

# CM0246 Discrete Structures

## Representing Graphs and Graph Isomorphism

Andrés Sicard-Ramírez

Universidad EAFIT

Semester 2014-2

# Preliminaries

---

## Convention

The number assigned to chapters, examples, exercises, figures, sections, and theorems on these slides correspond to the numbers assigned in the textbook (Rosen 2004).

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

**Example (computer networks)**

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

## Example (computer networks)

- A computer network

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

## Example (computer networks)

- A computer network
- A computer network with multiple links between data centers (parallel edges)

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

## Example (computer networks)

- A computer network
- A computer network with multiple links between data centers (parallel edges)
- A computer network with diagnostic links (loops)



# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

## Example (computer networks)

- A computer network
- A computer network with multiple links between data centers (parallel edges)
- A computer network with diagnostic links (loops)
- A computer network with one-way links (edges with direction)

# Graphs

---

Graphs are **discrete structures** consisting of vertices and edges that connect these vertices.

We need different kinds of graphs for solving problems using graph models.

## Example (computer networks)

- A computer network
- A computer network with multiple links between data centers (parallel edges)
- A computer network with diagnostic links (loops)
- A computer network with one-way links (edges with direction)
- A computer network with multiple one-way links (parallel edges with direction)

# Simple Graphs

---

## Remark

In all the definitions related to graphs, the set of vertices is non-empty. Moreover, we shall assume that this set is finite.

# Simple Graphs

---

## Remark

In all the definitions related to graphs, the set of vertices is non-empty. Moreover, we shall assume that this set is finite.

## Definition

A **simple graph**  $G = (V, E)$  consist of  $V$ , a set of **vertices**, and  $E$ , a set of unordered pairs of distinct elements of  $V$  called **edges**.

# Simple Graphs

---

## Remark

In all the definitions related to graphs, the set of vertices is non-empty. Moreover, we shall assume that this set is finite.

## Definition

A **simple graph**  $G = (V, E)$  consist of  $V$ , a set of **vertices**, and  $E$ , a set of unordered pairs of distinct elements of  $V$  called **edges**.

## Remark

In a simple graph there is no parallel edges nor loops.

# Simple Graphs

---

## Remark

In all the definitions related to graphs, the set of vertices is non-empty. Moreover, we shall assume that this set is finite.

## Definition

A **simple graph**  $G = (V, E)$  consist of  $V$ , a set of **vertices**, and  $E$ , a set of unordered pairs of distinct elements of  $V$  called **edges**.

## Remark

In a simple graph there is no parallel edges nor loops.

## Example

Whiteboard.

# Multigraphs

---

## Definition

A **multigraph**  $G = (V, E)$  consist of set  $V$  of vertices, a set  $E$  of edges and a function

$$f : E \rightarrow \{ \{u, v\} \mid u, v \in V, u \neq v \}.$$

# Multigraphs

---

## Definition

A **multigraph**  $G = (V, E)$  consist of set  $V$  of vertices, a set  $E$  of edges and a function

$$f : E \rightarrow \{ \{u, v\} \mid u, v \in V, u \neq v \}.$$

The edges  $e_i$  and  $e_j$  are called **parallel edges** if  $f(e_i) = f(e_j)$ .



# Multigraphs

---

## Definition

A **multigraph**  $G = (V, E)$  consist of set  $V$  of vertices, a set  $E$  of edges and a function

$$f : E \rightarrow \{ \{u, v\} \mid u, v \in V, u \neq v \}.$$

The edges  $e_i$  and  $e_j$  are called **parallel edges** if  $f(e_i) = f(e_j)$ .

## Remark

In a multigraph there is no loops.

# Multigraphs

---

## Definition

A **multigraph**  $G = (V, E)$  consist of set  $V$  of vertices, a set  $E$  of edges and a function

$$f : E \rightarrow \{ \{u, v\} \mid u, v \in V, u \neq v \}.$$

The edges  $e_i$  and  $e_j$  are called **parallel edges** if  $f(e_i) = f(e_j)$ .

## Remark

In a multigraph there is no loops.

## Example

Whiteboard.

# Directed Graphs

---

## Definition

A **direct graph**  $G = (V, E)$  consist of a set of vertices  $V$  and a set of edges  $E$  that are ordered pairs of elements of  $V$ .

# Directed Graphs

---

## Definition

A **direct graph**  $G = (V, E)$  consist of a set of vertices  $V$  and a set of edges  $E$  that are ordered pairs of elements of  $V$ .

## Example

Whiteboard.

# Adjacent Vertices and Incident edges

---

## Definition 1

Two vertices  $u$  and  $v$  in an undirected graph  $G$  are called **adjacent** in  $G$  if  $\{u, v\}$  is an edge of  $G$ . If  $e = \{u, v\}$ , the edge  $e$  is called **incident** with the vertices  $u$  and  $v$ .

