南方科技大学
SOUTHERN UNIVERSITY OF SCIENCE AND TECHNOLOGY

CS201 DISCRETE MATHEMATICS FOR COMPUTER SCIENCE

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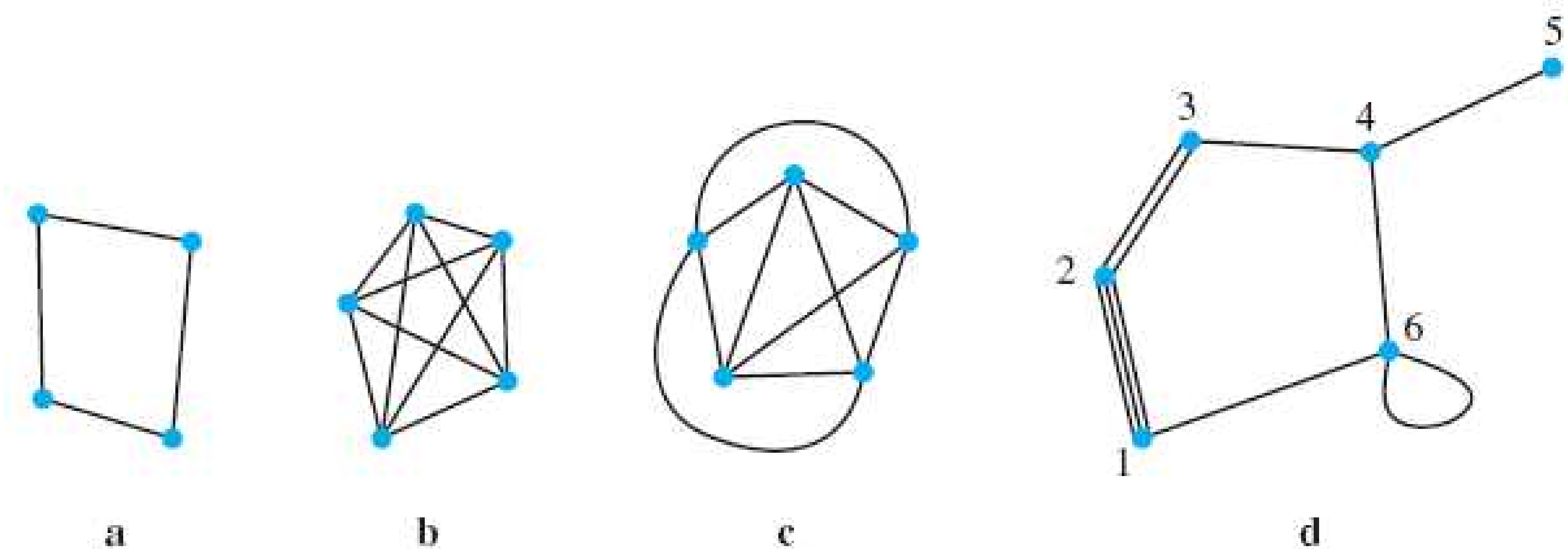
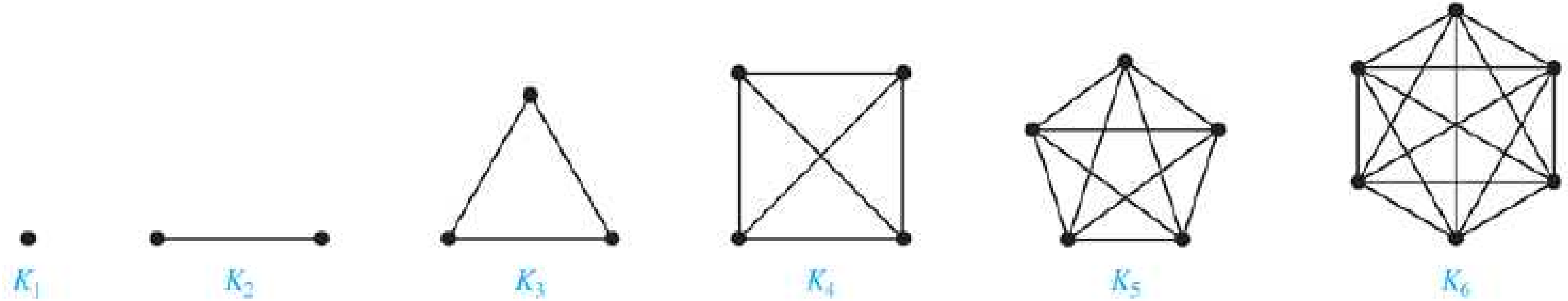
Definition of a Graph

- **Definition**. A *graph* $G = (V, E)$ consists of a nonempty set V of *vertices* (or *nodes*) and a set E of *edges*. Each edge has either one or two vertices associated with it, called its *endpoints*. An edge is said to be *incident to* (or *connect* its endpoints.



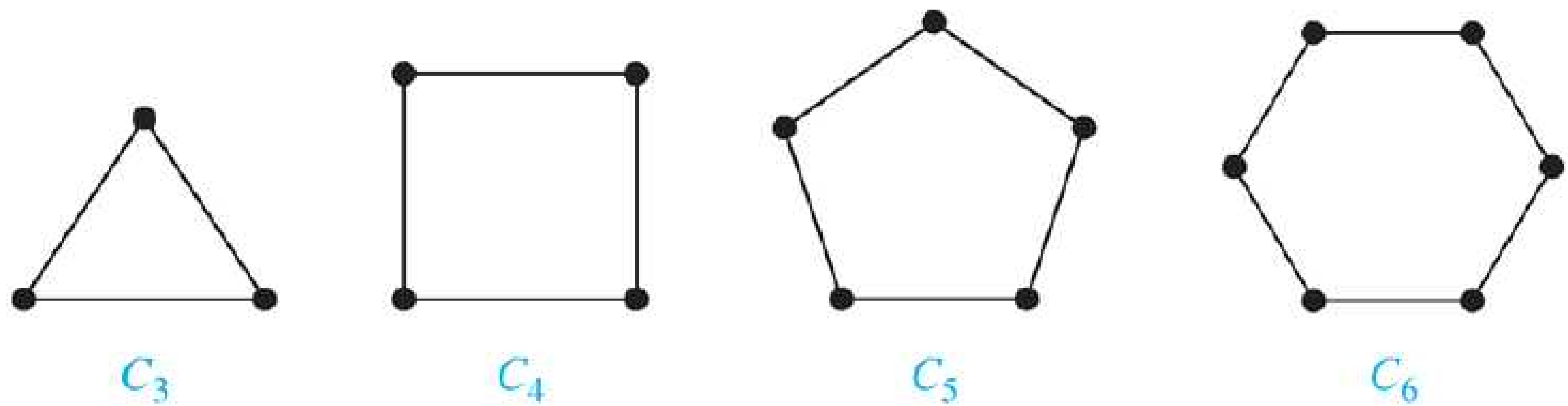
Complete Graphs

- A *complete graph* on n vertices, denoted by K_n, is the simple graph that contains exactly one edge between each pair of distinct vertices.



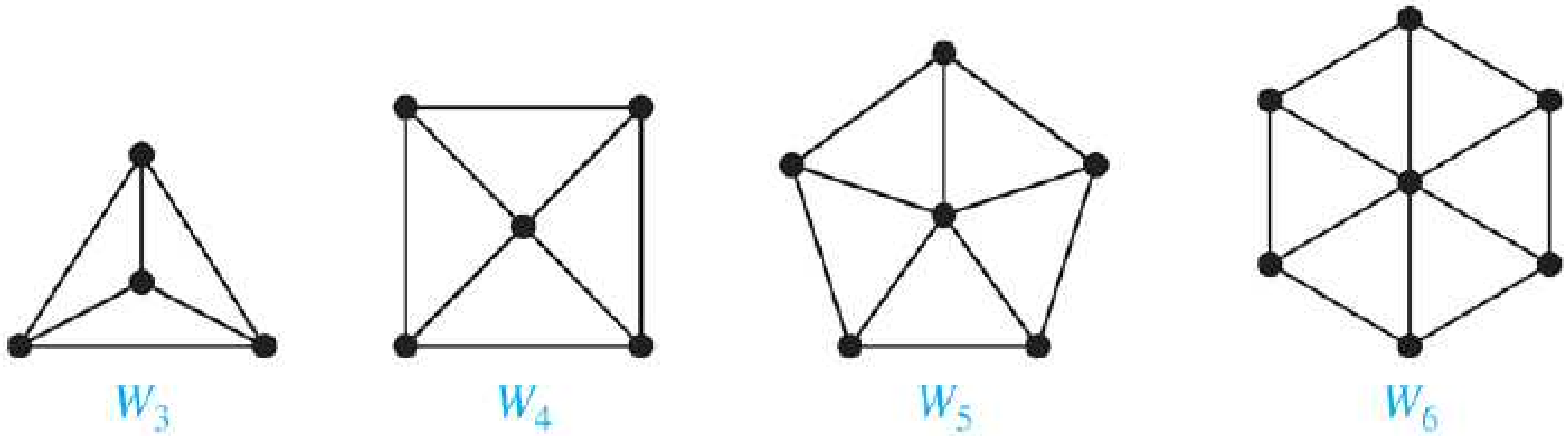
Cycles

- A *cycle* C_n for $n \geq 3$ consists of n vertices $v_1, v_2, \ldots, v_n$, and edges $\{v_1, v_2\}, \{v_2, v_3\}, \ldots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$.



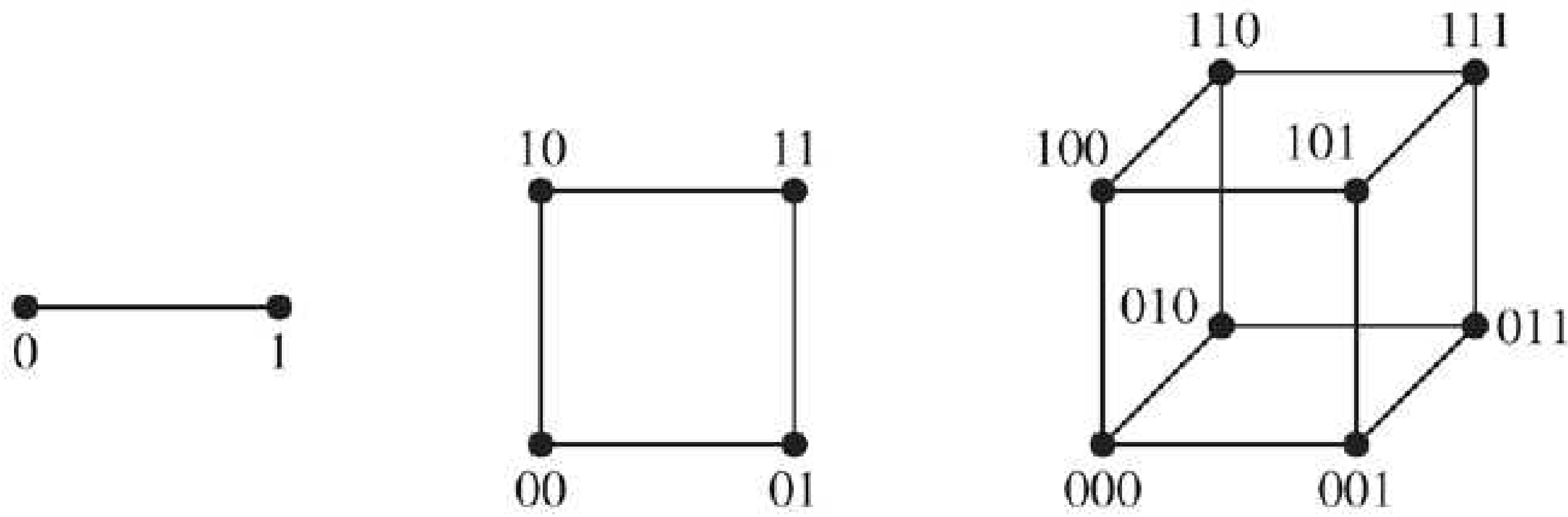
Wheels

- A *wheel* W_n is obtained by adding an additional vertex to a cycle C_n.



N-dimensional Hypercube

- An *n-dimensional hypercube*, or *n-cube*, Q_n is a graph with 2^n vertices representing all bit strings of length n, where there is an edge between two vertices that differ in exactly one bit position.



Q_1 Q_2 Q_3

How many vertices? How many edges?

