

# ***Hierarchies of Polynomial Kernelization Hardness***

**Karolina Soktys**

**Max Planck Institute for Informatics, Saarbrücken**

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**joint work with:**

**Danny Hermelin**



**Magnus Wahlström**



**Xi Wu**



# *Excluding Small Kernels*

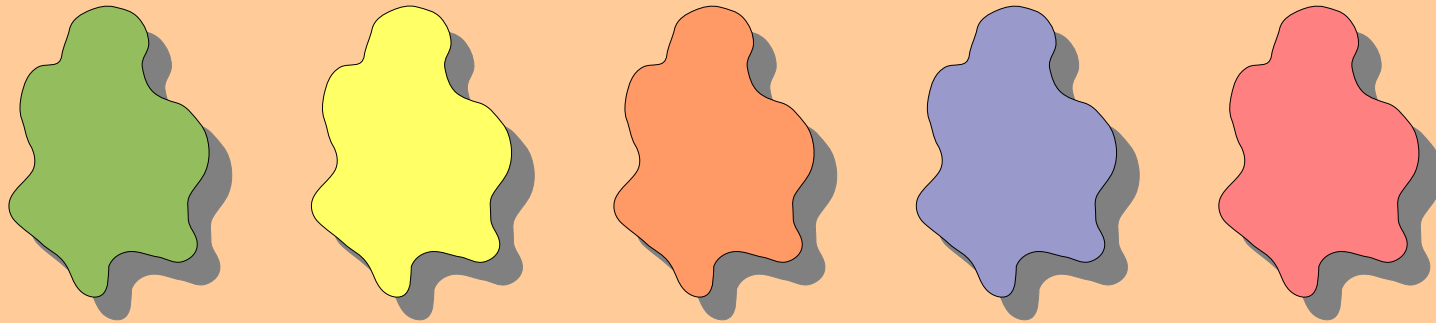
- a powerful framework for proving **inexistence of polynomial kernels** (unless PH collapses) (**BDFH, FS '08**)
- **lower bounds for many problems** (**k-Path, Connected Vertex Cover, Steiner Tree, ...**)
- **in essence: compositional problems have no polynomial kernels**

# ***Compositional Problem***

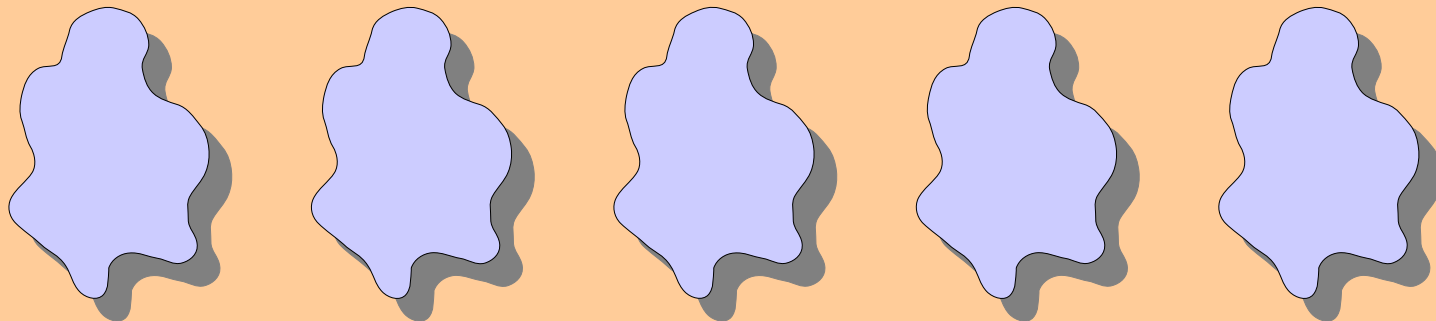
- **we can in polynomial time encode the OR of many instances of the problem into a single instance**  
(potentially large) **with a small parameter**
- **example: k-Path**

# Compositional Problem

- example: **k-Path**
- does **any** of these graphs contain a path of length **k**?

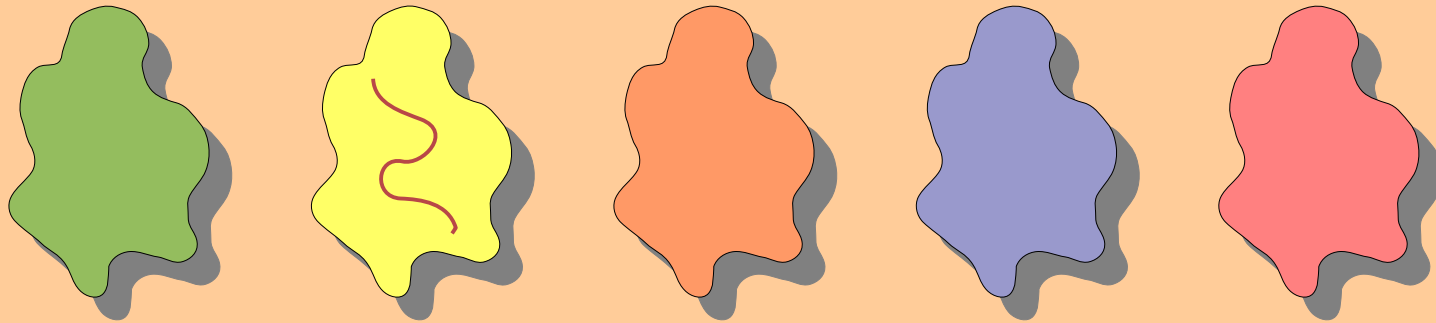


- does **this graph** contain a path of length **k**?

