

Introduction — Problems!

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Lecture 1

Some fun problems

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Hamiltonian Cycle

Subset-Sum Problem

Partition Problem

More problems

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Search problems

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Logic

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Set and logic

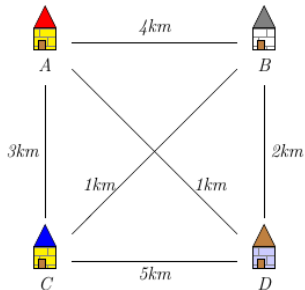
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Travelling Salesman Problem



Shortest tour?

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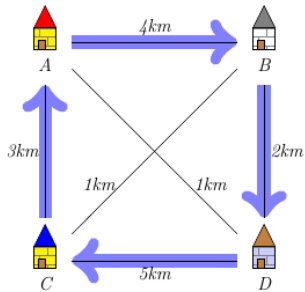
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$$4 + 2 + 5 + 3 = 14$$

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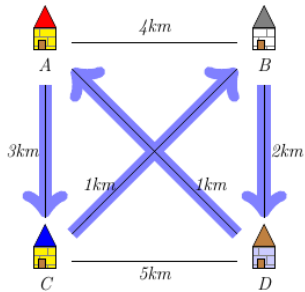
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$$3 + 1 + 2 + 1 = 7$$

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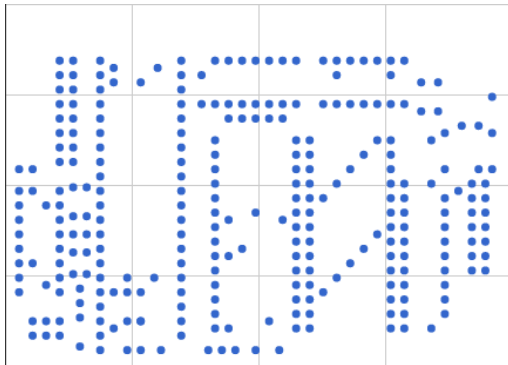
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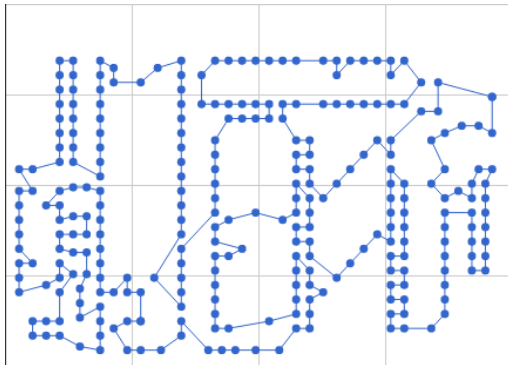
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Travelling Salesman Problem

- One of the most famous problems in CS.

*Given a **list of cities** and the **distances between each pair of cities**, what is the shortest possible route that visits each city and returns to the origin city?*

- “NP-hard” problem!

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Travelling Salesman Problem – what is the issue?

Number of cities n	Number of paths $(n - 1)!/2$
3	1
4	3
5	12
6	60
7	360
8	2,520
9	20,160
10	181,440
15	43,589,145,600
20	6.082×10^{16}
71	5.989×10^{99}

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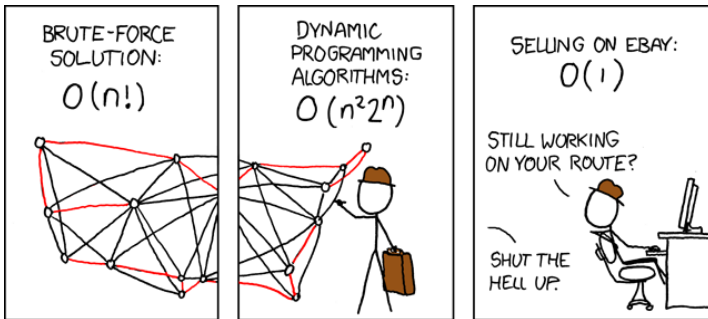
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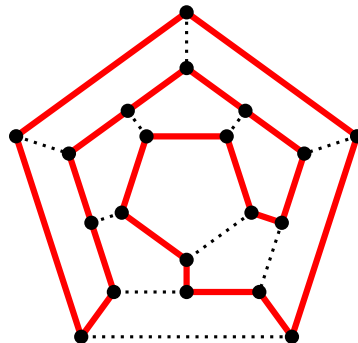
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Icosian Game – Hamiltonian Cycle Problem

by the Irish mathematician William Hamilton (1805–1865)



Problem (Hamiltonian Cycle)

Given a graph, decide if it contains a path that visits every vertex exactly once and terminates at the same starting vertex.