# Adjacent Vertices and Incident edges

---

## Definition 1

Two vertices  $u$  and  $v$  in an undirected graph  $G$  are called **adjacent** in  $G$  if  $\{u, v\}$  is an edge of  $G$ . If  $e = \{u, v\}$ , the edge  $e$  is called **incident** with the vertices  $u$  and  $v$ .

## Example

Whiteboard.

# Degrees of the Vertices

---

## Definition

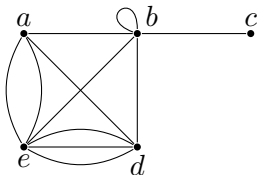
The **degree of a vertex**  $v$  in an undirected graph, denoted  $\delta(v)$ , is the number of edges incident with it, except that a loop at a vertex contributes twice to the degree of that vertex.

# Degrees of the Vertices

---

## Exercise

Find the degree of each vertex in the following graph:



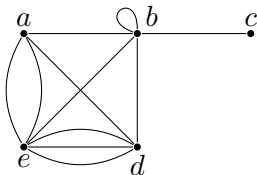


# Degrees of the Vertices

---

## Exercise

Find the degree of each vertex in the following graph:



## Solution

$$\delta(a) = 4, \delta(b) = \delta(e) = 6, \delta(c) = 1 \text{ and } \delta(d) = 5.$$

# Vertex Degrees

---

Theorem 1 (the handshaking theorem, p. 511)

Let  $G = (V, E)$  be an undirected graph with  $e$  edges, then

$$2e = \sum_{v \in V} \delta(v).$$

# Vertex Degrees

---

Theorem 1 (the handshaking theorem, p. 511)

Let  $G = (V, E)$  be an undirected graph with  $e$  edges, then

$$2e = \sum_{v \in V} \delta(v).$$

Proof.

Each edge contributes **two** to the sum of the degrees of the vertices because an edge is **incident** with exactly two (possibly equal) vertices. This means that the sum of the degrees of the vertices is twice the number of edges. ■

# Representing Graphs

---

- Adjacency matrices
- Incidence matrices

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **simple** graph.

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **simple** graph.

The vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **simple** graph.

The vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

The **adjacency matrix**  $A_G = [a_{ij}]$  of  $G$  is a  $n \times n$  matrix, where

$$a_{ij} = \begin{cases} 1, & \text{if } \{v_i, v_j\} \text{ is an edge of } G; \\ 0, & \text{otherwise.} \end{cases}$$

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **simple** graph.

The vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

The **adjacency matrix**  $A_G = [a_{ij}]$  of  $G$  is a  $n \times n$  matrix, where

$$a_{ij} = \begin{cases} 1, & \text{if } \{v_i, v_j\} \text{ is an edge of } G; \\ 0, & \text{otherwise.} \end{cases}$$

## Remark

The matrix  $A_G$  is Boolean, symmetric and it has zeros in the diagonal.



# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **simple** graph.

The vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

The **adjacency matrix**  $A_G = [a_{ij}]$  of  $G$  is a  $n \times n$  matrix, where

$$a_{ij} = \begin{cases} 1, & \text{if } \{v_i, v_j\} \text{ is an edge of } G; \\ 0, & \text{otherwise.} \end{cases}$$

## Remark

The matrix  $A_G$  is Boolean, symmetric and it has zeros in the diagonal.

## Example

Whiteboard.

# Adjacency Matrices

---

Adjacency matrices for undirected graphs with loops and parallel edges

In this case, the  $(i, j)$ -entry represents the number of edges that are associated to  $\{v_i, v_j\}$ .

# Adjacency Matrices

---

Adjacency matrices for undirected graphs with loops and parallel edges

In this case, the  $(i, j)$ -entry represents the number of edges that are associated to  $\{v_i, v_j\}$ .

Remark

The matrix is symmetric.

# Adjacency Matrices

---

## Adjacency matrices for undirected graphs with loops and parallel edges

In this case, the  $(i, j)$ -entry represents the number of edges that are associated to  $\{v_i, v_j\}$ .

### Remark

The matrix is symmetric.

### Example

Whiteboard.

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **direct** graph where the vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **direct** graph where the vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

The **adjacency matrix**  $A_G$  is defined by

$$a_{ij} = \begin{cases} 1, & \text{if } (v_i, v_j) \text{ is an edge of } G; \\ 0, & \text{otherwise.} \end{cases}$$

# Adjacency Matrices

---

## Definition

Let  $G = (V, E)$  be a **direct** graph where the vertices of  $G$  are listed arbitrarily as  $v_1, v_2, \dots, v_n$ .