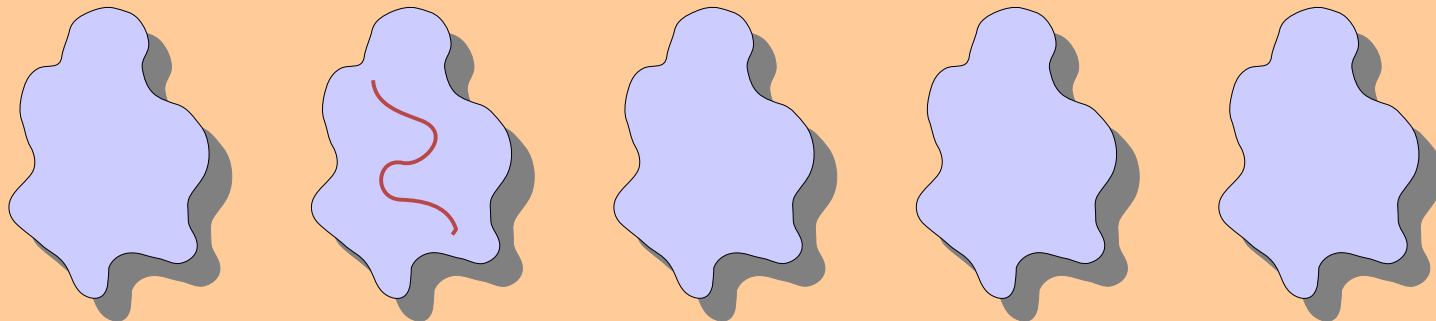


# Compositional Problem

- example: **k-Path**
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- does **this graph** contain a path of length **k**?

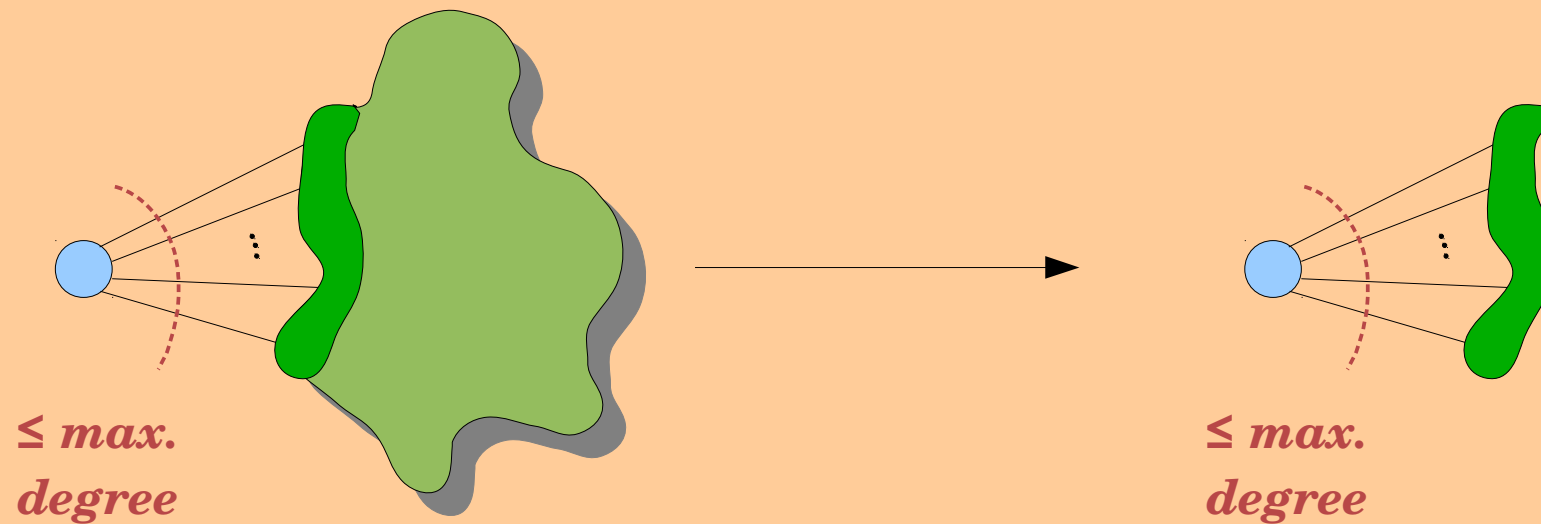


# *Excluding Small Kernels*

- a powerful framework for proving **inexistence of polynomial kernels** (unless PH collapses) [BDFH, FS '08]
- but sometimes there exists a polynomial **“cheating” kernel: an OR-kernel** (Max-Leaf Out-Branching, Clique(Max. Degree)) **OR, more generally, a Turing Kernel**
- and **subexponential kernels** could also be possibly **useful in practice**
- **how to exclude such kernels?**

