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Problem Problem 1 [15 points] This is a three-part problem about reductions. In each part, use 2-3 sentences to explain the construction of the reduced instance and justify its correctness.

(a) [5 points] Recall that, given an undirected graph and an integer k, the INDEPENDENT SET problem asks to compute a set S of mutually non-adjacent vertices such that $ S  \ge k$ . The CLIQUE problem, on the other hand, asks for a set S of mutually adjacent vertices such that $ S  \ge k$ . Show a reduction from INDEPENDENT SET to CLIQUE.
Given an instance <g=(vie), k=""> of IND. SET, constant an instance</g=(vie),>
of CLIQUE $\langle G'=(V,E'), k \rangle$ where :
$\forall u, v \in V : (u, v) \in E \iff (u, v) \notin E'$
Key obcervation:
Any indup. set of G is a clique of G' and vice versa.
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(b) [5 points] Recall that given a directed graph G = (V, E), a starting vertex  $s \in V$ , and an ending vertex  $t \in V$ , the DIRECTED HAMILTONIAN PATH problem asks to compute an s-tpath in G that visits every vertex in G exactly once or correctly declare that no such path exists. The UNDIRECTED HAMILTONIAN PATH problem is defined similarly for undirected graphs. Show a reduction from DIRECTED HAMILTONIAN PATH to UNDIRECTED HAMILTONIAN PATH. *Hint*: Think about simulating "directedness" by splitting a vertex into multiple copies. Given an instance < Q = (V,E), s,t > of DIR. HAM. PATH, constant an instance of UNDIR. HAM. PATH  $\angle G' = (U', E'), s', t' > as follows:$ \* For every veV, create vin, unid, out in V' \* For every (4,0) e E, create edges (u, v) in E \* For every vev, create edges (vin, unid) and (vin, in E  $\star$  s' = s'n, t' = tont 707 - vin \_ mid \_ ont

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(c) [5 points] Show a reduction from UNDIRECTED HAMILTONIAN PATH problem to the s version of TRAVELING SALESMAN PROBLEM.	search
<i>Hint</i> : Think about adding a dummy vertex and using only <i>binary</i> costs, i.e., all costs in	$\{0,1\}.$
Given an instance $LG = (V, E)$ , s, t > of UNDIR. HAM PF	ATH, construct
an instance $\angle G' = (v', E'), \{ C_e \} > of TSP as followeff$	<b>j£</b> <u>-</u>
* V = V U {V.} Vo = dummy verter	· · · · · · · · · · · · · ·
	· · · · · · · · · · · · · · · · · · ·
Key Obsern	
	ost 0 in G
Co, v = 1 # v e V \ {s,t} naturally induces a	an undirected
$C_{u,v} = 0  \forall  u,v \in V$ Ham Path in G and	nd vice venca.

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(a) [5 points] Problem: Given an undirected graph G = (V, E) and an integer k, compute a *vertex cover* of G of size at most k, if one exists. That is, find a subset  $S \subseteq V$  of at most k vertices such that for every edge  $e \in E$ , there exists a vertex  $v \in S$  such that e is incident to v. Greedy approach: Identify the maximum degree vertex and include it in the solution. Now remove all edges incident to the chosen vertex and repeat the process on the remaining graph. Continue until k vertices are selected in this manner. If needed, break ties as you wish. The following counterexample shows that the greedy approach is incorrect. Greedy picks {V, , V2, V3} and returns No" However, { V2, V3, V4 } is a valid vertex cover. K= 3

(b) [5 points] Problem: 3-SAT.

*Greedy approach*: Find a literal that makes the largest number of clauses TRUE. Set the corresponding variable TRUE/FALSE accordingly. Remove all clauses satisfied by this truth assignment from the 3-SAT instance and repeat the process on the remaining instance.

The fol	llowing counterexan	nple shows the	nt the greedy	approach is	incorrect.
· · · · · · · · · ·			) ~ (T~1,V ) ~ ( + V		
· · · · · · · · ·	$(n_2 \vee \star)$	Λ ( τ ν 🛪	) ∧ ( + v	<pre></pre>	· · · · · · · · · ·
٣	there each *	dimotes a c	distinct literal	N3,,	Ng.
			$t$ and $n_2 =$		
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(c) [5 points] *Problem*: TRAVELING SALESMAN PROBLEM, where the input is a complete graph.

Greedy approach: Starting from a vertex of your choice, repeat the following process until all vertices have been visited: If the current vertex is v, visit the "closest unvisited neighbor" of v (i.e., a vertex w that minimizes the cost  $c_{v,w}$ ).

The following counterexample shows that the greedy approach is incorrect. Greedy visits the vertices in the order S, V1, V2, V3 ν<sub>Σ</sub> 1 resulting in a cost of  $\infty$ . Optimal town is  $(S, V_1, V_3, V_2)$  with cost = 6

## Problem 3

## Problem 3 [15 points]

Suppose there are *n* agents  $a_1, a_2, \ldots, a_n$  and *m* items  $g_1, g_2, \ldots, g_m$ . The agents have binary values for the items, that is, the value of agent  $a_i$  for item  $g_j$  is given by  $v_{i,j} \in \{0, 1\}$ . An agent's value for a set of items is given by the sum of its values for individual items in that set. The goal is to partition the *m* items among the *n* agents in a *fair* manner.

