

### 6.3. Representations of Graphs

**6.3.1. Adjacency matrix.** The *adjacency matrix* of a graph is a matrix with rows and columns labeled by the vertices and such that its entry in row  $i$ , column  $j$ ,  $i \neq j$ , is the number of edges incident on  $i$  and  $j$ . If  $i = j$  then the entry is twice the number of loops incident on  $i$ . For instance the following is the adjacency matrix of the graph of figure 6.13:

$$\begin{array}{c} a \quad b \quad c \quad d \\ a \quad \begin{pmatrix} 0 & 1 & 0 & 1 \end{pmatrix} \\ b \quad \begin{pmatrix} 1 & 0 & 2 & 0 \end{pmatrix} \\ c \quad \begin{pmatrix} 0 & 2 & 0 & 0 \end{pmatrix} \\ d \quad \begin{pmatrix} 1 & 0 & 0 & 2 \end{pmatrix} \end{array}$$

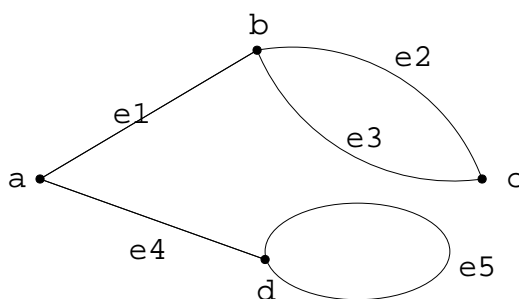


FIGURE 6.13

One of the uses of the adjacency matrix  $A$  of a simple graph  $G$  is to compute the number of paths between two vertices, namely entry  $(i, j)$  of  $A^n$  is the number of paths of length  $n$  from  $i$  to  $j$ .

**6.3.2. Incidence matrix.** The incidence matrix of a graph  $G$  is a matrix with rows labeled by vertices and columns labeled by edges, so that entry for row  $v$  column  $e$  is 1 if  $e$  is incident on  $v$ , and 0 otherwise. As an example, the following is the incidence matrix of graph of figure 6.13:



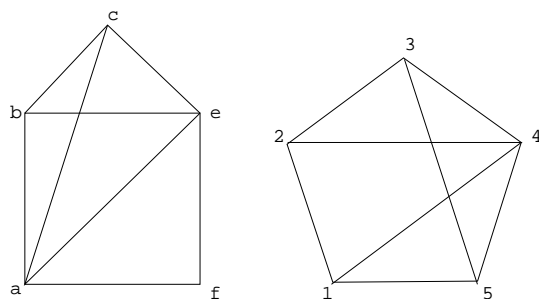


FIGURE 6.15. Non isomorphic graphs.