Graphs!

Graphs! Euler

Graphs! Euler Definitions: model.

Graphs! Euler Definitions: model. Fact!

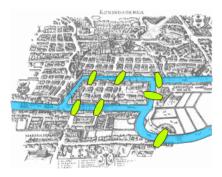
Graphs! Euler Definitions: model. Fact! Euler Again!!

Graphs! Euler Definitions: model. Fact! Euler Again!!

Graphs! Euler Definitions: model. Fact! Euler Again!! Planar graphs.

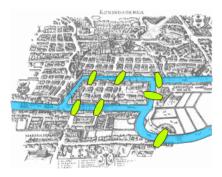
Graphs! Euler Definitions: model. Fact! Euler Again!! Planar graphs. Euler Again!!!!

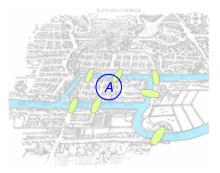
Can you make a tour visiting each bridge exactly once?



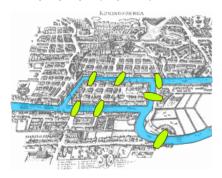


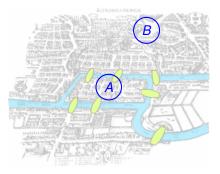
Can you make a tour visiting each bridge exactly once?



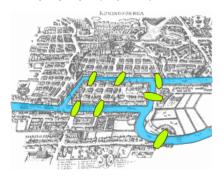


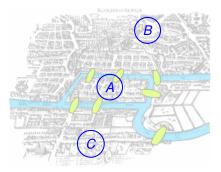
Can you make a tour visiting each bridge exactly once?



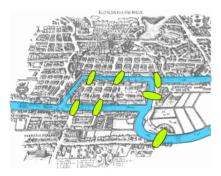


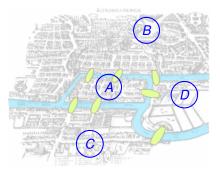
Can you make a tour visiting each bridge exactly once?



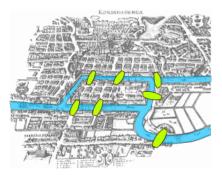


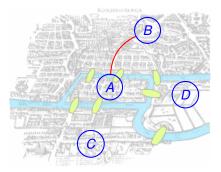
Can you make a tour visiting each bridge exactly once?



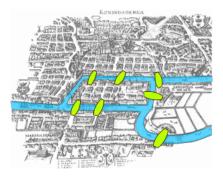


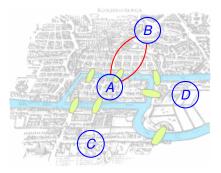
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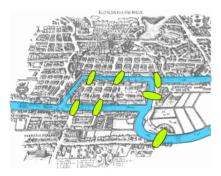


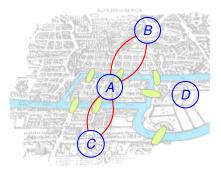
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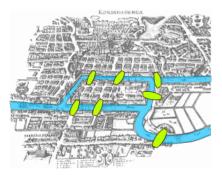


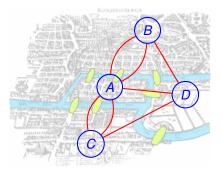
Can you make a tour visiting each bridge exactly once?





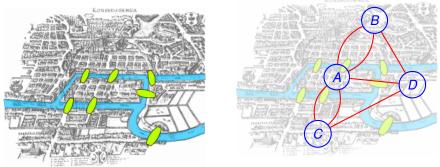
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Can you make a tour visiting each bridge exactly once?

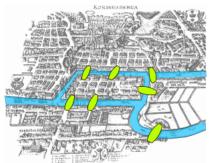
"Konigsberg bridges" by Bogdan Giuşcă - License.

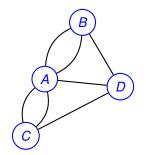


Can you draw a tour in the graph where you visit each edge once?

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.

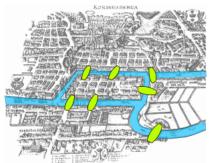


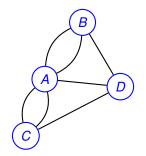


Can you draw a tour in the graph where you visit each edge once? Yes?

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.

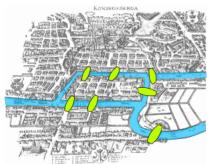


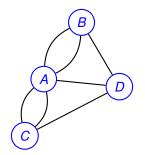


Can you draw a tour in the graph where you visit each edge once? Yes? No?

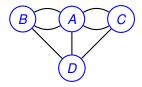
Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.

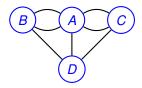




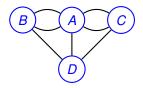
Can you draw a tour in the graph where you visit each edge once? Yes? No? We will see!



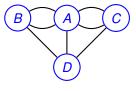
Graph:



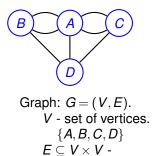
Graph: G = (V, E).

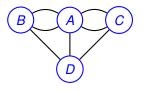


Graph: G = (V, E). V - set of vertices.

