

Path Covers of Temporal Graphs: When is Dilworth dynamic?

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Algorithmic Aspects of Temporal Graphs VII
Satellite workshop of ICALP 2024
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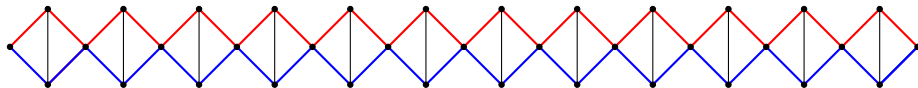




Figure: (from left) Dr. Antoine Dailly, Dr. Florent Foucaud, Prof. Ralf Klasing

- LIMOS, University of Clermont-Ferrand, France.
- School of Computing, University of Leeds, UK.
- LaBRI, University of Bordeaux.

Thanks to Antoine for the slides !

→ Path Cover: A set of Paths that Cover all Vertices of a (di)graph.

Path Cover Problem

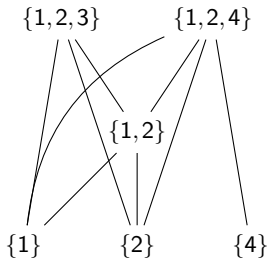
Input: A (di)graph

Output: A Path Cover of min. size.

→ Hard in general.

→ Polynomial time Solvable in DAGs.

Introduction: Dilworth's theorem

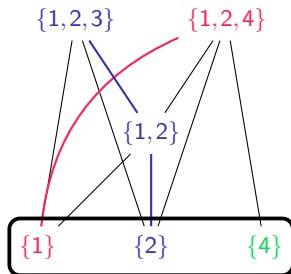


Introduction: Dilworth's theorem



Theorem [Dilworth, 1950]

The minimum size of a **chain partition** of a finite **poset** is equal to the maximum size of an **antichain** of this poset.



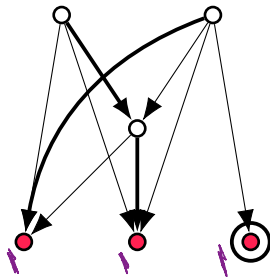
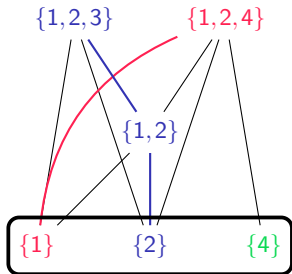
Introduction: Dilworth's theorem



Theorem [Dilworth, 1950]

The minimum size of a **path partition** of a **transitive DAG** is equal to the maximum size of an **antichain** of this DAG.

Restated for graphs...



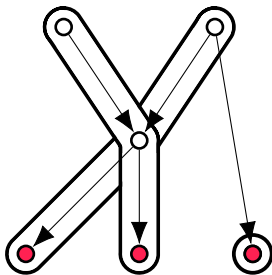
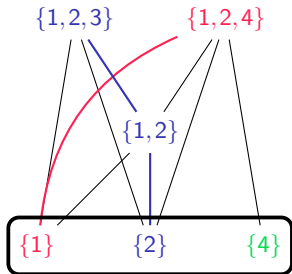
Introduction: Dilworth's theorem



Theorem [Dilworth, 1950]

The minimum size of a **path cover** of a **DAG** is equal to the maximum size of an **antichain** of this DAG.

Restated for graphs...
... and covers.





Theorem [Dilworth, 1950]

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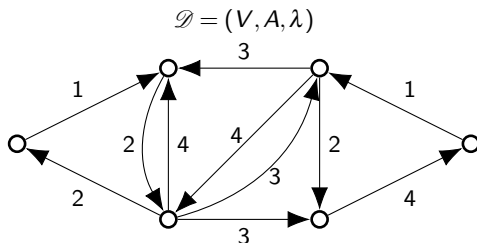
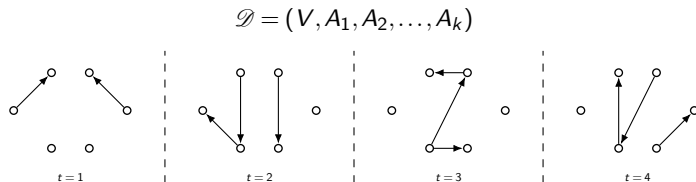
Algorithms:

- Algorithmic proof (polynomial time) [Fulkerson, 1956]



A temporal analogue of Dilworth's theorem?

