

# Lecture 5: Graphs.

Graphs!

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Euler

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Definitions: model.

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Euler

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Fact!

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Fact!

Euler Again!!

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Definitions: model.

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Euler Again!!

Planar graphs.

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Graphs!

Euler

Definitions: model.

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Euler Again!!

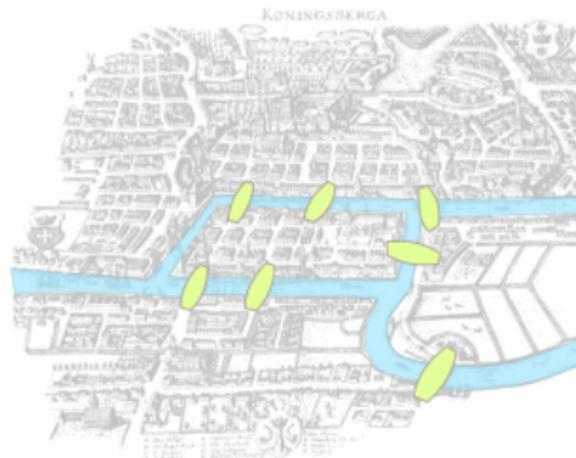
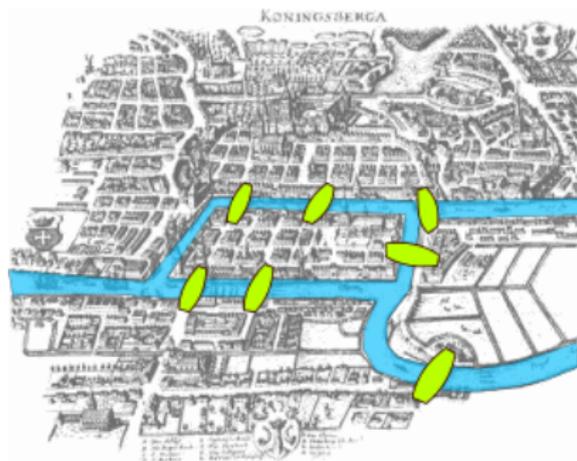
Planar graphs.

Euler Again!!!!

# Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

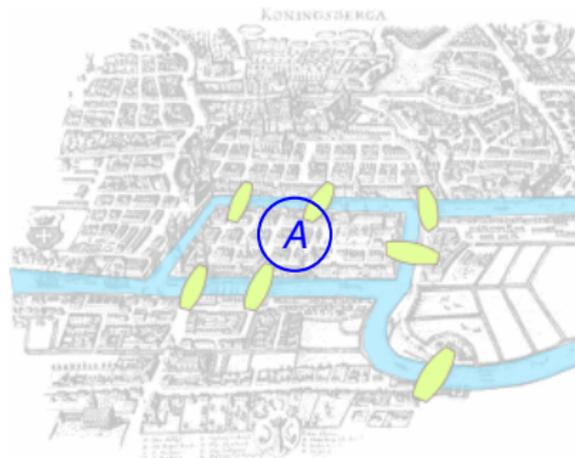
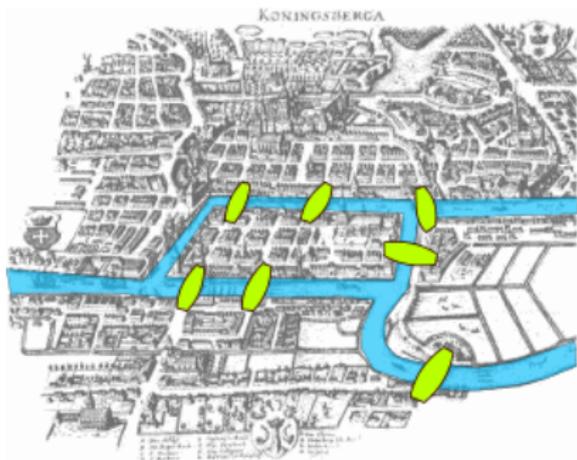
"Konigsberg bridges" by Bogdan Giușcă - [License](#).



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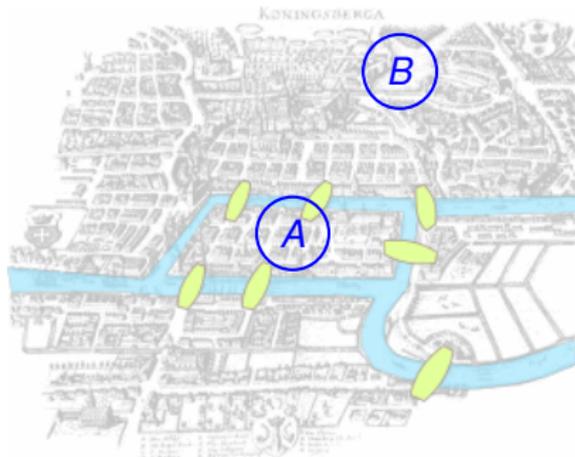
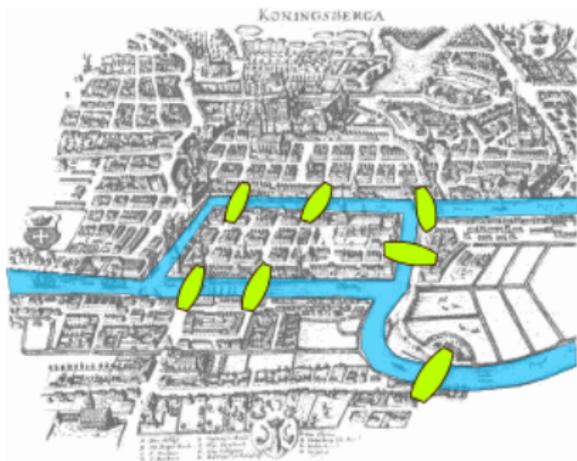
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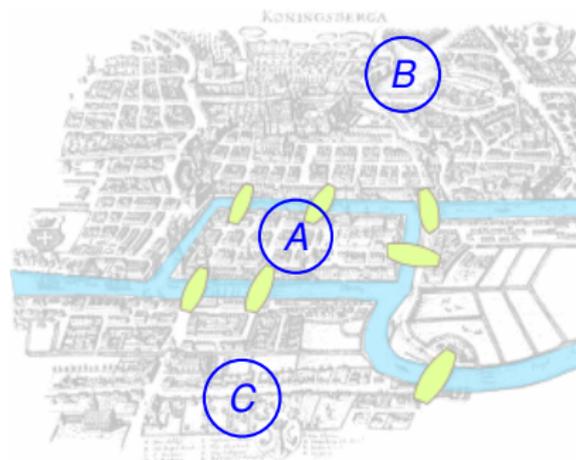
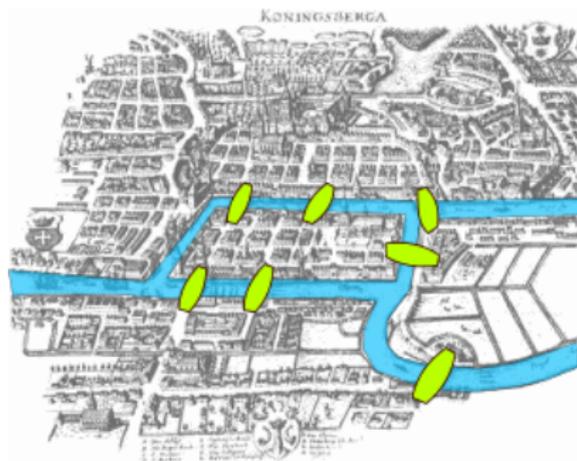
"Konigsberg bridges" by Bogdan Giușcă - [License](#).



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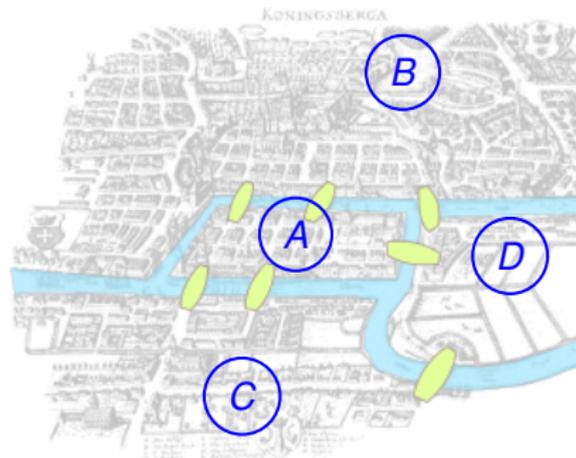
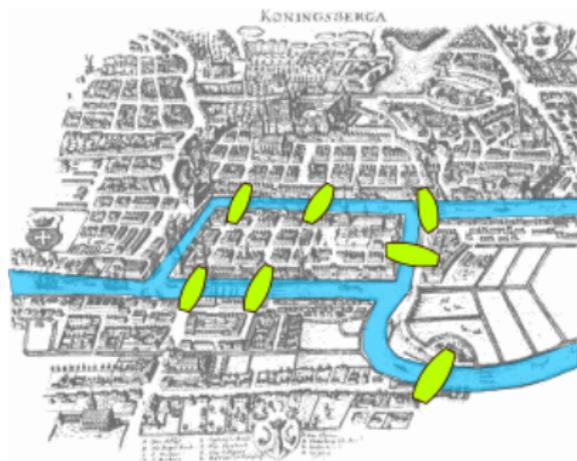
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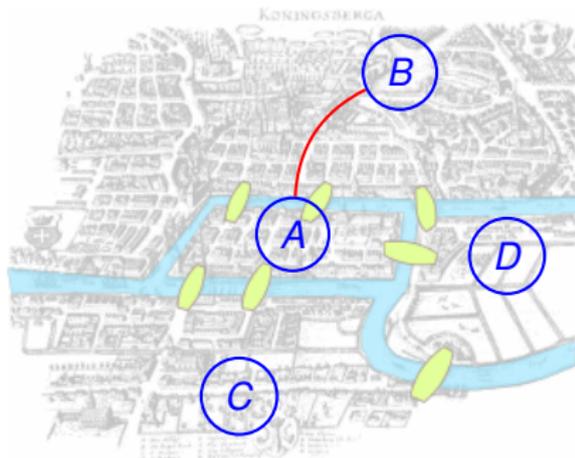
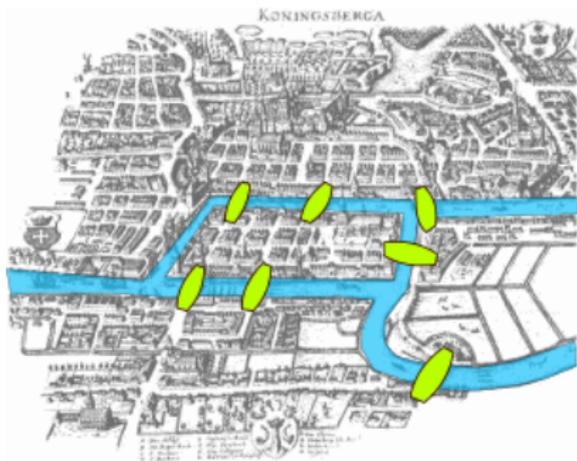
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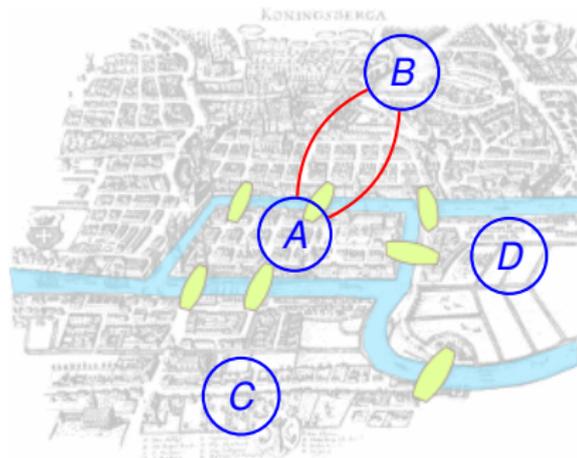
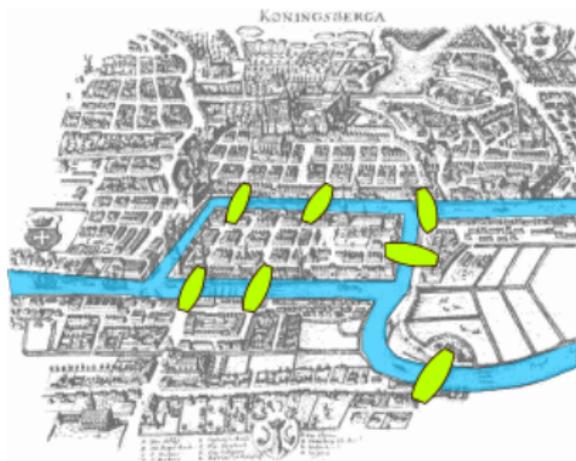
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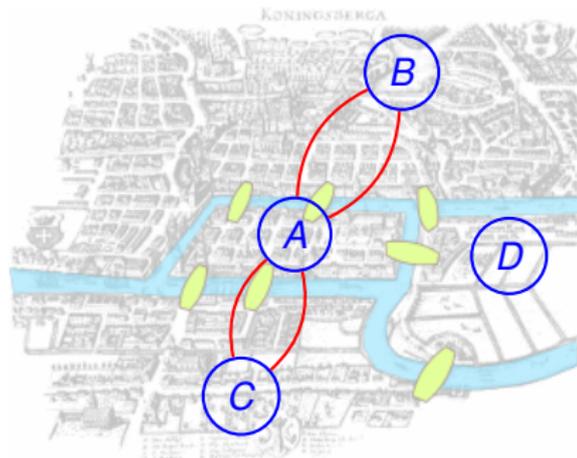
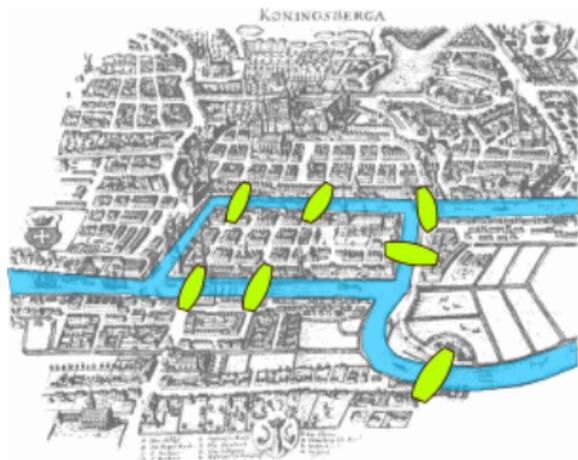
"Konigsberg bridges" by Bogdan Giușcă - [License](#).



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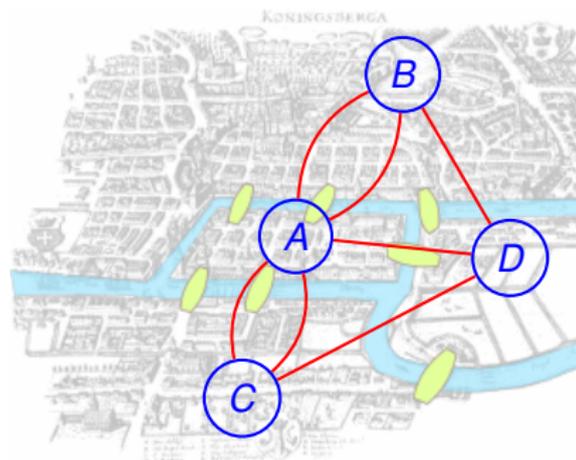
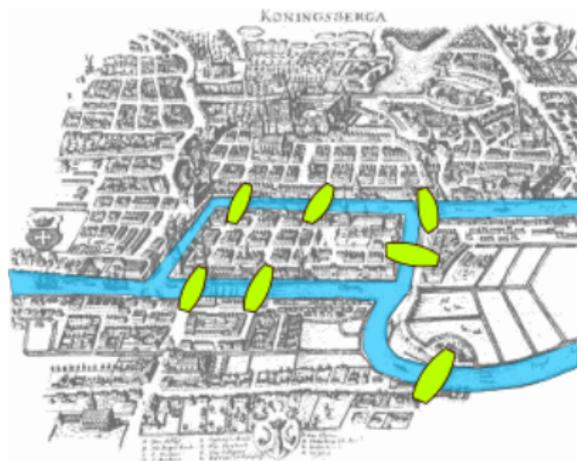
"Konigsberg bridges" by Bogdan Giușcă - [License](#).



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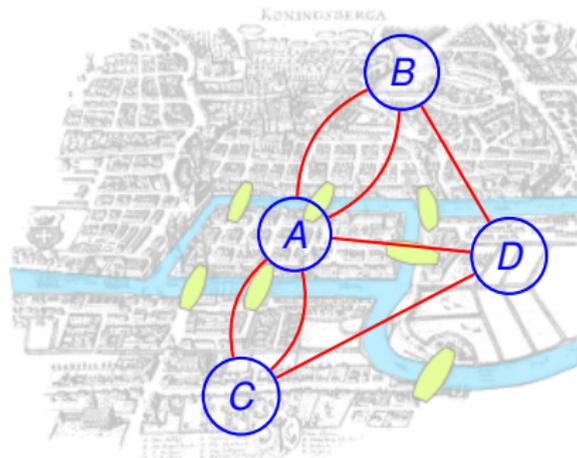
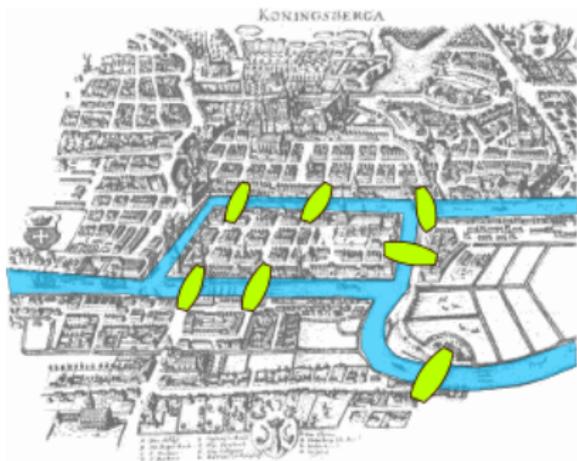
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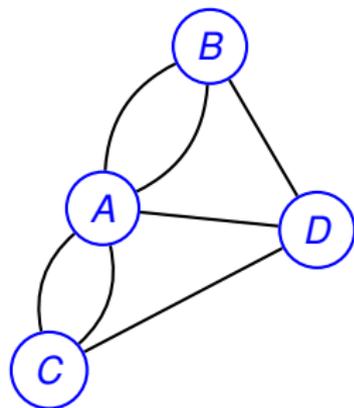
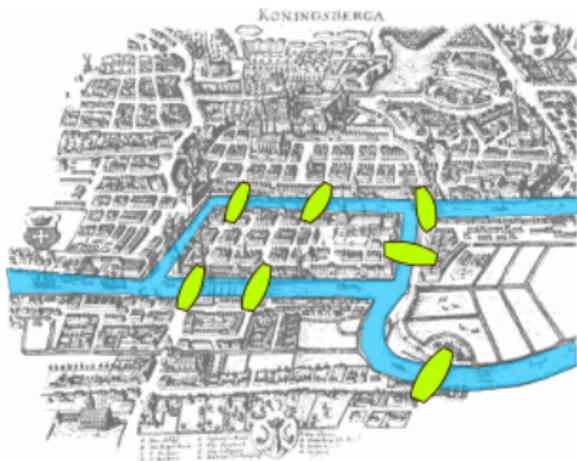


Can you draw a tour in the graph where you visit each edge once?

# Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giușcă - [License](#).

