

## UNIT-4:

### Graph theory

Graph theory: Basic concepts, Graph Theory and its Applications, Subgraphs, Graph Representations: Adjacency and Incidence matrices, Isomorphic Graphs paths and Circuits, Eulerian and Hamiltonian Graphs.

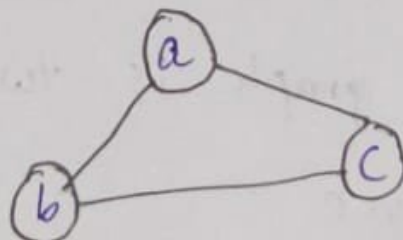
#### Graph:

The graph is a collection of vertices and edges usually denoted as  $G(V, E)$  where,  $V$  denoted no. of vertices and  $E$  denoted no. of edges.

Ex:

Let us consider  $G(V, E)$ , where the set  $V$  defined as  $V = \{a, b, c\}$  and  $E$  is defined as  $E = \{a-b, b-c, c-a\}$  the corresponding graph  $G$  is as follow

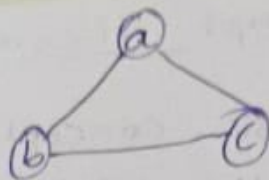
$$V = \{a, b, c\}, E = \{a-b, b-c, c-a\}$$



undirected graph:

The graph contains undirected edges is known as "Undirected Graph".

Ex:



Direct graph:

If at least one edge in the given graph  $G(V, E)$  is having direction then such graph is known as "Directed graph."

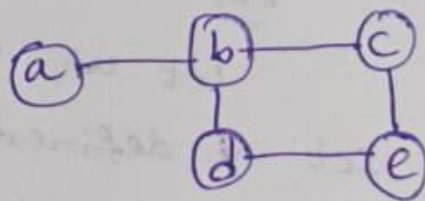
Ex:



Degree of Graph:

The graph  $G(V, E)$  vertex with highest degree is called "the degree of graph."

Ex:  $\deg(a) = 1$   
 $\deg(b) = 3$   
 $\deg(c) = 2$   
 $\deg(d) = 2$   
 $\deg(e) = 2$



The direct graph is two types

1. Inner degree
2. Outer degree

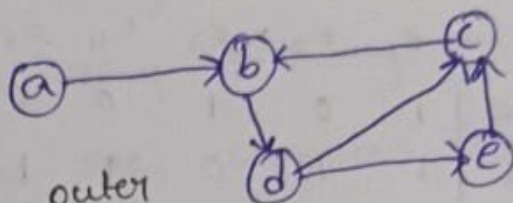
Inner degree: The no. of incoming edges of a vertex in graph  $G(V, E)$  is

Called "In-degree"

Outer degree:

The no. of outgoing edges of a vertex in graph  $G$  is called "outer degree".

The following graph find inner & outer degree



	Inner	+	outer	
deg(a)	0	+	1	= 1
deg(b)	2	+	1	= 3
deg(c)	2	+	1	= 3
deg(d)	1	+	2	= 3
deg(e)	1	+	1	= 2

The degree of the above graph is

3.

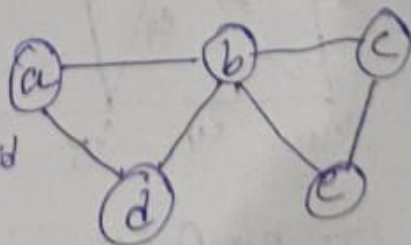
Matrix Representation:

The graph  $G(V, E)$  can be represented in two ways.

1. Adjacency Matrix
2. Incidence Matrix

Adjacency Matrix:

A vertex is connected another vertex which



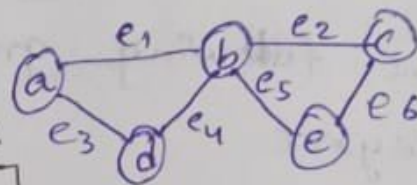


matrix representation,

$$\begin{matrix} & \begin{matrix} a & b & c & d & e \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} & \begin{bmatrix} 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \end{bmatrix} \end{matrix}$$

2) Incidence Matrix

$$\begin{matrix} & \begin{matrix} e_1 & e_2 & e_3 & e_4 & e_5 & e_6 \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} & \begin{bmatrix} 1 & 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{bmatrix} \end{matrix}$$



A vertex have which edge.

