



IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: TPAM-2055 onferendelonth of publication: March 2018

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Odd Graceful Labeling of the Union of Paths and Cycles

M. Meenakshi¹,

¹Asst. Professor Department of Mathematics, St. Joseph's College of Arts and Science College for women, Hosur- 635 126.

Abstract: In this dissertation the odd graceful labeling of the union of paths and cycles and the graph $c_m \cup p_n$ is odd graceful if m is even.

I. INTRODUCTION

A. Graceful Labeling

The study of graceful graphs and graceful labeling methods was introduced by Rosa[2]. Rosa defined a β – valuation of a graph G with q edges an injection from the vertices of G to the set {0,1,2,....,q} such that when each edge uv is assigned the label |f(u) - f(v)|, the resulting edges are distinct. β – Valuation is a function that produces graceful labeling. However, the term graceful labeling was not used until Golomb studied such labeling several years later [3]. A graph G of size q is odd graceful, if there is an injection f from V(G) to {0,1,2,....,2q-1} such that, when each edge uv is assigned the label or weight |f(u) - f(v)|, the resulting edge labels are {1,3,5,....,2q-1}.

Rosa [1967] has identified essentially three reasons why a graph fails to be graceful:

- *I*) G has too many vertices and not enough edges,
- 2) G has too many edges and
- *3)* G has the wrong parity.

As an example of the third condition Rosa [1967] has shown that if every vertex has even degree and the number of edges is congruent to 1 or 2 (mod 4) then the graph is not graceful.

B. Odd Graceful Labeling Of The Union Of Paths And Cycles

- 1) Algorithm 1: Procedure Initialization: The union graph $P_n \cup C_m$ has a vertex set $V(P_n \cup C_m) = V(P_n) \cup V(C_m)$ with cardinality n+m and an edge set $E(P_n \cup C_m) = E(P_n) \cup E(C_m)$ with cardinality q=m+n-1. Let the cycle C_m is demonstrated by listing the vertices and edges in the order $u_1, e_1, u_2, e_2, \dots, u_{m-1}$, e_{m-1}, u_m, e_m, u_1 . We name the vertex u_m ACTIVE vertex, the vertex u_m is an endpoint of the edge e_{m-1} , and we name the edge e_{m-1} DOUBLE-JUMP edge. The path P_n is demonstrated by listing the vertices and edges in the order $v_1, e'_1, v_2, e'_2, \dots, v_{n-1}, e'_{n-1}, v_n$. The algorithm has two passes; they can run in a sequential or a parallel way. In one pass, the algorithm labels the vertices and the edges in the cycle C_m . For the other pass, it labels the vertices and edges of the path P_n . At the beginning of the algorithm, we are computing the odd label function for the ACTIVE vertex um has the smallest odd label value between the vertices in the cycle C_m . The DOUBLE-JUMP is assigned the label function $f^*(e_{m-1}) = 2q 3m + 5$. The given label to the ACTIVE vertex and the DOUBLE-JUMP edge computed independently from other vertices or edges in the graph. Number the ACTIVE vertex with the value $f(u_m) = 2q (2m 3)$ Number the DOUBLE-JUMP edge with the value $f^*(e_{m-1}) = 2q 3m + 5$.
- 2) Algorithm 2: Odd graceful labeling of C_m : In the first pass, the algorithm starts at the vertex u_1 , there are two main steps that can be performed. These steps (in particular order) are: performing an action on the current vertex (referred to as "numbering" the vertex), number the current vertex with the value $f(u_1)=0$, traversing to the left adjacent vertex u_2 and number it with the value $f(u_2)=2q-1$, and traversing to the left adjacent vertex u_3 and number it with the value $f(u_3)=2$ traversing to the left adjacent vertex u_4 and number it with the value $f(u_4)=2q-3$, traversing to the left adjacent vertex u_5 and number it with the value $f(u_5)=4$... Thus the process is most easily described through recursion. Finally, reach to the ACTIVE vertex which has the exception label and number it with the value $f(u_m) = 2q (2m 3)$, the edge's labeling induced by the absolute value of the difference of the vertex's labeling. To label the cycle c_m odd graceful, perform the following operations, starting with u_1 :

Number the vertex u_1 with the value $f(u_1)=0$

For (i=3; i \leq m-2; i+=2)

$$f(u_i) = f(u_{i-2}) + 2$$

taking the absolute value of the difference of incident vertex labels.

