

Summary

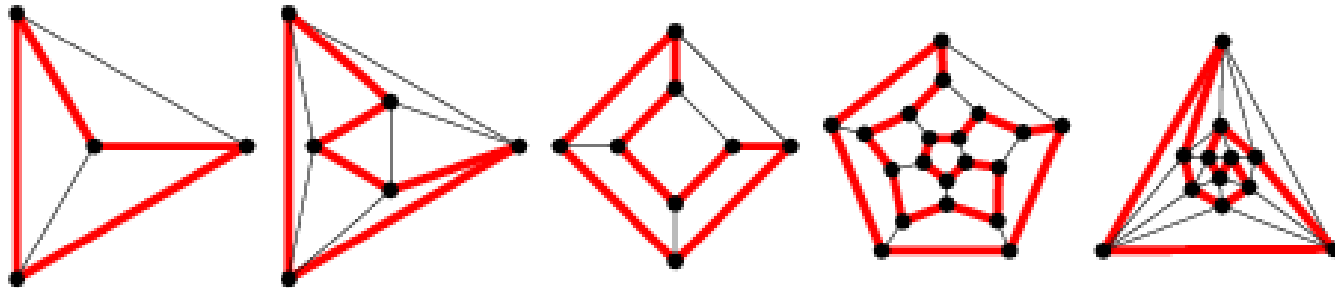
- ▶ Definitions
- ▶ Algorithms

Cycle

- ▶ A **cycle** of a graph, sometimes also called a circuit, is a subset of the edge set of that forms a path such that the first node of the path corresponds to the last.

Hamiltonian cycle

- ▶ A cycle that uses each graph vertex of a graph exactly once is called a Hamiltonian cycle.



Hamiltonian path

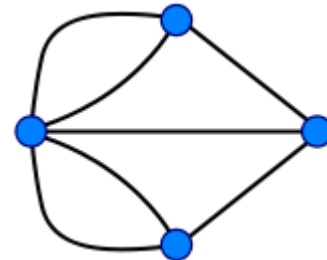
- ▶ A Hamiltonian path, also called a Hamilton path, is a path between two vertices of a graph that visits each vertex exactly once.
 - ▶ N.B. does not need to return to the starting point

Eulerian Path and Cycle

- ▶ An **Eulerian path**, also called an Euler chain, Euler trail, Euler walk, or "Eulerian" version of any of these variants, is a walk on the graph edges of a graph which **uses each graph edge** in the original graph **exactly once**.
- ▶ An **Eulerian cycle**, also called an Eulerian circuit, Euler circuit, Eulerian tour, or Euler tour, is a trail which starts and ends at the **same** graph vertex.

Theorem

- ▶ A connected graph has an Eulerian **cycle** if and only if it **all vertices have even degree**.
- ▶ A connected graph has an Eulerian **path** if and only if it has **at most two graph vertices of odd degree**.
- ▶ ...easy to check!



Königsberg Bridges

Weighted vs. Unweighted

- ▶ Classical versions defined on Unweighted graphs
- ▶ Unweighted:
 - ▶ Does such a cycle exist?
 - ▶ If yes, find at least one
 - ▶ Optionally, find all of them
- ▶ Weighted
 - ▶ Does such a cycle exist?
 - ▶ Often, the graph is complete 😊
 - ▶ If yes, find at least one
 - ▶ If yes, find **the best one** (with **minimum** weight)

Eulerian cycles: Hierholzer's algorithm (1)

- ▶ Choose **any** starting vertex v , and **follow a trail** of edges from that vertex until returning to v .
 - ▶ It is **not** possible to get stuck at any vertex other than v , because the even degree of all vertices ensures that, when the trail enters another vertex w there must be an unused edge leaving w .
 - ▶ The tour formed in this way is a **closed** tour, but may **not** cover all the vertices and edges of the initial graph.

