

# Discrete Mathematical Models

## Lecture 23

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Kane Townsend

Semester 2, 2024

## Special simple graphs

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# Cycle Graphs

A **cycle graph** on  $n \geq 3$  vertices is denoted by  $C_n$ .

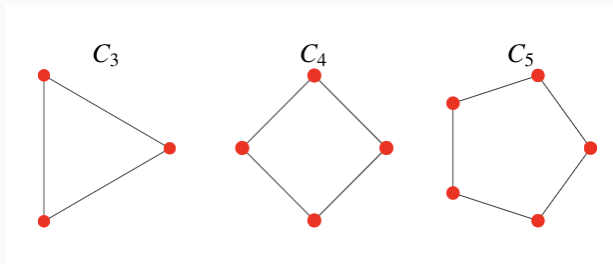


Figure 1: Wolfram Mathworld: Cycle Graph

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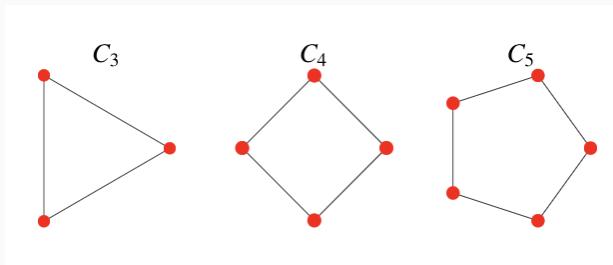


Figure 1: Wolfram Mathworld: Cycle Graph

Note that  $|V(C_n)| = n = |E(C_n)|$  and that every vertex is adjacent to two other vertices.

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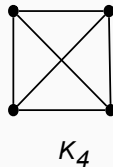
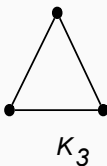
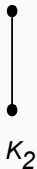
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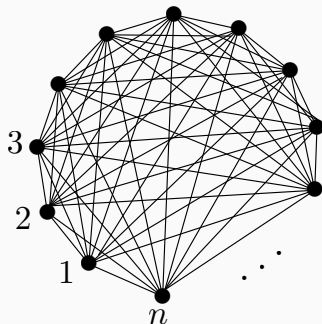
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**Examples:**



# How many edges in $K_n$ ?

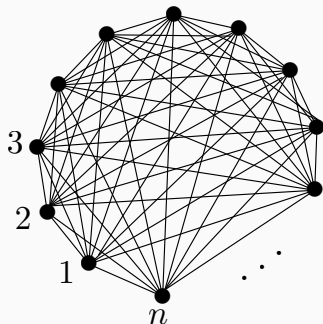
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The answer is  $\binom{n}{2} = \frac{n(n-1)}{2}$ . *Why?*

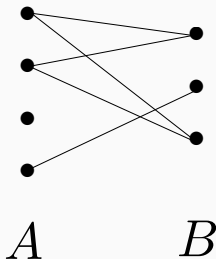
# Bipartite Graphs

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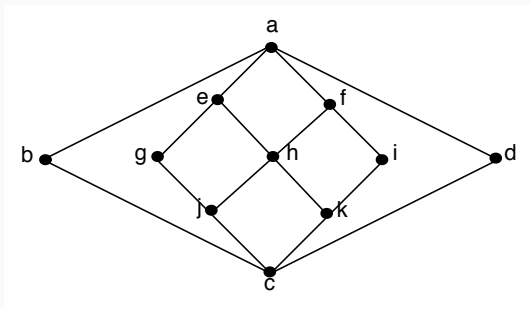
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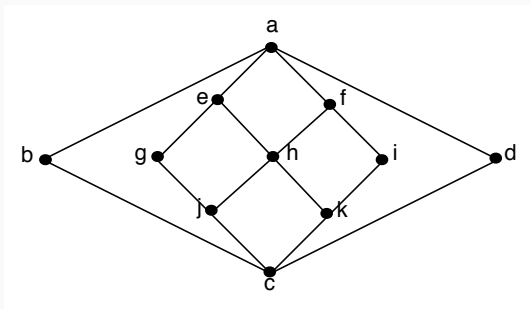
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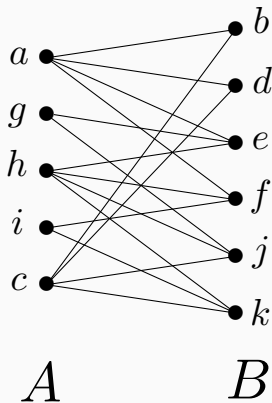


The vertex partitioning is:

$$A = \{a, g, h, i, c\} \quad B = \{b, d, e, f, j, k\}$$

## Larger example continued

This is the same graph, redrawn.



