

Fixed-Parameter Algorithms

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Outline

Introduction

Historical perspective

Algorithmic Techniques

- Branching and Bounded search trees

- Kernalization

- Iterated Compression

- Color Coding

W-hardness and Parameterized Reductions

Approximation and FPT

Recent Trends

Conclusions

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- ▶ There are more than one ways to parameterize a problem; Natural parameters are: the solution size, the maximum degree, the treewidth, the pathwidth,
- ▶ Active area of research, there are sessions on this topic in major conferences, there are specialized conferences – IWPEC (international workshop on parameterized and exact computation).

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it is in the class XP if there is a $|x|^{O(k)}$ algorithm.
- ▶ FPT algorithms (with moderately growing $f(k)$) are useful in practice when the parameter k is small; and there are areas where small parameters capture most practical instances.

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Domination number is a contraction closed bidimensional parameter, and hence treewidth of a planar graph with a k -dominating set is $O(\sqrt{k})$, apply dynamic programming.

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4. For a fixed k , the following families are minor closed.
 $L_k = \{\text{Graphs having at most } k \text{ sized vertex covers}(VC)\}$
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and hence by the above two theorems, checking whether a graph has a VC or FVS of size at most k is FPT.
5. However the $f()$ had a HUGE towers of exponents and the proof of GMT is also non constructive!

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4. Downey-Fellows developed hardness theory ($W[1]$, $W[2]$ -complete problems) and opened up the area (in late eighties, early nineties).

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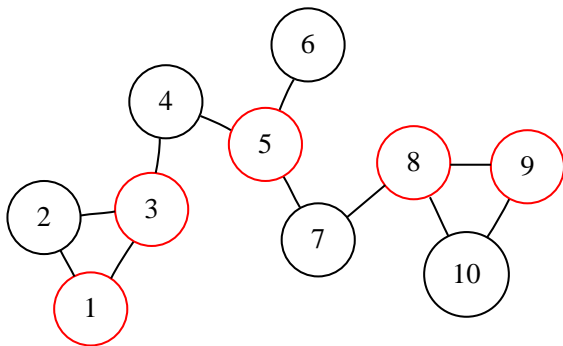
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Bounded Search Trees – example Vertex Cover

Given a graph $G = (V, E)$, and a parameter k , does G have a vertex cover of size at most k ?



Branching Algorithms for k -Vertex Cover

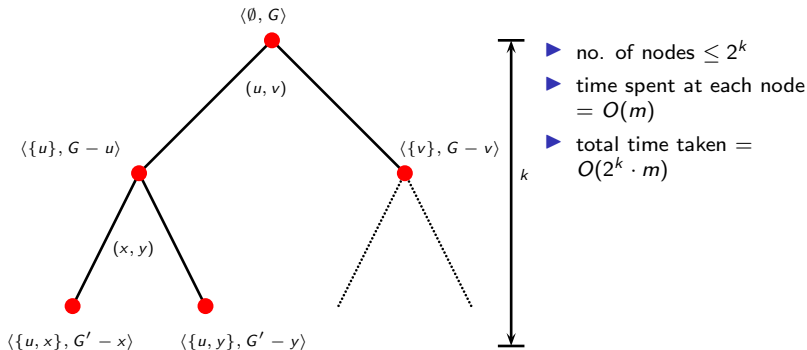
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- Basic Idea: Given **any** edge (u, v) either u or v is in the solution.



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2. Can be improved by branching on larger structures and doing a lot of case analyses; the current best is $O(1.27^k + kn)$.

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- ▶ For each subset $S \subseteq V$ of size at most k check whether $G - S$ is acyclic.
- ▶ Time complexity: $O(n^k m)$.

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Lemma (Erdos and Posa)

An undirected graph on n vertices with minimum degree 3 has a cycle of length $O(\log n)$.

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- ▶ Since C is of length $O(\log n)$, we get an $O((\log n)^k m)$ time algorithm.
 - ▶ Since $(\log n)^k \leq k^{2k} + n$, we have an FPT algorithm, where $f(k) = k^{2k}$.

