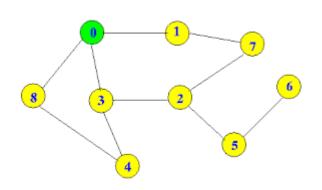
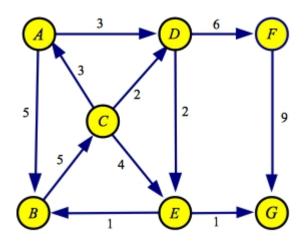
Introduction to GRAPHS







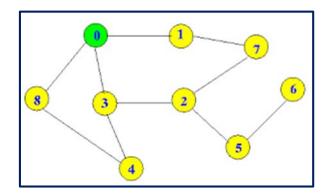
Aritra Hazra & Partha P Chakrabarti

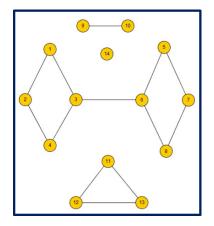
Indian Institute of Technology Kharagpur

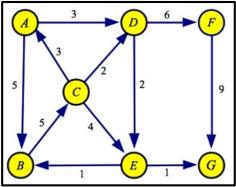
Graphs

A Graph G = (V, E) consists of the following:

- A set of Vertices or Nodes V
 - Nodes may have one or more labels
- A set of Edges E where each edge connects vertices of V
 - An edge usually defines a connection or relationship between vertices or nodes
 - The edges can be undirected or directed
 - Each edge can have one or more labels
 - Usually there is at most one edge between vertices, there could be multiple edges between the same nodes.
 - Normally an edge connects two vertices, but in general we could have hyper-edges



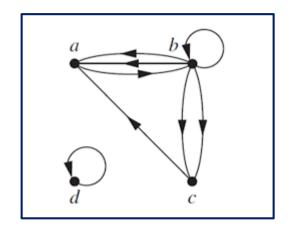


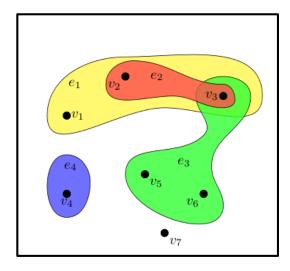


Graphs

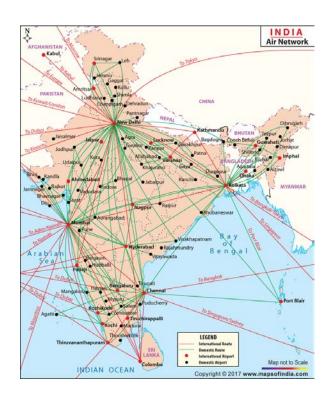
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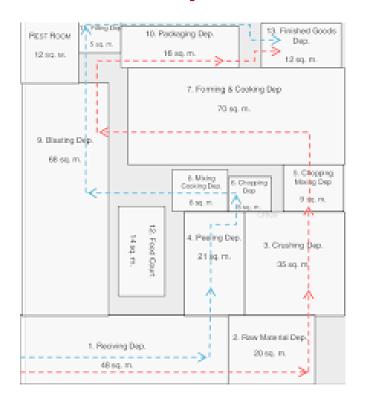




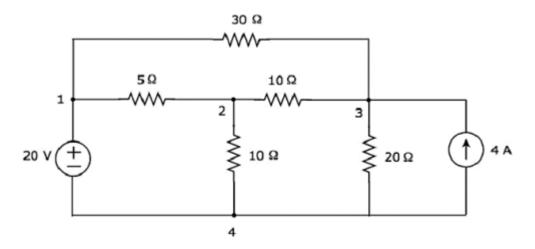
- Maps, Routes
- Layouts
- Circuits and Networks
- Relationships
- Constraints
- Dependencies
- Flow Charts
- State Machines



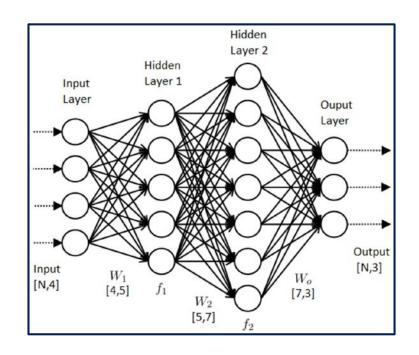
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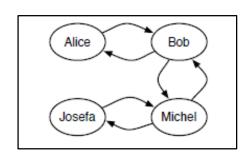
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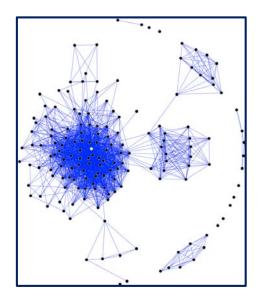


