

### *I Erdős Magic*

Sixty years ago Paul Erdős started a methodology to prove the existence of mathematical objects. In modern terms, a randomized algorithm is given that may create the desired object. If one can prove the algorithm has a positive probability of success then the object *must* exist. We examine several examples:

- (i) finding an independent set in a graph. (Idea: Greedy Algorithm)
- (ii) given sets  $A_1, \dots, A_n$  finding (not always possible!) a two coloring of the underlying points so that no  $A_i$  is monochromatic. (Idea: Color Randomly)
- (iii) given  $n$  sets  $A_1, \dots, A_n$  on  $n$  vertices find a two-coloring of the underlying points so that for each  $A_i$  the "discrepancy," the difference between the number of points in  $A_i$  in the two colors, is small. (Idea: Color Randomly)
- (iv) Find  $n$  points in the unit square so that none of the triangles formed by any three of the points is "too small." (Idea: Throw down points at random but then appropriately "modify".) We further discuss "derandomization," replacing the Erdős-type argument with an explicit and rapid algorithm.

### *II The Erdos-Renyi Phase Transition*

Some forty five years ago Paul Erdős and Alfred Rényi wrote "On the Evolution of Random Graphs." We begin with a general discussion of the random graph  $G(n, p)$ , having  $n$  vertices and probability  $p$  of adjacency. Erdős and Rényi recognized that the random graph  $G(n, p)$  undergoes a fundamental change when  $p \sim \frac{1}{n}$ . Parametrizing  $p = \frac{c}{n}$ , while  $c < 1$  all components are small and simple but when  $c > 1$  a complex giant component has emerged. Today we recognize this as a phase transition. Phase transitions (= sudden change, e.g., freezing) appear in mathematical physics (e.g., bond percolation on  $Z^d$ ), computer science (e.g., random  $k$ -SAT) and other places and we give a general discussion of them. For Erdős-Renyi percolation we can expand the  $c = 1$  value and we explain why the "proper" parametrization for the "critical window" is  $p = n^{-1} + \lambda n^{-4/3}$ .

We explore this percolation phenomenon from a variety of viewpoints. One new approach (joint with Remco van der Hofstad) involves a novel analysis of the Breadth First Search algorithm on the random graph  $G(n, p)$ .