



# CS215 DISCRETE MATH

Dr. QI WANG

Department of Computer Science and Engineering

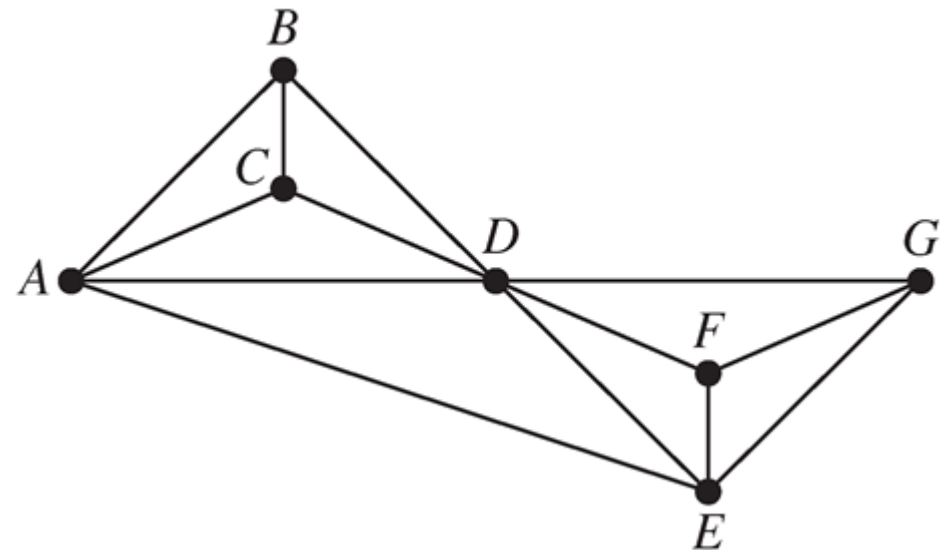
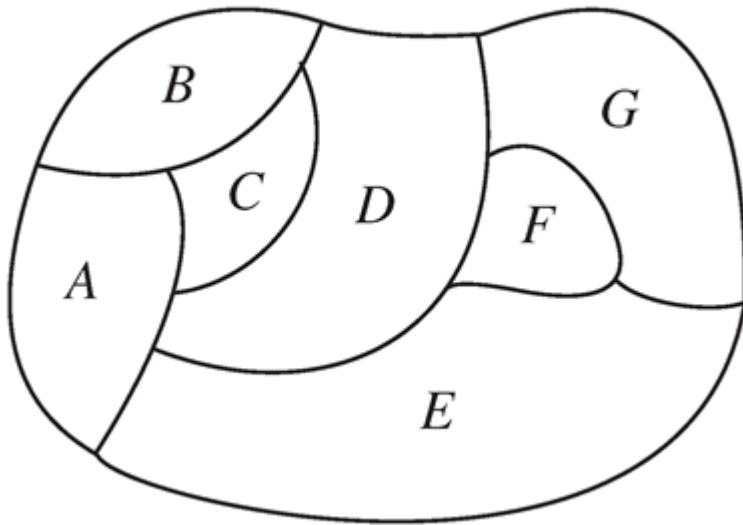
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# Graph Coloring

- A *coloring* of a simple graph is the *assignment* of a color to *each vertex* of the graph so that *no two adjacent vertices are assigned the same color*.

The *chromatic number* of a graph is the *least number* of colors needed for a coloring of this graph, denoted by  $\chi(G)$ .

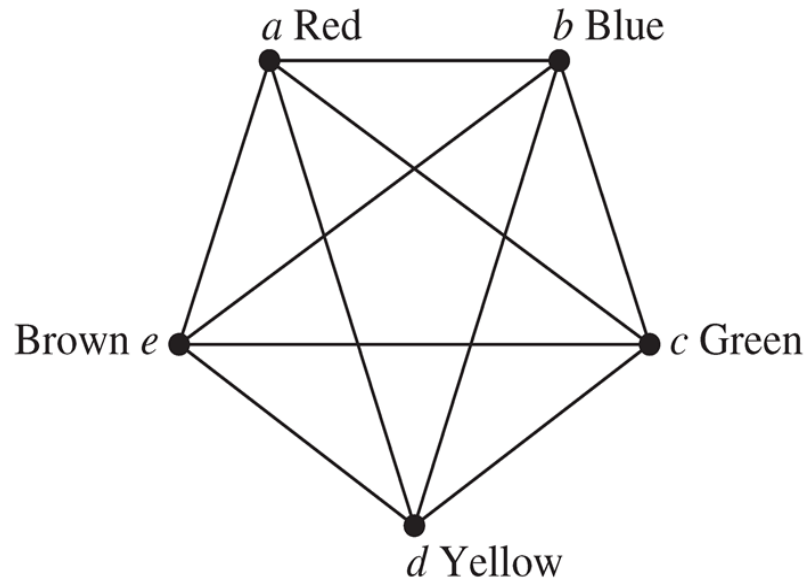


# Examples

- What is the chromatic number of  $K_n$ ,  $K_{m,n}$ ,  $C_n$ ?

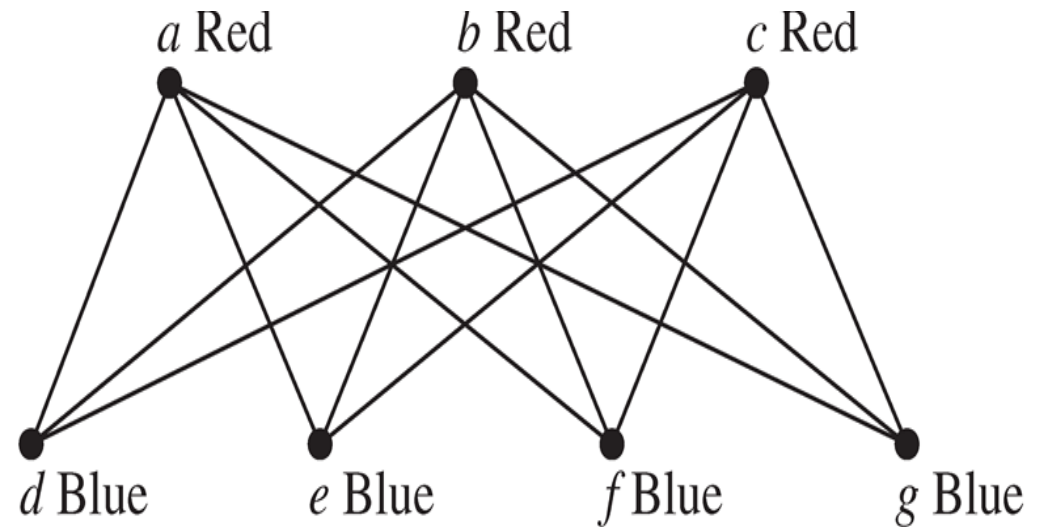
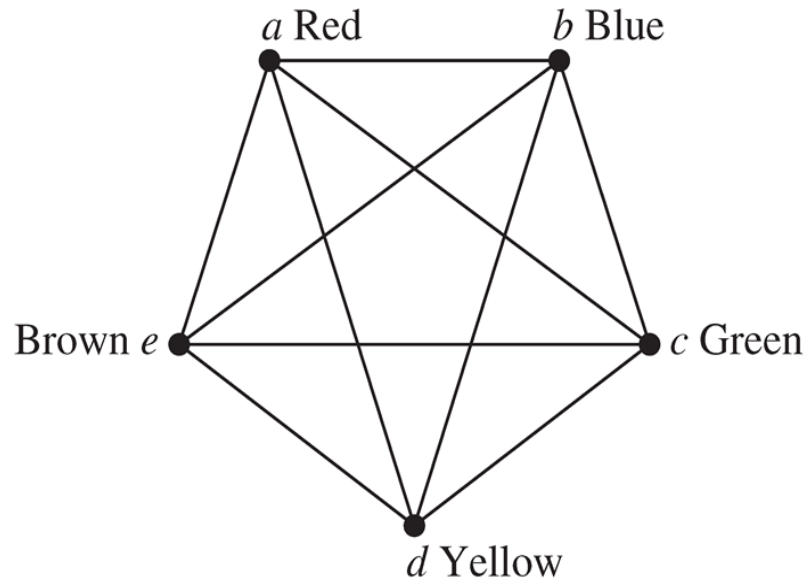
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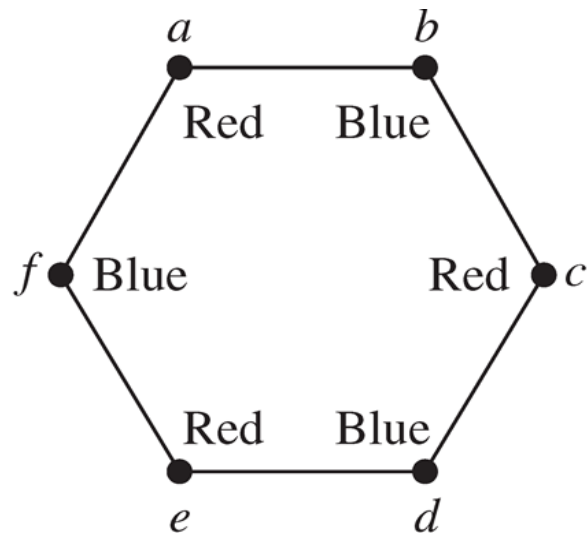
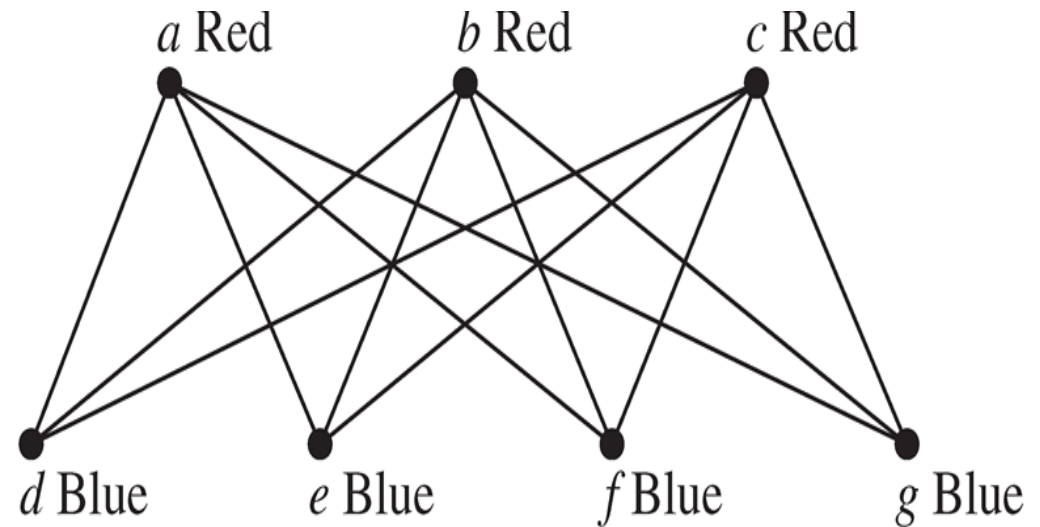
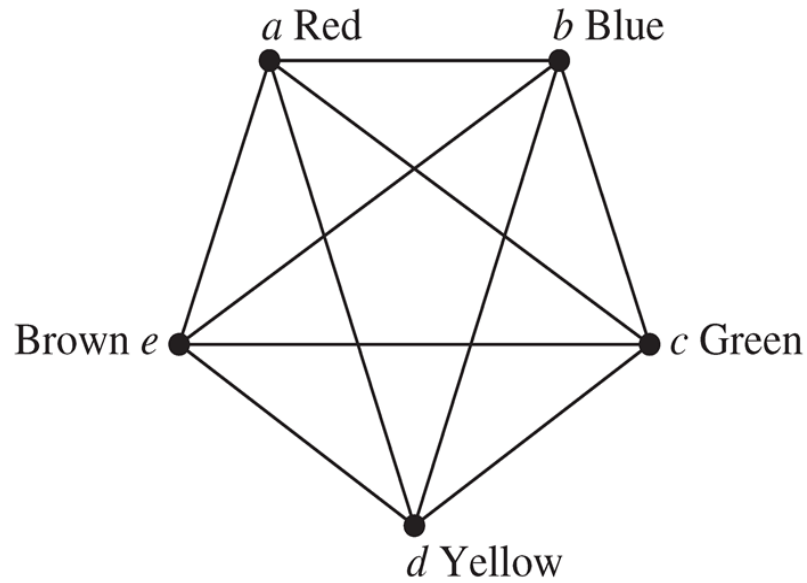
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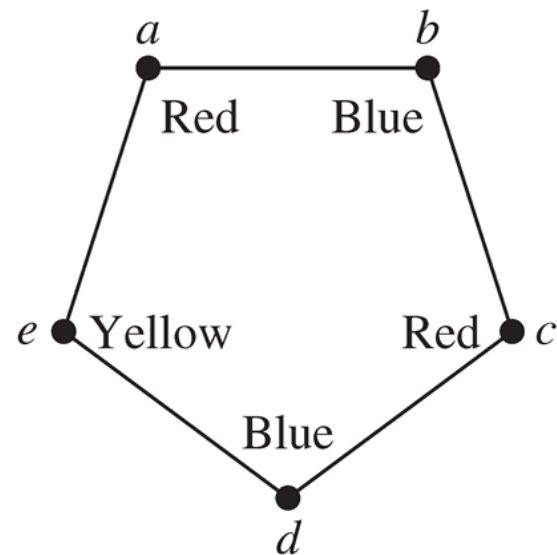
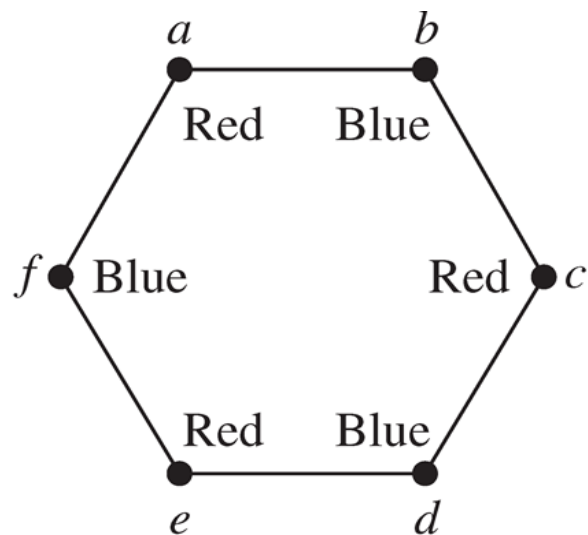
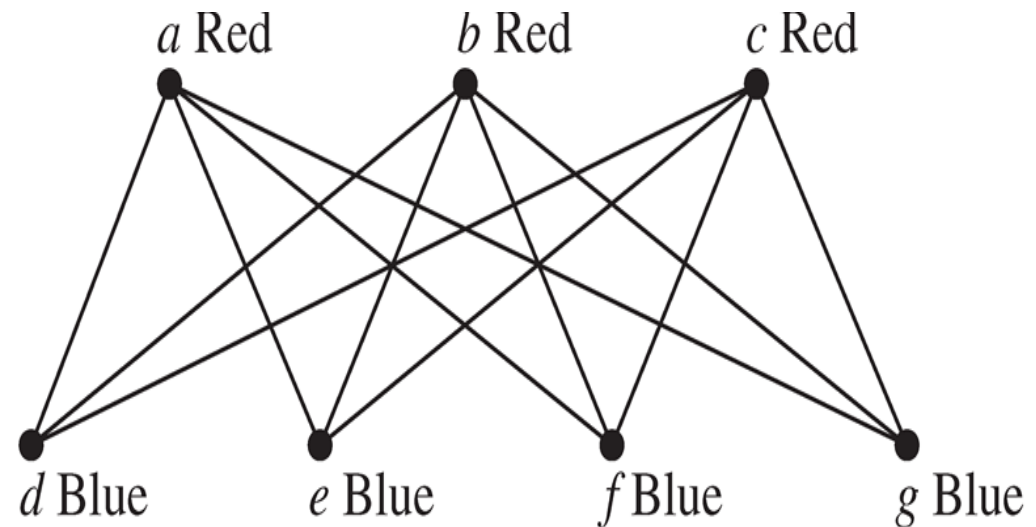
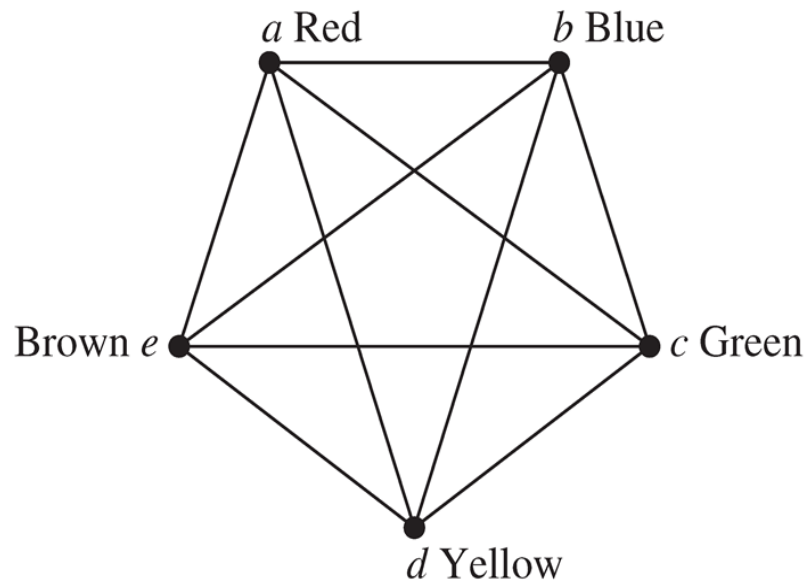
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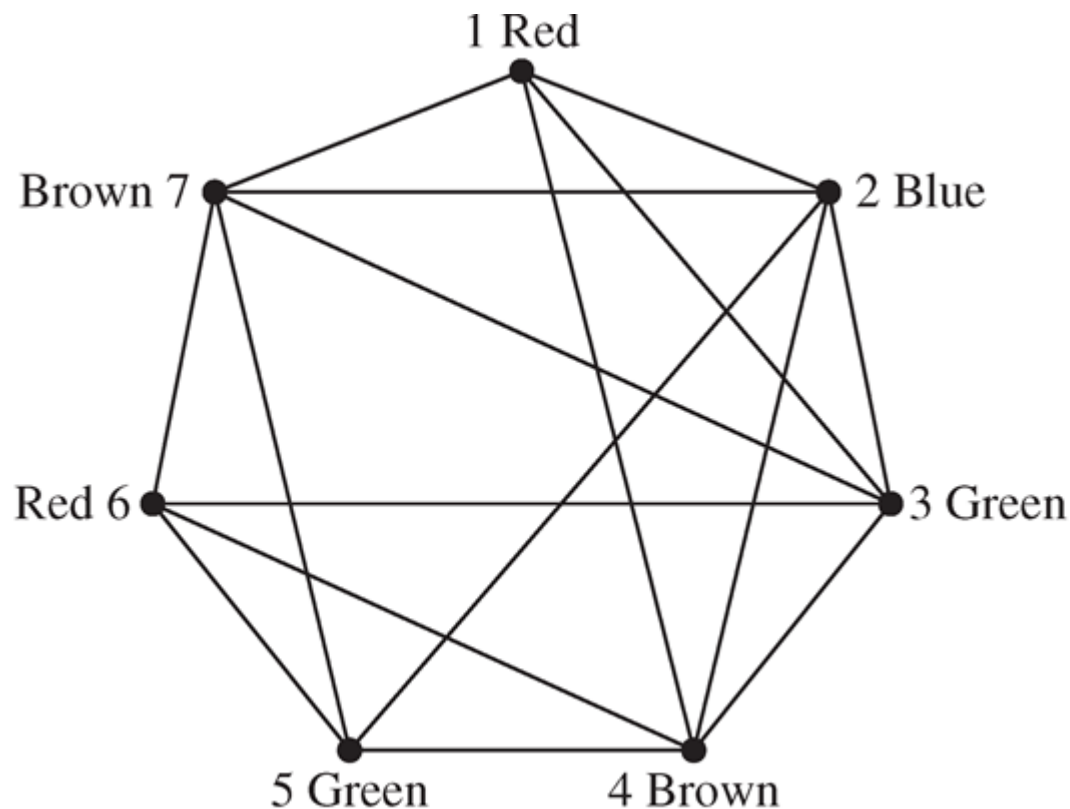
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# Applications of Graph Coloring

