

# CS 113: Mathematical Structures for Computer Science

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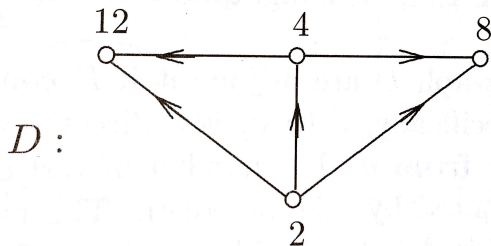
# Directed Graphs

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## *Chapter 15*

# Directed Graphs – Digraph Theory

- ▶ A directed graph or digraph is a common modeling tool when the ordering of the vertices of a graph are important
- ▶ Suppose for vertex set  $V = \{2, 4, 8, 12\}$  there is a directed line segment from vertex  $i$  to vertex  $j$ , and  $i \neq j$ , if  $i|j$ .



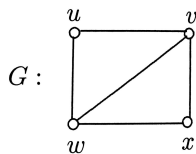
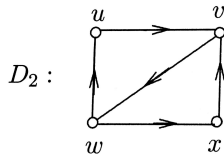
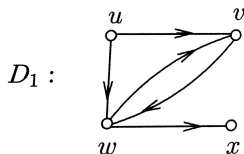
# Directed Graphs – Digraph Theory

## Definition

A **digraph** or **directed graph**  $D$  is a finite nonempty set of  $V(D)$  of **vertices** and set  $E(D)$  of ordered pairs of distinct vertices of  $D$ , each ordered pair of which is called a **directed edge** or an **arc**.

- ▶ A directed edge  $(u, v)$  is drawn as a directed line segment (arrow)
- ▶ For a directed edge  $e = (u, v)$   $u$  is the **initial vertex**
- ▶  $v$  is the **terminal vertex**
- ▶ In a graph  $(u, v)$  and  $(v, u)$  represent the same edge
- ▶ In a digraph  $(u, v)$  and  $(v, u)$  represent different directed edges
- ▶ If for each pair  $u, v$  at most one of  $(u, v)$  and  $(v, u)$  is a directed edge, then the graph is an **oriented graph**

# Directed Graphs – Digraph Theory

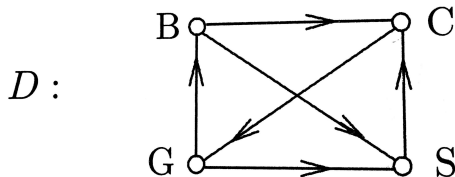


- ▶  $D_1$  is not oriented, but  $D_2$  is oriented
- ▶  $D_2$  is an orientation of graph  $G$

# Directed Graphs – Digraph Theory

## Example

Soccer teams from Brazil, China, Germany, and Spain play one another. Brazil beats China and Spain, Germany beats Brazil and Spain, Spain beats China, and China defeats Germany. How do we model this as a digraph?



# Directed Graphs – Digraph Theory

- ▶ Two vertices  $u$  and  $v$  in a digraph  $D$  are **adjacent** if there is at least one directed edge  $(u, v)$  or  $(v, u)$
- ▶ If  $(u, v)$  is a directed edge we say  $u$  is **adjacent to**  $v$  and  $v$  is **adjacent from**  $u$
- ▶ The number of vertices *to which* a vertex  $v$  is adjacent is the **outdegree** of  $v$  denoted by  $\text{od } v$  or  $\text{od}(v)$
- ▶ The number of vertices *from which* a vertex  $v$  is adjacent is the **indegree** of  $v$  denoted by  $\text{id } v$  or  $\text{id}(v)$

# Directed Graphs – Digraph Theory

## Theorem (The First Theorem of Digraph Theory)

*If  $D$  is a digraph of size  $m$ , then*

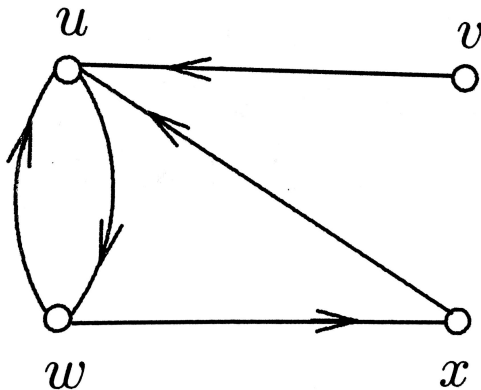
$$\sum_{v \in V(D)} \text{od } v = \sum_{v \in V(D)} \text{id } v = m.$$

