



# Summary

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- ▶ Graph representation
- ▶ The JGraphT library
- ▶ Graph visits
- ▶ Visits in JGraphT



# Representing graphs

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## List structures

### ▶ **Adjacency list**

- ▶ Each vertex has a list of which vertices it is adjacent to.
- ▶ For undirected graphs, information is duplicated

### ▶ **Incidence list**

- ▶ Each vertex has a list of 'edge' objects
- ▶ Edges are represented by a pair (a tuple if directed) of vertices (that the edge connects) and possibly weight and other data.

## Matrix structures

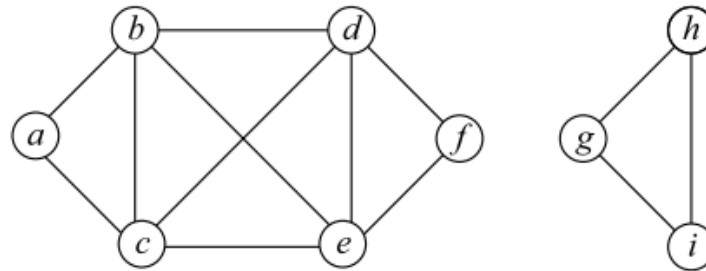
### ▶ **Adjacency matrix**

- ▶  $A = |V| \times |V|$  matrix of Booleans or integers
- ▶ If there is an edge from a vertex  $v$  to a vertex  $v'$ , then the element  $A[v,v']$  is 1, otherwise 0.

### ▶ **Incidence matrix**

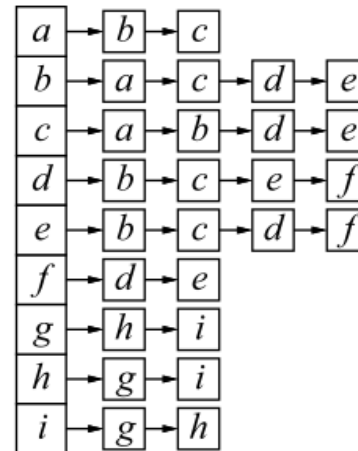
- ▶  $IM = |V| \times |E|$  matrix of integers
- ▶  $IM[v,e] = 1$  (incident), 0 (not incident)
- ▶ For directed graphs, may be -1 (out) and +1 (in)

# Example



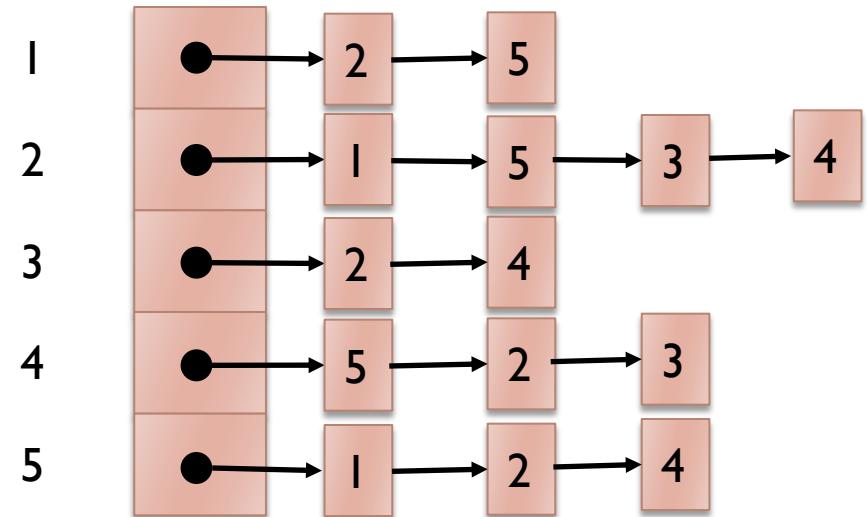
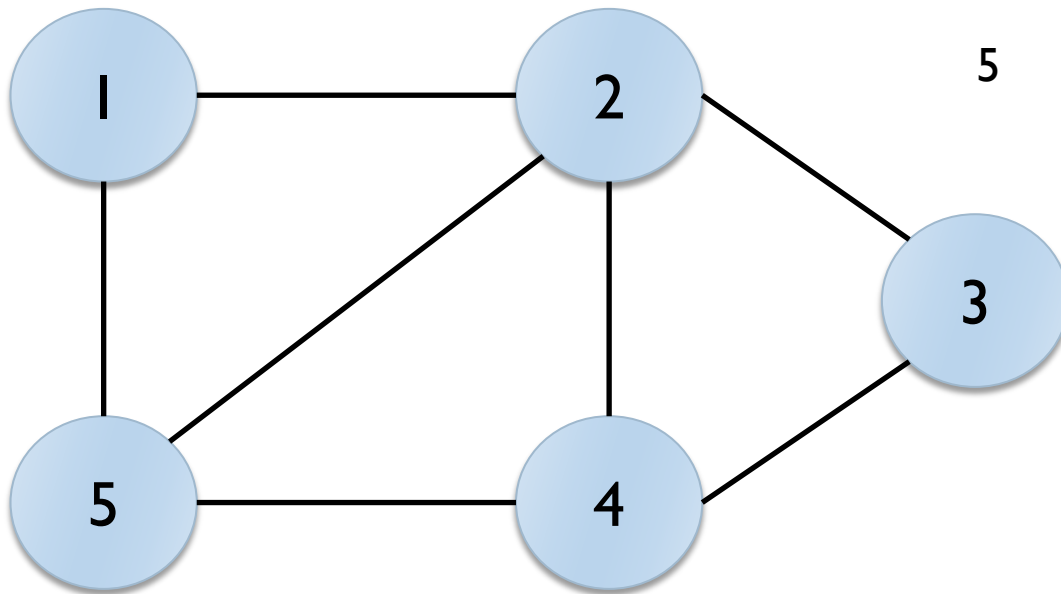
Adjacency  
matrix

	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>	<i>i</i>
<i>a</i>	0	1	1	0	0	0	0	0	0
<i>b</i>	1	0	1	1	1	0	0	0	0
<i>c</i>	1	1	0	1	1	0	0	0	0
<i>d</i>	0	1	1	0	1	1	0	0	0
<i>e</i>	0	1	1	1	0	1	0	0	0
<i>f</i>	0	0	0	1	1	0	0	0	0
<i>g</i>	0	0	0	0	0	0	0	1	0
<i>h</i>	0	0	0	0	0	0	1	0	1
<i>i</i>	0	0	0	0	0	0	1	1	0

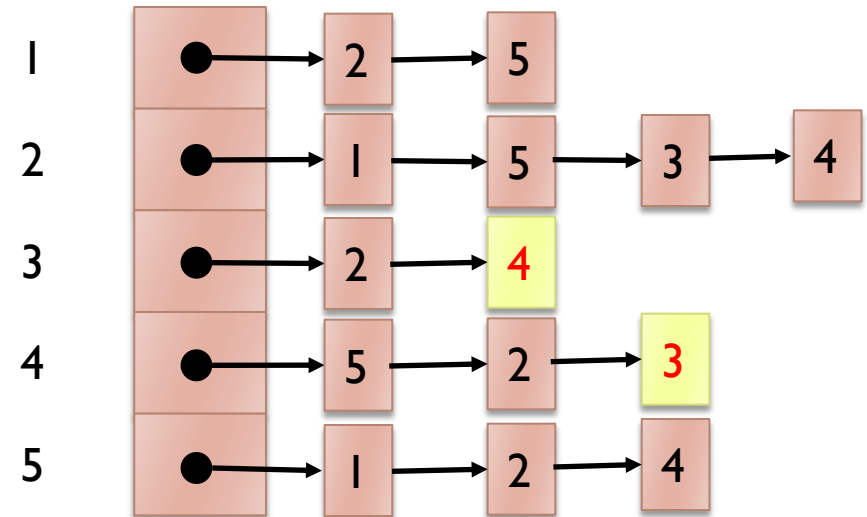
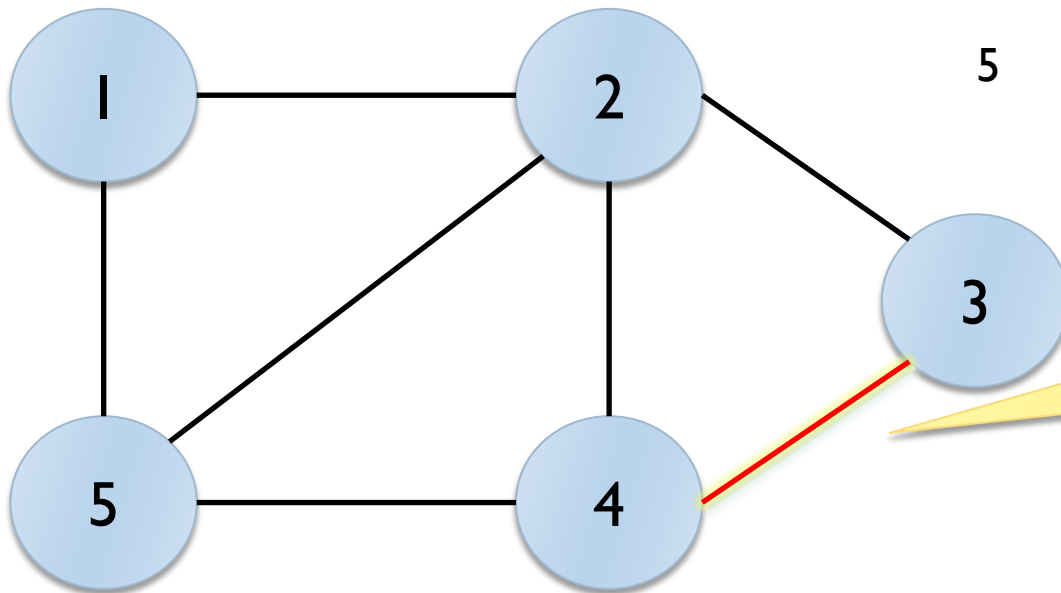


Adjacency  
list

# Adjacency list (undirected graph)

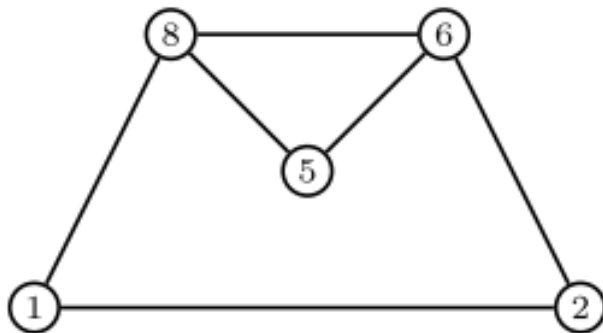
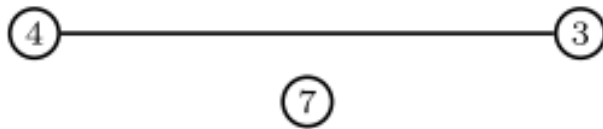


# Adjacency list (undirected graph)



Undirected ==>  
All edges are  
represented twice

# Adjacency list (un-connected graph)



$$L_1 = [2, 8]$$

$$L_2 = [1, 6]$$

$$L_3 = [4]$$

$$L_4 = [3]$$

$$L_5 = [6, 8]$$

$$L_6 = [2, 5, 8]$$

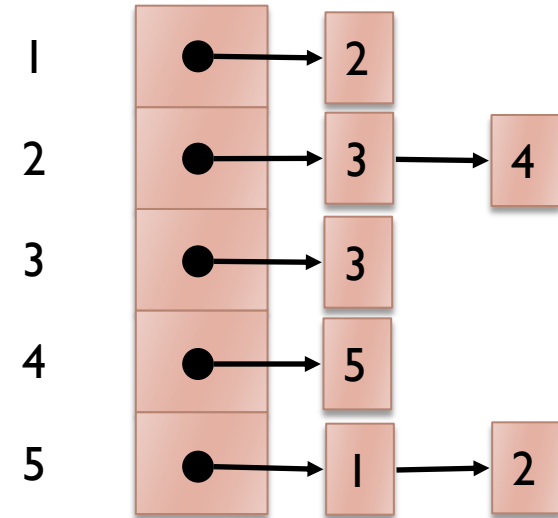
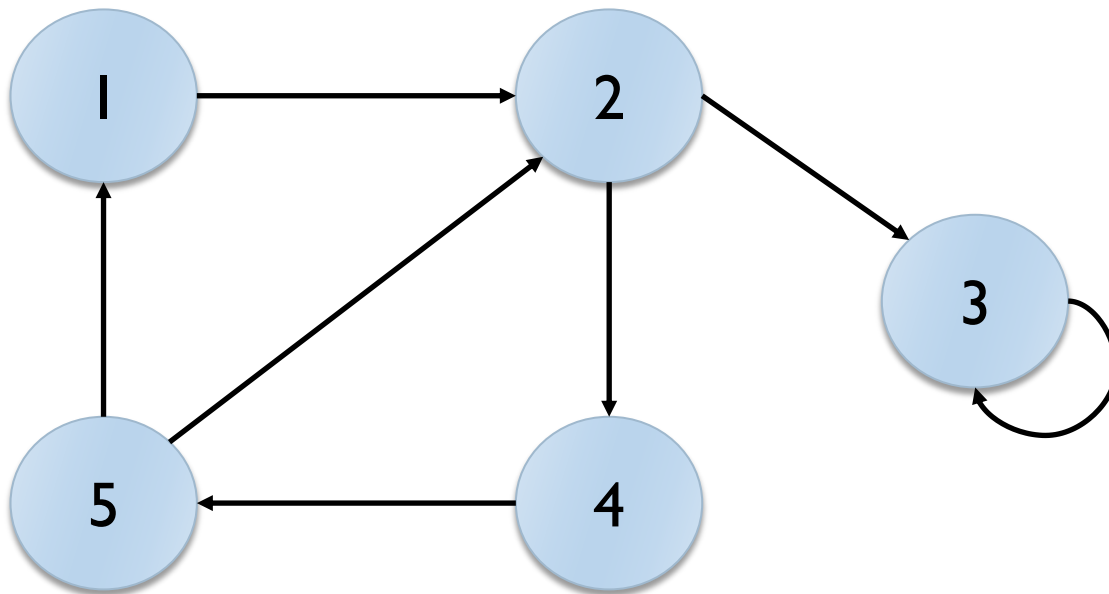
$$L_7 = []$$

$$L_8 = [1, 5, 6]$$

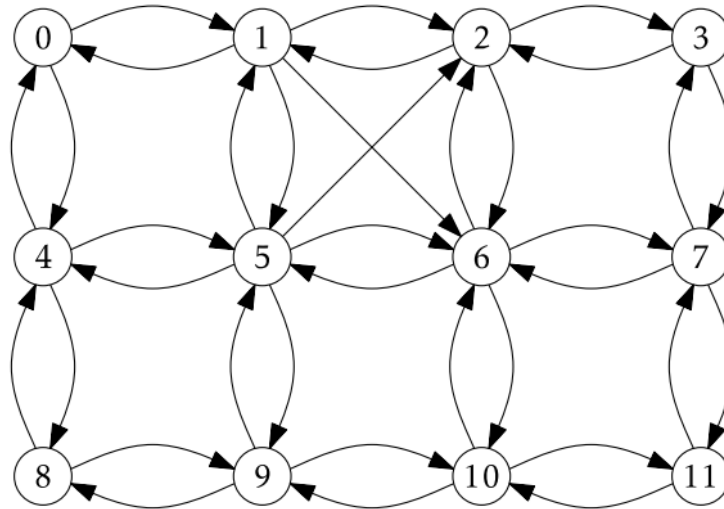
Un-connected graph,  
same rules



# Adjacency list (directed graph)



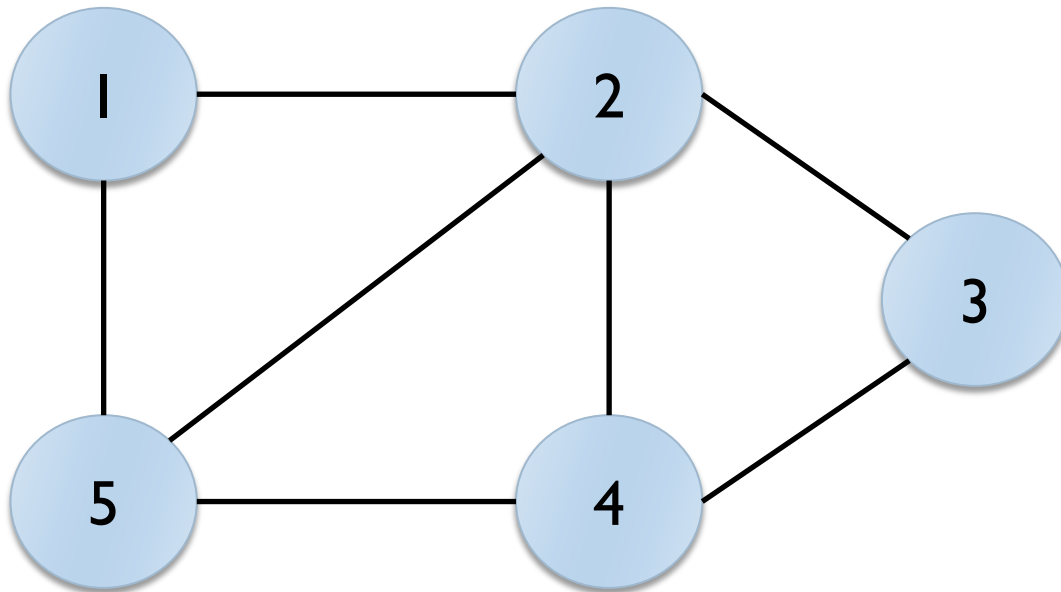
# Adjacency list



0	1	2	3	4	5	6	7	8	9	10	11
1	0	1	2	0	1	5	6	4	8	9	10
4	2	3	7	5	2	2	3	9	5	6	7
	6	6		8	6	7	11		10	11	
	5				9	10					
					4						

