

Problem sheet 3

1. It is a bit too tricky to type in detail. The way to do it is to use the Havel-Hakimi algorithm (from the part of the notes entitled “Graphic sequences, adjacency matrix”. There are 4 examples in the course notes.

It works by repeatedly computing the sequence  $d'$  out of  $d$ . Since the length of the sequence and the numbers in it both decrease, it stops at some point, and it stops either with a sequence with only zeroes (comes from a graph), or a sequence with some negative numbers (does not come from a graph). This is step 1.

Then to construct the corresponding graph, we follow the proof of “ $d'$  graphic  $\Rightarrow d$  graphic”, so we go “backwards” in the procedure that we used to show that the sequence is graphic. This is step 2.

The only points to pay attention to are, in step 1: That after each computation of  $d'$  it is necessary to put the sequence back into increasing order (it is one of the hypotheses of the theorem). In step 2: After each application of “ $d'$  graphic  $\Rightarrow d$  graphic”, we need to change the order of the vertices to get the degree sequence to correspond to the  $d'$  from the previous step. See the examples in the course notes.

In this exercise, both sequences are graphic.

2. “ $\Rightarrow$ ” Let  $C = u_1u_2 \dots u_n$  be a cycle containing  $e$ . We can start numbering the vertices of the cycle such that the first edge is  $e$ , i.e.  $e = u_1u_2$  (it simplifies the notation). We show that  $G \setminus \{e\}$  is connected: Let  $a, b$  be vertices in  $G \setminus \{e\}$ . Since  $G$  is connected there is a walk from  $a$  to  $b$ . If this walk does not contain  $e$ , it is still a walk in  $G \setminus \{e\}$ . If it does contain  $e$  it is of the form

$$av_1 \dots v_k u_1 u_2 w_1 \dots w_\ell b.$$

If we replace  $e = u_1u_2$  by the “other side of the cycle” we obtain a walk:

$$av_1 \dots v_k u_1 u_n u_{n-1} \dots u_3 u_2 w_1 \dots w_\ell b,$$

from  $a$  to  $b$  that does not use  $e$ . So  $a$  is connected to  $b$  in  $G \setminus \{e\}$ .

“ $\Leftarrow$ ” Write  $e = uv$ . Since  $e$  is not a bridge,  $G \setminus \{e\}$  is connected so there is a path

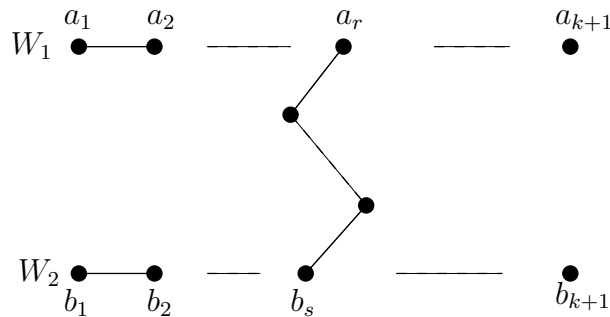
$$uu_1 \dots u_k v$$

from  $u$  to  $v$  in  $G \setminus \{e\}$ . Therefore  $vu u_1 \dots u_k v$  is a cycle in  $G$ .

3. Write  $W_1 = a_1 a_2 \dots a_{k+1}$  and  $W_2 = b_1 b_2 \dots b_{k+1}$  where the  $a_i$  and  $b_j$  are vertices of  $G$ .

We assume that  $W_1$  and  $W_2$  have no vertex in common. Since  $G$  is connected there is a path  $P$  in  $G$  from the first vertex in  $W_1$  to the first vertex in  $W_2$ . This path cannot always be in  $W_1$ , otherwise we would have a vertex in both  $W_1$  and  $W_2$ . Similarly this path cannot be always in  $W_2$ .

Let  $a_r$  be the last vertex in  $P$  that is in  $W_1$  and  $b_s$  the first vertex in  $P$ , that is after  $a_r$  and in  $W_2$ .



The length of the path in  $W_1$  from  $a_1$  to  $a_r$  is  $r$  and from  $a_r$  to  $a_{k+1}$  is  $k - r$  (make a picture with  $k = 4$  and  $r = 1$ ). One of them is at least  $k/2$ . We assume it is the path from  $a_1$  to  $a_r$  (the other case is similar).

Also, the length of the path in  $W_2$  from  $b_1$  to  $b_s$  is  $s$  and from  $b_s$  to  $b_{k+1}$  is  $k - s$ . Again one of them is of length at least  $k/2$ , let us assume it is the path from  $b_1$  to  $b_s$  (again, the other case will be similar).

We now build a new path in  $G$  as follows: We follow  $W_1$  from  $a_1$  to  $a_r$  (this part of the path has length  $r \geq k/2$ ), then  $P$  from  $a_r$  to  $b_s$  (observe that by choice of  $a_s$  and  $b_s$  there are no elements of  $W_1$  or  $W_2$  in this part of  $P$ ; this part of the path has length at least one since  $a_r \neq b_s$ ) and finally we follow  $W_2$  from  $b_s$  to  $b_1$  (this part of the path has length  $r \geq k/2$ ). This new path has therefore length greater than  $k/2 + k/2 = k$ , which is a contradiction.

4. No solution, just base your drawings on Euler's description of Eulerian graphs.