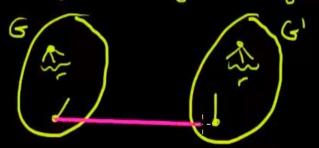
# Subgraphs of regular graphs

Theorem (König): Every graph & with  $\Delta(G) = \Gamma$  is an induced subgraph of an r-regular graph.

Proof: If G is r-regular, then we're done.

Suppose G is not r-regular, ie 5(6) Lr

Let G' be another copy of G and join corresponding vertices of G and G' with an edge if they had degree < r





Proof: If G is r-regular, then we're done.

Suppose G is not r-regular, ie  $\delta(G)$  Lr

Let G' be another copy of G and join co

Let G' be another copy of G and join corresponding vertices of G and G' with an edge if they had degree < r

Call the resulting graph G.

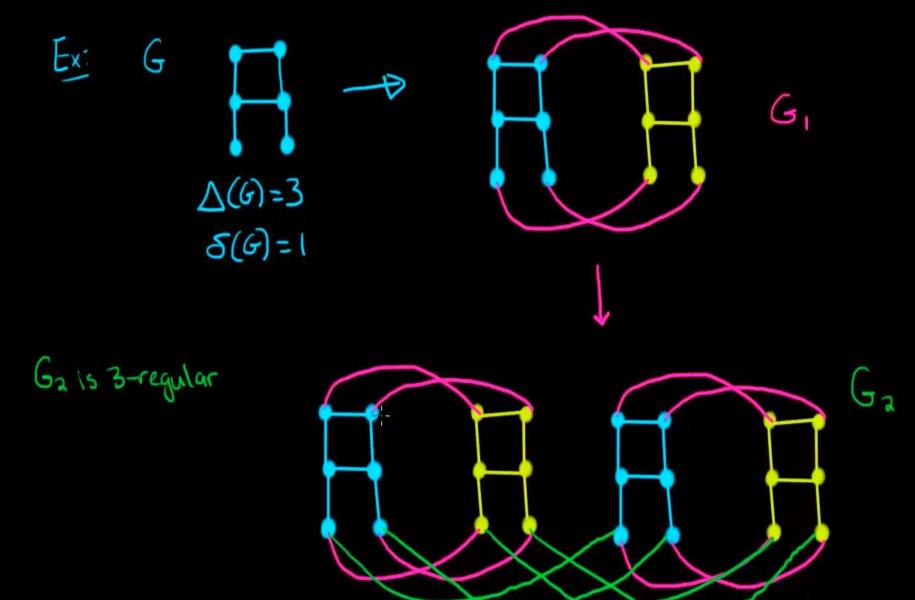
If G, is r-regular, then we're done since G is an induced subgraph of G.

If not, then continue the procedure until arriving at an r-regular graph  $G_K$  where  $K=r-\delta(G)$ 

