

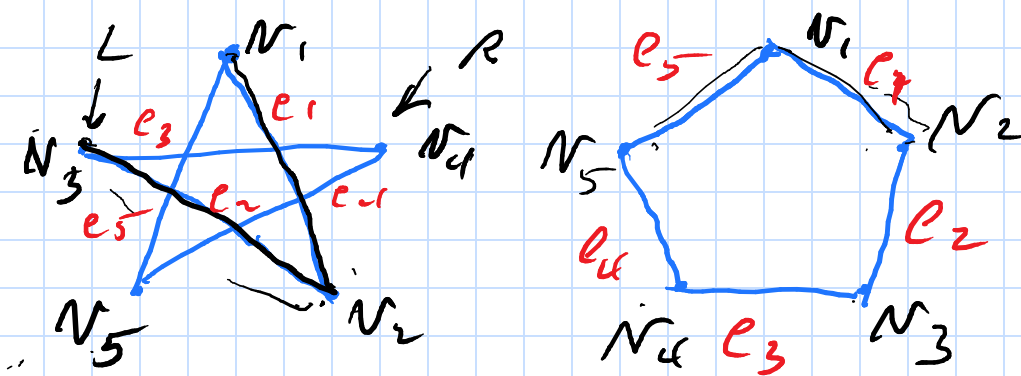
Vertex set:  $\{v_1, v_2, v_3, v_4\}$

Edge set  $\{e_1, e_2, e_3, e_4\}$

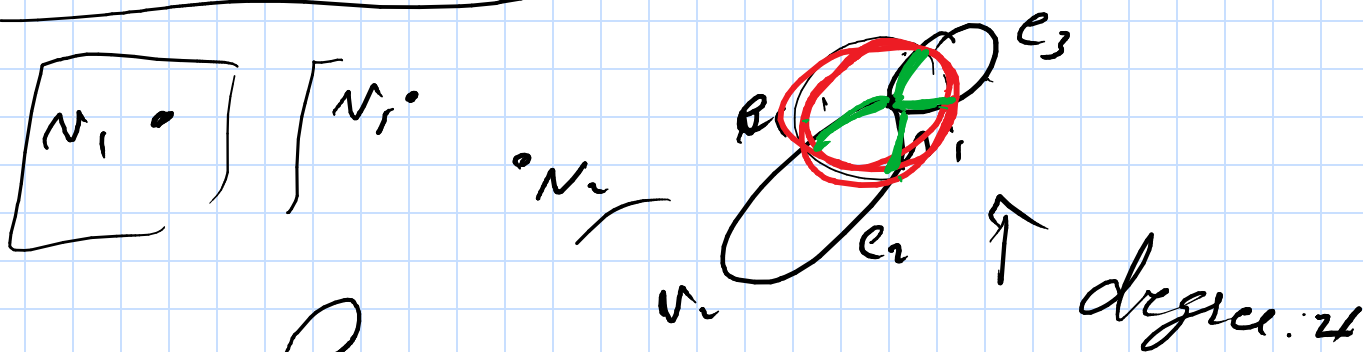
Edge	Endpoints
$e_1$	$\{v_1, v_2\}$
$e_2$	$\{v_1, v_2\}$
$e_3$	$\{v_2, v_3\}$
$e_4$	$\{v_3\}$

