

DSC40B:  
Theoretical Foundations of Data  
Science II

Lecture 10: *Graphs: basics and  
representations*

Instructor: Yusu Wang

---

# Graphs: directed and undirected

---



# Common data types

---

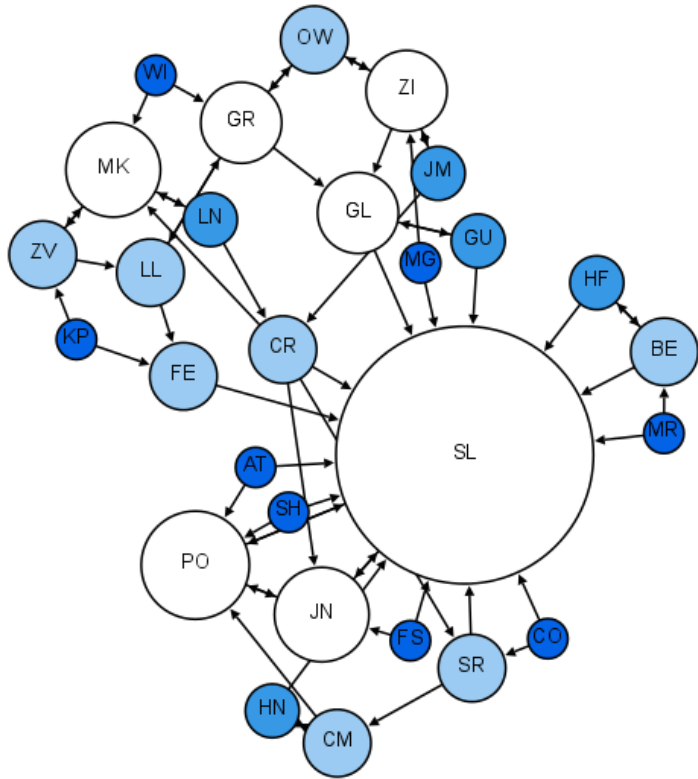
- ▶ A set of feature vectors in some feature space (e.g,  $R^d$ )
  - ▶ A collection of patients' record, each represented by a feature vector containing information such as name, age, health history etc.
  - ▶ Focus on attributes of individuals
- ▶ Graph data:
  - ▶ Focus on (pairwise) relations among individuals
  - ▶ Social networks, co-authorship networks, knowledge graphs



