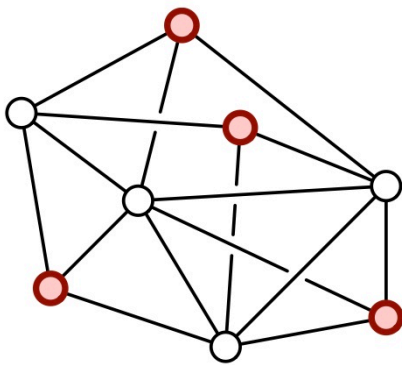


1950s — percolator — brute force exponential

TSP — Find shortest cycle in G visits every vertex
 $O(n!)$ → Brute force: Try every permutation of vertices.

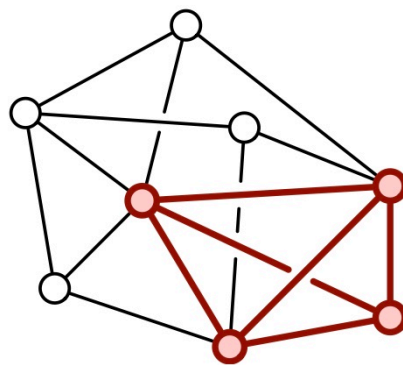
SAT — Find inputs that make a boolean formula evaluate to True
 $O(2^n)$ → Brute force: Try all possible values for inputs

Reductions: IF X is solvable quickly, then so is Y



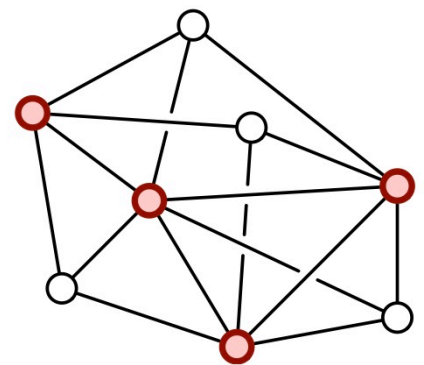
Independent Set

Q: Largest?



Clique

Q: Largest?



Vertex Cover

Q: Smallest?

Max Clique → Max IndSet

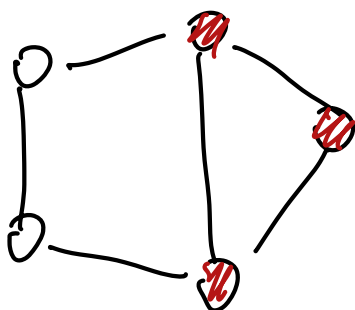
Given a graph $G = (V, E)$

Build a new graph $G' = (V', E')$

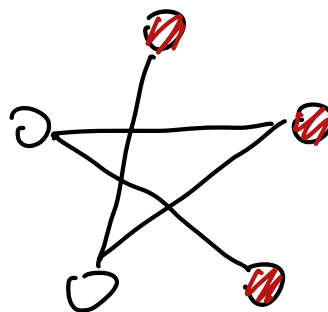
$$V' = V$$

$$E' = \{uv \mid uv \notin E\}$$

$A \subseteq V$
is a clique in G
iff
 A is independent
in G'

