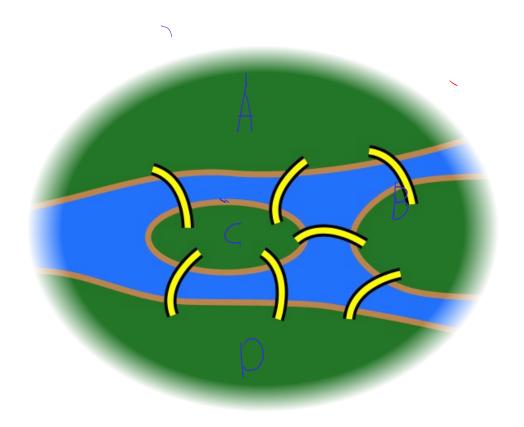
# Estructuras de datos

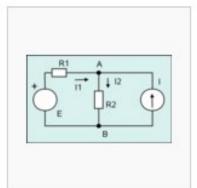
- Grafos
- Teorema de Handshaking
- Grafos completos
- · Matriz de adyacencia
- Algoritmo de Warshall

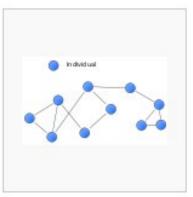


El problema de los puentes de Königsberg (Euler)







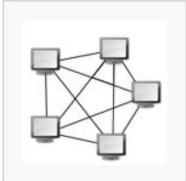


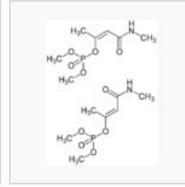
Plano de estaciones del metro

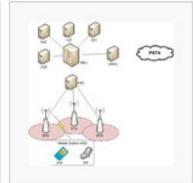
Plano de autopistas

Circuitos eléctricos

Sociograma de una red social









Topología de red de computadores

Isómeros

Redes de telefonía móvil

*Draws* de eliminación directa

#### Grafos

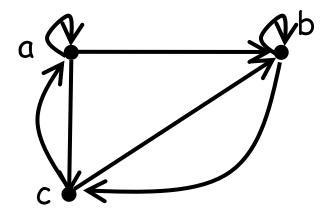
Un grafo G es un par ordenado G=(V,E), donde:

- V es un conjunto de vértices o nodos
- E es un conjunto de aristas que relacionan los nodos

#### Grafos

Un grafo G es un par ordenado G=(V,E), donde:

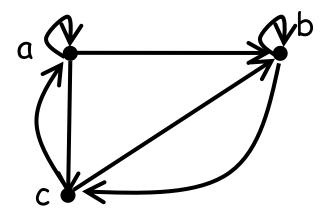
- · V es un conjunto de vértices o nodos
- E es un conjunto de aristas que relacionan los nodos

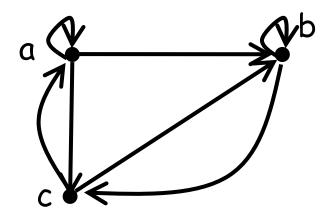


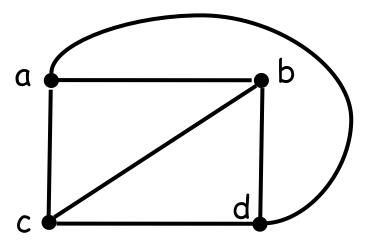
#### Grafos

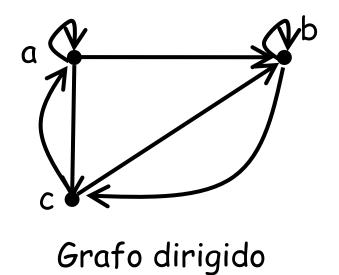
Un grafo G es un par ordenado G=(V,E), donde:

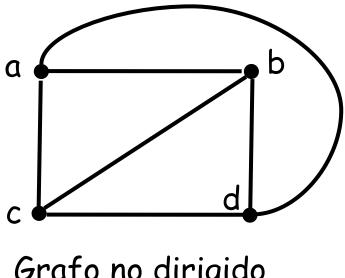
- V={a,b,c}
- **E**={(a,a),(a,b),(a,c),(b,b),(b,c),(c,a),(c,b)}



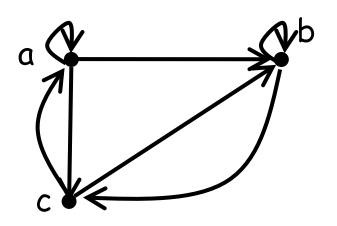




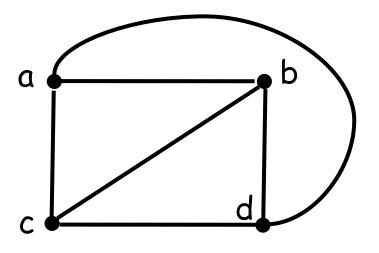




Grafo no dirigido

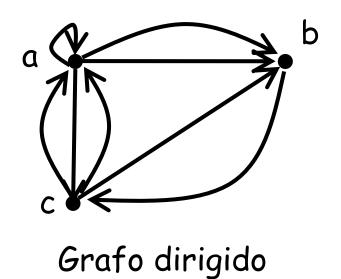


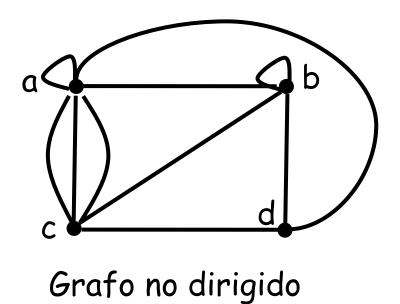
Grafo dirigido

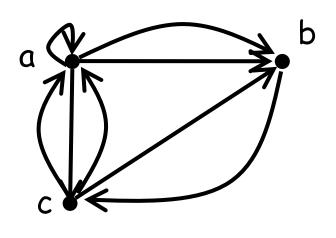


Grafo no dirigido

V={a,b,c} E={{a,b},{a,c},{a,d},{b,c},{b,d},{c,d}}

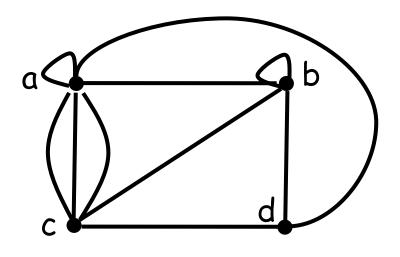






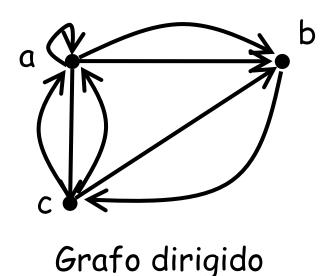
Grafo dirigido

A las aristas (a,a), (c,c) se les conoce como **bucles** 

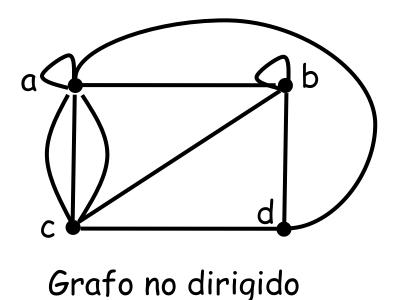


Grafo no dirigido

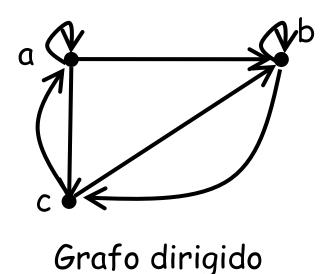
A las aristas {a,a}, {b,b} se les conoce como **bucles** 



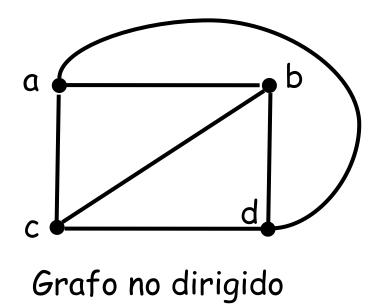
A las dos aristas que van de c hacia a se les conoce como **aristas** paralelas



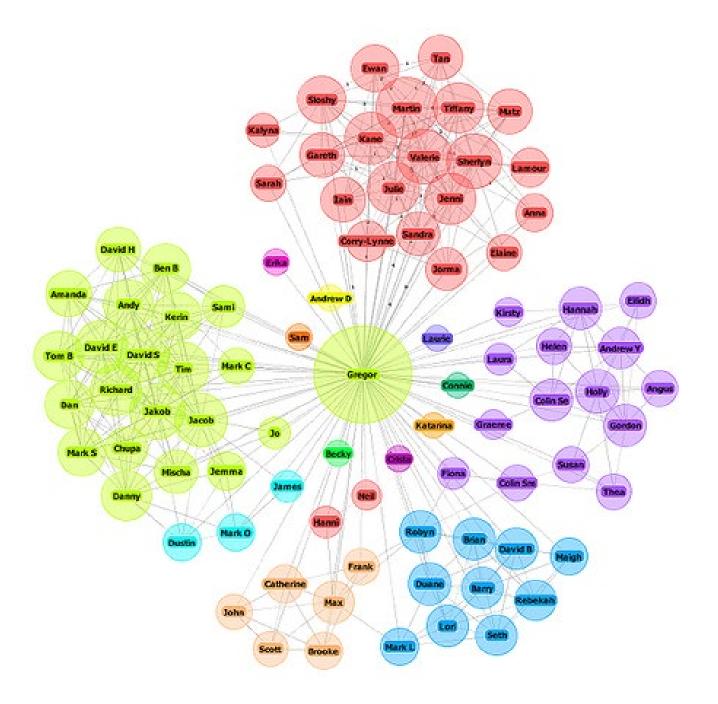
A las tres aristas que relacionan los nodos a y c se les conoce como **aristas paralelas** 

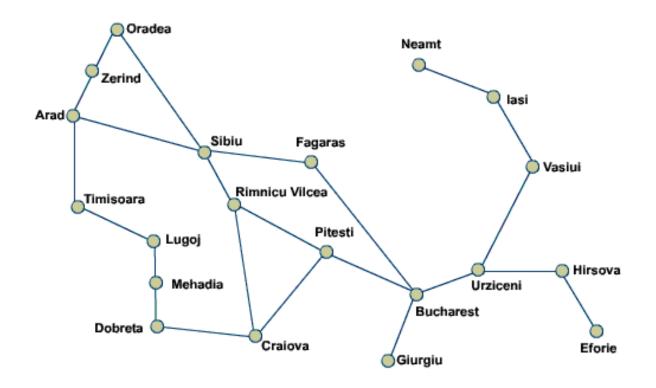


A las aristas (a,a), (b,b) y (c,c) se les conoce como **bucles** 

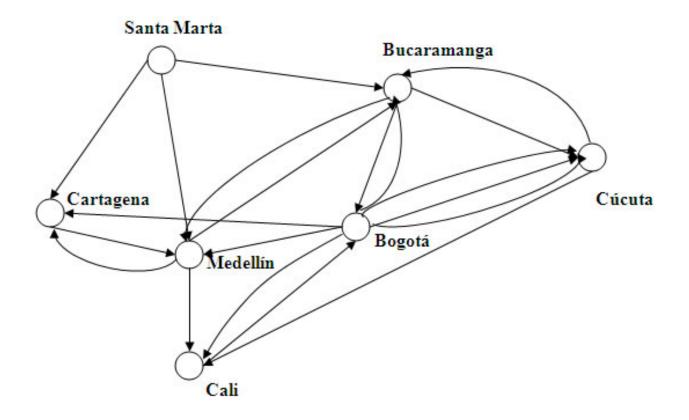


V={a,b,c} E={{a,b},{a,c},{a,d},{b,c},{b,d},{c,d}}





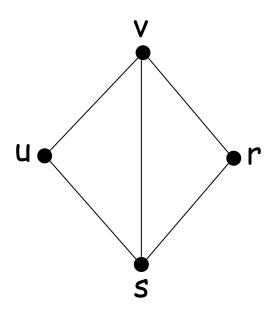
Mapa simplificado de Rumania



Grafo de una red de tráfico aéreo

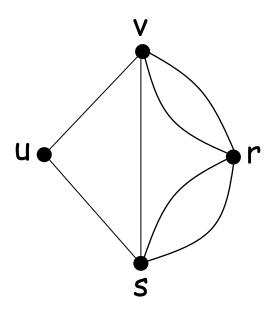
### Grafo simple

Un grafo simple G=(V,E) es un grafo sin aristas paralelas ni bucles



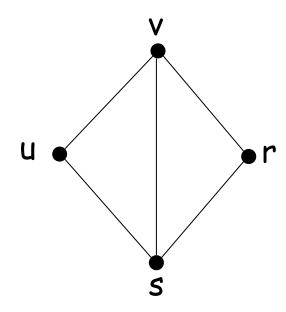
### Multigrafo

Un multigrafo G=(V,E) es un grafo con aristas paralelas



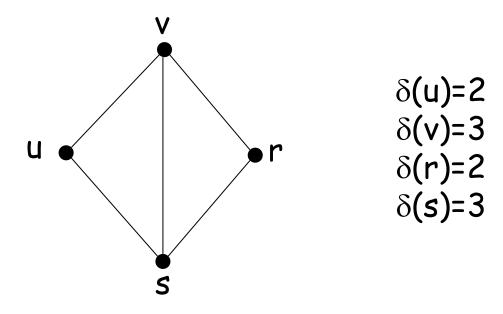
#### Adyacencia

Dos vértices u y v de un grafo no dirigido G son adyacentes si e={u,v} es una arista de G. Se dice que e es incidente con los vértices u y v



