

# Course Notes

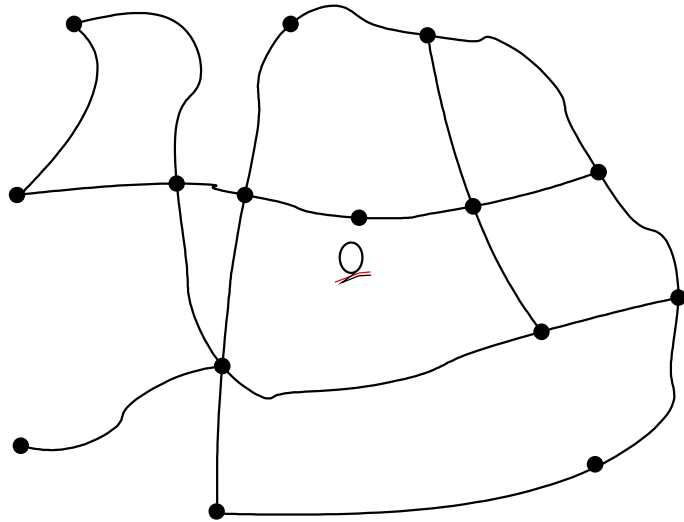
Graph Theory, Fall 2022

Queens College, Math 334/634

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<http://qc.edu/~chanusa/courses/634/22/>

# What is a graph?



A graph is made up of dots and lines.

A “dot” is called a **vertex** (or **node**, **point**, **junction**)

One **vertex** — Two **vertices**.

A “line” is called an **edge** (or **arc**), and always connects **two** vertices.

A road map can be thought of as a graph.

- ▶ Represent each city or intersection as a vertex
- ▶ Roads correspond to edges.

However, a graph is an abstract concept.

- ▶ It doesn't matter whether the edge is straight or curved.
- ▶ All we care about is which vertices are connected.

## Concept: Matchings

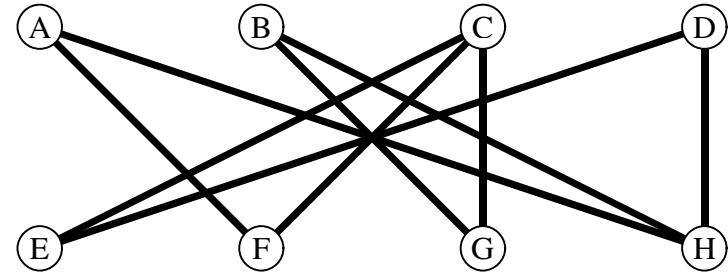
Suppose that:

Erika likes cherries and dates.

Frank likes apples and cherries.

Greg likes bananas and cherries.

Helen likes apples, bananas, dates.



A graph can illustrate these relationships.

- ▶ Create one vertex for each person and one vertex for each fruit.
- ▶ Create an edge between person vertex  $v$  and fruit vertex  $w$  if person  $v$  likes fruit  $w$ .

*Question.* Is there a way for each person to receive a piece of fruit they like?

*Answer.*

**Related topics:** assignments, perfect matchings, counting questions.

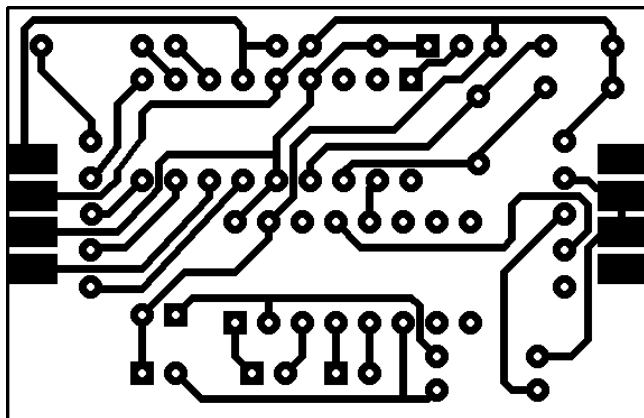
# Concept: Planarity

Why does a circuit board look like this?

*Question.* Is graph  $G$  planar?

- ▶ If so, how can we draw it without crossings?
- ▶ If not, then how close to being planar is it?

