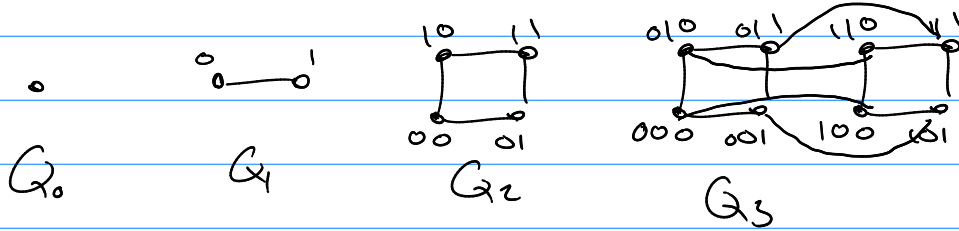


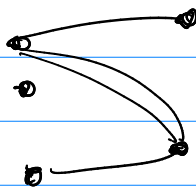
Math 322

Notes: K_n, C_n, W_n, Q_n (n^{th} dim. n -cube)



- Bipartite Graphs: $V = V_1 \cup V_2$ ($V_1 \cap V_2 = \emptyset$)
 and all edges go between V_1 to (from) V_2
 (no connections within V_1 to V_1 or V_2 to V_2)

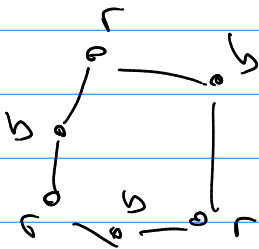
(ex)



Coloring thⁿ

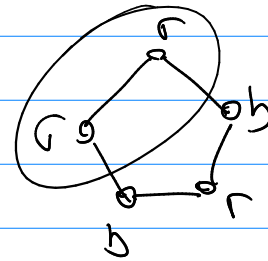
bipartite iff you can assign $v_i \in V$ one of two colors and no same color vertices are connected.

(ex)



C_6

bipartite by coloring thⁿ

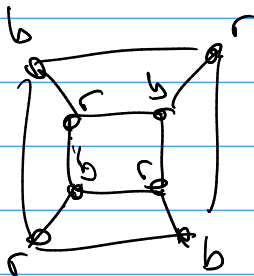


not bipartite

C_5

(ex)

Q_3

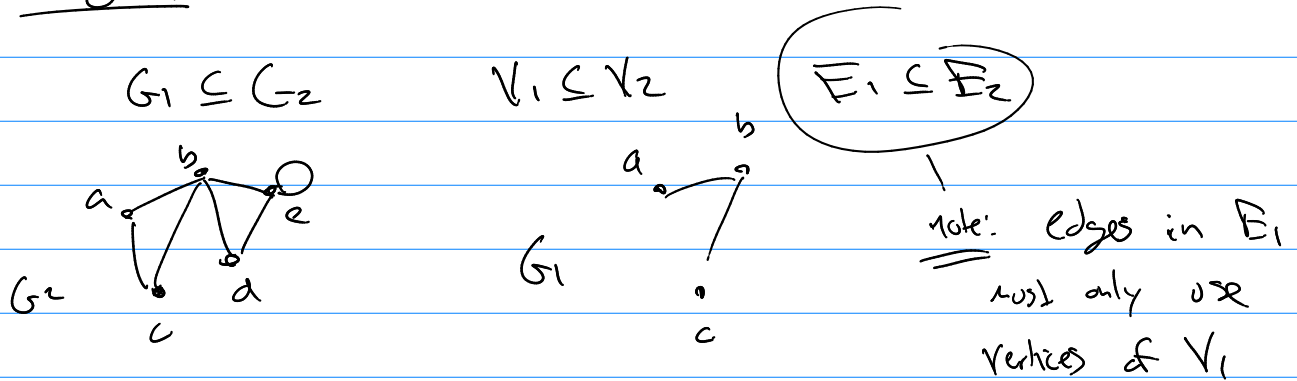


so Q_3 is bipartite.

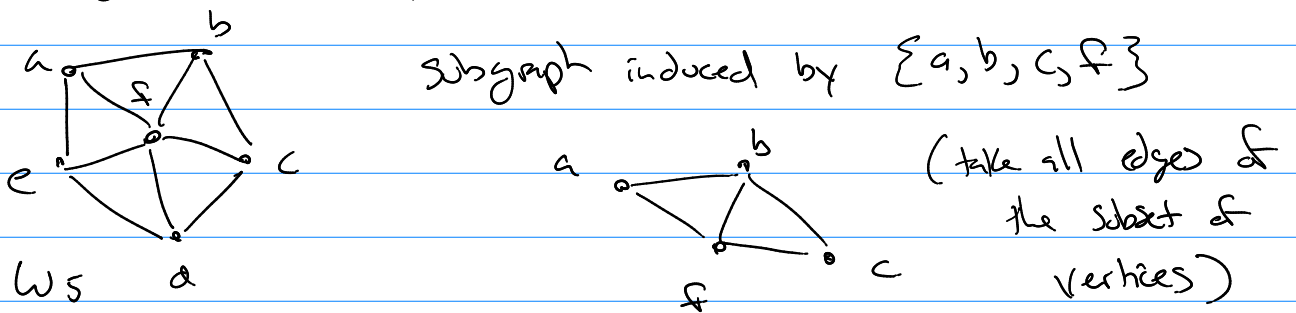
Still $G = (V, E)$ are two sets. (so we can do set ops)

