# Definition 2.1

A graph having no cycles is acyclic or a forest.

- A graph having no cycles is acyclic or a forest.
- A connected forest is a tree.

- A graph having no cycles is acyclic or a forest.
- ► A connected forest is a tree.
- ► A leaf or a pendant vertex is a vertex of degree one.

- A graph having no cycles is acyclic or a forest.
- A connected forest is a tree.
- ► A leaf or a pendant vertex is a vertex of degree one.
- ▶ A subgraph of *G* is spanning if it has all the vertices of *G*.

- A graph having no cycles is acyclic or a forest.
- ► A connected forest is a tree.
- ▶ A leaf or a pendant vertex is a vertex of degree one.
- ightharpoonup A subgraph of G is spanning if it has all the vertices of G.
- ▶ The distance between vertices u and v of G, written d(u,v) or  $d_G(u,v)$ , is the length of the shortest path in G that contains both u and v. (Such a path is called a uv-path and u and v are its ends.)

- A graph having no cycles is acyclic or a forest.
- A connected forest is a tree.
- A leaf or a pendant vertex is a vertex of degree one.
- ▶ A subgraph of G is spanning if it has all the vertices of G.
- ▶ The distance between vertices u and v of G, written d(u,v) or  $d_G(u,v)$ , is the length of the shortest path in G that contains both u and v. (Such a path is called a uv-path and u and v are its ends.) If a uv-path does not exist, then  $d(u,v)=\infty$ .

- A graph having no cycles is acyclic or a forest.
- A connected forest is a tree.
- A leaf or a pendant vertex is a vertex of degree one.
- ▶ A subgraph of G is spanning if it has all the vertices of G.
- ▶ The distance between vertices u and v of G, written d(u,v) or  $d_G(u,v)$ , is the length of the shortest path in G that contains both u and v. (Such a path is called a uv-path and u and v are its ends.) If a uv-path does not exist, then  $d(u,v)=\infty$ .
- ▶ The distance between sets U and W of vertices of G, written d(U,W), is the length of a shortest uw-path where  $u \in U$  and  $w \in W$ , or infinity if no such path exists.

### Theorem 2.2

Every tree with at least two vertices has at least two leaves.

### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

### Proof.

In an acyclic graph, the ends of a maximal non-trivial path have degree one.



#### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

### Proof.

In an acyclic graph, the ends of a maximal non-trivial path have degree one. Let v be a leaf of a tree T and let T'=T-v.

### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

### Proof.

In an acyclic graph, the ends of a maximal non-trivial path have degree one. Let v be a leaf of a tree T and let  $T^\prime=T-v$ .

Then T' is acyclic.



#### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

#### Proof.

In an acyclic graph, the ends of a maximal non-trivial path have degree one. Let v be a leaf of a tree T and let  $T^\prime=T-v$ .

Then T' is acyclic.

Suppose u and w are vertices of T'. Then, in T there is a uw-path P.

#### Theorem 2.2

Every tree with at least two vertices has at least two leaves. Deleting a leaf from a tree of order n produces a tree of order n-1.

### Proof.

In an acyclic graph, the ends of a maximal non-trivial path have degree one. Let v be a leef of a tree T and let T' = T

Let v be a leaf of a tree T and let T' = T - v.

Then T' is acyclic.

Suppose u and w are vertices of  $T^{\prime}.$  Then, in T there is a uw-path P.

But P cannot contain v as  $d_T(v) = 1$ , and so it also lies in T'.

### Theorem 2.3

For a simple graph G of order n the following are equivalent:

(A) G is connected and acyclic;

### Theorem 2.3

For a simple graph G of order n the following are equivalent:

- (A) G is connected and acyclic;
- (B) G is connected and has size n-1;

### Theorem 2.3

For a simple graph G of order n the following are equivalent:

- (A) G is connected and acyclic;
- (B) G is connected and has size n-1;
- (C) G is acyclic and has size n-1; and

### Theorem 2.3

For a simple graph G of order n the following are equivalent:

- (A) G is connected and acyclic;
- (B) G is connected and has size n-1;
- (C) G is acyclic and has size n-1; and
- (D) For every two vertices u and v, the graph G contains exactly one uv-path.

