

# What is a graph?

A graph is a mathematical construction which captures pairwise relations between objects.

A graph is composed of:

1. Nodes (vertices, points, *nodos*)
2. Edges (paths, links, *arcos*, *caminos*)
3.  $G = (V, E)$

# Graphical representations of Graphs

Graphs come in all shapes and sizes, a common graphical representation is:

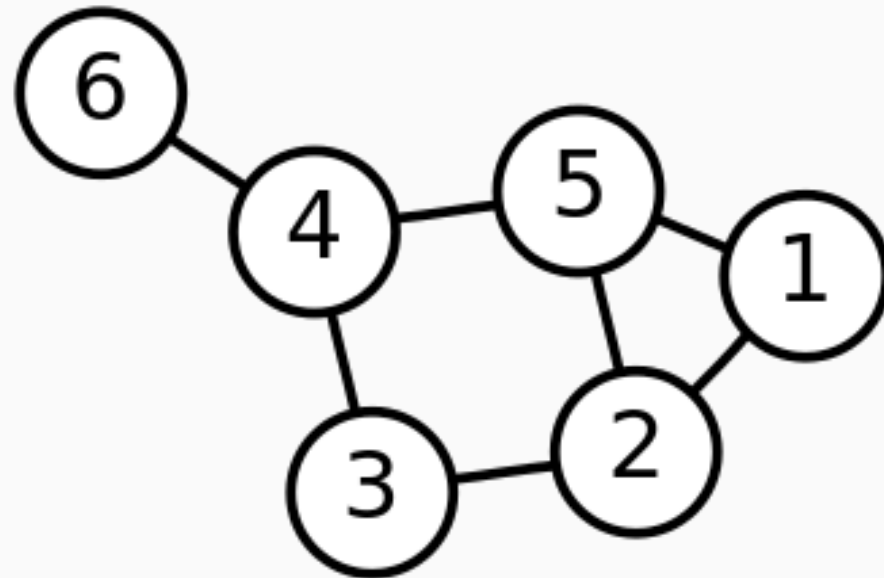
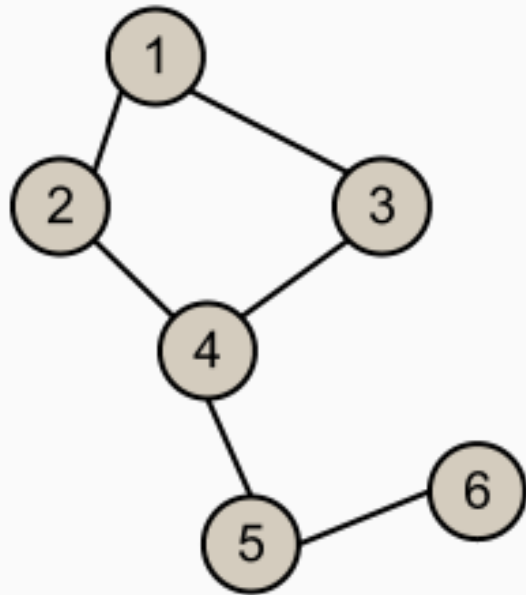


