

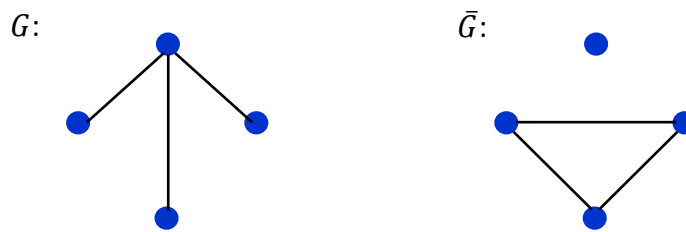
**CS1231S: Discrete Structures**  
**Tutorial #11: Graph II and Tree**  
**Answers**

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**II. Definitions**

**Definition 1.** If  $G$  is a simple graph, the *complement* of  $G$ , denoted  $\bar{G}$ , is obtained as follows: the vertex set of  $\bar{G}$  is identical to the vertex set of  $G$ . However, two distinct vertices  $v$  and  $w$  of  $\bar{G}$  are connected by an edge if and only if  $v$  and  $w$  are not connected by an edge in  $G$ .

The figure below shows a graph  $G$  and its complement  $\bar{G}$ .



A graph  $G$  and its complement  $\bar{G}$ .

**Definition 2.** A *self-complementary* graph is isomorphic with its complement.

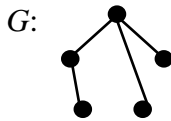
**Definition 3.** A simple circuit (cycle) of length three is called a *triangle*.

You can freely use the following lemma (without proof). The proof is left as an optional exercise.

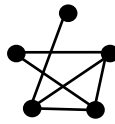
**Lemma 10.5.5.** Let  $G$  be a simple, undirected graph. Then if there are two distinct paths from a vertex  $v$  to a different vertex  $w$ , then  $G$  contains a cycle (and hence  $G$  is cyclic).

### III. Tutorial Questions

1. (a) For the following graph  $G$ , draw its complement graph  $\bar{G}$ .



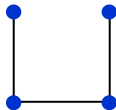
Answer:  $\bar{G}$ :



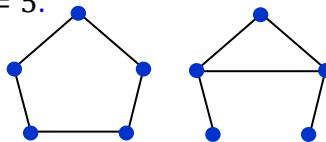
- (b) Consider simple graphs on  $n$  vertices. Draw all self-complementary graphs with  $n$  vertices (for  $n = 3, 4, 5, 6$ ), or justify why there are none.

#### Answers

For  $n = 4$ .



For  $n = 5$ .



For  $n = 3$ ,  $K_3$  has 3 edges. Cannot be evenly divided into 2 equal halves.

For  $n = 6$ ,  $K_6$  has 15 edges. Cannot be evenly divided into 2 equal halves.

2. (AY2016/17 Semester 1 Exam Question)

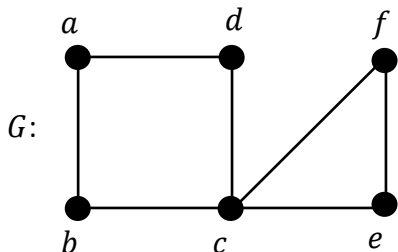
Let  $G$  be a simple graph with  $n$  vertices where every vertex has degree at least  $\left\lfloor \frac{n}{2} \right\rfloor$ . Prove that  $G$  is connected.

#### Answer:

Proof by contradiction: Suppose  $G$  is not connected. Let  $u$  and  $v$  be the vertices in two separate connected components. Then the number of vertices in the union of their neighborhood, including  $u$  and  $v$ , is at least  $\left\lfloor \frac{n}{2} \right\rfloor + \left\lfloor \frac{n}{2} \right\rfloor + 2 \geq n + 1$ .

But this exceeds the number of vertices in the graph. Hence,  $G$  must be connected.

3. Consider the graph  $G$  given below. How many spanning trees of  $G$  are there?



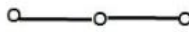

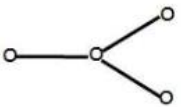


There are 2 cycles  $C_1 = \{a, b, c, d\}$  and  $C_2 = \{c, e, f\}$ . They are edge-disjoint (no common edge). We need to remove 1 edge from each cycle:  
4 choice for  $C_1$  and 3 choice for  $C_2$ .  
Product rule: Total ways =  $4 \times 3 = 12$ .

