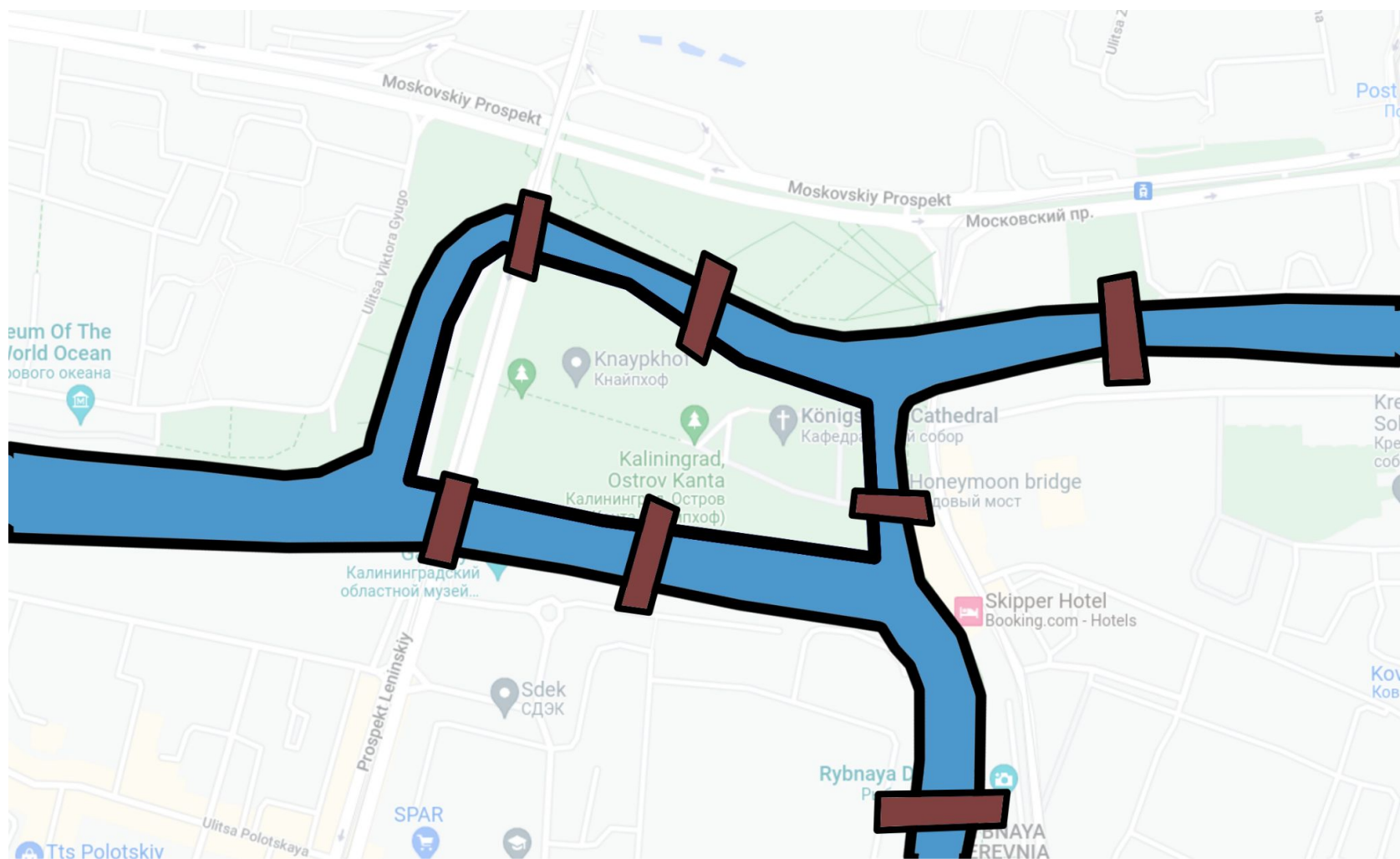


# Finding the Right Path

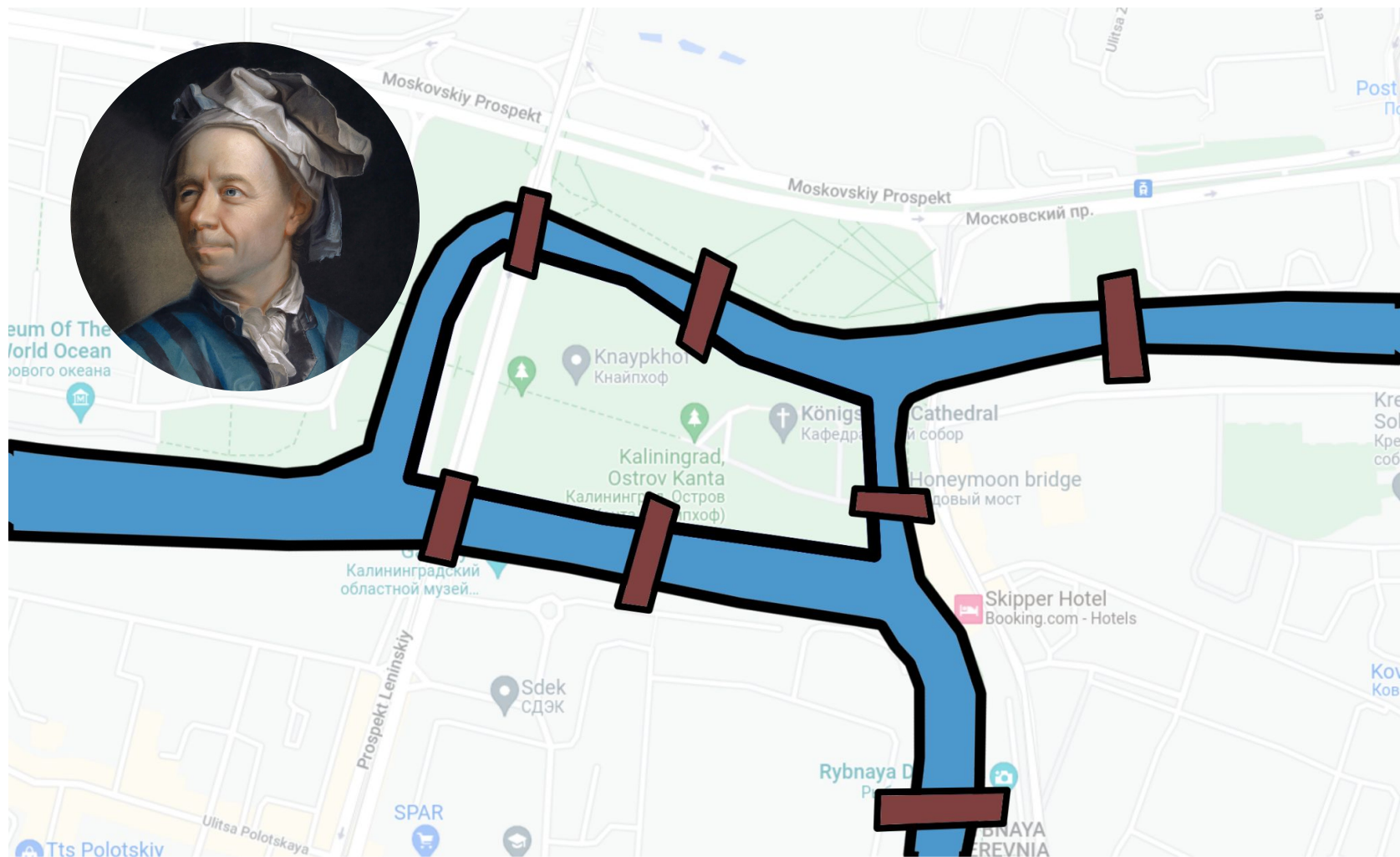
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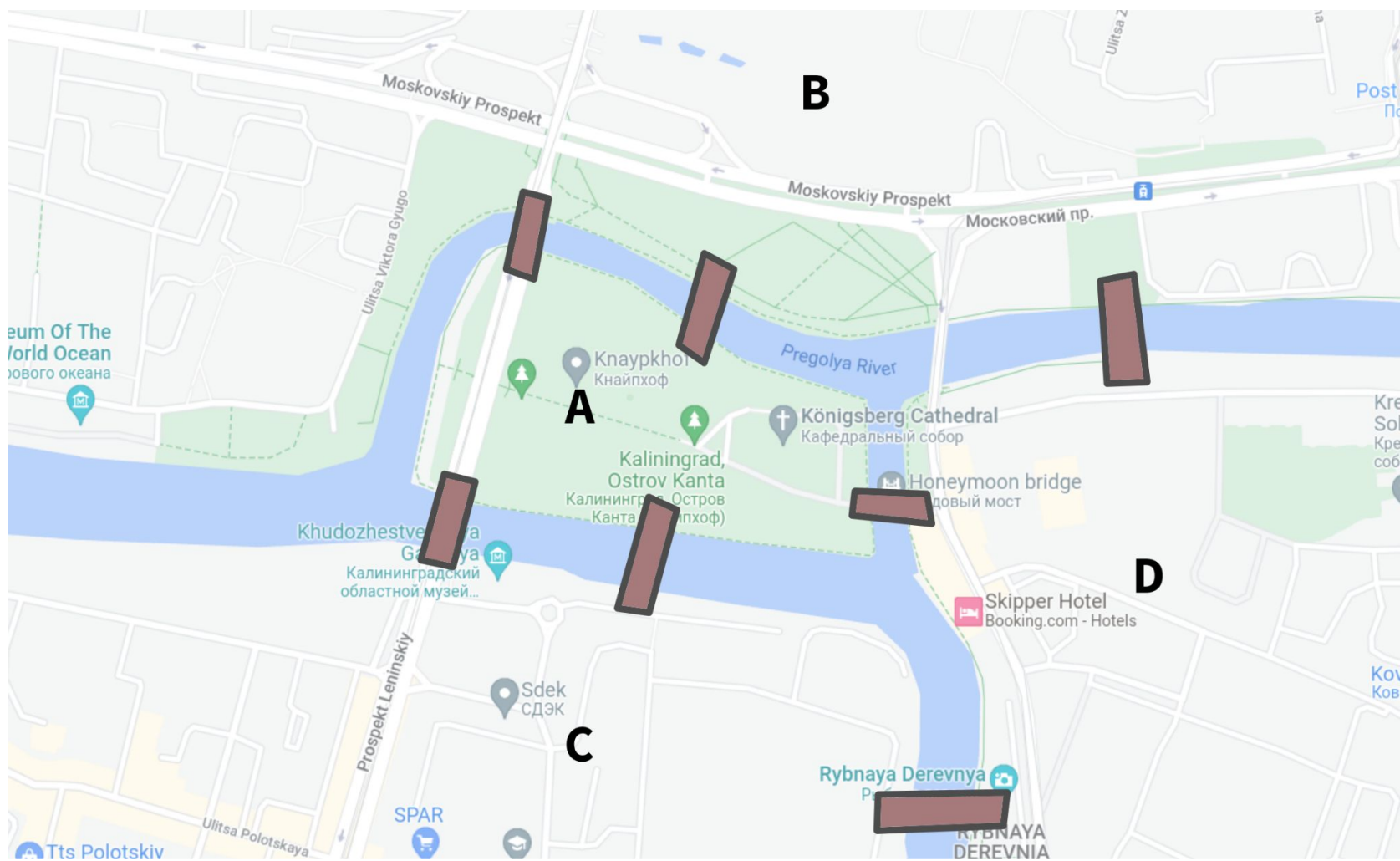
