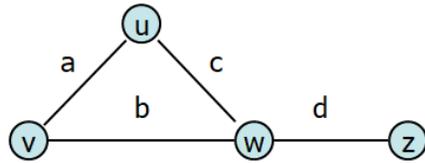


Graph Implementation #1: Edge List

| Vert. | Edges |
|-------|-------|
| u | a |
| v | b |
| w | c |
| z | d |



Data Structures:

Vertex Collection:

Edge Collection:

Operations on an Edge List implementation:

insertVertex(K key):

- What needs to be done?

removeVertex(Vertex v):

- What needs to be done?

incidentEdges(Vertex v):

- What needs to be done?

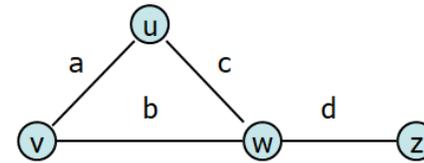
areAdjacent(Vertex v1, Vertex v2):

- Can this be faster than `G.incidentEdges(v1).contains(v2)`?

insertEdge(Vertex v1, Vertex v2, K key):

- What needs to be done?

Graph Implementation #2: Adjacency Matrix



| Vert. | Edges | Adj. Matrix | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------|-------|--|---|---|---|---|---|---|--|--|--|--|---|--|--|--|--|---|--|--|--|--|---|--|--|--|--|
| u | a | <table border="1"> <tr> <th></th> <th>u</th> <th>v</th> <th>w</th> <th>z</th> </tr> <tr> <th>u</th> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th>v</th> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th>w</th> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th>z</th> <td></td> <td></td> <td></td> <td></td> </tr> </table> | | u | v | w | z | u | | | | | v | | | | | w | | | | | z | | | | |
| | u | v | w | z | | | | | | | | | | | | | | | | | | | | | | | |
| u | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| v | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| w | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| z | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| v | b | | | | | | | | | | | | | | | | | | | | | | | | | | |
| w | c | | | | | | | | | | | | | | | | | | | | | | | | | | |
| z | d | | | | | | | | | | | | | | | | | | | | | | | | | | |

Data Structures:

Operations on an Adjacency Matrix implementation:

insertVertex(K key):

- What needs to be done?

removeVertex(Vertex v):

- What needs to be done?

incidentEdges(Vertex v):

- What needs to be done?

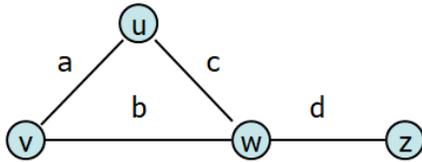
areAdjacent(Vertex v1, Vertex v2):

- Can this be faster than `G.incidentEdges(v1).contains(v2)`?

insertEdge(Vertex v1, Vertex v2, K key):

- What needs to be done?

Graph Implementation #3: Adjacency List



| Vertex List | Edges |
|-------------|-------|
| u | |
| v | a |
| w | b, c |
| z | d |

Operations on an Adjacency Matrix implementation:

insertVertex(K key):

removeVertex(Vertex v):

incidentEdges(Vertex v):

areAdjacent(Vertex v1, Vertex v2):

insertEdge(Vertex v1, Vertex v2, K key):

Running Times of Classical Graph Implementations

| | Edge List | Adj. Matrix | Adj. List |
|----------------------|------------|----------------------|------------------------------|
| Space | n+m | n² | n+m |
| insertVertex | 1 | n | 1 |
| removeVertex | m | n | deg(v) |
| insertEdge | 1 | 1 | 1 |
| removeEdge | 1 | 1 | 1 |
| incidentEdges | m | n | deg(v) |
| areAdjacent | m | 1 | min(deg(v), deg(w)) |

Q: If we consider implementations of simple, connected graphs, what relationship between n and m?

- On connected graphs, is there one algorithm that underperforms the other two implementations?

Q: Is there clearly a single best implementation?

- Optimized for fast construction:

- Optimized for areAdjacent operations:

CS 225 – Things To Be Doing:

- 1. Optional Exam:** Thursday, April 11 – Sunday, April 14
- lab_dict released this week; due on Sunday.
- MP6 EC+5 due tonight; final due date on Monday, April. 15
- Very special POTD today!