

# Contents

Introduction		3
Chapter 1	<b>What Is a Graph?</b>	5
1.1	Team Competitions	5
1.2	Null Graphs and Complete Graphs	7
1.3	Isomorphic Graphs	9
1.4	Planar Graphs	12
1.5	Planar Problems	14
1.6	The Number of Edges in a Graph	18
1.7	Interval Graphs	21
Chapter 2	<b>Connected Graphs</b>	24
2.1	Connected Components	24
2.2	The Problem of the Bridges of Königsberg	26
2.3	Eulerian Graphs	27
2.4	Finding Your Way	30
2.5	Hamiltonian Cycles	31
2.6	Puzzles and Graphs	33
Chapter 3	<b>Trees</b>	37
3.1	Trees and Forests	37
3.2	Cycles and Trees	39
3.3	The Connector Problem	41
3.4	The Travelling Salesman Problem Revisited	44
3.5	Bracing Frameworks	46
3.6	Streets and Squares	49

Chapter 4	<b>Matchings</b>	53
4.1	The Jobs and the Applicants	53
4.2	Other Formulations	56
4.3	Round-Robin Matchings	59
Chapter 5	<b>Directed Graphs</b>	63
5.1	Team Competitions Re-examined	63
5.2	The Problems of One-Way Traffic	63
5.3	Degrees	70
5.4	Genetic Graphs	72
5.5	Finding the Shortest Route	78
Chapter 6	<b>Questions Concerning Games and Puzzles</b>	83
6.1	Puzzles and Directed Graphs	83
6.2	The Theory of Games	86
6.3	The Sportswriter's Paradox	90
Chapter 7	<b>Relations</b>	95
7.1	Relations and Graphs	95
7.2	Special Conditions	97
7.3	Equivalence Relations	101
7.4	Partial Orders	105
Chapter 8	<b>Planar Graphs</b>	109
8.1	Conditions for Planar Graphs	109
8.2	Euler's Formula	113
8.3	Graph Relations and Dual Graphs	115
8.4	The Platonic Solids	117
8.5	Mosaics	121
Chapter 9	<b>Map Coloring</b>	125
9.1	The Four Color Problem	125
9.2	The Five Color Theorem	129
9.3	Coloring Maps on Other Surfaces	133
Solutions		136
Bibliography		146
Glossary		148
Index		151