# Graphs

#### Eulerian



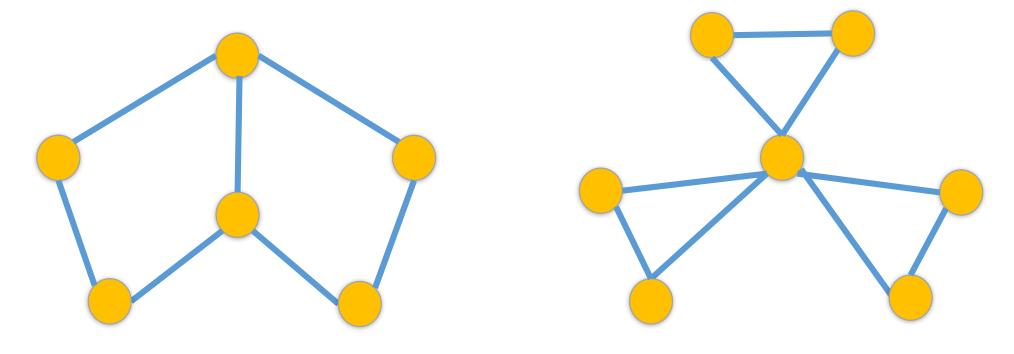
## How to test?

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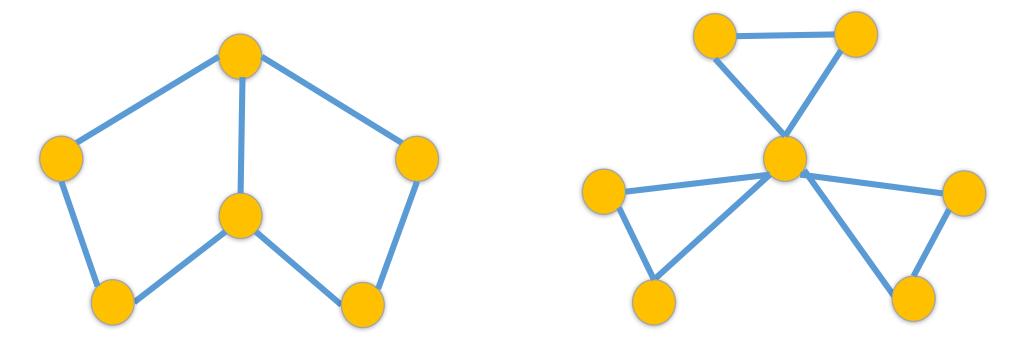
Brute force: generate all sequences of vertices

- are they paths?
- are they Eulerian?

## There's an easier way ...



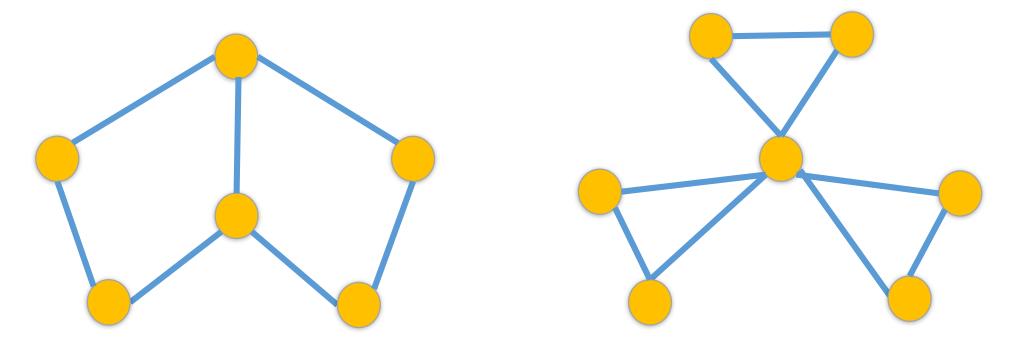
## There's an easier way ...



Eulerian 

→ at most 2 vertices of odd degree

and faster!
There's an easier way ...



Eulerian 

→ at most 2 vertices of odd degree

## Small changes can lead to big differences!