#### Sliding Token on Bipartite Permutation Graphs

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[Flake & Baum 2002]



[Romanishin, Rus, Gilpin 2013]



[Ito, Demaine, Harvey, Papadimitriou, Sideri, Uehara, Uno 2008]



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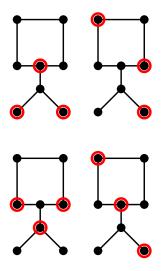
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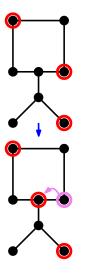
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- Define legal transformations between solutions (legal if solutions differ by sliding one car)
- Question: is there a sequence of transformations between two given solutions? (PSPACE-complete for Rush Hour)

## SLIDING TOKEN

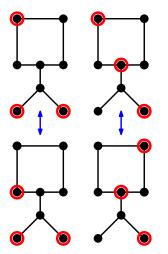
SLIDING TOKEN: a natural, pure problem in Combinatorial Reconfiguration



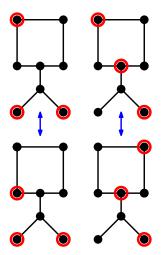
Classic optimization problem:
 Independent Set



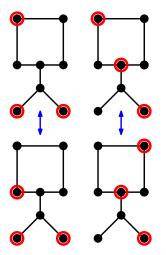
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- Reconfiguration moves: "slide" a "token" to a neighbor



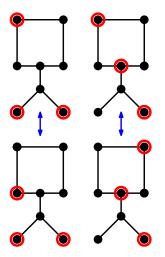
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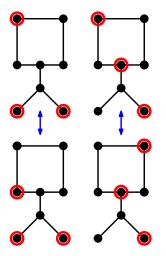
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  - Notation: [A] is A's connected component
  - Ask:  $B \in [A]$ ?

#### A Brief Overview of SLIDING TOKEN's Complexity

- PSPACE-complete on general, AT-free, planar, perfect, and bounded treewidth graphs [Ito, Demaine, Harvey, Papadimitriou, Sideri, Uehara, Uno 2008], [Wrochna 2014]
- Polytime on proper interval graphs, claw-free graphs, forests, cographs [Bonsma, Kamiński, Wronchna 2014], [Demaine, Demaine, F., Hoang, Ito, Ono, Otachi, Uehara, Yamada 2014], [Kamiński, Medvedev, Milanic 2010]

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#### > ??? on bipartite graphs

We give an efficient algorithm on a subclass of bipartite graphs.

#### Algorithm for $\operatorname{SLIDING}$ $\operatorname{TOKEN}$ on bipartite permutation graphs.

Algorithm for  $\operatorname{SLIDING}$   $\operatorname{TOKEN}$  on bipartite permutation graphs.

Given graph G, independent sets A and B, finds a reconfiguration sequence from A to B or reports that none exists.

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 $= \{ bipartite graphs \} \cap \{ permutation graphs \}$ 

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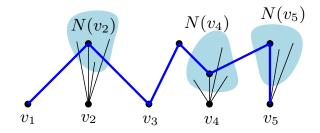
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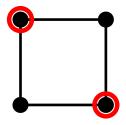
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```
Bipartite permutation graph iff
vertices can be ordered v_1, v_2, \ldots, v_n
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Bipartite permutation graph iff vertices can be ordered  $v_1, v_2, \ldots, v_n$ such that  $\forall i \leq j \leq k$ , all paths from  $v_i$  to  $v_k$  include a vertex of  $N[v_i]$ .



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- ▶  $B \in [A]$  iff  $A_+ = B_+$ .

