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

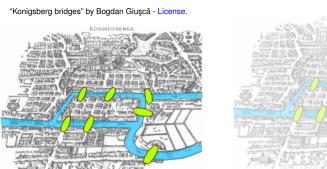
Definitions: model.

Fact!

Euler Again!!

Planar graphs.

Euler Again!!!!

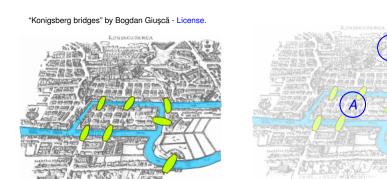


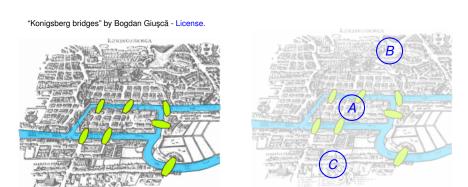


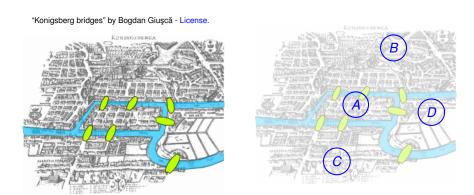
Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.









Can you make a tour visiting each bridge exactly once?

"Koningsberg bridges" by Bogdan Giuşcă - License.

KONINGSBERGA

A

B

A

D

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.

Koningsherea

A

B

A

D

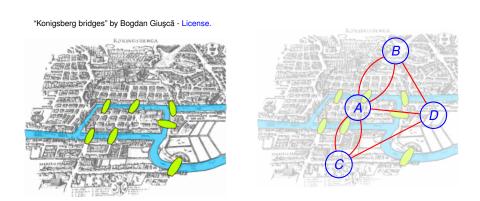
Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuşcă - License.

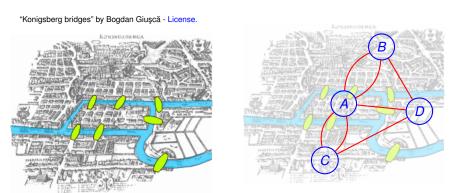
Koningsberg A

A

D



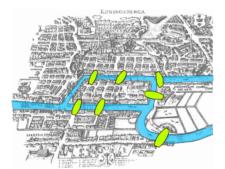
Can you make a tour visiting each bridge exactly once?

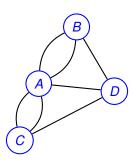


Can you draw a tour in the graph where you visit each edge once?

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuscă - License.

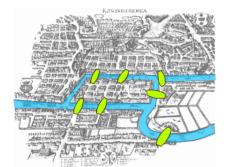


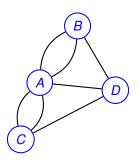


Can you draw a tour in the graph where you visit each edge once? Yes?

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giuscă - License.

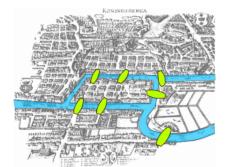


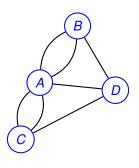


Can you draw a tour in the graph where you visit each edge once? Yes? No?

Can you make a tour visiting each bridge exactly once?

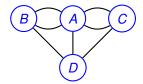
"Konigsberg bridges" by Bogdan Giuscă - License.



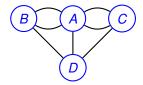


Can you draw a tour in the graph where you visit each edge once? Yes? No?

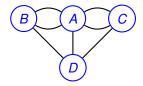
We will see!



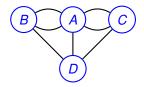
Graph:



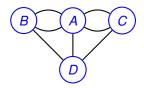
Graph: G = (V, E).



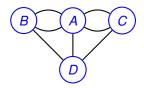
Graph: G = (V, E). V - set of vertices.



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



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

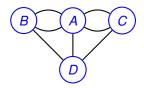


```
Graph: G = (V, E).

V - set of vertices.

\{A, B, C, D\}

E \subseteq V \times V - set of edges.
```



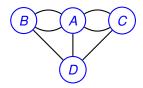
```
Graph: G = (V, E).

V - set of vertices.

\{A, B, C, D\}

E \subseteq V \times V - set of edges.

\{\{A, B\}
```



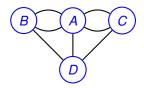
```
Graph: G = (V, E).

V - set of vertices.

\{A, B, C, D\}

E \subseteq V \times V - set of edges.

\{\{A, B\}, \{A, B\}\}
```



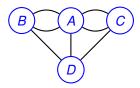
```
Graph: G = (V, E).

V - set of vertices.

\{A, B, C, D\}

E \subseteq V \times V - set of edges.

\{\{A, B\}, \{A, B\}, \{A, C\}, \{A, C\}\}
```



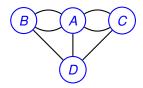
```
Graph: G = (V, E).

V - set of vertices.

\{A, B, C, D\}

E \subseteq V \times V - set of edges.

\{\{A, B\}, \{A, B\}, \{A, C\}, \{B, C\}, \{B, D\}, \{B, D\}, \{C, D\}\}.
```



```
Graph: G = (V, E).

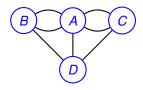
V - set of vertices.

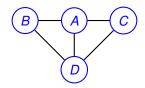
\{A, B, C, D\}

E \subseteq V \times V - set of edges.

\{\{A, B\}, \{A, B\}, \{A, C\}, \{B, C\}, \{B, D\}, \{B, D\}, \{C, D\}\}.

For CS 70, usually simple graphs.
```





```
Graph: G = (V, E).

V - set of vertices.

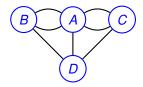
\{A, B, C, D\}

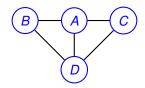
E \subseteq V \times V - set of edges.

\{\{A, B\}, \{A, B\}, \{A, C\}, \{B, C\}, \{B, D\}, \{B, D\}, \{C, D\}\}.
```

For CS 70, usually simple graphs.