The **adjacency matrix**  $A_G$  is defined by

$$a_{ij} = \begin{cases} 1, & \text{if } (v_i, v_j) \text{ is an edge of } G; \\ 0, & \text{otherwise.} \end{cases}$$

## Example

Whiteboard.

# Incidence Matrices

---

## Definition

Let  $G = (V, E)$  be an undirected graph.



# Incidence Matrices

---

## Definition

Let  $G = (V, E)$  be an undirected graph.

Suppose  $v_1, v_2, \dots, v_n$  are the vertices and  $e_1, e_2, \dots, e_m$  are the edges.

# Incidence Matrices

---

## Definition

Let  $G = (V, E)$  be an undirected graph.

Suppose  $v_1, v_2, \dots, v_n$  are the vertices and  $e_1, e_2, \dots, e_m$  are the edges.

The **incidence matrix**  $M_G = [m_{ij}]$  of  $G$  is a  $n \times m$  **Boolean** matrix, where

$$m_{ij} = \begin{cases} 1, & \text{when } e_j \text{ is incident with } v_i; \\ 0, & \text{otherwise.} \end{cases}$$

# Incidence Matrices

---

## Definition

Let  $G = (V, E)$  be an undirected graph.

Suppose  $v_1, v_2, \dots, v_n$  are the vertices and  $e_1, e_2, \dots, e_m$  are the edges.

The **incidence matrix**  $M_G = [m_{ij}]$  of  $G$  is a  $n \times m$  **Boolean** matrix, where

$$m_{ij} = \begin{cases} 1, & \text{when } e_j \text{ is incident with } v_i; \\ 0, & \text{otherwise.} \end{cases}$$

## Example

Whiteboard.

# Isomorphism of Graphs

---

## Definition

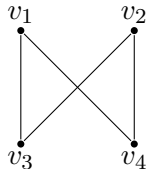
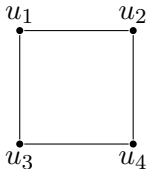
The simple graphs  $G_1 = (V_1, E_1)$  and  $G_2 = (V_2, E_2)$  are **isomorphic** if there exists a bijective function  $f$  from  $V_1$  to  $V_2$  with the property that  $u$  and  $v$  are adjacent in  $G_1$ , if and only if,  $f(u)$  and  $f(v)$  are adjacent in  $G_2$ , for all  $u$  and  $v$  in  $V_1$ .

# Isomorphism of Graphs

---

## Example

The following simple graphs are isomorphic.

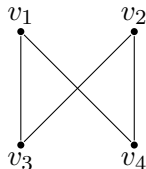
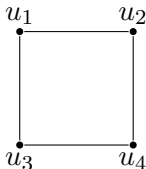


# Isomorphism of Graphs

---

## Example

The following simple graphs are isomorphic.



The bijective function  $f$  preserves adjacency.

$$f : \{u_1, u_2, u_3, u_4\} \rightarrow \{v_1, v_2, v_3, v_4\}$$

$$f(u_1) = v_1, f(u_2) = v_4, f(u_3) = v_3 \text{ and } f(u_4) = v_2.$$

# Isomorphism of Graphs

---

## Remark

Determining whether two simple graphs are isomorphic is often difficult because if  $|A| = |B| = n$  then

$$|\{ f : A \rightarrow B \mid f \text{ is a bijection} \}| = n!.$$

# Isomorphism of Graphs

---

## Definition

A property preserved by isomorphism of graphs is called a **graph invariant property**.



# Isomorphism of Graphs

---

## Definition

A property preserved by isomorphism of graphs is called a **graph invariant property**.

## Example

The number of vertices, the number of edges and the degrees of the vertices are graph invariant properties.

# Isomorphism of Graphs

---

## Definition

A property preserved by isomorphism of graphs is called a **graph invariant property**.

## Example

The number of vertices, the number of edges and the degrees of the vertices are graph invariant properties.

## Remark

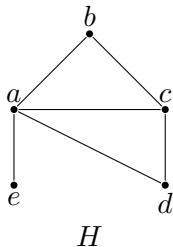
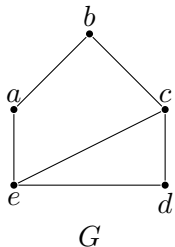
We can prove that two graphs are not isomorphic if we can find a graph invariant property that only one of the two graphs has.

# Isomorphism of Graphs

---

## Example

Are the following graphs isomorphic?

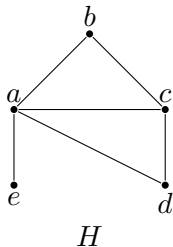
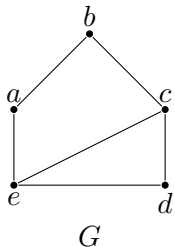


# Isomorphism of Graphs

---

## Example

Are the following graphs isomorphic?



