**Harold’s Undirected Graphs and Trees**

**Cheat Sheet**

22 October 2022

**Definitions**

|  |  |  |
| --- | --- | --- |
| **Term** | **Definition** | **Example** |
| **Vertices****(Nodes)** | An individual element of V is called a vertex.A graph is **finite** if the vertex set is finite. | Set $V=\{a, b, c, d, e\}$① or ● |
| **Edges****(Arcs)** | An edge (u, v) ∈ E, is pictured as an arrow going from one vertex to another. | Set E ⊆ V x V$$E=\{\{a, b\}, \{a, c\}, ..., \{d, e\}\}$$ |
| **Self-Loop (Loop)** | An edge that connects a vertex to itself. |  |
| **Undirected Graph** | A graph whose edges are unordered pairs of vertices. | G = (V, E) |
| **Simple Graph** | A graph with no parallel edges or self-loops. | |Cycle| ≥ 3 |
| **Adjacent** | There is an edge between two vertices. | Two vertices are connected. |
| **Endpoints** | Vertices b and e are the **endpoints** of edge {b, e} | The two vertices of an edge. |
| **Incident** | The edge {b, e} is **incident** to vertices b and e. | The edge of two vertices. |
| **Neighbor** | A vertex c is a **neighbor** of vertex b if and only if {b, c} is an edge. | Has an edge to it. |
| **Degree** | The **degree** of a vertex is the number of neighbors it has. | $$deg(v)$$ |
| **Total Degree** | The sum of the degrees of all of the vertices. | $$\sum\_{v\in V}^{}deg(v)=2·|E|$$ |
| **Regular Graph** | All the vertices have the same degree. | $$deg(a)=deg(b)=deg(c) ...$$ |
| **d-Regular Graph** | All the vertices have degree d. | 3-Regular Graph: |
| **Subgraph** | A graph H = (VH, EH) is a ***subgraph*** of a graph G = (VG, EG) if VH ⊆ VG and EH ⊆ EG.Any graph G is a subgraph of itself. | 2-Regular Graph: |
| **Common Graphs** | **K6**: Complete Graph (Clique)Has an edge between every pair of vertices.  | **C7**: Cycle |
| **Q3**: 3-Dimentional HypercubeHas 2n vertices. | **K3,4**:No edges between vertices in the same set. |
| **P5**: A path  | **S5**: Star |

**Graph Representation**

|  |  |
| --- | --- |
| **Term** | **Description** |
| **Adjacency List** | Each vertex has a list of all its neighbors.  |
| **Matrix** | A ‘1’ means an edge is present. Is symmetrical about the diagonal (Mi,j = Mj,i). |
| **Isomorphic** | There is a one-to-one correspondence between each of the edges of two graphs (bijection). |
| **"Efficient" Algorithm** | An algorithm that runs in worst-case polynomial time. |
| **Theorem: Vertex degree preserved under isomorphism** | Consider two graphs, G and G'. Let f be an isomorphism from G to G'. For each vertex v in G, the degree of vertex v in G is equal to the degree of vertex f(v) in G'.If one graph has a vertex of degree 1 and the other graph does not, then not isomorphic. |
| **Degree Sequence** | A list of the degrees of all of the vertices in non-increasing order. |
|  |
| **Theorem: Degree sequence preserved under isomorphism** | Degree sequence is preserved under isomorphism.If two graphs are isomorphic, they have the same degree sequence. |
| **Graph Theory** | Concerned with properties of graphs that are preserved under isomorphism.Preserved:* Number of vertices (|V|)
* Number of edges (|E|)
* Degree sequence (degrees listed high to low)
* Total degree (2·|E|)

Not Preserved:* The lowest numbered vertex has degree 3
* Every even numbered vertex has odd degree
 |

