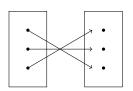
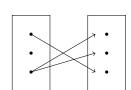
### **Review: Functions**

Question 1 \_\_\_\_ / 3

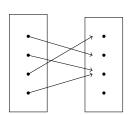
Identify the properties for the following graphs.



Onto? yes, every domain element has an input



Onto? yes, every domain element has an input



Onto? no, the bottom domain element doesn't have an input

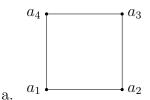
One-to-one? yes, every domain element has max 1 input One-to-one? yes, every domain element has max 1 input One-to-one? no, one element has 2 inputs

# 7.3 Isomorphism and Planarity

## 7.3.1 Isomorphism

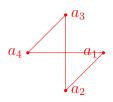
Question 2 \_\_\_\_ / 5

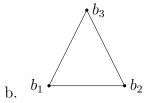
Redraw the following graphs by moving the vertices around, but keeping the edges connected.



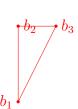
Example:

Example:





Multiple solutions...

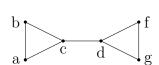


\_\_\_\_/ 4 Question 3

Given the following two graphs...

GН



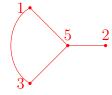


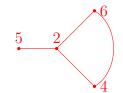
a. Write out all edges for both graphs.

$$G: \{2, 5\} \{2, 3\} \{3, 4\} \{4, 5\} \{2, 5\} \{5, 6\}$$
  
 $H: \{d, c\} \{y, x\} \{x, w\} \{w, v\} \{y, v\} \{v, u\}$ 

b. For each edge from G, write out what edge in H corresponds to it. Example:  $\{2,5\} \rightarrow \{d, c\}$ 

Let's split up G into two subgraphs to see it more clearly...





$$\{1,5\} \rightarrow \{b,c\}$$

$$\{2,4\} \to \{d,e\}$$

$$\{4,6\} \rightarrow \{e,f\}$$

$$\{2,6\} \to \{d,f\}$$

$$\{3,5\} \rightarrow \{a,c\}$$

## 7.3.2 Adjacency matrix

We can also use a matrix to list out which vertices are adjacent to which other vertices in order to help us figure out if two graphs are isomorphic.

### Example:

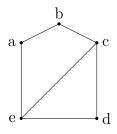


	a	b	$\mathbf{c}$	d
a b	0	1	0	1
	1	0	1	0
$\mathbf{c}$	0	1	0	1
d	1	0	1	0

a is adjacent to b and d, so in the a row we have 1's under the b and d columns.

Question 4 \_\_\_\_\_ / 4

For the following graph...



a. Finish the adjacency matrix:

	a	b	С	d	е
a	0	1	0	0	1
b	1	0	1	0	0
С	0	1	0	1	1
d	0	0	1	0	1
е	1	0	1	1	0

b. Fill out the degrees of each:

a	b	c	d	e
2	2	3	2	3

### 7.3.3 Planarity

- 1. A simple, connected graph is called **planar** if there is a way to draw it (on a plane) so that no edges cross (i.e., they can only meet at a node). We will call "drawing" of a graph on a plane surface with no edge-crossings an **embedding** of the graph in the plane.
- 2. A graph is called **bipartite** if its set of nodes can be partitioned into two disjoint sets  $S_1$  and  $S_2$  so that every edge in the graph has one endpoint in  $S_1$  and one endpoint in  $S_2$ .
- 3. The **complete graph** on n nodes, denoted by  $K_n$ , is the simple graph with nodes  $\{1, ..., n\}$  and an edge between every pair of distinct nodes.
- 4. The **complete bipartite graph** on n, m nodes, denoted by  $K_{n,m}$ , is the simple bipartite graph with nodes  $S_1 = \{a_1, a_2, ..., a_n\}$  and  $S_2 = \{b_1, b_2, ..., b_m\}$  and with edges connecting each node in  $S_1$  to every node in  $S_2$ .

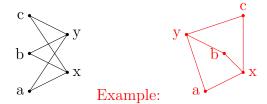
**Example:** Let's redraw the graph  $K_4$  so it has no overlapping edges.



 $^a\mathrm{Discrete}$  Mathematics, Ensley and Crawley

Question 5 \_\_\_\_\_ / 2

Redraw the following graph,  $K_{3,2}$ , so that no edges are overlapping.



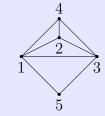
#### **Faces**

For a planar graph G embedded in the plane, a **face** of the graph is a region of the plane created by the drawing. Since the plane is an unbounded surface, every embedding of a finite planar graph will have exactly one **unbound** face.  $^a$ 

**Unbound (external) face:** Think of the external face as the "canvas" that all other faces are painted on to. Or, if you were viewing a silhouette of the drawing, you would only see the unbounded face - the sum of all the faces.

#### Example:

For the drawing, identify the faces by giving the cycle that creates each face, and highlight the unbounded face.



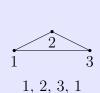
Faces:



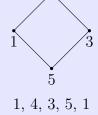
2

1, 2, 4, 1

2, 3, 4, 2



1 5 1, 3, 5, 1

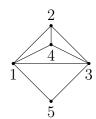


(unbounded)

<sup>a</sup>Discrete Mathematics, Ensley and Crawley

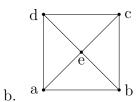
Question 6 \_\_ / 2

For both graphs, draw out each of its faces, then write out all the cycles bordering faces and identify the unbounded cycle.



a.

- 1, 2, 4, 1
- 1, 3, 5, 1 2, 3, 4, 2
- 1, 3, 4, 1
- 1, 2, 3, 5, 1 (unbounded).



- a, b, e, a
- a, e, d, a
- d, e, c, d b, c, e, b

a, b, c, d, a (unbounded)