

# Introduction to graphs

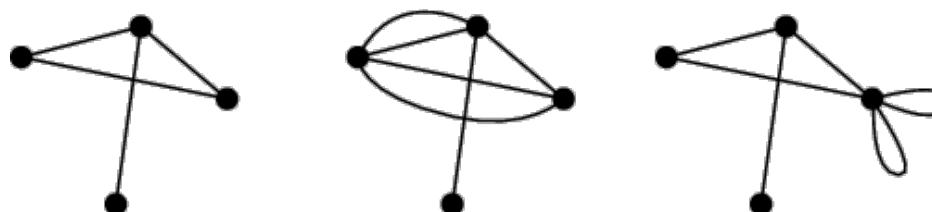
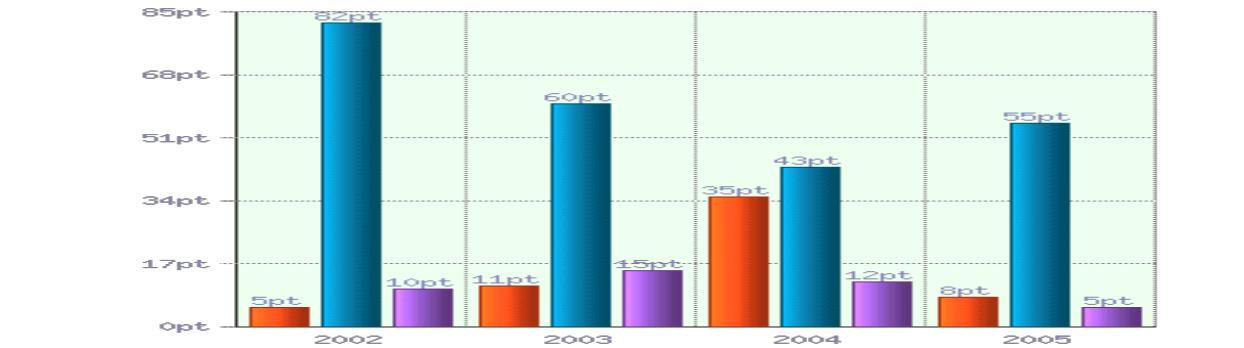
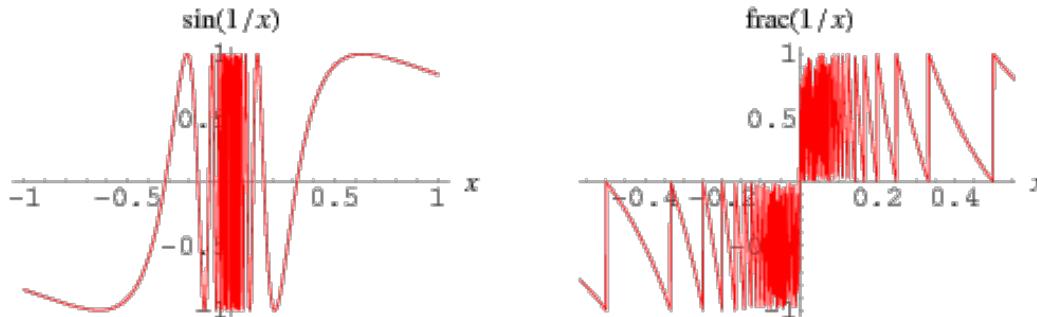
Programmazione Avanzata 2025-26

# Graph: definition

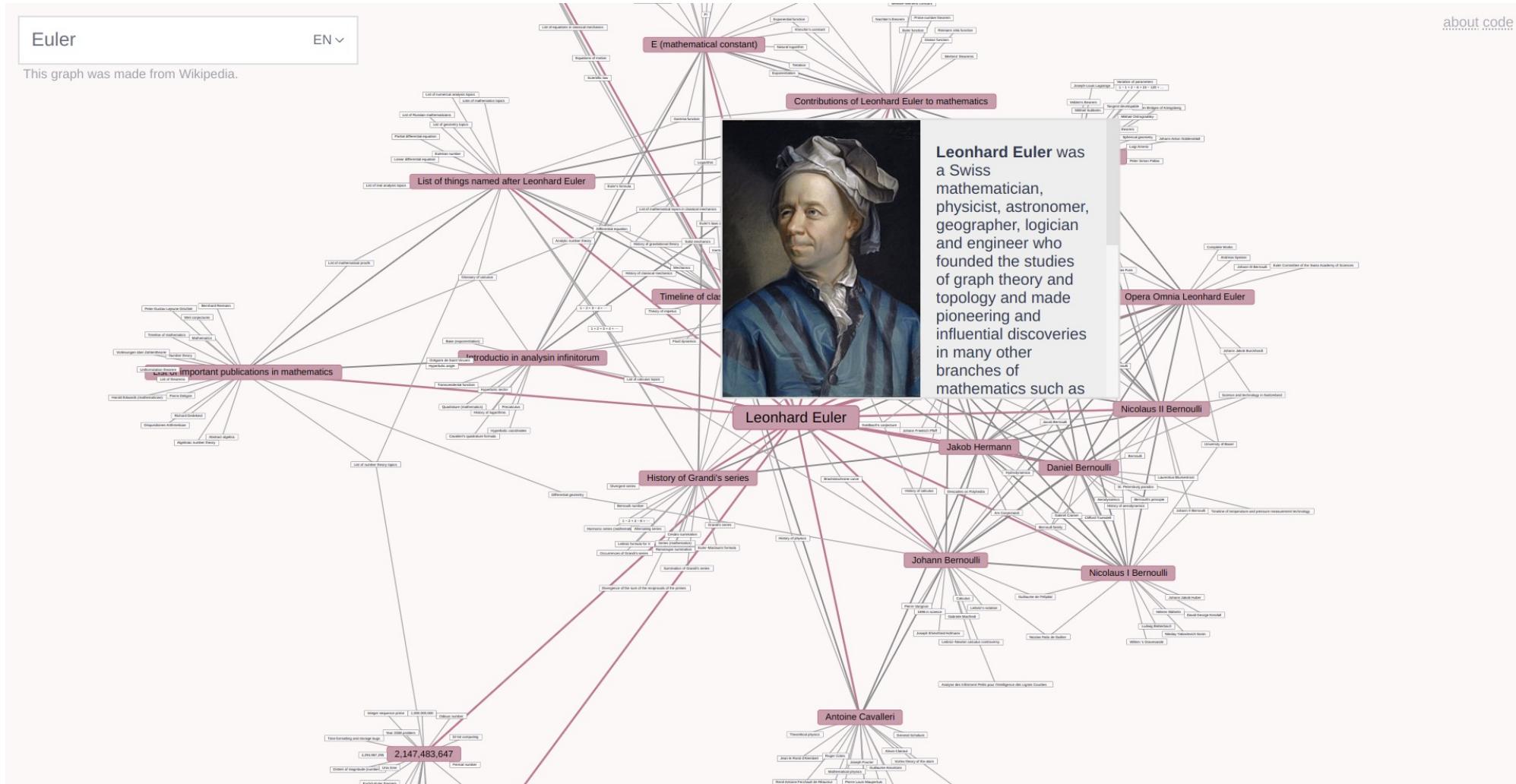
- A **graph** is a collection of **points** and **lines** connecting some (eventually empty) subset of them
- The points of a graph are typically known as graph **vertices**, but may also be called “nodes” or simply “points”
- The lines connecting the vertices of a graph are called graph **edges**, but may also be called “arcs” or “lines”

# Warning: Graph $\neq$ Graph $\neq$ Graph

- Graph (plot)
- Graph (chart)
- Graph (maths)



# Example

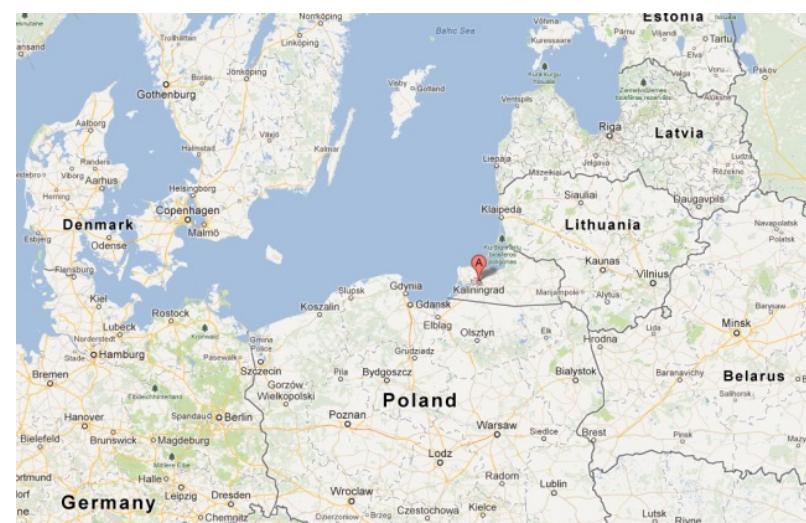
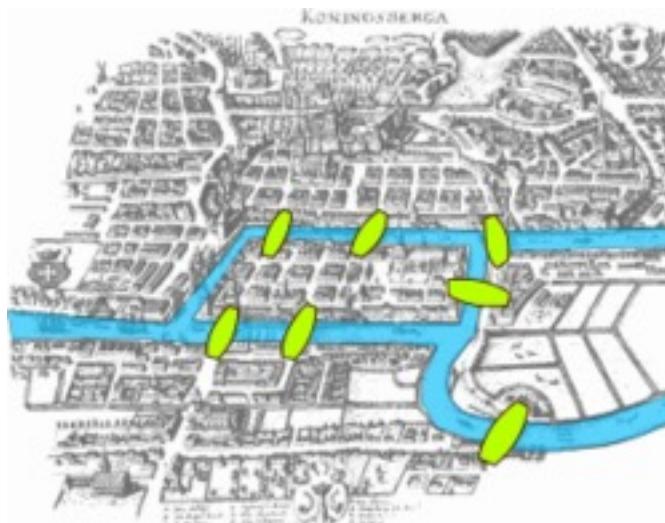


# History

- The study of graphs is known as **graph theory**, and was first systematically investigated by D. König in the 1930s
- Euler's proof about the *walk across all seven bridges of Königsberg* (1736), now known as the *Königsberg bridge problem*, is a famous precursor to graph theory
- Indeed, the study of various sorts of paths in graphs has many applications in real-world problems

# Königsberg Bridge Problem

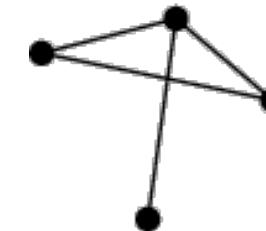
- Can the 7 bridges the of the city of Königsberg over the river Preger all be traversed in a single trip without doubling back, with the additional requirement that the trip ends in the same place it began?



