

# Graphs

Madhavan Mukund

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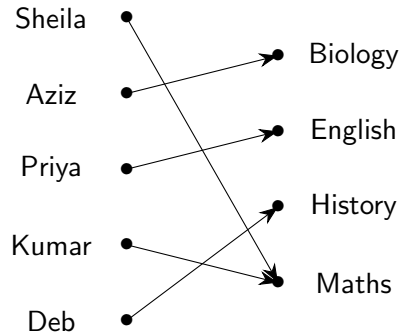
Programming, Data Structures and Algorithms using Python  
Week 4

# 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

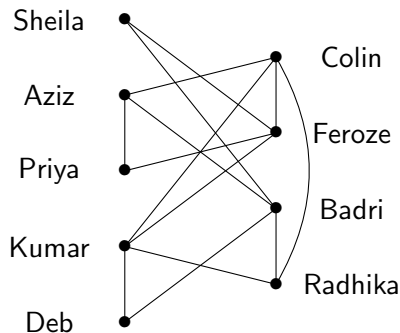
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## ■ Friendships

- $P$ , 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



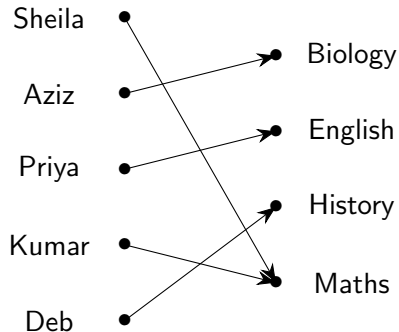
# Graphs

- 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

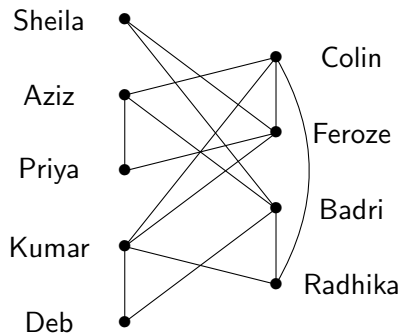
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  - The teacher-course graph is directed
- Undirected graph
  - $(v, v') \in E$  iff  $(v', v) \in E$
  - Effectively  $(v, v')$ ,  $(v', v)$  are the same edge
  - Friendship graph is undirected

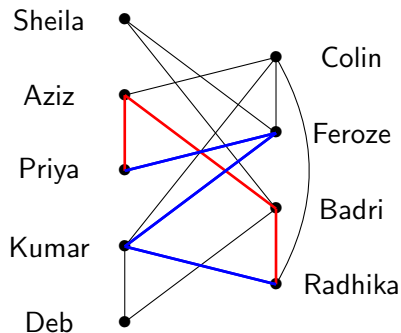
## Friendship



# Paths

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

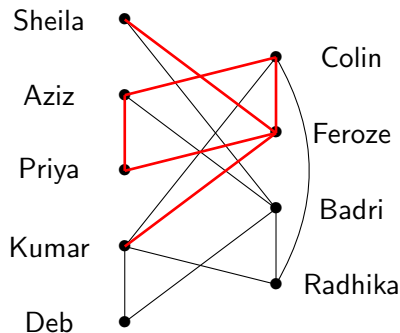
## Friendship graph



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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

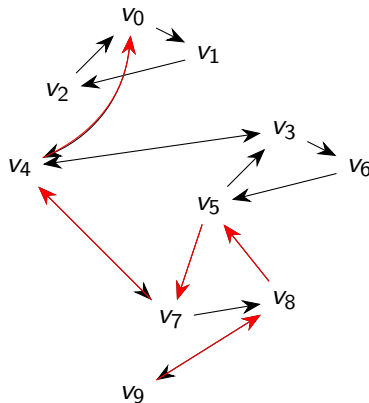




# Reachability

- 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  $v$

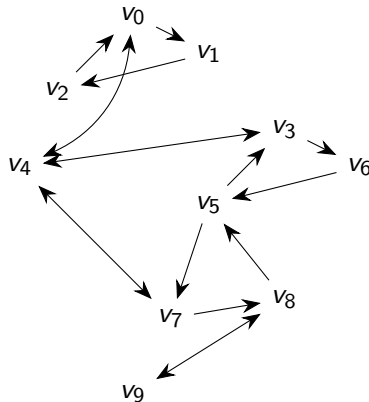
## Airline routes



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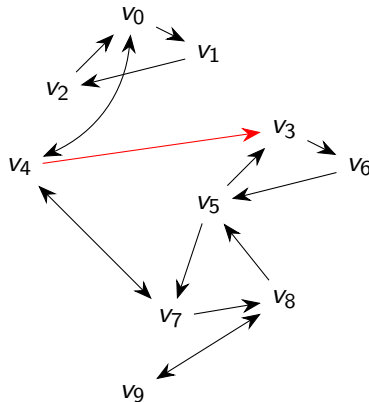
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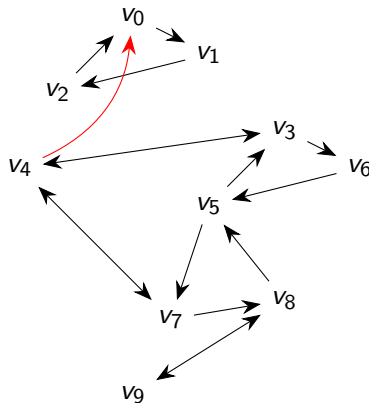
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# Map colouring

