

## **Euler Circuits**

- <u>Euler circuit</u>: a path through a graph that visits each edge exactly once and starts and ends at the same vertex
- Named after Leonhard Euler (1707-1783), who cracked this problem and founded graph theory in 1736
- An Euler circuit exists iff
  - the graph is connected and
  - each vertex has even degree (= # of edges on the vertex)

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### The Road Inspector: Finding Euler Circuits

Given a connected, undirected graph G = (V,E), find an Euler circuit in G

Can check if one exists:

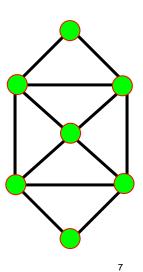
· Check if all vertices have even degree

#### Basic Euler Circuit Algorithm:

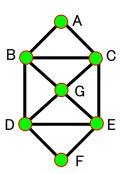
- 1. Do an edge walk from a start vertex until you are back to the start vertex.
  - You never get stuck because of the even degree property.
- 2. "Remove" the walk, leaving several components each with the even degree property.
  - Recursively find Euler circuits for these.
- 3. Splice all these circuits into an Euler circuit

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Running time?



# **Euler Circuit Example**



Euler(A):

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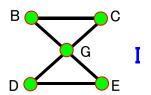
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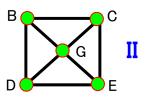
## **Hamiltonian Circuits**

- Euler circuit: A cycle that goes through each *edge* exactly once
- Hamiltonian circuit: A cycle that goes through each vertex exactly once



- An Euler circuit?
- A Hamiltonian circuit?
- Does graph II have:
  - An Euler circuit?
  - A Hamiltonian circuit?
- Which problem sounds harder?





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## Polynomial vs. Exponential Time

- All of the algorithms we have discussed in this class have been polynomial time algorithms:
  - Examples: O(log N), O(N), O(N log N), O(N<sup>2</sup>)
  - Algorithms whose running time is O(N<sup>k</sup>) for some k > 0
- Exponential time b<sup>N</sup> is asymptotically worse than any polynomial function N<sup>k</sup> for any k

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## The Complexity Class P

- P is the set of all problems that can be solved in polynomial worst case time
  - All *problems* that have some *algorithm* whose running time is  $O(N^k)$  for some k
- Examples of problems in P: sorting, shortest path, Euler circuit, etc.

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