**Graph Types**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Walk** | A sequence of alternating vertices and edges that starts and ends with a vertex. | $$\left〈v\_{0}, (v\_{0}, v\_{1}), v\_{1}, (v\_{1}, v\_{2})v\_{2}, ..., v\_{l}\right〉$$$$\left〈v\_{0}, v\_{1}, v\_{2}, ..., v\_{l}\right〉$$$$| \left〈v\_{0}\right〉 | = 0$$ |
| **Open Walk** | A walk in which the first and last vertices are not the same. | $$\left〈a, ... , z\right〉$$ |
| **Closed Walk** | A walk in which the first and last vertices are the same. | $$\left〈a, ... , a\right〉$$ |
| **Length** | *l*, the number of edges in the walk, path, or cycle. | $$l=\left|E\right|$$$l =|V|-1$ if sequence |
| **Trail** | An open walk in which no edge occurs more than once. | $$\left〈a, b, c, d, c, b, a\right〉$$ |
| **Circuit** | A closed walk in which no edge occurs more than once. | $$\left〈a, b, a, c, a\right〉$$ |
| **Path** | A trail in which no vertex occurs more than once. | $$\left〈a, b, c, d\right〉$$ |
| **Cycle** | A circuit of length at least 1 in which no vertex occurs more than once, except the first and last vertices which are the same. | $$\left〈a, b, c, a\right〉$$ |
|

|  |  |
| --- | --- |
| **Walk**  | **No repeated …** |
| **Edge** | **Vertex or Edge** |
| **Open** | Trail | Path |
| **Closed** | Circuit | Cycle |

 |

**Connectivity**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Connected** | If there is a path from vertex v to vertex w, then there is also a path from w to v. The two vertices, v and w, are said to be connected. |  |
| **Disconnected** | A graph is said to be connected if every pair of vertices in the graph is connected, and is disconnected otherwise. |
| **Connected Component** | A maximal set of vertices that is connected. | See graph above for examples. |
| **Isolated Vertex** | A vertex that is not connected with any other vertex is called an isolated vertex and is therefore a connected component with only one vertex. | ● |
| **k-Vertex-Connected** | The graph contains at least k + 1 vertices and remains connected after any k - 1 vertices are **removed** from the graph. (mesh network) | 2-vertex-connected: |
| **Vertex Connectivity** | The largest k such that the graph is k-vertex-connected. | κ(G)$$κ(K\_{n})=n-1$$ |
| **k-Edge-Connected** | The graph remains connected after any k - 1 edges are removed from the graph. | 3-edge-conncted: |
| **Edge Connectivity** | The largest k such that the graph is k-edge-connected. | λ(G)$$λ(K\_{n})=n-1$$ |
| **Theorem: Upper bound for vertex and edge connectivity** | Let G be an undirected graph. Denote the minimum degree of any vertex in G by *δ(G)*. Then *κ(G) ≤ δ(G)* and *λ(G) ≤ δ(G)*. | The minimum degree of any vertex is at least an upper bound for both the edge and vertex connectivity of a graph. |
| **Complete Graph** | There is no set of vertices whose removal disconnects the graph. | Full mesh network. |

**Euler Circuits and Trails**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Euler Circuit** | An undirected graph circuit that contains every edge and every vertex.Every vertex reached.Every edge occurs exactly once. |  |
| **Theorem: Required conditions for an Euler circuit in a graph** | If an undirected graph G has an Euler circuit, then G is 1) connected and 2) every vertex in G has an even degree. | $$deg\left(v\right)=2k$$where $k\in Z^{+}$ |
| **Theorem: Sufficient conditions for an Euler circuit in a graph** | If an undirected graph G is connected and every vertex in G has an even degree, then G has an Euler circuit. |
| **Theorem: Characterization of graphs that have an Euler circuit** | An undirected graph G has an Euler circuit if and only if G is connected and every vertex in G has even degree. |
| Procedure | Find circuit C in G.Repeat until C is an Euler circuit:Create new graph G' : Remove edges in C from G Remove isolated verticesFind vertex w in G' and C (select any)Find circuit C' in G' starting at wCombine C and C' Follow edges in C to w Follow edges in C' back to w Follow remaining edges in CRename new circuit to be C |
| **Euler Trail** | An undirected graph open trail that includes each edge exactly once. |  |
| **Theorem: Characterizations of graphs that have an Euler trail** | An undirected graph G has an Euler trail if and only if G is 1) connected and 2) has exactly two vertices with odd degree. | Euler trail begins and ends with vertices of odd degree. |