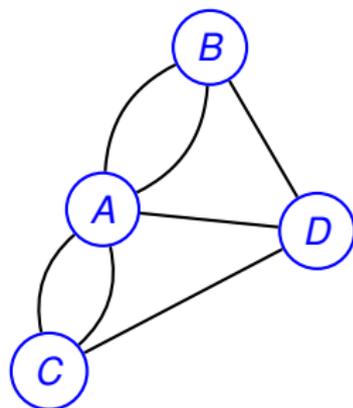
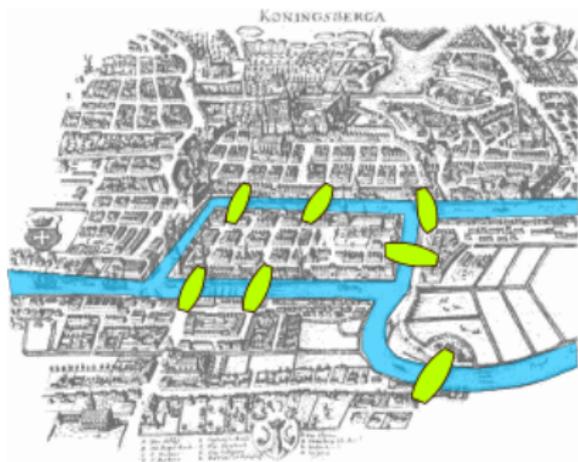


Can you draw a tour in the graph where you visit each edge once?  
Yes?

# Konigsberg bridges problem.

Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giușcă - [License](#).

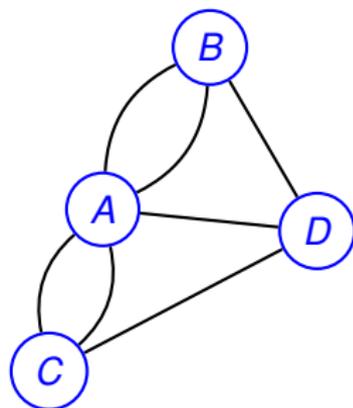
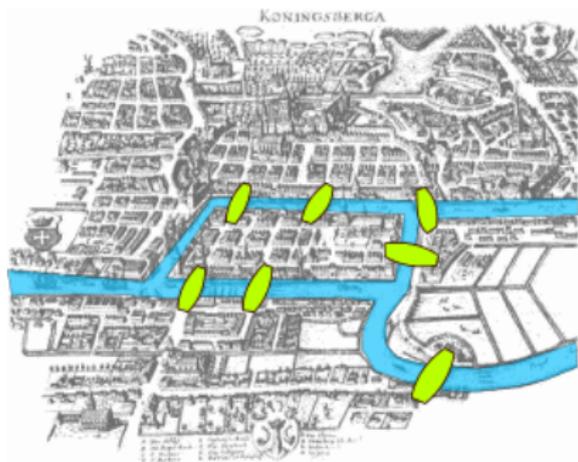


Can you draw a tour in the graph where you visit each edge once?  
Yes? No?

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Can you make a tour visiting each bridge exactly once?

"Konigsberg bridges" by Bogdan Giușcă - [License](#).

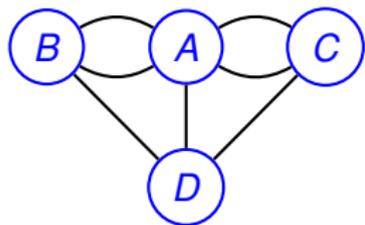


Can you draw a tour in the graph where you visit each edge once?

Yes? No?

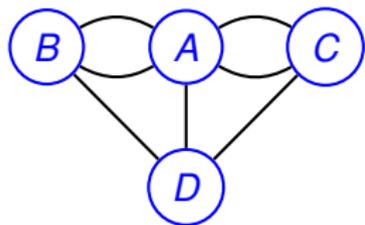
We will see!

# Graphs: formally.



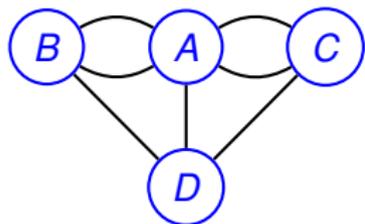
Graph:

## Graphs: formally.



Graph:  $G = (V, E)$ .

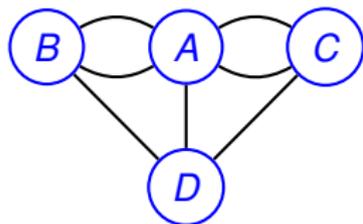
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Graph:  $G = (V, E)$ .

$V$  - set of vertices.

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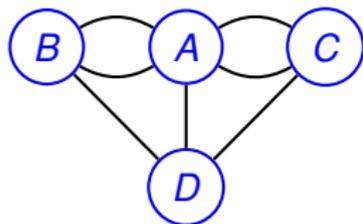


Graph:  $G = (V, E)$ .

$V$  - set of vertices.

$\{A, B, C, D\}$

## Graphs: formally.



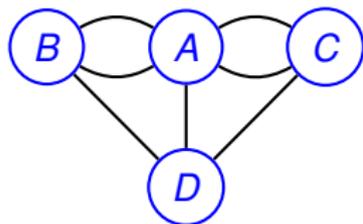
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$E \subseteq V \times V$  -

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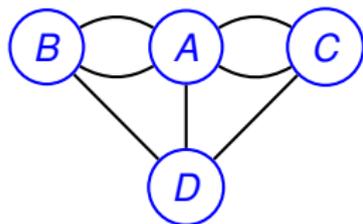
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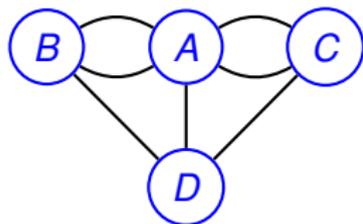
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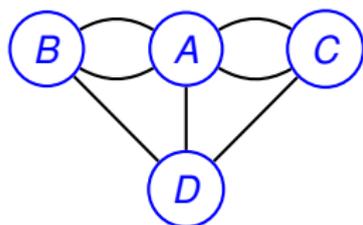
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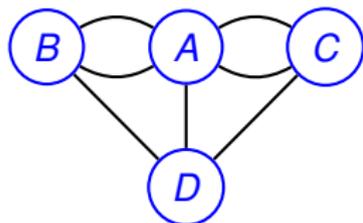
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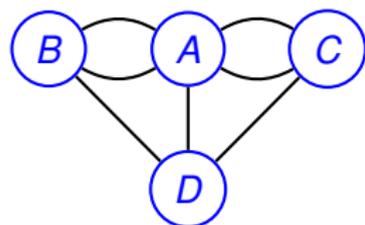
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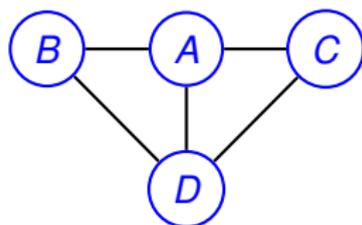
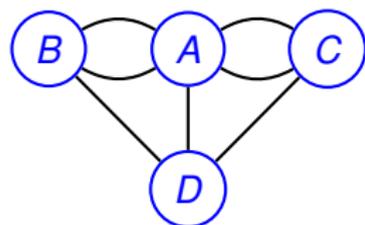
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$\{\{A, B\}, \{A, B\}, \{A, C\}, \{B, C\}, \{B, D\}, \{B, D\}, \{C, D\}\}$ .

For CS 70, usually simple graphs.

## Graphs: formally.



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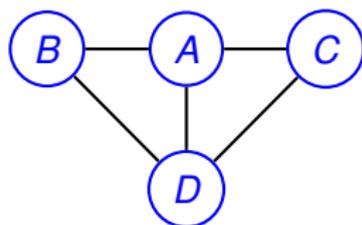
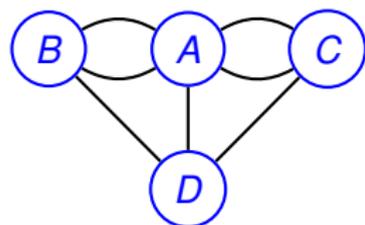
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$\{\{A, B\}, \{A, B\}, \{A, C\}, \{B, C\}, \{B, D\}, \{B, D\}, \{C, D\}\}$ .

For CS 70, usually simple graphs.

No parallel edges.

## Graphs: formally.



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$V$  - set of vertices.

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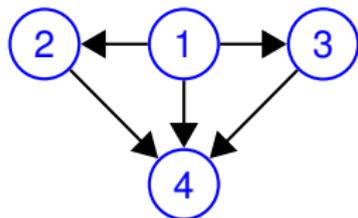
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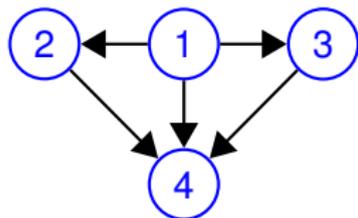
Multigraph above.

# Directed Graphs



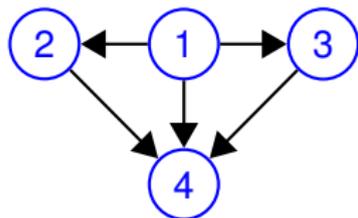
$$G = (V, E).$$

# Directed Graphs



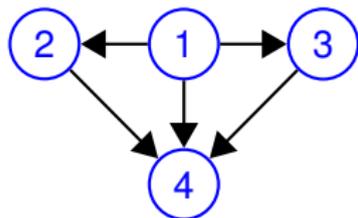
$G = (V, E)$ .  
 $V$  - set of vertices.

# Directed Graphs



$G = (V, E)$ .  
 $V$  - set of vertices.  
 $\{1, 2, 3, 4\}$

# Directed Graphs



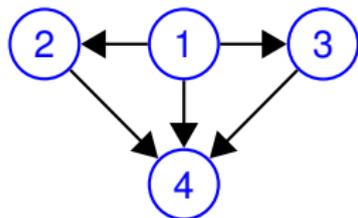
$G = (V, E)$ .

$V$  - set of vertices.

$\{1, 2, 3, 4\}$

$E$  ordered pairs of vertices.

# Directed Graphs



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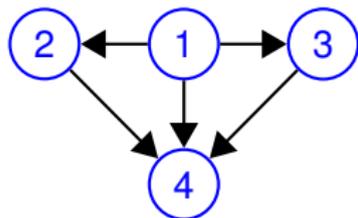
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# Directed Graphs



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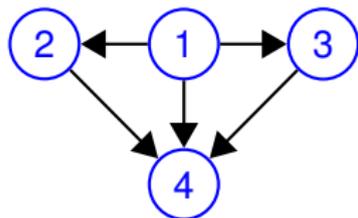
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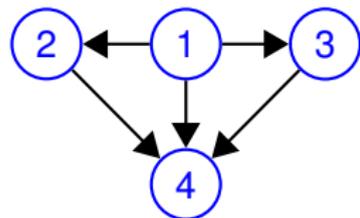
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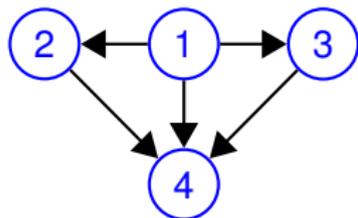
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# Directed Graphs



One way streets.

$G = (V, E)$ .

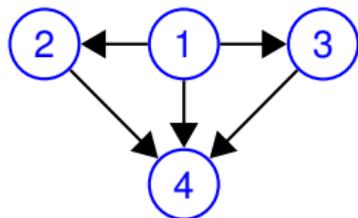
$V$  - set of vertices.

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# Directed Graphs



One way streets.  
Tournament:

$G = (V, E)$ .

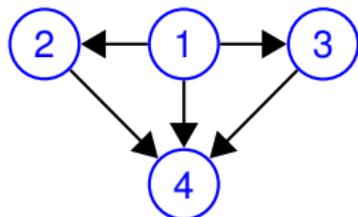
$V$  - set of vertices.

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# Directed Graphs



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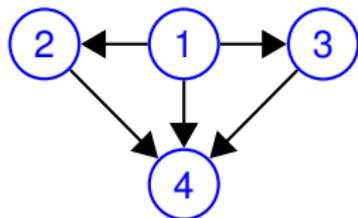
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One way streets.

Tournament: 1 beats 2,

# Directed Graphs



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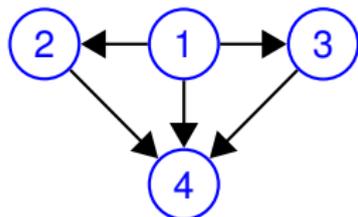
$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

One way streets.

Tournament: 1 beats 2, ...

Precedence:

# Directed Graphs



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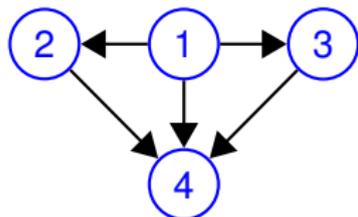
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One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2,

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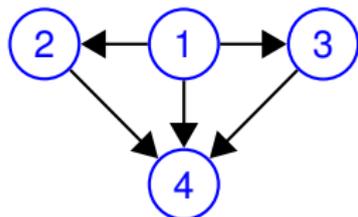
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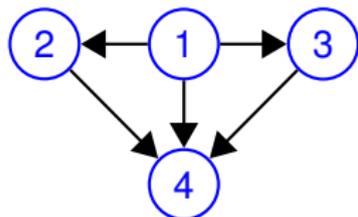
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network:

# Directed Graphs



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$E$  ordered pairs of vertices.

$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

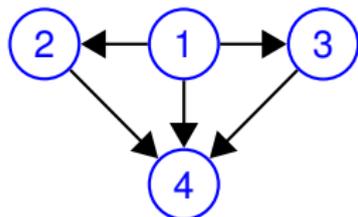
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed?

# Directed Graphs



$G = (V, E)$ .

$V$  - set of vertices.

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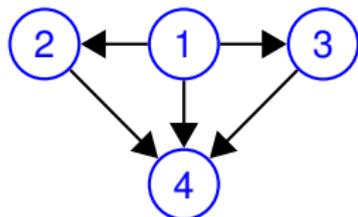
One way streets.

Tournament: 1 beats 2, ...

Precedence: 1 is before 2, ..

Social Network: Directed? Undirected?

# Directed Graphs



$G = (V, E)$ .

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$\{1, 2, 3, 4\}$

$E$  ordered pairs of vertices.

$\{(1, 2), (1, 3), (1, 4), (2, 4), (3, 4)\}$

One way streets.

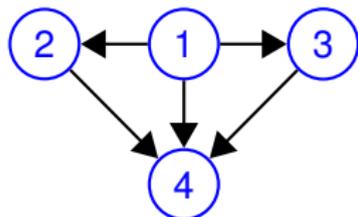
Tournament: 1 beats 2, ...

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Social Network: Directed? Undirected?

Friends.

# Directed Graphs



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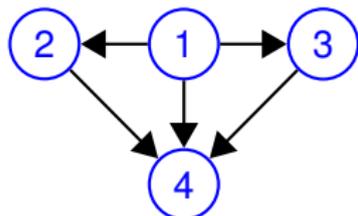
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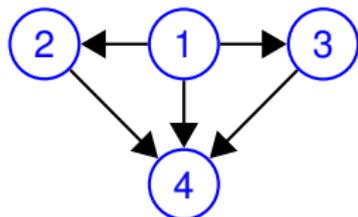
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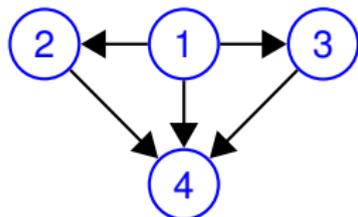
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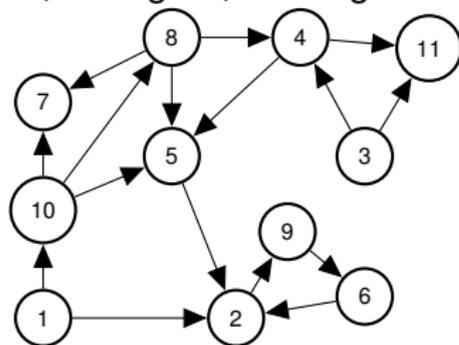
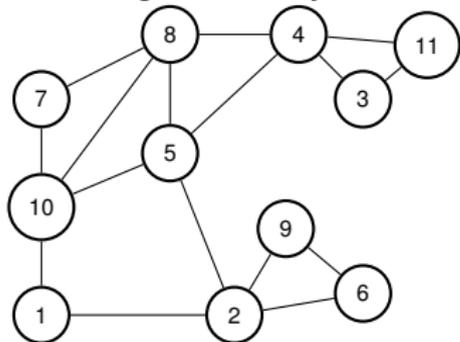
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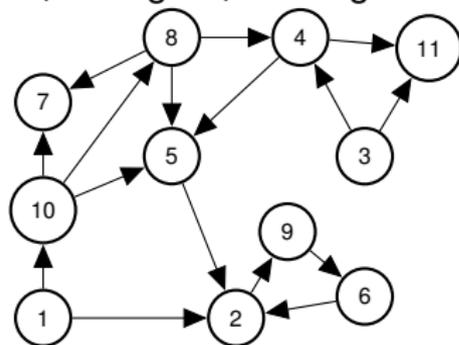
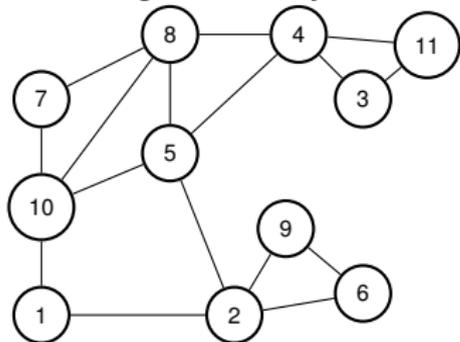


Neighbors of 10?

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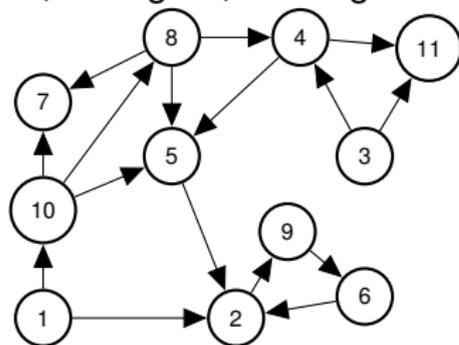
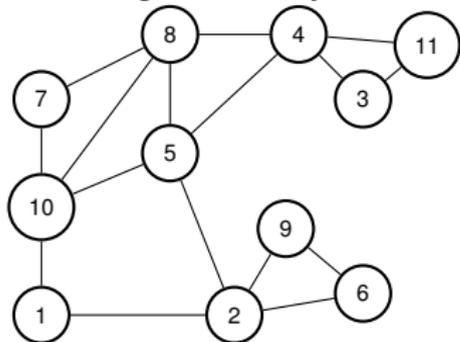


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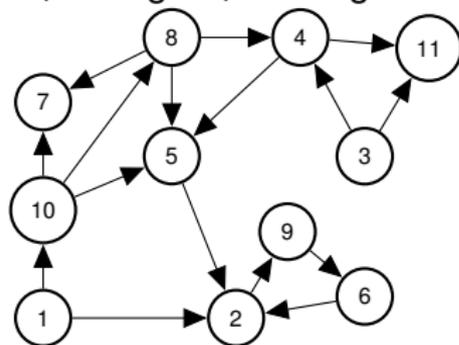
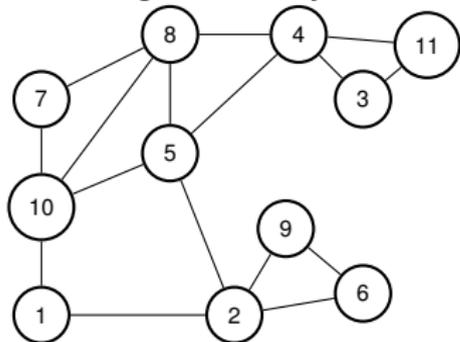


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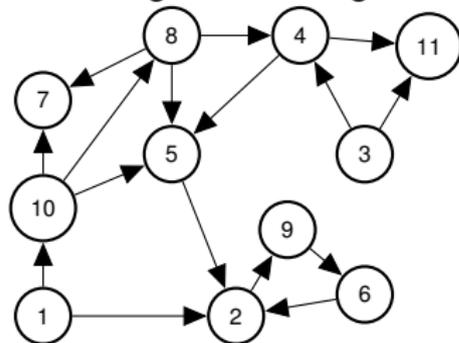
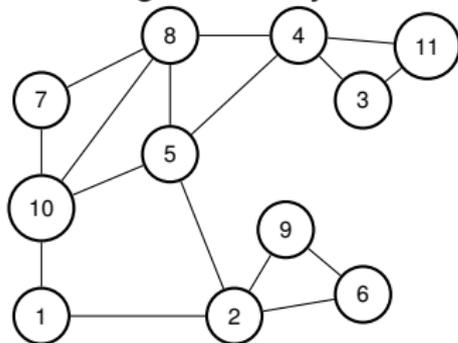


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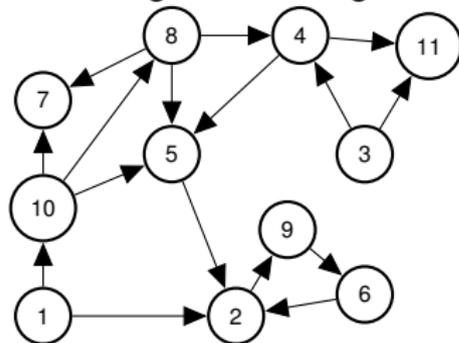
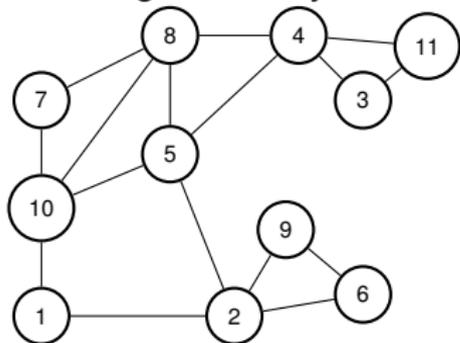


Neighbors of 10? 1,5,7, 8.

