

# Graph Theory: Intro and Trees

CS 2800: Discrete Structures, Spring 2015

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**EVERY TIME YOU WRITE  
A BACKWARDS PROOF**



**I EAT A KITTEN**

This is ok

$$\begin{aligned}\sum_{i=0}^{n+1} F_i &= \sum_{i=0}^n F_i + F_{n+1} \\ &= F_{n+2} - 1 + F_{n+1} \\ &= F_{n+1} + F_{n+2} - 1 \\ &= F_{n+3} - 1 \\ &= F_{(n+1)+2} - 1\end{aligned}$$

(ok because equality is symmetric and transitive)

This is NOT ok

$$\sum_{i=0}^{n+1} F_i = F_{(n+1)+2} - 1$$

⇒  $\sum_{i=0}^n F_i + F_{n+1} = F_{(n+1)+2} - 1$

⇒  $F_{n+2} - 1 + F_{n+1} = F_{(n+1)+2} - 1$

⇒  $F_{n+1} + F_{n+2} - 1 = F_{(n+1)+2} - 1$

⇒  $F_{n+3} - 1 = F_{(n+1)+2} - 1$

⇒  $F_{(n+1)+2} - 1 = F_{(n+1)+2} - 1$

These ⇒ symbols are implied if you omit them

... which is true, so QED ← No!

# Plea for the Day #1

Please read out your proofs in plain English and ask yourself if it makes sense

<http://www.plainenglish.co.uk/>



The screenshot shows the top portion of the Plain English Campaign website. At the top is a navigation bar with four tabs: "Home" (highlighted in dark blue), "About us", "Campaigning", and "Services". Below this is a large blue banner with the text "Plain English Campaign" in white, followed by the tagline "Fighting for crystal-clear communication since 1979". To the right of the banner is a white wireframe graphic of a crystal. Below the banner, a breadcrumb trail reads "You are here: Home". On the left side, there is a "Contact" section with a "Contact us" button. To the right of the contact section are three small image thumbnails: a brick building, a golden bull statue, and a lightbulb.

## Plea for the Day #2

Plain English is often better than  
“mathy” notation

Instead of “ $\forall d \in \text{Days}, \text{Rainy}(d) \Rightarrow \text{Umbrella}(d)$ ”, say  
“If it's a rainy day, I will carry an umbrella”

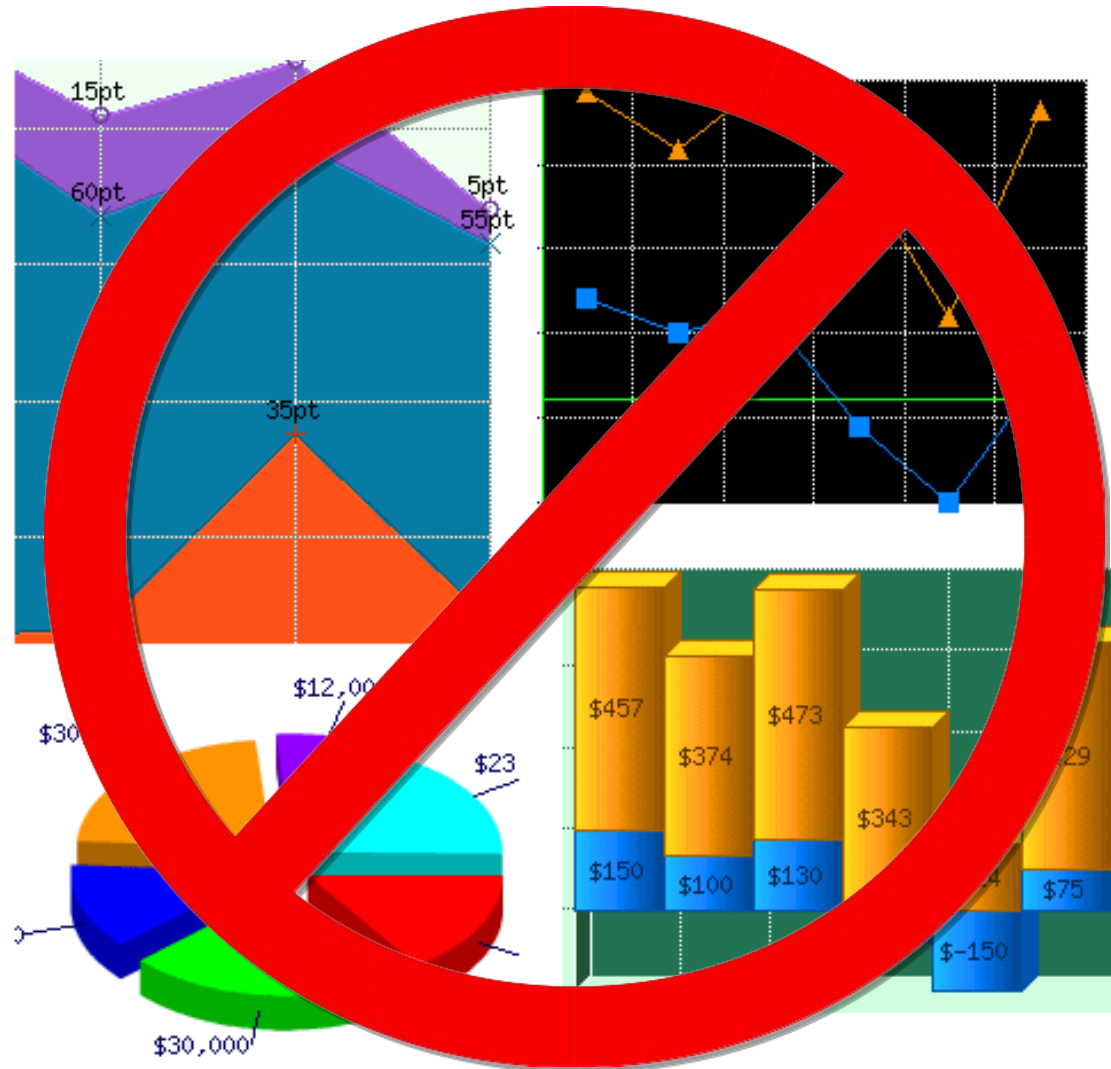
(Which is easier to read and debug?)

