

Problem 1. (25 points) [Graph Traversals]

Give a $O(n + m)$ time algorithm to determining whether the vertices of a connected undirected graph G can be colored by two different colors (say, red and blue) such that for every edge (u, v) , u and v have different colors. When such coloring exists, your algorithm should also compute it.

Answer: Modify DFS as follows. Start running a DFS from an arbitrary node v and color v red. Traverse the rest of the graph using DFS: if you traverse a discovery edge, flip the color from the current color (i.e., red to blue or vice versa); if you consider a back edge, you check whether the color of the node at the “other” end has the same color of the source of that edge; if the two colors are the same, you have to stop and declare the graph not two-colorable. If the DFS colors all the nodes either red or blue and finds no conflicts, the graph is two-colorable (or bipartite).

Problem 2. (25 points) [Divide-and-conquer on Graphs]

Let $G = (V, E)$ be an undirected graph. A *triangle* in G is a cycle consisting of exactly three vertices (or, equivalently, three edges). Suppose that G is represented as an adjacency matrix. Give an algorithm to determine whether G contains any triangle in $O(n^{\log_2 7})$ time.

Answer: Let A be the adjacency matrix of G . Matrix A is squared. Find A^3 using Strassen's algorithm in time $O(n^{\log_2 7})$ and if any of entries $A[i, i] > 0$, then there is a 3-cycle.

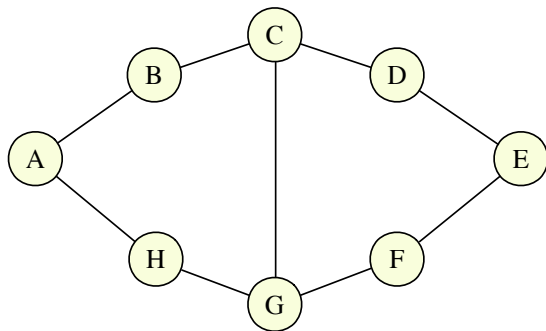
Problem 3. (25 points) [Greedy on Graphs]

Given an undirected graph $G = (V, E)$, an *independent set* in G is any set $I \subseteq V$ of vertices such that no two vertices in I are connected by an edge. In the maximum independent set problem (MIS), for a given graph G , we want to find an independent set of maximum size.

Here is our proposed greedy algorithm: (1) Set $I \leftarrow \emptyset$; (2) Repeat (3-4) until no nodes are left; (3) Choose a vertex v in G of minimum degree (breaking ties arbitrarily). (4) Add v to I and remove from G vertex v and all its neighbors.

Does this greedy algorithm always return the optimal solution? If you think it does, give a proof for the greedy choice property. If you think it does not, give a counterexample.

Answer: The algorithm is not optimal. Consider, for instance, the graph below.



The minimum degree is 2, so the algorithm could start, say, by choosing A , and remove B and H . Then it is left with a cycle of length 5, $CDEFGC$, from which it will choose two more vertices, for the total of three vertices. But the maximum independent set has size 4, namely $\{B, D, F, H\}$.

Problem 4. (25 points) [Dynamic Programming on Graphs]

Given a directed graph with non-negative integer edge weights, a pair of vertices s and t , and integers K and W , describe a dynamic-programming algorithm for deciding whether there exists a path from s to t that has total weight W and uses exactly K edges.

Your algorithm should run in time $O((n + m)WK)$, where n is the number of vertices and m is the number of edges. Analyze the time and space complexity of your solution.

Hint: You will have to define a three-dimensional table for the recurrence relation.

Answer:

Define $P[v, w, k]$ to be true if there is a path from s to v that has total weight w and uses exactly k edges. (For any vertex v and any integers w and k with $0 \leq w \leq W$ and $0 \leq k \leq K$.)

The following recurrence holds:

$P[v, 0, 0]$ is true for each vertex v .

$P[v, w, 0]$ is false for $w > 0$ and each vertex v .

For $k > 0$, $P[v, w, k]$ is true if and only if $P[u, w - wt(u, v), k - 1]$ is true for some edge (u, v) .

Based on the recurrence, here is an algorithm:

1. Set $P[v, 0, 0] = \text{true}$ for each vertex v .
2. Set $P[v, w, 0] = \text{false}$ for each vertex v and $w = 1, 2, \dots, W$.
3. For $k = 1, 2, \dots, K$ do:
4. For $w = 0, 1, 2, \dots, W$ do:
5. Set $P[v, w, k] = \text{true}$ if there is an edge (u, v) such that $P[u, w - wt(u, v), k - 1]$ is true (for each vertex v).
6. Return $P[t, W, K]$.

The outer loop executes K times, the inner loop executes W times (for each iteration of the outer loop), and implementing line 5 takes linear time.