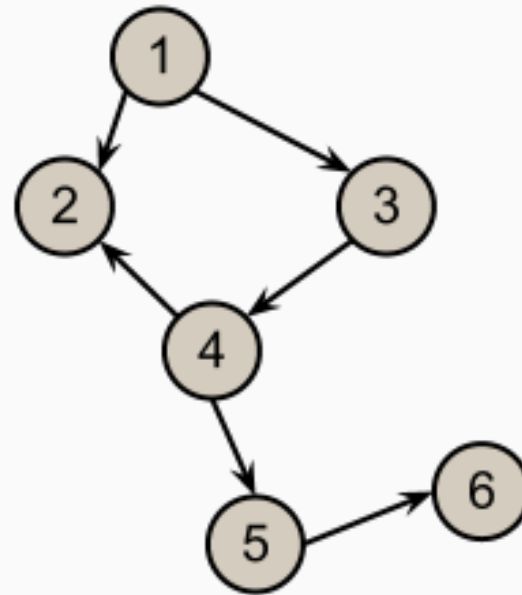
Image courtesy of Wikipedia

# Graph taxonomy

## Directed Graph



Undirected



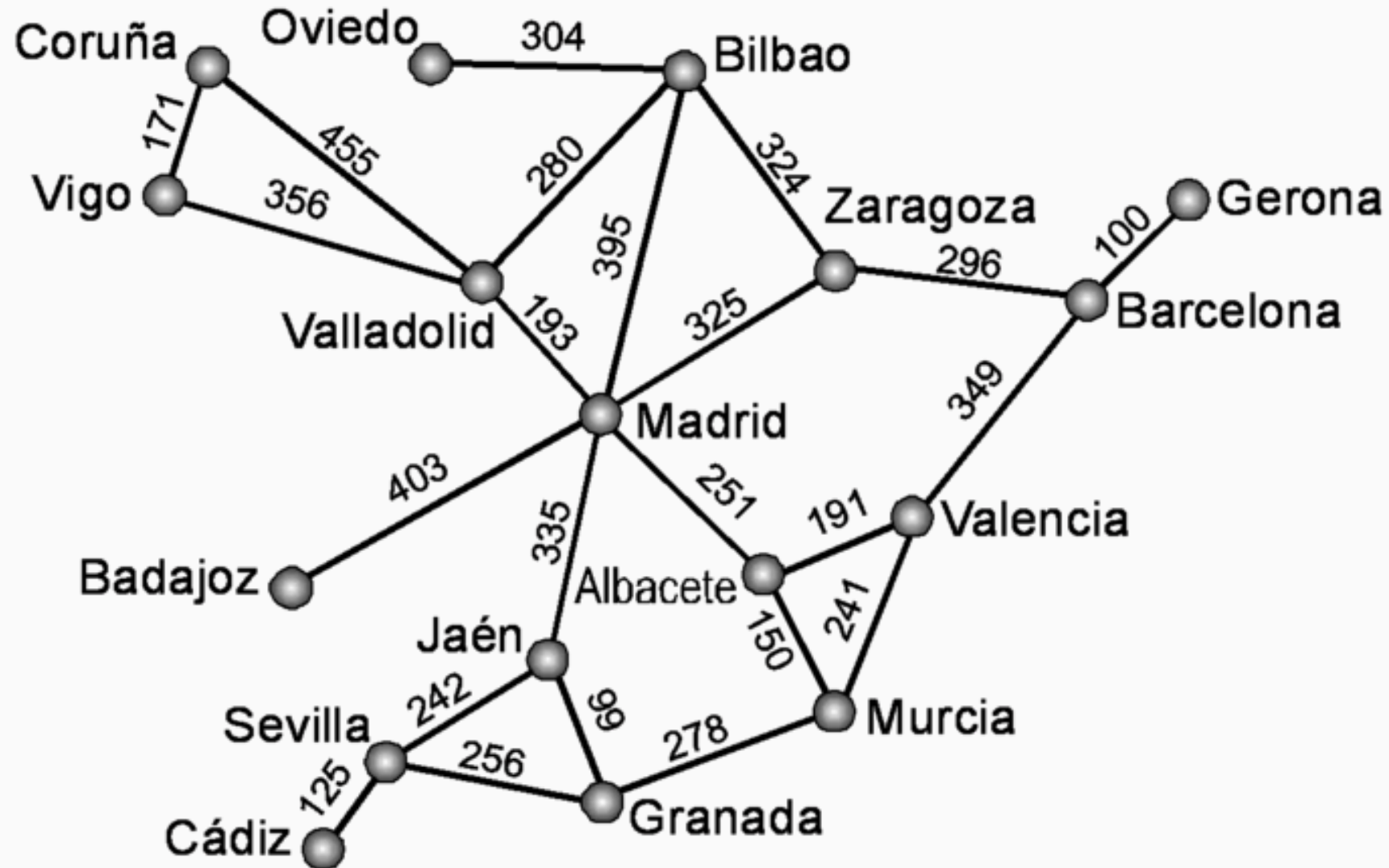
Directed

Image courtesy of Stoimen, <http://www.stoimen.com>

# Uses

Graphs arise in a great variety of problems and are an excellent way of synthesizing information.

