

Lehrstuhl für **INFORMATIK I** Effiziente Algorithmen und wissensbasierte Systeme



Advanced Algorithms

Winter term 2019/20

Lecture 1. Introduction & Held-Karp-algorithm for TSP

(slides by Joachim Spoerhase, Thomas van Dijk, & Alexander Wolff)

Steven Chaplick & Alexander Wolff

Chair for Computer Science I

Learning goals: At the end of this lecture you will

Learning goals: At the end of this lecture you will

 have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Requirements: – Big-Oh notation (Landau); e.g., $O(n \log n)$

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Requirements: – Big-Oh notation (Landau); e.g., $O(n \log n)$

– Some Algorithms & Data Structures

(Balanced) binary search tree, priority queue

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Requirements: – Big-Oh notation (Landau); e.g., $O(n \log n)$

- Some Algorithms & Data Structures (Balanced) binary search tree, priority queue
- Some Algorithmic Graph Theory

Breadth-first search, Dijkstra's algorithm

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Requirements: – Big-Oh notation (Landau); e.g., $O(n \log n)$

- Some Algorithms & Data Structures (Balanced) binary search tree, priority queue
- Some Algorithmic Graph Theory

Breadth-first search, Dijkstra's algorithm

- Basic Theoretical Computer Science (P vs. NP)

Learning goals: At the end of this lecture you will

- have an overview of advanced algorithmic topics (i.e., exact, approximate, geometric, and randomized computations), and advanced data structures,
- be able to analyze (and design algorithms for) new problems via the concepts of the lecture.

Requirements: – Big-Oh notation (Landau); e.g., $O(n \log n)$

- Some Algorithms & Data Structures (Balanced) binary search tree, priority queue
- Some Algorithmic Graph Theory Breadth-first search, Dijkstra's algorithm
- Basic Theoretical Computer Science (P vs. NP)

Evaluation:

- oral exam at the end of the semester
 - 0,3 bonus for 50% on the exercises

Many important (practical) problems are NP-hard

Many important (practical) problems are NP-hard



Many important (practical) problems are NP-hard

- Sacrifice optimality for speed
 - Heuristics (sim. Annealing, Tabu-Search)
 - Approximation Algorithms (Christofides-Algorithm)
- Optimal Solutions
 - Exact (exponential) time algorithms
 - Fine-grained analysis (parameterized) algorithms



Many important (practical) problems are NP-hard

- Sacrifice optimality for speed
 - Heuristics (sim. Annealing, Tabu-Search)
 - Approximation Algorithms (Christofides-Algorithm)
- Optimal Solutions
 - Exact (exponential) time algorithms
 - Fine-grained analysis (parameterized) algorithms

Also, more on polytime solvable problems

- Geometric algorithms (sweep-line approach)
- More graph algorithms (shortest paths w/ neg. weights)
- Advanded data structures (splay trees)
- Randomized algorithms

Many important (practical) problems are NP-hard

- Sacrifice optimality for speed
 - Heuristics (sim. Annealing, Tabu-Search)
 - Approximation Algorithms (Christofides-Algorithm)
- Optimal Solutions

Exact (exponential) time algorithms
 Today's Lecture

- Fine-grained analysis (parameterized) algorithms

Also, more on polytime solvable problems

- Geometric algorithms (sweep-line approach)
- More graph algorithms (shortest paths w/ neg. weights)
- Advanded data structures (splay trees)
- Randomized algorithms

Textbooks

Exact Exponential Algorithms

Fedor V. Fomin Dieter Kratsch

F. Fomin & D. Kratsch:
Exact Exponential
Algorithms,
Springer 2010
abbrev: **EEA**

Marek Cygan - Fedor V. Fomin Łukasz Kowalik - Daniel Lokshtanov Dániel Marx - Marcin Pilipczuk Michał Pilipczuk - Saket Saurabh

Parameterized Algorithms



Marek Cygan et al.: Parameterized Algorithms, Springer 2015 abbrev: **PA**

Deringer

THOMAS M. CORMEN CHARLES C. LEISERSON DONALD L. RIVEST CLIFFORD STEIN INTRODUCTION TO ALGORITHMS LUCAL EDITOR

C.L.R.S.: Intro. to Algorithms MIT Press 2009. abbrev: **CLRS**

Mark de Berg Otfried Cheong Marc van Kreveld Mark Overmars

Computational Geometry

Algorithms and Applications Third Edition

Springer

M. de Berg et al: Computational Geometry: Algorithms & Applications Springer 2008, 3rd edition. abbrev: **CG: A&A**

Textbooks

—This Lecture: Chapter 1

Fedor V. Fomin

Exact Exponential Algorithms F. Fomin & D. Kratsch:
Exact Exponential
Algorithms,
Springer 2010
abbrev: **EEA**

