



# Introduction to Graphs

Tecniche di Programmazione – A.A. 2016/2017

# Summary

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- ▶ Definition: Graph
- ▶ Related Definitions
- ▶ Applications
- ▶ Graph representation
- ▶ Graph visits



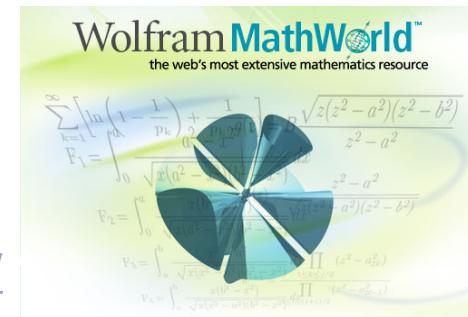
# Definition: Graph

# Introduction to Graphs

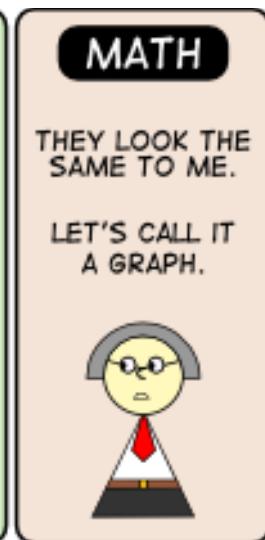
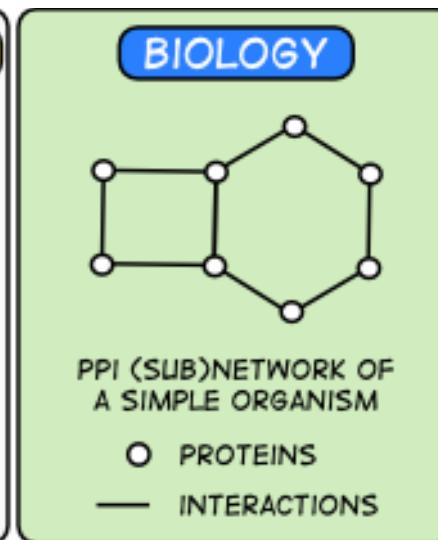
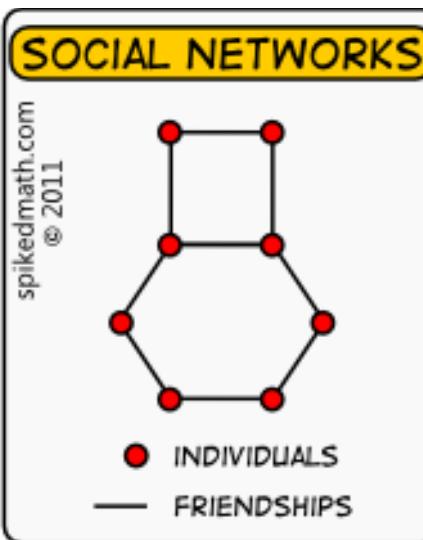
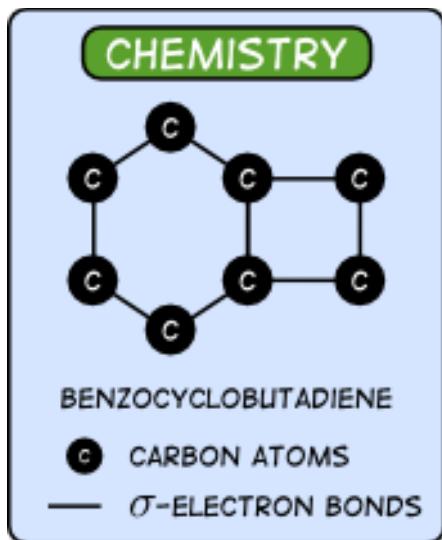
# Definition: Graph

- ▶ A **graph** is a collection of **points** and **lines** connecting some (possibly empty) subset of them.
- ▶ The points of a graph are most commonly known as **graph vertices**, but may also be called “nodes” or simply “points.”
- ▶ The lines connecting the vertices of a graph are most commonly known as **graph edges**, but may also be called “arcs” or “lines.”

<http://mathworld.wolfram.com/>



# What's in a name?

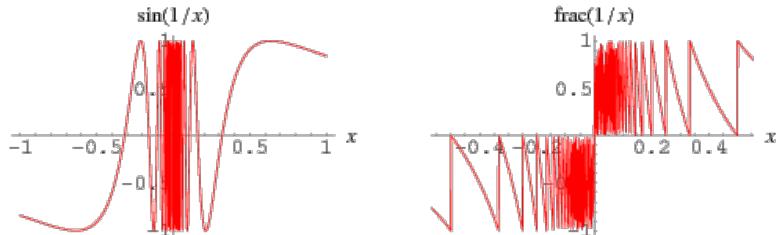


"MATHEMATICS IS THE ART OF GIVING THE SAME NAME TO DIFFERENT THINGS."  
JULES HENRI POINCARÉ (1854-1912)

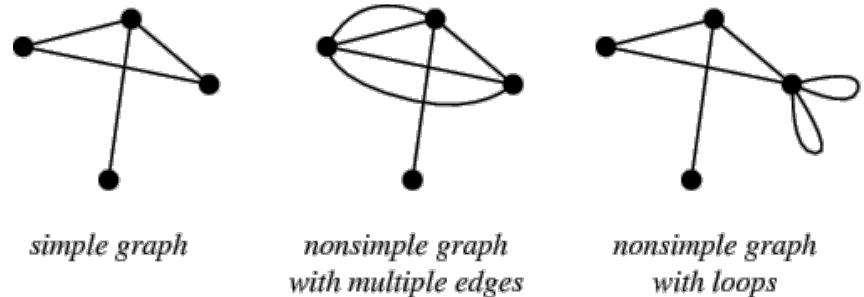
<http://spikedmath.com/382.html>

# Big warning: Graph $\neq$ Graph $\neq$ Graph

**Graph (plot)**  
*(italiano: grafico)*

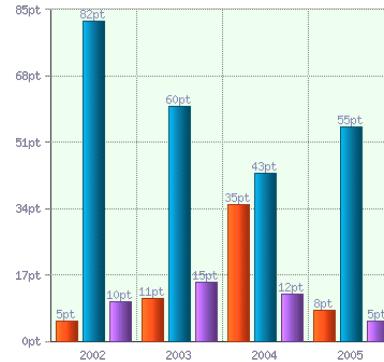


**Graph (maths)**  
*(italiano: grafo)*



$\neq$

**Graph (chart)**  
*(italiano: grafico)*



# History

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- ▶ The study of graphs is known as **graph theory**, and was first systematically investigated by D. König in the 1930s
- ▶ Euler's proof about the *walk across all* seven bridges of Königsberg (1736), now known as the *Königsberg bridge* problem, is a famous precursor to graph theory.
- ▶ In fact, the study of various sorts of paths in graphs has many applications in real-world problems.

# Königsberg Bridge Problem

- ▶ Can the 7 bridges the of the city of Königsberg over the river Preger all be traversed in a single trip without doubling back, with the additional requirement that the trip ends in the same place it began?

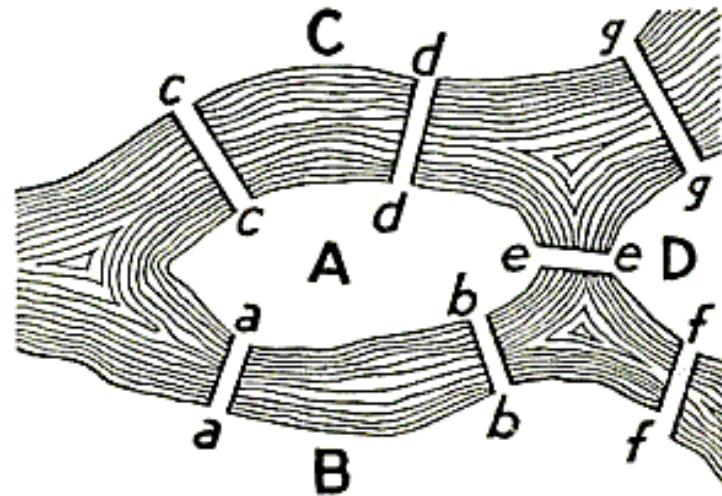
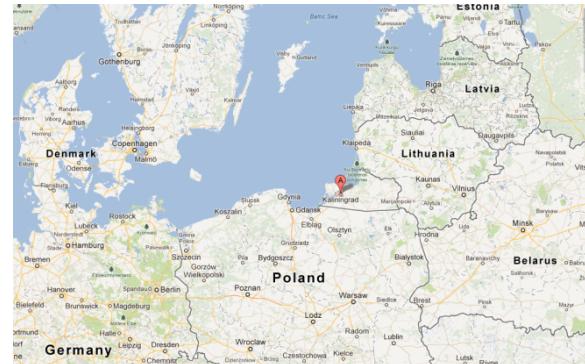


FIGURE 98. *Geographic Map: The Königsberg Bridges.*



Today: Kaliningrad, Russia

# Königsberg Bridge Problem

- ▶ Can the 7 bridges the of the city of Königsberg over the river Preger all be traversed in a single trip going back, without ending where it began?

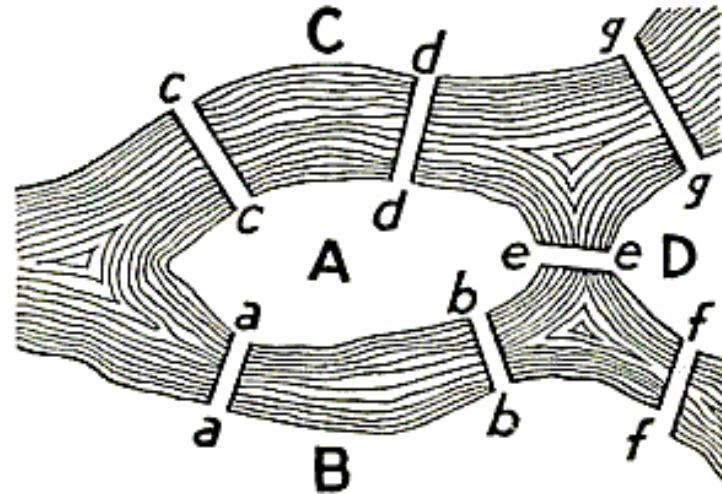
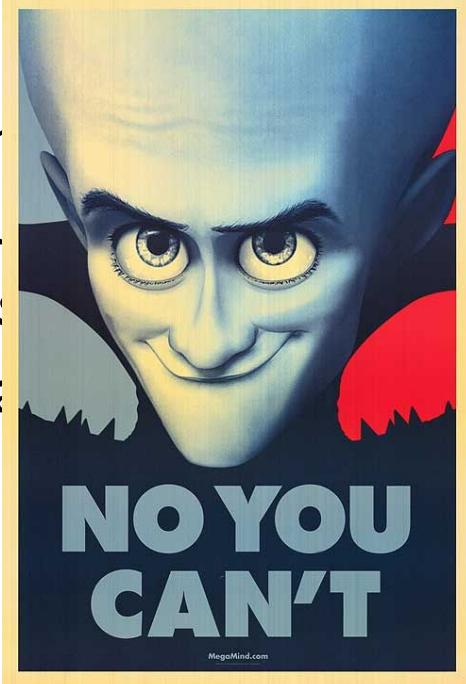
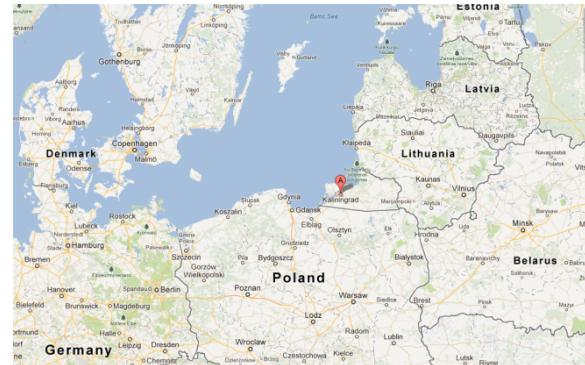
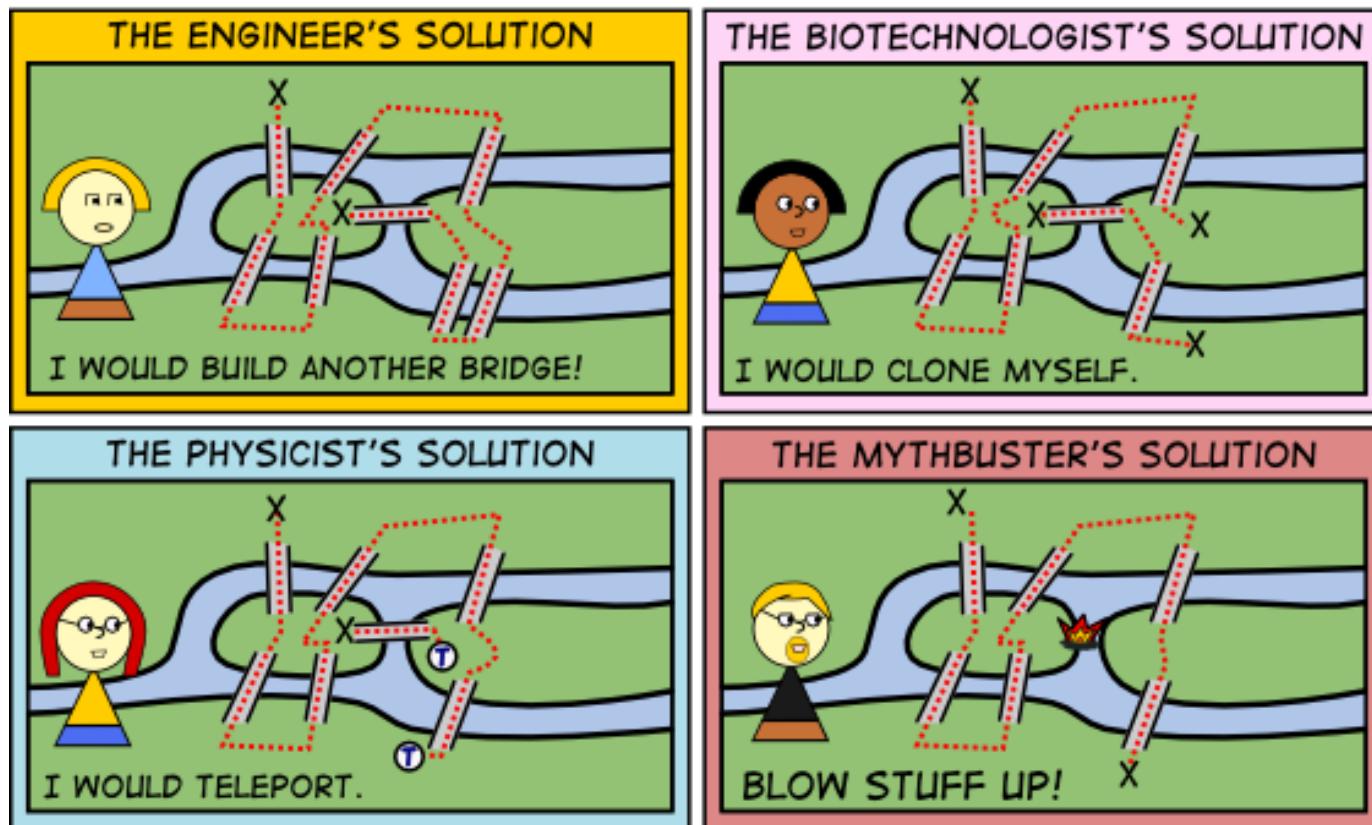