# Examples

---

## ► Social networks



Moreno's sociogram of a 2nd grade class

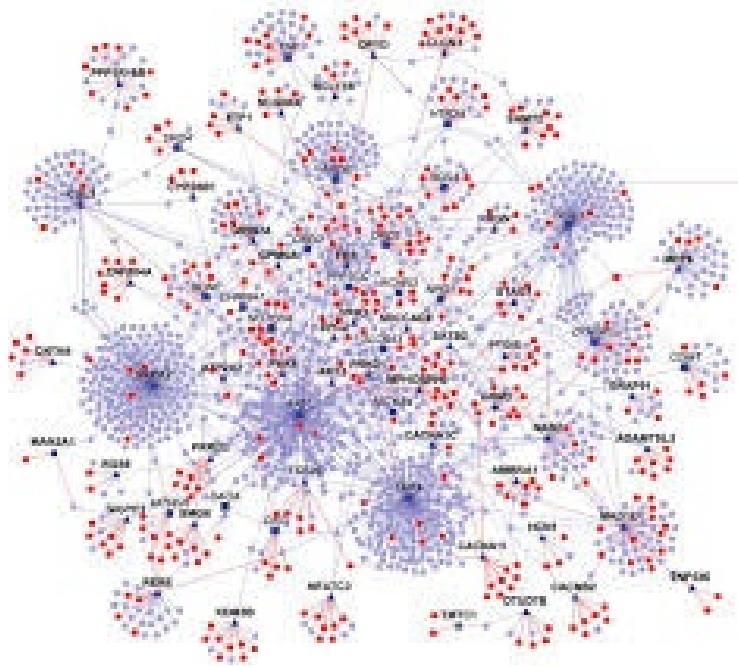


Facebook friendship social graph



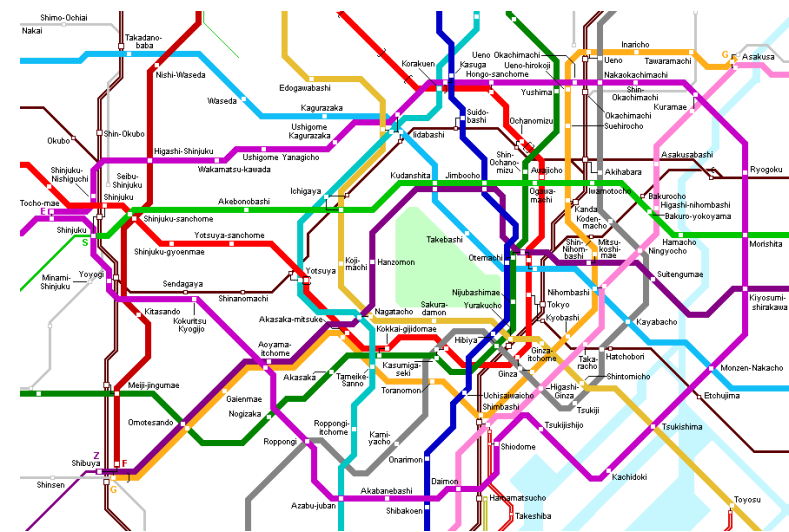
# Examples

## ► Biological networks



Protein-protein interaction networks

## ► Road networks



Tokyo subway map

# What is a graph?

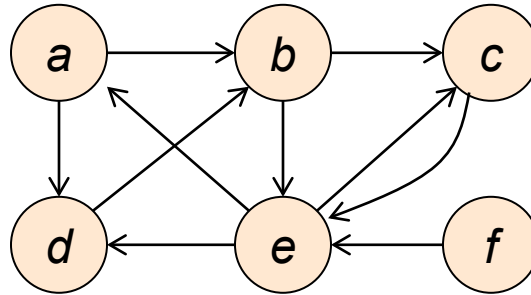
---

- ▶ On the high level, a **graph**  $G$  is a pair  $G = (V, E)$ 
  - ▶  $V$ : a set of graph **nodes** (or vertices)
  - ▶  $E \subset V \times V$ : a set of graph **edges**
    - ▶ each edge  $(a, b) \in E$  represents a certain relation between the pair of graph nodes  $a, b \in V$
- ▶ Directed vs undirected graphs



# Directed graphs

- ▶ A **directed graph** (or **digraph**)  $G$  is a pair  $(V, E)$  where  $V$  is a finite set of **nodes** and  $E$  is a set of **ordered pairs** called (directed) **edges**.



- ▶  $G = (V, E)$  where
  - ▶  $V = \{a, b, c, d, e, f\}$ ;
  - ▶  $E = \{(a, b), (a, d), (b, c), (b, e), (c, e), (d, b), (e, a), (e, c), (e, d), (f, e)\}$



# Remarks

---

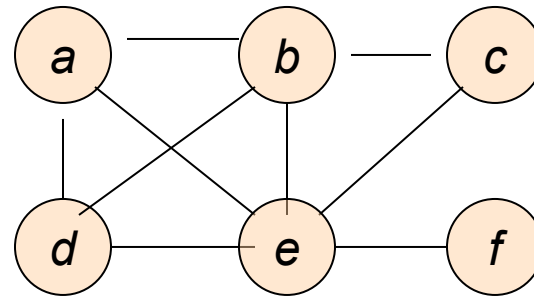
- ▶ Note that each edge  $(a, b) \in V \times V$  is an ordered pair
  - ▶ meaning that there is an edge from  $a$  to  $b$
- ▶ Hence edges  $(a, b) \neq (b, a)$ 
  - ▶ e.g, Alex follows Elon Musk in twitter, so  $(\text{Alex}, \text{Elon})$  is an edge in  $E$ . But Elon does not follow Alex, so  $(\text{Elon}, \text{Alex}) \notin E$
  - ▶ Note that both  $(a, b)$  and  $(b, a)$  could be in the edge set
- ▶ There can also be self-loop:  $(a, a)$
- ▶ Simple graph:
  - ▶ for any **ordered pair**, there can be at most one edge in  $E$





# Directed graphs

- ▶ A **undirected graph**  $G$  is a pair  $(V, E)$  where  $V$  is a finite set of **nodes** and  $E$  is a set of *unordered pairs* called **edges**.



