

$$A = \begin{bmatrix} 0 & 3 & 0 & 2 \\ 3 & 0 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 2 & 1 & 2 & 0 \end{bmatrix}$$

A Pseudograph

Adjacency list Vs Adjacency Matrix

G simple graph
sparse (# of edges less)
Adjacency list
is preferred

G simple graph
dense (# of edges more)
Adjacency matrix

INCIDENCE MATRICES

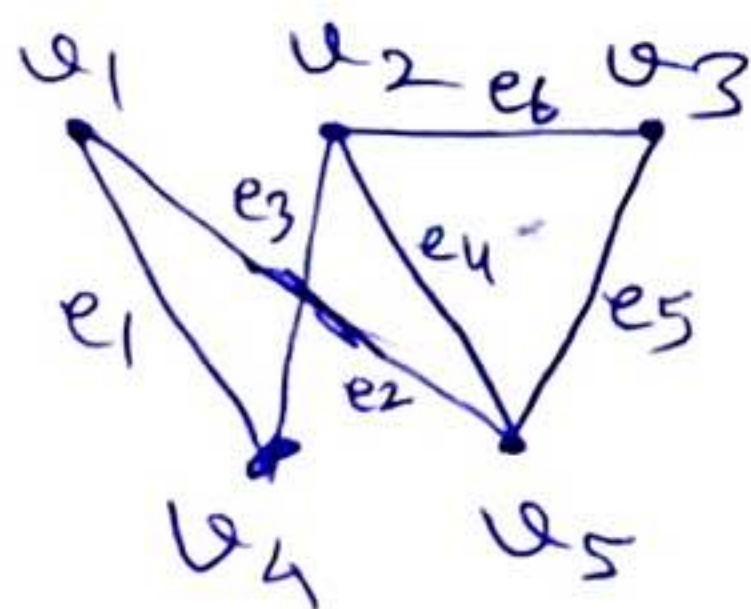
$G = (V, E)$ undirected graph

$V = \{1, 2, \dots, n\}$ vertices $E = \{e_1, e_2, \dots, e_m\}$ Edges

$M = (m_{ij})_{n \times m}$ matrix

$m_{ij} = \begin{cases} 1 & \text{when edge } e_j \text{ is incident with } i \\ 0 & \text{otherwise} \end{cases}$

