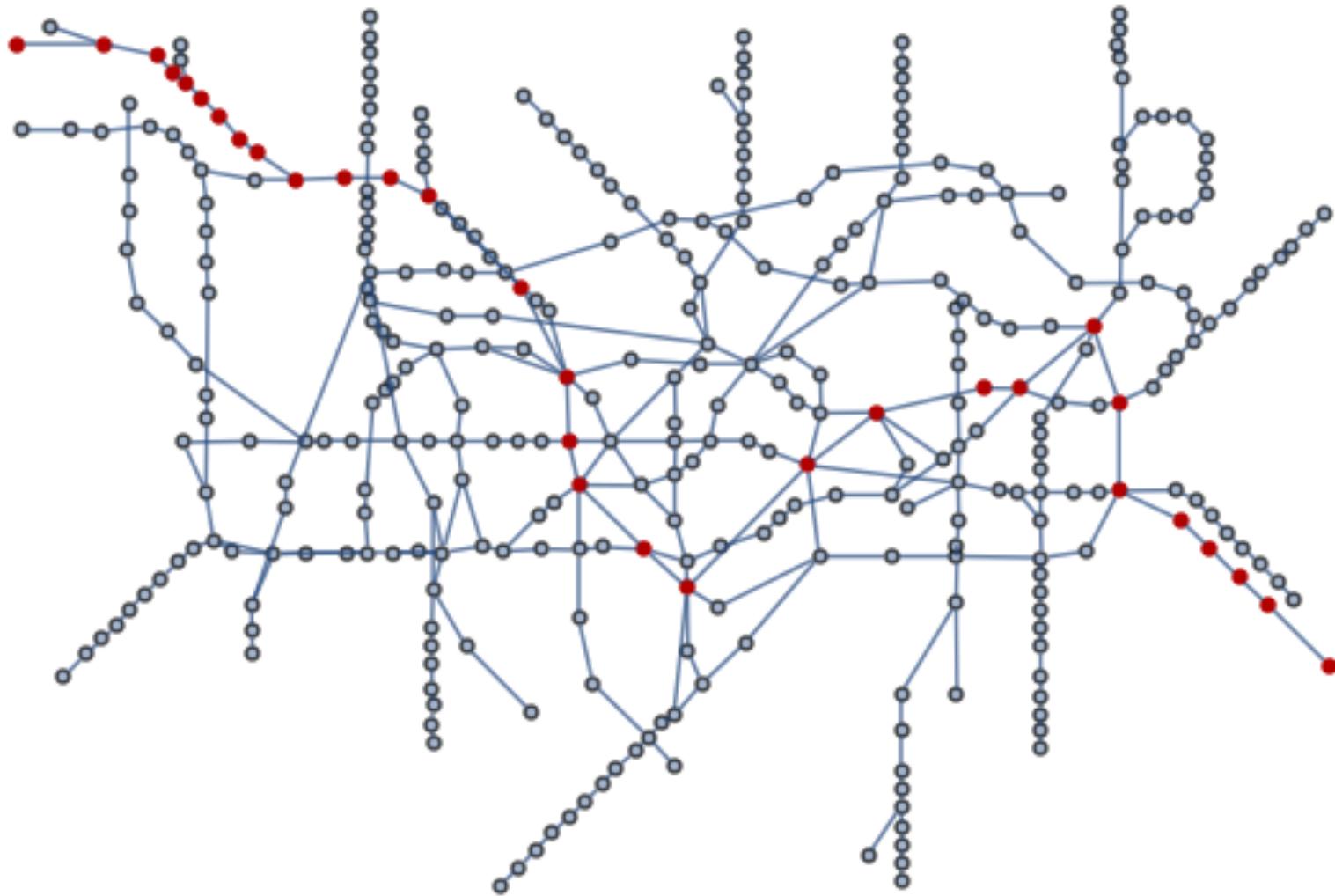




## Section 10.4

# Graph Connectivity

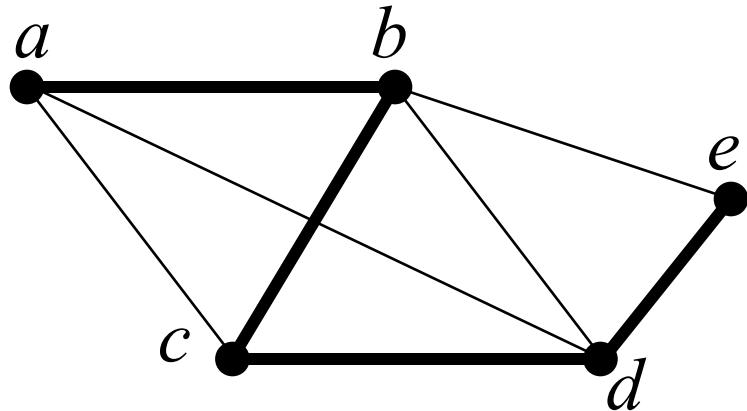




# Paths

- A **path** is a sequence of edges that begins with a vertex of a graph and travels from vertex to vertex along edges of the graph.
- The **length** of a path is the number of edges in that path.

# Paths



$(\{a,b\}, \{b,c\}, \{c,d\}, \{d,e\})$  is a path of length 4.

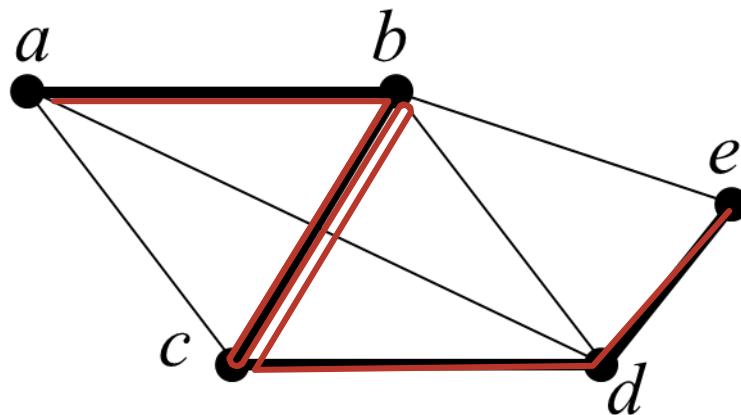
When there are no multiple edges (e.g., in simple graph), we can represent a path by the sequence of vertices it passes through.

$$(\{a,b\}, \{b,c\}, \{c,d\}, \{d,e\}) \quad \Rightarrow \quad (a, b, c, d, e)$$

# Paths / walk

trail

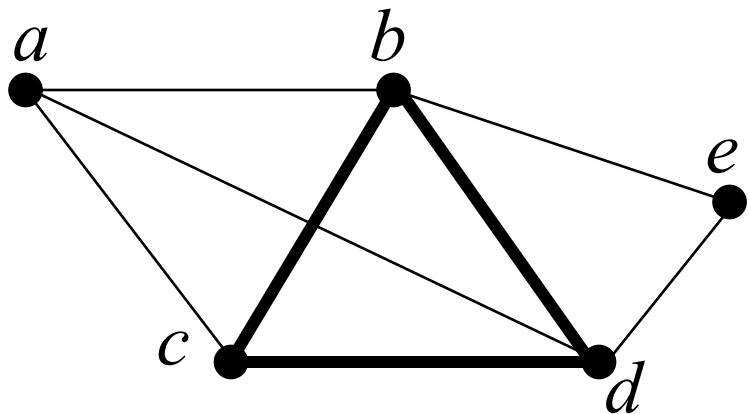
- A path is **simple** if it does not contain the same edge more than once.



Example of **non-simple path**:  $(a, b, c, b, c, d, e)$

# Paths

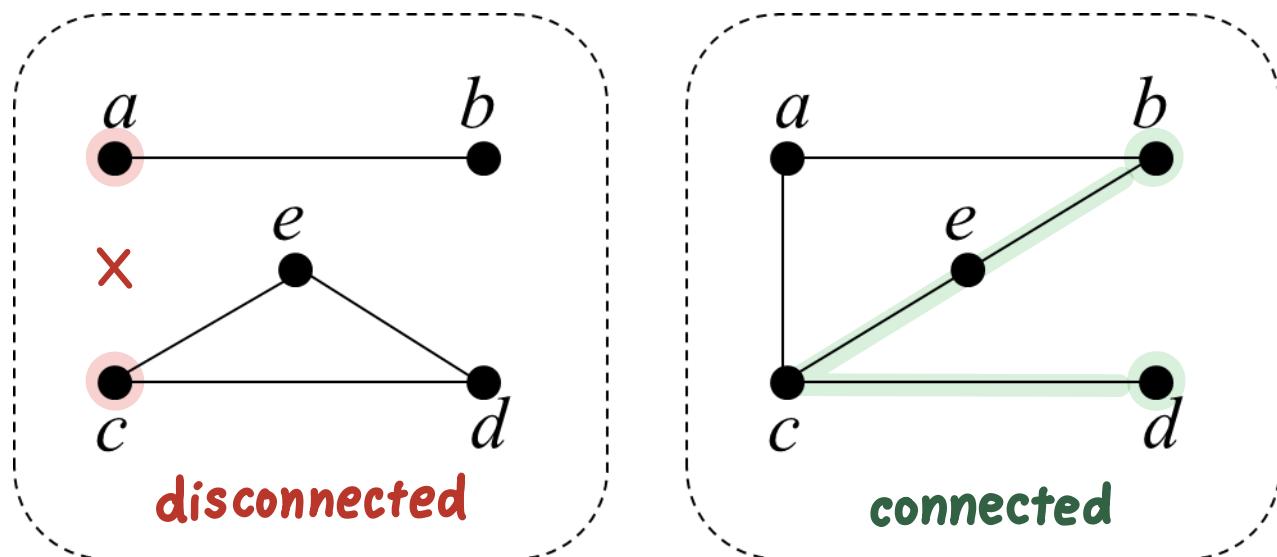
- A path is a **circuit** if it begins and ends at the same vertex and the length is not 0.