Towards a better $f(k)$

- ▶ A generalization of Erdos and Posa:

Lemma

Any graph with minimum degree 3 and FVS of size at most $\sqrt{n/2}$, has a cycle of length at most 6.

Using this, one can get a bound of $O^*((\log k)^k)$.

- ▶ Improving to $O^*(c^k)$, will be done later.

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1. **Algorithmic idea:** Given (x, k) reduce in polynomial (in $|x|, k$) time to an 'equivalent instance' (x', k') such that
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3. Theorem (easy): A parameterized problem is kernalizable implies it is in FPT.
4. Converse is also true: A parameterized problem is FPT implies it is kernalizable; but the kernel size will be exponential in k .

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6. Now we can do branching on G' . Resulting run time is $O(kn + (1.28)^k)$.

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4. Now, very recently (STOC 08, ICALP 08, 09) there is a machinery (composition) to show NON existence of polynomial sized kernel (unless $PH = \Sigma^3$)

More on kernels

1. There is a $2k$ vertex kernel for vertex cover using Nemhauser-Trotter LP based approximation algorithm for vertex cover.
2. There is an $O(k^2)$ kernel for undirected feedback vertex set (SODA 2009) – uses Hall's like theorem.
3. *Famous Open problems:* Polynomial sized ($k^{O(1)}$) kernel for
 - 3.1 Directed feedback vertex set?
 - 3.2 Odd cycle transversal (set of vertices whose removal results in a bipartite graph)?
4. Now, very recently (STOC 08, ICALP 08, 09) there is a machinery (composition) to show NON existence of polynomial sized kernel (unless $PH = \Sigma^3$)
5. k -path, k -connected vertex cover are some problems that don't have polynomial sized kernel under this hypothesis.

Iterated Compression

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4. Label the vertices v_1, \dots, v_n , $\{v_1, \dots, v_{k+1}\}$ is a $k + 1$ -sized solution for $G_{k+1} = G[\{v_1, \dots, v_{k+1}\}]$. Apply the compression step, if this can not be compressed, G_{k+1} has no k sized solution and G also has no k -sized solution.

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5. If G_{k+1} has a k -sized solution S , then $S \cup \{v_{k+2}\}$ is a $(k + 1)$ -sized solution for G_{k+2} and continue like this.
6. Overall time is $O((n - k) * \text{time for compression step})$.

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- ▶ for every subset $X \subseteq S$, $|X| \leq k$, we will check whether there is an FVS of G of size at most k containing all of X and none of $S - X$.
- ▶ Since there are at most $2^{k+1} - 1$ such subsets X , the problem is FPT if we show it FPT for a fixed X .

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- ▶ G has an FVS S of size $k + 1$.
- ▶ X is a fixed subset of S of size at most k .
- ▶ We look for an FVS of $G - X$ of size at most $k - |X|$ containing no vertex of $S - X$.
- ▶ X can be deleted from G .

The Compression problem for FVS

Given $G = (V, E)$, a subset S , which is a FVS of size $k + 1$, a subset X of S of size at most k , find a FVS of size at most $k - |X|$ from $V - S$.

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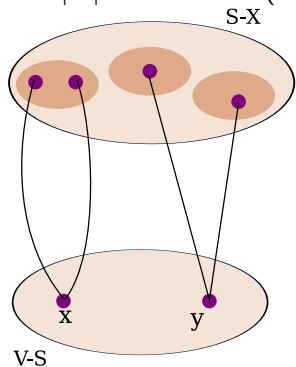
1. $G[V - S]$ and $G[S - X]$ are forests.
2. $G[S - X]$ has at most $k + 1 - |X|$ vertices and hence at most that many components

FPT Algorithm for the New Problem

$G[S - X]$ and $G[V - S]$ are forests; find an FVS of size at most $k - |X|$ from $V - S$ (assume minimum degree 3).

