- 1, Degree of a vertex (看 vertex 有几个 edges)
- 2, Simple path: path such that all its vertices and edges are distinct.
- 3, A walk in a graph is a sequence of alternating vertices and edges, starting at a vertex and ending at a vertex.

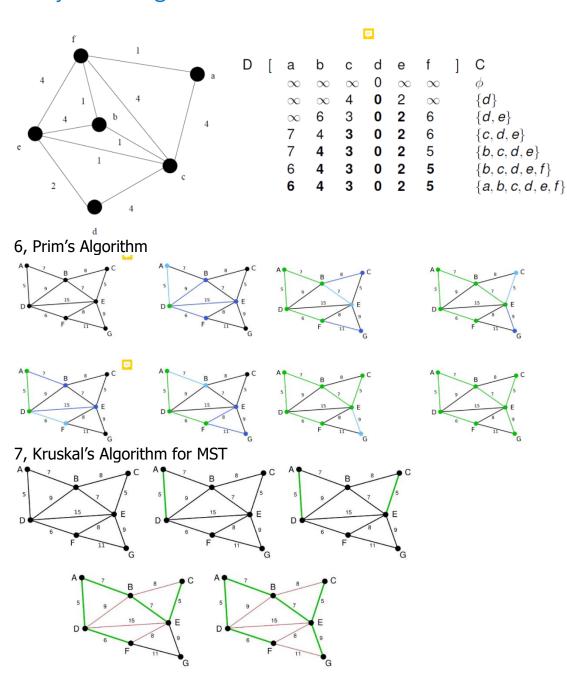
A trail: a walk with no repeated edge.

A circuit is a walk with the same start and end vertex.

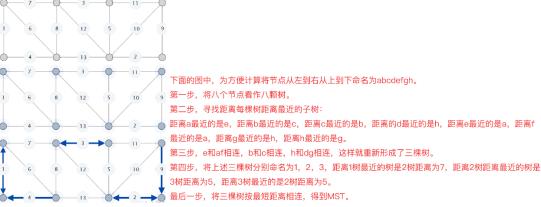
A cycle is a circuit where each vertex in the circuit is distinct (except for first and last vertex).

$$4, \sum_{v} \deg(v) = 2m$$

Dijkstra's algorithm



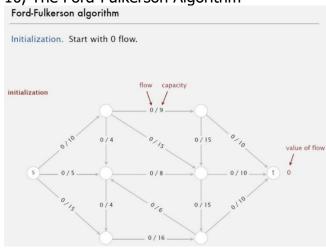
8, Borůvka's algorithm



9, Flow f (χ) across a cut χ : total flow of forward edges minus total flow of backward edges

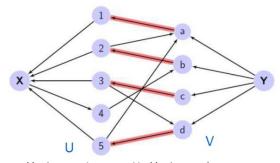
Capacity $c(\chi)$ of a cut χ : total capacity of forward edges

10, The Ford-Fulkerson Algorithm



11, Maximum Bipartite Matching

No more paths found. Matching is reversed edges.



12, 整除: $n \mid a$, 不能整除: $n \nmid a$ Property 1: if $a \mid 1$, then $a = \pm 1$.

Property 2: if b|a and a|b, then $a = \pm b$.

Property 3: if b|a and c|b, then c|a.

Property 4: if a|b and a|c, then a| $(m \times b + n \times c)$, where m 13, and n are arbitrary integers



Euclidean Algorithm

Fact: gcd (a, 0) = a 📃

Lemma: Let a, b, q, and r be integer such that a = bq + r and $b \ne 0$. Then gcd(a, b) = gcd(b, r).

15, When gcd(a, b) = 1, we say that a and b are relatively prim. 16,

Basic Euclidean algorithms

def gcd(a,b)

assert a>=b and b>=0 and a+b>0 return gcd(b, a%b) if b>0 else a

Extended Euclidean Algorithm

Additive Inverse:

In Zn, two numbers a and b are additive inverses of each other if: $a + b \equiv 0 \pmod{n}$

Multiplicative Inverse:

In Zn, two numbers a and b are the multiplicative inverse of each other if: a x $b \equiv 1 \pmod{n}, a = b^{-1}$

no multiplicative inverse if gcd (10, 8) = $2 \neq 1$.

```
t_1 \leftarrow 0; \quad t_2 \leftarrow 1;
while (r_2 > 0)
  if (r_1 = 1) then b^{-1} \leftarrow t_1
```

- 22, Zn*: Zn 中所有和 n 互质的数 (gcd(a,n)=1)
- 23, single-Variable Linear Equations

Equations of the form $ax \equiv b \pmod{n}$ might have no Solve the equation $10 x \equiv 2 \pmod{15}$. solution or a limited number of solutions.

First we find the gcd (10, 15) = 5. Since 5 does not divide 2, we have no solution.

Assume that the gcd(a, n) = d.

Example

Example

Solve the equation $14x \equiv 12 \pmod{18}$.

Solution

Division in \mathbb{Z}_n^* is defined by the equation $a/b \equiv ab^{-1} \pmod{n}$. $14x \equiv 12 \pmod{18} \rightarrow 7x \equiv 6 \pmod{9} \rightarrow x \equiv 6 \pmod{7}$ $x_0 = (6 \times 7^{-1}) \mod 9 = (6 \times 4) \pmod 9 = 6$ $x_1 = x_0 + 1 \times (18/2) = 15$

If $d \nmid b$, there is no solution.