Circuit  $(b, c, d, b)$

# Connectedness

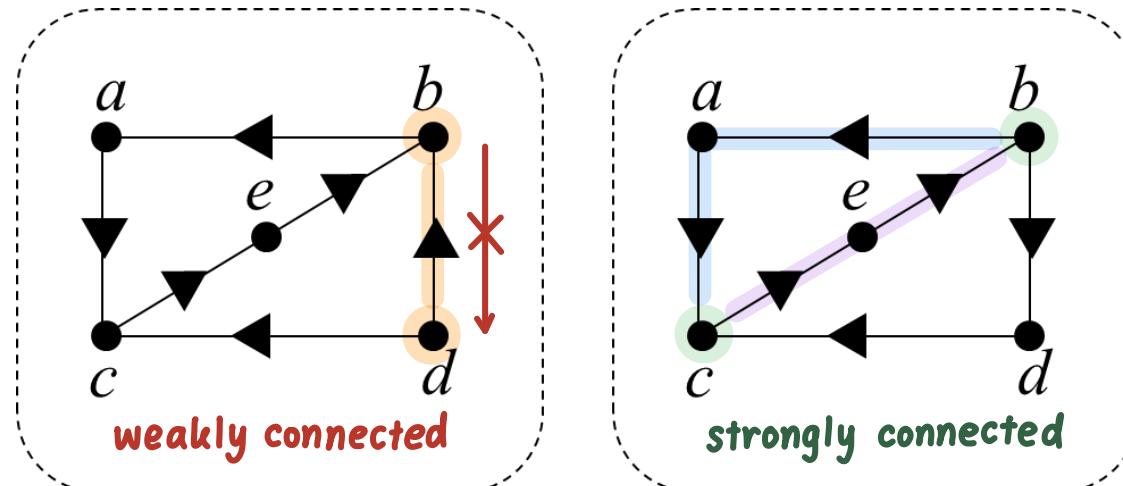
An undirected graph is called **connected**  $\leftrightarrow$  There is a path between every pair of distinct vertices of the graph.



# Connectedness

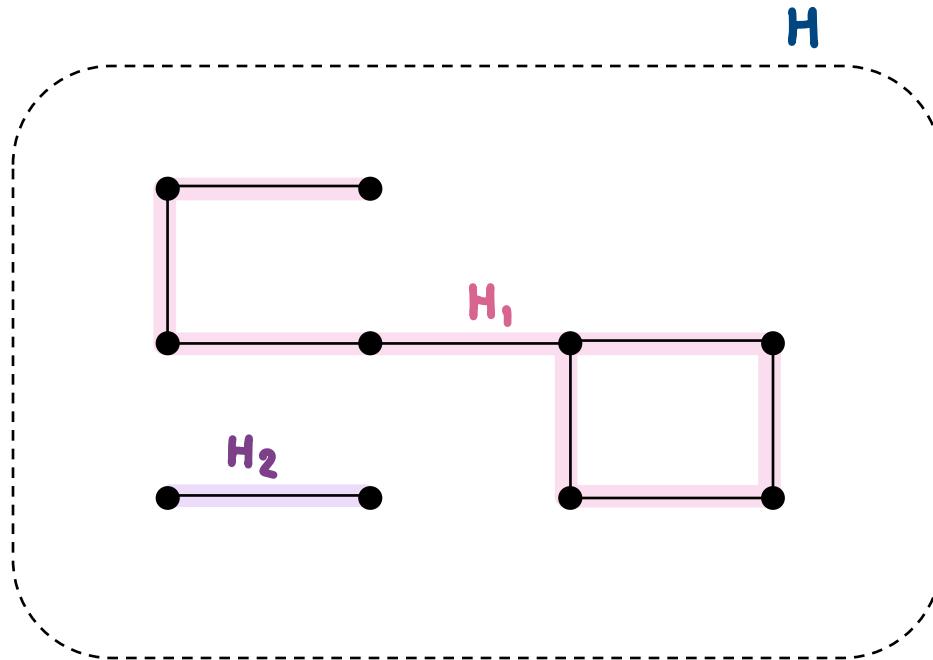
An directed graph is **strongly connected**  $\leftrightarrow$  There is a path from  $a$  to  $b$  and from  $b$  to  $a$  whenever  $a$  and  $b$  are distinct vertices in the graph.

An directed graph is **weakly connected**  $\leftrightarrow$  There is a path between every pair of distinct vertices of the graph. (Disregard the edge directions.)



# Connected Components

- A **connected component** of a graph is maximal connected subgraph of that graph.



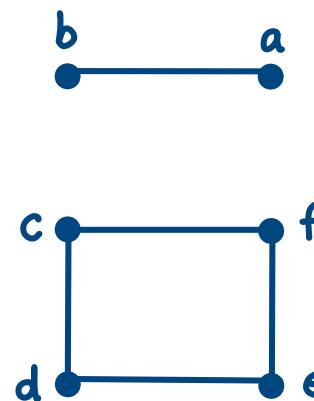
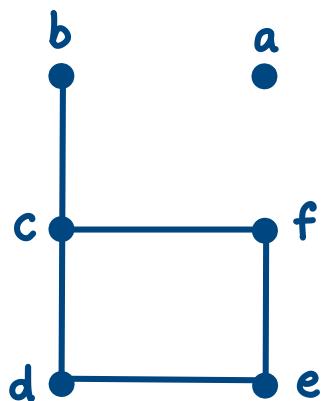
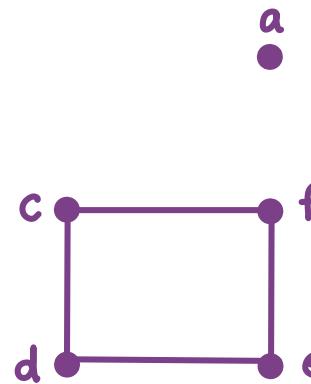
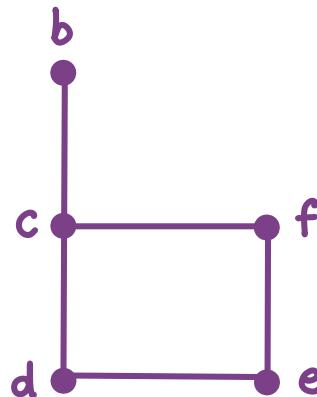
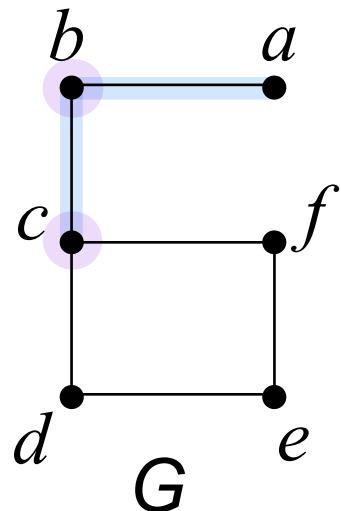
How many connected components are there in a simple graph with the following adjacency matrix?

	a	b	c	d	e	f	g	h	i	j
		1		1	1			1		1
1					1					1
						1	1			
1					1					1
1	1			1				1		1
			1				1			
			1			1				
1					1					1
1	1			1	1			1		

# Cut Vertex / Cut Edge

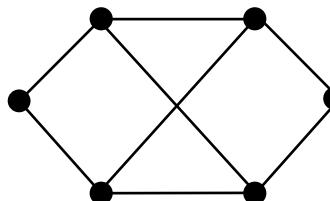
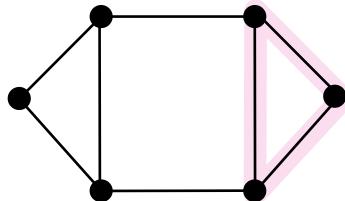
- A vertex is called a **cut vertex** (or **articulation point**) if the removal of that vertex along with all edges incident with it produces a subgraph with more connected components.
- An edge whose removal produces a subgraph with more connected components is called a **cut edge** (or **bridge**).

Find all **cut vertices** and **cut edges** in  $G$ .



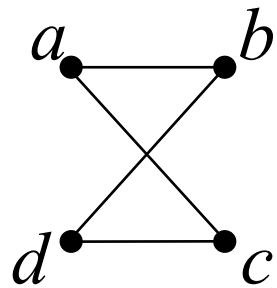
# Paths and Isomorphism

- ♥ The existence of a simple circuit of a particular length is a graph invariant.
- ♥ Paths are sometimes useful in finding an isomorphism.



# Counting Paths Between Vertices

How many paths of length 4 are there from  $a$  to  $d$  in the following graph?

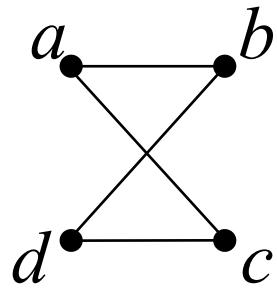


**C<sub>4</sub>**

# Counting Paths Between Vertices

How many paths of length 4 are there from  $a$  to  $d$  in the following graph?

