

# Graphs & Algorithms: Advanced Topics

Some basic concepts, definitions and facts

**Prerequisites.** Basic graph theory and graph algorithms. In particular the material of the course Graphs and Algorithms (Spring 2009)

With respect to graph theoretic notation we mostly follow the book “Introduction to Graph Theory” by Doug West.

## Graphs – Definition

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A **graph**  $G$  is a pair consisting of

- a **vertex** set  $V(G)$ , and
- an **edge** set  $E(G) \subseteq \binom{V(G)}{2}$ .

If there is no confusion about the underlying graph we often just write  $V = V(G)$  and  $E = E(G)$ .

$x$  and  $y$  are the **endpoints** of edge  $e = \{x, y\}$ .

They are called **adjacent** or **neighbors**.

$e$  is called **incident** with  $x$  and  $y$ .

A **loop** is an edge whose endpoints are equal.

**Multiple edges** have the same set of endpoints. In the definition of a “graph” we don’t allow loops and multiple edges. To emphasize this, we often say “simple graph”. When we do want to allow multiple edges or loops, we say **multigraph**.

**Remarks** A multigraph might have no multiple edges or loops. Every (simple) graph is a multigraph, but not every multigraph is a (simple) graph.

## Special graphs\_\_\_\_\_

$K_n$  is the complete graph on  $n$  vertices.

$K_{n,m}$  is the complete bipartite graph with partite sets of sizes  $n$  and  $m$ .

$P_n$  is the path on  $n$  vertices

$C_n$  is the cycle on  $n$  vertices

## Further definitions and notation\_\_\_\_\_

The **degree** of vertex  $v$  is the number of edges incident with  $v$ . Loops are counted twice.

A set of pairwise adjacent vertices in a graph is called a **clique**. A set of pairwise non-adjacent vertices in a graph is called an **independent set**.

A graph  $G$  is **bipartite** if  $V(G)$  is the union of two (possibly empty) independent sets of  $G$ . These two sets are called the **partite sets** of  $G$ .

The **complement**  $\overline{G}$  of a graph  $G$  is a graph with

- vertex set  $V(\overline{G}) = V(G)$  and
- edge set  $E(\overline{G}) = \binom{V}{2} \setminus E(G)$ .

$H$  is a **subgraph** of  $G$  if  $V(H) \subseteq V(G)$ ,  $E(H) \subseteq E(G)$ . We write  $H \subseteq G$ . We also say  $G$  **contains**  $H$  and write  $G \supseteq H$ .

For a subset  $S \subseteq V(G)$  define  $G[S]$ , the **induced subgraph** of  $G$  on  $S$ :  $V(G[S]) = S$  and  $E(G[S]) = \{e \in E(G) : \text{both endpoints are in } S\}$ .

## Leaves, trees, forests...\_\_\_\_\_

A graph with no cycle is **acyclic**. An acyclic graph is called a **forest**.

A connected acyclic graph is a **tree**.

A **leaf** (or **pendant vertex**) is a vertex of degree 1.

A **spanning subgraph** of  $G$  is a subgraph with vertex set  $V(G)$ .

A **spanning tree** is a spanning subgraph which is a tree.

*Examples.* Paths, stars

## Properties of trees

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**Lemma.**  $T$  is a tree,  $n(T) \geq 2 \Rightarrow T$  contains at least two leaves.

Deleting a leaf from a tree produces a tree.

**Theorem** (Characterization of trees) For an  $n$ -vertex graph  $G$ , the following are equivalent

1.  $G$  is connected and has no cycles.
2.  $G$  is connected and has  $n - 1$  edges.
3.  $G$  has  $n - 1$  edges and no cycles.
4. For each  $u, v \in V(G)$ ,  $G$  has exactly one  $u, v$ -path.

### **Corollary.**

- (i) Every edge of a tree is a cut-edge.
- (ii) Adding one edge to a tree forms exactly one cycle.
- (iii) Every connected graph contains a spanning tree.

## Walks, trails, paths, and cycles\_\_\_\_\_

A **walk** is an alternating list  $v_0, e_1, v_1, e_2, \dots, e_k, v_k$  of vertices and edges such that for  $1 \leq i \leq k$ , the edge  $e_i$  has endpoints  $v_{i-1}$  and  $v_i$ .

A **trail** is a walk with no repeated edge.

A **path** is a walk with no repeated vertex.

A  $u, v$ -walk,  $u, v$ -trail,  $u, v$ -path is a walk, trail, path, respectively, with first vertex  $u$  and last vertex  $v$ .

If  $u = v$  then the  $u, v$ -walk and  $u, v$ -trail is **closed**. A closed trail (without specifying the first vertex) is a **circuit**. A circuit with no repeated vertex is called a **cycle**.

The **length** of a walk trail, path or cycle is its number of edges.

## Connectivity

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$G$  is **connected**, if there is a  $u, v$ -path for every pair  $u, v \in V(G)$  of vertices.

Otherwise  $G$  is **disconnected**.

Vertex  $u$  is **connected to** vertex  $v$  in  $G$  if there is a  $u, v$ -path. The **connection relation** on  $V(G)$  consists of the ordered pairs  $(u, v)$  such that  $u$  is connected to  $v$ .

**Claim.** The connection relation is an equivalence relation.

**Lemma.** Every  $u, v$ -walk contains a  $u, v$ -path.

The **connected components** of  $G$  are its maximal connected subgraphs (i.e. the equivalence classes of the connection relation).

An **isolated vertex** is a vertex of degree 0. It is a connected component on its own, called **trivial** connected component.