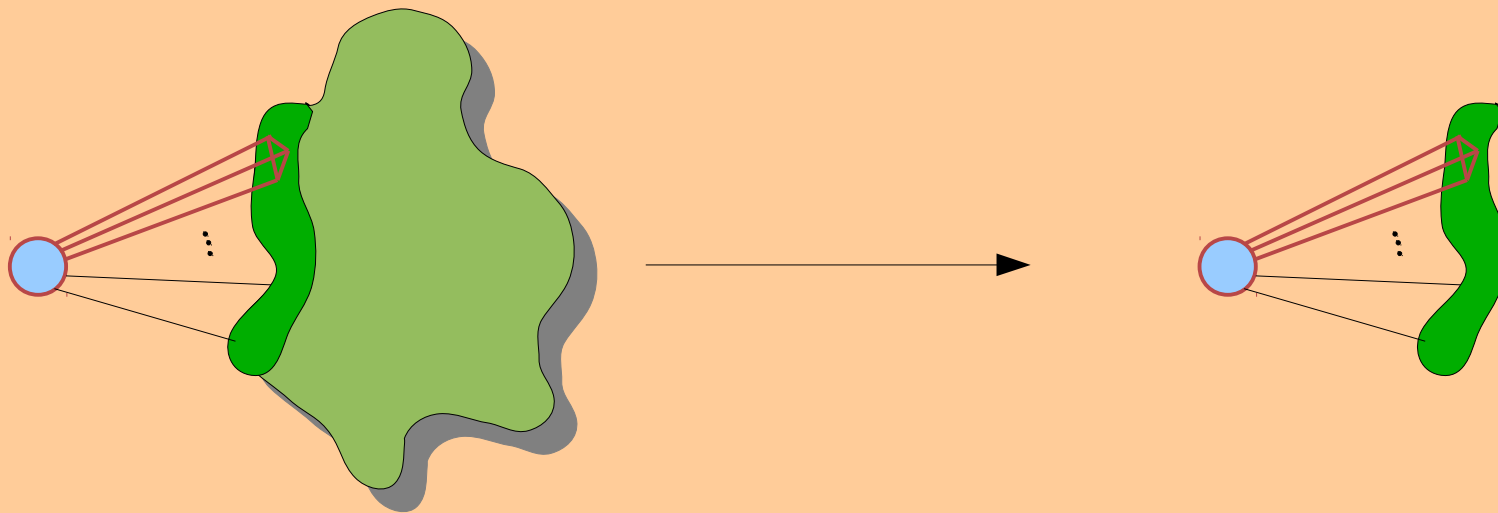
# A “Cheating” Kernel

- **Clique(Max. Degree)** might not have a polynomial kernel...
- ... but it has one if we **localize the problem**: i.e. require that a given vertex  $v$  is in the clique



# A “Cheating” Kernel

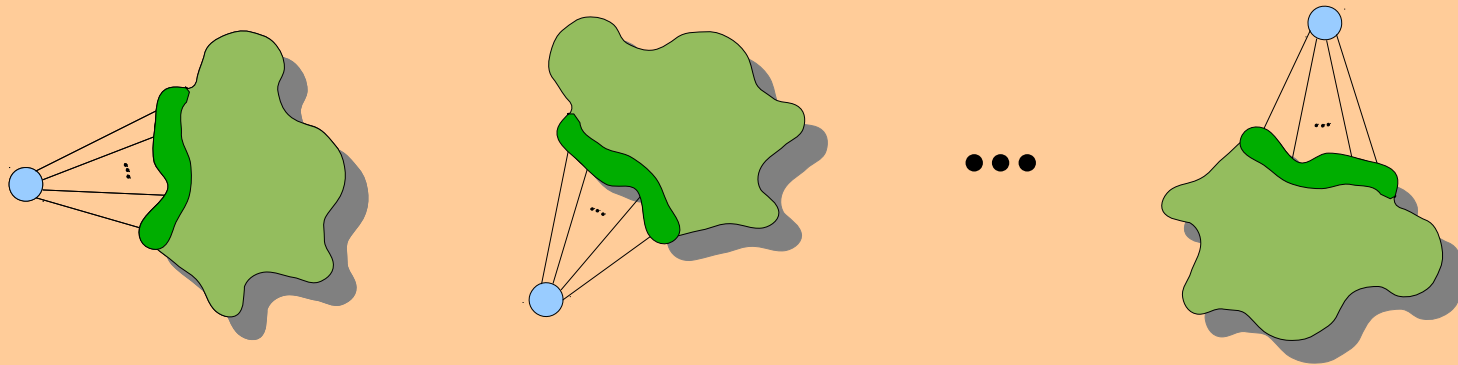
- **Clique(Max. Degree)** might not have a polynomial kernel...
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# A “Cheating” Kernel

- **Clique(Max. Degree)** might not have a polynomial kernel...
- ... but it has one if we **localize the problem**: i.e. require that a given vertex  $v$  is in the clique
- ... and we can **ask this question about  $v_1, v_2, v_3, \dots$**



- this “kernel” is still very **useful for FPT algorithms**

# ***Excluding “Cheating” Kernels***

- **seems difficult**
- **complexity theorist's approach:**
  - **find a good candidate for a hard problem**
  - **assuming it is indeed hard, prove hardness of other problems**  
(so we need reductions preserving hardness)
  - **PPT reductions** (akin to standard FPT reductions, but changing the parameter at most polynomially) **do the trick**
  - **this yields a class of problems** (probably) **not admitting “cheating”** (Turing, subexponential) **kernels**

# ***Hard Nuts to Kernelize***

- **candidate hard problems**
  - **FPT reparametrizations of basic non-FPT problems:**
    - **Clique ( $k \log n$ )**
  - **NP problems verifiable in time polynomial in the witness size**
    - **k-Step Turing Machine Halting Problem**
  - **problems for which solution consistency is checked locally**
    - **Min Ones q-SAT**
  - **problems convenient to work with to use in future reductions :)**
    - **(Exact) Hitting Set ( $m$ )**

