

# TDA251

## Solutions for Assignment 1

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### Exercise 1

Given a graph  $G = (V, E)$ , let  $X$  be an arbitrary set of nodes returned by the greedy solution,  $Y$  be an independent set with maximum size of nodes. We prove that

$$|X| \geq |Y| / \Delta$$

Denote  $X := \{x_1, x_2, \dots, x_m\}$ , where  $x_i$  are the nodes selected by the greedy algorithm in sequence. Correspondingly, denote  $A_i \subseteq V$  as the set of nodes consists of  $x_i$  and the nodes removed together as its neighbours in iteration.

Consider  $B_i := A_i \cap Y$ , we claim that  $B_i$  can not be empty. This is because at least  $B_i$  could contain  $x_i$  as its element, for by rule of our greedy algorithm, there is no edge between  $x_i$  and any other nodes in  $V \setminus A_i$ , which means if  $B_i$  does not contain any other elements different from  $x_i$  in  $A_i$ , it must contain  $x_i$ . Observe that, in the worst case,  $B_i$  has only one element  $x_i$ , because  $x_i$  has an edge with all of its neighbours. In the best case,  $B_i$  has potentially all the neighbours of  $x_i$ , supposing there's no edge between any two of these nodes. Thus we have the following inequation

$$1 \leq |B_i| \leq \Delta$$

Thus we have

$$\frac{1}{\Delta} \leq \frac{|\{x_i\}|}{|B_i|} \leq 1$$

Notice that

$$Y = B_1 \cup B_2 \cup \dots \cup B_m$$

and

$$B_i \cap B_j = \emptyset, i \neq j$$

Finally we have

$$\left( |X| = \sum_{i=1}^m |\{x_i\}| \right) \geq \left( \sum_{i=1}^m \frac{|B_i|}{\Delta} = \frac{|Y|}{\Delta} \right)$$

□

## Exercise 2

A greedy algorithm can be given as follows:

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Let  $S$  be the set of  $n$  sites,  $S'$  be the set of remaining sites need to be covered
and  $C$  be the set of centers.
Initialize  $S' = S$ ,  $C = \emptyset$ 
while  $S' \neq \emptyset$  do
    Select any site  $s \in S'$  and add  $s$  in  $C$ 
    Delete  $s$  and all the sites within Manhattan distance  $r$  from  $s$  from  $S'$ 
end while
return  $C$ 

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We claim that:

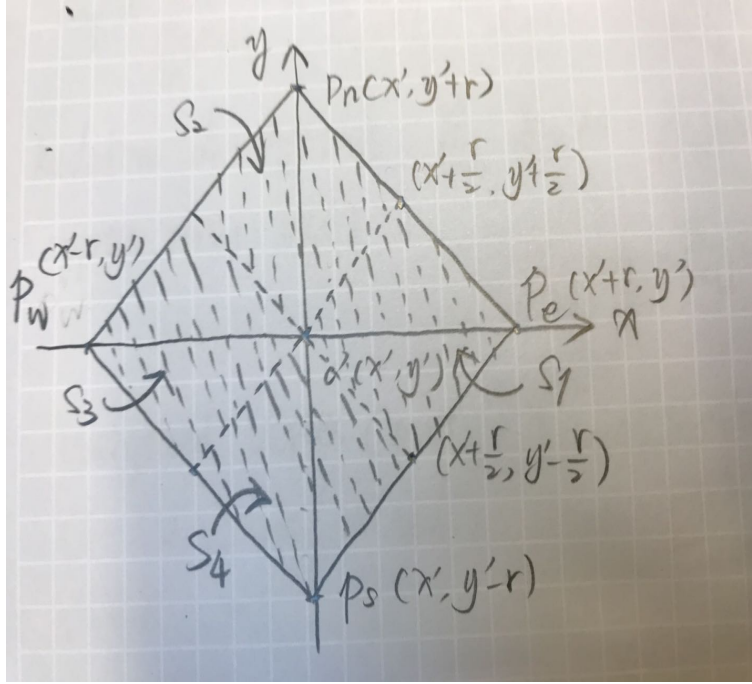
1. The algorithm can run in  $O(n^2)$  time
2. Every site has a distance at most  $r$  from some center
3. The center set returned has at most  $4k$  elements

(1) is true for in the worst case when any two sites have distance larger than  $r$ , we have to compare the distance between the selected site  $s$  and all the remaining sites in  $S'$  with  $r$ .

(2) is guaranteed by the way of the deletion of sites that within distance  $r$  of the newly selected center site.

(3) is also true for the geometric nature of Manhattan distance. Suppose  $C^*$  is the optimal solution that has  $k$  centers selected. During the execution of our algorithm, for any newly selected center  $c = (x, y)$  there must be a center  $c' \in C^*$  that covers it within  $r$  distance. Suppose  $c'$  has coordinate  $(x', y')$ . Observe that the area covered by  $c'$  is the square identified by these four points  $p_w = (x' - r, y')$ ,  $p_n = (x', y' + r)$ ,  $p_e = (x' + r, y')$ ,  $p_s = (x', y' - r)$ . Denote this area as  $A_{c'}$ , which is depicted in the image below.

- If  $c = c'$ . Then for the current while-loop, the greedy algorithm does not produce more centers than  $C^*$ .



- If  $c$  falls into the inner square  $S_1$  denoted by  $(x', y'), (x' + \frac{r}{2}, y' + \frac{r}{2}), (x' + r, y'), (x' + \frac{r}{2}, y' - \frac{r}{2})$ . Observe that any two points in this area have Manhattan distance no more than  $r$ , which means all sites in this area covered by  $c'$  are also covered by  $c$ .
- Similarly, if  $c$  falls into  $S_2$  (denoted by  $(x', y'), (x' - \frac{r}{2}, y' + \frac{r}{2}), (x', y' + r), (x' + \frac{r}{2}, y' + \frac{r}{2})$ ), or  $S_3$  (denoted by  $(x', y'), (x' - \frac{r}{2}, y' - \frac{r}{2}), (x' - r, y'), (x' - \frac{r}{2}, y' + \frac{r}{2})$ ), or  $S_4$  (denoted by  $(x', y'), (x' + \frac{r}{2}, y' - \frac{r}{2}), (x', y' - r), (x' - \frac{r}{2}, y' - \frac{r}{2})$ ), all the sites in that particular area covered by  $c'$  would also be covered by  $c$ . Thus, during the course of our greedy algorithm, at most 4 sites need to be chosen to cover all the sites originally covered by some center  $c' \in C^*$ .

It follows that the output of our greedy algorithm has at most  $4k$  elements.  $\square$