# Can FPT be Applied to the Interference Minimization Problem?

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#### Interference Minimization Problem

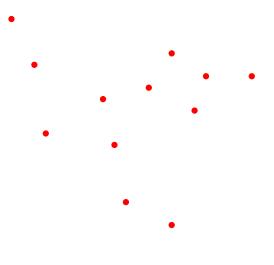
- A network must be connected for communication to be possible.
- Lower interference results in fewer collisions.

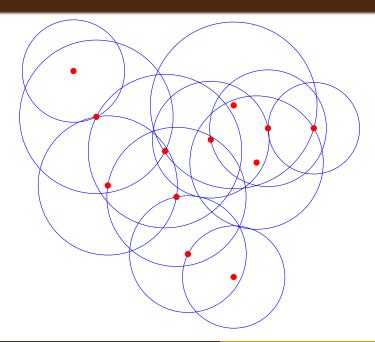
#### **Problem Definition**

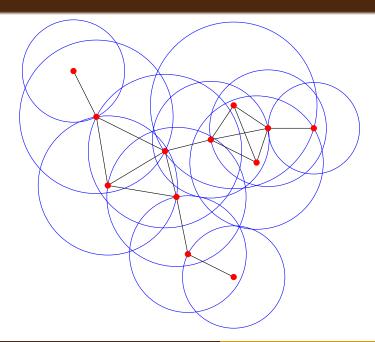
Given a set of wireless nodes represented by a set of points  $P \subseteq \mathbb{R}^d$ , assign a radius of transmission to each node in P such that the resulting communication graph is connected and the maximum interference is minimized.

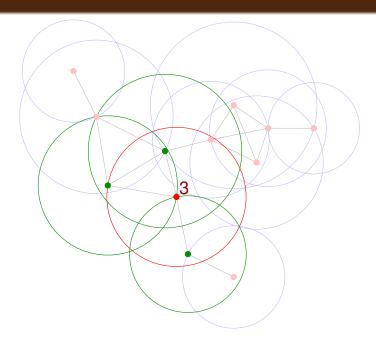
#### (Equivalent) Problem Definition

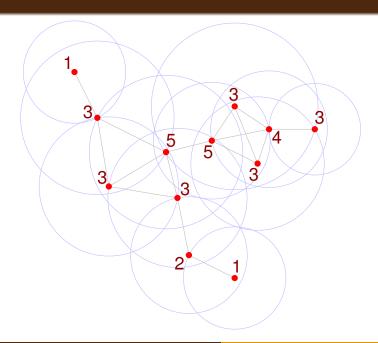
Given a set of wireless nodes represented by a set of points  $P \subseteq \mathbb{R}^d$ , define a connected graph G on P such that such that the maximum interference is minimized in the induced communication graph.

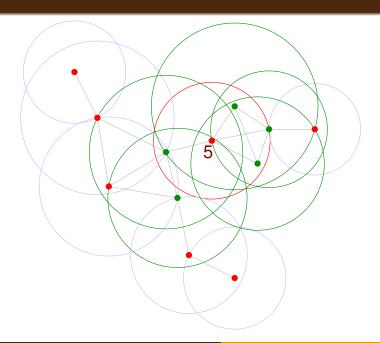


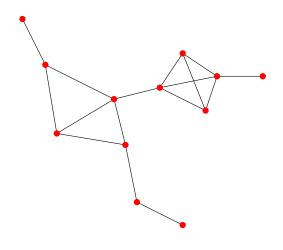


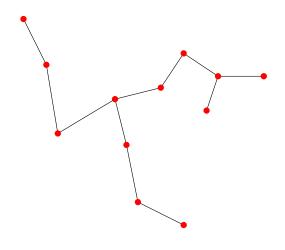


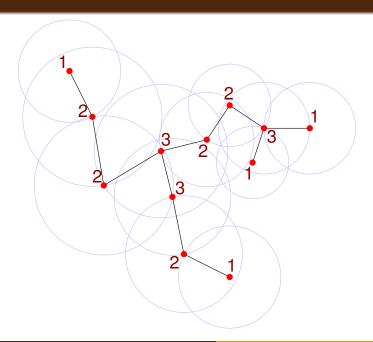








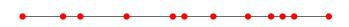


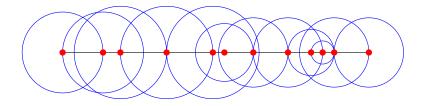


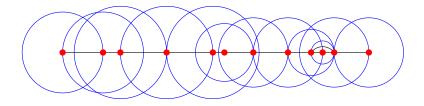
#### **Previous Work**

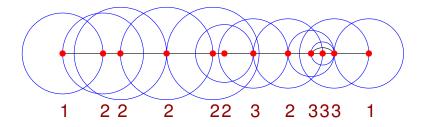
Let OPT(P) denote the minimum interference attainable over all connected graphs on P.

