



ITMO UNIVERSITY

How to Win Coding Competitions: Secrets of Champions

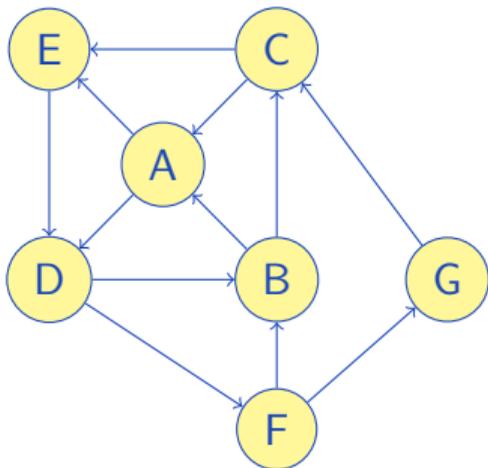
Week 4: Algorithms on Graphs

Lecture 6: Eulerian paths and Eulerian tours

Maxim Buzdalov
Saint Petersburg 2016

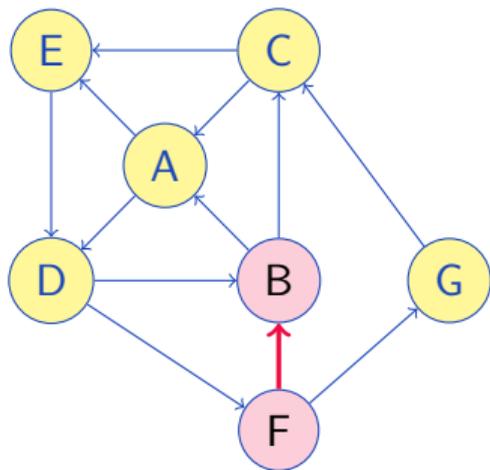
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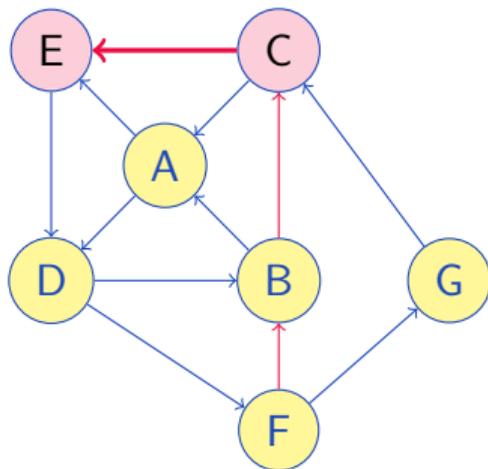
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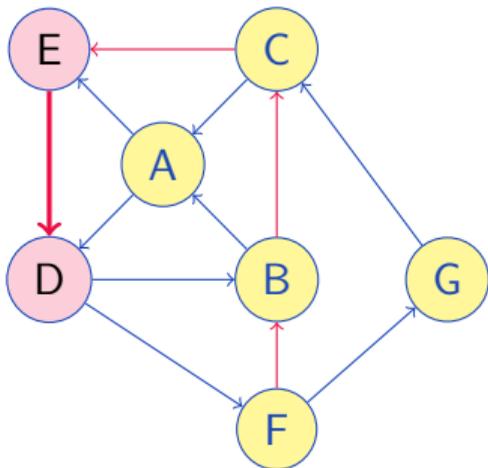
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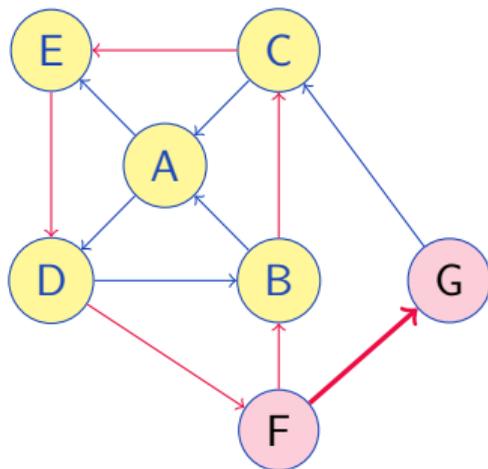
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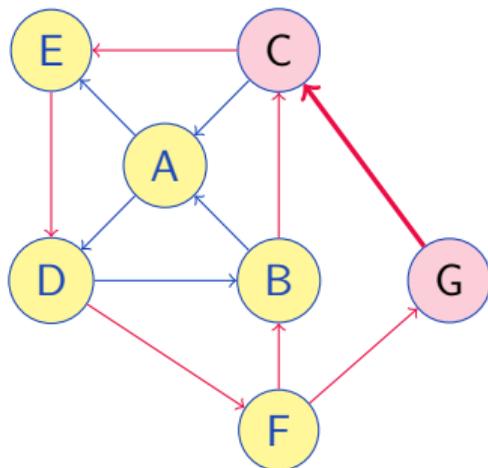
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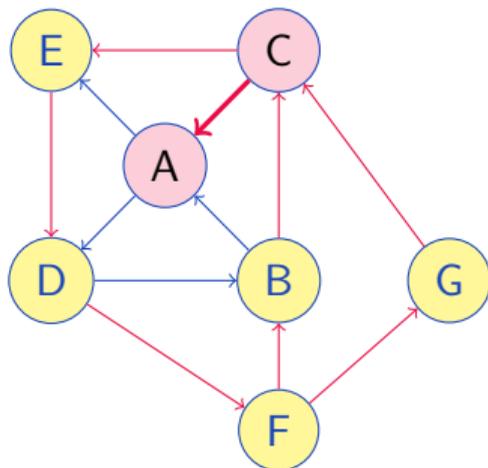
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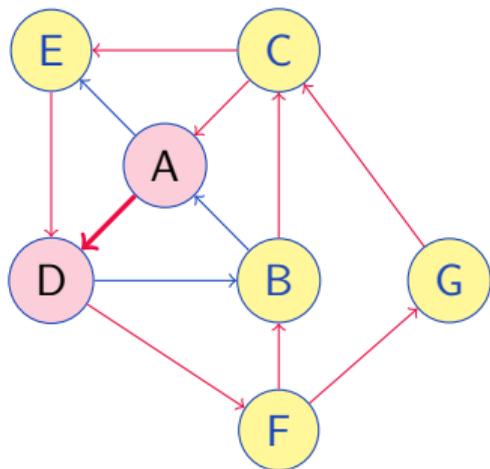
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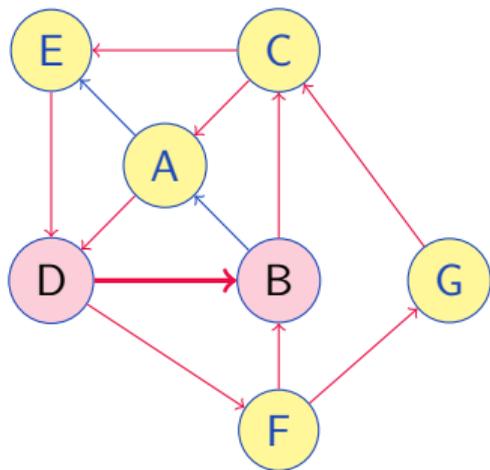
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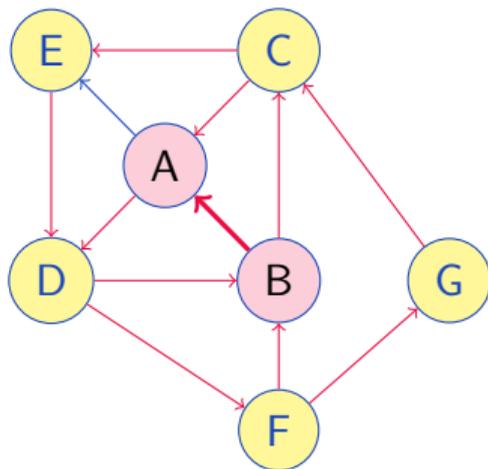