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If  $A$  has  $m$  vertices and  $B$  has  $n$  vertices, the complete bipartite graph on  $A$  and  $B$  is denoted by  $K_{m,n}$ .

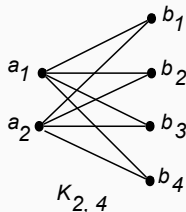
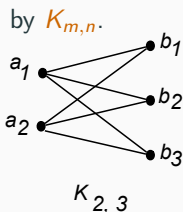
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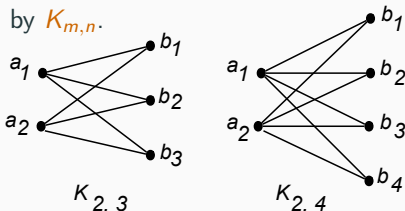
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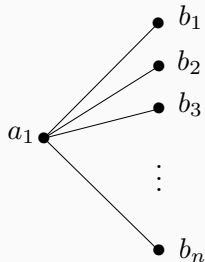


**Caution:** The name “Complete Bipartite Graph” is misleading. Except for  $K_{1,1}$ , such graphs are **not complete graphs**.

The adjective ‘complete’ is with respect to ‘bipartite’, not ‘graph’.

# How many edges in $K_{1,n}$ ?

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# Subgraphs

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- A **subgraph**,  $S$ , of a graph  $G$ , is a graph whose vertices are a subset of  $V(G)$  and whose edges are a subset of  $E(G)$ , i.e.

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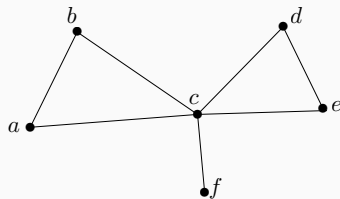
- Since  $S$  is a graph, if the edge

$$\{a, b\} \in E(S),$$

we require its endpoints to be in  $V(S)$ , i.e.  $a, b \in V(S)$ .

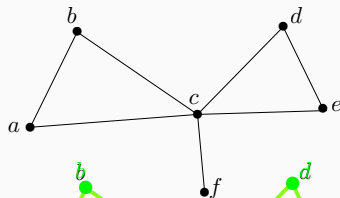
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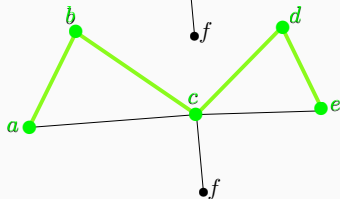


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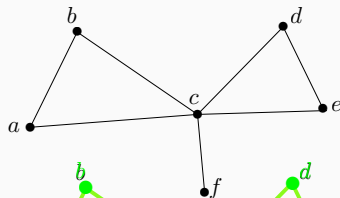


Select some edges and vertices:

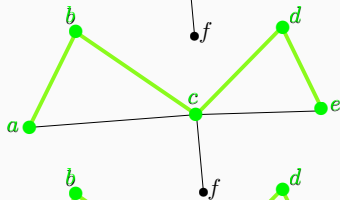


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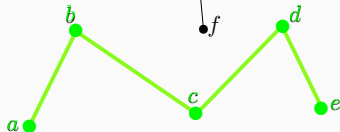
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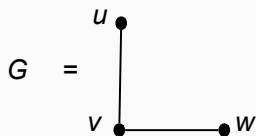


Now  $S$  is a subgraph of  $G$ :



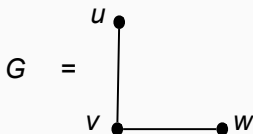
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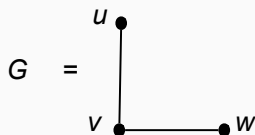
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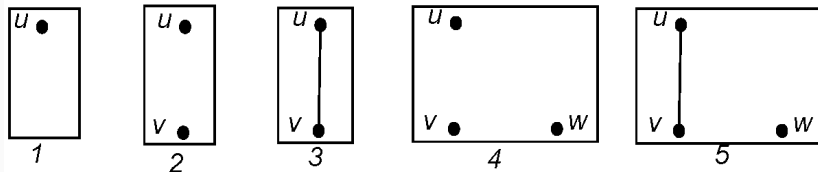
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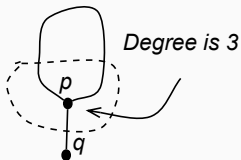
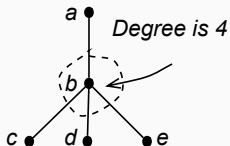
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# Degree of a vertex

