

# 5 On Graph

## Petersen graph

*bridgeless graph has a cycle-continuous mapping to the Petersen graph. More unsolved problems in mathematics In the mathematical field of graph theory, the*

In the mathematical field of graph theory, the Petersen graph is an undirected graph with 10 vertices and 15 edges. It is a small graph that serves as a useful example and counterexample for many problems in graph theory. The Petersen graph is named after Julius Petersen, who in 1898 constructed it to be the smallest bridgeless cubic graph with no three-edge-coloring.

Although the graph is generally credited to Petersen, it had in fact first appeared 12 years earlier, in a paper by A. B. Kempe (1886). Kempe observed that its vertices can represent the ten lines of the Desargues configuration, and its edges represent pairs of lines that do not meet at one of the ten points of the configuration.

Donald Knuth states that the Petersen graph is "a remarkable configuration that serves as a counterexample to many optimistic predictions about what might be true for graphs in general."

The Petersen graph also makes an appearance in tropical geometry. The cone over the Petersen graph is naturally identified with the moduli space of five-pointed rational tropical curves.

## Queen's graph

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In mathematics, a queen's graph is an undirected graph that represents all legal moves of the queen—a chess piece—on a chessboard. In the graph, each vertex represents a square on a chessboard, and each edge is a legal move the queen can make; that is, a horizontal, vertical or diagonal move by any number of squares. If the chessboard has dimensions

$m$

$\times$

$n$

$\{\displaystyle m\times n\}$

, then the induced graph is called the

$m$

$\times$

$n$

$\{\displaystyle m\times n\}$

queen's graph.

Independent sets of the graphs correspond to placements of multiple queens where no two queens are attacking each other. They are studied in the eight queens puzzle, where eight non-attacking queens are placed on a standard

8

×

8

$\{\displaystyle 8\times 8\}$

chessboard. Dominating sets represent arrangements of queens where every square is attacked or occupied by a queen; five queens, but no fewer, can dominate the

8

×

8

$\{\displaystyle 8\times 8\}$

chessboard.

Colourings of the graphs represent ways to colour each square so that a queen cannot move between any two squares of the same colour; at least  $n$  colours are needed for an

$n$

×

$n$

$\{\displaystyle n\times n\}$

chessboard, but 9 colours are needed for the

8

×

8

$\{\displaystyle 8\times 8\}$

board.

Planar graph

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In graph theory, a planar graph is a graph that can be embedded in the plane, i.e., it can be drawn on the plane in such a way that its edges intersect only at their endpoints. In other words, it can be drawn in such a way that no edges cross each other. Such a drawing is called a plane graph, or a planar embedding of the graph. A

plane graph can be defined as a planar graph with a mapping from every node to a point on a plane, and from every edge to a plane curve on that plane, such that the extreme points of each curve are the points mapped from its end nodes, and all curves are disjoint except on their extreme points.

Every graph that can be drawn on a plane can be drawn on the sphere as well, and vice versa, by means of stereographic projection.

Plane graphs can be encoded by combinatorial maps or rotation systems.

An equivalence class of topologically equivalent drawings on the sphere, usually with additional assumptions such as the absence of isthmuses, is called a planar map. Although a plane graph has an external or unbounded face, none of the faces of a planar map has a particular status.

Planar graphs generalize to graphs drawable on a surface of a given genus. In this terminology, planar graphs have genus 0, since the plane (and the sphere) are surfaces of genus 0. See "graph embedding" for other related topics.

## Graph coloring

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In graph theory, graph coloring is a methodic assignment of labels traditionally called "colors" to elements of a graph. The assignment is subject to certain constraints, such as that no two adjacent elements have the same color. Graph coloring is a special case of graph labeling. In its simplest form, it is a way of coloring the vertices of a graph such that no two adjacent vertices are of the same color; this is called a vertex coloring. Similarly, an edge coloring assigns a color to each edge so that no two adjacent edges are of the same color, and a face coloring of a planar graph assigns a color to each face (or region) so that no two faces that share a boundary have the same color.

Vertex coloring is often used to introduce graph coloring problems, since other coloring problems can be transformed into a vertex coloring instance. For example, an edge coloring of a graph is just a vertex coloring of its line graph, and a face coloring of a plane graph is just a vertex coloring of its dual. However, non-vertex coloring problems are often stated and studied as-is. This is partly pedagogical, and partly because some problems are best studied in their non-vertex form, as in the case of edge coloring.

The convention of using colors originates from coloring the countries in a political map, where each face is literally colored. This was generalized to coloring the faces of a graph embedded in the plane. By planar duality it became coloring the vertices, and in this form it generalizes to all graphs. In mathematical and computer representations, it is typical to use the first few positive or non-negative integers as the "colors". In general, one can use any finite set as the "color set". The nature of the coloring problem depends on the number of colors but not on what they are.

Graph coloring enjoys many practical applications as well as theoretical challenges. Beside the classical types of problems, different limitations can also be set on the graph, or on the way a color is assigned, or even on the color itself. It has even reached popularity with the general public in the form of the popular number puzzle Sudoku. Graph coloring is still a very active field of research.

