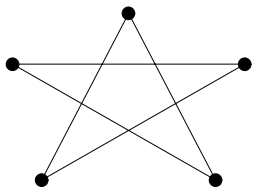
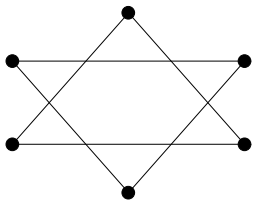
2 Graph Connectivity

Graphs are often used to model various interconnecting networks, such as transport, pipe, or computer networks. In such models, one often needs or wants to get from a place to any other place...

Graphs with this nice property of "accessibility" are *connected*, and we shall study them now.





Brief outline of this lecture

- Connections in a graph, definition, components
- Searching through a graph, search algorithms BFS and DFS
- Higher levels of connectivity, 2-connected graphs, Menger's theorem
- Eulerian tours and trails, "seven bridges" and the even degree cond.

2.1 Graph Connectivity and Components

Definition: A *walk* of length n in a graph G is a sequence of alternating vertices and edges

$$v_0, e_1, v_1, e_2, v_2, \ldots, e_n, v_n\,,$$

such that every its edge e_i has the ends v_{i-1}, v_i.

This really is a "walk" through the graph, see for instance how an IP packet is routed through the internet (as it often repeats vertices). □

Lemma 2.1. *Let $\sim$ be a binary relation on the vertex set $V(G)$ of a graph G, such that $u \sim v$ if and only if there exists a walk in G starting in u and ending in v. Then $\sim$ is an equivalence relation.*

Proof. The relation $\sim$ is reflexive since every vertex itself forms a walk of length 0. It is also symmetric since any walk can be easily "reversed", and transitive since two walks can be concatenated at the common endvertex. □ □

Definition: The equivalence classes of the above relation $\sim$ (Lemma 2.1) on $V(G)$ are called the *connected components* of the graph G.

More generally, by connected components we also mean the subgraphs induced on these vertex set classes of $\sim$.

Recall a *path* in a graph — it is a walk without repetition of vertices.

Theorem 2.2. *If there exists a walk between vertices u and v in a graph G, then there also exists a path from u to v in this G.* □

Proof. Let $u = v_0, e_1, v_1, \ldots, e_n, v_n = v$ be a walk of length n between u and v in G. We start building a new walk W from $w_0 = u$ which will actually be a path:

- Assume we have built a starting fragment $w_0, e_1, w_1, \ldots, w_i$ of W (inductively from $i = 0$, i.e. w_0) where $w_i = v_j$ for some $j \in \{0, 1, \ldots, n\}$. □
- Find maximum index $k \geq j$ such that $v_k = v_j = w_i$ (repeated), and append W with $\ldots, w_i = v_j = v_k,\ e_{k+1},\ w_{i+1} = v_{k+1}, \ldots$. □
- It remains to show, by means of a contradiction, that the new vertex $w_{i+1} = v_{k+1}$ does not occur in W yet.
- The procedure stops whenever $w_i = v$. □

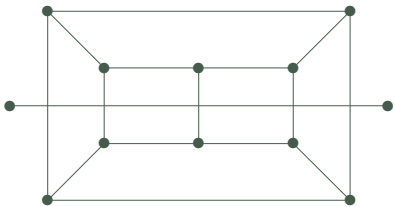
□

Proof; a shorter, but *nonconstructive* alternative.

Among all the walks between u and v in G, we choose the (one of) shortest one as W. It is clear that if the same vertex were repeated in W, then W could be shortened further, a contradiction. Hence W is a path in G. □

Definition 2.3. Graph G is connected if G consists of at most one connected component. By Theorem 2.2, this means if every two vertices of G are connected by a path.

How many components do you see in this picture?



2.2 Graph Searching

We present a very general scheme of *searching through a graph*. This meta-algorithm works with the following datastates and structures:

- **A vertex**: having one of the states ...
  - initial – assigned at the beginning,
  - discovered – after we have find it along an edge,
  - finished – assigned after processing all incident edges.
- **An edge**: having one of the states ...
  - initial – assigned at the beginning,
  - processed – whenever it has been processed at one of its endvertices. □
- **Stack (depository)**: is a supplementary data structure (a set) which
  - keeps all the discovered vertices until they have been finished.

Remark: Graph search has several variants mostly defined by the way vertices are picked from the depository. Specific programming tasks can be (are) performed at each vertex or edge of G while processing them.

Algorithm 2.4. Searching through a connected component

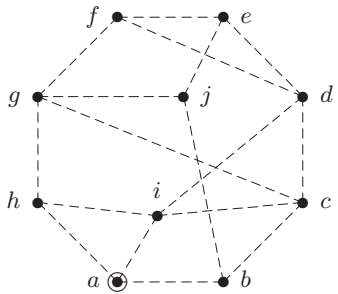
This algorithm visits and processes every vertex and edge of a connected graph G.

