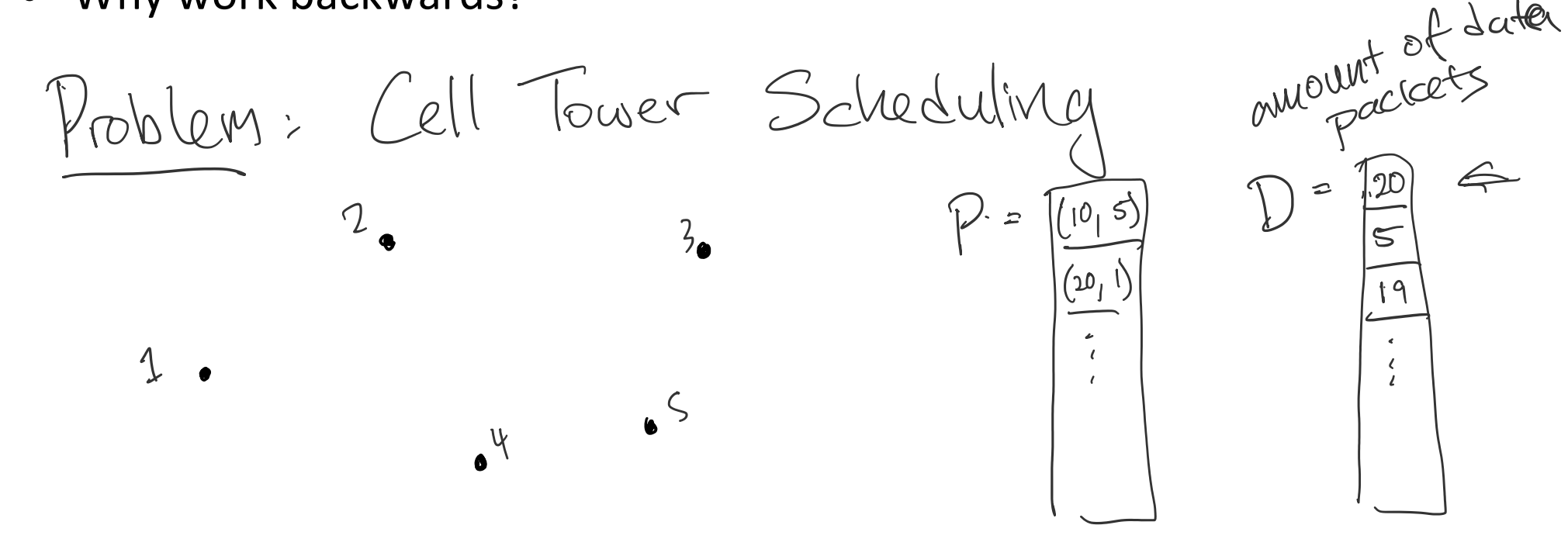


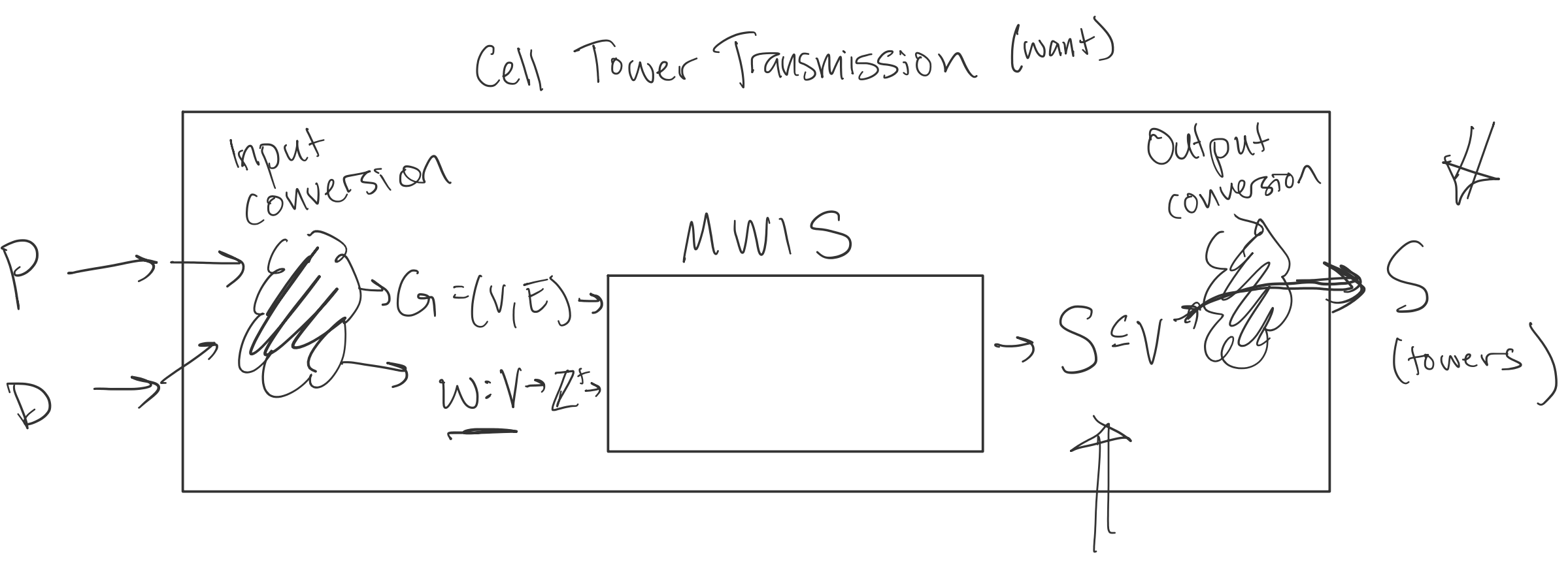
- Goals:
- Design a reduction
  - Describe importance of reductions

