

Learning Goals

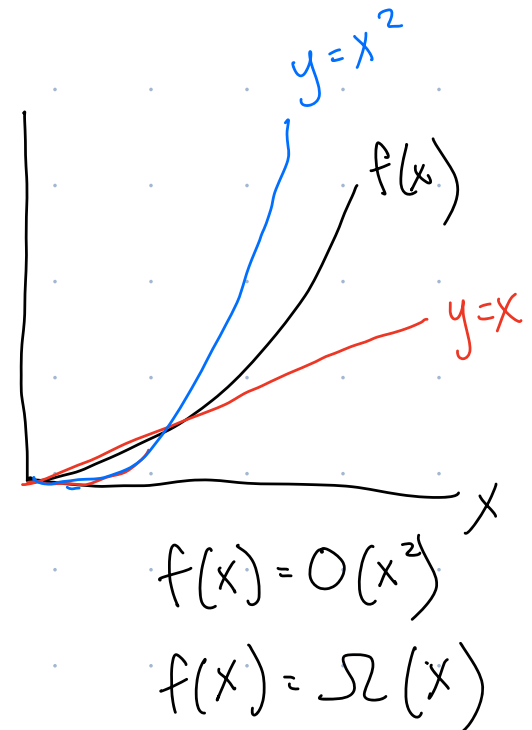
- Describe + benchmark Max Weight Independent Set problem
- Create a recurrence for MWIS on a line
- Design a Dynamic Programming alg for MWIS

Announcements

- Accessing TA feedback

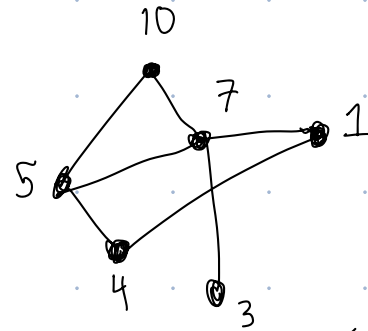
Exit Tickets

- Greedy algorithm
- Only take 1 arm of recursion
- Omega Ω and recursive tree analysis
- 3-vertices at a time = Divide + Conquer
- House Robber Problem?



Max Weight Independent Set

Input: Graph $G = (V, E)$
weights $w: V \rightarrow \mathbb{Z}^+$



Output: $S \subseteq V$ s.t.

• If $\{u, v\} \in E$, $\neg (u \in S \wedge v \in S)$ $\Leftarrow$ "Independent Set Condition"
not
 $\downarrow$

• Maximizes $W(S) = \sum_{v \in S} w(v)$ $\Leftarrow$ "Weight of S"
"constraint"
Objective function

Applications:

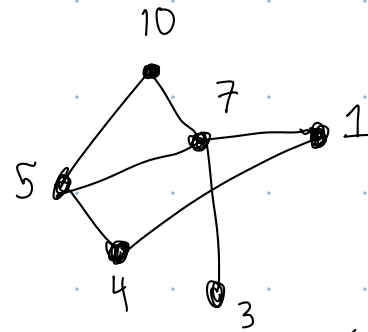
- Cell tower transmission
- Choosing franchise locations
- Party Invites
- Scheduling
- House robbing (I have some ethical concerns)

General Graph: HARD

Line Graph: Easy, using dynamic programming

Max Weight Independent Set (MWIS)

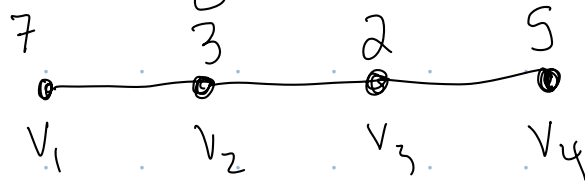
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What is max weight $W(S)$ for MWIS of this line graph:

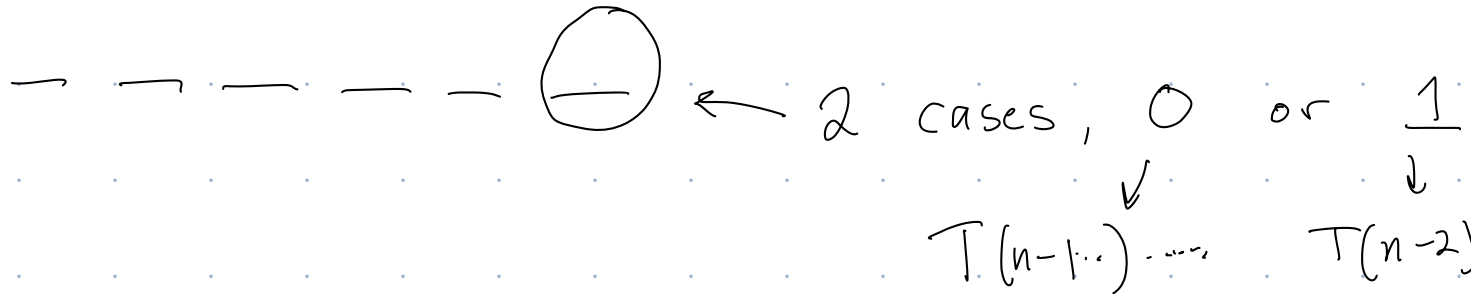


- A) 0 B) 8 C) 9 D) 12

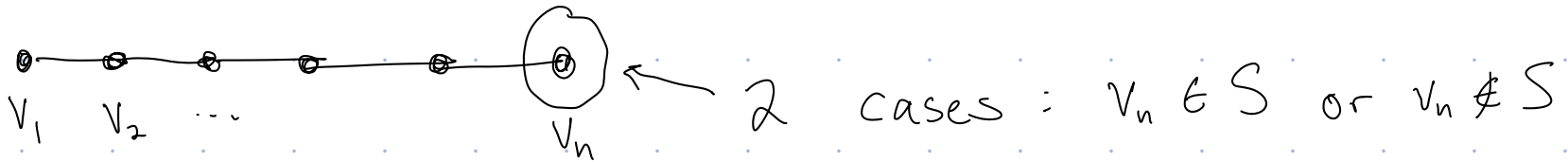
$\{v_1, v_4\}$

Dynamic Prog. Approach

Recall: # of n bit strings with 2 consecutive ones



MWIS



Let's call S_i the MWIS of first i vertices

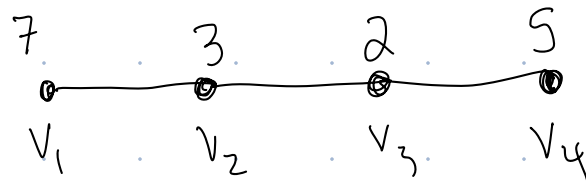
- $v_n \in S$, then $S_n = \underline{\hspace{2cm}}$ Options: S_{n-1} , S_{n-2} , $S_{n-1} \cup \{v_n\}$
- $v_n \notin S$, then $S_n = \underline{\hspace{2cm}}$ $S_{n-2} \cup \{v_n\}$, $S_{n-2} \cup \{v_{n-1}\}$

Name, pronouns, best thing watched/listened to

Write pseudocode for brute force approach, analyze runtime

Brainstorm greedy, divide + conquer approaches

Brute Force



$MWIS(G = (V, E), w)$

$\max S \leftarrow \emptyset$

$\max W \leftarrow 0$

$O(2^n)$ For each set $S \subseteq V$:

If S is I.S.

$w \leftarrow W(S)$

if $w > \max W$ then

$\max S \leftarrow S$

$\max W \leftarrow w$

Return $\max S$

S is I.S.

$O(n)$

For $i \leftarrow 1$ to $n-1$:

if $v_i \in S$ and $v_{i+1} \in S$:

Return False

Return true

$O(2^n \cdot n)$ Bad!

$W(S)$:

$W \leftarrow 0$

For $i \leftarrow 1$ to n

if $v_i \in S$

$W \leftarrow W + w(v_i)$

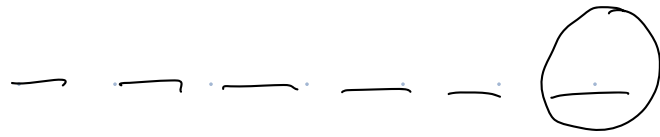
return W

$O(n2^n)$ Bad!

