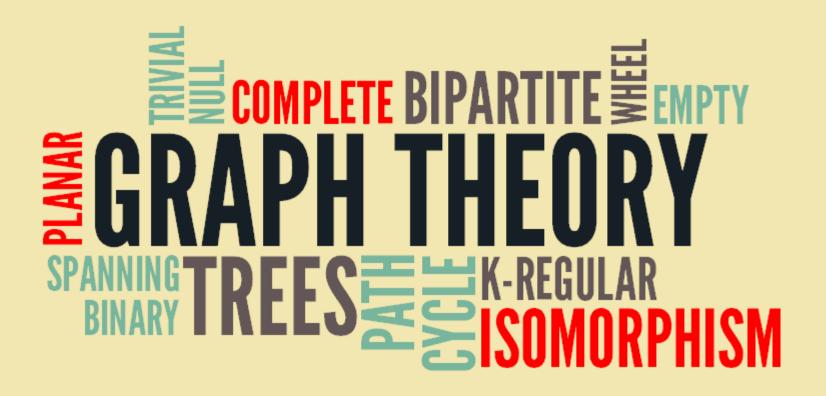
GRAPH THEORY ALGEBRAIC COMBINATORICS STRUCTURES

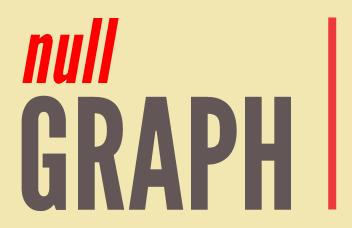


trivial GRAPH

one vertex, no edges.

trivial GRAPH





n vertices, no edges.

 \mathbf{N}_{n}

null GRAPH



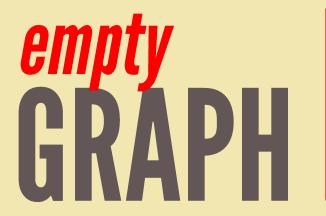








 N_5



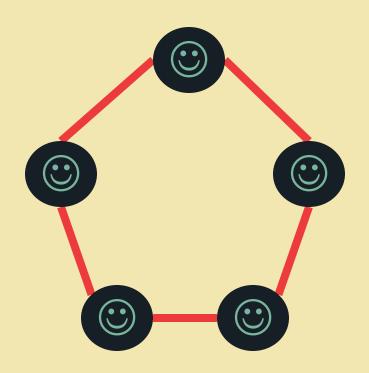
no vertices, no edges.

cycle GRAPH

n vertices, edges form a cycle of length n.

 C_n

cycle GRAPH



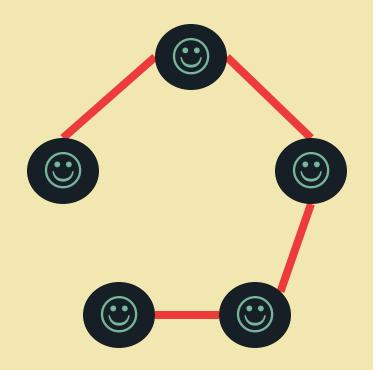
C₅

path GRAPH

n vertices, remove one edge from a cycle graph C_n .

 P_n

path GRAPH



 P_5

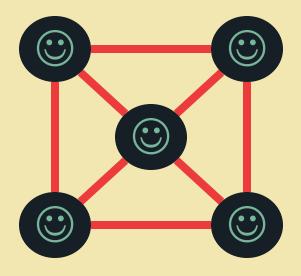
wheel GRAPH

n vertices,

add a new vertex (hub) to a C_{n-1} and join this vertex to all n-1 vertices in C_{n-1} .



wheel GRAPH



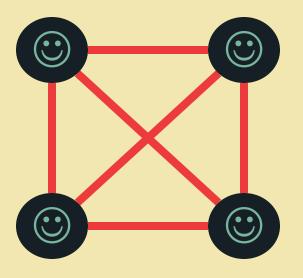
 W_5

k-regular GRAPH

simple graph, every vertex has a degree of k.



k-regular GRAPH



a 3-regular graph

complete GRAPH

simple graph, n vertices, every vertex is adjacent to every other vertex in the graph.

