

DATA STRUCTURES & ALGORITHMS

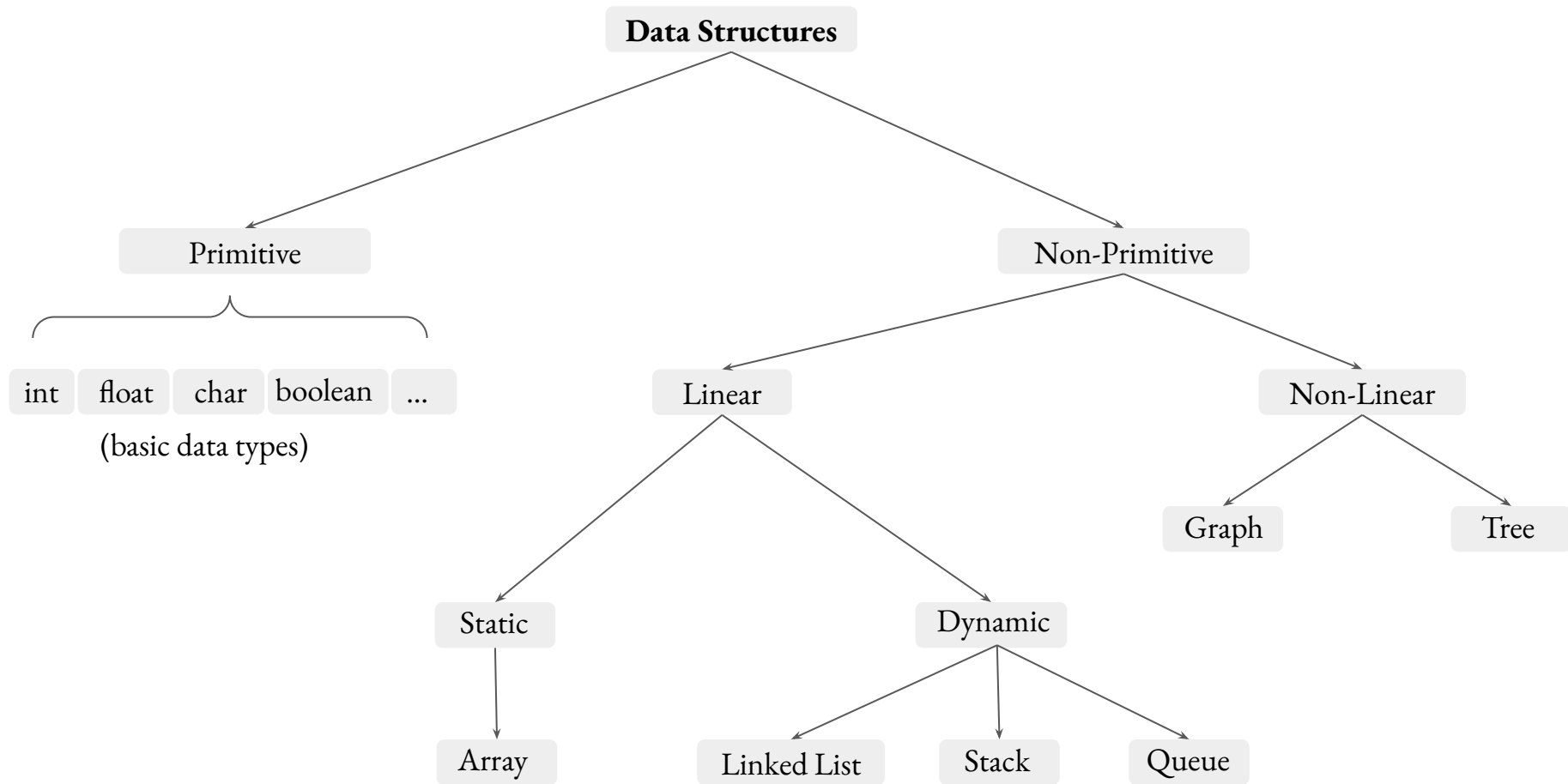
09: GRAPHS; PART-I

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GRAPHS

Graphs, directed graphs, trees and binary trees are important data structures in the field of Computer Science.

