

This is Oski



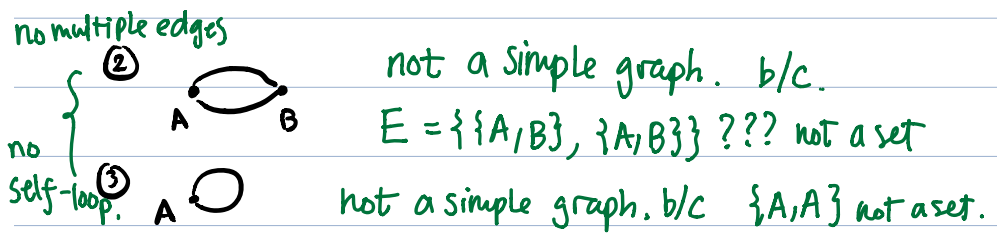
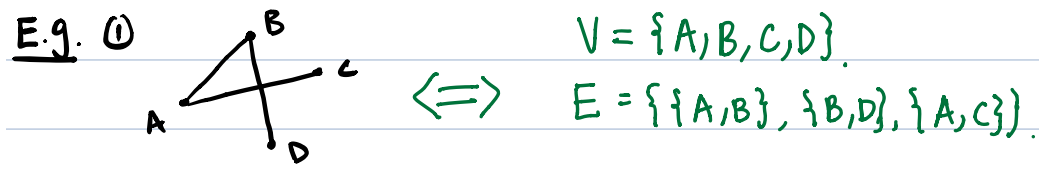
Q : Is it possible to start & end at sather gate , such that you visit each oski exactly once ?

- possible
- impossible

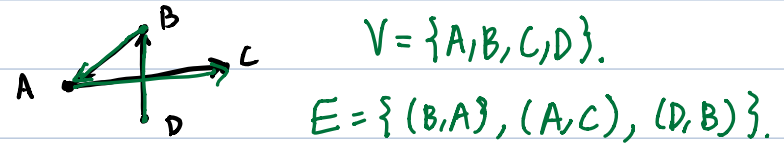
1. Graphs



Def. An (undirected simple) graph $G = (V, E)$ is defined by a set of vertices V and a set of edges E , where elements in E are of form $\{u, v\}$ where $u, v \in V, u \neq v$.



Rem. To model a directed graph $G = (V, E)$, we can define $E \subseteq V \times V$.

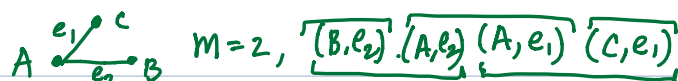


Def Given an edge $e = \{u, v\}$, we say $u \xrightarrow{e} v$

- e is incident on vertices u and v ;
- u and v are neighbors or adjacent

The degree of a vertex u is $|\{v \in V : \{u, v\} \in E\}|$.

A central vertex labeled 'u' with three edges extending outwards to three other vertices.



Thm (The handshaking theorem) Let $G = (V, E)$ be a graph with m edges. Then $2m = \sum_{v \in V} \deg(v)$.

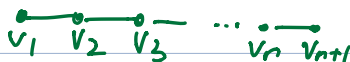
Pf: Let N be the number of pairs (v, e) such that v is an endpoint of e .

Since each v belongs to $\deg(v)$ pairs, $\sum_{v \in V} \deg(v) = N$.

On the other hand, each edge belongs to 2 pairs, so $N = 2m$.

Hence, $2m = \sum_{v \in V} \deg(v)$. □

1.1 Eulerian Tours

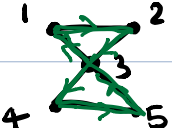


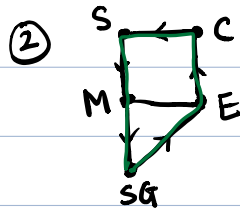
Def. A walk is a sequence of edges $\{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_n, v_{n+1}\}$.

A tour is a walk that has no repeated edges, starts and ends at the same vertex.

A Eulerian tour is a tour that visits each edge exactly once.

Rem. A walk can be specified by a sequence of vertices in the order of visit.

E.g. ① An Eulerian tour in  is $1, 2, 3, 4, 5, 3, 1$.



② S, G, E, C, S, M, S, G is not an Eulerian tour because $\{M, E\}$ is not visited.

Def A graph is connected if there exists a path between any distinct $u, v \in V$.

Thm. A connected graph G has an Eulerian tour iff every vertex has even degree.

Pf: ① (" \Rightarrow ") Assume G has an Eulerian tour starting at v_0 .

For all $v \in V$, pair up the two edges each time we enter and exit.



For v_0 , additionally pair up the starting edge, and the ending edge.

Eulerian tour visits all edges exactly once,

$\Rightarrow \forall v \in V$, incident edges are paired \

$\Rightarrow \forall v \in V$, $\deg(v)$ is even.

② (" \Leftarrow ") Assume every vertex in G has even degree.

Goal: Find an Eulerian tour.

Step 1: Pick an arbitrary $v_0 \in V$ to start.

Keep following unvisited edges until stuck.



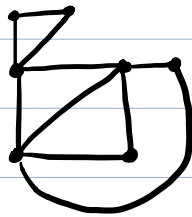
All degrees even \Rightarrow stuck at v_0 .

