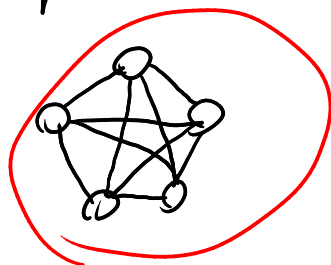


# 1.2.18 Planaridade

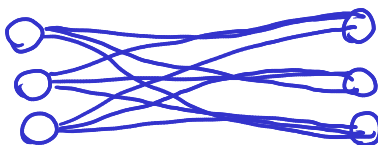
$K_5$ : um grafo completo com 5 vértices



$K_{3,3}$ : um grafo bipartido com 3 vértices em cada parte, completa

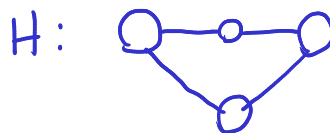
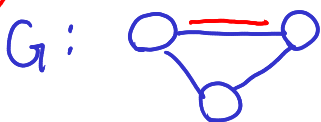
Parte 1:

Parte 2:



Homeomorfo:

$H$  é homeomorfo a  $G$ :



$H'$ :

$H''$ :

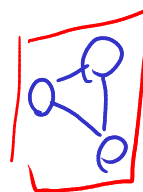
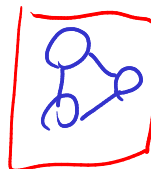
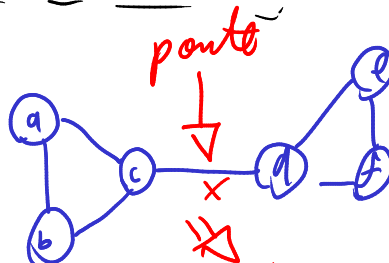
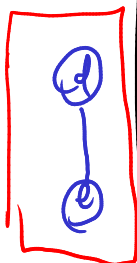
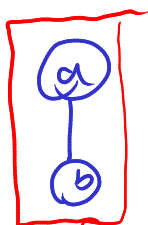
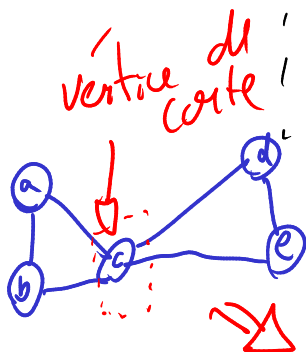
Harary: (Pag 17 e 18)

1.2.19 Vértice de corte } 1.2.20 Ponte

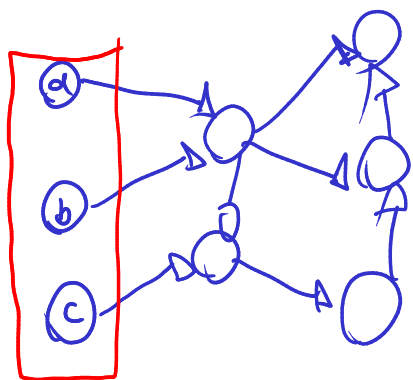
Vértice

Aresta

Se sua remoção causaria o incremento no número de componentes desconexas

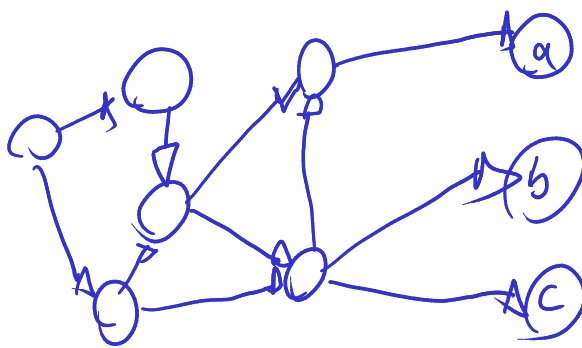


## 1.2.21 Base



$$B = \{a, b, c\}$$

## 1.2.22 Anti-Base



$$A = \{a, b, c\}$$

## Aquecimento P/ Q2

d) • conjunto  $L = \{(a, b, i)\}$  a antes de b  
 sites visitada,  $i$  é identidade do usuário.