Bipartite Graphs

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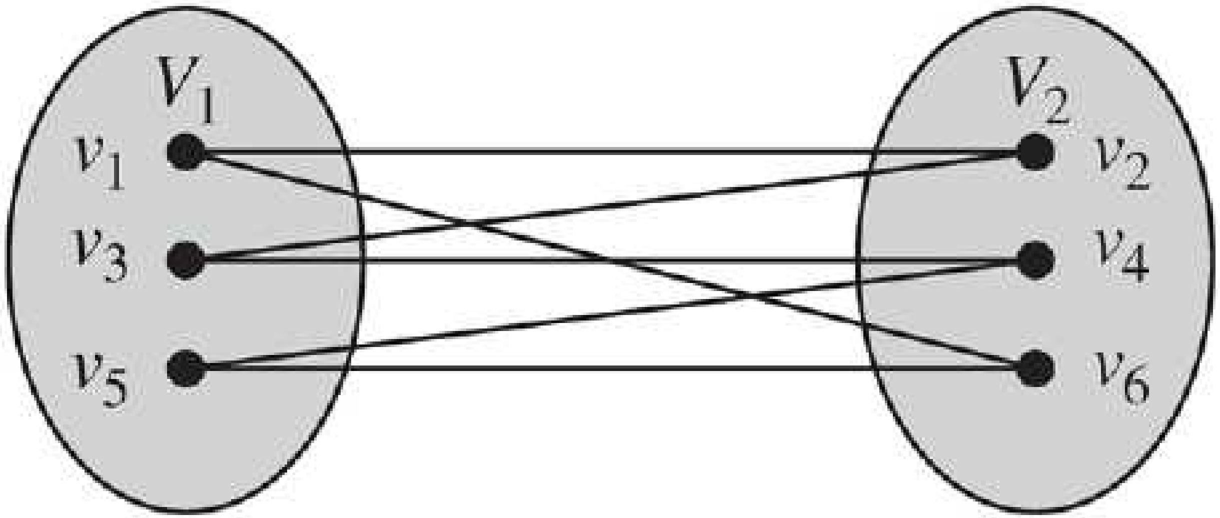

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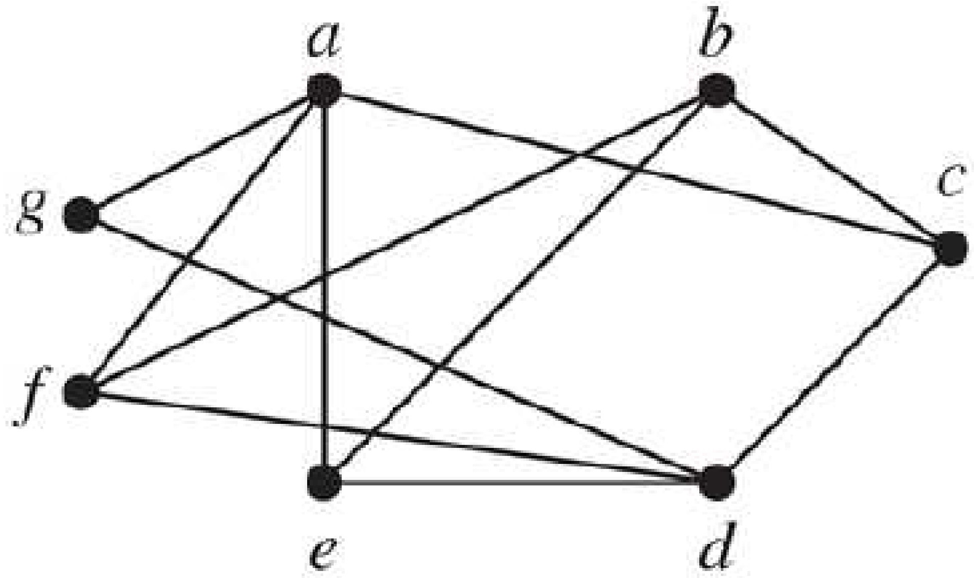

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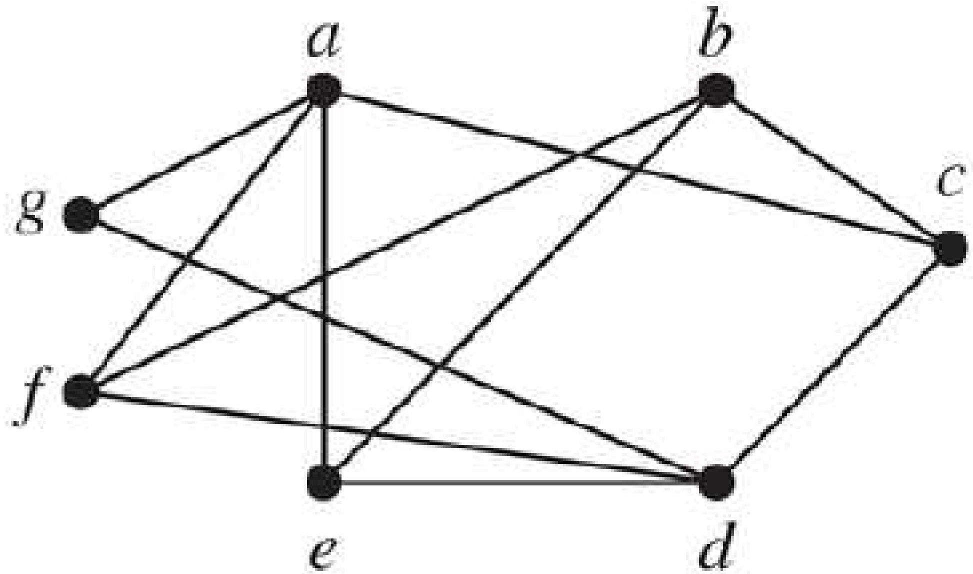
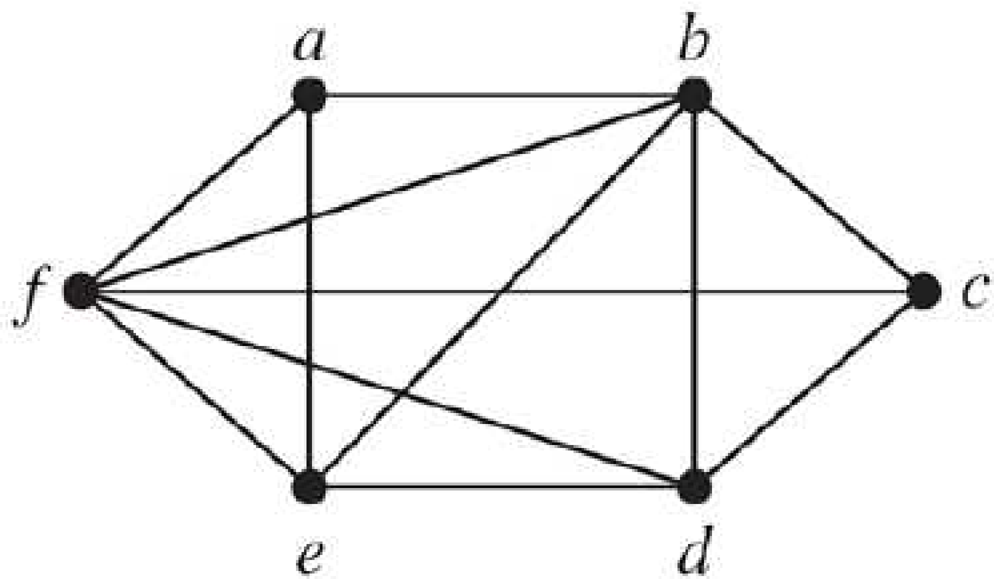
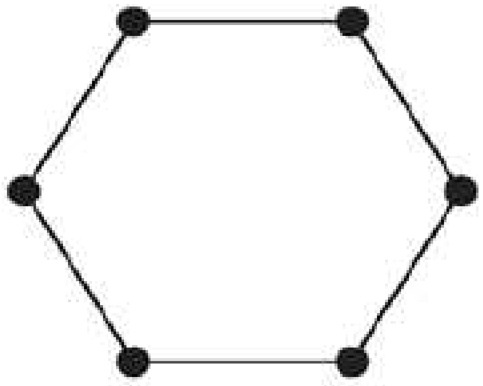




Bipartite Graphs

- **Example** Show that C_6 is bipartite.



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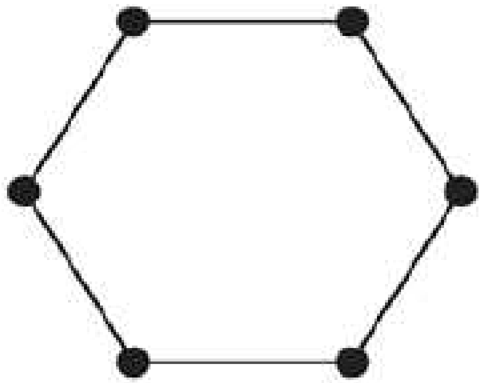
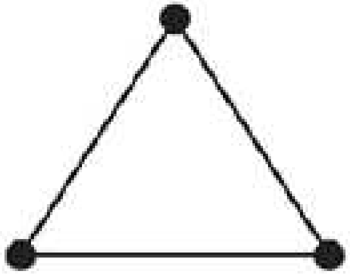


C_6

Example Show that C_3 is not bipartite.



C_3

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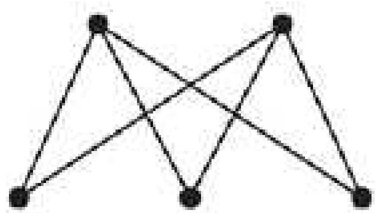
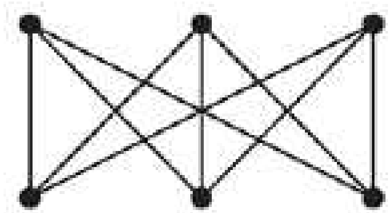


$K_{2,3}$



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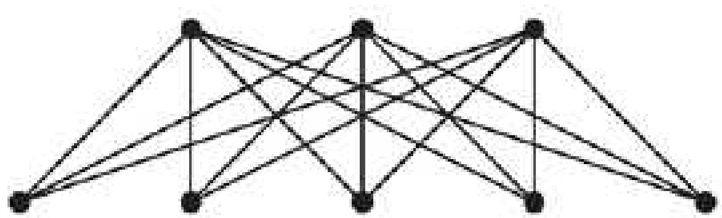
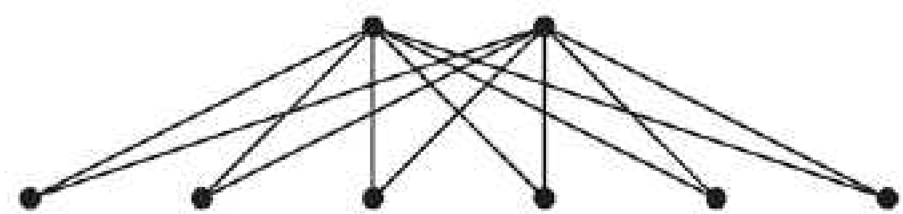


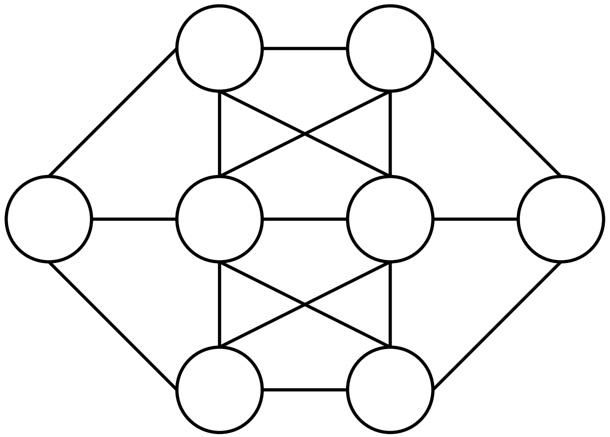
$K_{3,5}$



$K_{2,6}$

Puzzles using Graphs

- **The eight-circles problem** Place the letters A, B, C, D, E, F, G, H into the eight circles in the figure, in such a way that no letter is adjacent to a letter that is next to it in the alphabet.



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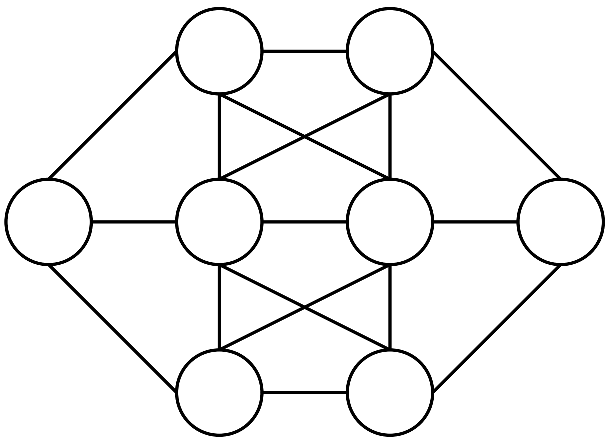

- **Six people at a party** Show that, in any gathering of six people, there are either three people who all know each other, or three people none of which knows either of the other two.