Note: Many terms used in this article are defined in Glossary of graph theory.

## Cycle graph

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In graph theory, a cycle graph or circular graph is a graph that consists of a single cycle, or in other words, some number of vertices (at least 3, if the graph is simple) connected in a closed chain. The cycle graph with  $n$  vertices is called  $C_n$ . The number of vertices in  $C_n$  equals the number of edges, and every vertex has degree 2; that is, every vertex has exactly two edges incident with it.

If

$n$

$=$

1

$\{\displaystyle n=1\}$

, it is an isolated loop.

### Graph labeling

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In the mathematical discipline of graph theory, a graph labeling is the assignment of labels, traditionally represented by integers, to edges and/or vertices of a graph.

Formally, given a graph  $G = (V, E)$ , a vertex labeling is a function of  $V$  to a set of labels; a graph with such a function defined is called a vertex-labeled graph. Likewise, an edge labeling is a function of  $E$  to a set of labels. In this case, the graph is called an edge-labeled graph.

When the edge labels are members of an ordered set (e.g., the real numbers), it may be called a weighted graph.

When used without qualification, the term labeled graph generally refers to a vertex-labeled graph with all labels distinct. Such a graph may equivalently be labeled by the consecutive integers  $\{ 1, \dots, |V| \}$ , where  $|V|$  is the number of vertices in the graph. For many applications, the edges or vertices are given labels that are meaningful in the associated domain. For example, the edges may be assigned weights representing the "cost" of traversing between the incident vertices.

In the above definition a graph is understood to be a finite undirected simple graph. However, the notion of labeling may be applied to all extensions and generalizations of graphs. For example, in automata theory and formal language theory it is convenient to consider labeled multigraphs, i.e., a pair of vertices may be connected by several labeled edges.

### Connectivity (graph theory)

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In mathematics and computer science, connectivity is one of the basic concepts of graph theory: it asks for the minimum number of elements (nodes or edges) that need to be removed to separate the remaining nodes into two or more isolated subgraphs. It is closely related to the theory of network flow problems. The connectivity of a graph is an important measure of its resilience as a network.

### Strongly regular graph

*In graph theory, a strongly regular graph (SRG) is a regular graph  $G = (V, E)$  with  $v$  vertices and degree  $k$  such that for some given integers  $\lambda, \mu \geq 0$*

In graph theory, a strongly regular graph (SRG) is a regular graph  $G = (V, E)$  with  $v$  vertices and degree  $k$  such that for some given integers

$\lambda$

,

$\mu$

$\geq 0$

0

$\{\lambda, \mu \geq 0\}$

every two adjacent vertices have  $\lambda$  common neighbours, and

every two non-adjacent vertices have  $\mu$  common neighbours.

Such a strongly regular graph is denoted by  $\text{srg}(v, k, \lambda, \mu)$ . Its complement graph is also strongly regular: it is an  $\text{srg}(v, v - k - 1, v - 2 - 2\lambda - \mu, v - 2k - \mu)$ .

A strongly regular graph is a distance-regular graph with diameter 2 whenever  $\mu$  is non-zero. It is a locally linear graph whenever  $\lambda = 1$ .

Graph homomorphism

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In the mathematical field of graph theory, a graph homomorphism is a mapping between two graphs that respects their structure. More concretely, it is a function between the vertex sets of two graphs that maps adjacent vertices to adjacent vertices.

Homomorphisms generalize various notions of graph colorings and allow the expression of an important class of constraint satisfaction problems, such as certain scheduling or frequency assignment problems.

The fact that homomorphisms can be composed leads to rich algebraic structures: a preorder on graphs, a distributive lattice, and a category (one for undirected graphs and one for directed graphs).

The computational complexity of finding a homomorphism between given graphs is prohibitive in general, but a lot is known about special cases that are solvable in polynomial time. Boundaries between tractable and intractable cases have been an active area of research.

Graph (discrete mathematics)

*In discrete mathematics, particularly in graph theory, a graph is a structure consisting of a set of objects where some pairs of the objects are in some*

In discrete mathematics, particularly in graph theory, a graph is a structure consisting of a set of objects where some pairs of the objects are in some sense "related". The objects are represented by abstractions called vertices (also called nodes or points) and each of the related pairs of vertices is called an edge (also

called link or line). Typically, a graph is depicted in diagrammatic form as a set of dots or circles for the vertices, joined by lines or curves for the edges.

The edges may be directed or undirected. For example, if the vertices represent people at a party, and there is an edge between two people if they shake hands, then this graph is undirected because any person A can shake hands with a person B only if B also shakes hands with A. In contrast, if an edge from a person A to a person B means that A owes money to B, then this graph is directed, because owing money is not necessarily reciprocated.

Graphs are the basic subject studied by graph theory. The word "graph" was first used in this sense by J. J. Sylvester in 1878 due to a direct relation between mathematics and chemical structure (what he called a chemico-graphical image).

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