FIGURE 98. *Geographic Map: The Königsberg Bridges.*



Today: Kaliningrad, Russia

# Unless...

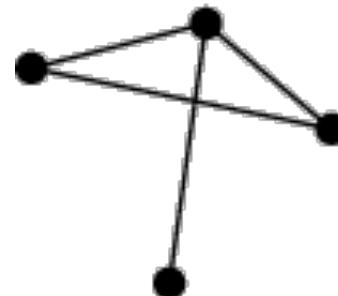


<http://spikedmath.com/541.html>

# Types of graphs: edge cardinality

## ▶ Simple graph:

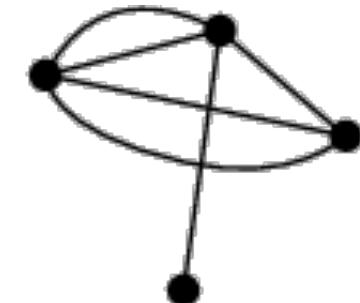
- ▶ At most one edge (i.e., either one edge or no edges) may connect any two vertices



*simple graph*

## ▶ Multigraph:

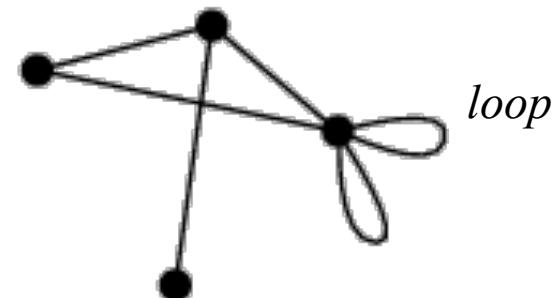
- ▶ Multiple edges are allowed between vertices



*multigraph*

## ▶ Loops:

- ▶ Edge between a vertex and itself



*pseudograph*

## ▶ Pseudograph:

- ▶ Multigraph with loops

# Types of graphs: edge direction

- ▶ Undirected

- ▶ Oriented

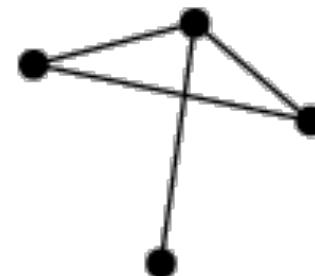
- ▶ Edges have **one** direction  
(indicated by arrow)

- ▶ Directed

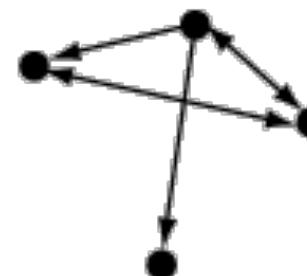
- ▶ Edges may have **one or two** directions

- ▶ Network

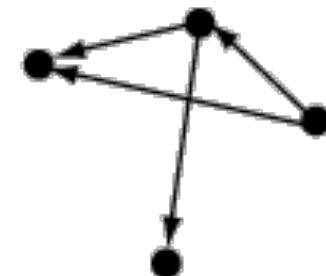
- ▶ Oriented graph with weighted edges



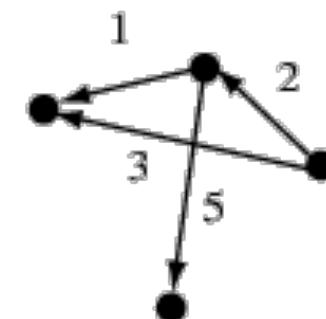
*undirected graph*



*directed graph*



*oriented graph*

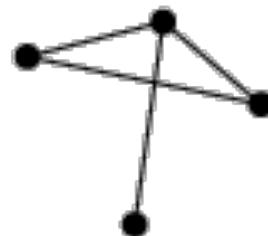


*network*

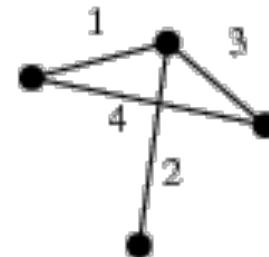
# Types of graphs: labeling

## ▶ Labels

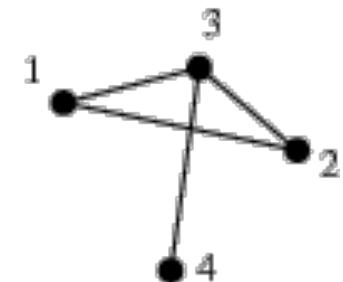
- ▶ None
- ▶ On Vertices
- ▶ On Edges



*unlabeled graph*



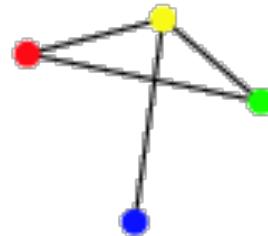
*edge-labeled graph*



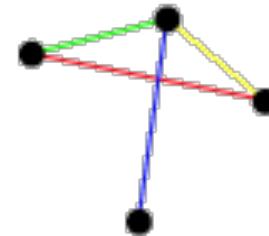
*vertex-labeled graph*

## ▶ Groups (=colors)

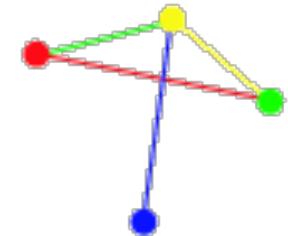
- ▶ Of Vertices
  - ▶ no edge connects two identically colored vertices



*vertex-colored graph*



*edge-colored graph*

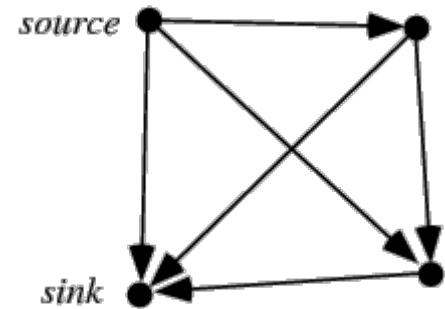


*vertex- and edge-colored graph*

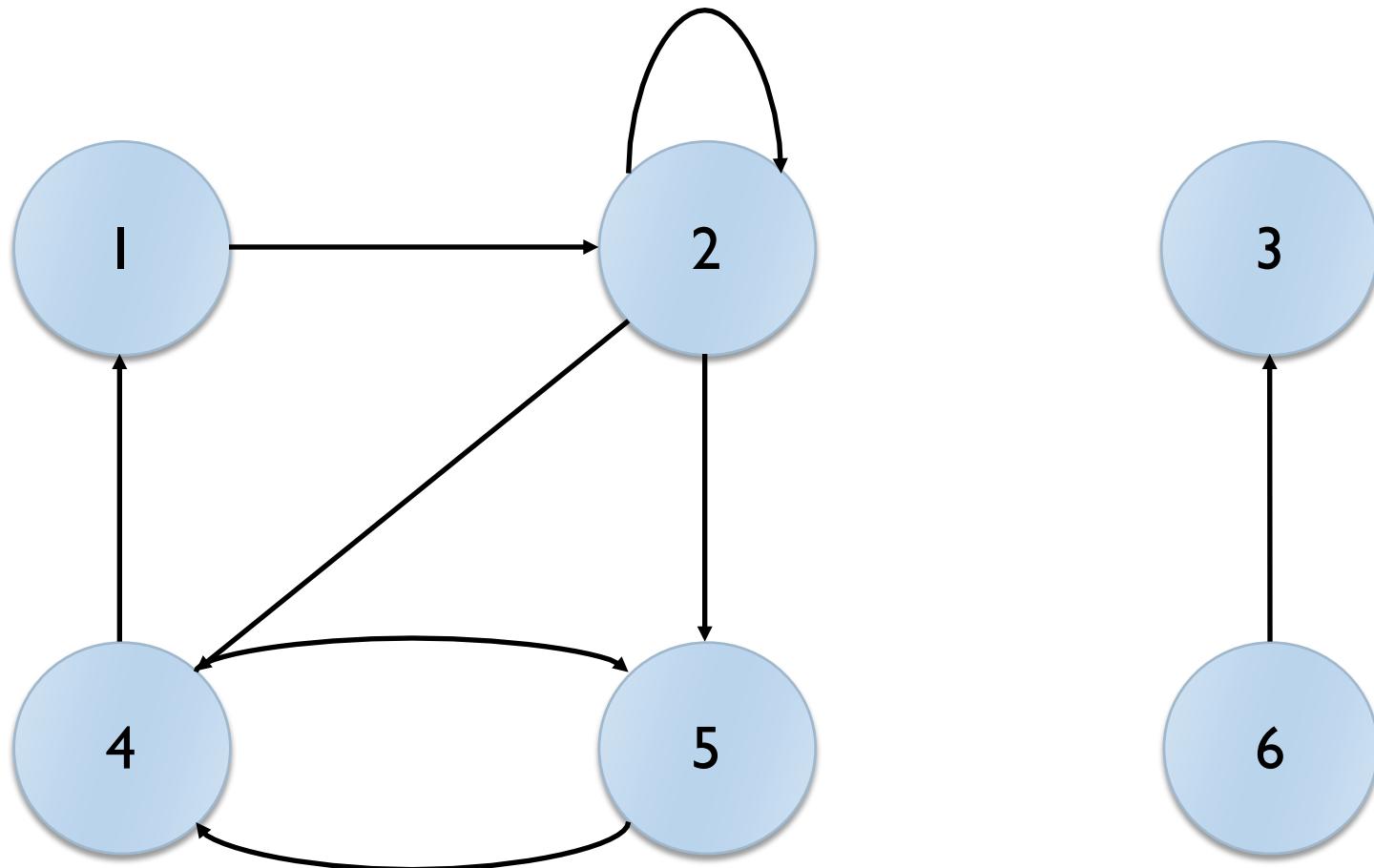
- ▶ Of Edges
  - ▶ adjacent edges must receive different colors
- ▶ Of both

# Directed and Oriented graphs

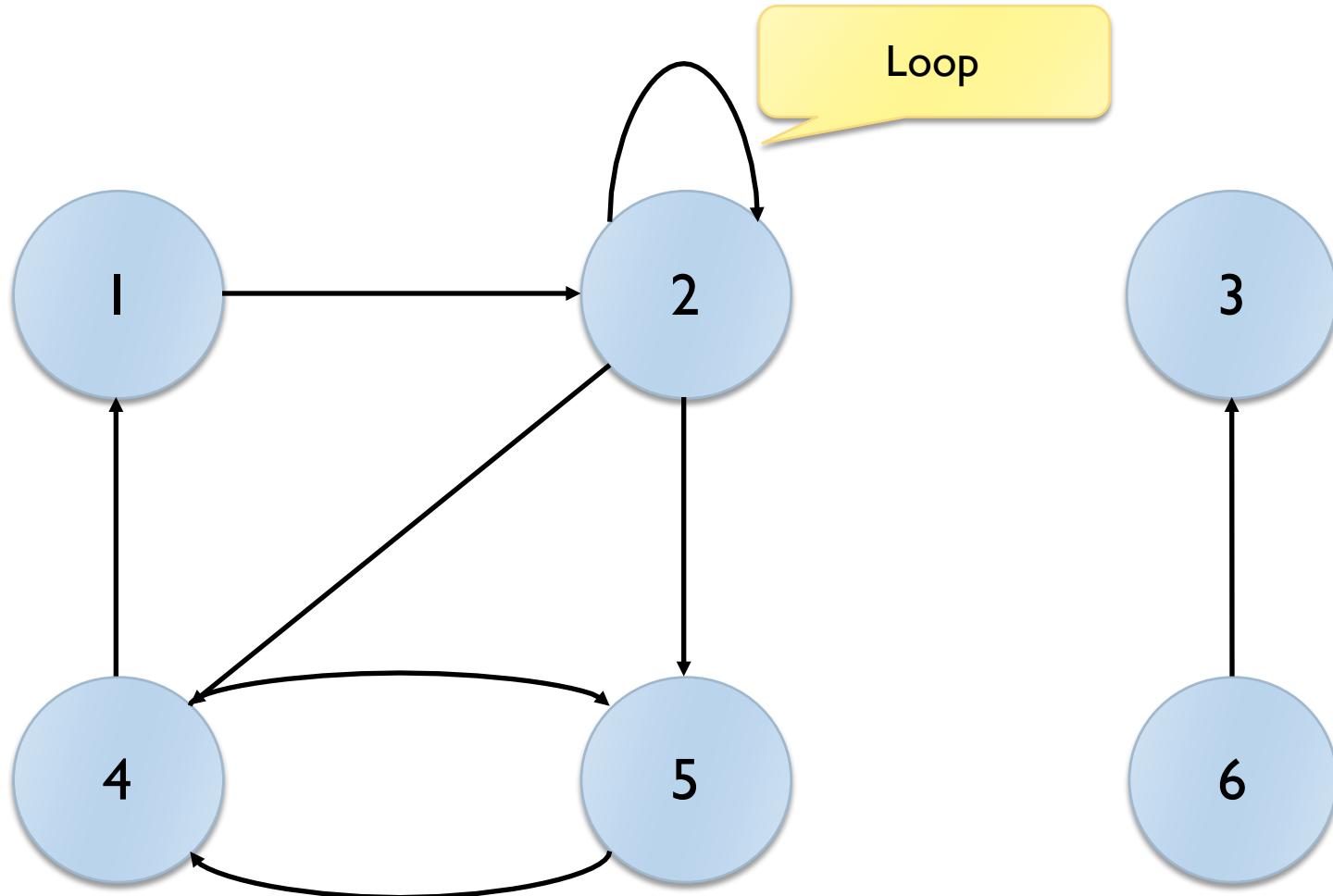
- ▶ A Directed Graph (*di-graph*)  $G$  is a pair  $(V, E)$ , where
  - ▶  $V$  is a (finite) set of vertices
  - ▶  $E$  is a (finite) set of edges, that identify a binary relationship over  $V$
  - ▶  $E \subseteq V \times V$