## ■ Scheduling Final Exams

Vertices represent courses, and there is an edge between two vertices if there is a common student in the courses.



Time Period

I

Courses

1, 6

II

2

III

3, 5

IV

4, 7



# Applications of Graph Coloring

## ■ Channel Assignments

Television channels 2 through 13 are assigned to stations in North America so that no two stations within 150 miles can operate on the same channel . How can the assignment of channels be modeled by graph coloring?

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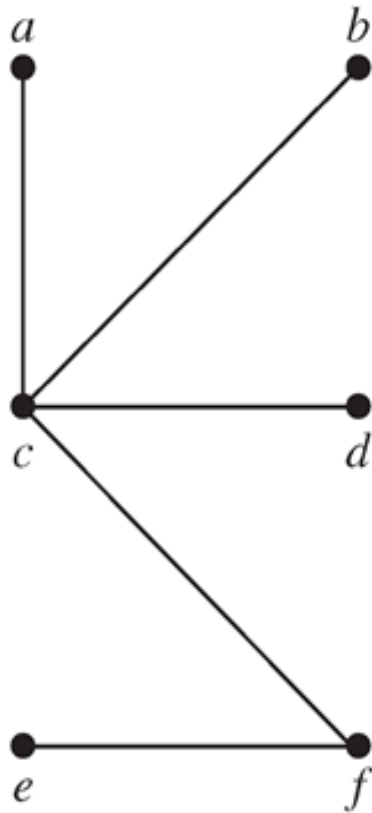
Graph Coloring  $\in$  NPC

# Trees

- **Definition** A *tree* is a connected undirected graph with no simple circuits.

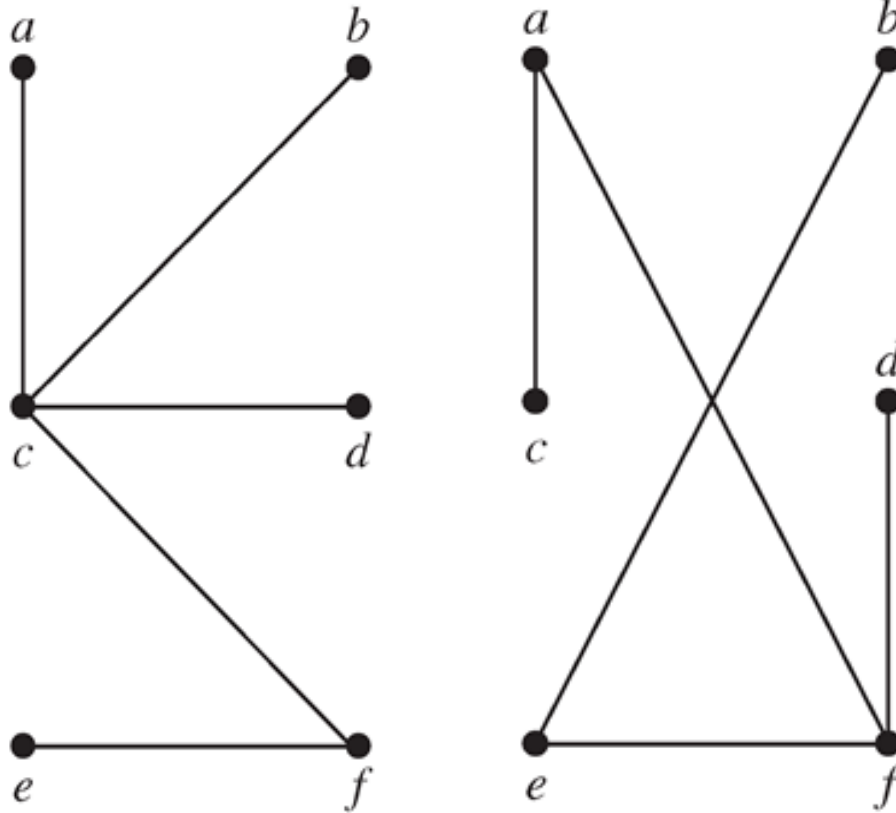
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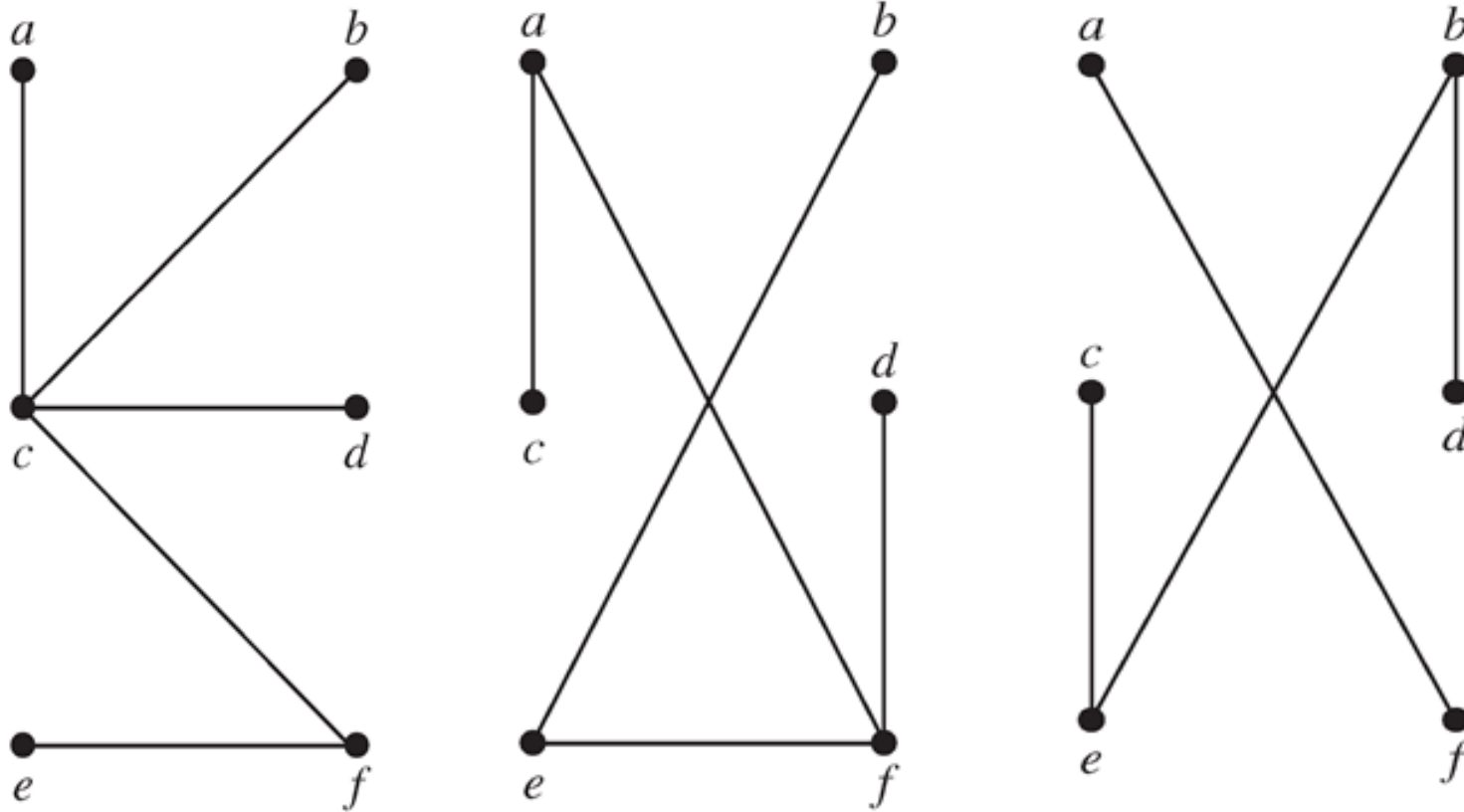
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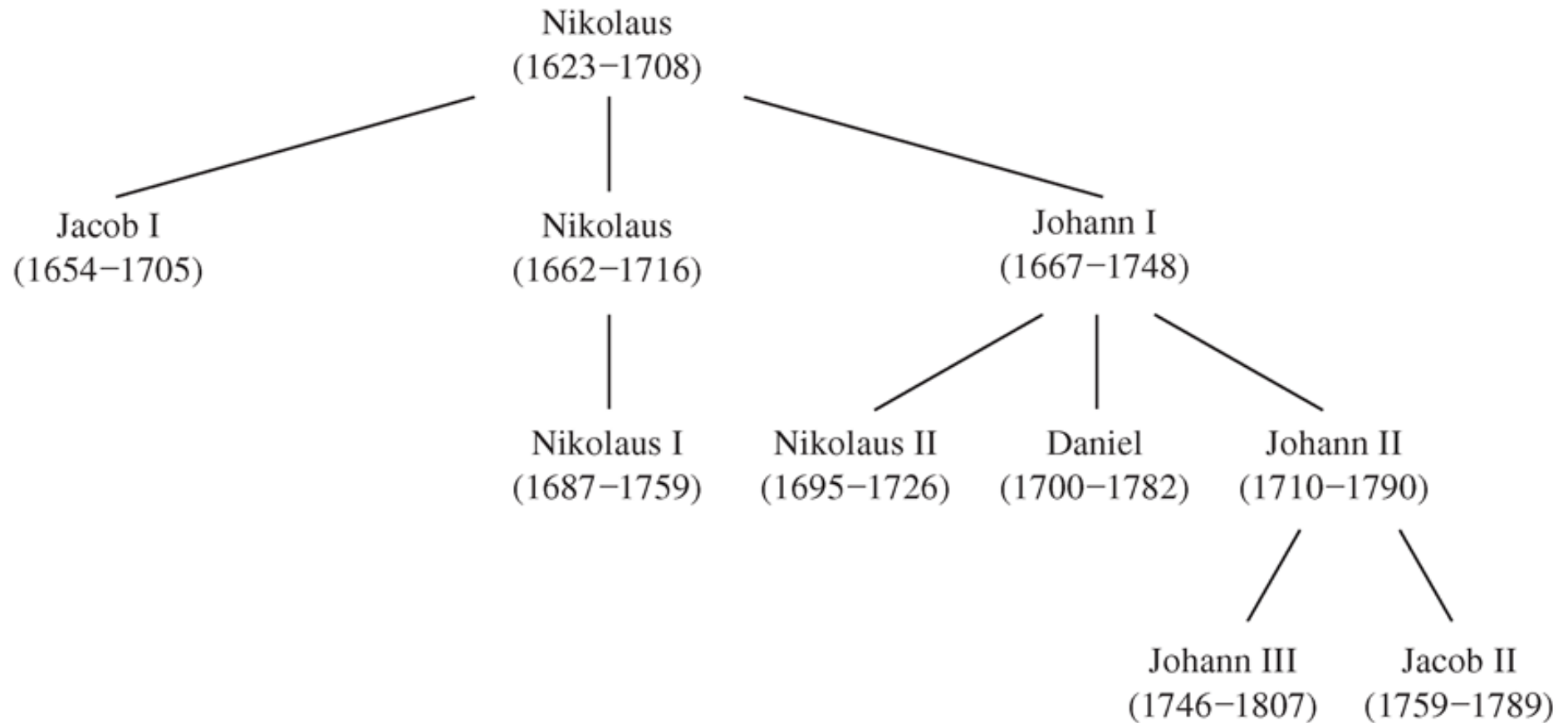
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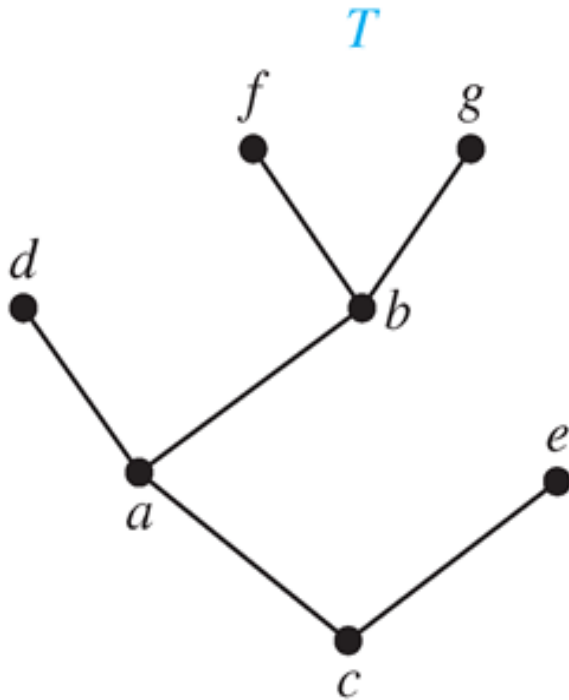
Two properties of tree: **connected**, **no circuit**

# Rooted Trees

- **Definition** A *rooted tree* is a tree in which one vertex has been designated as the **root** and every edge is directed away from the root.

