Fast Maintenance of 2-hop Labels for Shortest Distance Queries on Fully Dynamic Graphs — Supplemental Materials

The road map of this supplement is as follows.

- In Section S1, we provide detailed discussions on complexities of algorithms.
- In Section S2, we prove that CLN can eliminate all redundant indexes.

S1. THE DISCUSSIONS ON COMPLEXITIES OF ALGORITHMS

The complexities of FastDeM: FastDeM has a time complexity of

$$O\Big(\delta^2 + \Upsilon \cdot (\log \Upsilon + d_a \cdot \delta)\Big).$$

The reason is that populating CL^c takes $O(\delta^2)$ time, and $DIFFUSE$ takes $O(\Upsilon \cdot (\log \Upsilon + d_a \cdot \delta))$ time, assumed that labels are stored in hashes. Particularly, $DIFFUSE$ pops $O(\Upsilon)$ elements out of the priority queue. Each pop operation takes $O(\log \Upsilon)$ times. After each pop, it searches $O(d_a)$ neighbors, and a distance query that costs $O(\delta)$ may be conducted in each search.

Furthermore, like DeAsyn, FastDeM has a space complexity of $O(|L| + |PPR|)$, which is $O(|V|^2)$ in the worst case, *e.g.*, when G is a complete graph in which each shortest path is a single edge. Nevertheless, our experiments show that FastDeM scales to large graphs in practice.

The complexities of FastInM: FastInM has a time complexity of

$$O\Big(\Upsilon \cdot \Big(\log \Upsilon + d_a \cdot \delta + \kappa \cdot (d_a + \delta)\Big)\Big),$$

where κ is the average number of PPR elements of each vertex-hub pair. The details are as follows. First, FastInM pushes labels into AL_1 in $O(\delta)$ time. Then, it performs $SPREAD_1$ in $O(\Upsilon \cdot d_a)$ time, since there are $O(\Upsilon)$ labels deactivated, and each deactivation is followed by $O(d_a)$ neighbor searches. Subsequently, it performs $SPREAD_2$ in $O(\Upsilon \cdot \kappa \cdot (d_a + \delta))$ time, since for each of $O(\Upsilon)$ tuples in AL_2, it checks $O(\kappa)$ PPR elements, while checking each PPR element takes $O(d_a + \delta)$ time, *e.g.*, it compares $O(d_a)$ values in Line 17 and performs the query in $O(\delta)$ time in Line 18 [1]. After that, it performs $SPREAD_3$ in $O(\Upsilon \cdot (\log \Upsilon + d_a \cdot \delta))$ time, just like $DIFFUSE$ in FastDeM. Furthermore, like the analyses of FastDeM, FastInM has a space complexity of $O(|L| + |PPR|)$.

The complexities of CLN and Algorithm 1: We eliminate redundant indexes from time to time such that redundant indexes do not become orders of magnitude more than non-redundant ones. Then, we ignore the change of δ in the following analyses.

Like the above analyses, both CLN and Algorithm 1 have a space complexity of $O(|L| + |PPR|)$. We explain that Algorithm 1 has a time complexity of

$$O\Big(|E| \cdot \delta^2 + |E| \cdot \delta \cdot \log |V|\Big)$$

as follows. For each generated label associated with a vertex $v \in V$, Algorithm 1 inserts $O(deg(v))$ elements into Q. There are $O(|E| \cdot \delta)$ elements in Q in total. For each element in Q, Algorithm 1 takes $O(\log |V|)$ time to pop it out, and also takes $O(\delta)$ time to query a distance. In comparison, CLN has a time complexity of

$$O\Big(|V| \cdot \delta^2 + |E| \cdot \delta \cdot \log |V|\Big).$$

First, cleaning L takes $O(|V| \cdot \delta^2)$, since there are $O(|V| \cdot \delta)$ labels, and checking whether a label is redundant or not using a distance query takes $O(\delta)$. Second, re-generating PPR takes $O(|E| \cdot \delta \cdot \log |V| + |V| \cdot \delta^2)$, since this process is similar to the process of Algorithm 1 with $O(|PPR|)$ distance queries, and we generally have $|PPR| \ll |L| = |V| \cdot \delta$. Moreover, since we often have $|E| \gg |V|$ and $\delta \gg \log |V|$, it can be considered that CLN has a smaller time complexity than Algorithm 1.