Kn

complete GRAPH



 K_5

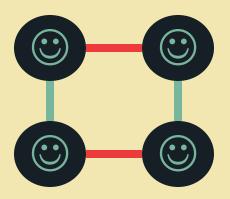
simple graph,

2ⁿ vertices, 2ⁿ⁻¹n edges, n edges touching each vertex.

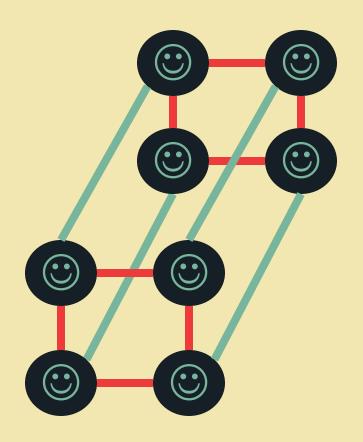




 Q_1







 Q_3

bipartite GRAPH

the vertices can be partitioned into two sets so that every edge in the graph only joins one vertex in one set to a vertex in the other set.

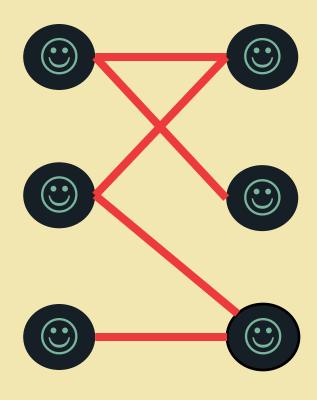
complete bipartite GRAPH

bipartite graph

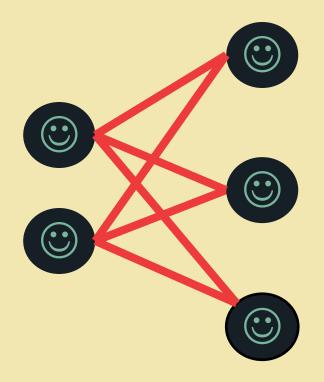
where every vertex in one set is adjacent to every vertex in the other set.

K_{m,n}

bipartite GRAPH



complete bipartite GRAPH



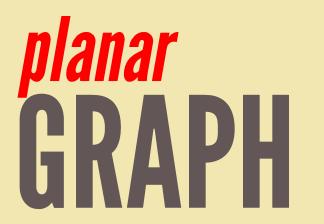
 $K_{2,3}$

complete bipartite GRAPH

bipartite graph

where every vertex in one set is adjacent to every vertex in the other set.

K_{m,n}



graph which can be drawn on a plane such that its edges do not Cross each other.

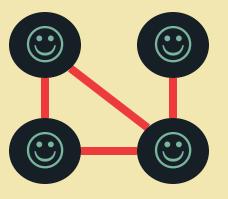
GRAPHIC to GRAPH H

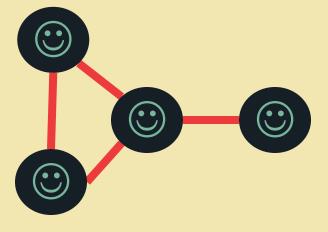
if there exists a oneto-one correspondence φ from V(G) to V(H) such that φ preserves adjacency.

GRAPHG to GRAPH H

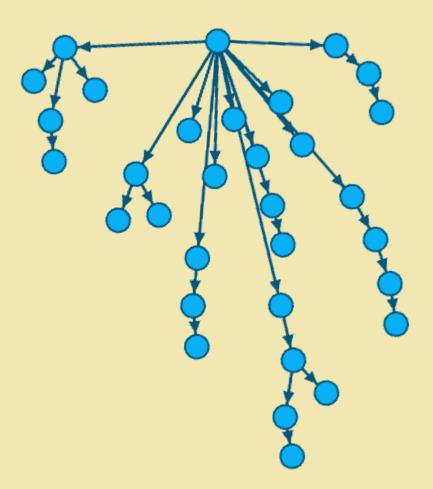
 $(u,v) \in E(G)$ if and only if $(\phi(u), \phi(v)) \in E(H)$.