(But do be *precise* and *terse*)

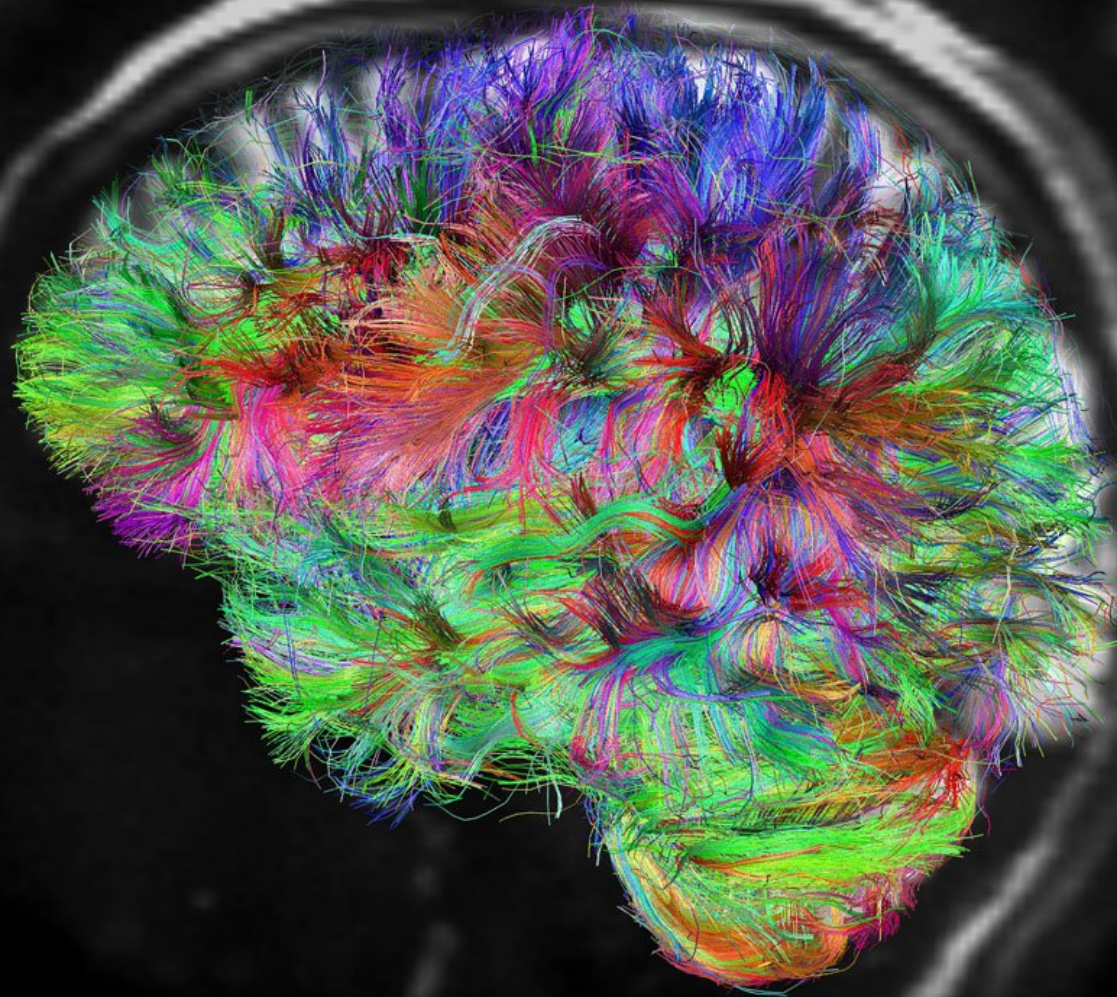
(This is an acquired skill – look at lots of well-written proofs)