- ▶  $G = (V, E)$  where
  - ▶  $V = \{a, b, c, d, e, f\}$ ;
  - ▶  $E = \{(a, b), (a, d), (a, e), (b, c), (b, d), (b, e), (c, e), (d, e), (e, f)\}$



# Remarks

---

- ▶ An edge is a subset of nodes  $V$  with cardinality 2.
  - ▶ Hence the formal way to represent an edge is  $\{a, b\}$
  - ▶ By convention however, we often still write it as  $(a, b)$ .
- ▶ There is no order for each pair
  - ▶ Thus edge  $(a, b) = (b, a)$
- ▶ Simple graphs:
  - ▶ There is no self-loops of the form  $(a, a)$
  - ▶ There is at most one edge for each pair of nodes  $\{a, b\}$



# Summary

---

## ▶ Edge direction ?

- ▶ directed graph: **Yes**
- ▶ undirected graph: **No**

## ▶ Self-loop?

- ▶ directed graph: **Yes**
- ▶ undirected graph: **No**

## ▶ Opposite edges: $(a, b)$ and $(b, a)$ ?

- ▶ directed graph: **Yes**
- ▶ undirected graph: **No** (they are the same edge)



---

# Graphs: More notations

---

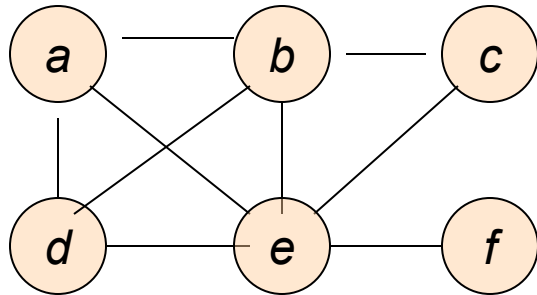


# Node degree in undirected graph

---

- ▶ Given an undirected graph  $G = (V, E)$ 
  - ▶ given an edge  $e = (u, v) \in E$ , we refer  $u, v$  as end-points of  $e$
  - ▶ we say that edge  $e$  is **incident on** node  $u$  if  $u$  is an end-point of  $e$

- ▶ Given an undirected graph  $G = (V, E)$ , the **degree** of a node  $v \in V$  is
  - ▶  $\deg(v) :=$  number of edges incident on  $v$



- ▶ **Example:**
  - ▶  $\deg(e) = 5$ ,  $\deg(f) = 1$



# Observations

---

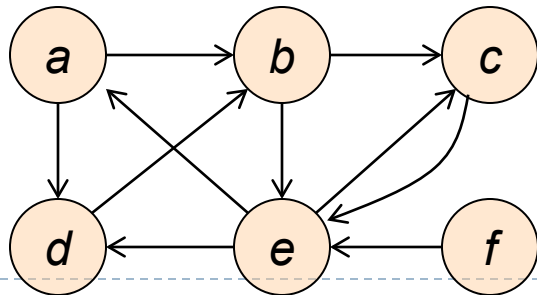
- ▶ Given a undirected graph  $G = (V, E)$  with  $n = |V|$ 
  - ▶  $0 \leq \deg(v) \leq n - 1$ , for any node  $v \in V$
  - ▶  $\sum_{v \in V} \deg(v) = 2|E|$
- ▶ Given a undirected graph  $G = (V, E)$  with  $n = |V|$ 
  - ▶ The maximum number of edges is  $\frac{n(n-1)}{2}$ 
    - ▶ i.e., the number of edges can be anything from 0 to  $\frac{n(n-1)}{2}$
  - ▶ This also implies that  $|E| = O(n^2)$
- ▶ A undirected graph  $G = (V, E)$  is a **complete graph** iff
  - ▶ There is one edge between every pair of distinct nodes in  $V$
  - ▶ i.e,  $|E| = \frac{n(n-1)}{2}$



# Node degree in directed graph

---

- ▶ Given a directed graph  $G = (V, E)$ , the **in-degree** of a node  $v \in V$  is
  - ▶  $\text{indeg}(v) :=$  number of edges **entering**  $v$
- ▶ Given a directed graph  $G = (V, E)$ , the **out-degree** of a node  $v \in V$  is
  - ▶  $\text{outdeg}(v) :=$  number of edges **leaving**  $v$
- ▶ Sometimes we use **degree** to denote the sum
  - ▶  $\text{deg}(v) = \text{indeg}(v) + \text{outdeg}(v)$



- ▶ **Example:**
    - ▶  $\text{indeg}(e) = 3$ ,  $\text{outdeg}(e) = 3$
    - ▶  $\text{indeg}(f) = 0$ ,  $\text{outdeg}(f) = 1$
-