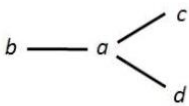
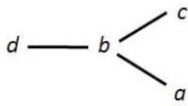
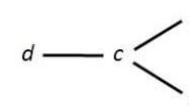
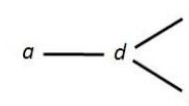
4. (a) Draw all non-isomorphic trees with  $n$  nodes,  $n = 1, 2, 3, 4$ .  
 (b) For each non-isomorphic tree in part (a), how many isomorphic copies are there?

Answers:

(a)

			# of isomorphic graphs
$n = 1$		Total = 1	<input type="text" value="1"/>
$n = 2$		Total = 1	<input type="text" value="2"/>
$n = 3$		Total = 1	<input type="text" value="3"/>
$n = 4$	 	Total = 2	<input type="text" value="12, 4"/>

- (b) For each non-isomorphic tree above, we label the vertices and determine how many different ways to permute the labels.

$n = 1$	$a$	Total = 1
$n = 2$	$a - b$	Total = 1
$n = 3$	$a - b - c$ $a - c - b$ $b - a - c$	Total = 3
$n = 4$	<div style="display: flex; align-items: center;"> <div style="flex: 1;"> <math>a - b - c - d</math>   <math>a - b - d - c</math>   <math>a - d - c - b</math>  <math>a - c - b - d</math>   <math>a - d - b - c</math>   <math>a - c - d - b</math>  <math>b - a - c - d</math>   <math>d - a - b - c</math>   <math>c - a - d - b</math>  <math>b - c - a - d</math>   <math>d - b - a - c</math>   <math>c - d - a - b</math> </div> <div style="flex: 0.5; text-align: center; margin: 0 10px;"> <math>\left. \begin{array}{l} \\ \\ \\ \end{array} \right\} \frac{4!}{2} = 12</math> </div> <div style="flex: 0.5; text-align: center;"> <math>\left. \begin{array}{l} \\ \\ \\ \end{array} \right\} \text{Total} = 16</math> </div> </div> <div style="margin-top: 10px;">     </div>	

For  $n = 3$ , there are  $3!/2 = 3$  different ways to permute the labels of the graph.

For  $n = 4$ , there are  $4!/2 = 12$  different ways to permute the labels of the a-b-c-d path, and 4 ways to select the middle vertex for the other non-isomorphic graph.

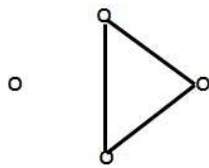
5. (a) Let  $G = (V, E)$  be a simple, undirected graph. Prove that if  $G$  is connected, then  $|E| \geq |V| - 1$ .  
 (b) Is the converse true?

**Answers:**

(a)

1. Suppose that  $G = (V, E)$  is connected.
2. Then  $G$  has a spanning tree  $T = (V, F)$ , where  $F \subseteq E$ . (by Proposition 10.7.1)
3. Then  $|F| = |V| - 1$  (by Theorem 10.5.2)
4. Thus,  $|E| \geq |F| = |V| - 1$ .

(b)



$G' = (V', E')$

**Converse is NOT true.**

This graph  $G' = (V', E')$  has  $(|V'| - 1)$  edges, but the graph is not connected.

6. (a) Let  $G = (V, E)$  be a simple, undirected graph. Prove that if  $G$  is acyclic, then  $|E| \leq |V| - 1$ .  
 (b) Is the converse true?

**Answers:**

(a)

1. Suppose that  $G = (V, E)$  is acyclic.
2. Let the connected components in  $G = (V, E)$  be  $H_1 = (V_1, E_1), H_2 = (V_2, E_2), \dots, H_k = (V_k, E_k)$ , where  $k \geq 1$ .
  - 2.1. where each  $H_i = (V_i, E_i)$ , is connected. (definition of connected components)
  - 2.2. Each  $H_i = (V_i, E_i)$ , is connected *and acyclic*. (since  $G$  is acyclic)
  - 2.3. Hence, each  $H_i = (V_i, E_i)$ , is a tree. (definition of tree)
  - 2.4. Hence,  $|E_i| = |V_i| - 1$ , for  $i = 1, 2, \dots, k$ . (by Theorem 10.5.2)
3. So,  $|E| = |E_1| + |E_2| + \dots + |E_k|$  (by Addition Rule)
 
$$= (|V_1| - 1) + (|V_2| - 1) + \dots + (|V_k| - 1) = |V| - k. \quad (\text{by 2.4})$$
4. Hence,  $||V| - |E| = k \geq 1$ , and so  $|E| \leq |V| - 1$ .

