

Graph-based image processing — Graphs: basic notions —

(Professor version)

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- [Representation of a graph in a computer memory](#page-30-0)
- [First algorithms: computing the symmetric of a graph](#page-45-0)
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Graph-based image processing — Definitions and first examples of graphs — (Professor version)

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Example

- If $E = \{1, 2, 3\}$
- \blacktriangleright Then $P(E) =$

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Example

- If $E = \{1, 2, 3\}$
- $▶ \; Then \; \mathcal{P}(E) = \{ \emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \{2, 3\}, \{1, 3\}, \{1, 2, 3\} \}$

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► Remark. $S \in \mathcal{P}(E)$ means that S is a subset of E

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- If $E = \{1, 2, 3\}$
- $▶ \; Then \; \mathcal{P}(E) = \{ \emptyset, \{1\}, \{2\}, \{3\}, \{1, 2\}, \{2, 3\}, \{1, 3\}, \{1, 2, 3\} \}$
- ► Remark. $S \in \mathcal{P}(E)$ means that S is a subset of E
- ► The proposition $S \in \mathcal{P}(E)$ can thus be equivalently written as $S \subseteq E$

\triangleright A graph is a pair $G = (E, \Gamma)$ where E is a finite set and where Γ is a map from E to $P(E)$

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Example

- \blacktriangleright $G = (E, \Gamma)$
- \triangleright with $E = \{1, 2, 3, 4\}$ and
- \blacktriangleright \sqcap defined by
	- $\blacktriangleright \; \Gamma(1) = \{1, 2, 4\}$
	- $\blacktriangleright \ \Gamma(2) = \{3, 1\}$

$$
\blacktriangleright \; \Gamma(3) = \{4\}
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 \blacktriangleright $\Gamma(5) = \emptyset$

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Representation by arrows

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Representation by arrows

Any element of E is called a vertex (of the graph G)

Example

 \blacktriangleright 1 is a vertex of G

- Any element of E is called a vertex (of the graph G)
- In Let x and y be two vertices of E, if $y \in \Gamma(x)$,

\triangleright y is a successor of x

Example

- \blacktriangleright 1 is a vertex of G
- \blacktriangleright 4 is a successor of 3

- Any element of E is called a vertex (of the graph G)
- Example 1 Let x and y be two vertices of E, if $y \in \Gamma(x)$,

If y is a successor of x and x is a predecessor of y

Example

- \blacktriangleright 1 is a vertex of G
- \blacktriangleright 4 is a successor of 3
- \blacktriangleright 2 is a predecessor of 3

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Set of arcs

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- \blacktriangleright $\overrightarrow{\Gamma}$ is a subset of the Cartesian product $E \times E = \{(x, y) \mid x \in E, y \in E\} : \overrightarrow{\Gamma} \in \mathcal{P}(E \times E)$

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- $\overrightarrow{\Gamma} = \{(x, y) \in E \times E \mid y \in \Gamma(x)\}\$

Notation

$$
\blacktriangleright \text{ We set } n = |E|, \text{ and } m = |\overrightarrow{\Gamma}|
$$

Notation

$$
\blacktriangleright \text{ We set } n = |E|, \text{ and } m = |F|
$$

• The size of the graph
$$
G = (E, \Gamma)
$$
 is the sum $n + m$

 \rightarrow

Exercise: Union of graphs

- In Let $E = \{a, b, c, d, e\},\$
- **►** Let $\overrightarrow{1} = \{(a, c), (c, d), (d, e)\}$
- ► let $\overrightarrow{\Gamma_2}$ = {(b, a), (a, d), (d, c), (c, e)}
- \blacktriangleright Let $\overrightarrow{\Gamma_3} = \overrightarrow{\Gamma_1} \cup \overrightarrow{\Gamma_2}$

Exercise: Union of graphs

- In Let $E = \{a, b, c, d, e\},\$
- **►** Let $\overrightarrow{1} = \{(a, c), (c, d), (d, e)\}$
- \triangleright let $\overrightarrow{F_2}$ = {(b, a), (a, d), (d, c), (c, e)}
- \blacktriangleright Let $\overrightarrow{\Gamma_3} = \overrightarrow{\Gamma_1} \cup \overrightarrow{\Gamma_2}$
- \blacktriangleright Give the sets $\Gamma_1(a)$, $\Gamma_2(a)$, $\Gamma_3(a)$, $\Gamma_1(b)$, $\Gamma_2(b)$, $\Gamma_3(b)$, $\Gamma_1(d)$, $Γ_2(d)$, and $Γ_3(d)$

