

Fuzzy Graph–Based Encryption using Special Characters

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Abstract

This work presents a novel data encryption method using fuzzy graph theory. The plaintext is represented as a fuzzy graph, where characters act as vertices with membership values and their relationships form fuzzy edges. The encryption process uses two secret keys to introduce uncertainty within the interval [0,1]. Different models are developed for handling alphabets, numbers and special characters. A systematic decryption process ensures accurate recovery of the original message. This approach enhances data security by making the encrypted information difficult for unauthorized users to interpret, while maintaining flexibility and efficiency.

Introduction

In the modern digital era, the need for secure communication has become increasingly important due to the rapid growth of data exchange over networks. Cryptography plays a crucial role in protecting sensitive information by converting readable data into an unreadable format, ensuring confidentiality, integrity, and authenticity [8,9].

Traditional encryption techniques rely on mathematical and structural concepts derived from graph theory and set theory. Graph theory, introduced by Harary [5], provides a strong foundation for representing relationships, while fuzzy set theory, introduced by Zadeh [10], handles uncertainty in data. The theoretical foundations of fuzzy sets were further expanded by Kauffman [6].

Fuzzy graphs, first introduced by Rosenfeld [7], combine these two concepts by incorporating degrees of membership for vertices and edges. These structures are useful in modeling complex systems with uncertainty and have been widely studied in recent years [1]. Further developments in fuzzy graph theory include uniform vertex and edge fuzzy graphs and their structural properties [3,4]. Additionally, similarity relations and fuzzy ordering concepts introduced by Zadeh [11] play an important role in understanding fuzzy relationships.

Recent research has explored the application of fuzzy graph theory in cryptography. In particular, fuzzy graph–based encryption techniques provide a novel and secure method for data transmission [2]. These approaches enhance traditional encryption methods by incorporating uncertainty and structural complexity.

This project focuses on the development of a fuzzy graph–based encryption method. In this approach, each character in a plaintext message is mapped to a numerical value and transformed into a fuzzy vertex. The relationships between consecutive characters are represented using fuzzy edges, forming a complete fuzzy graph structure that acts as the ciphertext.

The objective of this work is to demonstrate how fuzzy graph theory can be effectively applied to cryptography to achieve secure and reliable data transmission.

Preliminaries

Cryptography

Cryptography is the science of securing information by converting readable data into an unreadable form using mathematical techniques.

Plain Text

Plaintext refers to the original readable message or data before encryption.

Cipher Text

Cipher text is the unreadable and encrypted form of the plain text obtained after applying an encryption algorithm.

Encryption

Encryption is the process of converting plain text into cipher text using a key to ensure

where

$$\sigma: V \rightarrow [0, 1]$$

is a fuzzy subset of the vertex set V , and

$$\mu: E \rightarrow [0, 1]$$

is a fuzzy relation on V satisfying

$$\mu(u, v) \leq \min \{ \sigma(u), \sigma(v) \}$$

for all $u, v \in V$.

data confidentiality.

Decryption

Decryption is the reverse process of encryption, where ciphertext is converted back into its original plaintext using the appropriate key.

Fuzzy Set

Definition 2.1 Let X be a non-empty set. A fuzzy set A in X is defined as

$$A = \{ (x, \mu_A(x)) | x \in X \},$$

where the membership function

$$\mu_A: X \rightarrow [0, 1]$$

assigns to each element x a degree of membership.

Fuzzy Graph

Definition 2.2 A fuzzy graph is an ordered pair

$$G = (\sigma, \mu),$$

Example of a Fuzzy Graph

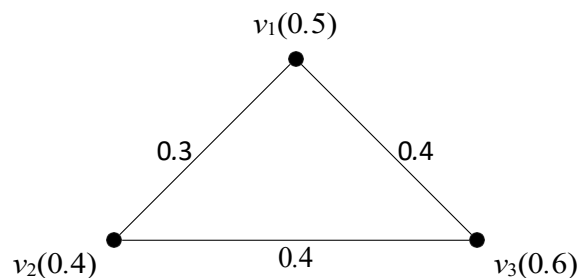


Figure 1: G_1

Fuzzy Graph– Based Encryption using Special Characters

Definition 2.1 Let P denote the plaintext space and C denote the ciphertext space. An encryption function is a mapping

such that

for all $x \in P$.

$$E_k: P \rightarrow C,$$

where k represents the encryption key.

