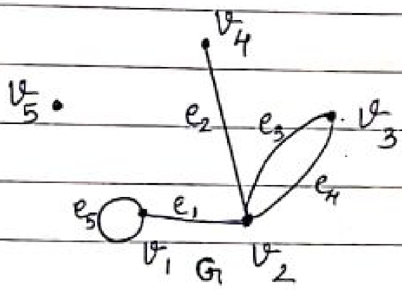
Graph Theory.

- A graph is an ordered pair (V, E)
  where V = non-empty set of vertices.
  E = set of edges.
- A vertex is a point / node. An edge is a curve / line joining two vertices. A loop is an edge joining a vertex to itself. Parallel / Multiple edges means more than one edges joining the same pair of vertices.

eg: $G = (V, E)$

where $V = \{v_1, v_2, v_3, v_4, v_5\}$, $E = \{e_1, e_2, e_3, e_4, e_5\}$.



Here, $e_1 = v_1 v_2$ (edge e_1 joins vertices v_1 & v_2)

$e_2 = v_2 v_4$

$e_3 = e_4 = v_2 v_3$ → multiple edges.

$e_5 = v_1 v_1$ → loop

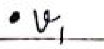
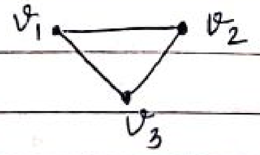
- A graph without loops and multiple edges is called a simple graph. ~~A graph with loop~~
  A graph which is not simple is called multigraph.
- If edge e is formed by vertices v_1 and v_2 then v_1, v_2 are called adjacent vertices.
  If vertex v is common between ~~vert~~ edges e_1 and e_2 then e_1, e_2 are called adjacent edges.
  Eg: In above example,
  v_1, v_2 are adjacent vertices while v_1, v_4 are not adjacent vertices.
  e_1, e_2 are adjacent edges but e_2, e_5 are not.

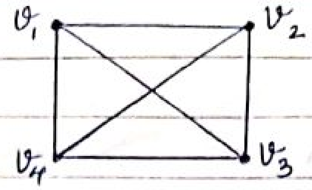
- Degree of a vertex v is the number of edges starting or ending at the vertex v, written as $d(v)$.
Eg: In graph G of page 1,
$d(v_1) = 3$ (as loop is counted 2 times)
$d(v_2) = 4$
$d(v_3) = 2$
$d(v_4) = 1$ .... $\therefore v_4$ is called pendant vertex.
$d(v_5) = 0$ .... $\therefore v_5$ is called isolated vertex.

- Handshaking Theorem:
The sum of degrees of all vertices in a graph is twice the number of edges in that graph
i.e. $\Sigma d(v) = 2E$
In graph G of page 1:
$\Sigma d(v) = d(v_1) + d(v_2) + d(v_3) + d(v_4) + d(v_5)$
$= 3 + 4 + 2 + 1 + 0$
$= 10.$
E = no. of edges in G $= 5$
$\therefore \Sigma d(v) = 10 = 2 \times 5 = 2E.$

- Types of graph:

1. Complete Graph
A simple graph in which every vertex is adjacent with every other vertex.
ie. A simple graph on n vertices in which degree of every vertex is $n-1$.
It is denoted by K_n.

		no. of edges
Eg: K_1		0
K_2		1
K_3		3

K_4 

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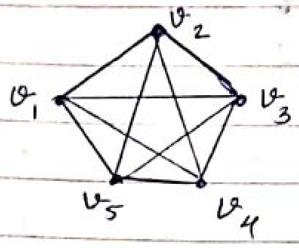
K_5 

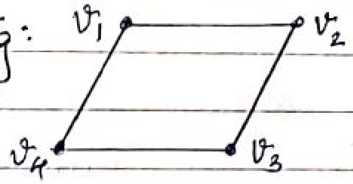
10

Note: The total no. of edges in $K_n = \frac{n(n-1)}{2}$

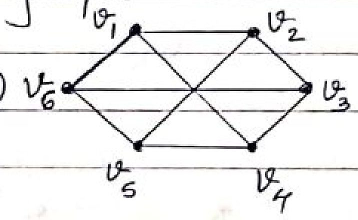
2. Regular Graph

A graph in which every evertex has same degree k is called a 'k-regular' graph'.

