Übung "Grundbegriffe der Informatik"

Karlsruher Institut für Technologie

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$$\left(\begin{array}{cccccc}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1
\end{array}\right)$$

$$\left(\begin{array}{cccccc}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1
\end{array}\right)$$

Einheitsmatrix

$$\left(\begin{array}{cccccc}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1
\end{array}\right)$$

Einheitsmatrix

Graph:



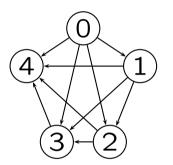
$$\left(\begin{array}{cccccc}
1 & 0 & 0 & 0 & 0 \\
0 & 1 & 0 & 0 & 0 \\
0 & 0 & 1 & 0 & 0 \\
0 & 0 & 0 & 1 & 0 \\
0 & 0 & 0 & 0 & 1
\end{array}\right)$$

Allgemein:

$$\left(\begin{array}{cccc}
1 & 0 & \dots & 0 \\
0 & 1 & \ddots & \vdots \\
\vdots & \ddots & \ddots & 0 \\
0 & \dots & 0 & 1
\end{array}\right)$$

$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Graph:



$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

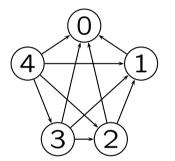
Allgemein:

$$\begin{pmatrix}
0 & 1 & \dots & 1 \\
0 & \ddots & \ddots & \vdots \\
\vdots & \ddots & \ddots & 1 \\
0 & \dots & 0 & 0
\end{pmatrix}$$

$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Pfeile umkehren?

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$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Pfeile umkehren?

$$\left(\begin{array}{cccccc}
0 & 0 & 0 & 0 & 0 \\
1 & 0 & 0 & 0 & 0 \\
1 & 1 & 0 & 0 & 0 \\
1 & 1 & 1 & 0 & 0 \\
1 & 1 & 1 & 1 & 0
\end{array}\right)$$

Pfeile umkehren
$$\rightarrow (x,y) \in E' \iff (y,x) \in E$$

 $\rightarrow A'_{ij} = 1 \iff A_{ji} = 1 \rightarrow A'_{ij} = A_{ji}$

Spiegeln an Diagonale!

$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Ungerichteter Graph?

$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Ungerichteter Graph U = (V, E')?

$$(x,y) \in E'_q \iff \{x,y\} \in E' \iff (x,y) \in E \lor (y,x) \in E$$

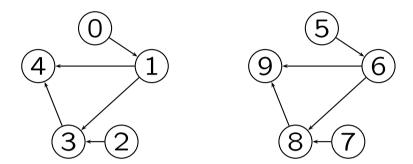
$$\left(\begin{array}{cccccc}
0 & 1 & 1 & 1 & 1 \\
0 & 0 & 1 & 1 & 1 \\
0 & 0 & 0 & 1 & 1 \\
0 & 0 & 0 & 0 & 0
\end{array}\right)$$

Ungerichteter Graph U = (V, E')?

$$(x,y) \in E'_g \iff \{x,y\} \in E' \iff (x,y) \in E \lor (y,x) \in E$$

$$A'_{ij} = 1 \iff A_{ij} = 1 \lor A_{ji} = 1 \to A'_{ij} = sgn(A_{ij} + A_{ji})$$

$$\left(\begin{array}{ccccc} 0 & 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 & 0 \end{array}\right)$$

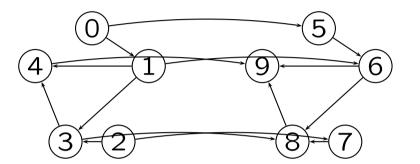


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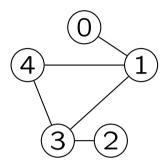
Allgemein für "ursprüngliche" Adjazenzmatrix A:

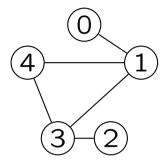
$$\begin{pmatrix} A & 0 \\ 0 & A \end{pmatrix}$$

