

UNIT - 5

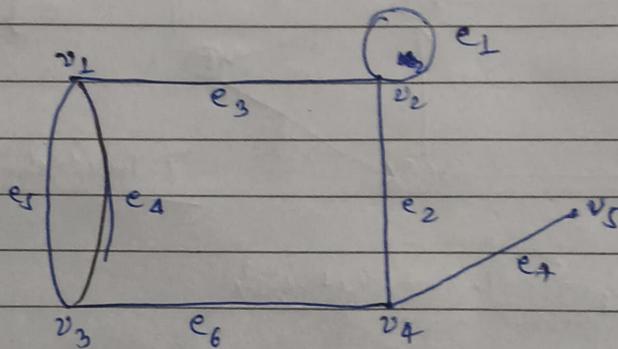
Graph

A Graph can be defined as group of vertices and edge that are used to connect these vertices a graph consist of two things

$$G = (V, E)$$

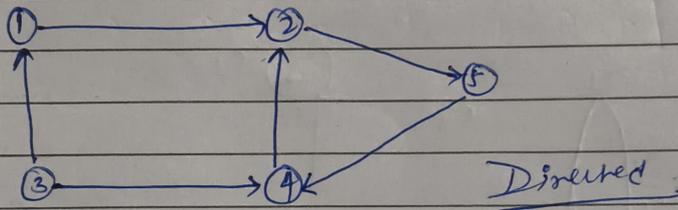
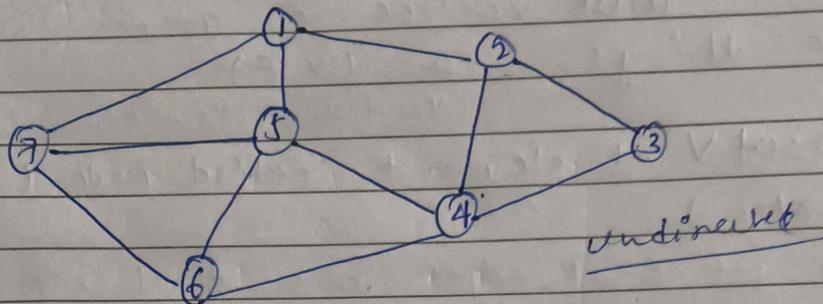
$$V = \{v_1, v_2, v_3, v_4, v_5\}, E = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7\}$$

- (i) A set V of element called Node (or point) or vertex
- (ii) A set E of edges such that each edge $e \in E$ is unique pair of vertex (u, v)



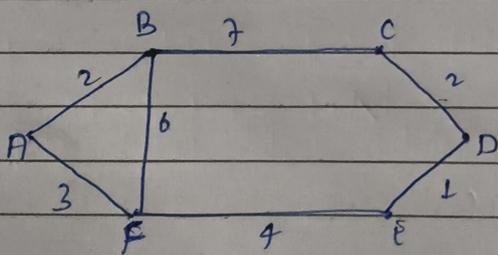
- ↳ Adjacent node
- ↳ Degree of node
 - ↳ self loop
 - ↳ cycle
 - ↳ parallel ~~edge~~ edge
 - ↳ Isolate node
 - ↳ Path

Graph can be two type
 1. Undirected Graph
 2. Directed Graph



$$V(G) = \{1, 2, 3, 4, 5, 6, 7\}$$

$$E(G) = \{(1, 2), (1, 5), (7, 1), (7, 6), (5, 6), (6, 4), (3, 2), (3, 4)\}$$

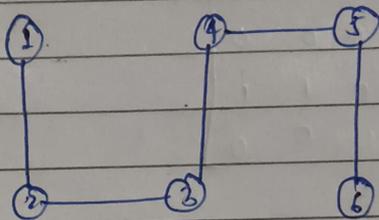


weighted Graph

Representation of Graph

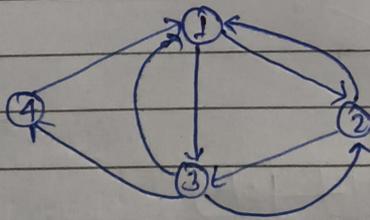
Usually, a graph can be represented in many ways. Some of these representations are