# Adjacency matrix (undirected graph)

Undirected =>  
symmetric matrix

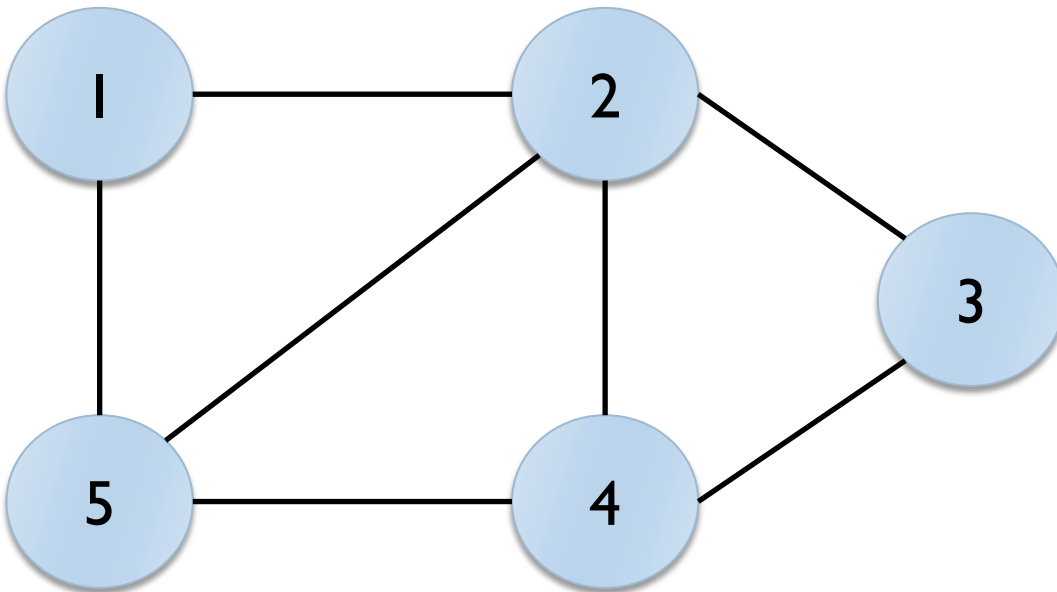


	1	2	3	4	5
1	0	1	0	0	1
2	1	0	1	1	1
3	0	1	0	1	0
4	0	1	1	0	1
5	1	1	0	1	0

No self-loops: zero  
diagonal

# Adjacency matrix (undirected graph)

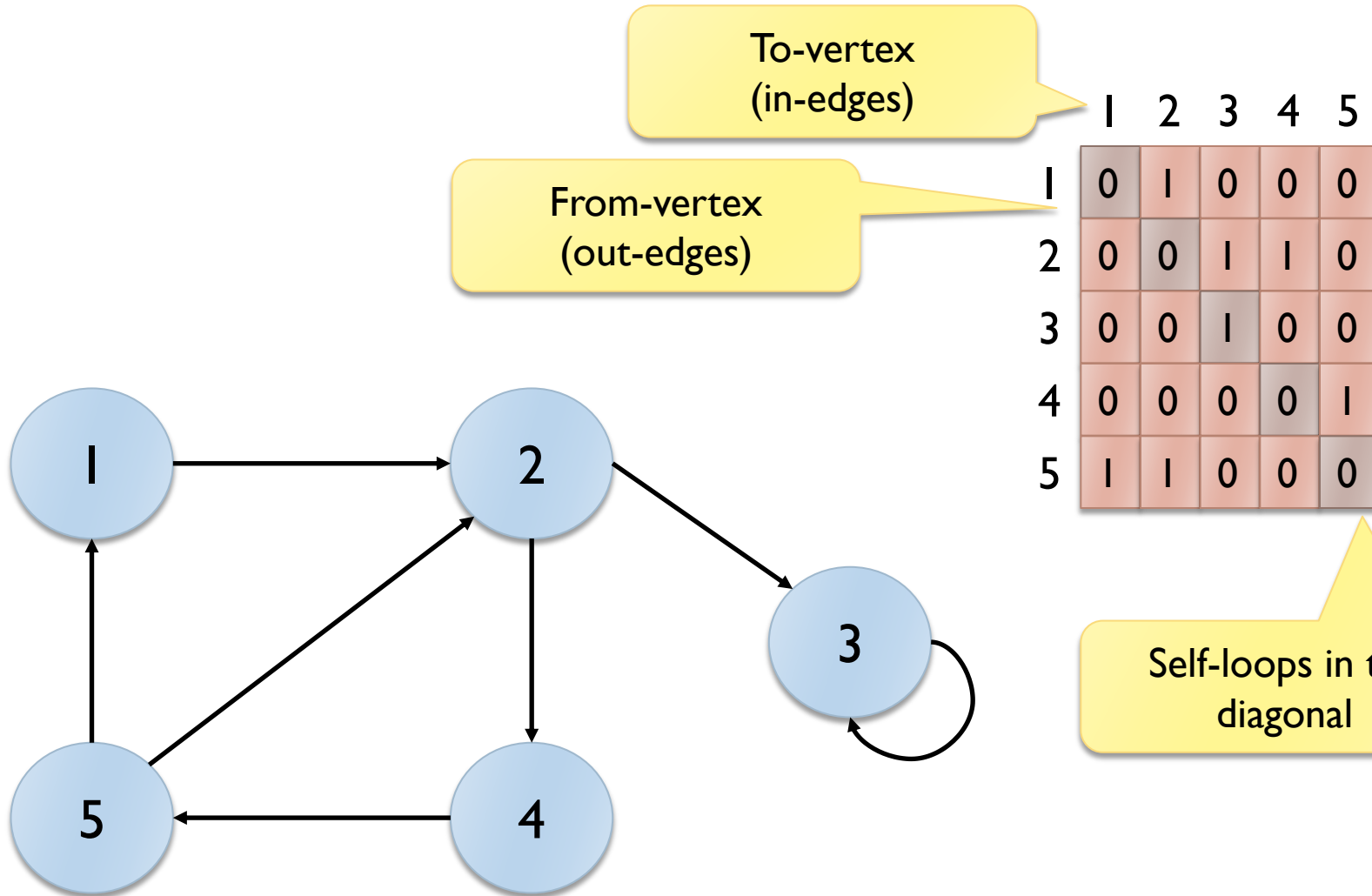
Undirected =>  
symmetric matrix



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

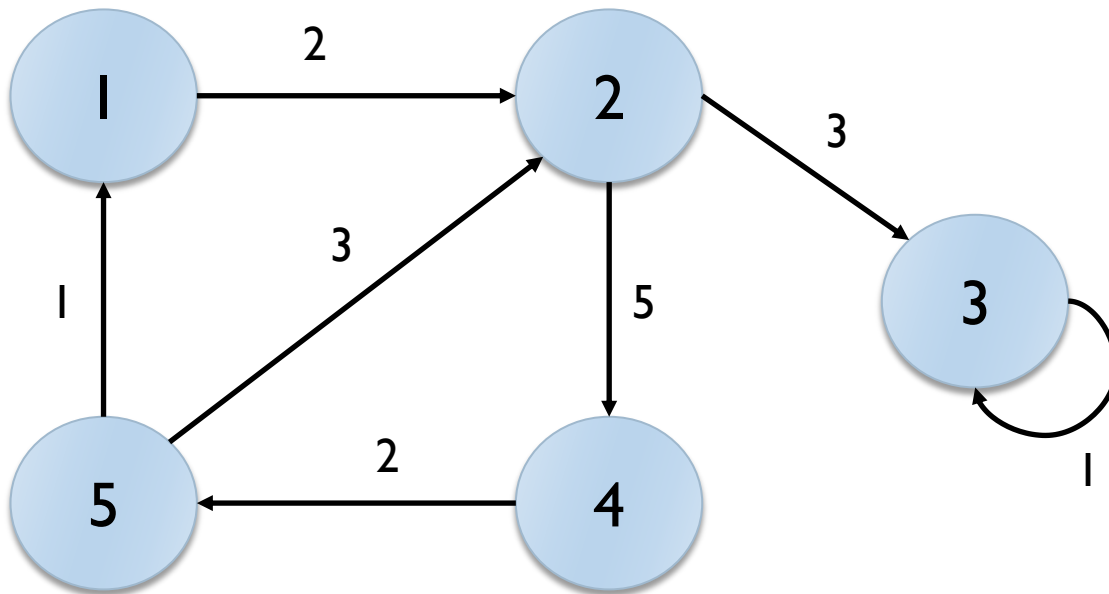
50% of memory can  
be saved

# Adjacency matrix (directed graph)



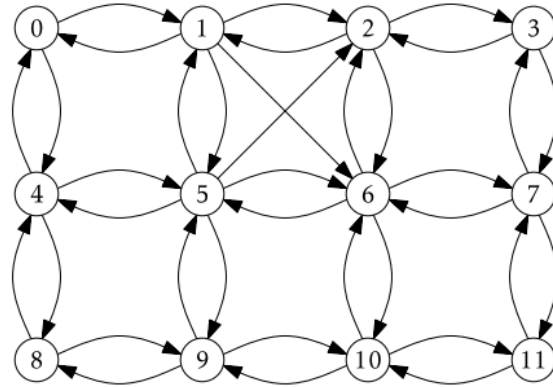
# Adjacency matrix (weighted graph)

Values = edge weight



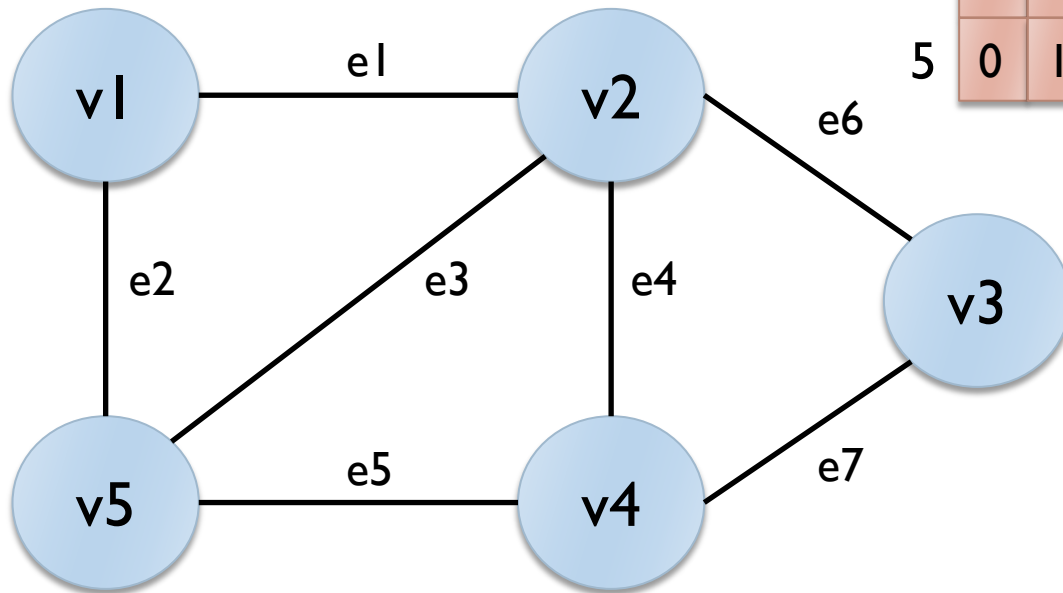
	1	2	3	4	5
1	0	2	0	0	0
2	0	0	3	5	0
3	0	0	1	0	0
4	0	0	0	0	2
5	1	3	0	0	0

# Adjacency matrix



	0	1	2	3	4	5	6	7	8	9	10	11
0	0	1	0	0	1	0	0	0	0	0	0	0
1	1	0	1	0	0	1	1	0	0	0	0	0
2	1	0	0	1	0	0	1	0	0	0	0	0
3	0	0	1	0	0	0	0	1	0	0	0	0
4	1	0	0	0	0	1	0	0	1	0	0	0
5	0	1	1	0	1	0	1	0	0	1	0	0
6	0	0	1	0	0	1	0	1	0	0	1	0
7	0	0	0	1	0	0	1	0	0	0	0	1
8	0	0	0	0	1	0	0	0	0	1	0	0
9	0	0	0	0	0	1	0	0	1	0	1	0
10	0	0	0	0	0	0	1	0	0	1	0	1
11	0	0	0	0	0	0	0	1	0	0	1	0

# Incidence matrix (undirected graph)



Vertices  
v1...v5

	1	2	3	4	5	6	7
1	1	1	0	0	0	0	0
2	1	0	1	1	0	1	0
3	0	0	0	0	0	1	1
4	0	0	0	1	1	0	1
5	0	1	1	0	1	0	0

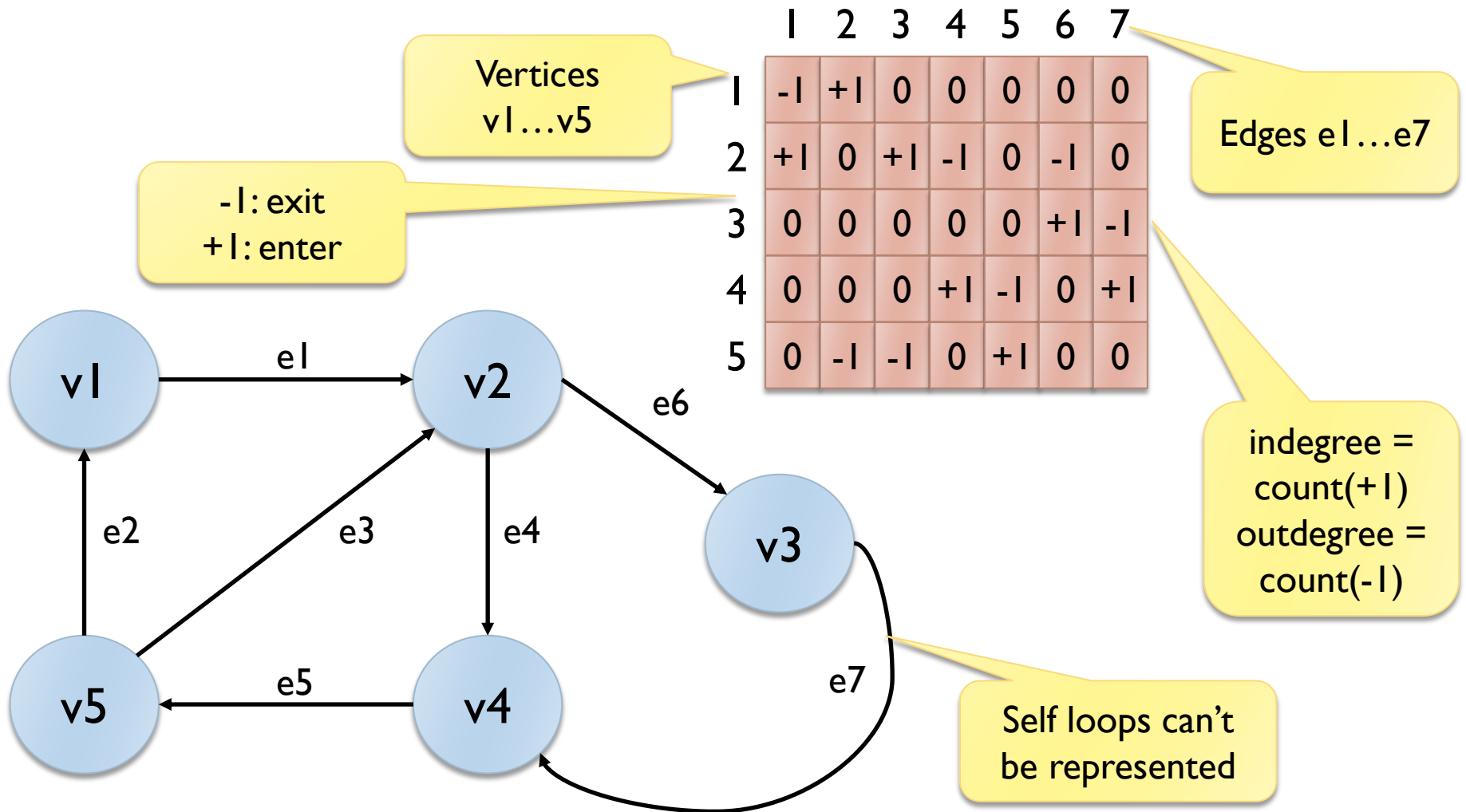
Edges e1...e7

# of "ones" in a row = vertex degree

Exactly 2 "ones" in every column



# Incidence matrix (directed graph)



# Complexity & trade-offs

	Adjacency List	Adjacency Matrix	Incidence Matrix
Space	$O( V  +  E )$	$O( V  \times  V )$	$O( V  \times  E )$
Space	For sparse graphs $ E  \ll  V ^2$	For dense graphs $ E  \sim  V ^2$	
Check edge	$O(1 + \text{deg}(v))$	$O(1)$	$O( E )$ if $v, v'$ are known, or $O(1)$ if $e$ is known
Find all adjacent	$O(1 + \text{deg}(v))$	$O( V )$	$O( V  +  E )$