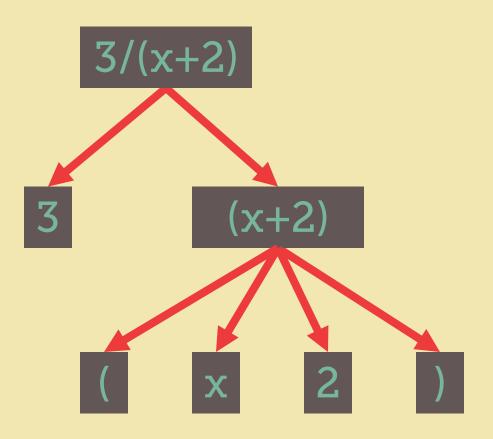
GRAPHIC to GRAPH H

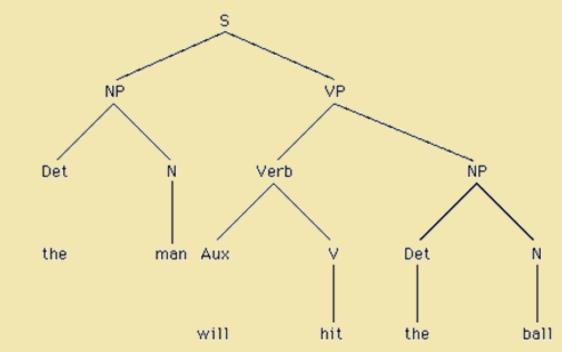




acyclic connected graph.



