Low Memory Graph Traversal

Samson Bassett Master of Science Defense Simon Fraser University

August 23, 2010

Outline

Introduction

Periodic Traversal

References

▶ The graph traversal problem requires an algorithm that starts on an arbitrary vertex, and moves along edges to eventually visit every vertex of the graph.

- ▶ The graph traversal problem requires an algorithm that starts on an arbitrary vertex, and moves along edges to eventually visit every vertex of the graph.
- ► Trivial memory lower bound for graph traversal $\Omega(\log n)$. We wish to achieve this lower bound whenever possible.

- ▶ The graph traversal problem requires an algorithm that starts on an arbitrary vertex, and moves along edges to eventually visit every vertex of the graph.
- ► Trivial memory lower bound for graph traversal $\Omega(\log n)$. We wish to achieve this lower bound whenever possible.
- ► Model of Computation is a Finite Automaton that only knows local information of the graph

- ▶ The graph traversal problem requires an algorithm that starts on an arbitrary vertex, and moves along edges to eventually visit every vertex of the graph.
- ► Trivial memory lower bound for graph traversal $\Omega(\log n)$. We wish to achieve this lower bound whenever possible.
- ► Model of Computation is a Finite Automaton that only knows local information of the graph
- ► There are two main classes of graphs, anonymous graphs and labelled graphs.

Anonymous Graphs

► A graph that does not have a unique label for every vertex is called an anonymous graph.

Anonymous Graphs

- ► A graph that does not have a unique label for every vertex is called an anonymous graph.
- In anonymous graphs, we allow edges at an incident vertex to be distinguishable from one another, called a *local orientation* of the graph, represented by port numbers

Motivation

▶ Theorem

(Fraigniaud et. al., 2005) For any finite automaton with K states, and any $d \geq 3$, there exists an anonymous planar graph G of maximum degree d with at most K+1 vertices that the finite automaton cannot traverse.

Motivation

▶ Theorem

(Fraigniaud et. al., 2005) For any finite automaton with K states, and any $d \ge 3$, there exists an anonymous planar graph G of maximum degree d with at most K+1 vertices that the finite automaton cannot traverse.

▶ What if the local orientation is not arbitrary?

Definition

 Periodic graph traversal requires that an algorithm visits every vertex infinitely many times in a periodic manner

Definition

- Periodic graph traversal requires that an algorithm visits every vertex infinitely many times in a periodic manner
- ▶ The period of a traversal on a graph with n vertices is the maximum number of edge traversals performed between two consecutive visits of a generic vertex, denoted by $\pi(n)$

Previous Results

► Theorem

(Dobrev et. al., 2005) If G is an anonymous graph on n vertices, there exists a local orientation and a corresponding robot (with 1 state) that will periodically traverse G with period $\pi(n) \leq 10n$

► Theorem

(Ilcinkas, 2008) If G is an anonymous graph on n vertices, there is a local orientation and a robot (with 3 states) that will periodically traverse G with period $\pi(n) \leq 4n-2$

► Theorem

(Gasieniec et. al., 2008) If G is an anonymous graph on n there is a local orientation of G and a robot (with 11 states) that will periodically traverse G, with period $\pi(n) \leq 3.75n - 2$

Lower Bound

- ▶ If *G* is anonymous graph on *n* vertices, the lower bound of the period of any periodic traversal is $\pi(n) \ge 2n 2$
- In particular, trees achieve this bound

Lower Bound

- ▶ If *G* is anonymous graph on *n* vertices, the lower bound of the period of any periodic traversal is $\pi(n) \ge 2n 2$
- In particular, trees achieve this bound
- We wish to find a class of graphs (other than trees) that achieves the lower bound of 2n-2

Classes of Graphs

▶ Let G be a P_3 -free graph with $\delta(G) \ge 2$

Classes of Graphs

- ▶ Let G be a P_3 -free graph with $\delta(G) \ge 2$
- ▶ Lemma

Let G be a graph with n vertices such that G is P_3 -free. Then either G is 2-connected, or $\Delta(G) = n - 1$.

Robot

► The robot (finite automaton) has only one state, and it traverses the graph simply by following increasing port numbers

Robot

- ► The robot (finite automaton) has only one state, and it traverses the graph simply by following increasing port numbers
- ▶ The robot will start on any vertex v
- ▶ Initially, the robot will leave v on the edge with port d(v)
- At each subsequent vertex v, if the robot enters v on port i < d(v), it will leave on the edge with port i + 1
- Similarly, if the robot enters v on port d(v), it backtracks along the same edge (with port d(v))

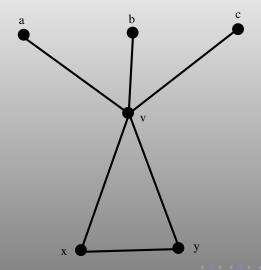
$$\Delta(G) = n - 1$$

- ▶ Let v be a vertex of degree n-1
- ▶ Since $\delta(G) \ge 2$, v has two neighbours x and y that are adjacent

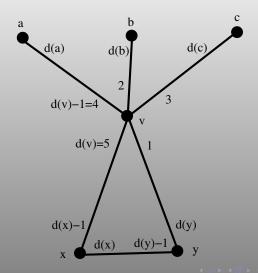
$$\Delta(G) = n - 1$$

- ▶ Let v be a vertex of degree n-1
- ▶ Since $\delta(G) \ge 2$, v has two neighbours x and y that are adjacent
- ► The assignment of port numbers handles all vertices the same except for these three, as shown in the following example

$$\Delta(G) = n - 1$$



$$\Delta(G) = n - 1$$



- ► Theorem (Fleishner, 1974) If G is 2-connected, then G² has a Hamiltonian cycle
 - ▶ Let H be a Hamiltonian cycle of G^2

