

## Contents

<b>1</b>	<b>DIS 0B</b>	<b>3</b>
1.1	Intro . . . . .	3
1.1.1	Some CS70 advice . . . . .	3
1.2	Propositional Logic . . . . .	3
1.3	Proofs . . . . .	3
1.3.1	Direct proof . . . . .	4
1.3.2	Contraposition . . . . .	4
1.3.3	Contradiction . . . . .	4
1.3.4	Cases . . . . .	4
<b>2</b>	<b>DIS 1A</b>	<b>5</b>
2.1	Induction . . . . .	5
2.1.1	(Weak) Induction . . . . .	5
2.1.2	Strengthening the Hypothesis . . . . .	5
2.1.3	Strong Induction . . . . .	5
2.1.4	Weak vs Strong . . . . .	5
<b>3</b>	<b>DIS 1B</b>	<b>6</b>
3.1	Stable Matching . . . . .	6
3.1.1	The Propose and Reject Algorithm . . . . .	6
3.1.2	Stability . . . . .	6
3.1.3	Optimality . . . . .	6
3.1.4	Potpourri . . . . .	7
<b>4</b>	<b>DIS 2A</b>	<b>8</b>
4.1	Graphs . . . . .	8
4.1.1	Notation . . . . .	8
4.1.2	Vocabulary . . . . .	8
4.1.3	The holy grail for graph proofs . . . . .	9
4.1.4	Relevant Potpourri . . . . .	9
<b>5</b>	<b>DIS 2B</b>	<b>11</b>
5.1	Trees . . . . .	11
5.2	Planarity . . . . .	11
5.3	Coloring . . . . .	11
5.4	Hypercubes . . . . .	12
<b>6</b>	<b>DIS 3A</b>	<b>13</b>
6.1	Modular Arithmetic . . . . .	13

<b>7</b>	<b>DIS 3B</b>	<b>14</b>
7.1	Modular inverse . . . . .	14
7.2	Chinese Remainder Theorem (CRT) . . . . .	14

# 1 DIS 0B

## 1.1 Intro

- My OH is Monday 1-2 and Tuesday 3-4 in Cory 212.
- Email is first.last@
- 3rd year cs + math major
- hobbies?

### 1.1.1 Some CS70 advice

- Goal: enhance problem solving techniques/approach
- Don't fall behind on content, catching up will not be fun
- problems, problems, more problems
- Ask lots of questions (imperative for strong foundation)
- Don't stress, we're in this ride together

## 1.2 Propositional Logic

Relevant notation:

- $\wedge$  = and
- $\vee$  = or
- $\neg$  = not
- $\implies$  = implies
- $\exists$  = there exists
- $\forall$  = forall
- $\mathbb{N}$  = natural numbers  $\{0, 1, \dots\}$
- $a|b$  =  $a$  divides  $b$

$P \implies Q$  is an example of an implication. We can read this as "If  $P$ , then  $Q$ ." An implication is false only when  $P$  is true and  $Q$  is false. If  $P$  is false, the implication is vacuously true.

### Definition 1.1 (Contrapositive)

If  $P \implies Q$  is an implication, then the implication  $\neg Q \implies \neg P$  is known as the **contrapositive**.

An important identity is that  $P \implies Q \equiv \neg Q \implies \neg P$ .

## 1.3 Proofs

Induction will be in its own section.

Different methods.

### 1.3.1 Direct proof

Want to show  $P \implies Q$  by assuming  $P$  and logically concluding  $Q$ .

### 1.3.2 Contraposition

Want to show  $P \implies Q$  by equivalently proving  $\neg Q \implies \neg P$ .

### 1.3.3 Contradiction

Want to show  $P$ . We do this by assuming  $\neg P$  and concluding  $R \wedge \neg R$ .

Why? Idea is that if we can show the implication  $\neg P \implies (R \wedge \neg R)$  is True, this is the same as showing  $\neg P \implies F$  is True. The contraposition gives  $T \implies P$ .

### 1.3.4 Cases

Break up a problem into multiple cases i.e. odd vs even.

## 2 DIS 1A

### 2.1 Induction

Goal of induction is to show  $\forall n P(n)$ .

#### 2.1.1 (Weak) Induction

- Prove  $P(0)$  is true (or relevant base cases), then  $\forall n \in \mathbb{N} (P(n) \implies P(n+1))$ .
- Induction dominoes analogy!
- Sometimes you might have multiple base cases (Problem about  $4x + 5y$  in Notes 3)

#### 2.1.2 Strengthening the Hypothesis

Sometimes proving  $P(n) \implies P(n+1)$  is not straightforward with induction. In such a scenario, we can try to introduce a (stronger) statement  $Q(n)$ . We want to construct  $Q$  such that  $Q(n) \implies P(n)$ . Inducting on  $Q$  proves  $P$ .

