

Interval graph representation with given interval and intersection lengths

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Abstract. We consider the problem of finding interval representations of graphs that additionally respect given interval lengths and/or pairwise intersection lengths, which are represented as weight functions on the vertices and edges, respectively. Pe'er and Shamir proved that the problem is NP-complete if only the former are given [SIAM J. Discr. Math. 10.4, 1997]. We give both a logspace and a linear-time algorithm for the case when both are given, and both a logspace and an $\mathcal{O}(n \cdot m)$ time algorithm when only the latter are given. We also show that the resulting interval systems are unique up to isomorphism.

Complementing their hardness result, Pe'er and Shamir give a polynomial-time algorithm for the case that the input graph has a unique minimal interval representation. For such graphs, their algorithm computes an interval representation that respects a given set of distance inequalities between the interval endpoints (if it exists). We observe that deciding if such a representation exists is NL-complete.

1 Introduction

Algorithmic aspects of interval graphs have been the subject of ongoing research for several decades, stimulated by their numerous applications; see e.g. [Gol04].

The *interval representation problem* asks, given a graph G , if G is an interval graph, and if so, to compute an interval representation for it. Booth and Lueker [BL76] solve this problem in linear time, introducing the widely used concept of PQ-trees to efficiently encode all possible orderings of the maximal cliques. Hsu and Ma [HM99] give a simpler linear-time algorithm that relies on modular decomposition instead. Corneil, Olariu, and Stewart [COS09] show a further simplification, avoiding ordering the maximal cliques, by using lexicographic breadth first search. Klein gave a parallel AC² algorithm [Kle96]. Köbler et al. [KKLV11] show that the interval representation problem is complete for logspace.

In this paper, we consider the problems whether a graph with a weight function ℓ on its vertices and/or a weight function s on its edges admits ℓ -respecting interval representations (where for each vertex v , its weight $\ell(v)$ prescribes the length of its interval), s -respecting interval representations (where

* Supported by DFG grant KO 1053/7-1.

for each edge $\{u, v\}$, its weight $s(\{u, v\})$ prescribes the length of the intersection of the intervals of u and v , and (ℓ, s) -respecting interval representations (which are required to fulfill both these restrictions). Pe'er and Shamir showed that it is NP-hard to decide if a graph G admits an ℓ -respecting interval representation [PS97]. For the restricted case that the clique order of G is unique (up to reflection), the same authors give a polynomial-time algorithm that can also handle more general constraints on differences of interval endpoints. The problem of finding s -respecting interval representations was introduced in [Yam07].

There are several related notions of constrained interval representation problems, many of which are motivated by scheduling and artificial intelligence applications. In an influential paper, Allen classified the possible temporal relations between intervals, which give rise to an *interval algebra* consisting of all unions of these relations [All83]. In a series of results, constraint satisfaction problems over various subalgebras of this interval algebra have been considered. See [KJJ03] for the final classification into tractable and NP-complete cases, which also contains a survey of previous results. While Allan's interval algebra and its subalgebras focus on ordering the intervals, several extensions have been studied that additionally allow constraints on interval lengths. Krokhnin, Jeavons, and Jonsson [KJJ04] study the case where disjunctions of linear relations on the intervals are given and each of these disjunctions contains at most one relation other than \neq . They characterize which subalgebras of Allen's interval algebra remain tractable after this addition.

Klavík, Kratochvíl, and Vyskočil [KKV11] consider a variant of the interval representation problem, where additionally to the graph G an interval representation of an induced subgraph of G is given as input. They give an $\mathcal{O}(n^2)$ time algorithm that computes a representation of G (if it exists) which extends the given partial representation.

Our results. We show how to construct (ℓ, s) -respecting interval representations in logspace or alternatively in linear time, and s -respecting interval representations in logspace or alternatively in $\mathcal{O}(n \cdot m)$ time.