# Example

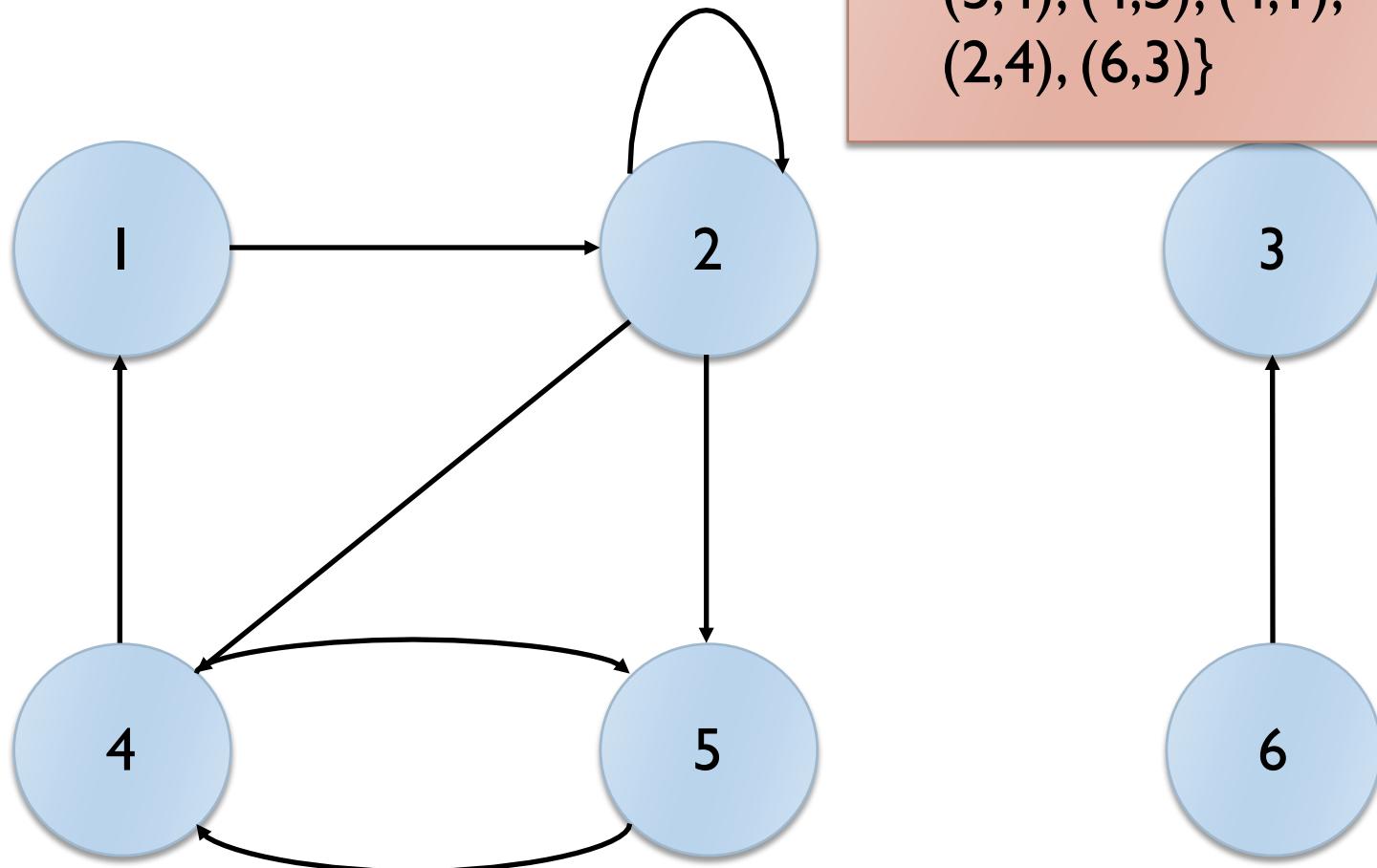


# Example



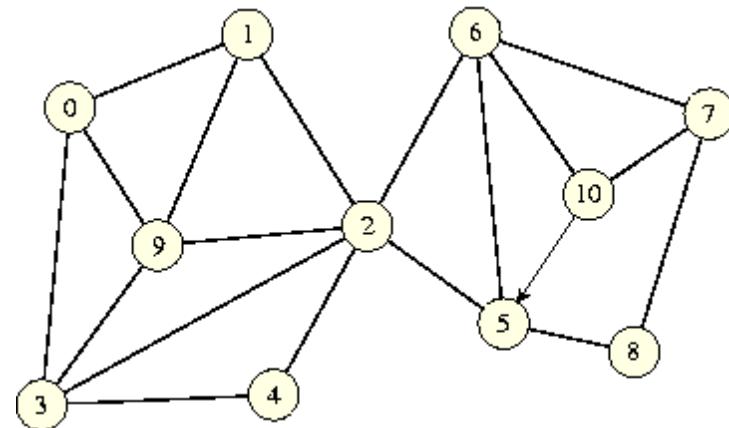
$$V = \{1, 2, 3, 4, 5, 6\}$$

# Example



# Undirected graph

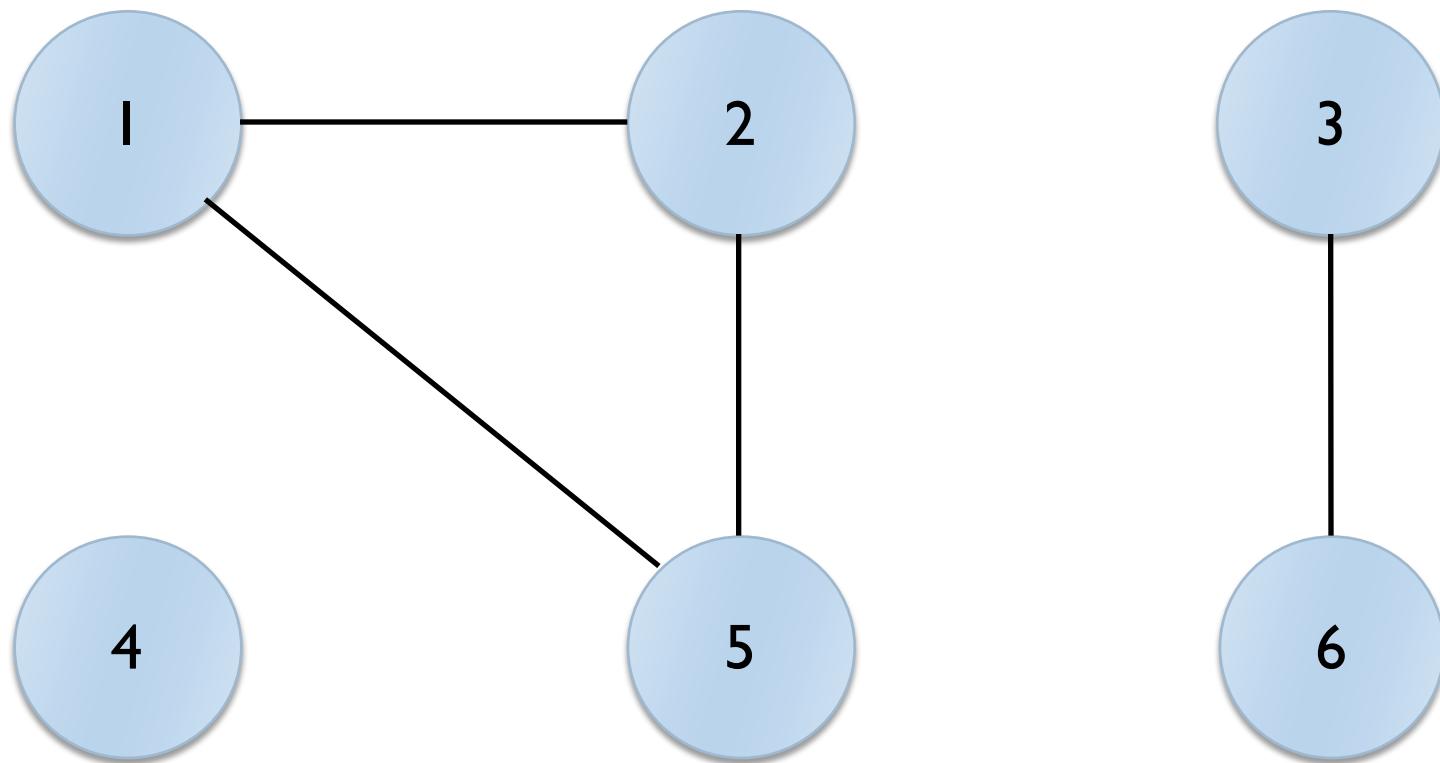
- ▶ Ad **Undirected Graph** is still represented as a couple  $G=(V,E)$ , but the set  $E$  is made of **non-ordered pairs** of vertices



# Example

$$V = \{1, 2, 3, 4, 5, 6\}$$

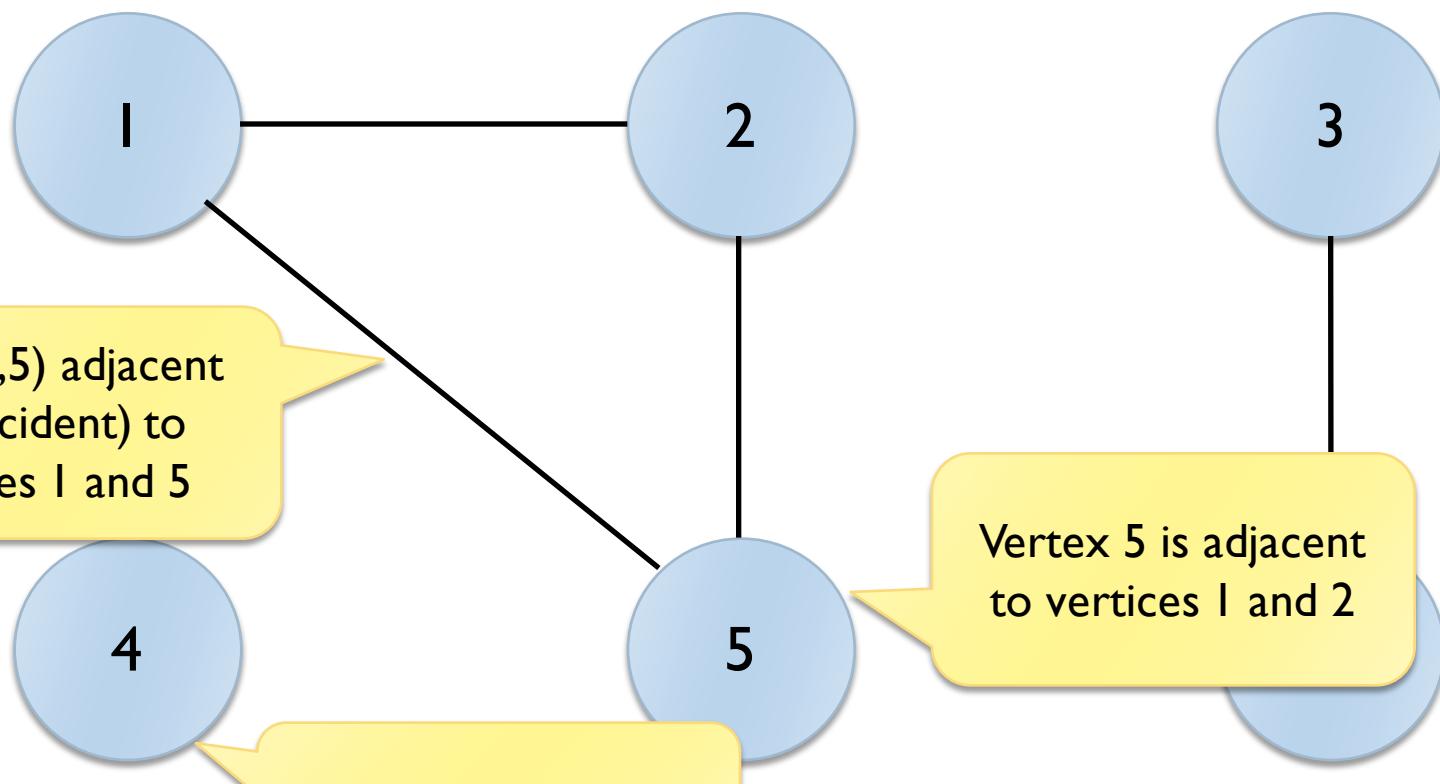
$$E = \{(1, 2), (2, 5), (5, 1), (6, 3)\}$$