Eg:

① 

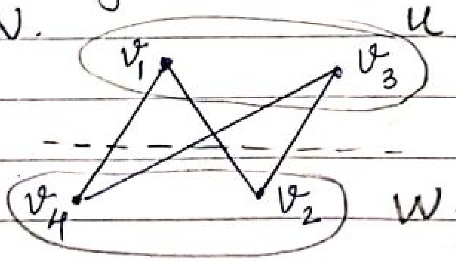
2-regular

② 

3-regular.

3. Bipartite Graph

A graph $G=(V,E)$ is called bipartite if the vertex set V is partitioned into two sets U and W such that every edge in E has one vertex in U and other in W.

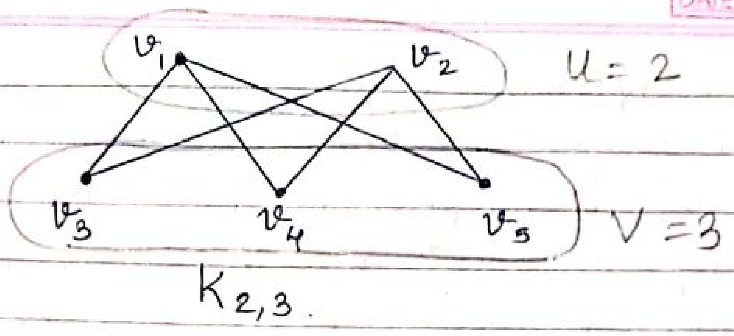
Eg: 

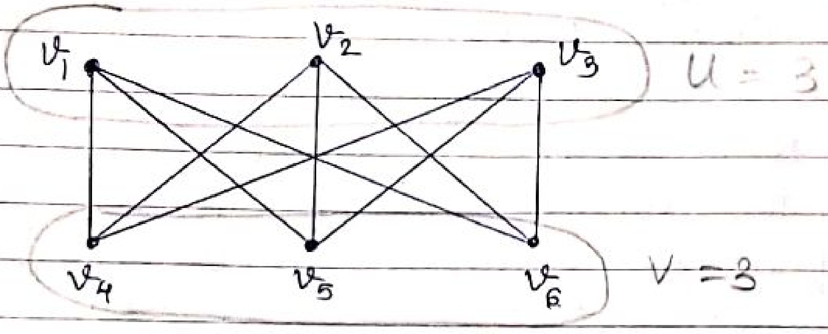
Redrawing the graph ① above. (2-regular)

4. Complete Bipartite Graph

A simple bipartite graph which is complete. It is denoted by $K_{m,n}$.

Eg :

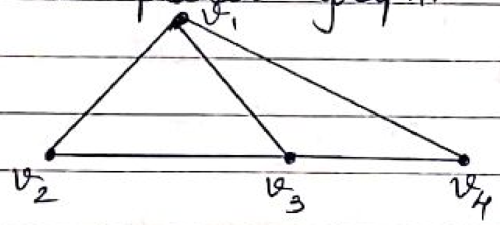




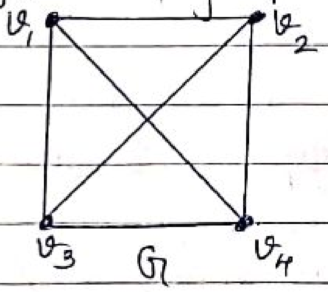
5. Planar Graph

A graph in which no two edges cross each other is called a planar graph.

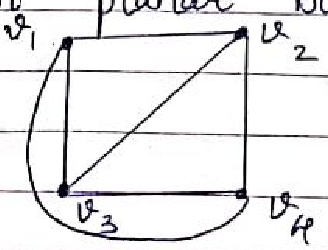
Eg :



Sometimes, the given graph is not planar, but upon drawing the same graph in a little different way, the graph becomes planar.