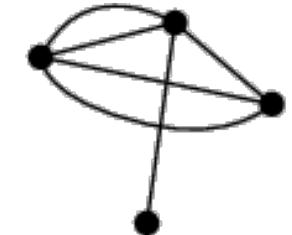
# Types of graphs: edge cardinality

- Simple graph

- At most one edge (i.e., either one edge or no edges) may connect any two vertices



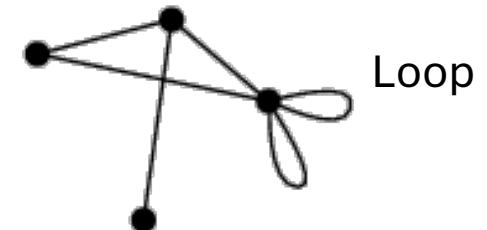
Simple graph



Multigraph

- Multigraph

- Multiple edges are allowed between vertices



Loop

- Loops

- Edge between a vertex and itself

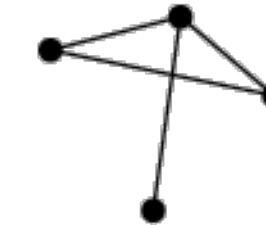
Pseudograph

- Pseudograph

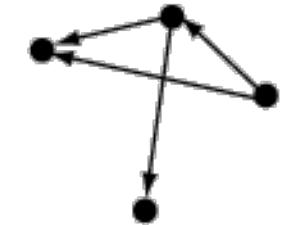
- Multigraph with loops

# Types of graphs: edge direction

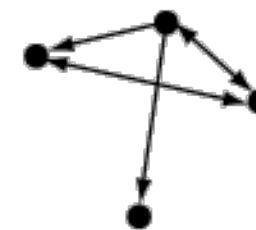
- Undirected
- Oriented
  - Edges have one direction (indicated by arrow)
- Directed
  - Edges may have one or two directions
- Network
  - Oriented graph with weighted edges



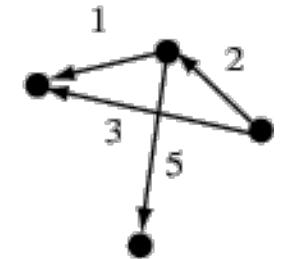
Undirected graph



Oriented graph



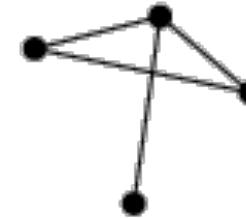
Directed graph



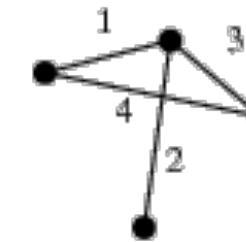
Network

# Types of graphs: labeling

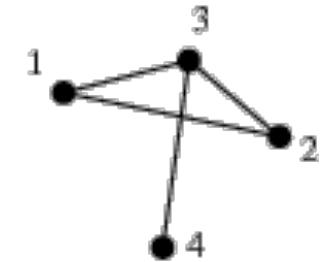
- Labels
  - None
  - On Vertices
  - On Edges
- Groups (=colors)
  - Of Vertices
    - No edge connects two identically colored vertices
  - Of Edges
  - Of both
    - Adjacent edges



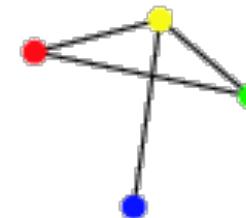
Unlabeled graph



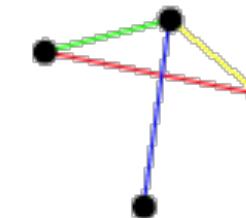
Edge-labeled graph



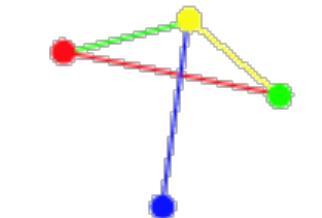
Vertex-labeled graph



Vertex-colored graph



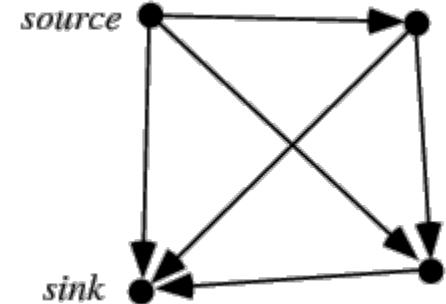
Edge-colored graph



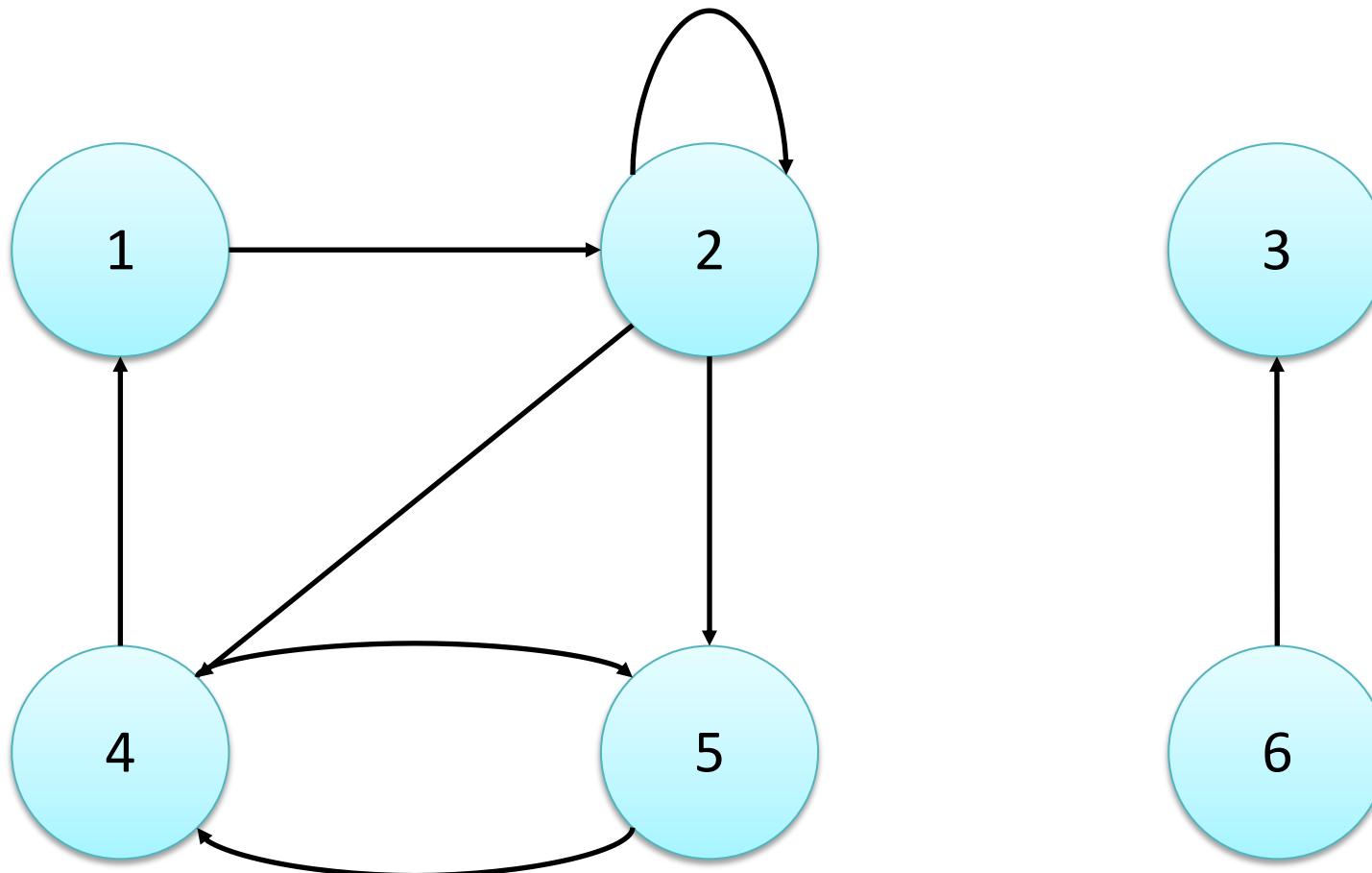
Vertex- and edge-colored graph

# Directed and Oriented graphs

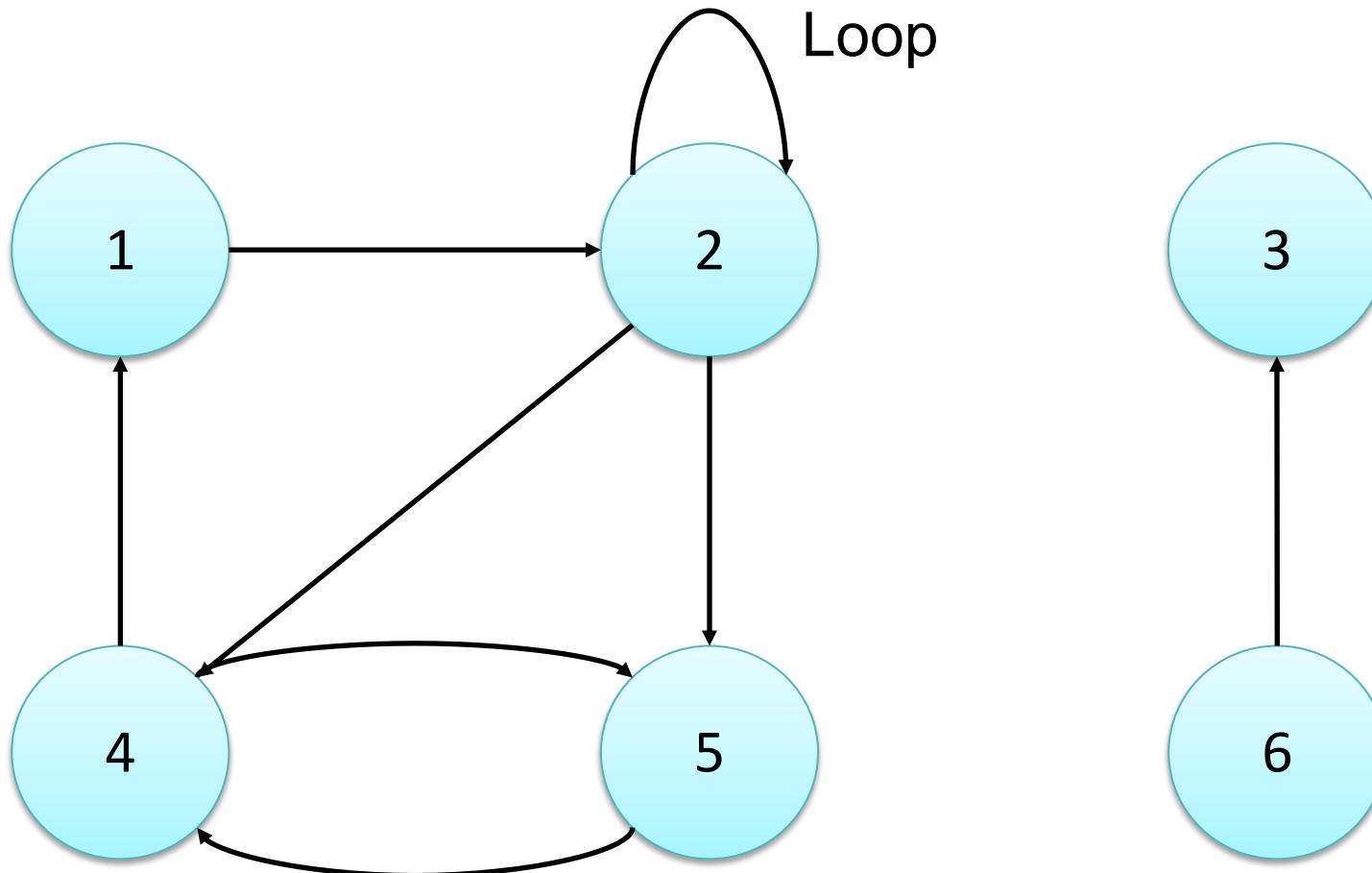
- A Directed Graph (*di-graph*)  $\textcolor{orange}{G}$  is a pair  $(V, E)$ , where
  - $\textcolor{orange}{V}$  is a (finite) set of vertices
  - $\textcolor{orange}{E}$  is a (finite) set of edges, that identify a binary relationship over  $V$
  - $E \subseteq V \times V$