Marek Cygan - Fedor V. Fomin Łukasz Kowalik - Daniel Lokshtanov Dániel Marx - Marcin Pilipczuk Michał Pilipczuk - Saket Saurabh Parameterized



Marek Cygan et al.: Parameterized Algorithms, Springer 2015 abbrev: **PA**

Deringer



C.L.R.S.: Intro. to Algorithms MIT Press 2009. abbrev: **CLRS**

Mark de Berg Otfried Cheong Marc van Kreweld Mark Overmars

Computational Geometry

Algorithms and Applications Third Edition

Springer

M. de Berg et al: Computational Geometry: Algorithms & Applications Springer 2008, 3rd edition. abbrev: **CG: A&A**

Background

• efficient vs. inefficient algorithms

Background

- efficient vs. inefficient algorithms
- → polynomial vs. super-polynomial algorithms



- can be "fast" for **medium-sized** instances
- \rightsquigarrow e.g.: $n^4 > 1.2^n$ for $n \leq 100$

- can be "fast" for **medium-sized** instances
- \rightsquigarrow e.g.: $n^4 > 1.2^n$ for $n \leq 100$

 \rightsquigarrow e.g.: TSP solvable exactly for $n \leq$ 2000 and specialized instances with $n \leq$ 85900



- can be "fast" for **medium-sized** instances
- \rightsquigarrow e.g.: $n^4 > 1.2^n$ for $n \leq 100$

 \rightsquigarrow e.g.: TSP solvable exactly for $n \leq$ 2000 and specialized instances with $n \leq$ 85900

 \rightsquigarrow "hidden" constants in polynomial time algorithms: $2^{100}\cdot n>2^n$ for $n\leq 100$



- can be "fast" for **medium-sized** instances
- \rightsquigarrow e.g.: $n^4 > 1.2^n$ for $n \leq 100$

 \rightsquigarrow e.g.: TSP solvable exactly for $n \leq$ 2000 and specialized instances with $n \leq$ 85900

 \rightsquigarrow "hidden" constants in polynomial time algorithms: $2^{100}\cdot n>2^n$ for $n\leq 100$

• theoretical interest



• Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.

- Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.
- Typically results for a (hypothetical) NP-hard problem

- Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.
- Typically results for a (hypothetical) NP-hard problem

Approach	Runtime in O-Notation	O^* -Notation
Brute-Force Algorithm A Algorithm B	$egin{aligned} O(2^n) \ O(1.5^n \cdot n) \ O(1.4^n \cdot n^2) \end{aligned}$	$O^*(2^n) \ O^*(1.5^n) \ O^*(1.4^n)$

- Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.
- Typically results for a (hypothetical) NP-hard problem

Approach	Runtime in O-Notation	O^* -Notation
Brute-Force	$O(2^{n})$	$O^{*}(2^{n})$
Algorithm A	$O(1.5^n \cdot n)$	$O^{*}(1.5^{n})$
Algorithm B	$O(1.4^n \cdot n^2)$	$O^{*}(1.4^{n})$

 $O(1.4^n \cdot n^2) \subsetneq O(1.5^n \cdot n) \subsetneq O(2^n)$

- Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.
- Typically results for a (hypothetical) NP-hard problem

Approach	Runtime in O-Notation	O^* -Notation
Brute-Force	$O(2^{n})$	$O^{*}(2^{n})$
Algorithm A	$O(1.5^n \cdot n)$	$O^{*}(1.5^{n})$
Algorithm B	$O(1.4^n \cdot n^2)$	$O^{*}(1.4^{n})$

 $O(1.4^n \cdot n^2) \subsetneq O(1.5^n \cdot n) \subsetneq O(2^n)$

→ negligible polynomial factors (exp. dominates)

- Idea (simplified): find exact algorithms which are faster than *brute force* (trivial) approaches.
- Typically results for a (hypothetical) NP-hard problem

Approach	Runtime in O-Notation	O^* -Notation
Brute-Force	$O(2^{n})$	$O^{*}(2^{n})$
Algorithm A	$O(1.5^n \cdot n)$	$O^{*}(1.5^{n})$
Algorithm B	$O(1.4^n \cdot n^2)$	$O^*(1.4^n)$

$O(1.4^n \cdot n^2) \subsetneq O(1.5^n \cdot n) \subsetneq O(2^n)$

 \rightarrow negligible polynomial factors (exp. dominates) $f(n) \in O^*(g(n)) \Leftrightarrow \exists$ polynomial $p(n) \lor / f(n) \in O(g(n)p(n))$

Suppose an algorithm uses a^n steps.





