Week 07: Graphs

FanFly

April 19, 2020

The Seven Bridges of Königsberg

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In this problem, people would like to know whether a citizen can take a walk through the town in such a way that each bridge would be crossed exactly once.

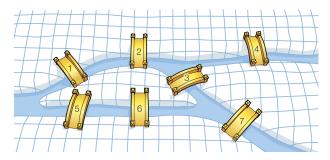
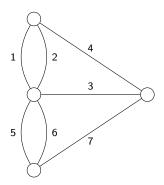


Figure: The Seven Bridges of Köingsberg

Abstraction

The towns and bridges can be seen as vertices and edges in a graph.



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- V is a finite collection of vertices.
- E is a collection of **edges**, where each edge is of the form $e = \{u, v\}$ for some $u, v \in V$.

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If we allow a graph to have more than one edges that have the same endpoints, then the graph is called a **multigraph**.

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Eulerian Path Problem

- Input: A multigraph G = (V, E).
- Output: Whether G has an Eulerian path or not.

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• If each vertex in *G* has an even degree, then *G* has an Eulerian path that starts and ends on the same vertex.

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- If there are more than two vertices of odd degree, then *G* has no Eulerian path.

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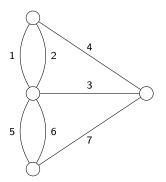
Let G = (V, E) be a multigraph.

- If each vertex in *G* has an even degree, then *G* has an Eulerian path that starts and ends on the same vertex.
- If there are exactly two vertices of odd degree, then *G* has an Eulerian path that starts on one of them and ends at the other.
- If there are more than two vertices of odd degree, then *G* has no Eulerian path.

The degree of a vertex is the number of its incident edges.

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Thus, no one can take a walk through the town in such a way that each bridge would be crossed exactly once.



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But how can we "store" a graph in an computer?

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We will focus on the efficiency of the following operations.

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- Initialize.
- Check if an edge exists.

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- List all neighbors of a vertex.

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- Check if an edge exists.
- List all neighbors of a vertex.
- List all edges.

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Attempt #1: Edge List

Edge List

```
n = 6
edges = [[0, 1], [0, 2], [1, 3], [2, 3], [4, 5]]
```



Attempt #2: Adjacency List

```
Adjacency List

n = 6
neighbor = [
    [1, 2],  # neighbor of vertex 0
    [0, 3],  # neighbor of vertex 1
    [0, 3],  # neighbor of vertex 2
    [1, 2],  # neighbor of vertex 3
    [5],  # neighbor of vertex 4
    [4]  # neighbor of vertex 5
]
```

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Attempt #3: Adjacency Matrix

Adjacency Matrix

```
n = 6
matrix = [
    [False, True, True, False, False, False],
    [True, False, False, True, False, False],
    [True, False, False, True, False, False],
    [False, True, True, False, False, False],
    [False, False, False, False, True],
    [False, False, False, False, True, False]]
```

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A **complete graph** is a graph in which each pair of vertices is connected by an edge.



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What is the number of edges of an n-vertex complete graph? (By the way, the n-vertex complete graph is denoted by K_n).



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What is the number of edges of an *n*-vertex complete graph? (By the way, the *n*-vertex complete graph is denoted by K_n).

Solution

There are n(n-1)/2 edges in K_n .



Let G = (V, E) be a graph with |V| = n.

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How much time does it take to find the degree of a vertex in V if G is stored as an adjacency matrix?



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How much time does it take to find the degree of a vertex in V if G is stored as an adjacency matrix?

Solution

It takes $\Theta(n)$ time.



A **coloring** of a graph is a labeling of vertices with colors such that no two adjacent vertices have the same color.



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What is the minimum number of colors needed to color K_5 ?



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What is the minimum number of colors needed to color K_5 ?

Solution

We need 5 colors to color K_5 .