#### 2.1.3 Strong Induction

- Prove  $P(0)$  is true (or relevant base cases), then  $\forall n ((P(0) \wedge P(1) \wedge \dots \wedge P(n)) \implies P(n+1))$ .
- Dominoes analogy, but emphasis on the difference between weak and strong induction (assuming middle domino works vs everything from start to middle).

#### 2.1.4 Weak vs Strong

A common point of confusion is when one should use strong induction in lieu of weak induction. Strong induction **always** works whenever weak induction works. However, there may be scenarios in which the induction hypothesis to prove  $n = k + 1$  requires more information than just  $n = k$ . A scenario like this requires strong induction.

## 3 DIS 1B

### 3.1 Stable Matching

Cool application of induction.

#### 3.1.1 The Propose and Reject Algorithm

Suppose jobs proposes to candidates.

- both jobs and candidates have a list of preferences
- every day a job that doesn't have a deal with a candidate will propose to the next best candidate on its preference list
- every candidate will tentatively "waitlist" the offer from the job (put it on a string)
- if a candidate has multiple offers, they will choose the one they prefer the most
- the algorithm ends when every candidate has a job on their "waitlist" (all these WLs becomes acceptances)

(walk through q1 of dis as a class to visualize this)

#### 3.1.2 Stability

**Definition 3.1 (Rogue Couple)**

A job-candidate pair  $(J, C)$  is denoted as a **rogue couple** if they prefer each other over their final assignment in a stable matching instance.

**Definition 3.2 (Unstable)**

A matching that has at least one rogue couple is considered **unstable**.

Conversely, a **stable** matching is one that has no rogue couples.

Some tricky vocab stuff like stable matching instance.

**Lemma 1 (Improvement)** *If a candidate has a job offer, then they will always have an offer from a job at least as good as the one they have right now.*  $\square$

Matchings produced by the algorithm are always **stable**.

#### 3.1.3 Optimality

The propose and reject algorithm is proposer *optimal* and receiver *pessimal*.

**Definition 3.3 (optimal)**

A pairing is optimal for a group if each entity is paired with who it most prefers while maintaining stability.

Can be thought of a (well that's the best I could do) analogy.

**Definition 3.4 (pessimal)**

A pairing is pessimal for a group if each entity is paired with who it least prefers while maintaining stability.

Can be thought of a (well it can't get worse than this) analogy.

**3.1.4 Potpourri**

It is possible that there exists a stable matching instance that is neither job optimal nor candidate pessimal.

Consider the following preferences

Jobs	Preferences	Candidates	Preferences
<i>A</i>	1 > 2 > 3	1	<i>B</i> > <i>C</i> > <i>A</i>
<i>B</i>	2 > 3 > 1	2	<i>C</i> > <i>A</i> > <i>B</i>
<i>C</i>	3 > 1 > 2	3	<i>A</i> > <i>B</i> > <i>C</i>

The matching above can generate (at least) 3 stable matching instances

$$S = \{(A,1), (B,2), (C,3)\}$$

$$T = \{(A,3), (B,1), (C,2)\}$$

$$U = \{(A,2), (B,3), (C,1)\}.$$

We see

- *S* is job-optimal/candidate-pessimal (result of running propose and reject with jobs proposing to candidates)
- *T* is candidate-optimal/job-pessimal (result of running propose and reject with candidates proposing to jobs)
- *U* is neither optimal nor pessimal for both candidates and jobs (*S* and *T*) corroborate that.

Also some other important facts that can be seen (from discussion worksheet questions):

- There is at least one candidate that will receive only one proposal (that too on the last day)
- We can upper bound the number of days needed by P&R algorithm to  $(n-1)^2 + 1 = n^2 - 2n + 2$  (think about why)
- As a consequence of above, we can upper bound the number of rejections needed by P&R algorithm to  $(n-1)^2 = n^2 - 2n + 1$  rejections.

## 4 DIS 2A

### 4.1 Graphs

#### 4.1.1 Notation

- $V$  denotes set of vertices (points)
- $E$  denotes set of edges (lines)
- $|V|$  denotes size of set of vertices i.e number of vertices;  $|E|$  similarly
- Graph  $G$  with vertices  $V$  and edges  $E$  is denoted  $G = (V, E)$ .

#### 4.1.2 Vocabulary

**Definition 4.1 (Path)**

A **path** is a sequence of edges. In CS70, we assume a path is *simple* which means no repeated vertices.

