The External Network Problem and the Source Location Problem

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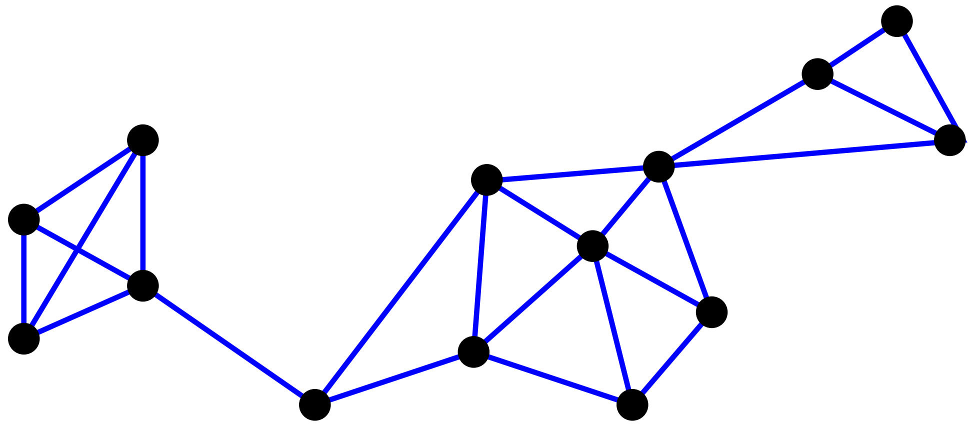
Simple model of communication networks



- communication goes over paths along links
- communication should be possible between all or some pairs of nodes
- links or nodes can fail
  - network should be able to survive after a few failures

General problem

Given :

- existing network
- with certain communication requirements
- and a minimum required measure of reliability

Task :

- if necessary, change the network
- to guarantee required reliability

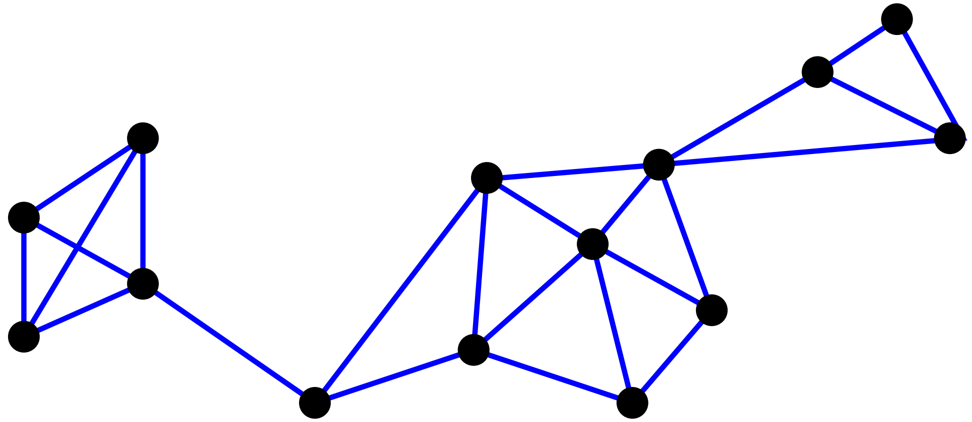
Constraints :

- only certain changes allowed
- must be done minimising “cost”

Elements to consider

- type of communication required
- undirected / directed links (**edges / arcs**)
- node and / or link failure and measure of reliability :
  - **vertex connectivity** and / or **edge / arc connectivity**
- how is cost determined
  - **here** : all changes have **equal** cost : **minimise** number
- what type of changes allowed
  - **here** : existing nodes and links can’t be removed
- costs of computing optimal / approximate solutions

Well-studied problem : edge / arc augmentation



- How many edges need to be added to make this graph, say, 3-edge-connected ?
- And what if we would like to make it 4-vertex-connected ?

