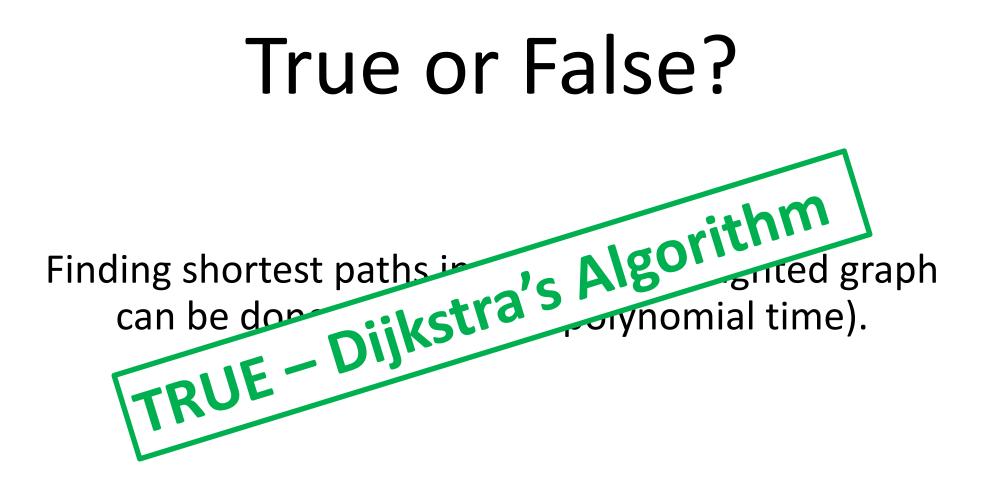
Introduction CSCI 338

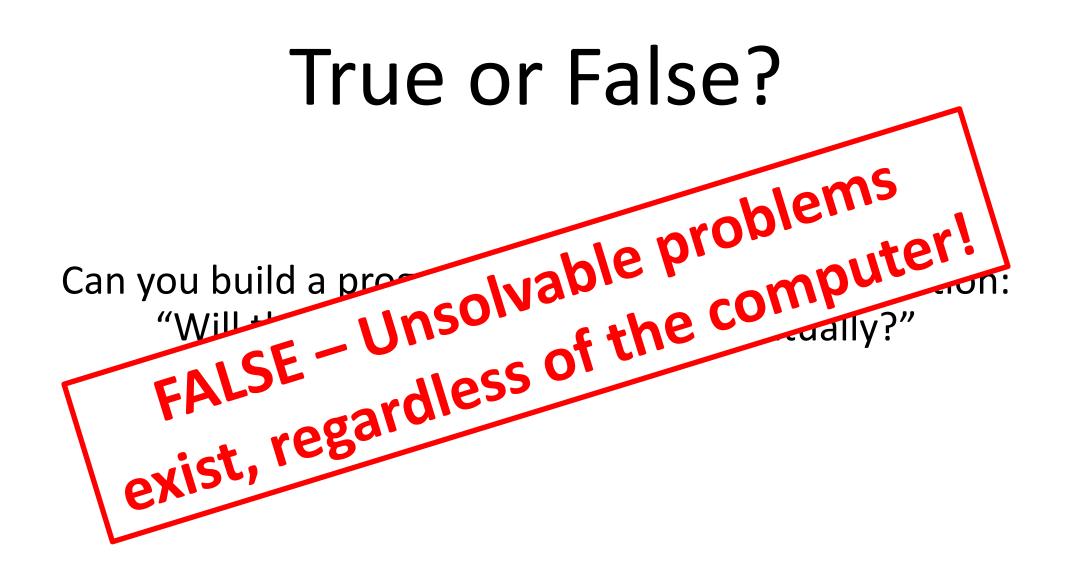
Finding shortest paths in a distance-weighted graph can be done easily (i.e. in polynomial time).



That cost at most 20 and cost Finding shortest paths in a distance-weighted graph can be done easily (i.e. in polynomial time).

That cost at most 20 and cost Finding shortest pather of the eighted graph can be do when the polynomial time).

Can you build a program that will answer the question: "Will this input code terminate eventually?"

