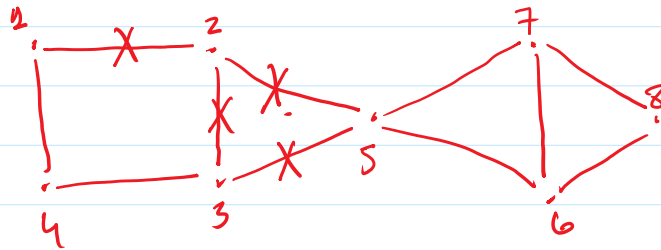


Lecture 26:-

Cut Set:- In a Connected Graph G , a Cut Set is a set of edges whose removal from G , leaves G disconnected. provided removal of no proper subset of these edges disconnects G .



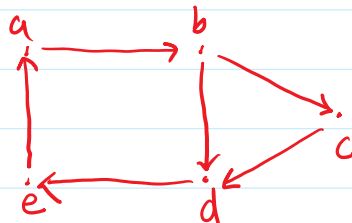
Ex 9:- $\{(2,5), (3,5)\}$? \checkmark
 $\{(1,2), (2,3), (3,5)\}$? \checkmark
 $\{(1,2), (2,3), (3,5), (2,5)\}$? \times .

Connectedness in directed Graphs.

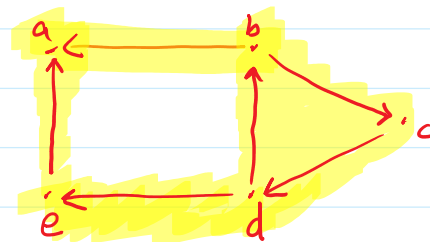
Strongly Connected:- A Graph $G = (V, E)$ is Strongly Connected. if $\forall a, b \in V$. \exists a path from "a" to "b" & also "b" to "a".

Weakly Connected:- A Graph $G = (V, E)$ is weakly Connected if $\forall a, b \in V$ \exists a path from "a" to "b" OR "b" to "a".

Ex 11 :-
564



G



H

a to b \checkmark
a to c \checkmark
a to d \checkmark

b to a \checkmark
c to a \checkmark
d to a \checkmark

b to c \checkmark c to b \checkmark
b to d \checkmark d to b \checkmark
b to e \checkmark e to b \checkmark

a to d ✓
a to e ✓

d to a ✓
e to a.

b to c ✓

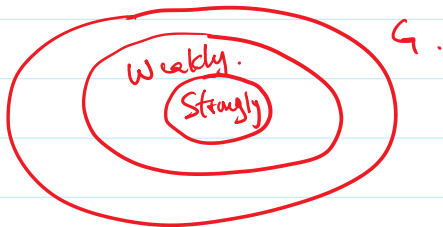
e to b ✓

c to d ✓
c to e ✓

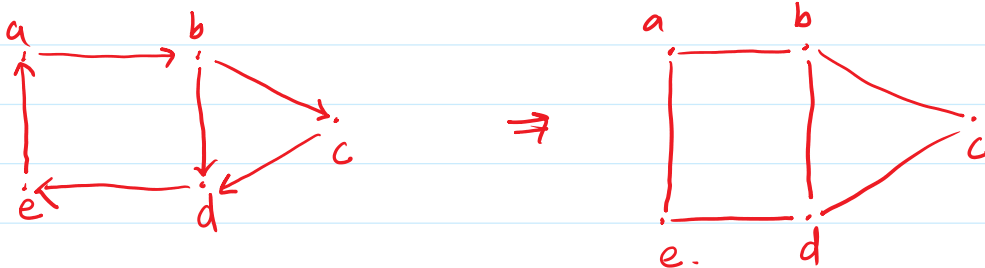
d to c ✓
e to c ✓

d to e ✓

e to d ✓

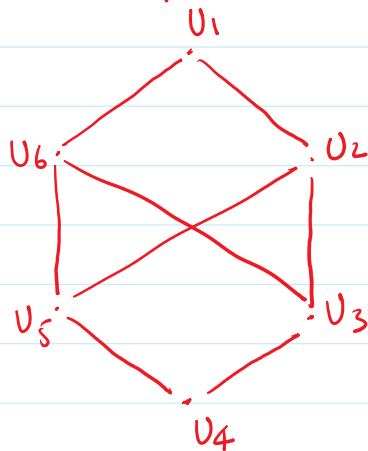


Second method for checking Weakly Connected.

