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Lecture Notes of Spring 2013

Algorithms I

University of Mannheim
2013

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1

TODO: Elementary Notions about Graphs

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Definition 1.1
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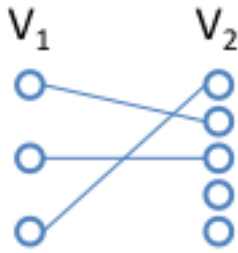
Definition 1.2
TODO

Definition 1.3
TODO

Lemma 1.1
TODO

Definition 1.4
Let $G = (V, E)$ be a graph without loops. If there exists $V_1, V_2 \subseteq V$ and $V_1 \cup V_2 = V$ such that $V_1 \cap V_2 = \emptyset$ and every edge e has one endpoint in V_1 and the other in V_2 , then we call G a **bipartite**.

Example



Definition 1.5

A directed graph is a pair $G = (V, E)$ where V is a set of nodes (vertices) and E is a set of edges together with a function $i : E \rightarrow V \times V$. If $i(e) = (v_1, v_2)$ then v_1 is called start point, v_2 is called end point.

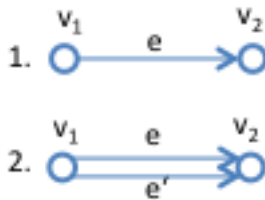
Graphically:

If $i(e) = (v_1, v_2)$ we draw 1.

If $i(e') = (v_1, v_2)$ then this indicates a second edge (2.).

If $i(e_1) = i(e_2)$ we call e_1, e_2 parallel.

If $i(e) = (v, v)$ then e is called a directed loop.



$g_{out}(v)$ is the number of edges that have starting point v .

$g_{in}(v)$ is the number of edges with endpoint v .

Lemma 1.2

$$\sum_{v \in V} g_{in}(v) = \sum_{v \in V} g_{out}(v)$$

Proof: We start with a graph without edges. Then we insert one after the other edges in E . Each edge contributes 1 to both sides of the equation.

Definition 1.6

A directed path is a sequence of edges e_1, e_2, \dots such that the end point of e_i is the start point of e_{i+1} , $i \geq 1$ ($[NW] + 1$ seems strange to me, correct?).

A directed path $e_1 \dots e_k$ is called a (directed) cycle, if the start point of e_1 and the end point of e_k coincide.

A simple (directed) path is a path where every node occurs at most once.

A directed cycle is called simple if every node except for the start and end node occurs at most once.

Definition 1.7

A graph directed or undirected is called simple, if it does not contain parallel edges.

Definition 1.8

A directed graph is called strongly connected if for any pair of nodes (u, v) there is a directed path from u to v .

Let G be a directed graph $G = (V, E)$. $x, y \in V$ $x \sim y$ ([NW] does \sim mean are "connected"?) if there is a directed path from x to y and vice versa.

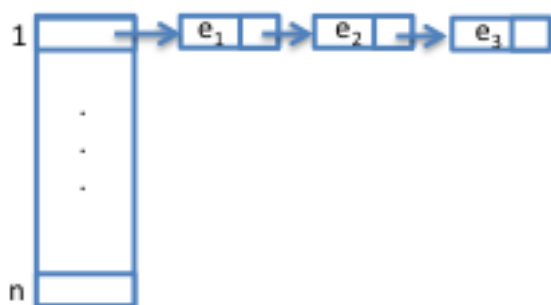
The equivalence classes of this relation $cVxV$ are called strongly connected components. (Analogously: Define connected components for undirected graphs)



We should know how the following terms are defined: reflexivity, symmetry, transitivity.

Implementation:

1. Adjacency Lists $V = 1 \dots n, E = e_1 \dots e_t$



2. Dynamically changing graphs:

e.g. multi user databases: Nodes \equiv transactions of user; Edges \equiv waiting situations

1	1	2
2	1	3
3	1	2

Graph is used to detect dead locks. Waiting arises when data are locked by a user that modifies these data.

$U_1 \text{ write}(d), \text{ read}(d')$

$U_2 \text{ read}(d), \text{ write}(d')$

Definition 1.9

An undirected graph is called a tree if it is connected and does not have simple cycles.