Reminders/Questions:  
Probability/Quicksort Review: <https://www.cs.middlebury.edu/~skimmel/Courses/302S22/>

- Last day with these groups!
- Prog. Ass. No assumption of unique x,y
- Why "DP"
- Why work backwards?



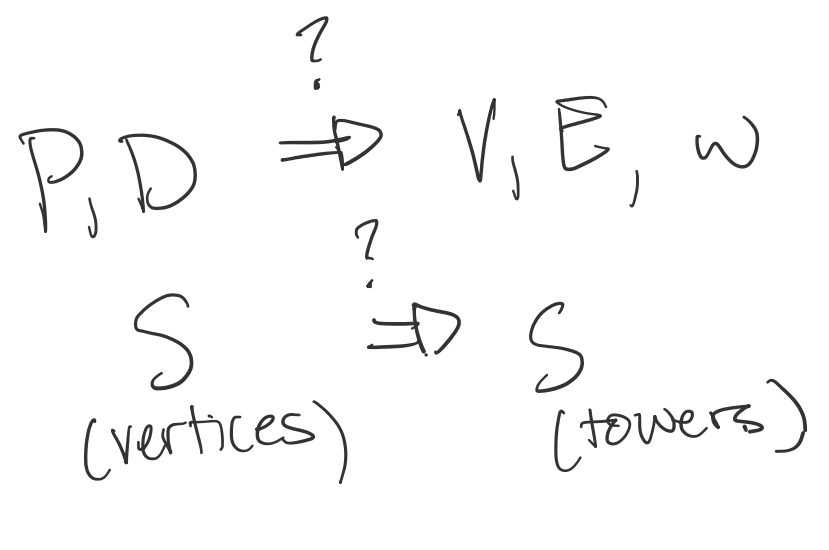
Output: Set of towers to broadcast in the next time step. If two towers w/in 2 miles of each other broadcast → interference.



- Feedback loop to increase prioritization of current prioritized group.
- Behavior could help the company determine how to improve network

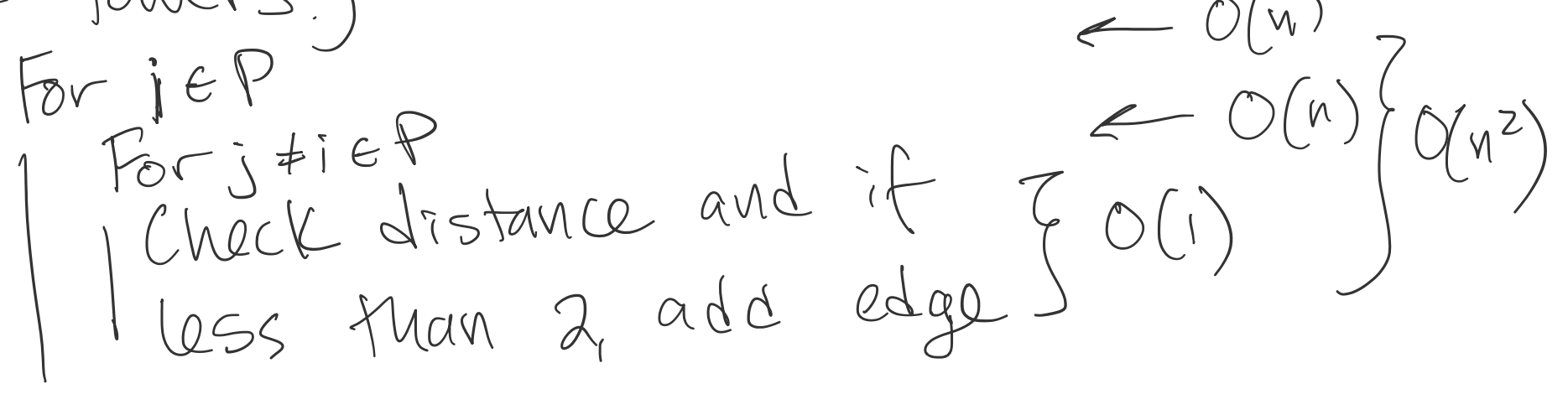
1. Ethical concerns? Towers with more packets get priority → Prioritize heavy users (wealthy users), prioritize urban / younger vs older  
Geographic inequalities (placing towers fairly) → could allow companies to prioritize users