1. Set Representation
 - (i) Adjacency
 - (ii) Incidence
2. Link ~~edges~~ Representation



$$V(G) = \{1, 2, 3, 4, 5, 6\}$$

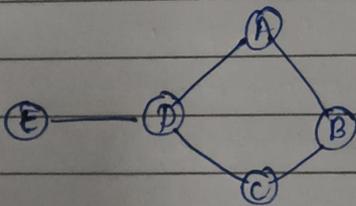
$$E(G) = \{(1,2), (2,3), (3,4), (4,5), (5,6)\}$$



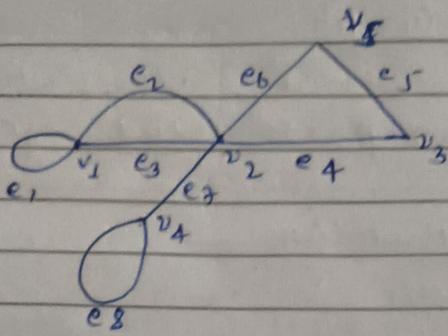
Adjacency

~~matrix~~

	1	2	3	4
1	0	1	1	0
2	1	0	1	0
3	1	1	0	1
4	1	0	0	0



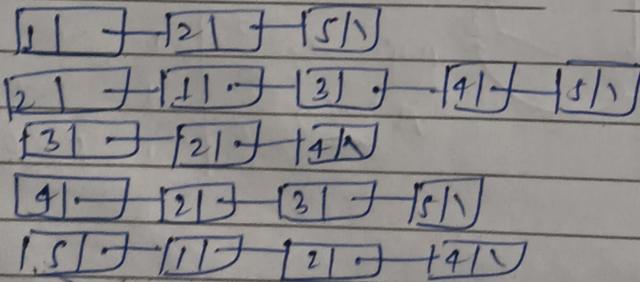
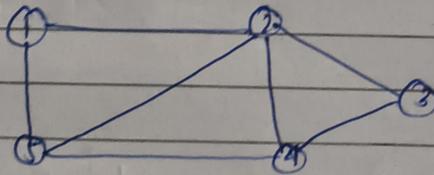
	A	B	C	D	E
A	0	1	0	1	0
B	1	0	1	0	0
C	0	1	0	1	0
D	1	0	1	0	1
E	0	0	0	1	0



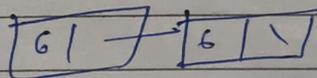
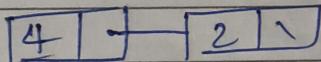
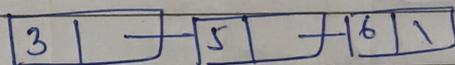
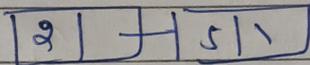
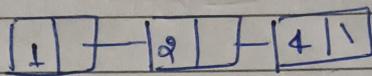
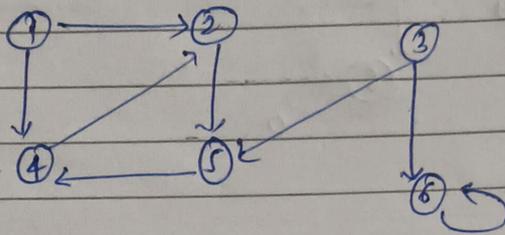
Incident matrix =

	e_1	e_2	e_3	e_4	e_5	e_6	e_7	e_8
v_1	1	1	1	0	0	0	0	0
v_2	0	1	1	1	0	1	1	0
v_3	0	0	0	1	1	0	0	0
v_4	0	0	0	0	0	0	1	1
v_5	0	0	0	0	1	1	0	0