# Example

$$V = \{1, 2, 3, 4, 5, 6\}$$

$$E = \{(1, 2), (2, 5), (5, 1), (6, 3)\}$$



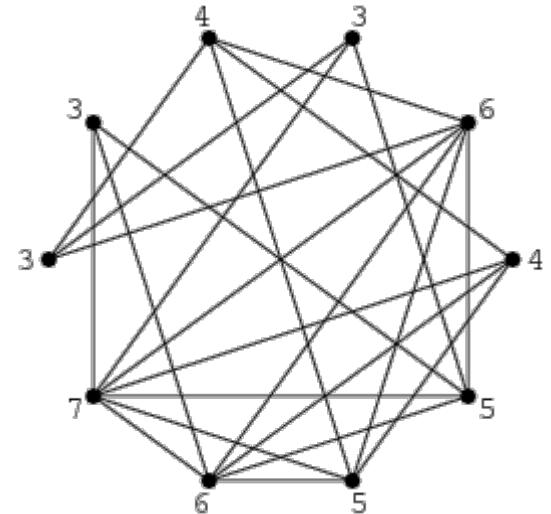


## Related Definitions

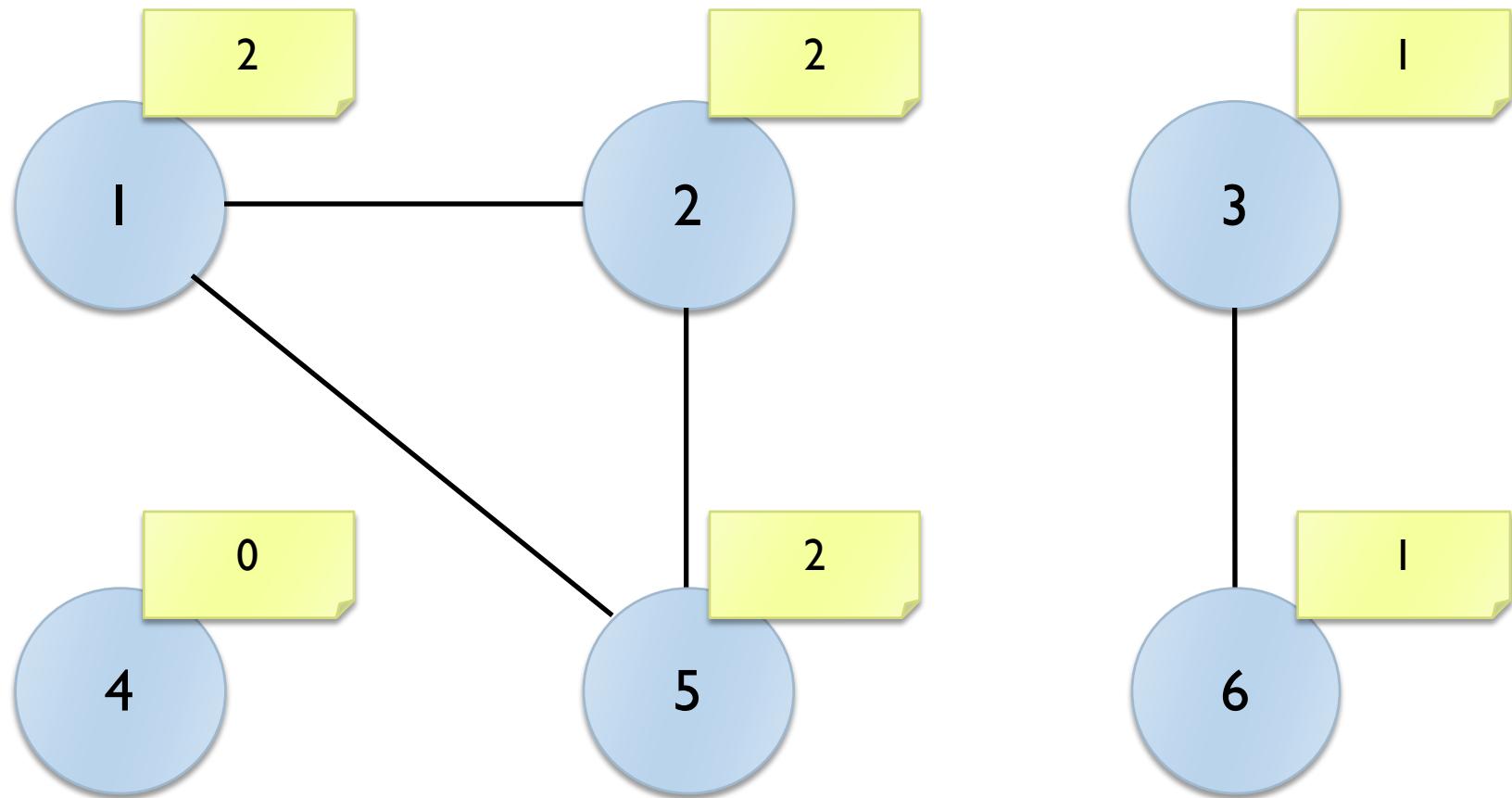
## Introduction to Graphs

# Degree

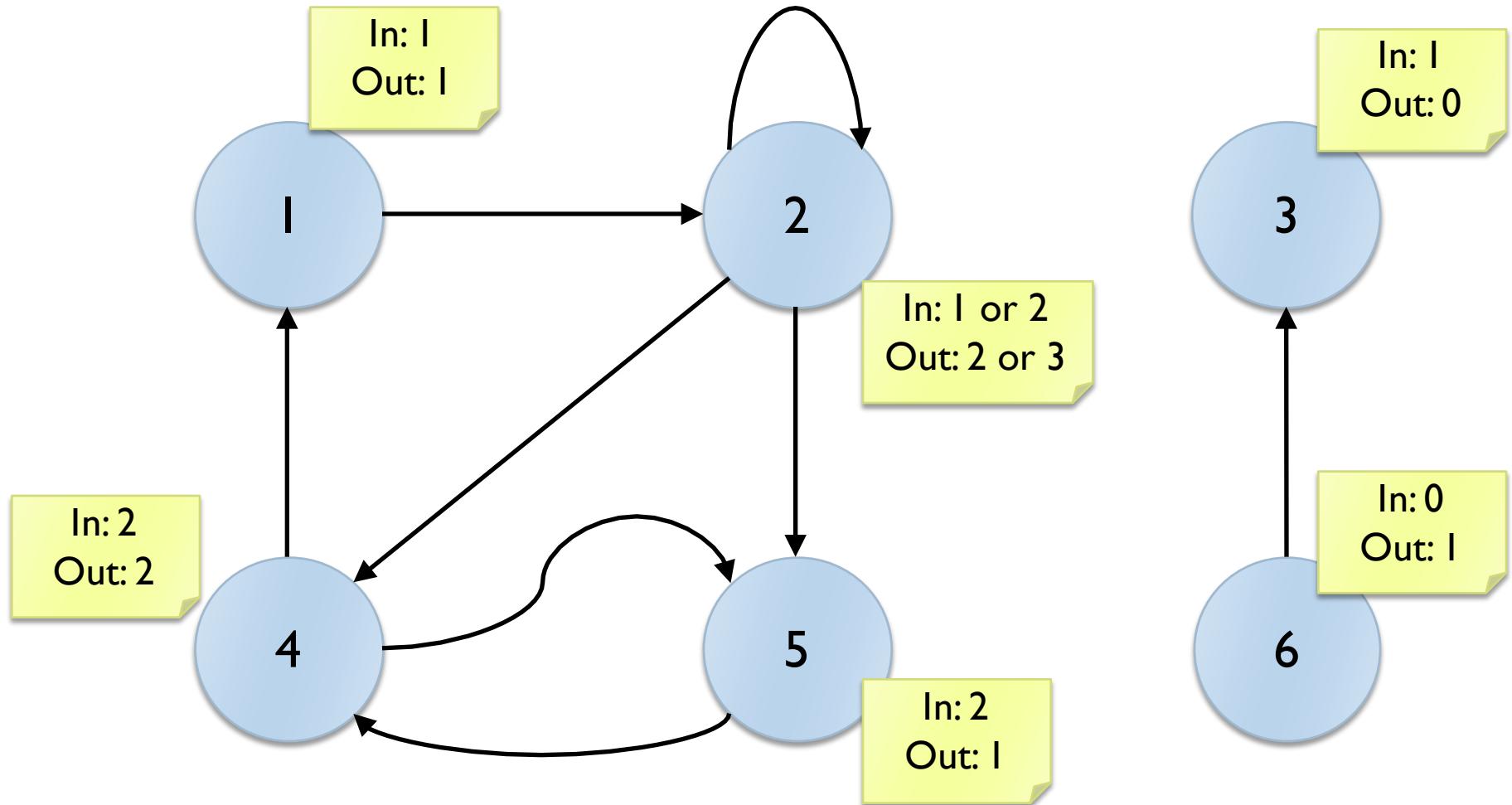
- ▶ In an *undirected graph*,
  - ▶ the **degree** of a vertex is the number of incident edges
- ▶ In a *directed graph*
  - ▶ The **in-degree** is the number of incoming edges
  - ▶ The **out-degree** is the number of departing edges
  - ▶ The **degree** is the sum of in-degree and out-degree
- ▶ A vertex with degree 0 is **isolated**



# Degree



# Degree



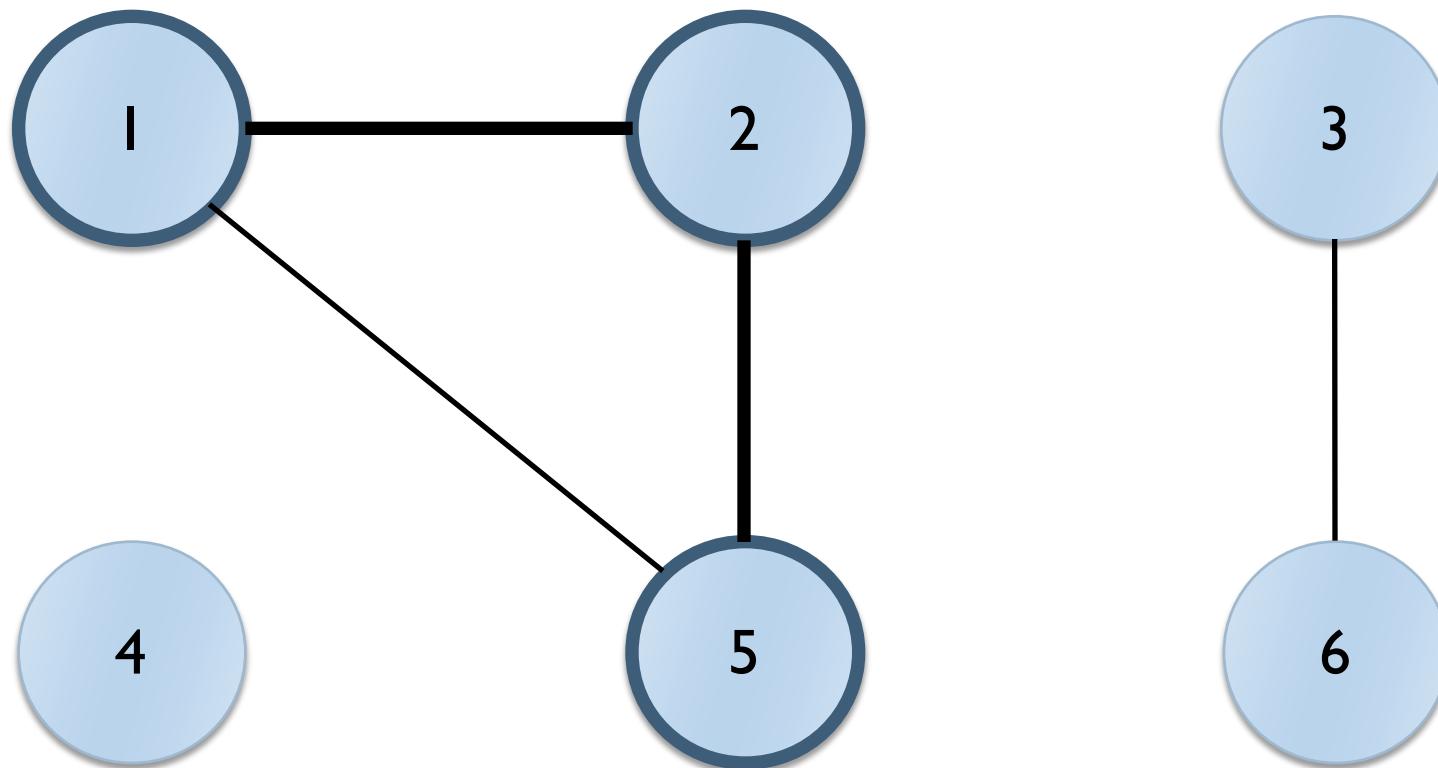
# Paths

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- ▶ A **path** on a graph  $G=(V,E)$  also called a trail, is a sequence  $\{v_1, v_2, \dots, v_n\}$  such that:
  - ▶  $v_1, \dots, v_n$  are vertices:  $v_i \in V$
  - ▶  $(v_1, v_2), (v_2, v_3), \dots, (v_{n-1}, v_n)$  are graph edges:  $(v_{i-1}, v_i) \in E$
  - ▶  $v_i$  are distinct (for “simple” paths).
- ▶ The **length** of a path is the number of edges ( $n-1$ )
- ▶ If there exist a path between  $v_A$  and  $v_B$  we say that  $v_B$  is **reachable** from  $v_A$

# Example

Path = { 1, 2, 5 }  
Length = 2



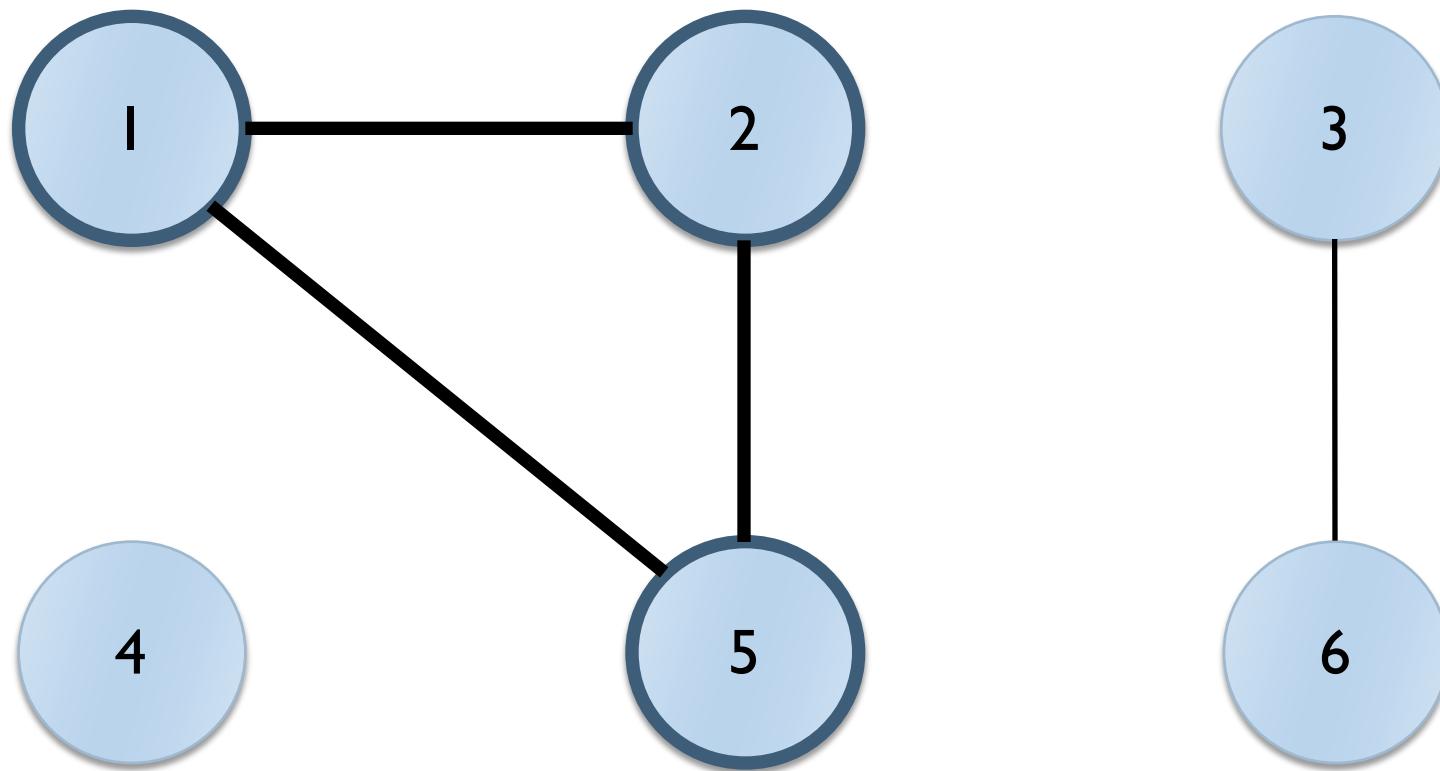
# Cycles

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- ▶ A cycle is a path where  $v_1 = v_n$
- ▶ A graph with no cycles is said acyclic

