

# Sliding tokens on block graphs

Duc A. Hoang <sup>1</sup> Eli Fox-Epstein <sup>2</sup> Ryuhei Uehara <sup>1</sup>

<sup>&</sup>lt;sup>1</sup> JAIST, Japan

<sup>&</sup>lt;sup>2</sup>Brown University, USA

#### **Outline**



Reconfiguration problems and moving tokens on graphs

Sliding tokens on block graphs in polynomial time

Open questions

#### Outline



Reconfiguration problems and moving tokens on graphs

Sliding tokens on block graphs in polynomial time

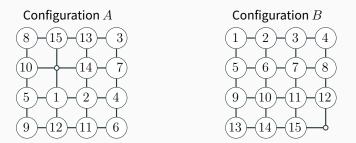
Open questions



- INSTANCE:
  - 1. Collection of configurations.
  - 2. Allowed transformation rule(s).
- QUESTION: Decide if configuration A can be transformed to configuration B using the given rule(s), while maintaining a configuration throughout.



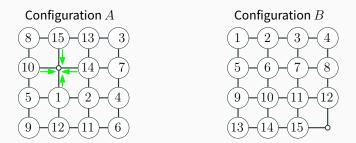
- INSTANCE:
  - 1. Collection of configurations. Labelled tokens on a  $4 \times 4$  grid.
  - 2. Allowed transformation rule(s).
- QUESTION: Decide if configuration A can be transformed to configuration B using the given rule(s), while maintaining a configuration throughout.



**Figure 1:** The 15-puzzles.



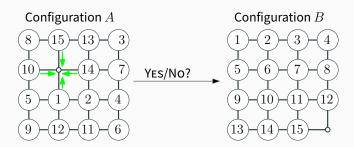
- INSTANCE:
  - 1. Collection of configurations. Labelled tokens on a  $4 \times 4$  grid.
  - 2. Allowed transformation rule(s). Token Sliding (TS).
- QUESTION: Decide if configuration A can be transformed to configuration B using the given rule(s), while maintaining a configuration throughout.



**Figure 1:** The 15-puzzles.



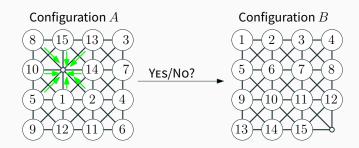
- INSTANCE:
  - 1. Collection of configurations. Labelled tokens on a  $4 \times 4$  grid.
  - 2. Allowed transformation rule(s). Token Sliding (TS).
- QUESTION: Decide if configuration A can be transformed to configuration B using the TS rule, while maintaining a configuration throughout.



**Figure 1:** The 15-puzzles.

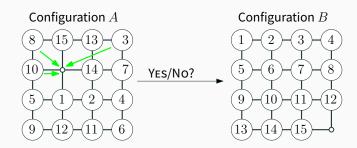


- **Graphs:** grid, trees, block, planar, perfect, etc.
- Rules: Token Sliding, Token Jumping, Token Swapping, etc.
- **Labels:** distinct labels for all tokens, some tokens can be of the same label, no label, etc.
- Restrictions: no restriction, independent set, dominating set, etc.



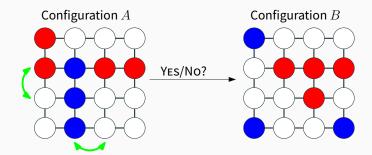


- **Graphs:** grid, trees, block, planar, perfect, etc.
- Rules: Token Sliding, Token Jumping, Token Swapping, etc.
- **Labels:** distinct labels for all tokens, some tokens can be of the same label, no label, etc.
- Restrictions: no restriction, independent set, dominating set, etc.



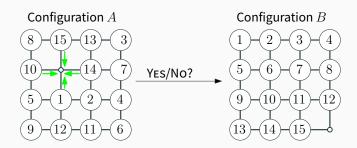


- **Graphs:** grid, trees, block, planar, perfect, etc.
- Rules: Token Sliding, Token Jumping, Token Swapping, etc.
- **Labels:** distinct labels for all tokens, some tokens can be of the same label, no label, etc.
- Restrictions: no restriction, independent set, dominating set, etc.





