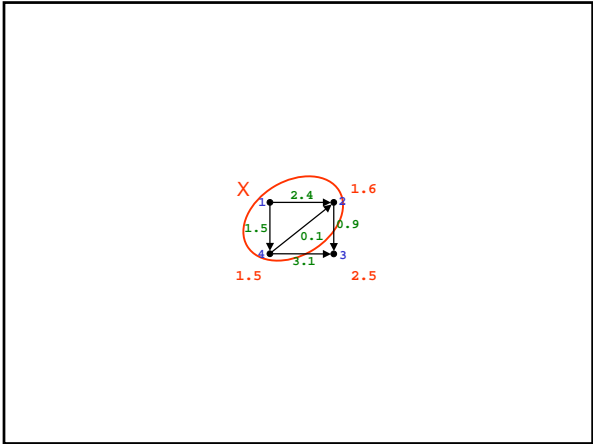
- Finding the shortest (min-cost) path in a graph is a problem that occurs often
  - Find the shortest route between Ithaca and West Lafayette, IN
  - Result depends on our notion of cost
    - Least mileage
    - Least time
    - Cheapest
    - Least boring
  - All of these "costs" can be represented as edge weights
- How do we find a shortest path?

## Dijkstra's Algorithm

```

dijkstra(s) {
  D[s] = 0; D[t] = c(s,t), t ≠ s;
  mark s;
  while (some vertices are unmarked) {
    v = unmarked node with smallest D;
    mark v;
    for (each w adjacent to v) {
      D[w] = min(D[w], D[v] + c(v,w));
    }
  }
}
```





### Proof of Correctness

The following are invariants of the loop:

- For  $u \in X$ ,  $D(u) = d(s,u)$
- For  $u \in X$  and  $v \notin X$ ,  $d(s,u) \leq d(s,v)$
- For all  $u$ ,  $D(u)$  is the length of the shortest path from  $s$  to  $u$  such that all nodes on the path (except possibly  $u$ ) are in  $X$

Implementation:

- Use a priority queue for the nodes not yet taken – priority is  $D(u)$

### Shortest Paths for Unweighted Graphs – A Special Case

- Use breadth-first search
- Time is  $O(n + m)$  in adj list representation,  $O(n^2)$  in adj matrix representation

### Undirected Trees

- An undirected graph is a *tree* if there is exactly one simple path between any pair of vertices

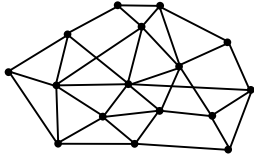
### Facts About Trees

- $|E| = |V| - 1$
- connected
- no cycles

In fact, any two of these properties imply the third, and imply that the graph is a tree

## Spanning Trees

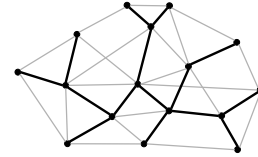
A *spanning tree* of a connected undirected graph  $(V,E)$  is a subgraph  $(V,E')$  that is a tree



## Spanning Trees

A *spanning tree* of a connected undirected graph  $(V,E)$  is a subgraph  $(V,E')$  that is a tree

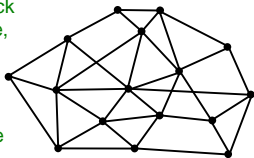
- Same set of vertices  $V$
- $E' \subseteq E$
- $(V,E')$  is a tree



## Finding a Spanning Tree

A subtractive method

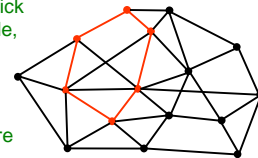
- Start with the whole graph – it is connected
- If there is a cycle, pick an edge on the cycle, throw it out – the graph is still connected (why?)
- Repeat until no more cycles



## Finding a Spanning Tree

A subtractive method

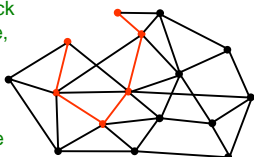
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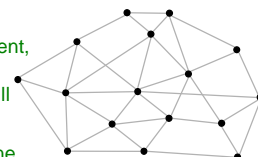
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## Finding a Spanning Tree

An additive method

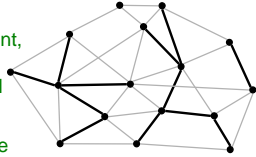
- Start with no edges – there are no cycles
- If more than one connected component, insert an edge between them – still no cycles (why?)
- Repeat until only one component



## Finding a Spanning Tree

### An additive method

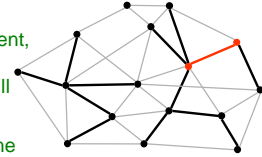
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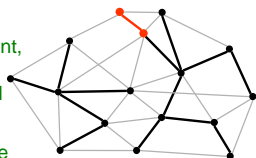
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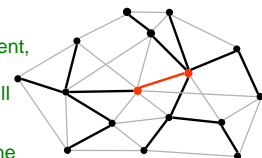
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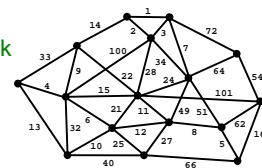
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## Minimum Spanning Trees

- Suppose edges are weighted, and we want a spanning tree of *minimum cost* (sum of edge weights)
- Useful in network routing & other applications



