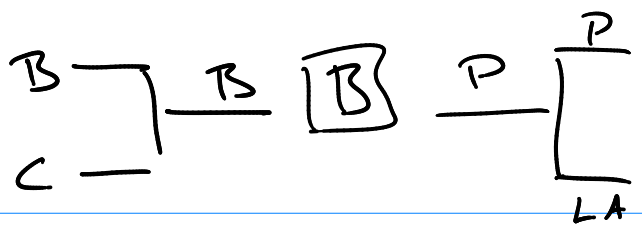
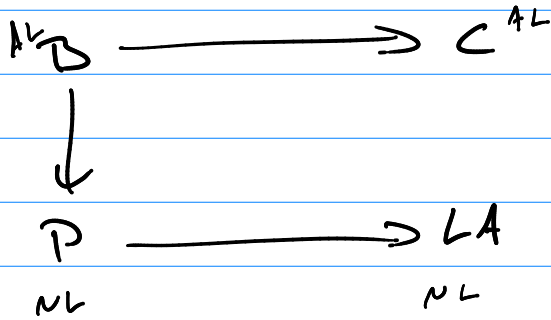


Math 322



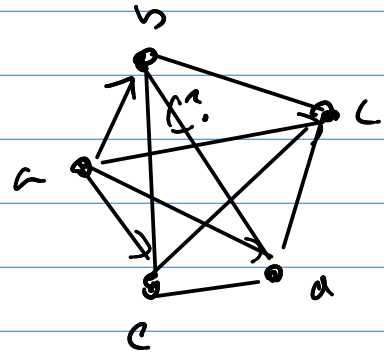
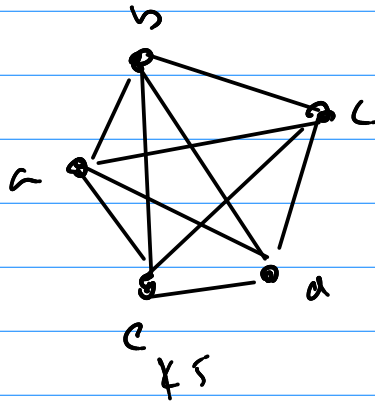
Q's



1983  
Baseball  
champ

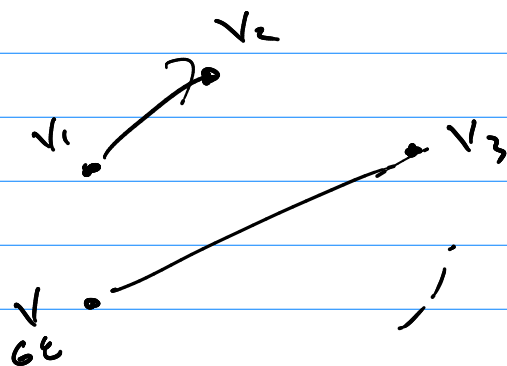
round robin

$|V| = \text{teams}$   
 $|E| = \text{games}$



6E teams

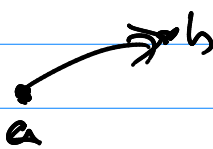
|Single elim  
tournament|



① 4 edges  
between 8 teams  
2.  $\binom{6E}{2} \cdot \binom{6E}{2}$

Representing Graphs

① draw them / lists  $G = (V, E)$



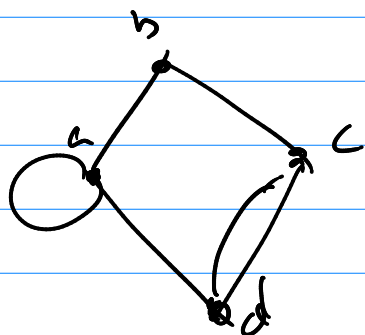
Computers

(2)

Adjacency Matrix

$$A_G = [a_{ij}]$$

$a_{ij} = \# \text{ edges from } v_i \text{ to } v_j$



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

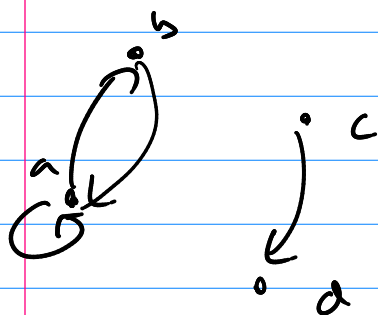
remember:-

$$A_G^r = [c_{ij}]$$

$c_{ij} = \# \text{ of paths from } v_i \text{ to } v_j$

(3)

Directory



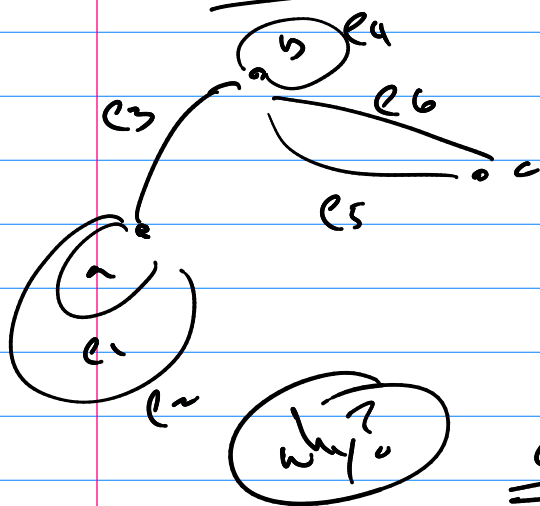
$$G = \{ a:[a,b], b:[a], c:[d], d:[] \}$$

(4)