- ▶ Theorem
 - (Fleishner, 1974) If G is 2-connected, then G^2 has a Hamiltonian cycle
 - Let H be a Hamiltonian cycle of G^2
 - ► The main idea is to create a closed walk H^* based on H that visits every vertex of G using only edges of G
 - ▶ Then arrange port numbers so the robot will follow H^*
 - For our purposes, we will work with the *symmetric orientation* of G and G^2 , denoted \vec{G} and $\vec{G^2}$, respectively

► For every virtual edge of *H*, we assign a real path of length two, called a relay path

- ► For every virtual edge of *H*, we assign a real path of length two, called a relay path
- If P is a maximal virtual path in H containing more than one vertex, such that all virtual arcs of P share a common relay vertex w, then the subgraph W of \vec{G}^2 consisting of P, and the relay path of every arc of P, is called a *wedge*
- ▶ The size of W, denoted s(W), is the number of vertices of P

- ▶ We prove several lemmas related to wedges, the following describes how two wedges can interact
- ► Lemma Suppose W₁ and W₂ are distinct wedges. Then
 - (i) The wedges W_1 and W_2 have no virtual arcs in common.
 - (ii) The wedges W_1 and W_2 have no ribs in common.

Given a vertex v, let (x, v) and (v, y) be the two arcs of H incident with v.

- Given a vertex v, let (x, v) and (v, y) be the two arcs of H incident with v.
- ▶ The incoming arc of v is either (x, v) if it is real, or the real arc (w, v), where w is the relay vertex of (x, v)

- Given a vertex v, let (x, v) and (v, y) be the two arcs of H incident with v.
- ▶ The incoming arc of v is either (x, v) if it is real, or the real arc (w, v), where w is the relay vertex of (x, v)
- Similarly, the outgoing arc of v is either (v, y) if it is real, or the real arc (v, w), where w is the relay vertex of (v, y).

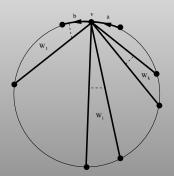
- Given a vertex v, let (x, v) and (v, y) be the two arcs of H incident with v.
- The incoming arc of v is either (x, v) if it is real, or the real arc (w, v), where w is the relay vertex of (x, v)
- Similarly, the outgoing arc of v is either (v, y) if it is real, or the real arc (v, w), where w is the relay vertex of (v, y).
- If e is the incoming arc of v and e^{-1} is the outgoing arc of v, we say that e is a backtrack arc of v, (in which case e^{-1} is also a backtrack arc of v

▶ The *list of ordered wedges* W_1, W_2, \ldots, W_k at v is the ordered list of all wedges with the common relay vertex v such that for W_i and W_j with i < j, the virtual path of W_i occurs before the virtual path of W_j when following H starting from v

- ▶ The *list of ordered wedges* $W_1, W_2, ..., W_k$ at v is the ordered list of all wedges with the common relay vertex v such that for W_i and W_j with i < j, the virtual path of W_i occurs before the virtual path of W_j when following H starting from v
- ► There are a few technical lemmas that determine how this list of wedges at *v* interact with the incoming and outgoing arcs of *v*
- ► Using these we have five cases (subroutines) for the Port-Numbering procedure

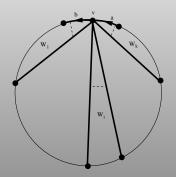
- ▶ The *list of ordered wedges* $W_1, W_2, ..., W_k$ at v is the ordered list of all wedges with the common relay vertex v such that for W_i and W_j with i < j, the virtual path of W_i occurs before the virtual path of W_j when following H starting from v
- ► There are a few technical lemmas that determine how this list of wedges at *v* interact with the incoming and outgoing arcs of *v*
- ► Using these we have five cases (subroutines) for the Port-Numbering procedure
- We will fix v, and say a is the incoming arc of v, and b is the outgoing arc of v

Assign
$$d(v) - s(W_1)$$
 to a^{-1}
Assign $[d(v) - s(W_1) + 1, d(v)]$ to W_1



The arc a is an isolated arc of v, and b is not.

Assign
$$[d(v)-s(W_1)+1,d(v)]$$
 to W_1
Assign $[d(v)-s(W_1)-s(W_k)+1,d(v)-s(W_1)]$ to W_k



Neither a nor b are isolated arcs of v

Periodic Traversal Result

► Theorem

Let G be a P_3 -free graph, with $\delta(G) \geq 2$. Then there exists a local orientation and a corresponding robot that will perform a periodic traversal of G with period $\pi(n) \leq 2n-2$

Future Work

- ▶ Drop the condition $\delta(G) \ge 2$ by adding a constant number of states to the robot
- ▶ Create a procedure to assign ports for P_3 -free graphs with $\delta(G) = 1$

Future Work

- ▶ Drop the condition $\delta(G) \ge 2$ by adding a constant number of states to the robot
- ▶ Create a procedure to assign ports for P_3 -free graphs with $\delta(G) = 1$
- ▶ We conjecture that, using similar techniques as shown in this thesis, it is possible to create a local orientation (given some robot with a constant number of states) for 2-connected graphs that are not P_3 -free

References

- ▶ R. Fleischer. The square of every two-connected graph is Hamiltonian. *Journal of Combinatorial Theory, Series B*, 16(1) 29–34 (1974)
- P. Fraigniaud, D. Ilcinkas, G. Peer, A. Pelc, D. Peleg. Graph exploration by a finite automaton. *Theoretical Computer Science*, 345 331–344 (2005)
- L. Gasieniec, R. Klasing, R. Martin, A. Navarra, X. Zhang. Fast periodic graph exploration with constant memory. *J Computer and System Science*, **74**(5) 808–822 (2008)