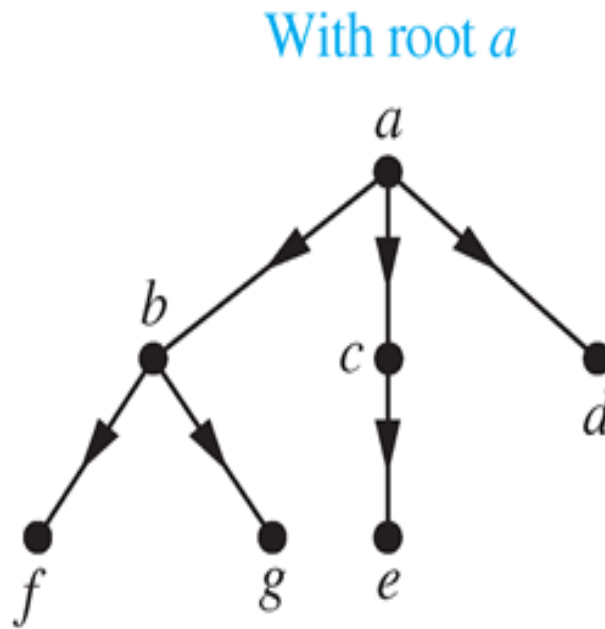
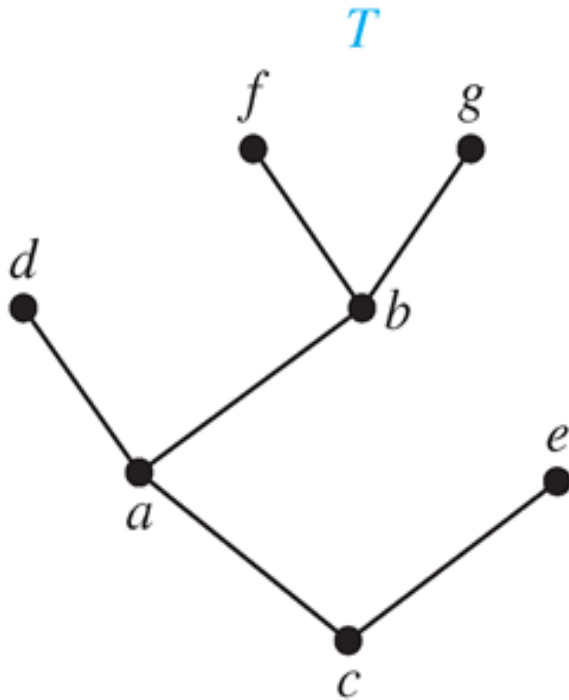
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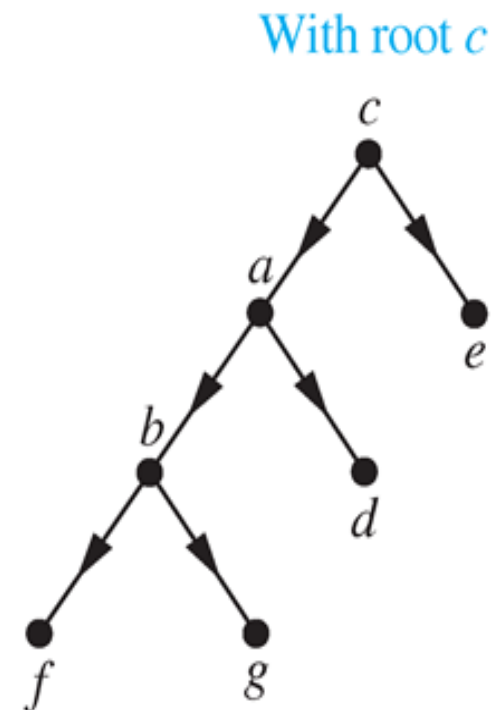
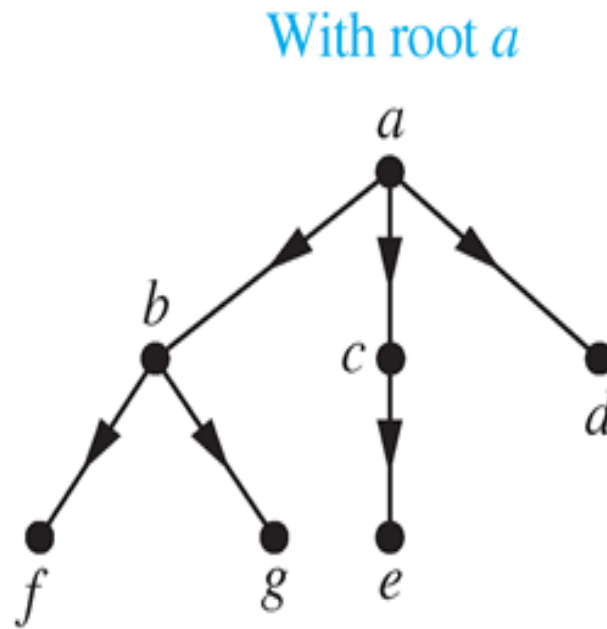
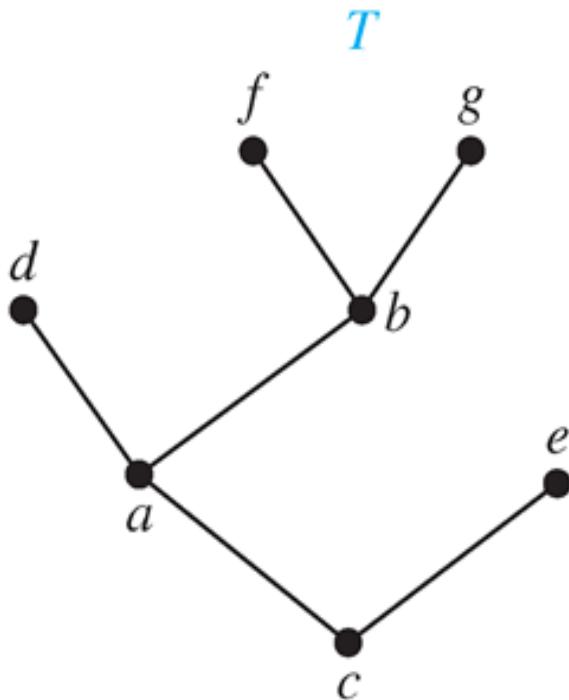
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# Rooted Trees

- *parent, child, sibling*



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*subtree with a as its root*: consists of  $a$  and its descendants and all edges incident to these descendants

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- **Definition** A rooted tree is called an  *$m$ -ary tree* if every internal vertex has **no more than**  $m$  children. The tree is called a *full  $m$ -ary tree* if every internal vertex has **exactly**  $m$  children. In particular, an  $m$ -ary tree with  $m = 2$  is called a *binary tree*.



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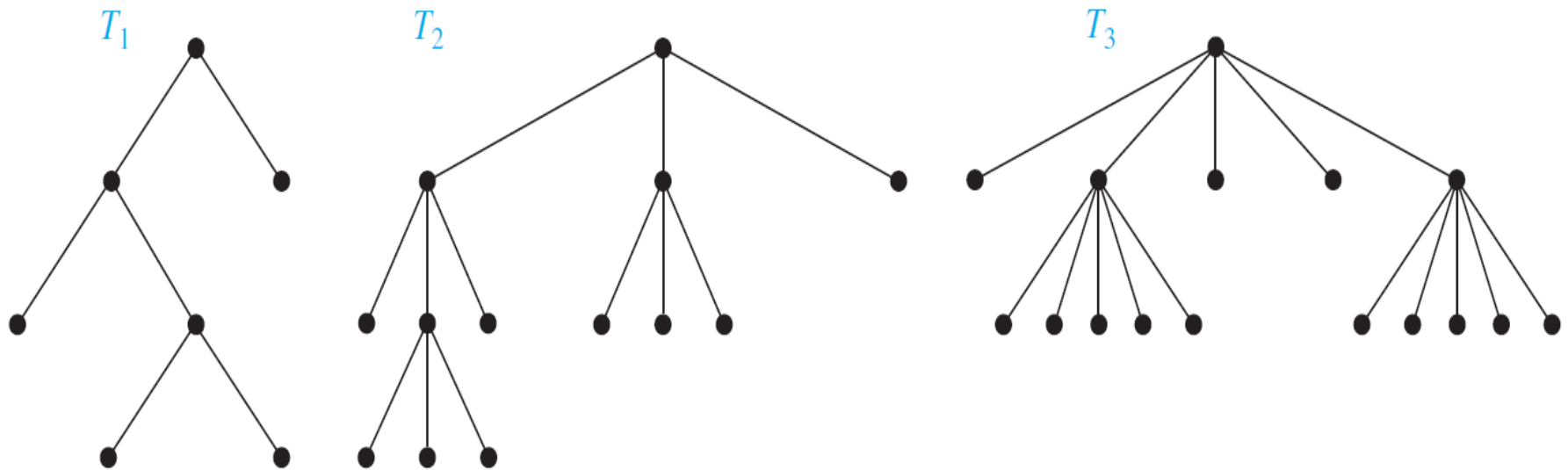
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*left subtree, right subtree*



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- (i)  $n$  vertices,  $i = (n - 1)/m$ ,  $\ell = [(m - 1)n + 1]/m$
- (ii)  $i$  internal vertices,  $n = mi + 1$ ,  $\ell = (m - 1)i + 1$
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using  $n = mi + 1$  and  $n = i + \ell$

# Level and Height

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**Definition** A rooted  $m$ -ary tree of height  $h$  is *balanced* if all leaves are at levels  $h$  or  $h - 1$ . (differ no greater than 1)



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**Proof**



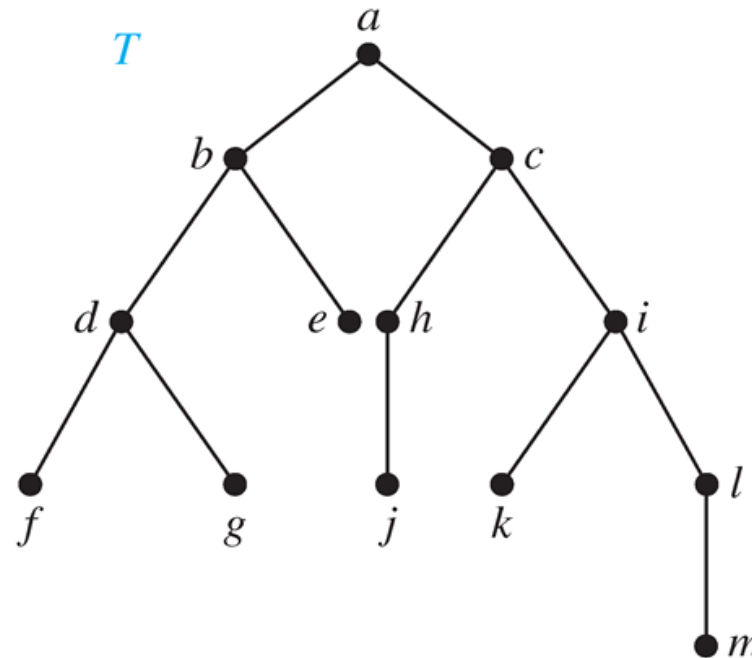
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- **Definition** A *binary tree* is an **ordered** rooted tree where each internal tree has **two children**, the first is called the *left child* and the second is the *right child*. The tree rooted at the left child of a vertex is called the *left subtree* of this vertex, and the tree rooted at the right child of a vertex is called the *right subtree* of this vertex.



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The three most commonly used traversals are *preorder traversal*, *inorder traversal*, *postorder traversal*.



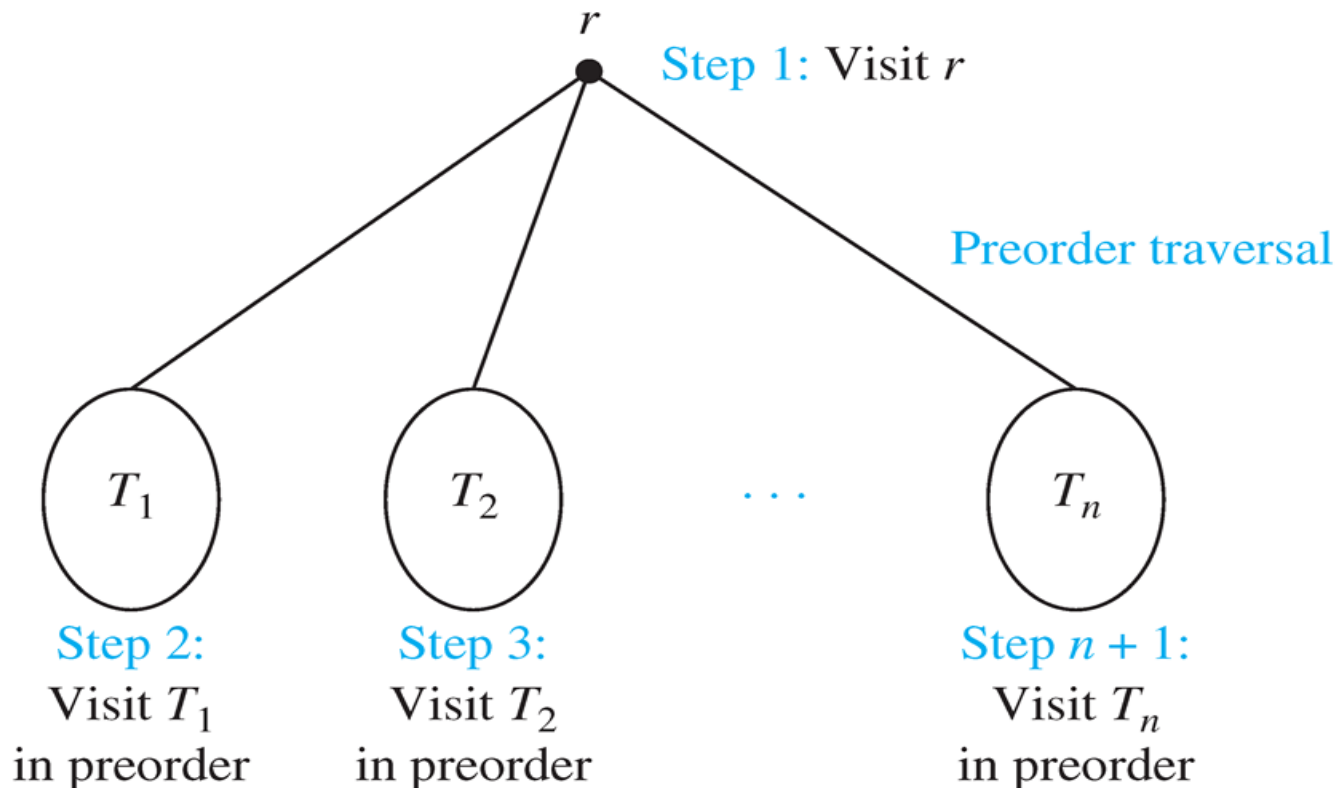
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- **Definition** Let  $T$  be an ordered rooted tree with root  $r$ . If  $T$  consists only of  $r$ , then  $r$  is the *preorder traversal* of  $T$ . Otherwise, suppose that  $T_1, T_2, \dots, T_n$  are the subtrees of  $r$  from left to right in  $T$ . The *preorder traversal* begins by *visiting*  $r$ , and continues by traversing  $T_1$  in preorder, then  $T_2$  in preorder, and so on, until  $T_n$  is traversed in preorder.