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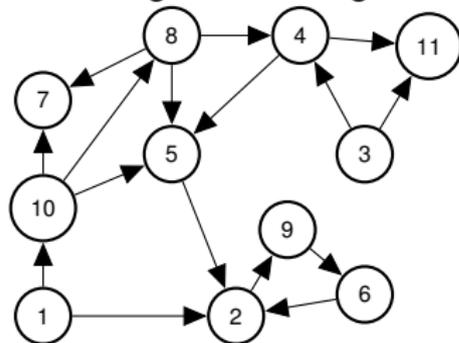
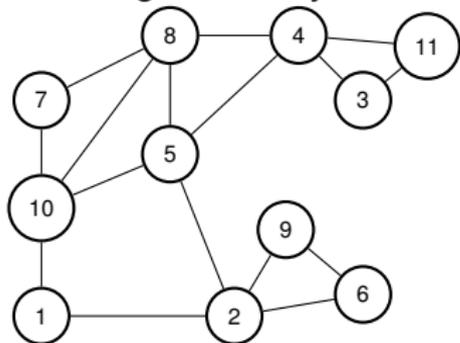
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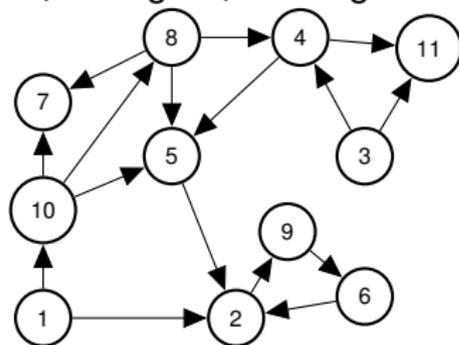
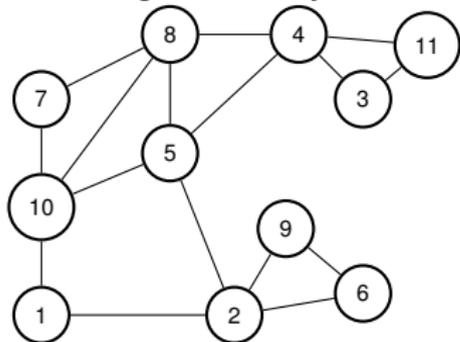
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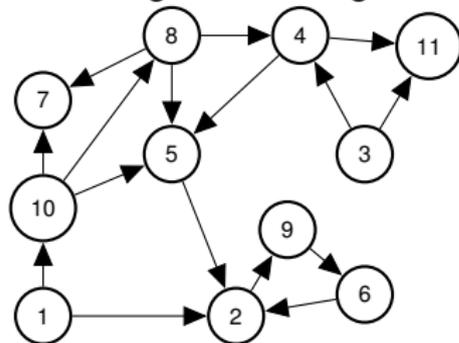
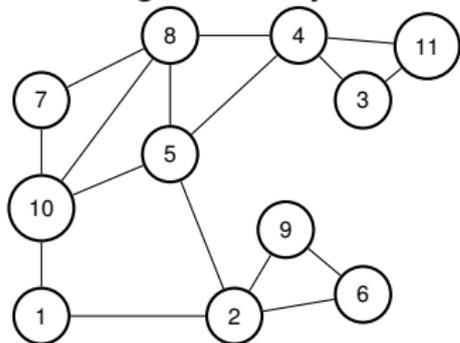
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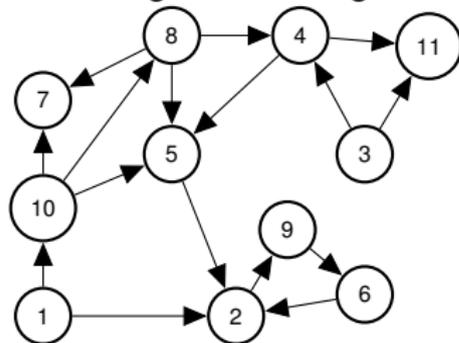
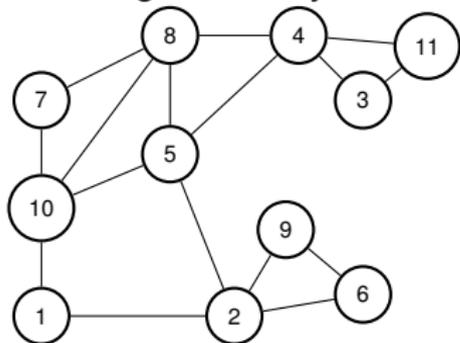
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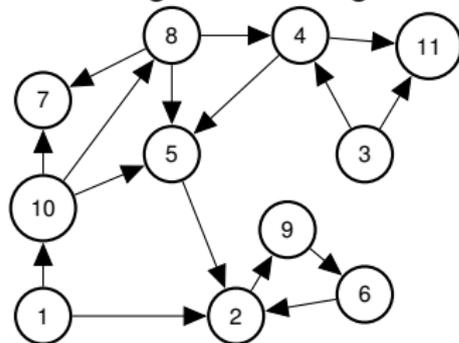
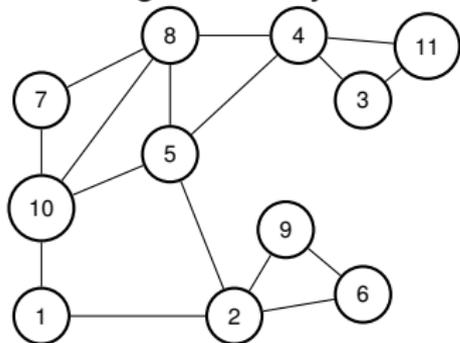
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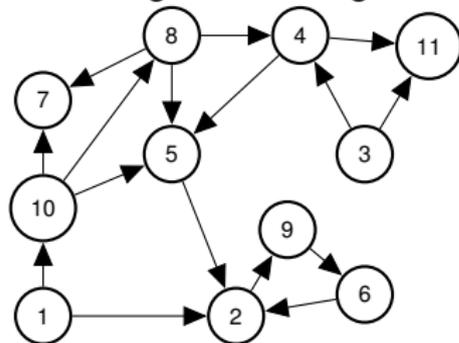
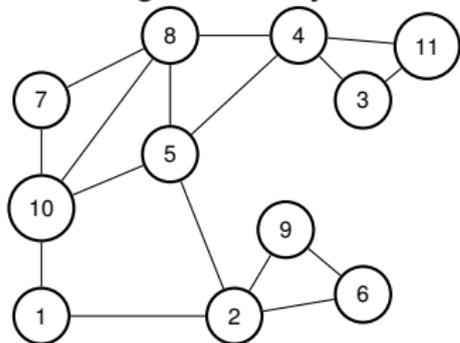
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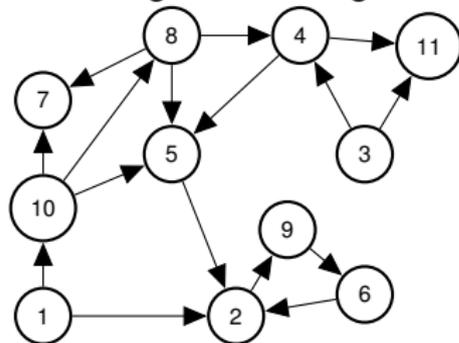
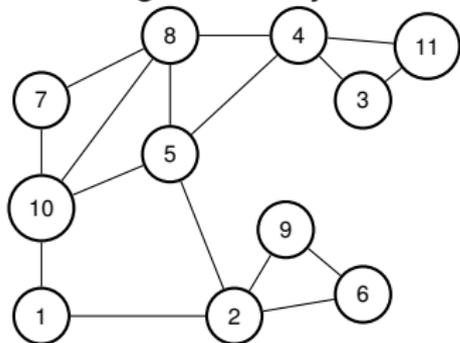
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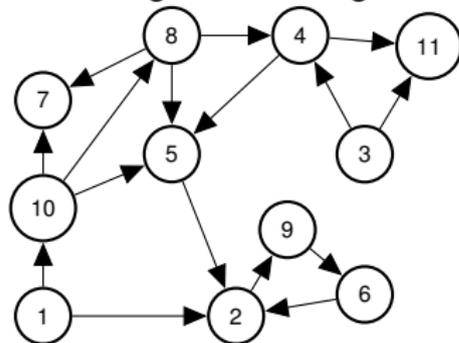
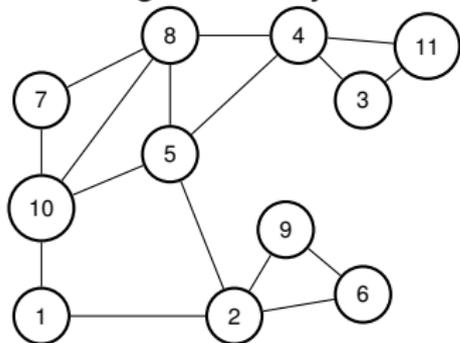
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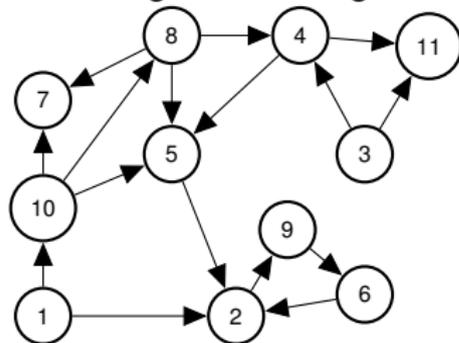
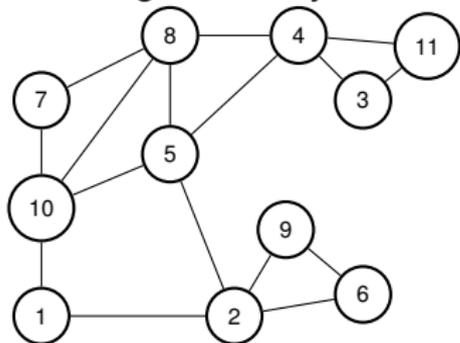
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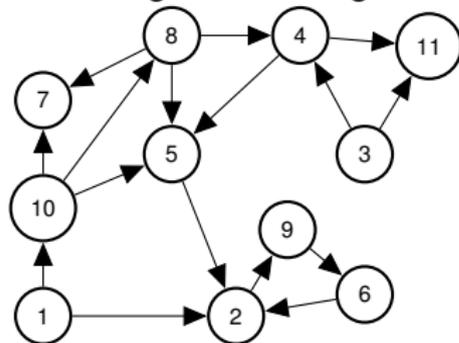
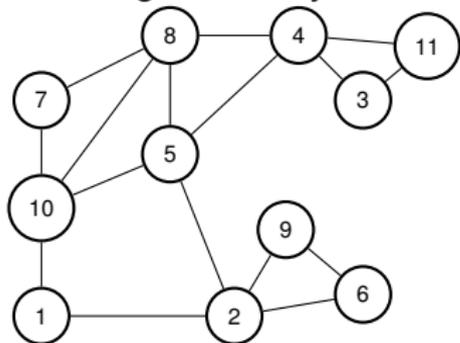
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In-degree of 10? 1

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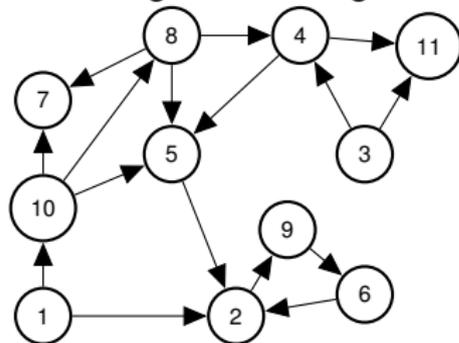
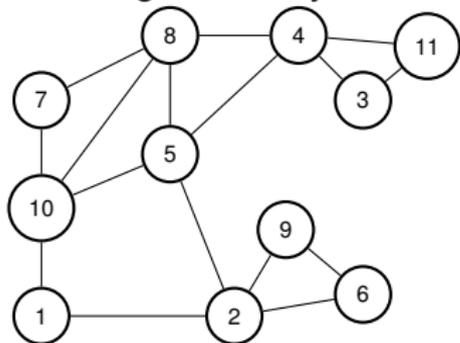
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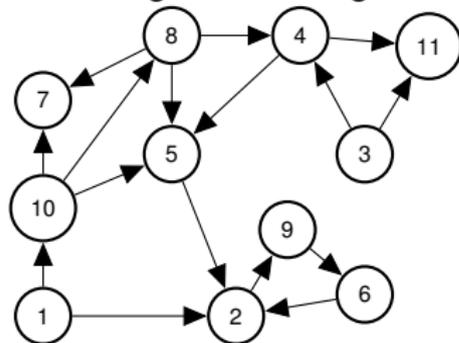
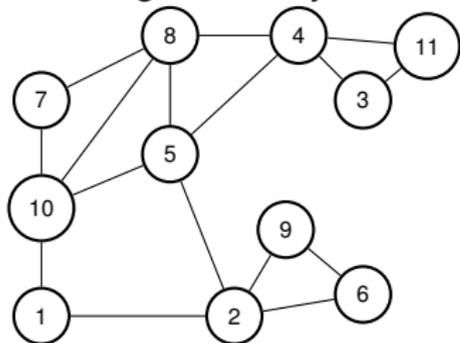
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In-degree of 10? 1    Out-degree of 10? 3

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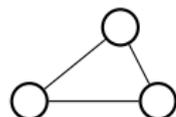
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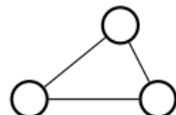
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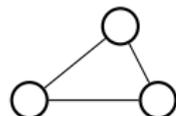
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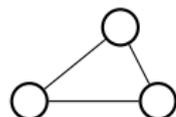
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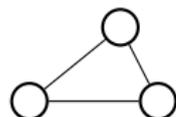
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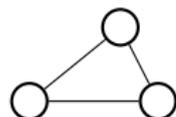
What? For triangle number of edges is 3, the sum of degrees is 6.

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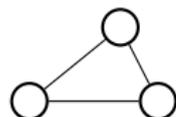
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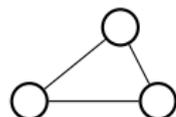
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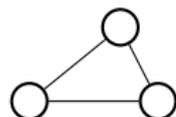
Could it always be... $2|E|$ ? ..or  $2|V|$ ?

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Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be... $2|E|$ ? ..or  $2|V|$ ?

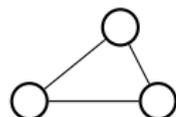
How many incidences does each edge contribute?

## Quick Proof.

The sum of the vertex degrees is equal to

- (A) the total number of vertices,  $|V|$ .
- (B) the total number of edges,  $|E|$ .
- (C) What?

Not (A)! Triangle.



Not (B)! Triangle.

What? For triangle number of edges is 3, the sum of degrees is 6.

Could it always be... $2|E|$ ? ..or  $2|V|$ ?

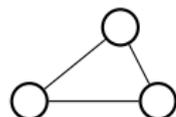
How many incidences does each edge contribute? 2.

## Quick Proof.

The sum of the vertex degrees is equal to

- (A) the total number of vertices,  $|V|$ .
- (B) the total number of edges,  $|E|$ .
- (C) What?

Not (A)! Triangle.



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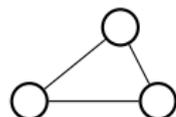
$2|E|$  incidences are contributed in total!

## Quick Proof.

The sum of the vertex degrees is equal to

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- (B) the total number of edges,  $|E|$ .
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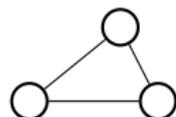
What is degree  $v$ ?

## Quick Proof.

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- (B) the total number of edges,  $|E|$ .
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What is degree  $v$ ? incidences contributed to  $v$ !

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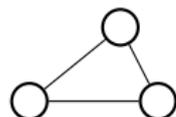
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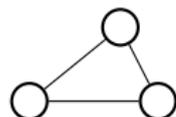
sum of degrees is total incidences

## Quick Proof.

The sum of the vertex degrees is equal to

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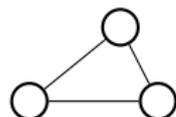
sum of degrees is total incidences ... or  $2|E|$ .

## Quick Proof.

The sum of the vertex degrees is equal to

- (A) the total number of vertices,  $|V|$ .
- (B) the total number of edges,  $|E|$ .
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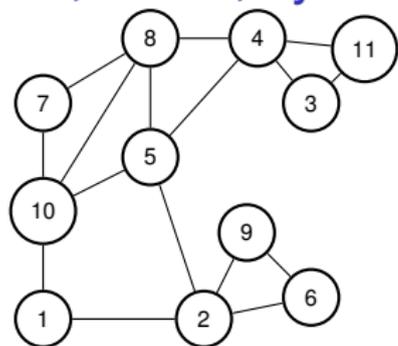
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sum of degrees is total incidences ... or  $2|E|$ .

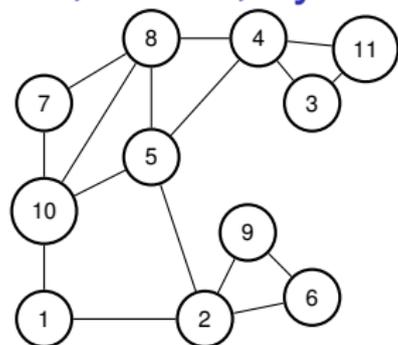
**Thm:** Sum of vertex degrees is  $2|E|$ .

## Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

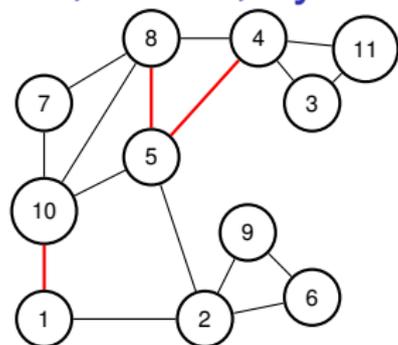
## Paths, walks, cycles, tour.



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Path?

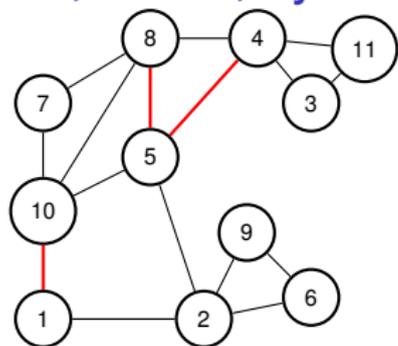
## Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

Path?  $\{1, 10\}$ ,  $\{8, 5\}$ ,  $\{4, 5\}$  ?