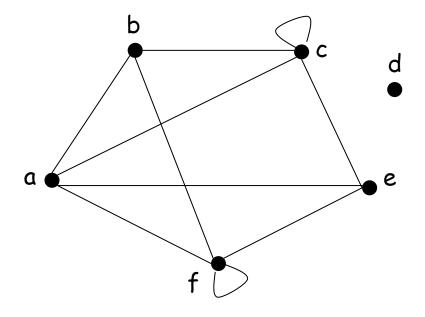
#### Grado de un vértice

El grado de un vértice v de un grafo no dirigido es el número de aristas incidentes con él y se denota por  $\delta(v)$ 



#### Grado de un vértice

El grado de un vértice v de un grafo no dirigido es el número de aristas incidentes con él y se denota por  $\delta(v)$ 



$$\delta(a)=?$$

$$\delta(b)=?$$

$$\delta(c)=?$$

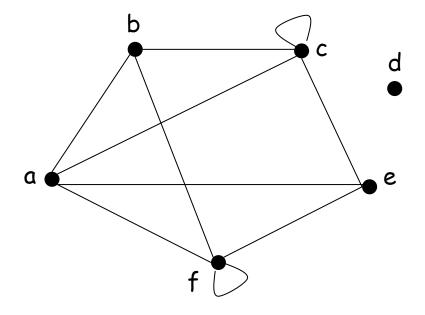
$$\delta(d)=?$$

$$\delta(e)=?$$

$$\delta(f)=?$$

#### Grado de un vértice

El grado de un vértice v de un grafo no dirigido es el número de aristas incidentes con él y se denota por  $\delta(v)$ 



$$\delta(a)=4$$

$$\delta(b)=3$$

$$\delta(c)=5$$

$$\delta(d)=0$$

$$\delta(e)=3$$

$$\delta(f)=5$$

### Teorema de Handshaking

Sea G=(V,E) un grafo no dirigido con e aristas. Se tiene que:

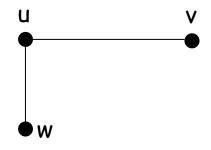
$$2e = \sum_{v \in V} \delta(v)$$



e=1  
$$\delta(u)=1$$
  
 $\delta(v)=1$ 



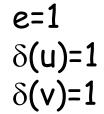
e=1  
$$\delta(u)=1$$
  
 $\delta(v)=1$ 

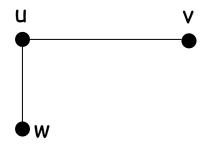


e=2  

$$\delta(u)=2$$
  
 $\delta(v)=1$   
 $\delta(w)=1$ 

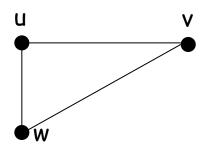






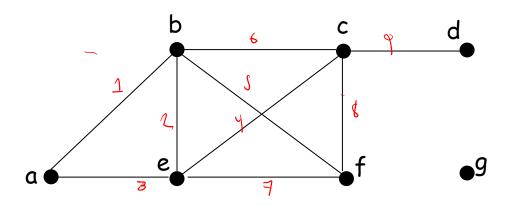
e=2  

$$\delta(u)=2$$
  
 $\delta(v)=1$   
 $\delta(w)=1$ 



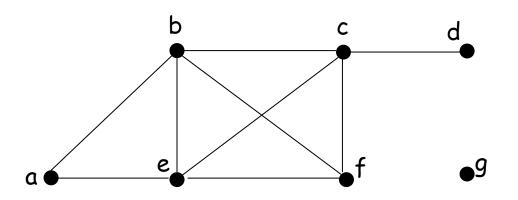
e=3  

$$\delta(u)=2$$
  
 $\delta(v)=2$   
 $\delta(w)=2$ 



e=?  

$$\delta(a)$$
=? 2  
 $\delta(b)$ =? 4  
 $\delta(c)$ =? 4  
 $\delta(d)$ =? 1  
 $\delta(e)$ =? 4  
 $\delta(f)$ =? 3  
 $\delta(g)$ =? 0



$$\delta(a)=2$$

$$\delta(b)=4$$

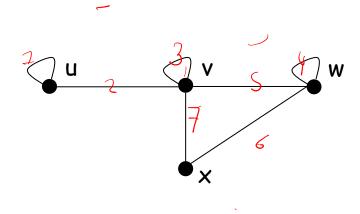
$$δ(b)=4$$
  $δ(c)=4$ 

$$\delta(d)=1$$

$$\delta(e)=4$$

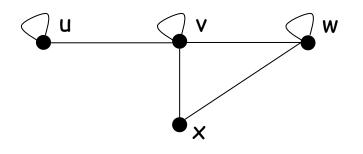
$$\delta(f)=3$$

$$\delta(f)=3$$
  
 $\delta(g)=0$ 



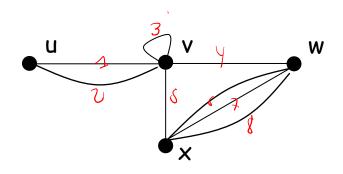
e=?  

$$\delta(u)$$
=? 3  
 $\delta(v)$ =? 5  
 $\delta(w)$ =? 4  
 $\delta(x)$ =? 2



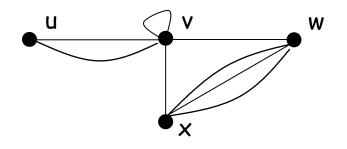
e=7  

$$\delta(u)=3$$
  
 $\delta(v)=5$   
 $\delta(w)=4$   
 $\delta(x)=2$ 



e=?  

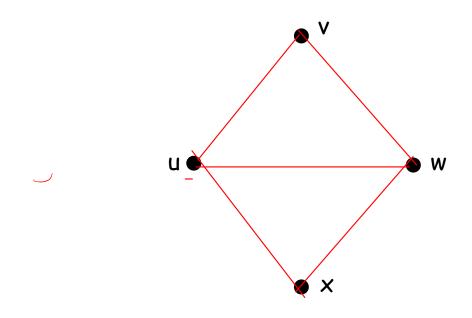
$$\delta(u)=?2$$
  
 $\delta(v)=?3$   
 $\delta(w)=?4$   
 $\delta(x)=?4$ 



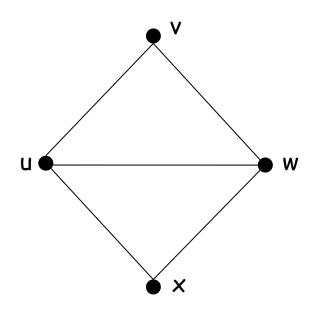
e=8  

$$\delta(u)=2$$
  
 $\delta(v)=6$   
 $\delta(w)=4$   
 $\delta(x)=4$ 

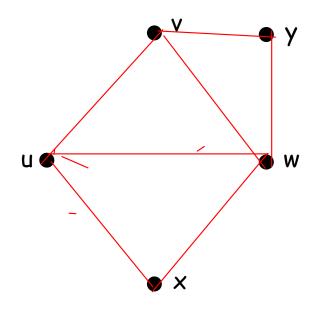
Dibuje un grafo no dirigido con 4 vértices (u,v,w,x) cuyos grados sean  $\delta(u)=3$ ,  $\delta(v)=2$ ,  $\delta(w)=3$ ,  $\delta(x)=2$ 



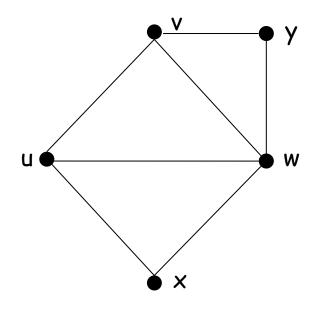
Dibuje un grafo no dirigido con 4 vértices (u,v,w,x) cuyos grados sean  $\delta(u)=3$ ,  $\delta(v)=2$ ,  $\delta(w)=3$ ,  $\delta(x)=2$ 

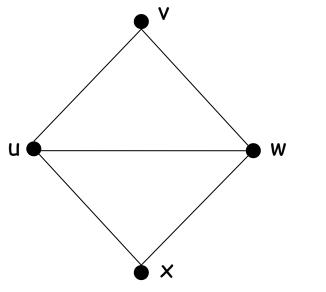


Dibuje un grafo no dirigido con 4 vértices (u,v,w,x) cuyos grados sean  $\delta(u)=3$ ,  $\delta(v)=3$ ,  $\delta(w)=4$ ,  $\delta(x)=2$ ,  $\delta(y)=2$ 

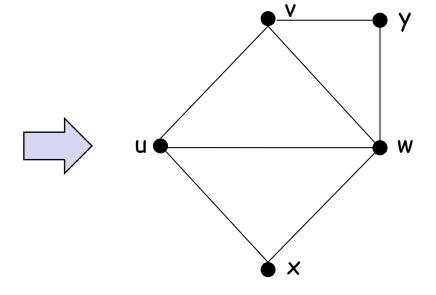


Dibuje un grafo no dirigido con 4 vértices (u,v,w,x) cuyos grados sean  $\delta(u)=3$ ,  $\delta(v)=3$ ,  $\delta(w)=4$ ,  $\delta(x)=2$ ,  $\delta(y)=2$ 



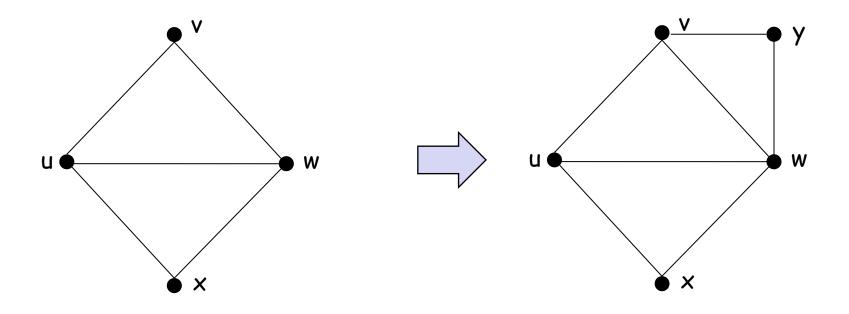






$$\delta(u)=3, \delta(v)=2, \delta(w)=3, \delta(x)=2$$

$$\delta(u)=3, \delta(v)=3, \delta(w)=4, \delta(x)=2, \delta(y)=2$$



$$\delta(u)=3$$
,  $\delta(v)=2$ ,  $\delta(w)=3$ ,  $\delta(x)=2$ 

$$\delta(u)=3, \delta(v)=3, \delta(w)=4, \delta(x)=2, \delta(y)=2$$

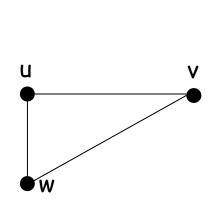
¿Cuántos nodos son de grado impar?