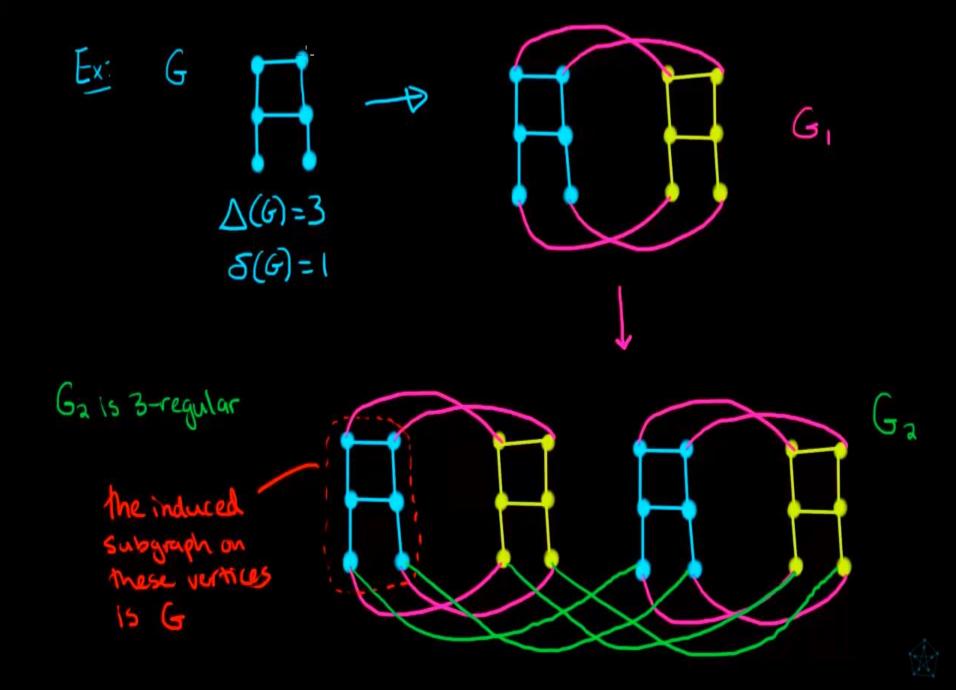


Ex: G  $\Delta(G)=3$   $\delta(G)=1$ 









# Complement of a graph

Ex: Complement

Let G = (V, E) be a graph of order n. The complement graph G is the graph with

and



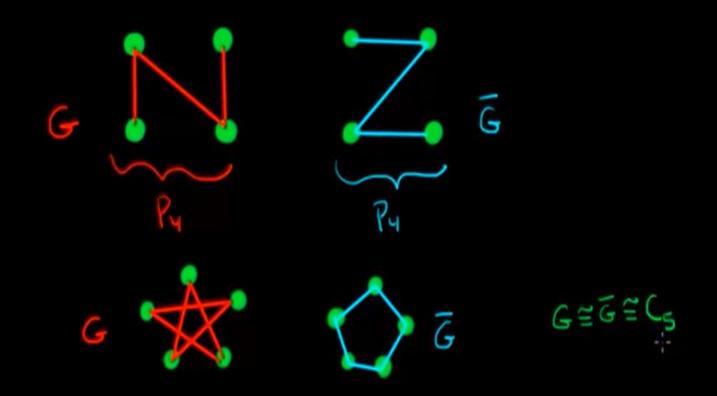
where m=1E(G)





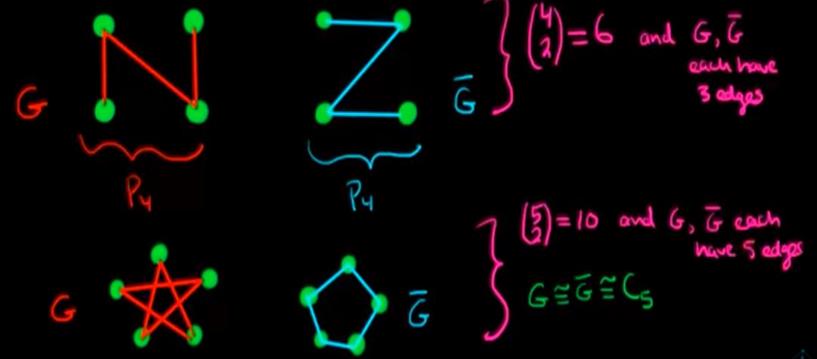
where m=1E(0)

A graph G is called self-complementary if G = G

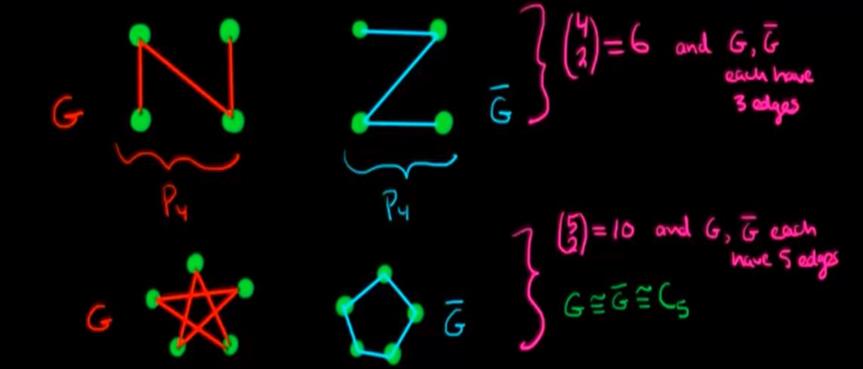




A graph G is called self-complementary if G=G









Fact: A self-complementary graph of order n must have 
$$\frac{1}{a}(2) = \frac{n(n-1)}{4}$$
 edges



