Graphs
A Social Network
Chemical Bonds
PANFLUTE FLOWCHART

diamond

---

diamond

no

rectangle

no panflute

---

rectangle

no you don't

---

diamond

no you don't

---

diamond

do you need one

---

rectangle

no

---

diamond

yes
A graph is a mathematical structure for representing relationships.

A graph consists of a set of nodes connected by edges.
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A graph consists of a set of nodes connected by edges.
Some graphs are *directed*. 
Some graphs are *undirected*.
How can we represent graphs in C++?
We can represent a graph as a map from nodes to the list of nodes each node is connected to.
Representing Graphs

• The approach we just saw is called an **adjacency list** in comes in in a number of different forms:
  
  ```
  Map<string, Vector<string>>
  Map<string, Set<string>>
  HashMap<string, HashSet<string>>
  Vector<Vector<int>>
  ```

• The core idea is that we have some kind of mapping associating each node with its outgoing edges.
Representing Graphs

The approach we just saw is called an adjacency list in comes in a number of different forms:

- \( \text{Map}\langle\text{string}, \text{Vector}\langle\text{string}\rangle\rangle \)
- \( \text{Map}\langle\text{string}, \text{Set}\langle\text{string}\rangle\rangle \)
- \( \text{HashMap}\langle\text{string}, \text{HashSet}\langle\text{string}\rangle\rangle \)
- \( \text{Vector}\langle\text{Vector}\langle\text{int}\rangle\rangle \)

The core idea is that we have some kind of mapping associating each node with its outgoing edges.

Question to ponder: where have you seen this before?
This representation is called an **adjacency matrix**.

For those of you in Math 51: if $A$ is an adjacency matrix for a graph $G$, what is the significance of the matrix $A^2$?
Other Representations

Lots of code works on implicit graphs. Drawing the picture often makes it clearer!

```java
string word = /* ... */;
for (int i = 0; i < word.size(); i++) {
    for (char ch = 'a'; ch <= 'z'; ch++) {
        string newWord = word;
        newWord[i] = ch;
        if (word != newWord && lex.contains(newWord)) {
            /* ... edge exists! ... */
        }
    }
}
```
You’ll find graphs just about everywhere you look.

They’re an extremely versatile and powerful abstraction to be aware of.
Time-Out for Announcements!
Assignment 6

- Assignment 6 is due this Friday.
- Have questions?
  - Stop by the LaIR!
  - Ask your section leader!
  - Stop by Keith’s office hours on Tuesday!
  - Stop by Anton’s office hours on Wednesday!
  - Ask on Piazza!
CS+SOCIAL GOOD MIXER

Black Community Services Center

March 8th, 6:30-8:00pm

Mingle with your fellow students and faculty for a night of conversation about social good issues.

Tasty snacks & light refreshments will be served!
Stanford Engineers for a Sustainable World is looking for a team member to travel to Indonesia for a 9 week fellowship this summer to work with rural development NGO IBEKA. This is the fourth year of Engineers for a Sustainable World's collaboration with IBEKA on an Internet of Things Remote Monitoring System for Micro-hydroelectric Plants. Learn more about the project here.

We are looking for students of any year with skills and interests in Electrical Engineering, Computer Science, and Product Design. Participation requires enrolling in CEE177S Spring Quarter.

If interested, please email riyav@stanford.edu with a short paragraph explaining your interest and qualifications.
Back to CS106B!
Traversing Graphs
Iterating over a Graph

• In a singly-linked list, there’s pretty much one way to iterate over the list: start at the front and go forward!

• In a binary search tree, there are many traversal strategies:
  • An *inorder traversal* that produces all the elements in sorted order.
  • A *postorder traversal* used to delete all the nodes in the BST.

• There are *many* ways to iterate over a graph, each of which have different properties.
Depth-First Search

- If there’s an edge from the current node that leads to an unvisited node, follow that edge.
- Otherwise, back up to the previous node.

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DFS: The Rundown

- Starting a DFS at a given node will find all nodes reachable from that node.
- If you have an adjacency list, doing a DFS in an $n$-node, $m$-edge graph takes time $O(m + n)$ and uses space $O(n)$.
  - Talk to me after class for details!
- There are some beautiful properties of the order in which DFS visits nodes (take CS161!), but until you know them the order of nodes found can look pretty random. Come talk to me after class for more info.
Depth-First Search

• To do a depth-first search (DFS) from a node $u$, do the following:
  • If $u$ isn’t gray (unvisited), stop.
  • Color $u$ yellow (active).
  • For each neighbor $v$ of $u$:
    – Recursively run DFS from $v$.
  • Color $u$ green (done).
• The code for DFS is amazingly short!
A Whimsical Application
Mazes as Graphs
Creating a Maze with DFS

- Create a *grid graph* of the appropriate size.

- Starting at any node, run a depth-first search, choosing neighbor orderings at random.

- The resulting DFS tree is a maze with one solution.
Breadth-First Search
How do you find the fastest route from one point to another?
Breadth-First Search

This structure is called a **shortest-path tree**. Notice how following the arrows from any node will trace a shortest path back to the root in reverse.
BFS: The Rundown

- Breadth-first search will find all nodes reachable from the starting node.
- It will visit them in *increasing order of distance*.
- In an $n$-node, $m$-edge graph, it takes time $O(m + n)$ and uses space $O(n)$.
  - Though in practice, the space usage is much higher than in DFS.
  - Curious where this runtime comes from? Come talk to me after class!
BFS: The Logic

• Color all nodes \textit{gray}.
• Make a worklist with the starting node.
• Color the starting node \textit{yellow}.
• While the worklist isn’t empty:
  • Dequeue a node from the worklist.
  • Color that node \textit{green}.
  • For each adjacent node:
    – If that node is \textit{gray}:
      • Color the node \textit{yellow}.
      • Add it to the queue.
Next Time

• **Shortest Paths**
  • Dijkstra's Algorithm.
  • Shortest-Path Trees
  • A* Search.