Combinatorics with Computer Science Applications Final exam

Wed May 30, 2012, 13.00–16.00, UvA Science Park, Room G4.15 Ronald de Wolf, rdewolf@cwi.nl

- 1. (1 point) Let n be a positive even integer, and G be a connected 2-regular graph which is a (n, 2, c)-expander. Show that $c \leq 4/n$.
- 2. (a) (1 point) Let n, m, and d be positive integers. Suppose we have 2n binary vectors $u_1, \ldots, u_n, v_1, \ldots, v_n$ of dimension m (i.e., $u_i \in \{0,1\}^m$ and $v_i \in \{0,1\}^m$ for every $i \in [n]$) with the following inner-product properties over the field of real numbers:

Prove that $n \leq \sum_{i=0}^{m} \binom{m}{i}$.

(b) (1 point) Suppose we have 2n subsets $A_1, \ldots, A_n, B_1, \ldots, B_n$ of an *m*-element universe with the following intersection properties:

$$A_i \cap B_i = \emptyset \text{ for every } i \in [n]$$
$$|A_i \cap B_j| \in \{1, \dots, d\} \text{ for every } i \neq j$$
Prove that $n \leq \sum_{i=0}^d \binom{m}{i}.$

- 3. (2 points) Let n and m be positive integers. Let G = (V, E) be an undirected graph on |V| = n vertices with |E| = m edges. A *bipartition* of the graph divides V into two disjoint sets V_1 and V_2 (with $V = V_1 \cup V_2$). Prove that there is a bipartition of G with at least m/2 edges going from V_1 -vertices to V_2 -vertices.
- 4. Consider an undirected bipartite graph $G = (V_1 \cup V_2, E)$, where V_1 and V_2 are disjoint sets of n vertices each, and $E \subseteq V_1 \times V_2$ is the set of edges between V_1 -vertices and V_2 -vertices. The *adjacency matrix* of G is the following $n \times n$ matrix A of 0s and 1s: rows are indexed by V_1 , columns by V_2 , and the (i, j)-entry $A_{i,j}$ is 1 iff $(i, j) \in E$.
 - (a) (1 point) Suppose we take the matrix A and replace each non-zero entry $A_{i,j}$ by a variable $x_{i,j}$ (the 0-entries remain 0). Call the resulting matrix A(x), where x is the

sequence of all variables. The determinant¹ of A(x) is a polynomial in those variables, of total degree at most n. Show that this polynomial is identically equal to 0 iff the graph G does not have a perfect matching.

- (b) (1 point) Give a randomized algorithm to decide (with error probability less than 1/3) whether G has a perfect matching, using O(n^{2.38}) computational steps.
 NB: you're not required to *find* a perfect matching, only to decide if one exists.
- 5. (2 points) In the lecture we saw a probabilistic communication protocol for the equality function on inputs $(x, y) \in \{0, 1\}^n \times \{0, 1\}^n$ that used *private* coin flips and $O(\log n)$ bits of communication. Give a protocol that computes the equality function with error probability $\leq 1/3$ on all possible inputs $(x, y) \in \{0, 1\}^n \times \{0, 1\}^n$, using *public* coin flips and O(1) bits of communication.

NB: The number of public coin flips is not counted as part of the communication, so you can use as many as you want.

$$\sum_{\pi \in S_n} \operatorname{sgn}(\pi) \prod_{i=1}^n A_{i,\pi(i)}$$

¹The *determinant* of an $n \times n$ matrix A is defined as

where the sum is over the set S_n of all n! permutations on n elements, and $sgn(\pi) \in \{+1, -1\}$ is the signature of the permutation π (it doesn't matter if you don't know what that is). It is known that we can compute the determinant of an $n \times n$ matrix in $O(n^{\omega})$ computational steps, for some $\omega \in [2, 2.38]$. Here an addition or multiplication in the field \mathbb{F} counts as one computational step. This ω is the *matrix multiplication exponent*; its precise value is unknown, though it is conjectured to equal 2.