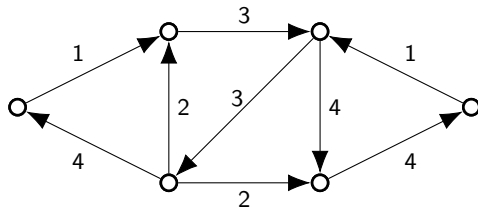
Introduction: temporal (di)graphs



Many results and applications in distributed algorithms, dynamic networks (transportation, social, biological...), interest in the graph algorithms community.

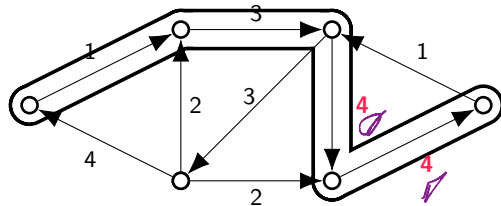
A few definitions for this talk

- A **temporal DAG** (resp. tree...) is a temporal (di)graph whose underlying (di)graph is a DAG (resp. tree...).



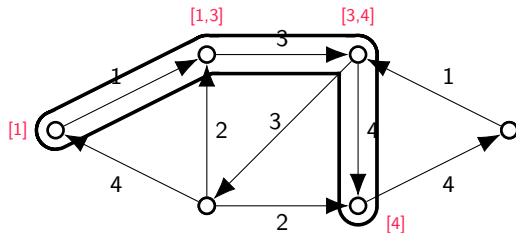
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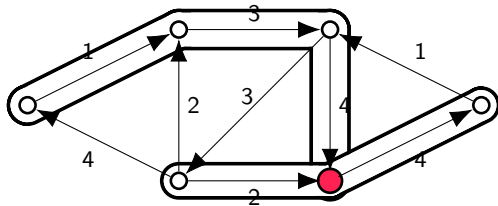
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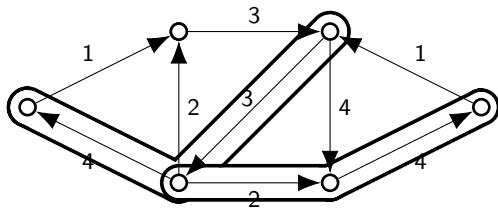
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- Two temporal paths **intersect** if they occupy the same vertex during non-disjoint intervals.



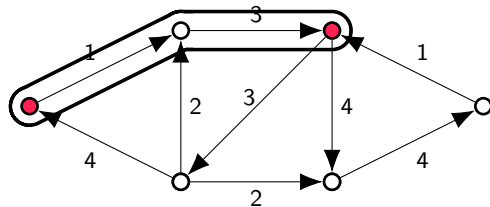
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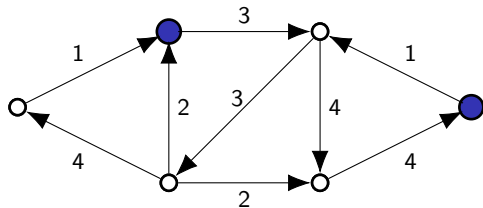
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- A **temporal antichain** is a set of vertices who are pairwise not temporally connected.



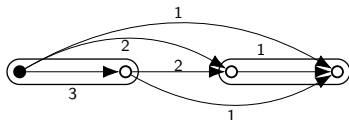
A temporal Dilworth's theorem?



Temporal Dilworth property?

In a temporal DAG, the minimum size of a **temporal path partition/cover** is equal to the maximum size of a **temporal antichain**.

Not all temporal DAGs have the Temporal Dilworth Property.



A temporal Dilworth's theorem?



Temporal Dilworth property?

In a temporal DAG, the minimum size of a **temporal path partition/cover** is equal to the maximum size of a **temporal antichain**.

Two problems:

Temporal Path Cover
(TPC)

Temporal Path Partition/Temporally Disjoint Path
Cover (TD-PC)

Two questions:

Which temporal DAGs have the
Dilworth property?

⇒ **Combinatorial** aspect

What is the complexity of
those problems?