.. If G of order n is self-complement then n (n-1) must be divisit

50 n = 0 or 1 (mod 4).

n=4 V n=8 nes V

n = 6 ×

Given a self-complementary graph G of order n we can construct a self-complementary graph G' of order n+4 as sollows:

n=7 X

Add Py = [V1, V2, V3, V4] and join vertex v2 and vertices of G

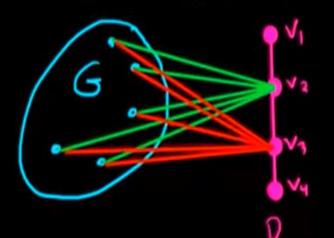


.. If G of order n is self-complemented then n(n-1) must be divisible to

50 n = 0 or 1 (mod 4).

n=8 / n=12/ N=4 n=9 / n=13/ nes V n=6 X

Given a self-complementary graph G of order n we can construct of order n+4 as follows: a self-complementary graph G'



Add Py = [V1, V2, V3, V4] and join vertex 12 and vertices of G

n=7 X



### Cartesian Product of Graphs

Recall: The courtesian product of 2 sets A and B is  $A \times B = \left. \left. \left. \left. \left\langle \left( a,b \right) \right| \right. \right| a \in A, b \in B \right. \right\}$ 

Ex:  $A = \{x_1, y_1\}$   $B = \{1, 2, 3\}$ Then  $A \times B = \{(x, 1), (x, 2), (x, 3), (y, 1), (y, 2), (y, 3)\}$ 

Ex: Euclidean plane ; RxR

Note: IR is the set of real numbers





Suppose G and H are graphs with  $V(G) = \{u_1, u_2, ..., u_m\}$  from have and  $V(H) = \{v_1, v_2, ..., v_n\}$  vertices

Then GXH is the graph with vertex set

and e is an edge of GxH iff e= (ui, vj)(ux, ve)

where either:
i) i=k and vjve EE(H)

or 2) j=l and wiux EE(G)



Suppose G and H are graphs with V(G) = {u,, u, ..., um} of can have and :V(H) = {v, v, v, ..., v, } different # of vertices

Then GXH is the graph with vertex set

$$V(G \times H) = V(G) \times V(H)$$
  
=  $\{(u_i, v_i) \mid u_i \in V(G), v_j \in V(H)\}$ 

and e is an edge of GxH iff e= (ui, vi)(ux, ve)

or 2) j=l and where E(G)



Suppose G and H are graphs with  $V(G) = \{u_1, u_2, ..., u_m\}$  of can have and  $V(H) = \{v_1, v_2, ..., v_n\}$  vertices

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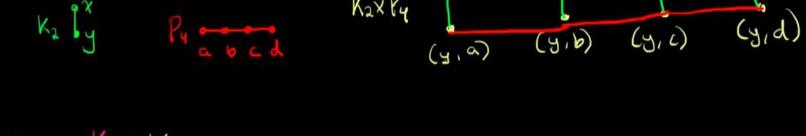
- i) i=k and vive EE(H)
- or 2) j= l and when EEG)

Ex: Kax Py

$$(x,a)$$
  $(x,b)$   $(x,c)$   $(x,d)$   $(y,a)$   $(y,a)$   $(y,d)$ 



= { (u:, v;) | u: eV(G), v; eV(H) } and e is an edge of GxH iff e= (ui, vi)(ux, ve) where either: i) i=k and vjve EE(H) or 2) j=l and where E(G) (x,a) (x,b) (x,c) (x,d)Ex: Kax Py K2x P4





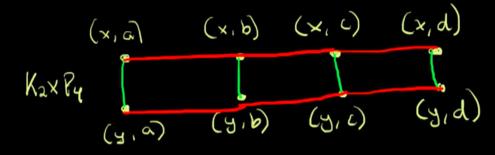
and e is an edge of GxH iff e=(ui,vj)(ux,ve)where either:

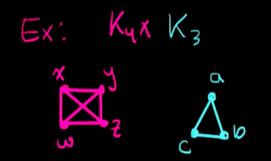
i) i=k and  $vjve \in E(H)$ or 2) j=l and  $uiux \in E(G)$ 

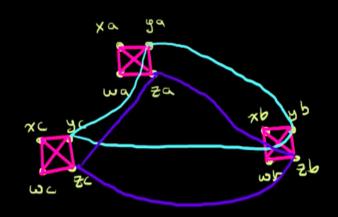
Ex: Kax Py

Kaly

Pyabod









The hypercube (or n-cube) Qn is the graph  $Qn = K_2 \times K_2 \times \dots \times K_2$ n times

ie 
$$Q_1 = K_2$$
  
 $Q_n = Q_{n-1} \times K_2$ 



Gray Codes > A method for 11sting all O-1 sequences of length n Noive way: using the binary (base 2) representation of the integers 0,1,7,...,2"-1 Ex: n=3 011 100 101 110 111 COL 010 tie 3= 2'+2° t 6= 2+2' Another way. 000 001 101 100 110 111 011 010 Mothron: This is an example of a Gray code differ In exactly 1 position all 3 electrical switches must change states The second 11sting of these sequences requires only one switch to change states & 101 -> 100

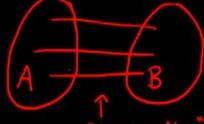
A Gray code is a list of the 2" binary sequences of length n such that consecutive sequences in the list differ in exactly 2 position

A Gray code is called cyclic if the 1st and last sequences in the 1st also differ in exactly 1 position.

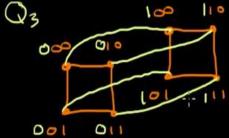
The n-cube On is the graph whose vertices are labelled by the binary sequences of length n where two vertices are adjacent if and only if their sequences differ in exactly 1 position

Ex: Q1 1

Qn has a recursive structure



"corresponding" vertices are joined





A Gray code is a list of the 2" binary sequences of length n such that consecutive sequences in the list differ in exactly 2 position

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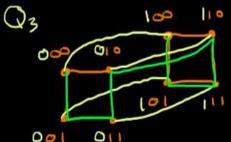
The n-arbe On is the graph whose vertices are labelled by the binary sequences of length n where two vertices are adjacent if and only if their sequences differ in exactly 1 position

Ex: Q1 ]

On has a recursive structure



"corresponding" vertices are joined



A Gray code is equivalent to a Hamilton path in Qn



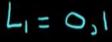
## Binary Reflected Gray Codes

0,1

00, 51, 11, 10

0 001

The Binary Reflected Gray Code (BRGC) is defined recursively as follows:





for nz Z

means concatenate x at the beginning of every sequence of L means Lin reverse order



Fact: For each integer 121 the BRGC 15 a Gray code 4) Proof (induction on n) Basis: Li is clearly a Gray code / Ind. Hyp: Suppose for some 122 that Ln-1 is a Gray code Now consider Ln=0. Ln-1, 1. Ln-1 The sequences in O-Ln-, still differ in I position (exactly) from their neighbours in the list since Ln-1 is a Gray code Similarly for 1-Ln-Also, the first sequence in Ln-1 is the last sequence in Ln-1 Thus the last sequence in O. La-1 the first sequence in 1. La. 18 differ in exactly one position (the 1st position) .. In is a Gray code



### Thank you

Let u, v be vertices in a graph G.
The distance from u to v is the length of a shortest path from u to v in G and is denoted d(u, v)

Sometimes denoted de(u,v) for chrity

If G is disconnected and u, v are in different components we say  $d(u,v) = \infty$ 

