

**COMP4804 Assignment 4: Due Tuesday April 6th, 23:59EDT**

Print this assignment and answer all questions in the boxes provided. Any text outside of the boxes will not be considered when marking your assignment.

**1 Maximum-Area Independent Set of Squares**

You are given a set  $S = \{s_1, \dots, s_n\}$  of axis-aligned squares. They are of different sizes and some of them overlap. The goal is to find a subset  $S' \subseteq S$  such that the elements of  $S'$  are disjoint and their total area is maximized.

1. Consider the optimal solution  $S^*$  to this problem, and let  $s_i$  be some square in  $S$ . What is the maximum number of elements in  $S^*$  that are larger than  $s_i$  and that can overlap with  $s_i$ ?

2. Describe a greedy approximation algorithm for solving this problem. State the algorithm and give an argument that it gives a constant factor approximation. [Hint: this problem is similar to the maximum-independent set of squares problem discussed in class.]

## 2 Self-Reducibility of VERTEX-COVER

Suppose we have an algorithm  $\mathcal{A}$  for VERTEX-COVER that runs in  $O(T(n, m))$  time on graphs with  $n$  vertices and  $m$  edges.<sup>1</sup> More precisely, the algorithm takes a graph  $G$  and an integer  $k$  and outputs *true* if  $G$  has a vertex cover of size  $k$  and *false* otherwise. *The algorithm doesn't output anything else.*

1. Using the above algorithm, describe an  $O(T(n, m) \log n)$  time algorithm to determine the smallest value  $k'$  such that  $G$  has a vertex cover of size  $k'$ .

2. Describe how to improve the running time of the above algorithm to  $O(T(n, m) \log k')$ , where  $k'$  is the size of the smallest vertex cover of  $G$ .

3. Notice that the above algorithms don't tell us the actual vertices in the vertex cover, just whether or not one exists. Show how, if we already know some value  $k$  for which  $G$  has a vertex cover of size  $k$  we can find the vertices of a vertex cover of size  $k$  in  $O(nT(n, m))$  time.

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<sup>1</sup>Assume  $T(n, m)$  is a non-decreasing function of both  $n$  and  $m$ .

**3 A Fast Algorithm for MAX-CLIQUE in Graphs of Bounded Degree**

In class we saw that the CLIQUE decision problem is NP-complete. In this question you are asked to show that finding the largest clique in a graph  $G$  with  $n$  vertices can be done in  $O(n)$  time if all vertices of  $G$  have constant degree.

1. Let  $G$  be a graph with maximum degree 3. Give the best upper bound you can come up with on the size of the largest clique in  $G$ . Show that your bound is optimal, i.e., if your bound is  $k$  then give an example of a graph with max-degree 3 that contains a clique of size  $k$

2. Let  $G$  be a graph with maximum degree 3. Give an  $O(n)$  time algorithm to find the largest clique in  $G$ .

3. Let  $G$  be a graph with maximum degree  $d$ . Give an  $O(nd^22^d)$  time algorithm to find the largest clique in  $G$ .

#### 4 NP-Hardness of and Algorithms for 3-HITTING-SET

The 3-HITTING-SET problem is the following: You are given a set  $T = \{T_1, \dots, T_n\}$  of  $n$  triples, where each triple  $T_i = (a_i, b_i, c_i)$  consists of 3 integers in the set  $\{1, \dots, m\}$ . A *hitting set* for  $T$  is a set of integers such that every triple in  $T$  contains at least one of the integers. For example the set  $\{1, 2, 3\}$  is a hitting set for

$$\{(1, 2, 3), (3, 4, 7), (1, 5, 6), (2, 7, 8)\} .$$

1. Show that the decision problem: “Does  $T$  have a hitting set of size  $k$ ?” is NP-complete. (Hint: it is a generalization of one of the NP-complete problems described in class.)