Exercise: Union of graphs

$$
\blacktriangleright \text{ Let } E = \{a, b, c, d, e\},\
$$

$$
\blacktriangleright \ \mathsf{Let} \ \overrightarrow{\Gamma_1} = \{(a, c), (c, d), (d, e)\}
$$

• let
$$
\overrightarrow{\Gamma}_2 = \{ (b, a), (a, d), (d, c), (c, e) \}
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Property. For any $\overrightarrow{\Gamma_1}, \overrightarrow{\Gamma_2}, \overrightarrow{\Gamma_3} \in \mathcal{P}(E \times E)$ such that $\overrightarrow{\Gamma_3} = \overrightarrow{\Gamma_1} \cup \overrightarrow{\Gamma_2}$: $\forall x \in E$, $\Gamma_3(x) = \Gamma_1(x) \cup \Gamma_2(X)$

Graph-based image processing

— Representation of a graph in a computer memory — (Professor version)

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Problem

- \triangleright Representation of a set in a memory
- \triangleright Representation of a subset S of $E = \{1, \ldots, n\}$
- \triangleright The linked list is made of nodes
- Each node represents an element of S
- \blacktriangleright Each node contains two fields
	- 1. An element of S (an integer between 1 and n)
	- 2. A reference $(i.e., a link)$ to the next node in the LL
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	- 1. An element of S (an integer between 1 and n)
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Boolean array (BA)

- \triangleright A Boolean array of size *n*
- ► The element at index *i* is set to **True (1)** whenever $i \in S$
- ► The element at index *i* is set to False (0) whenever $i \notin S$

Boolean array (BA)

- \triangleright A Boolean array of size n
- \triangleright The element at index *i* is set to True (1)
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True (1) whenever
$$
i \in S
$$

False (0) whenever $i \notin S$

Example In Let $E = \{1, \ldots, 9\}$, and $S = \{1, 2, 4\}$ 1 2 3 4 7 8 9 $0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0$ 6 $1 \mid 1 \mid 0 \mid 1$ 5

Representation of a graph $(E,\overrightarrow{\Gamma})$ by a List of Arcs (LA)

- \triangleright E is made of integers between 1 to n
- \triangleright The arcs are considered in any order
- \blacktriangleright $\overrightarrow{\Gamma}$ is represented by two arrays \overline{T} and H of size $m = |\overrightarrow{\Gamma}|$
- \triangleright \top [*i*] is the first vertex (the tail) of the *i*-th arc
- \blacktriangleright H[i] is the last vertex (the head) of the *i*-th arc

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- Example: give two arrays T and H that represent the following graph

- \triangleright By an Array A of Linked Lists ALL
	- \triangleright A[i] is a reference to a linked list that represents the set $\Gamma(i)$ of the the successors of the vertex i

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- \triangleright By an Array A of Linked Lists ALL
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- \blacktriangleright By a Boolean Matrix M BM
	- \blacktriangleright Bi-dimensional Boolean array of size $n \times n$
	- \triangleright The row *i* is the representation of $\Gamma(i)$ as a Boolean array
	- \blacktriangleright M[i][i] = 1 \Leftrightarrow j $\in \Gamma(i)$
- \triangleright Give the representation of the following graph by a ALL

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Graph-based image processing

First algorithms: computing the symmetric of a graph – (Professor version)

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Symmetric of a graph

Definition

- \blacktriangleright Let $G = (E, \Gamma)$ be a graph
- ► The symmetric of G is the graph $G^{-1} = (E, \Gamma^{-1})$ defined by
	- $\triangleright \forall x \in E, \Gamma^{-1}(x) = \{y \in E \mid x \in \Gamma(y)\}\$

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Definition

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$$
\triangleright
$$
 The **symmetric** of G is the graph $G^{-1} = (E, \Gamma^{-1})$ defined by

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\blacktriangleright \forall x \in E, \, \Gamma^{-1}(x) = \{ y \in E \mid x \in \Gamma(y) \}
$$

Example Graphe G 1 2 3 Symétrique de G 1 2 3

Remark \blacktriangleright $\mathsf{\Gamma}^{-1}$ maps any vertex of G to the set of its predecessors \blacktriangleright $y \in \mathsf{\Gamma}^{-1}(x) \Leftrightarrow x \in \mathsf{\Gamma}(y)$