The first step towards our algorithms is to show that all interval representations of the appropriate type have the same inclusion and overlap relationships, and that these relations can be computed efficiently when G , ℓ (and s) are given as input. This is described in Section 3.

To obtain our results on (ℓ, s) -respecting interval representations (which are in Section 4), we first focus on graphs with overlap-connected representations. We show that these representations are unique up to reflection and can be computed efficiently (if they exist). For graphs with several overlap-components we arrange these components into a tree, and combine their (ℓ, s) -respecting interval representations into one for the whole graph. We also show that all (ℓ, s) -respecting interval representations are isomorphic.

In Section 5 we show how to compute s -respecting interval representations efficiently. To obtain our result, we repeatedly use our algorithm for computing an (ℓ, s) -respecting interval representation as a subroutine. We prove that the lengths of the pairwise intersections already determine the interval lengths (up

to insertion of points that are only present in a single interval). The resulting s -respecting interval representation is minimal, i.e., it contains no superfluous points. We also show that all minimal s -respecting interval representations are isomorphic.

In Section 6, we reconsider the variant of the interval representation problem that Pe'er and Shamir proved tractable [PS97], namely where the input graph is required to have a unique minimal interval representation (up to reflection). We observe that checking whether such a graph has an interval representation that fulfills given upper and lower bounds on the distances between interval endpoints is NL-complete.

2 Preliminaries

We say that two sets A and B *overlap* and write $A \not\subseteq B$, if $A \cap B \neq \emptyset$, $A \setminus B \neq \emptyset$, and $B \setminus A \neq \emptyset$. The cardinality of a finite set A is denoted by $\|A\|$.

For a graph $G = (V, E)$, the set of neighbors of a vertex $v \in V$ is denoted by $N(v)$. G is an *interval graph* if there is a system \mathcal{I} of nonempty intervals over \mathbb{N} (we allow \mathcal{I} to be a multiset) and a bijection $\rho: V \rightarrow \mathcal{I}$ such that $\{u, v\} \in E \Leftrightarrow \rho(u) \cap \rho(v) \neq \emptyset$. In this case, \mathcal{I} is called an *interval model* of G and ρ is called an *interval representation* of G .

We write $[l, r]$ to denote the interval $\{i \in \mathbb{N} \mid l \leq i \leq r\}$. With the *length* of an interval we denote the number of points in it.³ For an interval model \mathcal{I} we always suppose $\bigcup_{I \in \mathcal{I}} I = [1, k]$ for some k , i.e., we disallow shifting and gaps between connected components. \mathcal{I} can be regarded as hypergraph with nodes $[1, k]$ and hyperedges \mathcal{I} . Two interval models \mathcal{I} and \mathcal{I}' with points $[1, k]$ are *isomorphic* if they are isomorphic as hypergraphs, i.e., if there is a permutation $\pi: [1, k] \rightarrow [1, k]$ of the points that induces a bijection between the intervals of \mathcal{I} and \mathcal{I}' (preserving multiplicities). We call two interval representations ρ_1 and ρ_2 of a graph G isomorphic if $\rho_1(G)$ and $\rho_2(G)$ are isomorphic. The *slots* of \mathcal{I} are the equivalence classes on $[1, k]$ w.r.t. containment in the intervals in \mathcal{I} .

For functions $\ell: V \rightarrow \mathbb{N}$ and $s: E \rightarrow \mathbb{N}$, an interval representation $\rho: V \rightarrow \mathcal{I}$ of G is called *ℓ -respecting* if $\|\rho(v)\| = \ell(v)$ for all $v \in V$, *s -respecting* if $\|\rho(u) \cap \rho(v)\| = s(\{u, v\})$ for all $\{u, v\} \in E$, and *(ℓ, s) -respecting* if both conditions hold. An s -respecting interval representation of G is called *minimal* if no point of \mathcal{I} can be deleted without destroying this property, i.e., if there is no s -respecting interval representation $\rho': V \rightarrow \mathcal{I}'$ of G such that $V(\mathcal{I}') \subsetneq V(\mathcal{I})$ and $\rho'(v) \subseteq \rho(v)$ for all $v \in V$.