Bipartite Graphs and Matchings

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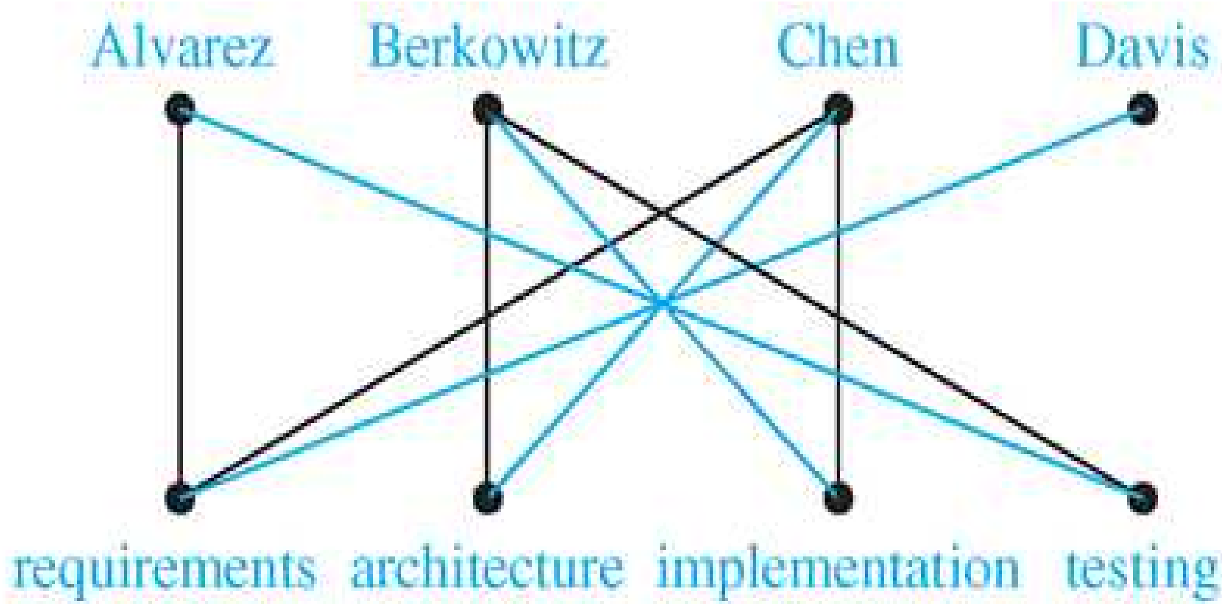

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Case (i): For all integers j with $1 \leq j \leq k$, the vertices in every set of j elements from W_1 are adjacent to at least $j + 1$ elements of W_2

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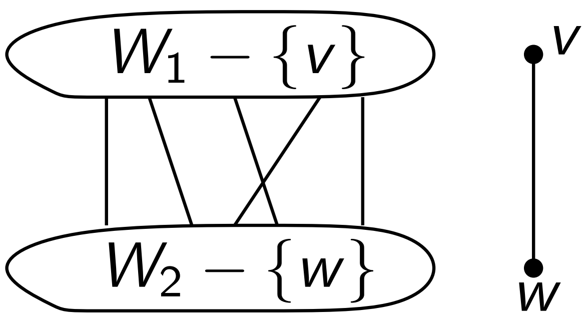

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If not, there is a subset B of t vertices with $1 \leq t \leq k + 1 - j$ s.t. $|N(B)| < t$.

Subgraphs

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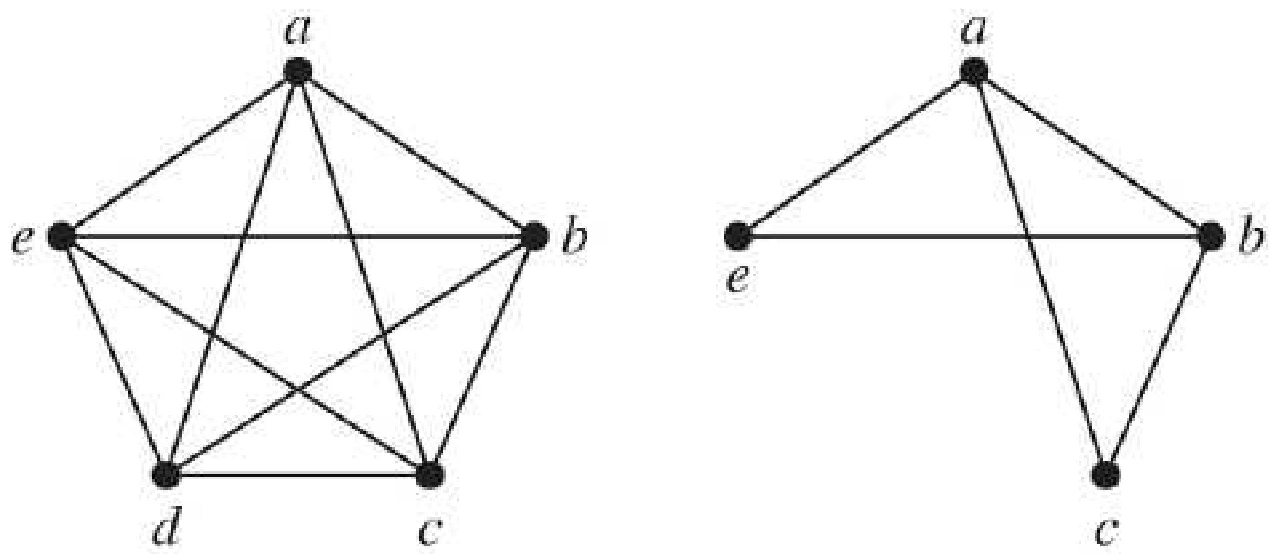

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- **Definition** The *union of two simple graphs* $G_1 = (V_1, E_1)$ and $G_2 = (V_2, E_2)$ is the simple graph with vertex set $V_1 \cup V_2$ and edge set $E_1 \cup E_2$, denoted by $G_1 \cup G_2$.

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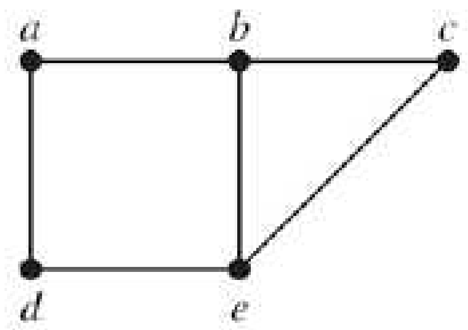

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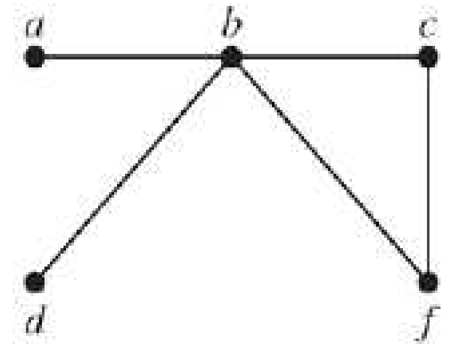

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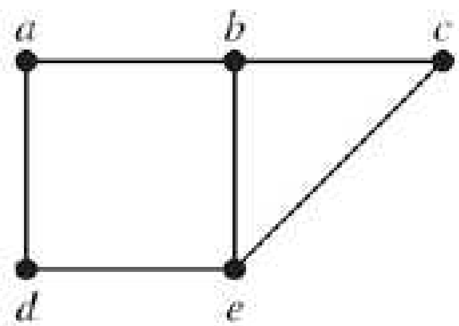

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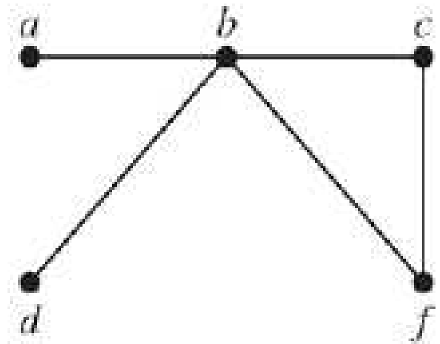
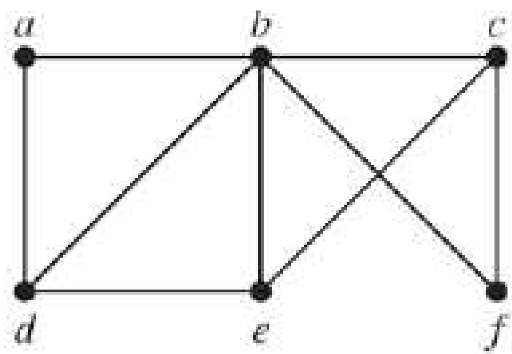


G_2



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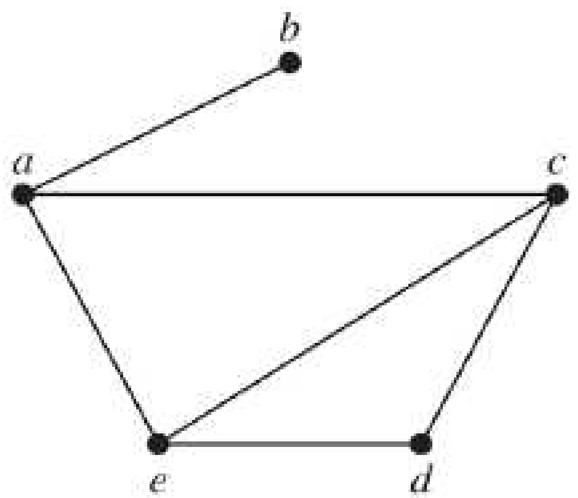

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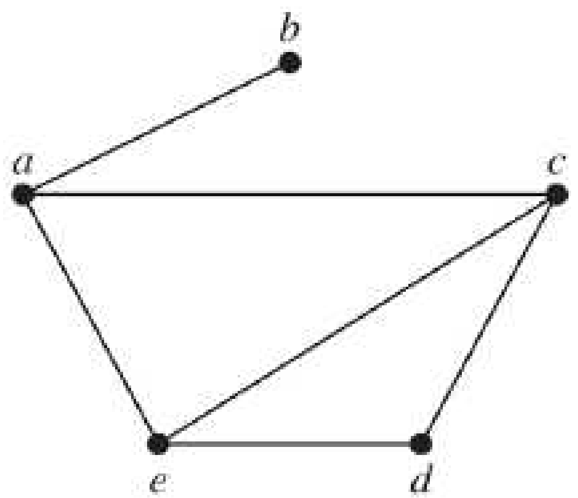

TABLE 1 An Adjacency List for a Simple Graph.

Vertex	*Adjacent Vertices*
a	b, c, e
b	a
c	a, d, e
d	c, e
e	a, c, d

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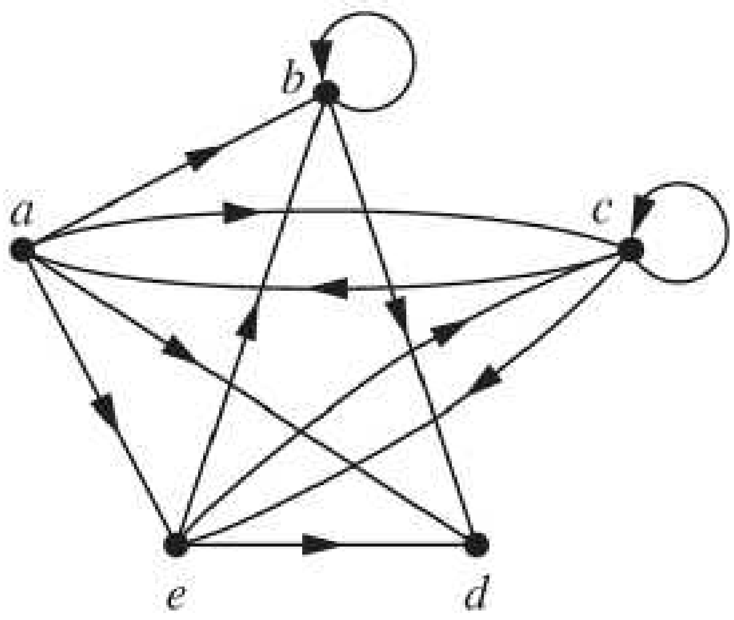

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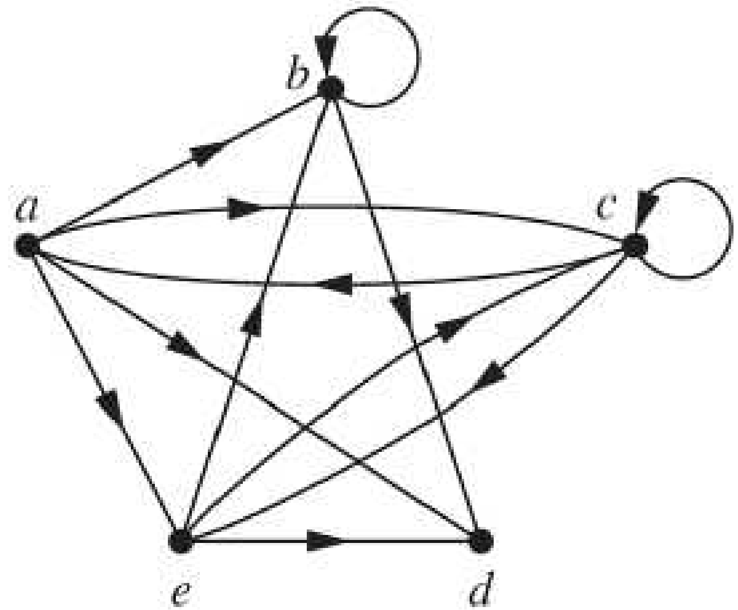

TABLE 2 **An Adjacency List for a Directed Graph.**

Initial Vertex	*Terminal Vertices*
a	b, c, d, e
b	b, d
c	a, c, e
d	
e	b, c, d

Adjacency Matrices

- **Definition** Suppose that $G = (V, E)$ is a simple graph with $|V| = n$. Arbitrarily list the vertices of G as $v_1, v_2, \ldots, v_n$. The *adjacency matrix* $\mathbf{A}_G$ of G, is the $n \times n$ zero-one matrix with 1 as its (i, j)-th entry when v_i and v_j are adjacent, and 0 as its (i, j)-th entry when they are not adjacent.