Definition 2.2 A decryption function is a mapping

$$D_k: C \rightarrow P$$

$$D_k(E_k(x)) = x$$

2

to 32 to facilitate numerical representation in fuzzy graph construction.

1 Special Character Mapping Table

Each printable ASCII special character is assigned a unique positional value from 1

Table 1: Mapping of Printable ASCII Special Characters

Character	!	“	#	\$	%	&	'	(
Position	1	2	3	4	5	6	7	8
Character	)	*	+	,	-	.	/	:
Position	9	10	11	12	13	14	15	16
Character	;	i	=	¿	?	@	[	\
Position	17	18	19	20	21	22	23	24
Character	]	^	_	`	{	—	}	~
Position	25	26	27	28	29	30	31	32

- Key_1 ($0 < Key_1 < 1$) introduces fuzziness and uncertainty, ensuring non-integer vertex membership values.

- **Key₂** (Key₂ ∈ N) acts as a scaling factor to maintain vertex membership values within the fuzzy interval [0, 1].

Since fuzzy graphs require membership values in the interval [0, 1], position values ranging from 1 to 32 are normalized by division. During decryption, multiplication is used to reverse this normalization and recover original positional values.

2 Encryption Algorithm for Special Characters

This algorithm describes the encryption process for messages consisting of special characters. Each character is represented using its positional value and converted into a fuzzy graph.

Input: Plaintext message M containing special characters

Output: Ciphertext represented as a fuzzy graph G

Step1: Selection of Secret Keys

Choose two secret keys:

Key₁ ∈ (0, 1), Key₂ > 1

These keys are known only to the sender and receiver.

Step2: Character Mapping

Each special character in M is mapped to its positional value:

$$p_i \in \{1, 2, \dots, 32\}$$

Since 32 possible characters are considered, normalization is performed using 32.

Step3: Vertex Membership Computation

For each character: $n = \frac{p_i}{32}$

$$\sigma(v) = \frac{(n_i + \text{Key}_1)}{\text{Key}_2}$$

Each character is represented as a vertex v_i with membership value $\sigma(v_i)$.

Step4: Edge Membership Computation

For consecutive characters:

$$d_i = |p_{i+1} - p_i| \cdot w = \frac{d_i}{32}$$

$$\mu(v_i, v_{i+1}) = \min(w_i, \sigma(v_i), \sigma(v_{i+1}))$$

An edge is drawn between v_i and v_{i+1} with membership value $\mu(v_i, v_{i+1})$.

Step 5: Cipher Construction

The fuzzy graph is constructed as:

$$G = (V, E, \sigma, \mu)$$

For transmission, vertex membership labels may be hidden, and only the fuzzy structure is sent.

Thus, the plaintext is converted into a fuzzy graph representation.

3 Decryption Algorithm for Special Characters

This section presents the systematic procedure used to recover the original plaintext message from the received fuzzy graph representation. The encrypted message is transmitted in the form of a fuzzy graph defined as:

$$G = (V, E, \sigma, \mu)$$

where V represents the set of vertices, E denotes the set of edges, σ is the vertex membership function, and μ is the edge membership function.

Input: Ciphertext represented as fuzzy graph $G = (V, E, \sigma, \mu)$

Output: Reconstructed plaintext message M

Step 1: Key Retrieval and Initialization

The decryption process begins by obtaining the shared secret keys agreed upon during the encryption phase:

$$\text{Key}_1 \in (0, 1), \text{Key}_2 > 1$$

These parameters are essential for reversing the transformation applied to the vertex membership values. An empty string M is initialized to store the recovered characters.

Step 2: Character Recovery Procedure

The vertices are processed sequentially, beginning with the starting vertex v_1 . For each vertex v_i , its membership value $\sigma(v_i)$ is extracted.

