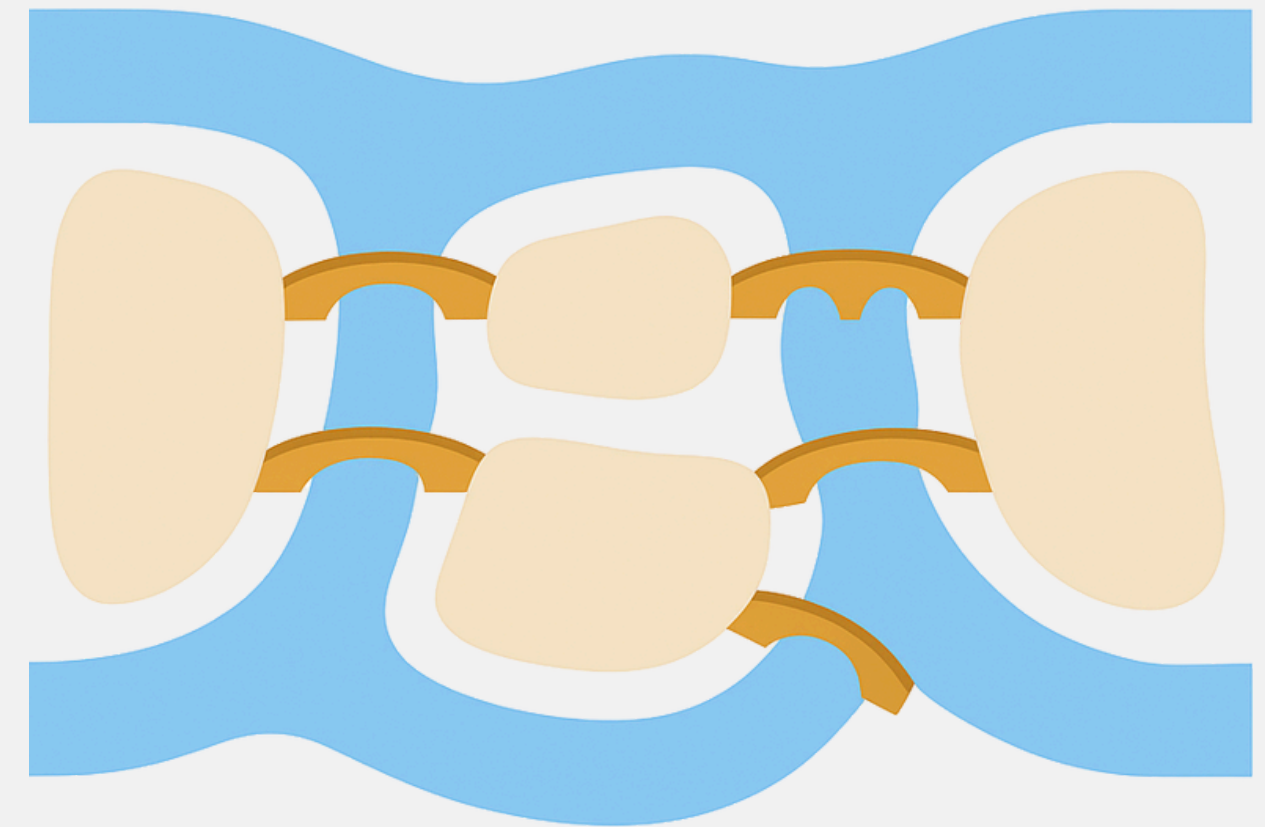


# GRAPHS ARE EVERYWHERE

From the seven bridges of Königsberg to pattern recognition



European Research Council  
Established by the European Commission

ERC Synergy Grant POCOCOP (GA 101071674)

Views and opinions expressed are those of the authors only and do not necessarily reflect those of the European Union or the European Research Council Executive Agency. Neither the European Union nor the granting authority can be held responsible for them.

# WHERE TO FIND THEM?

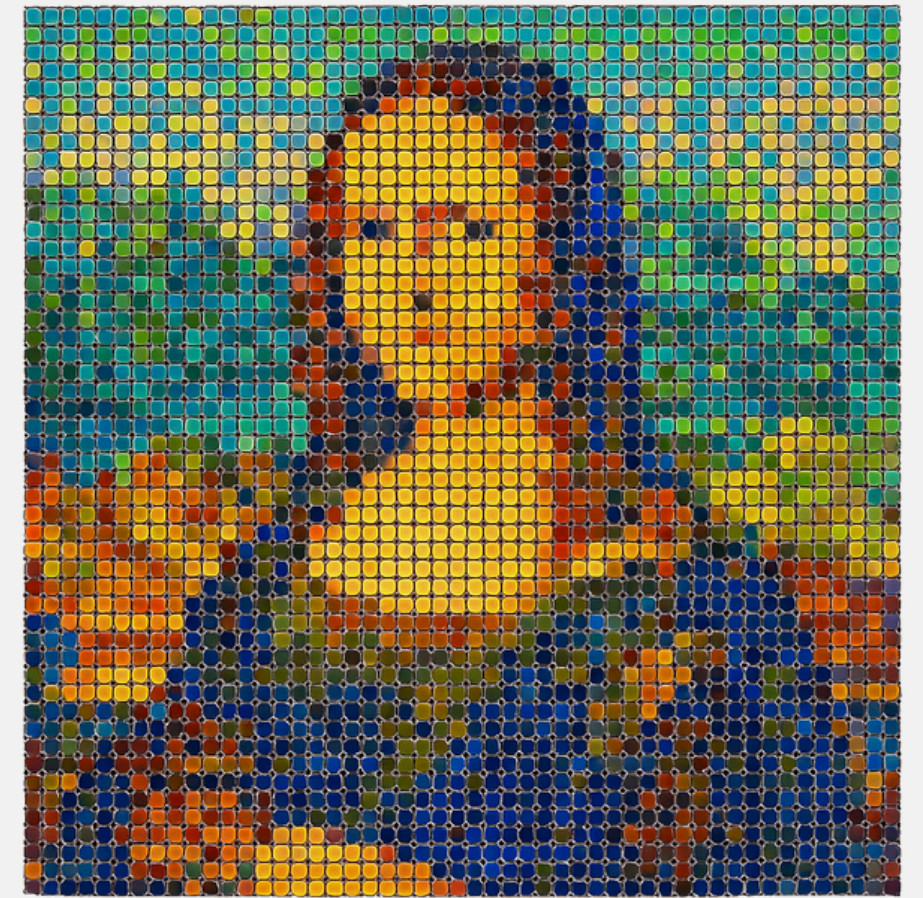
Social Network



Subway map



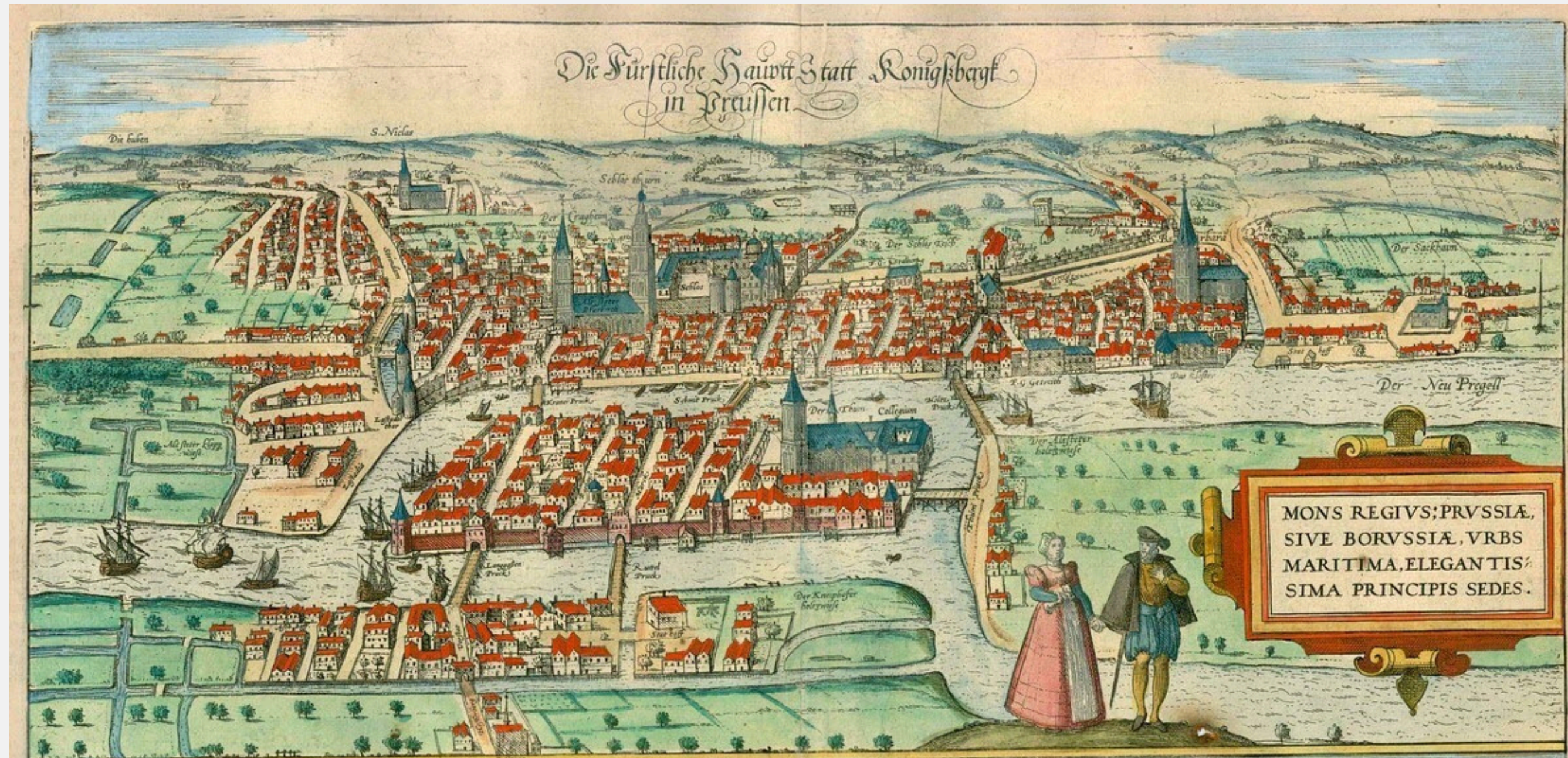
Computer Images





# THE PUZZLE THAT STARTED IT ALL

## The seven bridges of Königsberg

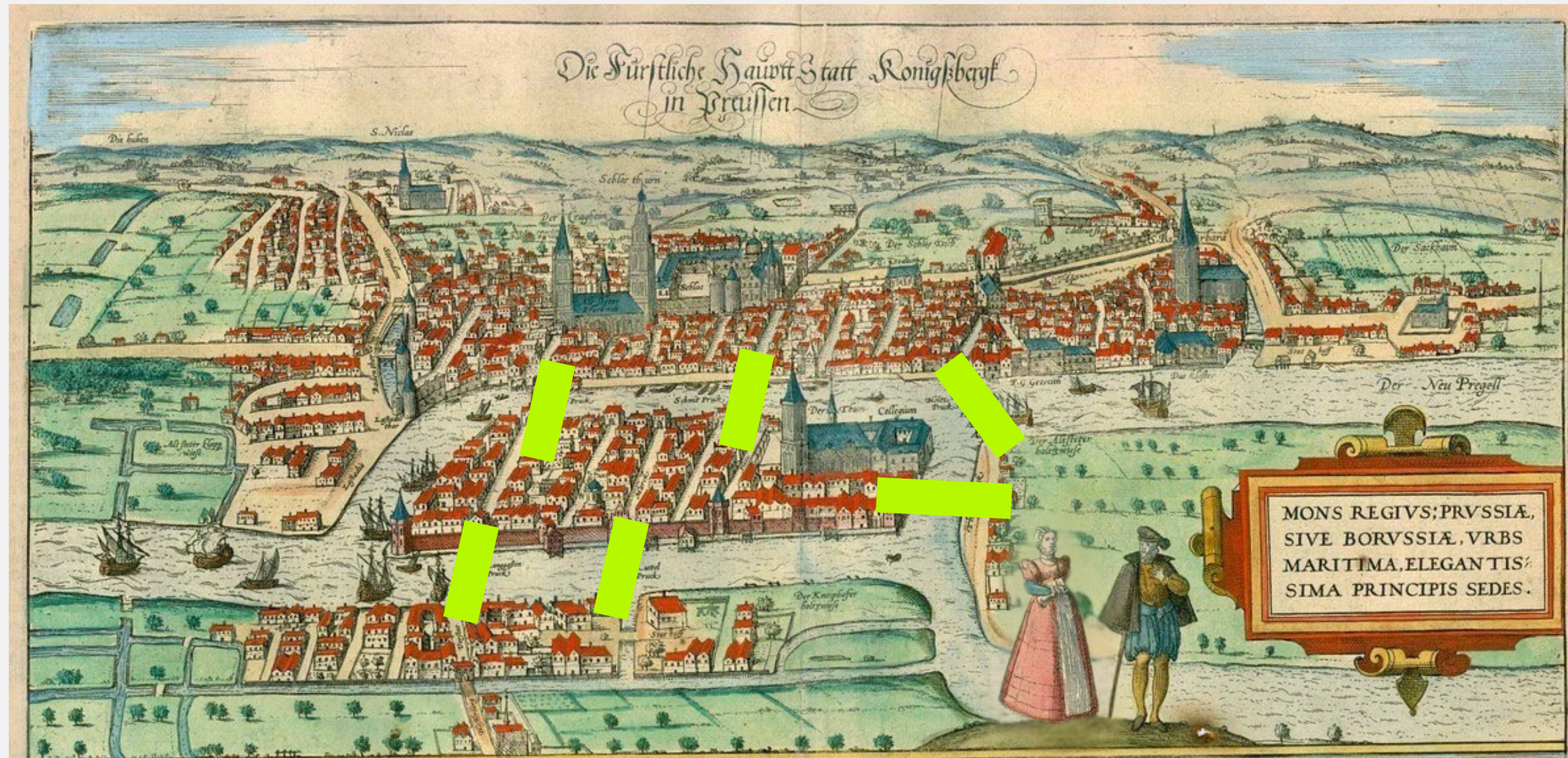


Source: <https://www.amusingplanet.com/2018/08/the-seven-bridges-of-konigsberg.html>



# THE PUZZLE THAT STARTED IT ALL

## The seven bridges of Königsberg

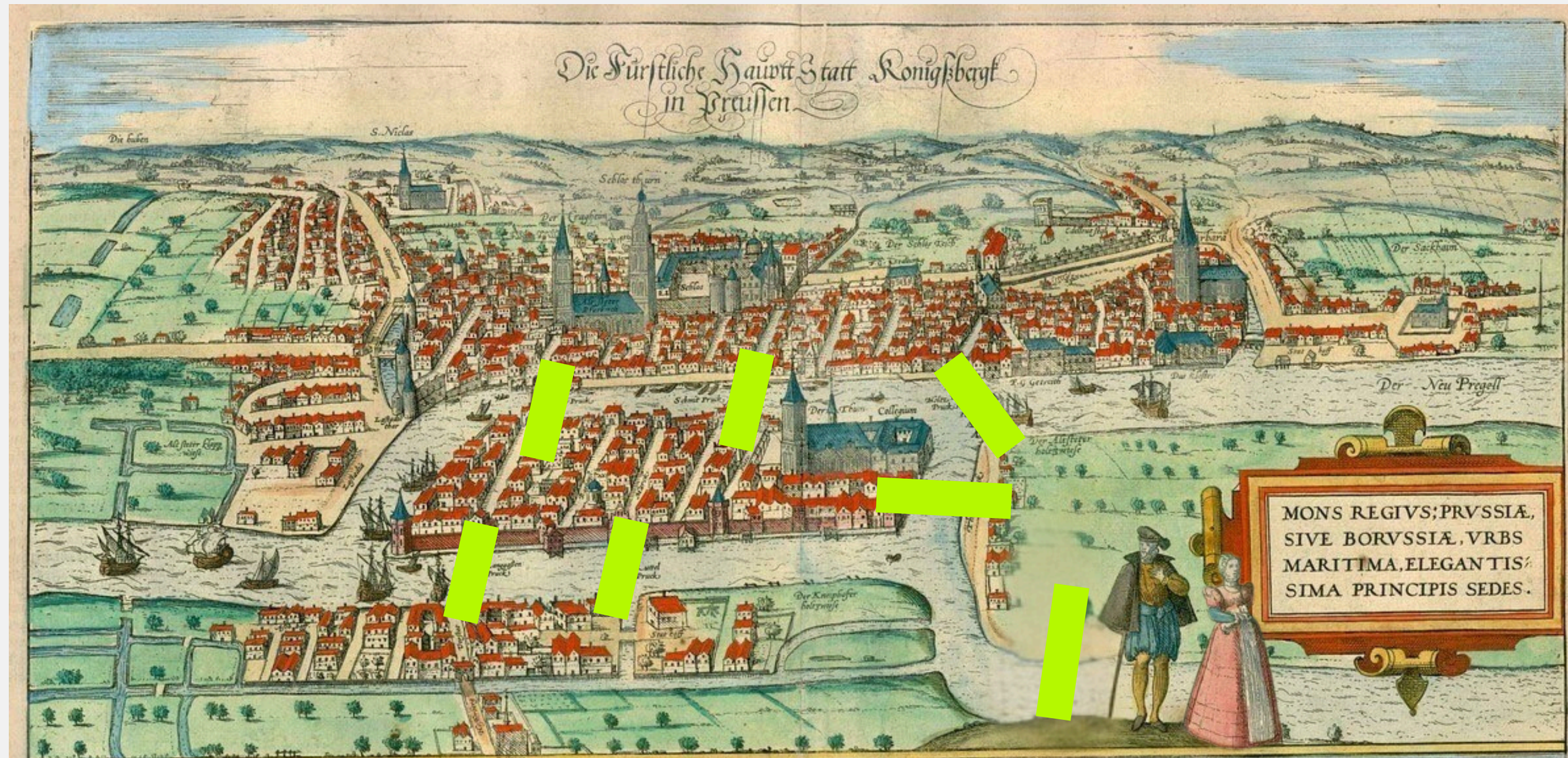


Source: <https://www.amusingplanet.com/2018/08/the-seven-bridges-of-konigsberg.html>



# THE PUZZLE THAT STARTED IT ALL

## The seven bridges of Königsberg

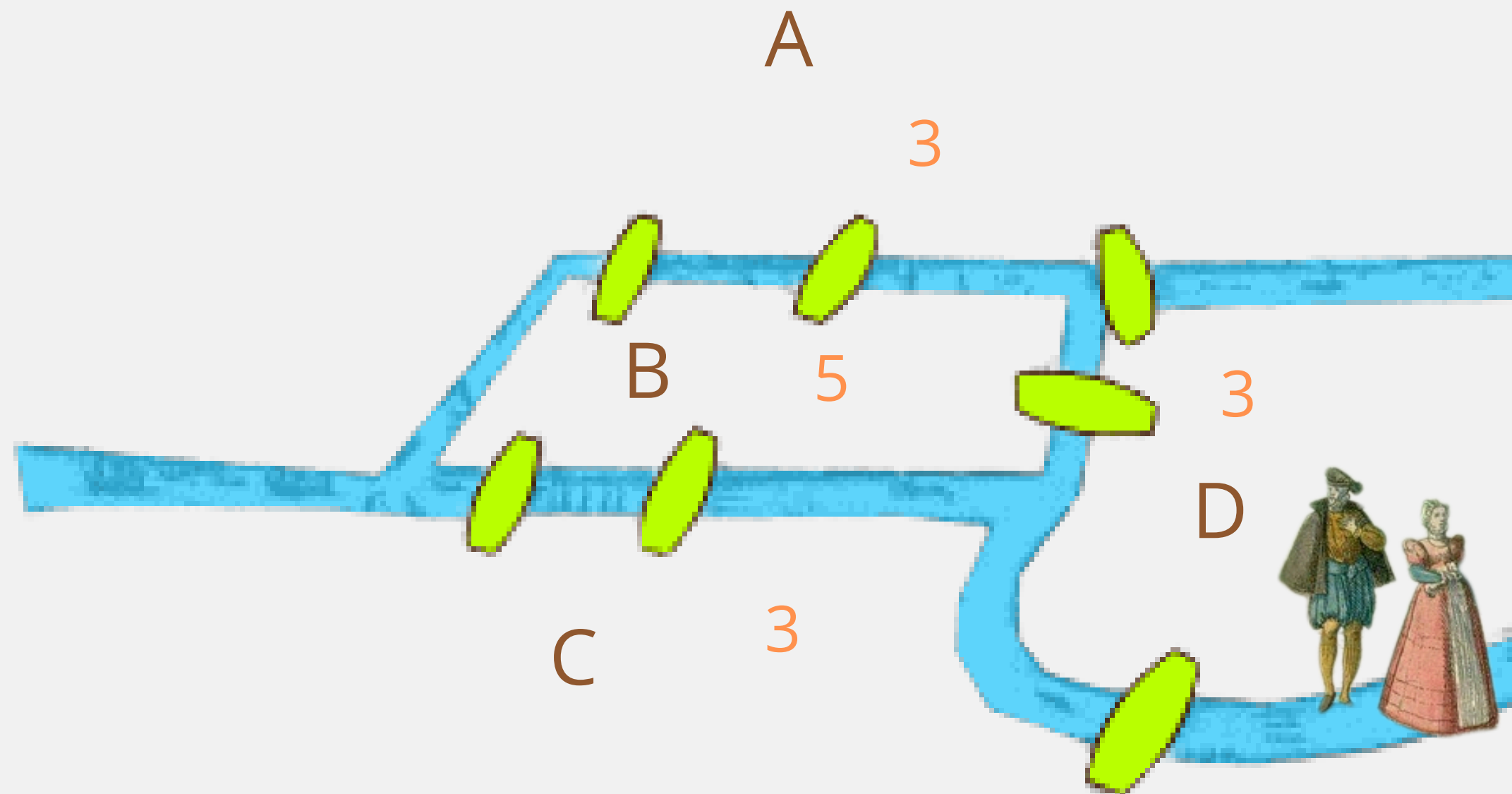


Source: <https://www.amusingplanet.com/2018/08/the-seven-bridges-of-konigsberg.html>



