

Announcements

- Homework 2 Due Sunday
- Students interested in problem solving practice should attend discussion sections.

Today

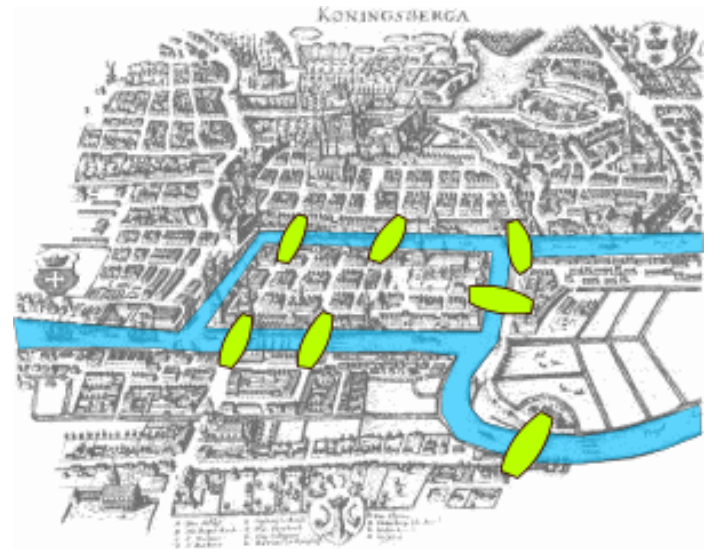
- Start Chapter 1.4
 - Introduction to Eulerian graphs.

Paths and Cycles (Ch 1.4)

- Eulerian Circuits
 - Definition
 - Classification of Eulerian graphs
 - Algorithms
- Hamiltonian cycles
 - Definition
 - Hardness
 - Some conditions

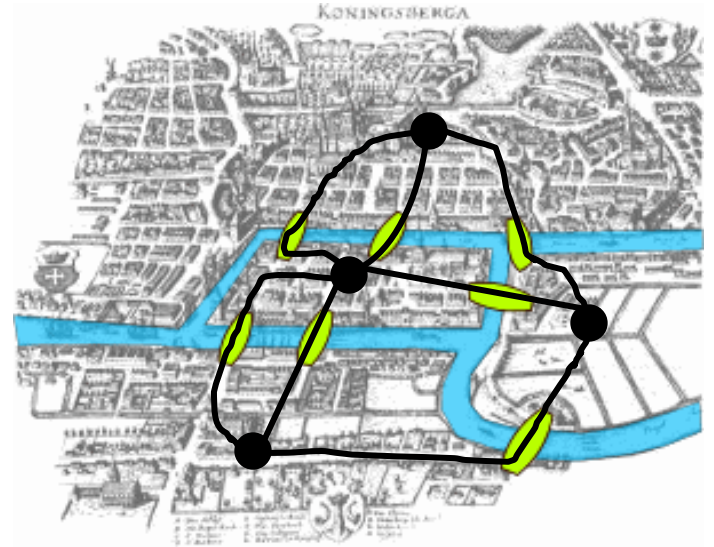
The Bridges of Konisberg

The city of Konisberg had 7 bridges as shown. People liked to go on walks touring the bridges. The mathematician Euler was asked if there was a tour that crossed each bridge exactly once.



Graph Theory

- Turn city into a (multi)graph.
 - Vertices = land areas
 - Edges = bridges
- Want: A walk that uses each edge exactly once.



Stuck!

Definitions

An *Eulerian circuit* is a circuit that uses every edge of a graph exactly once.

