



## Discrete structures

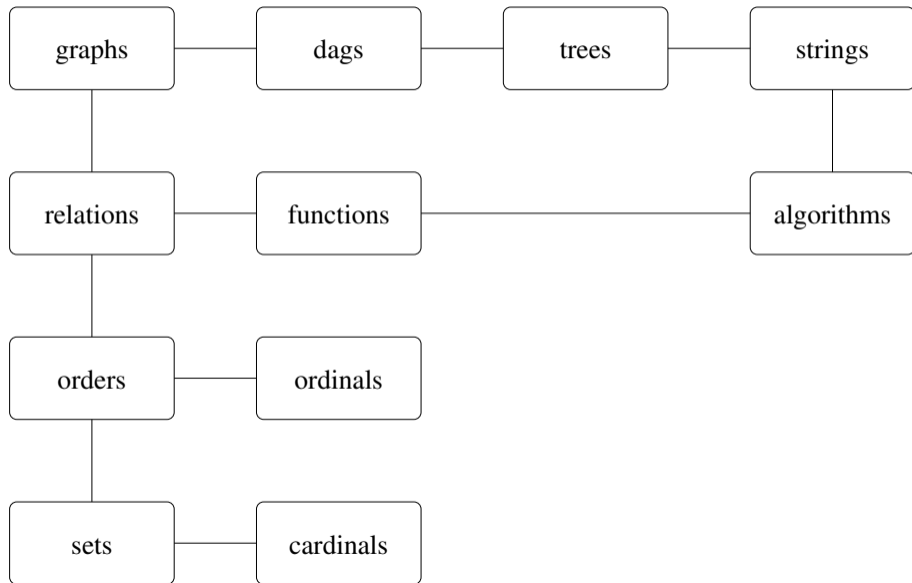
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# Course themes

- directed and undirected graphs
- relations and functions
- orders and induction
- trees and dags
- finite and infinite counting
- elementary number theory
- Turing machines, algorithms, and complexity
- decidable and undecidable problem

# Discrete structures



# Questions and methodology

- When are two structures the same?
- When is one structure a substructure of another?
- How can we represent structures?
- What operations can we do on the structures?

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- When are two structures the same?
- When is one structure a substructure of another?
- How can we represent structures?
- What operations can we do on the structures?
- Specify structures and operations mathematically
- Implement operations on structures by algorithms
- Prove that algorithm implement the operations, using appropriate mathematical techniques
- This course: basic discrete structures and basic mathematical techniques

# Graphs for modelling problems

- History: Euler's seven bridges
- Sameness: Graph isomorphism problem
- Map drawing: Four color theorem
- Graph drawing: Kuratowski graph planarity
- Networks: Maximum flow problem
- Social networks: Friendship paradox
- flow graphs, abstract syntax trees, neural networks, . . .

## Definition (Directed multigraph)

A **directed multigraph**  $G$  is given by

- a set  $V$  of **vertices** or **nodes**
- a set  $E$  of **edges**
- functions  $src: E \rightarrow V$  and  $tgt: E \rightarrow V$  that map an edge  $e$  to its **beginning** or **source**  $src(e)$  respectively **end** or **target**  $tgt(e)$
- $e$  is an edge **from**  $src(e)$  **to**  $tgt(e)$ , its direction

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## Example

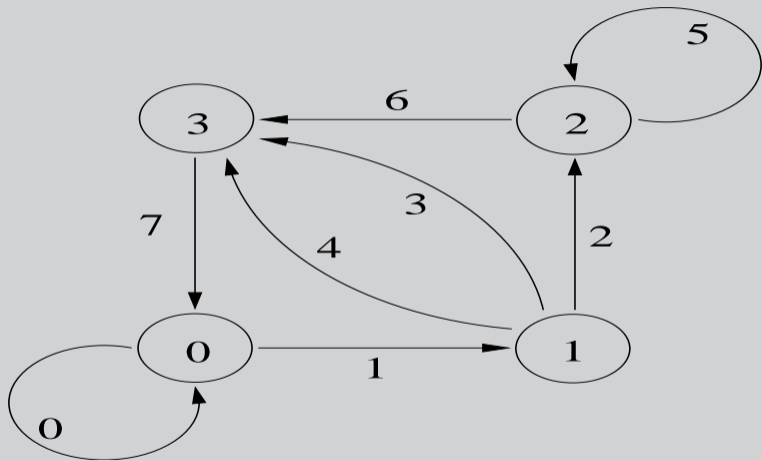
Let  $V = \{0, 1, 2, 3\}$ ,  $E = \{0, 1, 2, \dots, 7\}$  and the functions  $src$  and  $tgt$  be given by

