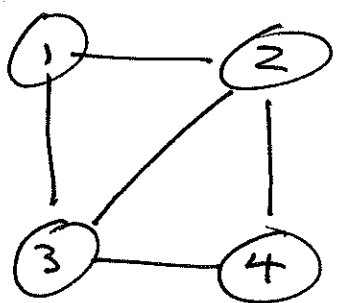


Defn

let  $x \in V(G)$ . The degree of  $x$  is the # of edges incident with  $x$



$$\deg(2) = 3$$

$$\deg(4) = 2$$

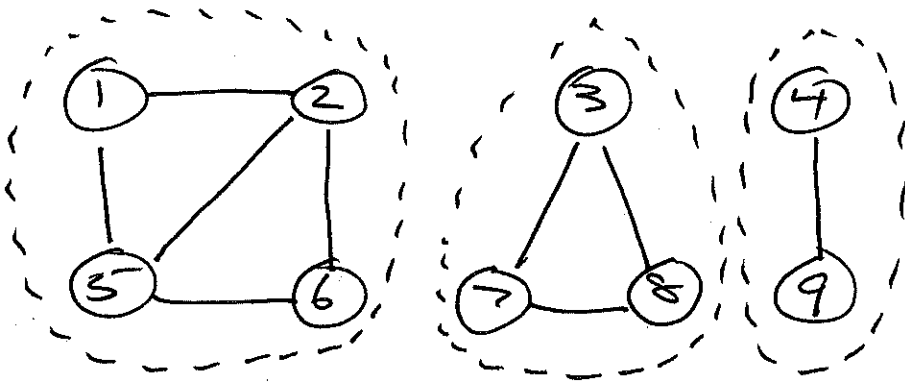
Lemma (handshake)

$$\sum_{x \in V(G)} \deg(x) = 2|E(G)|$$

Defn

A graph  $G$  is called connected iff for all  $x, y \in V(G)$ ,  $G$  contains an  $x$ - $y$  Path.

Ex.



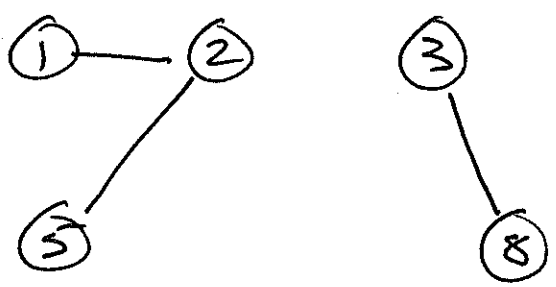
disconnected.

Defn

A subgraph of a graph  $G$  is a graph  $H$  such that

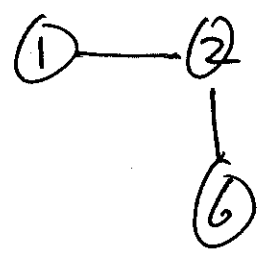
$$V(H) \subseteq V(G) \text{ and } E(H) \subseteq E(G)$$

Ex. ( $\{1, 2, 5, 3, 8\}, \{12, 25, 38\}$ )



disconnected

Ex ( $\{1, 2, 6\}, \{12, 26\}$ )



connected.

Ex. ( $\{4\}, \emptyset$ )



connected

Ex. ( $\{1, 3, 4\}, \{12, 37, 49\}$ )

not a graph, so not a subgraph

Defn

- A subgraph  $H$  of  $G$  is called a connected component of  $G$  iff

(1)  $H$  is connected,

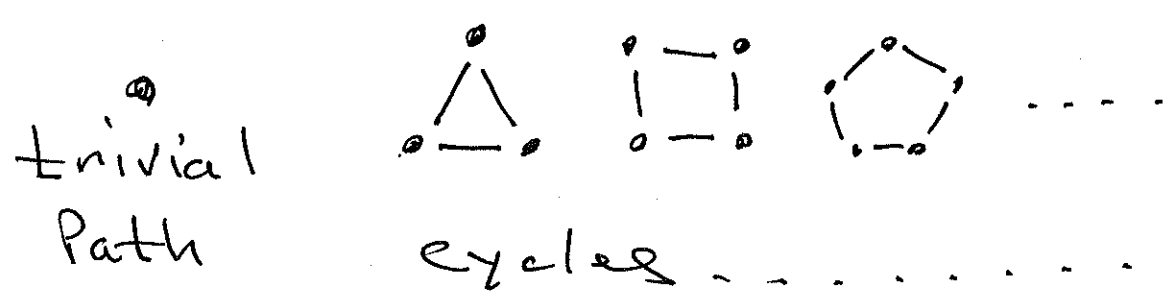
and

(2)  $H$  is maximal w.r.t. (1)

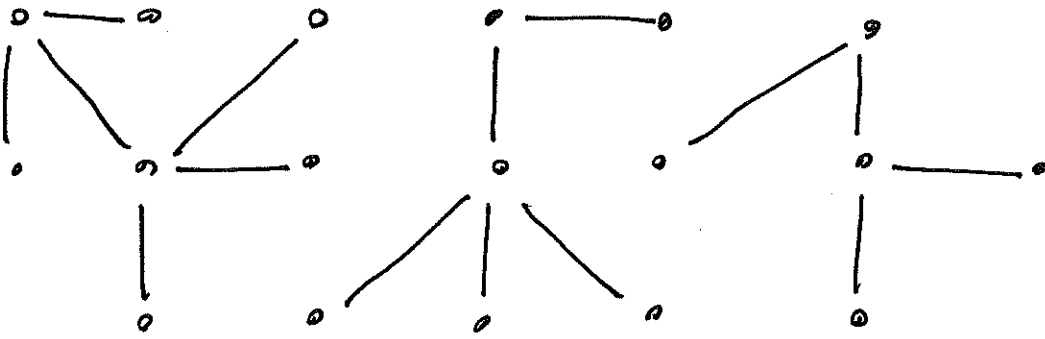
Defn (Also called forest)

A graph  $G$  is called acyclic iff it contains no cycles

↑  
non-trivial closed path



Ex.



