

Graphs and Directed Graphs (Digraphs)

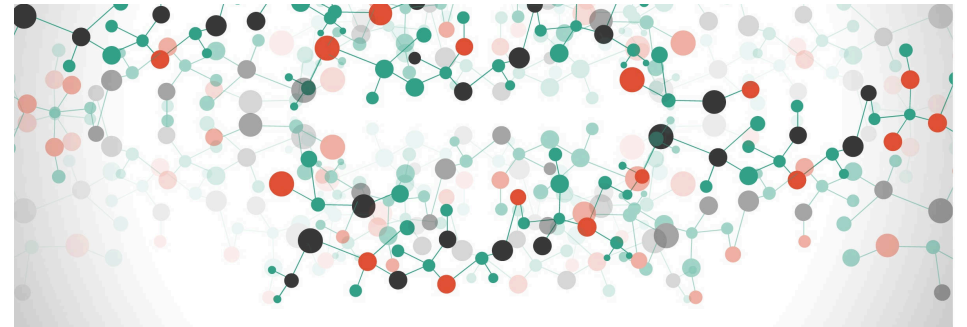
Instructor: Meng-Fen Chiang

COMPCSI220: WEEK 9



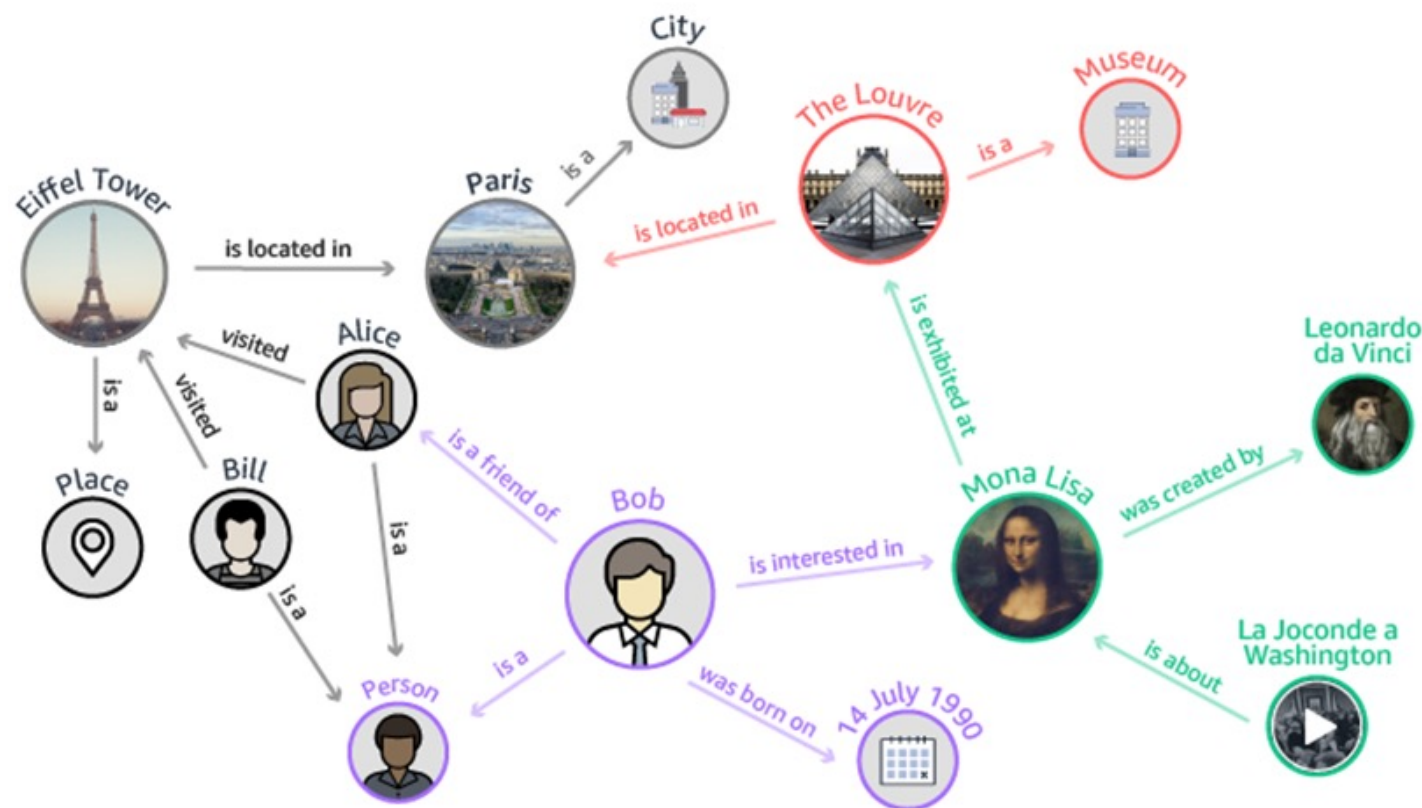
OUTLINE

- Graphs and Di-Graphs
- Preliminaries
- Basic operations



Graphs are Everywhere ...

- Knowledge graphs: Commonsense reasoning



Yago

10M nodes

120M facts

DBPedia

4.58M nodes

3B facts

ConceptNet

300K nodes

1.6M facts

Graphs are Everywhere ...

- Social networks: community detection, advertisement



Monthly Active Users (MAU)