Disha Kuzhively

dishajk@imsc.res.in

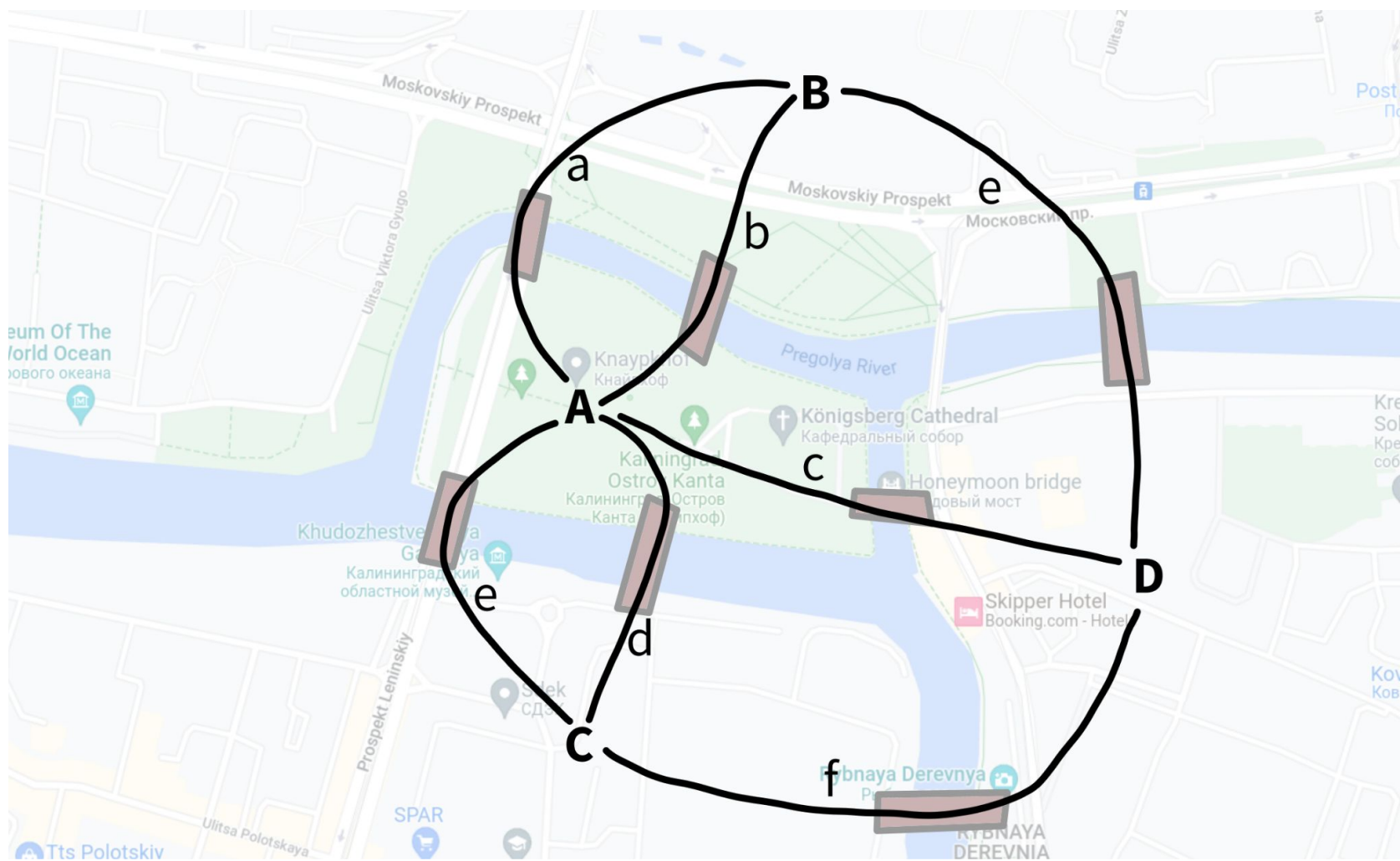












find a path that passes through every edge without repetition. Describe the path as sequence of letters.

