

## Graphs

Er. Meenakshi Rana

- Graph : The graph consist of points or nodes called vertices which are connected to each other by way of lines called edges.
- These lines may be directed or undirected.

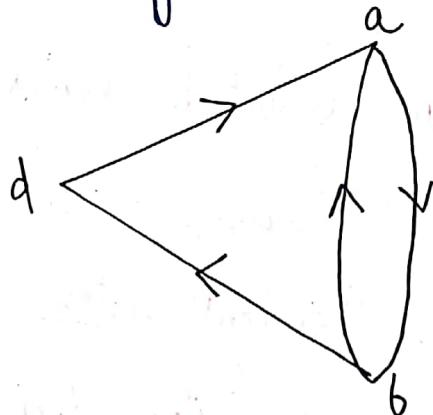
### • Directed Graph :

A directed graph is defined as an ordered pair  $(V, E)$  where  $V$  is a set and  $E$  is a binary relation on  $V$ .

The elements in  $V$  are called vertices.

The ordered pairs in  $E$  are called edges.

The following graph is a directed graph.



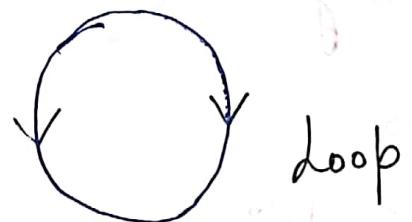
directed graph.

Here the vertices are  $a, b, d$  and the edges are  $(a, b) (b, a) (b, d) (d, a)$

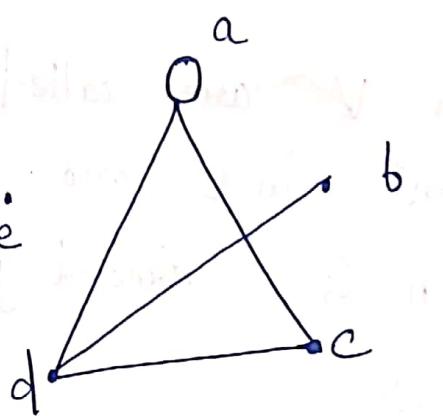


→ The vertex  $a$  is called the initial vertex and the vertex  $b$  is called the terminal vertex of the edge  $(a, b)$ .

- An edge that is incident from and into the same vertex is called a loop or self-loop.



- A vertex is said to be an isolated vertex if there is no edge incident with it.



→ Here, vertex ' $e$ ' is an isolated vertex.

→ The vertex ' $a$ ' has self-loop.

→ The vertex ' $b$ ' is a Pendent vertex that has only one edge incident on it.

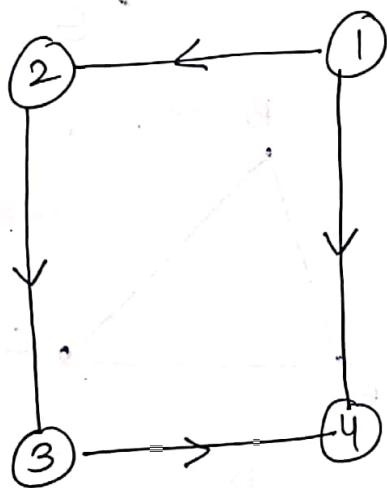
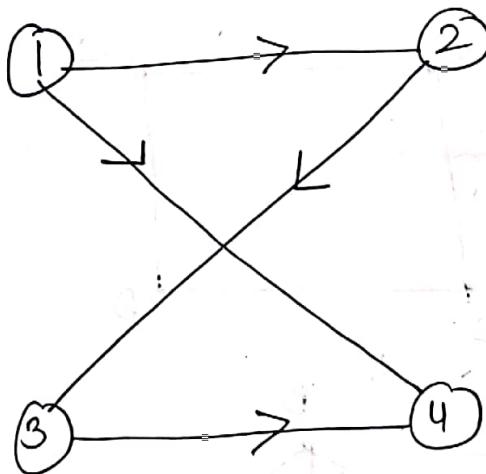
Undirected Graphs  $\Rightarrow$  It consists of a set of vertices  $V$  and a set of edges  $E$ .  
 The edge set contains the unordered pairs of vertices.

e.g. let  $V = \{1, 2, 3, 4\}$

and  $E = \{(1, 2), (1, 4), (3, 4), (2, 3)\}$

$\Rightarrow$  The graph can be drawn in various ways  $\Rightarrow$

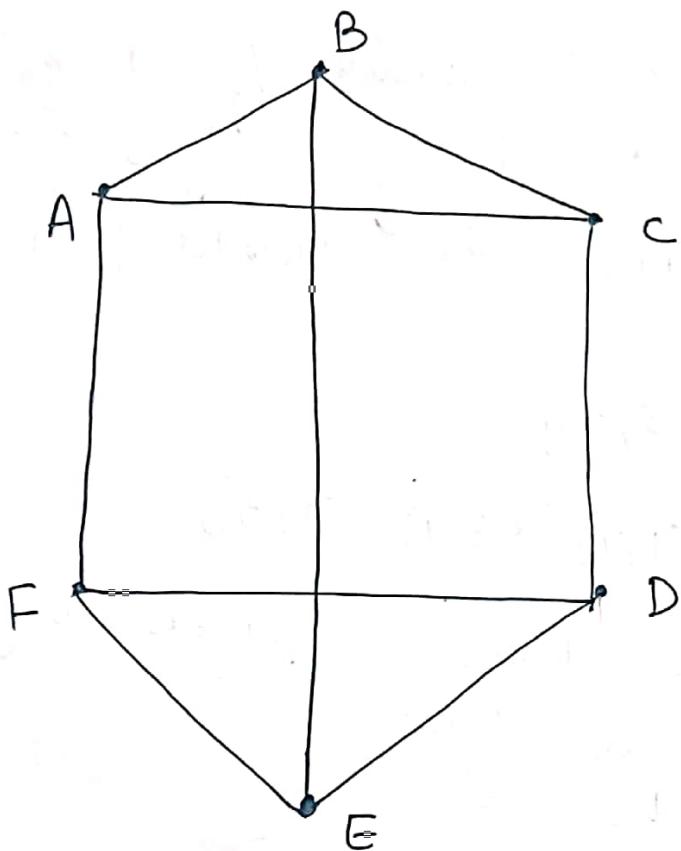
The graph which are as follows:



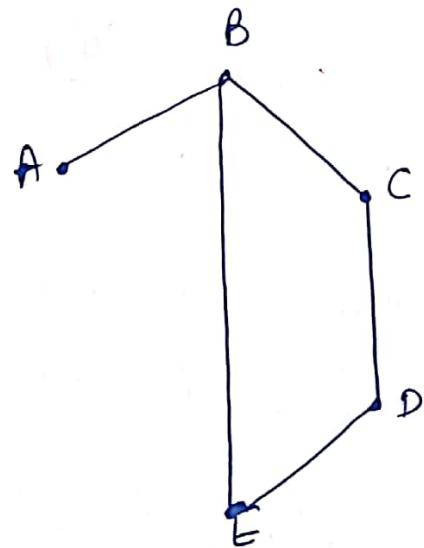
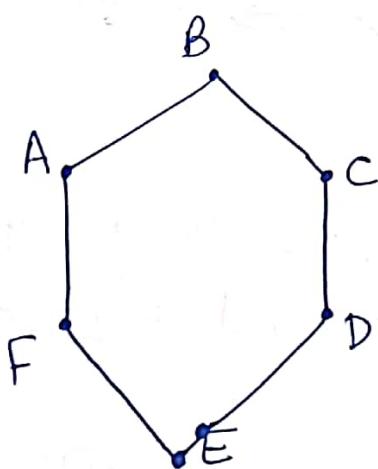
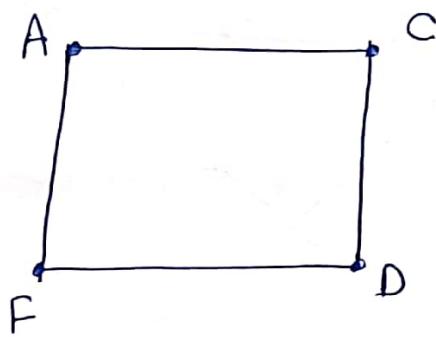
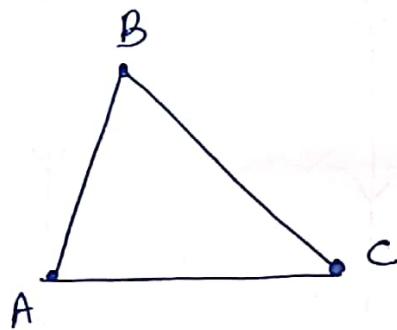
Subgraph  $\Rightarrow$

A subgraph of a graph  $G = (V, E)$  is a graph  $G' = (V', E')$  in which  $V' \subseteq V$  and  $E' \subseteq E$  and each edge of  $G'$  has same end vertices in  $G'$  as in graph  $G$ .