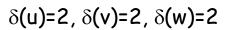
#### Teorema

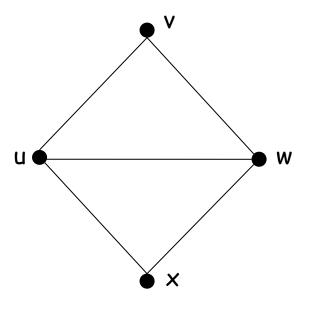
Todo grafo no dirigido tiene un número par de vértices de grado impar

#### Teorema

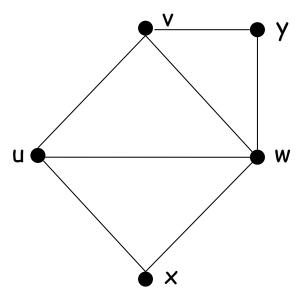
Todo grafo no dirigido tiene un número par de vértices de grado impar







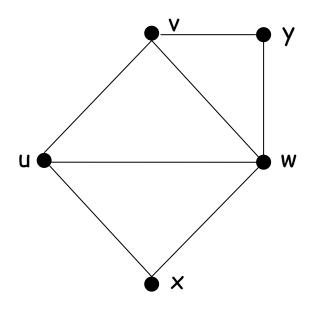
$$\delta$$
(u)=3,  $\delta$ (v)=2,  $\delta$ (w)=3,  $\delta$ (x)=2



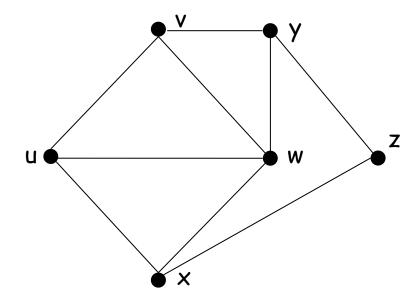
 $\delta$ (u)=3,  $\delta$ (v)=3,  $\delta$ (w)=4,  $\delta$ (x)=2,  $\delta$ (y)=2

#### Teorema

Todo grafo no dirigido tiene un número par de vértices de grado impar



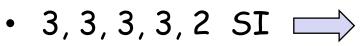
$$\delta$$
(u)=3,  $\delta$ (v)=3,  $\delta$ (w)=4,  $\delta$ (x)=2,  $\delta$ (y)=2



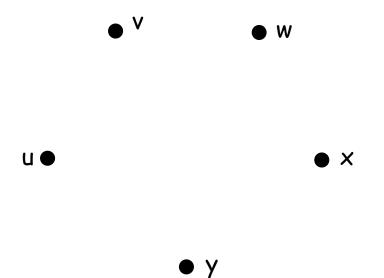
$$\delta$$
(u)=3,  $\delta$ (v)=3,  $\delta$ (w)=4,  $\delta$ (x)=3,  $\delta$ (y)=3,  $\delta$ (z)=2

- 3, 3, 3, 3, 2
- 1, 2, 3, 4, 4
- 0, 1, 2, 2, 3
- 1, 2, 3, 4, 5
- 3, 4, 3, 4, 3
- 1, 1, 1, 1, 1

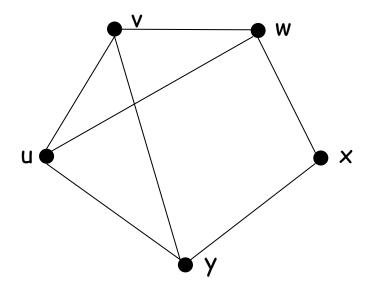
- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0,1,2,2,3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1 NO



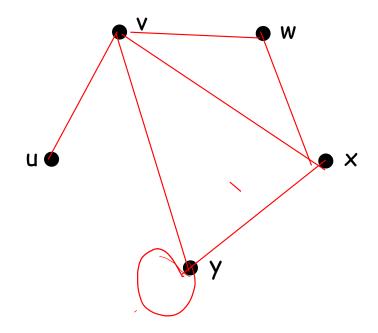
- 1, 2, 3, 4, 4 SI
- 0,1,2,2,3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1 NO



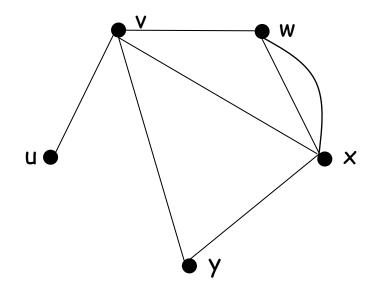
- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0,1,2,2,3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1, 1 NO



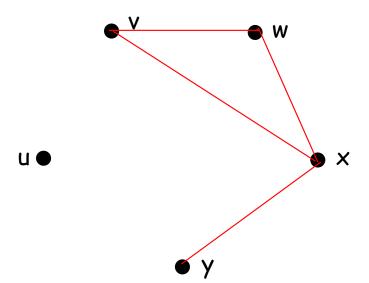
- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0,1,2,2,3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1 NO



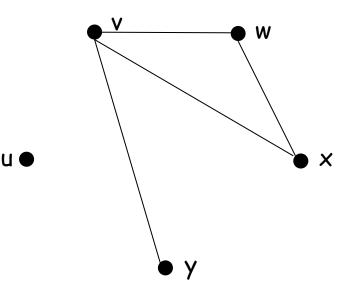
- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0,1,2,2,3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1 NO



- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0, 1, 2, 2, 3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1 NO



- 3, 3, 3, 2 SI
- 1, 2, 3, 4, 4 SI
- 0, 1, 2, 2, 3 SI
- 1, 2, 3, 4, 5 NO
- 3, 4, 3, 4, 3 NO
- 1, 1, 1, 1, 1 NO



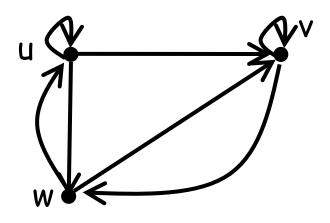
Indique la cantidad de aristas de un grafo si los grados de sus vértices son:

Indique la cantidad de aristas de un grafo si los grados de sus vértices son:

- 3, 3, 3, 3, 2 (7)
- 1, 2, 3, 4, 4 (7)
- 0, 1, 2, 2, 3 (4)
- 4, 5, 5, 2, 2 (9)
- 1, 3, 2, 2, 2, 2, 4 (8)

# Grafos dirigidos

Dada una arista (u,v) en un grafo dirigido que inicia en u y termina en v, se dice que u es el **vértice inicial** y v es el **vértice final** 

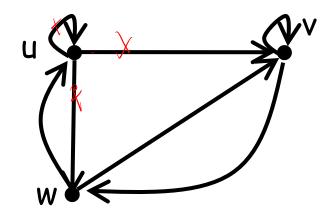


# Grado en un grafo dirigido

El grado de entrada de un vértice v, denotado como  $\delta^-(v)$  es el número de aristas que llegan a v. El grado de salida, denotado como  $\delta^+(v)$  es el número de aristas que salen de v

# Grado en un grafo dirigido

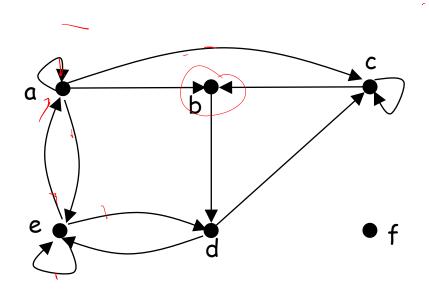
El grado de entrada de un vértice v, denotado como  $\delta^-(v)$  es el número de aristas que llegan a v. El grado de salida, denotado como  $\delta^+(v)$  es el número de aristas que salen de v



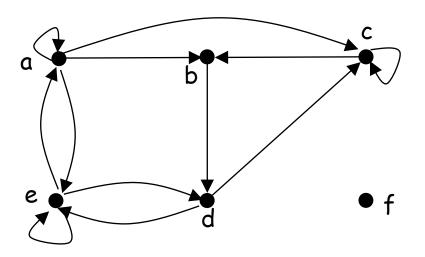
$$\delta$$
-(u)=2,  $\delta$ +(u)=3

$$\delta^{-}(v)=3$$
,  $\delta^{+}(v)=2$ 

$$\delta^{-}(w)=2, \delta^{+}(w)=2$$



$$δ^{-}(a)=?, δ^{+}(a)=?$$
  
 $δ^{-}(b)=?, δ^{+}(b)=?$   
 $δ^{-}(c)=?, δ^{+}(c)=?$   
 $δ^{-}(d)=?, δ^{+}(d)=?$   
 $δ^{-}(e)=?, δ^{+}(e)=?$   
 $δ^{-}(f)=?, δ^{+}(f)=?$ 

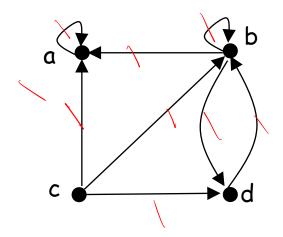


$$δ^{-}(a)=2$$
,  $δ^{+}(a)=4$   
 $δ^{-}(b)=2$ ,  $δ^{+}(b)=1$   
 $δ^{-}(c)=3$ ,  $δ^{+}(c)=2$   
 $δ^{-}(d)=2$ ,  $δ^{+}(d)=2$   
 $δ^{-}(e)=3$ ,  $δ^{+}(e)=3$   
 $δ^{-}(f)=0$ ,  $δ^{+}(f)=0$ 

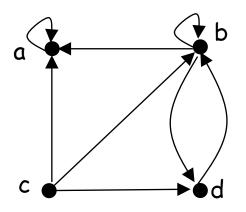
#### Teorema

Sea G=(V,E) un grado dirigido, se cumple que:

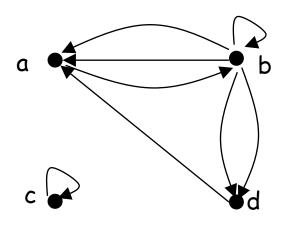
$$\sum_{v \in V} \delta^{-}(v) = \sum_{v \in V} \delta^{+}(v) = |E|$$



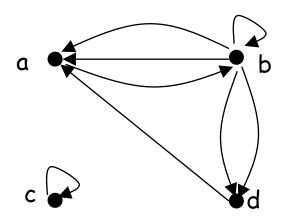
$$3 = \delta^{-}(a) = ?$$
,  $\delta^{+}(a) = ?$   
 $3 = \delta^{-}(b) = ?$ ,  $\delta^{+}(b) = ?$   
 $0 = \delta^{-}(c) = ?$ ,  $\delta^{+}(c) = ?$   
 $2 = \delta^{-}(d) = ?$ ,  $\delta^{+}(d) = ?$ 



$$\delta^{-}(a)=3$$
,  $\delta^{+}(a)=1$   
 $\delta^{-}(b)=3$ ,  $\delta^{+}(b)=3$   
 $\delta^{-}(c)=0$ ,  $\delta^{+}(c)=3$   
 $\delta^{-}(d)=2$ ,  $\delta^{+}(d)=1$ 



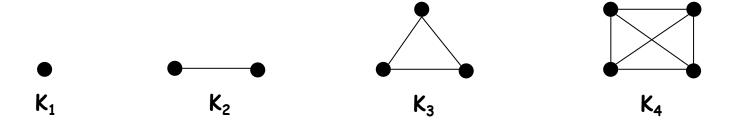
$$3 = \delta^{-}(a) = ?, \delta^{+}(a) = ?$$
 $2 = \delta^{-}(b) = ?, \delta^{+}(b) = ?5$ 
 $1 = \delta^{-}(c) = ?, \delta^{+}(c) = ?4$ 
 $2 = \delta^{-}(d) = ?, \delta^{+}(d) = ?1$ 



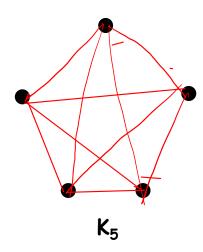
$$\delta^{-}(a)=3$$
,  $\delta^{+}(a)=1$   
 $\delta^{-}(b)=2$ ,  $\delta^{+}(b)=5$   
 $\delta^{-}(c)=1$ ,  $\delta^{+}(c)=1$   
 $\delta^{-}(d)=2$ ,  $\delta^{+}(d)=1$ 

### Grafo completo

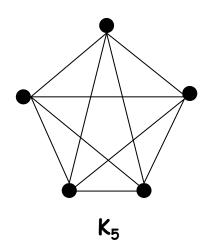
# Grafo completo



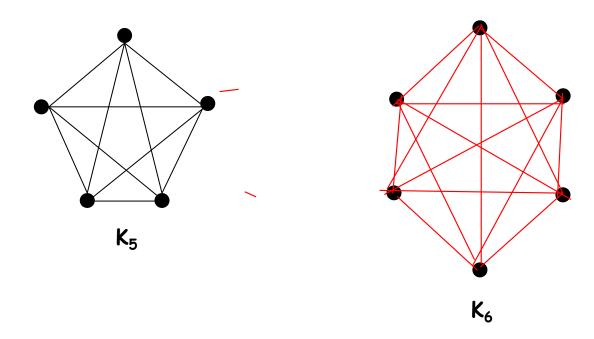
# Grafo completo



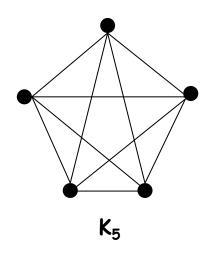
# Grafo completo

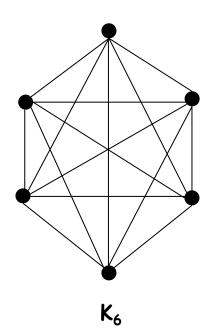


# Grafo completo



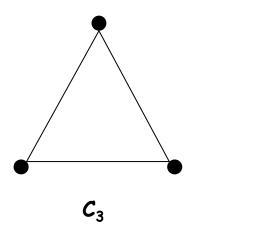
# Grafo completo

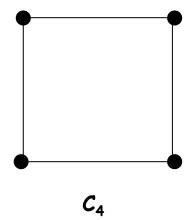




# Ciclo completo

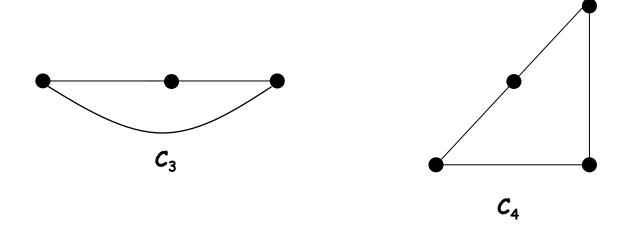
$$\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$$





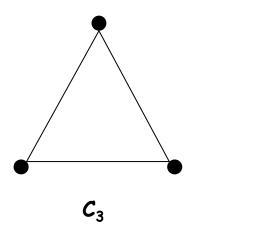
# Ciclo completo

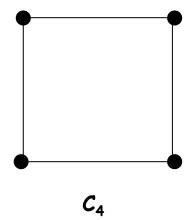
$$\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$$



# Ciclo completo

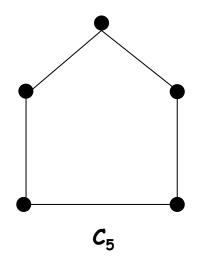
$$\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$$