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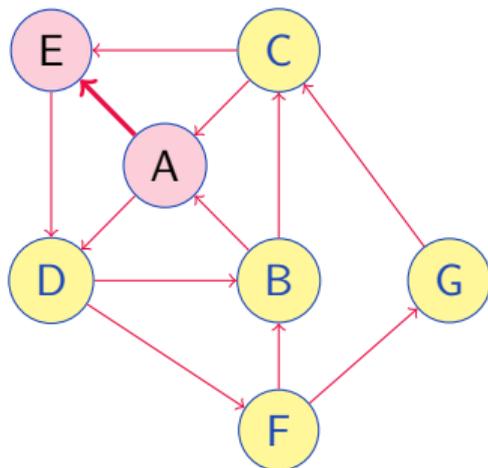
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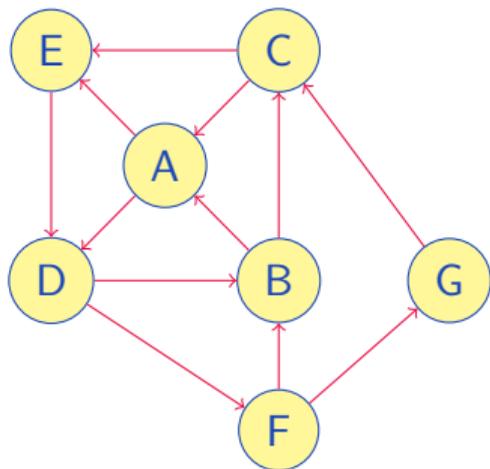
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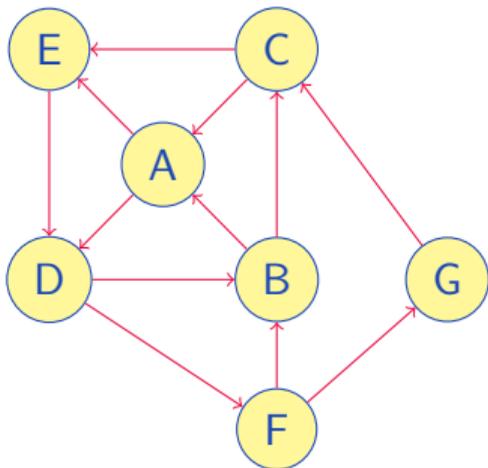
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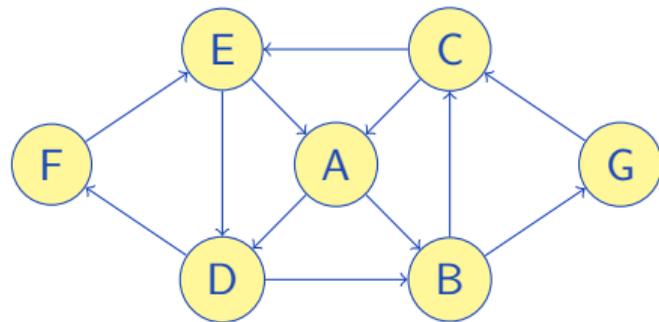
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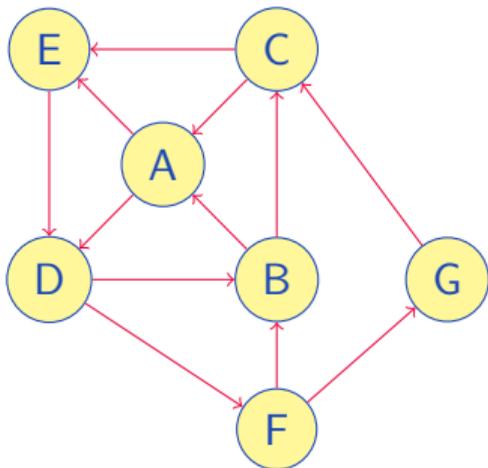
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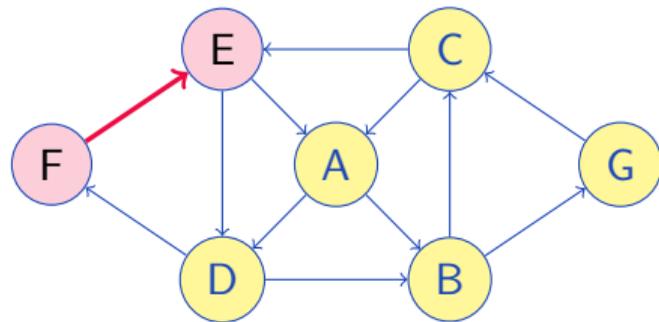
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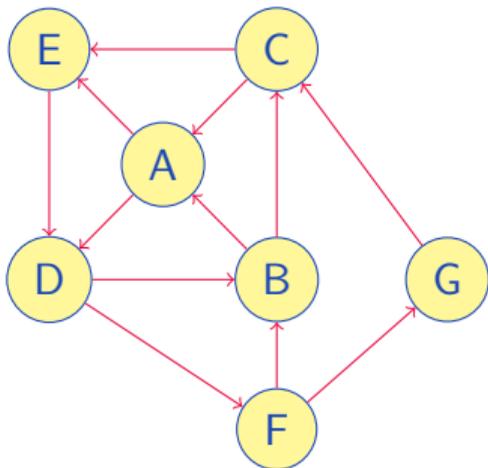
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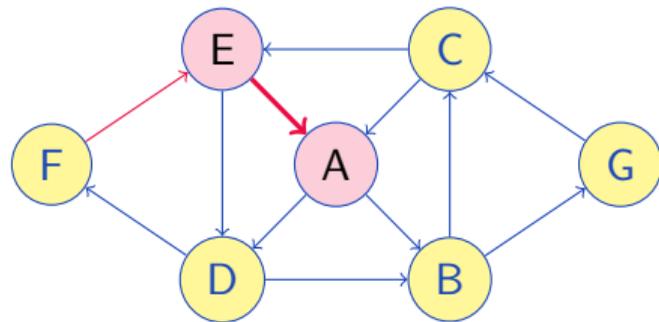
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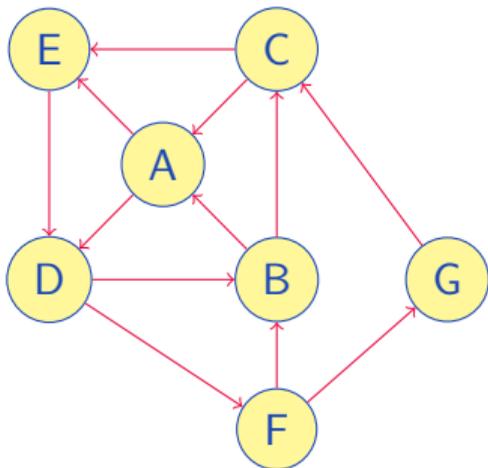
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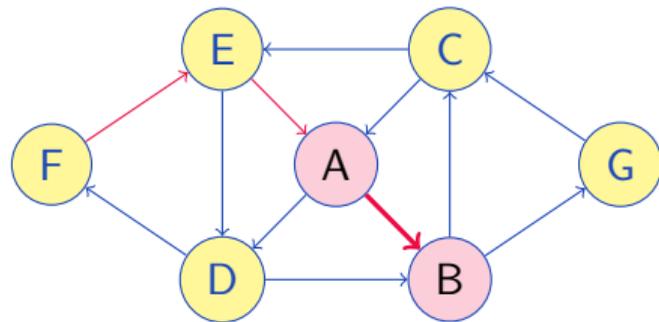
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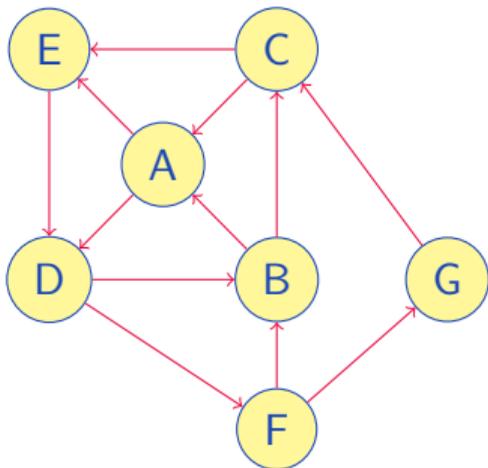
