

Quiz on 10/07/2019:

Reduce the airplane problem to the Star Wars problem. Each airplane will become a transmission interval. Plane i with arrival time t_i and flight limit d_i will become interval $[t_i, t_i + d_i]$, or more correctly: $(t_i + d_i)/2 \pm d_i / 2$. Each time at which you can land an airplane will become a reception time: $x_i = 3i$. The reduction is linear time.

Now we prove that there is a transmission match if and only if we can land every airplane. If there is a transmission match, then we can place each x_i into some interval $t_j \pm \epsilon_j$. That means landing time x_i falls into the interval $[t_j, t_j + d_j]$ in which plane j will be at our airport and able to land. So every plane gets a landing time. For the other direction, assume there is a way to land every plane. That means for each plane j , we landed it at some time X , and X must be between when the plane arrived at the airport t_j and when it ran out of fuel $t_j + d_j$. Therefore, we matched transmission $X/3$ uniquely with interval $[t_j, t_j + d_j]$

Quiz on 10/14/2019:

Given G , create G' by taking G and adding three new vertices. New vertex a is connected to some arbitrary vertex v of G . New vertex b is connected to every neighbor of v in G , and new vertex z is connected to b . We set K to $n+2$ and ask if there is a path of $n+2$ edges in G' . The reduction is clearly linear time since we add three vertices and at most n edges.

(\rightarrow) Assume G has a Hamiltonian cycle, then G' has a path from a to v , the cycle will return to v from some vertex u , but u is connected to b and then b to z . That gives a path from a to z that is 1 edge (a, v), $n-1$ edges (v to u), and 2 edges (u to b to z).

(\leftarrow) Assume G' has a path of $n+2$ vertices. Since there are only $n+3$ vertices in G' , the path must hit every vertex, and since a and z are degree 1, the path must start at a and end at z . Therefore, there is a path from a to v to some vertex u to b to z , and we know v to u hits every vertex and there is an edge from u to v . Adding that edge gives us a cycle of n vertices in the original G .