

CSE106: Discrete Mathematics Mini-Project

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Information

- This project is made in C language.
- This project is capable of generating a random undirected graph for any vertices n represented by an adjacency matrix.
- This project can determine the edges and degree of all vertices.
- This project will give us a clear view of how handshaking logic holds.
- We can analysis the time as well.



How the project works

- When we enter vertices, it will generate a random undirected graph for any vertices n represented by an adjacency matrix.
- This project will determine degrees from adjacency matrix. Process given below

Sum of the raw products

Whenever diagonal element is 1, add extra 1 to it

Then sum

Sum the column of that summation

```
Enter the number of Vertices: 5
2 0 0 1 0 1
2 0 0 1 1 0
2 1 1 0 0 0
2 0 1 0 0 1
4 1 0 0 1 1
0 Named Vertex has 2 Degree
1 Named Vertex has 2 Degree
2 Named Vertex has 2 Degree
3 Named Vertex has 2 Degree
4 Named Vertex has 4 Degree
```

diagonal elements

Figure 1: Project Working Method

- Once degree is determined. The edges will be determined too with the help of handshaking theorem.

Project Check

```
Enter the number of Vertices: 5
```

```
0 0 1 0 1  
0 0 1 1 0  
1 1 0 0 0  
0 1 0 0 1  
1 0 0 1 1
```

```
0 Named Vertex has 2 Degree  
1 Named Vertex has 2 Degree  
2 Named Vertex has 2 Degree  
3 Named Vertex has 2 Degree  
4 Named Vertex has 4 Degree
```

```
Vertices: 5  
Edges: 6  
Total Degree: 12
```

If several people shake hands, the total number of hands shake must be even.
For this reason the theorem is called handshaking theorem. Total Degree 12 are even.
It meant Handshaking logic holds.

```
Total time in Second: 4.953000s      in Millisecond: 4953.000000ms
```

Figure 2: A sample program

Graph showing exactly 6 edges

Program output showing 6 edges too

It meant project working perfectly

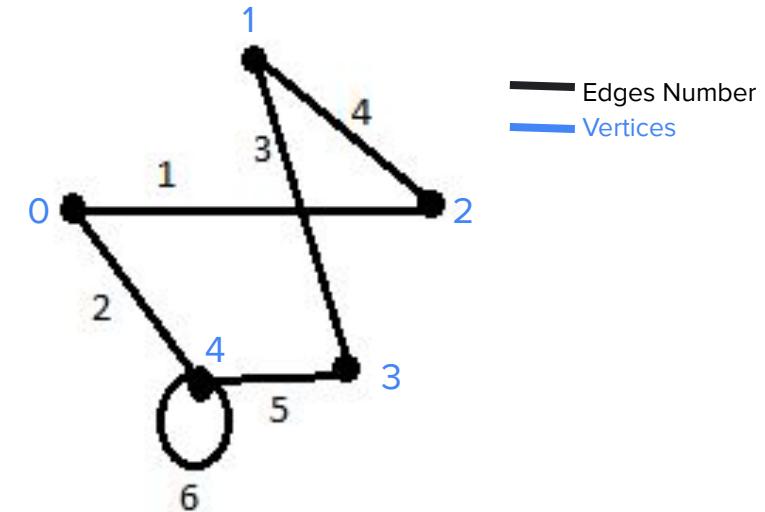


Figure 3: A undirected graph representing sample matrix

Worked with Different Vertices

Vertices: 1000

Edges: 250681

Total Degree: 501362

When n=1000,

If several people shake hands, the total number of hands shake must be even
For this reason the theorem is called handshaking theorem. Total Degree 501362 are even.
It meant Handshaking logic holds.

Total time in Second: 47.907000s

in Millisecond: 47907.000000ms

When n=2000,

Vertices: 2000

Edges: 1001311

Total Degree: 2002622

If several people shake hands, the total number of hands shake must be even
For this reason the theorem is called handshaking theorem. Total Degree 2002622 are even.
It meant Handshaking logic holds.

Total time in Second: 181.742000s

in Millisecond: 181742.000000ms

When n=3000,

Vertices: 3000

Edges: 2250589

Total Degree: 4501178

If several people shake hands, the total number of hands shake must be even
For this reason the theorem is called handshaking theorem. Total Degree 4501178 are even.
It meant Handshaking logic holds.

The PDF of the slides was downloaded from the GitHub account MiskatHossain8.

Total time in Second: 393.893000s in Millisecond: 393893.000000ms

When n=4000,

```
Vertices: 4000  
Edges: 4000811  
Total Degree: 8001622
```

If several people shake hands, the total number of hands shake must be even
For this reason the theorem is called handshaking theorem. Total Degree 8001622 are even.
It meant Handshaking logic holds.

```
Total time in Second: 682.236000s      in Millisecond: 682236.000000ms
```

When n=5000,

```
Vertices: 5000  
Edges: 6251467  
Total Degree: 12502934
```

If several people shake hands, the total number of hands shake must be even
For this reason the theorem is called handshaking theorem. Total Degree 12502934 are even.
It meant Handshaking logic holds.

```
Total time in Second: 1081.741000s      in Millisecond: 1081741.000000ms
```

- Generated random adjacency matrix.
- Determined the degree of adjacency matrix.
- Determined the edges with handshaking theorem.
- Handshaking theorem states that the sum of degrees of the vertices of a graph is twice the number of edges.

