## Dhannya's Conflict free colouring -Implementation

## December 2017

## 1 Data Structure

- Interval -Class with left and right as attribute
- Point Integer points between 1 to N.
- Sort Using comparator

## 2 Introduction

These are the subroutine of the main algorithm.

- IsProper(setOfIntervals I)
- colourProper(setOfIntervals I)
- partitionInto(Intervals I, )
- Greedy CFC Main algorithm

```
Data: Intervals I
Result: NO, if \exists i \in I which is fully contained in some other interval YES, otherwise

1 for i \in I do

2 | for j \in I do

3 | if i \neq j and i \subset j then

4 | return NO;

5 | end

6 | end

7 end

8 return YES;
```

Algorithm 1: isProperInterval

```
Data: Set of Intervals I, Points N
Result: Subset of points S \subseteq N that can be uniquely colored

1 // I is pass by value;

2 S = \emptyset;

3 Sort(I);

4 while I.getRightMost() \neq NULL do

| /* Let p be the right most point in I

*/

5 | I.removeAllIntervalsAt(p);

6 | S.add(p);

7 end

8 return S;
```

Algorithm 2: colourProper

```
Data: Set of Intervals I, set of Points N
   Result: Set of subsets S \subseteq 2^S that can be uniquely colored
 1 if isProperInterval(I) then
      // Only one non-zero color is needed;
      return colourProper(I, N);
 4 end
   /* Sort using the right most end point of the intervals; In
      case of ties sort with left end point
   /* Let the sorted interval be I[1], I[2], \ldots, I[m]
                                                                         */
   /* Let B be the buckets or partitions; There are at most m/2
      buckets; Initially the buckets are empty
 6 B[1].add(I_1);
 7 B[1].add(I_2);
 s for I_j \in I_3, \ldots, I_m do
      i = 1;
      while Partition(B[i], I_i) == NO do
10
       i++
11
      \mathbf{end}
12
      /* I_j must go into some partition in B
                                                                         */
14 // The #non-zero bucket is equal to the #non-zero colours needed;
15 i = 1;
16 S = \emptyset;
17 for B[i] \neq EMPTY do
18 S = S \cup \operatorname{colourProper}(B[i], N);
19 end
20 return S;
```

**Algorithm 3:** Greedy CFC

```
Data: Set of Intervals P in a partition B, New Interval I_i
   Result: YES, if it is okay to add i to P, No otherwise.
 1 // P is pass by reference.;
 2 if PSet.size() \leq 2 then
       P.add(I_i);
       return YES;
 5 Q = P \cup \{I_i\};
 6 //Flag setting;
 7 // Let L be flag array initialized to 1;
 s for I_i \in Q do
       //i represents the points by the interval I_i;
       if I_i \neq I_j and I_j \subset I_i then //I_j is contained in I_i
10
11
          for k \in j \setminus i do
           L[k] = 0 ;
12
          end
13
       else if I_i \neq I_j and I_i \subset I_j then //I_i is contained in I_j
14
          for k \in i \setminus k do
15
             L[k] = 0 ;
16
          end
17
       end
18
19 end
20 if FindAllZeroInterval(Q, L) then
    return NO;
22 end
23 // Chopping;
24 // TODA Let new intervals I'
25 if isProperInterval(I') == YES then
       return YES;
27 Else // call greedy algorithm with new interval.;
```

Algorithm 4: PartitionInto