As usual, L is the class of all languages decidable by Turing machines with a read-only input tape using only $\mathcal{O}(\log N)$ space on the working tapes, where N is the input size. FL is the class of all functions computable by such machines that additionally have a write-only output tape. Note that FL is closed under composition: To compute $f(g(x))$ for $f, g \in FL$, simulate the Turing machine for f and keep track of the position of its input head. Every time this simulation

³ This does not coincide with the usual notion of length $r - l$. However, if we use the real interval $(l - 0.5, r + 0.5)$, then both measures coincide.

needs a character from f 's input tape, simulate the Turing machine for g on input x until it outputs the required character. Note also that g can first output a copy of its input x and afterwards compute additional information to be used by f . This construction can be iterated a constant number of times, still preserving the logarithmic space bound. We will utilize this closure property in our logspace algorithms by employing pre- and post-processing steps.

3 Deriving structural information

Let $G = (V, E)$ be a graph, let $n = \|V\|$ and $m = \|E\|$, and let $\ell: V \rightarrow \mathbb{N}$ and $s: E \rightarrow \mathbb{N}$ specify the desired interval and intersection lengths. For convenience, we write $s(u, v)$ instead of $s(\{u, v\})$ for $\{u, v\} \in E$; for $\{u, v\} \notin E$ we let $s(u, v) = 0$. Using this convention, we define two relations $R_{\ell, s}, R_s \subseteq V^2$:

$$\begin{aligned} (u, v) \in R_{\ell, s} &\Leftrightarrow \{u, v\} \in E \wedge \ell(u) > s(u, v) \\ (u, v) \in R_s &\Leftrightarrow \{u, v\} \in E \wedge \exists w \in V \setminus \{u, v\} : s(w, u) > \min \{s(w, v), s(u, v)\} \end{aligned}$$

By the following lemma, these relations characterize a structural property that *all* (ℓ, s) -respecting (resp., s -respecting) interval representations of G have in common.

Lemma 1.

- (a) *Let $\rho: V \rightarrow \mathcal{I}$ be any (ℓ, s) -respecting interval representation of G , and let $\{u, v\} \in E$. Then $\rho(u) \setminus \rho(v) \neq \emptyset$ if and only if $(u, v) \in R_{\ell, s}$.*
- (b) *Let $\rho: V \rightarrow \mathcal{I}$ be any minimal s -respecting interval representation of G , and let $\{u, v\} \in E$. Then $\rho(u) \setminus \rho(v) \neq \emptyset$ if and only if $(u, v) \in R_s$.*

Proof. Part (a) follows directly from the definitions.

We now show part (b). By definition, $(u, v) \in R_s$ means that there is a $w \in V$ such that $s(w, u) > s(w, v)$ or $s(w, u) > s(u, v)$. Either way, there must be a point $p \in \rho(w) \cap \rho(u) \setminus \rho(v)$, implying $\rho(u) \setminus \rho(v) \neq \emptyset$.

For the backward direction, consider a point $p \in \rho(u) \setminus \rho(v)$. By minimality of ρ , there is a vertex $w \in V \setminus \{u\}$ with $p \in \rho(w)$. Note that $w \neq v$ by choice of p . If $\rho(w) \supset \rho(u) \cap \rho(v)$, it follows that $s(w, u) > s(u, v)$. Otherwise $\rho(w) \cap \rho(u) \supsetneq \rho(w) \cap \rho(v)$ and thus $s(w, u) > s(w, v)$. \square

Lemma 2. *$R_{\ell, s}$ and R_s can be enumerated in time $\mathcal{O}(m)$ and $\mathcal{O}(n \cdot m)$, respectively, and both can be enumerated in logspace.*