No parallel edges.





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

V - set of vertices.

 $\{A, B, C, D\}$

 $E \subseteq V \times V$ - set of edges.

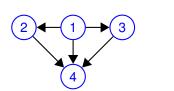
 $\{\{A,B\},\{A,B\},\{A,C\},\{B,C\},\{B,D\},\{B,D\},\{C,D\}\}.$

For CS 70, usually simple graphs.

No parallel edges.

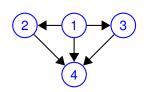
Multigraph above.

Directed Graphs

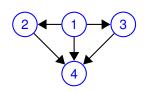


$$G = (V, E).$$

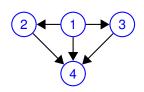
Directed Graphs



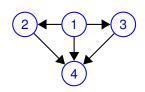
G = (V, E). V - set of vertices.



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



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



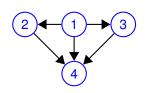
```
G = (V, E).

V - set of vertices.

\{1,2,3,4\}

E ordered pairs of vertices.

\{(1,2),
```



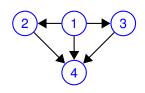
```
G = (V, E).

V - set of vertices.

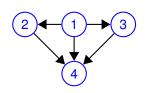
\{1,2,3,4\}

E ordered pairs of vertices.

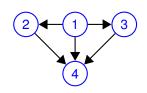
\{(1,2),(1,3),
```



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

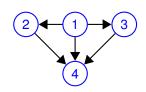


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 E ordered pairs of vertices.
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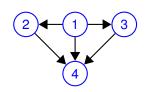
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One way streets.



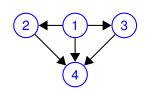
$$G = (V, E)$$
.
 V - set of vertices.
 $\{1,2,3,4\}$
 E ordered pairs of vertices.
 $\{(1,2),(1,3),(1,4),(2,4),(3,4)\}$

One way streets. Tournament:



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

One way streets. Tournament: 1 beats 2,

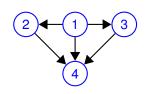


$$G = (V, E)$$
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One way streets.

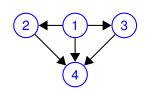
Tournament: 1 beats 2, ...

Precedence:



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

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

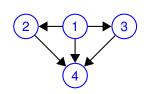


$$G = (V, E)$$
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 V - set of vertices.
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 $\{(1,2),(1,3),(1,4),(2,4),(3,4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ...



```
G = (V, E).

V - set of vertices.

\{1,2,3,4\}

E ordered pairs of vertices.

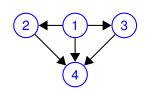
\{(1,2),(1,3),(1,4),(2,4),(3,4)\}
```

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network:



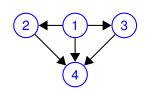
$$G = (V, E)$$
.
 V - set of vertices.
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 $\{(1,2),(1,3),(1,4),(2,4),(3,4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed?



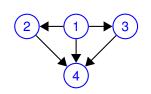
$$G = (V, E)$$
.
 V - set of vertices.
 $\{1,2,3,4\}$
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 $\{(1,2),(1,3),(1,4),(2,4),(3,4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?



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

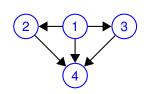
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

Friends.



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

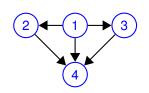
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

Friends. Undirected.



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

One way streets.

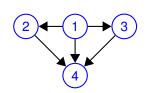
Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

Friends. Undirected.

Likes.



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

One way streets.

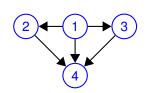
Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

Friends. Undirected.

Likes. Directed.



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

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

Friends. Undirected.

Likes. Directed.

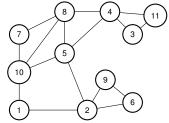
Graph: G = (V, E)

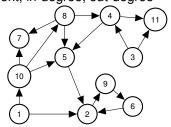
Graph: G = (V, E)

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

Graph: G = (V, E)

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

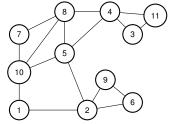


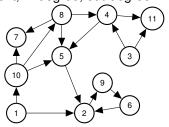


Neighbors of 10?

Graph: G = (V, E)

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

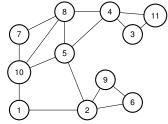


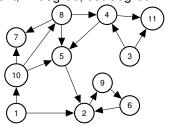


Neighbors of 10? 1,

Graph: G = (V, E)

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

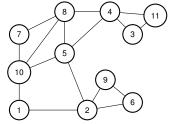


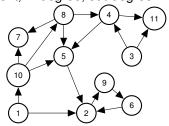


Neighbors of 10? 1,5,

Graph: G = (V, E)

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

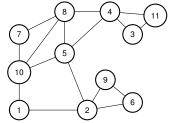


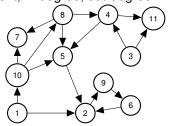


Neighbors of 10? 1,5,7,

Graph: G = (V, E)

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

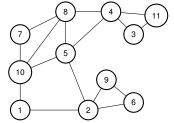


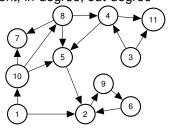


Neighbors of 10? 1,5,7, 8.

Graph: G = (V, E)

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

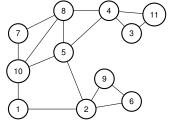


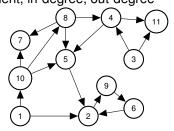


Neighbors of 10? 1,5,7, 8. u is neighbor of v if $\{u, v\} \in E$.