2. Describe conversion strategies:
- Each tower is a vertex
  - Weight is # data packets
  - Edges b/t two towers/vertices if dist is less than 2 miles



- No differentiation of high priority (qql) packets

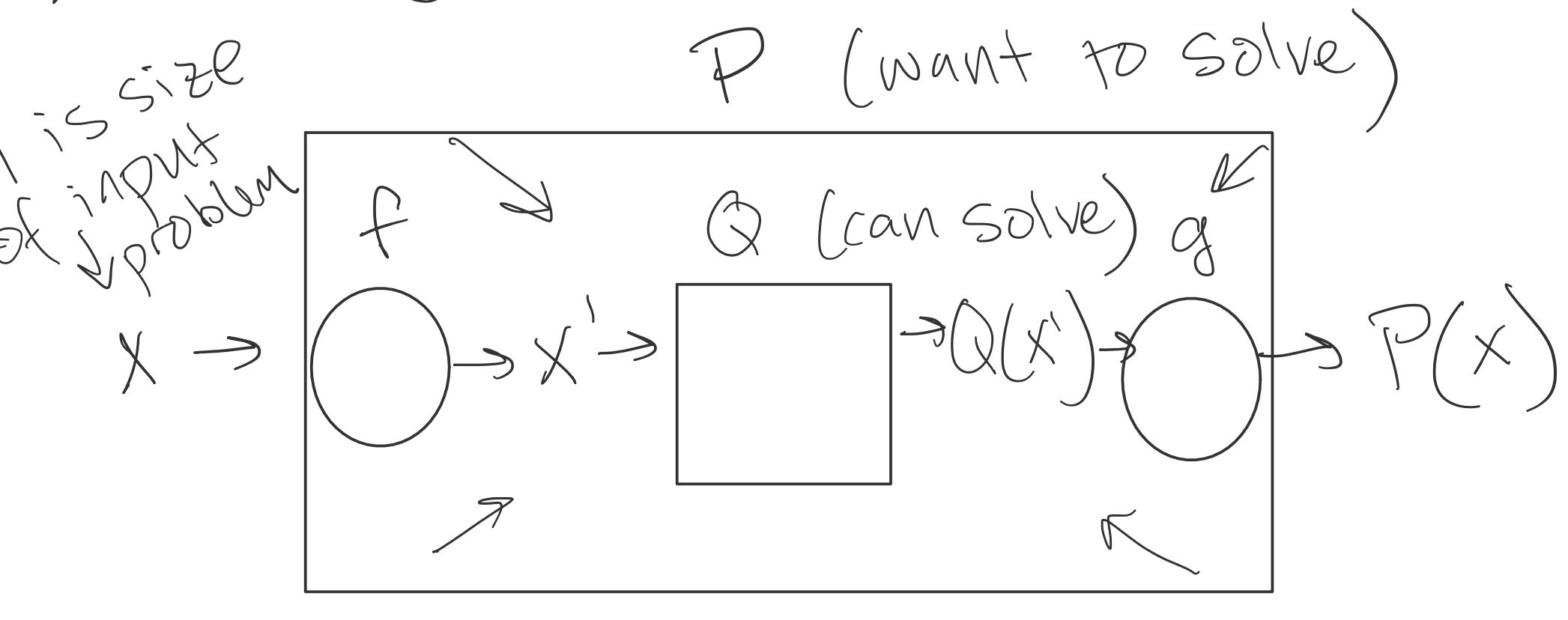
3. What is runtime of each conversion strategy?  
(In terms of n, number of towers.)  
(Brute force OK)



1.  
  
2.

3.

### More General Reduction



Runtime : Runtime f + Runtime Q + Runtime g

Usually want:  $f, g \leq Q$

If Runtime(f,g) is  $O(\text{poly}(n))$   
 $\downarrow$   
 $O(n), O(n^2), O(n^3); \dots O(n^d)$   
constant  
 $\downarrow$

we write:

'P is polynomial time reducible to Q'

$P \leq_p Q$  ~ Q is harder than P

Q gives us the power to solve P

Why think about reductions?