

CS 5150/6150: Assignment 6

Due: Nov 23, 2011

This assignment has 5 questions, for a total of 100 points and 0 bonus points. Unless otherwise specified, complete and reasoned arguments will be expected for all answers.

- Question 1: Pebbling a graph [20]
Solve Question 13 from <http://compgeom.cs.uiuc.edu/~jeffe/teaching/algorithms/notes/29-nphard.pdf>
- Question 2: Solving SAT [20]
Solve Question 4 from <http://compgeom.cs.uiuc.edu/~jeffe/teaching/algorithms/notes/29-nphard.pdf>. The breakdown of points is 12 + 8. Please be precise in part (b) - calculations matter !
- Question 3: Binary Search [20]
- (a) [10] I'm given a collection of numbers $X = \{x_1, \dots, x_n\}$ that all lie in $[0, 1]$. I wish to build an *approximate* search structure on these numbers. Specifically, for a query $y \in [0, 1]$ I wish to return some $x \in X$ such that $|x - y| \leq \epsilon$, or NONE if no such number exists.
Give an algorithm that can process a query correctly in time $O(\log \frac{1}{\epsilon})$. You may preprocess the input as appropriate in a reasonable amount of time.
 - (b) [10] In the previous example, my search incurred an *absolute* error. But suppose I want *relative* error? Assume now that I'm given a collection X of n numbers in the range $[1..M]$. Given a query y , I'd like to return an answer $x \in X$ such that $x \leq y \leq x(1 + \epsilon)$ or NONE if no such point exists. Given an algorithm that can process such a query in time $O(\log \log M + f(1/\epsilon))$, for some function f . Again, you may preprocess the input as you see fit.
- Question 4: Partition [20]
Solve Question 5 from <http://compgeom.cs.uiuc.edu/~jeffe/teaching/algorithms/notes/30-approx.pdf>
- Question 5: Approximate Graph Coloring [20]
Solve Question 6 from <http://compgeom.cs.uiuc.edu/~jeffe/teaching/algorithms/notes/30-approx.pdf>. **HINT:** You need to modify the input graph in some manner before presenting it to the claimed approximation algorithm.