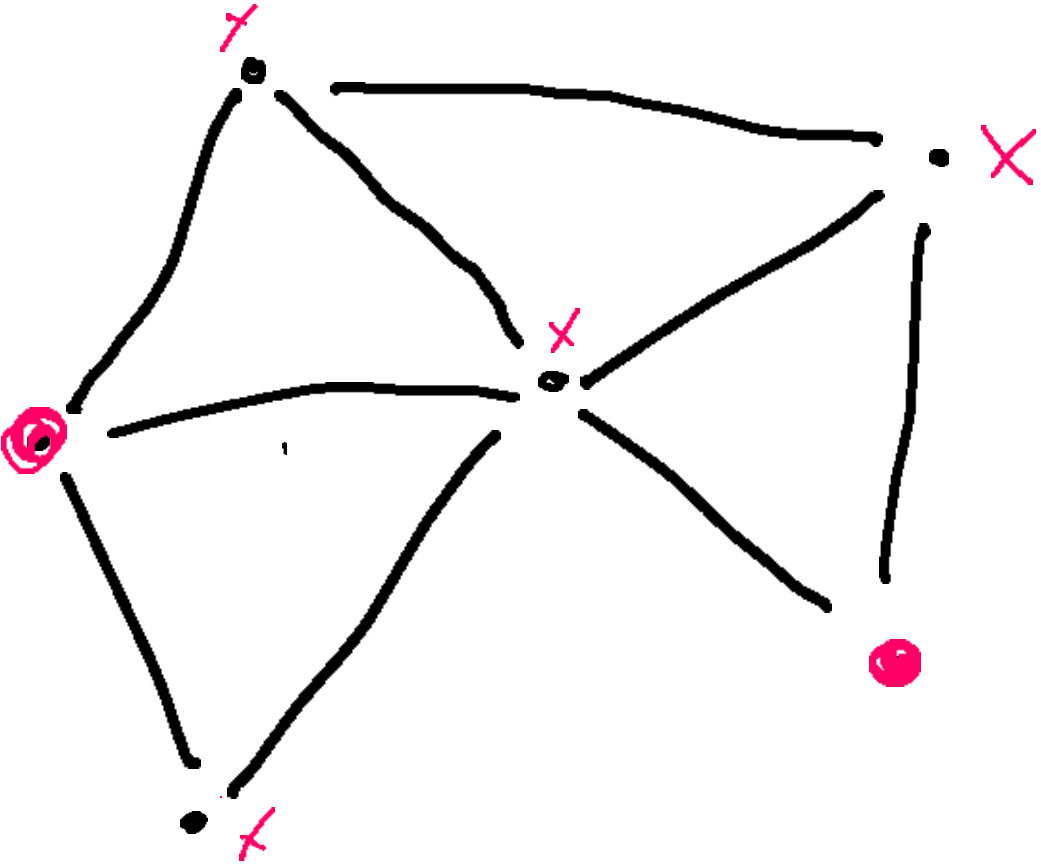


Maximal Independent Set

2021

Independent set in a graph



maximal but
not maximum

Maximum independent set

independent set of maximum cardinality

hard problem, even sequential

NP complete

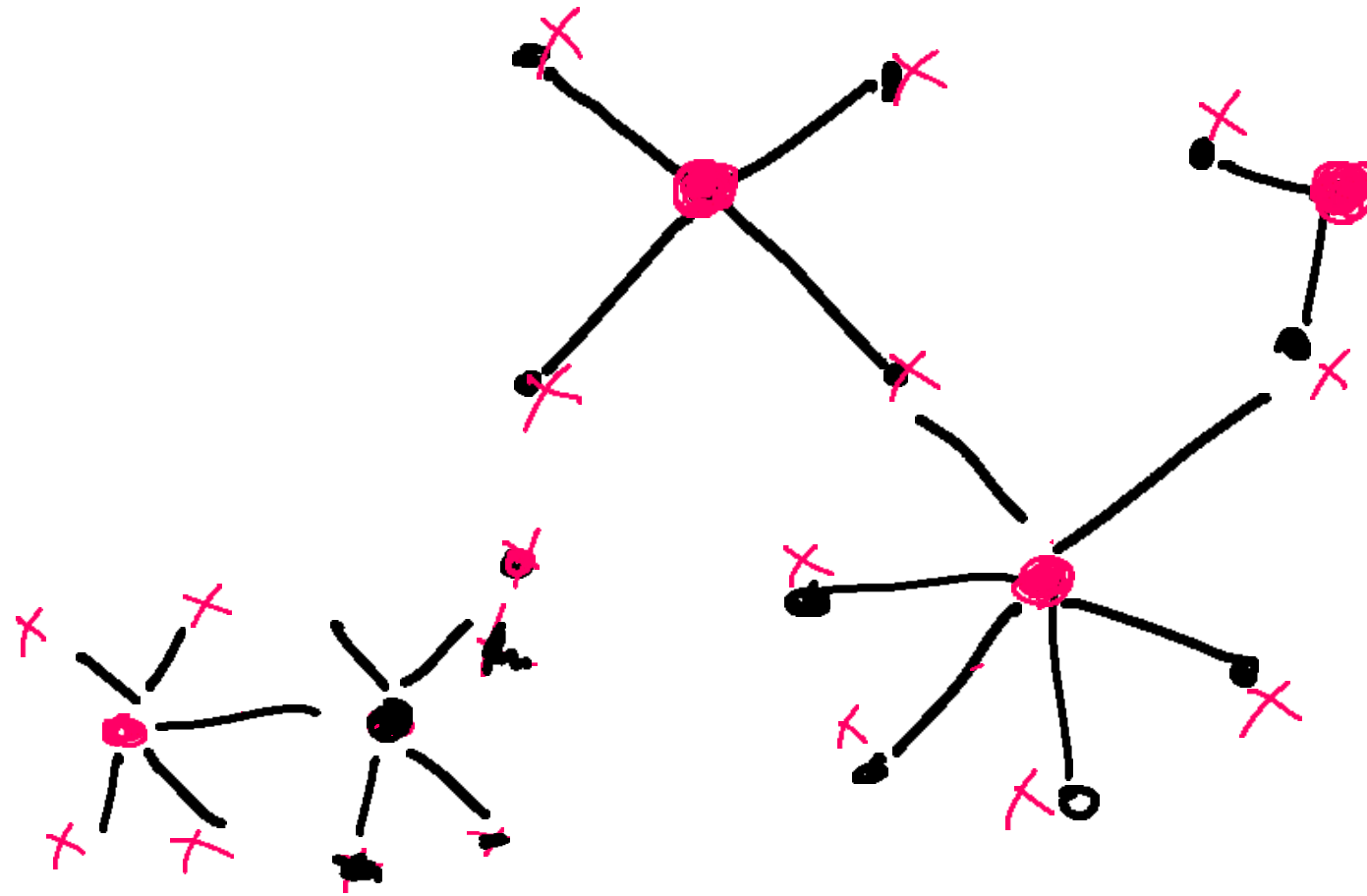
Maximal independent set

ind. set such that it is not a proper-

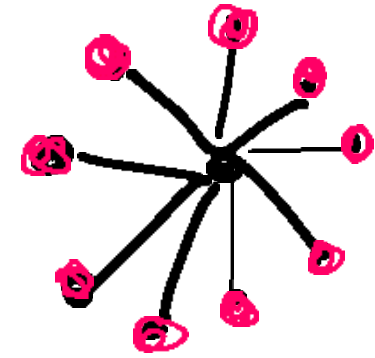
subset of another i.s

easy

Greedy sequential algorithm



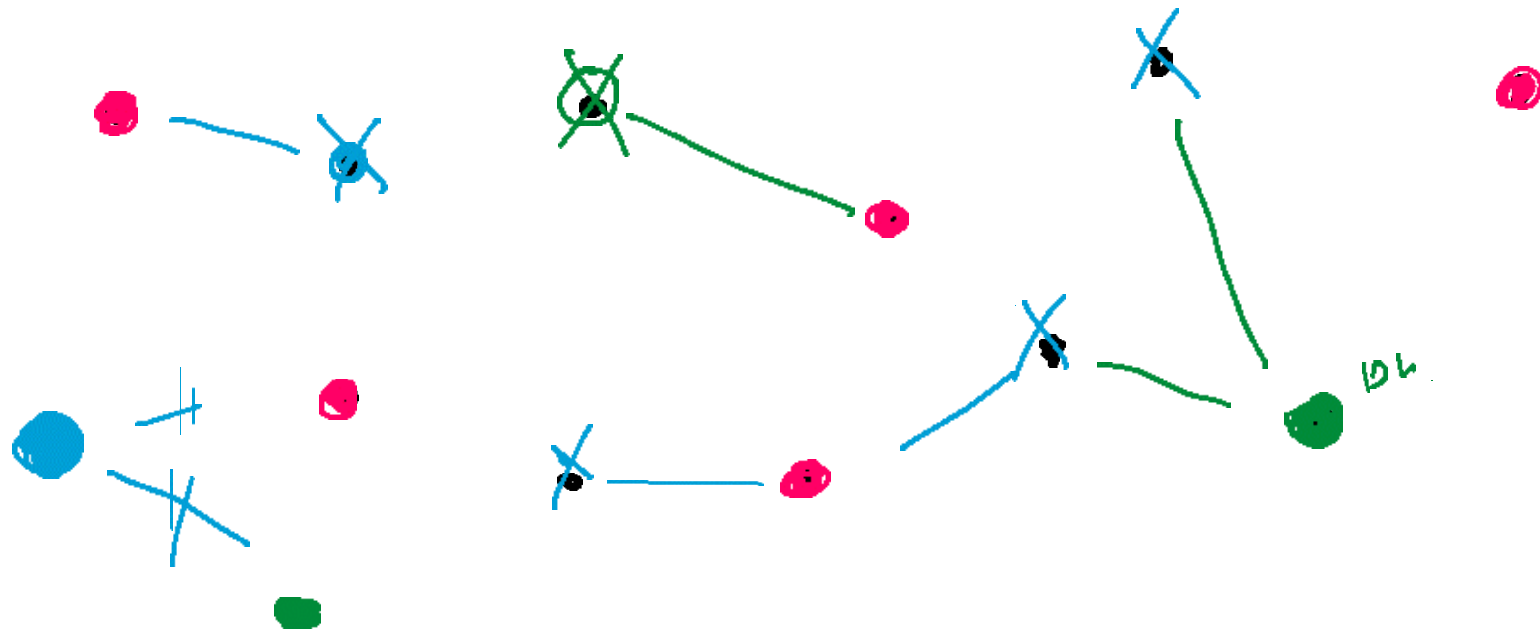
it stops
sequential!
quality



MIS via graph coloring

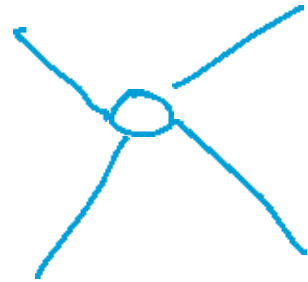
Corollary 7.5. Given a coloring algorithm that runs in time T and needs C colors, we can construct a MIS in time $T + C$.

nodes of color A are independent



time

step 1: activate if red
and check neighbors



return

