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A planar version of the Cops and Robbers Game

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A project submitted towards the completion of requirements for

CS-1104: Discrete Mathematics

April 1, 2020

Abstract

Your abstract goes here. The abstract is a very brief summary of the dissertation's contents. It should be about half a page long. Somebody unfamiliar with your project should have a good idea of what it's about having read the abstract alone and will know whether it will be of interest to them.

Acknowledgements

It is usual to thank those individuals who have provided particularly useful assistance, technical or otherwise, during your project.

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Chapter 1

Introduction

This is one of the most important components of the dissertation. It should begin with a clear statement of what the project is about so that the nature and scope of the project can be understood by a lay reader. It should summarise everything you set out to achieve, provide a clear summary of the project's background and relevance to other work and give pointers to the remaining sections of the dissertation which contain the bulk of the technical material.

Further information can be found here: <https://goo.gl/k2huN9>.

1.1 L^AT_EX code examples and formatting tips

Hello, here's a citation [1]. References are stored in a Bibtex file. Google Scholar and IEEEExplore allow you to download citations of papers in Bibtex format from their search engine. Some people use JabRef (<http://www.jabref.org>) to manage their database of references.

This is an inline equation $\Gamma(t) = K_i e^{\sin^2(\omega t)}$. The first paragraph appears without indent but the following ones will have an indentation.

This is an actual named equation:

$$v(x) = \frac{1}{2} \sin(2\omega t + \phi) e^{-jst} \quad (1.1)$$

where ω is the angular speed. Notice that symbols like ω should be written in italics whereas measurement units such as V for Volts appear as normal text. This paragraph didn't have an indentation because the first sentence was linked to the definition of equation (1.1). A code snippet for an example program is shown in Listing 1.1.

Listing 1.1: Source code for *hello.m*

```
for i:=maxint to 0 do
begin
{ do nothing }
end;
Write('Case insensitive ');
Write('Pascal keywords.');
```

The characteristic parameters of the system are summarised in Table 1.1. A figure is shown Fig 1.1, we don't necessarily know if this figure will appear below, above or elsewhere; therefore, the text should never refer to the figure with sentences such as "*As shown here:*".

Parameter	Value	Units
P	1	kW
Q	0	kVAr

Table 1.1: Characteristic parameters of the system



Figure 1.1: Felix the Cat

Sometimes, the symbols in an equation are defined as follows¹:

$$V(t) = A \sin(\omega t + \theta_0) \quad (1.2)$$

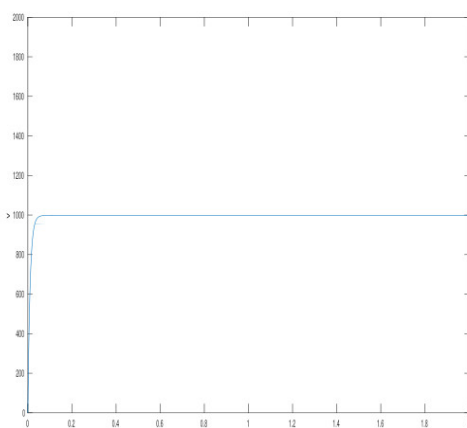
where V is a voltage waveform,
 A is the amplitude of the voltage,
 ω is the angular frequency,
 t is the time.

1.1.1 A brief comparison between a proper plot and a horrible plot

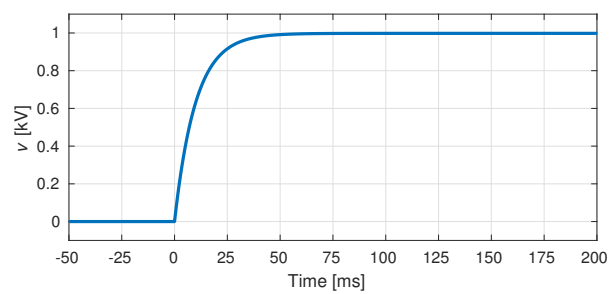
Figure 1.2 contains two plots of the same waveform. Subfigure 1.2(a) shows a badly formatted figure, Subfigure 1.2(b) shows a much better formatted figure. The problems with Subfigure 1.2(a), listed by order or relevance, are the following:

1. The font size is too small to be read properly.
2. The axes aren't labeled properly: the horizontal axis is not labeled and the units of the vertical axis are unknown. Further, symbols must be written in italics whereas numbers and units must be written as normal text.
3. The choice of limits for the axes is not good, the figure has wide useless empty spaces. The most relevant part of the waveform is the transient that happens between times $t = 0$ and $t = 0.05$ s, which is less than 10% of the timespan shown in the figure.
4. The figure has been scaled without keeping the original aspect ratio and fonts look narrower than they would if the figure had been scaled properly.
5. The plot doesn't have grid lines. This makes it hard to read the exact value (ie time, voltage) of points in the trace.
6. The width of the trace is too thin and may not be visible if printed in low resolution.
7. The choice of units of the vertical axis aren't the best. For example, in this case the plot would be easier to read if voltage had been expressed in kV instead of V.
8. The figure was exported as a bitmap (e.g. png, jpg, bmp) instead of being exported in vector format (e.g. eps, svg, pdf) and visual artifacts appear when the figure is scaled up or down in order to fit in the document.