# Geographical Relationships

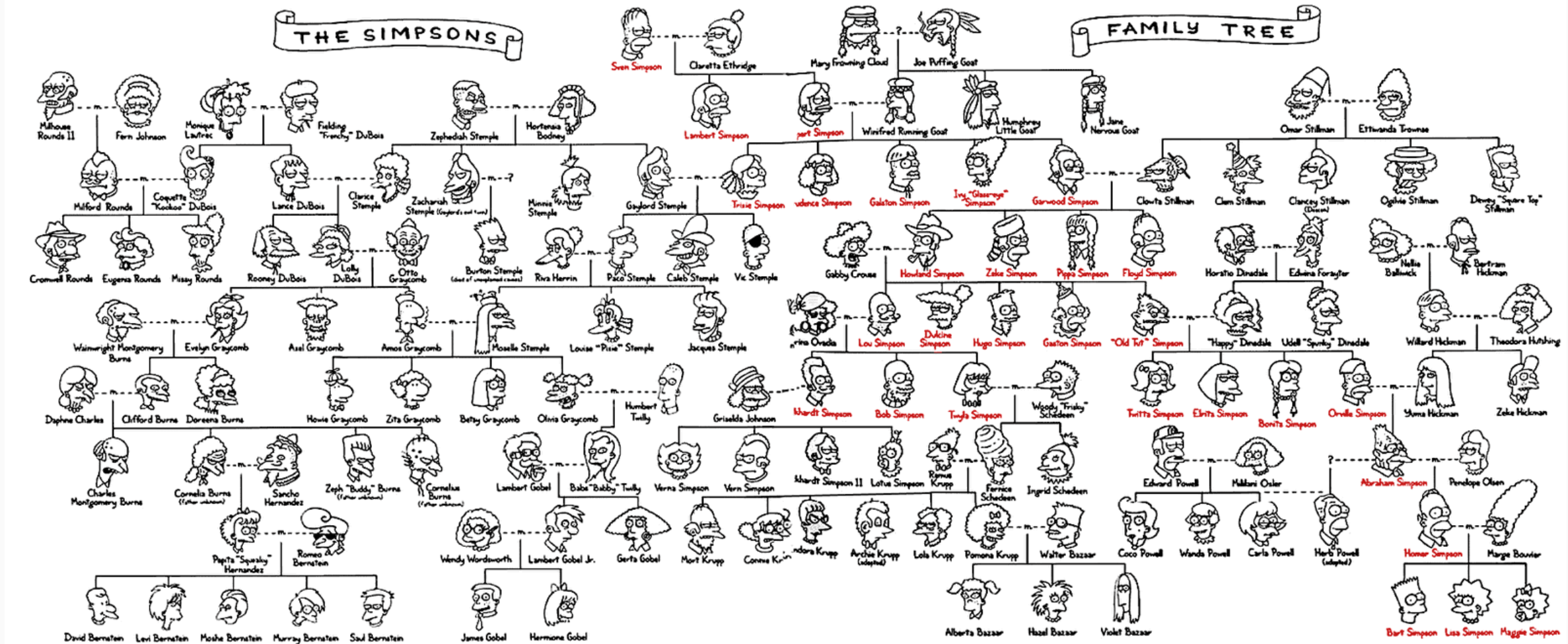


# Maps

