Efficient algorithms parameterized by treewidth

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Outline of the talk

Introduction

- Parameterized complexity
- Treewidth

PPT algorithms parameterized by treewidth



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- Treewidth

2 FPT algorithms parameterized by treewidth



1 Introduction

- Parameterized complexity
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2 FPT algorithms parameterized by treewidth



Crucial notion in complexity theory: NP-completeness

- Cook-Levin Theorem (1971): the SAT problem is NP-complete.
- Karp (1972): list of 21 *important* NP-complete problems.
- Nowadays, literally thousands of problems are known to be NP-hard: unless P = NP, they cannot be solved in polynomial time.

Crucial notion in complexity theory: NP-completeness

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- Karp (1972): list of 21 *important* NP-complete problems.
- Nowadays, literally thousands of problems are known to be NP-hard: unless P = NP, they cannot be solved in polynomial time.
- But what does it mean for a problem to be NP-hard?

No algorithm solves all instances optimally in polynomial time.

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- VLSI design: the number of circuit layers is usually ≤ 10 .
- Computational biology: Real instances of DNA chain reconstruction usually have treewidth ≤ 11.
- Robotics: Number of degrees of freedom in motion planning problems ≤ 10 .
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Message In many applications, not only the total size of the instance matters, but also the value of an additional parameter.

Idea Measure the complexity of an algorithm in terms of the input size and an additional integer parameter.

This theory started in the late 80's, by Downey and Fellows:





Today, it is a well-established area with hundreds of articles published every year in the most prestigious TCS journals and conferences.

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These three problems are NP-hard, but are they equally hard?

• **k**-VERTEX COVER: solvable in time $2^k \cdot n^2$

2 *k*-CLIQUE: solvable in time $k^2 \cdot n^k$

• k-VERTEX COVER: solvable in time $2^k \cdot n^2 = f(k) \cdot n^{\mathcal{O}(1)}$

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③ VERTEX *k*-COLORING: NP-hard for every fixed $k \ge 3$

The problem is para-NP-hard

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Working hypothesis of parameterized complexity: *k***-CLIQUE** is not FPT (in classical complexity: 3-SAT cannot be solved in poly-time)

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W[1]-hard problem: \exists parameterized reduction from k-CLIQUE to it. W[2]-hard problem: \exists param. reduction from *k*-DOMINATING SET to it.

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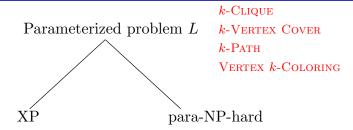
Theorem (Bodlaender, Downey, Fellows, Hermelin. 2009)

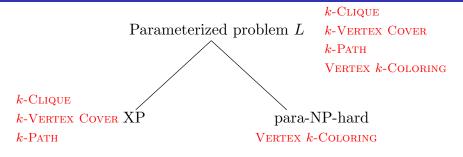
Deciding whether a graph has a PATH with $\geq k$ vertices is FPT but does not admit a polynomial kernel, unless NP \subseteq coNP/poly.

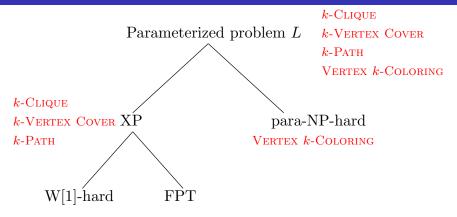
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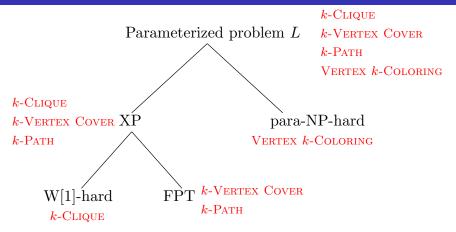
Parameterized problem ${\cal L}$

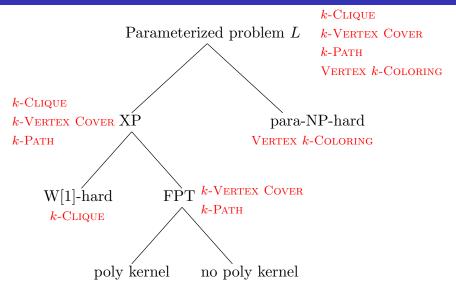
k-Clique k-Vertex Cover k-Path Vertex k-Coloring