Proof. The logspace part is obvious. To enumerate $R_{\ell, s}$ in linear time, loop over all edges $\{u, v\} \in E$ (considering both orientations) and output (u, v) if $\ell(u) > s(u, v)$. To enumerate R_s , loop over all edges $\{w, u\} \in E$ (again, considering both orientations) and all nodes $v \in V \setminus \{w, u\}$, and output (u, v) if $s(w, u) > \min \{s(w, v), s(u, v)\}$. \square

We write $u \check{\jmath}_{\ell, s} v$ if $(u, v) \in R_{\ell, s} \wedge (v, u) \in R_{\ell, s}$, and $u \subseteq_{\ell, s} v$ if $\{u, v\} \in E \wedge (u, v) \notin R_{\ell, s}$. The relations $\check{\jmath}_s$ and \subseteq_s are defined analogously using R_s . By

Lemma 1, these relations describe the situation in any appropriate representation of G , e.g. we have $u \overset{\ell,s}{\bowtie} v \Leftrightarrow \rho(u) \overset{\ell,s}{\bowtie} \rho(v)$ in any (ℓ, s) -respecting interval representation ρ of G .

Lemma 3. *Let $\rho: V \rightarrow \mathcal{I}$ be any s -respecting interval representation of G . For any three vertices $v, w_1, w_2 \in V$ such that $\rho(w_1) \overset{\ell,s}{\bowtie} \rho(v) \overset{\ell,s}{\bowtie} \rho(w_2)$, the intervals $\rho(w_1)$ and $\rho(w_2)$ overlap $\rho(v)$ from the same side if and only if $s(w_1, w_2) > \min \{s(w_1, v), s(w_2, v)\}$.*

Note that this condition can be decided both in constant time and in logspace.

Proof. If $\rho(w_1)$ and $\rho(w_2)$ overlap $\rho(v)$ from the same side, then $\rho(w_1)$ and $\rho(w_2)$ contain at least one common point outside $\rho(v)$, making their intersection larger than the minimum of $\|\rho(w_1) \cap \rho(v)\|$ and $\|\rho(w_2) \cap \rho(v)\|$.

Now suppose to the contrary that $\rho(w_1)$ and $\rho(w_2)$ overlap $\rho(v)$ from different sides. Then $\rho(v)$ can be partitioned into $\rho(w_1) \cap \rho(w_2)$, $(\rho(w_1) \cap \rho(v)) \setminus \rho(w_2)$, and $(\rho(w_2) \cap \rho(v)) \setminus \rho(w_1)$. Because of the overlap relationships, the latter two sets are non-empty. This implies that $\|\rho(w_1) \cap \rho(w_2)\|$ is smaller than both $\|\rho(w_1) \cap \rho(v)\|$ and $\|\rho(w_2) \cap \rho(v)\|$. \square

4 Given interval and intersection lengths

Let $G = (V, E)$ be a graph, and let $\ell: V \rightarrow \mathbb{N}$ and $s: E \rightarrow \mathbb{N}$ specify the desired interval and intersection lengths. In this section, we give linear-time and logspace algorithms that construct an (ℓ, s) -respecting interval representation of G , or detect that such a representation does not exist.

We define $E_{\overset{\ell,s}{\bowtie}} = \{\{u, v\} \in E \mid u \overset{\ell,s}{\bowtie} v\}$ and $G_{\overset{\ell,s}{\bowtie}} = (V, E_{\overset{\ell,s}{\bowtie}})$ and call the connected components of $G_{\overset{\ell,s}{\bowtie}}$ the *overlap components* of G . As a first step, we consider overlap-connected graphs G .

