

# Graph Theory

# Definition of a graph

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## Example 1.2

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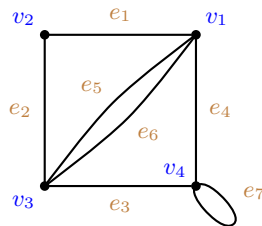
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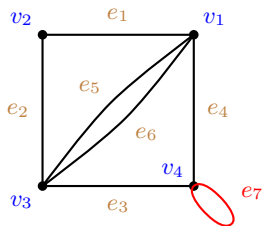
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# Simple graphs

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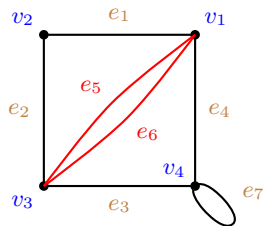
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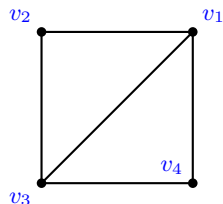




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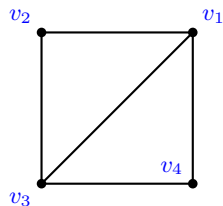


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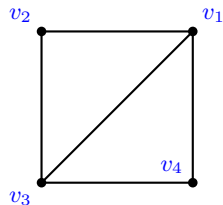
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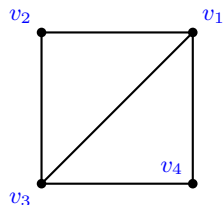
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## Note 1.5

*In some books, what we defined as a **graph** is called a **multigraph** and what we defined as a **simple graph** is called a **graph**.*

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- ▶ Similarly, if  $U$  is a subset of the vertex set of  $G$ , then  $N(U)$  is the set of those vertices that are not in  $U$ , but are adjacent to a vertex in  $U$ .

# Isomorphism

## Definition 1.7

The graphs  $G_1 = (V_1, E_1, \mathcal{I}_1)$  and  $G_2 = (V_2, E_2, \mathcal{I}_2)$  are **isomorphic**, written  $G_1 \cong G_2$ , if there are bijections  $\varphi : V_1 \rightarrow V_2$  and  $\psi : E_1 \rightarrow E_2$  such that  $(v, e) \in \mathcal{I}_1$  if and only if  $(\varphi(v), \psi(e)) \in \mathcal{I}_2$ . Such a pair of bijections is an **isomorphism**.

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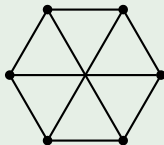
## Theorem 1.9 (Babai, 2015–2016)

*Graph isomorphism problem can be solved in quasi-polynomial time.  
There is a constant  $c$  and an algorithm that can decide whether two graphs on  $n$  vertices are isomorphic or not in at most  $2^{\mathcal{O}((\log n)^c)}$  steps.*

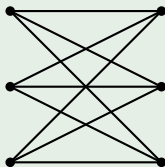
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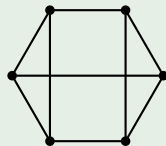
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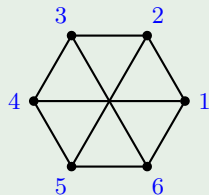


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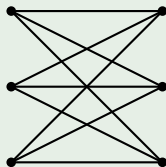
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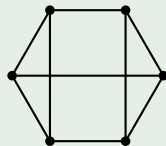
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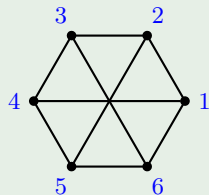


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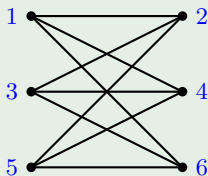
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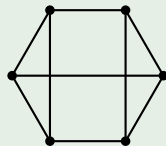
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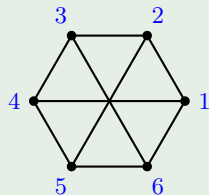


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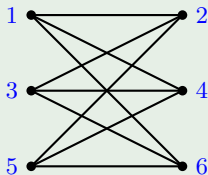
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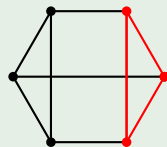
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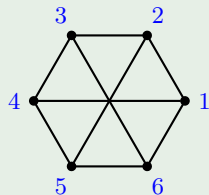


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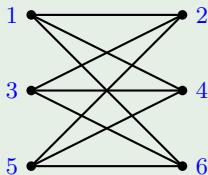
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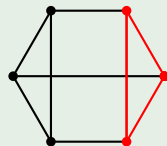
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# Automorphism

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An **automorphism** of a graph is an isomorphism from the graph to itself.