- 1 For each $x \in E$ do $\Gamma^{-1}(x) := \emptyset$;
- 2 For each $y \in E$ do
	- 3 For each $x \in \Gamma(x)$ do

$$
4 \mid \Gamma^{-1}(x) := \Gamma^{-1}(x) \cup \{y\} :
$$

Algorithm SYM_1 (Data: (E,Γ) ; Results : $\Gamma^{-1})$

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Complexity (If Γ and Γ^{-1} are implemented by a BM)

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Complexity (If Γ and Γ^{-1} are implemented by a BM)

- ine 1: $O(n^2)$
- \blacktriangleright line 2: $O(n)$

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- ine 3: $O(n^2)$

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- ine 1: $O(n^2)$
- \blacktriangleright line 2: $O(n)$
- ine 3: $O(n^2)$
- \blacktriangleright line 4: $O(m)$

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Complexity (If Γ and Γ^{-1} are implemented by a BM)

- ine 1: $O(n^2)$
- line 2: $O(n)$
- ine 3: $O(n^2)$
- \blacktriangleright line 4: $O(m)$

 \triangleright Overall complexity: $O(n^2 + m) = O(n^2)$

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Complexity (If Γ and Γ^{-1} are implemented a ALL)

- \blacktriangleright Line 1: $O(n)$
- \blacktriangleright Line 2: $O(n)$
- Ine 3: $O(n + m)$
- \blacktriangleright Line 4: $O(m)$

 \triangleright Overall complexity: $O(n + m)$

Algorithm SYM 2 (Data:
$$
(E, \overrightarrow{\Gamma})
$$
; Results : $\overrightarrow{\Gamma^{-1}}$)

1
$$
\overrightarrow{\Gamma^{-1}} := \emptyset
$$
;
\n2 For each $(x, y) \in \overrightarrow{\Gamma}$ do
\n3 $\Gamma^{-1} := \Gamma^{-1} \cup \{(y, x)\}$;

Algorithm SYM_2 (Data:
$$
(E, \overrightarrow{\Gamma})
$$
; Results : $\overrightarrow{\Gamma^{-1}}$)
\n $1 \overrightarrow{\Gamma^{-1}} := \emptyset$;
\n2 For each $(x, y) \in \overrightarrow{\Gamma}$ do
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Algorithm SYM_2 (Data:
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(E, \vec{\Gamma})
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\n1 $\vec{\Gamma^{-1}} := \emptyset$;
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 \blacktriangleright Line 1: $O(1)$

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(E, \vec{\Gamma})
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; Results : $\vec{\Gamma^{-1}}$)
\n1 $\vec{\Gamma^{-1}} := \emptyset$;
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- \blacktriangleright Line 1: $O(1)$
- \blacktriangleright Line 2 : $O(m)$
- \blacktriangleright Line 3 : $O(m)$

Algorithm SYM_2 (Data: (E, \overrightarrow{f}) ; Results : $\overrightarrow{f^{-1}}$)
1 $\overrightarrow{f^{-1}} := \emptyset$;
2 For each $(x, y) \in \overrightarrow{f}$ do
3 $\overrightarrow{f^{-1}} := \overrightarrow{f^{-1}} \cup \{(y, x)\}$;

- \blacktriangleright Line 1: $O(1)$
- \blacktriangleright Line 2 : $O(m)$
- \blacktriangleright Line 3 : $O(m)$

 \triangleright Overall complexity $O(m)$

Graph-based image processing — Some remarkable graphs —

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Symmetric and asymmetric graphs

Definition

- \blacktriangleright A graph $G=(E,\Gamma)$ is said symmetric if −−→ $\overrightarrow{\Gamma^{-1}} = \overrightarrow{\Gamma}$
	- In other words, G is symmetric if: $\forall x, y \in E$ $x \in \Gamma(y) \Leftrightarrow y \in \Gamma(x)$

Example

Symmetric graph

Symmetric and asymmetric graphs

Definition

- \blacktriangleright A graph $G=(E,\Gamma)$ is said symmetric if −−→ $\overrightarrow{\Gamma^{-1}} = \overrightarrow{\Gamma}$
	- In other words, G is symmetric if: $\forall x, y \in E$ $x \in \Gamma(y) \Leftrightarrow y \in \Gamma(x)$
- A graph $G = (E, \Gamma)$ is said asymmetric if $\overrightarrow{\Gamma} \cap \overrightarrow{\Gamma^{-1}}$ $\mathsf{\Gamma}^{-1}=\emptyset$
	- ► G is asymmetric if: $\forall x, y \in E$, $(x, y) \in \overrightarrow{\Gamma} \implies (y, x) \notin \overrightarrow{\Gamma}$