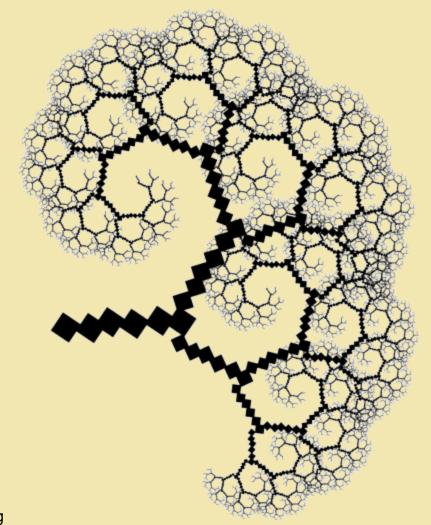


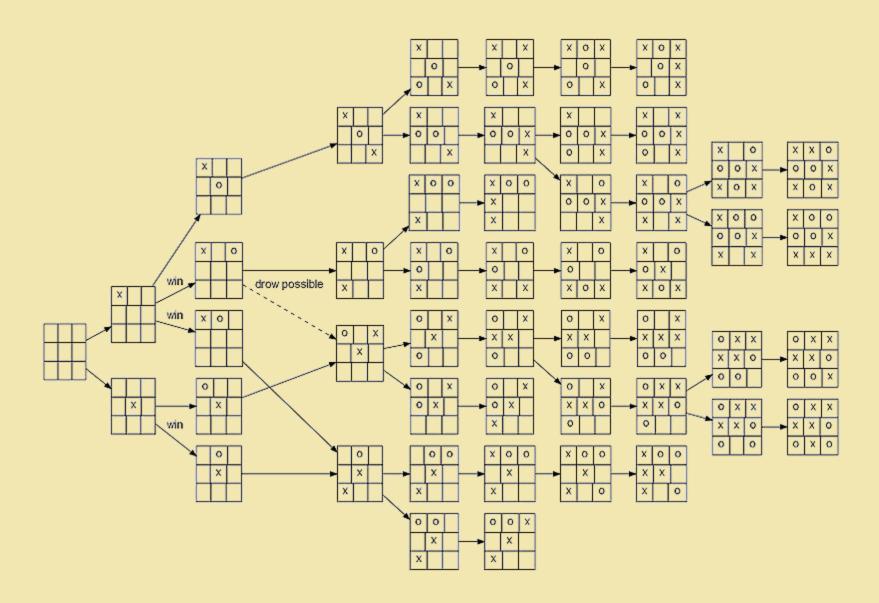


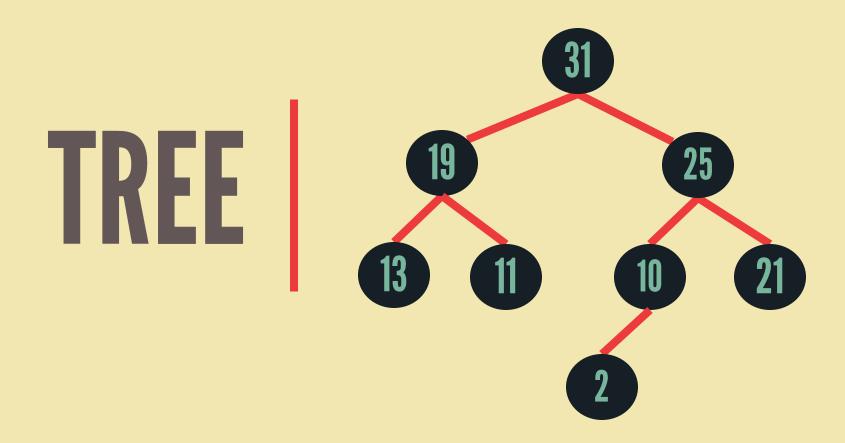
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http://matthewjamestaylor.com/blog/create-fractals-with-recursive-drawing



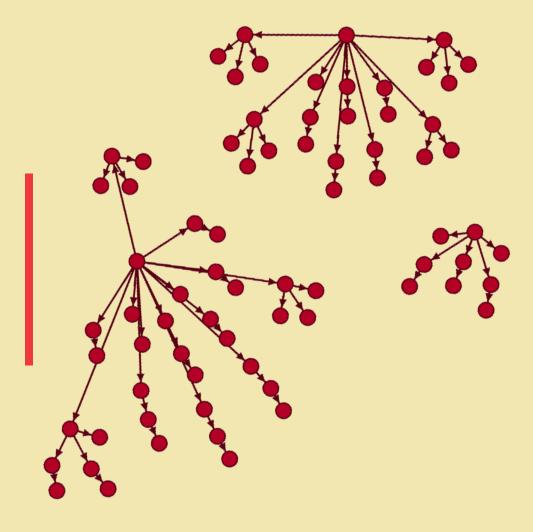




FOREST

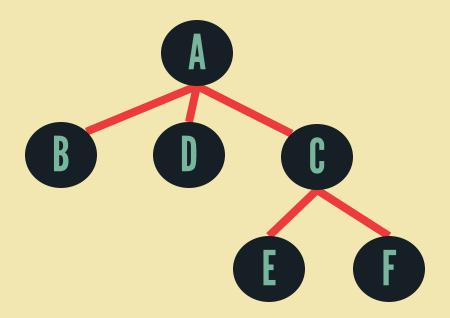
A graph whose components are trees.

FOREST

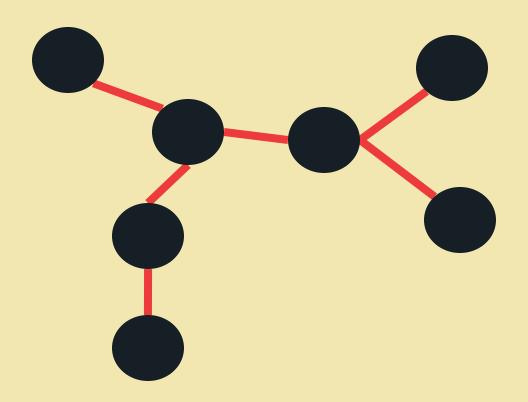


Theorems GRAPH THEORY

In a tree, any two vertices are connected by a unique path.