#### Theorem 2.4

If T and T' are two spanning trees of a connected graph G and  $e \in E(T) \setminus E(T')$ , then there is an edge  $e' \in E(T') \setminus E(T)$  such that  $T \setminus e \cup e'$  is a spanning tree of G.

#### Theorem 2.4

If T and T' are two spanning trees of a connected graph G and  $e \in E(T) \setminus E(T')$ , then there is an edge  $e' \in E(T') \setminus E(T)$  such that  $T \setminus e \cup e'$  is a spanning tree of G.

### Proof.

Consider  $T \setminus e$ : it is disconnected with exactly two connected components (maximal connected subgraphs) S and S'.

#### Theorem 2.4

If T and T' are two spanning trees of a connected graph G and  $e \in E(T) \setminus E(T')$ , then there is an edge  $e' \in E(T') \setminus E(T)$  such that  $T \setminus e \cup e'$  is a spanning tree of G.

#### Proof.

Consider  $T\setminus e$ : it is disconnected with exactly two connected components (maximal connected subgraphs) S and S'. Since T' is connected, it must have an edge e' with one endpoint in each S and S'.

#### Theorem 2.4

If T and T' are two spanning trees of a connected graph G and  $e \in E(T) \setminus E(T')$ , then there is an edge  $e' \in E(T') \setminus E(T)$  such that  $T \setminus e \cup e'$  is a spanning tree of G.

#### Proof.

Consider  $T\setminus e$ : it is disconnected with exactly two connected components (maximal connected subgraphs) S and S'. Since T' is connected, it must have an edge e' with one endpoint in each S and S'. Clearly,  $T\setminus e\cup e'$  is a spanning tree of G.

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function.

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ .

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

## Algorithm 2.5 (Kruskal)

Start with V(T) = V(G) and  $E(T) = \emptyset$ .

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

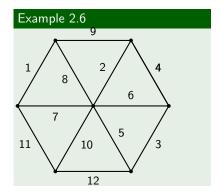
## Algorithm 2.5 (Kruskal)

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- ► Order the edges of G so that their costs are non-decreasing.
- Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.

# Example 2.6

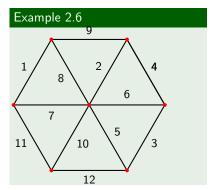
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



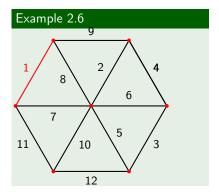
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



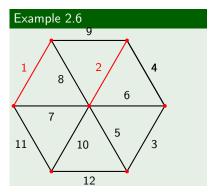
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



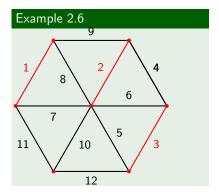
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



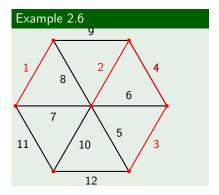
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



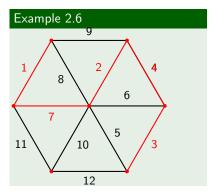
Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.

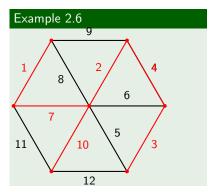


## Minimum Cost Spanning Tree

Suppose G is a graph and  $c:E(G)\to\mathbb{N}$  is a cost function. The cost of a subgraph H of G is  $\sum_{e\in E(H)}c(e)$ . We want to find a minimum-cost spanning tree T of G.

## Algorithm 2.5 (Kruskal)

- Start with V(T) = V(G) and  $E(T) = \emptyset$ .
- Order the edges of G so that their costs are non-decreasing.
- ▶ Proceed with each edge of G, one by one, in the above order: if its joins two components of T, add it to T; otherwise do nothing.



## Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

## Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.



## Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose  $T^\prime$  is a spanning tree of minimum cost.

## Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove.

#### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'.

### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'. Adding e to T' creates a cycle C, but since T does not have cycles, T' has an edge  $e'\notin E(T)$ .

### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'. Adding e to T' creates a cycle C, but since T does not have cycles, T' has an edge  $e'\notin E(T)$ . Consider the spanning tree  $T'\setminus e'\cup e$ .

#### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'. Adding e to T' creates a cycle C, but since T does not have cycles, T' has an edge  $e'\notin E(T)$ . Consider the spanning tree  $T'\setminus e'\cup e$ .

Since T' contains e' and all edges of T chosen before e, both e and e' are available when the algorithm chooses e, and hence  $c(e) \leq c(e')$ .

#### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'. Adding e to T' creates a cycle C, but since T does not have cycles, T' has an edge  $e'\notin E(T)$ . Consider the spanning tree  $T'\setminus e'\cup e$ .

Since T' contains e' and all edges of T chosen before e, both e and e' are available when the algorithm chooses e, and hence  $c(e) \leq c(e')$ . Thus  $T' \setminus e' \cup e$  is a spanning tree with cost at most T' that agrees with T for a longer initial list of edges than T' does.

#### Theorem 2.7 (Kruskal)

In a connected graph, Kruskal's Algorithm produces a minimum-cost spanning tree.

#### Proof.

It is clear that the algorithm produces a spanning tree.

Let T be the resulting graph, and suppose T' is a spanning tree of minimum cost. If T'=T, then there is nothing to prove. If  $T\neq T'$ , let e be the first edge chosen for T that is not in T'. Adding e to T' creates a cycle C, but since T does not have cycles, T' has an edge  $e'\notin E(T)$ . Consider the spanning tree  $T'\setminus e'\cup e$ .

Since T' contains e' and all edges of T chosen before e, both e and e' are available when the algorithm chooses e, and hence  $c(e) \leq c(e')$ . Thus  $T' \setminus e' \cup e$  is a spanning tree with cost at most T' that agrees with T for a longer initial list of edges than T' does. Repeating this argument yields a minimum-cost spanning tree that equals T, proving that the costs of T and T' are the same.

We would like to know how many different (and here we really mean different rather than non-isomorphic) trees with the vertex set  $\{1,2,\ldots,n\}$  are there?

We would like to know how many different (and here we really mean different rather than non-isomorphic) trees with the vertex set  $\{1, 2, \dots, n\}$  are there?

# Theorem 2.8 (Cayley's Formula)

There are  $n^{n-2}$  trees with vertex set  $\{1, 2, \dots, n\}$ .

We would like to know how many different (and here we really mean different rather than non-isomorphic) trees with the vertex set  $\{1, 2, \dots, n\}$  are there?

# Theorem 2.8 (Cayley's Formula due to Borchardt (1860))

There are  $n^{n-2}$  trees with vertex set  $\{1, 2, \dots, n\}$ .

We would like to know how many different (and here we really mean different rather than non-isomorphic) trees with the vertex set  $\{1,2,\ldots,n\}$  are there?

# Theorem 2.8 (Cayley's Formula due to Borchardt (1860))

There are  $n^{n-2}$  trees with vertex set  $\{1, 2, \dots, n\}$ .

#### Proof.

There are  $n^{n-2}$  sequences of length n-2 with entries from  $\{1,2,\ldots,n\}$ .  $\square$ 

We would like to know how many different (and here we really mean different rather than non-isomorphic) trees with the vertex set  $\{1, 2, \dots, n\}$  are there?

# Theorem 2.8 (Cayley's Formula due to Borchardt (1860))

There are  $n^{n-2}$  trees with vertex set  $\{1, 2, \dots, n\}$ .

#### Proof.

There are  $n^{n-2}$  sequences of length n-2 with entries from  $\{1,2,\ldots,n\}$ . We will establish a bijection between such sequences and trees on the vertex set  $\{1,2,\ldots,n\}$ .