**Definition 4.2 (Cycle)**

A **cycle** is a simple path that starts and ends at the same vertex.

**Definition 4.3 (Walk)**

A **walk** is any arbitrary connected sequence of edges.

**Definition 4.4 (Tour)**

A **tour** is a walk that starts and end at the same vertex.

**Definition 4.5 (Connected)**

A graph is **connected** if there exists a path between any two distinct vertices.

**Definition 4.6 (Eulerian Walk)**

An **Eulerian walk** is a walk covering all edges without repeating any.

**Definition 4.7 (Eulerian Tour)**

An **Eulerian tour** is an Eulerian walk that starts and ends at the same vertex.

To summarize,



	no repeated vertices	no repeated edges	start = end	all edges	all vertices
Walk					
Path	✓	✓			
Tour			✓		
Cycle	✓*	✓	✓		
Eulerian Walk		✓		✓	
Eulerian Tour		✓	✓	✓	
Hamiltonian Tour	✓	✓	✓		✓

(\*except for start and end vertices)

#### Theorem 4.1 (Euler's Theorem)

An undirected graph  $G$  has an Eulerian tour iff  $G$  is connected and all its vertices have even degree.

The requires condition for an Eulerian walk is that we have exactly 2 vertices of odd degree. (Of course, the case of 0 odd vertices trivially works since we claim from Euler's Theorem that we can find an Eulerian tour which is a stronger statement than an Eulerian walk)

#### Definition 4.8 (Bipartite)

A graph is considered bipartite if  $V$  can be partitioned into two sets  $L$  and  $R$  where  $V = L \cup R$  such that there are no edges between vertices in  $L$  and no edges between vertices in  $R$ .

### 4.1.3 The holy grail for graph proofs

Induct, induct, induct, and induct.

- Think about what you want to induct on (edges or vertices???)
- Base case (read the problem carefully!)
- Prove for  $n$  by going from  $n \rightarrow n - 1 \rightarrow I.H. \rightarrow n$ .
  - **DO NOT** go from  $n - 1 \rightarrow n$  directly.
  - Why? Build-up error!
  - Good example of build-up error when trying to prove “if every vertex of a graph has degree at least 2, then there exists a cycle of length 3.” Any attempt at induction will give us a false proof but we cannot make square from triangle!
  - It's also a logistical nightmare lol (in the times it might accidentally work). Try generating all 5-vertex trees from all 4-vertex trees yikes.

### 4.1.4 Relevant Potpourri

Some other relevant information.

**Definition 4.9 (Degree)**

The **degree** of a vertex  $v$  denoted  $\deg(v)$  is defined to be the number of incident edges to  $v$ .

**Lemma 2 (Handshake)**

$$\sum_{v \in V} \deg(v) = 2|E|.$$

□

The idea of a degree (with no adjective) is only well-defined for undirected graphs. We see for directed graphs it's a little funky; we need to introduce the concept of indegree and outdegree.

In a directed graph, the number of outgoing edges equals the number of ingoing edges.

We will discuss trees, planarity, coloring, and hypercubes in the next discussion.

## 5 DIS 2B

### 5.1 Trees

A graph  $G = (V, E)$  is a Tree if any of the statements below is true. TFAE (The following are equivalent):

- $G$  is connected and has no cycles
- $G$  is connected and  $|E| = |V| - 1$
- $G$  is connected and removing a single edge disconnects  $G$
- $G$  has no cycles and adding a single edge creates a cycle

**Definition 5.1**

A leaf is a node of degree 1.

A consequence of above is that every tree has at least 2 leaves.

### 5.2 Planarity

**Definition 5.2 (planar)**

A graph is **planar** if it can be drawn without any edge crossings.

**Theorem 5.1 (Euler)**

For every connected planar graph,  $f + v = e + 2$ .

**Corollary 1** *If a graph is planar, then  $e \leq 3v - 6$ .* □

**Theorem 5.2 (Kuratowski)**

A graph is non-planar iff it contains  $K_5$  or  $K_{3,3}$ .

(draw the two above graphs on the board)

The notation  $K_x$  denotes a complete graph with  $x$  vertices.

**Definition 5.3 (complete graph)**

A **complete graph** is a graph where all possible edges exist. Formally, in graph  $G = (V, E)$ , for any distinct  $u, v \in V$ , then  $\{u, v\} \in E$ .

### 5.3 Coloring

Two types: edge and vertex

- edge: color edges so that no two adjacent edges have the same color
- vertices: color vertices so that no two adjacent vertices have the same color

**Theorem 5.3 (4 color theorem)**

If a graph is planar, then it can be colored with 4 (or less) colors.

