

# Graphs

Sam Grayson

Cool school

January 27, 2017

This presentation is designed to be used in a review session for students already familiar with graphs but need to review the terminology. This is not designed to teach fundamental concepts of graphs.

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- ▶ Position doesn't matter, vertex-names do

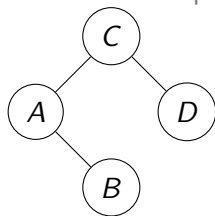


# Undirected graph example

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$$G = ( \{A, B, C, D\}, \{ \{A, B\}, \{A, C\}, \{C, D\} \} )$$

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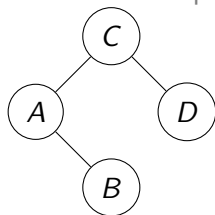


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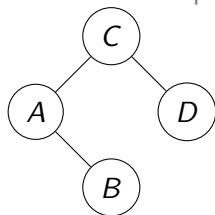
► Vertices:

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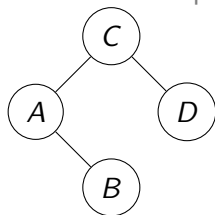
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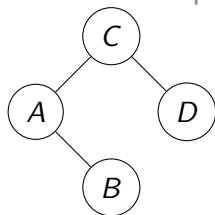
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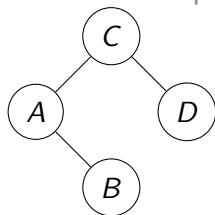
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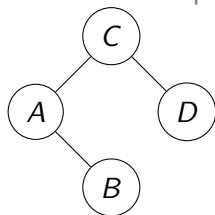
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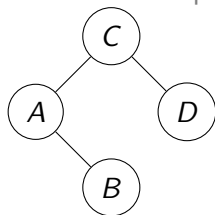
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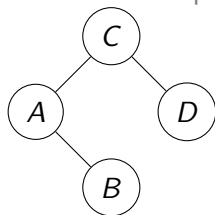


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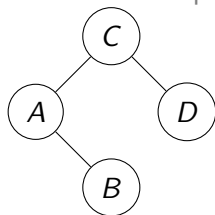
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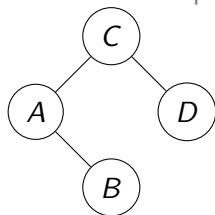
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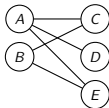
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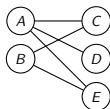
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- ▶ Weighted graph (airline routes)
- ▶ Bipartition: separate nodes into two categories such that every vertex in the first category only links to things in the second category, and vice-versa

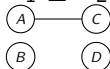


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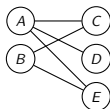
- ▶ Subgraph: If  $G_1 = (V_1, E_1)$ , then  $G_2 = (V_2, E_2)$  where  $V_1 \subseteq V_2$  and  $E_1 \subseteq E_2$



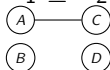
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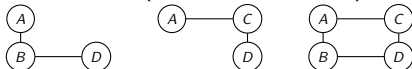


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- ▶ Union: if  $G_1 = (V_1, E_1)$ ,  $G_2 = (V_2, E_2)$  then  $G_1 \cup G_2 = (V_1 \cup V_2, E_1 \cup E_2)$

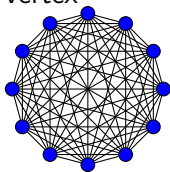




# Special undirected graphs

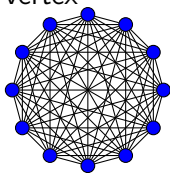
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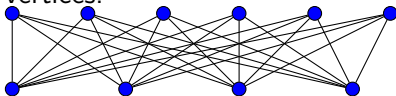


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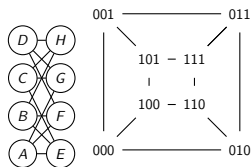
- ▶ Complete bipartite graph  $K_{m,n}$ :  $m$  vertices connected to all  $n$  vertices.



# Neat things you can do with graphs

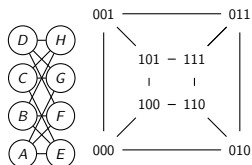
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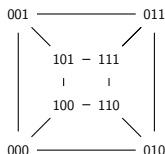


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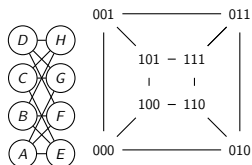


- ▶  $k$ -coloring: Color a graph such that no two vertices with the same color are touching each other. Try to use as few colors as possible. Can you think of a graph that takes  $n$  colors to color?