Let G be a directed graph, $G = (V, E)$. A node r is called root if every other node can be reached from r via a directed path.

A directed graph is called a tree if it has a root and the underlying undirected graph is a tree.

Let G be a directed graph. A node is called source if $g_{in}(v) = 0$. v is called sink if $g_{out}(v) = 0$

Lemma 1.3

NW: what was lemma 1.3? the next one was 1.4 in my notes

Lemma 1.4

If $G = (V, E)$ is a directed graph without directed cycles, then there is always a source and sink.

We use this theorem to detect cycles

Proof: Source (sink analogously): Select an arbitrary node v_1 . If v_1 is a source we are done. If it is not, then there must be an edge e_1 leading to it $v_2 \xrightarrow{e_1} v_1$.

If v_2 is a source we are done. If not, there must be an edge e_2 leading to it $v_3 \xrightarrow{e_2} v_2 \xrightarrow{e_1} v_1$. We continue this process. It must stop because there are only finitely many nodes and if a node would appear once more on such a path, there would be a directed cycle.

2

Euler Graphs and Hamilton Graphs

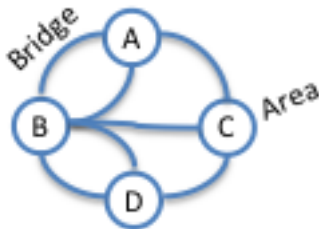
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2.1 Euler Graphs

2.1.1 Euler 1736: Königsberger Brückenproblem

Is it possible to do a round walk crossing every bridge exactly once?



Example 2.1



Definition 2.1

Let G be a finite undirected graph. A path $e_1..e_t$ is called a **euler path** if every edge in E occurs exactly once in the list.

A graph is a **euler graph** if it has a euler path.

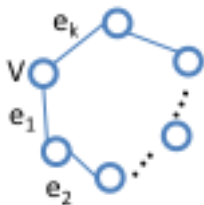
Theorem 2.1

A finite connected graph is a euler graph if and only if:

- i) It has either exactly two nodes of odd degree. or
- ii) All nodes have even degree.

In the last case the path is a cycle. In the first case no euler path is a cycle. Check is possible in linear time.

Proof: " $>$ " Let $G = (V, E)$ be a graph that has a euler path that is not a cycle. Let $|E| = k$
 $\circ \xrightarrow{e_1} \circ \xrightarrow{e_2} \dots \circ \xrightarrow{e_k}$ In this path v_1 and v_{k+1} have odd degree and all other nodes have even degree.
 Now consider the case that G has a euler cycle.



Hence every node has even degree.

" $<$ " Let G be a graph with exactly two nodes with odd degree, let this be a and b . We contradict a euler path as follows:

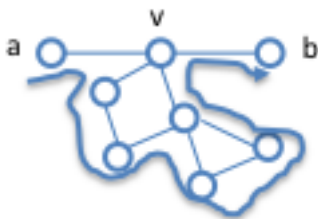
Start at node a and follow an edge on a. $a \rightarrow \circ \rightarrow \dots \rightarrow \circ \rightarrow b$

Case 1: All edges have been used \rightarrow done

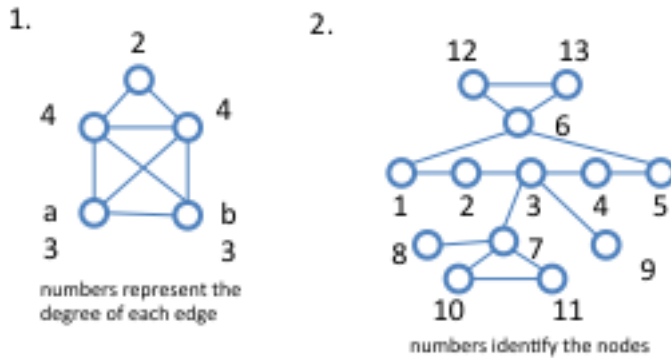
Case 2: Still edges unused. Then because G is connected there must be some node v on the path from which there is an unused edge. We construct a path starting from v as before. This path must end in v .

\Rightarrow Repeat until there are no more unused edges.

Analogously we proceed when the degree of all nodes is even.