#V	7	6	5
#E	6	5	4

Defn

a graph  $T$  is called a tree iff it is acyclic and connected.

Lemma

if  $T$  is a tree with  $n$  vertices, then  $T$  has  $n-1$  edges.

# Representations of graphs

• Incidence Matrix:  $n \times m$  matrix:  $\mathbb{I}$

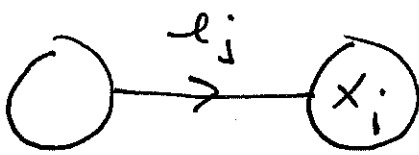
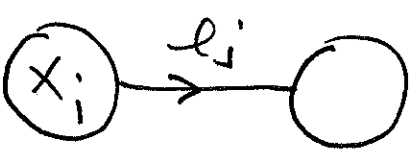
$$V = \{x_1, x_2, \dots, x_n\}$$

$$E = \{e_1, e_2, \dots, e_m\}$$

undirected

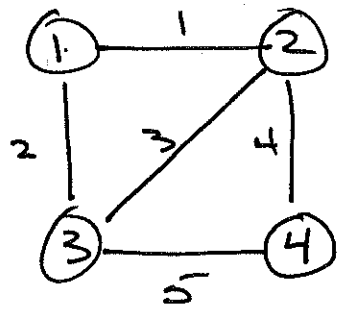
$$\mathbb{I}_{ij} = \begin{cases} 1 & x_i \text{ is incident with } e_j \\ 0 & \text{otherwise} \end{cases}$$

directed

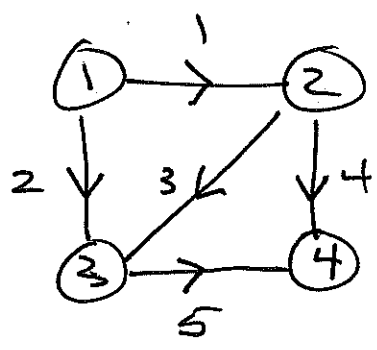
$$\mathbb{I}_{ij} = \begin{cases} 1 & \text{if } \begin{array}{c} \text{ } \\ \text{ } \end{array} \begin{array}{c} \xrightarrow{e_j} \\ \text{ } \end{array} \begin{array}{c} \text{ } \\ x_i \end{array} \\ -1 & \text{if } \begin{array}{c} x_i \\ \text{ } \end{array} \begin{array}{c} \xrightarrow{e_j} \\ \text{ } \end{array} \begin{array}{c} \text{ } \\ \text{ } \end{array} \\ 0 & \text{otherwise} \end{cases}$$



Ex.

G



D



$$F = \begin{pmatrix} 1 & 1 & 0 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 \end{pmatrix} \quad F = \begin{pmatrix} -1 & -1 & 0 & 0 & 0 \\ 1 & 0 & -1 & -1 & 0 \\ 0 & 1 & 1 & 0 & -1 \\ 0 & 0 & 0 & 1 & 1 \end{pmatrix}$$

Adjacency Matrix:  $n \times n$  matrix: A

$$V = \{x_1, x_2, \dots, x_n\}$$

undirected

$$A_{ij} = \begin{cases} 1 & \text{if } x_i \text{ --- } x_j \\ 0 & \text{otherwise} \end{cases}$$

directed

$$A_{ij} = \begin{cases} 1 & \text{if } x_i \rightarrow x_j \\ 0 & \text{otherwise} \end{cases}$$

Ex.

G

D

$$A = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix}$$

$$A = \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

• Adjacency List: array of  $n$  lists

undirected

$adj[i] =$  list of neighbors of  $x_i$

directed

$adj[i] =$  list of termini of edges having  $x_i$  as origin.

Ex.

	G			D		
1 :	2	3		1 :	2	3
2 :	1	3	4	2 :	3	4
3 :	1	2	4	3 :	4	
4 :	2	3		4 :		

Convention: store vertices in adj lists by increasing vertex labels.

# Handbook : Graph Algorithms

Defn

Given graph  $G$  (directed or undirected) and  $x, y \in V(G)$ , the distance from  $x$  to  $y$  is

$$d(x, y) = \begin{cases} \text{min length of an } x-y \text{ Path} \\ \text{if } y \text{ is reachable from } x. \\ \infty \text{ otherwise} \end{cases}$$

Single source shortest path (SSSP) Problem:

Given a graph  $G$  and a source vertex  $s \in V(G)$

(1) determine  $d(s, x)$  for all  $x \in V(G)$

and

10

(2) find, for each  $x$  that is reachable from  $s$ , a shortest  $s-x$  path, i.e. a path of length  $\delta(s, x)$ .

## Breadth First Search (BFS)

vertex attributes: for  $x \in V(G)$

$color[x]$ : white, gray, black

$distance[x]$ :  $\delta(s, x)$  when complete

$Parent[x]$ : predecessor of  $x$  along a shortest  $s-x$  path.

Also! FIFO queue  $Q$ .

See pseudo-code

cs2101/Examples