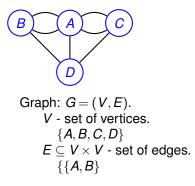


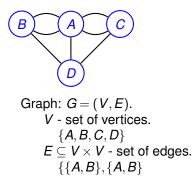
Graph: G = (V, E). V - set of vertices. $\{A, B, C, D\}$

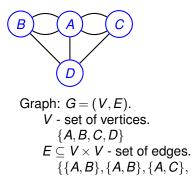


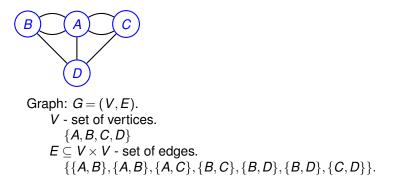


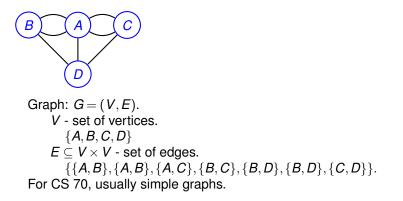
Graph: G = (V, E). V - set of vertices. $\{A, B, C, D\}$ $E \subseteq V \times V$ - set of edges.

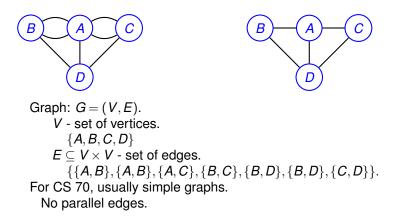


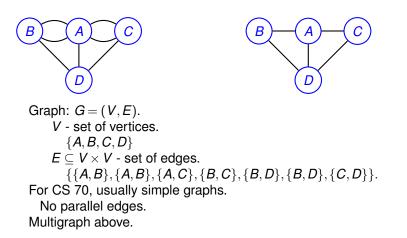




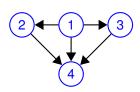






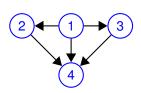


Directed Graphs



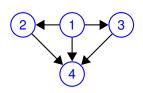
$$G = (V, E).$$

Directed Graphs



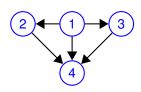
$$G = (V, E).$$

V - set of vertices.

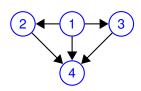


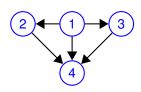
$$G = (V, E).$$

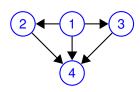
V - set of vertices.
 $\{1, 2, 3, 4\}$

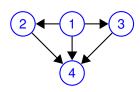


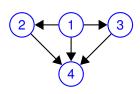
G = (V, E).V - set of vertices. $\{1, 2, 3, 4\}$ E ordered pairs of vertices.



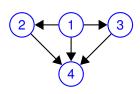




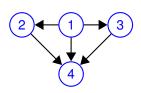




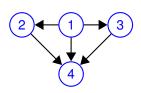
One way streets.



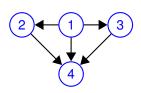
One way streets. Tournament:



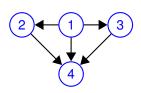
One way streets. Tournament: 1 beats 2,



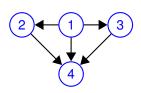
One way streets. Tournament: 1 beats 2, ... Precedence:



One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2,

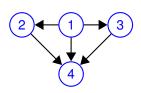


One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...



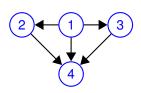
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ..

Social Network:



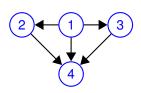
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ..

Social Network: Directed?



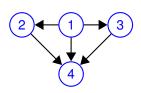
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected?



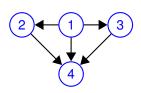
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected? Friends.



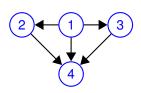
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected? Friends. Undirected.



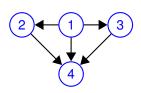
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected? Friends. Undirected. Likes.



One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected? Friends. Undirected. Likes. Directed.



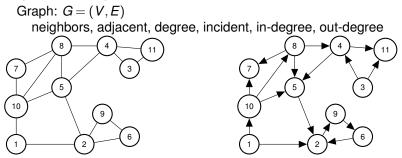
One way streets. Tournament: 1 beats 2, ... Precedence: 1 is before 2, ...

Social Network: Directed? Undirected? Friends. Undirected. Likes. Directed.

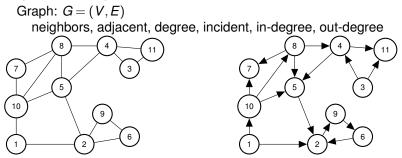
Graph Concepts and Definitions. Graph: G = (V, E)

Graph: G = (V, E)

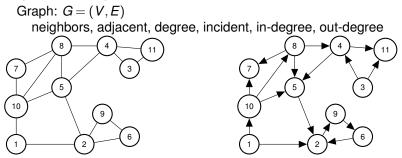
neighbors, adjacent, degree, incident, in-degree, out-degree



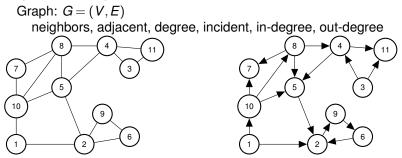
Neighbors of 10?