Example



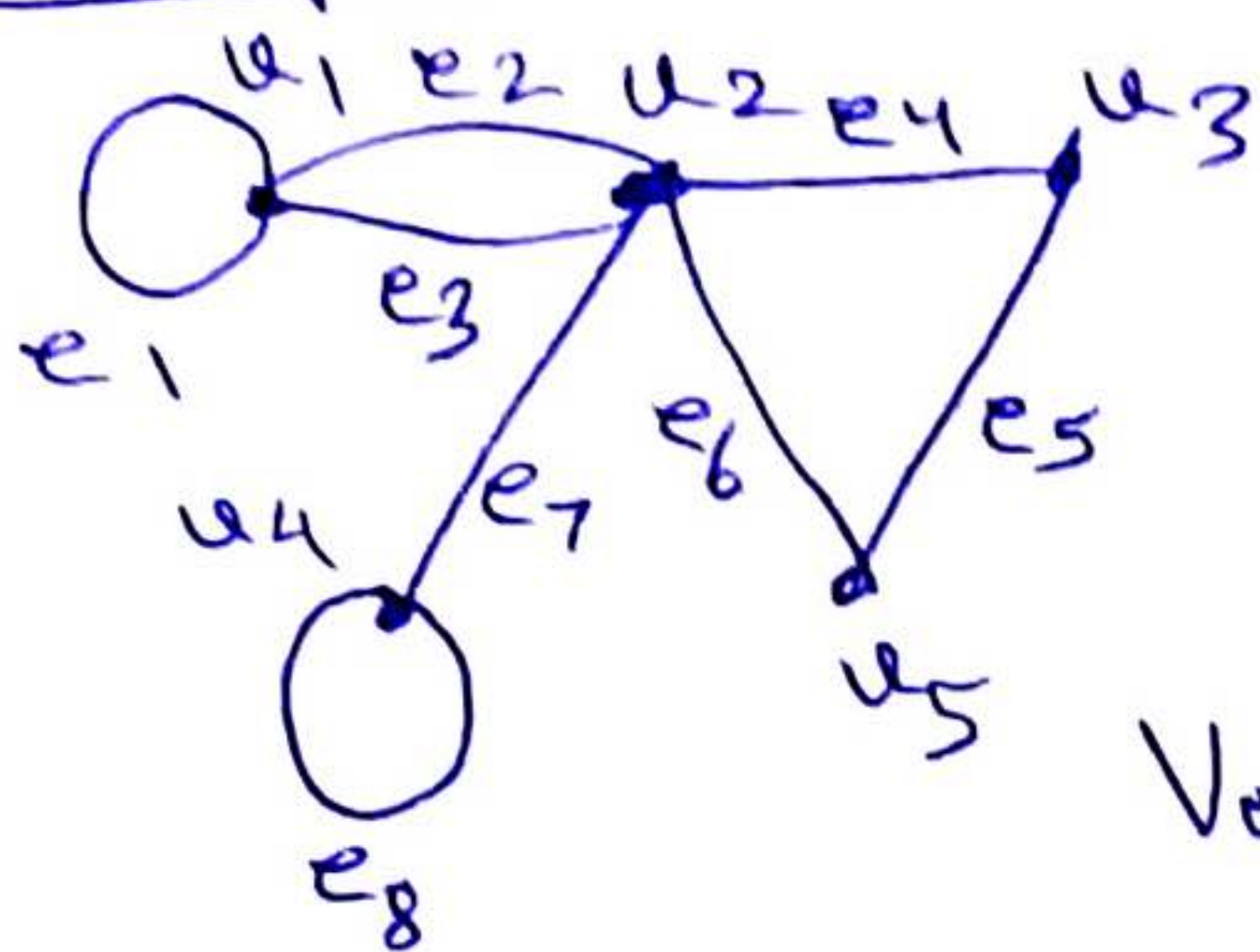
Undirected
graph
 G

	e_1	e_2	e_3	e_4	e_5	e_6
1	1	1	0	0	0	0
2	0	0	1	1	0	1
3	0	0	0	0	1	1
4	1	0	1	0	0	0
5	0	1	0	1	1	0

Incidence matrix

① note q

Example



Vertices

	e_1	e_2	e_3	e_4	e_5	e_6	e_7	e_8
1	1	1	1	0	0	0	0	0
2	0	1	1	1	0	1	1	0
3	0	0	0	1	1	0	0	0
4	0	0	0	0	0	0	1	1
5	0	0	0	0	1	1	0	0