Twitter

300 millions

Facebook

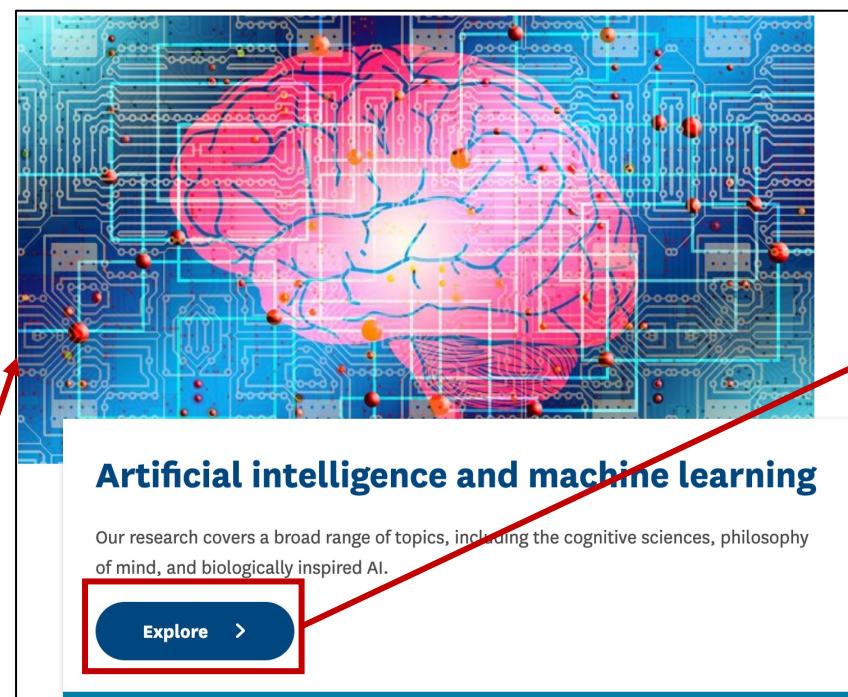
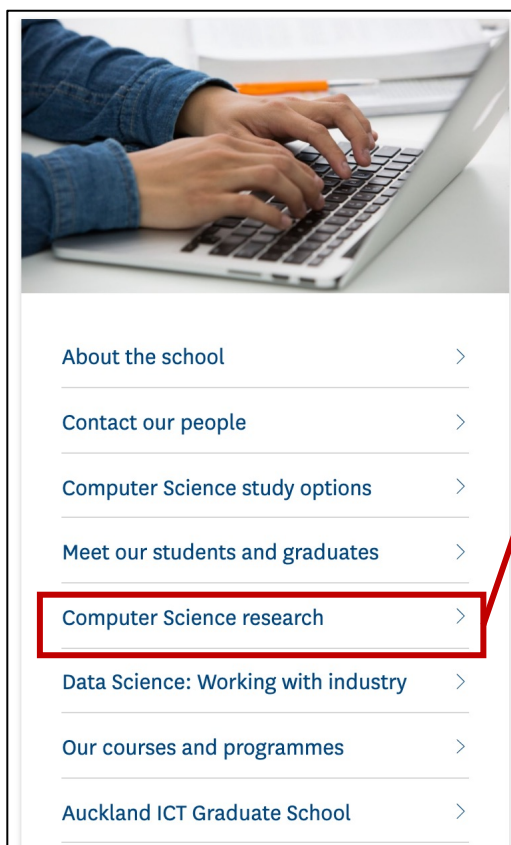
2.6 billions

Tiktok

800 millions

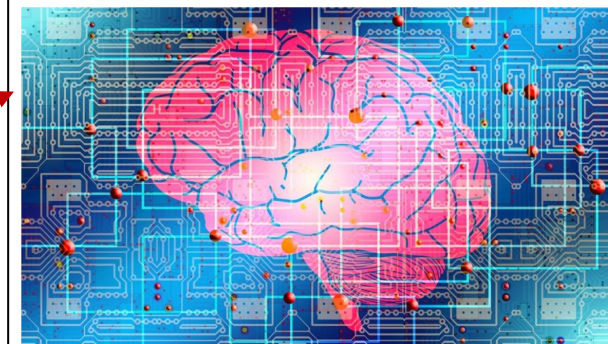
Graphs are Everywhere ...

- Web as a graph (4.2 billion webpages) – information retrieval
- Nodes: Webpages, Edges: Hyperlinks



Artificial intelligence and machine learning

This broad research area covers interdisciplinary collaboration on topics such as the cognitive sciences, philosophy of mind, and biologically inspired AI.



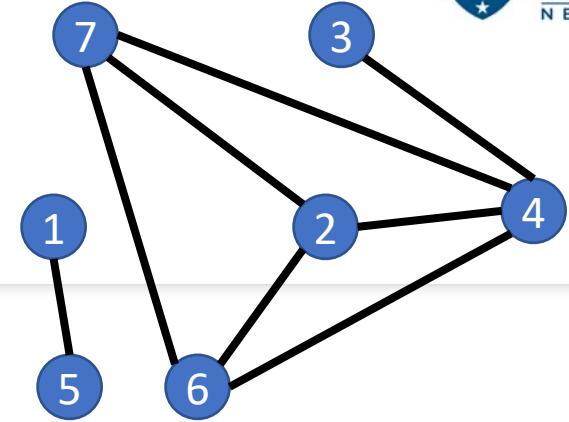
Related links

- School of Computer Science >
- Computer Science research >
- Take 10 with... Mark Wilson >
- High-powered computer sees red >

Visit the Machine Learning Group website >

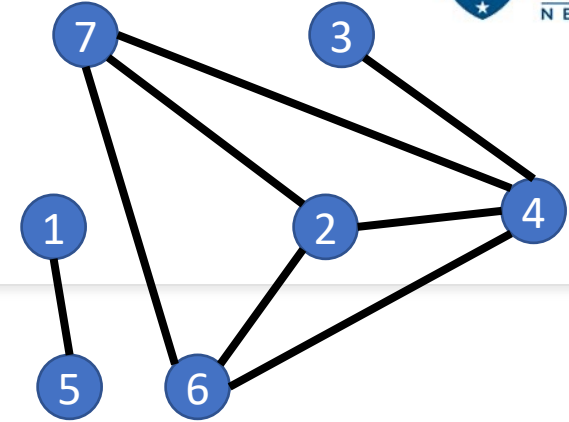
Artificial intelligence is the study and design of a system that perceives its environment and takes actions that maximize its chances of success.

Graphs



- A graph G consists of two sets V and E .
- V is the set of vertices (also called nodes). A vertex (not "vertice"!) is often graphically displayed as a point or junction point (like the seven little circles here).
- E is the set of edges. Each edge connects two vertices u and v in V . Edges have no direction – they equally go from u to v and from v to u . We denote an edge as (u, v) with the understanding that $(u, v) = (v, u)$. The graph here contains eight edges (the black lines).

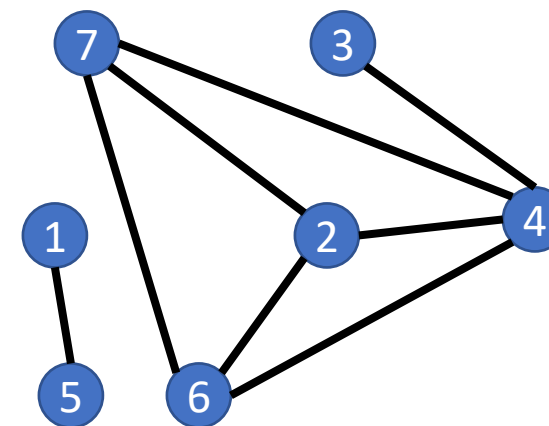
Graphs (Contd.)



