

On space efficiency of algorithms working on structural decompositions of graphs

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Dynamic programming on treewidth

- 3-COLORING, VERTEX COVER, INDSET, DOMSET, 3-SAT,
...
can be solved in $c^{tw} \text{poly}(n)$ time.

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- **Can we do this in better (poly?) space?**
- We can do c^n time and poly space...
- Non-trivial space-efficient algos exist for other problems...

Time and space needed for algo on treewidth

3-COLORING:

- $2^{\mathcal{O}(\text{tw})}$ poly time and $2^{\mathcal{O}(\text{tw})}$ poly space by dynamic prog. ✓
- $2^{\mathcal{O}(\text{tw} \cdot \log n)}$ time and $\text{tw} \cdot \log n$ space by Div&Conq
- $2^{o(\text{tw} \cdot \log n)}$ time and $2^{o(\text{tw})}$ poly space?

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Time and space needed for algo on treewidth

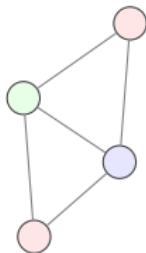
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Equivalence of problems

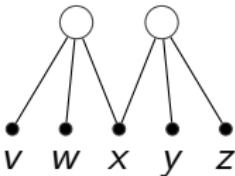
Standard reductions preserve treewidth linearly,
so it's the same question for SAT, etc.

3-Coloring

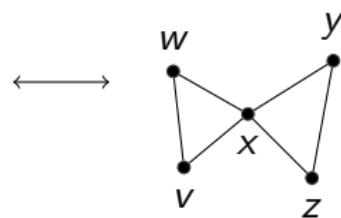


k -SAT
for tw of
incidence graph

$$(\neg v \vee \neg w \vee x) \quad (x \vee \neg y \vee z)$$



k -SAT or SAT
for tw of
primal graph



Completeness

- Fix a function like $s(n) = \log^5 n$.
- pw-3Col[s] – the problem 3-COLORING with a path decomposition of width at most $s(n)$ on input.

Thm

pw-3Col[s] is complete for $\mathbf{N}[\text{poly}, \underset{\text{time}}{s}]$

$\underset{\text{space}}{}$

– problems solvable by Nondeterministic Turing machines with $\text{poly}(n)$ time and $\mathcal{O}(s(n))$ space.

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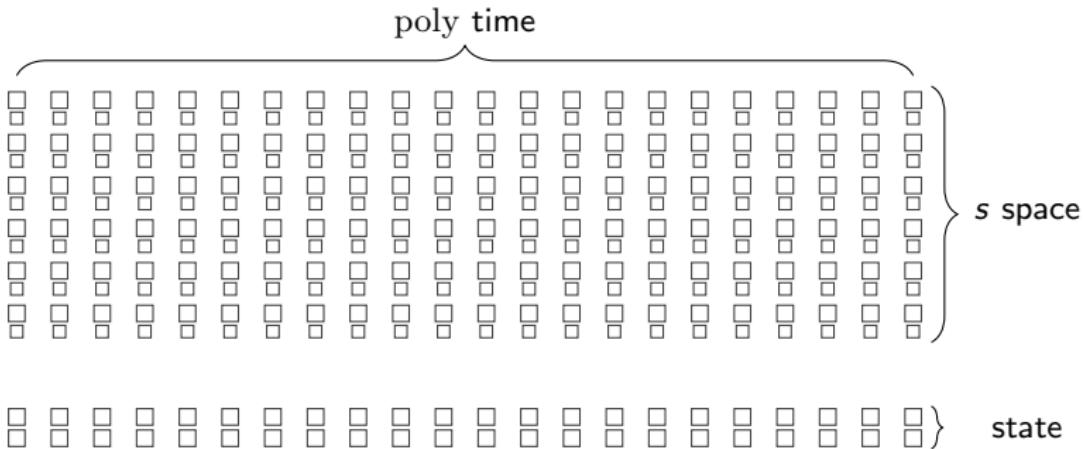
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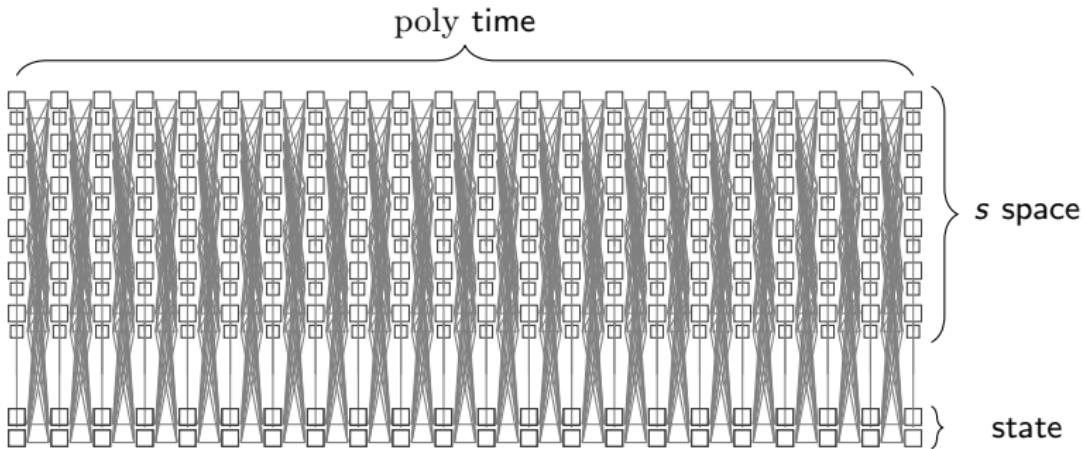