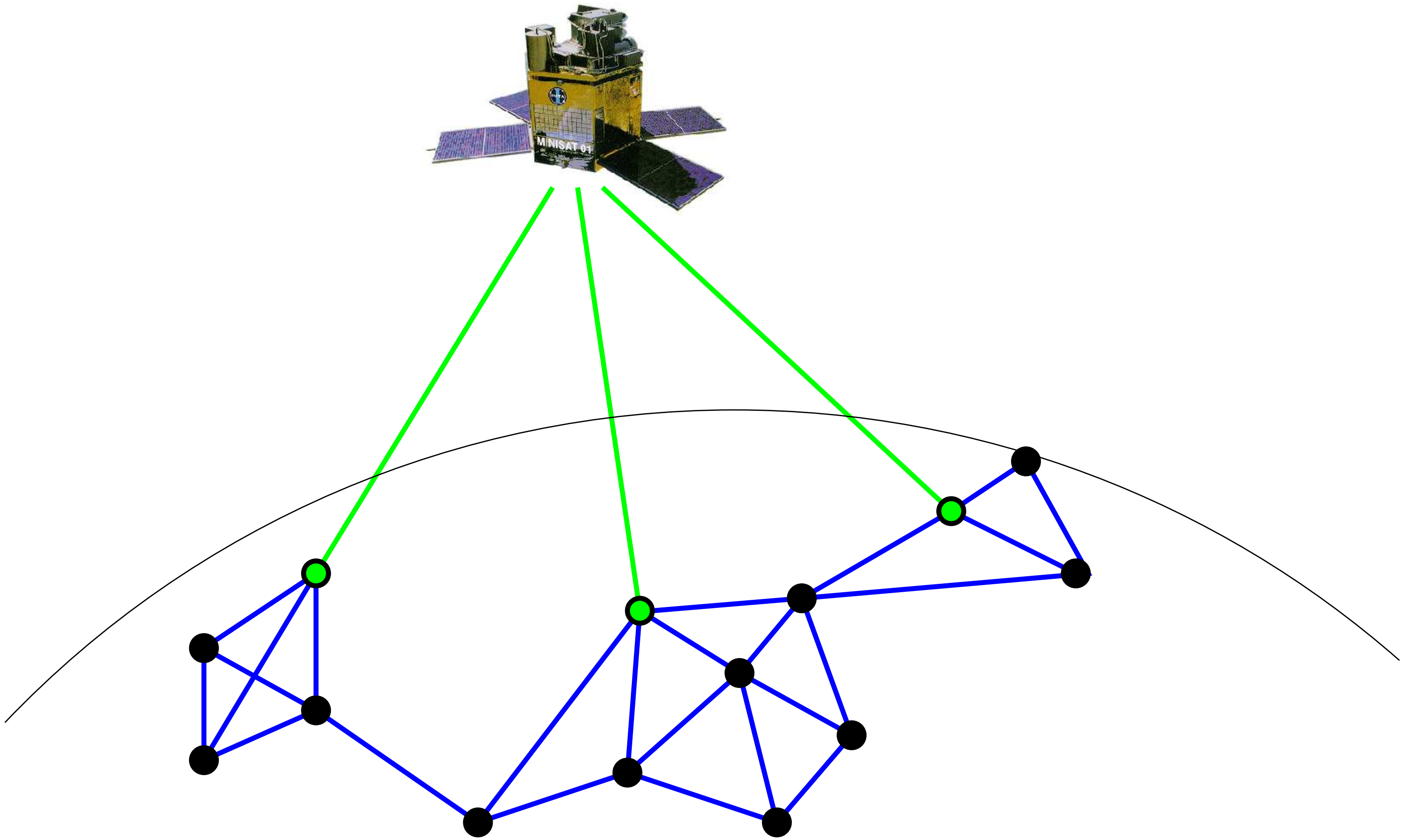
New problem : External Connectivity

- suppose it is not possible to add edges or arcs
  - adding links may be too expensive
  - many wireless networks can only form links if nodes are within a certain distance

