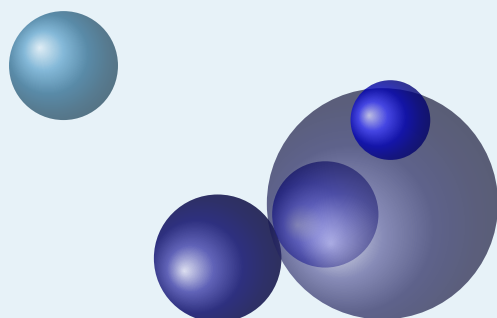
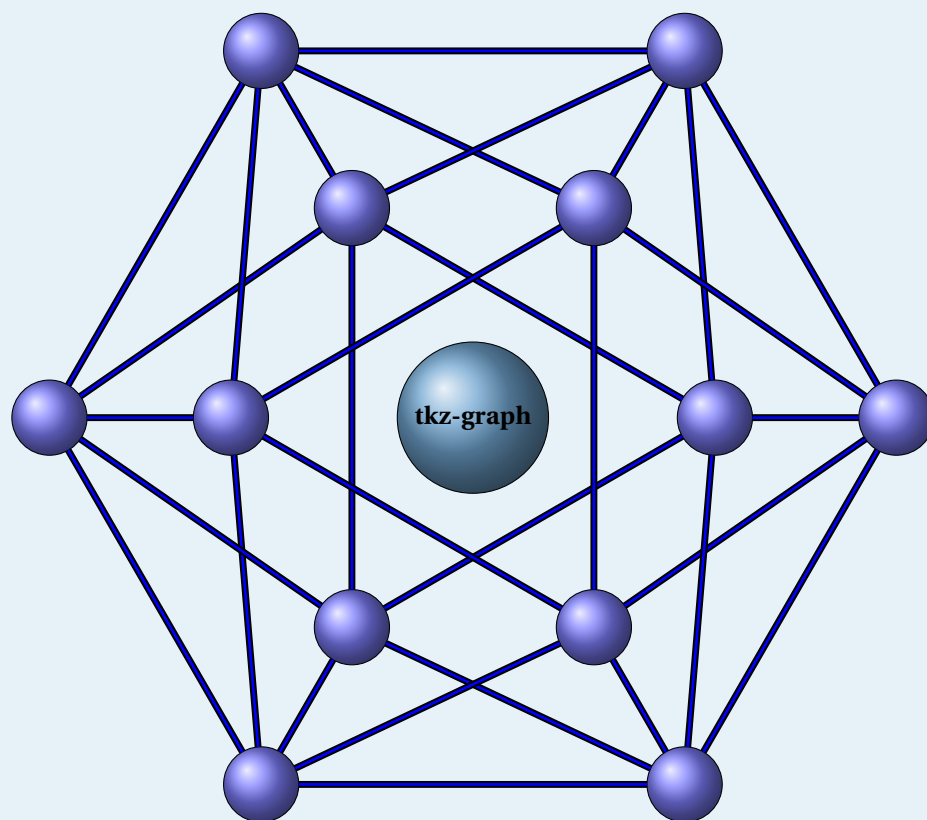


AlterMundus



Alain Matthes

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<http://altermundus.fr>

tkz-graph

AlterMundus

Alain Matthes

`tkz-graph` is a package to draw graphs with `TikZ` as simply as possible: vertices, edges, loops, labels and styles are created with a few $\text{\LaTeX}$ macros. It belongs to a series of packages whose common aim is the creation of drawings useful for teaching mathematics. It comes with the package `tkz-berge`, which draws the classic graphs of graph theory.

☞ I would like to thank **Till Tantau** for creating the wonderful tool `TikZ`.

☞ You will find many examples on my site: altermundus.fr

Please send your comments and bug reports to [Alain Matthes](mailto:Alain.Matthes@univ-lille.fr).

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1 Getting started

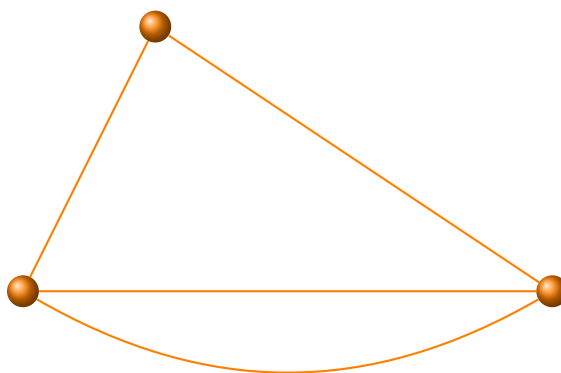
TikZ is a pleasant tool for drawing graphs, so pleasant that one may wonder whether a package is needed at all. `tkz-graph` contains no graph theory: it only provides tools to *draw* graphs. Four reasons justify it:

1. some users do not want to learn TikZ; a few $\text{\LaTeX}$ macros with a simple syntax are enough to draw the graphs used in teaching;
2. the styles of the vertices and of the edges are managed for you: a graph can be drawn without a single coordinate, and a new look is obtained by changing a style;
3. the package `tkz-berge` relies on `tkz-graph` to draw the classic graphs of graph theory (Petersen, Heawood, hypercubes, trees...);
4. it is a gentle introduction to TikZ: every macro accepts TikZ options.

1.1 A first graph

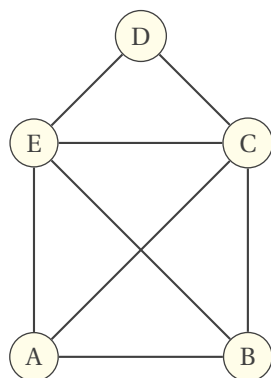
Before reading the description of the macros, check that the package is installed with this complete document.

```
\documentclass[border=3mm]{standalone}
\usepackage{tkz-graph}
\begin{document}
\begin{tikzpicture}[scale=1.75]
  \GraphInit[vstyle=Art]
  \Vertex{A}
  \Vertex[x=4,y=0]{B}
  \Vertex[x=1,y=2]{C}
  \Edge[style={bend left}]{B}{A}
  \Edges(A,B,C,A)
\end{tikzpicture}
\end{document}
```



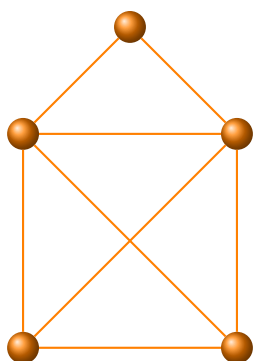
1.2 A classic example

The style `Normal` is the default one. `\Vertices` places a list of vertices on a circle, `\NOEA` places a vertex to the north-east of another one and `\Edges` draws a chain of edges.



```
\begin{tikzpicture}
  \GraphInit[vstyle=Normal]
  \SetGraphUnit{2}
  \Vertices[rotation=-135]{circle}{A,B,C,E}
  \NOEA[unit=1.414]{E}{D}
  \Edges(A,B,E,D,C,E,A,C,B)
\end{tikzpicture}
```

The same graph with another style:



```
\begin{tikzpicture}
  \GraphInit[vstyle=Art]
  \SetGraphUnit{2}
  \Vertices[rotation=-135]{circle}{A,B,C,E}
  \NOEA[unit=1.414](E){D}
  \Edges(A,B,E,D,C,E,A,C,B)
\end{tikzpicture}
```

1.3 Loading the package

```
\usepackage{tkz-graph} % or
\usepackage[noshortnames]{tkz-graph}
```

The package loads TikZ (with its library `arrows`) and `ifthen`. It works with `pdflatex`, `xelatex` and `lualatex`.

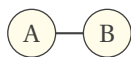
1.3.1 Short names and prefixed names

The drawing macros exist under two names:

short name	prefixed name
<code>\Vertex</code> , <code>\Vertices</code>	<code>\tkzVertex</code> , <code>\tkzVertices</code>
<code>\Edge</code> , <code>\Edges</code> , <code>\Loop</code>	<code>\tkzEdge</code> , <code>\tkzEdges</code> , <code>\tkzLoop</code>
<code>\EA</code> , <code>\WE</code> , <code>\NO</code> , <code>\SO</code>	<code>\tkzEA</code> , <code>\tkzWE</code> , <code>\tkzNO</code> , <code>\tkzSO</code>
<code>\NOEA</code> , <code>\NOWE</code> , <code>\SOEA</code> , <code>\SOWE</code>	<code>\tkzNOEA</code> , <code>\tkzNOWE</code> , <code>\tkzSOEA</code> , <code>\tkzSOWE</code>

Short names like `\EA` or `\NO` are often used by other packages or by the user (`\EA` is a classic abbreviation of `\expandafter`). For this reason:

- the prefixed names are always defined;
- the short names are installed at the beginning of each `tikzpicture` environment. Outside the pictures, a definition of `\EA` or `\NO` made by the user or by another package keeps its meaning;
- if a short name is already defined when `tkz-graph` is loaded, a warning gives the prefixed name to use outside the pictures;
- with the option `noshortnames`, the short names are never defined.



ok

```
\let\EA\expandafter % user definition
\begin{tikzpicture}
  \Vertex{A} \EA(A){B} % EA of tkz-graph
  \Edge(A)(B)
\end{tikzpicture}
```

```
\EA\def\csname test\endcsname{ok}
\test % \EA is \expandafter again
```

The macros of settings (`\GraphInit`, `\tkzSetUpGraph`, `\SetUpEdge`...) have long names and are always defined.

1.3.2 Upgrading from version 2.00

Documents written for the version 2.00 give the same result, with two exceptions:

- `xkeyval` is no longer loaded: the keys use `pgfkeys`. A document that uses `xkeyval` without loading it must load it.
- A second `\GraphInit[vstyle=...]` in the same group was ignored by the version 2.00 (and its value was written in the text); it now works.

`tkz-berge` must be updated at the same time (version 2.2 or later): the old `tkz-berge` needs `xkeyval`. The list of all the changes is in the file `CHANGELOG.md`.

2 Vertices

`\Vertex` is the main macro: it places a vertex. A vertex can be placed with cartesian or polar coordinates, on an existing node, or relatively to another vertex.

2.1 `\Vertex`

`\Vertex[⟨local options⟩]{⟨name⟩}`

A vertex has a name, a position, a label and a style.

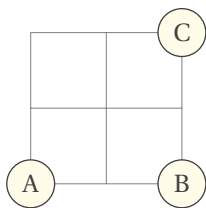
The argument `name` is mandatory: it is the name of the `TikZ` node, used later to draw the edges. Do not confuse it with the `label`, the text displayed in the vertex: the name can be `M1` and the label `M1`.

Options	Default	Definition
<code>x</code>	<code>{}</code>	abscissa
<code>y</code>	<code>{}</code>	ordinate
<code>a</code>	<code>{}</code>	angle (polar coordinates)
<code>d</code>	<code>{}</code>	distance (polar coordinates)
<code>Node</code>	<code>false</code>	the vertex is placed on an existing node
<code>position</code>	<code>{}</code>	<code>TikZ</code> relative placement (<code>right=of A...</code>)
<code>unit</code>	<code>\GraphUnit</code>	distance for the shortcuts
<code>dir</code>	<code>\EA</code>	direction used by <code>\Vertices</code>
<code>style</code>	<code>{}</code>	<code>TikZ</code> options added to the node
<code>empty</code>	<code>false</code>	the vertex is an invisible node
<code>NoLabel</code>	<code>false</code>	no label
<code>LabelOut</code>	<code>false</code>	the label is outside the node
<code>L</code>	<code>{}</code>	the label
<code>Math</code>	<code>false</code>	the label is written in math mode
<code>Ldist</code>	<code>0cm</code>	distance between the node and an outside label
<code>Lpos</code>	<code>0</code>	angle of an outside label

If `L` is empty, the label is the name of the vertex. Without `x`, `y`, `a`, `d` and `position`, the vertex is placed at the origin.

2.1.1 Cartesian coordinates

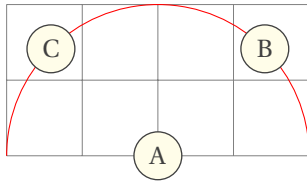
`\Vertex[x=⟨number⟩,y=⟨number⟩]{⟨name⟩}`.



```
\begin{tikzpicture}
  \draw[help lines] (0,0) grid (2,2);
  \Vertex{A} % x=0, y=0
  \Vertex[x=2,y=0]{B}
  \Vertex[x=2,y=2]{C}
\end{tikzpicture}
```

2.1.2 Polar coordinates

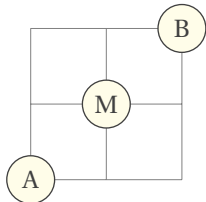
`\Vertex[a=⟨angle⟩,d=⟨distance⟩]{⟨name⟩}`.



```
\begin{tikzpicture}
\draw[help lines] (-2,0) grid (2,2);
\draw[red] (2,0) arc (0:180:2cm);
\Vertex{A}
\Vertex[a=45,d=2cm]{B}
\Vertex[a=135,d=2cm]{C}
\end{tikzpicture}
```

2.1.3 Option Node: a vertex on an existing node

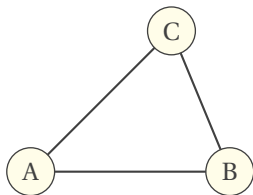
The vertex is placed on a node or on a coordinate already defined.



```
\begin{tikzpicture}
\draw[help lines] (0,0) grid (2,2);
\Vertex{A} \Vertex[x=2,y=2]{B}
\coordinate (M) at ($(A)!.5!(B)$);
\Vertex[Node]{M}
\end{tikzpicture}
```

2.1.4 Option position: placement with TikZ

With the library positioning:



```
\begin{tikzpicture}[node distance=2cm]
\Vertex{A}
\Vertex[position={right=of A}]{B}
\Vertex[position={above right=of A}]{C}
\Edges(A,B,C,A)
\end{tikzpicture}
```

2.1.5 Option empty: an invisible vertex

The node exists (edges can reach it) but nothing is drawn.



```
\begin{tikzpicture}
\Vertex{A}
\Vertex[x=3,y=0,empty]{B}
\Edge(A)(B)
\end{tikzpicture}
```

2.2 Relative placement: the shortcuts

A distance between two vertices is needed: the unit of the graph.