⇒ **Algorithmic** aspect

⟨Temporal Path Cover⟩
 ⟨Temporally-Disj. Path Cover⟩

Temporal class	TPC	TD-PC
Oriented paths	$\mathcal{O}(ln)$	$\mathcal{O}(ln)$
Rooted trees	$\mathcal{O}(ln^2)$	$\mathcal{O}(ln^2)$
Oriented trees	$\mathcal{O}(ln^2 + n^3)$	NP-hard
DAGs*	NP-hard	NP-hard
Digraphs	XP (tw and t_{\max}) $n^{\mathcal{O}(tw^2 t_{\max} \log(tw t_{\max}))}$	FPT (tw and t_{\max}) $2^{\mathcal{O}(tw^2 t_{\max} \log(tw t_{\max}))} n$

* planar, subcubic, bipartite, girth 10, $\ell = 1$, $t_{\max} = 2$

n = number of vertices

ℓ = number of (unsorted) time labels per arc

t_{\max} = total number of time-steps

Classes with polynomial-time algorithm also have the Dilworth property.

⟨Temporal Path Cover⟩
 ⟨Temporally-Disj. Path Cover⟩

Not difficult



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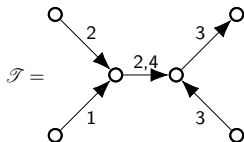
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Classes with polynomial-time algorithm also have the Dilworth property.

Theorem [CDFK, 2024+]

Temporal oriented trees have the Dilworth property for TPC, and we can solve TPC in time $\mathcal{O}(\ell n^2 + n^3)$.

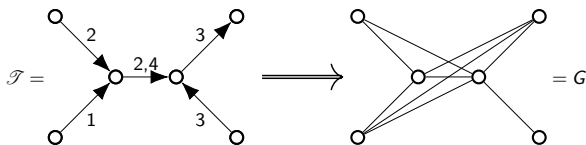


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Algorithm

- Construct an auxiliary **connectivity graph**: two vertices are adjacent \Leftrightarrow they are temporally connected in the tree



Min

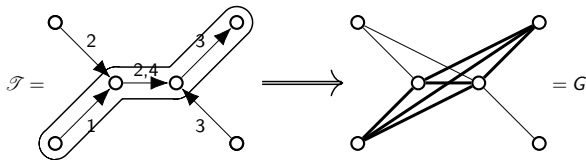
- *clique cover in the connectivity graph*
- *(Min clique cover) \Leftrightarrow (Min path cover) of the tree.*

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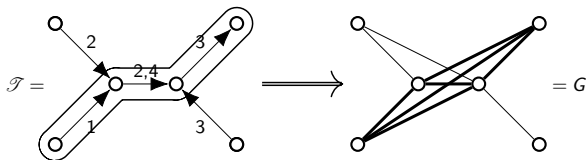
Clique in $G \Leftrightarrow$ **Temporal Path** in \mathcal{T} .

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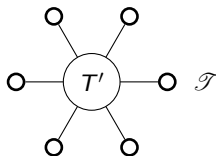
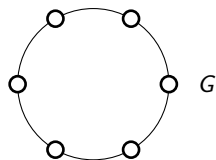
There are no holes of length greater than four in the connectivity graph.

Lemma

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Claim

The vertices of the hole are leaves of a connected subtree T' .



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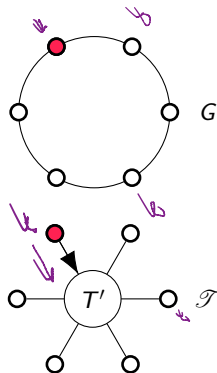
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Alternating between in-arcs and out-arcs from and to T' .



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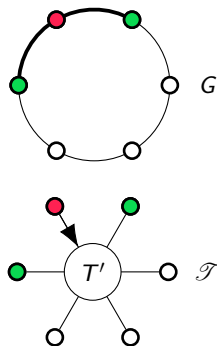
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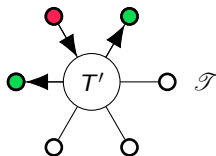
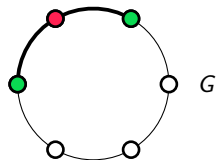
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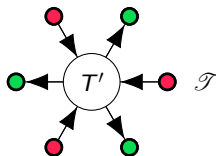
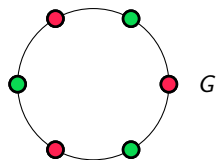
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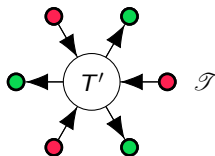
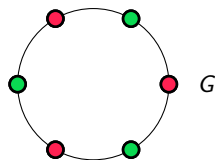
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Alternating between in-arcs and out-arcs from and to T' .
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Lemma

There are no **holes** of length **greater than four** in the connectivity graph.

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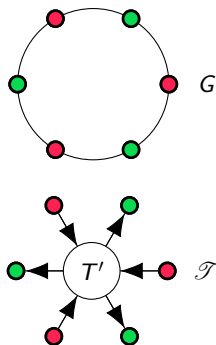
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Claim

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Claim

No even holes of length greater than four either (using Helly property and vertex-intersection of temporal paths).



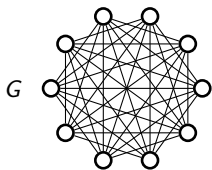
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There are no **antiholes** in the connectivity graph.

Complement of holes ≥ 5

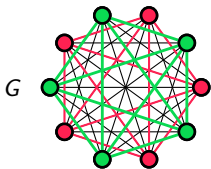
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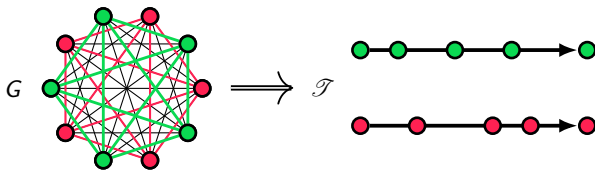
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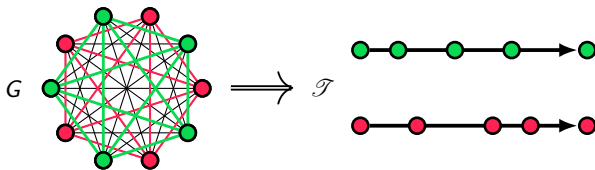
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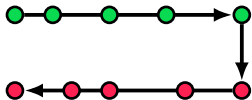


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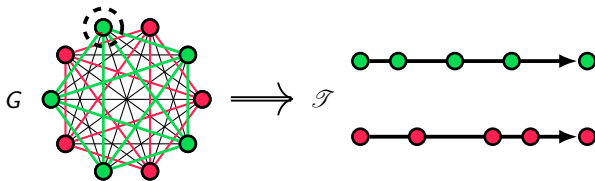


Case 1

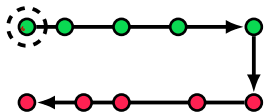


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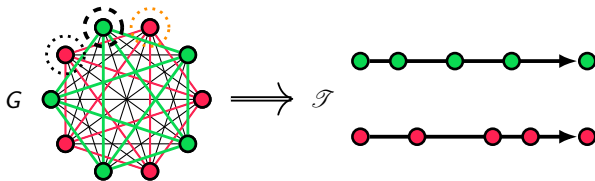


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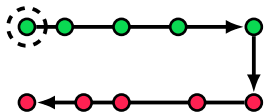


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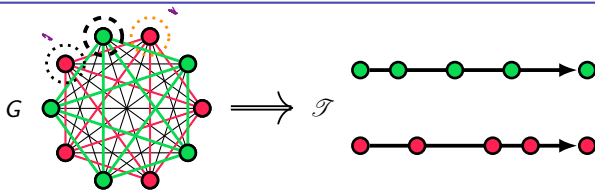


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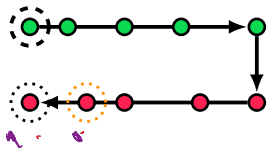


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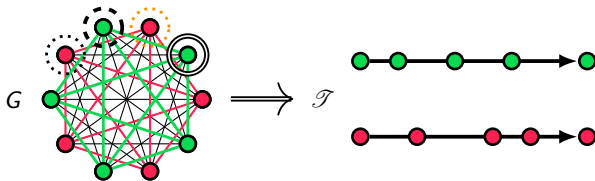


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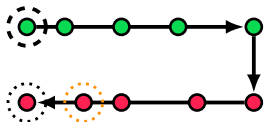


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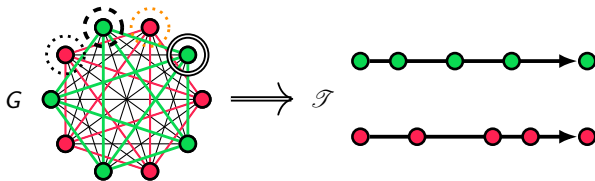


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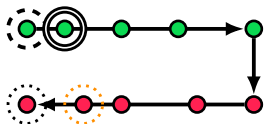