Graph: G = (V, E)

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

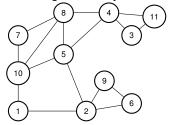


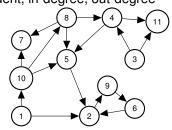


Neighbors of 10? 1,5,7, 8. u is neighbor of v if $\{u,v\} \in E$. Edge $\{10,5\}$ is incident to

Graph: G = (V, E)

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





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

u is neighbor of v if $\{u, v\} \in E$.

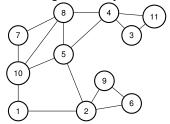
Edge {10,5} is incident to vertex 10 and vertex 5.

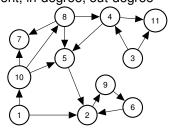
Edge $\{u, v\}$ is incident to u and v.

Degree of vertex 1?

Graph: G = (V, E)

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





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

u is neighbor of v if $\{u, v\} \in E$.

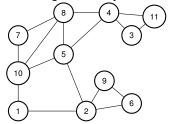
Edge $\{10,5\}$ is incident to vertex 10 and vertex 5.

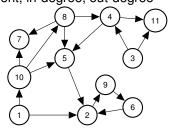
Edge $\{u, v\}$ is incident to u and v.

Degree of vertex 1? 2

Graph: G = (V, E)

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





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.

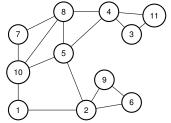
Edge $\{u, v\}$ is incident to u and v.

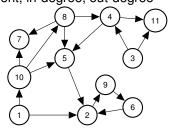
Degree of vertex 1? 2

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

Graph: G = (V, E)

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





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

u is neighbor of v if $\{u, v\} \in E$.

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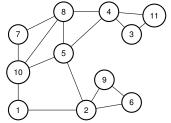
Degree of vertex 1? 2

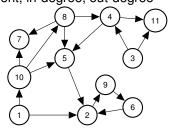
Degree of vertex *u* is number of incident edges.

Equals number of neighbors in simple graph.

Graph: G = (V, E)

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





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

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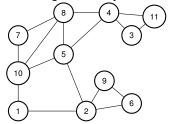
Degree of vertex 1? 2

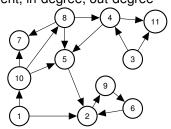
Degree of vertex *u* is number of incident edges.

Equals number of neighbors in simple graph.

Graph: G = (V, E)

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





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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

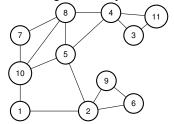
Degree of vertex *u* is number of incident edges.

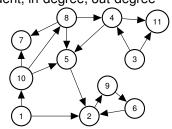
Equals number of neighbors in simple graph.

Directed graph?

Graph: G = (V, E)

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





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.

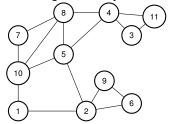
Equals number of neighbors in simple graph.

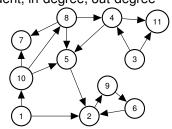
Directed graph?

In-degree of 10?

Graph: G = (V, E)

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





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.

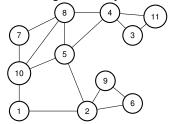
Equals number of neighbors in simple graph.

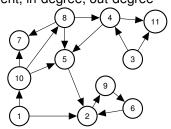
Directed graph?

In-degree of 10? 1

Graph: G = (V, E)

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





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.

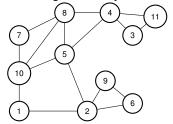
Equals number of neighbors in simple graph.

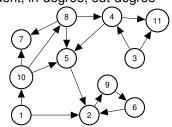
Directed graph?

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

Graph: G = (V, E)

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





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.

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Degree of vertex 1? 2

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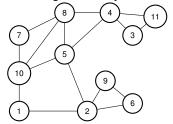
Equals number of neighbors in simple graph.

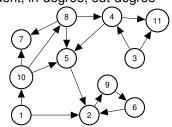
Directed graph?

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

Graph: G = (V, E)

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





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

The sum of the vertex degrees is equal to (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, $|\vec{E}|$.

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (C) What?

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (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, $|\vec{E}|$.
- (C) What?

Not (A)! Triangle.

The sum of the vertex degrees is equal to

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The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (C) What?

Not (A)! Triangle.



Not (B)! 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.



Not (B)! 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.



Not (B)! 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.



Not (B)! 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.



Not (B)! Triangle.

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

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

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
- (B) the total number of edges, $|\vec{E}|$.
- (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|? ..or 2|V|?

How many incidences does each edge contribute?

The sum of the vertex degrees is equal to

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- (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|? ..or 2|V|?

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, $|\vec{E}|$.
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

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

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2|E| incidences are contributed in total!

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How many incidences does each edge contribute? 2.

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What is degree v?

The sum of the vertex degrees is equal to

- (A) the total number of vertices, |V|.
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- (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|? ..or 2|V|?

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

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- (B) the total number of edges, $|\vec{E}|$.
- (C) What?

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Not (B)! Triangle.

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The sum of the vertex degrees is equal to

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

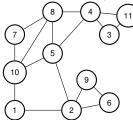
Could it always be...2|E|? ..or 2|V|?

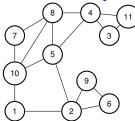
How many incidences does each edge contribute? 2.

2|E| incidences are contributed in total!

What is degree v? incidences contributed to v! sum of degrees is total incidences ... or 2|E|.

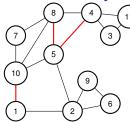
Thm: Sum of vertex degress is 2|E|.





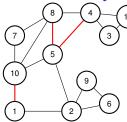
A path in a graph is a sequence of edges.

Path?



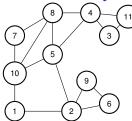
A path in a graph is a sequence of edges.

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



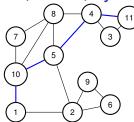
A path in a graph is a sequence of edges.

