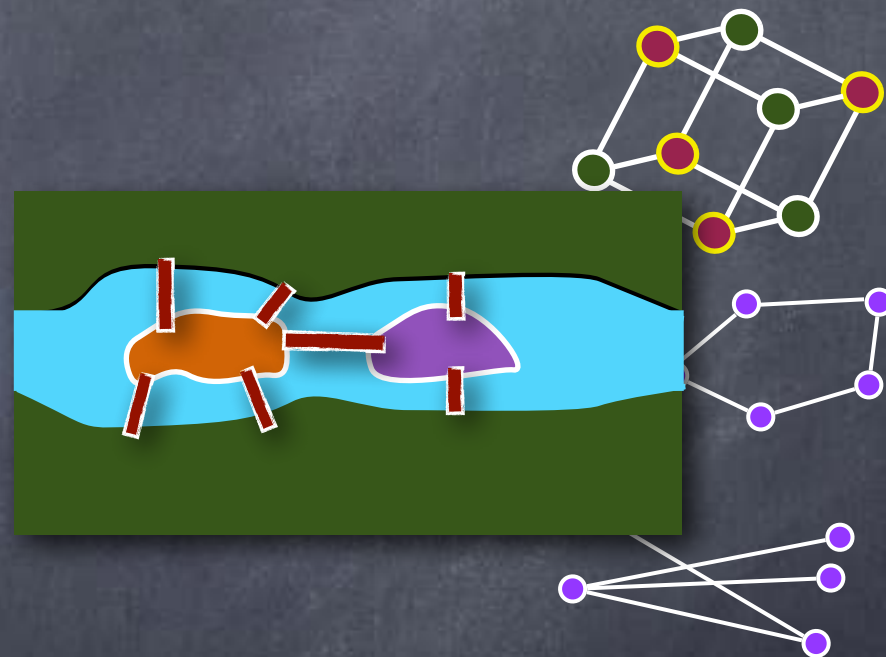


Graphs

More Examples



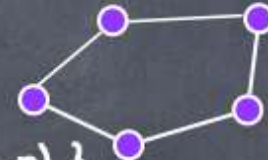
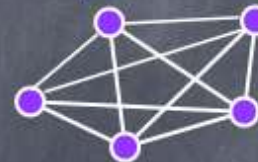
More Examples

Examples

- **Complete graph K_n** : n nodes, with all possible edges between them

- $E = \{ \{a,b\} \mid a,b \in V, a \neq b \}$

- # edges, $|E| = n(n-1)/2$

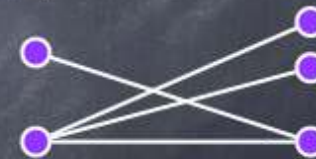


- **Cycle C_n** : $V = \{ v_1, \dots, v_n \}$, $E = \{ \{v_i, v_j\} \mid j=i+1 \text{ or } (i=1 \text{ and } j=n) \}$

- **Bipartite graph** : $V = V_1 \cup V_2$, where $V_1 \cap V_2 = \emptyset$ (i.e., a partition), and no edge between two nodes in the same "part":

- $E \subseteq \{ \{a,b\} \mid a \in V_1, b \in V_2 \}$

- e.g., C_n where n is even



- **Complete bipartite graph K_{n_1, n_2}** : Bipartite graph, with $|V_1|=n_1$, $|V_2|=n_2$ and $E = \{ \{a,b\} \mid a \in V_1, b \in V_2 \}$

- # edges, $|E| = n_1 \cdot n_2$



- Later: **Hypercube, Trees**

More Examples

- Path graph P_n :

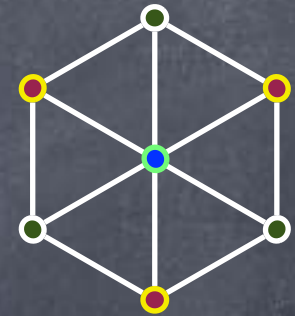
$$V = \{1, \dots, n\} \text{ and } E = \{ \{i, i+1\} \mid i \in [n-1] \}$$



- Wheel graph W_n ($n \geq 3$):

$$V = \{\text{hub}\} \cup \mathbb{Z}_n \text{ and}$$

$$E = \{ \{\text{hub}, x\} \mid x \in \mathbb{Z}_n \} \cup \{ \{x, x+1\} \mid x \in \mathbb{Z}_n \}$$

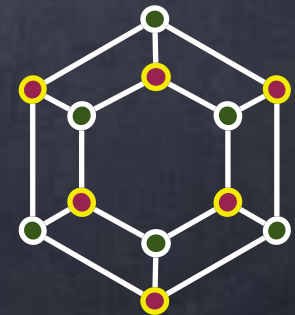


- Ladder graph L_n : $V = \{0,1\} \times \{1, \dots, n\}$,

$$E = \{ \{(0,i), (1,i)\} \mid i \in [n] \} \cup \{ \{(b,i), (b,i+1)\} \mid b \in \{0,1\}, i \in [n-1] \}$$



