

Lecture 5: Graphs.

Graphs!

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Definitions: model.

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Fact!

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Graphs!

Definitions: model.

Fact!

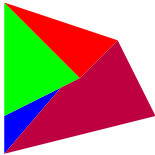
Lecture 5: Graphs.

Graphs!

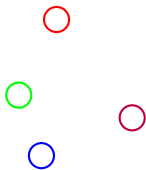
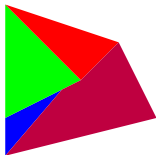
Definitions: model.

Fact!

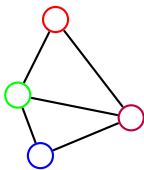
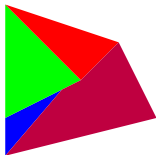
Map Coloring.



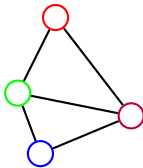
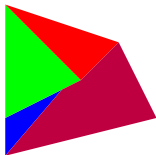
Map Coloring.



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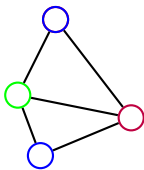
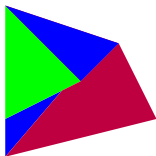


Map Coloring.



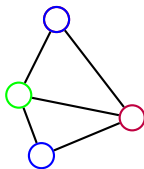
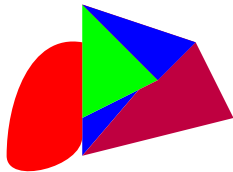
Fewer Colors?

Map Coloring.

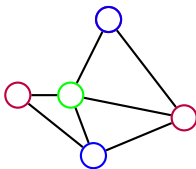
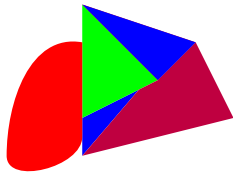


Yes! Three colors.

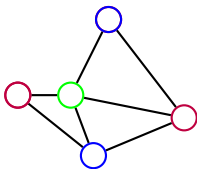
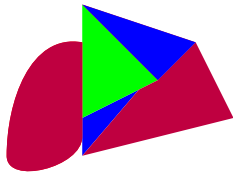
Map Coloring.



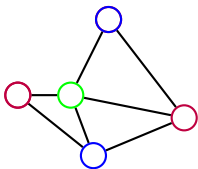
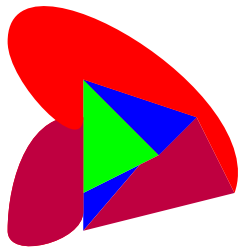
Map Coloring.



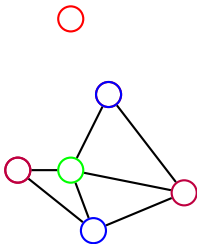
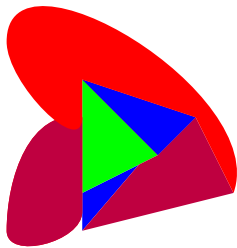
Map Coloring.



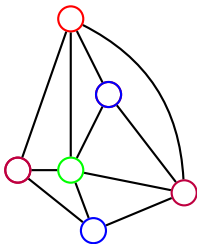
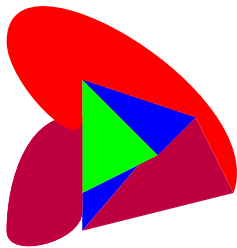
Map Coloring.



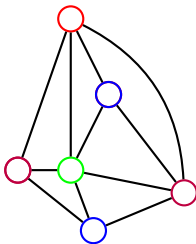
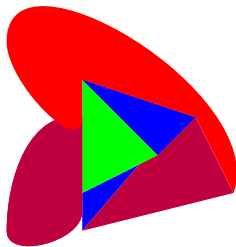
Map Coloring.



Map Coloring.

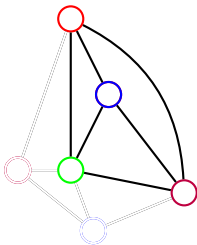
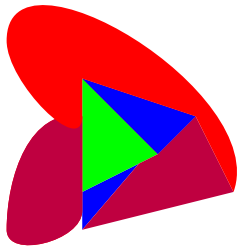


Map Coloring.

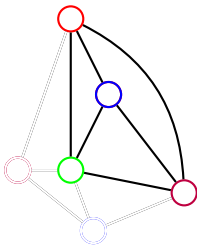
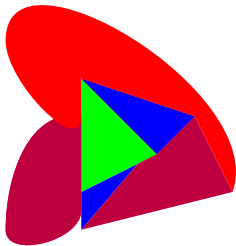


Fewer Colors?

Map Coloring.

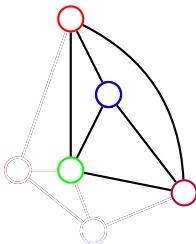
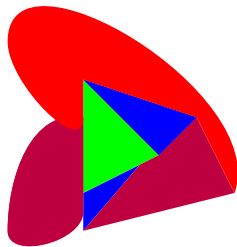


Map Coloring.



Four colors required!

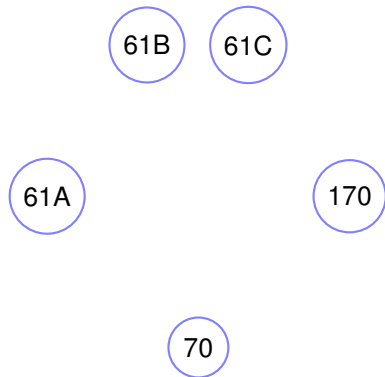
Map Coloring.



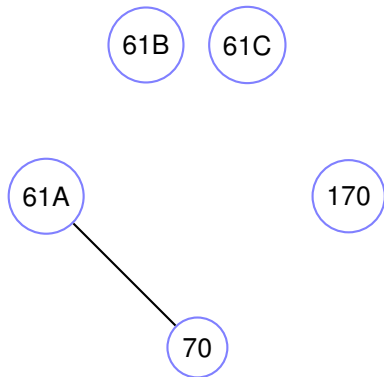
Four colors required!

Theorem: Four colors enough for maps on the plane.

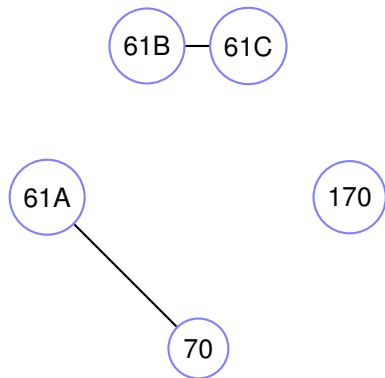
Scheduling: coloring.



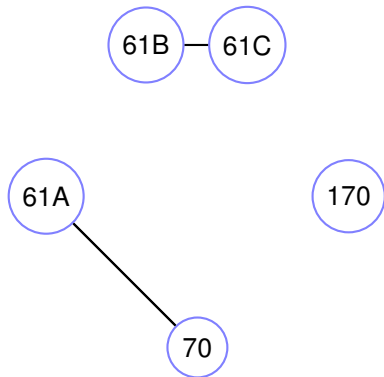
Scheduling: coloring.



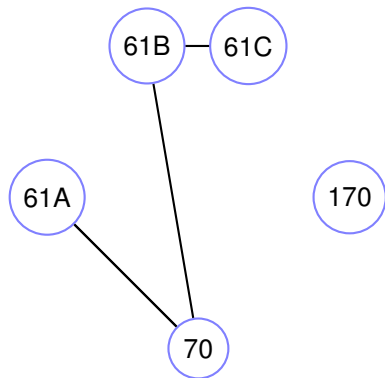
Scheduling: coloring.



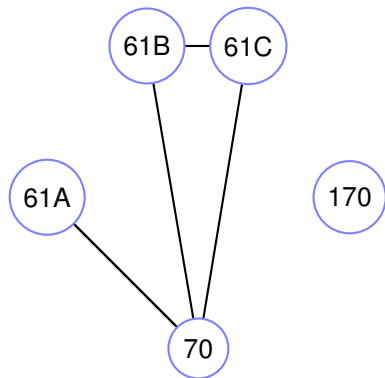
Scheduling: coloring.



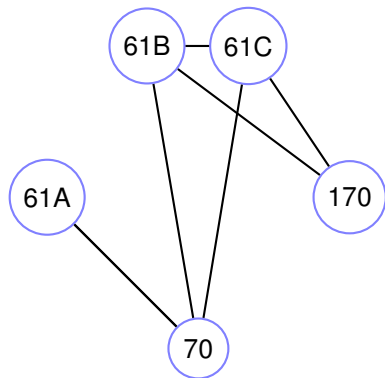
Scheduling: coloring.



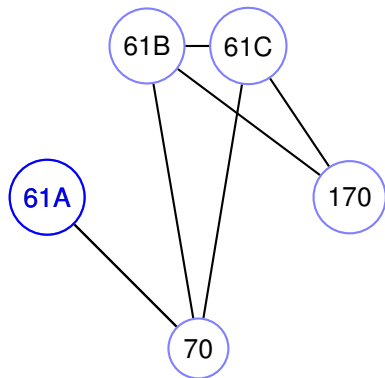
Scheduling: coloring.



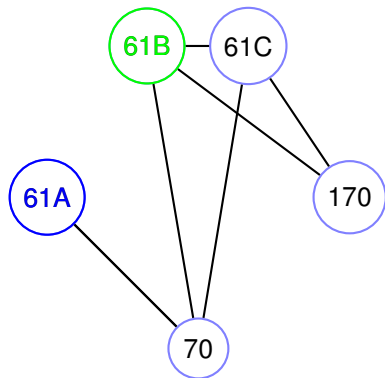
Scheduling: coloring.



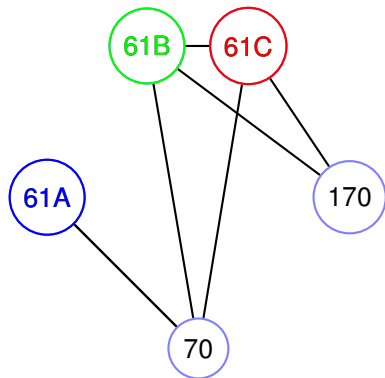
Scheduling: coloring.



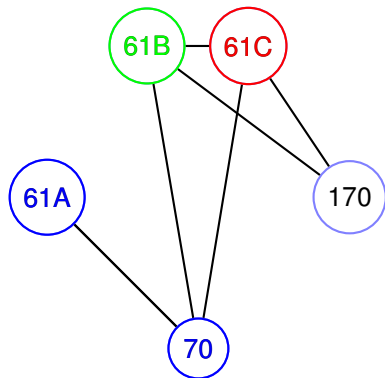
Scheduling: coloring.



