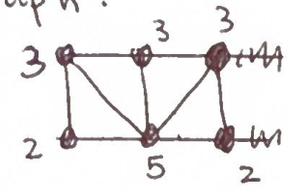
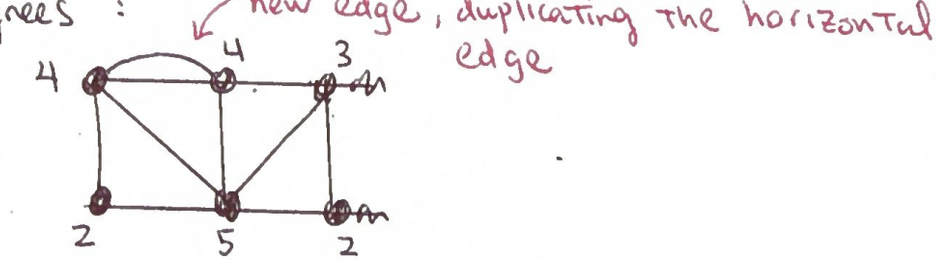
Eulerization adds edges that duplicate existing edges to a graph to make all degrees even (so then an Euler circuit exists).

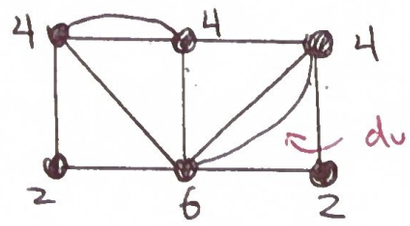
Ex Eulerize  & find an Euler circuit.

A First determine the degrees of the vertices of this graph:

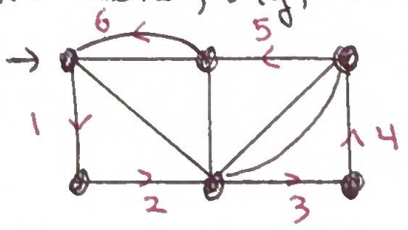


We now duplicate ~~odd-degree ed~~ edges with odd degrees:

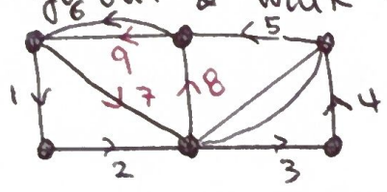




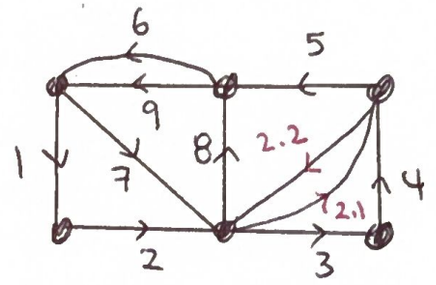
Now the graph has no odd degrees, so let's find an Euler circuit starting & ending at the same ~~pe~~ vertex. Let's, say, start at top left; and just loop around...



We came back to start but didn't use all edges, so let's go out & walk more unused edges:



We can walk more edges by visiting between steps 2 & step 3 using decimals between 2 & 3:



This completes walking each edge exactly once (Euler circuit).