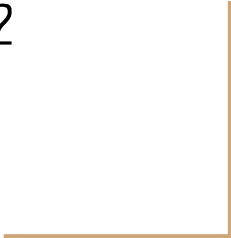


Programming, Problem Solving, and Algorithms

CPSC203, 2023 W2



Announcements

- Project 2 is released!
 - Due
- Next week is a “catch-up” week!
 - Classes → Extra Student Hours
 - Labs → Extra Student Hours
 - Student hours → Student hours
- I will endeavour to post some course videos for following weeks

Today's Plan...

1. Announcements! (5 mins)
2. Introduction to Project 2 (10 mins)
3. Weekly Videos Review/Questions (10 mins)
4. Types of Graphs (10 mins)
5. Exploration of Graphs (30 mins)

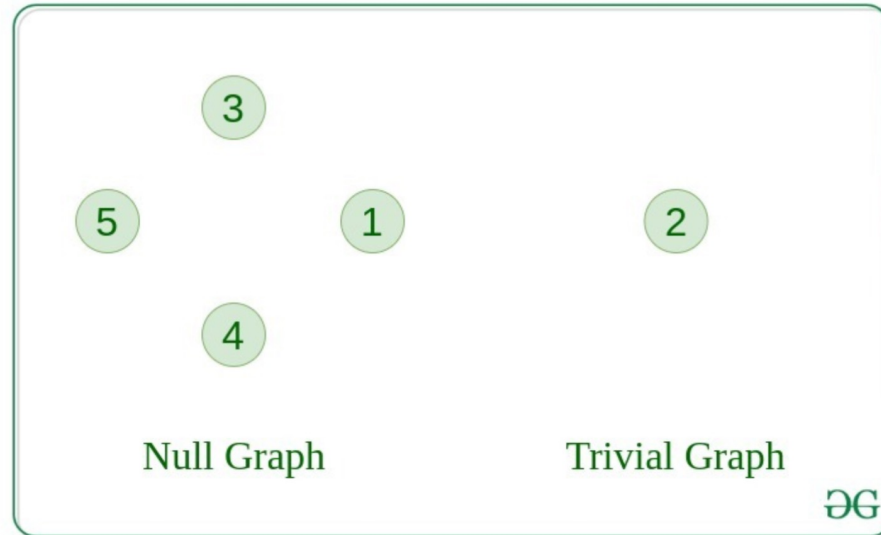
Types of Graphs

1. Null Graph

A graph is known as a null graph if there are no edges in the graph.

2. Trivial Graph

Graph having only a single vertex, it is also the smallest graph possible.



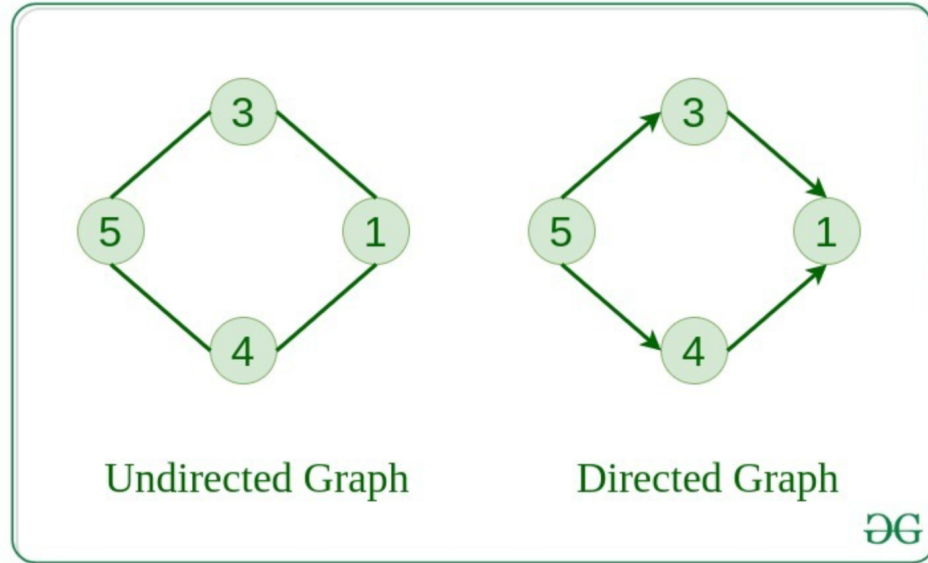
Types of Graphs

3. Undirected Graph

A graph in which edges do not have any direction. That is the nodes are unordered pairs in the definition of every edge.

4. Directed Graph

A graph in which edge has direction. That is the nodes are ordered pairs in the definition of every edge.



