

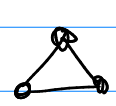
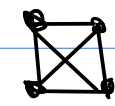
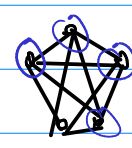
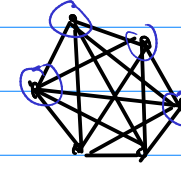



Math 322

10.2 Special Simple Graphs

Complete: K_n has n -vertices and edge between all vertices.


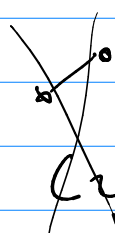
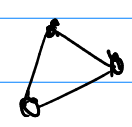
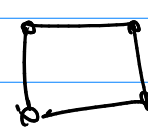
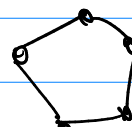

							...	
	K_1	K_2	K_3	K_4	K_5	K_6		K_n
Vertices	1	2	3	4	5	6		n
Edges	0	1	3	6	$4+3+2+1$ 10	$5+4+3+2+1$ 15		$\frac{(n-1)n}{2}$
$\deg(v_i)$	0	1	2	3	4	5		$n-1$

Handshaking Thm

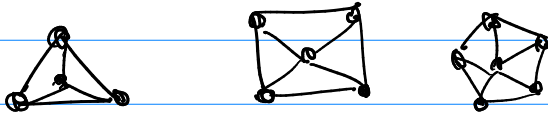
$$\sum \deg(v) = 2|E|$$

$$n(n-1) = 2 \frac{(n-1)n}{2}$$

Cycle: C_n n -vertices and edges are
 $\rightarrow \{v_1, v_2\}, \{v_2, v_3\}, \dots, \{v_{n-1}, v_n\}, \{v_n, v_1\}$

						...	
	C_1	C_2	C_3	C_4	C_5		C_n
Vertices	1	2	3	4	5		n
Edges	0	2	3	4	5		n
$\deg(v)$	0	2	2	2	2		2

Wheel : $W_n = C_n +$ one extra vertex that connects to each n -vertices in C_n



	W_3	W_4	W_5	...	W_n
Vertices	4	5	6		$n+1$
edges	6	8	10		$2n$
deg(v)	$C_3=3$ $axel=3$	$C_4=3$ $axel=4$	$C_5=3$ $axel=5$		$C_n=3$ $axel=n$

n^{th} dimensional Cubes

n -cube : Q_n

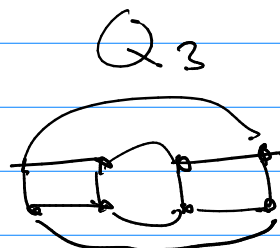
n	0	1	2	3	4
Vertices	1	2	4	8	16
edges	0	1	4	$12 = 3 \cdot 2^2$	$32 = 4 \cdot 2^3$
deg	0	1	2	3	4

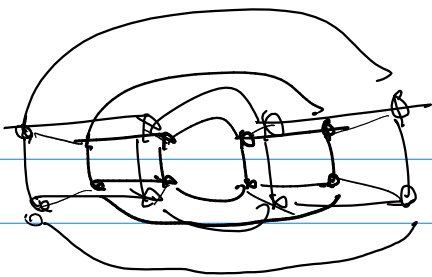
Q_n Vertices = 2^n
 edges = $\frac{1}{2} n 2^n = n 2^{n-1}$
 deg(v) = n