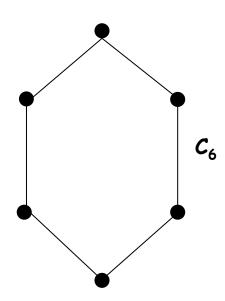




# Ciclo completo

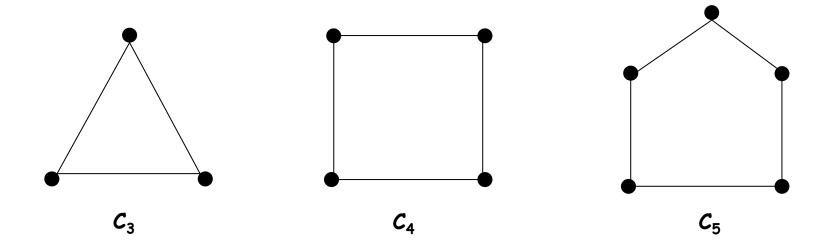
$$\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$$





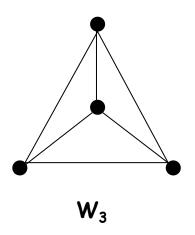
#### Rueda

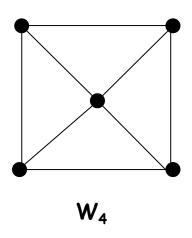
Una **rueda**  $W_n$  se obtiene al añadir un vértice al ciclo  $\mathcal{C}_n$  que se conecta con cada uno de los n vértices del ciclo

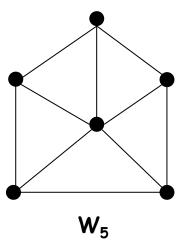


#### Rueda

Una **rueda**  $W_n$  se obtiene al añadir un vértice al ciclo  $C_n$  que se conecta con cada uno de los n vértices del ciclo

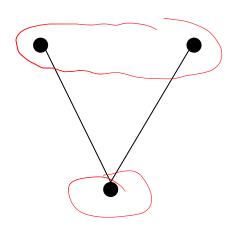


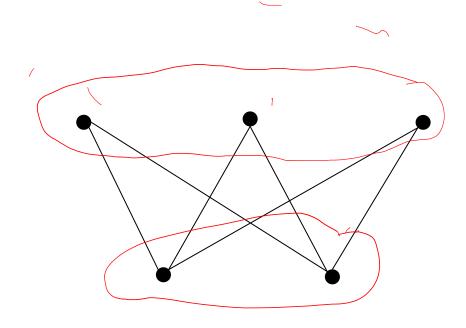


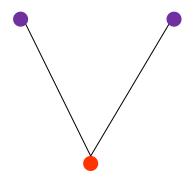


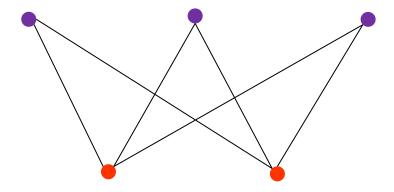
## Grafo bipartito

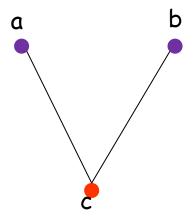
Un grafo simple G=(V,E) es **bipartito** si su conjunto de vértices V se puede dividir en dos conjuntos disjuntos  $V_1$  y  $V_2$  tales que cada arista del grafo conecte un vértice de  $V_1$  con un vértice de  $V_2$  (de manera que no haya ninguna arista que conecte entre sí dos vértices de  $V_1$  ni tampoco dos vértices de  $V_2$ )



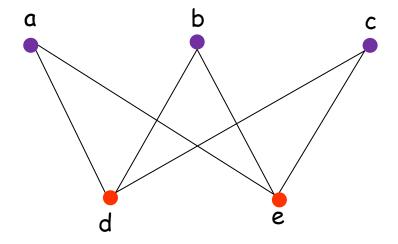




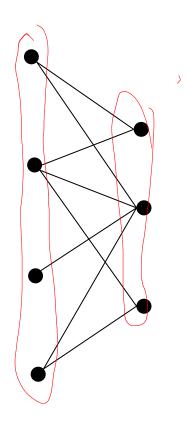


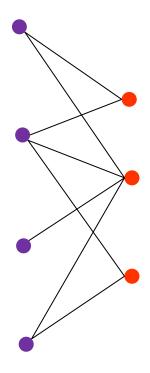


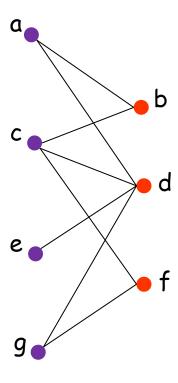
$$V_1 = \{a,b\}$$
  
 $V_2 = \{c\}$ 



$$V_1 = \{a,b,c\}$$
  
 $V_2 = \{d,e\}$ 

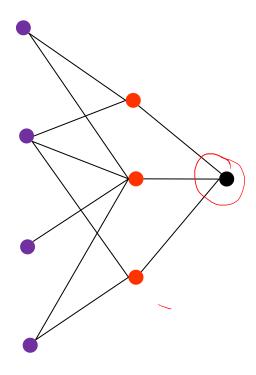


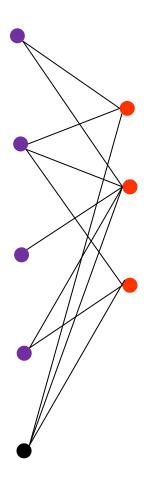


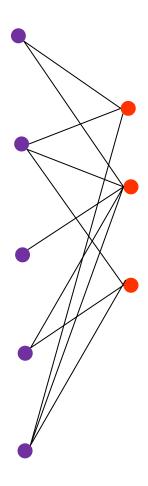


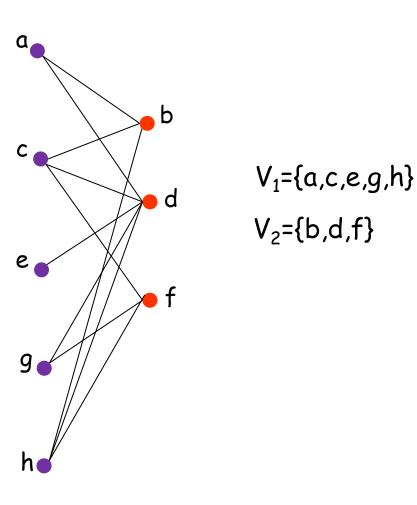
$$V_1$$
={a,c,e,g}

$$V_2 = \{b,d,f\}$$

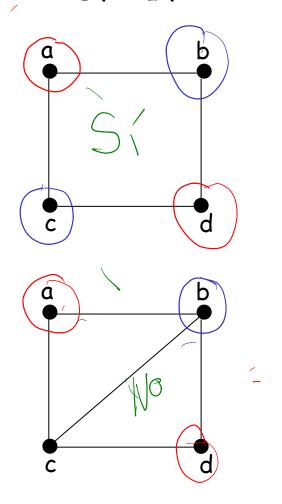


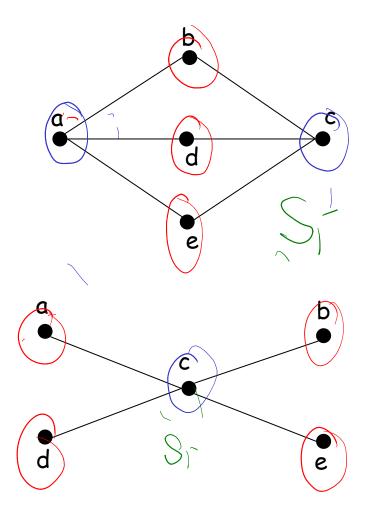




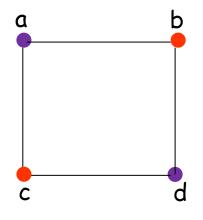


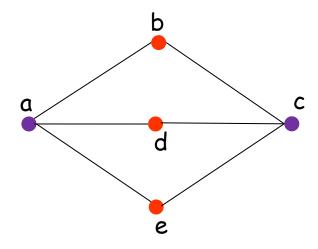
Indique cuáles de los siguientes grafos son bipartitos. Muestre  $V_1$  y  $V_2$  para los que sean bipartitos

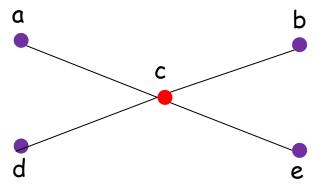




Indique cuáles de los siguientes grafos son bipartitos. Muestre  $V_1$  y  $V_2$  para los que sean bipartitos



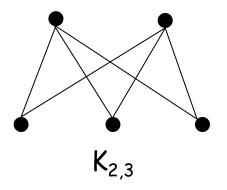


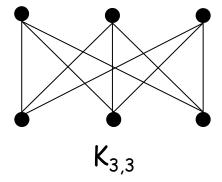


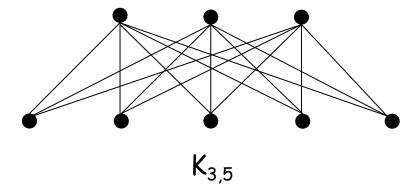
## Grafo bipartito completo

El grafo bipartito completo  $K_{m,n}$  es el grafo cuyo conjunto de vértices está formado por dos subconjuntos de m y n vértices tal que hay una arista entre dos vértices si, y solo sí, un vértice está en el primer subconjunto y el otro vértices está en el segundo subconjunto

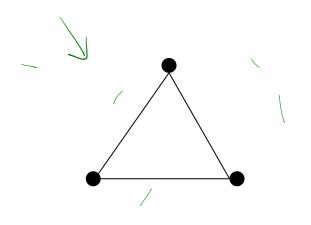
# Grafo bipartito complet on, m

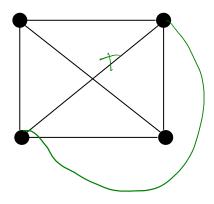




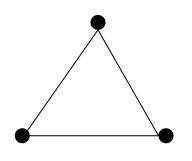


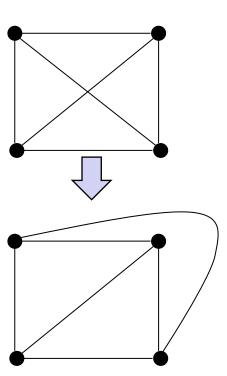
## Grafo plano



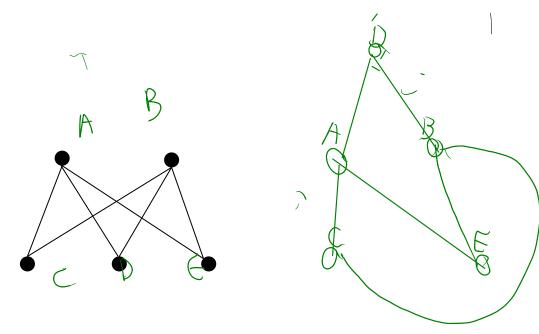


## Grafo plano

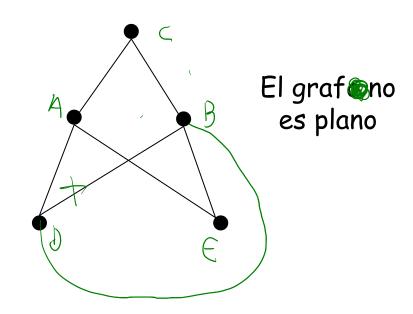




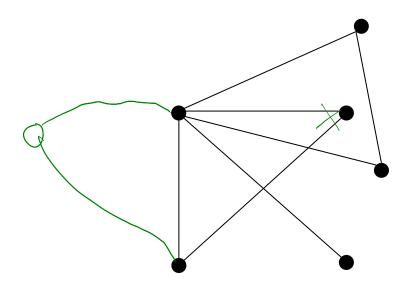
## Grafo plano



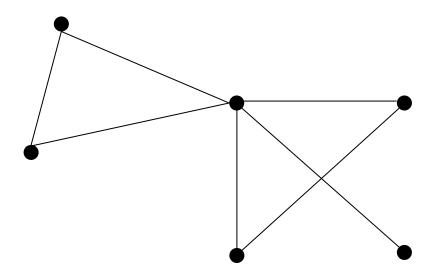
## Grafo plano



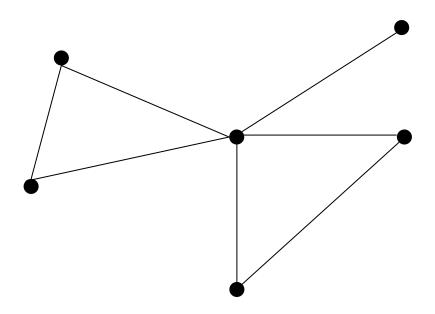
## Grafo plano



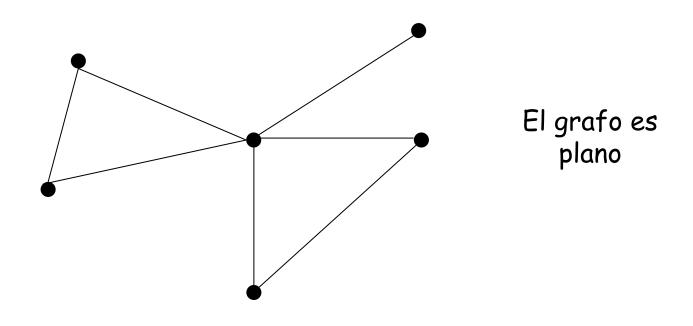
## Grafo plano



## Grafo plano



## Grafo plano

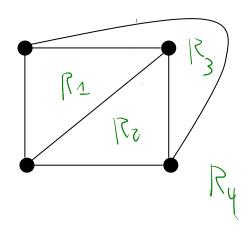


#### Teorema

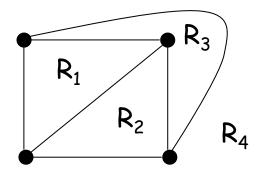
Se G un grafo simple con e aristas y v vértices, entonces el **número de regiones** de una representación plana de G es r=e-v+2

Teorema de rechazo: Es un teorea que rechaza que alguna información (Que es plano) sin embargo si pasa el teorema NO QUIERE DECIR QUE SEA PLANO.

