

## COMP 362 - Winter 2015 - Assignment 4

Due: 6pm March 27th.

**General rules:** In solving these questions you may consult books but you may not consult with each other. You should drop your solutions in the assignment drop-off box located in the Trottier Building.

1. (10 Points) Show that the following problem is in PSPACE:

- Input: An undirected graph  $G$  and a positive integer  $m$ .
- Question: Is the number of proper  $m$ -vertex colorings of  $G$  divisible by 7?

(Note that the size of the input is  $O(n^2 + \log m)$  where  $n$  is the number of vertices of  $G$ .)

**Solution:** One can generate all the possible  $m^n$  colorings, one by one (reusing the memory). Each such coloring takes  $n \log(m)$  space. We will also have a variable  $A$  that is equal to the number of proper colorings found so far (mod 7). Every time that a new coloring is generated, we check whether it's proper or not, and then update the variable  $A$  accordingly. Note that  $A$  takes only  $O(1)$  bits of memory. Hence in total the required space is going to be  $O(n^2 + n \log m)$ .

2. (15 Points) Given a set  $P$  of  $n$  points on the plane, consider the problem of finding the smallest circle containing all the points in  $P$ . Show that the following is a 2-factor approximation algorithm for this problem. Pick a point  $x$  in  $P$ , and set  $r$  to be the distance of the farthest point in  $P$  from  $x$ . Output the circle centered at  $x$  with radius  $r$ .

**Solution:** First we show that all the points will be in the circle outputted by algorithm: If  $y$  is the point farthest from  $x$ , then  $r = d(x, y)$ . If there's a point  $p$  outside the circle, then  $d(p, x) > r = d(x, y)$  which cannot be because  $y$  is the farthest point from  $x$ .

Now we show that this is a 2-factor approximation: Suppose  $x'$  and  $r'$  are the center and radius of the optimal solution. Since  $x$  and  $y$

are inside the circle we have  $d(x, c) \geq r'$  and  $d(y, c) \geq r'$  so  $d(x, c) + d(y, c) \geq 2r'$ . From the triangle inequality we have  $d(x, c) + d(y, c) \geq d(x, y) = r$  from combining these two we have  $2r' \geq r$ .

3. (15 Points) Problem 10 of Chapter 11: Suppose you are given an  $n \times n$  grid graph  $G$ . Associated with each node  $v$  is an integer weight  $w(v) \geq 0$ . You may assume that all the weights are distinct. Your goal is to choose an independent set  $S$  of nodes of the grid, so that the sum of the weights of the nodes in  $S$  is as large as possible. (The sum of the weights of the nodes in  $S$  will be called its total weight.) Consider the following greedy algorithm for this problem.

- Start with  $S := \emptyset$ .
- While some node remains in  $G$ :
  - Pick a node  $v$  of maximum weight.
  - Add  $v$  to  $S$ .
  - Delete  $v$  and its neighbors from  $G$
- Endwhile.

Show that this algorithm returns an independent set of total weight at least  $\frac{1}{4}$  times the maximum total weight of any independent set in the grid graph  $G$ .

**Solution:** Since for every node  $v$  picked we remove the neighbors, the algorithm will not output any connected nodes thus the algorithm gives an independent set. Suppose that we pick a node  $v$  at some point in the algorithm. Let  $v_1, \dots, v_4$  be its neighbours. Note that none of  $v_1, \dots, v_4$  have been picked at this point (otherwise  $v$  would have been deleted). Since  $v$  has the maximum weight among the remaining vertices, we have  $\text{weight}(v) \geq \text{weight}(v_i)$  for  $i = 1 \dots 4$ . So

$$4 \times \text{weight}(v) \geq \sum_{i=1}^4 \text{weight}(v_i).$$

If the optimal algorithm doesn't choose  $v$  and chooses a subset (or all four) of the neighbors instead, then it could be at most 4 times better.

4. Consider a directed bipartite graph  $G = (V, E)$ . We want to eliminate all the directed cycles of length 4 by removing a smallest possible set of vertices.

- (a) (5 points) Let  $\mathcal{C}_4$  denote the set of all cycles of length 4 in the graph. Show that the following integer program models the problem:

$$\begin{array}{ll} \min & \sum_{v \in V} x_v \\ \text{s.t.} & \sum_{u \in C} x_u \geq 1 \quad \forall C \in \mathcal{C}_4 \\ & x_u \in \{0, 1\} \quad u \in V \end{array}$$

**Solution:** For each vertex  $v$ , we have a variable  $x_v$ . These variables are 0/1 valued. The meaning of  $x_v = 1$  is that we remove vertex  $v$  from the graph. The meaning of  $x_v = 0$  is that we keep vertex  $v$ . Let  $\text{OPT}$  denote the optimum value for the original problem. Let  $\text{OPT}_{ip}$  denote the optimum value for the integer program. Let  $x^*$  be an optimum solution of the integer program. By the inequality constraint, the integer program will pick at least one vertex from each 4-cycle. Thus removing the vertices corresponding to  $x^* = 1$  will remove all the 4-cycles. Therefore we have  $\text{OPT} \leq \text{OPT}_{ip}$ . On the other hand, take a minimum set of vertices whose removal kills all the 4-cycles. Setting  $x_v = 1$  for these vertices clearly produces a feasible solution for the integer program. Therefore  $\text{OPT}_{ip} \leq \text{OPT}$ .

