## Building Graphs from Other Graphs

Dr.Jayantha Lanel

University of Sri Jayawardanapura

February 10, 2020



**Computational Discrete Mathematics** 

Generating Graphs

Image: A match a ma

### Outline

- 1 Contracting Vertices and Edges
- 2 Inducing and Permuting Subgraphs
- 3 Graph Union and Graph Join
  - Products of Graphs



3

(日) (四) (日) (日) (日)

#### Contracting vertices

Contracting a pair of vertices,  $v_1$  and  $v_2$ , replaces them by one vertex v such that v is adjacent to anything  $v_1$  or  $v_2$  had been. It does not matter whether  $v_1$  and  $v_2$  are connected by an edge; if they are, then the edge disappears when  $v_1$  and  $v_2$  are contracted.



## Contract Command in Maple

#### Contract

The *contract* command contracts the specified edge of a graph. By default, all the loops and multiple edges are removed. By setting multi=true, the loops and multiple edges are preserved and the output is a weighted graph.

To contract multiple edges in a graph, use the foldl command.

Maple command : contract

## Inducing and Permuting Subgraphs

#### Induced Subgraphs

An *induced subgraphs* of a graph G is a subset of the vertices of G together with any edges whose endpoints are both in this subset. Deleting a vertex from a graph is identical to inducing a subgraph of the remaining n-1 vertices.

#### Permuting Subgraph

This is not induced a subgraph, but permutes the (vertices) embedding of the graph according to the given permutation.

Maple command : InducedSubgraph, PermuteVertices

< □ > < □ > < □ > < □ > < □ > < □ >

## Graph Union and Graph Join

#### Graph Union

The *graph union* operation takes two or more graphs and returns a graph that is formed by taking the union of the vertices and the edges of the graphs.

Remark: Maple does not support graph union in that sense but with restrictions.

#### Graph Join

The *join* of two graphs is their union, with the addition of all edges and vertices, spanning the different graph.

Maple command : GraphUnion, GraphJoin

< □ > < □ > < □ > < □ > < □ > < □ >

### **Products of Graphs**

#### The Product

The product  $G_1 \times G_2$  of two graphs has a vertex set define by cartisian product of the vertex sets of  $G_1$  and  $G_2$ . There is an edge between  $(u_1, v_1)$ and  $(u_2, v_2)$  if  $u_1 = u_2$  and  $v_1$  is adjacent to  $v_2$  in  $G_2$  or  $v_1 = v_2$  and  $u_1$  is adjacent to  $u_2$  in  $G_1$ .

**Maple command** : CartesianProduct

(日) (四) (日) (日) (日)

## Line Graphs

### Line Graph L(G)

The line graph L(G) of a graph G has a vertex of L(G) associated with each edge of G and an edge of L(G) if and only if two edges of G share a common vertex.

Line graphs are a special type of intersection graph, where each vertex represents a set of size 2 and each edge connects two sets with a nonempty intersection.

Maple command : LineGraph

イロト イポト イヨト イヨト

# THE END

э

・ロト ・ 日 ト ・ 日 ト ・ 日 ト