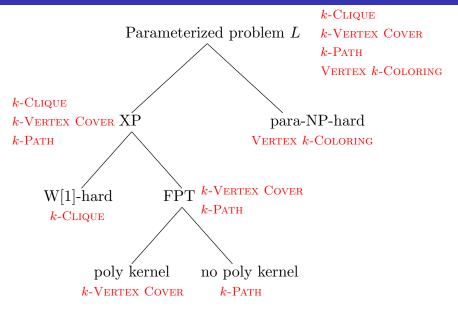












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Example of a 2-tree:

A *k*-tree is a graph that can be built starting from a (k + 1)-clique and then iteratively adding a vertex connected to a *k*-clique.



[Figure by Julien Baste]

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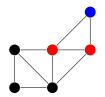
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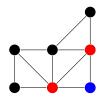
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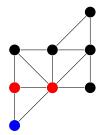
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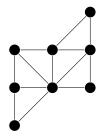
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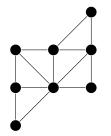
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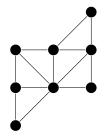


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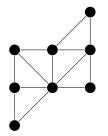
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Treewidth of a graph G, denoted tw(G): smallest integer k such that G is a partial k-tree.

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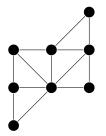
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Invariant that measures the topological resemblance of a graph to a tree.

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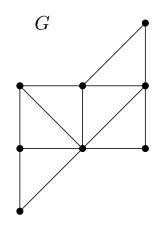
Construction suggests the notion of tree decomposition: small separators.

• Tree decomposition of a graph G:

```
pair (T, \{B_t \mid t \in V(T)\}), where
T is a tree, and
B_t \subseteq V(G) \quad \forall t \in V(T) \text{ (bags)},
```

satisfying the following:

- U_{t∈V(T)} B_t = V(G),
 ∀{u, v} ∈ E(G), ∃t ∈ V(T) with {u, v} ⊆ B_t.
- ∀v ∈ V(G), bags containing v define a connected subtree of T.
- Width of a tree decomposition: $\max_{t \in V(\mathcal{T})} |B_t| - 1.$
- Treewidth of a graph *G*: minimum width of a tree decomposition of *G*.

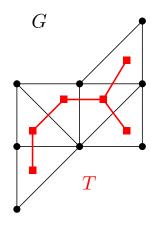


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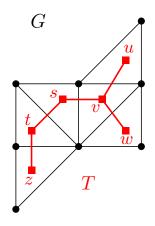


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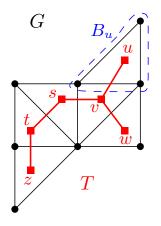


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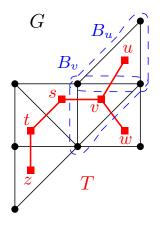
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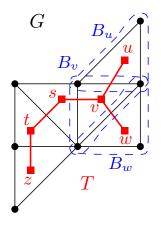


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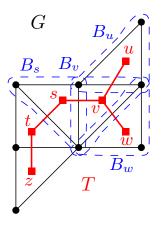


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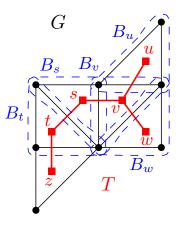
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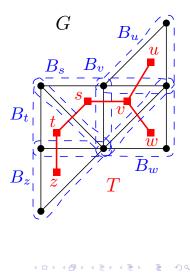
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- Treewidth behaves very well algorithmically, and algorithms parameterized by treewidth appear very often in FPT algorithms.
- In many practical scenarios, it turns out that the treewidth of the associated graph is small (programming languages, road networks, ...).

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- Treewidth

PPT algorithms parameterized by treewidth



Treewidth behaves very well algorithmically

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Monadic Second Order Logic (MSOL):

Graph logic that allows quantification over sets of vertices and edges.

Example: DomSet(S) : [$\forall v \in V(G) \setminus S, \exists u \in S : \{u, v\} \in E(G)$]

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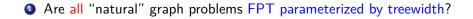
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Examples: VERTEX COVER, DOMINATING SET, HAMILTONIAN CYCLE, CLIQUE, INDEPENDENT SET, *k*-COLORING for fixed *k*, ...

