

Theorems

Theorem

Let G be a connected graph. Then G is Eulerian if and only if every vertex in G has even degree.

Theorem (Handshaking Lemma)

In any graph with n vertices v_i and m edges

$$\sum_{i=1}^n \deg(v_i) = 2m$$

Corollary

A connected non-Eulerian graph has an Eulerian trail if and only if it has exactly two vertices of odd degree. The trail begins and ends these two vertices.

Theorems

Theorem

If T is a tree with n edges, then T has $n + 1$ vertices.

Theorem

Two graphs that are isomorphic to one another must have

- ① *The same number of nodes.*
- ② *The same number of edges.*
- ③ *The same number of nodes of any given degree.*
- ④ *The same number of cycles.*
- ⑤ *The same number of cycles of any given size.*

Theorems

Theorem (Kuratowski's Theorem)

A graph G is nonplanar if and only if it contains a “copy” of $K_{3,3}$ or K_5 as a subgraph.

Theorem (Euler's Formula for Planar Graphs)

For any connected planar graph G embedded in the plane with V vertices, E edges, and F faces, it must be the case that

$$V + F = E + 2.$$

Graphs vs Plots

Recall that a graph consists of two sets: a set of vertices and a set of edges.

While we often represent graphs visually, we can distinguish between a graph and a **plot** in the following way: A graph stores information and connections between information while a plot provides a visual representation of the information stored in a graph.

Given that graphs are important, we now examine how we can represent graphs using a computer and see how one computer package handles graphs.

A Quick Matrix Review

A **matrix** is a rectangular array of numbers. A matrix with m **rows** and n **columns** said to be an $m \times n$ matrix.

Entries in the matrix are addressed by their row and column numbers. Given a matrix A , the entry a_{ij} is in the i^{th} row and j^{th} column of A . Notice that we always list the row index first.

We say a matrix A is **symmetric** if $a_{ji} = a_{ij}$.

Not Symmetric

$$\begin{bmatrix} 0 & 5 & 2 & 1 \\ 1 & 3 & 0 & 1 \\ 4 & 6 & 8 & 3 \\ 0 & 7 & 3 & 1 \end{bmatrix}$$

Symmetric

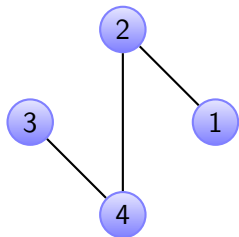
$$\begin{bmatrix} 0 & 3 & 7 & 1 \\ 3 & 8 & 5 & 0 \\ 7 & 5 & 2 & 4 \\ 1 & 0 & 4 & 0 \end{bmatrix}$$

Adjacency Matrices

Let G be a graph with n vertices. We can use an $n \times n$ matrix to store the graph. Let

$$g_{ij} = \begin{cases} 1 & \text{if vertex } i \text{ is adjacent to vertex } j \\ 0 & \text{if vertex } i \text{ is not adjacent to vertex } j \end{cases}$$

For example, the graph on the left has the adjacency matrix on the right.



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

Note: matrix is symmetric

The adjacency matrix for a directed graph will not be symmetric unless the directed graph itself is symmetric.

Sparse Graphs and Matrices

Consider K_{30} , the complete graph with 30 vertices. This graph has $C(30, 2) = 435$ edges since every vertex is connected to every other vertex. The adjacency matrix will have 1's in every non-diagonal position (why not on the diagonals?). We say the 30×30 adjacency matrix is **dense** or **full** since most of the entries are non-zero.

Now consider C_{30} , a **cycle** (or **ring**) graph with 30 vertices. Each vertex is connected to two other vertices to form a single ring or cycle. This means there are only 30 edges. So, while the adjacency matrix will be 30×30 , only 60 entries in it will be non-zero. In this case we say the graph and the adjacency matrix are **sparse**.

Adjacency Matrix Examples

Adjacency matrix for K_8

8×8 matrix with 64 elements
 $2 \cdot C(8, 2) = 56$ non-zero entries

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

Adjacency matrix for C_8

8×8 matrix with 64 elements
8 non-zero entries

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