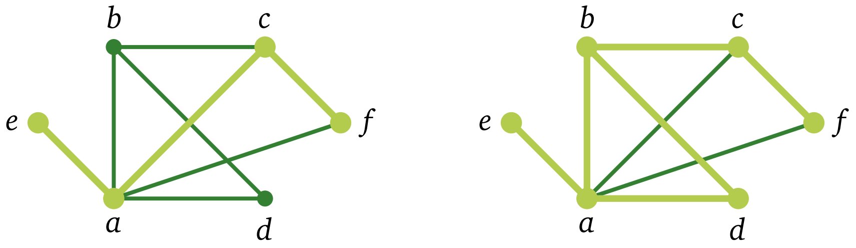
Paths. Connectivity.
Euler and Hamilton Paths.
Planar graphs.

Path



Def. A *path* from s to t is a sequence of edges

$$\{x_0, x_1\},\ \{x_1, x_2\},\ \ldots\ \{x_{n-1}, x_n\},$$

where $x_0 = s$, and $x_n = t$.

Def. The *length* of a path is the number of edges in it.

$$\{e, a\}\ \{a, b\}\ \{b, d\}\ \{d, a\}\ \{a, b\}\ \{b, c\}\ \{c, f\}$$

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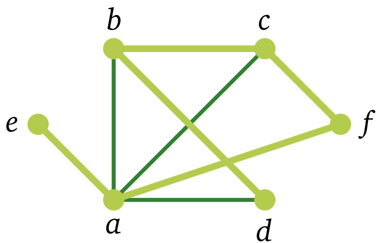
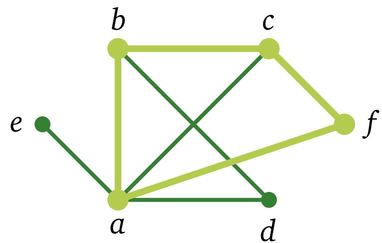
Simple path. Cycle





Def. A *simple path* is a path that does not contain the same edge more than once.

Def. A path is called a *cycle* (or *circuit*) if its first and last vertices are the same, and its length is greater than 0.

Def. A *simple sycle* is a cycle that does not contain the same edge more than once.

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Paths and cycles in directed graphs?

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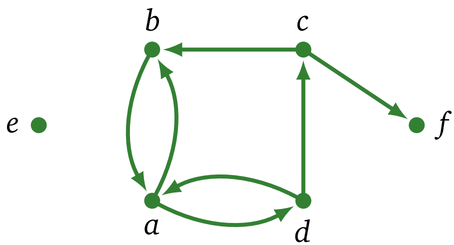

There are similar definitions for paths and cycles in directed graphs.

Connected graph

Paths and Cycles

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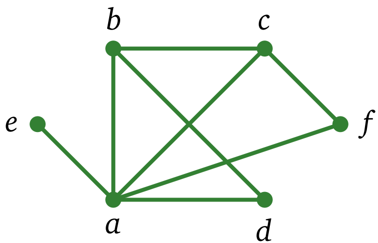

Def. An undirected graph is called *connected* if there is a path between every pair of distinct vertices of the graph.

Connected compoments

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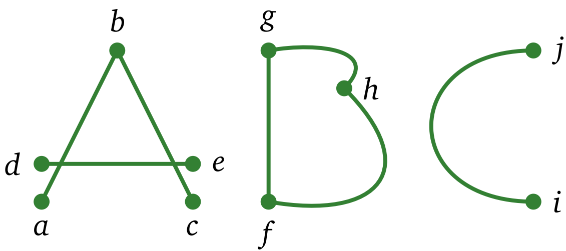

Def. A *connected component* of a graph G is a connected subgraph of G that is not a proper subgraph of another connected subgraph of G.

(So, a connected component is a maximal connected subgraph)

Question: How many connected components is in the graph?

Vertex cut

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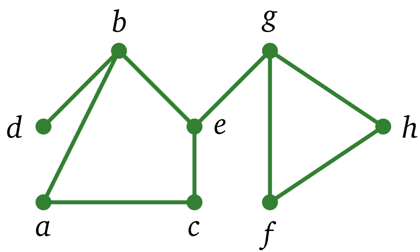

Def. A *vertex cut* V' is a subset of vertices, such that the graph becomes disconnected, if V' and their incident edges are removed.