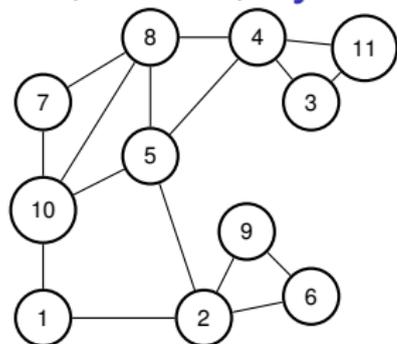
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## Paths, walks, cycles, tour.

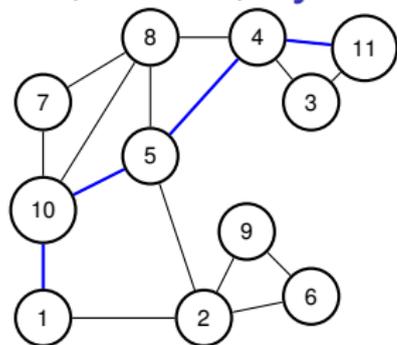


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Path?

## Paths, walks, cycles, tour.

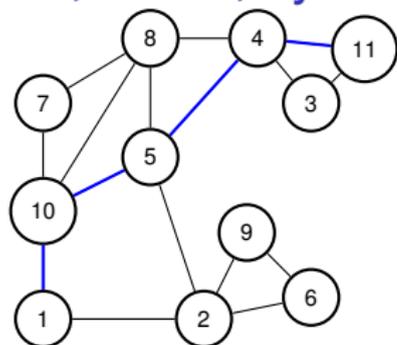


A path in a graph is a sequence of edges.

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## Paths, walks, cycles, tour.

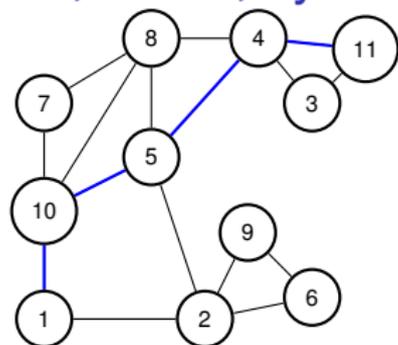


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## Paths, walks, cycles, tour.



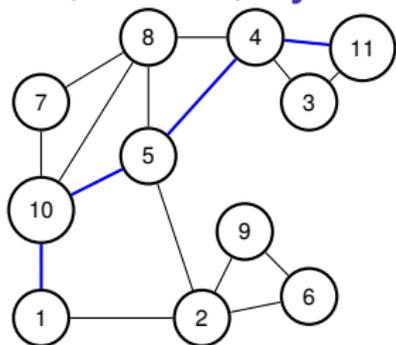
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**Path:**  $(v_1, v_2), (v_2, v_3), \dots, (v_{k-1}, v_k)$ .

## Paths, walks, cycles, tour.



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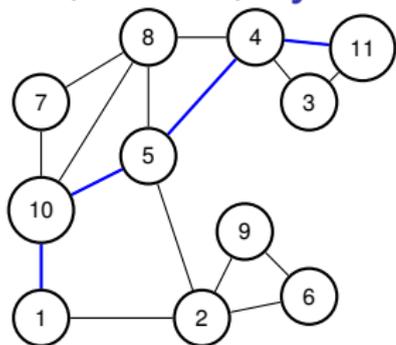
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Quick Check!

## Paths, walks, cycles, tour.



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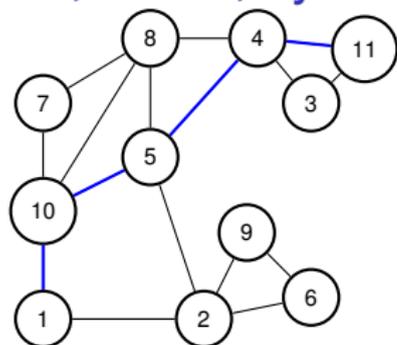
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Quick Check! Length of path?

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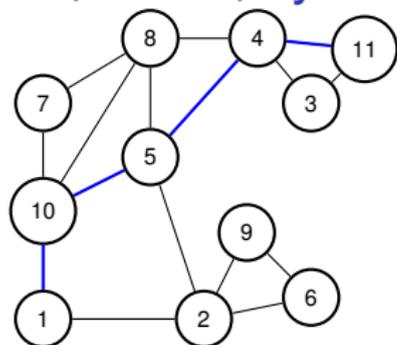
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Quick Check! Length of path?  $k$  vertices

## Paths, walks, cycles, tour.



A path in a graph is a sequence of edges.

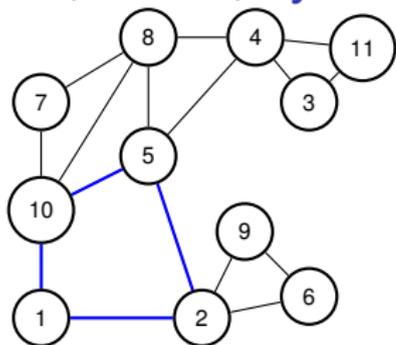
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Quick Check! Length of path?  $k$  vertices or  $k - 1$  edges.

## Paths, walks, cycles, tour.



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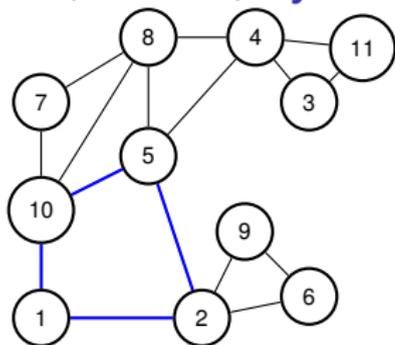
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Quick Check! Length of path?  $k$  vertices or  $k - 1$  edges.

**Cycle:** Path with  $v_1 = v_k$ .

## Paths, walks, cycles, tour.



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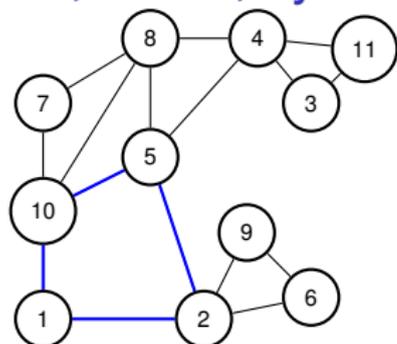
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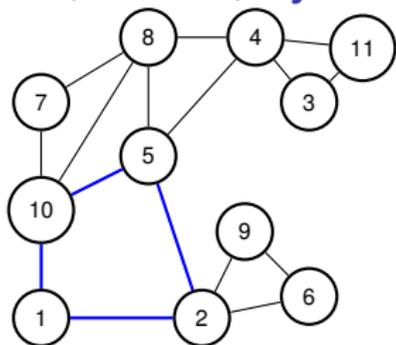
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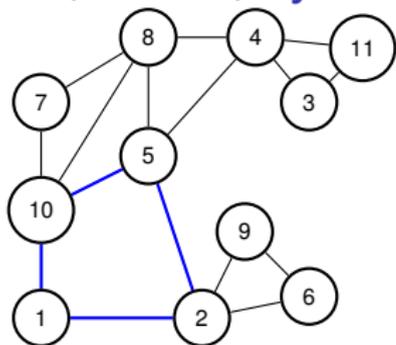
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**Cycle:** Path with  $v_1 = v_k$ . Length of cycle?  $k - 1$  vertices and edges!

Path is usually simple.

## Paths, walks, cycles, tour.



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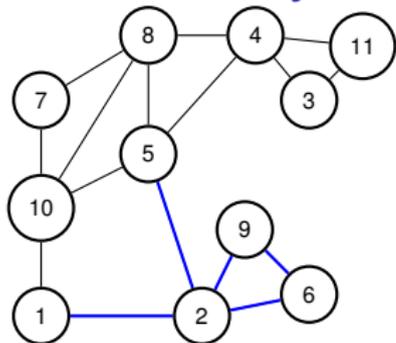
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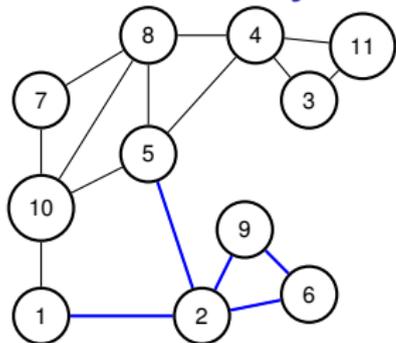
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**Walk** is sequence of edges with possible repeated vertex or edge.

## Paths, walks, cycles, tour.



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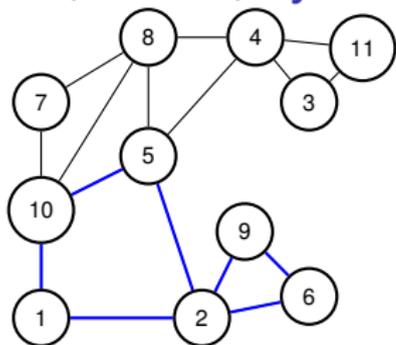
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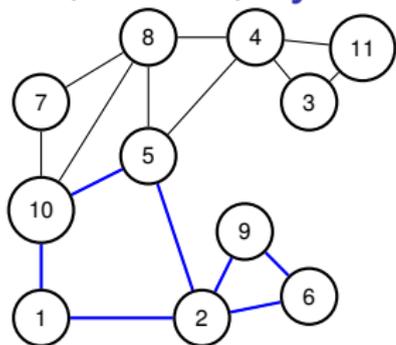
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**Tour** is walk that starts and ends at the same node.

## Paths, walks, cycles, tour.



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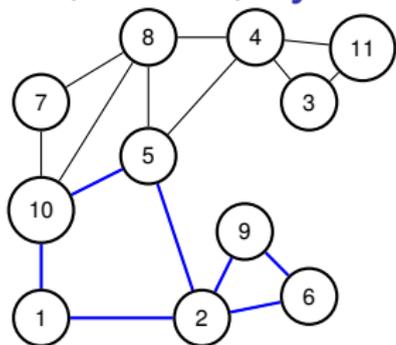
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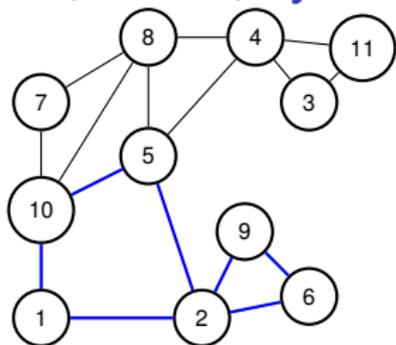
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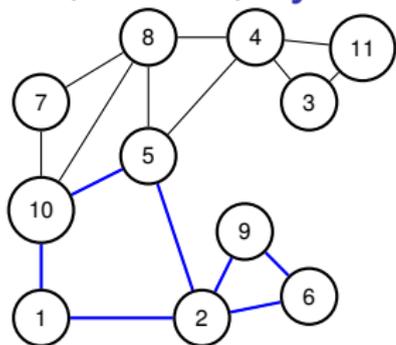
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Quick Check!

Path is to Walk as Cycle is to ??

## Paths, walks, cycles, tour.



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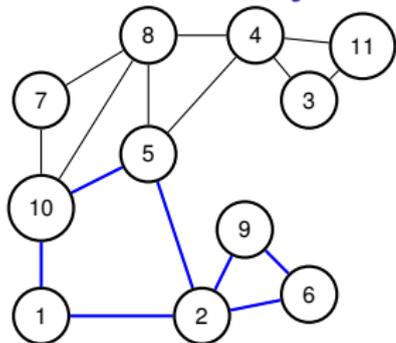
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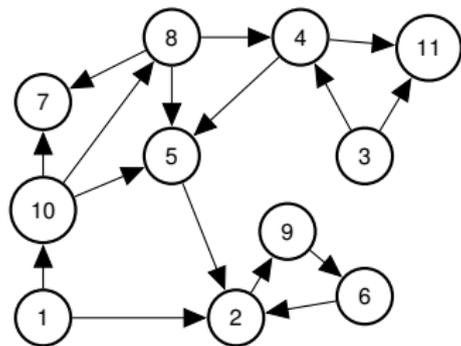
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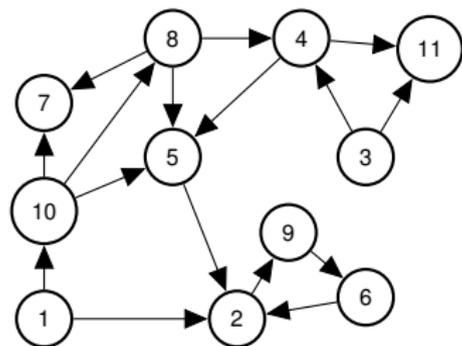
Quick Check!

Path is to Walk as Cycle is to ?? Tour!

## Directed Paths.

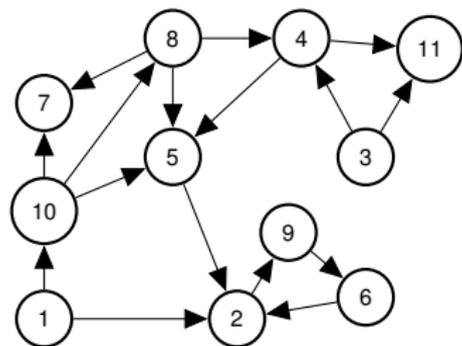


## Directed Paths.



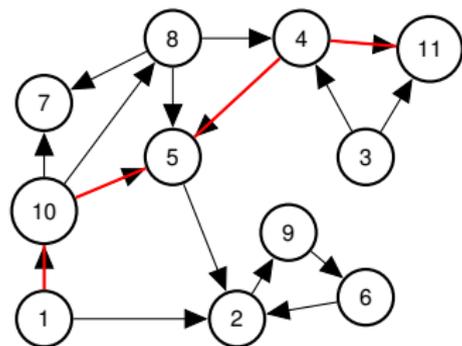
Path:  $(v_1, v_2), (v_2, v_3), \dots, (v_{k-1}, v_k)$ .

## Directed Paths.



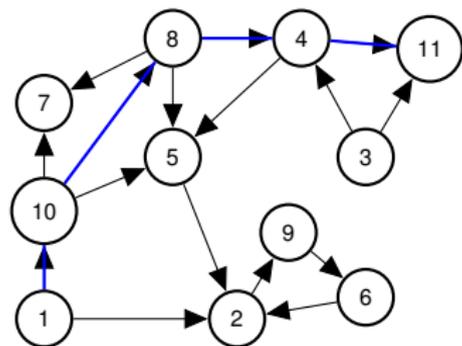
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## Directed Paths.



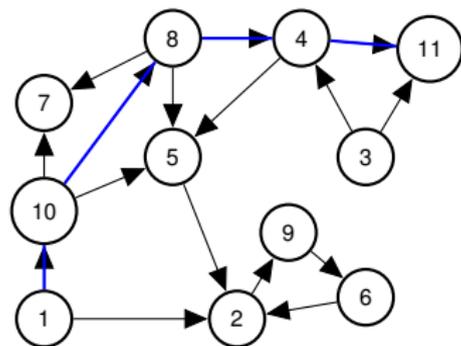
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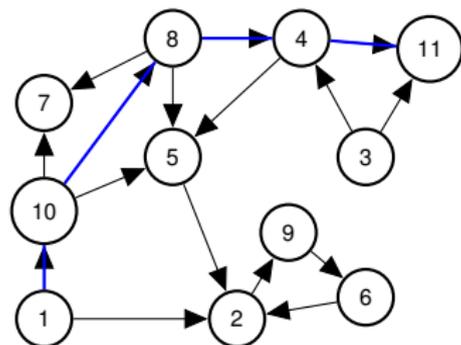
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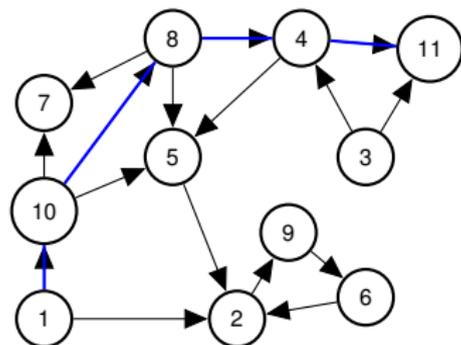
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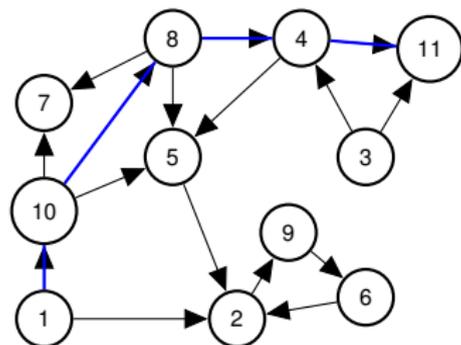
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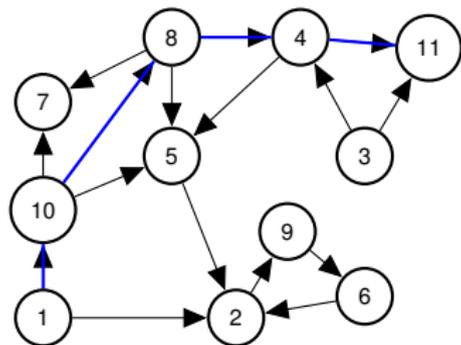
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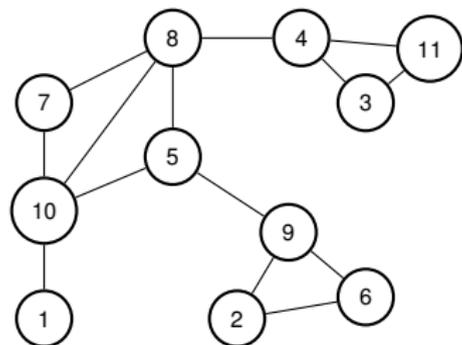
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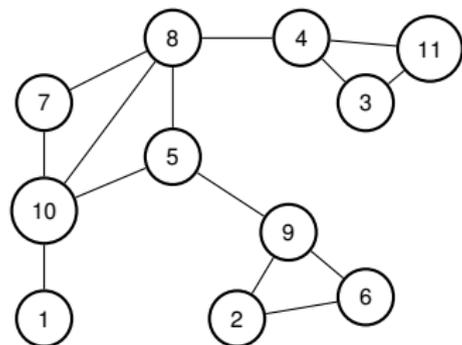
Paths, walks, cycles, tours ... are analogous to undirected now.