- If two vertices u and v are connected by an edge, they are said to be adjacent. We also say that u is a neighbour of v .
- It is not uncommon to number the vertices or otherwise label them uniquely. This is then called a labelled graph.

Graphs (Contd.)

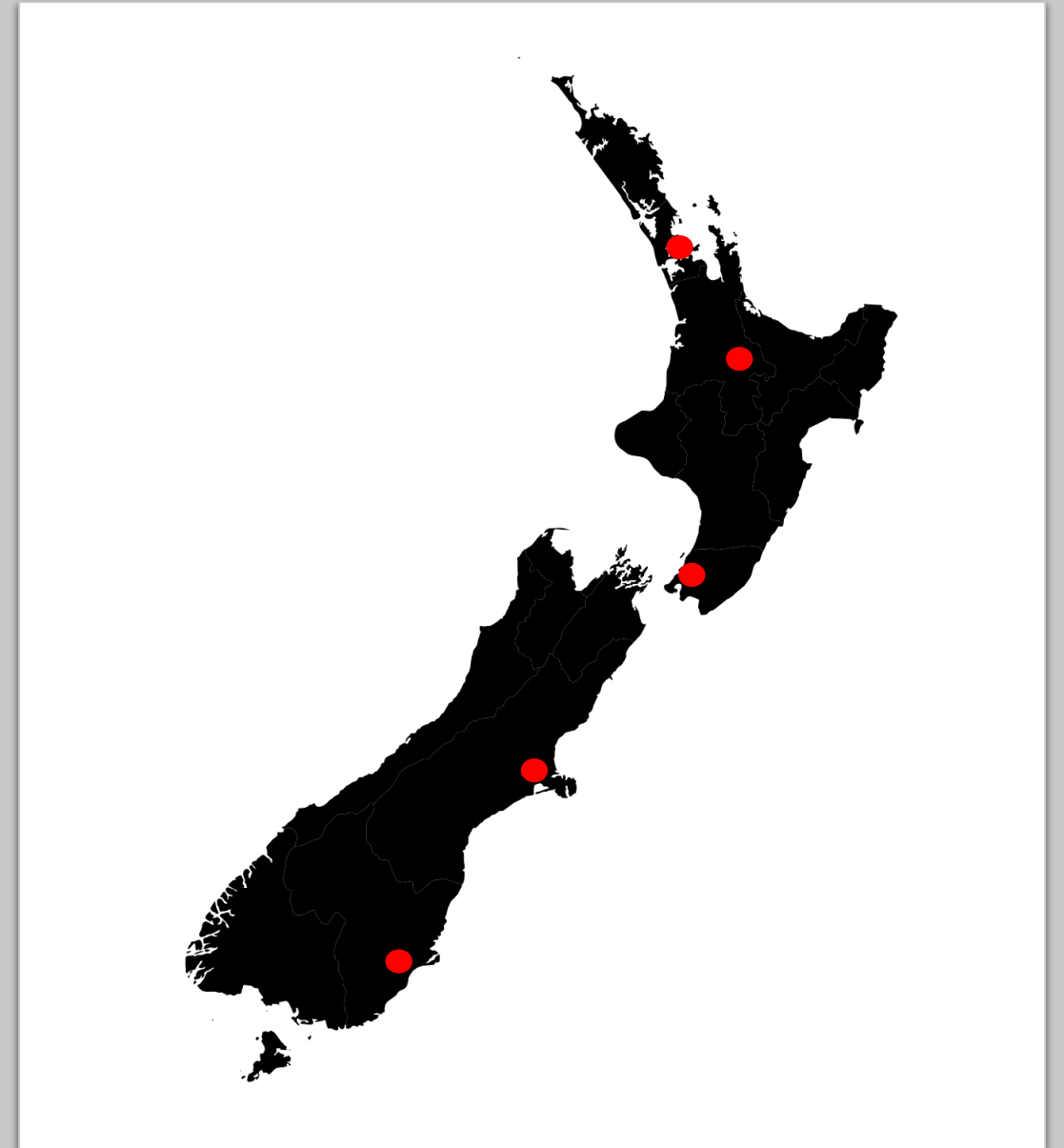
- We also write $G(V, E)$ for the graph itself, or $E(G)$ for the edges, or $V(G)$ for the vertices.
- Note
 - not every vertex of a graph needs to have an edge attached;
 - not every pair of vertices needs to be connected by an edge, and it's perfectly fine to have a graph with many vertices but no edges at all!



This is **one** graph, and it is a **disconnected** graph.

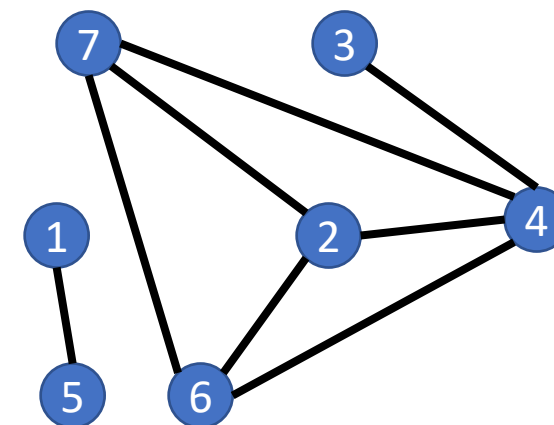
Example: Graph

- Road network does not connect North island cities with South island cities. We have a **disconnected graph**.



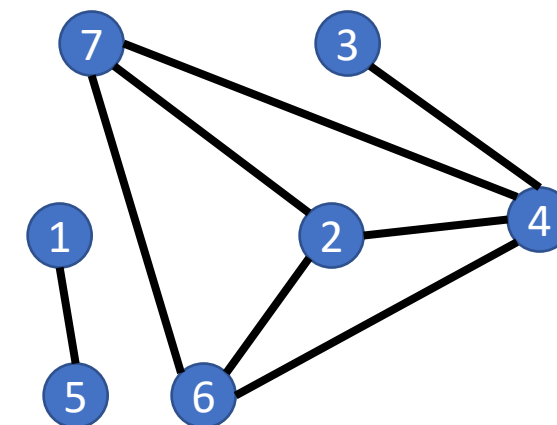
Graph: Order and Size

- The order of a graph G is the number of its vertices: $|V(G)|$
- The size of a graph G is the number of its edges: $|E(G)|$
- Remember that $|X|$ denotes the number of elements of a set X .