Lemma 4. *Given $G = (V, E)$, ℓ and s , such that $G_{\overset{\ell,s}{\bowtie}}$ is connected, it is possible in logspace (resp., in linear time) to compute an (ℓ, s) -respecting interval representation $\rho: V \rightarrow \mathcal{I}$ of G , or to detect that none exists. Moreover, if existent, ρ is unique up to reflection.*

Proof. Let v_1, v_2, \dots, v_N be a path in $G_{\overset{\ell,s}{\bowtie}}$ that visits every vertex at least once; such a path can be constructed in linear time using depth first search or in logspace using Reingold's universal exploration sequences [Rei08]. The following algorithm computes an interval representation $\rho: V \rightarrow \mathcal{I}$ of G by moving along this path (which we assume has been computed in a pre-processing step). It computes an interval I_i for v_i at each step and outputs $\rho(v_i) = I_i$, if there is no $j < i$ with $v_j = v_i$. Define $I_1 = [1, \ell(v_1)]$ and $I_2 = [\ell(v_1) - s(v_1, v_2) + 1, \ell(v_1) - s(v_1, v_2) + \ell(v_2)]$. Note that after the arbitrary placement of I_1 , there are only two possibilities to place I_2 that respect (ℓ, s) ; see Fig. 1 for an illustration. After that, all further intervals are completely determined because of Lemma 3, and can be computed from the path, ℓ and s , remembering only the two previous intervals.

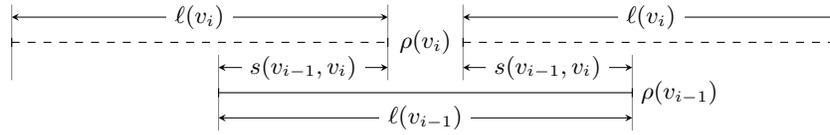


Fig. 1. Proof of Lemma 4: If $v_i \check{\ll}_{\ell,s} v_{i-1}$, and if $\rho(v_{i-1})$ is already determined, there remain only the two dashed possibilities for $\rho(v_i)$.

In a post-processing step, check that ρ is (ℓ, s) -respecting. Additionally, shift the resulting intervals such that 1 becomes the smallest point.

The uniqueness up to reflection follows from the fact that the only arbitrary decision (except shifting) was to place $\rho(v_2)$ right of $\rho(v_1)$. \square

The next step is to generalize Lemma 4 to graphs where $G_{\check{\ll}_{\ell,s}}$ is not connected. Let $\mathcal{C} = \{G_1, \dots, G_k\}$ be the connected components of $G_{\check{\ll}_{\ell,s}}$. We write $G_i \leq_{\ell,s} G_j$ if $i = j$ or if there are vertices u in G_i and v in G_j such that $v \subseteq_{\ell,s} u$. The latter implies that, for any (ℓ, s) -respecting interval representation ρ of G , $\bigcup_{u \in G_i} \rho(u)$ is contained in some slot $S \subseteq \rho(v)$ of $\rho(G_j)$, because otherwise there would be an overlap-path from $\rho(G_i)$ to $\rho(G_j)$. Thus $\leq_{\ell,s}$ is a partial order on the overlap components of G . If G is connected, $(\mathcal{C}, \leq_{\ell,s})$ is also connected; by removing reflexive and transitive edges, we obtain a rooted tree $T_{\ell,s}$, which we will call the *overlap component tree* of G .

Theorem 5. *Given $G = (V, E)$, ℓ and s , it is possible in logspace (resp., linear time) to compute an (ℓ, s) -respecting interval representation $\rho: V \rightarrow \mathcal{I}$ of G , or to detect that none exists. Moreover, ρ is unique up to isomorphism.*

Proof. We assume that G is connected, otherwise consider its connected components separately and concatenate their representations afterwards.

The algorithm works as follows: As pre-processing steps, compute the connected components G_1, \dots, G_k of $G_{\check{\ll}_{\ell,s}}$, an (ℓ, s) -respecting interval representation for each of them, and the overlap component tree $T_{\ell,s}$. The main part of the algorithm constructs an (ℓ, s) -respecting interval representation of G by combining appropriately shifted copies of the representations of the overlap components. This is done in a depth-first traversal of the overlap component tree. The representation of the root component is not shifted. The representations of the other components are shifted to the appropriate slot of their parent component; if several child components are contained in the same slot, they are placed beside each other in the order in which they are encountered. It remains to check that the result is indeed an (ℓ, s) -respecting interval representation of G .