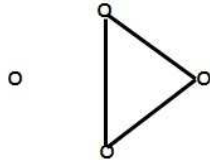
**[Note to students:** Given that  $G$  is any simple, undirected graph that is acyclic, we do not have any good leverage/property to use in our proof.

But, we have many theorems (magic wands) dealing with connected graphs.

So, one way is to consider Case 1:  $G$  is connected and Case 2:  $G$  is not connected.

When  $G$  is not connected, we can consider the  $k$  *connected* components of  $G$ .  
 In this problem, Case 1 just happen to be a special case where  $k = 1$ . Hence, Case 1 is just “absorbed” into Case 2.]

(b)



$G' = (V', E')$

**Converse is NOT true.**

This graph  $G' = (V', E')$  has  $(|V'| - 1)$  edges, but cyclic. (Also not connected.)

7. Let  $G = (V, E)$  be a simple, undirected graph. Prove that if  $G$  is a tree if and only if there is exactly one path between every pair of vertices.

Answer:

( $\Rightarrow$ )

1. Let  $G$  be a tree.
2. Then  $G$  is connected. (by definition of a tree)
3. Hence, there is a path between any pair of vertices  $x$  and  $y$ . (since  $G$  is connected)
4. If some pair of vertices  $x$  and  $y$  has two or more paths connecting them, then by Lemma 10.5.5, the graph  $G$  is cyclic.
5. This contradicts 1 above.
6. Therefore, every pair of vertices has exactly one path between them.

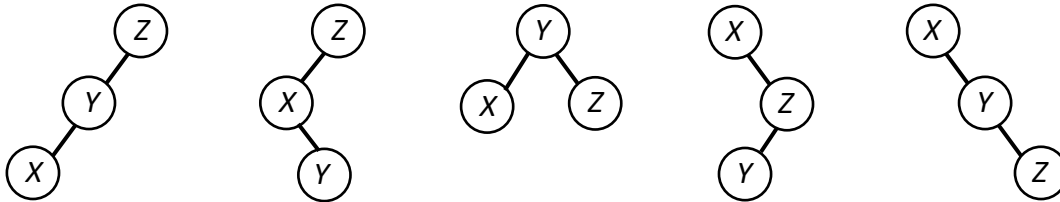
( $\Leftarrow$ )

1. Suppose there is exactly one path between every pair of vertices.
2. Then  $G$  is connected.
3. Suppose that  $G$  is cyclic, then there is a cycle  $C$  in  $G$ . (definition of cyclic graph)
4. Let  $x$  and  $y$  be two distinct vertices in the cycle  $C$ .
5. Then there are two paths connecting  $x$  and  $y$  in the cycle  $C$ .
6. This contradicts 1 above.
7. Hence  $G$  is acyclic.
8. And therefore  $G$  is tree. (by 2 and 7, and definition of a tree)

8. (a) Draw all possible binary trees with 3 vertices  $X, Y$  and  $Z$  with in-order traversal:  $X Y Z$ .  
 (b) Draw all possible binary trees with 4 vertices  $A, B, C$  and  $D$  with in-order traversal:  $A B C D$ .

**Answers:**

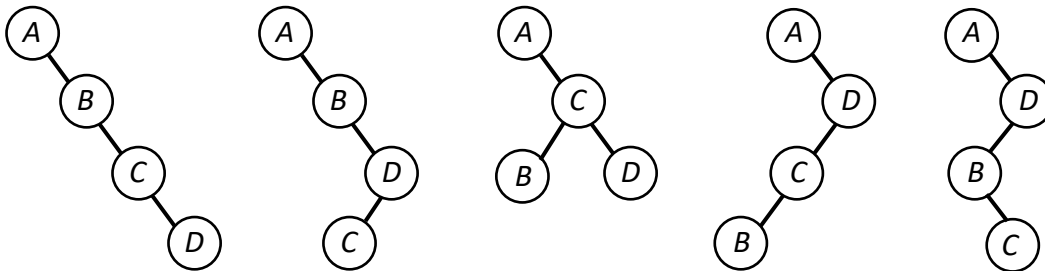
(a) 5 possible binary trees (3 vertices:  $X, Y, Z$ )



