

Math 4707: More graph basics + trees

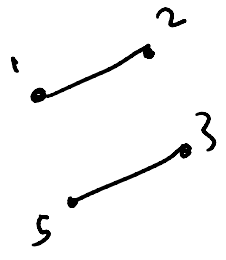
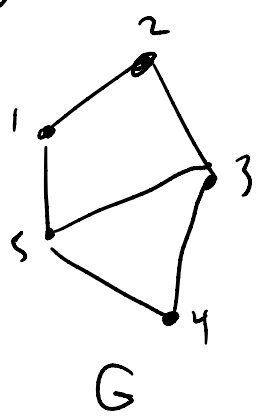
2/22
Ch's 7+8
of LPV

Reminder: • Midterm #1 due on Wed., 2/24

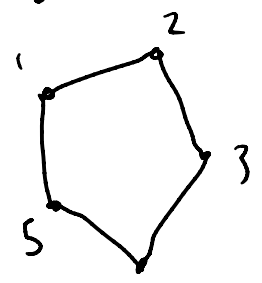
More graph basics

Last time we started **graph theory**. Let's continue with some basic notions + important families of graphs. For simplicity let's restrict to **simple** graphs today (no **multi-edges** or **loops**) so that a graph G is a pair $G = (V, E)$ with $E \subseteq \{S \subseteq V : \#S = 2\}$ (edges are pairs of vertices).

A **subgraph** of G is any graph obtained by deleting vertices and edges:

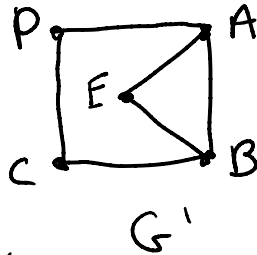
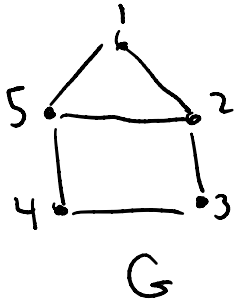


one subgraph



another subgraph

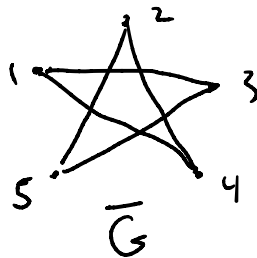
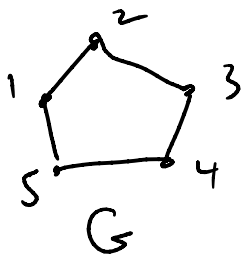
If $G = (V, E)$ and $G' = (V', E')$ are two graphs, then an **isomorphism** $f: G \rightarrow G'$ is a **bijection** $f: V \rightarrow V'$ on vertices such that $\{u, v\} \in E \iff \{f(u), f(v)\} \in E'$.



$1 \longrightarrow E$
 $2 \longrightarrow B$
 $3 \longrightarrow C$
 $4 \longrightarrow D$
 $5 \longrightarrow A$
 isomorphism

If G and G' are **isomorphic**, it really means they're the **'same'** graph but w/ their vertices **relabeled**.

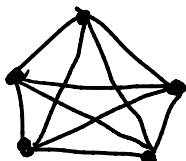
If G is a graph, then its **complement** \bar{G} is the graph w/ the same vertices and w/ $\{u, v\}$ an edge of $\bar{G} \iff \{u, v\}$ not edge of G .



Families of graphs

Now let's define some important graphs.

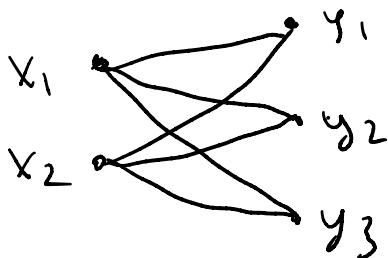
The **complete graph** K_n on n vertices has all pairs of vertices as edges:



K_5

The complement $\overline{K_n}$ is the **empty** graph w/ no edges.

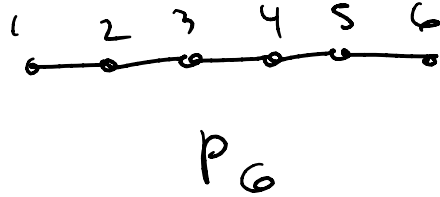
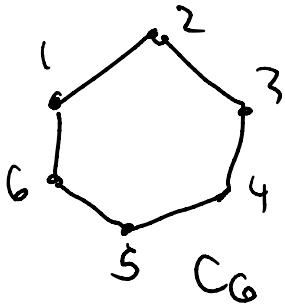
A related construction is the **complete bipartite** graph $K_{m,n}$ which has $m+n$ vertices x_1, x_2, \dots, x_m and y_1, y_2, \dots, y_n and has edges $\{x_i, y_j\} \forall i, j$, but no edges between the x 's or the y 's:



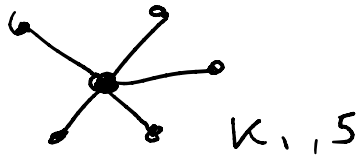
$K_{2,3}$

We'll explain the name 'bipartite' later...