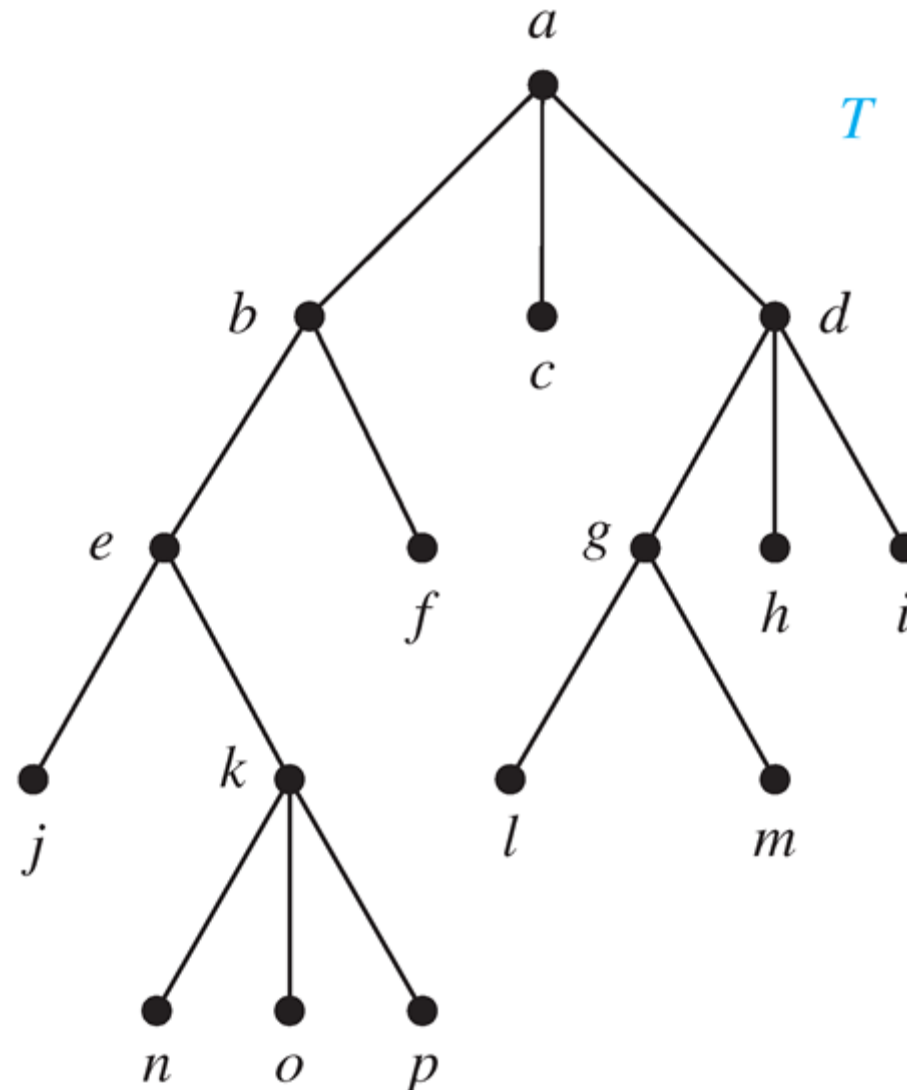
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# Preorder Traversal

## ■ Example





# Preorder Traversal

```
procedure preorder (T: ordered rooted tree)
  r := root of T
  list r
  for each child c of r from left to right
    T(c) := subtree with c as root
    preorder(T(c))
```

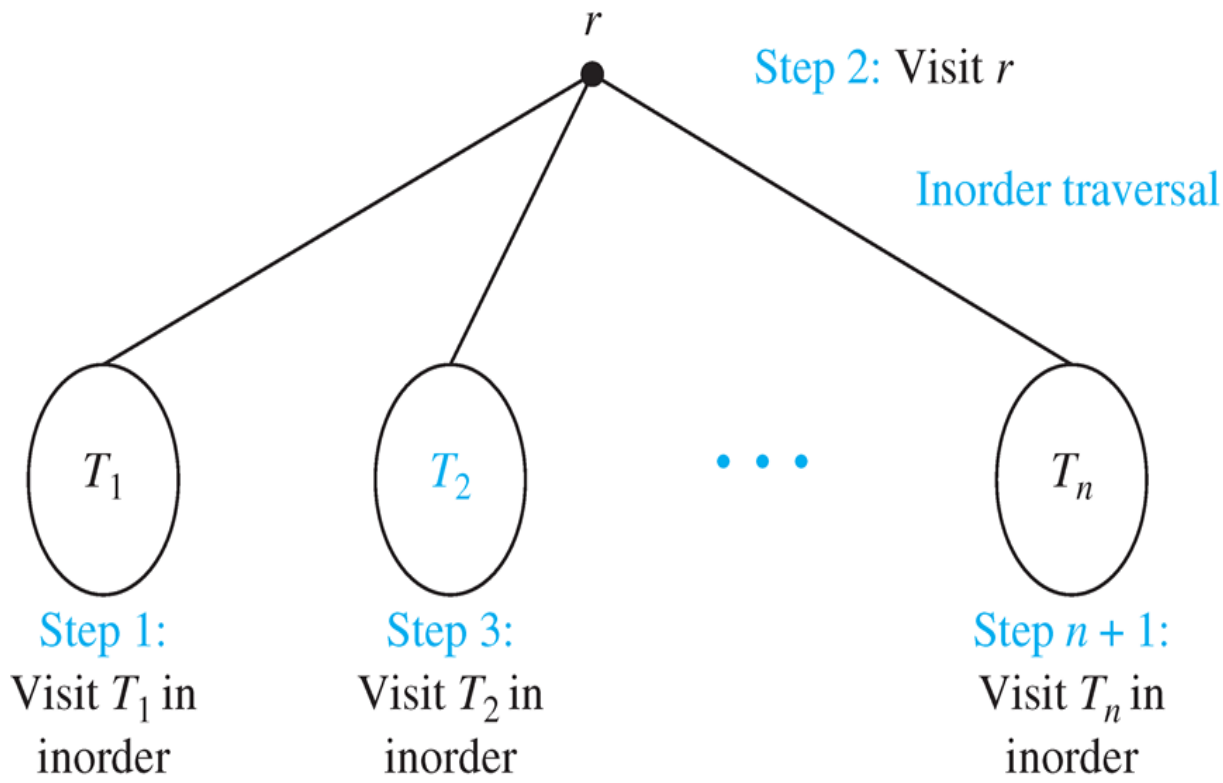
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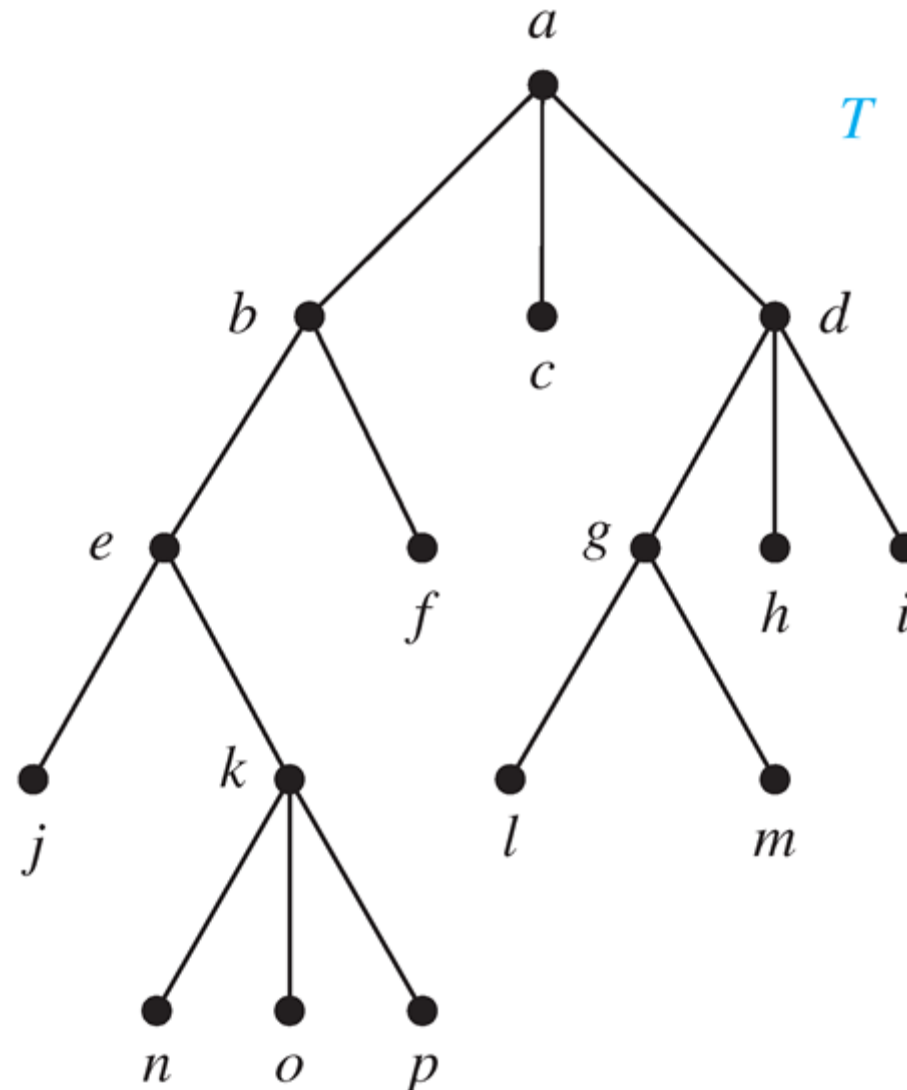
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  if r is a leaf then list r
  else
    l := first child of r from left to right
    T(l) := subtree with l as its root
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    list(r)
    for each child c of r from left to right
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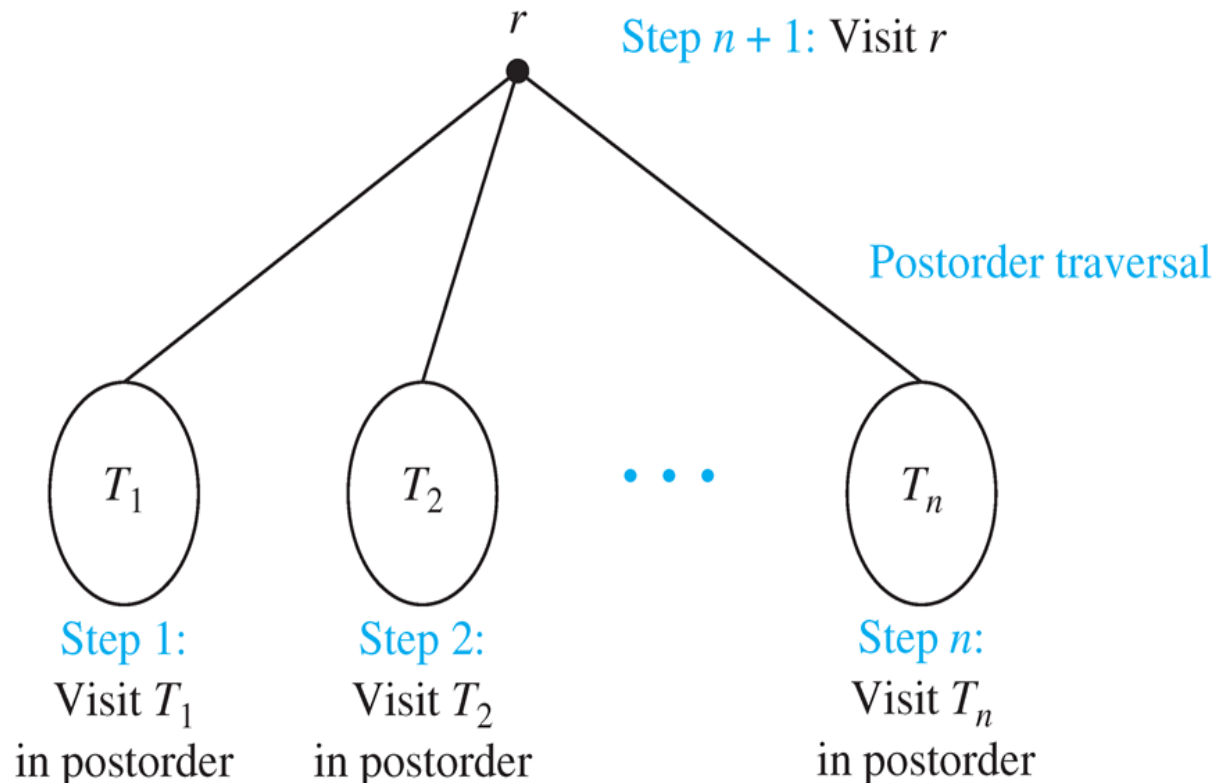
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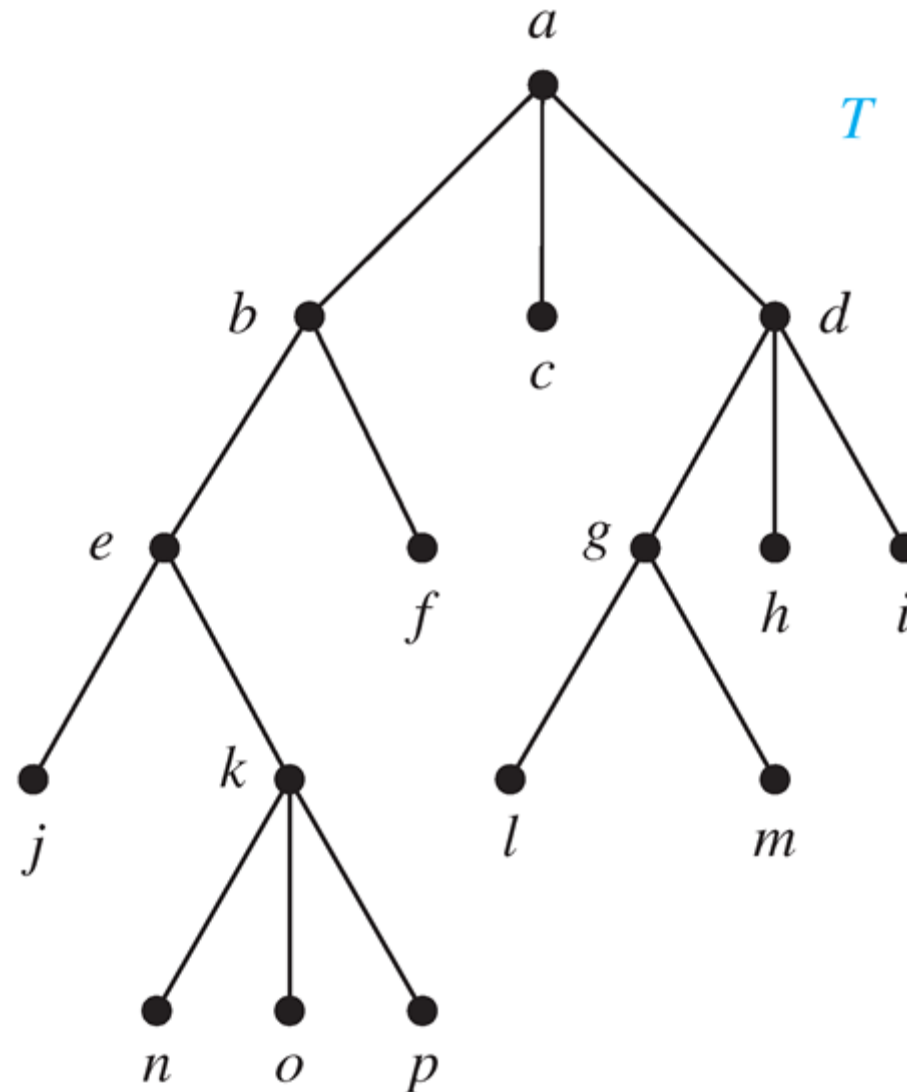
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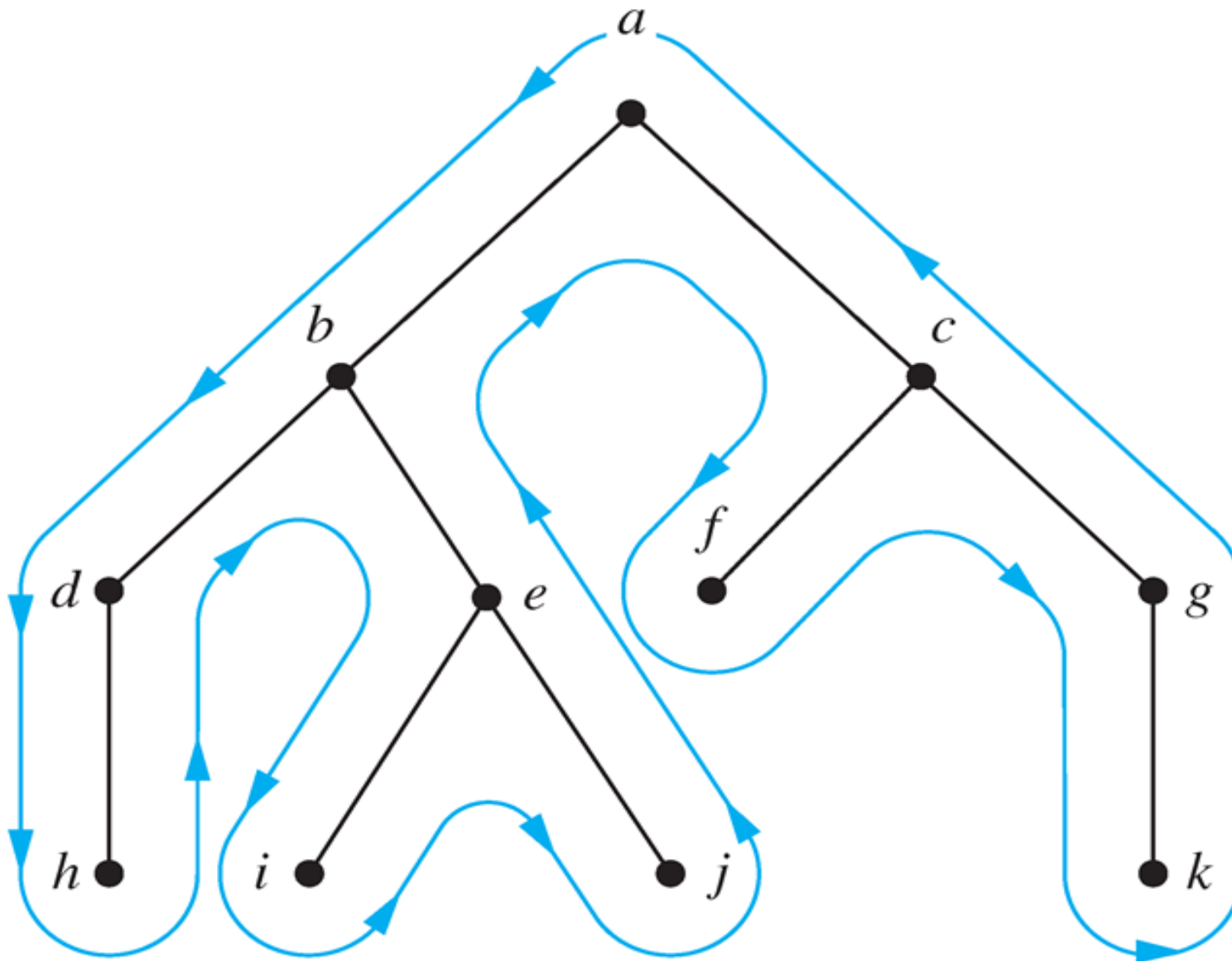




