



Algorithm Theory

Exercise Sheet 11

Due: Wednesday, 25th of January, 2023, 11:59 pm

Exercise 1: Max Cut

(8 Points)

Let $G = (V, E)$ be a simple undirected graph. Consider the following randomized algorithm: Every node $v \in V$ joins set S with probability $1/2$. You can assume that $(S, V \setminus S)$ actually forms a cut i.e. $\emptyset \neq S \neq V$.

- (a) Show that with probability at least $1/3$ this algorithm outputs a cut which is a 4-approximation to the maximum cut (i.e., the cut of maximum possible size) *(5 Points)*
*Hint: Apply the Markov inequality to the number of edges that do **not** cross the cut. For a non-negative random variable X , the Markov inequality states that for all $t > 0$ we have*

$$P(X \geq t) \leq \frac{E[X]}{t}$$

- (b) How can you use the above's algorithm to devise a 4-approximation with probability at least $1 - (\frac{2}{3})^k$ for any integer $k > 0$? *(3 Points)*

Exercise 2: Randomized Coloring

(12 Points)

Let $G = (V, E)$ be a simple, undirected graph with maximum degree Δ . A (node) coloring of the graph is an assignment of colors to the nodes in a way that no two adjacent nodes are assigned with the same color. More formal: A coloring is a mapping $\phi : V \rightarrow C$ of nodes in V to some color space C s.t. $\phi(u) \neq \phi(v)$ if $\{u, v\} \in E$.

Consider the following algorithm to assign colors from the colors space $C = \{1, 2, \dots, \Delta + 1\}$ to the nodes. Let L_v be the lists of **available** colors of v , that initially is set to $L_v := C$.

Algorithm 1 Randomized Coloring

Ensure: ϕ is a proper $\Delta + 1$ coloring

- 1: Let $L_v := \{1, 2, \dots, \Delta + 1\}$
 - 2: **for** each uncolored node $v \in V$ in parallel **do**
 - 3: v becomes active with probability $p = \frac{1}{2}$
 - 4: **if** v is active **then**
 - 5: Let v choose a color $x_v \in L_v$ uniformly at random \triangleright same probability for each color in L_v
 - 6: **if** no neighbor u picked x_v as well **then**
 - 7: $\phi(v) := x_v$ $\triangleright v$ is colored now!
 - 8: Delete colors of neighbors from L_v
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Note that in every iteration, the size of L_v of an uncolored node v is larger than the number of uncolored neighbors of v .

- (a) Show that a node v that is still uncolored will be colored in the next iteration with probability at least $1/4$. (6 Points)
Hint: Assume v is active and has k uncolored neighbors. What is the probability that v gets colored?
- (b) After how many iterations is a node $v \in V$ colored in expectation? (2 Points)
- (c) Show that Algorithm 1 terminates in $O(\log n)$ iterations **with high probability**.
That is for a given constant $c > 0$, all nodes are colored within $O(\log n)$ iterations with probability at least $1 - \frac{1}{n^c}$. (4 Points)
Hint: Use the result of a) for tasks b) and c) even if you didn't manage to come up with a solution.