# Example

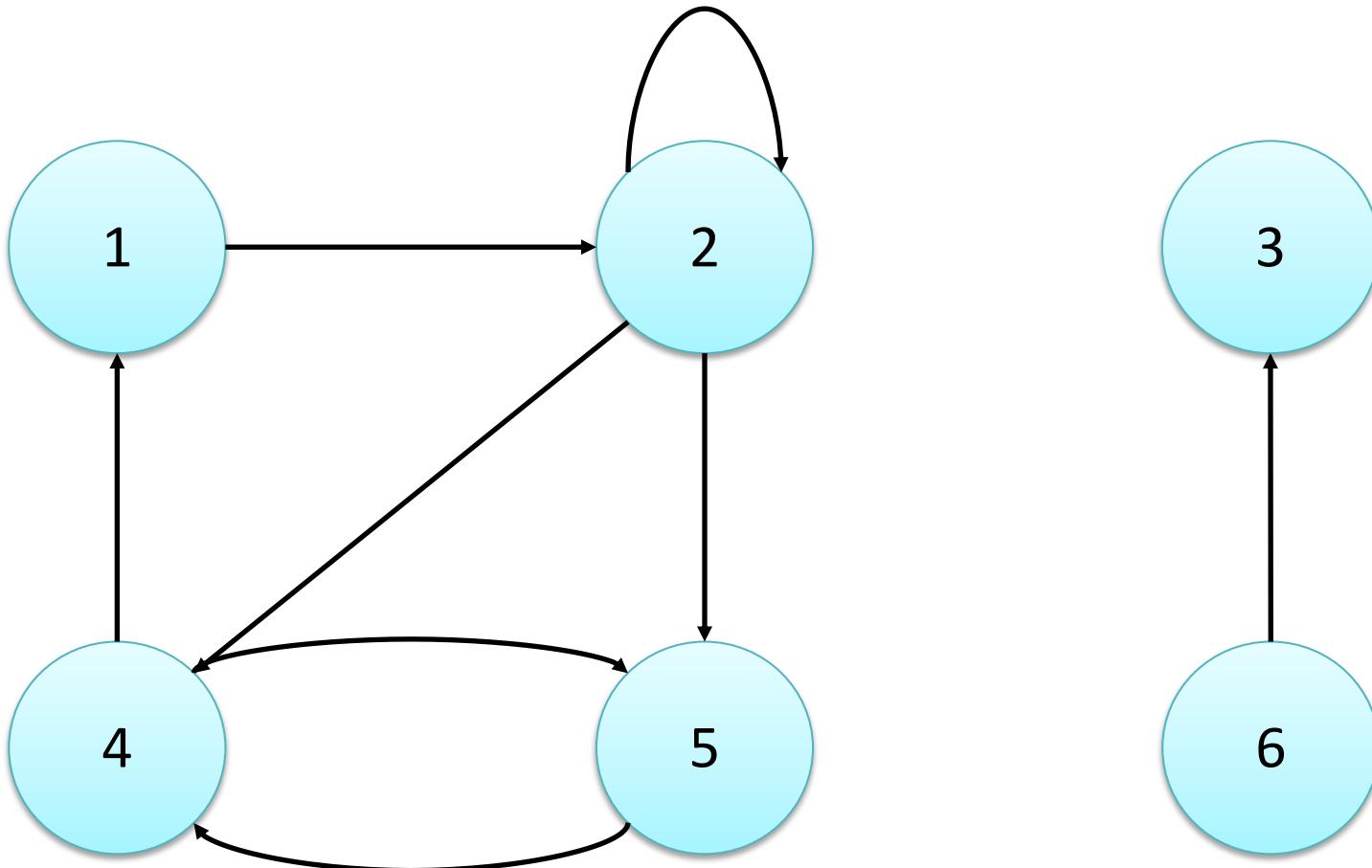


# Example



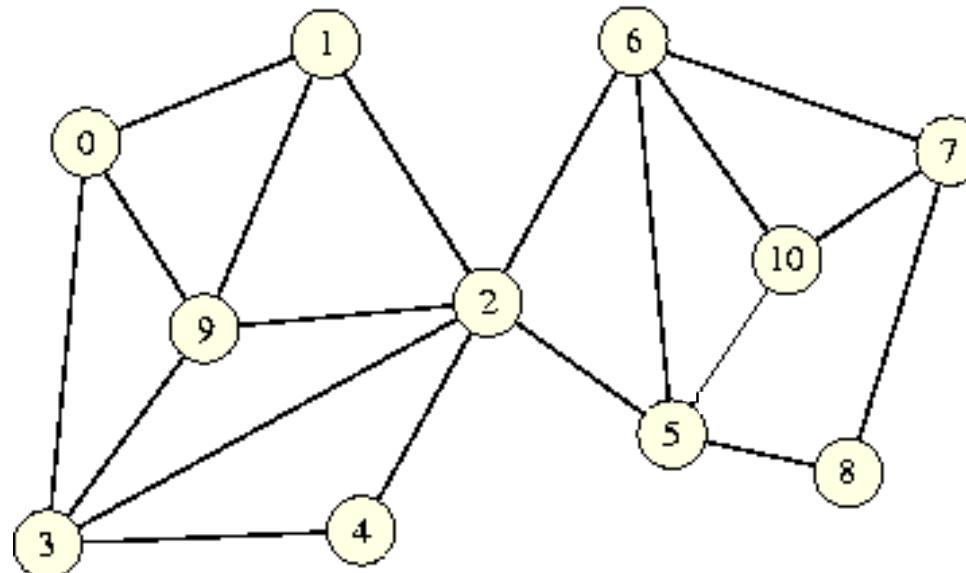
# Example

$$V = \{1, 2, 3, 4, 5, 6\}$$
$$E = \{ (1,2), (2,2), (2,5), (5,4), (4,5), (4,1), (2,4), (6,3) \}$$



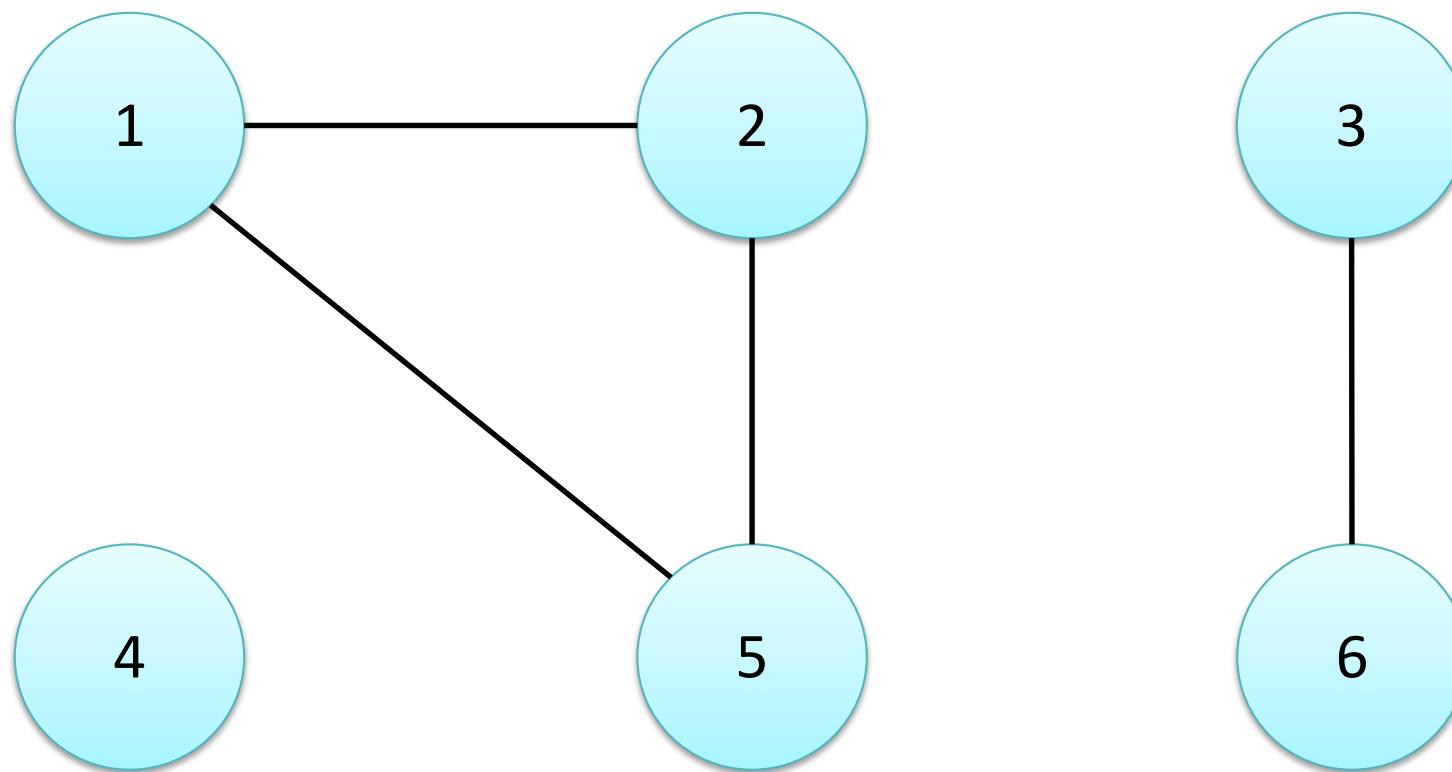
# Undirected graph

- An **Undirected Graph** is still represented as a tuple  $G=(V,E)$ , but the set  $E$  is made of **non-ordered pairs** of vertices