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• Are all "natural" graph problems FPT parameterized by treewidth?

The vast majority, but not all of them:

• LIST COLORING is W[1]-hard parameterized by treewidth.

[Fellows, Fomin, Lokshtanov, Rosamond, Saurabh, Szeider, Thomassen. 2007]

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- For the problems that are FPT parameterized by treewidth, what about the existence of polynomial kernels?

Most natural problems (VERTEX COVER, DOMINATING SET, ...) do not admit polynomial kernels parameterized by treewidth.

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Very helpful tool: (Strong) Exponential Time Hypothesis – (S)ETH

ETH: The 3-SAT problem on *n* variables cannot be solved in time $2^{o(n)}$

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Typical statements: ETH \Rightarrow *k*-VERTEX COVER cannot be solved in time $2^{o(k)} \cdot n^{O(1)}$. ETH \Rightarrow PLANAR *k*-VERTEX COVER cannot in time $2^{o(\sqrt{k})} \cdot n^{O(1)}$.

Dynamic programming on tree decompositions

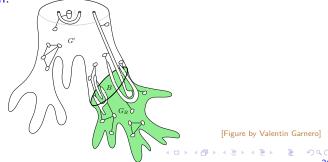
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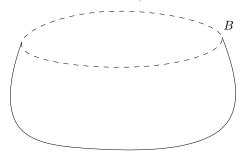
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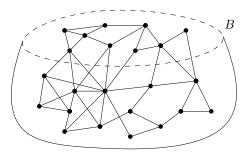
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- Starting from the leaves of the tree decomposition, a set of appropriately defined partial solutions is computed recursively until the root, where a global solution is obtained.
- The way that these partial solutions are defined depends on each particular problem:



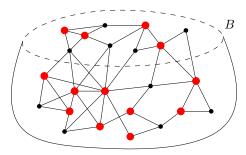
Local problems VERTEX COVER, DOMINATING SET, CLIQUE, INDEPENDENT SET, *q*-COLORING for fixed *q*.



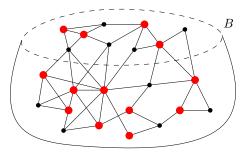
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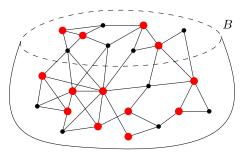


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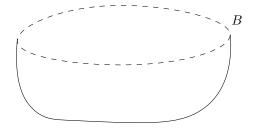
 It is sufficient to store, for each bag B, the subset of vertices of B that belong to a partial solution:
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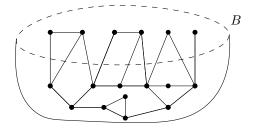
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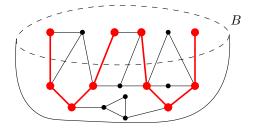


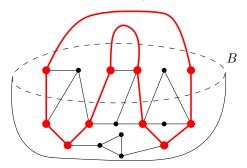
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- The "natural" DP algorithms lead to (optimal) single-exponential algorithms:

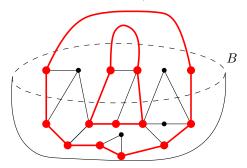
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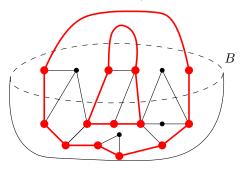






Connectivity problems seem to be more complicated...

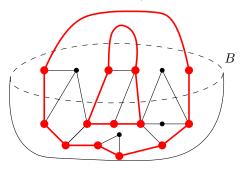
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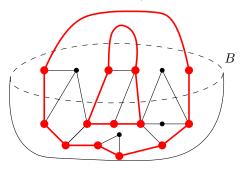


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• The "natural" DP algorithms provide only time $2^{\mathcal{O}(\text{tw} \cdot \log \text{tw})} \cdot n^{\mathcal{O}(1)}$.

There seem to be two behaviors for problems parameterized by treewidth:

• Local problems:

 $2^{\mathcal{O}(\mathsf{tw})} \cdot n^{\mathcal{O}(1)}$

VERTEX COVER, DOMINATING SET, ...