Q_1

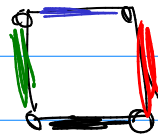


Q_3

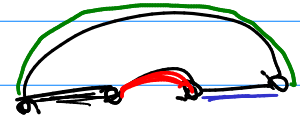




Q_4

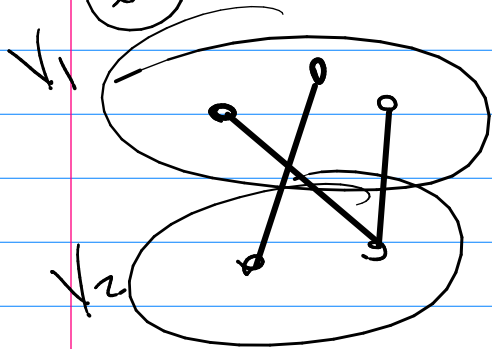


Q_2



Bipartite Graph $G = (V, E)$

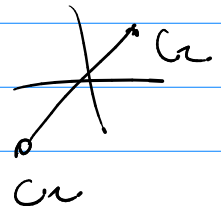
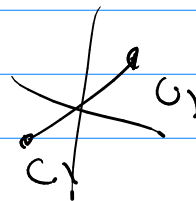
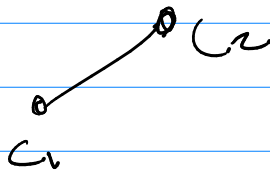
(1) $V = V_1 \cup V_2$ a partition



(2) any edge it will connect only vertices between V_1, V_2

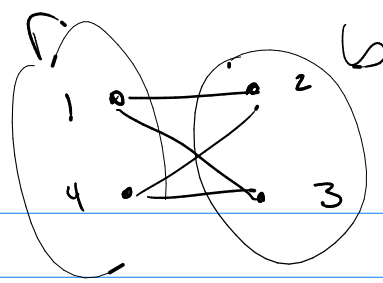
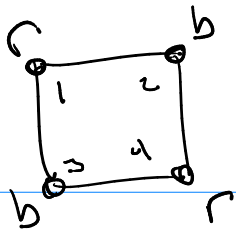
Thⁿ Coloring thⁿ Grids bipartite iff

it is possible to assign one of 2 colors to every vertex and no two adj. vertices are same color

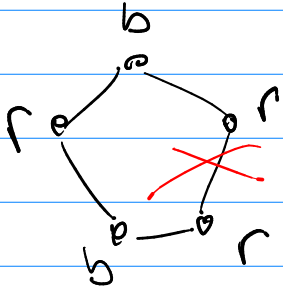


Q1

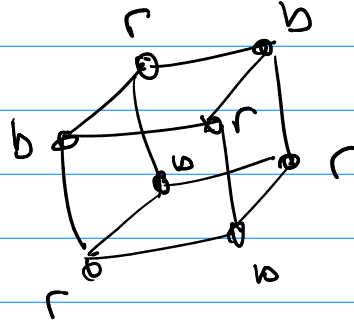
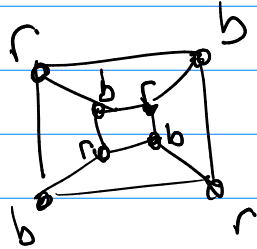
C_4



C_5



Q_3



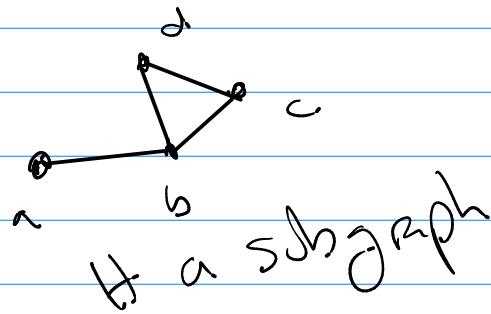
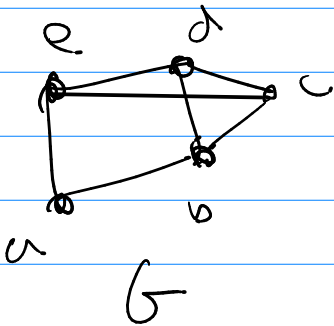
Operations

(i) Subgraphs of $G = (V, E)$

$$H = (W, F) \quad W \subseteq V, \quad F \subseteq E$$

induced subgraph

$H = (W, \text{take any edges of } E \text{ that have } w \text{ as both end points})$



② Unions $G_1 \cup G_2 = (V_1 \cup V_2, E_1 \cup E_2)$

③ remove edges, remove vertices
(and incident edges)