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Initial vertex and the final vertex are the same

find a path that passes through every edge without repetition. Describe the path as sequence of letters.

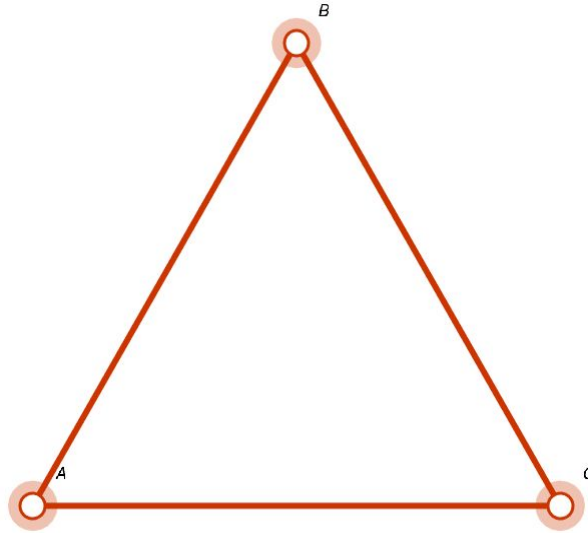


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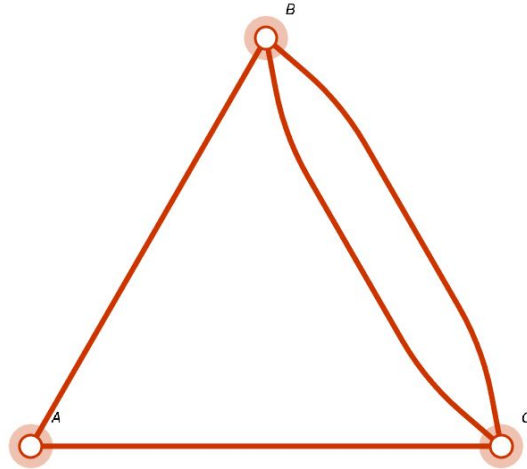
Are the Initial vertex and the final vertex same?  
Degree of the vertices?

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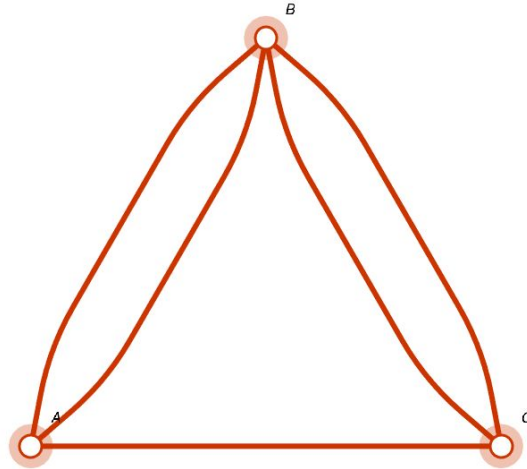
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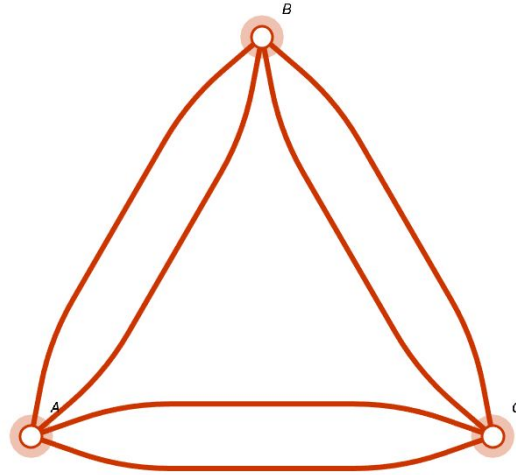
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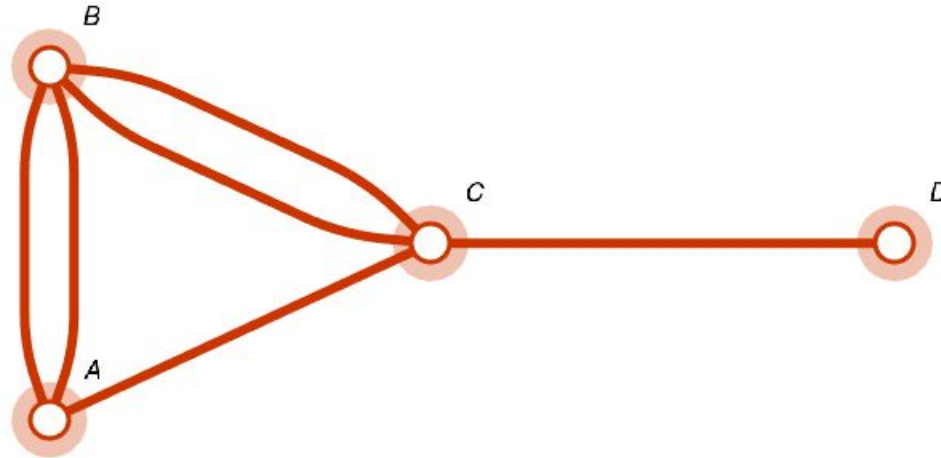


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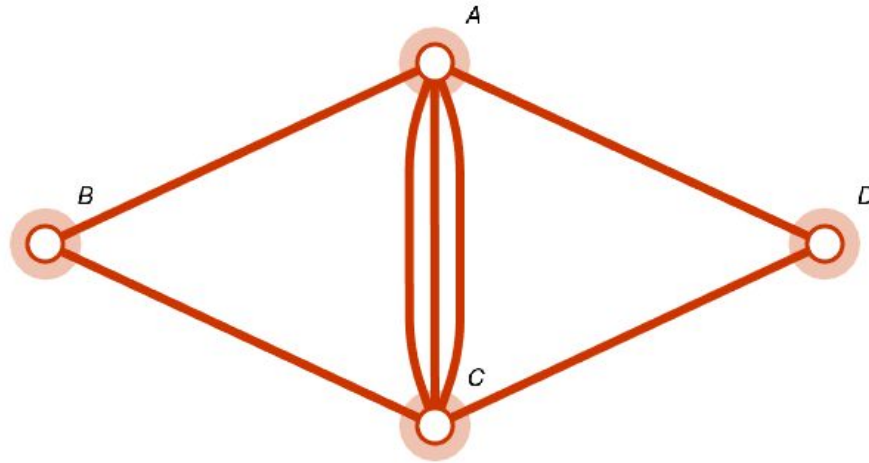
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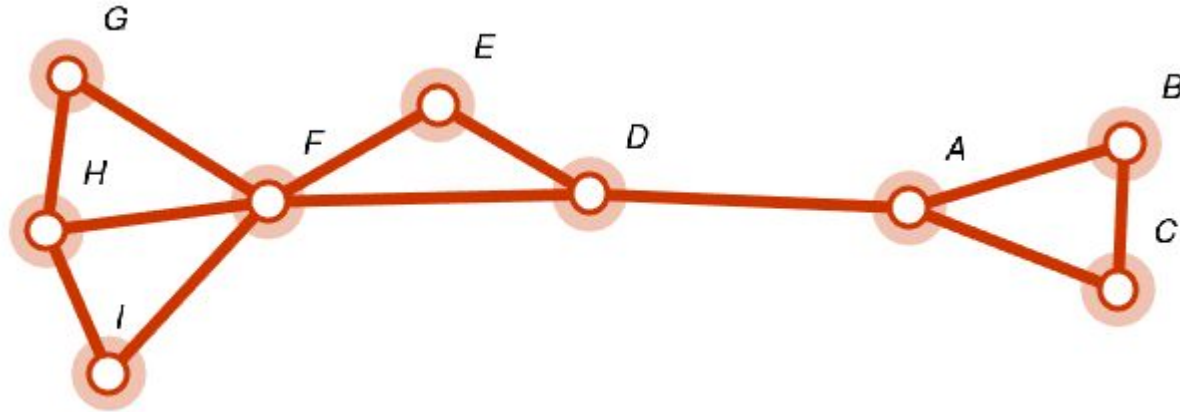
Are the Initial vertex and the final vertex same?  
Degree of the vertices?

