

1* Intro. Here's an easy way to calculate the number of graceful labelings that have m edges and at most n nonisolated vertices, for $0 \leq n \leq m+1$, given m and n . I subdivide into connected and nonconnected graphs.

The idea is to run through all m -tuples (x_1, \dots, x_m) with $0 \leq x_j \leq m-j$; edge j will go from the vertex labeled x_j to the vertex labeled $x_j + j$.

I consider only the labelings in which $x_{m-1} = 1$; in other words, I assume that edge $m-1$ runs from 1 to m . (These are in one-to-one correspondence with the labelings for which that edge runs from 0 to $m-1$.) But I multiply all the answers by 2; hence the total over all n is exactly $m!$.

I could go through those m -tuples in some sort of Gray code order, with only one x_j changing at a time. But I'm not trying to be tricky or extremely efficient. So I simply use reverse colexicographic order. That is, for each choice of (x_{j+1}, \dots, x_m) , I run through the possibilities for x_j from $m-j$ to 0, in decreasing order.

#define *maxm* 100

2. I do, however, want to have some fun with data structures.

Every vertex is represented by its label. Vertex v , for $0 \leq v \leq m$, is isolated if and only if label v has not been used in any of the edges. (In particular, vertices 0, 1, and m are never isolated, because of the assumption above.)

It's easy to maintain, for each vertex, a linked list of all its neighbors. These lists are stacks, since they change in first-in-last-out fashion.

It's also easy to maintain a dynamic union-find structure, because of the first-in-last-out behavior of this algorithm.

3* OK, let's get going.

#include <stdio.h>

#include <stdlib.h>

int *mm, nn*; /* command-line parameters */

<Global variables 15>;

main(**int** *argc*, **char** **argv*[])

{

register *j, k, l, m, n*;

 <Process the command line 4*>;

 <Initialize to $(m-1, \dots, 2, 1, 0)$ 7*>;

while (1) {

 <Study the current graph 16>;

 <Move to the next m -tuple, or **goto** *done* 5*>;

 }

done: <Print the stats 17*>;

}

```

4*  ⟨ Process the command line 4* ⟩ ≡
    if ( $argc \neq 3 \vee sscanf(argv[1], "%d", &mm) \neq 1 \vee sscanf(argv[2], "%d", &nn) \neq 1$ ) {
        fprintf(stderr, "Usage: %s m n\n", argv[0]);
        exit(-1);
    }
    m = mm, n = nn;
    if ( $m < 2 \vee m > maxm$ ) {
        fprintf(stderr, "Sorry, m must be between 2 and %d!\n", maxm);
        exit(-2);
    }
    if ( $n > m + 1$ ) {
        fprintf(stderr, "Sorry, n must be less than m+1\n");
        exit(-3);
    }

```

This code is used in section [3*](#).

```

5*  ⟨ Move to the next  $m$ -tuple, or goto done 5* ⟩ ≡
    for ( $j = 1; x[j] \equiv 0; j++$ ) {
        tryagain_inloop: ⟨ Delete the edge from  $x[j]$  to  $x[j] + j$  9 ⟩;
    }
    if ( $j \equiv m - 1$ ) goto done;
tryagain: ⟨ Delete the edge from  $x[j]$  to  $x[j] + j$  9 ⟩;
     $x[j]--$ ;
    ⟨ Insert an edge from  $x[j]$  to  $x[j] + j$  8 ⟩;
    if ( $active > n$ ) {
        if ( $x[j] \equiv 0$ ) goto tryagain_inloop;
        else goto tryagain;
    }
    for ( $j--; j; j--$ ) {
         $x[j] = m - j$ ;
        ⟨ Insert an edge from  $x[j]$  to  $x[j] + j$  8 ⟩;
        if ( $active > n$ ) goto tryagain;
    }

```

This code is used in section [3*](#).

6. Graceful structures. An unusual — indeed, somewhat amazing — data structure works well with graceful graphs.

Suppose v has neighbors w_1, \dots, w_t . Let $f_v(w) = w - v$, if $w > v$; $f_v(w) = m + v - w$, if $w < v$. Then we set $\text{arcs}[v] = f(w_1)$, or 0 if $t = 0$; $\text{link}[f(w_j)] = f(w_{j+1})$ for $1 \leq j < t$; and $\text{link}[f(w_t)] = 0$.

(Think about it. If $0 < k \leq m$, we use $\text{link}[k]$ only for an arc from v to $v + k$ for some v . If $m < k \leq 2m$, we use $\text{link}[k]$ only for an arc from v to $v - (k - m)$ for some v . In either case at most one such arc is present. Thus all of the memory for link storage is preallocated; we don't need a list of available slots.)

