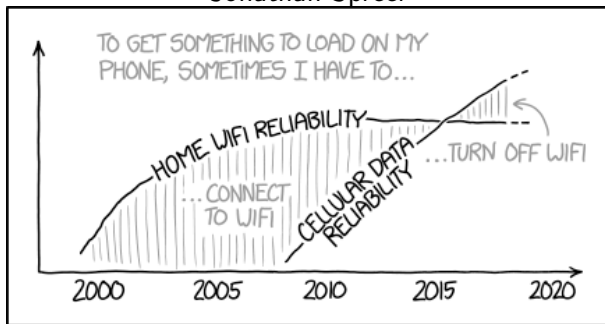


Discrete Mathematics

MATH1064, Lecture 31

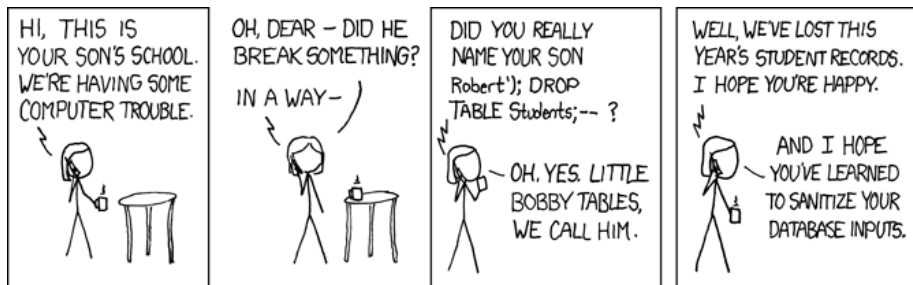
Jonathan Spreer



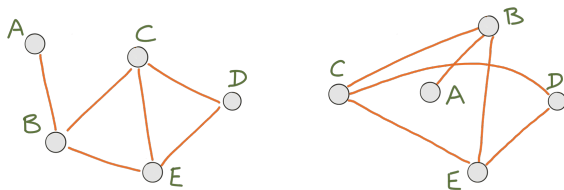
IT SEEMS WEIRD FROM A NETWORKING POINT OF VIEW, BUT
SOMETIME IN THE LAST FEW YEARS THIS FLIPPED FOR ME.

Extra exercises for Lecture 31

Section 10.2: Problems 1–10



Graph theory



A **graph** G consists of two finite sets:

- a non-empty set $V(G)$ of **vertices**;
- a (possibly empty) set $E(G)$ of **edges**, where each edge is associated with a set $\{v, w\} \subseteq V(G)$.

The vertices v and w are called the **endpoints** of the edge.

The graph above has five vertices: $V(G) = \{A, B, C, D, E\}$.

There are six edges, and their endpoints are:

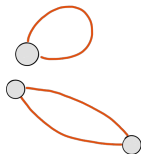
$$\{A, B\}, \{B, C\}, \{B, E\}, \{C, E\}, \{C, D\}, \{D, E\}.$$

Exercise

Draw the graph G with vertices a, b, c, d, e, f and edges $ab, bc, cd, de, ce, ac, cf, ff$.

Things to note

- A graph G is defined **purely in terms of sets** $V(G)$ and $E(G)$.
The drawing is just a visual aid.
- Finding a “good” drawing for a complex graph is difficult!
- Sometimes it is useful to allow the vertex set $V(G)$ to be **empty**, or **infinite**! Not in MATH1064.
- An edge may have endpoints $\{v, v\} = \{v\}$.
We call such an edge a **loop**.
- Two edges may have the same endpoints $\{v, w\}$.
We call these **parallel edges**.



A graph with no loops or parallel edges is called a **simple graph**.

Why graphs?

Graphs turn up in many places,
some expected and some unexpected.

