

Sliding tokens on unicyclic graphs

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The Reconfiguration Problem

- INSTANCE:
 - ① Collection of configurations.
 - ② Allowed transformation rule(s).
- QUESTION: For any two configurations A, B from the given collection, can A be transformed to B using the given rule(s)?

A classic example is the so-called 15-*puzzle*.

8	15	13	3
10		14	7
5	1	2	4
9	12	11	6

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	

Jan van den Heuvel (2013). “The complexity of change”. In: *Surveys in Combinatorics 2013*. Ed. by Simon R. Blackburn, Stefanie Gerke, and Mark Wildon. Cambridge University Press, pp. 127–160

Independent Set Reconfiguration (ISRECONF)

◦ INSTANCE:

- 1 A graph $G = (V, E)$.

-

Figure: An independent set of a graph.
Independent vertices are marked with black tokens.

Independent Set Reconfiguration (ISRECONF)

○ INSTANCE:

- ❶ A graph $G = (V, E)$.
- ❷ Two independent sets I, J .
- ❸ “Reconfiguration” rules: TS, TJ, TAR.

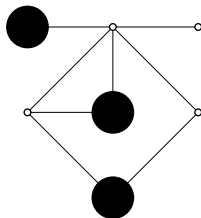


Figure: An independent set of a graph.
Independent vertices are marked with black tokens.

- ❶ TS: **S**lide tokens along edges (SLIDING TOKEN).
- ❷ TJ: A token “**j**umps” from one vertex to another.
- ❸ TAR: **A**dd or **R**emove tokens.

Independent Set Reconfiguration (ISRECONF)

INSTANCE:

- ① A graph $G = (V, E)$.
- ② Two independent sets I, J .
- ③ "Reconfiguration" rules: TS, TJ, TAR.

- QUESTION: Can I be transformed to J using one of the given rules such that all intermediate sets are independent?

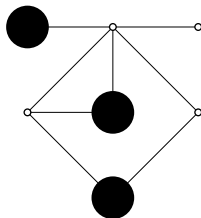


Figure: An independent set of a graph. Independent vertices are marked with black tokens.

- ① TS: **S**lide tokens along edges (SLIDING TOKEN).
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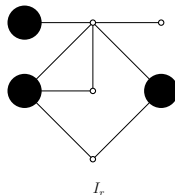
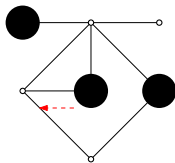
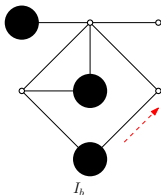
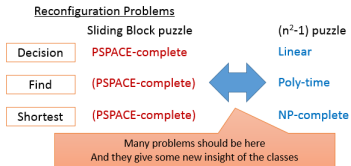


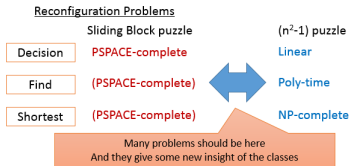
Figure: A YES-instance under TS rule.

Why study these problems?



(a) New insight of “complexity”
inspired by games/puzzles (Picture ©
Ryuhei Uehara @ ICALP 2015).

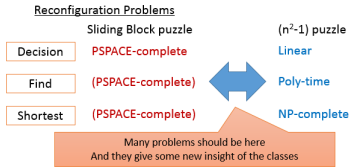
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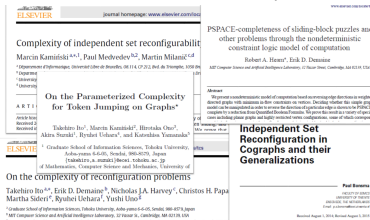
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Recent results + future directions of
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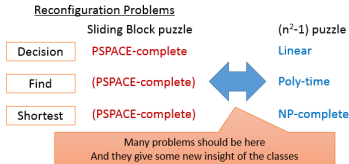
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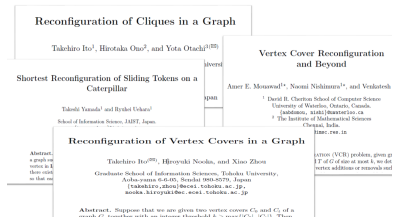
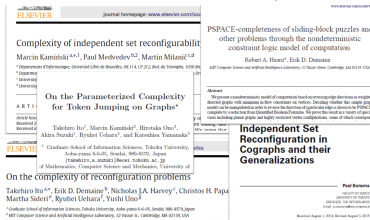
(c) Several PSAPCE-hardness results were shown using reduction from ISRECONF.

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(c) Several PSAPCE-hardness results were shown using reduction from ISRECONF.

(d) Recently, several problems related to ISRECONF have been extensively studied.

