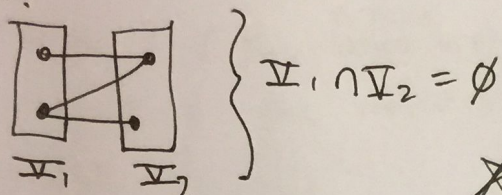


Bipartite Graph

- No edges within V_1 or V_2

- ex:



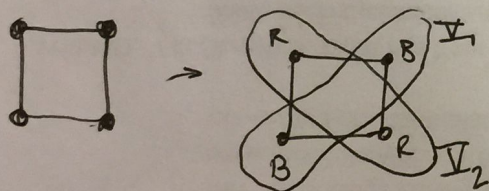
FINAL

Graph Coloring Theorem

- A simple graph is bipartite if it's possible to color the vertices either red or blue so that no red vertices are connected and no blue vertices are connected.

↳ "connected" = "share an edge"

ex:



Theorem

- if C_n $n = \text{odd}$ ($C_2 = \text{---}$, $C_4 = \square$) then C_n is not bipartite.

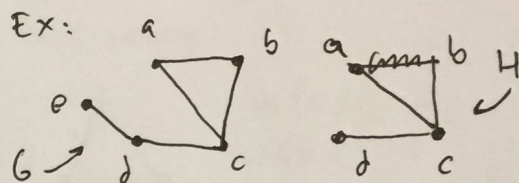
Theorem

- if K_n $n = \text{anything except } K_1, K_2$ then K_n is not bipartite

- K_1 : $V_1 \cup V_2 = V$
 $V_1 \cap V_2 = \emptyset$

Subgraphs

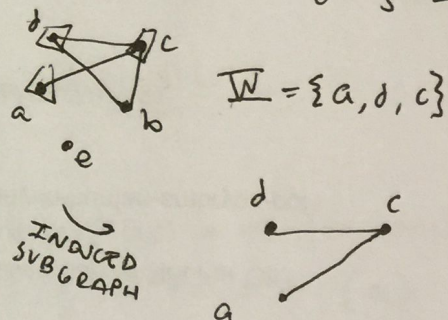
- subgraph of a graph $G = (V, E)$ is a graph $(W, F) = H$ where $W \subseteq V$ and $F \subseteq E$.



Induced Subgraph

- the subgraph induced by $W \subseteq V$ for $G = (V, E)$ is the graph $H = (W, F)$ where $\{u, v\} \in F$ iff

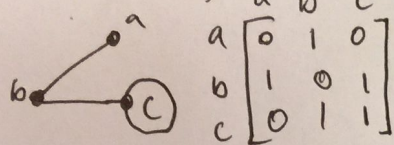
$v, u \in W$ and $\{u, v\} \in E$



Graph Theory Convention

- If you remove a vertex, you should remove all the edges that are incident to it.

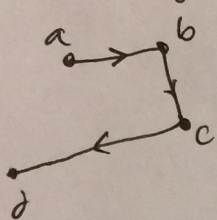
Adjacency Matrix



- Put a 1 if the ~~vertices~~ ^{vertices} connect
- Put a 0 if the vertices don't connect

$$\begin{matrix} & \begin{matrix} a & b & c \end{matrix} \\ \begin{matrix} a \\ b \\ c \end{matrix} & \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix} \end{matrix}$$

Adjacency Matrix for Directed Graph



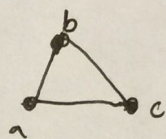
$$\begin{matrix} & \begin{matrix} a & b & c & d \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \end{matrix}$$

Def: (for undirected's that are simple)

- A path is a list of vertices $v_1, v_2, v_3, \dots, v_n$ where the edges are in E

Weights

- assigning:

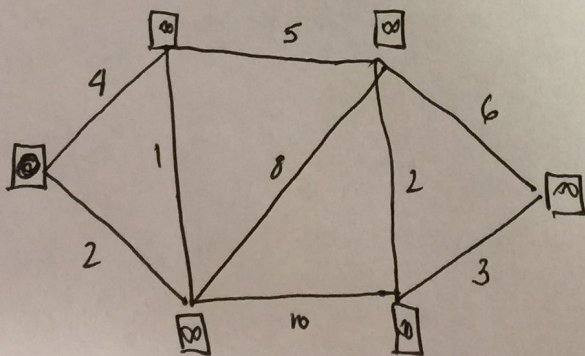


$$\begin{aligned} w(a, b) &= 2 \\ w(b, c) &= 3 \\ w(c, a) &= 4 \dots \end{aligned}$$

Dijkstra's Algorithm

- finds the path with the least total weight between 2 vertices. Computation time $O(n^2)$

~~FINAL~~



- for $i \dots n$
label all vertices = ∞ (in box)
- label starting vertex = 0 (a)
- define $S = \emptyset$
- while $\exists \notin S$:

u = a vertex not in S with minimal label

$$S = S \cup \{u\}$$

then find all paths from current point and label them with their total weight

find the lowest labeled vertex not already passed through