Ex Consider the graph  $G$  as shown below.  
 Show the different subgraphs of this graph.



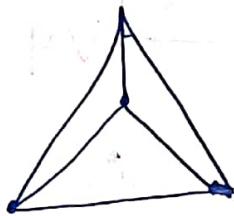
Sol:



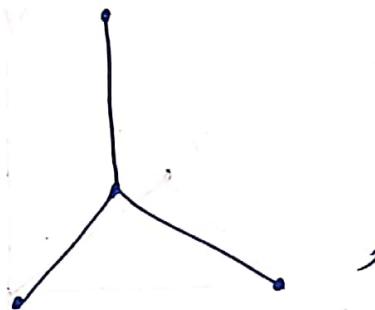
## Complement of a subgraph

→ Let  $G_1 = (V, E)$  be a graph and  $S$  be a subgraph of  $G_1$ . If edges of  $S$  be deleted from the graph  $G_1$ , the graph so obtained is complement of subgraph  $S$ . It is denoted by  $\bar{S}$ .  
∴  $\bar{S} = G_1 - S$

Consider the graph

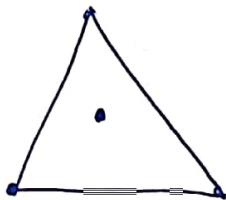


and its subgraph



then the complement of subgraph  $S$  is

$$\bar{S} =$$



Note → The no. of vertices do not change in the complement of a subgraph.

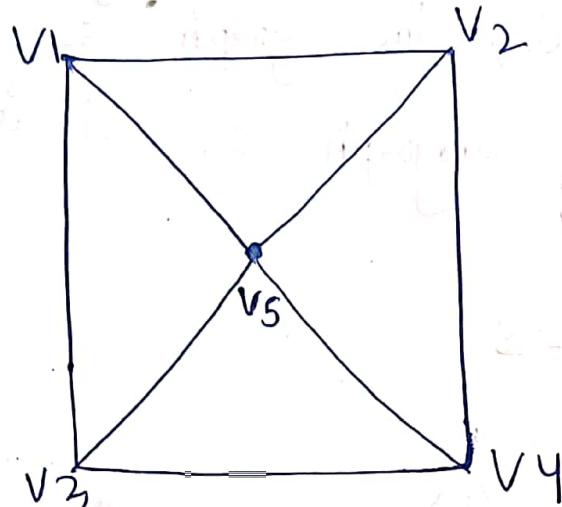
Q → Consider the graphs as shown below.

Determine the subgraphs.

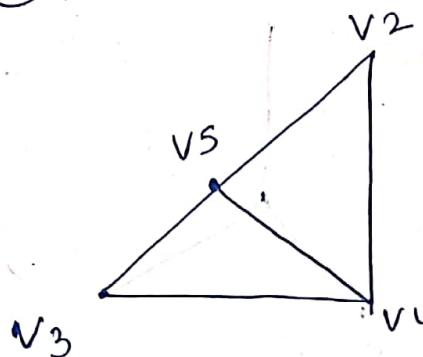
①  $G_1 - v_1$

②  $G_1 - v_3$

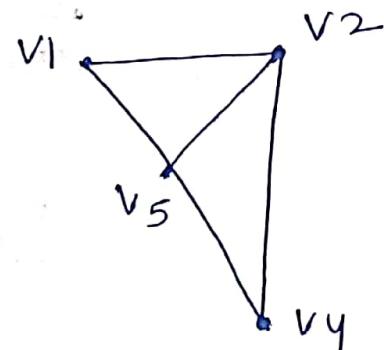
3)  $G_1 - v_5$ .



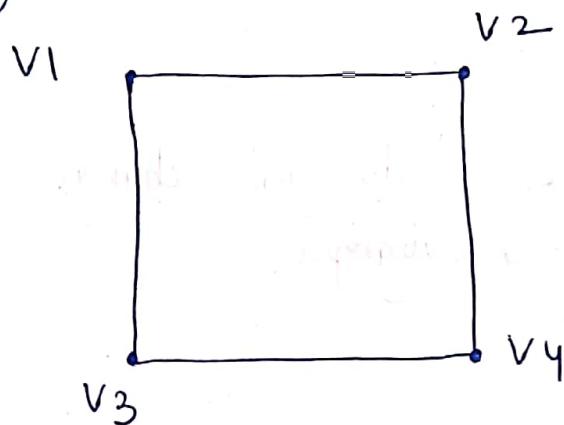
Ans: ①  $G_1 - v_1$



②  $G_1 - v_3$

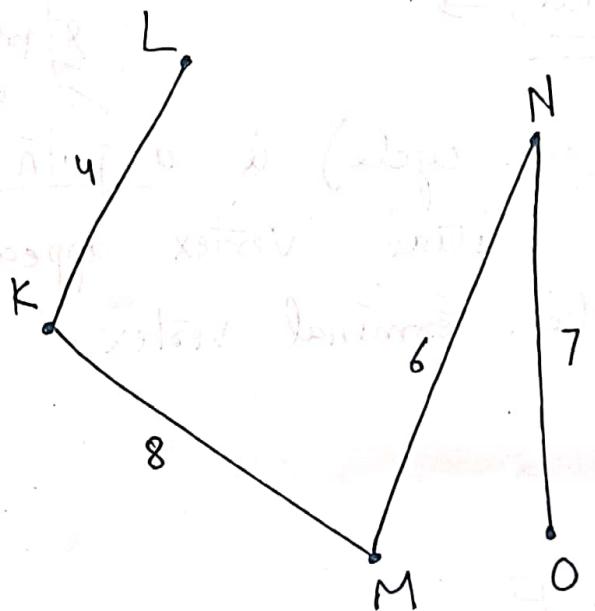


③  $G_1 - v_5$



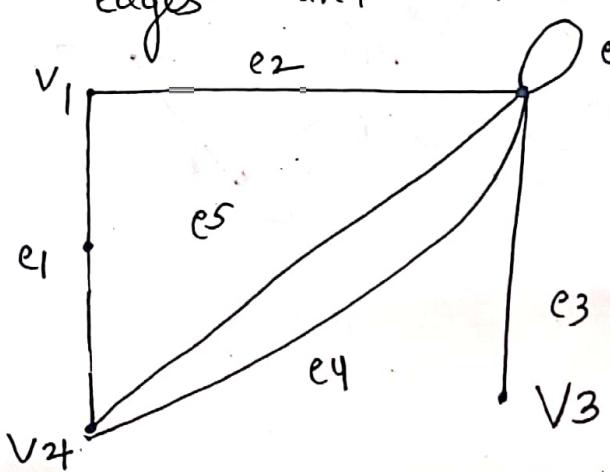
## Weighted Graphs $\Rightarrow$

A graph  $G_1 = (V, E)$  is called a weighted graph if each edge of graph  $G_1$  is assigned a positive number  $w$  called the weight of the edge. ex:  $\Rightarrow$



## Multigraph $\Rightarrow$

A multigraph  $G_1 = (V, E)$  consists of a set of vertices  $V$  and a set of edges  $E$  such that edge set  $E$  may contain multiple edges and self loops. eg:  $\Rightarrow$



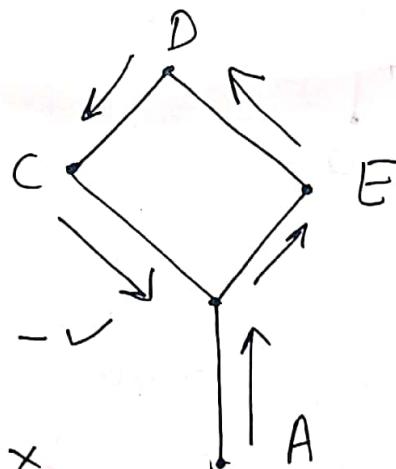
## Euler path or chain :

An Euler path (or chain) through a graph is a path whose edge list contains each edge of the graph exactly once.

