

31.1 The handshaking lemma

→ 2 hands form a handshake

→ sum of degree = $2 \times$ num of edges.

[in all vertex]

→ n vertices = $(n-1)$ edges

→ sum of degree must be even.

eg: sum of degree = 10

→ must have 5 edges no matter how it's drawn

use all
edge

Trail	no repeated edge
Euler Trail	start & end at diff point Trail + All edges are used only once
Closed Euler Trail	Euler Trail + Start & end at same vertex

only 2 odd,
the rest will be even.
4 cannot

[all vertex must have even degree]

2 vertex with odd degree = can have Euler trail
start & end at diff pt

* 31.3 The converse theorem

$p \rightarrow q$

premise consequent

closed Euler Trail

\rightarrow all vertex are even degree.

[A connected graph w/ no odd degree vertices
has a closed Euler trail.]

31.3 Euler's Solution

\rightarrow not possible, because

from a vertex,

① each time a walk enter & come out, use up 2 edge

② So the 1st & last vertices must have even degree.

③ But the 7 bridges graph has 4 vertices of odd degree.

31.4 Euler's theorem

\rightarrow a trail that uses every edge of a graph exactly once = Euler trail

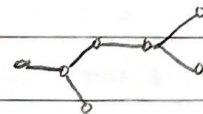
\rightarrow a graph w/ > 2 odd degree vertices has no Euler trail [must be exactly 2]

\rightarrow a graph w/ odd degree vertices has no closed Euler trail.

Lecture 32: Trees

- Tree must be a connected graph
- can get from any vertex to any other vertex
- every edge is a bridge
- right at limit of being disconnected
- no subgraph, no cycle, no loop

Eg:

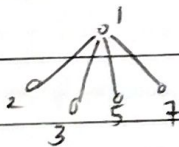


V_1
•
⇒ consider as a graph

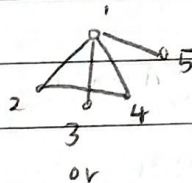
eg: which one are trees

- edge betw vertices m and n when $m \neq n$,
either m either n or n divide m .

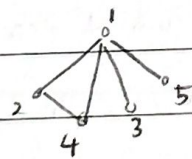
A. vertices 1, 2, 3, 5, 7



B. 1, 2, 3, 4, 5

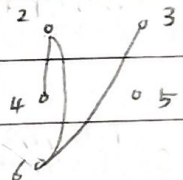


or



[cycle]

C. 2, 3, 4, 5, 6

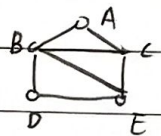


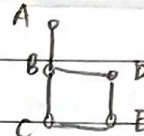
[disconnected graph]



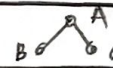
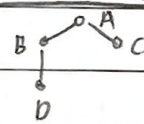
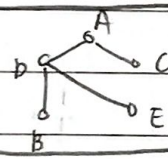
→ BFS & DFS to construct a spanning tree of a connected graph.




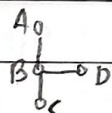
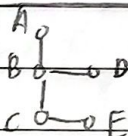
Date: 23/5/2022.

33.3 Breadth first algorithm "1st in - 1st out" [go from 1st place I visited]

eg: $G =$  "queue"
root vertex A.

$Q:$ 

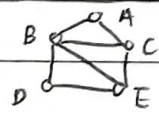
Step	Q	T
1.	A	
2.	AB	
3.	ABC	
4.	BC	(A come out)
5.	BCD	
6.	BCDE	
7.	CDE	(B come out)
8.	DE	everything connected to C adj inside, C come out
9.	E	

Q	T
A	
AB	
B	
BC	
BCD	
CD	
CDE	
DE	
E	

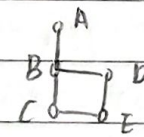
33.4 depth first algorithm



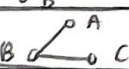
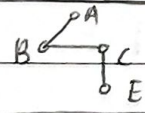
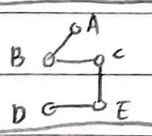
"stack"



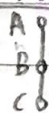
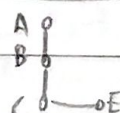
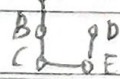
[go from last place I visited]

$G =$  root vertex A.