Neighbors of 10? 1,



Neighbors of 10? 1,5,



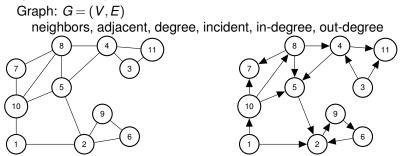
Neighbors of 10? 1,5,7,

Graph: G = (V, E)neighbors, adjacent, degree, incident, in-degree, out-degree (V, E)(V, E)(

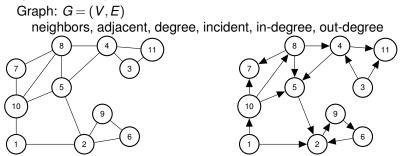
Neighbors of 10? 1,5,7, 8.

Neighbors of 10? 1,5,7, 8. *u* is neighbor of *v* if $(u, v) \in E$.

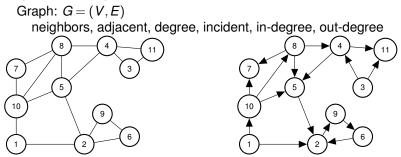
Neighbors of 10? 1,5,7, 8. *u* is neighbor of *v* if $(u, v) \in E$. Edge (10,5) is incident to



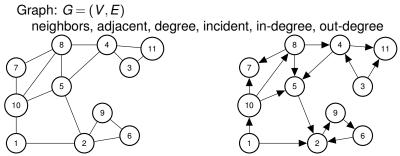
Neighbors of 10? 1,5,7, 8. *u* is neighbor of *v* if $(u, v) \in E$. Edge (10,5) is incident to vertex 10 and vertex 5. Edge (u, v) is incident to *u* and *v*. Degree of vertex 1?



Neighbors of 10? 1,5,7, 8. *u* is neighbor of *v* if $(u, v) \in E$. Edge (10,5) is incident to vertex 10 and vertex 5. Edge (u, v) is incident to *u* and *v*. Degree of vertex 1? 2



Neighbors of 10? 1,5,7, 8. *u* is neighbor of *v* if $(u, v) \in E$. Edge (10,5) is incident to vertex 10 and vertex 5. Edge (u, v) is incident to *u* and *v*. Degree of vertex 1? 2 Degree of vertex *u* is number of incident edges.



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

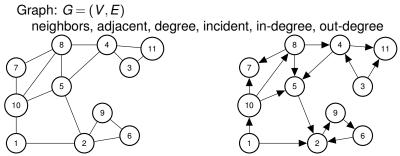
Edge (10,5) is incident to vertex 10 and vertex 5.

Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges.

Equals number of neighbors in simple graph.



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

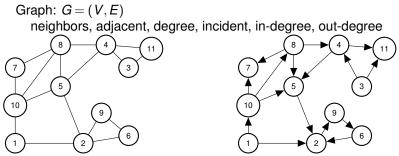
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Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

Edge (10,5) is incident to vertex 10 and vertex 5.

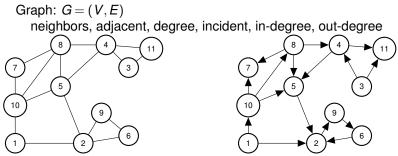
Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges.

Equals number of neighbors in simple graph.

Directed graph?



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

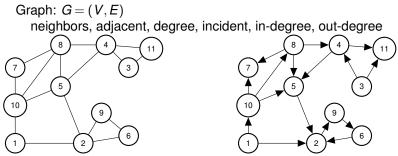
Edge (10,5) is incident to vertex 10 and vertex 5.

Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges. Equals number of neighbors in simple graph.

Directed graph? In-degree of 10?



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

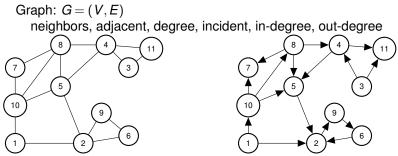
Edge (10,5) is incident to vertex 10 and vertex 5.

Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges. Equals number of neighbors in simple graph.

Directed graph? In-degree of 10? 1



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

Edge (10,5) is incident to vertex 10 and vertex 5.

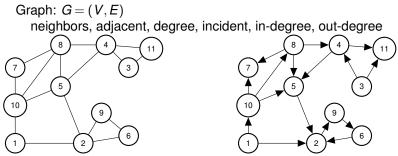
Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges. Equals number of neighbors in simple graph.

Directed graph?

```
In-degree of 10? 1 Out-degree of 10?
```



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

Edge (10,5) is incident to vertex 10 and vertex 5.

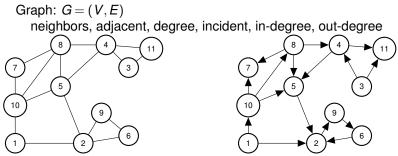
Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges. Equals number of neighbors in simple graph.

Directed graph?

In-degree of 10? 1 Out-degree of 10? 3



Neighbors of 10? 1,5,7, 8.

u is neighbor of *v* if $(u, v) \in E$.

Edge (10,5) is incident to vertex 10 and vertex 5.

Edge (u, v) is incident to u and v.

Degree of vertex 1? 2

Degree of vertex *u* is number of incident edges. Equals number of neighbors in simple graph.

Directed graph?