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3) Algorithm 3: Odd graceful labeling of P_n : After the above process, the algorithm starts the second pass to label the vertices and edges of the path component P_n . Second pass starts at the edge $e'_1 = (v_1, v_2)$, its label value is $f^*(e'_1) = f(u_m) - 2$, if the label value of the edge e'_1 equals to the label value of the DOUBLE-JUMP edge renumber it with the value $f^*(e'_1) = f^*(e'_1) - 2$ and number the vertex v_1 with the label value $f(v_1) = 1$, traversing to the vertex v_2 and number it with the value $f^*(e'_1) - 2$, if the label value of the edge e'_2 equals to the next incident edge e'_2 and number it with the value $f^*(e'_2) = f^*(e'_1) - 2$, if the label value of the edge e'_2 equals to the label value of the DOUBLE-JUMP edge renumber it with the value $f^*(e'_2) = f^*(e'_1) - 2$, if the label value of the edge e'_2 equals to the label value of the DOUBLE-JUMP edge renumber it with the value $f^*(e'_2) = f^*(e'_1) - 2$, if the label value of the edge e'_2 equals to the label value of the DOUBLE-JUMP edge renumber it with the value $f^*(e'_2) = f^*(e'_1) - 2$, if the label value of the edge e'_2 equals to the label value of $f(v_3) = f(v_2) - f^*(e'_2)$, otherwise traverse to the next vertex v_3 , without double subtracting for the label value of the edge e'_2 , and number it with the value $f(v_3) = f(v_2) - f^*(e'_2)$, traverse to the next vertex v_4 which induces the label value $f(v_4) = f(v_3) + f^*(e'_3)$. Thus the process is most easily described through recursion again. To label the path P_n odd graceful labeling, perform the following operations, starting with the edge $e'_1 = (v_1, v_2)$:

Number the vertex v_1 with the value $f(v_1) = 1$

Number an auxiliary edge e'_0 with $f^*(e'_0) = f(u_m)$

For
$$(j=1; j \le n-1; j+=1)$$

Number the edge e'_j with $f^*(e'_j) = f^*(e'_{j-1}) - 2$

If ($f^*(e'_j) = f^*(e_{m-1})$), Renumber the edge e'_j with the value $f^*(e'_j) = f^*(e'_j) - 2$

Number the vertex v_{j+1} with the value f $(v_{j+1})\ =\ f^{\,*}(e'_{j})\ +\ (-)^{\,j+1}\ f(v_{j})$

The algorithm is traversed exactly once for each vertex and edge in the graph $P_n \cup C_m$, since the size of the graph equals q then atmost O(q) time is spent in total labeling of the vertices and edges, thus the total running time of the algorithm is O(q). The parallel algorithm for the odd graceful labeling of the graph $P_n \cup C_m$, based on the above proposed sequential algorithm is building easily. Since all the above three subroutine are independent and there is no reason to sort their executing out, so they are to join up parallel in the same time point

- 4) Theorem:Let k is a given integer and m = 2k,the graph $C_m \cup P_n$ is odd graceful for every n > m 2, k is even, if k is odd number the graph $C_m \cup P_n$ is odd graceful for every n > m 4.
- 5) Proof: Let $V(C_m) = \{ u_1, u_2, \dots, u_m \}$, $V(P_n) = \{ v_1, v_2, \dots, v_n \}$, where $V(C_m)$ is the vertex set of the cycle C_m and $V(P_n)$ is the vertex set of the path P_n , and q = n + m 1.

For every vertex u_i and v_i , we defined the odd graceful labeling functions $f(u_i)$ and $f(v_i)$ respectively as follows:

 $f(u_1)=0 \;,\; f(u_2)=2q-1 \;,\; f(u_3)=2 \;,\; f(u_4)=2q-3 \;,\; f(u_5)=4 \;,\; f(u_6)=2q-5 \;, \qquad \quad f(u_7)=6 \;, \ldots \;,\; f(u_m)=2q-(2m-3).$

