

Graph Theory Problems And Solutions

The fusion between graph theory and combinatorial optimization has led to theoretically profound and practically useful algorithms, yet there is no book that currently covers both areas together. Handbook of Graph Theory, Combinatorial Optimization, and Algorithms is the first to present a unified, comprehensive treatment of both graph theory and c

Graph theory goes back several centuries and revolves around the study of graphs—mathematical structures showing relations between objects. With applications in biology, computer science, transportation science, and other areas, graph theory encompasses some of the most beautiful formulas in mathematics—and some of its most famous problems. The Fascinating World of Graph Theory explores the questions and puzzles that have been studied, and often solved, through graph theory. This book looks at graph theory's development and the vibrant individuals responsible for the field's growth. Introducing fundamental concepts, the authors explore a diverse plethora of classic problems such as the Lights Out Puzzle, and each chapter contains math exercises for readers to savor. An eye-opening journey into the world of graphs, The Fascinating World of Graph Theory offers exciting problem-solving possibilities for mathematics and beyond.

The ever-expanding field of extremal graph theory encompasses a diverse array of problem-solving methods, including applications to economics, computer science, and optimization theory. This volume, based on a series of lectures delivered to graduate students at the University of Cambridge, presents a concise yet comprehensive treatment of extremal graph theory. Unlike most graph theory treatises, this text features complete proofs for almost all of its results. Further, insights into theory are provided by the numerous exercises of varying degrees of difficulty that accompany each chapter. Although geared toward mathematicians and research students, much of Extremal Graph Theory is accessible even to undergraduate students of mathematics. Pure mathematicians will find this text a valuable resource in terms of its unusually large collection of results and proofs, and professionals in other fields with an interest in the applications of graph theory will also appreciate its precision and scope.

Graph theory, and graph labeling in particular, are fast-growing research areas in mathematics. New results are constantly being discovered and published at a rapidly increasing rate due to the enormous number of open problems and conjectures in the field. This book deals mainly with the super edge-antimagic branch of graph labeling. It is written for specialists, but could be read also by postgraduate or undergraduate students with high school knowledge of mathematics and a vibrant interest in problem-solving.

Graphs Theory and Applications
Graph Theory and Its Applications to Problems of Society
Handbook of Graph Theory, Combinatorial Optimization, and Algorithms
Binary Digital Image Processing
Linear Algebra Problem Solver
A Source Book for Challenges and Directions

Problems and Solutions in Structural Geology and Tectonics, Volume 5, in the series Developments in Structural Geology and Tectonics, presents students, researchers and practitioners with an all-new set of problems and solutions that structural geologists and tectonics researchers commonly face. Topics covered include ductile deformation (such as strain analyses), brittle deformation (such as rock fracturing), brittle-ductile deformation, collisional and shortening tectonics, thrust-related exercises, rift and extensional tectonics, strike slip tectonics, and cross-section balancing exercises. The book provides a how-to guide for students of structural geology and geologists working in the oil, gas and mining industries. Provides practical solutions to industry-related issues, such as well bore stability Allow for self-study and includes background information and explanation of research and industry jargon Includes full color diagrams to explain 3D issues