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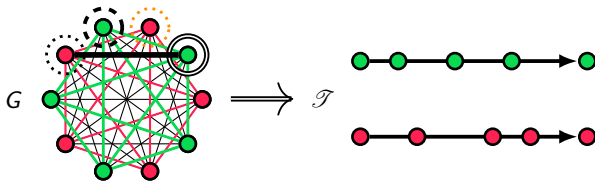


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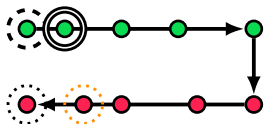


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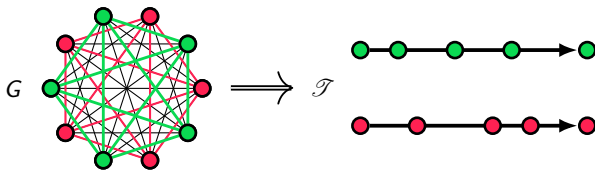
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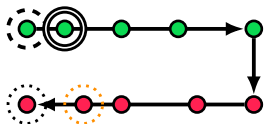
⇒ The temporal path of this edge does not exist in \mathcal{T} .

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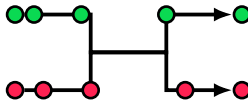
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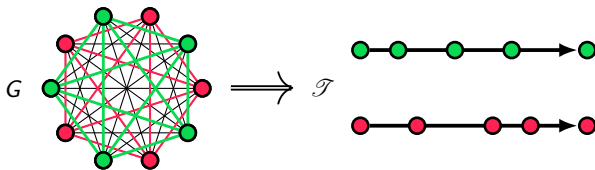
Case 2



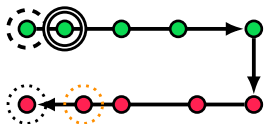
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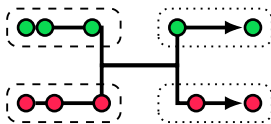
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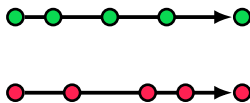
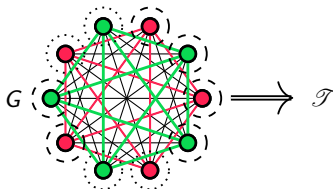
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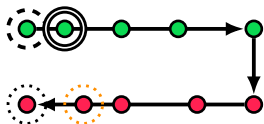
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There are no **antiholes** in the connectivity graph.

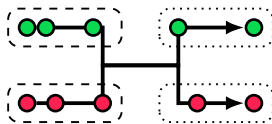


Case 1



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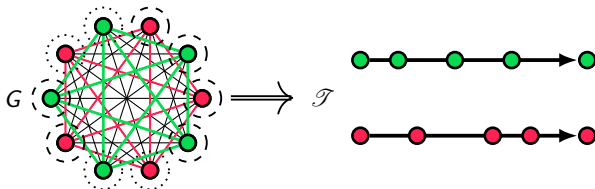
Case 2



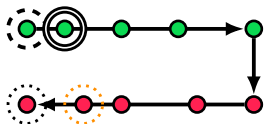
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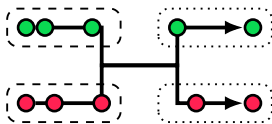


Case 1



⇒ The temporal path of this edge does not exist in \mathcal{T} .

Case 2



⇒ Each has to be complete bipartite in G , only possible if order ≤ 7 , which we then manage.

Lemmas

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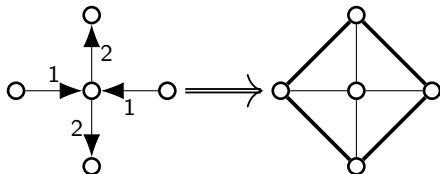
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Remark

The connectivity graph is not chordal (it may contain C_4).



Theorem [CDFK, 2024+]

TEMPORAL PATH COVER is NP-hard on Temporal DAGs.

Reduction from 3-DIMENSIONAL MATCHING (inspired by [Monnot and Toulous, 07])

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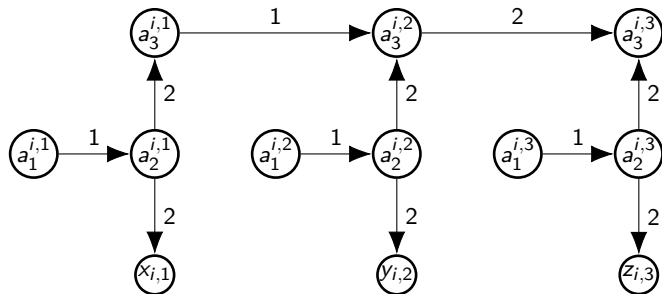


Figure: The gadget $H(s_i)$ for each triplet s_i .