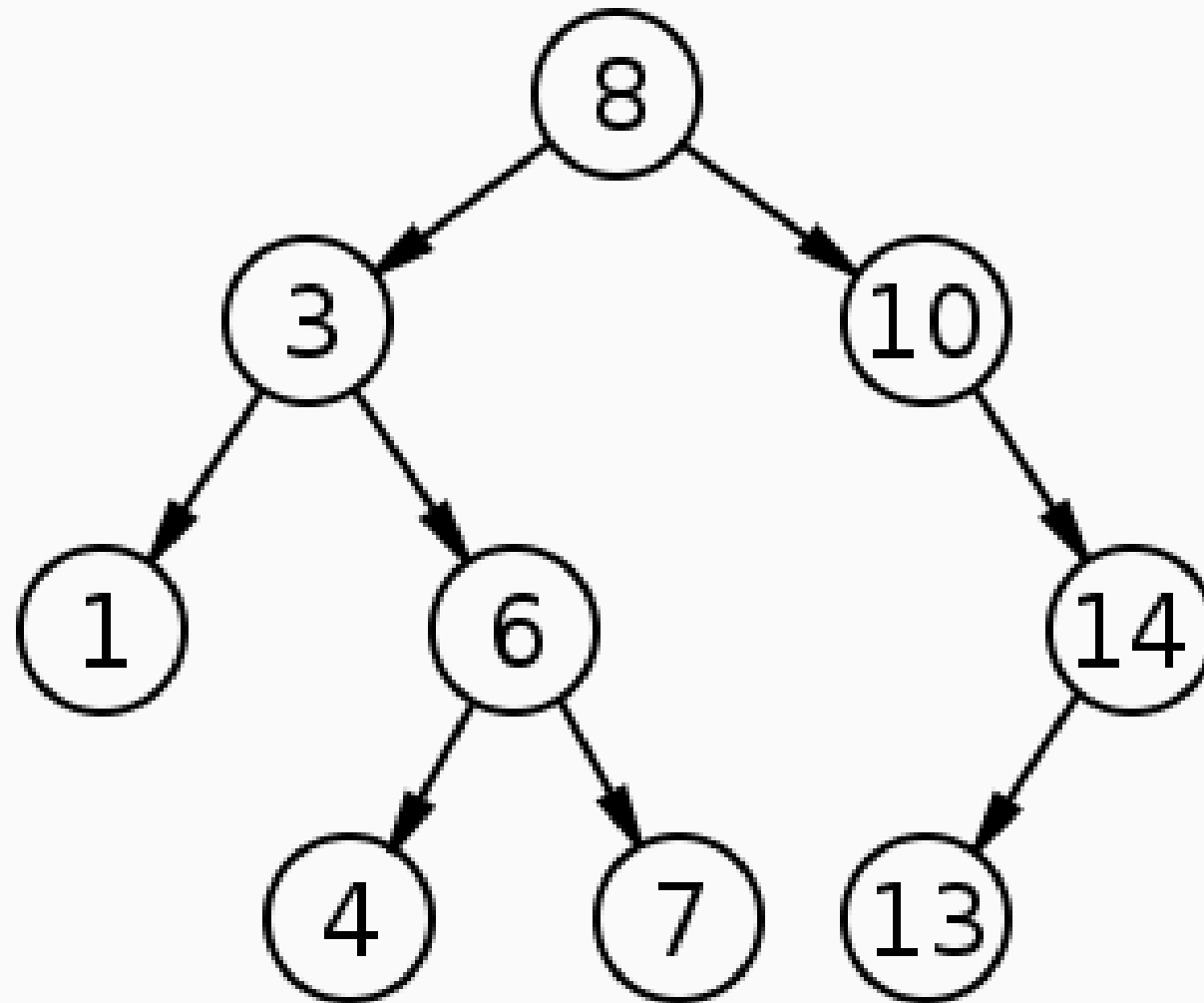




# Hierarchical relationships / Trees



