

# Graphs – Part 1

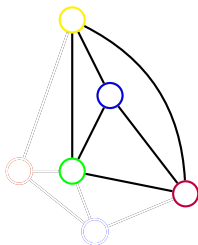
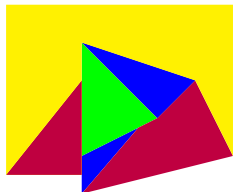
CS70: Discrete Mathematics and Probability Theory

*UC Berkeley – Summer 2025*

Lecture 5

*Ref: Note 5*

# Graph Idea: Map Coloring



What is the essence of the map coloring problem?

Regions ... connected by borders

No two regions connected by a border can use the same color

Four colors used here – can we do better?

Yes! Three colors.

Now add this – three colors? Yes!

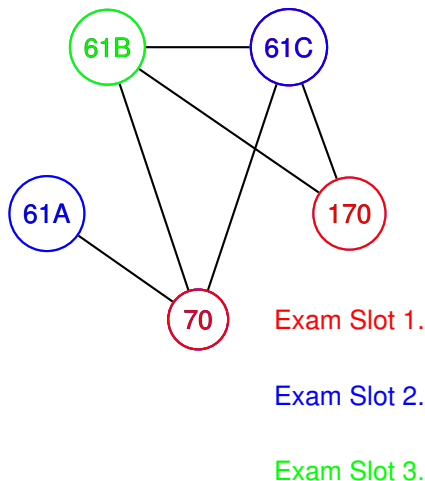
Now this? Connect... Three colors? No! Need four.

Remember: More than four never needed for a map (in the plane).

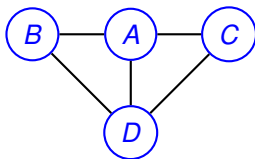
# Scheduling: Coloring

## **Problem:** Scheduling Exams

⇒ What courses are students simultaneously enrolled in?



# Graphs: Definitions



Graph:  $G = (V, E)$

$V$  = set of vertices

$\{A, B, C, D\}$

$E \subseteq V \times V$ : set of edges

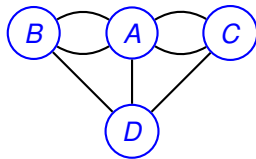
$\{\{A, B\}, \{A, C\}, \{B, D\}, \{A, D\}, \{C, D\}\}$

*Simple graph*

No “parallel edges”

No self-loops (i.e., edge  $\{A, A\}$ )

If not stated, a graph is a simple graph



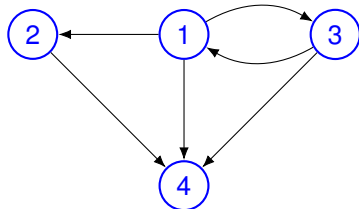
Variant: Multi-graph

Edges are a *multiset*

Duplicates are allowed

CS 70: (usually) simple graphs

# Directed Graphs



$$G = (V, E)$$

$V$  = set of vertices

$\{1, 2, 3, 4\}$

$E$  = *ordered pairs* of vertices

$\{(1, 2), (1, 3), (3, 1), (1, 4), (2, 4), (3, 4)\}$

Can't have duplicates: No  $(1, 2)$  and  $(1, 2)$

Can have both directions:  $(1, 3)$  and  $(3, 1)$

One way streets

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ...

Social Network: Directed? Undirected?