`\SetGraphUnit{<number>}`

*Sets the distance between the centers of two vertices placed with a shortcut. The number is expressed in the units of TikZ (1 cm by default). The default value is 1. The definition is local to a group or a **scope** environment.*

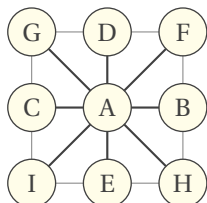
`\EA[<local options>](<vertex A>){<vertex B>}`

*The shortcuts create **vertex B** relatively to **vertex A**. The distance is **unit** horizontally and vertically: **unit** is given by `\SetGraphUnit` (or by `\GraphInit`, or `\tkzSetUpGraph`) or by the option **unit**. The options are those of `\Vertex`.*

Shortcut	Definition
<code>\EA</code>	east
<code>\WE</code>	west
<code>\NO</code>	north
<code>\SO</code>	south
<code>\NOEA</code>	north-east (north then east)
<code>\NOWE</code>	north-west
<code>\SOEA</code>	south-east
<code>\SOWE</code>	south-west

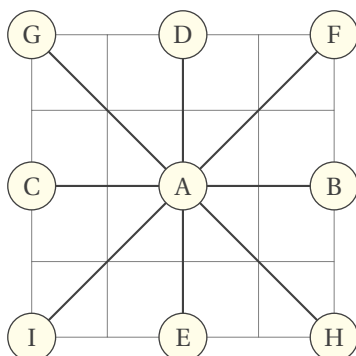
With `\NOEA`, the distance between the two vertices is $\sqrt{2} \times \text{unit}$.

2.2.1 The shortcuts with the default unit

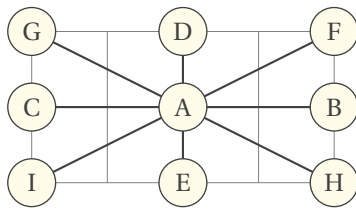


```
\begin{tikzpicture}
  \draw[help lines] (-1,-1) grid (1,1);
  \Vertex{A}
  \EA(A){B} \WE(A){C} \NO(A){D} \SO(A){E}
  \NOEA(A){F} \NOWE(A){G} \SOEA(A){H} \SOWE(A){I}
  \foreach \v in {B,C,D,E,F,G,H,I}{\Edge(A)(\v)}
\end{tikzpicture}
```

2.2.2 A new unit with `\SetGraphUnit`

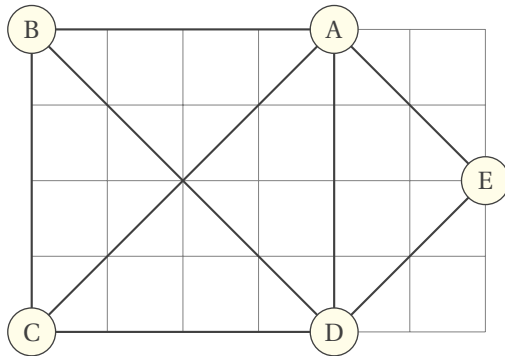


```
\begin{tikzpicture}
  \draw[help lines] (-2,-2) grid (2,2);
  \SetGraphUnit{2}
  \Vertex{A}
  \EA(A){B} \WE(A){C} \NO(A){D} \SO(A){E}
  \NOEA(A){F} \NOWE(A){G} \SOEA(A){H} \SOWE(A){I}
  \foreach \v in {B,C,D,E,F,G,H,I}{\Edge(A)(\v)}
\end{tikzpicture}
```

2.2.3 The units of TikZ: $x=2\text{cm}, y=1\text{cm}$ 

```
\begin{tikzpicture}[x=2cm,y=1cm]
  \draw[help lines] (-1,-1) grid (1,1);
  \Vertex{A}
  \EA(A){B} \WE(A){C} \NO(A){D} \SO(A){E}
  \NOEA(A){F} \NOWE(A){G} \SOEA(A){H} \SOWE(A){I}
  \foreach \v in {B,C,D,E,F,G,H,I}{\Edge(A)(\v)}
\end{tikzpicture}
```

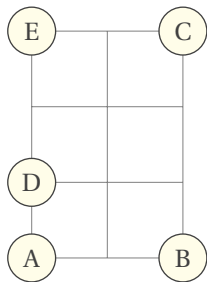
2.2.4 A graph built from a coordinate



```
\begin{tikzpicture}
  \draw[help lines] (-2,-2) grid (4,2);
  \SetGraphUnit{2}
  \coordinate (O) at (0,0);
  \NOEA(O){A} \NOWE(O){B} \SOEA(O){D}
  \SOWE(O){C} \NOEA(D){E}
  \Edges(B,C,D,A,E,D,B,A,C)
\end{tikzpicture}
```

2.2.5 A local unit

The option `unit`, a scope environment or a $\text{\TeX}$ group limit the change of unit.



```
\begin{tikzpicture}
  \draw[help lines] (0,0) grid (2,3);
  \SetGraphUnit{2}
  \Vertex{A} \EA(A){B}
  \NO[unit=3](B){C}
  {\SetGraphUnit{1} \NO(A){D}}
  \NO(D){E}
\end{tikzpicture}
```

3 Several vertices at once

`\Vertices` places a list of vertices on a line or on a simple geometric figure: triangle, square or circle.

`\Vertices[⟨local options⟩]{⟨form⟩}{⟨list of vertices⟩}`

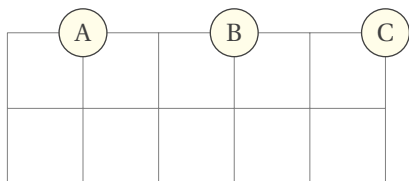
First argument	Definition
<code>line</code>	vertices on a line; the option <code>dir</code> gives the direction
<code>tr1</code>	first form of triangle
<code>tr2</code>	second form of triangle
<code>tr3</code>	third form of triangle
<code>tr4</code>	fourth form of triangle
<code>square</code>	four vertices on a square
<code>circle</code>	vertices on a circle (regular polygon)

The second argument is a list of names of vertices.

Options	Default	Definition
<code>dir</code>	<code>\EA</code>	direction of a line
<code>unit</code>	<code>\GraphUnit</code>	side, or radius of the circle
<code>rotation</code>	<code>0</code>	circle : angle of the first vertex
<code>clockwise</code>	<code>false</code>	circle : the vertices turn clockwise

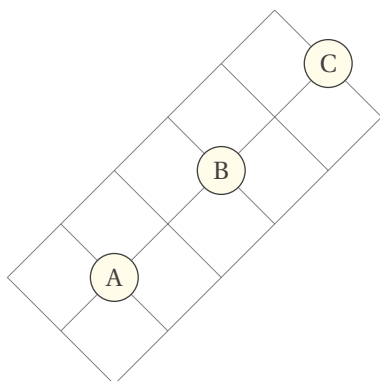
The other options are those of `\Vertex`; they apply to every vertex. For a line, the possible directions are `\EA`, `\WE`, `\NO`, `\SO`, `\NOEA`, `\NOWE`, `\SOEA` and `\SOWE`.

3.1 A line from a given point



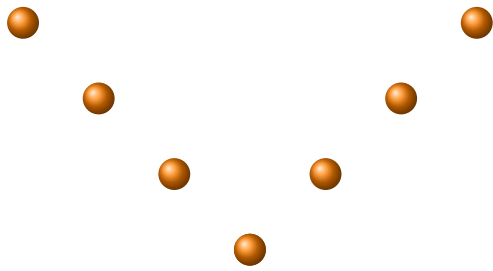
```
\begin{tikzpicture}
  \SetGraphUnit{2}
  \draw[help lines] (0,0) grid (5,2);
  \Vertices[x=1,y=2]{line}{A,B,C}
\end{tikzpicture}
```

3.2 A line from an existing node



```
\begin{tikzpicture}[rotate=45]
  \SetGraphUnit{2}
  \draw[help lines] (0,0) grid (5,2);
  \coordinate (A) at (1,1);
  \Vertices[Node]{line}{A,B,C}
\end{tikzpicture}
```

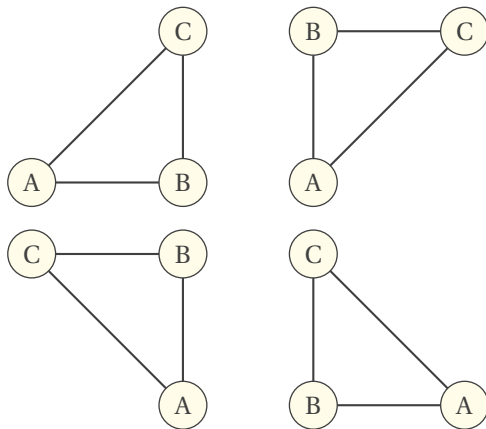
3.3 Lines with a direction



```
\begin{tikzpicture}
\GraphInit[vstyle=Art]
\Vertices[dir=\NOEA]{line}{A,B,C,D}
\Vertices[dir=\NOWE]{line}{A,E,F,G}
\end{tikzpicture}
```

3.4 Triangles

The triangles are right isosceles triangles. Here are the forms `tr1`, `tr2`, `tr3` and `tr4`.

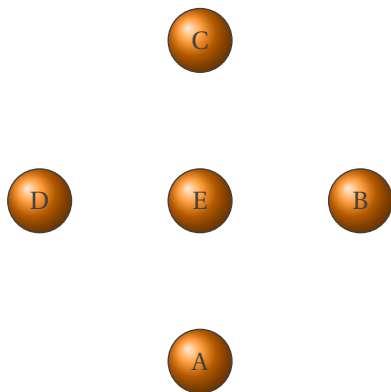


```
\begin{tikzpicture}\SetGraphUnit{2}
\Vertices{tr1}{A,B,C}\Edges(A,B,C,A)
\end{tikzpicture}\hspace*{1cm}
\begin{tikzpicture}\SetGraphUnit{2}
\Vertices{tr2}{A,B,C}\Edges(A,B,C,A)
\end{tikzpicture}
```

```
\begin{tikzpicture}\SetGraphUnit{2}
\Vertices{tr3}{A,B,C}\Edges(A,B,C,A)
\end{tikzpicture}\hspace*{1cm}
\begin{tikzpicture}\SetGraphUnit{2}
\Vertices{tr4}{A,B,C}\Edges(A,B,C,A)
\end{tikzpicture}
```

3.5 A square

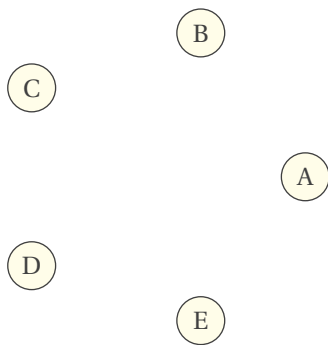
The center of the square is obtained with an intersection (see the [pgfmanual](#)).



```
\begin{tikzpicture}
\SetGraphUnit{3}
\GraphInit[vstyle=Shade]
\Vertices{square}{A,B,C,D}
\coordinate (E) at (intersection of A--C and B--D);
\Vertex[Node]{E}
\end{tikzpicture}
```

3.6 A circle

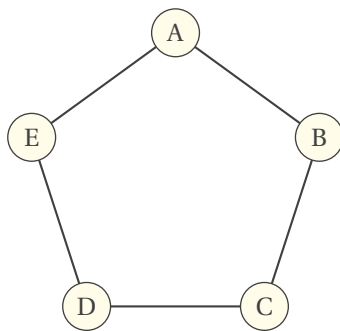
By default the first vertex is at the angle 0 and the vertices turn counterclockwise.



```
\begin{tikzpicture}
  \SetGraphUnit{2}
  \Vertices{circle}{A,B,C,D,E}
\end{tikzpicture}
```

3.6.1 Options rotation and clockwise

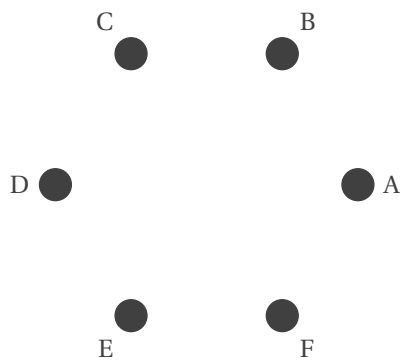
`rotation` gives the angle of the first vertex; with `clockwise`, the vertices turn clockwise.



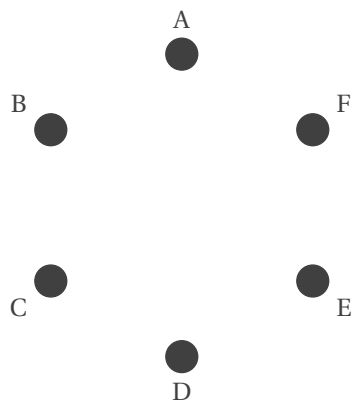
```
\begin{tikzpicture}
  \SetGraphUnit{2}
  \Vertices[rotation=90,clockwise]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A)
\end{tikzpicture}
```

3.6.2 A circle and outside labels

With an outside label, `Lpos` is added to the angle of each vertex: the labels follow the rotation of the figure.

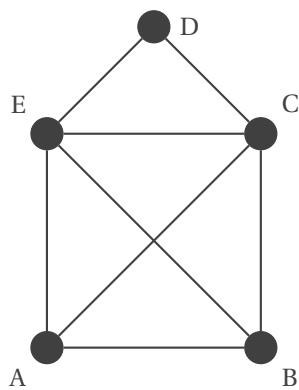


```
\begin{tikzpicture}
  \SetGraphUnit{2}
  \GraphInit[vstyle=Classic]
  \Vertices{circle}{A,B,C,D,E,F}
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \GraphInit[vstyle=Classic]
  \Vertices[unit=2,rotation=90]{circle}{A,B,C,D,E,F}
\end{tikzpicture}
```

3.6.3 A circle and a shortcut



```
\begin{tikzpicture}[scale=.5]
  \SetGraphUnit{4}
  \GraphInit[vstyle=Classic]
  \Vertices[rotation=45]{circle}{C,E,A,B}
  \NOEA[unit=2.828](E){D}
  \Edges(A,B,E,D,C,E,A,C,B)
\end{tikzpicture}
```

4 Labels of the vertices

If no label is given, the label of a vertex is its name. The behavior of the labels can be changed locally with the options of `\Vertex`, or for all the vertices with the macros of this section.

4.1 Options of `\Vertex` for the labels

4.1.1 Option L



```
\begin{tikzpicture}
  \Vertex[L=$\alpha$]{a}
  \EA[unit=4](a){b}
\end{tikzpicture}
```

4.1.2 Option Math

The label is written in math mode; there is no need to give L in math mode.



```
\begin{tikzpicture}
  \Vertex[Math]{A_1}
  \Vertex[Math,L=\alpha,x=4,y=0]{a}
\end{tikzpicture}
```

4.1.3 Option NoLabel

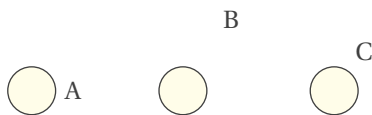
The label is not displayed. To remove the labels of all the vertices, use `\SetVertexNoLabel`.



```
\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex[NoLabel]{A}
  \EA[NoLabel](A){B}
\end{tikzpicture}
```

4.1.4 Options LabelOut, Lpos and Ldist

The first option places the label outside the node, the second one gives its direction (an angle) and the last one the distance between the label and the node.



```
\begin{tikzpicture}
  \Vertex[LabelOut]{A}
  \Vertex[LabelOut,Lpos=60,Ldist=.5cm,x=2,y=0]{B}
  \Vertex[LabelOut,Lpos=60,x=4,y=0]{C}
\end{tikzpicture}
```

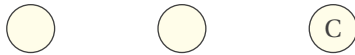
4.2 Macros for all the vertices

`\SetVertexNoLabel`

The labels of the next vertices are removed (option NoLabel).

