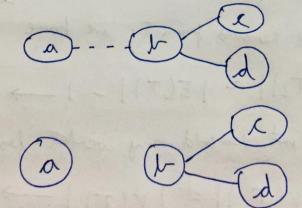
.....

28/2/2d
On 1 - A graph C is minimally connected
iff it is a tree.

Boot: Set the Graph G be minimally connected, i.e removal of I edge makes it disconnected.

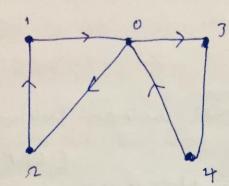
Therefore, there is no circuit. Hence, graph G is a tree.

Morrespely; let the graph of he a tree i.e there every pois of nextices of he proor that removal of I edge from the path makes the graph disconnected. Hence; graph or is minimally corrected.



in wite a rate on Minese Postman Broblem is travelling talesman's Robben CTSP1 A retwork is a weighted directed graph. # Chinese Postman Problem (Route Impection): - A variation of Eulerian ciecuit peoblem for undirected geophs. An Euler aircuit is a closed walk that coners every edge once starting & ending position are the same. - It is defined for connected & undirected geople the problem is to find the shortest path or want that we're every edge of the graph attent once

- It is put graph contains Eisler ciemit; then a solution of the problem is Euler aicuit. - A directed be connected graphs whos Enterior and if all restricts have even degree."



Some of Euleron tycle

=> The graph has Eulerian cycles

Eg: - "2103402". (all restices have even
degree)

# Shirepe lostman Route; if exists ~ is always the some as Eulerian bollen for both weighted or uneighted.

# Weighted geaph! Minimum possible weight of lostron tour! him of all edges we obtain through Eulerian creamit

Travelling Salesman Problem (TSP):

" Curier a set of cities & distance between every pair of cities, the peoplem is to find the shortest possible noute that visits every city exactly once & returns to the shorting point.

afficience between Hamiltonian eycle & TSP; without eycle problem is to find if there with a tour that with every city exactly pice.

pue, we know that Hamiltonian tour exists (i graph is complete) & in fact many such tour exists; the problem is to find a minimum weight Hamiltonian eycle.

For eg:

A TSP tour in the graph is:1-2-4-3-1.

- the cost of the tone is:
10+25+30+15

= 80

\* pative solution:

O lander city I as starting & ending point

@ beverate all (n-1)! Permitations of cities

I bloubate cost of every permutation be keep track of minimum cost permutation.

Preture the permetation with minimum cost.

If the complaity ! - O(n!)