Independent Sets Of Vertices 1

Kamal Karlapalem,Hong Cheng,Naren Ramakrishnan,R. K. Agrawal,P. Krishna Reddy,Jaideep Srivastava,Tanmoy Chakraborty

The Independent Set Algorithm Ashay Dharwadker,2006-08-08 We present a new polynomial-time algorithm for finding maximal independent sets in graphs. As a corollary, we obtain new bounds on the famous Ramsey numbers in terms of the maximum and minimum vertex degrees of the corresponding Ramsey graphs. The algorithm finds a maximum independent set in all known examples of graphs. In view of the importance of the P versus NP question, we ask if there exists a graph for which the algorithm cannot find a maximum independent set. The algorithm is demonstrated by finding maximum independent sets for several famous graphs, including two large benchmark graphs with hidden maximum independent sets. We implement the algorithm in C++ and provide a demonstration program for Microsoft Windows.

Graph Theory and Combinatorial Optimization David Avis,Alain Hertz,Odile Marcotte,2005-12-06 Graph theory is very much tied to the geometric properties of optimization and combinatorial optimization. Moreover, graph theory's geometric properties are at the core of many research interests in operations research and applied mathematics. Its techniques have been used in solving many classical problems including maximum flow problems, independent set problems, and the traveling salesman problem. Graph Theory and Combinatorial Optimization explores the field's classical foundations and its developing theories, ideas and applications to new problems. The book examines the geometric properties of graph theory and its widening uses in combinatorial optimization theory and application. The field's leading researchers have contributed chapters in their areas of expertise.

Domination in Graphs TeresaW. Haynes,2017-11-22 Presents the latest in graph domination by leading researchers from around the world-furnishing known results, open research problems, and proof techniques. Maintains standardized terminology and notation throughout for greater accessibility. Covers recent developments in domination in graphs and digraphs, dominating functions, combinatorial problems on chessboards, and more.

Mathematical Concepts in Organic Chemistry Ivan Gutman,Oskar E. Polansky,2012-12-06 The present book is an attempt to outline some, certainly not all, mathematical aspects of modern organic chemistry. We have focused our attention on topological, graph-theoretical and group-theoretical features of organic chemistry, Parts A, B and C. The book is directed to all those chemists who use, or who intend to use mathe matics in their work, and especially to graduate students. The level of our exposition is adjusted to the mathematical background of graduate students of chemistry and only some knowledge of elementary algebra and calculus is required from the readers of the book. Some less well-known. but still elementary mathematical facts are collected in Appendices 1-4. This, however, does not mean that the mathematical rigor and numerous tedious, but necessary technical details have been avoided. The authors' intention was to show the reader not only how the results of mathematical chemistry look, but also how they can be obtained. In accordance with this, Part 0 of the book contains a few selected advanced topics which should give the reader the flavour of the contemporary research in mathe matical organic chemistry. One of the authors (I.G.) was an Alexander von Humboldt fellow in 1985 when the main part of the book was written. He gratefully acknowledges the financial support of the Alexander von Humboldt Foundation which enabled his stay at the Max-Planck-Institut fUr Strahlenchemie in M iilheim and the writing of this book.

Advances in Knowledge Discovery and Data Mining Kamal Karlapalem,Hong Cheng,Naren Ramakrishnan,R. K. Agrawal,P. Krishna Reddy,Jaideep Srivastava,Tanmoy Chakraborty,2021-05-08 The 3-volume set LNAI 12712-12714 constitutes the proceedings of the 25th Pacific-Asia Conference on Advances in Knowledge Discovery and Data Mining, PAKDD 2021, which was held during May 11-14, 2021. The 157 papers included in the proceedings were carefully reviewed and selected from a total of 628 submissions. They were organized in topical sections as follows: Part I: Applications of knowledge discovery and data mining of specialized data; Part II: Classical data mining; data mining theory and principles; recommender systems; and text analytics; Part III: Representation learning and embedding, and learning from data.