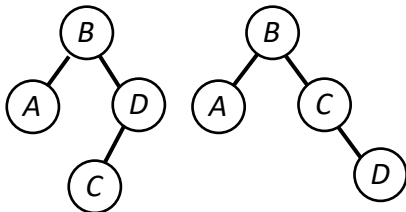
(b) 14 possible binary trees (4 vertices  $A, B, C, D$ )

(Strategy: Fix the root of the binary tree; then we know #nodes in left and right subtrees.)

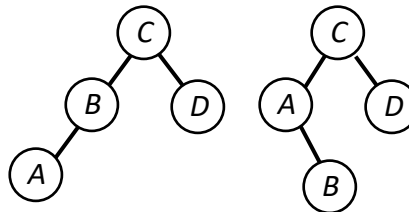
Rooted at  $A$ : 5



Rooted at  $B$ : 2



Rooted at  $C$ : 2



Rooted at  $D$ : 5  
(not shown)

**[Optional, for the FUN of it]** The above strategy also gives hint to a recurrence relation, that when solved gives the general solution for larger  $n$ . It is an example of a *convolution recurrence*.

$$C_{n+1} = C_0 C_n + C_1 C_{n-1} + C_2 C_{n-2} + \cdots + C_k C_{n-k} + C_n C_0$$

This sequence is called the Catalan's number sequence: 1, 2, 5, 14, 42, 132, ...

The general form for the Catalan's number is  $C_n = \frac{1}{(n+1)} \binom{2n}{n}$ .

9. (a) A binary tree  $T_1$  has 9 nodes. The in-order and pre-order traversals of  $T_1$  are given below. Draw the tree  $T_1$  and give its post-order traversal.

In-order: E A C K F H D B G

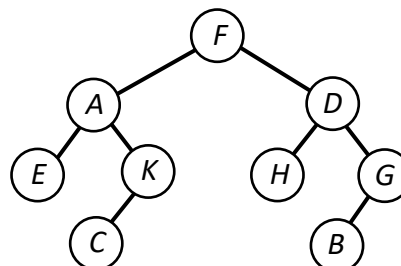
Pre-order: F A E K C D H G B

**Answer:**

Post-order: E C K A H B G D F

**Strategy:**

- The first node in pre-order traversal is root of tree. (In our example, this is node F.)
- Find node F in in-order traversal.  
All nodes appearing before F (in-order) belong to left subtree;  
All nodes appearing after F (in-order) belong to right subtree;
- Recursively apply procedure to left subtree and right subtree;



- (b) A binary tree  $T_2$  has 9 nodes. The in-order and post-order traversals of  $T_2$  are given below. Draw the tree  $T_2$  and give its pre-order traversal.

In-order: D B F E A G C H K

Post-order: D F E B G K H C A

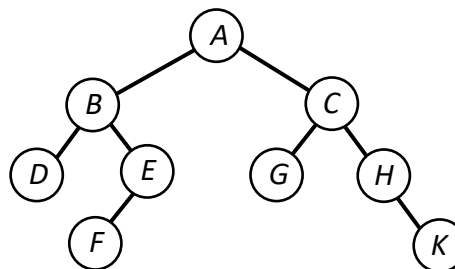
**Answer:**

Pre-order: A B D E F C G H K.

**Strategy:**

Now last node in post-order traversal is root of tree. (In our example, this is node A.)

Apply a similar method.

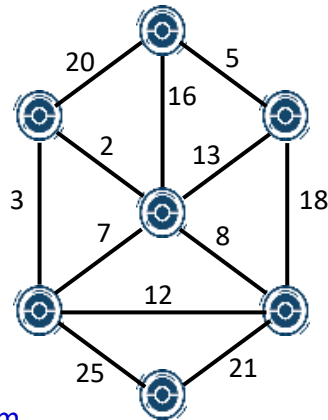


10. (Modified from AY2016/17 Semester 1 Exam Question)

The figure below shows a graph where the vertices are Pokestops. Using either Kruskal's algorithm or Prim's algorithm, find its minimum spanning tree (MST). If you use Prim's algorithm, you must start with the top-most vertex.