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    postorder( $T(c)$ )
list  $r$ 
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# Preorder, Inorder, Postorder Traversal



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## Example

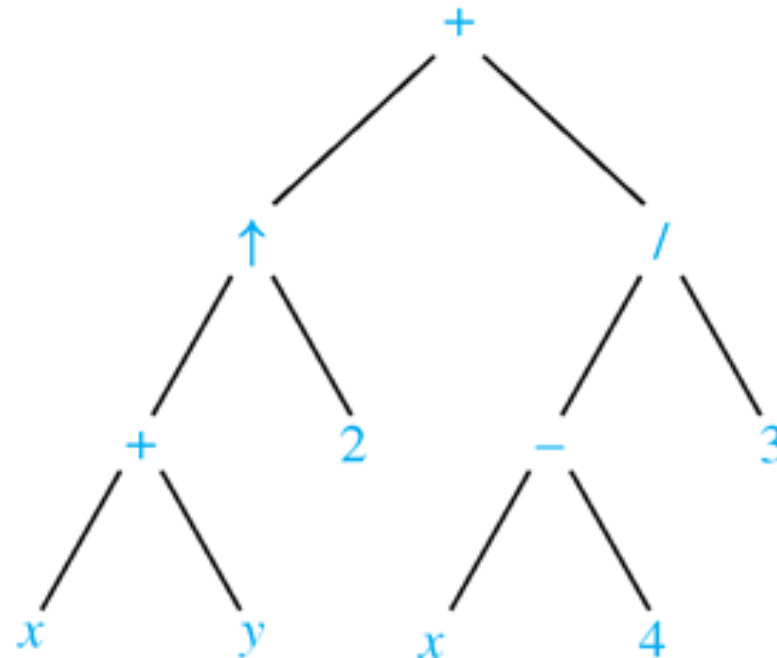
consider the expression  $((x + y) \uparrow 2) + ((x - 4)/3)$

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# Infix Notation

- An **inorder traversal** of the tree representing an expression produces the **original expression** when **parentheses are included** except for unary operation.



# Infix Notation

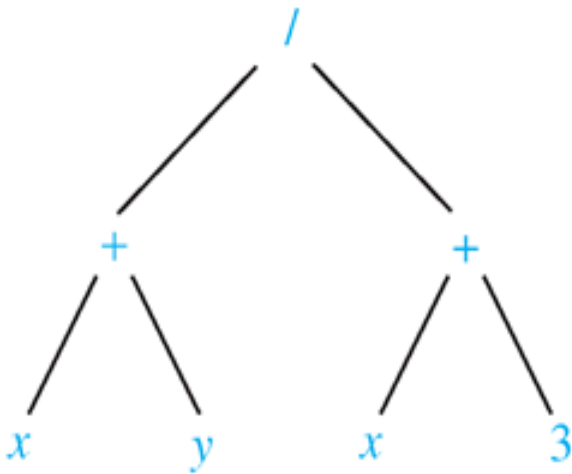
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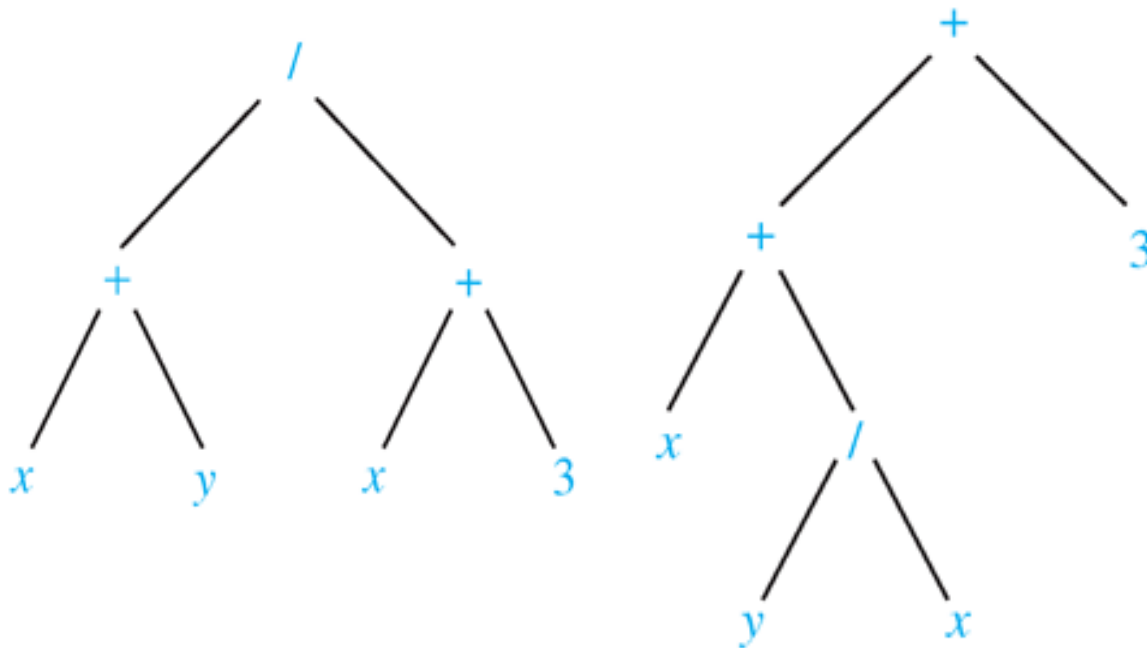




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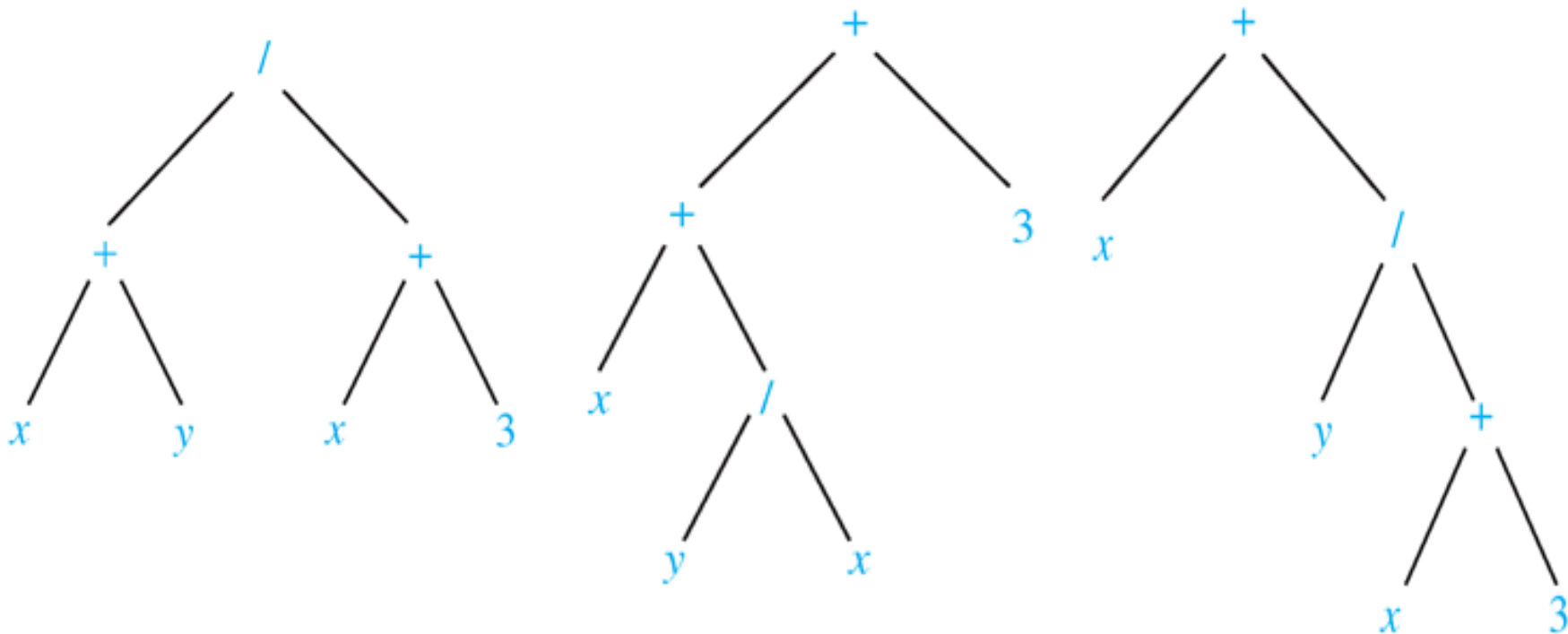
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Parentheses are *not* needed as the representation is unambiguous.

*Prefix expressions* are evaluated by working *from right to left*. When we encounter an operator, we perform the operation with *the two operands to the right*.



# Prefix Notation

## ■ Example

+ - \* 2 3 5 / ↑ 2 3 4



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## ■ Example

+ - \* 2 3 5 / ↑ 2 3 4

$$\begin{array}{ccccccccccc} + & - & * & 2 & 3 & 5 & / & \uparrow & 2 & 3 & 4 \\ & & & & & & & \underbrace{\phantom{2 \uparrow 3}} & & & \\ & & & & & & & 2 \uparrow 3 = 8 & & & \end{array}$$

$$\begin{array}{ccccccccccc} + & - & * & 2 & 3 & 5 & / & 8 & 4 \\ & & & & & & \underbrace{\phantom{8 / 4}} & & & & \\ & & & & & & 8 / 4 = 2 & & & & \end{array}$$

$$\begin{array}{ccccccccccc} + & - & * & 2 & 3 & 5 & 2 \\ & & \underbrace{\phantom{2 * 3}} & & & & & & & & \\ & & 2 * 3 = 6 & & & & & & & & \end{array}$$

$$\begin{array}{ccccccccccc} + & - & 6 & 5 & 2 \\ & \underbrace{\phantom{6 - 5}} & & & & & & & & & \\ & 6 - 5 = 1 & & & & & & & & & \end{array}$$

$$\begin{array}{ccccccc} + & 1 & 2 \\ \underbrace{\phantom{1 + 2}} & & & & & & \\ 1 + 2 = 3 & & & & & & \end{array}$$

30 - 2



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**Postfix expressions** are evaluated by working **from left to right**. When we encounter an operator, we perform the operation with **the two operands to the left**.



