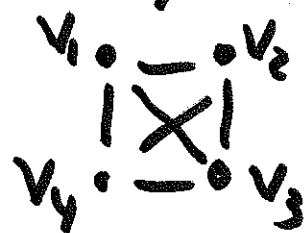


Problem Set 2 Solutions

Question 1 solution

- a) Sum of outdegrees must be 6 by the handshake lemma, and there can at most be one source and sink.

Assign outdegrees (d_1, d_2, d_3, d_4) to

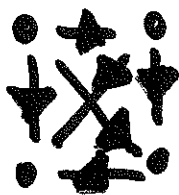


in all possible ways. (actually

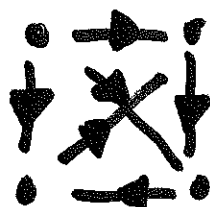
for 4 vertices there is only one way).

Because any permutation of $\{v_1, v_2, v_3, v_4\}$ induces an automorphism of G , this is everything:

$(3, 2, 1, 0)$:



$(3, 1, 1, 1)$:



$(2, 2, 2, 0)$:



$(2, 2, 1, 1)$:

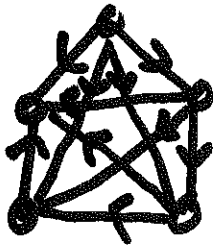


(two orientations of $v_2 v_3 v_4 v_2$ are isomorphic)

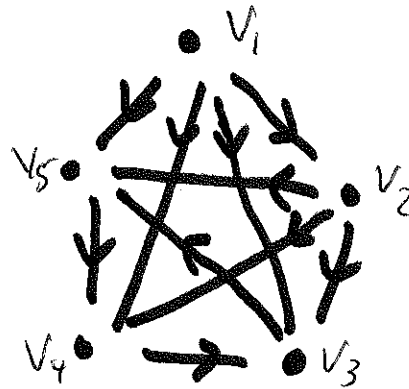
(b)

Same strategy as part (a)

$(4, 3, 2, 1, 0):$

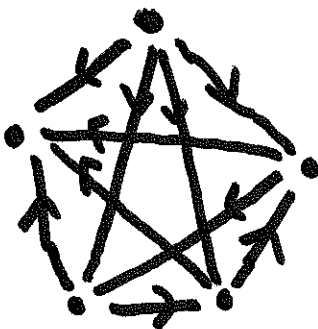


$(4, 3, 1, 1, 1):$



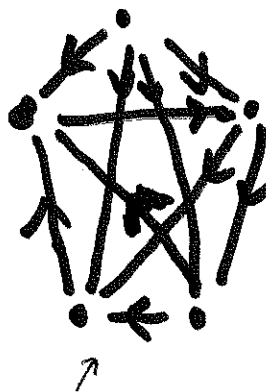
(2 orientations of the triangle $v_3 v_4 v_5 v_3$ are isomorphic).

$(4, 2, 2, 2, 0)$



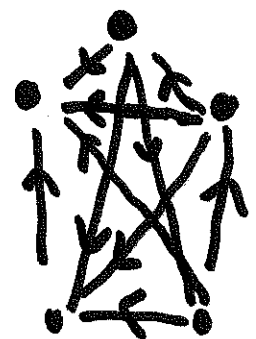
(2 orientations of the triangle $v_2 v_3 v_4 v_2$ are isomorphic).

$(4, 2, 2, 1, 1):$



unique way up
to isomorphism
to glue in the $(2, 2, 1, 1)$
tournament ~~graph~~ from part (a)
to complete graph on
 v_2, v_3, v_4, v_5

$(3, 3, 3, 1, 0)$



(orientations of the triangle $v_1 v_2 v_3 v_1$ are isomorphic)

(b) (Continued)

(3,3,2,2,0)



(unique up to iso. way to
glue in (2,2,1,1) tournament
to tournament on v_1, v_2, v_3, v_4

(2,2,2,2,2)



(3,3,2,1,1):

Edge $v_1 \rightarrow v_3$:



Edge $v_3 \rightarrow v_1$:



distinguished
by whether or not
 v_1, v_2, v_3, v_4 is a directed cycle

(orientations
of triangle
 v_3, v_4, v_5 isomorphic)