ISOMORPHISM OF GRAPHS

$$G_1 = (V_1, E_1)$$

Simple graph

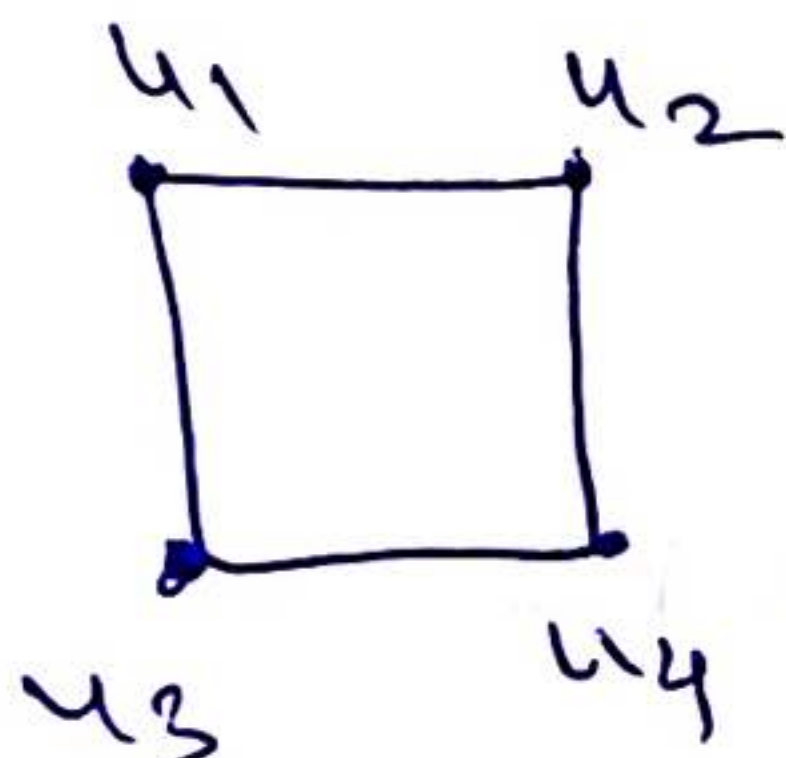
$$G_2 = (V_2, E_2)$$

Simple graph

- $G_1 \cong G_2$ if \exists a 1-1 & onto fn. f from V_1 to V_2 isomorphic with the property that $a \neq b \in V_1$ are adjacent in G_1 iff $f(a) \neq f(b) \in V_2$ are adjacent in $G_2 \forall a, b \in V_1$
- f is called isomorphism.
- \cong is an equivalence relation.

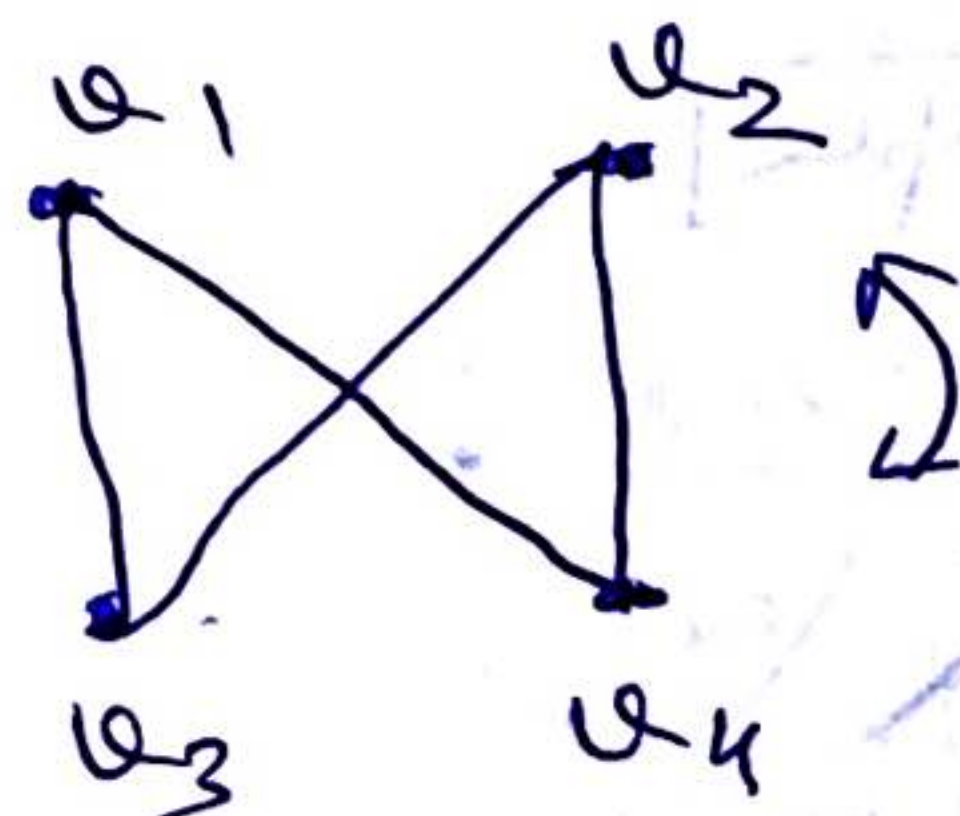
Example

$$G = (V, E)$$



$G \cong H$
(isomorphic)