If the value m = 2k, k is odd number, the vertex v_2 would be labeled $f(v_2) = 2q - 2m + 2$ which decreased by two at every new value $i = 4, 6, \dots, k-2$, this means that $f(v_i) = f(v_{i-2}) - 2 = 2q - 2m - (i - 4)$, and

$$f(v_i) = \begin{cases} i+2 & k \le i \text{ odd} \\ i & i = 1, 3, \dots, k-2 \\ 2q-2m-(i-4) & i \text{ even} \end{cases}$$

If m = 2k, k is even number, the vertex v_2 would be labeled $f(v_2) = 2q - 2m + 2$ which decreased by two at every new value $i = 4, 6, \dots, k-2$. For i = k - 2 the label value is $f(v_{k-2}) = 2q - 2m + 6 - k$ while the label value of the vertex v_k is four out of the value $f(v_{k-2})$, this means that $f(v_{i=k}) = f(v_{k-2}) - 4 = 2q - 2m + 2 - i$, and

$$f(v_i) = \begin{pmatrix} i & i \text{ odd} \\ 2q - 2m + 4 - i & i = 2, 4, \dots, k - 2 \\ 2q - 2m + 2 - i & k \leq i \text{ even} \end{pmatrix}$$

The function f $^{\ast}\,$ induces the edge labels of the cycle C_m as the following :

 $\begin{array}{l} f^{*}\left(\,\,u_{1}u_{2}\,\right)=2q-1\\ f^{*}\left(\,\,u_{2}u_{3}\,\right)=2q-3\\ f^{*}\left(\,\,u_{3}u_{4}\,\right)=2q-5\;,\;\ldots\ldots.\\ f^{*}\left(\,\,u_{m-1}u_{m}\,\right)=2q-3m+5\\ f^{*}\left(\,\,u_{m}u_{1}\,\right)=2q-2m+3.\\ For\;m=2k\;,\;k\;is\;odd\;,\\ f(v_{1})=1\\ f(v_{2})=2q-2m+2 \end{array}$

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 $f(v_3) = 3 \dots$ $f(v_{k-2}) = k - 2$ $f(v_{k-1}) = 2q - 2m - k + 5$ $f(v_k) = k + 2$ $f(v_{k+1}) = 2q - 2m - k + 3$ For m = 2k, k is even, $f(v_1) = 1$ $f(v_2) = 2q - 2m + 2$ $f(v_3) = 3 \dots$ $f(v_{k-2}) = 2q - 2m - k + 6$ $f(v_{k-1}) = k - 1$ $f(v_k) = 2q - 2m - k + 2$ $f(v_{k+1}) = k + 1$ Function f^{*} induces the edge labels of the path as follows : $f^*(v_1v_2) = 2q - 2m + 1$ $f^*(v_2v_3) = 2q - 2m - 1$, $f^*(v_{k-2}v_{k-1}) = 2q - 3m + 7$ $f^*(v_{k-1}v_k) = 2q - 3m + 3$ $f^*(v_k v_{k+1}) = 2q - 3m + 1, \dots, 1$

- 6) Case I: If m = 2k, k is even, then $(f(u_m) 1) 2[n/2] > m 2$
- a) (2q (2m 3) 1) 2 [n / 2] > m 2
- $b) \hspace{0.5cm} 2q-2m+3-1-n>m-$
- c) $2q 2m \ 2 n > m 2$
- e) 2n + 2m 2 2m + 2 n > m 2
- f) n > m 2
- 7) Case II : If m = 2k, k is odd, then $(f(u_m) 1) 2([n/2] 1) > m 2$
- a) (2q (2m 3) 1) 2([n/2] 1) > m 2
- b) 2q 2m + 3 1 n + 2 > m 2
- c) 2q 2m + 2 n + 2 > m 2
- d) 2q 2m n + 4 > m 2
- e) = 2(n+m-1) 2m n + 4 > m 2
- f) 2n + 2m 2 2m n + 4 > m 2
- g) 2n + 2m 2m n + 2 > m 2
- *h*) n+2 > m-2
- *i*) n > m 2 2
- j) n > m 4

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This completes the proof.
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II. CONCLUSION

In this dissertation, we explicitly defined the odd graceful labeling of the graph $C_m \cup P_n$ when m = 4, 6, 8, 10 and by using these results we have generalized the procedure to label the vertices and edges of the graph $C_m \cup P_n$ when k is even and odd where k = m/2. We have also used the proposed sequential algorithm to label the graph $C_m \cup P_n$ when m = 12, 14.

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