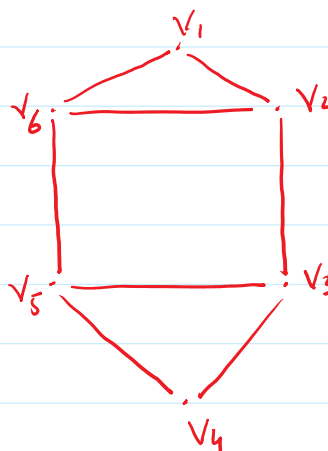


Step 1: find the corresponding Undirected Graph.
Step 2: if Connected \rightarrow Weakly Connected.

Isomorphism & Paths.



G.



H.

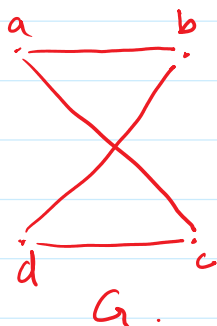
SC of length $= 3 = 0 \neq$ SC of length $= 2$.

Checking Isomorphism.

- 1- Edges.
- 2- Vertices.
- 3- Degrees.
- 4- Adjacent.
- 5- Cut Vertices.
- 6- Cut Edges.
- 7- Simple Circuits of $3 \leq \text{length} \leq n$.
- 8- Assign.
- 9- By making incidence matrix.

Counting paths:-

EX 16 :-
S67

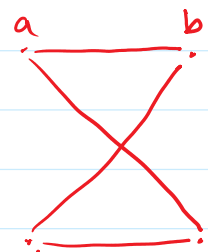


$$A^2 = \begin{matrix} & \begin{matrix} a & b & c & d \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 0 & 2 & 2 & 0 \\ 2 & 0 & 0 & 2 \\ 2 & 0 & 0 & 2 \\ 0 & 2 & 2 & 0 \end{bmatrix} \end{matrix}$$

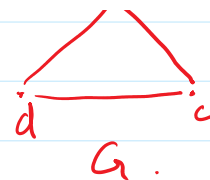
$$A^4 = \begin{matrix} & \begin{matrix} a & b & c & d \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 8 & 0 & 0 & 8 \\ 0 & 8 & 8 & 0 \\ 0 & 8 & 8 & 0 \\ 8 & 0 & 0 & 8 \end{bmatrix} \end{matrix}$$

a to a.

- 1 ababa
- 2 acaca
- 3 abdba
- 4

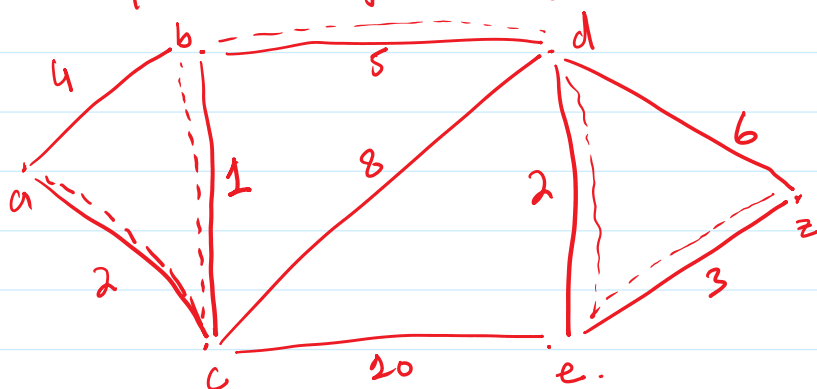


- 3 a b d b a
- 4 a b d c a .
- 5 a b a c a
- 6 a c d c a
- 7 a c d b a
- 8 a c a b a .



Ex 567-570. (HW).

Shortest path (Dijkstra Algorithm).



a to z
shortest path.

	a	b	c	d	e	z
a	0 _a	4 _a	2 _a	∞	∞	∞
c	0 _a	3 _c	2 _a	10 _c	12 _c	∞
b	0 _a	3 _c	2 _a	8 _b	12 _c	∞
d	0 _a	3 _c	2 _a	8 _b	10 _d	14 _d
e	0 _a	3 _c	2 _a	8 _b	10 _d	13 _e
z	"	"	"	"	"	"

a to z .
path length = 13.

acbd ez

HW find path btw e to a.
length.

H v
two
L
length