# THE PUZZLE THAT STARTED IT ALL

The seven bridges of Königsberg

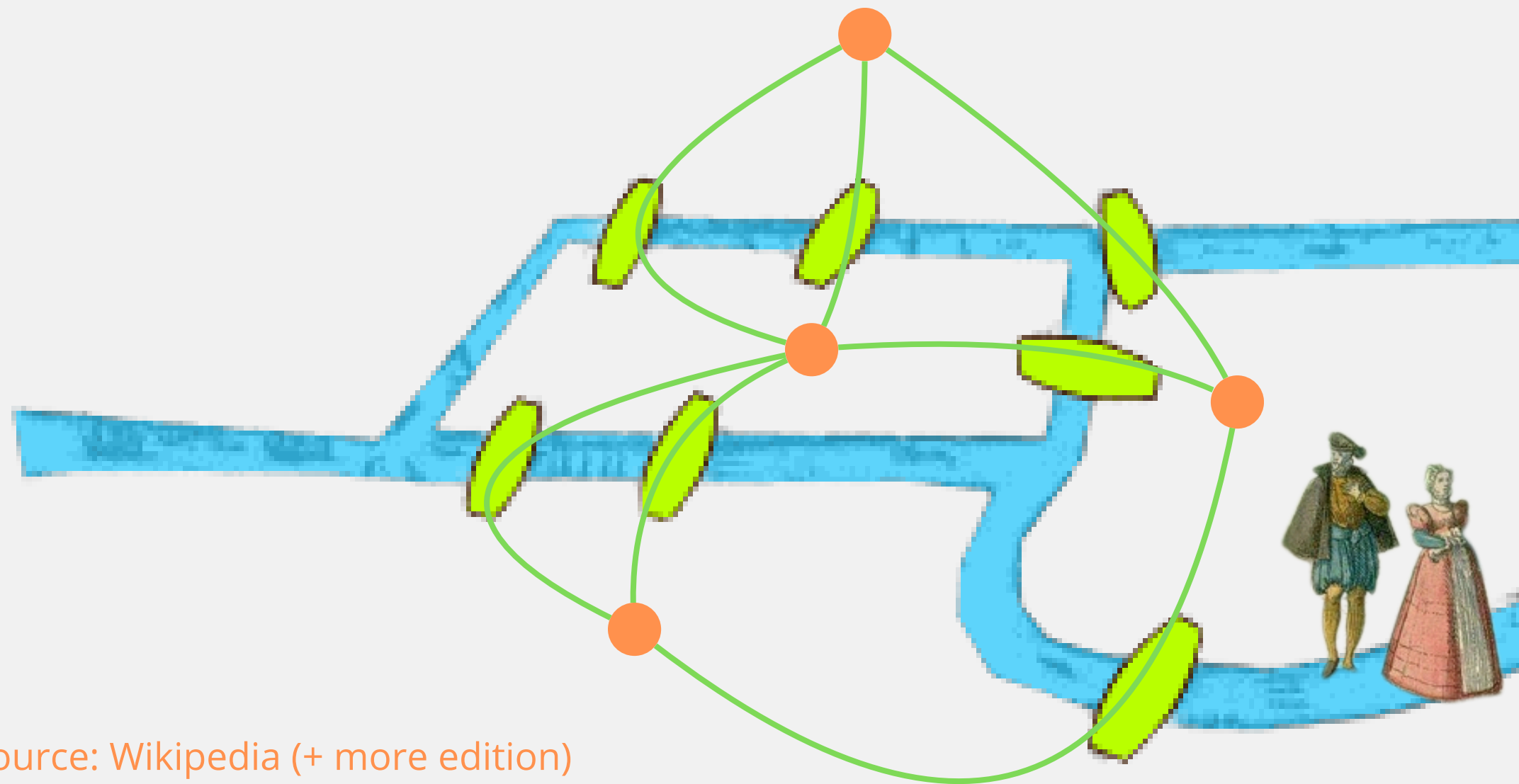


Source: Wikipedia (+ some edition)



# THE PUZZLE THAT STARTED IT ALL

The seven bridges of Königsberg

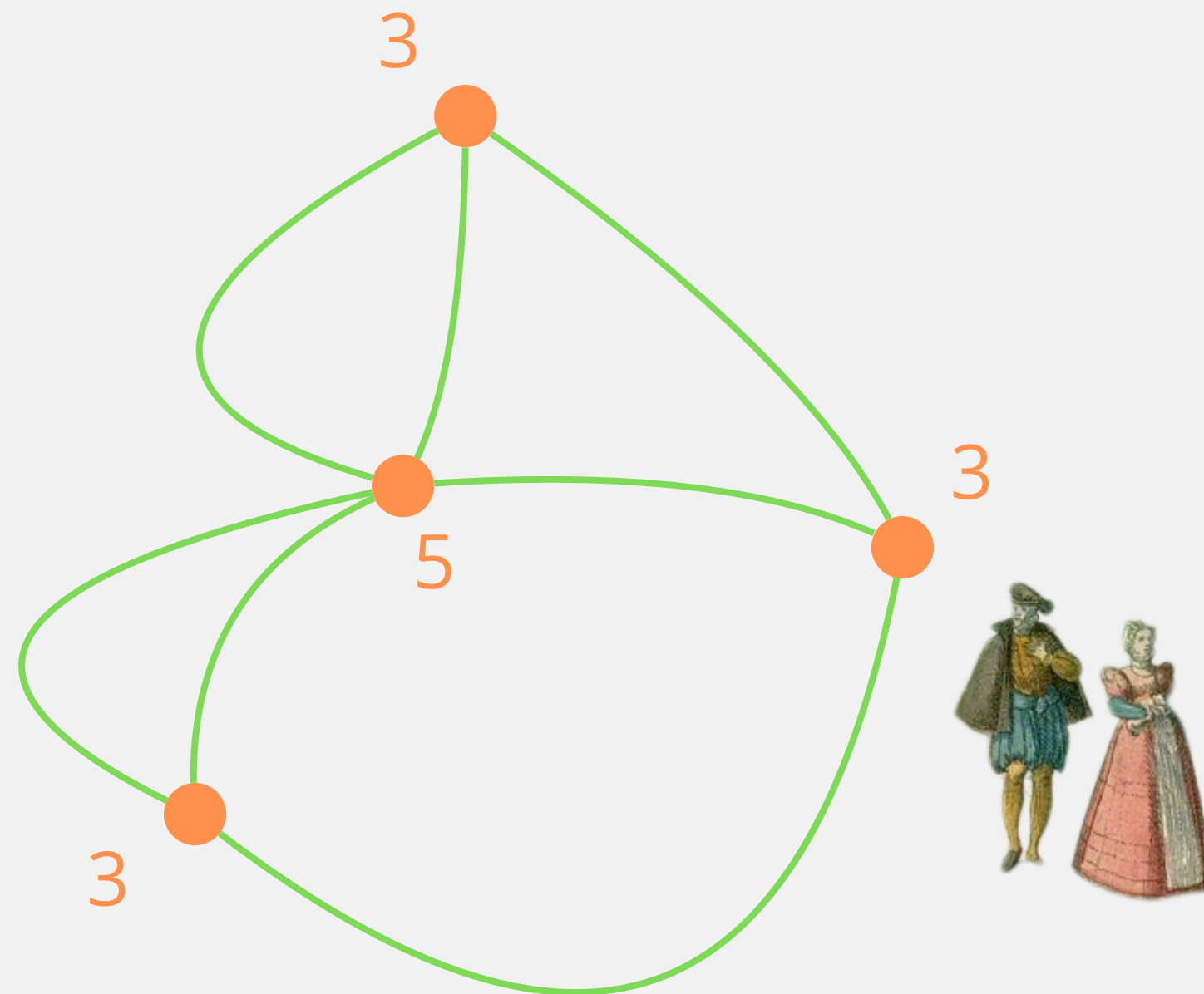


Source: Wikipedia (+ more edition)



# THE PUZZLE THAT STARTED IT ALL

The seven bridges of Königsberg



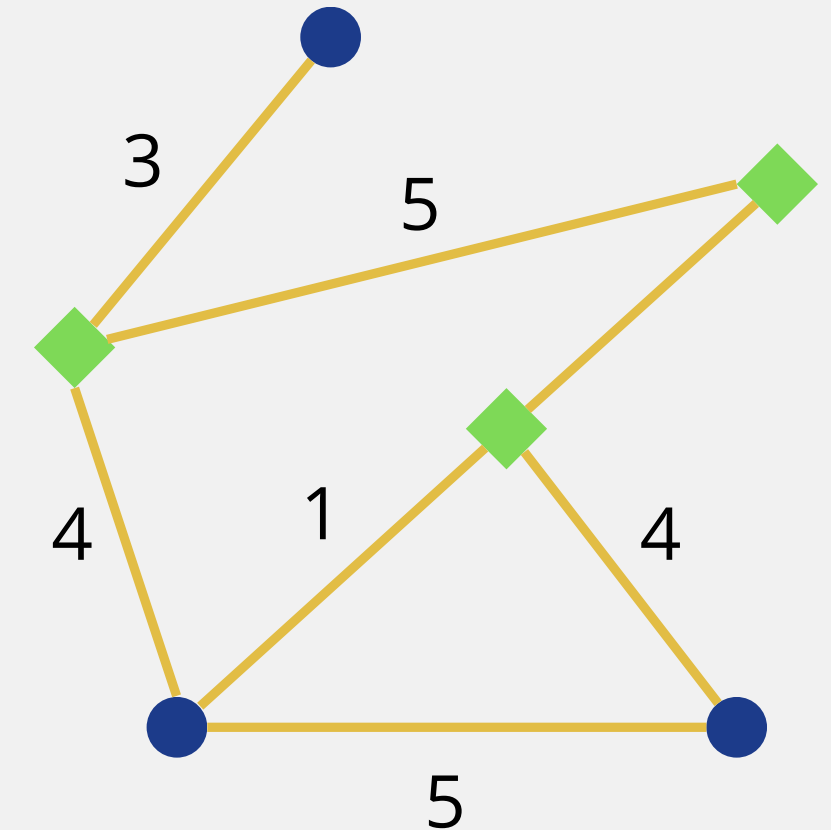
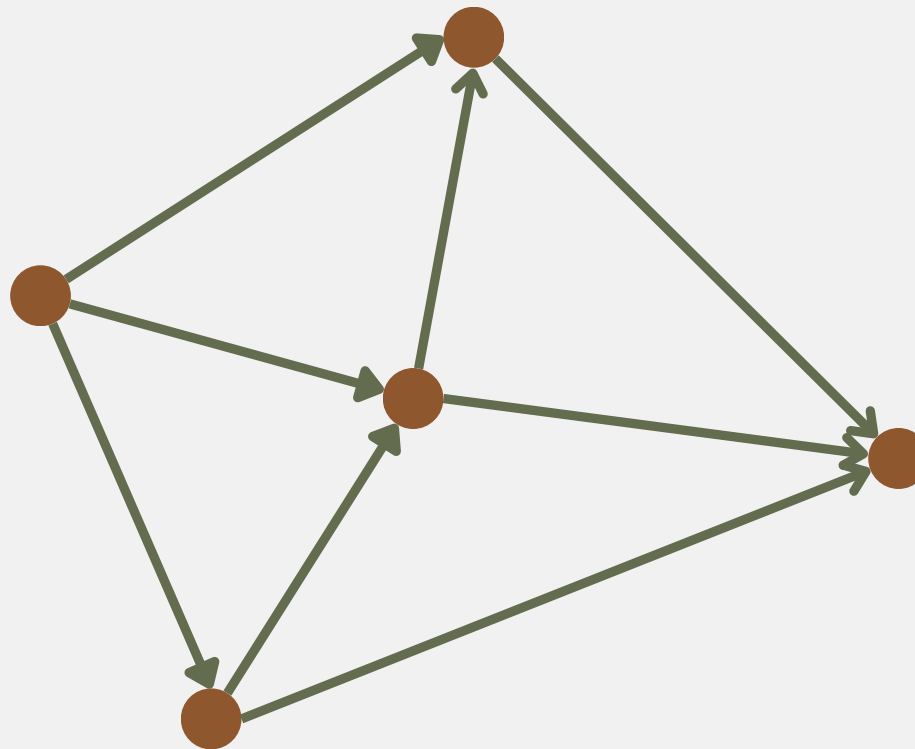
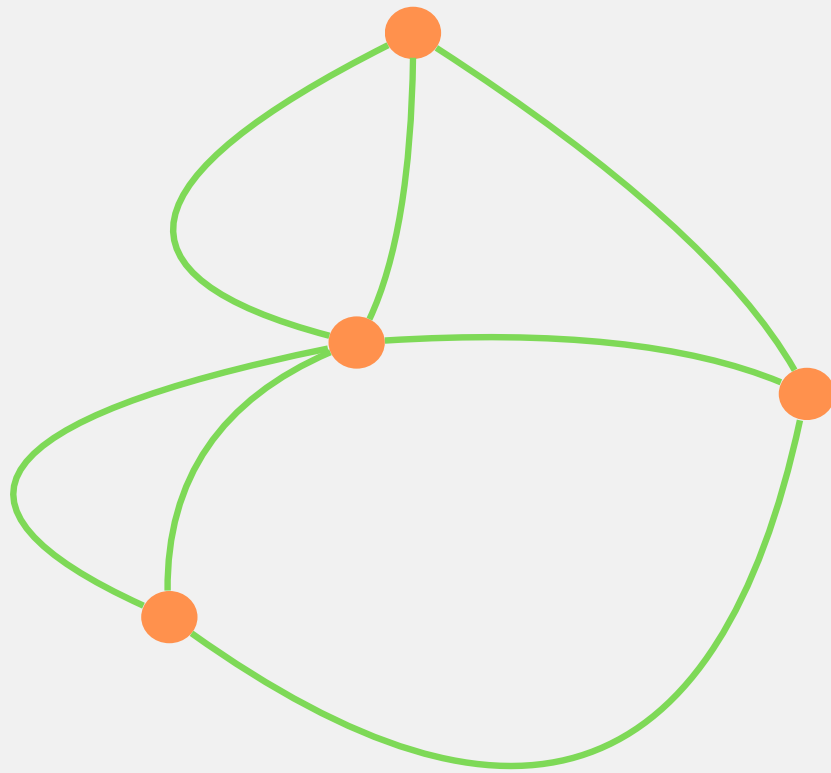


# WHAT IS A GRAPH?



# WHAT IS A GRAPH?

A graph is a set of **vertices** (*dots, points, nodes*) and a set of **edges** (*connections*)





# COMPUTATIONAL PROBLEMS



# COMPUTATIONAL PROBLEMS

## PageRank

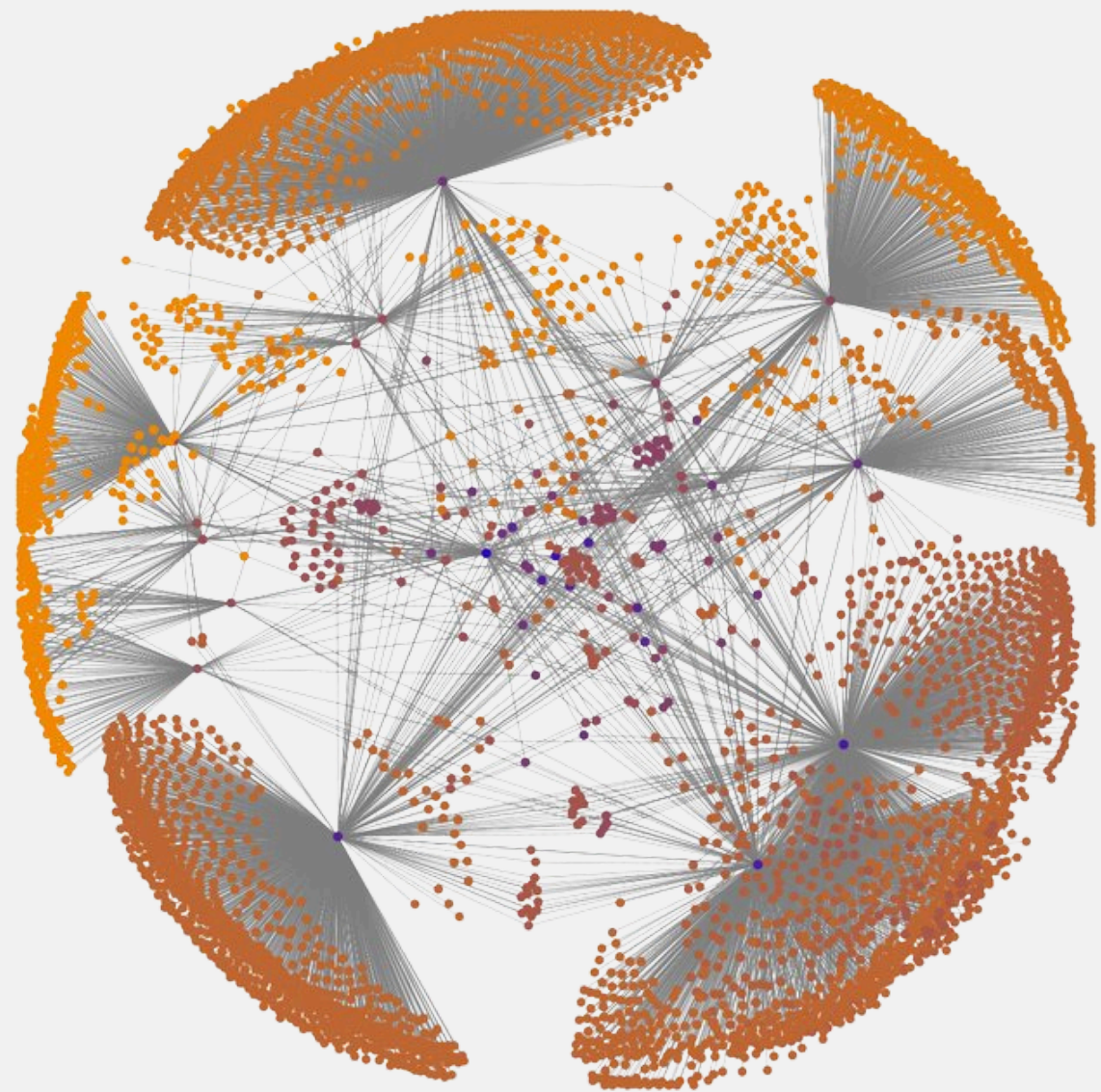


How are webpages ordered when users perform a Google search?



# COMPUTATIONAL PROBLEMS

## PageRank



How are webpages ordered when users perform a Google search?