# Connectivity



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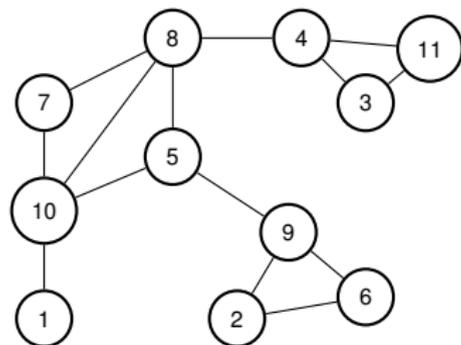
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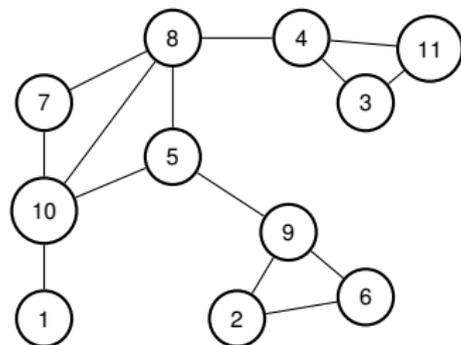


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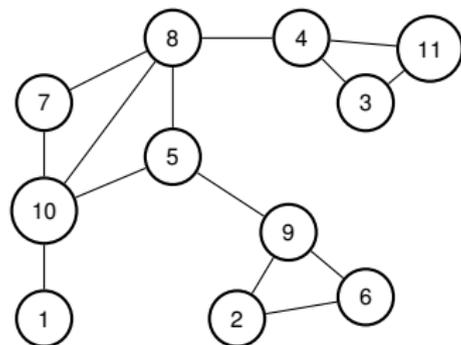


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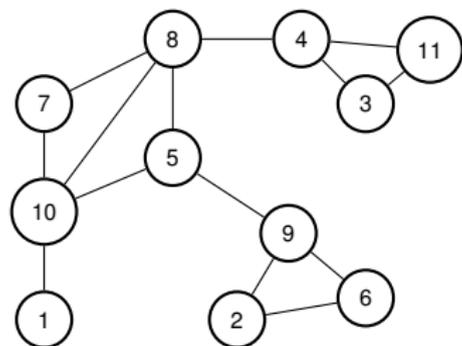
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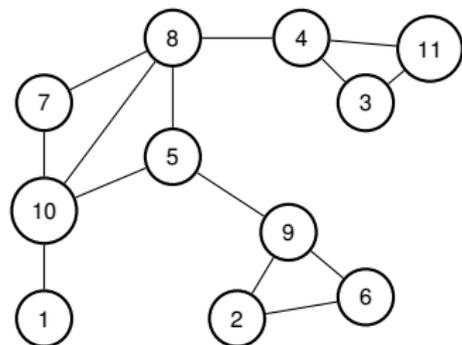
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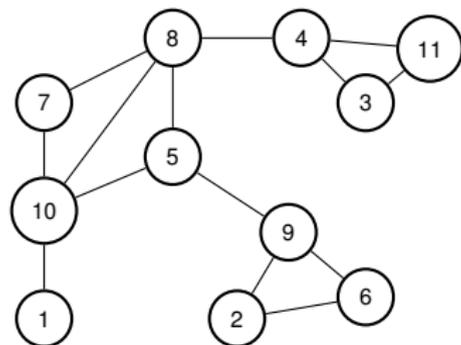
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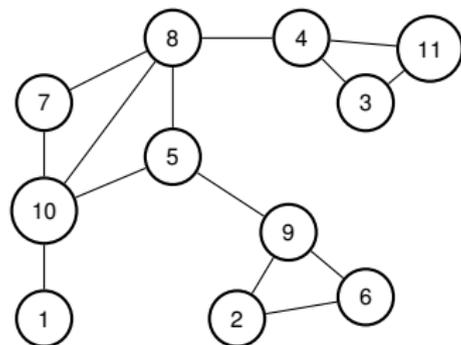
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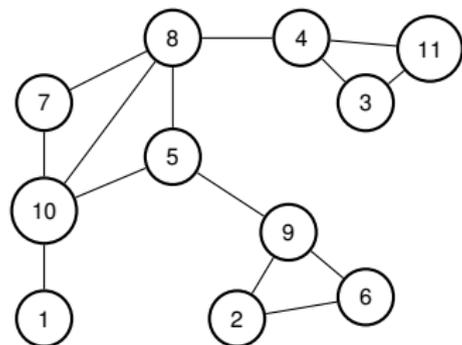
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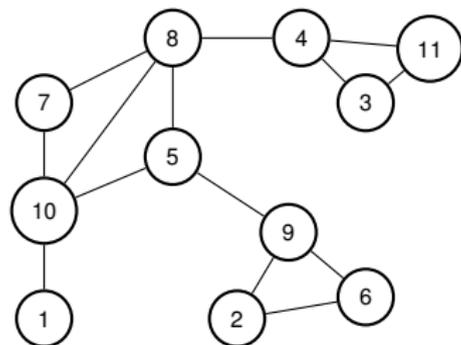
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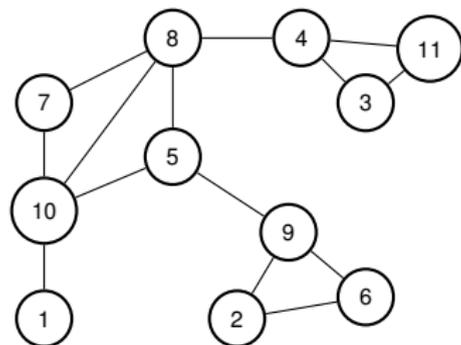
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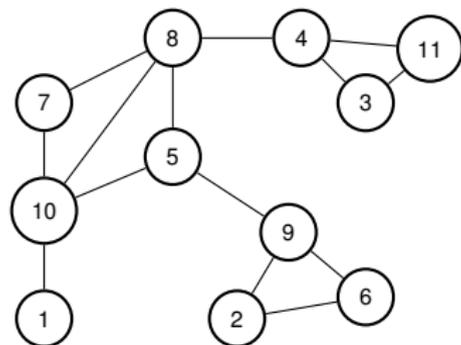


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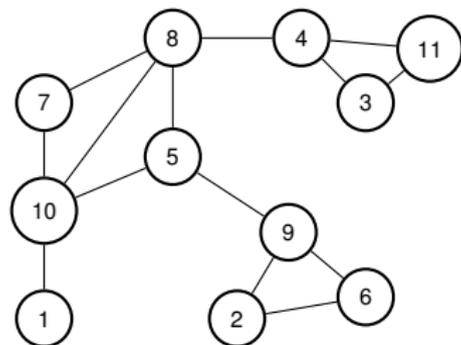


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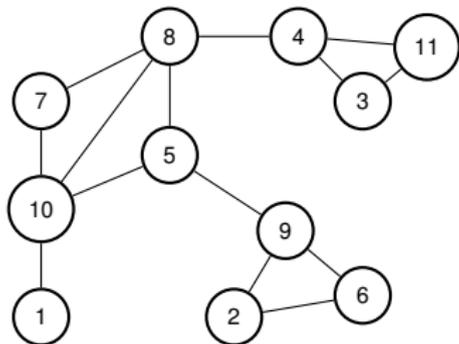
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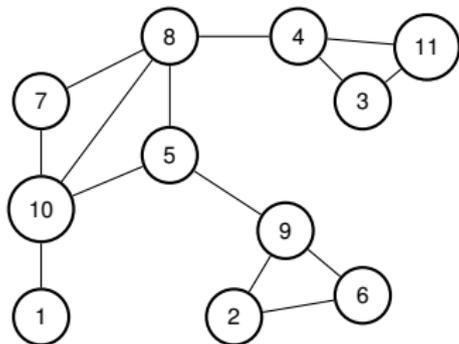
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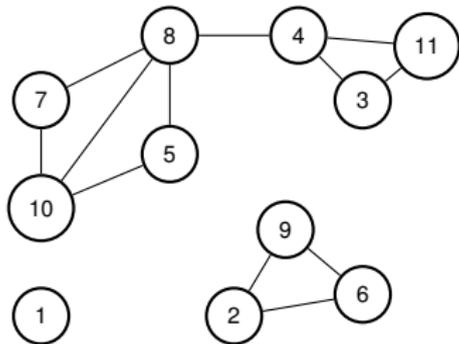
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Is graph above connected?

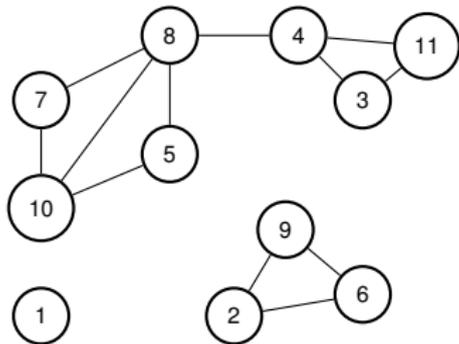


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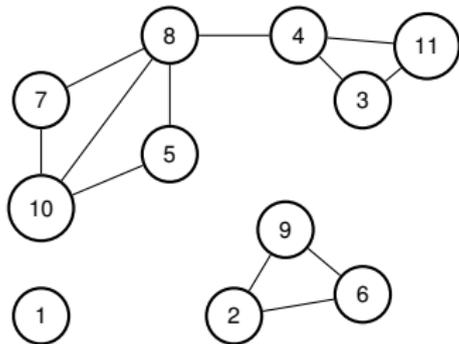
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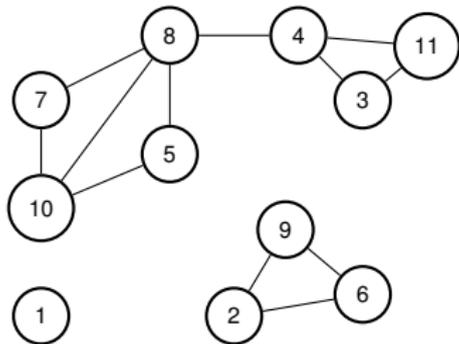
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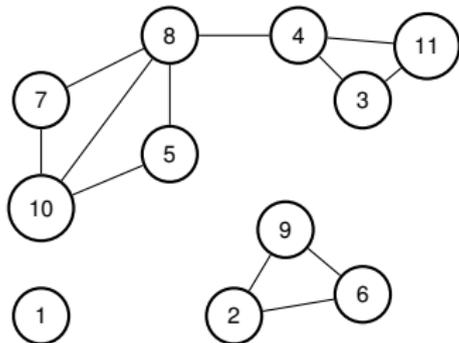
Connected Components?



Is graph above connected? Yes!

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**Connected Components?**  $\{1\}, \{10, 7, 5, 8, 4, 3, 11\}, \{2, 9, 6\}$ .

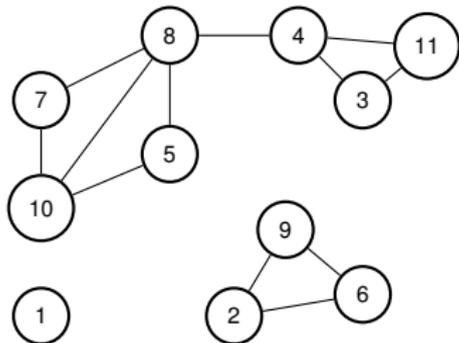


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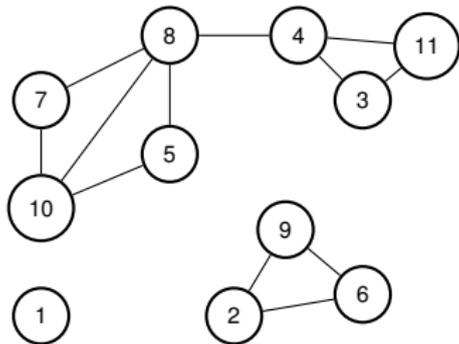
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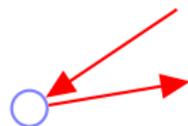
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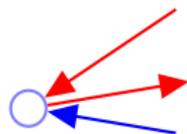
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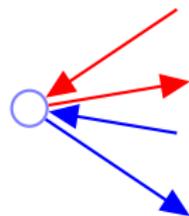
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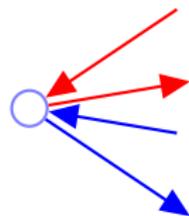
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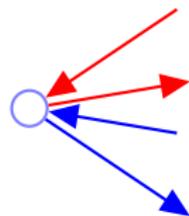
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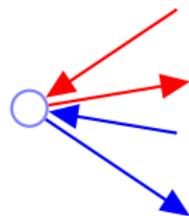
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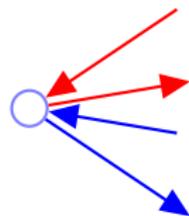
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We will give an algorithm.

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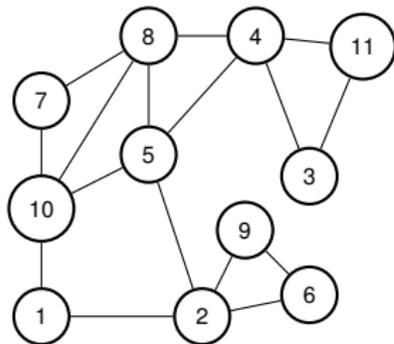
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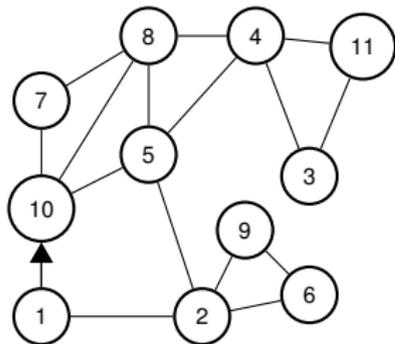


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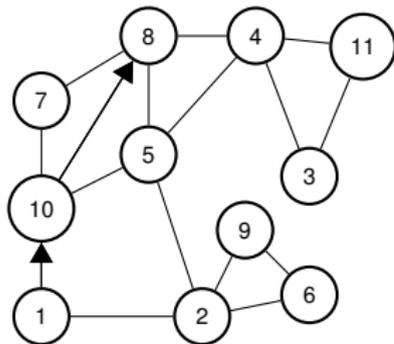


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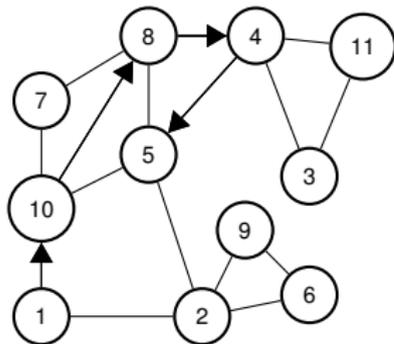


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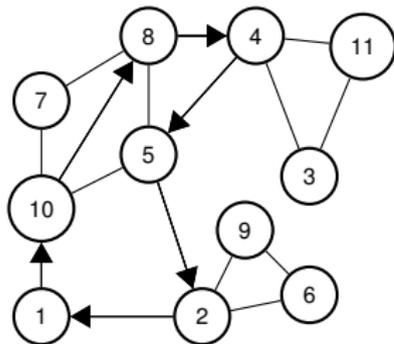


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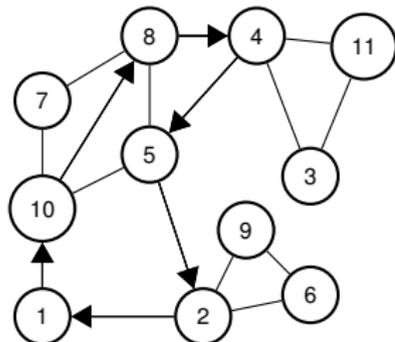
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... till you get back to  $v$ .



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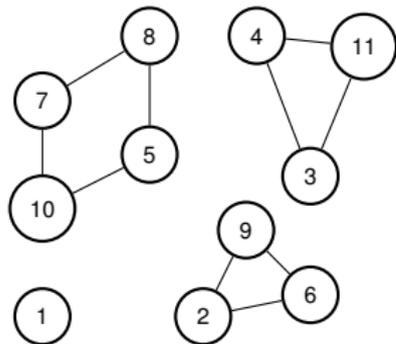


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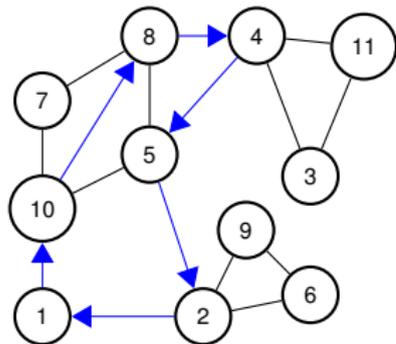


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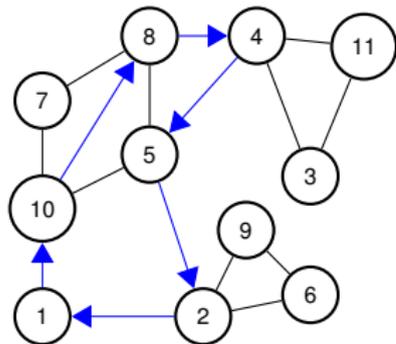
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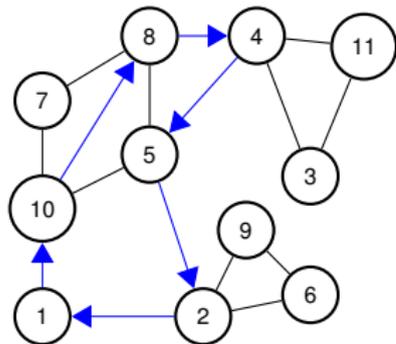


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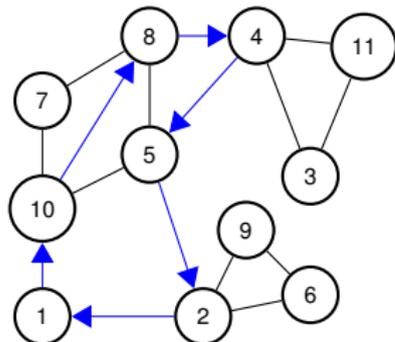
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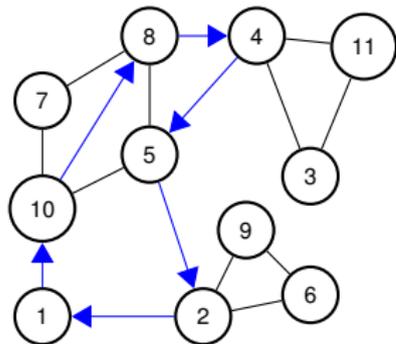
Example:  $v_1 = 1$ ,



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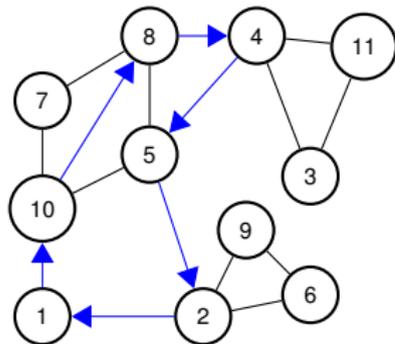
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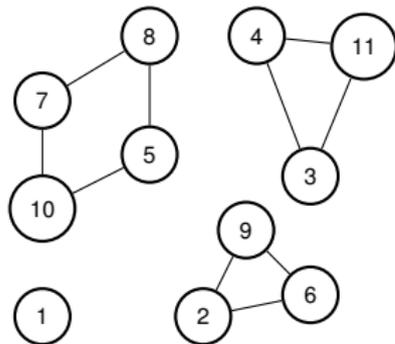
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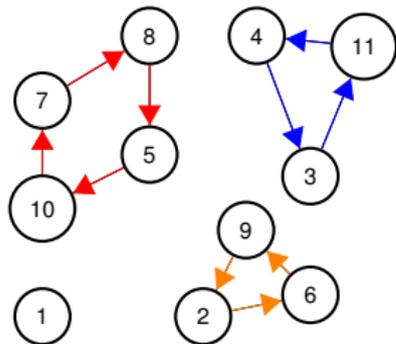
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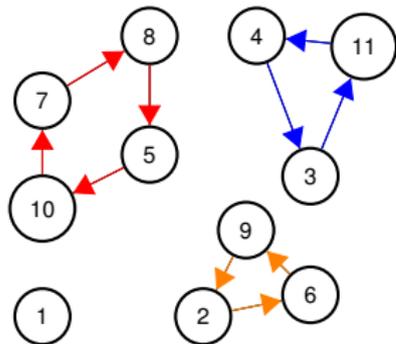
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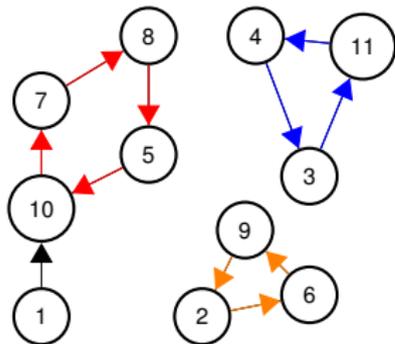
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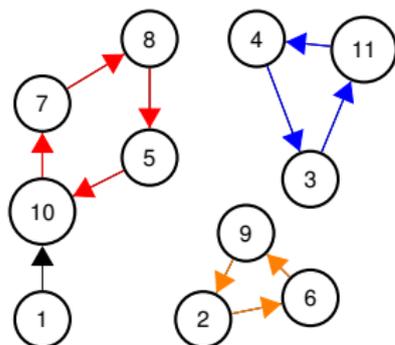
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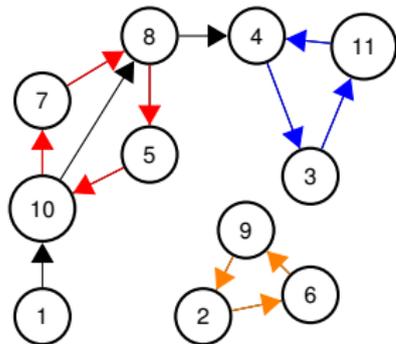
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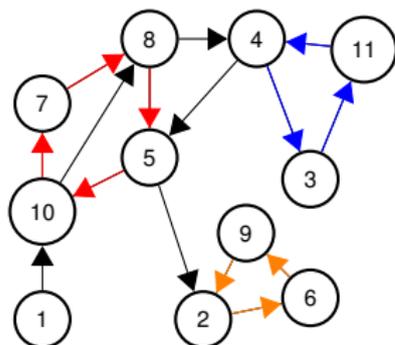
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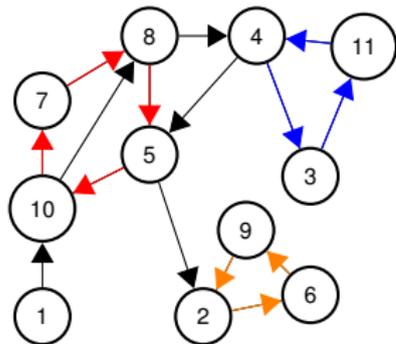
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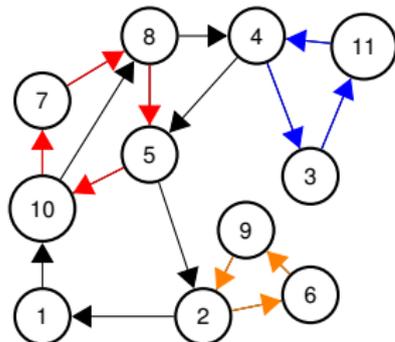
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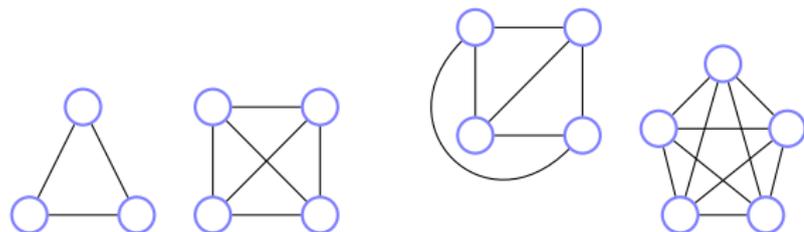
Mostly up to you.