Matching Theory László Lovász,M. D. Plummer,2009 This book surveys matching theory, with an emphasis on connections with other areas of mathematics and on the role matching theory has played, and continues to play, in the development of some of these areas. Besides basic results on the existence of matchings and on the matching structure of graphs, the impact of matching theory is discussed by providing crucial special cases and nontrivial examples on matroid theory, algorithms, and polyhedral combinatorics. The new Appendix outlines how the theory and applications of matching theory have continued to develop since the book was first published in 1986, by launching (among other things) the Markov Chain Monte Carlo method.

Matchings and Coverings for Graphs Daniel Huang-Chao Meng,1974

Independent Sets and Eigenspaces [electronic Resource] Michael William Newman,2004 The problems we study in this thesis arise in computer science, extremal set theory and quantum computing. The first common feature of these problems is that each can be reduced to characterizing the independent sets of maximum size in a suitable graph. A second common feature is that the size of these independent sets meets an eigenvalue bound due to Delsarte and Hoffman. Thirdly, the graphs that arise belong to association schemes that have already been studied in other contexts. Our first problem involves covering arrays on graphs, which arises in computer science. The goal is to find a smallest covering array on a given graph G. It is known that this is equivalent to determining whether G has a homomorphism into a covering array graph, CAG(n, g). Thus our question: Are covering array graphs cores? A covering array graph has as vertex set the partitions of {1 ..., n} into g cells each of size at least g, with two vertices being adjacent if their meet has size g2. We determine that CAG(9,3) is a core. We also determine some partial results on the family of graphs CAG(g2, g). The key to our method is characterizing the independent sets that meet the Delsarte-Hoffman bound---we call these sets ratio-tight. It turns out that CAG(9,3) sits inside an association scheme, which will be useful but apparently not essential. We then turn our attention to our next problem: the Erdos-Ko-Rado theorem and its q-analogue. We are motivated by a desire to find a unifying proof that will cover both versions. The EKR theorem gives the maximum number of pairwise disjoint k-sets of a fixed v-set, and characterizes the extremal cases. Its q-analogue does the same for k-dimensional subspaces of a fixed v-dimensional space over GF(q). We find that the methods we developed for covering array graphs apply to the EKR theorem. Moreover, unlike most other proofs of EKR, our argument applies equally well to the q-analogue. We provide a proof of the characterization of the extremal cases for the q-analogue when v=2k; no such proof has appeared before. Again, the graphs we consider sit inside of well-known association schemes; this time the schemes play a more central role. Finally, we deal with the problem in quantum computing. There are tasks that can be performed using quantum entanglement yet apparently are beyond the reach of methods using classical physics only. One particular task can be solved classically if and only if the graph [Omega](n) has chromatic number n. The graph [Omega](n) has as vertex set the set of all [plus over minus sign]1 vectors of length n, with two vertices adjacent if they are orthogonal. We find that n is a trivial upper bound on the chromatic number, and that this bound holds with equality if and only if the Delsarte-Hoffman bound on independent sets does too. We are thus led to characterize the ratio-tight independent sets. We are then able to leverage our result using a recursive argument to show that [capital chi]([Omega](n))> n for all n> 8. It is notable that the reduction to independent sets, the characterization of ratio-tight sets, and the recursive argument all follow from different proofs of the Delsarte-Hoffman bound. Furthermore, [Omega](n) also sits inside a well-known association scheme, which again plays a central role in our approach.

Approximation Algorithms for NP-hard Problems Dorit S. Hochbaum,1997 This is the first book to fully address the study of approximation algorithms as a tool for coping with intractable problems. With chapters contributed by leading researchers in the field, this book introduces unifying techniques in the analysis of approximation algorithms. APPROXIMATION ALGORITHMS FOR NP-HARD PROBLEMS is intended for computer scientists and operations researchers interested in specific algorithm implementations, as well as design tools for algorithms. Among the techniques discussed: the use of linear programming, primal-dual techniques in worst-case analysis, semidefinite programming, computational geometry techniques, randomized algorithms, average-case analysis, probabilistically checkable proofs and inapproximability, and the Markov Chain Monte Carlo method. The text includes a variety of pedagogical features: definitions, exercises, open problems, glossary of problems, index, and notes on how best to use the book.

