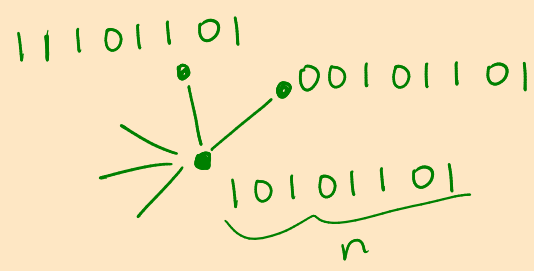
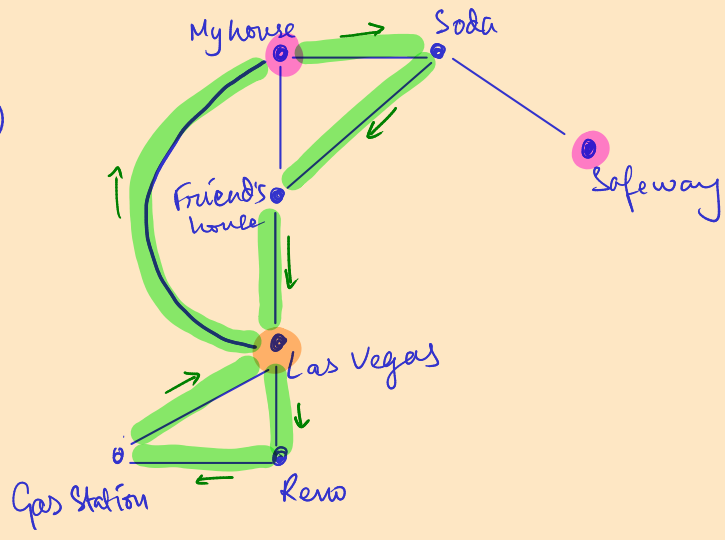


Walk Tour

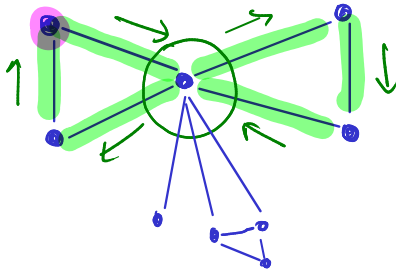
Cycle Path (simple)

Eulerian Tour
Eulerian Walk
no repeated edges



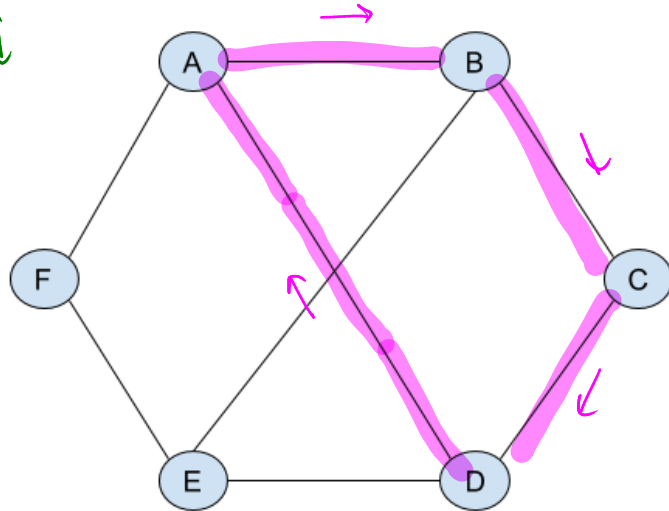
Prepared by: Amogh Gupta, Sylvia Jin, Aekus Bhathal, Abinav Routhu, Debayan Bandyopadhyay

1 Graph 101



$$16 = \sum_{v \in V} \deg v$$

$$G = (V, E)$$



1. Take a look at the following undirected graph.

(a) How many vertices are in this graph? 6

(b) What is the degree of vertex B? 3

(c) What is the ~~total degree~~ ^{sum of the degs of all} of this graph? 16

(d) Consider the traversal $A \rightarrow B \rightarrow C \rightarrow D \rightarrow A$. How would you categorize it (walk / cycle / simple path / tour)?