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$$\mathbf{A}_G = [a_{ij}]_{n\times n}, \text{ where}$$

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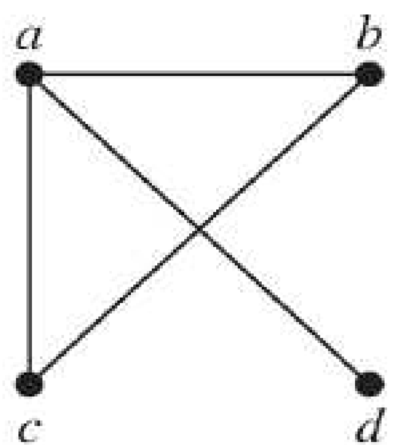

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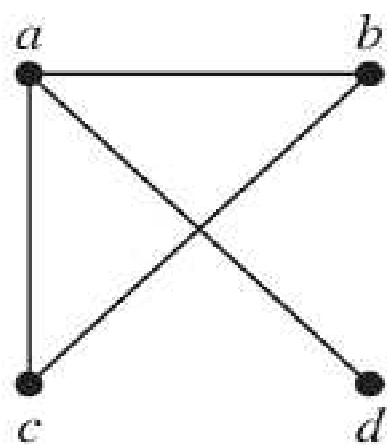

$$\begin{bmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{bmatrix}$$

Adjacency Matrices

- Adjacency matrices can also be used to represent graphs with loops and multiple edges. The matrix is no longer a zero-one matrix.

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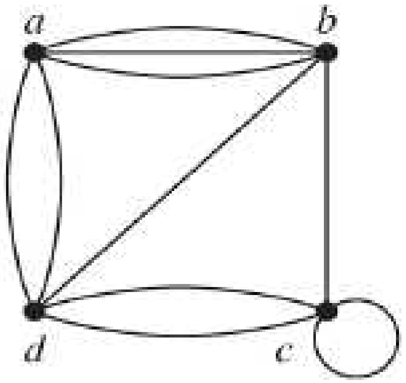

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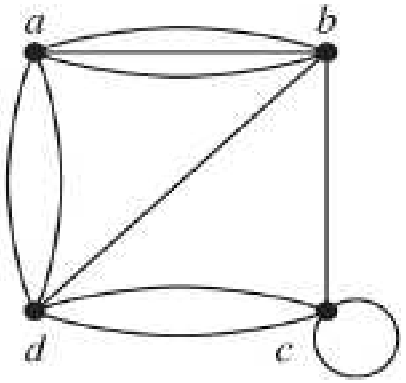

$$\begin{bmatrix} 0 & 3 & 0 & 2 \\ 3 & 0 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 2 & 1 & 2 & 0 \end{bmatrix}$$

Incidence Matrices

- **Definition** Let $G = (V, E)$ be an undirected graph with vertices $v_1, v_2, \ldots, v_n$ and edges $e_1, e_2, \ldots, e_m$. The *incidence matrix* with respect to the ordering of V and E is the $n \times m$ matrix $\mathbf{M} = [m_{ij}]_{n\times m}$, where

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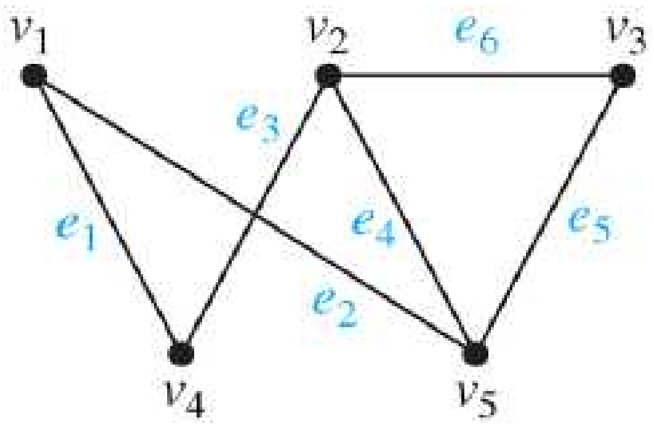

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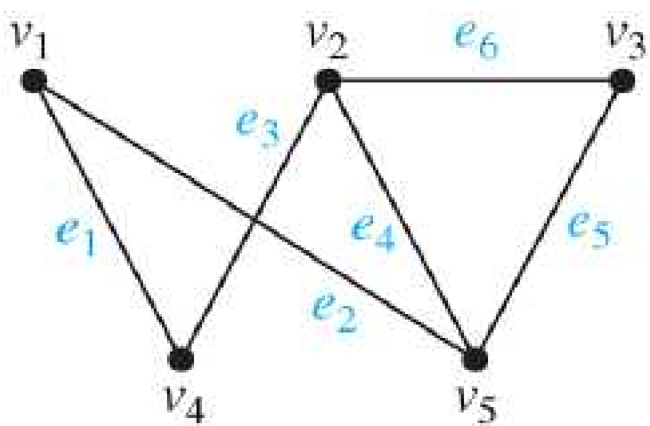

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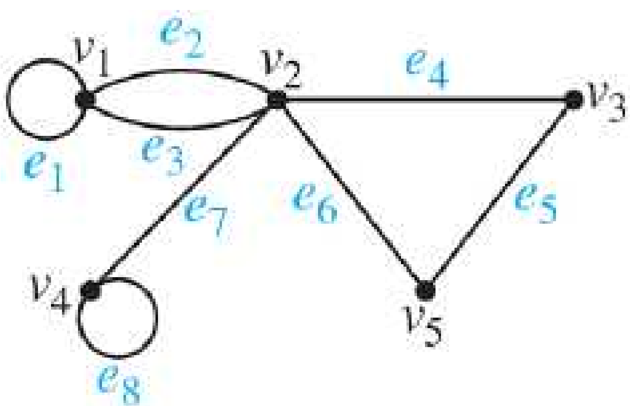

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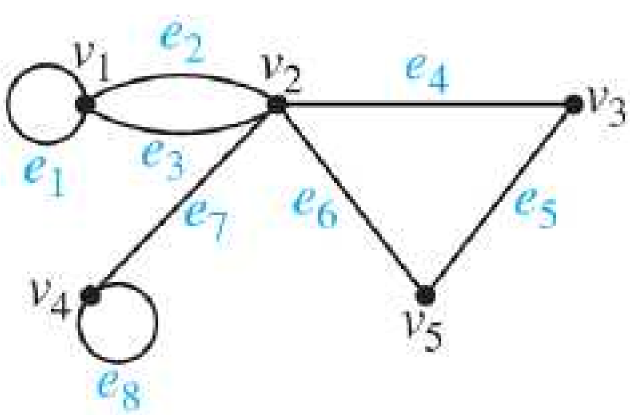

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Isomorphism of Graphs

- **Definition** The simple graphs $G_1 = (V_1, E_1)$ and $G_2 = (V_2, E_2)$ are *isomorphic* if there is a one-to-one and onto function from V_1 to V_2 with the property that a and b are adjacent in G_1 if and only if $f(a)$ and $f(b)$ are adjacent in G_2, for all a and b in V_1. Such a function is called an *isomorphism*.

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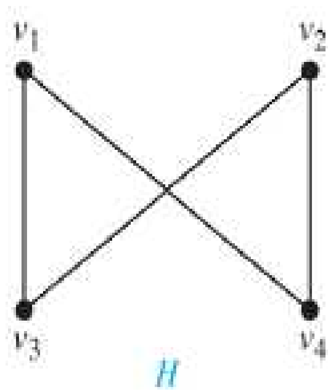

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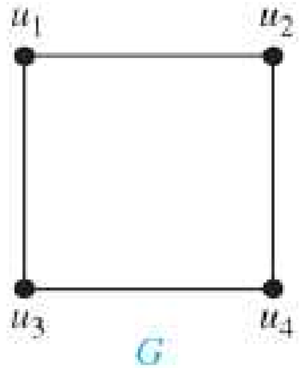

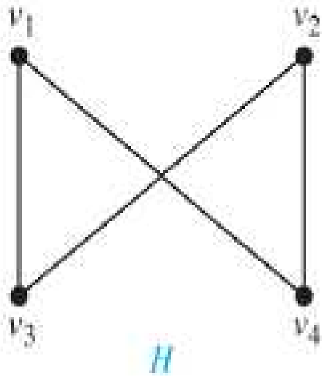

Are the two graphs isomorphic?

Define a one-to-one correspondence:
$f(u_1) = v_1$, $f(u_2) = v_4$, $f(u_3) = v_3$, and $f(u_4) = v_2$

Isomorphism of Graphs

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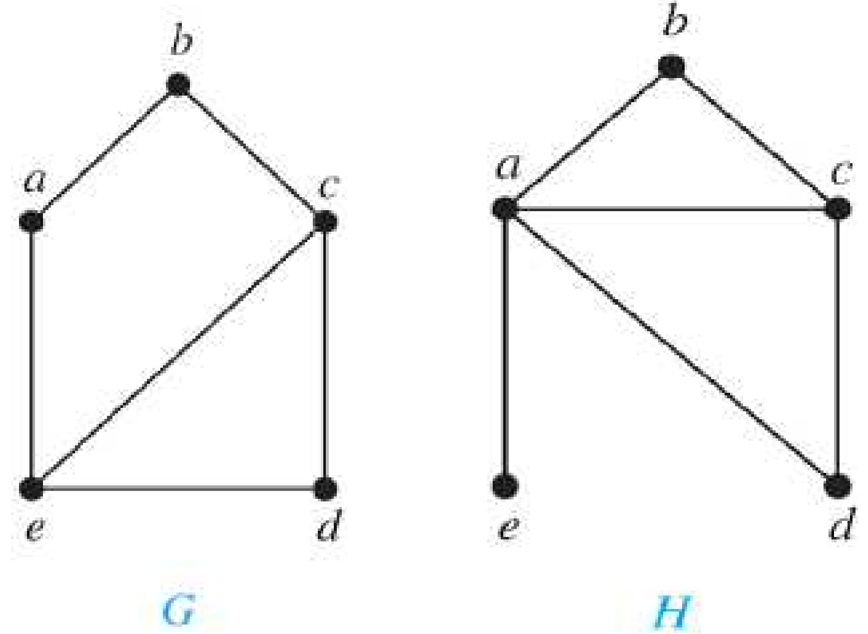
- Useful graph invariants include the number of vertices, number of edges, degree sequence, etc.

Isomorphism of Graphs

- **Example** Determine whether these two graphs are isomorphic.



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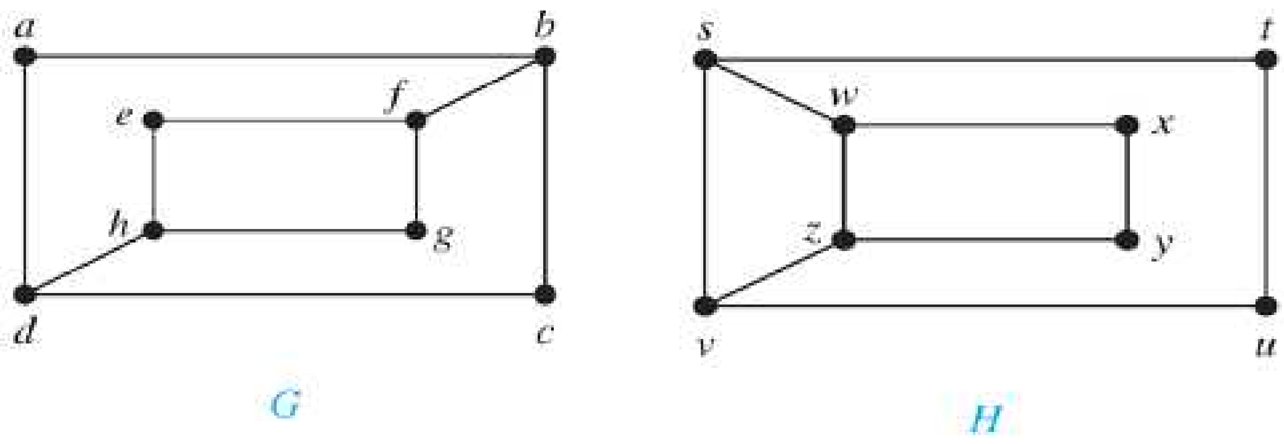

