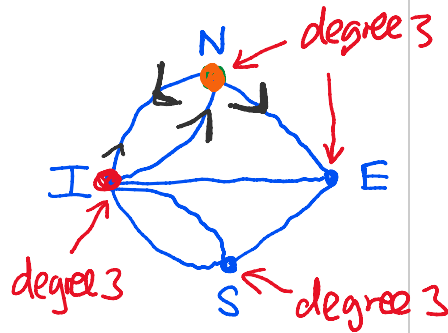
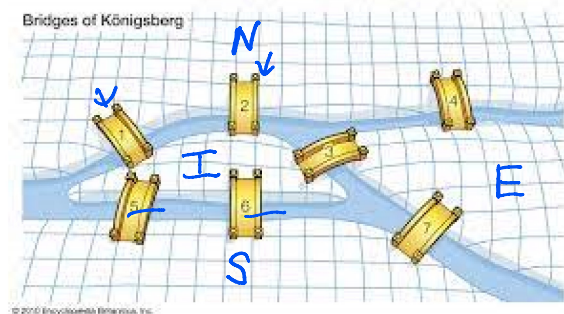


## Lecture 24: Eulerian Trails and Circuits

Copyright, Michael Monagan and Jamie Mulholland, 2020.

Assignment #6 due Monday @ 11pm.

Grimaldi 11.3



Question: Is it possible walk around the city, cross each bridge once, and end up where you started? **No.**

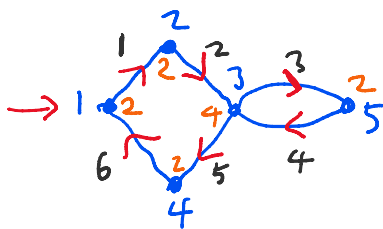
### Definition ( Eulerian circuit )

An **Euler circuit** of a multi-graph  $G = (V, E)$  is a circuit

$$W = v_1, e_1, v_2, e_2, \dots, e_n, v_1$$

such that every edge in  $E$  appears once in  $W$ .

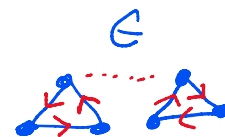
Examples.



1 2 3 5 3 4 1.

Notice every vertex has even degree.

Question: If all vertices of  $G$  have even degree, (and  $G$  is connected) is there an Euler circuit?





## Lemma

Let  $G = (V, E)$  be a multigraph with  $|E| \geq 1$ .

If  $\deg(v) \geq 2$  for all  $v \in V$ , then  $G$  contains a cycle of length  $\geq 1$ .

Proof.

If  $G$  has a loop  then it has a cycle of length 1.  
degree  $v \geq 2$

→ If  $G$  does not have a loop then  $G$  has a path of length at least 1 edge  since  $|E| \geq 1$ .

Let  $P$  be a path starting at  $v_0 \in V$  of maximum length i.e.  $P$  cannot be enlarged.



Since  $\deg(v_m) \geq 2$ ,  $v_m$  must be incident to another edge  $e$ .  
Since  $P$  is maximal  $e$  must be incident to one of the vertices in  $P$ .

Proof (cont).

(i)  $P = v_0 \xrightarrow{e_1} v_1 \dots v_{m-1} \xrightarrow{e_m} v_m$   loop Ignore this case

(ii)  $P = v_0 \xrightarrow{e_1} v_1 \dots v_{m-1} \xrightarrow{e_m} v_m$   parallel edge

(iii)  $P = v_0 \xrightarrow{e_1} v_1 \dots v_k \xrightarrow{e_m} v_{m-1} \xrightarrow{e} v_m$  

Notice  $G$  has a cycle in all cases.

## Theorem (Euler)

A connected multigraph  $G = (V, E)$  which is not the singleton vertex, has an Euler circuit if and only if every vertex in  $V$  has even degree.

Proof. ( $\Rightarrow$ ).  $G$  is connected,  $G$  is not  $\bullet$  and  $G$  has an Euler circuit.



Each time we walk through a vertex we use two edges.  
Since an Euler circuit walks over every edge once the degree of every vertex must be even.

( $\Leftarrow$ )  $G$  is connected,  $G$  is not  $\bullet$  and all vertices have even degree. The proof is by induction on  $|E|$  in  $G$ .