# ***Hard Nuts to Kernelize***

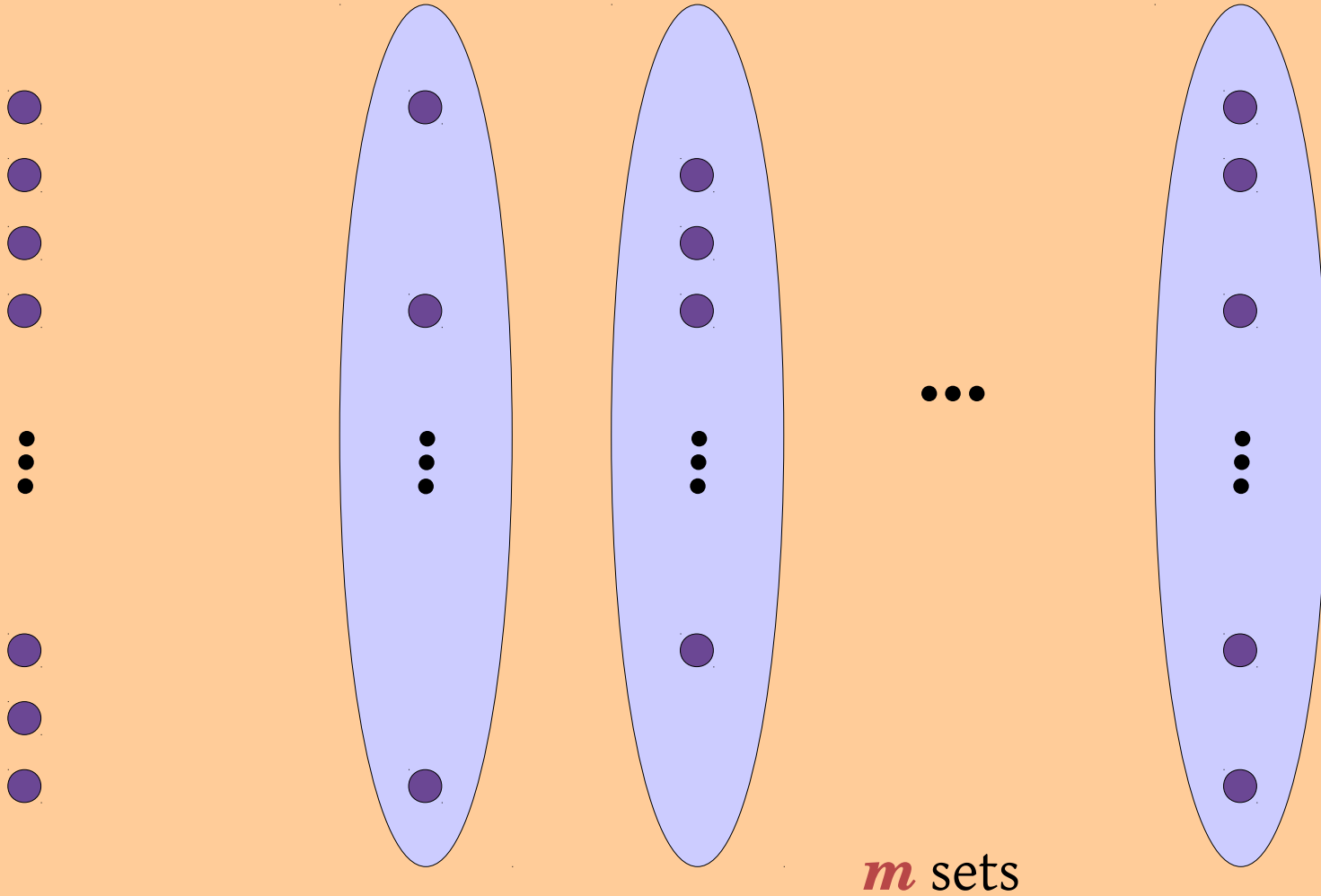
- **candidate hard problems**
  - **Clique ( $k \log n$ )**
  - **k-Step Turing Machine Halting Problem**
  - **Min Ones q-SAT**
  - **(Exact) Hitting Set ( $m$ )**
- **fortunately, we can prove they are all equivalent!**

# *Formal Definition*

- **WK[t]** = [Weight-t Weighted SAT ( $k \log n$ )]<sub>≤ppt</sub>
  - **WK[1]** is the class of problems that we discuss in this talk
- **MK[t]** = [Weight-t SAT ( $n$ )]<sub>≤ppt</sub>
  - **MK[2]** captures Hitting Set ( $n$ )
- **PK** = **MK[1]** ⊆ **WK[1]** ⊆ **MK[2]** ⊆ **WK[2]** ⊆ ... ⊆ **EXPT**
- hierarchies for kernelizability analogous to W- and M-  
hierarchies for fixed-parameter tractability

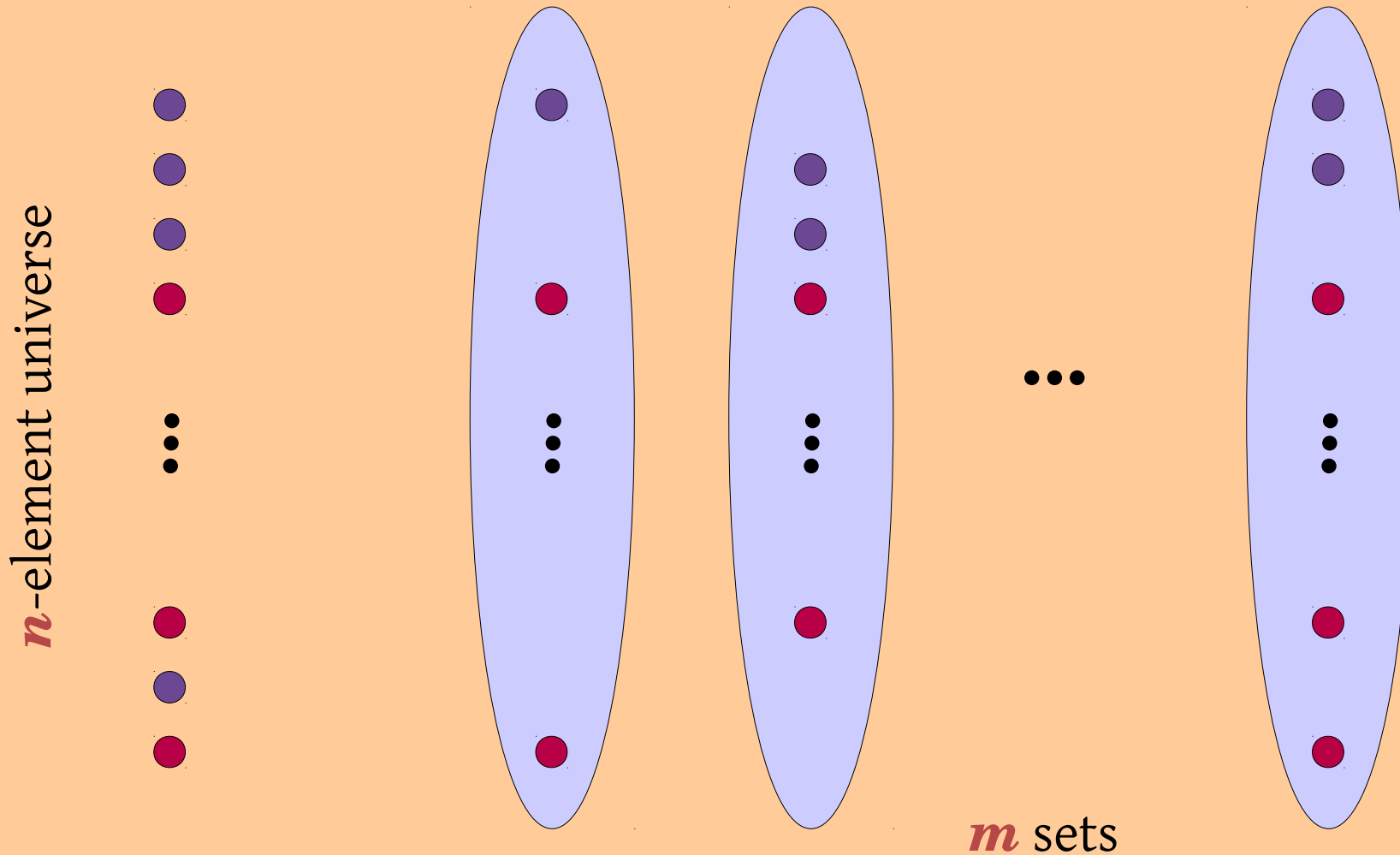
# Hitting Set ( $m$ )