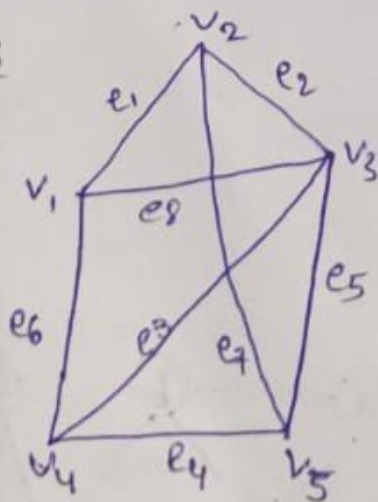
Subgraph:

Given two graphs  $G_1(V, E)$  and  $G_1(V_1, E_1)$  we say that  $G_1$  is a subgraph of  $G_1$  the following conditions are

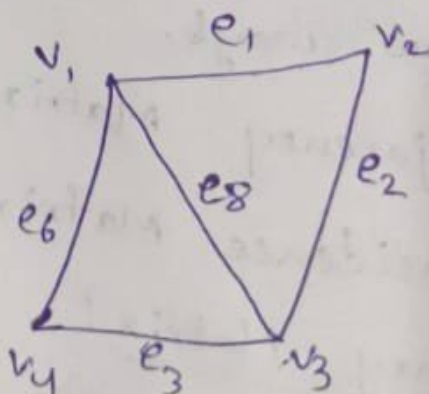
1. All the vertex and all the edges of  $G_1$  in  $G_1$ . ( $V_1 \subseteq V, E_1 \subseteq E$ )

2. Each edge of  $G_1$  as the same and vertex in  $G_1$  as in  $G_1$ .

Ex:

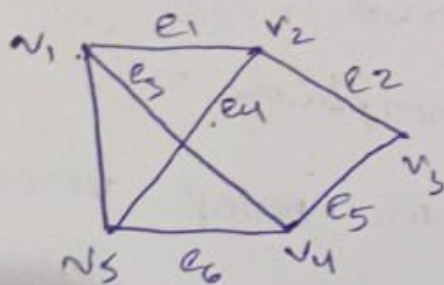


Graph  $G_1(V, E)$

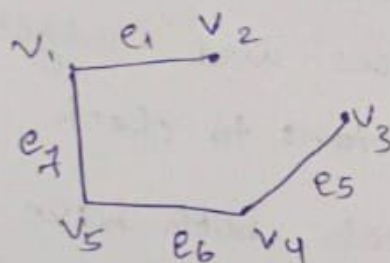


Subgraph  $G_1(V_1, E_1)$

Ex:



Graph  $G_1(V, E)$



Subgraph  $G_1(V, E_1)$

## Applications of Graph theory

- The Graph theory using so many areas, the specific areas are, computer Science technology.

Some of them are given below:

1. Graph are used to define the flow of communication.
2. Graphs are used to represent network of communication.
3. Graphs are used to data organization
4. Graph theory is used to find shortest path in road and google

## Isomorphism:-

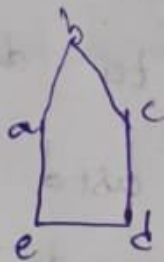
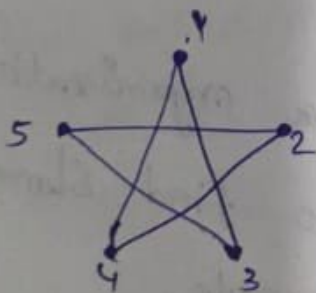
Two simple graphs  $G_1(V_1, E_1)$  and  $G_2(V_2, E_2)$  are said to be isomorphism if there is one-to-one correspondence between their vertices & edges. They will have same structure but

different only in the way. There vertices and edges label conditions to check isomorphism:

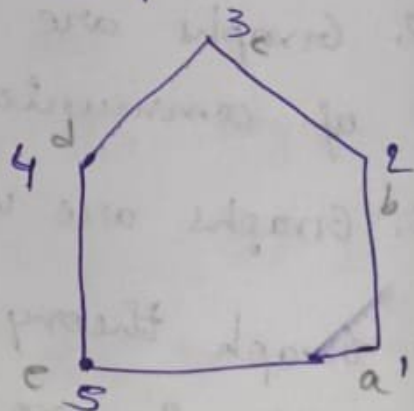
- check both have equal no. of vertices and edges.
- check both graphs have same degree of vertices
- Verify whether there is one-to-one correspondence between vertices.
- Verify Adjacency matrix and equal w.r.t the vertices.

