

Coordinates:

A 3x6 grid of small icons representing various types of food and beverages. The icons include: a bowl of soup, a glass of juice, a slice of pizza, a hamburger, a glass of water, a glass of milk, a bowl of cereal, a glass of coffee, a slice of cake, a glass of tea, a bowl of fruit, a glass of smoothie, a slice of bread, a glass of beer, a bowl of salad, and a glass of wine.

0 1 2 3 4 5 6 7 8 9

Do not write anything here! Write your solution on this side of a sheet only.

Coordinates:

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20 points

FINDLEGALORDERING(G, c)

- Give a definition of a *vertex most tightly connected to A* (for $A \subseteq V$).
- Write down the Nagamochi-Ibaraki algorithm, using the **FINDLEGALORDERING** procedure. (Your answer may be text or pseudocode – both are OK).
- Analyse the complexity of the Nagamochi-Ibaraki algorithm.
- What other algorithm also not based on flows, can be used to solve the Global Minimum Cut problem?

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Dynamic programming on trees

Question 3

20 points

A *dominating set* for a graph $G = (V, E)$ is a set $S \subseteq V$ such that each vertex of V is either in S , or is adjacent to a vertex in S . Now consider the following problem:

MIN-WEIGHT DOMINATING SET

INPUT: Graph G , weight function $w : V(G) \rightarrow \mathbb{R}^+$ TASK: Find a dominating set $S \subseteq V(G)$ s.t. such that the value $\sum_{v \in S} w(v)$ is minimized.

(Note that the existence of a dominating set of size smaller than given k is one of the classic NP-complete problems.)

Your task is to show that the MIN-WEIGHT DOMINATING SET problem can be, using the dynamic programming approach, solved on **trees** in a *linear time*. If you are unable to do so, try to give at least an algorithm for the version without weights (i.e. you are looking for a dominating set of a minimum size).

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20 points

```

1  $M := \emptyset$ 
2  $T := (\{r\}, \emptyset)$  // where  $r$  is  $M$ -exposed
3 while there exists  $vw \in E$  s.t.  $v \in B(T)$  and  $w \notin V(T)$  do
4     if  $w$  is  $M$ -exposed then
5          $M := \text{AUGMENT}(vw)$ 
6         if there is no  $M$ -exposed vertex in  $G$  then
7             return  $M$  //  $M$  is a perfect matching
8         else
9              $T := (\{r\}, \emptyset)$  // where  $r$  is  $M$ -exposed
10    else //  $w$  is  $M$ -covered
11         $T := \text{EXTEND}(vw)$ 
12 error no perfect matching //  $T$  is frustrated

```

1. using pseudocode, modify the algorithm so it works for general graphs (Do not forget to give a pseudocode for all auxiliary functions you use, however you do not need to give the code for **EXTEND** and **AUGMENT**.)
2. carefully analyse the complexity of your algorithm
3. give an example of a graph G , matching M and an alternating tree T such that T is frustrated even though there exists a perfect matching for G .

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10 points

- a high-level description how they work
- their time complexity (with a short justification)

3. Borůvka

b) How do you prove the *correctness* of these algorithms?

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Kernelization**Question 6****10 points**

In the kernelization algorithm for VERTEX COVER we used the following two rules for an instance (G, k) :

- VC.1 If v is an isolated vertex, then remove it.
(producing a new instance $(G \setminus v, k)$)
- VC.2 If v is a vertex of degree $> k$, then remove it and decrease k .
(producing a new instance $(G \setminus v, k - 1)$)

What happens when none of these two rules is applicable?
(I.e. state what do we know at that moment and what should be done next.)

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