$n$ -element universe



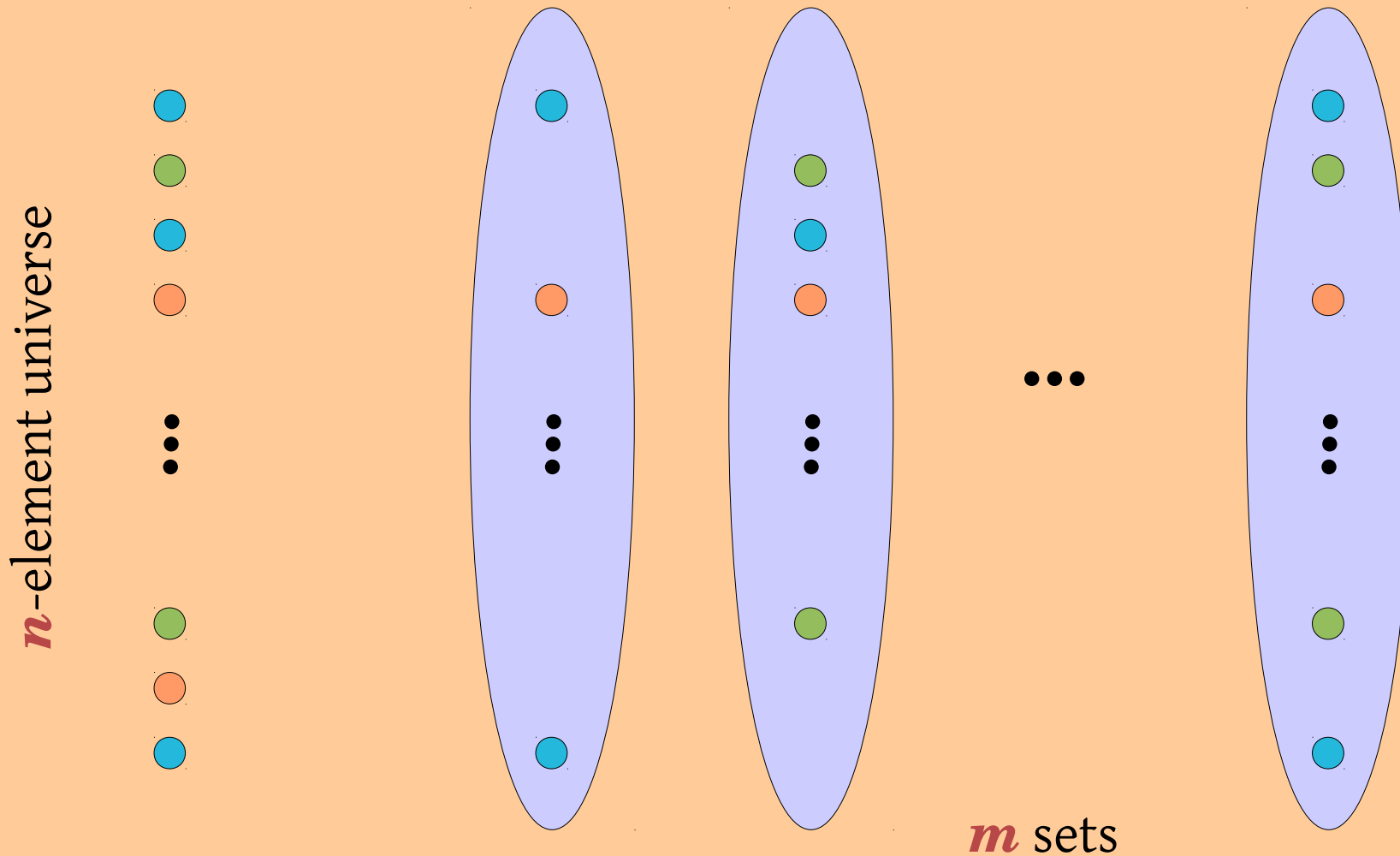
# Hitting Set ( $m$ )