`\SetVertexLabel`

The labels are displayed again.



```
\begin{tikzpicture}
  \SetVertexNoLabel
  \SetGraphUnit{2}
  \Vertex{A}      \EA(A){B}
  \SetVertexLabel \EA(B){C}
\end{tikzpicture}
```

`\SetVertexMath`

The labels are written in math mode (option `Math`). The macro also applies to the graphs of `tkz-berge`. `\SetVertexNoMath` cancels it.



```
\begin{tikzpicture}
  \SetVertexMath
  \Vertex{A_1}   \EA[unit=3](A_1){A_2}
\end{tikzpicture}
```

`\SetVertexLabelOut`

The labels are placed outside the vertices (option `LabelOut`); `Lpos` and `Ldist` give their position. `\SetVertexLabelIn` writes the labels inside the vertices again.



```
\begin{tikzpicture}
  \SetGraphUnit{3}
  \SetVertexLabelOut
  \Vertex{A}   \EA(A){B}
  \SetVertexLabelIn \SO(B){C}
\end{tikzpicture}
```



These macros act until the end of the current group (a `scope` environment, a `tikzpicture` or braces).

5 Edges

5.1 \Edge

\Edge[⟨local options⟩](⟨vertex A⟩)(⟨vertex B⟩)		
Options	Default	Definition
color	\EdgeColor	color of the edge
lw	\EdgeLineWidth	line width of the edge
double	{}	color of the border of a double edge
dd	\EdgeDoubleDistance	line width of the border
label	{}	label of the edge
labeltext	\LabelTextColor	color of the text of the label
labelcolor	\LabelFillColor	color of the background of the label
labelstyle	{}	TikZ options of the label
style	pos=.5	TikZ options of the edge
local	false	the style EdgeStyle is not used
->		arrow from A to B
<-		arrow from B to A
<->		arrows at both ends
-		no arrow
arrow	{}	any TikZ arrow specification

*\Edge draws an edge between two vertices. The edge uses the style **EdgeStyle** (defined by \GraphInit) and its label the style **LabelStyle**. The keys ->, <- and <-> use the tip given by \tkzSetUpGraph[arrow tip=...] (**stealth'** by default).*

5.1.1 Straight edges and arcs

An edge is a segment or an arc; it can have a label. The style **EdgeStyle** can be redefined for all the following edges.

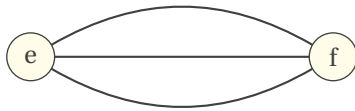


```

\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{a}
  \EA(a){b}
  \SO[unit=2](a){c}
  \EA(c){d}
  {\SetGraphUnit{2}
  \SO(c){e}}
  \EA(e){f}
  \Edge(a)(b)
  \tikzset{EdgeStyle/.style = {bend left}}
  \Edge(c)(d)
  \tikzset{EdgeStyle/.style = {bend right=60}}
  \Edge[->](e)(f)
\end{tikzpicture}

```

5.1.2 The option style



```
\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{e}
  \EA(e){f}
  \Edge(f)(e)
  \Edge[style={bend left}](f)(e)
  \Edge[style={bend right}](f)(e)
\end{tikzpicture}
```

5.1.3 Arrows



```
\begin{tikzpicture}
  \SetGraphUnit{2}
  \Vertices[line]{A,B,C,D}
  \Edge[->](A)(B)
  \Edge[<->,color=red](B)(C)
  \Edge[<->,style={bend left}](C)(D)
  \Edge[arrow={-to},style={bend right}](C)(D)
\end{tikzpicture}
```

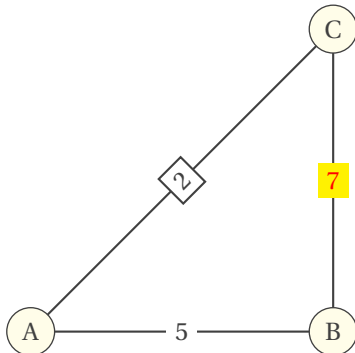
5.1.4 Double edges

`double` gives the color of the border, `lw` the width of the inside and `dd` the width of the border.



```
\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{A} \EA(A){B}
  \Edge[double=black,color=orange,lw=2pt](A)(B)
\end{tikzpicture}
```

5.1.5 Labels

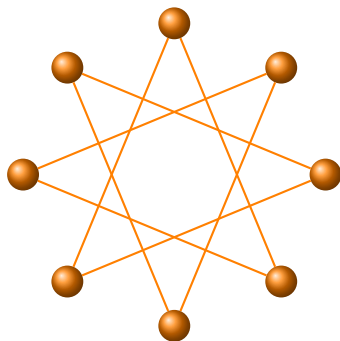


```
\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{A} \EA(A){B} \NO(B){C}
  \Edge[label=$5$](A)(B)
  \Edge[label=$7$,labelcolor=yellow,labeltext=red](B)(C)
  \Edge[label=$2$,labelstyle={draw,sloped}](C)(A)
\end{tikzpicture}
```

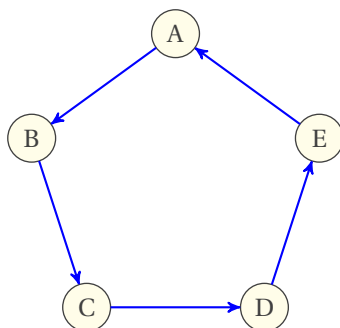
5.2 \Edges

`\Edges[⟨local options⟩](⟨vertex A,vertex B,...⟩)`

`\Edges` draws a chain of edges $A-B, B-C, \dots$. The options are those of `\Edge`; they apply to every edge.



```
\begin{tikzpicture}
  \GraphInit[vstyle=Art]
  \Vertices[unit=2]{circle}{a0,a1,a2,a3,a4,a5,a6,a7}
  \Edges(a0,a3,a6,a1,a4,a7,a2,a5,a0)
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \Vertices[unit=2,rotation=90]{circle}{A,B,C,D,E}
  \Edges[->,color=blue](A,B,C,D,E,A)
\end{tikzpicture}
```

5.3 A loop: \Loop

`\Loop[⟨local options⟩](⟨vertex⟩)`

Options	Default	Definition
<code>dir</code>	WE	direction: WE, EA, NO, SO, NOWE, NOEA, SOWE, SOEA
<code>dist</code>	4cm	size of the loop
<code>color</code>	black	color of the loop
<code>label</code>	{}	label
<code>labelstyle</code>	{}	TikZ options of the label
<code>style</code>	pre,thick	TikZ options of the loop

The direction is not case sensitive. `\grLoop` is another name of this macro, always defined.



```

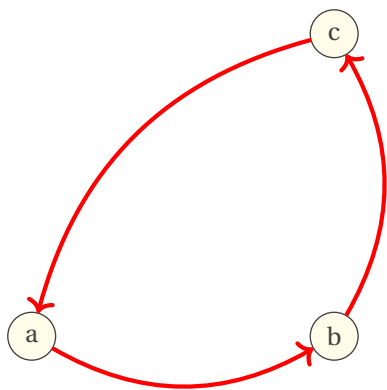
\begin{tikzpicture}
  \useasboundingbox (-2,-2) rectangle (8,2);
  \SetVertexSimple
  \SetGraphUnit{5}
  \Vertex{A}
  \EA(A){B}
  \Edge[->](A)(B)
  \Loop[dist=3cm,dir=EA,style={thick,->}](B)
  \Loop[dist=5cm,dir=WE,style={thick,->},label=$0.5$,labelstyle=left](A)
\end{tikzpicture}

```

5.4 Default values for the edges: `\SetUpEdge`

<code>\SetUpEdge[⟨local options⟩]</code>		
Options	Default	Definition
<code>color</code>	<code>\EdgeColor</code>	color of the edges
<code>lw</code>	<code>\EdgeLineWidth</code>	line width
<code>label</code>	<code>{}</code>	label
<code>labeltext</code>	<code>\LabelTextColor</code>	color of the text of the labels
<code>labelcolor</code>	<code>\LabelFillColor</code>	background of the labels
<code>labelstyle</code>	<code>{}</code>	TikZ options of the labels
<code>style</code>	<code>{}</code>	TikZ options of the edges

The given values become the default values of the next edges, until the end of the group. `\SetUpEdge` also empties the styles `EdgeStyle` and `LabelStyle`. `\DisableEdgeStyle` only empties `EdgeStyle`.



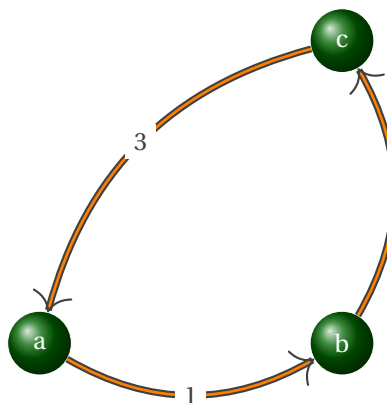
```

\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{a}
  \EA(a){b}
  \NO(b){c}
  \SetUpEdge[style={->,bend right,ultra thick},
             color=red]
  \Edge(a)(b)
  \Edge(b)(c)
  \Edge(c)(a)
\end{tikzpicture}

```

5.5 The styles `EdgeStyle` and `LabelStyle`

These two TikZ styles can be redefined with `\tikzset`.



```

\begin{tikzpicture}
  \SetGraphUnit{4}
  \tikzset{VertexStyle/.style = {draw,
    shape = circle, shading = ball,
    ball color = green!40!black,
    minimum size = 24pt, color = white}}
  \tikzset{EdgeStyle/.style = {->,bend right,
    thick, double = orange,
    double distance = 1pt}}
  \Vertex{a}
  \EA(a){b}
  \NO(b){c}
  \tikzset{LabelStyle/.style = {fill=white}}
  \Edge[label=$1$](a)(b)
  \Edge[label=$2$](b)(c)
  \Edge[label=$3$](c)(a)
\end{tikzpicture}

```

6 Styles

The look of a graph depends on three TikZ styles: `VertexStyle`, `EdgeStyle` and `LabelStyle` (the labels of the edges). There are several ways to change them; the last definition wins.

1. `\GraphInit` chooses a predefined style (`vstyle`); `\tkzDefGraphStyle` defines a new one.
2. `\tkzSetUpGraph` changes the values used by the styles: colors, sizes, line widths...
3. The macros `\SetVertexSimple`, `\SetVertexNormal`, `\SetVertexShade`, `\SetVertexArt`, `\SetUpVertex` and `\SetUpEdge` refine a style.
4. The styles can be redefined with `\tikzset: VertexStyle/.style={...}` defines a new style, `VertexStyle/.append style={...}` completes the current one.

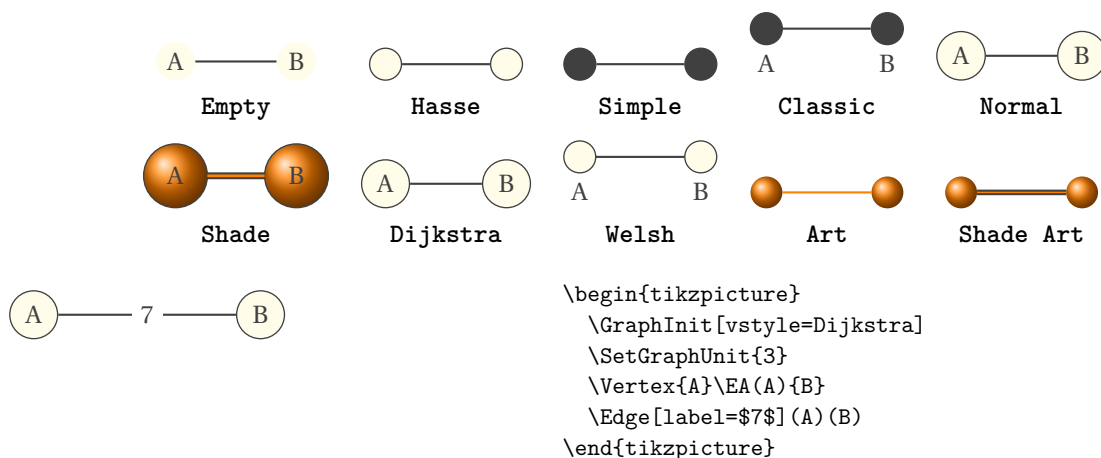
6.1 `\GraphInit`

`\GraphInit[⟨local options⟩]`

Options	Default	Definition
<code>vstyle</code>	Normal	predefined style
<code>unit</code>	<code>\GraphUnit</code>	unit of the graph

The predefined styles are `Empty`, `Hasse`, `Simple`, `Classic`, `Normal`, `Shade`, `Dijkstra`, `Welsh`, `Art` and `Shade Art`. The name of the style is not case sensitive. A style also sets the behavior of the labels (inside, outside or no label).

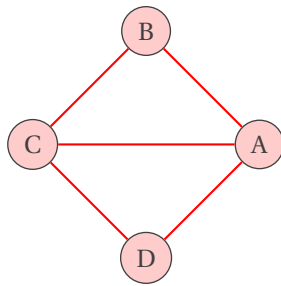
6.1.1 The predefined styles



6.2 A new style: `\tkzDefGraphStyle`

`\tkzDefGraphStyle{⟨name⟩}{⟨code⟩}`

Defines (or redefines) the style `name` for `\GraphInit[vstyle=name]`. The code is executed each time the style is chosen; it can use the macros of this section or `\tikzset`. The name is not case sensitive.



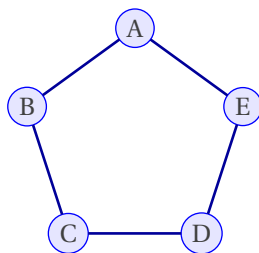
```
\tkzDefGraphStyle{Red}{%  
  \GraphInit[vstyle=Normal]  
  \SetGraphColor{red!20}{red}}  
\begin{tikzpicture}  
  \GraphInit[vstyle=red]  
  \Vertices[unit=1.5]{circle}{A,B,C,D}  
  \Edges(A,B,C,D,A,C)  
\end{tikzpicture}
```

6.3 Settings: `\tkzSetUpGraph`

The predefined styles use macros like `\VertexShape` or `\EdgeLineWidth`. `\tkzSetUpGraph` changes them with keys.