h Problem Solver is an insightful and essential study and solution guide chock-full of clear, concise problem-solving gems. All your questions can be found in one convenient source from one of the most trusted names in reference solution guides. More useful, more practical, and more informative, these study aids are the best review books and textbook companions available. Nothing remotely as comprehensive or as helpful exists in their subject anywhere. Perfect for undergraduate and graduate studies. Here in this highly useful reference is the finest overview of finite and discrete math currently available, with hundreds of finite and discrete math problems that cover everything from graph theory and statistics to probability and Boolean algebra. Each problem is clearly solved with step-by-step detailed solutions. DETAILS - The PROBLEM SOLVERS are unique - the ultimate in study guides. - They are ideal for helping students cope with the toughest subjects. - They greatly simplify study and learning tasks. - They enable students to come to grips with difficult problems by showing them the way, step-by-step, toward solving problems. As a result, they save hours of frustration and time spent on groping for answers and understanding. - They cover material ranging from the elementary to the advanced in each subject. - They work exceptionally well with any text in its field. - PROBLEM SOLVERS are available in 41 subjects. - Each PROBLEM SOLVER is prepared by supremely knowledgeable experts. - Most are over 1000 pages. - PROBLEM SOLVERS are not meant to be read cover to cover. They offer whatever may be needed at a given time. An excellent index helps to locate specific problems rapidly. TABLE OF CONTENTS Introduction Chapter 1: Logic Statements, Negations, Conjunctions, and Disjunctions Truth Table and Proposition Calculus Conditional and Biconditional Statements Mathematical Induction Chapter 2: Set Theory Sets and Subsets Set Operations Venn Diagram Cartesian Product Applications Chapter 3: Relations Relations and Graphs Inverse Relations and Composition of Relations Equivalence Relations Chapter 4: Functions Functions and Graphs Surjective, Injective, and Bijective Functions Chapter 5: Vectors and Matrices Vectors Matrix Arithmetic The Inverse and Rank of a Matrix Determinants Matrices Chapter 6: Graph Theory Graphs and Directed Graphs Matrices and Graphs Isomorphic and Homeomorphic Graphs Planar Graphs and Colorations Trees Shortest Path(s) Maximum Flow Chapter 7: Counting and Binomial Theorem Factorial Notation Counting Principles Permutations Combinations The Binomial Theorem Chapter 8: Probability Probability Conditional Probability and Bayes' Theorem Chapter 9: Statistics Descriptive Statistics Probable Distributions The Binomial and Joint Distributions Functions of Random Variables Expected Value Moment Generating Function Special Discrete Distributions Normal Distributions Sampling Theory Confidence Intervals Point Estimation Hypothesis Testing Regression and Correlation Analysis Non-Parametric Methods Chi-Square and Contingency Tables Miscellaneous Applications Chapter 10: Boolean Algebra Boolean Algebra and Boolean Functions Minimization Switching Circuits Chapter 11: Linear Programming and the Theory of Games Systems of Linear Inequalities Geometric Solutions and Dual of Linear Programming Problems The Simplex Method Linear Programming - Advanced Methods Integer Programming The Theory of Games Index WHAT THIS BOOK IS FOR Students have generally found finite and discrete math difficult subjects to understand and learn. Despite the publication of hundreds of textbooks in this field, each one intended to provide an improvement over previous textbooks, students of finite and discrete math continue to remain perplexed as a result of numerous subject areas that must be remembered and correlated when solving problems. Various interpretations of finite and discrete math terms also contribute to the difficulties of mastering the subject. In a study of finite and discrete math, REA found the following basic reasons underlying the inherent difficulties of finite and discrete math: No systematic rules of analysis were ever developed to follow in a step-by-step manner to solve typically encountered problems. This results from numerous different conditions and principles involved in a problem that leads to many possible different solution methods. To prescribe a set of rules for each of the possible variations would involve an enormous number of additional steps, making this task more burdensome than solving the problem directly due to the expectation of much trial and error. Current textbooks normally explain a given principle in a few pages written by a finite and discrete math professional who has insight into the subject matter not shared by others. These explanations are often written in an abstract manner that causes confusion as to the principle's use and application.

