# **Graph Theory and Its Applications**

Dr. G.H.J. Lanel

Lecture 1

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Graph Theory and Its Applications

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Outline

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#### What is Graph Theory?

- History
- At present

#### 2 Introduction to Graph Theory

- Graphs
- Propoties of graphs
- Special graphs
- Bipartite graphs
- Over Cycles
- Directed graphs

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## Seven Bridges of Konigsberg

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



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

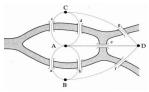
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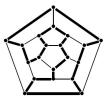


- In 1859 Sir William Rowan Hamilton developed a game that he sold to a Dublin toy manufacturer.
- The game consisted of a wooden regular dodecahedron with the 20 corner points labeled with the names of prominent cities.
- The objective of the game was to find a cycle along the edges so that each city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

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But now graph theory is used for finding communities in networks

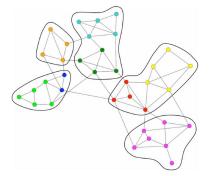
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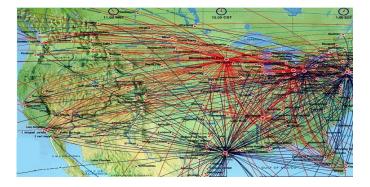
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and their sizes can become quite big ...

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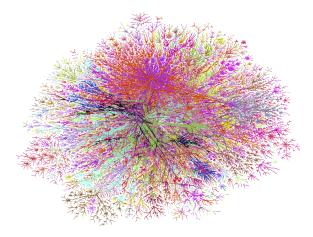
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# Definition of a graph

- Perhaps the most useful object in discrete mathematics (especially for computer science and other applications) is a structure called a graph.
- A graph G = (V, E) is a pair of vertices (or nodes) V and edges E.

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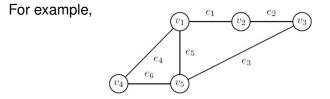
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• A multi-edge is a collection of two or more edges having distinct end vertices.

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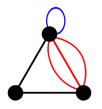
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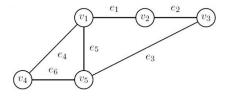
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- The degree d(v) of a vertex v ∈ V is the number of edges incident to v.
- **Proposition**: Let G = (V, E) be a graph. Then  $\sum_{v \in V} d(v) = 2|E|.$
- **Corollary**: The number of vertices of odd degree is even in *G*. For example,

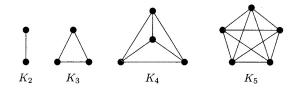
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• A complete graph  $K_n$  is a simple graph with n(n-1)/2 possible edges. When n = 2, 3, 4, 5, we have the following graphs.



• A *k*-regular graph is a simple graph with vertices of equal degree *k*.

#### • The complete graph $K_n$ is (n-1)-regular

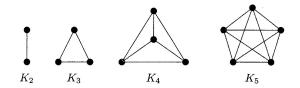
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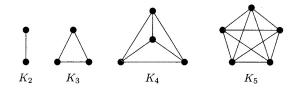
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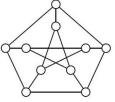
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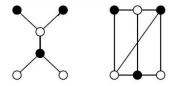
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• A bipartite graph is one where  $V = V_1 \cup V_2$  such that there are edges only between  $V_1$  and  $V_2$  (the black and white nodes below).



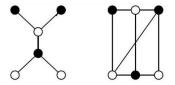
• A complete bipartite graph is one where all edges between  $V_1$  and  $V_2$  are present (i.e.  $E = |V_1| \cdot |V_2|$ ). It is noted as  $K_{n_1,n_2}$ , where  $n_1 = |V_1|$  and  $n_2 = |V_2|$ .

#### Question: When is complete bipartite graph regular?

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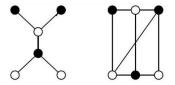
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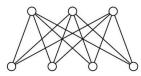
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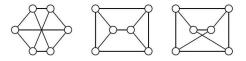


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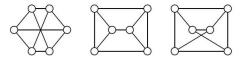


It suffices to find 2 colors that separate the edges as below,

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 length.

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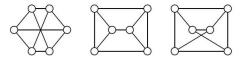


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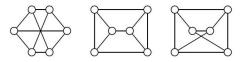


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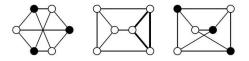
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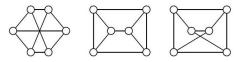


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where edge *j* connects vertices j - 1 and *j* (i.e.  $|V_1| = |E_1| + 1$ ).

• 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.
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- f length k from vertex  $v_0$  to vertex  $v_0$  is a no
- A walk of length k from vertex  $v_0$  to vertex  $v_k$  is a non-empty graph  $W = (V_1, E_1)$  of the form

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$$V_1 = \{v_0, v_1 \cdots, v_k\}, E_1 = \{(v_0, v_1), \cdots, (v_{k-1}, v_k)\},\$$

where edge *j* connects vertices j - 1 and *j* (i.e.  $|V_1| = |E_1| + 1$ ).

- 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.

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

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

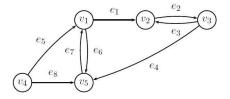
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## Acyclic graphs

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  $d_{in}(v) > 0$  for all vertices, then each vertex *i* has a predecessor p(i) such that  $(v_{p(i)}, v_i) \in E$ .

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.

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$$v_0$$
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End!

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