• Connectivity problems:

 $2^{\mathcal{O}(\mathsf{tw} \cdot \mathsf{log}\,\mathsf{tw})} \cdot n^{\mathcal{O}(1)}$

Longest Path, Steiner Tree, ...

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Deterministic algorithms with algebraic tricks: [Bodlaender, Cygan, Kratsch, Nederlof. 2013] Representative sets in matroids:

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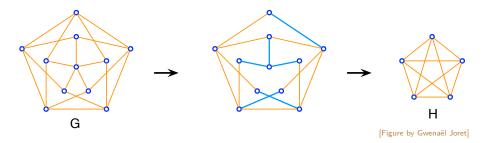
There are other examples of such problems...

Introduction

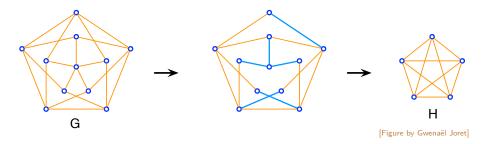
- Parameterized complexity
- Treewidth

2 FPT algorithms parameterized by treewidth

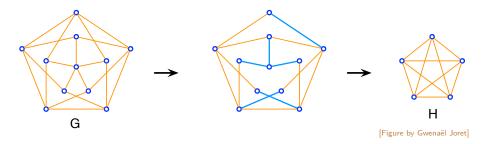




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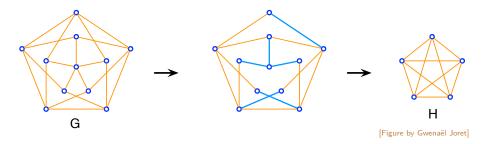


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The $\mathcal{F}\text{-}\mathrm{M}\text{-}\mathrm{DELETION}$ problem

Let \mathcal{F} be a fixed finite collection of graphs.

\mathcal{F} -M-Deletion

Input:A graph G and an integer k.Parameter:The treewidth tw of G.Question:Does G contain a set $S \subseteq V(G)$ with $|S| \leq k$ such thatG - S does not contain any of the graphs in \mathcal{F} as a minor?

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• $\mathcal{F} = \{K_2\}$: Vertex Cover.

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• $\mathcal{F} = \{K_2\}$: VERTEX COVER. Easily solvable in time $2^{\Theta(tw)} \cdot n^{\mathcal{O}(1)}$.

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[Cut&Count. 2011]

• $\mathcal{F} = \{K_5, K_{3,3}\}$: Vertex Planarization.

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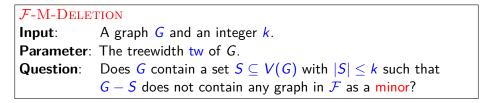
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- $\mathcal{F} = \{K_3\}$: FEEDBACK VERTEX SET. "Hardly" solvable in time $2^{\Theta(tw)} \cdot n^{\mathcal{O}(1)}$. [Cut&Count. 2011]
- $\mathcal{F} = \{K_5, K_{3,3}\}$: VERTEX PLANARIZATION. Solvable in time $2^{\Theta(\text{tw} \cdot \log \text{tw})} \cdot n^{\mathcal{O}(1)}$. [Jansen, Lokshtanov, Saurabh. 2014 + Pilipczuk. 2015]

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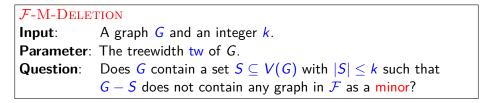
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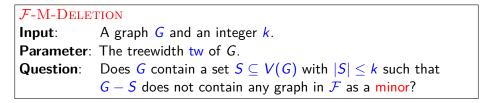
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FPT by Courcelle's Theorem.

Objective

Determine, for every fixed \mathcal{F} , the (asymptotically) smallest function $f_{\mathcal{F}}$ such that \mathcal{F} -M-DELETION/ \mathcal{F} -TM-DELETION can be solved in time

 $f_{\mathcal{F}}(\mathsf{tw}) \cdot n^{\mathcal{O}(1)}$

on *n*-vertex graphs.

Objective

Determine, for every fixed \mathcal{F} , the (asymptotically) smallest function $f_{\mathcal{F}}$ such that \mathcal{F} -M-DELETION/ \mathcal{F} -TM-DELETION can be solved in time

 $f_{\mathcal{F}}(\mathsf{tw}) \cdot n^{\mathcal{O}(1)}$

on *n*-vertex graphs.