Source: Motif Simplification: Improving Network Visualization  
Readability with Fan and Parallel Glyphs (Dunne, Shneiderman) 2013



# COMPUTATIONAL PROBLEMS

## Routing Problems



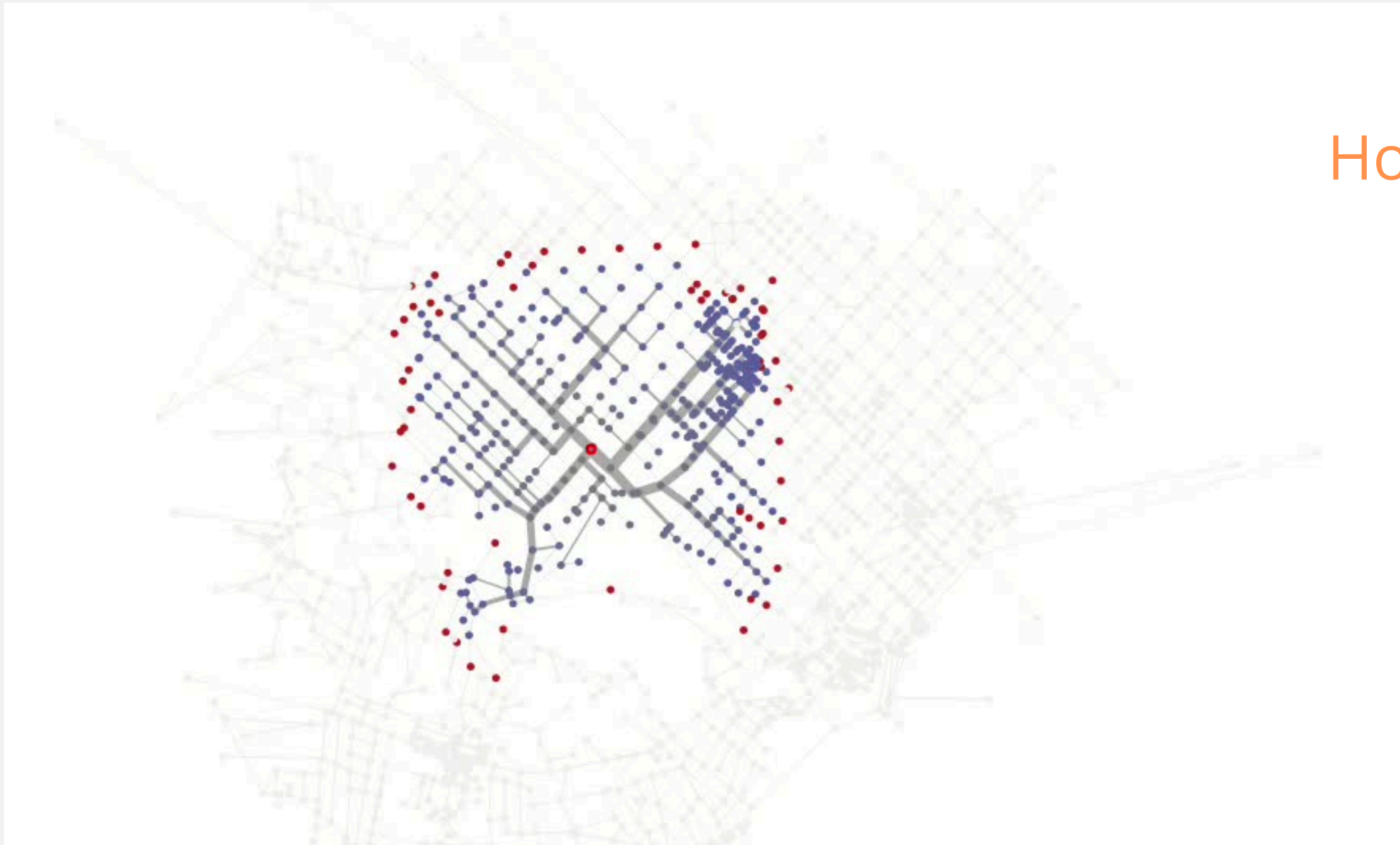
How does Google maps suggest the shortest route from A to B?

Source: [projects.indicatrix.org/dijkstra.js/](https://projects.indicatrix.org/dijkstra.js/)



# COMPUTATIONAL PROBLEMS

## Routing Problems

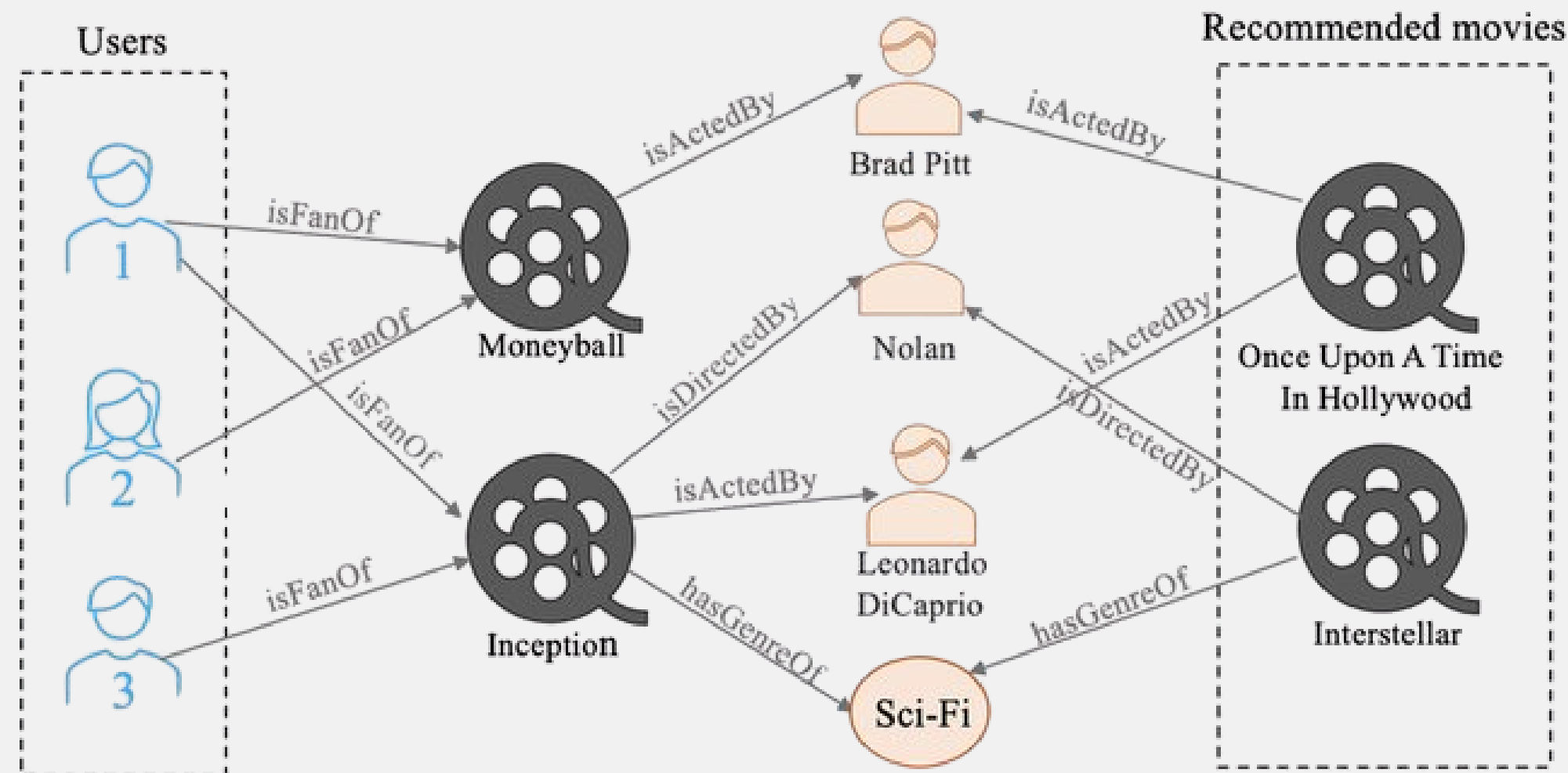


How does Google maps suggest the shortest route from A to B?

Source: [projects.indicatrix.org/dijkstra.js/](https://projects.indicatrix.org/dijkstra.js/)

# COMPUTATIONAL PROBLEMS

## Recommendation systems



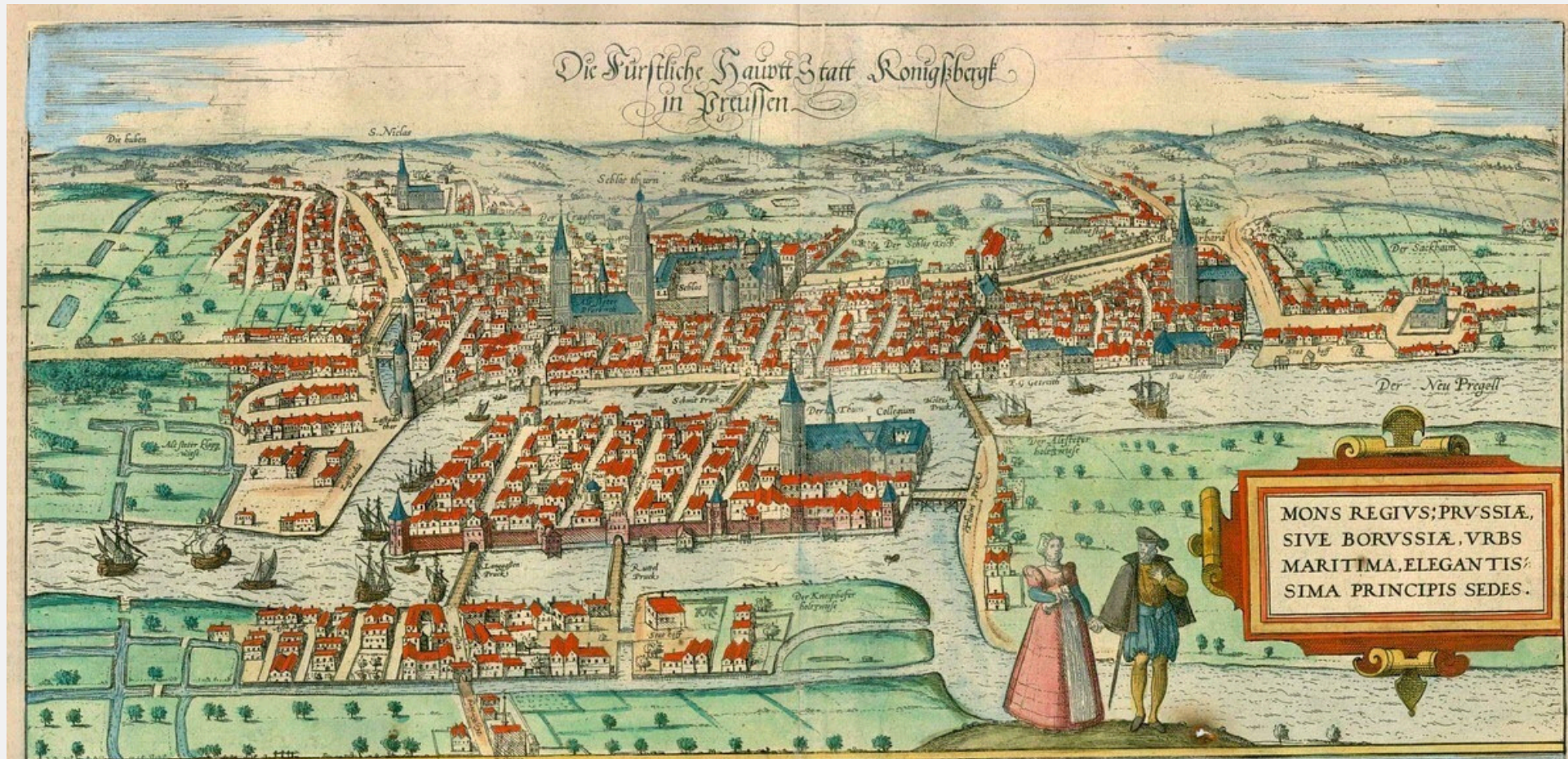
How does Netflix recommend movies?

Source: Knowledge Graphs: Opportunities and Challenges (Peng, Xia, Naseriparsa, Osborne) Artificial Intelligence Review, 2023



# COMPUTATIONAL PROBLEMS

## Pattern recognition

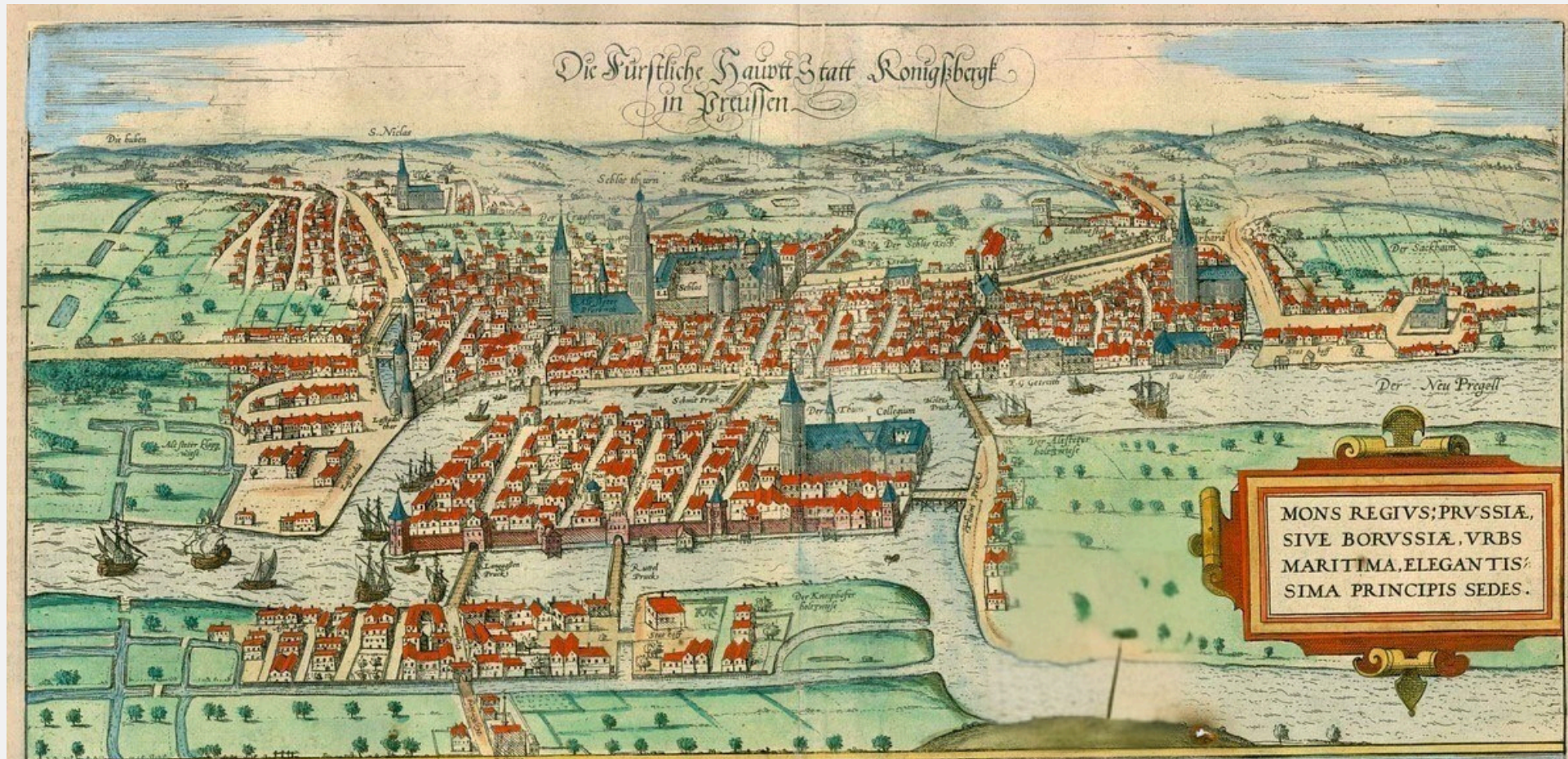


How do computers recognize figures (patterns)?

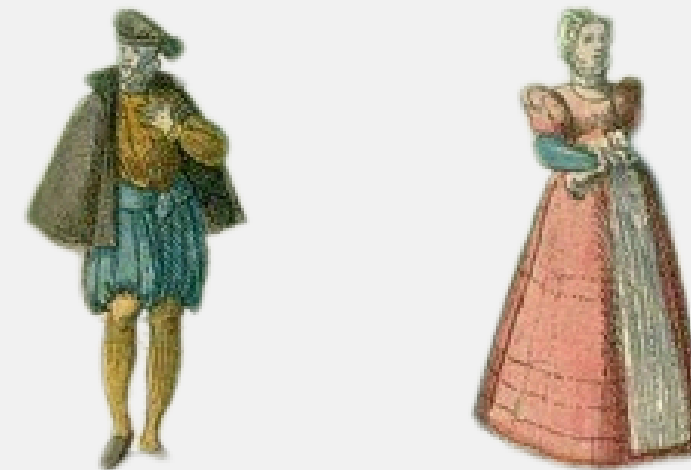


# COMPUTATIONAL PROBLEMS

## Pattern recognition



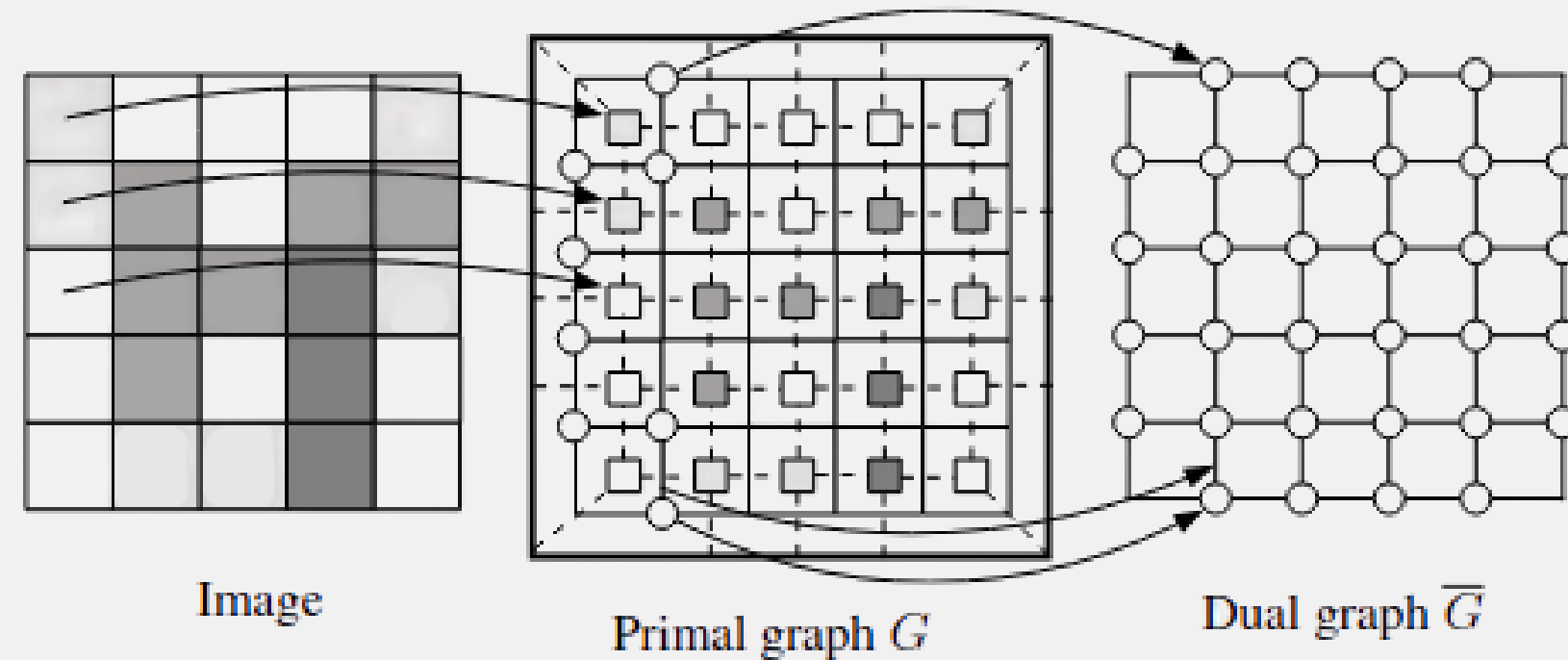
How do computers recognize figures (patterns)?





# COMPUTATIONAL PROBLEMS

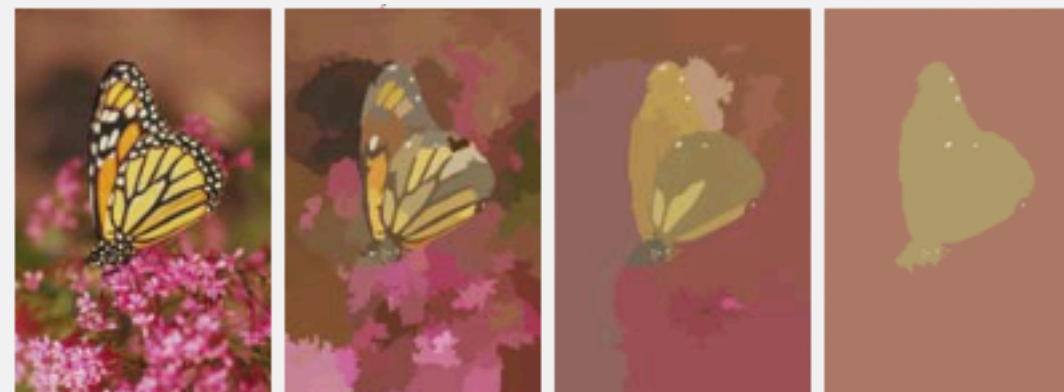
## Pattern recognition



How do computers recognize figures (patterns)?