8



- $(a, b, a, b, d), (a, b, a, c, d),$
- $(a, b, d, b, d), (a, b, d, c, d),$
- $(a, c, a, c, d), (a, c, a, b, d),$
- $(a, c, d, c, d), (a, c, d, b, d)$

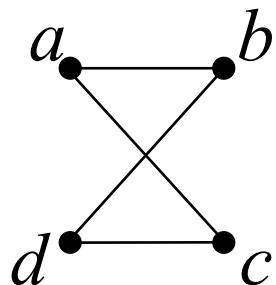
# Counting Paths Between Vertices

The number of paths of a certain length between two vertices in a graph can also be determined from the graph's adjacency matrix.

Let  $G$  be a graph with adjacency matrix  $\mathbf{A}$  with respect to the ordering  $v_1, v_2, \dots, v_n$  of the vertices of the graph (with directed or undirected edges, with multiple edges and loops allowed). The number of different paths of length  $r$  from  $v_i$  to  $v_j$ , where  $r$  is a positive integer, equals the  $(i, j)$ th entry of  $\mathbf{A}^r$ .

# Counting Paths Between Vertices

How many paths of length 4 are there from  $a$  to  $d$  in the following graph?



$$A = \begin{bmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{bmatrix}$$
$$A^4 = \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} \begin{bmatrix} 8 & 0 & 0 & 8 \\ 0 & 8 & 8 & 0 \\ 0 & 8 & 8 & 0 \\ 8 & 0 & 0 & 8 \end{bmatrix}$$



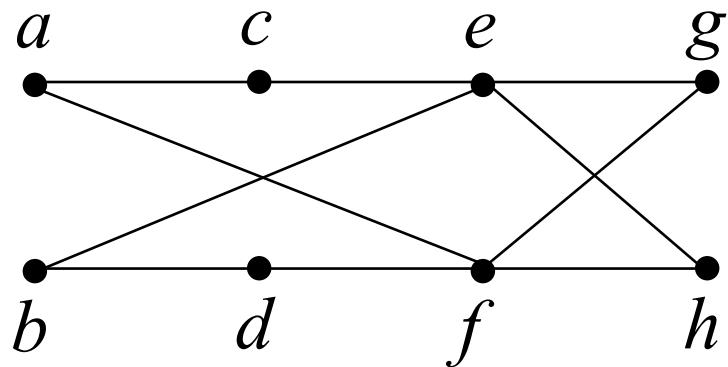
## Section 10.5

- Euler Circuits



# Euler Circuits

An **Euler circuit** in a graph is a *simple* circuit containing every edges of that graph.



An Euler circuit =

a c e g f h e b d f a  
e g f h e b d f a c e

THE SEVEN BRIDGES OF  
KÖNIGSBERG



IS IT POSSIBLE TO TOUR  
THE CITY, CROSSING  
EACH BRIDGE EXACTLY  
ONCE?

Kalininograd

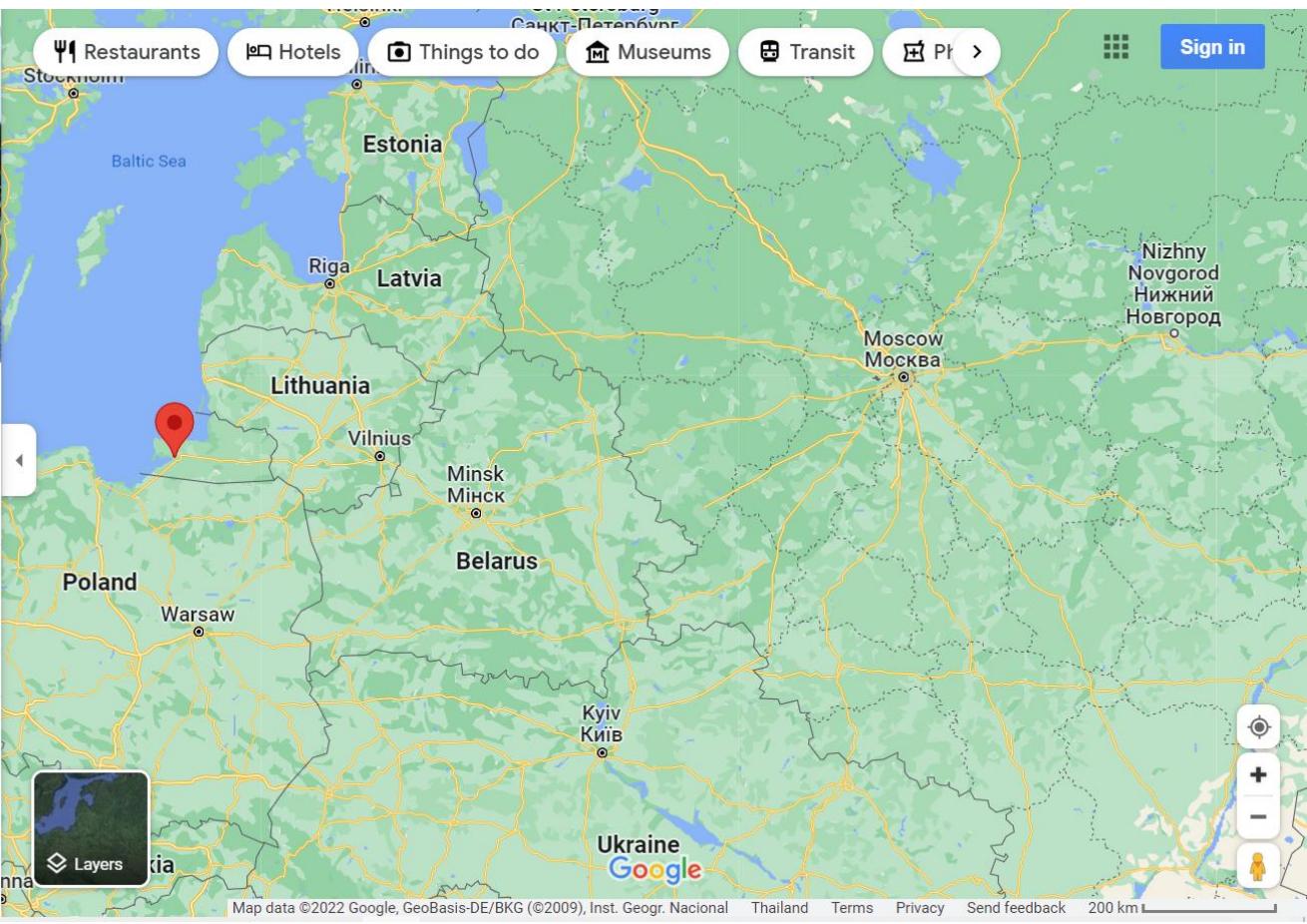
Kaliningrad  
Kalininograd Oblast  
Russia

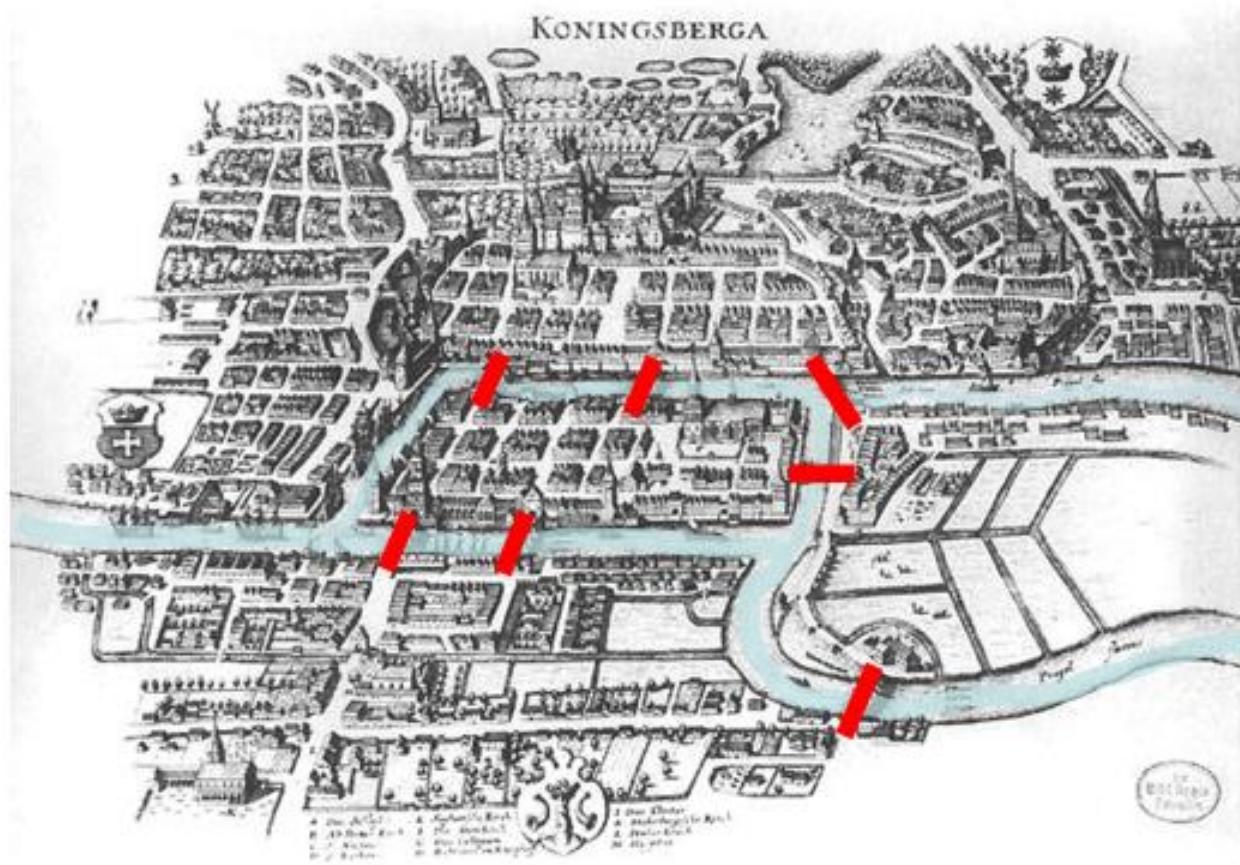
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Directions Save Nearby Send to phone Share