The positional value corresponding to the special character is computed using the inverse transformation:

$$p_i = [(\sigma(v_i) \times \text{Key}_2) - \text{Key}_1] \times 32$$

The computed value p_i is rounded to the nearest integer to eliminate minor numerical deviations caused by floating-point operations.

Each integer value represents the position of a special character in the predefined 32-character ASCII subset. Using the agreed character mapping table, p_i is converted into its corresponding symbol.

The recovered symbol is appended to the message string M . This procedure is repeated for all vertices in V until every character has been reconstructed.

Step3: Validation of Decryption

To ensure correctness, each recovered positional value

Model-1: Encryption and Decryption Using Special Characters

This model demonstrates the proposed fuzzy graph based encryption and decryption technique using only ASCII special characters.

It must satisfy:

$$p_i \in \{1, 2, \dots, 32\}$$

If all computed values lie within the valid range, the integrity of the decryption process is confirmed.

Final Output

After processing all vertices, the reconstructed message is obtained as:

$$M = \{p_1, p_2, \dots, p_n\}$$

Hence, the original plaintext message consisting of special characters is successfully recovered from the fuzzy graph representation.



Plain Text Message

$$M = @ \# \$$$

Using the ASCII special character table, the positional values are obtained as:

$$p_1 = 22, \quad p_2 = 3, \quad p_3 = 4$$

Let these secret keys be:

$$\text{Key}_1 = 0.2, \quad \text{Key}_2 = 2$$

EncryptionProcess

VertexMembershipComputation

$$\sigma(v_i) = \frac{32 \cdot \frac{p_i}{Key_1} + Key_1}{Key_2}$$

$$\sigma(v_1) = 0.4437, \quad \sigma(v_2) = 0.1469, \quad \sigma(v_3) = 0.1625$$

EdgeMembershipComputation

$$\mu(v_i, v_{i+1}) = \min \left(\frac{|p_{i+1} - p_i|}{32}, \sigma(v_i), \sigma(v_{i+1}) \right)$$

$$\mu(v_1, v_2) = 0.1469, \quad \mu(v_2, v_3) = 0.03125$$

The encrypted message is transmitted as a fuzzy graph.

Fuzzy Graph Cipher Representation

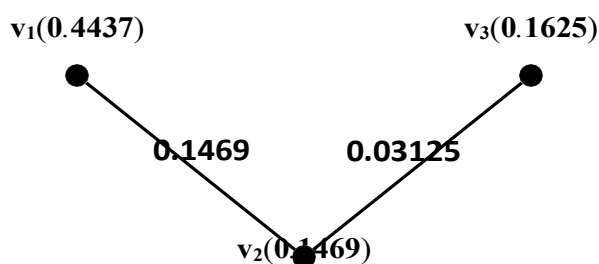


Figure 2: Fuzzy Graph Cipher Representation for Model-1 (Special Characters)

DecryptionProcess

Recovery of Characters In order to recover the original special characters, the inverse transformation is applied to each vertex membership value using the predefined decryption formula:

$$p_i = [(\sigma(v_i) \times Key_2) - Key_1] \times 32$$

Since the character set consists of 32 predefined special symbols, the scaling factor 32 is used to

Thus, the first recovered symbol is @.

retrieve the positional value.

For the first vertex v_1 , substituting its membership value into the formula gives:

$$p_1 = [(\sigma(v_1) \times Key_2) - Key_1] \times 32$$

$$p_1 = 22 \Rightarrow @$$

Applying the same procedure to the subsequent vertices:

$$p_2 = [(\sigma(v_2) \times \text{Key}_2) - \text{Key}_1] \times 32$$

$$p_2 = 3 \Rightarrow \#$$

$$p_3 = [(\sigma(v_3) \times \text{Key}_2) - \text{Key}_1] \times 32$$

$$p_3 = 4 \Rightarrow \$$$

Each computed positional value is mapped to its corresponding special character using the predefined ASCII-based symbol table.