## Euler circuit (or cycle) :

→ An Euler circuit (or cycle) is a path through a graph in which initial vertex appears second time as the terminal vertex.

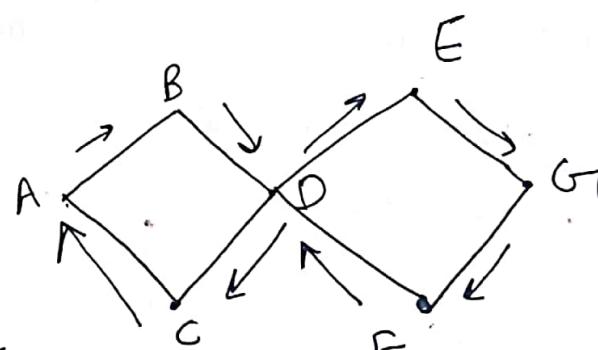
start/end  
same



→ Euler path - ✓

Euler circ - ✗

Eulerian graph - ✗



Euler path - ✓

Euler circuit - ✓

Eulerian graph - ✓

Euler graph  $\Rightarrow$  is a graph that possesses an  $\textcircled{2}$   
Euler circuit. An Euler circuit uses every edge exactly once but vertices may be repeated.

- Hamiltonian path (or chain)  $\rightarrow$

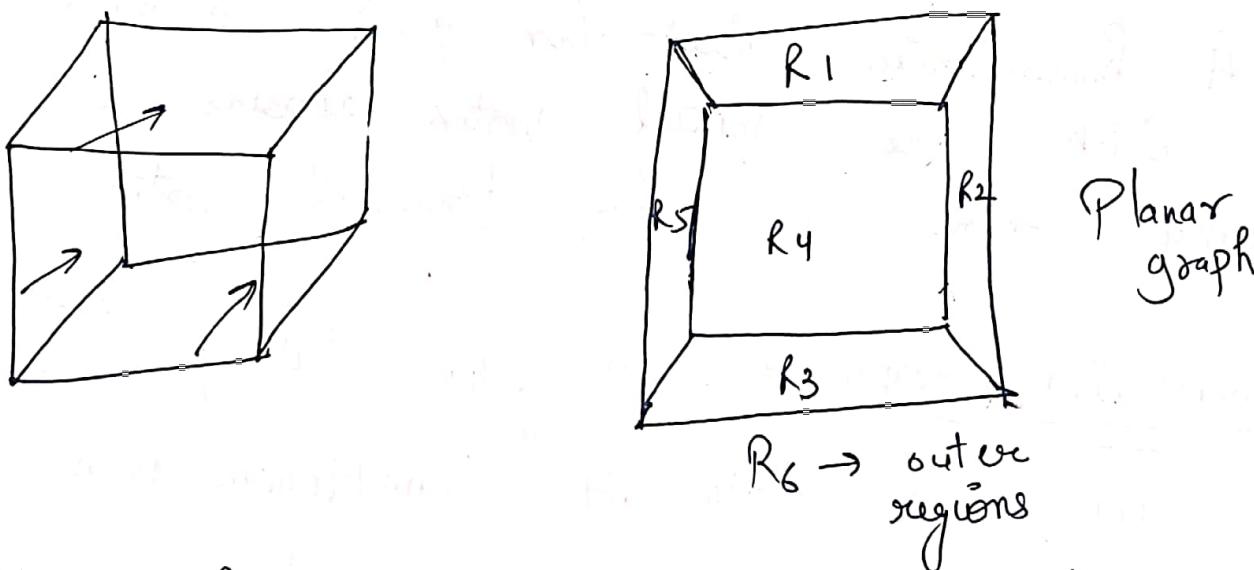
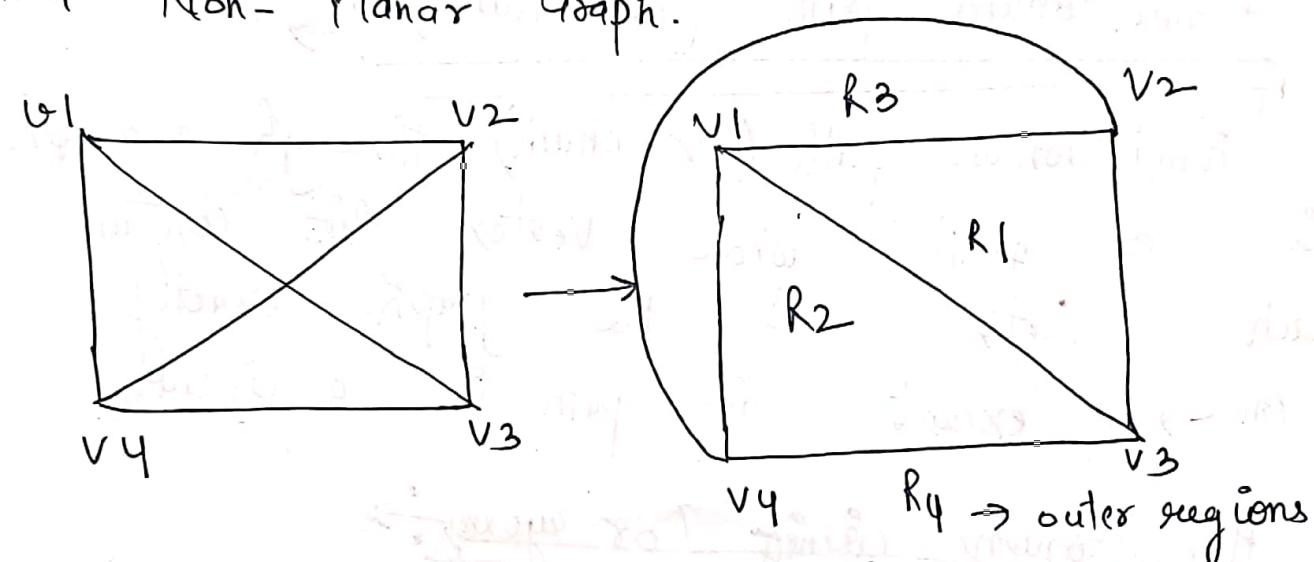
A Hamiltonian path (or chain) through a graph is a path whose vertex list contains each vertex of the graph exactly once, except if path is a circuit.

- Hamiltonian circuit (or cycle)  $\rightarrow$

$\rightarrow$  A Hamiltonian circuit (or cycle) is a path in which the initial vertex appears a second time as the terminal vertex.

- Hamiltonian Graph  $\Rightarrow$  is a graph that possesses a Hamiltonian path. A Hamiltonian path uses each vertex exactly once but edges may not be included.

Planar Graph  $\Rightarrow$  A Graph is called Planar if it can be drawn in the plane without any edges crossing. And a graph that cannot be drawn on a Plane without a crossover b/w its edges is called Non-Planar Graph.