# Example

Path = { 1, 2, 5, 1 }  
Length = 3

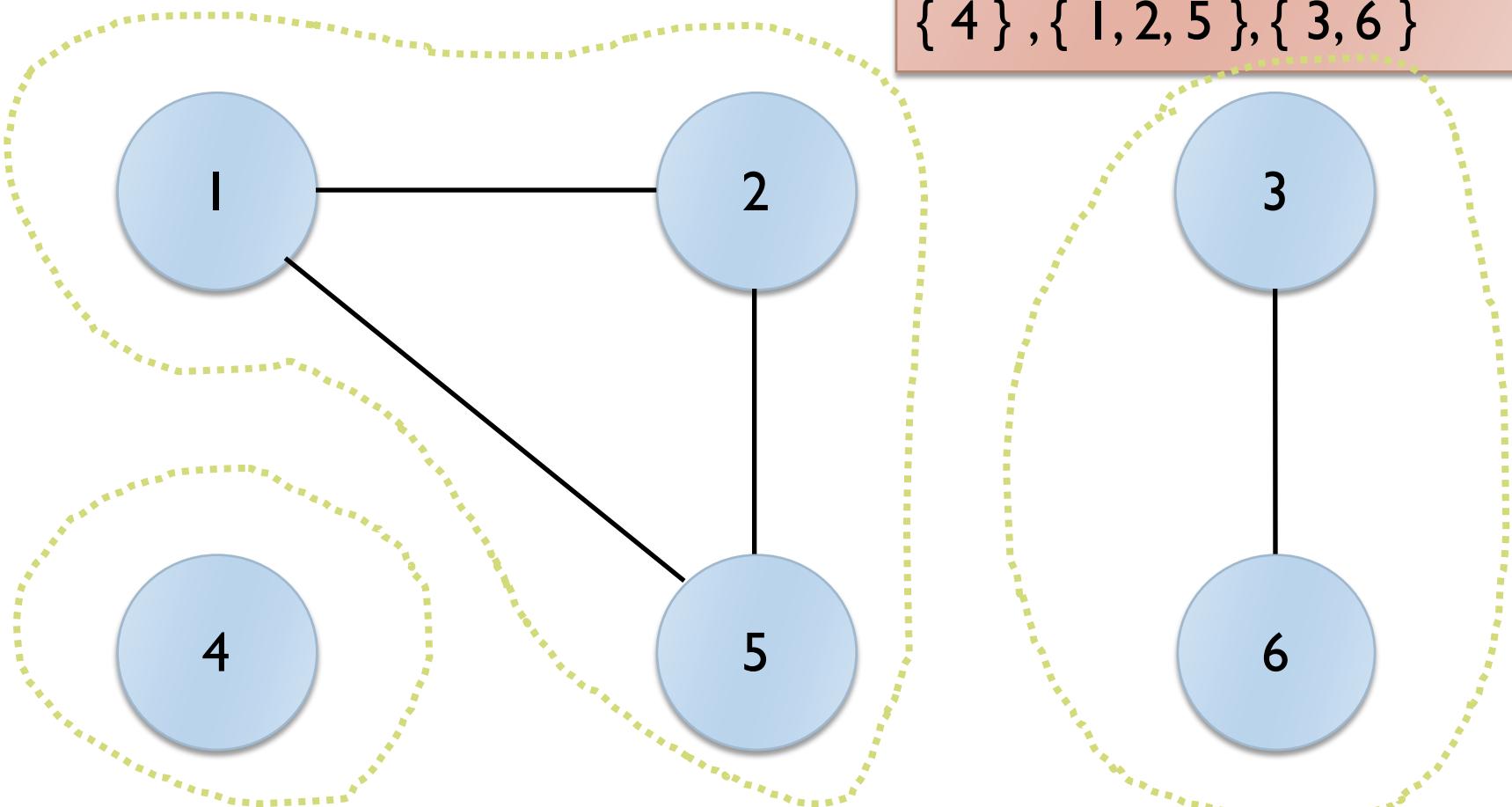


# Reachability (Undirected)

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- ▶ An undirected graph is **connected** if, for every couple of vertices, there is a path connecting them
- ▶ The connected sub-graph of maximum size are called **connected components**
- ▶ A connected graph has exactly one connected component

# Connected components



The graph is **not** connected.

Connected components = 3

{ 4 }, { 1, 2, 5 }, { 3, 6 }

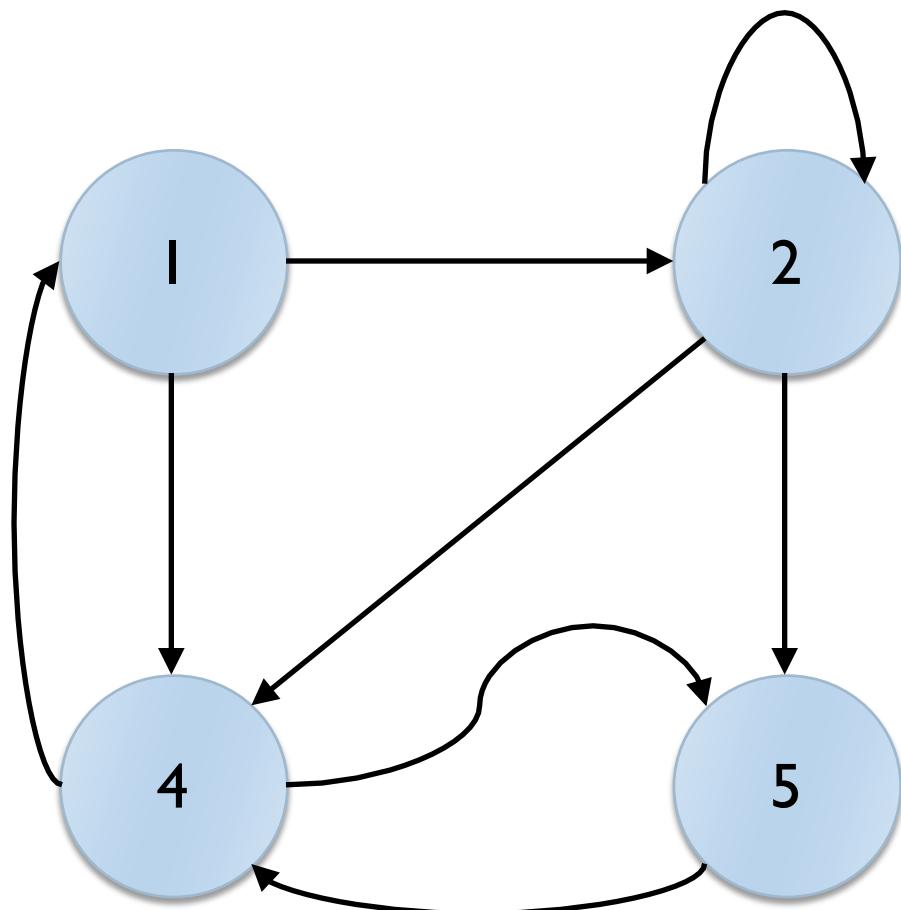
# Reachability (Directed)

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- ▶ A directed graph is **strongly connected** if, for every ordered pair of vertices  $(v, v')$ , there exists at least one path connecting  $v$  to  $v'$

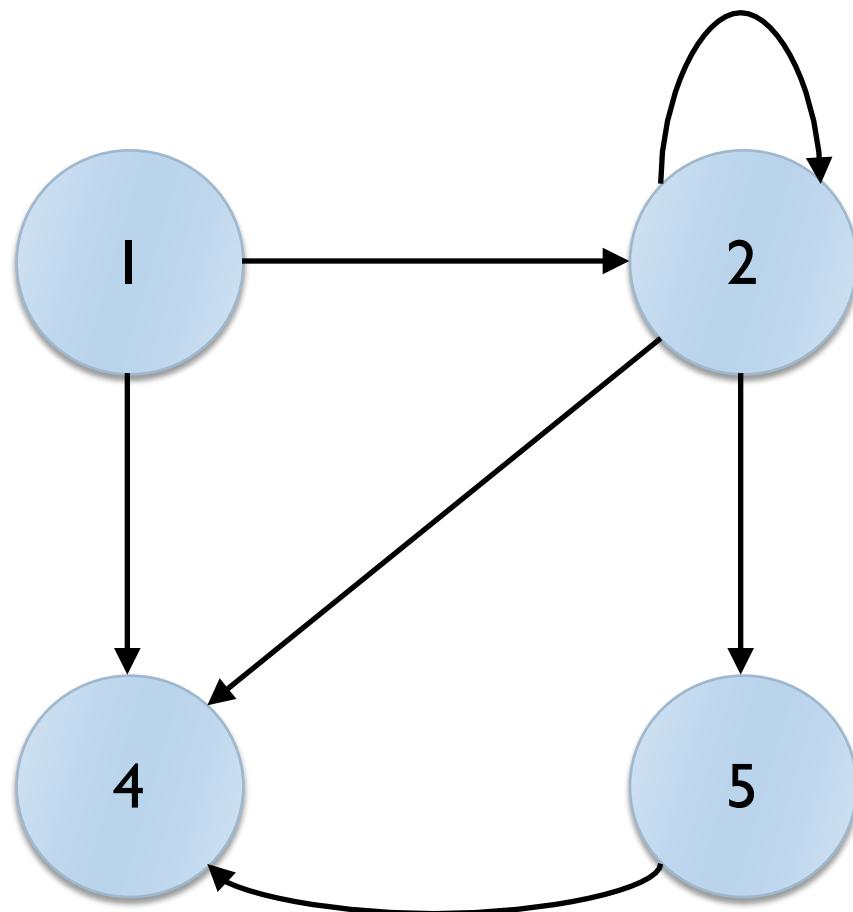
# Example

The graph is **strongly connected**



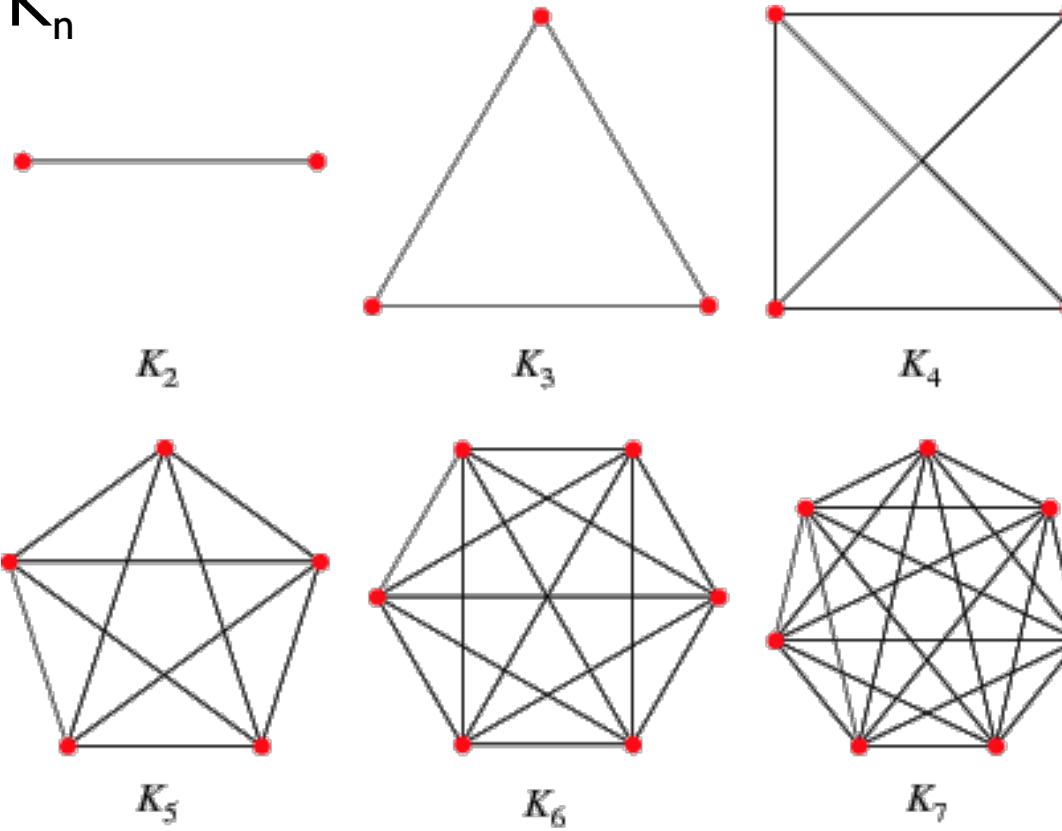
# Example

The graph is **not** strongly connected



# Complete graph

- ▶ A graph is complete if, for every pair of vertices, there is an edge connecting them (they are adjacent)
- ▶ Symbol:  $K_n$



# Complete graph: edges

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- ▶ In a **complete** graph with  $n$  vertices, the number of **edges** is
  - ▶  $n(n-1)$ , if the graph is directed
  - ▶  $n(n-1)/2$ , if the graph is undirected
  - ▶ If self-loops are allowed, then
    - ▶  $n^2$  for directed graphs
    - ▶  $n(n-1)$  for undirected graphs

# Density

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- ▶ The density of a graph  $G=(V,E)$  is the ratio of the number of edges to the total number of edges