Example



In the directed case a **directed Euler path** is a directed path on which every edge appears exactly once. Directed **Euler cycle** analogously.

Theorem 2.2

A finite directed graph is a **directed Euler graph** if and only if its underlying undirected graph is connected.

- i) There is one node a with $g_{out}(a) = g_{in}(a) + 1$ and another node b with $g_{out}(b) = g_{in}(b) - 1$ and for all other nodes v $g_{in}(v) = g_{out}(v)$. Or
- ii) For all nodes $g_{in}(v) = g_{out}(v)$ (**directed Euler cycle**)

2.2 Hamiltonian Graphs

Definition 2.2

Let $G = (V, E)$ be a graph. A **Hamiltonian cycle** C is a cycle on which every node $v \in V$ occurs exactly once. If G has a Hamiltonian cycle it is called **Hamiltonian**.

Example

1.



is hamiltonian!

2.



is hamiltonian!

3.



not hamiltonian!

The problem, given an arbitrary undirected graph: Is it **Hamiltonian**? \Rightarrow NP complete \Rightarrow no polynomial time algorithm is known and it is assumed there is no such.

One way out of the complexity issue is to derive conditions that can be tested explicitly and if they are satisfied the desired property is ensured.

Theorem 2.3

Let $G = (V, E)$ be an undirected finite graph without loops and without parallel edges. Let $|V| = n$. If for all $x, y \in V$ with $x \neq y$ and no edge with end points x, y the following holds:

$$\deg(x) + \deg(y) \geq |V| = n$$

Then G has a **Hamiltonian Cycle**.

Example



K_3



K_4

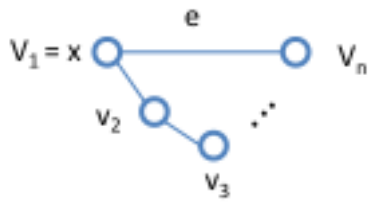


K_5

Proof: Assume there is a graph $G = (V, E)$ with $\deg(x) + \deg(y) \geq |V|$ for all x and y with $x \neq y$ and no edges between them, but is not **Hamiltonian**. Among all graphs with nodes in V , we choose one that has this property and has the maximal number of edges, we call graph $G_0 = (V, E_0)$. As the complete graph (every node is connected with every other node) is **Hamiltonian**, we know there must be an edge e connecting some x and y and $e \in E_0$.

We add edge e to the graph and obtain a new graph $G_1 = (V, E_1)$ that still satisfies the degree conditions and must be **Hamiltonian** because G_0 was the one with the largest number of edges.

We know that the **Hamiltonian cycle** must contain the edge e .



$v_i \neq v_j$ for $i \neq j$

$S = \{v_i : 1 \leq i \leq n \text{ x,y are connected with an edge in } E_0\}$

$T = \{v_i : 1 \leq i \leq n \text{ there is an edge between y and } v_i \text{ in } E_0\}$

Observation:

i) $y = v_n \in S \cup T$

ii) $|S \cup T| < |V| = n$

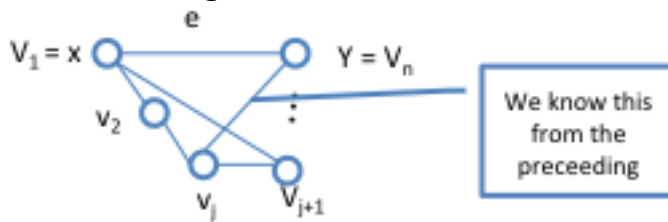
iii) $\deg(x) = |S|$

$\deg(y) = |T|$

Hence $S \cap T \neq \emptyset$, let $v_j \in S \cap T$ hence there is an edge between x, v_{j+1} and an edge between y, v_j .