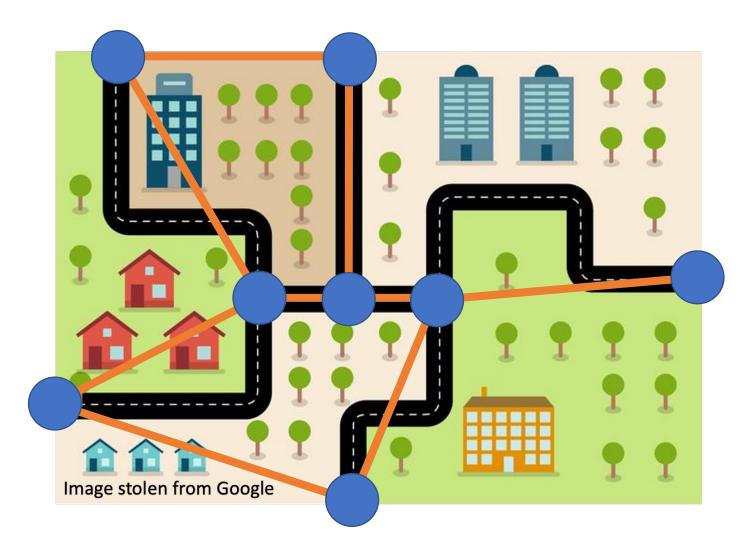




Mathematical Model:

- A rigorous mathematical formulation of reality.
- Used to make predictions.

Can we represent a road network as a mathematical model?



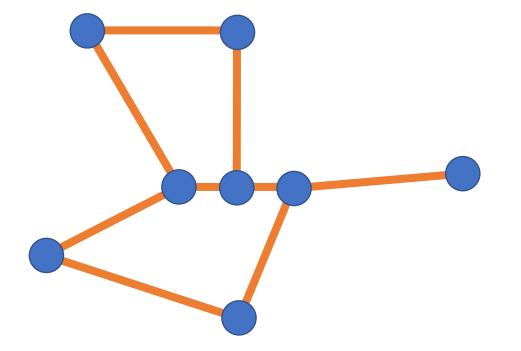
Mathematical Model:

- A rigorous mathematical formulation of reality.
- Used to make predictions.

Can we represent a road network as a mathematical model?

Graph? Nodes/Edges

Let's use our mathematical model of a road network to answer some questions.

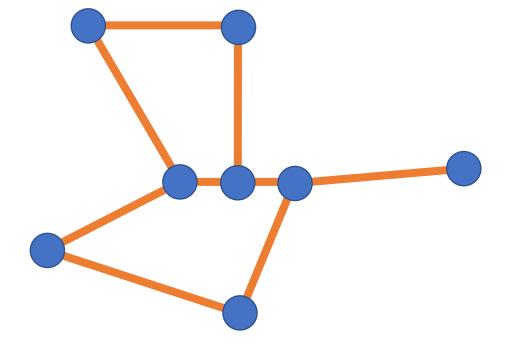


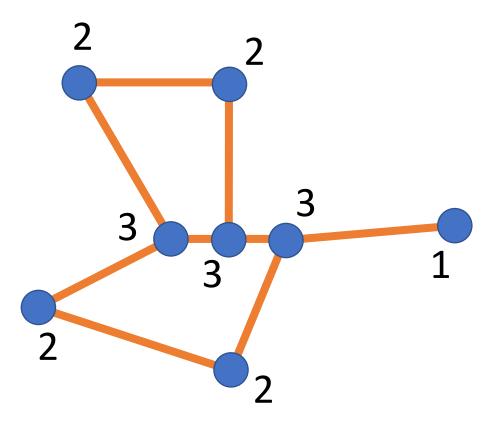
Each intersection requires a camera to monitor each road segment.

**3-camera intersection** 1-camera intersection (dead-end) 2-camera intersection

Each intersection requires a camera to monitor each road segment.

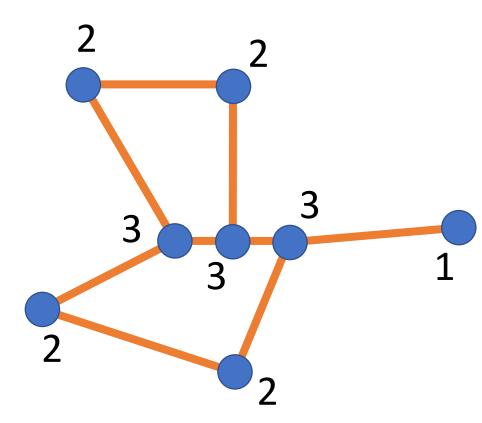
Can we build a road network so that the number of cameras we need is odd?





Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?



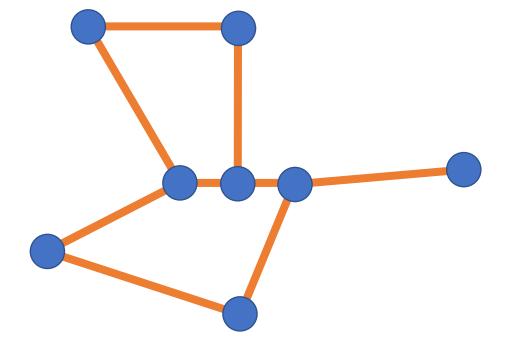
Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

2+2+3+3+3+2+2+1 = 18, which is even.