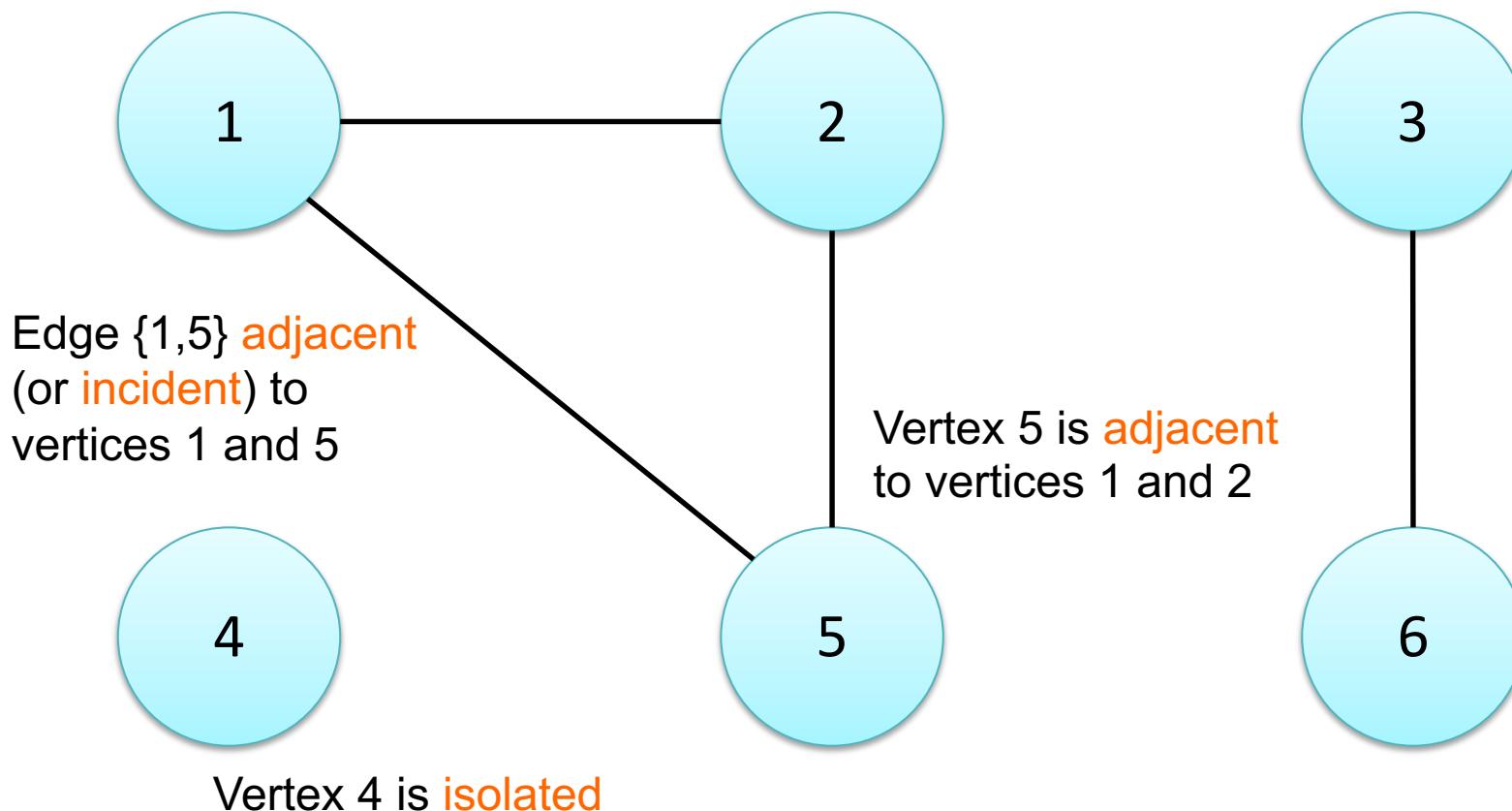
# Example

$$V = \{ 1, 2, 3, 4, 5, 6 \}$$
$$E = \{ \{1,2\}, \{2,5\}, \{5,1\}, \{6,3\} \}$$



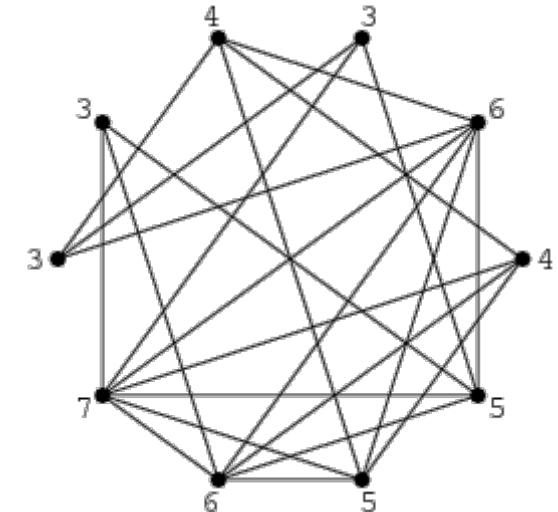
# Example

$$V = \{ 1, 2, 3, 4, 5, 6 \}$$
$$E = \{ \{1,2\}, \{2,5\}, \{5,1\}, \{6,3\} \}$$

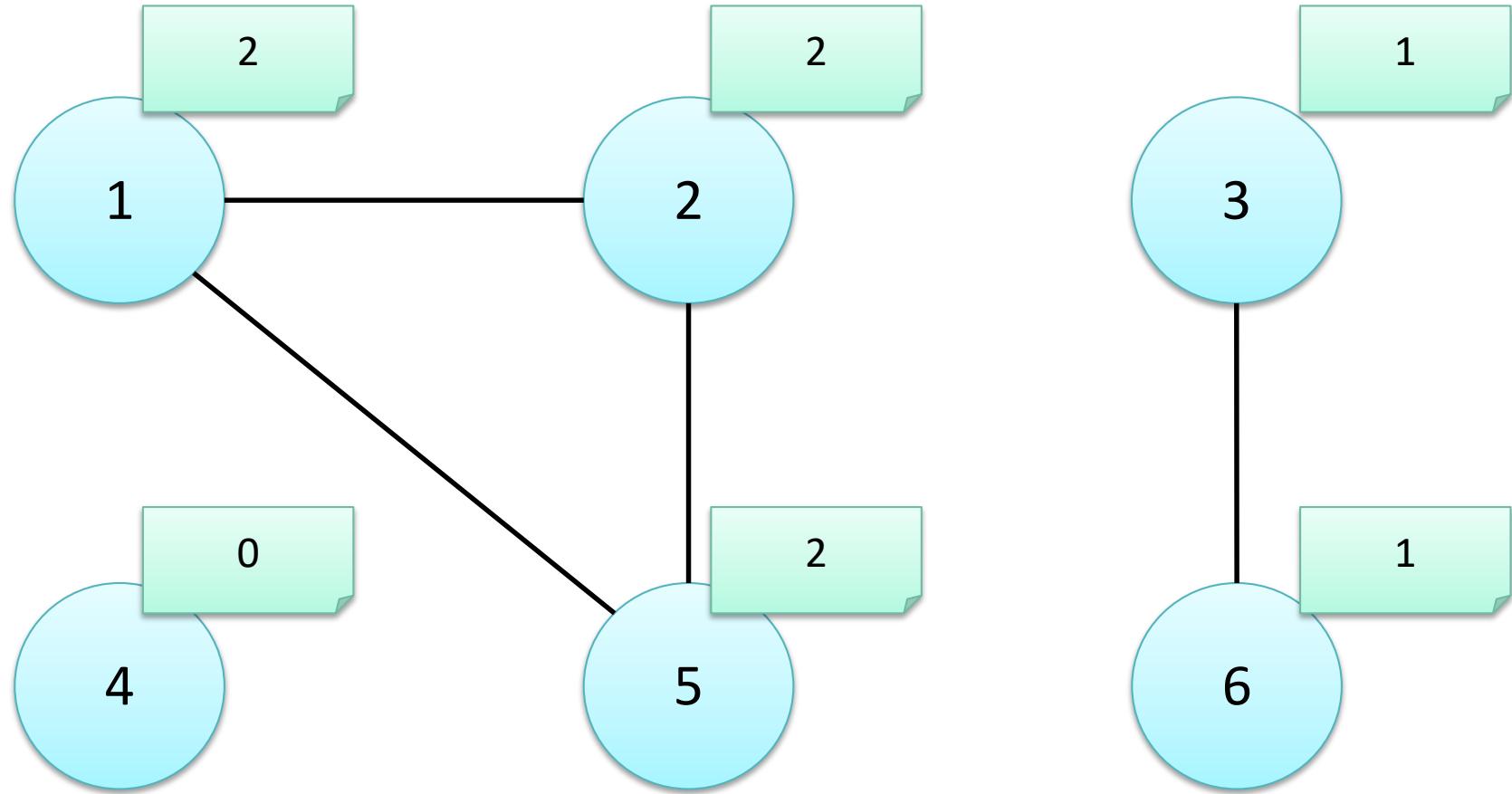


# Degree

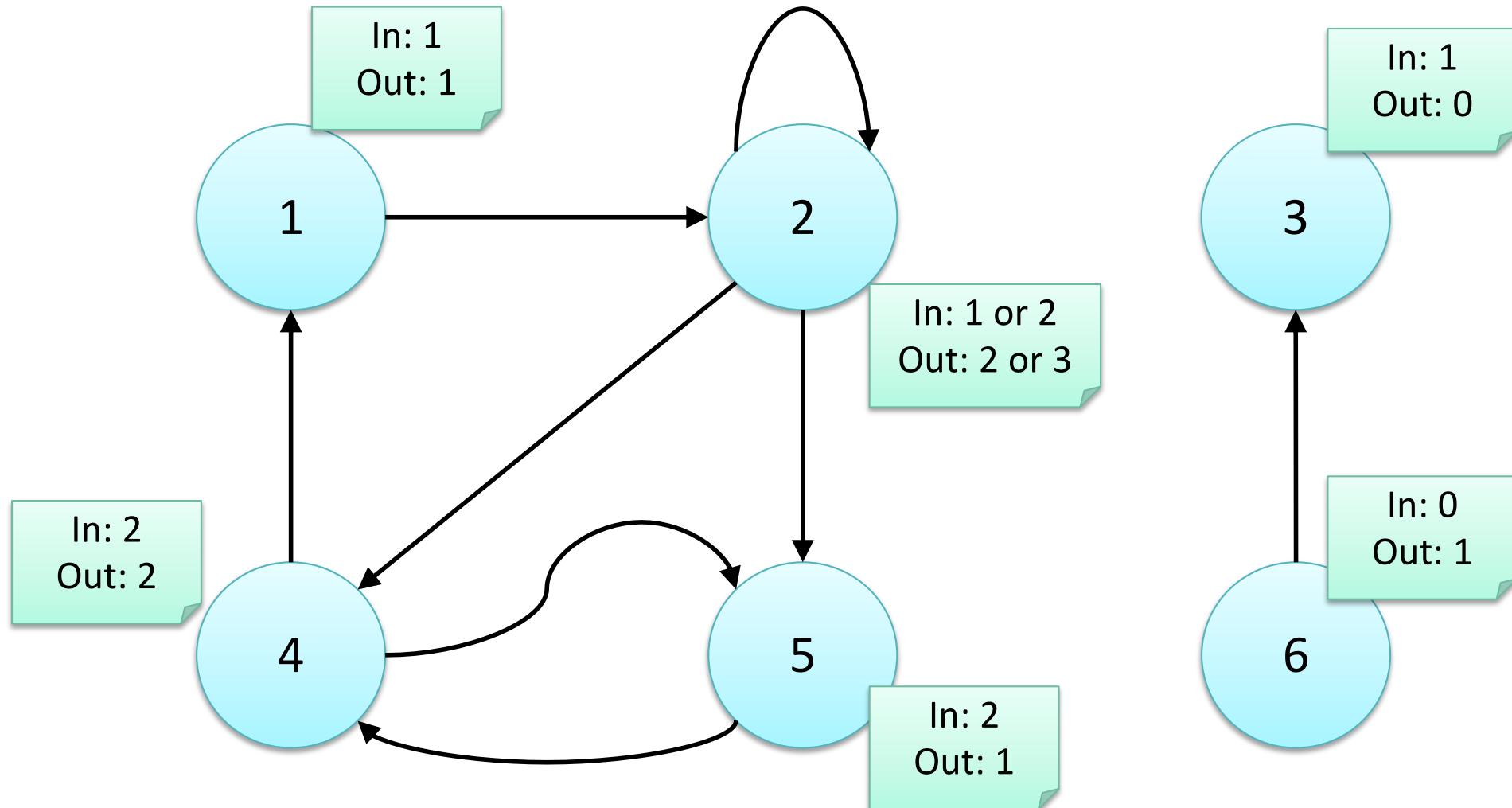
- In an undirected graph,
  - The **degree** of a vertex is the number of incident edges
- In a directed graph
  - The **in-degree** is the number of incoming edges
  - The **out-degree** is the number of departing edges
  - The **degree** is the sum of in-degree and out-degree
- A vertex with degree 0 is **isolated**



