

GraphTheory Updates in Maple 2025

Description

A substantial effort was put into Graph Theory for Maple 2025, including new commands for graph computation and generation.

```
> with(GraphTheory):
```

New commands

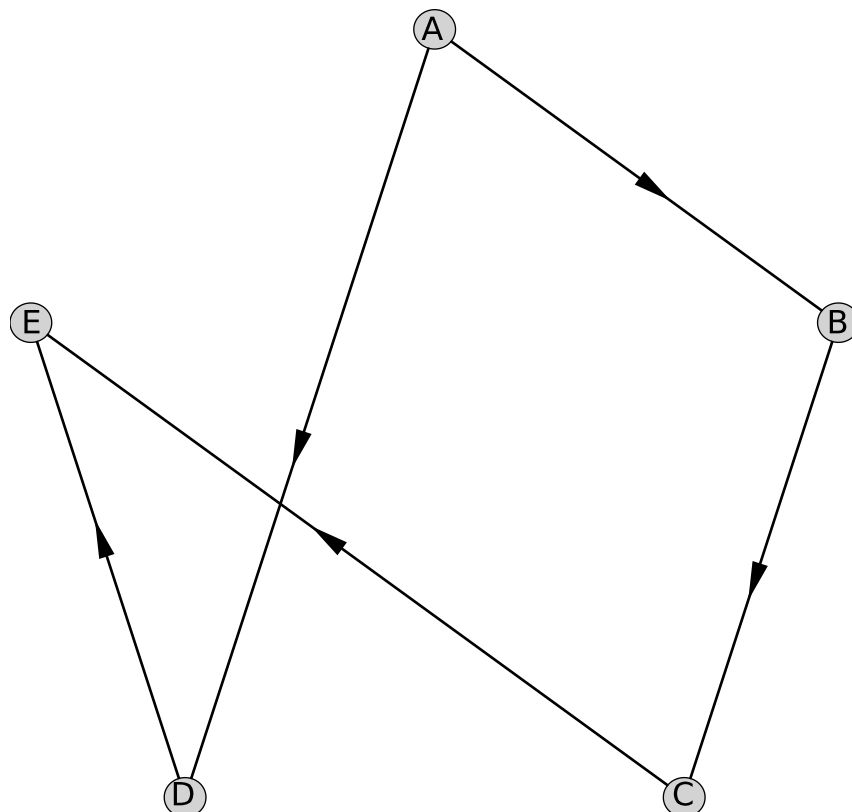
AllSimplePaths

The new [AllSimplePaths](#) command returns an iterator with which one can step through all paths from a given vertex to another vertex in a directed graph.

```
> G1 := Graph({"A", "B"}, [{"A", "D"}, {"B", "C"}, {"C", "E"}, {"D", "E"}]);
```

G1 := Graph 1: a directed graph with 5 vertices and 5 arcs

```
> DrawGraph(G1);
```



```

> iterator := AllSimplePaths( G1, "A", "E" );
                    iterator := [ Path Iterator ]

> iterator:-getNext();
                    ["A", "D", "E"]

> iterator:-getNext();
                    ["A", "B", "C", "E"]

> iterator:-hasNext();
                    false

```

Ancestors and Descendants

The new [Ancestors](#) command returns a list of ancestors of the given vertex in the given directed graph. The related new command [Descendants](#) returns a list of descendants of the given vertex.

```

> Ancestors( G1, "A" );
                    []

> Ancestors( G1, "E" );
                    ["A", "B", "C", "D"]

> Descendants( G1, "A" );
                    ["B", "C", "D", "E"]

```

FindCycle

The new [FindCycle](#) command finds a cycle, if one exists in the given graph.

```

> FindCycle(G1);
                    []

> FindCycle( Graph( [{"A", "B"}, {"B", "C"}, {"C", "A"}] ) );
                    ["C", "A", "B", "C"]

```

IsCaterpillarTree and IsLobsterTree

The new [IsCaterpillarTree](#) command tests whether the graph is a caterpillar tree, a tree for which there is some path such that every vertex is either on the path or the neighbor of a vertex on the path.