Graph: Order and Size (Contd.)

- The **order** of a graph G is the number of its vertices: $|V(G)|$
- The **size** of a graph G is the number of its edges: $|E(G)|$
- Remember that $|X|$ denotes the number of elements of a set X .



In this example:

$$|V(G)| = ?$$

$$|E(G)| = ?$$

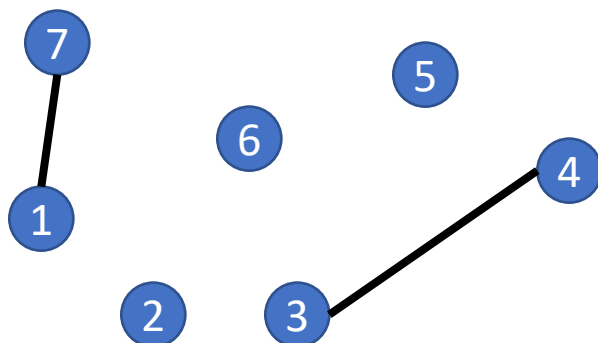
How many edges can a graph have?

- **Observation 1:** At most one edge per pair of different vertices.
- **Observation 2:** There are $|V(G)|(|V(G)| - 1)$ possible such vertex pairs (u, v) , but there can be only one such edge for (u, v) and (v, u) .
- So we need to divide this number by two:
- $0 \leq |E(G)| \leq |V(G)|(|V(G)| - 1)/2.$

Sparse and Dense Graphs

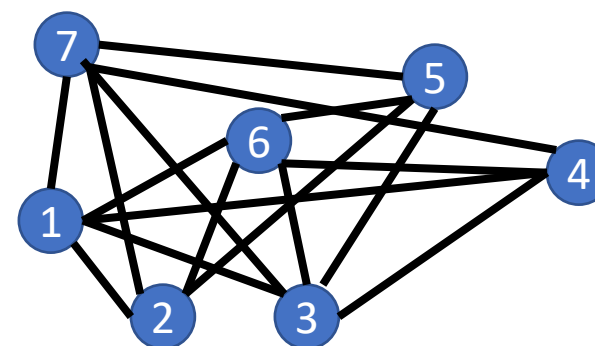
- If $|E(G)|$ approaches the high end of the scale $0 \leq |E(G)| \leq |V(G)|(|V(G)| - 1)/2$, we say that the graph is dense
- If $|E(G)|$ approaches the low end of the scale $0 \leq |E(G)| \leq |V(G)|(|V(G)| - 1)/2$, we say that the graph is sparse
- Knowing whether a graph that we are dealing with is dense or sparse makes a difference in how it is best stored when space efficiency is important.
- There is no defined boundary between when we would call a graph sparse or dense – but the criterion of storage could help us decide if we wanted such a boundary.

Sparse and Dense Graphs



A sparse graph
(2 out of 21 possible edges)

Generally more efficient to
store edges by recording between
which vertices they occur

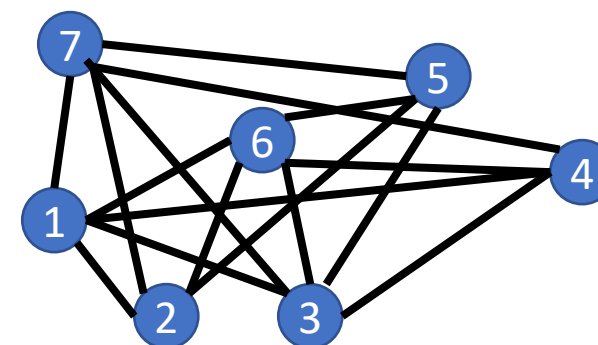


A dense graph
(16 out of 21 possible edges)

Generally more efficient to store edges by
listing vertex pairs and recording between
which pairs there are edges

Degree of a Node in a Graph

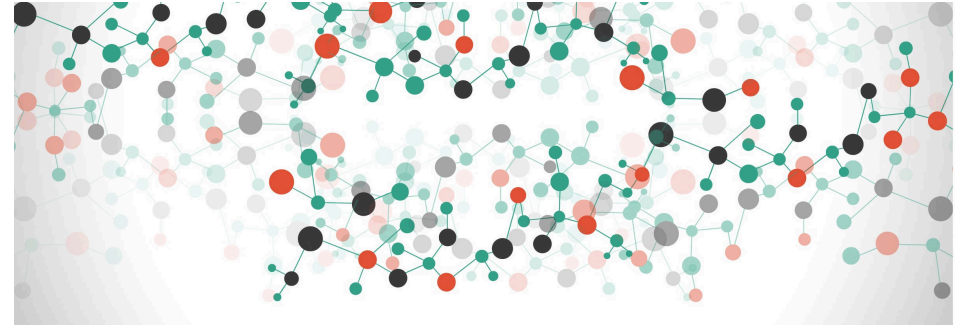
- The **degree** of a vertex v is the number of edges that terminate in this vertex
- **Observation 1:** The number of edges is the sum of the degrees of all vertices divide by 2
- **Observation 2:** In sparse graphs, the nodes tend to have a lower degree than in dense graphs.



Node 1: degree 5
Node 2: degree 4
Node 3: degree 5
Node 4: degree 4
Node 5: degree 4
Node 6: degree 3
Node 7: degree 5

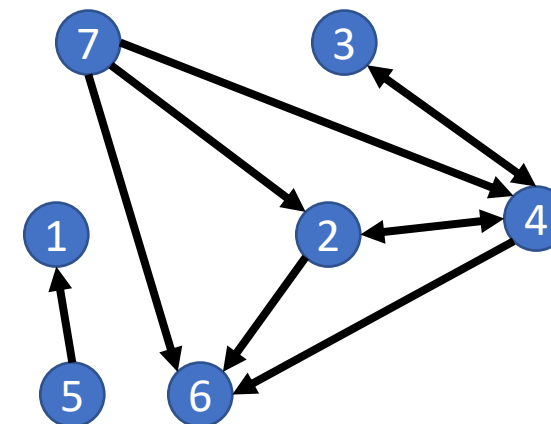
OUTLINE

- Graphs and Di-Graphs
- Preliminaries
- Basic operations



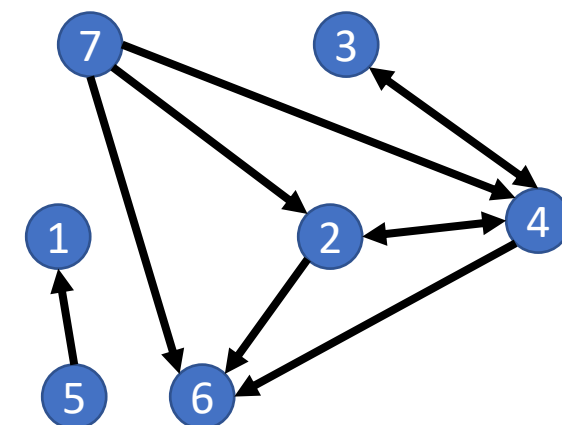
Directed Graphs

- The set E of edges is replaced by a set E of **arcs**.
- An arc has a **direction**. An edge runs between two vertices u and v , an arc runs from a vertex u to a vertex v
- Draws the arcs curved allows it to have them between two vertices in both directions. We use double-headed arrows here to indicate that two vertices are connected by arcs in both directions
- This also requires us to extend and amend our previous definitions and terminology (next slide).