# COMPUTATIONAL PROBLEMS

## Pattern recognition



a) 0 (393 216)    b) 14 (108)    c) 18 (35)    d) 22 (18)

II) Woman 116 × 261



061

140

28

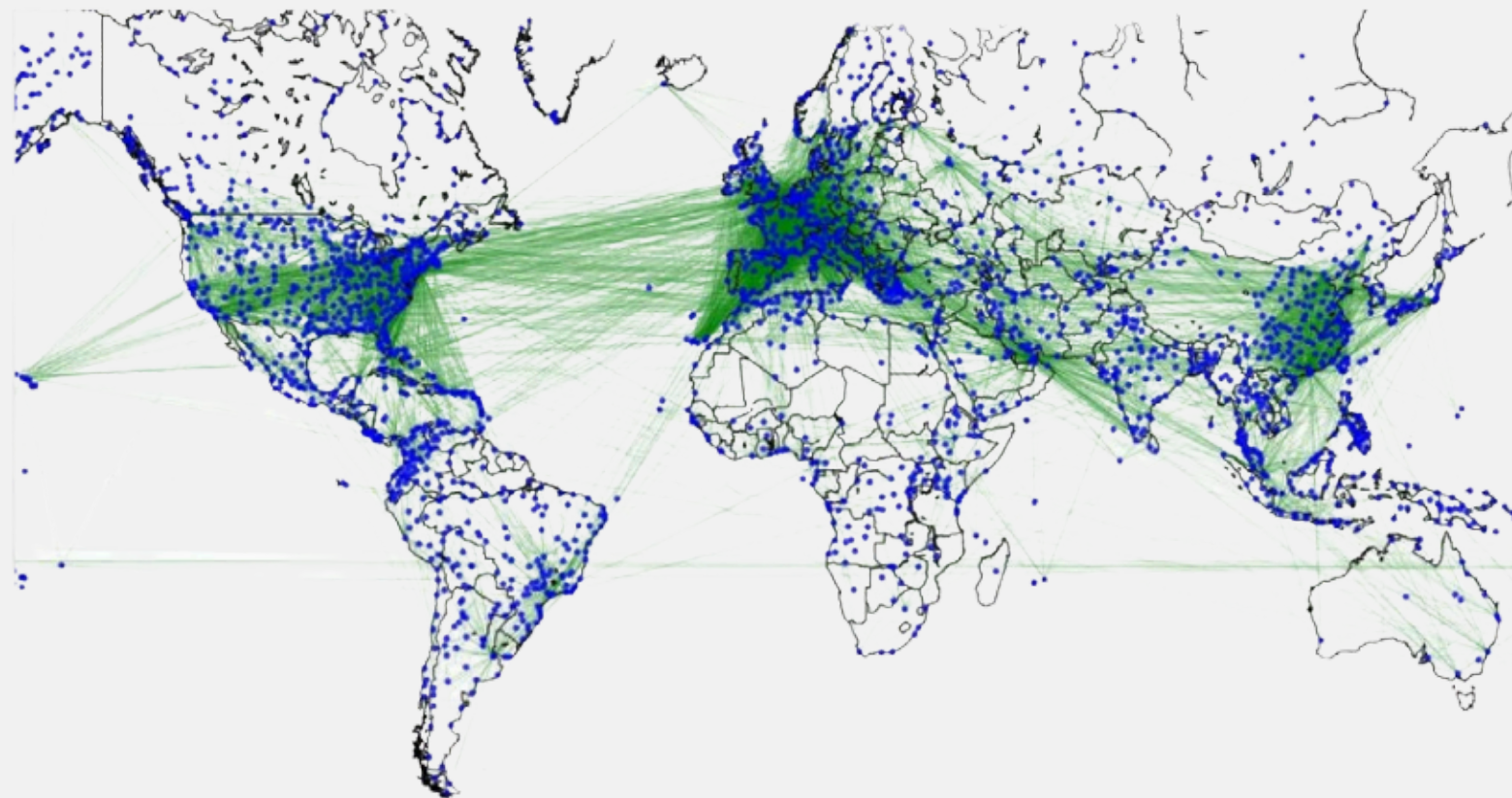
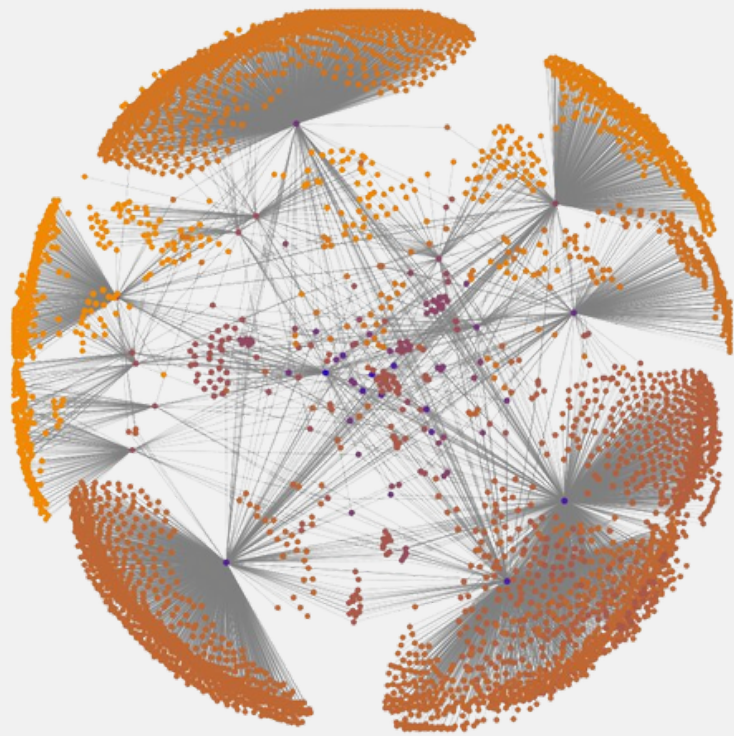


How do computers recognize figures (patterns)?



# COMPUTATIONAL PROBLEMS

Efficiency matters



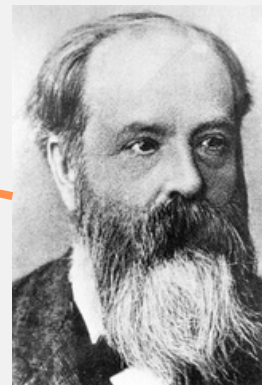
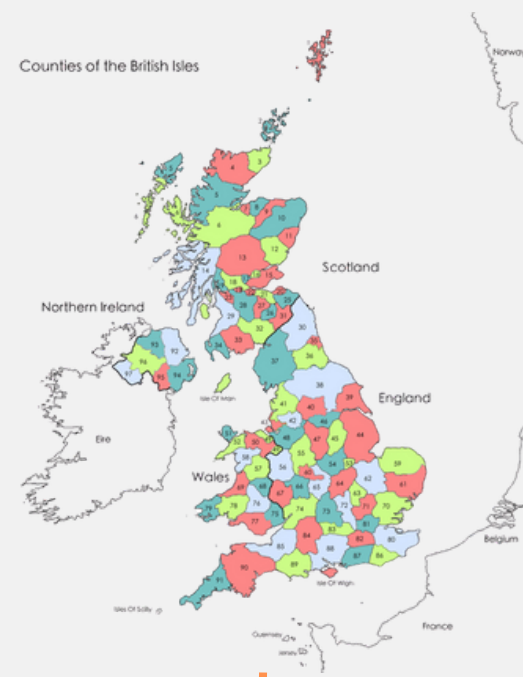
# COLOURING PROBLEMS

## The Four Colour Theorem

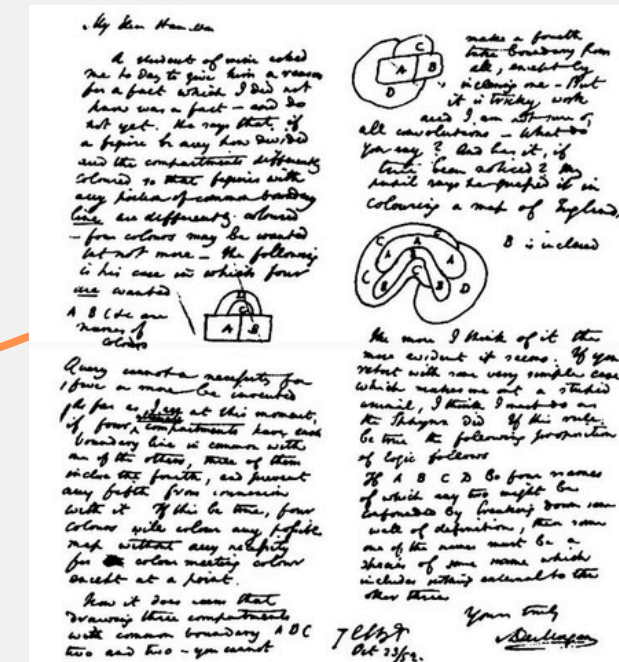


# COLOURING PROBLEMS

## The Four Colour Conjecture (1852)



Frederick Guthrie



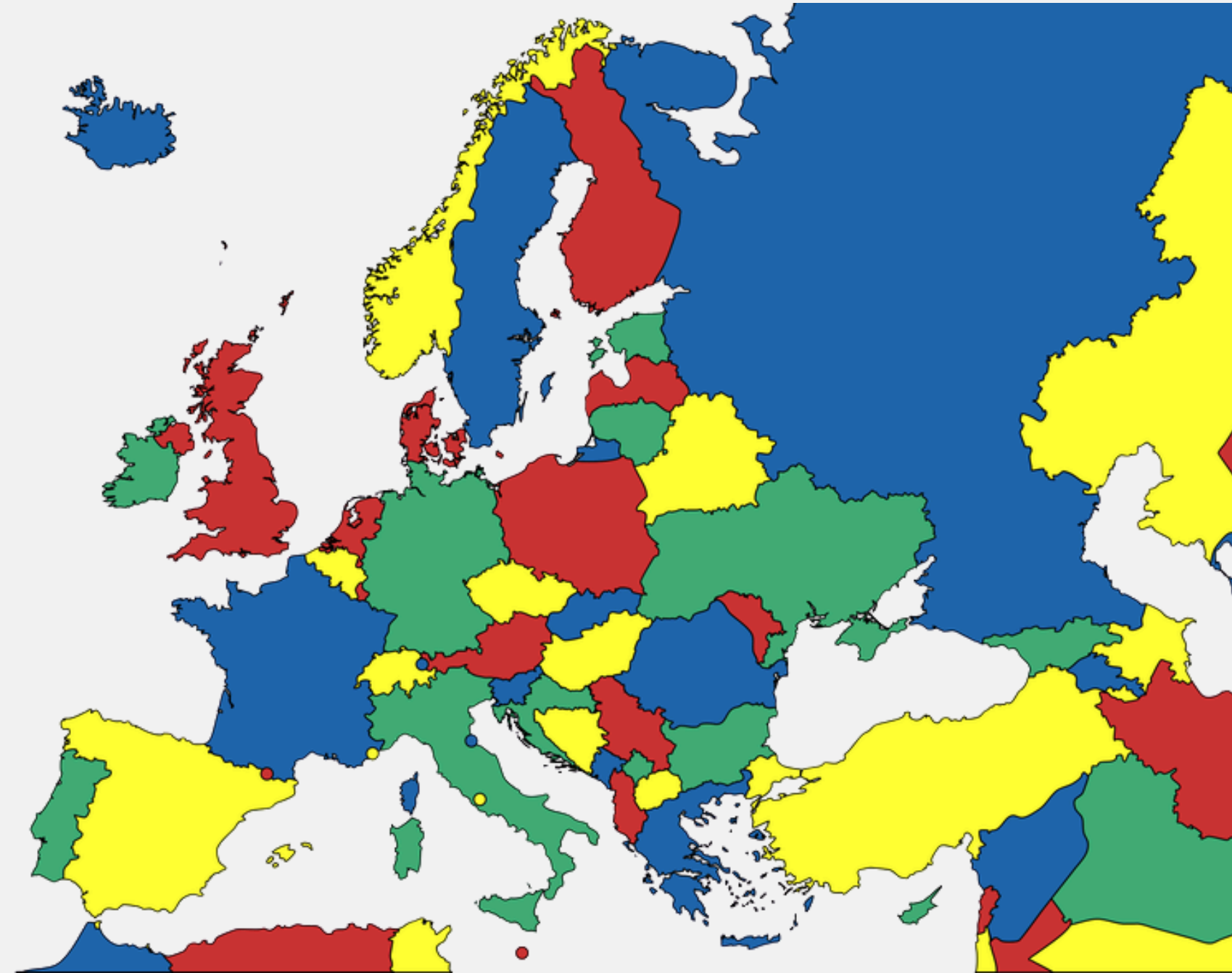
Francis Guthrie



Augustus de Morgan

# COLOURING PROBLEMS

The Four Colour Conjecture (1852)



Source: Reddit



# COLOURING PROBLEMS

The Four Colour Conjecture (1852)



Source: Reddit

# COLOURING PROBLEMS

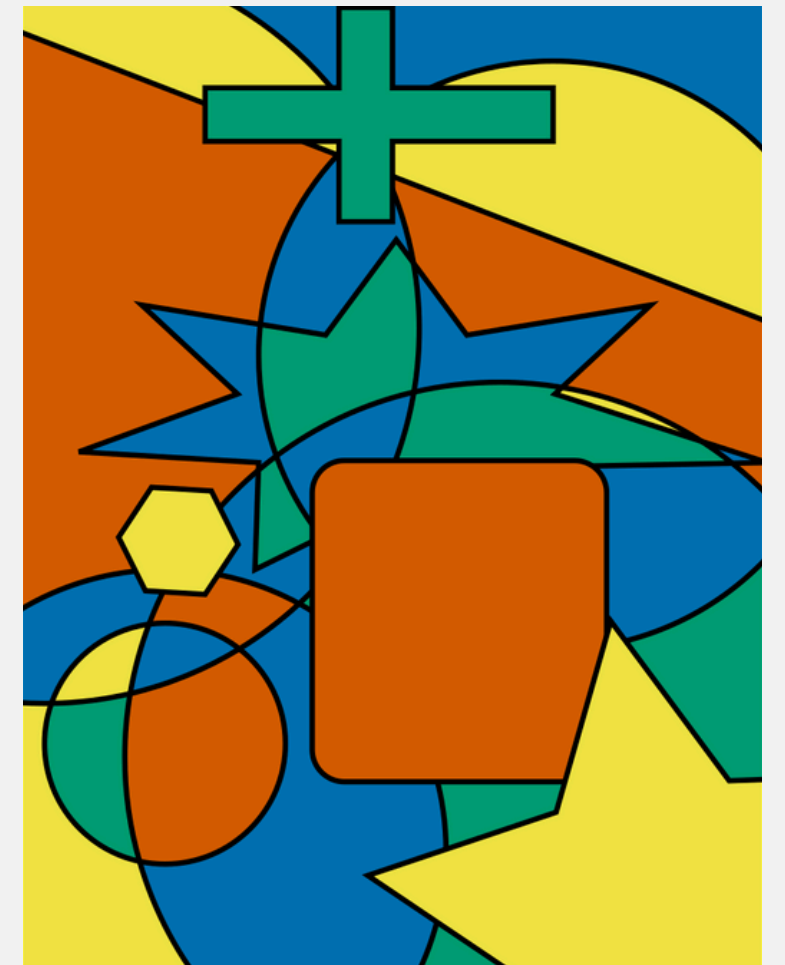
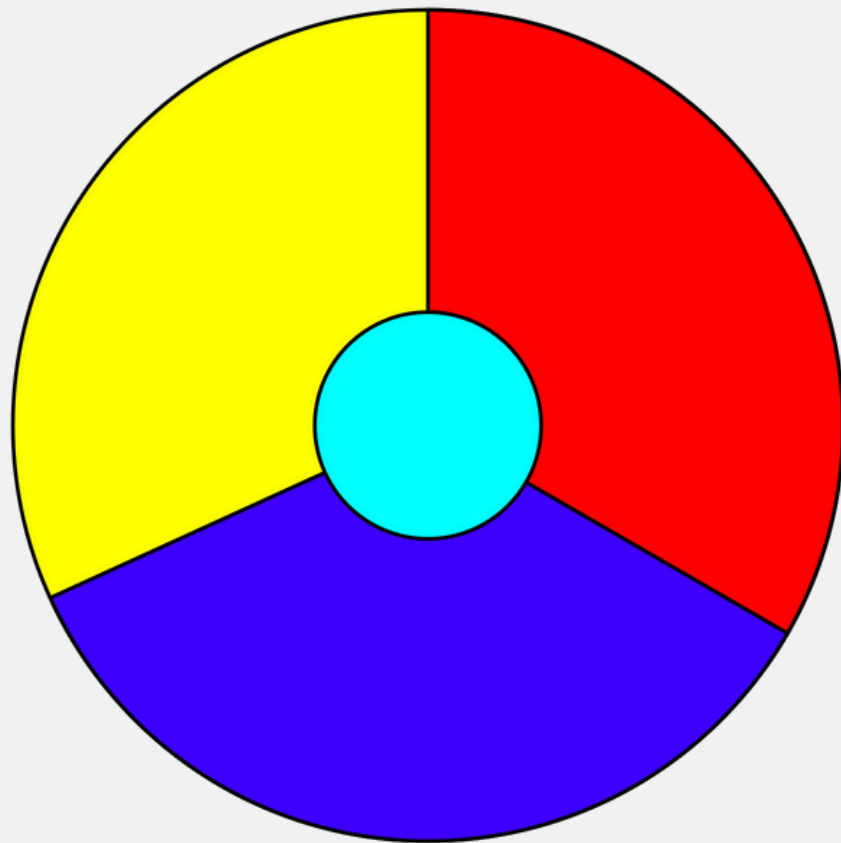
The Four Colour Conjecture (1852)





# COLOURING PROBLEMS

## The Four Colour Conjecture (1852)



Source: Wikipedia

# COLOURING PROBLEMS

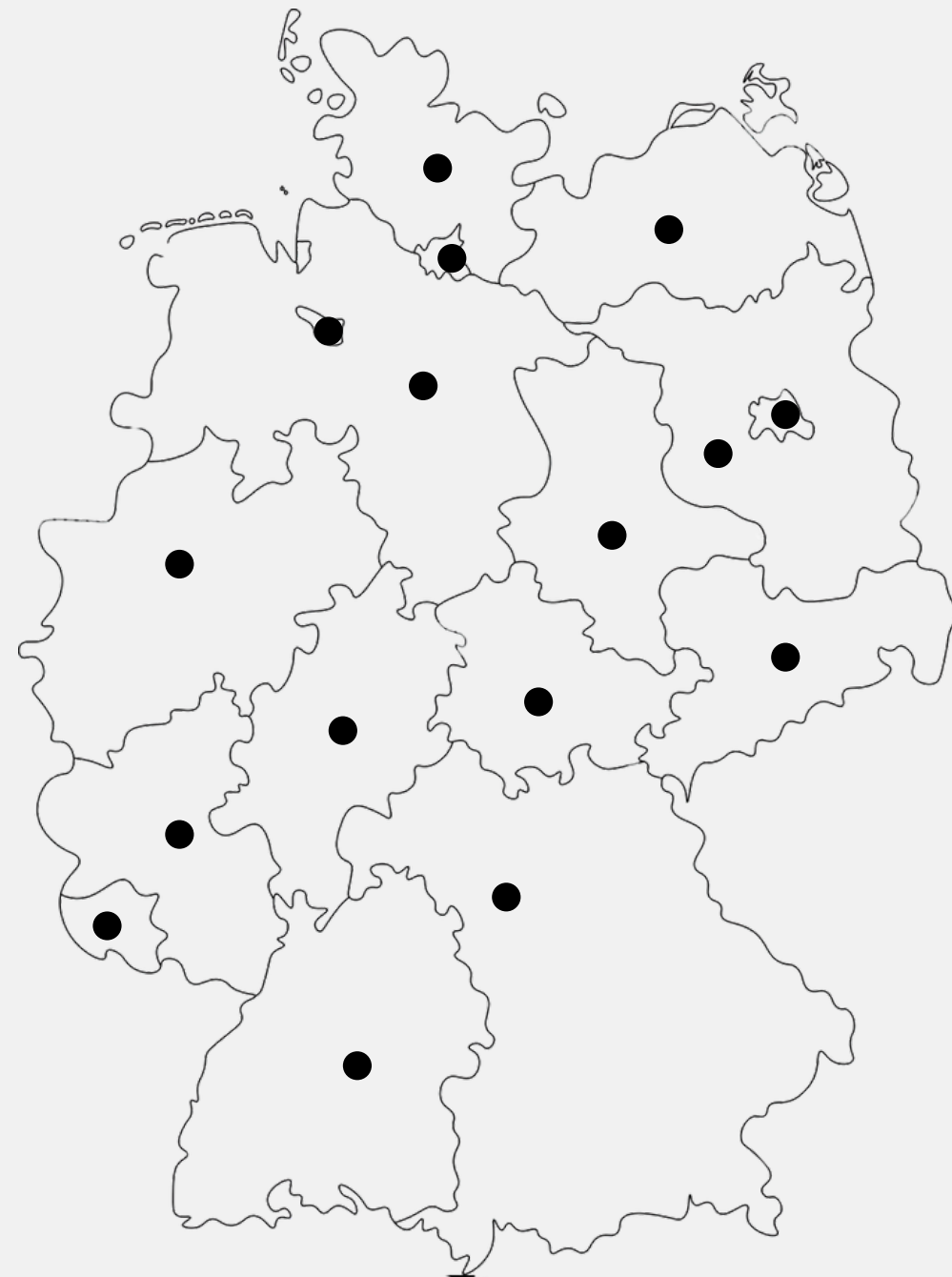
## The Four Colour Conjecture (1852)