<code>\tkzSetUpGraph[<options>]</code>		
Options	Default	Macro changed
vertex shape	circle	<code>\VertexShape</code>
vertex line width	0.5pt	<code>\VertexLineWidth</code>
vertex line color	black	<code>\VertexLineColor</code>
vertex text color	black	<code>\VertexTextColor</code>
vertex fill	black	<code>\VertexFillColor</code>
light fill	white	<code>\VertexLightFillColor</code>
dark fill	black	<code>\VertexDarkFillColor</code>
ball color	orange	<code>\VertexBallColor</code>
inner sep	2pt	<code>\VertexInnerSep</code>
outer sep	0pt	<code>\VertexOuterSep</code>
small size	12pt	<code>\VertexSmallMinSize</code>
medium size	18pt	<code>\VertexInterMinSize</code>
big size	24pt	<code>\VertexBigMinSize</code>
edge color	black	<code>\EdgeColor</code>
edge width	0.8pt	<code>\EdgeLineWidth</code>
edge fill	orange	<code>\EdgeFillColor</code>
art color	orange	<code>\EdgeArtColor</code>
double distance	1pt	<code>\EdgeDoubleDistance</code>
label text	black	<code>\LabelTextColor</code>
label fill	white	<code>\LabelFillColor</code>
unit	1	<code>\GraphUnit</code>
directed		an arrow on every edge
arrow tip	stealth'	tip of the arrows

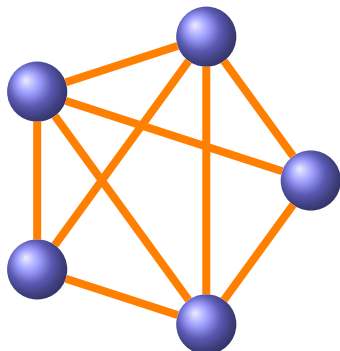
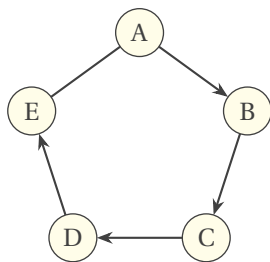
*The changes are local: inside a `tikzpicture` or a group they stop at its end; in the preamble they apply to the whole document. `directed=false` cancels `directed`, and the key `- of \Edge` removes the arrow of one edge. The tips **Stealth**, **Latex**... need the library `arrows.meta`, which is not loaded by `tkz-graph`.*



```

\begin{tikzpicture}
  \tkzSetUpGraph[medium size=14pt,
    vertex line color=blue,
    light fill=blue!10,
    edge color=blue!60!black,
    edge width=1pt]
  \Vertices[unit=1.5,rotation=90]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A)
\end{tikzpicture}

```



```

% \usetikzlibrary{arrows.meta}
\begin{tikzpicture}
  \tkzSetUpGraph[directed,
    arrow tip={Stealth[length=6pt]}]
  \Vertices[unit=1.5,rotation=90,
    clockwise]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E)
  \Edge[-] (E) (A)
\end{tikzpicture}

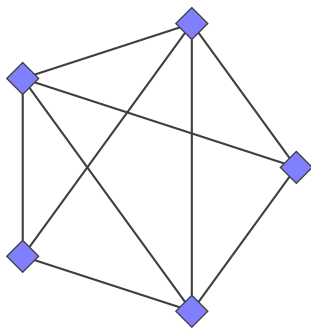
\begin{tikzpicture}
  \GraphInit[vstyle=Art]
  \tkzSetUpGraph[inner sep=8pt,
    edge width=3pt,ball color=blue!50]
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A,C,E,B,D)
\end{tikzpicture}

```

6.4 Refining a style

`\SetVertexSimple[⟨local options⟩]`

Options	Default	Definition
Shape	<code>\VertexShape</code>	shape of the node
MinSize	<code>\VertexSmallMinSize</code>	minimum size
LineWidth	<code>\VertexLineWidth</code>	line width
LineColor	<code>\VertexLineColor</code>	color of the border
FillColor	<code>\VertexFillColor</code>	color of the inside
InnerSep	<code>\VertexInnerSep</code>	inner sep
OuterSep	<code>\VertexOuterSep</code>	outer sep

Small filled vertices without label.

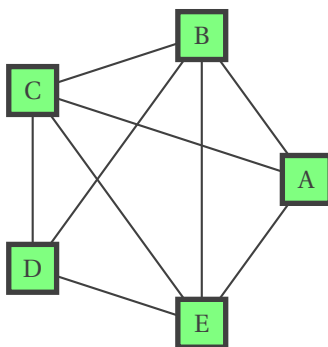
```

\begin{tikzpicture}
  \SetVertexSimple[Shape=diamond,
                   FillColor=blue!50]
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A,C,E,B,D)
\end{tikzpicture}

```

`\SetVertexNormal[⟨local options⟩]`

Options	Default	Definition
Shape	<code>\VertexShape</code>	shape of the node
MinSize	<code>\VertexInterMinSize</code>	minimum size
LineWidth	<code>\VertexLineWidth</code>	line width
LineColor	<code>\VertexLineColor</code>	color of the border
FillColor	<code>\VertexLightFillColor</code>	color of the inside
TextColor	<code>\VertexTextColor</code>	color of the label
InnerSep	<code>\VertexInnerSep</code>	inner sep
OuterSep	<code>\VertexOuterSep</code>	outer sep

The labels are inside the vertices.

```

\begin{tikzpicture}
  \SetVertexNormal[Shape=rectangle,
                   LineWidth=2pt,
                   FillColor=green!50]
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A,C,E,B,D)
\end{tikzpicture}

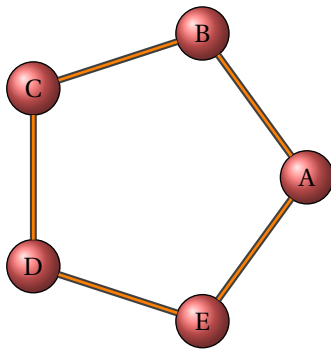
```

`\SetVertexShade[⟨local options⟩]`

Options `Shape`, `MinSize` (`\VertexBigMinSize`), `LineWidth`, `LineColor`, `BallColor` (`\VertexBallColor`), `InnerSep`, `OuterSep`. Shaded vertices with their label; double edges.

`\SetVertexArt[⟨local options⟩]`

Same options as \SetVertexShade, with \VertexSmallMinSize for MinSize. Small shaded vertices without label.



```
\begin{tikzpicture}
  \SetVertexShade[BallColor=red!60,
                  MinSize=20pt]
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A)
\end{tikzpicture}
```

`\SetUpVertex[⟨local options⟩]`

Options	Default	Definition
Lpos	0	angle of an outside label
Ldist	0cm	distance of an outside label
Style	{}	TikZ options added to the vertices
NoLabel	false	no label
LabelOut	false	outside labels
Math	false	labels in math mode
Unit	\GraphUnit	unit of the shortcuts
MinSize	\VertexInterMinSize	minimum size
LineWidth	\VertexLineWidth	line width
LineColor	\VertexLineColor	color of the border
FillColor	\VertexLightFillColor	color of the inside
TextColor	\VertexTextColor	color of the label
InnerSep	\VertexInnerSep	inner sep
OuterSep	\VertexOuterSep	outer sep

Changes the current style of the vertices and the default values of `\Vertex`.



```
\begin{tikzpicture}
  \SetGraphUnit{3}
  \SetUpVertex[Lpos=-60,LabelOut,
               FillColor=yellow]
  \Vertex{A}\EA(A){B}\Edge(A)(B)
\end{tikzpicture}
```

6.5 Colors of the predefined styles

`\SetGraphShadeColor{⟨ball color⟩}{⟨edge color⟩}{⟨double color⟩}`

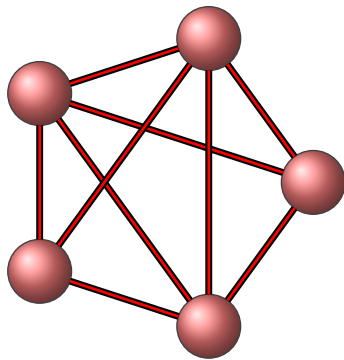
*Colors of the style **Shade**.*

`\SetGraphArtColor{⟨ball color⟩}{⟨edge color⟩}`

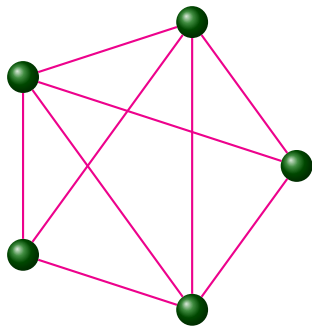
*Colors of the style **Art**.*

`\SetGraphColor{⟨fill color⟩}{⟨edge color⟩}`

*Colors of the style **Normal**.*



```
\begin{tikzpicture}
  \GraphInit[vstyle=Shade]
  \SetVertexNoLabel
  \SetGraphShadeColor{red!50}{black}{red}
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A,C,E,B,D)
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \GraphInit[vstyle=Art]
  \SetGraphArtColor{green!40!black}{magenta}
  \Vertices[unit=2]{circle}{A,B,C,D,E}
  \Edges(A,B,C,D,E,A,C,E,B,D)
\end{tikzpicture}
```

6.6 Other macros

- `\SetVertexLabeledSmall`, `\SetVertexNotLabeledSmall`: small vertices with or without label and double edges;
- `\SetVertexForPresentation{<ball>}{<edge>}{<double>}`: style `Shade` without label, with these colors;
- `\tkzSetUpColors` [`background=...`, `text=...`]: the default colors of the background and of the text, used by the styles (this macro also changes the color of the page).

6.7 Redefining VertexStyle with \tikzset



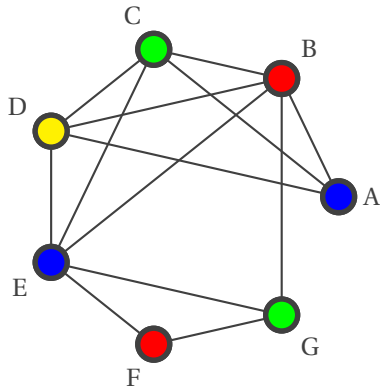
```
\begin{tikzpicture}
  \tikzset{VertexStyle/.style = {
    shape = circle, shading = ball,
    ball color = green!40!black,
    minimum size = 30pt, draw}}
  \SetVertexNoLabel
  \Vertex{A}\EA[unit=3](A){B}
  \Edge(A)(B)
\end{tikzpicture}
```

7 Coloring and highlighting

7.1 Coloring vertices: `\AddVertexColor`

`\AddVertexColor{<color>}{<list of vertices>}`

The vertices of the list, already drawn, are drawn again with this color as fill color (and without label). The style `Welsh` is designed for this use.



```
\begin{tikzpicture}
  \GraphInit[vstyle=Welsh]
  \tkzSetUpGraph[vertex line width=2pt]
  \Vertices[unit=2]{circle}{A,B,C,D,E,F,G}
  \SetVertexNoLabel
  \AddVertexColor{red}{B,F}
  \AddVertexColor{blue}{E,A}
  \AddVertexColor{green}{C,G}
  \AddVertexColor{yellow}{D}
  \Edges(G,E,F,G,B,D,E,C,D,A,C,B,A)
  \Edges(B,E)
\end{tikzpicture}
```

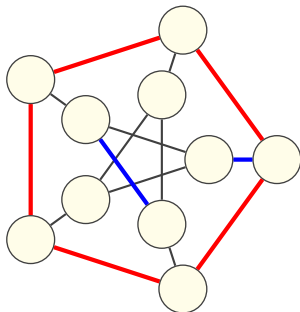
A complete example (the Welsh–Powell algorithm) is given in the section 10.1.

7.2 Highlighting a path: `\tkzHighlightPath`

`\tkzHighlightPath[<local options>]{<list>}`

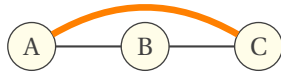
Options	Default	Definition
color	red	color of the path
lw	1.6pt	line width
style	{}	TikZ options (to follow a bent edge...)
cycle	false	the last vertex is joined to the first one

The list is a path `A,B,C,D` (the edges `A–B`, `B–C`, `C–D` are drawn again) or a list of edges `A/B,C/D`. The vertices must exist; the edges are drawn over the graph, so the macro is used at the end of the picture. With `tkz-berge`, it highlights the edges of a graph drawn by a single macro.



```
\begin{tikzpicture}[scale=.6]
  \GraphInit[vstyle=Normal]
  \SetVertexNoLabel
  \grPetersen[RA=3,RB=1.5]
  \tkzHighlightPath[cycle]{a0,a1,a2,a3,a4}
  \tkzHighlightPath[color=blue]{a0/b0,b2/b4}
\end{tikzpicture}
```

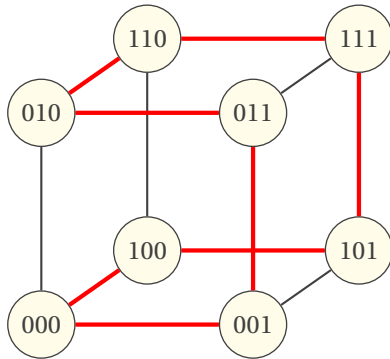
A bent edge needs the same style:



```
\begin{tikzpicture}
  \Vertices[unit=1.5]{line}{A,B,C}
  \Edge[style={bend left=30}]{A}(C)
  \Edges(A,B,C)
  \tkzHighlightPath[color=orange,lw=2.5pt,
    style={bend left=30}]{A,C}
\end{tikzpicture}
```

7.2.1 A Hamiltonian cycle of the cube: the Gray code

With `tkz-berge`, `\grHypercube` names the vertices of the cube by their binary word; a Hamiltonian cycle gives the Gray code.



```
\begin{tikzpicture}[scale=.8]
  \GraphInit[vstyle=Normal]
  \tkzSetUpGraph[medium size=20pt]
  \grHypercube[RA=3.5,prefix={}]{3}
  \tkzHighlightPath[cycle]{%
    {000,001,011,010,110,111,101,100}
  }
\end{tikzpicture}
```

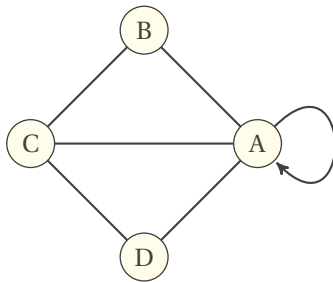
8 Graphs and matrices

8.1 The adjacency matrix of a graph: `\tkzAdjacencyMatrix`

<code>\tkzAdjacencyMatrix[⟨local options⟩]</code>

Options	Default	Definition
directed	false	an edge A--B counts only for the entry (A,B)
order	{}	order of the vertices: order={A,B,C}

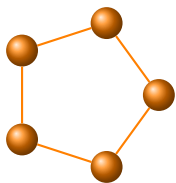
*Writes the adjacency matrix of the graph drawn in the last **tikzpicture**. Each picture records its vertices (in order of creation) and its edges. The entry (i, j) is the number of edges between the i-th and the j-th vertex; a loop counts 1. The macro can be used in text mode or in math mode.*



$$M = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$$

With **tkz-berge**:



$$C_5: \begin{pmatrix} 0 & 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 1 & 0 & 0 & 1 & 0 \end{pmatrix}$$

```
\begin{tikzpicture}
  \Vertices[unit=1.5]{circle}{A,B,C,D}
  \Edges(A,B,C,D,A)
  \Edge(A)(C)
  \Loop[dir=EA,dist=1.5cm](A)
\end{tikzpicture}
```

```
$M = \tkzAdjacencyMatrix$
```

```
\tkzAdjacencyMatrix[order={D,C,B,A}]
```

```
\begin{tikzpicture}[scale=.5]
  \GraphInit[vstyle=Art]
  \grCycle[RA=2]{5}
\end{tikzpicture}
\quad $C_5$ \colon \tkzAdjacencyMatrix$
```