$e_1, e_2, e_3$  incident of  $v_2$   
 $e_4 \rightarrow \text{loop}$

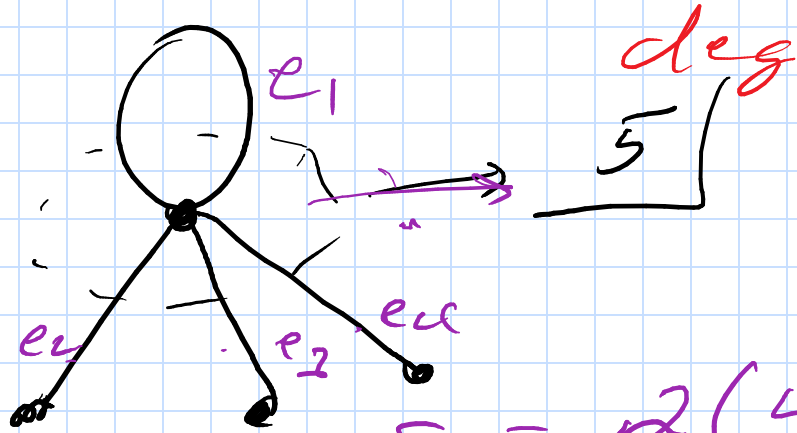
EX



Edge	Endpoints
$e_1$	$\{v_1, v_2\}$
$e_2$	$\{v_2, v_3\}$
$e_3$	$\{v_3, v_4\}$
$e_4$	$\{v_4, v_5\}$
$e_5$	$\{v_5, v_1\}$

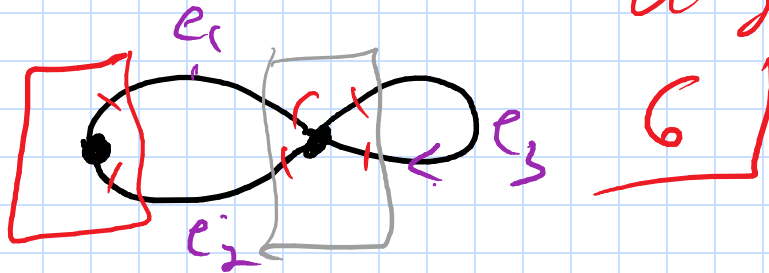


loop = 2 degrees  
edge : 1 deg



$$\text{Total deg} = 8 = 2(4)$$

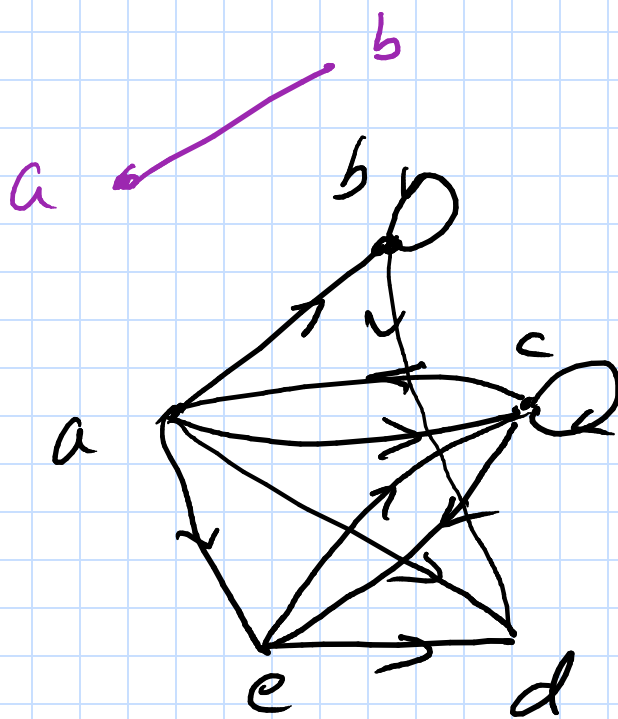
deg Total



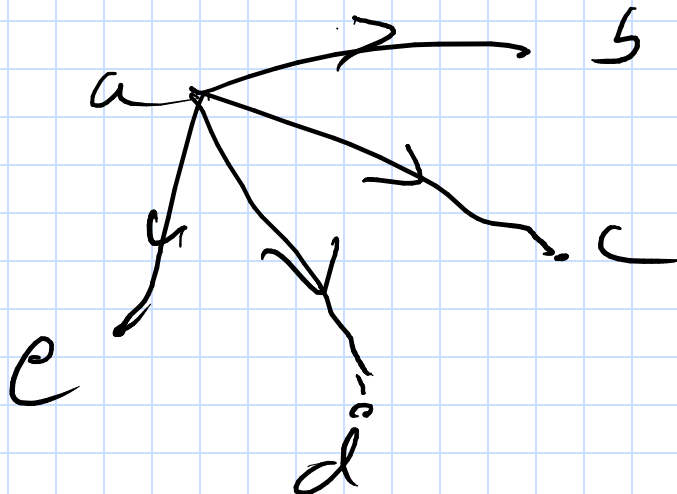
Handshake :