$O(n)$

Dynamic Prog. Approach

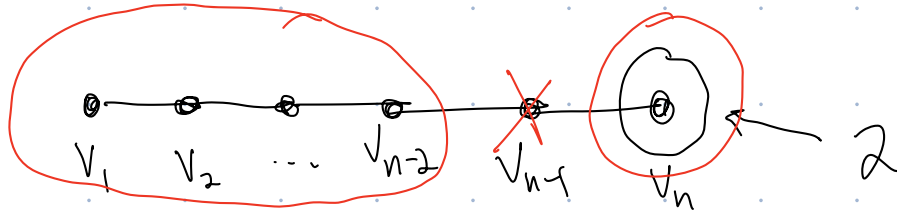
Recall: # of n bit strings with 2 consecutive ones



← 2 cases, 0 or 1

↓
 $T(n-1)$ $T(n-2)$

MWIS



2 cases: $v_n \in S$ or $v_n \notin S$

Let's call S_i the MWIS of first i vertices

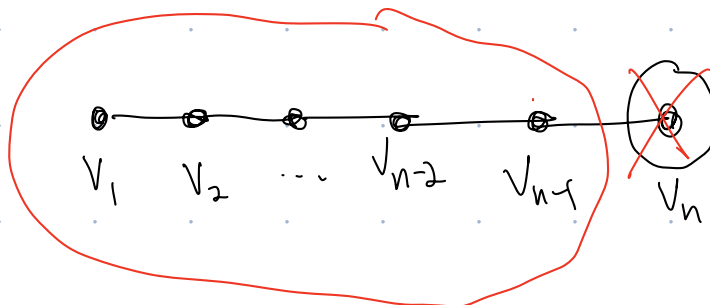
• $v_n \in S$, then $S_n = S_{n-2} \cup \{v_n\}$

• $v_n \notin S$, then $S_n = S_{n-1}$

Options:

S_{n-1} , $S_{n-2} \cup \{v_n\}$

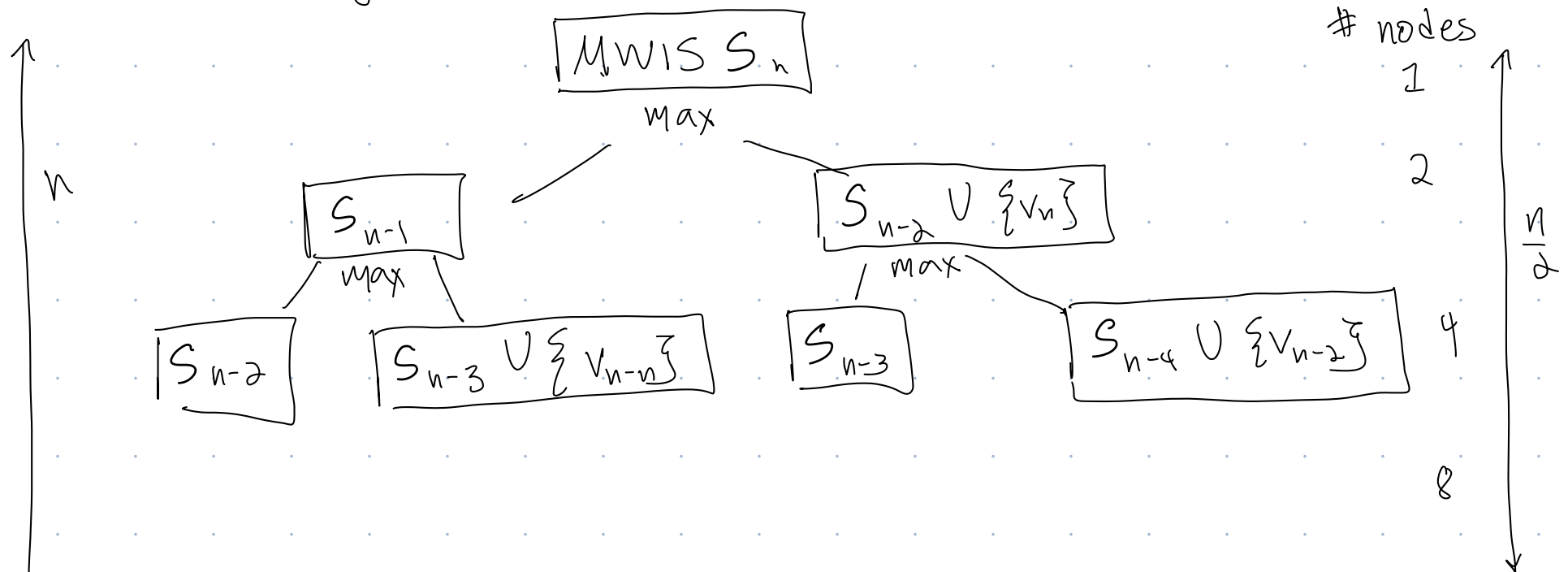
S_{n-1} , $S_{n-2} \cup \{v_{n-1}\}$



$$S_n = \begin{cases} \max \text{ weight} \left\{ \begin{array}{l} S_{n-1} \\ S_{n-2} \cup \{v_n\} \end{array} \right\} & \text{Only 2 possible options, take larger!} \\ \text{base case} & \end{cases}$$

★ And base case! Later..

Recursive Algorithm:



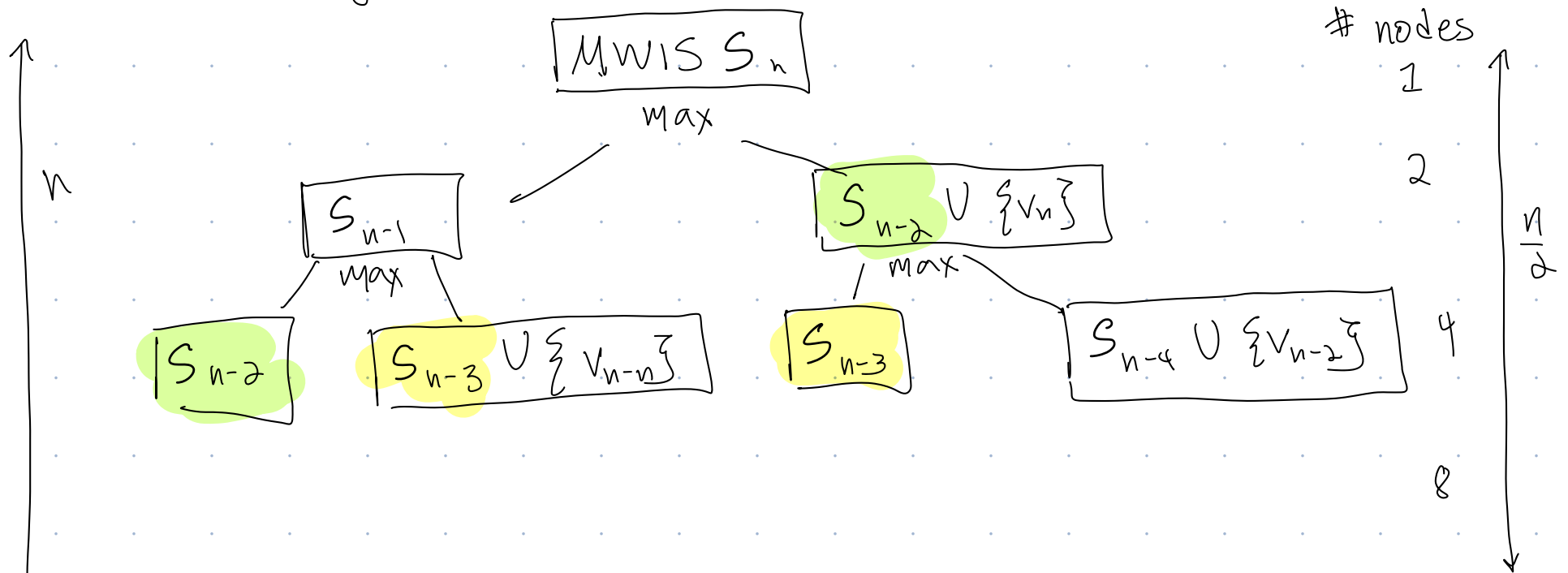
$$2^n > \# \text{ of nodes in tree} > 2^{n/2}$$

Each node requires $\Omega(1)$ time $\rightarrow \Omega(2^{n/2})$ algorithm
 $\uparrow$ asymptotic lower bound $\uparrow$ Bad!

$$S_n = \begin{cases} \max_{\text{weight}} \left\{ \begin{array}{l} S_{n-1} \\ S_{n-2} \cup \{v_n\} \end{array} \right\} & \text{Only 2 possible options, take larger!} \\ \text{base case} & \end{cases}$$

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Recursive Algorithm:



$$2^n > \# \text{ of nodes in tree} > 2^{n/2}$$

Each node requires $\Omega(1)$ time $\rightarrow \Omega(2^{n/2})$ algorithm
 ↑ asymptotic lower bound ↑
Bad!

