

# DISCRETE STRUCTURE

1

# Lecture-26



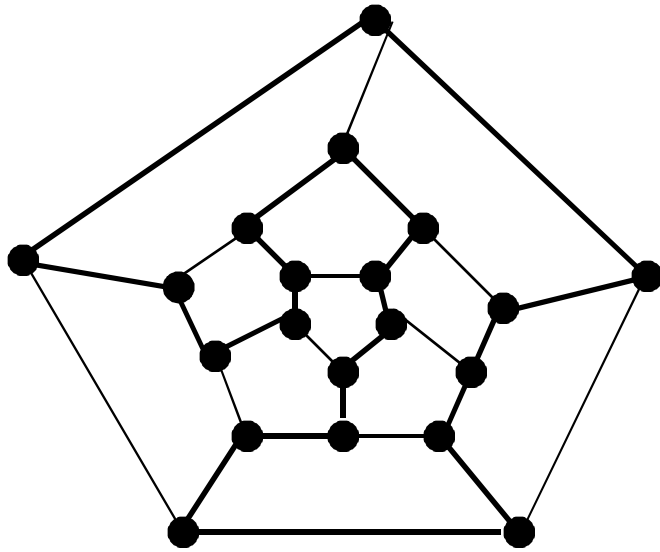
## *Hamilton Path & Circuit*

# Topics covered



- ❑ Hamilton path and cycles

# Introduction to Hamilton path & circuit

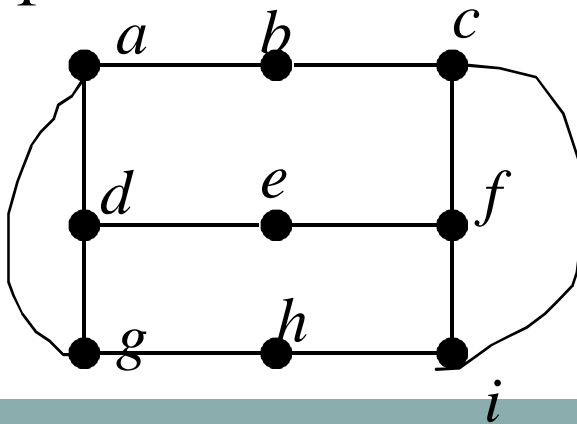


a path or cycle that contain every vertex

Unlike Euler circuit, there is **no known necessary and sufficient condition** for a graph to be Hamiltonian.

**an NP-complete problem**

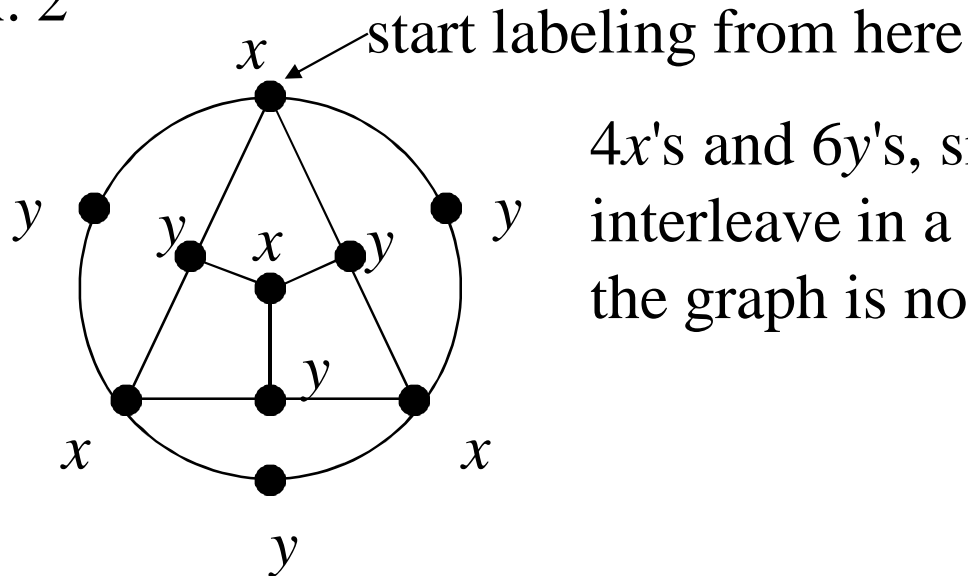
Ex. 1



There is a Hamilton path, but no Hamilton cycle.

# Hamilton Paths and Cycles

Ex. 2



4x's and 6y's, since  $x$  and  $y$  must interleave in a Hamilton path (or cycle), the graph is not Hamiltonian

The method works only for bipartite graphs.