Ex:

$$\int_{M} d(u,u) = d$$

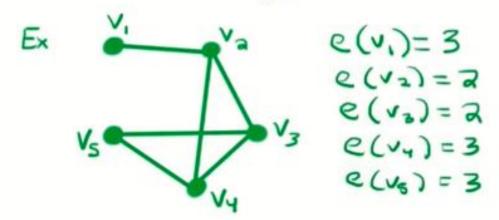
$$d(u,u) = 0$$

$$d(u,w) = 1$$

Ex: 
$$\frac{d(u,u)=0}{d(u,u)=0}$$

- 1 d(u,v) = 0 and d(u,v) = 0 iff u=v
- @ d(u,v) = d(v,u)
- 3 d(un)+d(v,w) > d(u,w)

# The eccentricity of a vertex veVG) is $e(v) = max \{d(u,v) \mid uevG)\}$

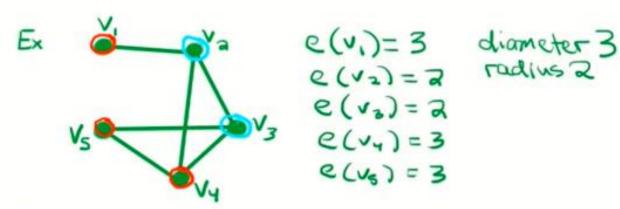


Note: e(v)=1 ( other vertices

# The eccentricity of a vertex veVG) is $e(v) = \max \{d(u,v) \mid u \in VG)\}$

Ex 
$$V_3$$
  $e(v_1)=3$  diameter 3  $e(v_2)=3$   $e(v_3)=3$   $e(v_4)=3$   $e(v_6)=3$ 

$$E_x$$
 $e(a) = 1$ 
 $e(b) = e(c) = e(d) = 2$ 
 $e(a) = 1$ 
 $e(b) = e(c) = e(d) = 2$ 
 $e(a) = 1$ 
 $e(b) = e(c) = e(d) = 2$ 
 $e(a) = 1$ 



$$e(a) = 1$$
  
 $e(b) = e(c) = e(d) = 2$  radius 1

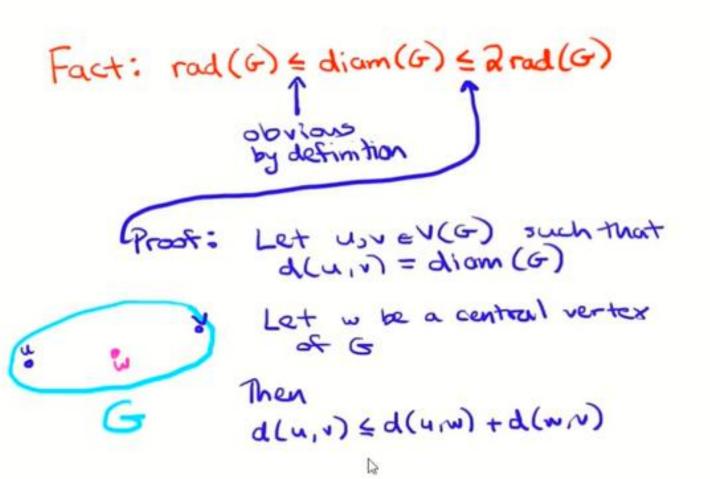
Note: e(v)=1 ( ) v is adjacent to all other vertices

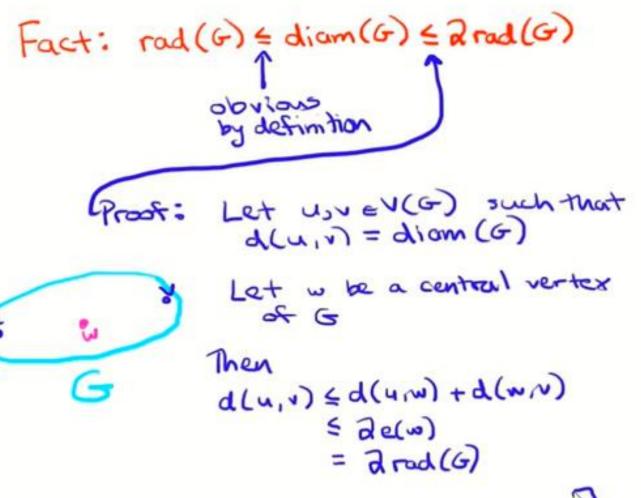
diam (G) = max {e(v) | vev(G)}

rad (G) = min Ze(v) | veuce) }

If e(v) = dom(G) then v is a peripheral vertex. The set of all such vertices make the periphery of G.