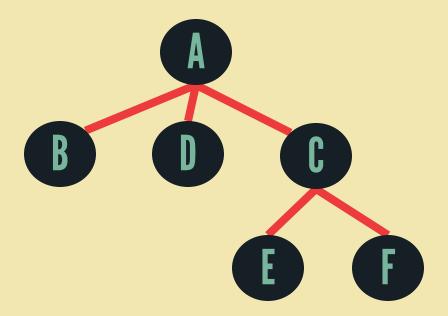


If graph G is a tree, then |E(G)| = |V(G)| - 1

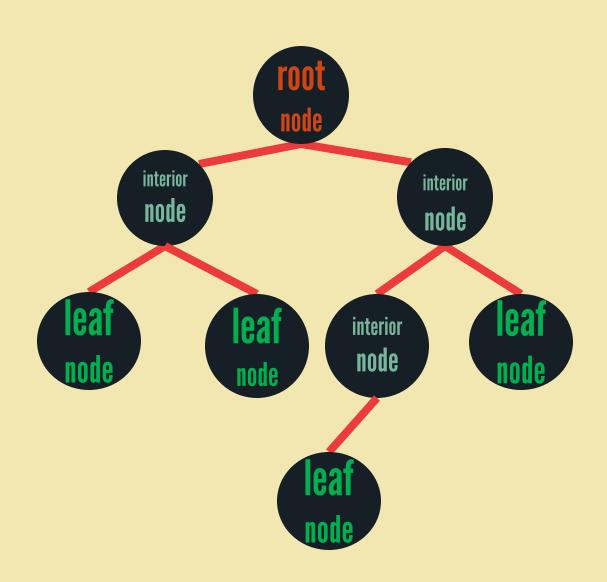


Every edge in a tree is a cut edge

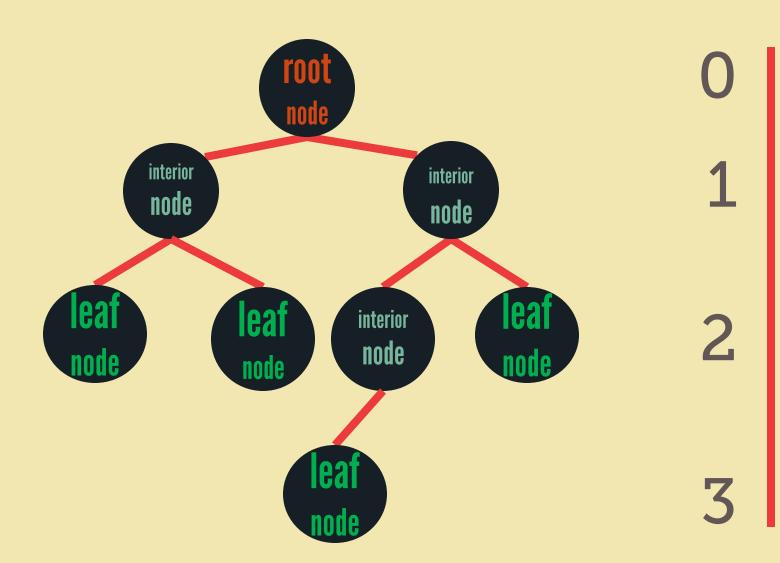
(removing this edge will make the graph disconnected).