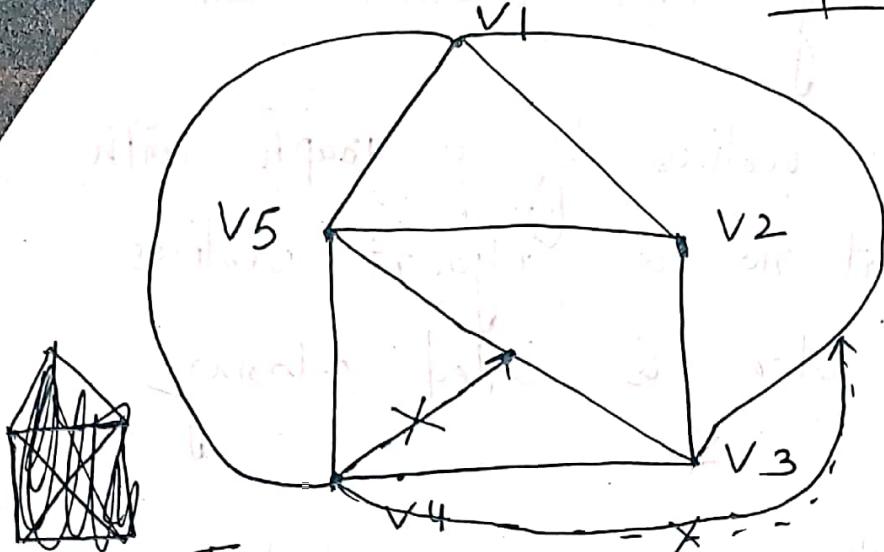


Theorem  $\Rightarrow$  A complete Graph of 5 vertices is Non-Planar.

Complete Graph  $\rightarrow$  edge b/w every vertex

$\rightarrow$  all edges should be connected.

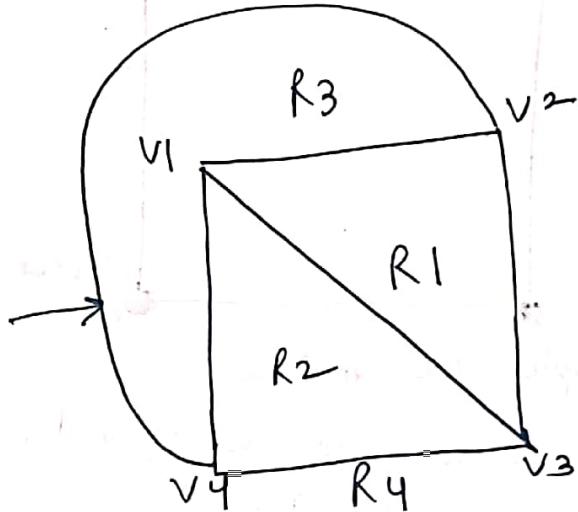
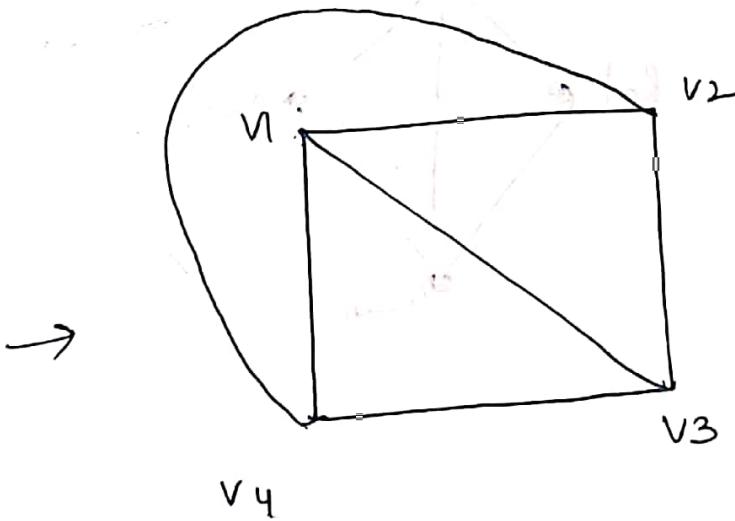
We will connect  $v_1$  to  $v_4$  and  $v_1$  to  $v_3$  so that intersection shouldn't be there



This is a non-planar graph. We cannot draw a planar graph with 5 vertices.

Euler's formula  $\Rightarrow$  Let  $G_1$  be a connected Planar Graph with 'e' edges and vertices 'v'. Let ' $r_1$ ' be the no. of regions in Planar representation of  $G_1$ . Then,

$$r_1 = e - v + 2$$



$\rightarrow$  ① First draw the regions for this graph

$$e = 6, v = 4$$

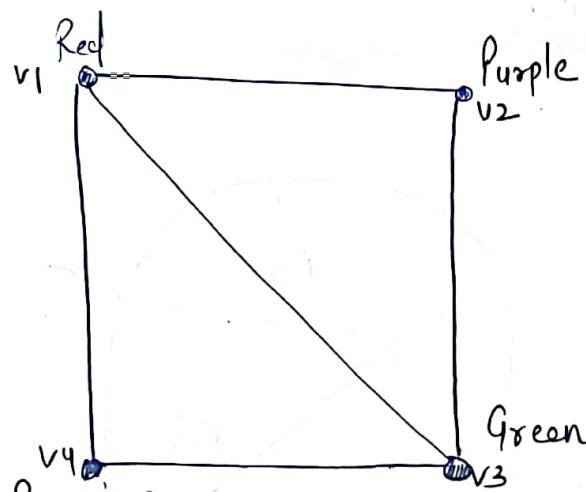
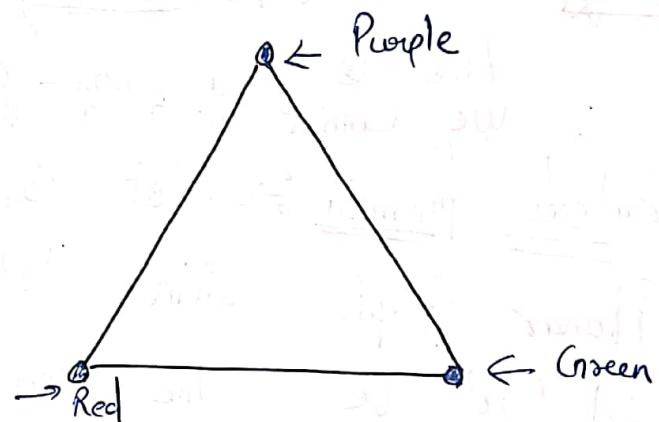
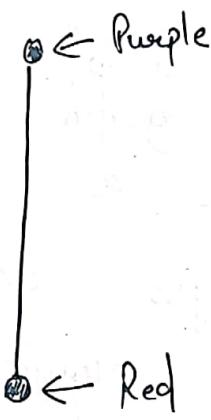
②

$$r_1 = 6 - 4 + 2$$
$$r_1 = 4$$

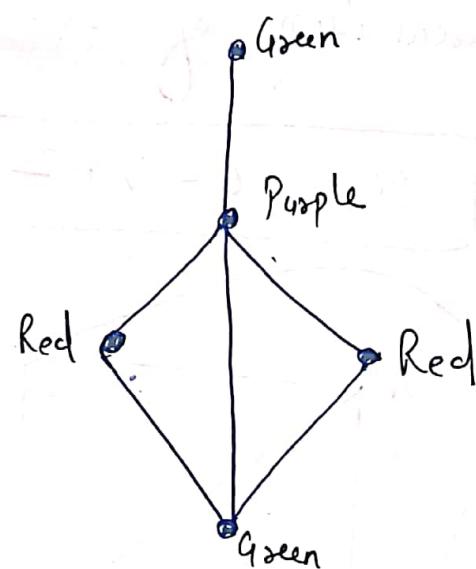
# Graph coloring and chromatic number

→ Painting all the vertices of a graph with colors such that no 2 adjacent vertices have the same color is called coloring of graph.