Here, G is not planar but if the same graph is drawn like

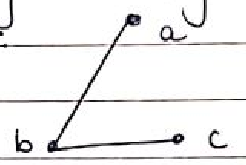


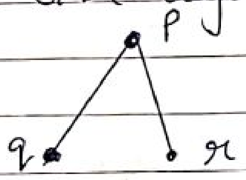
Now G is planar ∴ Given graph G is planar.

Isomorphism of graphs:

Two graphs $G = (V, E)$ and $G' = (V', E')$ are said to be isomorphic if there is a one-to-one correspondence $f : V \rightarrow V'$ such that for $v_1, v_2 \in V$ $v_1', v_2' \in V'$, $f(v_1) = v_1'$, $f(v_2) = v_2'$ and v_1 is adjacent to v_2 then v_1' is adjacent to v_2'.
ie. [If we can find a bijective function from vertices to G to vertices of G' s.t. two vertices adjacent in G have their images adjacent in G' i.e. adjacency preserving.

Eg:





Here a and b are adjacent

- If $f(a) = q$, $f(b) = p$
  then p, q are adjacent
  ∴ proper mapping - can be considered.
- If $f(a) = q$, $f(b) = r$.
  then q and r are not adjacent
  ∴ improper mapping - cannot be considered.].

Note: If $f(a) = b$ then $\deg a = \deg b$.

How to check whether given graphs are isomorphic or not?

Step 1: Check whether no. of vertices in G = no. of vertices in G'.
If Yes then proceed to step 2, otherwise conclude 'G and G' are not isomorphic'.

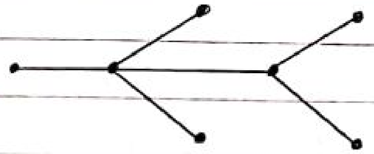
Step 2: Check whether no. of edges in G = no. of edges in G'.
If Yes then proceed to step 3, otherwise conclude 'G and G' are not isomorphic'.

Step 3: Check whether degree of vertices in G and G' are same or not.
If Yes then, proceed to step 4, othewise conclude 'G and G' are not isomorphic'.

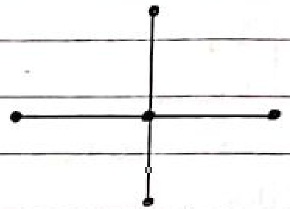
Step4: Define a function $f: G \to G'$ on vertices satisfying adjacency of vertices ie. adjacency preserving map. If finding such f is possible then G and G' are isomorphic otherwise they are not isomorphic.

Eg: Check whether the following pair of graphs are isomorphic or not.

1.



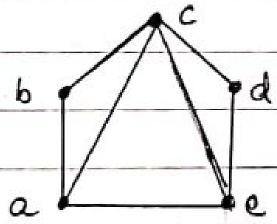
G



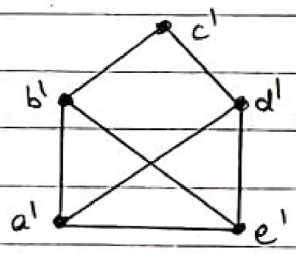
G'

Step1: no. of vertices in G = 7
no. of vertices in G' = 5
∴ G and G' are not isomorphic.

2.



G



Step 1: no. of vertices in G = no. of vertices in G' = 5

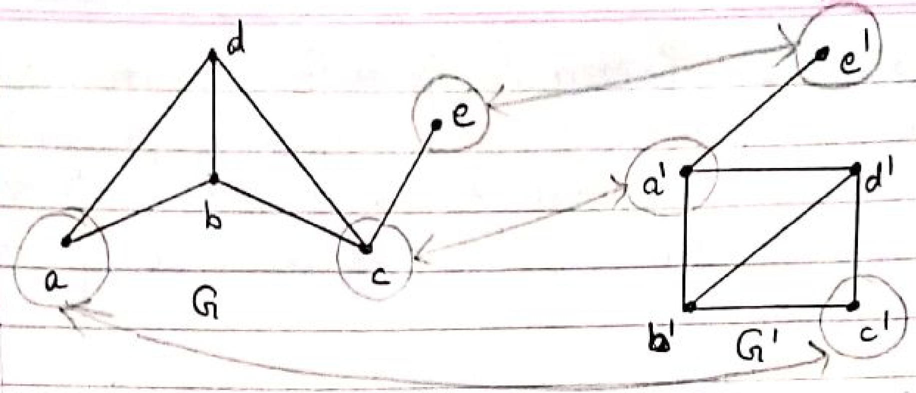
Step 2: no. of edges in G = no. of edges in G' = 7.