S2. THE EFFECTIVENESS OF CLN

We show that CLN can eliminate all redundant indexes as follows. First, we present the canonical constraint [2–4] below.

Definition 1 (Canonical Constraint)**.** *Given a rank of vertices, a set L of 2-hop labels satisfies the canonical constraint if, a vertex v is a hub of $u \in V$, i.e., $v \in C(u)$, if and only if the rank of v is the highest among all vertices in all shortest paths between u and v.*

For a given rank of vertices, there is only one set of 2-hop labels that satisfies the canonical constraint, *e.g.*, L in Figure 1 in the main contents. We refer to a set of 2-hop labels that satisfies the canonical constraint as a canonical set of 2-hop labels, which is minimal in that deleting any label from this set induces that it does not satisfy the 2-hop cover constraint. PLL is a widely-used algorithm for generating a canonical set of 2-hop labels [1, 5].

Suppose that the initial indexes are generated by Algorithm 1. To maintain 2-hop labels after edge weight changes, both InAsyn+RepairedDeAsyn and FastInM+FastDeM generate a new label $L(u)[v]$ only when $r(u) < r(v)$. Let L_m be the maintained set of 2-hop labels by InAsyn+RepairedDeAsyn or FastInM+FastDeM after a number of edge weight changes. With the input of L_m, let L_c and PPR_c be the cleaned set of 2-hop labels and the cleaned PPR, respectively, by CLN. Further let L_r and PPR_r be the re-generated indexes by Algorithm 1 after the edge weight changes. L_r is a canonical set of 2-hop labels for the updated graph, and PPR_r is the record of the pruning information for generating L_r by PLL. We have the following theorem, which shows that CLN is as effective as Algorithm 1 for eliminating redundant indexes.

Theorem 3. *$L_c = L_r$, $PPR_c = PPR_r$.*

Proof. First, we prove that $L_r \subseteq L_m$ as follows. Consider an arbitrary label $(u', d'_{u's}) \in L_r(s)$. Since L_r is a canonical set of 2-hop labels for the updated graph, u' is the vertex with the highest rank in all shortest paths between s and u' on the updated graph, and $d'_{u's}$ is the distance between s and u' on the updated graph. The proofs of Theorems 1-2 show that the vertex with the highest rank in all shortest paths between s and another vertex on the updated graph is a hub of s after each edge weight decrease or increase maintenance. Thus, $(u', d'_{u's}) \in L_m(s)$, and $L_r \subseteq L_m$.

Subsequently, consider an arbitrary label $(v, d_{uv}) \in L_r(u) \subseteq L_m(u)$. When CLN computes d'_{uv} in Line 4, if $d'_{uv} \leq d_{uv}$, then there is a vertex $y \in C_{>r(v)}(u) \cap C(v)$ that is in a shortest path between u and v, and $r(y) > r(v)$. However, since L_r is canonical, this contradicts with the fact that the rank of v is the highest among all vertices in all shortest paths between u and v. Thus, $d'_{uv} > d_{uv}$, and CLN inserts (v, d_{uv}) into $L_c(u)$, *i.e.*, $(v, d_{uv}) \in L_c(u)$. On the other hand, consider an arbitrary label $(x, d_{ux}) \in L_m(u) \setminus L_r(u)$. Let $z \in V$ be the vertex with the highest rank among all vertices in all shortest paths between u and x. We have $r(z) > r(x)$, and $z \in C_{>r(x)}(u) \cap C(x)$. As a result, CLN computes $d'_{ux} = d_{ux} = d(u,z) + d(z,x)$, and does not insert (x, d_{ux}) into $L_c(u)$, *i.e.*, $(x, d_{ux}) \notin L_c(u)$. Thus, $L_c = L_r$. Moreover, since PPR_r is the record of the pruning information for generating L_r by PLL; and PPR_c is the record of the pruning information for generating L_c by PLL (notably, the process of generating PPR_c in CLN can be considered as an accelerated version of the process of generating PPR in Algorithm 1), $PPR_c = PPR_r$. Hence, this theorem holds. □

REFERENCES FOR THE SUPPLEMENT

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