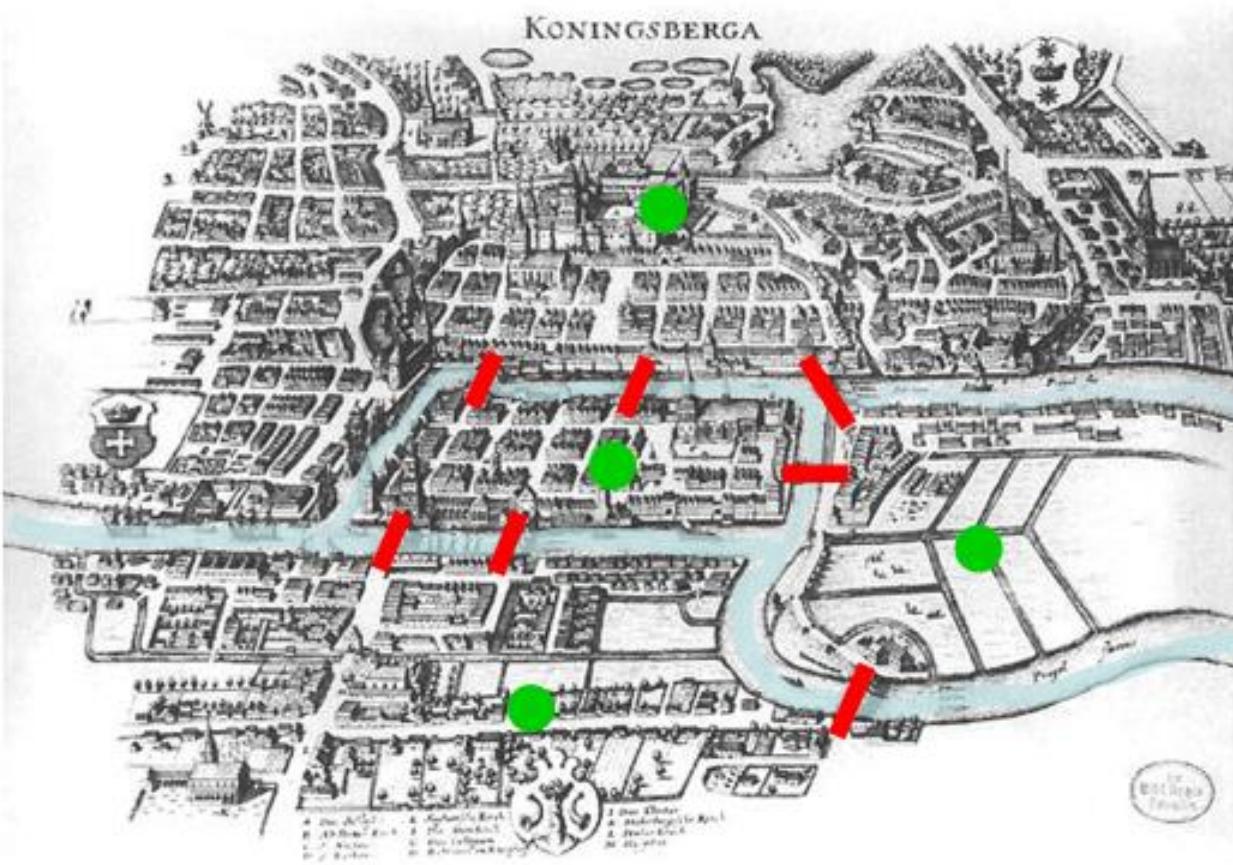
**Quick facts**

Kalininograd is the capital of the Russian province of the same name, sandwiched between Poland and Lithuania along the Baltic Coast. Dubbed Königsberg during centuries of Prussian rule, the city was largely reconstructed after WWII. Traces of its German heritage

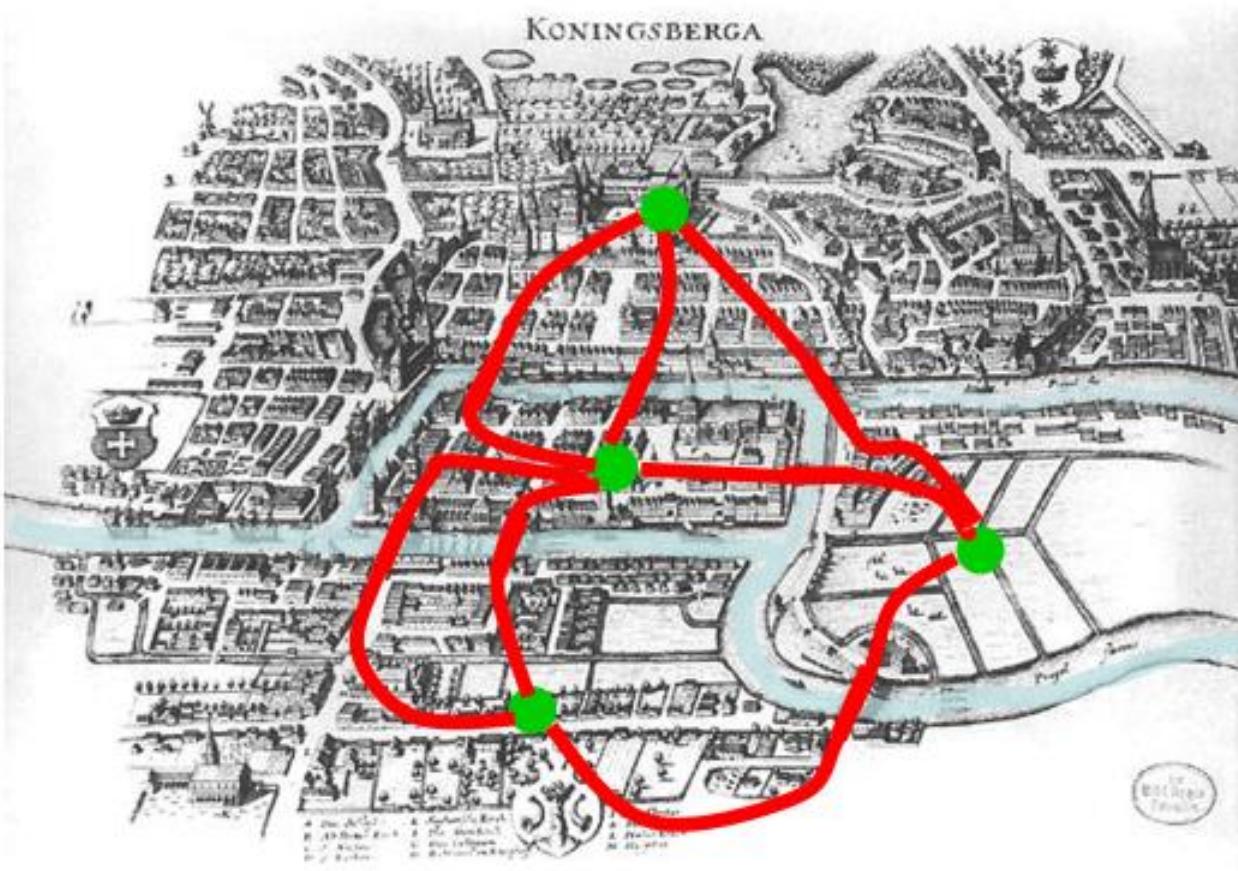




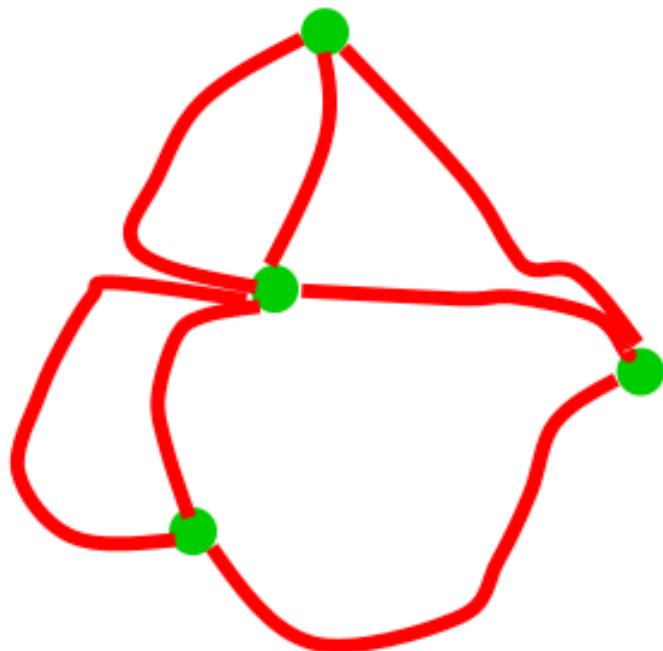
Department of Computer Engineering  
Chulalongkorn University



Department of Computer Engineering  
Chulalongkorn University



Department of Computer Engineering  
Chulalongkorn University



Department of Computer Engineering  
Chulalongkorn University

# **LEONHARD EULER (1707-1783)**



# Conditions for Euler Circuits

A connected multigraph with at least two vertices has an Euler circuit  $\leftrightarrow$  each of its vertices has even degree.

## Proof:



### Necessary condition

$G$  has an Euler Circuit  $\rightarrow$  each of its vertices must have even degree.