**Related topics:** planarity, non-planarity stats, graph embeddings



Also related to a circuit board:

- ▶ Where to drill the holes?
- ▶ How to drill them as fast as possible?

**Related topics:** Traveling Salesman, computer algorithms, optimization

# Chemis-Tree

Graphs are used in Chemistry to draw molecules. (isobutane)

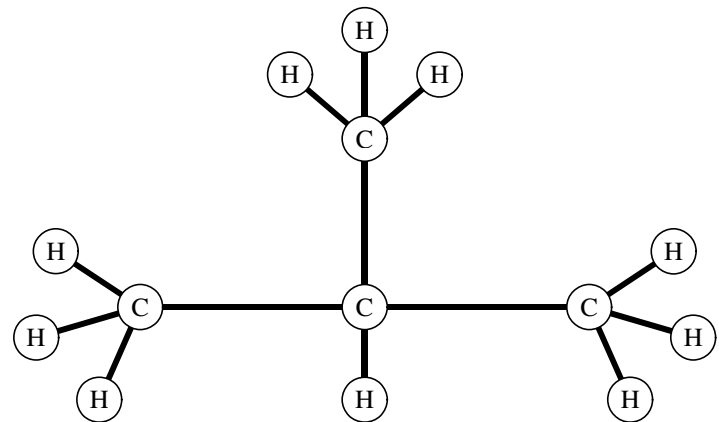
Note:

- ▶ This graph is *connected*. (Not true in general.)
- ▶ There are no *cycles* in this graph.

Connected graphs with no cycles are called **trees**.

Trees are some of the nicest graphs.

We will work to understand some of their properties.



## Class structure:

- ▶ **Building from basic principles.**
  - ▶ Lots of definitions! - Need to internalize.
  - ▶ Proofs!
- ▶ **Daily homework assignments**
  - ▶ Basis of in-class discussion
  - ▶ Feel free to work in groups
- ▶ **Standards-based grading** **Grade**  $\longleftrightarrow$  **Learning**
  - ▶ Approximately 15 “standards”
  - ▶ Regular assessments throughout (No midterms)
  - ▶ Reassessments possible
- ▶ **NEW! Cross-listing of MATH 334 and MATH 634**
  - ▶ Same in-class content
  - ▶ Undergraduates can choose 334 vs 634.
  - ▶ 634: Assessment expectations higher.
  - ▶ 634: Project expectations higher. (More later.)
  - ▶ Both count toward major. Only 634 counts toward Masters.

## To do well in this class:

- ▶ **Come to class prepared.**
  - ▶ Print out and read over course notes.
  - ▶ Read sections before class.
- ▶ **Form good study groups.**
  - ▶ Discuss homework and classwork.
  - ▶ Bounce proof ideas around.
  - ▶ You will depend on this group.
- ▶ **Put in the time.**
  - ▶ Three credits = (at least) nine hours / week out of class.
  - ▶ Homework stresses key concepts from class; learning takes time.
- ▶ **Stay in contact.**
  - ▶ If you are confused, ask questions (in class and out).
  - ▶ Don't fall behind in coursework or project.
  - ▶ I need to understand your concerns.

# What is a graph?

*Definition.* A **graph**  $G$  is a pair of sets  $(V, E)$ , where

- ▶  $V$  is the set of *vertices*.
  - ▶ A vertex can be anything.
- ▶  $E$  is the set of *edges*.
  - ▶ An edge is an unordered pair of vertices from  $V$ .

[Sometimes we will write  $V(G)$  and  $E(G)$ .]

*Example.* Let  $G = (V, E)$ , where

$$V = \{v_1, v_2, v_3, v_4\},$$

$$E = \{e_1, e_2, e_3, e_4, e_5\}, \text{ and}$$

$$e_1 = \{v_1, v_2\}, e_2 = \{v_2, v_3\},$$

$$e_3 = \{v_1, v_3\}, e_4 = \{v_1, v_4\}, e_5 = \{v_3, v_4\}.$$

- ▶ We often write  $e_1 = v_1 v_2$  with the understanding that order does not matter.