How many unique subproblems are there?

A) $\sqrt{n}$

B) $\frac{n}{2}$

C) n

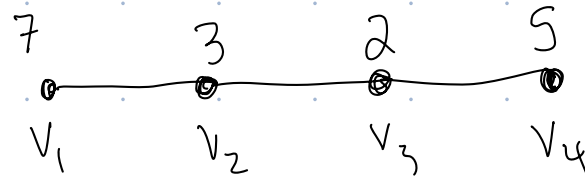
D) n^2



$G_1, G_2, G_3, G_4, \dots, G_n$

Dynamic Programming Idea: Store subproblems in an array + look up

$$S_n = \begin{cases} \text{max wt} \\ \{S_{n-1} \\ S_{n-2} \cup \{v_n\}\} \\ \text{B.C.} \end{cases}$$



S_0	S_1	S_2	S_3	S_4
$\emptyset$	$\{v_1\}$	$\{v_1\}$	$\{v_1, v_3\}$	$\{v_1, v_4\}$

Below the table, red arrows indicate the transitions between sets: $S_1 \leftarrow S_0$ (weight 3), $S_2 \leftarrow S_1$ (weight 7), $S_3 \leftarrow S_2$ (weight 9), $S_4 \leftarrow S_3$ (weight 9), and $S_4 \leftarrow S_2$ (weight 12).

Trick 1: Fill up this way

Trick 0: Start at empty problem

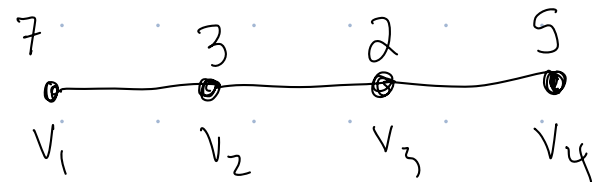
Trick 2: Store Objective Function Value

$$S_n = \begin{cases} n \geq 1: \max_{wt} \begin{cases} S_{n-1} \\ S_{n-2} \cup \{v_n\} \end{cases} \\ n \leq 1: \text{B.C. } n=0,1 \end{cases} \rightarrow W(S_n) = \begin{cases} n \geq 1: \max \begin{cases} W(S_{n-1}) \\ W(S_{n-2}) + W(v_n) \end{cases} \\ n=1: W(v_1) \\ n=0: \phi \end{cases}$$

array A

$W(S_0)$	$W(S_1)$	$W(S_2)$	$W(S_3)$	$W(S_4)$
0	7	7	9	15

$\curvearrowright$ $0+3$ $\curvearrowright$ 7 $\curvearrowright$ 2 $\curvearrowright$ 5
 $\curvearrowright$ 7+0 $\curvearrowright$ 7+2 $\curvearrowright$ 7+5



Go slowly

MWIS on a Line (G, w) :

// Create array of objective function values

1. Initialize array A of length $n+1$

2. $A[0] \leftarrow 0$

3. $A[i] \leftarrow w(v_i)$

4. For $i \leftarrow 2$ to n :

$A[i] \leftarrow \max \{ A[i-1], A[i-2] + w(v_i) \}$

// Determine optimal Set

5. $S \leftarrow \emptyset$

6. $i \leftarrow n$

7. While $i \geq 1$:

 if $A[i] = A[i-1]$:

$i \leftarrow i-1$

 else

$i \leftarrow i-2$

$S \leftarrow S \cup \{v_n\}$

8. Return S

ex: 

A 

$S = \{ \}$

Runtime: $O(n)$

Proof: Explanation of recurrence relation

Ethics: Why "dynamic programming"