step 2: activate if green
and check neighbors

return

local

A red arrow originates from the word 'local' and points horizontally to the right, ending with a simple arrowhead.

Algorithm 7.6 Fast MIS

The algorithm operates in synchronous rounds, grouped into phases.

A single phase is as follows:

- 1) Each node v marks itself with probability $\frac{1}{2d(v)}$, where $d(v)$ is the current degree of v .
 - 2) If no higher degree neighbor of v is also marked, node v joins the MIS. If a higher degree neighbor of v is marked, node v unmarks itself again. (If the neighbors have the same degree, ties are broken arbitrarily, e.g., by identifier).
 - 3) Delete all nodes that joined the MIS and their neighbors, as they cannot join the MIS anymore.
-

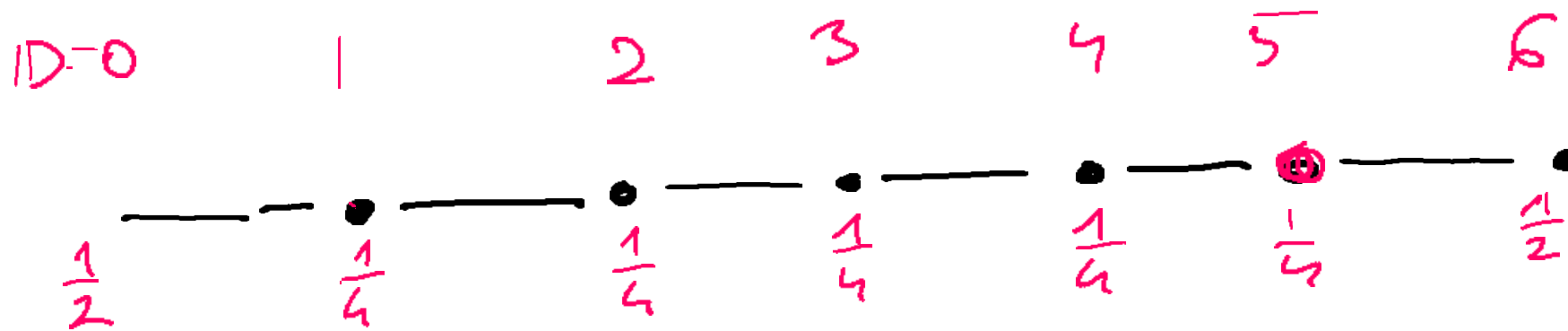


$\deg(v) = 5$
marked with prob $\frac{1}{2 \cdot 5}$

Correctness

- always no neighbors added
- elements: neighbors of MIS members are removed

→ like greedy



goal: to show that runtime
is low with high probability

randomized algorithm

Lemma 7.7 (Joining MIS). A node v joins the MIS in Step 2 with probability

$$\frac{1}{4d(v)}$$

M = marked nodes

$$\begin{aligned} P[v \notin \text{MIS} | v \in M] &= P[\text{there is a node } w \in H(v), w \in M | v \in M] \\ &= P[\text{there is a node } w \in H(v), w \in M] \\ &\leq \sum_{w \in H(v)} P[w \in M] = \sum_{w \in H(v)} \frac{1}{2d(w)} \\ &\leq \sum_{w \in H(v)} \frac{1}{2d(v)} \leq \frac{d(v)}{2d(v)} = \frac{1}{2} \end{aligned}$$

$$P[v \in \text{MIS}] = P[v \in \text{MIS} | v \in M] \cdot P[v \in M] \geq \frac{1}{2} \cdot \frac{1}{2d(v)}$$

