

Graphs

Madhavan Mukund

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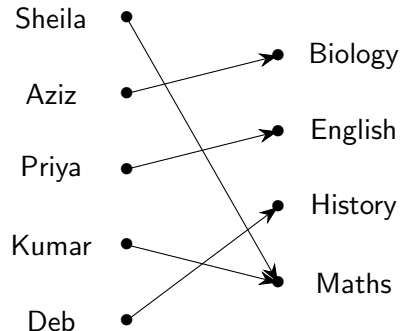
Programming, Data Structures and Algorithms using Python
Week 4

Visualizing relations as graphs

■ Teachers and courses

- T , set of teachers in a college
 C , set of courses being offered
- $A \subseteq T \times C$ describes the allocation of teachers to courses
- $A = \{(t, c) \mid (t, c) \in T \times C, t \text{ teaches } c\}$

Teachers and courses



Visualizing relations as graphs

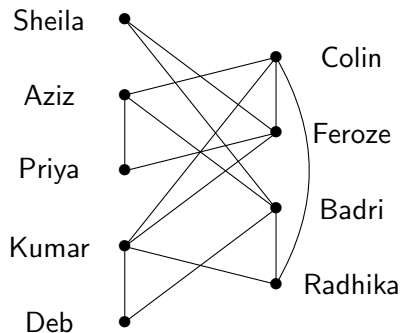
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■ Friendships

- P , a set of students
- $F \subseteq P \times P$ describes which pairs of students are friends
- $F = \{(p, q) \mid p, q \in P, p \neq q, p \text{ is a friend of } q\}$
- $(p, q) \in F$ iff $(q, p) \in F$

Friendship



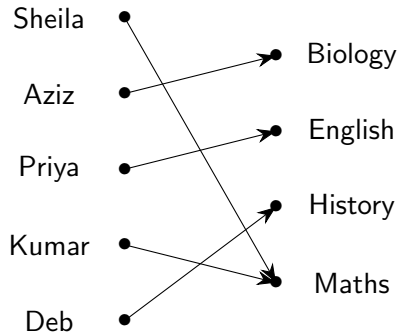
Graphs

- Graph: $G = (V, E)$
 - V is a set of **vertices** or **nodes**
 - One vertex, many vertices
 - E is a set of **edges**
 - $E \subseteq V \times V$ — binary relation

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 - $(v, v') \in E$ does not imply $(v', v) \in E$
 - The teacher-course graph is directed

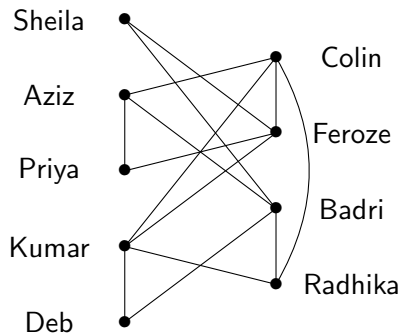
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- Directed graph
 - $(v, v') \in E$ does not imply $(v', v) \in E$
 - The teacher-course graph is directed
- Undirected graph
 - $(v, v') \in E$ iff $(v', v) \in E$
 - Effectively (v, v') , (v', v) are the same edge
 - Friendship graph is undirected

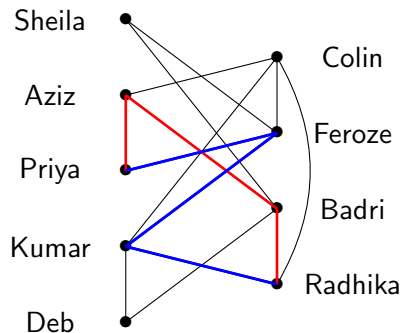
Friendship



Paths

- A **path** is a sequence of vertices v_1, v_2, \dots, v_k connected by edges
 - For $1 \leq i < k$, $(v_i, v_{i+1}) \in E$