Ex:

Graph  $G_1(V_1, E_1)$



Graph  $G_2(V_2, E_2)$



$$V(G_1) = 5$$

$$V(G_2) = 5$$

$$V(G_1) = V(G_2)$$

$$E(G_1) = 5$$

$$E(G_2) = 5$$

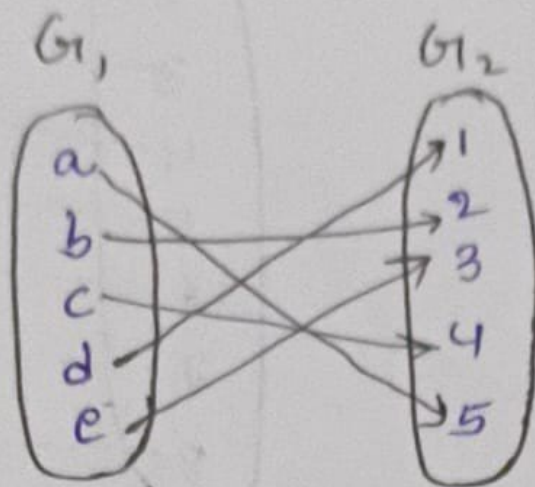
$$E(G_1) = E(G_2)$$



2)  $G_1: 1 \rightarrow 2, 2 \rightarrow 2, 3 \rightarrow 2, 4 \rightarrow 2, 5 \rightarrow 2$

$G_2: a \rightarrow 2, b \rightarrow 2, c \rightarrow 2, d \rightarrow 2, e \rightarrow 2$

3)



4)

$G_1(V_1, E_1)$

	1	2	3	4	5
1	0	0	1	1	0
2	0	0	0	1	1
3	1	0	0	0	1
4	1	1	0	0	0
5	0	1	1	0	0

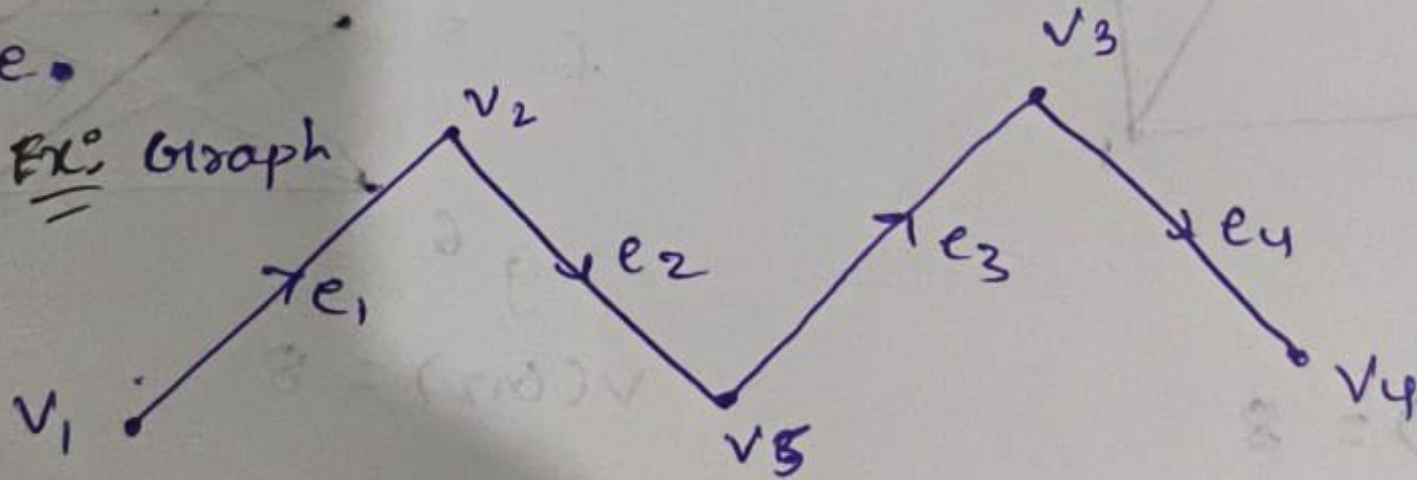
$G_2(V_2, E_2)$

	a	b	c	d	e
a	0	1	0	0	1
b	1	0	1	0	0
c	0	1	0	1	0
d	0	0	1	0	1
e	1	0	0	1	0

## Path & Circuite

path: A path is a open walk if  
which no vertices appear more than  
once.

