Pina Kolling
piko0011

Summary: Lecture 10

Summary for the chapters *11.1* up to page 245 and *11.2* (page 258 optional). [3, 1]

Randomized algorithms

Algorithms based on randomization.
(The algorithm employs a degree of randomness as part of its logic or procedure.)

Symbolic Determinants

Bipartite Graph

A graph $G = (U, V, E)$ is called bipartite if the vertices can be divided into two disjoint and independent sets U and V. (There are no edges between two elements of U or two elements of V).

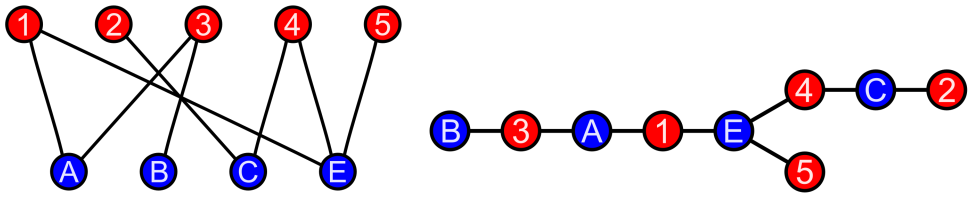

Figure 1: Examples of bipartife graphs with U and V marked in red and blue [2]

Problem: BipartiteMatching

asdf

-

TODO
Questions:

- some slides about stuff that is not in the book
- Satz von Rice

References

[1] Martin Berglund. *Lecture notes in Computational Complexity.*

[2] *Bipartite graph image source.* `https://en.wikipedia.org/wiki/Bipartite_graph`.

[3] Christos H. Papadimitriou. *Computational Complexity.* Addison-Wesley Publishing Company, 1994.