$$H = (W, F)$$



let a fn. f is defined as

$$f(u_1) = u_1$$

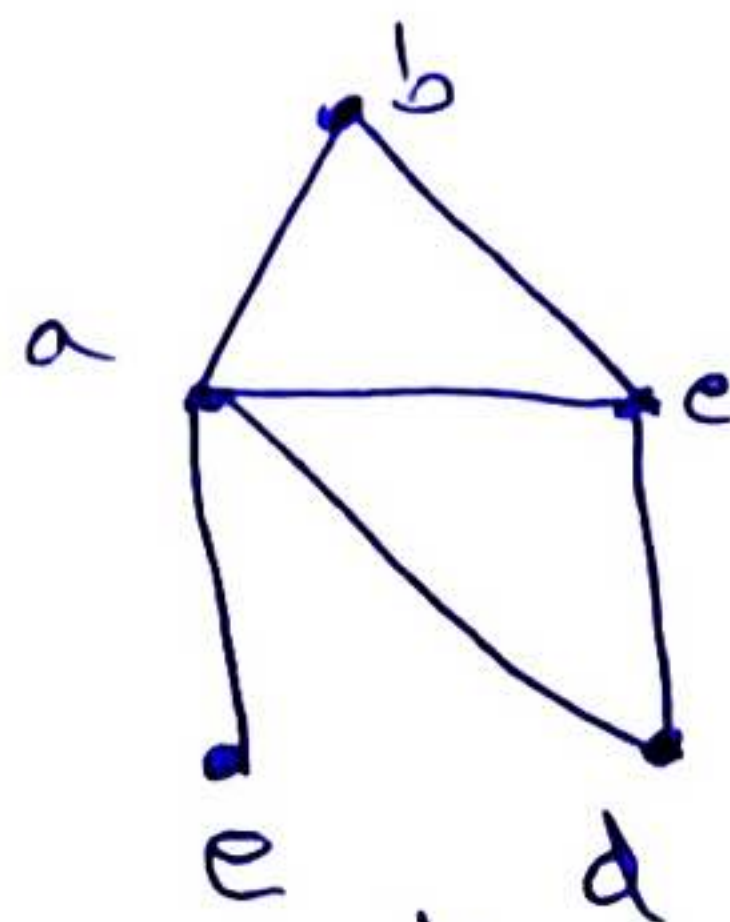
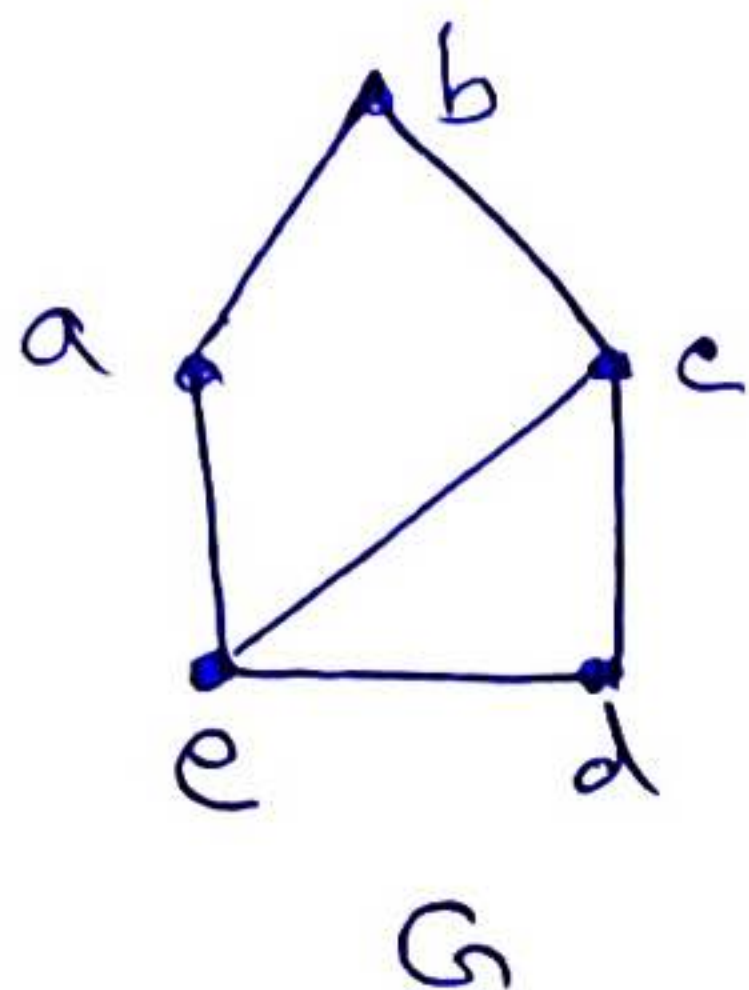
$$f(u_2) = u_4$$