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

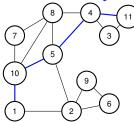


A path in a graph is a sequence of edges.

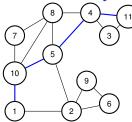
Path? {1,10}, {8,5}, {4,5} ? No! Path?



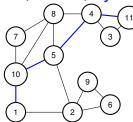
```
Path? \{1,10\}, \{8,5\}, \{4,5\} ? No!
Path? \{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}?
```



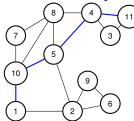
```
Path? \{1,10\}, \{8,5\}, \{4,5\} ? No!
Path? \{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}? Yes!
```



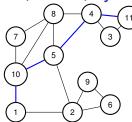
```
Path? \{1,10\}, \{8,5\}, \{4,5\} ? No!
Path? \{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}? Yes!
Path: (v_1,v_2),(v_2,v_3),\dots(v_{k-1},v_k).
```



```
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),...(v_{k-1},v_k).
Quick Check!
```

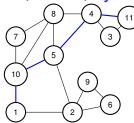


```
Path? \{1,10\}, \{8,5\}, \{4,5\}? No!
Path? \{1,10\}, \{10,5\}, \{5,4\}, \{4,11\}? Yes!
Path: (v_1,v_2), (v_2,v_3), \dots (v_{k-1},v_k).
Quick Check! Length of path?
```



A path in a graph is a sequence of edges.

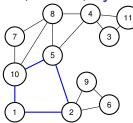
Path? $\{1,10\}$, $\{8,5\}$, $\{4,5\}$? No! Path? $\{1,10\}$, $\{10,5\}$, $\{5,4\}$, $\{4,11\}$? Yes! Path: $(v_1,v_2),(v_2,v_3),\dots(v_{k-1},v_k)$. Quick Check! Length of path? k vertices



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.



A path in a graph is a sequence of edges.

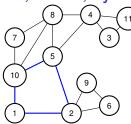
Path? {1,10}, {8,5}, {4,5} ? No!

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 $v_1 = v_k$.



A path in a graph is a sequence of edges.

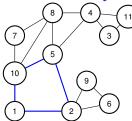
Path? {1,10}, {8,5}, {4,5} ? No!

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?



A path in a graph is a sequence of edges.

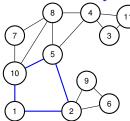
Path? {1,10}, {8,5}, {4,5} ? No!

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? k-1 vertices and edges!



A path in a graph is a sequence of edges.

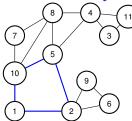
Path? {1,10}, {8,5}, {4,5} ? No!

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? k - 1 vertices and edges! Path is usually simple.



A path in a graph is a sequence of edges.

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

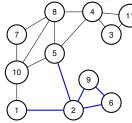
Path? {1,10}, {10,5}, {5,4}, {4,11}? Yes!

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? k - 1 vertices and edges! Path is usually simple. No repeated vertex!

, , ,



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!

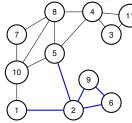
Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$.

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

Cycle: Path with $v_1 = v_k$. Length of cycle? k-1 vertices and edges!

Path is usually simple. No repeated vertex!

Walk is sequence of edges with possible repeated vertex or edge.



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!

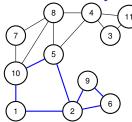
Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$.

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

Cycle: Path with $v_1 = v_k$. Length of cycle? k-1 vertices and edges!

Path is usually simple. No repeated vertex!

Walk is sequence of edges with possible repeated vertex or edge.



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

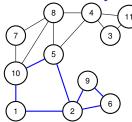
Quick Check! Length of path? k vertices or k-1 edges.

Cycle: Path with $v_1 = v_k$. Length of cycle? k-1 vertices and edges!

Path is usually simple. No repeated vertex!

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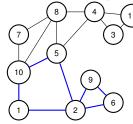
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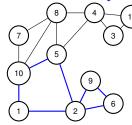
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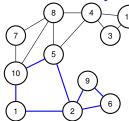
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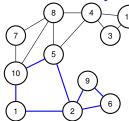
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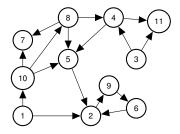
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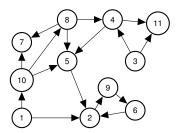
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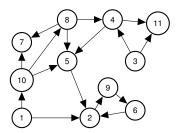
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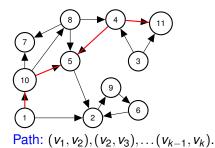


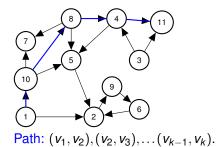


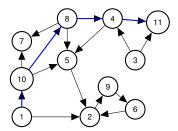
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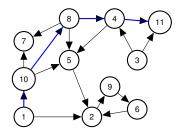
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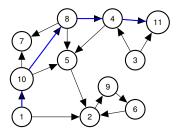




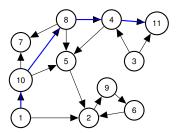
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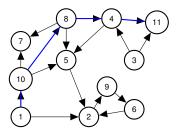
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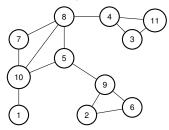


Path: $(v_1, v_2), (v_2, v_3), \dots (v_{k-1}, v_k)$. Paths, walks, cycles, tours

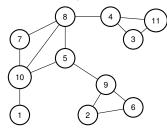


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Paths, walks, cycles, tours ... are analagous to undirected now.

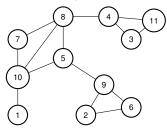


u and v are connected if there is a path between u and v.



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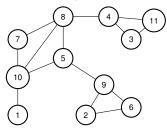
A connected graph is a graph where all pairs of vertices are connected.



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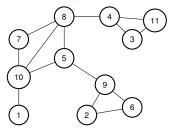
If one vertex *x* is connected to every other vertex.



