CS 70 Discrete Mathematics and Probability Theory Summer 2025 Tate DIS 1B

Graph Theory II

Note 5 Planar Graph: A graph which can be drawn on a plane with no crossings. Planar graphs have faces, which are regions of the plane where any two points can be connected by a path without crossing the drawing of an edge. Note that it is fine if there is another drawing of a planar graph with crossings; as long as there exists a drawing of a graph without crossing, then the graph is planar.

A planar graph G with v vertices and e edges with a planar drawing with f faces satisfy the following:

- Euler's formula: v + f = e + 2
- $\sum_{i=1}^{f} s_i = 2e$ where s_i is the number of edges (sides) bordering face *i*. (This is somewhat like the degree-sum formula in that each edge is a side to two faces.)
- If planar, then $e \le 3v 6$
- If bipartite planar, then $e \le 2v 4$
- Graphs are non-planar iff they contain K_5 or $K_{3,3}$ (the complete graph on 5 vertices or the complete bipartite graph on 3 vertices in each set) as a subgraph
- All planar graphs can be vertex colored in at most 4 colors

Complete graph: The complete graph on *n* vertices, denoted by K_n , contains an edge between every pair of vertices.

Bipartite graph: A graph G with two sets of vertices such that each edge is incident to one vertex from each set.

Tree: A graph is a tree iff it satisfies any of the following:

- connected and acyclic
- connected and has |V| 1 edges
- connected, and removing any edge disconnects the graph
- · acyclic, and adding any edge creates a cycle

Hypercube: The hypercube of dimension n has 2^n vertices, each labeled by a length n bitstring. Edges connect vertices that differ by exactly one bit. A hypercube of dimension n + 1 can be recursively constructed by creating two copies of an n-dimensional hypercube and connecting corresponding vertices by an edge.

1 Always, Sometimes, or Never

Note 5 In each part below, you are given some information about a graph *G*. Using only the information in the current part, say whether *G* will always be planar, always be non-planar, or could be either. If you think it is always planar or always non-planar, prove it. If you think it could be either, give a planar example and a non-planar example.

- (a) G can be vertex-colored with 4 colors.
- (b) G requires 7 colors to be vertex-colored.
- (c) $e \le 3v 6$, where e is the number of edges of G and v is the number of vertices of G.
- (d) *G* is connected, and each vertex in *G* has degree at most 2.

(e) Each vertex in *G* has degree at most 2.

2 Short Answers

Note 5 In each part below, provide the number/equation and brief justification.

- (a) A connected planar simple graph has 5 more edges than it has vertices. How many faces does it have?
- (b) How many edges need to be removed from K_6 to get a tree?
- (c) The Euler's formula v e + f = 2 requires the planar graph to be connected. What is the analogous formula for planar graphs wth *k* connected components?

3 Graph Coloring

Note 5 Prove that a graph with maximum degree at most k is (k + 1)-colorable.

4 Hypercubes

Note 5 The vertex set of the *n*-dimensional hypercube G = (V, E) is given by $V = \{0, 1\}^n$ (recall that $\{0, 1\}^n$ denotes the set of all *n*-bit strings). There is an edge between two vertices *x* and *y* if and only if *x* and *y* differ in exactly one bit position.

(a) Draw 1-, 2-, and 3-dimensional hypercubes and label the vertices using the corresponding bit strings.

(b) Show that the edges of an *n*-dimensional hypercube can be colored using *n* colors so that no pair of edges sharing a common vertex have the same color.

(c) Show that for any $n \ge 1$, the *n*-dimensional hypercube is bipartite.