Some Big Ideas, Week 14 Apr 28 – May 2, 2025

- **Definition:** An *isomorphism* between graphs G_1 and G_2 is a bijection $f : V_1 \to V_2$ between the vertices of the graphs such that $\{a, b\}$ is an edge in G_1 iff $\{f(a), f(b)\}$ is an edge in G_2 .
- \odot Definition: A property *P* is called an *invariant for graph isomorphisms* iff given any graphs *G* and *G'*, if *G* has property *P* and *G'* is isomorphic to *G*, then *G'* also has property *P*.
- \odot **Definition:** For any graph G, we can define the *adjacency matrix* $A = (a_{ij})$ where

 $a_{ij} = \#$ edges from vertex *i* to vertex *j*

Note that If G is undirected, then the matrix A will be symmetric. i.e. $a_{ij} = a_{ji}$

• **Definition:** A *coloring* of a graph is an assignment of labels, called *colors*, to the vertices of the graph.

A proper coloring is a coloring such that adjacent vertices are never assigned the same color.

- \odot Definition: The *chromatic number* of a graph G, denoted $\chi(G)$, is the minimum number of colors needed to properly color a graph.
- \odot **Definition:** A *clique* of a graph G is a subgraph of G that is a complete graph.

That is, for any two vertices in the subgraph, there is an edge in the subgraph connecting them.

Check the *Tentative Weekly Syllabus* on the course webpage for the specific sections relevant for this week.

Some of the resources I used in constructing the Big Ideas notes this semester are: Ernst: Introduction to Proof via Inquiry-Based Learning; Epp: Discrete Mathematics with Applications, 4th edition; Levin: Discrete Mathematics, An Open Introduction, 4th edition; Sundstrom: Mathematical Reasoning, Writing and Proof, Version 3.