# JGraphT

- ▶ <http://jgrapht.org>
  - ▶ (do not confuse with [jgraph.com](http://jgraph.com))
- ▶ Free Java graph library that provides graph objects and algorithms
- ▶ Easy, type-safe and extensible thanks to `<generics>`
- ▶ Just add `jgrapht-core-0.9.0.jar` to your project



# JGraphT structure

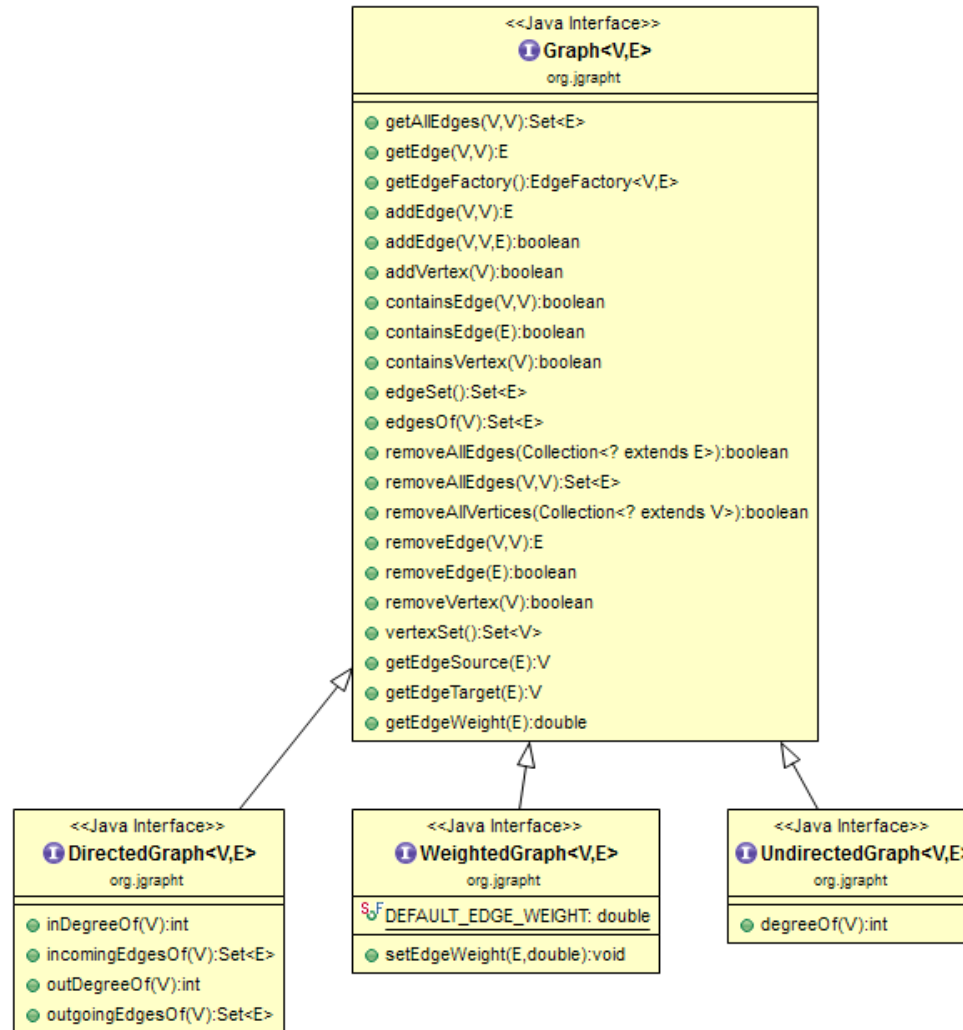
Packages	
<b>org.jgrapht</b>	The front-end API's interfaces and classes, including Graph, DirectedGraph and UndirectedGraph.
<b>org.jgrapht.alg</b>	Algorithms provided with JGraphT.
<b>org.jgrapht.alg.util</b>	Utilities used by JGraphT algorithms.
<b>org.jgrapht.demo</b>	Demo programs that help to get started with JGraphT.
<b>org.jgrapht.event</b>	Event classes and listener interfaces, used to provide a change notification mechanism on graph modification events.
<b>org.jgrapht.ext</b>	Extensions and integration means to other products.
<b>org.jgrapht.generate</b>	Generators for graphs of various topologies.
<b>org.jgrapht.graph</b>	Implementations of various graphs.
<b>org.jgrapht.traverse</b>	Graph traversal means.
<b>org.jgrapht.util</b>	Non-graph-specific data structures, algorithms, and utilities used by JGraphT.

# Graph objects

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- ▶ **All graphs derive from**
  - ▶ Interface `Graph<V, E>`
  - ▶ `V` = type of vertices
  - ▶ `E` = type of edges
    - ▶ usually `DefaultEdge` or `DefaultWeightedEdge`
- ▶ **Main interfaces**
  - ▶ `DirectedGraph<V, E>`
  - ▶ `UndirectedGraph<V, E>`
  - ▶ `WeightedGraph<V, E>`