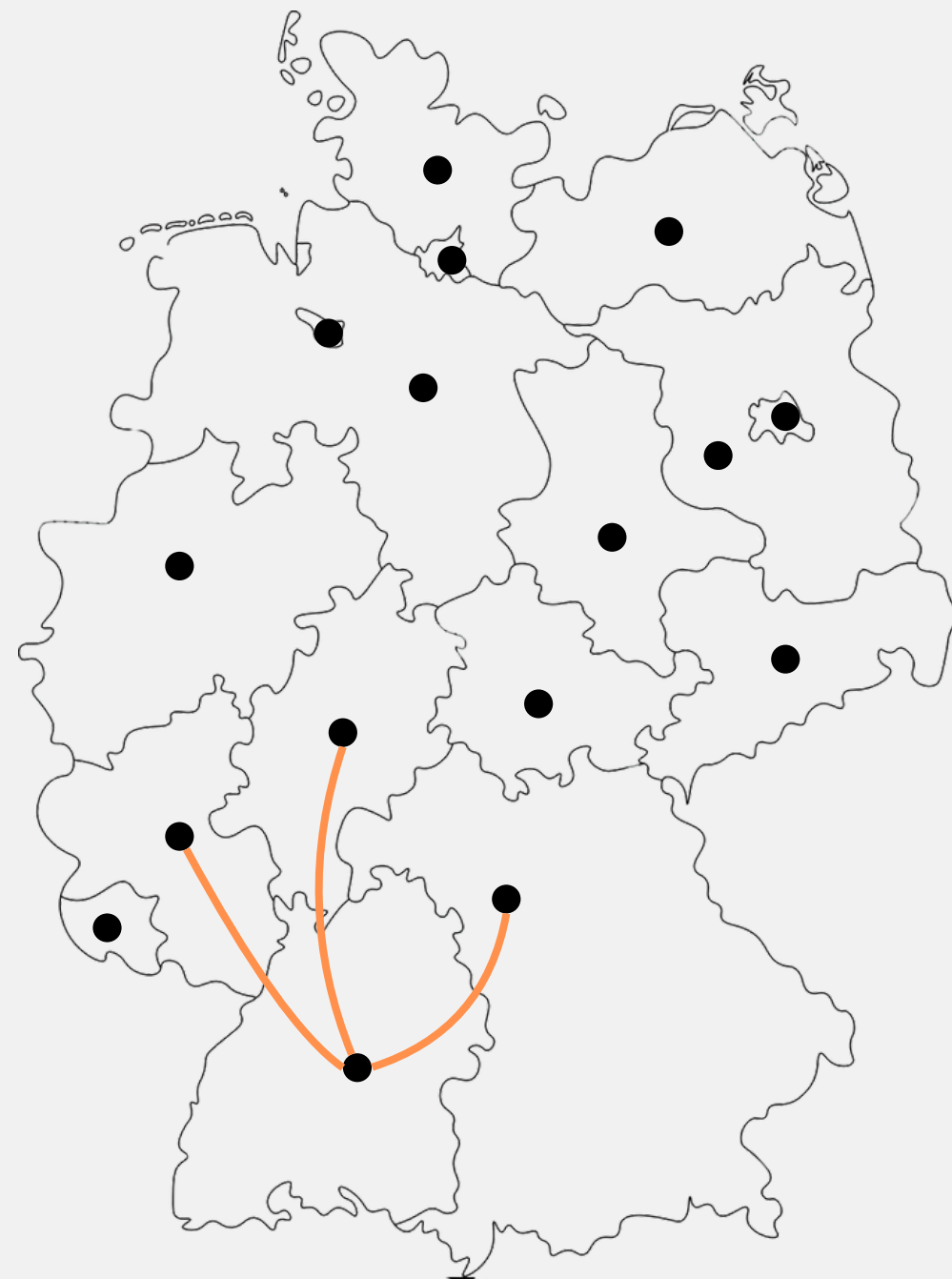
# COLOURING PROBLEMS

## The Four Colour Conjecture (1852)



# COLOURING PROBLEMS

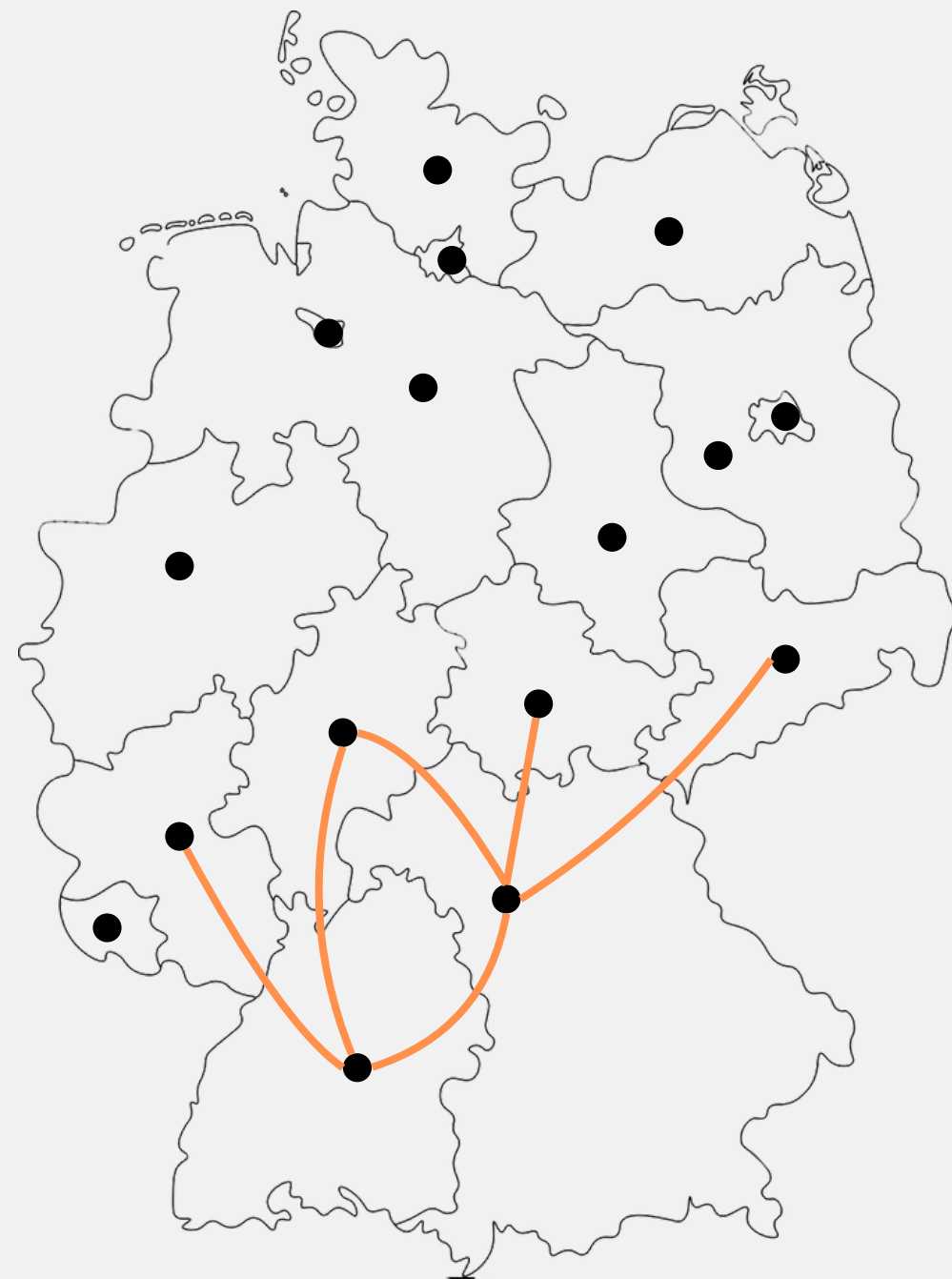
## The Four Colour Conjecture (1852)





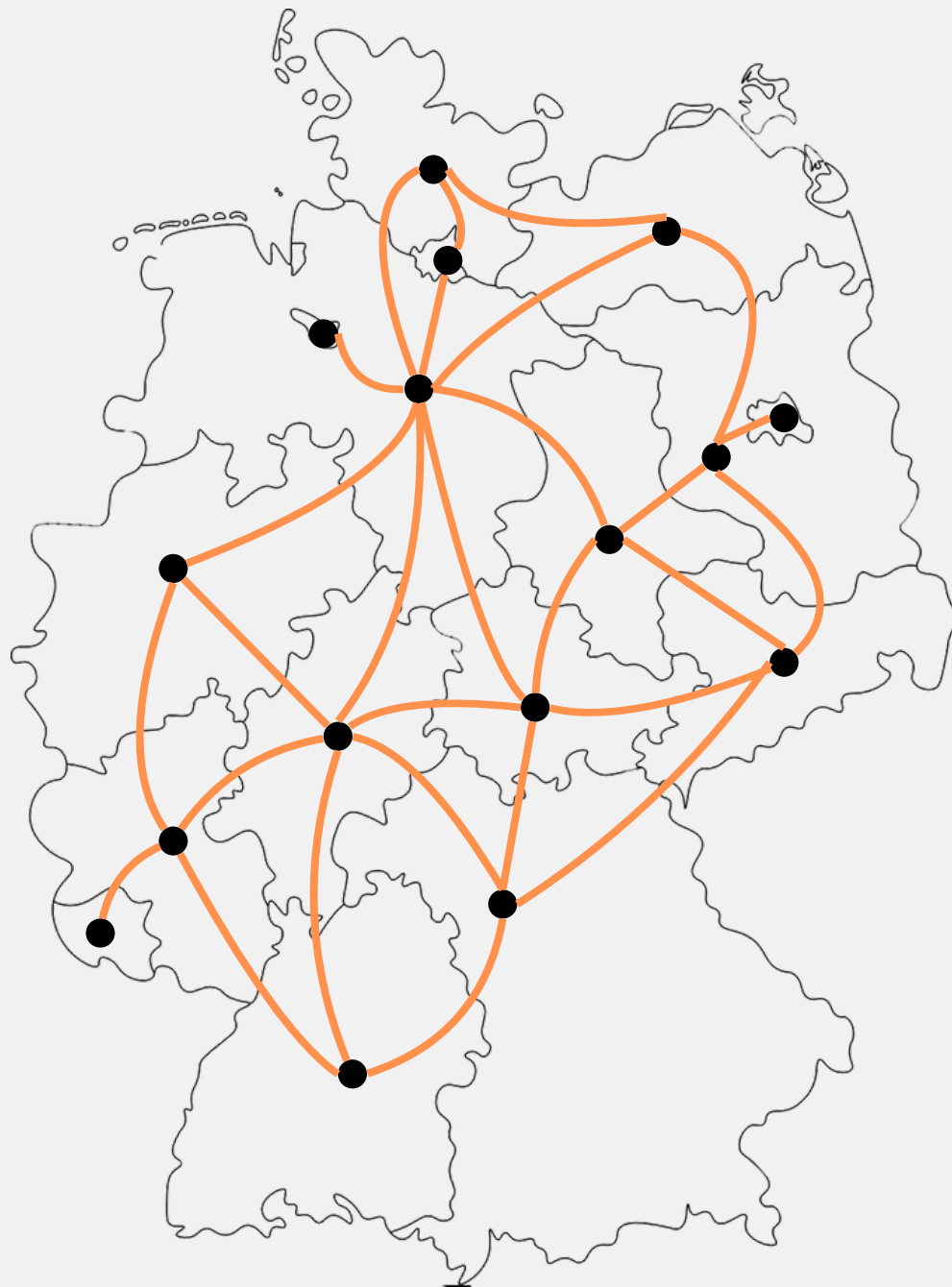
# COLOURING PROBLEMS

## The Four Colour Conjecture (1852)



# COLOURING PROBLEMS

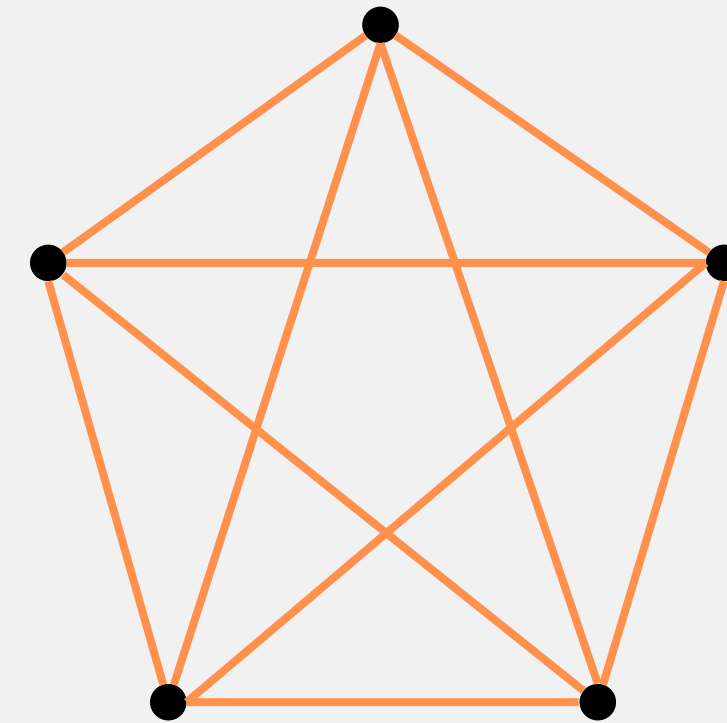
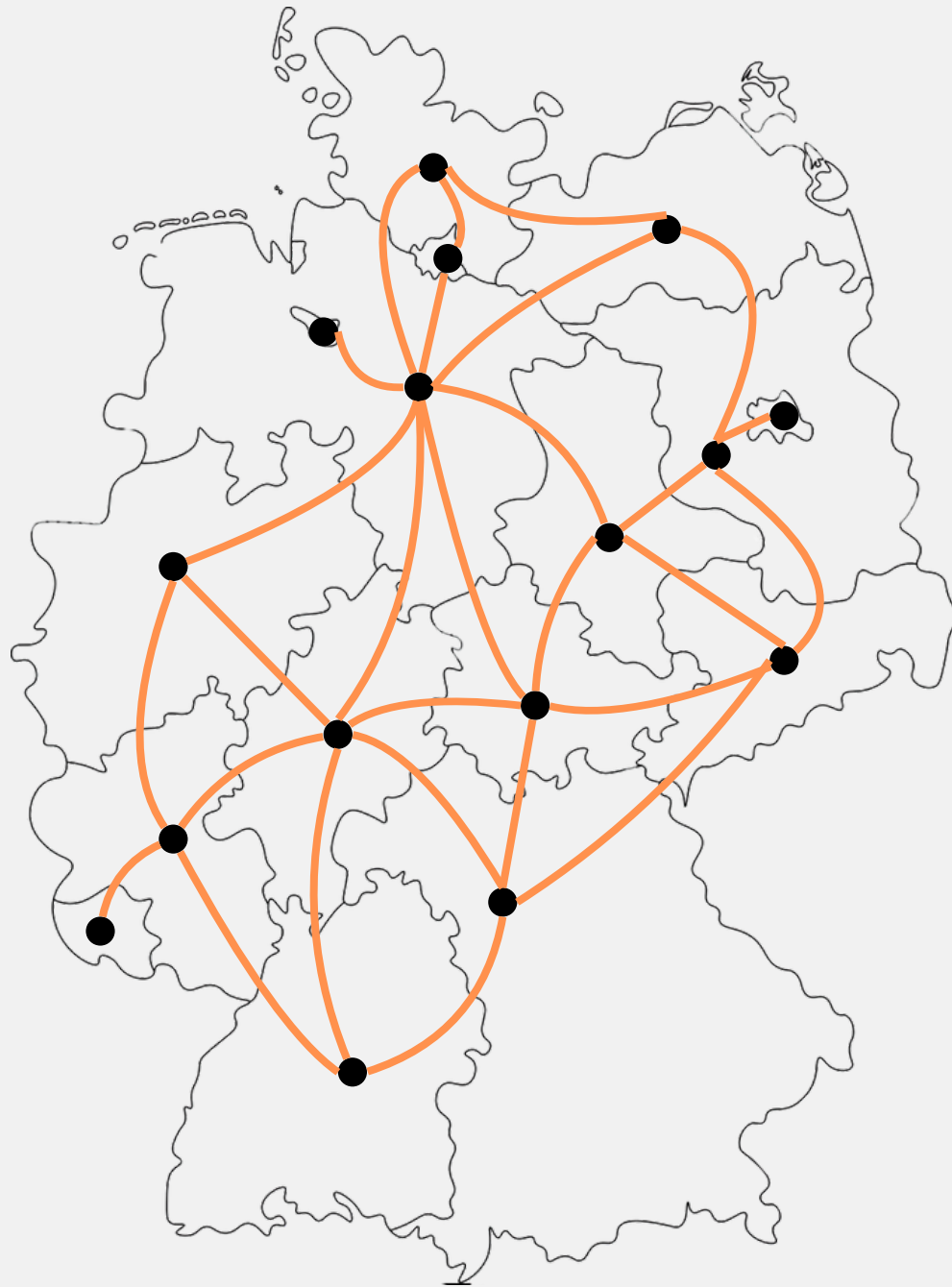
## The Four Colour Conjecture (1852)





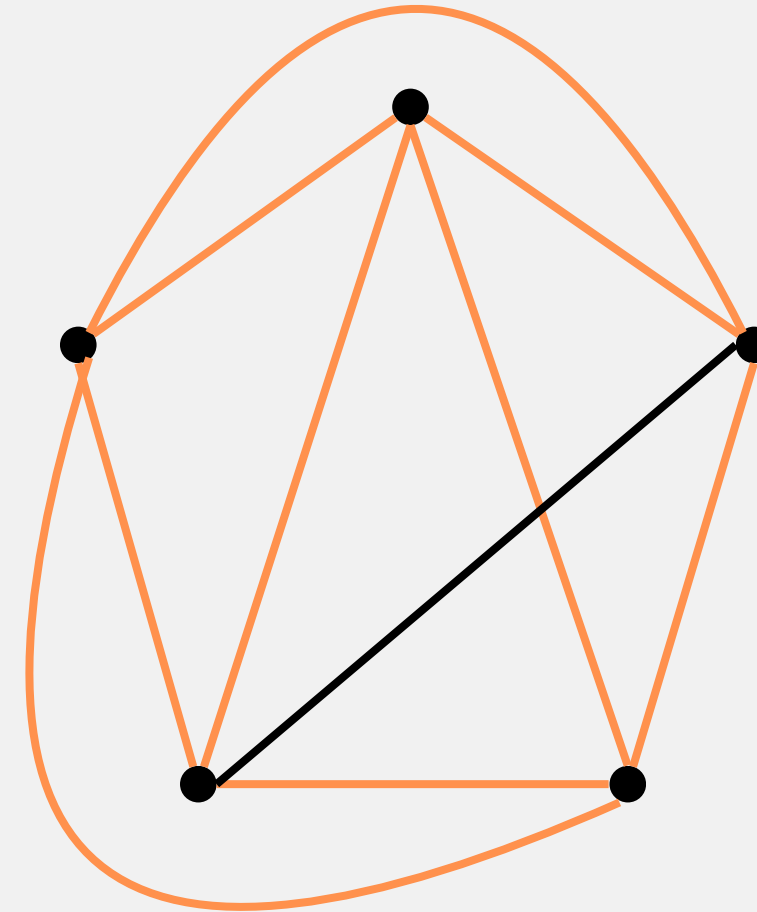
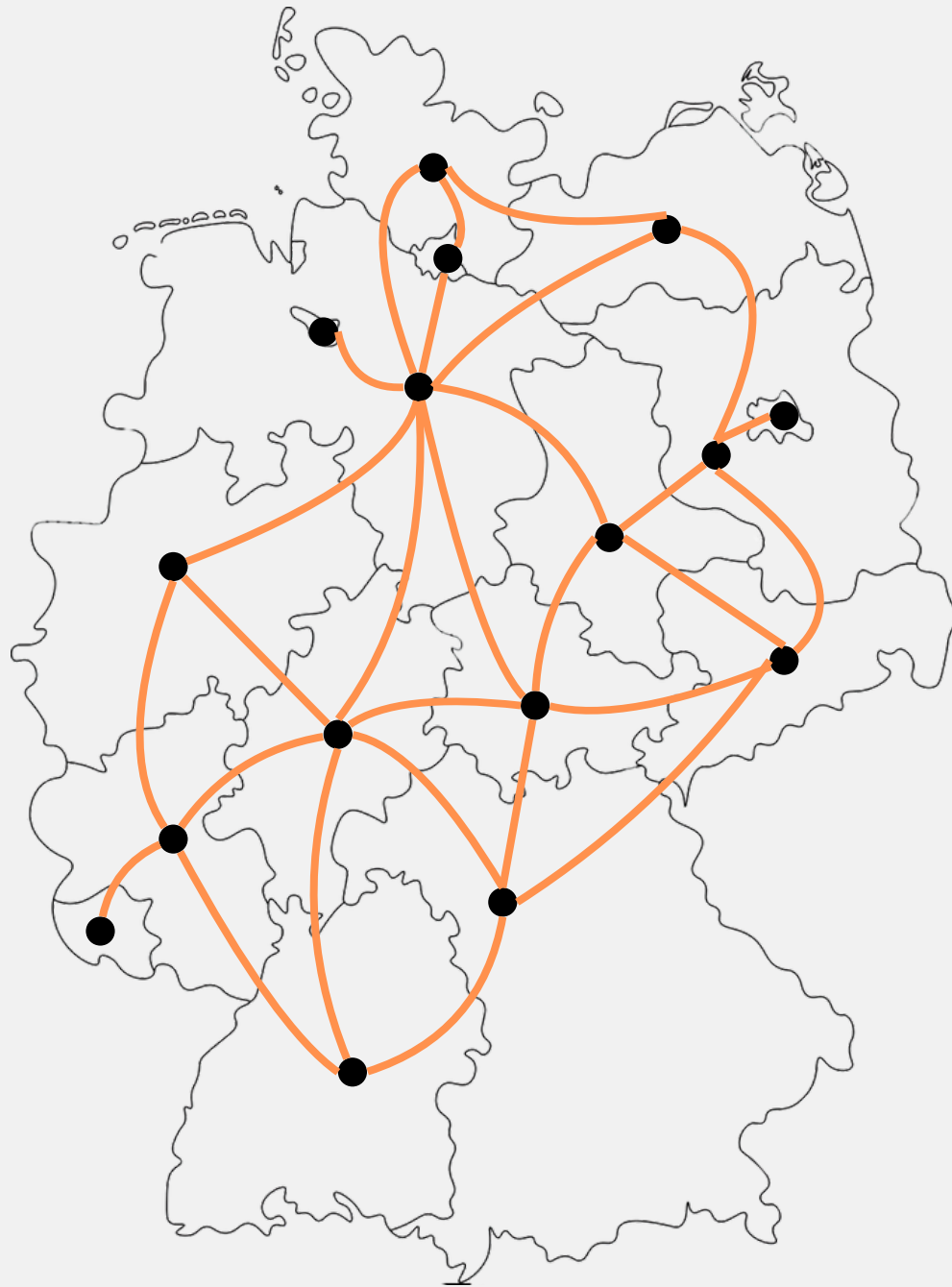
# COLOURING PROBLEMS

