# Graph Theory and Its Applications 

Dr. G.H.J. Lanel

## Lecture 1

## Outline

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(1) What is Graph Theory?

- History
- At present
(2) Introduction to Graph Theory
- Graphs
- Propoties of graphs
- Special graphs
- Bipartite graphs
- Cycles
- Directed graphs


## Seven Bridges of Konigsberg

Graph theory started with Euler who was asked to find a nice path across the seven Koningsberg bridges.


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The Eulerian path should cross over each of the seven bridges exactly once.


- In 1859 Sir William Rowan Hamilton developed a game that he sold to a Dublin toy manufacturer.
- The game consisted of a wooden regular dodecahedron with the 20 corner points labeled with the names of prominent cities.
- The objective of the game was to find a cycle along the edges so that each city was on the cycle exactly once.

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## A transportation network

 and their sizes can become quite big ...
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## Internet

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## Ordering

It is also used for ranking (ordering) hyperlinks,

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## Definition of a graph

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For example,


Here $V=\left\{v_{1}, v_{2}, \cdots, v_{5}\right\}$ and $E=\left\{e_{1}, e_{2}, \cdots, e_{6}\right\}$. An edge $e_{k}=\left(v_{i}, v_{j}\right)$ is incident with the vertices $v_{i}$ and $v_{j}$.

## Simple graphs

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- A simple graph has no self-loops or multiple edges.


## Simple graphs

- The degree $d(v)$ of a vertex $v \in V$ is the number of edges incident to $v$.


## Proposition: Let $G=(V, E)$ be a graph. Then



## Corollary: The number of vertices of odd degree is even in G. For example,

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$K_{3}$

$K_{4}$

$K_{5}$
- A $k$-regular graph is a simple graph with vertices of equal degree $k$.

- The complete graph $K_{n}$ is $(n-1)$-regular
- A bipartite graph is one where $V=V_{1} \cup V_{2}$ such that there are edges only between $V_{1}$ and $V_{2}$ (the black and white nodes below).




## A complete bipartite graph is one where all edges between $V_{1}$ and

 $V_{2}$ are present (i.e. $\left.E=\left|V_{1}\right| \cdot\left|V_{2}\right|\right)$. It is noted as $K_{n_{1}, n_{2}}$, where- Question: When is complete bipartite graph regular?
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- Question: When is complete bipartite graph regular?
- Question: Which graph is bipartite?



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- Question: Which graph is bipartite?.

- It suffices to find 2 colors that separate the edges as below,
- The second example is not bipartite because it has a triangle.
- Proposition: A graph is bipartite if and only if it has no cycles of odd length.
- A walk of length $k$ from vertex $v_{0}$ to vertex $v_{k}$ is a non-empty graph $W=\left(V_{1}, E_{1}\right)$ of the form

$$
V_{1}=\left\{v_{0}, v_{1} \cdots, v_{k}\right\}, E_{1}=\left\{\left(v_{0}, v_{1}\right), \cdots,\left(v_{k-1}, v_{k}\right)\right\}
$$

where edge $j$ connects vertices $j-1$ and $j$ (i.e. $\left|V_{1}\right|=\left|E_{1}\right|+1$ ).

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- A trail is a walk with all different edges.
- A walk or trail is closed when $v_{0}=v_{k}$.
- A circuit is a closed trail.
- A path is a trail with all different vertices.
- A cycle is a closed path.


## In a directed graph or digraph, each edge has a direction.

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Each vertex $v$ has an in-degree $d_{i n}(v)$ and an out-degree $d_{\text {out }}(v)$.

## Acyclic graphs

A directed acyclic graph is a graph without cycles.
Proposition: Every directed acyclic graph contains at least one vertex with zero in-degree.

Proof: By contradiction, assume $d_{i n}(v)>0$ for all vertices, then each Start from an arbitrary $v_{0}$ to form a list of predecessors as below,

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Proof: By contradiction, assume $d_{i n}(v)>0$ for all vertices, then each vertex $i$ has a predecessor $p(i)$ such that $\left(v_{p(i)}, v_{i}\right) \in E$.

Start from an arbitrary $v_{0}$ to form a list of predecessors as below,


Since $|V|$ is bounded, one must eventually return to a vertex that was already visited; hence there is a cycle.

## End!

