

# COMP2012 Discrete Mathematics Notes - Graphs

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## 1 Definition

$G = (V, E)$ ,  $V$  is a set of vertices and  $E$  is a set of edges.  $|V|$  denotes the size of  $V$  and so does  $|E|$ . Example:  $(u, v)$  is the edge between two connected vertices (with direction).

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

$$E = (1, 2), (2, 3), (3, 4), (2, 4)$$

The degree of a vertex  $v$ , denoted by  $\deg(v)$ , is the number of edges connected to it.

## 2 Adjacency List

The adjacency list of vertex  $u$  is:

$$\text{adj}[u] = v : (u, v) \in E$$

$\text{adj}[u]$  contains each vertex  $v$  adjacent to  $u$ . The storage space of the graph structure is  $O(|V| + |E|)$ . Hence, it is used to represent a sparse graph where  $|E| \ll |V|^2$ .

## 3 Adjacency Matrix

It is a matrix with size  $|V|^2$ , where

$$a_{i,j} = \begin{cases} 0 & \text{if } (i, j) \in E \\ 1 & \text{otherwise} \end{cases} \quad (1)$$

The storage space of the graph structure is  $O(|V|^2)$ . Hence, it is used to represent a dense graph, where  $|E|$  is close to  $|V|^2$ .

## 4 Terminology

Let  $G = (V, E)$  be an undirected graph, we have:

$$\sum_{v \in V} \deg(v) = 2|E|, \quad |V_{\deg(v) \text{ is odd}}| \text{ is even}$$

If  $G$  is a directed graph. The in-degree of  $v$ , denoted by  $\deg^-(v)$ , is the number of edges with  $v$  as their end vertex. The out-degree of  $v$ , denoted by  $\deg^+(v)$ , is the number of edges with  $v$  as their initial vertex. We get:

$$\sum_{v \in V} \deg^-(v) = \sum_{v \in V} \deg^+(v)$$

## 5 Bipartite graphs

A bipartite graph is a simple graph whose vertex set  $V$  can be divided into two disjoint sets  $V_1$  and  $V_2$  such that every edge in the graph connects a vertex in  $V_1$  and a vertex in  $V_2$ . A simple graph is bipartite if and only if it is 2-colorable (i.e., possible to assign one of two colors to each vertex so that no two adjacent vertices have the same color).

## 6 Graph Isomorphism

Two graphs  $G_1 = (V_1, E_1)$  and  $G_2 = (V_2, E_2)$  are isomorphic if there exists an one-to-one and onto function  $F : V_1 \rightarrow V_2$  so that

$$a \text{ and } b \text{ are adjacent in } G_1 \leftrightarrow F(a) \text{ and } F(b) \text{ are adjacent in } G_2$$

## 7 Connectivity

A vertex  $v$  is called a cut vertex if its removal from a connected graph makes the graph disconnected. So does an edge  $e$  when it is a cut edge. A subset  $V'$  (of the vertex set  $V$ ) is called vertex cut if its removal from a connected graph makes the graph disconnected.

## 8 Depth-First Search

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**Algorithm 1:** Depth-First Search - Initialization

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**Data:** Graph  $G = (V, E)$ , root vertex  $s$   
**Result:** Graph Traversal Initialization

```
1 for  $u \in G.V$  do
2    $u.depth \leftarrow \infty$  // Unseen vertex has depth as  $\infty$ 
3    $u.parent \leftarrow \text{null}$ 
4 end
5  $s.depth \leftarrow 0$ 
6  $DFS(G, s)$ 
```

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**Algorithm 2:** Depth-First Search - Recursion  $DFS(G, u)$ 

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**Data:** Graph  $G = (V, E)$ , vertex  $u$   
**Result:** Graph Traversal

```
1 for  $v \in G.adj[u]$  do
2   if  $v.depth = \infty$  then // Base case: adjacent vertex v has depth  $\infty$ , thus v has been seen
3      $v.depth \leftarrow u.depth + 1$ 
4      $v.parent \leftarrow u$ 
5      $DFS(G, v)$ 
6   end
7 end
```