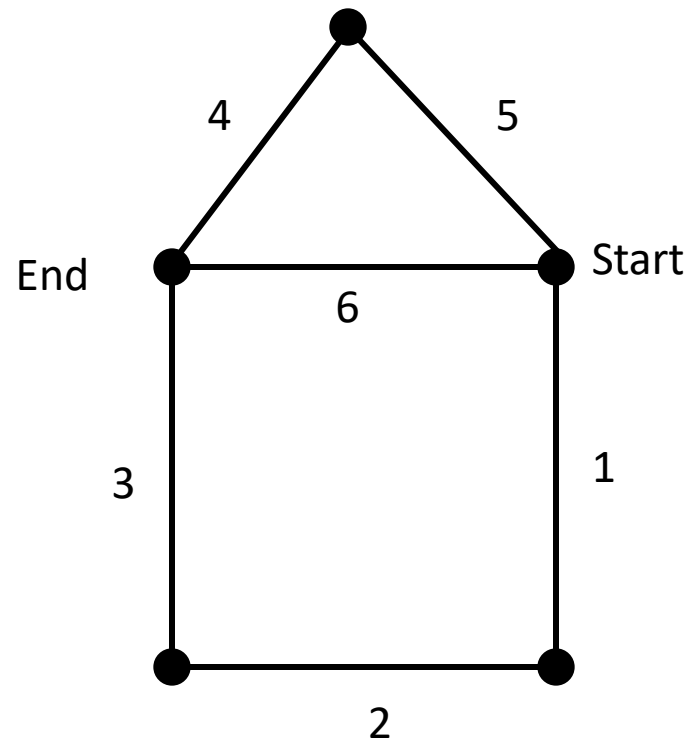
An *Eulerian trail* similarly uses each edge exactly once, but does not start and end at the same vertex.

A graph is *Eulerian* if it contains an Eulerian circuit and *semi-Eulerian* if it contains an Eulerian trail.

Question

The graph to the right
is:

- A) Eulerian
- B) Semi-Eulerian
- C) Neither



Questions we want to answer

- Which graphs are Eulerian / semi-Eulerian?
- How do we construct Eulerian circuits/trails?

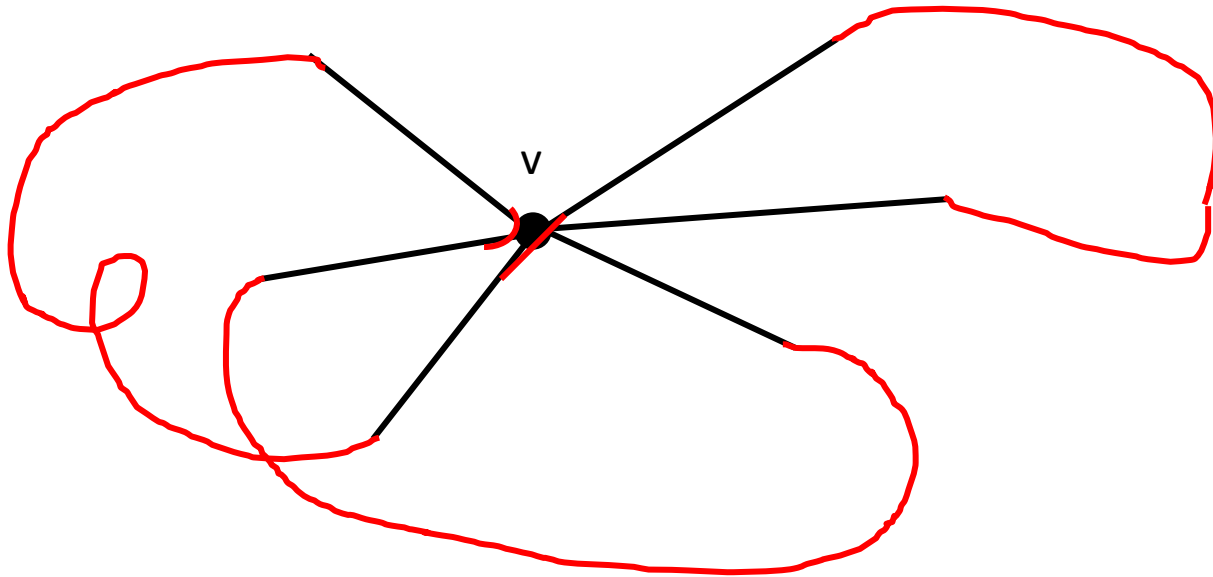
Observation I

(semi-)Eulerian graphs must be connected!
(except for isolated vertices)

If there is no path from u to v , certainly no Eulerian circuit/trail that connects both of them either.