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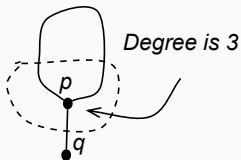
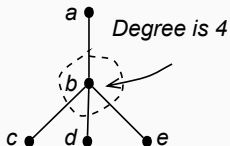
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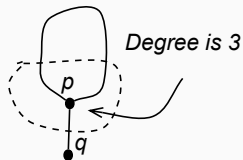
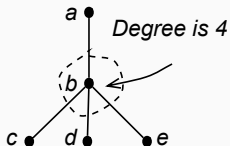
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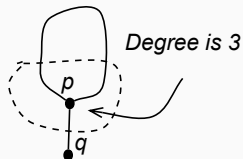
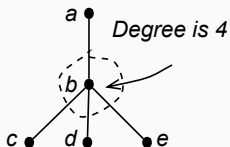
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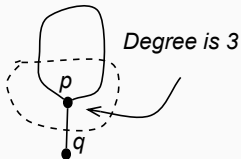
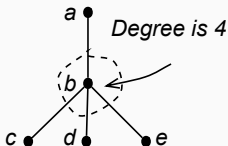


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**We shall always use the ‘adding two’ version.**

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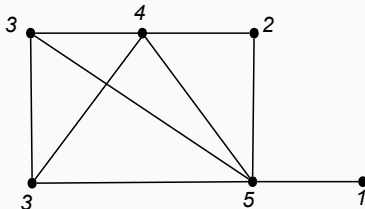
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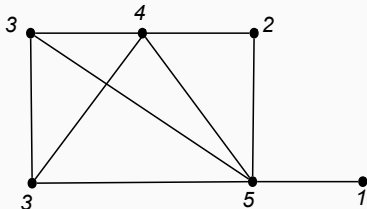
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The total degree of the graph is  $3 + 4 + 2 + 3 + 5 + 1 = 18$ .

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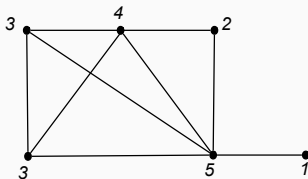
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Example:



Total degree = 18  
Number of edges = 9.



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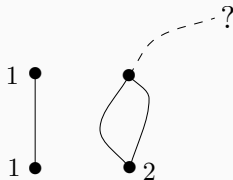
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- The set  $\{1, 1, 2, 3\}$  cannot possibly be the set of degrees of the vertices of some graph.
- However we try, we always end up with an edge that doesn't have a vertex to connect to:



# A useful abbreviation

We often abbreviate

- the graph *edge*  $\{a, b\}$  as *ab*, and also
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Note that

- for graphs,  $ab$  means *the same* as  $ba$ , since  $\{a, b\} = \{b, a\}$ ; but
- for digraphs,  $ab$  is *different* from  $ba$  since  $(a, b) \neq (b, a)$ .

# Walks, Paths and Circuits

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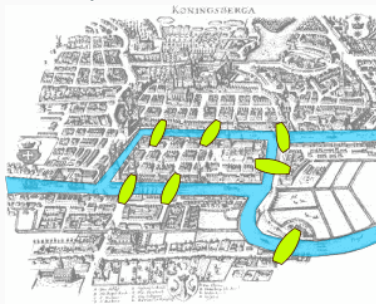
# The bridges of Königsberg