① $G_1 = (V_1, E_1)$ $G_2 = (V_2, E_2)$
 $G_1 \cup G_2 = (V_1 \cup V_2, E_1 \cup E_2)$

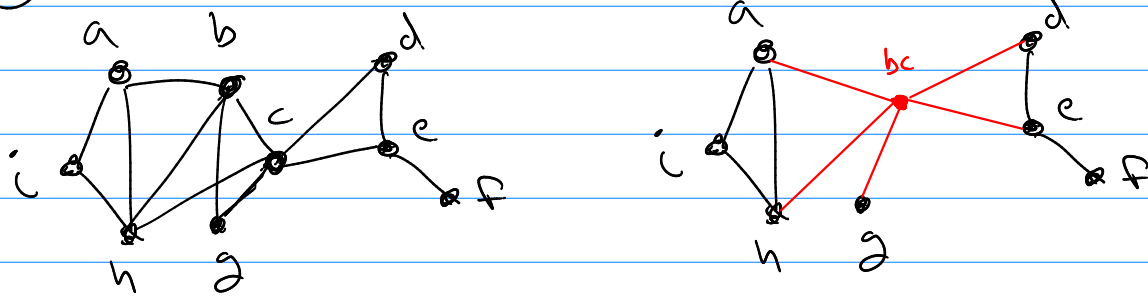
② Subgraph $G_1 = (V_1, E_1)$ $G_2 = (V_2, E_2)$



③ Subgraph induced by $V_1 \subseteq V_2$



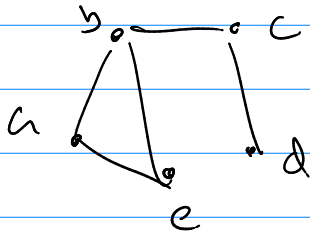
④ Edge Contraction



16.3

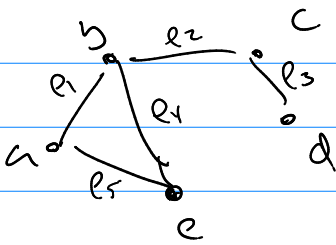
representing graphs $G = (V, E)$

- (1) Sets
- (2) undirected / directed graphs
- (3) lists (adj. lists)



	adj:
a	b, c
b	a, c, e
c	b, d, e
d	c
e	a, b, c

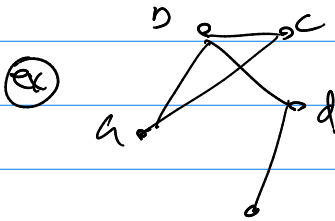
- (4) incident lists



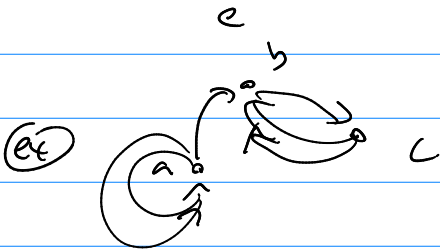
	incident with
a	e_1, e_5
b	e_1, e_2, e_4
c	e_2, e_3
d	e_3
e	e_4, e_5

(5) Adjacency Matrix $A_G = [a_{ij}]$ $a_{ij} = \begin{cases} \# \text{ of edges between } v_i \\ v_j \end{cases}$

Simple graphs : all zeros - ones
 otherwise : real valued matrix



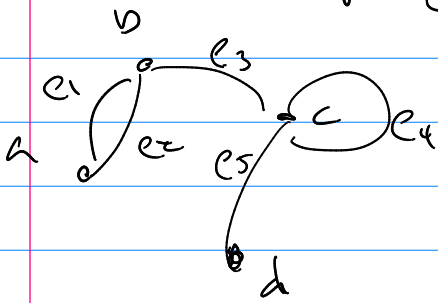
$$A_G = \begin{bmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$



$$A_G = \begin{bmatrix} 2 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 2 & 0 \end{bmatrix}$$

⑥ Incidence Matrix : $M_G = [M_{ij}]$

$$M_{ij} = \begin{cases} 1 & \text{if } v_i \text{ is inc with } e_j \\ 0 & \text{otherwise} \end{cases}$$



$$M = \begin{matrix} & \begin{matrix} e_1 & e_2 & e_3 & e_4 & e_5 \end{matrix} \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} \end{matrix}$$

consider $M \cdot M^T = C$
 (people, edges) (edges, people) 'people, people'

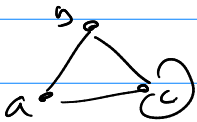
consider $M^T \cdot M = D$
 'edges, edges'

"Same"? How to say G_1 is the same as G_2 ?

