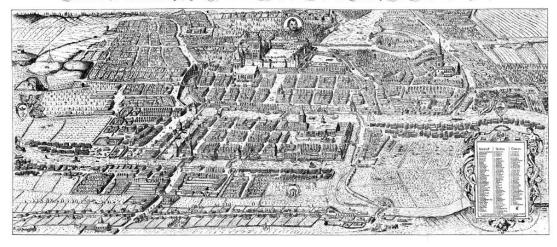
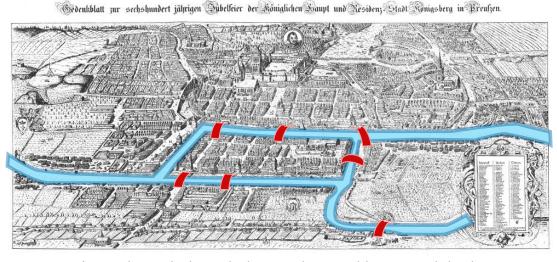
Graphs

City of Königsberg, Prussia, 1735.

Gedenkblatt zur sechshundert jährigen Dubelfeier der Königlichen Baupt und Residenz Stadt Königsberg in Breufsen.



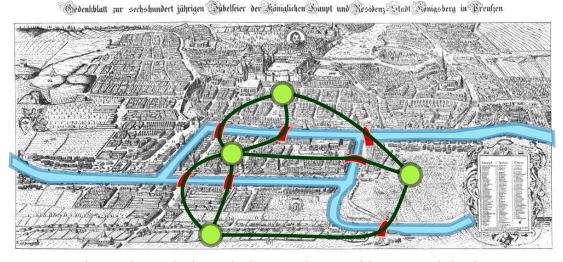
City of Königsberg, Prussia, 1735.



Task: Find a path through the city that would cross each bridge once and only once.

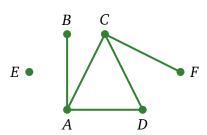


City of Königsberg, Prussia, 1735.



Task: Find a path through the city that would cross each bridge once and only once.

Basic definitions



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Paths and Cycles

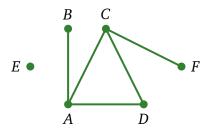
Def. Graph G = (V, E) is a set of vertices V, with a set of edges E between them.

Def. Each edge has two endpoints.

Def. An edge *joins* its endpoints, two endpoints are *adjacent* if they are joined by an edge.

Def. An edge is said to be *incident* to the vertices it joins.

Basic definitions



$$V = \{A, B, C, D, E, F\}$$
$$E = \{\{A, B\}, \{A, C\}, \{A, D\}, \{C, D\}, \{C, F\}\}$$

Definitions

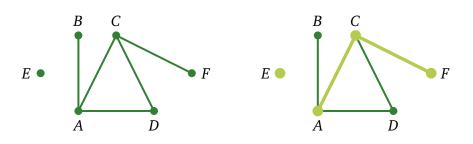
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Subgraphs



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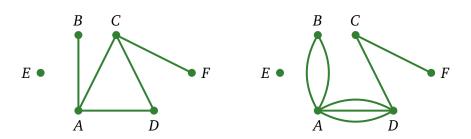
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Deleting some vertices or edges from a graph leaves a *subgraph*. Formally:

Def. A *subgraph* of G = (V, E) is a graph G' = (V', E') where V' is a nonempty subset of V and E' is a subset of E.

$$V' = \{A, C, F, E\}$$
$$E' = \{\{A, C\}, \{C, F\}\}$$

Variants: Multigraph



Def. In *simple graphs*, each pair of distinct vertices has at most one edge.

Def. Graphs that may have multiple edges connecting the same vertices are called *multigraphs*

Definitions

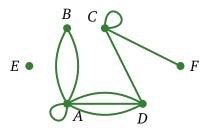
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Variants: Graphs with loops



Some graphs that may include *loops*, and possibly multiple edges connecting the same pair of vertices or a vertex to itself.

Definitions

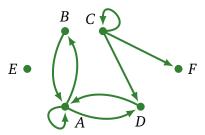
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Directed graphs



Def. In *directed graph* (or digraph) the edges are directed, that is every edge (u, v) is an ordered pair. It starts at u and ends at v.

Definitions

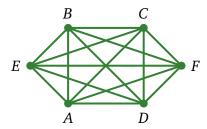
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Complete graph



Def. *Complete graph* is a simple graph that has one edge between each pair of vertices.

They are denoted by K_n , where n is the number of vertices.

 K_6 is in the figure above.