# JGraphT main interfaces

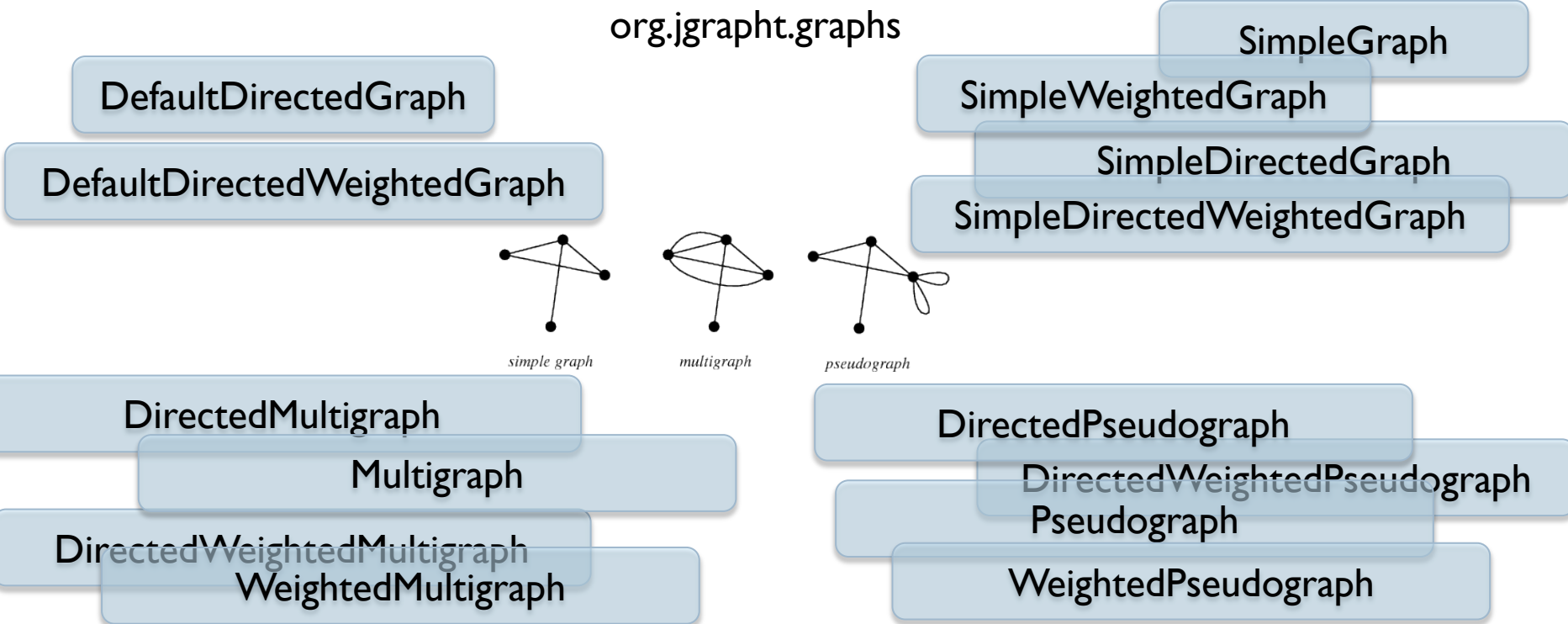


# Graph classes

org.jgrapht

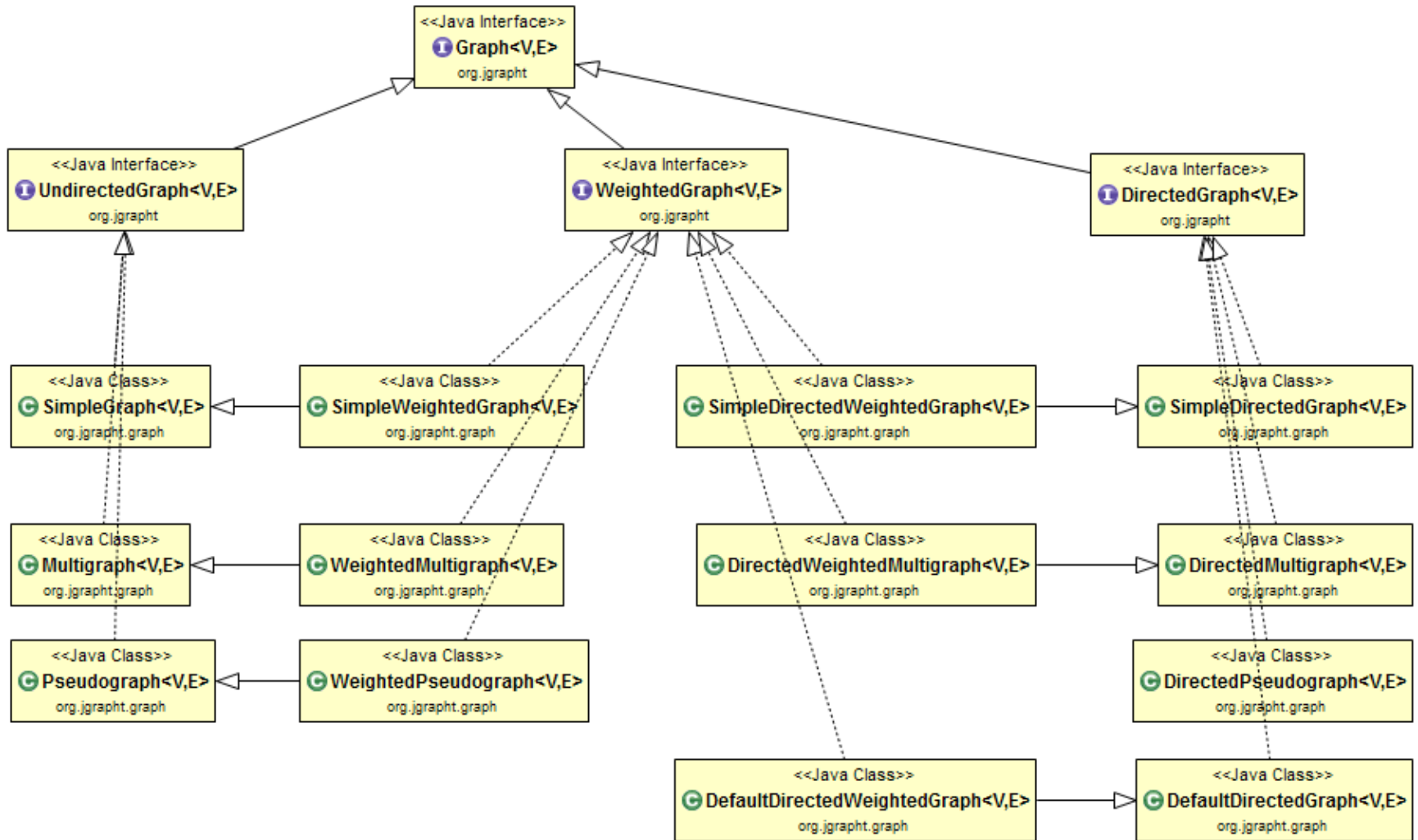


org.jgrapht.graphs

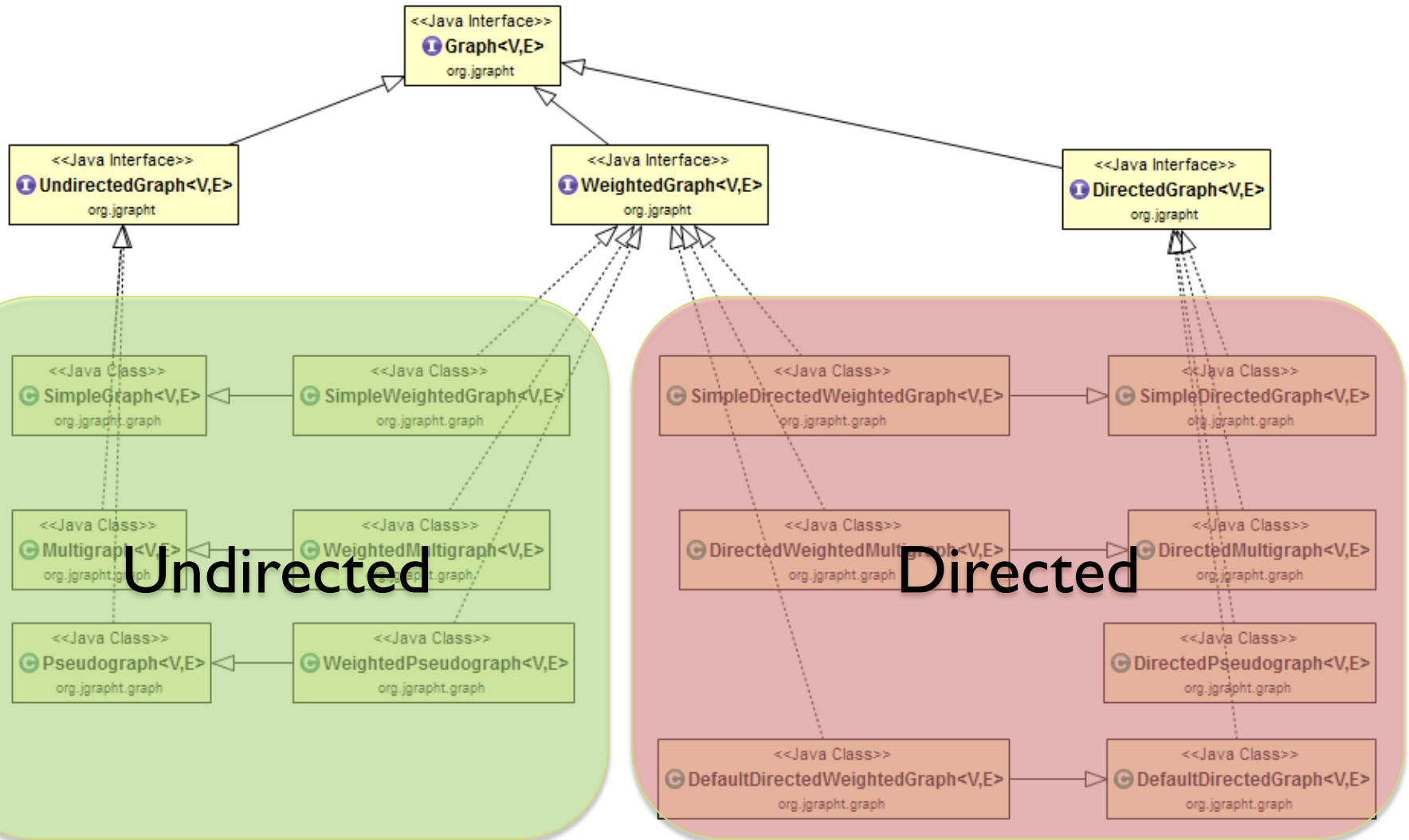




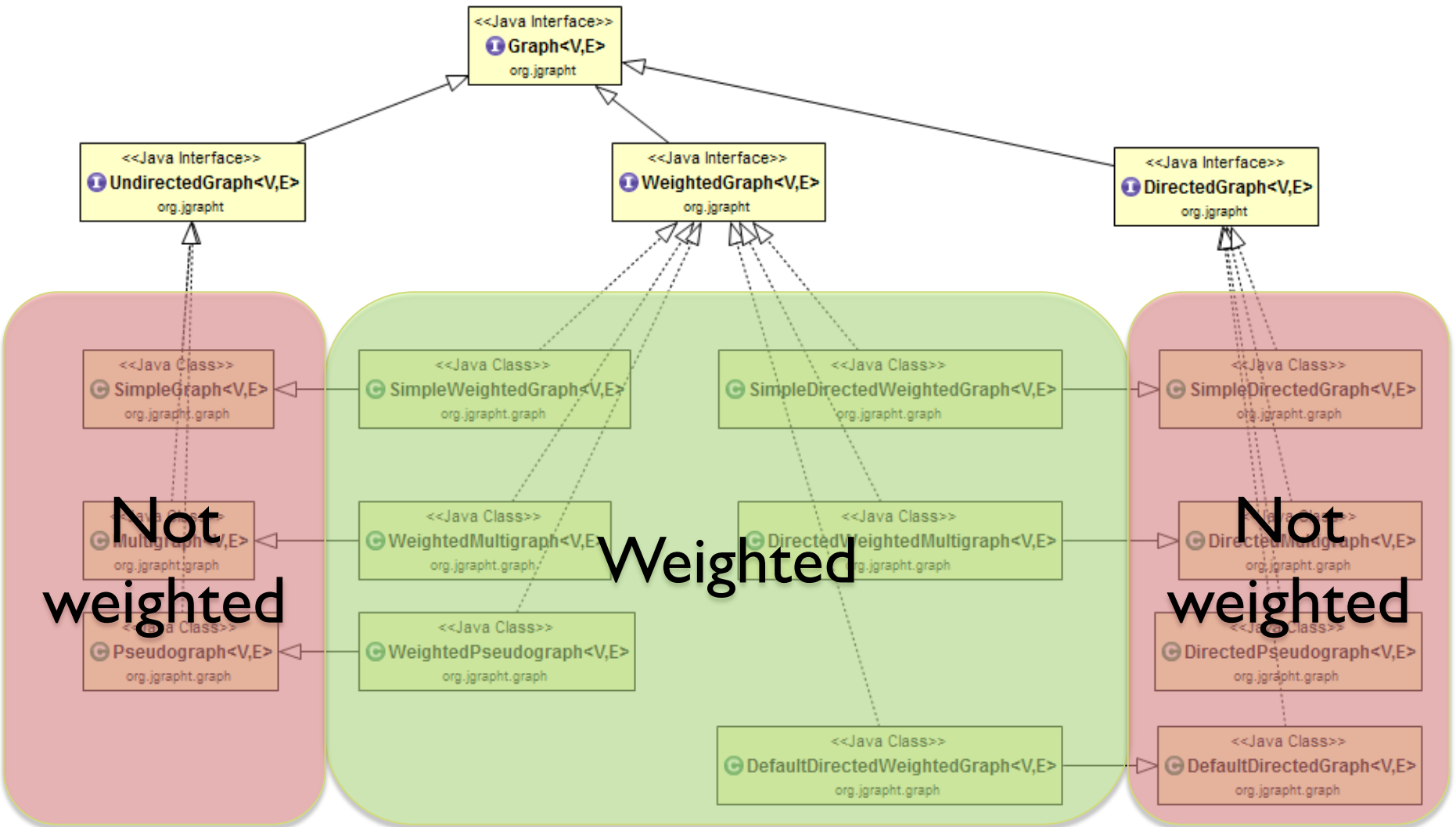
# Graph classes



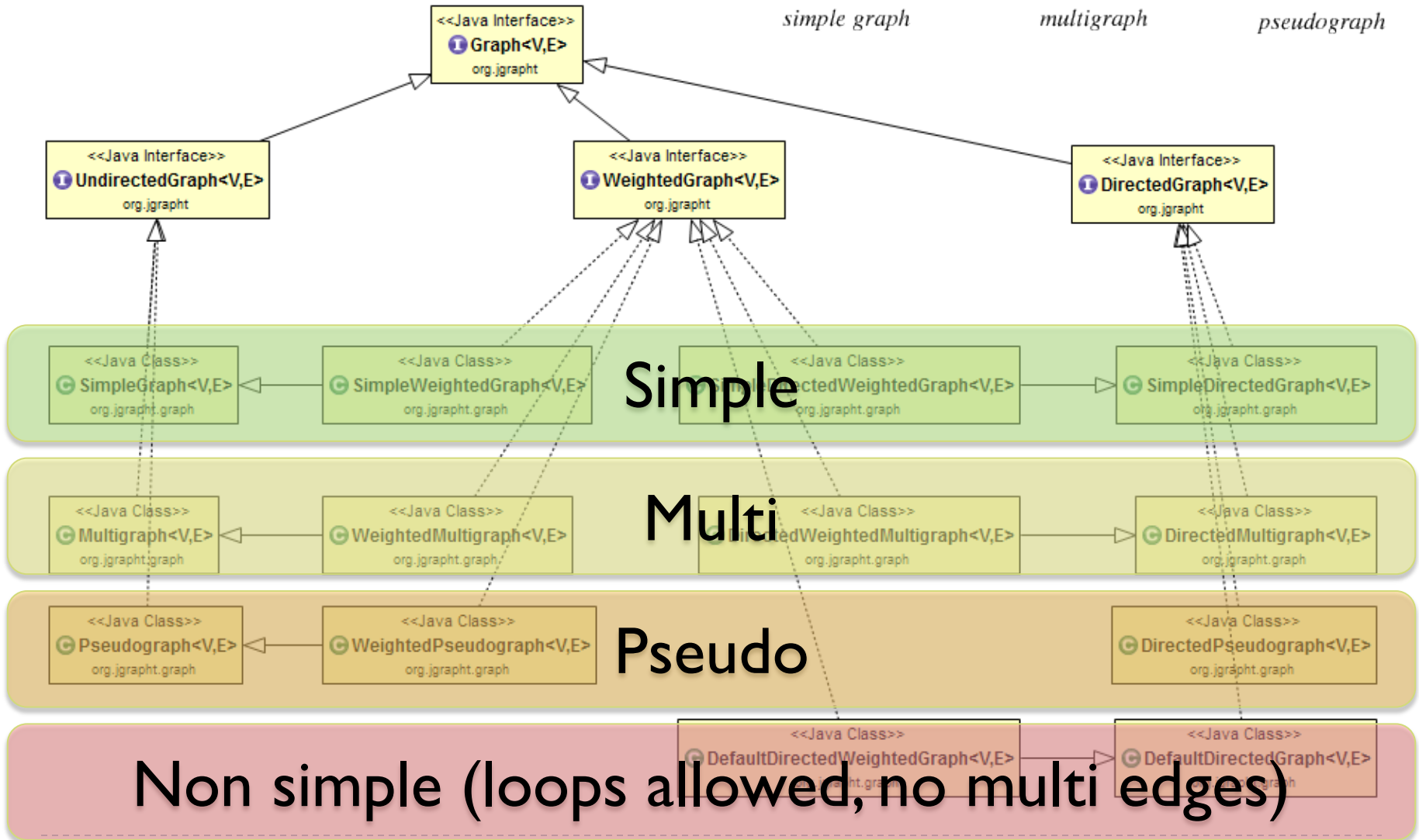
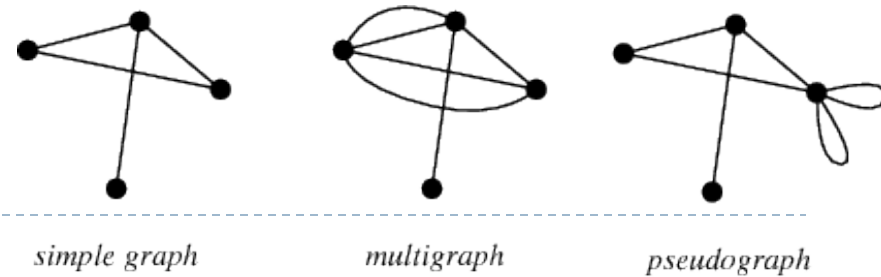
# Graph classes



# Graph classes



# Graph classes



# Creating graphs

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- ▶ Construct your desired type of graph
- ▶ Add vertices
  - ▶ boolean **addVertex**(V v)
- ▶ Add edges
  - ▶ E **addEdge**(V sourceVertex, V targetVertex)
  - ▶ boolean **addEdge**(V sourceVertex, V targetVertex, E e)
  - ▶ void **setEdgeWeight**(E e, double weight)
- ▶ Print graph (for debugging)
  - ▶ toString()
- ▶ Warning: E and V should correctly implement `.equals()` and `.hashCode()`

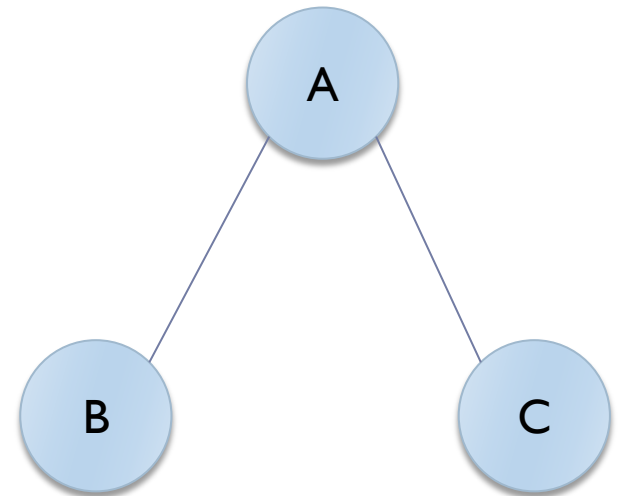
# Example

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```
UndirectedGraph<String, DefaultEdge> graph = new  
SimpleGraph<>(DefaultEdge.class) ;
```

```
graph.addVertex("A") ;  
graph.addVertex("B") ;  
graph.addVertex("C") ;
```

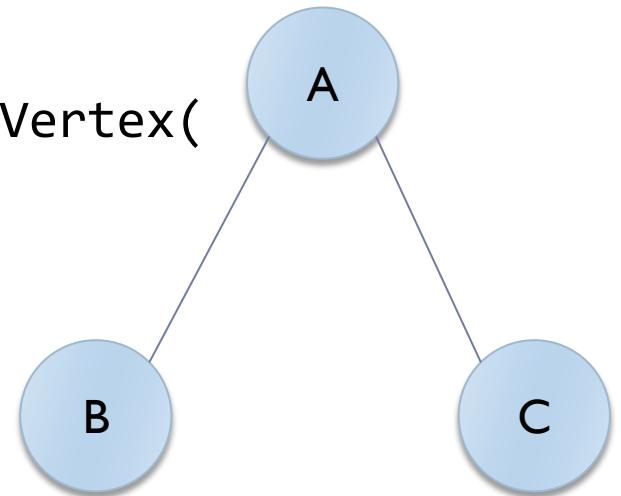
```
graph.addEdge("A", "B") ;  
graph.addEdge("A", "C") ;
```



# Example

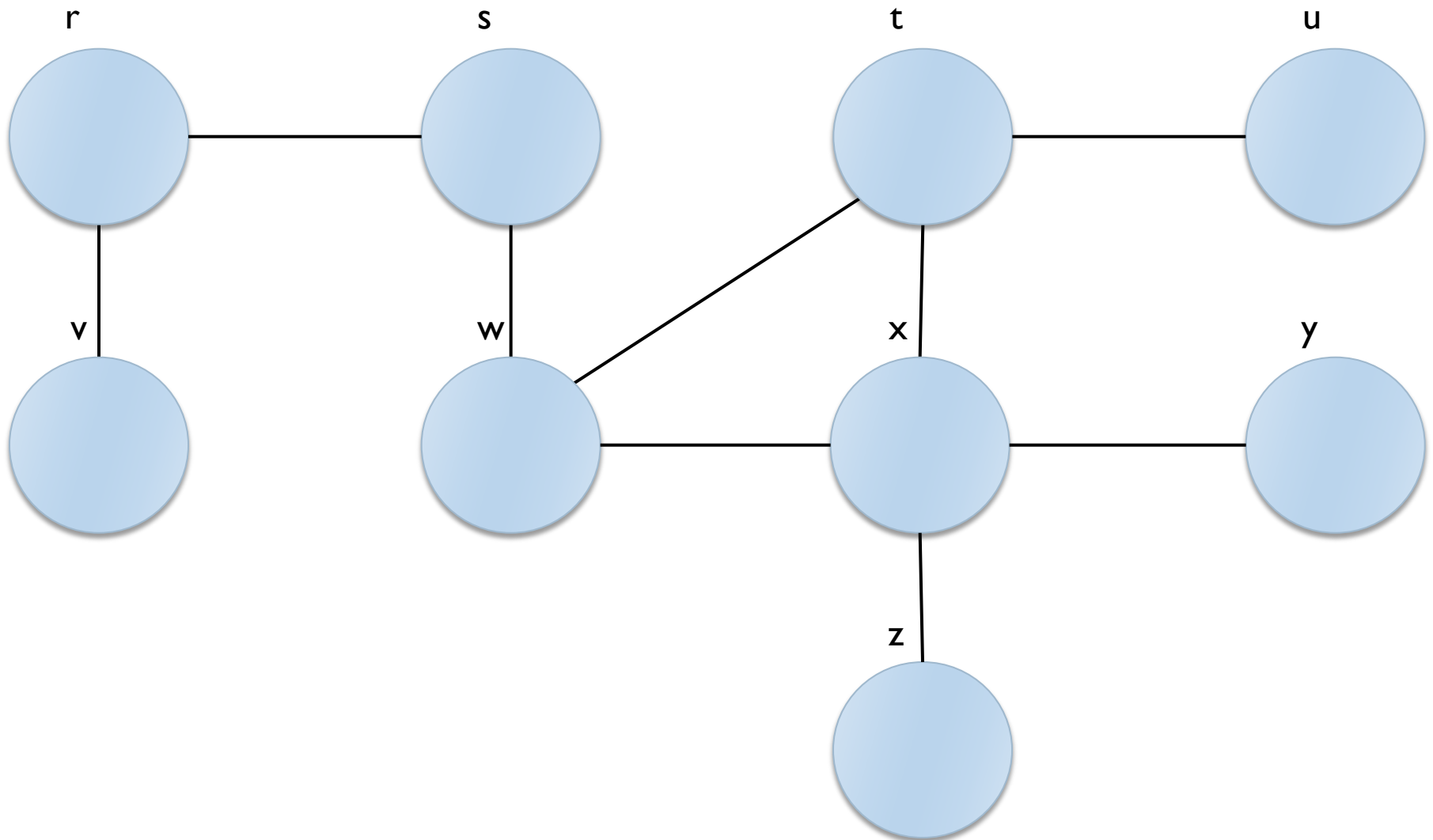
---