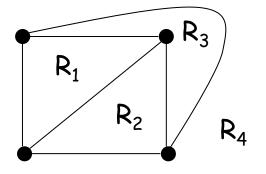
#### Teorema



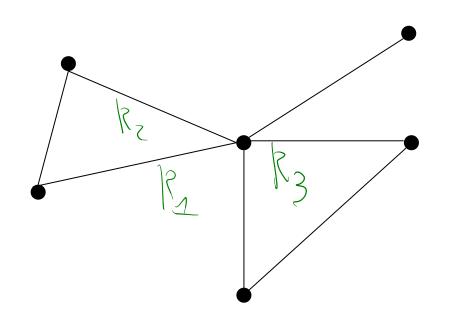
#### Teorema



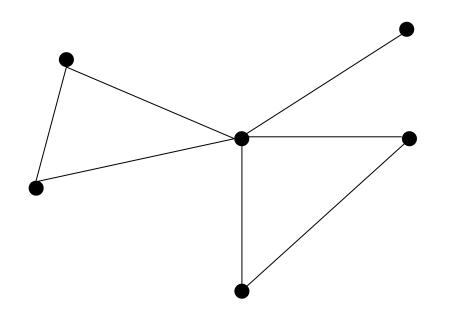
#### Teorema



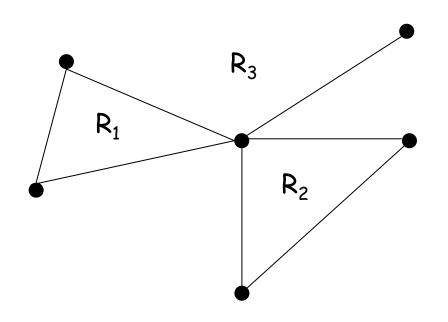
#### Teorema



#### Teorema



#### Teorema

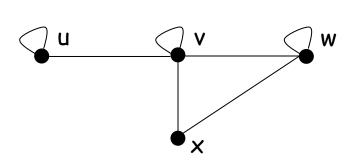


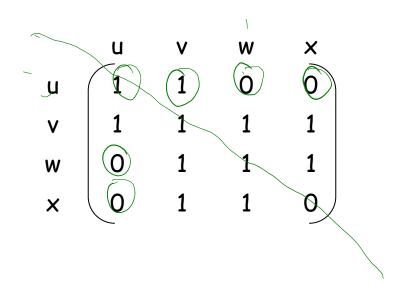
#### Matriz de adyacencia

Sea G=(V,E) un grafo con n vértices, la matriz de adyacencia es la matriz booleana de nxn tal que:

$$a_{ij} = \begin{cases} 1 & \text{si } \{v_i, v_j\} \text{ es una arista de } G \\ 0 & \text{en caso contrario} \end{cases}$$

## Matriz de adyacencia



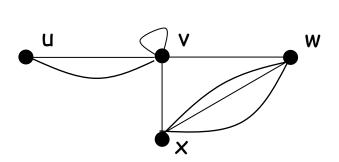


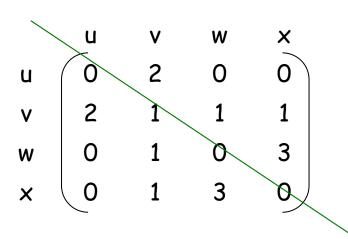
#### Matriz de adyacencia

La matriz de adyacencia de un grafo con aristas paralelas indica la cantidad de aristas que hay entre cada par de nodos  $v_i$  y  $v_j$ 

#### Matriz de adyacencia

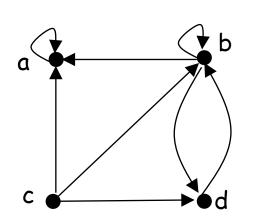
La matriz de adyacencia de un grafo con aristas paralelas indica la cantidad de aristas que hay entre cada par de nodos  $v_i$  y  $v_j$ 

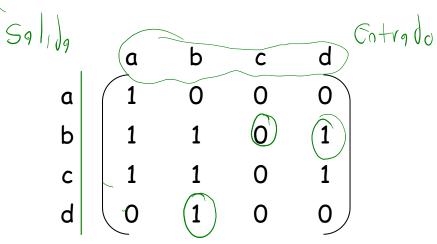




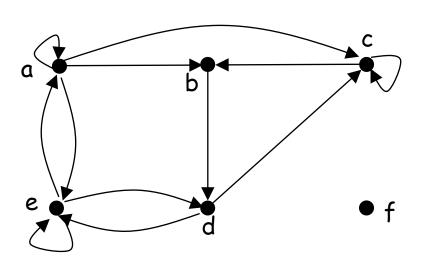
## Matriz de adyacencia

## Matriz de adyacencia

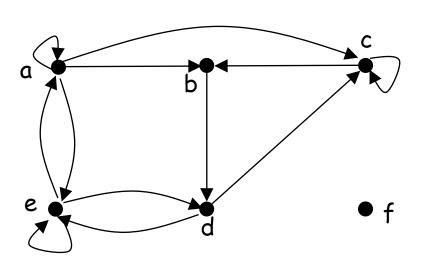




## Matriz de adyacencia



## Matriz de adyacencia



	a	b	С	d	e	f
а	1	1	1	0	1	0
b	1	0	0	1	0	0
С	0	1	1	0	0	0
d	0	0	1	0	1	0
e	1	0	0	1	1	0
f	O	0	0	0	0	f 0 0 0 0 0 0

#### Teorema

Sea  $M_R$  la matriz de adyacencia de un grafo, se tiene que:

$$M_R \otimes M_R = M_R^2$$

 $\otimes$  es el producto booleano y  $M_R^2$  es la matriz que indica si hay caminos de longitud 2 en el grafo

#### Producto booleano de matrices

Dadas dos matrices A y B de órdenes mxk y kxn, respectivamente,  $A \otimes B$  es una matriz de orden mxn en la que cada elemento  $c_{ij}$  se calcula como:

$$c_{ij} = (a_{i1} b_{1j}) \vee (a_{i2} b_{2j}) \vee ... (a_{in} b_{nj})$$

## Producto booleano de matrices

$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{bmatrix}$$

$$B = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

$$A \otimes B = \begin{bmatrix} (1 \wedge 1) \vee (0 \wedge 0) & 1 & 0 = 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$

#### Producto booleano de matrices

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{pmatrix} \qquad B = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

$$\mathbf{A} \otimes \mathbf{B} = \begin{pmatrix} (1 \wedge 1) \vee (0 \wedge 0) & (1 \wedge 1) \vee (0 \wedge 1) & (1 \wedge 0) \vee (0 \wedge 1) \\ (0 \wedge 1) \vee (1 \wedge 0) & (0 \wedge 1) \vee (1 \wedge 1) & (0 \wedge 0) \vee (1 \wedge 1) \\ (1 \wedge 1) \vee (1 \wedge 0) & (1 \wedge 1) \vee (1 \wedge 1) & (1 \wedge 0) \vee (1 \wedge 1) \end{pmatrix}$$

#### Producto booleano de matrices

$$A = \begin{pmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{pmatrix} \qquad B = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

$$\mathbf{A} \otimes \mathbf{B} = \begin{pmatrix} (1 \wedge 1) \vee (0 \wedge 0) & (1 \wedge 1) \vee (0 \wedge 1) & (1 \wedge 0) \vee (0 \wedge 1) \\ (0 \wedge 1) \vee (1 \wedge 0) & (0 \wedge 1) \vee (1 \wedge 1) & (0 \wedge 0) \vee (1 \wedge 1) \\ (1 \wedge 1) \vee (1 \wedge 0) & (1 \wedge 1) \vee (1 \wedge 1) & (1 \wedge 0) \vee (1 \wedge 1) \end{pmatrix}$$

$$\mathbf{A} \otimes \mathbf{B} = \begin{pmatrix} 1 \lor 0 & 1 \lor 0 & 0 \lor 0 \\ 0 \lor 0 & 0 \lor 1 & 0 \lor 1 \\ 1 \lor 0 & 1 \lor 1 & 0 \lor 1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 1 & 1 \end{pmatrix}$$

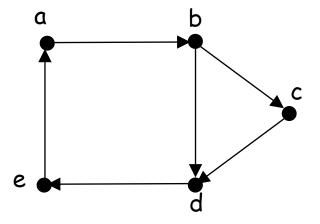
#### Teorema

Sea  $M_R$  la matriz de adyacencia de un grafo, se tiene que:

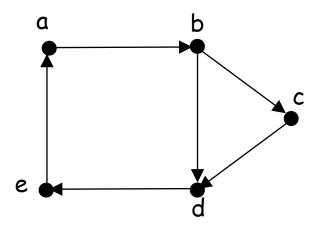
$$M_R \otimes M_R = M_R^2$$

 $\otimes$  es el producto booleano y  $M_R^2$  es la matriz que indica si hay caminos de longitud 2 en el grafo

$$M_R$$
=  $\begin{pmatrix} a & b & c & d & e \\ a & 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 



$$M_R$$
=  $\begin{pmatrix} a & b & c & d & e \\ 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 

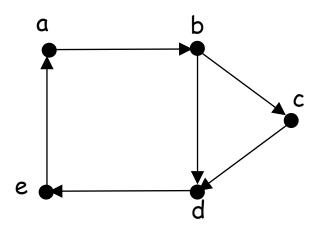


$$M_R^2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

$$M_R = \begin{pmatrix} a & b & c & d & e \\ 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

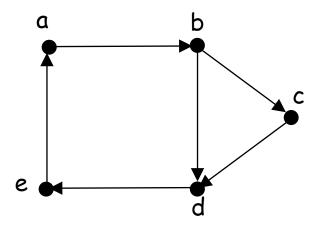
$$M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

$$M_R$$
=  $\begin{pmatrix} a & b & c & d & e \\ a & 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 



$$M_R^2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} a & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

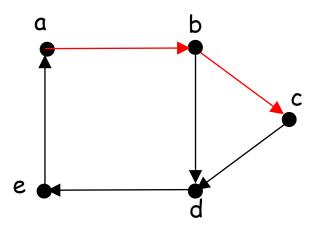
$$M_R$$
=  $\begin{pmatrix} a & b & c & d & e \\ a & 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 



$$M_R^2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} a & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

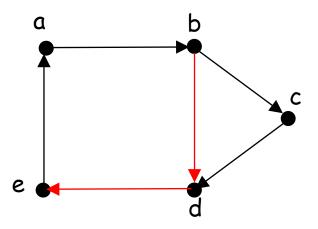
Indica si hay caminos de longitud 2 en el grafo

$$M_R$$
=  $\begin{pmatrix} a & b & c & d & e \\ 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 



$$M_R^2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} a & 0 & c & d & e \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

$$M_R$$
 =  $\begin{pmatrix} a & b & c & d & e \\ a & 0 & 1 & 0 & 0 & 0 \\ b & 0 & 0 & 1 & 1 & 0 \\ c & 0 & 0 & 0 & 1 & 0 \\ d & 0 & 0 & 0 & 0 & 1 \\ e & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$ 



$$M_R^2 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} a & 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

#### Teorema

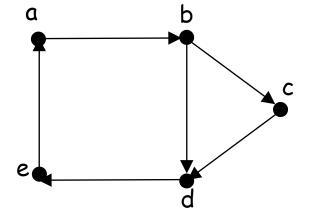
Sea  $M_R$  la matriz de adyacencia de un grafo, se tiene que:

$$M_R \otimes M_R = M_R^2$$
  
 $M_R \otimes M_R \otimes M_R = M_R^3$   
 $M_R \otimes M_R \otimes M_R \otimes M_R = M_R^4$   
...  
 $M_R \otimes M_R \otimes M_R \otimes ... \otimes M_R = M_R^n$ 

 ${\it M}_{\it R}^{\it i}$  es la matriz que indica si hay caminos de longitud i en el grafo