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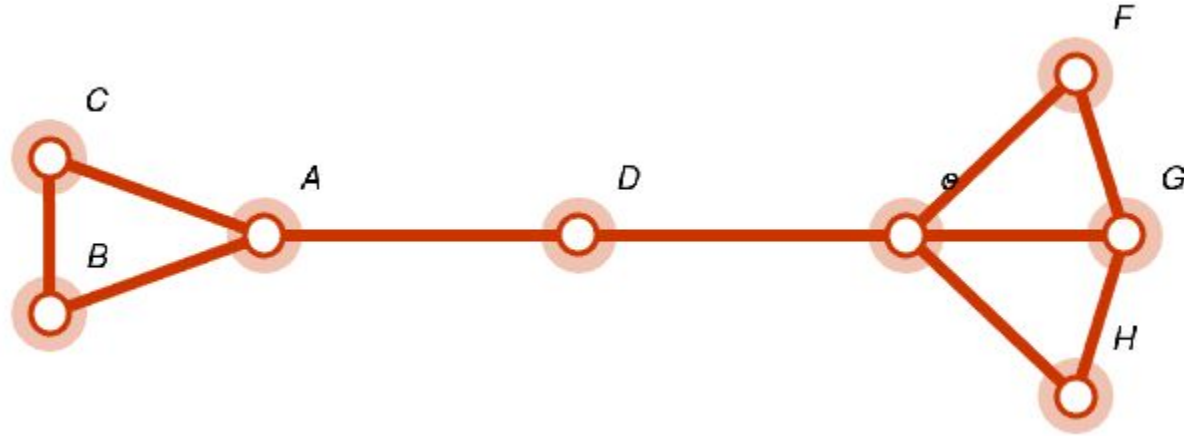
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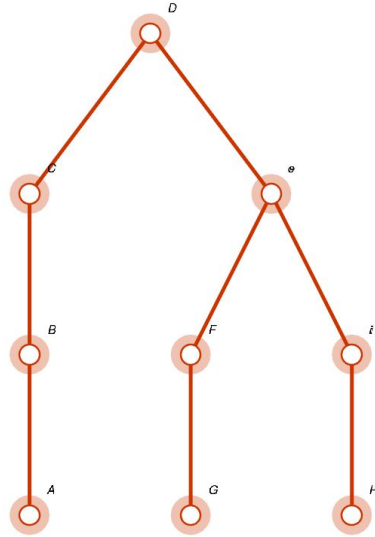
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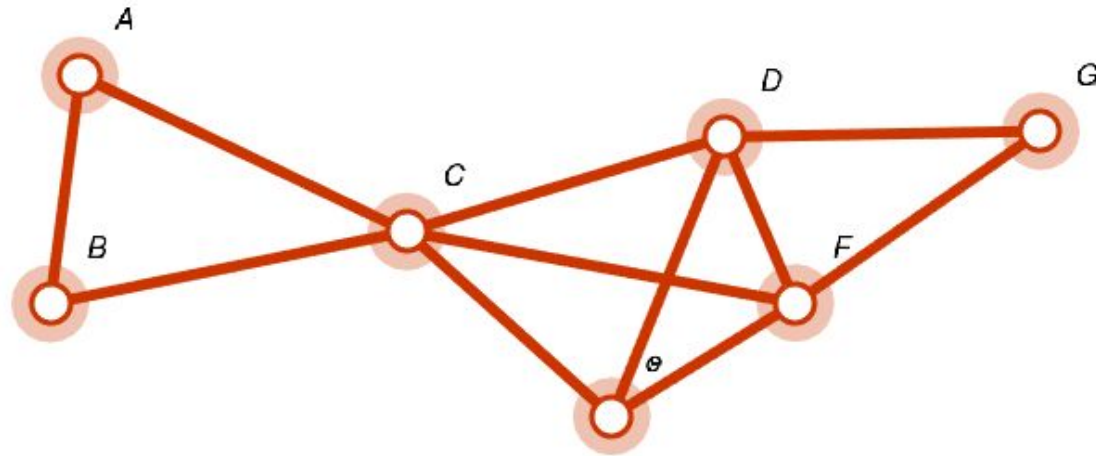
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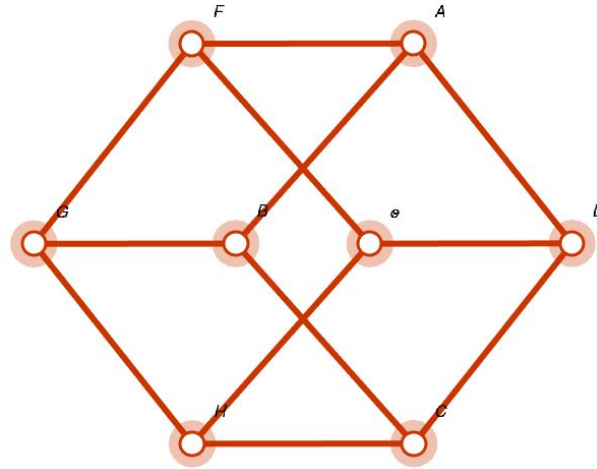
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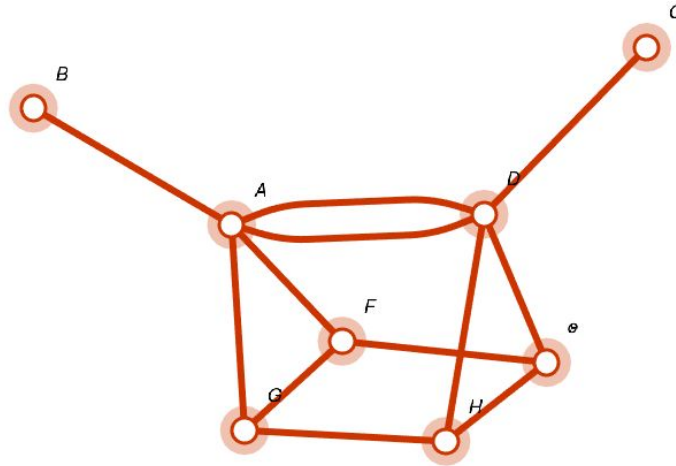