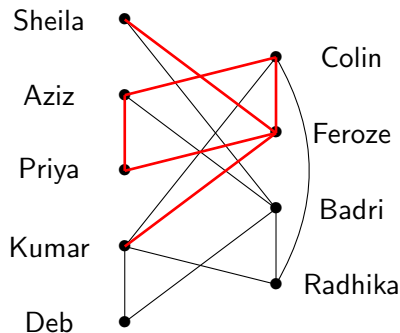
Friendship graph



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 - For $1 \leq i < k$, $(v_i, v_{i+1}) \in E$
- Normally, a path does not visit a vertex twice
- A sequence that re-visits a vertex is usually called a **walk**
 - Kumar — Feroze — Colin — Aziz — Priya — Feroze — Sheila

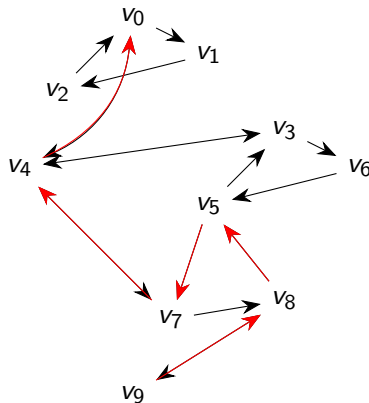
Friendship graph



Reachability

- Paths in directed graphs
- How can I fly from Madurai to Delhi?
 - Find a path from v_9 to v_0
- Vertex v is **reachable** from vertex u if there is a path from u to v

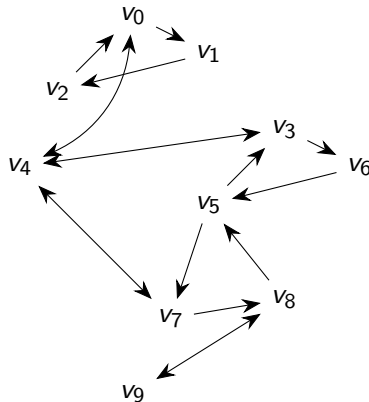
Airline routes



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 - Is v reachable from u ?
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 - What are the vertices reachable from u ?
 - Is the graph **connected**? Are all vertices reachable from each other?

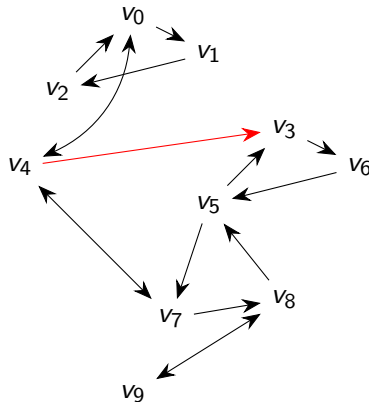
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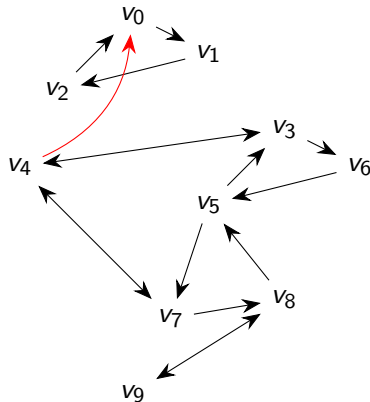
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Map colouring

- Assign each state a colour
- States that share a border should be coloured differently
- How many colours do we need?