Suppose an algorithm uses a^n steps.

• For a fixed amount of time t, improving hardware by a constant factor c only adds a (relative to c) constant to the max. size of solvable instances (in time t).





Suppose an algorithm uses a^n steps.

- For a fixed amount of time t, improving hardware by a constant factor c only adds a (relative to c) constant to the max. size of solvable instances (in time t).
- Whereas reducing the base of the runtime to b < a results in a multiplicative increase!





Suppose an algorithm uses a^n steps.

- For a fixed amount of time t, improving hardware by a constant factor c only adds a (relative to c) constant to the max. size of solvable instances (in time t).
- Whereas reducing the base of the runtime to b < a results in a multiplicative increase!

Why?





Suppose an algorithm uses a^n steps.

- For a fixed amount of time t, improving hardware by a constant factor c only adds a (relative to c) constant to the max. size of solvable instances (in time t).
- Whereas reducing the base of the runtime to b < a results in a multiplicative increase!

Why?

Hardware speedup:
$$a^{n'_0} = c \cdot a^{n_0} \rightsquigarrow n'_0 = \log_a c + n_0$$





Suppose an algorithm uses a^n steps.

- For a fixed amount of time t, improving hardware by a constant factor c only adds a (relative to c) constant to the max. size of solvable instances (in time t).
- Whereas reducing the base of the runtime to b < a results in a multiplicative increase!

Why?

Hardware speedup: $a^{n'_0} = c \cdot a^{n_0} \rightsquigarrow n'_0 = \log_a c + n_0$

Base reduction: $b^{n'_0} = a^{n_0} \rightsquigarrow n'_0 = n_0 \cdot \log_b a$





Traveling Salesperson Problem (TSP)

- **Input** Complete directed graph G = (V, E) with *n* vertices and edge weights $c: E \to \mathbb{Q}_{\geq 0}$
- **Output** Hamiltonian cycle $(v_{\pi(1)}, \ldots, v_{\pi}(n), v_{\pi(n+1)} = v_{\pi(1)})$ of G, of minimum weight $\sum_{i=1}^{n} c(v_i, v_{i+1})$, permutation π .



Traveling Salesperson Problem (TSP)

- **Input** Complete directed graph G = (V, E) with *n* vertices and edge weights $c: E \to \mathbb{Q}_{\geq 0}$
- **Output** Hamiltonian cycle $(v_{\pi(1)}, \ldots, v_{\pi}(n), v_{\pi(n+1)} = v_{\pi(1)})$ of G, of minimum weight $\sum_{i=1}^{n} c(v_i, v_{i+1})$, permutation π .

Brute-Force?


Traveling Salesperson Problem (TSP)

- **Input** Complete directed graph G = (V, E) with *n* vertices and edge weights $c: E \to \mathbb{Q}_{\geq 0}$
- **Output** Hamiltonian cycle $(v_{\pi(1)}, \ldots, v_{\pi}(n), v_{\pi(n+1)} = v_{\pi(1)})$ of G, of minimum weight $\sum_{i=1}^{n} c(v_i, v_{i+1})$, permutation π .

Brute-Force?

- Each tour is a permutation π of the vertices.
- Pick a permutation with the smallest weight.



Traveling Salesperson Problem (TSP)

- **Input** Complete directed graph G = (V, E) with *n* vertices and edge weights $c: E \to \mathbb{Q}_{\geq 0}$
- **Output** Hamiltonian cycle $(v_{\pi(1)}, \ldots, v_{\pi}(n), v_{\pi(n+1)} = v_{\pi(1)})$ of G, of minimum weight $\sum_{i=1}^{n} c(v_i, v_{i+1})$, permutation π .

Brute-Force?

