Instructions.

1. You could submit a pdf of the homework, either printed or hand-written and scanned, as long as it is easily readable.

2. If your solution is not clearly written, it might not be graded.

3. Prove the correctness of your answer. A correct answer without a proof might not be accepted.

4. If you have discussed the solution with other students, mention their names clearly on the homework. These discussions are not forbidden and are actually encouraged. However, you must write your whole solution yourself.

5. All questions have same weight.

6. You could refer to a data structure studied in class, and just mention briefly their guaranties. For example “It is known that a Red-Black tree could support the insert/delete/find operations on a set of $n$ elements in time $O(\log n)$. ”

7. If your answer uses one of the data structures or algorithms that were studied in class, you could refer to it without having to repeat details studied in class. If your answer requires only modifications of one of the algorithm, it is enough to mention the required modifications, and what’s the effect (if any) on the running time and on other operations that the algorithm performs.

8. In general, a complete answer should contain the following parts:

   (a) High level description of the data structures (if needed). E.g. We use a binary balanced search tree. Each node contains, a key and pointers to its children. We augment the tree so each node also contains a field...

   (b) High level description of the algorithms

   (c) Proof of correctness (why your algorithm provides what is required).

   (d) A claim about the running time, and a proof showing this claim.
1. Let $M$ be a given arbitrary large integer. Let $\{h_1 \ldots h_n\}$ be a set of halfplanes in 2D, and let $c(x,y) = x$ be a cost function we wish to maximize. Let $v$ be the optimal solution to the LP problem, and let $u$ be the solution to the ILP problem.

Give an example of 3 halfplanes $\{h_1, h_2, h_3\}$ such that $u = (0,0)$ while the $x$-coordinate of $v$ is $\geq M$. That is, the solutions to the two problems are at distance $\geq M$ from each other.

The purpose of this question is to demonstrate the LP and ILP, both with the same set of constraints, might have optimal solutions that are arbitrary far from each other.

2. Let $G(V,E)$ be a graph. Each edge $e_i \in E$ is given with a positive weight $w_i$. For any subset $E' \subseteq E$, we define the weight of $E'$ (denoted by $w(E')$) to be the sum of weights of all edges of $E'$. That is, $w(E') = \sum_{e \in E'} w(e)$.

(a) A set $F \subseteq E$ of edges is an **vertex cover** of $V$ if every vertex of $V$ is incident to at least one edge of $F$.

Given $G(V,E)$, you would like to find a min-weight vertex cover for $G(V,E)$. Show that this problem could be expressed as an ILP problem.

**Hint:** start by assigning to each edge $e_j \in E$ a boolean variable $x_j$, when $x_j = 1$ if $e_j \in F$, and $x_j = 0$ if $e_j \notin F$.

(b) A set $M \subseteq E$ of edges is a **matching** if every vertex $v \in V$ is incident to at most one edge of $M$. Show that this problem could be expressed as an ILP problem.

Given $G(V,E)$, you would like to find a max-weight matching in $G(V,E)$.

3. You are given a set $S = \{p_1, \ldots p_n\}$ of $n$ points in the plane. Each point $p_i$ is given by its coordinates $p_i = (x_i, y_i)$. Let $\ell$ be a line $\{y = ax + b\}$. We define the vertical distance $d(p_i, \ell) = |y_i - (ax_i + b)|$. We define the distance

$$D(S, \ell) = \max_{i=1}^{n} d(p_i, \ell)$$

Suggest an expected $O(n)$-time algorithm that finds the line $\ell$ that minimizes $D(S, \ell)$. That is, this is the line that brings to minimum the distance from $\ell$ to any point in $S$. See Figure 1

![Figure 1](image)

**Hint:** Assume first that we just want to decide if there is a $\ell$ for which $D(S, \ell) \leq 1$. Use HW5 for this problem. Next, suggest a linear programming problem with 3 variables $a, b, \rho$, when the goal is to minimize $\rho$, then then constraints impose that

$$\forall p_i \in S, \ d(p_i, \ell) \leq \rho.$$
Note also that the randomized incremental algorithm could be generalized to solve LP problems in 3 dimensions, (as discussed in class) and its expected running time is still $O(n)$. You could refer to this fact even if you don’t know how to prove it.

BTW: A good motivation to this problem is the following: Assume $S$ are the results of a set of experiments on a phenomena that depends on two variables, and suspect that we could find a linear correlation between them, but taking into account measurements errors. Then $\ell$ is picked such that all errors measures are below a threshold. The smaller this threshold is, the better the fit.

4. The question refers to a quad tree $T$ built on a green-red image, as shown in the slide 2 and 3. All pixels of the image are taken from a $2^h \times 2^h$ integers grid, where $h$ is an arbitrary integer. Give an example of image, for which $T$ has $4^h$ leaves.

5. Consider a quadtree $T$, built for storing a set $S$ of $n$ points in the plane, all taken from the $2^h \times 2^h$ integers grid, where $h$ is an arbitrary integer. Assume that each leaf of $T$ contains $\leq 1$ points.

Describe the pseudo-code of an algorithm that receives a node $v$ of $T$ (initially root($T$)) and a new point $p$, and insert $p$ into $T$. The algorithm should be as efficient as possible. What is its worst running time (as a function of $h$)? What is its best running time?

The algorithm could be recursive, but this is not a requirement.

6. The question refers to a Quadtree constructed for storing a set of points (as discussed in the slides). Let $S$ be a set of points, all from the $2^h \times 2^h$ grid. Let $T$ be a quadtree built on $S$, as shown in the slides.

Let $Q$ be a query disk (given to you by its center and radius). The operation count($T, Q$) reports $|Q \cap S|$ (the number of points of $S$ which are also inside $Q$).

Suggest a slight modification of $T$, such that when a new query disk $Q$ is given, you could compute count($T, Q$) efficiently.

Write a recursive pseudocode for the operation count($v, Q$), where $v$ is a node of $T$. The first call to this function is with count(root($v$), $Q$)

Note that we are interested in which points of $S$ lie inside $Q$. Only in their number. Your code should be as efficient as possible (and would not be accepted otherwise).