In-degree of 10? 1 Out-degree of 10? 3

The sum of the vertex degrees is equal to

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(A) the total number of vertices, |V|.

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|. (B) the total number of edges, |E|.

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

The sum of the vertex degrees is equal to

```
(A) the total number of vertices, |V|.
(B) the total number of edges, |E|.
(C) What?
```

Not (A)!

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|. (B) the total number of edges, |E|. (C) What?

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

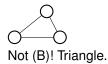
- (B) the total number of edges, |E|.
- (C) What?



The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

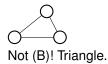
- (B) the total number of edges, |E|.
- (C) What?



The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

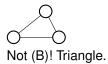


The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



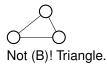
What?

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



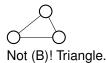
What? For triangle number of edges is 3, the sum of degrees is 6.

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



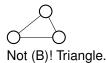
What? For triangle number of edges is 3, the sum of degrees is 6. Could it always be...

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



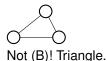
What? For triangle number of edges is 3, the sum of degrees is 6. Could it always be...2|E|?

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



What? For triangle number of edges is 3, the sum of degrees is 6. Could it always be...2|E|?

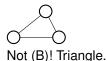
How many incidences does each edge contribute?

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



What? For triangle number of edges is 3, the sum of degrees is 6. Could it always be...2|E|?

How many incidences does each edge contribute? 2.

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

How many incidences does each edge contribute? 2.

2|E| incidences are contributed in total!

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

How many incidences does each edge contribute? 2. 2|E| incidences are contributed in total! What is degree *v*?

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

How many incidences does each edge contribute? 2. 2|E| incidences are contributed in total! What is degree *v*? incidences contributed to *v*!

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

How many incidences does each edge contribute? 2. 2|E| incidences are contributed in total! What is degree *v*? incidences contributed to *v*! sum of degrees is total incidences

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

How many incidences does each edge contribute? 2. 2|E| incidences are contributed in total! What is degree *v*? incidences contributed to *v*! sum of degrees is total incidences ... or 2|E|.

The sum of the vertex degrees is equal to

(A) the total number of vertices, |V|.

- (B) the total number of edges, |E|.
- (C) What?

Not (A)! Triangle.

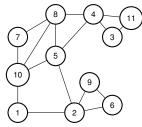


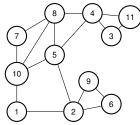
Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be...2|E|?

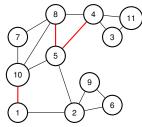
How many incidences does each edge contribute? 2. 2|E| incidences are contributed in total! What is degree *v*? incidences contributed to *v*! sum of degrees is total incidences ... or 2|E|. **Thm:** Sum of vertex degress is 2|E|.





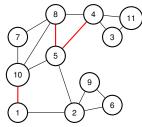
A path in a graph is a sequence of edges.

Path?



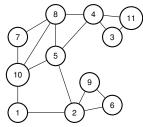
A path in a graph is a sequence of edges.

Path? $\{1,10\}, \{8,5\}, \{4,5\}$?

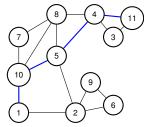


A path in a graph is a sequence of edges.

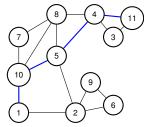
Path? $\{1, 10\}, \{8, 5\}, \{4, 5\}$? No!



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Path? \{1,10\}, \{8,5\}, \{4,5\}? No! Path?
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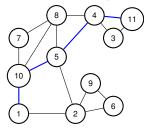


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Path? \{1,10\}, \{8,5\}, \{4,5\}? No!
Path? \{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}?
```

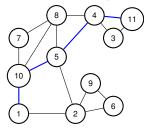


A path in a graph is a sequence of edges.

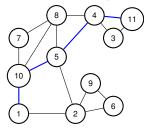
Path? $\{1,10\}, \{8,5\}, \{4,5\}$? No! Path? $\{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}$? Yes!



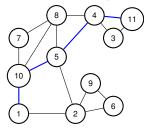
Path? {1,10}, {8,5}, {4,5} ? No!
Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes!
Path:
$$(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$$
.



Path? {1,10}, {8,5}, {4,5} ? No!
Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes!
Path:
$$(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$$
.
Quick Check!

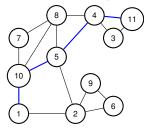


