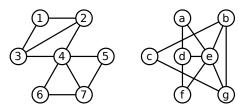
CS 573: Graduate Algorithms, Fall 2010 Homework 1

Due Friday, September 10, 2010 at 1pm.

For this and all future homeworks, groups of up to three students may submit a single, common solution. Please neatly print (or typeset) the full name and NetID on each page of your submission.

1. Two graphs are said to be *isomorphic* if one can be transformed into the other just by relabeling the vertices. For example, the graphs shown below are isomorphic; the left graph can be transformed into the right graph by the relabeling $(1, 2, 3, 4, 5, 6, 7) \mapsto (c, g, b, e, a, f, d)$.



Two isomorphic graphs.

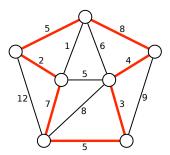
Consider the following related decision problems:

- GRAPHISOMORPHISM: Given two graphs *G* and *H*, determine whether *G* and *H* are isomorphic.
- EVENGRAPHISOMORPHISM: Given two graphs *G* and *H*, such that every vertex in *G* and *H* has even degree, determine whether *G* and *H* are isomorphic.
- SubgraphIsomorphism: Given two graphs *G* and *H*, determine whether *G* is isomorphic to a subgraph of *H*.
- (a) Describe a polynomial-time reduction from EvenGraphIsomorphism to GraphIsomorphism.
- (b) Describe a polynomial-time reduction from GraphIsomorphism to EvenGraphIsomorphism.
- (c) Describe a polynomial-time reduction from GraphIsomorphism to SubgraphIsomorphism.
- (d) Prove that SubgraphIsomorphism is NP-complete.
- (e) What can you conclude about the NP-hardness of GRAPHISOMORPHISM? Justify your answer.

[Hint: These are all easy!]

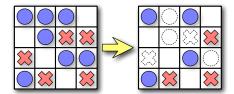
2. Suppose you are given a magic black box that can solve the 3Colorable problem *in polynomial time*. That is, given an arbitrary graph *G* as input, the magic black box returns True if *G* has a proper 3-coloring, and returns False otherwise. Describe and analyze a *polynomial-time* algorithm that computes an actual proper 3-coloring of a given graph *G*, or correctly reports that no such coloring exists, using this magic black box as a subroutine. [Hint: The input to the black box is a graph. Just a graph. Nothing else.]

3. Let *G* be an undirected graph with weighted edges. A *heavy Hamiltonian cycle* is a cycle *C* that passes through each vertex of *G* exactly once, such that the total weight of the edges in *C* is at least half of the total weight of all edges in *G*. Prove that deciding whether a graph has a heavy Hamiltonian cycle is NP-complete.



A heavy Hamiltonian cycle. The cycle has total weight 34; the graph has total weight 67.

4. Consider the following solitaire game. The puzzle consists of an $n \times m$ grid of squares, where each square may be empty, occupied by a red stone, or occupied by a blue stone. The goal of the puzzle is to remove some of the given stones so that the remaining stones satisfy two conditions: (1) every row contains at least one stone, and (2) no column contains stones of both colors. For some initial configurations of stones, reaching this goal is impossible.





A solvable puzzle and one of its many solutions.

An unsolvable puzzle.

Prove that it is NP-hard to determine, given an initial configuration of red and blue stones, whether the puzzle can be solved.

5. A boolean formula in *exclusive-or conjunctive normal form* (XCNF) is a conjunction (AND) of several *clauses*, each of which is the *exclusive-*or of one or more literals. For example:

$$(u \oplus v \oplus \bar{w} \oplus x) \wedge (\bar{u} \oplus \bar{w} \oplus y) \wedge (\bar{v} \oplus y) \wedge (\bar{u} \oplus \bar{v} \oplus x \oplus y) \wedge (w \oplus x) \wedge y$$

The XCNF-SAT problem asks whether a given XCNF boolean formula is satisfiable. Either describe a polynomial-time algorithm for XCNF-SAT or prove that it is NP-complete.