Observation II

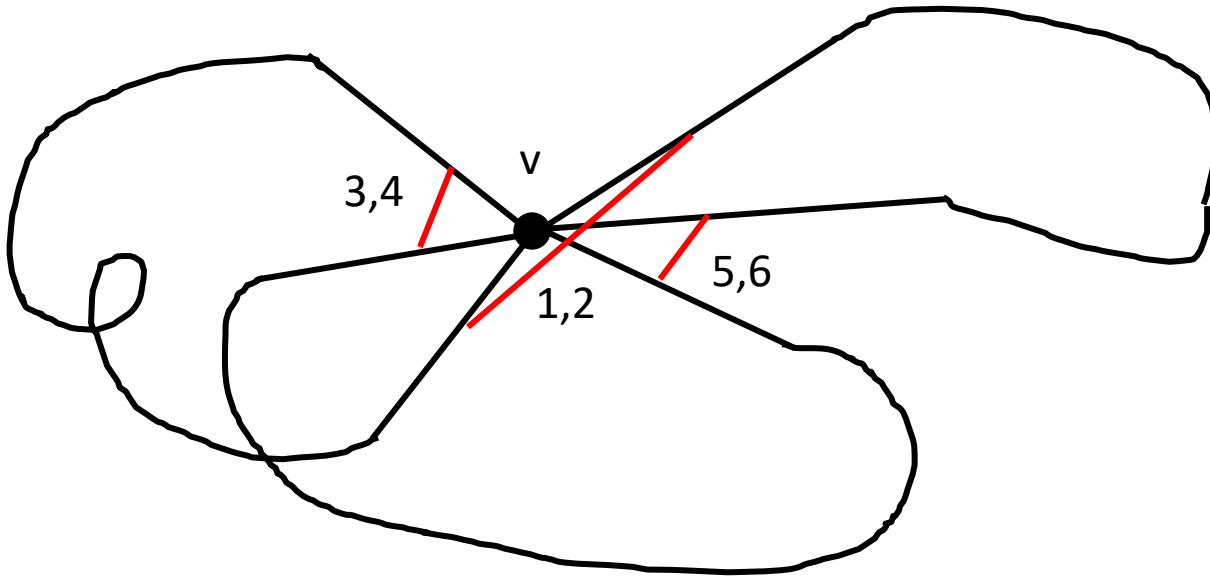
How does Eulerian circuit interact with vertex v ?



Each time we take edge *into* v , then take different edge *out of* v .

Observation II

If G is Eulerian, $\deg(v)$ must be even!



Conclusion

So if G is Eulerian then it must:

- Be connected (except for isolated vertices)
- Have all vertices of even degree

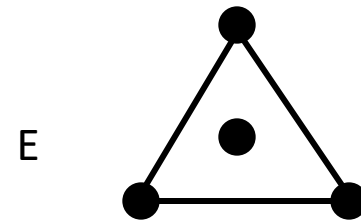
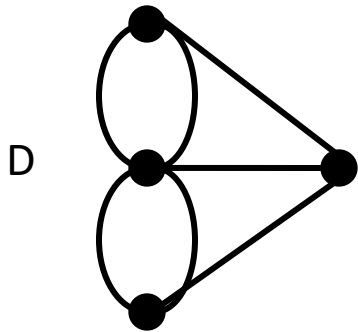
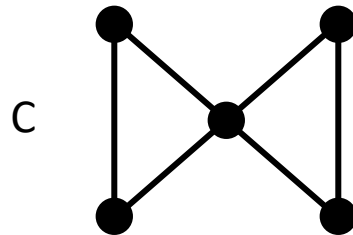
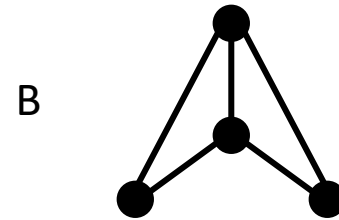
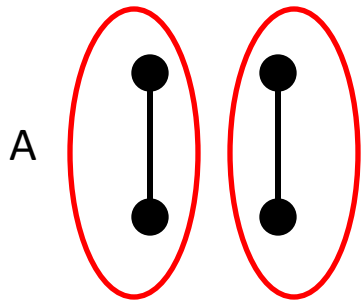
Is this enough?