$$\text{Total degree} = 2 \times \# \text{ edges}$$

$$9 \rightarrow 5 = \underline{4.5}$$

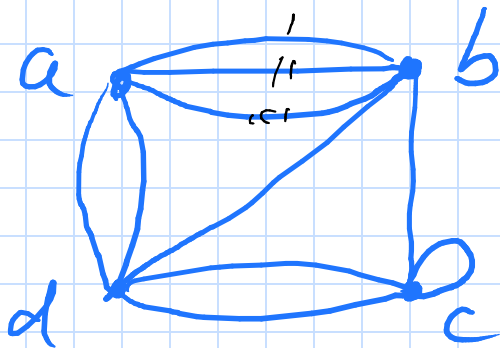


<u>Initial vertex</u>	<u>Terminal vertex</u>
a	b, c, d, e
b	b, d
c	a, c, e
d	
e	d, c



$$\begin{matrix} & a & b & c & d & e \\ \begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} & \begin{bmatrix} 0 & 1 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 \end{bmatrix} \end{matrix}$$

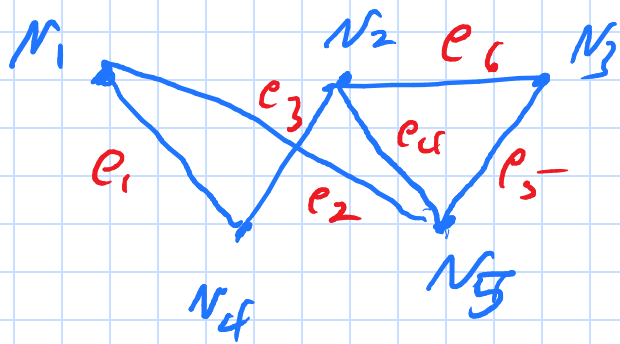

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$$\begin{matrix} & a & b & c & d \\ \begin{matrix} a \\ b \\ c \\ d \end{matrix} & \begin{bmatrix} 0 & 3 & 0 & 2 \\ 3 & 0 & 1 & 1 \\ 0 & 1 & 1 & 2 \\ 2 & 1 & 2 & 0 \end{bmatrix} \end{matrix}$$

$$A = A^T$$

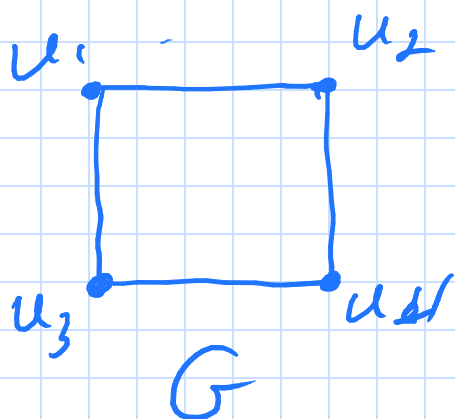
$$\begin{array}{c}
 e_1 \quad e_2 \quad e_3 \quad e_4 \quad e_5 \quad e_6 \\
 \begin{array}{c} N_1 \\ N_2 \\ N_3 \\ N_4 \\ N_5 \end{array}
 \begin{bmatrix}
 1 & 1 & 0 & 0 & 0 & 0 \\
 0 & 0 & 1 & 1 & 0 & 1 \\
 0 & 0 & 0 & 0 & 1 & 1 \\
 1 & 0 & 1 & 0 & 0 & 0 \\
 0 & 1 & 0 & 1 & 1 & 0
 \end{bmatrix}
 \end{array}$$