If e(v) = rad(G) then v is a central vertex.
The set of all such vertices make the centre of G





# If G is a disconnected graph, then G is connected and diam(G) = 2

Ext G u. 
$$\frac{1}{\sqrt{2}}$$
 G  $\frac{1}{\sqrt{2}}$   $\frac{1}{$ 

## If G is a disconnected graph, then G is connected and diam(G) = 2

Exi
$$G = \begin{cases} v_1 \\ v_2 \\ v_3 \end{cases}$$

$$e(u) = 1$$

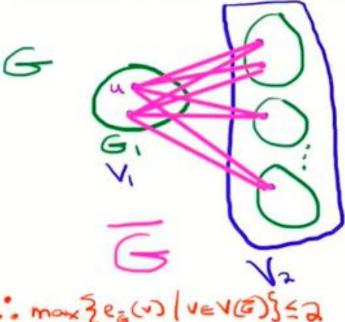
$$e(v_1) = e(v_2) = e(v_3) = 2$$

$$diam(G) = 2$$

If G is a disconnected graph, then G is connected and diam (G) = 2

#### > Proof:

Let G be a disconnected graph and let G. be one of the connected components of G



.. max 3 e= (v) | vev(G) } = 2

18 dom (3) 62

Let V = V(GI) 12 = V(G) / V(G,)

Let ue V, Then for every ve Va uv & ECG) ". NYEE (G) is dlum=1

And for every Viz & V2 d-(1,12) < 2 And for every unuzeVi d=(unua)=2

Every graph G is the centre of some connected graph.

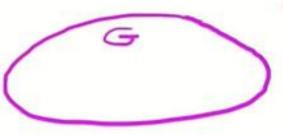
Recall: Cen(G) = {veV(G) | e(v) = rad(G)}

Proof

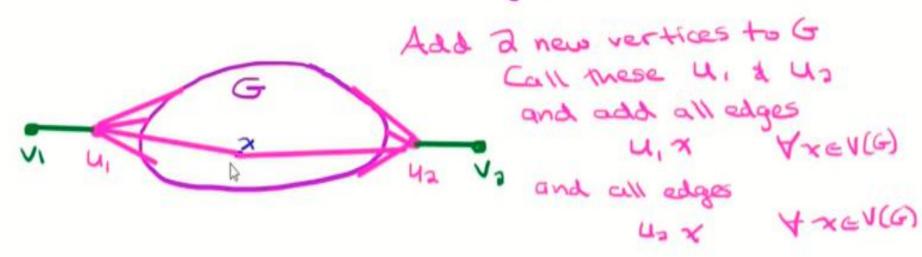
Let G be any graph.

We construct a connected graph H as follows:

Add a new vertices



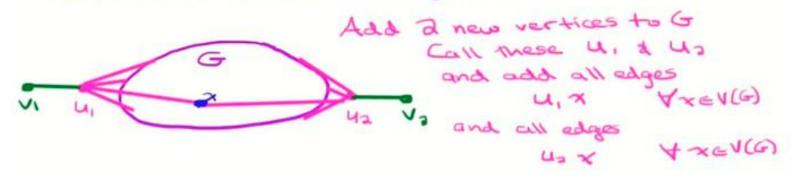
Let G be any graph. We construct a connected graph H as follows:



Next add 2 new vertices,  $v_1$  and  $v_2$  and edges  $v_1$ ,  $v_2$  and  $v_2$ ,  $v_3$ .