Recovered Message

By concatenating the recovered symbols in their original order, the final decrypted message is obtained as:

$$M = @ \# \$$$

Hence, the original plaintext message is successfully reconstructed from the fuzzy graph representation.

Model-2: Encryption and Decryption Using Special Characters and Alphabets

This model extends the proposed fuzzy graph based encryption scheme to handle messages containing a combination of ASCII special characters and English alphabets. Each character is mapped to a numerical position and represented as a vertex in a fuzzy graph. The relationships between consecutive characters are represented using fuzzy edge memberships.

Plain Text Message

$$M = @ A \#$$

$$p_1 = 22 (@), \quad p_2 = 1 (A), \quad p_3 = 3 (\#)$$

$$\text{Key}_1 = 0.2, \quad \text{Key}_2 = 2$$

Encryption Process

Vertex Membership Computation

Each character position is normalized and converted into a fuzzy vertex membership value using the secret keys.

$$\sigma(v_i) = \frac{32^{p_i} + \text{Key}_1}{\text{Key}_2} \times 1$$

$$\sigma(v_1) = 0.4437, \quad \sigma(v_2) = 0.1156, \quad \sigma(v_3) = 0.1469$$

Edge Membership Computation
characters is computed as:

The fuzzy edge membership between consecutive

$$\mu(v_i, v_{i+1}) = \min \left(\frac{|p_{i+1} - p_i|}{32}, \sigma(v_i), \sigma(v_{i+1}) \right)$$

$$\mu(v_1, v_2) = 0.1156, \quad \mu(v_2, v_3) = 0.0625$$

The encrypted message is transmitted in the form of a fuzzy graph.

Fuzzy Graph Cipher Representation

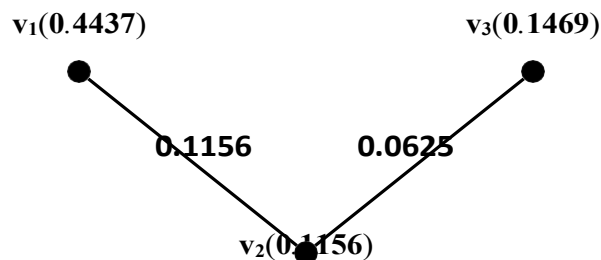


Figure 3: Fuzzy Graph Cipher Representation for Model-2 (Special Characters and Alphabets)

Decryption Process

Recovery of Characters

$$p_1 = [(\sigma(v_1) \times \text{Key}_2) - \text{Key}_1] \times 32$$

$$p_1 = 22 \Rightarrow @$$

$$p_2 = 1 \Rightarrow A, \quad p_3 = 3 \Rightarrow \#$$

Recovered Message

$$M = @A\#$$

Thus, the original plaintext message containing both special characters and alphabets is successfully reconstructed from the fuzzy graph.

Model-3: Encryption and Decryption Using Numbers and Special Characters

This model demonstrates the effectiveness of the proposed fuzzy graph based encryption technique for messages containing numeric digits and ASCII special characters. Each character is mapped to a numerical position value and represented as a fuzzy vertex, while the relationship between consecutive characters is modeled using fuzzy edges.

PlainTextMessage

$$M=79\$\%&!$$

$$p_1=7 (7), \quad p_2=9 (9), \quad p_3=4 (\$), \quad p_4=5 (\%), \quad p_5=6 (\&), \quad p_6=1 (!)$$

$$\text{Key}_1=0.2, \quad \text{Key}_2=2$$

EncryptionProcess

VertexMembershipComputation

For digits:

$$\sigma(v_i) = \frac{10^{p_i} + \text{Key}_1}{\text{Key}_2}$$

For special characters:

$$\sigma(v_i) = \frac{32^{p_i} + \text{Key}_1}{\text{Key}_2}$$

$$\begin{aligned} \sigma(v_1) &= \frac{(7/10+0.2)}{2} = 0.4500, \\ \sigma(v_2) &= \frac{(9/10+0.2)}{2} = 0.5500, \\ \sigma(v_3) &= \frac{(4/32+0.2)}{2} = 0.1625, \\ \sigma(v_4) &= \frac{(5/32+0.2)}{2} = 0.1781, \\ \sigma(v_5) &= \frac{(6/32+0.2)}{2} = 0.1938, \\ \sigma(v_6) &= \frac{(1/32+0.2)}{2} = 0.1156 \end{aligned}$$

EdgeMembershipComputation

Edges are established only between consecutive vertices belonging to the same character category. Thus, Digit–Digit and Special–Special connections are allowed, whereas Digit–Special connections are not permitted.

