Algorithm HW#2

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1 Problem 1.

Consider the boolean expression

$$(x_1 \lor x_2) \land (\neg x_1 \lor x_2) \land (x_1 \lor \neg x_2) \land (\neg x_1 \lor \neg x_2)$$

The corresponding linear programming is:

It is easy to check that $(y_1, y_2, z_1, z_2, z_3, z_4) = (0.5, 0.5, 1, 1, 1, 1)$ is a solution with $z_1 + z_2 + z_3 + z_4 = 4$. But obviously at most 3 clauses could be satisfied, since exactly one of $x_1, \neg x_1$ would be false, say x_1 . Similarly, assume x_2 is false, then $x_1 \lor x_2$ is false. Thus the integrality gap is 3/4.

2 Problem 2.

First we prove two simple lemmas:

Lemma 1. $1 - 4^{y-1} \le 4^{-y}$.

Proof. Since

$$4^{-y} - 1 + 4^{y-1} = (2^{-y} - 2^{y-1})^2 > 0 \implies 1 - 4^{y-1} < 4^y$$

Lemma 2. $1 - 4^{-z} \ge 3z/4$.

Proof. $f = z \mapsto 1 - 4^{-z}$ is concave since $f'' = -4^{-z}(\log 4)^2 < 0$.

$$4^{-y} - 1 + 4^{y-1} = (2^{-y} - 2^{y-1})^2 \ge 0 \implies 1 - 4^{y-1} \le 4^y$$

Thus

$$1 - 4^{-z}f(z) = f((1-z) \cdot 0 + z \cdot 1) \ge (1-z)f(0) + zf(1) = \frac{3z}{4}$$

Now, for each clause, let z_i be the corresponding variable in the LP, $A \triangleq \{i : x_i \text{ appears in the clause}\}$ and $B \triangleq \{i : \neg x_i \text{ appears in the clause}\}$ (Notice that A, B might intersect). Then we have

$$z_i \le \sum_{i \in A} y_i + \sum_{i \in B} 1 - y_i$$

For each $i \in A$, x_i would be assigned "True" with probability 4^{y_i-1} , and thus "failed" with probability $1-4^{y_i-1}$. Similarly, for each $i \in B$, x_i would be assigned "False" with probability $1-4^{y_i-1}$, and thus "failed" (i.e., $\neg x_i = \text{False}$) with probability 4^{y_i-1} . Thus the overall probability of "success" (i.e., the clause evaluate to "True") is

$$1 - \prod_{i \in A} (1 - 4^{y_i - 1}) \prod_{i \in B} 4^{y_i - 1} \stackrel{\text{(a)}}{\geq} 1 - \prod_{i \in A} 4^{-y_i} \prod_{i \in B} 4^{y_i - 1}$$

$$\geq 1 - 4^{\left(\sum_{i \in A} - y_i + \sum_{i \in B} - (1 - y_i)\right)}$$

$$\geq 1 - 4^{-z_i}$$

$$\stackrel{\text{(b)}}{\geq} \frac{3z_i}{4}$$

Where Lemma 1 and 2 is directly used in (a) and (b). Thus the expected weights of clause that is satisfied is greater then $3 \sum w_i z_i/4$, hence the rounding provides an 4/3-approximation algorithm.

3 Problem 3.

If (S_1, S_2) are a partition of vertices such that $S_1 \cup S_2 = V$ and $S_1 \cap S_2 = \emptyset$, Define the cut (edges) as $C = \{(u, v) : u \in S_1 \text{ and } v \in S_2\}$.

Consider the following randomized algorithm: Simply place each u randomly into \tilde{S}_1 or \tilde{S}_2 with equal probability and independently, then output $(\tilde{S}_1, \tilde{S}_2)$. If C_{opt} is the optimal cut, for each $(u, v) \in C_{\text{opt}}$, $\Pr\{u \in \tilde{S}_1 \text{ and } v \in \tilde{S}_2\} = 1/4$, thus $\mathbf{E}|\tilde{C}| \geq 1/4|C_{\text{opt}}|$, where \tilde{C} is the cut induced by $(\tilde{S}_1, \tilde{S}_2)$.

Lemma 3. If some vertices is already assigned, then the expected size of the cut if the remaining vertices are assigned to S_1 or S_2 randomly could be calculated in $\mathcal{O}(|E|)$.

Proof. We simply examinate each cases carefully, for each edge e = (u, v), the probability p of e be in the cut is:

- 1. If both u, v are already assigned: If $u \in S_1$ and $v \in S_2$, then p = 1. Otherwise, p = 0.
- 2. If u is already assigned: If $u \in S_1$, then p = 0.5. Otherwise, p = 0.
- 3. If v is already assigned: If $v \in S_2$, then p = 0.5. Otherwise, p = 0.
- 4. Else, p = 0.25.

Now, by the additivity of expectation, $\mathbf{E}|C| = \sum_{e \in E} \Pr\{e \in C\}$. Thus we could compute $\mathbf{E}|C|$ by running through all edges, which obviously cost $\mathcal{O}(|E|)$.

Now, we derandomize the algorithm by following: For i from 1 to |V|,

- 1. Calculate the expected value $E_{i,1}, E_{i,2}$ by lemma 3, where $E_{i,j}$ is the expected cut size when v_i is assigned to S_j .
- 2. Let $E_{i,j}$ be the greater one, then assign v_i to S_j .