Incidence Matrix

$$V = \{v_1, v_2, \dots, v_n\}$$

$$E = \{e_1, e_2, \dots, e_n\}$$



$$I_G = \begin{matrix} (|V| \times |E|) \end{matrix}$$

$$\begin{matrix} & e_1 & e_2 & e_3 & e_4 & e_5 & e_6 \\ \begin{matrix} a \\ b \\ c \end{matrix} & \begin{bmatrix} 1 & 1 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 \end{bmatrix} \end{matrix}$$

consider

$$I_G \cdot I_G^T = V$$

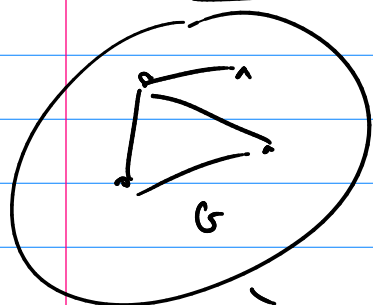
$(|V| \times |E|) \quad (|E| \times |V|) \quad (|V| \times |V|)$

$$\begin{matrix} I_G^T & , & I_G & = & E^T E \\ |E| \times |V| & & |V| \times |E| & & |E| \times |E| \end{matrix}$$

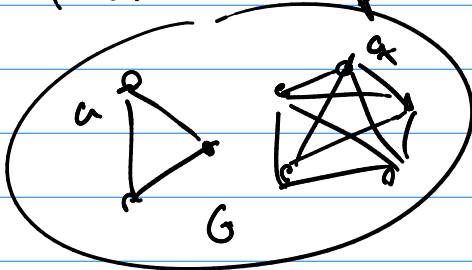
## Graph Features / Applications

### ① Connectivity

(are there paths between vertices?)



connected



not connected

$$A_G^r$$

### Undirected

- connected: path between any  $v_i, v_j$

### Directed

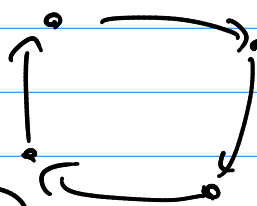
- Not strongly connected: path from a to b  
 $\nexists$  path from b to a
- strongly connected - path to and from any  $v_i, v_j$

$$A_G^r = A_G + A_G^2 + \dots + A_G^{|V|}$$

↑  
if there are any zeros.

→ not connected (undirected)

→ not strongly connected (directed)

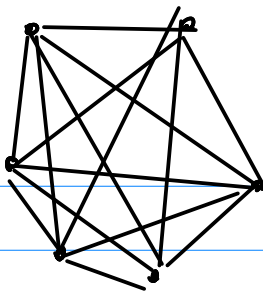


is strongly connected.

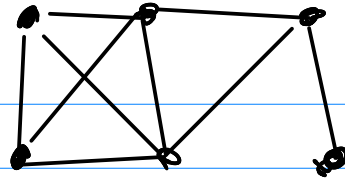
### ② Connected but how robust?

Does removal of vertices or edges break connectivity?

(ex)



$K_6$



Vertex cut : set of vertices whose removal disconnects  $G$   
Edge cut : set of edges whose removal disconnects  $G$

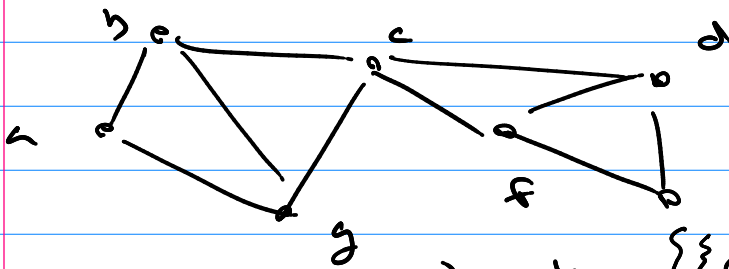
$\kappa(G)$  = min number of vertices for a vertex cut

$\lambda(G)$  = min number of edges for an edge cut

thm

$$1 \leq \kappa(G) \leq \lambda(G) \leq \min_{v \in V} \deg(v) \leq |V| - 1$$

only for  $K_n$



vertex cuts =  $\{c\}, \{b, g\}, \{c, f\}$ , etc

$$\kappa(G) = 1$$

edge cuts =  $\{\{c, d\}, \{c, f\}\},$

$\{\{d, e\}, \{f, e\}\},$

$\{\{b, g\}, \{b, c\}, \{a, g\}\}$ , etc

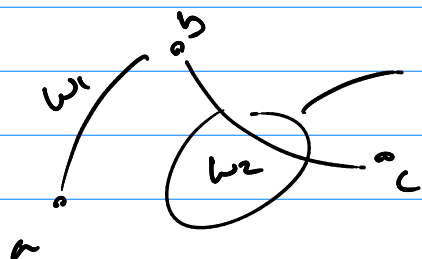
$$\lambda(G) = 2$$

# Applications Paths

→ Weighted Graphs

$$G = (V, E)$$

with a weight function  $w(e) = \text{weight of edge } e$



$$w(\{b, c\}) = w_2$$

length of path = sum of weights.

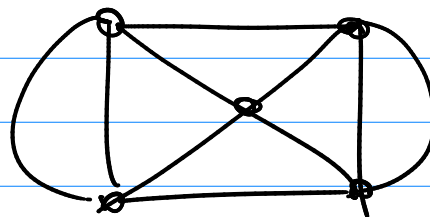
Note: old length def is simply  $w(e) = 1$

① Connectivity = existence of paths

② Special Paths

→ Euler Circuit: ① Simple circuit  
② uses all edges

④ trace problem



5) Euler Path: ① Simple path (non-circuit)  
② uses all edges

c) Hamilton Circuit ① Simple circuit  
② uses all vertices exactly once

③ Minimal Paths for weighted graphs.