"first in - last out"

$Q:$ 

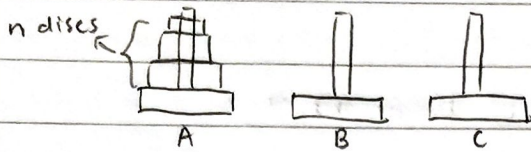
S	T
A	
AB	
ABC	
ABCE	
ABCED	
ABCE	
ABC	
AB	
A	

S	T
A	
AB	
ABC	
ABCE	
ABCED	
ABCE	
ABC	
AB	
A	

Lecture 9: mathematical induction [Weak Induction]

→ to prove something, way of reasoning & thinking

eg:

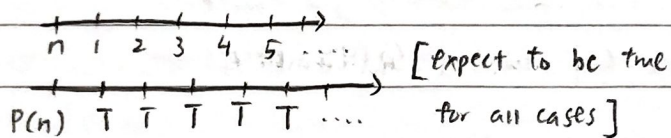


$P(n)$: Any stack of n discs can be tangled, $n \in \mathbb{Z}$

(1) Base step: For a stack of 1 discs, it can be done

$\Rightarrow P(1)$ is true

(2) Inductive step



→ Assume that $P(k)$ is true [assuming that a stack of k discs can be moved]

→ We have to prove that $P(k+1)$ will be true also

$$P(k) \rightarrow P(k+1)$$

→ We have to prove that a stack of $(k+1)$ discs can also be moved.

Conclusion: [if you can do k , then you can do $(k+1)$ case]

Since $P(1) \equiv T$ { Base - step }

$P(1) \rightarrow P(2)$ { Inductive step $k=1$ }

$P(2) \rightarrow P(3)$ { $k=2$ }

⋮

$\therefore P(n) \equiv T$ for all $n \geq 1$

Generally

Base Step = base on the ques

Inductive Step = (k) & $(k+1)$ cases

Conclusion = since \langle base step \rangle ,

\langle IS \rangle ,

\langle Conclude from ques \rangle #

Weak InductionSince $P(1)$ is true

Base step

$$P(1) \rightarrow P(2)$$

IS

$$P(2) \rightarrow P(3)$$

IS

 \vdots

$$\therefore P(n) \equiv T$$

all k Strong InductionSince $P(1) \wedge P(2)$ are true

$$P(1) \wedge P(2) \rightarrow P(3) \quad \text{IS } k=2$$

$$P(1) \wedge P(2) \wedge P(3) \rightarrow P(4) \quad \text{IS } k=3$$

$$P(1) \wedge P(2) \wedge P(3) \wedge P(4) \rightarrow P(5) \quad \text{IS } k=4$$

 \vdots

$$\therefore P(n) \text{ is true}$$

(1) $P(n)$: Every a_n is even for $n \geq 0$.

$$\text{whr } a_0 = 2, a_1 = 6, a_n = a_{n-1} + a_{n-2}$$

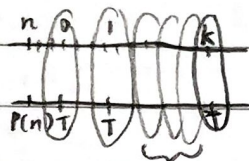
(2) Base step: Given $a_0 = 2$, & 2 is indeed even

$$\Rightarrow P(0) \equiv T$$

and $a_1 = 6$, and 6 is indeed even

$$\Rightarrow P(1) \equiv T$$

(3) Inductive step:



Want to prove this

Assume $P(0) \wedge P(1) \wedge P(2) \dots \wedge P(k) \rightarrow P(k+1)$

Assume that $P(n)$ is true for all $n \leq k$, $n \in \mathbb{Z}$, $k \in \mathbb{Z}$, $k > 1$

WHTP $P(k+1)$ is true

\rightarrow IS $a_k, a_{k-1}, a_{k-2}, a_{k-3}, \dots, a_n$ all are even #

\rightarrow WHTP a_{k+1} is an even #

Now $a_{k+1} = a_k + a_{k-1}$ from recursive relationship

$$= 2M + 2N \quad P(k) \wedge P(k-1) \text{ from assumption is true}$$

$$= 2[M+N] \quad m, n \in \mathbb{Z}$$

$$a_{k+1} = 2W \quad W = M+N \in \mathbb{Z}$$

$$\Rightarrow P(k+1) \equiv T$$

(4) Conclusion: Since $P(0) \wedge P(1) \equiv T$ (BS)

$$P(0) \wedge P(1) \rightarrow P(2) \quad (IS, k=1)$$

$$P(0) \wedge P(1) \wedge P(2) \rightarrow P(3) \quad (IS, k=2)$$

\vdots

$$\therefore P(n) \equiv T \text{ for all } n \geq 0$$