The fuzzy edge membership between two valid consecutive vertices is computed as:

$$\mu(v_i, v_{i+1}) = \min \left(\frac{|p_{i+1} - p_i|}{N}, \sigma(v_i), \sigma(v_{i+1}) \right)$$

where

$$N = \begin{cases} 10, & \text{for digits} \\ 32, & \text{for special characters} \end{cases}$$

Digit–Digit Edge:

Between v_1 and v_2 :

$$\mu(v_1, v_2) = \min \left(\frac{|9-7|}{10}, 0.4500, 0.5500 \right) = \frac{2}{10} = 0.2$$

$$=\min(0.2000,0.4500,0.5500)=0.2000$$

Digit–SpecialCase:

Between v_2 and v_3 :

Since one vertex represents a digit and the other represents a special character, no edge is formed.

No edge is established

Special–SpecialEdges:

Between v_3 and v_4 :

$$\mu(v,v)=\min\frac{|5-4|}{3 \cdot 4}, 0.1625, 0.1781=0.0313$$

Between v_4 and v_5 :

$$\mu(v,v)=\min\frac{|6-5|}{4 \cdot 5}, 0.1781, 0.1938=0.0313$$

Between v_5 and v_6 :

$$\mu(v,v)=\min\frac{|1-6|}{5 \cdot 6}, 0.1938, 0.1156=0.1156$$

Fuzzy Graph Cipher Representation

The encrypted message is represented as a fuzzy graph $G=(V,E,\sigma,\mu)$, where each vertex corresponds to a character and its membership value represents the encrypted form of the plaintext symbol. Edges are drawn only between consecutive characters of the same type.

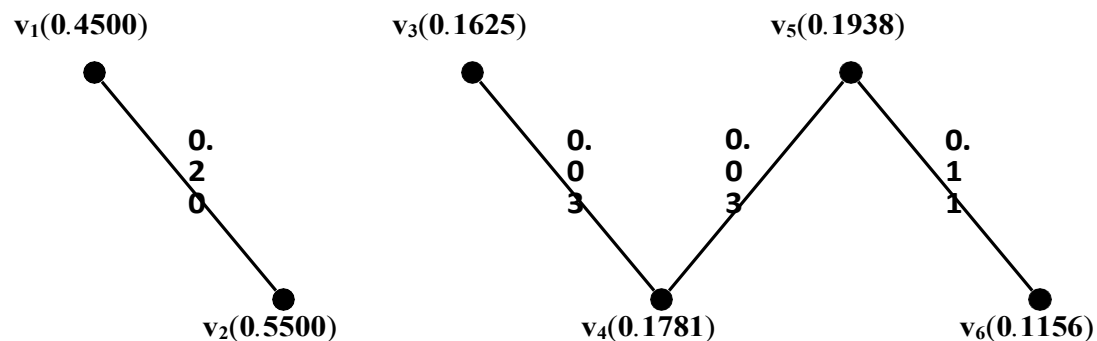


Figure 4: Fuzzy Graph Cipher Representation for Model-3 (Digits and Special Characters)

Decryption Process

The original plaintext is recovered by applying the inverse transformation to each vertex membership value.