Graphs

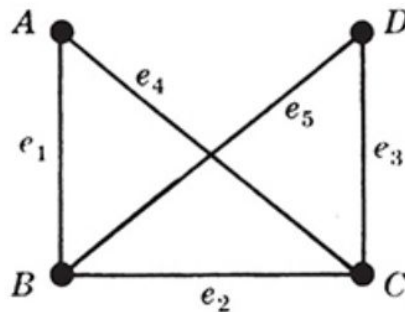
A graph G consists of two things:

- (i) A set $V = V(G)$ whose elements are called vertices, points, or nodes of G .
- (ii) A set $E = E(G)$ of unordered pairs of distinct vertices called edges of G .

We denote such a graph by $G(V, E)$ when we want to emphasize the two parts of G .

$G(V, E)$ where:

- (i) V consists of vertices: $\{A, B, C, D\}$
- (ii) E consists of edges: $\{e_1, e_2, e_3, e_4, e_5\}$
 - $e_1 = \{A, B\}$, $e_2 = \{B, C\}$,
 - $e_3 = \{C, D\}$, $e_4 = \{A, C\}$,
 - $e_5 = \{B, D\}$.



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Multigraphs

A **multigraph** $G(V, E)$ also contain set V of vertices and set E of edges, except that E may contain:

- **multiple edges**, i.e., edges connecting the same endpoints, and
- **one or more loops**, i.e., an edge whose endpoints are the same vertex.

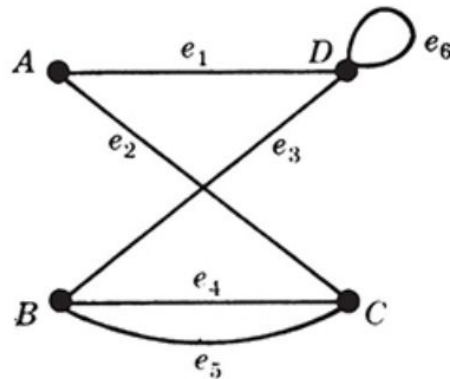
In the example, $V = \{e_1, e_2, e_3, e_4, e_5, e_6\}$

$$e_1 = \{A, D\} \quad e_2 = \{A, C\} \quad e_3 = \{B, D\}$$

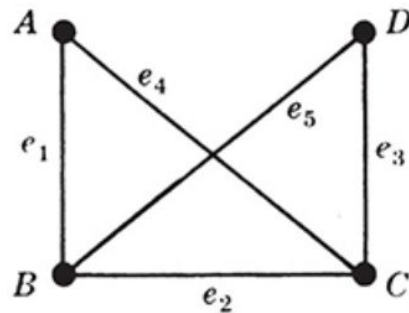
$$e_4 = \{B, C\} \quad e_5 = \{B, C\} \quad e_6 = \{D, D\}$$

Note:

A **graph** is a **multigraph** without *multiple edges or loops*.



Multigraph



Graph

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Trivial Graph

A graph with one vertex and no edges



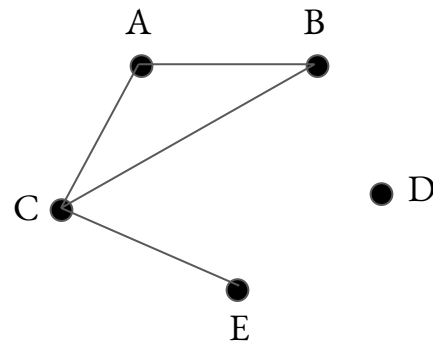
Empty or Null graph

Graph with no vertices and no edges.

Isolated vertex

A vertex which do not belong to any edges.

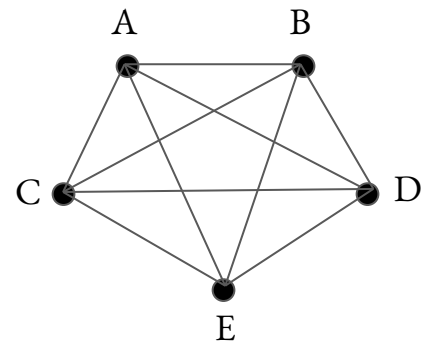
D is isolated vertex in the example shown right.