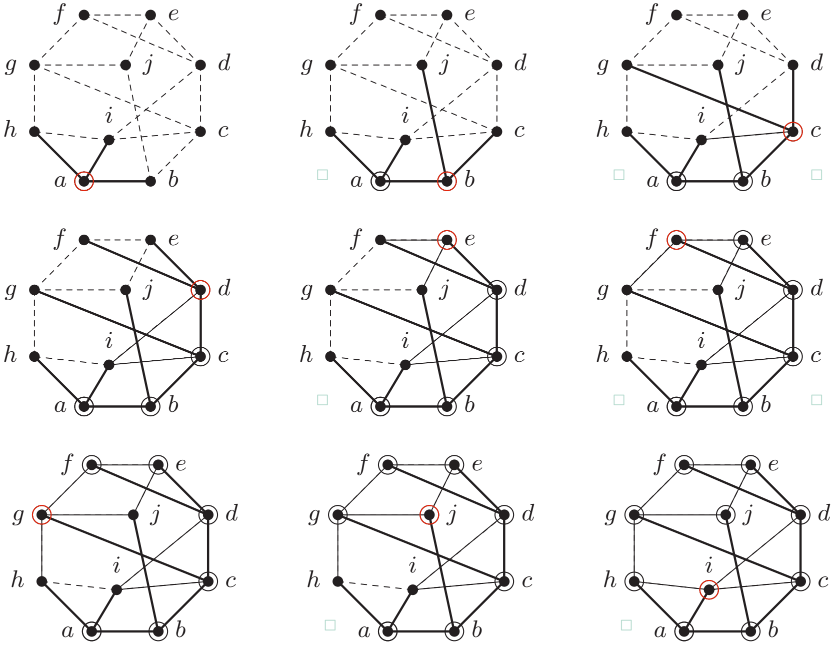
```
input < graph G;
state(all vertices and edges of G ) < initial;
stack U = {any vertex v_0 of G};
state(v_0) = discovered;
while (U nonempty) {
    choose v ∈ U;    U = U\{v};
    PROCESS(v);
    foreach (e incident with v) {
        if (state(e)==initial) PROCESS(e);
        w = the opposite vertex of e = vw;
        if (state(w)==initial) {
            state(w) = discovered;
            U = U∪{w};
        }
        state(e) = processed;
    }
    state(v) = finished;
}
G is finished;
```

Implementation variants of graph searching

- *DFS* depth-first search – the depository `U` is a "LIFO" stack. □
- *BFS* breadth-first search – the depository `U` is a "FIFO" queue. □
- *Dijkstra's* shortest path algorithm – the depository `U` always picks the vertex closest to the starting position v_0
  (similar, but more general, to BFS, see the next lecture). □

Example 2.11. *An example of a depth-first search run from a vertex a.*

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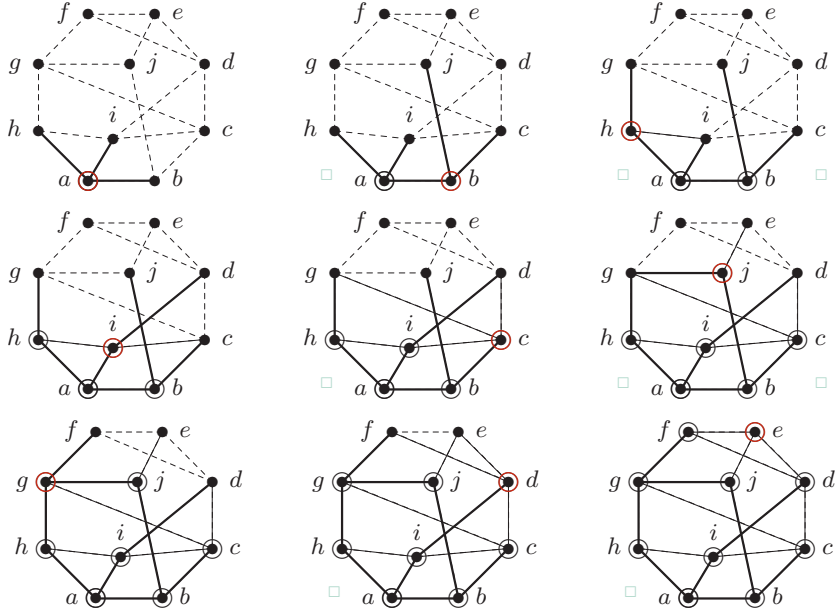
□

Example 2.12. *An example of a breadth-first search run from a vertex a.*



□

2.3 Higher Degrees of Connectivity

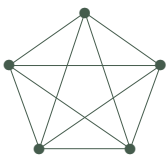
Various networking applications are often demanding not only that a graph is connected, but that it will stay connected even after failure of some small number of nodes (vertices) or links (edges).