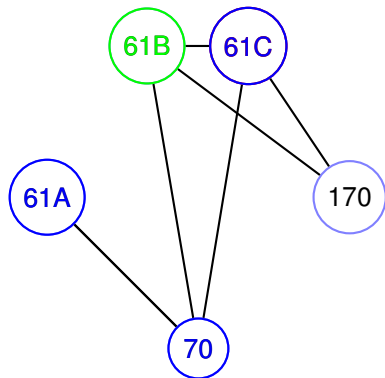
Scheduling: coloring.



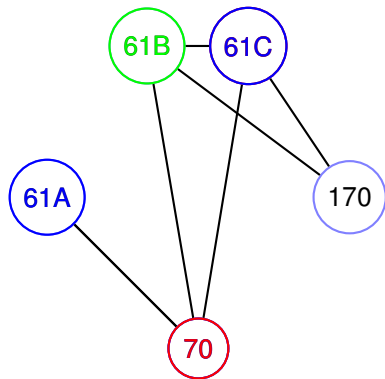
Scheduling: coloring.



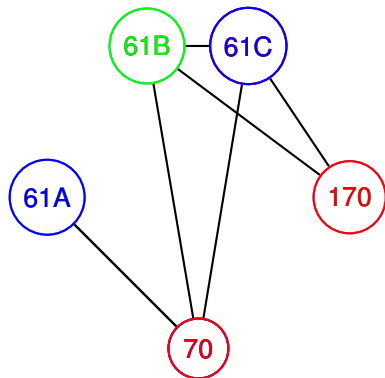
Scheduling: coloring.



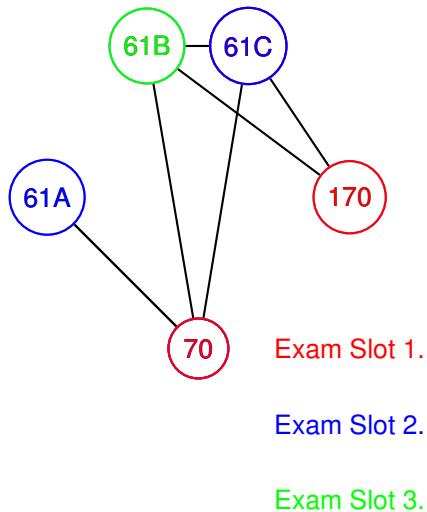
Scheduling: coloring.



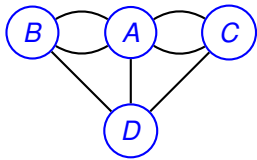
Scheduling: coloring.



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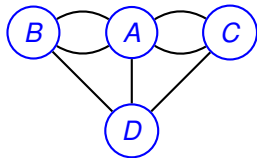


Graphs: formally.



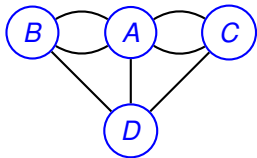
Graph:

Graphs: formally.



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

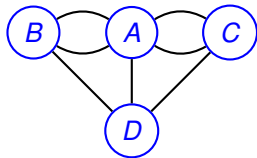
Graphs: formally.



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

V - set of vertices.

Graphs: formally.

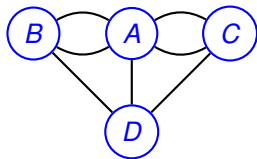


Graph: $G = (V, E)$.

V - set of vertices.

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

Graphs: formally.



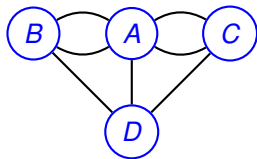
Graph: $G = (V, E)$.

V - set of vertices.

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

$E \subseteq V \times V$ -

Graphs: formally.



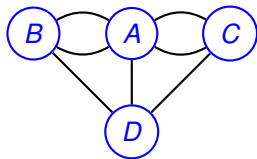
Graph: $G = (V, E)$.

V - set of vertices.

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

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

Graphs: formally.



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

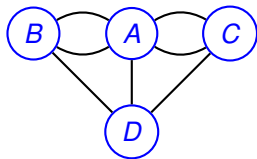
V - set of vertices.

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

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

$\{\{A, B\}$

Graphs: formally.



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

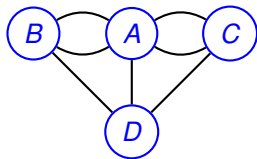
V - set of vertices.

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

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

$\{\{A, B\}, \{A, B\}\}$

Graphs: formally.



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

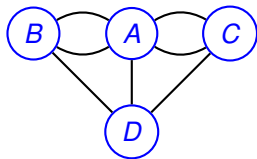
V - set of vertices.

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

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

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

Graphs: formally.



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

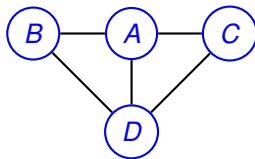
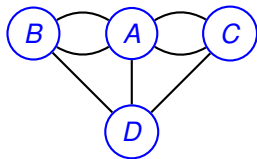
V - set of vertices.

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

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

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

Graphs: formally.



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

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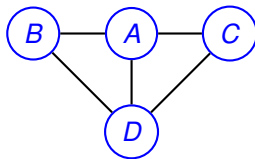
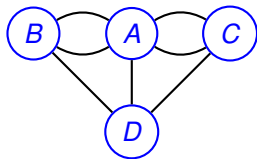
$\{A, B, C, D\}$

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

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

For CS 70, usually simple graphs.

Graphs: formally.



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

V - set of vertices.

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

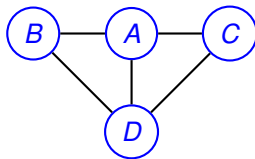
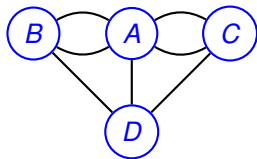
$E \subseteq V \times V$ - set of edges.

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

For CS 70, usually simple graphs.

No parallel edges.

Graphs: formally.



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

V - set of vertices.

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

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

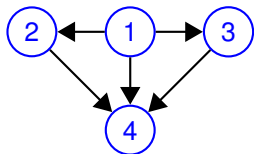
$\{\{A, B\}, \{A, B\}, \{A, C\}, \{A, C\}, \{B, D\}, \{A, D\}, \{C, D\}\}$.

For CS 70, usually simple graphs.

No parallel edges.

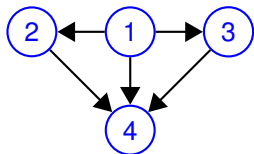
Multigraph above.

Directed Graphs



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

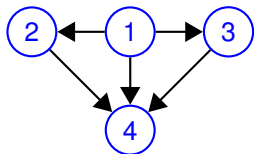
Directed Graphs



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

V - set of vertices.

Directed Graphs

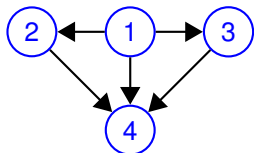


$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

Directed Graphs



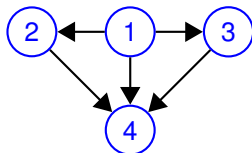
$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

Directed Graphs



$G = (V, E)$.

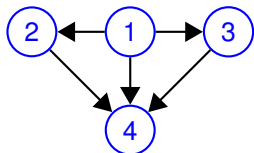
V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

$\{(1, 2),$

Directed Graphs



$G = (V, E)$.

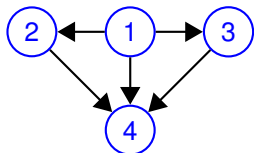
V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

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

Directed Graphs



$G = (V, E)$.

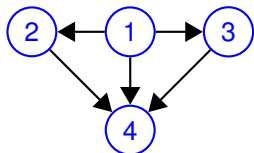
V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

$\{(1, 2), (1, 3), (1, 4),$

Directed Graphs



$G = (V, E)$.

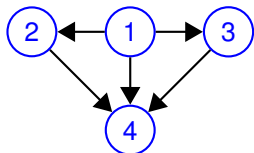
V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

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

Directed Graphs



$G = (V, E)$.

V - set of vertices.

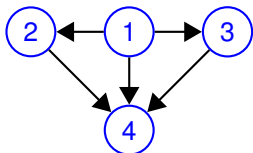
$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

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

One way streets.

Directed Graphs



$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

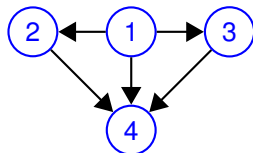
E ordered pairs of vertices.

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

One way streets.

Tournament:

Directed Graphs



$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

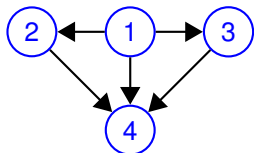
E ordered pairs of vertices.

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

One way streets.

Tournament: 1 beats 2,

Directed Graphs



$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

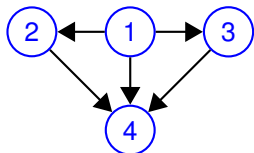
$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence:

Directed Graphs



$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

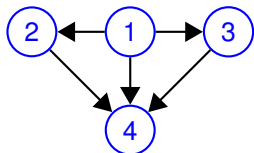
$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2,

Directed Graphs



$G = (V, E)$.

V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

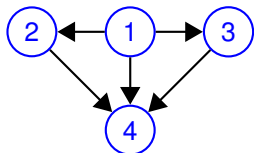
$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Directed Graphs



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V - set of vertices.

$\{1, 2, 3, 4\}$

E ordered pairs of vertices.

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

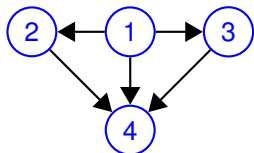
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network:

Directed Graphs



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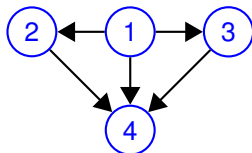
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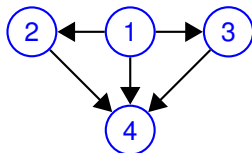
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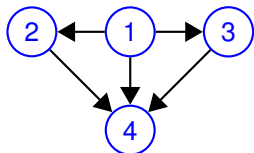
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Friends.

Directed Graphs



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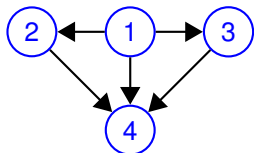
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Directed Graphs



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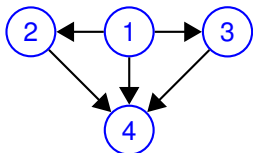
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Friends. Undirected.

Likes.

Directed Graphs



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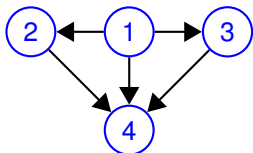
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Directed Graphs



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Graph Concepts and Definitions.

Graph: $G = (V, E)$

Graph Concepts and Definitions.