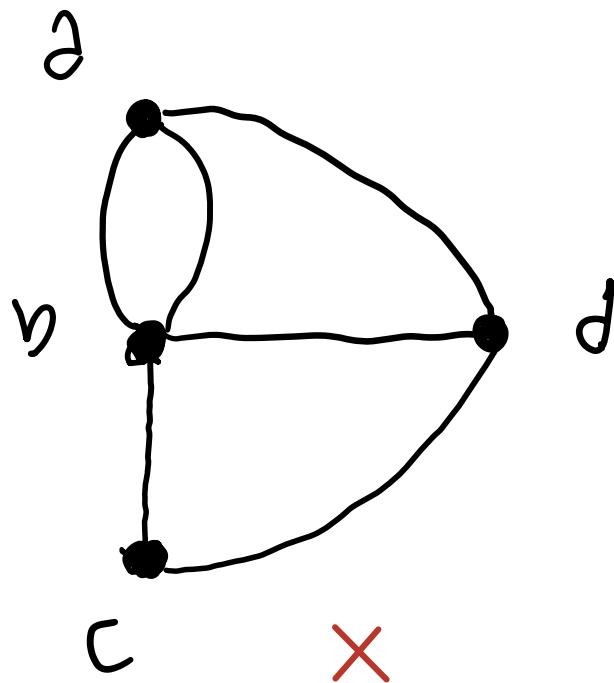
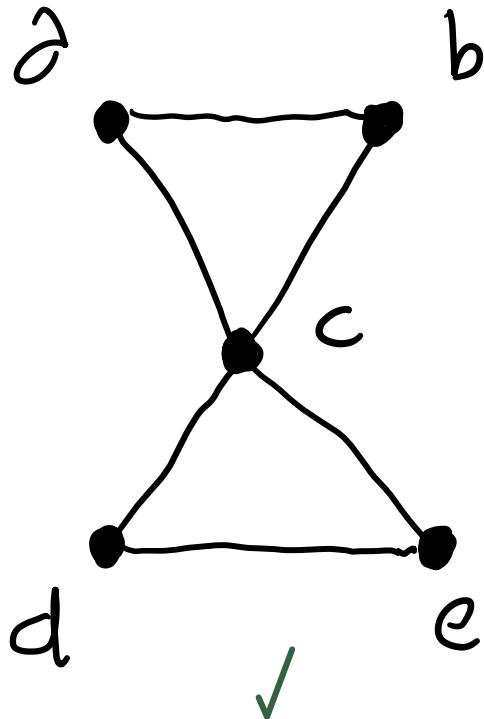


### Sufficient condition

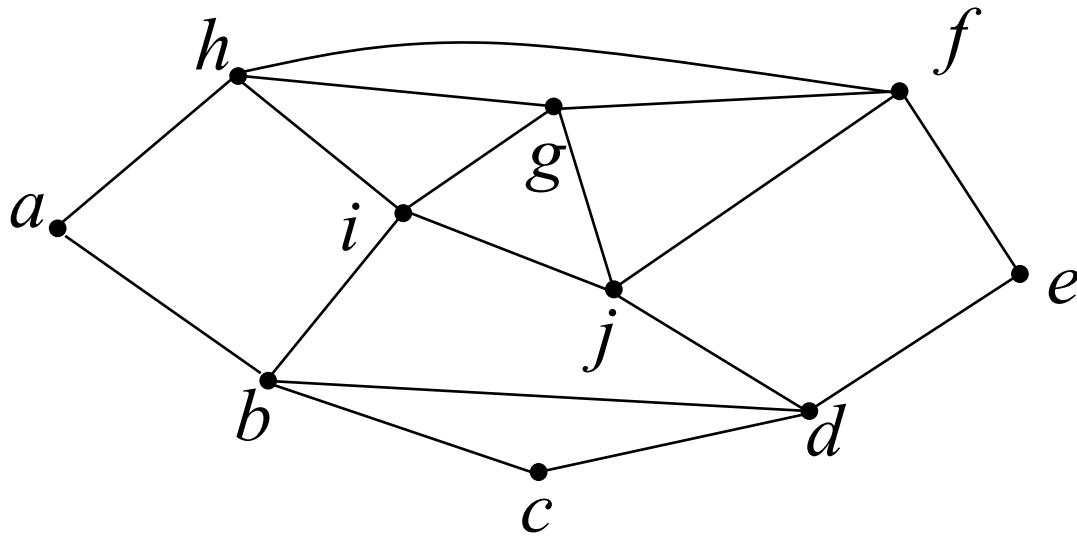
Each of the vertices in  $G$  has even degree  $\rightarrow G$  has an Euler Circuit.

$G$  has an Euler Circuit  $\rightarrow$  each of its vertices must have even degree.

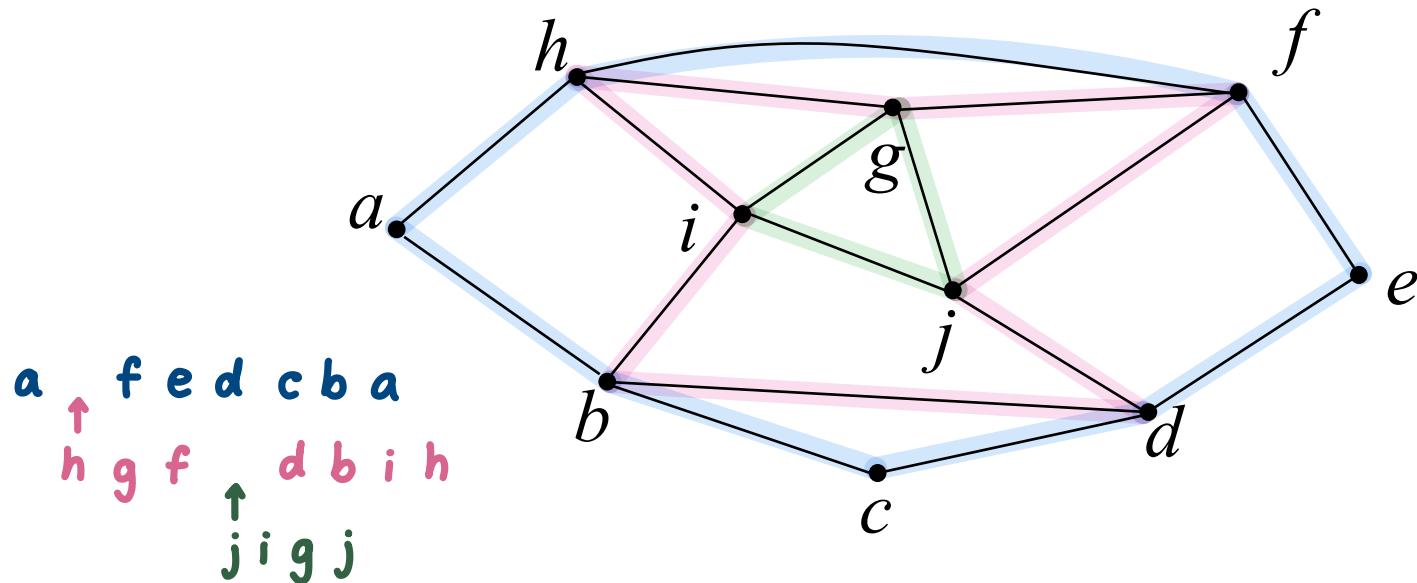
Some vertex has odd degree  $\rightarrow G$  does not have Euler circuit