For example, they can represent:

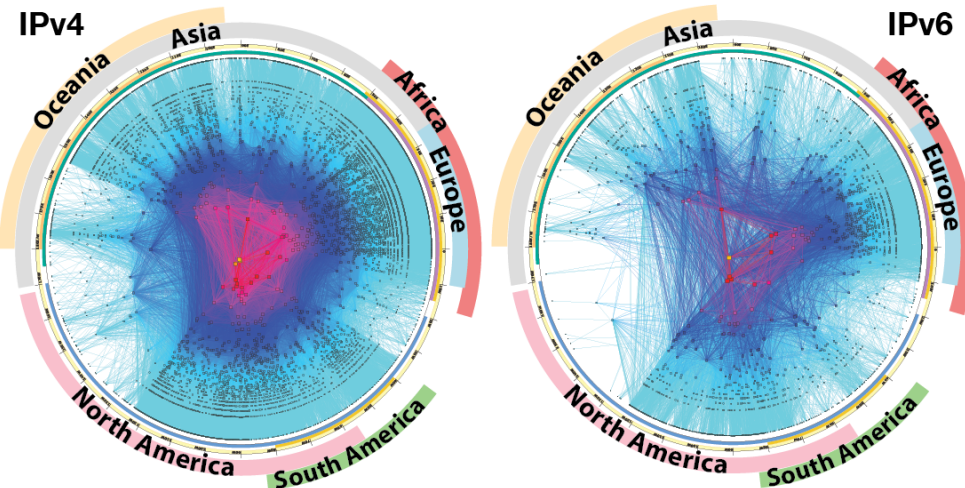
- Road maps, computer networks, airline route maps
- Social networks (e.g., Facebook), text networks
- Trust networks between cryptographic keys
- Chess (vertices are board states, edges are legal moves)
- Assembly diagrams for geometric objects