If d|b, there are d solutions.

3⁹⁴(mod 17)

Any number can be represented as the sum of distinct powers of two.

$$94=64+16+8+4+2$$
 Use the smallest numbers whether they are positive or
$$3^{8} \equiv (3^{4})^{2} \equiv 16 \equiv -1$$

$$3^{16} \equiv (3^{8})^{2} \equiv (-1)^{2} \equiv 1$$

$$3^{64} \equiv (3^{16})^{4} \equiv (1)^{4} \equiv 1$$

Theorem [Fermat's Little Theorem]: Let p be prime, and let x be an integer such that $x \mod p \neq 0$. Then

$$x^{p-1} \equiv 1 \mod p$$

24,

Let p be a prime. For each nonzero residue x of Z_n , the multiplicative inverse of x is $x^{p-2} \mod p$ $x(x^{p-2} \mod p) \mod p = xx^{p-2} \mod p = x^{p-1} \mod p = 1$

 $x^{-1} \equiv x^{p-2} \pmod{p}$ 25,

26, Euler's function φ(n) 是 Zn* 的长度

Let the prime factorisation of n is given by $n=p_1^{e1}*...*p_n^{en}$, then $\phi(n)=n*(1-1/p_1)*...*(1-1/p_n)$.

Theorem [Euler's Theorem] : Let n be a positive integer, and let x be an integer such that gcd(x, n) = 1. Then

$$x^{\phi(n)} \equiv 1 \mod n$$

27, plaintext: 明文, ciphertext: 加密文

28, RSA encryption scheme:

Let $n = p \cdot q$ and define $\varphi(n) = (p - 1)(q - 1)$.

We then choose two numbers e and d such that

- 1. e and $\varphi(n)$ are relatively prime, i.e. $gcd(e, \varphi(n)) = 1$
- 2. $ed \equiv 1 \pmod{\varphi(n)}$ (by Extended Euclidean algorithm)

♦Setup:	♦ Example
n = pq, with p and q	■ Setup:
primes	• $p = 7, q = 17$
e relatively prime to	• $n = 7.17 = 119$
$\phi(n) = (p-1)(q-1)$	• $\phi(n) = 6.16 = 96$
• d inverse of e in $Z_{\phi(n)}$	◆ e = 5
♦Keys:	e = 3 $d = 77$
Public key: $K_E = (n, e)$	■ Keys:
■ Private key: $K_D = d$	• public key: (119, 5)
♦Encryption:	• private key: 77
	Encryption:
■ Plaintext M in Z_n	◆ <i>M</i> = 19
$\bullet C = M^e \bmod n$	• $C = 19^5 \mod 119 = 66$
◆Decryption:	Decryption:
$\mathbf{M} = C^d \bmod n$	$^{\bullet}M = 66^{77} \mod 119 = 19$

29, Digital signatures:

RSA cryptosystem supports *digital signatures*. Suppose that Bob sends a message *M* to Alice and that Alice wants to *verify* that it was Bob who sent it. Bob can create a *signature* using the decryption function applied to *M*:

$$S \leftarrow M^d \mod n$$
.

Alice verifies the digital signature using the encryption function, that is by checking that

$$M \equiv S^e \pmod{n}$$
.

30, NPC 问题:存在这样一个 NP 问题,所有的 NP 问题都可以约化成它。换句话说,只要解决了这个问题,那么所有的NP问题都解决了。

其定义要满足2个条件:

首先,它得是一个NP问题;

然后,所有的NP问题都可以约化到它。

要证明npc问题的思路就是: 先证明它至少是一个NP问题, 再证明其中一个已知的NP问题能约化到它。

31, 如果 L 可以在多项式时间内解出来,并且 L 里的 s 可以通过一个函数 f(s) 转变到 M 里,那么 L 就可以被约化到 M

$$L \stackrel{poly}{\rightarrow} M$$

32, NP-Hard问题是这样一种问题,它满足NPC问题定义的第二条但不一定要满足第一条(就是说,NP-Hard问题要比 NPC问题的范围广,NP-Hard问题没有限定属于NP),即所有的NP问题都能约化到它,但是它不一定是一个NP问题。

33, Conjunctive Normal Form:

$$(\overline{X_1} \vee \overline{X_2} \vee X_4 \vee \overline{X_6}) \wedge (\overline{X_2} \vee X_4 \vee \overline{X_5} \vee X_3)$$

3-SAT is CNF-SAT in which each clause has exactly three literals.

34, Approximation Ratios:

T is a k-approximation to the optimal solution OPT if $c(T)/c(OPT) \le k$ (assuming a min. problem)

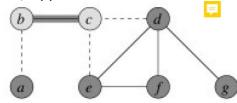
T is a k-approximation to the optimal solution OPT if $c(OPT)/c(T) \le k$ (assuming a max. problem)

The value of k is never less than 1.

34, Polynomial-Time Approximation Schemes: PTAS 的运行时间必须是 n 的多项式,但是它可以是 ε 的指数。

fully polynomial-time approximation scheme: fully PTAS 的运行时间不但要是 ${\tt R}$ 的多项式,也要是 ${\tt L}$ / ${\tt E}$ 的多项式。

35, Approx-Vertex-Cover:



随便找个边, 把两个顶点都加进结果集, 将与这两个顶点相连的边都从候选边中移除。

36, Triangle Inequality TSP:

The algorithm finds a minimum spanning tree, and then apply pre-order traversal

