

Problem Set 7

- As we know, an Euler cycle in an undirected or a directed graph is a cycle that visits each edge exactly once. A *Rudrata cycle* is a cycle that visits each vertex exactly once.
 - Which of the five Platonic solids (search the web), considered as undirected graphs, have an Euler cycle? A Rudrata cycle?
 - Show that the n -dimensional hypercube has an Euler path iff n is even.
 - Show by induction that the n -dimensional hypercube always has a Rudrata cycle.
 - We know that the k -bit de Bruijn directed graph has an Euler cycle. How many Euler cycles does the 3-bit de Bruijn graph (the one in the lecture notes, with 4 vertices and 8 edges) have? (The cycles (e_1, e_2, \dots, e_n) and $(e_2, e_3, \dots, e_n, e_1)$ are considered the same.) How about the 4-bit de Bruijn graph?
 - Extra credit: Can you generalize to n -bit de Bruijn graphs and prove?
- Recall that an n -dimensional hypercube contains 2^n vertices, each labeled with a distinct n bit string, and two vertices are adjacent iff their bit strings differ in exactly one position.
 - The hypercube is a popular architecture for parallel computation. Let each vertex of the hypercube represent a processor and each edge represent a communication link. Suppose we want to send a packet for vertex x to vertex y . Consider the following “bit-fixing” algorithm:

In each step, the current processor compares its address to the destination address of the packet. Let’s say that the two addresses match up to the first k positions. The processor then forwards the packet and the destination address on to its neighboring processor whose address matches the destination address in at least the first $k + 1$ positions. This process continues until the packet arrives at its destination.

Consider the following example where $n = 4$: Suppose that the source vertex is (1001) and the destination vertex is (0100). Give the sequence of processors that the packet is forwarded to using the bit-fixing algorithm.
 - In general, for an arbitrary source vertex and arbitrary destination vertex, how many edges must the packet traverse under this algorithm? Give an exact answer in terms of the n -bit strings labeling source and destination vertices.
 - Consider any two vertices x and y in the hypercube. Consider the graph $G = (V, E)$ where E is the set of all edges on shortest paths between x and y and V is the set of all vertices on shortest paths between x and y .

Consider the following example where $n = 3$: Suppose that x is (010) and y is (100). What is the length of the shortest path between x and y ? Explicitly show the sets V and E .
 - In general, for arbitrary x and y , what are the sizes of V and E ? Express your answer in terms of the n -bit strings labeling of x and y .
- Consider a deck of cards with 52 cards in 13 values and four suits. How many sets of three cards drawn from this deck have:
 - all three the same value.
 - all three the same suit.
 - two of them have the same value, different from the third.
 - they have “cyclically consecutive values,” such as 9, 10, J, or K, A, 2.
 - How many sets of three cards are there anyway?