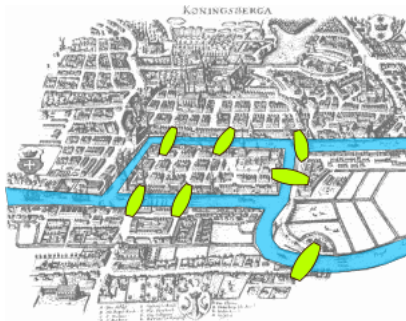


Lecture 4: Graph Theory 1

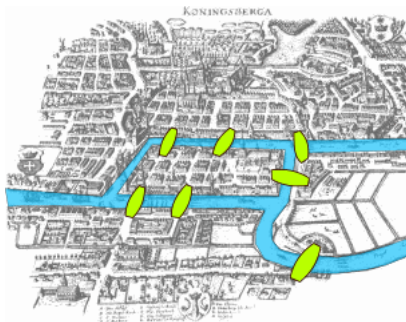
In Which We Draw a Bunch Of Pretty Pictures

The Seven Bridges of Königsberg



Source: Wikipedia

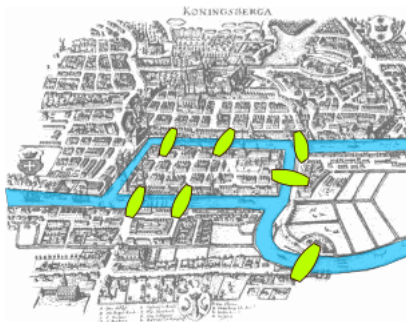
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Cross each bridge once and end where you started?

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Cross each bridge once and end where you started?

Turns out, impossible! Proved by Euler in 1736, inventing graph theory to do so.

What Is a Graph?

A *graph* $G = (V, E)$ is:

- ▶ A set of *vertices*¹ V
- ▶ A set of *edges* $E \subseteq V \times V$

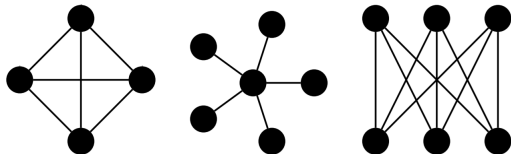
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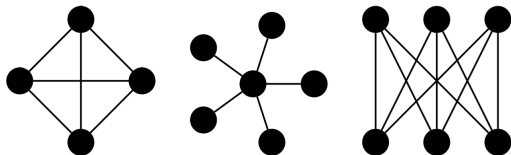
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Not the graph of a function!

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Can You Give Me Directions?

Edges model relationships between vertices

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Focus (mainly) on undirected graphs in 70

Terminology

For an edge $e = \{u, v\}$:

- ▶ u and v are the *endpoints* of e
- ▶ e is *incident* on u and v

Terminology

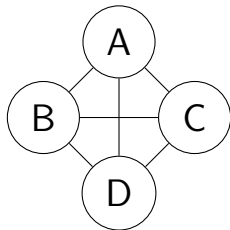
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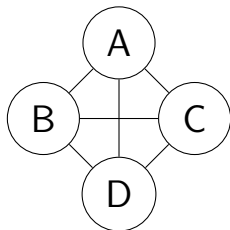
For a vertex v :

- ▶ number of edges incident is the *degree*
- ▶ u is a *neighbor* (or is *adjacent*) if $\{u, v\} \in E$
- ▶ if no neighbors, v is *isolated*

Paths and Cycles and Tours, Oh My!

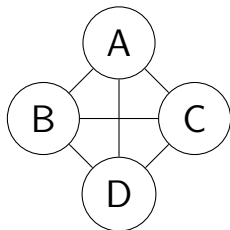


Paths and Cycles and Tours, Oh My!



A *walk* is a sequence of (connected) edges

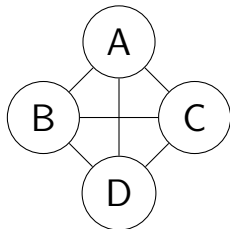
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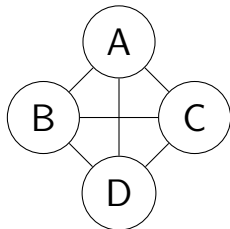


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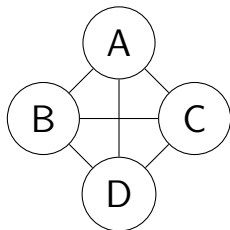
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Cycle \subseteq tour \subseteq walk; path \subseteq walk.