2. Give an algorithm for the 3-HITTING-SET decision problem that runs in  $O(n3^k)$  time.

3. Give a fast 3-approximation algorithm for finding the smallest hitting set.

4. Using linear programming we can find real numbers  $x_1, \dots, x_m$ , with  $0 \leq x_i \leq 1$ , such that

$$x_{a_i} + x_{b_i} + x_{c_i} \geq 1 \tag{1}$$

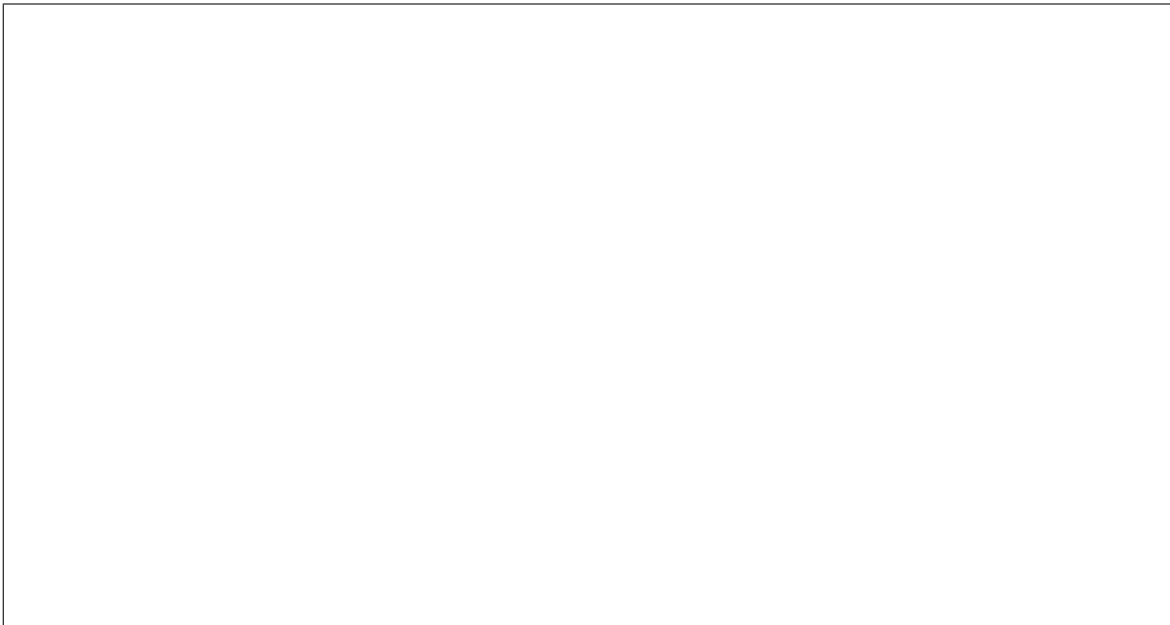
for all  $1 \leq i \leq n$  and

$$\sum_{i=1}^m x_i$$

is minimized.

Given  $x_1, \dots, x_m$ , describe how to find  $x'_1, \dots, x'_m$  that satisfy (1), such that each  $x'_i$  is either 0 or 1, and

$$\sum_{i=1}^m x'_i \leq 3 \sum_{i=1}^m x_i .$$



5. [Bonus!] Suppose that, independently, for each  $i \in \{1, \dots, m\}$ , we set

$$x'_i = \begin{cases} 1 & \text{with probability } x_i \\ 0 & \text{with probability } 1 - x_i \end{cases}$$

For a particular triple  $T_j = (a_j, b_j, c_j)$ , give an upper-bound on the probability that  $x'_{a_j} = x'_{b_j} = x'_{c_j} = 0$ . [Hint: If  $x, y, z > 0$  and  $x + y + z \leq c$ , then the product  $xyz \leq (c/3)^3$ ]



6. [Bonus!] Suppose that the answer to your previous question was  $p$ . Then, give a randomized algorithm that produces a hitting set of expected size at most  $k + pm$  where  $k$  is the size of the smallest hitting set for  $T$ .