The **cycle** graph C_n and the **path** graph P_n look like what you'd expect:



Sometimes $K_{1,n}$ is called a **star**:



Trees

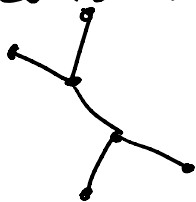
Last class we studied **walking** problems. Central to these problems was the notion of **connectedness**. It makes sense to be interested in the '**minimally connected**' graphs. We will call these graphs **trees**...

Thm Let G be a graph. TFAE:

1) G is minimally connected i.e., G is connected but the removal of any edge would disconnect G .

2) G is connected and contains no cycles.

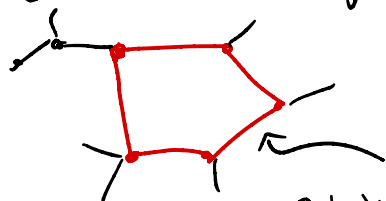
A graph satisfying either of these equiv. conditions is called a **tree**. Some trees:



PF of thm: Let G be a ^{connected} graph. We need to show:


G has an edge we can remove + stay connected $\Leftrightarrow G$ has a cycle.

[\Leftarrow] Suppose G has a cycle:



(\bigcirc + \bigcirc are cycles)

Then we can remove any edge of the cycle without changing connectivity of graph.

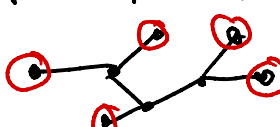
[\Rightarrow] Suppose G has an edge $e = \{u, v\}$ we can remove + stay connected:  Then there has to be another path from u to v not using e , which forms a cycle with e . \square

Feels like:

- if G has **too few** edges, it can't be connected
- if G has **too many** edges, it will have a cycle

So trees are "**goldilocks graphs**" that have **just the right #** of edges. In fact:

Thm A tree with n vertices has $n-1$ edges.

In order to prove this theorem, we need a lemma. A **leaf** of a tree is a vertex of degree = 1. \hookrightarrow 

Lemma Any tree ($n \geq 2$ vertices) has a leaf.

Remark: Can show that actually there must be at least **two** leaves.

Pf. of lem: Start at any vertex of our tree T

and keep walking to new vertices along edges we haven't used:

$v_0 \rightarrow v_1 \rightarrow \dots \rightarrow v_k$ We don't

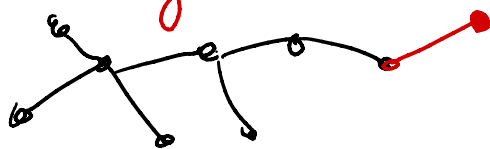
have a cycle, so can never revisit a vertex.

Eventually we get stuck: at a **leaf**. \square

Pf of thm: By lemma any tree on n vertices

can be obtained from a tree on $n-1$ vertices

by **appending a leaf**:



(Think about this)

Thus, the theorem follows by induction,

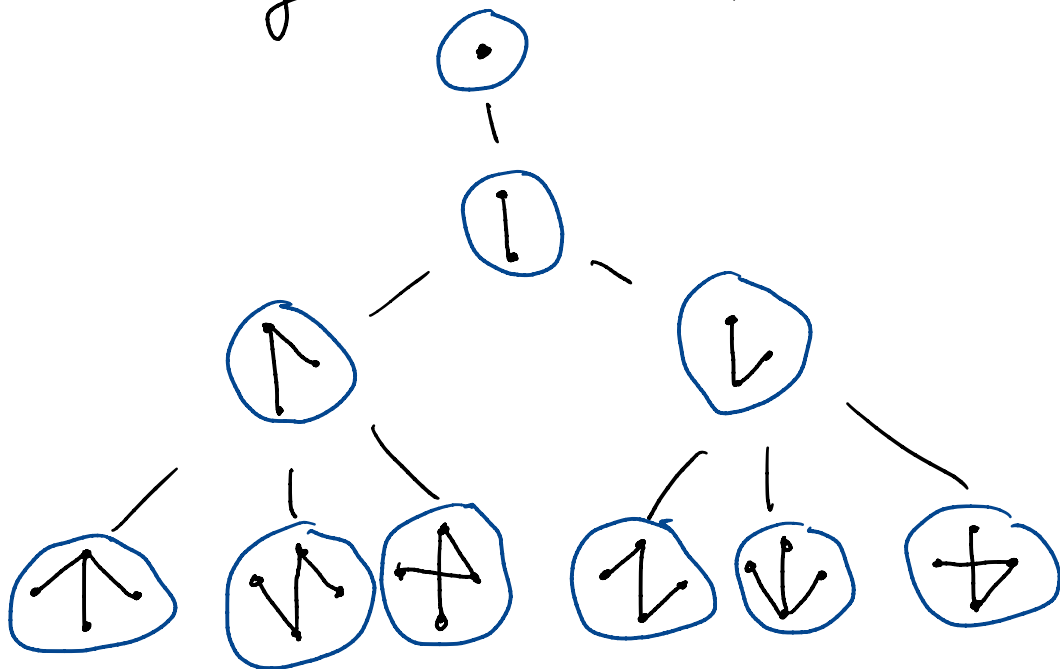
with the base case being tree w/ 1 vertex and