- We do not want to optimize the degree of the polynomial factor.
- We do not want to optimize the constants.
- Our hardness results hold under the ETH.

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²Planar collection \mathcal{F} : contains at least one planar graph $\square \rightarrow \langle \square \rangle \rightarrow \langle \square \rightarrow \langle \square \rangle$

• For every \mathcal{F} : \mathcal{F} -M/TM-DELETION in time $2^{2^{\mathcal{O}(\mathsf{tw} \cdot \mathsf{log tw})}} \cdot n^{\mathcal{O}(1)}$.

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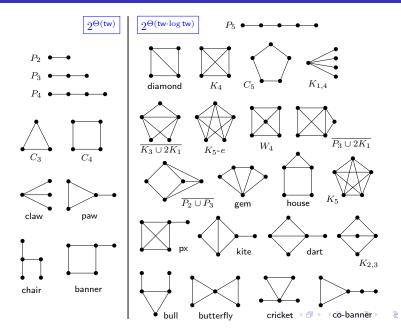
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- $\mathcal{F} = \{H\}$, *H* connected: complete tight dichotomy.

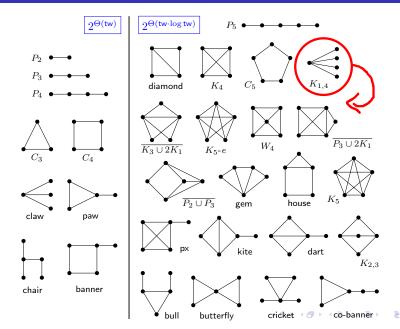
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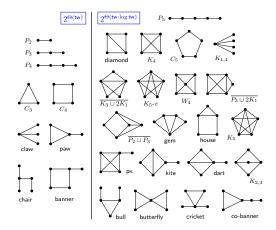
Complexity of hitting a single connected minor H



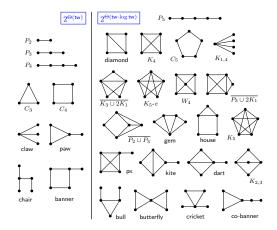
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For topological minors, there is (at least) one change



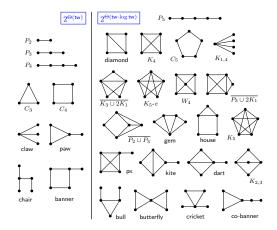


All these cases can be succinctly described as follows:



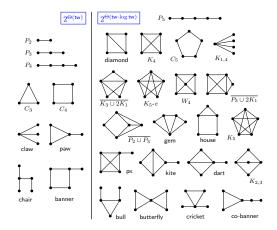
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- All the graphs on the left are minors of 4 (called the banner)
- All the graphs on the right are not minors of \downarrow ... except

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Let *H* be a connected graph.

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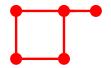
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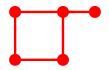
• $2^{\mathcal{O}(\mathsf{tw} \cdot \log \mathsf{tw})} \cdot n^{\mathcal{O}(1)}$, otherwise.

In both cases, the running time is asymptotically optimal under the ETH.

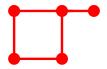




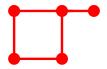
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- If the characterization of the allowed connected components is enriched in some way, such as restricting the length of the allowed cycles or forbidding certain degrees, the problem becomes harder.

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We have three types of results

General algorithms

- For every \mathcal{F} : time $2^{2^{\mathcal{O}(\mathsf{tw} \cdot \log \mathsf{tw})}} \cdot n^{\mathcal{O}(1)}$.
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Ad-hoc single-exponential algorithms

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Lower bounds under the ETH

- 2^{o(tw)} is "easy".
- 2^{o(tw·log tw)} is much more involved and we get ideas from:

[Lokshtanov, Marx, Saurabh. 2011] [Marcin Pilipczuk. 2017] [Bonnet, Brettell, Kwon, Marx. 2017]

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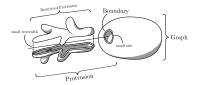
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We build on the machinery of boundaried graphs and representatives:



[Bodlaender, Fomin, Lokshtanov, Penninkx, Saurabh, Thilikos. 2009]

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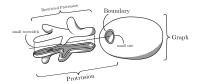
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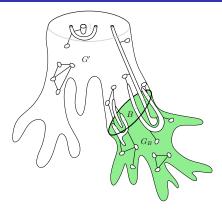
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Extra: Bidimensionality, irrelevant vertices, protrusion decompositions...