## Planar graphs.

A graph that can be drawn in the plane without edge crossings.

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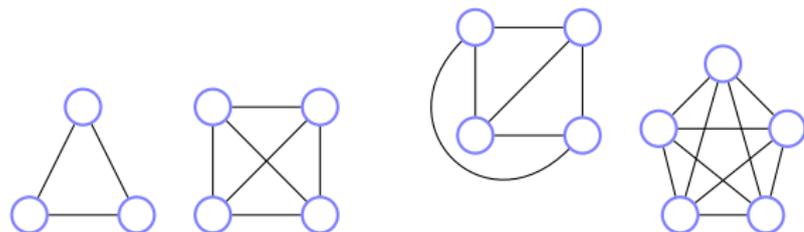
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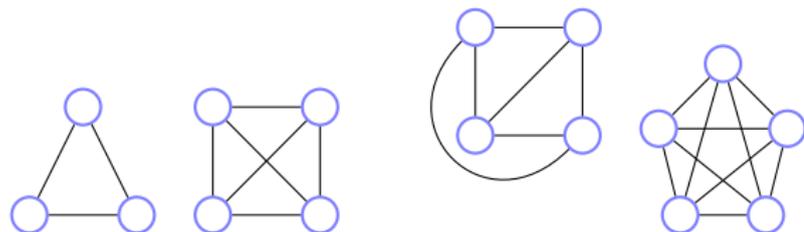
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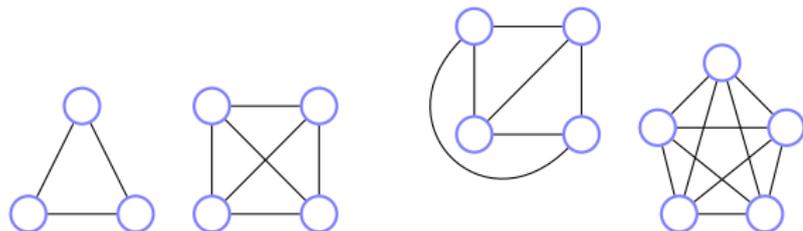


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Four node complete?

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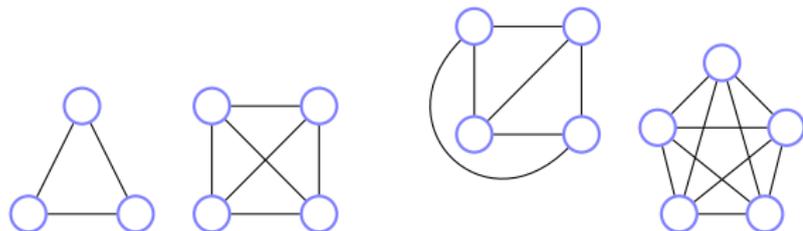


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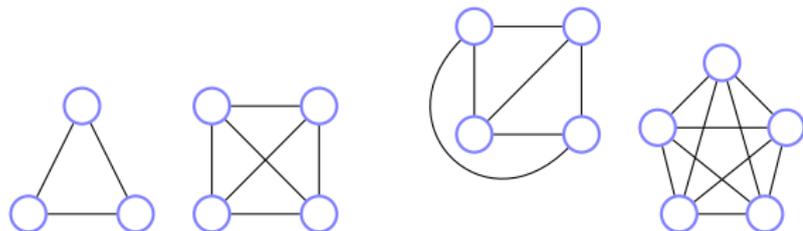
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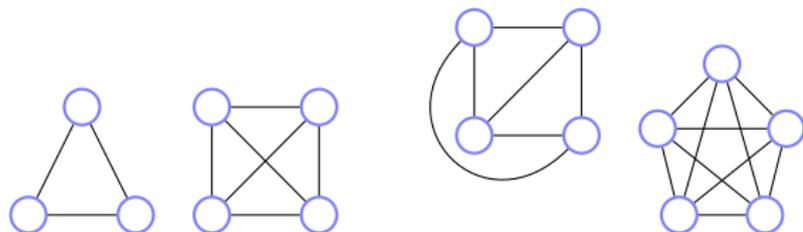
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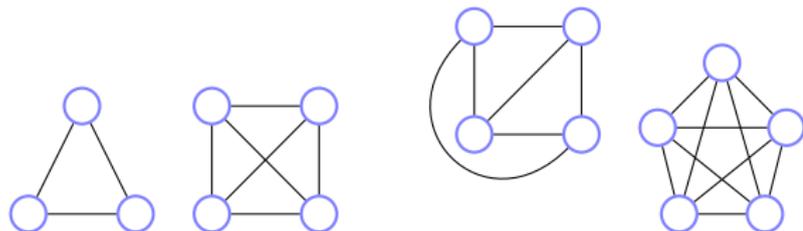
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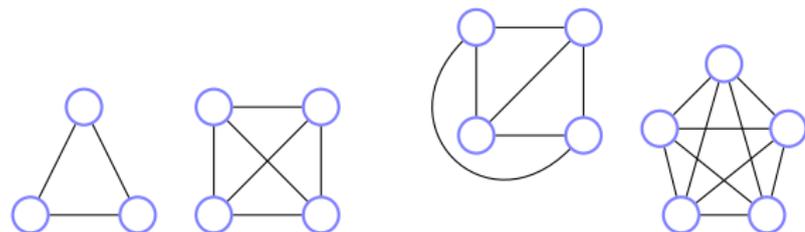
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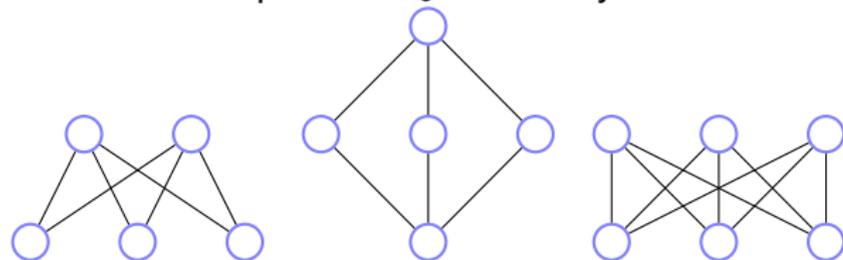
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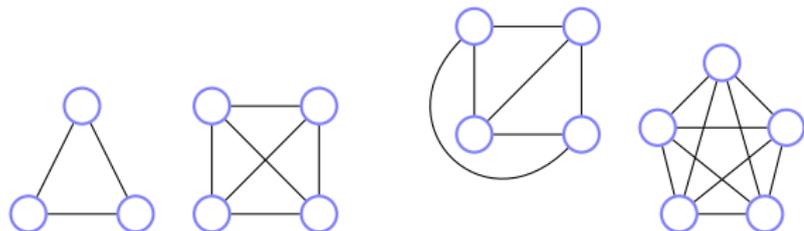
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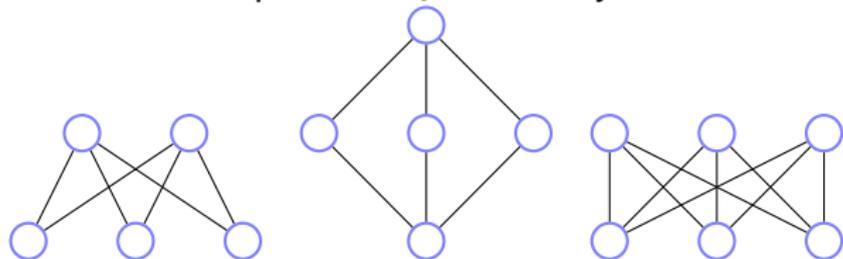
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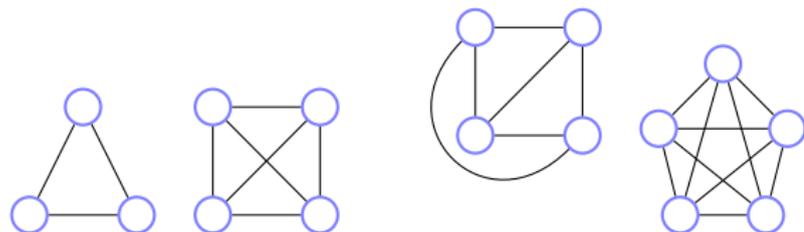
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Two to three nodes, bipartite?

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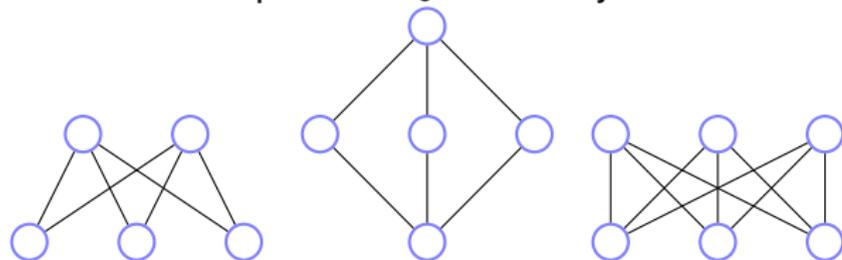
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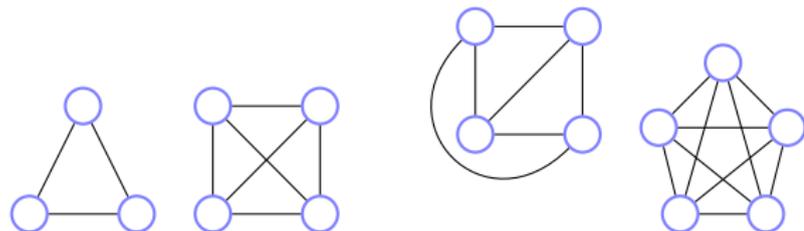
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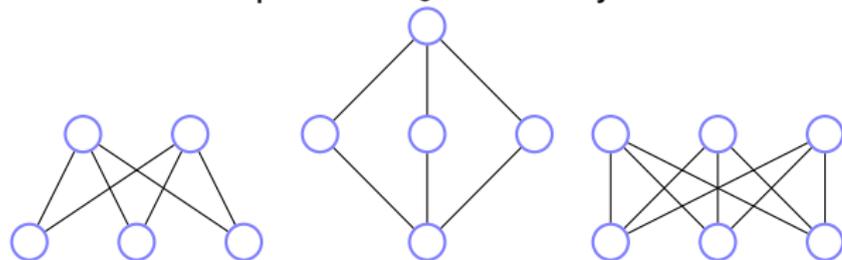
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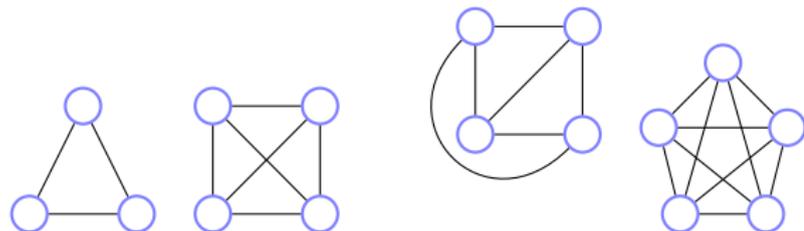


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Three to three nodes, complete/bipartite or  $K_{3,3}$ .

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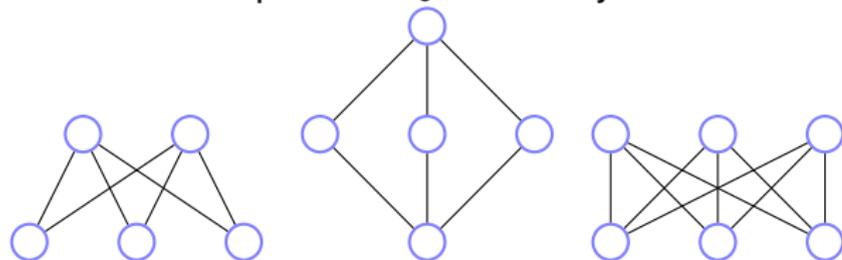
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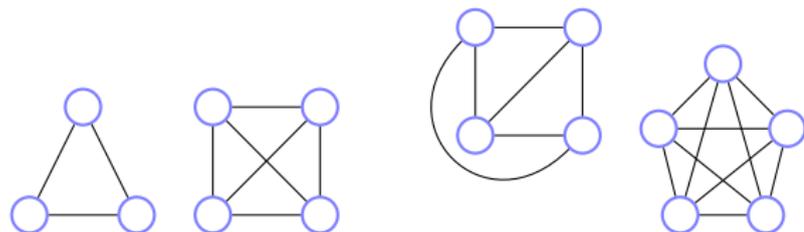


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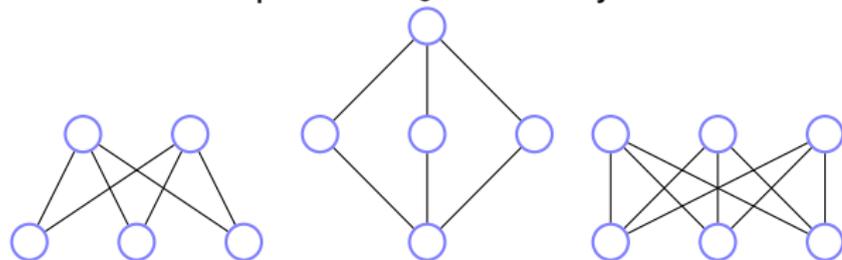
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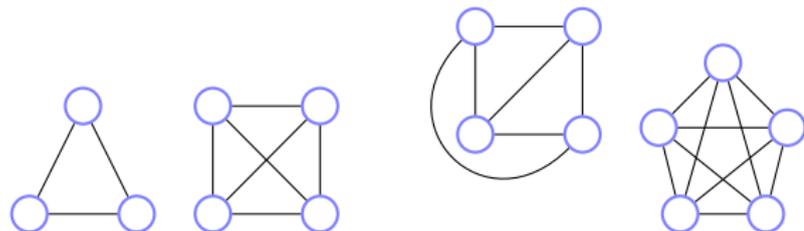


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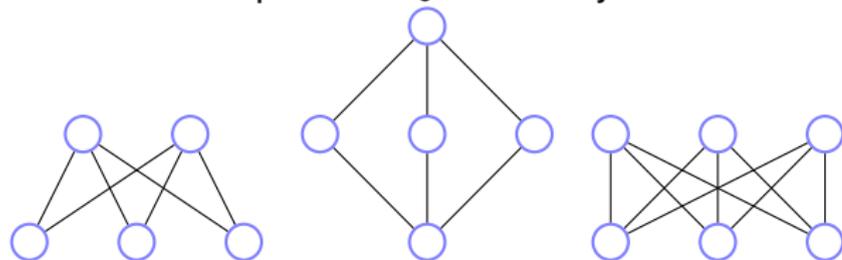
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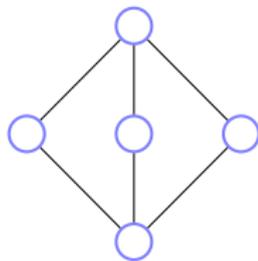
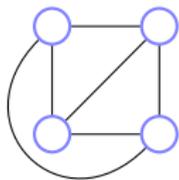
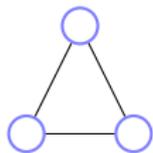
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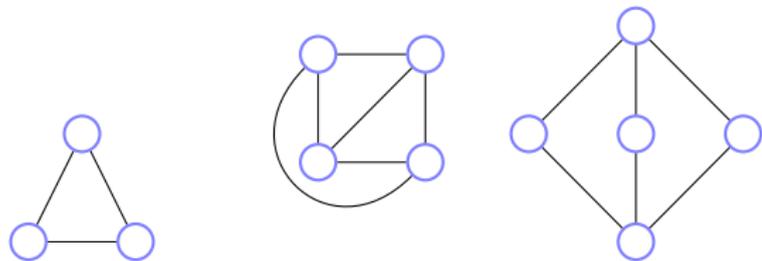
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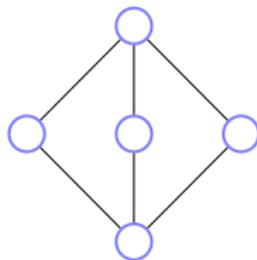
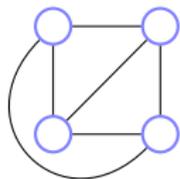
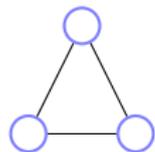


## Euler's Formula.



Faces: connected regions of the plane.

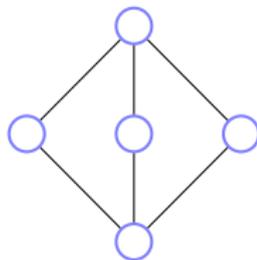
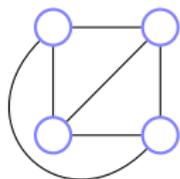
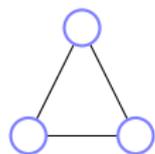
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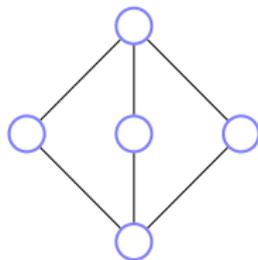
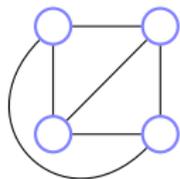
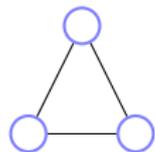
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Faces: connected regions of the plane.

How many faces for  
triangle?