8.2 A graph from a matrix: `\tkzGraphFromMatrix`

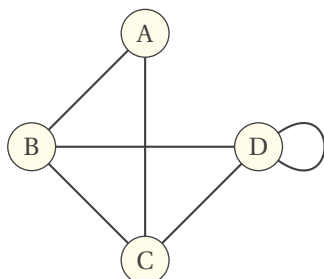
<code>\tkzGraphFromMatrix[⟨local options⟩]{⟨list of vertices⟩}{⟨matrix⟩}</code>

Options	Default	Definition
placed	false	the vertices already exist
unit	<code>\GraphUnit</code>	radius of the circle
rotation	0	angle of the first vertex
clockwise	false	the vertices turn clockwise
directed	false	arrows; $i \rightarrow j$ and $j \rightarrow i$ are bent
weighted	false	the entries are written on the edges
style	{}	TikZ options added to each edge
bend	15	angle of the bent edges

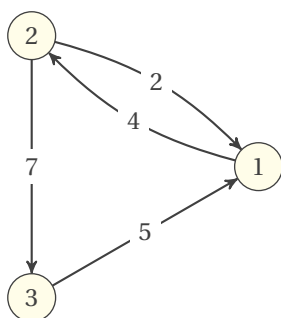
<code>tkz-graph</code>	<code>loop distance</code>	1cm	size of the loops
------------------------	----------------------------	-----	-------------------

AlterMundus

The rows of the matrix are separated by ; and the entries by , (use a decimal point). A non-zero entry (i, j) gives an edge between the i -th and the j -th vertex, a non-zero entry on the diagonal a loop, directed away from the center of the graph. Without **placed**, the vertices are placed on a circle, like `\Vertices{circle}`; the options of the vertices (`\SetVertexMath`, `\GraphInit...`) apply. Without **directed**, only the upper triangle of the matrix is read.



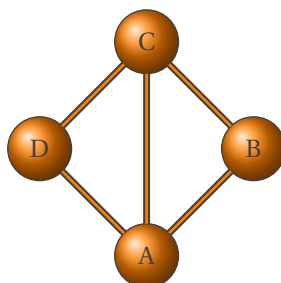
```
\begin{tikzpicture}
  \tkzGraphFromMatrix[unit=1.5,rotation=90]%
    {A,B,C,D}{0,1,1,0;
              1,0,1,1;
              1,1,0,1;
              0,1,1,1}
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \tkzGraphFromMatrix[directed,weighted,
                      unit=2]%
    {1,2,3}{0,4,0; 2,0,7; 5,0,0}
\end{tikzpicture}
```

8.2.1 Placed vertices

With **placed**, the vertices are drawn first, anywhere.



```
\begin{tikzpicture}
  \GraphInit[vstyle=Shade]
  \Vertices[unit=2]{square}{A,B,C,D}
  \tkzGraphFromMatrix[placed]%
    {A,B,C,D}{0,1,1,1;
              1,0,1,0;
              1,1,0,1;
              1,0,1,0}
\end{tikzpicture}
```

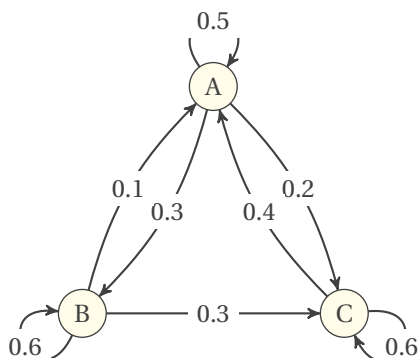
9 Probabilistic graphs

A probabilistic graph (the graph of a Markov chain) is a weighted directed graph: the weight of the edge $i \rightarrow j$ is the probability of going from the state i to the state j .

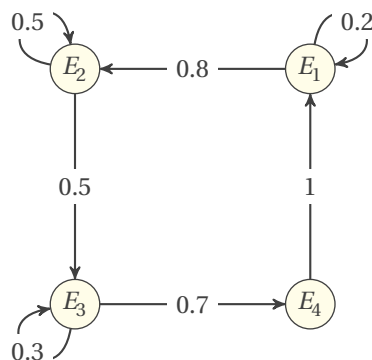
9.1 Any number of states: `\grProbMatrix`

`\grProbMatrix[⟨local options⟩]{⟨list of states⟩}{⟨transition matrix⟩}`

The graph of the transition matrix: `\tkzGraphFromMatrix` with the options **directed** and **weighted**. The other options are those of `\tkzGraphFromMatrix`. The pairs $i \rightarrow j$, $j \rightarrow i$ are bent and the loops are directed away from the center.



```
\begin{tikzpicture}
  \grProbMatrix[unit=2,rotation=90]{A,B,C}%
  {0.5,0.3,0.2;
   0.1,0.6,0.3;
   0.4,0,0.6}
\end{tikzpicture}
```



```
\begin{tikzpicture}
  \SetVertexMath
  \grProbMatrix[unit=2.2,rotation=45]%
  {E_1,E_2,E_3,E_4}%
  {0.2,0.8,0,0;
   0,0.5,0.5,0;
   0,0,0.3,0.7;
   1,0,0,0}
\end{tikzpicture}
```

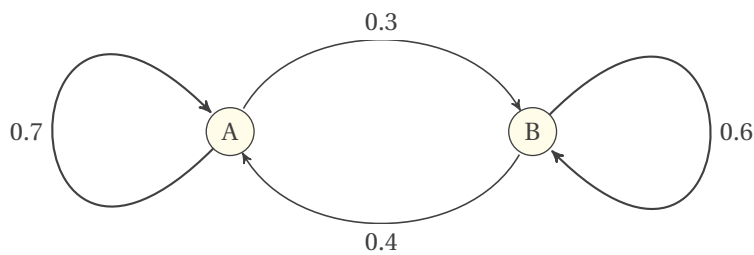
9.2 Two states: `\grProb`

$$\backslash\mathrm{grProb}[\langle\mathrm{local\ options}\rangle][\langle\mathrm{left}\rangle][\langle\mathrm{right}\rangle][\langle\mathrm{N}\rangle][\langle\mathrm{S}\rangle][\langle\mathrm{W}\rangle][\langle\mathrm{E}\rangle]$$

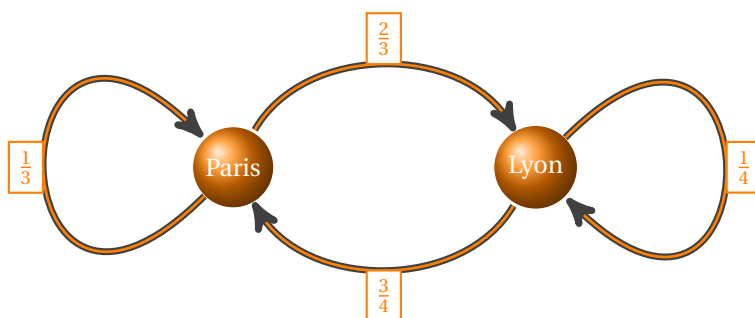
Arguments		Definition
<code>left</code>		name of the vertex on the left
<code>right</code>		name of the vertex on the right
<code>N</code>		label of the top edge (left to right)
<code>S</code>		label of the bottom edge (right to left)
<code>W</code>		label of the loop on the left
<code>E</code>		label of the loop on the right

Options	Default	Definition
<code>unit</code>	4	distance between the vertices
<code>LposA</code>	180	angle of an outside label of the left vertex
<code>LposB</code>	0	angle of an outside label of the right vertex
<code>Ldist</code>	0cm	distance between a node and its label
<code>LoopDist</code>	4cm	size of the loops

The labels of the edges are written in math mode. The vertices are named `grA` and `grB`.



```
\begin{tikzpicture}
  \useasboundingbox (-2.5,-2) rectangle (7.5,2);
  \grProb{A}{B}{0.3}{0.4}{0.7}{0.6}
\end{tikzpicture}
```



```

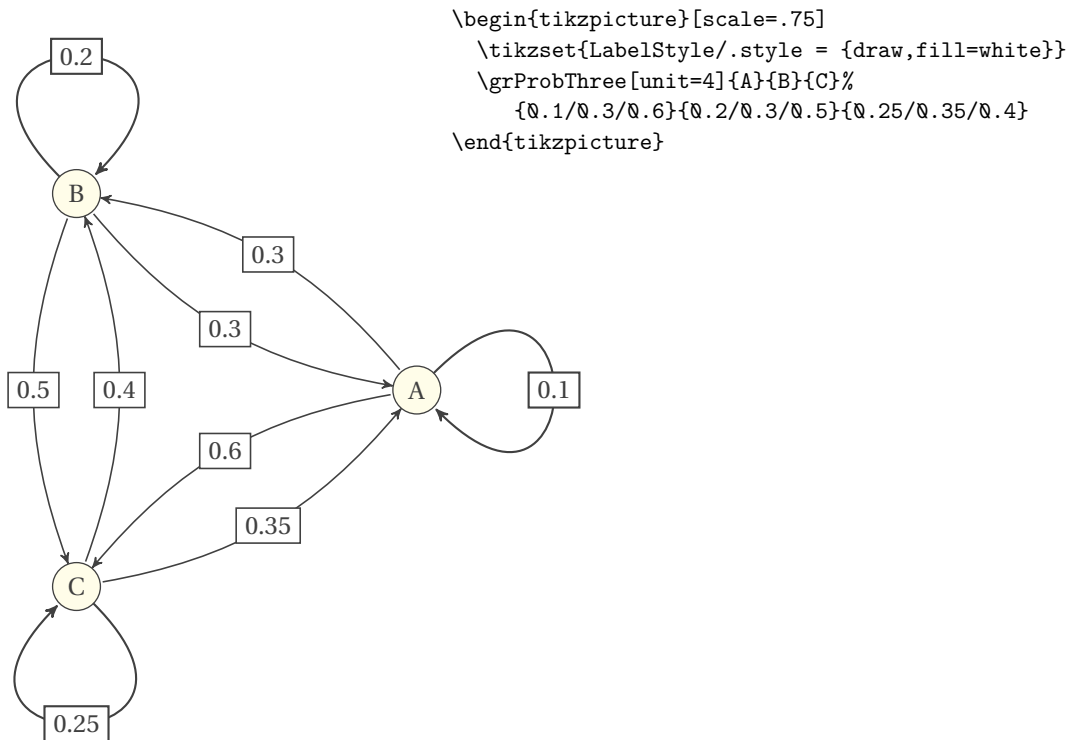
\begin{tikzpicture}
  \useasboundingbox (-2.5,-2.5) rectangle (7.5,2.5);
  \tikzset{VertexStyle/.style = {shape = circle,
    shading = ball, ball color = orange,
    minimum size = 20pt, draw, color = white}}
  \tikzset{LabelStyle/.style = {draw,color=orange,fill=white}}
  \tikzset{EdgeStyle/.style = {->, thick,
    double = orange, double distance = 1pt}}
  \grProb[Ldist=0.1cm,LposA=0,LposB=180]{Paris}{Lyon}%
    {\frac{2}{3}}{\frac{3}{4}}{\frac{1}{3}}{\frac{1}{4}}
\end{tikzpicture}

```

9.3 Three states: \grProbThree

```
\grProbThree[<local options>]{<A>}{<B>}{<C>}{<aa/ab/ac>}{<bb/ba/bc>}{<cc/ca/cb>}
```

The three states are placed on a circle and named **grA**, **grB**, **grC**; the arguments 4 to 6 give the labels of the loop and of the two edges leaving each state. Same options as **\grProb**. **\grProbMatrix** is now simpler for this case.



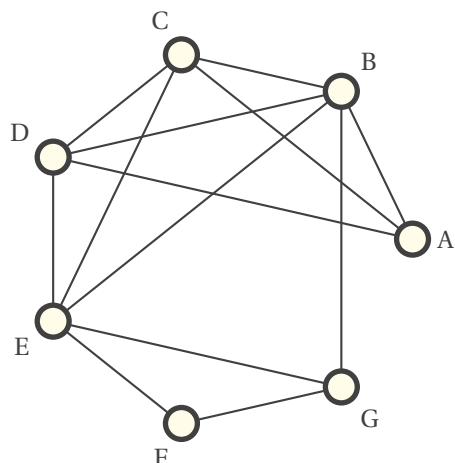
10 Examples

More examples, with a street map, Dijkstra's algorithm and colorings, are given in the next section (exercises of the French baccalaureate).

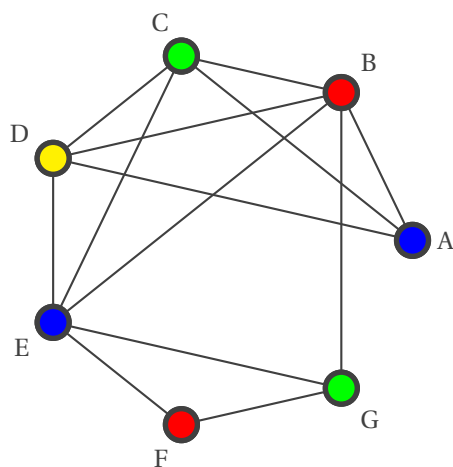
10.1 Coloring with the Welsh--Powell algorithm

An airline offers direct flights between the cities A, B, C, D, E, F and G. In the graph below, the vertices are the cities and the edges are the flights. Each airport receives a color, and two airports linked by a direct flight must have different colors.

The vertices are sorted by decreasing degree; the first color goes to the first vertex and to every following vertex not adjacent to a vertex of this color, and so on.