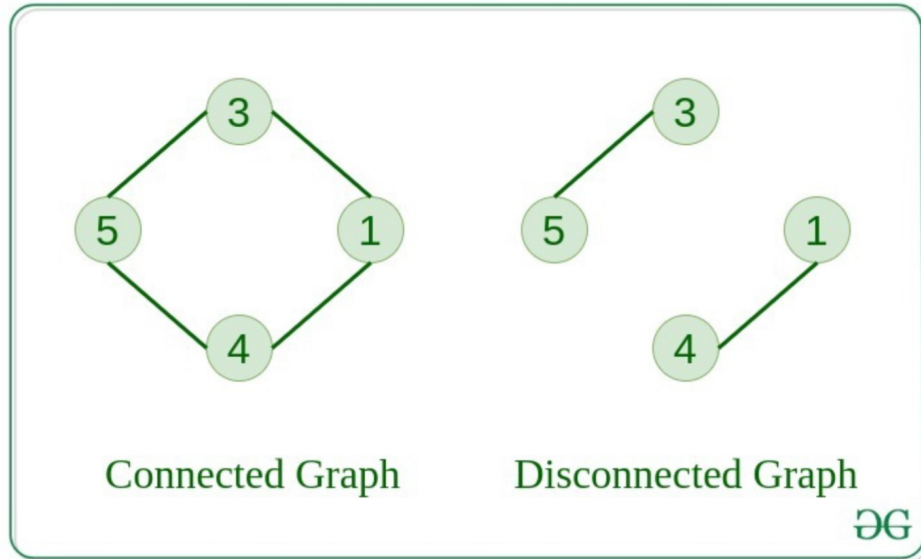
Types of Graphs

5. Connected Graph

The graph in which from one node we can visit any other node in the graph is known as a connected graph.

6. Disconnected Graph

The graph in which at least one node is not reachable from a node is known as a disconnected graph.



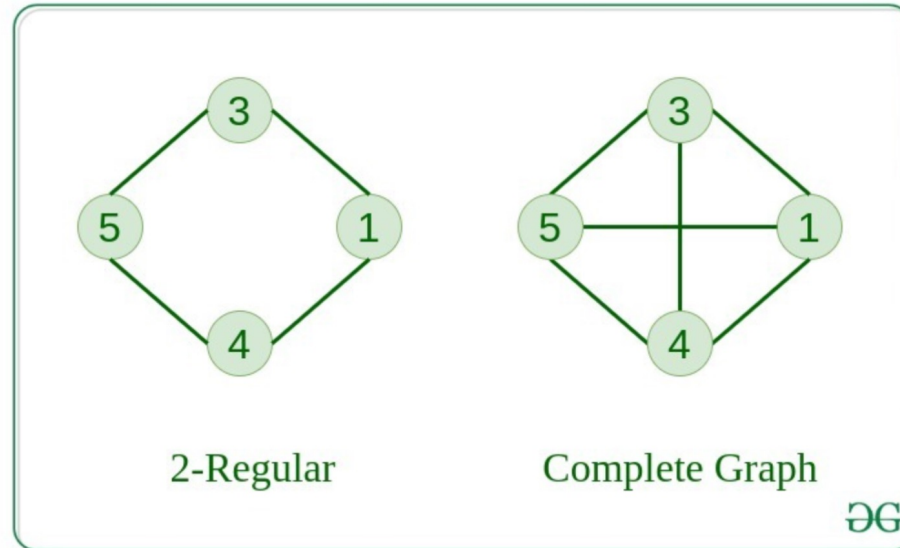
Types of Graphs

7. Regular Graph

The graph in which the degree of every vertex is equal to K is called K regular graph.

8. Complete Graph

The graph in which from each node there is an edge to each other node.