### Algoritmo Q2.1

Entrada: o conjunto  $L$ , identificador " $k$ " do usuário

$T'$

$n = |L|$

1.  $V \leftarrow \emptyset$
2.  $A \leftarrow \emptyset$
3. foreach  $(a, b, i) \in L$  do
4.     if  $i = k$  then
5.          $V \leftarrow V \cup \{a, b\}$
6.          $A \leftarrow A \cup \{(a, b)\}$
7.  $G \leftarrow (V, A)$

$$T'(n) = 2 + 1 +$$

$$3n$$

$$T'(n) \in O(n)$$

$$\Theta(|V| + |A|)$$

$T''(n)$

8.  $S \leftarrow \text{Algoritmo 15}(G)$  // Pág 68

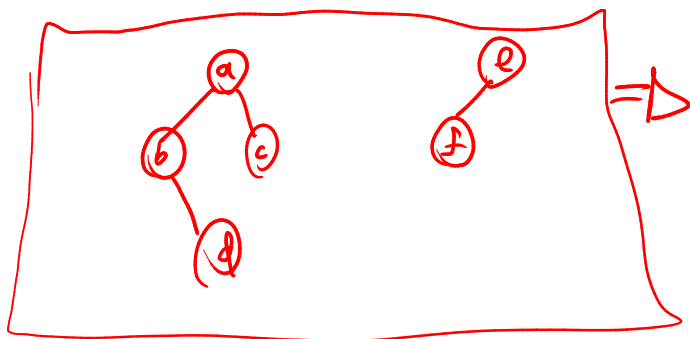
9. ...

$$T'(n) + T''(n) \leq C_1 \cdot n + C_2 \cdot n$$

$$\in O(n)$$

$$T''(n) \in O(n)$$

$$\in O(n)$$



$\{\{a, b, c, d\}, \{e, f\}\}$

$S_a = v$   
 $S_b = a$   
 $S_c = a$   
 $S_d = b$   
 $S_e = v$   
 $S_f = e$

$R_a = \{a, b, c, d\}$   
 $R_b = \{b, a, c, d\}$   
 $R_c = \{c, a, b, d\}$   
 $R_d = \{d, b, a, c\}$   
 $R_e = \{e, f\}$   
 $R_f = \{f, e\}$

$\{\{a, b, c, d\}, \{e, f\}\}$

9.  $R_x = \{x\} \forall x \in V \rightarrow |V| = 2n \quad |A| = n$

$T'''(n)$

$2n^x$

10. foreach  $u \in V$  do

11. if  $S_u \neq n$  then — 1

12.  $v = S_u$  — 1

13.  $U = R_u \cup R_v \rightarrow 1$

14. foreach  $z \in U$  do  $+2n$   
 $\quad L R_z \leftarrow U \rightarrow 1$

15.  $S_u$

$2n(1+2n)$

$T'''(n) \leq$

$8n + 4n^2$

$T'''(n) \in O(n^2)$

$T''(n)$

16.  $X \leftarrow \emptyset$

17. foreach  $v \in V$  do

18.  $X \leftarrow X \cup \{R_v\}$

19. return  $X$

$|V| = 2n$

$T''(n) \leq 2n$

$T''(n) \in O(n)$

$T(n) = O(n) + O(n) + O(n^2) + O(n) \in O(n^2)$

Ex Q2.2)

- $T = \{t_1, t_2, \dots, t_n\}$  conj. de tarefas
- $R = \{(t_i, t_j)\}$   $t_i$  depende de  $t_j$

$T = 1$

$C_a = \infty$   
 $T_a = 1$   
 $F_a = \infty$

$a$

$b$

$c$

$C_c = \infty$   
 $T_c = 3$   
 $F_c = \infty$

$C_b = \infty$   
 $T_b = 2$   
 $F_b = \infty$

Quando  $T_a \neq \infty$  e  $F_a = \infty$   
 "a"

Para preparar o grafo, cada vértice seria uma tarefa, e cada arco  $(x, y)$  seria composto por uma dependência entre tarefas:  $y$  depende de  $x$ .

Adaptar o algoritmo 19 (Pag. 74):

- Na linha 5, adicionar a seguinte instrução:

```
if  $T_u \neq \infty$  and  $F_u = \infty$  then
  return false
```

- Depois da linha 9, adicionar:

```
return true
```

- Substituir o que existe dentro do desvio condicional da linha 5 por:

```
 $r \leftarrow \text{DFS-Visit-OT}(G, u, C, T, F, \text{tempo}, 0)$ 
if  $r = \text{false}$  then
  return false
```

Adaptar o algoritmo 18 (Pag. 74):

- Substituir o que existe dentro do desvio condicional da linha 7 por:

```
 $r \leftarrow \text{DFS-Visit-OT}(G, u, C, T, F, \text{tempo}, 0)$ 
if  $r = \text{false}$  then
  return (false, null)
```

- Substituir a instrução da linha 9 por:

```
(foreach  $o \in O$  do)
  print( $o + ", "$ )
return (true, 0)
```