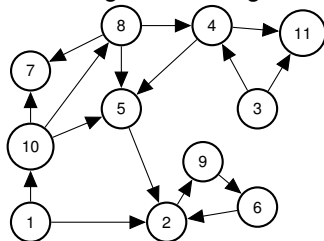
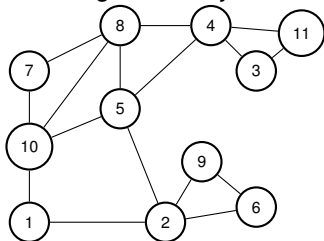
Graph: $G = (V, E)$

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

Graph Concepts and Definitions.

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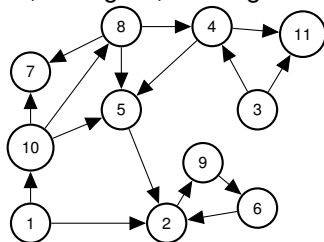
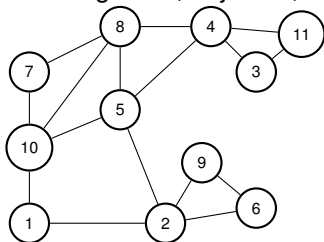


Neighbors of 10?

Graph Concepts and Definitions.

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

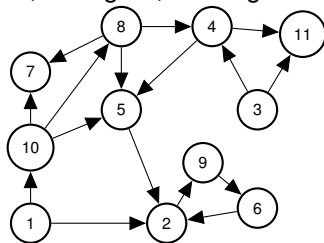
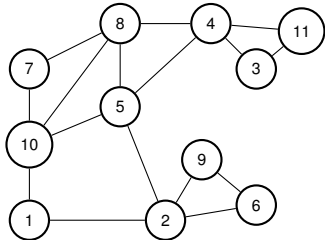


Neighbors of 10? 1,

Graph Concepts and Definitions.

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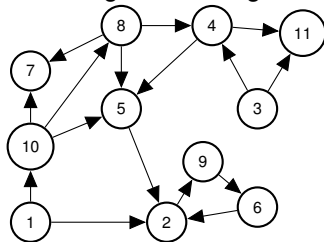
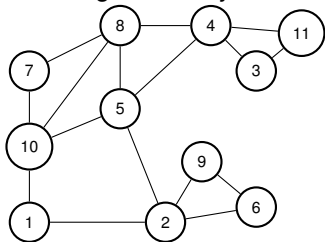


Neighbors of 10? 1, 5,

Graph Concepts and Definitions.

Graph: $G = (V, E)$

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

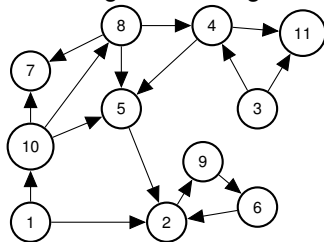
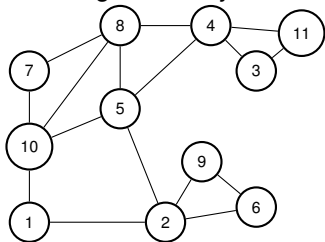


Neighbors of 10? 1,5,7,

Graph Concepts and Definitions.

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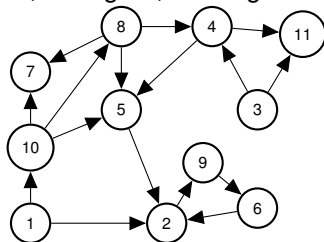
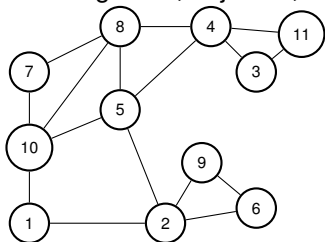


Neighbors of 10? 1, 5, 7, 8.

Graph Concepts and Definitions.

Graph: $G = (V, E)$

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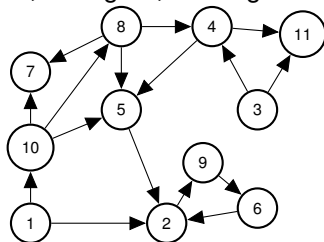
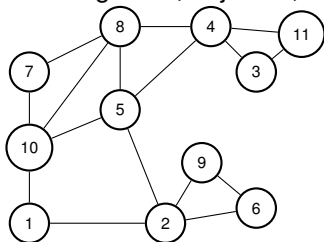
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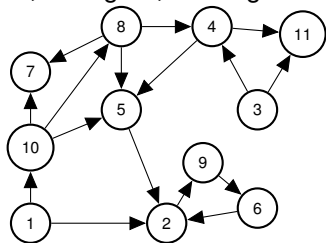
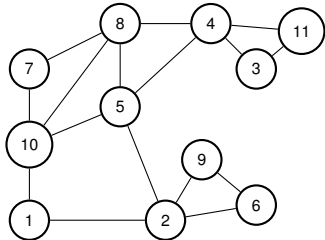
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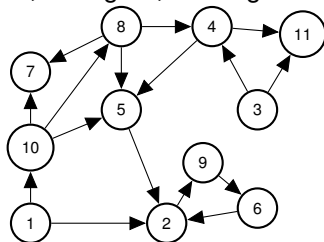
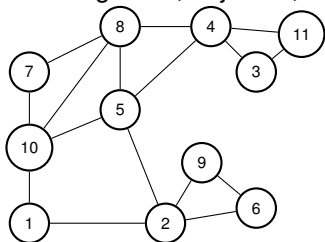
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Graph Concepts and Definitions.

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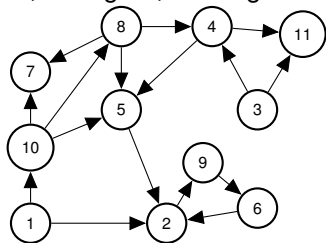
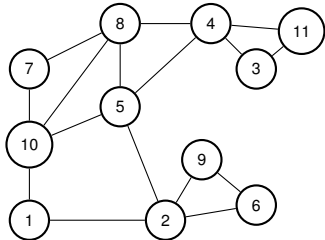
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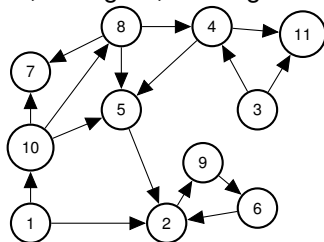
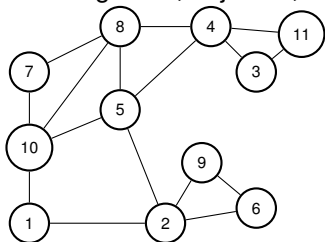
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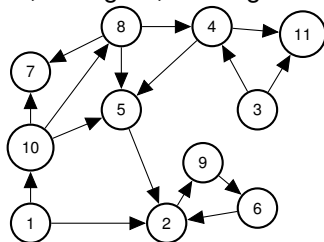
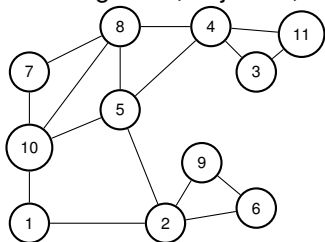
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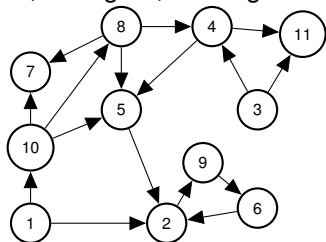
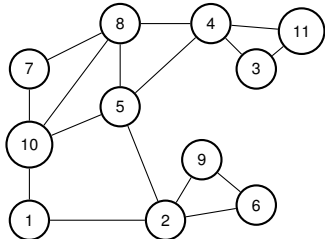
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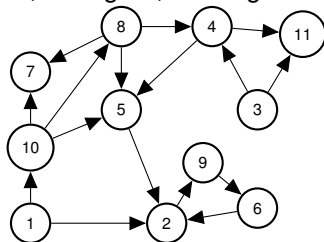
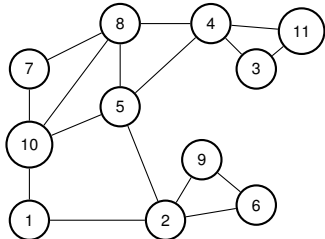
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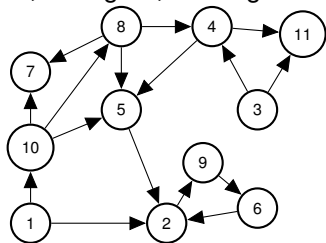
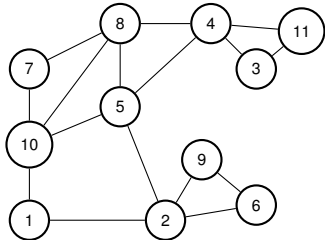
Directed graph?

In-degree of 10?

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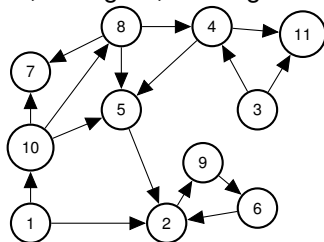
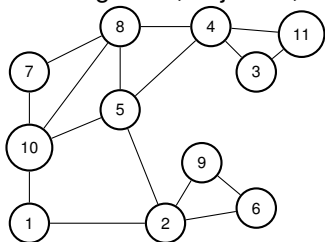
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In-degree of 10? 1

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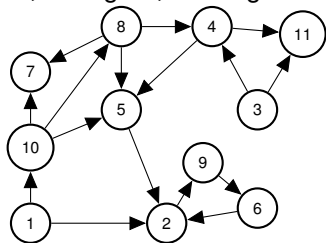
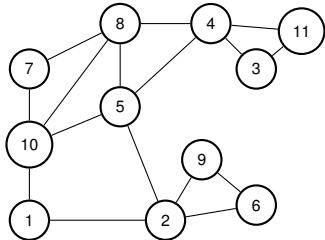
Directed graph?

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

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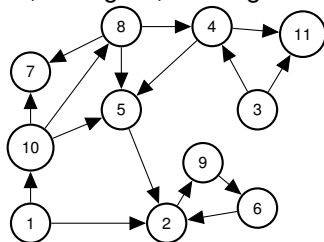
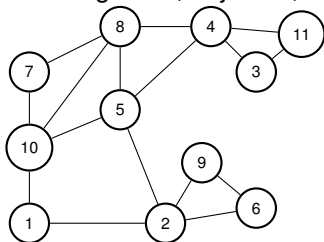
Directed graph?

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Graph Concepts and Definitions.

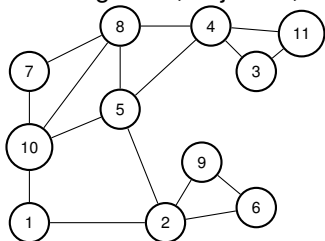
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Graph Concepts and Definitions.

