- 1. Degrees. Every graph in this problem has 6 vertices.
  - (a) Draw a graph with degrees 2, 2, 2, 2, 2, 2.



(b) Draw a graph with degrees 1, 1, 2, 2, 2, 2.



(c) Explain why there is no graph with degrees 1, 1, 1, 2, 2, 2.

**Proof.** The degree sum of a graph is always even (because it equals twice the number of edges), but 1 + 1 + 1 + 2 + 2 + 2 = 9 is an odd number.

## 2. Isomorphism.

(a) Prove that the following graphs are isomorphic.

Observe that the labelings match:



(b) Prove that the following graphs are **not** isomorphic.

The degrees are not the same. For example the right graph has a vertex of degree 4 but the left graph does not:



(c) Draw two non-isomorphic trees, each with 4 vertices.

Here they are:



## 5. Graphs.

(a) Draw a disconnected 2-regular graph with 7 vertices.

(b) Draw a graph on 7 vertices with degree sequence 1, 2, 2, 2, 2, 2, 3.

(c) Let  $G = K_{4,4}$  be the complete bipartite graph on two sets of 4 vertices. Tell me the number of edges in G and the number of edges in the complement  $\overline{G}$ .

where the multinomial coefficients are defined by

$$\binom{\ell}{k_1, k_2, \dots, k_n} = \frac{\ell!}{k_1!k_2!\cdots k_n!}$$

and where the sum is taken over all  $k_1, \ldots, k_n \in \mathbb{N}$  such that  $k_1 + \cdots + k_n = \ell$ .

• Substituting  $a_1 = \cdots = a_n = 1$  into the multinomial theorem gives

$$n^{\ell} = \sum \binom{\ell}{k_1, \dots, k_n}.$$

What does this mean? The left side counts the words of length  $\ell$  from the alphabet  $\{a_1, \ldots, a_n\}$ . The right side counts the same words, but it groups them according to the number of each type of letter. We use the fact that

$$\binom{\ell}{k_1, k_2, \dots, k_n} = \# \left\{ \begin{array}{c} \text{words of length } \ell \text{ containing} \\ k_i \text{ copies of } a_i \text{ for each } i \end{array} \right\}$$

• Example: How many arrangements of the letters e, f, f, l, o, r, e, s, c, e, n, c, e?

## Topics from Chapter 5

- A simple graph is a set of vertices, together with a set of unordered pairs of vertices, called edges. For example, let  $V = \{1, 2, 3, 4, 5, 6\}$  and  $E = \{\{1, 2\}, \{2, 3\}, \{1, 3\}, \{3, 4\}, \{4, 5\}\}$ .
- It is helpful to draw a graph, but the way you draw it is not important:



• If you permute labels (or if you don't draw labels) then you obtain *isomorphic graphs*:



- To prove that two graphs are isomorphic you must label them. To prove that two graphs are **not** isomorphic you need a trick.
- The easiest trick is to look at the degrees, since these are preserved under isomorphism. Let G = (V, E) be a simple graph. Then for each vertex  $u \in V$  we define its degree as

$$\deg(u) := \#\{v \in V : \{u, v\} \in E\}.$$

• The Handshaking Lemma says that

$$\sum_{u \in V} \deg(u) = 2 \cdot \#E.$$

Proof: Let L be the set of lollipops in the graph (a lollipop is an edge together with one of its vertices). By choosing the edge first we have  $\#L = 2 \cdot \#E$ . By choosing the vertex first we have  $\#L = \sum_{u \in V} \deg(u)$ .

- It follows that the number of odd-degree vertices is even. For example, there is no graph with degree sequence 2, 2, 2, 3, 3, 4, 5 because 2 + 2 + 2 + 3 + 3 + 4 + 5 is an odd number.
- A graph is called *d*-regular if each vertex has degree *d*. If *G* is a *d*-regular graph with *n* vertices then it follows from the First Theorem that dn is even. For example, there does not exist a 3-regular graph on 7 vertices. Exercise: Draw a 3 regular graph on 8 vertices. Exercise: Prove that there exist two non-isomorphic 3-regular graphs on 6 vertices.
- Example: The hypercube  $Q_n$  is an *n*-regular graph on  $2^n$  vertices. The vertices are binary strings of length *n* and the edges are "bit flips." Exercise: Compute the number of edges.<sup>1</sup>
- Famous graphs include the path  $P_n$ , cycle  $C_n$ , complete graph  $K_n$  and the complete bipartite graph  $K_{m,n}$ . You should know all the important properties of these graphs and be able to draw them.
- Let G = (V, E) be a simple graph. The complement  $\overline{G}$  has the same vertices but the edges and the non-edges have been flipped. Thus if G has n vertices and e edges then  $\overline{G}$  has n vertices and  $\binom{n}{2} e$  edges. Exercise: Draw the graph  $K_{3,4}$  and its complement.
- A u, v-walk of length  $\ell$  in G = (V, E) is a sequence of vertices  $u = v_0, v_1, \ldots, v_\ell = v \in V$ such that  $\{v_{i-1}, v_i\} \in E$  for all  $i \in \{1, \ldots, \ell\}$ . A path is a walk with no repeated vertex. By recursion every u, v-walk contains a u, v-path. Proof: Find a repeated vertex and cut out everything in between. Repeat until there is no repeated vertex.
- We say that the graph is connected if for all  $u, v \in V$  there exists a u, v-path. More generally, we define the connected components  $G = G_1 \cup G_2 \cup \cdots \cup G_k$  so that vertices  $u, v \in V$  are connected if and only if they are in the same component. Picture:

<sup>&</sup>lt;sup>1</sup>Hao Huang recently (July 1st, 2019) proved the following result, which settled a 30-year-old conjecture: Let A be a subset of vertices in the hypercube  $Q_n$  satisfying  $\#A \ge 2^{n-1} + 1$ . Then there exists a vertex  $a \in A$  that has at least  $\sqrt{n}$  neighbors in A.



• If G has n vertices, e edges and k components then  $n - k \leq e$ . [Remark: This result holds even for multigraphs.]

Proof by induction on e: Fix  $n \ge 0$ . If e = 0 then k = n and hence n - k = 0 = e. Now suppose that  $e \ge 1$  and delete a random edge to obtain a graph G' with n', e', k'. Note that n' = n and e' = e - 1. Since e' < e we can assume by induction that  $n' - k' \le e'$ . But we also know that  $k' \le k + 1$  since deleting an edge creates at most one extra component (and maybe none). Hence

$$e = e' - 1 \ge (n' - k') - 1 = n - 1 - k' \ge n - 1 - (k + 1) = n - k.$$

- If G is a simple graph with n vertices, e edges and k components then  $e \leq \binom{n-(k-1)}{2}$ . You do not need to prove this. The number of edges is maximized when every component but one is a single vertex and the last component is a complete graph on n (k 1) vertices.
- A circuit is a walk that begins and ends at the same vertex. A cycle is a circuit that has no repeated vertices (except for the basepoint). Every circuit contains a cycle.
- First Application: A graph is called bipartite if it has **no odd cycles**. Equivalently, we can color the vertices with two colors such that no two vertices of the same color share an edge. (You don't need to know the proof.)
- Second Application: A graph is called a forest if it has **no cycles at all**. One can show that this happens exactly when e = n k, i.e., when the number of edges is minimized. A forest with one connected component (k = 1) is called a tree. In other words, a tree is a connected graph with no cycles. Equivalently, a tree is a connected graph on n vertices with e = n 1 edges. Exercise: Draw a forest with n = 12 and k = 3. Verify that the number of edges is e = n k = 9.
- Let G be a tree on vertex set  $\{1, 2, ..., n\}$  and let  $d_i := \deg(i)$ . Since G has e = n 1 edges we must have

$$\sum_{i=1}^{n} d_i = 2(n-1)$$

and hence

$$\sum_{i=1}^{n} (d_i - 1) = \sum_{i=1}^{n} d_i - \sum_{i=1}^{n} 1 = 2(n-1) - n = 2n - 2 - n = n - 2$$

• Cayley's Tree Formula says that

$$\binom{n-2}{d_1-1, d_2-1, \dots, d_n-1} = \# \left\{ \begin{array}{c} \text{trees on vertex set } \{1, \dots, n\} \\ \text{where vertex } i \text{ has degree } d_i \end{array} \right\}.$$

By summing over all possible degrees we obtain

#{labeled trees on *n* vertices} = 
$$\sum {\binom{n-2}{d_1-1, d_2-1, \dots, d_n-1}} = n^{n-2}.$$

Exercise: Verify that this last step follows from the multinomial theorem.

• Prüfer's proof of Cayley's Formula: Given a tree T on  $\{1, 2, ..., n\}$ , delete the smallest leaf (vertex of degree one) and let  $p_1$  be the name of its parent. Repeat to obtain a sequence  $(p_1, p_2, ..., p_{n-2})$  called the *Prüfer code* of the tree. One can show that every word of length n-2 from the alphabet  $\{1, ..., n\}$  is the Prüfer code of some tree. (You don't need to show this.) Furthermore, the number i shows up exactly  $d_i - 1$  times in the code. Example: