### **Connected Sum of Graphs in 2-Dimension with Algorithm**

H. Ahmed  $^{1}$  & Sh. Adel  $^{2}$ 

<sup>1</sup> Assistant Professor of pure mathematics, college of arts and sciences, Prince asttam bin Abdulaziz University

<sup>1</sup>,<sup>2</sup>Mathematics Department, University of Women, Ain Shams University, Egypt

#### Abstract:

In this paper, we introduce algorithm on connected sum of the graphs 2-dimension (tape graph and complete tape graph) when the graphs are weighted, the connected sum in case of removing the vertices and removing the edges of the graphs. Some theorems related to these results are obtained. Also, some applications are obtained.

Keywords: Algorithm, Connected sum, Tape graph, complete tape graph.

Mathematics Subject Classification: 5C5, 68 R 10. 2010

#### **1.** Introduction and background :

In mathematics a graph is intuitively a finite set of points in space, called the vertices of the graph, some pairs of vertices being joined by arcs, called the edges of the graph [4,6].

The tape graph G is a diagram consisting of a finite non empty set of the elements with "line or curve" shape called "vertices" denoted by V(G) together with elements, with "tape" shape called "edges" denoted by E(G) [2].

The complete tape graph is a simple tape graph in which each pair of distinct vertices are adjacent is called a complete tape graph. We denote the complete tape graph of n vertices k; has n(n-1)/2 edges [5].

In mathematics and computer science, an algorithm is an effective method expressed as a finite list of well-defined instruction for calculating a function. In simple words an algorithm is a step-by-step procedure for calculations [8].

Graph algorithms are one of the oldest classes of algorithms and they have been studied for almost 300 years (in 1736) which solve problems related to graph theory. There are some of important algorithms for solving these problems [8].

Weighted graph is a graph for which each edge has an associated real number weight [4,7]. In Kruskal's algorithm, the edges of weighted graph are examined one by one in order. What will of increasing weight. At each stage the edge being examined is added to become the minimum spanning tree, provided that this addition doesn't create a circuit.

After n -1 edges have been added (where n is the number of vertices of the graph), these edges, together with the vertices of the graph form a minimum spanning tree for the graph [4,7].

#### The weighted Kruskal's algorithm

How it works: Input: G (weighted connected undirected graph with n vertices). Algorithm body: Build a subgraph T of G which consists of all the vertices of G with edges added at each stage.

- 1. Initialized T (empty graph) to have all vertices of G.
- 2. Let E be the set of all edges of G.
- 3. Find an edge e in E of least weight.
- 4. Delete e from E.
- 5. If addition of e to edge set of T doesn't produce a circuit.

Then add e to the edge set of T.

T is a minimum spanning tree of G [4,7].

Minimal spanning tree for a weighted graph is a spanning tree that has at least possible total weight compared to all other spanning trees for the graphs.

It is minimum spanning tree in a connected weighted graph with  $n \ge 1$  vertex carry out the following procedure:

**Step** (1) Find an edge of least weight and call this  $e^{1}$ . Set k=1

*step* (2) While k < n, if there exists an edge e such that  $\{e\} \cup \{e^1, ..., e^k\}$  does not contain a circuit, let  $e^{k+1}$  be such an edge of least weight replace k by k+1, else output  $e^1, e^2, ..., e^k$  and stop. End while [4].

The connected sum defines by, let  $S_1^2$  and  $S_2^2$  are two compact surfaces, then the connect sum of  $S_1^2$  and  $S_2^2$ , denoted by  $S_1^2 \# S_2^2$ , is constructed by the following steps:

1. Remove a small open disk from each of the sets  $S_{1^2}$  and  $S_{2^2}$ , leaving the boundary circles on each of the surface.

2. Glue together the boundary circles to form the connected sum. It is clear in Fig.(1.1) [1,3].

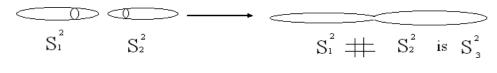


Fig.(1.1)

#### 2. Main results:

El-Ghoul, M. [2] submitted the work of a connected sum of some graphs. He also works on algorithms of some types of graphs. In this paper we will introduce connected sum on algorithm of the graphs of 2-dim. When the graphs are weighted.

#### 2.1. Connected sum of tape graph with algorithm:

We will compute the connected sum on algorithm of the tape graph when the tape graph is weighted by Kruscal's algorithm in case of removing the vertices and the corresponding edges of the tape graph.