Symmetric closure

Definition

 \blacktriangleright A undirected graph is a pair $(E,\overline{\Gamma})$ where E is a finite set and where $\overline{\Gamma}$ is a subset of $\{ \{x, y\} \mid x \in E, y \in E \}$

Definition

▶ A **undirected graph** is a pair
$$
(E, \overline{\Gamma})
$$
 where E is a finite set and where $\overline{\Gamma}$ is a subset of $\{x, y\} \mid x \in E$, $y \in E$

$$
\blacktriangleright E = \{a, b, c, d\} \text{ and } \overline{\Gamma} = \{ \{a, b\}, \{b, c\}, \{c, d\}, \{d, a\} \}
$$

Definition

- A undirected graph is a pair $(E, \overline{\Gamma})$ where E is a finite set and where $\overline{\Gamma}$ is a subset of $\{ \{x, y\} \mid x \in E, y \in E \}$
- Any element of $\overline{\Gamma}$ is called an edge of the graph

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\blacktriangleright E = \{a, b, c, d\} \text{ and } \overline{\Gamma} = \{ \{a, b\}, \{b, c\}, \{c, d\}, \{d, a\} \}
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Definition

- \triangleright A undirected graph is a pair $(E, \overline{\Gamma})$ where E is a finite set and where $\overline{\Gamma}$ is a subset of $\{ \{x, y\} \mid x \in E, y \in E \}$
- Any element of $\overline{\Gamma}$ is called an edge of the graph
- The edge $\{x, y\} \in \overline{\Gamma}$ is adjacent to the vertices x and y

$$
\blacktriangleright E = \{a, b, c, d\} \text{ and } \overline{\Gamma} = \{\{a, b\}, \{b, c\}, \{c, d\}, \{d, a\}\}
$$

Undirected graphs & symmetric graphs

- \triangleright Let $(E, \overline{\Gamma})$ be a undirected graph,
- \triangleright We associate to $\overline{\Gamma}$ the map $\Gamma_{n.o} : E \to \mathcal{P}(E)$ defined by $\Gamma_{n.o}(x) = \{ y \in E \mid \{x, y\} \in \overline{\Gamma} \}$

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Remark \triangleright The graph $(E, \Gamma_{n,q})$ is symmetric \triangleright The datum of a symmetric graph is equivalent to the datum of a undirected graph

 \triangleright We associate to any directed graph (E, Γ) , the undirected graph $(E, \overline{\Gamma})$ defined by

$$
\blacktriangleright \{x, y\} \in \overline{\Gamma} \Leftrightarrow (x, y) \in \overrightarrow{\Gamma} \text{ or } (y, x) \in \overrightarrow{\Gamma}
$$

Reflexive graph

Definition

• G is a **reflexive** if
$$
\forall x \in E, x \in \Gamma(x)
$$

• G is **irreflexive (or without loop)** if
$$
\forall x \in E
$$
, $x \notin \Gamma(x)$

► Any arc
$$
(x, x) \in \Gamma
$$
 is called a loop of G

Reflexive graph Non reflexive graph Irreflexive graph and non irreflexive (without loop)

Complete graph

Definition

► A graph $(E, \overrightarrow{\Gamma})$ without loop is a complete graph if for any pair (x, y) of vertices, we have $(x, y) \in \overrightarrow{\Gamma}$

(directed) (undirected) (undirected) over 3 vertices over 3 vertices over 5 vertices

Complete graph Complete graph Complete graph

- \triangleright Let $(E, \overline{\Gamma})$ be the complete undirected graph whose vertex set is $E = \{1, 2, \ldots, n, n + 1\}.$
- \triangleright Question 1. Describe two different ways to count the edges of G

 \triangleright Question 2. Deduce from question 1, the equality $1+2+\ldots+n=\frac{n(n+1)}{2}$ 2

Thanks to the Prof. Jean Cousty at ESIEE/France that gently sent me the slides used in the Morpho, Graph and Image course. Some slides of the Graph-based Image Processing course at PPGINF/PUC Minas under supervision of Prof. Silvio Guimarães will be adapted versions of that course.

- \triangleright Course MorphoGraph and Imagery https://perso.esiee.fr/ coustyj/EnglishMorphoGraph/
- \blacktriangleright Jean Cousty
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