Step 2: Remove this tour.

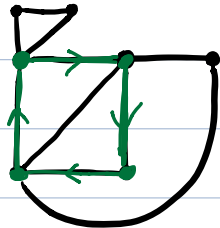
Recurse on connected components.

Step 3: Splice the recursive tours into the main one to get a Eulerian tour.

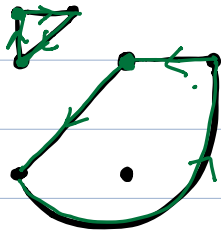
E.g. Use the algorithm above to find an Eulerian tour in the following graph.



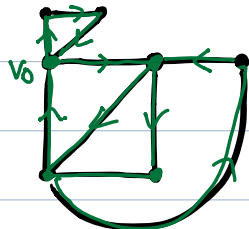
Step 1:



Step 2:



Step 3:

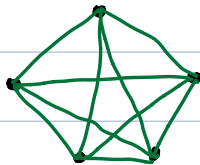


2. Special Graphs

2.1 Complete Graphs

a complete graph with n vertices, denoted K_n , is a graph that contains every possible edge.

E.g. K_5

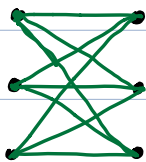


2.2 Bipartite Graphs

bipartite graph partitions vertices V into two disjoint sets V_1 and V_2 such that $E \subset \{ \{u, v\} : u \in V_1, v \in V_2 \}$.

a complete bipartite graph has $E = \{ \{u, v\} : u \in V_1, v \in V_2 \}$, denoted $K_{|V_1|, |V_2|}$.

E.g. $K_{3,3}$



V_1 V_2
TA student.

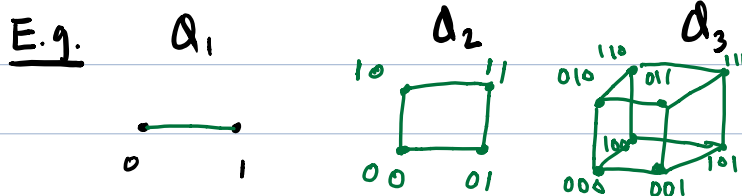
2.3 Hypercubes

An n -dim hypercube, denoted Q_n , has a vertex for each length- n bitstring, and an edge between a pair of vertices iff they differ in one bit.

Rem. Hypercubes can be constructed recursively.

To build Q_{n+1} from Q_n ,

- make two copies of Q_n ,
- prefacing 0 for one copy and 1 for the other.
- add edges between copies of corresponding vertices.



2.4 Trees



Def A cycle is a tour, s.t. the only repeated vertex is the start and end vertex.

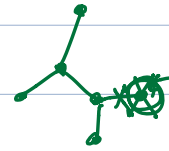
Def A tree is a connected, acyclic graph.

A leaf is a vertex of degree 1.

Rem. Try to prove leaf lemmas:

"every tree has at least one leaf" and

"a tree minus a leaf remains a tree".



They allow us to do induction on trees !!!

Thm T is a tree connected, no cycle.

$\Leftrightarrow T = (V, E)$ is connected and has $|V| - 1$ edges

Pf: ① (" \Rightarrow ") We'll do induction on $n = |V|$, i.e.,

$P(n)$: tree T has n vertices $\Rightarrow T$ has $n-1$ edges.

Base case: $n=1$. • $n-1=0$. ✓

$P(n-1) \Rightarrow P(n)$. Inductive Step: Suppose T has n vertices.

By leaf lemmas, we can remove a leaf & its incident edge to get a tree T' with $n-1$ vertices.

By IH, T' has $(n-1)-1 = n-2$ edges.

$\Rightarrow T$ has $n-2+1 = n-1$ edges.

total deg = $\sum_{v \in V} \deg v = 2n-2$
no vertex of deg 1 ✗
 $\Rightarrow \forall v \in V, \deg(v) \geq 2$.
 $\Rightarrow \sum_{v \in V} \deg(v) \geq 2n$

② (" \Leftarrow ") We'll do induction on $n = |V|$.

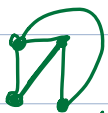
$P(n)$: T is connected, has $n-1$ edges $\Rightarrow T$ is a tree

Base case: $n=1$. • ✓

$P(n-1) \Rightarrow P(n)$. Inductive Step: Suppose T connected, has $n-1$ edges. $|V|$.

By handshaking theorem, total degree = $2(n-1) = 2n-2$

$\Rightarrow \exists v \in V, \deg(v) = 1$. Remove a vertex v of deg 1 and its incident edge.



to get T' that has $n-1$ vertices, and $n-2$ edges.



add. By IH, T' is connected, no cycle.

Now, adding back v and its edge, we still get a connected graph, and creates no cycles. $\Rightarrow T$ is a tree. \square

Def A cycle is a tour where the only repeated vertices are the start and end vertices.

Thm The following statements are all equivalent:

- T is connected and contains no cycle.
- T is connected and has $|V|-1$ edges.
- T is connected, and removing any edge disconnects T .
- T has no cycle, and adding any single edge creates a cycle.