Neighborhood

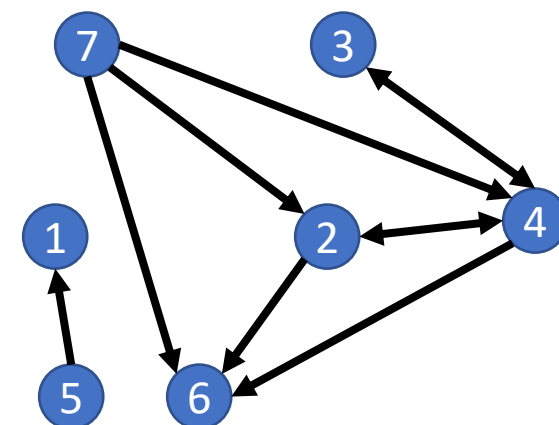
- There are **two sorts of neighbours**
 - A neighbour v of u is an **out-neighbour** of u if there is an arc from u to v .
 - A neighbour v of u is an **in-neighbour** of u if there is an arc from v to u .
- There are **two sorts of degrees**
 - The **out-degree** (number of out-neighbours) and
 - The **in-degree** (number of in-neighbours).
- Obviously, now $(u, v) \neq (v, u)$.
- Size of a digraph = number of arcs



- 1 is an out-neighbour of 5
- 2 is an in-neighbour of 6
- 2 is an in-neighbour and out-neighbour of 4 (and vice versa)
- 7 has in-degree 0 and out-degree 3
- 4 has in-degree 3 and out-degree 3
- Size is 10

Sources and Sinks

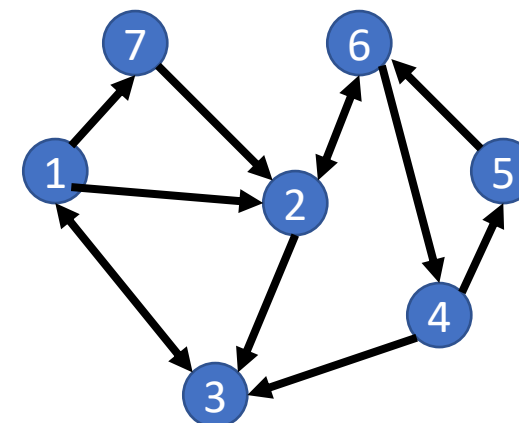
- A vertex with **in-degree** 0 is called a **source** (all arcs "flow out" from the vertex).
- A vertex with **out-degree** 0 is called a **sink** (all arcs "flow into" the vertex).
- Q: Is it possible to have a node that is both a source as well as sink?



- 1 and 6 are sinks
- 5 and 7 are sources
- The other nodes are neither sinks nor sources

Walk, Path, Cycle

- A **walk** is a sequence of vertices v_0, v_1, \dots, v_n , such that (v_i, v_{i+1}) is an arc in E for $0 \leq i < n$
- A walk can pass by the same vertex twice, i.e., $v_i = v_j$ is possible even for $i \neq j$
- The length of the walk is n . This is the number of arcs involved.



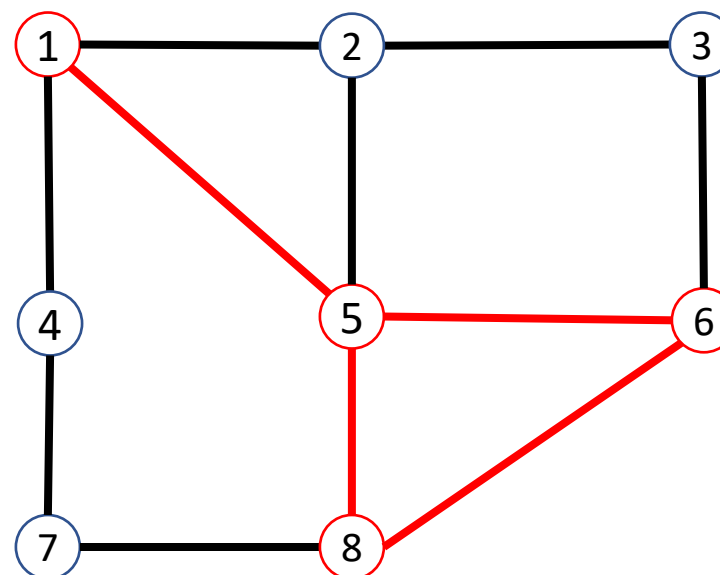
“4 5 6 4 3 1 2 3 1 7 2” is a walk

Walk, Path, Cycle (Contd.)

