

```
22
23 # Think: why might we want to flag whether we are at the first clause?
24 if (firstMatch == 1) {firstMatch = 0} else {printf(" & ");}
```

→  $n-1$

```
25
26 # Think: what should we print if a vertex has no incoming edges?
```

```
27 if (NF == 2)
```

```
28 {
```

```
29     printf("(v%d)", $2);
```

```
30 }
```

```
31 else
```

```
32 {
```

```
33     # this loop ensures the first condition of kernels is met
```

```
34     printf("(v%d", $NF);
```

```
35     for (i = 1 ; i <= NF-2 ; i++)
```

```
36     {
```

```
37         printf(" | v%d", $i);
```

```
38     }
```

```
39     printf(")");
```

```
40
41     # this loop ensures the second condition of kernels is met
```

```
42     for (i = 1 ; i <= NF-2 ; i++)
```

```
43     {
```

```
44         printf(" & (~v%d | ~v%d)", $i, $NF);
```

```
45     }
```

```
46 }
```

```
47 }
```

→  $d_i + 2$

→  $d_i$

→ 1

```
50 END {
51     printf("\n");
52 }
```

Set vertices:  $n$

arcs:  $m$

the number of arcs to vertices  $i$  is  $d_i$

a line break at the end: 1

& (1) each vertex before first clause:  $n-1$

independent clause:  $\sum d_i = m$

non-independent clause:  $\sum (d_i + 2) = m + 2n$

$$\text{total: } (m+2n) + m + n - 1 + 1$$

$$= 2m + 3n$$

$$\text{in digraph } m = n(n-1)$$

$$2n(n-1) + 3n$$

$$= 2n^2 - 2n + 3n$$

$$= 2n^2 + n$$

$$\text{ca. } 2n^2 + n$$

$$\text{cb. } O(n^2)$$