Vertex cut

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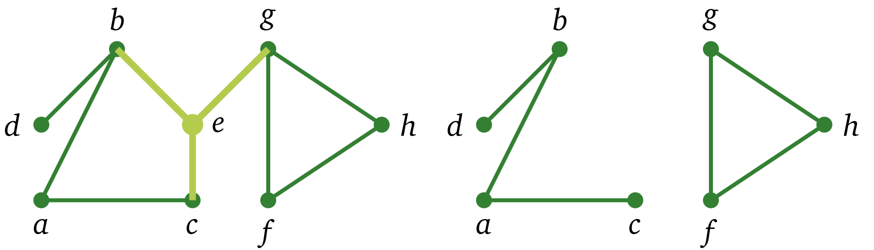

Def. A *vertex cut* V' is a subset of vertices, such that the graph becomes disconnected, if V' and their incident edges are removed.

Example: $V' = \{E\}$.

This is one of three minimum vertex cuts in this graph. Can you find the other two?

Vertex cut

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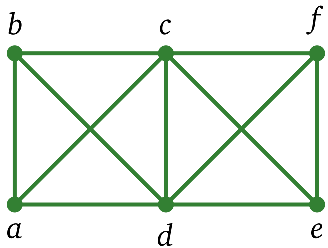

Def. A *vertex cut* V' is a subset of vertices, such that the graph becomes disconnected, if V' and their incident edges are removed.

Find a vertex cut.

Edge cut

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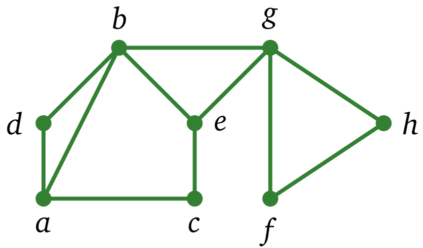

Def. An *edge cut* E' is a subset of edges, such that the graph becomes disconnected, if the edges E' are removed.

Edge cut

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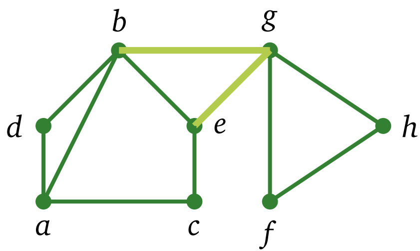
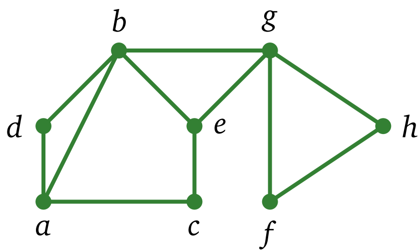


Def. An *edge cut* E' is a subset of edges, such that the graph becomes disconnected, if the edges E' are removed.

Distance and diameter



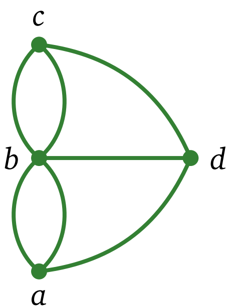
Def. The *distance* between two vertices in a graph is the length of the shortest path between them.

$$\text{distance}(a, g) = 2$$

Def. The *diameter* of a graph is the distance between the two vertices that are farthest apart.

$$\text{diameter} = 3$$

Euler path and cycle



Def. An *Euler cycle* in a graph G is a simple cycle containing every edge of G.

Similarly, an *Euler path* in G is a simple path containing every edge of G.

(In a simple path (or cycle), edges are not repeated)

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Euler cycle

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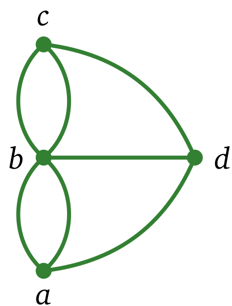
Walk across all the bridges once.
And get back to the original location.