Step 3:

Degree	2	3	4
no. of vertices in G	2	2	1
no. of vertices in G'	1	4	–

Degree of vertices is not same
∴ G and G' are not isomorphic.

3.



Step 1: no. of vertices in G = no. of vertices in G' = 5
Step 2: no. of edges in G = no. of edges in G' = 6.
Step 3:

Degree	1	2	3
No. of vertices in G	1	1	3
No. of vertices in G'	1	1	3

Step 4: Mapping vertex to vertex with same degree.

- From step 3, there is only one vertex of degree 1 in G and G'
  ∴ mapping e to e' ie. f(e) = e'
- Similarly, only one vertex of degree ~~3~~ 2
  ∴ mapping a to c' ie. f(a) = c'
- Now, only left to find f(b), f(c), f(d).
- e is adjacent to c in G
  e' is adjacent to a' in G'
  f(e) = e'
  ∴ mapping c to a' i.e. f(c) = a'.

  a → ~~?~~ c'
  b → ?
  c → a'
  d → ?
  e → e'
- Now, only left to find f(b), f(d).
  Here both are valid and free selection is possible
  ∴ let f(b) = b', f(d) = d' ~~?~~
  OR f(b) = d', f(d) = b'.

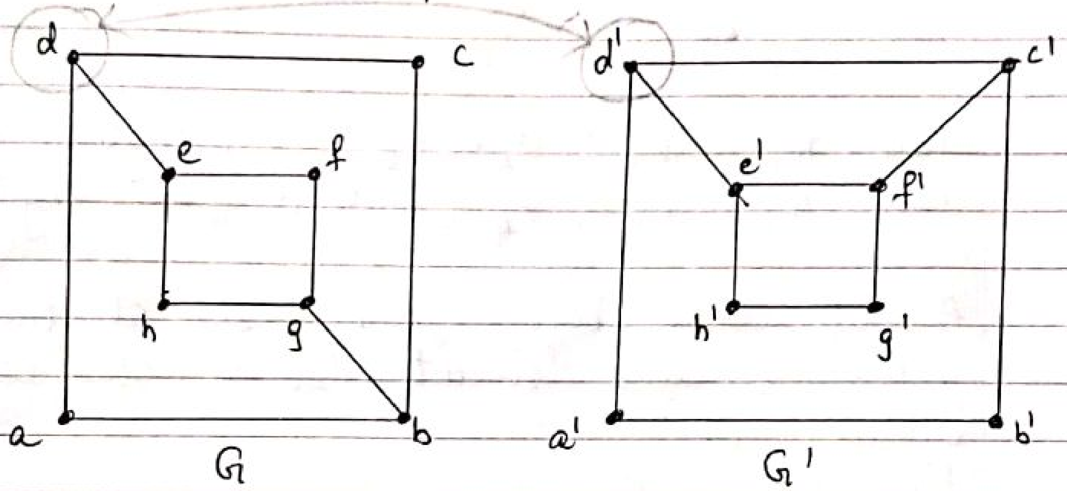
Consider a map $f: G \to G'$ defined by

$f(a) = c'$		$f(a) = c'$
$f(b) = b'$		$f(b) = d'$
$f(c) = a'$	OR.	$f(c) = a'$
$f(d) = d'$		$f(d) = b'$
$f(e) = e'$		$f(e) = e'$.

This is an adjacency preserving map.

$\therefore$ G is isomorphic to G'.

4.