## 5.4 Hypercubes

A hypercube of dimension  $n$  is a graph whose vertices are bitstrings of length  $n$ . An edge between two vertices exists iff the two vertices differ at exactly 1 bit.

(draw  $n = 1, 2, 3$  on the board)

We can see that  $|V| = 2^n$  and  $|E| = n2^{n-1}$ .

Give some motivation on induction on hypercubes.

## 6 DIS 3A

### Definition 6.1 (Greatest Common Divisor)

The **greatest common divisor** (gcd) of two integers  $a, b$  is the greatest  $d \in \mathbb{Z}$  such that  $d|a$  and  $d|b$ .

How does one efficiently calculate the GCD?

### Algorithm 6.1 (Euclidean Algorithm)

```
function GCD( $a, b$ )
  if  $b = 0$  then
    return  $a$ 
  return GCD( $b, a \bmod b$ )
```

## 6.1 Modular Arithmetic

The relevant notation we'll be using for this section is expressions of the form

$$a \equiv b \pmod{x}$$

reads “ $a$  is equivalent to  $b \bmod x$ ”. It means that the remainder of  $a$  when divided by  $x$  equals the remainder of  $b$  when divided by  $x$ .

An important identity is that

$$a \equiv b \pmod{x} \iff (\exists k \in \mathbb{Z})(a = b + kx).$$

Talk about the “clock analogy”.

### Example 6.1

We can see a display of some of the properties:

- Addition:  $7 + 4 \equiv 1 \pmod{5}$
- Subtraction:  $7 - 4 \equiv 1 \pmod{2}$
- Multiplication:  $2 \cdot 3 \equiv 0 \pmod{6}$ .
- Division??

In modular arithmetic, division is not well-defined. The opposite of multiplication is multiplying by the modular inverse.

### Definition 6.2 (modular inverse)

The value  $a$  is the **modular inverse** of  $x$  with respect to mod  $m$  if

$$ax \equiv 1 \pmod{m}.$$

Does an inverse always exist? No.

### Theorem 6.1

Let  $x$  and  $m$  be positive integers. Then  $x^{-1} \pmod{m}$  exists and is unique only if  $\gcd(x, m) = 1$ .

## 7 DIS 3B

More mods.

### 7.1 Modular inverse

**Lemma 3 (Bézout)** For integers  $x, y$  such that  $\gcd(x, y) = d$ , there exist integers  $a$  and  $b$  that obey

$$ax + by = d.$$

□

We care about the case when  $\gcd(x, y) = d = 1$ .

Why? This is how we can find the modular inverse.

If  $ax + by = 1$ , taking  $\text{mod } x$  gives us

$$by \equiv 1 \pmod{x} \implies b \equiv y^{-1} \pmod{x}.$$

Similarly, taking  $\text{mod } y$  gives us

$$ax \equiv 1 \pmod{y} \implies a \equiv x^{-1} \pmod{y}.$$

Takeaway: the values of  $a$  and  $b$  we will solve for (Q1 on discussion) give us the inverse of  $x$  with respect to  $y$  and vice versa.

### 7.2 Chinese Remainder Theorem (CRT)

#### Theorem 7.1 (CRT)

For pairwise relatively prime integers  $m_1, m_2, \dots, m_n$ , the modular system

$$\begin{aligned} x &\equiv a_1 \pmod{m_1} \\ x &\equiv a_2 \pmod{m_2} \\ &\vdots \\ x &\equiv a_n \pmod{m_n} \end{aligned}$$

has a unique solution  $x \pmod{m_1 m_2 \cdots m_n}$ .

To clarify, the term pairwise relatively prime means for any distinct  $i, j$ , it follows  $\gcd(m_i, m_j) = 1$ .

How do we solve the system above? Discussion Q2...

...or we can solve them a faster way (not taught in the course lol)

#### Example 7.1

Suppose we take the first two systems from Q2 on discussion.

$$\begin{aligned} x &\equiv 1 \pmod{3} \\ x &\equiv 3 \pmod{7}. \end{aligned}$$

Since  $\gcd(3, 7) = 1$ , CRT tells us  $x$  has a unique solution mod 21. The first equation tells us there exists some

integer  $k$  such that  $x = 1 + 3k$ . Plugging this into the second equation we have

$$1 + 3k \equiv 3 \pmod{7} \implies k \equiv 3 \pmod{7}.$$

Plugging in  $k = 3$  gives  $x \equiv 10 \pmod{21}$ .

If we wanted to solve entirety of Q2 this way, we then apply the same trick above to the systems

$$x \equiv 10 \pmod{21}$$

$$x \equiv 4 \pmod{11}.$$