The general decryption formula is:

$$p_i = [(\sigma(v_i) \times \text{Key}_2) - \text{Key}_1] \times N$$

where

$$N = \begin{cases} 10, & \text{for digits} \\ 32, & \text{for special characters} \end{cases}$$

DigitRecovery For $v_1(\text{Digit}7)$:

$$\begin{aligned}
 p_1 &= [(0.4500 \times 2) - 0.2] \times 10 \\
 &= (0.9000 - 0.2) \times 10 \\
 &= 0.7000 \times 10 = 7
 \end{aligned}$$

For $v_2(\text{Digit}9)$:

$$\begin{aligned}
 p_2 &= [(0.5500 \times 2) - 0.2] \times 10 \\
 &= (1.1000 - 0.2) \times 10 \\
 &= 0.9000 \times 10 = 9
 \end{aligned}$$

SpecialCharacterRecovery For $v_3(\$)$:

$$\begin{aligned}
 p_3 &= [(0.1625 \times 2) - 0.2] \times 32 \\
 &= (0.3250 - 0.2) \times 32 \\
 &= 0.1250 \times 32 = 4 \Rightarrow \$
 \end{aligned}$$

For $v_4(\%)$:

$$\begin{aligned}
 p_4 &= [(0.1781 \times 2) - 0.2] \times 32 \\
 &= (0.3562 - 0.2) \times 32 \\
 &= 0.1562 \times 32 = 5 \Rightarrow \%
 \end{aligned}$$

For $v_5(\&)$:

$$\begin{aligned}
 p_5 &= [(0.1938 \times 2) - 0.2] \times 32 \\
 &= (0.3876 - 0.2) \times 32
 \end{aligned}$$

$$=0.1876 \times 32 = 6 \Rightarrow \&$$

Similarly, for $v_6(!)$:

$$p_6 = [(0.1156 \times 2) - 0.2] \times 32$$

$$= (0.2312 - 0.2) \times 32$$

$$= 0.0312 \times 32$$

$$= 1 \Rightarrow !$$

Recovered Message

By concatenating all recovered values:

$$M = 79\$\% \&!$$

Thus, the original plaintext message is successfully reconstructed from the fuzzy graph representation.

Model-4: Encryption and Decryption Using Special Characters, Numbers and Alphabets

This model demonstrates the effectiveness of the proposed fuzzy graph-based encryption technique for messages containing a mixture of special characters, numeric digits and alphabetic symbols. Each character is mapped to a numerical position

value and represented as a fuzzy vertex, while the relationship between consecutive characters belonging to the same category is modeled using fuzzy edges.

Plain Text Message

$$M = \# \% 79 H E$$

The position values of the characters are determined as follows:

For special characters (from the given special character position table):

$$p_1 = 3(\#), \quad p_2 = 5(\%),$$

For digits:

$$p_3 = 7(7), \quad p_4 = 9(9),$$

For alphabets ($A=1, B=2, \dots, Z=26$):

$$p_5 = 8(H), \quad p_6 = 5(E)$$

The chosen secret keys are:

$$\text{Key}_1 = 0.2, \quad \text{Key}_2 = 2$$

Encryption Process

Vertex Membership Computation

The vertex membership value depends on the category of the character.

For digits:

$$\sigma(v_i) = \frac{10^{P_i + \text{Key 1}}}{\text{Key 2}}$$

For alphabets:

$$\sigma(v_i) = \frac{26^{P_i + \text{Key 1}}}{\text{Key 2}}$$

For special characters:

$$\sigma(v_i) = \frac{32^{P_i + \text{Key 1}}}{\text{Key 2}}$$

Substituting the respective values:

$$\begin{aligned}\sigma(v_1) &= \frac{(3/32 + 0.2)}{2} = 0.1469, \\ \sigma(v_2) &= \frac{(5/32 + 0.2)}{2} = 0.1781, \\ \sigma(v_3) &= \frac{(7/10 + 0.2)}{2} = 0.4500, \\ \sigma(v_4) &= \frac{(9/10 + 0.2)}{2} = 0.5500, \\ \sigma(v_5) &= \frac{(8/26 + 0.2)}{2} = 0.2538, \\ \sigma(v_6) &= \frac{(5/26 + 0.2)}{2} = 0.1962\end{aligned}$$

Edge Membership Computation

Edges are established only between consecutive vertices belonging to the same character category. Thus, Special–Special, Digit–Digit and Alphabet–Alphabet connections are allowed. However, no edges are formed between Special–

Digit, Digit–Alphabet or Alphabet–Special combinations.