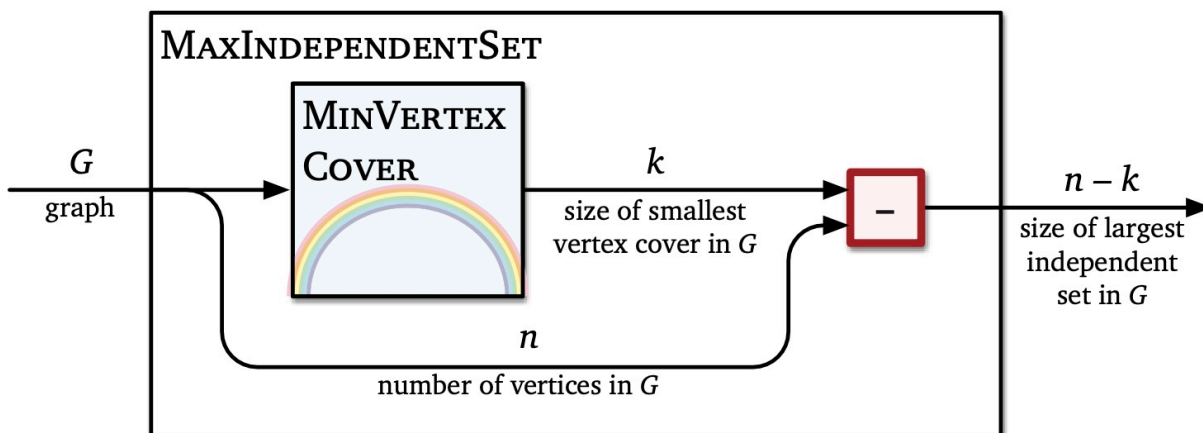
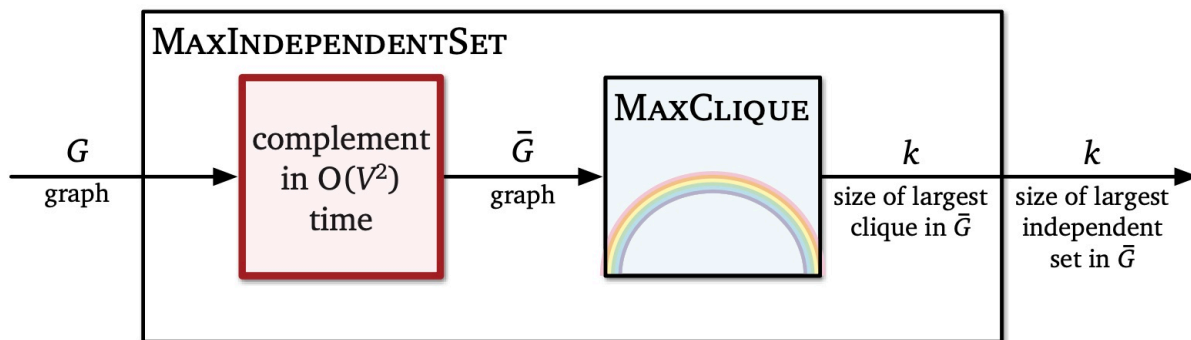


Clique



Max Ind Set

$$T_{\text{Clique}}(V) \leq O(V^2) + T_{\text{IndSet}}(V)$$

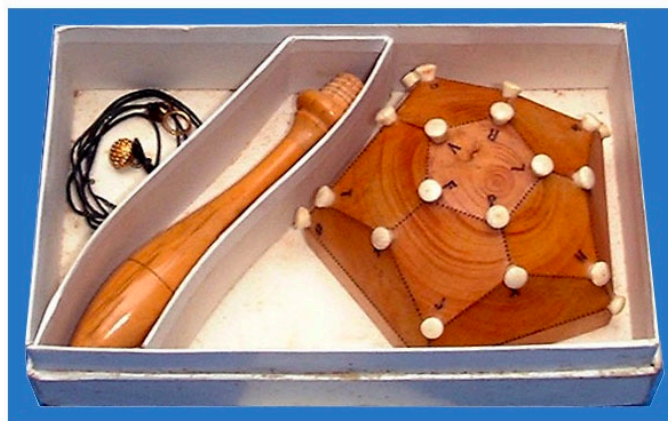
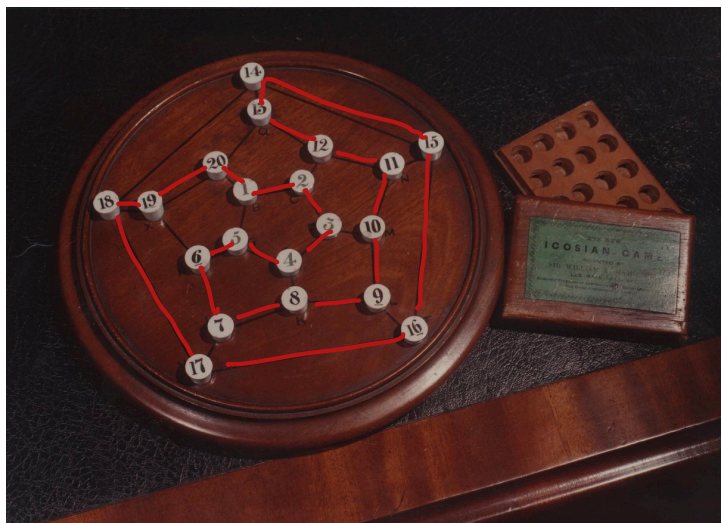