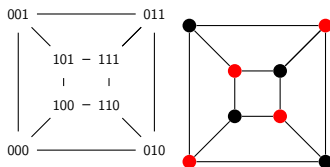


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# Handshaking lemma

## Theorem

Given  $G = (V, E)$

$$\sum_{v \in V} \deg v = 2E$$



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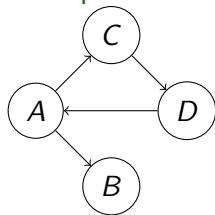
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How would you encode a self-loop, since you have to have an ordered **pair**?
- ▶  $G = (V, E)$ , just like old times

# Directed graph example



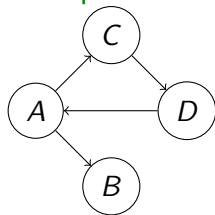
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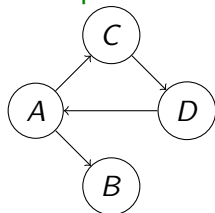
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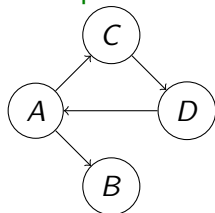
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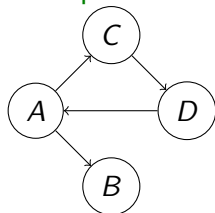
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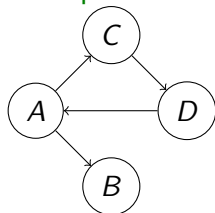
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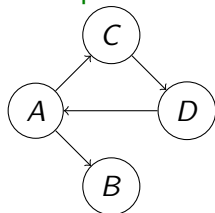
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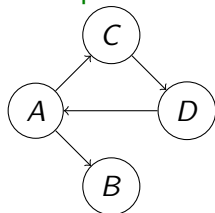
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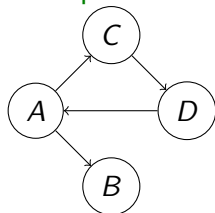


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- ▶ See a cycle?  $[D, A, C, D]$  Path that starts where it stops.  
Paths can't go against the arrows

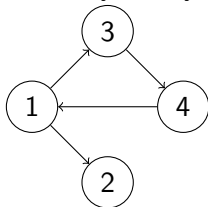
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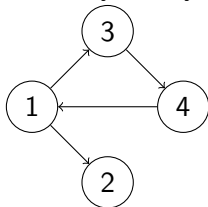
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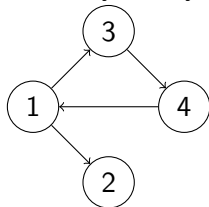
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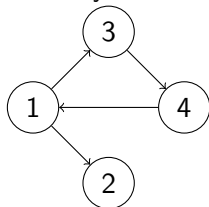
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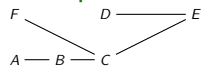
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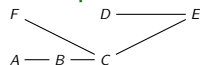
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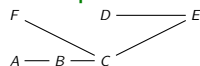


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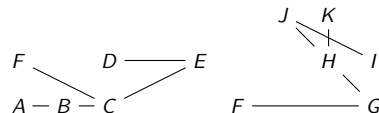
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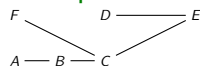
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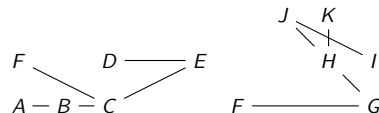
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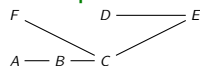


- ▶ Rooted tree: same, but one node is 'special'

# Don't cut down the trees

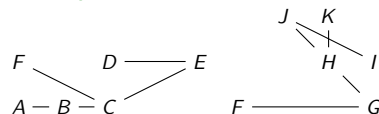
- ▶ Tree: a connected undirected graph with no cycles

## Example



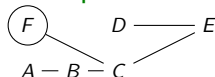
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## Example



- ▶ Rooted tree: same, but one node is 'special'

## Example



# Our favorite kind of trees

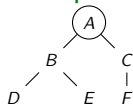
## Our favorite kind of trees

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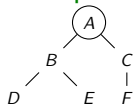




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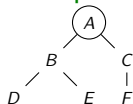


- ▶ full binary tree: each vertex has 0 or  $m$  children

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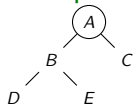
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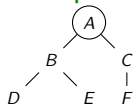
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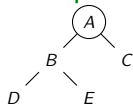
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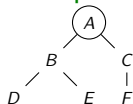


- ▶ Perfect binary tree: every leaf is at the same level

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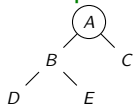
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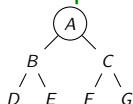
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## Example



# Dendrology

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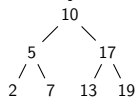
# Dendrology

- ▶ Leaf node: a node with no children
- ▶ Internal node: a node with children
- ▶ Subtree: subgraph that is also a tree
- ▶ Height: the longest path from the root to a leaf

# Cool things trees can do

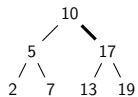
# Cool things trees can do

## ► Binary search



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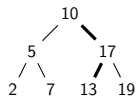
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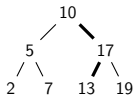
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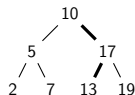
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- ▶ 2 comparisons instead of 5 from linear search

# Cool things trees can do

- ▶ Binary search



- ▶ 2 comparisons instead of 5 from linear search
- ▶ Huffman Coding