To find a Prüfer sequence f(T) of a labeled tree T,

To find a Prüfer sequence f(T) of a labeled tree T,

be delete the leaf with the smallest label, and

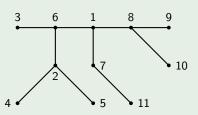
To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

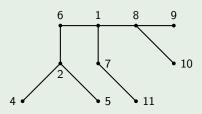


Prüfer sequence:

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

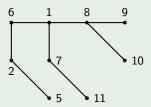


Prüfer sequence: 6

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

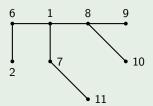


Prüfer sequence: 6, 2

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

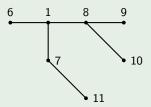


Prüfer sequence: 6, 2, 2

To find a Prüfer sequence f(T) of a labeled tree T,

- delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

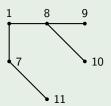


Prüfer sequence: 6, 2, 2, 6

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

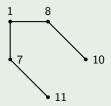


Prüfer sequence: 6, 2, 2, 6, 1

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

## Example 2.9

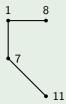


Prüfer sequence: 6, 2, 2, 6, 1, 8

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

#### Example 2.9



Prüfer sequence: 6, 2, 2, 6, 1, 8, 8

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

# Example 2.9



Prüfer sequence: 6, 2, 2, 6, 1, 8, 8, 1

To find a Prüfer sequence f(T) of a labeled tree T,

- be delete the leaf with the smallest label, and
- ▶ append the label of its neighbor to the sequence until one edge remains.

#### Example 2.9



Prüfer sequence: 6, 2, 2, 6, 1, 8, 8, 1, 7

Now we describe how to produce a tree from a Prüfer sequence.

**ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.

- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- ightharpoonup Proceed with all n-2 elements of the sequence, and, at the *i*th step,

- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.

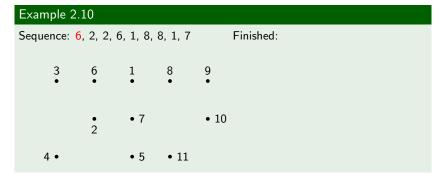
- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the *i*th step,
  - ightharpoonup let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".

- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and

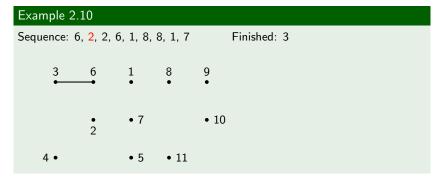
- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.

- ightharpoonup Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.

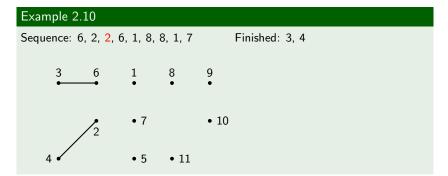
- ▶ Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



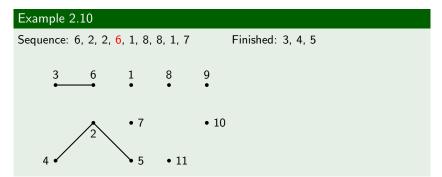
- ▶ Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



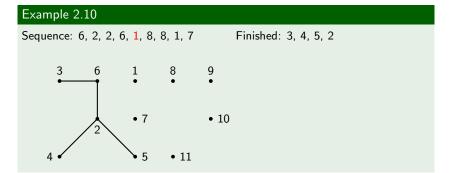
- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



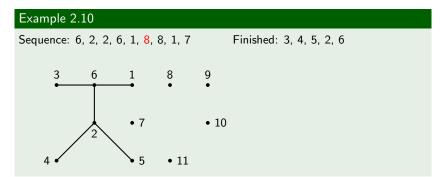
- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



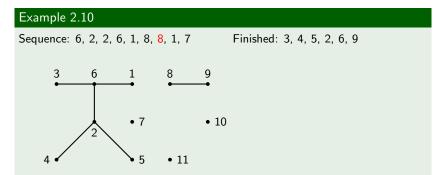
- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - ▶ let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



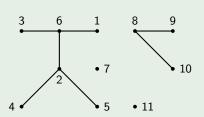
Now we describe how to produce a tree from a Prüfer sequence.

- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.



Sequence: 6, 2, 2, 6, 1, 8, 8, 1, 7

Finished: 3, 4, 5, 2, 6, 9, 10



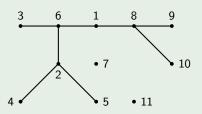
Now we describe how to produce a tree from a Prüfer sequence.

- **ightharpoonup** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- Join the two remaining unfinished vertices with an edge.

## Example 2.10

Sequence: 6, 2, 2, 6, 1, 8, 8, 1, 7

Finished: 3, 4, 5, 2, 6, 9, 10, 8



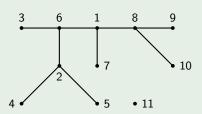
Now we describe how to produce a tree from a Prüfer sequence.

- **b** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- ▶ Join the two remaining unfinished vertices with an edge.

## Example 2.10

Sequence: 6, 2, 2, 6, 1, 8, 8, 1, 7

Finished: 3, 4, 5, 2, 6, 9, 10, 8, 1



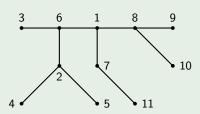
Now we describe how to produce a tree from a Prüfer sequence.

- **b** Begin with a forest having n isolated vertices labeled 1, 2, ..., n.
- lacktriangle Proceed with all n-2 elements of the sequence, and, at the ith step,
  - let x be the label in position i.
  - let y be the smallest label that does not appear at the ith or later position and has not yet been marked as "finished".
  - ightharpoonup add the edge xy, and
  - mark y as finished.
- ▶ Join the two remaining unfinished vertices with an edge.

## Example 2.10

Sequence: 6, 2, 2, 6, 1, 8, 8, 1, 7

Finished: 3, 4, 5, 2, 6, 9, 10, 8, 1



# Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted.

## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted. We record x in the sequence once for each deleted neighbor and x does not appear in the sequence again.



## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted. We record x in the sequence once for each deleted neighbor and x does not appear in the sequence again. Hence x appears in the sequence d(x)-1 times.



## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted. We record x in the sequence once for each deleted neighbor and x does not appear in the sequence again. Hence x appears in the sequence d(x)-1 times.

Therefore we count the trees by counting sequences of length n-2 having  $d_i-1$  copies of i, for each i.

## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted. We record x in the sequence once for each deleted neighbor and x does not appear in the sequence again. Hence x appears in the sequence d(x)-1 times.

Therefore we count the trees by counting sequences of length n-2 having  $d_i-1$  copies of i, for each i. If we distinguish between various copies of i, then there are (n-2)! such sequences.

## Corollary 2.11

The number of trees with vertex set  $\{1, 2, ..., n\}$  in which vertices 1, 2, ..., n have respective degrees  $d_1, d_2, ..., d_n$  is

$$\frac{(n-2)!}{\prod (d_i-1)!}.$$

#### Proof.

When we delete vertex x from T when constructing the Prüfer sequence, all neighbors of x except for one have already been deleted. We record x in the sequence once for each deleted neighbor and x does not appear in the sequence again. Hence x appears in the sequence d(x)-1 times.

Therefore we count the trees by counting sequences of length n-2 having  $d_i-1$  copies of i, for each i. If we distinguish between various copies of i, then there are (n-2)! such sequences. Since we really cannot distinguish between the copies, we have over-counted by a factor of  $(d_i-1)!$  for each i.