MaxIndSet(G):

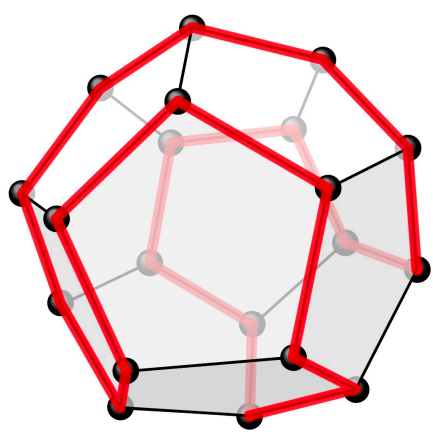
$$n = \#V(G)$$

return $n - \text{MinVertexCover}(G)$

Icosian puzzle



Hamiltonian Cycle
 = cycle that visits
 each vertex
exactly once



Given a graph G , does G have a Ham. cycle?
 ↙ ↘
 directed undirected

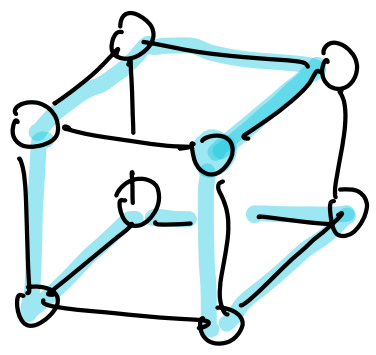
Reduce Undir Ham Cycle to Dir Ham Cycle

Given undirected $G = (V, E)$

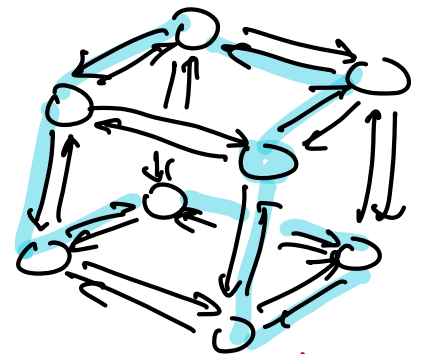


Construct directed $G' = (V', E')$

s.t. G has Ham cycle iff G' has Ham cycle.