Vertex	Degree	Color
B	5	red
E	5	blue
C	4	green
D	4	yellow
A	3	blue
G	3	green
F	2	red



```

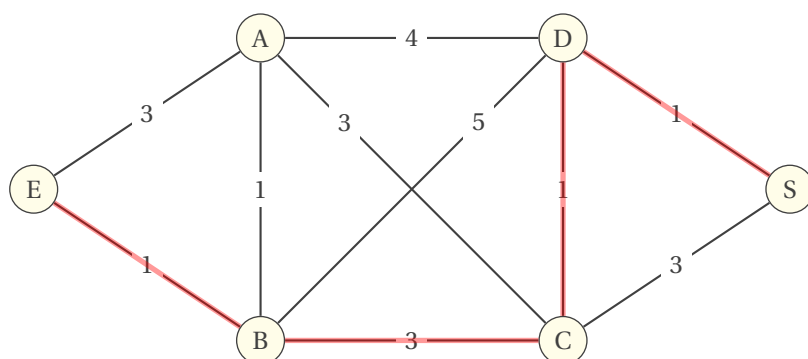
\begin{tikzpicture}
  \GraphInit[vstyle=Welsh]
  \tkzSetUpGraph[vertex line width=2pt]
  \Vertices[unit=2.5]{circle}{A,B,C,D,E,F,G}
  \SetVertexNoLabel
  \AddVertexColor{red}{B,F}
  \AddVertexColor{blue}{E,A}
  \AddVertexColor{green}{C,G}
  \AddVertexColor{yellow}{D}
  \Edges(G,E,F,G,B,D,E,C,D,A,C,B,A)
  \Edges(B,E)
\end{tikzpicture}

```

The graph contains the complete subgraph $\{B, C, D, E\}$ of order 4: four colors are necessary and the chromatic number is 4.

10.2 Dijkstra's algorithm

The shortest path from the vertex E to the vertex S .



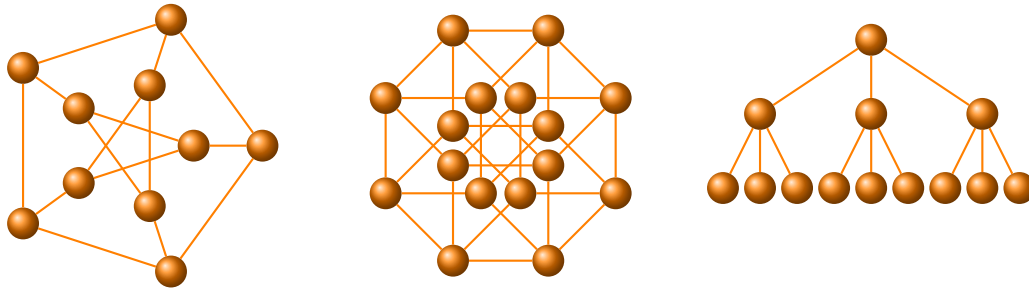
```
\begin{tikzpicture}
  \GraphInit[vstyle=Dijkstra]
  \Vertex{E}
  \Vertex[x=3,y=2]{A} \Vertex[x=3,y=-2]{B}
  \Vertex[x=7,y=-2]{C} \Vertex[x=7,y=2]{D}
  \Vertex[x=10,y=0]{S}
  \Edge[label=3$](E)(A)
  \Edge[label=1$](E)(B)
  \Edge[label=1$](A)(B)
  \Edge[label=3$](B)(C)
  \Edge[label=3$,style={pos=.25}](A)(C)
  \Edge[label=5$,style={pos=.75}](B)(D)
  \Edge[label=4$](A)(D)
  \Edge[label=1$](S)(D)
  \Edge[label=3$](C)(S)
  \Edge[label=1$](C)(D)
  \tkzHighlightPath[color=red,lw=2pt,style={opacity=.4}]{E,B,C,D,S}
\end{tikzpicture}
```

E	A	B	C	D	S	Choice
0	∞	∞	∞	∞	∞	E
	3(E)	1(E)	∞	∞	∞	B
	2(B)		4(B)	6(B)	∞	A
			4(B)	6(B)	∞	C
				5(C)	7(C)	D
					6(D)	S

The shortest path is $EBCDS$, of length 6.

10.3 Classic graphs with tkz-berge

tkz-berge draws the classic graphs of graph theory with **tkz-graph**; all the macros and styles of this documentation apply.



```
\begin{tikzpicture}[scale=.7]
  \GraphInit[vstyle=Art]
  \grPetersen[RA=2.5,RB=1.2]
  \begin{scope}[xshift=7cm]
    \grHypercube[RA=1.8]{4}
  \end{scope}
  \begin{scope}[xshift=14cm,yshift=2cm]
    \grTree[RA=.7,RB=1.4]{3}{2}
  \end{scope}
\end{tikzpicture}
```

11 Exercises from the French baccalaureate

Graph theory was taught in the last year of the French *lycée* (option *mathématiques* of the *série ES*). Here are exercises given at the *baccalauréat* between 2003 and 2006, translated into English. All the graphs are drawn with `tkz-graph`; the code of each graph follows the exercise.

11.1 North America, June 2003

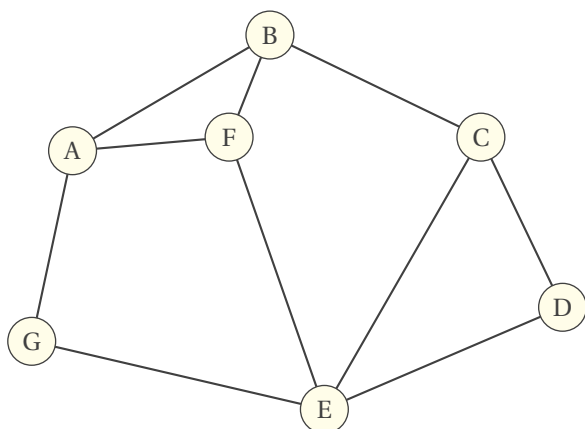
Let G be the graph below, with the vertices A, B, C, D, E, F and G.

1. What is its order? What is the degree of each vertex?
2. Copy and complete the table of the distances between two vertices of G :

Distance	A	B	C	D	E	F	G
A	X						
B	X	X					
C	X	X	X				
D	X	X	X	X			
E	X	X	X	X	X		
F	X	X	X	X	X	X	
G	X	X	X	X	X	X	X

Deduce the diameter of this graph.

3. a) Give a complete subgraph of order 3 of G . What can you deduce for the chromatic number of G ?
b) Propose a coloring of G and deduce its chromatic number.
4. Give the matrix M of G (rows and columns in alphabetical order).
5. Using the matrix M^2 below, find the number of chains of length 2 starting from A and not returning to A.



$$M^2 = \begin{pmatrix} 3 & 1 & 1 & 0 & 2 & 1 & 0 \\ 1 & 3 & 0 & 1 & 2 & 1 & 1 \\ 1 & 0 & 3 & 1 & 1 & 2 & 1 \\ 0 & 1 & 1 & 2 & 1 & 1 & 1 \\ 2 & 2 & 1 & 1 & 4 & 0 & 0 \\ 1 & 1 & 2 & 1 & 0 & 3 & 2 \\ 0 & 1 & 1 & 1 & 0 & 2 & 2 \end{pmatrix}$$

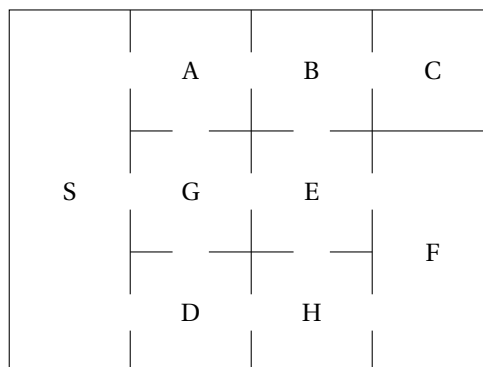
The answer to question 4 is given by `\tkzAdjacencyMatrix`, used just after the picture: $M =$

$$\begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 \end{pmatrix}$$

```
\begin{tikzpicture}
  \Vertex[x=1.3,y=3.8]{A}  \Vertex[x=4.2,y=5.5]{B}
  \Vertex[x=7.3,y=4]{C}    \Vertex[x=8.5,y=1.5]{D}
  \Vertex[x=5,y=0]{E}      \Vertex[x=3.6,y=4]{F}
  \Vertex[x=0.7,y=1]{G}
  \Edges(A,B,C,D,E,G,A,F,E,C) \Edge(B)(F)
\end{tikzpicture}
$M = \tkzAdjacencyMatrix$
```

11.2 French West Indies and Guiana, June 2003

1. A museum has 9 rooms, named A, B, C, D, E, F, G, H and S. Here is the plan of the museum:



A visitor in the room S can go directly to the rooms A, B or G. From the room C, he can go directly to the room B but not to the room F. We study the walk of a visitor in the museum, without caring about how he enters or leaves it. The situation is modeled by a graph: the vertices are the rooms and the edges are the doors.

- Draw a graph modeling this situation.
 - Is it possible to visit the museum using each door once and only once? Justify with a theorem of the course.
 - The curator wants each room to have a carpet different from the carpets of the neighboring rooms (rooms joined by a door). What is the minimum number of kinds of carpet? Justify.
2. Let M be the 9×9 matrix of this graph, the rooms being in the order S, A, B, C, D, E, F, G, H. The graph is not directed: what is the consequence for the matrix?
3. Here is the matrix

$$M^4 = \begin{pmatrix} 18 & 12 & 11 & 2 & 20 & 12 & 6 & 12 & 12 \\ 12 & 20 & 3 & 6 & 11 & 20 & 5 & 18 & 5 \\ 11 & 3 & 16 & 0 & 19 & 3 & 8 & 4 & 12 \\ 2 & 6 & 0 & 3 & 1 & 7 & 1 & 4 & 1 \\ 20 & 11 & 19 & 1 & 31 & 9 & 11 & 12 & 19 \\ 12 & 20 & 3 & 7 & 9 & 28 & 9 & 20 & 9 \\ 6 & 5 & 8 & 1 & 11 & 9 & 9 & 8 & 9 \\ 12 & 18 & 4 & 4 & 12 & 20 & 8 & 20 & 6 \\ 12 & 5 & 12 & 1 & 19 & 9 & 9 & 6 & 17 \end{pmatrix}$$

- How many paths of 4 steps start from D and come back to D?
- How many paths of 4 steps start from S and end in C? Give them.
- Is it always possible to join two rooms in 4 steps? Justify.

The plan is drawn with TikZ only:

```
\begin{tikzpicture}
  \draw (0,0) rectangle (8,6);
  \foreach \x in {2,4,6}{%
    \draw (\x,0)--(\x,0.7) (\x,1.3)--(\x,2.7)
          (\x,3.3)--(\x,4.7) (\x,5.3)--(\x,6);}
  \draw (2,2)--(2.7,2) (3.3,2)--(4.7,2) (5.3,2)--(6,2);
  \draw (2,4)--(2.7,4) (3.3,4)--(4.7,4) (5.3,4)--(8,4);
  \foreach \r/\p in {S/{1,3},G/{3,3},D/{3,1},A/{3,5},H/{5,1},
                    E/{5,3},B/{5,5},F/{7,2},C/{7,5}}
    \node at (\p) {\r};
\end{tikzpicture}
```

11.3 Asia, June 2003

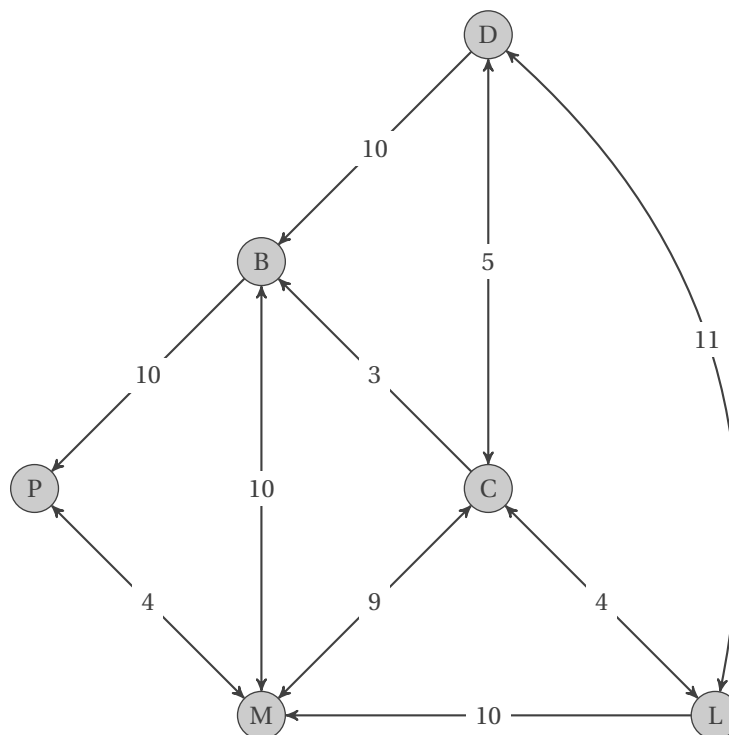
In the town of GRAPH, we study the main streets joining the places open to the public: the town hall (M), the shopping center (C), the library (B), the swimming pool (P) and the high school (L). The table gives the streets between these places.

	B	C	L	M	P
B		X		X	X
C	X		X	X	
L		X		X	
M	X	X	X		X
P	X			X	

1. Draw a graph representing this situation.
2. Show that there is a route using each street of this plan once and only once. Justify and propose such a route.

Is there such a route starting and ending at the same place?

3. Dimitri lives in this town. The graph below gives the **new** plan of the district, with the directions of traffic in the streets and the travel times between the places (D is the home of Dimitri).



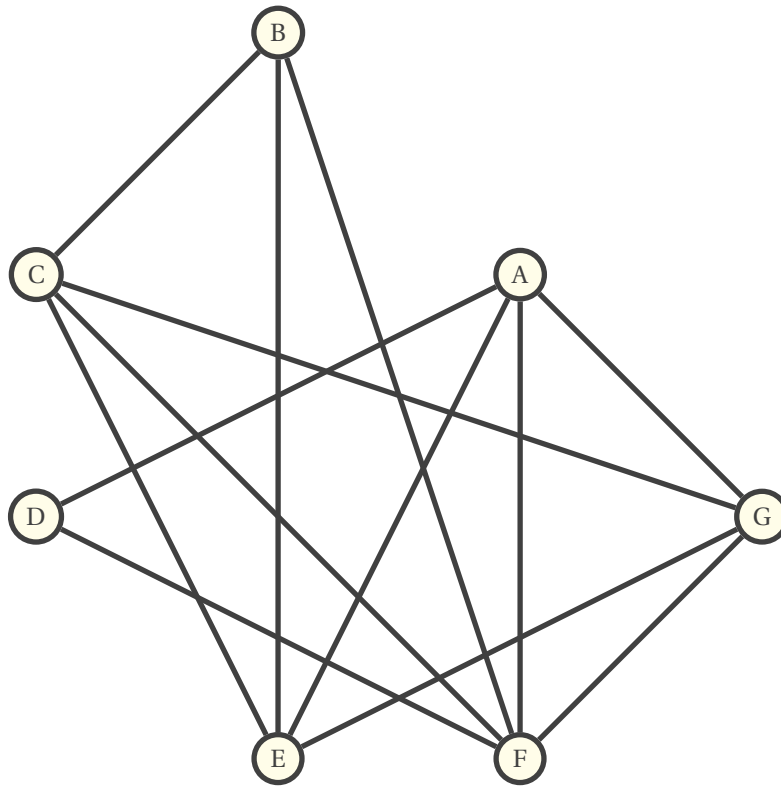
```

\begin{tikzpicture}
  \SetGraphUnit{3}
  \tkzSetUpGraph[light fill=gray!40,label fill=white]
  \Vertex{P}
  \NOEA(P){B} \SOEA(P){M} \NOEA(B){D}
  \SOEA(B){C} \SOEA(C){L}
  \Edge[<->,label=$4$](P)(M)
  \Edge[<->,label=$9$](C)(M)
  \Edge[<->,label=$4$](C)(L)
  \Edge[<->,label=$5$](C)(D)
  \Edge[<->,label=$10$](B)(M)
  \Edge[<->,label=$11$,style={bend right}](L)(D)
  \Edge[->,label=$3$](C)(B)
  \Edge[->,label=$10$](D)(B)
  \Edge[->,label=$10$](L)(M)
  \Edge[->,label=$10$](B)(P)
\end{tikzpicture}

```

11.4 France, June 2003

A charity concert is organized in a large hall. Seven international artists are invited: Luther Allunison (A), John Biais (B), Phil Colline (C), Bob Dittlâne (D), Jimi Endisque (E), Robert Fripe (F) and Rory Garaguerre (G). Some musicians refuse to play with some others, so the organizer must plan several parts in the show. The edges of the graph Γ below show which musicians refuse to play together.