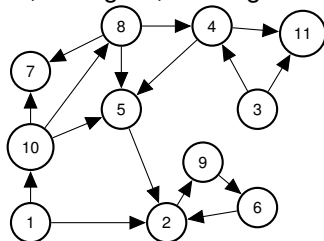
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Edge (8,5) is incident to:

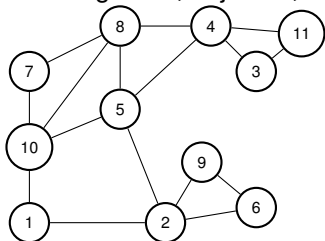
- (A) Vertex 8.
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- (D) Edge (8,4).
- (E) Vertex 10.



Graph Concepts and Definitions.

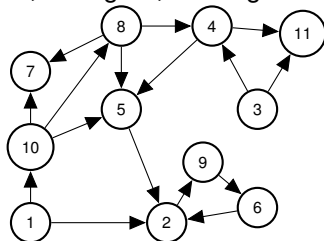
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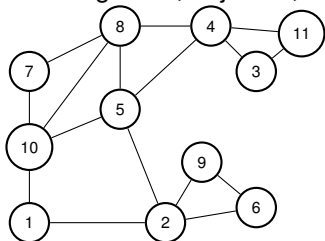
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- (A) and (B) are true.



Graph Concepts and Definitions.

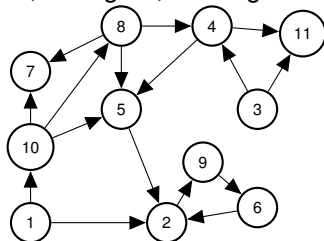
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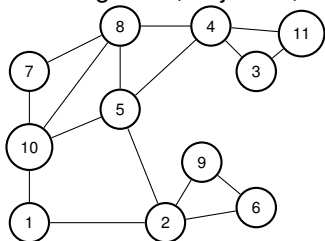
The degree of a vertex is:

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- (C) Is the number of vertices in its connected component.

Graph Concepts and Definitions.

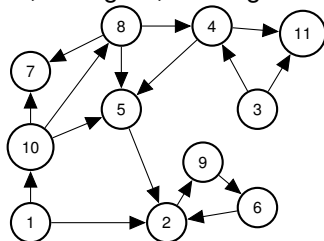
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The sum of the vertex degrees is equal to

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

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

Sum of degrees?

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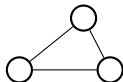
(A) the total number of vertices, $|V|$.

(B) the total number of edges, $|E|$.

(C) What?

(A) and (B) are false. (C) is a fine response to a poll with no correct answers.

Not (A)!



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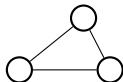
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(C) What?

(A) and (B) are false. (C) is a fine response to a poll with no correct answers.

Not (A)! Triangle.



Sum of degrees?

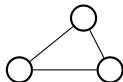
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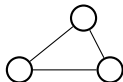
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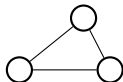
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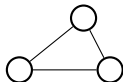
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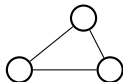
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Not (B)! Triangle.

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

Sum of degrees?

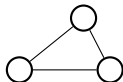
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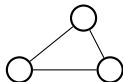
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Could sum always be...

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Sum of degrees?

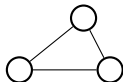
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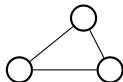
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(A) $2|E|$? ..

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(A) is true.

Quick Proof of an Equality.

The sum of the vertex degrees is equal to ??

Quick Proof of an Equality.

The sum of the vertex degrees is equal to ??

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Recall:

Quick Proof of an Equality.

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edge, (u, v) , is **incident** to endpoints, u and v .

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Let's count incidences in two ways.

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How many incidences does each edge contribute? 2.

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Poll: Proof of “handshake” lemma.

What's true?

(A) Number of edge-vertex incidences for an edge e is 2.

Poll: Proof of “handshake” lemma.

What's true?

- (A) Number of edge-vertex incidences for an edge e is 2.
- (B) Total number of edge-vertex incidences is $|V|$.

Poll: Proof of “handshake” lemma.

What's true?

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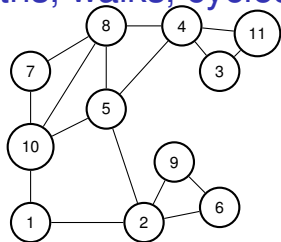
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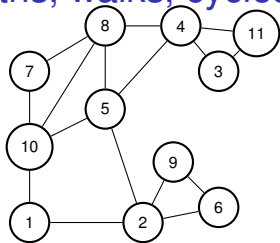
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 - (F) Total number of edge-vertex incidences is the sum of the degrees.
- (A),(C), (D), (E), and (F).

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

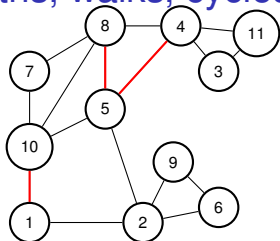
Paths, walks, cycles, tour.



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Path?

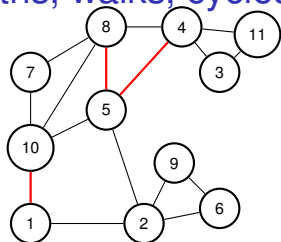
Paths, walks, cycles, tour.



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

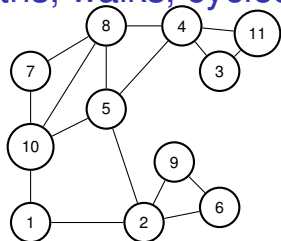
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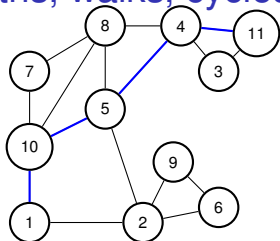


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Paths, walks, cycles, tour.

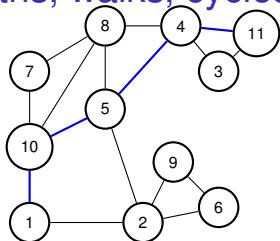


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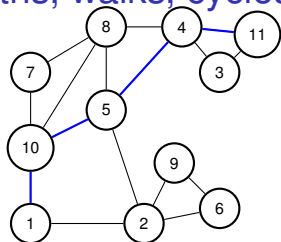


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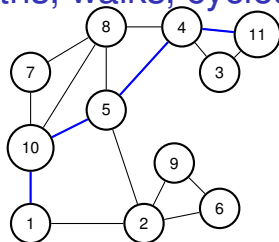
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Paths, walks, cycles, tour.



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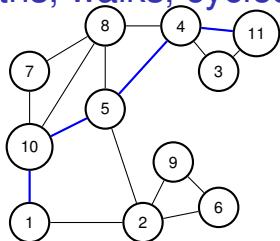
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Quick Check!

Paths, walks, cycles, tour.



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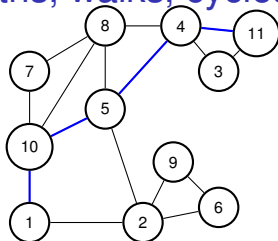
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Quick Check! Length of path?

Paths, walks, cycles, tour.



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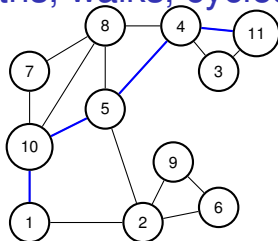
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Quick Check! Length of path? k vertices

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

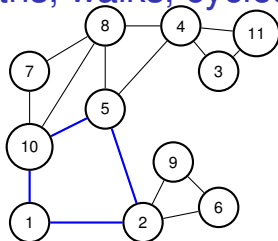
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Quick Check! Length of path? k vertices or $k - 1$ edges.

Paths, walks, cycles, tour.



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

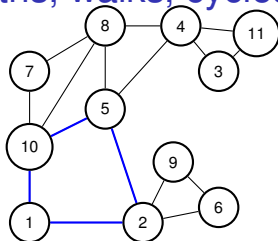
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Quick Check! Length of path? k vertices or $k - 1$ edges.

Cycle: Path from v_1 to v_{k-1} , + edge (v_{k-1}, v_1)

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

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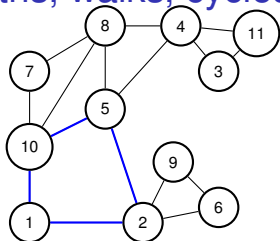
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Length of cycle?

Paths, walks, cycles, tour.



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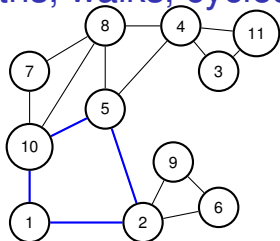
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Length of cycle? $k - 1$ vertices and edges!

Paths, walks, cycles, tour.



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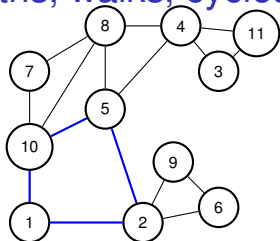
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Cycle: Path from v_1 to v_{k-1} , + edge (v_{k-1}, v_1)

Length of cycle? $k - 1$ vertices and edges!

Path is usually simple.

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

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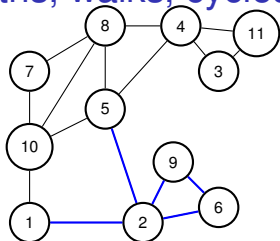
Quick Check! Length of path? k vertices or $k - 1$ edges.

Cycle: Path from v_1 to v_{k-1} , + edge (v_{k-1}, v_1)

Length of cycle? $k - 1$ vertices and edges!

Path is usually simple. No repeated vertex!

Paths, walks, cycles, tour.



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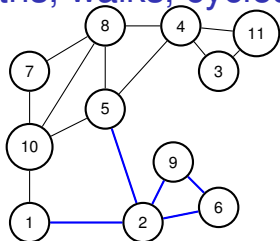
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Walk is sequence of edges with possible repeated vertex or edge.

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

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

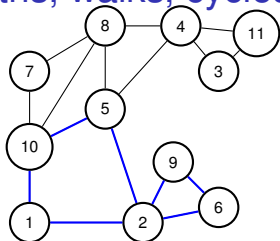
Cycle: Path from v_1 to v_{k-1} , + edge (v_{k-1}, v_1)

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.

Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

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

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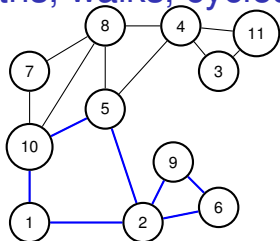
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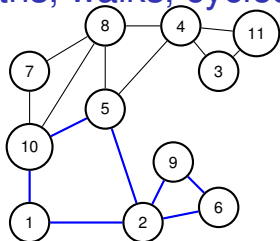
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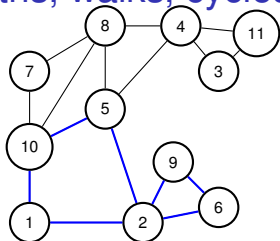
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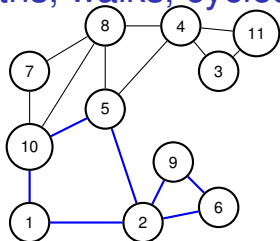
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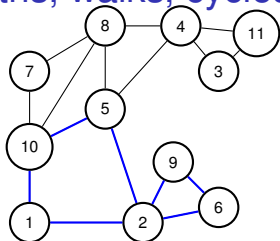
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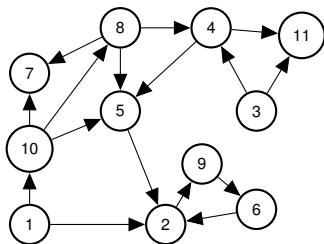
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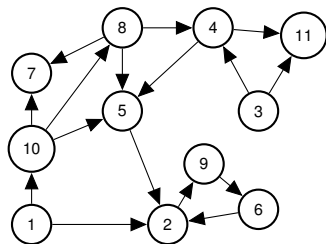
Quick Check!

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Directed Paths.

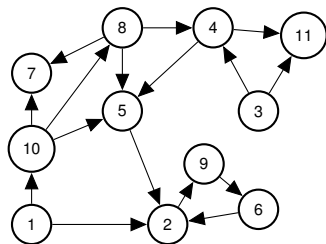


Directed Paths.



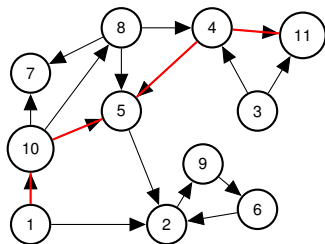
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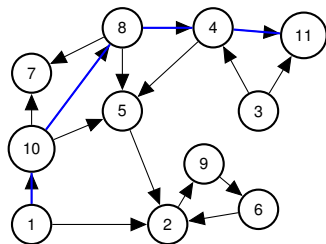
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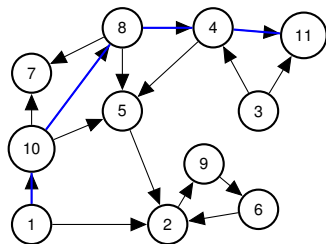
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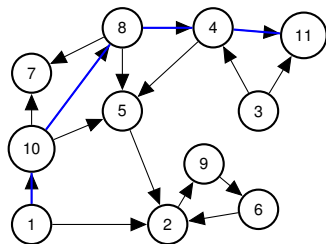
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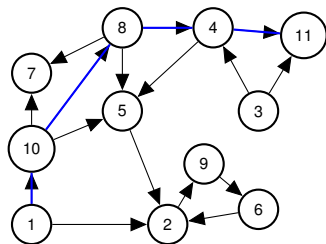
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Paths, walks,

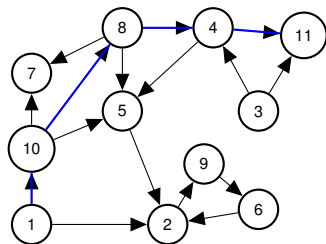
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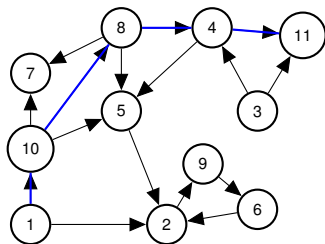
Directed Paths.



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Paths, walks, cycles, tours

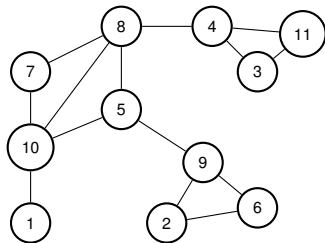
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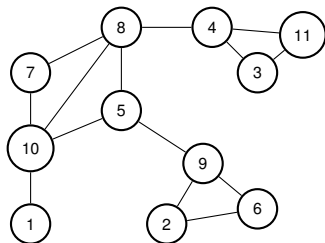
Paths, walks, cycles, tours ... are analagous to undirected now.

Connectivity: undirected graph.



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

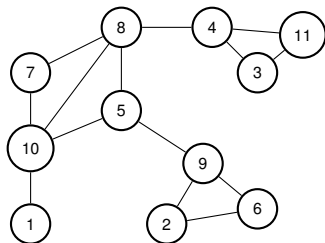
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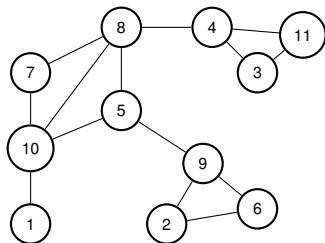


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If a vertex x is connected to every other vertex.

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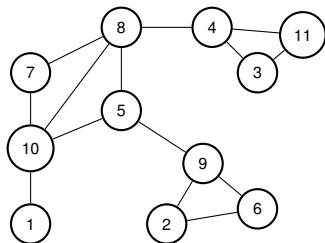
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Is graph connected?

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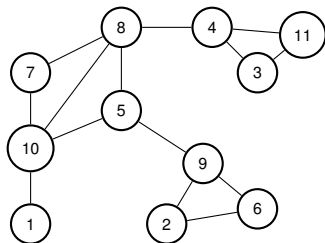
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Is graph connected? Yes?

Connectivity: undirected graph.



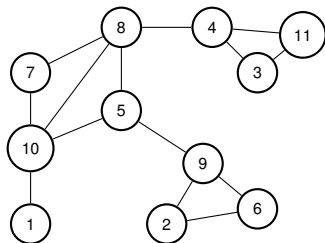
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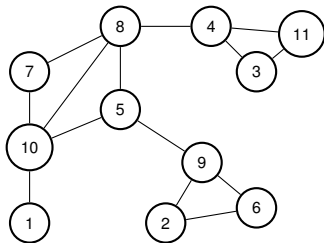
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Is graph connected? Yes? No?

Proof:

Connectivity: undirected graph.



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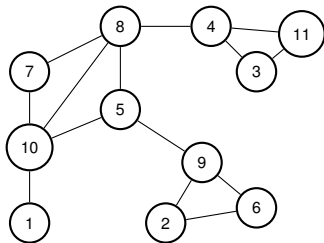
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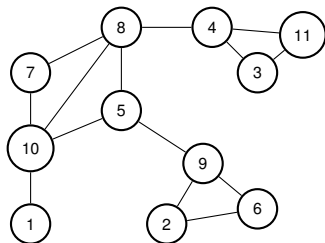
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Proof: Use path from u to x and then from x to v .

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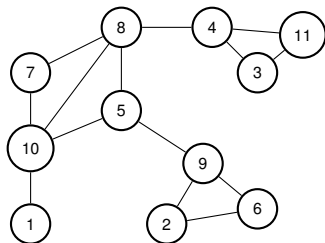
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Gives “walk” between u and v .

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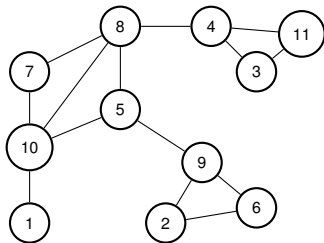
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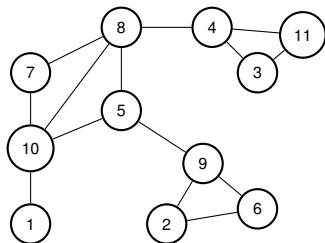
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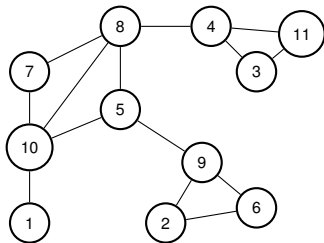
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Either modify definition of connected to walk.

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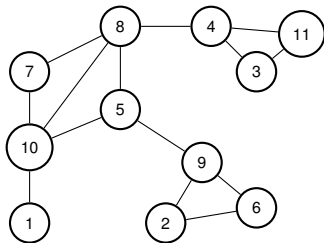


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Either modify definition of connected to walk.

Or cut out cycles.

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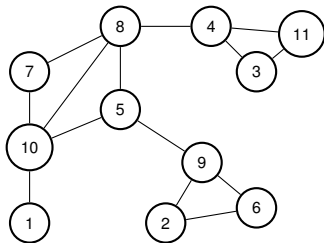


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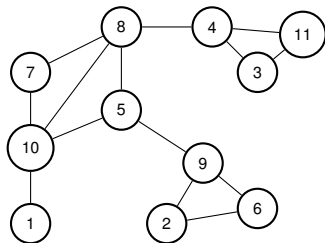


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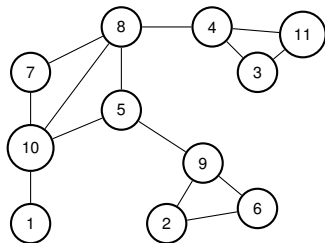
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Connected Components: Quiz.



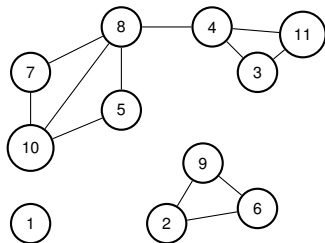
Is graph above connected?

Connected Components: Quiz.



Is graph above connected? Yes!

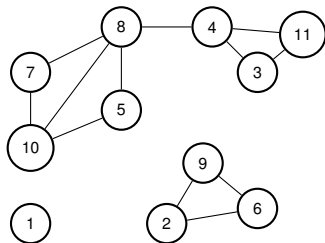
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Is graph above connected? Yes!

How about now?

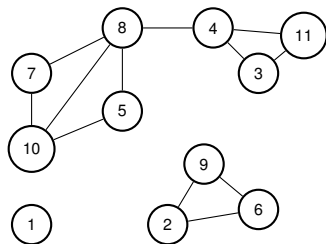
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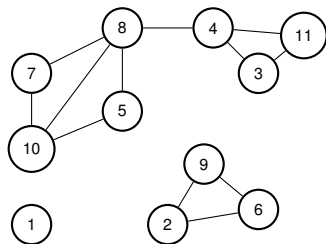


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How about now? No!

Connected Components?

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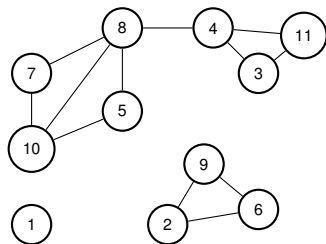


Is graph above connected? Yes!

How about now? No!

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

Connected Components: Quiz.



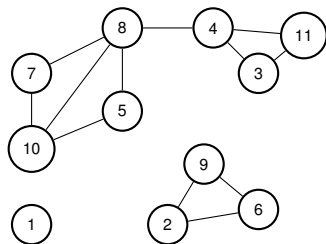
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Connected component - maximal set of connected vertices.