abcdefgh

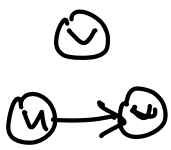


a → b → c → d → e → f → g → h

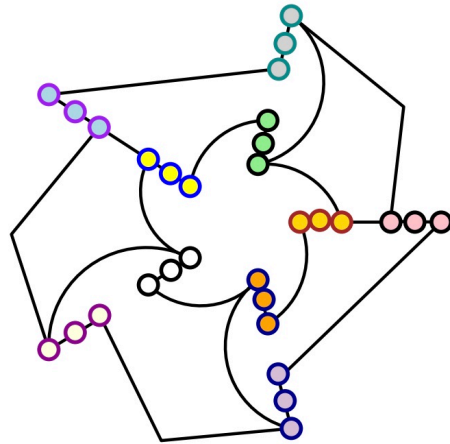
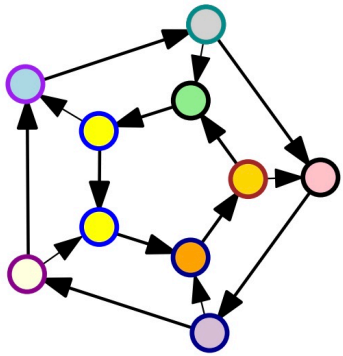
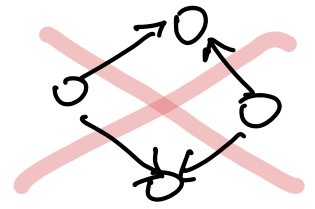
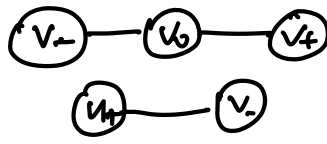


Reduce Dir Ham Cycle to Undir Ham Cycle

Given dir graph $G \rightarrow$ Build undir graph G'
 G has Ham $\Leftrightarrow G'$ has Ham.

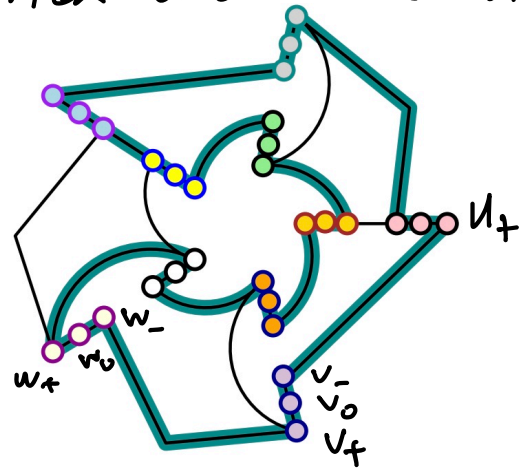
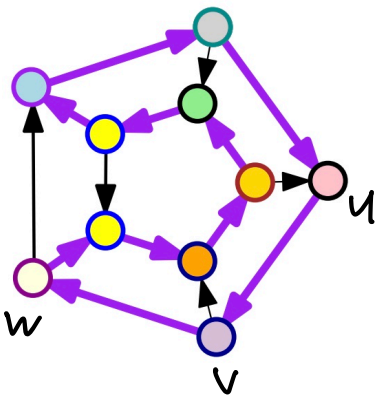


\Rightarrow
 \Rightarrow

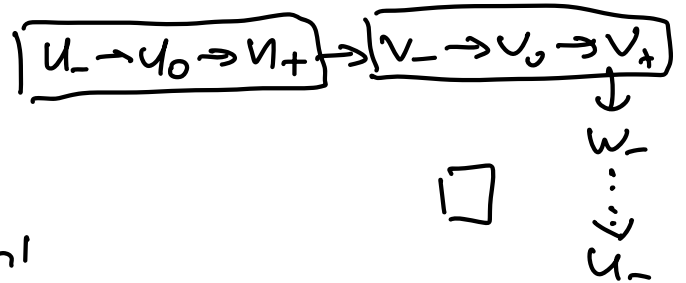


$\#V' = 3V$
 $\#E' = 2V + E$

Claim 1: If G has Ham then G' has Ham cycle



Given $u \rightarrow v \rightarrow w \rightarrow u$
Ham cycle



□

Claim 2: G' has Ham $\Rightarrow G$ has Ham

C' visits v_0



C' visits $v_- \rightarrow v_0 \rightarrow v_+$
or $v_+ \rightarrow v_0 \rightarrow v_-$

WLOG otherwise reverse C'

after $v_+ \rightarrow w_- \rightarrow w_0 \rightarrow w_+ \rightarrow x_- \rightarrow x_0 \rightarrow x_+ \rightarrow y_-$

C' traverses every edge gadget the same way by induction