#### Case (1): Removing the vertices:

Let  $G_1$  be a tape graph with two vertices  $v_0, v_1$  and one edge  $e_0$  and let  $G_2$  be a tape graph with two vertices  $v_2, v_3$  and one edge  $e_1$  and( dim 2), we can compute the connected sum on algorithm as follows:

Input:  $G_1$ (tape graph with vertices  $v_0, v_1$ ),  $G_2$ (tape graph with vertices  $v_2, v_3$ )

#### Algorithm body:

Build a graph G<sub>3</sub> to G<sub>1</sub>,G<sub>2</sub> by connected sum.

- 1. Visit vo.
- 2. Attach the edge  $e_{0,e_1}$  and go to the edge  $e_{01}$  in  $G_3$ .
- 3. Removing the vertices v<sub>1</sub>,v<sub>2</sub>
- 4. Go to step 1 for the other vertex v<sub>3</sub>. End while.
- 5. Output G<sub>3</sub>. End

algorithm.

When we measure the weight of the tape graphs such as:  $G_1 (v_0v_1 = e_0 = \epsilon_0), G_2 (v_2v_3 = e_1 = \epsilon_1)$  and  $G_3 (v_0v_3 = \epsilon_0 + \epsilon_1)$ . Where  $\epsilon_1 \ge \epsilon_0$ , it is shown in Fig.(2.1).

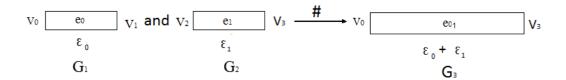
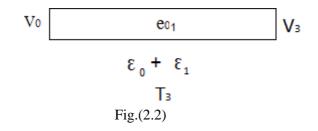


Fig.(2.1)

By using Kruscal's algorithm we find the minimum spanning tree as follows in Table (2.1).

Iteration no.	Edge considered	Weight	Action taken	
1	V0- V3	$\epsilon_0 + \epsilon_1$	Added	
Table (2.1)				

The minimum spanning tree is a tape graph, shown in Fig.(2.2).



# Case (2): Removing the corresponding edges: <u>First:</u>

Input:  $G_1$  (tape graph with vertices  $v_0, v_1$ ),  $G_2$  (tape graph with vertices  $v_2, v_3$ ). Algorithm body:

ISSN: 2233-7857 IJFGCN Copyright ©2020 SERSC Build a graph G<sub>3</sub> from G<sub>1</sub>,G<sub>2</sub> by connected sum.

- 1. Attach the vertices  $v_0\,, v_2$  and go to the vertex  $v_{02}$  in  $G_3.$
- 2. Attach the vertices  $v_1$ ,  $v_3$  and go to the vertex  $v_{13}$  in  $G_3$ .
- 3. Removing the edges e<sub>0</sub>,e<sub>1</sub> from G<sub>1</sub> and G<sub>2</sub>. End while.
- 4. Output G<sub>3</sub>. End algorithm.

When we measure the weight of the tape graphs such as:  $G_1$  ( $v_0v_1 = e_0 = \epsilon_0$ ),  $G_2$  ( $v_2v_3 = e_1 = \epsilon_1$ ) and the weight of  $G_3$  ( $v_{02} = \epsilon_2$ ,  $v_{13} = \epsilon_3$ ), where  $\epsilon_1 \ge \epsilon_0$ ,  $\epsilon_2$ ,  $\epsilon_3 < \epsilon_0, \epsilon_1$ , as shown in Fig.(2.3).

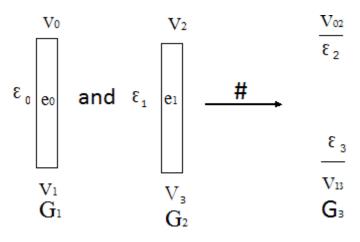


Fig.(2.3)

By using Kruscal's algorithm we find the minimum spanning tree as follows in Table (2.2).

Iteration no.	Edge considered	Weight	Action taken
1	V02	ε2	Added
2	V13	£3	Added
Table (2.2)			

The minimum spanning tree is a null graph, shown in Fig.(2.4).

$$\frac{V_{02}}{\varepsilon_2}$$

$$\frac{\varepsilon_3}{V_{13}}$$

$$T_3$$

Fig.(2.4)

#### <u>Second:</u>

Input:  $G_1$  (tape graph with vertices  $v_0,v_1$ ),  $G_2$  (tape graph with vertices  $v_2,v_3$ ). Algorithm body: Build a graph  $G_3$  from  $G_1,G_2$  by connected sum.