The fuzzy edge membership between two valid consecutive vertices is computed as:

$$\mu(v_i, v_{i+1}) = \min \left(\frac{|p_{i+1} - p_i|}{N}, \sigma(v_i), \sigma(v_{i+1}) \right)$$

where

$$N = \begin{cases} 10, & \text{for digits} \\ 26, & \text{for alphabets} \end{cases}$$

$$N = \begin{cases} 32, & \text{for special characters} \end{cases}$$

Special–Special Edge:

Between v_1 and v_2 :

$$\begin{aligned} \mu_2(v,v) &= \min \frac{|5-3|}{32}, 0.1469, 0.1781 \\ &= \min(0.0625, 0.1469, 0.1781) = 0.0625 \end{aligned}$$

Digit–DigitEdge:

Between v_3 and v_4 :

$$\begin{aligned} \mu_4(v,v) &= \min \frac{|9-7|}{10}, 0.4500, 0.5500 \\ &= \min(0.2000, 0.4500, 0.5500) = 0.2000 \end{aligned}$$

Alphabet–AlphabetEdge:

Between v_5 and v_6 :

$$\begin{aligned} \mu_6(v,v) &= \min \frac{|5-8|}{26}, 0.2538, 0.1962 \\ &= \min(0.1154, 0.2538, 0.1962) = 0.1154 \end{aligned}$$

CrossCategoryCases:

Between v_2 and v_3 , and between v_4 and v_5 , no edge is established since the characters belong to different categories.

FuzzyGraphCipherRepresentation

The encrypted message is represented as a fuzzy graph $G=(V,E,\sigma,\mu)$, where each vertex corresponds to a character and its membership value represents the encrypted form of the plaintext symbol. Edges are drawn only between consecutive characters of the same type.

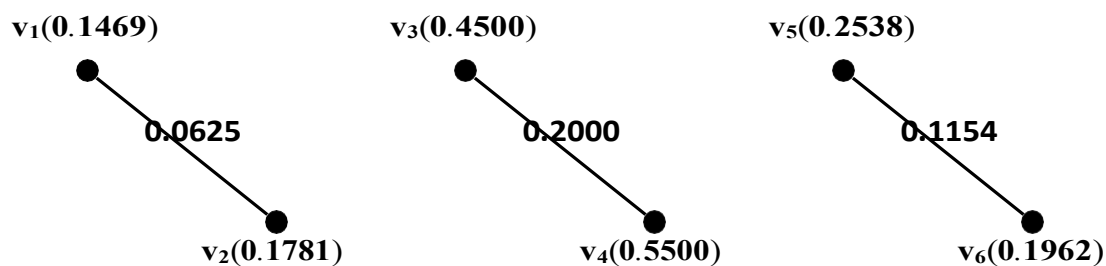


Figure 5: Fuzzy Cipher Graph Representation for Mixed Character Message

Decryption Process

The original plaintext is recovered by applying the inverse transformation to each vertex membership value.

The general decryption formula is:

$$p_i = [(\sigma(v_i) \times \text{Key}_2) - \text{Key}_1] \times N$$

where

$$N = \begin{matrix} \square \\ \square \end{matrix} 10, \text{ for digits} \\ 26, \text{ for alphabets} \\ \begin{matrix} \square \square \\ \square \end{matrix} 32, \text{ for special characters}$$

Applying the above formula to each vertex:

$$\begin{aligned} v_1 &\Rightarrow 3 \Rightarrow \# \\ v_2 &\Rightarrow 5 \Rightarrow \% \\ v_3 &\Rightarrow 7 \Rightarrow 7 \\ v_4 &\Rightarrow 9 \Rightarrow 9 \\ v_5 &\Rightarrow 8 \Rightarrow H \\ v_6 &\Rightarrow 5 \Rightarrow E \end{aligned}$$

Recovered Message

By concatenating all recovered characters:

$$M = \# \% 7 9 H E$$

Thus, the original plaintext message is successfully reconstructed from the fuzzy graph representation.

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