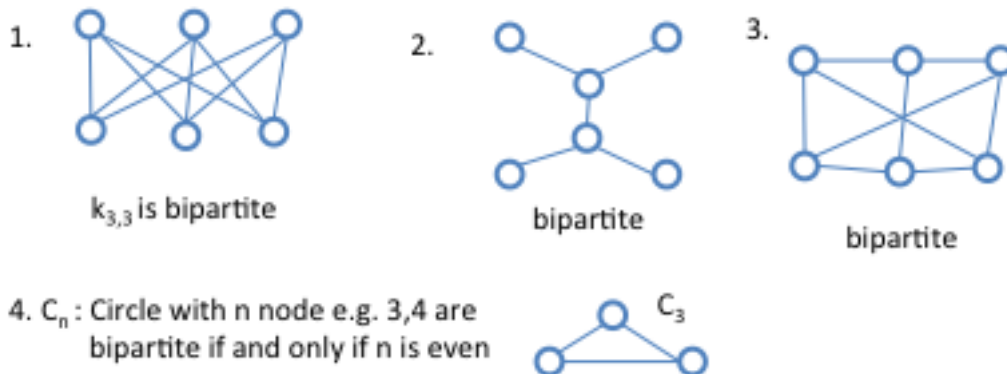
Now remove edge e and there is a Hamiltonian left.

Cost of checking the condition $O(M^2)|E| \leq |V|^2$



2.3 Bipartite Graphs

Example



Theorem 2.4

Let $G = (V, E)$ be a connected undirected graph without loops and parallel edges. G is bipartite if and only if it does not contain any cycle of odd length.

Corollary: All trees are bipartite

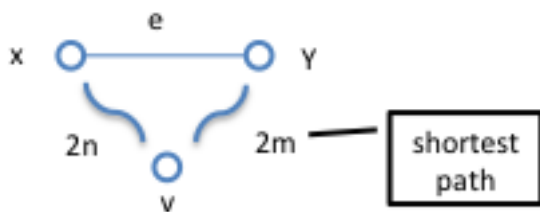
Proof: \Rightarrow IF G contains a cycle of odd length then it is not bipartite. \Leftarrow Let G not have any cycle of odd length we choose node v .

$V_1 = \{u \in V \text{ a shortest path between } u \text{ and } v \text{ is of odd length}\}$

$V_2 = \{u \in V \text{ a shortest path between } u \text{ and } v \text{ is of even length}\}$

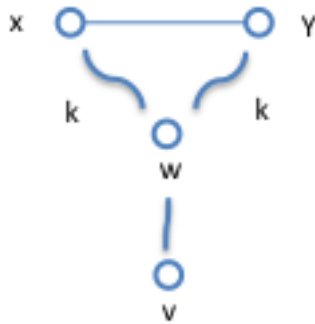
$V = V_1 \cup V_2$ (disjoint union)

Claim: There is no edge e with both endpoints in V_1 respectively V_2 . Assume there is an edge e with both endpoints in V_1 . Let the endpoints be x, y



$$2m \leq 2n + 1 \text{ and } 2n \leq 2m + 1 \Rightarrow m = n$$

Let $P(x)$ a shortest path from v to x , analogously $P(y)$ let w be the last node on the paths starting at v that lies on both paths.

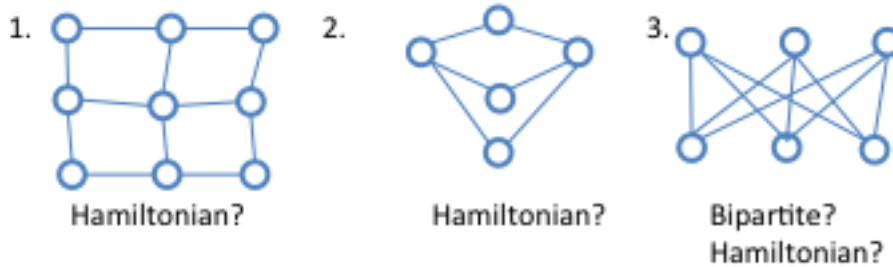


The length of the path from w to x coincides with the length of path from w to y .
 The circle $w - x - y - w$ is of odd length i.e. $2k + 1 \Rightarrow$ contradiction!

Corollary 2.5: A bipartite graph with an odd number of nodes cannot be **Hamiltonian**

Proof: Assume if were Hamiltonian then there is a cycle where node appears exactly once.
 This cycle is of odd length \Rightarrow contradicts Theorem 2.4

Example 2.2



\Rightarrow We have two theorems to check:

- i) Count degrees
- ii) Corollary 2.5

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TODO

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