- Each tour is a permutation π of the vertices.
- Pick a permutation with the smallest weight.

Runtime: $\Theta(n! \cdot n) = n \cdot 2^{\Theta(n \log n)}$





Richard M. Karp



Technique: Dynamic Programming!



Richard M. Karp



Technique: Dynamic Programming! *Reuse optimal substructures!*



Richard M. Karp



Technique: Dynamic Programming! *Reuse optimal substructures!*

Select any starting vertex $s \in V$.



Richard M. Karp



Technique: Dynamic Programming! *Reuse optimal substructures!*

Select any starting vertex $s \in V$. For each $S \subseteq V - s$ and $v \in S$, let:

 $OPT[S, v] = length of a shortest s-v-path that visits precisely the vertices of <math>S \cup \{s\}$.





Richard M. Karp



Richard E. Bellman

The base case: $S = \{v\}$, is easy: $OPT[\{v\}, v] = c(s, v)$.

The base case: $S = \{v\}$, is easy: $OPT[\{v\}, v] = c(s, v)$.

When $|S| \ge 2$, we compute $\mathsf{OPT}[S, v]$ recursively:

The base case: $S = \{v\}$, is easy: $OPT[\{v\}, v] = c(s, v)$.

When $|S| \ge 2$, we compute OPT[S, v] recursively:

 $\mathsf{OPT}[S,v] = \min\{ |\mathsf{OPT}[S-v,u] + c(u,v)| | u \in S-v \}$



The base case: $S = \{v\}$, is easy: $OPT[\{v\}, v] = c(s, v)$.

When $|S| \ge 2$, we compute OPT[S, v] recursively:

 $\mathsf{OPT}[S,v] = \min\{ |\mathsf{OPT}[S-v,u] + c(u,v)| | u \in S-v \}$



After computing OPT[S, v] for each $S \subseteq V - s$, the optimal solution is easily obtained as follows:

The base case: $S = \{v\}$, is easy: $OPT[\{v\}, v] = c(s, v)$.

When $|S| \ge 2$, we compute OPT[S, v] recursively:

 $\mathsf{OPT}[S,v] = \min\{ |\mathsf{OPT}[S-v,u] + c(u,v)| | u \in S-v \}$



After computing OPT[S, v] for each $S \subseteq V - s$, the optimal solution is easily obtained as follows:

 $\mathsf{OPT}=\min\{ |\mathsf{OPT}[V-s,v]| + |c(v,s)| | v \in V-s \}$

```
Algorithm Bellmann-Held-Karp(G, c)

foreach v \in V - s do

\lfloor \text{ OPT}[\{v\}, v] = c(s, v)

for j = 2 to n - 1 do

foreach S \subseteq V - s with |S| = j do

\lfloor \text{ foreach } v \in S do

\lfloor \text{ OPT}[S, v] = \min\{\text{ OPT}[S - v, u] + c(u, v) \mid u \in S - v\}

return min\{\text{ OPT}[V - s, v] + c(v, s) \mid v \in V - s\}
```



Algorithm Bellmann-Held-Karp(G, c)foreach $v \in V - s$ do $\lfloor \text{ OPT}[\{v\}, v] = c(s, v)$

for j = 2 to n - 1 do for each $S \subseteq V - s$ with |S| = j do $O(2^n)$ $for each <math>v \in S$ do $OPT[S, v] = \min\{OPT[S - v, u] + c(u, v) \mid u \in S - v\}$

return min{ $OPT[V-s,v] + c(v,s) | v \in V-s$ }

Runtime: the innermost loop executes $O(2^n \cdot n)$ iterations where each one takes O(n) time. Thus, in total, we have $O(2^n \cdot n^2) = O^*(2^n)$.

Algorithm Bellmann-Held-Karp(G, c)foreach $v \in V - s$ do $\lfloor \text{ OPT}[\{v\}, v] = c(s, v)$

for j = 2 to n - 1 do for each $S \subseteq V - s$ with |S| = j do $O(2^n)$ $for each <math>v \in S$ do $OPT[S, v] = \min\{OPT[S - v, u] + c(u, v) \mid u \in S - v\}$

return min{ $OPT[V-s,v] + c(v,s) | v \in V-s$ }

Runtime: the innermost loop executes $O(2^n \cdot n)$ iterations where each one takes O(n) time. Thus, in total, we have $O(2^n \cdot n^2) = O^*(2^n)$. Space (memory) usage: $\Theta(2^n \cdot n)$

