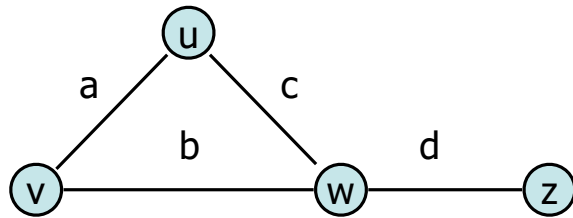


Edge List



Key Ideas:

- Given a vertex, $O(1)$ lookup in vertex list
 - Implement w/ a hash table, etc
- All basic ADT operations runs in $O(m)$ time

Vertex List

u
v
w
z

Edge List

u	v	a
v	w	b
u	w	c
w	z	d