Each intersection requires a camera to monitor each road segment.

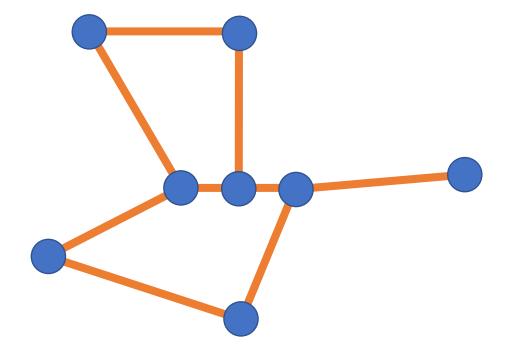
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Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

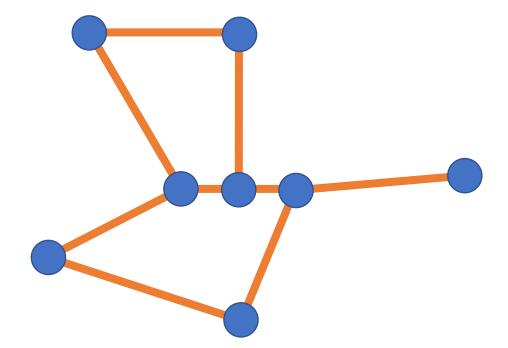
Each road (edge) adds ???? to the number of required cameras.



Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

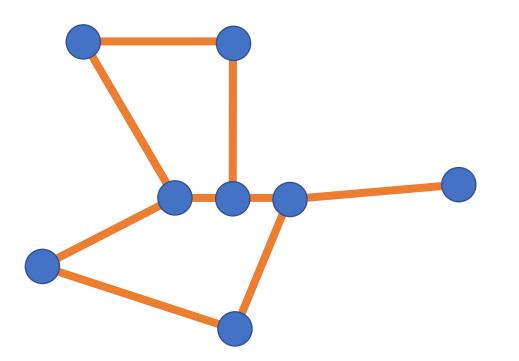
Each road (edge) adds two to the number of required cameras.



Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

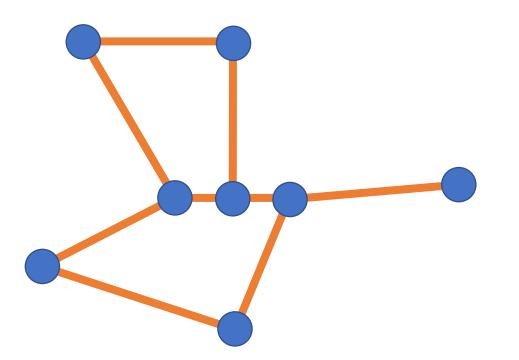
Each road (edge) adds two to the number of required cameras. So, if the road network (graph) has *r* roads (edges), the number of required cameras is **??** 



Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

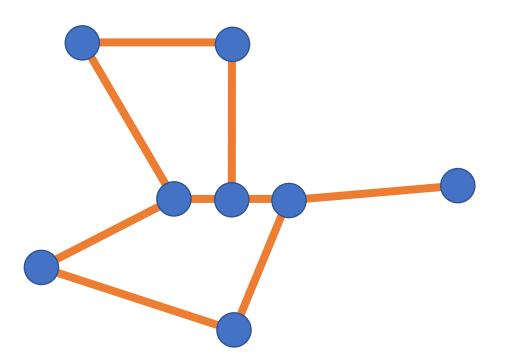
Each road (edge) adds two to the number of required cameras. So, if the road network (graph) has r roads (edges), the number of required cameras is 2r.



Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

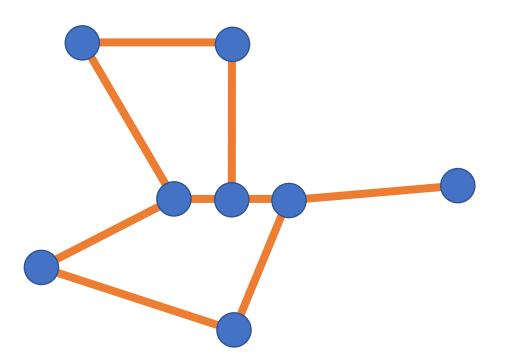
Each road (edge) adds two to the number of required cameras. So, if the road network (graph) has r roads (edges), the number of required cameras is 2r, which is ???



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Can we build a road network so that the number of cameras we need is odd?