Lemma 7.8 (Good Nodes). A node v is called good if

$$\sum_{w \in N(v)} \frac{1}{2d(w)} \geq \frac{1}{6},$$

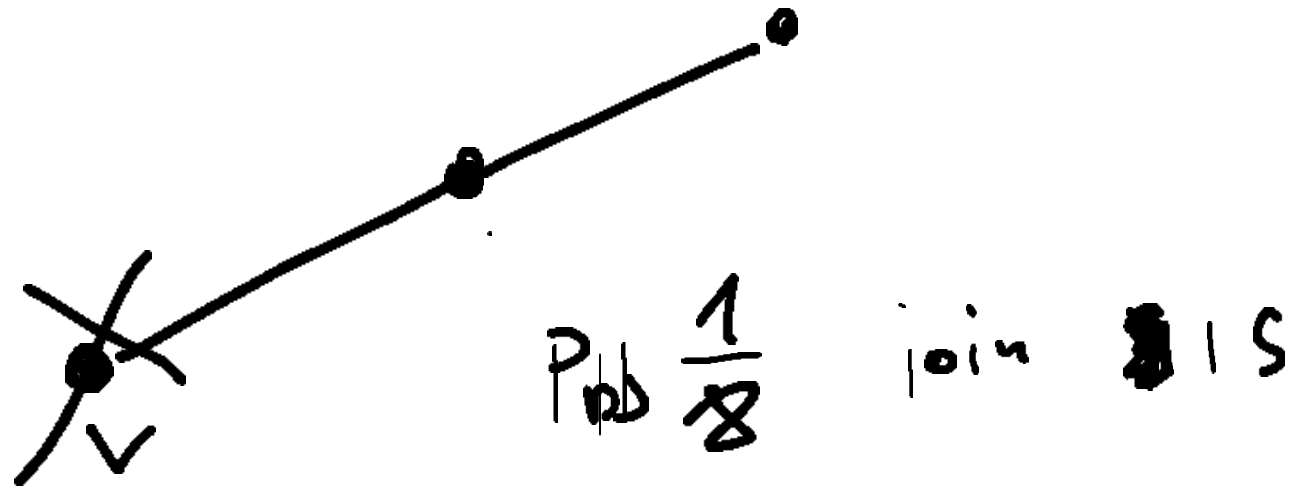
where $N(v)$ is the set of neighbors of v . Otherwise we call v a bad node. A good node will be removed in Step 3 with probability ~~1/6~~.

joining MIS

good nodes — fraction $\frac{1}{36}$ should go

bad nodes — 2

Case 1 : There is a neighbor of degree 2 or 1



$$\frac{1}{8} > \frac{1}{36}$$

Case 2 : all neighbors have degree >2

For any neighbor w of v we have $\frac{1}{2d(w)} \leq \frac{1}{6}$. Since $\sum_{w \in N(v)} \frac{1}{2d(w)} \geq \frac{1}{6}$ there is a subset of neighbors $S \subseteq N(v)$ such that $\frac{1}{6} \leq \sum_{w \in S} \frac{1}{2d(w)} \leq \frac{1}{3}$

$$\frac{1}{2d(w)} \leq \frac{1}{6}$$
$$\frac{1}{3} < \frac{1}{2d(w_1)} + \frac{1}{2d(w_2)} + \dots \geq \frac{1}{6}$$

S - fixed

R - event that v removed

u_1, u_2, u_3, \dots

$$\begin{aligned} P[R] &\geq \underline{P[\text{there is a node } u \in S, u \in \text{MIS}]} \\ &\geq \sum_{u \in S} P[u \in \text{MIS}] - \underline{\sum_{u, w \in S; u \neq w} P[u \in \text{MIS and } w \in \text{MIS}]} . \end{aligned}$$

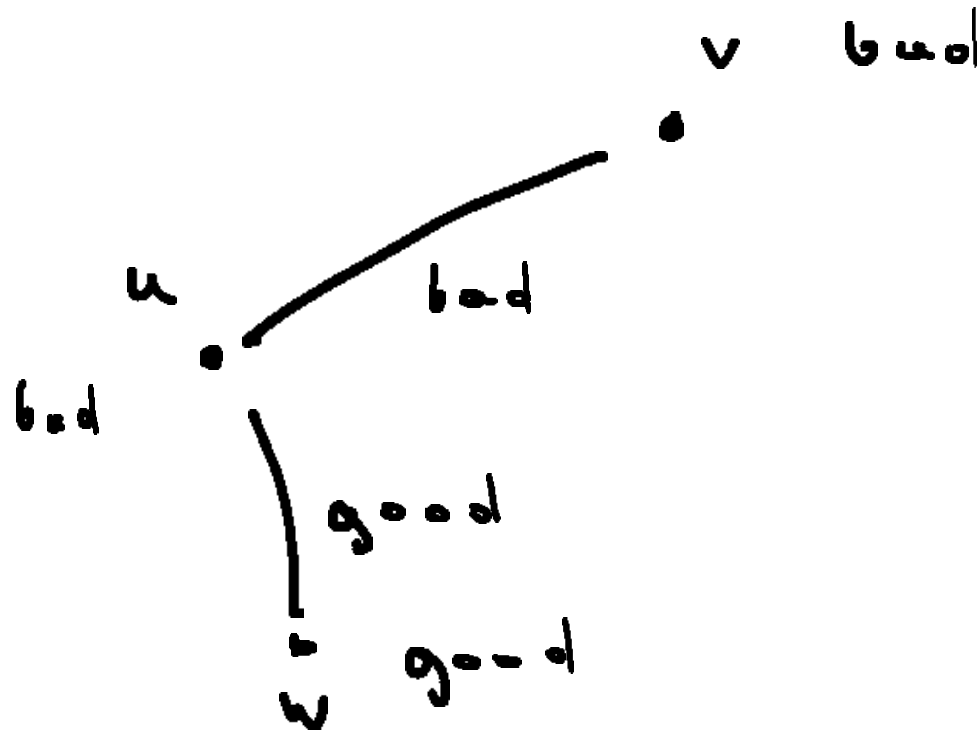
$$\begin{aligned}
P[R] &\stackrel{||}{\geq} \sum_{u \in S} P[u \in \text{MIS}] - \sum_{u, w \in S; u \neq w} P[\underbrace{u \in M \text{ and } w \in M}_{\text{MIS}}] \\
&\geq \sum_{u \in S} P[u \in \text{MIS}] - \sum_{u \in S} \sum_{w \in S} P[u \in M] \cdot P[w \in M] \\
&\geq \sum_{u \in S} \frac{1}{4d(u)} - \sum_{u \in S} \sum_{w \in S} \frac{1}{2d(u)} \frac{1}{2d(w)} \\
&\geq \sum_{u \in S} \frac{1}{2d(u)} \left(\frac{1}{2} - \sum_{w \in S} \frac{1}{2d(w)} \right) = \frac{1}{6} \left(\frac{1}{2} - \frac{1}{3} \right) = \frac{1}{36}.
\end{aligned}$$