(e) Give an example of a simple path of length 4.

(f) Is it possible to construct a traversal that is a tour but not a cycle from this graph (can go through vertices twice, but not edges)? Why or why not? No

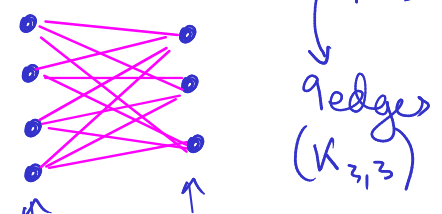
2. A *complete* bipartite graph is a bipartite graph where every possible edge between the two partitions is present. Draw a complete bipartite graph with 6 vertices and 8 edges. What is the most edges you could have in a bipartite graph with 6 vertices? With $2n$ With $2n+1$?

$$n^2$$

$$n^2 + n = n(n+1)$$

$$i = 2n - i \Rightarrow i = n$$

$$\begin{matrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{matrix}$$



3. Which of these graphs have Eulerian tours?

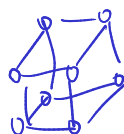
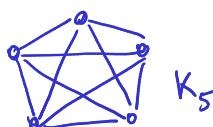
(a) The complete graph on 5 vertices (K_5). Yes

(b) The complete graph on 6 vertices (K_6). No, all vertices have deg 5.

(c) The complete graph on 7 vertices (K_7). Yes

(d) The 3-dimensional hypercube. No

(e) The 4-dimensional hypercube. Yes



$$K_{1,5}$$

$$K_{5,1} \text{ has 5 edges}$$

$$K_{4,2} \text{ " 8 "}$$

$$K_{3,3} \text{ " 9 "}$$

$$K_{2,4}$$

m, n

$K_{m,n}$
How many edges?

K_{2n} No
 K_{2n+1} Yes
 H_{2n} Yes
 H_{2n+1} No

4. In this question we will work through the canonical example of **buildup error**. Recall that a graph is **connected** iff there is a path between every pair of its vertices.

False Claim: If every vertex in an undirected graph has degree at least 1, then the graph is connected.

Proof. We use induction on the number of vertices $n \geq 1$. let $P(n)$ be the proposition that if every vertex in an n -vertex graph has positive degree, then the graph is connected.

Base case: A graph with 1 vertex doesn't have any positive-degree vertices so $P(1)$ is true vacuously.

Inductive Hypothesis: Assume $P(n)$ holds. We want to show this implies $P(n+1)$.

Inductive Step: Consider an n vertex graph that has positive degree. By the assumption $P(n)$, this graph is connected and there is a path from every vertex to every other vertex. Now add a new vertex to create an $n+1$ vertex graph. All that remains is to check that there is a path from v to every other vertex. Suppose we add this vertex v to an existing vertex u . Since the graph was previously connected, we already know there is a path from u to every other vertex in the graph. Therefore, when we connect v to u , we know there will be a path from v to every other vertex in the graph. **This proves the claim for $P(n+1)$.** \square

- (a) Give a counter-example to show the claim is false.



- (b) Since the claim is false, there must be an error in the proof. Explain the error.

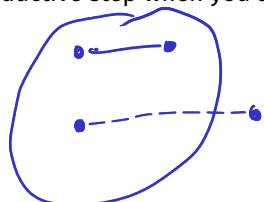
Prove that every $(n+1)$ -vertex graph with min vert deg 1 is connected.



- (c) How can we avoid this mistake?

*$n+1 \rightarrow$ remove arbitrary vertex
 \downarrow
 apply IH
 \leftarrow add vert back*

- (d) What happens in the inductive step when you apply the fix?



1. Level-order traversal from a root.
2. Color even levels.
3. Color odd levels.

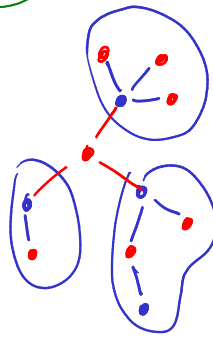
2 Planarity & Coloring

1. Show that any tree is 2-colorable.

Hint: Defⁿ of a tree

- Connected
- $|E| = |V| - 1$
- No cycles

1. No cycles, otherwise $G(n+1)$ had cycles
2. Connected by defⁿ
 \Rightarrow tree!



Base: • 1-colorable!