```
for( String s: graph.vertexSet() ) {  
    System.out.println("Vertex "+s) ;  
    for( DefaultEdge e: graph.edgesOf(s) ) {  
        System.out.println("Degree: “  
            +graph.degreeOf(s)) ;  
        System.out.println(  
            Graphs.getOppositeVertex(  
                graph, e, s)) ;  
    }  
}
```



# Example

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# For testing...

## Package org.jgrapht.generate

Generators for graphs of various topologies.

See:

[Description](#)

### Interface Summary

<a href="#">GraphGenerator&lt;V,E,T&gt;</a>	GraphGenerator defines an interface for generating new graph structures.
<a href="#">RandomGraphGenerator.EdgeTopologyFactory&lt;VV,EE&gt;</a>	This class is used to generate the edge topology for a graph.

### Class Summary

<a href="#">CompleteBipartiteGraphGenerator&lt;V,E&gt;</a>	Generates a <a href="#">complete bipartite graph</a> of any size.
<a href="#">CompleteGraphGenerator&lt;V,E&gt;</a>	Generates a complete graph of any size.
<a href="#">EmptyGraphGenerator&lt;V,E&gt;</a>	Generates an <a href="#">empty graph</a> of any size.
<a href="#">GridGraphGenerator&lt;V,E&gt;</a>	Generates a bidirectional <a href="#">grid graph</a> of any size.
<a href="#">HyperCubeGraphGenerator&lt;V,E&gt;</a>	Generates a <a href="#">hyper cube graph</a> of any size.
<a href="#">LinearGraphGenerator&lt;V,E&gt;</a>	Generates a linear graph of any size.
<a href="#">RandomGraphGenerator&lt;V,E&gt;</a>	This Generator creates a random-topology graph of a specified number of vertexes and edges.
<a href="#">RingGraphGenerator&lt;V,E&gt;</a>	Generates a ring graph of any size.
<a href="#">ScaleFreeGraphGenerator&lt;V,E&gt;</a>	Generates directed or undirected <a href="#">scale-free network</a> of any size.
<a href="#">StarGraphGenerator&lt;V,E&gt;</a>	Generates a <a href="#">star graph</a> of any size.
<a href="#">WheelGraphGenerator&lt;V,E&gt;</a>	Generates a <a href="#">wheel graph</a> of any size.

# Example

- Presentazione del corso
- Guida dello studente

Percorso Generalista  
Orientamento "Information technology engineering" - Shanghai

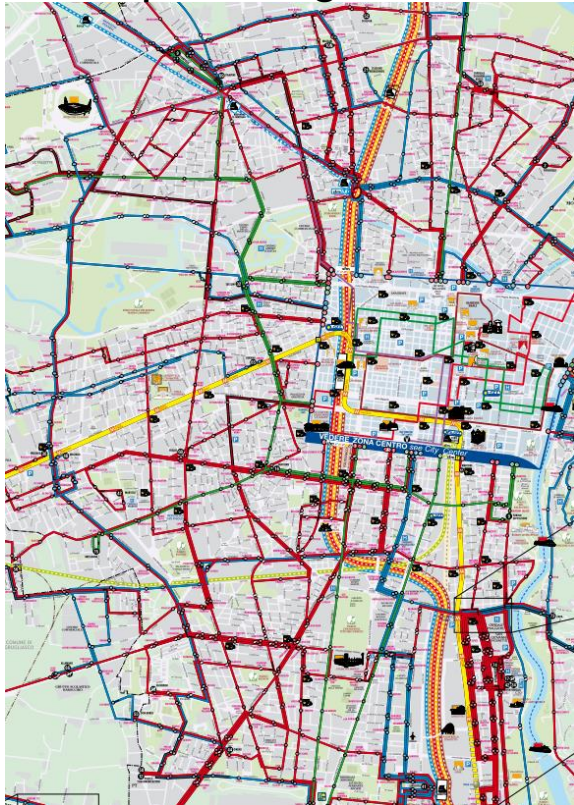
Percorso Generalista								Top
<b>1° anno</b>								
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vincoli	
1	16ACFOA	IT	Analisi matematica I	10	A. Tabacco E. Serra F. Ceragioli			
1	15AHMOA	IT	Chimica	8	B. Onida S. Ronchetti E. Angelini			
1	07LKIOA	IT	Lingua inglese I livello	3				
2			Crediti liberi del 1 anno	6				
2	17AXOOA	IT	Fisica I	10	M. Agnello A. Montorsi A. Gamba			
2	17BCGOA	IT	Geometria	10	M. Ferrarotti C. Massaza J. Cordovez Manriquez			
2	12BHDOA	IT	Informatica	8	P. Laface A. Acquaviva L. Sterpone			
<b>2° anno</b>								
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vincoli	
1	02MNOOA	IT	Algoritmi e programmazione	10	P. Camurati		Si	
1	23ACIOA	IT	Analisi matematica II	8	L. Scuderi S. Rolando		Si	
1	01AULOA	IT	Elettrotecnica	10	F. Corinto		Si	
1	03AXPOA	IT	Fisica II	6	M. Pretti		Si	
2	12AGAOA	IT	Calcolatori elettronici	8	M. Sonza Reorda		Si	
2	05BQXOA	IT	Metodi matematici per l'ingegneria	10	D. Bazzanella V. Recupero		Si	
2	02NVAOA	IT	Sistemi e tecnologie elettroniche	10	F. Bonani		Si	
<b>3° anno</b>								
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vincoli	
1	03MOAOA	IT	Elettronica applicata e misure	10	D. Del Corso		Si	
1	12CDUOA	IT	Reti di calcolatori	8	G. Marchetto		Si	
1	05CJCOA	IT	Sistemi operativi	6	S. Quer		Si	
1	01M000A	IT	Teoria ed elaborazione dei segnali	10	G. Bosco		Si	
1,2	26IBNOA	IT	Prova finale	1				
1,2	11CWHOA	IT	Tirocinio	12	C. Passerone		Si	
1,2	02CWHOA	IT	Tirocinio	10	C. Passerone	(1)(2)	Si	
2	04AFQOA	IT	Basi di dati	6	S. Chiusano		Si	
2	18AKSOA	IT	Controlli automatici	10	M. Taragna		Si	
2			Crediti liberi del 3 anno	6				
2	05CBIOA	IT	Programmazione a oggetti	6	G. Bruno		Si	