Step 1: no. of vertices in G = no. of vertices in G'. = 8

Step 2: no. of edges in G = no. of edges in G' = 10

Step 3:

Degree	2	3.
No. of vertices in G	~~2~~4	~~3~~4
No. of vertices in G'	4	4

Step 4:

Let $f(d) = d'$

Now, d is (connected) ~~to~~ adjacent to a, e, c of which deg a = deg c = 2, deg e = 3.

And, d' is adjacent to a', e', c' of which deg e' = deg c' = 3, deg a' = 2.

$\therefore$ d cannot be mapped to d'

Similarly,

d cannot be mapped to e', f', c'.

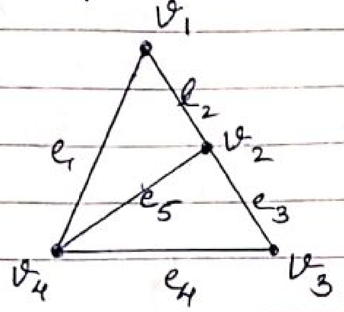
$\therefore$ Find $f: G \to G'$ is not possible.

$\therefore$ G is not isomorphic to G'.

Path is an alternating sequence of vertices and edges of a graph in which neither vertex nor edge is repeated.

Length of path = no. of edges in the path

Eg:



Path $\pi_1 = v_1 e_1 v_4 e_5 v_2$, length = 2.

Path $\pi_2 = v_1 e_1 v_4 e_4 v_3 e_3 v_2 e_2 v_1$, length = 4.

A path that begins and ends at the same vertex is called 'circuit'. It is also called a 'closed path'.

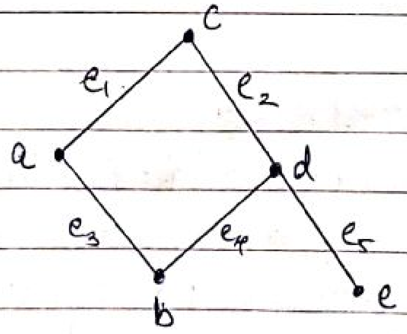
Eg: path π_2 is a circuit.

path π_2 is not a circuit.

Connected graph

A graph is called connected if there is a path between every pair of vertices in that graph.

Eg:



From a-b is a direct path $a e_3 b$

a-c ——— " ——— $a e_1 c$

a-d ⇒ $\pi_1 : a e_1 c e_2 d$

$\pi_2 : a e_3 b e_4 d$.

$a - e \Rightarrow \pi_1 : a e_1 c\, c_2 d e_5 e$

$\pi_2 : a e_3 b e_4 d e_5 e$

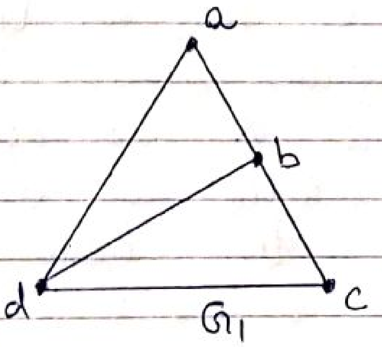
Similarly, we can find a path between every other pair.

NOTE: Here,

- $\pi : a e_1 c e_2 d$ can also be written as acd as there is only one edge e_1 between 'a' and 'c'
- Writing acd as a path is easier than writing $ae_1 ce_2 d$.
- Length of path $\pi = 2$ = no. of edges.

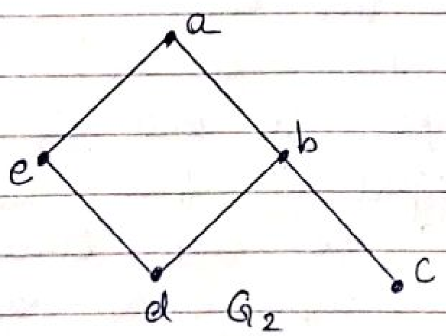
Eulerian Graph.

- A path or circuit which includes every 'edge' of the graph is said to be an Eulerian path / circuit.
- If a graph has an Eulerian circuit, it is called Eulerian graph.