¹Some authors like to define their symbols this way.



(a) A horrible one.



(b) A proper one.

Figure 1.2: A figure with two subfigures.

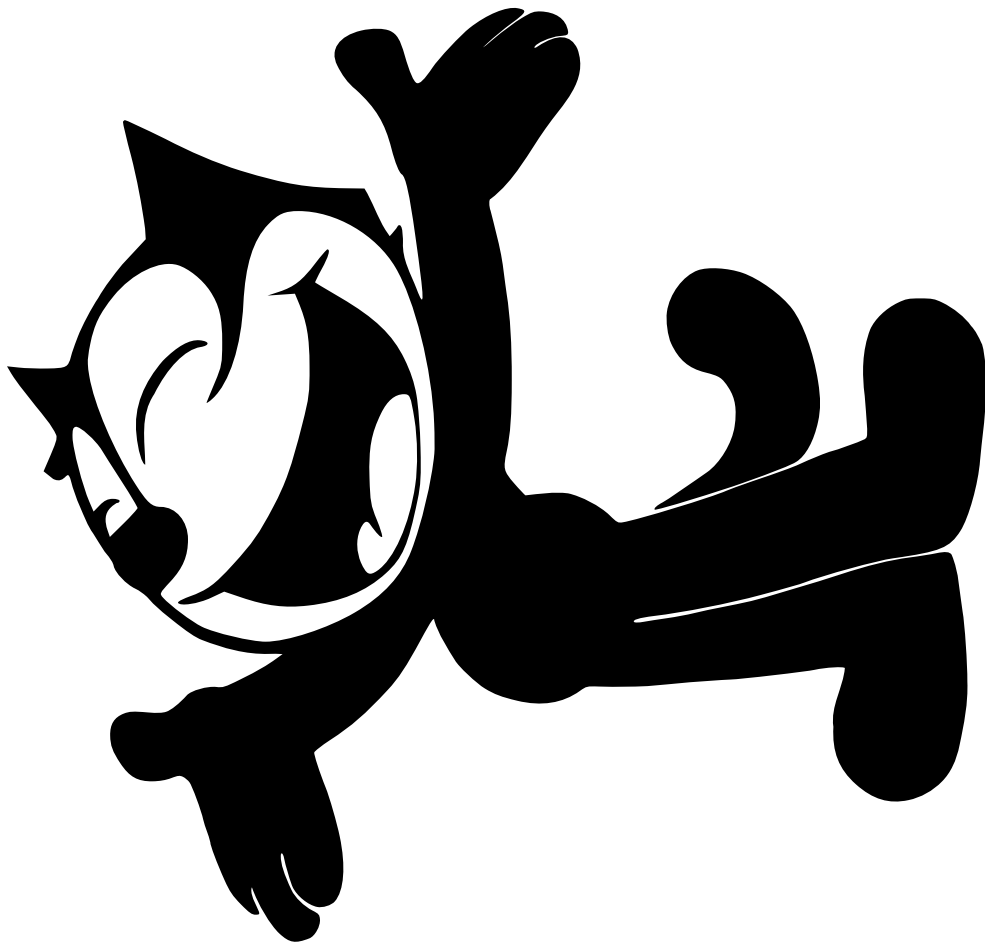


Figure 1.3: Here's a large drawing of Felix the Cat that wouldn't fit in a portrait page

1.2 Objectives

1.3 Challenges

1.4 Contributions

Chapter 2

Background

The background section of the dissertation should set the project into context by relating it to existing published work which you read at the start of the project when your approach and methods were being considered. There are usually many ways of solving a given problem, and you shouldn't just pick one at random. Describe and evaluate as many alternative approaches as possible. The background section is often included as part of the introduction but can be a separate chapter if the project involved an extensive amount of research.

The published work may be in the form of research papers, articles, text books, technical manuals, or even existing software or hardware of which you have had hands-on experience. Don't be afraid to acknowledge the sources of your inspiration; you are expected to have seen and thought about other people's ideas; your contribution will be putting them into practice in some other context. However, you must avoid plagiarism: if you take another person's work as your own and do not cite your sources of information/inspiration you are being dishonest; in other words you are cheating.

Chapter 3

Theory

3.0.1 Definition 1: Cycle

A sub-graph or a graph having all its vertices connected in a closed chain is called a cycle.

3.0.2 Definition 2: Chordless Cycle

A sub-graph or a graph such that each vertex is connected to no more than two other vertices of the cycle.

3.0.3 Theorem 1: A graph having a chordless cycle of more than 3 nodes is a robber-win graph in a 1 cop, 1 robber game

Let $P(n)$ be the proposition that a graph with a chordless cycle having n nodes is a robber-win graph. We will show that $P(n)$ is true $\forall n > 3, n \in N$ by inducting on n . This will prove the given Theorem

1. Base Step: $n = 4$

Chapter 4

Evaluation

Chapter 5

Conclusion

Appendix A

First Appendix

The appendices contain information which is peripheral to the main body of the dissertation. Information typically included are things like program listings, complex circuit diagrams, tables, proofs, graphs or any other material which would break up the theme of the text if it appeared in situ.

Bibliography

- [1] George D. Greenwade. The Comprehensive Tex Archive Network (CTAN). *TUGBoat*, 14(3):342–351, 1993.