If G admits an (ℓ, s) -respecting interval representation, then this algorithm will find it: The representations of the components are unique up to reflection by Lemma 4, implying that they have the same length in all representations; and in every (ℓ, s) -respecting interval representation of G , each overlap-component must be placed in the appropriate slot of its parent overlap component. The

only arbitrary choices in the algorithm are the precise placement of overlap components within their containing slot, the order of the connected components of G , and whether the representation of the individual overlap components is reflected. All these choices can be transformed into one another by isomorphisms of the resulting interval system, so ρ is unique up to isomorphism.

To finish the proof, we show that the algorithm can be implemented in logspace or linear time. Connected components can be found in logspace using Reingold's connectivity algorithm [Rei08], and in linear time using depth first search. Computing (ℓ, s) -respecting representations of the components of $G_{\check{\rho}, s}$ is possible by Lemma 4. The construction of the overlap component tree given above can easily be implemented in logspace. To obtain it in linear time, compute $\leq_{\ell, s}$ by iterating over the edges of G , and remove reflexive and transitive arcs; see [HMR93, Proposition 3.6] for how the latter is possible in linear time. Computing the offsets for shifting is clearly possible in linear time, and also in logspace if during the tree traversal (see e.g. [Lin92] for how to do this in logspace) a current shift-offset is maintained. \square

5 Given intersection lengths

Let $G = (V, E)$ be a graph and let $s: E \rightarrow \mathcal{I}$ prescribe the desired intersection lengths. In this section, we reduce finding a minimal s -respecting interval representation of G to finding (ℓ, s) -respecting interval representations. In particular, we show that the lengths of the intervals in a minimal s -respecting representation are determined by G and s , and can be computed efficiently.

Note that we need minimality here, unlike to the case of (ℓ, s) -respecting representations. The reason is that adding a point to an interval of an (ℓ, s) -respecting representation always destroys this property, whereas in an s -respecting representation, we can always duplicate points that are contained in a single interval.

Lemma 6. *Let $G = (V, E)$ be an interval graph, $s: E \rightarrow \mathbb{N}$, and $\rho: V \rightarrow \mathcal{I}$ a minimal s -respecting interval representation of G . Then the interval lengths $\ell(v) = \|\rho(v)\|$ do not depend on ρ and can be computed from G and s in logspace; or in $\mathcal{O}(n + m)$ time, if R_s is given as additional input.*

Proof. We first describe the algorithm. For each $v \in V$, consider these cases:

1. If $N(v) = \emptyset$, set $\ell(v) := 1$.
2. If $\exists w \in N(v) : v \subseteq_s w$, then set $\ell(v) := s(v, w)$.
3. Else, if $\exists w_1, w_2 \in N(v)$ such that $v \check{\rho}_s w_1 \check{\rho}_s w_2 \check{\rho}_s v$ and $s(w_1, w_2) < \min \{s(w_1, v), s(w_2, v)\}$, then set $\ell(v) := s(w_1, v) + s(w_2, v) - s(w_1, w_2)$.
4. Otherwise, consider the subgraph $G[N(v)]$ and define $\ell_v: N(v) \rightarrow \mathbb{N}$ by $\ell_v(w) = s(w, v)$ for all $w \in N(v)$. Additionally, define $s_v: (E \cap \binom{N(v)}{2}) \rightarrow \mathbb{N}$ by $s_v(w_1, w_2) = \min \{s(w_1, v), s(w_2, v)\}$ if w_1 and w_2 overlap v from the same side, and $s_v(w_1, w_2) = s(w_1, w_2)$ otherwise. Compute an (ℓ_v, s_v) -respecting interval representation $\rho_v: N(v) \rightarrow \mathcal{I}_v$ of $G[N(v)]$, and set $\ell(v) := \|\bigcup_{I \in \mathcal{I}_v} I\|$.