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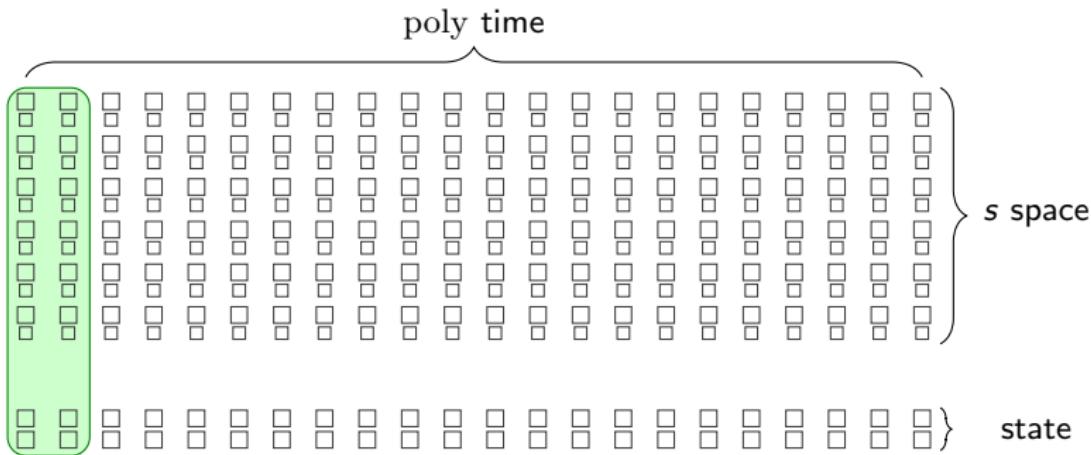


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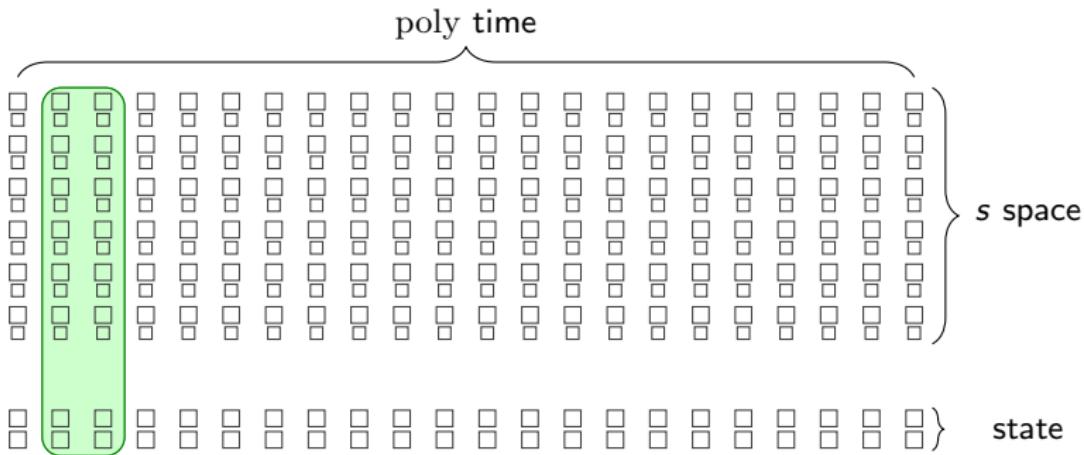