- (b) (5 points) Why does the optimal solution to the following relaxation provides a lower bound for the optimal answer to the above integer linear program? In other words why it is not necessary to have the constraints  $x_u \leq 1$  in the relaxation?

$$\begin{array}{ll} \min & \sum_{v \in V} x_v \\ \text{s.t.} & \sum_{u \in C} x_u \geq 1 \quad \forall C \in \mathcal{C}_4 \\ & x_u \geq 0 \quad \forall u \in V \end{array}$$

**Solution:** We claim that in any optimum solution  $x^*$ ,  $x_u^* \leq 1$  for all  $u$ . Suppose there exists some  $u$  such that  $x_u^* > 1$ . Round down the value of this variable to 1. Note that all the inequality constraints will still be satisfied. So we still have a feasible solution. On the other hand, the optimum value will go down, which is a contradiction.

- (c) (15 points) Give a simple 4-factor approximation algorithm for the problem based on rounding the solution to the above linear program.

**Solution:** As before, let  $x^*$  be the optimum solution. The rounding is as follows. If  $x_u^* \geq 1/4$ , set  $x_u^* = 1$ , otherwise set  $x_u^* = 0$ .

First let's check that we get a feasible solution to our problem. In each inequality constraint, it must be the case that at least one of the variables has value  $\geq 1/4$ . Thus in our rounded solution, we pick at least one vertex from each 4-cycle. So we kill all the 4-cycles as required. Let  $\text{OPT}^*$  be the optimum for the linear program, let  $\text{OPT}$  be the optimum for the original problem and let  $A$  be the value obtained by rounding the optimum of the linear program. Clearly  $\text{OPT}^* \leq \text{OPT}$ . Also, by our rounding scheme, we have  $A \leq 4\text{OPT}^*$ . Thus,  $A \leq 4\text{OPT}$ , i.e. our solution is within a factor 4 of the optimum.

- (d) (15 points) Let  $L$  and  $R$  denote the set of the vertices in the two parts of the bipartite graph. (Every edge has one endpoint in  $L$  and one endpoint in  $R$ ). Let  $x^*$  denote an optimal solution to the linear program in Part (b). We round  $x^*$  in the following way:

For every  $u \in V$ ,

- if  $u \in R$  and  $x_u^* \geq 1/2$ , set  $\hat{x}_u = 1$ .
- if  $u \in L$  and  $x_u^* > 0$ , set  $\hat{x}_u = 1$ .
- Otherwise set  $\hat{x}_u = 0$ .

Show that  $\hat{x}$  is a feasible solution to the integer linear program.

**Solution:** Observe that each 4-cycle contains two vertices from  $L$  and two vertices from  $R$ . Consider an inequality constraint of the linear program (so we are considering a fixed 4-cycle). If  $x_u^* > 0$  for one of the two vertices in  $L$ ,  $\hat{x}_u$  will be set to 1 and therefore this inequality will be satisfied. On the other hand, if  $x_u^* = 0$  for both vertices in  $L$ , then it must be the case that  $x_v^* \geq 1/2$  for one of the vertices in  $R$ . Thus this vertex will be rounded to 1 and the inequality will be satisfied.

- (e) (10 points) Consider the dual of the relaxation:

$$\begin{array}{ll} \max & \sum_{C \in \mathcal{C}_4} y_C \\ \text{s.t.} & \sum_{C \in \mathcal{C}_4, u \in C} y_C \leq 1 \quad \forall u \in V \\ & y_C \geq 0 \quad \forall C \in \mathcal{C}_4 \end{array}$$

and let  $y^*$  be an optimal solution to the dual. Use the complementary slackness to prove the following statement: For every  $C \in \mathcal{C}_4$  either we have  $|\{u : \hat{x}_u = 1\}| \leq 3$  or  $y_C^* = 0$ .

**Solution:** Suppose  $|\{u : \hat{x}_u = 1\}| > 3$ . Then all the variables for that cycle must be rounded to 1. For that to happen, it must be that  $x_u^* \geq 1/2$  for the vertices in  $R$  and  $x_u^* > 0$  for the vertices in

$L$ . Thus, we must have  $\sum_{u \in C} x_u^* > 1$ , i.e. the constraint is not tight. By complementary slackness, this means  $y_C^* = 0$ .

- (f) (10 points) Use the complementary slackness and the previous parts to show that our rounding algorithm is a 3-factor approximation algorithm.

**Solution:** As mentioned before, we have  $\sum_{u \in V} x_u^* = \text{OPT}^* \leq \text{OPT}$ . Thus, we are done once we show

$$\sum_{u \in V} \hat{x}_u \leq 3\text{OPT}^*.$$

Note that if  $\hat{x}_u = 1$ ,  $x_u^* > 0$ . Therefore, by complementary slackness,  $\sum_{C \in \mathcal{C}_4, u \in C} y_C^* = 1$ . The variables  $\hat{x}_u$  are 0/1 valued, so we can write

$$\sum_{u \in V} \hat{x}_u = \sum_{u \in V} \hat{x}_u \sum_{C \in \mathcal{C}_4, u \in C} y_C^* = \sum_{u \in V} \sum_{C \in \mathcal{C}_4, u \in C} \hat{x}_u y_C^*.$$

We now change the order of the sums and get

$$\sum_{u \in V} \sum_{C \in \mathcal{C}_4, u \in C} \hat{x}_u y_C^* = \sum_{C \in \mathcal{C}_4} \sum_{u \in C} \hat{x}_u y_C^* = \sum_{C \in \mathcal{C}_4} y_C^* \sum_{u \in C} \hat{x}_u.$$

From part (e) of the question, we know that if  $y_C^* \neq 0$ , then  $\sum_{u \in C} \hat{x}_u \leq 3$ . Therefore the above quantity can be upper bounded by  $3 \sum_{C \in \mathcal{C}_4} y_C^* = 3\text{OPT}^*$  (the equality follows from duality). Putting things together, we have shown

$$\sum_{u \in V} \hat{x}_u \leq 3\text{OPT}^*$$

as required.