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## 9 Breadth-First Search

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**Algorithm 3:** Breadth-First Search

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**Data:** Graph  $G = (V, E)$ , root vertex  $s$

**Result:** Graph Traversal Initialization

```
1 for  $u \in G.V \setminus \{s\}$  do
2    $u.depth \leftarrow \infty$ 
3    $u.parent \leftarrow null$ 
4 end
5  $s.depth \leftarrow 0$ 
6  $s.parent \leftarrow null$ 
7  $Q \leftarrow$  a new queue
8  $Enqueue(Q, s)$ 
9 while  $Q$  is not empty do
10   $u \leftarrow Dequeue(Q)$ 
11  for  $v \in G.adj[u]$  do
12    if  $v.depth = \infty$  then
13       $v.depth \leftarrow u.depth + 1$ 
14       $v.parent \leftarrow u$ 
15       $Enqueue(Q, v)$ 
16    end
17  end
18 end
```

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## 10 Euler Paths and Circuits

An Euler path is a simple path that contains every edge of a graph without repetition, and an Euler circuit can be regarded as an Euler path that begins and ends at the same vertex.

1. A connected graph with at least two vertices has an Euler circuit if and only if each vertex has an even degree.
2. A connected graph with at least two vertices has an Euler path if and only if it has exactly two vertices of odd degree.

## 11 Hamilton Paths and Circuits

A Hamilton path is a simple path that passes through every vertex of a graph. A Hamilton circuit can be regarded as a Hamilton path that begins and ends at the same vertex.

### 11.1 Ore's Theorem

Let  $G$  be a graph with  $n$  vertices,  $n \geq 3$ .  $G$  has a Hamilton circuit if:

$$\forall u, v \in V, v \notin adj[u], deg(u) + deg(v) \geq n$$

The theorem is sufficient but without necessity.

## 12 Shortest Path - Dijkstra's Algorithm

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**Algorithm 4:** Dijkstra's Algorithm

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**Data:** Graph  $G = (V, E)$ , root vertex  $s$

**Result:** Shortest Path Search Initialization

```
1 for  $v \in G.V$  do
2    $v.distance \leftarrow \infty$                                 // the best path distance from s to v found so far
3    $v.parent \leftarrow null$                                 // parent of v on such a path
4 end
5  $s.distance \leftarrow 0$ 
6  $Q \leftarrow$  a new priority queue
7  $Enqueue(Q, V)$ 
8 while  $Q$  is not empty do
9    $u \leftarrow minExtract(Q)$ 
10    // find and dequeue the vertex currently with the minimum distance from the root
11   for  $v \in adj[u]$  do
12     if  $u.distance + edgeWeight(u, v) < v.distance$  then
13        $v.distance \leftarrow u.distance + edgeWeight(u, v)$ 
14        $v.parent \leftarrow u$ 
15        $keyDecrease(Q, v, v.distance)$ 
16       // update v's key (temporary minimum distance from the root) to the current
17       // v.distance
18     end
19   end
20 end
```

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## 13 Planar Graphs

A graph is called a planar if it can be drawn without any crossing of edges.

### 13.1 Euler's Formula

Let  $G$  be a connected planar graph with  $v$  vertices and  $e$  edges. The number of regions in planar representation:

$$e - v + 2$$

## 14 Graph Coloring

the chromatic number of a graph  $G$ ,  $\chi(G)$ , is the least number of colors required to color  $G$ .

1. If  $G$  is a circular graph with  $n$  vertices, where  $n \geq 3$ :

$$\chi(G) = \begin{cases} 2 & \text{if } n \text{ is even} \\ 3 & \text{if } n \text{ is odd} \end{cases} \quad (2)$$

2. The four color theorem:

*If  $G$  is a planar graph,  $\chi(G) \leq 4$*