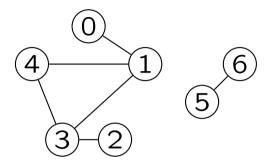


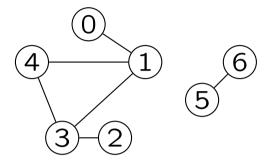
Allgemein für "ursprüngliche" Adjazenzmatrix A:

$$\begin{pmatrix} A & I \\ 0 & A \end{pmatrix}$$





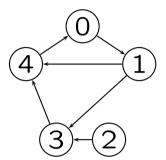


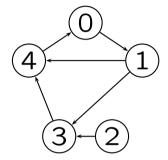


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\begin{pmatrix} 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 \end{pmatrix}
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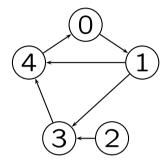
Schematisch:

$$\left(egin{array}{cccccc} 1 & \dots & 1 & & & & \ dash & \ddots & dash & 0 & & \ 1 & \dots & 1 & & & \ & 0 & & 1 & 1 & \ & & & 1 & 1 & \end{array}
ight)$$

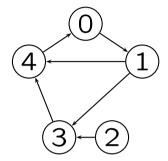




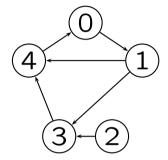
$$A = \left(\begin{array}{ccccc} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{array}\right)$$



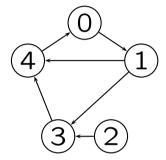
$$A^2 = \begin{pmatrix} 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$



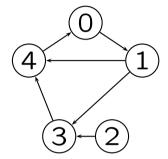
$$A^{3} = \begin{pmatrix} 1 & 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \end{pmatrix}$$



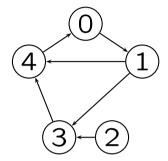
$$A^{4} = \begin{pmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \end{pmatrix}$$



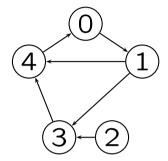
$$Summe = \begin{pmatrix} 3 & 2 & 0 & 1 & 2 \\ 2 & 3 & 0 & 2 & 3 \\ 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 2 & 2 \\ 2 & 1 & 0 & 1 & 3 \end{pmatrix}$$



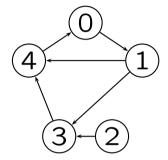
$$W = \left(egin{array}{ccccc} 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 1 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \end{array}
ight)$$



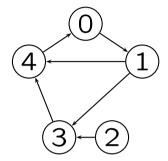
$$W_0 = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$



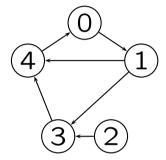
$$W_1 = \begin{pmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \end{pmatrix}$$



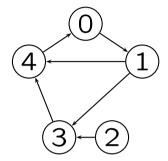
$$W_2 = \begin{pmatrix} 1 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \end{pmatrix}$$



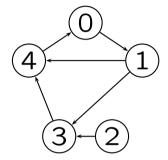
$$W_3 = \begin{pmatrix} 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 0 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \end{pmatrix}$$



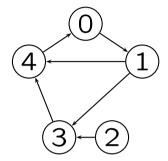
$$W_4 = \left(egin{array}{ccccc} 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 0 & 0 & 1 & 1 & 1 \ 1 & 0 & 0 & 0 & 1 \end{array}
ight)$$



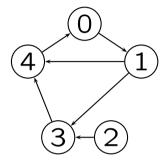
$$W_5 = \left(egin{array}{ccccc} 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 0 & 1 & 1 & 1 \ 0 & 0 & 0 & 1 & 1 \ 1 & 0 & 0 & 0 & 1 \end{array}
ight)$$



$$W_6 = \begin{pmatrix} 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 & 1 \end{pmatrix}$$



$$W_7 = \left(egin{array}{ccccc} 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 1 & 1 & 1 \ 0 & 0 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \end{array}
ight)$$



$$W_8 = \left(egin{array}{ccccc} 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 1 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \ 1 & 1 & 0 & 1 & 1 \end{array}
ight)$$