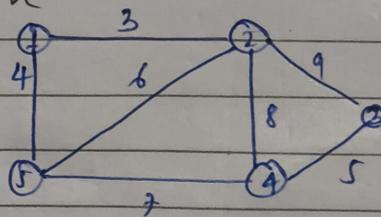
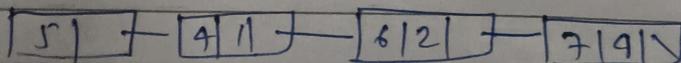
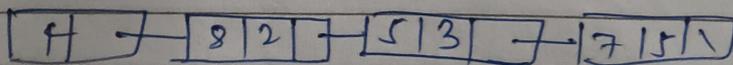
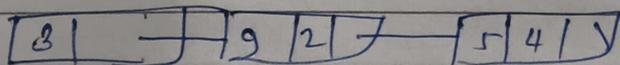
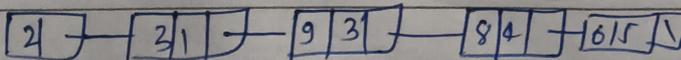
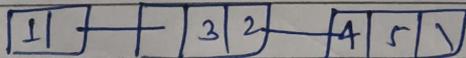
linked representation
undirected graph



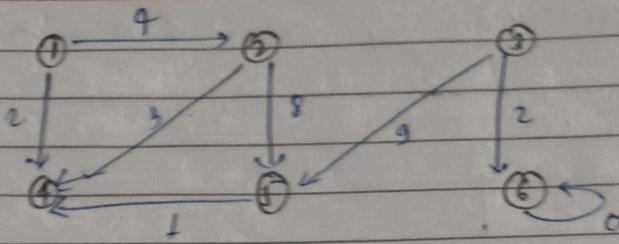
Linked Representation of Directed Graph



Weighted Undirected Graph



Weighted Directed Graph



1 | — | 4 | 2 | — | 2 | 4 | \

2 | — | 8 | 5 | \

3 | — | 9 | 5 | — | 2 | 6 | \

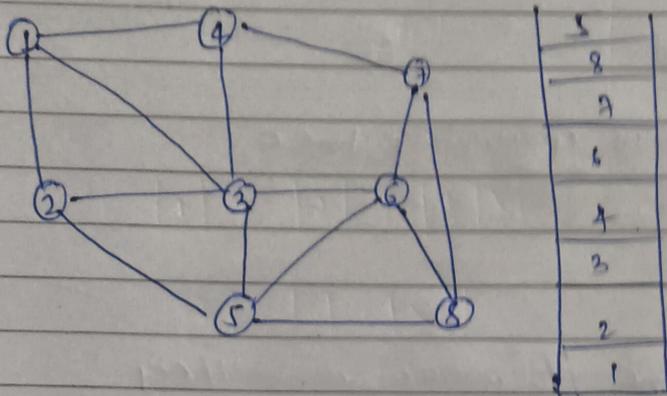
4 | — | 3 | 2 | \

5 | — | 1 | 4 | \

6 | — | 0 | 6 | \

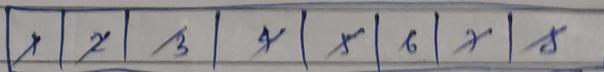
Traversing of Graph

① Depth-first search (DFS) LIFO \rightarrow (stack)



order
1, 4, 7, 8, 5, 6, 3, 2

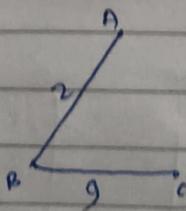
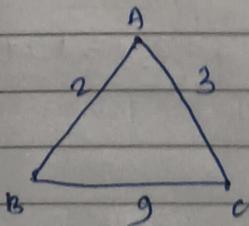
② Breadth-first search (BFS) \rightarrow (queue)



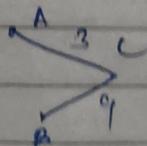
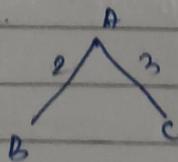
1, 2, 3, 4, 5, 6, 7, 8

Spanning Tree

A spanning tree is a subset of graph which has all vertices covered with minimum number of edge

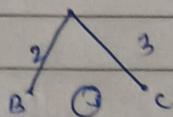


= (ii)



Minimum Spanning Tree

In a weighted graph a minimum spanning tree that has a minimum weight than other spanning tree of graph