The Four Colour Conjecture (1852)



# COLOURING PROBLEMS

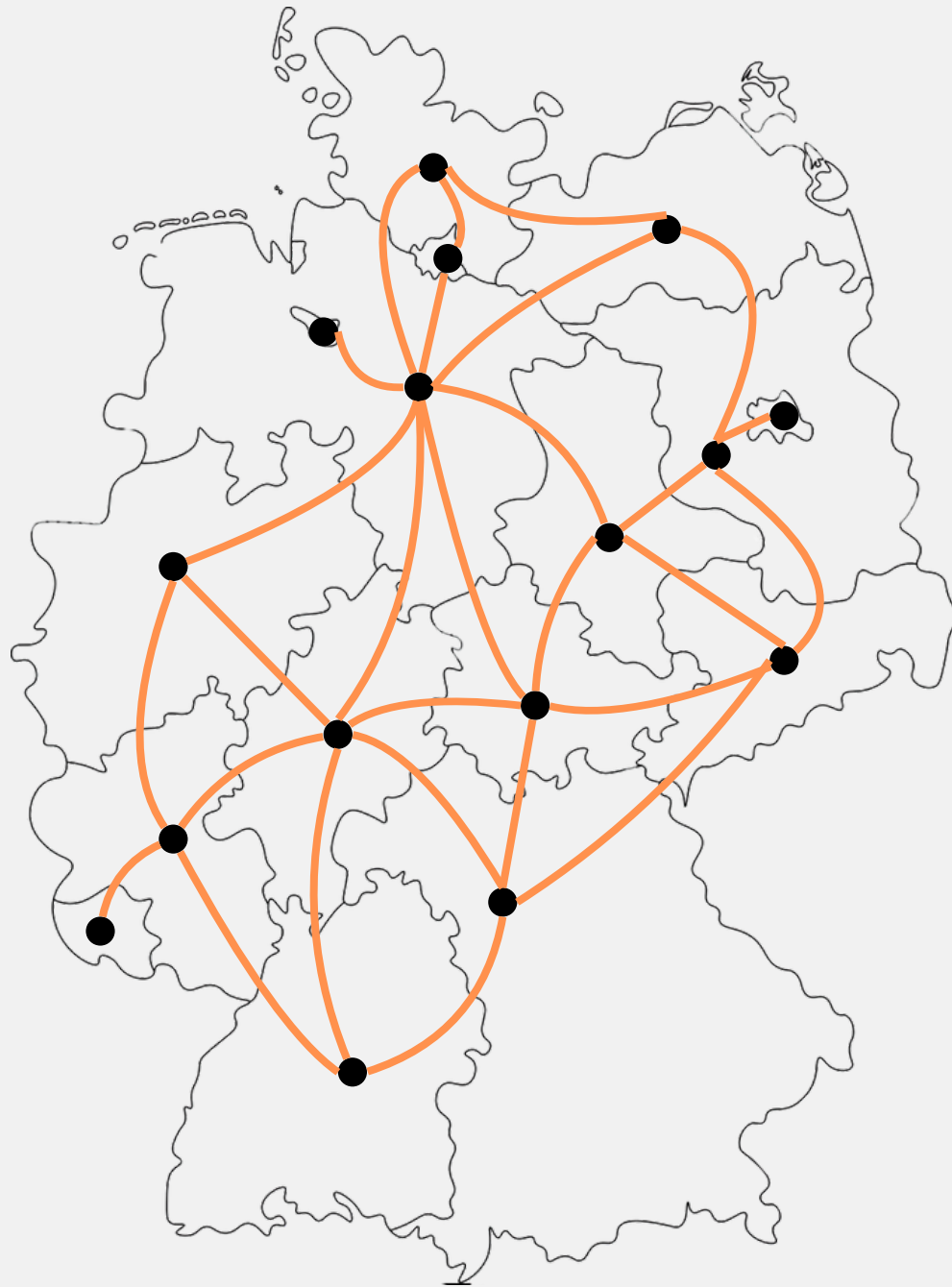
The Four Colour Conjecture (1852)





# COLOURING PROBLEMS

## The Four Colour Theorem (1976)



Every map can be coloured with four colours in such a way that neighbouring regions have different colours

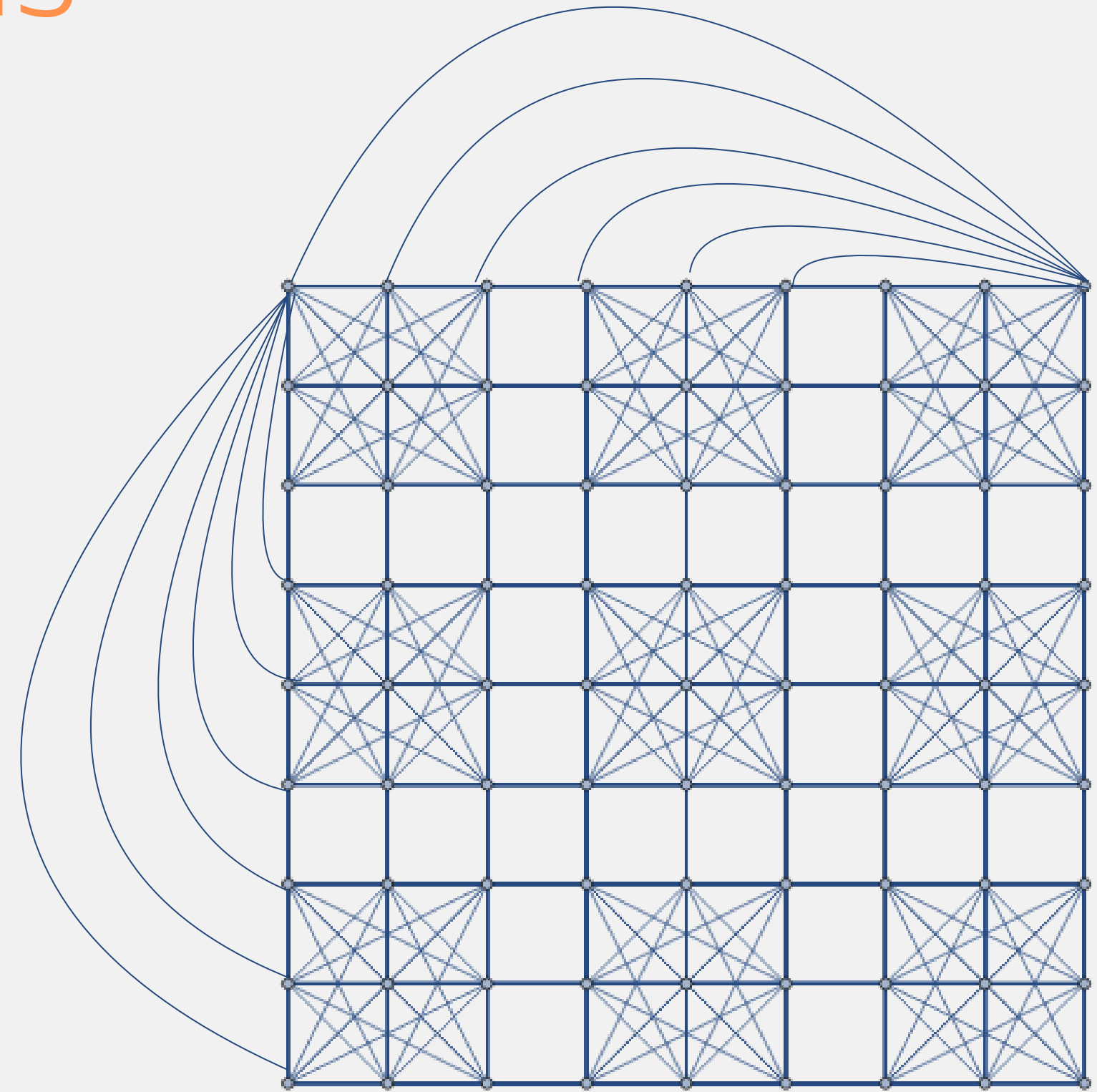


Appel and Haken

# COLOURING PROBLEMS

## Sudoku

1							7	
			3					
				8				
							9	
7								



Source: Wolfram Community

# COLOURING PROBLEMS

Computational complexity

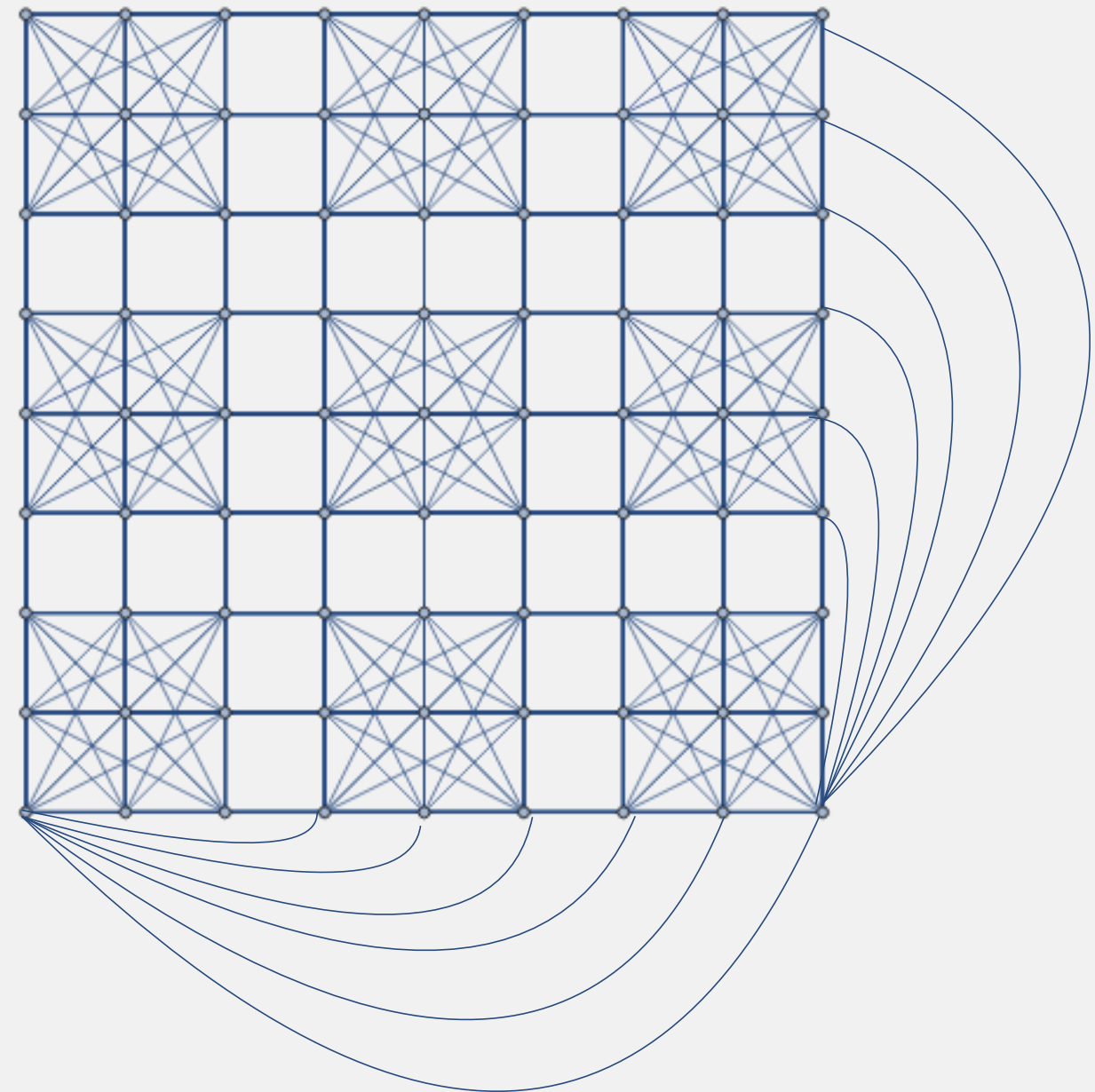
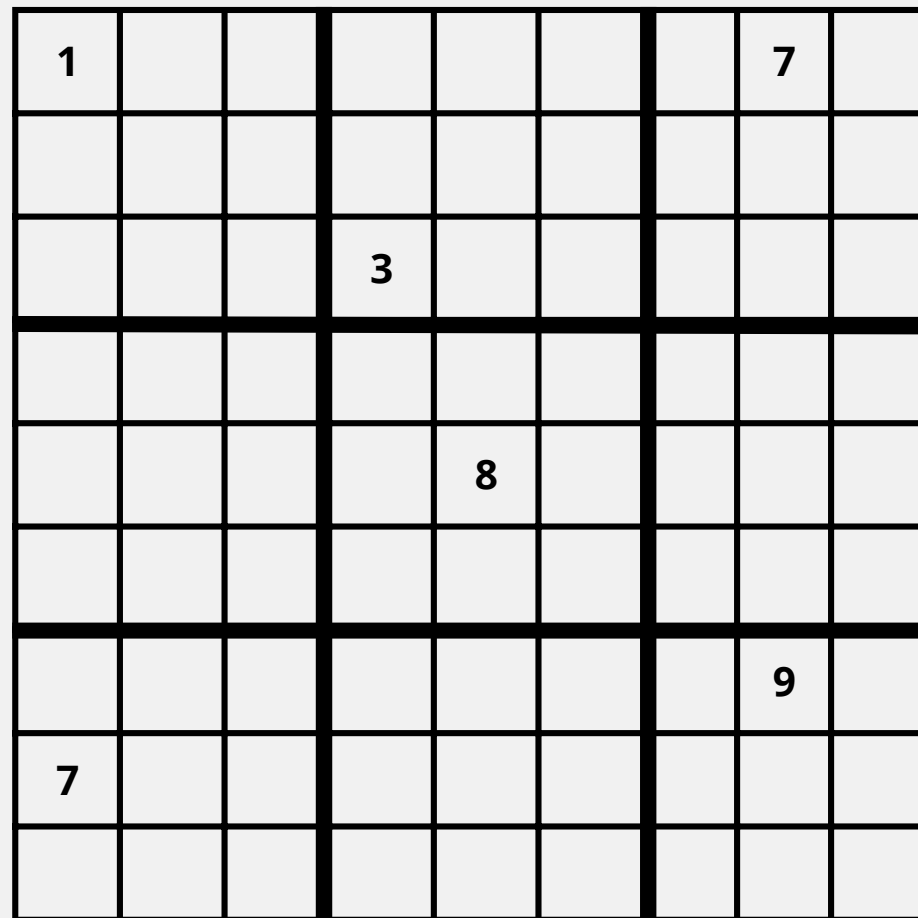
Given an *input* graph  $G$  determine whether there is a *proper  $k$ -colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

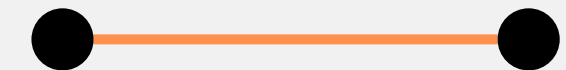
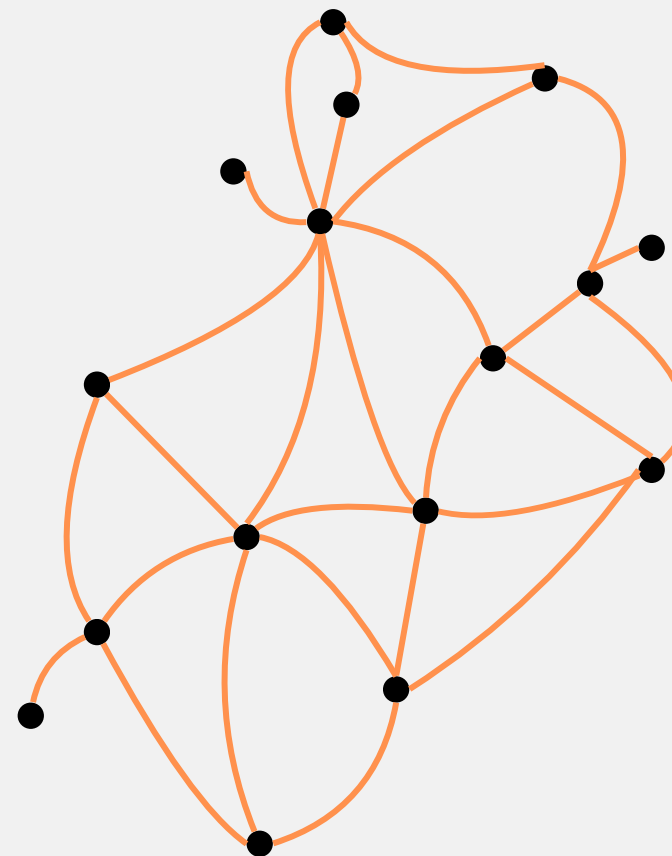
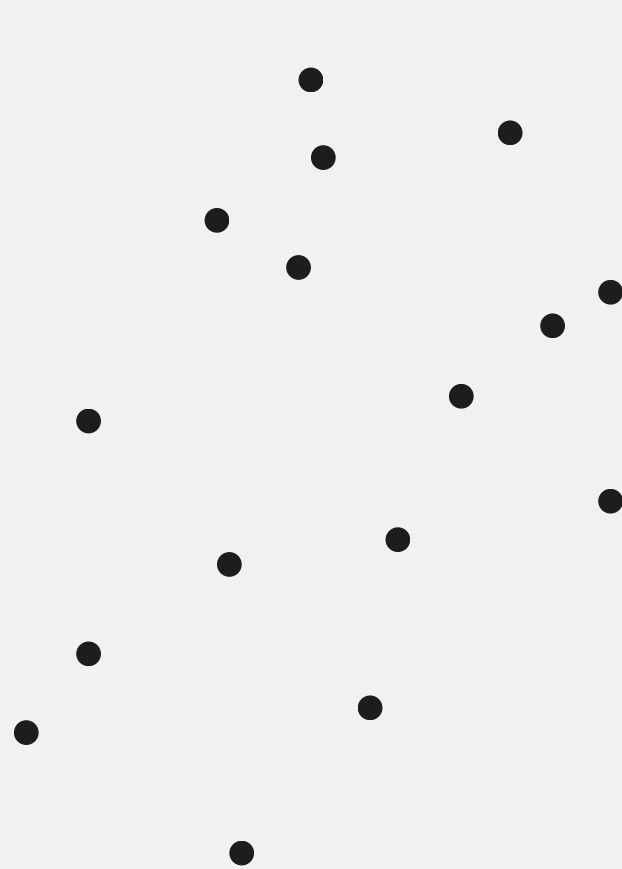
Given an *input* graph  $G$  determine whether there is a *proper 9-colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

