

Graph Theory and Optimisation

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July 2020

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Chapter 1

Basics

- A Graph is a set of objects and the relationships between pairs of objects
- A Graph $G(V, E)$, is a set of V vertices/nodes and E edges



Figure 1.1: A visual representation of a simple Graph

- For the above figure we
 - e **Connects** u and v
 - u and v are **End Points** of e
 - u and e are **Incident**
 - u and v are **Adjacent**
 - u and v are **Neighbors**
- Or in set theory lingo as $G(\{u, v\}, \{e\})$
- There also exist **directed Edges/Arcs** i.e. , they describe asymmetric relations
- **Degree** of a vertex is the number of its incident edges i.e. neighbours denoted by $deg(v)$



Figure 1.2: A visual representation of a simple directed Graph

- The degree of a graph is the maximum degree of its vertices
- A **Regular graph** is a graph where each vertex has the same degree
- A regular graph of n degrees is called n -Regular
- The Complement of a graph $G = (V, E)$ is a graph $\bar{G} = (V, \bar{E})$ on the same set of vertices V and the following set of edges:
 - Two vertices are connected in \bar{G} if and only *iff* they are not connected in G i.e. $(u, v) \in \bar{E}$ *iff* $(u, v) \notin E$
 - A **Path** is a continuous sequence of edges that connect two vertices
 - A **Walk** in a graph is a sequence of edges, such that each edge except for the first one starts with a vertex where the previous edge ended
 - The **Length** of a walk is the number of edges in it
 - A **Path** (rigorously) is a walk where all edges are distinct
 - A **Simple Path** is a walk where all vertices are distinct
- A **Cycle** in a graph is a path whose first vertex is the same as the last one; In particular, *all the edges in a Cycle are distinct*
- A **Simple Cycle** is a cycle where all vertices except for the first one are distinct and there first vertex is taken twice

Chapter 2

The Second Chapter