<modest>... such as the homework and prelim solutions</modest>

These *aren't* the graphs we're interested in

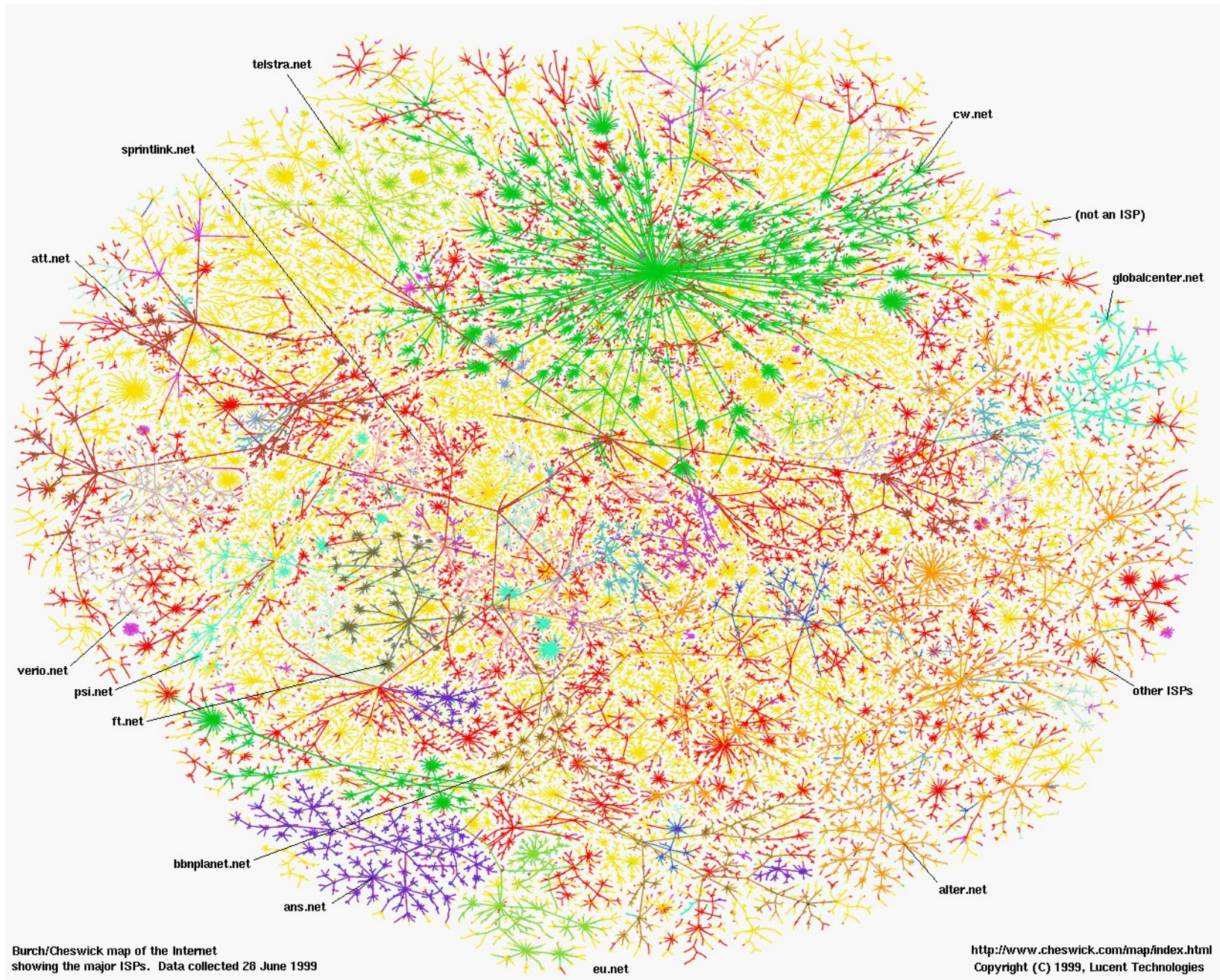


This is





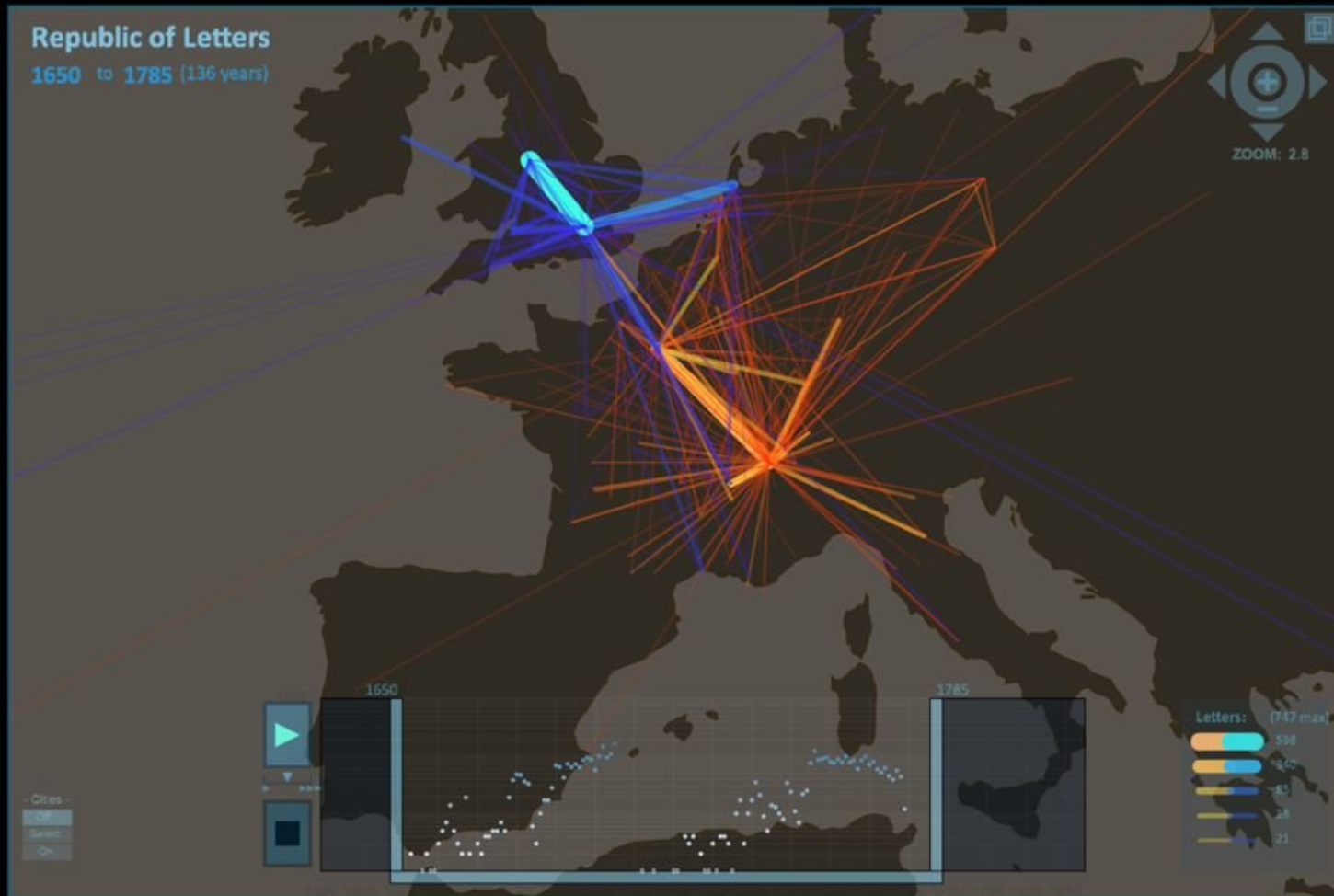
# And so is this



# A social graph

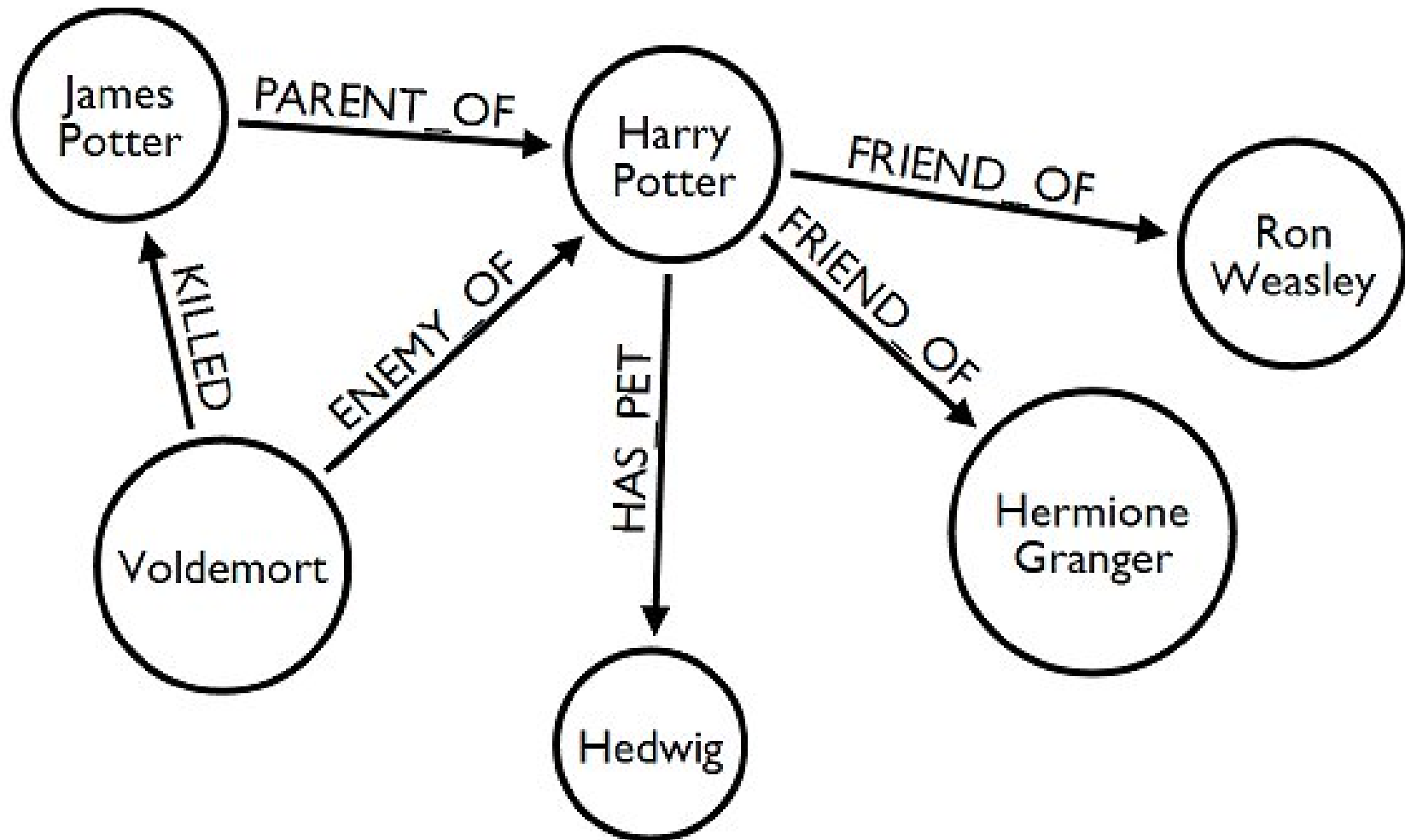


# An older social graph



Locke's (blue) and Voltaire's (yellow) correspondence.  
Only letters for which complete location information is available are shown.  
Data courtesy the Electronic Enlightenment Project, University of Oxford.