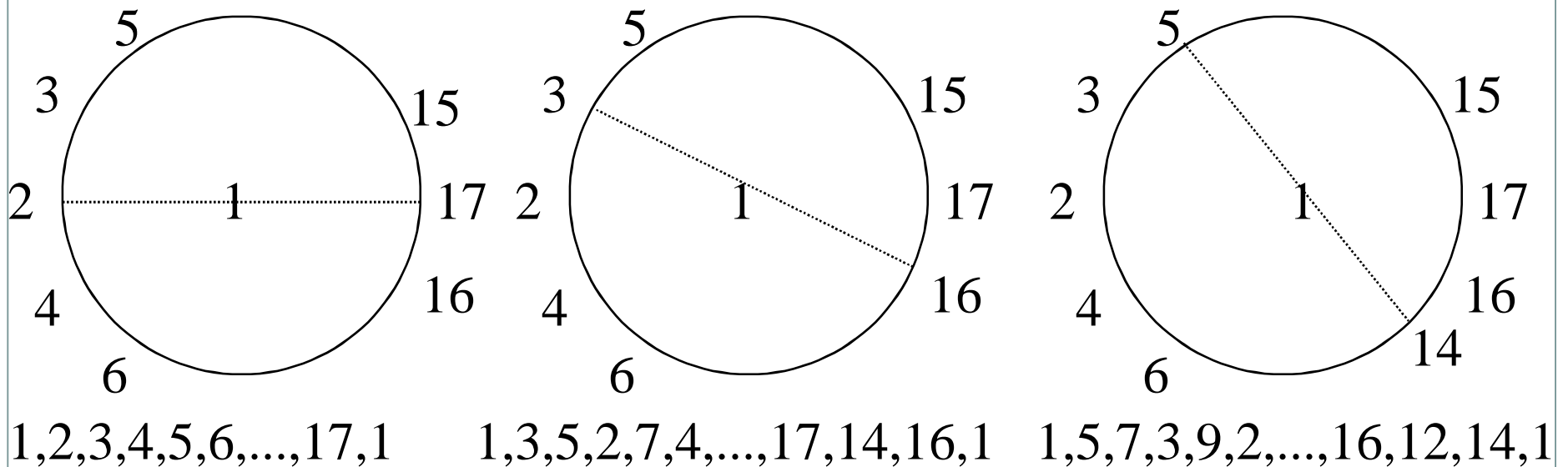
The Hamilton path problem is still NP-complete when restricted to bipartite graphs.

# Hamilton Paths and Cycles

## Hamilton Paths and Cycles

Ex. 3 17 students sit at a circular table, how many sittings are there such that one has two different neighbors each time?

Consider  $K_{17}$ , a Hamilton cycle in  $K_{17}$  corresponds to a seating arrangements. Each cycle has 17 edges, so we can have  $(1/17)17(17-1)/2=8$  different sittings.



# Hamilton Paths and Cycles

Theorem 1 Let  $K_n^*$  be a complete directed graph, i.e.,  $K_n^*$  has  $n$  vertices and for any distinct pair  $x, y$  of vertices, exactly one of the edges  $(x, y)$  or  $(y, x)$  is in  $K_n^*$ . Such a graph (called a *tournament*) always contains a directed Hamilton path.

Proof : Let  $m \geq 2$  with  $p_m$  a path containing  $m - 1$  edges  $(v_1, v_2), (v_2, v_3), \dots, (v_{m-1}, v_m)$ . If  $m = n$ , we're finished. If not, let  $v$  be a vertex that doesn't appear in  $p_m$ .

case 1.  $v \longrightarrow v_1 \longrightarrow v_2 \longrightarrow \dots v_m$

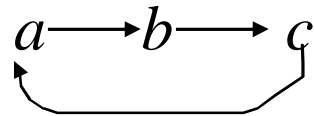
case 2.  $v_1 \longrightarrow v_2 \longrightarrow \dots v_k \longrightarrow v \longrightarrow v_{k+1} \longrightarrow \dots v_m$

case 3.  $v_1 \longrightarrow v_2 \longrightarrow \dots v_m \longrightarrow v$

# Hamilton Paths and Cycles

Ex. 4 In a round-robin tournament each player plays every other player exactly once. We want to somehow rank the players according to the result of the tournament.

not always possible to have a ranking where a player in a certain position has beaten all of the opponents in later positions



but by Theorem 1, **it is possible to list the players such that each has beaten the next player on the list**



# Hamilton Paths and Cycles

Theorem 2 Let  $G = (V, E)$  be a loop - free graph with  $|V| = n \geq 2$ . If  $\deg(x) + \deg(y) \geq n - 1$  for all  $x, y \in V, x \neq y$ , then  $G$  has a Hamilton path.

