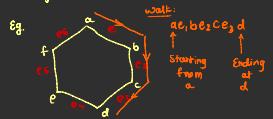


WALK , TRAIL , PATH

① WALK

A walk is a finite alternating sequence of vertices and edges, beginning and ending with same or diff vertices.



Length of walk:
The number of edges is called as length of the walk.
Closed and open walks:
If its origin and terminous vertex ($V_0 = V_n$) is equal then it is called closed walk, otherwise open walk.
C if diff vertices ($V_0 \neq V_n$)

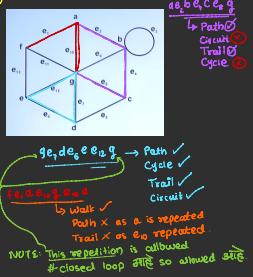
TRAIL
Any walk having different edges is called as trail.
(no repeated edges)

CIRCUIT
A closed trail is called as a circuit.

PATH
A walk is called path if all vertices are not repeated.

CYCLE
A closed path is called as cycle.

Ex)



EDERIAN PATH

A path in a graph is said to be Eulerian path if it traverses each & every edge in graph once & only once.



NOTE: vertex repetition is accepted here.

EULERIAN CIRCUIT

A circuit in a graph is said to be an Eulerian circuit if it traverses each edge in graph once & only once
(for closed graph)

HAMILTONIAN PATH

A path which contains every vertex of a graph & exactly once is called Hamiltonian path.



HAMILTONIAN CIRCUIT

A circuit that passes through each of the vertices in a group & exactly once except the starting vertex and end vertex is called Hamiltonian circuit.



Made with Goodnotes

Hamiltonian Graph:

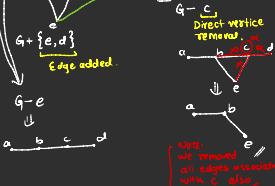
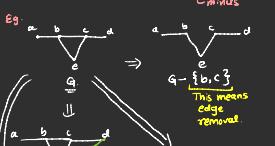
A connected graph containing Hamiltonian circuit is called as Hamiltonian graph.



Operations on Graph

Removing vertex from Graph:

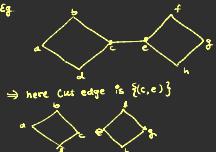
when we remove a vertex V and all edges incident/connected to it from Graph $\{G = (V, E)\}$ we create a subgraph, denoted by $G - V$



Cut-Edge (Bridge)

An edge $e \in G$ is called as a cut edge, if $G - e'$ results into a disconnected graph.

If removing an edge results into two/more graph then that edge is called as a cut edge.



NOTE: If graph with 'n' vertices

- 1 Cut edge e exist iff it is not a part of cycle
- 2 maximum number of cut edges possible is $n-1$
- 3 whenever cut edges exist, cut vertices also exists.
- 4 whenever cut vertices exist, cut edge may or may not exist.

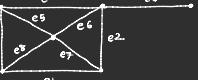
Cut Set of a Graph

Let Graph be $G = (V, E)$ be a connected graph. A subset E' of E , is called

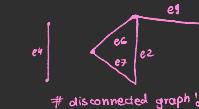
Cut-set of G if deletion of all edges given in E' set causes G to disconnect

→ If deleting certain number of edges from a graph makes it disconnected, then those deleted edges are called as **cut set** of graph

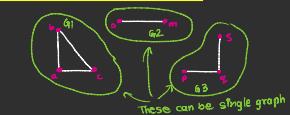
Ex)



Cut set is $E' = \{e_1, e_3, e_5, e_8\}$
(# remove all these edges)



CONNECTED COMPONENTS



Suppose in G^* had it been given draw graph with 8 vertices & 6 edges so that $a-b$, $a-c$, $b-c$, $b-d$, $c-d$, $c-e$, $d-e$, $d-f$, $e-f$, $e-g$, $f-g$, $f-h$, $g-h$. Then we would have drawn the graph G^* .

So, the graph G is the union of 3 disjoint connected subgraphs G_1 , G_2 , G_3 . These subgraphs are called as **Connected components** of G .

CONNECTED COMPONENTS: A connected component of a graph G is a connected subgraph of G that is not a proper subgraph of another connected subgraph of G . That is, a connected component of a graph G is a maximal connected subgraph of G . A graph G that is not connected has two or more connected components that are disjoint and have G as their union.

APPLICATIONS

APPLICATIONS OF PLANE GRAPHS: Planar graphs play an important role in the design of circuit boards. We model a circuit board by representing components as the circuit vertices and connections between them by edges. We print a circuit on a single board with no connections crossing if the graph represents the circuit plan. When there are connections crossing, we need to move some components. So, we represent the vertices in the graph representing the circuit plan as polygonal shapes. We then contract the circuit using moving layers. See the practice Exercise 30 to learn about the thickness of a circuit board. In order to minimize the thickness of a circuit board, the problem of finding the circuit with the fewest possible crossings is important. (See the practice Exercise 26 to learn about the crossing number of a graph.)

We can use graphs to model a road network. Suppose we want to connect a group of cities by roads. We can model a road network connecting these cities using a graph with vertices representing the cities and edges representing the highways connecting them. We can build this road network without using underpasses or overpasses if the resulting graph is planar.

Applications of Hamilton Circuits

Hamilton path and circuit can be used to solve practical problems. For example, my application ask to go around the road such that distance in a city such that each point intersect in a city grid, or each node in a communication network exactly one. Finding a Hamilton path or circuit in the appropriate graph model can solve such problems. The famous traveling salesperson problem (TSP) also known as *traveling the route* is the traveling salesman problem. ask for the shortest route a traveling salesman should take to visit a set of cities. This problem reduces to finding a Hamilton circuit in a complete graph such that the total weight of its edges is as small as possible. We will return to this question in