Example :

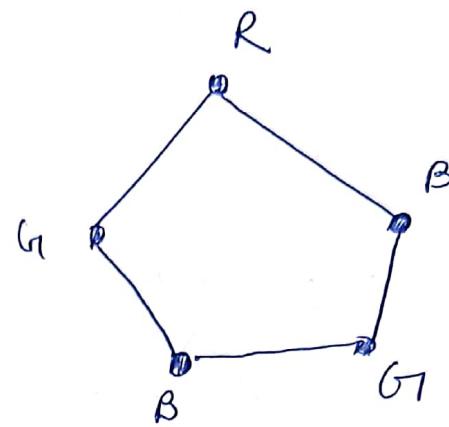
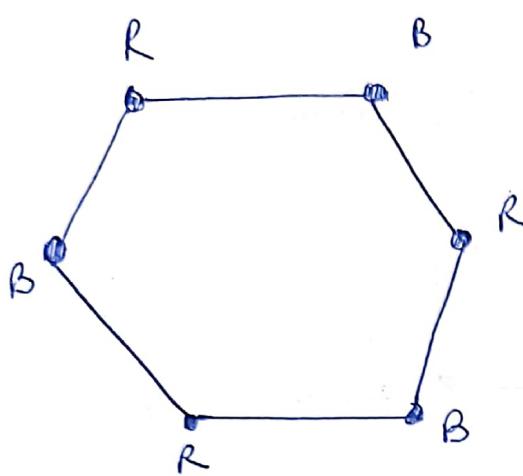


Purple (we can take same color as  $v_2$  and  $v_4$  are not connected)

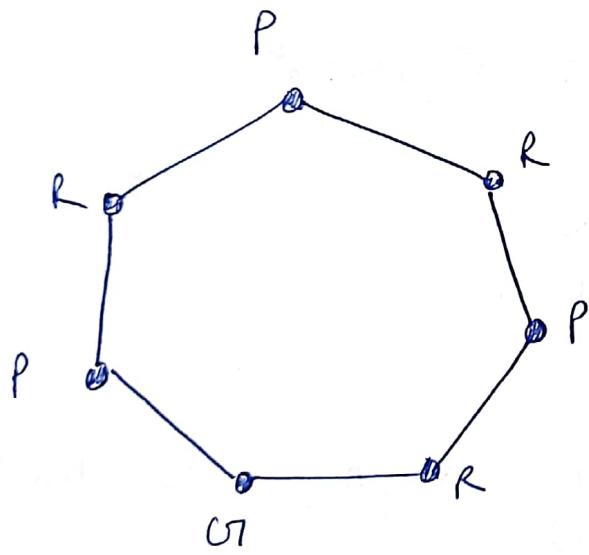


If a graph is circuit with  $n$  vertices then

- if it is 2-chromatic if  $n$  is even.
- if it is 3-chromatic if  $n$  is odd.

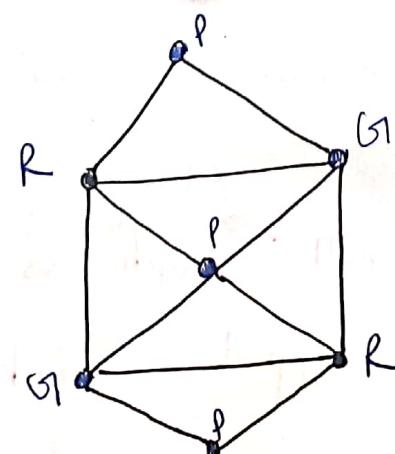


Q: Determine the chromatic no. of graph.



Vertices are odd,  
so it will be  
3-chromatic.

Q: Find the chromatic no. of a graph.



3-chromatic  
graph

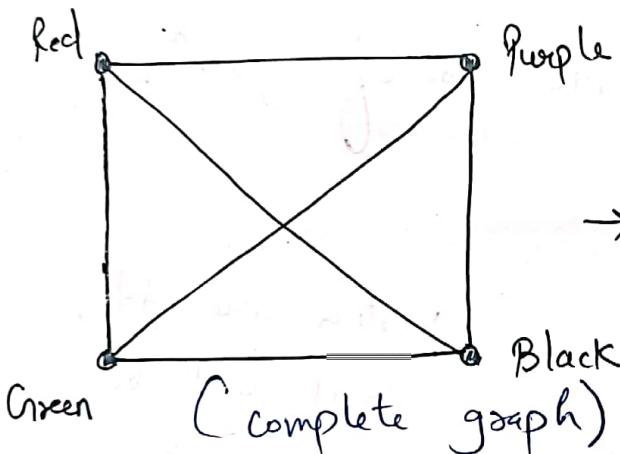
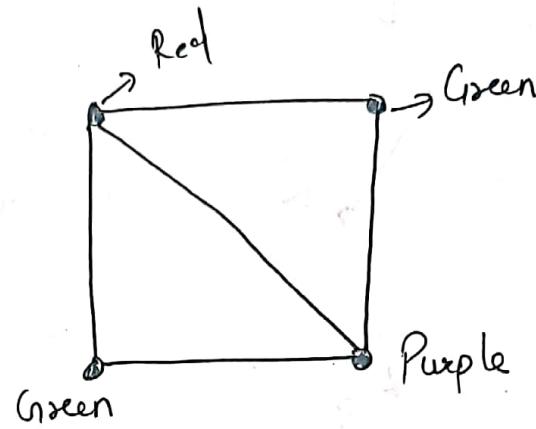
## Chromatic number $\rightarrow$

The least no. of colors required for coloring a graph  $G$  is called its chromatic no.

e.g.  $\rightarrow$



(2-chromatic Graph)

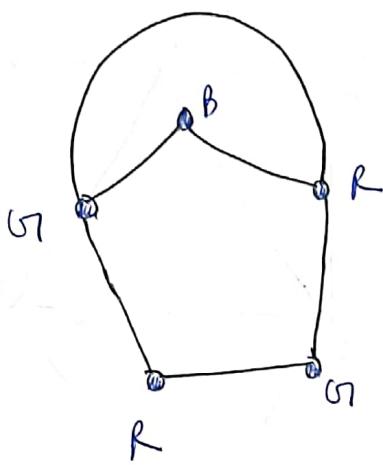


$\rightarrow$  4-chromatic Graph.

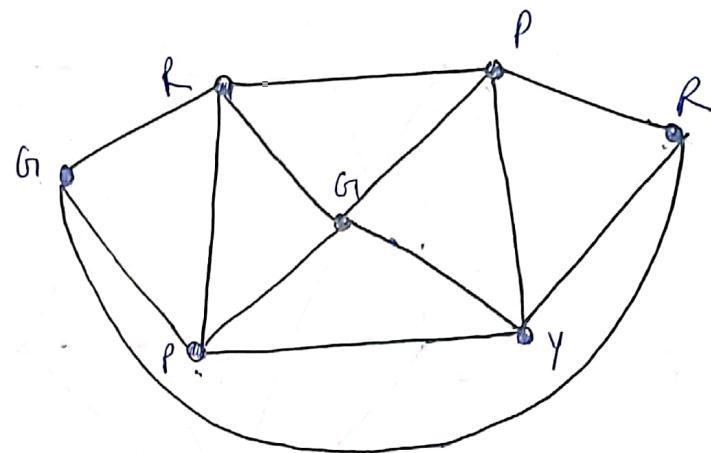
Note:

1. The chromatic no. of graph  $G$  is denoted by  $X(G)$   
 $\downarrow$   
 $(2\pi)$
2. If  $X(G) = k$ , the graph is called as  $k$ -chromatic
3. Chromatic no. of null graph is 1.  
(having only 1 vertex)
4. Chromatic no. of complete graph  $K$  of  $n$  vertices is  $n$ .

What are chromatic nos of the graph  $G$   
and  $H$  as shown in figure?