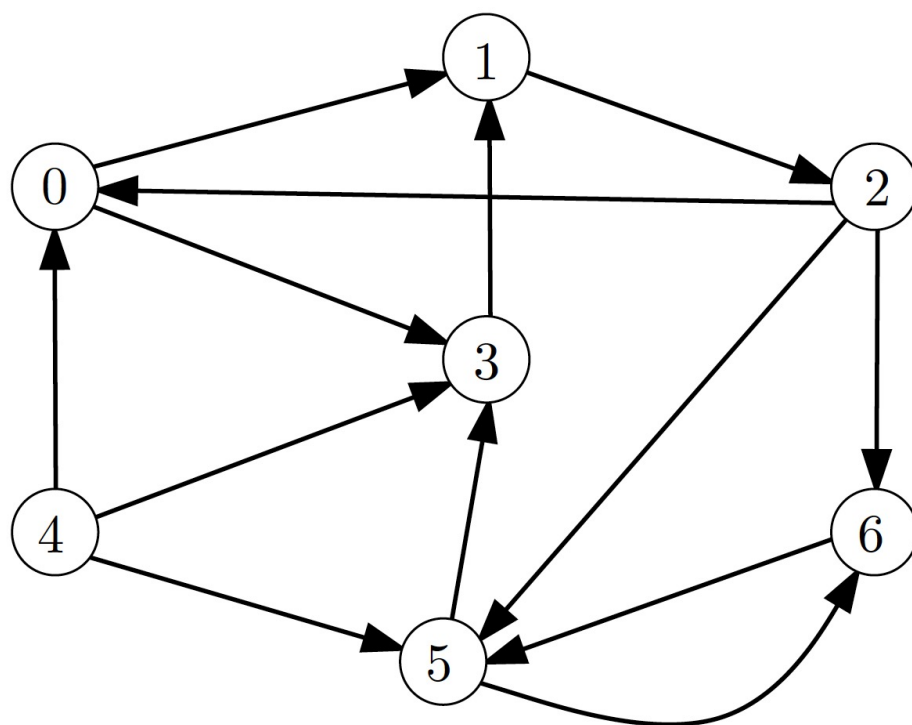
- A **path** is a walk in which no vertex is repeated
- A **cycle** is a walk of length 3 or more on a graph or any walk on a digraph where $v_0 = v_n$,
 - A walk that ends in the same vertex that it started in. No vertex is repeated other than the vertex at the start and end.

Exercise: This is NOT a Cycle

(1,5,6,8,5,1)

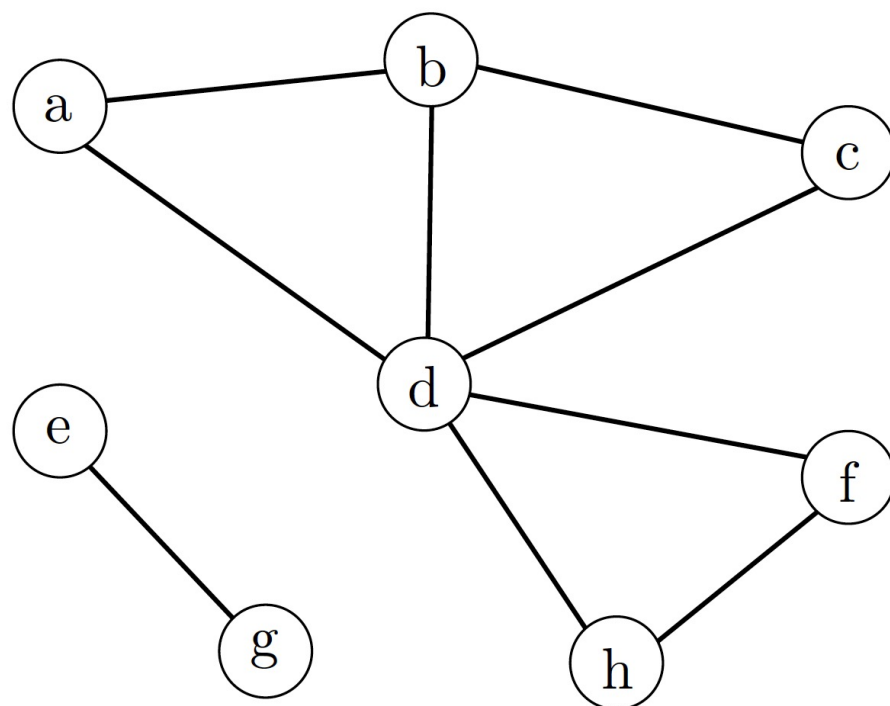


Example: Walks, Paths, and Cycles in a Digraph



| Sequence | Walk | Path? | Cycle? |
|-------------|------|-------|--------|
| 0 2 3 | no | no | no |
| 3 1 2 | yes | yes | no |
| 1 2 6 5 3 1 | yes | no | yes |
| 4 5 6 5 | yes | no | no |
| 4 3 5 | no | no | no |

Example: Walks, Paths, and Cycles in a Digraph

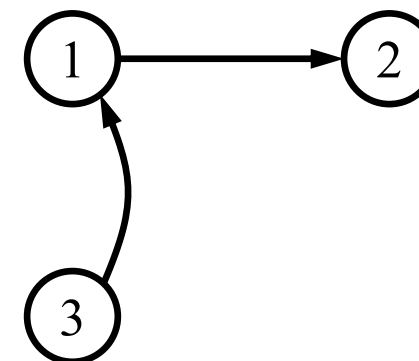
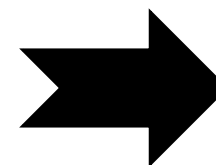
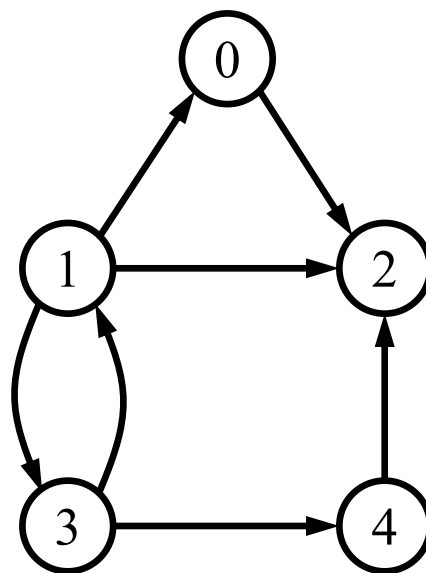


| Sequence | Walk | Path? | Cycle? |
|------------------|------|-------|--------|
| <i>a b c</i> | yes | yes | no |
| <i>e g e</i> | yes | no | no |
| <i>d b c d</i> | yes | no | yes |
| <i>d a d f</i> | yes | no | no |
| <i>a b d f h</i> | yes | yes | no |

Subgraphs and Subdigraphs

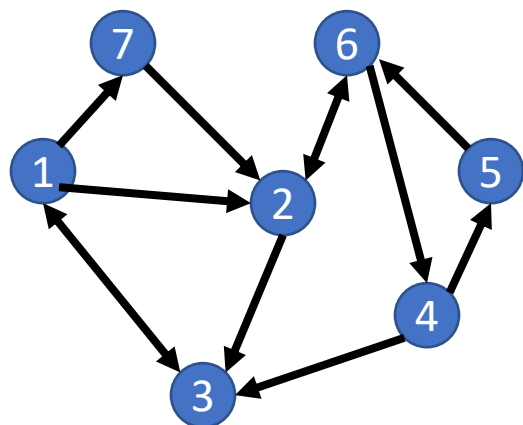
- A **sub(di)graph** $G' = (V', E')$ of a (di)graph $G = (V, E)$ is a (di)graph for which $V' \subseteq V$ and $E' \subseteq E$.