*Notation:* # vertices =  $|V| = \underline{\quad} = \underline{\quad}$ . # edges =  $|E| = \underline{\quad} = \underline{\quad}$ .



# How to talk about a graph

We say  $v_1$  is **adjacent** to  $v_2$  if there is an edge between  $v_1$  and  $v_2$ . We also say  $v_1$  and  $v_2$  are **neighbors**.

Similarly, we would say that edges  $e_1$  and  $e_2$  are **adjacent**.

When talking about a vertex-edge pair, we will say that  $v_1$  is **incident** to/with  $e_1$  when  $v_1$  is an **endpoint** of  $e_1$ .

**For now**, we will only consider finite, simple graphs.

- ▶  $G$  is **finite** means  $|V| < \infty$ . (Although infinite graphs do exist.)
- ▶  $G$  is **simple** means that  $G$  has no multiple edges nor loops.
  - ▶ A **loop** is an edge that connects a vertex to itself.
  - ▶ **Multiple edges** occurs when the same unordered pair of vertices appears more than once in  $E$ .

When multiple edges are allowed (but not loops): called **multigraphs**.

When loops (& mult. edge) are allowed: called **pseudographs**.

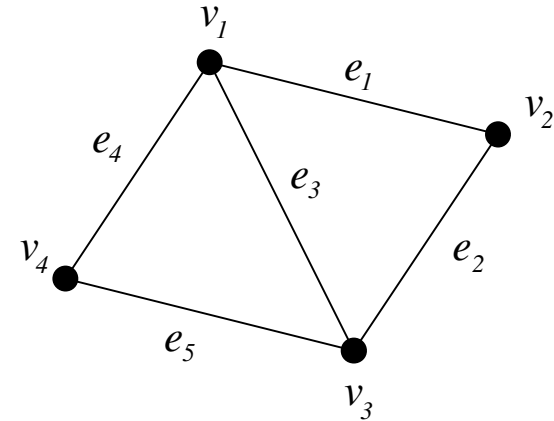
# Degree of a vertex

The **degree** of a vertex  $v$  is the number of edges incident with  $v$ , and denoted  $\deg(v)$ .

In our example,

$$\deg(v_1) = \underline{\quad}, \quad \deg(v_2) = \underline{\quad},$$

$$\deg(v_3) = \underline{\quad}, \quad \deg(v_4) = \underline{\quad}.$$



If  $\deg(v) = 0$ , we call  $v$  an **isolated vertex**.

If  $\deg(v) = 1$ , we call  $v$  an **end vertex** or **leaf**.

If  $\deg(v) = k$  for all  $v$ , we call  $G$  a  **$k$ -regular graph**.

The **degree sum** of a graph is the sum of the degrees of all vertices.

*Degree sum exploration:*

Q. What is  $\deg(v_1) + \deg(v_2) + \deg(v_3) + \deg(v_4)$ ?

Q. How many edges in  $G$ ?

A.  $\sum_{v \in V} \deg(v) =$

A.  $m =$

Q. How are these related?

## Degree sum formula

*Theorem 1.1.1.*  $\sum_{v \in V} \deg(v) = 2m.$

*Proof.* We count the number of vertex-edge incidences in two ways.

**Vertex-centric:** For one  $v$ , how many  $v$ - $e$  incidences are there? \_\_\_\_\_.  
So the total number of vertex-edge incidences in  $G$  is \_\_\_\_\_.

**Edge-centric:** For one  $e$ , how many  $v$ - $e$  incidences are there? \_\_\_\_\_.  
So the total number of vertex-edge incidences in  $G$  is \_\_\_\_\_.

Since we have counted the same quantity in two different ways, the two values are equal.  $\square$

*Corollary:* *The degree sum of a graph is always even.*

# Degree sequence of a graph

*Definition.* The **degree sequence** for a graph  $G$  is the list of the degrees of its vertices in **weakly decreasing** order.

In our example above, the degree sequence is: \_\_\_\_\_.

*Duh.* Every simple graph has a degree sequence.

*Question.* Does every sequence have a simple graph?

*Answer.*

## Degree sequence of a graph

*Definition.* A weakly decreasing sequence of non-negative numbers  $\mathcal{S}$  is **graphic** if there exists a graph that has  $\mathcal{S}$  as its degree sequence.