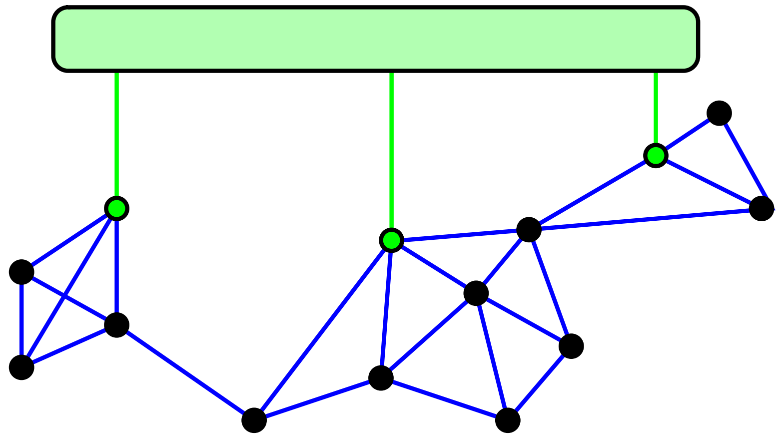
instead :

- an **external network** can be used
- cost is involved for each node that connects to the external network

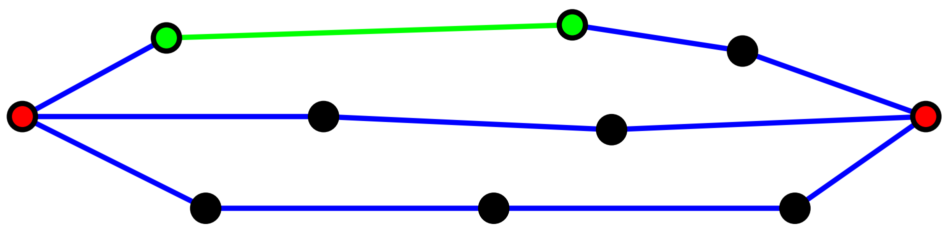
Example : wireless network with satellite



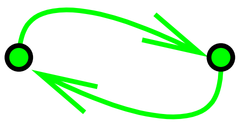
Using the external network – assumptions



- paths can use **external links**



- external links can work as arc in both directions



- external network never fails and has sufficient capacity
- fixed cost per node that connects to the external network

Related problem : Source Location (Ito et al.)

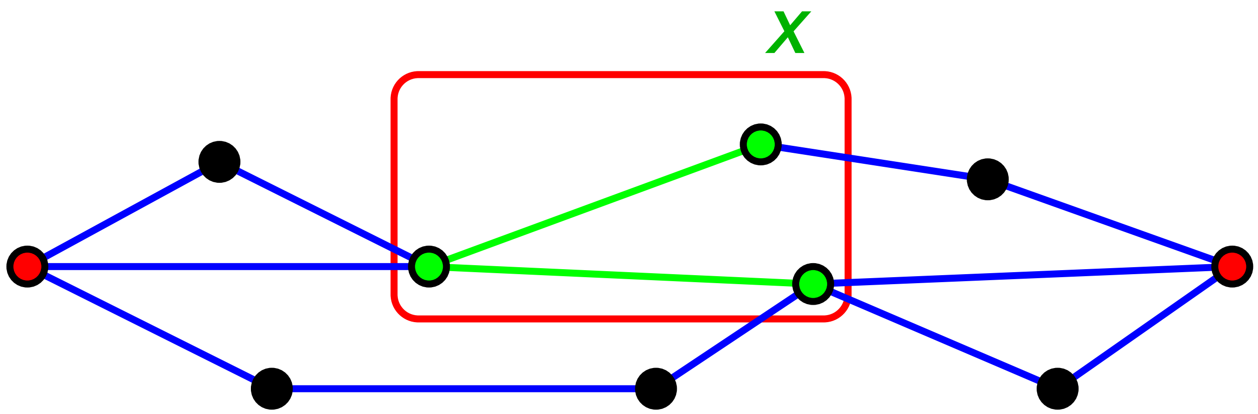
- certain set of nodes must be chosen : the **Sources**
- all other nodes must be able to communicate with at least one source with minimum required reliability
  - i.e., minimum required number of vertex / edge / arc disjoint paths to at least one source
- fixed cost per node to make it a source

