Greedy Algorithms

Evan Chen

# Greedy Algorithms For Zach Chroman

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## SL 2004 A6

Problem

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$$f(x^2 + y^2 + 2f(xy)) = f(x + y)^2.$$

By placing y = 0

$$f(x^2 + 2f(0)) = f(x)^2$$

so now we can put

$$f(x^{2} + y^{2} + 2f(xy)) = f(x^{2} + y^{2} + 2xy + 2f(0)).$$

If a = x + y, b = xy then this is

$$f(a^2 - 2b + 2f(b)) = f(a^2 + 2f(0))$$
  $a^2 \ge 4b.$ 

So suppose there exists a *b* such that  $2f(b) - 2b \neq 2f(0)$ .

- Either the case where f(x) = x + \*, get f(x) = x.
- *f* is periodic for large *x*.
  - Do work to narrow to done f constant for  $x \gg 0$ .
  - Can show  $f(x) \in \{0, \pm 1\}$  for every x.

f(x) = x, f(x) = 0, and  $f(x) = \begin{cases} +1 & x \notin S \\ -1 & x \in S \end{cases}$ 

where  $S \subseteq (-\infty, -\frac{2}{3})$  is arbitrary.

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### Global vs. Local

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- Global methods: double-counting, linearity of expectation, etc. Graph metaphor:  $\sum \text{deg } v = 2E$ .
- Local methods: greedy algorithms.
  Graph metaphor: start at a vertex and start walking.

Greedy algorithm: you have a search space.

# IMO 2014 Problem 6

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### Example (IMO 2014/6)

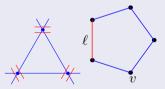
Prove that for all sufficiently large n, in any set of n lines in general position it is possible to colour at least  $\sqrt{n}$  lines blue in such a way that none of its finite regions has a completely blue boundary.

#### Strategy

Color lines blue until stuck.

#### Proof this strategy works.

Look at a maximal configuration. Claim that in here, at least  $\sqrt{n}$  lines are blue.



So suppose there k blue lines and n - k red lines. Then there are  $\binom{k}{2}$  intersections of two blue lines. Moreover every red line is part of an almost-blue polygon. So can associate every red line to a blue intersection.

By "geometry", at most two red lines per blue vertex. Thus

$$\binom{k}{2} \ge \frac{1}{2}(n-k) \implies k \ge \sqrt{n}.$$

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### Putnam example

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#### Example (Putnam 1979)

In the plane are n red points and n blue points, no three collinear. Prove we can join them with n segments, each joining a red point to a blue point, such that no two segments intersect.

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- Idea: do a "greedy" algorithm
- Start anywhere, and then break intersections.
- Experiment: this algorithm eventually terminates at a good state.
- Number of intersections is not a valid monovariant here.
- Sum of distances works as monovariant.

# Dirac

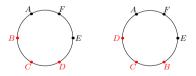
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#### Example (Dirac's Theorem)

Show that any graph on *n* vertices, where each vertex has degree at least n/2, has a Hamiltonian cycle.

- Start by arranging the vertices in a circle arbitrarily.
- Say a pair of adjacent vertices is bad if the two vertices are not neighbors of each other.
- Given a situation where there is at least one bad pair is it possible to decrease the number of bad pairs?
- Reflect a block of people: only disrupt two pairs.



Suppose DE is a bad pair. Then want to find a person B such that both DA and EB good.

This is possible by Pigeonhole.

# **PUMaC** Finals

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#### Problem (PUMaC Finals)

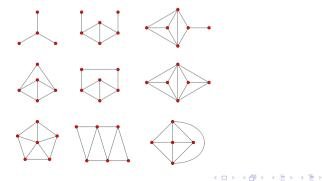
Let G be a graph and let k be a positive integer. A k-star is a set of k edges with a common endpoint and a k-matching is a set of k edges such that no two have a common endpoint. Prove that if G has more than  $2(k-1)^2$  edges then it either has a k-star or a k-matching.

Line graph: suffices to show either  $K_k$  or empty graph on k vertices as a induced subgraph. Line graph has  $\geq 2(k-1)^2$  vertices, but we need some bound on number of edges. It would suffice if

$$R(k,k) \leq 2(k-1)^2$$

but this is not true at all.

Need some condition on line graph: line graphs are claw-free, for example. Complete list of forbidden induced subgraphs:



# PUMaC Finals

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#### Problem (PUMaC Finals)

Let G be a graph and let k be a positive integer. A k-star is a set of k edges with a common endpoint and a k-matching is a set of k edges such that no two have a common endpoint. Prove that if G has more than  $2(k-1)^2$  edges then it either has a k-star or a k-matching.

Assume G has more than  $2(k-1)^2$  edges but has all degrees  $\leq k-1$ . Take a maximal matching ( $\iff$  greedy grab edges). In each edge (v, w) in the matching, you have at most

$$1+2(2k-2)=2k-3$$

edges touching one of v, w.

Therefore, total number of edges is at most  $(k-1)(2k-3) < 2(k-1)^2$ . (In general: if looking for big matching, maximal matching is a very good thing to consider.)