```
Path? {1,10}, {8,5}, {4,5} ? No!
Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes!
Path: (v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k).
Quick Check! Length of path?
```



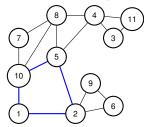
A path in a graph is a sequence of edges.

Path? {1,10}, {8,5}, {4,5} ? No! Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes! Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Quick Check! Length of path? *k* vertices



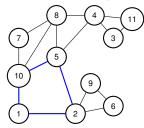
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Path? {1,10}, {8,5}, {4,5} ? No! Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes! Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Quick Check! Length of path? *k* vertices or k - 1 edges.



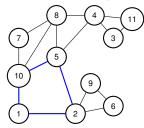
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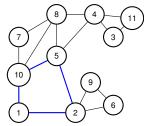
A path in a graph is a sequence of edges.

Path? {1,10}, {8,5}, {4,5} ? No! Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes! Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Quick Check! Length of path? *k* vertices or k - 1 edges. Cycle: Path with $v_1 = v_k$. Length of cycle?



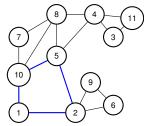
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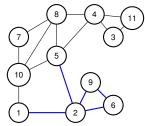
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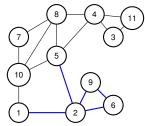
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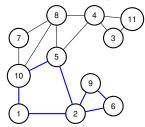
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A path in a graph is a sequence of edges.

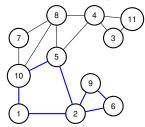
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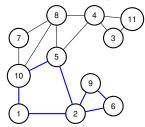
Tour is walk that starts and ends at the same node.



A path in a graph is a sequence of edges.

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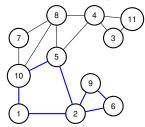


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Quick Check!



A path in a graph is a sequence of edges.

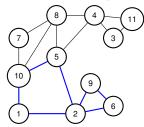
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Quick Check! Length of path? *k* vertices or k - 1 edges.

Cycle: Path with $v_1 = v_k$. Length of cycle? k - 1 vertices and edges! Path is usually simple. No repeated vertex!

Walk is sequence of edges with possible repeated vertex or edge. Tour is walk that starts and ends at the same node.

Quick Check! Path is to Walk as Cycle is to ??



A path in a graph is a sequence of edges.

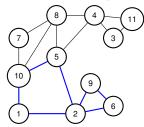
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Quick Check! Path is to Walk as Cycle is to ?? Tour!



A path in a graph is a sequence of edges.

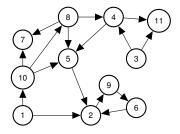
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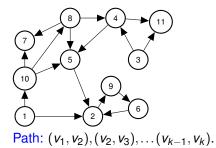
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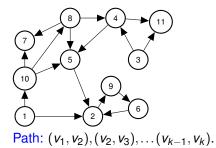
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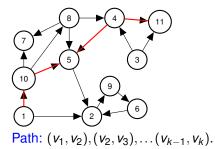
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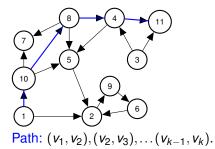
Quick Check! Path is to Walk as Cycle is to ?? Tour!

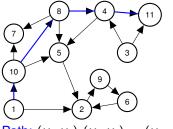




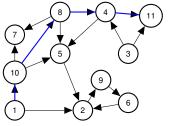




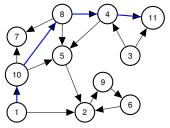




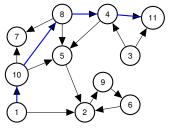
Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Paths,



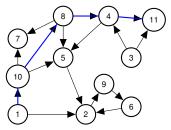
Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Paths, walks,



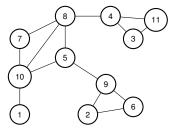
Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Paths, walks, cycles,



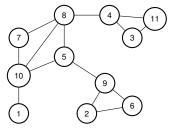
Path: $(v_1, v_2), (v_2, v_3), ..., (v_{k-1}, v_k)$. Paths, walks, cycles, tours



Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Paths, walks, cycles, tours ... are analagous to undirected now.

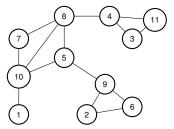


u and v are connected if there is a path between u and v.



u and v are connected if there is a path between u and v.

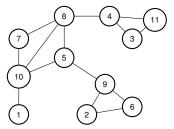
A connected graph is a graph where all pairs of vertices are connected.



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A connected graph is a graph where all pairs of vertices are connected.

If one vertex x is connected to every other vertex.

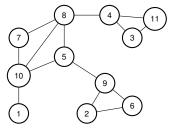


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Is graph connected?

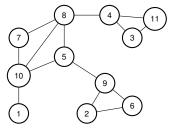


u and v are connected if there is a path between u and v.

A connected graph is a graph where all pairs of vertices are connected.

If one vertex *x* is connected to every other vertex.

Is graph connected? Yes?

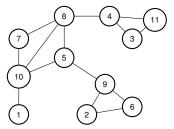


u and v are connected if there is a path between u and v.

A connected graph is a graph where all pairs of vertices are connected.

If one vertex x is connected to every other vertex.

Is graph connected? Yes? No?



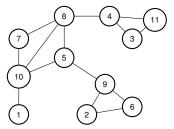
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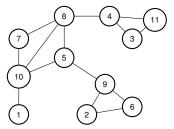


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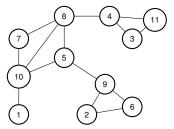


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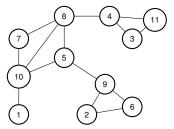
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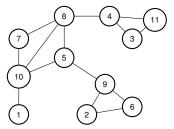
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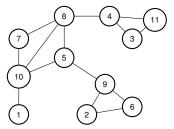
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Or cut out cycles.

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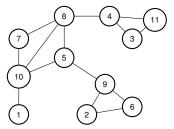
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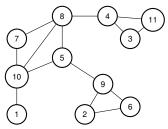
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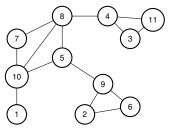
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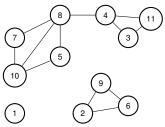