Definitions

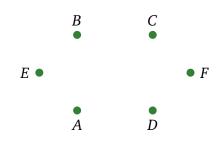
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Empty graph



Def. *Empty graph* has empty set of edges.

Definitions

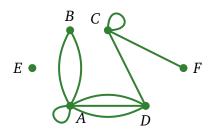
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Degree in undirected graph



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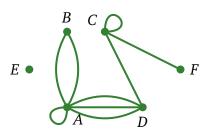
Paths and Cycles

Def. The *degree* of a vertex in an undirected graph is the number of edges incident with it, except that a loop at a vertex contributes twice to the degree of that vertex.

The degree of the vertex v is denoted by deg(v).

$$deg(A) = 7$$
, $deg(B) = 2$, $deg(C) = 4$, $deg(D) = 4$, $deg(E) = 0$, $deg(F) = 1$.

The handshaking lemma



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Paths and Cycles

Lemma (The handshaking lemma). Let (V, E) be an undirected graph with m edges. Then

$$\sum_{v \in V} \deg(v) = 2m.$$

Corollary. An undirected graph has an even number of vertices of odd degree.

Social graphs

1. Prove that there is no group of 7 people such that each person in the group has exactly 3 friends in the group.



Friendship is always mutual.

That is, in math-speak, the *friendship relationship is symmetric*.

2. Then, try to prove that in any group of $n \ge 2$ people, there are at least 2 people with the same number of friends in the group.

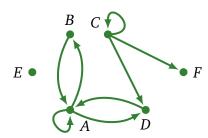
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Degree in directed graph



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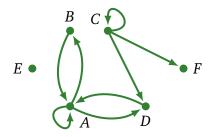
Graph representations

Paths and Cycles

Def. In directed graphs, there are similar notions of *in-degree* and *out-degree*, denoted by $deg^-(v)$ and $deg^+(v)$ respectively

$$deg^{-}(A) = 3$$
, $deg^{+}(A) = 3$, $deg^{-}(B) = 1$, $deg^{+}(B) = 1$,
 $deg^{-}(C) = 1$, $deg^{+}(C) = 3$, $deg^{-}(D) = 2$, $deg^{+}(D) = 1$,
 $deg^{-}(E) = 0$, $deg^{+}(E) = 0$, $deg^{-}(F) = 1$, $deg^{+}(F) = 0$.

Degree in directed graph



Theorem. Let (V, E) be a directed graph. Then

$$\sum_{v \in V} \operatorname{deg}^{-}(v) = \sum_{v \in V} \operatorname{deg}^{+}(v) = |E|.$$

Definitions

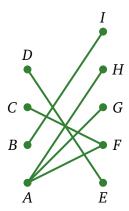
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Bipartite graph



Def. A simple graph is called *bipartite* if its vertex set V can be partitioned 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

Definitions

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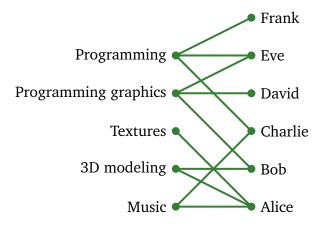
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Matching

Suppose that there are m employees in a group and n different jobs that need to be done, where $m \ge n$.



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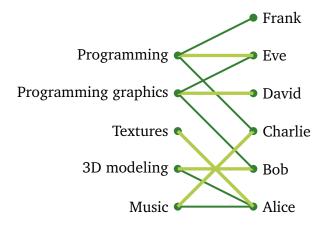
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Matching

Suppose that there are m employees in a group and n different jobs that need to be done, where $m \ge n$.



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Matching

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Def. A *matching* M in a simple graph (V, E) is a subset of E such that no two edges from M are incident with the same vertex.

Def. We say that a matching M in a bipartite graph G = (V, E) with bipartition (V_1, V_2) is a *complete matching* from V_1 to V_2 if every vertex in V_1 is the endpoint of an edge in the matching, or equivalently, if $|M| = |V_1|$.

So, every job is assigned to some employee, and no employee is assigned to more than one job.

Neighborhood of a set of vertices

Given a set of vertices S, define N(S) to be the set of all neighbors of S; that is, all vertices that are adjacent to a vertex in S, but not actually in S.

4 D C C 2 B A

$$N(\{1,2\}) = \{A,B,C\}$$

Definitions

Degree

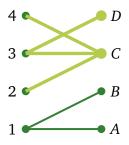
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Neighborhood of a set of vertices

Given a set of vertices S, define N(S) to be the set of all neighbors of S; that is, all vertices that are adjacent to a vertex in S, but not actually in S.



$$N({2,3,4}) = {C,D}$$

Definitions

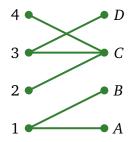
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Hall's theorem



Theorem (Hall's Marriage Theorem). The bipartite graph (V, E) with bipartition (V_1, V_2) has a complete matching from V_1 to V_2 if and only if

$$|N(A)| \ge |A|$$

for all subsets $A \subseteq V_1$.

