









```
Path:
                V_0, V_1, ..., V_n
                                             for n \ge 0
         where v_i - -v_{i+1} is an edge for all i s.t. 0 \le i < n
```

*Simple* path: all  $v_i$  different



Vertices v, w are connected iff there is a path starting at v and ending at w.

A graph is connected iff every two of its vertices are connected















Cut Edges and Cycles

*Lemma:* An edge is a cut edge *iff* it is not part of a simple cycle.

Proof: Class problem.



## **Cut Edges**

Fault-tolerant design: In a tree, every edge is a cut edge (bad) In a mesh, no edge is a cut edge (good) Tradeoff edges for failure tolerance









## **Other Tree Definitions**

*Lemma:* A tree is a connected graph with *n* vertices and n - 1 edges. *Lemma*: A tree is an edge-minimal connected graph on a set of vertices. *Lemma*: A tree is a graph with a unique path between any 2 vertices.



Spanning Tree
Def: A subgraph that is a tree with all the vertices.
Always exists: any minimumedge-size, connected subgraph on all the vertices