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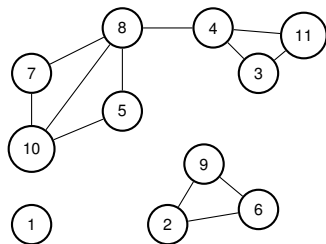
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Quick Check: Is $\{10, 7, 5\}$ a connected component?

Connected Components: Quiz.



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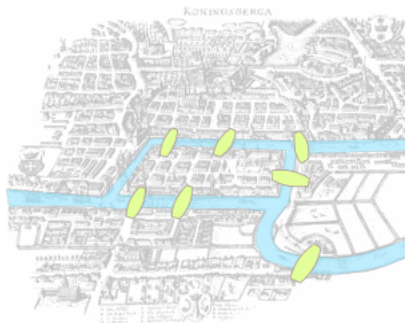
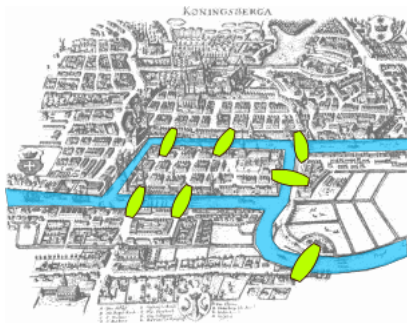
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Quick Check: Is $\{10, 7, 5\}$ a connected component? No.

Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

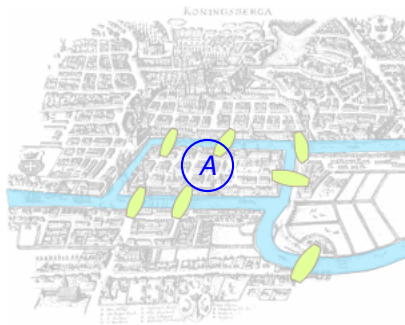
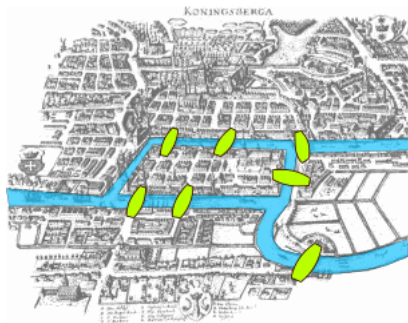
"Konigsberg bridges" by Bogdan Giuscă - [License](#).



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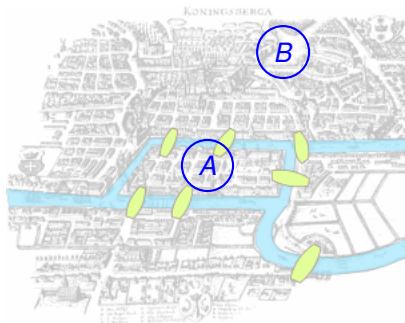
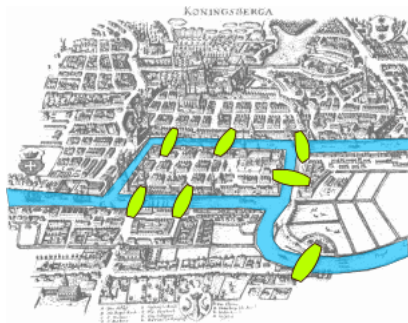
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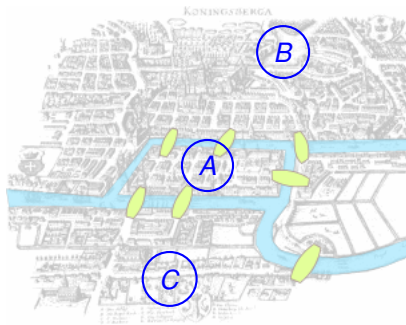
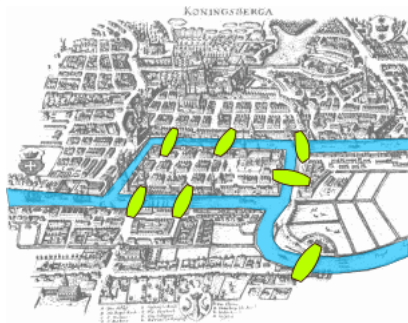
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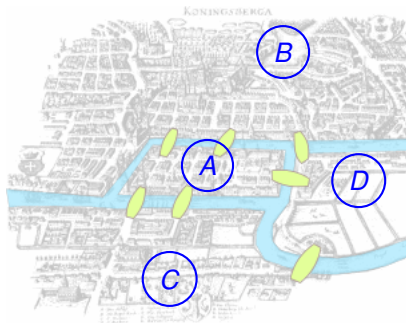
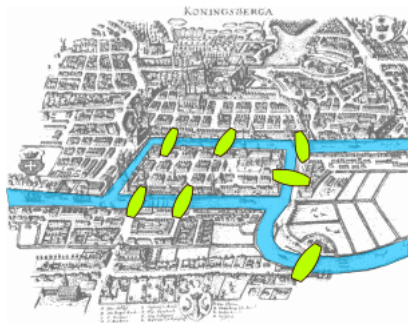
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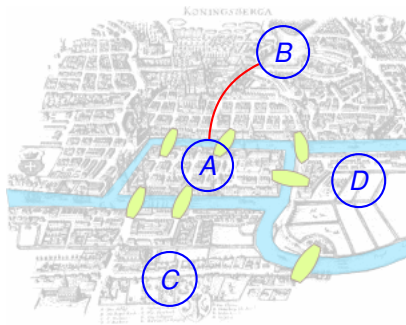
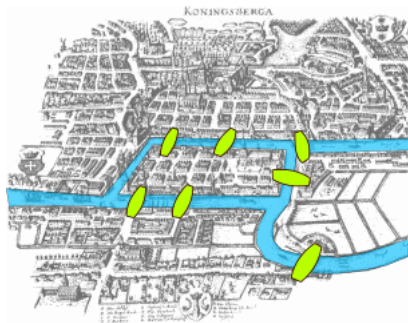
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Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

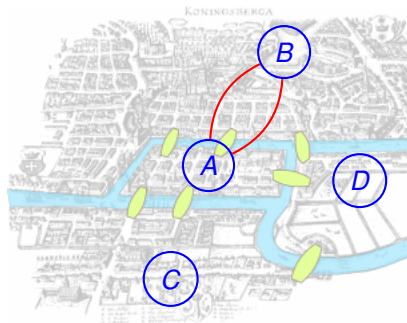
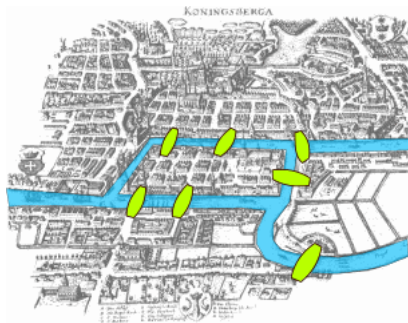
"Konigsberg bridges" by Bogdan Giuscă - [License](#).



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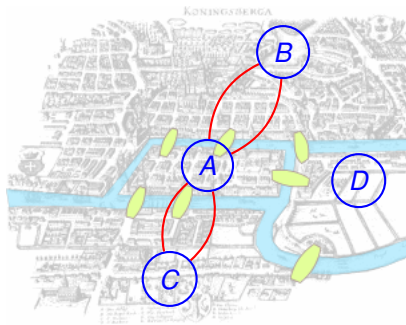
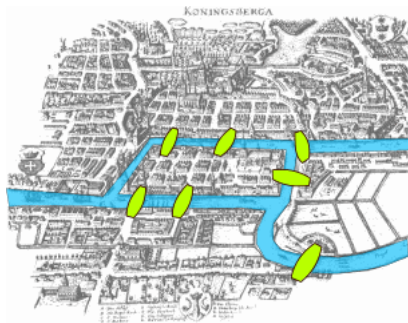
"Konigsberg bridges" by Bogdan Giuscă - [License](#).



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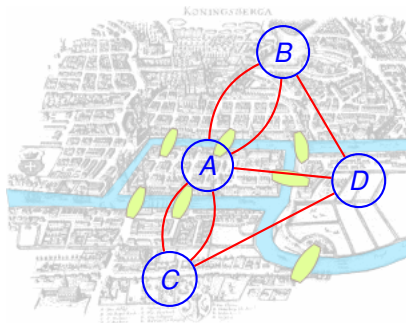
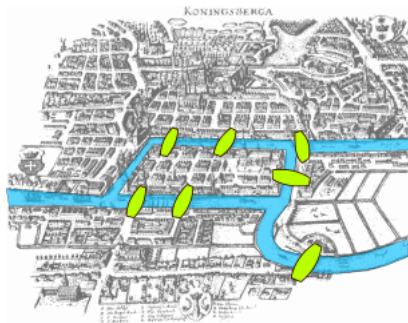
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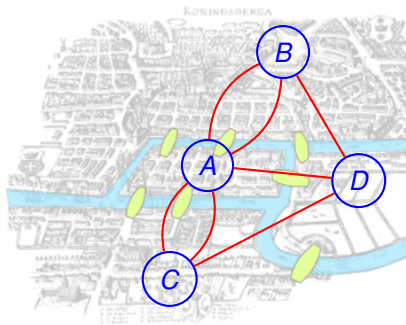
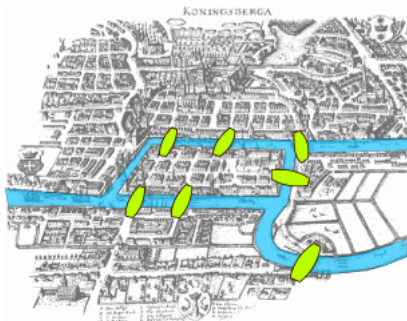
"Konigsberg bridges" by Bogdan Giuscă - [License](#).



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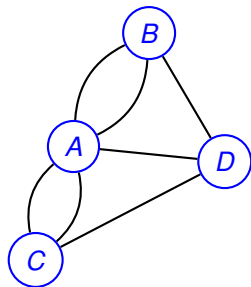
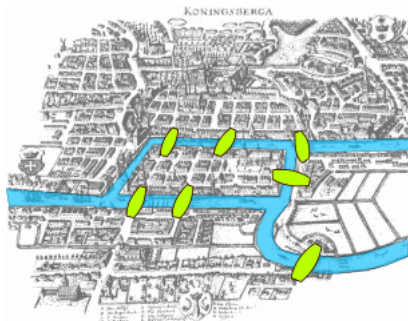


Can you draw a tour in the graph where you visit each edge once?

Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

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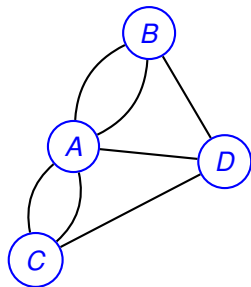
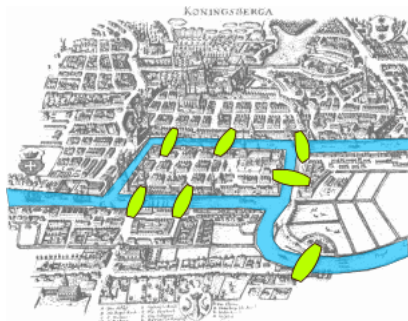


Can you draw a tour in the graph where you visit each edge once?
Yes?

Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

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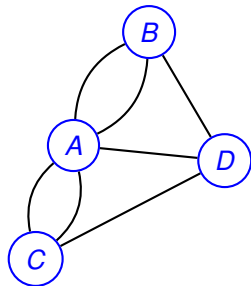
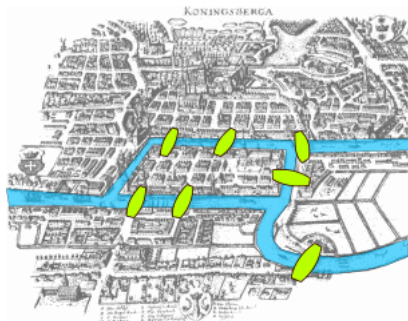


Can you draw a tour in the graph where you visit each edge once?
Yes? No?

Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

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

Eulerian Tour

Eulerian Tour visits every vertex using each edge exactly once.

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

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Proof of only if: Eulerian \implies connected and all even degree.

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Eulerian Tour is connected so graph is connected.

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Tour enters and leaves vertex v on each visit.

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Tour enters and leaves vertex v on each visit.

Uses two incident edges per visit.

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Therefore v has even degree.

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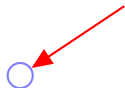
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When you enter,

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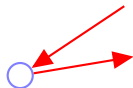
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When you enter, you can leave.

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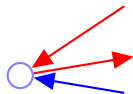
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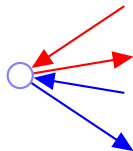
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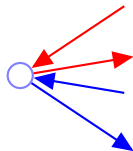
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For starting node,

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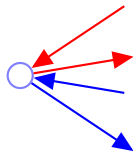
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When you enter, you can leave.

For starting node, tour leaves first

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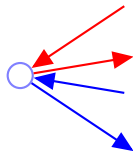
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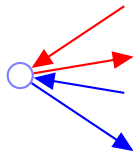
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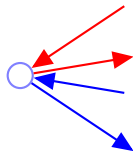
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Not [The Hotel California](#).

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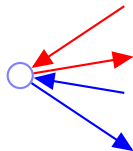
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Not [The Hotel California](#).

(Timestamp: 4:02).

Finding a tour!

Proof of if: Even + connected \implies Eulerian Tour.

We will give an algorithm.

Finding a tour!

Proof of if: Even + connected \implies Eulerian Tour.

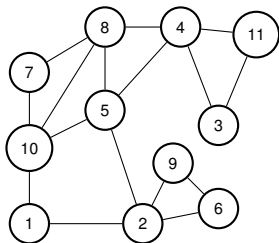
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Finding a tour!

Proof of if: Even + connected \implies Eulerian Tour.

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

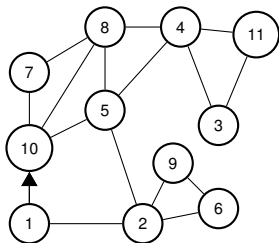


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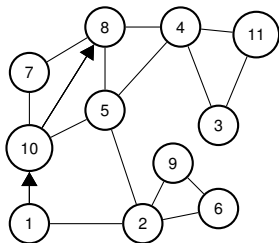


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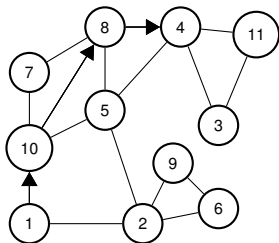


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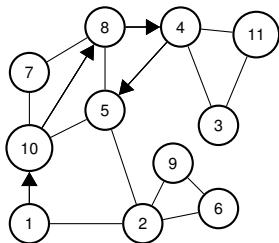


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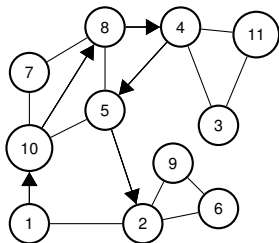


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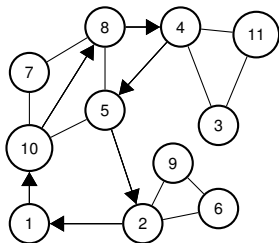


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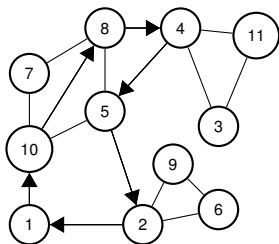
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... till you get back to v .



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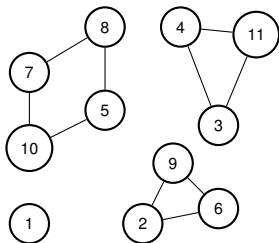


1. Take a walk starting from v (1) on “unused” edges
... till you get back to v .
2. Remove tour, C .

Finding a tour!

Proof of if: Even + connected \implies Eulerian Tour.

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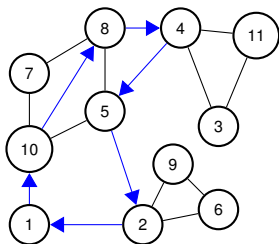


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3. Let G_1, \dots, G_k be connected components.

Finding a tour!

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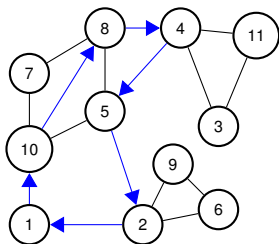


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Each is touched by C .

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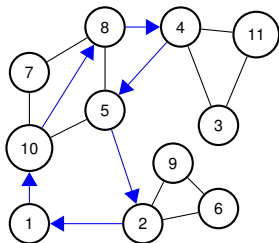
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Why?

Finding a tour!

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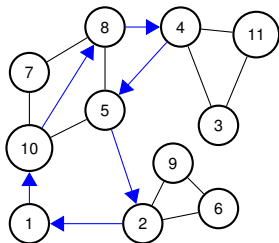


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Why? G was connected.

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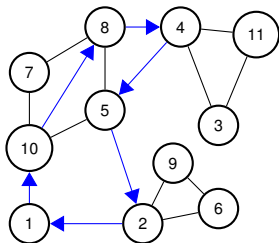


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Let v_i be (first) node in G_i touched by C .

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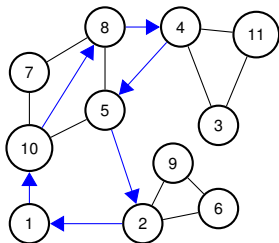


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Example: $v_1 = 1$,

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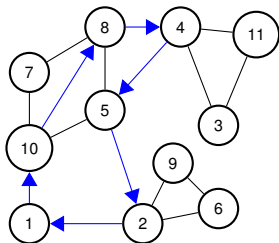
Let v_i be (first) node in G_i touched by C .

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

Finding a tour!

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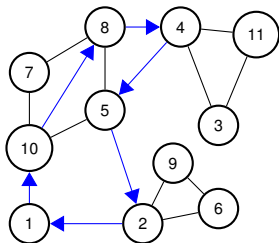
Let v_j be (first) node in G_j touched by C .

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

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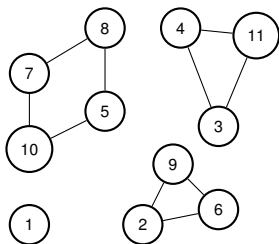


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Example: $v_1 = 1, v_2 = 10, v_3 = 4, v_4 = 2$.

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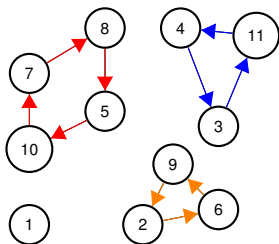
Example: $v_1 = 1$, $v_2 = 10$, $v_3 = 4$, $v_4 = 2$.

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

Finding a tour!

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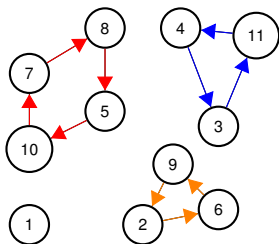
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Finding a tour!

Proof of if: Even + connected \implies Eulerian Tour.

We will give an algorithm. First by picture.



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

... till you get back to v .

2. Remove tour, C .

3. Let G_1, \dots, G_k be connected components.
Each is touched by C .

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

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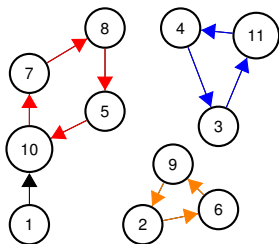
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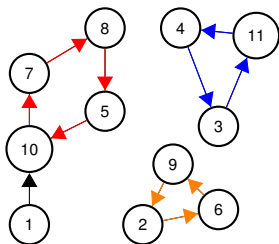
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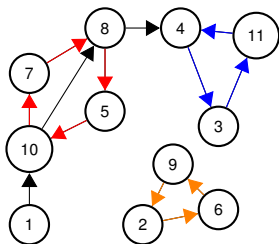
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1, 10, 7, 8, 5, 10

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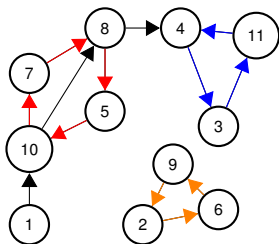
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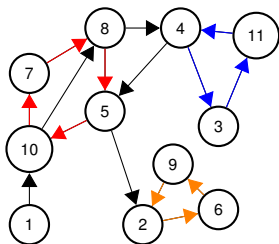
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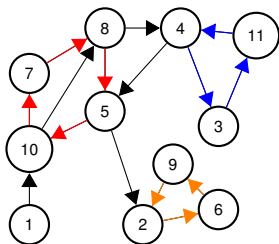
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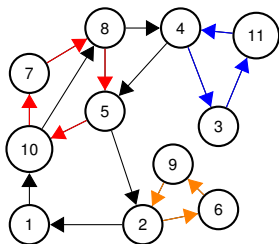
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Recursive/Inductive Algorithm.

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

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By induction for all edges in each G_i .

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Poll: Euler concepts.

Mark correct statements for a connected graph where all vertices have even degree. (Below, tours uses edges at most once, but may involve a vertex several times.

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Mark correct statements for a connected graph where all vertices have even degree. (Below, tours uses edges at most once, but may involve a vertex several times.