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



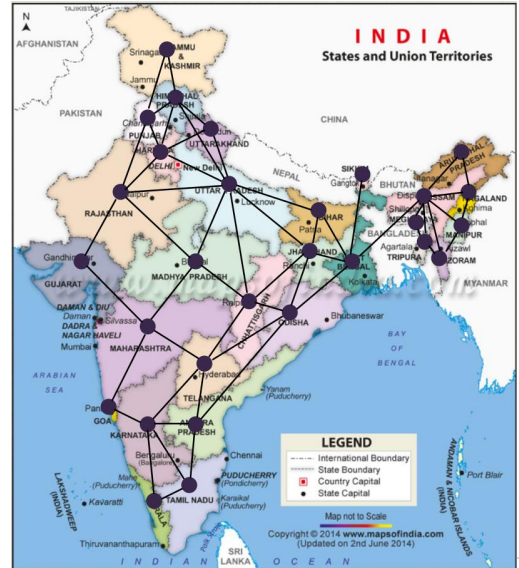
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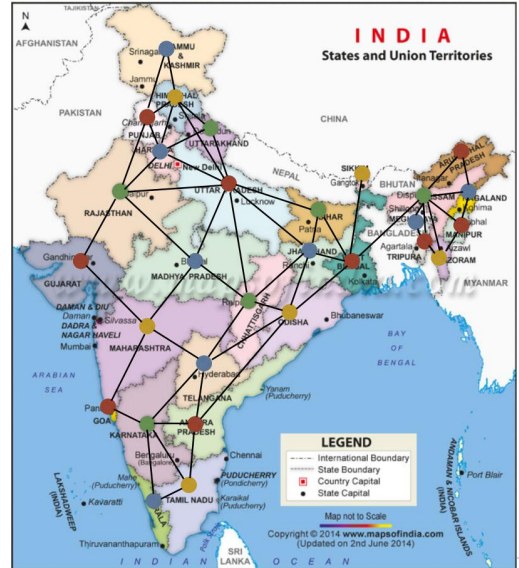
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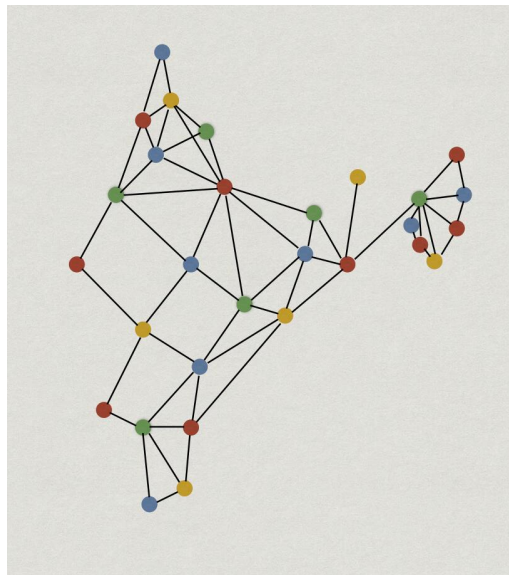
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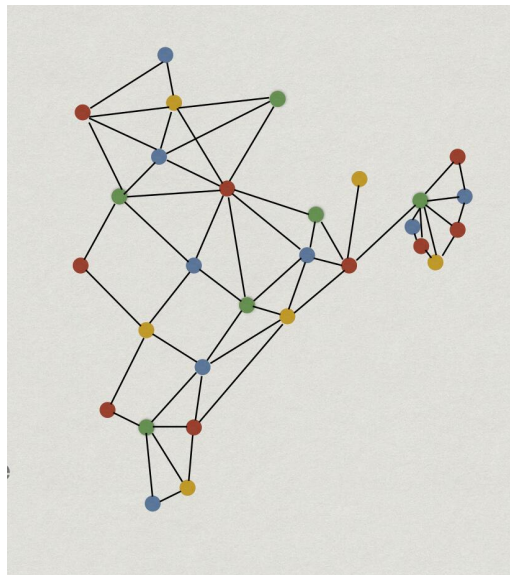
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- Assign colours to nodes so that endpoints of an edge have different colours
- Only need the underlying graph
- Abstraction: if we distort the graph, problem is unchanged



