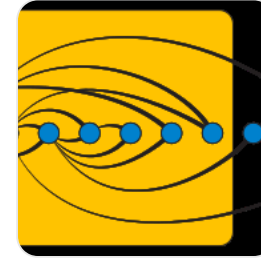


**Applications:** Triangles are key in network analysis. In social networks, the *triadic closure* principle says two individuals with a common friend are likely to become friends, so social graphs tend to have many triangles. The clustering coefficient of a network is based on triangle counts [en.wikipedia.org](https://en.wikipedia.org). In computational biology, triangles appear as simple network motifs indicating feedback loops. Triangles are also used in graph mining (finding frequent subgraphs) and in graph embedding/clustering: communities often have high triangle density. Fast triangle-counting algorithms are used in performance-sensitive areas like large-scale social network analysis and subgraph mining.

## Degeneracy in a Graph

The **degeneracy** of a graph is a measure of its sparsity. A graph is called  $k$ -degenerate if every subgraph has at least one vertex of degree  $\leq k$ . Equivalently, one can iteratively remove the lowest-degree vertex: if the highest degree encountered during this removal process is  $k$ , the graph is  $k$ -degenerate

en.wikipedia.org



For example, the figure shows a 2-degenerate graph (each vertex has at most two neighbors to its left) and highlights its 2-core (the shaded subgraph that remains after repeatedly deleting vertices of degree  $< 2$ )

en.wikipedia.org

Formally, the **degeneracy** of a graph is the smallest  $k$  for which it is  $k$ -degenerate. It is also equal to the maximum core number in the graph: if one repeatedly removes all vertices of degree less than  $k$ , the remaining components are the  $k$ -cores, and the degeneracy is the largest  $k$  such that a non-empty  $k$ -core exists. Degeneracy is closely related to other sparsity measures like arboricity. It satisfies facts such as: every planar graph is 5-degenerate (by the Five Color Theorem), every outerplanar graph is 2-degenerate, and many real-world networks (social, web, biological) have small degeneracy compared to their size. Additionally, the degeneracy of a graph plus one gives an upper bound on its chromatic number (a greedy coloring on a degeneracy ordering uses at most  $k+1$  colors).

**Computing Degeneracy (Core Decomposition):** A classic linear-time algorithm (Matula–Beck) finds a *degeneracy ordering* of the vertices. Conceptually, repeat the following until all vertices are removed: pick a vertex  $v$  of minimum degree, record  $d_v$ , remove  $v$  and its edges, and update degrees of neighbors. Track the maximum degree removed; this maximum is the degeneracy  $k$ . A bucket queue or min-heap can perform these removals in  $O(n + m)$  time (where  $m$  = number of edges). Pseudocode for this process:

vbnet

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```

initialize all vertices in a bucket structure keyed by their degree
degeneracy = 0
for i from 1 to n:
    let u = a vertex of minimum degree (remove it from bucket)
    degeneracy = max(degeneracy, degree[u])
    output u in the degeneracy ordering
    for each neighbor w of u (not yet removed):
        decrement degree[w] by 1 (and update bucket)
return degeneracy

```

After this algorithm, the list of removed vertices in reverse order is a *core decomposition*:

vertices removed in rounds 1 remain in the 0-core, those surviving until degree  $\geq 1$  removal form the 1-core, and so on. In code, one might implement a simple version using a heap or even a sorted structure:

python

 Copy

```

# Example Python: compute degeneracy of an undirected graph G (adj list)
def compute_degeneracy(G):
    import heapq
    degree = {u: len(G[u]) for u in G}
    heap = [(deg, u) for u, deg in degree.items()]
    heapq.heapify(heap)
    removed = set()
    degeneracy = 0
    while heap:
        deg, u = heapq.heappop(heap)
        if u in removed:
            continue
        degeneracy = max(degeneracy, deg)
        removed.add(u)
        for w in G[u]:
            if w not in removed:

```

```

        degree[w] -= 1
        heapq.heappush(heap, (degree[w], w))
    return degeneracy

```

This returns the graph's degeneracy in worst-case  $O((n + m) \log n)$  time. In practice, specialized bucket queues achieve true  $O(n + m)$  performance [en.wikipedia.org](https://en.wikipedia.org) .

**Applications:** Degeneracy and core decomposition have many applications. In social networks, high  $k$ -cores often correspond to cohesive subcommunities or influential users: peeling off low-degree "peripheral" nodes reveals a core of well-connected individuals. In biology,  $k$ -core analysis of protein interaction or gene-regulatory networks can identify central modules or functional groups. Degeneracy ordering is also used as a heuristic in algorithms for maximum clique or graph coloring, since any clique has size at most  $k+1$ . More broadly, knowing a graph's small degeneracy ( $k \ll n$ ) allows faster algorithms (for example, triangle listing in  $O(mk)$  time via Chiba–Nishizeki's method, or faster subgraph enumeration).

Relevant facts include: every planar graph is at most 5-degenerate [en.wikipedia.org](https://en.wikipedia.org) ; trees and forests are 1-degenerate (since they always have a leaf); and an  $m$ -edge graph has degeneracy at most  $\sqrt{2m}$  (since average degree is  $2m/n$ , some subgraph has low-degree). Computing degeneracy (via core decomposition) is thus a practical way to analyze the "densest" parts of a network while maintaining efficient runtimes.

**References:** Standard graph theory sources and algorithms texts discuss these concepts. For definitions and linear-time algorithms see [en.wikipedia.org](https://en.wikipedia.org) [en.wikipedia.org](https://en.wikipedia.org) ; for applications in network analysis see recent surveys such as "core decomposition" in large-scale networks

[en.wikipedia.org](https://en.wikipedia.org) [en.wikipedia.org](https://en.wikipedia.org) .

## Citations

W Triangle graph - Wikipedia

the  $K$ -Core of a graph  $G$  is the maximal subgraph  $H$  (subset  $G$ ) that minimum degree of  $H$ , or  $\Delta(H) \geq K$ .

for example this graph can be decomposed into different  $K$ -Cores, But the 4-Core is Null Graph.

Formally, the degeneracy of a graph is the smallest  $k$  for which it is  $k$ -degenerate .

It is also equal to the maximum core number in the graph: if one repeatedly removes all vertices of degree less than  $k$ , the remaining components are the  $k$ -cores.

the degeneracy is the largest  $k$  such that a non-empty  $k$ -core exists. which aligns with the other definition.

The degeneracy of a graph is a measure of its sparsity. A graph is called  $k$ -degenerate if every subgraph has at least one vertex of degree  $\leq k$

for example this graph is 3-degenerate !!

