

Pseudo code:

CliqueCheck(connections, adjacentConnections):

for u in connections

for v in adjacentConnections

if $u = v$

CliqueArray push u

return CliqueArray

MaxCliques(Graph)

max = 0

for u in Graph

connections = all adjacent vertices to u + u

connections.sort()

count = 0

for v in connections

if $v \neq u$:

adjacentConnections = all adjacent vertices to v + v

count++

CliqueArray = CliqueCheck(connections, adjacentConnections)

if (count == len(CliqueArray) and max < len(CliqueArray))

max = len(CliqueArray)

CliqueVertices = CliqueArray

return CliqueVertices

I brute force the max clique problem. For every vertex within the graph, the algorithm checks all adjacent vertices for that vertex, and creates an array (collection) of all adjacent vertices, plus the vertex checked against. With all adjacent vertices tracked (collection), the algorithm tracks all adjacent vertices to the already tracked adjacent vertices and throws it into an array (adjCollection). It then compares the two arrays, collection and adjCollection. If there are say 3 matches of vertices in the two arrays, no matter the size. There would also need to be 3 adjacent arrays created with the same vertex matches. If this is true, a clique has formed. The algorithm then keeps track of the biggest clique. The runtime analysis is $O(2^n \cdot n^2)$