

This lab is on reductions. The first problem emphasizes the care one needs in making sure that a reduction is correct. The second one is about the notion of self-reductions; how one can reduce search and optimization problems to decision versions in many settings.

1. Let  $G = (V, E)$  be a graph. A set of edges  $M \subseteq E$  is said to be a matching if no two edges in  $M$  intersect at a vertex. A matching  $M$  is *perfect* if every vertex in  $V$  is incident to some edge in  $M$ ; alternatively  $M$  is perfect if  $|M| = |V|/2$  (which in particular implies  $|V|$  is even). See [Wikipedia article](#) for some example graphs and further background.

The PERFECTMATCHING problem is the following: does the given graph  $G$  have a perfect matching? This can be solved in polynomial time which is a fundamental result in combinatorial optimization with many applications in theory and practice. It turns out that the PERFECTMATCHING problem is easier to solve in *bipartite* graphs. A graph  $G = (V, E)$  is bipartite if its vertex set  $V$  can be partitioned into two sets  $L, R$  (left and right say) such that all edges are between  $L$  and  $R$  (in other words  $L$  and  $R$  are independent sets). Here is an attempted reduction from general graphs to bipartite graphs.

Given a graph  $G = (V, E)$  create a bipartite graph  $H = (V \times \{1, 2\}, E_H)$  as follows. Each vertex  $u$  is made into two copies  $(u, 1)$  and  $(u, 2)$  with  $V_1 = \{(u, 1) \mid u \in V\}$  as one side and  $V_2 = \{(u, 2) \mid u \in V\}$  as the other side. Let  $E_H = \{((u, 1), (v, 2)) \mid (u, v) \in E\}$ . In other words we add an edge between  $(u, 1)$  and  $(v, 2)$  iff  $(u, v)$  is an edge in  $E$ . Note that  $((u, 1), (u, 2))$  is not an edge in  $H$  for any  $u \in V$  since there are no self-loops in  $G$ .

Is the preceding reduction correct? To prove it is correct we need to check that  $H$  has a perfect matching if and only if  $G$  has one.

- Prove that if  $G$  has perfect matching then  $H$  has a perfect matching.
- Consider  $G$  to be  $K_3$  the complete graph on 3 vertices (a triangle). Show that  $G$  has no perfect matching but  $H$  has a perfect matching.
- Extend the previous example to obtain a graph  $G$  with an even number of vertices such that  $G$  has no perfect matching but  $H$  has.

Thus the reduction is incorrect although one of the directions is true.

2. An **independent set** in a graph  $G$  is a subset  $S$  of the vertices of  $G$ , such that no two vertices in  $S$  are connected by an edge in  $G$ . Suppose you are given a magic black box that somehow answers the following decision problem in *polynomial time*:
  - INPUT: An undirected graph  $G$  and an integer  $k$ .
  - OUTPUT: TRUE if  $G$  has an independent set of size  $k$ , and FALSE otherwise.
  - (a) Using this black box as a subroutine, describe algorithms that solves the following *optimization problem in polynomial time*:
    - INPUT: An undirected graph  $G$ .
    - OUTPUT: The *size* of the largest independent set in  $G$ .
  - (b) Using this black box as a subroutine, describe algorithms that solves the following *search problem in polynomial time*:
    - INPUT: An undirected graph  $G$ .
    - OUTPUT: An independent set in  $G$  of maximum size.

**To think about later:**

3. Formally, a **proper coloring** of a graph  $G = (V, E)$  is a function  $c: V \rightarrow \{1, 2, \dots, k\}$ , for some integer  $k$ , such that  $c(u) \neq c(v)$  for all  $uv \in E$ . Less formally, a valid coloring assigns each vertex of  $G$  a color, such that every edge in  $G$  has endpoints with different colors. The **chromatic number** of a graph is the minimum number of colors in a proper coloring of  $G$ .

Suppose you are given a magic black box that somehow answers the following decision problem *in polynomial time*:

- INPUT: An undirected graph  $G$  and an integer  $k$ .
- OUTPUT: TRUE if  $G$  has a proper coloring with  $k$  colors, and FALSE otherwise.

Using this black box as a subroutine, describe an algorithm that solves the following **coloring problem** *in polynomial time*:

- INPUT: An undirected graph  $G$ .
- OUTPUT: A valid coloring of  $G$  using the minimum possible number of colors.

[Hint: You can use the magic box more than once. The input to the magic box is a graph and **only** a graph, meaning **only** vertices and edges.]