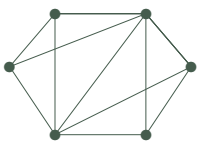
This can be studied in theory as "higher levels" of graph connectivity. □

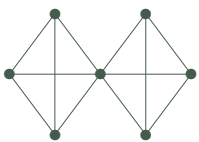
Definition: A graph G is *edge-k-connected*, $k > 1$, if G stays connected even after removal of any subset of $\leq k - 1$ edges. □

Definition: A graph G is *vertex-k-connected*, $k > 1$, if G stays connected even after removal of any subset of $\leq k - 1$ vertices.
Specially, the complete graph K_n is vertex-$(n-1)$-connected. □

Sometimes we speak about a k-connected graph, and then we usually mean it to be vertex-k-connected. High vertex connectivity is a (much) stronger requirement than edge connectivity...

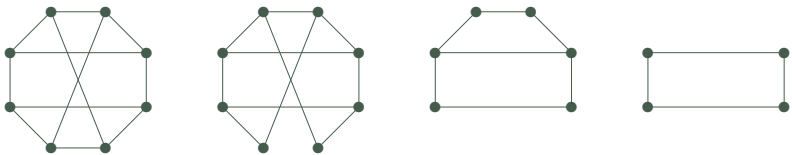






About 2-connected graphs

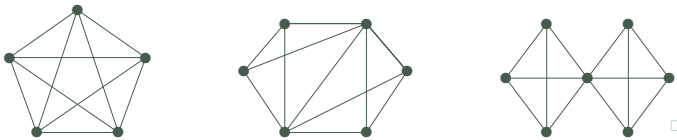
Theorem 2.5. *A simple graph is 2-connected if, and only if, it can be constructed from a cycle by "adding ears"; i.e. by iterating the operation which adds a new path (of arbitrary length, even an edge, but not a parallel edge) between two existing vertices of a graph.*



Menger's theorem and related

Theorem 2.6. *A graph G is edge-k-connected if, and only if, there exist (at least) k edge-disjoint paths between any pair of vertices (the paths may share vertices).*

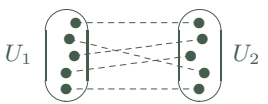
A graph G is vertex-k-connected if, and only if, there exist (at least) k internally disjoint paths between any pair of vertices (the paths may share only their ends).



Some direct corrolaries of the theorem are the following:

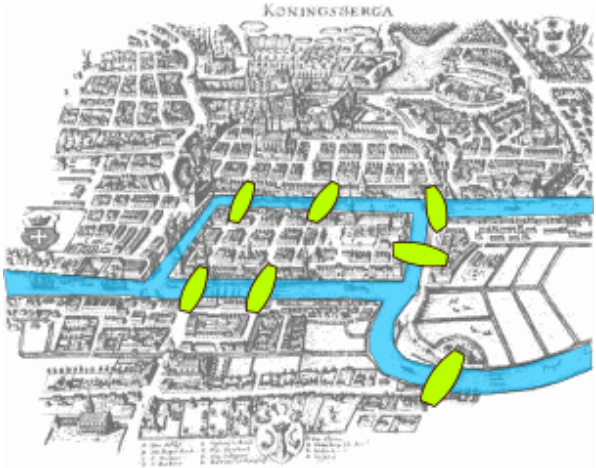
Theorem 2.7. *Assume G be a 2-connected graph. Then every two edges in G lie on a common cycle.* □

Theorem 2.8. *Assume G be a k-connected graph, $k \geq 2$. Then, for every two disjoint sets $U_1, U_2 \subset V(G)$, $|U_1| = |U_2| = k$, there exist k pairwise disjoint paths from the terminals of U_1 to U_2.*



2.4 Eulerian Trails

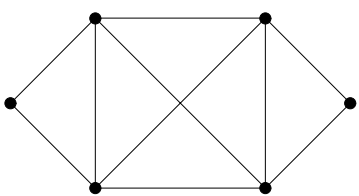
Perhaps the oldest recorded result of graph theory comes from famous Leonarda Euler — it is the "7 bridges of Königsberg" (Královec, now Kaliningrad) problem.

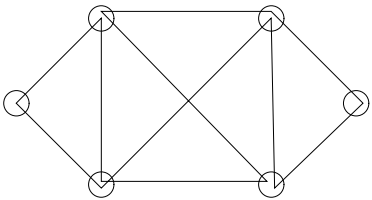


So what was the problem? The city majors that time wanted to walk through the city while crossing each of the 7 bridges exactly once...

This problem led Euler to introduce the following:

Definition: A *trail* in a graph is a walk which does not repeat edges.
A *closed trail (tour)* is such a trail that ends in the same vertex it started with. The opposite is an *open trail*.





And the oldest graph theory result by Euler reads: □

Theorem 2.9. *A (multi)graph G consists of one closed trail if, and only if, G is connected and all the vertex degrees in G are even.* □

Corollary 2.10. *A (multi)graph G consists of one open trail if, and only if, G is connected and all the vertex degrees in G but two are even.*

Analogous results exist also for digraphs...