## Solution

No. The graph  $H$  has a vertex of degree 1 but the graph  $G$  have no vertices of degree 1.

# Isomorphism of Graphs

---

## Definition

The **complementary graph**  $\overline{G}$  of a simple graph  $G$  has the same vertices as  $G$ . Two (different) vertices are adjacent in  $\overline{G}$  if and only if they are not adjacent in  $G$ .

## Example

Whiteboard.

# Isomorphism of Graphs

---

## Definition

A simple graph  $G$  is called **self-complementary** if  $G$  and  $\overline{G}$  are isomorphic.

# Isomorphism of Graphs

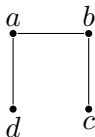
---

## Definition

A simple graph  $G$  is called **self-complementary** if  $G$  and  $\overline{G}$  are isomorphic.

## Problem 50 (p. 529)

Is the given graph self-complementary?



# Isomorphism of Graphs

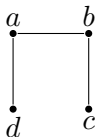
---

## Definition

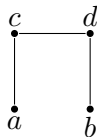
A simple graph  $G$  is called **self-complementary** if  $G$  and  $\overline{G}$  are isomorphic.

## Problem 50 (p. 529)

Is the given graph self-complementary?



**Yes!** The complementary graph is given by the figure.



The isomorphism is  $f(a) = c$ ,  $f(b) = d$ ,  
 $f(c) = b$  and  $f(d) = a$ .



# Isomorphism of Graphs

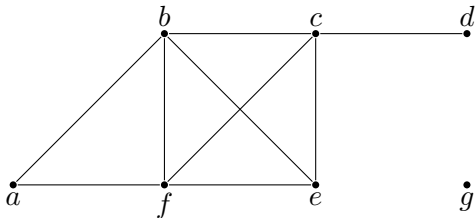
---

## Definition

The **degree sequence** of a graph is the sequence of the degrees of the vertices of the graph in non-increasing order.

## Example

For the graph in the figure, the degree sequence is 4, 4, 4, 3, 2, 1, 0.



# Isomorphism of Graphs

---

## Problem 69 (p. 530)

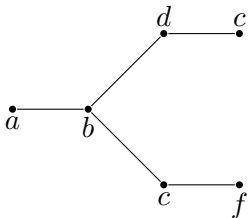
A counter-example for a purported isomorphism test is a pair of non-isomorphic graphs that the test fails to show that they are not isomorphic.

Find a counter-example for the test that checks the degree sequence in two graphs to make sure they agree.

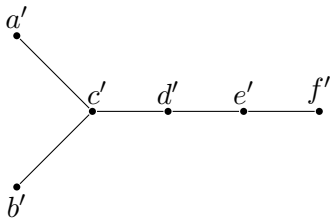
# Isomorphism of Graphs

## Solution

The degree sequence of both graphs is 3, 2, 2, 1, 1, 1 but they are not isomorphic. In graph  $G$ , the vertex  $b$  has degree 3 and it is adjacent to two vertices of degree 2 and one vertex of degree 1. The graph  $H$  has no vertex with these properties.



$G$



$H$

# Isomorphism of Graphs

---

## Comparison of several time complexity functions

$f(n)$	10	50	100
$\log n$	2.3 sec	3.9 sec	4.6 sec
$n$	10 sec	50 sec	1.7 min
$n^2$	1.7 min	41.7 min	2.8 h
$2^n$	17.1 min	358.001 c	$4 \times 10^{20}$ c
$3^n$	16.4 h	$2.3 \times 10^{14}$ c	$1.6 \times 10^{38}$ c
$n!$	42 d	$9.7 \times 10^{54}$ c	$3 \times 10^{148}$ c

# Isomorphism of Graphs

---

## Algorithms for graph isomorphism

The best algorithm known has time complexity of  $2^{O(\sqrt{n \log n})}$ , where  $n$  is the number of vertices (Johnson 2005).

# Isomorphism of Graphs

---

## Algorithms for graph isomorphism

The best algorithm known has time complexity of  $2^{O(\sqrt{n \log n})}$ , where  $n$  is the number of vertices (Johnson 2005).

vertices	10	100	1000	10000
$2^{\sqrt{n \log n}}$	27.8 sec	33.4 d	$3.3 \times 10^{15}$ c	$7.3 \times 10^{81}$ c

# References

---



Johnson, D. S. (2005). The NP-Completeness Column. *ACM Transactions on Algorithms* 1.1, pp. 160–176. DOI: [10.1145/1077464.1077476](https://doi.org/10.1145/1077464.1077476) (cit. on pp. 61, 62).



Rosen, K. H. (2004). *Matemática Discreta y sus Aplicaciones*. 5th ed. Translated by José Manuel Pérez Morales and others. McGraw-Hill (cit. on p. 2).