## IDSC 6490 Semi Evil Homework V Graph Theory

Solve the horrible problems listed below and remember to show all your work.

Please read chapter 4, 8, and 9 in you Schaum's Discrete textbook. It will read fast ©

Problem 1.

Investigate the number of Hamilton Circuits for any particular graph. That is, do some research on what is known at this time. Wikipedia is fine. Being able to "figure it out" in the middle of the night, so to speak – is a useful and necessary skill set. Some of the information you will find will be non-trivially difficult/impossible to understand at a single reading.

When I was solving a problem in Quantum Mechanics I had to read a particular paper about 30 times before I really understood it ©. I'm not asking you for that (now anyway \*LOL\*)

Talk to me about Dirac's Theorem and create two graphs, each with 5 vertices (draw a picture please). One graph which has at least one Hamilton Circuit and then use Dirac's work to tell me how many Hamilton Circuits it has. Reference this Theorem directly. I'm looking to see if you can apply novel information to immediate problems which need to be solved. The other graph should have NO Hamilton circuits. Explain exactly why it does not please ©.

I should guess that this will be a page or two of paper done correctly. Actually, make that three of four pages. While you are looking into Hamilton circuits you will run in to the terms NP, NP hard, and NP-complete. I want you to write an intelligible description of what these terms mean. Write it in a way that shows not only that you read these descriptions, but that you have absorbed a bit of it. Please don't just spit back the definition ©.

I get that I just asked a LOT from you ©.

Page 1

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One of the greatest challenges in mathematics is the problem known as the Hamiltonian circuit, problem. This is the challenge of determining whother a Hamiltonian cycle exists in any given graph G. The reason this is such a challenge in comported science and mathematics is that there is no easy crown to defermine, in general, whether a graph has a Hernitton circuit, and no general method for building one. This is known as an NP-complete problem (NP standing for anondeterministic pholynomial time.", Any given solution to an NP-complète problem can be determined to be right actually the solution in the first place. The time required to solve the problem using known algorithms (in the case of the Hamiltonian avoirt problem, that would be things like brote force search, which is espentially fraversing every edge in the graph to determine the circuit, and or if you are looking for a Hamilton circuit of minimum weight, then you'd use the neavest neighbor algorithm) will increase the possiblem. Exponentially as you increase the complexity of the possiblem. An NP-Complete problem belongs in the class of Lecision An NP-Complete problem belongs in the class of Lecision problems known as NP. CA's a side note, I think it's problems was out there alosolitely fascinating that the solution to, in the world that we know there is a solution has in the world that we how or where the solution has but we don't know how or where the solution has but we don't know how or where the solution has but we don't know how or where the solution has but we don't know how or where the solution has but we had that we've been studying than for so memy and that we've been studying than year!)

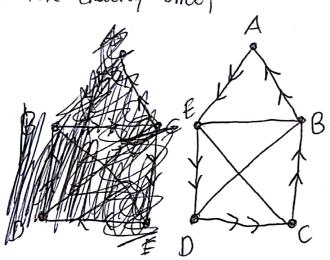
NP, or nondedeministic polynomial time, describes a sof of Jecusian problems. When I relate thus to graph theory, the simplest example I can think of, and any I think you emphasized this in our homework, is the Graveling Galesman'l example; Jedermining a pourte visiting all cities in a certain distance matrix that is the cheapest or most Efficuent. We actually had to borld an algorithm in our Pythun class to do this, and I wish I had known about this sooner before building my program! A way to do this is simply add all the corresponding paths in the motors and Then calculate to shortest distance Culnch is what my program does), or you can build samething that goes from one city, guesses the next city to visit, until it is exhausted all cities, and then asterns the shortest rate. But again, this gets more and more complex as you add more and more cities and or vertices.

Finally, NP Hardness relates to the class of decision problems that are at least as hard as the hardest problems in NP. What really cooks my needle is that NP Hard problems don't necessarily belong in NP; they may not be able to be solved in polynomial time (the time required for a complete to solve a problem). The video yw linked gave a great explanation, with this class of problems being something like explanation, with this class of problems being something like explanation, with this class of problems being something like explanation, and one lay owne checking every single more of the board, and one lay owne checking every single more to determine the right answer. Again, I'm going to relate this

to graph theory by stating that theire's no way, or intelligible lay, to determine if a graph has a Hamilton circuit until you physically go through the iterations and come up with an airsuler.

@ Design a graph that has at least one flamitton Circuit and their use Divacis theorem to show how many it has.

A graph 6 has a Hamilton circuit if you can worrest each vertex exactly once, and return to the first vertex.



HP= 3C, B, A, E, D, C3

Dirac's Theorem States that

any simple graph with n vertices

greater than!=3 (n Z 3) is thanktonen

if a every Lagree (k) = n/2 or greater.

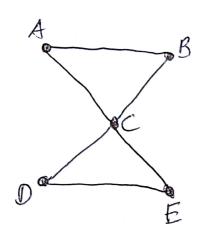
vertex

Keep going ©

$$deg(A) = 32$$
 $deg(B) = 4$ 
 $deg(C) = 3$ 
 $deg(D) = 3$ 
 $deg(E) = 4$ 

For any complete, undereded graphs there are (n-1)! distinct Hamilton circuits. For a graph with 5 vertices, there are (5-1)! = 4! = 24 distinct Hamilton circuits.

6 Design a graph with 5 Kertices that has no Hamilton Circuits and explain why.



There is no Hamilton circuit for this grouph because no matter what starting point is used, you nowst pass through C at least twice to close the circuit.

A Hamilton circuit must travel through each vertex once and only once, and start and end of the same vertex.