- select  $k$  elements to hit all sets



# Multicolored Hitting Set ( $m$ )

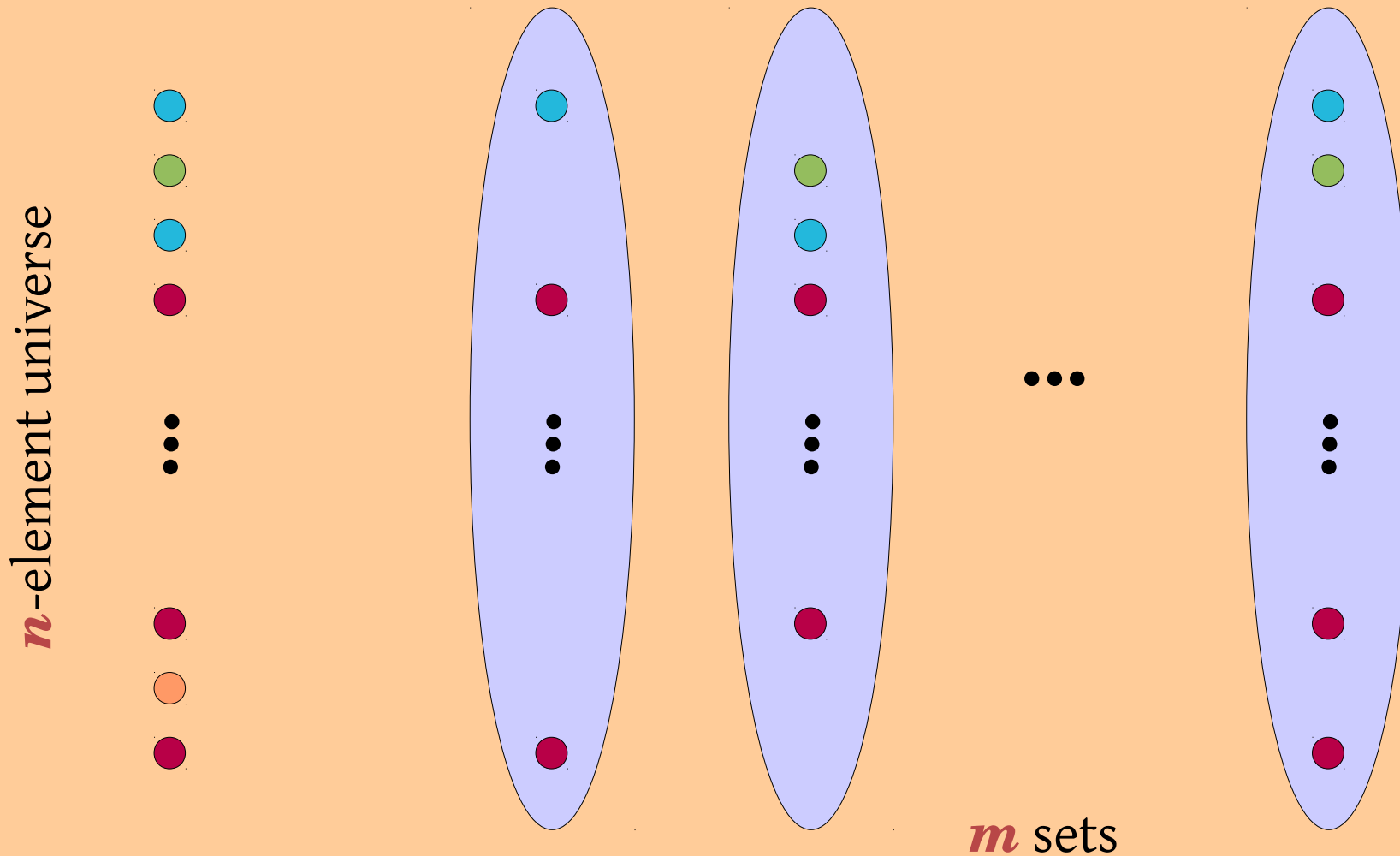
- **technical modification** (elements come in  $k$  colors, select one of each)





# Multicolored Hitting Set ( $m$ )

- **technical modification** (elements come in  $k$  colors, select one of each)



# One Example of Equivalence

- (Multicolored) **Clique** ( $k \log n$ )  $\leq_{ppt}$  (Exact) **Hitting Set** ( $m$ )
  - we assign to vertices **binary IDs** (of length  $\log n$ )
  - elements correspond to edges
  - sets require exactly one edge linking a given pair of colors...  
( $\binom{k}{2}$  sets)
  - ... and ensure that any two edges using a color use the same  
vertex ( $\binom{k}{3} \log n$  sets)

# One Example of Equivalence

- **Hitting Set** ( $m$ )  $\stackrel{\text{ppt}}{\leq}$  (Multicolored) **Clique** ( $k \log n$ )
  - w.l.o.g. we have at most exponential number of elements ( $n$ )
  - we create a graph with  $m$  color classes (one for every set)...
  - ...and  $O(n)$  vertices (one for every pair  $(S,e)$  where  $e \in S$ )
  - a vertex  $(S,e)$  is selected to the clique iff  $S$  is hit by  $e$
  - edges ensure that two sets are hit either by the same element, or by two elements from the symmetric difference

# ***Other WK(1)-Hard Problems***

- **Set Cover ( $n$ ), Bipartite Dominating Set ( $|T|$ )**
- **Local Circuit SAT**
- **Disjoint Cycles, Disjoint Paths**
- **Chromatic Number ( $|Vertex\ Cover|$ ), Weighted Feedback Vertex Set ( $|Vertex\ Cover|$ )**
- **Steiner Tree, Connected Vertex Cover, Capacitated Vertex Cover**
- **Small Subset Sum**
- **Tree-Contractibility**
- **3-SAT (Horn-backdoor), 3-SAT (2-CNF-backdoor)**
- **$\{0,1\}$ -CSP (width)**

# ***Multicolored k-Path***

- **Disjoint Factors**

- **input: n-character string over k-ary alphabet**
- **task: find k non-overlapping factors: subwords of the form  $a \dots a$  for every symbol  $a$**
- **binary selection gadget:  $a \dots a \dots a$**
- **WK[1]-hard via a reduction from Hitting Set (m) – see blackboard**

