

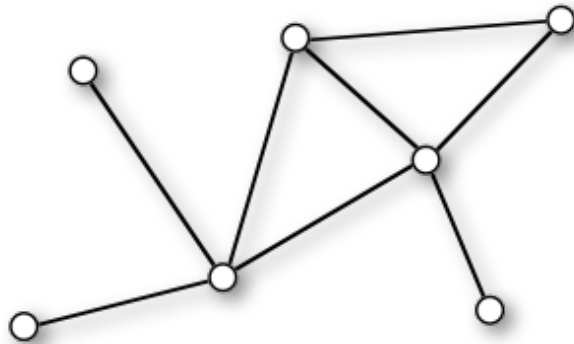
# Some Graph Basics

**Network  $\Leftrightarrow$  Graph**

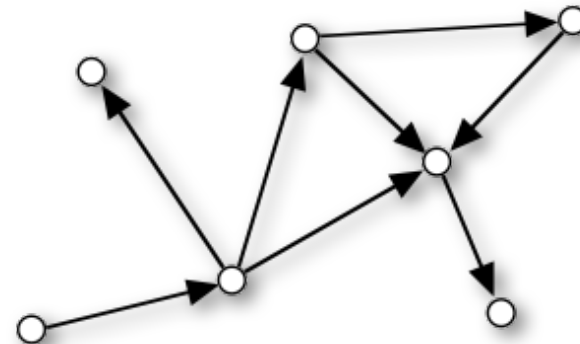
Formal **definition**:

A **graph**  $G$  is an ordered pair  $(V, E)$  of a set  $V$  of **vertices** and a set  $E$  of **edges**.

$$G = (V, E)$$



undirected graph



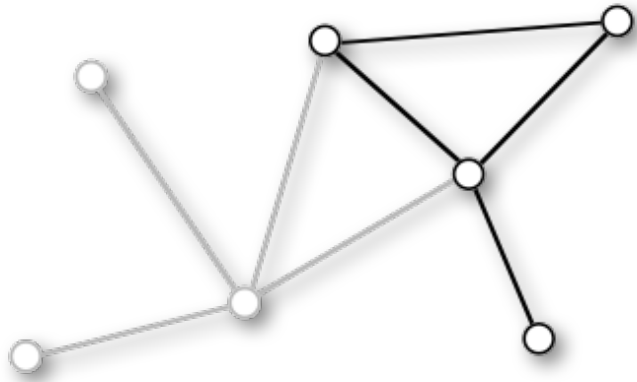
directed graph

If  $E = V^{(2)} \Rightarrow$  fully connected graph

# Graph Basics II

## Subgraph:

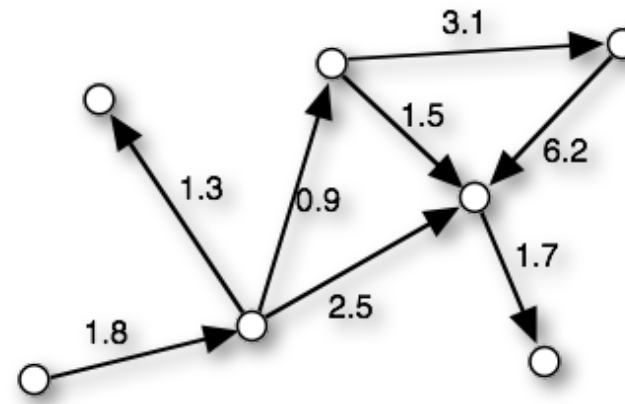
$G' = (V', E')$  is a subset of  $G = (V, E)$



Practical question: how to define useful subgraphs?

## Weighted graph:

Weights assigned to the edges



Note: no weights for vertices

# Walk the Graph

**Path** = sequence of connected vertices

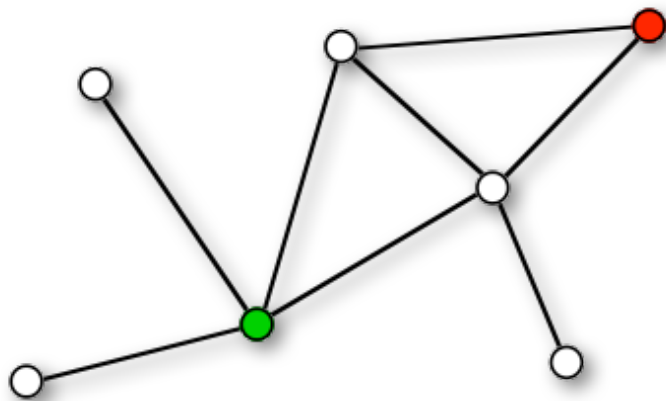
start vertex  $\Rightarrow$  internal vertices  $\Rightarrow$  end vertex

Two paths are **independent** (internally vertex-disjoint),  
if they have no internal vertices in common.