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Assume $G(V, E)$ is a **graph** which has five vertices.

What is the maximum number m of edges in E ?



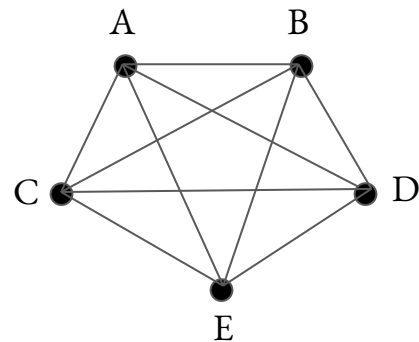
GRAPHS

Assume $G(V, E)$ is a **graph** which has five vertices.

What is the maximum number m of edges in E ?

$m = 10$ edges

$$C(n, 2) = \binom{n}{2} = \frac{n(n-1)}{2}$$



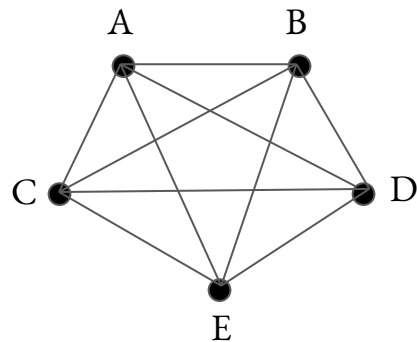
GRAPHS

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Assume $G(V, E)$ is a **multigraph** which has five vertices.

What is the maximum number m of edges in E ?

m cannot be calculated.

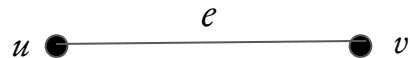
Multigraphs can contain finite or infinite number of edges and loops.

GRAPHS

Adjacency and incidence

$e = \{u, v\}$ is an edge.

- u and v are adjacent vertices (they are endpoints of e).
- e is incident on u and on v .



Degree of a vertex

$\deg(v)$ = number of edges incident on v

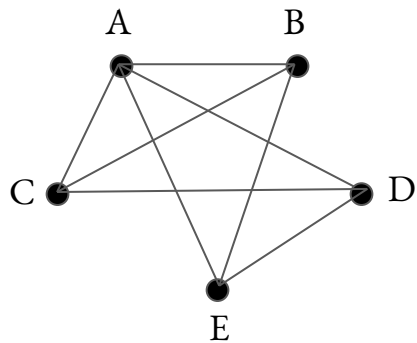
Parity of vertex

The parity of vertex v is said to be odd or even according as $\deg(v)$ is odd or even.

Note:

- The sum of degrees of the vertices of a graph is equal to twice the number of edges.

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$$\deg(A) = 4$$

$$\text{parity}(A) = \text{even}$$

$$\deg(B) = 3$$

$$\text{parity}(B) = \text{odd}$$

$$\deg(C) = 3$$

$$\text{parity}(C) = \text{odd}$$

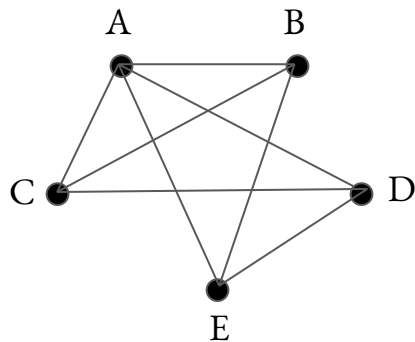
$$\deg(D) = 3$$

$$\text{parity}(D) = \text{odd}$$

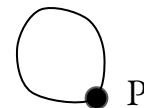
$$\deg(E) = 3$$

$$\text{parity}(E) = \text{odd}$$

GRAPHS



$\deg(A) = 4$	$\text{parity}(A) = \text{even}$
$\deg(B) = 3$	$\text{parity}(B) = \text{odd}$
$\deg(C) = 3$	$\text{parity}(C) = \text{odd}$
$\deg(D) = 3$	$\text{parity}(D) = \text{odd}$
$\deg(E) = 3$	$\text{parity}(E) = \text{odd}$



$\deg(P) = 2$	$\text{parity}(P) = \text{even}$
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GRAPHS