Undirected network & edge-connectivity – UE

External Network problem

Given : undirected graph $G = (V, E)$ and positive integer k

Task : find set $X \subseteq V$ of minimum order
so that between any pair of vertices
there are k edge-disjoint paths
where vertices in X are considered pairwise connected

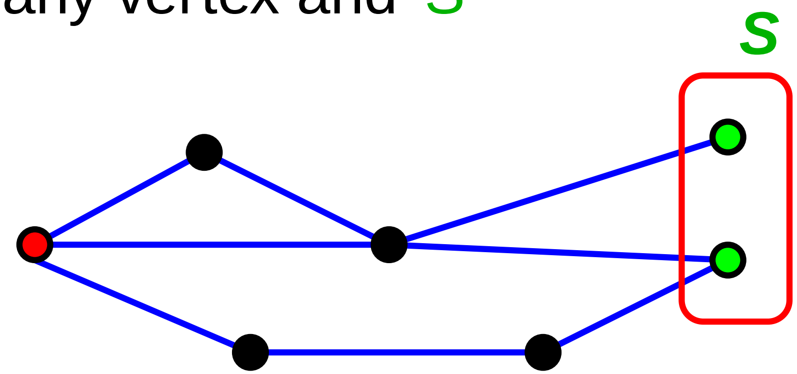


UE – *Undirected network & edge-connectivity*

Source Location problem

Given : undirected graph $\boldsymbol{G} = (V, E)$ and positive integer $\boldsymbol{k}$

Task : find set $\boldsymbol{S} \subseteq V$ of minimum order
so that there are k edge-disjoint paths
between any vertex and S



- for this case the External Network problem and the Source Location problem are equivalent

UE – *Solving the Source Location problem*

- for $T \subseteq V$:
  - $\boldsymbol{d(T)}$: number of edges between T and $V \setminus T$
  - T is ***k*-deficient** : $d(T) < k$
- every k-deficient set should contain at least one source

Theorem (Ito *et al.*)

- *min* $\{$ *order of set of sources for* G $\}$

  $=$ *max* $\{$ *number of disjoint k-deficient sets in* G $\}$

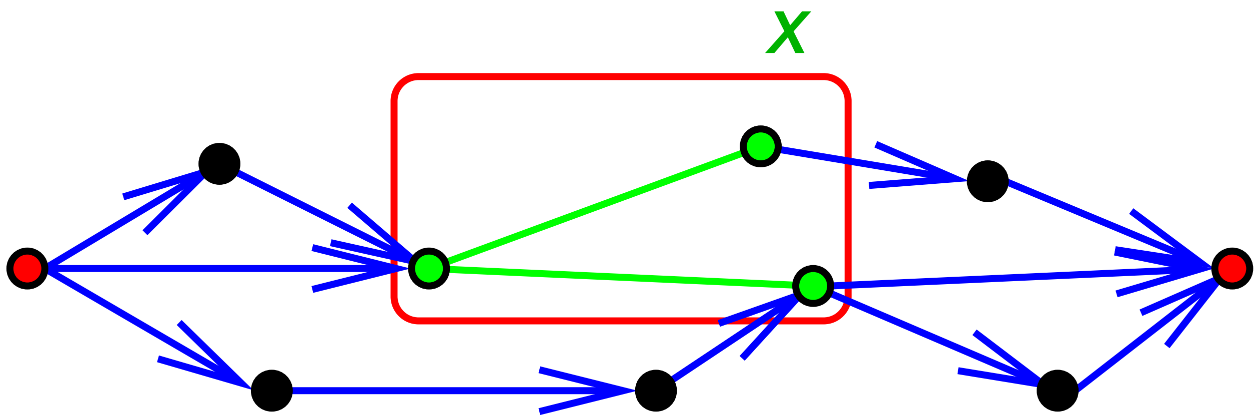
- plus : polynomial algorithm to find a minimum set of sources
- also solves External Network problem for this instance

Directed network & arc-connectivity – DA

External Network

Given: directed graph $\boldsymbol{G} = (V, E)$ and positive integer $\boldsymbol{k}$