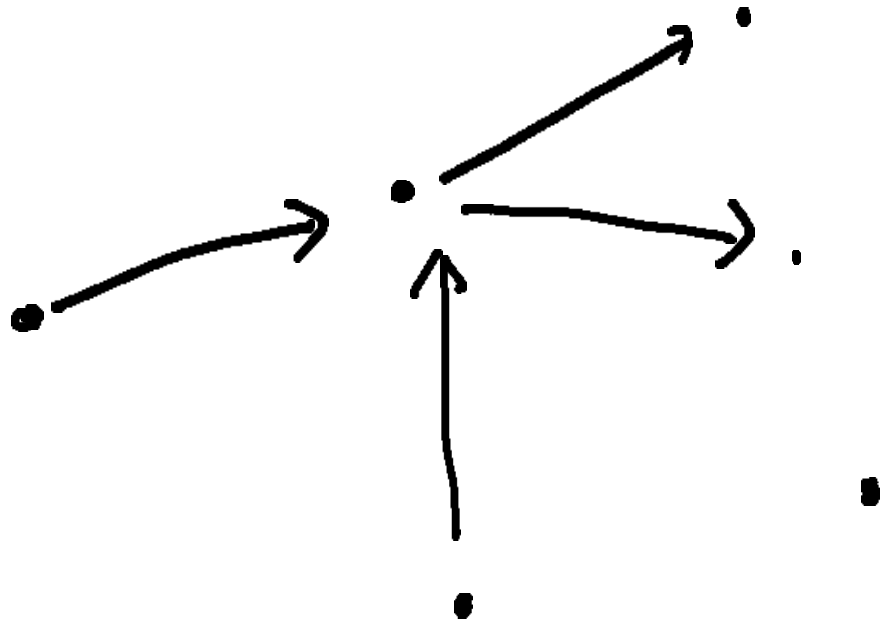
Good nodes die out \square

We cannot prove that there is always a certain fraction of good nodes \square

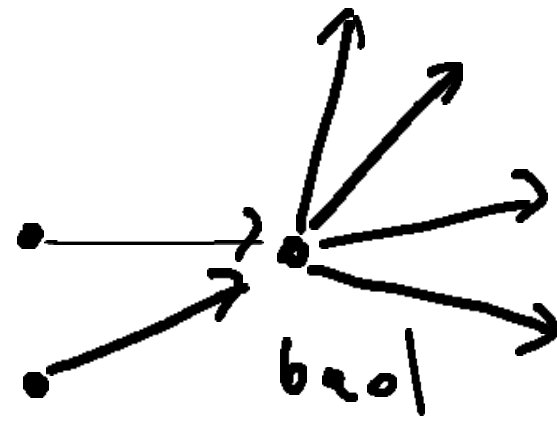
Lemma 7.9 (Good Edges). *An edge $e = (u, v)$ is called bad if both u and v are bad; else the edge is called good. The following holds: At any time at least half of the edges are good.*



Auxiliary graph -- directed edges towards higher degree

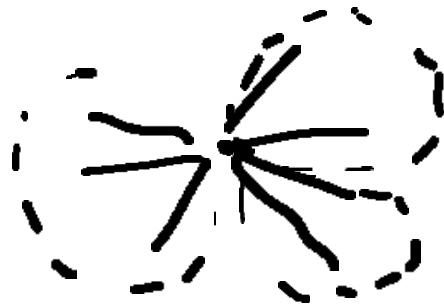


Lemma 7.10. *A bad node has outdegree (number of edges pointing away from bad node) at least twice its indegree (number of edges pointing towards bad node).*