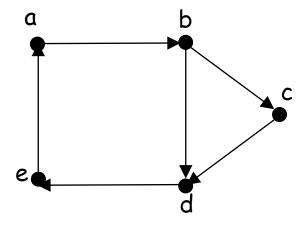
$$M_R^3 = M_R^2 \otimes M_R$$

$$= \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



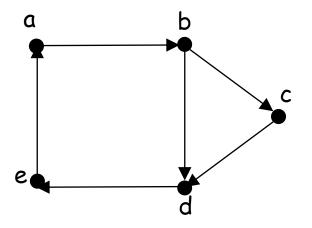
$$M_R^3 = M_R^2 \otimes M_R$$

$$= \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$



$$M_R^3 = M_R^2 \otimes M_R$$

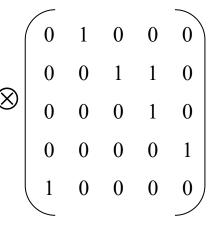
$$= \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ a & b & c & d & e \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

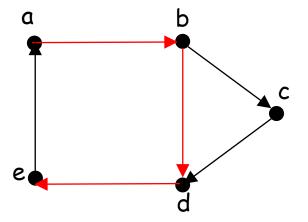


Indica si hay caminos de longitud 3 en el grafo

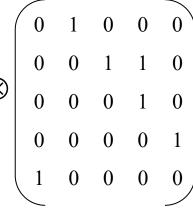
$$M_R^3 = M_R^2 \otimes M_R$$

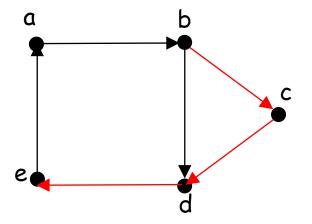
$$= \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ a & b & c & d & e \\ a & 0 & 0 & 0 & 1 & 1 \\ b & 1 & 0 & 0 & 0 & 1 \\ e & 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$





$$M_R^3 = M_R^2 \otimes M_R$$





#### Matriz de conectividad

#### Se define como:

$$M_R^{\infty} = M_R \vee M_R^2 \vee M_R^3 \vee ... \vee M_R^n$$

$$M_R^{\infty} = M_R \vee M_R^2 \vee M_R^3 \vee ... \vee M_R^n$$

$$M_R^{\infty} = M_R \vee M_R^2 \vee M_R^3 \vee ... \vee M_R^n$$

$$M_{R} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{2} = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{3} = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$

$$M_R^2 = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$

$$M_R^3 = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$

$$M_{R} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

$$M_R^2 = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$

$$M_{R} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{2} = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{3} = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$

$$M_{R} \lor M_{R}^{2} \lor M_{R}^{3} \Leftarrow \begin{bmatrix} 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 0 & 0 \end{bmatrix}$$

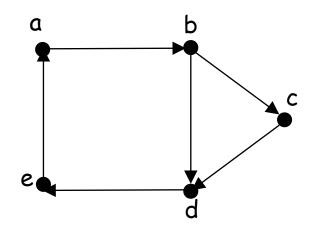
$$M_{R} = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{2} = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix} \qquad M_{R}^{3} = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$

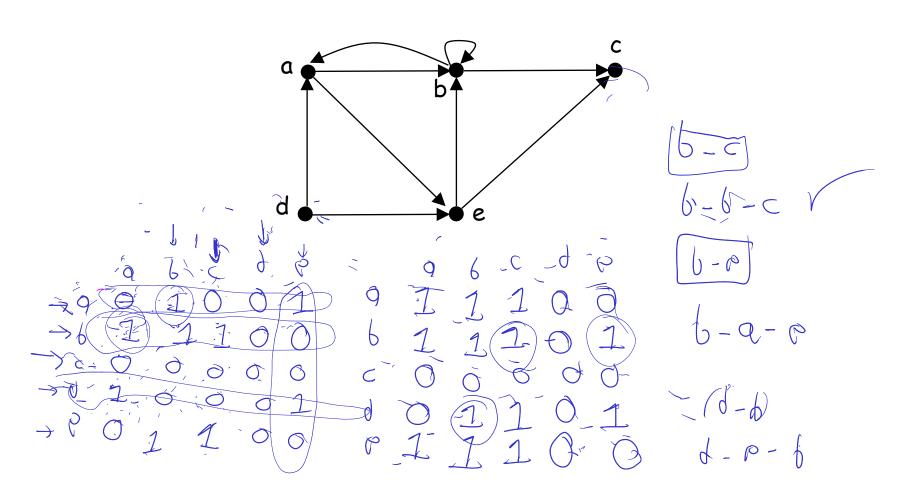
$$M_R^2 = \begin{pmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$

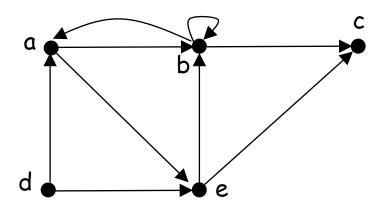
$$M_R^3 = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$

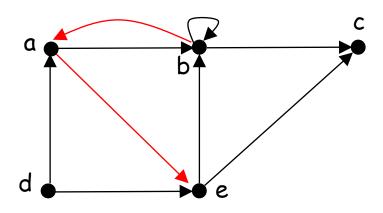
$$M_{R} \lor M_{R}^{2} \lor M_{R}^{3} = \begin{bmatrix} a & b & c & d & e \\ 0 & 1 & 1 & 1 & 1 \\ b & 1 & 0 & 1 & 1 & 1 \\ 1 & 0 & 0 & 1 & 1 \\ d & 1 & 1 & 0 & 0 & 1 \\ e & 1 & 1 & 1 & 1 & 0 \end{bmatrix}$$

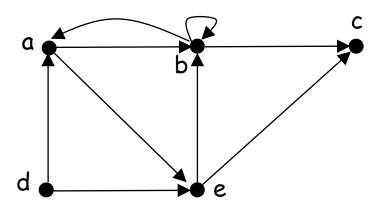
Indica si existe un camino de longitud 1, 2, ó 3 en el grafo

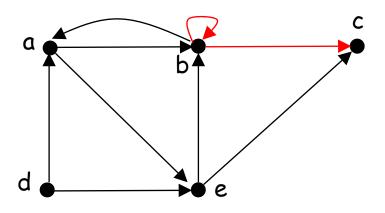


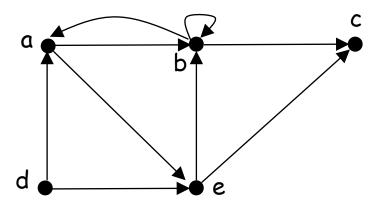


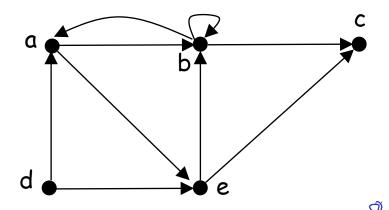




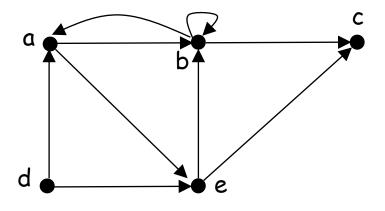


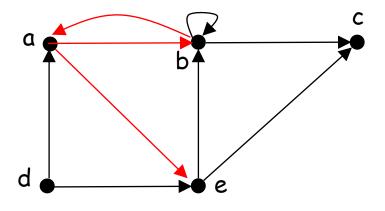


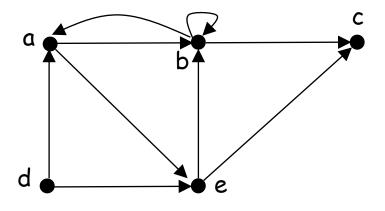




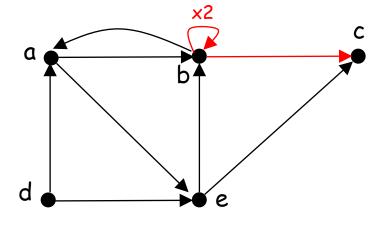
$$M_{R}^{3} = \begin{array}{c} a & b & c & d & e \\ \hline a & 1 & 1 & 1 & 0 & 1 \\ b & 1 & 1 & 1 & 0 & 1 \\ c & 0 & 0 & 0 & 0 & 0 \\ d & 1 & 1 & 1 & 0 & 0 \\ e & 1 & 1 & 0 & 1 \end{array}$$



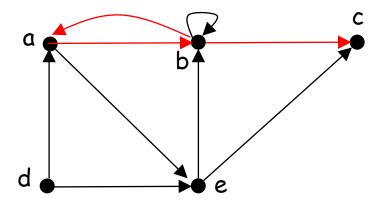




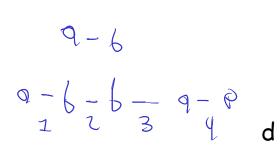
### Mostrar $M_R^3$

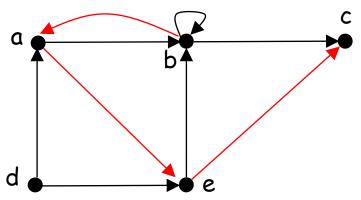


### Mostrar $M_R^3$



#### Mostrar $M_R^3$





Conrectividad

Conrectividad

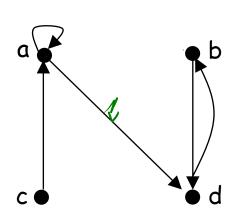
Conrectividad

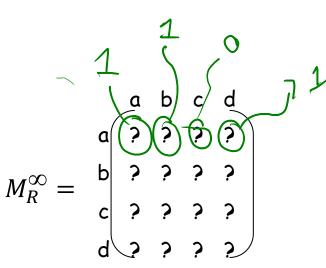
#### Algoritmo de Warshall

Permite conocer la matriz de conectividad de un grafo realizando menos operaciones que con la multiplicación de matrices booleanas

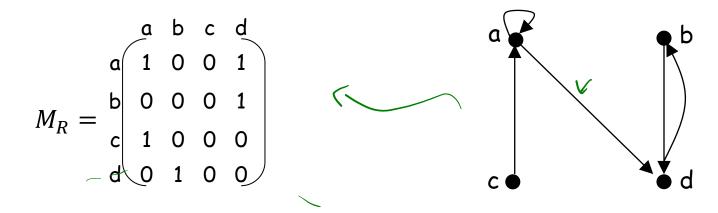
# Algoritmo de Warshall

Permite conocer la matriz de conectividad de un grafo realizando menos operaciones que con la multiplicación de matrices booleanas

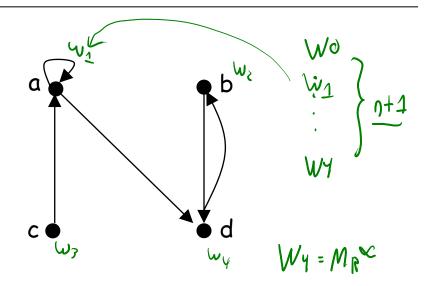




Mr. Mr. Mr. Mr. Mr.

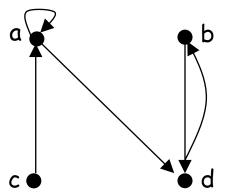


$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ a & 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{array}$$



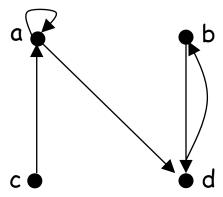
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ c & d & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$$

 $W_1$  (pivote a)

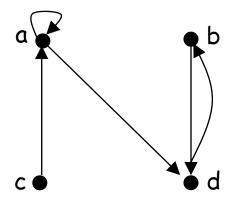


$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ \hline 1 & 0 & 0 & 1 \\ c & d & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

$$W_1$$
 (pivote a)



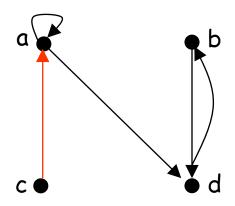
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)

$$W_1 = \begin{pmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & & & \\ c & d & 0 & & & \end{pmatrix}$$

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

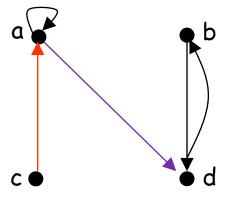


$$W_1$$
 (pivote a)

$$W_1 = \begin{pmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & & & \\ c & d & 0 & & & \\ \end{pmatrix}$$

$$C \longrightarrow q \longrightarrow q$$

$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \\ \end{array}$$



$$W_1$$
 (pivote a)

a b c d

a b c d

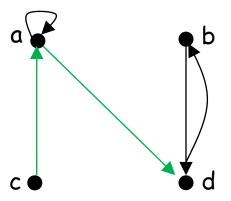
a 1 0 0 1

b 0

c d

1 0

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

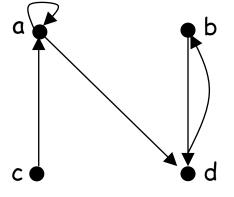


$$W_1$$
 (pivote a)

$$W_1 = \begin{pmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & & & \\ c & 1 & & 1 \\ d & 0 & & & \end{pmatrix}$$

1 significa que hay un camino desde c hasta d

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)

