Homework set 1

due: Friday, May 30 in class. Solve any five of the six given problems.

- 1. Prove that if you start with a maximal matching M of a graph then the set of all of the vertices of the edges of M is a vertex cover of the graph. Give an example of a graph where you need to add both vertices of the edges in the matching.
- 2. Write the pseudocode of your algorithm for finding an (almost) minimum vertex cover of a graph with n nodes and m vertices. Compute the computational complexity of your algorithm in terms of n and m. Implement your algorithm and report its running time for the graphs provided in the class website. (The datasets are given in an edge list format.)
- 3. We say that a directed graph G is acyclic, if it does not contain any directed cycle. Give an approximation algorithm to find a maximal acyclic subgraph of G. Show that it is a 2-approximation. **Hint:** Number the vertices of the graph in arbitrary order. Then look at the set of forward (an edge is forward if it is directed from a smaller to a larger id vertex) and backward edges.
- 4. A minimal maximal matching in a graph is a maximal matching with the fewest number of edges. Finding a minimal maximal matching is hard. Find a 2-approximation to solve this problem and prove that your algorithm gives an answer within 2 of the optimal. **Hint:** Use the fact that any maximal matching is at least half the maximum matching.
- 5. Show that for a graph of *n* vertices the maximum number of min-cuts is $\frac{n(n-1)}{2}$. Show that this bound is achieved by giving an example of an *n* vertex graph with $\frac{n(n-1)}{2}$ min cuts.
- 6. The max-cut problem is that of finding a cut of maximum size in a graph G. Show that the random algorithm Rand-MaxCut is a 2-approximation for the max-cut problem.

Algorithm 1 Rand-MaxCut algorithm

```
Input: graph G = (V, E)
 1: V_1 \leftarrow \emptyset
 2: V_2 \leftarrow \emptyset
 3: for v \in V do
 4:
         Pick a value b in \{0, 1\} randomly
         if b = 0 then
 5:
             V_1 = V_1 \cup \{v\}
 6:
         end if
 7:
         if b = 1 then
 8:
             V_2 = V_2 \cup \{v\}
 9:
         end if
10:
11: end for
12: return V_1, V_2
```