By contradiction, let more than 1/3 neighbors have not smaller degree

Set S of such nodes

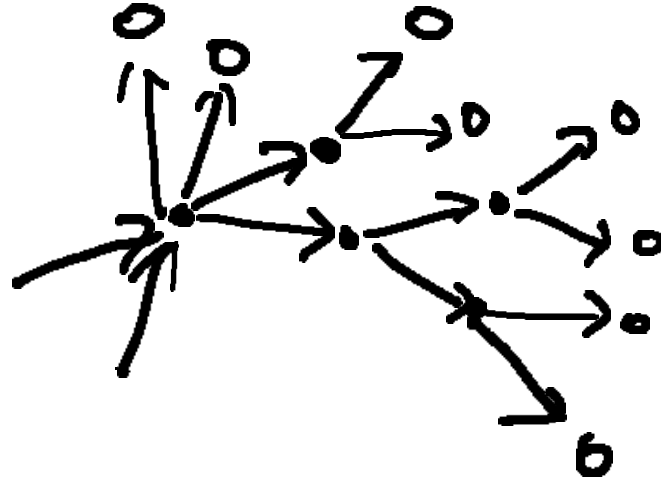


$\frac{1}{3}$ neigh. have
deg. $\leq \text{deg}(v)$

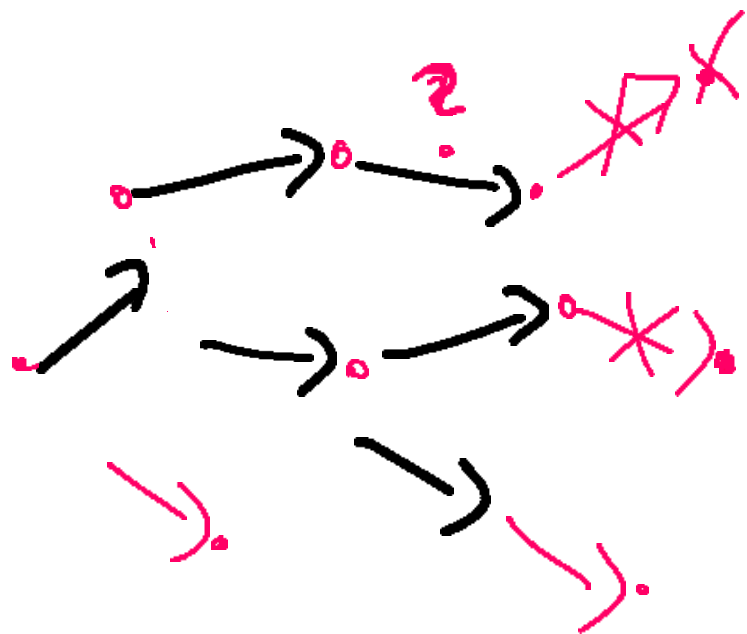
$$\sum_{w \in N(v)} \frac{1}{2d(w)} \geq \sum_{w \in S} \frac{1}{2d(w)} \geq \sum_{w \in S} \frac{1}{2d(v)} \geq \frac{1}{3} \frac{1}{2d(v)} = \frac{1}{6d(v)}$$

Sum is good!?

Corollary: number of edges pointing to bad nodes is at most half



Theorem 7.11 (Analysis of Algorithm 7.6). *Algorithm 7.6 terminates in expected time $\mathcal{O}(\log n)$.*



$$\frac{1}{36}$$

50% \geq good edges

fraction dies out

start $\frac{1}{2} \leq$ edges

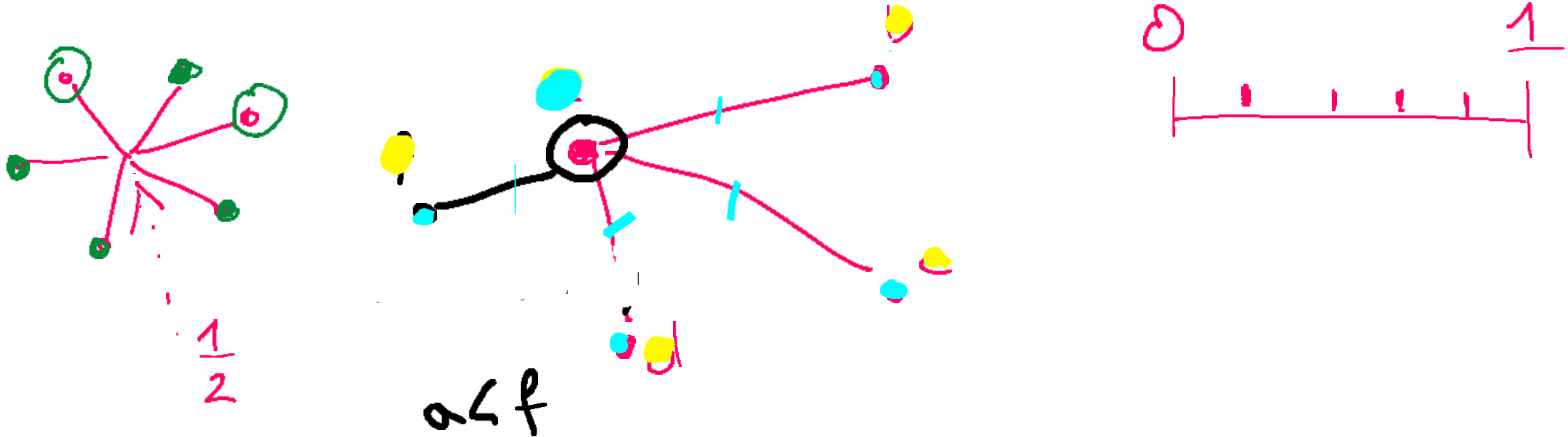
$$\log_{\frac{1}{2}} \frac{1}{2} = 2 \left(2 \log_4 - 1 \right)$$