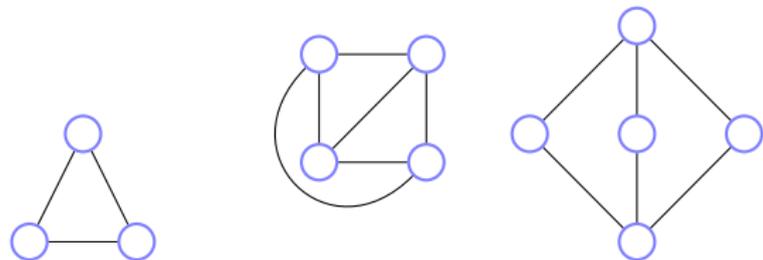
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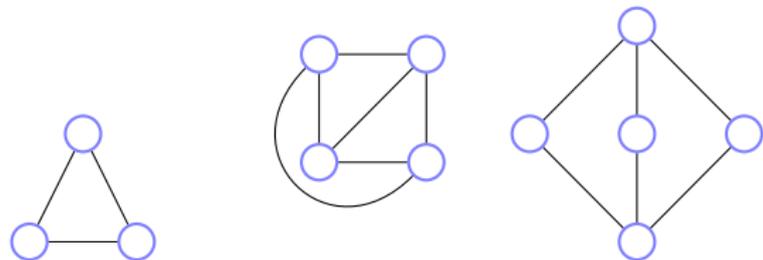
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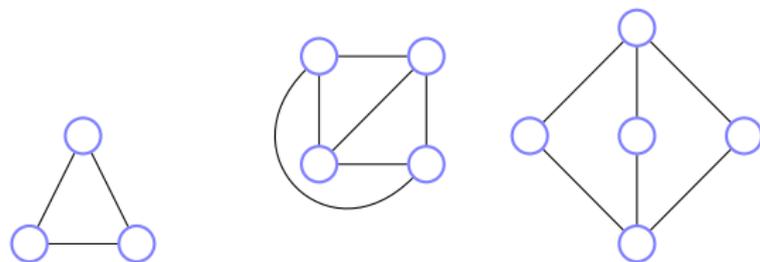
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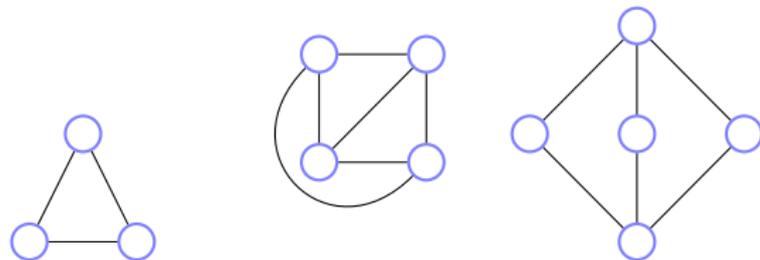
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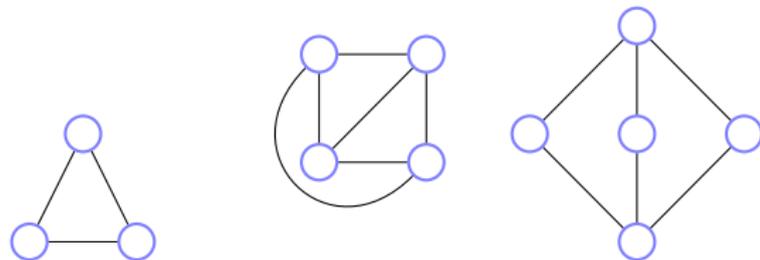
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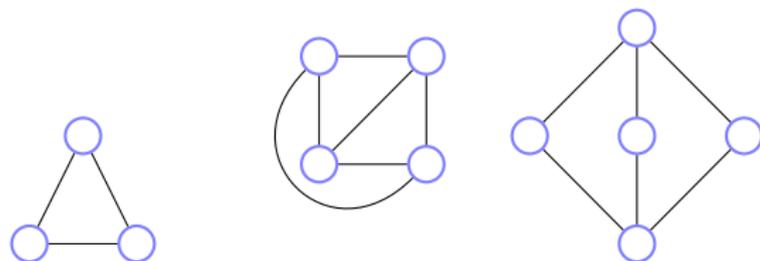
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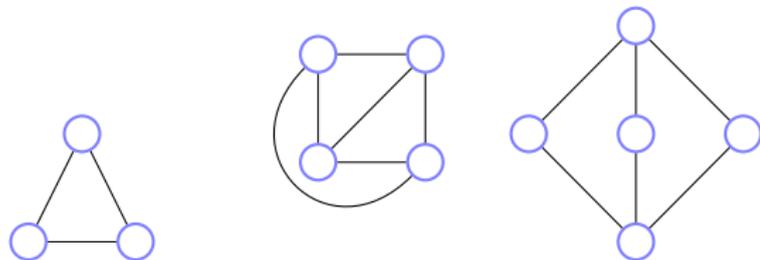
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$v$  is number of vertices,  $e$  is number of edges,  $f$  is number of faces.

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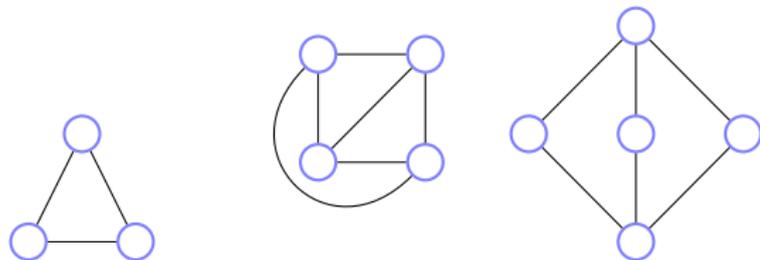
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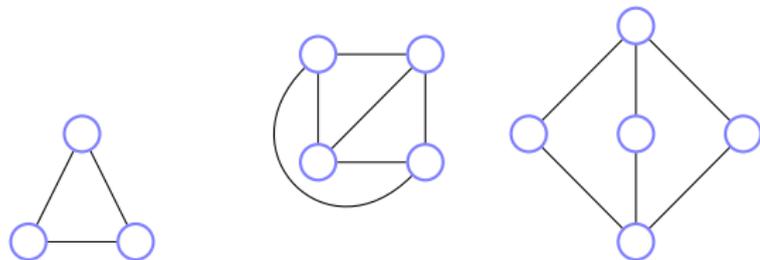
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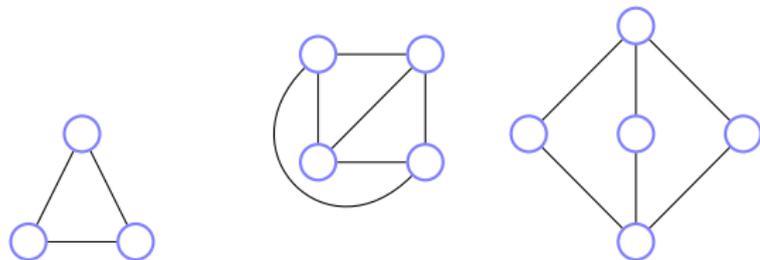
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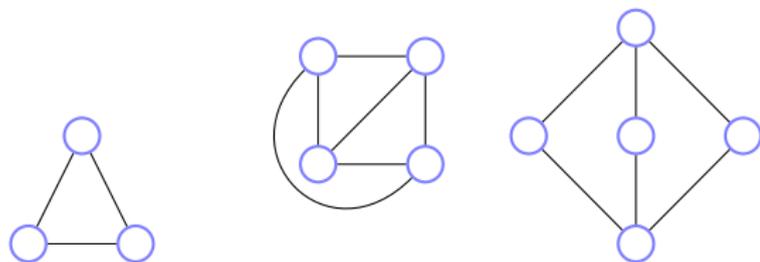
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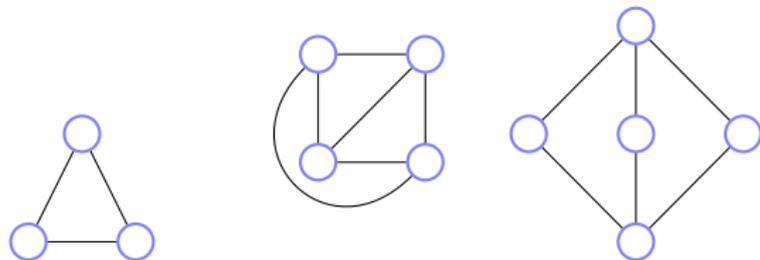
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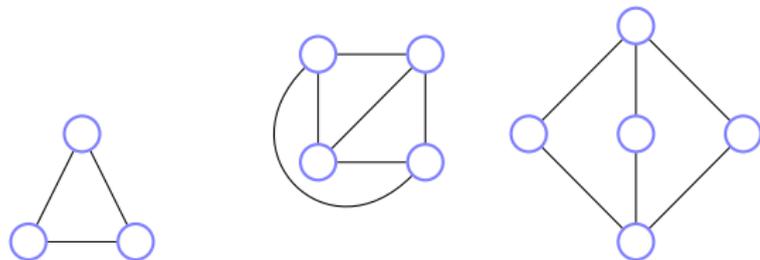
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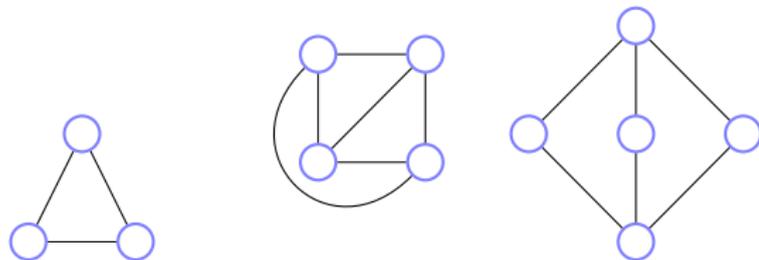
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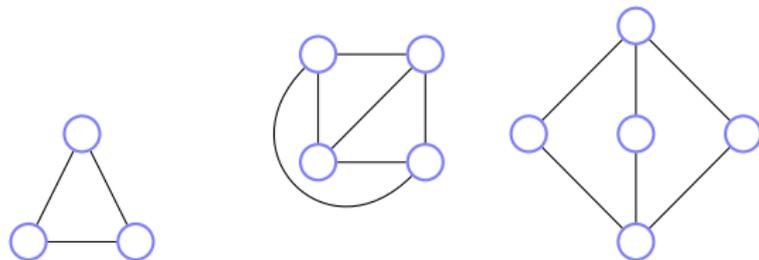
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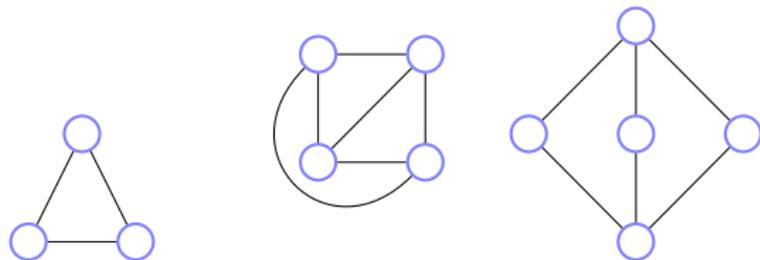
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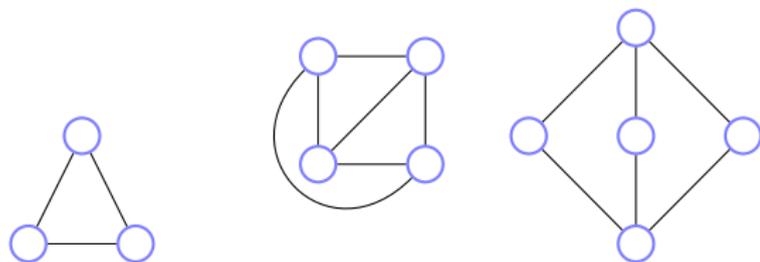
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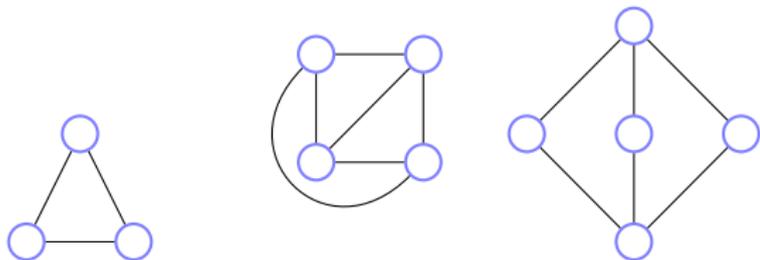
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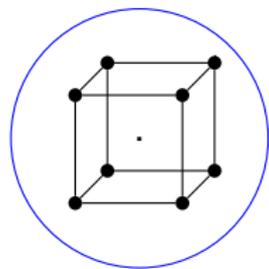
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Greeks knew formula for polyhedron.

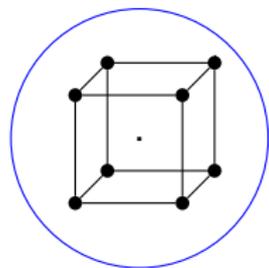
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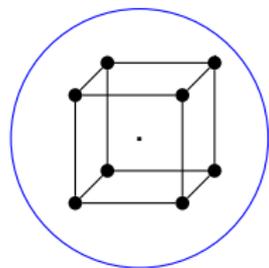
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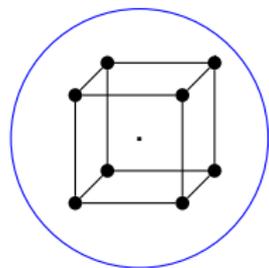
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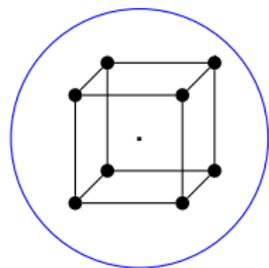
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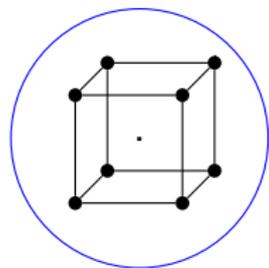
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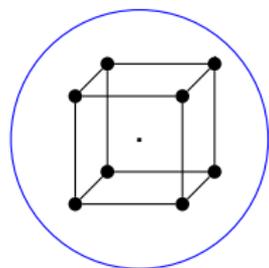
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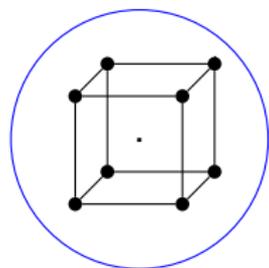


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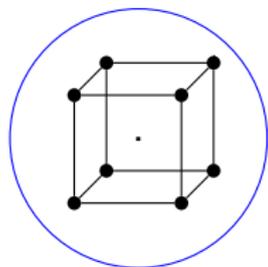


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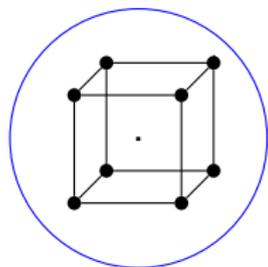
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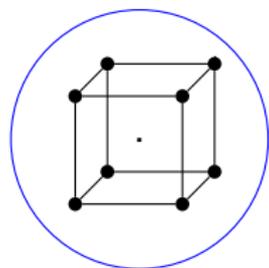
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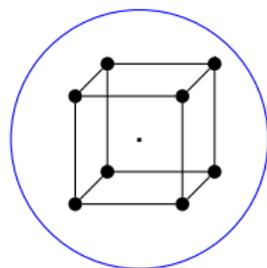
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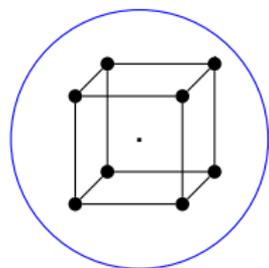
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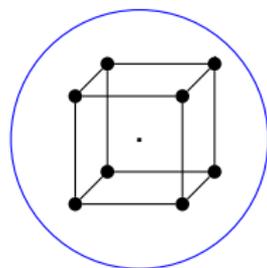
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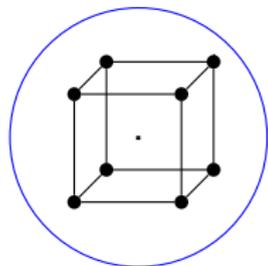
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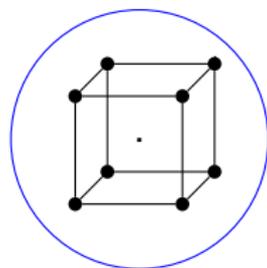
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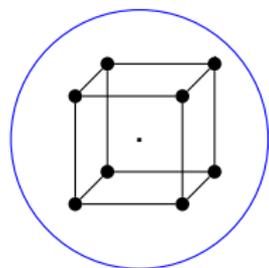
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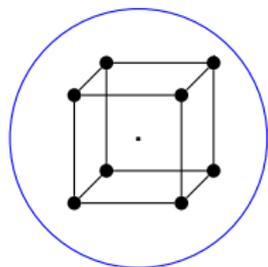
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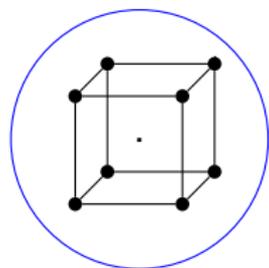
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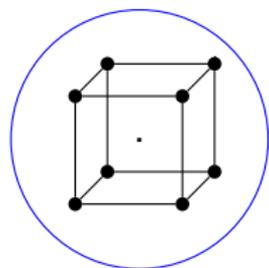
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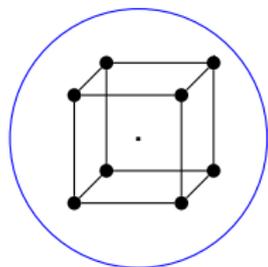
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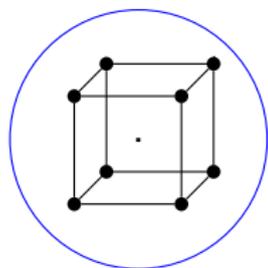
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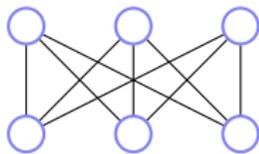
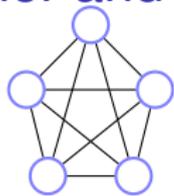
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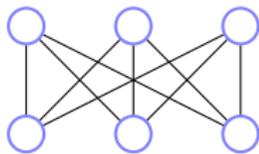
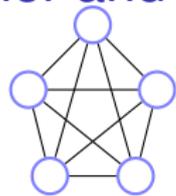
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Euler proved formula thousands of years later!