This is illustrated in the following figure



# Directed Graphs – Digraph Theory

$D :$



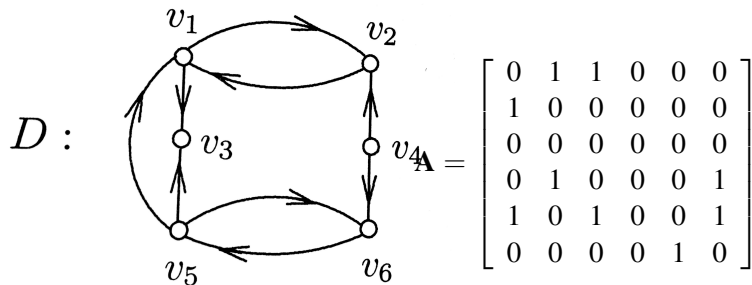
# Directed Graphs – Digraph Theory

## Definition

The **adjacency matrix**  $A = [a_{ij}]$  of a digraph  $D$  with  $V(D) = \{v_1, v_2, \dots, v_n\}$  is defined as expected just like for a graph,

$$a_{ij} = \begin{cases} 1 & \text{if } (v_i, v_j) \in E(G) \\ 0 & \text{otherwise.} \end{cases}$$

# Directed Graphs – Digraph Theory



# Directed Graphs – Finite-State Machines

- ▶ **Finite state machines** describe and increasing number of input-output devices – some examples
  - ▶ pushing a sequence of buttons on your phone followed by the talk button connects to another person's phone
  - ▶ entering information at a web site and clicking “complete order” places an online order
  - ▶ placing coins in a vending machine and pushing a button to make a selection for a candy bar
  - ▶ and of course a computer is an input-output device
- ▶ A finite state machine is also know as a **sequential circuit**

# Directed Graphs – Finite-State Machines

## Example

Consider a laundromat that has a machine to dispense laundry detergent and fabric softener. It costs 75¢ to purchase laundry detergent or fabric softener. This can be modeled as a finite state machine.

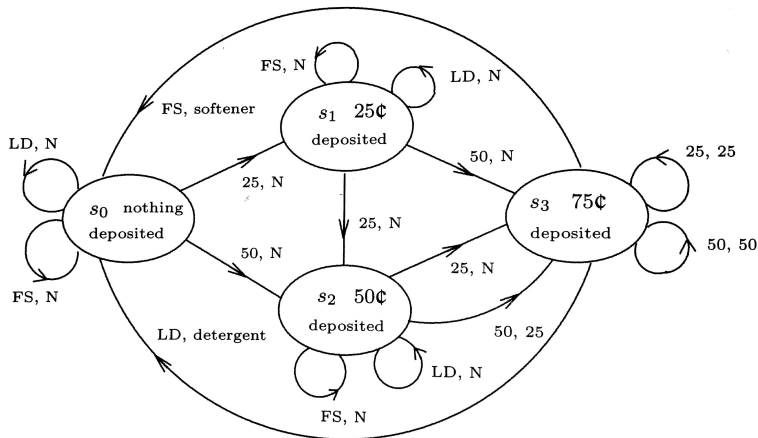
Time	$t_0$	$t_1$	$t_2$	$t_3$	$t_4$
State	$s_0$	$s_1$	$s_2$	$s_3$	$s_0$
Input	25¢	25¢	25¢	LD	
Output	nothing	nothing	nothing	detergent	

# Directed Graphs – Finite-State Machines

A **finite-state machine** consists of:

1. a finite set  $S$  of internal states
2. a finite **input set**  $I$
3. a finite **output set**  $O$
4. a **next-state** (or **transition**) **function**  $f : S \times I \rightarrow S$
5. an **output function**  $g : S \times I \rightarrow O$

# Directed Graphs – Finite-State Machines



# Directed Graphs – Finite-State Machines

**Finite-State Automata** *Finite-State Machines that produce no output*

A **finite-state automaton** (singular for automata) consists of:

1. a finite set  $S$  of states
2. a finite set  $I$  of input values
3. a **transition function**  $f$  that associates a next step with each state-input pair

An example is the network of roads in a town; the inputs are directions (right turn, left turn, go straight) and each new intersection (location) is a state.



# Graphs – Key Results

- ▶ **The First Theorem of Digraph Theory:** If  $D$  is a digraph of size  $m$ , then

$$\sum_{v \in V(D)} \text{od } v = \sum_{v \in V(D)} \text{id } v = m.$$

- ▶ **Finite-State Machine:** A structure consisting of
  1. a finite set  $S$  of internal states
  2. a finite **input set**  $I$
  3. a finite **output set**  $O$
  4. a **next-state** (or **transition**) **function**  $f : S \times I \rightarrow S$
  5. an **output function**  $g : S \times I \rightarrow OS$
- ▶ **Finite-State Automaton:** A structure consisting of
  1. a finite set  $S$  of states
  2. a finite set  $I$  of input values
  3. a **transition function**  $f$  that associates a next step with each state-input pair