Yes!

Theorem (1.20): A finite, connected graph G is Eulerian if and only if all vertices have even degree.

Question: Eulerian Graphs

Which of these graphs are Eulerian?



Proof

- “Only if” already done.
 - If G has Eulerian circuit, each time the circuit passes through v it uses two of its edges.
 - Since Eulerian, eventually uses all of v 's edges
 - Therefore, $\deg(v)$ must be even.
 - This must hold for all vertices v .
- Need to prove that this is sufficient
 - Show how to construct an Eulerian circuit.

Constructing a Circuit I

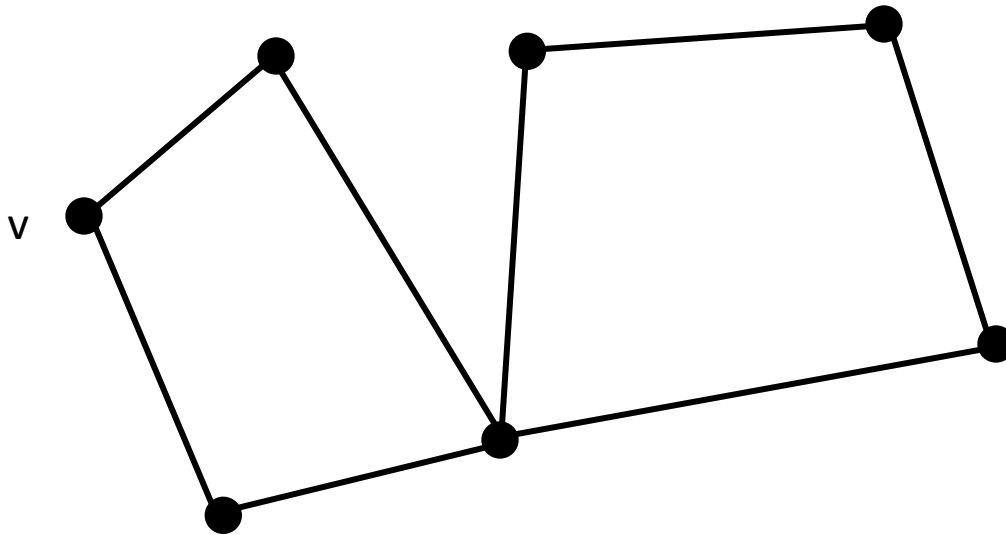
As a first step, we will show you can construct *a* circuit.

Basic facts:

- Every degree is even
- Every non-isolated vertex has degree at least 2.

Constructing a Circuit II

- Start at any non-isolated vertex v .
- Construct a trail by adding new edges until you get stuck.