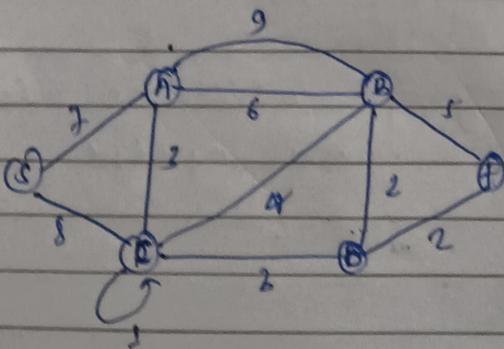
Minimum spanning tree

Properties

- i. Spanning Tree $(n-1)$ edge where $n = \text{vertices}$
- ii. Number of vertices and edge in all spanning tree
- iii. There are no cycle in spanning trees
- iv. If graph is complete then n^{n-2} spanning trees

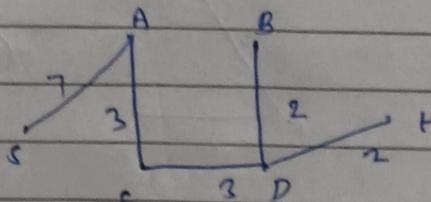
Kruskal's Algorithm:-

- ① Remove all parallel and loop edge
- ② sort the edges in non decreasing order

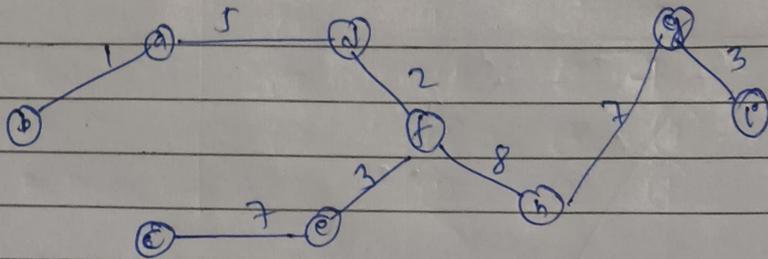
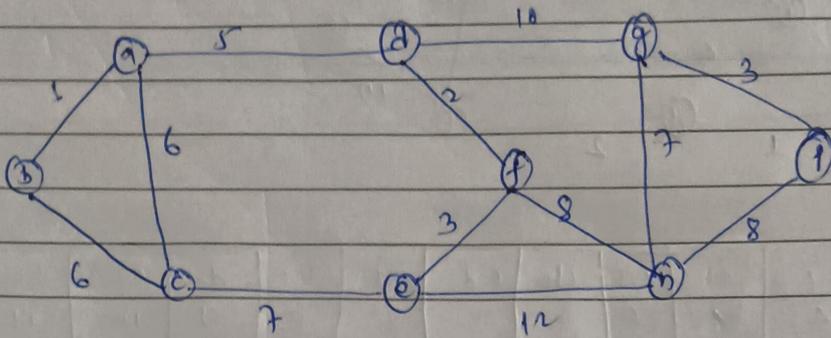


BD	DE	AC	CD	CE	BE	AB	AE	CF
2	2	3	3	4	5	6	7	8

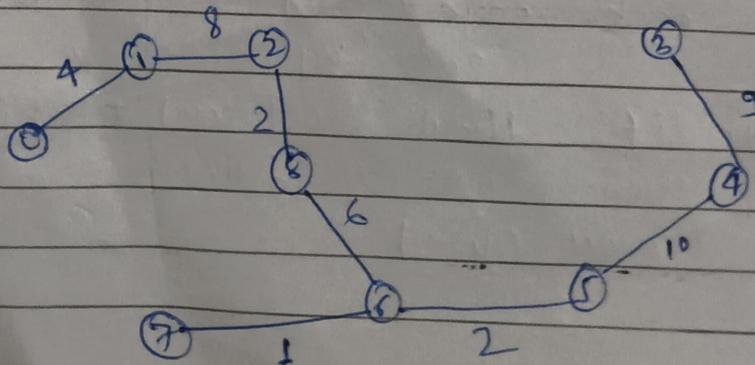
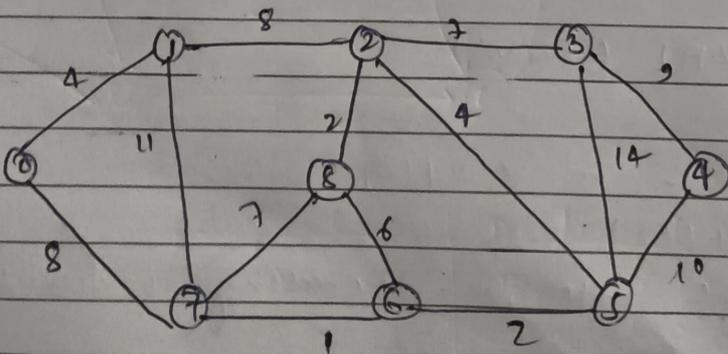
$$2 + 2 + 3 + 3 + 2 + 2 = 12$$