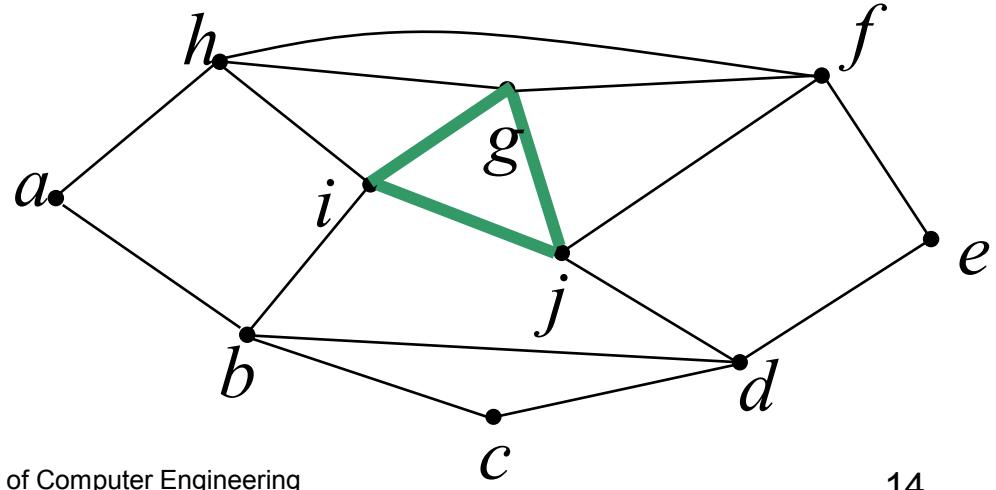
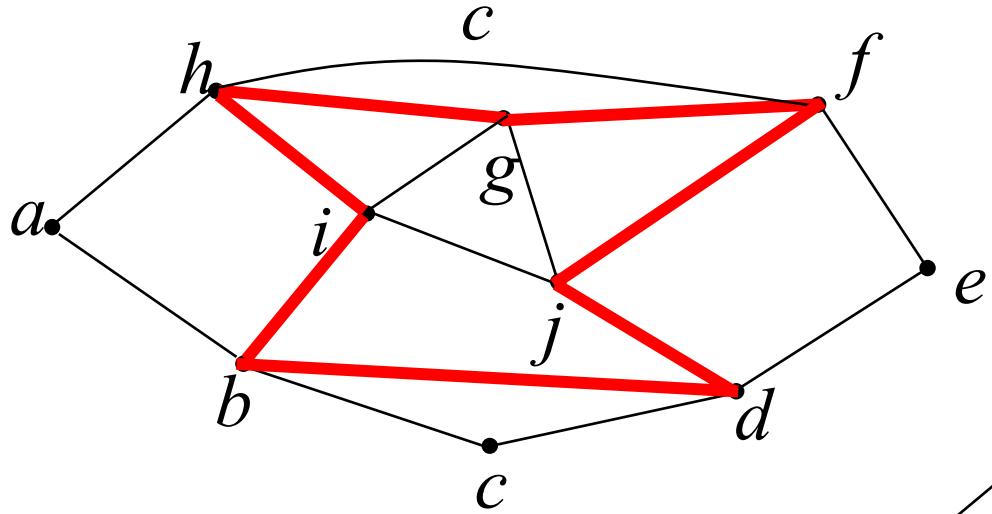
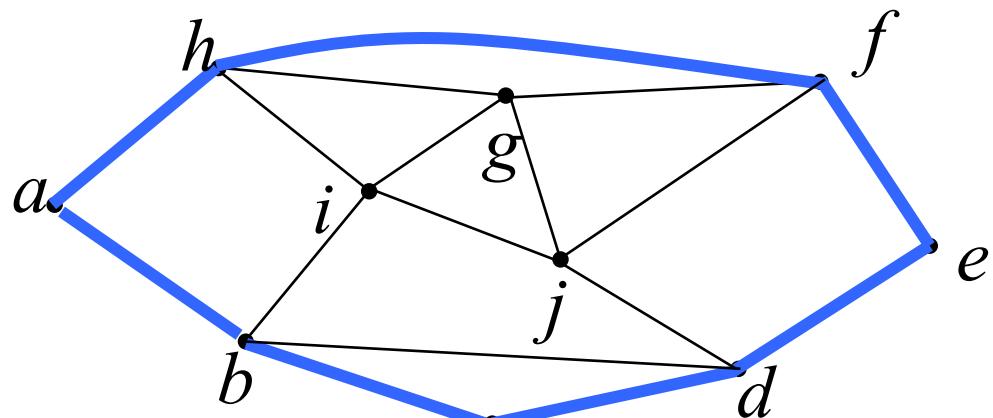
Each of the vertices in  $G$  has even degree  $\rightarrow G$  has an Euler Circuit.



# Finding an Euler Circuit



a h g f j i g j d b i h f e d c b a





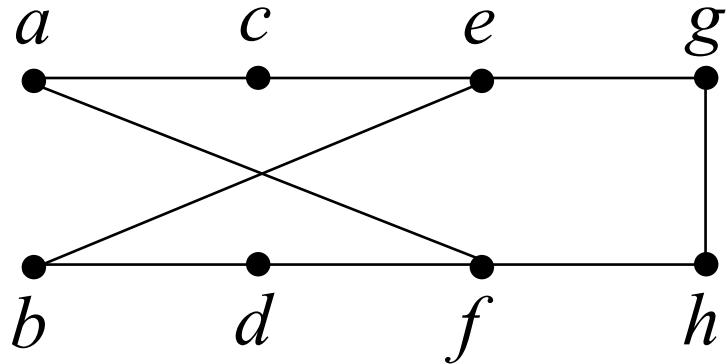
## Section 10.5

- Euler Paths
- Hamilton Paths & Circuits



# Euler Paths

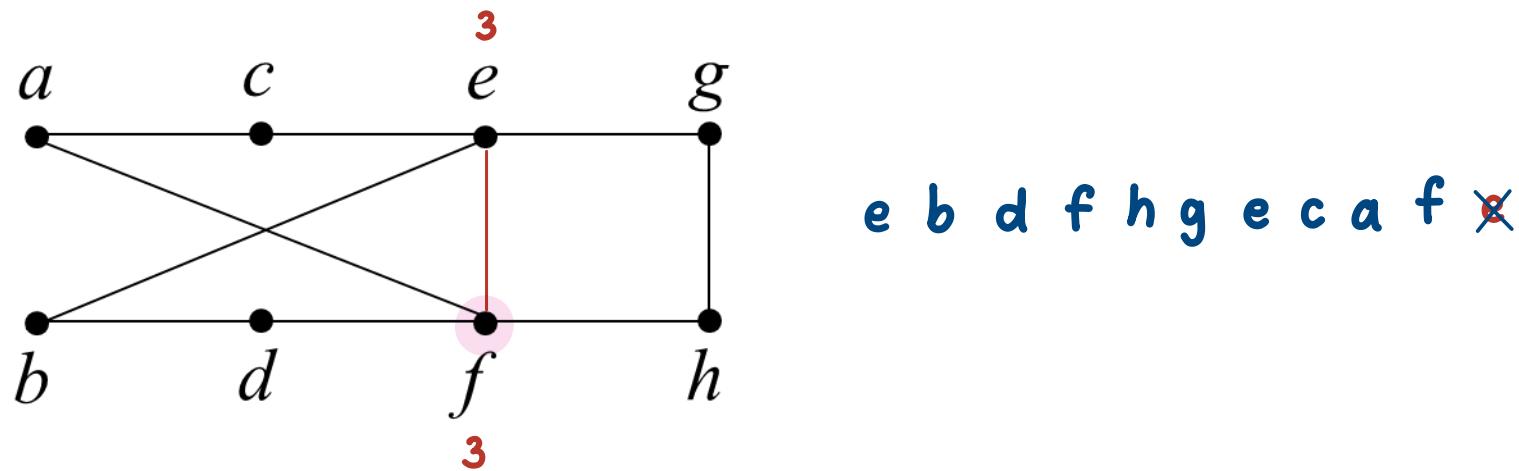
An **Euler path** in a graph is a *simple* path containing every edges of that graph.

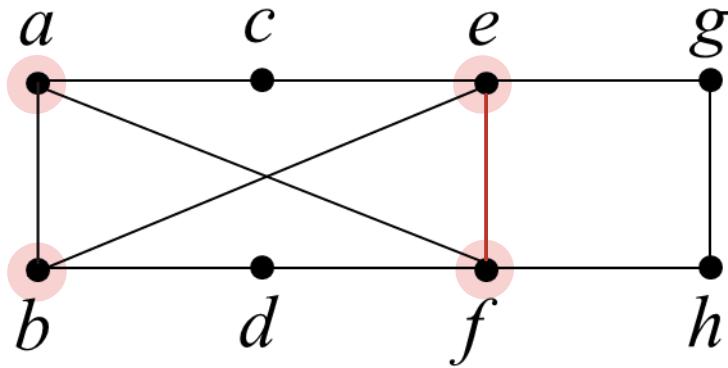


An Euler path =  
e b d f h g e c a f

# Conditions for Euler Paths

A connected multigraph with at least two vertices has an Euler path but not an Euler circuit  $\leftrightarrow$  it has exactly 2 vertices with odd degree.



