Graph Theory MTH-S503

Syllabus

• UNIT-1: Graphs, Sub graphs, Some basic properties, Different types of graphs (Regular, Bipartite, Induced, Quotient etc.) walks, paths & circuits, connected graphs, disconnected graphs and its components, Euler graphs and its properties, Fluery's algorithms and Chinese postman problem Operation on graphs, Hamiltonian graphs and its properties, Hamiltonian paths and circuits, the traveling sales man problem. Shortest distance algorithms (Dijkstra's)

UNIT-2: Cuts sets and cut vertices, some properties, all cut sets in a graph, fundamental circuits and cut sets, connectivity and separability, Rank, Nullity of a graph. Digraphs : Definition, Types of Digraphs, Digraphs and Binary relations, Directed path and connectedness, Euler Digraphs.

• UNIT-3: Trees and its characterization, Distance, Height, Diameters, Radius of a tree, Weighted Tree, Rooted and Binary trees, Spanning trees, Weighted spanning tree, Minimum weight spanning tree algorithms prim's and Kruskal's. Chords, Branches, Fundamental circuits.

UNIT-4: Planarity: Planer graphs, Regions, Euler formula, Kuratowski two graphs, Characterization of planarity, detection of planarity, Thickness and Crossings number of a graph. Colouring of graphs: Vertex colouring, Edge colouring, Five colour Theorem, Chromatic number, chromatic polynomials, Methods of finding the chromatic polynomial, Chromatic partitioning, Independence number and Covering number. Matchings, Maximal matching, Augmenting path, Hall's marriage problem.

• UNIT5: Matrix representation of graphs : Incidence, Adjacency, Circuit, Cut-set and Path matrices and their properties. Matrix representation of Digraphs (Adjacency matrix).



<u>Graph</u>: A graph is a tuple G = (V, E) where V is a (finite) set of vertices and E is a finite collection of edges. The set E contains elements from the union of the one and two element subsets of V. That is, each edge is either a one or two element subset of V.

Example:
$$V = \{1, 2, 3, 4\}$$

 $E = \{\{1, 2\}, \{2, 3\}, \{3, 4\}, \{4, 1\}\}$
 C_{2}
 C_{3}
 C_{4}
 C_{3}
 C_{3

<u>Self-Loop</u>: If G = (V, E) is a graph and $v \in V$ and $e = \{v\}$, then edge e is called a self-loop. That is, any edge that is a single element subset of V is called a self-loop.

Example: $V = \{1, 2, 3, 4\}$ $E = \{\{1, 2\}, \{2, 3\}, \{3, 4\}, \{4, 1\}, \{1\}\}$

<u>Vertex Adjacency</u>: Let G = (V, E) be a graph. Two vertices v_1 and v_2 are said to be adjacent if there exists an edge $e \in E$ so that $e = \{v_1, v_2\}$. A vertex v is self-adjacent if $e = \{v\}$ is an element of E.

Edge Adjacency: Let G = (V, E) be a graph. Two edges e_1 and e_2 are said to be adjacent if there exists a vertex v so that v is an element of both e_1 and e_2 (as sets). An edge e is said to be adjacent to a vertex v if v is an element of e as a set.

Neighborhood: Let G = (V, E) be a graph and let $v \in V$. The neighbors of v are the set of vertices that are adjacent to v.

Example: The neighborhood of Vertex 1 is Vertices 2 and 4 and Vertex 1 is adjacent to these vertices.





Multi-Graphs:Let G = (V, E) is a multigraph if there are two edges e_1 and e_2 in E so that e_1 and e_2 are equal as sets. That is, there are two vertices v_1 and v_2 in V so that $e_1 = e_2 = \{v_1, v_2\}$.Example: The vertex set is $V = \{A, B, C, D\}$.The edge collection is: $E = \{\{A, B\}, \{A, B\}, \{A, C\}, \{A, C\}, \{A, D\}, \{B, D\}, \{C, D\}\}$

Let G = (V, E) be a graph. There are two degree values that are of interest in graph theory: the largest and smallest vertex degrees usually denoted $\Delta(G)$ and $\delta(G)$. That is:

Max-degree
$$\Delta(G) = \max_{v \in V} deg(v) = 35 =$$

Min-degree $\delta(G) = \min_{v \in V} deg(v) = 37$



Simple Graph: Let G = (V, E) is a *simple graph* if G has no edges that are <u>self-loops</u> and if E is a subset of two element subsets of V ; i.e., G is not a multi-graph.