7* We silently use the facts that $\text{arcs}[v]$ is initially 0 for all v , and $\text{active} = 0$. But the x and link arrays needn't be initialized (I mean, everything would work fine if they were initially garbage).

```

⟨ Initialize to  $(m - 1, \dots, 2, 1, 0)$  7* ⟩ ≡
  ⟨ Initialize the union/find structures 11 ⟩;
  for  $(j = m; j; j--)$  {
     $x[j] = m - j$ ;
    ⟨ Insert an edge from  $x[j]$  to  $x[j] + j$  8 ⟩;
    if  $(\text{active} > n)$  goto tryagain;
  }
```

This code is used in section 3*.

```

8.  ⟨ Insert an edge from  $x[j]$  to  $x[j] + j$  8 ⟩ ≡
  {
    register int  $p, u, v, uu, vv$ ;
     $u = x[j]$ ;
     $v = u + j$ ;
    ⟨ Do a union operation  $u \equiv v$  12 ⟩;
     $p = \text{arcs}[u]$ ;
    if  $(\neg p)$   $\text{active}++$ ;
     $\text{link}[j] = p, \text{arcs}[u] = j$ ;
     $p = \text{arcs}[v]$ ;
    if  $(\neg p)$   $\text{active}++$ ;
     $\text{link}[m + j] = p, \text{arcs}[v] = m + j$ ;
  }
```

This code is used in sections 5* and 7*.

```

9.  ⟨ Delete the edge from  $x[j]$  to  $x[j] + j$  9 ⟩ ≡
  {
    register int  $p, u, v, uu, vv$ ;
     $u = x[j]$ ;
     $v = u + j$ ;
     $p = \text{link}[m + j]$ ; /* at this point  $\text{arcs}[v] = m + j$  */
     $\text{arcs}[v] = p$ ;
    if  $(\neg p)$   $\text{active}--$ ;
     $p = \text{link}[j]$ ; /* at this point  $\text{arcs}[u] = j$  */
     $\text{arcs}[u] = p$ ;
    if  $(\neg p)$   $\text{active}--$ ;
    ⟨ Undo the union operation  $u \equiv v$  14 ⟩;
  }
```

This code is used in section 5*.

10. Two vertices are equivalent if they belong to the same component. We use a classic union-find data structure to keep of equivalences: The invariant relations state that $parent[v] < 0$ and $size[v] = c$ if v is the root of an equivalence class of size c ; otherwise $parent[v]$ points to an equivalent vertex that is nearer the root. These trees have at most $\lg m$ levels, because we never merge a tree of size c into a tree of size $< c$.

Variable l is the current number of edges. It is also, therefore, the number of union operations previously done but not yet undone.

11. $\langle \text{Initialize the union/find structures } 11 \rangle \equiv$
for ($j = 0$; $j \leq m$; $j++$) $parent[j] = -1, size[j] = 1$; $/* \text{ and } l = 0 */$
 $l = 0$;

This code is used in section 7*.

12. $\langle \text{Do a union operation } u \equiv v \text{ } 12 \rangle \equiv$
for ($uu = u$; $parent[uu] \geq 0$; $uu = parent[uu]$) ;
for ($vv = v$; $parent[vv] \geq 0$; $vv = parent[vv]$) ;
if ($uu \equiv vv$) $move[l] = -1$;
else if ($size[uu] \leq size[vv]$) $parent[uu] = vv, move[l] = uu, size[vv] += size[uu]$;
else $parent[vv] = uu, move[l] = vv, size[uu] += size[vv]$;
 $l++$;

This code is used in section 8.

13. Dynamic union-find is ridiculously easy because, as observed above, the operations are strictly last-in-first-out. And we didn't clobber the $size$ information when merging two classes.

14. $\langle \text{Undo the union operation } u \equiv v \text{ } 14 \rangle \equiv$
 $l--$;
 $uu = move[l]$;
if ($uu \geq 0$) {
 $vv = parent[uu]$; $/* \text{ we have } parent[vv] < 0 */$
 $size[vv] -= size[uu]$;
 $parent[uu] = -1$;
}

This code is used in section 9.

15. $\langle \text{Global variables } 15 \rangle \equiv$
int $active$; $/* \text{ this many vertices are currently labeled (not isolated) } */$
int $parent[maxm + 1], size[maxm + 1], move[maxm]$; $/* \text{ the union-find structures } */$
int $arcs[maxm + 1]$; $/* \text{ the first neighbor of } v */$
int $link[2 * maxm + 1]$; $/* \text{ the next element in a list of neighbors } */$
int $x[maxm + 1]$; $/* \text{ the governing sequence of edge choices } */$

See also section 18.

This code is used in section 3*.

16. Doing it. Now we're ready to harvest the routines we've built up.

[A puzzle for the reader: Is $parent[m]$ always negative at this point? Answer: Not if, say, $m = 7$ and $(x_1, \dots, x_m) = (5, 4, 3, 2, 0, 1, 0)$.]

⟨ Study the current graph 16 ⟩ \equiv

```

for ( $k = parent[m]$ ;  $parent[k] \geq 0$ ;  $k = parent[k]$ ) ;
if ( $size[k] \equiv active$ )  $connected[active]++$ ;
else  $disconnected[active]++$ ;

```

This code is used in section 3*.

17* ⟨ Print the stats 17* ⟩ \equiv

```

printf("Counts_for_%d_edges_and_at_most_%d_vertices:\n", m, n);
for ( $k = 2$ ;  $k \leq m + 1$ ;  $k++$ )
  if ( $connected[k] + disconnected[k]$ ) {
    printf("on_%5d_vertices,_%lld_are_connected,_%lld_not\n", k, 2 * connected[k],
          2 * disconnected[k]);
     $totconnected += 2 * connected[k]$ ,  $totdisconnected += 2 * disconnected[k]$ ;
  }
printf("Altogether_%lld_connected_and_%lld_not.\n", totconnected, totdisconnected);

```

This code is used in section 3*.

18. ⟨ Global variables 15 ⟩ $+\equiv$

```

unsigned long long  $connected[maxm + 2]$ ,  $disconnected[maxm + 2]$ ;
unsigned long long  $totconnected$ ,  $totdisconnected$ ;

```

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GRACEFUL-COUNT-SMALL

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