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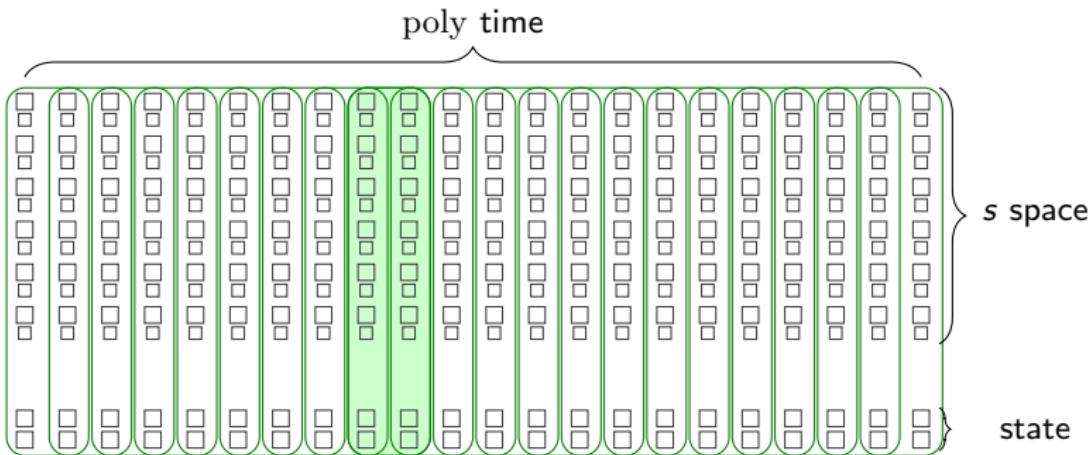


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$\text{pw-SAT}[s]$ is complete for $\mathbf{N}[\text{poly}, \underset{\text{time}}{s}]$

- pw-3Col solvable in $2^{\mathcal{O}(s)}$ poly time and $\text{poly}(s, \lg n)$ space iff
pw-3Col[log] solvable in poly time and poly log space iff
 $\mathbf{NL} \subseteq \mathbf{D}[\text{poly}, \underset{\text{time}}{\text{poly log}}, \underset{\text{space}}{\text{poly log}}]$ iff
iff Directed Reachability can be solved in these bounds.
- In a restricted model we know $2^{o(\log^2 n)}$ time $n^{o(1)}$ space unconditional lower bounds.

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Thm [Allender, Chen, Lou, Papakonstantinou, Tang '14]

$\text{tw-SAT}[s]$ is complete for $\mathbf{NAuxPDA}[\text{poly}, \frac{s}{\text{time space}}]$

- nondet machines with $\text{poly}(n)$ time and $\mathcal{O}(s(n))$ space
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Our results

- tree-depth...
- Conjecture:

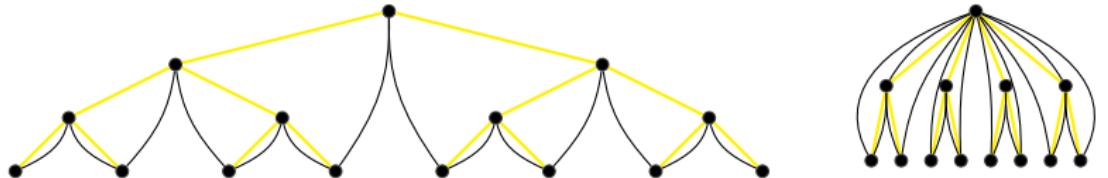
“LONGEST COMMON SUBSEQ on input: alphabet, k strings cannot be solved in $n^{f(k)}$ time and $f(k)\text{poly}$ space.”

Related to the *space-efficient* question for pw,
for determinization.

