# Introduction to Graph Algorithms

Version of September 23, 2016



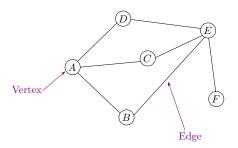


# Graphs

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- Consist of:
  - Vertices
  - Edges



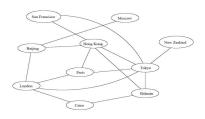
Vertices can be considered as "sites" or locations.

Edges represent connections.



Air flight system

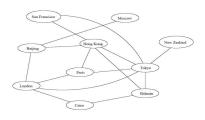




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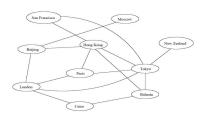
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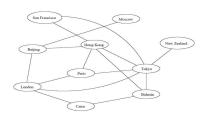
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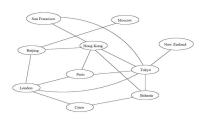
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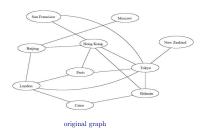
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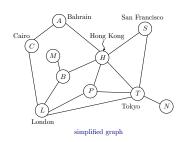


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- We can even associate costs/time to edges (weighted graphs), then ask "what is the cheapest/fastest path from A to B"

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- Hundreds of interesting computational problems defined on graphs
- We will sample a few basic ones

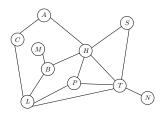
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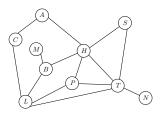
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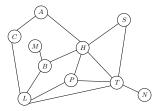


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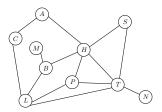
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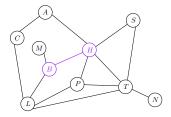
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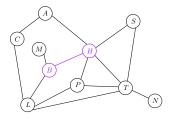
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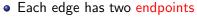
• For directed graph, we distinguish between edge (u, v) and edge (v, u); for undirected graph, no such distinction is made.

• Each edge has two endpoints

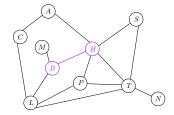


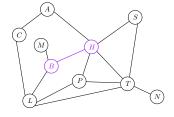
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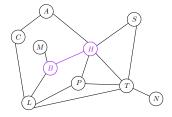


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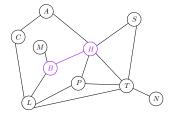




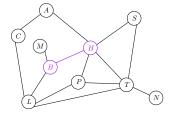
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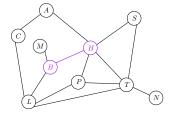
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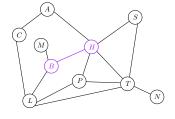
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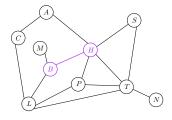
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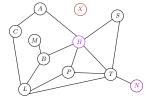
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### The Degree of a Vertex

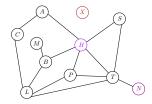
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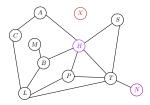


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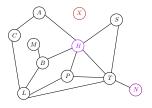
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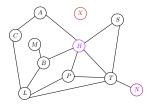
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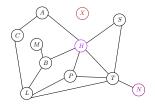
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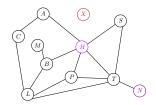


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#### Lemma

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#### Lemma

$$\sum_{v \in V} degree(v) = 2|E|.$$

#### Proof.

An edge e = (u, v) in a graph contributes one to degree(u) and contributes one to degree(v).

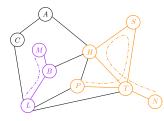
#### Path

A path in a graph is a sequence  $\langle v_0, v_1, v_2, \dots, v_k \rangle$  of vertices such that  $(v_{i-1}, v_i) \in E$  for  $i = 1, 2, \dots, k$ 

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- There is a path from  $v_0$  to  $v_k$
- Length of a path = # of edges on the path
- Path contains the vertices  $v_0, v_1, \ldots, v_k$  and the edges  $(v_0, v_1), (v_1, v_2), \ldots, (v_{k-1}, v_k)$
- For any  $0 \le i \le j \le k$ ,  $\langle v_i, v_{i+1}, \dots, v_i \rangle$  is its subpath
- If there is a path p from u to v, v is said to be reachable from u
- A path is simple if all vertices in the path are distinct



- \(\lambda L, B, M \rangle\) is a path
  - length is 2
  - $-\langle B, M \rangle$  is its subpath
  - $-\ M$  is reachable from L
  - a simple path
- - length is 5
  - ⟨T, H, S⟩ is its subpath
  - P is reachable from N
  - not a simple path

A path  $\langle v_0, v_1, v_2, \dots, v_k \rangle$  forms a cycle if  $v_0 = v_k$  and all edges on the path are distinct

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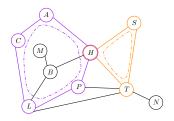
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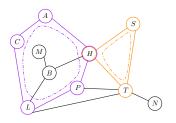
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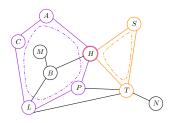
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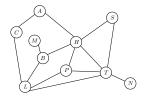
- $\langle T, S, H, T \rangle$  is a simple cycle
- $\langle A, C, L, P, H, A \rangle$  is a simple cycle

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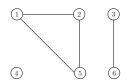
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  - $\bullet$  connected graph
  - one connected component  $\{A, B, C, H, L, M, N, P, S, T\}$



- disconnected graph
- 3 connected components
  - $-\{1,2,5\}$
  - $-\{3,6\}$
  - {4}



## Subgraph

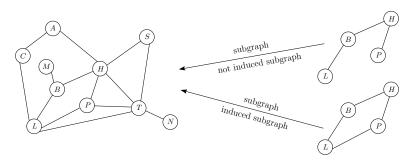
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#### Trees

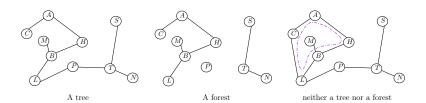
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Let G = (V, E) be an undirected graph. The following statements are equivalent.

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- **5** *G* is acyclic, and |E| = |V| 1
- $\odot$  G is acyclic, but if any edge is added to E, the resulting graph contains a cycle

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- Proof by contradiction
- Suppose that vertices u and v are connected by two distinct simple paths  $p_1$  and  $p_2$ , as shown in the above figure

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  - $p_1$  and  $p_2$  first diverge at vertex w
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  - p'' is the subpath of  $p_2$  from w through y to z
  - The path obtained by concatenating p' and the reverse of p'' is a cycle, which yields the contradiction!

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- $\Rightarrow$  (3) G is connected, but if any edge is removed from E, the resulting graph is disconnected
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  - Let (u, v) be any edge in E
  - This edge is a path from u to v, and so it must be the unique path from u to v

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  - This edge is a path from u to v, and so it must be the unique path from u to v
  - If (u, v) is deleted from G, there is no path from u to v, and hence its removal disconnects G

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  - Since  $G_n$  is a subgraph of G, we have  $E_n \subseteq E$ , and hence  $|E| \ge |V|$ , which contradicts the assumption that |E| = |V| 1

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  - Thus, there is a path from u to v, and since u and v were chosen arbitrarily, G is connected