Task: find set $\boldsymbol{X} \subseteq V$ of minimum order
so that between any pair of vertices
there are k arc-disjoint directed paths
where vertices in X are considered pairwise connected

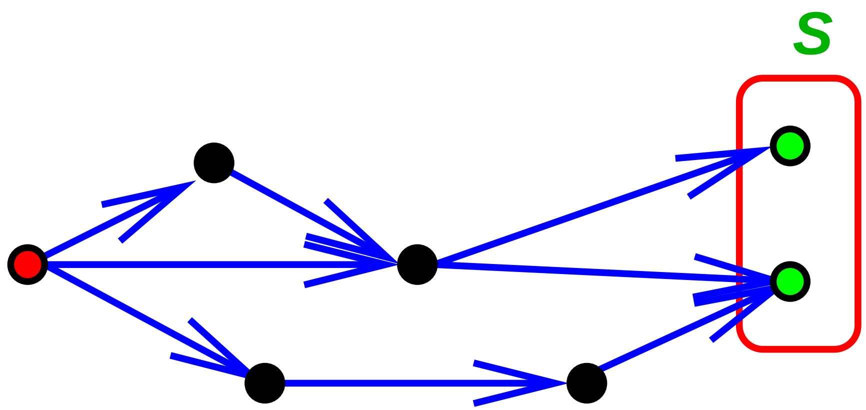


DA – Directed network & arc-connectivity

Source Location

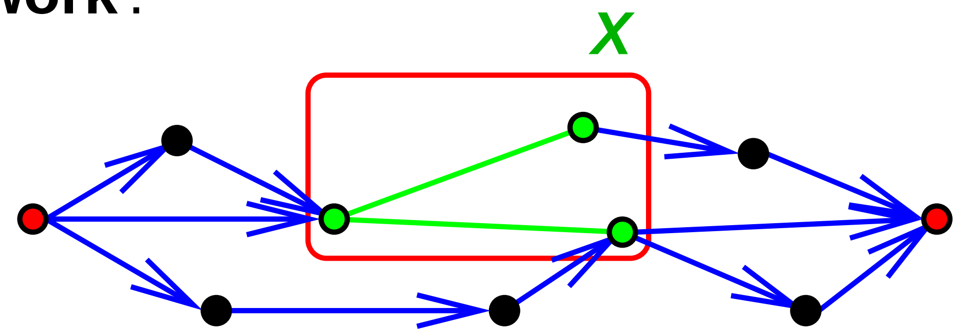
Given : directed graph $\boldsymbol{G} = (V, E)$ and positive integer $\boldsymbol{k}$

Task : find set $\boldsymbol{S} \subseteq V$ of minimum order
so that there are k arc-disjoint directed paths
from any vertex to S

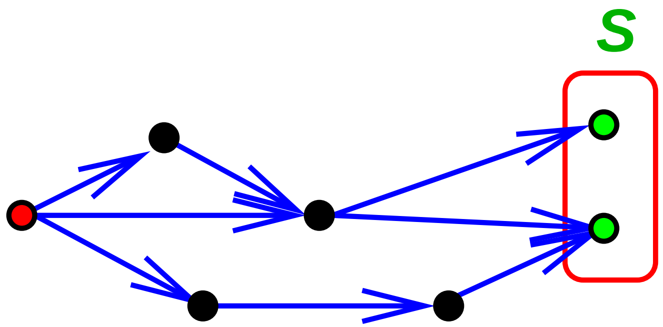


DA – *Comparing the two problems*

External Network:



Source Location:



- this version of External Network and Source Location are **not** equivalent

DA – *A stronger Source Location problem*

- for equivalence we would need Source Location to be :
  - k arc-disjoint paths from any vertex to S **and**
  - k arc-disjoint paths from S to any vertex

Generalised Source Location

Given : directed graph $\boldsymbol{G} = (V, E)$, positive integers $\boldsymbol{k}$ and $\boldsymbol{m}$

Task : find set $\boldsymbol{S} \subseteq V$ of minimum order so that there are

k arc-disjoint directed paths from any vertex to S

and m arc-disjoint directed paths from S to any vertex

- case $k = m$ is equivalent to External Network problem

DA – *Solving the one-sided Source Location problem*

- for $T \subset V$:
  - $\boldsymbol{d^+(T)}$: number of arcs from T to $V \setminus T$
  - T is ***k*-out-deficient** : $d^+(T) < k$
- every k-out-deficient set should contain at least one source

Theorem (Ito *et al.*)

- *min { order of set of sources for D }*

  $=$ *max { number of disjoint k-out-deficient sets in D }*

- but : proof gives no efficient (polynomial in $|V|$) algorithm !