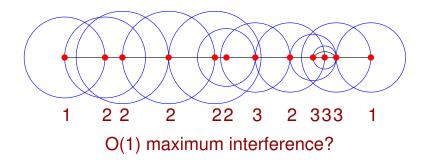
- von Rickenbach, Schmid, Wattenhofer, & Zollinger 2005
  - $\mathsf{OPT}(P) \in \mathcal{O}(\sqrt{n})$
  - $\forall n, \exists P \subseteq \mathbb{R}$  such that |P| = n and  $\mathsf{OPT}(P) \in \Omega(\sqrt{n})$ .
  - Even in 1D, the MST (nearest-neighbour path) does not necessarily minimize the maximum interference.
  - $O(\sqrt[4]{n})$ -approximation algorithm in 1D
- Complexity in 2D: Buchin 2008
  - NP-complete in 2D
- 2D Algorithms:
  - Halldórsson & Tokuyama 2006:  $O\left(\sqrt{n}\right)$ -interference algorithm
  - Halldórsson & Tokuyama 2006:  $O(\log \lambda)$ -interference algorithm, where  $\lambda=$  ratio of further to nearest pair distance
  - Tan et al. 2011:  $n^{O(OPT(P))}$ -time exact algorithm

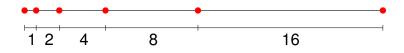


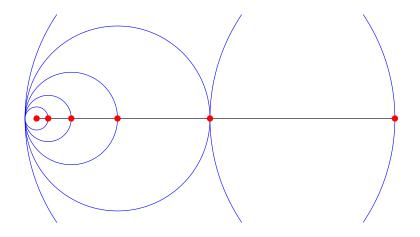


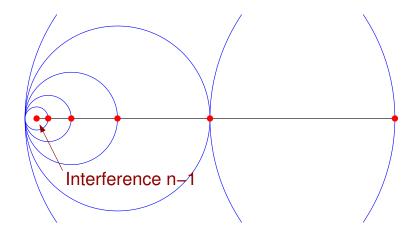






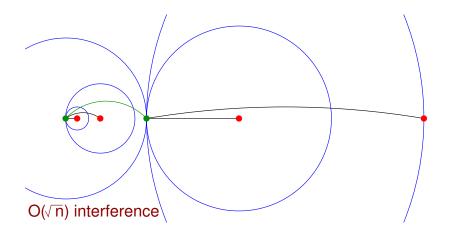








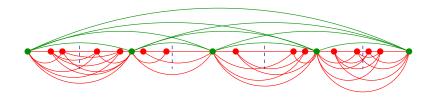


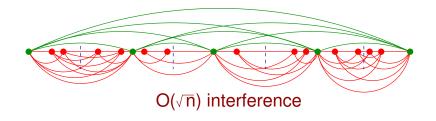












von Rickenbach et al. 2005



Denote this graph by HUBS(P).

## Lemma [von Rickenbach et al. 2005]

$$\mathsf{OPT}(P) \in \Omega\left(\sqrt{\mathsf{inter}(\mathsf{MST}(P))}\right).$$

## Algorithm $A_{1D}$ [von Rickenbach et al. 2005]

Input: a set of *n* points  $P \subseteq \mathbb{R}$ 

- Measure inter(MST(P)).
- If inter(MST(P))  $\leq \sqrt{n}$ , then return MST(P).
- If inter(MST(P)) >  $\sqrt{n}$ , then return HUBS(P).

Algorithm  $A_{1D}$  provides a  $O(\sqrt[4]{n})$ -approximation.

# Open Problems

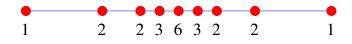
#### Question 1

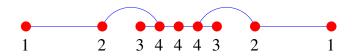
In 1D, can an optimal solution be found in polynomial time?

- Is the problem NP-hard?
- Buchin's 2D hardness reduction does not apply in 1D.
- Consider solving specific instances (e.g., when the distance between adjacent points is 1, 2, or 4).

## 1-2-4 Example

MST(P) is not necessarily optimal even when distances between adjacent points in P are restricted to  $\{1, 2, 4\}$ .





# Open Problems

#### Question 2

Does there exist a good FPT algorithm to solve interference minimization in 1D?

possible parameterizations:

- Let k = # of distinct lengths between neighbouring points.
  - k = 3 when the lengths are in  $\{1, 2, 4\}$ .
  - straightforward when  $k \le 2$
- Let  $k = \mathsf{OPT}(P)$ .

# Open Problems

#### Question 3

In 2D, what approximation factor can be guaranteed?

- Is an  $O(\sqrt[4]{n})$  approximation algorithm possible in 2D?
- Is a PTAS or O(1)-approximation algorithm possible?
- What are good FPT parameters in 2D?

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