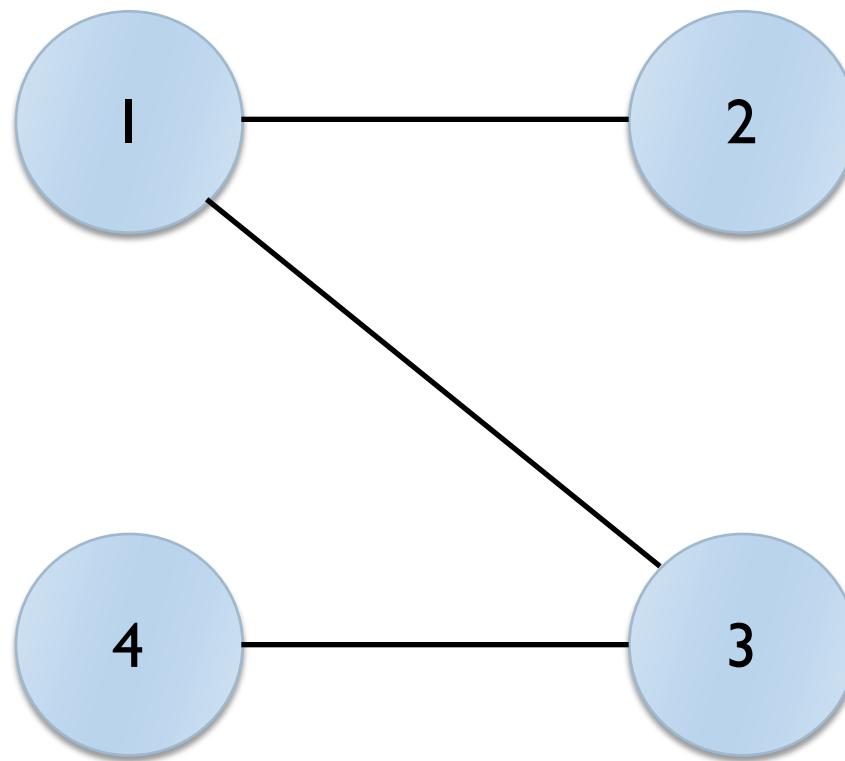
$$d = \frac{|E(G)|}{|E(K_{|V(G)|})|}$$

# Esempio

Density = 0.5

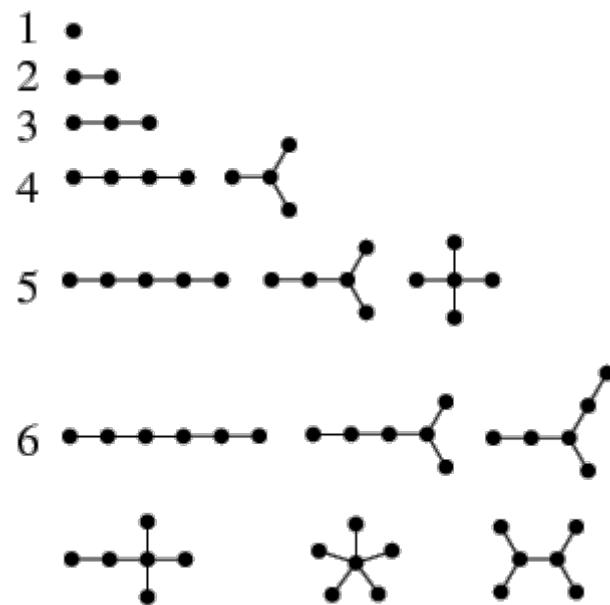
Existing: 3 edges

Total: 6 possible edges



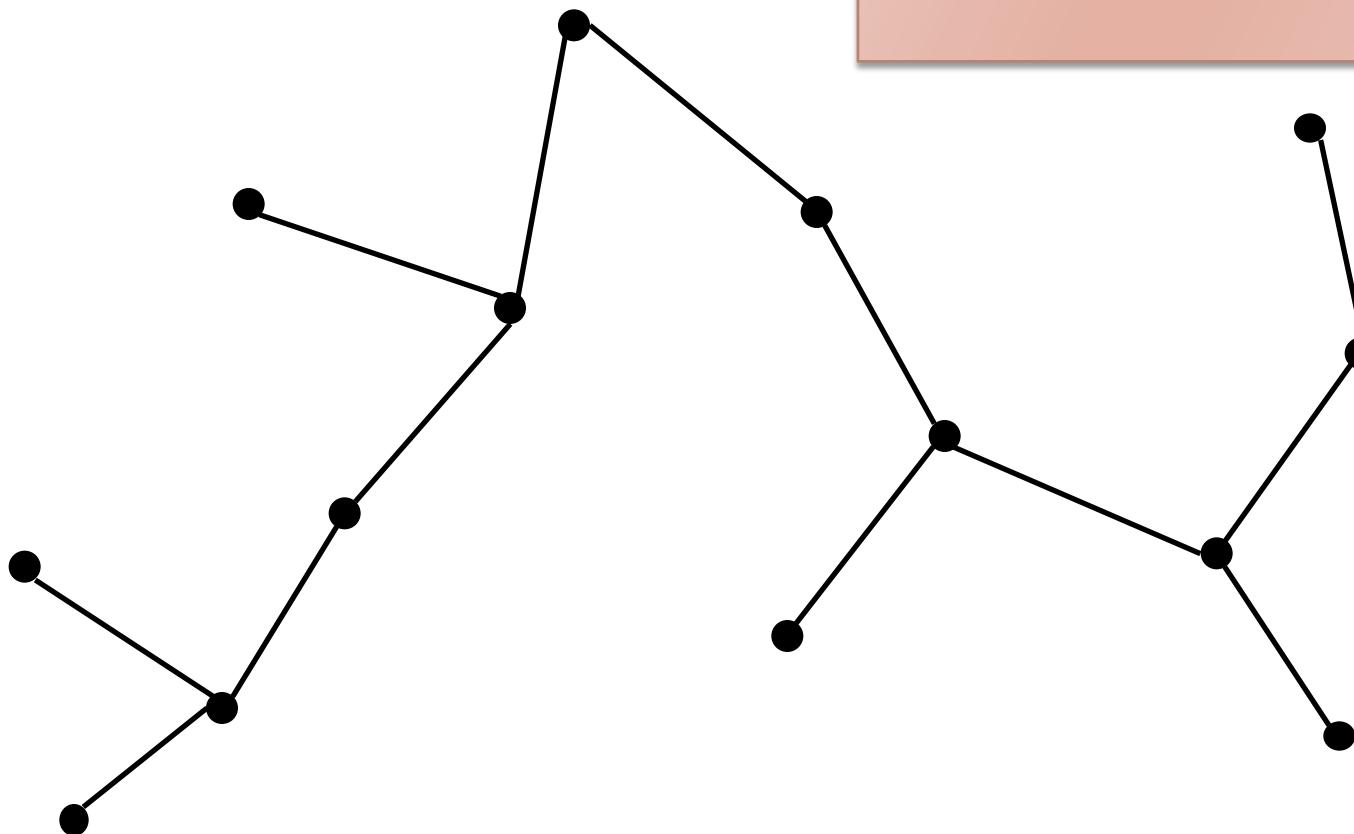
# Trees and Forests

- ▶ An undirected acyclic graph is called **forest**
- ▶ An undirected acyclic connected graph is called **tree**



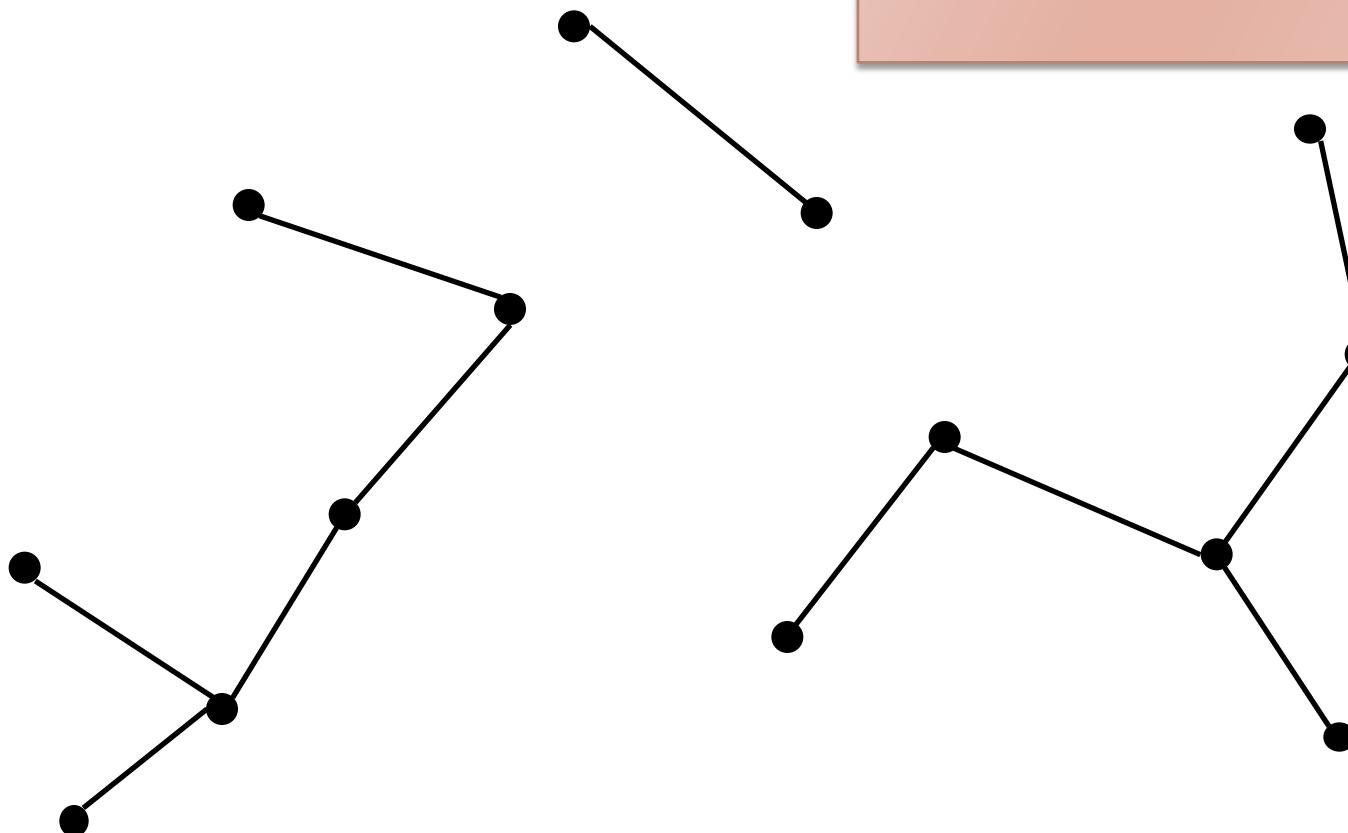
# Example

Tree



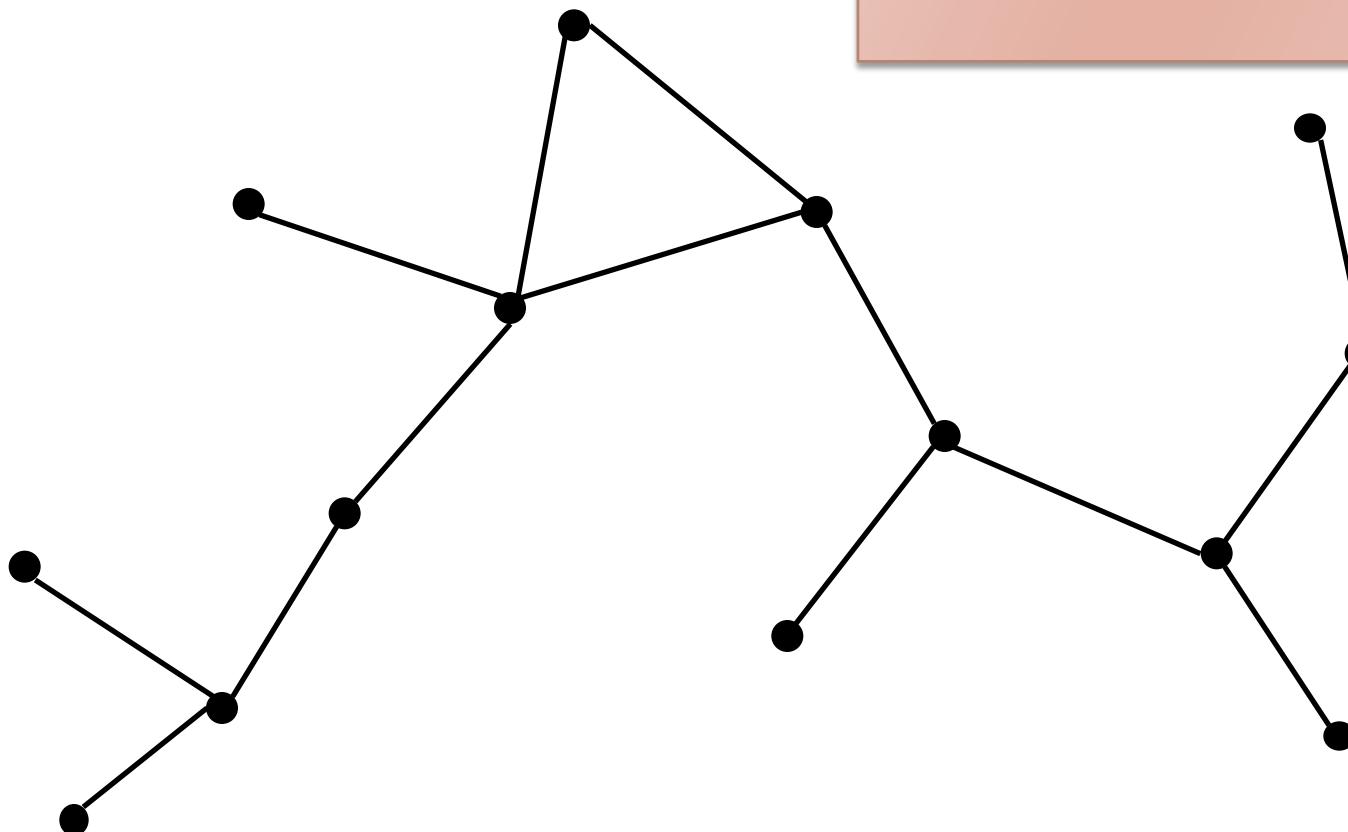
# Example

Forest



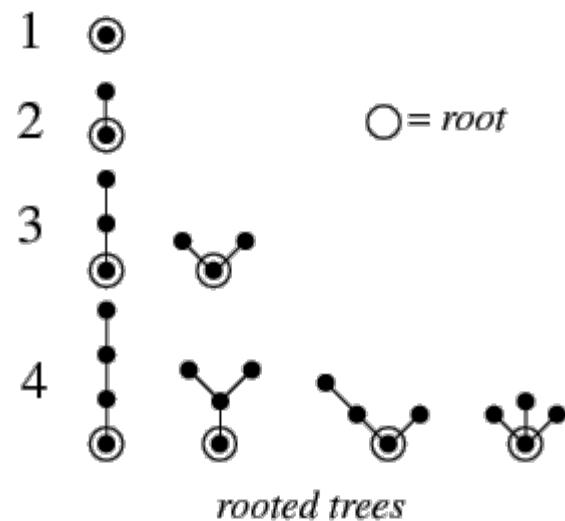
# Example

This is not a tree nor a forest  
(it contains a cycle)