<b>Crediti liberi del 1 anno</b>								
Periodo	Codice	Lingua	Insegnamento	Crediti	Docente	Note	Vincoli	
2	01DDVOA	IT	Automotive evolution	5	S. Genia	(4)	Si	
2	01OHOOA	IT	Chimica sperimentale per l'ingegneria	10	G. Penazzi	(4)	Si	
2	01OQCOA	IT	Etica	6	M. Ghisleni	(4)	Si	
2	01ORCOA	IT	...	6	G. Manzi	(4)	Si	

[https://didattica.polito.it/pls/portal30/gap.a\\_mds.espanidi2?p\\_a\\_mds\\_cc=2013&p\\_sdu=37&p\\_cds=3&p\\_header=&p\\_lang=IT](https://didattica.polito.it/pls/portal30/gap.a_mds.espanidi2?p_a_mds_cc=2013&p_sdu=37&p_cds=3&p_header=&p_lang=IT)



# Example: Turin public transportation

<http://www.gtt.to.it/>



<http://www.sfmtorino.it/>



# Google's GTFS standard

<https://developers.google.com/transit/>

Transit  189

- Home
- Overview
- ▶ GTFS
- ▶ GTFS-realtime
- Tools
- Community
- Google Transit

GTFS and GTFS-realtime

Making public transit data universally accessible.

GET STARTED

## Learn more about GTFS

The [General Transit Feed Specification](#) (GTFS) can be used to share *static* public transit data.

## Learn more about GTFS-realtime

The [GTFS-realtime specification](#) is an extension to GTFS that can be used to share *real-time* public transit data.

# GTFS Specification

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Filename	Required	Defines
agency.txt	Required	One or more transit agencies that provide the data in this feed.
stops.txt	Required	Individual locations where vehicles pick up or drop off passengers.
routes.txt	Required	Transit routes. A route is a group of trips that are displayed to riders as a single service.
trips.txt	Required	Trips for each route. A trip is a sequence of two or more stops that occurs at specific time.
stop_times.txt	Required	Times that a vehicle arrives at and departs from individual stops for each trip.
calendar.txt	Required	Dates for service IDs using a weekly schedule. Specify when service starts and ends, as well as days of the week where service is available.
calendar_dates.txt	Optional	Exceptions for the service IDs defined in the calendar.txt file. If calendar_dates.txt includes ALL dates of service, this file may be specified instead of calendar.txt.
fare_attributes.txt	Optional	Fare information for a transit organization's routes.
fare_rules.txt	Optional	Rules for applying fare information for a transit organization's routes.
shapes.txt	Optional	Rules for drawing lines on a map to represent a transit organization's routes.
frequencies.txt	Optional	Headway (time between trips) for routes with variable frequency of service.
transfers.txt	Optional	Rules for making connections at transfer points between routes.
feed_info.txt	Optional	Additional information about the feed itself, including publisher, version, and expiration information.

<https://developers.google.com/transit/gtfs/reference>

# Where to find data?

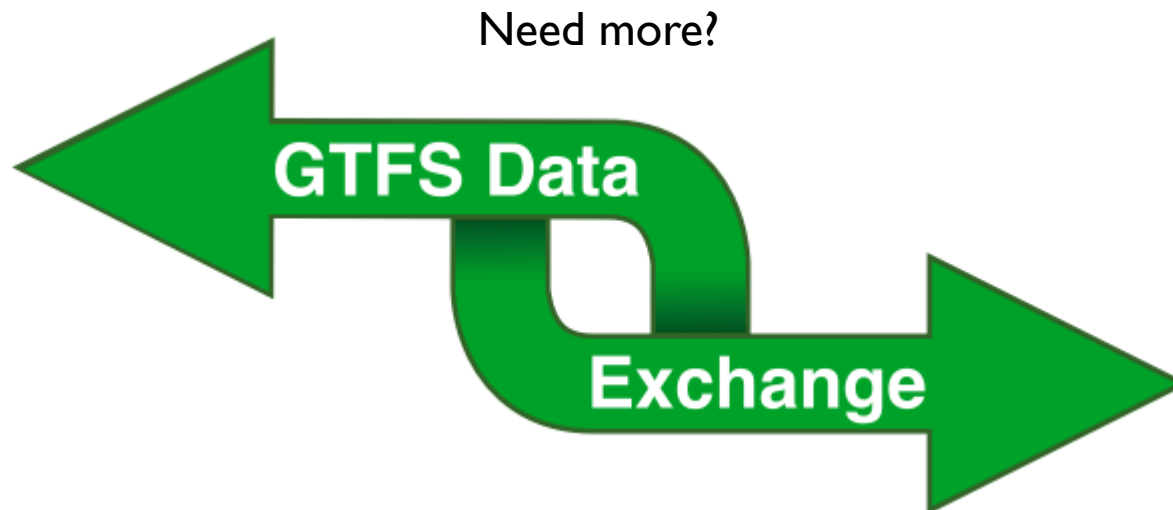
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[http://opendata.5t.torino.it/  
gtfs/torino\\_it.zip](http://opendata.5t.torino.it/gtfs/torino_it.zip)



[http://opendata.5t.torino.it/  
gtfs/sfm\\_torino\\_it.zip](http://opendata.5t.torino.it/gtfs/sfm_torino_it.zip)



<http://www.gtfs-data-exchange.com/>

# Querying graph structure

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## ▶ Navigate structure

- ▶ `java.util.Set<V> vertexSet()`
- ▶ `boolean containsVertex(V v)`
- ▶ `boolean containsEdge(V sourceVertex, V targetVertex)`
- ▶ `java.util.Set<E> edgesOf(V vertex)`
- ▶ `java.util.Set<E> getAllEdges(V sourceVertex, V targetVertex)`

## ▶ Query Edges

- ▶ `V getEdgeSource(E e)`
- ▶ `V getEdgeTarget(E e)`
- ▶ `double getEdgeWeight(E e)`

# Utility functions

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- ▶ Static class **org.jgrapht.Graphs**

- ▶ Easier creation