Constructing a Circuit III

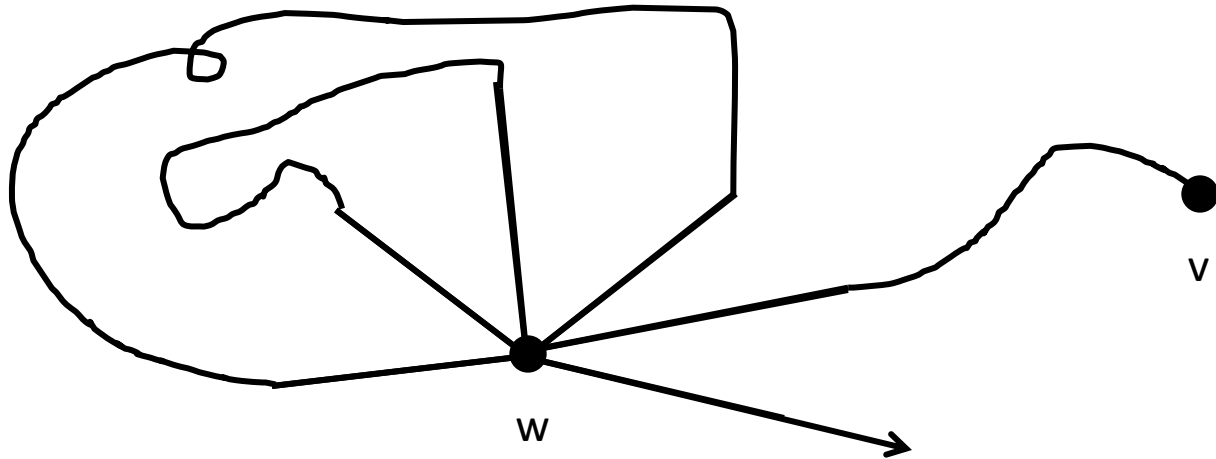
Claim: Can *only* get stuck at v .

Once you get stuck, you will have a circuit!

Proof:

- Suppose you got stuck at some other w .
- Each time you pass through w , use up 2 edges.
- Takes another edge to reach w . If at w used an odd number of edges.
- At least one left!

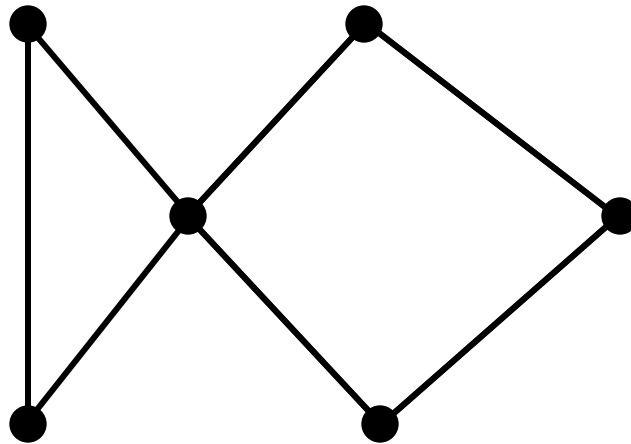
Constructing a Circuit IV



Are we done?

We have *a* circuit. Does it necessarily cover all the edges?

No.



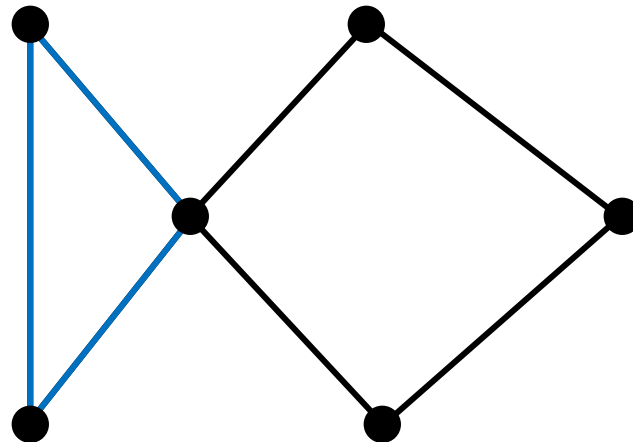
How do we fix this?