# Rooted trees

- ▶ In a tree, a special node may be singled out
- ▶ This node is called the “**root**” of the tree
- ▶ Any node of a tree can be the root



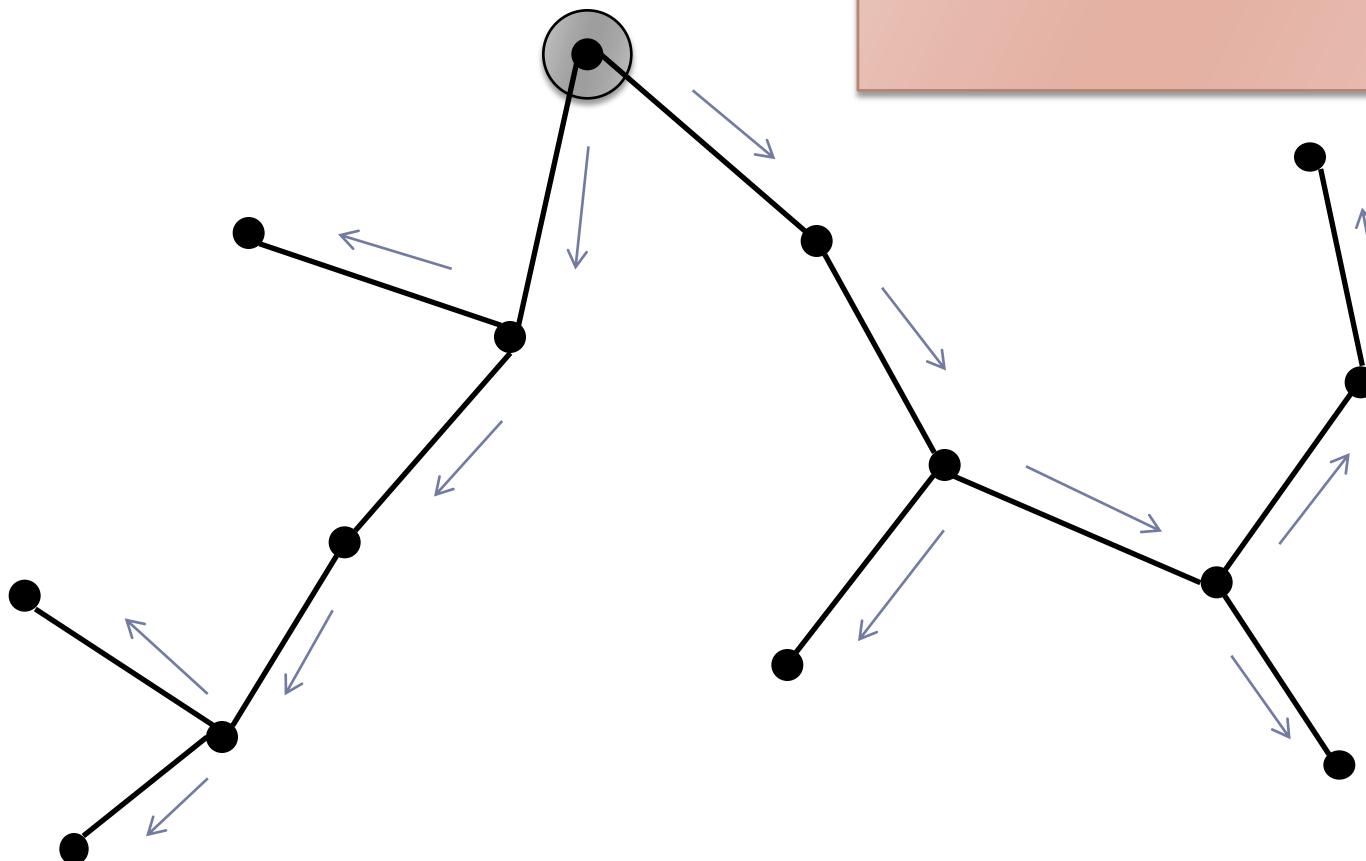
# Tree (implicit) ordering

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- ▶ The root node of a tree **induces an ordering** of the nodes
- ▶ The root is the “ancestor” of all other nodes/vertices
  - ▶ “children” are “away from the root”
  - ▶ “parents” are “towards the root”
- ▶ The root is the **only node without parents**
- ▶ All other nodes have **exactly one parent**
- ▶ The furthest (children-of-children-of-children...) nodes are “leaves”

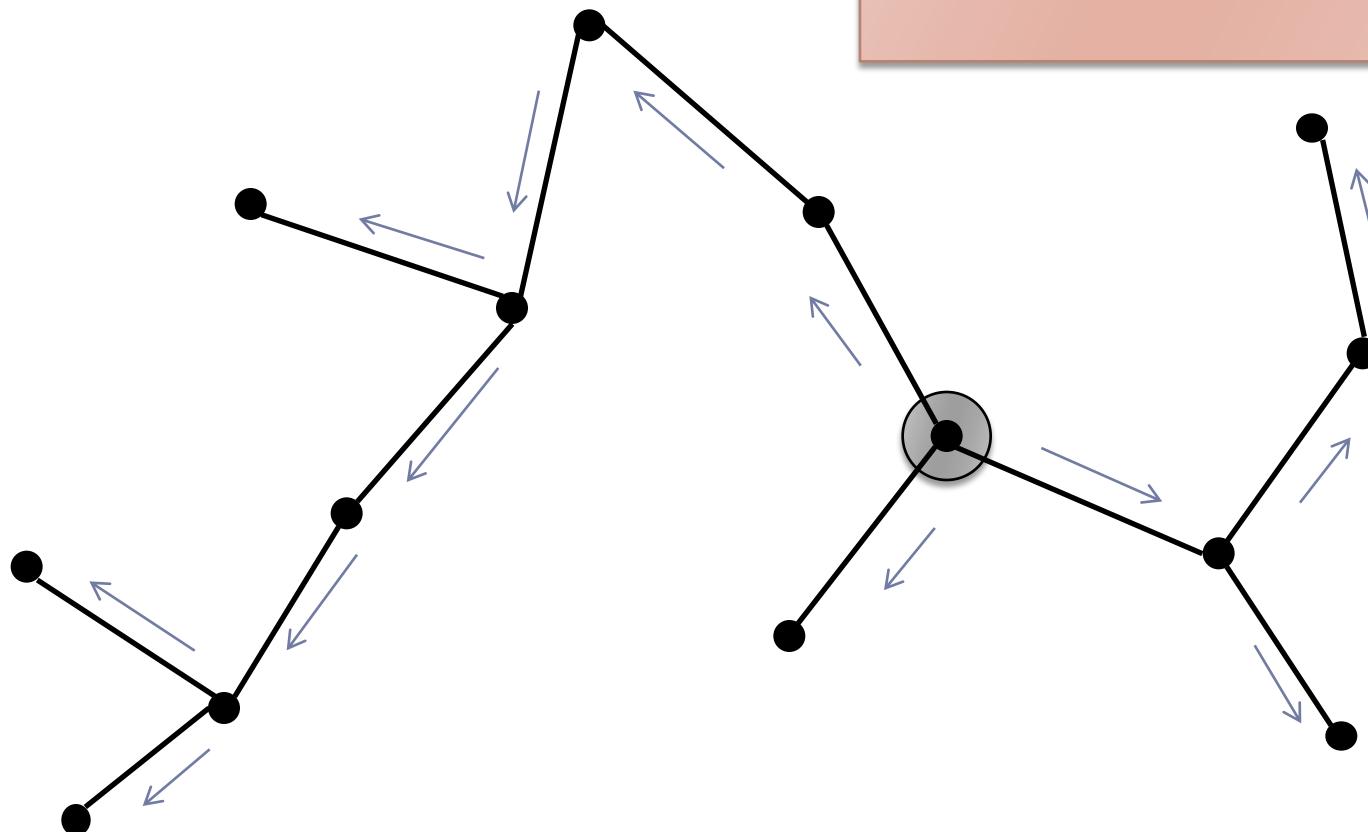
# Example

Rooted Tree



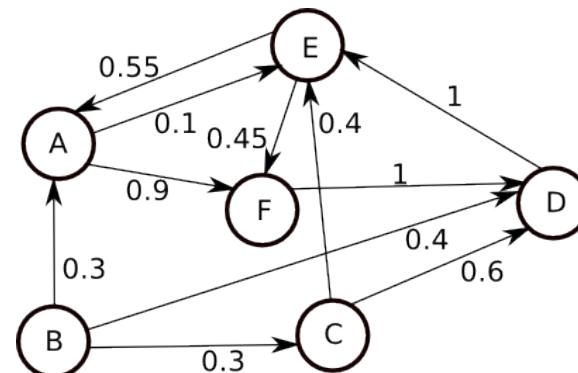
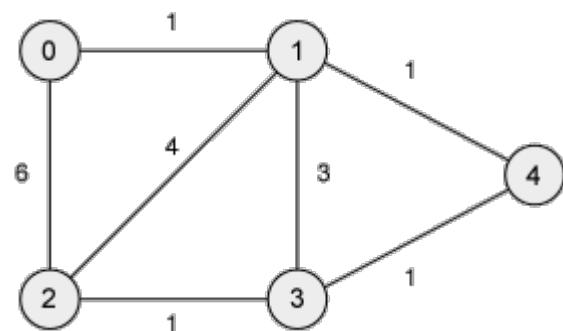
# Example

Rooted Tree



# Weighted graphs

- ▶ A weighted graph is a graph in which each branch (edge) is given a numerical weight.
- ▶ A weighted graph is therefore a special type of labeled graph in which the labels are numbers (which are usually taken to be positive).





# Applications

## Introduction to Graphs

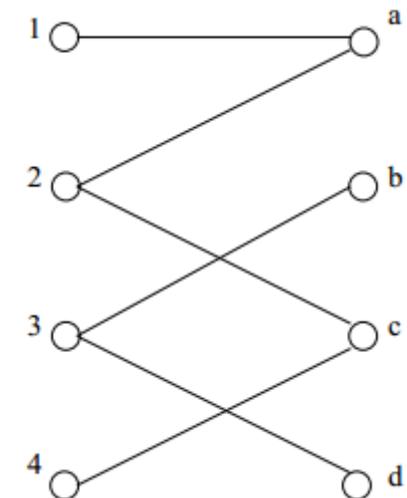
# Graph applications

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- ▶ **Graphs are everywhere**
  - ▶ Facebook friends (and posts, and ‘likes’)
  - ▶ Football tournaments (complete subgraphs + binary tree)
  - ▶ Google search index ( $V$ =page,  $E$ =link,  $w$ =pagerank)
  - ▶ Web analytics (site structure, visitor paths)
  - ▶ Car navigation (GPS)
  - ▶ Market Matching

# Market matching

- ▶  $H = \text{Houses } (1, 2, 3, 4)$
- ▶  $B = \text{Buyers } (a, b, c, d)$
- ▶  $V = H \cup B$
- ▶ Edges:  $(h, b) \in E$  if  $b$  would like to buy  $h$
- ▶ Problem: can all houses be sold and all buyers be satisfied?
- ▶ Variant: if the graph is weighted with a purchase offer, what is the most convenient solution?
- ▶ Variant: consider a ‘penalty’ for unsold items