- 1. Visit vo.
- 2. Attach the edge  $e_2$ ,  $e_3$  in  $G_3$ , where  $e_2$ ,  $e_3 \subset e_0$ ,  $e_1$ .
- 3. Go to step 1 for the other vertices v<sub>1</sub>,v<sub>2</sub>,v<sub>3</sub>. End while.
- 4. Output G<sub>3</sub>. End algorithm.

When we measure the weight of the tape graphs such as:  $G_1 (v_0v_1 = e_0 = \epsilon_0), G_2 (v_2v_3 = e_1 = \epsilon_1)$  and the weight of  $G_3 (v_0v_2 = e_2 = \epsilon_2, v_1v_3 = e_3 = 3)$ , where  $\epsilon_1 \ge \epsilon_0$ ,  $\epsilon_2$ ,  $\epsilon_3 < \epsilon_0 + \epsilon_1$  it is shown in Fig.(2.5).

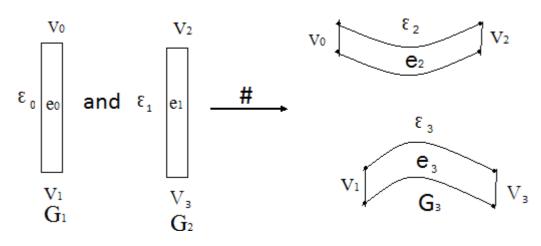


Fig.(2.5) By using Kruscal's algorithm we find the minimum spanning tree as follows in Table (2.3).

Iteration no.	Edge considered	Weight	Action taken
1	V0-V2	ε2	Added
2	V1-V3	83	Added
Table (2.3)			

The minimum spanning tree a graph, shown in Fig.(2.6).

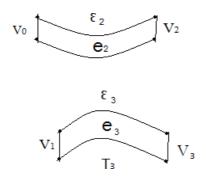


Fig.(2.6)

#### Theorem (1)

In case of removing all the corresponding edges, the connected sum on algorithm of the weighted tape graphs is weighted null graph.

#### Proof

The proof is clear from the above discussion, see Fig.(2.3) and Fig.(2.4).

#### 2.2 Connected sum of complete tape graph with algorithm:

We will compute the connected sum on algorithm of the complete tape graph when the complete tape graph weighted by Kruscal's algorithm in case of removing the vertices and the corresponding edges of the tape graph.

#### Case(1): Removing the vertices:

Let  $G_1,G_2$  be two complete tape graphs, and  $G_3$  is a graph, let  $G_1$  be a complete tape graph with three vertices  $v_0,v_1,v_2$  and three edges  $e_0,e_1,e_2$ , let  $G_2$  be a complete tape graph with three vertices  $v_3,v_4,v_5$  and three edges  $e_3,e_4,e_5$  (with dim 2), we can compute there algorithm as follows:

Input:  $G_1$  (complete tape graph with vertices  $v_0, v_1, v_2$ ),  $G_2$  (complete tape graph with vertices  $v_3, v_4, v_5$ ).

Algorithm body:

Build a graph G<sub>3</sub> from G<sub>1</sub>,G<sub>2</sub> by connected sum.

- 1. Visit vo.
- 2. Attach the edge  $e_0$  to  $G_3$ .
- 3. Removing the vertices v<sub>2</sub>,v<sub>3</sub>.
- 4. Attach the edges  $e_2$ ,  $e_5$  and go to the edge  $e_{25}$  and the edges  $e_{1,e_3}$  go to the edge  $e_{13}$  in  $G_3$ .
- 5. Go to step 1 for the other vertices v<sub>1</sub>,v<sub>4</sub>,v<sub>5</sub>. End while.
- 6. Output G<sub>3</sub>. End algorithm.

When we measure the weight of the complete tape graphs such as:  $G_1(v_0v_1 = e_0 = \epsilon_0, v_1v_2 = e_1 = \epsilon_1, v_2v_0 = e_2 = \epsilon_2)$ ,  $G_2(v_3v_4 = e_3 = \epsilon_3, v_4v_5 = e_4 = \epsilon_4, v_5v_3 = e_5 = \epsilon_5)$  and  $G_3(v_0v_1 = e_0 = \epsilon_0, v_0v_5 = e_2 = \epsilon_7, v_5v_4 = e_4 = \epsilon_4, e_{13} = \epsilon_6)$ , where  $\epsilon_1 > \epsilon_0, \epsilon_2 > \epsilon_1, \epsilon_3 > \epsilon_2, \epsilon_4 > \epsilon_3, \epsilon_5 > \epsilon_4, \epsilon_6 < \epsilon_1 + \epsilon_3, \epsilon_7 < \epsilon_2 + \epsilon_5$ .