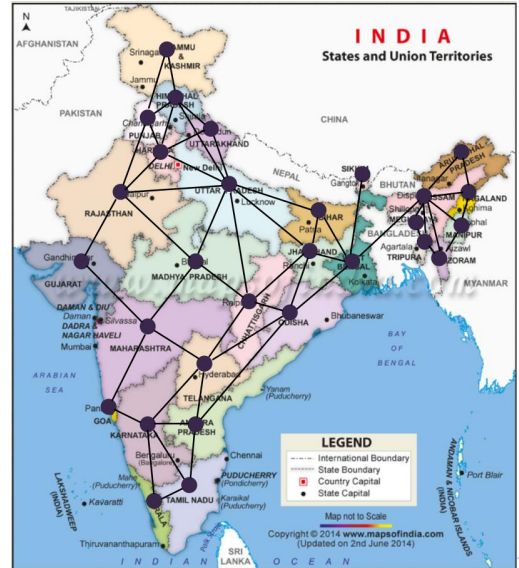
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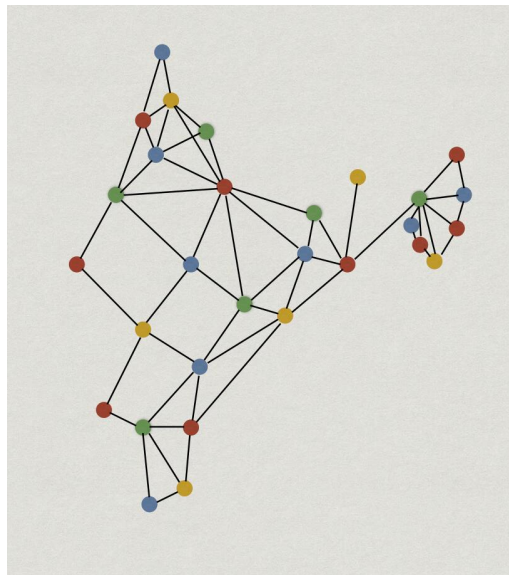
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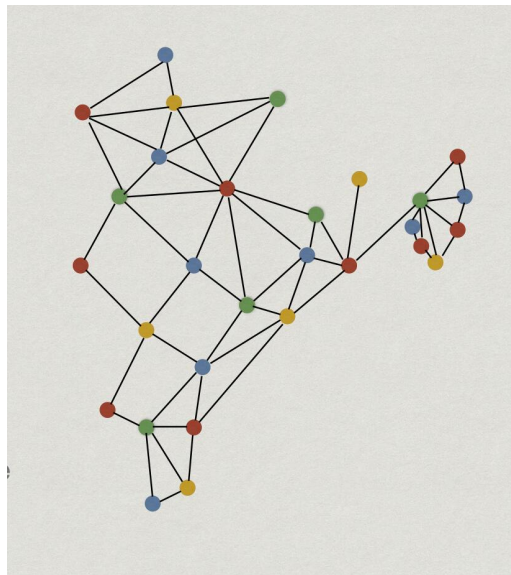
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- Only need the underlying graph
- Abstraction: if we distort the graph, problem is unchanged



Graph colouring

- Graph $G = (V, E)$, set of colours C
- Colouring is a function $c : V \rightarrow C$ such that $(u, v) \in E \Rightarrow c(u) \neq c(v)$
- Given $G = (V, E)$, what is the smallest set of colours need to colour G

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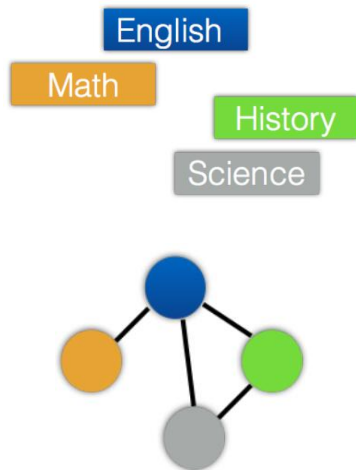
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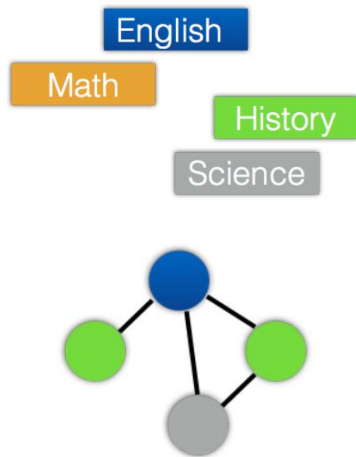
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 - Courses and timetable slots, edges represent overlapping slots
 - Colours are classrooms



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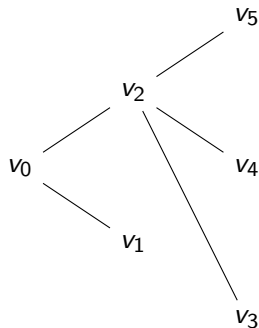


Vertex cover

- A hotel wants to install security cameras
 - All corridors are straight lines
 - Camera can monitor all corridors that meet at an intersection
- Minimum number of cameras needed?