Euler cycle

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Walk across all the bridges once.
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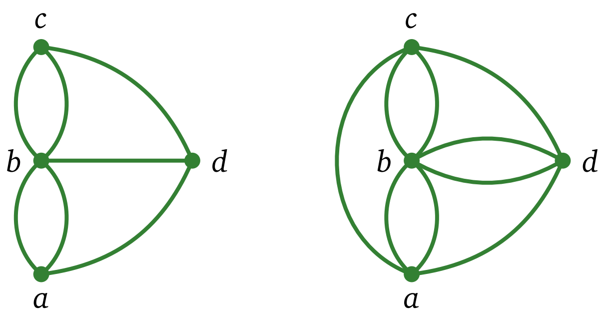
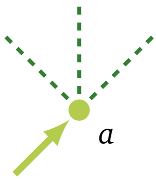


What if we build two new bridges?

Observation



Let's say that *we cross a bridge to the vertex a*.

What is the condition to continue walking?

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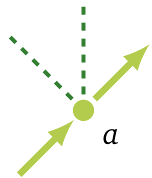
Observation



Let's say that *we cross a bridge to the vertex a*.

What is the condition to continue walking?

There should be *at least one more bridge* at the vertex a.

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Observation

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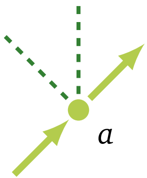
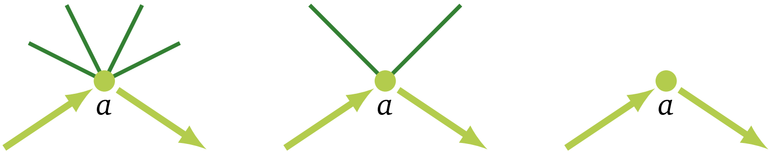


When we enter a vertex and then leave it, we use *two bridges*.

So, every time we visit a vertex, two bridges are gone.

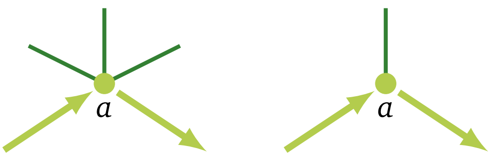
Finding an Euler cycle



If we visit a vertex, we use two bridges.

If there is an even number of bridges at the vertex a, then after our visit, there is still an even number of bridges.

If a vertex has only one bridge, it can be only the final point in the path.



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Necessary and sufficient condition for Euler cycles

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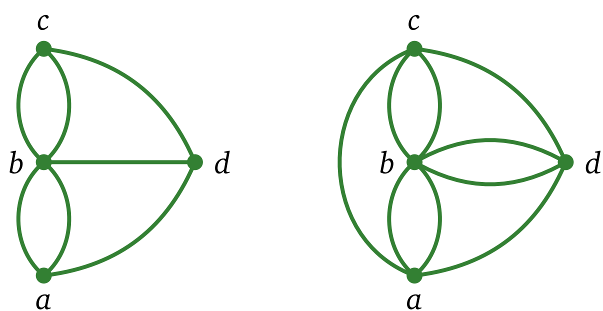
Theorem. A connected multigraph with at least two vertices has an *Euler cycle* if and only if each of its vertices has *even degree*.



Necessary and sufficient condition for Euler cycles

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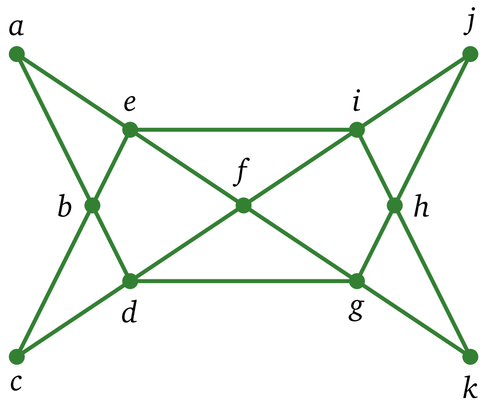

Constructing an Eulerian cycle takes linear time in the number of edges! This is efficient.

Euler path

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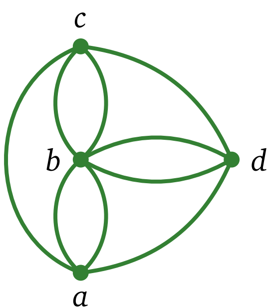

Theorem. A connected multigraph has an *Euler path* but not an Euler cycle if and only if it has *exactly two vertices of odd degree*.