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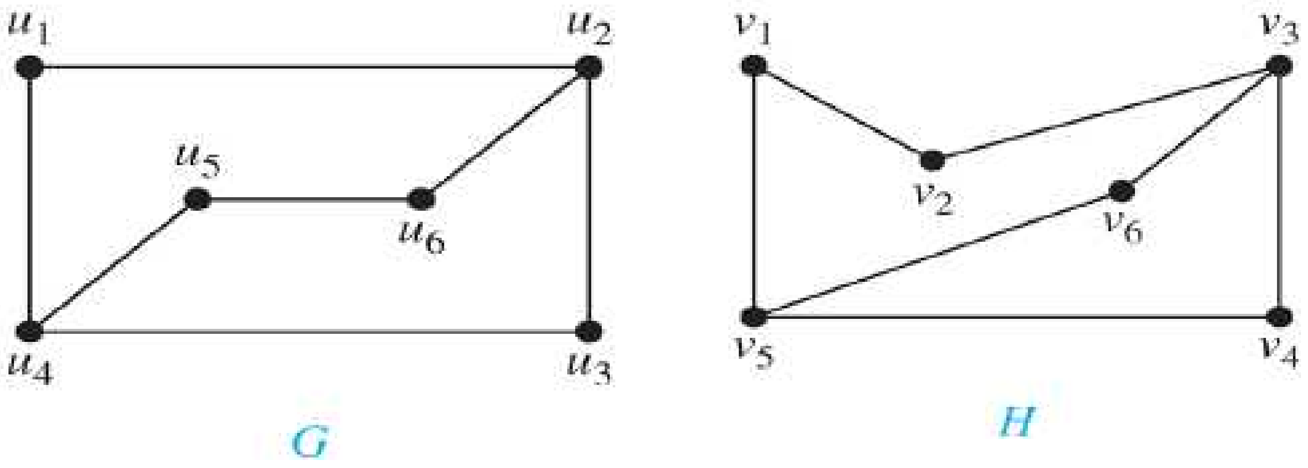

Path

- **Definition** Let n be a nonnegative integer and G an undirected graph. A *path of length n* from u to v in G is a sequence of n edges $e_1, e_2, \ldots, e_n$ of G for which there exists a sequence $x_0 = u, x_1, \ldots, x_{n-1}, x_n = v$ of vertices such that e_i has the endpoints x_{i-1} and x_i for $i = 1, \ldots, n$. The path is a *circuit* if it begins and ends at the same vertex, i.e., if $u = v$ and has length greater than zero. A path or circuit is *simple* if it does not contain *repeating vertices*.

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◇ it starts and ends with a vertex

◇ each edge joins the vertex before it in the sequence to the vertex after it in the sequence

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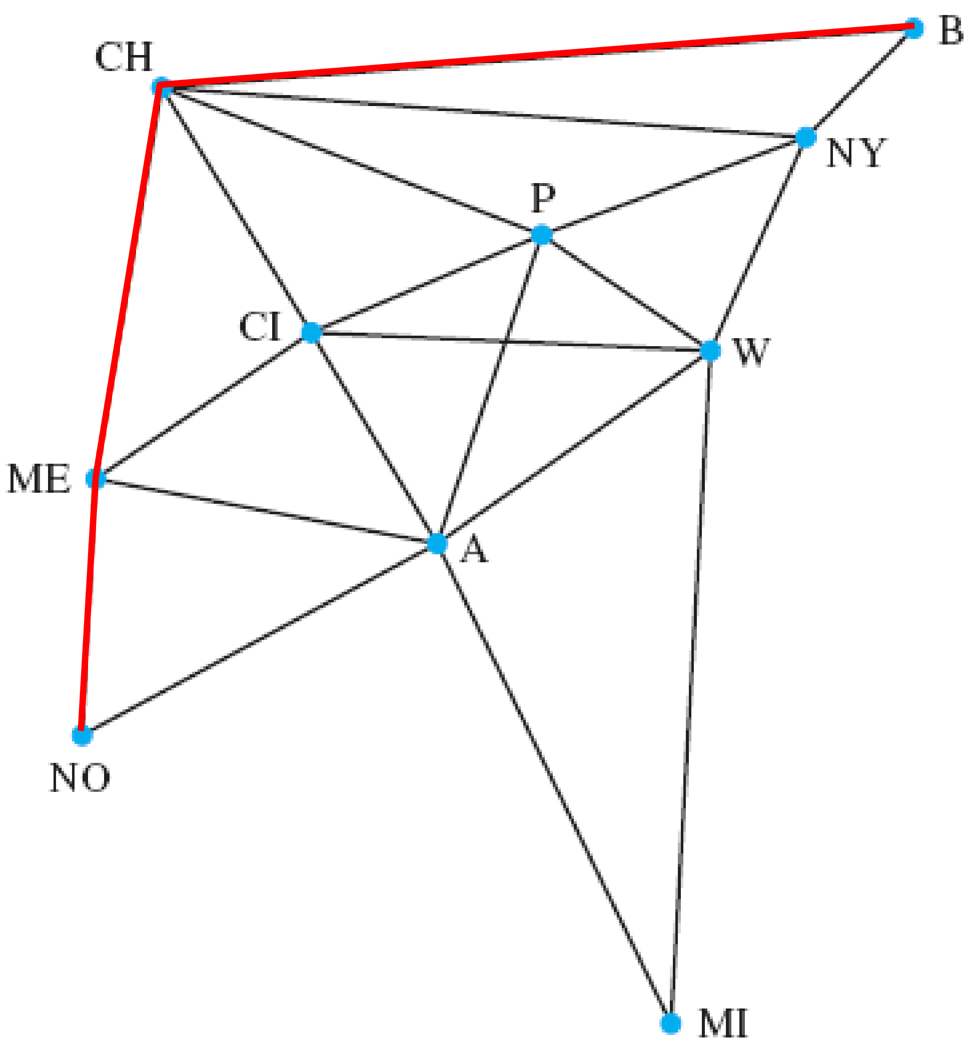
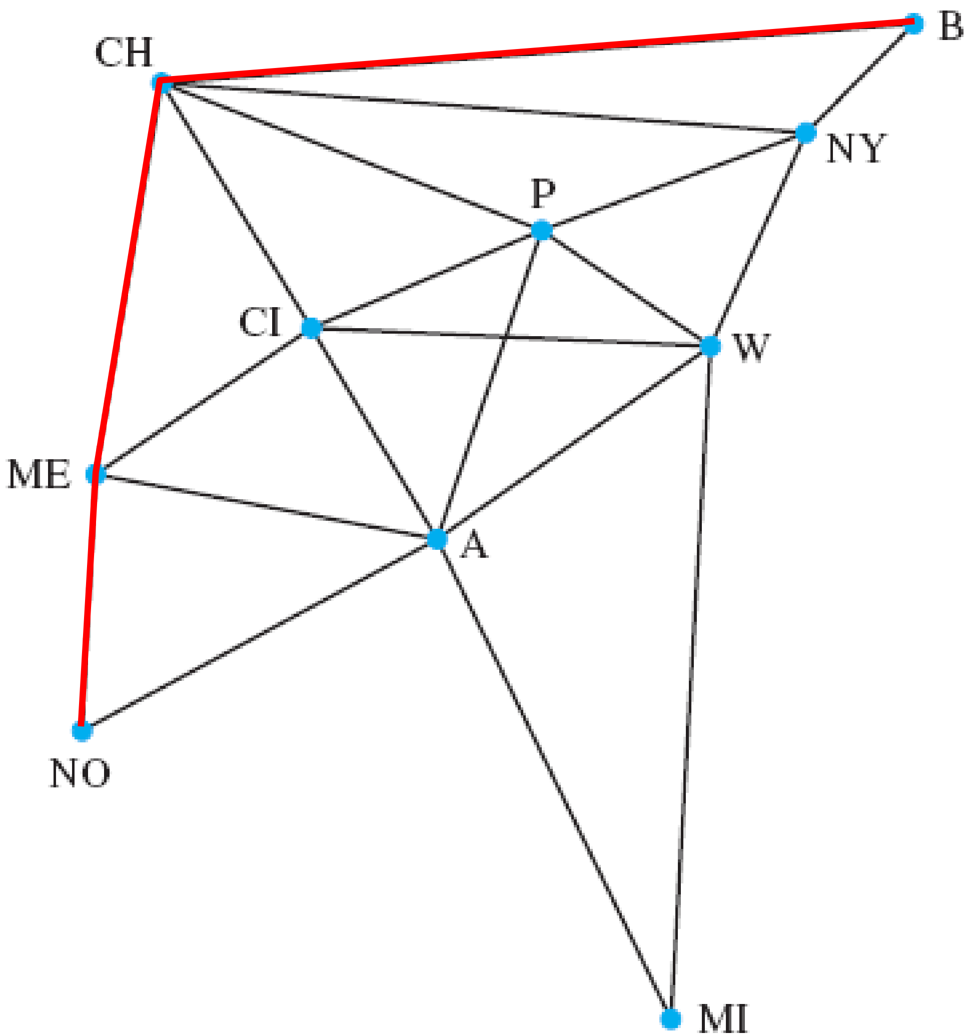
Length of a path $=$ # of edges on path

Path



Path

Path from Boston to New Orleans is B, CH, ME, NO



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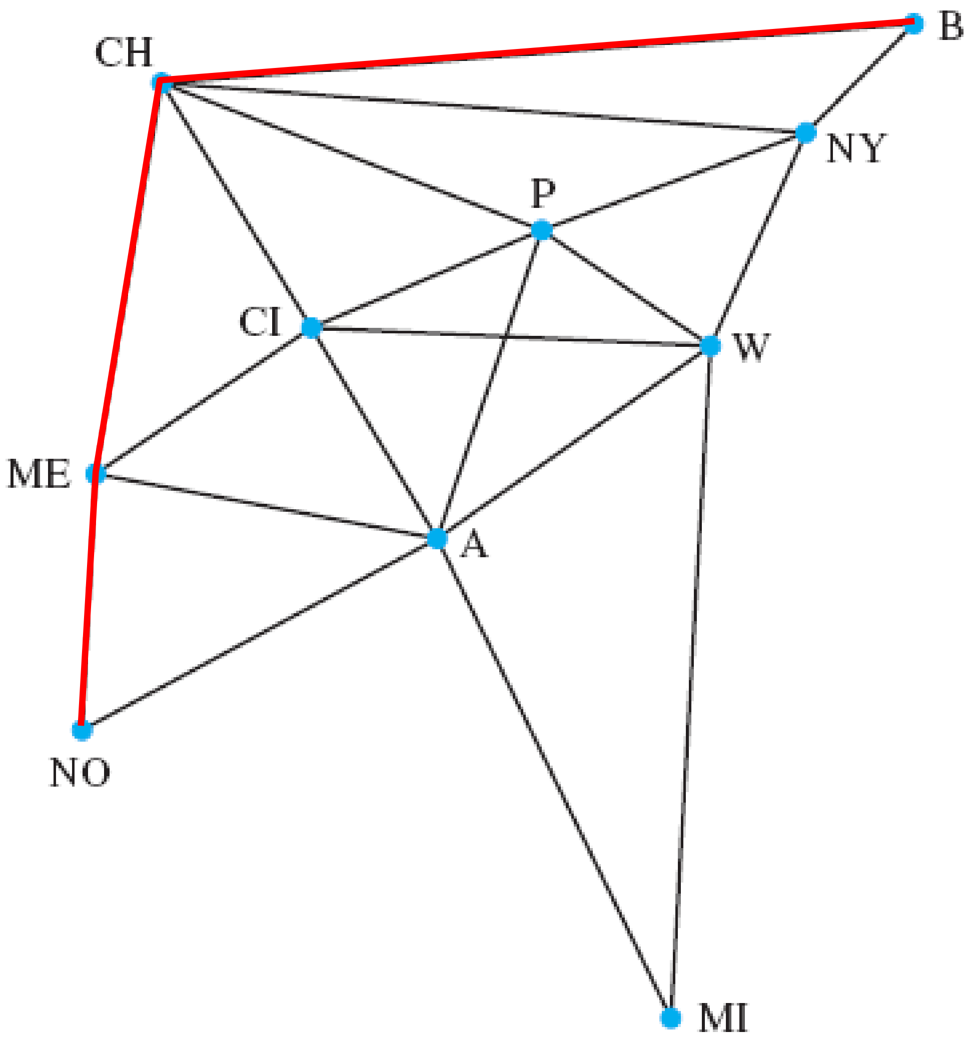
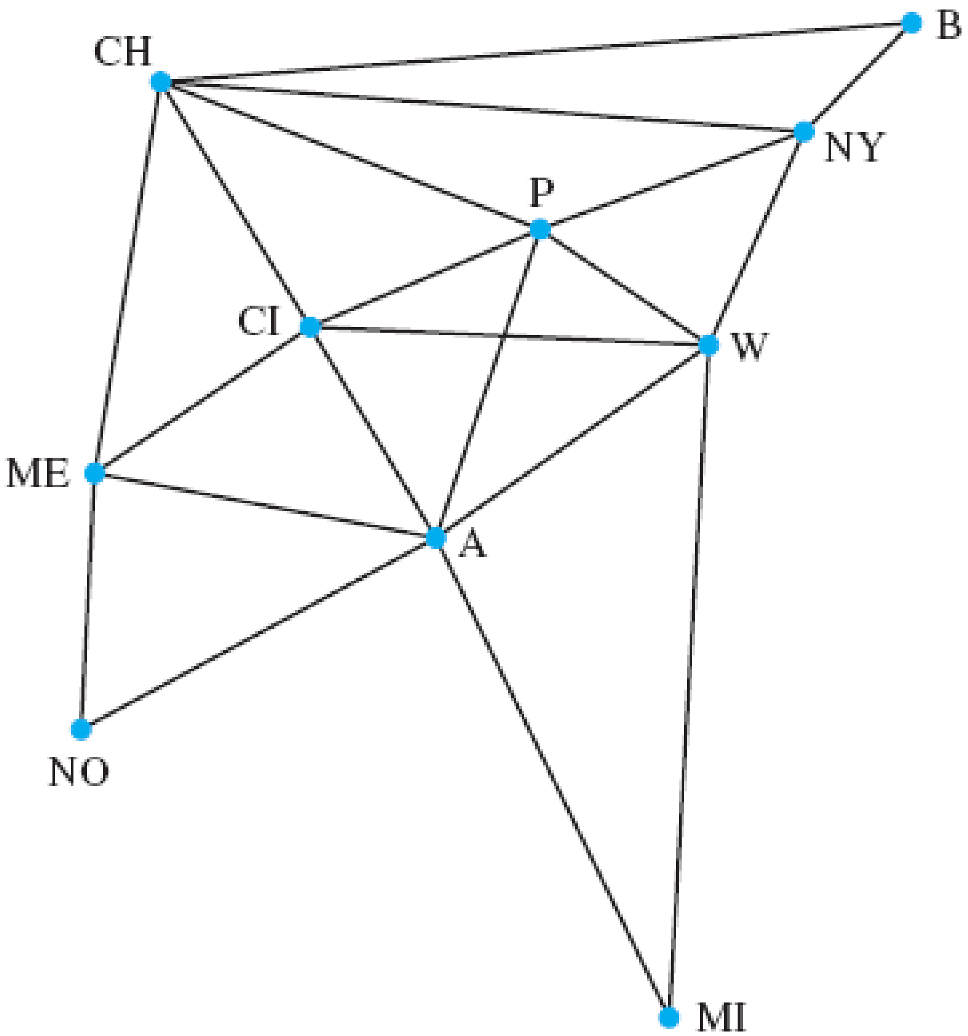
This path has length 3.