# Degree



# Degree

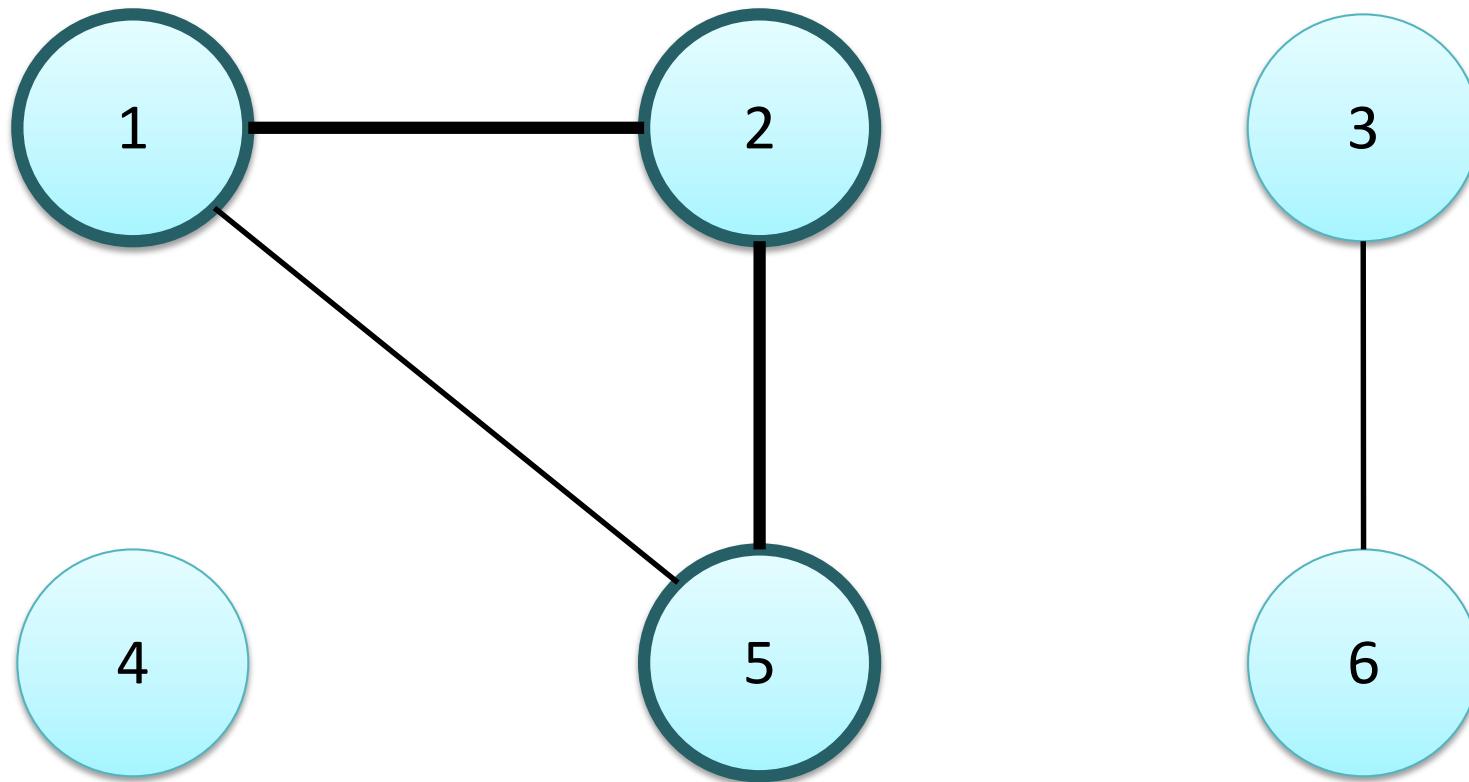


# Paths

- A **path** on a graph  $G=(V,E)$ , also called a trail, is a sequence  $\{v_1, v_2, \dots, v_n\}$  such that:
  - $v_1, \dots, v_n$  are vertices:  $v_i \in V$
  - $(v_1, v_2), (v_2, v_3), \dots, (v_{n-1}, v_n)$  are graph edges:  $(v_{i-1}, v_i) \in E$
  - $v_i$  are distinct (for “simple” paths).
- The **length** of a path is the number of edges ( $n-1$ )
- If there exist a path between  $v_A$  and  $v_B$  it is said that  $v_B$  is **reachable** from  $v_A$

# Paths

Path = ( 1, 2, 5 )  
Length = 2

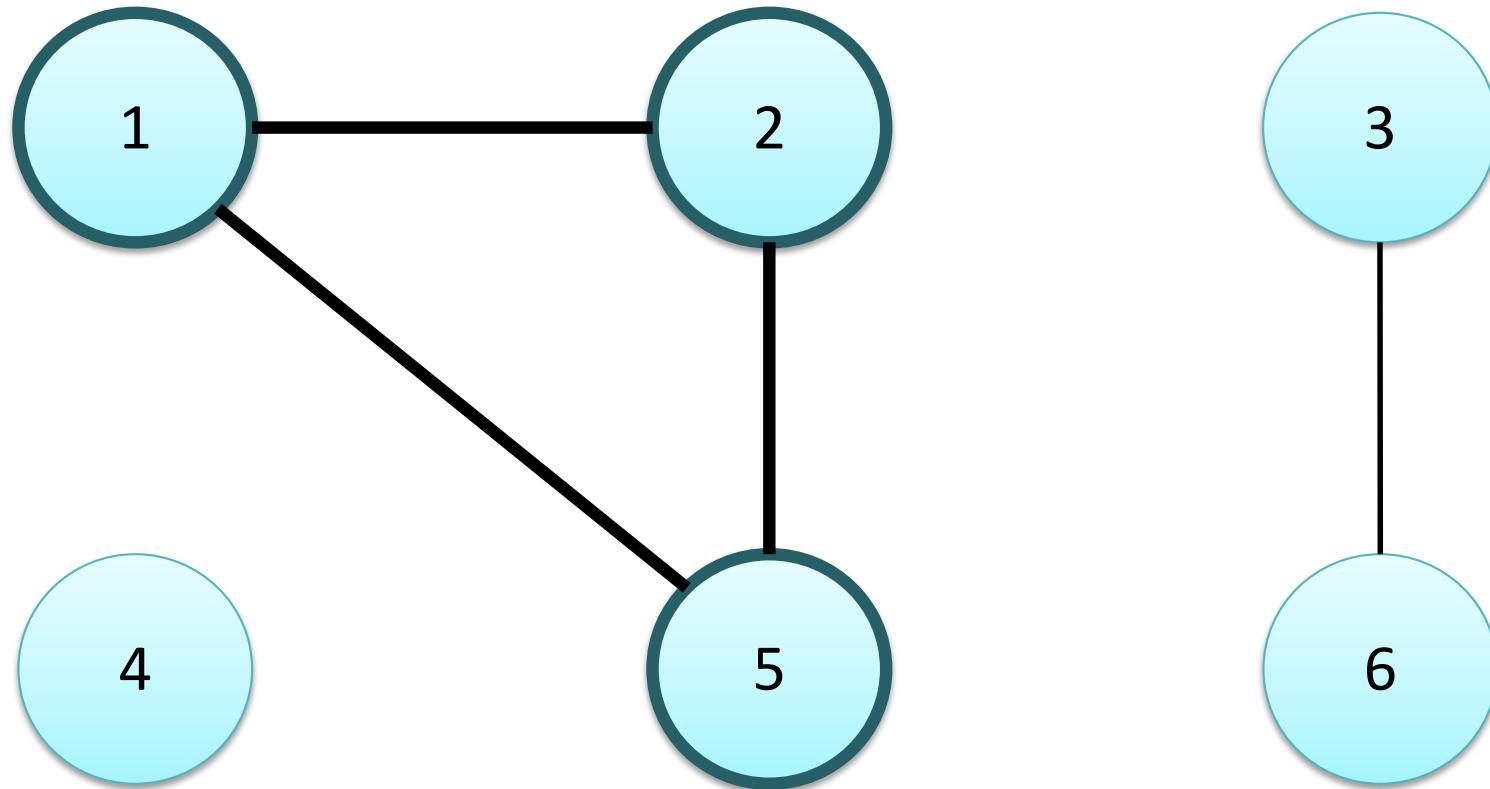


# Cycles

- A **cycle** is a path where  $v_1 = v_n$
- A graph with no cycles is said **acyclic**

# Cycles

Path = ( 1, 2, 5, 1 )  
Length = 3

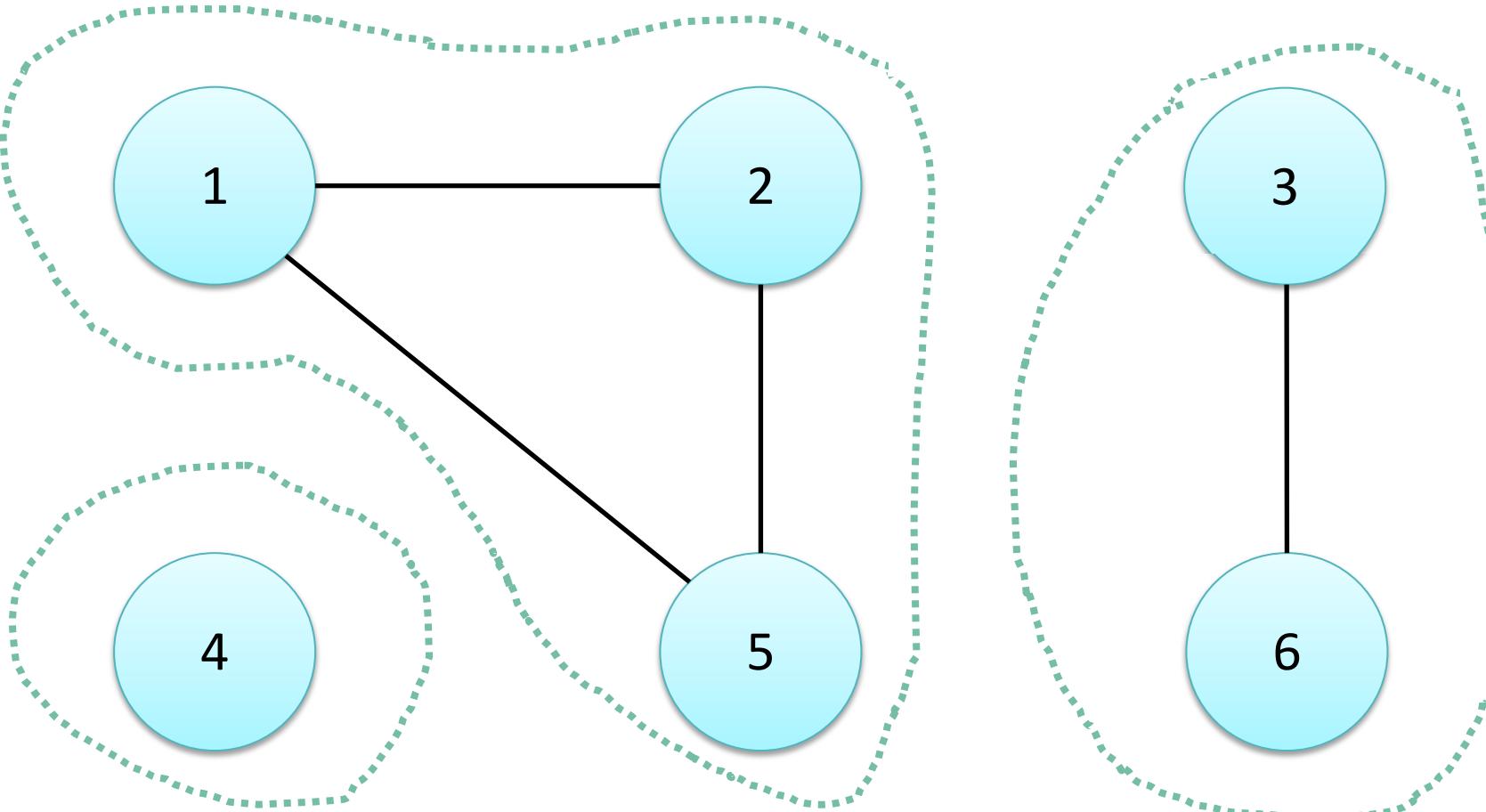


# Reachability (undirected)

- An **undirected graph is connected** if, for every couple of vertices, there is path connecting them
- The connected sub-graphs of maximum size are called **connected components**
- A connected graph has exactly one connected component

