

## 1 Graph Notation and Terminology

An (undirected) graph  $G = (V, E)$  is defined by

An edge between nodes  $i$  and  $j$  is denoted by \_\_\_\_\_

We can also denote an edge by \_\_\_\_\_

If  $(i, j) \in E$ , we say  $i$  and  $j$  are \_\_\_\_\_. The neighborhood of node  $i$  is the set of nodes adjacent to it:

The *degree* of  $i$  is the number of neighbors it has: \_\_\_\_\_

## 1.1 Generalized graph classes

- **Weighted:**

- **Directed:**

## 1.2 Basic graphs and edge structures

- A **complete graph** is a graph in which

- A **bipartite graph** is a graph in which

- **Triangle:** set of three nodes that all share edges:

$$\{i, j, k\} \subseteq V \text{ such that } \{(i, j), (i, k), (j, k)\} \in E$$

- **Path:** is a sequence of edges joining a sequence of vertices:

$$\{i_1, i_2, \dots, i_k\} \subseteq V \text{ where } (i_1, i_2) \in E, (i_2, i_3) \in E, \dots, (i_{k-1}, i_k) \in E.$$

- **Matching:** is a set of edges without common vertices

$$\mathcal{M} \subseteq E \text{ such that for all } e_i, e_j \in \mathcal{M} \text{ with } e_i \neq e_j, e_i \cap e_j = \emptyset.$$

- **Connected component:** a maximal subgraph in which there is a path between every pair of nodes in the subgraph.

### 1.3 Optimization Problems on Graphs

Many graph analysis problems amount to optimizing an objective function over a graph.

**Example 1. Shortest path.** Given a source node  $s \in V$  and target node  $t \in V$ , find the shortest path of edges between  $s$  and  $t$ .

**Example 2. Maximum bipartite matching.** Let  $G = (V, E)$  be a bipartite graph. Find a matching  $\mathcal{M}$  with maximum sum of edge weights.

**Example 3. Find connected components.** Return the connected components of a graph:

## 1.4 Encoding a Graph

Consider a graph  $G = (V, E)$  with a fixed node ordering  $V = \{1, 2, \dots, n\}$ .

**Adjacency Matrix** The **adjacency matrix**  $\mathbf{A}$  of  $G$  is defined so that

**Adjacency List** The **adjacency list**  $\mathbf{Adj}$  of  $G$  is