## Definition 2.12

▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).
- A graph H is a minor of G if it can be obtained from G by a sequence of operation each of which is one of the following:
  - deleting an edge;

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).
- A graph H is a minor of G if it can be obtained from G by a sequence of operation each of which is one of the following:
  - deleting an edge;
  - deleting an isolated vertex; and

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).
- A graph H is a minor of G if it can be obtained from G by a sequence of operation each of which is one of the following:
  - deleting an edge;
  - deleting an isolated vertex; and
  - contracting an edge.

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).
- A graph H is a minor of G if it can be obtained from G by a sequence of operation each of which is one of the following:
  - deleting an edge;
  - deleting an isolated vertex; and
  - contracting an edge.
- ▶ We write  $H \leq_m G$  to indicate that H is isomorphic to a minor of G.

#### Definition 2.12

- ▶ If e is an edge of G incident with two distinct vertices u and v, then the contraction of e is the operation of deleting e and identifying u and v.
- Contracting a loop is the same as deleting it.
- ▶ The graph obtained from G by contracting e is denoted G/e (extended to G/F if  $F \subseteq E(G)$ ).
- A graph H is a minor of G if it can be obtained from G by a sequence of operation each of which is one of the following:
  - deleting an edge;
  - deleting an isolated vertex; and
  - contracting an edge.
- ▶ We write  $H \leq_m G$  to indicate that H is isomorphic to a minor of G.

#### Note 2.13

The order of operations of deleting and contracting to get a minor of a graph is irrelevant.

#### Theorem 2.14

Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G.

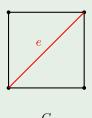
#### Theorem 2.14

Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G. If e is a non-loop edge of G, then  $\tau(G) = \tau(G \setminus e) + \tau(G/e)$ .

#### Theorem 2.14

Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G. If e is a non-loop edge of G, then  $\tau(G) = \tau(G \setminus e) + \tau(G/e)$ .

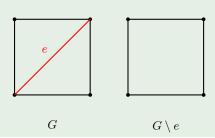
# Example 2.15



#### Theorem 2.14

Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G. If e is a non-loop edge of G, then  $\tau(G) = \tau(G \setminus e) + \tau(G/e)$ .

# Example 2.15



#### Theorem 2.14

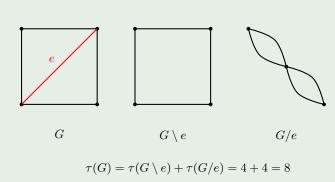
Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G. If e is a non-loop edge of G, then  $\tau(G) = \tau(G \setminus e) + \tau(G/e)$ .

# Example 2.15 $G \setminus e$ G/e

#### Theorem 2.14

Let  $\tau(G)$  denote the number of distinct spanning trees of a (labeled) graph G. If e is a non-loop edge of G, then  $\tau(G)=\tau(G\setminus e)+\tau(G/e)$ .

## Example 2.15



▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.

- ▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.
- ▶ The spanning trees of G/e correspond to the spanning trees of G using e.

- ▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.
- ▶ The spanning trees of G/e correspond to the spanning trees of G using e. (If T is a spanning tree of G/e, then  $E(T) \cup e$  form the edge-set of a spanning tree of G.)

- ▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.
- ▶ The spanning trees of G/e correspond to the spanning trees of G using e. (If T is a spanning tree of G/e, then  $E(T) \cup e$  form the edge-set of a spanning tree of G.)
- ► The formula follows.

- ▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.
- ▶ The spanning trees of G/e correspond to the spanning trees of G using e. (If T is a spanning tree of G/e, then  $E(T) \cup e$  form the edge-set of a spanning tree of G.)
- The formula follows.

Using the deletion-contraction formula for calculating the number of spanning trees is inefficient.

- ▶ The spanning trees of  $G \setminus e$  are precisely the spanning trees of G that avoid e.
- ▶ The spanning trees of G/e correspond to the spanning trees of G using e. (If T is a spanning tree of G/e, then  $E(T) \cup e$  form the edge-set of a spanning tree of G.)
- ► The formula follows.

Using the deletion-contraction formula for calculating the number of spanning trees is inefficient. A much more efficient method is to construct a special matrix, called the Laplacian of the graph, and to compute its determinant.