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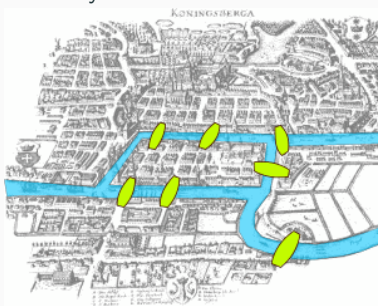
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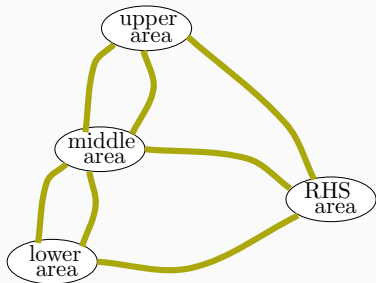
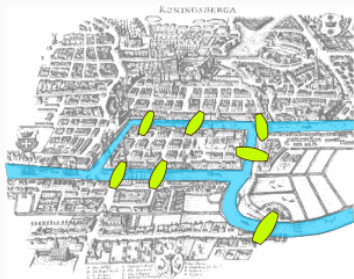


Adapted from:

[http://en.wikipedia.org/wiki/Bridges\\_of\\_Konigsberg](http://en.wikipedia.org/wiki/Bridges_of_Konigsberg)

# The bridges of Königsberg

Leonard Euler realized that the task can be modeled as a problem in graph theory, which he invented for the purpose.



Adapted from:

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- A **walk** in a graph is a sequence of vertices alternating with edges:

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- A walk starting at  $v_0$  and ending at  $v_n$  is said to **connect**  $v_0$  to  $v_n$ .

- A **walk** in a graph is a sequence of vertices alternating with edges:

$$v_0, e_1, v_1, e_2, v_2, e_3, \dots, e_n, v_n$$

in which each edge  $e_k$  has endpoints  $v_{k-1}$  and  $v_k$ .

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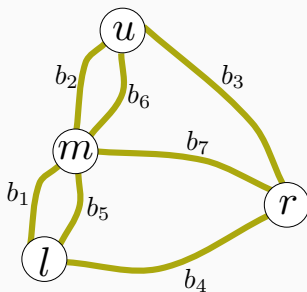
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- A **trivial walk**, say  $v_0$ , contains no edges; hence has length 0.

# Walks on the Königsberg Graph

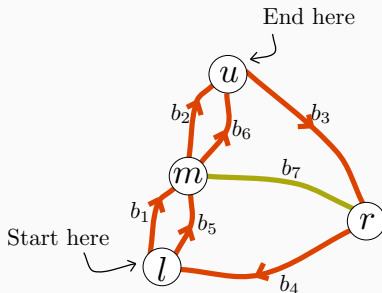
The question becomes, 'Is there a walk on the Königsberg Graph which traverses each edge exactly once?'





# Walks on the Königsberg Graph

Try starting in the lower part of town, going via bridge  $b_1$  to the middle island, then via bridge  $b_2$  to the upper part, then via bridge  $b_3$  to the right-most part; continuing as in the listed walk:

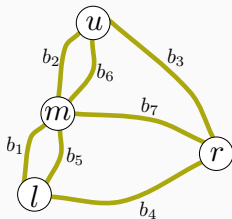
$$lb_1 mb_2 ub_3 rb_4 lb_5 mb_6 u$$


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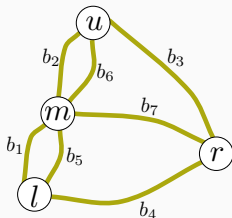
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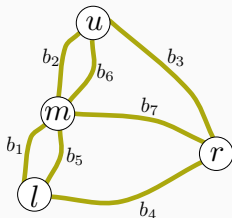
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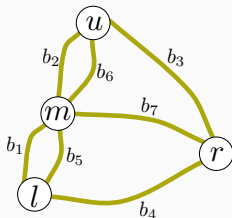
- $b_1 b_2 b_3 b_4 b_5 b_6 \dots$  stuck at  $u$
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# Impossibility of Königsberg Bridge Walk

- The kind of walk needed to meet the criteria for the Königsberg Bridge problem - a walk which traverses all edges and repeats none - came to be called an **Euler Path**.