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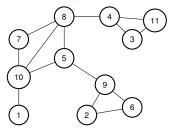
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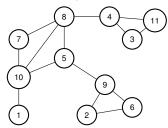
If one vertex *x* is connected to every other vertex. Is graph connected? Yes?



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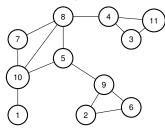


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Proof:

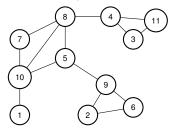


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Proof: Use path from u to x and then from x to v.

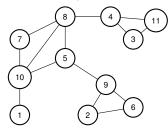


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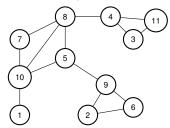
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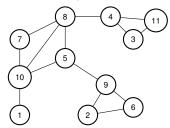
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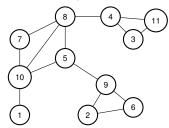
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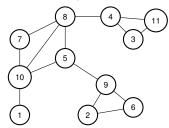
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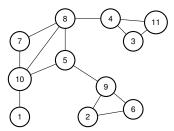
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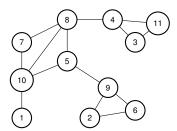
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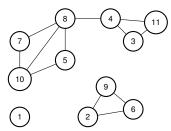
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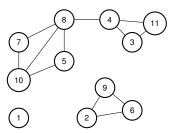
Is graph above connected?



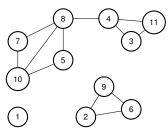
Is graph above connected? Yes!



How about now?

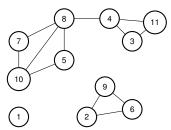


How about now? No!



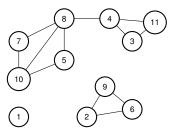
How about now? No!

Connected Components?



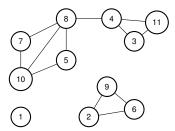
How about now? No!

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



How about now? No!

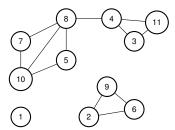
Connected Components? {1}, {10,7,5,8,4,3,11}, {2,9,6}. Connected component - maximal set of connected vertices.



How about now? No!

Connected Components? {1},{10,7,5,8,4,3,11},{2,9,6}. Connected component - maximal set of connected vertices. Quick Check: Is {10,7,5} a connected component?

10/20



Is graph above connected? Yes!

How about now? No!

Connected Components? $\{1\},\{10,7,5,8,4,3,11\},\{2,9,6\}$. Connected component - maximal set of connected vertices. Quick Check: Is $\{10,7,5\}$ a connected component? No.

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Eulerian Tour is connected so graph is connected. Tour enters and leaves vertex *v* on each visit.

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Eulerian Tour is connected so graph is connected. Tour enters and leaves vertex ν on each visit. Uses two incident edges per visit.

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Tour enters and leaves vertex *v* on each visit.

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When you enter,

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When you enter, you can leave. For starting node,

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For starting node, tour leaves first

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Not The Hotel California.

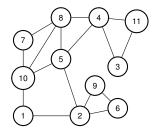
Proof of if: Even + connected \implies Eulerian Tour. We will give an algorithm.

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

Proof of if: Even + connected ⇒ **Eulerian Tour.**

We will give an algorithm. First by picture.

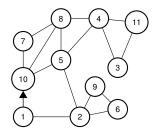
1. Take a walk starting from v (1) on "unused" edges



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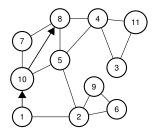
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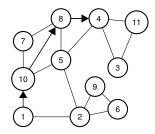
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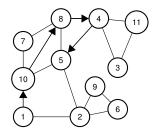
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We will give an algorithm. First by picture.

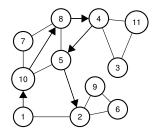
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Proof of if: Even + connected ⇒ **Eulerian Tour.**

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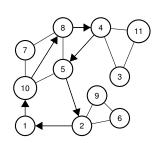
1. Take a walk starting from v (1) on "unused" edges

8 4 11 7 5 3

... till you get back to v.

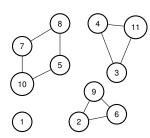
Proof of if: Even + connected ⇒ Eulerian Tour.

- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.

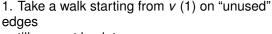


Proof of if: Even + connected ⇒ Eulerian Tour.

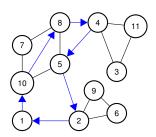
- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components.



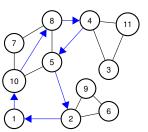
Proof of if: Even + connected ⇒ Eulerian Tour.



- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

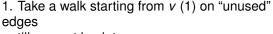


Proof of if: Even + connected ⇒ Eulerian Tour.

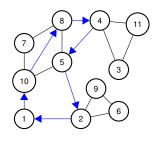


- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C. Why?

Proof of if: Even + connected ⇒ Eulerian Tour.

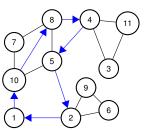


- ... till you get back to v.
- 2. Remove tour, C.
- Let G₁,..., G_k be connected components.
 Each is touched by C.
 Why? G was connected.



Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



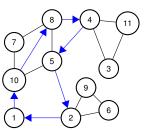
- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

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

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
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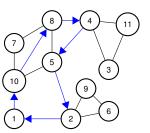
Why? G was connected.

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

Example: $v_1 = 1$,

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

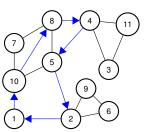
Why? G was connected.

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

Example: $v_1 = 1$, $v_2 = 10$,

Proof of if: Even + connected ⇒ **Eulerian Tour.**

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_K be connected components. Each is touched by C.

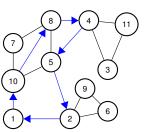
Why? G was connected.

