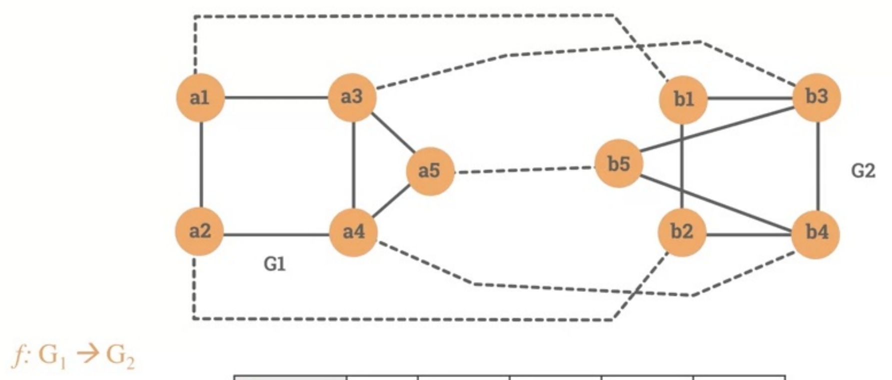
Cheatsheet - Graphs: Isomorphism

Fabio Lama – fabio.lama@pm.me

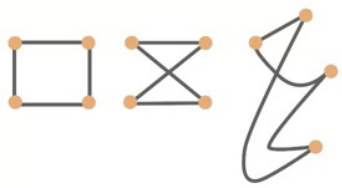
1. Definition

Two graphs G_1 and G_2 are isomorphic if there is a bijection (invertible function) $f: G_1 \to G_2$ that preserves adjacency and non-adjacency. Given two vertices u and v, if $u \times v$ is in $E(G_1)$ then $f(u) \times f(v)$ is in $E(G_2)$.



G_1	a_1	a_2	a_3	a_4	a_5
$f(G_1)=G_2$	b_1	b_2	b_3	b_4	b_5

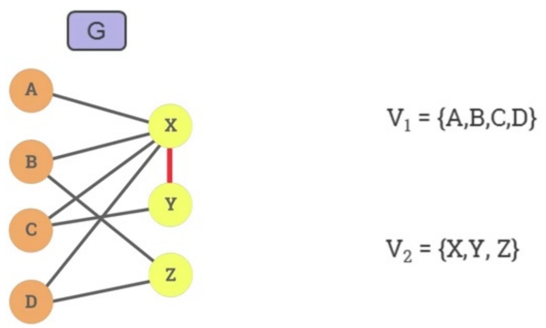
Two graphs with different degree sequences **cannot be isomorphic**. Two graphs with the same degree sequence **are not necessarily isomorphic**.



Isomorphic graphs

2. Bipartite Graph

A graph $G(V, E)$ is called a bi-partite graph if the set of vertices V can be partitioned in two non-empty disjoint sets V_1 and V_2 in such a way that each edge e in G has one endpoint in V_1 and another endpoint in V_2.



The graph is 2-colourable

No odd-length cycles

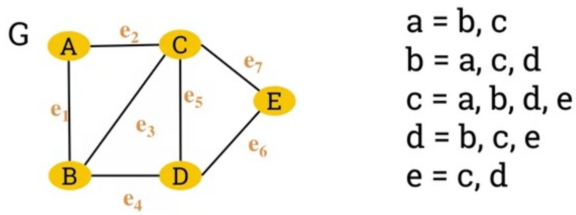
2.1. Matching

A **matching** is a set of pairwise non-adjacent edges, none of which are loops. That is, no two edges share a common endpoint. A vertex is matched (or saturated) if it is an endpoint of one of the edges in the matching. Otherwise the vertex is unmatched.

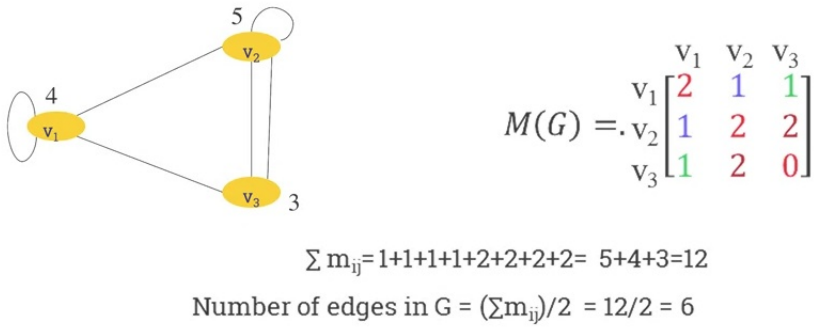
A **maximum** matching is a matching of maximum size such that if any edge is added, it is no longer a matching. The **Hopcroft-Karp algorithm** is commonly used for solving the maximum matching problem in a bipartite graph (*the algorithm is not specified in this cheatsheet*).

3. Adjacency Matrix of Graph

The adjacency list of a graph G is a list of all the vertices in G and their corresponding individual adjacent vertices.



A graph can also be represented by its **adjacency matrix**. The number of edges in an **undirected** graph is equal to half the sum of all the elements (m_{ij}) of it's corresponding adjacency matrix.



TODO: Adjacency matrix of a digraph

TODO: Dijkstra's algorithm

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