1. Log in to your Sage/Cocalc account.

   (a) Start Chrome browser.
   (b) Go to http://cocalc.com
   (c) Click “Sign In”.
   (d) Click project Classroom Worksheets.
   (e) Click “New”, call it c34, then click “Sage Worksheet”.

Now we will define a new graph function for computing the hard-to-compute stability number of a graph. The stability number of a graph is the largest number of vertices in the graph that have no edges between them.

So our problem of finding a maximum stable set in a graph can be reduced to the problem of finding a maximum stable set in two smaller subgraphs: (1) the graph formed by removing vertex $v$ and (2) the graph formed by removing $v$ and its neighbors. In this case, we assume that $v$ is in the maximum stable set.

Here’s our function to remove a vertex and its neighbors from a graph and produce a new graph with $v$ and its neighbors removed.

```python
def remove_vertex_and_neighbors(g,v):
    S2=g.vertices()
    S2.remove(v)
    for w in g.neighbors(v):
        S2.remove(w)
    return g.subgraph(S2)
```

2. So now let’s fix up our algorithm. We’ll make $V$ pop a vertex off the end. That won’t effect out original graph. Now we know how to define $S1$ and $S2$ to be what we want.

```python
def tt_maximum_stable_set(g):
    V = g.vertices()
    S1 = V
    v = S1.pop()
    S2 = remove_vertex_and_neighbors(g,v)
    g1 = g.subgraph(S1)
    g2 = g.subgraph(S2)
    Max1 = tt_maximum_stable_set(g1)
    Max2 = tt_maximum_stable_set(g2)
    if len(Max1) > len(Max2):
        return Max1
    else:
        return Max2
```
Evaluate. Let `g=graphs.PetersenGraph()` and then try `tt_maximum_stable_set(g)`. We get a `pop from empty list` error. Ooooh. Yeah, we didn’t think about that. At some point, after we keep removing vertices, we’ll get an empty list of vertices. At that point we should return that empty list.

```python
def tt_maximum_stable_set(g):
    V = g.vertices()
    if V == []:
        return V
    S1 = V
    S2 = copy(V)
    v = S1.pop()
    S2 = remove_vertex_and_neighbors(g,v)
    g1 = g.subgraph(S1)
    g2 = g.subgraph(S2)
    Max1 = tt_maximum_stable_set(g1)
    Max2 = tt_maximum_stable_set(g2)
    if len(Max1) > len(Max2):
        return Max1
    else:
        return Max2
```

Evaluate. Then try `tt_maximum_stable_set(g)`. What happened? We **know** that’s not the answer.

3. We forgot that when we remove `v` and its neighbors that we are assuming `v` is in a maximum stable set. So somehow we need to keep track of our maximum stable set and include `v` in that. Let’s let `StableSet` be the (current) maximum stable set. That’s also what we should return if the vertex set is empty.

```python
def tt_maximum_stable_set(g, StableSet):
    V = g.vertices()
    if V == []:
        return StableSet
    v = V.pop()
    S1 = V
    S2 = remove_vertex_and_neighbors(g,v)
    g1 = g.subgraph(S1)
    g2 = g.subgraph(S2)
    Max1 = tt_maximum_stable_set(g1, StableSet)
    Max2 = tt_maximum_stable_set(g2, StableSet+[v])
    if len(Max1) > len(Max2):
        return Max1
    else:
        return Max2
```

Try `tt_maximum_stable_set(g, [])`. Now **test** this function with a variety of other graphs where you **know** the answer. Does it work?

4. Now use the `timeit()` command to compare the speed of the `naive_maximum_stable_set()` and `tt_maximum_stable_set()` functions. Use a variety of graphs for test purposes.