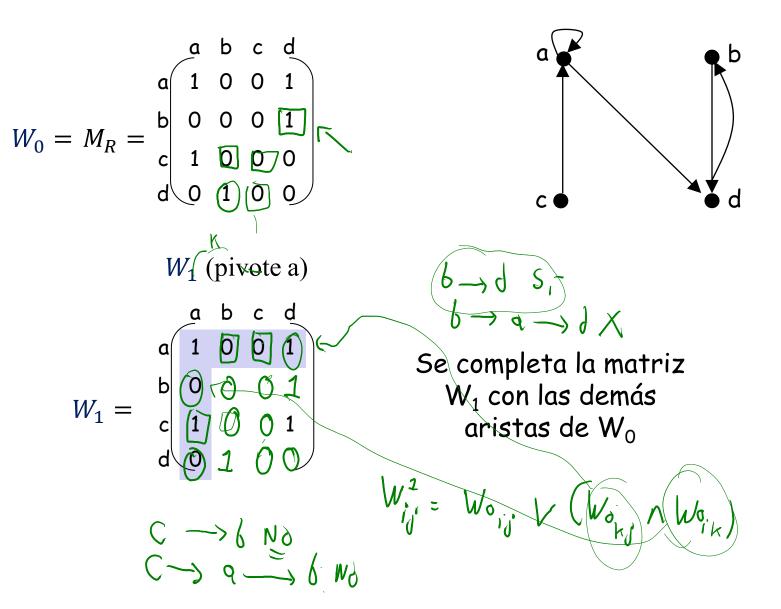
a b c d

a 1 0 0 1

b 0

c d

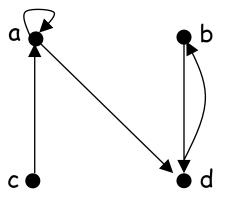
d 1 0 0 1



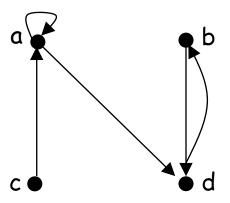
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

$$W_1$$
 (pivote a)

$$W_1 = \begin{array}{c} a & b & c & d \\ \hline a & 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 1 \\ d & 0 & 1 & 0 & 0 \end{array}$$



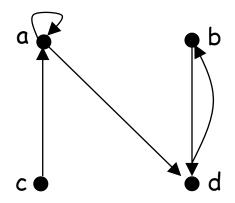
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



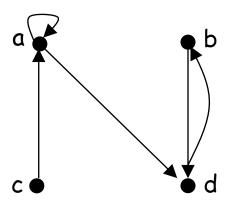
$$W_1$$
 (pivote a)

 $W_2$  (pivote b)

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

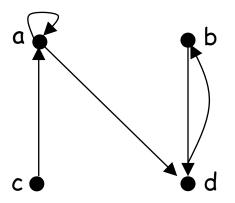
a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

 $W_2$  (pivote b)

 $W_2$  (pivote b)

 $W_3$  (pivote b)

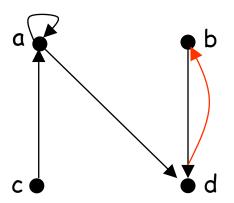
 $W_4$  (pivote b)

 $W_4$  (pivote b)

 $W_5$  (pivote b)

 $W_6$  (pivote b)

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

 $W_2$  (pivote b)

 $W_2$  (pivote b)

 $W_3$  (pivote b)

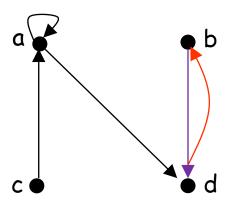
 $W_4$  (pivote b)

 $W_4$  (pivote b)

 $W_5$  (pivote b)

 $W_6$  (pivote b)

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

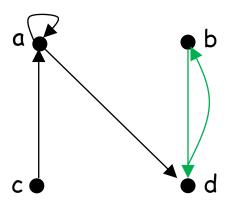
a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

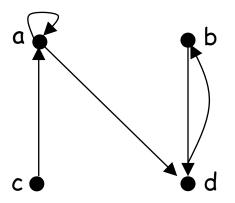
a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

d 0 1 0 0

 $W_2$  (pivote b)

 $W_2$  (pivote b)

 $W_3$  (pivote b)

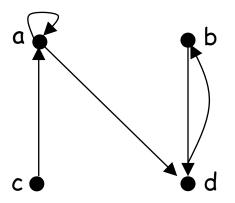
 $W_4$  (pivote b)

 $W_4$  (pivote b)

 $W_5$  (pivote b)

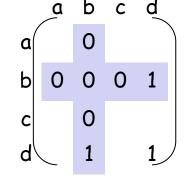
 $W_6$  (pivote b)

$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ c & d & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{array}$$



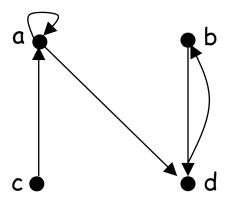
$$W_1$$
 (pivote a)

$$W_2$$
 (pivote b)



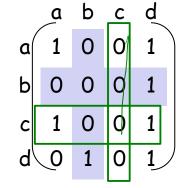
Se completa la matriz W<sub>2</sub> con las demás aristas de W<sub>1</sub>

$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ c & d & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{array}$$



$$W_1$$
 (pivote a)

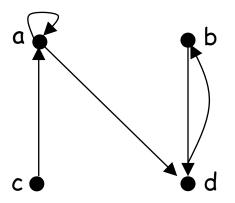
$$W_2$$
 (pivote b)



Se completa la matriz W<sub>2</sub> con las demás aristas de W<sub>1</sub>

$$W_0 = M_R =$$

$$\begin{bmatrix}
a & b & c & d \\
1 & 0 & 0 & 1 \\
0 & 0 & 0 & 1 \\
c & d & 0 & 1 & 0 & 0
\end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

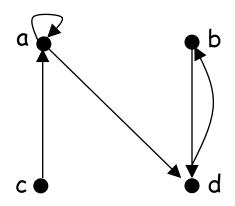
a 1 0 0 1

b 0 0 0 1

c 1 0 0 1

c 1 0 0 1

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

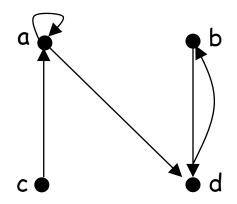


$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d
a 1 0 0 1
b 0 0 0 1
c 1 0 0 1
c 1 0 0 1

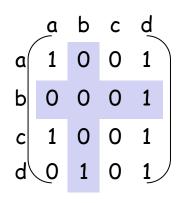
$$W_{3} = \begin{array}{c} a & b & c & d \\ a & 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 1 \\ d & 0 & 1 & 0 & 1 \end{array}$$

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

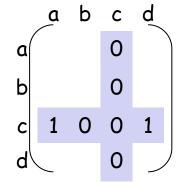


$$W_1$$
 (pivote a)

$$W_2$$
 (pivote b)

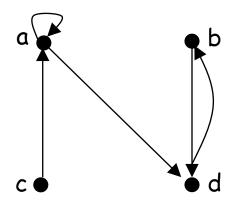


$$W_3$$
 (pivote c)



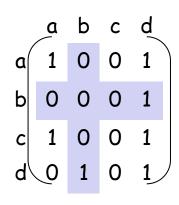
No se adicionan aristas!

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

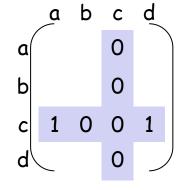


$$W_1$$
 (pivote a)

$$W_2$$
 (pivote b)



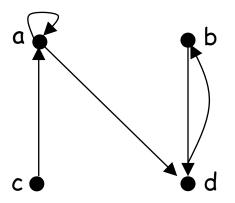
$$W_3$$
 (pivote c)



Se completa la matriz W<sub>3</sub> con las demás aristas de W<sub>2</sub>

$$W_0 = M_R =$$

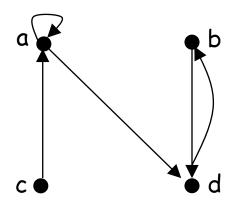
$$\begin{bmatrix}
a & b & c & d \\
1 & 0 & 0 & 1 \\
0 & 0 & 0 & 1 \\
c & d & 0 & 1 & 0 & 0
\end{bmatrix}$$



 $W_2$  (pivote b)

$$W_3 = \begin{array}{c} & \text{a b c d} \\ & \text{a 1 0 0 1} \\ & \text{b 0 0 0 1} \\ & \text{c 1 0 0 1} \\ & \text{d 0 1 0 1} \end{array}$$

$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ 1 & 0 & 0 & 1 \\ c & 0 & 0 & 0 \\ c & d & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ \end{array}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)  $W_3$  (pivote c)

a b c d

a b c d

a 1 0 0 1

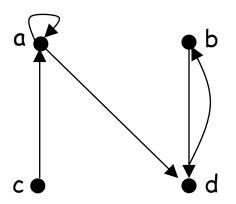
b 0 0 0 1

c 1 0 0 1

c 1 0 0 1

c 1 0 0 1

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & d & 0 & 1 & 0 & 0 \end{bmatrix}$$



 $W_2$  (pivote b)

$$W_{4} \text{ (pivote d)}$$

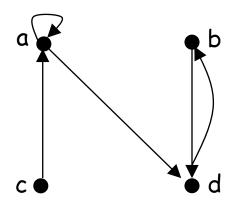
$$a \quad b \quad c \quad d$$

$$a \quad 1 \quad 2 \quad 0 \quad 1$$

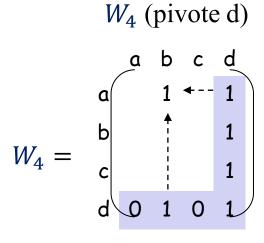
$$b \quad 0 \quad 1 \quad 0 \quad 1$$

$$c \quad d \quad 0 \quad 1 \quad 0 \quad 1$$

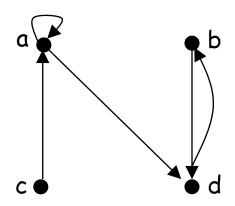
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



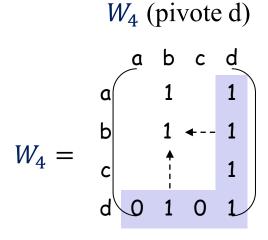
 $W_2$  (pivote b)



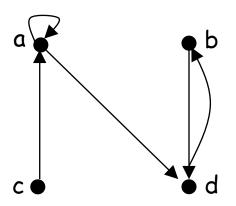
$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



 $W_2$  (pivote b)



$$W_0 = M_R = \begin{pmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{pmatrix}$$



 $W_2$  (pivote b)

$$W_4$$
 (pivote d)

a b c d

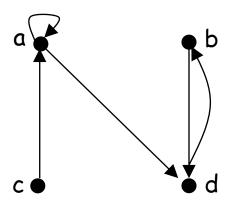
a 1 1

b 1 1

c 1 --- 1

d 0 1 0 1

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



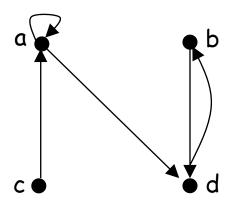
 $W_2$  (pivote b)

 $W_3$  (pivote c)

Se completa la matriz W<sub>4</sub> con las demás aristas de W<sub>3</sub>

 $W_4$  (pivote d)

$$W_0 = M_R = egin{array}{ccccc} a & b & c & d \\ 1 & 0 & 0 & 1 \\ c & 0 & 0 & 0 \\ c & d & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ \end{array}$$



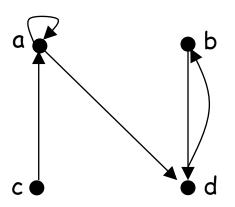
 $W_2$  (pivote b)

 $W_3$  (pivote c)

$$W_4$$
 (pivote d)
$$W_4 = \begin{bmatrix} a & b & c & d \\ a & 1 & 1 & 0 & 1 \\ b & 0 & 1 & 0 & 1 \\ c & d & 0 & 1 & 0 & 1 \end{bmatrix}$$

$$W_0 = M_R =$$

$$\begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ c & d & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$

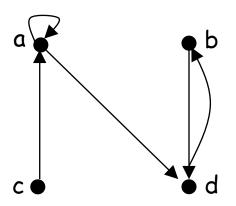


 $W_3$  (pivote c)  $W_4$  (pivote d)

 $W_1$  (pivote a)

 $W_2$  (pivote b)

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 1 & 0 & 0 & 1 \\ b & 0 & 0 & 0 & 1 \\ c & 1 & 0 & 0 & 0 \\ d & 0 & 1 & 0 & 0 \end{bmatrix}$$



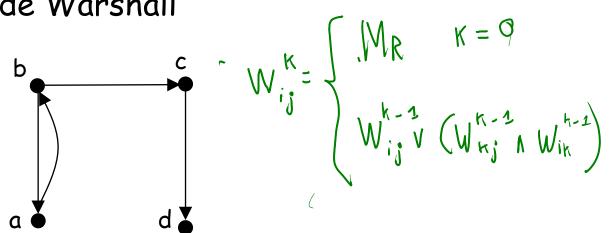
 $W_1$  (pivote a)

 $W_2$  (pivote b)