is 1-1 & onto

$$f(u_3) = u_3$$

$$f(u_4) = u_2$$

Example



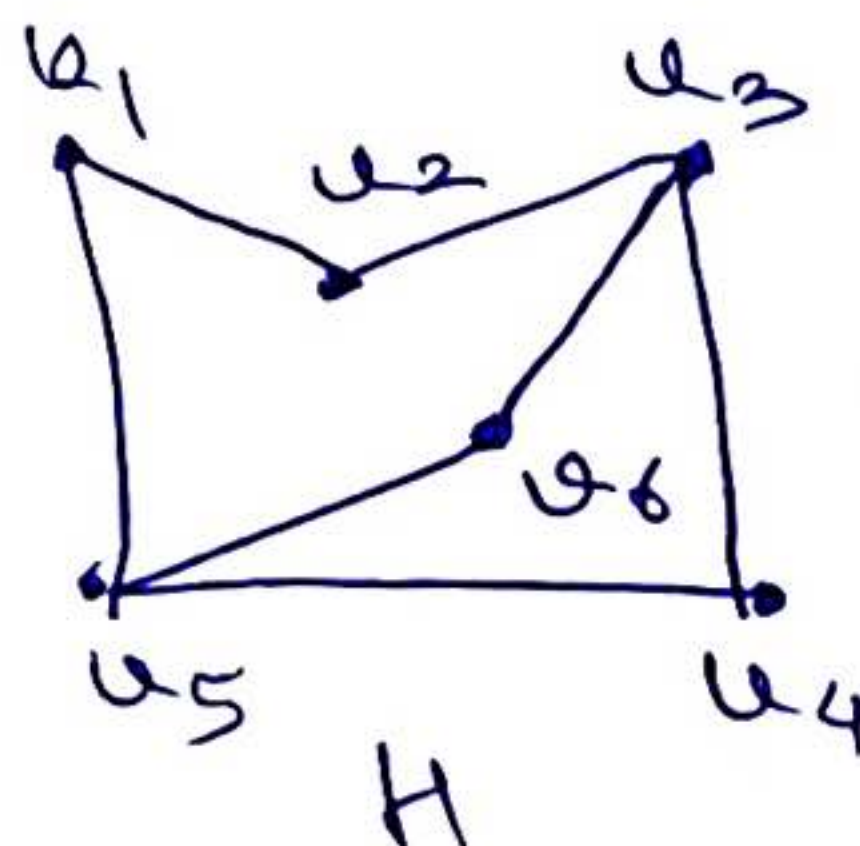
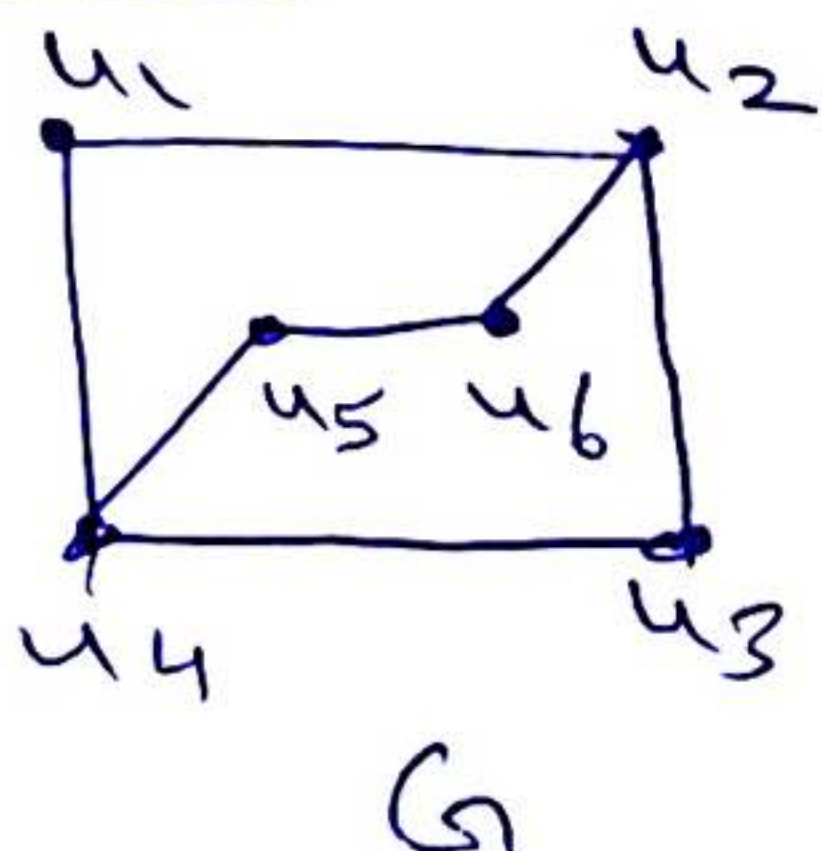
$G \not\cong H$
(not isomorphic)