# Observations

---

- ▶ **Given a directed graph  $G = (V, E)$  with  $n = |V|$** 
  - ▶  $0 \leq \text{indeg}(v), \text{outdeg}(v) \leq n$ , for any node  $v \in V$
  - ▶  $\sum_{v \in V} \text{indeg}(v) = \sum_{v \in V} \text{outdeg}(v) = |E|$
  
- ▶ **Given a directed graph  $G = (V, E)$  with  $n = |V|$** 
  - ▶ The maximum number of edges is  $n^2$
  - ▶ This also implies that  $|E| = O(n^2)$





# More notations

---

- ▶ Given a undirected graph  $G = (V, E)$ 
  - ▶ the set of **neighbors** of  $v \in V$  is the set of all nodes in  $V$  that share an edge with  $v$
- ▶ Given a directed graph  $G = (V, E)$ 
  - ▶ the set of **successors** of  $v \in V$  is the set of all nodes at the end of an edge leaving  $v$
  - ▶ the set of **predecessors** of  $v \in V$  is the set of all nodes at the start of an edge entering  $v$
- ▶ By convention, for a directed graph
  - ▶ the set of **neighbors** of a node often refers to the set of **successors** of this node.



---

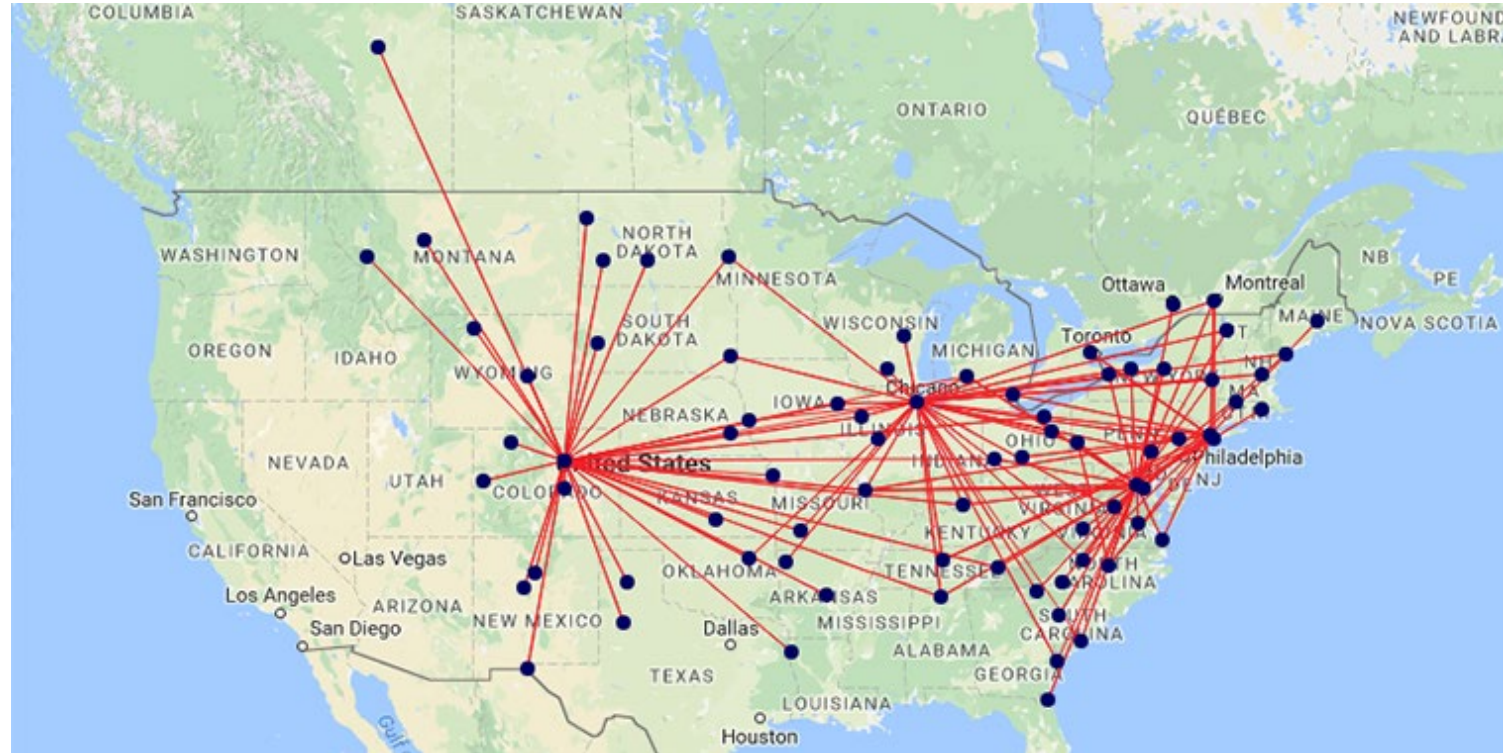
# Paths, reachability and connectivity

---



# Example

---



Can we fly from Columbus, Ohio to Denver, Colorado?