Algorithm Bellmann-Held-Karp(G, c)foreach $v \in V - s$ do $\lfloor \text{ OPT}[\{v\}, v] = c(s, v)$

for j = 2 to n - 1 do for each $S \subseteq V - s$ with |S| = j do $O(2^n)$ $for each <math>v \in S$ do $OPT[S, v] = \min\{OPT[S - v, u] + c(u, v) \mid u \in S - v\}$

return min{ $OPT[V-s,v] + c(v,s) | v \in V-s$ }

Runtime: the innermost loop executes $O(2^n \cdot n)$ iterations where each one takes O(n) time. Thus, in total, we have $O(2^n \cdot n^2) = O^*(2^n)$. Space (memory) usage: $\Theta(2^n \cdot n)$

A shortest tour can be produced by backtracking the DP table (as usual).

Algorithm Bellmann-Held-Karp(G, c)foreach $v \in V - s$ do $\lfloor \text{ OPT}[\{v\}, v] = c(s, v)$

for j = 2 to n - 1 do for each $S \subseteq V - s$ with |S| = j do $O(2^n)$ $for each <math>v \in S$ do $OPT[S, v] = \min\{OPT[S - v, u] + c(u, v) \mid u \in S - v\}$

return min{ $OPT[V-s,v] + c(v,s) | v \in V-s$ }

Runtime: the innermost loop executes $O(2^n \cdot n)$ iterations where each one takes O(n) time. Thus, in total, we have $O(2^n \cdot n^2) = O^*(2^n)$. Space (memory) usage: $\Theta(2^n \cdot n)$

A shortest tour can be produced by backtracking the DP table (as usual).

Compare: $O^*(2^n)$ with $2^{O(n \log n)}$ for Brute-Force

Algorithm Bellmann-Held-Karp(G, c)foreach $v \in V - s$ do $\lfloor \text{ OPT}[\{v\}, v] = c(s, v)$

for j = 2 to n - 1 do for each $S \subseteq V - s$ with |S| = j do $O(2^n)$ $for each <math>v \in S$ do $OPT[S, v] = \min\{OPT[S - v, u] + c(u, v) \mid u \in S - v\}$

return min{ $OPT[V-s,v] + c(v,s) | v \in V-s$ }

Runtime: the innermost loop executes $O(2^n \cdot n)$ iterations where each one takes O(n) time. Thus, in total, we have $O(2^n \cdot n^2) = O^*(2^n)$. Space (memory) usage: $\Theta(2^n \cdot n)$ A shortest tour can be produced by backtracking the DP table (as usual).

Compare: $O^*(2^n)$ with $2^{O(n \log n)}$ for Brute-Force

Input Graph G = (V, E) with n vertices.

Output Maximum size *independent* set, i.e., a largest set $U \subseteq V$, such that no pair of vertices in U are adjacent in G.



Input Graph G = (V, E) with n vertices.

Output Maximum size *independent* set, i.e., a largest set $U \subseteq V$, such that no pair of vertices in U are adjacent in G.



Input Graph G = (V, E) with n vertices.

Output Maximum size *independent* set, i.e., a largest set $U \subseteq V$, such that no pair of vertices in U are adjacent in G.



Brute Force?

Input Graph G = (V, E) with n vertices.

Output Maximum size *independent* set, i.e., a largest set $U \subseteq V$, such that no pair of vertices in U are adjacent in G.



Input Graph G = (V, E) with n vertices.

Output Maximum size *independent* set, i.e., a largest set $U \subseteq V$, such that no pair of vertices in U are adjacent in G.



Brute Force?

• Try all subsets of $V \rightsquigarrow O(2^n \cdot n)$ runtime.