Next, we show that the computed ℓ satisfies $\ell(v) = \|\rho(v)\|$ for each $v \in V$. For an isolated vertex v , as considered in case 1, we have $\|\rho(v)\| = 1$ by minimality of ρ , so $\ell(v) = 1$ is correct. By Lemma 1(b) and definition of $\check{\simeq}_s$ and \subseteq_s , we have $u \check{\simeq}_s v \Leftrightarrow \rho(u) \check{\cap} \rho(v)$ and $u \subseteq_s v \Leftrightarrow \rho(u) \subseteq \rho(v)$. In case 2, this immediately implies $\ell(v) = s(v, w) = \|\rho(v) \cap \rho(w)\| = \|\rho(v)\|$.

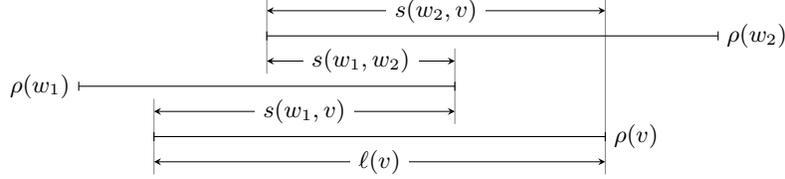


Fig. 2. Proof of Lemma 6, case 3: $\rho(w_1)$ and $\rho(w_2)$ cover $\rho(v)$, overlapping it from different sides.

In case 3, $\rho(w_1)$ and $\rho(w_2)$ cover $\rho(v)$, overlapping it from different sides (the latter is true by Lemma 3), so we have the situation depicted in Fig. 2. Thus, $\ell(v) = s(w_1, v) + s(w_2, v) - s(w_1, w_2) = \|\rho(w_1) \cap \rho(v)\| + \|\rho(w_2) \cap \rho(v)\| - \|\rho(w_1) \cap \rho(w_2)\| = \|(\rho(w_1) \cup \rho(w_2)) \cap \rho(v)\| = \|\rho(v)\|$.

In case 4, the definitions of ℓ_v and s_v truncate the intervals of the vertices in $N(v)$ to include only their intersection with $\rho(v)$. We have $\|\rho_v(u)\| = \|\rho(u)\|$ for all $u \subseteq_s v$, and $\|\rho_v(w)\| = \|\rho(w) \cap \rho(v)\|$ for all $w \check{\simeq}_s v$. So truncating $\rho(G[N(v)])$ gives an (ℓ_v, s_v) -respecting model $\rho_v(G[N(v)])$ of $G[N(v)]$. By Theorem 5, this model is unique up to isomorphism; in particular, its length is uniquely determined, implying $\|\rho(v)\| \geq \ell(v)$. By minimality of ρ , both are equal.

It is obvious that this algorithm can be implemented in logspace. To see that it is also possible in linear time, observe that in case 3, Lemma 3 allows us to partition the $\check{\simeq}_s$ -neighbors of v into two sets W_1 and W_2 , where neighbors that overlap from the same side are in the same set, and that we can require $w_1 \in W_1$ and $w_2 \in W_2$. For the linear-time implementation of case 4, observe that each vertex u of G can occur in at most three of the auxiliary graphs: Suppose to the contrary that there are vertices v_1, v_2, v_3, v_4 such that for each $i \in [1, 4]$, $u \in N(v_i)$ and case 4 is reached for v_i . The latter implies that no $\rho(v_i) = [v_i^-, v_i^+]$ is contained in any other interval, and that none of them is covered by two intervals that overlap it from different sides and additionally overlap each other. Because case 2 does not hold, there are no containments, so we can assume $v_1^- < v_2^- < v_3^- < v_4^-$ and $v_1^+ < v_2^+ < v_3^+ < v_4^+$. As case 3 holds neither, it follows that $v_1^+ < v_3^-$ and $v_2^+ < v_4^-$. Now let $\rho(u) = [u^-, u^+]$. As u is a neighbor of all v_i , we know $u^- \leq v_1^+$ and $v_4^- \leq u^+$. But this implies that $\rho(u)$ either covers $\rho(v_2)$ alone or together with $\rho(v_1)$, contradicting that case 4 is reached for v_2 . \square

The following is a consequence of Theorem 5 and Lemmas 2 and 6.