# Postfix Notation

## ■ Example

7 2 3 \* - 4 ↑ 9 3 / +



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$$2 * 3 = 6$$

7 6 - 4 ↑ 9 3 / +

$$7 - 6 = 1$$

1 4 ↑ 9 3 / +

$$1^4 = 1$$

1 9 3 / +

$$9 / 3 = 3$$

1 3 +

$$1 + 3 = 4$$

32 - 2



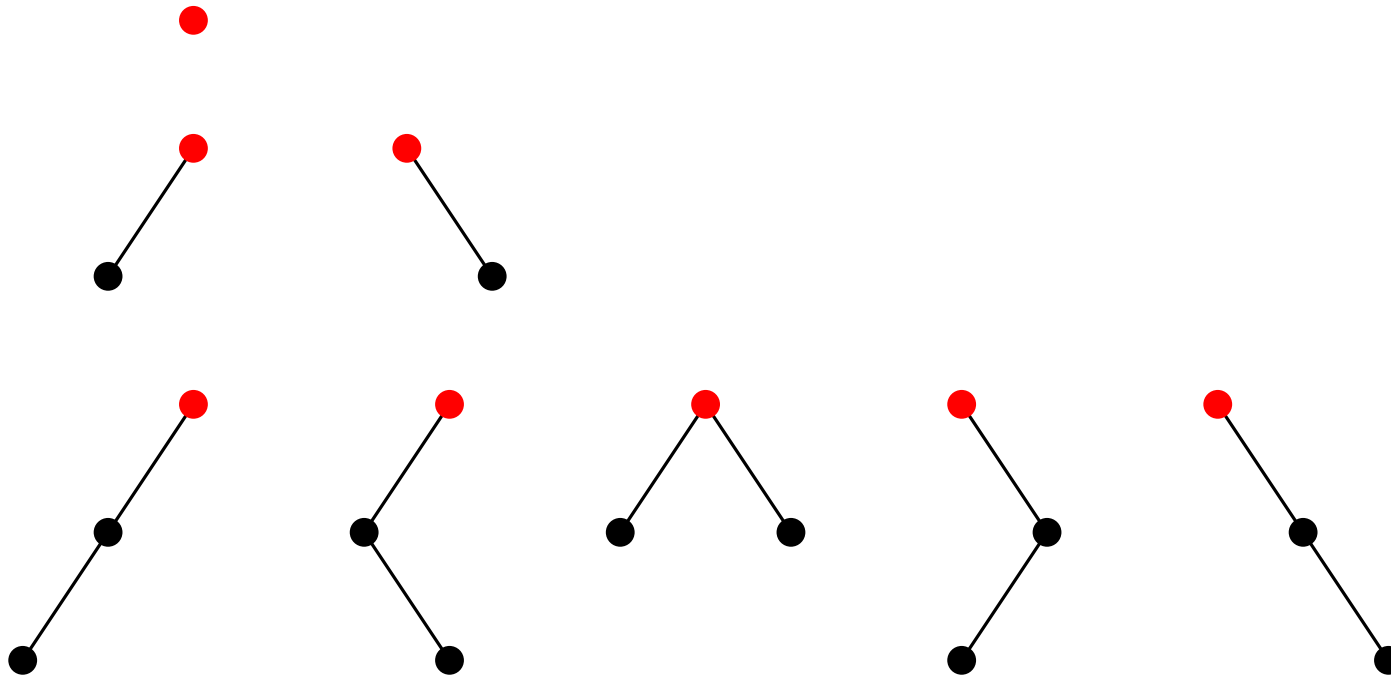
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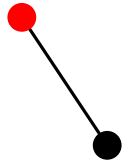
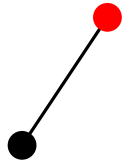
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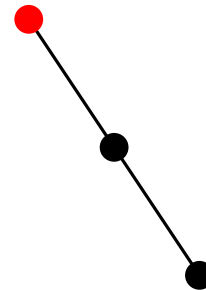
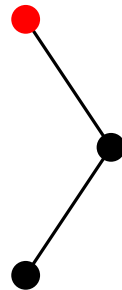
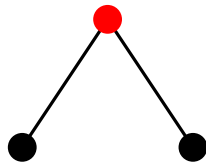
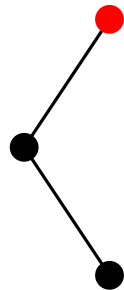
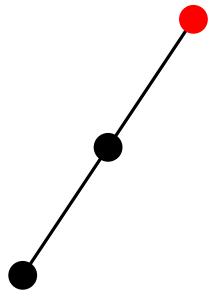
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$$C_0 = C_1 = 1$$



$$C_2 = 2$$

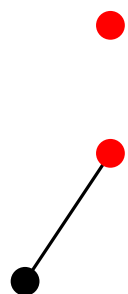


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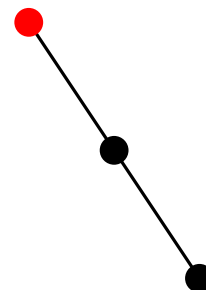
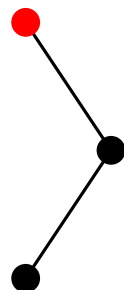
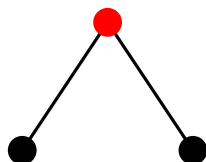
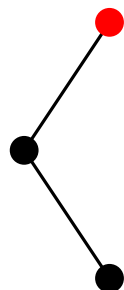
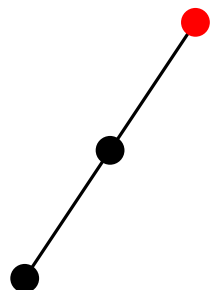
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How to find a formula for  $C_n$ ?



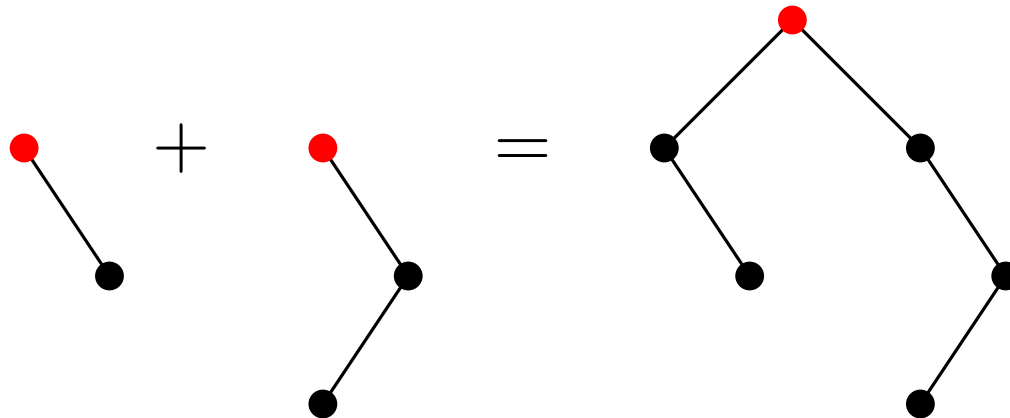
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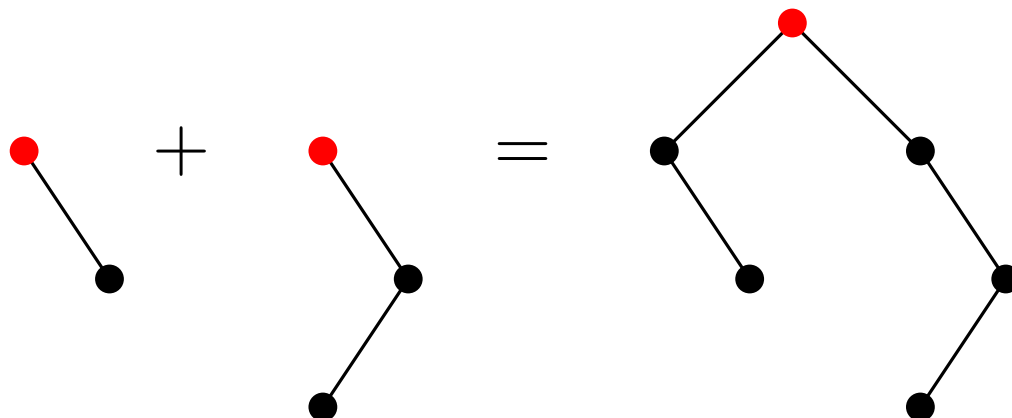
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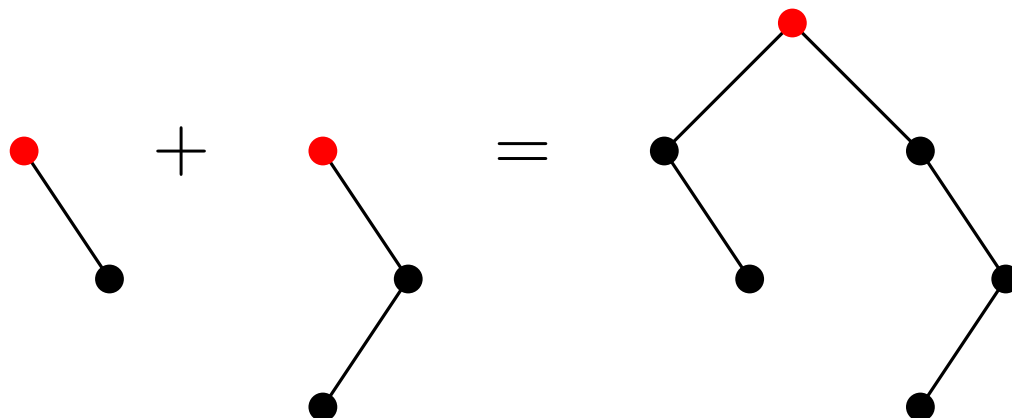
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For example,  $C_3 = C_0 C_2 + C_1 C_1 + C_2 C_0 = 1 * 2 + 1 * 1 + 2 * 1 = 5$ .

# Catalan Numbers: Using Generating Functions

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$C_n$  – the coefficient of  $x^n$  in the expansion of  $f$ .



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Then we have  $C_n = \frac{1}{n+1} \binom{2n}{n}$ .

This is called the  $n$ -th *Catalan number*.

# Catalan Numbers: Related Problems

- **Theorem** The number of sequences  $a_1, \dots, a_{2n}$  of  $2n$  terms that can be formed using exactly  $n$   $+1$ 's and exactly  $n$   $-1$ 's whose **partial sums** are always **nonnegative**, i.e.,  $a_1 + a_2 + \dots + a_k \geq 0$  for any  $1 \leq k \leq 2n$ , equals the  $n$ -th Catalan number  $C_n$ .



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R. Stanley, *Catalan Numbers*, Cambridge University Press, 2015.  
Includes 214 combinatorial interpretations of  $C_n$ , and 68 additional problems!





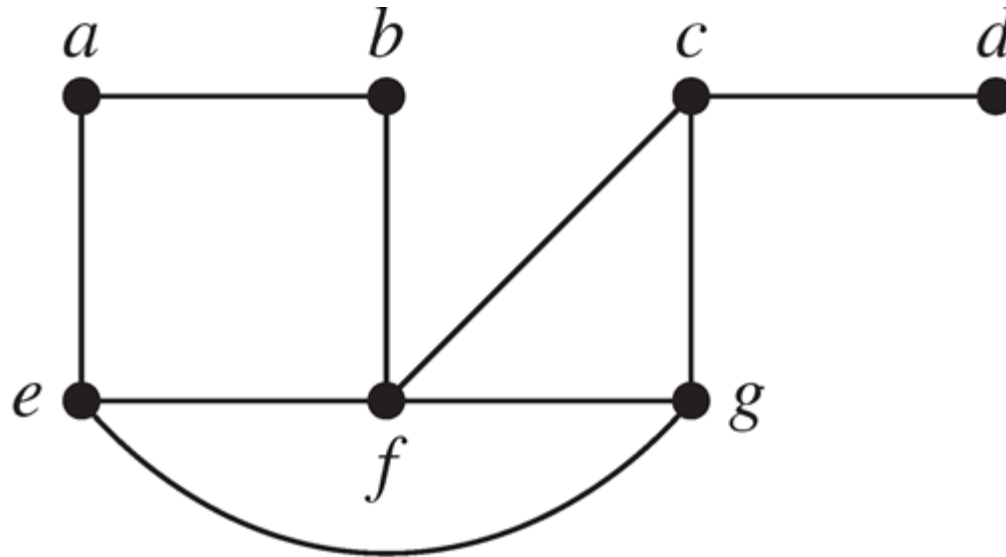
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- **Definition** Let  $G$  be a simple graph. A *spanning tree* of  $G$  is a subgraph of  $G$  that is a tree containing every vertex of  $G$ .



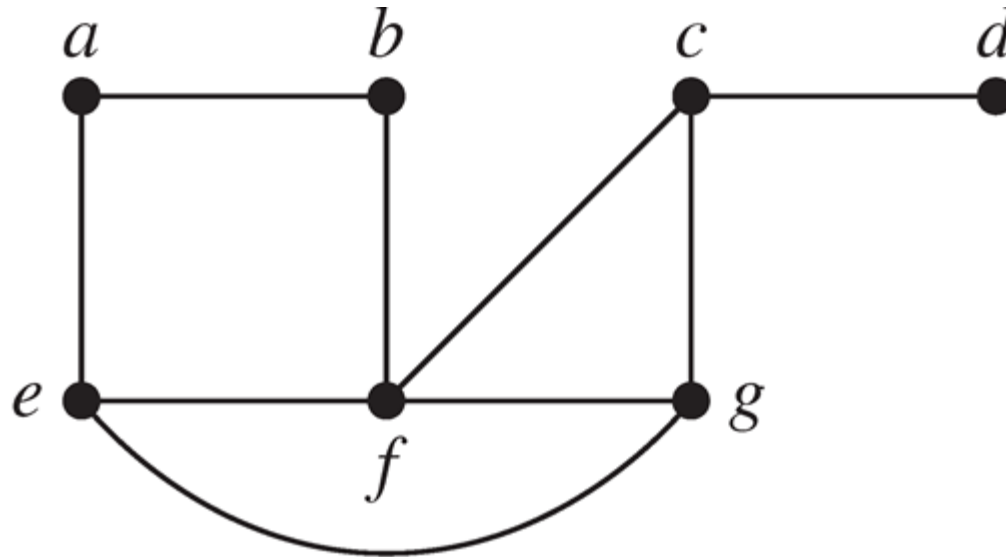
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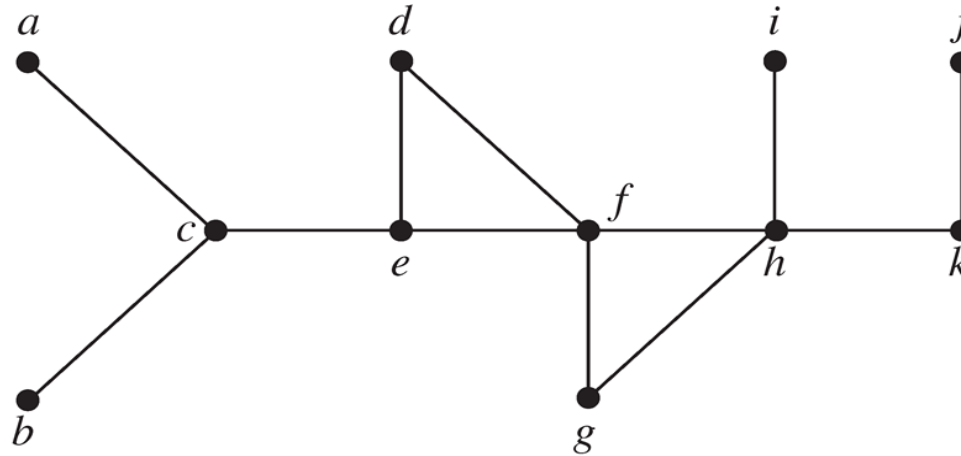
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- ◇ Otherwise, **move back to some vertex** to repeat this procedure (***backtracking***)





