Parameterized Complexity

Josef Eisl

Seminar in Algorithms 186.182

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Josef Eisl (Seminar in Algorithms 186.182)

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- Computational Complexity
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- Fixed-Parameter Techniques
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 - Further Techniques



Motivation



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 - w.r.t. computation time (and space)

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 - Example: VERTEX COVER, SAT, DOMINATING SET, ...

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• Decision problems (yes/no answer)

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complexity

Conjecture $P \neq NP$

• What are the real world instances?

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 - $\bullet\,$ Max. number of literals in the clauses of a $\rm CNF$ -formula
- Some parameters are useful, most are not!

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Parameterized complexity is based on a deal with the devil of intractability. (R.G. Downey and M.R. Fellows)

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 - *intractable* for $k \ge 3$

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The concept of FPT belongs into the toolkit of every algorithm designer.

(Rolf Niedermeier, Friedrich-Schiller-Universität Jena)

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 - parameter-dependent: need explicit knowledge about the parameter

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Weihe's train problem

Problem (WEIHE'S TRAIN PROBLEM)

Instance: A bipartite graph G = (S, T, E) with stations S and trains T and a positive integer k. **Question:** Is there a $S' \subset S$ of size k so that every train stops at a station

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Definition (Weihe's reduction rules)

For $s, s' \in S$ and $t, t' \in T$. N(v) denotes the of neighbours of v.

Station Rule $N(s) \subseteq N(s')$ then delete s.

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• Station Rule:
$$N(s_2) = \{t_2\} \subseteq N(s_1) = \{t_1, t_2, t_4\}$$



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 - delete t_1
- Station Rule: $N(s_4) = \{t_3\} \subseteq N(s_3) = \{t_2, t_3\}$
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 - Yes \rightarrow Problem Kernels (next slide)

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k' ≤ k and |I'| ≤ g(k) where I is the problem instance, k is the parameter and g(k) is a function solely depending on k,

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Reduction to a problem kernel means to replace the instance (I, k) by a reduced instance (I', k') such that

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 - But most time it does!

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Problem (VERTEX COVER)

Instance: A graph G = (V, E) and a nonnegative integer k. **Question:** Is there a subset of vertices $C \subseteq V$ with k or fewer vertices such that each edge in E has at least one of its endpoints in C.

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- VC2 For every degree-1 vertex, put the neighbour into the cover and delete both vertices from V.
- VC3 For a vertex with degree > k, put this vertex into the cover and delete it form the graph.

Example



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Example



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Example: Buss's reduction



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Example: Buss's reduction



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Example: Buss's reduction

Example



- VC1: vertex 10
- VC2: vertex 1
- VC3: vertex 8
- VC2: vertex 9

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Cover: $\{4, 8, 7\}$ k = 2

• Apply rule VC1-VC3 exhaustively:

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- Find at least one solution but not all

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• Data reductions and problem kernels are important

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 - Not only for fixed-parameter algorithms

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Kernelizations can explain, and prove, why rules work so well in practice.

(Rolf Niedermeier, Friedrich-Schiller-Universität Jena)

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• Exhaustively search for a solution in a tree-like fashion

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 - Used in many algorithms (e.g. in SAT-solving)
- Fixed-Parameter Algorithms: depth is bounded by k
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- Can be combined with data reduction rules

3

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 - Continue the search for a k-1 cover in $G \setminus \{v\}$ and $G \setminus \{w\}$
 - Search tree bounded by $O(2^k)$

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1 Vertex of degree 1: put the neighbour into the cover (like VC2)

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Image: Image:

Vertex of degree 1: put the neighbour into the cover (like VC2)
Vertex v of degree 2:



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- **1** Vertex of degree 1: put the neighbour into the cover (like VC2)
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 - either both neighbours are in the set

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• Finer case distinction

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- Finer case distinction
- Search tree size $O(1.47^k)$

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- Search tree size $O(1.47^k)$
- Best search tree known to-date: $O(1.28^k)$

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 - Even more extensive case distinction
 - Organisational overhead hidden by $O(\cdot)$ notation



• Branch on a small subset

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- Combining with (interleaved) data reduction is very fruitful

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The art of case distinction.

(Rolf Niedermeier, Friedrich-Schiller-Universität Jena)

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A compression routine that, given a problem instance and a solution of size k, either calculates a smaller solution or proves that the given solution is of minimum size.

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A compression routine that, given a problem instance and a solution of size k, either calculates a smaller solution or proves that the given solution is of minimum size.

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 - $\bullet \ \rightarrow$ so is the whole algorithm

Algorithm

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Algorithm

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 - Set $V' := V' \cup \{v\}$ and $C := C \cup \{v\}$.

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- **2** For each vertex $v \in V$:
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- $C \cup \{v\}$ is a valid vertex cover for $G[V' \cup \{v\}]$
- The compression routine yields the optimal solution for the subgraph

Algorithm

Input: cover C and graph G[V']

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Algorithm

Input: cover C and graph G[V']

• C' is a *modification* of C

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Algorithm

Input: cover C and graph G[V']

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 - Some vertices remain in the cover $Y \subseteq C$

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Algorithm

Input: cover C and graph G[V']

- C' is a *modification* of C
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 - Other vertices $S := C \setminus Y$ are replaced

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 - Some vertices remain in the cover $Y \subseteq C$
 - Other vertices $S := C \setminus Y$ are replaced
 - $|\mathcal{S}| 1$ new vertices from $V' \setminus C$
 - Idea: search all $2^{|C|}$ partitions of C into Y and S
 - For all partitions:
 - Y is already in the cover \rightarrow remaining instance: $G[V' \setminus Y]$
 - We do not take any vertices from S into the cover:
 - If there is an edge with both endpoints in S abort
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Algorithm

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• Goal: prevent recomputation by storing intermediate results

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- Use dynamic programming to shrink depth-bounded search trees

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 - Solve the problem on this tree decomposition

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- Parameterized Complexity Theory can explain where the *hardness* of a problem comes from.
- Fixed-parameter algorithms are narrowing the gap between theory and practice.
- Problem kernels and data reductions are important! Even outside FPAs.
- Sometimes they can even explain why algorithms work in practice.

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This is a subject that every computer scientist should know (Foinn Murtagh, University of London) about.

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Thank You!

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