Vertices  $u$  and  $v$  are **connected**, if there exists a path from  $u$  to  $v$ .  
otherwise: disconnected

**Trail** = path, in which all edges are distinct

**Length** of a path = number of vertices || sum of the edge weights



How many paths connect the green to the red vertex?

How long are the shortest paths?

Find the four trails from the green to the red vertex.

How many of them are independent?

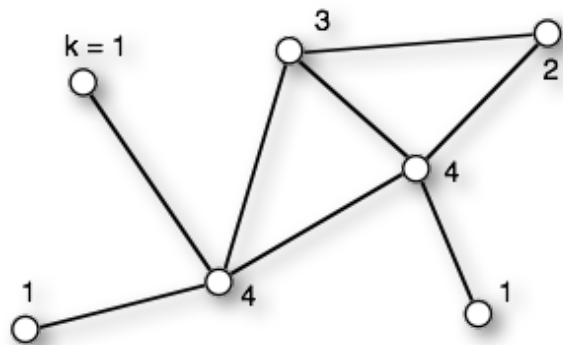
# Local Connectivity: Degree/Degree Distribution

**Degree**  $k$  of a vertex = number of edges at this vertex

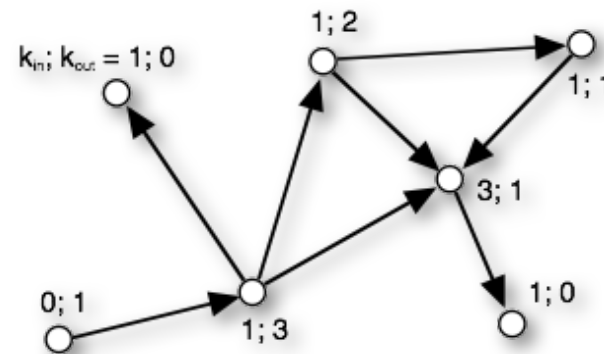
Directed graph  $\Rightarrow$  distinguish  $k_{in}$  and  $k_{out}$

**Degree distribution**  $P(k)$  = fraction of nodes with  $k$  connections

$$P(k) = \frac{n_k}{N}$$



$k$	0	1	2	3	4
$P(k)$	0	3/7	1/7	1/7	2/7



$k$	0	1	2	3
$P(k_{in})$	1/7	5/7	0	1/7
$P(k_{out})$	2/7	3/7	1/7	1/7

# Graph Representation e.g. by adjacency matrix

**Adjacency matrix** is a  $N \times N$  matrix

with entries  $M_{uv}$

$M_{uv}$  = weight when edge between  $u$  and  $v$  exists,  
0 otherwise

→ symmetric for undirected graphs

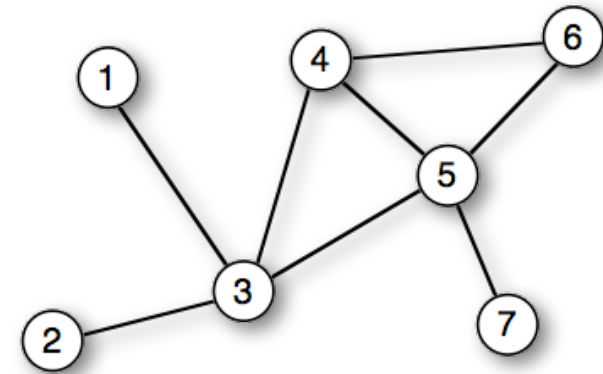
+ fast  $O(1)$  lookup of edges

– large memory requirements

– adding or removing nodes is expensive

Note: very convenient in programming  
languages that support sparse multi-  
dimensional arrays

=> Perl



	1	2	3	4	5	6	7
1	–	0	1	0	0	0	0
2	0	–	1	0	0	0	0
3	1	1	–	1	1	0	0
4	0	0	1	–	1	1	0
5	0	0	1	1	–	1	1
6	0	0	0	1	1	–	0
7	0	0	0	0	1	0	–