*Question.* How can we tell if a sequence  $\mathcal{S}$  is graphic?

- ▶ Find a graph with degree sequence  $\mathcal{S}$ .

OR: Use the **Havel–Hakimi algorithm** in Theorem 1.1.2.

- ▶ **Initialization.** Start with **Sequence  $\mathcal{S}_1$** .
- ▶ **Step 1.** Remove the first number (call it  $s$ ).
- ▶ **Step 2.** Subtract 1 from each of the next  $s$  numbers in the list.
- ▶ **Step 3.** Reorder the list if necessary into non-increasing order.  
Call the resulting list **Sequence  $\mathcal{S}_2$** .

*Theorem 1.1.2.* **Sequence  $\mathcal{S}_1$**  is graphic iff **Sequence  $\mathcal{S}_2$**  is graphic.

- ▶ Iterate this algorithm until either:
  - (a) It is easy to see  **$\mathcal{S}_2$**  is graphic.
  - (b)  **$\mathcal{S}_2$**  has negative numbers.

**Examples:** 7765333110 and 6644442

# Proof of the Havel–Hakimi algorithm

*Notation:* Define the degree sequences to be:

$$\mathcal{S}_1 = (s, t_1, t_2, \dots, t_s, d_1, \dots, d_k).$$

$$\mathcal{S}_2 = (t_1 - 1, t_2 - 1, \dots, t_s - 1, d_1, \dots, d_k).$$

*Theorem.* Sequence  $\mathcal{S}_1$  is graphic iff Sequence  $\mathcal{S}_2$  is graphic.

*Proof.* ( $\mathcal{S}_2$  graphic  $\Rightarrow$   $\mathcal{S}_1$  graphic)      Suppose that  $\mathcal{S}_2$  is graphic.

Therefore,

We will construct a graph  $G_1$  that has  $\mathcal{S}_1$  as its degree sequence.

*Question:* Can this argument work in reverse?

# Proof of the Havel–Hakimi algorithm

*Proof.* ( $\mathcal{S}_1$  graphic  $\Rightarrow$   $\mathcal{S}_2$  graphic)      Suppose that  $\mathcal{S}_1$  is graphic. Therefore, there exists a graph  $G_1$  with degree sequence  $\mathcal{S}_1$ . We will construct a graph with degree sequence  $\mathcal{S}_2$  in stages.

## Game plan:

$$G_1 \longrightarrow G_2 \longrightarrow G_3 \longrightarrow \cdots \longrightarrow G_a$$

- ▶ Start with  $G_1$  which we know exists.
- ▶ At each stage, create a new graph  $G_i$  from  $G_{i-1}$  such that
  - ▶  $G_i$  has degree sequence  $\mathcal{S}_1$ .
  - ▶ The vertex of degree  $s$  in  $G_i$  is adjacent to MORE of the highest degree vertices than  $G_{i-1}$ .
- ▶ After some number of iterations, the vertex of highest degree  $s$  in  $G_a$  will be adjacent to the next  $s$  highest degree vertices.
- ▶ Peel off vertex  $S$  to reveal a graph with degree sequence  $\mathcal{S}_2$ .

# Proof of the Havel–Hakimi algorithm

Vertices  $S, T_1, \dots, T_s, D_1, \dots, D_k$  have degrees  $s, t_1, \dots, t_s, d_1, \dots, d_k$ .

(a) Suppose  $S$  is not adjacent to all vertices of next highest degree ( $T_1$  through  $T_s$ ).

Therefore, there exists a  $T_i$  to which  $S$  is not adjacent and a  $D_j$  to which  $S$  is adjacent.

(b) Because  $\deg(T_i) \geq \deg(D_j)$ , then there exists a vertex  $V$  such that  $T_iV$  is an edge and  $D_jV$  is not an edge.

(c) Replace edges  $SD_j$  and  $T_iV$  with edges  $ST_i$  and  $D_jV$ .

(d) The degree sequence of the new graph is the same. (Why?) **AND**  $S$  is now adjacent to more  $T$  vertices. (Why?) Repeat as necessary.