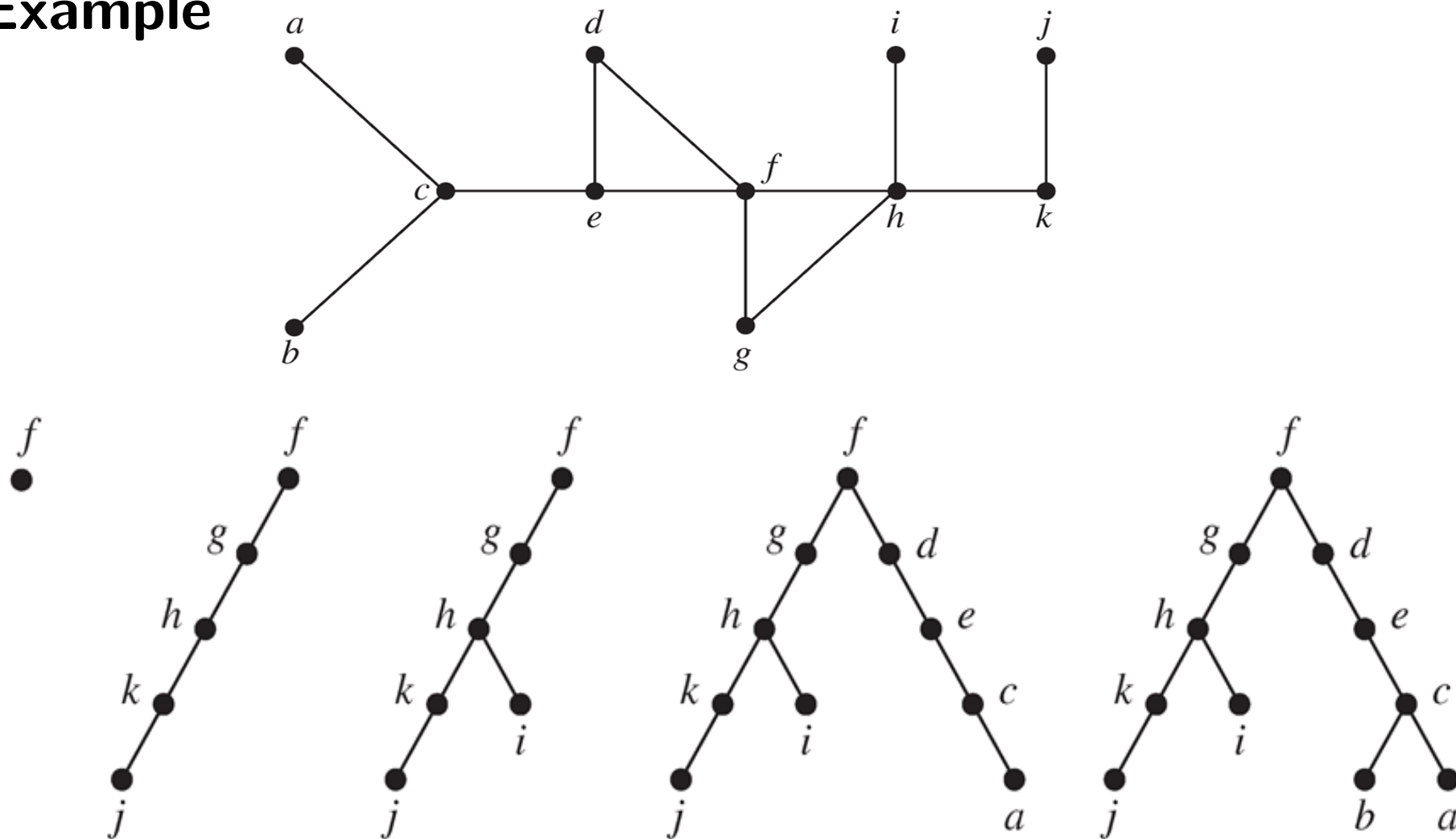
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# Depth-First Search Algorithm

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procedure DFS( $G$ : connected graph with vertices  $v_1, v_2, \dots, v_n$ )  
 $T :=$  tree consisting only of the vertex  $v_1$   
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time complexity:  $O(e)$

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- This is the **second** algorithm that we build up **spanning trees** by **successively adding edges**.



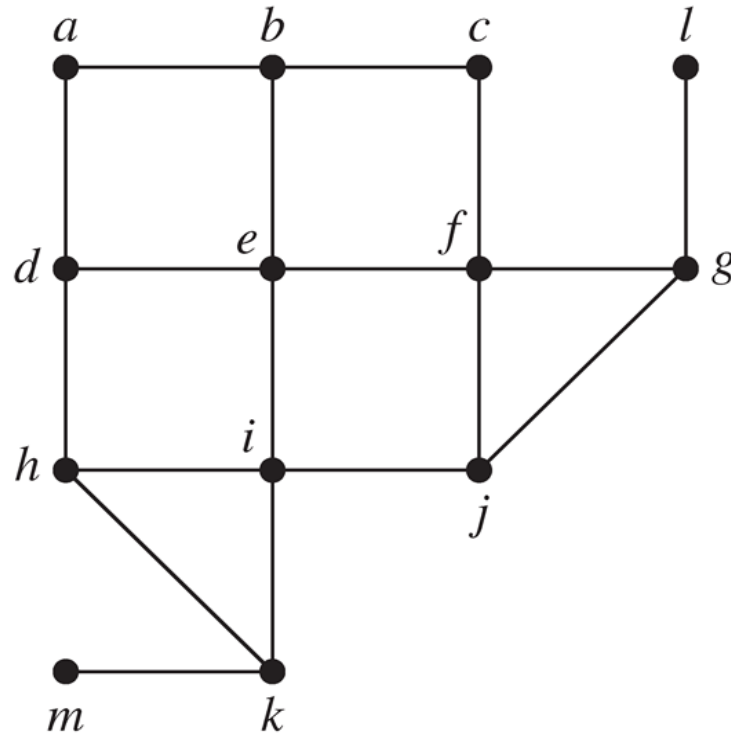
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- This is the **second** algorithm that we build up **spanning trees** by **successively adding edges**.
  - ◇ First arbitrarily choose a vertex of the graph as the root.
  - ◇ Form a path by **adding all edges incident to this vertex and the other endpoint of each of these edges**
  - ◇ For each vertex added at the **previous level**, **add edge incident to this vertex**, as long as it does **not** produce a simple circuit.
  - ◇ Continue in this manner until **all vertices have been added**.



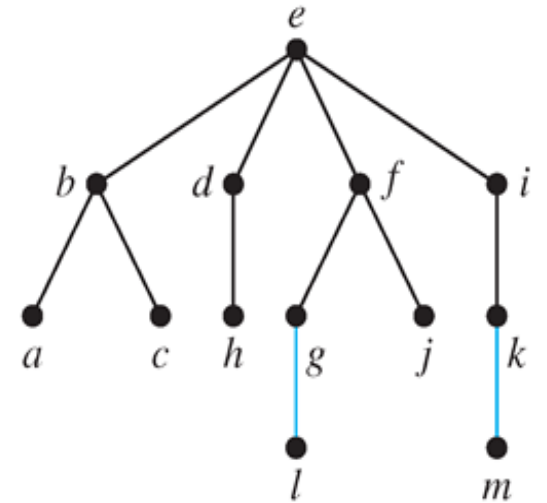
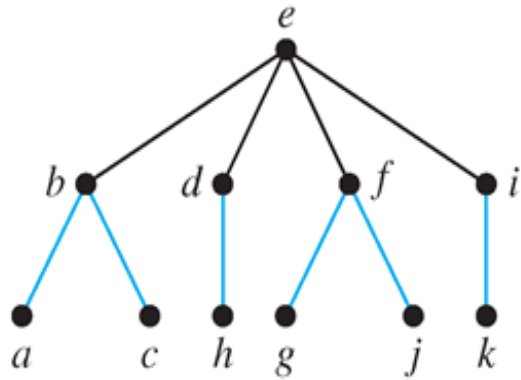
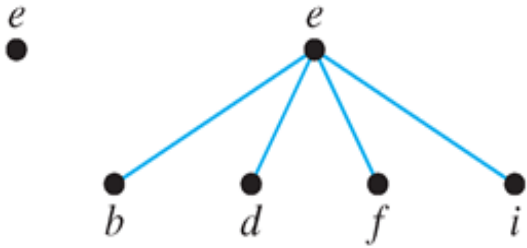
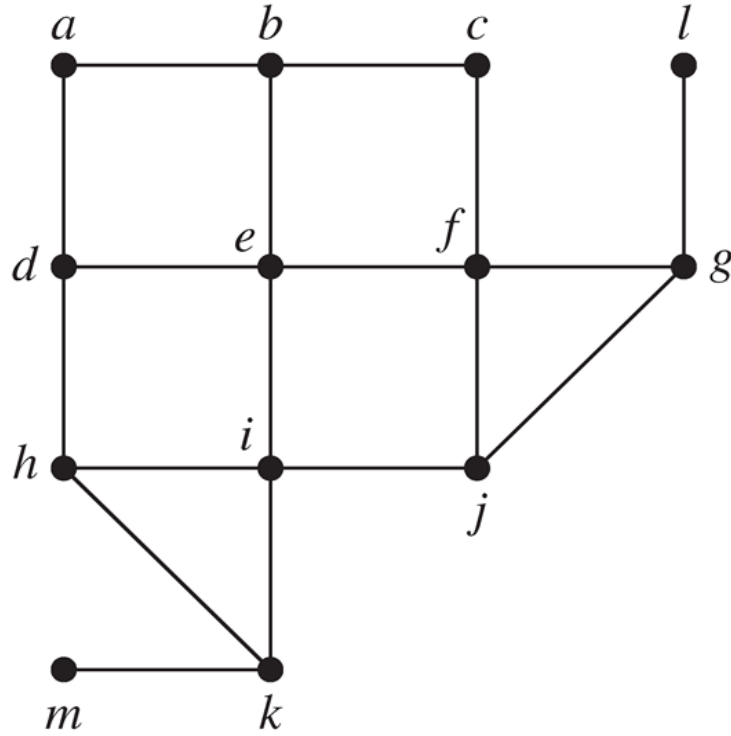
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# Applications of DFS, BFS

- find paths, circuits, connected components, cut vertices, ...



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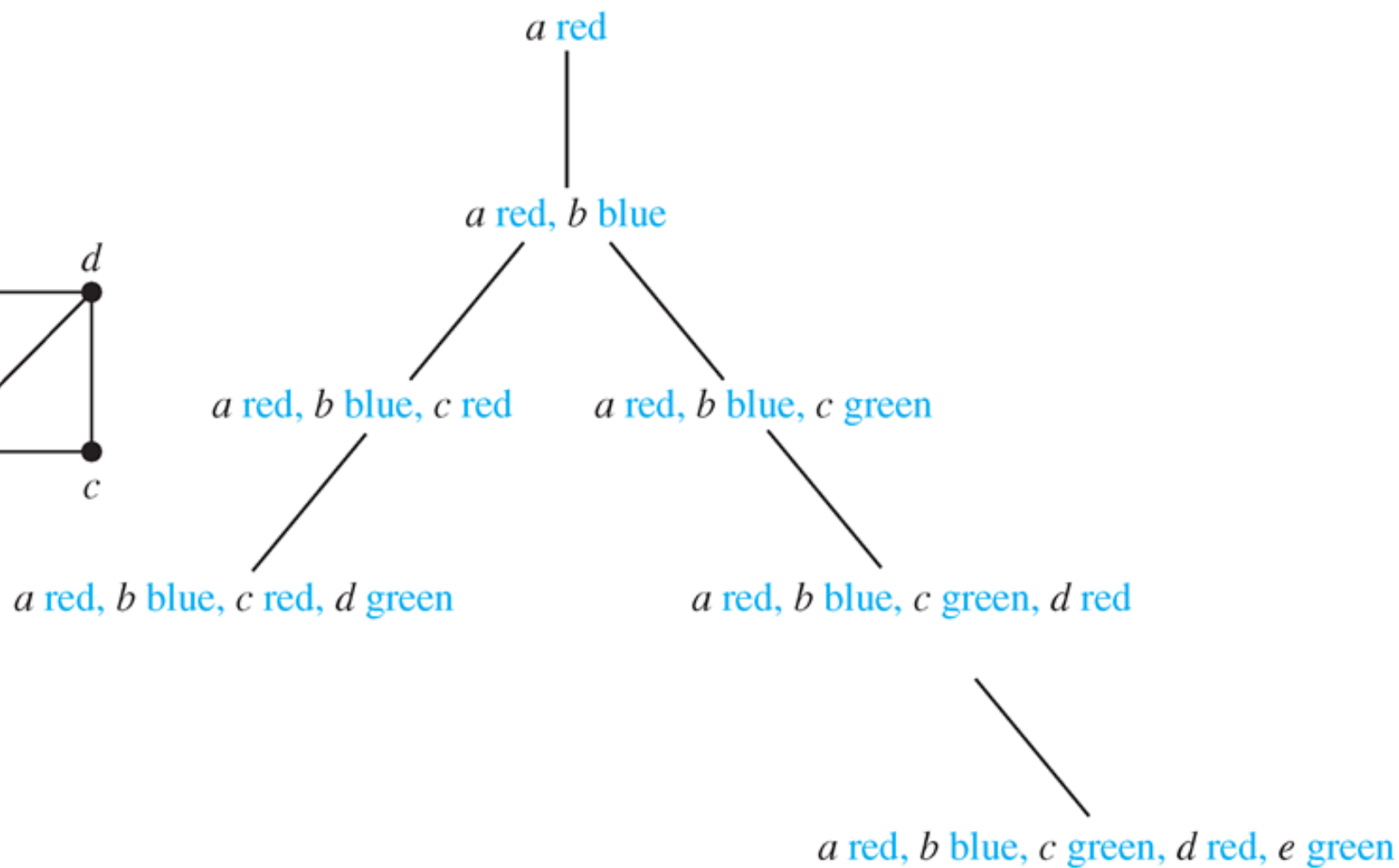
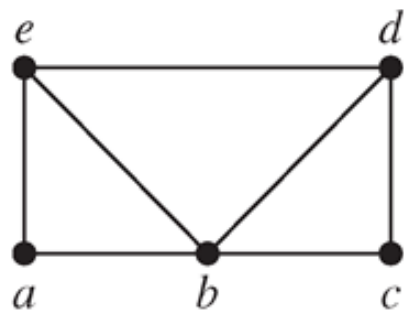


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- graph coloring, sums of subsets, ...