→ completeness by [Elberfeld, Stockhusen, Tantau '14]

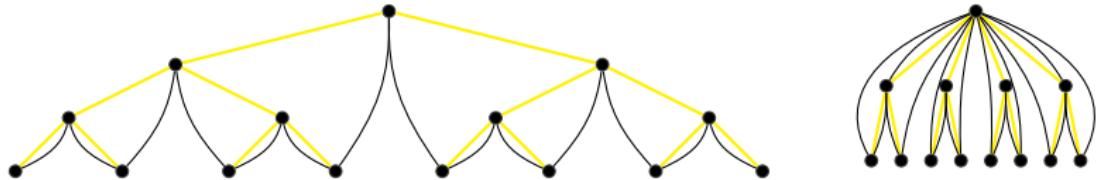
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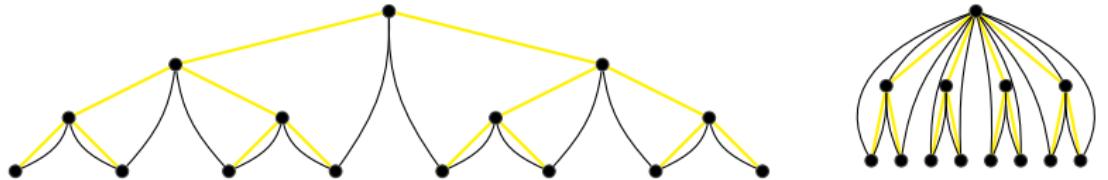
- Definition:
 - Intuitively: # of forget nodes on any root-leaf path of a nice tree decomposition.
 - min depth of a tree whose ancestor-closure contains G .
 - cops and robbers game, but a cop, once placed, cannot move.
 - Many others...
- Motivation:
 - Important in sparsity theory.
 - Some trichotomies for CSP complexity involve tw , pw , td .
 - Seems to capture Divide and Conquer well.
 - $2^{\mathcal{O}(\text{td})}$ time and poly space algorithms.

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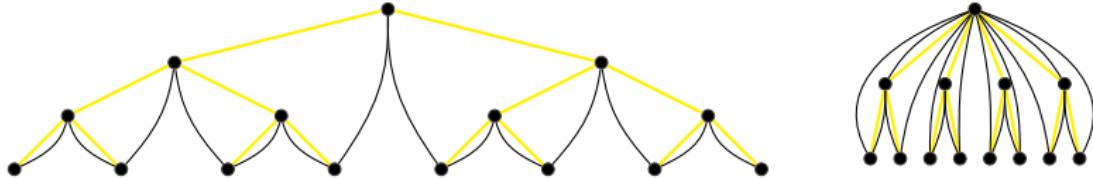
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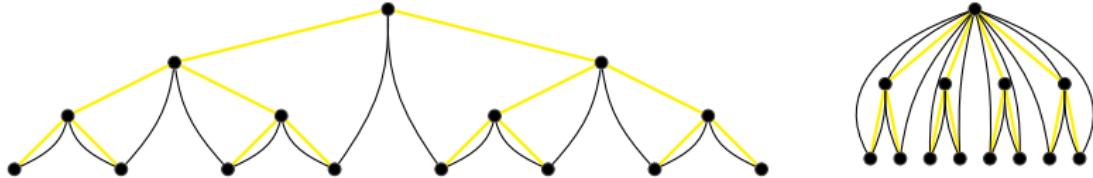
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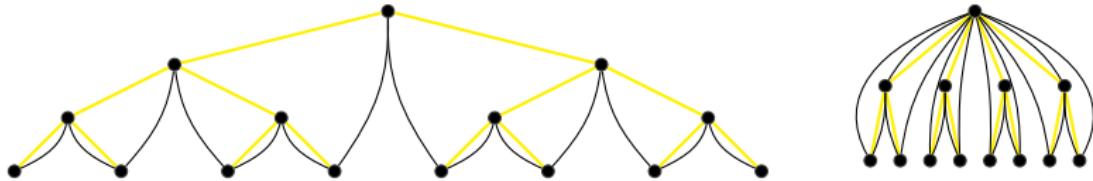
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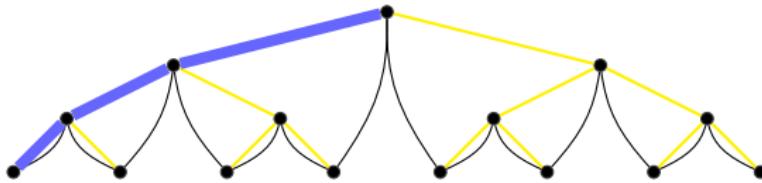
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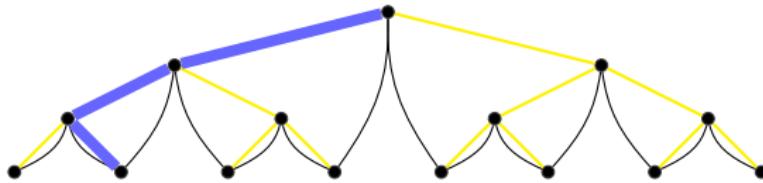
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$$\text{tw} \cdot \lg n \geq \text{td} \geq \text{pw} \geq \text{tw}$$