Two ideas:

- Can find more circuits
- Glue circuits together

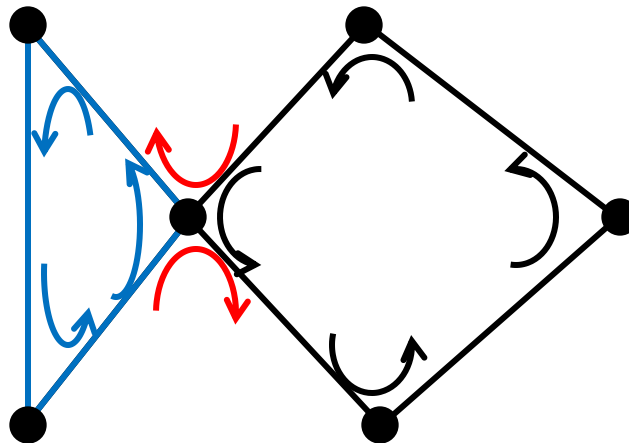
More Circuits

- Existing circuit uses an even number of edges at each vertex.
- Removing those edges, have an even number left at each vertex.
- Can create new circuit in remainder.



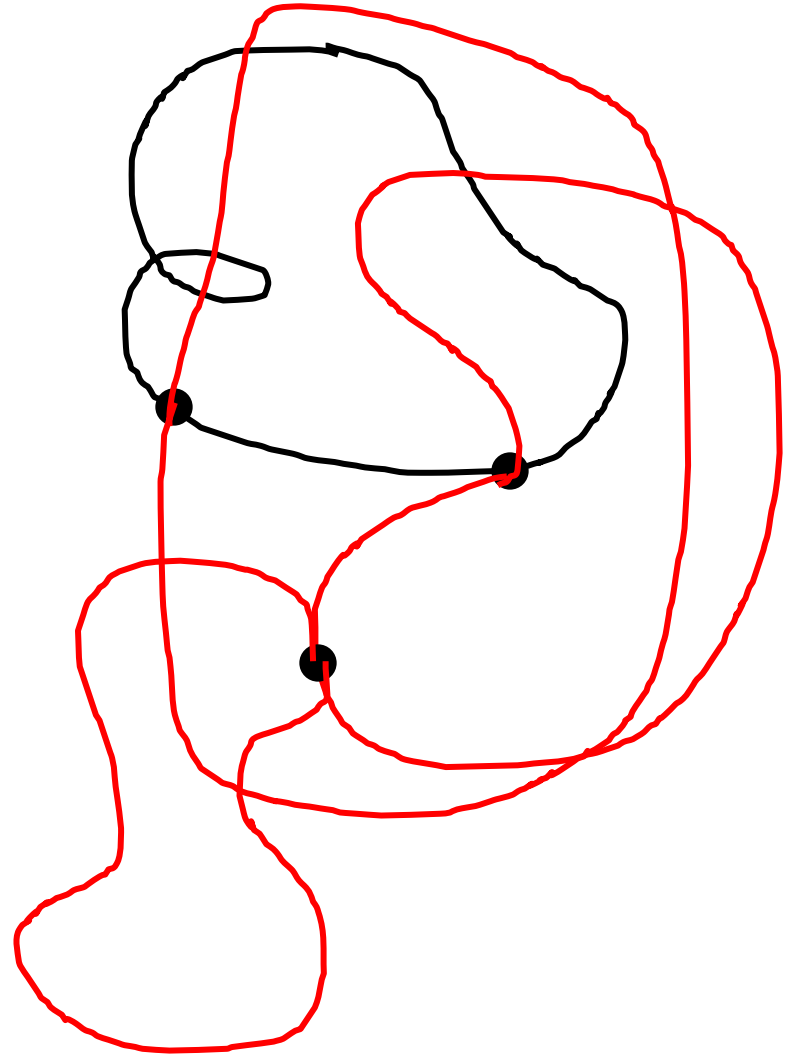
Combining Circuits

- Have two circuits that share a vertex.
- Turn them into one big circuit.



Final Algorithm

- Find a circuit.
- If all of $G \rightarrow$ done.
- Otherwise, find v on circuit with unused edge.
- Find additional circuit through v .
- Merge with existing circuit.
- Repeat



Analysis

- By connectivity, if circuit isn't all of G , contains some vertex with an extra edge. (Otherwise your circuit would be a full connected component)
- Each step increases the number of edges in your circuit. Eventually, you must get all of G .