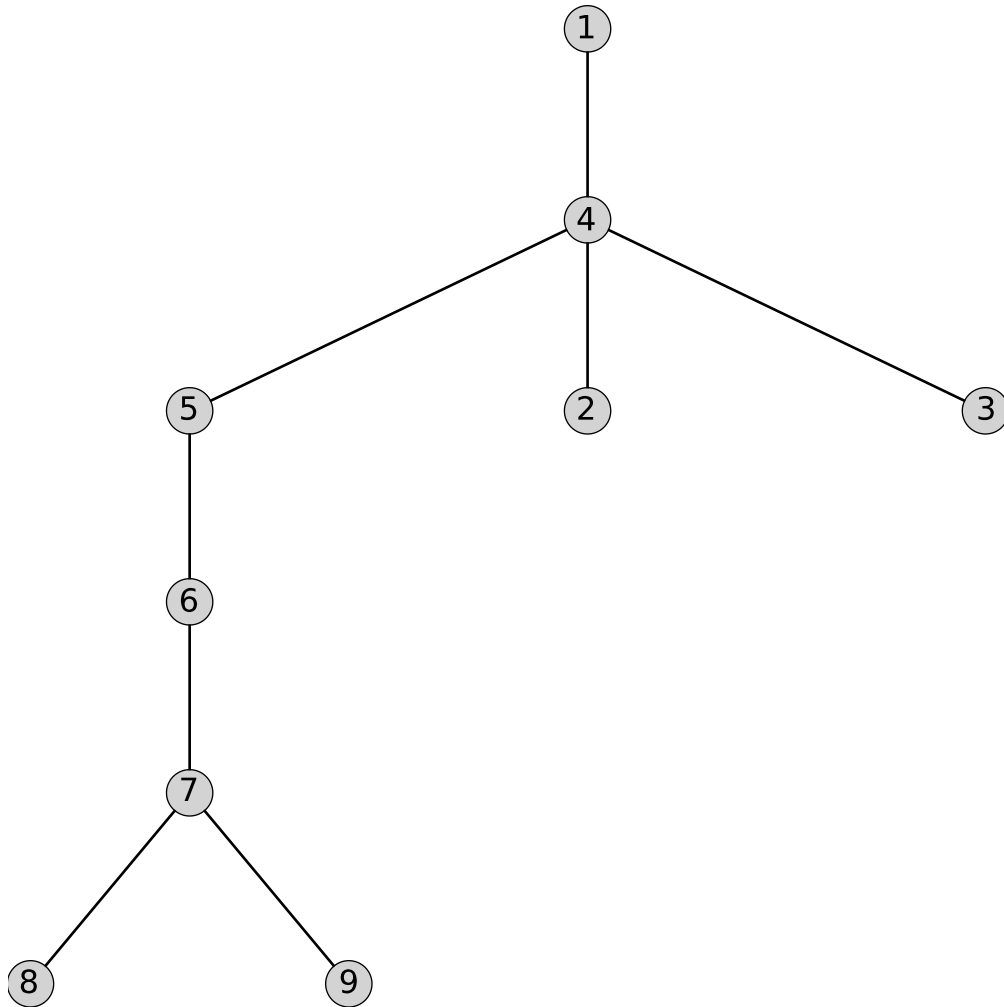
```

> CT := Graph({{1,4},{2,4},{3,4},{4,5},{5,6},{6,7},{7,8},{7,9}});

```

CT := Graph 2: an undirected graph with 9 vertices and 8 edges

> DrawGraph(CT);



> IsCaterpillarTree(CT);