Algorithms and Data Structures Selim G. Akl,1995-08-02 This volume constitutes the proceedings of the Fourth International Workshop on Algorithms and Data Structures, WADS '95, held in Kingston, Canada in August 1995. The book presents 40 full refereed papers selected from a total of 121 submissions together with invited papers by Preparata and Bilardi, Sharir, Toussaint, and Vitanyi and Li. The book addresses various aspects of algorithms, data structures, computational geometry, scheduling, computational graph theory, and searching.

Proceedings of the International Conference on Soft Computing for Problem Solving (SocProS 2011) December 20-22, 2011 Kusum Deep,Atulya Nagar,Millie Pant,Jagdish Chand Bansal,2012-04-16 The objective is to provide the latest developments in the area of soft computing. These are the cutting edge technologies that have immense application in various fields. All the papers will undergo the peer review process to maintain the quality of work.

A Guide to Algorithm Design Anne Benoit,Yves Robert,Frédéric Vivien,2013-08-27 Presenting a complementary perspective to standard books on algorithms, A Guide to Algorithm Design: Paradigms, Methods, and Complexity Analysis provides a roadmap for readers to determine the difficulty of an algorithmic problem by finding an optimal solution or proving complexity results. It gives a practical treatment of algorithmic complexity and guides readers in solving algorithmic problems. Divided into three parts, the book offers a comprehensive set of problems with solutions as well as in-depth case studies that demonstrate how to assess the complexity of a new problem. Part I helps readers understand the main design principles and design efficient algorithms. Part II covers polynomial reductions from NP-complete problems and approaches that go beyond NP-completeness. Part III supplies readers with tools and techniques to evaluate problem complexity, including how to determine which instances are polynomial and which are NP-hard. Drawing on the authors' classroom-tested material, this text takes readers step by step through the concepts and methods for analyzing algorithmic complexity. Through many problems and detailed examples, readers can investigate polynomial-time algorithms and NP-completeness and beyond.

Exact Exponential Algorithms Fedor V. Fomin,Dieter Kratsch,2010-10-26 For a long time computer scientists have distinguished between fast and slow algo rithms. Fast (or good) algorithms are the algorithms that run in polynomial time, which means that the number of steps required for the algorithm to solve a problem is bounded by some polynomial in the length of the input. All other algorithms are slow (or bad). The running time of slow algorithms is usually exponential. This book is about bad algorithms. There are several reasons why we are interested in exponential time algorithms. Most of us believe that there are many natural problems which cannot be solved by polynomial time algorithms. The most famous and oldest family of hard problems is the family of NP complete problems. Most likely there are no polynomial time al gorithms solving these hard problems and in the worst case scenario the exponential running time is unavoidable. Every combinatorial problem is solvable in ?nite time by enumerating all possi ble solutions, i. e. by brute force search. But is brute force search always unavoid able? De?nitely not. Already in the nineteen sixties and seventies it was known that some NP complete problems can be solved signi?cantly faster than by brute force search. Three classic examples are the following algorithms for the TRAVELLING SALESMAN problem, MAXIMUM INDEPENDENT SET, and COLORING.

Fundamentals of the Theory of Computation: Principles and Practice Raymond Greenlaw,H. James Hoover,1998-07-14 This innovative textbook presents the key foundational concepts for a one-semester undergraduate course in the theory of computation. It offers the most accessible and motivational course material available for undergraduate computer theory classes. Directed at undergraduates who may have difficulty understanding the relevance of the course to their future careers, the text helps make them more comfortable with the techniques required for the deeper study of computer science. The text motivates students by clarifying complex theory with many examples, exercises and detailed proofs. * This book is shorter and more accessible than the books now being used in core computer theory courses. * Theory of computing is a standard, required course in all computer science departments.

Advances in Information and Communication Kohei Arai,2023-03-01 This book gathers the proceedings of the eighth Future of Information and Computing Conference, which was held successfully in virtual mode. It received a total of 369 paper submissions from renowned and budding scholars, academics, and distinguished members of the industry. The topics fanned across various fields involving computing, Internet of Things, data science, and artificial intelligence. Learned scholars from all walks of life assembled under one roof to share their unique, original, and breakthrough researches and paved a new technological path for the world. Many of the studies seek to change the face of the world itself. Their innovative thinking indeed aims to solve several gruesome problems in the field of communication, data science, ambient intelligence, networking, computing, security, and privacy. The authors have strived to render valuable pieces of study in this edition and hope to acquire enthusiastic support from the readers.

