# Connected graph



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#### Connected components

There exists a path between every pair of vertices in an un-directed graph G = (V, E).

#### Trees



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#### A tree is an un-directed graph G that is connected and contains no cycles.

- G is acyclic, and a simple cycle is formed if any edge is added to to G.
- G is connected, but would become disconnected if any single edge is removed from G.
- Any two vertices in G can be connected by a unique simple path.











- Parent, Child, Leaf, Root.
- Level: a path length from a root r.
- Height:





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- Level: a path length from a root r.
- **Height**: maximum level (3),  $log_2n$  for binary tree.

#### Graph Search

Graph problems are usually concerned about searching for optimal solutions.

- Deep First Search (BFS), go as deep as you can, backtrack when you get stuck.
- Breadth First Search (DFS), explore outward from vertex v, visiting vertices one level/layer at a time.





- DFS Visiting sequence: <u>a, d, e, f</u>, <u>b</u>, <u>c, g</u>.
- When there are solutions away from source.



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- BFS Visiting sequence: <u>a</u>, <u>b</u>, <u>c</u>, <u>d</u> <u>e</u>, <u>f</u>, <u>g</u>.
- Searching vertices closer to the given source.

# Spanning trees

#### Definition

A spanning tree of a connected graph G is a sub-graph of G which contains all the vertices in G and it is a tree.



<sup>&</sup>lt;sup>1</sup>https://mathworld.wolfram.com/SpanningTree.html

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How to compute spanning trees?

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# Q & A