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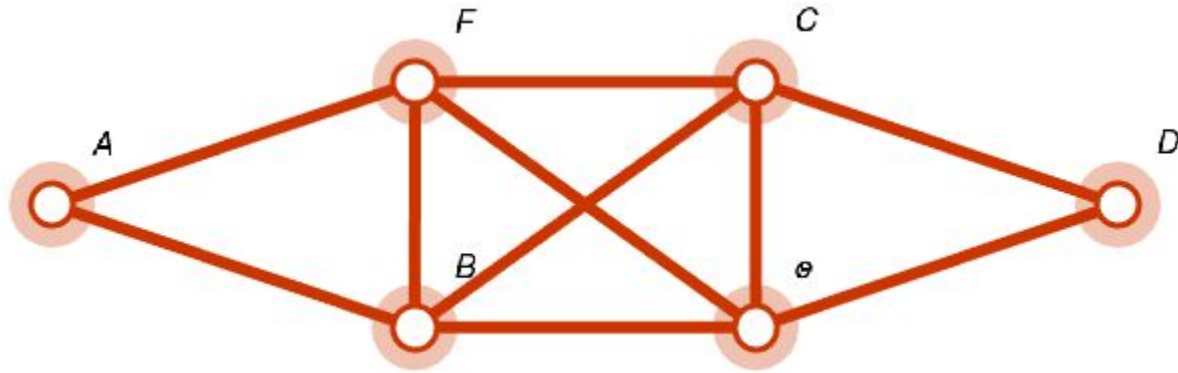
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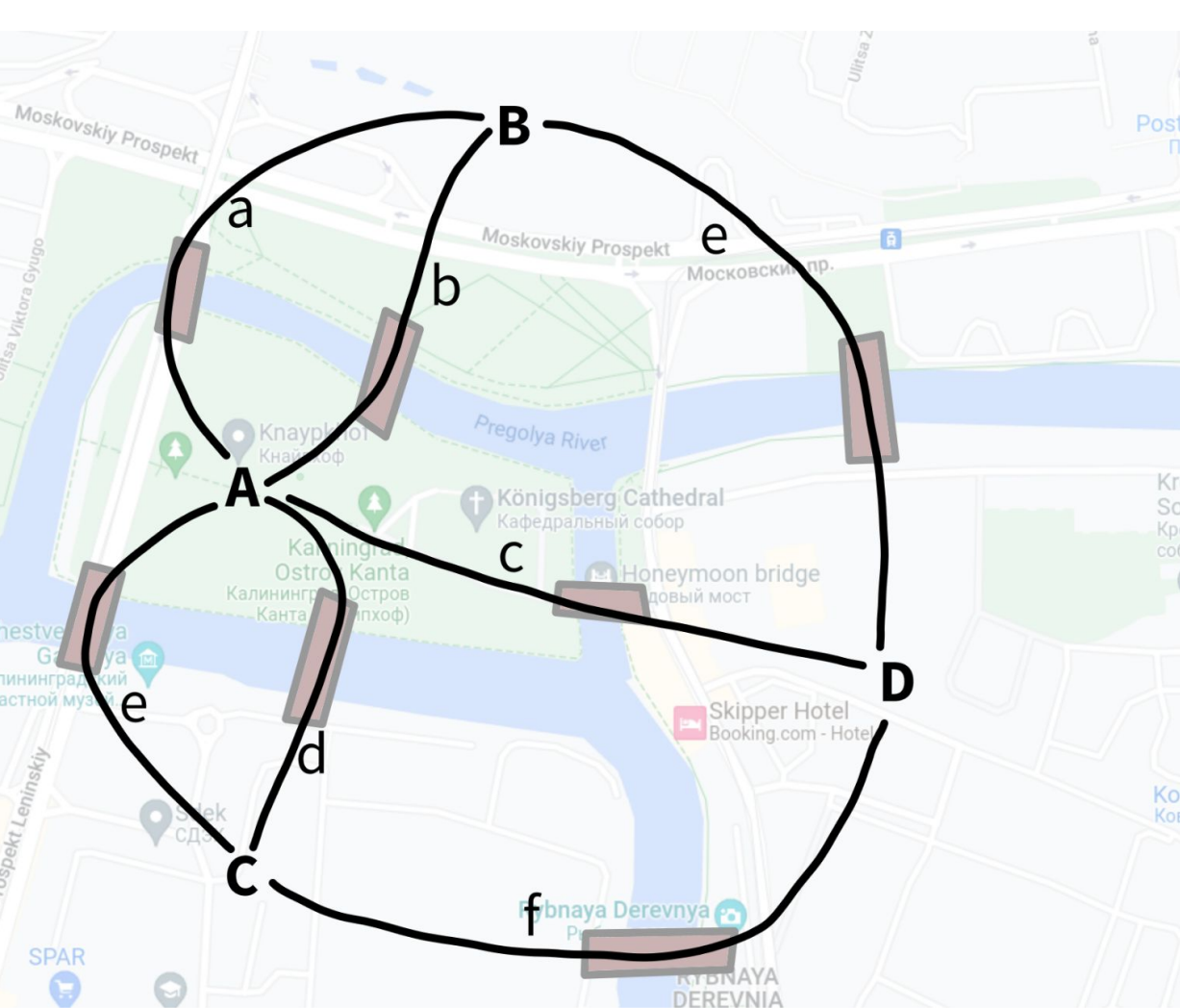


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Degree of the vertices?



## Königsberg Bridge

- ☐ Vertex
- ☐ Edge
- ☐ Graph representation
- ☐ Degree of a vertex
- ☐ Odd vs. even
- ☐ Eulerian Path
- ☐ Eulerian Circuit



## Learning

Learning Units are n  
classes but often ext  
interested students i  
available to teachers  
may help give a quic

Class 8  
Learning U

Cred



## Learning Units

Learning Units are modules designed around different themes in Science and Mathematics. The units are related to the curriculum of the respective classes but often extend beyond the textbook's content. These are designed to be conducted as a part of Science Circle activities in the schools by interested students mentored by their teachers. Each learning unit has a student's version, which is freely downloadable, and a teacher's version (only available to teachers upon registration). Some of the Learning Units also have bilingual versions. Some Learning Units have support videos tagged, which may help give a quick preview of the LU and bring attention to certain nuances of the unit. [Read More](#)

### Class 8 Learning Units

Credits

Mathematics

Science

Local Context



Areas of Shapes  
between Parallel  
Lines



Colors an

Colors and Maps



8.1  
Euclid's game

Euclid's Game

# 1. Scheduling Problem

## 4 Subjects

1. **P**hysics
2. **C**hemistry
3. **M**aths
4. **B**iology

- Each person can opt for maximum 2 subjects
- Design a schedule with minimum number of slots

