You are asked to complete the exercise marked with a ★ and to send me your solutions at: nicolas.schabanel@liafa.fr (or drop it in my mail box at the 4th floor of Sophie Germain) on Tue. Nov. 25, 2014.

Exercise 1 (Constraint-based 3-coloring randomized algorithm). Given an undirected graph $G = (V, E)$ with a pair $p_u$ of integers chosen in $\{1, 2, 3\}$ on each vertex $u$, the constrained 3-coloring problem consists in finding a valid 3-coloring $\alpha$ of the vertices such that the color of each vertex $u$ is chosen in $p_u$, i.e. an $\alpha : V \rightarrow \{1, 2, 3\}$ such that:

for all $uv \in E$, $\alpha_u \neq \alpha_v$ and for all $u \in V$, $\alpha_u \in p_u$.

Question 1.1) Give a solution to the following constrained 3-coloring instance:

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G = (V, E) with:
V = {a, b, c, d, e, f}
E = {(a, b), (a, c), (a, d), (b, c), (c, e), (d, e), (d, f), (e, f)}
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Question 1.2) Show that solving a constrained 3-coloring instance is equivalent to solve a 2-SAT instance that you are asked to describe explicitly. Give the 2-SAT instance corresponding to the graph above.

We consider the following algorithm for 3-coloring an undirected graph $G = (V, E)$.

Algorithm 1 Constraint-based 3-coloring randomized algorithm

repeat

• Choose independently for each vertex $u$ a pair $p_u$ of integers in $\{1, 2, 3\}$ uniformly at random.
• Solve the corresponding constrained 3-coloring using the reduction above to a 2-SAT instance.

until a 3-coloring is found

Question 1.3) Show that if $G$ is 3-colorable, then this algorithm will find a 3-coloring after at most $O(\left(\frac{3}{2}\right)^n)$ iterations on expectation, where $n = |V|$. Give an upper bound on the expected total computation time of this algorithm if this case.

Question 1.4) After how many iterations, should we stop the algorithm and declare the graph as "not 3-colorable" so as to be mistaken with probability at most $\frac{1}{12}$? What is the failure probability if the graph is indeed not 3-colorable?
Exercise 2 (Better randomized algorithm for Min Cut). [★]
Consider the following recursive algorithm for Min Cut:

Procedure FastMinCut($G$: an undirected multigraph)
if $n \leq 6$ then
  return an optimal min-cut obtained by exhaustive search.
else
  $t := 1 + \lceil n / \sqrt{2} \rceil$.
  Make two copies $G_1$ and $G_2$ of $G$.
  for $i = 1..2$ do
    Make $n - t$ independent random edge contractions on $G_i$ to obtain multi-
    graph $H_i$ with $t$ vertices.
  return the best cut between FastMinCut($H_1$) and FastMinCut($H_2$).

Question 2.1) Show that its running time is $T(n) = O(n^2 \log n)$.

Question 2.2) Show that it uses at most $M(n) = O(n^2)$ memory.

Question 2.3) Show that the probability that a min cut survives $n - t$ random edge contrac-
tions is at least $\frac{1}{2}$ when $n > 6$.

Let $P(k)$ be the minimum probability that the algorithm outputs a min cut for a multi-
graph that requires $k$ levels of recursions ($k = \Theta(\log n)$ if $G$ has $n$ vertices).

Question 2.4) Show that $P(k) \geq p(k)$ where $p(0) = 1$ and $p(k + 1) = p(k) - \frac{p(k)^2}{4}$.

Let $q(k) = \frac{4}{p(k)} - 1$ so that $q(0) = 3$ and $q(k + 1) = q(k) + 1 + \frac{1}{q(k)}$.

Question 2.5) Show that for all $k \geq 0$, $k < q(k) \leq k + H_{k-1} + 3$, where $H_k = \sum_{i=1}^{k} \frac{1}{i}$
is the $k$th harmonic number.

Question 2.6) Conclude that FastMinCut computes a min cut with probability $\Omega(1/\log n)$. Propose an algorithm which increases the success probability to $1 - 1/n^2$. Compare its time complexity to the best known deterministic algorithm (based on a max flow computation), $O(mn \log(m^2/n))$. 

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