Handshaking Logic

Handshaking Logic: If several people shake hands, the total number of hands shaken must be even.

- From the project, we see the sum of degrees is always even for any vertices n .
- It meant every two degrees from two vertices connected each other like hand and form edges.
- Handshaking logic holds for any vertices.

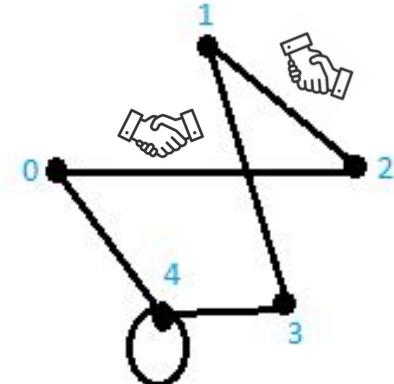
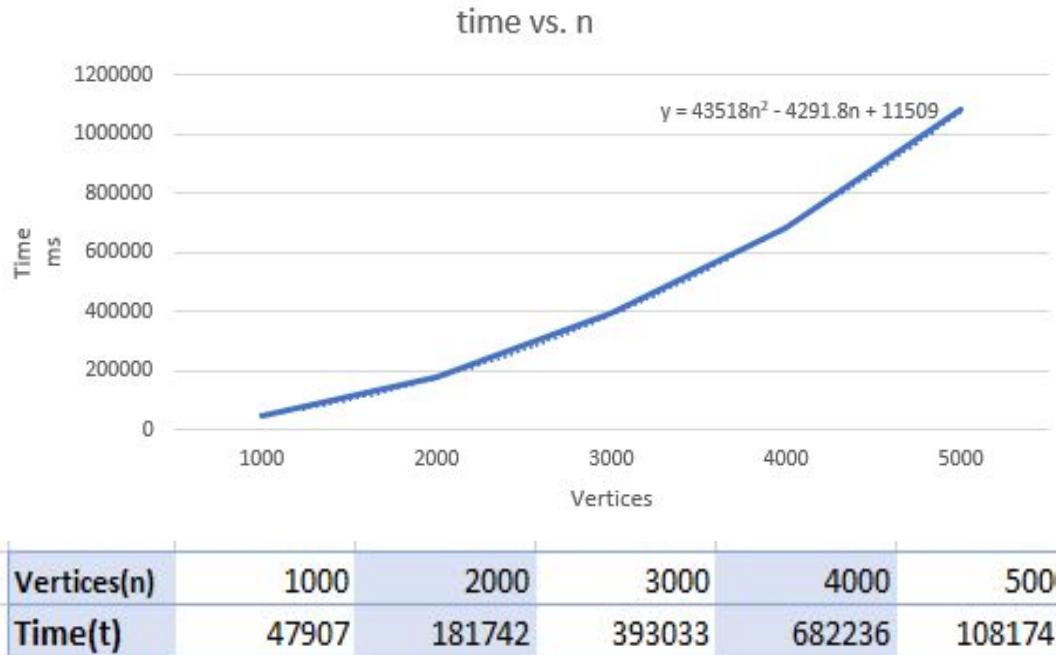


Figure 4: Handshaking Logic

Graph



Hence, the time complexity of this trendline equation is in the **worst case $O(n^2)$** , in the **best case $\Omega(n^2)$** , and therefore **$\Theta(n^2)$ on average**.

Computational Time Complexity of the Project

First nested for loop time complexity

$$n*(n+1)+1=n^2+n+1$$

$$n^2+n+1=O(n^2)$$

Second, nested for loop time complexity

$$n*(n+1)+1=n^2+n+1$$

$$n^2+n+1=O(n^2)$$

```
15
16      -+
17      -+
18      -+
19
20
21
22
23
```

```
for(a=0; a<n; a++)
{
    for(b=0; b<n; b++)
    {
        r=rand()%2;
        matrix[a][b]=r;
        matrix[b][a]=r;
    }
}
```

```
24
25      -+
26      -+
27      -+
28
29
30
31
```

```
for(a=0; a<n; a++ )
{
    for(b=0; b<n; b++ )
    {
        printf("%d ",matrix[a][b]);
    }
    printf("\n");
}
```