► skip

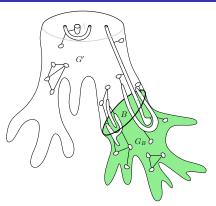
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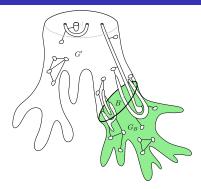
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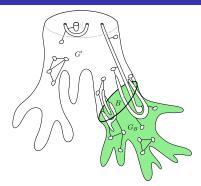
• This gives an algorithm running in time $2^{2^{\mathcal{O}_{\mathcal{F}}(\mathsf{tw} \cdot \log \mathsf{tw})}} \cdot n^{\mathcal{O}(1)}$.



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For a fixed *F*, we define an equivalence relation ≡^(*F*,*t*) on *t*-boundaried graphs:

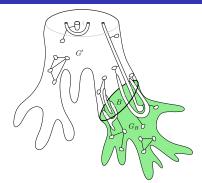
$$\begin{array}{l} \mathbf{G}_1 \equiv^{(\mathcal{F},t)} \mathbf{G}_2 & \text{if } \forall G' \in \mathcal{B}^t, \\ \mathcal{F} \preceq_{\mathsf{m}} G' \oplus \mathcal{G}_1 \iff \mathcal{F} \preceq_{\mathsf{m}} G' \oplus \mathcal{G}_2. \end{array}$$



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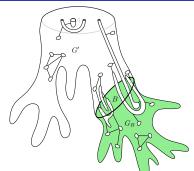
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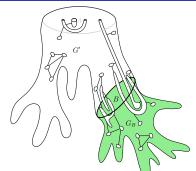
$$\mathbf{p}(G,R) = \min\{|S| : S \subseteq V(G) \land \operatorname{rep}_{\mathcal{F},t}(G-S) = R\}$$

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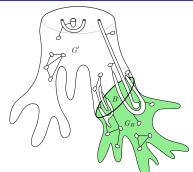
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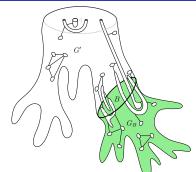
• The number of representatives is $|\mathcal{R}^{(\mathcal{F},t)}| = 2^{\mathcal{O}_{\mathcal{F}}(t \cdot \log t)}$. # labeled graphs of size $\leq t$ and tw $\leq h$ is $2^{\mathcal{O}_h(t \cdot \log t)}$. [Baste, Noy, S. 2017]

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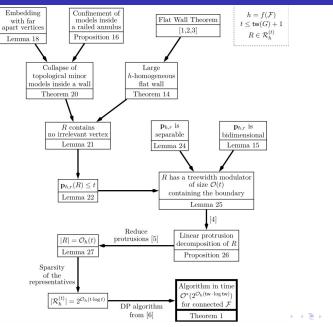
$$\mathbf{p}(G,R) = \min\{|S| : S \subseteq V(G) \land \operatorname{rep}_{\mathcal{F},t}(G-S) = R\}$$

- The number of representatives is $|\mathcal{R}^{(\mathcal{F},t)}| = 2^{\mathcal{O}_{\mathcal{F}}(t \cdot \log t)}$. # labeled graphs of size $\leq t$ and tw $\leq h$ is $2^{\mathcal{O}_{h}(t \cdot \log t)}$. [Baste, Noy, S. 2017]
- This gives an algorithm running in time $2^{\mathcal{O}_{\mathcal{F}}(\mathsf{tw} \cdot \log \mathsf{tw})} \cdot n^{\mathcal{O}(1)}$.

Algorithm for any connected collection ${\cal F}$

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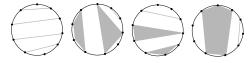
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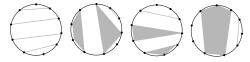


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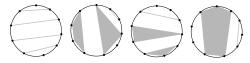
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- We can extend this algorithm to input graphs *G* embedded in arbitrary surfaces by using surface-cut decompositions.

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