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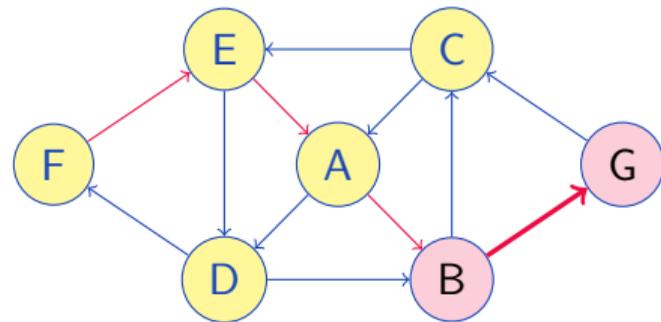
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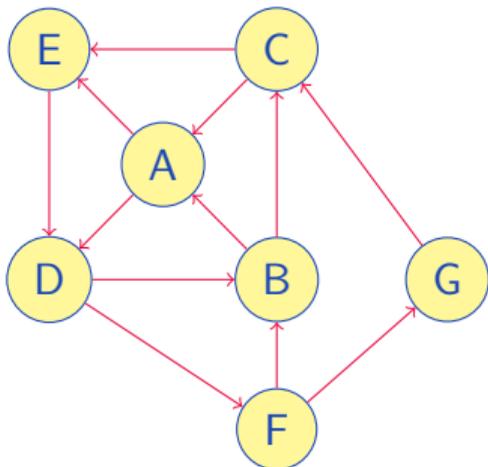
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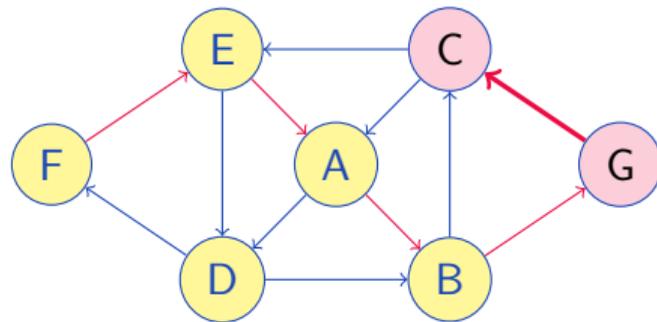
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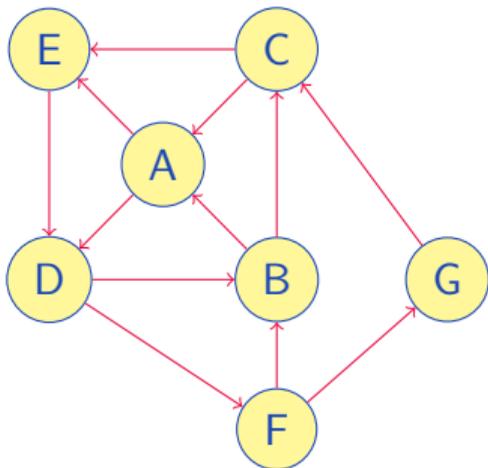
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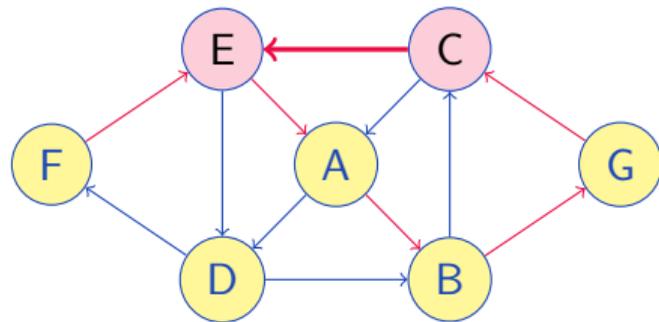
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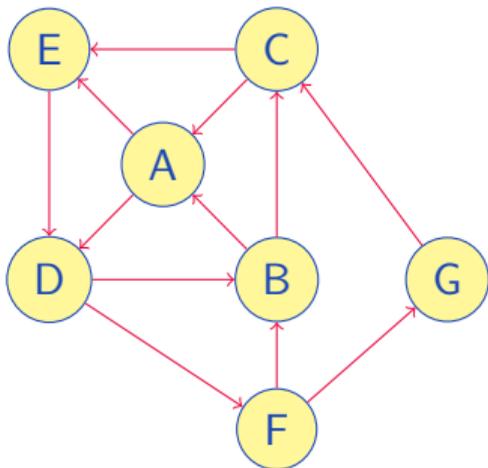
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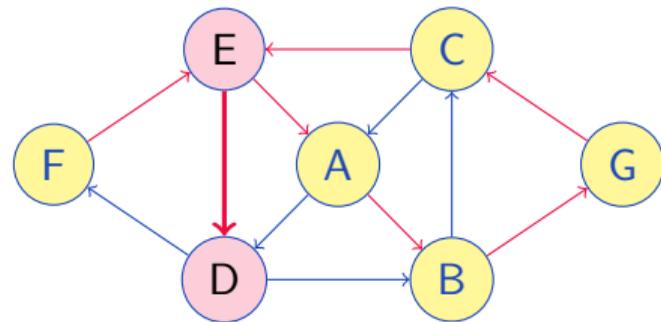
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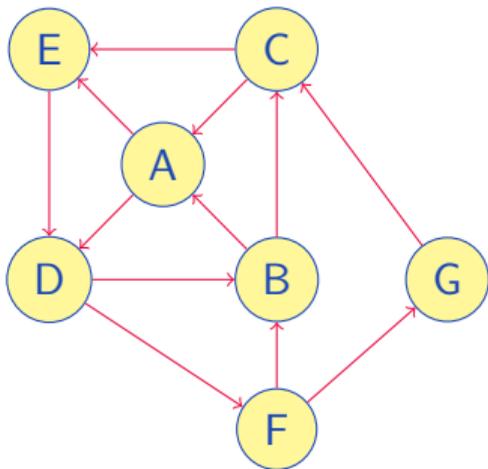
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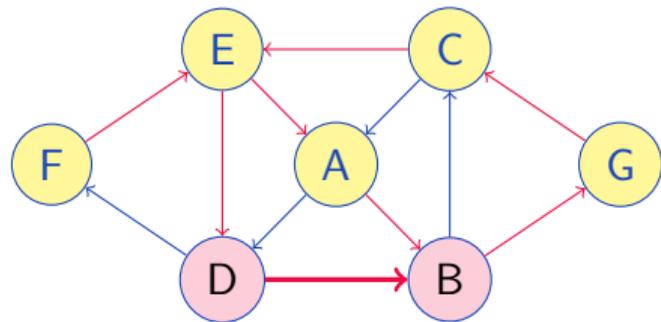
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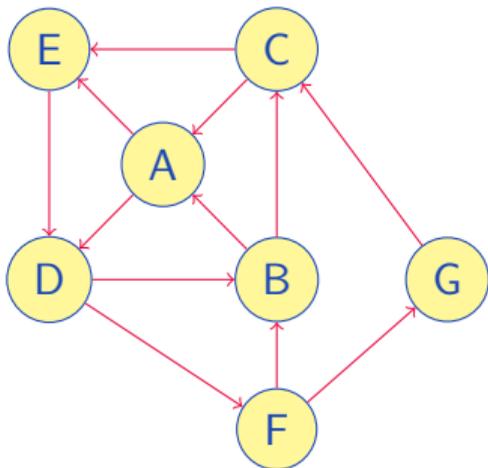
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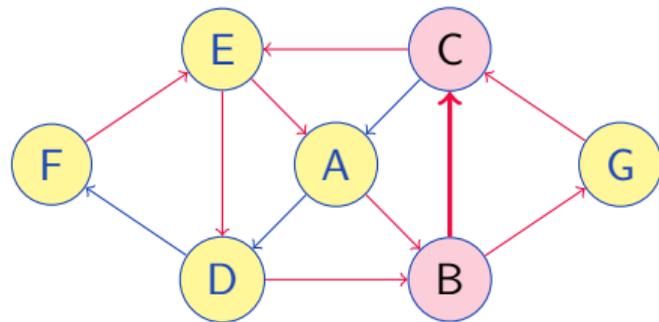
