This is in no way a substitute for exam preparation, mearly a compilation of all the key talking points.

Chandra Neppalli

May 4, 2021

Graph Basics

Basic Proof Techniques

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Best proof to use to *disprove* universally true propositions.

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Ex: Every day is a Wednesday, where a counter example would be Monday is not Wednesday.

Contradiction

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Figure: Sourced from Google

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Assume what you want to prove is false, then show this leads to a contradiction.



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Assume what you want to prove is false, then show this leads to a contradiction.

Therefore, the original assumption has to be true.



Figure: Sourced from Google

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Contraposition

Best proof for proving causality. Define two propositions E and F.

If you want to prove that $E \to F$, it might be more doable to prove $\neg F \to \neg E$, as they are both logically equivalent.

This is especially useful if the **scope** of F is smaller than the scope of E.

Direct Proof

Basic Proof Techniques

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Remember though, that you must maintain W.L.O.G, that your proof can never be too specific and must be arbitrary.

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If proof needs to be correct for all numbers $\in \mathbb{N}$, and each step is dependant on the previous step, then *every* step can be reduced to a definitive base case that is easy to directly prove.

Greedy Algorithms

Extra: Progress Measure

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Note: This isn't a runtime analysis, rather a proof that the algorithm terminates.

Greedy Stays Ahead

This technique is used to prove that a greedy algorithm returns an optimal solution.



Figure: Sourced from New Grounds

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HW4 "Attack on Alarms" and Interval Scheduling are examples of problems with greedy solutions.



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Basic Proof Techniques

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Introduction

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Moreover, what is a stable matching?

Graph Basics

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Conversely, every member in group B is matched with **exactly** one member in group A.

With n members in each group, there are n! perfect matchings.

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If m prefers n over their current matching and n prefers m over their current matching, then (m, n) is an instability to the perfect matching.

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With the right data structures, the runtime can be reduced to $O(n^2)$.

Even though the runtime isn't linear, because the input size is $2n^2 \to \Theta(n^2)^{-1}$, the runtime **with respect** to the input size is O(N), or linear time.

¹This comes from n Group A members and n Group B members with their 2n preference lists

Graph Basics

Stable Matching

Code:

```
Initially all m \in M and w \in W are free
While there is a man m who is free and hasn't proposed to every
woman
      Choose such a man m
      Let w be the highest-ranked woman in m's
            preference list to whom m has not yet proposed
      If w is free then
            (m, w) become engaged
      Else w is currently engaged to m'
            If w prefers m' to m then
                  m remains free
            Else w prefers m to m'
                  (m, w) become engaged
                  m' becomes free
            Endif
```

Endwhile

Endif

Return the set S of engaged pairs.



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Graphs are a way to represent relations between data points.



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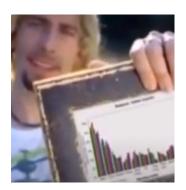


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Graphs have a set of vertices which represent data points and a set of edges to model the **relation** between vertices.

An edge exists between two or more vertices *iff* there is a connection between them.

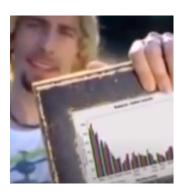


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Graph Representation

Adjacency List: Keep a n length array. Vertices are indices of the array where each element of the array contains a pointer to a list of adjacent vertices to the index/vertex. This takes up $\Theta(nm)$ space for m edges.

Adjacency Matrix: Keep a $n \times n$ matrix. Rows and columns are vertices. An edge (u, v) exists if the matrix at row u and column v is not null This takes up $\Theta(n^2)$ space.

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A graph is a tree if it is connected and there are **no** cycles present.

Bus transportation routes could be classified as an undirected graph, while airports and flights could be modeled as a directed graph.

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A cycle is a sequence of vertices and edges where the first and last vertex are the same.

A simple path is a path that contains no cycles. A simple cycle is a cycle in which the only repeating vertices are the first and last.

A cycle needs at least 4 elements. The maximum length of a simple path for a graph with n vertices is n-1¹.



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A **directed** graph is *strongly connected iff* for any to vertices u and v, if there is a path from u to v, there must also be a path from v to u.

A directed acyclic graph \Leftrightarrow topological ordering, meaning the vertices can be ordered in a way that all edges point in the **same** direction.

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See the greedy stays ahead proof for details on proving these types of algorithms.



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Refer to the sources for proof of correctness and runtime analysis.

Shortest Path Problem

Given a weighted graph with **no** negative weights, how do you find the shortest path?