



**Question 1** (5 points). Prove: for all  $n \geq 1$ , if  $G$  is a connected graph with  $n$  vertices and  $n - 1$  edges, then  $G$  has no cycles. (This is the third part of the proof from class, characterizing trees as having any two out of three properties.)

**Question 2** (5 points). Let  $G = (V, E)$  be an undirected graph with  $n$  vertices, with no self-loops (that is, no edges of the form  $(v, v)$  from a vertex to itself). Show that if every vertex has degree at least  $n/2$ , the graph is connected. If it makes your proof easier, you may assume that  $n$  is even.

**Question 3** (5 points). Consider the family of undirected graphs  $\mathcal{H}_k$  defined as follows.  $\mathcal{H}_k$  has  $2^k$  vertices labelled with the integers 0 through  $2^k - 1$ . Vertices  $u$  and  $v$  are connected by an edge if and only if the binary representations of  $u$  and  $v$  differ in exactly one bit position. For example, in  $\mathcal{H}_4$ , the vertices 5 and 13 are connected by an edge since  $5 = 0101_2$  and  $13 = 1101_2$  differ in the first bit position, but the rest of the bits are the same.

Consider doing a BFS in  $\mathcal{H}_{10}$  starting at node 0. How many vertices are in  $L_6$ , that is, the sixth layer generated by the BFS? Give your answer together with either a proof, or the program you used to calculate the answer. Either approach will receive full credit. (*Hint* if you choose to write a program: to flip the  $j$ th bit of an integer  $n$ , you can use  $n \wedge (1 \ll j)$ , that is, the bitwise XOR of  $n$  with the result of shifting 1 left  $j$  times, that is,  $2^j$ . These operators are valid in many languages such as Java, Python, and C/C++.)

**Question 4** (10 points). On the website you will find a file called `graph.txt` which describes a large undirected graph. The first line of the file contains a single integer which is the number of edges in the graph. Each subsequent line of the file describes one (undirected) edge, and contains two space-separated strings which are the names of the two vertices at the endpoints of the edge.

Write a program (in a programming language of your choice) to find a shortest path from the vertex labelled with your first name to the vertex labelled `END` (if there are multiple shortest paths you can find any one of them). You should submit a text file containing the list of vertices along this shortest path, starting with your name and ending with `END`. Each vertex should be on a separate line. For example, my solution looks like this:

```
Brent
7runq3
ajbkfy
ra17g1
jk9objb
k289nn
gjinu8
END
```

You should also turn in the code you used to find your path.