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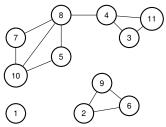
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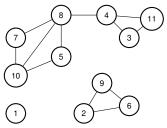




How about now?

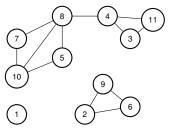


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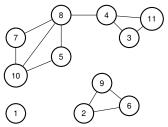
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Connected Components?



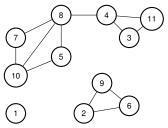
How about now? No!

Connected Components? $\{1\}, \{10, 7, 5, 8, 4, 3, 11\}, \{2, 9, 6\}.$



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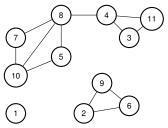
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Quick Check: Is {10,7,5} a connected component?



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Quick Check: Is $\{10,7,5\}$ a connected component? No.

An Eulerian Tour is a tour that visits each edge exactly once.

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Theorem: Any undirected graph has an Eulerian tour if and only if all vertices have even degree and is connected.

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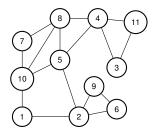


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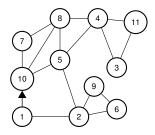
Proof of if: Even + connected \implies Eulerian Tour. We will give an algorithm.

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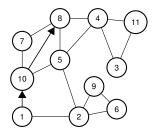
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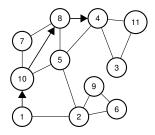
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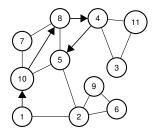


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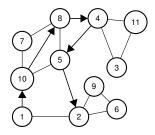
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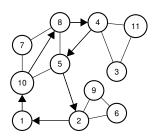
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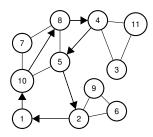
1. Take a walk starting from v (1) ... till you get back to v.



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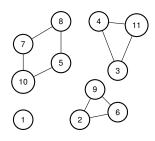
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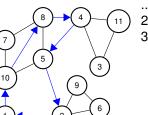
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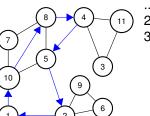
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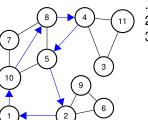


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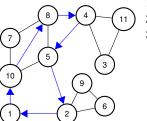
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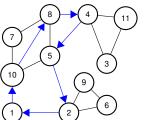
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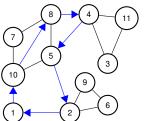
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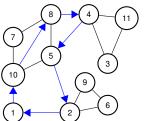
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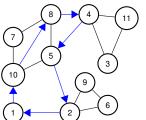
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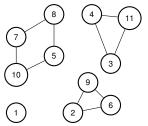
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Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

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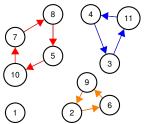
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Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

4. Recurse on G_1, \ldots, G_k starting from v_i

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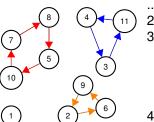
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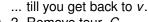
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5. Splice together.

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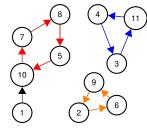
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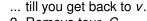
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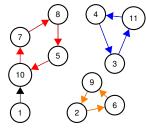
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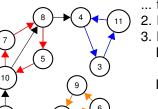
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1,10,7,8,5,10



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Why? G was connected.

Let v_i be (first) node in G_i touched by C.

Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

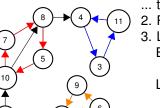
4. Recurse on G_1, \ldots, G_k starting from v_i

5. Splice together.

1,10,7,8,5,10,8,4

Proof of if: Even + connected \implies **Eulerian Tour.** We will give an algorithm. First by picture.

1. Take a walk starting from v (1)



- ... till you get back to v.
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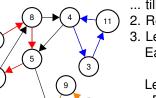
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10

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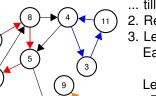
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10

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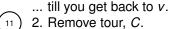
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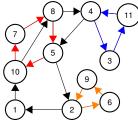
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1,10,7,8,5,10,8,4,3,11,4 5,2,6,9,2 and to 1!



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Claim: Do get back to v!

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2. Remove cycle, C, from G.

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a vertex in G_i must be incident to a removed edge in C.

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Why is there a v_i in C?

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Claim: Each vertex in each G_i has even degree and is connected.

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Visits every edge once:

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FIL TOUL C THAS EVEN INCIDENCES to any vertex v.

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Must choose homework option or test only: soon after recieving hw 1 scores.

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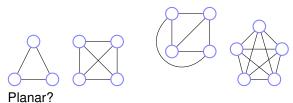