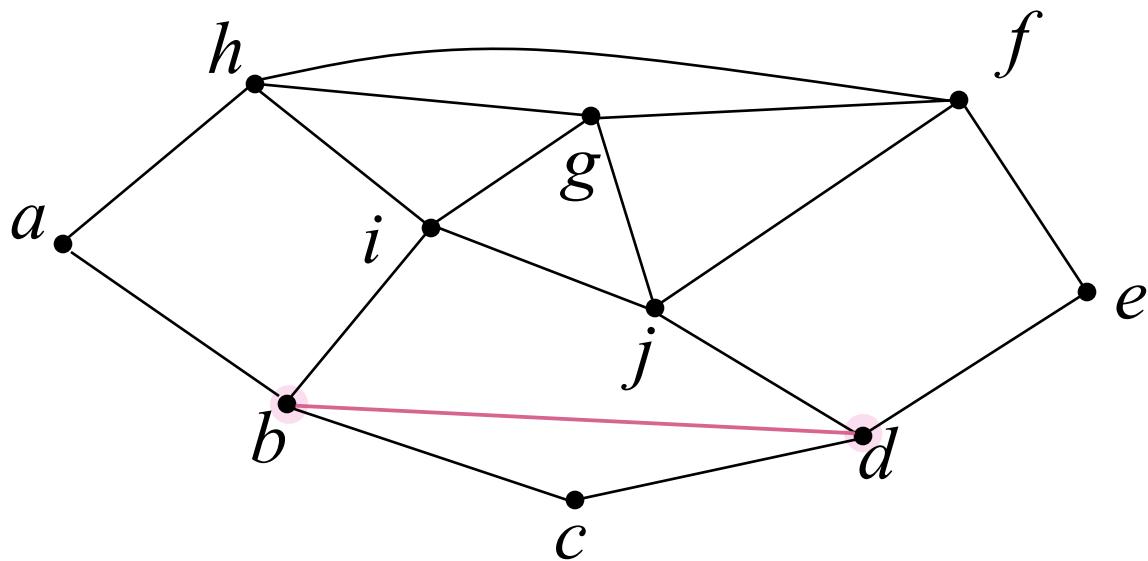


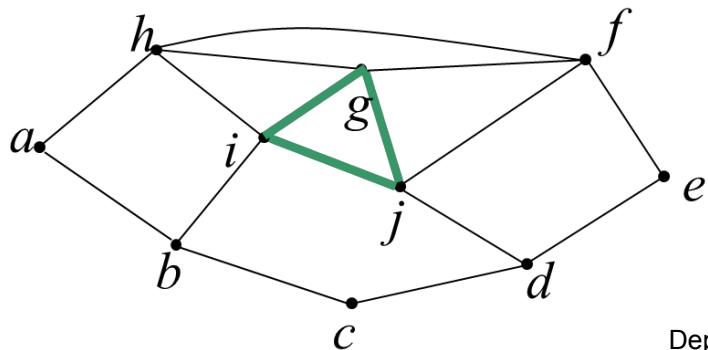
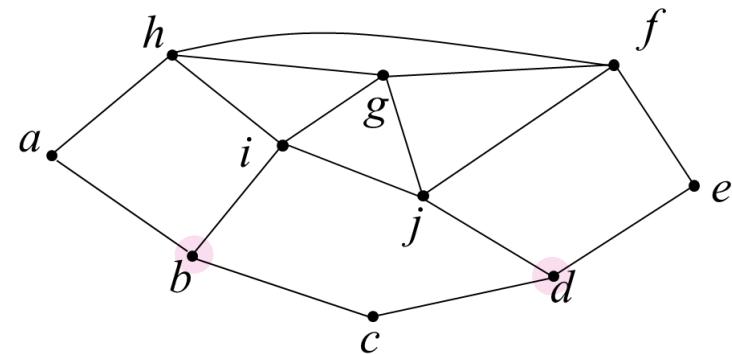
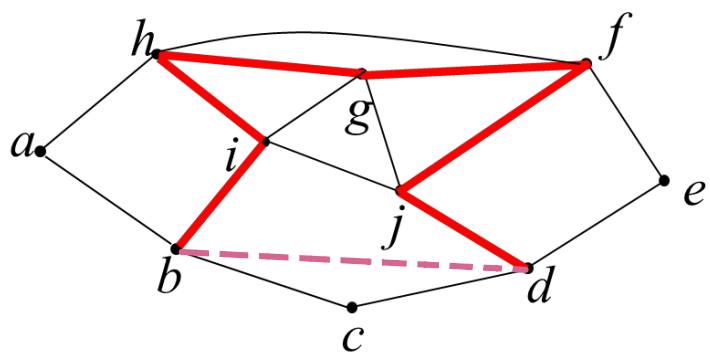
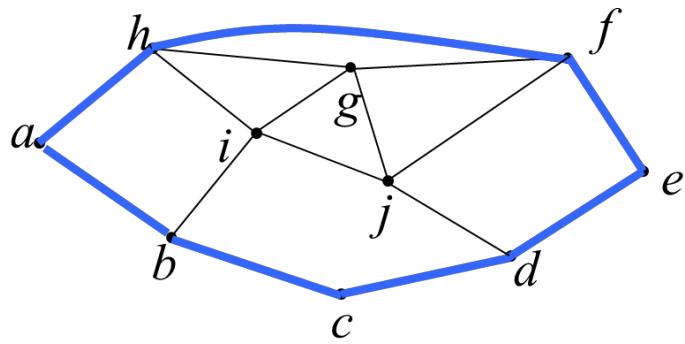
vertex degree គឺ ម៉ោង 2, 4, 6, 8, ... ✗

ម៉ោង 2 ពេញនៅ

តែងសែនចេះនៃរាល់ 2 ក្នុង បំផុតរាយ

# Finding an Euler Path



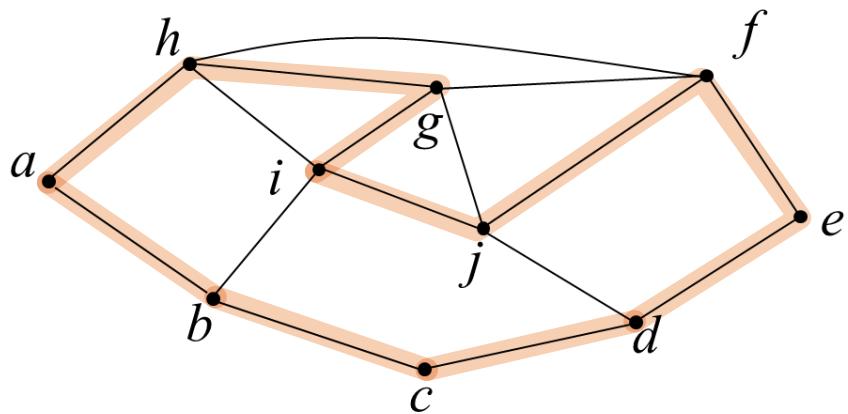
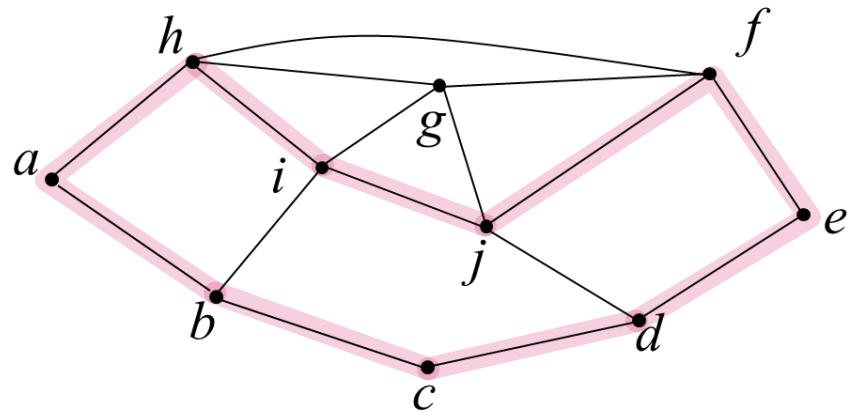
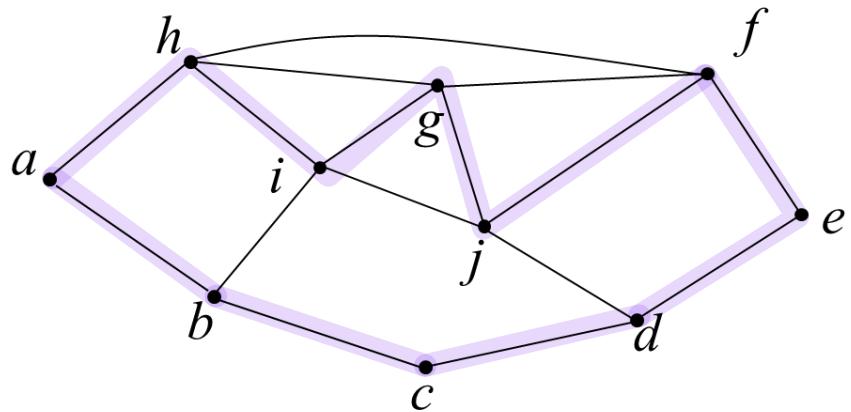


b a h f e d c b i g j i h g f j d

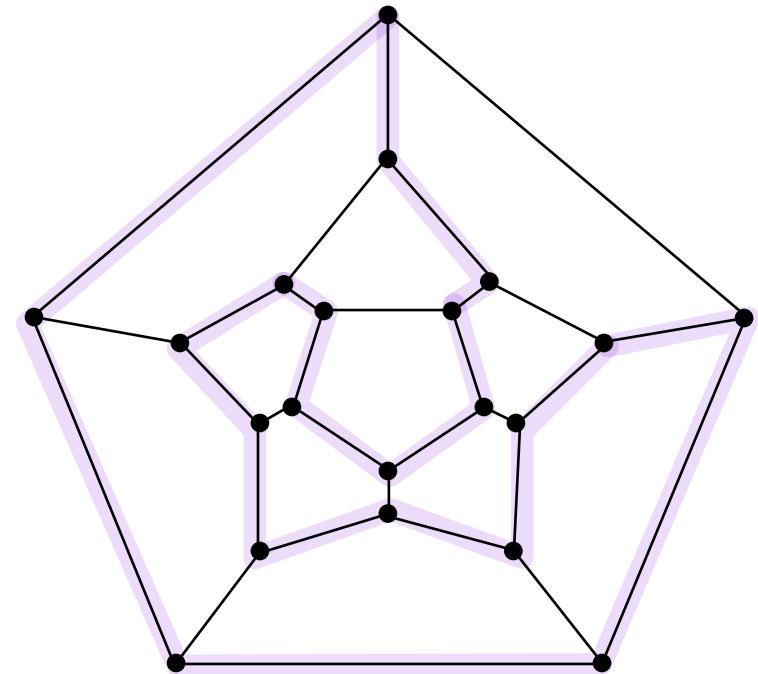
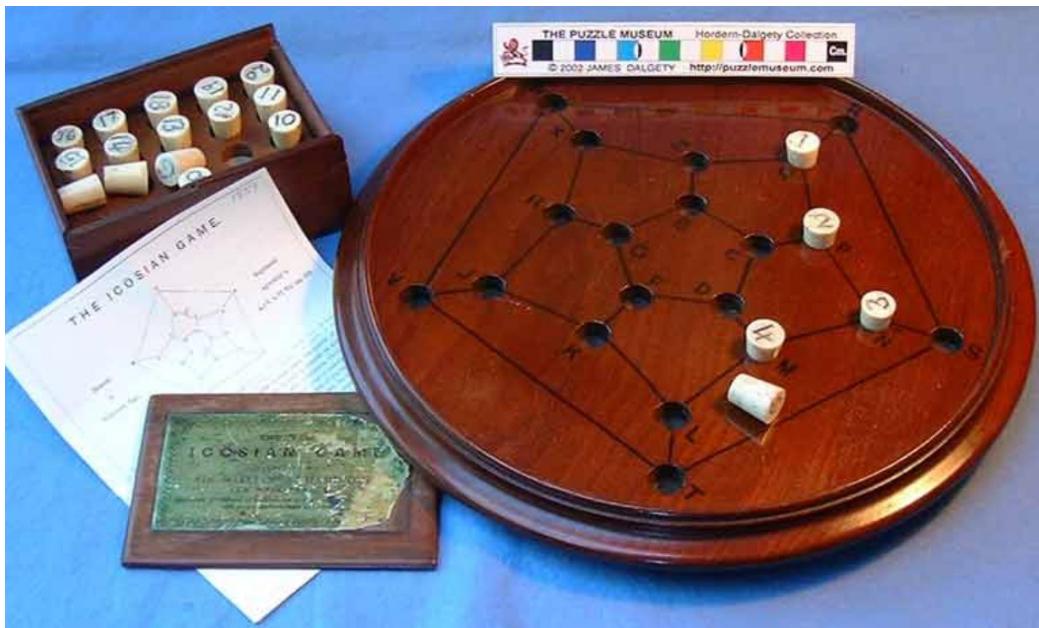
# Hamilton Paths and Circuits

A **Hamilton path** in a graph is a *simple path* that passes through *every vertex* of the graph *exactly once*.