# Graph colouring

- Graph  $G = (V, E)$ , set of colours  $C$
- Colouring is a function  $c : V \rightarrow C$  such that  $(u, v) \in E \Rightarrow c(u) \neq c(v)$
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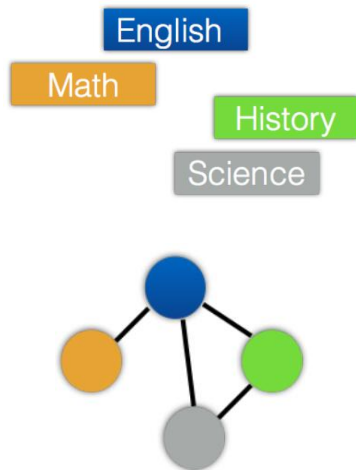
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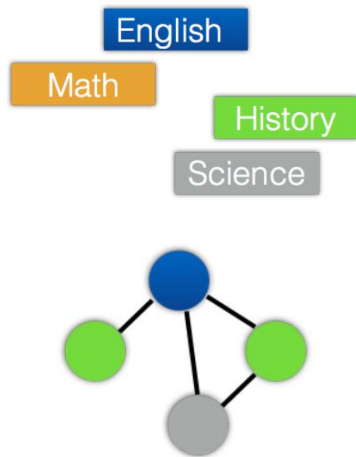
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  - Courses and timetable slots, edges represent overlapping slots
  - Colours are classrooms



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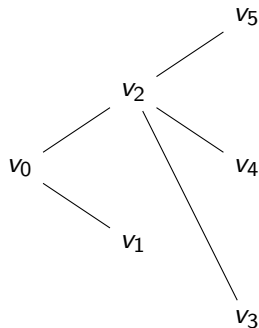
# Vertex cover

- 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?



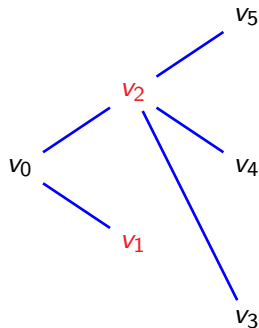
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- Vertex cover
  - Marking  $v$  covers all edges from  $v$
  - Mark smallest subset of  $V$  to cover all edges

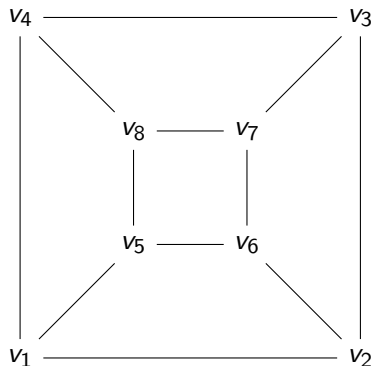


# Independent set

- 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?

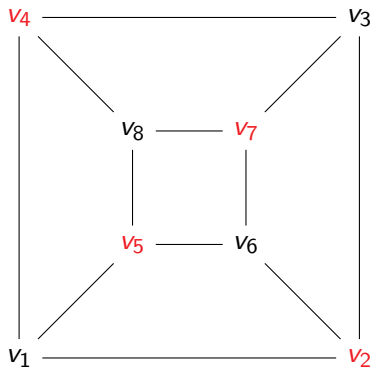
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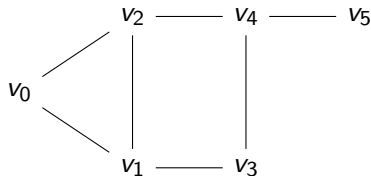
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- Independent set
  - Subset of vertices such that no two are connected by an edge



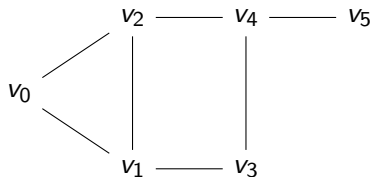
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- Class project can be done by one or two people
  - If two people, they must be friends
- Assume we have a graph describing friendships



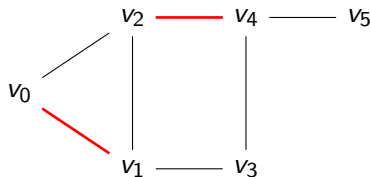
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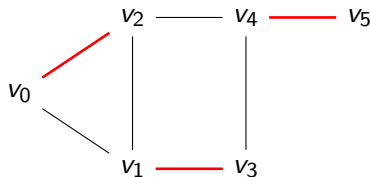
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- **Matching**
  - $G = (V, E)$ , an undirected graph
  - A matching is a subset  $M \subseteq E$  of mutually disjoint edges
- Find a maximal matching in  $G$
- Is there a **perfect matching**, covering all vertices?



# 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
  - ...