

Homework Assignment #3

Approximation Algorithms (Winter Semester 2023/24)

Exercise 1 – Greedy for MULTIWAY CUT

A natural greedy algorithm for calculating a multiway cut for given terminals s_1, \dots, s_k is the following: Based on G , calculate a cheapest $s_i - s_j$ cut for all pairs s_i, s_j that are still connected and remove the cheapest of these cuts. Repeat until all terminal pairs s_i, s_j are separated.

Show that this algorithm has approximation ratio $2 - 2/k$.

Hint: Try to charge the costs of every step made by the algorithm onto some terminal-separating cut in a way that every terminal is considered at most once.

[8 points]

Exercise 2 – FEEDBACK VERTEX SET on tournaments

A *tournament* is a directed graph $G = (V, E)$ that contains exactly one of the edges (u, v) and (v, u) for each pair of vertices $u \neq v$. The FEEDBACK VERTEX SET problem asks for a smallest set of vertices whose removal from G results in an acyclic graph.

Show that a factor-3 approximation algorithm for FEEDBACK VERTEX SET on tournaments exists.

Hint: Show that it suffices to destroy all cycles of length three. Then, develop an approximation-preserving reduction to SET COVER with frequency $h = 3$ (see Exercise 2 from Homework Assignment #2).

[5 points]

Exercise 3 – SENDER-RECEIVER

Let G be a graph with non-negative edge costs $c: E(G) \rightarrow \mathbb{Q}_{\geq 0}$. Let S and R be two disjoint sets of vertices, which we call *sender* and *receiver*. The *Sender-Receiver* problem asks for a minimum-cost subgraph of G where every receiver is connected to some sender by a path.

Hint: Introduce an additional vertex and connect it to G appropriately. Using an approximation-preserving reduction can simplify the solutions for questions a) and c) considerably.

- a) Show that an *exact* solution can be found in polynomial time if $S \cup R = V(G)$ holds. [4 points]
- b) *Bonus:* Show that the general version of the problem (where $S \cup R$ and $V(G)$ don't necessarily coincide) is NP-hard. [3 extra points]
- c) Give a factor-2 approximation algorithm for the general version of the problem. [3 points]