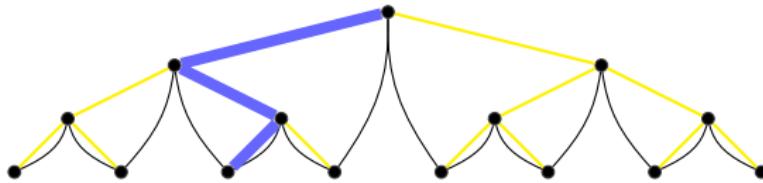
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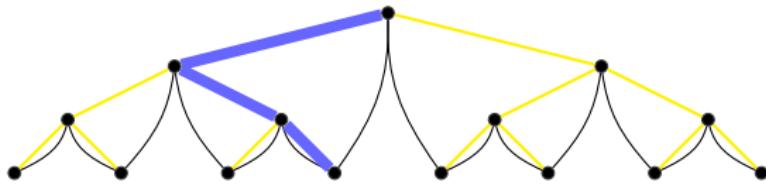
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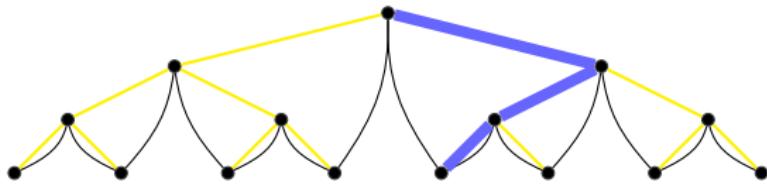
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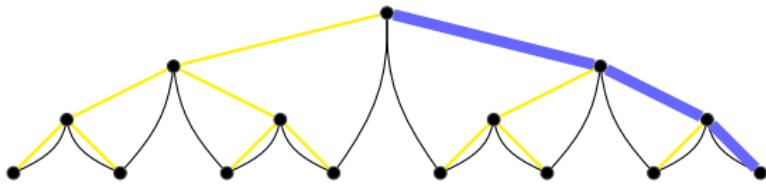
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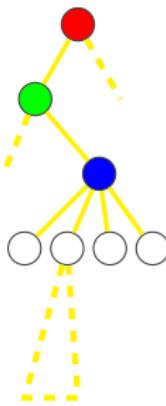
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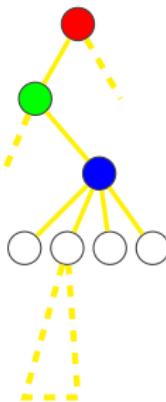
3COL on tree-depth

3COL can be solved in $\mathcal{O}(\text{td} + \log)$ space (so $c^{\text{td}} \text{poly time}$).



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DOMSET can be solved in $3^{\text{td}} \text{poly}$ time and poly space.
→ Möbius transform [Fürer, Yu '14], [Lokshtanov, Nederlof '10]

Completeness for td

pw-SAT[s] is complete for **N**[poly, $\frac{s}{\text{time space}}$]

tw-SAT[s] is complete for **NAuxPDA**[poly, $\frac{s}{\text{time space}}$]

Let $s(n)$ be a nice polylogarithmic function $\geq \log^2 n$.

Thm

td-3Col[s] is complete for **NAuxSA**[poly, $\log_{\text{time}} , \frac{s}{\text{space height}}$]

- nondet machines with poly time, log space and a fully readable **stack of height s** .