# Connected components

The graph is not connected;  
connected components = 3  
 $\{ 4 \}, \{ 1, 2, 5 \}, \{ 3, 6 \}$

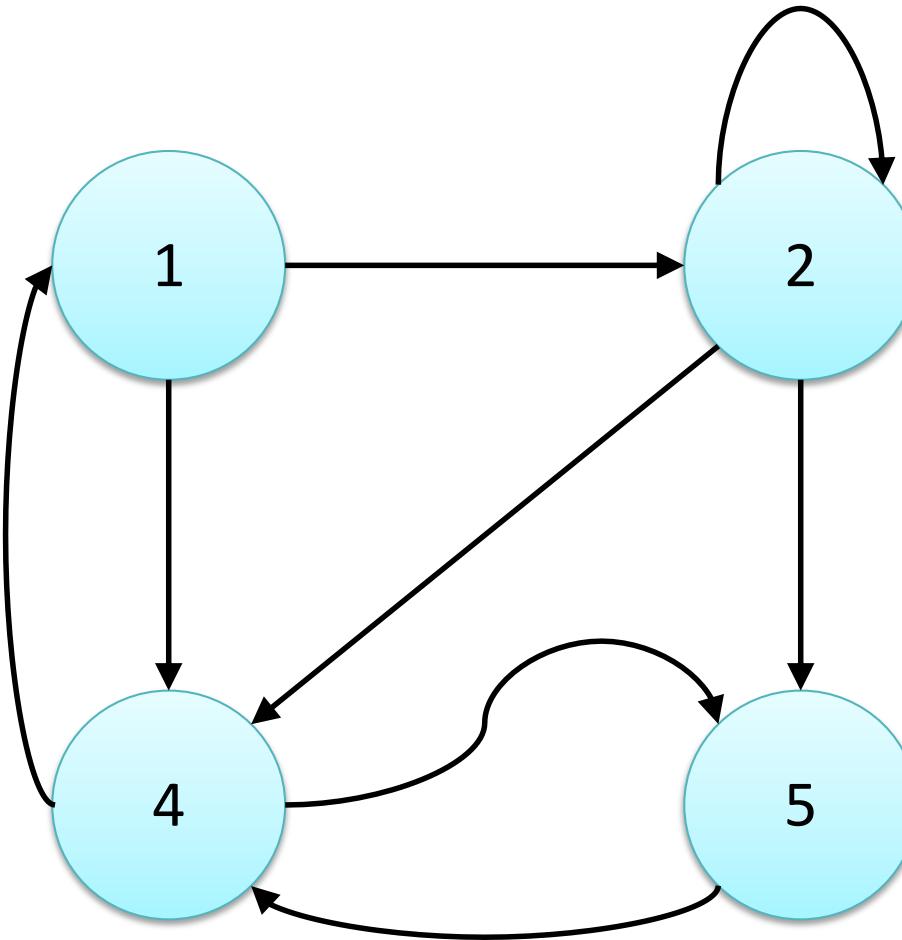


# Reachability (directed)

- A **directed graph is strongly connected** if, for **every** ordered pair of vertices  $(v, v')$ , there exists at least one path connecting  $v$  to  $v'$

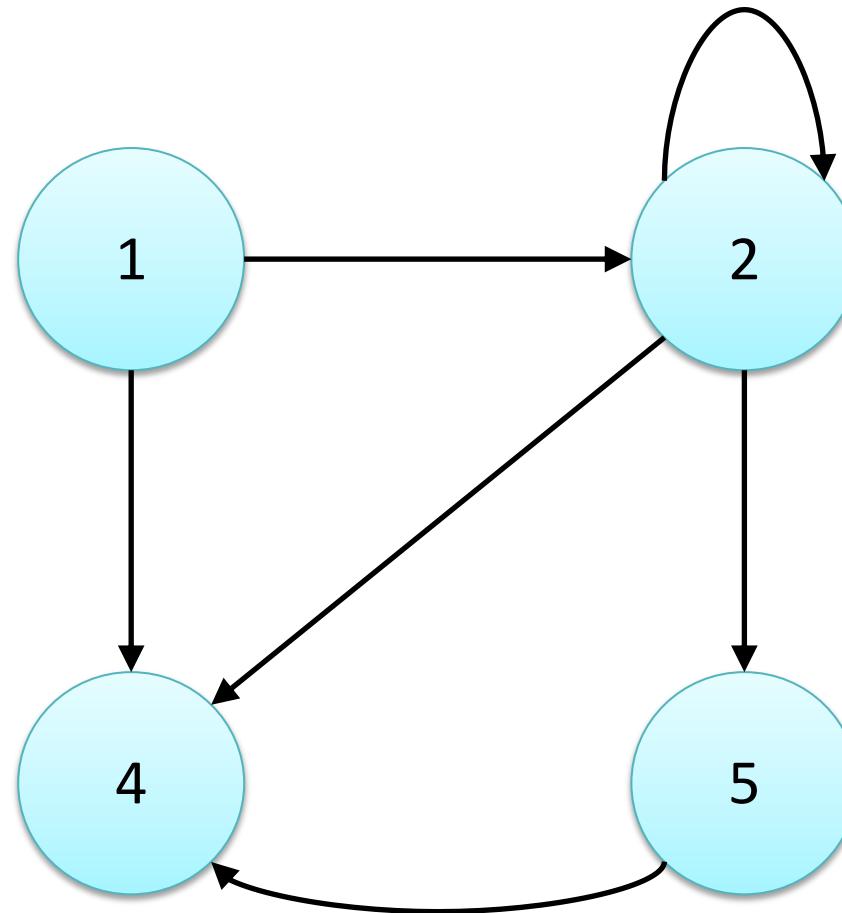
# Example

The graph is  
**strongly connected**



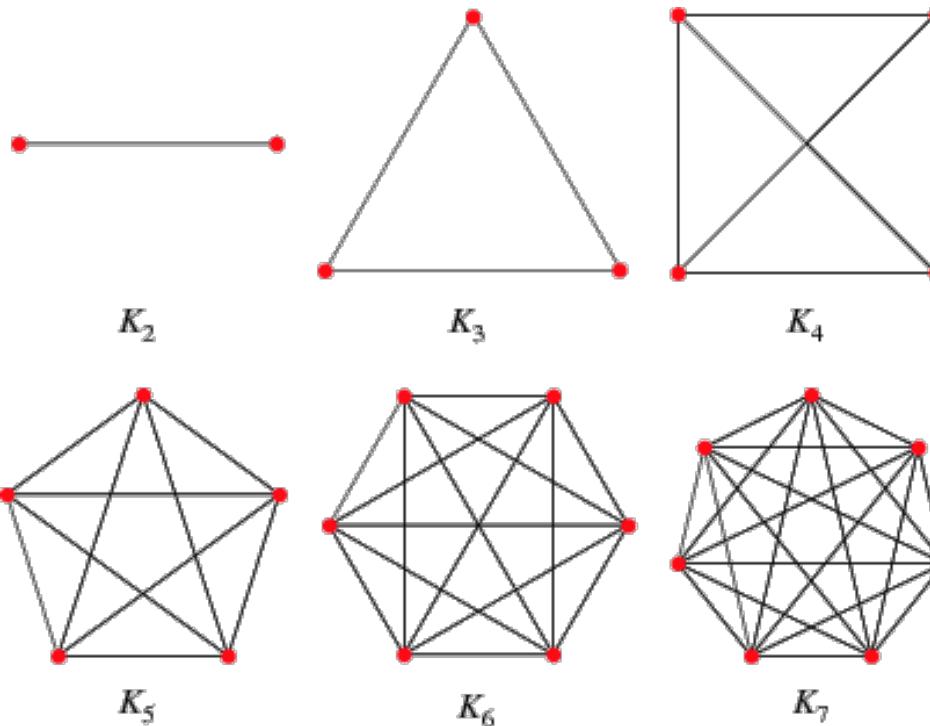
# Example

The graph is **not** strongly connected



# Complete graph

- A graph is **complete** if, for every pair of vertices, there is an edge connecting them (they are adjacent)
- Symbol:  $K_n$



# Complete graph: edges

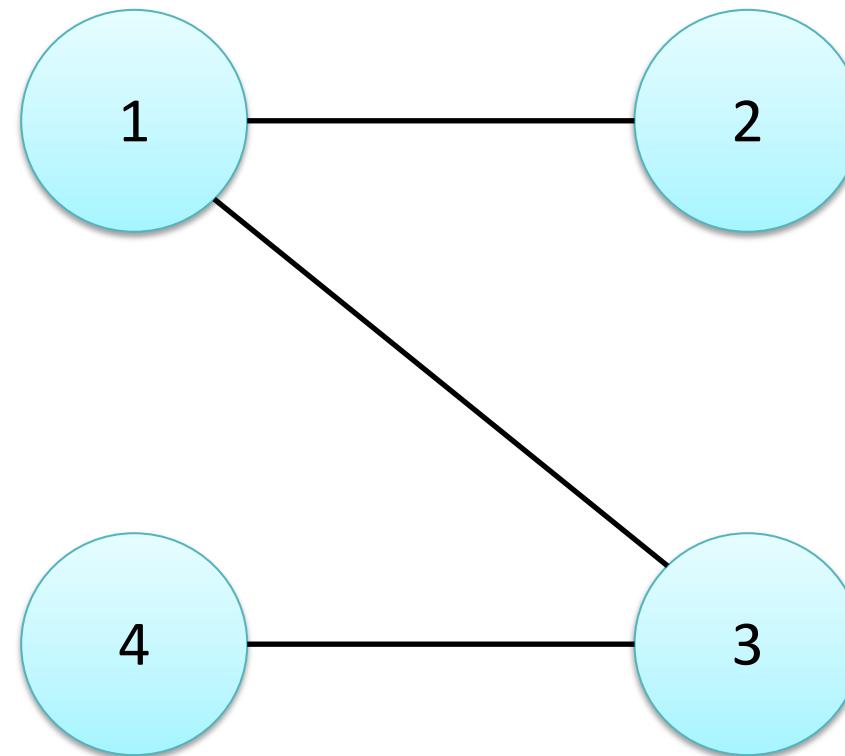
- Number of **edges** in a **complete** graph with  $n$  vertices
- Directed
  - No self loops:  $n(n-1)$
  - With self loops:  $n^2$
- Undirected
  - No self loops:  $n(n-1)/2$
  - With self loops:  $n(n+1)/2$