Linear-time algorithm for sliding tokens on trees

Erik D. Demaine^a, Martin L. Demaine^a, Eli Fox-Epstein^b, Duc A. Hoang^{c,*},
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Abstract. SLIDING TOKEN is a natural reconfiguration problem in which vertices of independent sets are iteratively replaced by neighbors. We develop techniques that may be useful in answering the conjecture that SLIDING TOKEN is polynomial-time decidable on bipartite graphs. Along the way, we give efficient algorithms for SLIDING TOKEN on bipartite permutation and bipartite distance-hereditary graphs.

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- For bipartite graphs, all (G, I) -rigid tokens can be determined in linear time. (Fox-Epstein et al. 2015)
- What about graphs containing odd cycles?
 - Unicyclic graphs is a good start.

Rigid tokens in unicyclic graphs

A **unicyclic graph** is a connected graph that contains exactly one cycle.

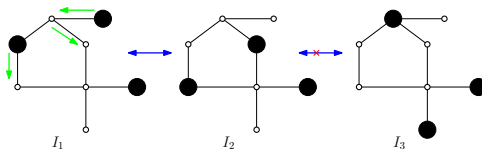


Figure: $I_1 \overset{G}{\leftrightarrow} I_2$ and $I_2 \overset{G}{\nleftrightarrow} I_3$.

We say that the token t placed at $u \in I$ is (G, I) -**rigid** if for every independent set I' such that $I \overset{G}{\leftrightarrow} I'$, $u \in I'$. Denote by $R(G, I)$ the set of all (G, I) -rigid tokens.

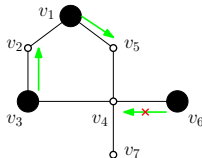


Figure: The token on v_6 is (G, I) -rigid, while the tokens on v_1 and v_3 are not.

Rigid tokens in unicyclic graphs

Lemma: Let I be an independent set of a unicyclic graph G ($|V(G)| = n$). Assume that the unique cycle C of G is of length k ($3 \leq k \leq |V(G)|$).

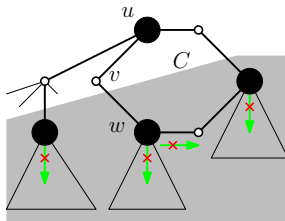
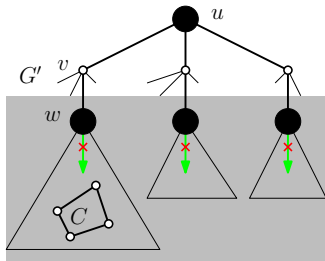
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- The token t_w on w is $(G', I \cap G')$ -rigid, where $G' = G - N[G, u]$.
- $u \notin V(C)$, $\{v, w\} \subseteq V(C)$, the token t_w on w is not $(G', I \cap G')$ -rigid, and for any independent set I' of G' such that $I \cap G' \stackrel{G'}{\rightsquigarrow} I'$, the path $P = C - v$ satisfies $|P \cap I'| = \lfloor k/2 \rfloor$.

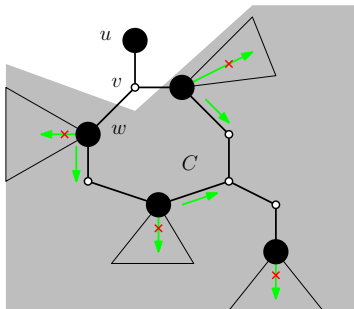


$O(n)$ for forests
(Demaine et al. 2015)

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G'

$$O(n^2)$$

Our contribution

(happen only when k is odd)

The following algorithm checks if $I \stackrel{G}{\rightsquigarrow} J$.

Step 1. Compute $R(G, I)$ and $R(G, J)$. If $R(G, I) \neq R(G, J)$, then return NO; otherwise go to **Step 2**.

Step 2. Delete the vertices in $R(G, I) = R(G, J)$ and its neighbors from G , and obtain a subgraph \mathcal{F} consisting of q connected components G_1, G_2, \dots, G_q . If the number of tokens in I and J are equal for every component, then return YES; otherwise, return NO.

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Time: $O(n^2) \times (|I| + |J|) \Rightarrow O(n^3)$

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Time: $O(n)$

- ① Standard question: **What is the complexity** of ISReCONF for ... graph under ... rule?
 - bipartite graphs, cactus graphs, block graphs, interval graphs, etc.
 - TS, TJ, TAR.
- ② Also, it is natural to ask questions about the **length of the reconfiguration sequence** (number of intermediate sets required to transform the source configuration to the target one).
 - The SLIDING TOKEN problem for trees was shown to be in P ([Demaine et al. 2015](#)), but the corresponding SHORTEST RECONFIGURATION problem is still open?
 - Known polynomial-time result:
[Takeshi Yamada and Ryuhei Uehara](#). “Shortest Reconfiguration of Sliding Tokens on a Caterpillar”. In: *WALCOM 2016, Nepal, March 29-31, 2016 (To be appeared)*
- ③ The connection **decision problem v.s. reconfiguration v.s. shortest reconfiguration** provides a different view of “complexity” inspired by games/puzzles.