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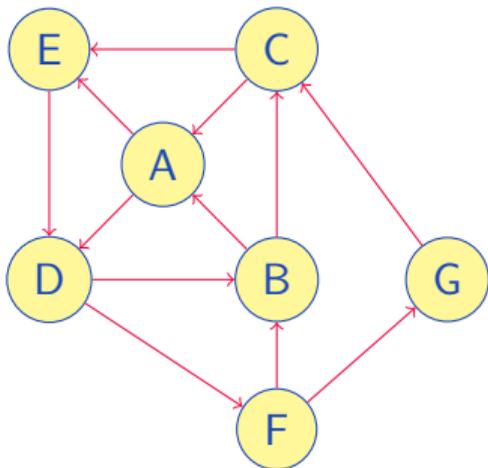
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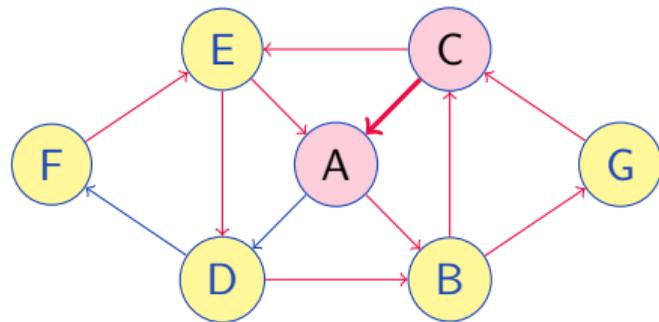
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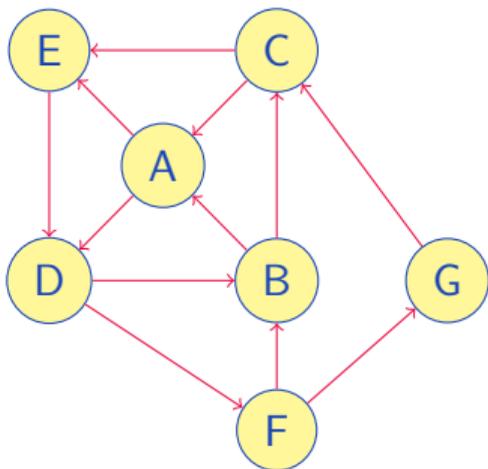
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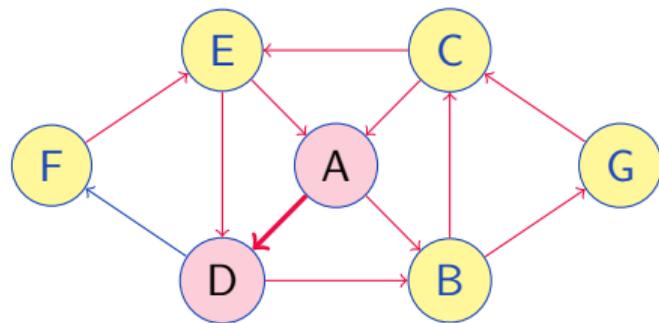
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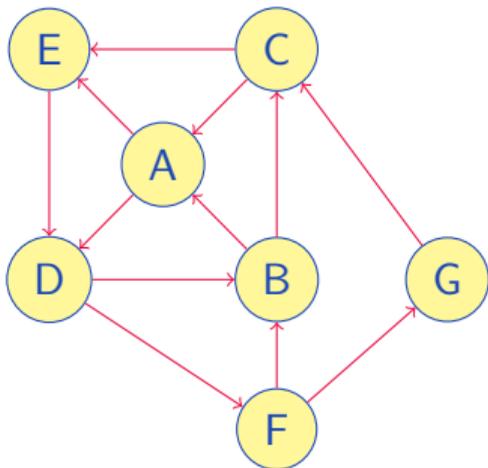
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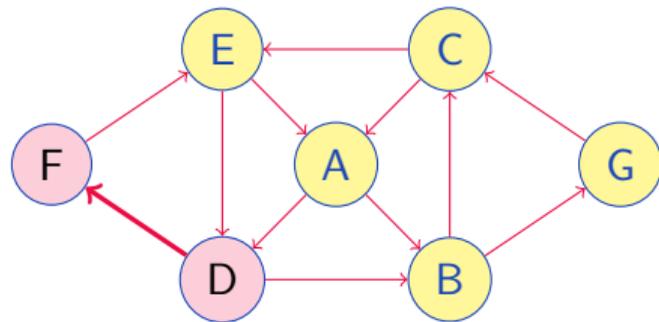
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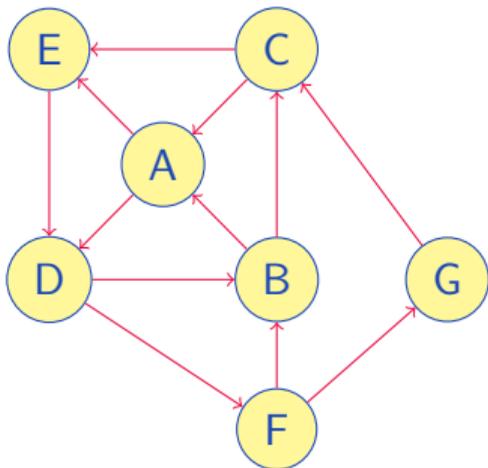
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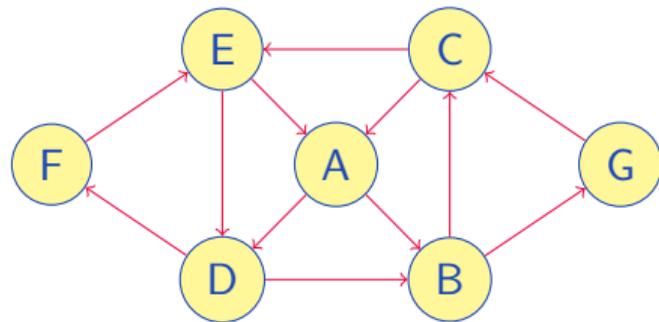
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 - ▶ The graph is connected
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 - ▶ The graph is strongly connected
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- ▶ If you cannot do this anymore, what happens?