- **Multicolored k-Path**

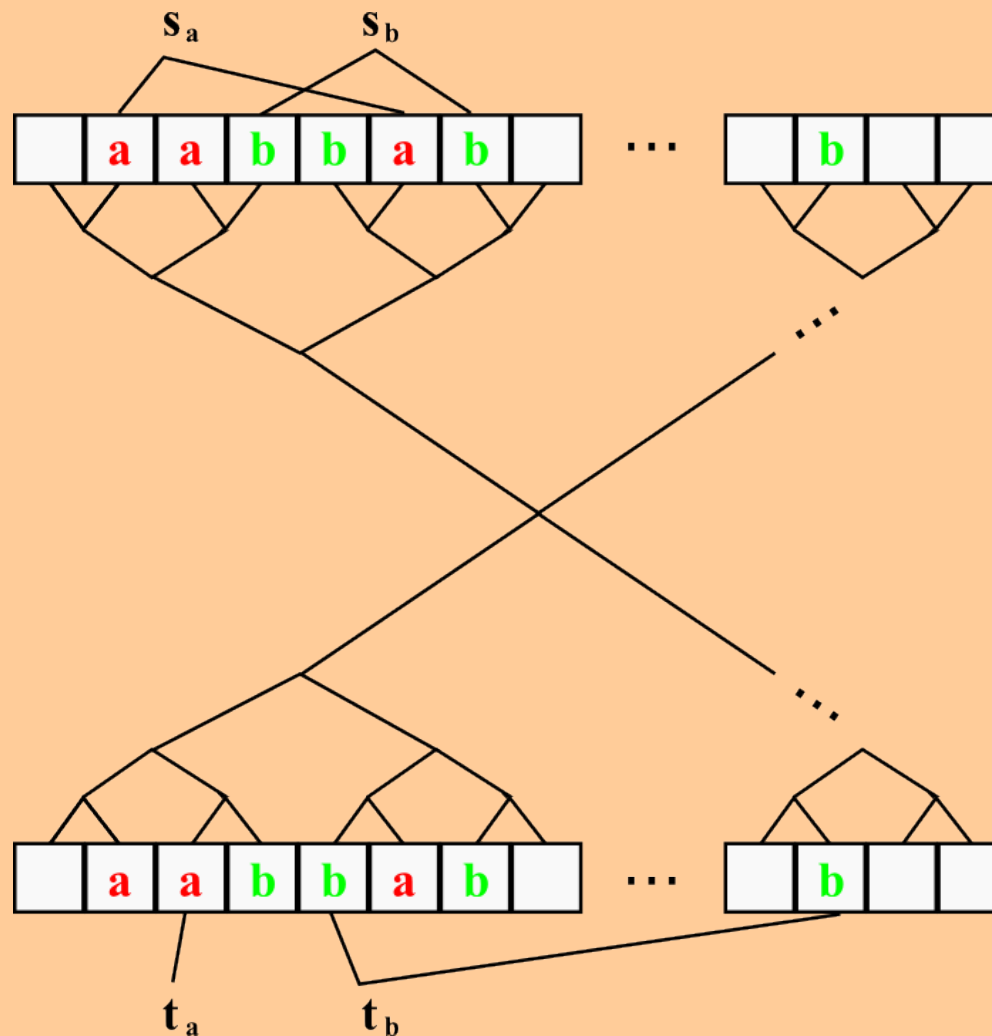
- **Multicolored Directed k-Path – easy reduction from Disjoint Factors – see blackboard**
- **we can go to the undirected case, but we still need colors**

# ***Disjoint Short Paths***

- **reduction from Non-Nested Factors...**
  - a technical gap problem which can be proven to be WK[1]-hard
- **...to Disjoint Short Paths**
  - we want to find a path of length  $k'$  for each of  $k$  terminal pairs
  - non-crossing paths will correspond to non-nested factors