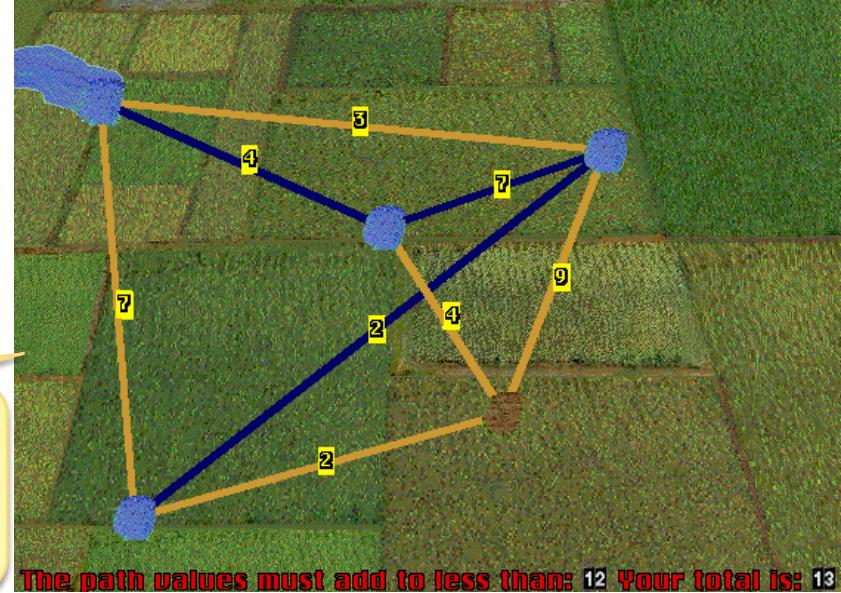


This graph is called  
“bipartite”:  
 $H \cap B = \emptyset$

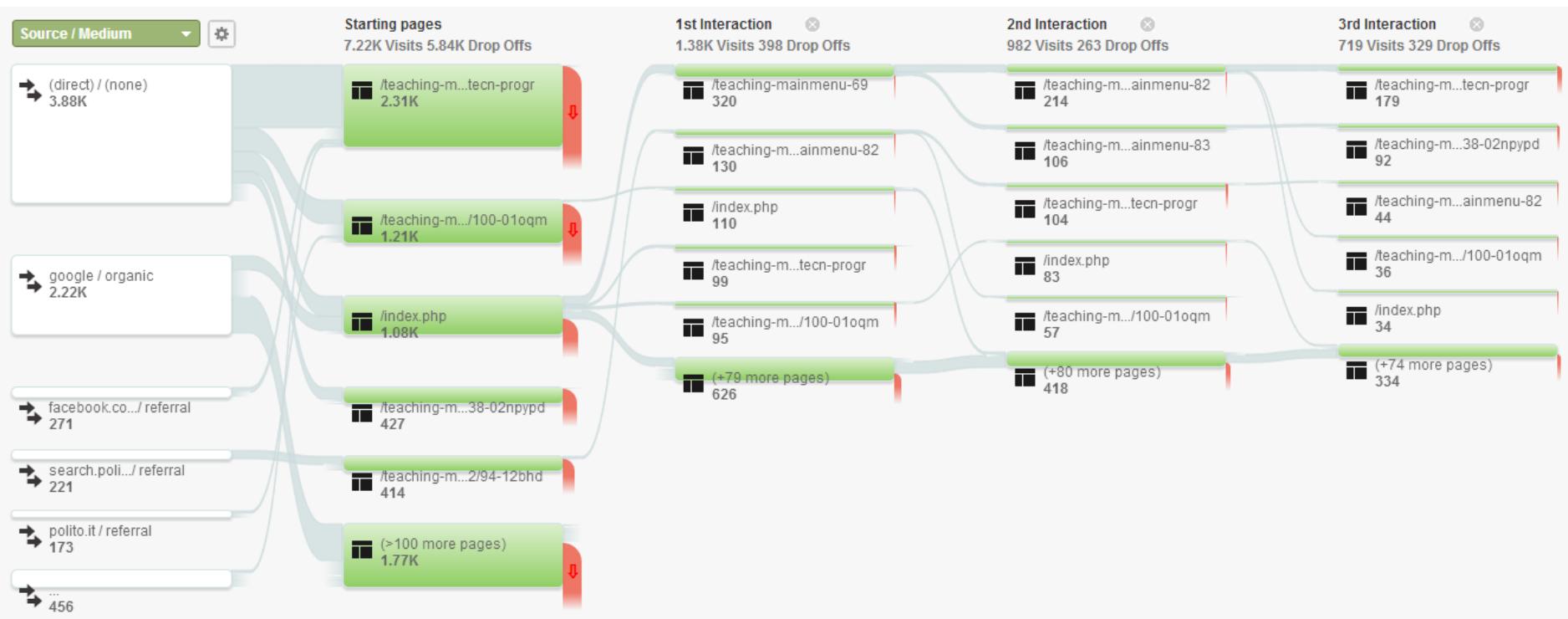
# Connecting cities

- ▶ We have a water reservoir
- ▶ We need to serve many cities
  - ▶ Directly or indirectly
- ▶ What is the most efficient set of inter-city water connections?
- ▶ Also for telephony, gas, electricity, ...

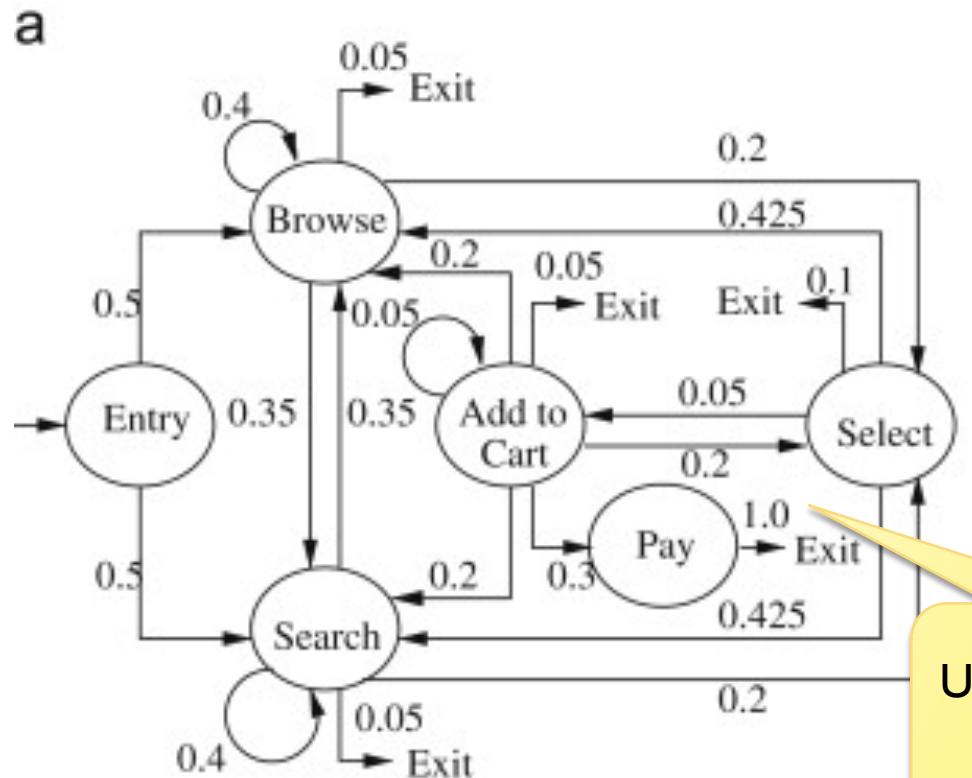
We are searching for  
the “minimum  
spanning tree”



# Google Analytics (Visitors Flow)



# Customer behavior



User actions encoded  
as frequencies

# Street navigation



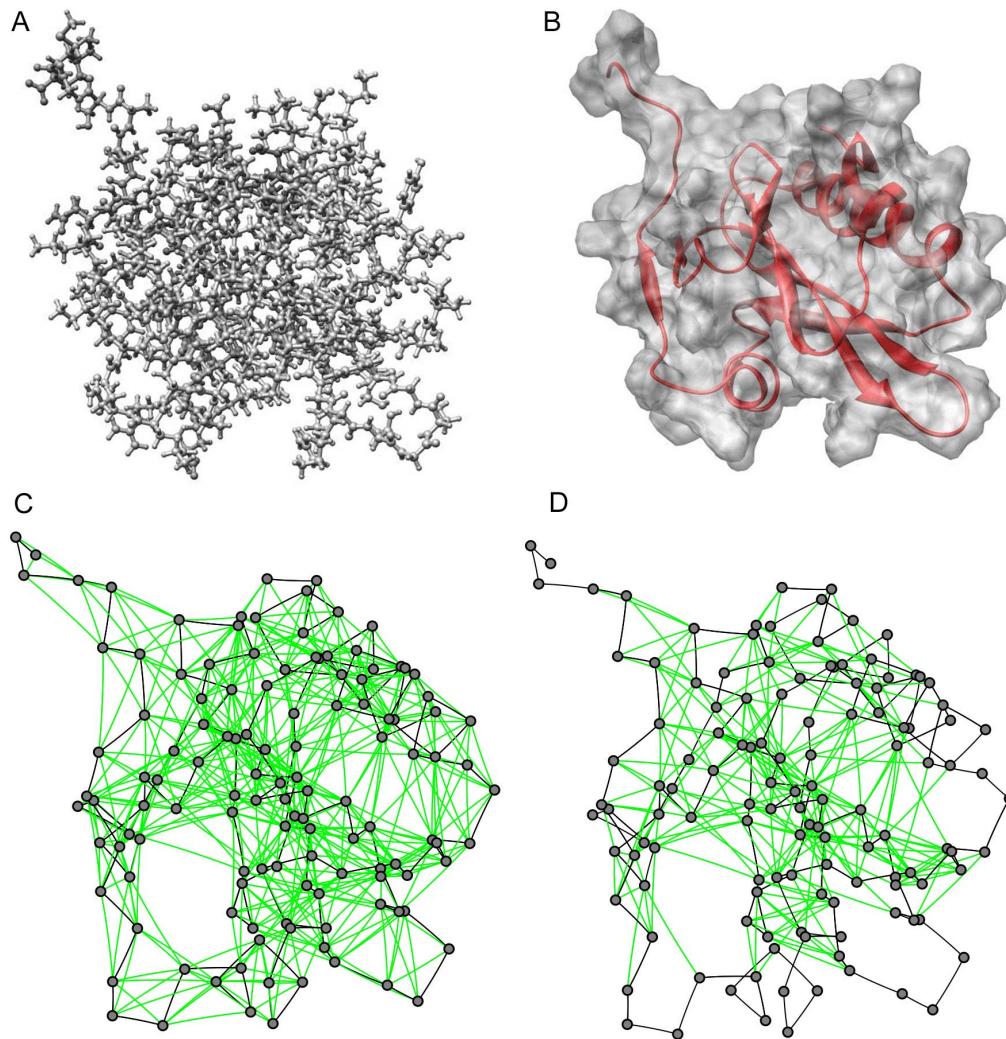
TSP: The traveling salesman problem

We must find a  
“Hamiltonian cycle”

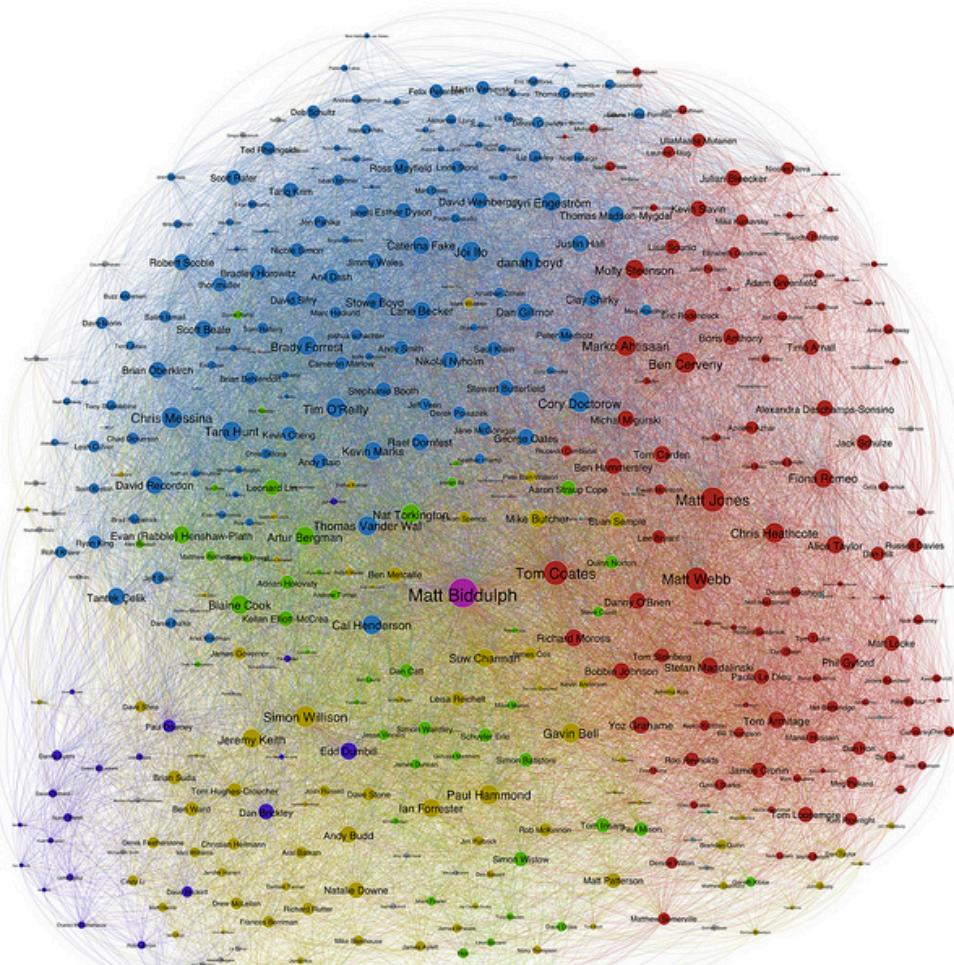
# Train maps



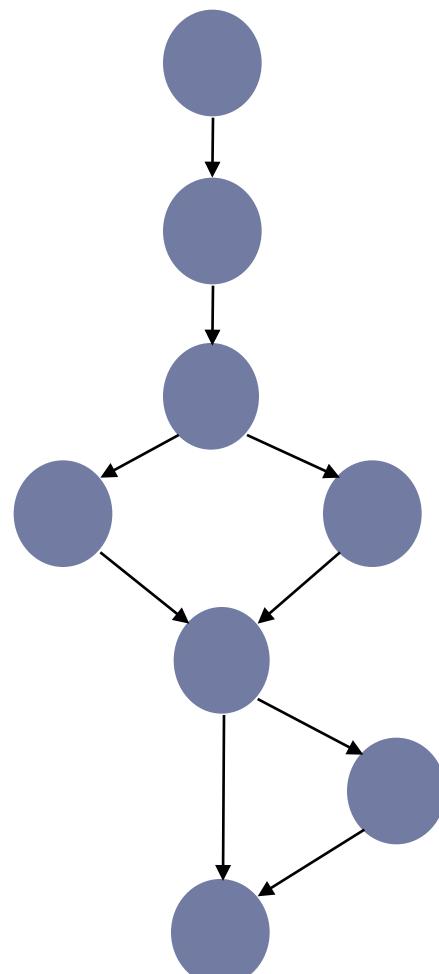
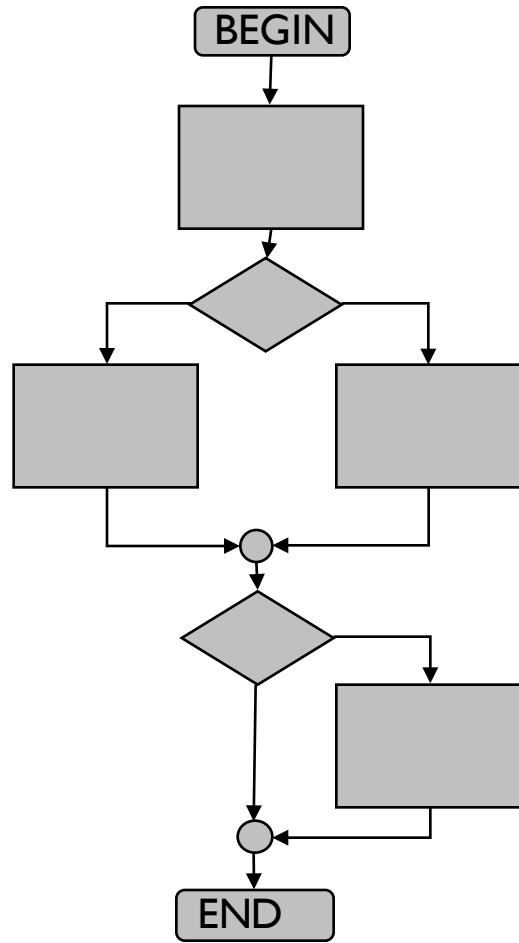
# Chemistry (Protein folding)

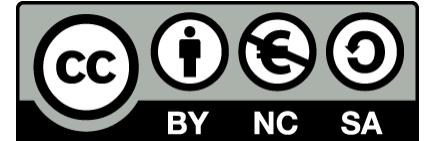


# Facebook friends



# Flow chart





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