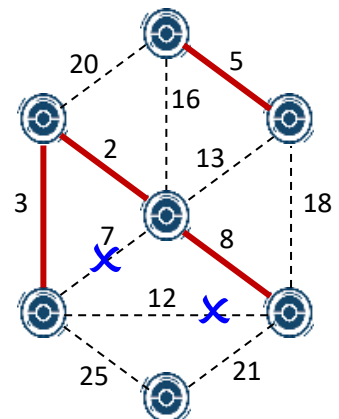
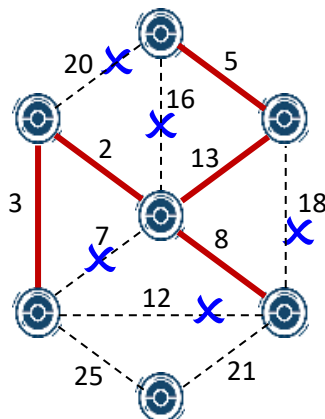
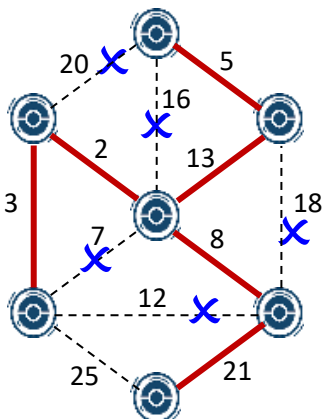
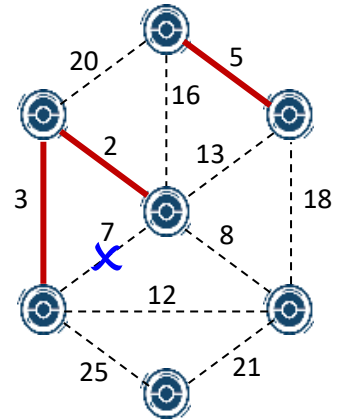
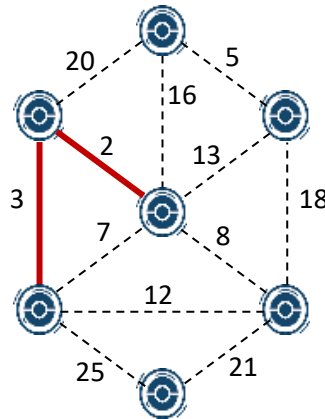
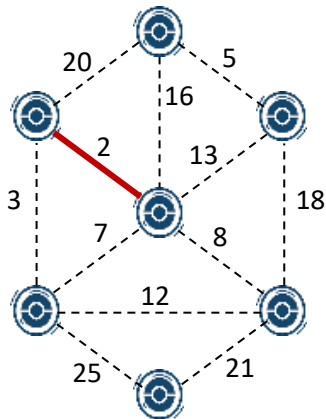
Indicate the order of the edges inserted into the MST in your answer.

**[OPTIONAL, for the FUN of it]** In addition to (but not in place of), you can also use Guan's algorithm from the optional notes. The one that repeatedly removes the longest edge in *any* cycle.