Hierarchies

$$\mathbf{NAuxSA}[\text{poly}, \underset{\text{time}}{\log}, \underset{\text{space}}{s}, \underset{\text{height}}{}] = [\text{td-3COLORING}[s]]^L$$

\cap

$$\mathbf{N}[\text{poly}, \underset{\text{time}}{s}, \underset{\text{space}}{}] = [\text{pw-3COLORING}[s]]^L$$

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Hierarchies – determinization

$$\mathbf{NAuxSA}[\text{poly}, \underset{\text{time}}{\log}, \underset{\text{space}}{s}, \underset{\text{height}}{}] = [\text{td-3COLORING}[s]]^L \subseteq \mathbf{D}[\underset{\text{space}}{s}]$$

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$$\mathbf{NAuxPDA}[\text{poly}, \underset{\text{time}}{s}, \underset{\text{space}}{}] = [\text{tw-3COLORING}[s]]^L \subseteq \mathbf{D}[2^{\mathcal{O}(s)}]_{\text{time}}$$

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Corollaries

- $\mathbf{NAuxSA}[\text{poly}, \log, s] \subseteq \mathbf{D}[s]$
time space height space
- $\mathbf{NAuxSA}[\text{poly}, \log, s] = \mathbf{NAuxSA}[\text{poly}, \frac{s}{\log}, s]$
time space height time space height
- $\mathbf{NAuxSA}[\text{poly}, \log, s] = \mathbf{A}[s, \text{poly}]$
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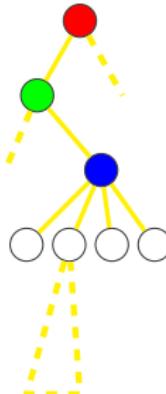
Corollaries

- $\mathbf{NAuxSA}[\text{poly}, \log_{\text{time}}, s_{\text{space}}, h_{\text{height}}] \subseteq \mathbf{D}[s_{\text{space}}]$
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- $\mathbf{NAuxSA}[\text{poly}, \log_{\text{time}}, s_{\text{space}}, h_{\text{height}}] = \mathbf{A}[s_{\text{time}}, \text{poly}_{\text{treesize}}]$

Containement

Solving $\text{td-3Col}[s]$ in the **NAuxSA**[poly, \log, s] model:
time space height

- Enter the root
- When entering v :
 - guess its color, push it onto the stack,
 - compare with all ancestors,
 - recurse into each subtree.
- When leaving v : pop its color from the stack.



Proof of hardness

Push-pop tree

→ [Akatov, Gottlob '10]

push pop push push push pop push pop pop pop



Push-pop tree

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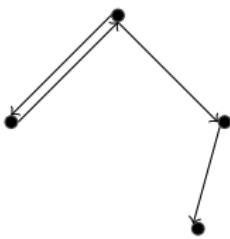
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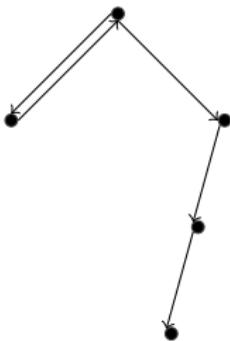
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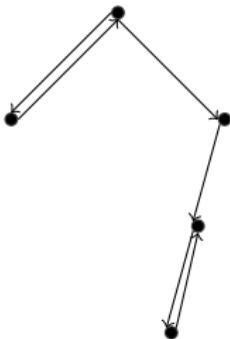
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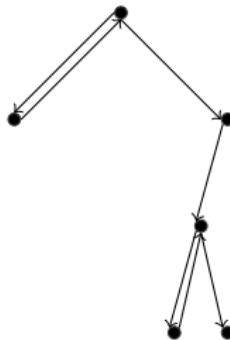
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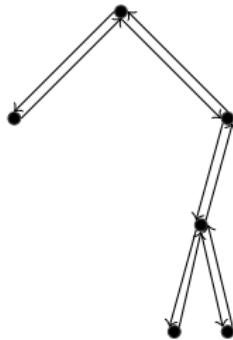
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Push-pop tree

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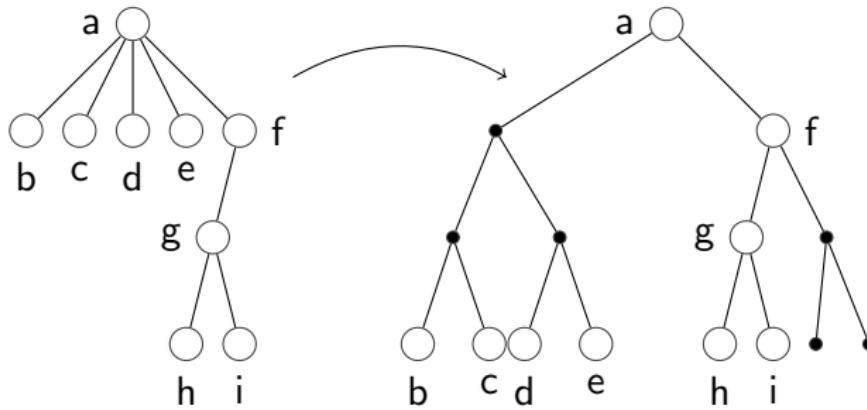
The arrows in order give the *Euler walk* of the tree.