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 - ▶ Find the paths/tours in them (can do this **by induction**)
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- ▶ That's what **Depth First Search** can do!

```
 $G = \langle V, E \rangle$   
 $A(v) = \{u \mid (v, u) \in E\}$   
 $R \leftarrow []$   
procedure DFS( $v$ )  
  for  $u \in A(v)$  do  
    Remove  $u$  from  $A(v)$   
    if graph is undirected then  
      Remove  $v$  from  $A(u)$   
    end if  
    DFS( $u$ )  
  end for  
   $R \leftarrow [v] + R$   
end procedure
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$G = \langle V, E \rangle$ $A(v) = \{u \mid (v, u) \in E\}$ ▷ **No U set** is used: can visit a vertex more than once! $R \leftarrow []$ **procedure** DFS(v) **for** $u \in A(v)$ **do** Remove u from $A(v)$ **if** graph is undirected **then** Remove v from $A(u)$ **end if** DFS(u) **end for** $R \leftarrow [v] + R$ **end procedure**

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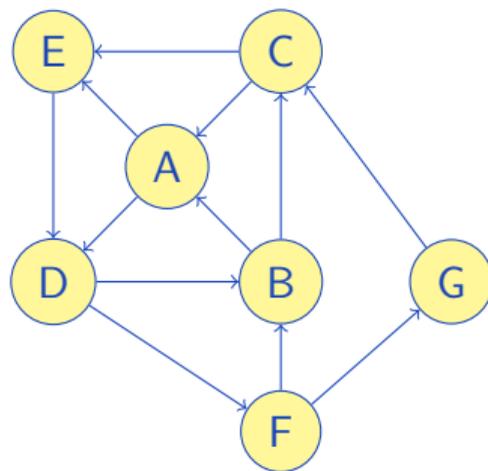