Connectivity



Company decides to lease only minimum number of communication lines it needs to be able to send a message from any city to any other city by using any number of intermediate cities.

What is the minimum number of lines it needs to lease?

Connectivity

- Choosing 10 edges?

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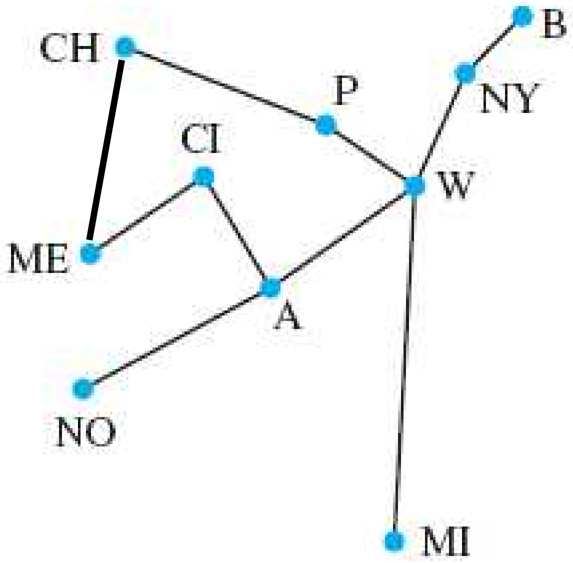

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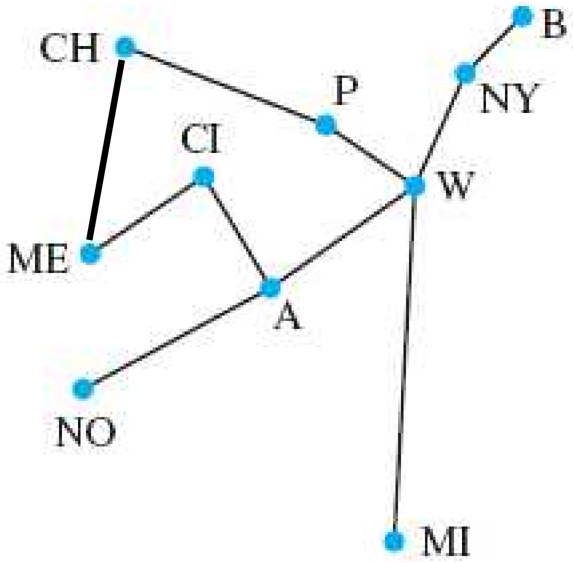

Too many.

Could throw away edge CI, A, and still have a solution.

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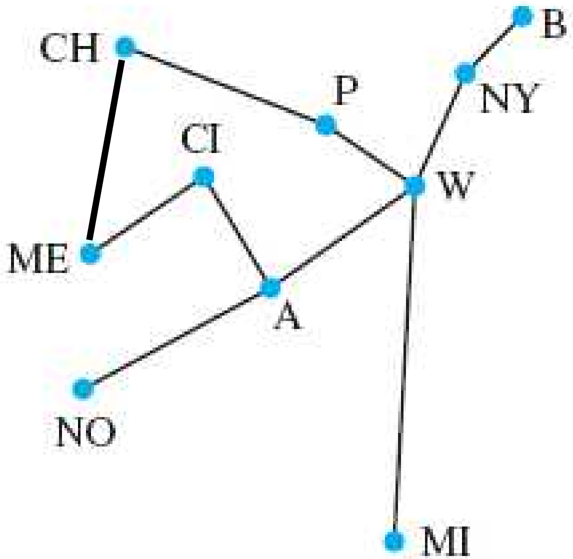

Choosing 8 edges?

Too many.

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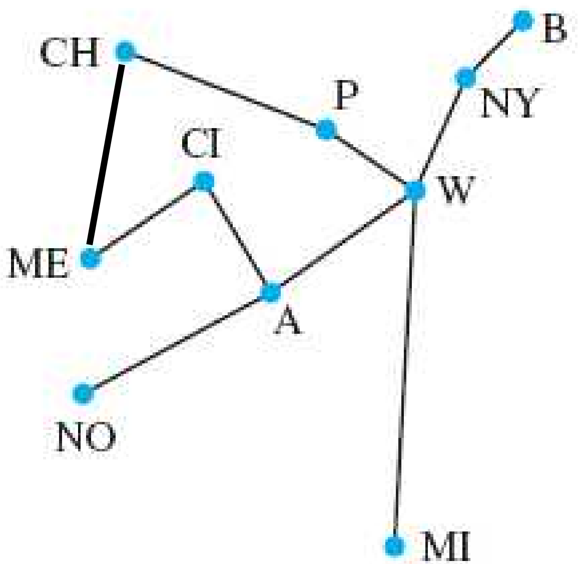

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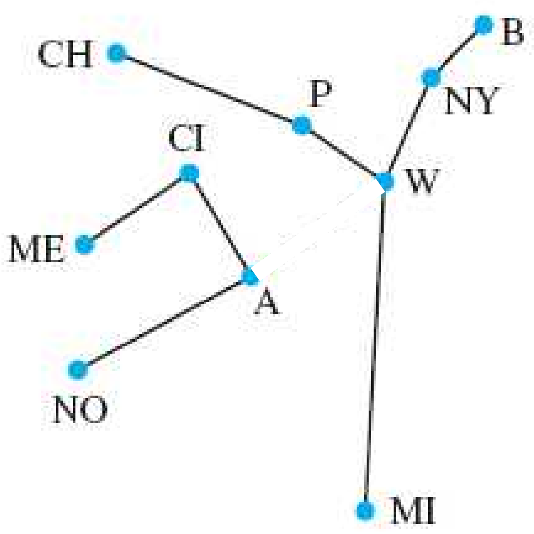

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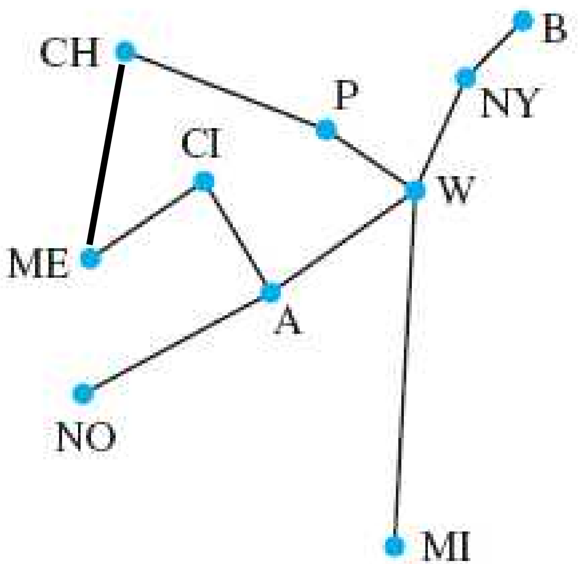

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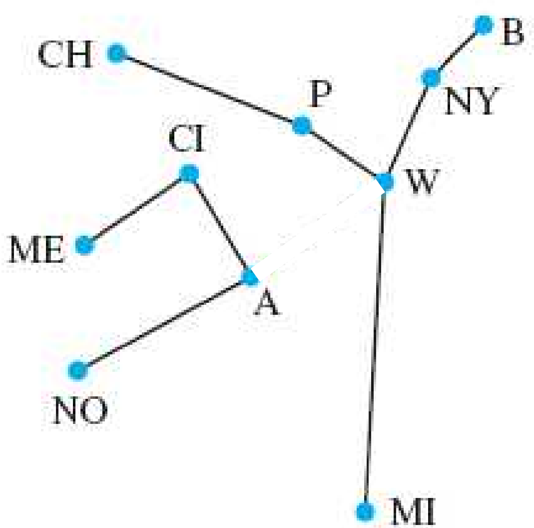

Not enough.

There is no path from, e.g., NO to B.

Connectivity

- Choosing 9 edges:

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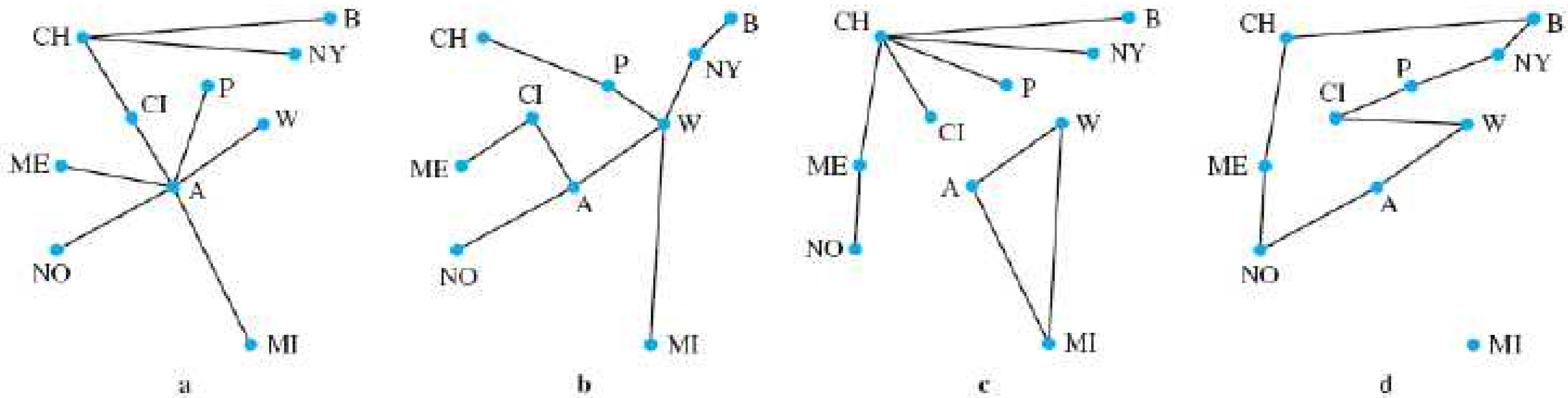

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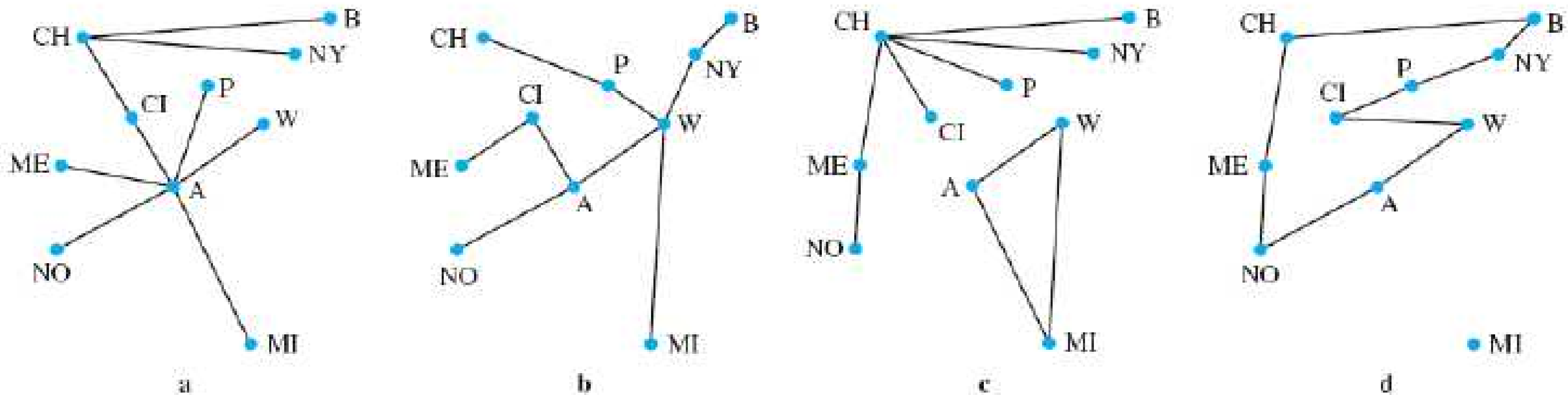

Two vertices are *connected* if there is a path between them.