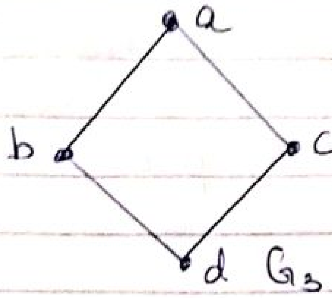
G_1

- a - b - c - d - a is a circuit but it leaves edge b-d so it is not Eulerian circuit.
- d - a - b - d - c - b is an Eulerian path.
- There is no possible Eulerian circuit so the given graph G_1 is not Eulerian.



G_2

- c - b - a - e - d - b is Eulerian path
- There is no possible Eulerian circuit, so graph G_2 is not Eulerian.



a - b - d - c - a is an Eulerian circuit
∴ The graph G_3 is Eulerian.

How to check whether the given graph is Eulerian or not?

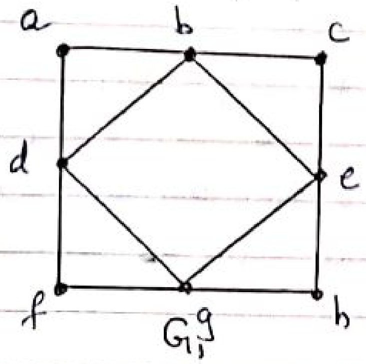
- Theorem:
A connected graph is Eulerian iff and only if degree of every vertex is even.
Eg: In above example, there were odd degree vertices in G_1 and G_2 but in G_3 all vertices had even degree
So, only G_3 is Eulerian.

- Theorem:
A connected graph G has an Eulerian path but not an Eulerian circuit if there are exactly two vertices of odd degree
i.e. If a graph has exactly two vertices of odd degree - u and v then there is an Eulerian path between u and v.
NOTE: As there are two odd degree vertices, the graph will not have Eulerian circuit.
Eg: In above example, G_1 and G_2 had 2 vertices of odd degree so they had Eulerian path but were not Eulerian. G_3 had all vertices of even degree so it had Eulerian circuit. Hence G_3 has/does not have Eulerian path.

[Q] Can a circuit be treated a path?]

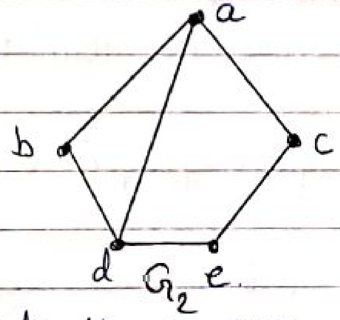
Check whether the following graphs have Eulerian path and / or circuit.

[Whenever we say that the graph has Eulerian path / circuit, we need to specify that particular path / circuit. Just mentioning it has path / circuit is not proper].

① 

In graph G_1,
All vertices have even degree
∴ The graph is Eulerian.
π_1: a-b-c-e-h-g-f-d-g-e-b-d-a
is an Eulerian circuit.

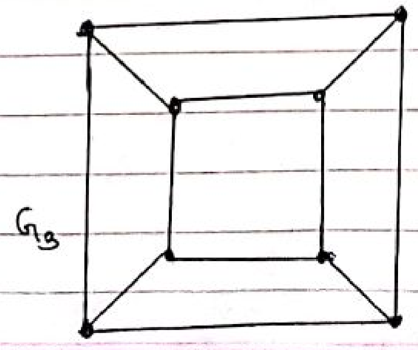
Every circuit is a path.
∴ π_1 is an Eulerian path.

② 

In graph G_2,
All vertices do not have even degree.
∴ The graph is not Eulerian.

But there are exactly two vertices a, d of odd degree so an Eulerian path between a and d exists. π_2: a-b-d-a-c-e-d.

NOTE: There is no Eulerian path between any other pair of vertices.