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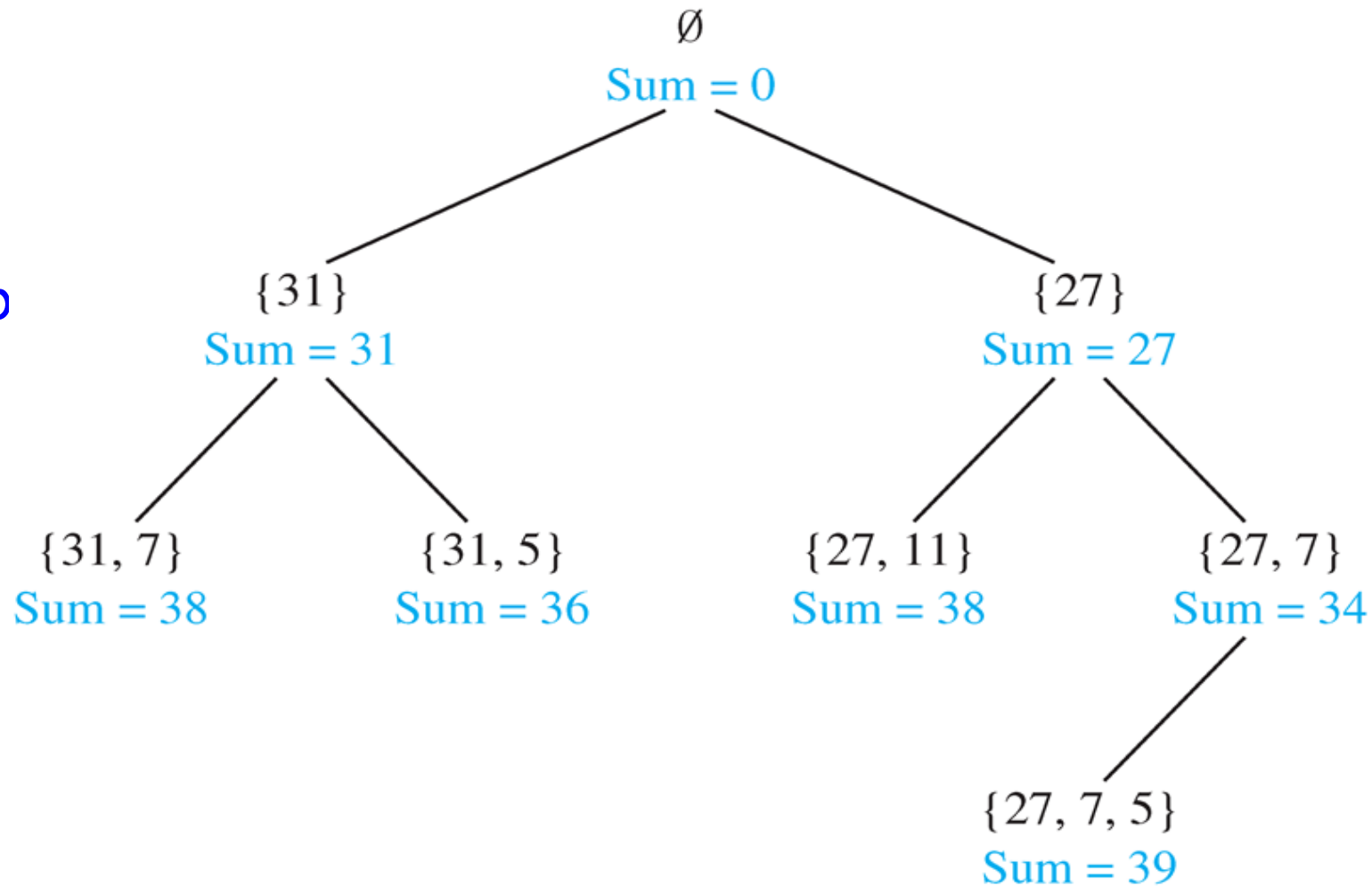


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find

graph



find a subset of  $\{31, 27, 15, 11, 7, 5\}$  with the sum 39

# Minimum Spanning Trees

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two **greedy algorithms**:

Prim's Algorithm, Kruscal's Algorithm

# Prim's Algorithm

## ALGORITHM 1 Prim's Algorithm.

```
procedure Prim( $G$ : weighted connected undirected graph with  $n$  vertices)
 $T :=$  a minimum-weight edge
for  $i := 1$  to  $n - 2$ 
     $e :=$  an edge of minimum weight incident to a vertex in  $T$  and not forming a
        simple circuit in  $T$  if added to  $T$ 
     $T := T$  with  $e$  added
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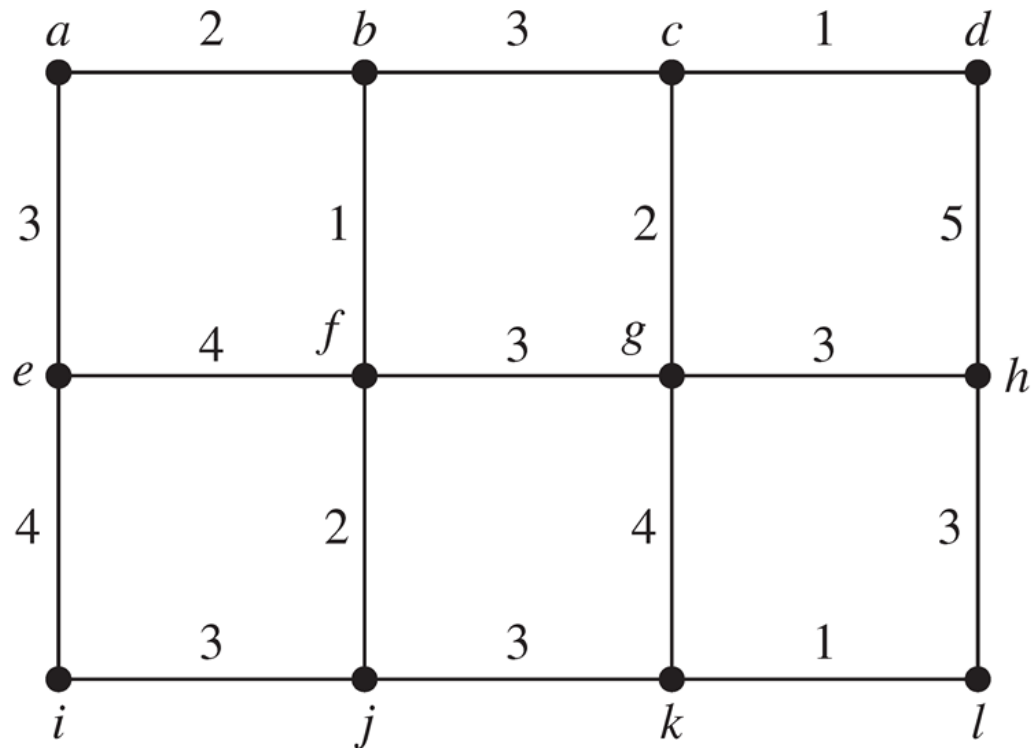
We can maintain a *heap* of all the edges with at least one endpoint in  $T$ , and in each iteration, we do *Extract-Mins* until we see an edge that has one endpoint in  $T$  and one endpoint not in  $T$ .

time complexity:  $e \log v$



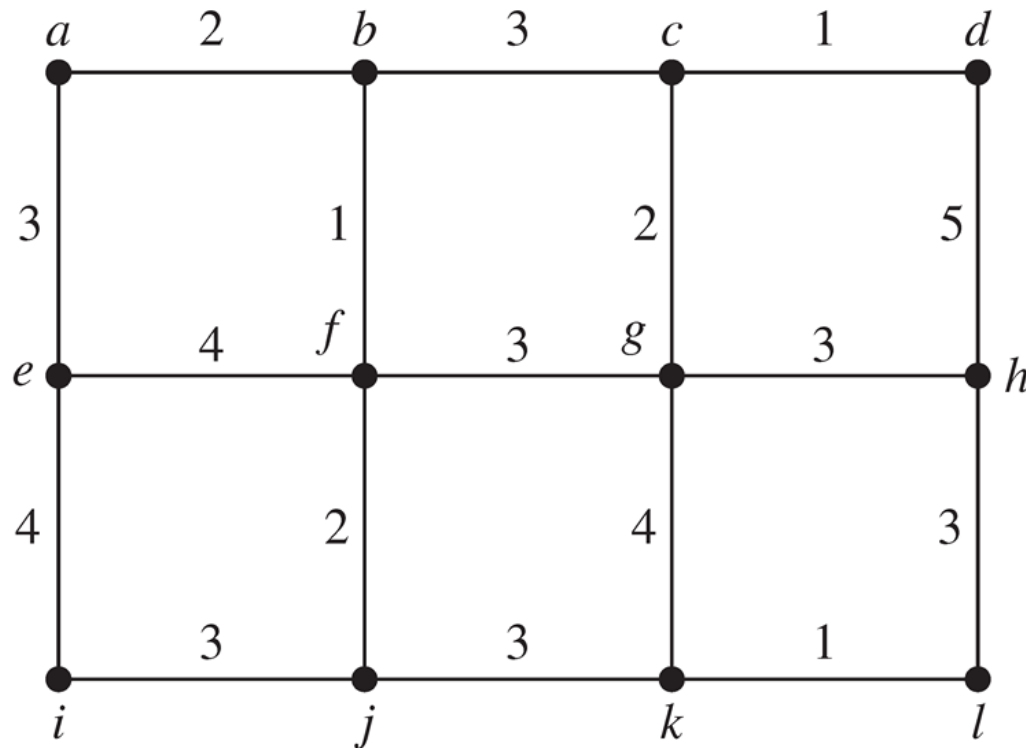
# Prim's Algorithm

## ■ Example



# Prim's Algorithm

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Choice	Edge	Weight
1	{b, f}	1
2	{a, b}	2
3	{f, j}	2
4	{a, e}	3
5	{i, j}	3
6	{f, g}	3
7	{c, g}	2
8	{c, d}	1
9	{g, h}	3
10	{h, l}	3
11	{k, l}	1
Total:		24

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If we add  $e$  to  $M$ , then a circuit will be created in  $M$ . Since  $e$  has one endpoint in  $T$  and the other endpoint not in  $T$ , there has to be some other edge  $e'$  in this circuit that has exactly one endpoint in  $T$ .



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Since Prim's algorithm has chosen to add  $e$ , we have  $w(e) \leq w(e')$ . So if we add  $e$  to  $M$  and remove  $e'$  from  $M$ , we will have a new tree  $M'$  whose total weight  $\leq$  that of  $M$ , and  $T \cup \{e\} \subset M'$ .

# Kruskal's Algorithm

## ALGORITHM 2 Kruskal's Algorithm.

```
procedure Kruskal( $G$ : weighted connected undirected graph with  $n$  vertices)  
 $T :=$  empty graph  
for  $i := 1$  to  $n - 1$   
     $e :=$  any edge in  $G$  with smallest weight that does not form a simple circuit  
        when added to  $T$   
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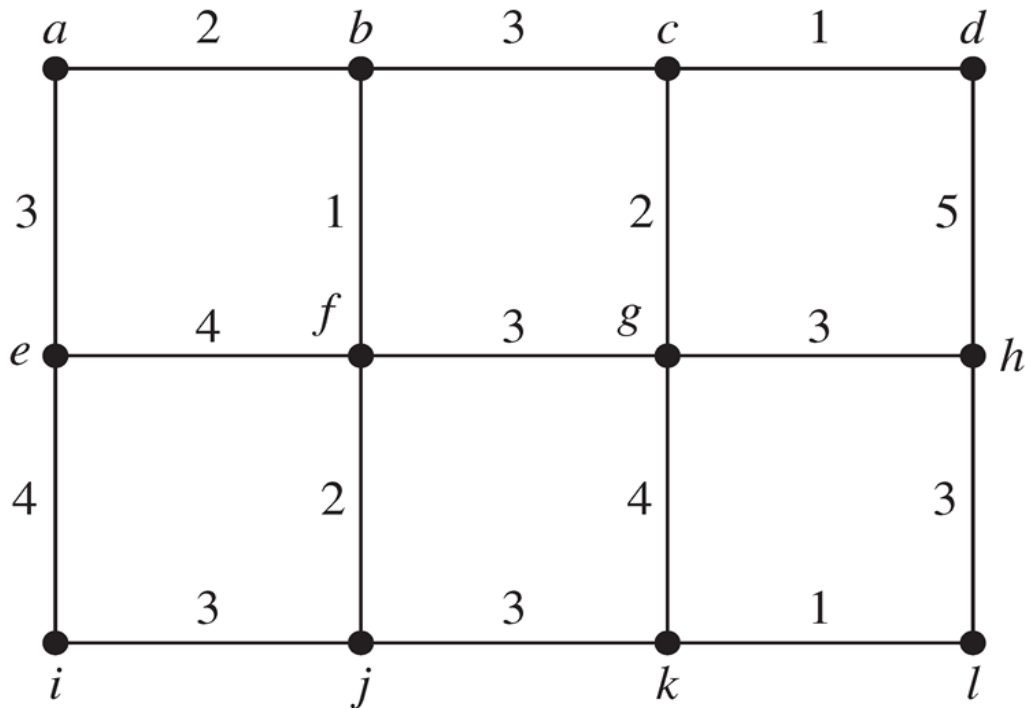
time complexity:  $e \log e$  *Union-Find*

see *CLRS / Algorithm Design*, J. Kleinberg, E. Tardos



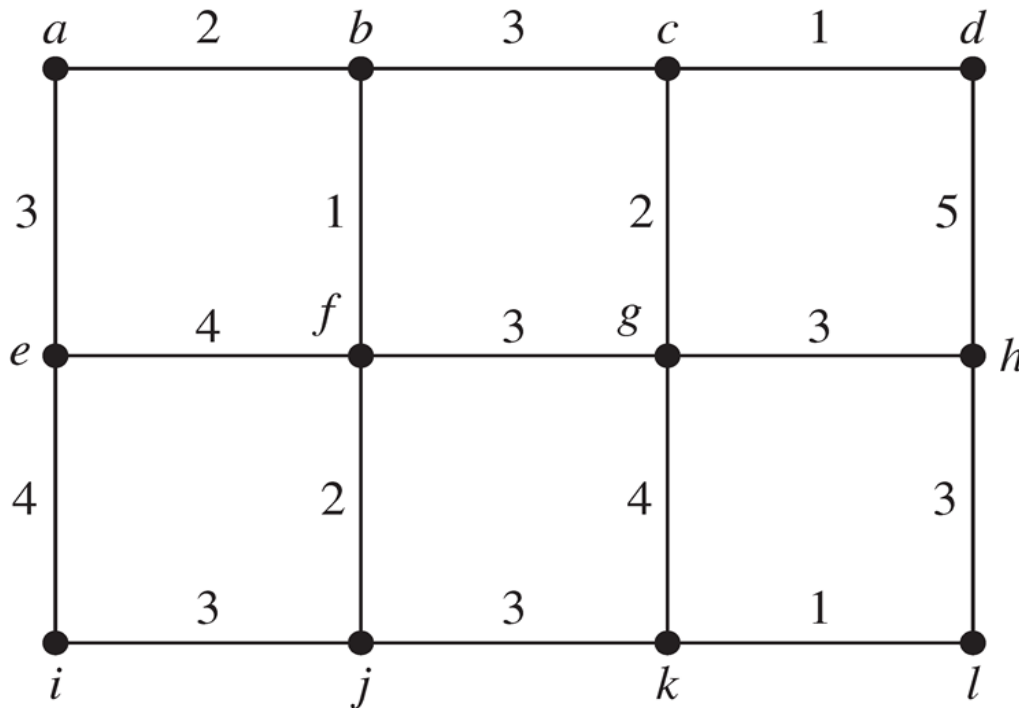
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**Theorem** Let  $(S, \bar{S})$  be an **arbitrary cut**, and let  $e$  be an edge across the cut (one endpoint in  $S$ , the other in  $\bar{S}$ ) that has the smallest weight of all edges cross the cut. Then there must be an MST  $T$  containing  $e$ .

**Theorem** Let  $(S, \bar{S})$  be an **arbitrary cut**, and let  $E'$  be the set of edges across the cut of **minimum weight** ( $w(e) = w(e')$  for any two edges  $e, e' \in E'$  and  $w(e) < w(e')$  for any  $e \in E'$  and  $e' \notin E'$ ). Let  $T$  be an arbitrary MST. Then  $T$  must contain some edge in  $E'$ .



# Next Lecture

- reduction, review ...