Third, nested for loop time complexity

$$n*(3n+1)+1=3n^2+n+1=O(n^2)$$

$$\begin{aligned}f(n) &= n^2+n+1+n^2+n+1+3n^2+n+1 \\&= 5n^2+3n+3\end{aligned}$$

```
35      for(a=0; a<n; a++ )  
36      {  
37          ideg=0;  
38          for(b=0; b<n; b++ )  
39          {  
40              if(a==b && matrix[a][b]==1)  
41              {  
42                  deg=matrix[a][b]+deg+1;  
43                  ideg=matrix[a][b]+ideg+1;  
44              }  
45              else  
46              {  
47                  deg=matrix[a][b]+deg;  
48                  ideg=matrix[a][b]+ideg;  
49              }  
50          }  
51          printf("%d Named Vertex has %d Degree\n",a,ideg);  
52      }
```

$$\begin{aligned}f(n) &= 5n^2+3n+3 \leq 5n^2+3n^2+3n^2 [n \leq n^2, 1 \leq n^2 \text{ for } n \geq 1] \\&= 11n^2\end{aligned}$$

When $k = 1$, $C = 11$ and $g(n) = n^2$, $f(n) = 5n^2+3n+3 \leq 11n^2$.

$$\therefore f(n) = 5n^2+3n+3 = O(n^2)$$

$$\begin{aligned}f(n) &= n^2 + n + 1 + n^2 + n + 1 + 3n^2 + n + 1 \\&= 5n^2 + 3n + 3\end{aligned}$$

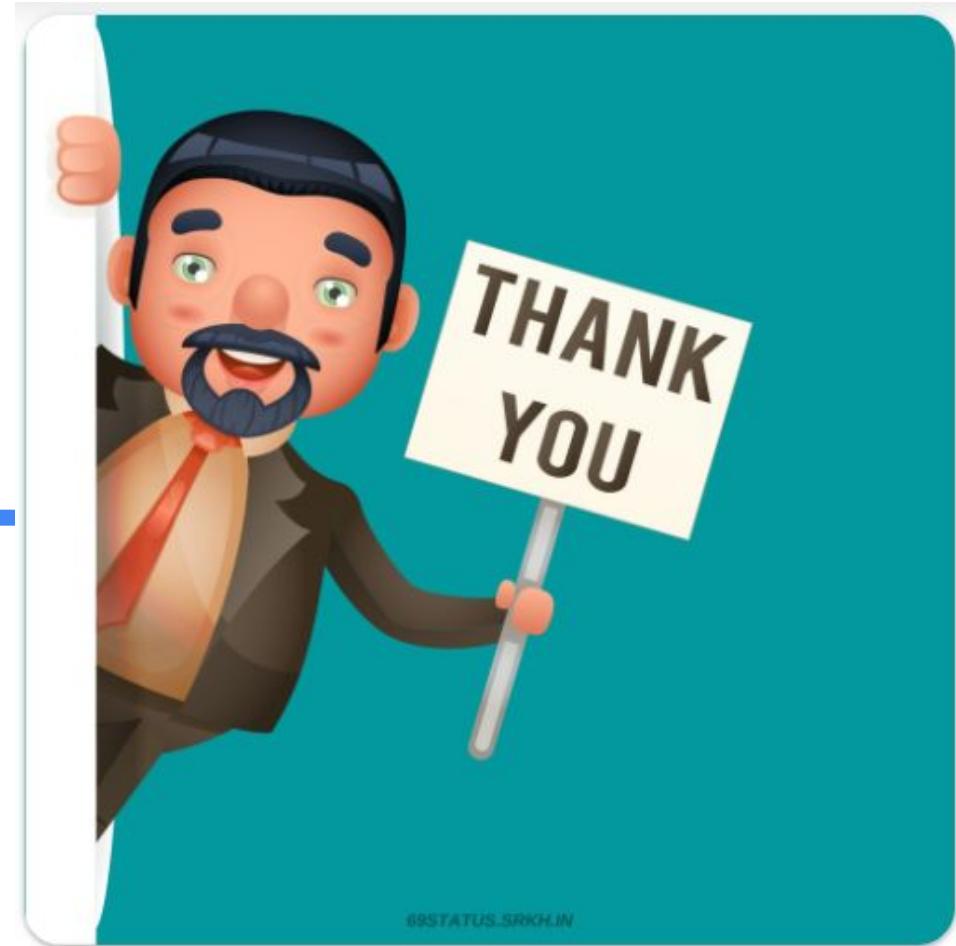
$$\begin{aligned}f(n) &= 5n^2 + 3n + 3 \geq 5n^2 \text{ [when } n \geq 0] \\ \therefore f(n) &= 5n^2 + 3n + 3 = \Omega(n^2) \text{ [k=0 and C=5]}\end{aligned}$$

Since the worst case $\mathbf{O}(n^2)$ and the best case $\mathbf{\Omega}(n^2)$ have the same time complexity, the average case is $\mathbf{\Theta}(n^2)$.

The computational time complexity of our program and the time complexity found in **step 4** are quite the same. Both are average-case complexity and their complexity is $\mathbf{\Theta}(n^2)$.

Time complexity $\Theta(n^2)$.

Thank You



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