Base:  $|E|=1$ .  $G = \text{loop}$  (deg=2) or  $G = \text{edge}$  (deg=1) or  $G = \text{vertex}$  (deg=0).  $G = \text{vertex}$  has a Euler circuit.

Michael Monagan and Jamie Mulholland

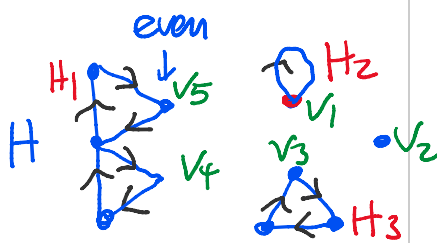
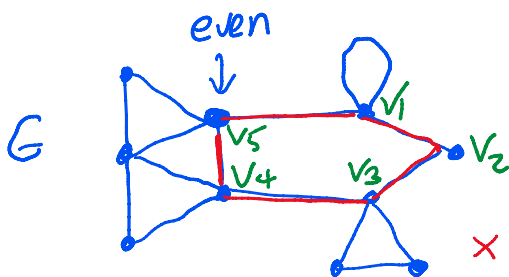
5 / 1

Proof (cont.)

Step:  $n=|E| > 1$ . Ind. Hyp. Assume the Theorem is true for graphs with  $1 \leq |E| < n$  edges.

Since  $G$  has even degree vertices and is connected  $\deg(v) \geq 2$  for all  $v \in V$ . By the Lemma  $G$  has a cycle  $C$  of length  $m \geq 1$ . Let  $v_1, v_2, \dots, v_m$  be the vertices on  $C$ .

Idea: Remove all edges on  $C$  from  $G$ .



$\rightarrow$  Observe every vertex in  $H$  has even degree!!  $\leftarrow$

Michael Monagan and Jamie Mulholland

6 / 1

Proof (cont.)  $H$  may or may not be connected.  
 Let  $H_1, H_2, \dots, H_k$  be the connected components of  $H$   
 with at least one edge.  
 Ind Hypothesis  $\Rightarrow H_1, H_2, \dots, H_k$  have Euler circuits.  
 because # edges in them  $< |E| = n$ .

Starting at vertex  $v_1$ , if  $v_1 \in H_i$  where  $H_i$  has  $\geq 1$  edge  
 walk around the Euler circuit in  $H_i$  back to  $v_1$  then walk  
 to  $v_2$  on  $C$ . If  $v_2 \in H_j$  where  $H_j$  has  $\geq 1$  edge walk  
 around the Euler circuit in  $H_j$  back at  $v_2$ . Repeat this  
 until we arrive back at vertex  $v_1$  and we have an  
 Euler circuit for  $G$ .

The proof gives a recursive algorithm for finding an Euler circuit!

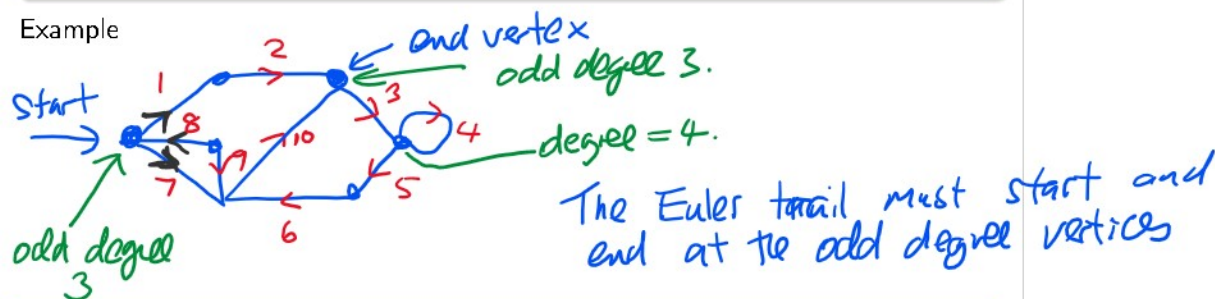
## Definition

An **Euler trail** of a multi-graph  $G = (V, E)$  is a trail

$$T = v_0, e_1, v_1, e_2, \dots, e_n, v_n$$

such that every edge in  $E$  appears once in  $T$ .

Example



## Corollary ( of Euler's theorem )

A connected multigraph  $G = (V, E)$  has an Euler trail if and only if there are exactly two vertices in  $G$  of odd degree.

Proof. Exercise.