- Circular Ladder graph CL_n :
2 additional edges $\{(b,n), (b,1)\}$



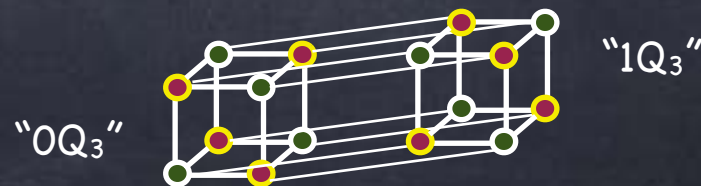
Hypercubes

- The hypercube graph Q_n
 - Nodes: all n -bit strings. e.g., $\{000, 001, 010, 011, 100, 101, 110, 111\}$
 - Edges: x and y connected iff they differ in exactly one position
 - i.e., x & y neighbours if toggling a single bit changes x to y



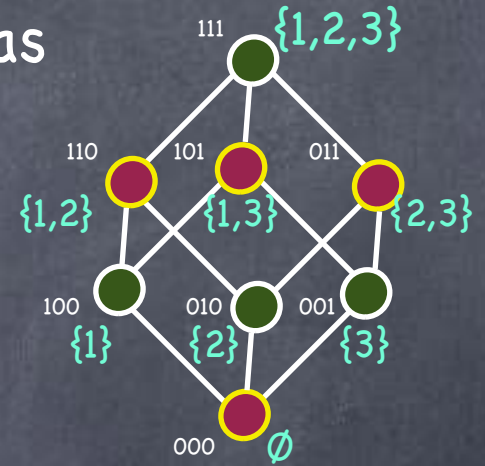
- 2^n nodes, but "diameter" (longest shortest path) is only n
- Q_n is an n -regular bi-partite graph
 - The two parts: nodes labeled with strings which have even parity (even# 1s) and those labeled with strings of odd parity (odd# 1s)

- Q_{n-1} is a subgraph of Q_n



Kneser Graph

- Instead of bit strings, nodes in Q_n can be taken as subsets of $[n]$, with edges present between sets which differ in a single element
- Graph $\overline{KG}_{n,k}$ has nodes at the k^{th} level in Q_n : i.e., subsets of size k
 - Edge between subsets which intersect
 - A clique in $\overline{KG}_{n,k}$: a set of subsets which intersect pairwise.
 - E.g., $\{ \{n\} \cup S \mid S \subseteq [n-1], |S|=k-1 \}$, has $C(n-1, k-1)$ nodes
 - **Erdős-Ko-Rado Theorem:** If $k \leq n/2$, then no larger cliques
- Kneser Graph $KG_{n,k}$: Same as above, but with edges between subsets which are disjoint



Graph Operations

- Complement: Interchange edges and non-edges
 - Given $G = (V, E)$, $\bar{G} = (V, \bar{E})$
- Union, Intersection, Difference, Symmetric difference:
 - $G_1 = (V, E_1)$, $G_2 = (V, E_2)$, $G_1 \text{ op } G_2 = (V, E_1 \text{ op } E_2)$
- Union and intersection can also be defined for $G_1 = (V_1, E_1)$, $G_2 = (V_2, E_2)$ as $G_1 \text{ op } G_2 = (V_1 \text{ op } V_2, E_1 \text{ op } E_2)$
 - Disjoint union: Union when $V_1 \cap V_2 = \emptyset$
- Powering
 - Given $G = (V, E)$, the square of G , $G^2 = (V, E')$ where $E' = E \cup \{ \{x, y\} \mid \exists w \{x, w\}, \{w, y\} \in E \}$
 - More generally, G^k has an edge $\{x, y\}$ iff G has a path of length $t \in [k]$ between x and y

Graph Operations

- Cross product

- If $G_1 = (V_1, E_1)$, $G_2 = (V_2, E_2)$, then $G_1 \times G_2 = (V_1 \times V_2, E)$, where $\{(u_1, u_2), (v_1, v_2)\} \in E$ iff $\{u_1, v_1\} \in E_1$ and $\{u_2, v_2\} \in E_2$

- e.g., $G \times K_2$ is a bipartite graph

- Box product

- $G_1 \square G_2 = (V_1 \times V_2, E)$, where $\{(u_1, u_2), (v_1, v_2)\} \in E$ iff $(\{u_1, v_1\} \in E_1$ and $u_2 = v_2$) or $(u_1 = v_1$ and $\{u_2, v_2\} \in E_2)$

- e.g., $Q_m \square Q_n = Q_{m+n}$

- e.g., Hamming graph (yields hypercubes for $q=2$)

- $H_{n,q}$ is $K_q \square \cdots \square K_q$ (n copies)

- Vertex set: $[q] \times \cdots \times [q]$ (n copies). Edge between (u_1, \dots, u_n) and (v_1, \dots, v_n) s.t. $u_i = v_i$ for all but one coordinate.