It is shown in Fig.(2.7).

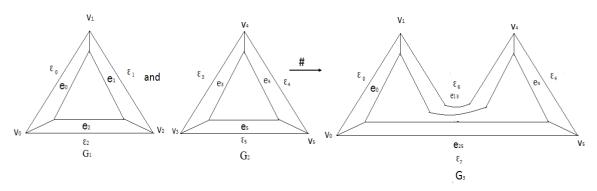


Fig.(2.7) By using Kruscal's algorithm we find the minimum spanning tree as follows in table (2.4).

Iteration no.	Edge considered	Weight	Action taken
1	V0-V1	80	Added
2	V5-V4	84	Added
3	e13	86	Added
4	V5-V0	<b>E</b> 7	Not added

Table (2.4)

The minimum spanning tree is a graph, shown in Fig.(2.8).

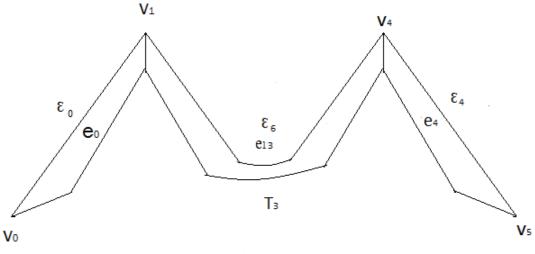


Fig.(2.8)

## Case (2): Removing the corresponding edges: *First:*

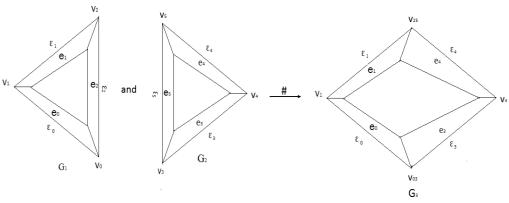
Input:  $G_1$  (complete tape graph with vertices  $v_0, v_1, v_2$ ),  $G_2$  (complete tape graph with vertices  $v_3$ ,  $v_4, v_5$ ).

Algorithm body:

Build a graph G<sub>3</sub> from G<sub>1</sub>,G<sub>2</sub> by connected sum.

- 1. Attach the vertices  $v_0\,,v_3$  and go to the vertex  $v_{03}$  in  $G_3.$
- 2. Attach the edge eo to G<sub>3</sub>.
- 3. Visit v<sub>1</sub>.
- 4. Attach the edge  $e_1$  to  $G_3$ .
- 5. Attach the vertices  $v_2$ ,  $v_5$  and go to the vertex  $v_{25}$  in  $G_3$ .
- 6. Removing the edges e<sub>2</sub>,e<sub>5</sub>.
- 7. Go to step 1 for the other vertex v<sub>4</sub>. End while.
- 8. Output G<sub>3</sub>. End

algorithm. It is shown in Fig.(2.9)





By using Kruscal's algorithm we find the minimum spanning tree as follows in table (2.5).

Iteration no.	Edge considered	Weight	Action taken
1	V03-V1	80	Added
2	V1-V25	٤1	Added
3	V03-V4	£3	Added
4	V4-V25	ε4	Not added
Table (2.5)			

The minimum spanning tree is a graph, shown in Fig.(2.10).

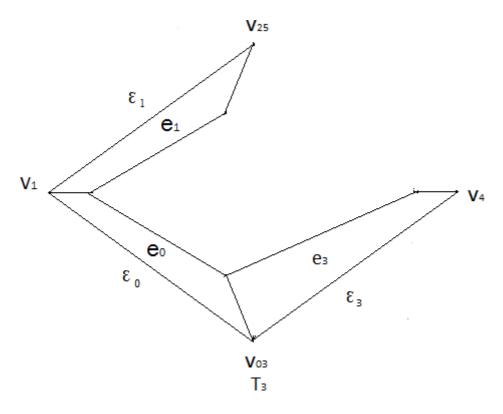


Fig.(2.10)

#### Second:

Input:  $G_1$  (complete tape graph with vertices  $v_0, v_1, v_2$ ),  $G_2$  (complete tape graph with vertices  $v_3, v_4, v_5$ ).

Algorithm body:

Build a graph G<sub>3</sub> from G<sub>1</sub>,G<sub>2</sub> by connected sum.