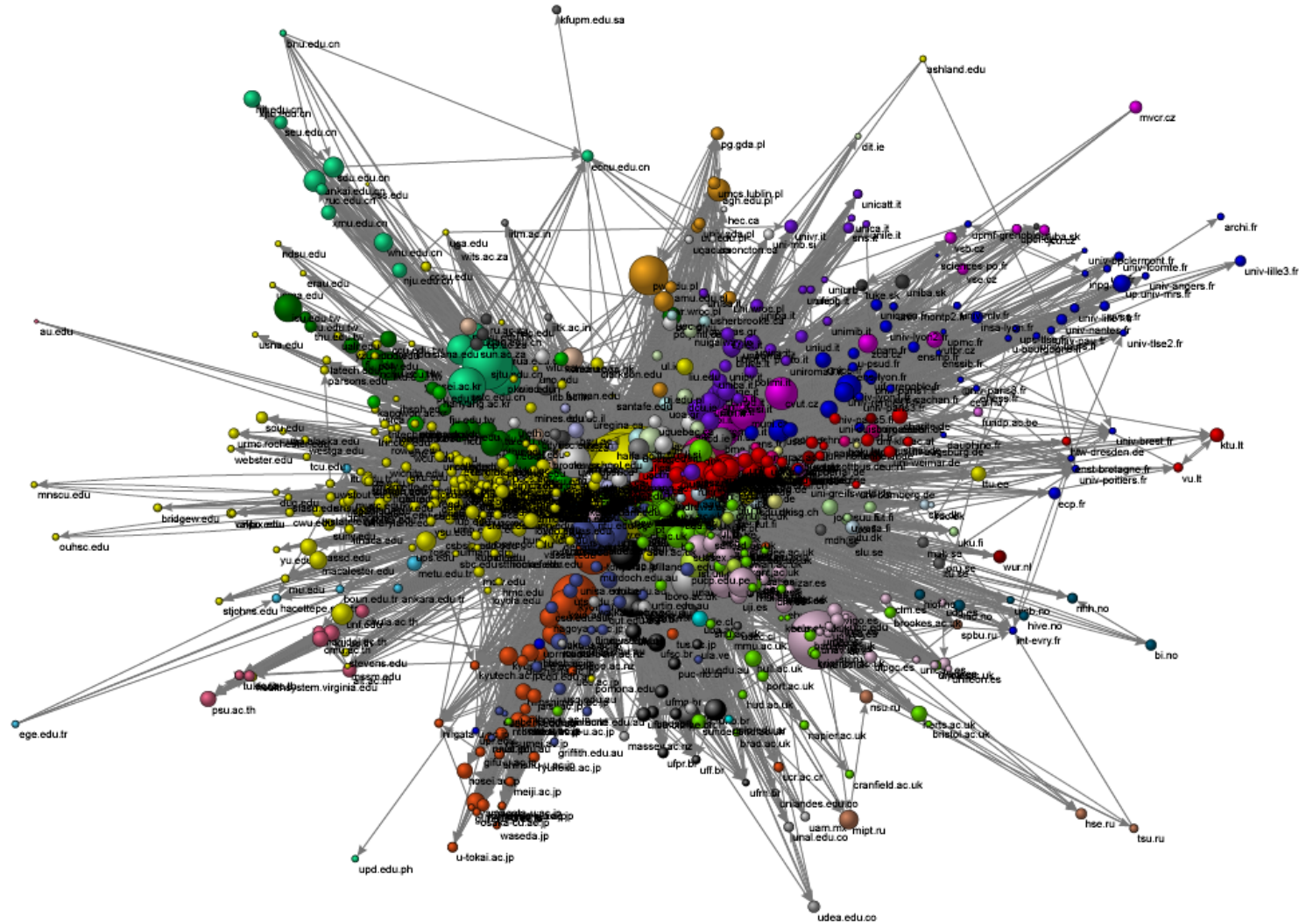
# Hierarchical relationships / Binary Trees