# Finding the Right Path

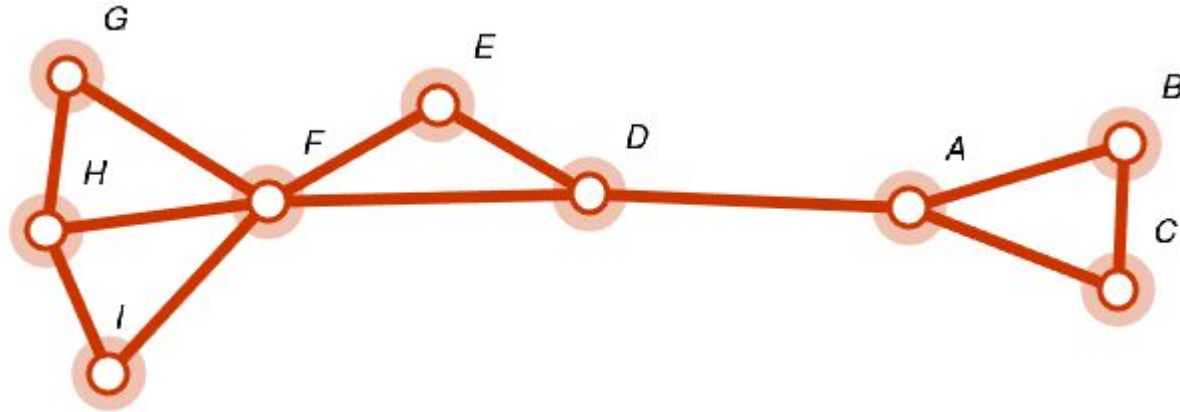
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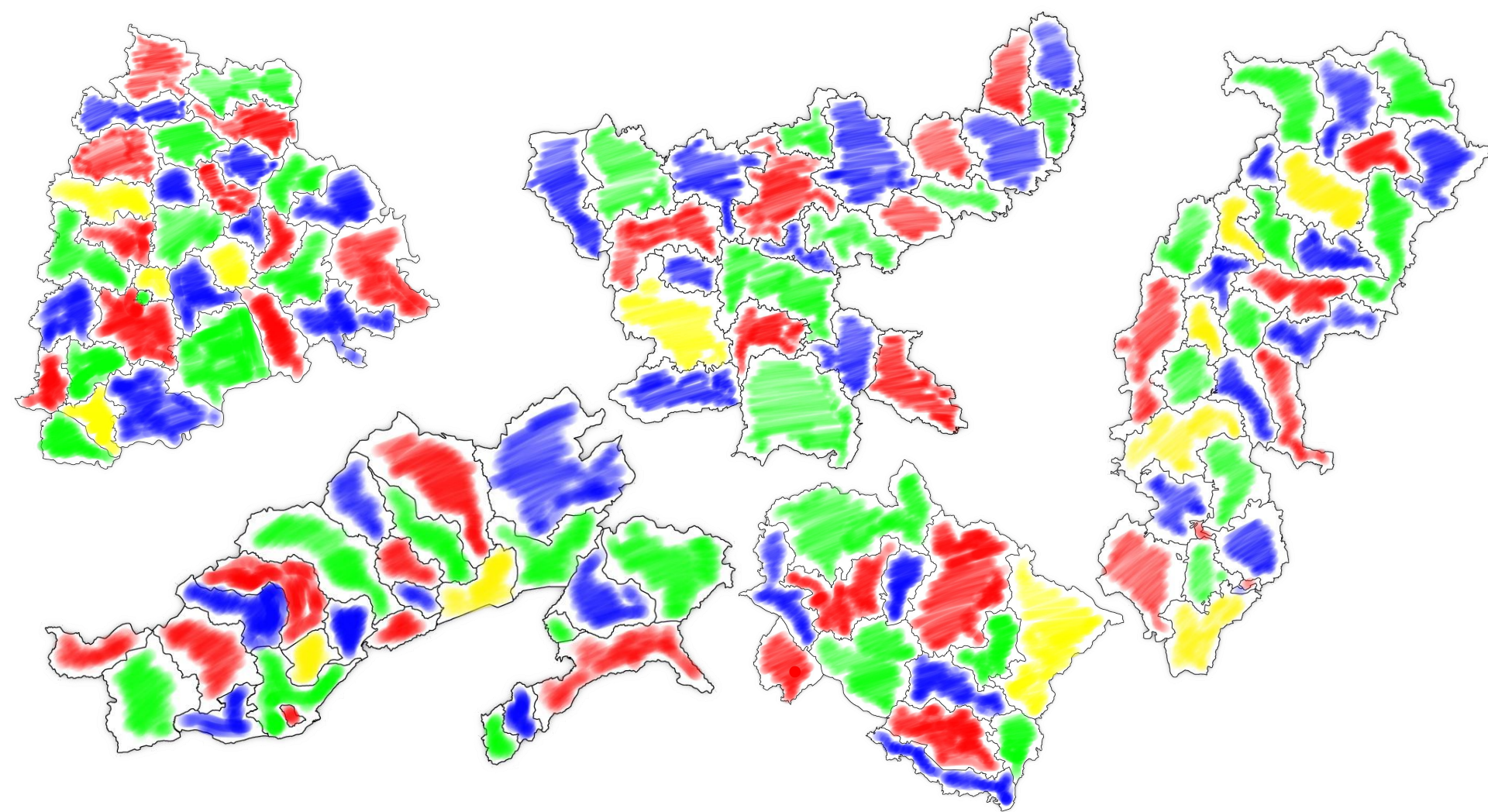


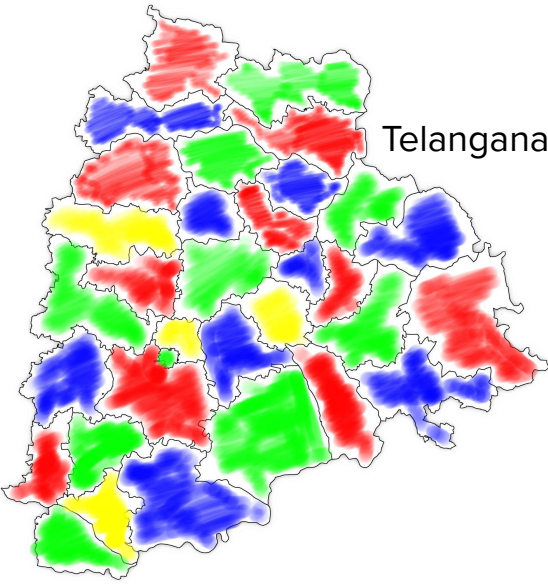
Are the Initial vertex and the final vertex same?  
Degree of the vertices?

### 3. Colouring a Map

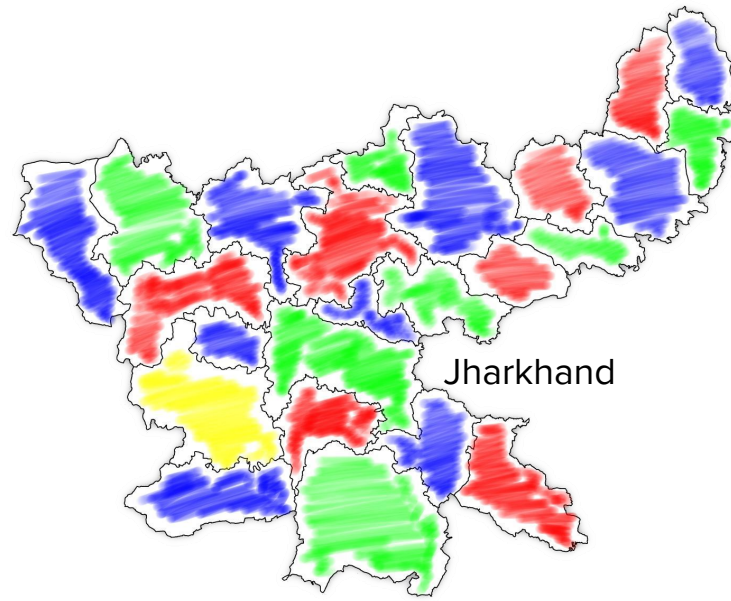
Colour the map using **minimum** numbers of colors as possible.

Regions sharing a boundary should have different colors.