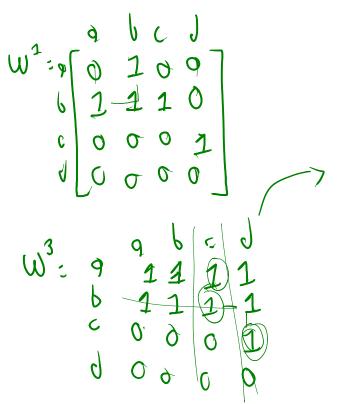
$$W_3$$
 (pivote c)  $W_4$  (pivote d)

a b c d
a 1 0 0 1
b 0 0 0 1
c 1 0 0 1
c 1 0 0 1
d 0 1 0 1

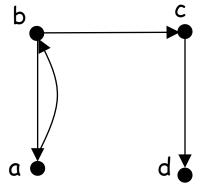
### Aplicar el algoritmo de Warshall



$$M_{R} = \begin{array}{c} a & b & c & d \\ a & 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{array} = \begin{array}{c} & & \\ & \\ & \\ & \end{array}$$

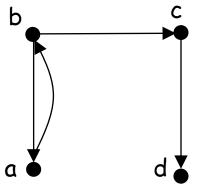


$$W_0 = M_R = \begin{pmatrix} a & b & c & d \\ a & 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{pmatrix}$$



 $W_1$  (pivote a)

$$W_0 = M_R = \begin{bmatrix} a & b & c & d \\ 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{bmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

a b c d

a b c d

a 1 1 1 0

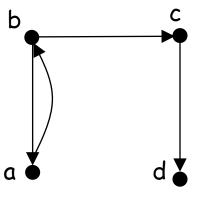
b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

d 0 0 0 0

$$W_0 = M_R = \begin{pmatrix} a & b & c & d \\ a & 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d

a 0 1 0 0

b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

 $W_2$  (pivote b)

a b c d

a 1 1 1 0

b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

$$W_3$$
 (pivote c)

a b c d

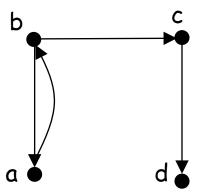
a 1 1 1 1

b 1 1 1 1

c 0 0 0 1

d 0 0 0 0

$$W_0 = M_R = \begin{pmatrix} a & b & c & d \\ a & 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)

a b c d

a 0 1 0 0

b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

$$W_2$$
 (pivote b)

a b c d

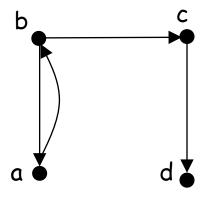
a 1 1 1 0

b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

$$W_0 = M_R = \begin{pmatrix} a & b & c & d \\ a & 0 & 1 & 0 & 0 \\ b & 1 & 0 & 1 & 0 \\ c & 0 & 0 & 0 & 1 \\ d & 0 & 0 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)

a b c d

a 0 1 0 0

b 1 1 1 0

c 0 0 0 1

d 0 0 0 0

$$W_4$$
 (pivote d)

a b c d

a 1 1 1 1

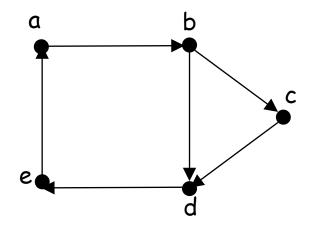
b 1 1 1 1

c 0 0 0 1

d 0 0 0 0

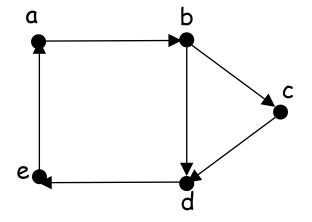
Matriz de conectividad

## Aplicar el algoritmo de Warshall



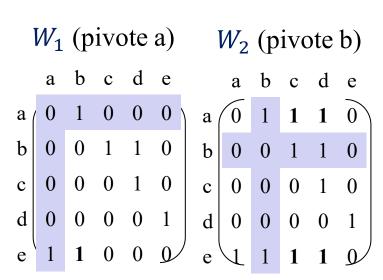
$$M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

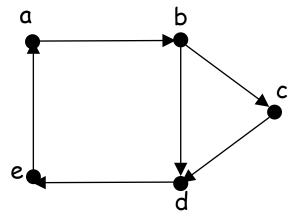
$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



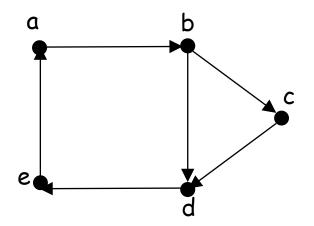
 $W_1$  (pivote a)

$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$





$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)  $W_3$  (pivote c)

a b c d e a b c d e a b c d e

a 0 1 0 0 0 a 0 1 1 0 0 a 0 1 1 1 0

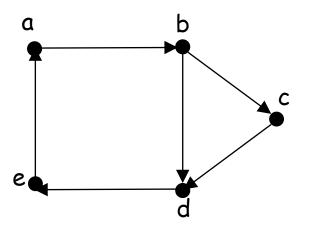
b 0 0 1 1 0 b 0 0 1 1 0 b 0 0 1 1 0

c 0 0 0 1 0 c 0 0 0 1 0 c 0 0 1 0

d 0 0 0 0 1 d 0 0 0 1

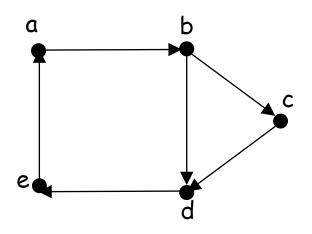
e 1 1 0 0 0 e 1 1 1 0 e 1 1 1 0

$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



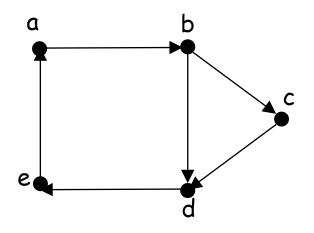
$W_1$ (pivote a)							$W_2$	(p	ivo	ote	b)		$W_3$	(p	ivo	ote	c)		$W_4$ (pivote d)							
	a	b	c	d	e		a	b	c	d	e		a	b	c	d	e		a	b	c	d	e			
a	0	1	0	0	0	a	$\sqrt{0}$	1	1	1	0	a	$\sqrt{0}$	1	1	1	0	a	$\sqrt{0}$	1	1	1	1			
b	0	0	1	1	0	b	0	0	1	1	0	ь	0	0	1	1	0	ь	0	0	1	1	1			
c	0	0	0	1	0	c	0	0	0	1	0	С	0	0	0	1	0	c	0	0	0	1	1			
d	0	0	0	0	1	d	0	0	0	0	1	d	0	0	0	0	1	d	0	0	0	0	1			
e	1	1	0	0	<u>D</u> /	e	1	1	1	1	<b>D</b> /	e	1	1	1	1	۵	e	1	1	1	1	1			

$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



 $W_5$  (pivote e)

$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

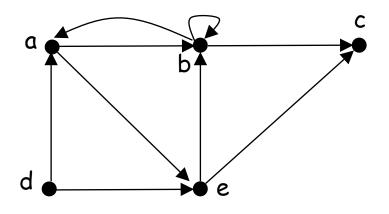


•	$W_1$	(p	ivo	ote	a)	$W_2$ (pivote b)											
	a	b	c	d	e		a	b	c	d	e						
a	0	1	0	0	0	a	$\sqrt{0}$	1	1	1	0						
b	0	0	1	1	0	b	0	0	1	1	0						
c	0	0	0	1	0	c	0	0	0	1	0						
d	0	0	0	0	1	d	0	0	0	0	1						
e	1	1	0	0	0	e	1	1	1	1	0						

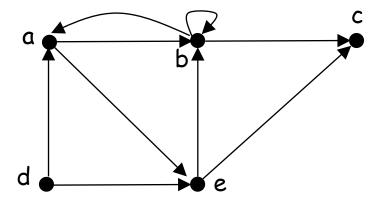
 $W_3$  (pivote c)  $W_4$  (pivote d)  $W_5$  (pivote e) a b c d e a b c d e

> Matriz de conectividad

## Aplicar el algoritmo de Warshall



$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)

a b c d e

$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$

$$W_1$$
 (pivote a)  $W_2$  (pivote b)

a b c d e

a b c d e

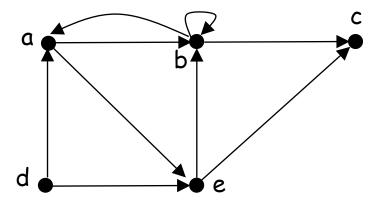
a b c d e

a 1 1 1 0 1

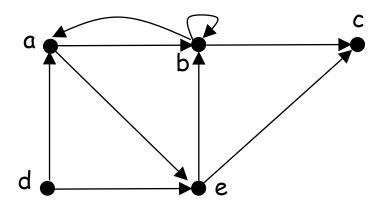
b 1 1 1 0 1

c 0 0 0 0 0 0 c 0 0 0 0

d 1 1 0 0 1 d 1 1 0 1



$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$



$$W_1$$
 (pivote a)  $W_2$  (pivote b)  $W_3$  (pivote c)

a b c d e a b c d e a b c d e

a 0 1 0 0 1 a 1 1 1 0 1 a 1 1 1 0 1

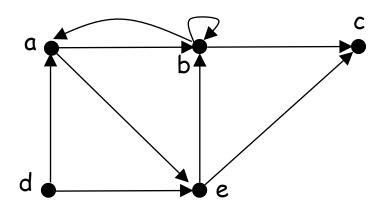
b 1 1 1 0 1 b 1 1 1 0 1 b 1 1 1 0 1

c 0 0 0 0 0 c 0 0 0 0 c 0 0 0 0

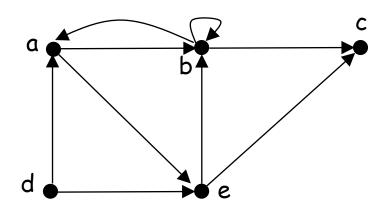
d 1 1 0 0 1 d 1 1 1 0 1

e 0 1 1 0 0 e 1 1 0 1

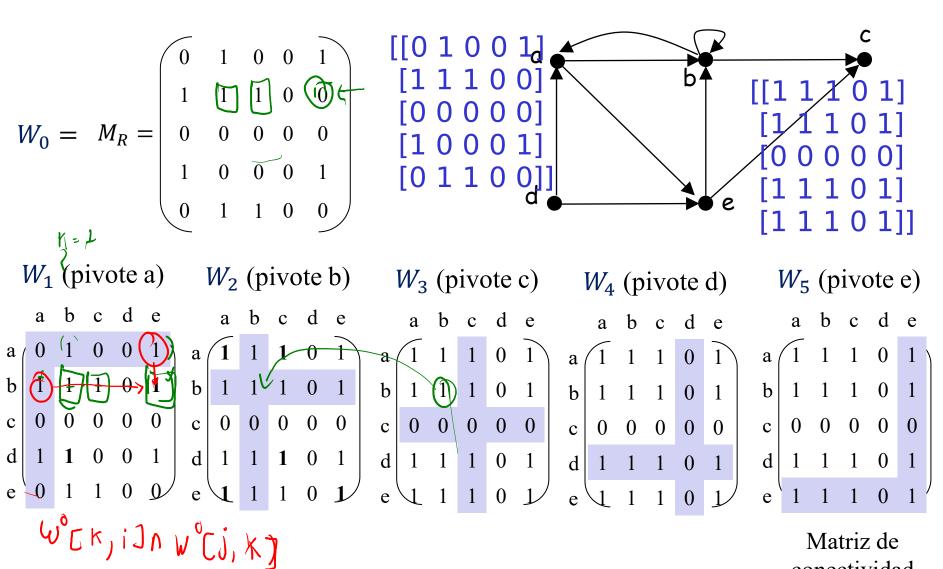
$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$



$$W_0 = M_R = \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 \end{pmatrix}$$



$W_1$ (pivote a) a b c d e					W <sub>2</sub> (pivote b)  a b c d e							W <sub>3</sub> (pivote c)  a b c d e						W <sub>4</sub> (pivote d) a b c d e							W <sub>5</sub> (pivote e) a b c d e					
a i	0	1	0	Λ	1 \	_	1				1		_				_		<u>a</u>		_				_					
a	U	1	U	U	1	a	1	1	1	U	1	a	$\sqrt{1}$	1	1	0	1	a	(1	1	1	0	1	a	( I	1	1	0	1	
b	1	1	1	0	1	b	1	1	1	0	1	b	1	1	1	0	1	b	1	1	1	0	1	b	1	1	1	0	1	
c	0	0	0	0	0	c	0	0	0	0	0	c	0	0	0	0	0	c	0	0	0	0	0	c	0	0	0	0	0	
d	1	1	0	0	1	d	1	1	1	0	1	d	1	1	1	0	1	d	1	1	1	0	1	d	1	1	1	0	1	
e '	0	1	1	0	الو	e	1	1	1	0	$\mathcal{V}$	e	1	1	1	0	1	e	1	1	1	0	1	e	1	1	1	0	1	



Matriz de conectividad