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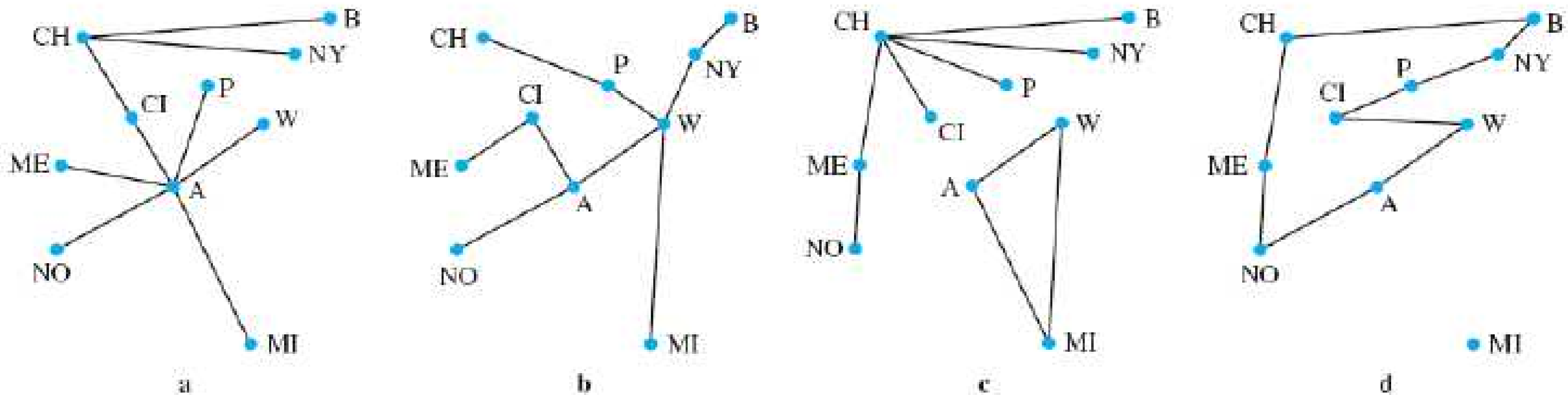

Two vertices are *connected* if there is a path between them.
Example: W, B are connected in (b), but are disconnected in (c).

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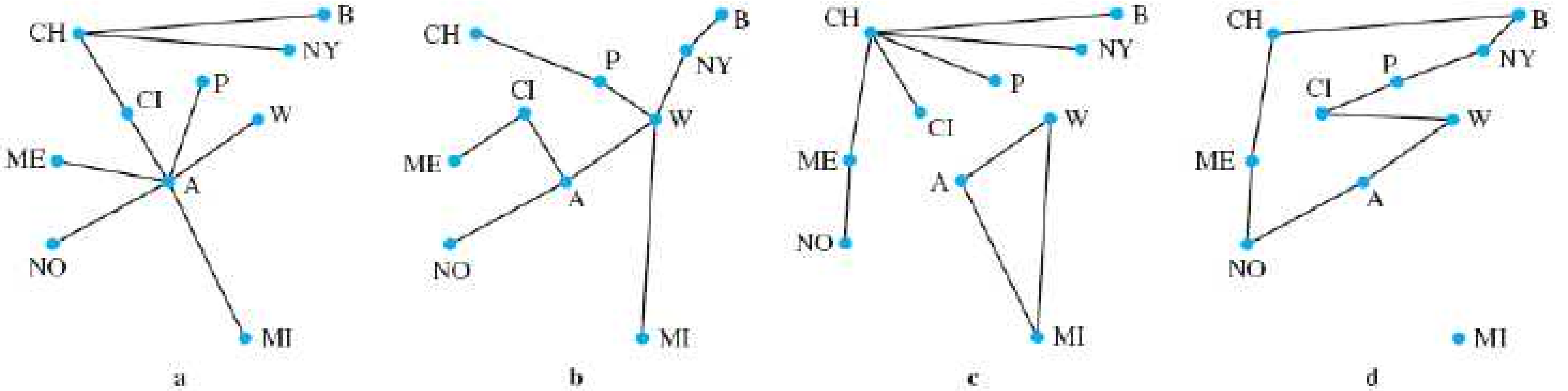

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Definition An undirected graph is called *connected* if there is a path between every pair of distinct vertices of the graph.

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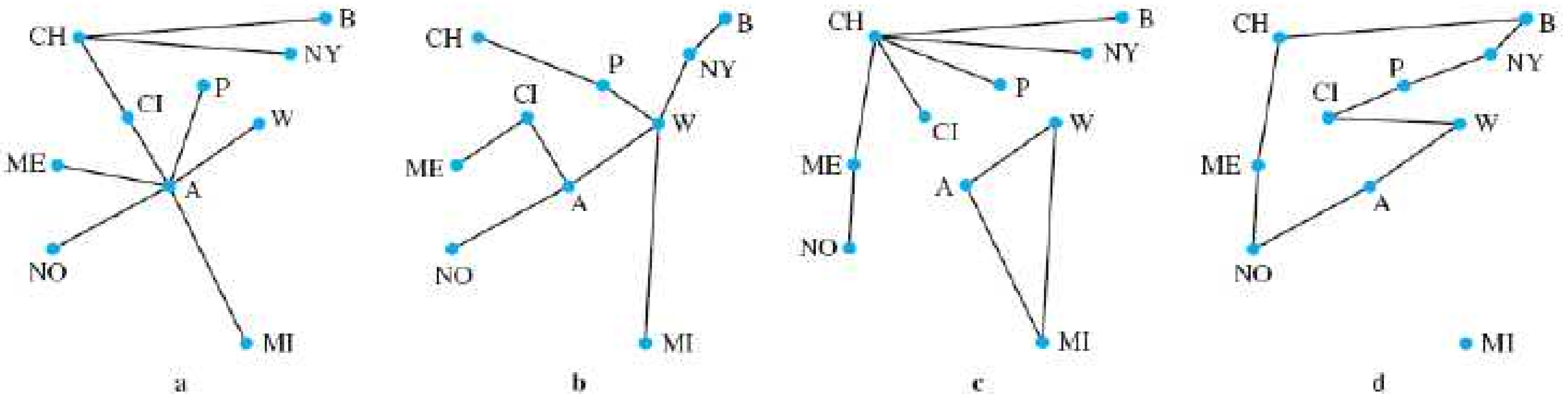

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Example: (a) and (b) are connected, (c) and (d) are disconnected.

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- **Lemma** If there is a path between two distinct vertices x and y of a graph G, then there is a simple path between x and y in G.

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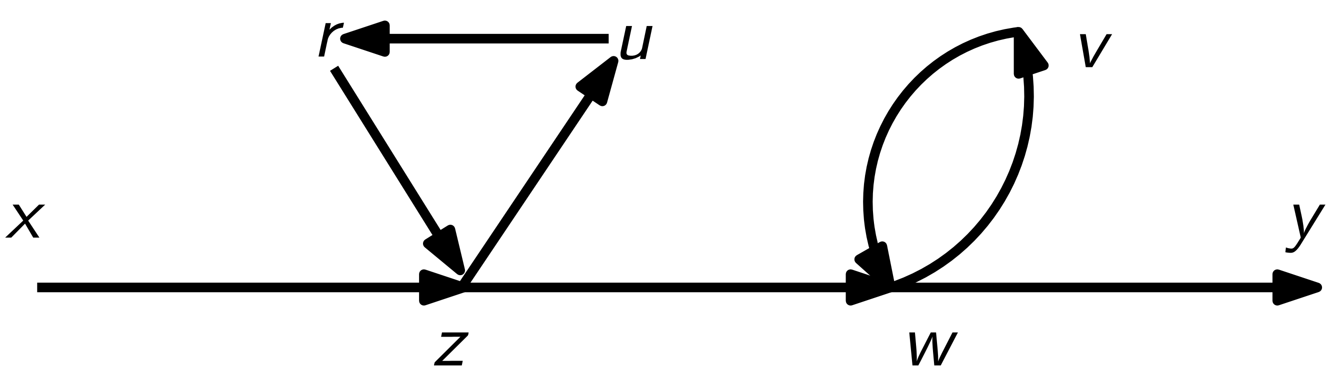

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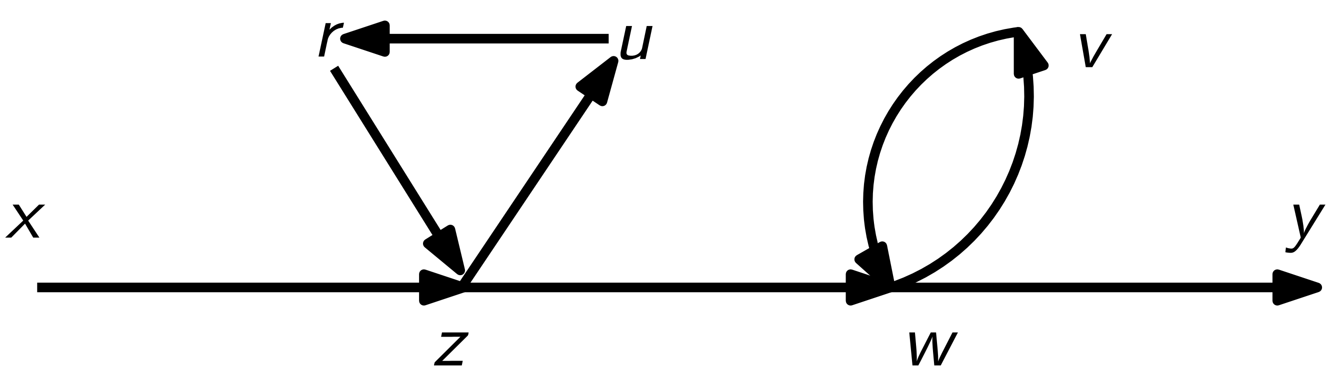

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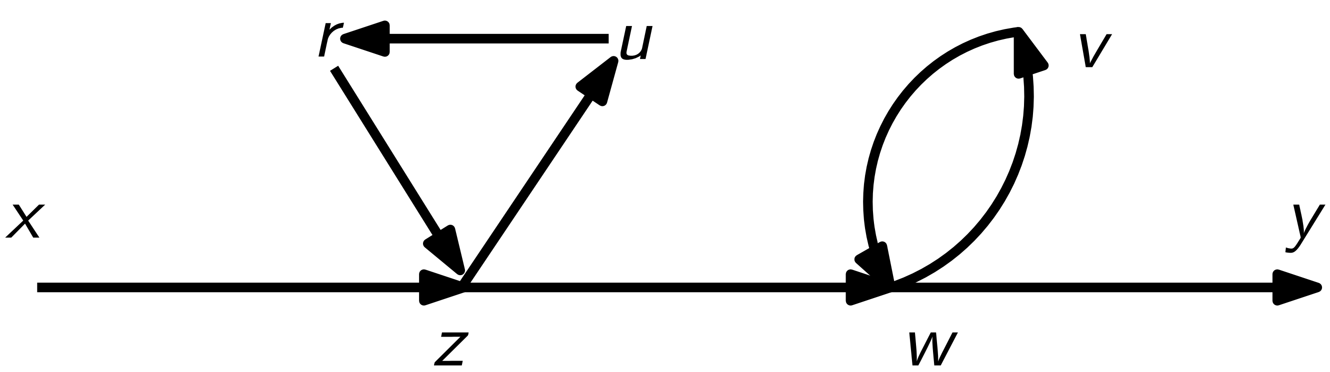

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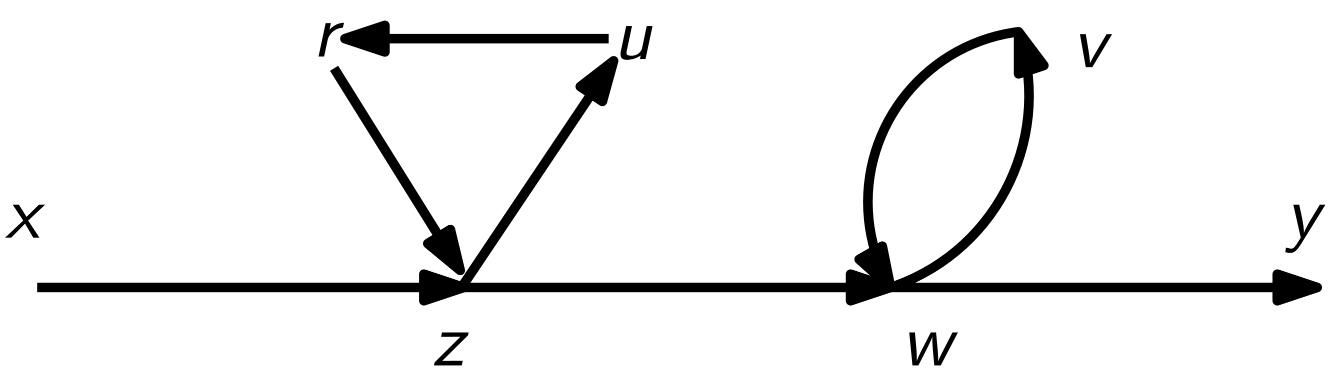

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Theorem There is a simple path between every pair of distinct vertices of a connected undirected graph.