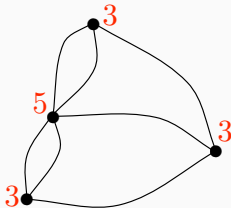
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- *How? Think about the degrees of the vertices:*



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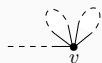
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Even degree  
vertex  
in a walk

OR



Odd degree  
vertex  
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OR

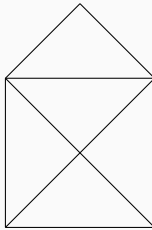


Odd degree  
vertex  
in a walk

## A related puzzle

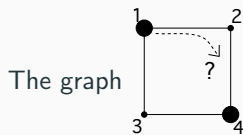
You may have come across the following puzzle:

*Can you draw the following 'house' diagram without taking your pen off the paper or overwriting edges?*



*Can you?*

# Counting Walks with Adjacency Matrices

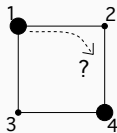


has adjacency matrix

$$M = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix} \end{matrix}.$$

# Counting Walks with Adjacency Matrices

The graph

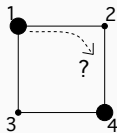


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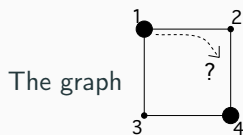
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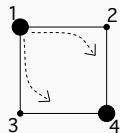
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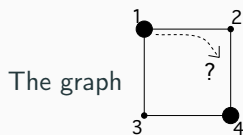
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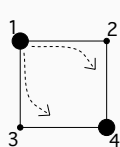
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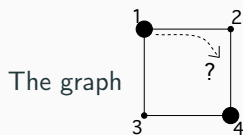
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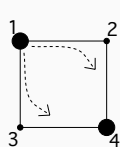
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For any graph, the number of ways to walk from vertex  $i$  to vertex  $j$  in  $n$  steps is given in terms of its adjacency matrix  $M$  by the  $(i,j)^{\text{th}}$  entry of  $M^n$ .

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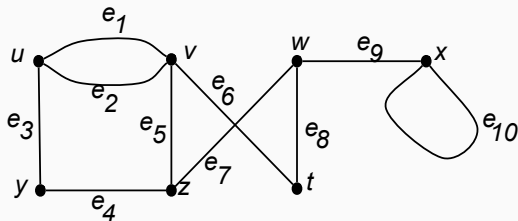
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# Some special kinds of walks

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We will now look at each of these potential properties in turn, with examples using the graph  $G$  below.





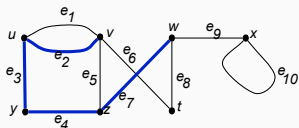
# Closed walks

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## Examples:



The walk

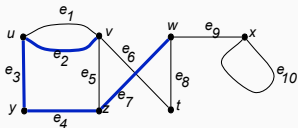
$v \xrightarrow{e_2} u \xrightarrow{e_3} y \xrightarrow{e_4} z \xrightarrow{e_7} w$

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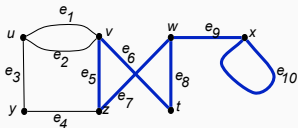
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The walk

$v \xrightarrow{e_6} t \xrightarrow{e_8} w \xrightarrow{e_9} x \xrightarrow{e_{10}} w \xrightarrow{e_7} z \xrightarrow{e_5} v$

has length 7 and **is** closed  
because  $v = v_0 = v_n = v_7 = v$ .

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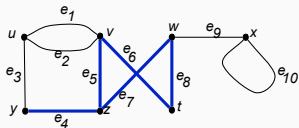
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**Examples:**



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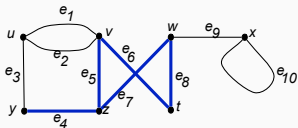
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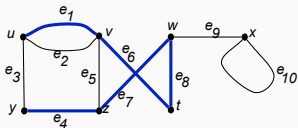
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The walk

$y \ e_4 \ z \ e_7 \ w \ e_8 \ t \ e_6 \ v \ e_1 \ u$

has length 5 and is a **simple path** because the six vertices are all different.

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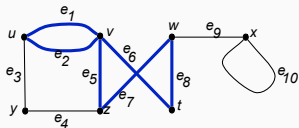
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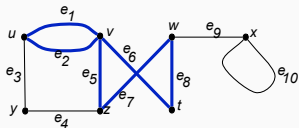
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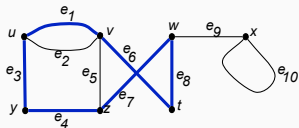
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The walk

$z \ e_7 \ w \ e_8 \ t \ e_6 \ v \ e_1 \ u \ e_3 \ y \ e_4 \ z$

has length 6 and is a **simple circuit** as it is closed without repeated vertices except the first and last  $z = v_0 = v_6$ .