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

Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$,

Proof of if: Even + connected ⇒ **Eulerian Tour.**

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

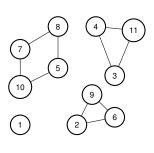
Why? G was connected.

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

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

Proof of if: Even + connected ⇒ **Eulerian Tour.**

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_K be connected components. Each is touched by C.

Why? G was connected.

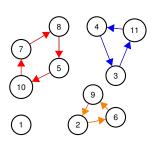
Let v_i be (first) node in G_i touched by C.

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

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

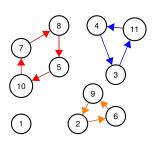
Let v_i be (first) node in G_i touched by C.

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

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Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
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- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

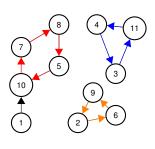
Let v_i be (first) node in G_i touched by C.

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
- Splice together.

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? *G* was connected.

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

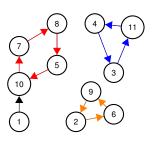
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

- 4. Recurse on G_1, \ldots, G_k starting from v_i
- 5. Splice together.

1,10

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_K be connected components. Each is touched by C.

Why? G was connected.

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

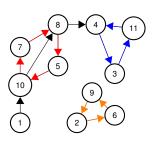
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

- 4. Recurse on G_1, \ldots, G_k starting from v_i
- 5. Splice together.

1,10,7,8,5,10

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We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_K be connected components. Each is touched by C.

Why? G was connected. Let v_i be (first) node in G_i touched by C.

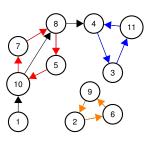
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

- 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 ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour. C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

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

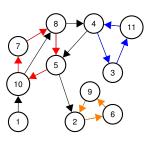
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

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

1,10,7,8,5,10,8,4,3,11,4

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour. C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

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

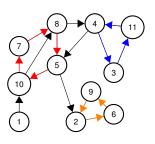
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

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

1,10,7,8,5,10,8,4,3,11,45,2

Proof of if: Even + connected ⇒ Eulerian Tour.

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour. C.
- 3. Let G_1, \ldots, G_k be connected components. Each is touched by C.

Why? G was connected.

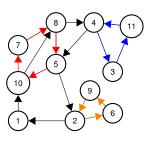
Let v_i be (first) node in G_i touched by C. Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

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

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

Proof of if: Even + connected ⇒ **Eulerian Tour.**

We will give an algorithm. First by picture.



- 1. Take a walk starting from v (1) on "unused" edges
- ... till you get back to v.
- 2. Remove tour, C.
- 3. Let G_1, \ldots, G_K be connected components. Each is touched by C.

Why? G was connected.

Let v_i be (first) node in G_i touched by C. Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

- Position on C C atorting from V
- 4. Recurse on G_1, \ldots, G_k starting from v_i
- 5. Splice together.

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

1. Take a walk from arbitrary node v, until you get back to v.

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Claim: Do get back to v!

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Claim: Do get back to v!

Proof of Claim: Even degree.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for *v*.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for *v*.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for *v*.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

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

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

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

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

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

Claim: Each vertex in each G_i has even degree

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

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

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

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v!

Proof of Claim: Even degree. If enter, can leave except for v.

2. Remove cycle, C, from G.

Resulting graph may be disconnected. (Removed edges!)

Let components be G_1, \ldots, G_k .

Let v_i be first vertex of C that is in G_i .

Why is there a v_i in C?

G was connected \Longrightarrow

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

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

Prf: Tour C has even incidences to any vertex v.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v! **Proof of Claim:** Even degree. If enter, can leave except for *v*. 2. Remove cycle, C, from G. Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C. Claim: Each vertex in each G_i has even degree and is connected. **Prf:** Tour *C* has even incidences to any vertex *v*.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected. Prf: Tour C has even incidences to any vertex v .

3. Find tour T_i of G_i

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected. Prf: Tour C has even incidences to any vertex v .
3. Find tour T_i of G_i starting/ending at v_i .

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .	
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .	
Claim: Each vertex in each G_i has even degree and is connected Prf: Tour C has even incidences to any vertex v .	.k
3. Find tour T_i of G_i starting/ending at v_i . Induction.	

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected. Prf: Tour C has even incidences to any vertex v .
 3. Find tour T_i of G_i starting/ending at v_i. Induction. 4. Splice T_i into C where v_i first appears in C.

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_K . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected. Prf: Tour C has even incidences to any vertex v .
 Find tour T_i of G_i starting/ending at v_i. Induction. Splice T_i into C where v_i first appears in C.
Visits every edge once: Visits edges in <i>C</i>

Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected Prf : Tour C has even incidences to any vertex v .
 Find tour T_i of G_i starting/ending at v_i. Induction. Splice T_i into C where v_i first appears in C.
Visits every edge once: Visits edges in <i>C</i> exactly once.

1. Take a walk from arbitrary node v, until you get back to v.

Claim: Do get back to v! **Proof of Claim:** Even degree. If enter, can leave except for *v*. 2. Remove cycle, C, from G. Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C. Claim: Each vertex in each G_i has even degree and is connected. **Prf:** Tour *C* has even incidences to any vertex *v*.

- 3. Find tour T_i of G_i starting/ending at v_i . Induction.
- 4. Splice T_i into C where v_i first appears in C.

Visits every edge once:

Visits edges in C exactly once.

By induction for all edges in each G_i .

, , , ,
Claim: Do get back to $v!$ Proof of Claim: Even degree. If enter, can leave except for v .
2. Remove cycle, C , from G . Resulting graph may be disconnected. (Removed edges!) Let components be G_1, \ldots, G_k . Let v_i be first vertex of C that is in G_i . Why is there a v_i in C ? G was connected \Longrightarrow a vertex in G_i must be incident to a removed edge in C .
Claim: Each vertex in each G_i has even degree and is connected. Prf: Tour C has even incidences to any vertex v .
 Find tour <i>T_i</i> of <i>G_i</i> starting/ending at <i>v_i</i>. Induction. Splice <i>T_i</i> into <i>C</i> where <i>v_i</i> first appears in <i>C</i>.
Visits every edge once: Visits edges in C exactly once. By induction for all edges in each G_i .