Icosian Puzzle

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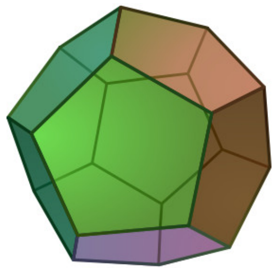

A puzzle invented in 1857 by *Sir William Rowan Hamilton*:

The task is to travel along the edges of a dodecahedron, visit each of 20 vertices exactly once, and end back at the first vertex.

Icosian Puzzle

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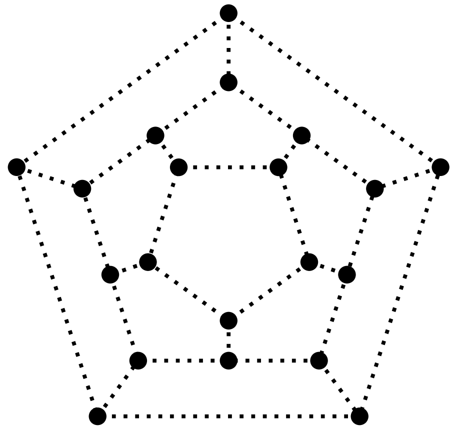

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Icosian Puzzle

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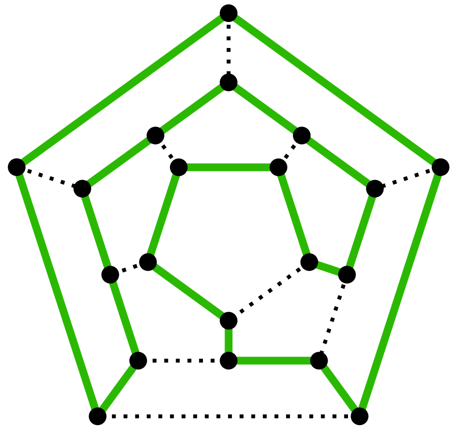

A puzzle invented in 1857 by *Sir William Rowan Hamilton*:

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Hamilton path

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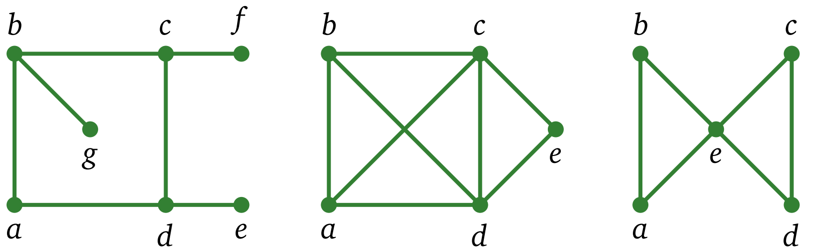

Def. A simple path in a graph G that passes through every vertex exactly once is called a *Hamilton path*.

And a simple cycle in a graph G that passes through every vertex exactly once is called a *Hamilton cycle*.

Sufficient conditions for a cycle

Paths and Cycles

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Theorem (Dirac's theorem). If G is a simple graph with n vertices with $n \geq 3$ such that

the degree of every vertex in G is at least $n/2$,

then G has a Hamilton cycle.

Theorem (Ore's theorem). If G is a simple graph with n vertices with $n \geq 3$ such that

$$\deg(u) + \deg(v) \geq n$$

for every pair of *nonadjacent* vertices u and v in G, then G has a Hamilton cycle.

Algorithm for finding a cycle?

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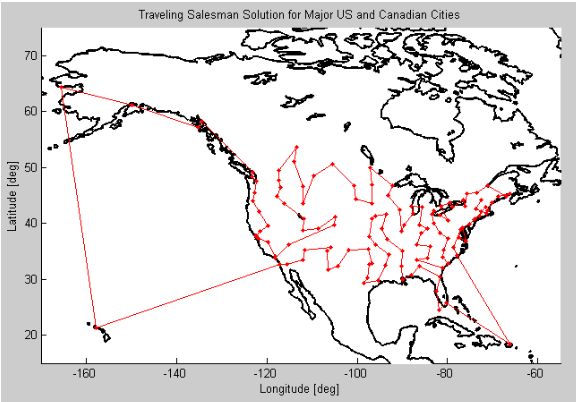
The best algorithms known for finding a Hamilton cycle in a graph or determining that no such cycle exists have *exponential worst-case time* complexity in the number of vertices of the graph.

