

## Greedy algorithms for generalized $k$ -rankings of paths

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### ABSTRACT

A  $k$ -ranking of a graph is a labeling of the vertices with positive integers  $1, 2, \dots, k$  so that every path connecting two vertices with the same label contains a vertex of larger label. An optimal ranking is one in which  $k$  is minimized. Let  $P_n$  be a path with  $n$  vertices. A greedy algorithm can be used to successively label each vertex with the smallest possible label that preserves the ranking property. We seek to show that when a greedy algorithm is used to label the vertices successively from left to right, we obtain an optimal ranking. A greedy algorithm of this type was given by Bodlaender et al. in 1998 [1] which generates an optimal  $k$ -ranking of  $P_n$ . In this paper we investigate two generalizations of rankings. We first consider bounded  $(k, s)$ -rankings in which the number of times a label can be used is bounded by a predetermined integer  $s$ . We then consider  $k_t$ -rankings where any path connecting two vertices with the same label contains  $t$  vertices with larger labels. We show for both generalizations that when  $G$  is a path, the analogous greedy algorithms generate optimal  $k$ -rankings. We then proceed to quantify the minimum number of labels that can be used in these rankings. We define the bounded rank number  $r_{s}(G)$  to be the smallest number of labels that can be used in a  $(k, s)$ -ranking and show for  $n \geq 2$ ,  $r_{s}(P_n) = \lceil ((n - (2^i - 1))/s) \rceil + i$  where  $i = \lfloor \log_2(s) \rfloor + 1$ . We define the  $k_t$ -rank number,  $r_t(G)$  to be the smallest number of labels that can be used in a  $k_t$ -ranking. We present a recursive formula that gives the  $k_t$ -rank numbers for paths, showing  $r_t(P_j) = n$  for all  $a_{n-1} < j \leq a_n$  where  $\{a_n\}$  is defined as follows:  $a_1 = 1$  and  $a_n = \lfloor ((t+1)/t)a_{n-1} \rfloor + 1$ .

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### 1. Introduction

A labeling  $f : V(G) \rightarrow \{1, 2, \dots, k\}$  is a  $k$ -ranking of a graph  $G$  if every path between two vertices with the same label contains a vertex with a larger label. Hence  $k$ -rankings are vertex colorings with an additional condition imposed. An optimal ranking is one where  $k$  is minimized. Following along the lines of the chromatic number, the rank number of a graph  $\chi_r(G)$  is defined to be the smallest  $k$  such that  $G$  has a  $k$ -ranking. An example of a  $k$ -ranking is given in Fig. 1.

Rankings have been studied extensively (see [4] and the survey [6]). Early studies involving the rank number

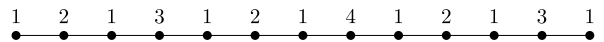


Fig. 1. A  $k$ -ranking of  $P_{13}$ .

of a graph were motivated by its applications in the design of very large scale integration (VLSI) layout and the Cholesky factorizations associated with parallel processing (see [1,2,7]).

Optimal rankings of  $P_n = v_1, v_2, \dots, v_n$  such as the one given in Fig. 1 can be constructed by labeling  $v_i$  with  $\gamma + 1$  where  $2^\gamma$  is the largest power of 2 that divides  $i$  [1]. It was also shown in [1] that  $\chi_r(P_n) = \lfloor \log_2(n) \rfloor + 1$ . We will refer to this ranking as the *standard ranking*. This optimal ranking can be obtained using a greedy algorithm where each successive vertex is given the smallest possible label that does not violate the ranking property.

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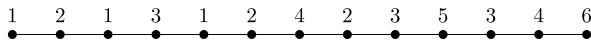


Fig. 2. A bounded  $(k, s)$ -ranking of  $P_{13}$  with  $s = 3$ .

We consider two generalizations of rankings, and show for both cases when  $G$  is a path, greedy implies optimal. We first consider *bounded*  $(k, s)$ -rankings, where the number of times a label can be used is bounded by a predetermined integer  $s$ . This idea was proposed by Dereniowski [3] for its relation to parallel processing where the number of machines is limited. We let  $\chi_{r,s}(G)$  be the smallest integer  $k$  such that  $G$  has a  $k$ -ranking using each label at most  $s$  times. For paths, a greedy algorithm labels each successive vertex with the smallest possible label that preserves both the ranking and bounded properties. An example of a bounded  $(k, s)$ -ranking is given in Fig. 2. We show that when  $G$  is a path, the greedy algorithm generates an optimal bounded ranking. Furthermore, we show  $\chi_{r,s}(P_n) = \lceil \frac{n-(2^i-1)}{s} \rceil + i$  where  $i = \lfloor \log_2(s) \rfloor + 1$ .

We then consider  $k_t$ -rankings where any path connecting two vertices of the same rank contains at least  $t$  vertices of larger ranks. An example is given in Fig. 2. The  $k_t$ -rank number of a graph  $\chi_r^t(G)$  is defined to be the smallest  $k$  such that  $G$  has a minimal  $k_t$ -ranking. Hence rankings are known as  $k_1$ -rankings and  $\chi_r^1(G) = \chi_r(G)$ . We show for this generalization when  $G$  is a path the greedy algorithm generates an optimal  $k_t$ -ranking. We show  $\chi_r^t(P_j) = n$  for all  $a_{n-1} < j \leq a_n$  where  $\{a_n\}$  is defined as follows:  $a_1 = 1$  and  $a_n = \lfloor \frac{t+1}{t} a_{n-1} \rfloor + 1$ .