Eulerian Tours

An *Eulerian Tour* is a tour using each edge once

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- ▶ So number of edges incident to v used is even
- ▶ But all incident edges used!
- ▶ Thus, degree of v is even

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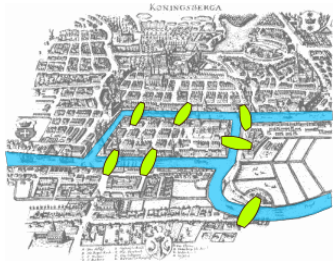
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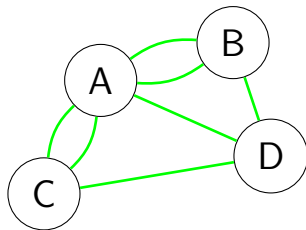
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- ▶ Remove this tour, recurse on *connected components*
- ▶ “Splice” the recursive tours into the main one
- ▶ Result is Eulerian Tour of G !

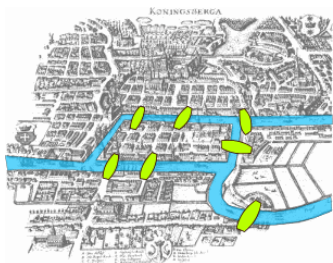
Back To Königsberg



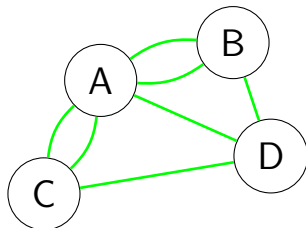
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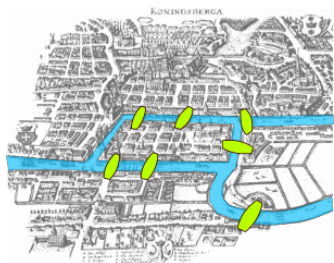
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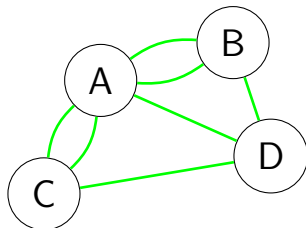
Model Königsberg as a graph

“Cross each bridge once” \equiv “Eulerian Tour”

Back To Königsberg



≡



Model Königsberg as a graph

“Cross each bridge once” \equiv “Eulerian Tour”

Note: This is a *multigraph*

Everywhere else, assume *simple graphs*

- ▶ No repeated edges
- ▶ No self-loops


```
if(tired) { break; }
```

Whew, that was a long proof. Time for a break.

```
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Today's Discussion Question:

What building on campus would you get rid of?

Special Types of Graphs

Complete graphs have every possible edge

- ▶ Denote complete graph on n vertices as K_n
- ▶ K_5 has an important role next lecture!

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Bipartite graphs have two halves, often denoted L , R

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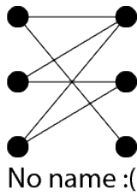
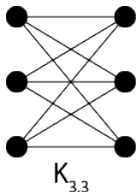
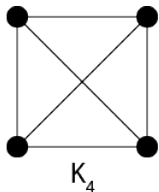
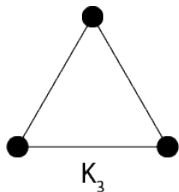
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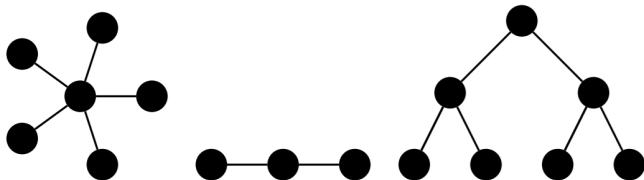
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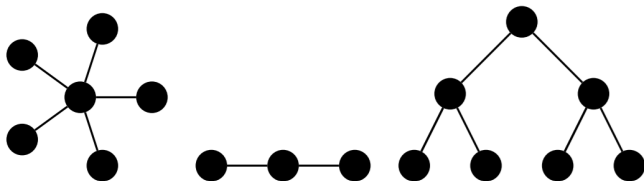
Can't See the Forest For All the Trees

A *tree* is a connected, acyclic graph



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Equivalent definitions:

- ▶ Connected and $|V| - 1$ edges
- ▶ Connected and any edge removal disconnects
- ▶ Acyclic and any edge addition creates cycle

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A *leaf* is a vertex of degree 1

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Allows us to do induction on trees!

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- ▶ By IH, result has $|V| - 2$ edges
- ▶ So original graph had $|V| - 1$ edges

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- ▶ By IH, result is acyclic
- ▶ Adding v back can't create a cycle or disconnect!

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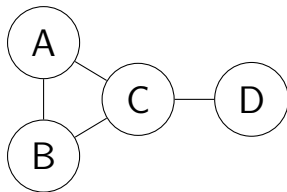
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See what happens if we use this in our “proof”

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We're stuck!

And should be—the theorem is false

Fin

Next time: moar graphs!