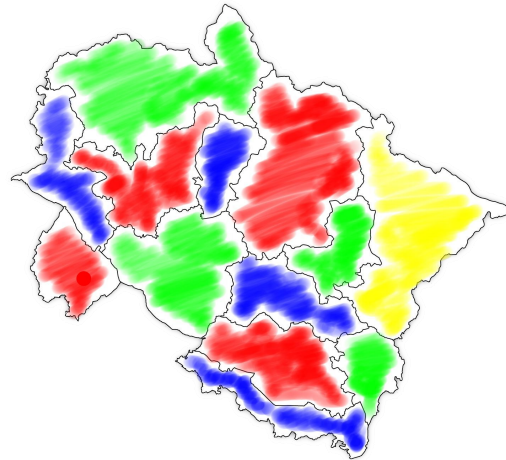




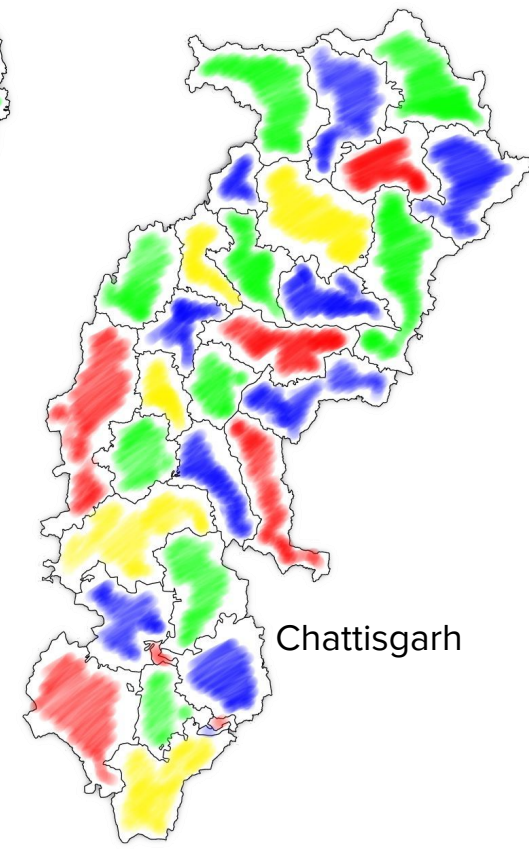
Telangana



Jharkhand

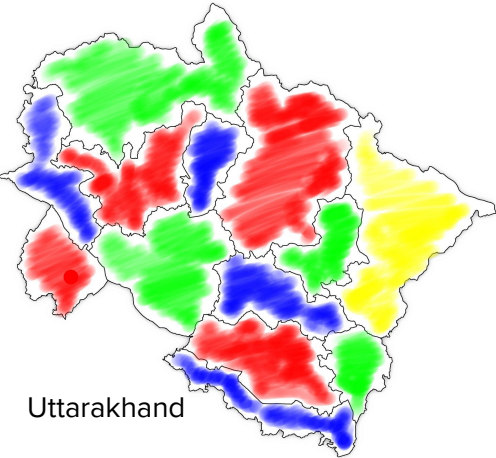


Uttarakhand

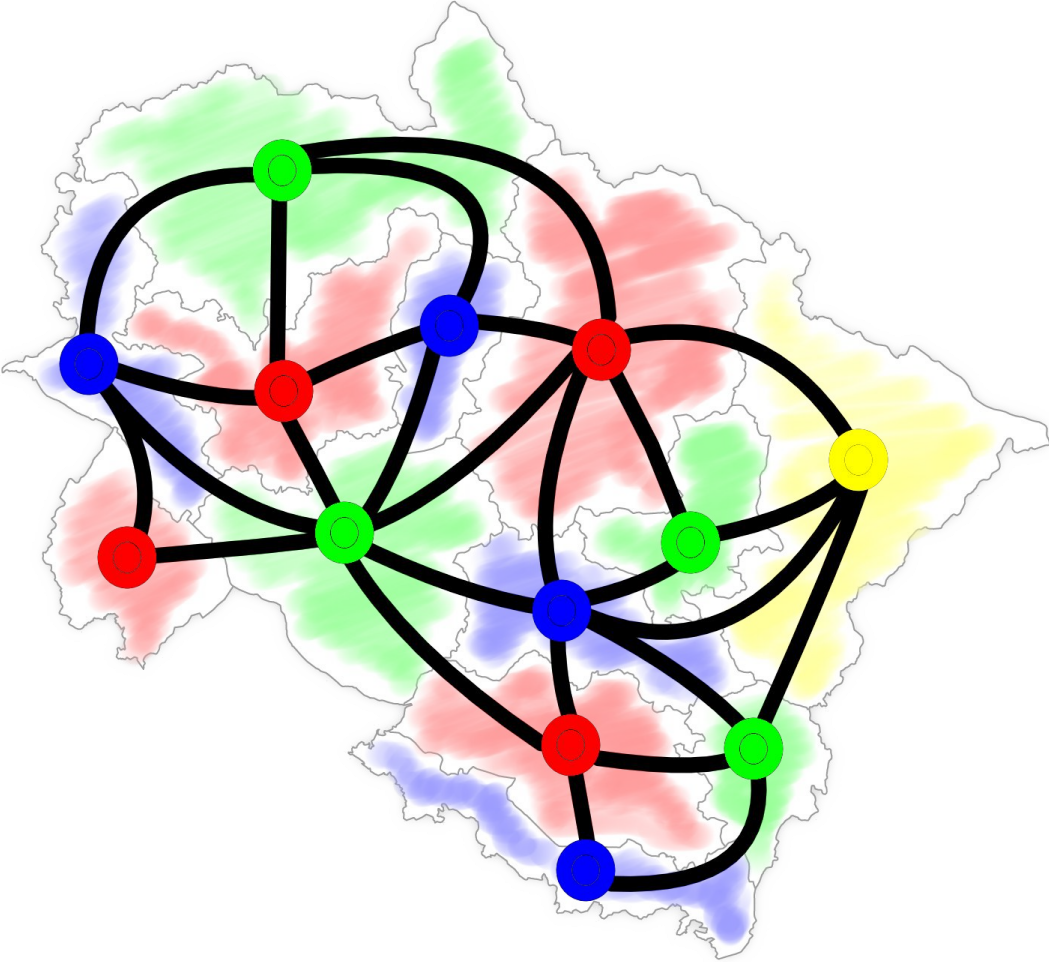


Chattisgarh





Uttarakhand



## 2. Five Neighbours

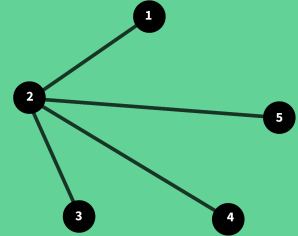
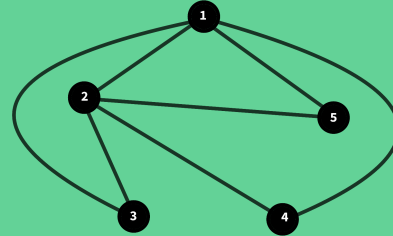
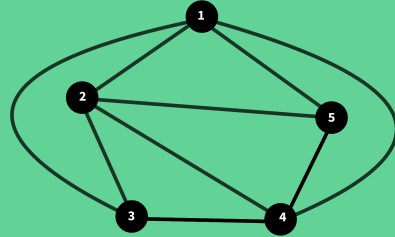
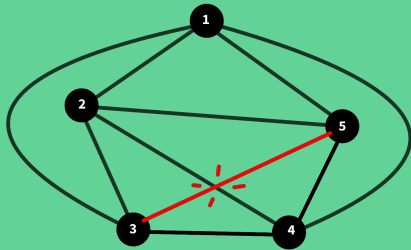
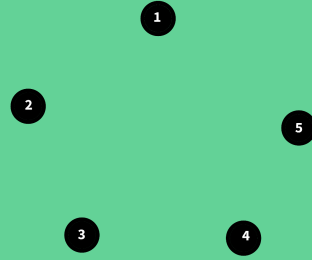