$|V| = 5$
 $|E| = 6$ for both G & H

$\deg(e) = 1$ in H whereas G has no vertices of $\deg 1$
 $\Rightarrow G \not\cong H$

NAUTY is used to check isomorphism.

Example



$|V| = 6$, $|E| = 7$ for both G & H
deg. seq. is also same for both G & H
 $\therefore f$ may exist

$f(u_1) = u_6$ $f(u_2) = u_3$ $f(u_3) = u_4$

$f(u_4) = u_5$ $f(u_5) = u_1$ $f(u_6) = u_2$

Compare adjacency matrices

f is 1-1 & onto

PATH for undirected graph G

CONNECTIVITY

$n \in \mathbb{Z}^+ \cup \{0\}$ G undirected graph

— A path of length n from u to v in G is a seq. of n edges e_1, e_2, \dots, e_n of G s.t.

e_1 is associated with $\{x_0, x_1\}$ $x_0 = u$
 e_2 " " " $\{x_1, x_2\}$ $x_n = v$
 \dots
 e_n " " " $\{x_{n-1}, x_n\}$

— If G is simple path — $x_0, x_1, x_2, \dots, x_n$

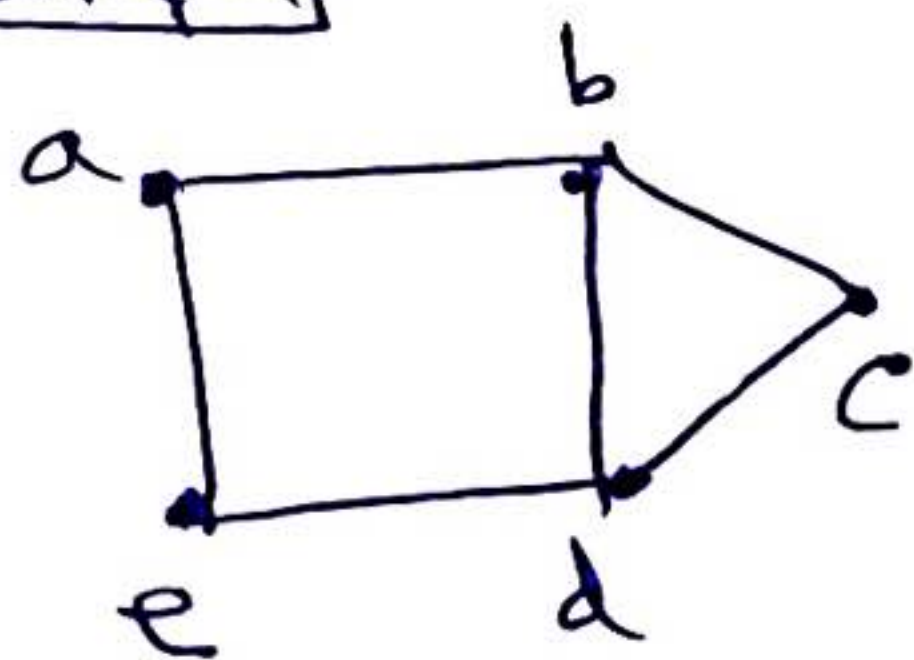
— Path is a circuit if $u = v$ & $n > 0$

— The path or circuit is said to pass through the vertices x_1, x_2, \dots, x_{n-1} or traverse the edges e_1, e_2, \dots, e_n

— A path or circuit is simple if it does not contain the same edge more than once.

— circuit is also called cycle in G .

Example



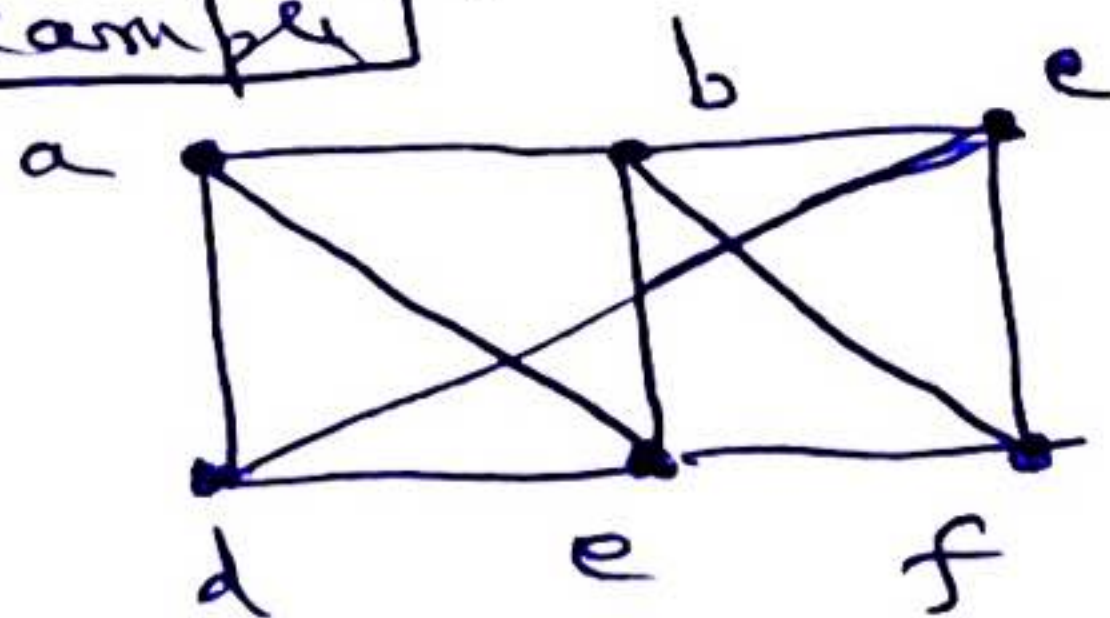
simple graph

a, b, d, e is cycle

a, b, e, d, e is also a cycle

b, e, d is a cycle

Example



simple graph

a, d, e, f, e simple path of length 4

d, e, e, a not a path

b, e, f, e, b circuit of length 4

a, b, e, d, a, b path is not simple
 (4) not a path $\{a, b\}$ twice