
Efficient Algorithms and Data Structures II

*Deadline: July 15, 2019, 10:15 am in the **Efficient Algorithms** folder.*

Homework 1 (5 Points)

Suppose there is a polynomial-time approximation algorithm for bin packing with guarantee $\text{OPT}(I) + \log^2(\text{OPT}(I))$, where $\text{OPT}(I)$ is the number of bins used by an optimal packing. Show that then there is a fully polynomial approximation scheme for bin packing

Homework 2 (5 Points)

In the maximum directed cut problem, we are given as input a directed graph $G = (V, A)$. Each directed arc $(i, j) \in A$ has nonnegative weight $w_{ij} \geq 0$. The goal is to partition V into two sets U and $W = V \setminus U$ so as to maximize the total weight of the arcs going from U to W . Give a $\frac{1}{4}$ -approximation algorithm for this problem.

Additional Bonus Question: How can you improve the approximation factor using the ideas by Goemans and Williamson?

Homework 3 (7 Points)

Give a 2-approximation algorithm for the multicut problem in trees. You are given a tree $T = (V, E)$ and k pairs of vertices s_i, t_i , as well as edge costs. The goal is to find a minimum-cost set of edges F such that for all i , s_i and t_i are in different connected components of $(V, E \setminus F)$.

Hint: Construct a (natural) LP and design a primal-dual approximation algorithm.

If the [Unique Games Conjecture] holds then the Goemans-Williamson approximation algorithm [for MAX-CUT] is optimal. Our result indicates that the geometric nature of the Goemans-Williamson algorithm might be intrinsic to the MAX-CUT problem.

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