IH: n verts $\rightarrow 2$ col

IS: ~~1. Leaf node easy~~ $G(n+1)$

Remove a vertex v . Apply IH to all connected comps \rightarrow can apply IH

a. multiple subtrees

b. color mismatch \rightarrow flip all colors

2. You are hosting a very exclusive party such that a guest is only allowed to come in if they are friends with you or someone else already at the party. After everyone has showed up, you notice that there are n people (including yourself); each person has at least one friend (of course), but no one is friends with everyone else. It is still quite a sad party, because among all the possible pairs of people, there are only a total of $n - 1$ friendships. You want to play a game with two teams, and in order to kindle new friendships, you want to group the people (including yourself) such that within each team, no one is friends with each other. Is this possible? (Hint: How might the previous question be useful?)

Make a graph G . Person \rightarrow node, friendship \rightarrow edge

G is conn, G has no cycles / $n-1$ edges $\Rightarrow G$ is a tree

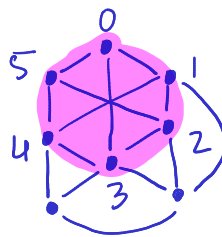
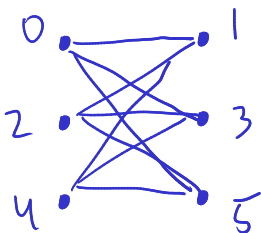
Apply, team red & team blue.

3. Two knights are placed on diagonally opposite corners of a chessboard, one white and the other black. The knights take turn moving as in standard chess, with white moving first.

(a) Let every square on a chessboard represent a vertex of a graph, with edges between squares that are a knight's move away. Describe a 2-coloring of this graph.

(b) Show that the black knight can never be captured, even if it cooperates with the white knight.

4. Consider a group of 6 friends sitting at a round table. Any one person is friends with the two individuals next to them and the person sitting directly across from them. Consider the graph where each individual is a vertex and an edge exists between person u and v if and only if u and v are friends. Prove that this graph is non-planar. \rightarrow Show that G contains K_5 or $K_{3,3}$.



$$f = 2$$

$$v = 3$$

$$e = 3$$

$$\rightarrow \text{Planar} \Leftrightarrow v + f = e + 2$$

$$f = \frac{2}{3}v$$

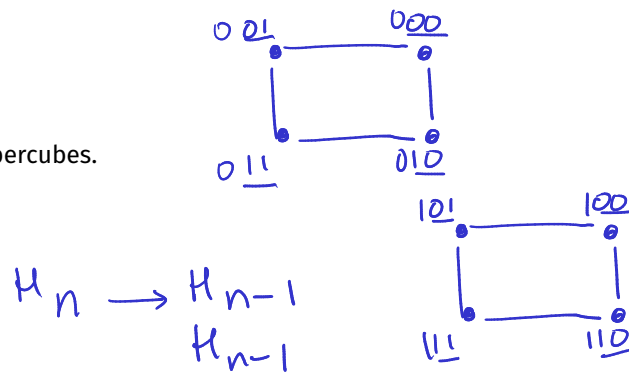
3 Hypercubes

1. Austin has $n \geq 2$ lightbulbs in a row, all turned off. Every second Austin performs a **move**, where Austin either turns a lightbulb on or turns a lightbulb off. Show that for any n , there is a sequence of moves that Austin can make such that each possible configuration of lightbulbs being on or off has occurred exactly once, and such that the last move causes all the lightbulbs to be off.

(a) Each of the n lightbulbs is either on or off. How should we represent the lightbulb states mathematically?

(b) Frame the problem in terms of hypercubes.

(c) Solve the problem by showing a property of hypercubes.



2. You wish to color the *edges* of a n -dimension hypercube, such that edges that share a vertex are different colors. (Note: This isn't the problem in disc2b, where you colored vertices so that vertices that share an edge are different colors!) Prove that n colors is necessary and sufficient. (You can do this with n colors but not $n - 1$.)