

Graphs

- Introduction to graphs
- NetworkX
- Basic operations and problems
 - Webcrawler using a graph and not a matrix
- Drawing large graphs

References

- <http://networkx.lanl.gov/tutorial/index.html> - tutorial
- <http://people.hofstra.edu/geotrans/eng/ch2en/meth2en/ch2m1en.html> - gives formal definitions
- http://en.wikipedia.org/wiki/Graph_theory - history and links

1

Monday, March 30, 2009

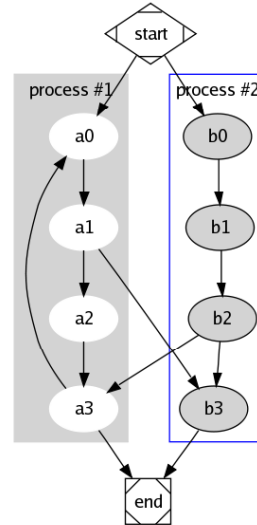
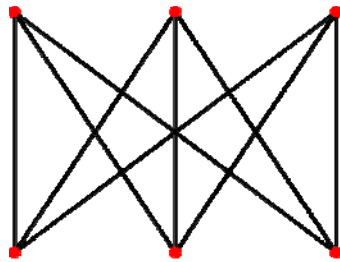
Graphs

- Mathematical model for studying pair-wise connectivity among entities
- A graph is a discrete structure consisting of
 - nodes (also called vertices, sites) and
 - edges between nodes (also called links, connectors, arcs)
- Graphs are used to model problems in almost every discipline

2

Monday, March 30, 2009

Two graphs



3

Monday, March 30, 2009

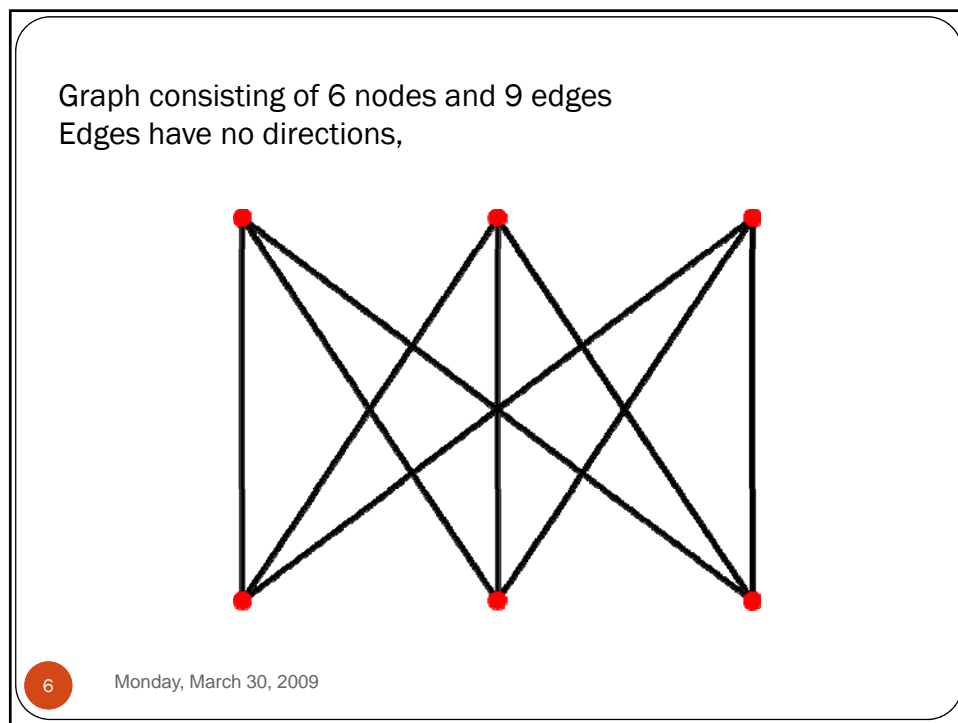
| | NODES | EDGES |
|------------------------------|----------------------|------------------------------|
| Communication network | computers | fiber optic cable |
| Financial stocks | currency | transactions |
| Transportation | street intersections | highways |
| Protein interaction networks | proteins | protein-protein interactions |
| Internet | web pages | hyperlinks |
| Social networks | people | friendships |
| Software systems | functions | function calls |
| Games board | positions | legal moves |
| Chemical compounds | molecules | chemical bonds |