# Networks



# Bridges!

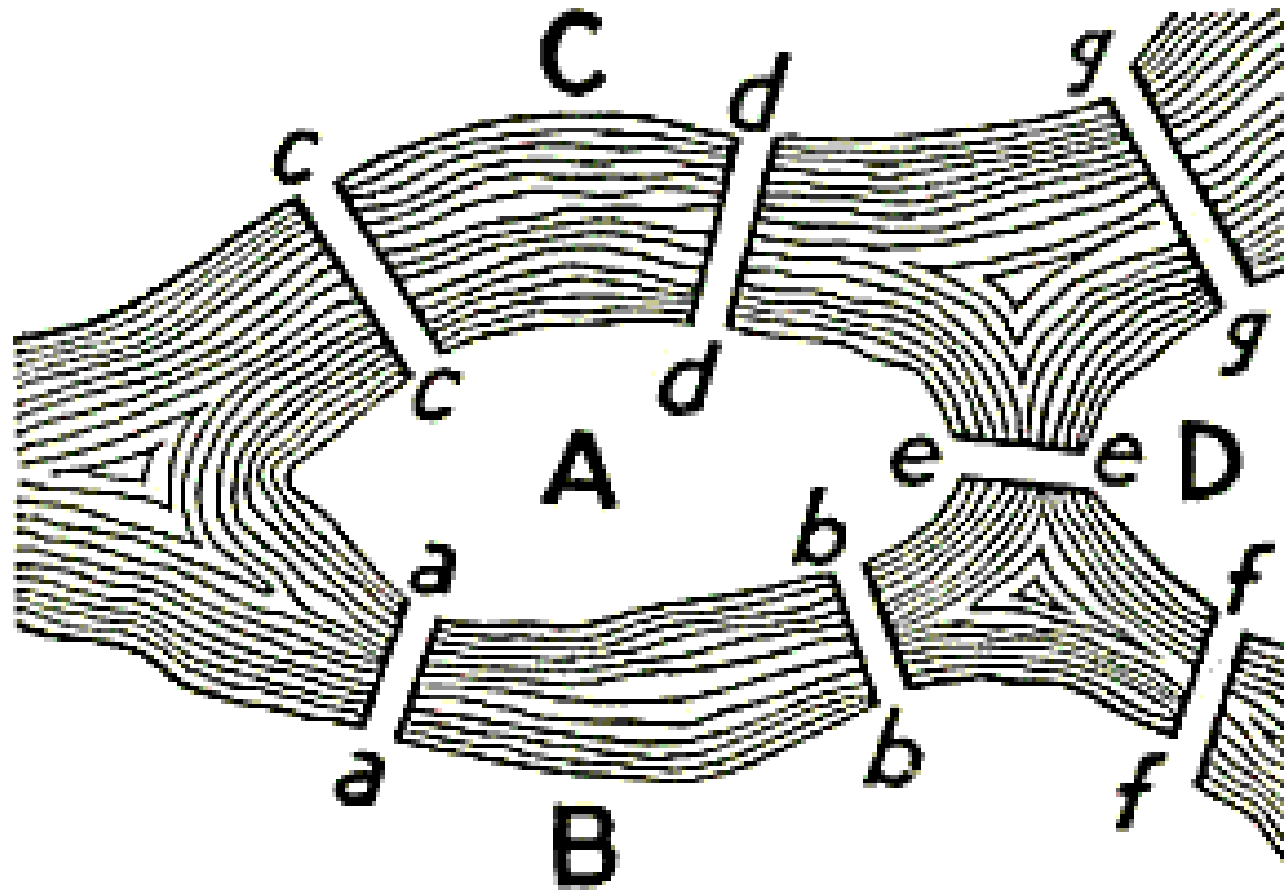


FIGURE 98. *Geographic Map:  
The Königsberg Bridges.*