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Subset-Sum Problem

Problem (Subset-Sum Problem)

Given a set $S = \{x_1, x_2, \dots, x_n\}$ of integers, and an integer t (called target) decide if there is a subset of S whose sum is equal to t .

Example

Given the set $S = \{2, 3, 5, 7, 11, 13\}$, decide if there is a subset of S whose sum is 15.

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Partition Problem

Problem (Partition Problem)

Given a set $S = \{x_1, x_2, \dots, x_n\}$ of numbers, decide if it can be partitioned into two sets such that they both have the same sums.

Example

Given the set $S = \{2, 3, 5, 7, 11, 13\}$, is it possible to split it into 2 sets with equal sums?

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Some more examples

Problem (Cliques)

Given a graph and an integer k , decide if it contains a clique with k vertices.

A clique in a graph is a set of vertices for which any two are connected.

Problem (A Diophantine quadratic equation)

Given three positive integers a, b, c , decide if the equation $ax^2 + by = c$ has a solution in positive integers.

Problem (Satisfiability)

*Given a Boolean expression, decide if there is a way of assigning the values **true** and **false** to the variables so that the expression is **true**.*

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A needle in a haystack — a search problem

Problem:

Given any (finite) haystack H , decide whether H contains a needle.



Exhaustive Search

Search every location within the haystack, in some order, and terminate answering **yes** if a needle is found.

If the search is *completed* with no needle found then terminate answering **no**.

This problem is a **decision problem**: given some data (the haystack) decide if the data has a certain property (needle containment).

We may divide all possible instances of the problem into **yes-instances** and **no-instances** using our process.

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Types of problems

- Decision
- Search
- Computation/Construction
- Counting
- Optimization
- ...

Important observation

As far as “Can these problems be solved at all using computation?” they can be reduced to **decision problems**.

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Problems vs Problem Instances

- 1 What is $1 + 1$?
→ *instance* of the problem called **Addition Problem**.
 - not interested in just $1 + 1$, but $x + y$ in general.
- 2 What is the shortest route across the rail network from Coventry to London?
→ *instance* of the **Shortest Path Problem**,
- 3 What is the shortest tour around all the universities in the UK and back to your starting point (by car say)?
→ *instance* of the **Travelling Salesman Problem**.

Problem: Generalization of a problem *instance*.

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Notation: Greek alphabet

α	alpha
β	beta
γ	gamma
δ	delta
ε	epsilon
σ	sigma
Σ	Sigma
Γ	Gamma

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Notation: Numeric

= equals

≠ not equal

< less than

≤ less than or equal

> greater than

≥ greater than or equal

$n!$ Factorial of n : $n \times (n - 1) \times (n - 2) \times \cdots \times 2 \times 1$

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Notation: Logic

Expression

$a \wedge b$

$a \vee b$

$a \oplus b$

$\neg a$ (or \bar{a})

$a \implies b$

$a \iff b$

Meaning

a and b

a or b

a xor b

not a

a implies b , or: if a then b

a and b are equivalent, or: “ a if and only if b ”

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Notation: Sets

$\{x_1, \dots, x_n\}$	Finite set consisting of the elements x_1 until x_n
\emptyset	Empty set, i.e. $\{\}$
$x \in S$	“in”, x is a member of the set S
$x \notin S$	“not in”, x is not a member of the set S
$A \cup B$	Union of the two sets A and B
$A \cap B$	Intersection of the two sets A and B
$A - B$	Difference of the two sets A and B
$A \times B$	Cartesian product of the two sets A and B
$A \subset B$	A is a subset of B
$ A $ or $\#A$	Cardinality of the set A , i.e. count of its elements
2^A	Power set of A , i.e. set of all subsets of A
\mathbb{N}	Natural numbers: $\{1, 2, 3, \dots\}$
\mathbb{Z}	Integers: $\{0, 1, -1, 2, -2, 3, -3, \dots\}$
S'	A set called “ S prime” (a way of making new names)
S'' and S'''	Sets called “ S double prime” and “ S triple prime”

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Notation: Sets and logic notation

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$\{pattern \mid condition\}$

Set of items matching *pattern* and satisfying *condition*.