zero edges: \bullet

\square

What we really just showed was that any tree can be obtained via the **tree-growing procedure**

which starts w/ one vertex graph and repeatedly appends a new vertex connected by an edge to one of the existing vertices:



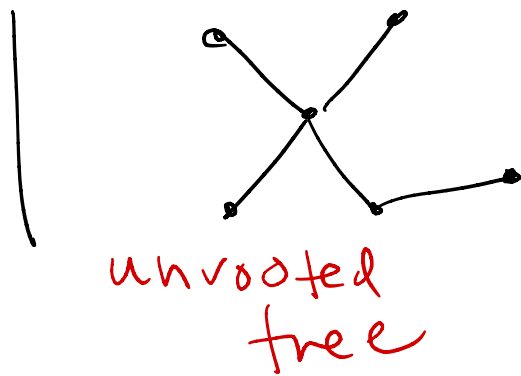
w/ tree-growing procedure, can prove many facts about trees, like:

Thm Let G be a graph on n vertices.

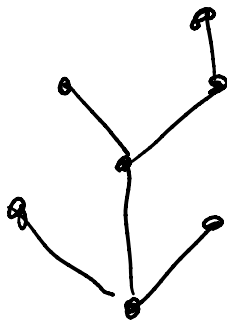
Then any 2 of these implies the 3rd:

- G is connected.
- G has no cycles.
- G has $n-1$ edges.

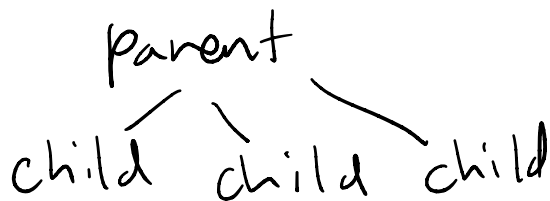
Why are these called "trees"? A botanical terminology makes most sense for **rooted trees**: a rooted tree is a tree where we've chosen a special **root vertex**, which we draw at the top, w/ other vertices branching down from it:



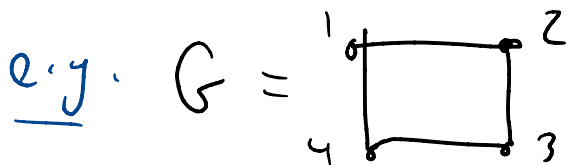
The picture makes most sense if we draw it upside-down:



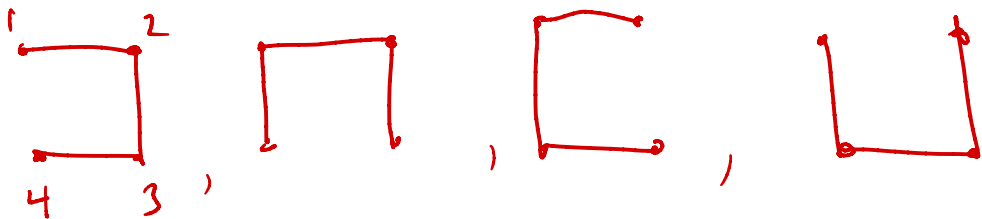
But traditional to draw it with root at top and use **family tree** terminology:



Let G be a graph. A **spanning tree** of G is a subgraph that's a tree containing all the vertices of G .



5 spanning trees:



Prop. G has a spanning tree $\Leftrightarrow G$ is connected.

pf: ???



Now let's take a 5 min. break
and when we come back
we'll work on the tree worksheet
in breakout groups.