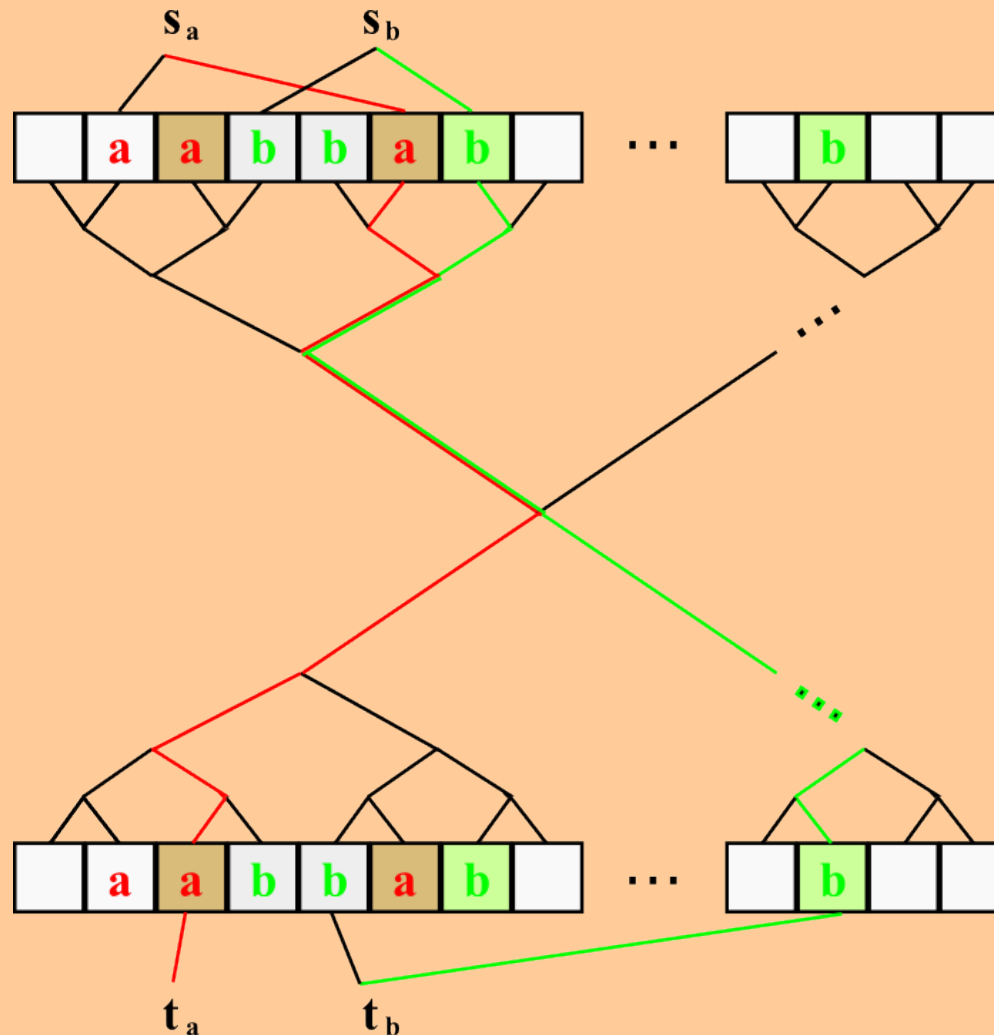
# Disjoint Short Paths

- the high-level structure for Disjoint Short Paths



# Disjoint Short Paths

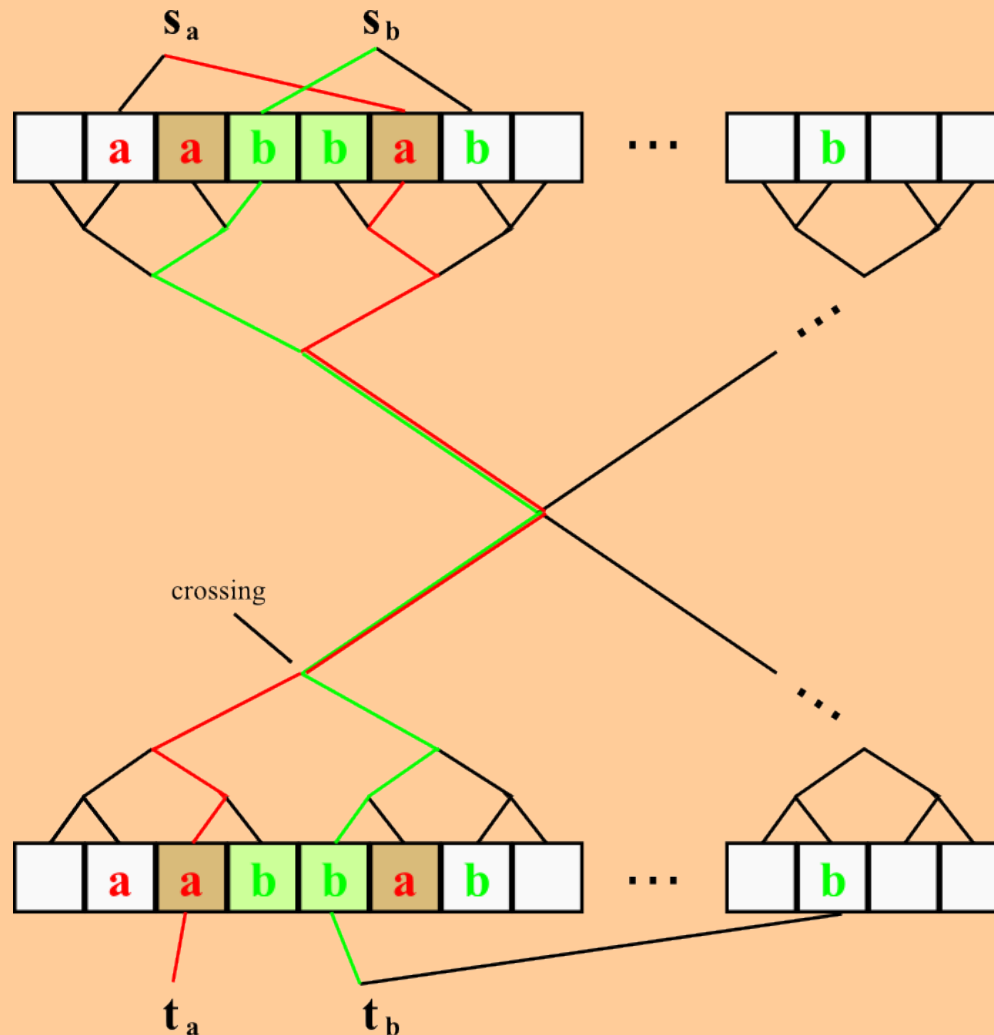
- paths corresponding to **non-overlapping** factors can go **alongside**...





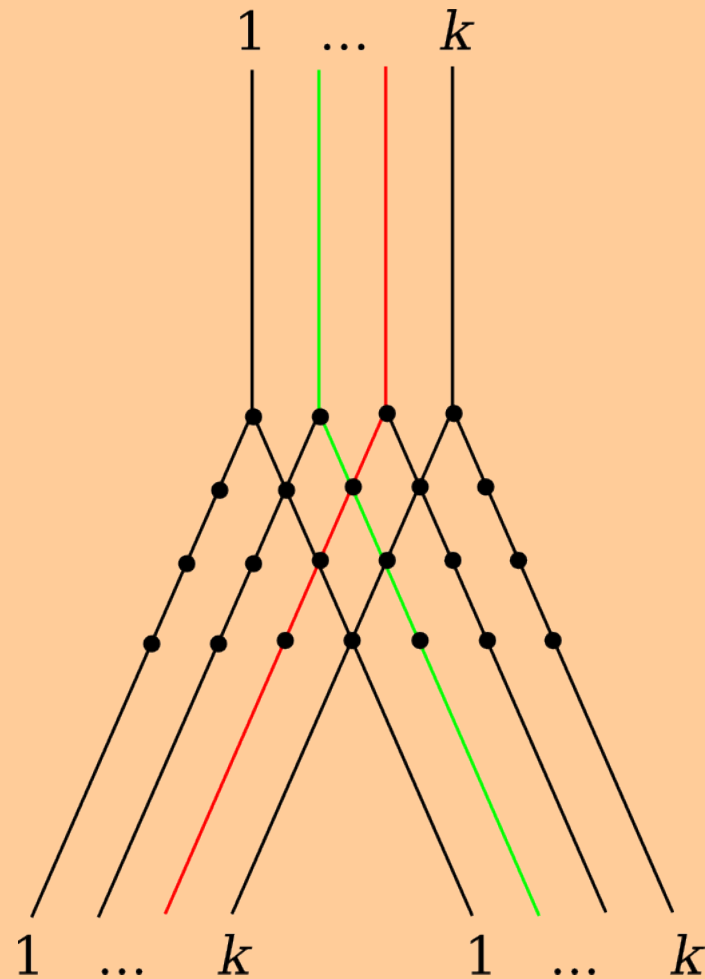
# Disjoint Short Paths

- ...while paths corresponding to **nested** factors always have to **cross**



# *Disjoint Short Paths*

- replacing edges by **k-lane highways** allows paths to go alongside



# ***Open Problems***

- **k-Path, Directed k-Path**
- **(might be difficult) prove some separation results**

***Thank you! Questions?***