$$G = \left(\begin{array}{l} V = \{0,1,2,3,4\} \\ E = \left\{ \begin{array}{l} (0,2), (1,0), (1,2), \\ (1,3), (3,1), (4,2), \\ (3,4) \end{array} \right\} \end{array} \right)$$

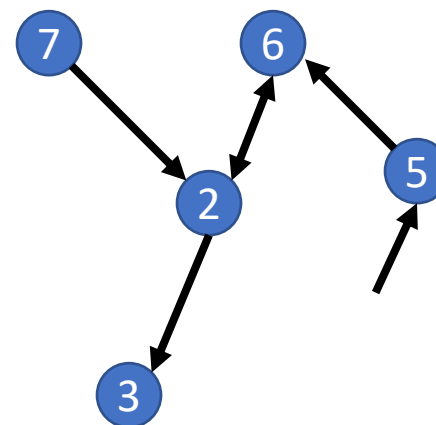


$$G' = \left(\begin{array}{l} V' = \{1,2,3\} \\ E' = \{(1,2), (3,1)\} \end{array} \right)$$

Exercise: Subdigraph or not?

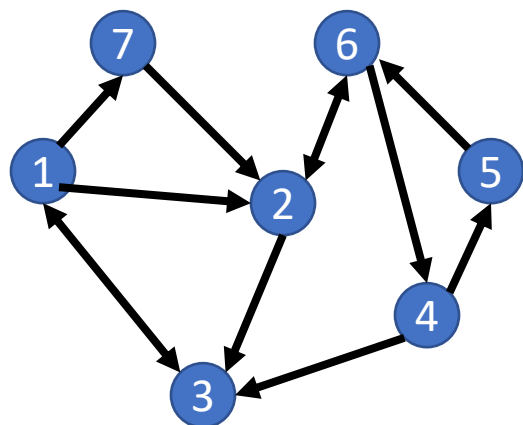


G

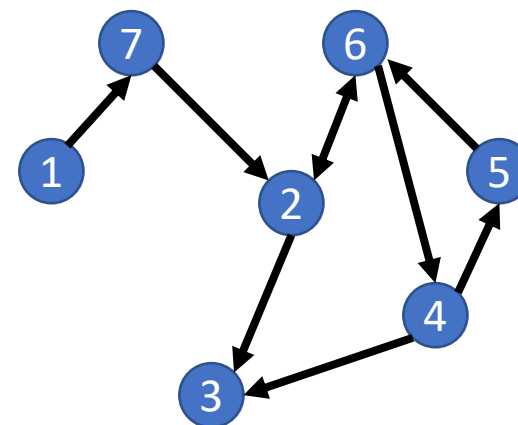


G'

Exercise: Subdigraph or not?



G

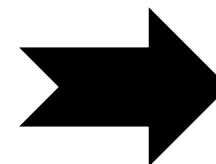
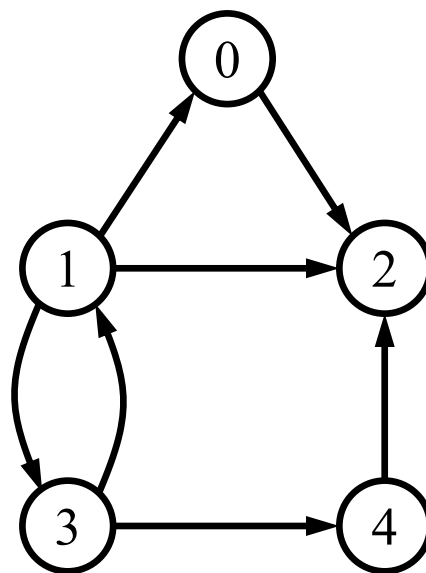


G'

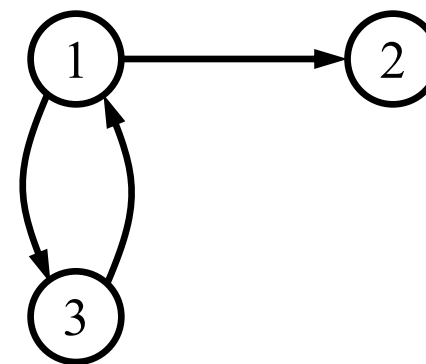
Induced Sub(di)graphs

- A **subdigraph induced** by a subset V' of V is the digraph $G' = (V', E')$ where $E' = \{(u, v) \in E \mid u \in V' \text{ and } v \in V'\}$.

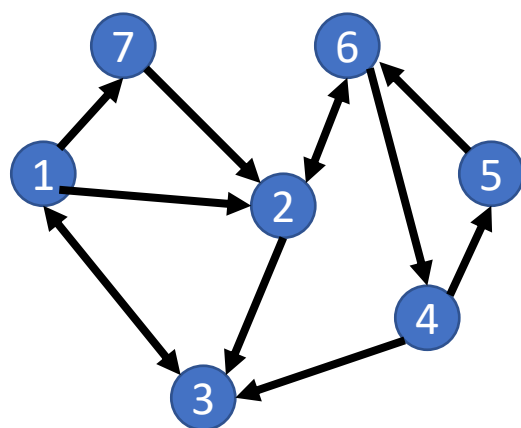
$$G = \left(\begin{array}{l} V = \{0,1,2,3,4\} \\ E = \left\{ \begin{array}{l} (0,2), (1,0), (1,2), \\ (1,3), (3,1), (4,2), \\ (3,4) \end{array} \right\} \end{array} \right)$$



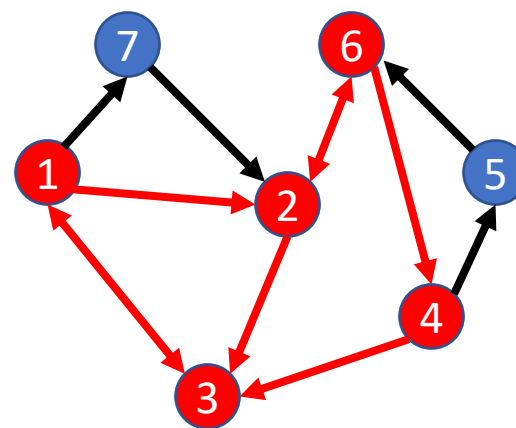
$$G' = \left(\begin{array}{l} V' = \{1,2,3\} \\ E' = \left\{ \begin{array}{l} (1,2), (1,3), \\ (3,1) \end{array} \right\} \end{array} \right)$$