Regularizing the tree

Lemma [Akatov, Gottlob '10], [Elberfeld, Jakoby, Tantau '10]

Every tree T of depth $\leq \lg |T|$ has an *embedding* into a full binary tree of depth $4 \lg |T|$.

embedding = injection preserving ancestor relation and Euler walk.



Regularizing the machine

Consider a **NAuxSA**[poly, \log, s] machine. W.l.o.g. assume:
time space height

- It is a **NAuxSA**[$\text{poly}, s/\log, s$] machine,
time space height
- It pushes and pop blocks of $\lceil s/\lg \rceil$ symbols at a time,
(by keeping the topmost symbols on a buffer on the tape)
- The push-pop tree (atomic 'block' pushes) has depth $\leq \lg n$.
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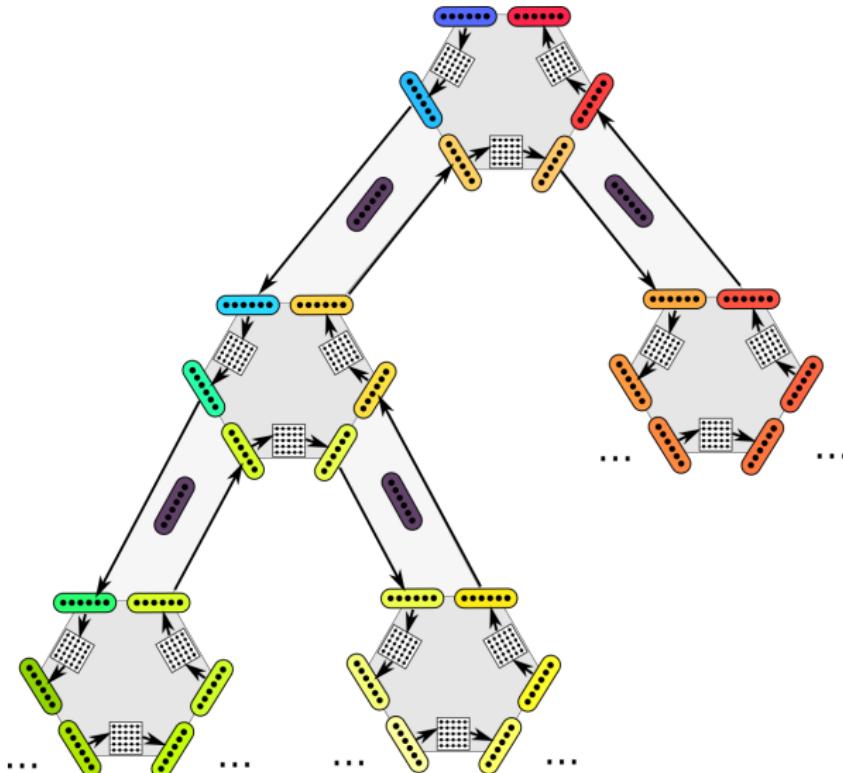
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Wrapping computation around the push-pop tree



Conclusions

$$\mathbf{NAuxSA}[\text{poly}, \underset{\text{time}}{\log}, \underset{\text{space}}{s}, \underset{\text{height}}{}] = [\text{td-3COLORING}[s]]^L \subseteq \mathbf{D}[\underset{\text{space}}{s}]$$

\cap

$$\mathbf{N}[\text{poly}, \underset{\text{time}}{s}, \underset{\text{space}}{}] = [\text{pw-3COLORING}[s]]^L$$

\cap

$$\mathbf{NAuxPDA}[\text{poly}, \underset{\text{time}}{s}, \underset{\text{space}}{}] = [\text{tw-3COLORING}[s]]^L \subseteq \mathbf{D}[\underset{\text{time}}{2^{O(s)}}]$$

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Thank you!