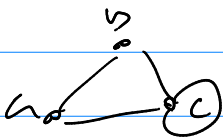
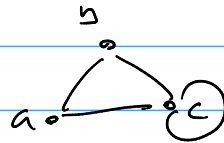
$$G_1 = (V_1, E_1)$$

$$G_2 = (V_2, E_2)$$

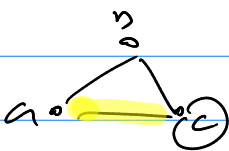
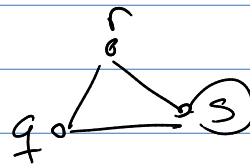
Idea:



Same as



Same as



Same as



$$\begin{aligned} a &\leftrightarrow b \\ b &\leftrightarrow c \\ c &\leftrightarrow d \end{aligned}$$

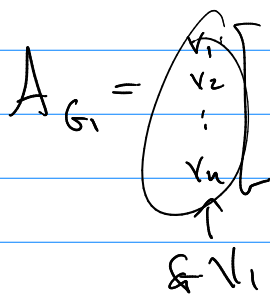
Def G_1 and G_2 are isomorphic if there is a bijection from V_1 to V_2 that preserve edges.

$$f: V_1 \rightarrow V_2$$

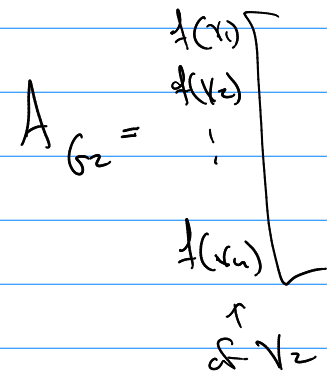
there is an edge from a, b in V_1 iff there is an edge between $f(a), f(b)$

f is called the isomorphism.

How to show G_1, G_2 are isomorphic?



Find f the isomorphism



if $A_{G_1} = A_{G_2}$ then isomorphic

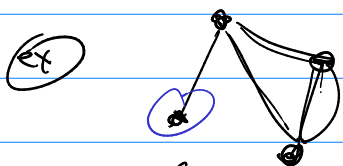
Use invariants to either say ① G_1, G_2 are not isomorphic or ② help guess f .

Invariants: (use properties of bijections)

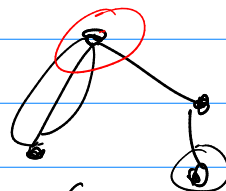
① $|V_1| = |V_2|$

② $|E_1| = |E_2|$

③ degrees of neighborhoods are preserved.



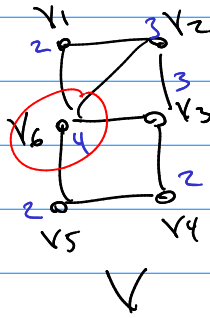
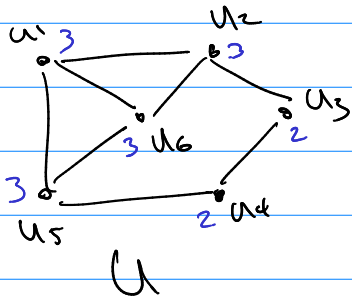
G_1
 $|V_1| = 4$
 $|E_1| = 5$



G_2
 $|V_2| = 4$
 $|E_2| = 5$

④ Paths are preserved

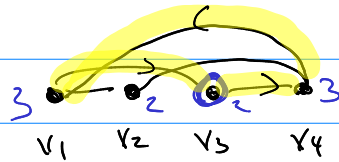
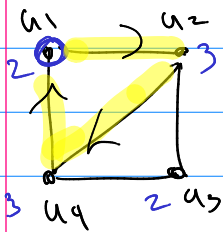
ex



$\deg(v_6) = 4$
and no $\deg(u)$ is 4
not isomorphic

Vertices: 6
edges: 8

Vertices: 6
edges: 8



Vert.: 4
edges: 5
degrees look ok

guess \neq

\neq
 $u_1 \rightarrow v_3$
 $u_2 \rightarrow v_4$
 $u_3 \rightarrow v_2$
 $u_4 \rightarrow v_1$

check: $A_u = \begin{matrix} u_1 \\ u_2 \\ u_3 \\ u_4 \end{matrix} \begin{bmatrix} ? \\ ? \\ 0 \\ ? \end{bmatrix}$

$A_v = \begin{matrix} v_3 \\ v_4 \\ v_2 \\ v_1 \end{matrix} \begin{bmatrix} ? \\ ? \\ 0 \\ ? \end{bmatrix}$