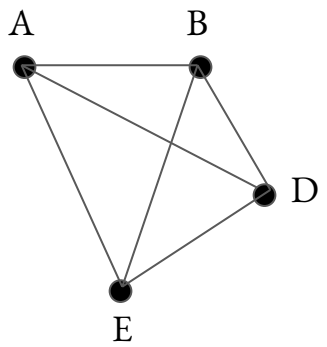
Subgraph

Consider a graph $\mathbf{G} = \mathbf{G}(\mathbf{V}, \mathbf{E})$. A graph $\mathbf{H} = \mathbf{H}(\mathbf{V}', \mathbf{E}')$ is called a subgraph of \mathbf{G} if the vertices and edges of \mathbf{H} are contained in the vertices and edges of \mathbf{G} , that is, if $\mathbf{V}' \subseteq \mathbf{V}$ and $\mathbf{E}' \subseteq \mathbf{E}$.

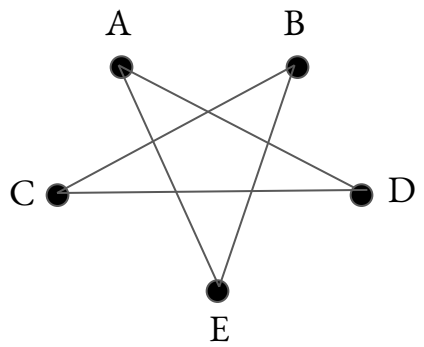
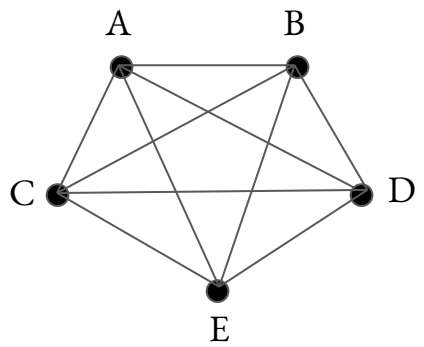
In particular:

- (i) A subgraph $\mathbf{H}(\mathbf{V}', \mathbf{E}')$ of $\mathbf{G}(\mathbf{V}, \mathbf{E})$ is called the subgraph induced by its vertices \mathbf{V}' if its edge set \mathbf{E}' contains all edges in \mathbf{G} whose endpoints belong to vertices in \mathbf{H} .
- (ii) If \mathbf{v} is a vertex in \mathbf{G} , then $\mathbf{G} - \mathbf{v}$ is the subgraph of \mathbf{G} obtained by deleting \mathbf{v} from \mathbf{G} and deleting all edges in \mathbf{G} which contain \mathbf{v} .
- (iii) If \mathbf{e} is an edge in \mathbf{G} , then $\mathbf{G} - \mathbf{e}$ is the subgraph of \mathbf{G} obtained by simply deleting the edge \mathbf{e} from \mathbf{G} .

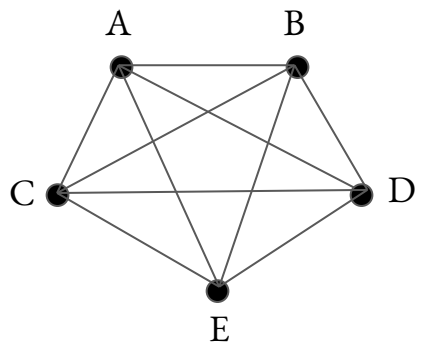
GRAPHS



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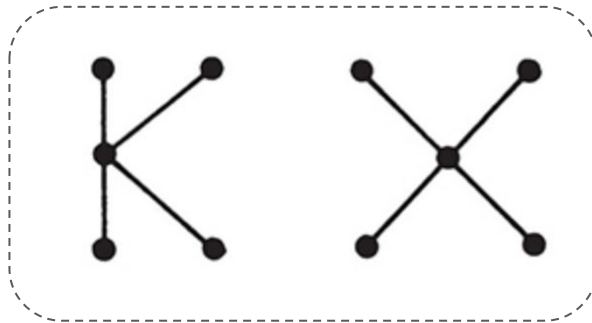
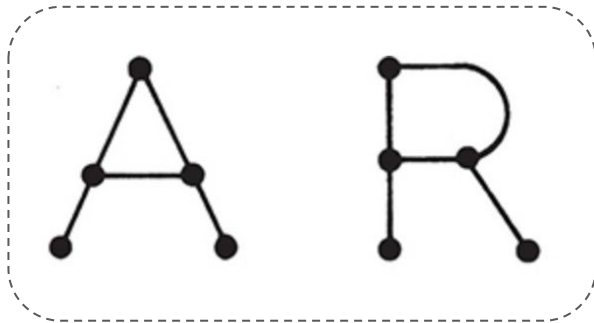
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GRAPHS