# Density

- The **density**  $d$  of a graph  $G=(V,E)$  is the ratio of the number of edges to the total number of possible edges
- It can be written that  $d = |E(G)| / |E(K_{|V(G)|})|$

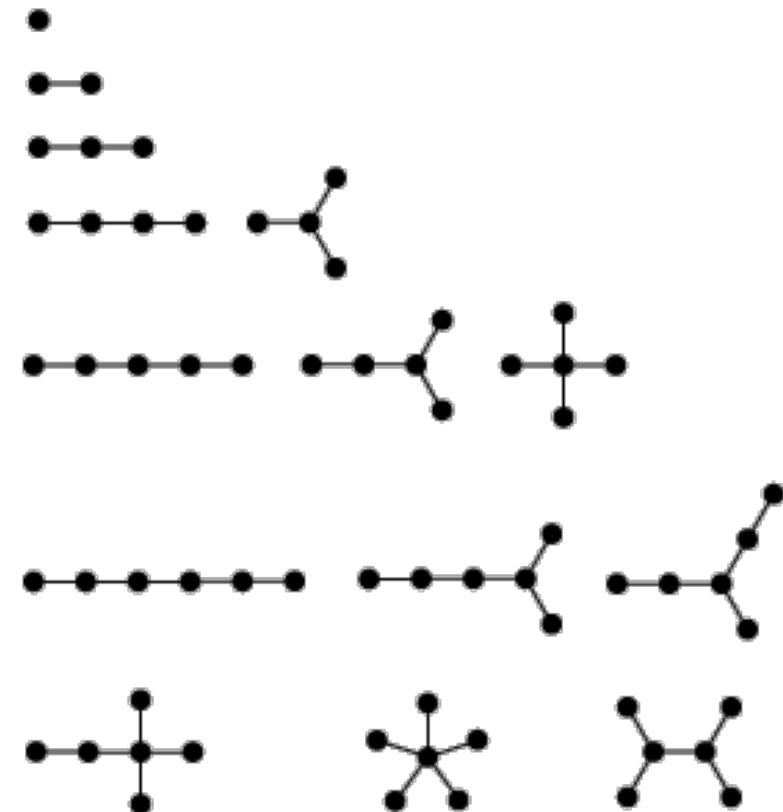
# Example

Density = 0.5  
Existing: 3 edges  
Total: 6 possible edges



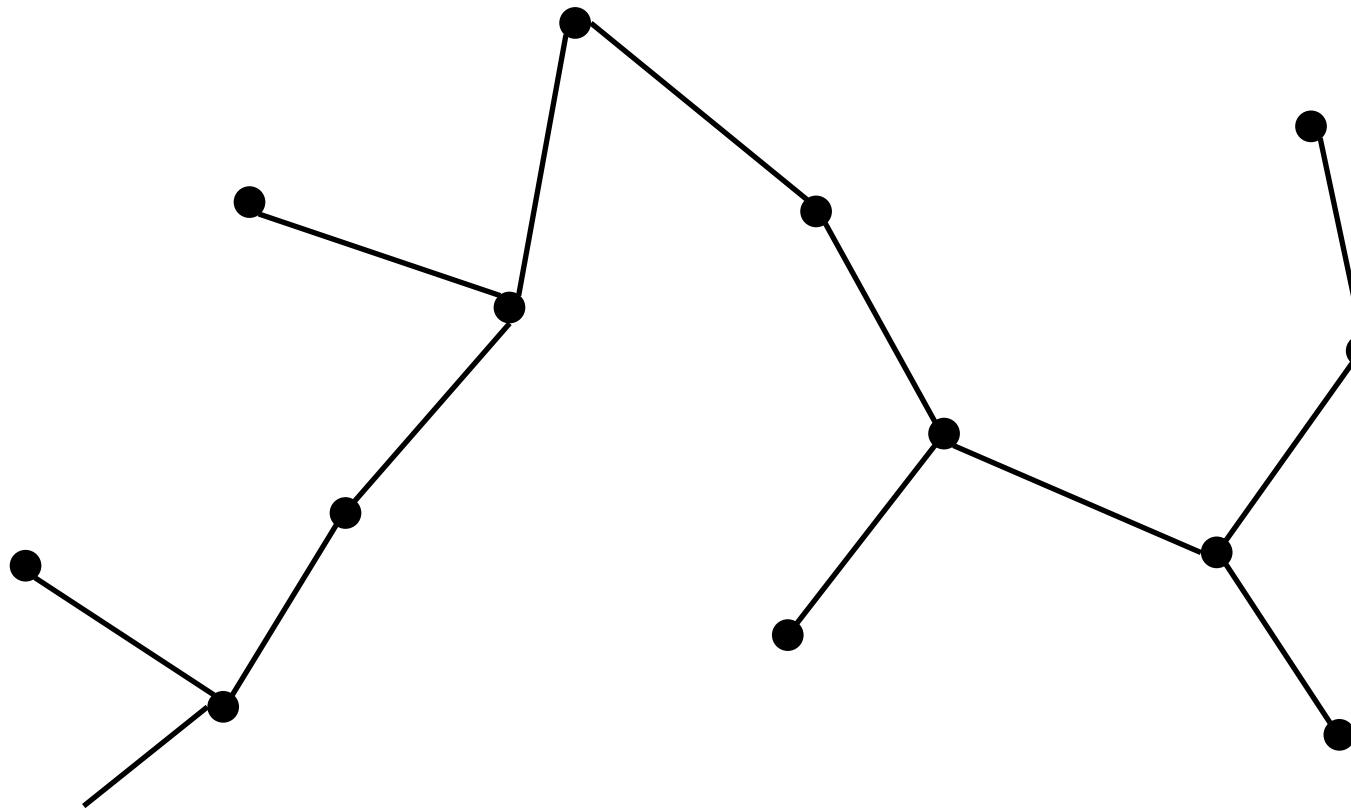
# Trees and Forests

- An undirected acyclic graph is called **forest**
- An undirected acyclic connected graph is called **tree**