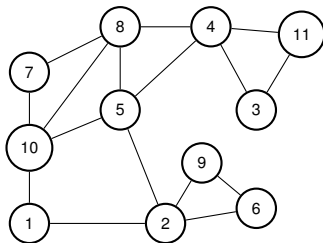
Friends: **undirected**

Likes: **directed**

# Graph Concepts and Definitions

Graph:  $G = (V, E)$

*Terminology:* neighbors, adjacent, incident, degree, in-degree, out-degree



$u$  is **neighbor** of  $v$  if  $\{u, v\} \in E$

**Neighbors** of 10? **1, 5, 7, 8**

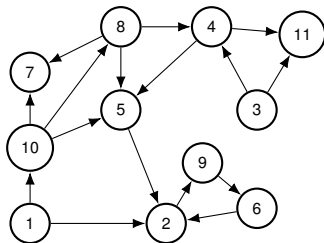
Vertex  $v$  is **adjacent** to each neighbor

Edge  $\{u, v\}$  is **incident** to  $u$  and  $v$

Edge  $\{10, 5\}$  is **incident** to: **vertices 10 and 5**

**Degree** of vertex  $u$  is number of incident edges

Degree of vertex 10? **4**



Directed graph:

**In-degree** is # of edges *to*

**Out-degree** is # of edges *from*

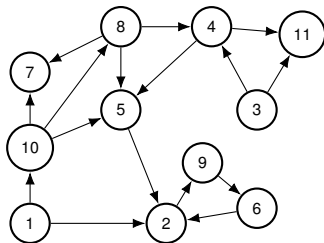
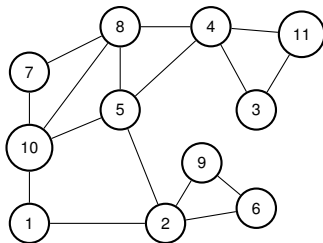
**In-degree** of 10? **1**

**Out-degree** of 10? **3**

# Graph Concepts and Definitions - Questions

Graph:  $G = (V, E)$

*Terminology:* neighbors, adjacent, incident, degree, in-degree, out-degree



**Edge  $\{8, 5\}$  is incident to:**

- (A) Vertex 8
- (B) Vertex 5
- (C) Edge  $\{8, 5\}$
- (D) Edge  $\{8, 4\}$
- (E) Vertex 10

**Ans: Both (A) and (B)**

**The degree of a vertex is:**

- (A) The number of edges incident to it
- (B) The number of neighbors of  $v$
- (C) The number of vertices in its connected component

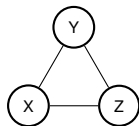
**Ans: Both (A) and (B)**

# Properties of Graphs: Sum of Degrees

The sum of the vertex degrees is equal to

- (A) The total number of vertices,  $|V|$
- (B) The total number of edges,  $|E|$
- (C) What?

Consider:



Degree of X? 2

Degree of Y? 2

Degree of Z? 2

Sum of degrees? 6

Answer above: Not (A) or (B)

(C) is fine for a poll with no correct answers!

**Could sum always be...**

(A)  $2|E|$ ?

(B)  $2|V|$ ?

Let's see...

# The Degree-Sum Formula

The sum of the vertex degrees is equal to ??

Back to definitions:

The degree of  $u$  is the number of edges **incident** to  $u$

Edge  $\{u, v\}$  is **incident** to its endpoints,  $u$  and  $v$

$\Rightarrow$  Call each endpoint an **edge-vertex incidence**

Let's count edge-vertex incidences in two ways:

How many incidences does each edge contribute? **2**

Total Incidences in entire graph?  $|E|$  edges, 2 each  $\rightarrow$   **$2|E|$**

What is the degree of  $v$ ? Incidences corresponding to  $v$ !

Total Incidences? The sum over vertices of degrees!

**Theorem:** In any graph  $G = (V, E)$ , the sum of vertex degrees is  $2|E|$ , or

$$\sum_{v \in V} \deg(v) = 2|E|.$$

*This is called the “degree-sum formula.”*

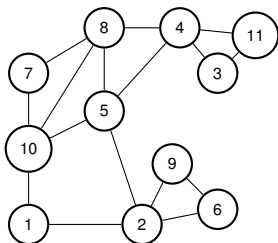
# Concept Check: Degree Sum

## Which of the following are true?

- (A) Number of edge-vertex incidences for an edge  $e$  is 2.
- (B) Total number of edge-vertex incidences is  $|V|$ .
- (C) Total number of edge-vertex incidences is  $2|E|$ .
- (D) Number of edge-vertex incidences for a vertex  $v$  is its degree.
- (E) Sum of degrees is  $2|E|$ .
- (F) Total number of edge-vertex incidences is the sum of the degrees.

