



# Online and Distributed Algorithms

## Exercise Session 10

1. *MIS and Dominating Set*: Every MIS is a dominating set.
  - (a) How much larger however can it be compared to the size of an optimal minimum dominating set? Give an example.
  - (b) A graph is said to be of bounded independence if each neighbourhood contains at most a constant number of independent (i.e., mutually non-adjacent) nodes. Show that in graphs of bounded independence, a constant-factor approximation to a minimum dominating set can be found in  $O(\log n)$  time with high probability. (An approximation algorithm  $\mathcal{A}$  for an optimization problem  $II$  has a factor of  $r$  if for all its instances  $I \in II$ ,  $\frac{OPT(I)}{\mathcal{A}(I)} \leq r$ .)
  - (c) Are there other problems that can be solved with the help of MIS? Show that one can  $\Delta + 1$ -color an arbitrary graph in  $O(\log n)$  time with high probability,  $\Delta$  being the largest degree in the graph.
  
2. *k-Domination and k-Distance*: Consider the following game in a graph  $G$  between two players. Player 1 chooses first a node  $p_1$  in  $G$  and then player 2 chooses a node  $p_2 \neq p_1$  in  $G$ . If a node  $v$  has distance  $k_1$  to  $p_1$  and the same node  $v$  has distance  $k_2$  to  $p_2$ ,  $v$  belongs only to player 1 if  $k_1 < k_2$ , only to player 2 if  $k_2 < k_1$ , and to both if  $k_1 = k_2$ . The objective of each player is to maximize the number of owned nodes in  $G$ . Note that each player  $i$  owns at least  $p_i$ . In many graphs (but not all) it is an advantage for the first player to decide first. To see that, consider for instance, a star and its center. Show a graph where the second player always wins, independent of the decision of the first player.