Example: An Induced Subdigraph



G



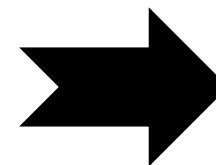
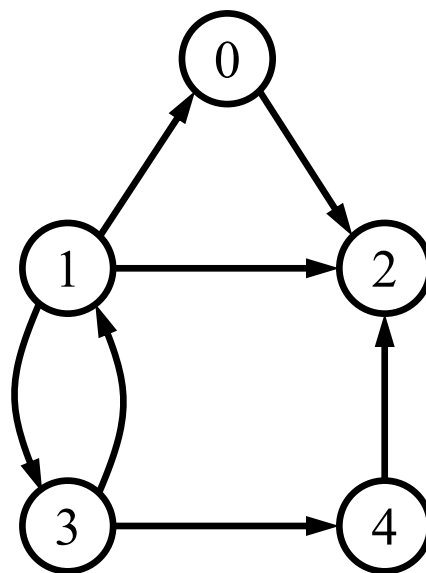
G'

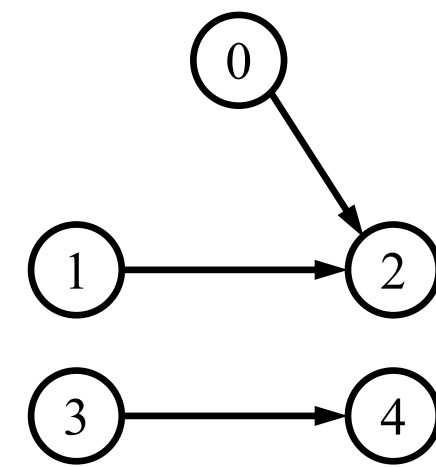
E.g., $V' = \{1, 2, 3, 4, 6\}$

Spanning Sub(di)graphs

- A **spanning subdigraph** contains all nodes, that is, $V'=V$.

$$G = \left(\begin{array}{l} V = \{0,1,2,3,4\} \\ E = \left\{ (0,2), (1,0), (1,2), \right. \\ \left. (1,3), (3,1), (4,2), \right. \\ \left. (3,4) \right\} \end{array} \right)$$





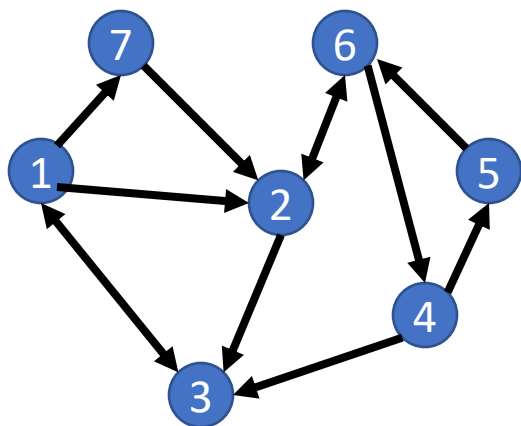
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graph TD
    0((0)) --> 2((2))
    1((1)) --> 2
    3((3)) --> 4((4))
  
```

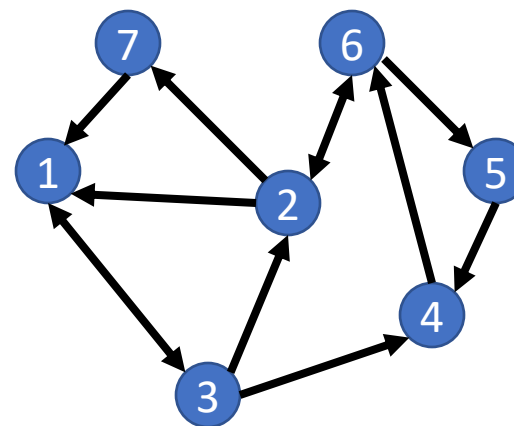
$$G' = \left(\begin{array}{l} V' = \{0,1,2,3,4\} \\ E' = \left\{ (0,2), (1,2), \right\} \\ \left. (3,4) \right\} \end{array} \right)$$

Reverse Digraph

- The **reverse digraph** of the digraph $G=(V,E)$, is the digraph $G_r=(V,E')$ where $(u, v) \in E'$ if and only if $(v, u) \in E$.



G

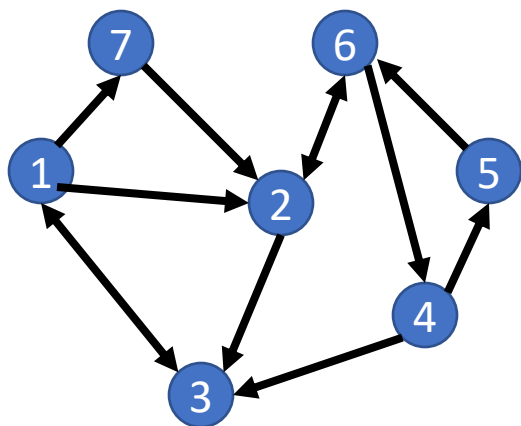


G_r

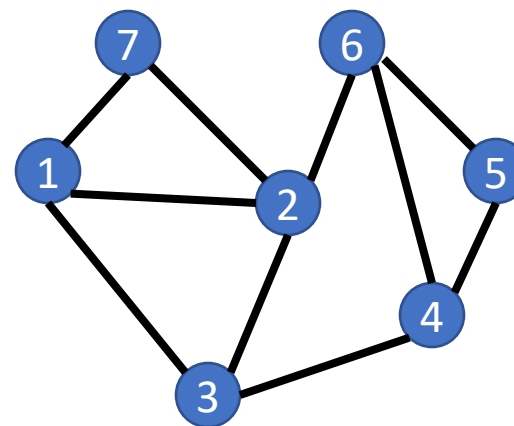
We simply reverse all the arrows

Underlying Graph of a Digraph

- The underlying graph of a digraph $G=(V,E)$ is the graph $G'=(V,E')$ where $E'=\{\{u, v\} \mid (u, v) \in E\}$.



G



G'

SUMMARY

- Definition of Graphs and Di-Graphs
- Preliminaries on terminology and properties (e.g., size, order, degree)
- Basic operations
 - walking and sub-graphing