Let x_i be the expected cut size after v_i is assigned, then in the very beginning, $x_0 = \mathbf{E}|\tilde{C}| \ge |C_{\mathrm{opt}}|/4$. Now, if $x_{i-1} \ge |\tilde{C}|$, then when assigning v_i , we must have $x_{i-1} = 0.5E_{i,1} + 0.5E_{i,2}$, thus one of them must be greater then x_{i-1} , thus $x_i \ge x_{i-1} \ge \mathbf{E}|\tilde{C}| \ge |C_{\mathrm{opt}}|/4$ by induction, hence derandomizing gives a deterministic 4-approximation algorithm. Since we iterate through all the vertices, and each time applying Lemma 3 cost $\mathcal{O}(|E|)$, the overall running time is $\mathcal{O}(|E||V|)$. Notice that the "type" of an edge (listed 1.— 4. above) changed at most 2 time (once u, v are assigned). It is surely possible to reduce the running time to $\mathcal{O}(|E| + |V|)$ by calculating only the edge which type changed in Lemma 3.

4 Problem 4.

Let m,s be the current number of elements and the size of the hash table, respectively (so $s=4k^2$, where we rebuilt the hash table while inserting the k-th element from the statement). Define the potential function as $\Phi \triangleq 2m - \sqrt{s} = 2m - 2k$. Since k is the last time we rebuilt the hash table, $m \ge k = \sqrt{s}/2$ and hence $\Phi = 2m - \sqrt{s} \ge 0$ at any moment.

Let m', s' be the value of m, s after an insertion, there are two cases.

- 1. No collision happened, then $\Delta \Phi = 2\Delta m = 2(m'-m) = \mathcal{O}(1)$, thus the amortized cost is $\tilde{c} = c + \Delta \Phi = \mathcal{O}(1) + \mathcal{O}(1) = \mathcal{O}(1)$.
- 2. A collision occurred. Since the hash function is chosen from a 2-universal hash family, this happened with probability no more than m/s. After rebuilding, s' =

 $4k'^2 = 4m^2$. Thus we have

$$\Delta \Phi = 2\Delta m - \Delta s = \mathcal{O}(1) + \sqrt{s'} - \sqrt{s} = \mathcal{O}(1) + 2k - 2m$$

Hence the amortized cost is

$$\tilde{c} = c + \Delta \Phi = m + \mathcal{O}(1) + 2k - 2m = 2k - m + \mathcal{O}(1)$$

Now, let C be the amortized cost of an insertion, by the discussion above, we have

$$\mathbf{E} C = \mathcal{O}(1) + \frac{m}{s}(2k - m) = \mathcal{O}(1) + \frac{m(2k - m)}{4k^2}$$

If m > 2k, then 2k - m is negative, so $\mathbf{E} C = \mathcal{O}(1)$. Thus assume $m \leq 2k$, then

$$\frac{m(2k-m)}{4k^2} \le \frac{2km}{4k^2} \le \frac{4k^2}{4k^2} = \mathcal{O}(1) \implies \mathbf{E} C = \mathcal{O}(1)$$

Thus no matter what, $EC = \mathcal{O}(1)$. Hence the expected cost of inserting n elements is $n \mathcal{O}(1) = \mathcal{O}(n)$.

5 Problem 5

Assuming n is the number of a_i s.

Divide the interval [0,1) into $[0,m),[m,2m),\ldots,[km,(k+1)m),\ldots,[(1/m-1)m,1)$ where $m=1/n^2$. Let $I_k \triangleq [km,(k+1)m)$. Now,

 $\Pr\{ \text{ the smallest interval} \le 1/n^2 = m \}$

 $= \Pr\{\, \text{exists one interval} \leq m \,\}$

 $\geq \Pr\{\,\exists\, i \neq j \text{ s.t. } a_i \text{ and } a_j \text{ are both in } I_k \text{ for some } k\,\}$

 $= 1 - \Pr\{ \forall k, I_k \text{ contains no more then one } a_i \} \triangleq 1 - p$

So we shall calculate p, which is the probability of every I_k is occupied by at most one a_i . Since these a_i s are picked uniformly and independently at random, and each of them has size m, $\Pr\{a_i \in I_k\} = m = 1/n^2$. Notice that

$$p = \prod_{i=1}^{n} \Pr\{a_i \text{ is inserted into an empty sub-interval}\}$$
$$= \prod_{i=1}^{n} \left(1 - \frac{i-1}{n^2}\right) = \prod_{i=1}^{n-1} \left(1 - \frac{i}{n^2}\right)$$

Since before a_i is inserted, i-1 sub-intervals are already occupied by the previous a_j s, provided that no collision occurred before.

Lemma 4. $e^{-x} \ge 1 - x$, $\forall x \in \mathbb{R}$.

Proof. Let $f=e^{-x}-(1-x)$, then f(0)=0 and $f'(x)=1-e^{-x} \leq 0$ as $x \leq 0$. We conclude that $e^{-x} \geq 1-x$.

By lemma 4,

$$p \le \prod_{i=0}^{n-1} \exp\left(-\frac{i}{n^2}\right) = \exp\left(-\sum_{i=0}^{n-1} \frac{i}{n^2}\right) = \exp\left(-\frac{n(n-1)}{2n}\right) = \exp\left(-\frac{1}{2} + \frac{1}{2n}\right)$$

If $n \ge 2$, $-1/2 + 1/(2n) \le 1/4$, thus

$$p \le \exp\left(-\frac{1}{2} + \frac{1}{2n}\right) \le e^{-1/4} = \Omega(1), \text{ as } n \ge 2.$$

Thus the size of the smallest interval is less then $1/n^2$ has probability no less then $e^{-1/4} = \Omega(1)$.