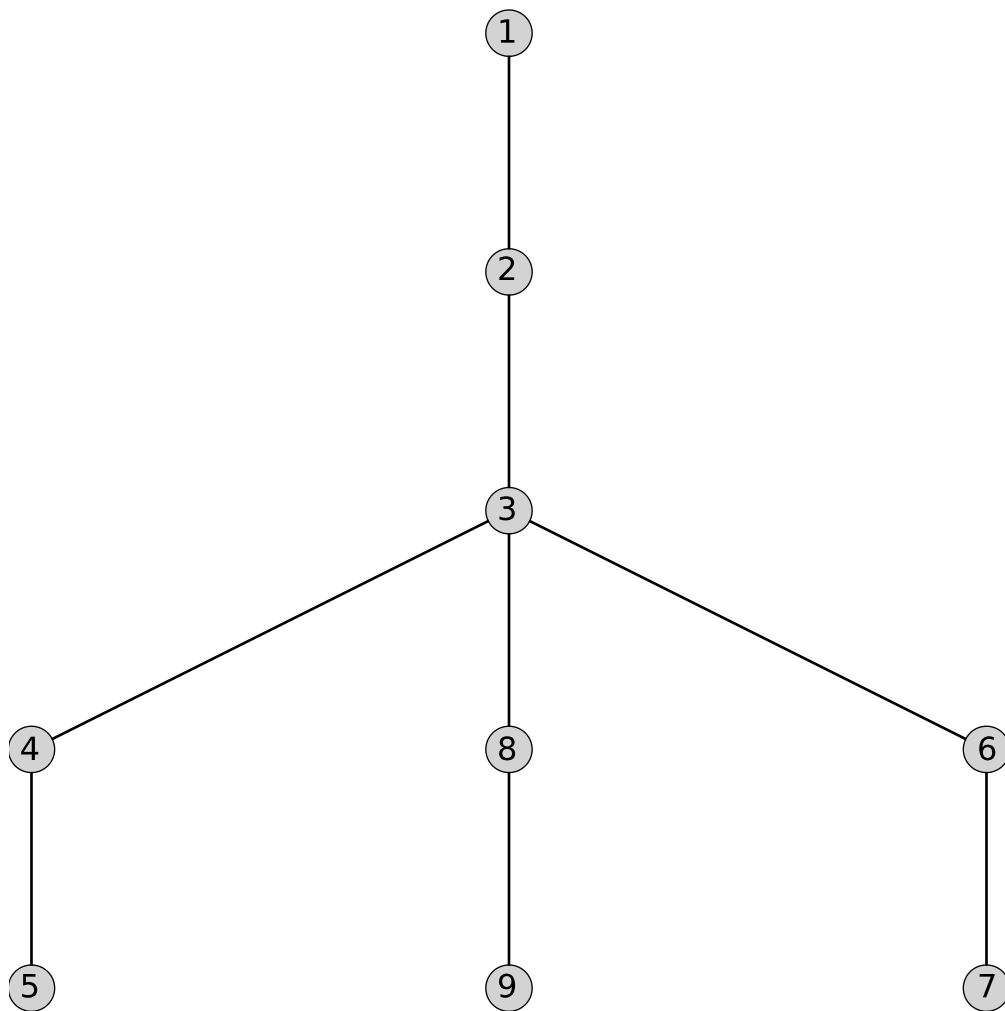
true

The new [IsLobsterTree](#) command tests whether the graph is lobster tree, a tree such that the result of removing all leaf vertices is a caterpillar tree.

> LT := Graph({{1,2},{2,3},{3,4},{4,5},{3,6},{6,7},{3,8},{8,9}});

LT := Graph 3: an undirected graph with 9 vertices and 8 edges

> DrawGraph(LT);



```
> IsLobsterTree(LT);
```

true

```
> IsCaterpillarTree(LT);
```

false

IsPlatonicGraph

The new [IsPlatonicGraph](#) command tests whether the graph is Platonic. The Platonic graphs consist of those graphs whose skeletons are the [Platonic solids](#) (polyhedra whose faces are identical).

```
> IsPlatonicGraph( SpecialGraphs:-CubeGraph() );
```

true

LongestPath

The new [LongestPath](#) command computes the longest path within a given (directed) graph.

```
> LongestPath(G1);
```

```
["A", "B", "C", "E"]
```

LowestCommonAncestors

The new [LowestCommonAncestors](#) command computes the set of lowest common ancestors in a given directed graph.

```
> LowestCommonAncestors( G1, "C", "D" );
```

```
{"A"}
```

ModularityMatrix

The new [ModularityMatrix](#) command computes the modularity matrix of the graph G.

```
> ModularityMatrix(G1);
```

$$\begin{bmatrix} 0 & 1 & 0 & 1 & 0 \\ -\frac{2}{5} & -\frac{1}{5} & \frac{4}{5} & -\frac{1}{5} & 0 \\ -\frac{2}{5} & -\frac{1}{5} & -\frac{1}{5} & -\frac{1}{5} & 1 \\ -\frac{2}{5} & -\frac{1}{5} & -\frac{1}{5} & -\frac{1}{5} & 1 \\ -\frac{4}{5} & -\frac{2}{5} & -\frac{2}{5} & -\frac{2}{5} & 0 \end{bmatrix}$$

ResistanceDistance

The new [ResistanceDistance](#) command computes the resistance distance of the graph G.

```
> ResistanceDistance(SpecialGraphs:-CubeGraph());
```

0	$\frac{7}{12}$	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{5}{6}$
$\frac{7}{12}$	0	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{5}{6}$	$\frac{3}{4}$
$\frac{7}{12}$	$\frac{3}{4}$	0	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{5}{6}$	$\frac{7}{12}$	$\frac{3}{4}$
$\frac{3}{4}$	$\frac{7}{12}$	$\frac{7}{12}$	0	$\frac{5}{6}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{7}{12}$
$\frac{7}{12}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{5}{6}$	0	$\frac{7}{12}$	$\frac{7}{12}$	$\frac{3}{4}$
$\frac{3}{4}$	$\frac{7}{12}$	$\frac{5}{6}$	$\frac{3}{4}$	$\frac{7}{12}$	0	$\frac{3}{4}$	$\frac{7}{12}$
$\frac{3}{4}$	$\frac{5}{6}$	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{3}{4}$	0	$\frac{7}{12}$
$\frac{5}{6}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{3}{4}$	$\frac{7}{12}$	$\frac{7}{12}$	0

ShortestAncestralPath and ShortestDescendantPath

The new [ShortestAncestralPath](#) constructs the shortest ancestral path between two nodes in the given directed graph.

```
> ShortestAncestralPath( G1, "C", "D" );
      [["A", "B", "C"], ["A", "D"]]
```

You can similarly find the shortest descendent path.