$e$	$src(e)$	$tgt(e)$
0	0	0
1	0	1
2	1	2
3	1	3

$e$	$src(e)$	$tgt(e)$
4	1	3
5	2	2
6	2	3
7	3	0



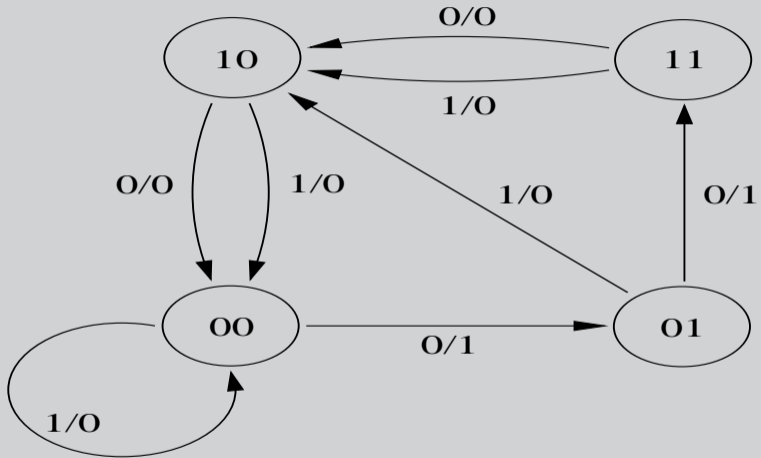
## Example (Continued)



## Definition

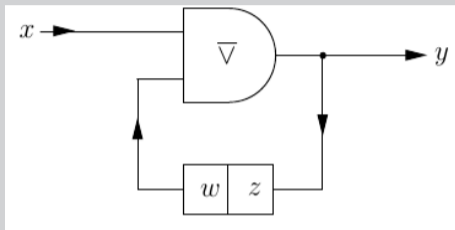
- Node  $c$  is an **immediate predecessor** of node  $d$ , if there is an edge from  $c$  to  $d$
- $d$  is then an **immediate successor** of  $c$
- a **loop** is an edge from a node to itself
- edges having the same sources and the same edges are said to be **parallel**
- the number of edges having  $e$  as target is the **indegree** of  $e$
- the number of edges having  $e$  as source is the **outdegree** of  $e$
- a multigraph is called **labelled** if there are functions from the nodes or edges to some set of labels.
- if labels are numbers, then we speak of **weighted** graphs

## Example



## Example (Continued)

The previous graph is the state-diagram of a synchronous circuit with input  $x$ , output  $y$ , a NOR-gate and a buffer of length 2



the equations for the bit streams are

$$\begin{aligned}y(t) &= x(t) \nabla w(t) \\w(t+1) &= z(t) \\z(t+1) &= y(t)\end{aligned}$$

indexed by  $t \in \mathbb{N}$  discrete time

## Definition

- A directed **graph** (or **digraph**) is a directed multigraph without parallel edges
- for every pair  $(c, d)$  of nodes there is at most one edge  $e$  from  $c$  to  $d$
- instead of the edge  $e$  we may write the pair  $(c, d)$

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## Example

Let  $R$  be a relation on a set  $M$ . Then the digraph of  $R$  is given by:

- the set of nodes  $M$
- the set of edges  $R$
- the functions  $src((x, y)) = x$  and  $tgt((x, y)) = y$

## Definition

- Let  $G = (V, E, src, tgt)$  be a directed multigraph
- $G' = (V', E', src', tgt')$  is a **sub**-multigraph of  $G$ , if  $V' \subseteq V$ ,  $E' \subseteq E$  and  $src'(e) = src(e)$ ,  $tgt'(e) = tgt(e)$  for all  $e \in E'$
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## Definition