Answer: All but (B)!

# More Terminology: Paths, Walks, Cycles, and Tour



A **path** is a sequence of connected edges:  $\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{k-1}, v_k\}$ .

Path?  $\{1, 10\}, \{8, 5\}, \{4, 5\}$  ? **No! Each edge must connect to next**

Path?  $\{1, 10\}, \{10, 5\}, \{5, 4\}, \{4, 11\}$  ? **Yes!**

A **simple path** has no repeated vertices (“path” usually is simple)

The **length** of path is the number of “steps” — number of edges (*not* vertices!)

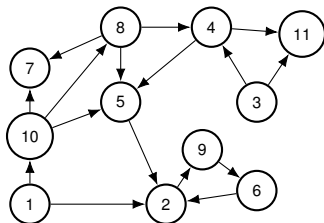
A **cycle** is a closed path: Path from  $v_1$  to  $v_{k-1}$ , + edge  $\{v_{k-1}, v_1\}$

**Walk** is sequence of edges with possible repeated vertex or edge.

**Tour** is walk that starts and ends at the same node.

Quick Check: Path is to Walk as Cycle is to ?? **Tour!**

# Paths in Directed Graphs



**Path:**  $(v_1, v_2), (v_2, v_3), \dots, (v_{k-1}, v_k)$

Same basic idea, but can't go "head-to-tail" on edge

⇒ **Not a path:**  $(1, 10), (10, 5), (4, 5), (4, 11)$

⇒ **Path:**  $(1, 10), (10, 8), (8, 4), (4, 11)$

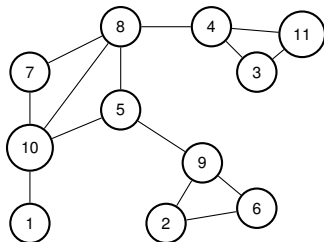
Paths, walks, cycles, tours... are analogous to undirected

A graph with no cycles is *acyclic* – directed acyclic graph is "dag"

	no rep vertices	no rep edges	start = end
Walk			
Path	✓	✓	
Tour			✓
Cycle	✓*	✓	✓

(\* except start=end)

# Connectivity: Undirected Graph



$u$  and  $v$  are **connected** if there is a path between  $u$  and  $v$

⇒ Walk or path – does it matter? **No!** (Cut out between repeated vertices)

A graph is connected if all pairs of vertices are connected

If a vertex  $x$  is connected to every other vertex, is graph connected? **Yes!**

**Proof idea:** For any pair  $u, v$ , use path from  $u$  to  $x$  and then from  $x$  to  $v$

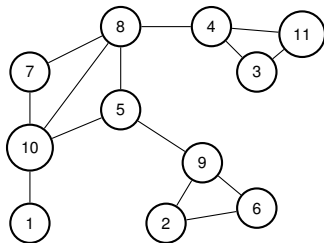
⇒ Remember: **undirected!**

⇒ Gives **walk** between  $u$  and  $v$



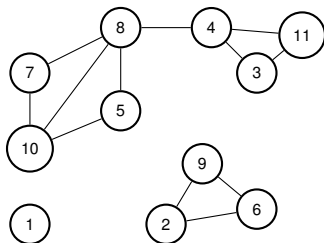
May not be a simple path! But we already said walk or path doesn't matter.

# Connectivity and Connected Components



Is the graph above connected? **Yes!**

# Connectivity and Connected Components



Is the graph above connected? **Yes!**

How about now? **No! No path from vertex 1 to vertex 10.**

A **connected component** is a maximal set of connected vertices.