# Walks on digraphs

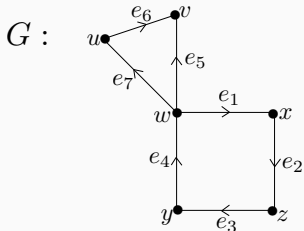
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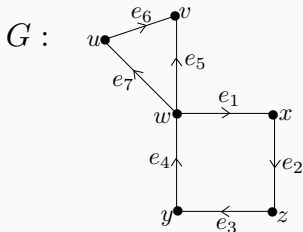
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- Note that for a simple graph or digraph (with no loops and no parallel edges), **any** walk is uniquely determined by its sequence of vertices.

# Connectivity

---



# Connected Graphs

- A graph is **connected** if every pair of vertices can be connected by a walk (and therefore by a path).

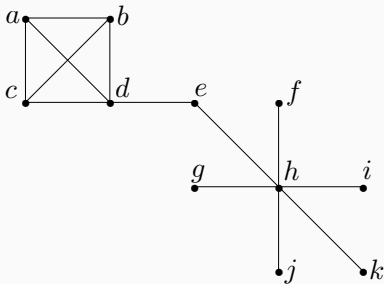
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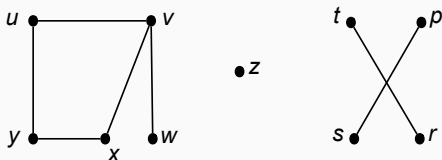
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Here is an example of a connected graph:

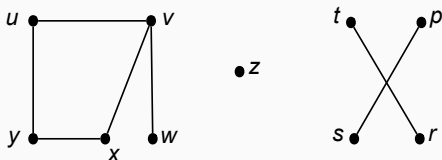


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The graph above is **not connected** and has **4 components**:

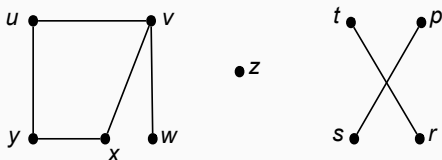
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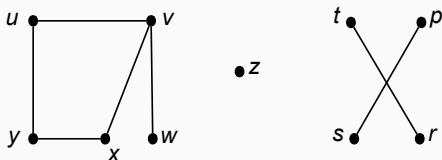
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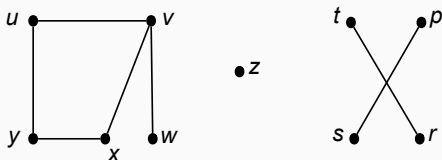
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3. the subgraph with two vertices  $t, r$  and one edge  $\{t, r\},$

# Example



The graph above is **not connected** and has **4 components**:

1. the subgraph with vertex set  $\{u, v, w, x, y\}$  and edge set  $\{\{u, v\}, \{u, y\}, \{v, w\}, \{v, x\}, \{x, y\}\}$ ,
2. the subgraph with vertex  $z$  and no edges,
3. the subgraph with two vertices  $t, r$  and one edge  $\{t, r\}$ ,
4. the subgraph with two vertices  $p, s$  and one edge  $\{p, s\}$ .

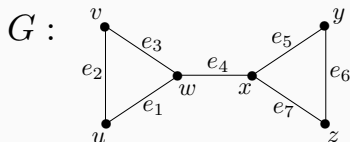


# Bridges and Cut Vertices

- A **bridge** in a connected graph is an edge which on erasure disconnects the graph.

# Bridges and Cut Vertices

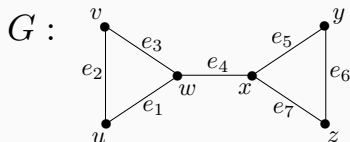
- A **bridge** in a connected graph is an edge which on erasure disconnects the graph. Examples:



- $e_4$  is a bridge in  $G$
- $e_3$  is NOT a bridge in  $G$

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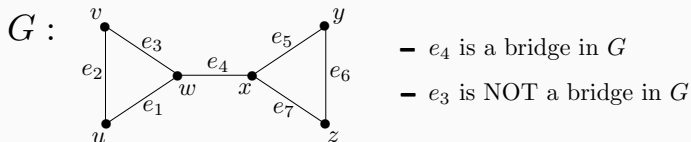


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- A **cut vertex** in a connected graph is a vertex which on erasure disconnects the graph.

# Bridges and Cut Vertices

- A **bridge** in a connected graph is an edge which on erasure disconnects the graph. Examples:



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