Algorithm 7.12 Fast MIS 2

The algorithm operates in synchronous rounds, grouped into phases.

A single phase is as follows:

- 1) Each node v chooses a random value $r(v) \in [0, 1]$ and sends it to its neighbors.
 - 2) If $r(v) < r(w)$ for all neighbors $w \in N(v)$, node v enters the MIS and informs its neighbors.
 - 3) If v or a neighbor of v entered the MIS, v terminates (v and all edges adjacent to v are removed from the graph), otherwise v enters the next phase.
-



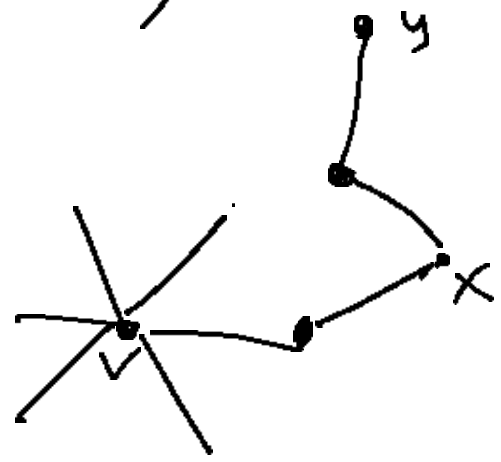
Lemma 7.14 (Edge Removal). In a single phase, we remove at least half of the edges in expectation.

$[v \rightarrow w]$

$$\# \text{ edges} \leq \frac{n(n-1)}{2} \approx n^2$$

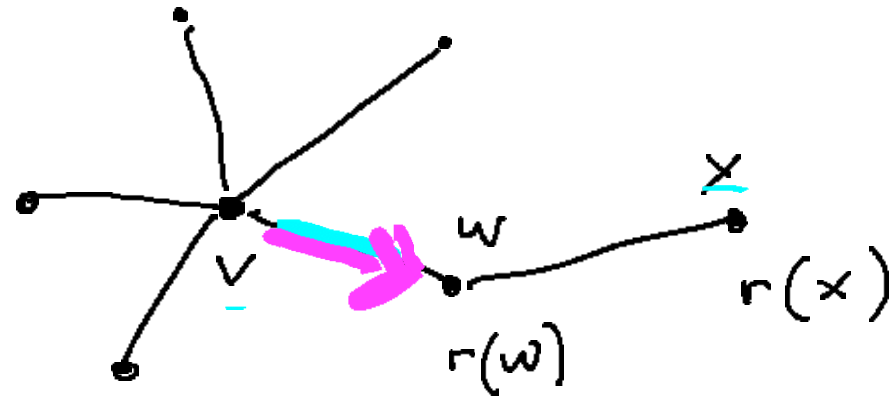
$\approx \log(n^2)$ steps to reach $O(1)$

$$\begin{aligned} & \parallel \\ & 2 \lg n \end{aligned}$$



$r(x) < r(v)$
 $r(y) < r(x)$

Suppose that a node v joins the MIS in this phase, i.e., $r(v) < r(w)$ for all neighbors $w \in N(v)$. If in addition we have $r(v) < r(x)$ for all neighbors x of a neighbor w of v , we call this event $(v \rightarrow w)$. The probability of event $(v \rightarrow w)$ is at least $1/(d(v) + d(w))$, since $d(v) + d(w)$ is the maximum number of nodes

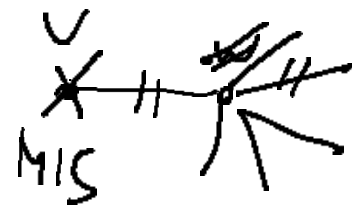


1. $r(x) > r(v)$
2. $r(x) < r(v)$

~~$\forall w \in N(v)$~~ 1) $r(v) < r(w)$
 \forall neighbors w'

2) \forall neigh. x of w
 $r(v) < r(x)$

$$\begin{aligned}
\mathbb{E}[X] &= \sum_{\{v,w\} \in E} \mathbb{E}[X_{\underline{(v \rightarrow w)}}] + \mathbb{E}[X_{\underline{(w \rightarrow v)}}] \\
&= \sum_{\{v,w\} \in E} P[\text{Event}(v \rightarrow w)] \cdot d(w) + P[\text{Event}(w \rightarrow v)] \cdot d(v) \\
&\geq \sum_{\{v,w\} \in E} \left(\frac{d(w)}{d(v) + d(w)} + \frac{d(v)}{d(w) + d(v)} \right) \\
&= \sum_{\{v,w\} \in E} 1 = |E|.
\end{aligned}$$