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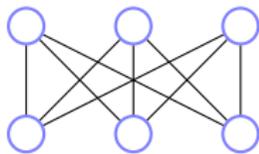
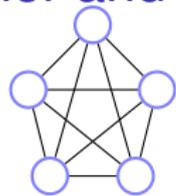


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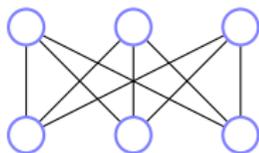
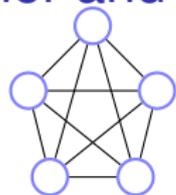
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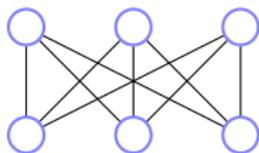
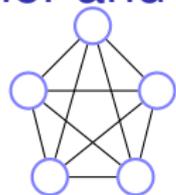


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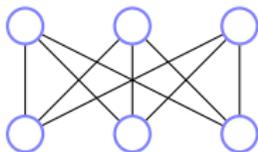
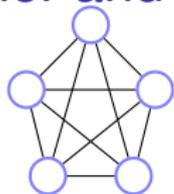
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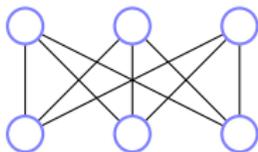
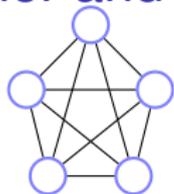
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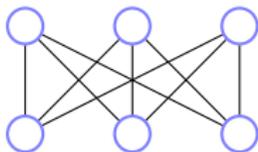
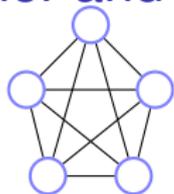
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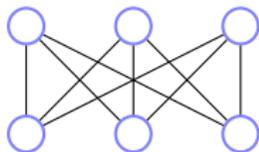
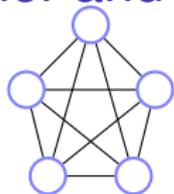
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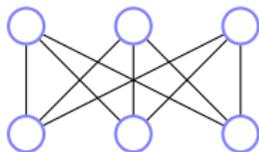
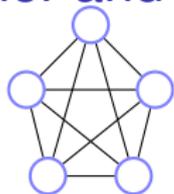
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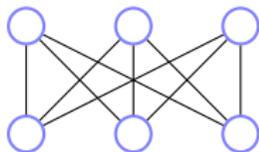
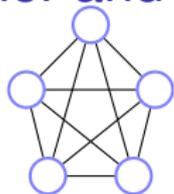
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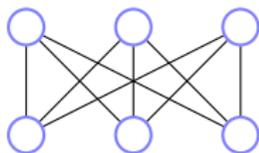
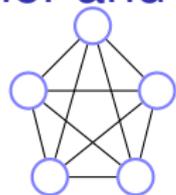
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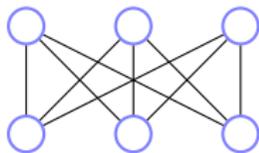
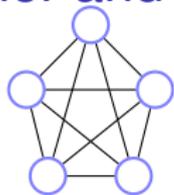
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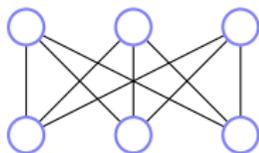
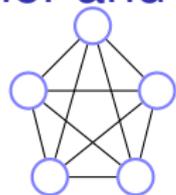
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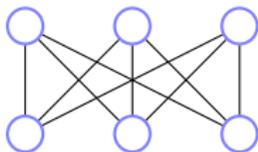
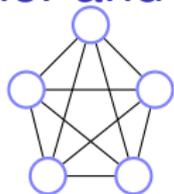
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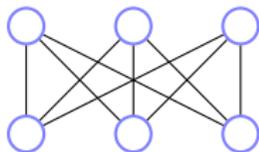
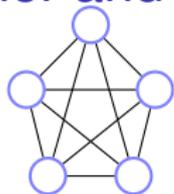
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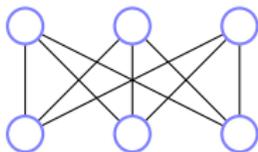
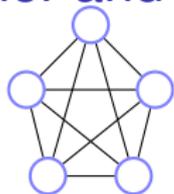
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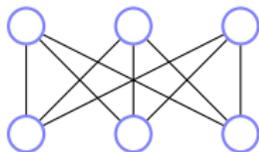
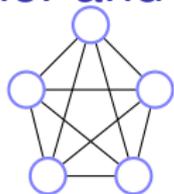
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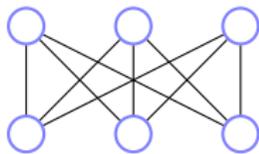
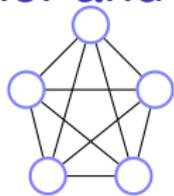
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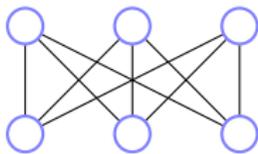
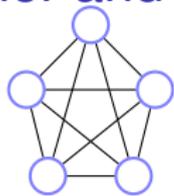
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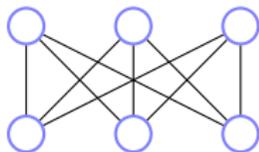
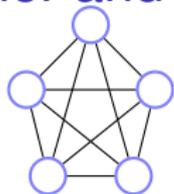
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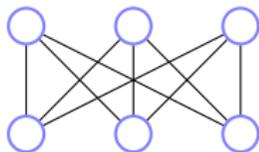
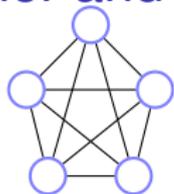
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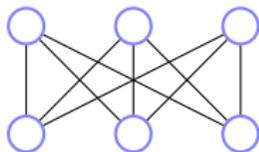
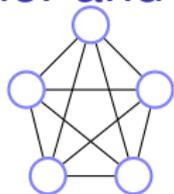
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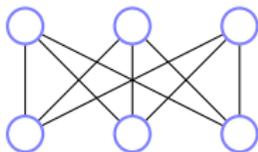
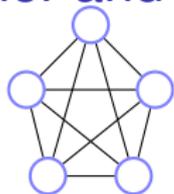
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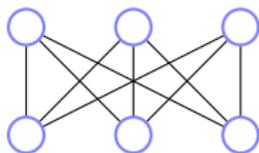
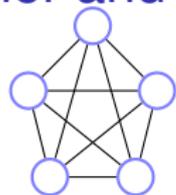
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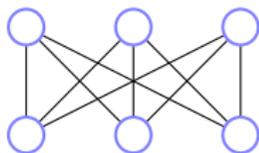
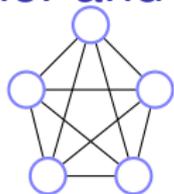
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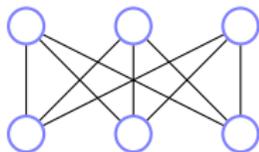
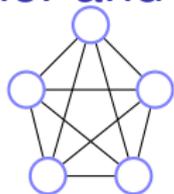
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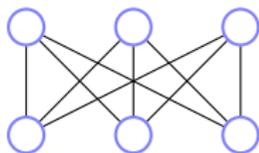
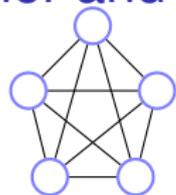
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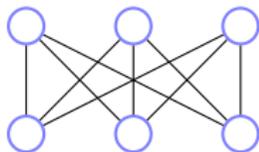
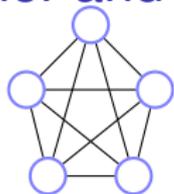
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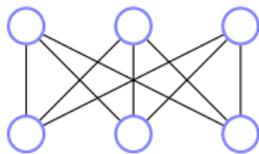
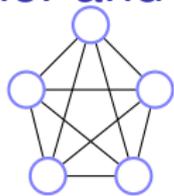
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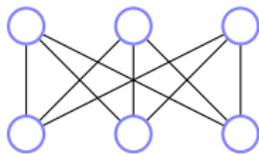
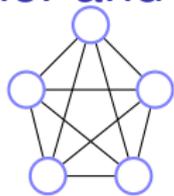
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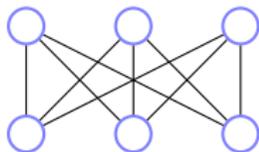
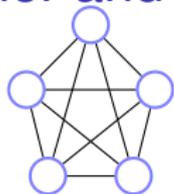
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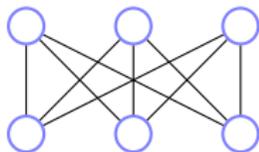
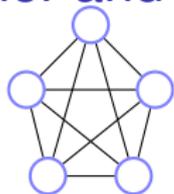
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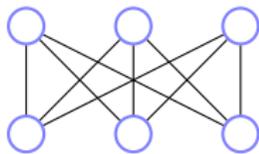
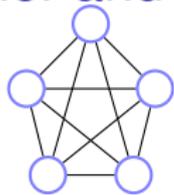
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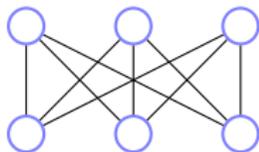
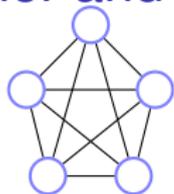
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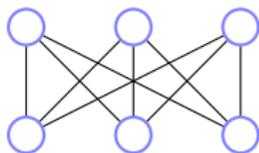
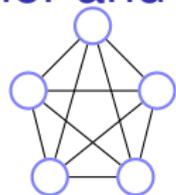
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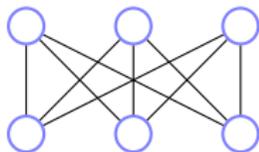
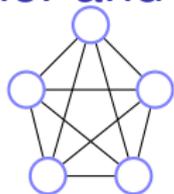
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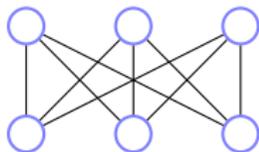
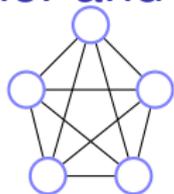
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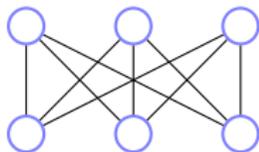
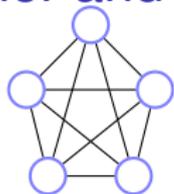
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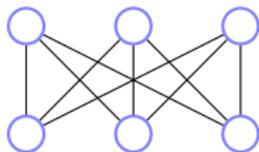
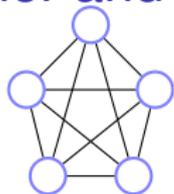
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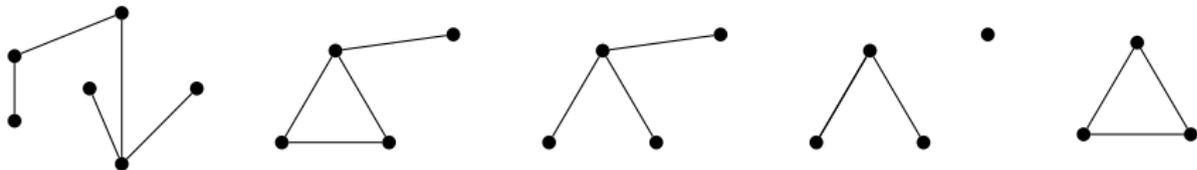
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To tree or not to tree!

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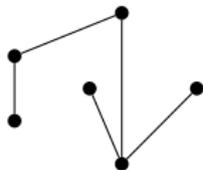
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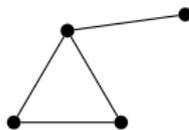
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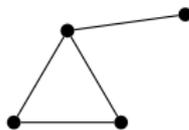
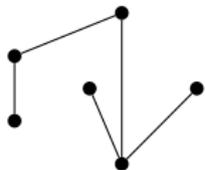
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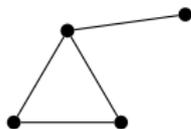
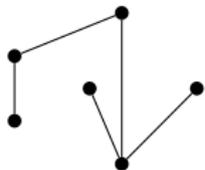
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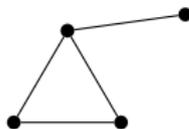
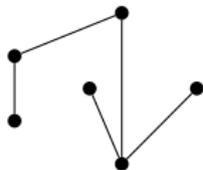


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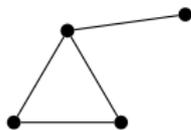
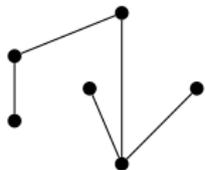


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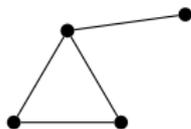
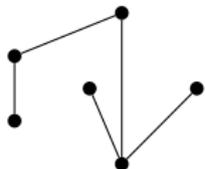


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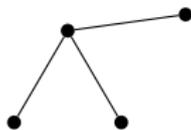
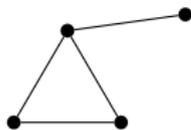
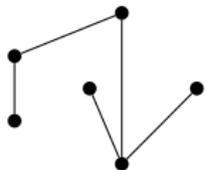
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Faces?

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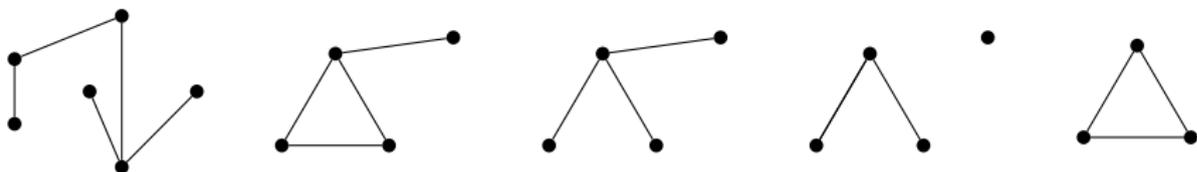
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Faces? 1.

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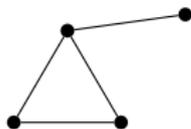
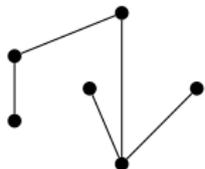
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Faces? 1. 2.

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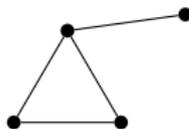
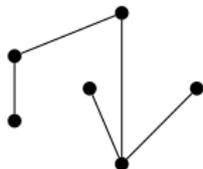
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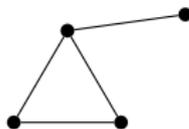
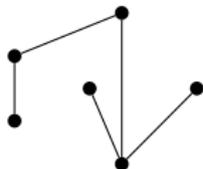
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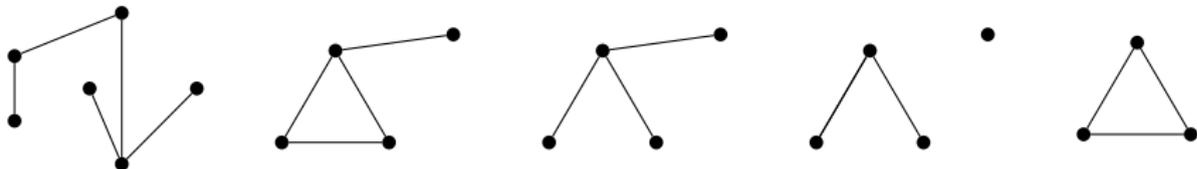
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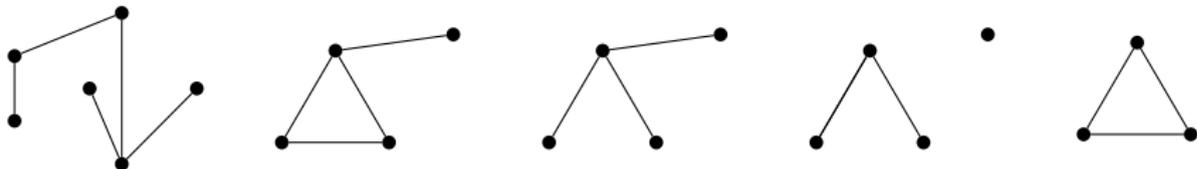
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Vertices/Edges.

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Yes. No. Yes. No. No.

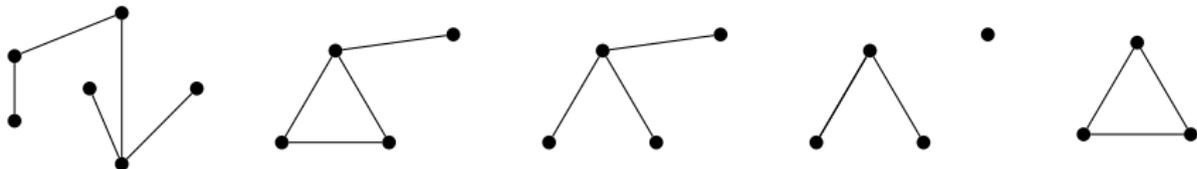
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Vertices/Edges. Notice:  $e = v - 1$  for tree.

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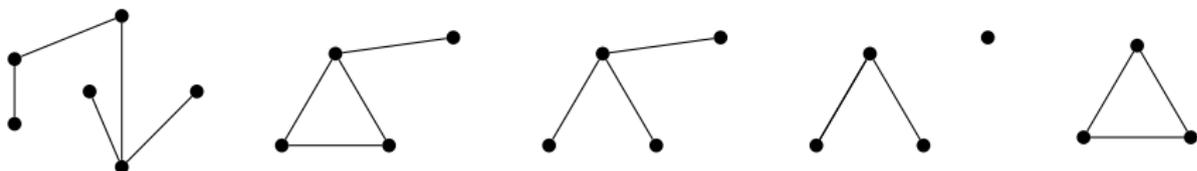
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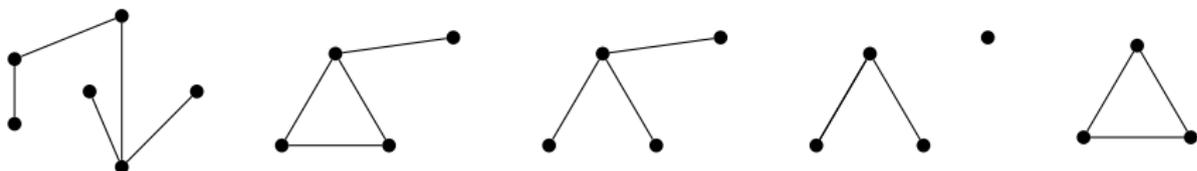
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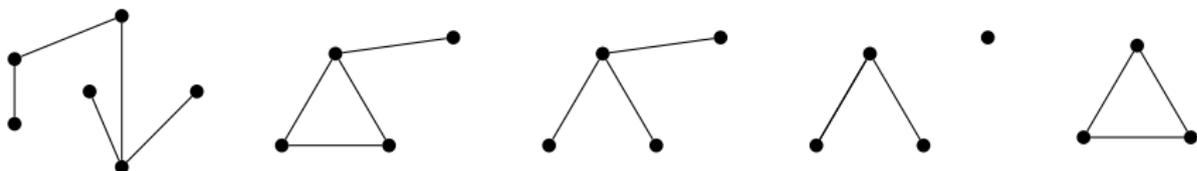
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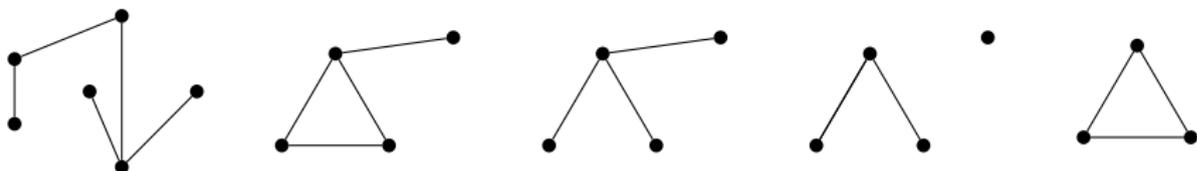
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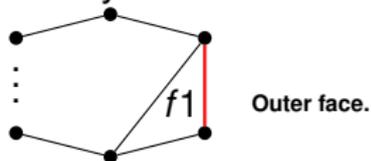
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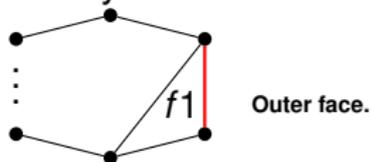
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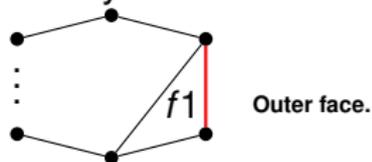
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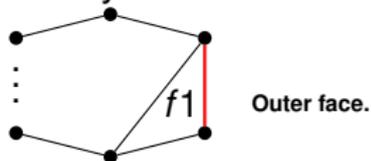
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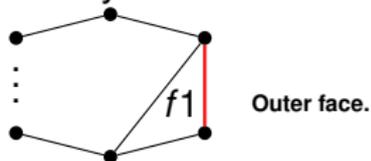
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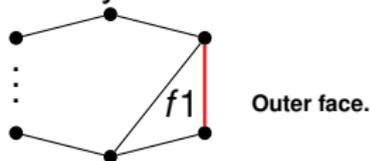
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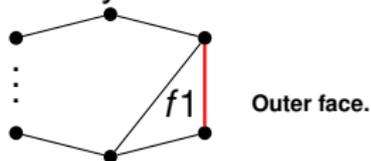
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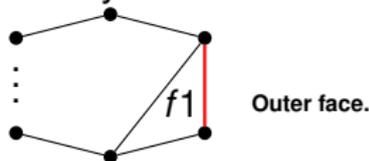
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Algorithm for Eulerian Tour.

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