
Constructing the Graph using its Cycle Space and finding its branches uniquely

— Group 10 —

Introduction

Spanning Subgraph

A spanning subgraph of $G(V,E)$ is a graph $g(V,E')$ where $|E'| \leq |E|$ and E' can contain any number of edges, even zero edges.

Eulerian Subgraph

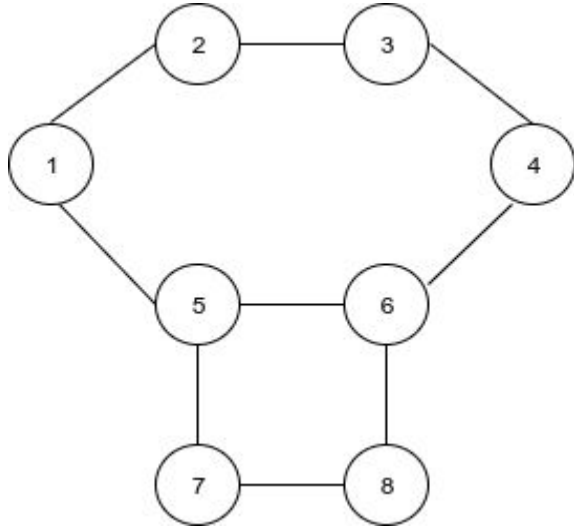
An eulerian subgraph of $G(V,E)$ is any subgraph $g(V,E')$ where $|V'| \leq |V|$ and $|E'| \leq |E|$ such that every vertex in V' has even degree.

Cycle Space

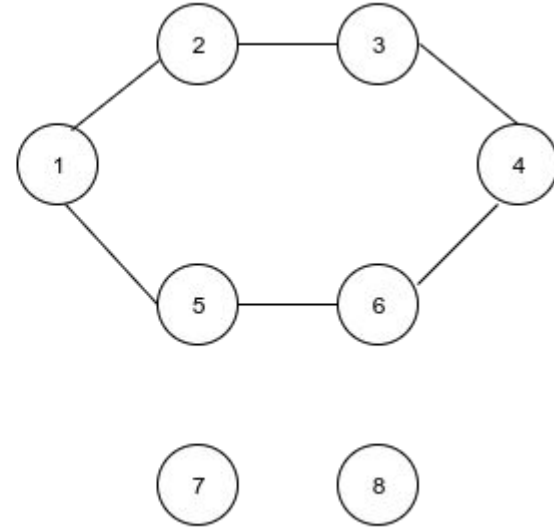
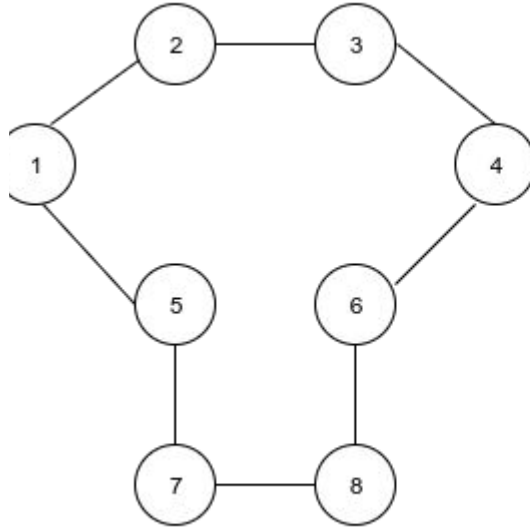
It is the collection of all the eulerian spanning subgraphs in the Graph.

Branch

A branch is simply any edge present in the spanning tree of a graph.