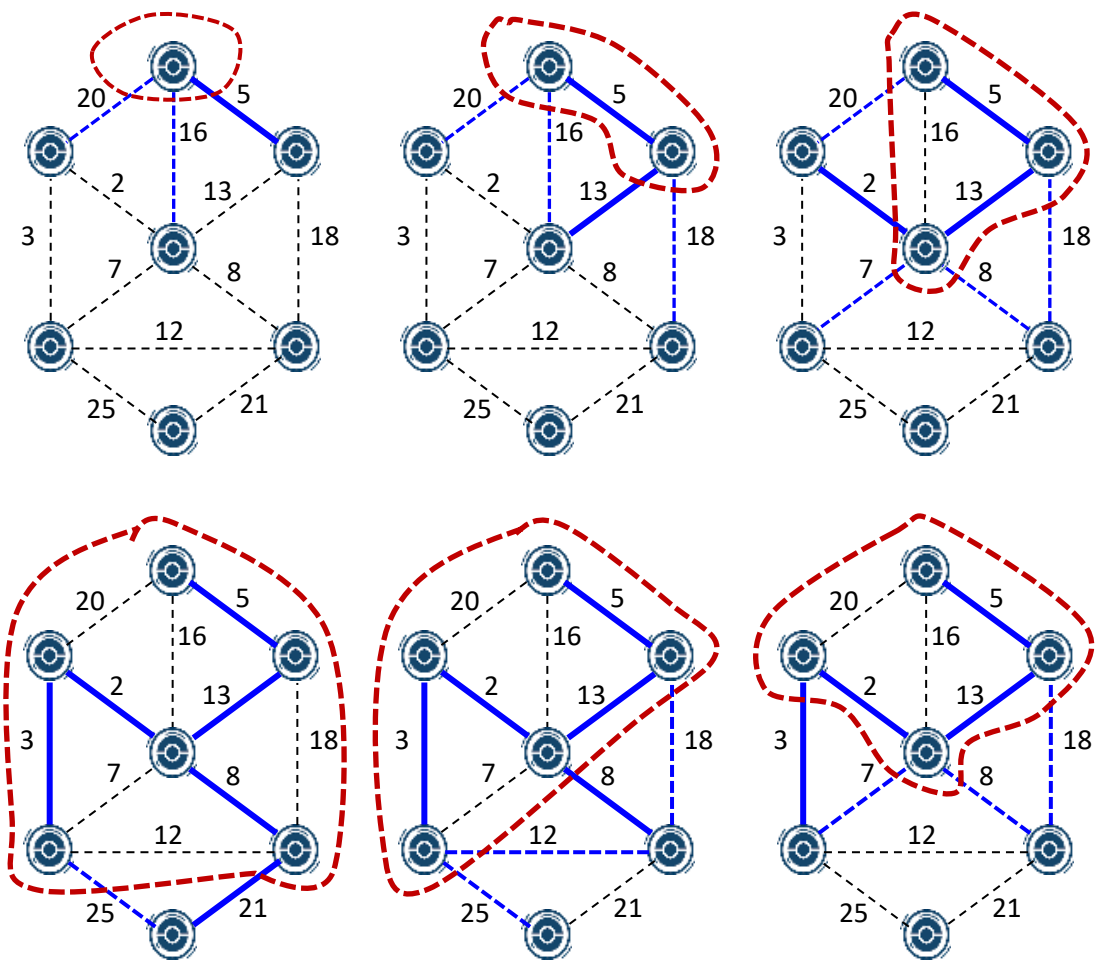
Answer: Kruskal's algorithm

Edges:	
2	
3	
5	
7	x
8	
12	x
13	
16	x
18	x
20	x
21	
25	



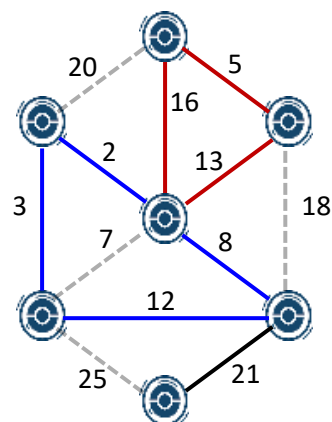
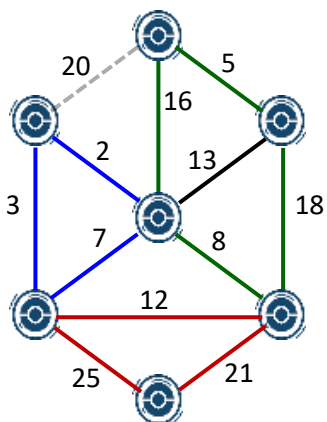
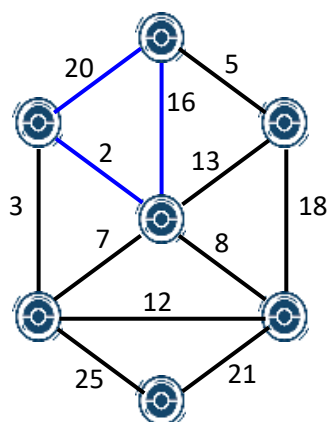


Prim-Dijkstra's algorithm.



[OPTIONAL: Just for the FUN of it.]

Guan's algorithm.



**Cycles considered:**

C1: {20, 2, 16}

C2: {3, 7, 2}

C3: {8, 18, 5, 16}

C4: {25, 21, 12}

C5: {3, 12, 8, 2}

C6: {16, 13, 5}