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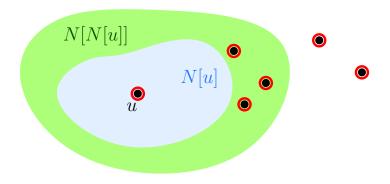
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- Repeat, pretending we deleted the token and neighborhood

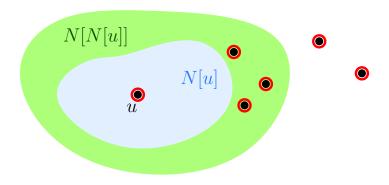
# Proof sketch of idea (b): $R(G \setminus N[u], I \setminus \{u\}) = \emptyset$

u: vertex of least index in  $A_+$ 



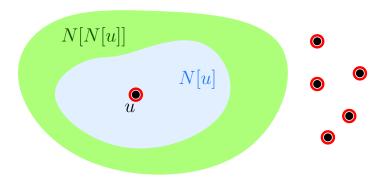
### Proof sketch of idea (b): $R(G \setminus N[u], I \setminus \{u\}) = \emptyset$

First, push other tokens away from u (extreme case analysis)

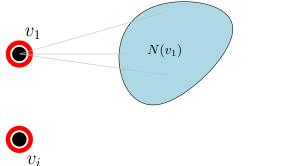


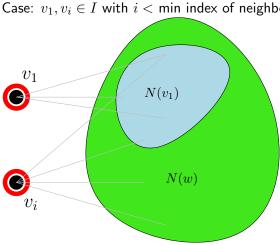
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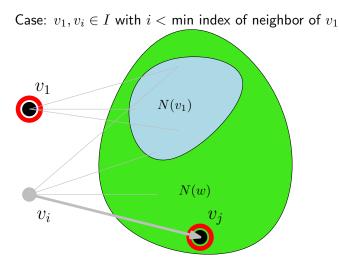


Case:  $v_1, v_i \in I$  with  $i < \min$  index of neighbor of  $v_1$ 

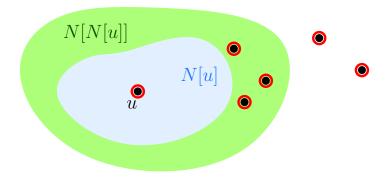




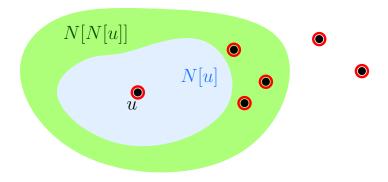
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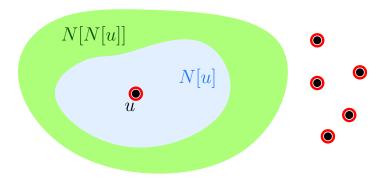
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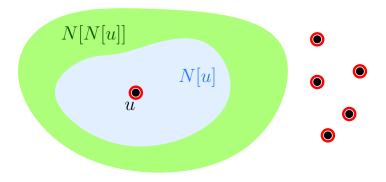
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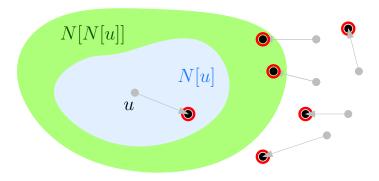
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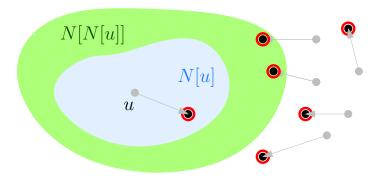
"Wiggle" everything



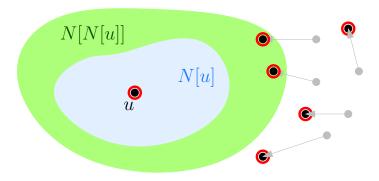
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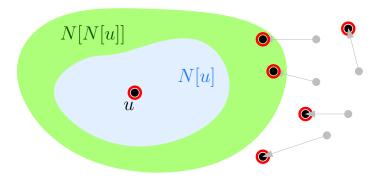
Now edit sequence so token stays on u



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This sequence witnesses that nothing is rigid after deleting N[u]



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• guesses greatest j < i containing a token (O(n) guesses)

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Dynamic program essentially tracks how to pack most tokens onto vertices  $v_1$  through  $v_i$  for all i.

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- ▶ places a token on that vertex (O(n) time);
- deletes the neighborhood; and
- checks for rigidity (O(n) time).

Overall,  ${\cal O}(n^3)$  time.

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- Canonical representatives seem hard to generalize: permutation graphs have nice linear structure.
- Cannot naively put a token on some vertex and delete the neighborhood

### Thanks

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