UE – Sketch of proof for undirected case

Task : find minimum set $S \subseteq V$ so that there are k edge-disjoint paths between any vertex and S

- equivalent to : S needs to cover every k-deficient set

critical set : minimal (for set inclusion) k-deficient set

- hence equivalent to : S needs to cover every critical set
- fairly easy to prove : all critical sets are disjoint
- immediately gives : *min* { *order of set of sources for* G } $=$ *max* { *number of disjoint* k*-deficient sets in* G }

DA – Different for the directed case

Task : find minimum set $\boldsymbol{S} \subseteq V$ so that there are $\boldsymbol{k}$ directed edge-disjoint paths from any vertex to S

- equivalent to : S needs to cover every k-out-deficient set

out-critical set : minimal (for set inclusion) k-out-deficient set

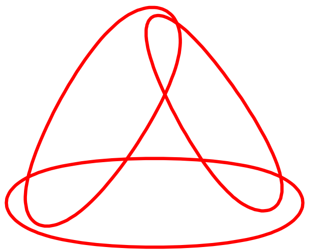
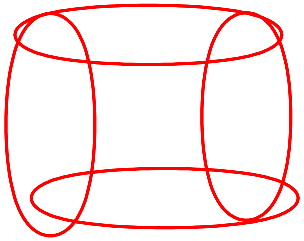
- so equivalent to : S needs to cover every out-critical set

- **but . . .**

  out-critical sets need not be disjoint !

DA – *Structure of out-critical sets*

- the collection of out-critical sets satisfies :
  - overlapping out-critical sets can't form cycles in which only consecutive pairs overlap

so no   etc., . . .

  - $C_1, \ldots, C_t$ a collection of out-critical sets, then :

$$\left[\, \forall\, i,j \;:\; C_i \cap C_j \neq \varnothing \,\right] \implies \bigcap_i C_i \neq \varnothing$$

(Helly property)

- such a set system is called a Subtree Hypergraph

DA – *Structure of out-critical sets*

- the Subtree Hypergraph structure allows to prove

$$\text{min}\,\{\,\text{number of vertices to cover all out-critical sets}\,\} = \text{max}\,\{\,\text{number of disjoint out-critical sets}\,\}$$

- **but . . .**

  the number of out-critical sets can be exponentially large !

- no efficient algorithm can explore the full structure of the out-critical sets

- more subtle algorithms were required

DA – *Result on Source Location*

Theorem (vdH & Johnson)

- *there exists a polynomial algorithm (in $|V|$)*

  to find a minimum order source set in a directed graph

- proof exploits :
  - the Subtree Hypergraph structure of the out-critical sets
  - it is easy to check if a set $S \subseteq V$ is a set of sources

- at about the same time :

  similar result found by Bárász, Becker & Frank

  using a completely different algorithm

DA – More results

Theorems (vdH & Johnson; Bárász, Becker & Frank)

- *similar results (min-max relation and polynomial algorithm) for*
  - *External Network problem*
  - *Generalised Source Location problem*

    (k paths to S, m paths from S)

UE & DA – *Another equivalent problem*

equivalent are :

- External Network problem for some k
- Generalised Source Location problem with $k = m$

- **Given** : graph (or directed graph) and positive integer $\boldsymbol{k}$

  Task : add new edges /arcs

  so that resulting graph is k-edge / arc-connected

  and with the minimum number of vertices

  incident with the new edges / arcs

UE & DA – Augmentation and External Network

both : add new edges / arcs
to achieve required edge / arc-connectivity

- **Edge / Arc Augmentation problem** :
  task : minimise number of edges / arcs
- **External Network problem** :
  task : minimise number of vertices incident
  with new edges / arcs

