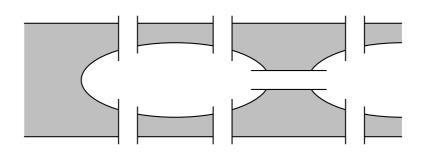
Introduction to Graph Theory.

Alain Brobecker - March $\overline{2}011$

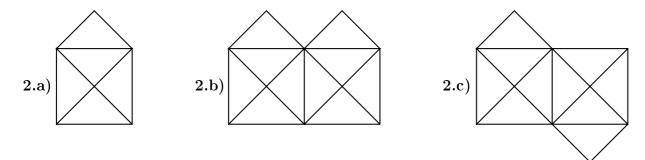
Problem #1: The seven bridges of Königsberg.

Can you walk through the city, crossing each bridge once and once only?



Problem #2: Childhood memories.

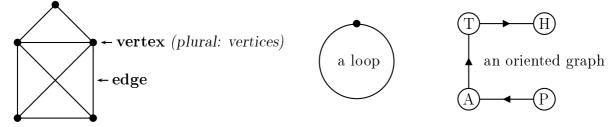
Can you draw each of the following objects in one go, without lifting the pen or running it twice over the same spot?



Definitions:

- \triangleright A graph is composed of **vertices** connected together by **edges**.
- ▷ An edge connects two vertices (or can make a loop on one vertex), and can be oriented.

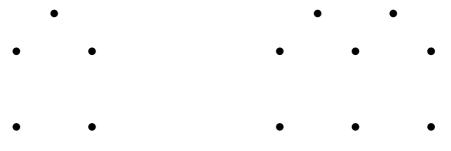
 \triangleright A vertex can have any number of edges attached to it (even 0). The number of edges connected to a given vertex is called the **order** of this vertex.



- \triangleright A **path** is a series of vertices correctly connected by edges (P;A;T;H is a path, P;H;A;T is not). \triangleright A closed path is a path in which the start vertex is the same as the end vertex.
- \triangleright A path is Eulerian when the path visits each edge of the graph once and once only.
- \triangleright A path is Hamiltonian when the path visits each vertex of the graph once and once only.

Proof that problems #1 and #2.b can not be solved:

A path starts on a vertex, increasing the order of this vertex by 1: $\bullet^{\pm 1}$ A path ends on a vertex, increasing the order of this vertex by 1: $\bullet^{\pm 1}$ When the path goes through a vertex, the order of this vertex is increased by 2: $\bullet^{\pm 1}$



Thus only the start and end vertices of a path can have an odd order. In 1736, Leonhard Euler found this and enunciated that a path can visit each edge of the graph once and once only if and only if the number of vertices in the graph with an odd order is 0 or 2.

Applications of graph theory:

A major and difficult problem of the graph theory is to search for the **best** route in a graph. **Best** refers to a mathematical distance defined over the given graph, for example:

- \triangleright roadmap; distance is length of travel.
- ▷ roadmap; distance is time (taking speed limits and traffic into account).
- \triangleright road map; distance is fuel used for the travel.
- \triangleright construction of an airplane; distance is number of days for a given subcontractor to provide pieces.
- ▷ dictionary; distance is defined as to have similar words near (dictionary near dictionary).
- \triangleright words of same length; distance is number of modifications of one letter at a time.