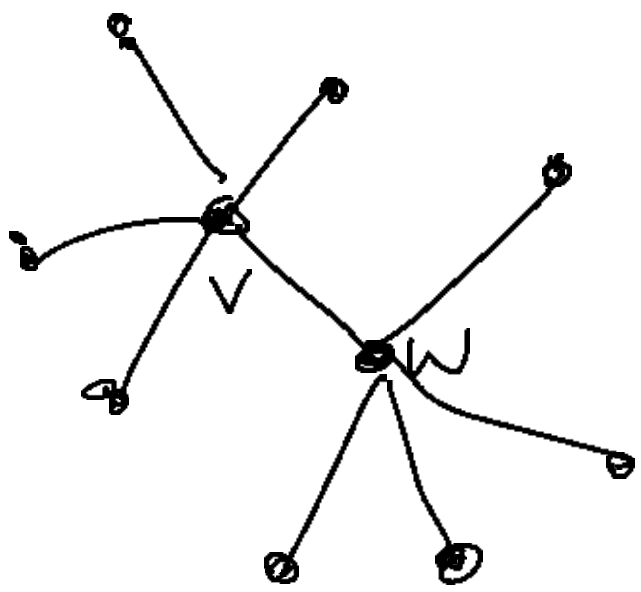
$X = \#$ such edges removed

$X_{(v \rightarrow w)} = \begin{cases} 0 & \text{if not } (v \rightarrow w) \\ \# \text{ edges removed because of } v \text{ joining MIS} \end{cases}$

$$X = \sum_{(v,w) \in E} X_{(v \rightarrow w)}$$

$[v \rightarrow w]$

$r(v)$ is the smallest one



$$d(v) + d(w)$$

$$\frac{1}{d(v) + d(w)}$$

Stochastic process

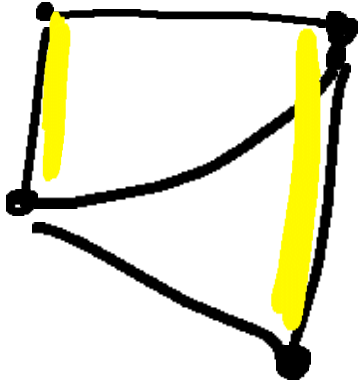
n^2 tokens

kill $\geq \frac{1}{2}$ of ~~tokens~~ at expectation

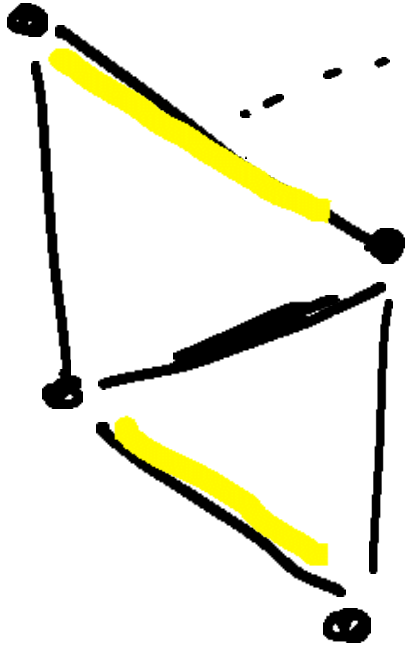
Theorem

$c \cdot \log n^2$ suffices with high prob

Matching in a graph

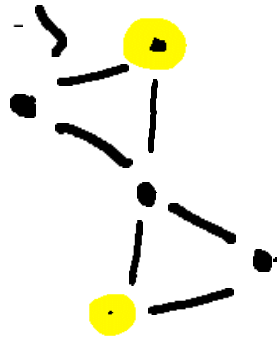


Line graph



~~independent set~~

line graph



independent set

Independent set in line graph ---- matching in the graph

algo for MIS \iff

algo for matching

Algorithm 7.20 General Graph Coloring

- 1: Given a graph $G = (V, E)$ we virtually build a graph $G' = (V', E')$ as follows:
 - 2: Every node $v \in V$ clones itself $d(v) + 1$ times ($v_0, \dots, v_{d(v)} \in V'$), $d(v)$ being the degree of v in G .
 - 3: The edge set E' of G' is as follows:
 - 4: First all clones are in a clique: $(v_i, v_j) \in E'$, for all $v \in V$ and all $0 \leq i < j \leq d(v)$
 - 5: Second all i^{th} clones of neighbors in the original graph G are connected: $(u_i, v_i) \in E'$, for all $(u, v) \in E$ and all $0 \leq i \leq \min(d(u), d(v))$.
 - 6: Now we simply run (simulate) the fast MIS Algorithm 7.12 on G' .
 - 7: If node v_i is in the MIS in G' , then node v gets color i .
-