New functionality for existing commands

IsReachable and Reachable

The [IsReachable](#) and [Reachable](#) commands now have a new option `distance` to constrain the distance within a given vertex.

```
> IsReachable( G1, "A", "E", distance = 1 );
      false
```

```
> Reachable( G1, "A", distance = 1 );
```

```
["A", "B", "D"]
```

ShortestPath

The [ShortestPath](#) command accepts an option `avoidvertices` to constrain the search space for a shortest path to avoid some specified set of vertices.

```
> ShortestPath( G1, "A", "E" );
```

```
["A", "D", "E"]
```

```
> ShortestPath( G1, "A", "E", avoidvertices = {"D"} );
```

```
["A", "B", "C", "E"]
```

Additions to SpecialGraphs

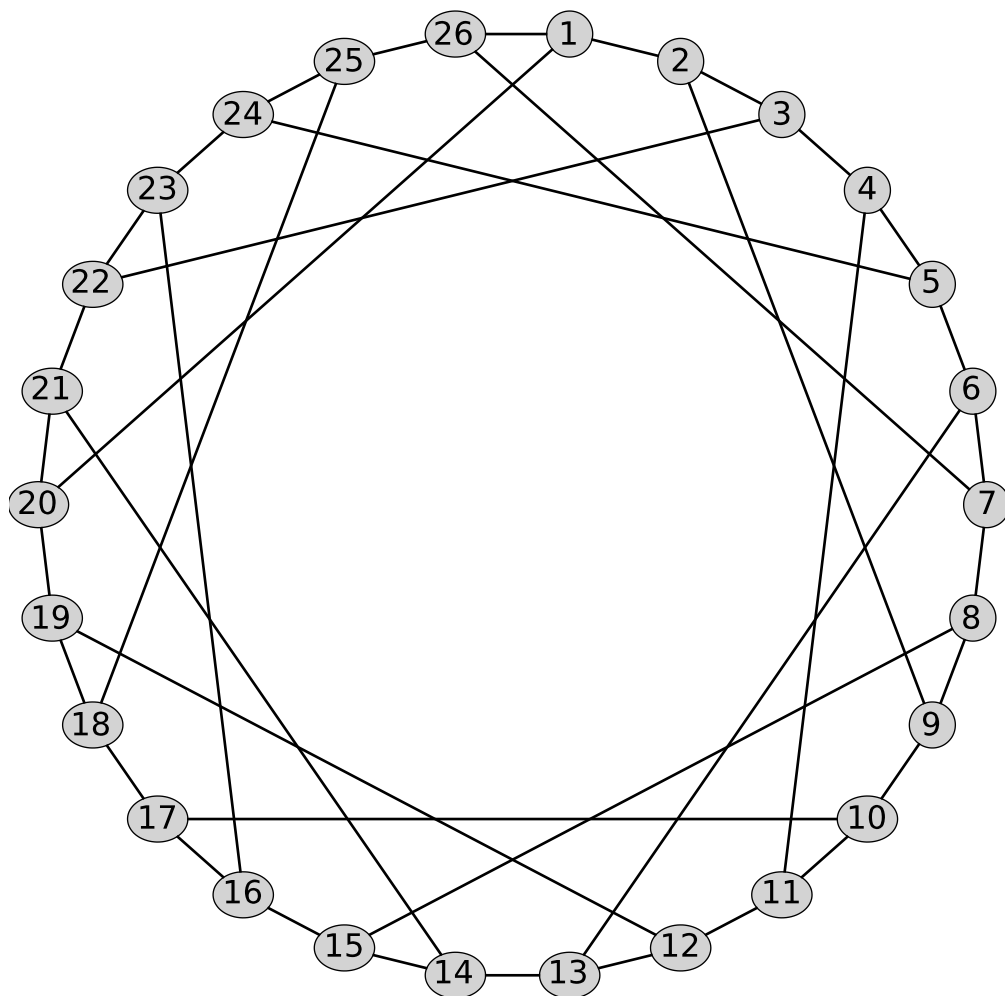
The [SpecialGraphs](#) subpackage now includes commands for the [F26a graph](#) and [Hanoi graph](#).

- The [F26a graph](#) may be understood visually

```
> FG := SpecialGraphs:-F26AGraph();
```

```
FG := Graph 4: an undirected graph with 26 vertices and 39 edges
```

```
> DrawGraph(FG);
```



- The [Hanoi graph](#) is a graph whose edges correspond to allowed moves of the [tower of Hanoi](#) problem.

```
> HG4 := SpecialGraphs:-HanoiGraph(4);
```

HG4 := Graph 5: an undirected graph with 81 vertices and 120 edges