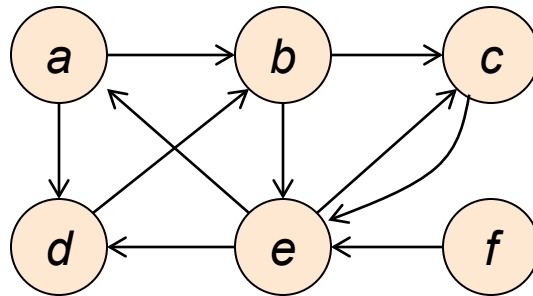
---



# Paths

---

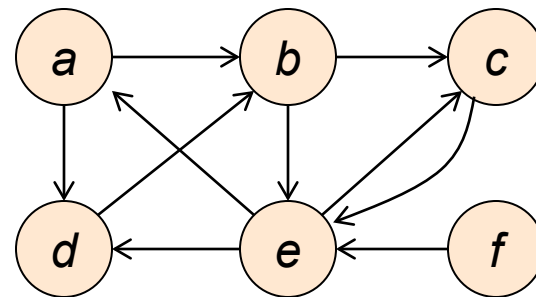
- ▶ A **path** from  $u$  to  $u'$  in a (directed or undirected) graph  $G = (V, E)$  is a sequence of one or more nodes  $u = v_0, v_1, \dots, v_k = u'$  such that there is an edge between each consecutive pair of nodes in the sequence.



# Paths

---

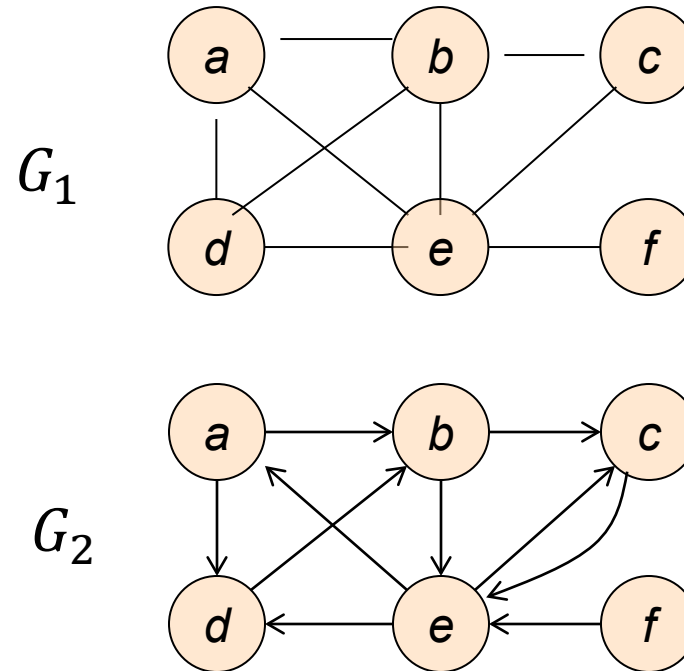
- ▶ The **length** of a path = # of nodes  $- 1$  = # of edges in a path
  - ▶ The length of a path could be **0**
- ▶ A path is **simple** if it visits each node only once
  - ▶ In this class, we usually consider only simple paths.
- ▶ A **cycle** is a path where the first and last nodes are the same