Isomorphism

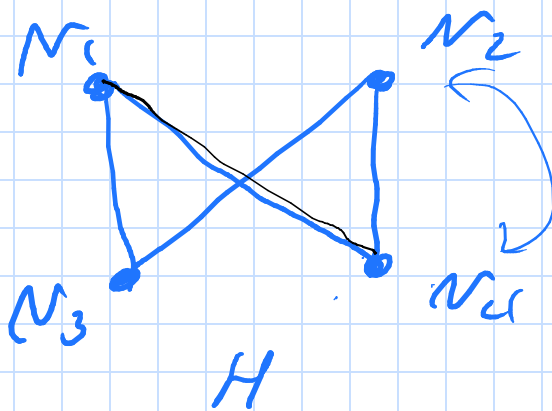
$$G_1 = (V_1, E_1) \quad G_2 = (V_2, E_2)$$

$\exists$  1-1 + onto f cln  $V_1 \rightarrow V_2$



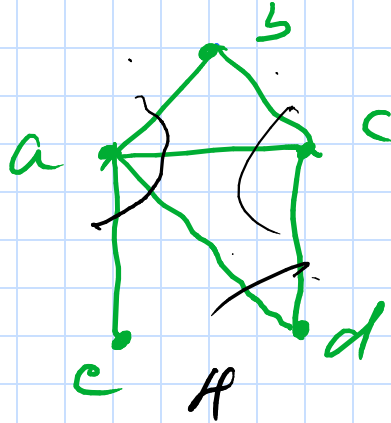
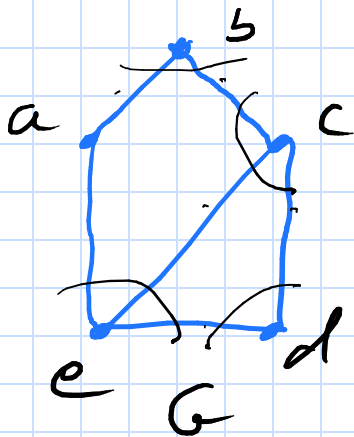
$$f(u_1) = N_1$$

$$f(u_2) = N_4$$



$$f(u_3) = N_3$$

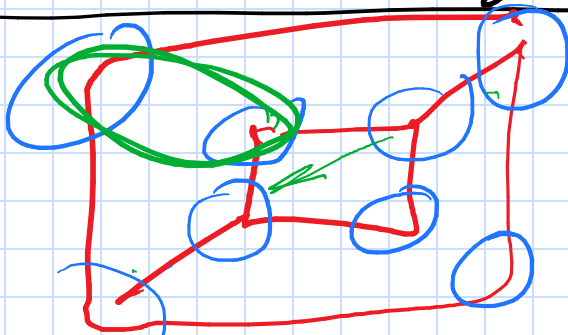
$$f(u_4) = N_2$$



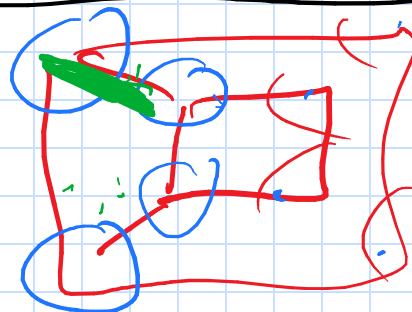
5 vertices, 6 edges.

a } 2 deg. in G  
       4 deg. in H

e } 3 deg. in G  
       1 deg. in H



2 deg - 4  
 3 deg - 4

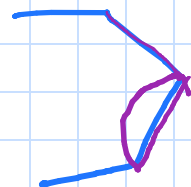


2 deg 4  
 3 deg 4

4.8

Walk

$v_0 e_1 v_1 \dots v_n$



Trail (walk) no repeated edge

closed walk:  $v_0 e_1 v_1 \dots v_0$

Circuit: closed walk, @ least 2 edge  
no repeated edge

simple circuit: no repeat except  
 $v_1 \dots v_1$