(3,2,2,2,1)

v_5, v_1, v_2, v_3 directed triangle

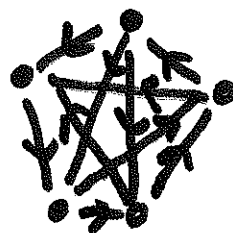


(orientations of
 v_2, v_3, v_4, v_5 are
isomorphic)

v_5, v_4, v_2, v_3, v_1
directed cycle



neither



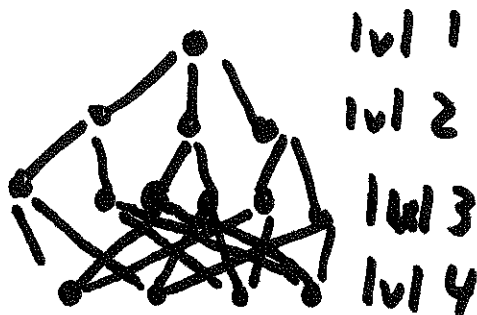
Question 2 solution

a) Vertex $v_0 \in V(G)$ has k neighbours, v_1, \dots, v_k . None of these can be neighbours or we would have a 3-cycle. So each has $k-1$ neighbours outside the set v_0, v_1, \dots, v_k . None of these coincide or we'd have a 4-cycle.

$$\text{So } |V(G)| \geq 1 + k + k(k-1) = k^2 + 1.$$



b) Build G from a rooted tree. The first 3 levels must be distinct so as not to create cycles of length ≤ 5 . on level 4
For the same reason, neighbours of neighbours of a level 2 vertex must be distinct. So there are at least 4 vertices on level 4.


 $|v| 1$
 $|v| 2$
 $|v| 3$
 $|v| 4$

$$1 + 3 + 6 + 4 = 14$$

14 vertices

Question 3 solution:

Induction.

Base case: The trivial graph, ^{with one vertex} satisfies the condition trivially.

Induction hypothesis: There exists a closed walk on a connected graph G on n vertices which transverses each of its edges precisely once in each direction.

Induction: Let G be a connected graph on $n+1$ vertices. Let v_0 be a leaf of a spanning tree of G . $G' := G - \{v_0\}$ is connected, so has such a closed walk by hypothesis.

For each edge incident to v_0 , walk to the edge, to v_0 , and back. This creates the desired walk on G .



Question 4 solution: set $V(T) = \{v_1, \dots, v_n\}$

$$W(T) = \sum_{i < j} d_{ij}$$

There is a unique path between any v_i and any v_j in T , and each edge e on the path is counted as 1 towards d_{ij} .

So each edge e contributes 1 to $W(T)$ for each pair of vertices $v_i \in T_1(e)$ and $v_j \in T_2(e)$. So it contributes $n_1(e) \cdot n_2(e)$ towards $W(T)$.

Summing over all edges gives

$$W(T) = \sum_{e \in E} n_1(e) \cdot n_2(e).$$

Question 5 solution

Count $|E|$ in two ways:

- Handshake lemma: $|E| = \frac{1}{2} \sum_{i=1}^{\infty} i n_i$
- T is a tree: $|E| = |V| - 1 = \sum_{i=1}^{\infty} n_i - 1$

So

$$\frac{1}{2} \sum_{i=1}^{\infty} i n_i = \sum_{i=1}^{\infty} n_i - 1$$

$$\Rightarrow \sum_{i=1}^{\infty} (i-2) n_i + 2 = 0$$

$$\Rightarrow -n_1 + 0 + \sum_{i=3}^{\infty} (i-2) n_i + 2 = 0$$

$$\Rightarrow n_1 = \sum_{i=3}^{\infty} (i-2) n_i + 2$$

n_1 is the number of leaves in T .

Question 6 solution:Lemma: For G loopless, connected"If T is a spanning tree of G then T is unique"" G is a tree"Proof: (\Rightarrow) If $E(G) - E(T)$ is non-empty,pick $e \in E(G) - E(T)$. Then $T + \{e\}$ contains a cycle of length ≥ 2 .Delete a different edge e' from this loop. $T + \{e\} - \{e'\}$ is another spanning tree for G .(\Leftarrow) Deleting an edge from a tree disconnects it. (spanning trees are obtained via edge deletion).

Q.E.D.

Corollary: "If T is a spanning tree of G then T is unique"" G becomes a tree after deletion of loops (or is disconnected)"