- ▶ public static `<V,E> E addEdge(Graph<V,E> g, V sourceVertex, V targetVertex, double weight)`
- ▶ public static `<V,E> E addEdgeWithVertices(Graph<V,E> g, V sourceVertex, V targetVertex)`

- ▶ Easier navigation

- ▶ public static `<V,E> java.util.List<V> neighborListOf(Graph<V,E> g, V vertex)`
- ▶ public static `String getOppositeVertex(Graph<String, DefaultEdge> g, DefaultEdge e, String v)`
- ▶ public static `<V,E> java.util.List<V> predecessorListOf(DirectedGraph<V,E> g, V vertex)`
- ▶ public static `<V,E> java.util.List<V> successorListOf(DirectedGraph<V,E> g, V vertex)`





# Visit Algorithms

---

- ▶ **Visit =**
  - ▶ Systematic exploration of a graph
  - ▶ Starting from a ‘source’ vertex
  - ▶ Reaching all reachable vertices
- ▶ **Main strategies**
  - ▶ Breadth-first visit (“in ampiezza”)
  - ▶ Depth-first visit (“in profondità”)

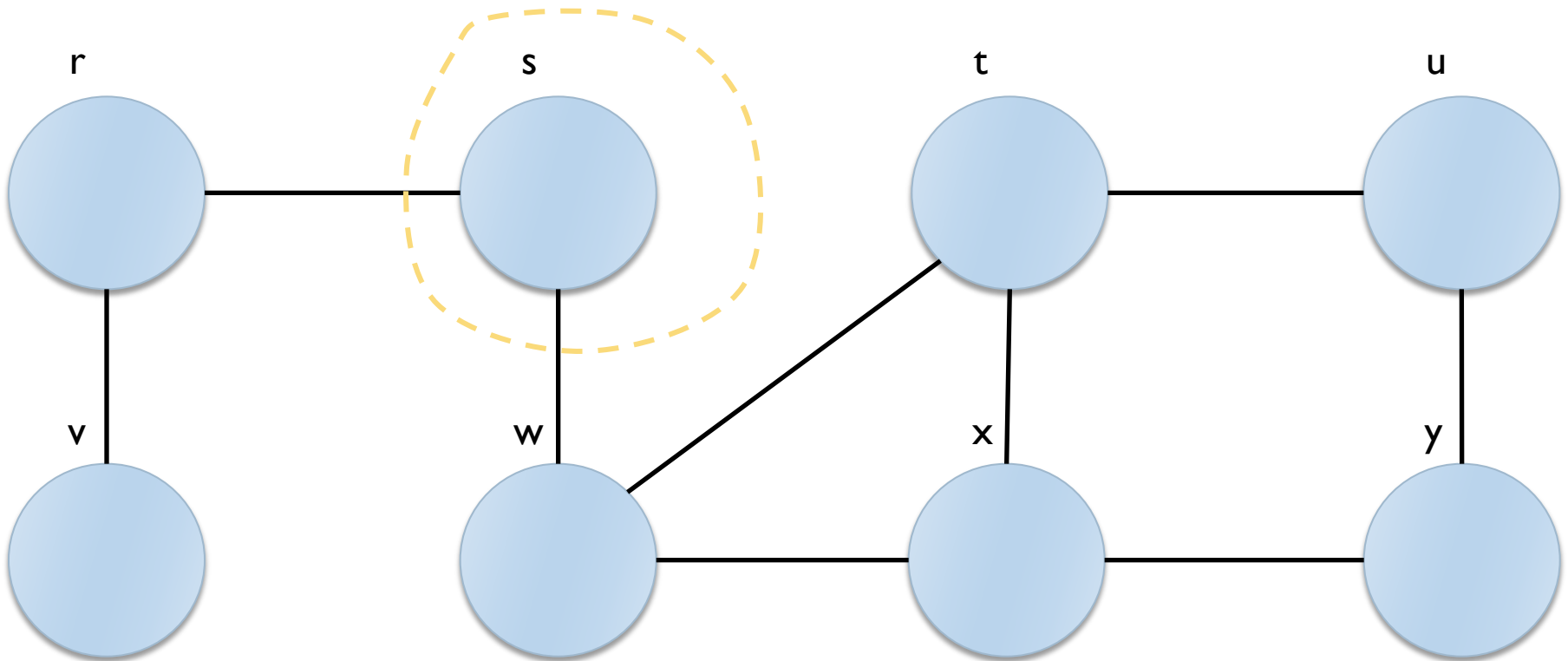
# Breadth-First Visit

---

- ▶ Also called Breadth-first search (BFV or BFS)
- ▶ All reachable vertices are visited “by levels”
  - ▶  $L$  – level of the visit
  - ▶  $S_L$  – set of vertices in level  $L$
  - ▶  $L=0, S_0 = \{ v_{\text{source}} \}$
  - ▶ Repeat while  $S_L$  is not empty:
    - ▶  $S_{L+1}$  = set of all vertices:
      - not visited yet, and
      - adjacent to at least one vertex in  $S_L$
    - ▶  $L=L+1$

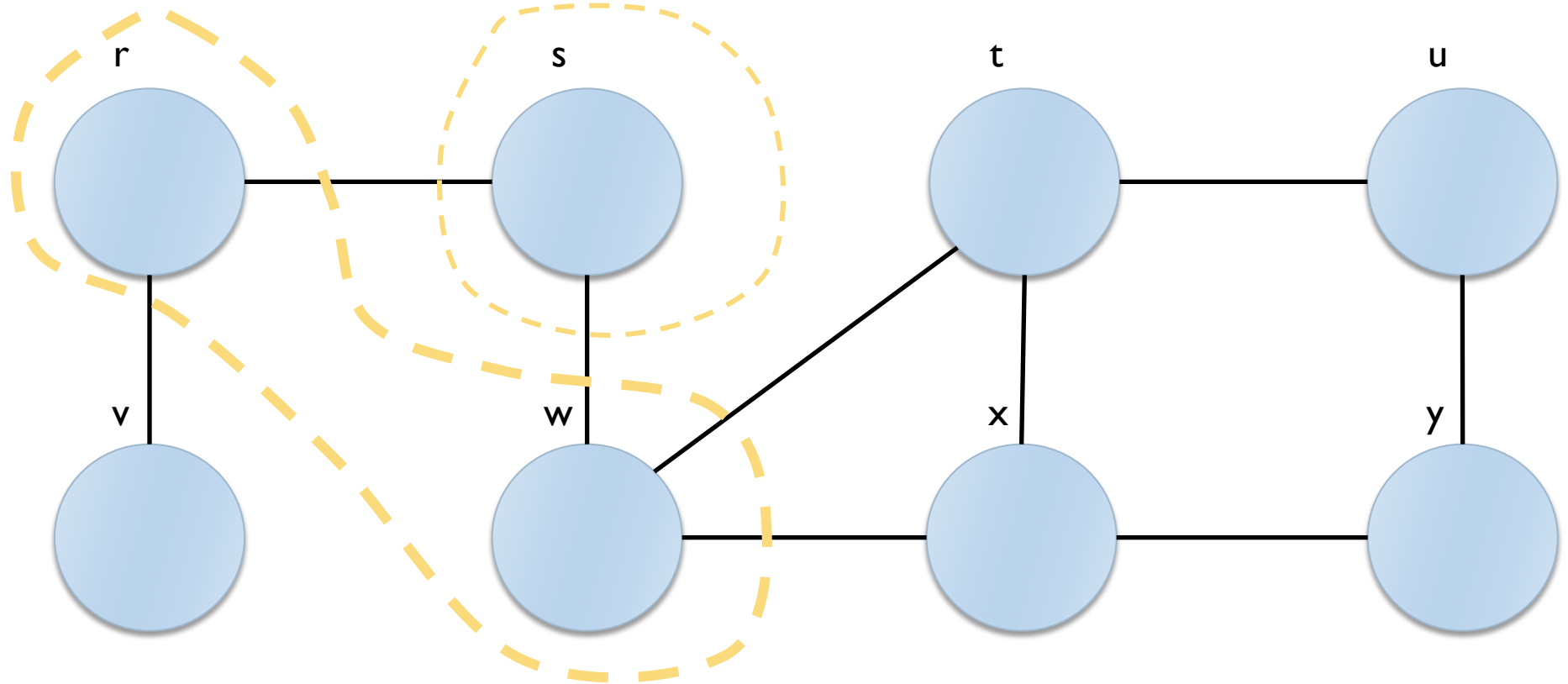
# Example

Source = s  
L = 0  
 $S_0 = \{s\}$



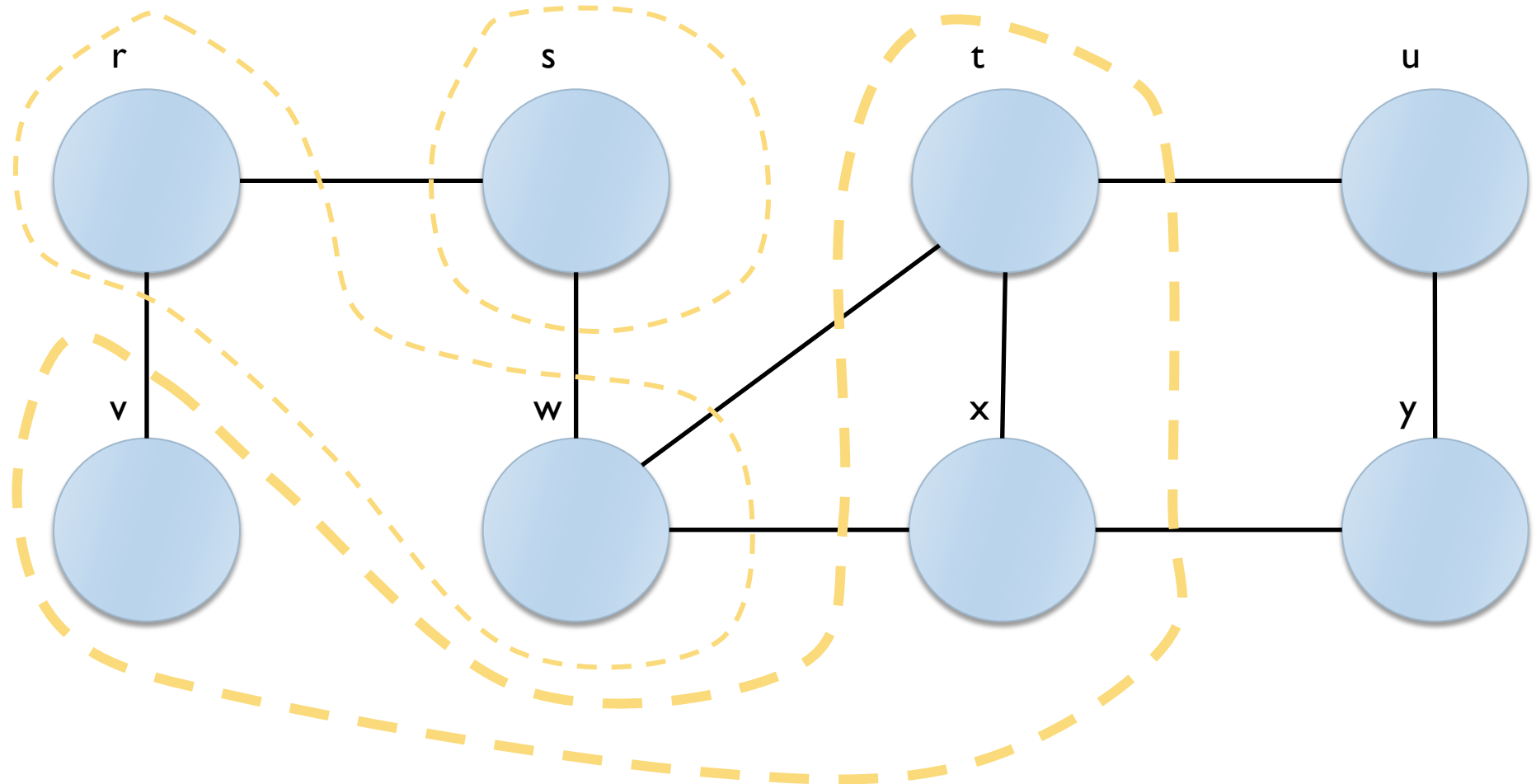
# Example

$L = I$   
 $S_0 = \{s\}$   
 $S_1 = \{r, w\}$



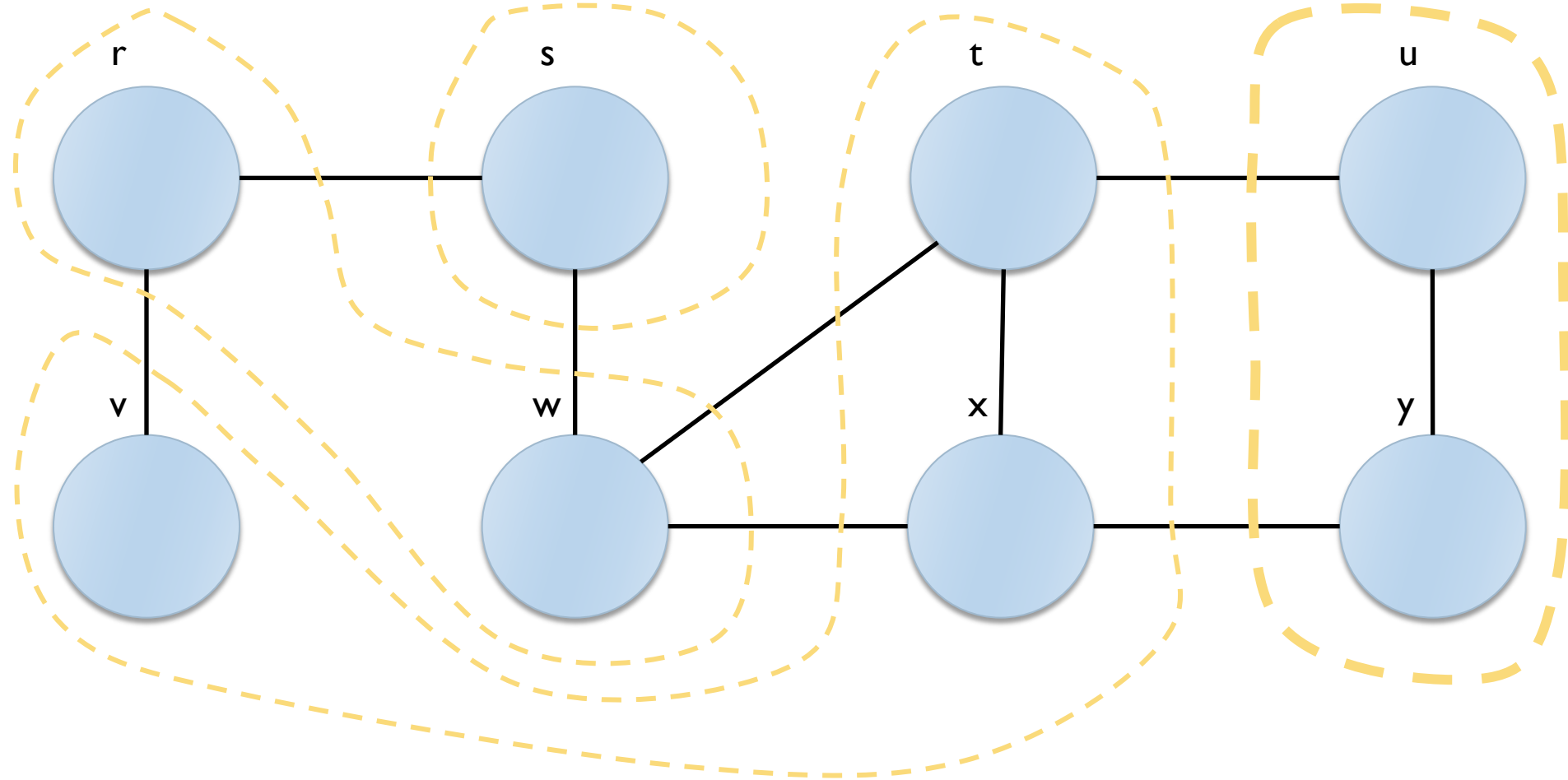
# Example

$L = 2$   
 $S_1 = \{r, w\}$   
 $S_2 = \{v, t, x\}$



# Example

$L = 3$   
 $S_2 = \{v, t, x\}$   
 $S_3 = \{u, y\}$



# BFS Tree

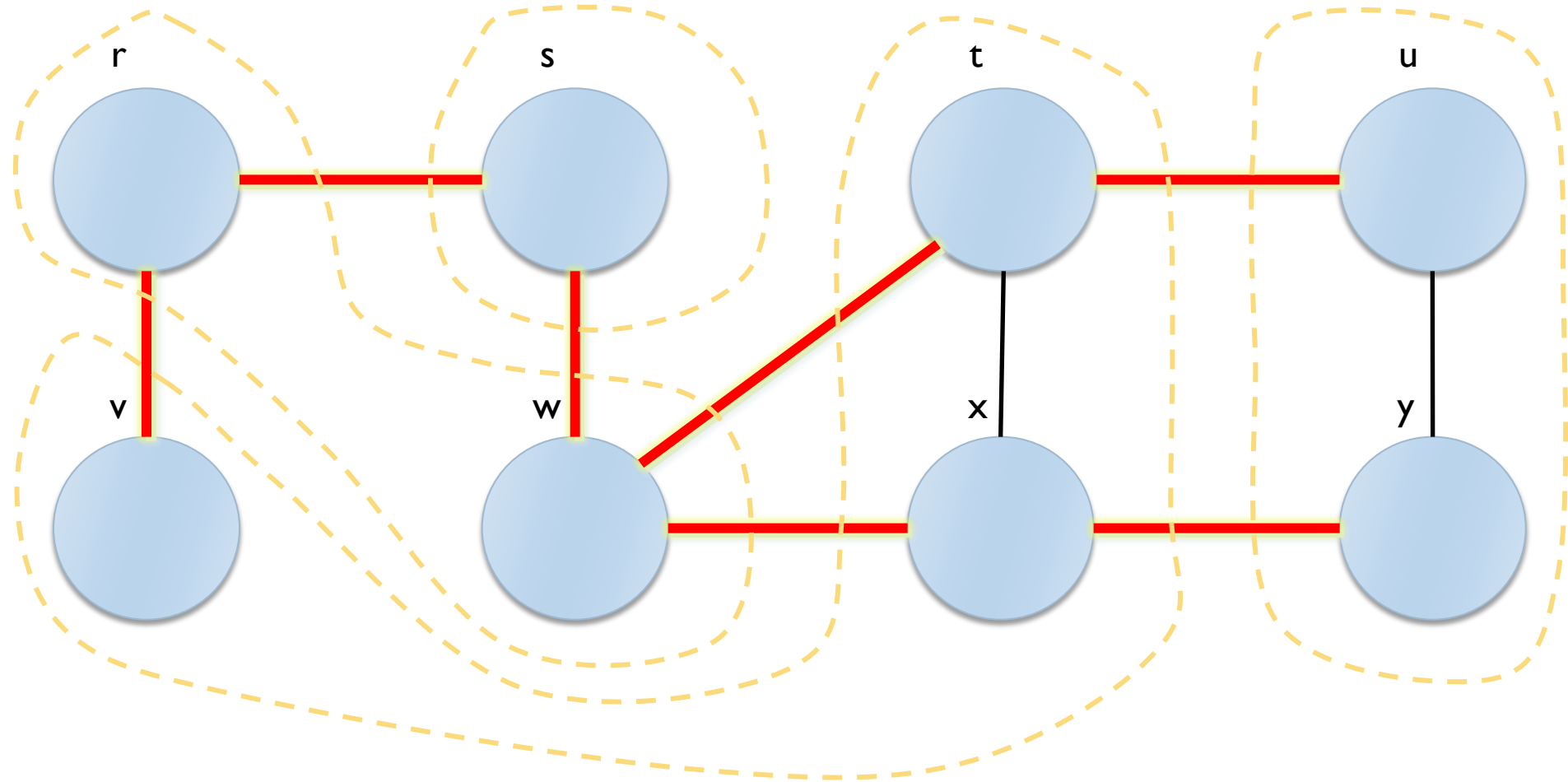
---

- ▶ The result of a BFV identifies a “visit tree” in the graph:
  - ▶ The tree root is the source vertex
  - ▶ Tree nodes are all graph vertices
    - ▶ (in the same connected component of the source)
  - ▶ Tree are a subset of graph edges
    - ▶ Those edges that have been used to “discover” new vertices.



# BFS Tree

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# Minimum (shortest) paths

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- ▶ Shortest path: the minimum number of edges on any path between two vertices
- ▶ The BFS procedure computes all minimum paths for all vertices, starting from the source vertex
- ▶ NB: unweighted graph : path length = number of edges

# Depth First Visit

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- ▶ Also called Depth-first search (DFV or DFS)
- ▶ Opposite approach to BFS
- ▶ At every step, visit one (yet unvisited) vertex, adjacent to the last visited one
- ▶ If no such vertex exist, go back one step to the previously visited vertex
- ▶ Lends itself to recursive implementation
  - ▶ Similar to tree visit procedures

# DFS Algorithm

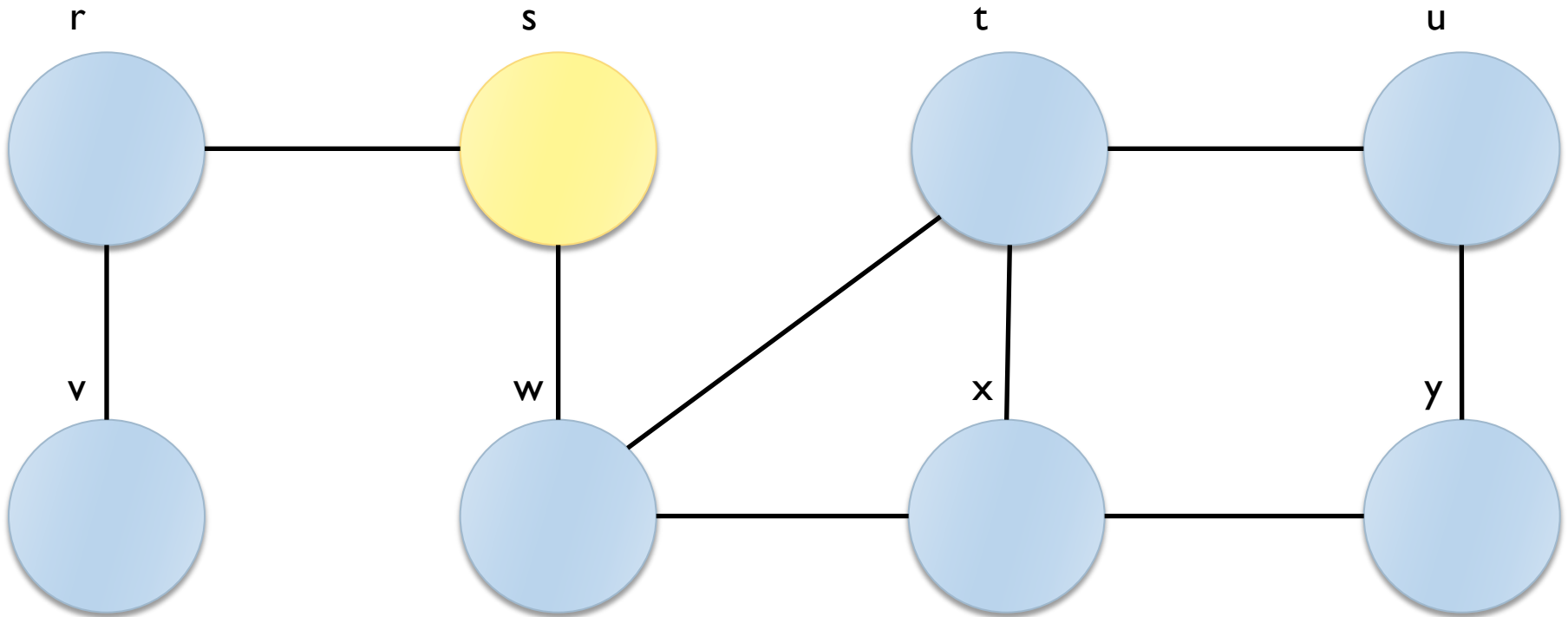
---

- ▶ DFS(Vertex  $v$ )
  - ▶ For all (  $w : \text{adjacent\_to}(v)$  )
    - ▶ If( not visited ( $w$ ) )
      - Visit ( $w$ )
      - DFS( $w$ )
  
- ▶ Start with: DFS(source)

# Example

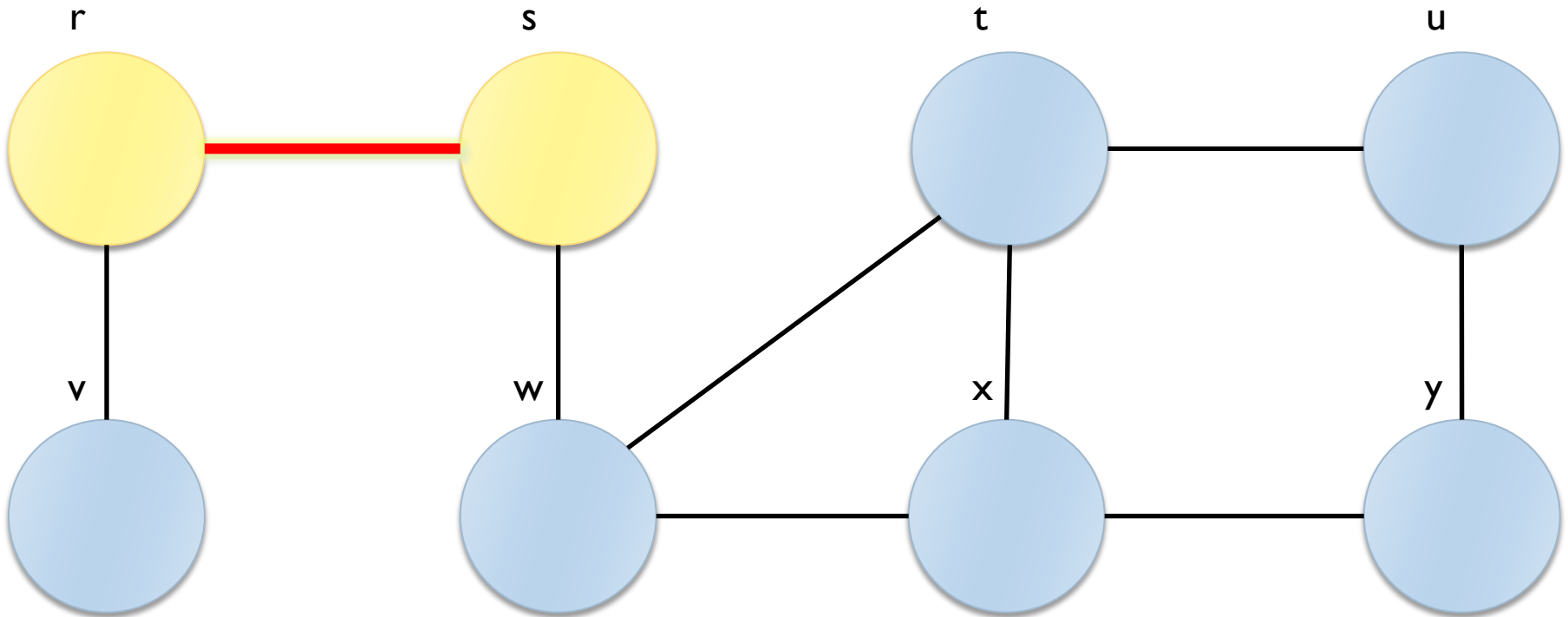
---

Source = s



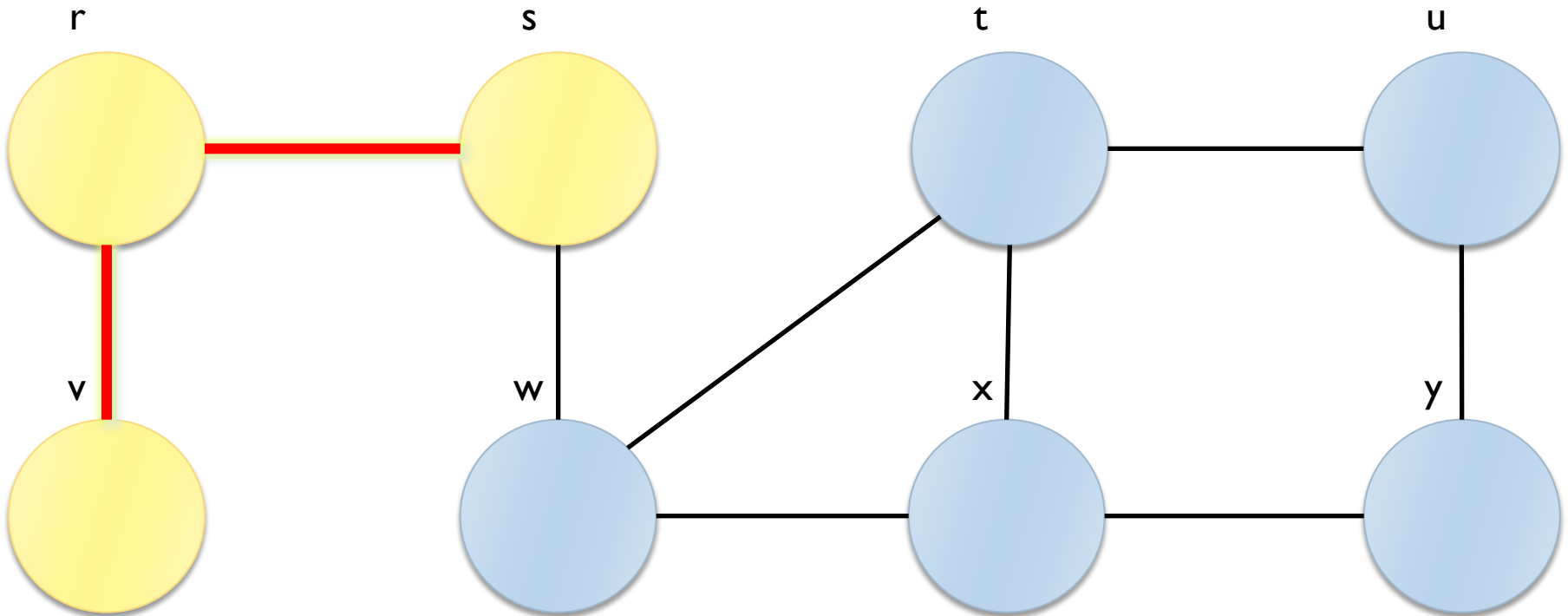
# Example

Source = s  
Visit r



# Example

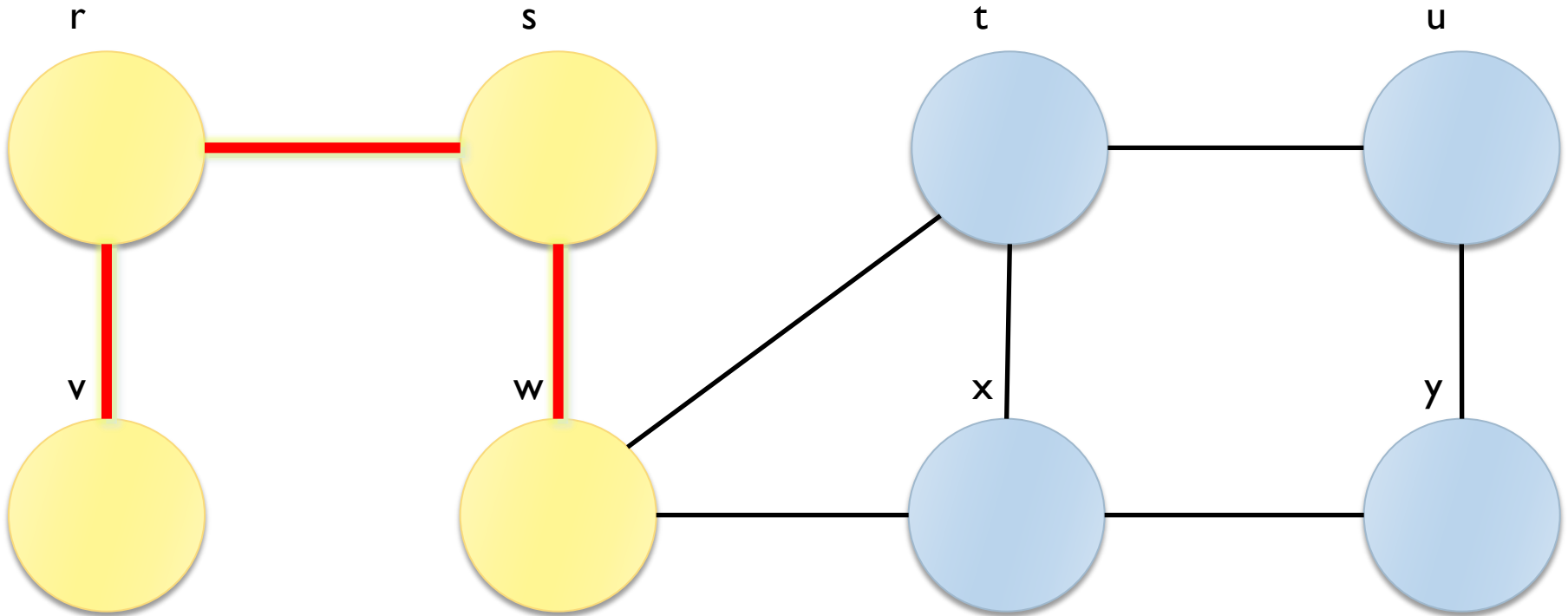
Source = s  
Visit r  
Visit v



# Example

---

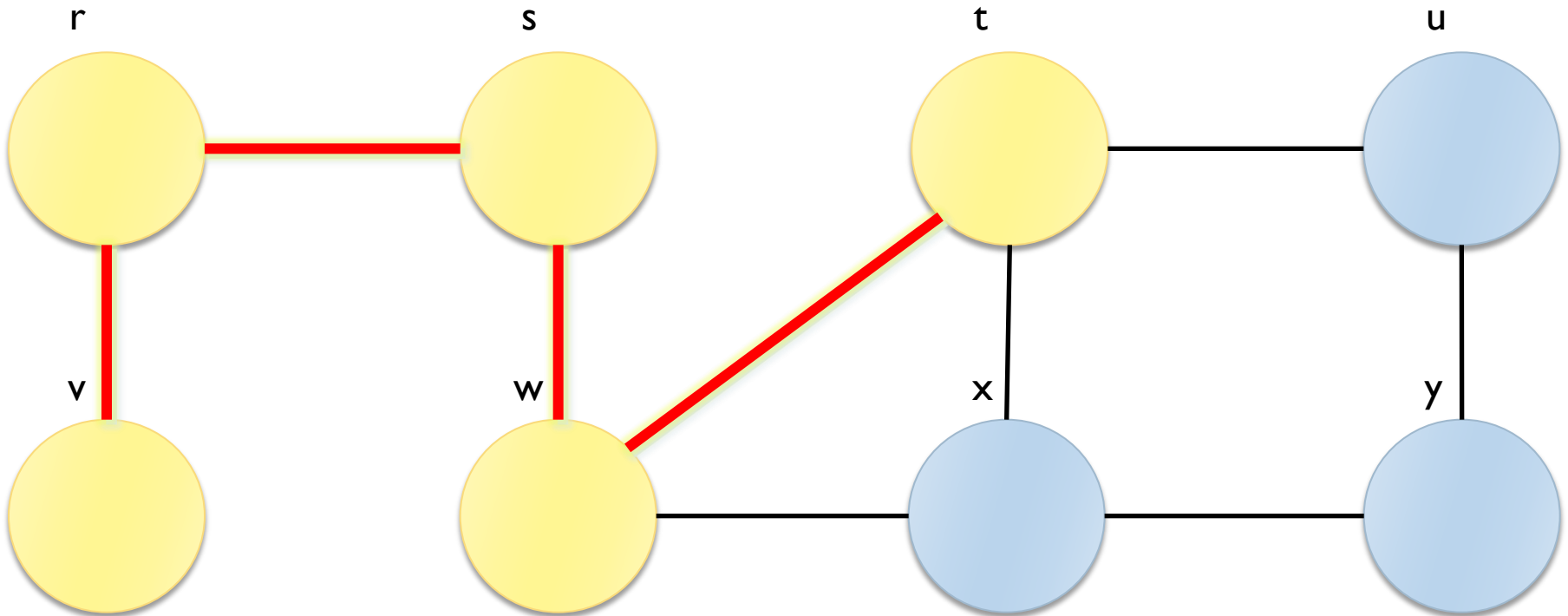
Source = s  
Back to r  
Back to s  
Visit w





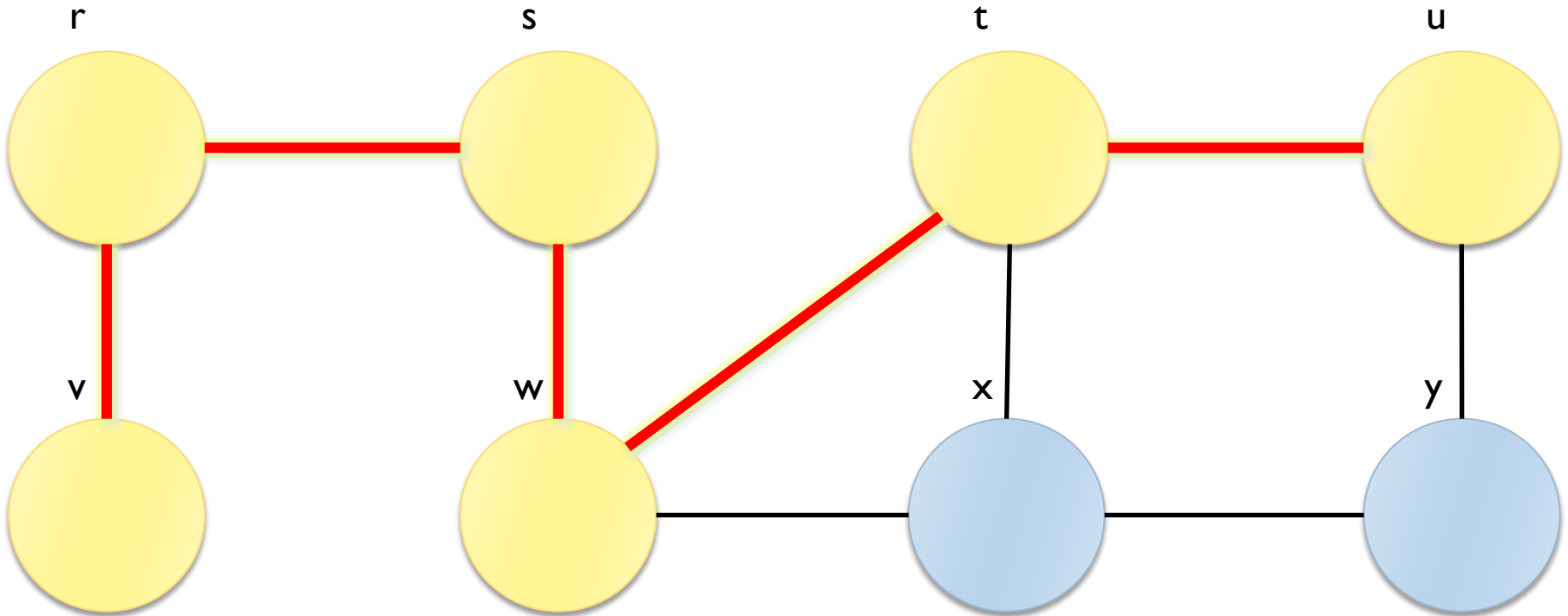
# Example

Source = s  
Visit w  
Visit t



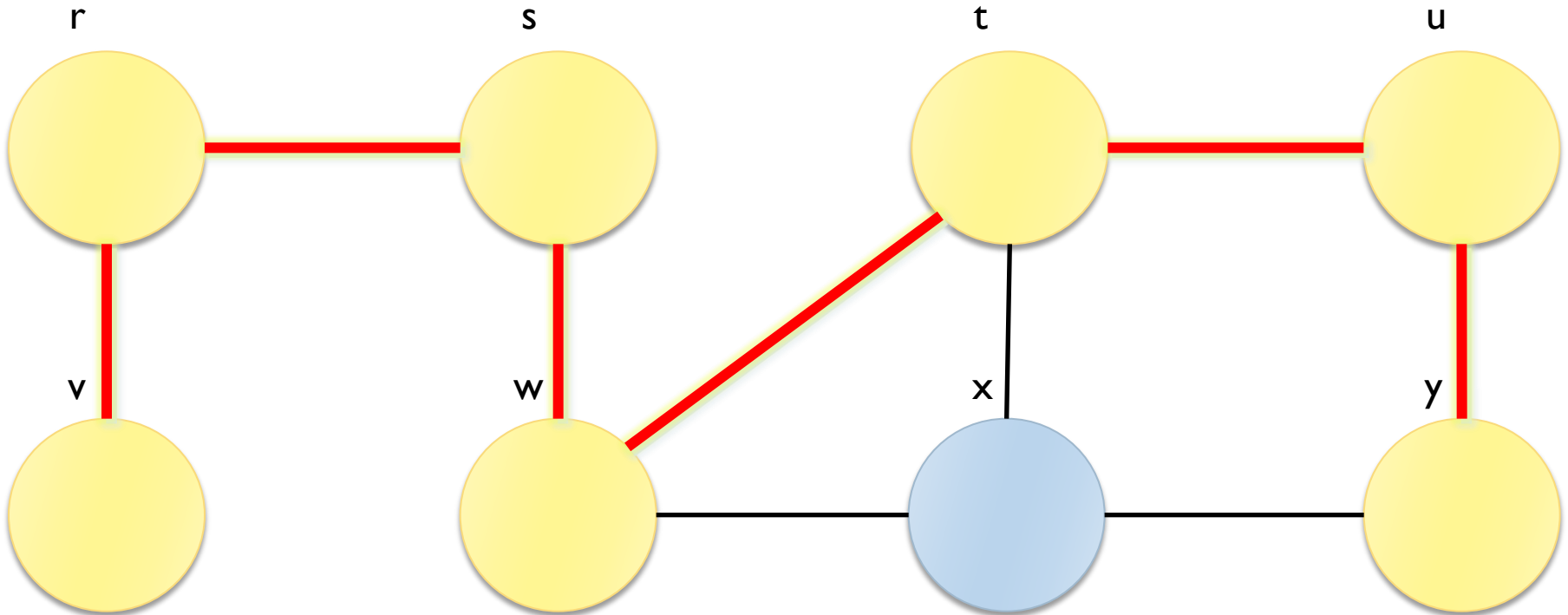
# Example

Source = s  
Visit w  
Visit t  
Visit u



# Example

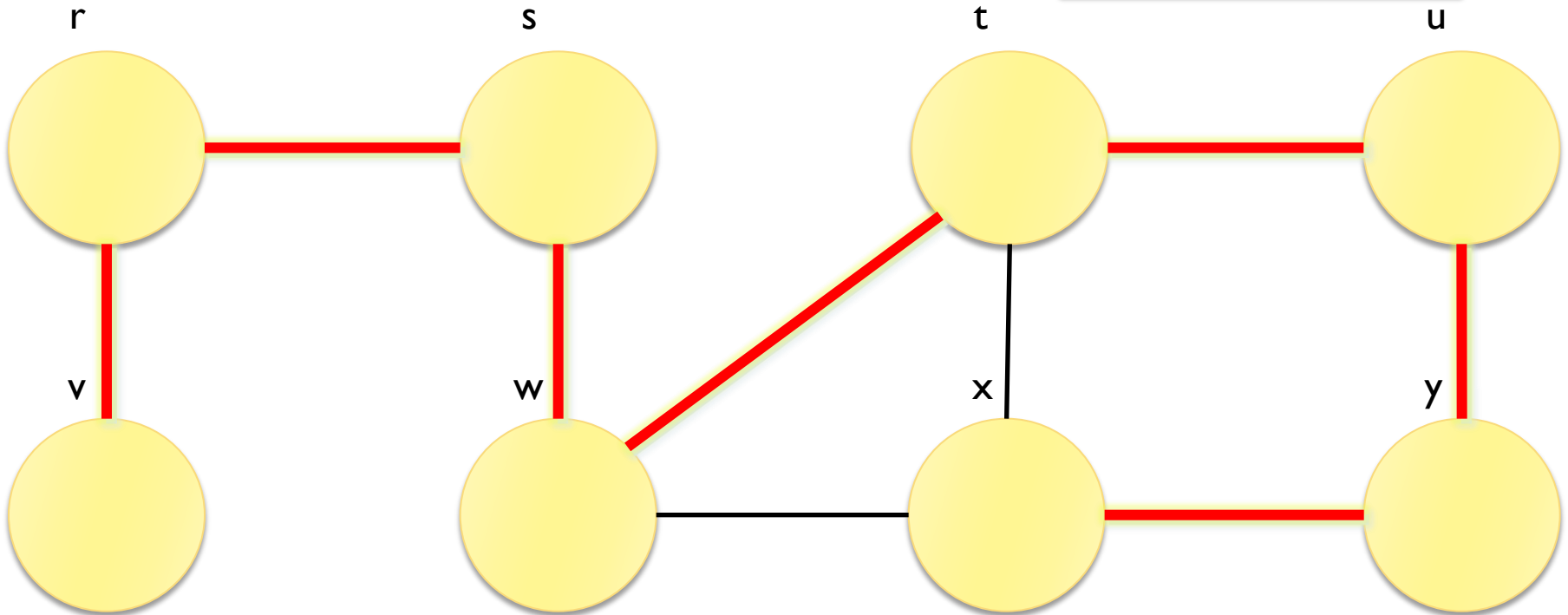
Source = s  
Visit w  
Visit t  
Visit u  
Visit y



# Example

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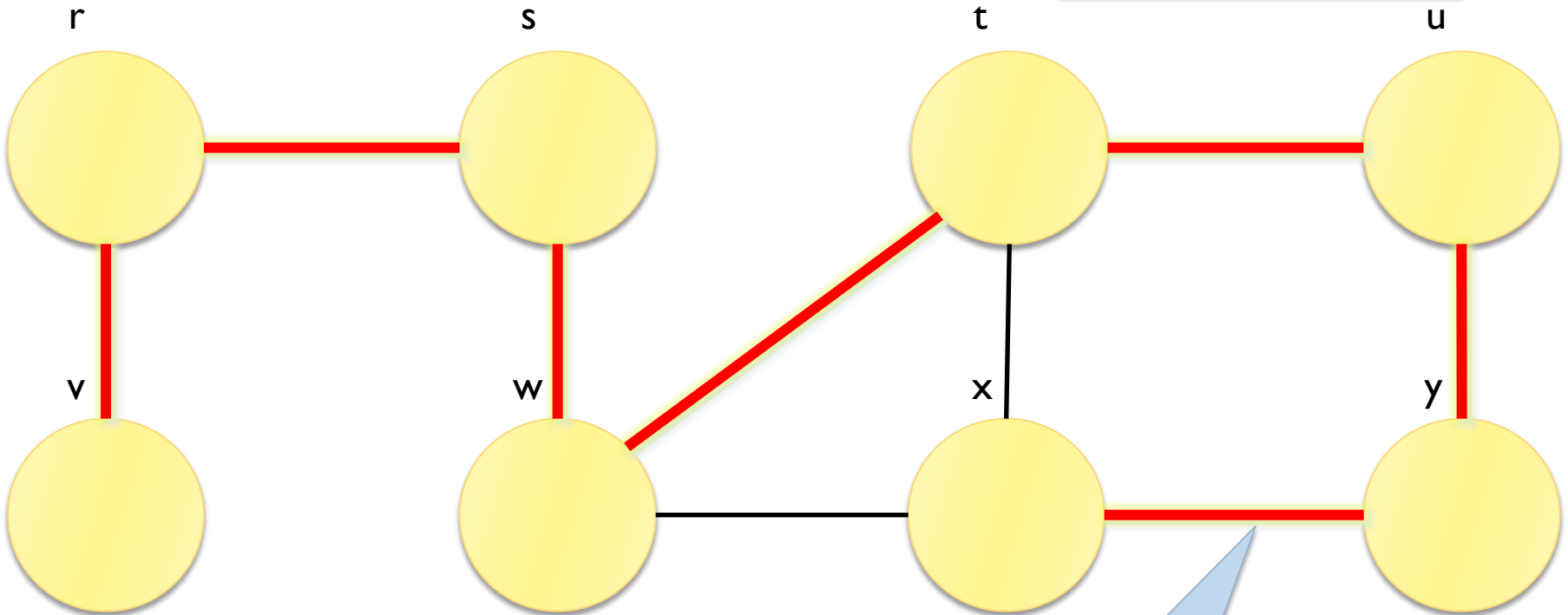
Source = s  
Visit w  
Visit t  