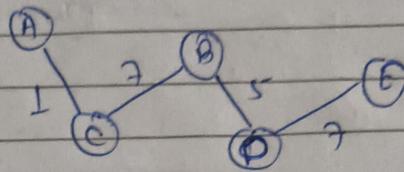
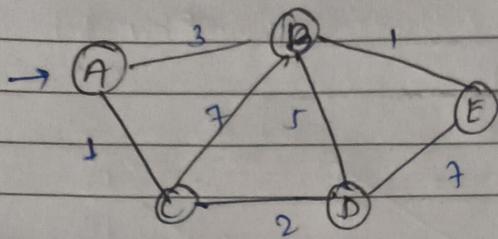


Prim's Algorithm

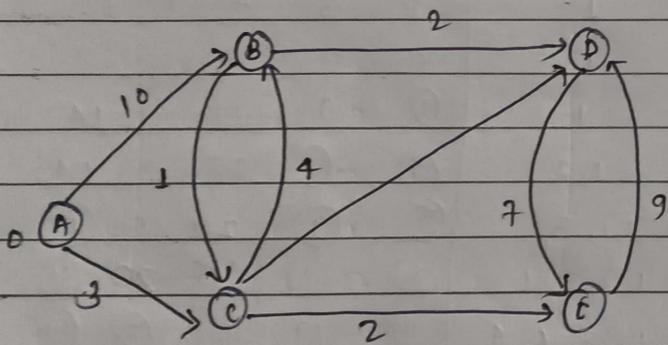


$$1 + 5 + 2 + 8 + 7 + 3 + 7 + 3 \Rightarrow \underline{36} \checkmark$$

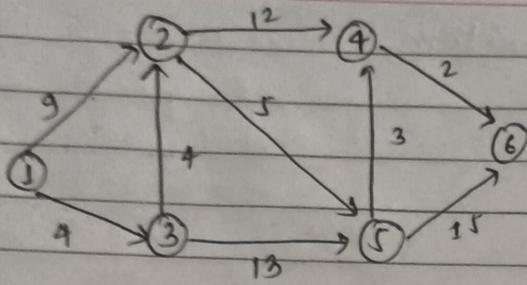




Source	Destination			
	B	C	D	E
A	∞	∞	∞	∞
A	3	(1)	∞	∞
A, C	(3)	(1)	3	∞
A, C, B	(3)	(1)	(3)	(4)
A, C, B, D	(3)	(1)	(3)	(4)
A, C, B, D, E	(3)	(1)	(3)	(4)



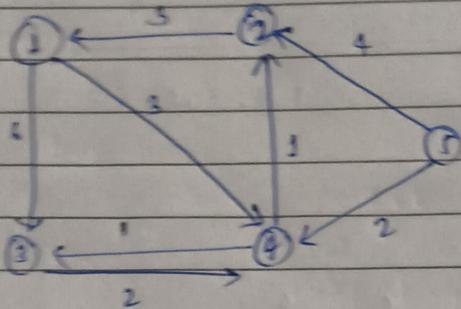
Source	Destination			
	B	C	D	E
A	∞	∞	∞	∞
A	10	(3)	∞	∞
A, C	7	(3)	11	(5)
A, C, E	(7)	(3)	11	(5)
A, C, E, B	(7)	(3)	(9)	(5)
A, C, E, B, D	(7)	(3)	(9)	(5)



1, 3, 2, 5, 4, 6

Source	Destination					
	2	3	4	5	6	
1	∞	∞	∞	∞	∞	
1	9	∞	∞	∞	∞	
1, 3	9	4	∞	17	∞	
1, 3, 2, 5	9	4	16	17	∞	
1, 3, 2, 5, 4	9	4	16	17	18	
1, 3, 2, 5, 4, 6						