Proof: First prove that  $G$  is connected. If not,

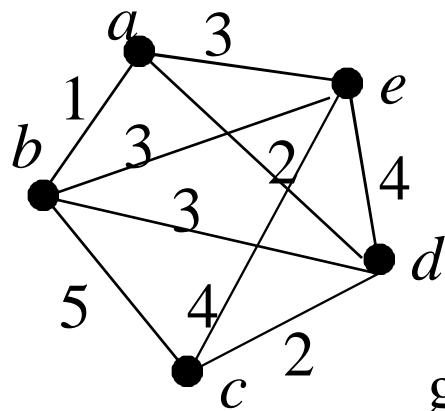


$$\deg(x) + \deg(y) \leq (n_1 - 1) + (n_2 - 1) = n_1 + n_2 - 2 < n_1 + n_2 - 1$$

**a contradiction**

# Hamilton Paths and Cycles

A related problem: the traveling salesman problem



Find a Hamilton cycle of shortest total distance.

For example,  $a-b-e-c-d-a$  with total cost=  
 $1+3+4+2+2=12$ .

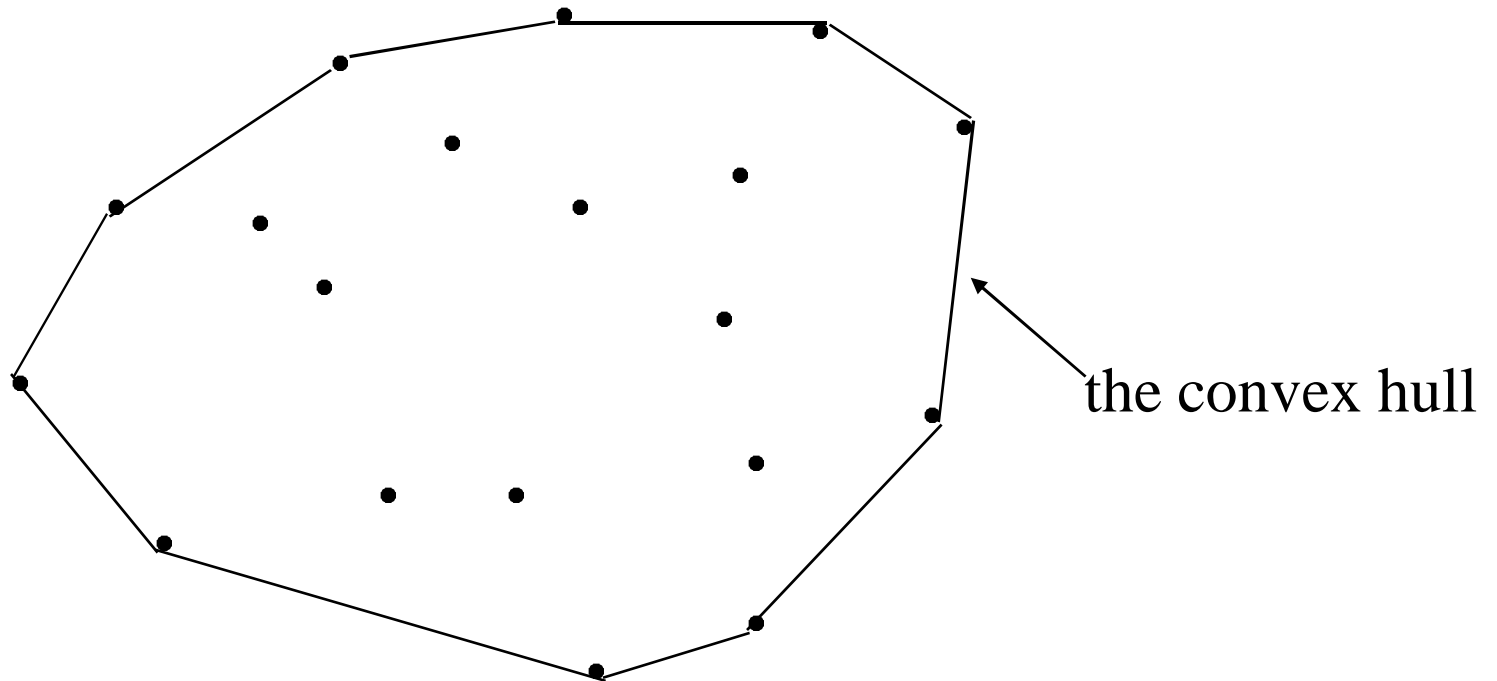
graph problem vs. Euclidean plane problem  
(computational geometry)

Certain geometry properties (for example, the triangle inequality) sometimes (but not always) make it simpler.

# Hamilton Paths and Cycles

Two famous computational geometry problems.

1. closest pair problem: which two points are nearest
2. convex hull problem



# Application



- Hamiltonian cycles in fault random geometric network
- In a network, if Hamiltonian cycles exist, the fault tolerance is better.