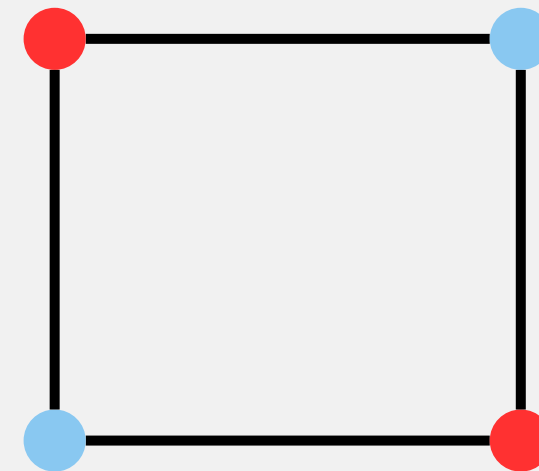
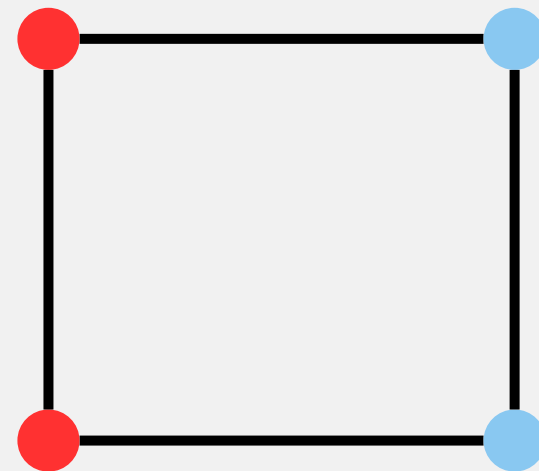
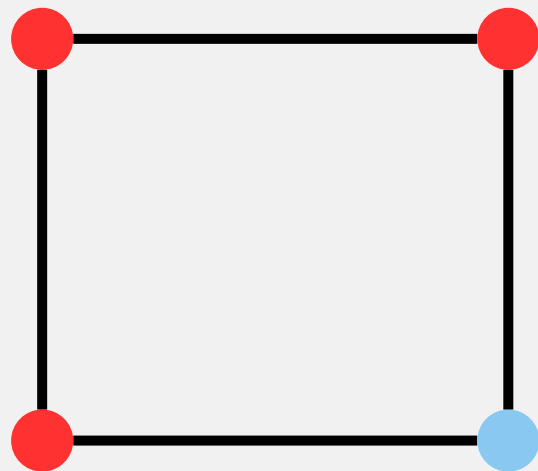
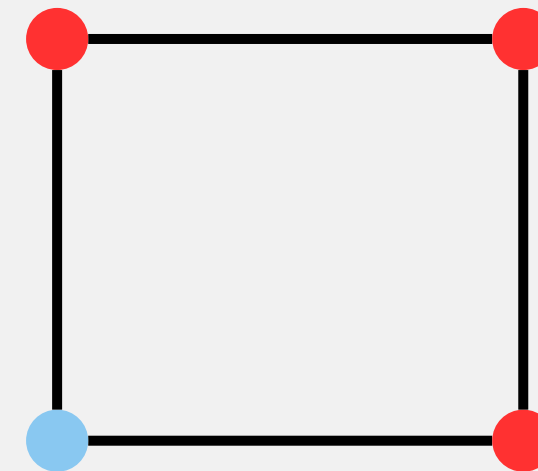
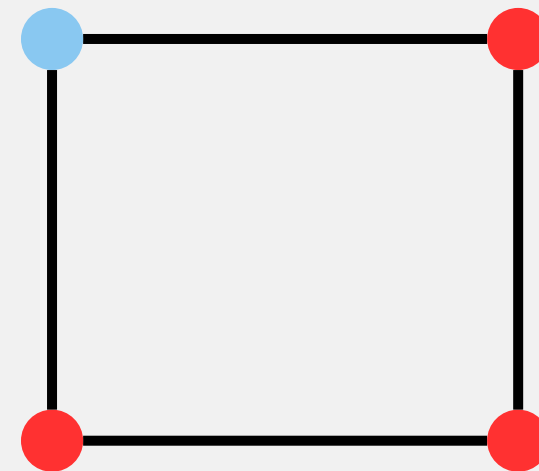
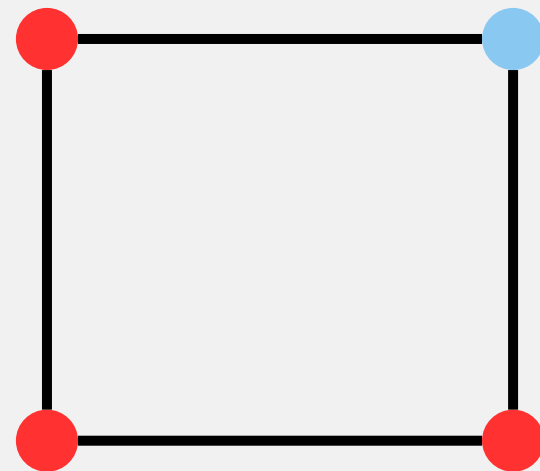
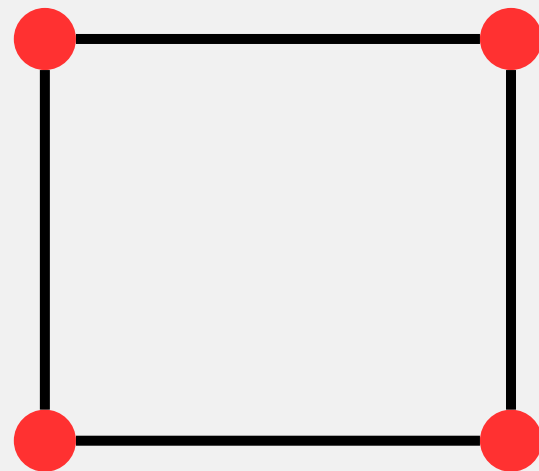
Given an *input* graph  $G$  determine whether there is a *proper 1-colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

Given an *input* graph  $G$  determine whether there is a *proper 2-colouring* of  $G$

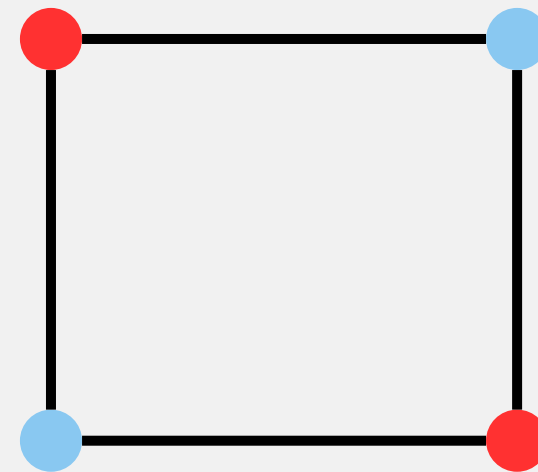
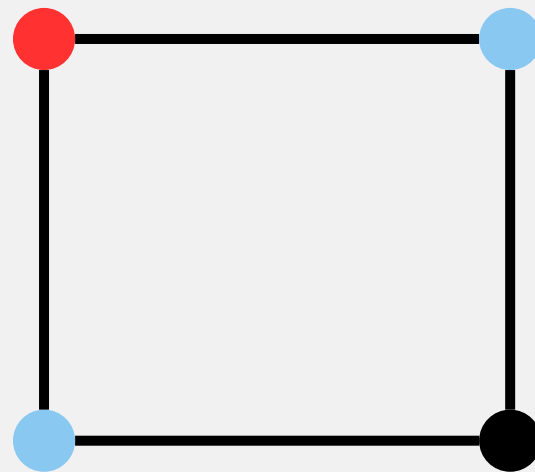
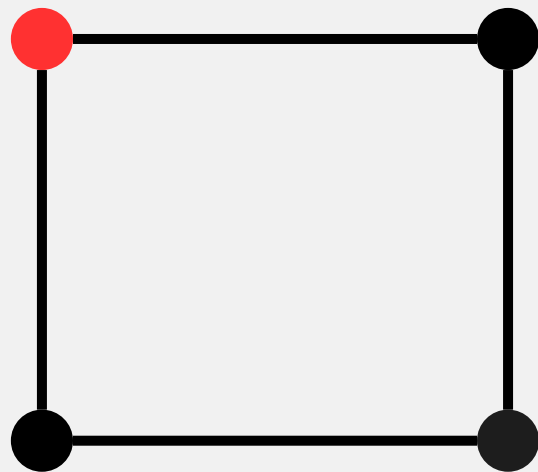




# COLOURING PROBLEMS

Computational complexity

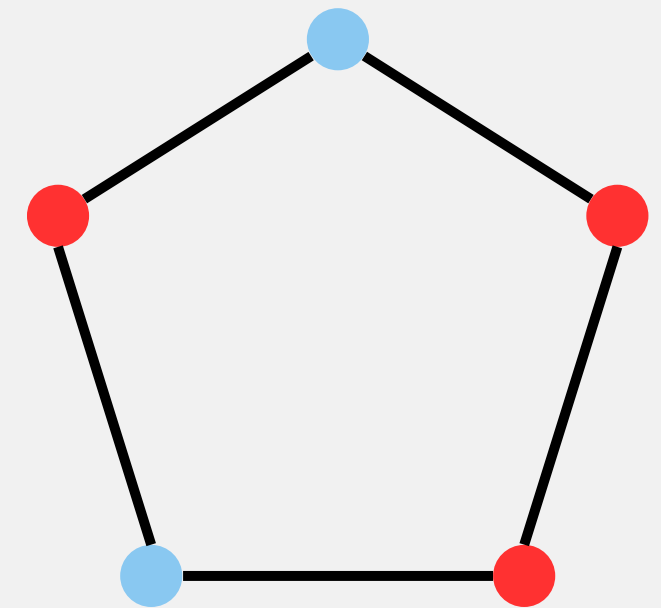
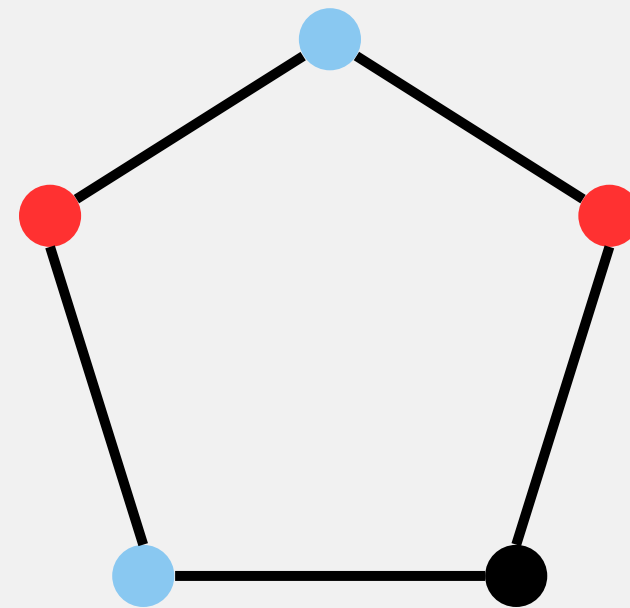
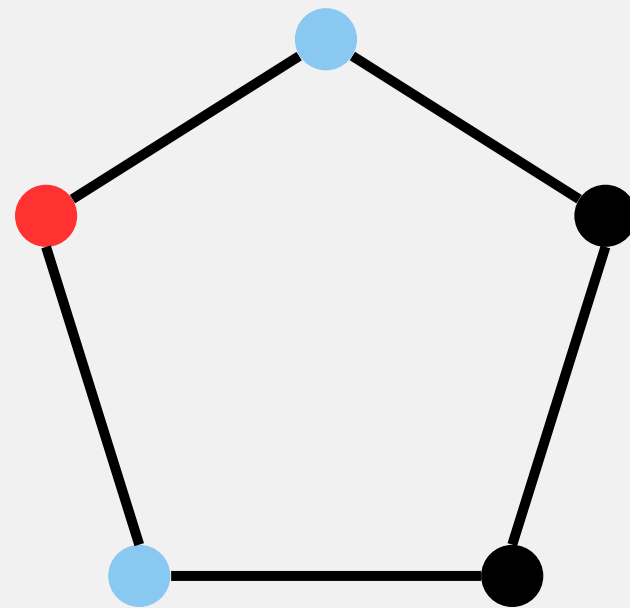
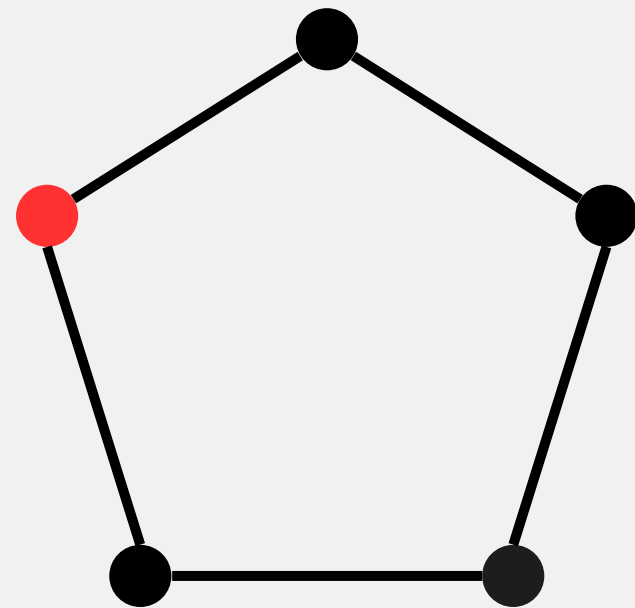
Given an *input* graph  $G$  determine whether there is a *proper 2-colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

Given an *input* graph  $G$  determine whether there is a *proper 2-colouring* of  $G$



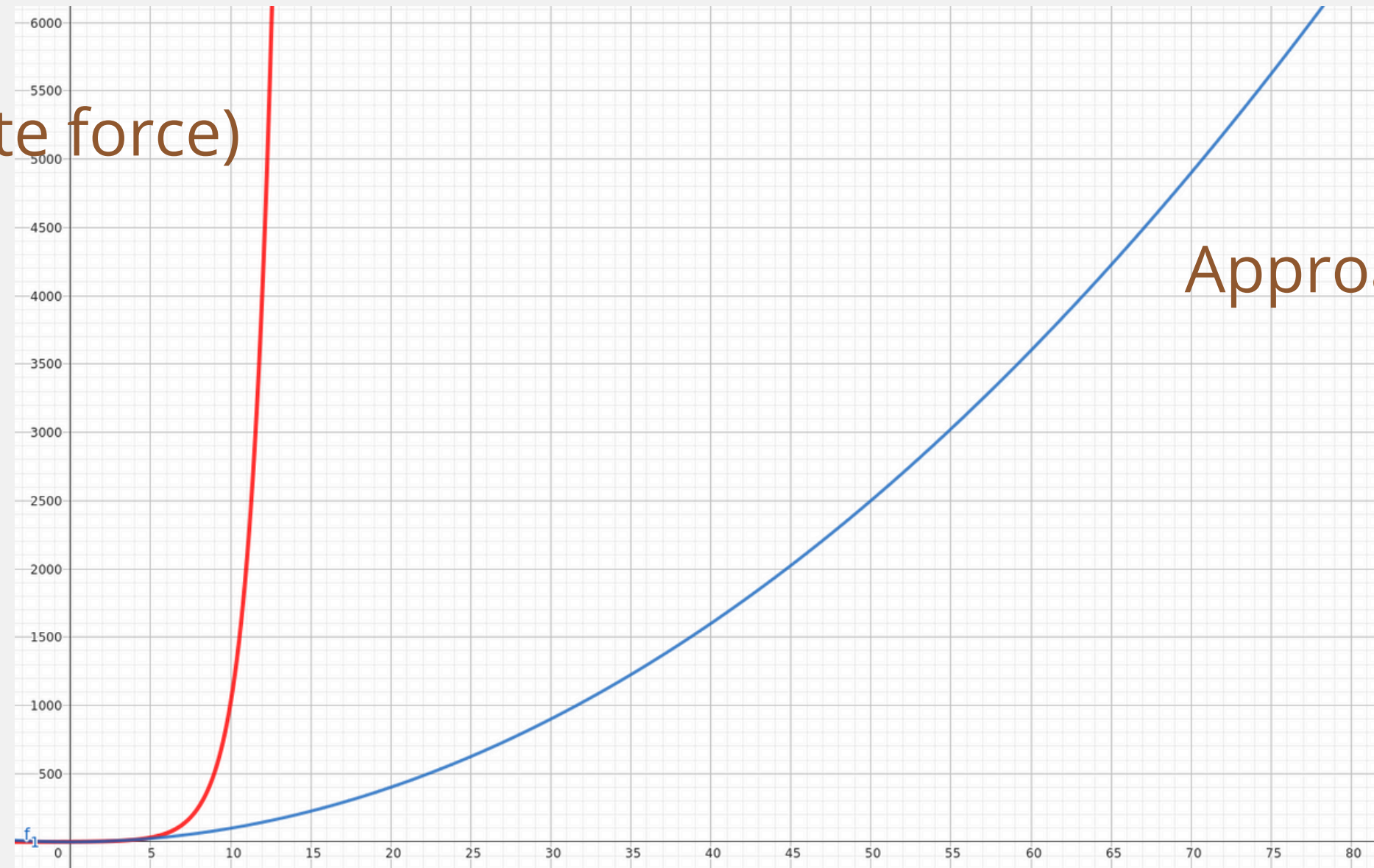
# COLOURING PROBLEMS

## Computational complexity

Given an **input** graph  $G$  determine whether there is a **proper 2-colouring** of  $G$

Approach 1 (Brute force)

Running time:  $2^n$   
 $2^{70}$  seconds > age  
of the universe



Approach 2 (Consistency)

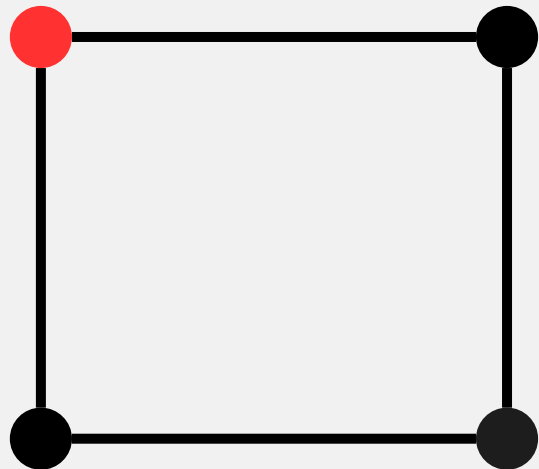
Running time:  $n^2$   
 $70^2$  seconds < 1h30'



# COLOURING PROBLEMS

Computational complexity

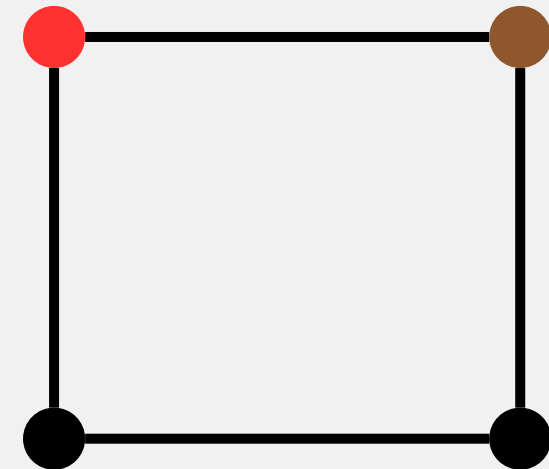
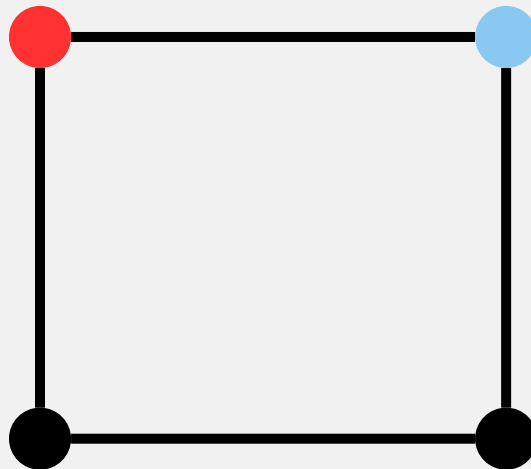
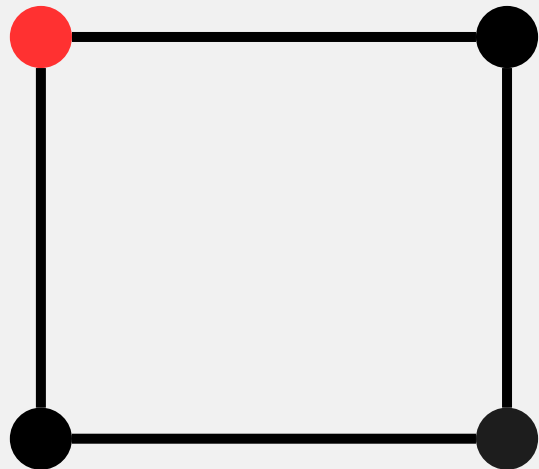
Given an *input* graph  $G$  determine whether there is a *proper 3-colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

