We use the notation  $\mathcal{O}^*(f(n))$  to hide factors polynomial in the input length, e.g.,  $\mathcal{O}(2^n n^2) = \mathcal{O}^*(2^n)$ .

## 1 Method: Branching

#### 1.1 Vertex Cover

Recall the definition from day 1.

**Definition 1.** A vertex cover of a graph G = (V, E) is a set of vertices  $X \subseteq V$  such that for every edge  $e \in E$ ,  $e = \{u, v\}$ , at least one endpoint of e lies in X (that is,  $u \in X$  or  $v \in X$ ).

Vertex Cover

**Input:** Graph G = (V, E)

**Question:** Find a minimum vertex cover of G

Given in class: Vertex Cover can be solved in time  $\mathcal{O}^*(1.3803^n)$  (recurrence T(n) = T(n-1) + T(n-4)).

#### 1.2 k-SAT

**Definition 2.** A k-CNF formula is a boolean formula  $\mathbb{F} = C_1 \wedge \ldots \wedge C_m$ , where each  $C_i$  is a k-clause  $(l_1 \vee \ldots \vee l'_k)$ ,  $k' \leq k$ , and each  $l_i$  is either x or  $\neg x$  for some variable x. (Example:  $(a \vee b \vee c) \wedge (\neg a \vee \neg b) \wedge (\neg c \vee d)$  is a 3-CNF formula.)

3-SAT

Input: A 3-CNF formula.

**Question:** Does the formula have a satisfying assignment?

Given in class: k-SAT can be solved in time  $\mathcal{O}^*(c_k^n)$  where  $c_k < 2$  for every fixed k.

Problem 1. (Repeated from pre-course exercises.) 2-SAT can be solved in polynomial time.

#### 1.3 Exact Hitting Set

EXACT HITTING SET

**Input:** A set system: A set U, and a set  $S = \{S_1, \ldots, S_m\}$  of subsets of U.

**Question:** Find a set  $X \subseteq U$  which intersects every set  $S_i \in \mathcal{S}$  exactly once (if one exists).

**Problem 2.** Solve Exact Hitting Set in time  $\mathcal{O}^*(1.4656^n)$  (recurrence T(n) = T(n-1) + T(n-3)).

Remark 1. The HITTING SET problem (accidentally called SET COVER on the approximation problem set) seems to be much harder for exact algorithms than EXACT HITTING SET; no algorithm with running time  $\mathcal{O}^*(c^n)$  for c < 2 is known for HITTING SET (and some researchers conjecture that none exists).

# 2 Method: Dynamic Programming

#### 2.1 Subset Sum

Subset Sum

**Input:** A set of integers  $x_1, \ldots, x_n$ ; a target integer T.

**Question:** Is there a subset of the integers that sum to T?

You may assume that the integers are non-negative (it makes no difference, but it might be easier to think about). In day 1, we saw that SUBSET SUM can be solved via dynamic programming in time  $\mathcal{O}^*(T)$  (note that T can be exponentially large in the size of the input, since writing down T only takes  $\log T$  bits). Here, we ask for a different direction.

**Problem 3.** Solve Subset Sum in  $\mathcal{O}^*(2^{n/2})$  time.

### 2.2 Chromatic Number

**Definition 3.** A k-coloring of a graph G = (V, E) is a labeling  $f : V \to \{1, ..., k\}$  of the vertices, such that for every edge  $\{u, v\} \in E$ , we have  $f(u) \neq f(v)$ .

Graph k-coloring

**Input:** A graph G, an integer k. **Question:** Does G have a k-coloring?

**Problem 4.** Solve Graph k-coloring in time  $\mathcal{O}^*(c^n)$ , preferrably c=3. (Note that the size of the search space is  $k^n$ .)

**Remark 2.** Via a method known as principle of inclusion-exclusion it is possible to do this in time  $\mathcal{O}^*(2^n)$  and exponential space, or in time  $\mathcal{O}^*(c^n)$ , 2 < c < 3, with polynomial space.