# CS 70 Discrete Mathematics and Probability Theory DIS 3A

#### 1 Short Answers

(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 a 3-dimensional hypercube to get a tree?

### 2 Always, Sometimes, or Never

In each part below, you are given some information about the so-called original graph, OG. Using only the information in the current part, say whether OG 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) OG can be vertex-colored with 4 colors.
- (b) OG requires 7 colors to be vertex-colored.
- (c)  $e \le 3v 6$ , where *e* is the number of edges of *OG* and *v* is the number of vertices of *OG*.
- (d) OG is connected, and each vertex in OG has degree at most 2.
- (e) Each vertex in OG has degree at most 2.

### 3 Trees and Components

- (a) Bob removed a degree 3 node from an *n*-vertex tree. How many connected components are there in the resulting graph? Please provide an explanation.
- (b) Given an *n*-vertex tree, Bob added 10 edges to it and then Alice removed 5 edges. If the resulting graph has 3 connected components, how many edges must be removed in order to remove all cycles from the resulting graph? Please provide an explanation.

## 4 Hypercubes

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. These problems will help you understand hypercubes.

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

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