1. Memoization for Tribonacci numbers. The Tribonacci numbers are defined by

$$T_0 = 1, T_1 = 1, T_2 = 2;$$

$$T_n = T_{n-1} + T_{n-2} + T_{n-3} \text{ for all } n \ge 3.$$

Consider the following pseudocode.

```
int T[];
int lookupT( n )
    if ( T[n] > 0 )
        return T[n];
else
        T[n] = lookupT(n - 1) + lookupT(n - 2) + lookupT(n - 3);
        return T[n];
int computeT( n )
        allocate a size n + 1 array for T;
        initialize all entries in T to 0;
        T[0] = 1; T[1] = 1; T[2] = 2;
        return lookupT( n );
```

Argue that computeT(n) returns T_n and analyze its running time.

2. Graph coloring. A *coloring* of an undirected graph G = (V, E) is an assignment of colors to the vertices of G such that no two adjacent vertices have the same color. The *degree* of a vertex $u \in V$ is

$$\delta(u) = |\{v \in V \mid (u, v) \in E\}|,$$

the number of vertices adjacent to u. Let

$$\Delta(G) = \max\{\delta(v) \mid v \in V\}$$

be the largest degree of a vertex in G.

Give an efficient algorithm that colors any graph G using at most $\Delta(G) + 1$ colors. The colors may be named c_1, c_2, \ldots Show that your algorithm is correct and analyze its running time. 3. Approximating the minimum hitting set. Let U be a universe of n elements and let S be a collection of subsets of U. A *hitting set* is a subset $H \subseteq U$ such that for all $S \in S$, $H \cap S \neq \emptyset$.

The minimum hitting set problem is to find a hitting set of minimum cardinality. Let

$$m = \max\{|S| \mid S \in \mathcal{S}\}.$$

Show that the following algorithm is an m-approximation algorithm for this problem.

$$\begin{split} \mathcal{T} &= \mathcal{S}; \\ H &= \emptyset; \\ \text{while } \left(\ \mathcal{T} \neq \emptyset \ \right) \\ \text{choose any set } S \in \mathcal{T}; \\ \mathcal{T} &= \mathcal{T} - \{ T \in \mathcal{T} \mid S \cap T \neq \emptyset \}; \\ H &= H \cup S; \\ \text{output } H; \end{split}$$
 // remove from \mathcal{T} all sets that

(*Hint:* Show that the number of iterations of the while loop is a lower bound on OPT.)