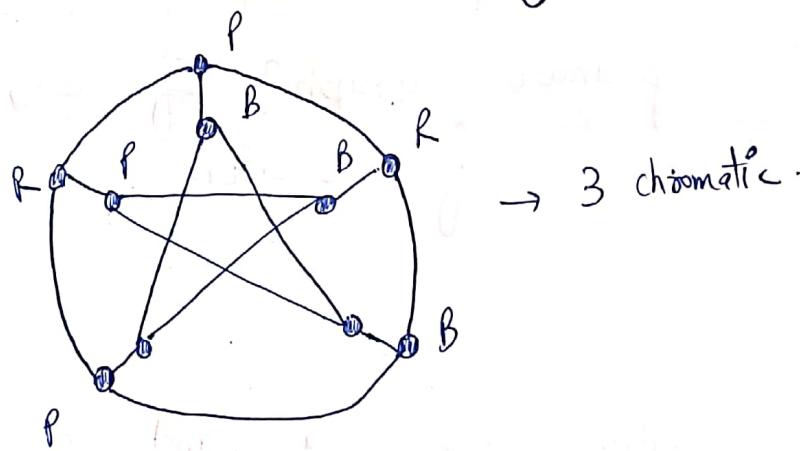


3-chromatic.



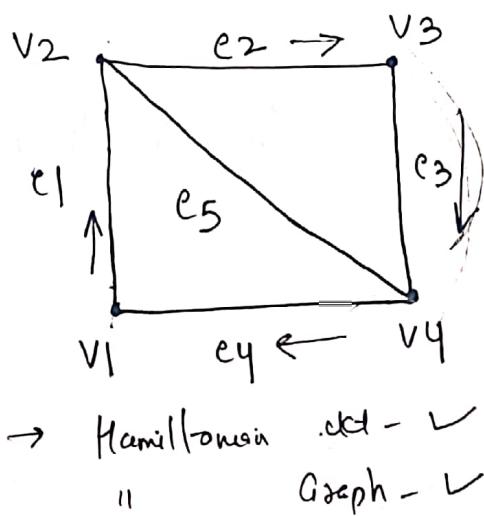
4-chromatic

Q: find the chromatic no of graph.

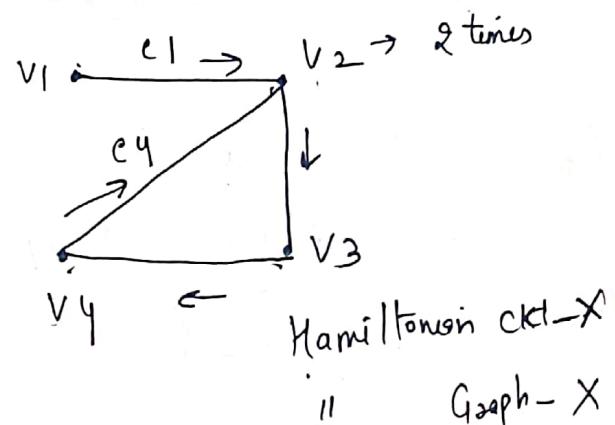


→ 3-chromatic.

Example of Hamiltonian Graphs

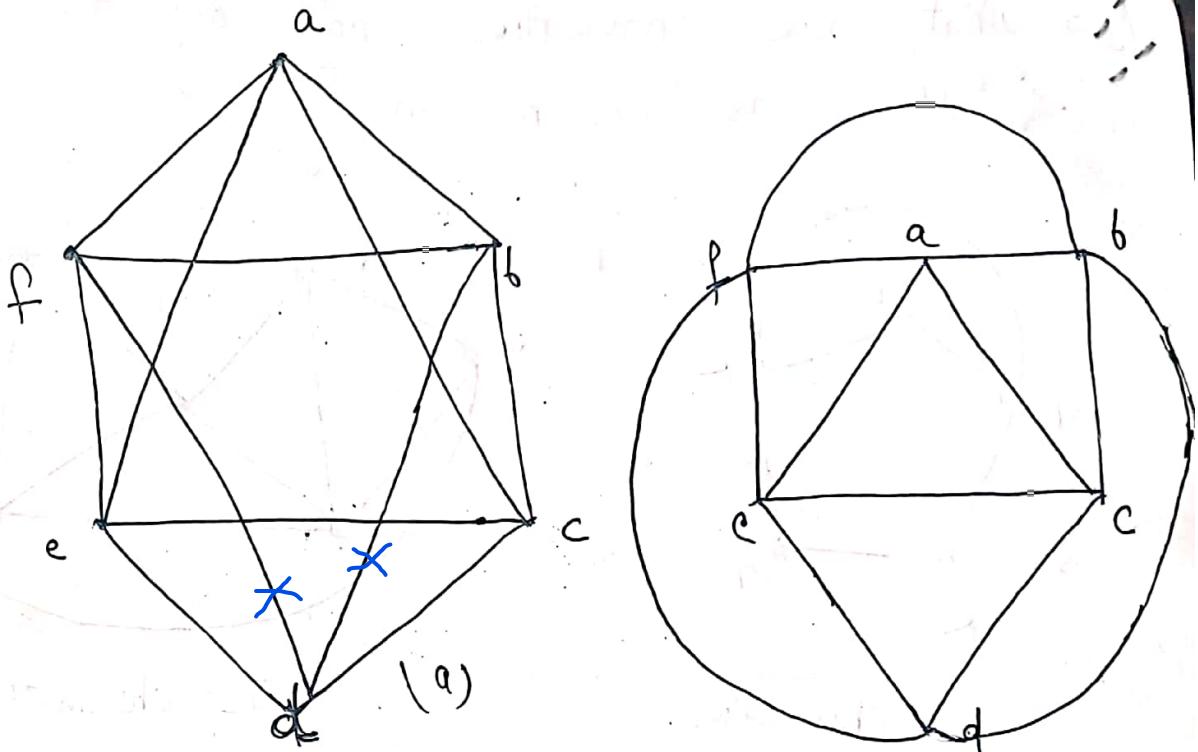


→ Hamiltonian Ckt - ✓  
II Graph - ✓



Hamiltonian Ckt - ✗  
II Graph - ✗

Q.-



Consider the graph as shown above:

- (1) Is it a complete graph?
- (2) Is it planar graph? If so, find the no. of regions.
- (3) Since the edge b/w a and d is not present in the given graph. It cannot be a complete graph.
- (4) It can be re-drawn in which no edges cross.

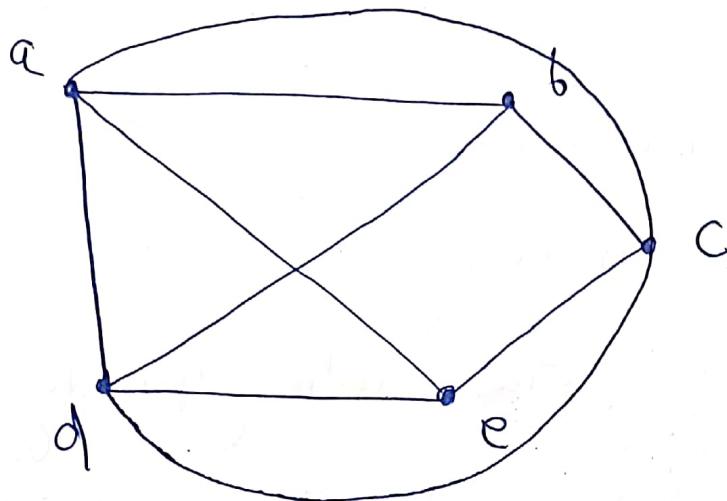
$$V = 6 \quad E = 12$$

$$\begin{aligned} V - E + R &= 2 \\ 6 - 12 + R &= 2 \end{aligned}$$

$$R = 8$$

## Non-planar graph

Example:



→ Walk and Paths in a Graph:

→ Walk → is a finite alternating sequence  
 $v_1e_1v_2e_2v_3e_3 \dots v_n e_n v_n$  of vertices and  
edges, beginning and ending with same  
or different vertices.

→ Length of a walk → The no. of edges is called  
length of walk.