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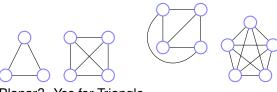
How will I do?

A graph that can be drawn in the plane without edge crossings.

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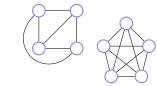


A graph that can be drawn in the plane without edge crossings.



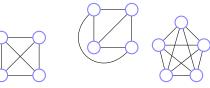
Planar? Yes for Triangle.

A graph that can be drawn in the plane without edge crossings.



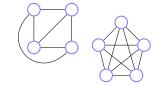
Planar? Yes for Triangle. Four node complete?

A graph that can be drawn in the plane without edge crossings.



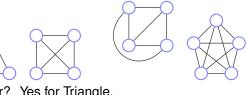
Planar? Yes for Triangle. Four node complete? Yes.

A graph that can be drawn in the plane without edge crossings.



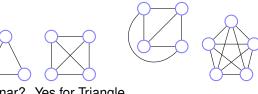
Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ?

A graph that can be drawn in the plane without edge crossings.



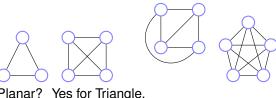
Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ? No!

A graph that can be drawn in the plane without edge crossings.



Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ? No! Why?

A graph that can be drawn in the plane without edge crossings.



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Two to three nodes, bipartite?

A graph that can be drawn in the plane without edge crossings.

Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K₅? No! Why? Later.

Two to three nodes, bipartite? Yes.

A graph that can be drawn in the plane without edge crossings.

Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ? No! Why? Later.

Two to three nodes, bipartite? Yes. Three to three nodes, complete/bipartite or $K_{3,3}$.

A graph that can be drawn in the plane without edge crossings.

Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ? No! Why? Later.

Two to three nodes, bipartite? Yes. Three to three nodes, complete/bipartite or $K_{3,3}$. No.

A graph that can be drawn in the plane without edge crossings.

Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K₅? No! Why? Later.

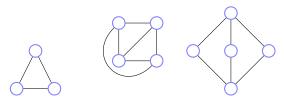
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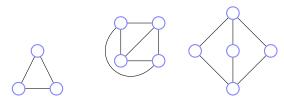
A graph that can be drawn in the plane without edge crossings.

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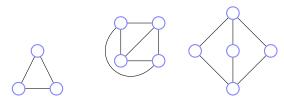
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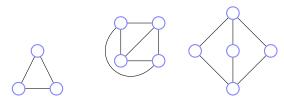


Faces: connected regions of the plane.



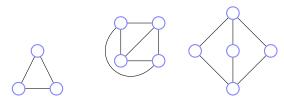
Faces: connected regions of the plane.

How many faces for



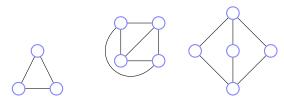
Faces: connected regions of the plane.

How many faces for triangle?



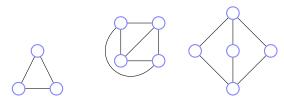
Faces: connected regions of the plane.

How many faces for triangle? 2



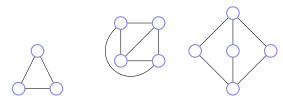
Faces: connected regions of the plane.

How many faces for triangle? 2 complete on four vertices or *K*₄?



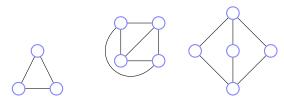
Faces: connected regions of the plane.

How many faces for triangle? 2 complete on four vertices or *K*₄? 4



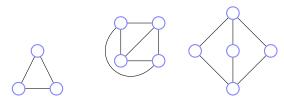
Faces: connected regions of the plane.

How many faces for triangle? 2 complete on four vertices or K_4 ? 4 bipartite, complete two/three or $K_{2,3}$?



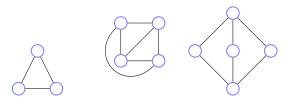
Faces: connected regions of the plane.

How many faces for triangle? 2 complete on four vertices or K_4 ? 4 bipartite, complete two/three or $K_{2,3}$? 3



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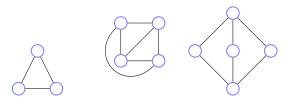
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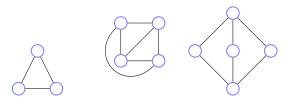


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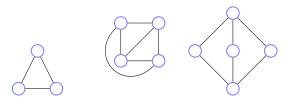


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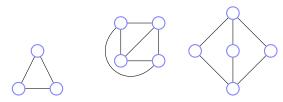


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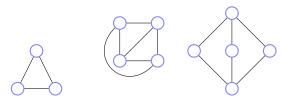


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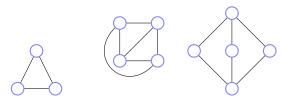


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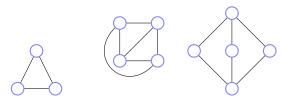
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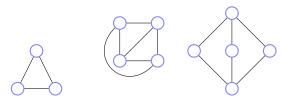
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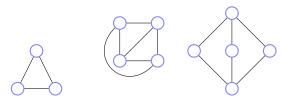
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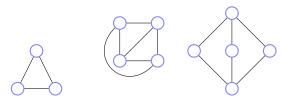
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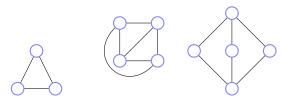
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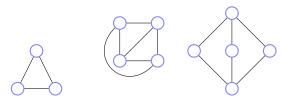
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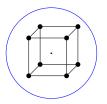
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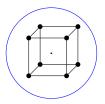
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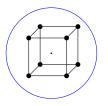


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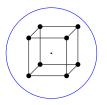
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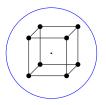
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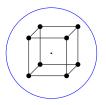
Faces? 6. Edges? 12.

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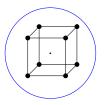
Faces? 6. Edges? 12. Vertices?

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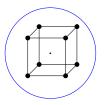
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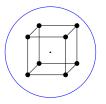
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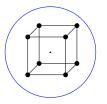
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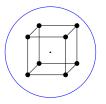


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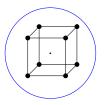


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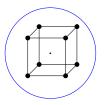