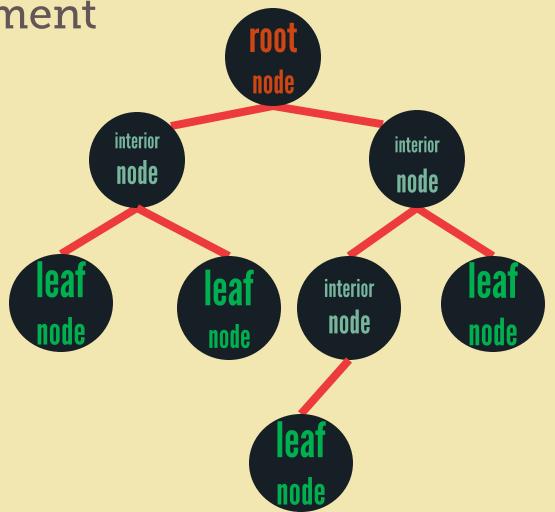
ROOT INTERIOR NODE LEAF NODE



LEVEL

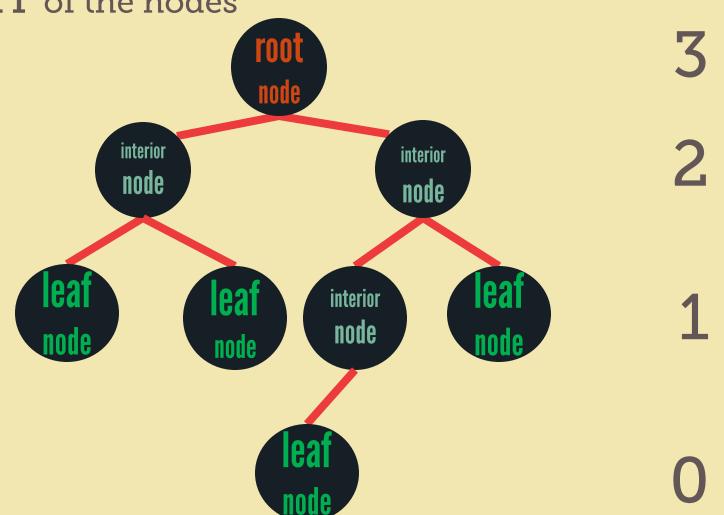


HEIGHT of the tree = greatest level assignment

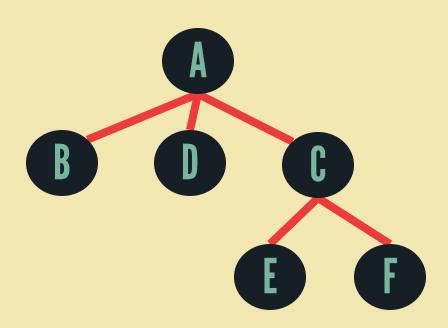


HEIGHT

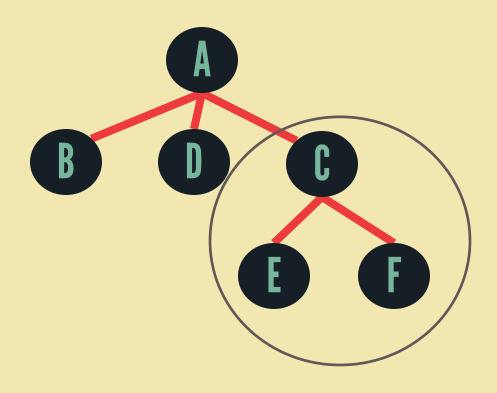


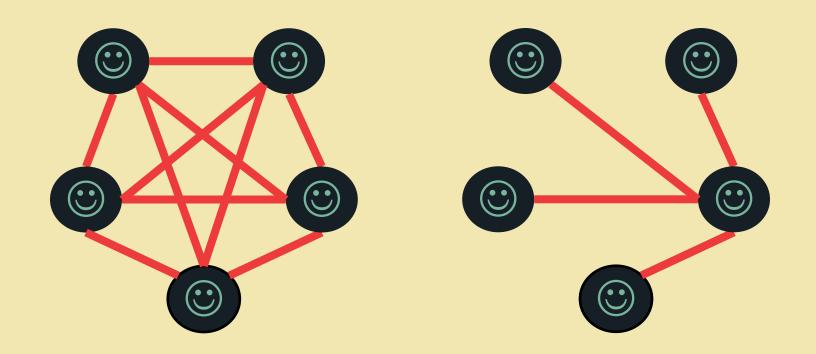


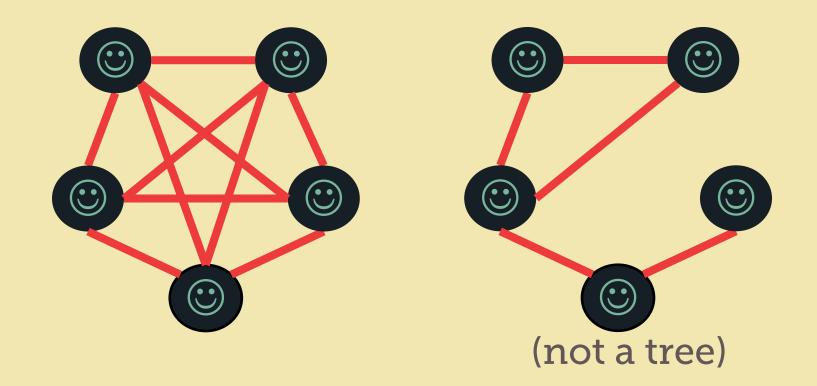
SIBLINGS PARENT CHILD ANCESTORS DESCENDANTS

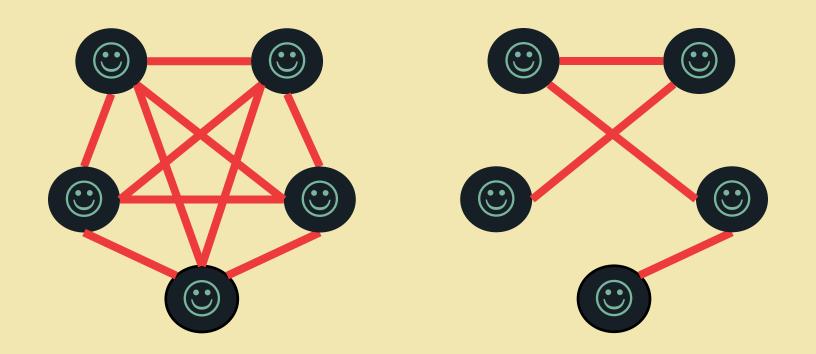