Visit u  
Visit y  
Visit x



# Example

Back to s = STOP

Source = s  
Back to y  
Back to u  
Back to t  
Back to w



DFS tree

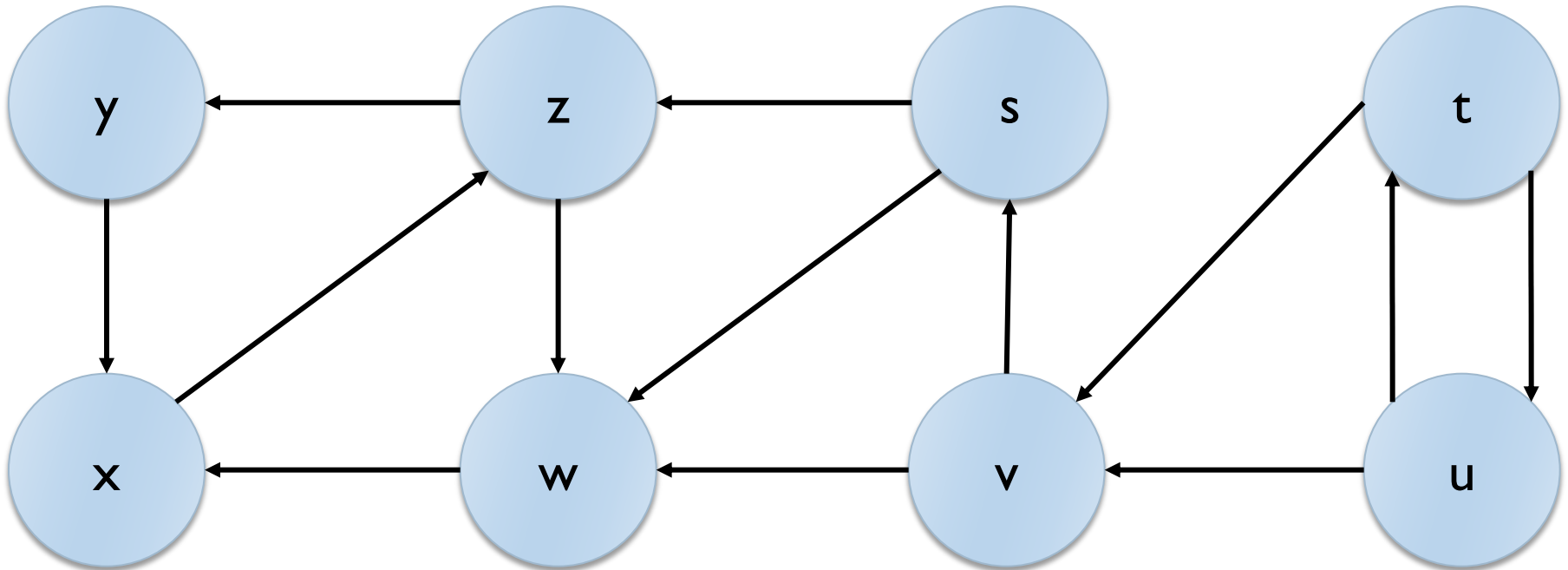
# Edge classification

---

- ▶ In an directed graph, after a DFS visit, all edges fall in one of these 4 categories:
  - ▶ T: **Tree** edges (belonging to the DFS tree)
  - ▶ B: **Back** edges (not in T, and connect a vertex to one of its ancestors)
  - ▶ F: **Forward** edges (not in T and B, and connect a vertex to one of its descendants)
  - ▶ C: **Cross** edges (all remaining edges)

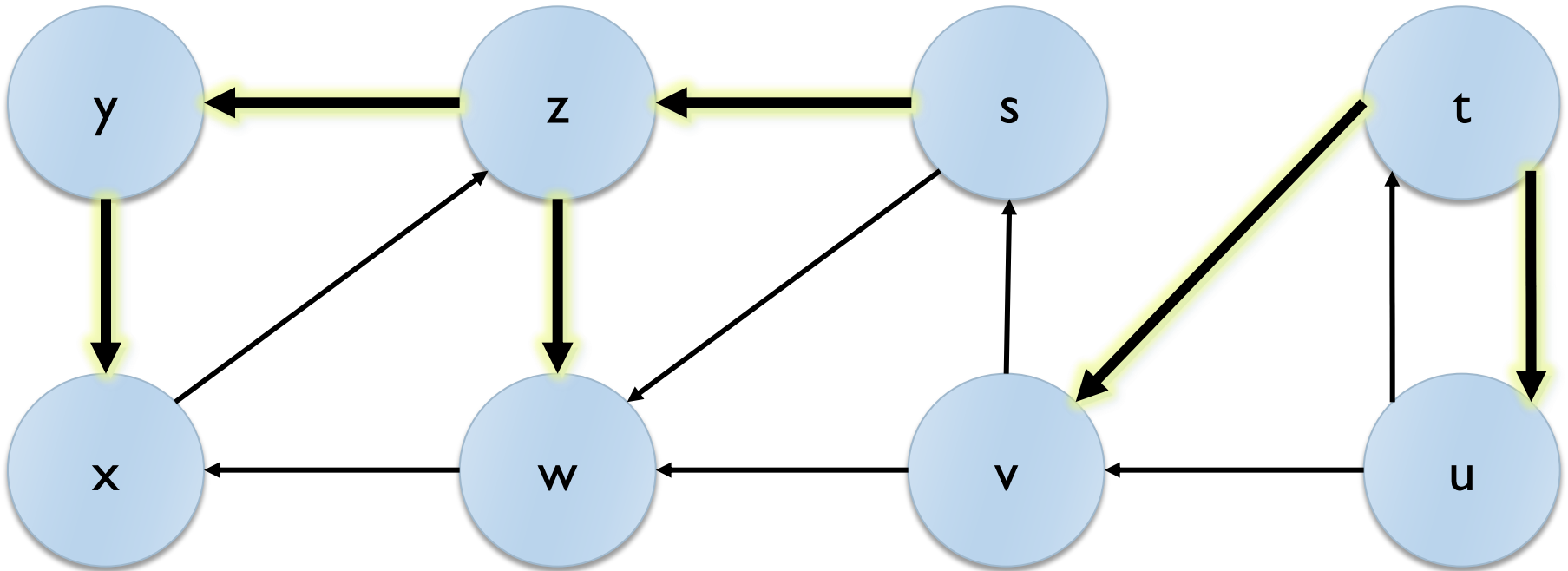
# Example

Directed graph



# Example

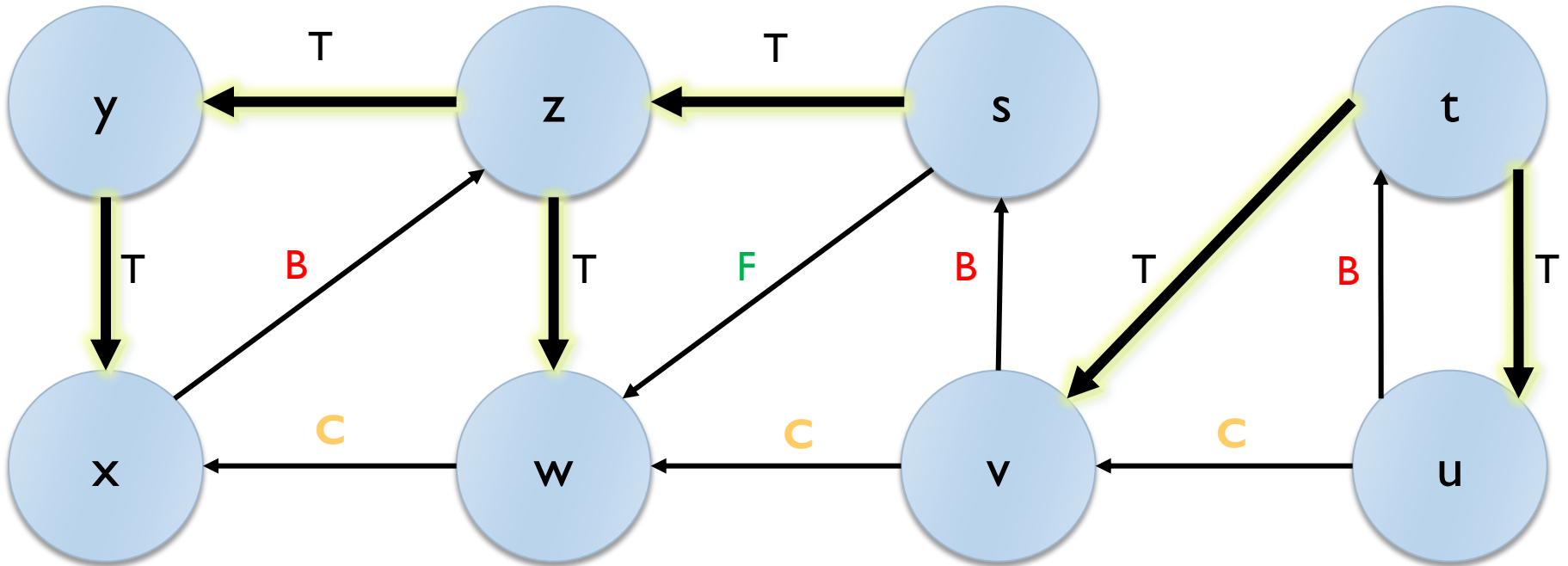
DFS visit  
(sources: s, t)





# Example

Edge classification



# Cycles

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- ▶ Theorem:
- ▶ A directed graph is acyclic if and only if a depth-first visit does not produce any B edge

# Complexity

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- ▶ Visits have linear complexity in the graph size
  - ▶ BFS :  $O(V+E)$
  - ▶ DFS :  $\Theta(V+E)$
- ▶ N.B. for dense graphs,  $E = O(V^2)$



# JGraphT and visits

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- ▶ Visits are called “traversals”
- ▶ Implemented through **iterator** classes
- ▶ Package **org.jgrapht.traverse**

# Graph traversal classes

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## Package org.jgrapht.traverse

Graph traversal means.

See:

[Description](#)

### Interface Summary

<a href="#">GraphIterator&lt;V,E&gt;</a>	A graph iterator.
--	-------------------

### Class Summary

<a href="#">AbstractGraphIterator&lt;V,E&gt;</a>	An empty implementation of a graph iterator to minimize the effort required to implement graph iterators.
<a href="#">BreadthFirstIterator&lt;V,E&gt;</a>	A breadth-first iterator for a directed and an undirected graph.
<a href="#">ClosestFirstIterator&lt;V,E&gt;</a>	A closest-first iterator for a directed or undirected graph.
<a href="#">CrossComponentIterator&lt;V,E,D&gt;</a>	Provides a cross-connected-component traversal functionality for iterator subclasses.
<a href="#">DepthFirstIterator&lt;V,E&gt;</a>	A depth-first iterator for a directed and an undirected graph.
<a href="#">TopologicalOrderIterator&lt;V,E&gt;</a>	Implements topological order traversal for a directed acyclic graph.

# Graph iterators

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- ▶ Usual hasNext() and next() methods
- ▶ May register event listeners to traversal steps
  - ▶ void **addTraverserListener**(TraverserListener<V,E> l)
- ▶ TraverserListeners may react to:
  - ▶ Edge traversed
  - ▶ Vertex traversed
  - ▶ Vertex finished
  - ▶ Connected component started
  - ▶ Connected component finished

# Types of traversal iterators

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- ▶ **BreadthFirstIterator**
- ▶ **DepthFirstIterator**
- ▶ **ClosestFirstIterator**
  - ▶ The metric for *closest* here is the path length from a start vertex. `Graph.getEdgeWeight(Edge)` is summed to calculate path length. Optionally, path length may be bounded by a finite radius.
- ▶ **TopologicalOrderIterator**
  - ▶ A topological sort is a permutation  $p$  of the vertices of a graph such that an edge  $\{i,j\}$  implies that  $i$  appears before  $j$  in  $p$ . Only directed acyclic graphs can be topologically sorted.







# Resources

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- ▶ Open Data Structures (in Java), Pat Morin, <http://opendatastructures.org/>
- ▶ Algorithms Course Materials, Jeff Erickson, <http://www.cs.uiuc.edu/~jeffe/teaching/algorithms/>
- ▶ Graphbook - A book on algorithmic graph theory, David Joyner, Minh Van Nguyen, and David Phillips, <https://code.google.com/p/graphbook/>

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