4

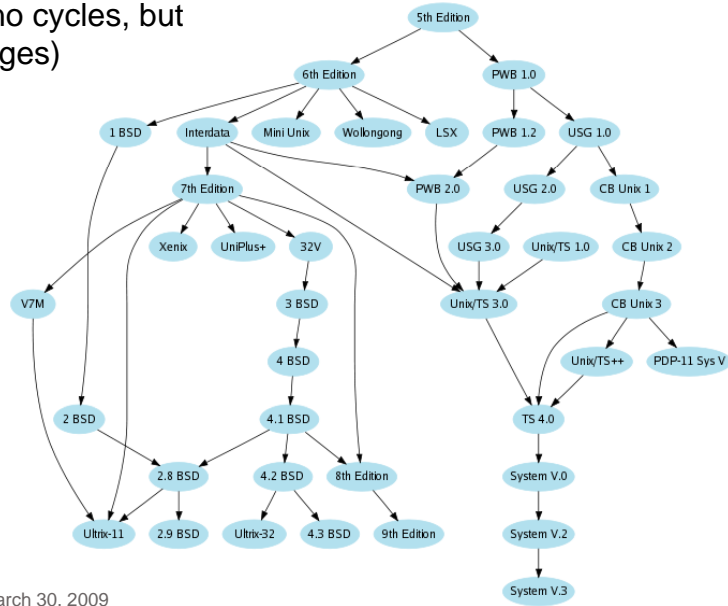
Monday, March 30, 2009

| | NODES | EDGES |
|-------------------------------------|----------------------|-------------------------------------|
| Communication network | computers | fiber optic cable |
| Financial stocks | currency | transactions |
| Transportation | street intersections | highways |
| Protein interaction networks | proteins | protein-protein interactions |
| Internet | web pages | hyperlinks |
| Social networks | people | friendships |
| Software systems | functions | function calls |
| Games board | positions | legal moves |
| Chemical compounds | molecules | chemical bonds |

5 Monday, March 30, 2009

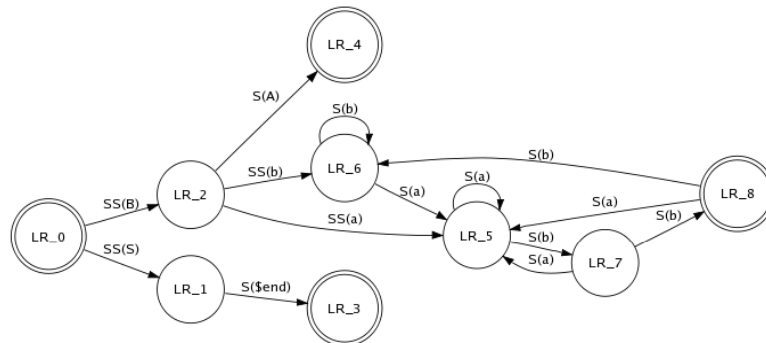


Edges have directions
(there are no cycles, but
shortcut edges)



7 Monday, March 30, 2009

Directed graph with cycles and self-loops
(edges have labels, nodes have labels)



8 Monday, March 30, 2009

Clicker Question:

Which of the following is not naturally modeled by a graph?

- A. Facebook users and their friends**
- B. Spread of a disease**
- C. Weather prediction**
- D. Course requirements and prerequisites**
- E. Electric power distribution system**

9

Monday, March 30, 2009

Some terminology

- Graphs have a finite number of nodes, but they can grow and shrink
- Undirected and directed graphs
- Weights on edges: weighted and unweighted graphs
- Nodes generally have names
- At most one edge between a pair of nodes: simple graph (otherwise a multi-graph)
- self-loops are often excluded as possible edges

10

Monday, March 30, 2009

More terminology

- A tree is a special type of graph
- Undirected graph
 - a node is “adjacent” to other nodes
 - these nodes are also called its neighbors
 - A tree has $n-1$ edges and connects all nodes
- Directed graph
 - a node has edges going out and edges coming in (in-degree and out-degree of a node)
 - adjacency is often the number of edges leaving the node
- Path between two nodes – sequence of edges connecting