**2. Bounded  $(k, s)$ -rankings**

Recall that a bounded  $(k, s)$ -ranking is a  $k$ -ranking of a graph in which each label is used at most  $s$  times for some fixed positive integer  $s$ . We present a monotonicity property for bounded rankings.

**Lemma 1.** *Let  $m < n$ . Then  $\chi_{r,s}(P_m) \leq \chi_{r,s}(P_n)$ .*

**Proof.** Let  $f$  be a bounded ranking of  $P_n$  using  $k$  labels. We can use this labeling restricted to the first  $m$  labels to give a bounded ranking of  $P_m$  using less than or equal to  $k$  labels.  $\square$

We will first establish the following upper bound.

**Lemma 2.** *Let  $n \geq 2$ . Then  $\chi_{r,s}(P_n) \leq \lceil \frac{n-(2^i-1)}{s} \rceil + i$  where  $i = \lfloor \log_2(s) \rfloor + 1$ .*

Before proceeding with the proof we give an example.

**Example 3.** We seek to determine  $\chi_{r,10}(P_{35})$ .

The largest path that has a ranking with  $\chi_r(P_{10}) = 4$  labels is  $P_{15}$ . The labels from this ranking serve as the first 15 labels of our bounded ranking of  $P_{35}$ . For the next block of  $s$  labels we consider the largest path we can label using  $\chi_r(P_s) - 1 = 3$  labels. This is obtained using the standard ranking for this path 1, 2, 1, 3, 1, 2, 1. We then add 1 to each of these labels to get 2, 3, 2, 4, 2, 3, 2. After the starting block we have a surplus of  $10 - 2^3 = 2$  of

**Table 1**

The restrictions on the quantities of each label where  $s = 3$ .

Label	1	2	3	4	5	6
Bound	3	3	3	3	3	3
Max	32	16	8	4	2	1

the label 1. We insert vertices at the first and third positions of the second block and label these vertices with a 1. This produces the labeling 1, 2, 1, 3, 2, 4, 2, 3, 2. Finally we insert a vertex at the beginning of this block that is labeled  $\chi_r(P_{10}) + 1 = 5$ . This gives us the labeling 5, 1, 2, 1, 3, 2, 4, 2, 3, 2 for the  $10 - 2^3 + 2^3 - 1 + 1 = 10$  labels in the second block. For the next block of labels of vertices 26, 27, ..., 35 we simply add 1 to each of the labels in the block 16, 17, ..., 25. This gives us the ranking, [1, 2, 1, 3, 1, 2, 1, 4, 1, 2, 1, 3, 1, 2, 1], [5, 1, 2, 1, 3, 2, 4, 2, 3, 2], [6, 2, 3, 2, 4, 3, 5, 3, 4, 3]. Hence  $\chi_{r,s}(P_n) = 6$  for  $s = 10$  and  $n = 35$ .

We continue with the proof.

**Proof.** We prove the upper bound by constructing a  $k$ -ranking where  $k = \lceil \frac{n-(2^i-1)}{s} \rceil + i$  and  $i = \lfloor \log_2(s) \rfloor + 1$ . This will consist of a ‘starting block’ followed by ‘blocks’ each with  $s$  vertices. We first construct the starting block. These will be the labels of the maximum-sized path that can be ranked using  $\chi_r(P_s)$  labels. For the next block of  $s$  labels we consider the largest path we can label using  $\chi_r(P_s) - 1$  labels. We note that in our construction we will have  $s - 2\chi_r(P_s) - 1$  vertices we can still label with the smallest label after the starting block of vertices. We then have  $2\chi_r(P_s) - 1$  labels for this path. Finally we have one label for the largest label in this block. By our construction the number of vertices in each block will be  $s - 2\chi_r(P_s) - 1 + 2\chi_r(P_s) - 1 + 1 = s$ . We note that for each block after the second we label the vertices in block  $i$  by adding 1 to the vertices in block  $i - 1$ . The number of labels used in the first block is  $i = \lfloor \log_2(s) \rfloor + 1$  and the number of labels used in the successive blocks is  $\lceil \frac{n-(2^i-1)}{s} \rceil$ . Hence  $\chi_{r,s}(P_n) \leq \lceil \frac{n-(2^i-1)}{s} \rceil + i$  where  $i = \lfloor \log_2(s) \rfloor + 1$ .  $\square$

For the lower bound, we begin by finding an expression  $M(\alpha)$  that gives the largest path that can be labeled with a bounded  $(k, s)$ -ranking using only  $\alpha$  labels. In the standard ranking there will be  $2^{i-1}$  occurrences of the  $i$ -th largest label. The idea will be to take the smaller of the two bounds given by the bounded property and the occurrences of the  $i$ -th largest label. We give an example in Table 1.

In general we have the following formula for the bounded  $(k, s)$ -rank number on  $n = M(\alpha)$  vertices.

$$M(\alpha) = \sum_{j=1}^{\alpha} \min\{s, 2^{\alpha-j}\}.$$

We are now ready to establish the lower bound.

**Lemma 4.** *Let  $n \geq 2$ . Then  $\chi_{r,s}(P_n) \geq \lceil \frac{n-(2^i-1)}{s} \rceil + i$  where  $i = \lfloor \log_2(s) \rfloor + 1$ .*

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