Eulerian cycles: Hierholzer's algorithm (2)

- ▶ As long as there exists a vertex v that belongs to the current tour but that has adjacent edges not part of the tour, **start another trail** from v , following **unused** edges until returning to v , **and join** the tour formed in this way to the previous tour.

Finding Eulerian circuits

Hierholzer's Algorithm

Given: an Eulerian graph G

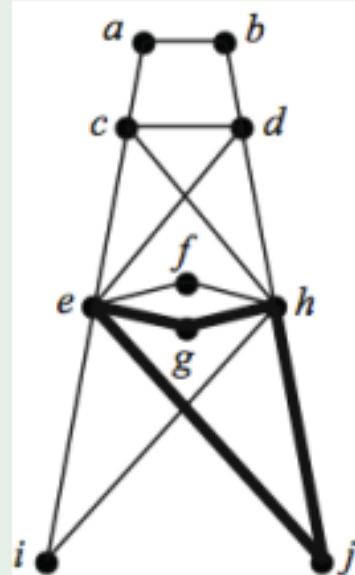
Find an Eulerian circuit of G .

- 1 Identify a circuit in G and call it R_1 . Mark the edges of R_1 . Let $i = 1$.
- 2 If R_i contains all edges of G , then stop (since R_i is an Eulerian circuit).
- 3 If R_i does not contain all edges of G , then let v_i be a node on R_i that is incident with an unmarked edge, e_i .
- 4 Build a circuit, Q_i , starting at node v_i and using edge e_i . Mark the edges of Q_i .
- 5 Create a new circuit, R_{i+1} , by patching the circuit Q_i into R_i at v_i .
- 6 Increment i by 1, and go to step (2).

Finding Eulerian circuits

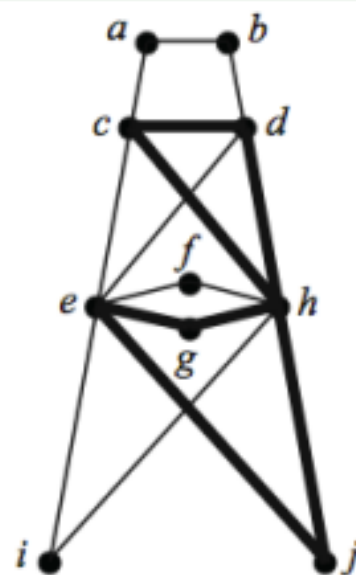
Hierholzer's Algorithm

Example



$R_1: e, g, h, j, e$

$Q_1: h, d, c, h$



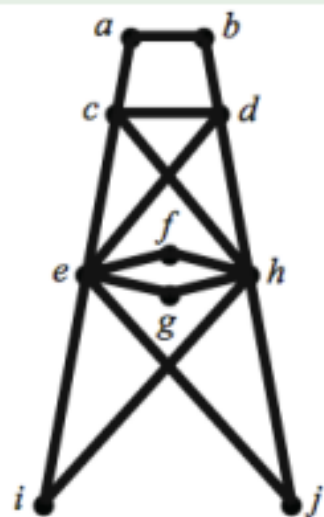
$R_2: e, g, h, d, c, h, j, e$

$Q_2: d, b, a, c, e, d$

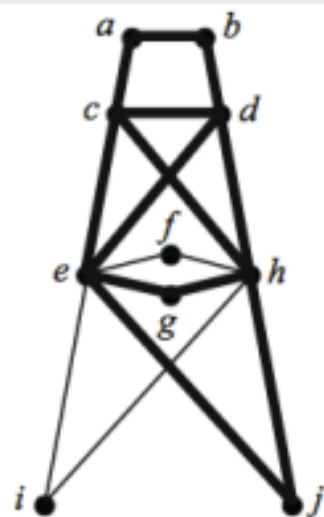
Finding Eulerian circuits

Hierholzer's Algorithm

Example (continued)