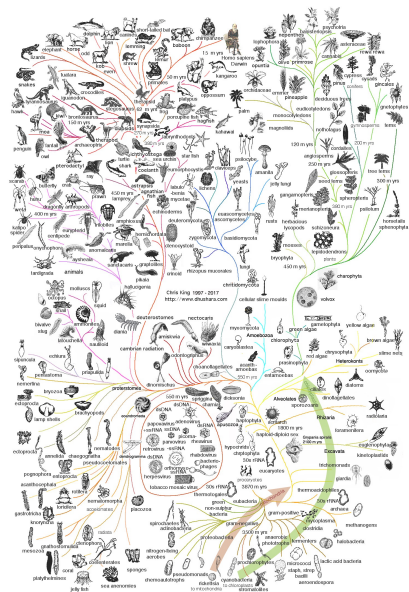


CAIDA's IPv4 vs IPv6 AS Core AS-level Internet Graph

Archipelago July 2015

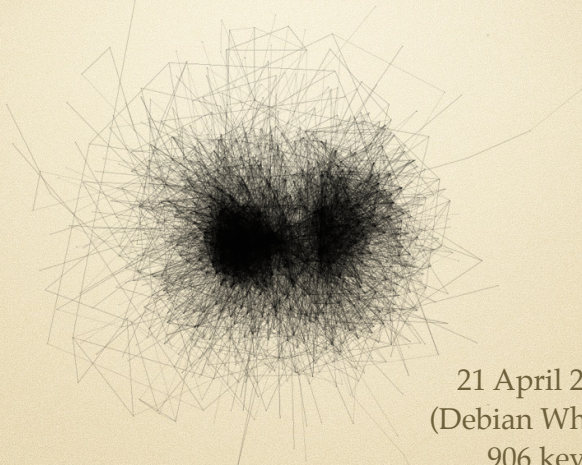


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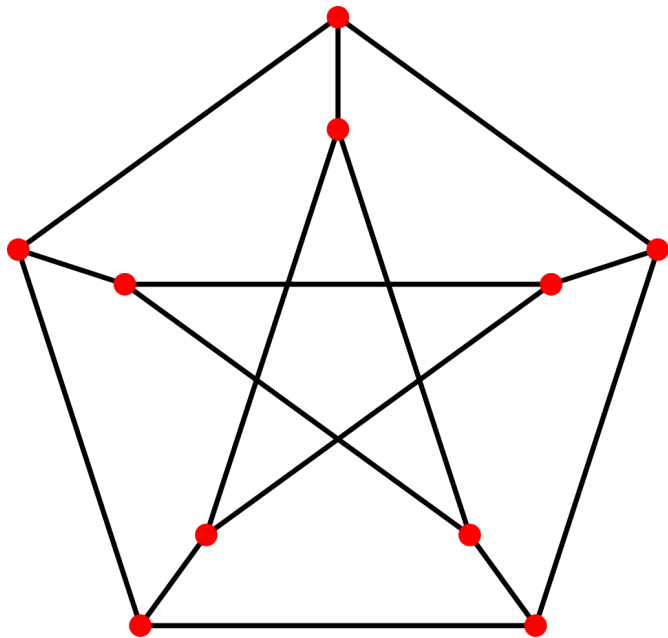


© 2004 King 1997-2017
http://www.dnabars.com

Debian's web of trust



21 April 2013
(Debian Wheezy)
906 keys



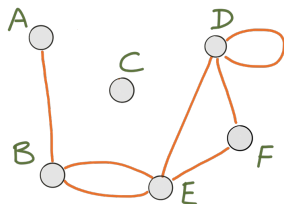
More terminology

An edge e and a vertex v are **incident** if v is an endpoint of e .

Vertices u, v are **adjacent** if there is an edge with endpoints $\{u, v\}$.

A vertex u is adjacent to **itself** if there is a **loop** with endpoints $\{u\}$.

The **degree** of a vertex v is the number of edges incident with v , where we count each loop **twice**. We write this as $\deg(v)$.



Informally, $\deg(v)$ counts the “ends of edges” that meet v .

$\deg(A) =$, $\deg(B) =$, $\deg(D) =$, $\deg(C) =$.

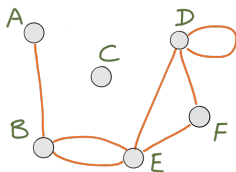
The handshake theorem

Theorem

Let G be a graph with n vertices $V(G) = \{v_1, \dots, v_n\}$. Then:

$$\sum_{i=1}^n \deg(v_i) = \deg(v_1) + \dots + \deg(v_n) = 2 \cdot |E(G)|.$$

In particular, in any graph, the sum of all vertex degrees must be even.



Example: The graph above has $|E(G)| = 7$ edges.

$$\sum \deg(v_i) = 1 + 3 + 0 + 4 + 4 + 2 = 14 = 2 \cdot |E(G)|$$

The handshake theorem: $\sum_{i=1}^n \deg(v_i) = 2 \cdot |E(G)|.$

Question: Is there a graph with seven vertices, having degrees 2, 3, 3, 4, 4, 5 and 6 respectively?

Corollary

In any graph, the number of vertices of odd degree is even.

Directed graphs

Let G be a digraph (directed graph), and $v \in V(G)$.

The **in-degree** $\deg^-(v)$ is the number of edges **terminating** in v .

The **out-degree** $\deg^+(v)$ is the number of edges **starting** in v .

We have the following version of the handshake theorem:

Theorem

Let G be a directed graph with n vertices $V(G) = \{v_1, \dots, v_n\}$. Then:

$$\sum_{i=1}^n \deg^-(v_i) = \sum_{i=1}^n \deg^+(v_i) = |E(G)|.$$

A trip to the zoo

Complete graphs: The complete graph on n vertices is a simple graph with exactly one edge between any pair of vertices.

Cycles: A cycle C_n for $n \geq 3$ is a graph that looks like a loop:

A trip to the zoo

Wheels: You get a wheel W_n from the cycle C_n by adding a vertex that connects to each of the vertices:

Cubes: An n -cube Q_n consists of the edges of an n -dimensional cube:

Trees: Graphs without cycles.

Cactus graphs:

Make up your own special class of graphs!