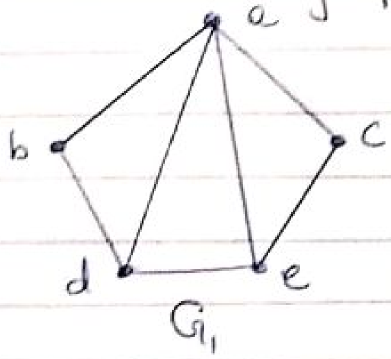
③ 

In Graph G_3,
All vertices have odd degree
∴ The graph does not have an Eulerian path nor Eulerian circuit.

Hamiltonian Graph.

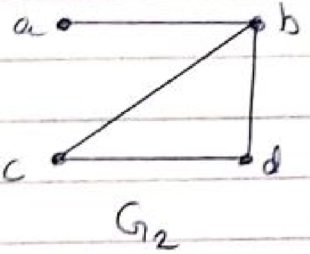
- A path or circuit which includes every 'vertex' of the graph is said to be an Hamiltonian path or circuit.
- If a graph has an Hamiltonian circuit, it is called Hamiltonian graph.

Eg:



In graph G_1, $\pi_1 = a-b-d-e-c-a$ is a Hamiltonian circuit

Hence, G_1 is Hamiltonian.



In Graph G_2,

- $\pi_2 = a-b-d-c$ is a Hamiltonian path. ~~&~~
- There is no Hamiltonian circuit.

How to check whether the given graph is Hamiltonian or not?

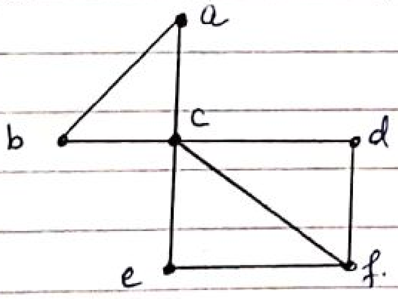
- Checking for Hamiltonian is not as easy as checking for Eulerian.
- ~~Finding Every connected graph~~
- Finding Hamiltonian path / circuit is not difficult.
- When concluding that the graph is not Hamiltonian, below stated theorems should be used.

Theorem

1. If G is connected graph with n vertices and if sum of degrees of each pair of vertices is greater than or equal to n-1 then there is Hamiltonian circuit.
2. In a simple connected graph with n vertices, if degree of each vertex is greater than or equal to $n/2$ then there is Hamiltonian Circuit.

Check whether the following graphs have Hamiltonian path and / or circuit.

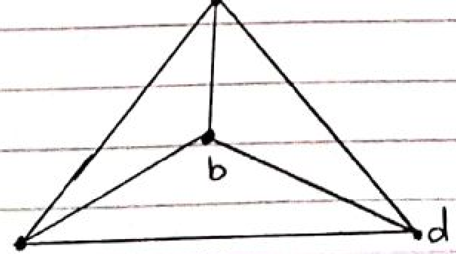
①



G_1

In Graph G_1, $n = 6$ $\therefore n/2 = 3$
$\deg.(a) = 2$
$\therefore \deg(a) \ngeq n/2$
$\therefore$ Hamiltonian circuit does not exist.
But Hamiltonian path exist -
$\pi_1 : a-b-c-d-f-e.$

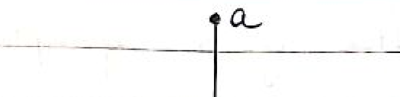
②



G_2

In graph G_2, $n=4$, $\therefore n/2 = 2$
~~deg (or)~~ degree of all vertices=3
which is greater than $n/2$
$\therefore$ Hamiltonian circuit exist
$\pi_2 : a-c-b-d-a.$

③



In graph G_3, $n = 4$, $n/2 = 2$
deg (a) $\ngeq n/2$
∴ There is no Hamiltonian circuit.
Also, clearly there is no Hamiltonian path.

Conclusion

In this experiment we performed shell scripting in Unix terminal. We searched for an element within a list, computed GCD & LCM of 2 numbers and checked whether a file is a directory or not.

Shellscripts are powerful tools that let us execute program directly from the OS.

References : 1. Yashwant Kanetkar, UNIX Shell Programming.
2. Sumitabha Das, UNIX Concepts & Applications.