# Reachability

---

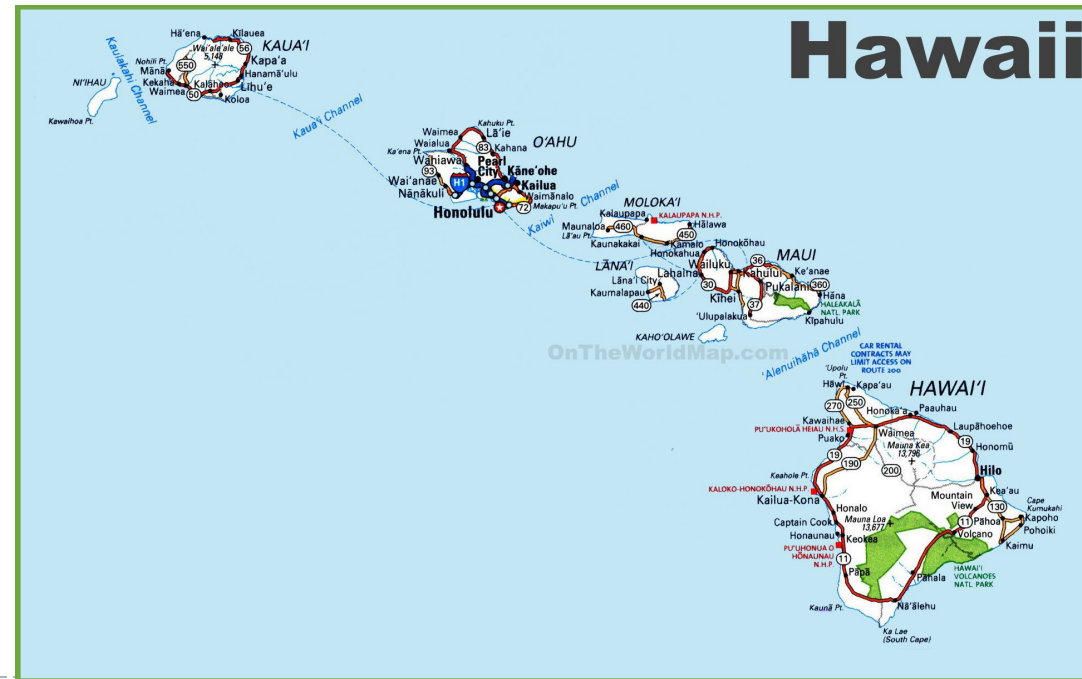
- ▶ Node  $u$  is **reachable** from node  $v$  if there is a path from  $v$  to  $u$
- ▶ In undirected graph,
  - ▶ If  $u$  is reachable from  $v$ , then  $v$  is reachable from  $u$
- ▶ In a directed graph
  - ▶  $u$  is reachable from  $v$  does not imply that  $v$  is necessarily reachable from  $u$
  - ▶ Reachability is **not symmetric** for directed graphs!



# Connectivity

- ▶ This concept is for **undirected graphs**.
- ▶ A undirected graph is **connected** if every node is reachable from every other node. Otherwise, it is **disconnected**.

A graph is disconnected means that there exists at least one pair of nodes  $u, v$  such that  $u$  is not reachable from  $v$ .



# Connected components

---

- ▶ A connected component of a graph  $G = (V, E)$  is a maximally-connected subset of nodes of  $V$ .
- ▶ That is, given a undirected graph  $G = (V, E)$ , a connected component is a set  $C \subseteq V$  such that
  - ▶ any pairs  $u, v \in C$  are reachable from one another; and
  - ▶ if  $u \in C$  and  $z \notin C$ , then  $u$  and  $z$  are not reachable from one another.
- ▶ If a undirected graph is connected, then it has only one connected component.
- ▶ For directed graphs, there is a concept called **strongly connected components**.





---

# Representations of graphs

---



# Representation of graphs

---

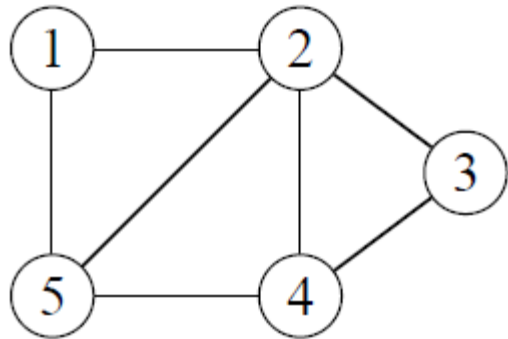
- ▶ How do we represent a graph in the computer
  - ▶ e.g, to be used as input to an algorithm
- ▶ Three representations
  - ▶ Adjacency matrix
  - ▶ Adjacency list
  - ▶ Dictionary set



# Adjacency matrix representation

---

- ▶ Assume  $V = \{v_0, v_1, \dots, v_{n-1}\}$  with  $n = |V|$
- ▶ Adjacency matrix of a graph is a  $n \times n$  matrix **adj**
  - ▶  $\text{adj}[i, j] = \begin{cases} 1, & (v_i, v_j) \in E \\ 0, & \textit{otherwise} \end{cases}$