→ Closed and open walk → A walk is said  
to be closed if its origin and terminus  
vertex ( $v_0 = v_n$ ) is equal, otherwise it is  
called as open walk.

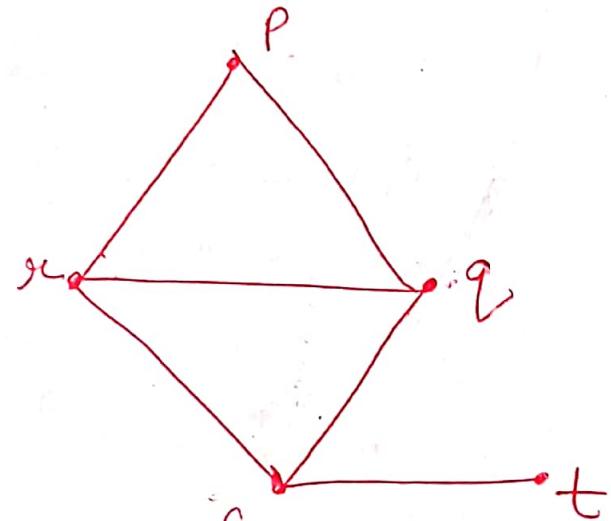
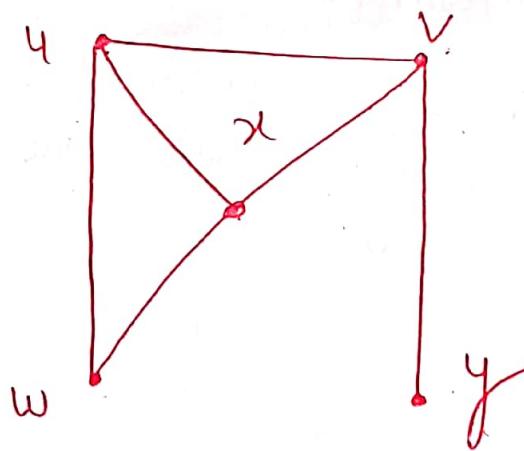
→ Path → A walk is called Path if all  
vertices are not repeated.

## Isomorphism of Graph:

Two Graphs  $G_1$  and  $G_1'$  are isomorphic if -

- (1) no. of vertices are same
- (2) no. of edges are same.
- (3) An equal no. of vertices with given degree.
- (4) Vertex correspondance and edge correspondence valid.

### Example:



- (1) No. of vertices are same (5 vertices)
- (2) Edges are also same (6 edges)
- (3) An equal no. of vertices with given degree

$$\begin{array}{l}
 u = 3 \\
 v = 3 \\
 w = 2 \\
 x = 3
 \end{array}
 \quad \left| \begin{array}{l}
 p = 2 \\
 q = 3 \\
 r = 3 \\
 s = 3 \\
 t = 1
 \end{array} \right.$$

(4)

$y - t$

$w - p$

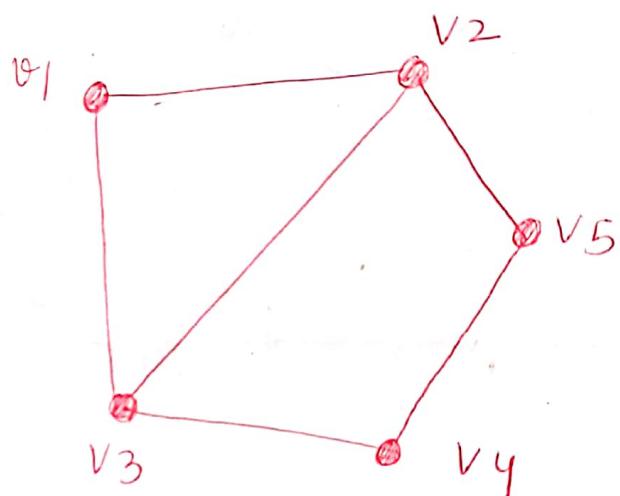
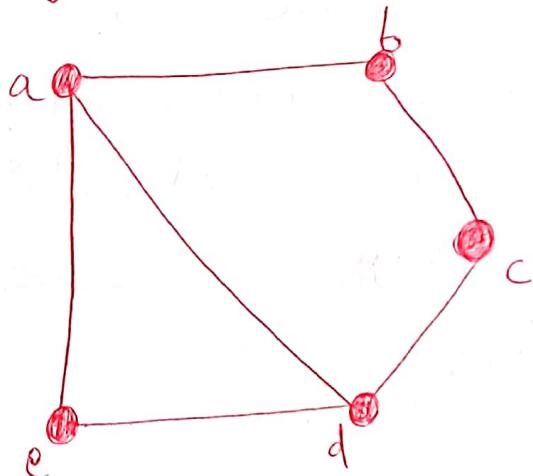
$v - s$

$u - r$

$x \rightarrow l$

$\Rightarrow$  Both are isomorphic

Q: Show that the graphs shown in the diagram below are isomorphic.



Ans: ① no. of vertices = 5 (both cases)

② no. of edges = 6 edges

③ degree  $\rightarrow$

a = 3 (no. of edges)

b = 2

c = 2

d = 3

e = 3

$v_1 = 2$

$v_2 = 3$

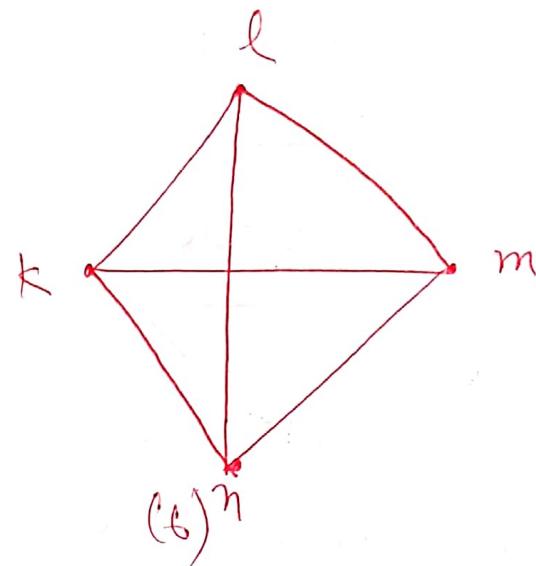
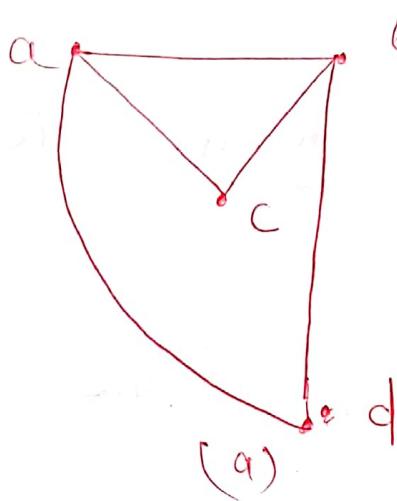
$v_5 = 2$

$v_4 = 2$

$v_3 = 3$

$\Rightarrow$  Both are isomorphic

Q. Show that the graphs are not isomorphic

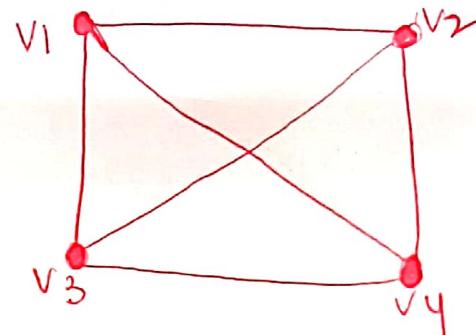
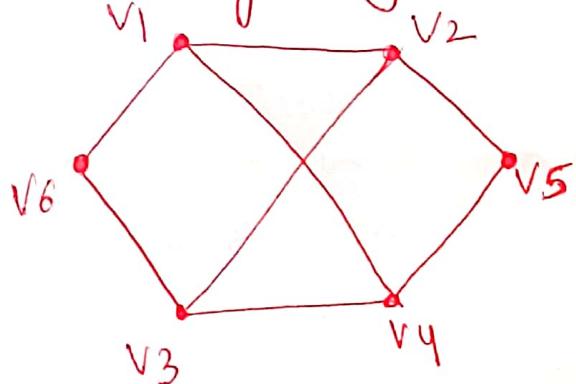


Ans: The graphs are not isomorphic because the vertices of the graph is having degree 3 but the graph (a) contains 2 vertices having degree less than three.