Corollary 7. *Given $G = (V, E)$ and s , it is possible in logspace (resp., in $\mathcal{O}(n \cdot m)$ time) to compute an s -respecting interval representation $\rho: V \rightarrow \mathcal{I}$ of G , or to detect that none exists. Moreover, ρ is unique up to isomorphism.*

6 Graphs with unique minimal interval model

As mentioned before, deciding if a graph has an ℓ -respecting interval representation is NP-complete [PS97]. However, if the input graph G is required to have a unique minimal interval model (up to reflection), the more general problem DCIR (short for *difference constrained interval representation*) becomes tractable: Additionally to G , a system of difference inequalities of the form $x_i - x_j \geq c$ is given, where the variables are the left and right endpoints of the intervals (strict inequalities are allowed, too). The problem is to decide if G has an interval model that satisfies these inequalities. Pe'er and Shamir show that DCIR is linear-time equivalent to the problem NEG-CYCLE, i.e., deciding if a digraph has a negative cycle [PS97]. We observe that it is NL-complete, because of the following facts:

Fact 8 NEG-CYCLE is NL-complete.

Proof. The problem is in NL, because one can check if a nondeterministically chosen path is a negative cycle, storing only the first vertex, the number of steps taken so far and the accumulated weight. To prove the hardness, we reduce from the NL-complete problem s - t -CON to decide if there is a directed path from s to t in a given digraph: Let all arcs have weight 1, except (t, s) , which is introduced if not yet present, and assigned the weight $-n$. \square

Fact 9 *The linear-time reductions between NEG-CYCLE and DCIR for interval graphs with unique model can be implemented in logspace.*

Proof idea. For most steps of the reductions in [PS97] this is obvious, only computing the unique interval model requires the algorithm from [KKLV11]. \square

We remark that the reduction from NEG-CYCLE to DCIR generates only lower and upper bounds on interval lengths, so hardness holds for this special case, too.

Conclusion

We have shown how to compute (ℓ, s) - and s -respecting interval representations, giving a linear-time algorithm for the former, an $\mathcal{O}(n \cdot m)$ time algorithm for the latter, and logspace algorithms for both. We remark that recognition of (ℓ, s) - and s -respecting interval graphs is L-complete: In the reduction proving that recognizing interval graphs is L-hard [KKLV11, Theorem 7.7], all generated *yes*-instances are paths; so requiring $\ell(v) = 2$ and $s(e) = 1$ for all vertices u and edges e does not prevent their representation.

We also have shown that (ℓ, s) - and minimal s -respecting interval representations are unique up to isomorphism. This implies that any algorithm that

computes canonical interval representations of interval hypergraphs can be used to obtain *canonical* (ℓ, s) - and s -respecting interval representations. The algorithm given in [KKLV11, Theorem 4.6] solves this in logspace, and it can also be done in linear time using the PQ-tree algorithms of [BL76].

Open questions. The bottleneck in our $\mathcal{O}(n \cdot m)$ time algorithm for computing s -respecting interval representations is the enumeration of R_s (see Lemma 2). Can this also be implemented in linear, or at least $\mathcal{O}(n^2)$, time?

Does the complexity of computing (ℓ, s) - and s -respecting interval representations increase, when only some of the interval and intersection lengths are restricted? Our techniques are not directly applicable in this case, as the algorithm of Lemma 4 relies on the uniqueness of the representation, which is not necessarily preserved in the modified scenario.

Acknowledgement. We thank Oleg Verbitsky for interesting discussions about these results.

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