

Fleury's Algo →

- Euler Path: - visits each edge of graph exactly once.
It may start & end at a different vertex.
- ~~2~~ A graph contains Euler path only if it has 0 or 2 odd ^{degree} vertices
- Euler Circuit → It starts & ends ^{at same} vertices. A graph contains Euler circuit only if it has 0 odd degree vertices.
- Bridge → A edge such that removing it from graph disconnects the graph into 2 connected components.
Bridge Never be part of cycle.

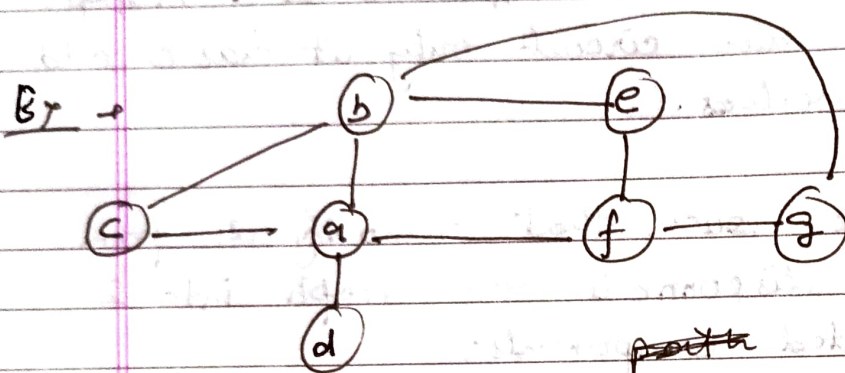


FLEURY'S ALGO →

1. Make sure that the graph G is connected & contains exactly 2 or 0 odd degree vertices
2. Choose start vertex. If graph contains odd vertices, then it must be one of them.
If graph contains only even vertices, then any vertex can be taken as starting vertex.
3. If there are zero neighbors of v , then algo is complete.

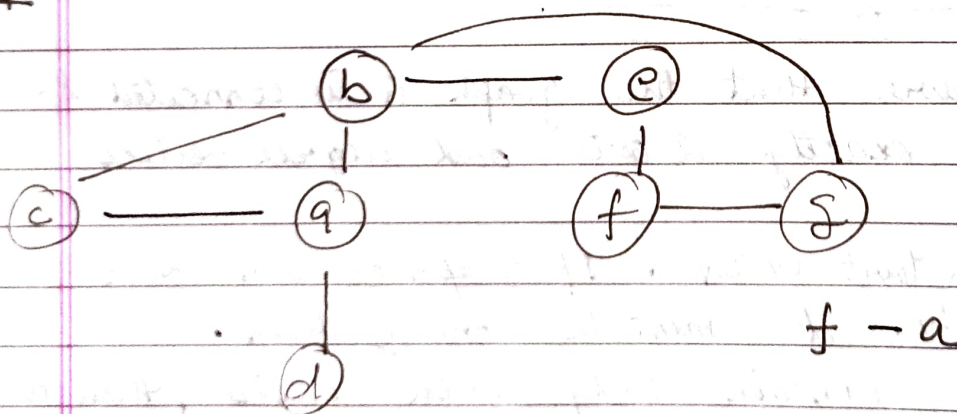
4. If there is only one neighbor of v . Let the neighbor be u . Set $v = u$ & delete the edge (v, u) . Go back to step 3

5. If there is more than one neighbor of v in G , choose vertex u such that edge (v, u) is not a bridge in G . Set



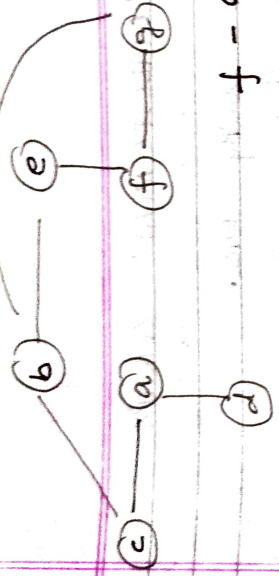
Step 1 → f & d have odd degree. choose one of them. choose f : path f

Step 2 → travel to a set $v = a$, delete (f, a)



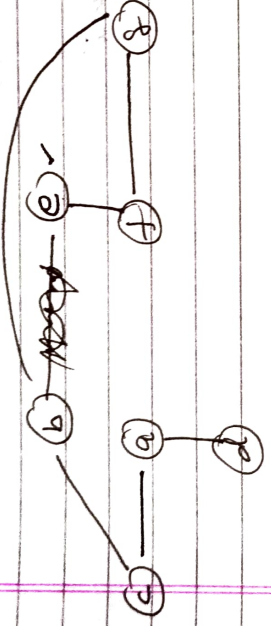
can not travel a to d , since (a, d) is a bridge. travel to b . set $v = b$ & delete (a, b)

$f - a - b$

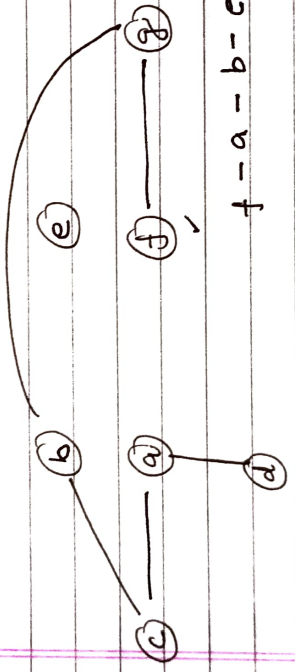


f - a - b - e

⇒ Can not travel c since (b,c) is bridge
 travel to e, set v = e & delete (b,e)

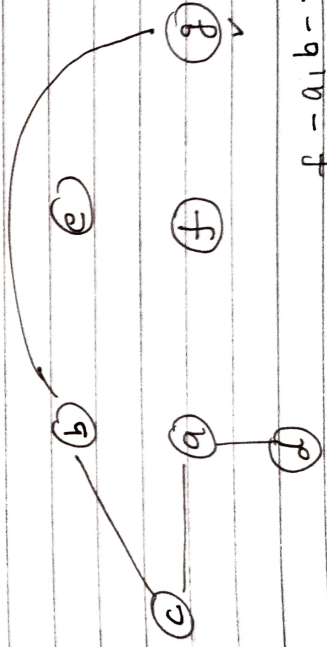


⇒ We can travel to f, set v = f & delete (f,g)



f - a - b - e - f

⇒ travel to g. set v = g, & delete (f,g)



f - a - b - e - f - g