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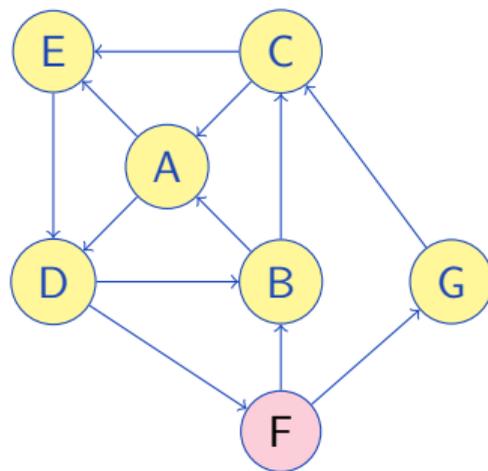
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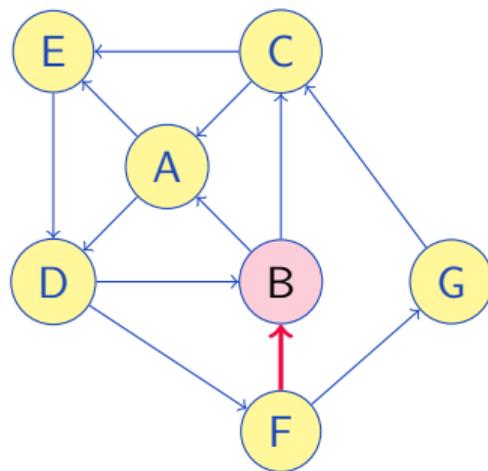
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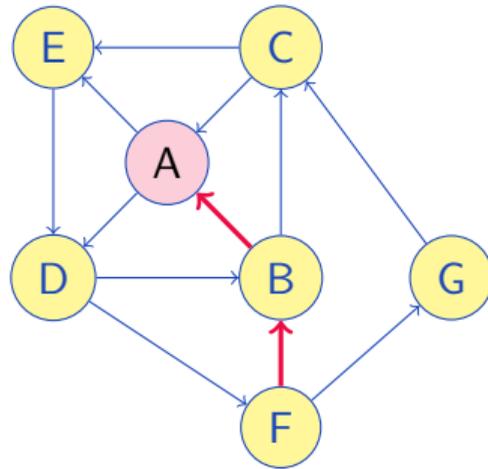
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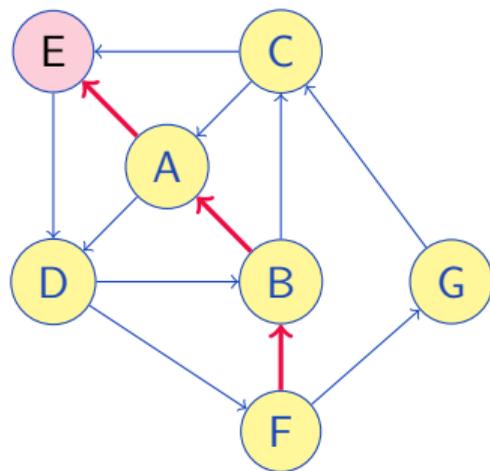
▷ Prepend v to the answer

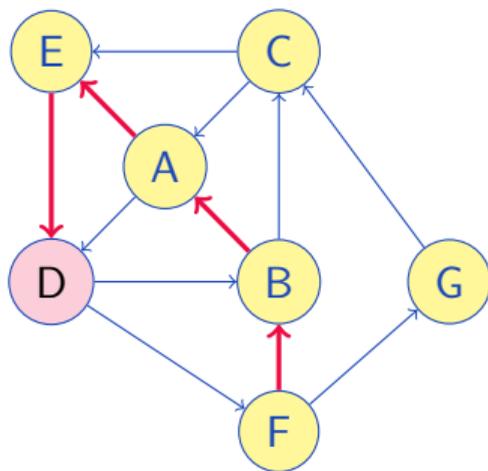


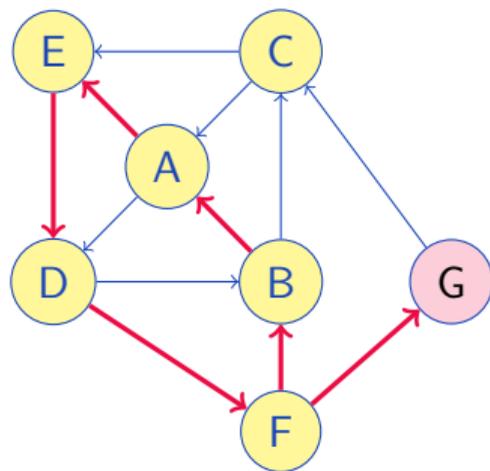


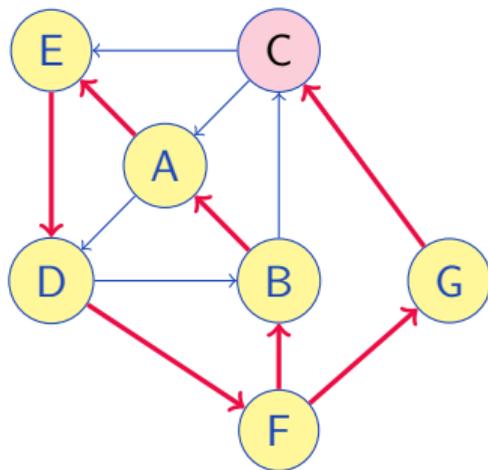


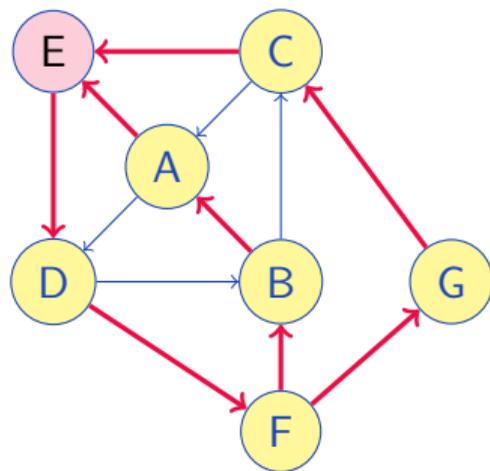




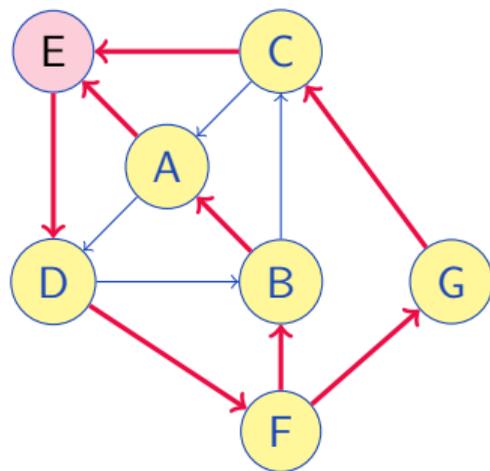




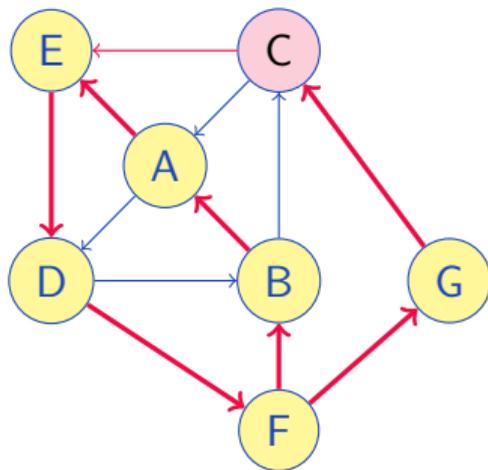




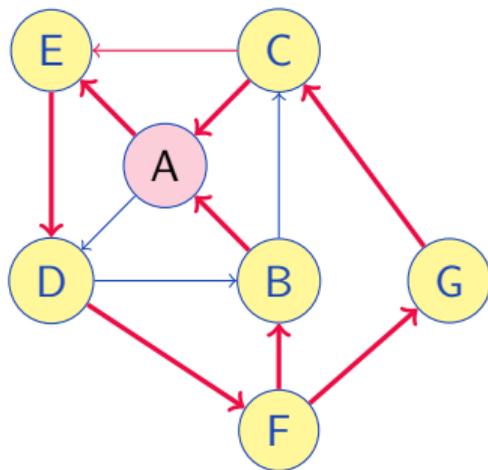
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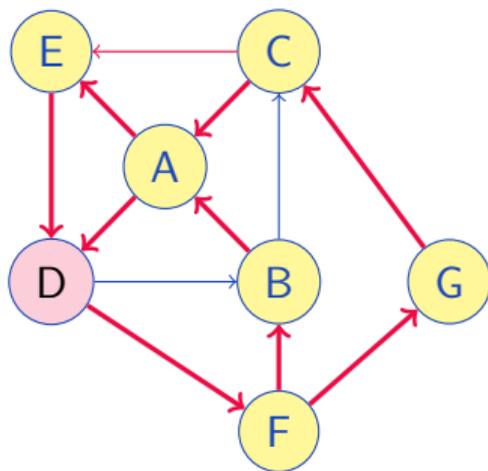
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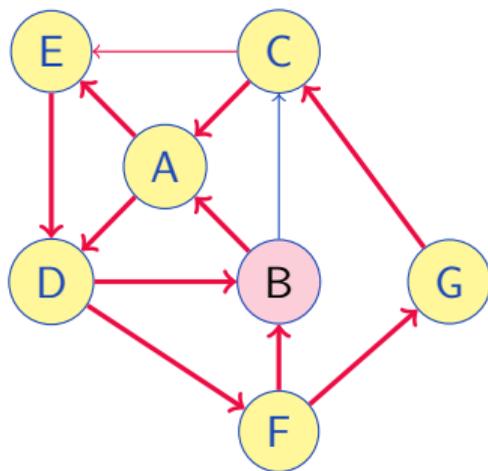
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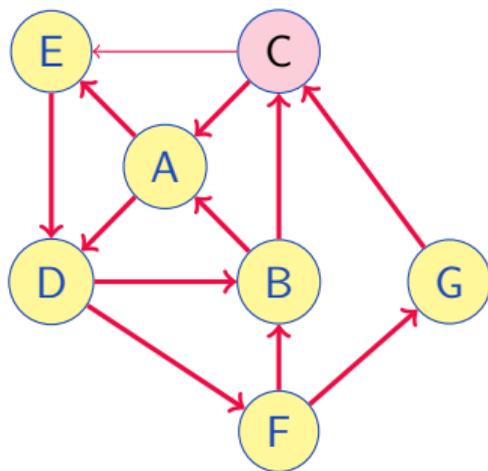
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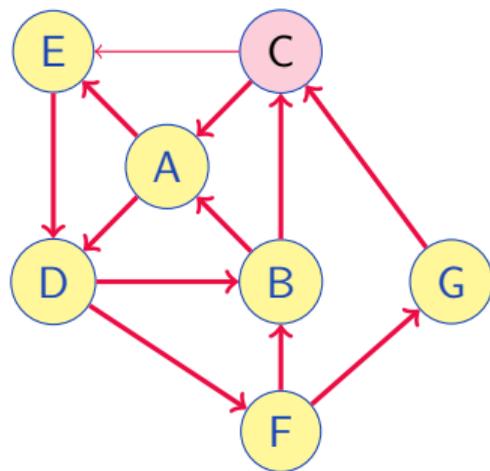