Given graph $(G(V,E))$



Two eulerian subgraphs for $G(V,E)$

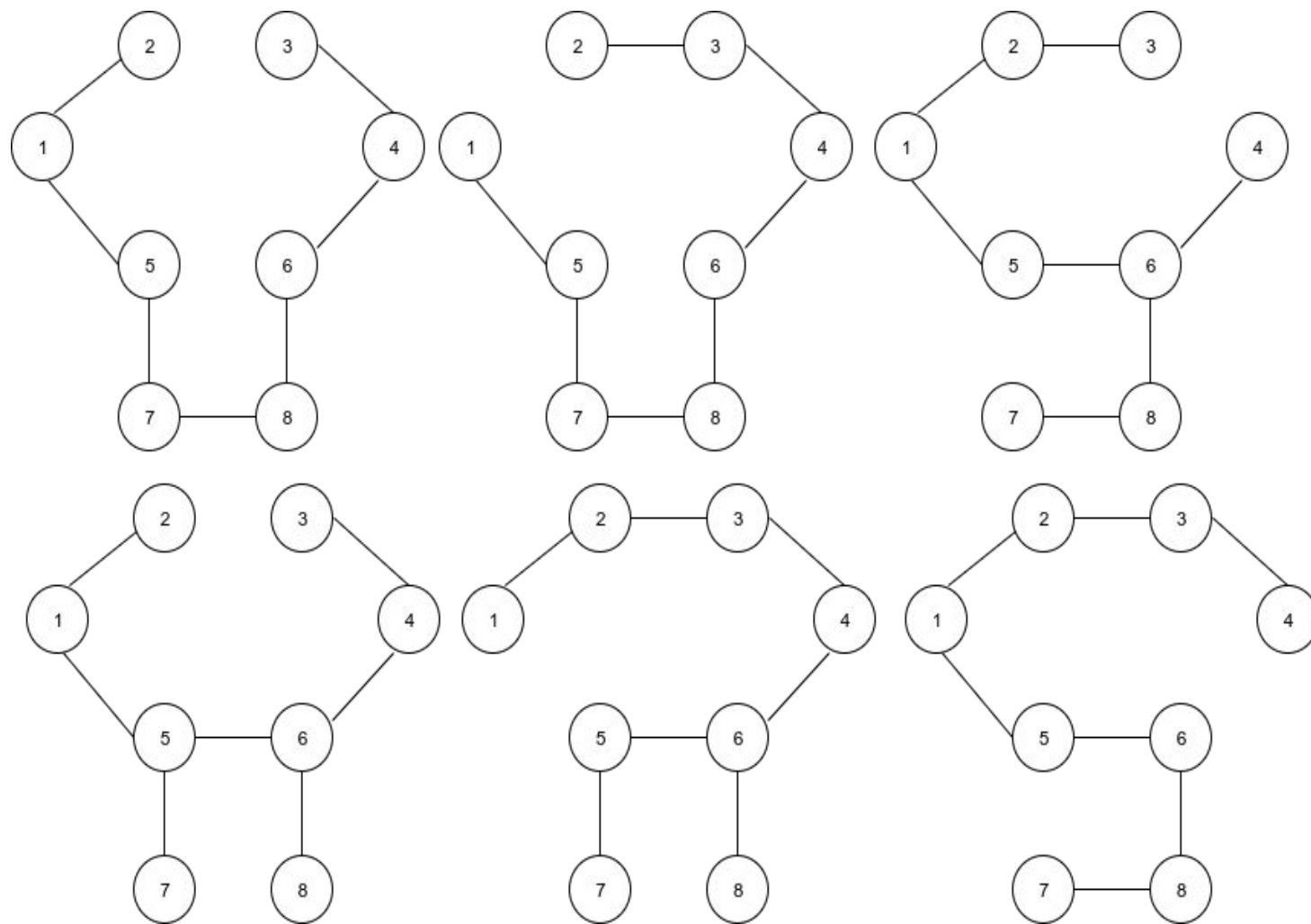


Fig. Some spanning trees for $G(V, E)$

Approach { $O(\text{Log}(V) * 2^E)$ }

For Graph Construction

Algorithm 1 Graph Construction

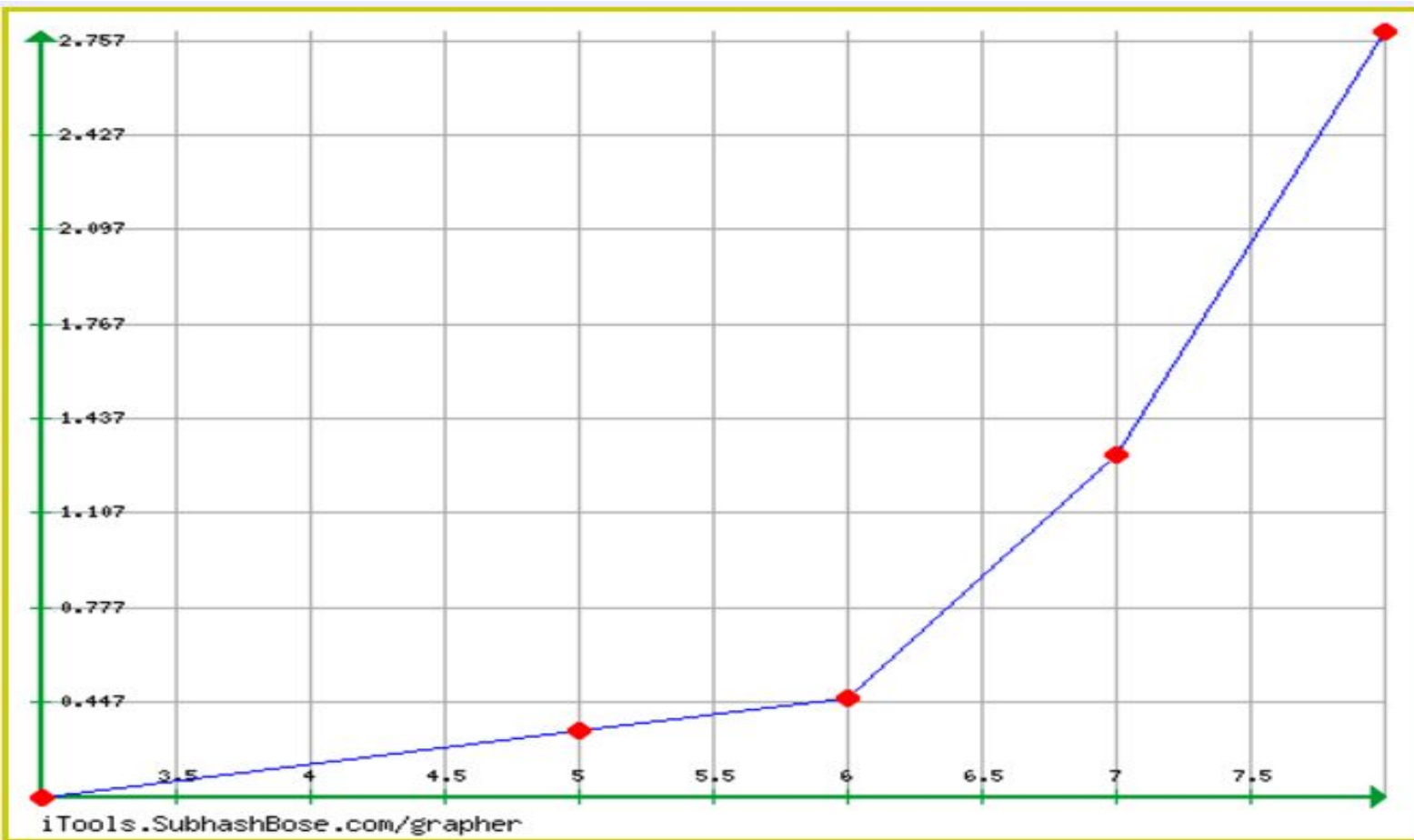
```
1: procedure CONSTRUCT(C)    ▷ where C = Cycle Space
2:   V ← empty set
3:   E ← empty set
4:   for each sub in C do
5:     for (each edge in sub) do
6:       x ← edge.source
7:       y ← edge.destination
8:       if x > y then
9:         swap(x, y)
10:      if edge between x and y not considered then
        E = E ∪ edge(x, y)
11:      if x not considered then V = V ∪ x
12:      if y not considered then V = V ∪ y
   return (V, E)
```

For Spanning Trees

Algorithm 2 Spanning Trees

```
1: procedure SPANNINGTREES(SP,EE,IND,E)
2:   if sp not already considered then
3:     Print(sp)
4:   if ind is greater than equal to size of E then
5:     Return
6:   SpanningTrees(sp, ee, ind + 1, E)
7:    $x \leftarrow E[ind].source$ 
8:    $y \leftarrow E[ind].destination$ 
9:   if  $x$ - $y$  does not form a cycle in sp then  $sp = sp \cup (x -$ 
     $y)$ 
10:    SpanningTrees(sp, ee - 1, ind + 1, E)
11: procedure MAIN(G(V,E))
12:   sp  $\leftarrow$  empty set
13:   np  $\leftarrow$  Number of vertices in V
14:   SpanningTrees(sp, np - 1, 0, E)
```