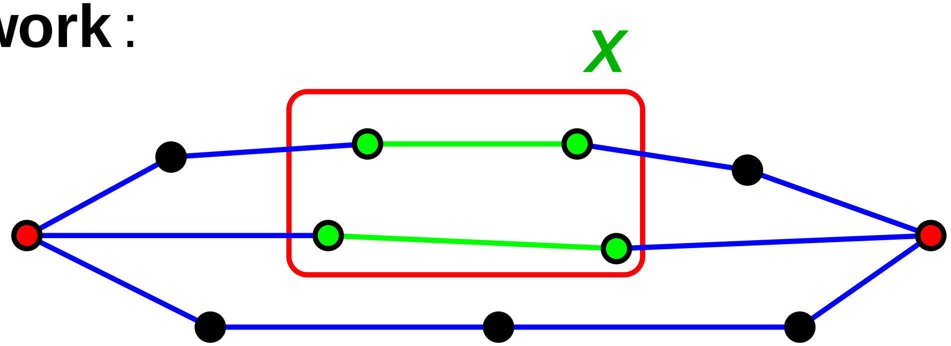
Theorem

- *there exist a set of required edges / arcs minimising* ***both***
- *such a set can be found in polynomial time*

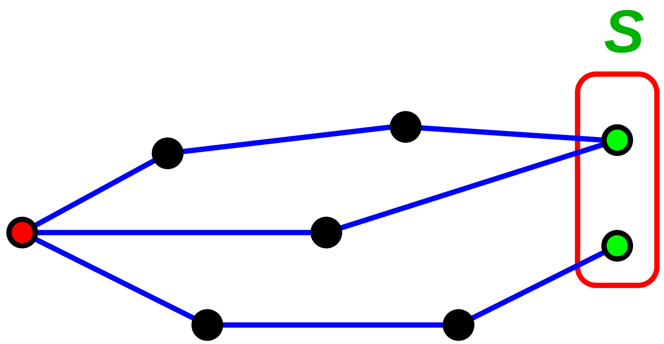
Undirected network & vertex-connectivity – UV

- required : ***k*** internally vertex-disjoint paths

External Network :



Source Location :



- equivalent ?

UV – *Undirected network & vertex-connectivity*

Theorem (Ito *et al*.)

- ***minimum Source Location*** *is NP-complete for all* $k \geq 3$

Theorem (vdH & Johnson)

- ***minimum External Network problem*** *can be done in polynomial time for* $k \leq 3$

why the difference ?

UV – *Vertex-connectivity – the difference*

External Network problem : find a minimum set $\boldsymbol{X} \subseteq V$

- so that for every vertex pair $\boldsymbol{u}, \boldsymbol{v}$, $u \neq v$

  and every set $\boldsymbol{W} \subseteq V \setminus \{u, v\}$ with $|W| \leq k-1$

  $G - W$ contains a path from u to v

  (possibly using external links via X)

Source Location problem : find a minimum set $\boldsymbol{S} \subseteq V$

- so that for every vertex $\boldsymbol{u}$

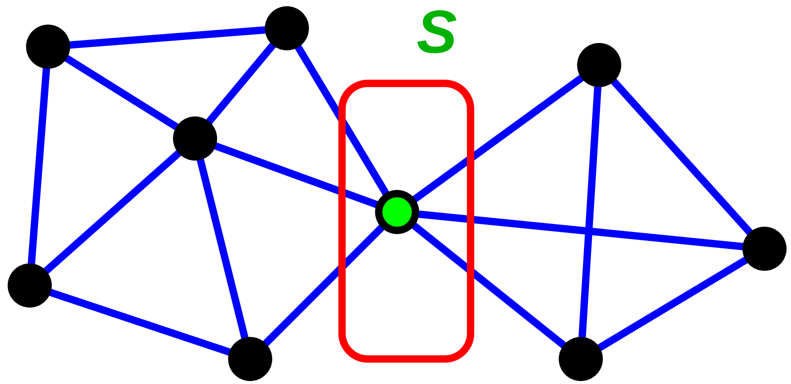
  and every set $\boldsymbol{W} \subseteq V \setminus (S \cup \{u\})$ with $|W| \leq k-1$

  $G - W$ contains a path from u to S

- sources in set S have a double role in Source Location !