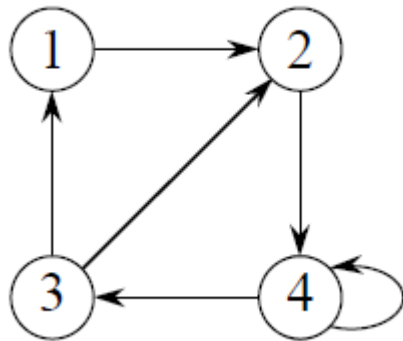
	1	2	3	4	5
1	0	1	0	0	1
2	1	0	1	1	1
3	0	1	0	1	0
4	0	1	1	0	1
5	1	1	0	1	0



# Adjacency matrix representation

- ▶ Assume  $V = \{v_0, v_1, \dots, v_{n-1}\}$  with  $n = |V|$
- ▶ Adjacency matrix of a graph is a  $n \times n$  matrix **adj**

$$\text{adj}[i, j] = \begin{cases} 1, & (v_i, v_j) \in E \\ 0, & \text{otherwise} \end{cases}$$



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

Observation:

- If the graph is undirected, then this matrix is a symmetric matrix
- If the graph is directed, then the adjacency matrix is not necessarily symmetric

# Complexity

---

- ▶ Size of Adjacency matrix

- ▶  $\Theta(|V|^2)$

- ▶ Time complexity of operations

- ▶ Edge query:

- ▶ is the edge  $(v_i, v_j) \in E$  ?

- ▶ Degree query:

- ▶ what is the **degree** of  $v_i$  (in undirected graph), or what is the **outdegree** of  $v_i$  (in directed graph)

operation	code	time
edge query	<code>adj[i, j] == 1</code>	$\Theta(1)$
<code>degree(i)</code>	<code>np.sum(adj[i, :])</code>	$\Theta( V )$



# Remarks

---

## ▶ Pros:

- ▶ Support very efficient edge queries
- ▶ Simple and easy to use
  - ▶ only need to allocate a  $|V| \times |V|$  (Numpy) array
- ▶ Easy to manipulate via linear algebra
  - ▶ e.g, (i,j)-th entry of  $A^2$  gives number of hops of length 2 between  $v_i$  and  $v_j$

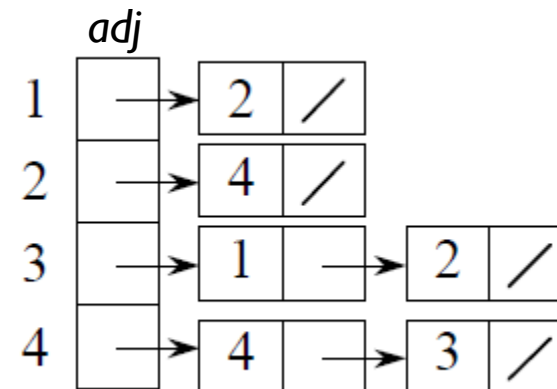
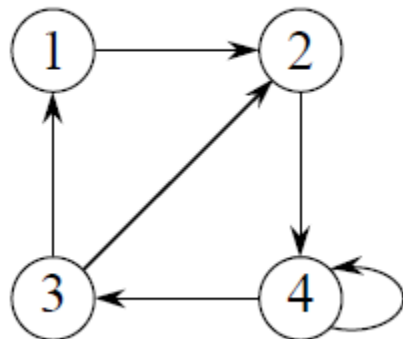
## ▶ Cons:

- ▶ Take  $\Theta(|V|^2)$  no matter what the graph looks like
- ▶ In real-life, graphs are often **sparse**, with far fewer number of edges
  - ▶ e.g, facebook has 2.7 billion users
    - $|V|^2 = (2.7 \times 10^9)^2 \approx 7.3 \times 10^{18}$  bits  $\approx$  11862 years of video at 1080p
    - $\approx$  109 copies of the internet as it was in 2000



# Adjacency list representation

- ▶ Adjacency matrix allocates a bit for each  $|V|^2$  potential edge
  - ▶ What if we only store the edges in the graph?
- ▶ **Adjacency lists**
  - ▶ Each vertex  $u$  has a list, recording its neighbors
    - ▶ i.e., all  $v$ 's such that  $(u, v) \in E$
  - ▶ An **array** of  $|V|$  lists
    - ▶  $adj[i].size$  = size of AdjList for node  $v_i$
    - ▶  $adj[i]$  = adjacency list for node  $v_i$



# Size complexity

---

- ▶ For each vertex  $v_i$ , its adjacency list  $\text{adj}[i]$  has size =
  - ▶  $\text{deg}(v_i)$  if the graph is undirected
  - ▶  $\text{outdeg}(v_i)$  if the graph is directed
- ▶ Hence each edge will be stored
  - ▶ **twice** in the adjacency list if the graph is undirected
  - ▶ **once** if the graph is directed
- ▶ Total size:
  - ▶  $\Theta(|V| + |E|)$
  - ▶ where  $\Theta(|V|)$  for the outer array, and  $\Theta(|E|)$  for the total lengths of inner lists .