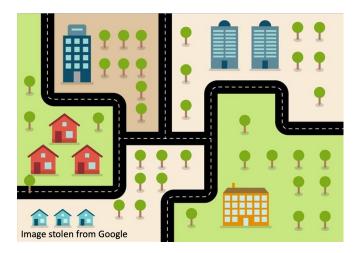
Each road (edge) adds two to the number of required cameras. So, if the road network (graph) has r roads (edges), the number of required cameras is 2r, which is even.



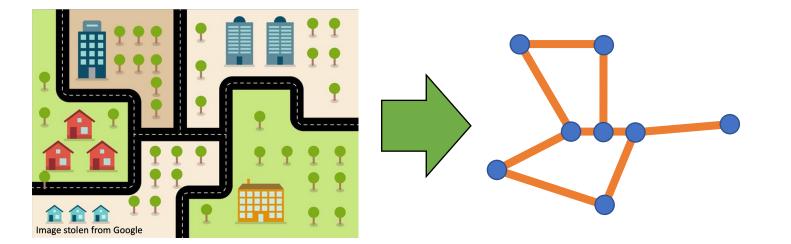
Each intersection requires a camera to monitor each road segment.

Can we build a road network so that the number of cameras we need is odd?

Each road (edge) adds two to the number of required cameras. So, if the road network (graph) has *r* roads (edges), the number of required cameras is 2*r*, which is even.

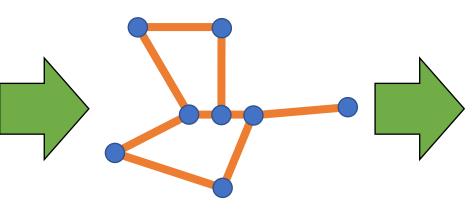


Step 1: Considered an ill-defined, abstract, "thing".



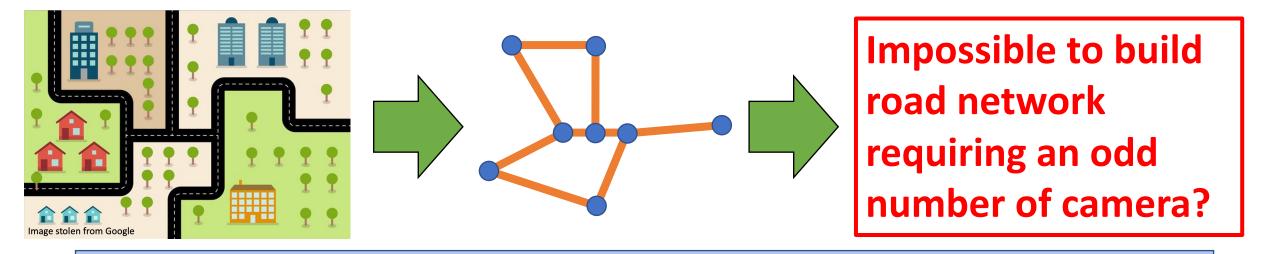
Step 1: Considered an ill-defined, abstract, "thing". Step 2: Built a formal model of it.





Impossible to build road network requiring an odd number of camera?

Step 1: Considered an ill-defined, abstract, "thing". Step 2: Built a formal model of it. Step 3: Found limitations of the model, which translated to limitations of the "thing".



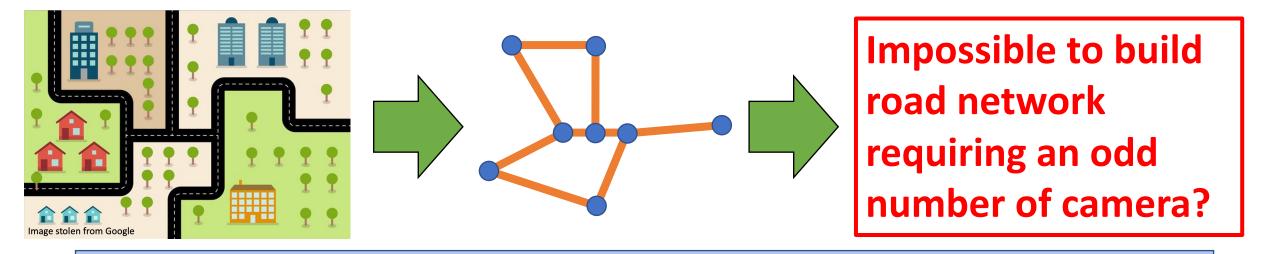
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Step 1: Consider a computer. Step 2: Build mathematical model of a computer. Step 3: Find limitations of model, which translate to limitations of computers.

hs



### St CSCI 338:

ar

at

Step 1: Consider

<del>a computer</del>

Step 2: Build mathematical model of a computer. Step 3: Find limitations of model, which translate to limitations of computers.

hs