Floyd-Warshall's Algorithm



$$D_0 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & \infty & \infty & \infty \\ \infty & \infty & 0 & 2 & \infty \\ \infty & 1 & 1 & 0 & \infty \\ \infty & 4 & \infty & 2 & 0 \end{bmatrix} \end{matrix}$$

$$D^1 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ 5 & 1 & 1 & 0 & \infty \\ \infty & 4 & \infty & 2 & 0 \end{bmatrix} \end{matrix}$$

$$D^2 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & 5 & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ 4 & 1 & 1 & 0 & \infty \\ 7 & 4 & 13 & 2 & 0 \end{bmatrix} \end{matrix}$$

$$D^3 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & \infty & 6 & 3 & \infty \\ 3 & 0 & 9 & 6 & \infty \\ \infty & \infty & 0 & 2 & \infty \\ 4 & 1 & 1 & 0 & \infty \\ 7 & 4 & 13 & 2 & 0 \end{bmatrix} \end{matrix}$$

$$D^4 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & 4 & 4 & 3 & \infty \\ 3 & 0 & 7 & 6 & \infty \\ 7 & 3 & 0 & 2 & \infty \\ 4 & 1 & 2 & 0 & \infty \\ 6 & 3 & 3 & 2 & 0 \end{bmatrix} \end{matrix}$$

$$D^5 = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0 & 4 & 4 & 3 & \infty \\ 3 & 0 & 7 & 6 & \infty \\ 6 & 3 & 0 & 2 & \infty \\ 4 & 1 & 1 & 0 & \infty \\ 6 & 3 & 3 & 2 & 0 \end{bmatrix} \end{matrix}$$

Weighted Graph

A graph is said to be a weighted graph if all the edges in it are labeled with some number.

Self loop:-

If there is an edge whose starting and ending vertex are same that is (v_1, v_2) is an edge, then it is called self loop or simply loop.

Parallel Edges:-

If there are more than one edges between the same pair of vertex then they are known as parallel edges.

Adjacent Vertex:-

A vertex u is adjacent to other vertex v if there is an edge from u to v .

Incidence

In an undirected graph the edge (u, v) is incident on vertex u and v . In a directed graph the edge (u, v) is incident from node u and is incident to node v .

Degree of Vertex

The degree of vertex is the number of edges incident to that vertex. In an undirected graph the number of edges connected to a node is called the degree of that node.

Weighted Graph

A graph is said to be a weighted graph if all the phase in it are labeled with some number

Self loop:-

If there is an edge whose starting & end vertex are same that is (v_1, v_1) is an edge then is called self loop or simply loop.

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Incidence

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Degree of Vertex

The degree of vertex is the number of edge incident to that vertex in an undirect graph the number of edge connected to a node is called the degree of that node.

↳ In degree: In degree of a vertex is the number of edge coming to that vertex or in other word edge is incident to it.

↳ out degree → the outdegree of a vertex is the number of edge going ^{outside} from that vertex or in other word the edge incident from it.

Simple Graph

A graph of directed graph which does not have myself loop or parallel edge is called simple graph.

multigraph

A graph which has either a self loop or parallel edge or both is called a multigraph

Complete Graph

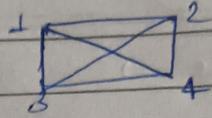
A graph is complete graph if each vertex is adjacent to every other vertex in graph or we can say that there is an edge between any pair of nodes in the graph

Planar Graph

A graph is planar if it can with draw in a plane without any two edge intersecting

Regular Graph:

A graph is regular if every node is adjacent to the same number of nodes

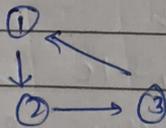


Connected Graph

In a graph G two vertices v_1 and v_2 are said to be connected if there is a path in G from v_1 to v_2 or v_2 to v_1 . A graph is said to be connected if there is a path from any node of graph to any other node i.e., for every pair of distinct vertices in G there is a path.

Strongly Connected Graph

A directed graph is said to be strongly connected graph if for every pair of the distinct vertices in G there is a path.



Cycle

If there is a path containing one or more edges which starts from a vertex and terminate into the same vertex then the path is called either cycle.

A cycle graph

If a graph does not have any cycle then it is called acyclic graph.