DIS 3A

1 Trees

Recall that a *tree* is a connected acyclic graph (graph without cycles). In the note, we presented a few other definitions of a tree, and in this problem, we will prove two fundamental properties of a tree, and derive two definitions of a tree we learned from the note based on these properties. Let's start with the properties:

(a) Prove that any pair of vertices in a tree are connected by exactly one (simple) path.

(b) Prove that adding any edge between two vertices of a tree creates a simple cycle.

Now you will show that if a graph satisfies either of these two properties then it must be a tree:

(c) Prove that if every pair of vertices in a graph are connected by exactly one simple path, then the graph must be a tree.

(d) Prove that if the graph has no simple cycles and has the property that the addition of any single edge (not already in the graph) will create a simple cycle, then the graph is a tree.

Solution:

(a) Pick any pair of vertices x, y. We know there is a path between them since the graph is connected. We will prove that this path is unique by contradiction: Suppose there are two distinct paths from x to y. At some point (say at vertex a) the paths must diverge, and at some point (say at vertex b) they must reconnect. So by following the first path from a to b and the second path in reverse from b to a we get a cycle. This gives the necessary contradiction.

(b) Pick any pair of vertices x, y not connected by an edge. We prove that adding the edge $\{x,y\}$ will create a simple cycle. From part (a), we know that there is a unique path between x and y. Therefore, adding the edge $\{x,y\}$ creates a simple cycle obtained by following the path from x to y, then following the edge $\{x,y\}$ from y back to x.

(c) Assume we have a graph with the property that there is a unique simple path between every pair of vertices. We will show that the graph is a tree, namely, it is connected and acyclic. First, the graph is connected because every pair of vertices is connected by a path. Moreover, the graph is acyclic because there is a unique path between every pair of vertices. More explicitly, if the graph has a cycle, then for any two vertices x, y in the cycle there are at least two simple paths between them (obtained by going from x to y through the right or left half of the cycle), contradicting the uniqueness of the path. Therefore, we conclude the graph is a tree.

(d) Assume we have a graph with no simple cycles, but adding any edge will create a simple cycle. We will show that the graph is a tree. We know the graph is acyclic because it has no simple cycles. To show the graph is connected, we prove that any pair of vertices x, y are connected by a path. We consider two cases: If $\{x,y\}$ is an edge, then clearly there is a path from x to y. Otherwise, if $\{x,y\}$ is not an edge, then by assumption, adding the edge $\{x,y\}$ will create a simple cycle. This means there is a simple path from x to y obtained by removing the edge $\{x,y\}$ from this cycle. Therefore, we conclude the graph is a tree.

2 Touring Hypercube

In the lecture, you have seen that if G is a hypercube of dimension n, then

- The vertices of G are the binary strings of length n.
- u and v are connected by an edge if they differ in exactly one bit location.

A *Hamiltonian tour* of a graph is a sequence of vertices $v_0, v_1, \ldots, v_k$ such that:

- Each vertex appears exactly once in the sequence.
- Each pair of consecutive vertices is connected by an edge.
- v_0 and v_k are connected by an edge.

(a) Show that a hypercube has an Eulerian tour if and only if n is even.

(b) Show that every hypercube has a Hamiltonian tour.

Solution:

(a) In the n-dimensional hypercube, every vertex has degree n. If n is odd, then by Euler's Theorem there can be no Eulerian tour. On the other hand, the hypercube is connected: we can get from any one bit-string x to any other y by flipping the bits they differ in one at a time. Therefore, when n is even, since every vertex has even degree and the graph is connected, there is an Eulerian tour.

(b) By induction on n. When $n = 1$, there are two vertices connected by an edge; we can form a Hamiltonian tour by walking from one to the other and then back.

Let $n \geq 1$ and suppose the n-dimensional hypercube has a Hamiltonian tour. Let H be the $n+1$-dimensional hypercube, and let H_b be the n-dimensional subcube consisting of those strings with final bit b.

By the inductive hypothesis, there is some Hamiltonian tour T on the n-dimensional hypercube. Now consider the following tour in H. Start at an arbitrary vertex x_0 in H_0, and follow the tour T except for the very last step to vertex y_0 (so that the next step would bring us back to x_0). Next take the edge from y_0 to y_1 to enter cube H_1. Next, follow the tour T in H_1 backwards from y_1, except the very last step, to arrive at x_1. Finally, take the step from x_1 to x_0 to complete the tour. By assumption, the tour T visits each vertex in each subcube exactly once, so our complete tour visits each vertex in the whole cube exactly once.

To build some intuition, here are the first few cases:

- $n = 1$: 0, 1
- $n = 2$: 00, 01, 11, 10 [Take the $n = 1$ tour in the 0-subcube (vertices with a 0 in front), move to the 1-subcube (vertices with 1 in front), then take the tour backwards. We know 10 connects to 00 to complete the tour.]
- $n = 3$: 000, 001, 011, 010, 110, 111, 101, 100 [Take the $n = 2$ tour in the 0-subcube, move to the 1-subcube, then take the tour backwards. We know 100 connects to 000 to complete the tour.]

The sequence produced with this method is known as a Gray code.

3 Graph Coloring

Prove that a graph with maximum degree at most k is $(k+1)$-colorable.

Solution:

The natural way to try to prove this theorem is to use induction on the graph's maximum degree, k. Unfortunately, this approach is extremely difficult because covering all possible types of graphs when maximum degree changes requires extreme caution. You might be envisioning a certain graph as you write your proof, but your argument will likely not generalize. In graphs, typical good choices for the induction parameter are n, the number of nodes, or e, the number of edges. We typically shy away from inducting on degree.

We use induction on the number of vertices in the graph, which we denote by n. Let $P(n)$ be the proposition that an n-vertex graph with maximum degree at most k is $(k+1)$-colorable.

Base Case $n = 1$: A 1-vertex graph has maximum degree 0 and is 1-colorable, so $P(1)$ is true.

Inductive Step: Now assume that $P(n)$ is true, and let G be an $(n+1)$-vertex graph with maximum degree at most k. Remove a vertex v (and all edges incident to it), leaving an n-vertex subgraph,H. The maximum degree of H is at most k, and so H is $(k+1)$-colorable by our assumption $P(n)$. Now add back vertex v. We can assign v a color (from the set of $k+1$ colors) that is different from all its adjacent vertices, since there are at most k vertices adjacent to v and so at least one of the $k+1$ colors is still available. Therefore, G is $(k+1)$-colorable. This completes the inductive step, and the theorem follows by induction.