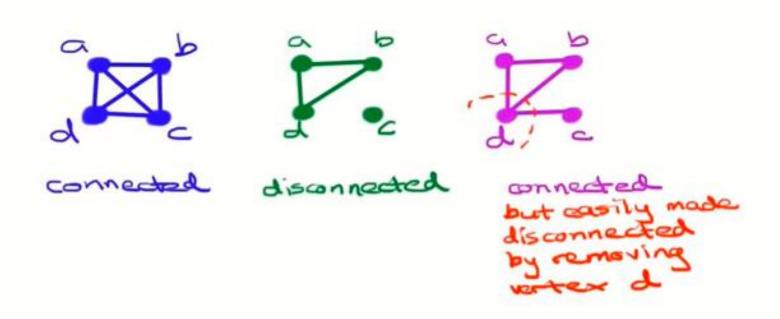
In the new graph H we have  $e_H(v_1) = 4$ 

Let G be any graph. We construct a connected graph H as follows:



Next add 2 new vertices, v, and v2 and edges v, u, and v2 u2

In the new graph It we have



A vertex  $v \in V(G)$  is called a cut-vertex if G - v has more connected components than G is c(G - v) > c(G)

Notation: c(G) = # of connected components of G

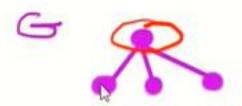
(Sometimes KG) is used)

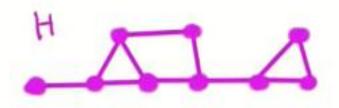
A vertex  $v \in V(G)$  is called a cut-vertex if G-v has more connected components than G is c(G-v) > c(G)

Notation: c(G) = # of connected components of G

(sometimes KG) is used)

Ex: Find the cut-vertices:





### A characterisation of cut-vertices:

Theorem: A vertex  $v \in V(G)$  is a cut-votex of G

a cut-votex of G

J u, w  $\in V(G)$  u, w  $\notin V$ such that v is on every u-w path of G.

Proof:

Assume G is connected otherwise just repeat )
The argument for each
connected component

=> Let veV(G) be a cut-vertex

Then 6-v is disconnected.

Let u, w be vertices in different components of G-v 50 7 only u-w path in G-v



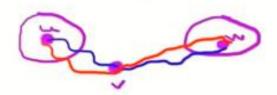
But G is connected so I u-w paths in G : all such paths went through vertex v

- Proof:

Assume G is connected (otherwise just repeat )
The argument for each)
Connected component => Let veV(G) be a cut-vertex

Then 6-v is disconnected.

Let u, w be vertices in different components 50 \$ ony u-w patrin G-V G-1



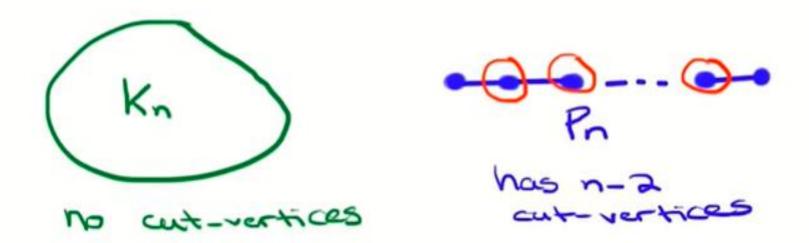
But G is connected so I u-w paths in G : all such paths went through vertex v

 Suppose ∃ unev(G) un ≠ v such that v lies on every u-us path

Then removing & means I any u-w path in G-v .. G-v is disconnected

.. v is a cut-vertex

How many cut-vertices can a connected graph have?



Theorem: Every non-trivial connected graph contains > 2 vertices that are not out-vertices

Theorem: Every non-trivial connected graph contains > 2 vertices that are not out-vertices

> Proof: (by Contradiction)

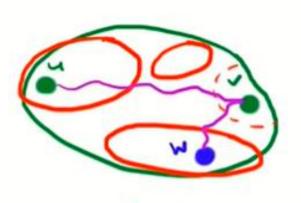
Then I a non-trivial connected graph G with at most I non-aut-vertex

(is every vertex except possibly 1 is a cut-vertex)

Let u, v ∈ V(G) with d(un) = diam (G)

At least one of u, v & a cut-vertex, say v

50 G-v is disconnected



Let w be a vertex in a different component of G-V than u

Then every u-w path contains v

.: d(un)>d(un) = diam(6)

G-V

(⇒€)

\*This proof actually shows that
no peripheral vertex is a cut-vertex

### Thank you