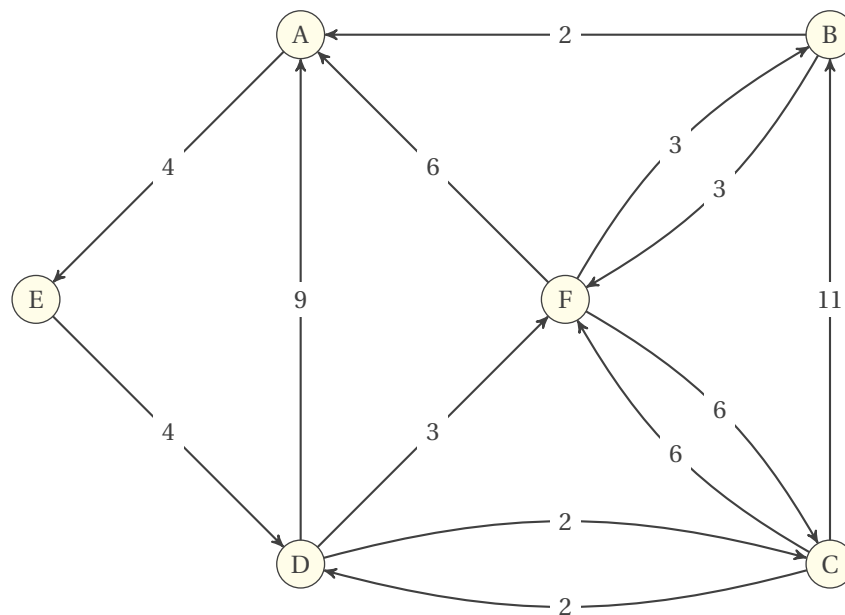


1. Give the matrix of the graph Γ (vertices in alphabetical order).
2. What is the subgraph of Γ with the vertices A, E, F and G? What can you deduce for the chromatic number $\chi(\Gamma)$?
3. Which vertex of Γ has the highest degree? Deduce bounds for $\chi(\Gamma)$.
4. Sort the vertices by decreasing degree and color the graph Γ .
5. How many parts must the organizer plan? Propose a distribution of the musicians in these parts.

```
\begin{tikzpicture}
\SetGraphUnit{4}
\GraphInit[vstyle=Normal]
\tkzSetUpGraph[vertex line width=2pt,edge width=2pt]
\Vertex{D}
\SOEA(D){E} \EA(E){F}
\NOEA(F){G} \NOWE(G){A}
\NOWE(A){B} \SOWE(B){C}
\Edges(F,G,A,D,F,B,E,G,C,F,A,E,C,B)
\end{tikzpicture}
```

11.5 Foreign centers, June 2003

In the afternoon, a delivery man loads his truck at the warehouse A, delivers five customers B, C, D, E and F, then comes back to the warehouse. The road network, with the directions of traffic, and the travel times (in minutes) are given by the graph G:



1. Give the matrix M of the graph G , with the rows and the columns in the order A, B, C, D, E, F.
2. Here is the matrix

$$M^6 = \begin{pmatrix} 8 & 6 & 6 & 3 & 4 & 6 \\ 19 & 11 & 12 & 9 & 6 & 16 \\ 36 & 28 & 23 & 22 & 18 & 34 \\ 37 & 24 & 25 & 17 & 15 & 31 \\ 15 & 12 & 9 & 10 & 8 & 15 \\ 28 & 22 & 19 & 15 & 15 & 26 \end{pmatrix}$$

We study the paths starting from the warehouse A and ending at A.

- a) How many paths of length 6 join A to A?
 - b) Give these paths.
 - c) Among those going through all the vertices, which one has the shortest travel time?
 - d) What can the delivery man deduce from the last result?
3. The delivery man has chosen the fastest route. Unfortunately, the customer C is absent when he arrives, and he decides to end his round with this customer. What is the fastest path from C back to the warehouse A? Justify.

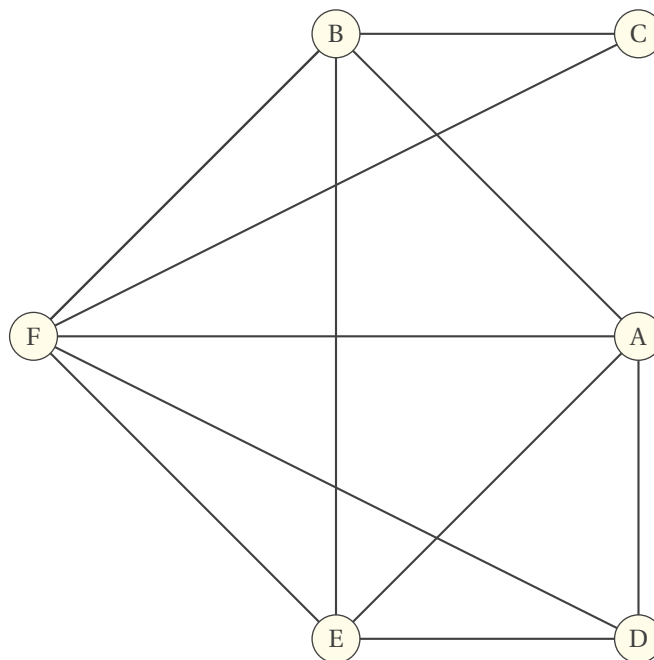
The pairs of opposite edges are drawn with a loop `\foreach`:

```
\begin{tikzpicture}
  \SetGraphUnit{3.5}
  \tkzSetUpGraph[label fill=white]
  \Vertex{F}
  \NOWE(F){A} \NOEA(F){B} \SOEA(F){C}
  \SOWE(F){D} \SOWE(A){E}
  \Edge[->,label=$4$](A)(E)
  \Edge[->,label=$4$](E)(D)
  \Edge[->,label=$9$](D)(A)
  \Edge[->,label=$2$](B)(A)
  \Edge[->,label=$11$](C)(B)
  \Edge[->,label=$3$](D)(F)
  \Edge[->,label=$6$](F)(A)
  \foreach \u/\v/\t in {D/C/2,C/D/2,F/B/3,B/F/3,F/C/6,C/F/6}
    {\Edge[->,label=$\t$,style={bend left=15}](\u)(\v)}
\end{tikzpicture}
```

11.6 North America, June 2004

The parts A and B are independent.

Part A. Let G_1 be the graph below.



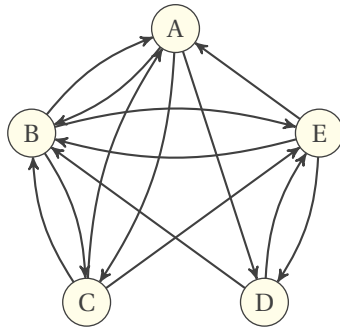
1. Justify the following statements.
 A_1 : “the graph G_1 has at least one Eulerian chain”.
 A_2 : “the chain DABCFBEFAE is not an Eulerian chain of G_1 ”.
2. Find a complete subgraph of G_1 of the largest possible order. Deduce a lower bound of the chromatic number γ of this graph.
3. Find an upper bound of this chromatic number (justify).
4. Propose a coloring of G_1 and find its chromatic number.

Part B. Let M be the matrix of a directed graph G_2 , the vertices A, B, C, D and E being in alphabetical order.

$$M = \begin{pmatrix} 0 & 1 & 1 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 \\ 1 & 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 & 1 \\ 1 & 1 & 0 & 1 & 0 \end{pmatrix} \quad \text{and} \quad M^3 = \begin{pmatrix} 6 & 6 & 4 & 5 & 3 \\ 5 & 6 & 5 & 3 & 6 \\ 5 & 7 & 4 & 3 & 6 \\ 3 & 5 & 3 & 3 & 3 \\ 6 & 6 & 3 & 3 & 5 \end{pmatrix}.$$

1. Draw the graph G_2 .
2. Find the number of chains of length 3 joining B to D. Give them all.

The graph G_2 can be drawn directly from its matrix with `\tkzGraphFromMatrix`:



```
\begin{tikzpicture}
  \tkzGraphFromMatrix[directed,unit=2,
    rotation=90]%
    {A,B,C,D,E}{0,1,1,1,0;
      1,0,1,0,1;
      1,1,0,0,1;
      0,1,0,0,1;
      1,1,0,1,0}
\end{tikzpicture}
```

```
\begin{tikzpicture}
  \SetGraphUnit{4}
  \Vertex{F}
  \NOEA(F){B} \SOEA(F){E}
  \EA(B){C} \EA(E){D}
  \NO(D){A}
  \Edges(B,F,E,D,A,E,B,A,F,B,C,F,D)
\end{tikzpicture}
```

11.7 Foreign centers, May 2004

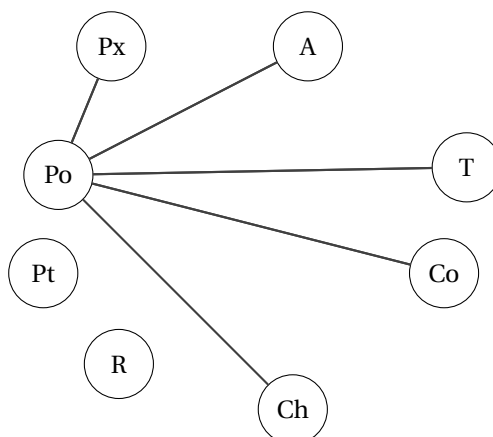
A gardener owns a sunny piece of land with a shadier part. He wants to create plots where he will plant 8 kinds of vegetables: garlic (A), squash (Co), cabbage (Ch), leeks (Px), peas (Po), potatoes (Pt), radishes (R) and tomatoes (T). In an almanac, he finds the incompatibilities of plants given by two tables.

Incompatible exposures	
Partial shade plants	Full sun plants
peas radishes	cabbage tomatoes squash
For example, peas are incompatible with cabbage, tomatoes and squash.	

Incompatible associations in a same plot	
peas	garlic, leeks
potatoes	squash, radishes, tomatoes
cabbage	tomatoes, garlic, leeks, squash
squash	tomatoes
For example, peas are incompatible with garlic and leeks.	

To take these incompatibilities into account, the gardener models the situation by a graph with eight vertices, one per vegetable.

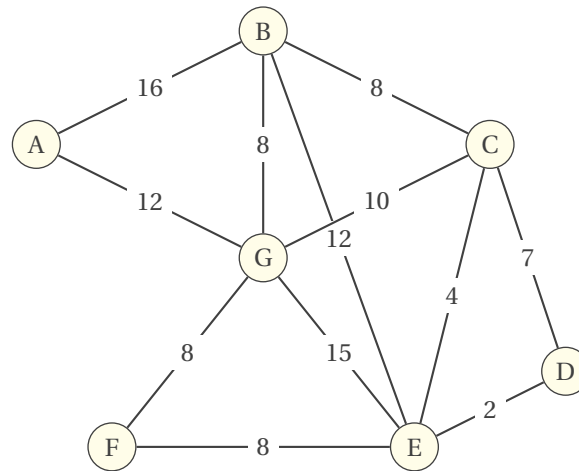
1. Complete the graph below to show the incompatibilities given by the two tables.
2. Compute the sum of the degrees of the vertices and deduce the number of edges.
3. Find a complete subgraph of order 4. What can you deduce for the chromatic number of the graph?
4. Give the chromatic number of the graph and interpret it as the minimum number of plots.
5. Give a distribution of the plants such that each plot contains exactly two kinds of plants, with a minimum number of plots.
6. Give a distribution of the plants such that one plot contains three plants, with a minimum number of plots.



```
\begin{tikzpicture}
  \tikzset{VertexStyle/.style = {shape = circle, fill = white,
    minimum size = 26pt, draw}}
  \Vertex[x=1,y=0.8]{R}      \Vertex[x=0.2,y=3.3]{Po}
  \Vertex[x=0,y=2]{Pt}      \Vertex[x=0.9,y=5]{Px}
  \Vertex[x=3.5,y=5]{A}     \Vertex[x=5.6,y=3.4]{T}
  \Vertex[x=5.3,y=2]{Co}    \Vertex[x=3.3,y=0.2]{Ch}
  \Edges(Po,Px,Po,A,Po,T,Po,Co,Po,Ch)
\end{tikzpicture}
```

11.8 France, June 2004

The graph below shows, without scale, the possible routes between the seven buildings A, B, C, D, E, F and G of a large company. A security guard regularly patrols the site; the numbers are his travel times in minutes, in both directions.