# A fictional social graph

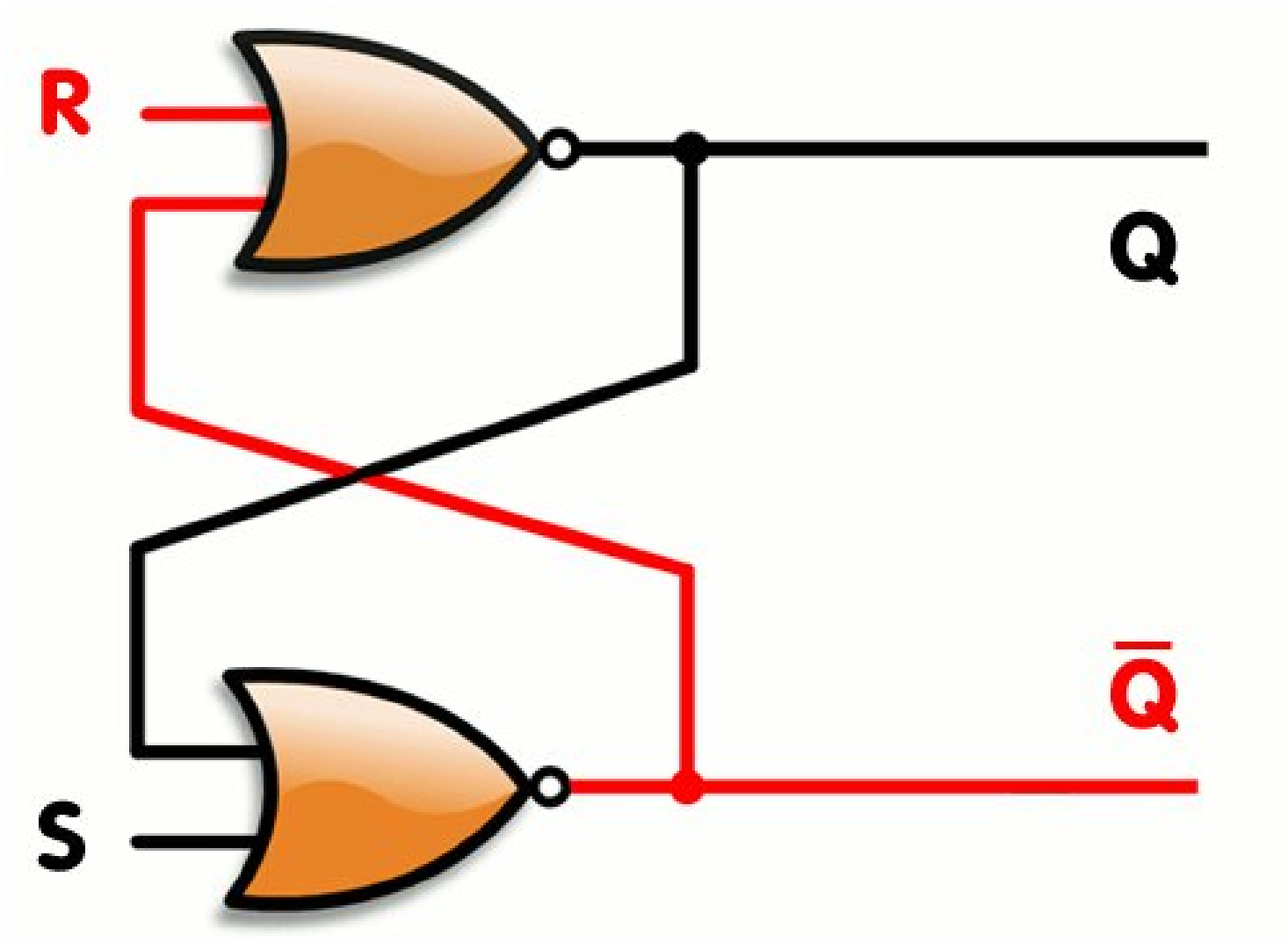




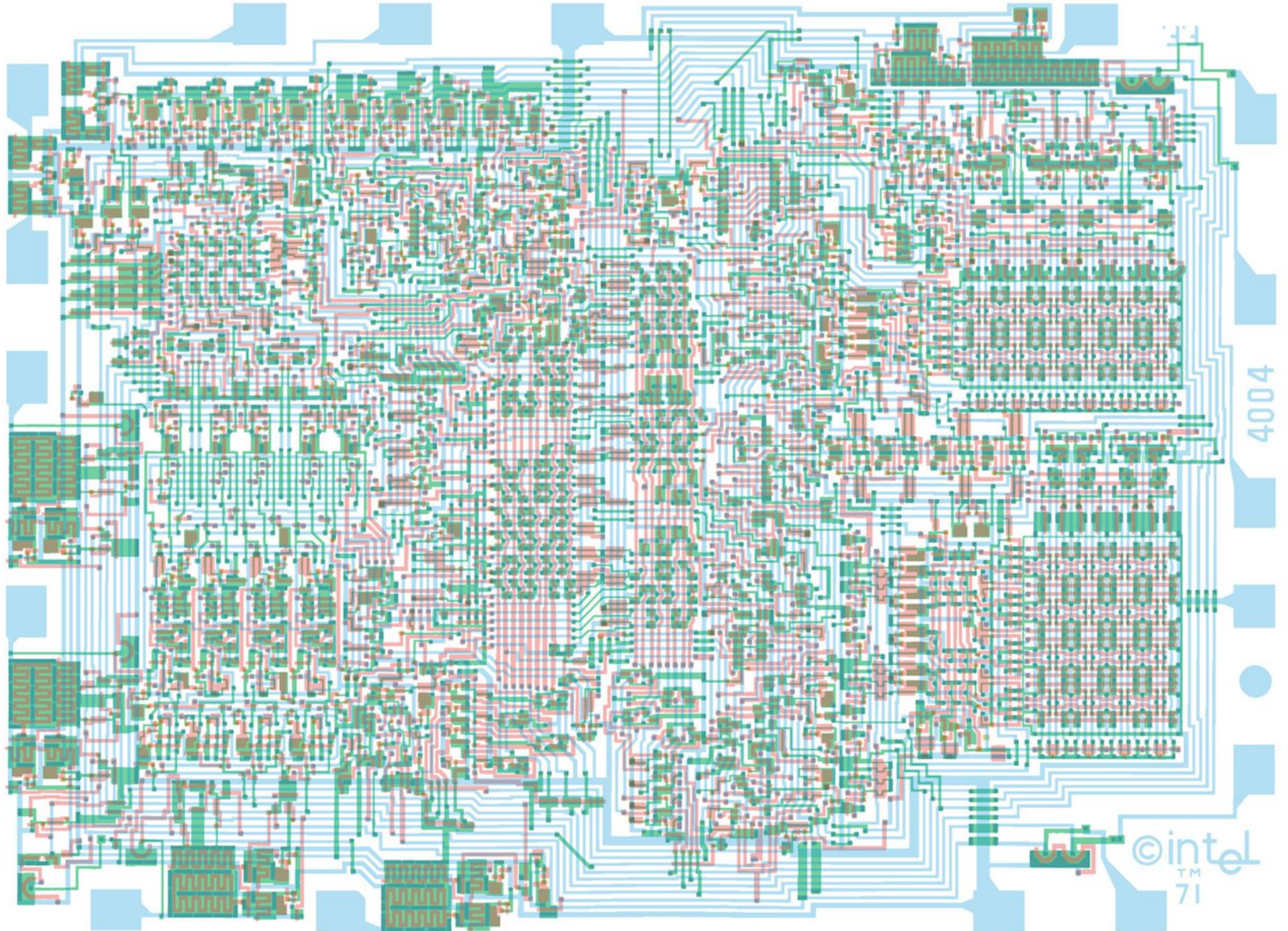
# Another transport graph



# A circuit graph (flip-flop)

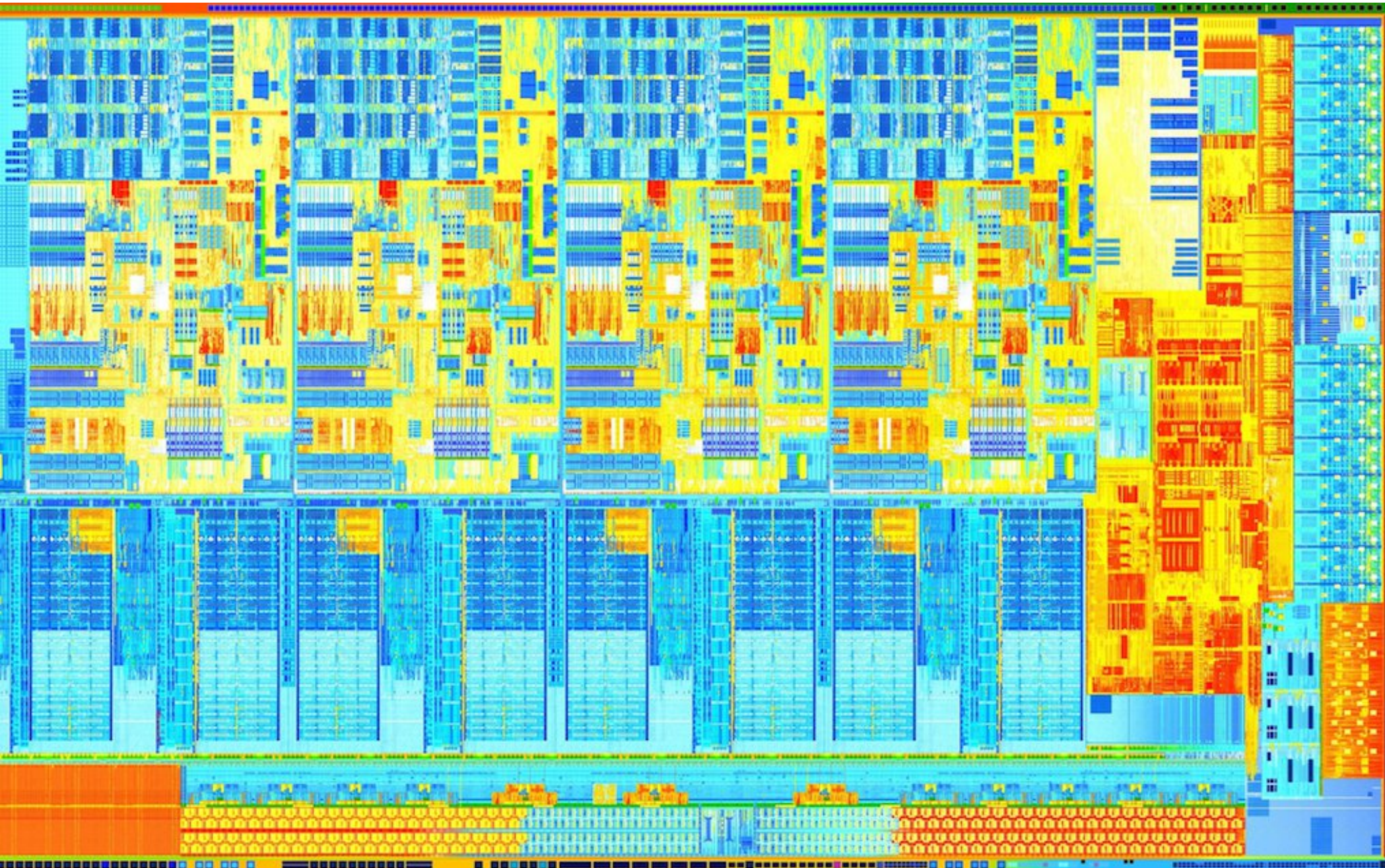


# A circuit graph (Intel 4004)





# A circuit graph (Intel Haswell)

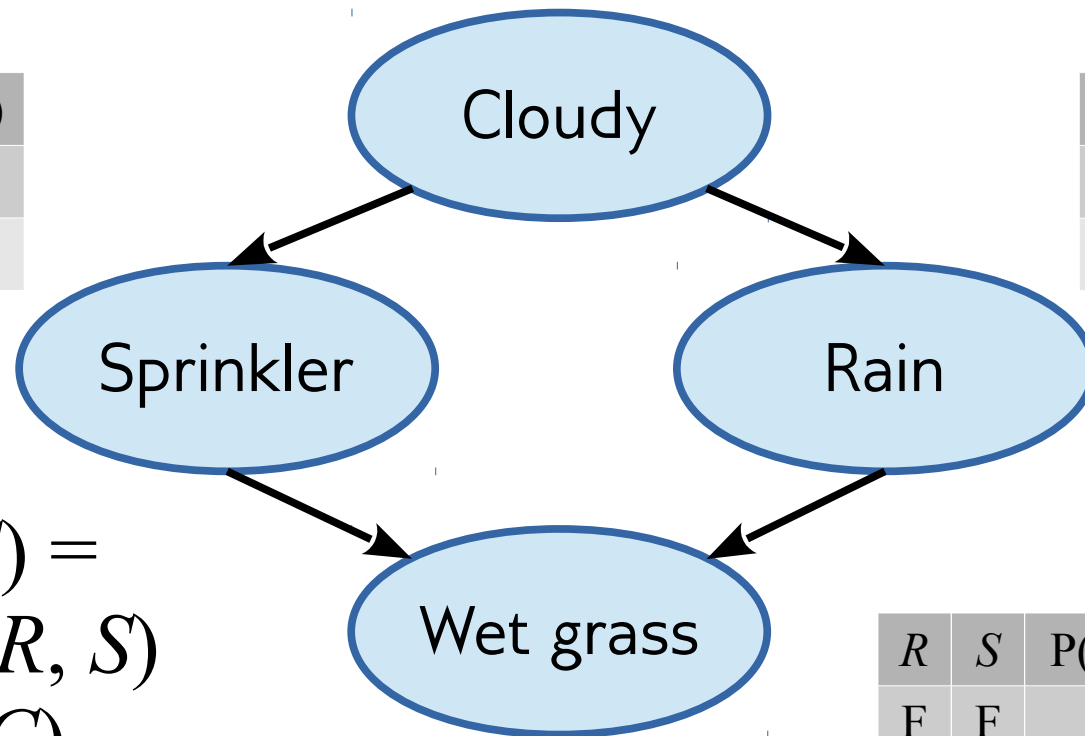