The \mid symbol is read “such that”

$$A \cup B = \{x \mid x \in A \vee x \in B\}$$

$$A \cap B = \{x \mid x \in A \wedge x \in B\}$$

$$A - B = \{x \mid x \in A \wedge x \notin B\}$$

$$A \times B = \{(a, b) \mid a \in A \wedge b \in B\}$$

Notation: Functions

$$\begin{aligned} f: A &\rightarrow B \\ x &\mapsto y \end{aligned}$$

- f is a function that takes input x from the set A and returns an element y from B .
 - We say: “ f **maps** x to y ” and write $f(x) = y$.
- A is the **domain** of f , the set of possible inputs.
- B is the **range** of f , the set of possible outputs.

Similarly

$$\begin{aligned} f: X \times Y &\rightarrow R \\ (x, y) &\mapsto r \end{aligned}$$

- f is a function that takes as input a pair (x, y) from the set $X \times Y$ and returns an element r from R .

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Notation	Meaning	Example
Σ (Sigma)	Finite set of symbols	$\Sigma = \{0, 1\}$
w	String made of symbols from Σ	010
$ w $	Length of the string w	$ 010 = 3$
ε (Epsilon)	Empty string (String with no symbols in it)	$ \varepsilon = 0$

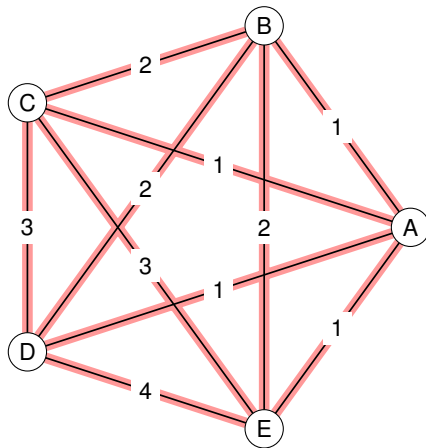
Notation: Graphs

$G = (V, E)$, where

- V : the set of **vertices**.
- E : the set of **edges**.

Here:

- $V = \{A, B, C, D, E\}$
- $E = \{(A, B), (A, C), (A, D), (A, E), (B, C), (B, D), (B, E), (C, D), (C, E), (D, E)\}$



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Notation: Graphs

Graph can be:

- **directed** or **undirected**.
- **weighted** or **unweighted**.
- **labelled** or **unlabelled**.
- etc.

Properties:

- Is the graph **connected**?
- Does it contain **cycles**?
- etc.

Algorithms:

- Traversal, e.g. BFS, DFS.
- Shortest path.
- etc.

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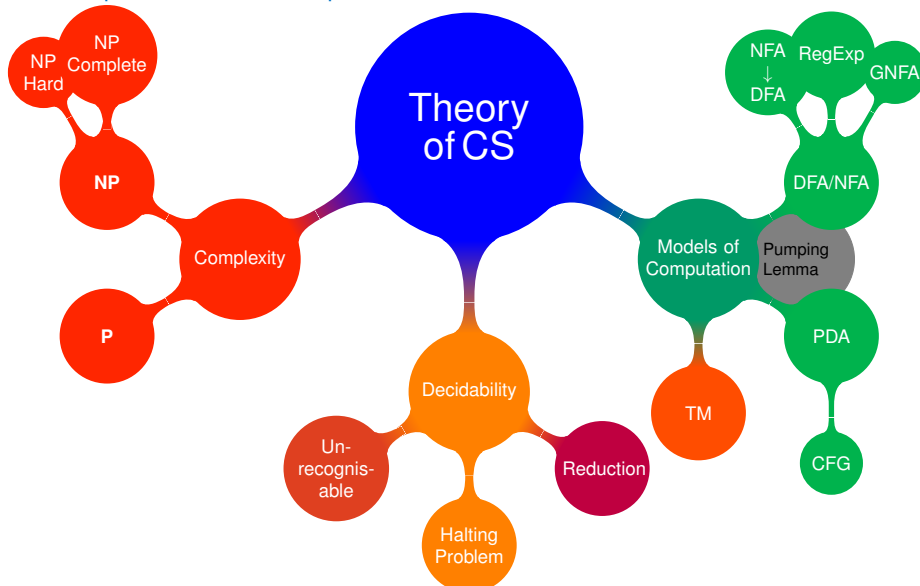
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Next few weeks...

What is a “computer”? What is “computation”?



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