Question: Is there a complete matching from $V_1 = \{1, 2, 3, 4\}$ to $V_2 = \{A, B, C, D\}$?

Definitions

Degree

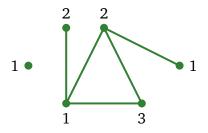
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Graph coloring and bipartite graphs

Graph coloring is a task to assign colors to each vertex of the graph so that no two adjacent vertices are assigned the same color.



Def. A graph G is k-colorable if each vertex can be assigned one of k colors so that adjacent vertices get different colors.

Theorem. A simple graph is *bipartite* if and only if it is *2-colorable*.

Definitions

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Graph coloring

Def. The *chromatic number* of a graph is the least number of colors needed for a coloring of this graph. It's denoted by $\chi(G)$.

Definitions

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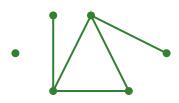
Paths and Cycles

The following theorem helps to estimate the chromatic number.

Theorem. A graph G with maximum degree at most k is (k + 1)-colorable:

$$\max_{v \in V} (\deg(v)) \le k \rightarrow G \text{ is } (k+1)\text{-colorable.}$$

Graph coloring



$$\max_{v \in V} (\deg(v)) \le k \quad \to \quad G \text{ is } (k+1)\text{-colorable.}$$

Proof. The theorem can be proved by induction.

The base case. A graph with |V| = 1 does not have edges, so the maximum degree is 0, and the graph is 1-colorable.

Inductive step. Assume that a graph with n-1 vertices and maximum degree at most k is (k+1) colorable.

Now, prove that a graph with n vertices and maximum degree at most k is (k + 1) colorable . . .

Definitions

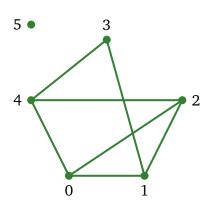
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Representing graphs



n vertices and *m* edges.

How to represent a graph in a computer program?

Definitions

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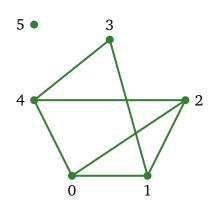
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Representing graphs



n vertices and *m* edges.

Adjacency Matrix

2-D array $n \times n$.

a[i, j] = 1 if there is an edge between i and j.

	0					5
0	1 1 1	1	1		1	
1	1		1	1		
2	1	1			1	
3		1			1	
4	1		1	1		
5						

Takes $O(n^2)$ space.

Definitions

Degree

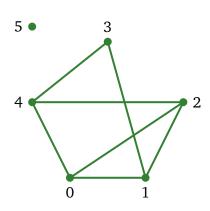
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Representing graphs



n vertices and m edges.

Adjacency List

$$adj(0) = [1,2,4]$$

$$adj(1) = [0,2,3]$$

$$adj(2) = [0,1,4]$$

$$adj(3) = [1,4]$$

$$adj(4) = [0,2,3]$$

$$adj(5) = []$$

Takes O(nm) space.

Definitions

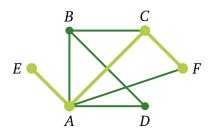
Degree

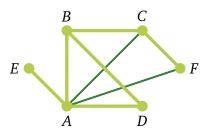
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Path





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Paths and Cycles

Def. A *path* from *s* to *t* is a sequence of edges

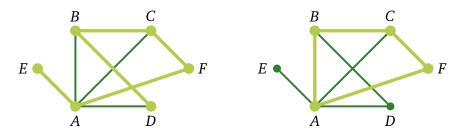
$$\{x_0, x_1\}, \{x_1, x_2\}, \dots \{x_{n-1}, x_n\},\$$

where $x_0 = s$, and $x_n = t$.

Def. The *length* of a path is the number of edges in it.

$$\{E,A\}$$
 $\{A,B\}$ $\{B,D\}$ $\{D,A\}$ $\{A,B\}$ $\{B,C\}$ $\{C,F\}$

Simple path. Cycle



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Paths and Cycles

Def. A *simple path* is a path that does not contain the same edge more than once.

Def. A path is called a *cycle* (or *circuit*) if its first and last vertices are the same, and its length is greater than 0.

Def. A *simple sycle* is a cycle that does not contain the same edge more than once.