UV – *The double role of sources*

- an allowed Source Location solution for $k = 3$:



- this set is useless for the External Network problem for $k = 3$

UV – *Source Location – reformulated*

Source * Location problem

Given : undirected graph and positive integer $\boldsymbol{k}$

Task : find set $\boldsymbol{S} \subseteq V$ of minimum order

so that there are k vertex-disjoint paths

from any vertex to k different vertices of S

- requires $S \geq k$
- equivalent to External Network problem (almost)

UV – *First result*

Theorem (vdH & Johnson)

- ***External Network problem*** *and* ***Source*** * ***Location problem*** *can be done in polynomial time for* $k = 1, 2, 3$

Proof

uses known structure of graphs with low connectivity :

- 0-connected : components
- 1-connected : blocks
- 2-connected : cleavage units (Tutte)

UV – *Another result*

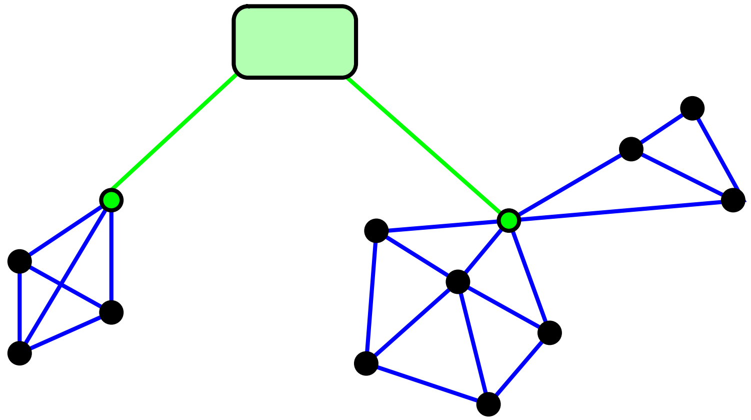
- what about larger *k* ?

Theorem (vdH & Johnson)

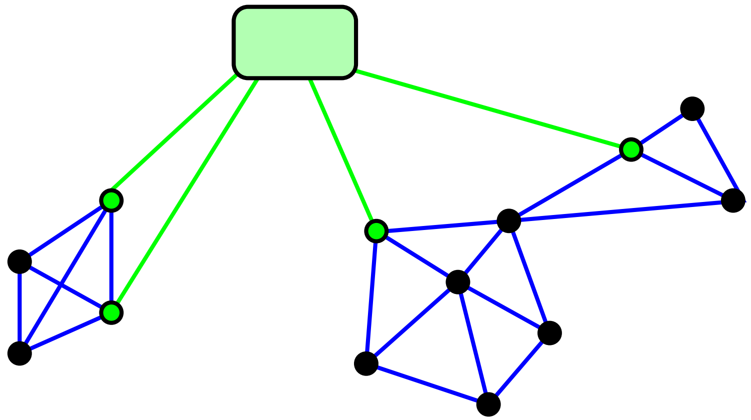
- ***External Network problem***
  and ***Source*** * ***Location problem*** *can be done*
  in polynomial time for fixed k
  if G is already $(k-1)$-connected

UV – Problems with this result

- you can't just go from $k-2$ to $k-1$ to k
- optimal for $k=1$:



- optimal for $k=2$:



Open problems

- Is the **External Network problem** or the **Source * Location problem** for undirected graphs and vertex-connectivity **polynomial for all *k*** ?
- What can be done for **directed graphs** and **vertex-connectivity** ?

Note : this are hard cases for edge / arc augmentation as well

- What if we have **non-uniform connectivity requirements** ?
- Further analysis of **non-uniform costs**.

Thanks for the attention !