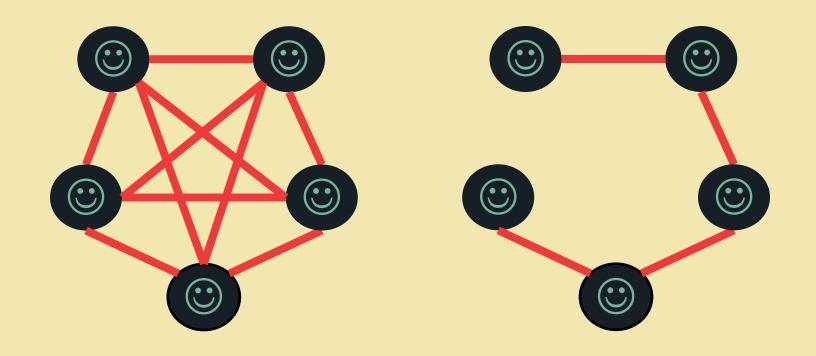
SUBTREE rooted at C









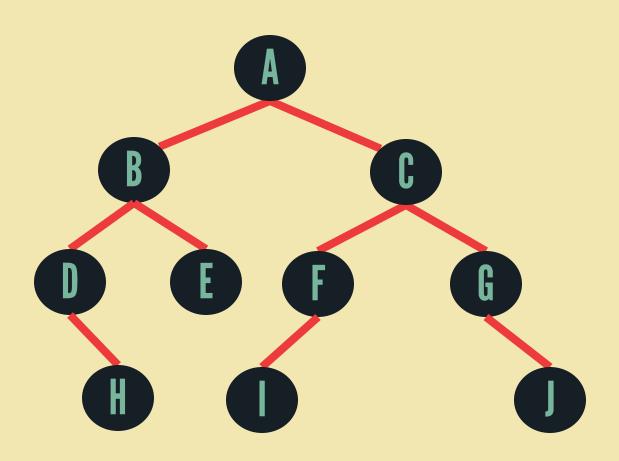


Binary Trees

A tree where each node has either

- no children
- a left child
- a right child
- both left and right child

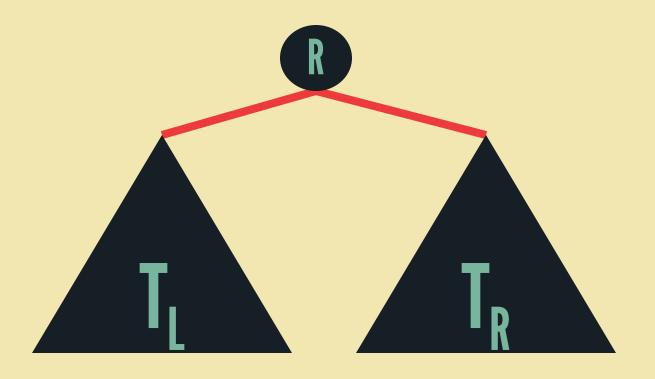
Binary Trees



Binary Tree Traversal

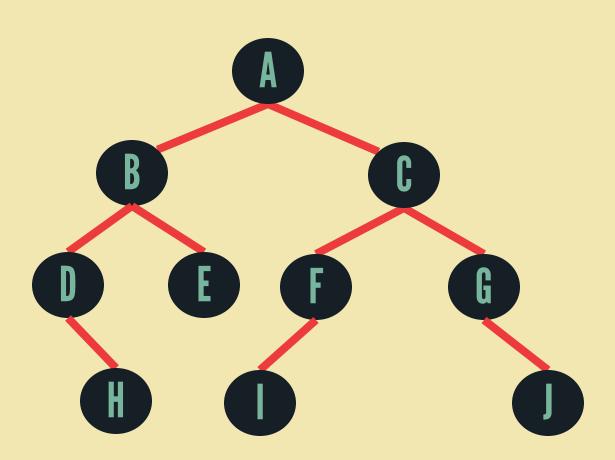
Systematic way of listing down the nodes of a binary tree.

Binary Tree Traversal



Preorder Traversal

root + preorder of T_L + preorder of T_R



Postorder Traversal

postorder of T_L + postorder of T_R + root

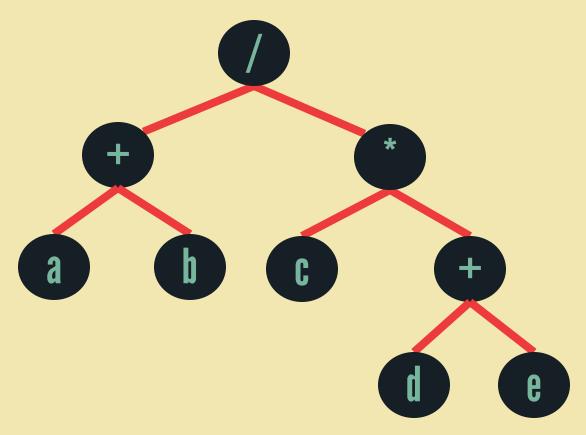
Inorder Traversal

preorder of T_L + root + preorder of T_R

Binary trees where

- each interior node contains an operator
- each leaf contains an operand

```
a + b
a*(b - c)
```



Different forms of the expressions

Infix form
Prefix form
Postfix form

inorder traversal preorder traversal postorder traversal