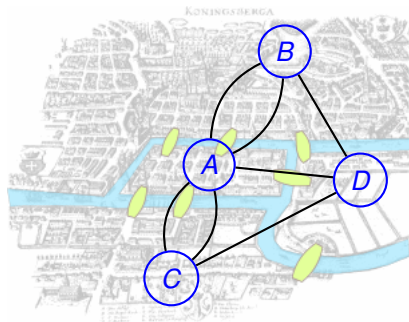
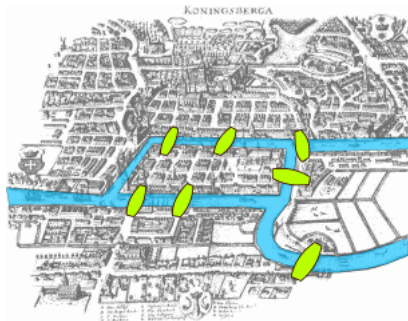
⇒ Connected Components?  $\{1\}, \{10, 7, 5, 8, 4, 3, 11\}, \{2, 9, 6\}$

Quick Check: Is  $\{10, 7, 5\}$  a connected component? **No! Not maximal.**

# Seven Bridges of Königsberg (1736)

Can you make a tour visiting each bridge exactly once?

"Königsberg bridges" by Bogdan Giuscă - [License](#)



*Idea:* Model with a graph – each region a node (recall map coloring!)  
Add an edge for each bridge connection      Need a **multi-graph**!

Now: Is there a tour in the multi-graph that visits each edge exactly once?  
⇒ *Note importance of abstraction to “get at the heart of the matter”*

# Eulerian Tour

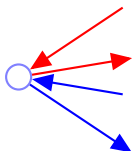
An **Eulerian Tour** is a tour that covers the graph using each edge exactly once.

**Theorem:** Any undirected multi-graph has an Eulerian tour if and only if it is connected and all vertices have even degree.

**Proof of only if:** Eulerian  $\implies$  connected and all vertices have even degree

Given an Eulerian Tour: it is connected, so the graph is connected.

Non-start/stop vertices: Tour enters and leaves on each visit.



Start/stop vertex: Initially leaves, then enters at end.

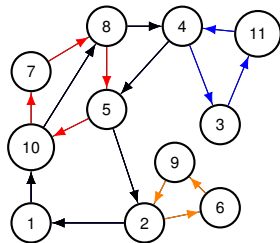
For every vertex: Uses two incident edges per visit. Tour uses every edge exactly once  $\implies$  every vertex has even degree. □

When you enter, you can leave. Not [The Hotel California](#) (Timestamp: 4:10)

# Finding a Tour

**Proof of if:** Even degrees + connected  $\implies$  Eulerian tour

We will give an algorithm – with illustration!



1. Take a walk starting from  $v$  (1) on “unused” edges ... until you get back to  $v$
2. Remove tour,  $C$  (halt if no edges left)
3. Let  $G_1, \dots, G_k$  be connected components  
Each is touched by  $C$   
Why?  $G$  was connected  
Let  $v_i$  be (first) node in  $G_i$  touched by  $C$   
Example:  $v_1 = 1, v_2 = 10, v_3 = 4, v_4 = 2$ .
4. Recurse on  $G_1, \dots, G_k$  starting from  $v_i$
5. Splice together  
 $1, 10, 7, 8, 5, 10, 8, 4, 3, 11, 4, 5, 2, 6, 9, 2$  and to 1!

# Recursive/Inductive Algorithm – Important Facts

1. Take a walk from arbitrary node  $v$ , until you get back to  $v$

**Claim:** We do get back to  $v$ !

**Proof:** Even degree. If we enter, we can leave except (possibly) for  $v$ . □

2. Remove tour,  $C$ , from  $G$

Resulting graph may be disconnected (removed edges)

Let components be  $G_1, \dots, G_k$ , and let  $v_i$  be first vertex of  $C$  that is in  $G_i$

Always possible? Does tour  $C$  touch every  $G_i$ ?

