

# Rehearsal Lab

## Contents

<b>1</b>	<b>Logical indexing warm-up</b>	<b>1</b>
<b>2</b>	<b>Visualising graphs warm-up</b>	<b>2</b>
2.1	Plotting a single graph . . . . .	2
2.2	Plotting several graphs . . . . .	3
2.3	Storing edge lists . . . . .	4
2.4	Plotting a graph using edge list . . . . .	5
2.5	Plotting a graph using edge list and edge weights . . . . .	5
2.6	Plotting a graph using edge list and node labels . . . . .	5
2.7	Adding edges to a graph . . . . .	5
2.8	Adding nodes to a graph . . . . .	5
2.9	Removing edges from a graph . . . . .	6
2.10	Removing nodes from a graph . . . . .	6

## 1 Logical indexing warm-up

In logical indexing, you use a logical array as a mask for the vector subscript. MATLAB extracts the vector elements corresponding to the nonzero values of the mask (logical array).

```
1 v = [1 2 3 4 5]
2
3 mask = logical([1 1 0 0 1])
4 % or mask = [true true false false true]
5
6 v(mask) % [1 2 5]
```

Using `find` function you can get the indices of the elements which satisfy the mask.

```

1 v = [1 2 3 1 2 3]
2
3 mask = [false false true false false true]
4
5 equal_to_three = v(mask) % [3 3]
6
7 equal_to_three_index = find(mask) % [3 6]
8
9 equal_to_three_index = find(mask, 1) % 3

```

You can filter the elements of an array by applying conditions to the array. Applying conditions to the array returns the logical array. You can use this logical array as a mask to filter out not needed elements.

```

1 a = 1:2:20
2
3 mask = a < 10 & a ~= 3
4
5 less_than_ten_and_not_three = a(mask)
6
7 less_than_ten_and_not_three_indices = find(mask)

```

## 2 Visualising graphs warm-up

### 2.1 Plotting a single graph

You can plot a graph using `graph` or `digraph` and `plot` functions. Functions `graph` and `digraph` take adjacency matrix as an input. Command `figure` creates a new window with a figure to plot in it. Function `plot` draws a visual representation of the graph in the last opened figure window. Command `close all` closes all open figure windows and is often used in the beginning of a script along with `clear` command. Try the following example:

```

1 clear; close all;
2
3 A = [
4     0 1 0 1;
5     1 0 1 0;
6     0 1 0 1;
7     1 0 1 0

```

```
8     ];
9
10  figure;
11  G = graph(A);
12  plot(G);
```

Or with a directed graph:

```
1  clear; close all;
2
3  A = [
4      0 1 0 1;
5      0 0 1 0;
6      0 1 0 0;
7      0 1 1 0
8      ];
9
10  figure;
11  G = digraph(A);
12  plot(G);
```

## 2.2 Plotting several graphs

If more than one `plot` command is called for one figure window, by default Matlab will display only the result of the last `plot` call. `figure` can be used to create more than one figure window.

For example:

```
1  clear; close all;
2
3  A = [
4      0 1 0 1;
5      0 0 1 0;
6      0 1 0 0;
7      0 1 1 0
8      ];
9
10  figure;
11  G = digraph(A);
12  plot(G);
13
```

```

14
15 figure; % create a second window for the second graph
16 G2 = digraph(A'); % digraph of the transposed
    adjacency matrix
17 plot(G2);

```

Alternatively, a `pause` command can be used to plot graphs in the same window one by one. The `pause` command pauses the execution of the program until the user continues it by pressing Enter in the command window. For example:

```

1 clear; close all;
2
3 A = [
4     0 1 0 1;
5     0 0 1 0;
6     0 1 0 0;
7     0 1 1 0
8     ];
9
10 figure;
11 G = digraph(A);
12 plot(G);
13
14 pause; % pause after plotting the first graph
15
16 G2 = digraph(A'); % digraph of the transposed
    adjacency matrix
17 plot(G2);

```

### 2.3 Storing edge lists

To store an edge list you can use an  $n \times 2$  matrix (or  $2 \times n$ ), where each row (or column) consists of two numbers:  $u$  and  $v$  of the  $e = (u, v)$  edge. For example, the following code shows how you can store edge list  $[(1, 2), (2, 3), (2, 1), (3, 4)]$  in an  $n \times 2$  matrix.

```

1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];

```

## 2.4 Plotting a graph using edge list

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4; 1, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 figure;
4 plot (G);
```

## 2.5 Plotting a graph using edge list and edge weights

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4; 1, 4];
2 edge_weights = [1 1 2 2 3];
3 G = graph(edge_list(:,1), edge_list(:,2),
4           edge_weights);
5 figure;
6 plot (G, 'EdgeLabel', G.Edges.Weight);
```

## 2.6 Plotting a graph using edge list and node labels

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 G.Nodes.Name = {'First' 'Second' 'Third' 'Fourth'};
4 figure;
5 plot (G);
```

## 2.7 Adding edges to a graph

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 % To add edge (1,3) with weight 4:
4 G = addedge(G,1,3,4)
```

## 2.8 Adding nodes to a graph

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 % To add node 5:
4 G = addnode(G,5)
```

## 2.9 Removing edges from a graph

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 G.Nodes.Name = {'First' 'Second' 'Third' 'Fourth'}';
4 % To remove edge (2,1):
5 G = rmedge(G,2,1)
6 % or
7 G = rmedge(G,3)
8 % or
9 G = rmedge(G, 'Second', 'First')
```

## 2.10 Removing nodes from a graph

```
1 edge_list = [1, 2; 2, 3; 2, 1; 3, 4];
2 G = graph(edge_list(:,1), edge_list(:,2));
3 G.Nodes.Name = {'First' 'Second' 'Third' 'Fourth'}';
4 % To remove node 1:
5 G = rmnode(G,1)
6 % or
7 G = rmnode(G, 'First')
```

## Task 1

Create a vector with the following elements: 1, 4, -2, 7, -4, 5, 10, 15. Using logical indexing and *find* function do the following:

- Display all positive elements of the vector
- Display the indices of all positive elements of the vector
- Display all elements of the vector except the third element
- Display all even elements of the vector
- Display the indices of all even elements of the vector
- Display all elements of the vector with even indices

## Task 2

Create an adjacency matrix for an **undirected** graph with 6 vertices. Plot a graph using this adjacency matrix. Create an edge list for the same graph. Plot a graph using this edge list. Check that it is the same graph.

## Task 3

Modify the script from task 2 so that it works with a **directed** graph.

## Task 4

- Write a program which creates an edge list representation of an adjacency matrix of a directed graph. Test the program on several graphs from Homework 1 of the theoretical part of the course. Plot the graphs.
- Write a program which given an edge list converts it to an adjacency matrix. Test the program on the resulting edge lists from part 1 (you can write the code in the same program as in part 1 and simply use the resulting edge lists from there or start a new script) and check that the resulting adjacency matrix is the same as the original adjacency matrices used in part 1. Plot the graphs.

**Hint:** if you want to create a new matrix of the same size as an existing one and fill it with zeros, you can use the following code, where **A** is the existing matrix.

```
1 new_A = zeros(size(A));
```

**Hint:** in order to plot several graphs use `figure` or `pause`