Algorithm NaiveMIS(G) **if** $V = \emptyset$ **then return** 0

 $v \leftarrow \text{arbitrary vertex in } V(G)$ return max{1+ NaiveMIS($G - N(v) - \{v\}$), NaiveMIS($G - \{v\}$)}














































Observations

Lemma Let U be a maximum independent set in G. Then, for each vertex $v \in V$:

(i) $v \in U \rightsquigarrow N(v) \cap U = \emptyset$ (ii) $v \notin U \rightsquigarrow |N(v) \cap U| \ge 1$ Thus, $N[v] := N(v) \cup \{v\}$ contains some $y \in U$ and no other vertex of N[y] is in U



Smarter Branching-Algorithm

```
Algorithm MIS(G)
if V = \emptyset then
return 0
```

 $v \leftarrow \text{vertex of minimum degree in } V(G)$ return $1 + \max\{\text{MIS}(G - N[y]) \mid y \in N[v]\}$

Smarter Branching-Algorithm

Algorithm MIS(G)if $V = \emptyset$ then return 0

> $v \leftarrow \text{vertex of minimum degree in } V(G)$ return $1 + \max\{\text{MIS}(G - N[y]) \mid y \in N[v]\}$

Correctness follows from the previous Lemma.

Smarter Branching-Algorithm

Algorithm MIS(G)if $V = \emptyset$ then return 0

> $v \leftarrow \text{vertex of minimum degree in } V(G)$ return $1 + \max\{\text{MIS}(G - N[y]) \mid y \in N[v]\}$

Correctness follows from the previous Lemma.

We will now prove a runtime of $O^*(3^{n/3}) = O^*(1.4423^n)$

Execution corresponds to a *search tree* whose nodes are labeled with the input of the respective recursive call.



Execution corresponds to a *search tree* whose nodes are labeled with the input of the respective recursive call.

(

Let B(n) be the maximum number of leaves of a search tree for a graph with n vertices.



Execution corresponds to a *search tree* whose nodes are labeled with the input of the respective recursive call.

Let B(n) be the maximum number of leaves of a search tree for a graph with n vertices.

Search-tree has height $\leq n$, \rightsquigarrow the algorithm's runtime is $T(n) \in O^*(nB(n)) = O^*(B(n))$



Execution corresponds to a *search tree* whose nodes are labeled with the input of the respective recursive call.

Let B(n) be the maximum number of leaves of a search tree for a graph with n vertices.

Search-tree has height $\leq n$, \rightsquigarrow the algorithm's runtime is $T(n) \in O^*(nB(n)) = O^*(B(n))$

Let's consider an example run.































B



B



B














Runtime Analysis

For a worst-case *n*-vertex graph G $(n \ge 1)$:

$$egin{aligned} B(n) &\leq & \sum_{y \in N[v]} B(n - (\deg(y) + 1)) \ &\leq & (\deg(v) + 1) \cdot B(\ n - (\deg(v) + 1)\) \,, \end{aligned}$$

where v is a minimum degree vertex of G, and we note that $B(n') \leq B(n)$ for any $n' \leq n$.

Runtime Analysis

For a worst-case *n*-vertex graph G ($n \ge 1$):

$$egin{array}{lll} B(n) &\leq & \displaystyle{\sum_{y \in N[v]} B(n - (\deg(y) + 1))} \ &\leq & \displaystyle{(\deg(v) + 1)} \cdot B(\ n - (\deg(v) + 1) \) \,, \end{array}$$

where v is a minimum degree vertex of G, and we note that $B(n') \leq B(n)$ for any $n' \leq n$.

 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$ We proceed by induction to show $B(n) \leq 3^{n/3}$

 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$ We proceed by induction to show $B(n) \leq 3^{n/3}$ Base case: $B(0) = 1 \leq 3^{0/3}$

 $B(n) \le (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$

We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

$$B(n) \le s \cdot B(n-s)$$

 $B(n) \le (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$

We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

$$B(n) \leq s \cdot B(n-s) \leq s \cdot 3^{(n-s)/3}$$

 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$

We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

$$B(n) \leq s \cdot B(n-s) \leq s \cdot 3^{(n-s)/3} = \frac{s}{3^{s/3}} \cdot 3^{n/3}$$

 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$ We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

$$B(n) \le s \cdot B(n-s) \le s \cdot 3^{(n-s)/3} = \frac{s}{3^{s/3}} \cdot 3^{n/3} \le 3^{n/3}$$

 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$

We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

$$B(n) \leq s \cdot B(n-s) \leq s \cdot 3^{(n-s)/3} = \frac{s}{3^{s/3}} \cdot 3^{n/3} \leq 3^{n/3}$$



 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$

We proceed by induction to show $B(n) \leq 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$



 $B(n) \leq (\deg(v) + 1) \cdot B(n - (\deg(v) + 1))$ We proceed by induction to show $B(n) < 3^{n/3}$

Base case: $B(0) = 1 \le 3^{0/3}$