### Homomorphism of Graphs

→ Two graphs  $G_1$  and  $G_2$  are called homomorphic graphs if  $G_2$  can be obtained from  $G_1$  by a sequence of subdivisions of edges of  $G_1$ . In other words, we can introduce vertices of degree 2 in any edge.

Q. ↴



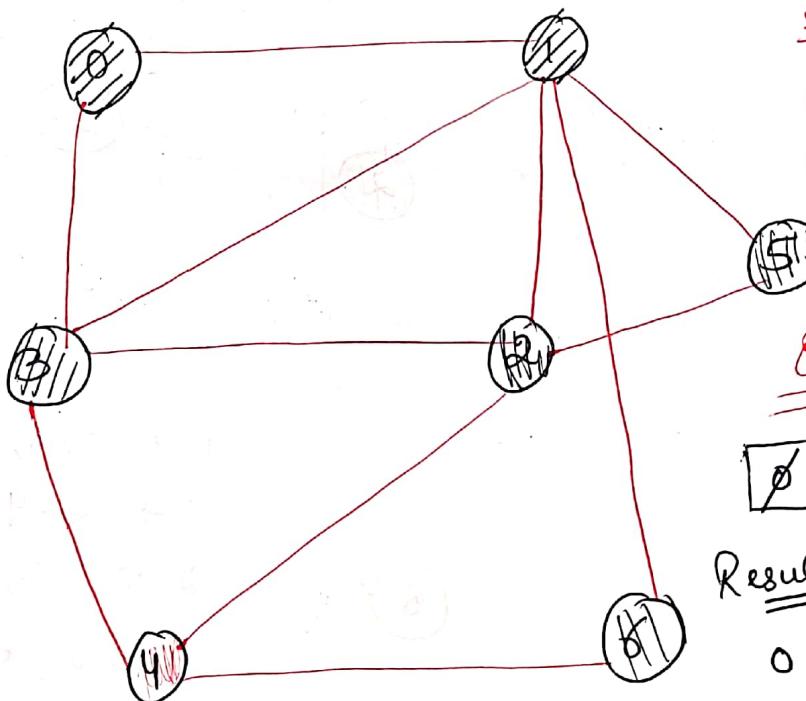
→ The 2 graphs are homomorphic because  $G_1$  can be obtained from  $G_2$  by introducing vertices of degree 2 on edges  $(V_1, V_3)$  and  $(V_2, V_4)$ .

## Graph Traversals

BFS (level order) Breadth-first search

DFS - Depth first search

① BFS



Adjacent nodes

0	→	1, 3
1	→	0, 3, 2, 5, 6
3	→	1, 0, 4, 2
2	→	1, 5, 4, 3
5	→	1, 2
6	→	1, 4

Queue →

0	X	1	3	2	5	6	4
---	---	---	---	---	---	---	---

Result →

0 1 3 2 5 6 4

Take any node and start traversing.

→ For BFS, queue data structure is used.

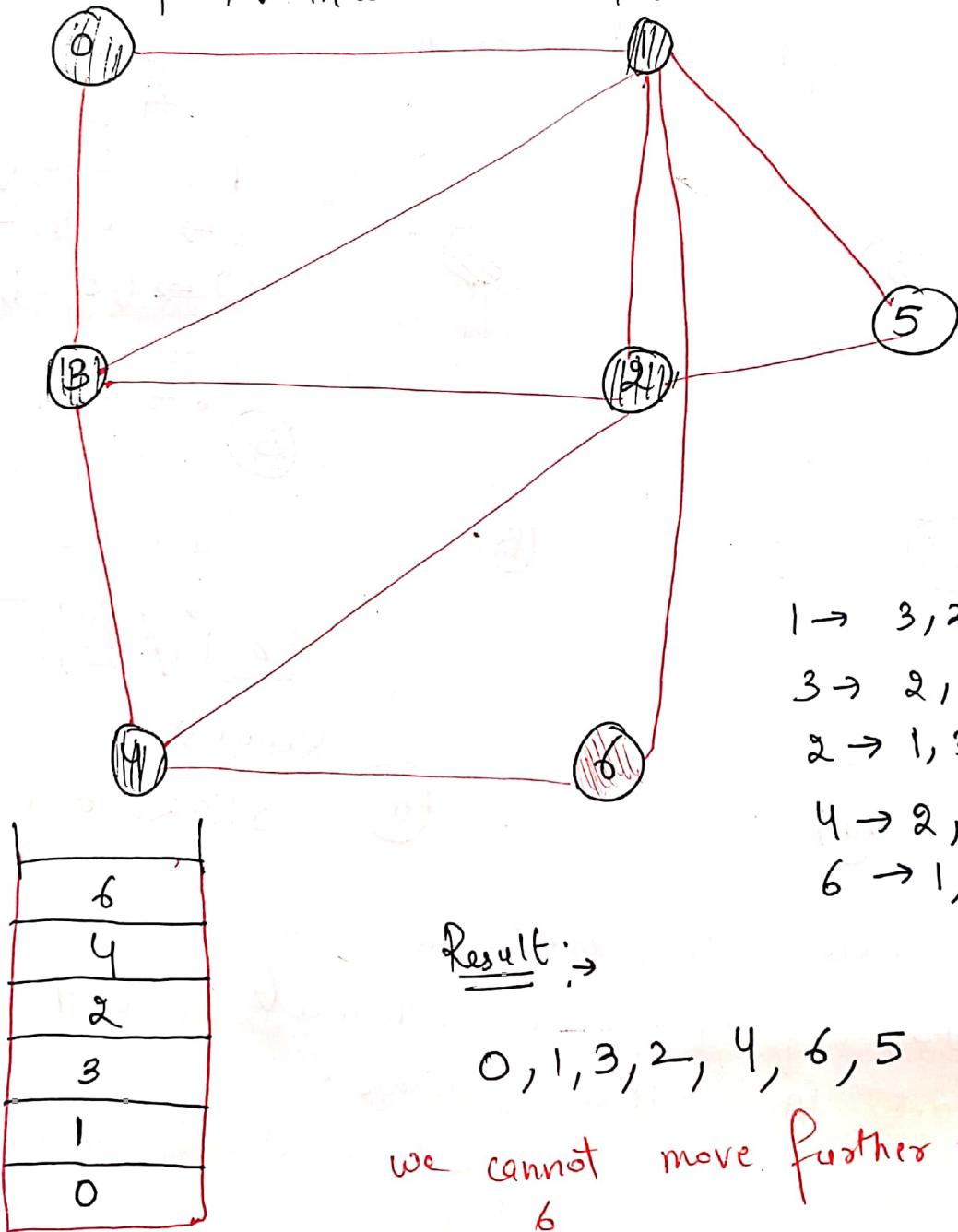
→ It works in FIFO manner.

→ Take 0 as root node, insert 0 in queue, delete 0 and point 0

②

## DFS

- stack is used.
- it works in LIFO manner.
- we will go deeper till we reach the dead end. and we have to backtrack.
- choose any one adjacent vertex and push into the stack.



- Now we will start backtracking
- 6 will be popped from the stack.
- Now, go to 4 but 4 is not having any unvisited vertex. It will be popped out.
- Go to 2, it has 5 vertex as unvisited.
- 5 will be pushed into the stack.
- 5 is also not having any unvisited vertex. Delete 5.
- Backtrack from 5 to 2, then, 2 will be deleted from stack.
- Pop out 3, 1 and 0 afterwards
- Now stack is empty and this is the indication that we have to stop.