Let  $(V, E, src, tgt)$  be a directed multigraph with nodes  $c, d$

- A tuple  $(e_0, e_1, \dots, e_{\ell-1}) \in E^\ell$  is a **path** from  $c$  to  $d$  of **length**  $\ell$ , if there are nodes  $v_0, v_1, \dots, v_\ell$  such that  $v_0 = c$ ,  $v_\ell = d$ , with  $src(e_i) = v_i$  and  $tgt(e_i) = v_{i+1}$  for  $i = 0, 1, \dots, \ell - 1$
- $v_0$  is the **source** node
- $v_\ell$  is the **target** node
- $v_1, v_2, \dots, v_{\ell-1}$  are the **intermediate** nodes



## Definition (Continued)

- the empty tuple  $() \in E^0$  is the **empty** path from any node  $e$ , with source, target  $e$
- a multigraph is **strongly connected** if there is a path from each node to each node
- a path is **simple** if non-empty and has pairwise distinct nodes (exception  $v_0 = v_\ell$ )
- the **composition** of paths  $(e_0, e_1, \dots, e_{\ell-1})$  (from  $c$  to  $d$ ) and  $(f_0, f_1, \dots, f_{m-1})$  (from  $d$  to  $e$ ) is a path from  $c$  to  $e$  given by

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## Definition

Let  $(V, E, src, tgt)$  be a directed multigraph having finitely many nodes- and edges; we number the nodes as  $v_0, v_1, \dots, v_{n-1}$ . The matrix  $A \in \mathbb{N}^{n \times n}$ ,

$$A_{ij} := \#(\{e \in E \mid src(e) = v_i \text{ and } tgt(e) = v_j\})$$

is the **adjacency** matrix

## Example

The adjacency matrix for the multigraph of the first example is

$$\begin{pmatrix} 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 2 \\ 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix}$$

# Shortest paths

## Definition

Let  $G$  be a directed multigraph with non-negative edge-weight given by  $w$

- The **length** or **weight** of a path  $(e_0, e_1, \dots, e_{\ell-1})$  with respect to  $w$  is the sum of the weights  $w(e_i)$  of its edges  $e_i$
- The **distance** from node  $e$  to node  $d$  is the minimal length of a path from  $e$  to  $d$ , if that exists, and  $\infty$  otherwise

# Algorithm of Floyd, distance initialisation

## Definition

- Let  $G$  be a directed multigraph with finite sets of nodes  $V$  and edges  $E$ , and a non-negative edge-weights  $w$
- We number the nodes  $v_0, v_1, \dots, v_{n-1}$
- Let  $B$  be the  $n \times n$ -matrix with elements

$$B_{ij} := \begin{cases} 0 & \text{if } i = j \\ \min\{w(e) \mid e \text{ edge from } v_i \text{ to } v_j\} & i \neq j \text{ and edge from } v_i \\ & \text{to } v_j \text{ exists} \\ \infty & \text{otherwise} \end{cases}$$

## Example

From adjacency matrix to distance matrix **before** Floyd

$$\begin{pmatrix} 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 2 \\ 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \Rightarrow \begin{pmatrix} 0 & 1 & \infty & \infty \\ \infty & 0 & 1 & 1 \\ \infty & \infty & 0 & 1 \\ 1 & \infty & \infty & 0 \end{pmatrix}$$

# Algorithm of Floyd

## Theorem

*The following algorithm overwrites the matrix  $B$  with the matrix of distances*

*For  $r$  from 0 to  $n - 1$  repeat:*

*Set  $N = B$ .*

*For  $i$  from 0 to  $n - 1$  repeat:*

*For  $j$  from 0 to  $n - 1$  repeat:*

*Set  $N_{ij} = \min(B_{ij}, B_{ir} + B_{rj})$ .*

*Set  $B = N$ .*

## Example

Distances matrix **after** Floyd

$$\begin{pmatrix} 0 & 1 & 2 & 2 \\ 2 & 0 & 1 & 1 \\ 2 & 3 & 0 & 1 \\ 1 & 2 & 3 & 0 \end{pmatrix}$$



# Properties of Floyd's algorithm

- Does it work? What does that mean, exactly?
- In what language do we express that?
- How do we prove it?
- Why does the algorithm work?
- How fast is it? As a function of what?
- How much memory does it use?
- How do we express this in a computer-independent way?
- ...