# Time complexity

---

## ▶ Time complexity of operations

- ▶ Accessing the list of neighbors for a specific vertex  $v_i$ 
  - ▶ takes  $\Theta(1)$  time, as just return the list  $adj[i]$
- ▶ edge query: is edge  $(v_i, v_j) \in E$ ?
  - ▶ takes  $\Theta(\text{length of } adj[i]) = \Theta(\text{deg}(v_i)) = O(|V|)$ 
    - (deg should be out-deg for directed graphs)
- ▶ degree query: what is the **degree** of  $v_i$  (in undirected graph), or what is the **outdegree** of  $v_i$  (in directed graph)
  - ▶ takes  $\Theta(1)$  time
  - ▶ **However**, for directed graph, checking **indegree** takes  $O(|V| + |E|)$  time!



---

▶ Summary of time complexity:

- ▶ Note: below “degree” refers to the “**degree**” of a node for an undirected graph, but “**out-degree**” of a node for a directed graph!

operation	code	time
edge query	<code>j in adj[i]</code>	$\Theta(\text{degree}(i))$
<code>degree(i)</code>	<code>len(adj[i])</code>	$\Theta(1)$



# Remarks

---

- ▶ **Pros:**

- ▶ Optimal space complexity

- ▶  $\Theta(|V| + |E|)$  is the least possible (asymptotically), thus space complexity is optimal

- ▶ Fast for (out-)degree queries.

- ▶ **Cons:**

- ▶ Slow for edge queries

- ▶ No linear algebra operations such as  $A^2$



- 
- ▶ **Adjacency matrix:**
    - ▶ Fast edge queries, potentially large space
  - ▶ **Adjacency list:**
    - ▶ Slow edge queries, but efficient in space

Can we take the advantage of both?



# Dictionary-set representation

---

## ▶ Idea:

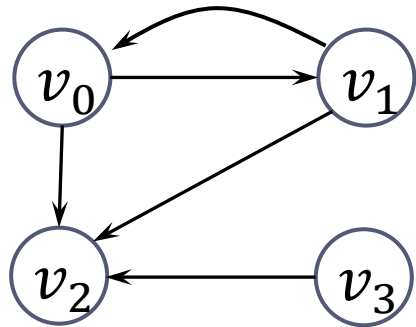
- ▶ why not changing the inner list to a **Hash table** to store the list of neighbors (i.e, adjacency list) of each node
  - ▶ E.g, using the **Set** data structure in python.
- ▶ this will make membership query (which is essentially what edge query is about) efficient!
  - ▶ to check whether  $(v_i, v_j)$  is in  $E$ , we just need to check whether  $v_j$  is in the adjacency list of  $v_i$ , which is a membership query in the  $\text{adj}[i]$
- ▶ We further change the outer array to also a **Hash table**
  - ▶ e. g, using the **dict** data structure in python
  - ▶ this also allows us to map non-integer indexed nodes



# Dictionary-of-set implementation

---

- ▶ Dictionary-of-set implementation
  - ▶ Using an outer hash table (**dict**) to represent all non-empty adjacency list for all nodes
  - ▶ For each node with non-zero neighbors, using a hash table (**set**) to store all its neighbors



# Complexity

---

- ▶ Space complexity

- ▶  $\Theta(|V| + |E|)$

- ▶ Time complexity (in expectation)

operation	code	time
edge query	<code>j in adj[i]</code>	$\Theta(1)$ average
<code>degree(i)</code>	<code>len(adj[i])</code>	$\Theta(1)$ average

- ▶ However,

- ▶ note that time complexity is expected time, and also there will be overhead of using Hash tables.



# Dictionary-of-set implementation

---

- ▶ Install with `pip install dsc40graph`
  - ▶ Or you can also download it and put in the same directory of you code. See Docs below
- ▶ Import with:
  - ▶ `import dsc40graph`
- ▶ Docs:
  - ▶ <https://eldridgejm.github.io/dsc40graph/>
- ▶ Source code:
  - ▶ <https://github.com/eldridgejm/dsc40graph>
- ▶ Will be used in HW coding problems





---

FIN

---