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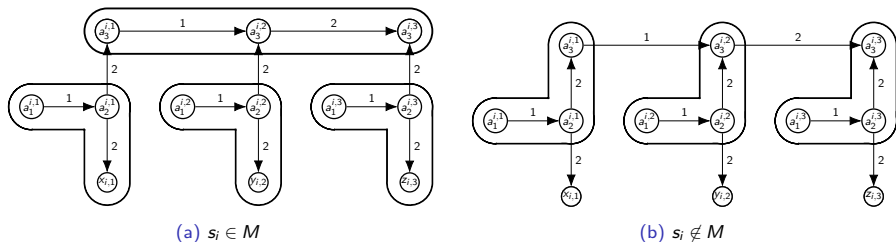


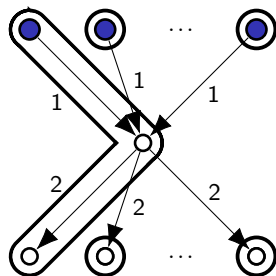
Figure: Vertex partition of the gadget $H(s_i)$ into length-2 paths.

Total number of timesteps = 2 (bounded); Treewidth is unbounded; There are Temporal DAGs (transitive tournaments) without the Dilworth Property.

Theorem [CDFK, 2024+]

TEMPORAL DISJOINT PATH COVER is NP-hard on temporal oriented trees.

- Reduction from UNARY BIN PACKING (inspired by [Kunz, Molter, Zehavi, 23]);
- Treewidth = 1; Total number of timesteps = unbounded;
- Does not have TD-Dilworth property.



Parameterized complexity of TEMPORAL (DISJOINT) PATH COVER

Theorem [CDFK, 2024+]

TD-PC is **FPT** w.r.t. tw and t_{\max} (total number of time-steps)

Dynamic programming on a nice tree decomposition

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Observation

Any arc of \mathcal{D} appears in at most t_{\max} paths of a TD-PC \Rightarrow At most $p = \binom{tw}{2} \cdot t_{\max}$ temporally disjoint paths contain at least one arc from a given bag

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For simplicity, duplicate the arcs such that each has only one time label (so a TD-PC uses arc-disjoint paths)

Type: necessary information at each node v

⇒ At most

types for any node

Type: necessary information at each node v

- A partition Q_0, Q_1, \dots, Q_t of the arcs inside X_v (Q_i for $i \neq 0$ is in a temporal path P_i of a TD-PC, Q_0 is the unused arcs)

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\Rightarrow At most $p^p \times 2^{tw+1}$

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\Rightarrow At most $p^p \times 2^{tw+1} \times (tw+1)! \times 2^{tw+2} \times t_{\max}^2 \in 2^{\mathcal{O}(p \log p)}$ types for any node

Consistency of a type

- The ordered vertices V_i , the arcs of Q_i , and the information about the arcs going outside of X_v , induce temporal paths
- The arcs going outside of X_v exist in the digraph and their labels are compatible with the order
- Every vertex of X_v is in a V_i

Now, we compute from the bottom-up, maintaining consistency.

Dynamic programming using consistent types of partial solutions

- **Leaf node:** No partial solution since empty
- **Introduce node:** Check compatibility with the child (either a is in a path in the type, or a is added as a single-vertex path)
- **Forget node:** Check compatibility with child (the types are the ones obtained by removing the vertex a), discard those where a has an arc going above
- **Join node:** Check compatibility of the children (partition of arcs, order of vertices, neighbours outside of the bag, are they above or below in the decomposition, ...
⇒ all have to agree), don't count twice the paths that intersect the bag

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And for TPC?

Same principle, but the paths can intersect \Rightarrow More information in type: how many times in the solution does Q_i appear \Rightarrow Running time $k^{\mathcal{O}(p \log p)} n$ where $k \in \mathcal{O}(n)$ is the solution size \Rightarrow XP w.r.t. p

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DAGs*	NP-hard	NP-hard
Digraphs	XP (tw and t_{\max}) $n^{\mathcal{O}(tw^2 t_{\max} \log(tw t_{\max}))}$	FPT (tw and t_{\max}) $2^{\mathcal{O}(tw^2 t_{\max} \log(tw t_{\max}))} n$

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