Isomorphic Graphs

Graphs $\mathbf{G(V, E)}$ and $\mathbf{G^*(V^*, E^*)}$ are said to be **isomorphic** if there exists a one-to-one correspondence $\mathbf{f: V \rightarrow V^*}$ such that $\{\mathbf{u, v}\}$ is an edge of \mathbf{G} if and only if $\{\mathbf{f(u), f(v)}\}$ is an edge of $\mathbf{G^*}$.

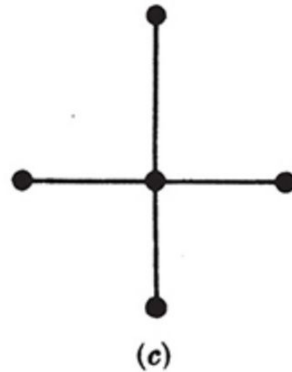


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Homeomorphic Graphs

Given any graph \mathbf{G} , we can obtain a new graph by dividing an edge of \mathbf{G} with additional vertices.

Two graphs \mathbf{G} and \mathbf{G}^* are said to be homeomorphic if they can be obtained from the same graph or isomorphic graphs by this method.



(a) and (b) are not isomorphic but they are homeomorphic since each can be obtained from (c) by adding appropriate vertices.

GRAPHS

Paths

A **path** in a multigraph **G** consists of an alternating sequence of vertices and edges of the form

$$v_0, e_1, v_1, e_2, v_2, \dots, e_{n-1}, v_{n-1}, e_n, v_n$$

where each edge e_i contains the vertices v_{i-1} and v_i (which appear on the sides of e_i in the sequence).

The number n of edges is called the **length** of the path.

When there is no ambiguity, we denote a path by its sequence of vertices (v_0, v_1, \dots, v_n) .

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The path is said to be **closed** if $v_0 = v_n$.

Otherwise, we say the path is from v_0 to v_n or between v_0 and v_n , or connects v_0 to v_n .

A **trail** is when no edge is used twice.

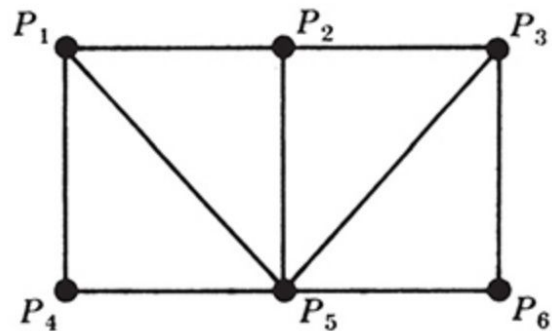
A **simple path** is a path in which all vertices are distinct.

A **cycle** is a closed path of **length 3 or more** in which all vertices are distinct except $v_0 = v_n$.

GRAPHS

Consider the following sequence:

$$\begin{aligned}\alpha &= (P_4, P_1, P_2, P_5, P_1, P_2, P_3, P_6), & \beta &= (P_4, P_1, P_5, P_2, P_6), \\ \gamma &= (P_4, P_1, P_5, P_2, P_3, P_5, P_6), & \delta &= (P_4, P_1, P_5, P_3, P_6).\end{aligned}$$



α is a path from P_4 to P_6 and not a trail since the edge $\{P_1, P_2\}$ is used twice.

β is not a path since there is no edge $\{P_2, P_6\}$.

γ is a trail since no edge is used twice; but it is not a simple path since the vertex P_5 is used twice.

δ is a simple path from P_4 to P_6 .