# A probabilistic graphical model

$P(C=F)$	$P(C=T)$
0.5	0.5

$C$	$P(S=F)$	$P(S=T)$
F	0.5	0.5
T	0.9	0.1

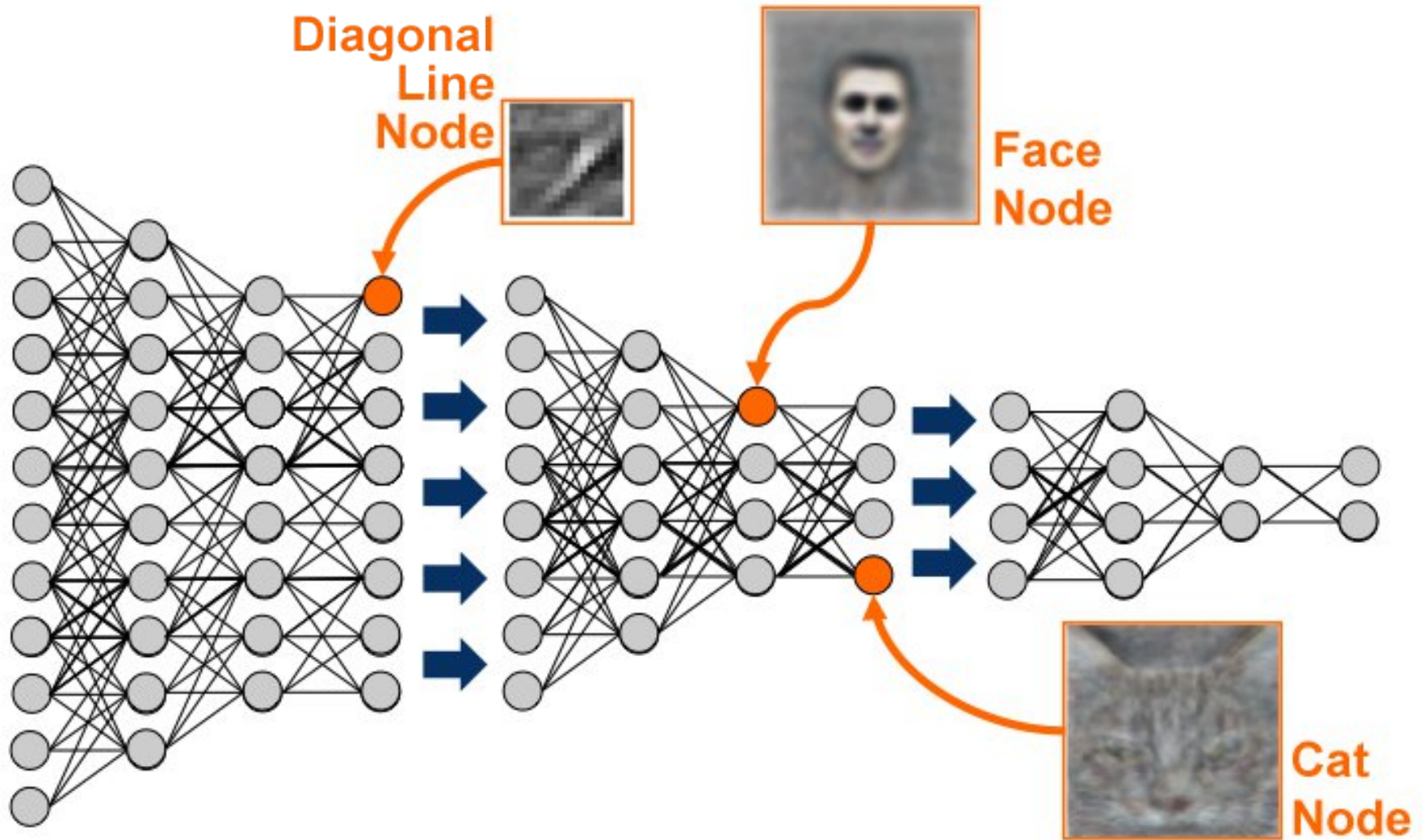
$C$	$P(R=F)$	$P(R=T)$
F	0.8	0.2
T	0.2	0.8



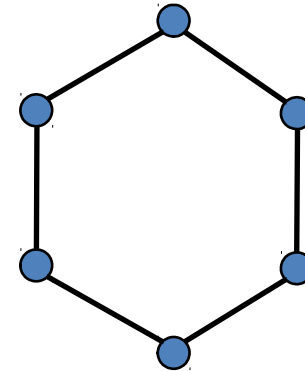
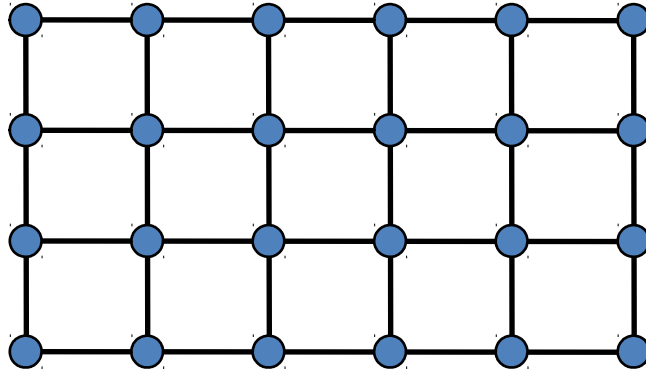
