

# Algorithms and Data Structures

## C7. Graphs: Outlook

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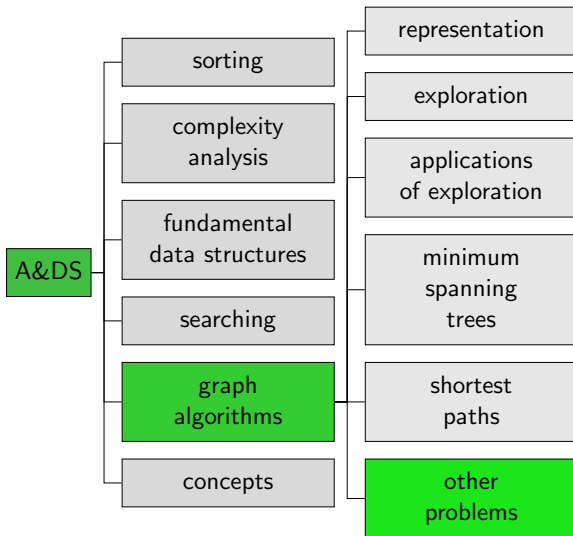
# Algorithms and Data Structures

May 29, 2024 — C7. Graphs: Outlook

## C7.1 Other Graph Problems

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# Content of the Course



# Crash Course Complexity Theory

- ▶ **Decision problems:** Seeking a Yes/No answer  
Given weighted graph, vertices  $s$ ,  $t$  and number  $K$ .  
Is there a path from  $s$  to  $t$  that costs at most  $K$ ?
- ▶ **Search problem:** Seeking an actual solution  
Given weighted graph and vertices  $s$ ,  $t$ .  
Find a shortest path from  $s$  to  $t$ .

# Crash Course Complexity Theory

We distinguish different classes of problems:

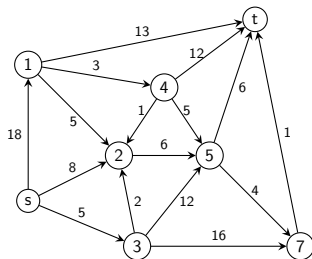
- ▶ **P**: decision problems that can be **solved with a polynomial-time algorithm** (in  $O(p)$  for some polynomial  $p$ ).
- ▶ **NP**: decision problems, where the yes instances have **proofs** that can be **verified in polynomial time**.  
Proof: e.g. specific path of cost  $\leq K$
- ▶  **$P \neq NP$ ?** We do not know.
- ▶ **NP-hard problems**: Problems that are at least as hard as the hardest problems in NP.  
→ no polynomial-time algorithms known.
- ▶ **NP-complete** decision problems: NP-hard & in NP
- ▶ **NP-equivalent** search problems: corresponding decision problem NP-complete.

# Flows in Graphs I

## Definition (Flow Network)

A **flow network**  $N = (G, s, t, k)$  is given by

- ▶ a **directed graph**  $G = (V, E)$ ,
- ▶ a **source**  $s \in V$ ,
- ▶ a **sink**  $t \in V$ , and
- ▶ a **capacity function**  $k : E \rightarrow \mathbb{R}_+^\infty$ .



# Flows in Graphs II

## Definition (Flow)

An **s-t flow**  $f$  assigns every edge a value from  $\mathbb{R}_{\geq 0}$ , where

- ▶ the **value does not exceed the capacity** of the edge::

$$f(e) \leq k(e) \text{ for all } e \in E$$

- ▶ for all vertices except for the source and the sink  
the **incoming flow matches the outgoing flow**:

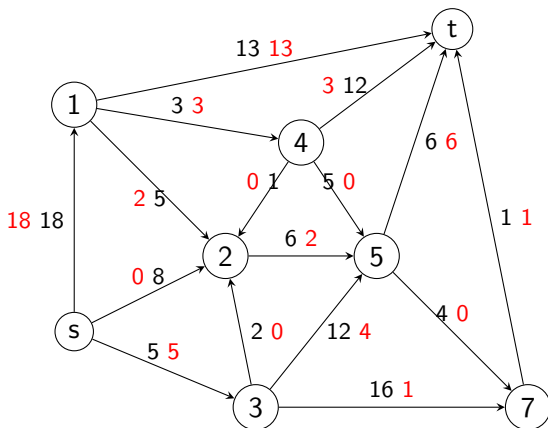
$$\sum_{\substack{(u,w) \in E \\ w=v}} f((u,w)) = \sum_{\substack{(u,w) \in E \\ u=v}} f((u,w)) \text{ for all } v \in V \setminus \{s, t\}$$

The **value** of the flow is the net flow into the sink:

$$|f| = \sum_{\substack{(u,w) \in E \\ w=t}} f((u,w)) - \sum_{\substack{(u,w) \in E \\ u=t}} f((u,w))$$



# Example



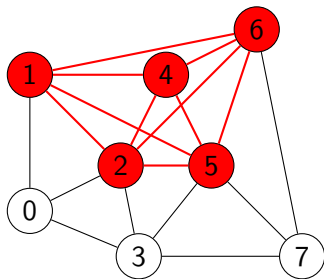
How hard is it to find a maximal flow?

