## Discrete Mathematics

## Graphs

- Graphs are everywhere
- Types and Terminology: Handshaking lemma
- Representation, Complement, Transpose, Subgraph
- Walks, Paths and Cycles

■ (Strongly) Connected and $k$-Connected graphs

- Applications: BFS, DFS, Eulerian graphs

■ Advanced Applications: Optimization \& Massive Graph Analysis

Imdad ullah Khan

## Ferryman transportation puzzle



## Ferryman transportation puzzle



Ferryman wants to transport all 3 objects to the other side

- Boat can carry one object with ferryman
- Wolf cannot be alone with goat
- Goat cannot be alone with cabbage


## Ferryman transportation puzzle

Represent state of objects as vertex fw \| gc

An edge implies possible transition in one trip


## Ferryman transportation puzzle

Represent state of objects as vertex fw \| gc

An edge implies possible transition in one trip


## Ferryman transportation puzzle

Find a path from one vertex (source) to another (target)

Breadth First Search (BFS) Algorithm accomplishes this


## Directed Acyclic Graph: DAG

## Undergraduate Computer Science Flowchart <br> rev 2011

This document should not be considered a complete representation of all degree requirements at FSU.
Arrows indicate prerequisite - "co" indicates co-requisite (the classes may be taken simultaneously)


## Directed Acyclic Graph: DAG



Make a graph: vertices represent courses
Directed edges represent pre-requisites
Can there by cycle(s) in this graph?

## Directed Acyclic Graph: DAG

What could be a feasible order for a student to take these courses?
Topological sort of $V(G)$ : An ordering of vertices with all edges directed from left to right

Depth First Search (DFS)

## Graph Connectivity

$$
\begin{aligned}
& k \text {-Connected Graph } \\
& \text { A connected graph is } k \text {-connected if it remains connected after removing } \\
& k-1 \text { vertices }
\end{aligned}
$$

## Cut Vertex

A vertex whose removal makes the graph disconnected (or increase the number of connected components)

## Graph Connectivity

Which one is a good design for a network ?


## Eulerian Graphs

## Tour this city traveling each bridge exactly once



## Eulerian Graphs

## Draw this picture without lifting pencil or retracing



## Eulerian Graphs

Draw this picture without lifting pencil or retracing


## Eulerian Graphs

Tour the building passing each door exactly once


## Eulerian Graphs

## Euler Circuit

A closed walk in $G$ containing every edge of $G$ exactly once

## Euler Path

A walk in $G$ containing every edge of $G$ exactly once

## Eulerian Graphs

Which graphs has Euler Path/Circuit?


## Eulerian Graphs

## Theorem

G contains an Euler circuit if and only if every vertex has even degree

## Theorem

G contains an Euler path if and only if it has exactly two vertices of odd degree

Proofs of these theorems are in your textbook