Explanations then are often not sufficiently detailed or extensive enough to make the reader aware of the wide range of applications and different aspects of the principle being studied. The numerous possible variations of principles and their applications are usually not discussed, and it is left to the reader to discover this while doing exercises. Accordingly, the average student is expected to rediscover that which has long been established and practiced, but not always published or adequately explained. The examples typically following the explanation of a topic are too few in number and too simple to enable the student to obtain a thorough grasp of the involved principles. The explanations do not provide sufficient basis to solve problems that may be assigned for homework or given on examinations. Poorly solved examples such as these can be presented in abbreviated form which leaves out much explanatory material between steps, and as a result requires the reader to figure out the missing information. This leaves the reader with an impression that the problems and even the subject are hard to learn - completely the opposite of what an example is supposed to do. Poor examples are often worded in a confusing or obscure way. They might not state the nature of the problem or they present a solution, which appears to have no direct relation to the problem. These problems usually offer an overly general discussion - never revealing how or what is to be solved. Many examples do not include accompanying diagrams or graphs, denying the reader the exposure necessary for drawing good diagrams and graphs. Such practice only strengthens understanding by simplifying and organizing finite and discrete math processes. Students can learn the subject only by doing the exercises themselves and reviewing them in class, obtaining experience in applying the principles with their different ramifications. In doing the exercises by themselves, students find that they are required to devote considerable more time to finite and discrete math than to other subjects, because they are uncertain with regard to the selection and application of the theorems and principles involved. It is also often necessary for students to discover those "tricks" and shortcuts (or review books) that make it possible to solve problems easily. Students must usually resort to methods of trial and error to discover these "tricks," therefore finding out that they may sometimes spend several hours to solve a single problem. When reviewing the exercises in classrooms, instructors usually request students to take minutes on the boards and explain them to the class. Students often find it difficult to explain in a manner that holds the interest of the class, and enables the remaining students to follow the material written on the boards. The remaining students in the class are thus too occupied with copying the material off the boards to follow the professor's explanations. This book is intended to aid students in finite and discrete math overcome the difficulties described by supplying detailed illustrations of the solution methods that are usually not apparent to students. Solution methods are illustrated by problems that have been selected from those most often assigned for class work and given on examinations. The problems are arranged in order of complexity to enable students to learn and understand a particular topic by reviewing the problems in sequence. The problems are illustrated with detailed, step-by-step explanations, to save the students large amounts of time that is often needed to fill in the gaps that are usually found between steps of illustrations in textbooks or review/outline books. The staff of REA considers finite and discrete math a subject that is best learned by allowing students to view the methods of analysis and solution techniques. This learning approach is similar to that practiced in various scientific laboratories, particularly in the medical fields. In using this book, students may review and study the illustrated problems at their own pace; students are not limited to the time such problems receive in the classroom. When students want to look up a particular type of problem and solution, they can readily locate it in the book by referring to the index that has been extensively prepared. It is also possible to locate a particular type of problem by glancing at just the material within the boxed portions. Each problem is numbered and surrounded by a heavy black border for speedy identification.

Features recent advances and new applications in graph edgecoloring Reviewing recent advances in the Edge Coloring Problem, GraphEdge Coloring: Vizing's Theorem and Goldberg's Conjectureprovides an overview of the current state of the science,explaining the interconnections among the results obtained fromimportant graph theory studies. The authors introduce many newimproved proofs of known results to identify and point to possibilitiesolutions for open problems in edge coloring. The book begins with an introduction to graph theory and theconcept of edge coloring. Subsequent chapters explore importanttopics such as: Use of Tashkinov trees to obtain an asymptotic solutionto Goldberg's conjecture Application of Vizing fans to obtain both known and newresults Kierstead paths as an alternative to Vizing fans Classification problem of simple graphs Generalized edge coloring in which a color may appear more thanonce at a vertex This book also features first-time English translations of twogroundbreaking papers written by Vadim Vizing on an estimate of thechromatic class of a p-graph and the critical graphs within a givenchromatic class. Written by leading experts who have reinigorated research inthe field, Graph Edge Coloring is an excellent book formathematics, optimization, and computer science courses at thegraduate level. The book also serves as a valuable reference forresearchers interested in discrete mathematics, graph theory,operations research, theoretical computer science, andcombinatorial optimization.

The William Lowell Putnam Mathematics Competition is the most prestigious undergraduate mathematics problem-solving contest in North America, with thousands of students taking part every year. This volume presents the contest problems for the years 2001–2016. The heart of the book is the solutions; these include multiple approaches, drawn from many sources, plus insights into navigating from the problem statement to a solution. There is also a section of hints, to encourage readers to engage deeply with the problems before consulting the solutions. The authors have a distinguished history of engagement with, and preparation of students for, the Putnam and other mathematical competitions. Collectively they have been named Putnam Fellow (top five finisher) ten times. Kiran Kedlaya also maintains the online Putnam Archive.

An Open Introduction
Quo Vadis, Graph Theory?
Fundamentals of Graph Theory
A Wealth of Problems and Some Solutions
The William Lowell Putnam Mathematical Competition Problems and Solutions
Schaum's Outline of Graph Theory: Including Hundreds of Solved Problems

This text offers the most comprehensive and up-to-date presentation available on the fundamental topics in graph theory. It develops a thorough understanding of the structure of graphs, the techniques used to analyze problems in graph theory and the uses of graph theoretical algorithms in mathematics, engineering and computer science. There are many new topics in this book that have not appeared before in print: new proofs of various classical theorems, signed degree sequences, criteria for graphical sequences, eccentric sequences, matching and decomposition of planar graphs into trees. Scores in digraphs appear for the first time and include new results due to Pirzada.

The climax of the book is a new proof of the famous four colour theorem due to Dhawrkhan. These notes were first used in an introductory course team taught by the authors at Appalachian State University to advanced undergraduates and beginning graduates. The text was written with four pedagogical goals in mind: offer a variety of topics in one course, get to the main themes and tools as efficiently as possible, show the relationships between the different topics, and include recent results to convince students that mathematics is a living discipline.

This concisely written text in finite mathematics gives a sequential, distinctly applied presentation of topics, employing a pedagogical approach that is ideal for freshmen and sophomores in business, the social sciences, and the liberal arts. The work opens with a brief review of sets and numbers, followed by an introduction to data sets, counting arguments, and the Binomial Theorem, which sets the foundation for elementary probability theory and some basic statistics. Further chapters treat graph theory as it relates to modelling, matrices and vectors, and linear programming. Requiring only two years of high school algebra, this book's many examples and illuminating problem sets - with selected solutions - will appeal to a wide audience of students and teachers.

But, by popular demand, the NAA is pleased to reissue this outstanding collection of problems and solutions from the Putnam Competitions covering the years 1938-1964. Problemists the world over, including all past and future Putnam Competitors, will revel in mastering the difficulties posed by this collection of problems from the first William Lowell Putnam Competitions.

Finite and Discrete Math Problem Solver
Discrete Mathematics
Graph Theory with Applications to Engineering and Computer Science
Second Edition

Vizing's Theorem and Goldberg's Conjecture

Problems and Solutions in Structural Geology and Tectonics

Graph theory is a fascinating and inviting branch of mathematics. Many problems are easy to state and have natural visual representations, inviting exploration by new students and professional mathematicians. The goal of this textbook is to present the fundamentals of graph theory to a wide range of readers. The book contains many significant recent results in graph theory, presented using up-to-date notation. The author included the shortest, most elegant, most intuitive proofs for modern and classic results while frequently presenting them in new ways. Major topics are introduced with practical applications that motivate their development, and which are illustrated with examples that show how to apply major theorems in practice. This includes the process of finding a brute force solution (case-checking) when an elegant solution is not apparent.

Written by two prominent figures in the field, this comprehensive text provides a remarkably student-friendly approach. Its sound yet accessible treatment emphasizes the history of graph theory and offers unique examples and lucid proofs. 2004 edition.

Problem Solvers are an essential part of any organized, and structured in such a way that they can be used with any text. No other series of study and solution guides has come close to the *Problem Solvers* in usefulness, quality, and effectiveness. Educators consider the *Problem Solvers* the most effective series of study aids on the market. Students regard them as most helpful for their school work and studies. With these books, students do not merely memorize the subject matter, they really get to understand it. Each *Problem Solver* is over 1,000 pages, yet each saves hours of time in studying and finding solutions to problems. These solutions are worked out in step-by-step detail, thoroughly and clearly. Each book is fully indexed for locating specific problems rapidly. For linear algebra courses, as well as for courses in computers, physics, engineering, and sciences which use linear algebra. Concentrations on solutions to applied problems in economics, mechanics, electricity, chemistry, geometry, business, probability, graph theory, and linear programming.

Originally published in 2001, reissued as part of Pearson's modern classic series.

Solutions Manual
A Beginner's Guide to Discrete Mathematics
Combinatorics and Graph Theory
Problems in Combinatorics and Graph Theory
A Concise Study Companion and Guide
Graph Theory
Graph theory is an important area of applied mathematics with a broad spectrum of applications in many fields. This book results from a special issue in the journal Mathematics entitled "Graph-Theoretic Problems and Their New Applications". It contains 20 articles covering a broad spectrum of graph-theoretic works that were selected from 151 submitted papers after a thorough refereeing process. Among others, it includes a deep survey on mixed graphs and their use for solutions to scheduling problems. Other subjects include topological indices, domination numbers of graphs, domination games, contraction mappings, and neutrosophic graphs. Several applications of graph theory are discussed, e.g., the use of graph theory in the context of molecular processes.
Because of inherent simplicity, graph theory has a wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationships among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal University of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorpo-rated with software design and optimization topics.
The series is edited by the head coaches of China's IMO National Team. Each volume, catering to different grades, is contributed by the senior coaches of the IMO National Team. The Chinese edition has won the award of Top 50 Most Influential Educational Brands in China. The series is created in line with the mathematics cognition and intellectual development levels of the students in the corresponding grades. All hot mathematics topics of the competition are included in the volumes and are organized into chapters where concepts and methods are gradually introduced to equip the students with necessary knowledge until they can finally reach the competition level. In each chapter, well-designed problems including those collected from real competitions are provided so that the students can apply the skills and strategies they have learned to solve these problems. Detailed solutions are provided selectively. As a feature of the series, we also include some solutions generously offered by the members of Chinese national team and national training team.
This book provides an extensive collection of problems with detailed solutions in introductory and advanced matrix calculus. Supplementary problems in each chapter will challenge and excite the reader, ideal for both graduate and undergraduate mathematics and theoretical physics students. The solutions include systems of linear equations, integration and matrices, Kronecker product and vec-operation as well as functions of matrices. Furthermore, specialized topics such as spectral theorem, nonnormal matrices and mutually unbiased bases are included.
Many of the problems are related to applications for group theory, Lie algebra theory, wavelets, graph theory and matrix-valued differential forms, benefitting physics and engineering students and researchers alike. It also branches out to problems with tensors and the hyperdeterminant.
Computer algebra programs in Maxima and SymbolicC++ have also been provided.

Problems & Solutions in Theoretical & Mathematical Physics: Advanced level
Graph Edge Coloring
Structural Solutions to Maximum Independent Set and Related Problems
A Discrete Approach
The Many Facets of Graph Theory

Proceedings of the Conference held at Western Michigan University, Kalamazoo/MI., October 31 - November 2, 1968
Covers the most important combinatorial problems and techniques. This is a book of problems and solutions which range in difficulty and scope from the elementary/student-oriented to open questions at the research level. Each problem is accompanied by a complete and detailed solution together with appropriate references to the mathematical literature, helping the reader not only to learn but to apply the relevant discrete methods. The text is unique in its range and variety--some problems include straightforward manipulations while others are more complicated and require insights and a solid foundation of combinatorics and/or graph theory. Includes a dictionary of terms that makes many of the challenging problems accessible to those whose mathematical education is limited to highschool algebra.

The tool for visualization is Microsoft Visual C++. This popular software has the standard C++ combined with the Microsoft Foundation Classes (MFC) libraries for Windows visualization. This book explains how to create a graph interactively, solve problems in graph theory with minimum number of C++ codes, and provide friendly interfaces that makes learning the topics an interesting one. Each topic in the book comes with working Visual C++ codes which can easily be adapted as solutions to various problems in science and engineering.

In its second edition, expanded with new chapters on domination in graphs and on the spectral properties of graphs, this book offers a solid background in the basics of graph theory. It introduces such topics as Dirac's theorem on k-connected graphs and more.

This book is a collection of problems and solutions in combinatorics, physics, engineering and other sciences. The topics range in difficulty from elementary to advanced level. Almost all the problems are solved in detail and most of them are self-contained. All relevant definitions are given. Students can learn important principles and strategies required for problem solving. Teachers will find this text useful as a supplement, since important concepts and techniques are developed through the problems. The material has been tested in the author's lectures given around the world. The book is divided into two volumes. Volume I presents the introductory problems, for undergraduate and advanced undergraduate students. In Volume II, the more advanced problems, together with detailed solutions, are collected, to meet the needs of graduate students and researchers. The problems included cover most of the new fields in theoretical and mathematical physics, such as Lax representation, Backlund transformation, soliton equations, Lie-algebra-valued differential forms, the Hirota technique, the Painleve test, the Betch ansatz, the Yang - Baxter relation, chaos, fractals, complexity, etc.

Graph-Theoretic Problems and Their New Applications
In Honor of Gregory Z. Gutin's 60th Birthday
The Finite and Discrete Math Problem Solver
Introduction to Graph Theory
A First Course in Graph Theory

The William Lowell Putnam Mathematical Competition 2001–2016: Problems, Solutions, and Commentary

Introduction to Graph TheorySolutions ManualWorld Scientific
Explores modern topics in graph theory and its applications to problems in transportation, genetics, pollution, perturbed ecosystems, urban services, and social inequalities. The author presents both traditional and relatively atypical graph-theoretical topics to best illustrate applications.

This textbook can serve as a comprehensive manual of discrete mathematics and graph theory for non-Computer Science majors; as a reference and study aid for professionals and researchers who have not taken any discrete math course before. It can also be used as a reference book for a course on Discrete Mathematics in Computer Science or Mathematics curricula. The study of discrete mathematics is one of the first steps in various disciplines such as Computer Science, Mathematics and Engineering education practices. Graphs are key data structures used to represent networks, chemical structures, games etc. and are increasingly used more in various applications such as bioinformatics and the Internet. Graph theory has gone through an unprecedented growth in the last few decades both in terms of theory and implementations; hence it deserves a thorough treatment which is not adequately found in any other contemporary books on discrete mathematics, whereas about 40% of this textbook is devoted to graph theory. The text follows an algorithmic approach for discrete mathematics and graph problems where applicable, to reinforce learning and to show how to implement the concepts in real-world applications.

This book presents open optimization problems in graph theory and networks. Each chapter reflects developments in theory and applications based on Gregory Gutin's fundamental contributions to advanced methods and techniques in combinatorial optimization. Researchers, students, and engineers in computer science, big data, applied mathematics, operations research, algorithm design, artificial intelligence, software engineering, data analysis, industrial and systems engineering will benefit from the state-of-the-art results presented in modern graph theory and its applications to the design of efficient algorithms for optimization problems. Topics covered in this work include: · Algorithmic aspects of problems with disjoint cycles in graphs · Graphs where maximal cliques and stable sets intersect · The maximum independent set problem with special classes · A general technique for heuristic algorithms for optimization problems · The network design problem with cut constraints · Algorithms for computing the frustration index of a signed graph · A heuristic approach for studying the patrol problem on a graph · Minimum possible sum and product of the proper connection number · Structural and algorithmic results on branchings in digraphs · Improved upper bounds for Korkel-Ghosh benchmark SPLP instances

A Beginner's Guide to Graph Theory

Simulation for Applied Graph Theory Using Visual C++

1998-1994
Problems and Solutions in Introductory and Advanced Matrix Calculus

Discrete Mathematics and Graph Theory

Problems And Solutions In Mathematical Olympiad (High School 3)
Binary Digital Image Processing is aimed at faculty, postgraduate students and industry specialists. It is both a text reference and a textbook that reviews and analyses the research output in this field of binary image processing. It is aimed at both advanced researchers as well as educating the novice to this area. The theoretical part of this book includes the basic principles required for binary digital image analysis. The practical part which will take an algorithmic approach addresses problems which find applications beyond binary digital line image processing. The book first outlines the theoretical framework underpinning the study of digital image processing with particular reference to those needed for line image processing. The theoretical tools in the first part of the book set the stage for the second and third parts, where low-level binary image processing is addressed and then intermediate level processing of binary line images is studied. The book concludes with some practical applications of this work by reviewing some industrial and software applications (engineering drawing storage and primitive extraction, fingerprint compression).

Outlines the theoretical framework underpinning the study of digital image processing with particular reference to binary line image processing Addresses low-level binary image processing, reviewing a number of essential characteristics of binary digital images and providing solution procedures and algorithms Includes detailed reviews of topics in binary digital image processing with up-to-date research references in relation to each of the problems under study Includes some practical applications of this work by reviewing some common applications Covers a range of topics, organised by the field rather than being driven by problem definitions

This introduction to discrete mathematics is aimed at freshmen and sophomores in mathematics and computer science. It begins with a survey of number systems and elementary set theory before moving on to treat data structures, counting, probability, relations and functions, graph theory, matrices, number theory and cryptography. The end of each section contains problem sets with selected solutions, and good examples occur throughout the text.

This book provides a pedagogical and comprehensive introduction to graph theory and its applications. It contains all the standard basic material and develops significant topics and applications, such as: colorings and the timetabling problem, matchings and the optimal assignment problem, and Hamiltonian cycles and the traveling salesman problem, to name but a few. Exercises at various levels are given at the end of each chapter, and a final chapter presents a few general problems with hints for solutions, thus providing the reader with the opportunity to test and refine their knowledge on the subject. An appendix outlines the basis of computational complexity theory, in particular the definition of NP-completeness, which is essential for algorithmic applications.

Fixed Point Theory and Graph Theory provides an intersection between the theories of fixed point theorems that give the conditions under which maps (single or multivalued) have solutions and graph theory which uses mathematical structures to illustrate the relationship between ordered pairs of objects in terms of their vertices and directed edges. This edited reference work is perhaps the first to provide a link between the two theories, describing not only their foundational aspects, but also the most recent advances and the fascinating intersection of the domains. The authors provide solution methods for fixed points in different settings, with two chapters devoted to the solutions method for critically important non-linear problems in engineering, namely, variational inequalities, fixed point, split feasibility, and hierarchical variational inequality problems.

The last two chapters are devoted to integrating fixed point theory in spaces with the graph and the use of retractions in the fixed point theory for ordered sets. Introduces both metric fixed point and graph theory in terms of their disparate foundations and common application environments Provides a unique integration of otherwise disparate domains that aids both students seeking to understand either area and researchers interested in establishing an integrated research approach Emphasizes solution methods for fixed points in non-linear problems such as variational inequalities, split feasibility, and hierarchical variational inequality problems that is particularly appropriate for engineering and core science applications

Super Edge-Antimagic Graphs
Extremal Graph Theory
A Textbook of Graph Theory
With Exercises and Problems
The Fascinating World of Graph Theory

Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534907046 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org

Concise ly written, gentle introduction to graph theory with out a cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at discrete.openmathbooks.org

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Mathematical circles, with their question-driven approach and emphasis on problem solving, expose students to the type of mathematics that stimulates the development of logical thinking, creativity, analytical abilities, and mathematical reasoning. These skills, while scarcely introduced at school, are in high demand in the modern world. This book, a sequel to Mathematical Circle Diaries, Year 1, teaches how to think and solve problems in mathematics. The material, distributed among twenty-nine weekly lessons, includes detailed lectures and discussions, sets of problems with solutions, and contests and games. In addition, the book shares some of the know-how of running a mathematical circle. The book covers a broad range of problem-solving strategies and proving techniques, as well as some more advanced topics that go beyond the limits of a school curriculum. The topics include invariants, proofs by contradiction, the Pigeonhole principle, proofs by coloring, double counting, combinatorics, binary numbers, graph theory, divisibility and remainders, logic, and many others. When students take science and computing classes in high school and college, they will be better prepared for both the foundations and advanced material. The book contains everything that is needed to run a successful mathematical circle for a full year. This book, written by an author actively involved in teaching mathematical circles for fifteen years, is intended for teachers, math coaches, parents, and math enthusiasts who are interested in teaching math that promotes critical thinking. Motivated students can work through this book on their own. In the interest of fostering a greater awareness and appreciation of mathematics and its connections to other disciplines and everyday life, MSRI and the AMS are publishing books in the Mathematical Circles Library series as a service to young people, their parents and teachers, and the mathematics profession.

Student's love Schaum's--and this new guide will show you why! Graph Theory takes you straight to the heart of graphs. As you study along at your own pace, this study guide shows you step by step how to solve the kind of problems you're going to find on your exams. It gives you hundreds of completely worked problems with full solutions. Hundreds of additional problems let you test your skills, then check the ansers. So if you want to get a firm handle on graph theory--whether to ace your graph course, to supplement a course that uses graphs, or to build a solid basis for future study--there's no better tool than Schaum's. This guide makes a wonderful supplement to your class text, but it is so comprehensive that it can even be used alone as a complete graph theory independent study course!

Optimization Problems in Graph Theory

Fixed Point Theory and Graph Theory

Mathematical Circle Diaries, Year 2: Complete Curriculum for Grades 6 to 8

For Business, Management, and the Social Sciences

Foundations and Integrative Approaches

A Beginner 's Guide to Finite Mathematics

Graph Theory (as a recognized discipline) is a relative newcomer to Mathematics. The first formal paper is found in the work of Leonhard Euler in 1736. In recent years the subject has grown so rapidly that in today's literature, graph theory papers abound with new mathematical developments and significant applications. As with any academic field, it is good to step back occasionally and ask Where is all this activity taking us?, What are the outstanding fundamental problems?, What are the next important steps to take?. In short, Quo Vadis, Graph Theory?. The contributors to this volume have together provided a comprehensive reference source for future directions and open questions in the field.

This is a companion to the book Introduction to Graph Theory (World Scientific, 2006). The student who has worked on the problems will find the solutions presented useful as a check and also as a model for rigorous mathematical writing. For ease of reference, each chapter recaps some of the important concepts and/or formulae from the earlier book.