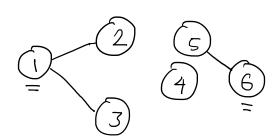
Keep Graph Disconnected

Saturday, September 17, 2022 9:11 PM

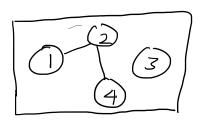


Liose if not good grouph

Liose if not good grouph

connect land N

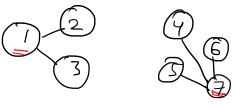
make self-loop, multi-edge



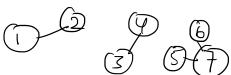
1 and 4 connected 1 and 3 connected



Game Theory Dynamic Programming connect node not for N
Observasi progring



6 edge we can create is even -> 1 lose



Assume component size of land N x and N-x $\chi \Rightarrow \begin{pmatrix} \chi \\ 1 \end{pmatrix} = \frac{\chi(\chi - 1)}{2}$ $\frac{\chi(\chi - 1)}{2} + \frac{(N - \chi)(N - \chi - 1)}{2} - M$ $N - \chi \rightarrow \frac{(N - \chi)(N - \chi - 1)}{2}$ Veven or odd

Node N=5 $\chi = 2 N-x=3$ $\chi = 3 N-x=2$ $\chi = 3 N-x=2$ $\chi = 3 N-x=2$ $\chi = 3 N-x=2$ $\chi = 3 N-x=2$ $\chi = 3 N-x=2$

Neven y Intuisi

$$\frac{N(N-1)}{N(N-1)} - \chi(N-x) - M \Rightarrow odd$$

parity size component; (x, y) (

 $\frac{N(N-1)}{2} - xy - M > odd \rightarrow \text{ first person always win}$ $= \frac{N(N-1)}{2} - xy - M \qquad \text{even} \rightarrow \text{ second person}$

 $\rightarrow \text{Nodd/ganjil} \Rightarrow \frac{N(N-1)}{2} - \chi(N-\chi) - M \Rightarrow \text{odd} = 1 \text{ merang}$ $\chi = 1$

-> N genap => (x,y)=> size dari component Idan N

> x dan y different parity -> I selalu menong

Dx dany same parity

 $\frac{N(N-1)}{2} - xy - M \longrightarrow odd = 1 \text{ menang}$ Deven = 2 menang

 $DSU \Rightarrow (x, y)$ $\int O(N+M) / O(N+Mlog N)$ LaDFS

Therefore
$$(3)$$
 (4) (4)