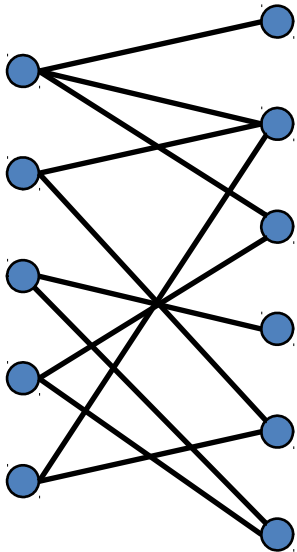
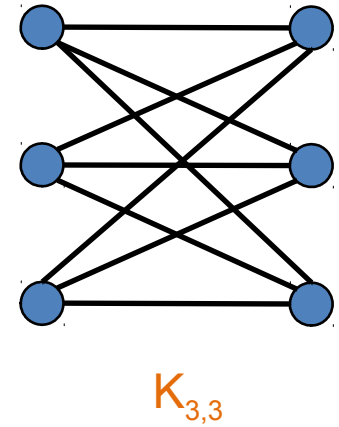
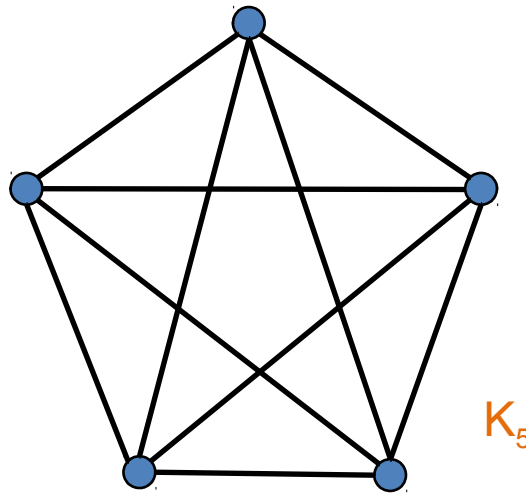
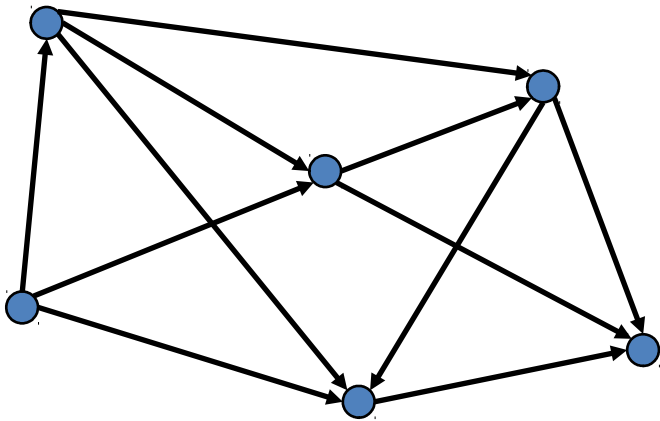
$$\begin{aligned} P(W, R, S, C) = & \\ & P(W | R, S) \\ & \times P(R | C) \\ & \times P(S | C) \\ & \times P(C) \end{aligned}$$

