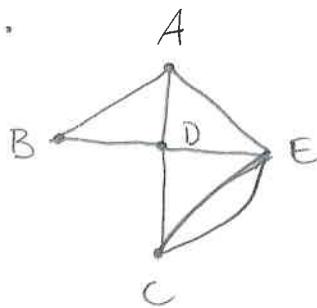
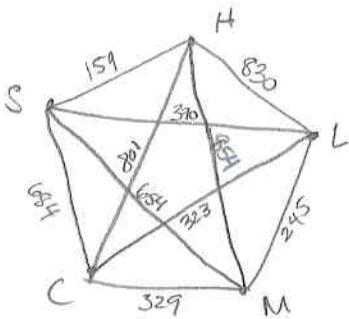


Math 1116 Homework #3 Key

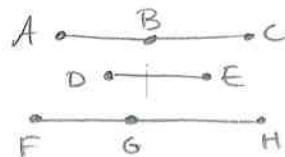
1



2.

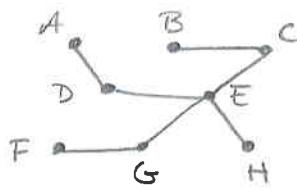


3. a. not connected



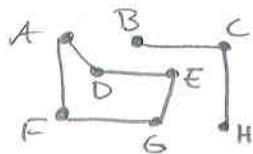
$A, C, D, E, F, H = \text{degree } 1$
 $B, G = \text{degree } 2$

b. Connected



$A, B, F, H = \text{degree } 1$
 $C, D, G = \text{degree } 2$
 $E : \text{degree } 4$

c. not connected



$B, H : \text{degree } 1$
 $A, C, D, E, F, G : \text{degree } 2$

4. a. There is an Euler path but not a circuit since D, C vertices are degree 3, all others are degree 4.

Path: D, E, A, B, C, A, D, B, E, C

Your answer may vary slightly
 must begin at D or C however

b. an Euler circuit exists since all vertices are even degree

Circuit: A, C, D, F, E, B, F, C, B, A

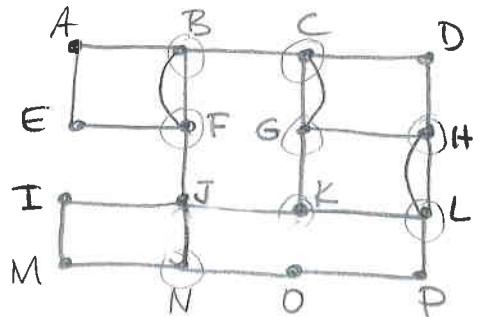
Your answers may vary
 you may begin anywhere

7c. Euler circuit exists since all vertices are even degree ⁽²⁾

Circuit: A, D, E, B, C, A, B, A

your answers may vary
you may begin at any vertex

5a.



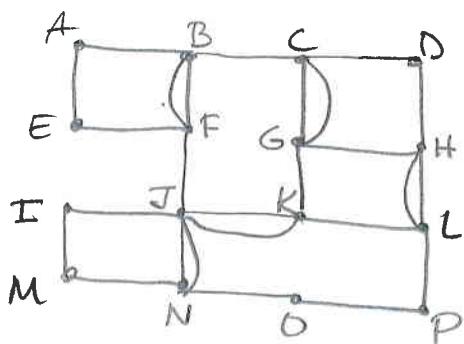
find all odd vertices first

connect nearby odd vertices

adding edges BF, CG, HL forms a
Semi-Eulerization since it leaves only
K and N odd, which is enough for
a path.

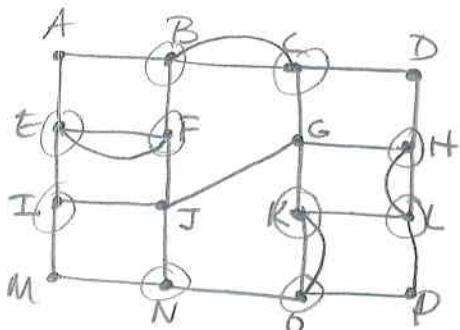
To fully Eulerize the graph, however,
you will need to add JK and JN

Path: N, M, I, J, N, O, P, L, H, D, C, B, A, E, F, B, F, J, K, G, C, G, H, L, K



Circuit: follow same path as above but
add new edges... K, J, N to return to
start.

b.



odd vertices are circled

leave two odd for semi-Eulerization

Other options are available.

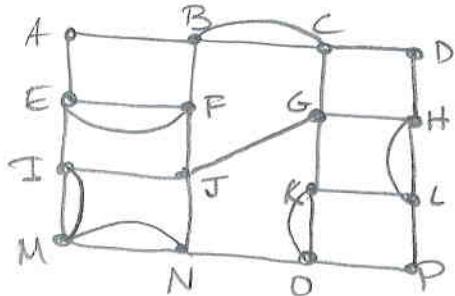
(for instance, you will add the same # of
edges of C, H remain odd and you
connect KL, ON, EI and BF instead)

Path: begin at an odd vertex

I, M, N, O, P, L, H, D, C, B, A, E, I, J, F, E, F, B, C, G, H, L, K, O, K, G, J, N

5b cont'd

(3)



to connect a circuit add edges
NM and MI, then follow the previous
path + these two additional edges
... NM I

6. Since I can't just add BC, but must duplicate
existing edges, I need 2 edges connecting B to C w/ the
least weight.

$$BA.C = 10 + 8 = 18$$

$$BE.C = 6 + 11 = 17$$

BDC = 4 + 12 = 16 ← choose this one
So duplicate BD and DC