# Subgraphs

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A graph  $G_1 = (V_1, E_1, \mathcal{I}_1)$  is a **subgraph** of a graph  $G_2 = (V_2, E_2, \mathcal{I}_2)$ , written  $G_1 \leq_s G_2$ , if



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## Definition 1.15

$G_1$  is an **induced subgraph** of  $G_2$  if  $E_1$  consists of all those elements of  $E_2$  whose incident vertices lie in  $V_1$ .

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- ▶  $\mathcal{I}_1$  is induced by  $\mathcal{I}_2$ .

Alternately, we may think of  $G_1$  as obtained from  $G_2$  by

- ▶ Deleting vertices (denoted  $G - v$  or  $G - U$ ), and
- ▶ Deleting edges (denoted  $G \setminus e$  or  $G \setminus F$ ).

## Definition 1.15

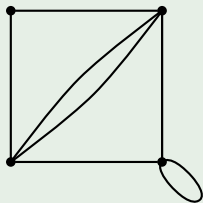
$G_1$  is an **induced subgraph** of  $G_2$  if  $E_1$  consists of all those elements of  $E_2$  whose incident vertices lie in  $V_1$ .

Alternately, we may think of  $G_1$  as obtained from  $G_2$  by deleting only vertices.

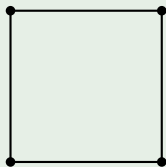


# Subgraph Example

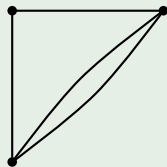
## Example 1.16



$G_1$



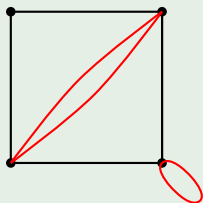
$G_2$



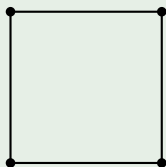
$G_3$

# Subgraph Example

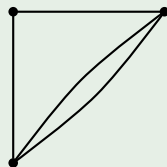
## Example 1.16



$G_1$



$G_2$

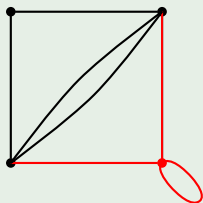


$G_3$

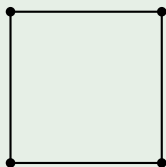
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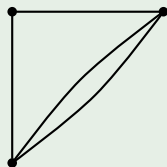
## Example 1.16



$G_1$



$G_2$



$G_3$

- ▶  $G_2$  is a subgraph of  $G_1$ , but it is not an induced subgraph.
- ▶  $G_3$  is an induced subgraph of  $G_1$ .

## Reconstruction Conjectures

The **deck** of a graph  $G$  is the collection of graphs  $G - v$  over all  $v \in V(G)$ . A graph is **reconstructible** if no other graph (up to isomorphism) has the same deck.

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## Conjecture 1.18 (Edge-Reconstruction Conjecture)

*Every simple graph on at least four edges is edge-reconstructible.*

# Walks, Trails, Paths, and Cycles

## Definition 1.19

- ▶ A **walk** is a sequence  $v_0, e_1, v_1, e_2, v_2, \dots, e_n, v_n$ , where each edge  $e_i$  is incident with vertices  $v_{i-1}$  and  $v_i$ .



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- ▶ A graph is **connected** if each pair of its vertices can be connected by a walk (equivalently, a trail or a path).

# Complete Graphs and Complements

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- ▶ A **complete** graph on  $n$  vertices, denoted by  $K_n$ , is a simple graph in which every two of its  $n$  vertices are connected by an edge.

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- ▶ A simple graph is **self-complementary** if it is isomorphic to its own complement.

# Hand-Shaking Lemma

## Theorem 1.21 (Hand-Shaking Lemma)

$$\sum_{v \in V(G)} d(v) = 2\|G\|$$

## Corollary 1.22

*The number of vertices of odd degree is even.*