$R$	$S$	$P(W=F)$	$P(W=T)$
F	F	1.0	0.0
T	F	0.1	0.9
F	T	0.1	0.9
T	T	0.01	0.99

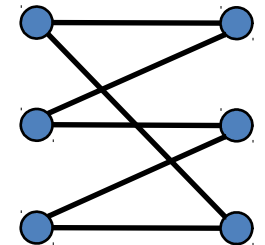
This is a graph(ical model) that has learned to recognize cats



# Some abstract graphs

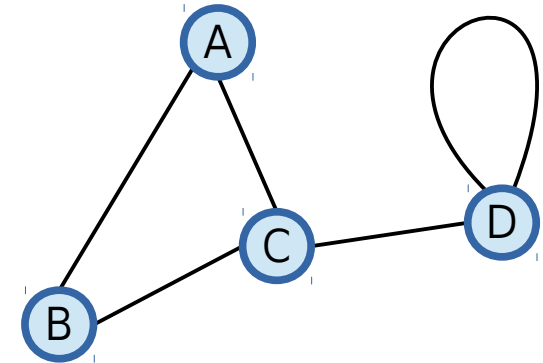


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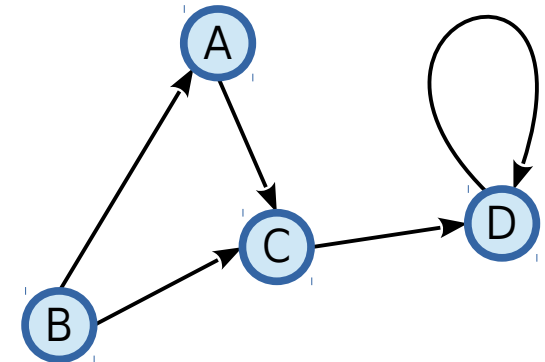
# What is a graph?

- An **undirected graph**  $G = (V, E)$  consists of



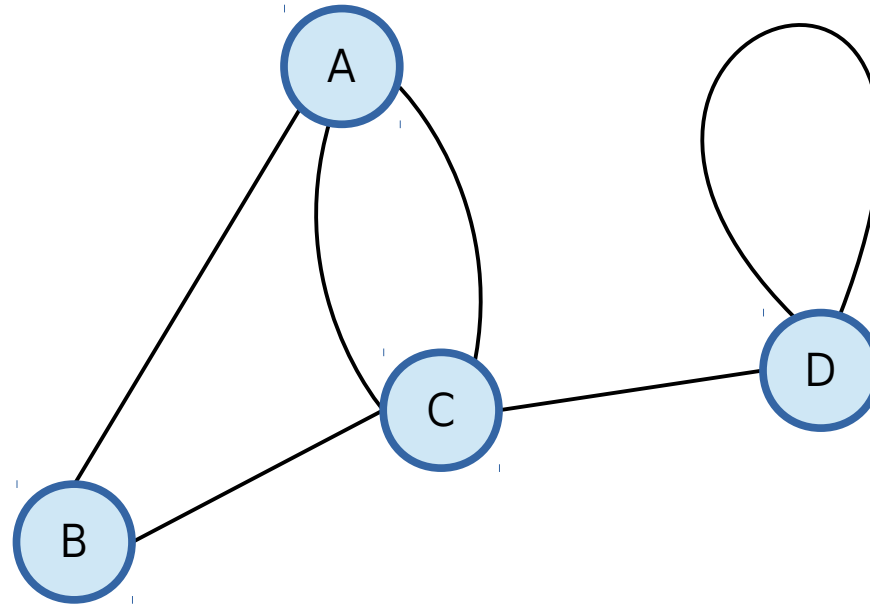
- A non-empty set of **vertices**/nodes  $V$
- A set of **edges**  $E$ , each edge being a set of one or two vertices (if one vertex, the edge is a self-loop)

- A **directed graph**  $G = (V, E)$  consists of



- A non-empty set of **vertices**/nodes  $V$
- A set of **edges**  $E$ , each edge being an *ordered* pair of vertices (the first vertex is the “start” of the edge, the second is the “end” )
  - That is,  $E \subseteq V \times V$ , or  $E$  is a relation from  $V$  to  $V$

# Multigraphs



- Multiple edges between same pair of vertices
- Need a different representation (not a relation)

# Adjacency, Incidence and Degree

- Two vertices are **adjacent** iff there is an edge between them
- An edge is **incident** on both of its vertices
- *Undirected* graph:
  - **Degree** of a vertex is the number of edges incident on it
- *Directed* graph:
  - **Outdegree** of a vertex  $u$  is the number of edges leaving it, i.e. the number of edges  $(u, v)$
  - **Indegree** of a vertex  $u$  is the number of edges entering it, i.e. the number of edges  $(v, u)$