Denote an allocation by  $A \coloneqq (A_1, A_2, \ldots, A_n)$ , where  $A_i$  is the subset of items assigned to agent *i*. We require that for any  $i \neq k$ ,  $A_i \cap A_k = \emptyset$  (i.e., items are not shared between bundles) and  $\bigcup_i A_i$  is the entire set of items (i.e., no item is left unallocated).

Design a polynomial-time algorithm for computing an allocation that makes the least-happy agent as happy as possible. That is, compute an allocation A that maximizes  $\min_i v_i(A_i)$ . Justify the correctness and running time of your algorithm. If necessary, you may assume that for every item, there is at least one agent who values it at 1.

We will use max flow with lower and upper bounds on capacities. (Problem 7, Tutorial Sheet 12). Let O be own "gness" of the ntility of the least-happy agent. Note: 0 is an integer in [0, m] there m = n0 of items. For any fixed O, construct a flow network GO as follows: \* Add edge gj -> ai if vi,j =1. \* Capacity [l, u] denotes lown bound l and upper bound u. [0,m]  $\bigcirc$ agents items

Algorithm For $\theta \in \{0, 1, 2, -\cdot, m\}$
* Compute an integral max flow in Go, if a feasible flow exists.
// necall that lower + upper bounds problem reduces to the upper bound-only problem, which is solved by Edmonds-karp
* If max flow = m, continue. Otherwise heturn $(Q-1)$ and the corresponding flow.
NOTE: A fassible flow certainly exists for $\theta = 0$ .

¥	The nunning time is polynomial because the for-loop iteratus at
	most m times, and, in each iteration, construction of flow
•	network and max flow computation can be done in poly time.
•	Correctness
*	Integral capacities => feasible flow is integral.
*	The [1,1] capacity means every good is assigned to exactly one agent, i.e., a valid allocation.
	The [O, m] capacity ensures that least - happy agent has value 7. O.
¥	Thus, feasible flow conseponde to a desired feasible allocation.

## Problem 4

## Problem 4 [15 points]

Given a directed graph G = (V, E) and any pair of vertices  $u, v \in V$ , let dist(u, v) denote the length of the shortest directed path from u to v in G. If no such path exists, then define  $dist(u, v) = +\infty$ .

By means of an efficient algorithm, show that in any directed graph, there exists an *independent* set of vertices that can reach every other vertex in at most two steps. That is, design a polynomial-time algorithm that, given as input a directed graph G = (V, E), computes a subset of vertices  $S \subseteq V$  such that:

1. dist $(u, v) \ge 2$  whenever  $u, v \in S$  and  $u \neq v$ , and

2. given any vertex  $v \notin S$ , there is a vertex  $u \in S$  such that  $dist(u, v) \leq 2$ .

*Hint*: The independent set need not be of the maximum possible size. Can you think of an algorithm that lines up the vertices and computes the desired set by doing left-to-right and/or right-to-left passes?

At	gorûthm
	Consider the vertice in an arbitrary left. to right order v1 v2 vn.
	Consider the vertice in an arbitrary left-to-right order vive
	for i = 1, 2,, n // left to right pass   if vi is active
· · · ·	for every jzi s.t. (Vi, Vi) EE
	L L deactivate vj // deactivate all ont-neighbors on the night
(3)	for $i = n, n-1,, 2, 1$ right to left pass $ $ if $v_i$ is active
· · ·	for every j <i (vi,="" ee<="" st="" td="" vi)=""></i>
· · ·	LL deactivate vj // deactivate all ont-neighbors on the left.
he	tuin set of active Vutices

The algorithm huns in $O(mtn)$ time where $n = \#$ vertices, $m = \#$ edges.
het S := set of active vertices returned by the algorithm.
Invariant : A deartivated vertex is never activated again.
Chaim 1 : S is an independent set
Proof: Considu any distinct $v_i, v_j \in S$ , and suppose $i < j$
$v_j \in S \Rightarrow (v_i, v_j) \notin E (v_j \text{ is not an out-neighbor of } v_i)$
$v_i \in S \Rightarrow (v_j, v_i) \notin E (v_i $ ' ' ')
$\Rightarrow$ dist $(v_i, v_j)$ 7,2.

Claim 2: For any $v_j \notin S$ , $\exists v_i \in S$ such that dist $(v_i, v_j) \leq 2$ .
Phoof: by case analysis, depending on when Vj is deartivated.
Can I Uj is deactivated during night-to-left pass
⇒ Vi 15 deactivated by some Vi s.t. 17j
$\Rightarrow$ Vi must remain active throughout, i.e., vies
$\Rightarrow$ dist $(v_i, v_j) = 1 \leq 2$ .
Can II: Up is deactivated during left-to-night pres
⇒ Vj is deactivated by some Vi s.t. i <j< td=""></j<>
⇒ either Vies on Vi is deactivated during night-to-left pars.
$\frac{1}{4ist(v_i,v_j)=1} = \frac{1}{2} = \frac{1}{4ist(v_k,v_j)=1} = \frac{1}{4ist(v_k,v_j)=2}$