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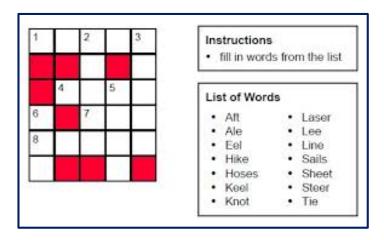


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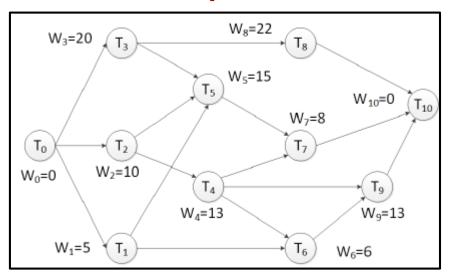




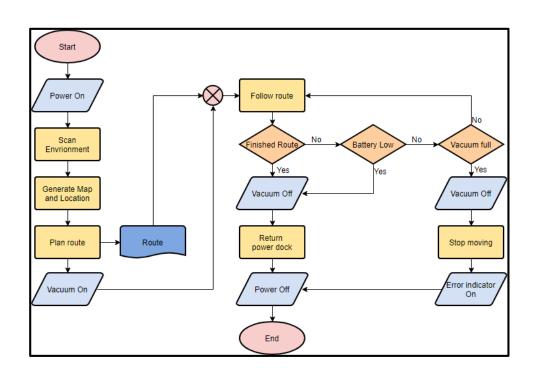
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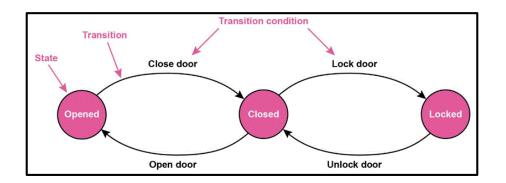
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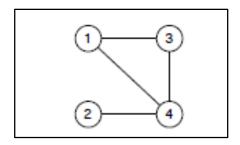
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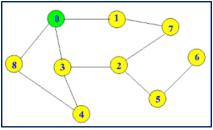


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Graph Representation

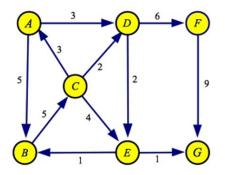




Adjacency List

Adjacency Matrix

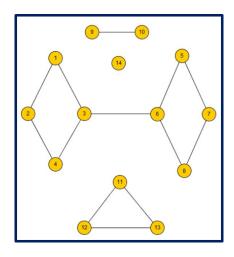
Graph Representation



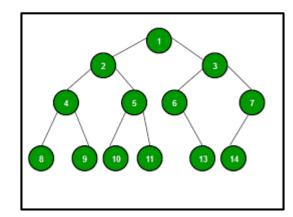
Adjacency Matrix

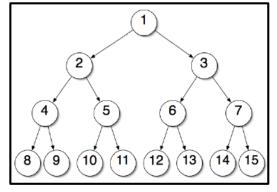


- Paths
- Reachability
- Connected Components
- Trees, Cycles, ordering
- Costs & Distances
- Spanning Trees
- Shortest Paths
- Flows

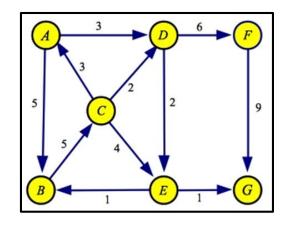


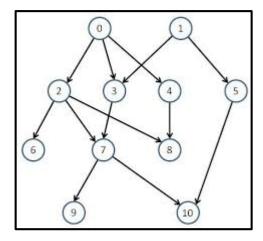
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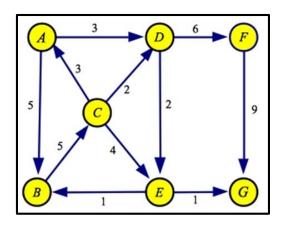


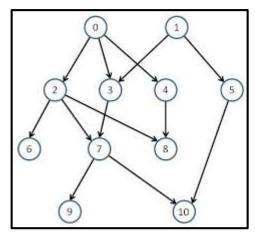
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Thank you