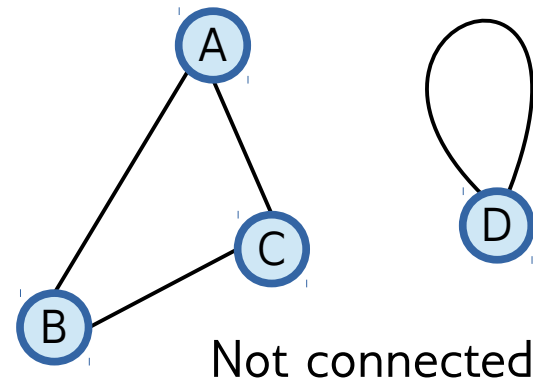
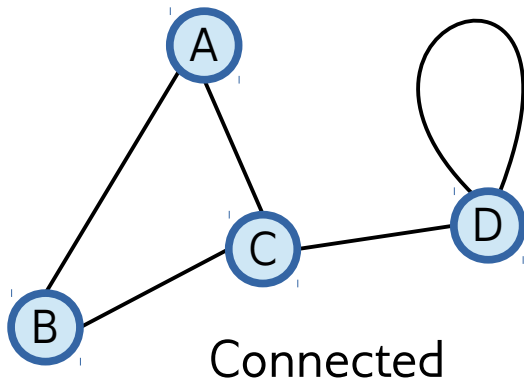
# Paths

- A **path** is a sequence of vertices  $v_0, v_1, v_2 \dots v_n$ , all different except possibly the first and the last, such that
  - (in an undirected graph) every pair  $\{v_i, v_{i+1}\}$  is an edge
  - (in a directed graph) every pair  $(v_i, v_{i+1})$  is an edge
- Alternatively, a **path** may be defined as a sequence of distinct edges  $e_0, e_1, e_2 \dots e_n$  such that
  - Every pair  $e_i, e_{i+1}$  shares a vertex
  - These vertices are distinct, except possibly the first & the last
  - If the graph is directed, then the end vertex of  $e_i$  is the start vertex of  $e_{i+1}$  (the “arrows” point in a consistent direction)
- We will use these interchangeably
- A **cycle** is a path with the same first and last vertex



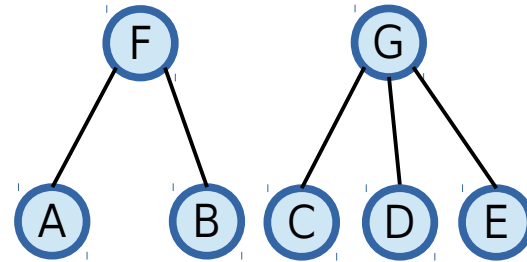
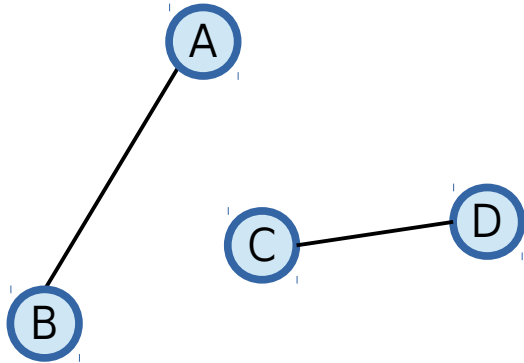
# Connectedness

- An *undirected* graph is **connected** iff for every pair of vertices, there is a path containing them
- A *directed* graph is **strongly connected** iff it satisfies the above condition for all ordered pairs of vertices (for every  $u, v$ , there are paths from  $u$  to  $v$  and  $v$  to  $u$ )
- A *directed* graph is **weakly connected** iff replacing all directed edges with undirected ones makes it connected

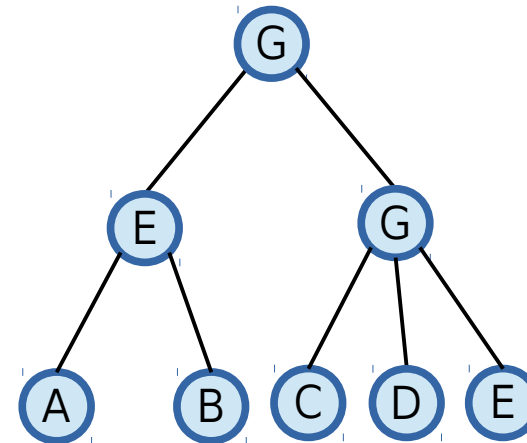
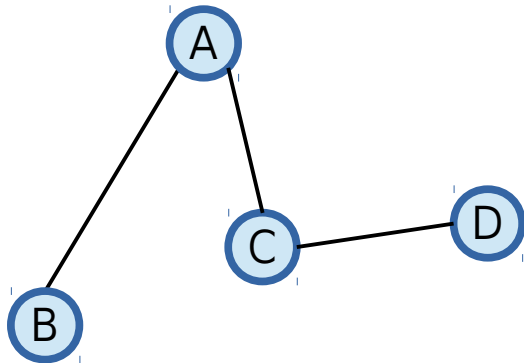


# Trees

- A **forest** is an undirected graph with no cycles



- A **tree** is a connected forest (← definition)



# Identifying trees

- An undirected graph  $G$  on a finite set of vertices is a **tree** iff any two of the following conditions hold
  - $|E| = |V| - 1$
  - $G$  is connected
  - $G$  has no cycles
- Any two of these imply the third
- There are many other elegant characterizations of trees

# Proof Sketches

- If  $G$  is **connected** and **lacks cycles**, then  $|E| = |V| - 1$ 
  - Show that such a graph always has a vertex of degree 1
  - Use induction, repeatedly removing such a vertex
- If  $G$  is **connected** and  $|E| = |V| - 1$ , then it **lacks cycles**
  - Show that a connected graph has a spanning tree
  - Apply the  $|E| = |V| - 1$  formula to the spanning tree
- If  $G$  **lacks cycles** and  $|E| = |V| - 1$ , then it is **connected**
  - If disconnected, must have  $\geq 2$  connected components, each of which must be a tree
  - Sum vertex and edge counts over connected components, show that they don't add up

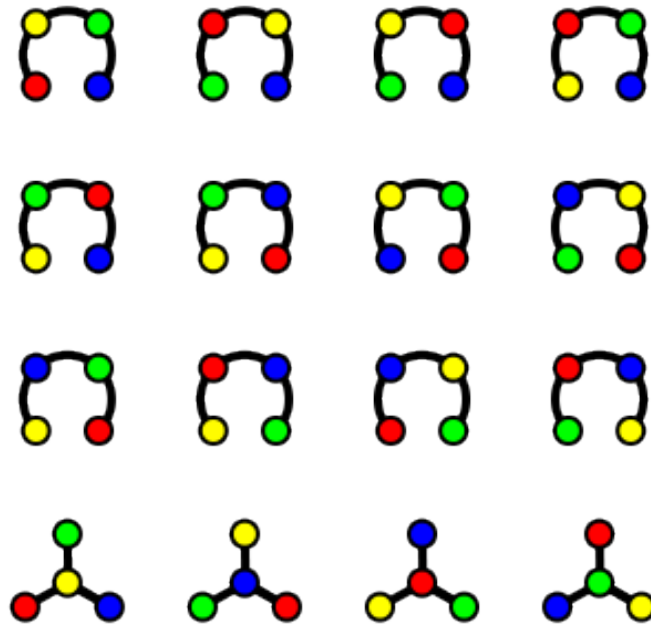
# Cayley's Formula

- For any positive integer  $n$ , the number of trees on  $n$  labeled vertices is  $n^{n-2}$

2 vertices: 1 tree



3 vertices: 3 trees



4 vertices: 16 trees

Many beautiful proofs!