For  $G=(V,E)$  and  $V = \{v_1, v_2, \dots, v_n\}$ , the simple circuit  $v_1, v_2, \dots, v_n, v_1$  is a **Hamilton circuit** if  $v_1, v_2, \dots, v_n$  is a **Hamilton path**.



# Iconian Puzzle

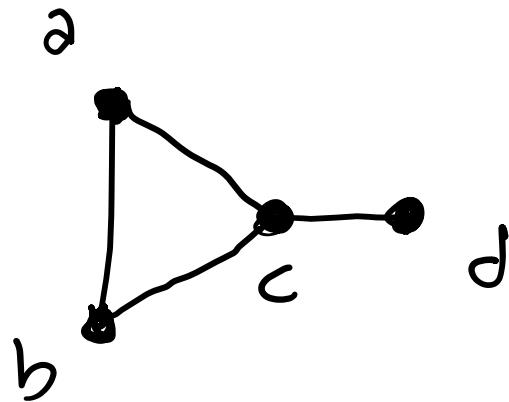


William Rowan Hamilton



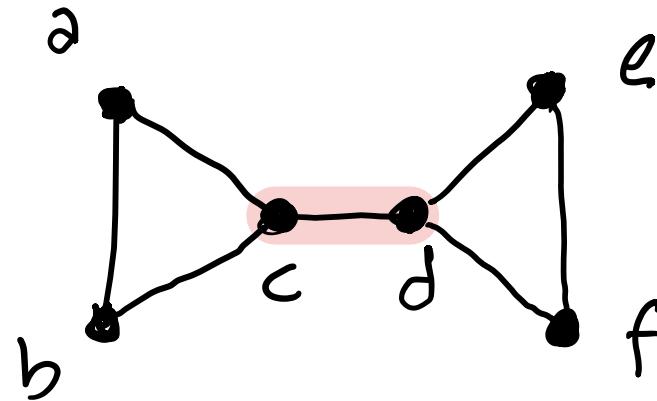
# Conditions for Hamilton Circuits

- No ‘necessary & sufficient’ conditions exist.
- Certain properties can be used to show that no Hamilton circuits exist. E.g. degree one vertex.



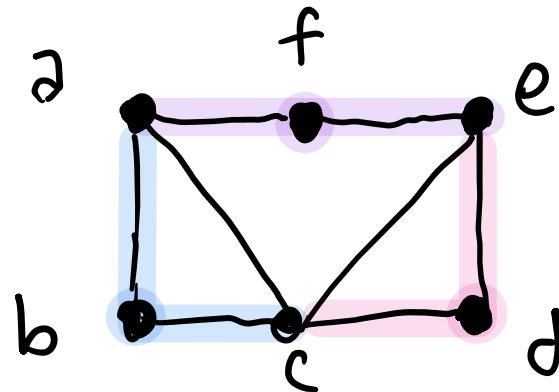
# Conditions for Hamilton Circuits

- No Hamilton circuit exists if there is a cut vertex in the graph.



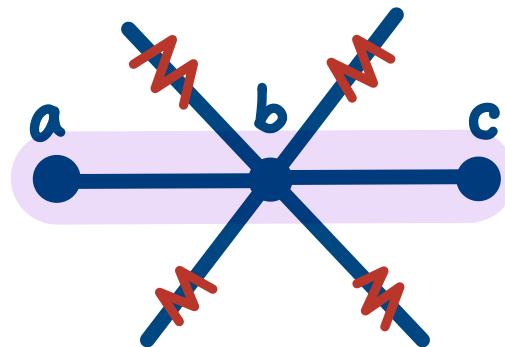
# Conditions for Hamilton Circuits

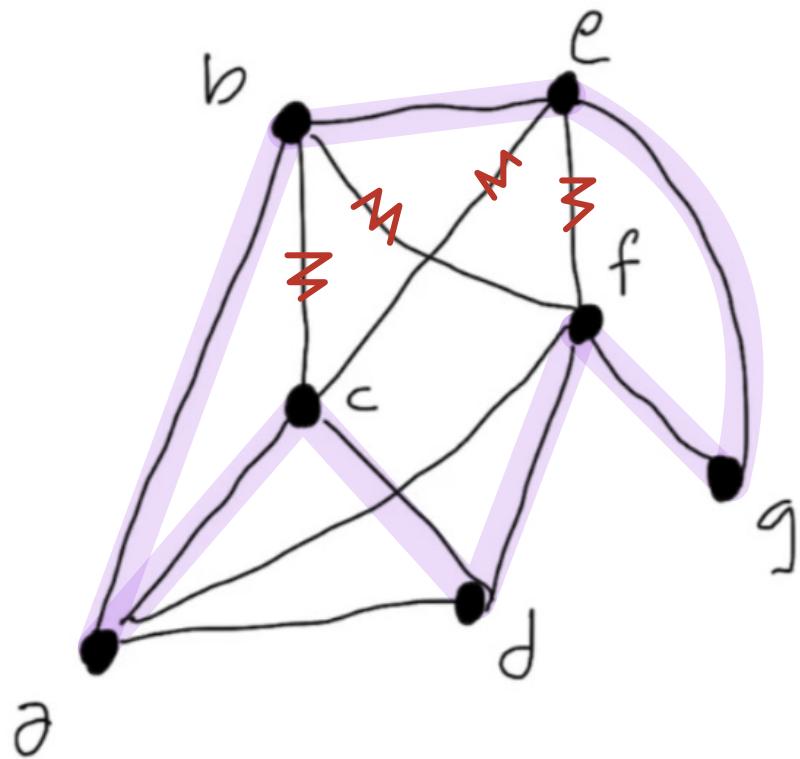
- Both edges incident of a vertex of degree two must be part of any Hamilton circuit.



# Conditions for Hamilton Circuits

- While constructing a Hamilton circuit, if a vertex has already passed through, all remaining edges of that vertex can be removed from consideration.

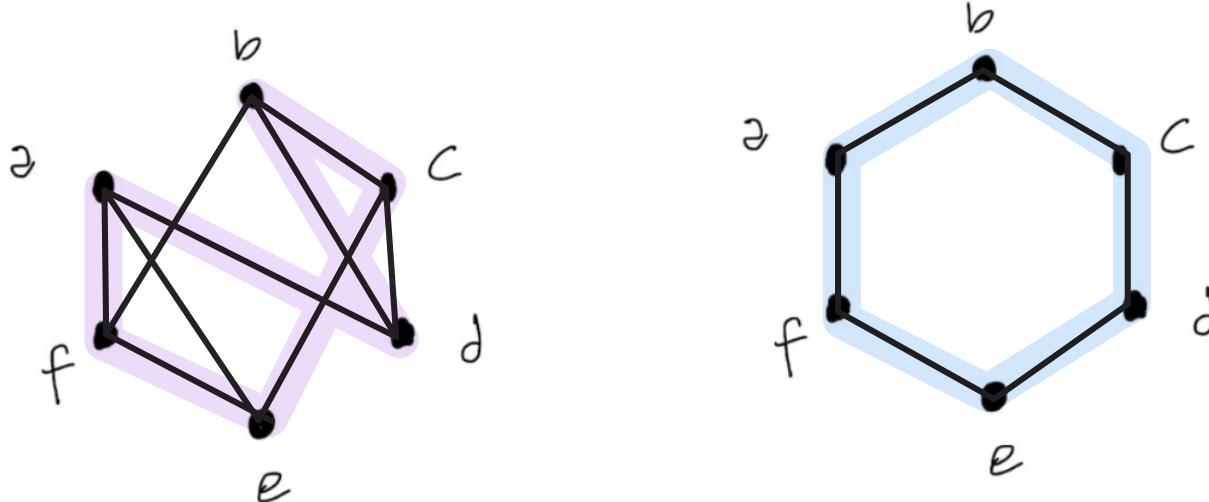




# Some Sufficient Conditions

## Dirac's Theorem

If  $G$  is a simple graph with  $n$  vertices ( $n \geq 3$ ) such that the degree of every vertex in  $G$  is at least  $n/2$ , then  $G$  has a Hamilton circuit.



# Some Sufficient Conditions

## Ore's Theorem

If  $G$  is a simple graph with  $n$  vertices ( $n \geq 3$ ) such that  $\deg(u) + \deg(v) \geq n$  for every pair of non-adjacent vertices  $u$  and  $v$  in  $G$ , then  $G$  has a Hamilton circuit.