Cliques, Coloring, and Satisfiability David S. Johnson,Michael A. Trick,1996-01-01 The purpose of a DIMACS Challenge is to encourage and coordinate research in the experimental analysis of algorithms. The First DIMACS Challenge encouraged experimental work in the area of network flow and matchings. This Second DIMACS Challenge, on which this volume is based, took place in conjunction with the DIMACS Special Year on Combinatorial Optimization. Addressed here are three difficult combinatorial optimization problems: finding cliques in a graph, colouring the vertices of a graph, and solving instances of the satisfiability problem. These problems were chosen both for their practical interest and because of their theoretical intractability.

Understanding and Using Linear Programming Jiri Matousek,Bernd Gärtner,2007-07-04 The book is an introductory textbook mainly for students of computer science and mathematics. Our guiding phrase is what every theoretical computer scientist should know about linear programming. A major focus is on applications of linear programming, both in practice and in theory. The book is concise, but at the same time, the main results are covered with complete proofs and in sufficient detail, ready for presentation in class. The book does not require more prerequisites than basic linear algebra, which is summarized in an appendix. One of its main goals is to help the reader to see linear programming behind the scenes.

Product Graphs Wilfried Imrich,Sandi Klavžar,2000-04-11 A comprehensive introduction to the four standard products of graphs and related topics Addressing the growing usefulness of current methods for recognizing product graphs, this new work presents a much-needed, systematic treatment of the Cartesian, strong, direct, and lexicographic products of graphs as well as graphs isometrically embedded into them. Written by two leading experts in this rapidly evolving area of combinatorics, Product Graphs: Structure and Recognition compiles and consolidates a wealth of information previously scattered throughout the literature, providing researchers in the field with ready access to numerous recent results as well as several new recognition algorithms and proofs. The authors explain all topics from the ground up and make the requisite theory and data structures easily accessible for mathematicians and computer scientists alike. Coverage includes * The basic algebraic and combinatorial properties ofproduct graph * Hypercubes, median graphs, Hamming graphs, triangle-free graphs, and vertex-transitive graphs * Colorings, automorphisms, homorphisms, domination, and the capacity of products of graphs Sample applications, including novel applications to chemical graph theory Clear connections to other areas of graph theory Figures, exercises, and hundreds of references

Introduction to Random Graphs Alan Frieze,Michał Karoński,2016 The text covers random graphs from the basic to the advanced, including numerous exercises and recommendations for further reading.

Geometric Algorithms and Combinatorial Optimization Martin Grötschel,Laszlo Lovasz,Alexander Schrijver,2012-12-06 Historically, there is a close connection between geometry and optImization. This is illustrated by methods like the gradient method and the simplex method, which are associated with clear geometric pictures. In combinatorial optimization, however, many of the strongest and most frequently used algorithms are based on the discrete structure of the problems: the greedy algorithm, shortest path and alternating path methods, branch-and-bound, etc. In the last several years geometric methods, in particular polyhedral combinatorics, have played a more and more profound role in combinatorial optimization as well. Our book discusses two recent geometric algorithms that have turned out to have particularly interesting consequences in combinatorial optimization, at least from a theoretical point of view. These algorithms are able to utilize the rich body of results in polyhedral combinatorics. The first of these algorithms is the ellipsoid method, developed for nonlinear programming by N. Z. Shor, D. B. Yudin, and A. S. Nemirovskil. It was a great surprise when L. G. Khachiyan showed that this method can be adapted to solve linear programs in polynomial time, thus solving an important open theoretical problem. While the ellipsoid method has not proved to be competitive with the simplex method in practice, it does have some features which make it particularly suited for the purposes of combinatorial optimization. The second algorithm we discuss finds its roots in the classical geometry of numbers, developed by Minkowski. This method has had traditionally deep applications in number theory, in particular in diophantine approximation.

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