Ex: Graph



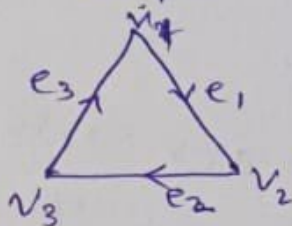
Sequence walk is

$v_1 e_1 v_2 e_2 v_5 e_3 v_3 e_4 v_4$



Circuit: circuit is a closed walk in which no edges appear more than once.

Ex: Graph



walk sequence is

$v_1 e_1 v_2 e_2 v_3 e_3 v_1$

Euler circuit:

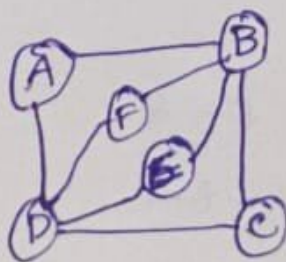
It is a closed walk which visit every edge of the graph exactly once. here no repeated edges. -

Euler graph:

A connected graph which contain Euler circuit or cycle is called Euler graph.

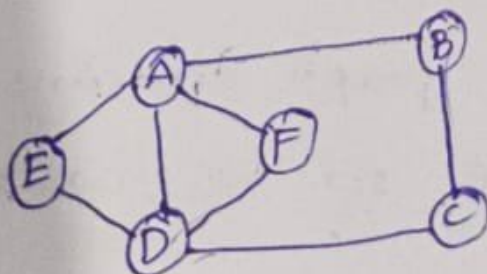
Note: A graph will contain an Euler circuit if and only if all vertices are even degree.

Ex:



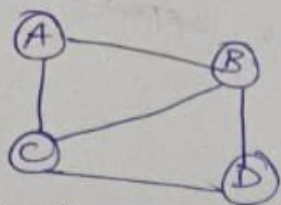
walk sequence is  
 $A B C D E B F D A$

Ex:



walk sequence is  
 $E A B C D F A D E$

Example of non-regular graph:



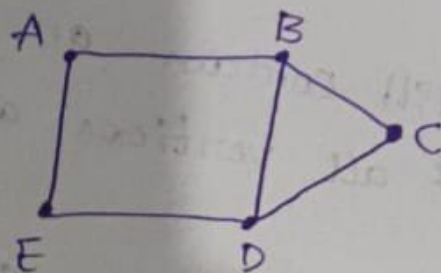
Hamiltonian Graph:

A graph  $G(V, E)$  is said to be Hamiltonian graph and it contains hamiltonian cycle or circuit.

Hamiltonian cycle or circuit:

In a connected graph a closed walk that visits every vertex of the graph  $G(V, E)$  exactly once except the starting and ending vertex / vertices it is called hamiltonian cycle.

Ex-1:



Sequence walk

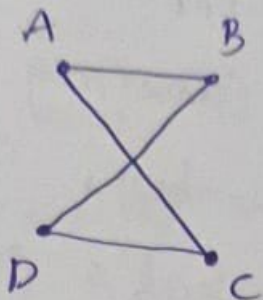
A-B-C-D-E-A

C-D-E-A-B-C

So the above graph contains hamiltonian cycle so we called as

hamiltonian graph.

Ex-2:

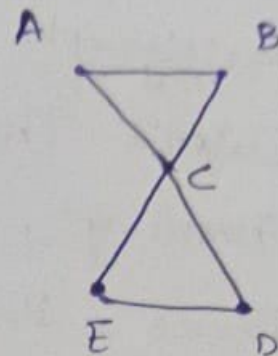


walk sequence

A-B-D-C-A

It is a hamiltonian graph

Ex-3:



walk sequence

A-B-C-E-D-C-A

It is not hamiltonian graph.