R_4 : $e, g, h, f, e, i, h, d, b, a,$
 c, e, d, c, h, j, e



R_3 : $e, g, h, d, b, a, c, e, d, c, h, j, e$
 Q_3 : h, f, e, i, h

Eulerian Circuits in JGraphT



The screenshot shows a web browser window displaying the Javadoc page for the `EulerianCircuit` class. The browser's address bar shows the URL `jgrapht.org/javadoc/org/jgrapht/alg/EulerianCircuit.html`. The page content includes navigation links for Overview, Package, Class, Tree, Deprecated, Index, and Help. Below these are links for `PREV CLASS`, `NEXT CLASS`, `FRAMES`, `NO FRAMES`, and `All Classes`. The class is identified as `org.jgrapht.alg.EulerianCircuit`, which extends `java.lang.Object`. The code snippet shows `public abstract class EulerianCircuit extends java.lang.Object`. A descriptive paragraph explains that the algorithm checks if a graph is Eulerian and provides a list of vertices for the circuit. Metadata includes the date `Dec 21, 2008` and author `Andrew Newell`. The page also features sections for `Constructor Summary` and `Method Summary`.

Overview Package **Class** Tree Deprecated Index Help

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SUMMARY: NESTED | FIELD | [CONSTR](#) | [METHOD](#) DETAIL: FIELD | [CONSTR](#) | [METHOD](#)

org.jgrapht.alg

Class EulerianCircuit

java.lang.Object
└─ org.jgrapht.alg.EulerianCircuit

```
public abstract class EulerianCircuit
extends java.lang.Object
```

This algorithm will check whether a graph is Eulerian (hence it contains an [Eulerian circuit](#)). Also, if a graph is Eulerian, the caller can obtain a list of vertices making up the Eulerian circuit. An Eulerian circuit is a circuit which traverses each edge exactly once.

Since:
Dec 21, 2008

Author:
Andrew Newell

Constructor Summary

[EulerianCircuit\(\)](#)

Method Summary

Hamiltonian Cycles

- ▶ There are theorems to identify **whether** a graph is Hamiltonian (i.e., whether it contains at least one Hamiltonian Cycle)
- ▶ **Finding** such a cycle has **no** known efficient solution, in the general case
- ▶ Example: the **Traveling Salesman Problem (TSP)**

The Traveling Salesman Problem (TSP)

Weighted or
unweighted

Given a collection of cities connected by roads

Find the shortest route that visits each city exactly once.

About TSP

- Most notorious NP-complete problem.
- Typically, it is solved with a backtracking algorithm:
 - The best tour found to date is saved.
 - The search backtracks unless the partial solution is cheaper than the cost of the best tour.

What about JGraphT ?

- ▶ `org.jgrapht.alg.HamiltonianCycle`
 - ▶ `static <V,E> java.util.List<V>`
`getApproximateOptimalForCompleteGraph`
(`SimpleWeightedGraph<V,E> g`)
- ▶ **But...**
 - ▶ `g` must be a **complete** graph
 - ▶ `g` must satisfy the “triangle inequality”: $d(x,y)+d(y,z) < d(x,z)$

Definition (The Metric Traveling Salesman Problem)

The **metric traveling salesman problem** assumes that the distance in the graph is a metric. A **metric** is a function $d : V \times V \rightarrow \mathbb{R}_+$ such that

- $d(x,y) + d(y,z) \geq d(x,z)$ for all $x, y, z \in V$.
- $d(x,y) = 0$ if and only if $x = y$.

The Metric Traveling Salesman Problem

An approximation algorithm

ASSUMPTION: G is a metric graph.

- 1 Compute a minimum weight spanning tree T for G .
- 2 Perform a depth-first traversal of T starting from any node, and order the nodes of G as they were discovered in this traversal.





⇒ a tour that is at most twice the optimal tour in G .

Resources

- ▶ <http://mathworld.wolfram.com/>
- ▶ http://en.wikipedia.org/wiki/Euler_cycle
- ▶ Mircea MARIN, Graph Theory and Combinatorics, Lectures 9 and 10, <http://web.info.uvt.ro/~mmarin/>

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