

## Homework 2

## Graphs and Algorithms

### Planarity, Clever Enumeration, Dynamic Programming and Inclusion Exclusion

Date: 28/2/2016

Due: 11/3/2016

1. (15 pts) **Planar Separators:** Use the planar separator theorem from class to show that there is a fixed constant  $c$  such that given any  $\epsilon > 0$ , one can remove at most  $cen$  edges to break any planar graph on  $n$  vertices into components of size at most  $1/\epsilon^2$ . Prove this by writing and solving an appropriate recurrence relation.
2. (10 pts) **Faster 100-CNF-Sat:** Solve 100-CNF-Sat in  $O^*((2 - \epsilon)^n)$  time for some  $\epsilon > 0$ , where  $n$  denotes the number of variables.
3. (15 pts) **Connecting Dots with Lines:** Give an  $O^*(k^{4k})$ -time algorithm that takes as input  $n$  points in the plane  $\mathbb{R}^2$  and an integer  $k$ , and determines whether there exist  $k$  straight lines such that every point is on some line. Hint: First, look at  $k + 1$  points that are on one line to find a reduction rule. Second, conclude something if  $n$  is too large when compared with  $k^2$  and your reduction rule does not apply. Third, design an  $O^*(n^{2k})$  time algorithm.
4. (10 pts) **Triangle Partition:** A triangle of a graph  $G = (V, E)$  is a triple  $u, v, w \in V$  such that  $(u, v), (v, w), (u, w) \in E$ . A triangle partition is a partition of  $V$  into triangles, e.g., a set of triangles  $T_1, \dots, T_{n/3}$  such that  $T_i \cap T_j = \emptyset$  and  $\cup_i T_i = V$ .
  - (5pts) Give an algorithm that determines whether there is a triangle partition of a graph on  $n$  vertices in  $O^*(2^n)$  time. Can you give an algorithm that uses  $O^*(2^n)$  time and polynomial space?
  - (5pts) Give an algorithm that takes as input a graph  $G$  on  $n$  vertices and a vertex cover of  $G$  of size at most  $k$ , and determines whether there is a triangle partition of  $G$  using  $O^*(2^k)$  time. Hint: Use that every vertex not in the vertex cover must be in a different triangle, thus a triangle partition can be formed by letting each vertex not in the vertex cover decide with which vertices it is in a triangle.