Contents

1 Introduction 1
Robin J. Wilson
1.1 Graphs 1
1.2 Adjacency and incidence 3
1.3 Paths and cycles 4
1.4 New graphs from old 5
1.5 Examples of graphs 7
1.6 Planar graphs 9
1.7 Colouring graphs 11
1.8 The efficiency of algorithms 11
1.9 And finally ... 12
References 12

2 Enumeration 13
Ronald C. Read
2.1 Introduction 13
2.2 Labelled graphs and generating functions 13
2.3 Necklaces 15
2.4 Pólya's Enumeration Theorem 16
2.5 Chemical enumeration 19
2.6 The enumeration of graphs 23
2.7 Connected graphs 26
2.8 Trees and rooted trees 28
2.9 Other kinds of graphs 30
2.10 Unsolved problems 31
References 32

3 Number Theory 34
Roger Cook
3.1 Introduction 34
3.2 Multiplicative functions 35
3.3 The Möbius function 36
3.4 Euler's function 38
3.5 Pólya's Enumeration Theorem 39
3.6 Eulerian graphs and tournaments 40
3.7 Finite fields and Paley graphs 42
3.8 Quadratic residue tournaments 44
3.9 Hadamard matrices and designs 45
3.10 Ramanujan graphs 46
3.11 Negative Pell equations 48
References 49

4 Partial Orders 52
Graham Brightwell
4.1 Introduction 52
4.2 Preliminaries 52
4.3 Dilworth's Theorem 55
4.4 Comparability graphs 58
4.5 Covering graphs and diagrams 60
4.6 Schnyder's Theorem 61
4.7 The incidence order 66
References 67

5 First-order Logic 70
Peter J. Cameron
5.1 Introduction 70
5.2 First-order logic 70
5.3 First-order properties of graphs 73
5.4 Applications of compactness 75
5.5 The random graph 77
5.6 Homogeneous graphs 78
5.7 $\aleph_0$-categorical graphs 80
5.8 Sparse graphs 81
References 84

6 Linear Algebra 86
Peter Rowlinson
6.1 Introduction 86
6.2 Graph spectra 87
6.3 Distance-regular graphs 89
6.4 Other algebraic invariants 92
6.5 Eigenvalues and star partitions 95
References 98

7 Matroids 100
James Oxley
7.1 Introduction 100
7.2 Definitions and examples 101
7.3 Basic matroid operations 103
7.4 Connectivity 106
7.5 Wheels and whirls 108
7.6 Minimally 3-connected graphs and matroids 109
7.7 Excluded minors 111
7.8 Infinite antichains 113
7.9 Conclusion 114
References 114

8 Codes 116
Robert T. Curtis and Tony R. Morris
8.1 Introduction 116
8.2 Self-dual doubly-even codes 116
8.3 Invariant theory 117
8.4 Constructing binary codes from graphs 119
8.5 How many codes arise like this? 121
8.6 Graphs with the required properties 122
8.7 Counting tetrads 127
References 127

9 Groups 128
Peter J. Cameron
9.1 Introduction 128
9.2 An example: the Petersen graph 128
9.3 Three kinds of groups 129
9.4 Universal classes 130
9.5 Bounds 132
9.6 Random graphs 133
9.7 Vertex-transitive graphs 134
9.8 Distance-transitive graphs 135
9.9 Local structure 137
9.10 Computational aspects 138
References 139

10 Geometry 141
Edward R. Scheinerman
10.1 Introduction 141
10.2 Dimension 0: discrete sets 142
10.3 Dimension 1: interval graphs 144
10.4 Dimension 1 and a little: trees and circles 147
10.5 Dimensions 2 and higher 148
10.6 Counting methods via real algebraic geometry 150
References 153

11 Topology 155
Lowell W. Beineke
11.1 Introduction 155
11.2 Planar graphs 156
11.3 Thickness 158
11.4 Crossing numbers 160
11.5 Orientable surfaces and rotation systems 164
11.6 Genus and chromatic numbers 166
11.7 Non-orientable surfaces 168
11.8 Kuratowski-type theorems 171
References 173

12 Knots 176
Dominic Welsh
12.1 Introduction 176
12.2 Basic concepts 177
12.3 Tait colourings 179
12.4 Classifying knots 181
12.5 Braids and the Seifert graph 182
12.6 The Jones and Kauffman bracket polynomials 184
12.7 Bivariate polynomials 187
12.8 The Tait conjectures 188
12.9 Two applications 190
References 192

13 Probability 194
Colin McDiarmid
13.1 Introduction 194
13.2 Random graphs: usual behaviour 194
13.3 Random graphs: deterministic results 198
13.4 The Lovász Local Lemma 199
13.5 Deterministic graphs: random methods 201
13.6 Concentration of measure and isoperimetric inequalities 204
References 206

14 Statistics 208
Peter Wild
14.1 Introduction 208
14.2 Experimental design 209
14.3 A-optimality and closed walks 215
14.4 Bounds 218
14.5 Spanning trees and D-optimality 221
14.6 Line graphs and E-optimality 222
14.7 Row–column designs 224
14.8 Conclusion 225
References 225

15 Computing 227
Robin Whitty
15.1 Introduction 227
15.2 Languages 228
15.3 Grammars 228
15.4 Finite automata 231
15.5 Flowgraphs 235
15.6 Program analysis 239
References 244

16 Artificial Neural Networks 247
Martin Anthony
16.1 Introduction 247
16.2 Artificial neural networks 248
16.3 Boltzmann machines 248
16.4 Optimization with Boltzmann machines 250
16.5 Feedforward networks 252
16.6 Supervised learning in feedforward networks 253
References 259

17 International Finance 261
Norman Biggs
17.1 Introduction 261
17.2 Exchange dealing then and now 262
17.3 Exchange rate networks 264
17.4 Some classical theory 266
17.5 The export and import points 268
17.6 Potential theory 271
17.7 Determination of exchange rates by cash flows 273
17.8 Application to a tournament ranking problem 277
17.9 Mechanisms linking exchange rates and trade 277
References 278

Notes on Contributors 280

Index 285