

So far looked at connectivity-like problems. Other graph problems  
distance-based  
have different reqs, e.g. symmetry breaking problems.

### Eg. Maximal Independent Set

Input: Undirected graph  $G(V, E)$

Output: A set  $I \subseteq V$  where  $\forall u, v \in I, (u, v) \notin E \quad \text{Independent}$   
 $\text{and } \forall v \in V \setminus I, v \text{ has some neighbor in } I. \quad \text{Maximal.}$

Sequentially very easy to find an MIS.

Just place the vertices in an arbitrary order, add one-by-one. Whenever a vertex is added, remove all neighbors from consideration  
 $\Rightarrow O(m+n)$  work.

We will see later that using the "right order" above also yields a fast parallel algorithm, although the process is seemingly sequential.

Lot of work (again in classic-era) on MIS. Culminated in a celebrated algorithm by Luby:

random

Idea is to use a simple symmetry-breaking procedure to find an independent set. Then we remove it, and its neighbors, and recurse using fresh randomness.

LubyMIS( $G(V, E)$ )

if ( $|V| = 0$ ) return {}

parfor  $v \in V : p_v = \text{random\_priority}()$

$I = \{v \in V \mid p_v < \min_{u \in N(v)} \{p_u\}\} \quad // \text{independent set}$

$V' = V \setminus (I \cup N(I)) \quad // \text{remove } I \text{ and its neighbors}$

$G' = (V', \{(u, v) \in E \mid u \in V' \text{ and } v \in V'\})$

$R = \text{LubyMIS}(G')$

return  $I \cup R$

Correctness

Not hard to see that this algorithm works correctly and returns a valid MIS. Can prove via induction. BC is an empty graph, which has no vertices and thus  $MIS = \emptyset$ . For the IS, we have that  $I$  is independent. Given  $I$ , no vertex in  $N(I)$  can be in the MIS. Any remaining vertex in  $V'$  is independent of  $I$ . By induction, the set  $R$  is an MIS of  $G[V']$ , and there are none other from  $V'$  we can add while maintaining independence.  $\Rightarrow I \cup R$  is independent and maximal.

Cost. Will show: LubyMIS runs in  $O(mn)$  expected work

Cost analysis is trickier.

$O(\log^2 n)$  depth whp.

We will show that each round removes half of the edges in expectation.

Lemma: Each round of LubyMIS removes at least half of the edges in expectation.

Consider  $(u, v) \in E$

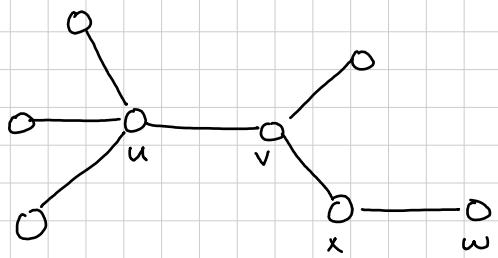
Let  $A_{u,v}$  be the event that  $u$  has the largest priority among  $u, v$  and  $N(u)$  and  $N(v)$

Since the priorities are picked uniformly at random, we can compute this prob. directly by counting:

$$\Pr[A_{u,v}] = \frac{1}{d(u)+d(v)}$$

This is an inequality since  $u, v$  might share neighbors.

To avoid double-counting, we will (when adding a vertex  $u$  to MIS) focus on counting removal of its neighbors edges; not its own edges).



$$\Pr[A_{u,v}] = \frac{1}{4+3} = \frac{1}{7}$$

if  $A_{u,v}$  occurs:

- $u$  will join the MIS
- all edges incident on  $v$  will be removed since  $v \in N(u)$ .
- $u$  itself will be removed

We expect to remove  $\Pr[A_{u,v}] d(v)$  neighbors of  $v$  due to  $A_{u,v}$ .

Can we have multiple events remove edges incident to  $v$  on the same round?

Eg.  $A_{u,v}$  and  $A_{x,v}$  both occur?

Can't happen since  $A_{u,v} \Rightarrow u$  has highest pri in  $N(u) \cup N(v)$  and  $x \in N(v)$ .

This means if we count edges incident on  $v$  removed by  $A_{u,v}$ , we won't double count due to a simultaneous  $A_{w,v}$  event.

What can happen is that an edge, e.g.  $(v,x)$  gets removed twice, once by  $A_{u,v}$  and once by  $A_{w,x}$ .

Each edge can be double-counted this way at most twice — one from each endpoint.

Let  $\gamma = RV$  giving the #edges we remove.

Claim:

$$E[\gamma] \geq \frac{1}{2} \sum_{(u,v) \in E} (\Pr[A_{uv}] d(v) + \Pr[A_{v,u}] d(u))$$

double-counting of  
removed edges by both  
endpoints

removed edges in both  
directions of  $(u,v)$  edge.

$$= \frac{1}{2} \sum_{(u,v) \in E} \left[ \frac{d(v)}{d(u)+d(v)} + \frac{d(u)}{d(u)+d(v)} \right]$$

$$= \frac{|E|}{2}$$

Overall cost:

Steps within a round easy to do in  $O(m+n)$  work,  $O(\log n)$  depth in BF model.  
(setting priorities, removing  $I \cup N(I)$ , building  $G'$ ).

Vertices removed if no incident edges.

$O(m+n)$  work and  $O(\log n)$  depth per round.

#edges goes from  $m \rightarrow \frac{m}{2}$  in expectation  $\Rightarrow O(\log m) = O(\log n)$  rounds.

$\Rightarrow O(mn)$  work and  $O(\log^2 n)$  depth in expectation.

Are we done? Would be good to give tighter analysis of depth.

Let  $F_i$  = fraction removed on round  $i$

$M_i$  = # edges remaining on round  $i$

i.e.  $M_i = m \prod_{j=0}^{i-1} F_j$

Suppose we have  $E[F_i] \leq \beta$  (For Luby,  $\beta = \frac{1}{2}$  in every round since we don't reuse randomness).

$$E[M_i] \leq m \prod_{j=0}^{i-1} E[F_j] = m \beta^i$$

work on vertices  $\checkmark$  by work on the edges

If work in a round is  $c M_i$  (assuming  $(E_i) \geq |V_i|$ ), by LOE:

$$E[w(m)] \leq \sum_{i=0}^{\infty} c E[M_i] \leq cm \sum_{i=0}^{\infty} \beta^i = O(m)$$

Span: Use Markov

$$\Pr[X \geq a] \leq \frac{E[X]}{a}$$

Consider  $\Pr[M_i \geq 1]$ . If  $M_i < 1$ , alg is done since no edges remain.

Would like to show that for some large  $i$ , this prob. is small.

$$\Pr[M_i \geq 1] \leq \frac{E[M_i]}{1} \leq m \beta^i$$

Let  $i = k \log(m)$  for some  $k$ .

$$\Pr[M_i \geq 1] \leq m \beta^{k \log(m)} = m m^{k \log(\beta)} = m^{1 + k \log(\beta)}$$

$$\beta = \frac{1}{2} \text{ for us. } \Rightarrow \log(\beta) = -\frac{1}{2} \quad (\text{also } O(\log n)).$$

$$\Pr[\text{rounds} < k \log(m)] = 1 - m^{1-k} \Rightarrow O(\log m) \text{ rounds whp.}$$