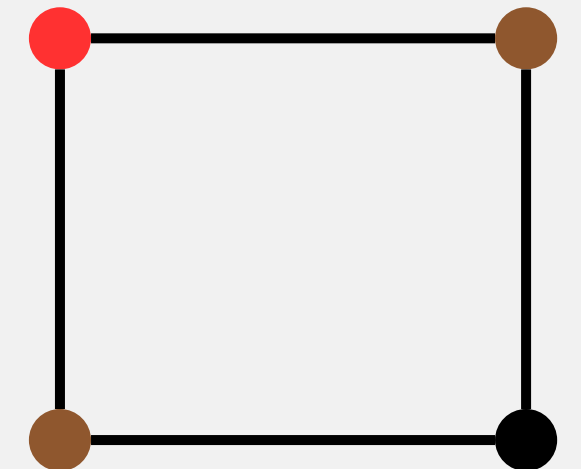
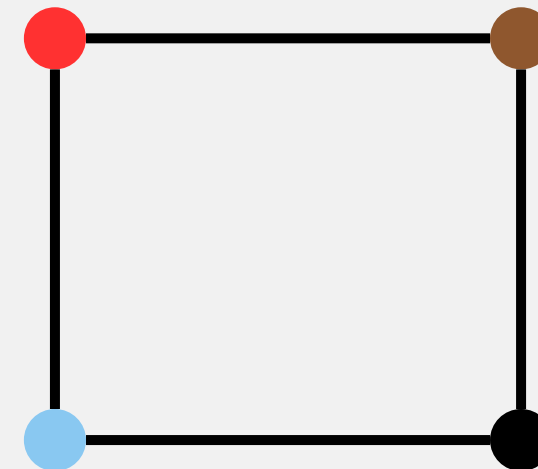
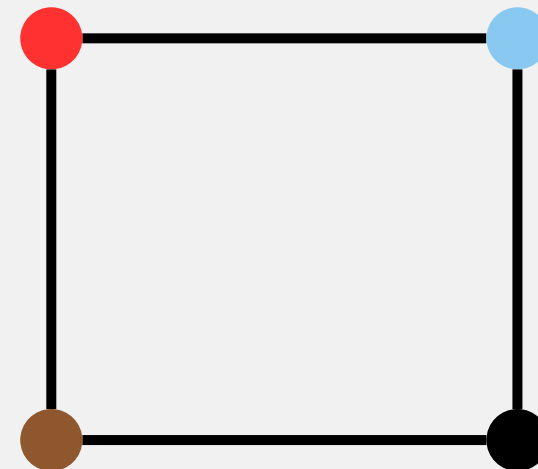
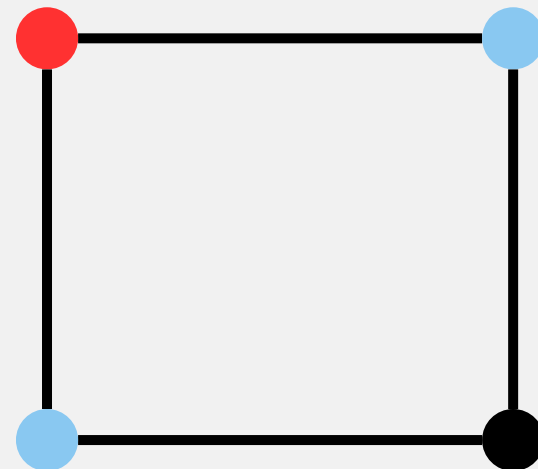
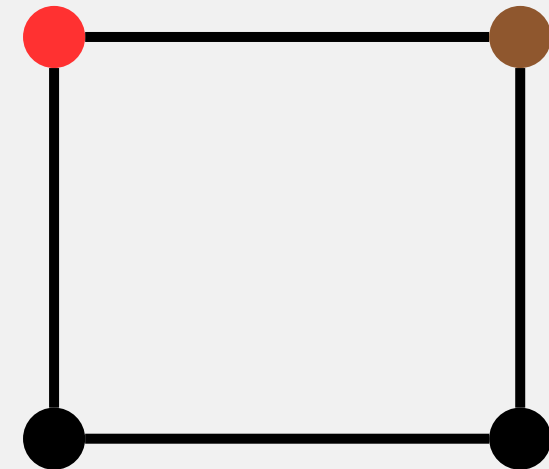
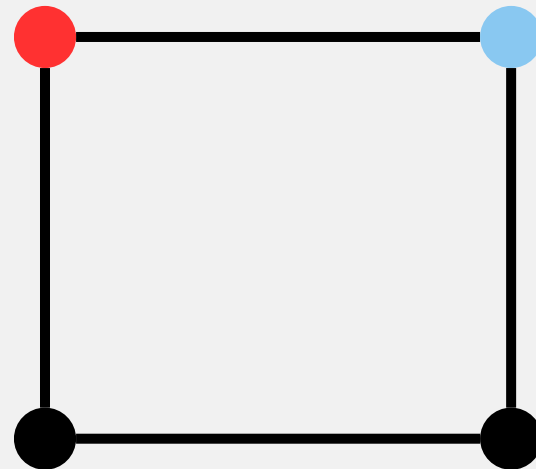
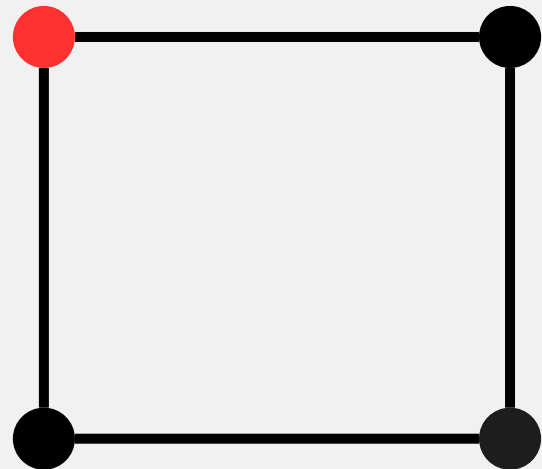
Given an *input* graph  $G$  determine whether there is a *proper 3-colouring* of  $G$



# COLOURING PROBLEMS

Computational complexity

Given an *input* graph  $G$  determine whether there is a *proper 3-colouring* of  $G$





# COLOURING PROBLEMS

Computational complexity

Given an ***input*** graph  $G$  determine whether there is a ***proper 3-colouring*** of  $G$

Approach 1 and 2 give exponential running times :(

Is there an efficient algorithm that solves 3-colouring?

# COLOURING PROBLEMS

Computational complexity

Given an *input* graph  $G$  determine whether there is a *proper 3-colouring* of  $G$

Approach 1 and 2 give exponential running times :(

Is there an efficient algorithm that solves 3-colouring?  
(this is a **million** dollar question)

# COLOURING PROBLEMS

The P versus NP problem: a Millennium Prize Problem

If the solution to a problem is *easy* to ***verify***, is the problem also *easy* to ***solve***?

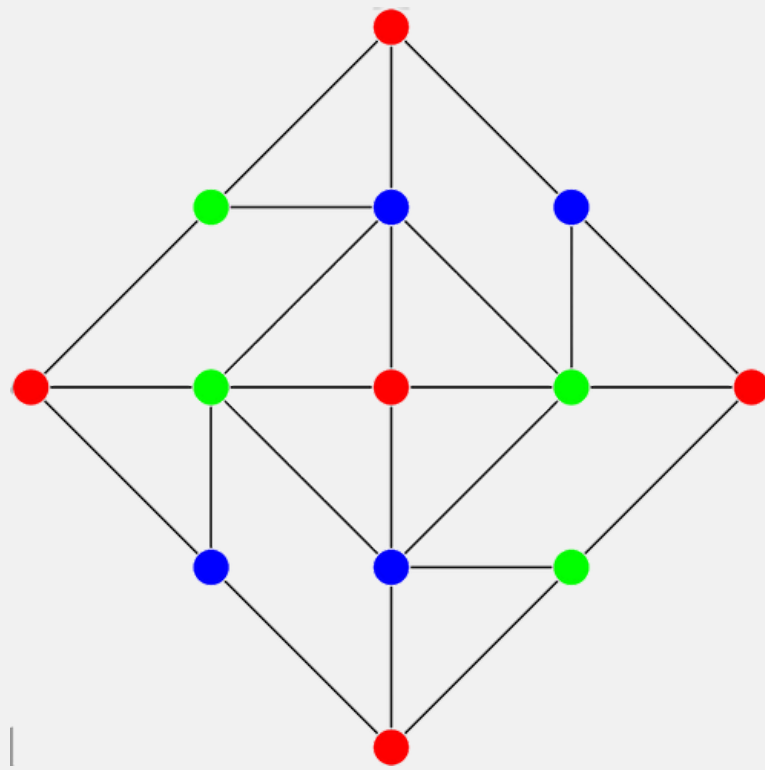


# COLOURING PROBLEMS

The P versus NP problem: a Millennium Prize Problem

If the solution to a problem is *easy* to ***verify***, is the problem also *easy* to ***solve***?

3-colouring

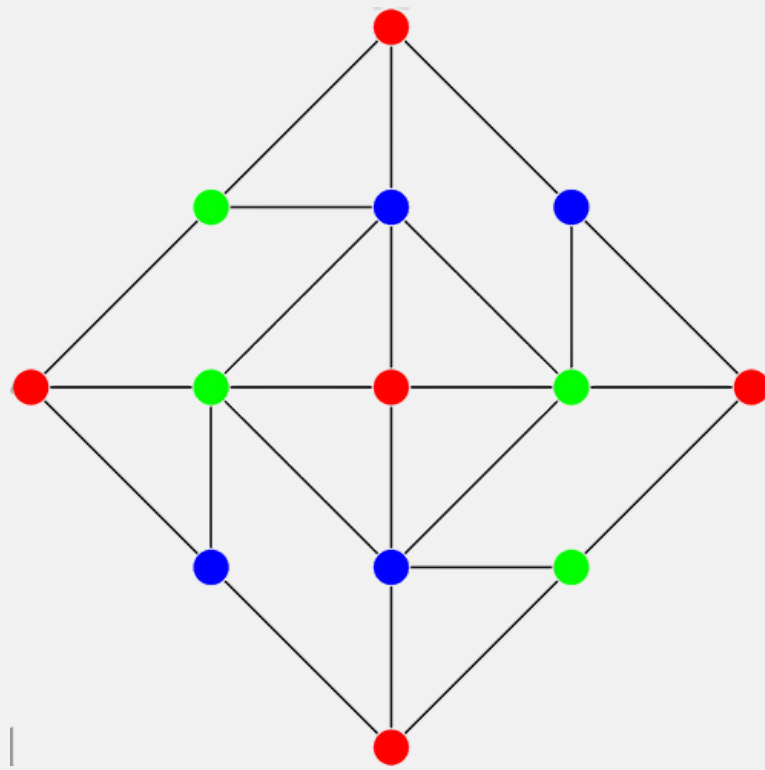


# COLOURING PROBLEMS

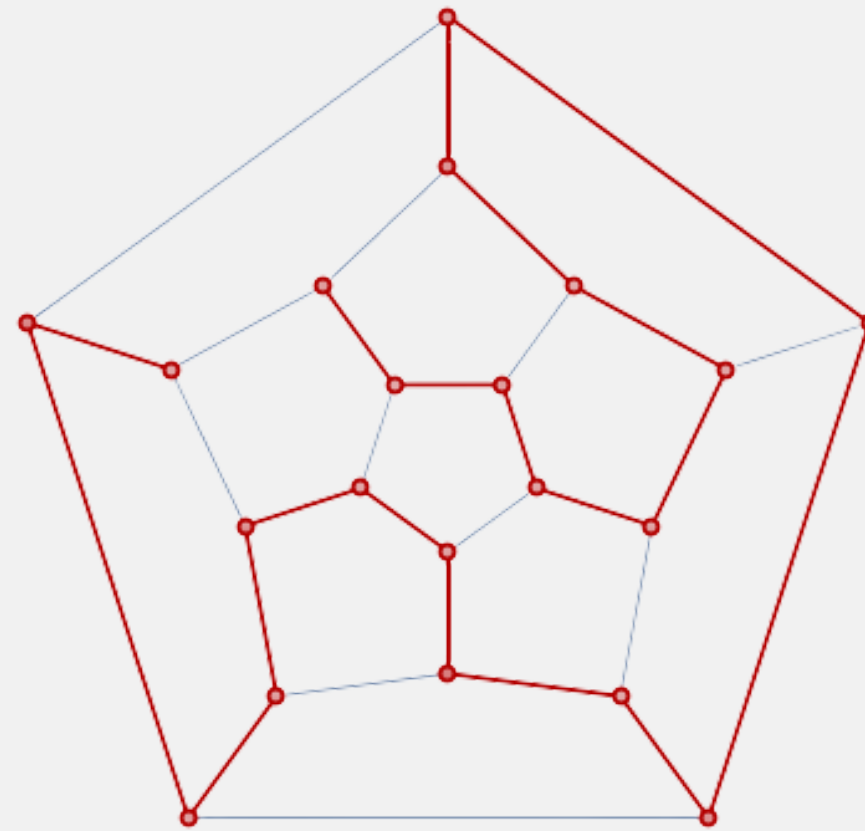
The P versus NP problem: a Millennium Prize Problem

If the solution to a problem is *easy* to ***verify***, is the problem also *easy* to ***solve***?

Graph colouring



Hamiltonian path

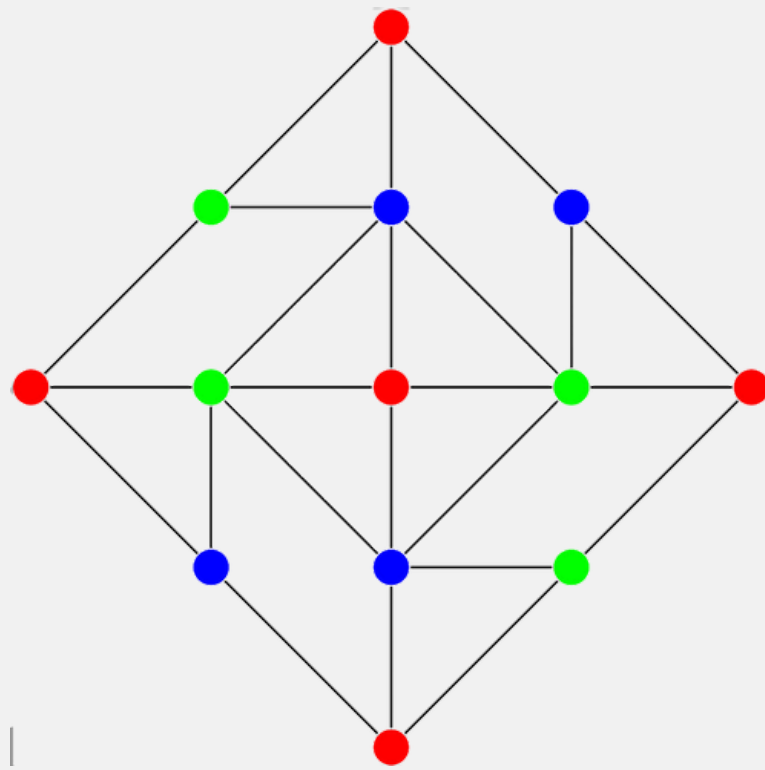


# COLOURING PROBLEMS

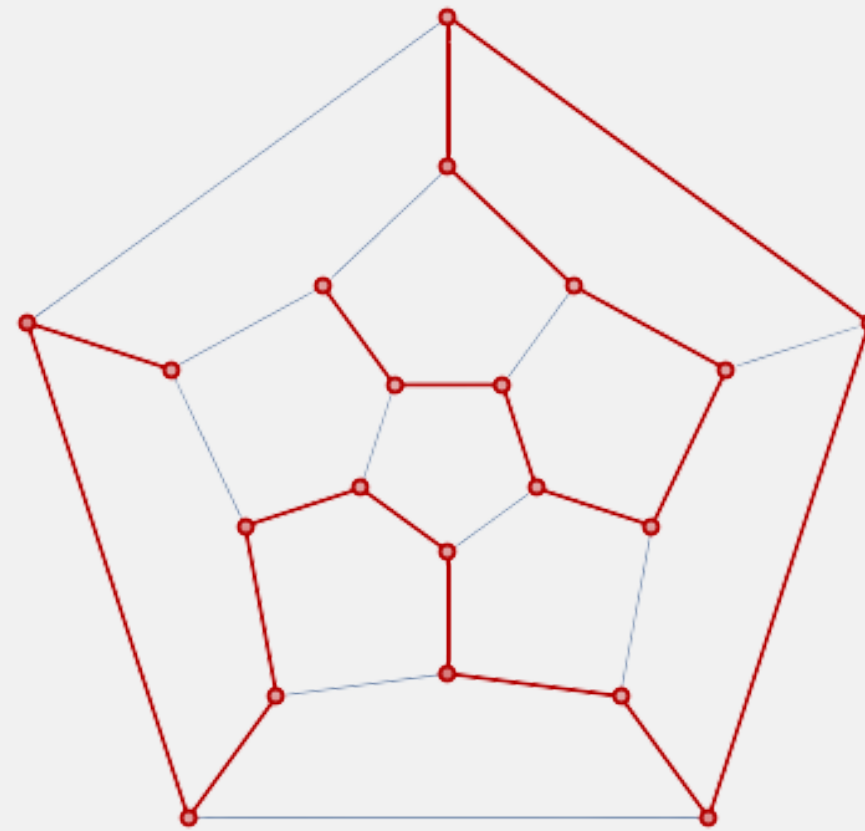
## The P versus NP problem: a Millennium Prize Problem

If the solution to a problem is *easy* to **verify**, is the problem also *easy* to **solve**?

### Graph colouring



### Hamiltonian path



### Integer Factorization

#### RSA Algorithm

##### Key Generation

Select $p, q$	$p$ and $q$ both prime; $p \neq q$
Calculate $n = p \times q$	
Calculate $\phi(n) = (p-1)(q-1)$	
Select integer $e$	$\gcd(\phi(n), e) = 1; 1 < e < \phi(n)$
Calculate $d$	$de \bmod \phi(n) = 1$
Public key	$KU = \{e, n\}$
Private key	$KR = \{d, n\}$

##### Encryption

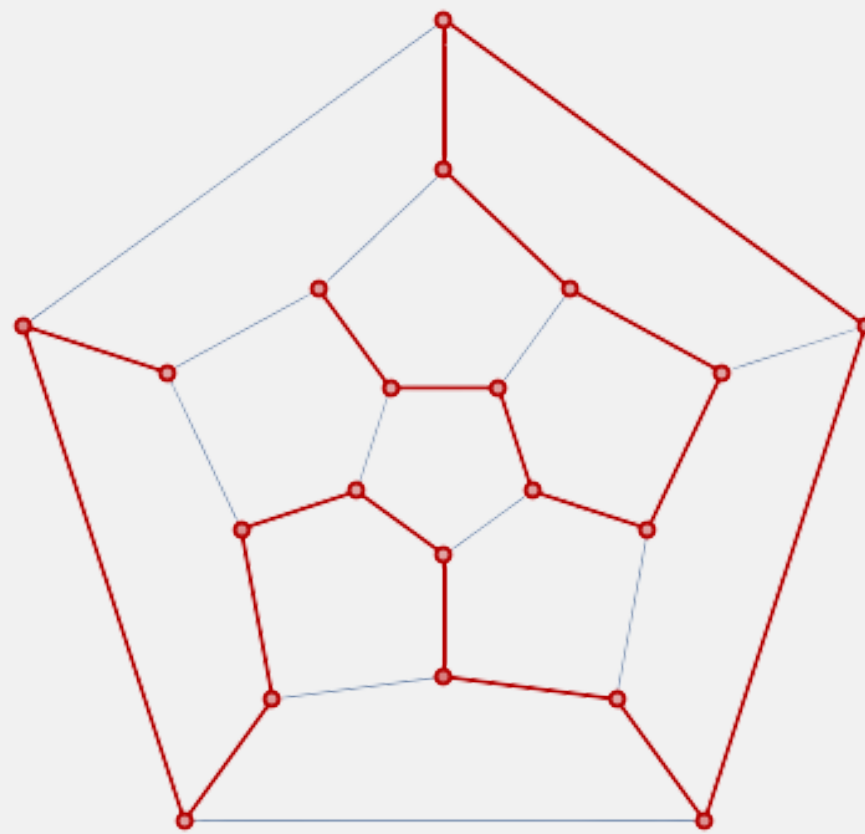
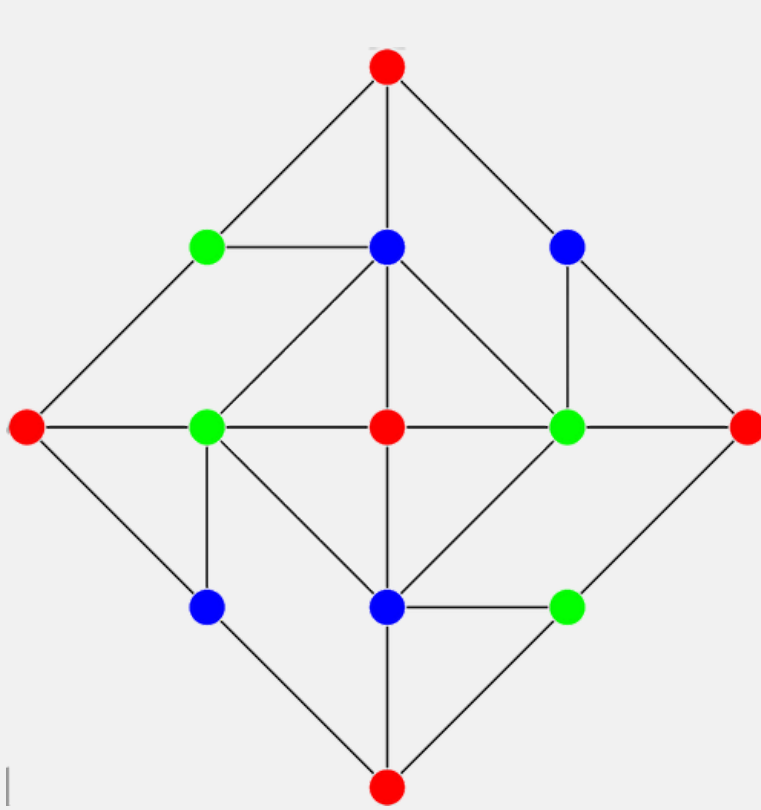
Plaintext:	$M < n$
Ciphertext:	$C = M^e \bmod n$

##### Decryption

Plaintext:	$C$
Ciphertext:	$M = C^d \bmod n$



# THANK YOU FOR YOUR ATTENTION!



## RSA Algorithm

### Key Generation

Select $p, q$	$p$ and $q$ both prime; $p \neq q$
Calculate $n = p \times q$	
Calculate $\phi(n) = (p-1)(q-1)$	
Select integer $e$	$\gcd(\phi(n), e) = 1; 1 < e < \phi(n)$
Calculate $d$	$de \bmod \phi(n) = 1$
Public key	$KU = \{e, n\}$
Private key	$KR = \{d, n\}$

### Encryption

Plaintext:	$M < n$
Ciphertext:	$C = M^e \bmod n$

### Decryption

Plaintext:	$C$
Ciphertext:	$M = C^d \bmod n$