Graph representations COMS20010 (Algorithms II)

John Lapinskas, University of Bristol

I haven't talked at all about running times of graph algorithms...

I haven't talked at all about running times of graph algorithms...

because a lot depends on how the input graphs are stored.

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



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

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



$$\begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ \mathbf{1} & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

$$V =: \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

One popular way to store a graph G = (V, E) is an **adjacency matrix**:

$$V := \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$





Storing the matrix as a 2D array takes $\Theta(|V|^2)$ space.

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

One popular way to store a graph G = (V, E) is an **adjacency matrix**:

$$V := \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



Storing the matrix as a 2D array takes $\Theta(|V|^2)$ space. An adjacency query ("Is $(u, v) \in E$?") takes $\Theta(1)$ time.

I haven't talked at all about running times of graph algorithms... because a lot depends on how the input graphs are stored.

One popular way to store a graph G = (V, E) is an **adjacency matrix**:

$$V := \{v_1, v_2, \dots, v_n\}, \qquad A_{i,j} = \begin{cases} 1 & \text{if there is an edge from } v_i \text{ to } v_j, \\ 0 & \text{otherwise.} \end{cases}$$



Storing the matrix as a 2D array takes $\Theta(|V|^2)$ space. An adjacency query ("Is $(u, v) \in E$?") takes $\Theta(1)$ time. A neighbourhood query ("What is $N^+(u)$?") takes $\Theta(|V|)$ time.

John Lapinskas



























Here we store an array of |V| linked lists L_1, \ldots, L_n , where L_i contains the list of vertices v_i with $(v_i, v_j) \in E$ (in some order):



Storing the array of lists takes $\Theta(|V| + |E|)$ space.

Here we store an array of |V| linked lists L_1, \ldots, L_n , where L_i contains the list of vertices v_i with $(v_i, v_j) \in E$ (in some order):



Storing the array of lists takes $\Theta(|V| + |E|)$ space. An adjacency query ("Is $(u, v) \in E$?") takes $\Theta(d^+(u))$ time.

Here we store an array of |V| linked lists L_1, \ldots, L_n , where L_i contains the list of vertices v_i with $(v_i, v_j) \in E$ (in some order):



Storing the array of lists takes $\Theta(|V| + |E|)$ space. An adjacency query ("Is $(u, v) \in E$?") takes $\Theta(d^+(u))$ time. A neighbourhood query ("What is $N^+(u)$?") takes $\Theta(d^+(u))$ time.

| Advantages of matrices | Advantages of lists |
|---------------------------------------|---------------------------------------|
| Fast adjacency queries for all graphs | Fast degree queries for sparse graphs |

| Advantages of matrices | Advantages of lists |
|--|---|
| Fast adjacency queries for all graphs | Fast degree queries for sparse graphs |
| Can sometimes use linear algebra for fast algorithms (see problem sheet) | Low space requirement for sparse graphs |

| Advantages of matrices | Advantages of lists |
|--|--|
| Fast adjacency queries for all graphs | Fast degree queries for sparse graphs |
| Can sometimes use linear algebra for fast algorithms (see problem sheet) | Low space requirement for sparse graphs |
| | Can drop adjacency queries to $O(1)$ expected time with hash tables (c.f. Advanced Algorithms next year!) |

| Advantages of matrices | Advantages of lists |
|--|--|
| Fast adjacency queries for all graphs | Fast degree queries for sparse graphs |
| Can sometimes use linear algebra for fast algorithms (see problem sheet) | Low space requirement for sparse graphs |
| | Can drop adjacency queries to $O(1)$ expected time with hash tables (c.f. Advanced Algorithms next year!) |

In practice, we normally use adjacency lists with hash tables over adjacency matrices or vanilla adjacency lists.

| Advantages of matrices | Advantages of lists |
|--|--|
| Fast adjacency queries for all graphs | Fast degree queries for sparse graphs |
| Can sometimes use linear algebra for fast algorithms (see problem sheet) | Low space requirement for sparse graphs |
| | Can drop adjacency queries to $O(1)$ expected time with hash tables (c.f. Advanced Algorithms next year!) |

In practice, we normally use adjacency lists with hash tables over adjacency matrices or vanilla adjacency lists... **unless** we aren't actually storing the graph at all!

A key ingredient of Google's search algorithm is **PageRank**: a rough indicator of the "importance" of a given site on the Internet, computed by looking at incoming and outgoing links.

Calculating PageRank is a graph problem:



A key ingredient of Google's search algorithm is **PageRank**: a rough indicator of the "importance" of a given site on the Internet, computed by looking at incoming and outgoing links.

Calculating PageRank is a graph problem:



Google **really** doesn't want to have to store the graph.

A key ingredient of Google's search algorithm is **PageRank**: a rough indicator of the "importance" of a given site on the Internet, computed by looking at incoming and outgoing links.

Calculating PageRank is a graph problem:



Google **really** doesn't want to have to store the graph.

But they can easily list neighbours of a site v in O(d(v)) time...

A key ingredient of Google's search algorithm is **PageRank**: a rough indicator of the "importance" of a given site on the Internet, computed by looking at incoming and outgoing links.

Calculating PageRank is a graph problem:



Google **really** doesn't want to have to store the graph.

But they can easily list neighbours of a site v in O(d(v)) time... so they can have *the same interface* that adjacency lists would provide, but without actually storing anything!

A key ingredient of Google's search algorithm is **PageRank**: a rough indicator of the "importance" of a given site on the Internet, computed by looking at incoming and outgoing links.

Calculating PageRank is a graph problem:



Google **really** doesn't want to have to store the graph.

But they can easily list neighbours of a site v in O(d(v)) time... so they can have *the same interface* that adjacency lists would provide, but without actually storing anything!

Situations like this, where the graph is only stored implicitly, are why we really care about the adjacency list and matrix models.

John Lapinskas

Graph representations

Loops and multiple edges

Sometimes it's useful to consider graphs with:



Loops connecting vertices to themselves;

These are called **multigraphs**.



Multiple edges between one pair of vertices.

Sometimes it's useful to consider graphs with:



Loops connecting vertices to themselves;

These are called **multigraphs**.



Multiple edges between one pair of vertices.

Results and algorithms for graphs usually carry over to multigraphs unchanged, but they often make things harder to visualise and write.

And loops and multiple edges are rarely necessary.

Sometimes it's useful to consider graphs with:



Loops connecting vertices to themselves;

These are called **multigraphs**.

 \bigcirc

Multiple edges between one pair of vertices.

Results and algorithms for graphs usually carry over to multigraphs unchanged, but they often make things harder to visualise and write.

And loops and multiple edges are rarely necessary.

So in this course we will only consider standard (a.k.a. **simple**) graphs, without loops or multiple edges.