

Lecture 12: Independent Sets and Interval Scheduling

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1 Announcements

Recommended Reading: CLRS Sec 16.1–16.2

2 Loose ends of Lec 11 : 2-colorable graphs

Theorem 2.1. *If G is a connected 2-colorable graph, then `BFSColoring` (G) will color G using 2 colors.*

Proof. Let f^* be a 2-coloring of G . We may assume that $f^*(v_0) = 0$ without loss of generality (why?). Let f be the coloring of G found by `BFSColoring`(G). We argue by (strong) induction on i that $f(v_i) = f^*(v_i)$ for $i = 0, \dots, n - 1$.

□

Corollary 2.2. *Graph 2-Coloring can be solved in time $O(n + m)$.*

Proof.

□

3 Definitions

In the Sender-Receiver Exercise, you’ve seen the definition of independent sets, which are closely related to graph colorings:

Definition 3.1. Let $G = (V, E)$ be a graph. An *independent set* in G is a subset $S \subseteq V$ such that there are no edges entirely in S . That is, $\{u, v\} \in E$ implies that $u \notin S$ or $v \notin S$.

A proper k -coloring of a graph G is equivalent to a partition of V into k independent sets (each color class should be an independent set).

When we have a graph $G = (V, E)$ representing conflicts, instead of partitioning V into a small number of conflict-free subsets (as coloring would), it is sometimes useful to instead find a single, large conflict-free subset. This gives rise to the following computational problem:

| |
|--|
| Input : A graph $G = (V, E)$ Output : An independent set $S \subseteq V$ in G of maximum size |
|--|

Computational Problem Independent Set

Example: Throwing a big party where everyone will get along.

Like with graph coloring, we can try a greedy algorithm for Independent Set:

| |
|--|
| <pre>1 GreedyIndSet(G) Input : A graph $G = (V, E)$ Output : A “large” independent set in G 2 Choose an ordering $v_0, v_1, v_2, \dots, v_{n-1}$ of V; 3 $S = \emptyset$; 4 foreach $i = 0$ to $n - 1$ do 5 $v_i \notin S$ then $S = S \cup \{v_i\}$; 6 return S</pre> |
|--|

And, similarly to coloring, we can only prove fairly weak bounds on the performance of the greedy algorithm in general:

Theorem 3.2. For every graph G with n vertices and m edges, $\text{GreedyIndSet}(G)$ can be implemented in time $O(n + m)$ and outputs an independent set of size at least $n/(d_{\max} + 1)$, where d_{\max} is the maximum vertex degree in G .

Proof.

□

However, when there is more structure in the conflict graph, a careful ordering for the greedy algorithm can yield an optimal solution. An example of such structure comes from the Interval Scheduling problem we saw in the first lecture:

| | |
|---------------|---|
| Input | : A collection of intervals $[a_0, b_0], \dots, [a_{n-1}, b_{n-1}]$, where each $a_i, b_i \in \mathbb{R}$ and $a_i \leq b_i$ |
| Output | : YES if the intervals are disjoint (for all $i \neq j$, $[a_i, b_i] \cap [a_j, b_j] = \emptyset$) NO otherwise |

Computational Problem IntervalScheduling-Decision

We saw that we could solve this problem in time $O(n \log n)$ by reduction to Sorting. However, if the answer is NO, we might be satisfied by trying to schedule *as many* intervals *as possible*:

| | |
|---------------|---|
| Input | : A collection of intervals $[a_0, b_0], \dots, [a_{n-1}, b_{n-1}]$, where each $a_i, b_i \in \mathbb{Q}$ and $a_i \leq b_i$ |
| Output | : A maximum-size subset $S \subseteq [n]$ such that $\forall i \neq j \in S, [a_i, b_i] \cap [a_j, b_j] = \emptyset$. |

Computational Problem IntervalScheduling-Optimization

Example:

Q: How can we model IntervalScheduling-Optimization as an Independent Set problem?

With this graph-theoretic modelling, we can instantiate `GreedyIndSet()` for IntervalScheduling-

Optimization:

```
1 GreedyIntervalScheduling( $x$ )
   Input    : A list  $x$  of  $n$  intervals  $[a, b]$ , with  $a, b \in \mathbb{Q}$ 
   Output  : A “large” subset of the input intervals that are disjoint from each other
2 Choose an ordering of the input intervals  $[a_0, b_0], [a_1, b_1], \dots, [a_{n-1}, b_{n-1}]$ ;
3  $S = \emptyset$ ;
4 foreach  $i = 0$  to  $n - 1$  do
5   |                                     ;
6   | return  $S$ 
```

Q: What ordering of the input intervals should we use?

Theorem 3.3. *If the input intervals are sorted by then we have that $\text{GreedyIntervalScheduling}(x)$ will find an optimal solution to IntervalScheduling-Optimization, and can be implemented in time $O(n \log n)$.*

Proof.

□