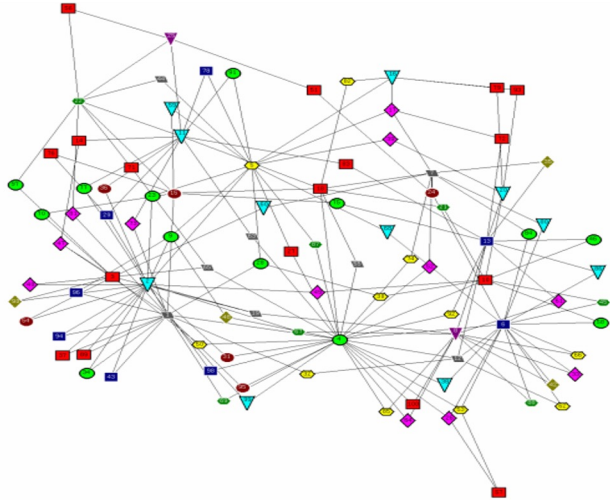




Slides from the Assigned Videos



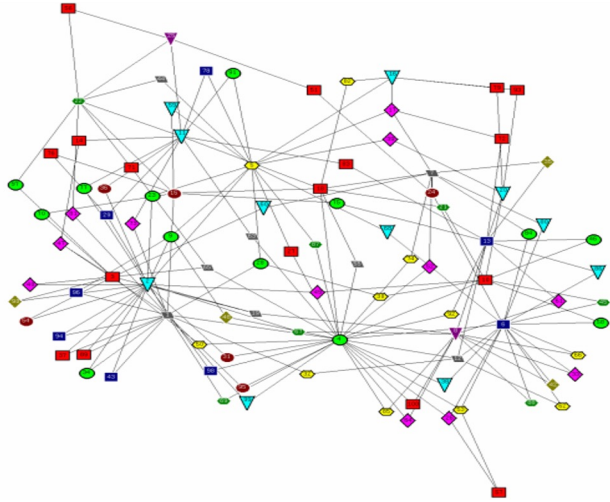
Explorations with Graphs:



Suppose I tell you a graph has 100 vertices. What do we know about the number of edges?

At most _____ edges which occurs when the graph is complete.

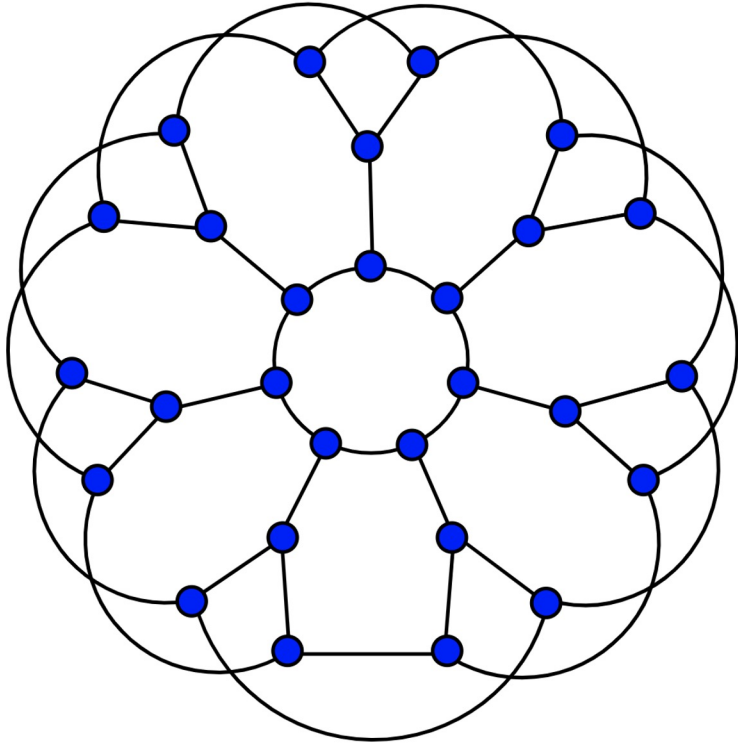
Explorations with Graphs:



Suppose I tell you a graph has 100 vertices. What do we know about the number of edges?

At least _____ edges because the graph is connected.

Handshaking:



The following are equivalent:

1. The number of neighbors of a vertex.
2. The number of incident edges of a vertex.
3. The degree of a vertex.

Suppose a graph has n vertices, v_1, v_2, \dots, v_n , and m edges. What is

Degree games:

Suppose I drop my graph and it shatters into pieces. If I tell you the degree of each of the vertices, can you reconstruct the graph?

An algorithm for finding a graph, given a degree sequence, is described in the practice problems.

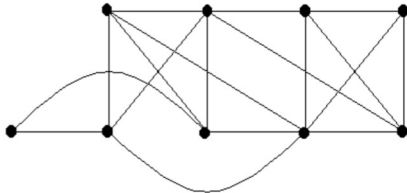
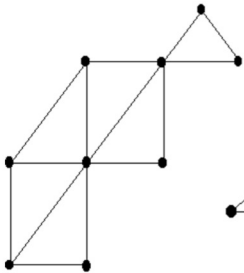
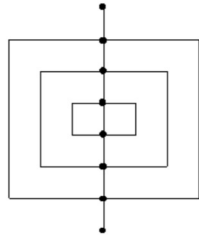
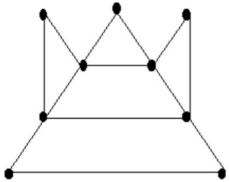
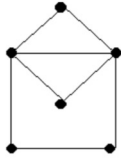
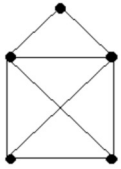
[Havel-Hakimi](#)

a	2
b	2
c	2
d	1
e	1

a	3
b	2
c	2
d	1
e	1

a	4
b	4
c	4
d	4
e	4

Pencil Puzzles:



Trace each graph without lifting your pencil and without revisiting an edge.

Can all graphs be traced?

What characterizes those that cannot?