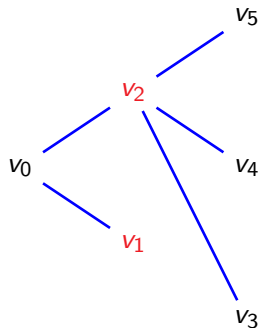
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- Represent the floor plan as a graph
 - V — intersections of corridors
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- Vertex cover
 - Marking v covers all edges from v
 - Mark smallest subset of V to cover all edges

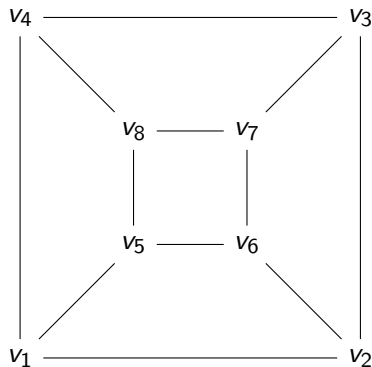


Independent set

- A dance school puts up group dances
 - Each dance has a set of dancers
 - Sets of dancers may overlap across dances
- Organizing a cultural programme
 - Each dancer performs at most once
 - Maximum number of dances possible?

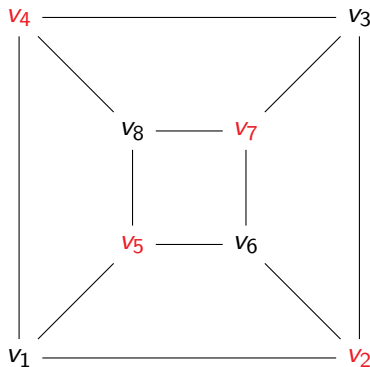
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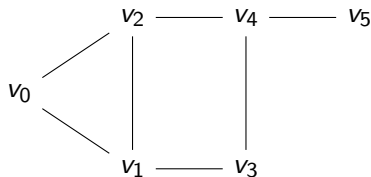
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 - Subset of vertices such that no two are connected by an edge



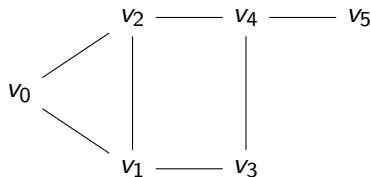
Matching

- Class project can be done by one or two people
 - If two people, they must be friends
- Assume we have a graph describing friendships



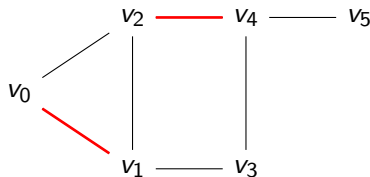
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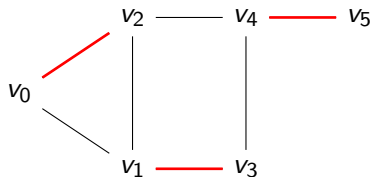
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- Find a maximal matching in G
- Is there a **perfect matching**, covering all vertices?



Summary

- A graph represents relationships between entities
 - Entities are vertices/nodes
 - Relationships are edges
- A graph may be directed or undirected
 - A is a parent of B — directed
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- Reachability: is there a path from u to v ?
- Graphs are useful abstract representations for a wide range of problems
- Reachability and connectedness are not the only interesting problems we can solve on graphs
 - Graph colouring
 - Vertex cover
 - Independent set
 - Matching
 - ...