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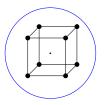


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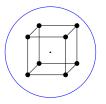
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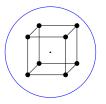
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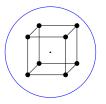
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Polyhedron without holes \equiv Planar graphs.

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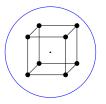
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Polyhedron without holes \equiv Planar graphs.

Surround by sphere.

Greeks knew formula for polyhedron.



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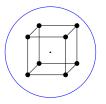
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Polyhedron without holes \equiv Planar graphs.

Surround by sphere.

Project from point inside polytope onto sphere.

Greeks knew formula for polyhedron.



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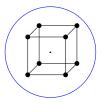
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Polyhedron without holes \equiv Planar graphs.

Surround by sphere. Project from point inside polytope onto sphere. Sphere

Greeks knew formula for polyhedron.



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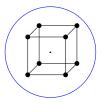
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Polyhedron without holes \equiv Planar graphs.

Surround by sphere. Project from point inside polytope onto sphere. Sphere \equiv Plane!

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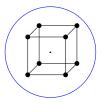
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Euler proved formula thousands of years later!







Euler: v + f = e + 2 for connected planar graph.



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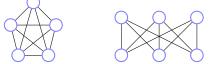
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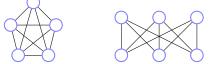
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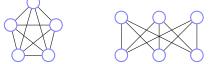


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Euler: $v + \frac{2}{3}e \ge e + 2$



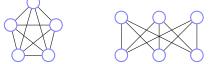
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Euler: $v + \frac{2}{3}e \ge e + 2 \implies e \le 3v - 6$



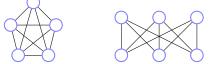
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 K_5 Edges? 4+3+2+1



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 K_5 Edges? 4+3+2+1 = 10.



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 K_5 Edges? 4 + 3 + 2 + 1 = 10. Vertices? 5.



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 $K_{3,3}$? Edges? 9. Vertices. 6. $9 \le 3(6) - 6$?



Euler: v + f = e + 2 for connected planar graph.

Each face is adjacent to at least three edges. $\geq 3f$ face-edge adjacencies.

Each edge is adjacent to (at most) two faces. $\leq 2e$ face-edge adjacencies.

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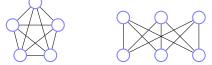
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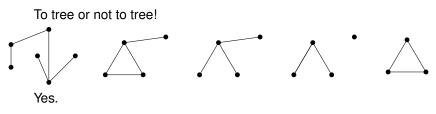
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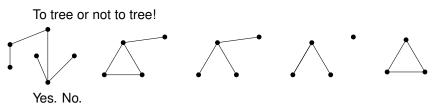
A tree is a connected acyclic graph.

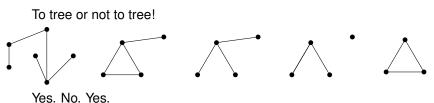
To tree or not to tree!

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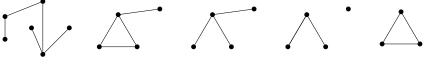
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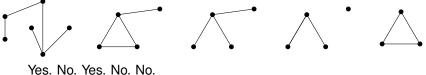


Yes. No. Yes. No. No.

Faces?

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Yes. No. Yes. No. N Faces? 1.

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Faces? 1.2.

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Faces? 1.2.1.

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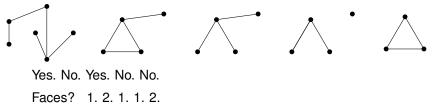
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Faces? 1. 2. 1. 1.

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Yes. No. Yes. No. No. Faces? 1. 2. 1. 1. 2. Vertices/Edges.

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Yes. No. Yes. No. No.

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Euler's formula.

Euler: Connected planar graph has v + f = e + 2.

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Proof sketch: Induction on e. Base: e = 0,

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Proof sketch: Induction on *e*. Base: e = 0, v = f = 1. Induction Step: If it is a tree. Done.

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Proof sketch: Induction on *e*. Base: e = 0, v = f = 1. Induction Step: If it is a tree. Done. If not a tree. Find a cycle.

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Proof sketch: Induction on *e*. Base: e = 0, v = f = 1. Induction Step: If it is a tree. Done. If not a tree. Find a cycle. Remove edge.

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Joins two faces.

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Outer face.

Joins two faces. New graph: *v*-vertices.

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New graph: *v*-vertices. e-1 edges.

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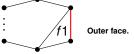
f1 Outer face.

Joins two faces.

New graph: *v*-vertices. e-1 edges. f-1 faces. Planar.

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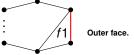


Joins two faces.

New graph: *v*-vertices. e-1 edges. f-1 faces. Planar. v+(f-1) = (e-1)+2 by induction hypothesis.

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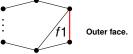


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Graphs.

Graphs. Basics.

Graphs. Basics. Connectivity.

Graphs. Basics. Connectivity. Algorithm for Eulerian Tour.

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Also Euler's formula.

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Yay!