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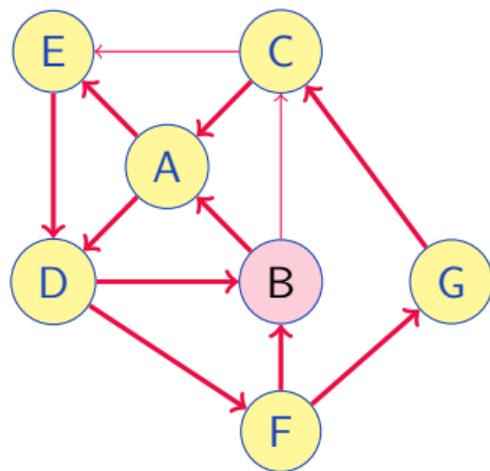
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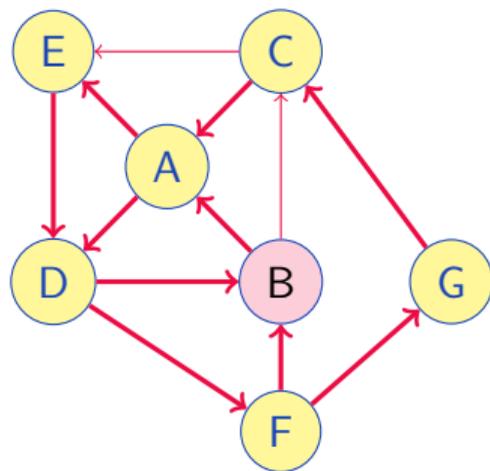
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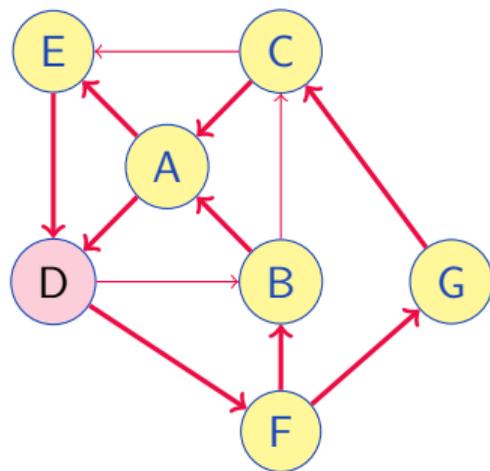
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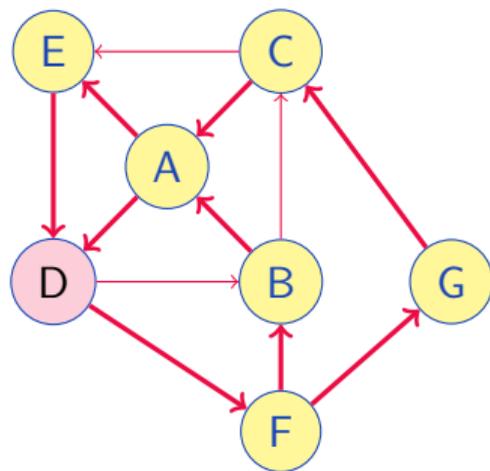
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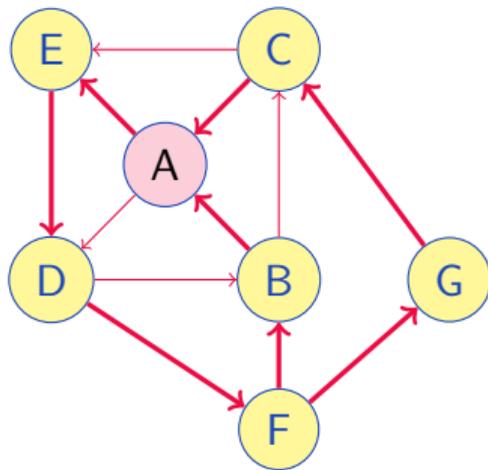
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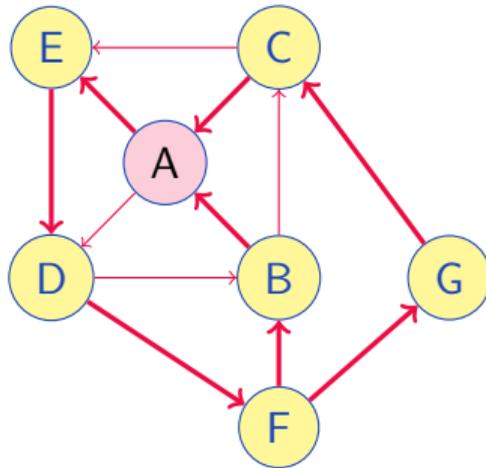
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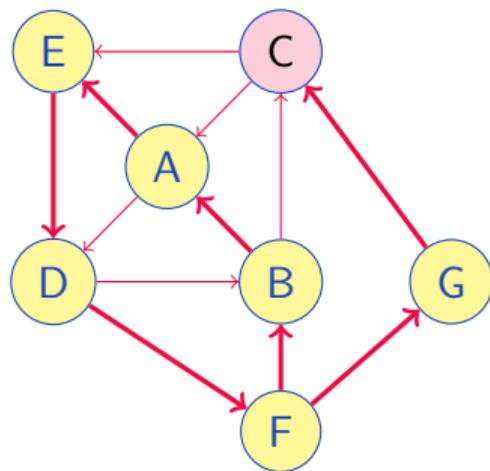
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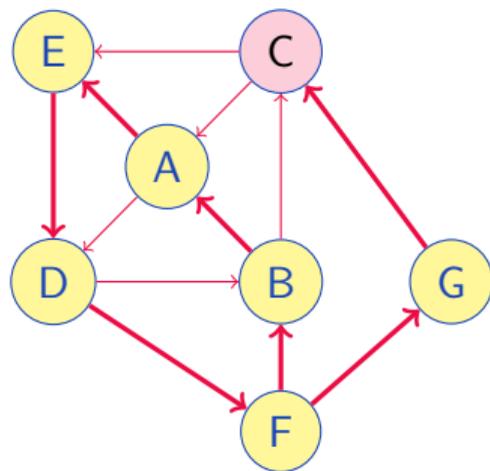


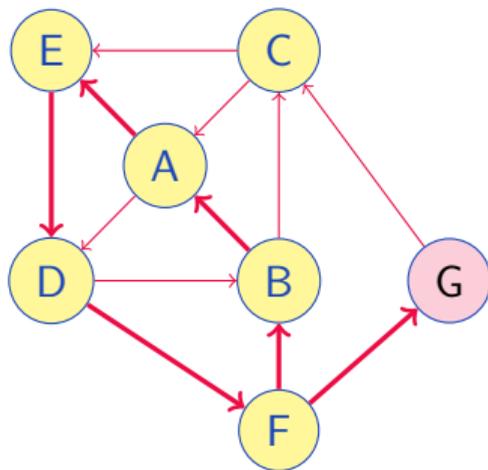
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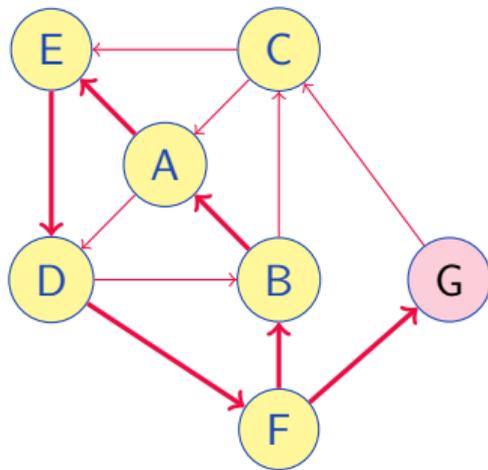


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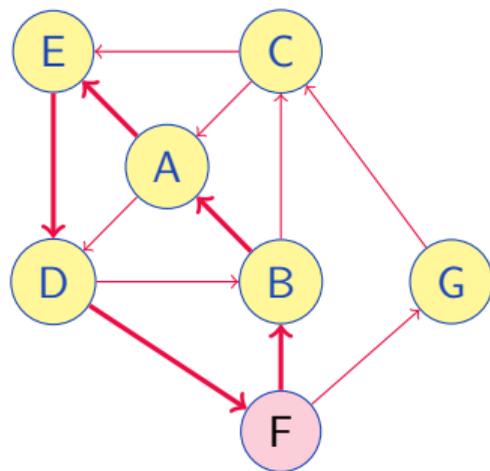