In fact, this is an NP-complete problem.

More Hamilton cycles

The famous Traveling Salesperson Problem (TSP):

Find the shortest route a traveling salesperson should take to visit a given set of cities.



It reduces to finding a Hamilton cycle on a complete graph such that the total weight of the path is the smallest.

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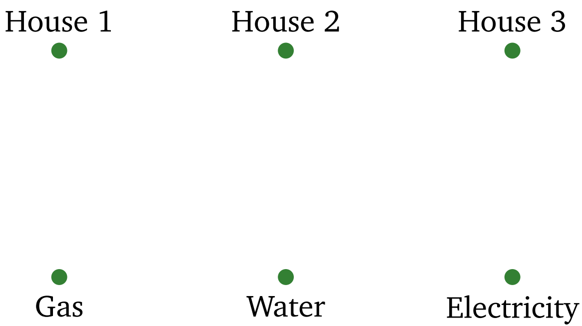
Question: Is it possible to join these houses and utilities so that none of the connections cross?



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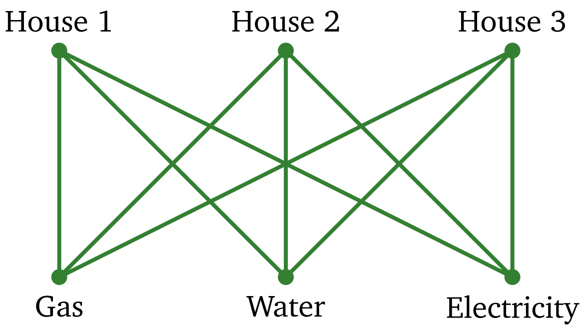

This is a *complete bipartite graph*, denoted by $K_{3,3}$.

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Planar graphs

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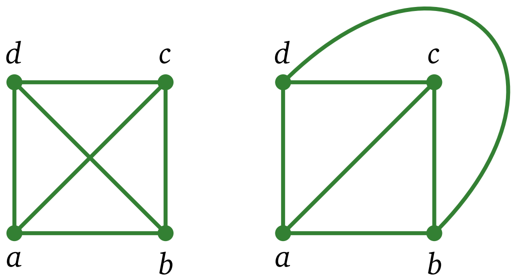
Def. A graph is called *planar* if it can be drawn in the plane without any edges crossing.

Complete graph K_4 is planar:



Planar graphs

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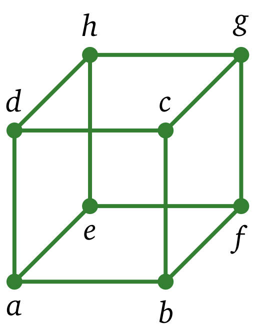
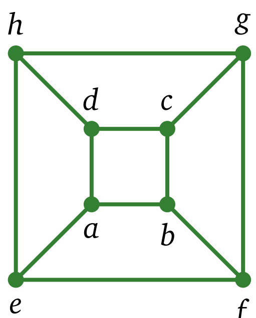
Def. A graph is called *planar* if it can be drawn in the plane without any edges crossing.

3-dimensional hypercube graph, Q_3, is planar:





Euler formula

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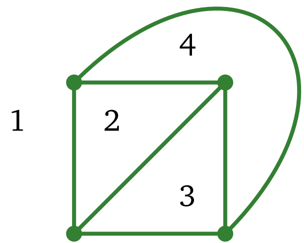
A drawing of a planar graph divides the plane into *faces*, regions bounded by edges of the graph.

four faces:



Theorem (Euler formula). Let G be a connected planar simple graph with e edges and v vertices. Let r be the number of faces in a planar representation of G. Then

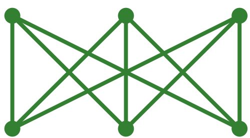
$$v - e + f = 2.$$

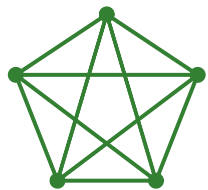
Planar graphs

Theorem (Kuratowski). A graph is planar if and only if it does not contain a subdivision of $K_{3,3}$ or K_5.

What is a *subdivision*? Inserting a new vertex into an existing edge of a graph is called subdividing the edge, and one or more subdivisions of edges create a subdivision of the original graph.

$K_{3,3}$





K_5