$G_1$  (component with  $v \in G_1$ ):  $v_1 = v$

$G_i$  with  $v \notin G_i$ : No path  $v$  to  $G_i$  after  $C$  removed, so edge in  $C$  connected it

**Claim:** Each vertex in each  $G_i$  has even degree and is connected.

**Proof:** Tour  $C$  has even incidences to any vertex  $v$  (even - even = even). □

3. Find Eulerian tour  $T_i$  of  $G_i$  from at  $v_i$ . Strong induction ( $G_i$  is smaller)

4. Splice  $T_i$  into  $C$  where  $v_i$  first appears in  $C$ .

Visits every edge exactly once:

Visits each edge in  $C$  exactly once.

Remaining edges: each in a  $G_i$ , visited exactly once (by induction). □

# Eulerian Graphs

A graph is **Eulerian** if it has an Eulerian tour.

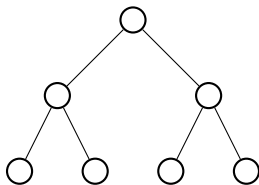
**Question:** One of the following statements is false. Which one?

- (A) Removing a tour from an Eulerian graph leaves a graph with all even-degree vertices.
- (B) After removing a set of edges  $E'$  in a connected graph, every connected component is incident to an edge in  $E'$ .
- (C) Removing a tour leaves a connected graph.
- (D) If one walks on new edges in an Eulerian graph, starting at  $v$ , one gets back to  $v$ .

**Answer:** (C) is false

# Trees

A common picture of a tree (in computer science):



This is a **binary tree**, which has certain properties:

- It is rooted (has a root node)
- Every edge represents a parent/child relationship
  - Every parent has at most 2 children
  - A child is a “left” or “right” child

**None** of these properties are necessary for a tree!

# Trees In General

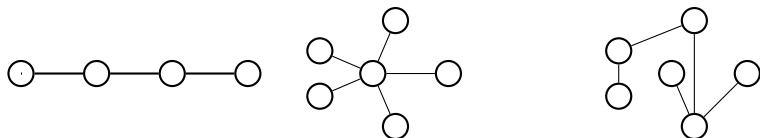
Definitions: A tree is...

... a connected graph without a cycle.

... a connected graph with  $|V| - 1$  edges.

... a connected graph where any edge removal disconnects it.

... a connected graph where any edge addition creates a cycle.



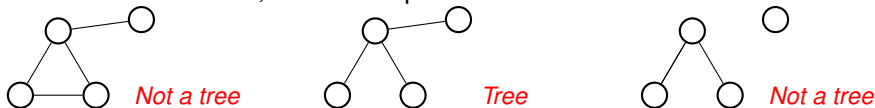
No cycle and connected? *Yes.*

$|V| - 1$  edges and connected? *Yes.*

Removing any edge disconnects it? *Harder to check, but yes.*

Adding any edge creates cycle. *Harder to check, but yes.*

To tree or not to tree, that is the question:



# Equivalence of (First Two) Definitions

## Theorem:

“ $G$  connected with  $|V| - 1$  edges”  $\iff$  “ $G$  is connected and has no cycles.”

**Lemma:** If  $v$  is degree 1 in connected graph  $G$ ,  $G - \{v\}$  is connected.

## Proof:

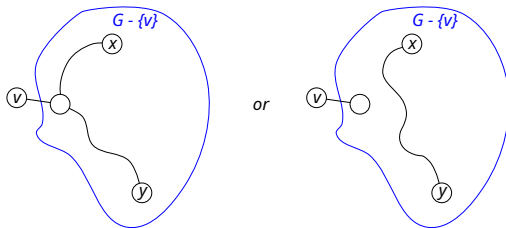
For  $x, y \in G - \{v\}$ :

Since  $G$  is connected, there is path between  $x$  and  $y$  in  $G$

Path cannot use  $v$  (degree 1) or it would repeat a vertex

$\implies$  every pair in  $G - \{v\}$  is connected in  $G - \{v\}$

$\implies G - \{v\}$  is connected.