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- **Definition** A *connected component* of a graph G is a connected subgraph of G that is not a proper subgraph of another connected subgraph of G.

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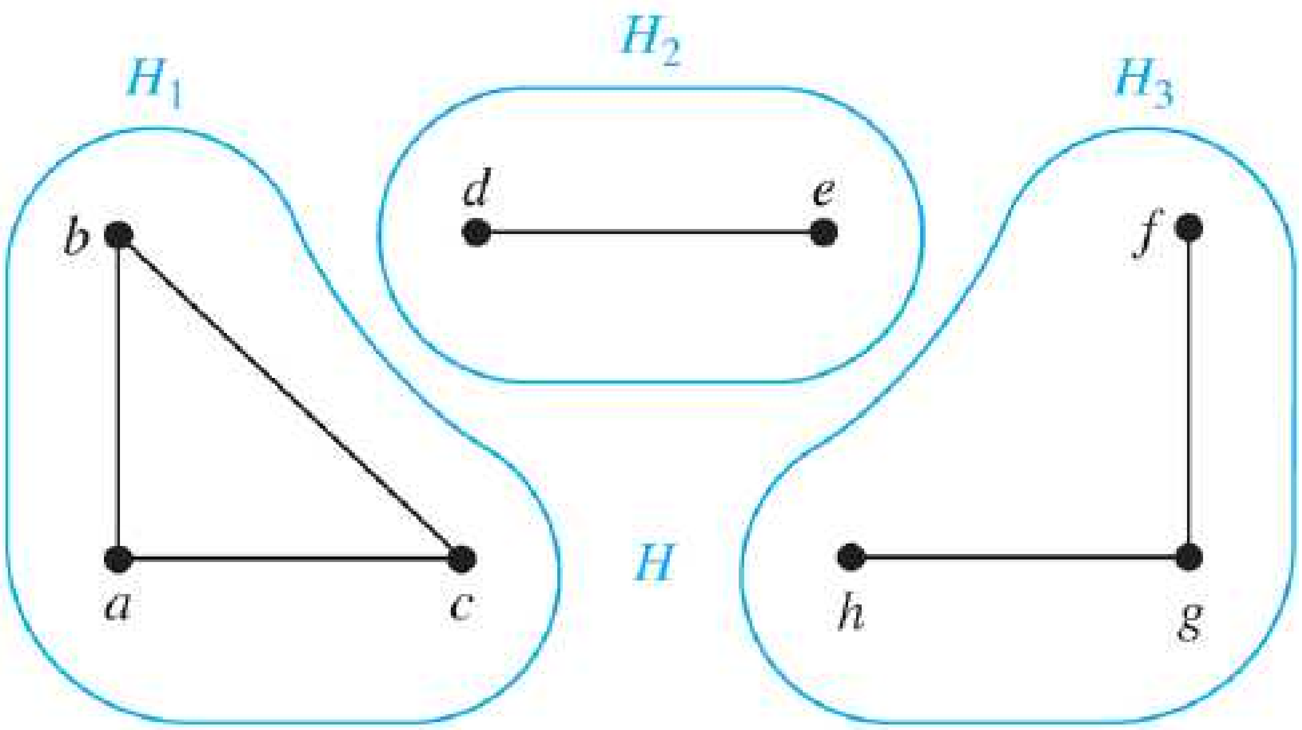

Connectedness in Directed Graphs

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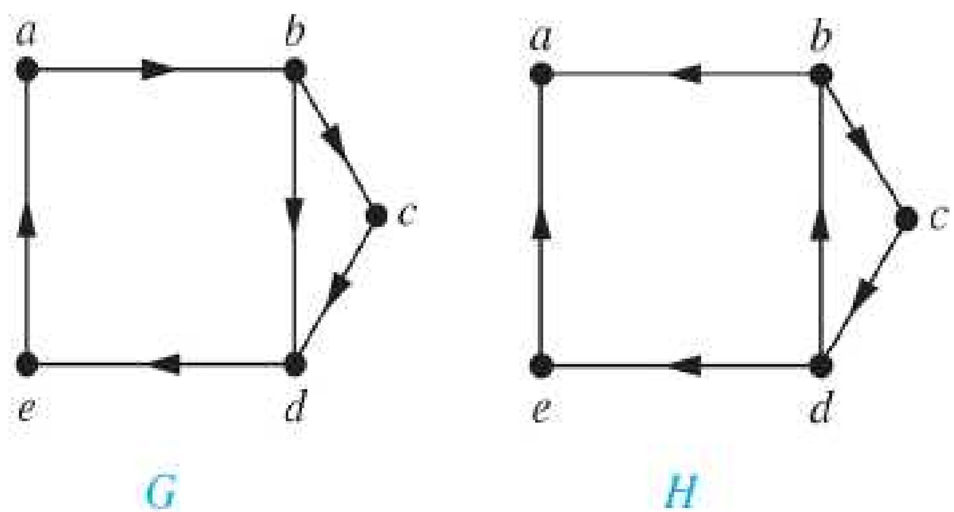

Cut Vertices and Cut Edges

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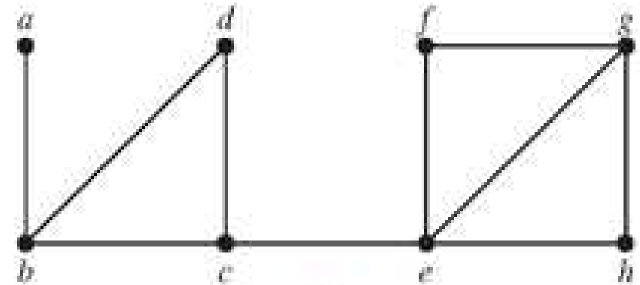

G_1

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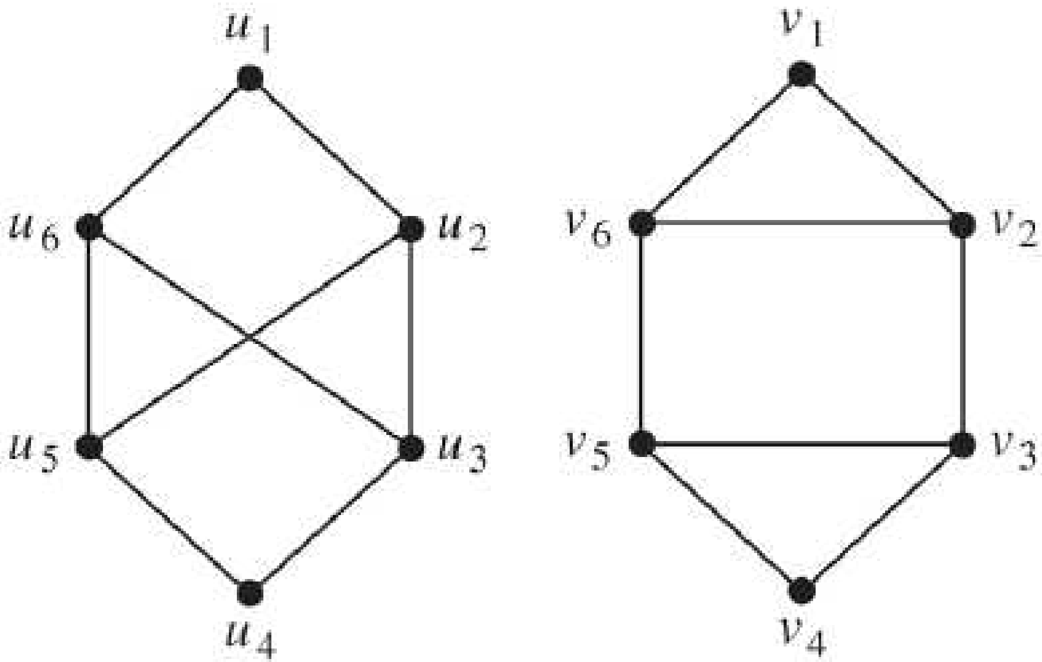

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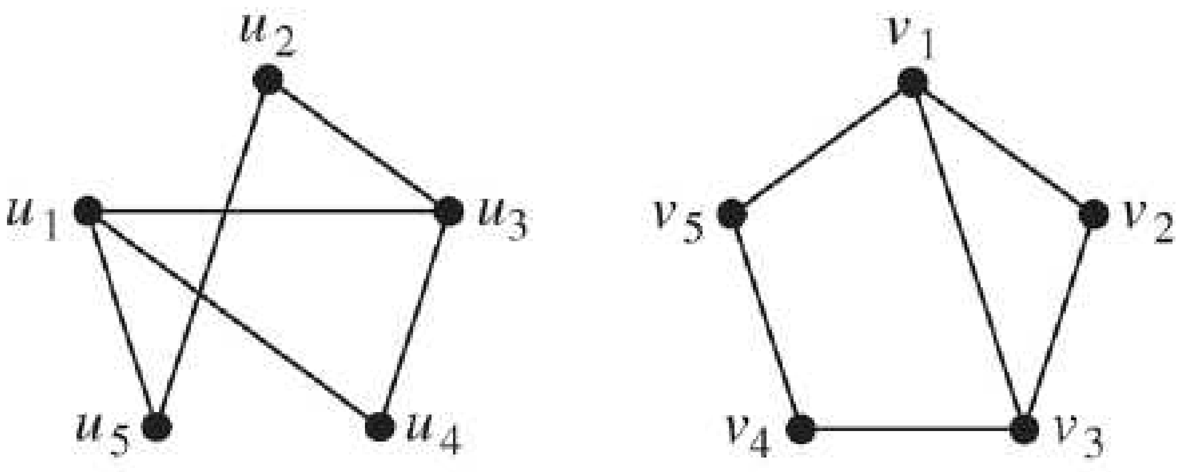

G *H*

Counting Paths between Vertices

- **Theorem** Let G be a graph with adjacency matrix $\mathbf{A}$ with respect to the ordering $v_1, v_2, \ldots, v_n$ of vertices. The number of different paths of length r from v_i to v_j, where $r > 0$ is positive, equals the (i, j)-th entry of $\mathbf{A}^r$.

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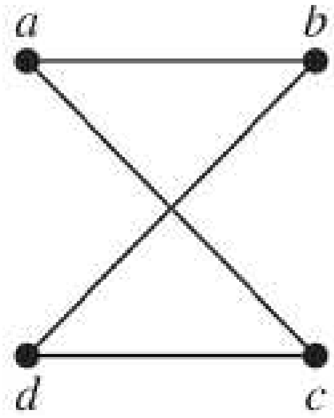
  $\mathbf{A}^{r+1} = \mathbf{A}^r\mathbf{A}$, the (i, j)-th entry of $\mathbf{A}^{r+1}$ equals $b_{i1}a_{1j} + b_{i2}a_{2j} + \cdots + b_{in}a_{nj}$, where b_{ik} is the (i, k)-th entry of $\mathbf{A}^r$.

Counting Paths between Vertices

- **Example** How many paths of length 4 are there from a to d in the graph G?



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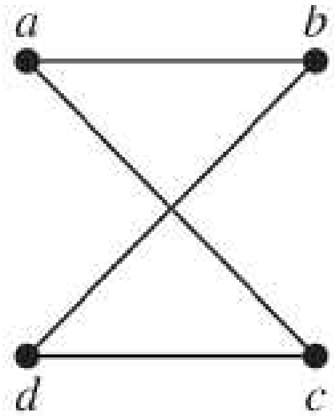

$$\begin{bmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix}$$

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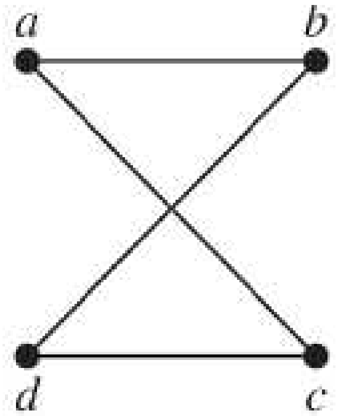

$$\begin{bmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix} \qquad \begin{bmatrix} 8 & 0 & 0 & 8 \\ 0 & 8 & 8 & 0 \\ 0 & 8 & 8 & 0 \\ 8 & 0 & 0 & 8 \end{bmatrix}$$

Next Lecture

- Graph theory II ...