For example with the Edmonds-Karp algorithm in  $O(|E|^2|V|)$

# Cliques

## Definition (Clique)

A **clique** in an undirected graph  $(V, E)$  is a subset  $C \subseteq V$  of the vertices such that each pair of distinct vertices in  $C$  is connected by an edge: for  $u, v \in C$  with  $u \neq v$  it holds that  $\{u, v\} \in E$ .



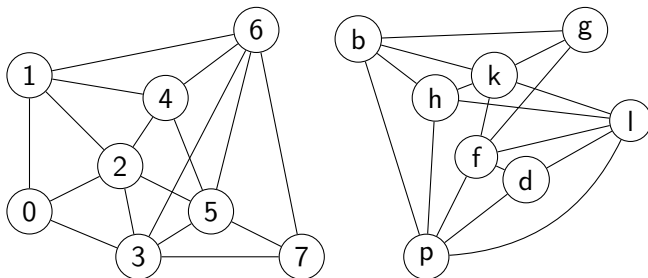
How hard is it, to determine a largest clique in a graph?

**NP-equivalent**

# Graph Isomorphism

## Definition (Graph Isomorphism)

Two graphs are **isomorphic**, if they are identical up to renaming vertices.



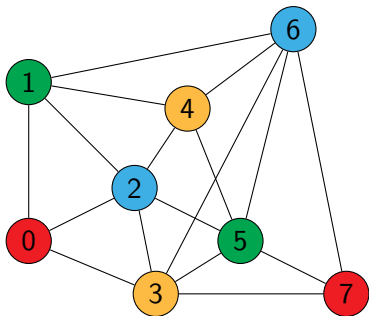
How hard is it to decide whether two given graphs are isomorphic?

**In NP, but unknown whether in P and/or NP-complete**

# Graph Coloring

## Definition ( $k$ -Colorability)

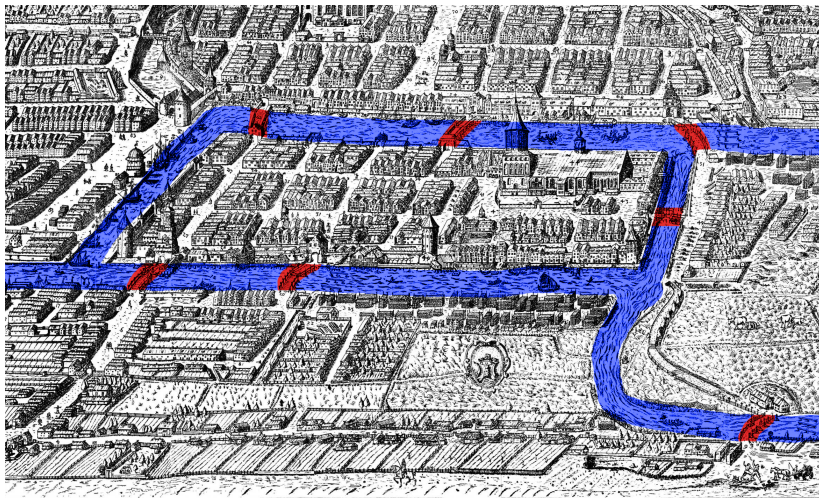
An undirected graph  $G = (V, E)$  is  **$k$ -colorable** ( $k \in \mathbb{N}$ ), if there is a coloring  $f : V \rightarrow \{1, \dots, k\}$  with  $f(v) \neq f(w)$  for all  $\{v, w\} \in E$ .



How hard is it to decide  
whether a give graph is  $k$ -colorable?

**NP-complete**

# Seven Bridges of Königsberg

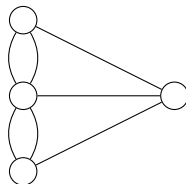
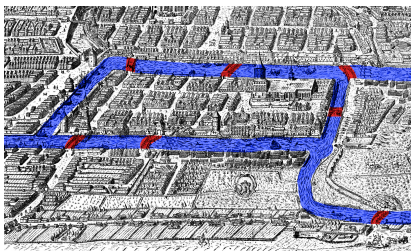


Is there a walk through the city crossing each bridge exactly once?

# Eulerian Trail

## Definition (Eulerian Trail)

An **Eulerian trail** is a path that uses every edge exactly once.



How hard is it to decide whether a graph has an Eulerian trail?

Has Eulerian trail iff exactly zero or two vertices have odd degree, and all of its vertices with nonzero degree belong to a single connected component.