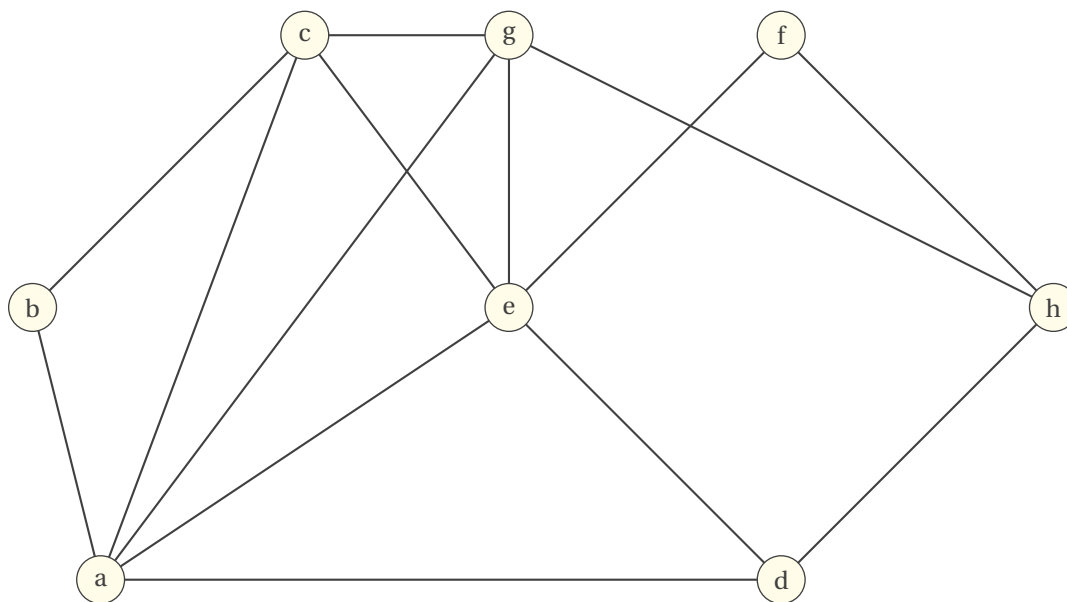


1. Show that the guard can walk once and only once along every path of the site. Give such a route.
2. Can the guard come back to his starting point after walking once and only once along every path? Justify.
3. Every morning, the guard goes from the building A to the building D. With an algorithm, find the path with the shortest travel time and give this time.

```
\begin{tikzpicture}
  \GraphInit[vstyle=Dijkstra]
  \Vertex{G}
  \Vertex[x=-3,y=1.5]{A}   \Vertex[x=0,y=3]{B}
  \Vertex[x=3,y=1.5]{C}   \Vertex[x=4,y=-1.5]{D}
  \Vertex[x=2,y=-2.5]{E}  \Vertex[x=-2,y=-2.5]{F}
  \foreach \u/\v/\t in {A/B/16,A/G/12,B/C/8,B/E/12,B/G/8,C/D/7,
                        C/E/4,C/G/10,D/E/2,E/F/8,E/G/15,F/G/8}
    {\Edge[label=$\t$](\u)(\v)}
\end{tikzpicture}
```

11.9 Réunion, June 2004

Part A. Let G be the graph below and M its matrix, the vertices being in alphabetical order. The matrix M^3 is also given.

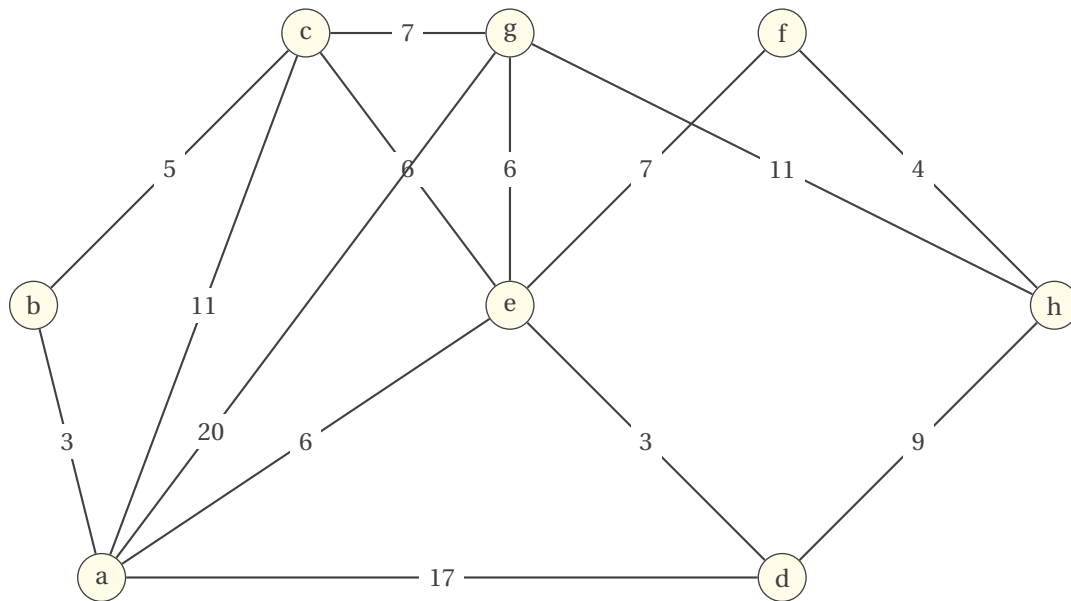


$$M^3 = \begin{pmatrix} 10 & 8 & 11 & 10 & 12 & 5 & 13 & 4 \\ 8 & 2 & 7 & 3 & 5 & 2 & 4 & 3 \\ 11 & 7 & 8 & 6 & 12 & 3 & 10 & 5 \\ 10 & 3 & 6 & 2 & 11 & 1 & 4 & 8 \\ 12 & 5 & 12 & 11 & 8 & 8 & 13 & 3 \\ 5 & 2 & 3 & 1 & 8 & 0 & 2 & 6 \\ 13 & 4 & 10 & 4 & 13 & 2 & 6 & 9 \\ 4 & 3 & 5 & 8 & 3 & 6 & 9 & 0 \end{pmatrix}$$

Say whether the following statements are true or false, and justify.

1. The order of the graph is equal to the largest degree of the vertices.
2. The graph G contains a complete subgraph of order 3.
3. The vertices of G can be colored with three colors, two adjacent vertices having different colors.
4. It is possible to go through this graph using each edge once and only once.
5. For each vertex, there is at least one path of length 3 joining it to each of the seven other vertices.
6. There are 72 paths of length 3 joining the vertex e to the eight vertices of the graph.

Part B. The graph below is a network of bus lines. The vertices are the stops; the weights are the travel times in minutes between two stops (changes included). With an algorithm, find the minimum time to go from the stop a to the stop h , and give the route.



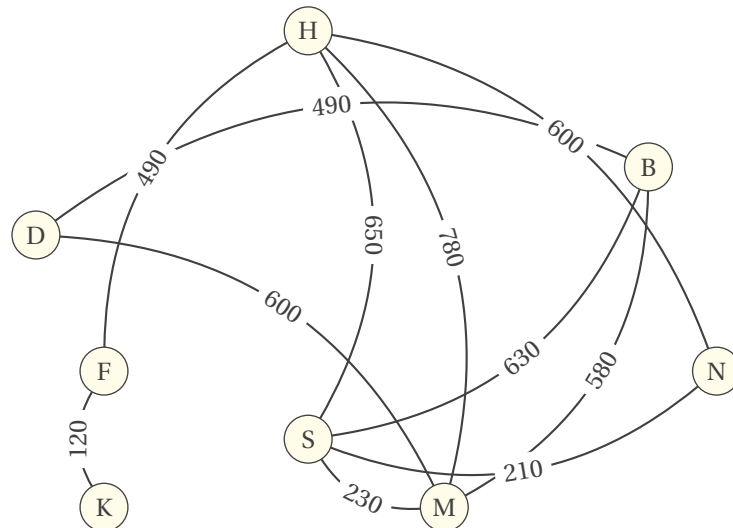
```

\begin{tikzpicture}
  \SetGraphUnit{4}
  \GraphInit[vstyle=Dijkstra]
  \Vertex{e}
  \NOEA(e){f} \SOEA(e){d} \SOEA(f){h}
  \Vertex[x=0,y=4]{g}
  \Vertex[x=-3,y=4]{c}
  \Vertex[x=-6,y=-4]{a}
  \SOWE(c){b}
  \foreach \u/\v/\t in {a/b/3,a/c/11,a/e/6,a/d/17,c/b/5,c/e/6,
                        c/g/7,f/e/7,d/e/3,d/h/9,g/e/6,f/h/4}
    {\Edge[label=\t$](\u)(\v)}
  \Edge[style={pos=.25},label=20$](a)(g)
  \Edge[label=11$](g)(h)
\end{tikzpicture}

```

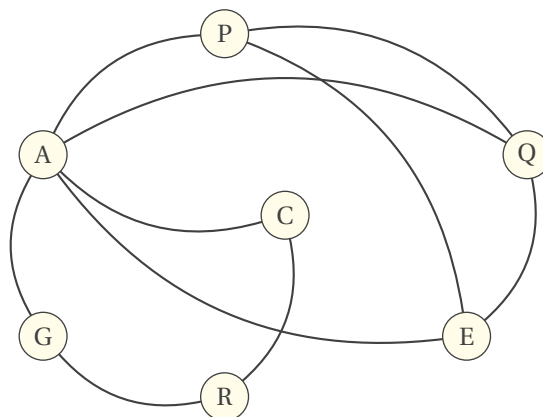
11.10 South America, November 2006

1. For the 2006 football World Cup in Germany, a travel agency organizes coach trips through the cities where a national team plays. The roads are represented by the graph below; the numbers are the distances in kilometers. B, D, F, H, K, M, N and S are Berlin, Dortmund, Frankfurt, Hamburg, Kaiserslautern, Munich, Nuremberg and Stuttgart.



Explaining the method, find the shortest route from Kaiserslautern to Berlin with the coaches of this agency.

2. For safety reasons, the supporters of some national teams cannot stay in the same hotel. Here is the graph of incompatibility between the supporters of several teams: for example, a supporter of the team A cannot stay with a supporter of the team P.



- Find the chromatic number of this graph and justify.
- Propose a distribution of the supporters in a minimum number of hotels.

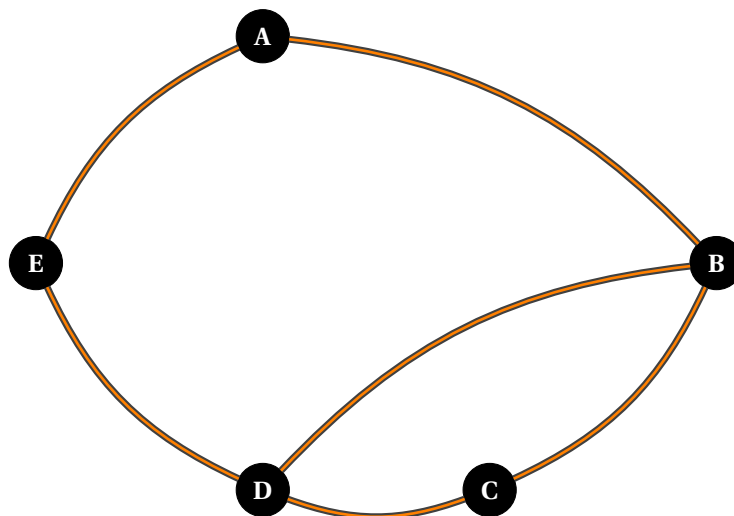
```

\begin{tikzpicture}
  \Vertex[x=0,y=0]{K}   \Vertex[x=0,y=2]{F}
  \Vertex[x=-1,y=4]{D}  \Vertex[x=3,y=7]{H}
  \Vertex[x=8,y=5]{B}   \Vertex[x=9,y=2]{N}
  \Vertex[x=5,y=0]{M}   \Vertex[x=3,y=1]{S}
  \tikzset{LabelStyle/.style = {fill=white,sloped}}
  \tikzset{EdgeStyle/.style = {bend left}}
  \Edge[label=$120$](K)(F)
  \Edge[label=$650$](H)(S)
  \Edge[label=$780$](H)(M)
  \Edge[label=$490$](D)(B)
  \Edge[label=$600$](D)(M)
  \Edge[label=$580$](B)(M)
  \Edge[label=$600$](H)(N)
  \Edge[label=$490$](F)(H)
  \tikzset{EdgeStyle/.style = {bend right}}
  \Edge[label=$630$](S)(B)
  \Edge[label=$210$](S)(N)
  \Edge[label=$230$](S)(M)
\end{tikzpicture}

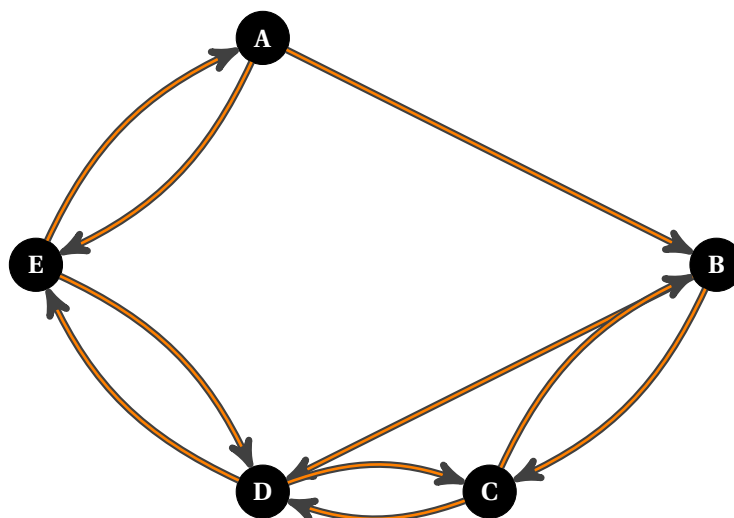
```

11.11 Lebanon, June 2006

1. In a park, five benches are joined by alleys. The benches are the vertices A, B, C, D, E and the alleys the edges of the graph G:



- a) The benches are painted so that two benches joined by an alley always have different colors. Give bounds for the minimum number of colors and justify. Find this number.
- b) Is it possible to walk along all the alleys of the park without using the same alley twice?
2. An exhibition takes place in the park. As there are too many people, a traffic plan is set up: some alleys become one-way, the others stay two-way. For example, between the benches B and C one can go from B to C and from C to B, but between A and B only from A to B. The directed graph G' below models this new situation.



- a) Give the matrix M of the graph G' (vertices in alphabetical order).
- b) Here is

$$M^5 = \begin{pmatrix} 1 & 6 & 9 & 6 & 10 \\ 4 & 5 & 7 & 11 & 5 \\ 4 & 6 & 6 & 11 & 5 \\ 1 & 5 & 10 & 6 & 10 \\ 6 & 5 & 5 & 14 & 2 \end{pmatrix}$$

How many paths of length 5 go from the vertex D to the vertex B? Give them all.

- c) Show that there is only one cycle of length 5 through the vertex A. What is this cycle? Is it the same for the vertex B?

The graph G' is drawn from its matrix: the vertices are placed first, then `\tkzGraphFromMatrix[placed,directed]` draws the arcs; the pairs of opposite arcs are bent.

```
\begin{tikzpicture}
  \SetGraphUnit{3}
  \tikzset{VertexStyle/.style = {shape = circle, fill = black,
    minimum size = 20pt, text = white, draw}}
  \tikzset{EdgeStyle/.style = {double = orange,
    double distance = 1pt, thick}}
  \Vertex[L=\textbf{E}]{E}
  \NOEA[L=\textbf{A}](E){A} \SOEA[L=\textbf{D}](E){D}
  \EA[L=\textbf{C}](D){C} \NOEA[L=\textbf{B}](C){B}
  \tkzGraphFromMatrix[placed,directed,bend=20]{
    {A,B,C,D,E}{0,1,0,0,1;
      0,0,1,1,0;
      0,1,0,1,0;
      0,0,1,0,1;
      1,0,0,1,0}
  }
\end{tikzpicture}
```

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