**Tree Terms**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Tree** | An undirected graph that is connected and has no cycles. | Computer file system |
| **Free Tree** | There is no particular organization of the vertices and edges |  |
| **Rooted Tree** | The vertex at the top is designated as the **root** of the tree. |  |
| **Level** | The **level** of a vertex is its distance (number of edges in the shortest path between the two vertices) from the root. | The root is the only level 0 vertex. |
| **Height** | The **height** of a tree is the highest level of any vertex. | Most hops to bottom. |
| **Parent** | The first vertex after v encountered along the path from v to the root. (One vertex above v.) | The parent of vertex g is h. |
| **Child** | The vertex below the parent. | Vertices c and g are the children of vertex h. |
| **Ancestor** | All vertices up in path. | The ancestors of vertex g are h, d, and b. |
| **Descendant** | All vertices down in path. | The descendants of vertex h are c, g, and k. |
| **Leaf** | Rooted: A vertex which has no children.Free: A vertex of degree 1. | The leaves are a, f, c, k, i, and j.$$deg(v)=1$$ |
| **Sibling** | Vertices with the same parent. | Vertices h, i, and j are siblings of parent d. |
| **Subtree** | A tree consisting of new root v and all v's descendants. | The subtree rooted at h includes h, c, g, and k and the edges between them. |
| **Game Tree** | Shows all possible playing strategies of both players in a game.Games can be deterministic (tic-tac-toe) or chance (dice). | *vi* = game configuration |
| **Variable Length Codes** | The number of bits for each character can vary. | ‘a’ = 1, ‘e’ = 01, etc. |
| **Prefix Code** | The code for one character cannot be a prefix of the code for another character. | Leaf nodes guarantee the prefix property. |
| **ASCII** | 8-Bit characters (256 max.) | UTF-8 |
| **Unicode** | 16-Bit characters (64K max.) | UTF-16 |
| **Internal Vertex** | Free: The vertex has degree at least two. | $$deg(v)\geq 2$$ |
| **Forest** | A graph that has no cycles and that is not necessarily connected.|E|= |V| – |C| (connected components) |  |

**Tree Theorems**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Theorem: Unique paths in trees** | Let T be a tree and let u and v be two vertices in T. There is exactly one path between u and v.There is a unique path between every pair of vertices in a tree. |  |
| **Theorem: Number of edges in a tree** | Let T be a tree with n vertices and m edges, then m = n - 1. | $$m=n-1$$ |
| **Theorem: Number of leaves in a tree** | Any free tree with at least two vertices has at least two leaves. | Lower bound |
| **Theorem: Prim's Algorithm** | Prim's algorithm finds a minimum spanning tree of the input weighted graph. | See Spanning Trees below |

**Tree Traversals**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Traversal** | Systematically visiting each vertex. | Hit a node. |
| **Pre-Order Traversal** | A vertex is visited before its descendants. | First hit (left side) of tree vertex |
| **In-Order Traversal** | A vertex is visited after its first descendant. | 2nd hit of tree vertex |
| **Post-Order Traversal** | A vertex is visited after its descendants. | Last hit (right side) of tree vertex |

**Spanning Trees**

|  |  |  |
| --- | --- | --- |
| **Term** | **Description** | **Example** |
| **Spanning Tree** | For a connected graph G. a subgraph of G which contains all the vertices in G and is a tree. | Fewest edges possible to visit all vertices |
| **Depth-First Search (DFS)** | Favors going deep into the graph.Produces trees with longer paths. | Explorer ventures far away from home |
| **Breadth-First Search (BFS)** | Explores the graph by distance from the initial vertex, starting with its neighbors and expanding the tree to neighbors of neighbors.Produces trees with shorter paths. | Explorer ventures close to home |
| **Weighted Graph** | A graph G = (V ,E), along with a function w: E → ℝ. | The function w assigns a real number to every edge. |
| **Weight w(G)** |  | w(G) is the sum of the weights of the edges in G. |
| **Minimum Spanning Tree (MST)** | A spanning tree T of G whose weight is no larger than any other spanning tree of G. | Goal: Min. weight |
| **Prim's Algorithm** | A classic algorithm for finding minimum spanning trees developed by mathematician Robert Prim in 1957. | Always choose min. edge in queue. |
| Input: An undirected, connected, weighted graph G.Output: T, a minimum spanning tree for G.T := ∅.Pick any vertex in G and add it to T.For j = 1 to n-1 Let C be the set of edges with one endpoint inside T and one endpoint outside T. Let e be a minimum weight edge in C. Add e to T. Add the endpoint of e not already in T to T.End-for |

**Sources**:

* [SNHU MAT 230](https://www.snhu.edu/admission/academic-catalogs/coce-catalog#/courses/4kVhSZLtg) - Discrete Mathematics, zyBooks.
* See also “Harold’s Directed Graphs Cheat Sheet”.