Well admin time!

Well admin time!

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

Well admin time!

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

Test Option: don't have to do homework.

Well admin time!

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

Test Option: don't have to do homework. Yes!!

Well admin time!

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

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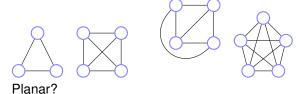
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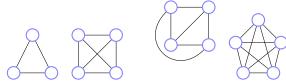
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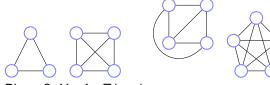
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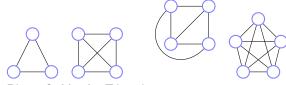


Planar? Yes for Triangle.



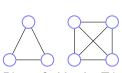
Planar? Yes for Triangle. Four node complete?

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



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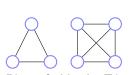






Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ?

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

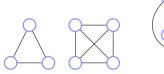


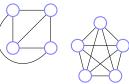




Planar? Yes for Triangle. Four node complete? Yes. Five node complete or K_5 ? No!

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

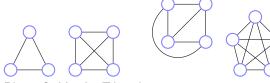




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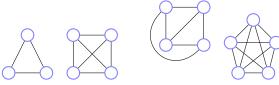


Planar? Yes for Triangle.

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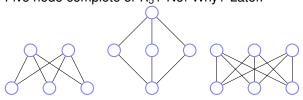
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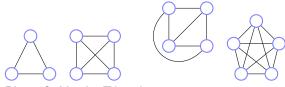
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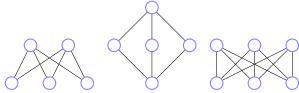
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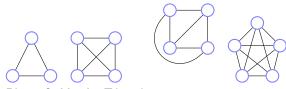
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Two to three nodes, bipartite?

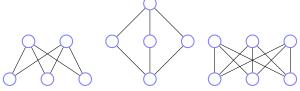
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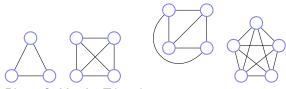
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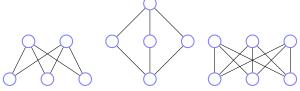
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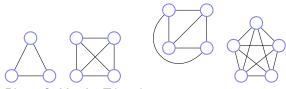
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Three to three nodes, complete/bipartite or $K_{3,3}$.

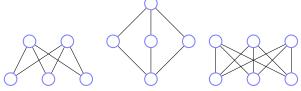
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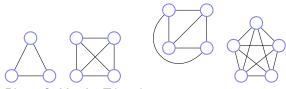
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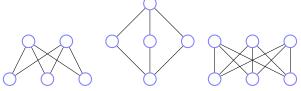
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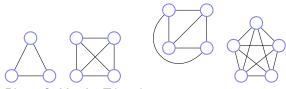
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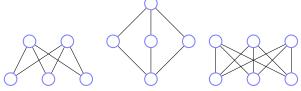
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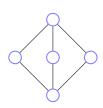


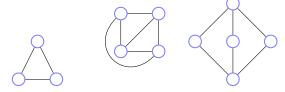
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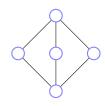




Faces: connected regions of the plane.





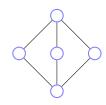


Faces: connected regions of the plane.

How many faces for





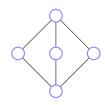


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How many faces for triangle?





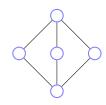


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How many faces for triangle? 2





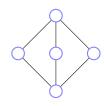


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How many faces for triangle? 2 complete on four vertices or K_4 ?





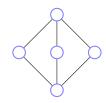


Faces: connected regions of the plane.

How many faces for triangle? 2 complete on four vertices or K_4 ? 4





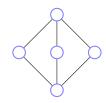


Faces: connected regions of the plane.

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





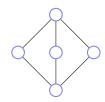


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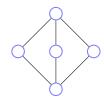


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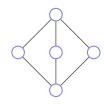
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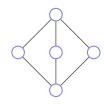
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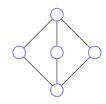
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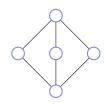
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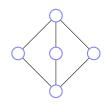
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Triangle: 3 + 2 = 3 + 2!







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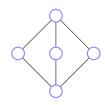
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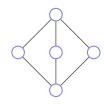
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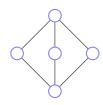
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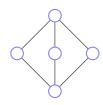
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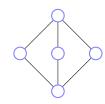
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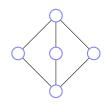
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Examples = 3!







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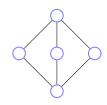
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Examples = 3! Proven!







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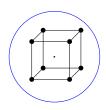
Examples = 3! Proven! Not!!!!

Euler and Polyhedron.

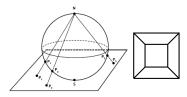
Greeks knew formula for polyhedron.

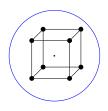
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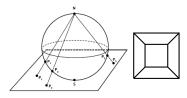




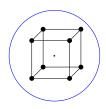




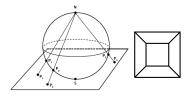




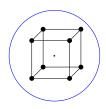
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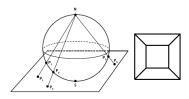




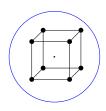
Faces? 6. Edges?



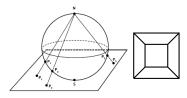




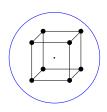
Faces? 6. Edges? 12.



