

procedure OPTPATHPLAN(graph G , path_set Q) {

1: **while** ($G \neq \text{null}$) {

2: $S = \text{graphSplit}(G)$; // split G into multiple disconnected graphs via DFS

3: $T = \text{graphSelect}(S)$; // select graphs not containing odd vertex from S

4: **if** ($T \neq \emptyset$) {

5: **if** ($Q \neq \emptyset$) {

6: **foreach** (graph g in T) {

7: $T_path = \text{findRelated}(Q, g)$; // find a path having at least one g 's vertex from Q

8: $Q = Q - T_path$; // remove T_path from Q

9: $T_circuit = \text{eulerCircuit}(g)$; // return the Euler circuit of g as a new path

10: $path = \text{pathPaste}(T_circuit, T_path)$; // connect path $T_circuit$ with path T_path

11: $Q = Q + path$; // add $path$ into Q

12: $G = G - T_circuit$; // delete the edges along path $T_circuit$ from G

13: }

14: }

15: **else** {

16: **foreach** (graph g in T) {

17: $T_circuit = \text{eulerCircuit}(g)$; // return the Euler circuit of g as a new path

18: $G = G - T_circuit$; // delete the edges along path $T_circuit$ from G

19: $Q = Q + T_circuit$; // add $T_circuit$ into Q

20: }

21: }

22: }

23: **foreach** (graph g in $S - T$) { // for each graph containing odd vertex from S

24: $odd_num = \text{getOddNum}(g)$; // calculate the number of odd vertices in g

25: **if** ($odd_num == 2$) { // there should be one Euler trail covering all edges of graph g

26: $path = \text{eulerTrail}(g)$; // find an Euler trail between the two odd vertices

27: }

28: **else if** ($odd_num > 2$) {

29: $path = \text{randomTrail}(g)$; // find a trail between two randomly selected odd vertices

30: }

31: $G = G - path$; // delete the edges along path $path$ from G

32: $Q = Q + path$; // add $path$ into Q

33: }

34: }

35: }