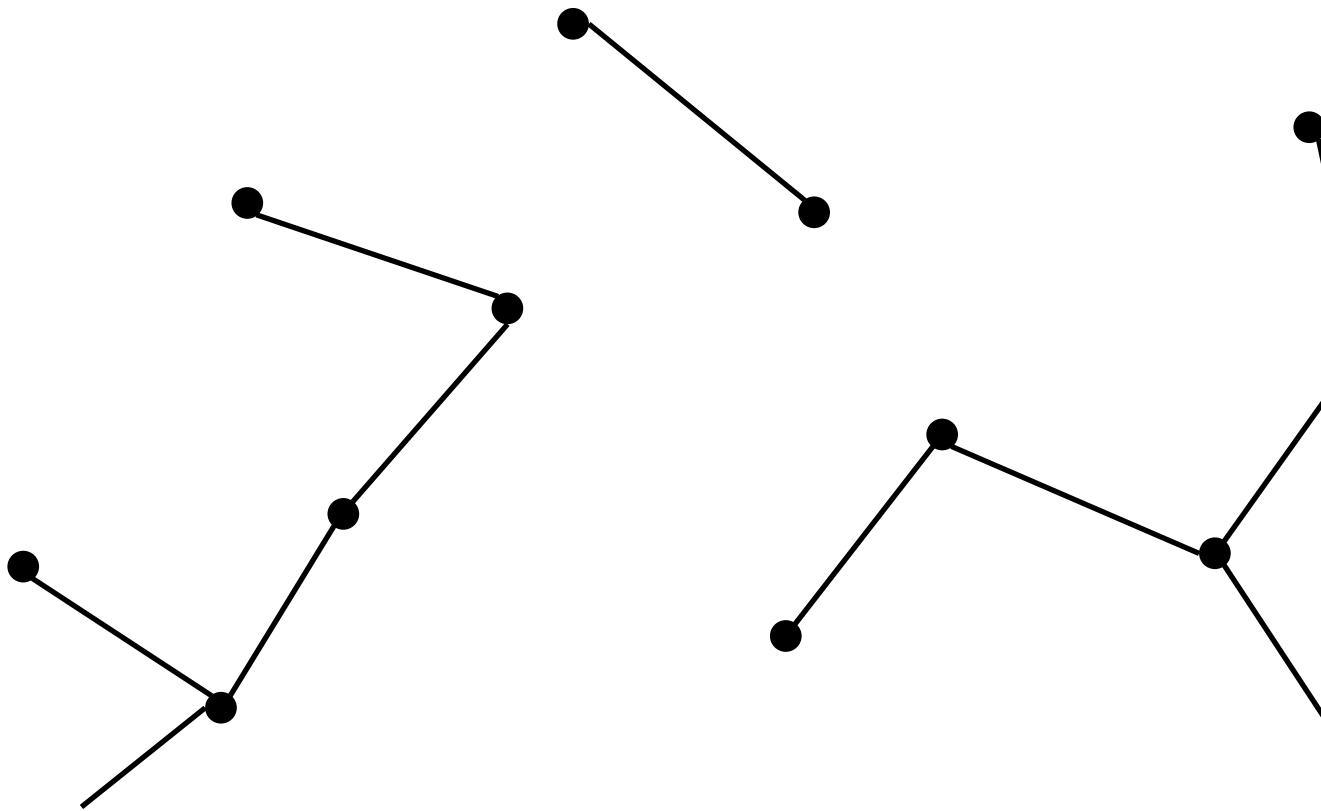
# Example

## Tree



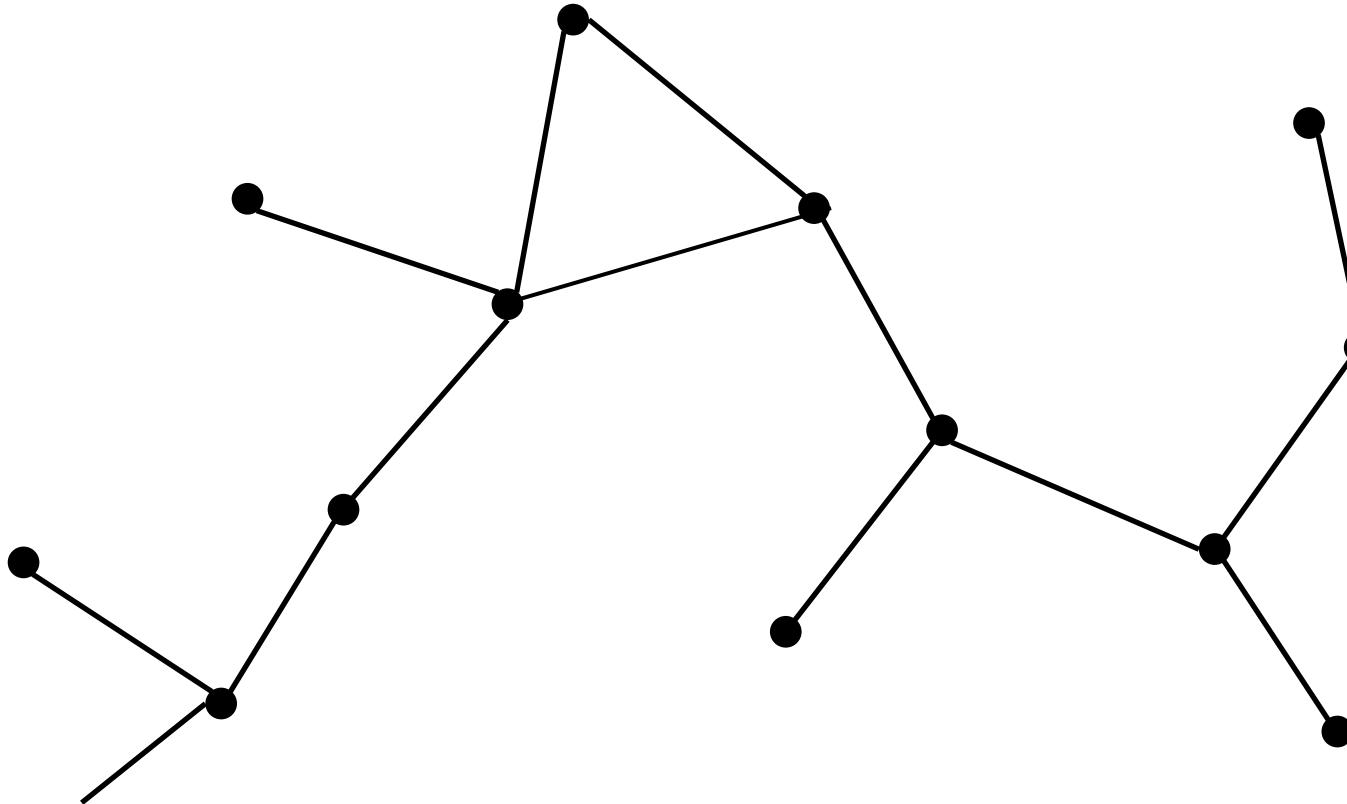
# Example

## Forest



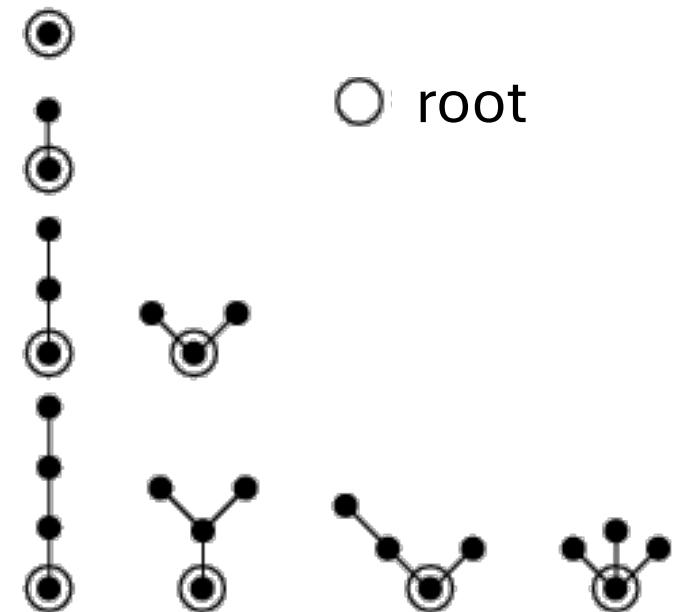
# Example

This is neither a tree nor a forest (it contains a cycle)



# Rooted trees

- In a tree, a special node may be singled out
- This node is called the “**root**” of the tree
- Any node of a tree can be the root

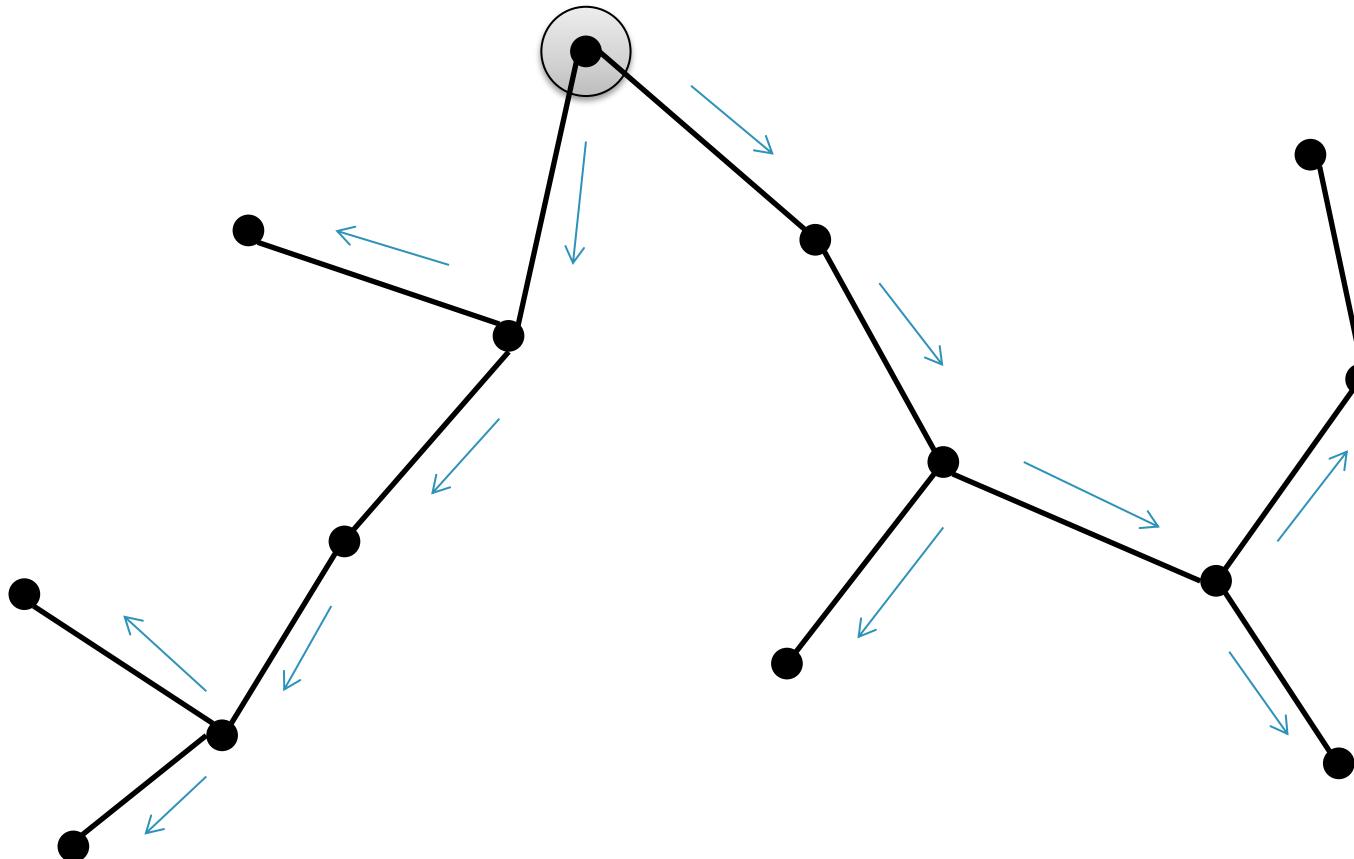


# Tree (implicit) ordering

- The root node of a tree **induces an ordering** of the nodes
- The root is the “ancestor” of all other nodes/vertices
  - “children” are “away from the root”
  - “parents” are “towards the root”
- The root is the only node without parents
- All other nodes have exactly one parent
- The furthermost (children-of-children-of-children ...) nodes are “leaves”

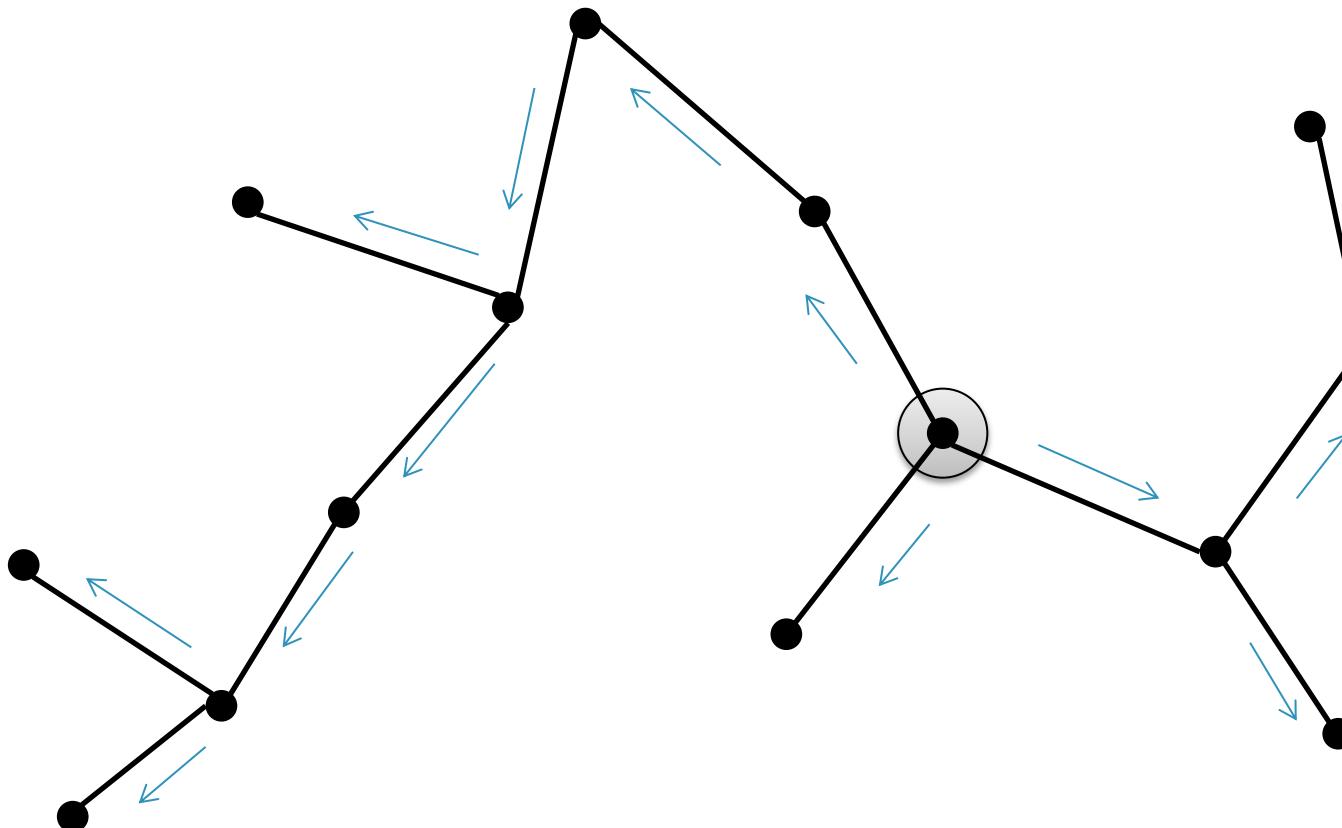
# Example

Rooted tree



# Example

Rooted tree



# Weighted graphs

- A **weighted graph** is a graph in which each branch (edge) is given a numerical weight
- A weighted graph is therefore a special type of labeled graph in which the **labels are numbers** (which are usually taken to be positive)