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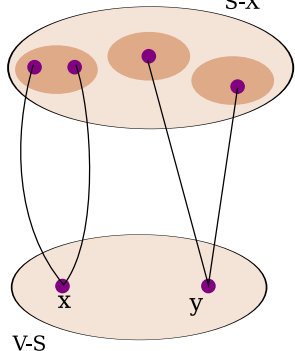
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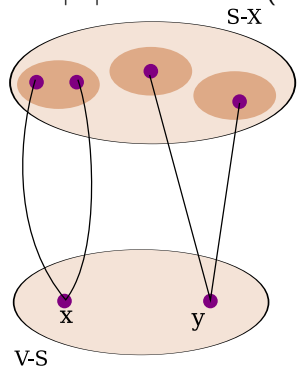


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1. Let x be a vertex of degree at most 1 in $G[V - S]$. It has at least *two* neighbors in $S - X$.

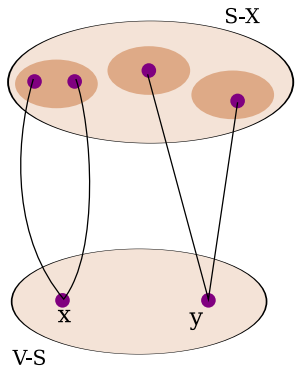
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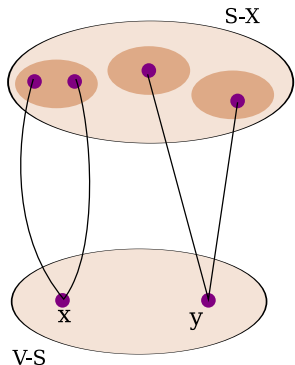


The Algorithm:

1. Let x be a vertex of degree at most 1 in $G[V - S]$. It has at least *two* neighbors in $S - X$.
2. If both neighbors are in the same component of $G[S - X]$, then include x in FVS (forced).



1. Else (let y be a vertex whose neighbors are in at least two components of $G[S - X]$), we branch
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 - 1.1 by picking y in FVS, in which case k drops by 1 in the recursion, or
 - 1.2 by not picking y in which case y is added to $S - X$ reducing the number of components of $S - X$ by 1.

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3. Overall runtime (with $2^{k+1} - 1$ choices for X) is $4^k 2^k \text{poly}(n)$.
4. With a careful analysis, this turns out to be $O(5^k n^{O(1)})$.
5. This is the best known bound, the open problem is to improve 5^k .

More on Iterated Compression

Several recent results were shown FPT using iterated compression

1. Directed Feedback Vertex Set (STOC 08, JACM 2009)
2. Within k clauses from 2SAT (ICALP 08)
3. Chromatic Number in perfect graphs
4. Odd Cycle Transversal (the first one, in ORL)

Color coding for finding k -path

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 5. Can be derandomized using perfect hash families

More on Color Coding

1. Can find k -path, k -cycle, k -tree, subgraphs of bounded treewidth with k vertices all in FPT time.
2. Recently applied to get a $2^{O(\sqrt{k} \log k)} + n^{O(1)}$ algorithm for finding Feedback Arc Set in tournaments (ICALP 2009).

Summary of Algorithmic Techniques

1. Graph Minor Theory, MSO, Treewidth machinery (mainly for Classification)
2. Bounded Search Trees
3. Reduction to Kernel
4. Iterated Compression
5. Color Coding

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Approximation and FPT

1. For all maximization problems in MAXSNP, their corresponding decision question is in FPT (with the solution size as the parameter)
2. There are easy to approximate problems whose decision versions are W-hard (rectangle stabbing) and
3. There are FPT problems (k -path, odd cycle traversal) whose optimization versions are hard to approximate.
4. EPTAS implies the corresponding decision version is FPT.
5. Last word not out yet!

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6. FPT Approximation for W-hard problems

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1. Reasonably young, at the same time, has reasonably rich theory
2. Well-developed techniques – some simple, some use heavy machinery
3. Lots of open problems, combinatorial results
4. Practical applications in computational biology, optimization

References

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Thank You!