Number of Nodes vs Time Taken(ms) graph



Number of Nodes vs Time Taken(ms) graph

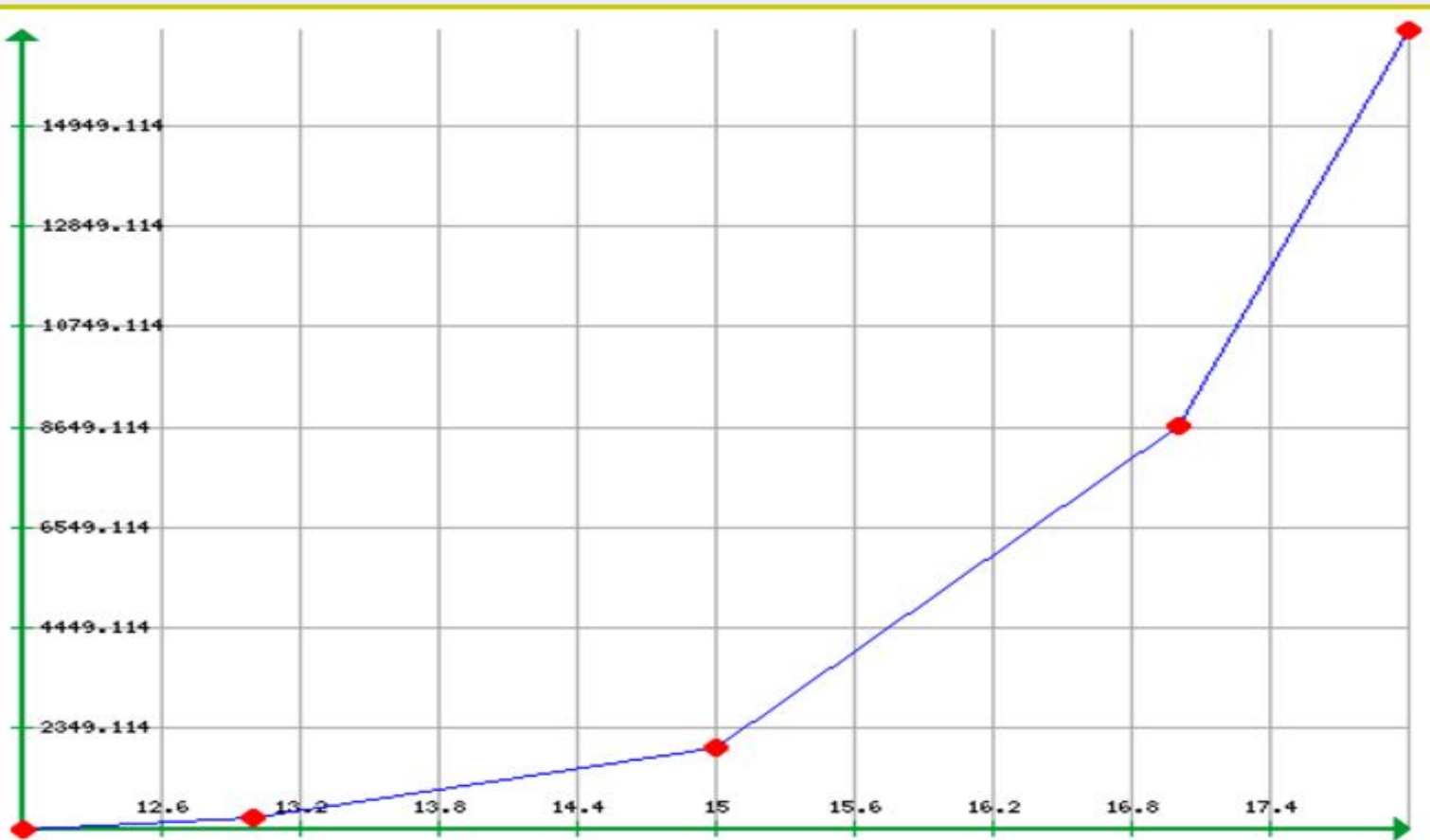


Table showing No. of nodes vs Time Taken

Number of Nodes	Time Taken(in ms)
3	0.117
5	0.3470
6	0.4600
7	1.3120
8	2.7910
9	3.1680
12	249.1140
13	482.5180
15	1938.6630
17	8681.6350
18	16978.010

Conclusion

- With the cycle space as an input, Original Graph has been constructed.
- After constructing the Graph, we found the possible spanning trees recursively.
- The Time Complexity of the proposed algorithm is $O(\text{Log}(V) * 2^E)$.