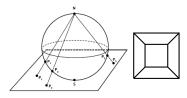




Faces? 6. Edges? 12. Vertices?

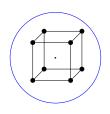




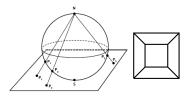


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Greeks knew formula for polyhedron.



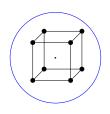




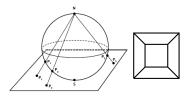
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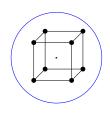




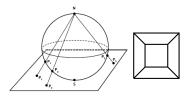
Faces? 6. Edges? 12. Vertices? 8.

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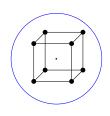


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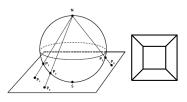
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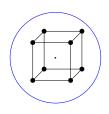
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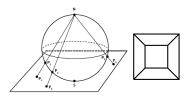
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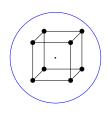
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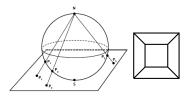
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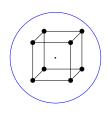
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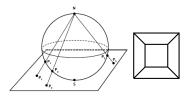
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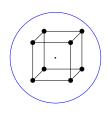
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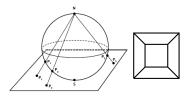
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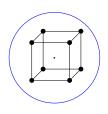
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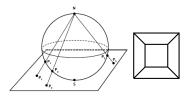
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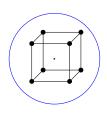
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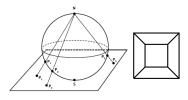
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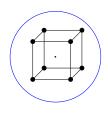
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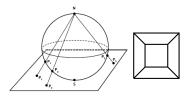
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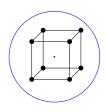
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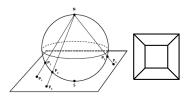
Polyhedron without holes \equiv Planar graphs.

Surround by sphere.

Greeks knew formula for polyhedron.







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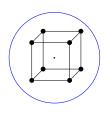
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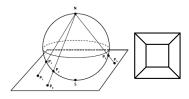
Surround by sphere.

Project from point inside polytope onto sphere.

Greeks knew formula for polyhedron.







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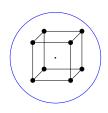
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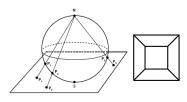
Project from point inside polytope onto sphere.

Sphere

Greeks knew formula for polyhedron.







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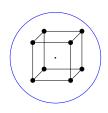
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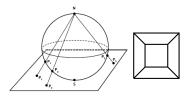
Project from point inside polytope onto sphere.

Sphere \equiv Plane!

Greeks knew formula for polyhedron.







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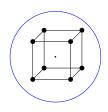
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Surround by sphere.

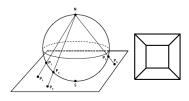
Project from point inside polytope onto sphere.

Sphere = Plane! Topologically.

Greeks knew formula for polyhedron.







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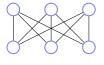
Surround by sphere.

Project from point inside polytope onto sphere.

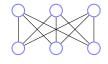
Sphere = Plane! Topologically.

Euler proved formula thousands of years later!



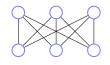






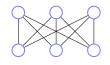
Euler: v + f = e + 2 for connected planar graph.





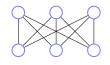
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Euler: v+f=e+2 for connected planar graph. We consider simple graphs where $v \ge 3$. Consider Face edge Adjacencies.



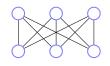


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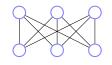
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Each face is adjacent to at least three edges.





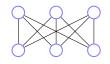
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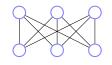
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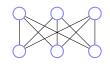
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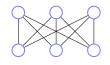
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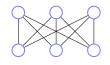
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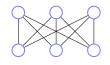
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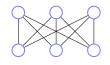
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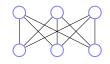
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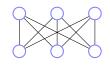
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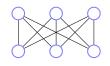
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Plug into Euler:





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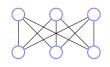
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Plug into Euler: $v + \frac{2}{3}e \ge e + 2$





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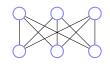
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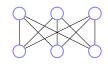
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 K_5





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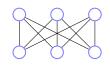
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K₅ Edges?





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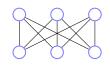
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 K_5 Edges? 4+3+2+1





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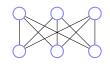
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Plug into Euler: $v + \frac{2}{3}e \ge e + 2 \implies e \le 3v - 6$

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





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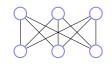
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 K_5 Edges? 4+3+2+1=10. Vertices?





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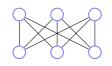
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 K_5 Edges? 4+3+2+1=10. Vertices? 5.





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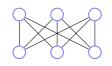
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 K_5 Edges? 4+3+2+1=10. Vertices? 5. $10 \le 3(5)-6=9$.





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

 K_5 Edges? 4+3+2+1=10. Vertices? 5. $10 \le 3(5)-6=9$. $\implies K_5$ is not planar.



Euler's formula \implies 3 $f \le 2e$



Euler's formula \implies 3 $f \le 2e$ for any planar graph.



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 $K_{3,3}$?



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 $K_{3,3}$? Edges?



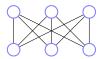
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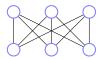
 $K_{3,3}$? Edges? 9. Vertices. 6.



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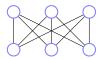
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 $9 \le 2(6) - 4$. $\Longrightarrow K_{3,3}$ is not planar!

Graphs.

Graphs. Basics.

Graphs.
Basics.
Connectivity.

Graphs. Basics.

Connectivity.

Algorithm for Eulerian Tour.

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Non-planarity of K_5 and $K_{3,3}$.

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Yay!