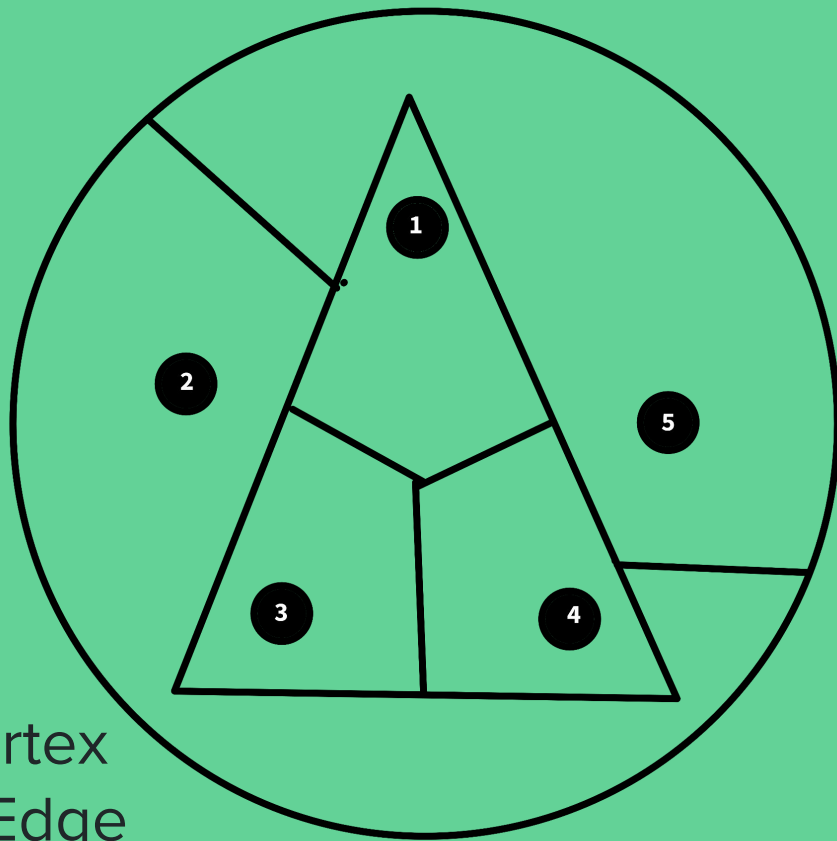
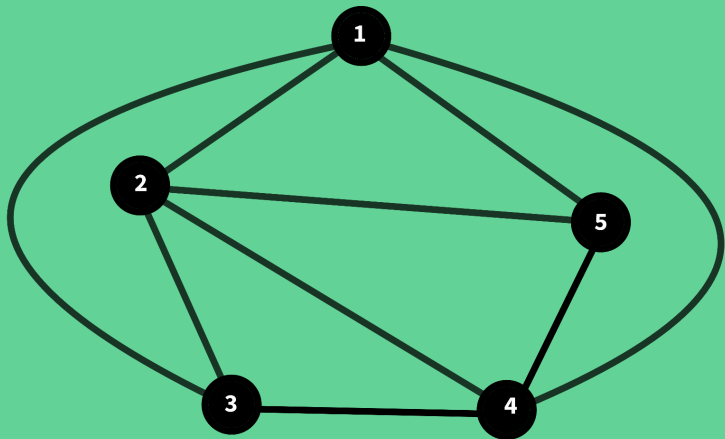
Divide the kingdom into five regions such that everyone is everyone's neighbour - each region would have a common boundary with every other regions.



# Region - Vertex

## Boundary - Edge





Region - Vertex  
Boundary - Edge



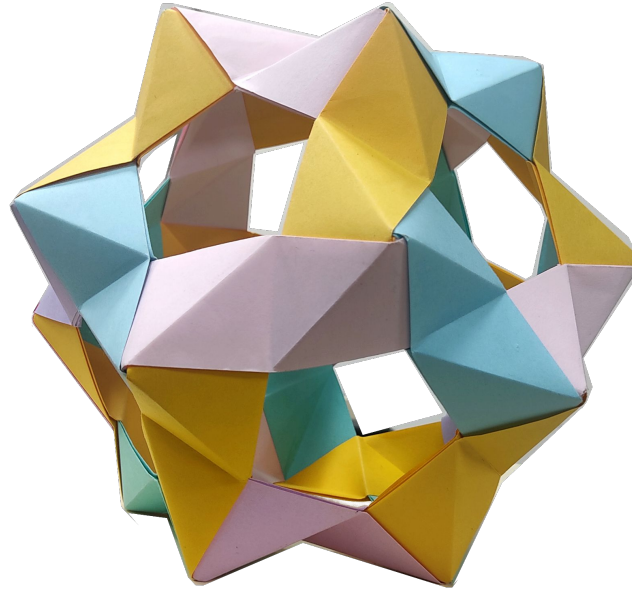
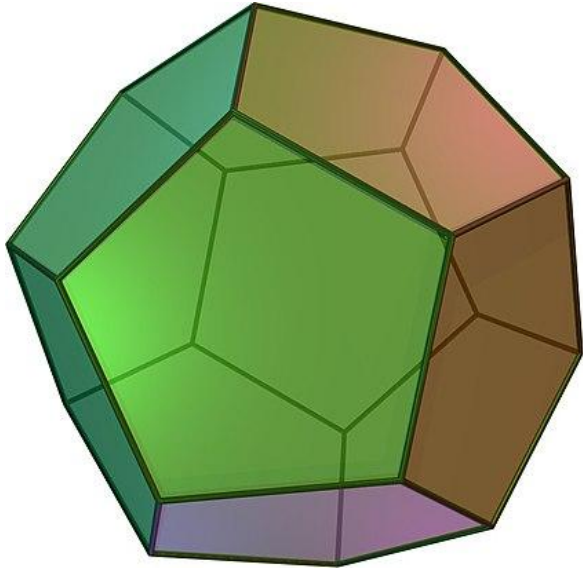
Are 4 colors enough in 3d?

Number of colors needed for a map drawn on a sphere?

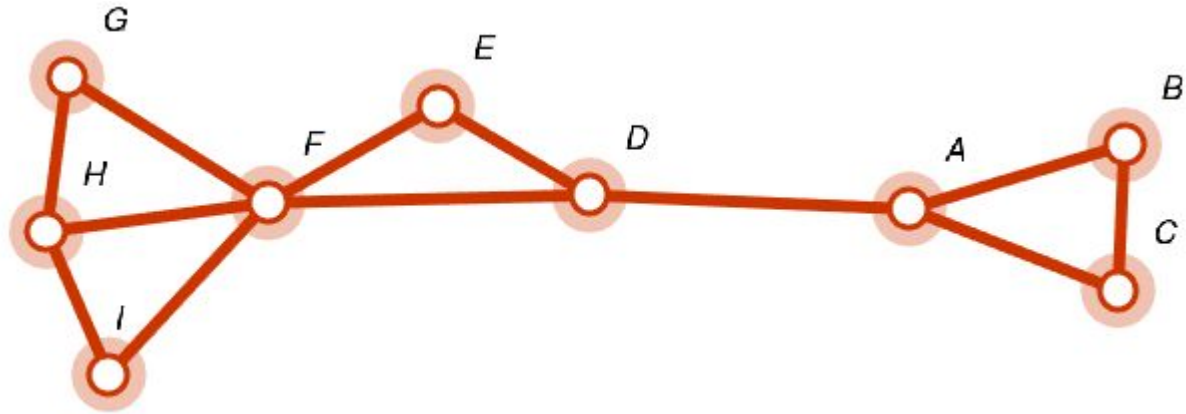
Number of colors needed for a map drawn on a torus?

## 4. Icosian Game

Find a path along the edges of a dodecahedron such that every vertex is visited a single time, and the ending point is the same as the starting point.  
Note: You don't have to travel along all edges.



## 5. Dominating Sets



# Acknowledgments

Discussions with Sanjay Seetharaman, Sathish Kumar V, Singanporia Kushal Piyushkumar, Sounak Modak, Varun Kaushal Shah and Dr. Vikash Tripathi helped in constructing some of the problems used in this activity.