# Proof of “Only If”

## Theorem:

“ $G$  connected with  $|V| - 1$  edges”  $\implies$  “ $G$  is connected and has no cycles.”

**Proof:** By induction on  $|V|$ .

*Base Case* ( $|V| = 1$ ): There are  $|V| - 1 = 0$  edges, so no cycles.

*Induction Hypothesis:* Any  $G$  with  $|V| = k$  and  $|E| = k - 1$  is conn w/ no cycles

*Induction Step:* Prove that in  $G$  with  $|V| = k + 1$  and  $|E| = k$ , conn w/ no cycles

**Claim:**  $G$  has a degree 1 node.

**Proof:** First, connected  $\implies$  every vertex degree  $\geq 1$ .

Sum of degrees is  $2|E| = 2(|V| - 1) = 2|V| - 2$

Average degree  $(2|V| - 2)/|V| = 2 - 2/|V|$ , so must be a degree 1 vertex.

Cuz not everyone is bigger than average! □

By degree 1 removal lemma,  $G - \{v\}$  is connected.

$G - \{v\}$  has  $k$  vertices and  $k - 1$  edges so by induction hypothesis

$\implies$  no cycle in  $G - \{v\}$ .

Add  $v$  back to get  $G$ : no cycle since degree 1 cannot participate in cycle. □

# Proof of “If”

## Theorem:

“ $G$  is connected and has no cycles”  $\implies$  “ $G$  connected with  $|V| - 1$  edges”

**Proof:** By induction on  $|V|$ .

*Base Case* ( $|V| = 1$ ): Cannot have any edges, and  $|V| - 1 = 0$  edges.

*Induction Hypothesis:* Any connected  $G$  with  $|V| = k$  no cycles has  $|E| = k - 1$

*Induction Step:* Any connected  $G$  with  $|V| = k + 1$  no cycles has  $|E| = k$

Pick an arbitrary vertex  $v \in V$  and walk using untraversed edges.  
Finitely many edges, so must stop (“get stuck”) at some vertex  $w$ .

**Claim:**  $w$  has degree 1.

**Proof:** Can’t visit any vertex more than once since no cycle.

Entered  $w$ . Didn’t leave. Only one incident edge. □

Remove  $w$  and single edge connecting it: can’t create cycle.

Removal does not disconnect graph (by degree 1 lemma).

So  $G - \{w\}$  is conn w/ no cycles and  $k$  vertices  $\implies$  has  $k - 1$  edges (by I.H.)  
 $G$  has one more edge, or  $k$  edges. □

# Concept Check: Trees

Let  $G$  be a connected graph with  $|V| - 1$  edges.

**Question:** Which of the following are true?

- (A) Removing a degree 1 vertex can disconnect the graph.
- (B) One can use induction on smaller objects.
- (C) The average degree is  $2 - 2/|V|$ .
- (D) There is a Hotel California: a degree 1 vertex.
- (E) Everyone can be smarter than average.

**Answer:** (B), (C), (D) are true

# Lecture Summary

## Graphs:

- Definitions, basic properties (degree, path, cycle, tour, ...)

- Degree-sum formula (sum of degrees is  $2|E|$ )

- Connected: Path between every pair of nodes

- Connected Component: Maximal set of connected vertices

## Euler tour and condition for existence (even degree vertices)

- Necessary: Existence of tour  $\implies$  connected, even degree

- Sufficient: Recursive algorithm for finding an Eulerian tour

## Trees:

- Definitions – *four* of them – all equivalent

- Equivalence of definitions

  - $\implies$  Two proved - others “left as an exercise for the reader”