- (A) Removing a tour leaves a graph of even degree.
- (B) A tour connecting a set of connected components, each with a Eulerian tour is really cool! Eulerian even.
- (C) There is no hotel california in this graph.
- (D) After removing a set of edges E' in a connected graph, every connected component is incident to an edge in E'
- (E) If one walks on new edges, starting at v , one must eventually get back to v .
- (F) Removing a tour leaves a connected graph.

Poll: Euler concepts.

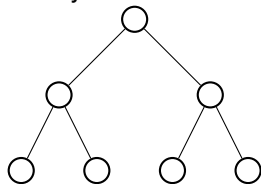
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- (E) If one walks on new edges, starting at v , one must eventually get back to v .
- (F) Removing a tour leaves a connected graph.

Only (F) is false.

A Tree, a tree.

Graph $G = (V, E)$.
Binary Tree!



More generally.

Trees.

Definitions:

Trees.

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A connected graph without a cycle.

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A connected graph without a cycle.

A connected graph with $|V| - 1$ edges.

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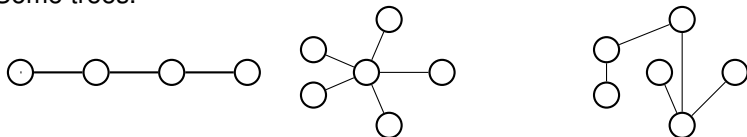
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Some trees.



no cycle and connected?

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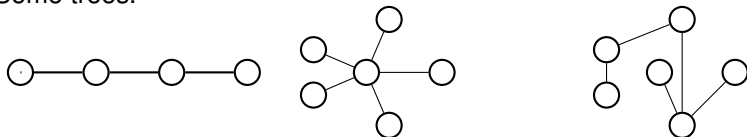
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no cycle and connected? Yes.

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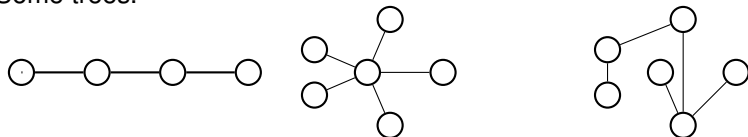
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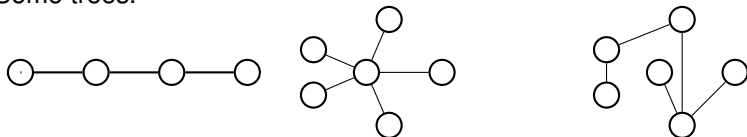
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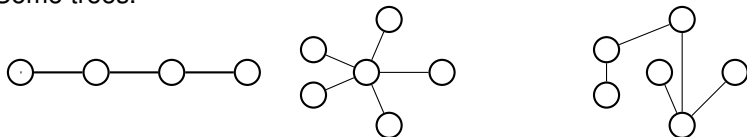
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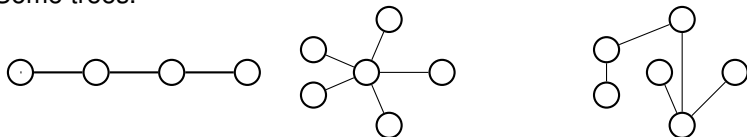
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no cycle and connected? Yes.

$|V| - 1$ edges and connected? Yes.

removing any edge disconnects it. Harder to check.

Trees.

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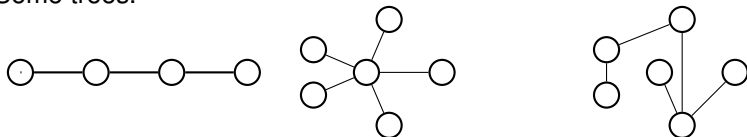
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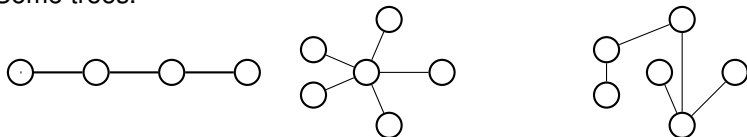
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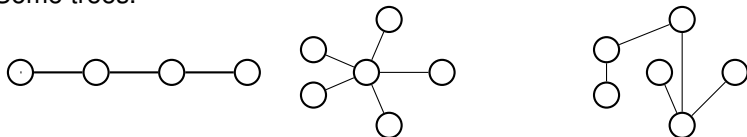
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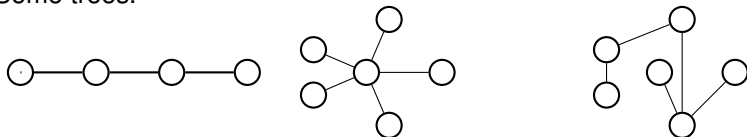
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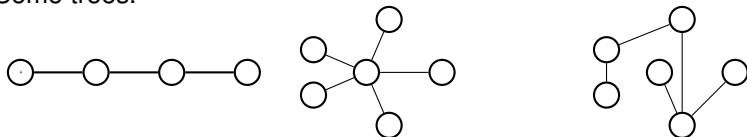
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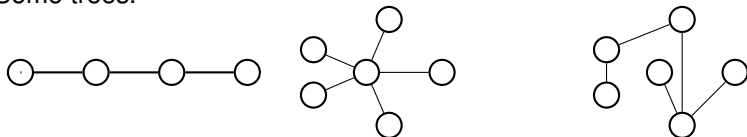
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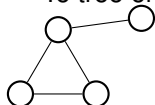
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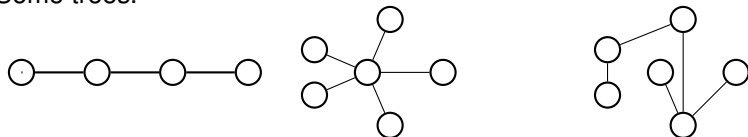
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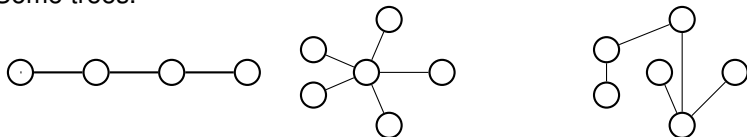
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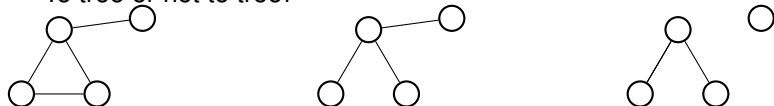
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Equivalence of Definitions.

Theorem:

“G connected and has $|V| - 1$ edges” \equiv

“G is connected and has no cycles.”

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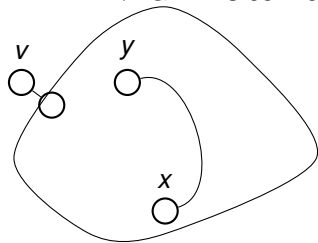
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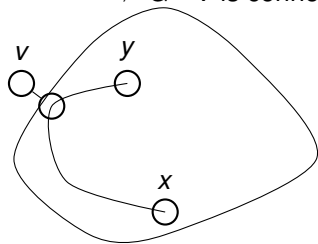
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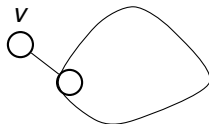


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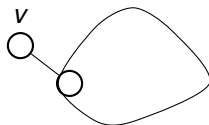


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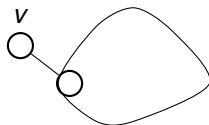
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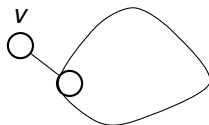
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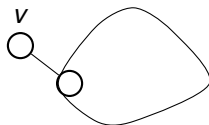
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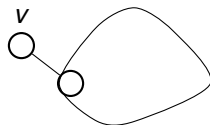
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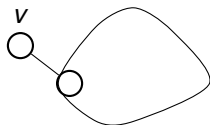
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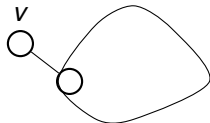
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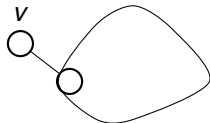
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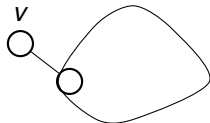
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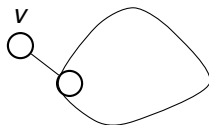
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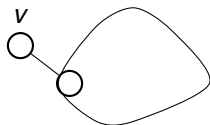
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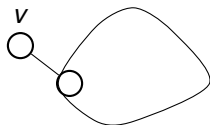
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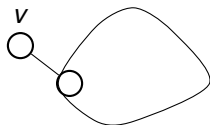
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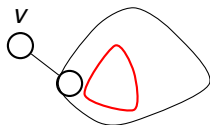
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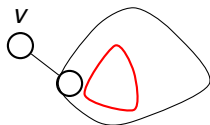
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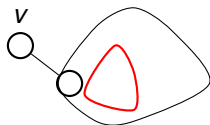
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Proof:

Walk from a vertex using untraversed edges.

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Can't visit more than once since no cycle.

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New graph is connected.

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Removing degree 1 node doesn't disconnect from Degree 1 lemma.

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By induction $G - v$ has $|V| - 2$ edges.

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G has one more or $|V| - 1$ edges.

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Poll: Oh tree, beautiful tree.

Let G be a connected graph with $|V| - 1$ edges.

Poll: Oh tree, beautiful tree.

Let G be a connected graph with $|V| - 1$ edges.

- (A) Removing a degree 1 vertex can disconnect the graph.
- (B) One can use induction on smaller objects.
- (C) The average degree is $2 - 2/|V|$.
- (D) There is a hotel california: a degree 1 vertex.
- (E) Everyone can be bigger than average.

Poll: Oh tree, beautiful tree.

Let G be a connected graph with $|V| - 1$ edges.

- (A) Removing a degree 1 vertex can disconnect the graph.
 - (B) One can use induction on smaller objects.
 - (C) The average degree is $2 - 2/|V|$.
 - (D) There is a hotel california: a degree 1 vertex.
 - (E) Everyone can be bigger than average.
- (B), (C), (D) are true

Lecture Summary.

Graphs.

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Graphs.
Basics.

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Degree, Incidence, Sum of degrees is $2|E|$. Connectivity.

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Degree, Incidence, Sum of degrees is $2|E|$. Connectivity.

Connected Component.

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maximal set of vertices that are connected.

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Algorithm for Eulerian Tour.

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 - Take a walk until stuck to form tour.

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- Trees: degree 1 lemma \implies equivalence of several definitions.

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Recurse on connected components.

Trees: degree 1 lemma \implies equivalence of several definitions.

G : n vertices and $n - 1$ edges and connected.

remove degree 1 vertex.

$n - 1$ vertices, $n - 2$ edges and connected \implies acyclic.

(Ind. Hyp.)

degree 1 vertex is not in a cycle.

G is acyclic.

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