1 Trees

Recall that a *tree* is a connected acyclic graph (graph without cycles). In the note, we presented a few other definitions of a tree, and in this problem, we will prove two fundamental properties of a tree, and derive two definitions of a tree we learn from lecture note based on these properties. Let's start with the properties:

(a) Prove that any pair of vertices in a tree are connected by exactly one (simple) path.

(b) Prove that adding any edge between two vertices of a tree creates a simple cycle.

Now you will show that if a graph satisfies either of these two properties then it must be a tree:

(c) Prove that if every pair of vertices in a graph are connected by exactly one simple path, then the graph must be a tree.

(d) Prove that if the graph has no simple cycles and has the property that the addition of any single edge (not already in the graph) will create a simple cycle, then the graph is a tree.

2 Planarity

Consider graphs with the property T: For every three distinct vertices v_1, v_2, v_3 of graph G, there are at least two edges among them. Prove that if G is a graph on ≥ 7 vertices, and G has property T, then G is nonplanar.

3 Graph Coloring

Prove that a graph with maximum degree at most k is $(k+1)$-colorable.

4 Hamiltonian Tour in a Hypercube

An alternative type of tour to an Eulerian Tour in graph is a Rudrata Tour: a tour that visits every vertex exactly once. Prove or disprove that the hypercube contains a Rudrata cycle, for hypercubes of dimension $n \geq 2$.