- 1. Visit v<sub>1</sub>.
- 2. Attach the edge  $e_0,e_1$  to  $G_3$ .
- 3. Go to step 1 for the other vertices  $v_0, v_2$ .
- 4. Attach the edge  $e_6,e_7$  to  $G_3$ , where  $e_6,e_7 \subset e_2,e_5$ .
- 5. Go to step 1 for the other vertices v<sub>3</sub>,v<sub>4</sub>,v<sub>5</sub>. End while.
- 6. Output G<sub>3</sub>. End algorithm.

When we measure the weight of the graph such as: G<sub>3</sub> ( $v_0v_1 = e_0 = \varepsilon_0$ ,  $v_1v_2 = e_1 = \varepsilon_1$ ,  $v_2v_5 = e_6 = \varepsilon_6$ ,  $v_5v_4 = e_4 = \varepsilon_4$ ,  $v_4v_3 = e_3 = \varepsilon_3$ ,  $v_3v_0 = e_7 = \varepsilon_7$ ), where  $\varepsilon_1 > \varepsilon_0$ ,  $\varepsilon_2 > \varepsilon_1$ ,  $\varepsilon_3 > \varepsilon_2$ ,  $\varepsilon_4 > \varepsilon_3$ ,  $\varepsilon_5 > \varepsilon_4$ , and  $\varepsilon_6$ ,  $\varepsilon_7 < \varepsilon_2 + \varepsilon_5$ . it is shown in Fig.(2.11).

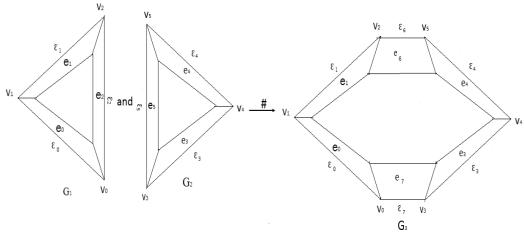
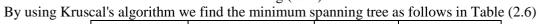


Fig.(2.11)



Iteration no.	Edge considered	Weight	Action taken
1	V0-V1	63	Added
2	V1-V2	ε1	Added
3	V3-V4	£3	Added
4	V4-V5	84	Added
5	V5-V2	86	Added
6	V3-V0	<b>E</b> 7	Not added
Table (2.6)			

The minimum spanning tree a graph, shown in Fig.(2.12).

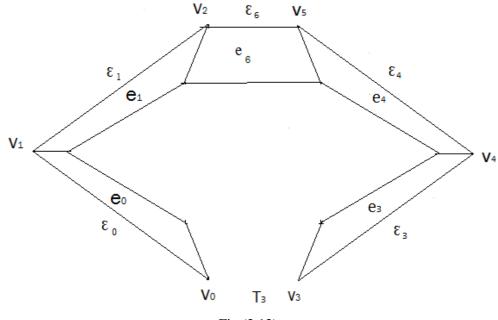


Fig.(2.12)

#### Theorem (2):

The result of connected sum of the complete tape graph is a complete tape graph. *Proof:* 

The proof is clear from the above discussion, See Fig.(2.7), Fig. (2.9) and Fig.(2.11).

#### 3. Application in life:

1- Electrical connections, which represent the connected sum of the weighted tape graph in case of removing the vertices.

2- Chemical bonds, which represent the connected sum of the weighted complete tape graph in case of removing the corresponding edges.

#### **REFERENCES:**

[1] Carlson C.: Topology of surfaces, Knots, and manifolds, a first undergraduate course. Jon Wiley & Sons Inc, USA. 2001.

[2] El-Ghoul, M., Khalil M.: Chaotic Tape Graphs, Journal of Mathematics Research Canada.2011.

[3] El-Ghoul, M., Mousa, Sh.A. :connected sum of chaotic tree with knots, studies in mathematical sciences, Vol. 4, No. 1, Canada . 2012.

[4] Fournier, J.C. "Graph Theory and applications with Exercises and Problems", ISTE Ltd, 2009.

[5] Giblin P.J.: Graphs, surfaces and homology, an Introduction to algebraic topology. Chapman and Hall Ltd, London. 1977.

[6] Robin J.: Introduction to graph theory. Longman. 1972.

[7] Susanna S. Epp, Discrete Mathematics with Application, Third Edition, Thomson Learning, Inc. 2004.

[8] http://www.softpanorama.org/Algorithms/graph\_algorithms.shtml#History.