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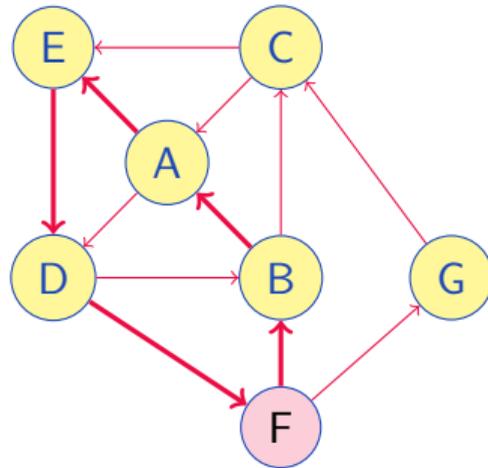
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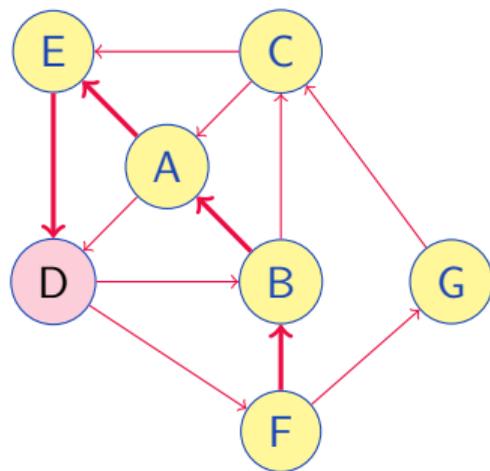
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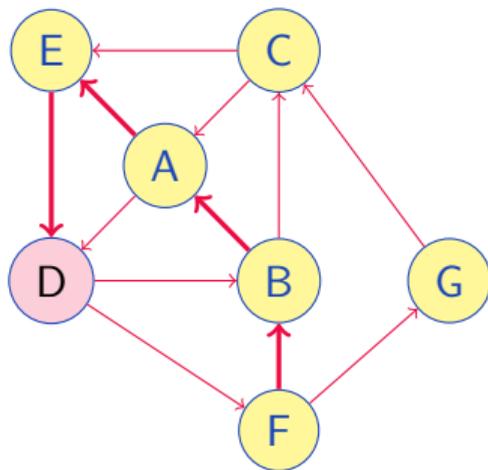
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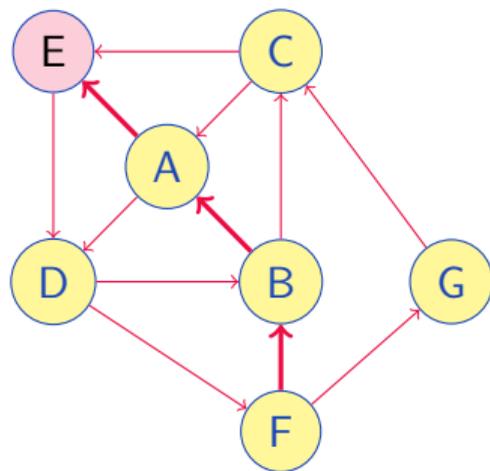
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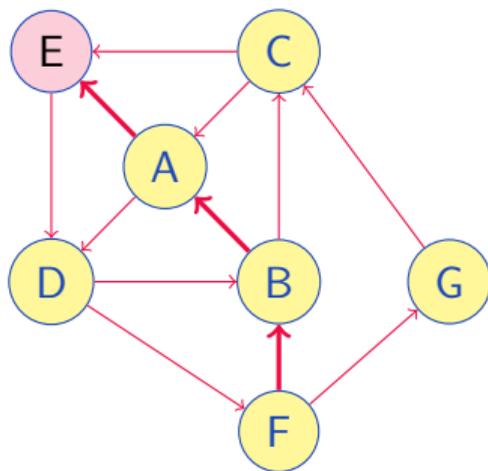


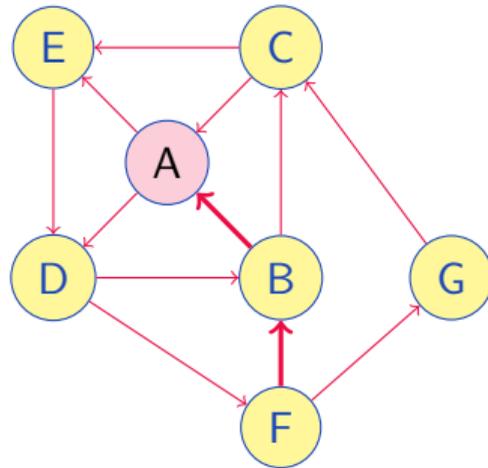
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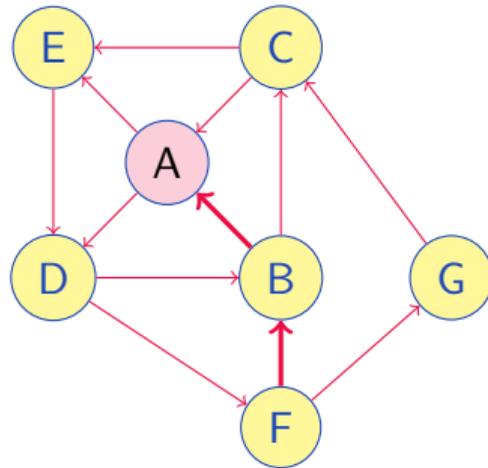
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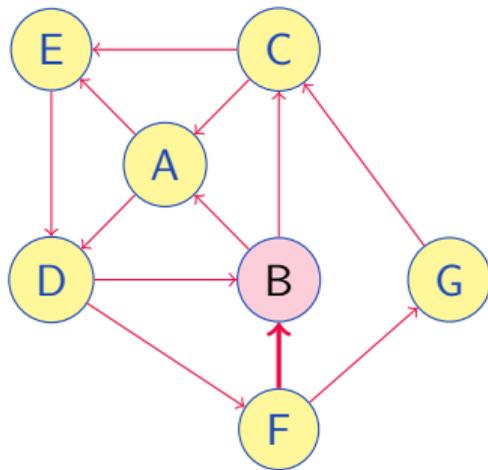
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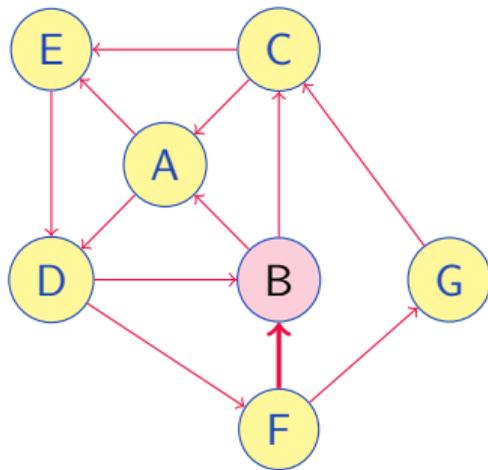
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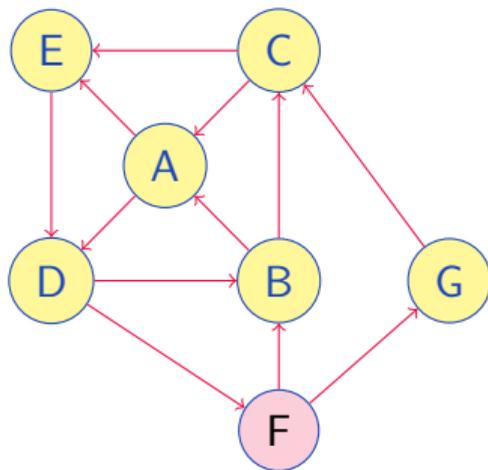
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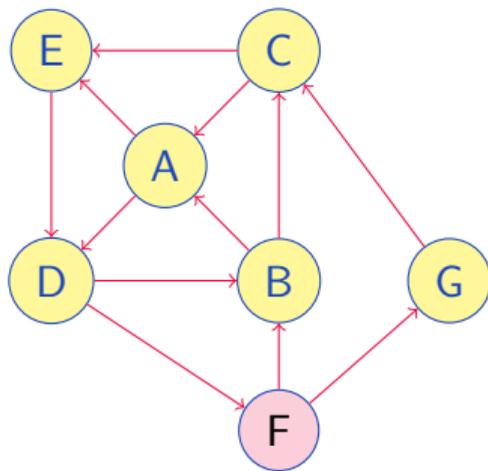


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