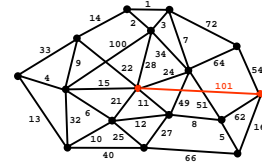
### 3 Greedy Algorithms

A. Find a max weight edge – if it is on a cycle, throw it out, otherwise keep it



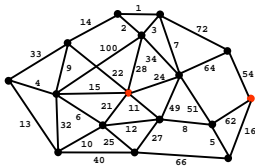
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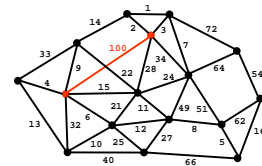
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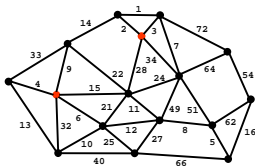
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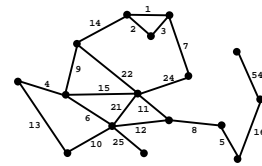
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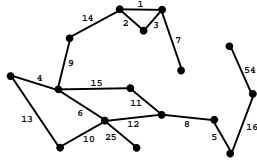
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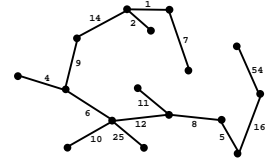
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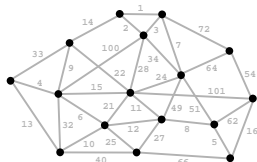
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### 3 Greedy Algorithms

- B. Find a min weight edge – if it forms a cycle with edges already taken, throw it out, otherwise keep it

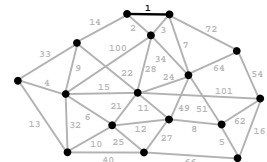
Kruskal's algorithm



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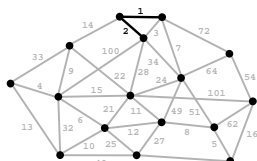
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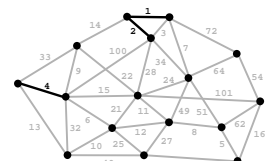
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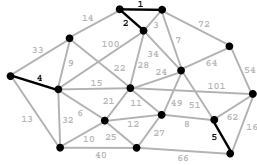
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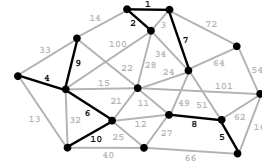
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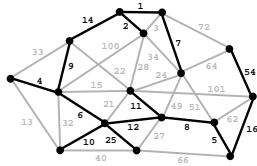
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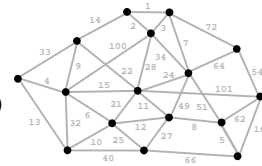
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### 3 Greedy Algorithms

C. Start with any vertex, add min weight edge extending that connected component that does not form a cycle

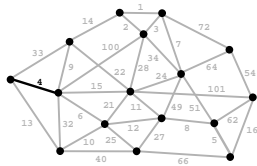
Prim's algorithm  
(reminiscent of Dijkstra's algorithm)



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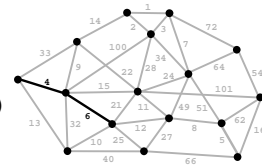
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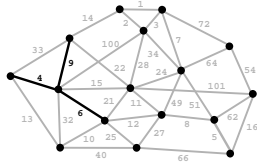
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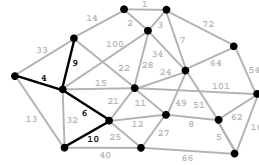
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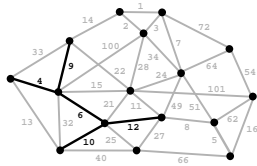
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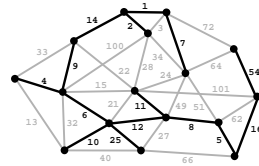
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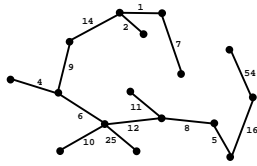
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### 3 Greedy Algorithms

All 3 greedy algorithms give the same minimum spanning tree (assuming distinct edge weights)



### Prim's Algorithm

```

prim(s) {
  D[s] = 0; mark s; //start vertex
  while (some vertices are unmarked) {
    v = unmarked vertex with smallest D;
    mark v;
    for (each w adj to v) {
      D[w] = min(D[w], c(v,w));
    }
  }
}

```

- $O(n^2)$  for adj matrix
  - While-loop is executed  $n$  times
  - For-loop takes  $O(n)$  time
- $O(m + n \log n)$  for adj list
  - Use a PQ
  - Regular PQ produces time  $O(n + m \log m)$
  - Can improve to  $O(m + n \log n)$  using a fancier heap

## Greedy Algorithms

- These are examples of **Greedy Algorithms**
- The Greedy Strategy is an algorithm design technique
  - Like Divide & Conquer
- Greedy algorithms are used to solve optimization problems
  - The goal is to find the *best* solution
- Works when the problem has the greedy-choice property
  - A global optimum can be reached by making locally optimum choices
- Example: the **Change Making Problem**: Given an amount of money, find the smallest number of coins to make that amount
- Solution: Use a Greedy Algorithm
  - Give as many large coins as you can
- This greedy strategy produces the optimum number of coins for the US coin system
- Different money system  $\Rightarrow$  greedy strategy may fail
  - Example: old UK system

## Similar Code Structures

```
while (some vertices are
unmarked) {
  v = best of unmarked
  vertices;
  mark v;
  for (each w adj to v)
    update w;
}
```

- bfs
  - best: next in queue
  - update:  $D[w] = D[v]+1$
- dijkstra
  - best: next in PQ
  - update:  $D[w] = \min D[w], D[v]+c(v,w)$
- prim
  - best: next in PQ
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