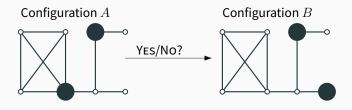
- **Graphs:** grid, trees, block, planar, perfect, etc.
- Rules: Token Sliding, Token Jumping, Token Swapping, etc.
- **Labels:** distinct labels for all tokens, some tokens can be of the same label, no label, etc.
- Restrictions: no restriction, independent set, dominating set, etc.



## Our Problem: SLIDING TOKEN for block graphs



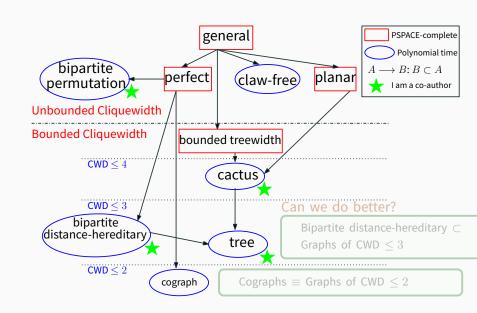
- **Graphs:** grid, trees, block, planar, perfect, etc.
- Rules: Token Sliding, Token Jumping, Token Swapping, etc.
- **Labels:** distinct labels for all tokens, some tokens can be of the same label, <u>no label</u>, etc.
- Restrictions: no restriction, independent set, dominating set, etc.



**Block graphs:** Every block (i.e., maximal 2-connected subgraph) is a clique.

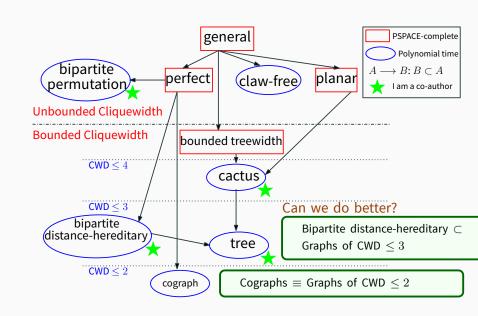
### **SLIDING TOKEN - Complexity Status**





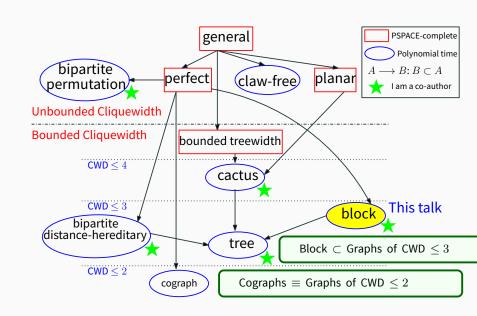
### **SLIDING TOKEN - Complexity Status**





### **SLIDING TOKEN - Complexity Status**





#### **Outline**



Reconfiguration problems and moving tokens on graphs

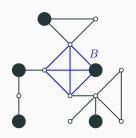
Sliding tokens on block graphs in polynomial time

Open questions

# Key structure: (G,I)-confined clique



(G, I)-confined clique: The "inside" token cannot be slid "out."



**Lemma 1:** One can find all (G, I)-confined cliques in time  $O(m^2)$ , where m = |E(G)|.

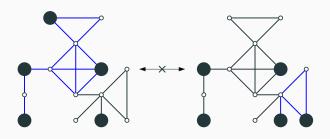
**Lemma 2:** For two independent sets I, J, if the set of confined cliques for I and J are different, then I cannot be reconfigured to J (and vice versa).

**Lemma 3:** If there are no confined cliques for both I and J, then I can be reconfigured to J iff |I| = |J|.

# Key structure: (G,I)-confined clique



(G, I)-confined clique: The "inside" token cannot be slid "out."



**Lemma 1:** One can find all (G,I)-confined cliques in time  $O(m^2)$ , where m=|E(G)|.

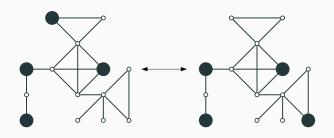
**Lemma 2:** For two independent sets I, J, if the set of confined cliques for I and J are different, then I cannot be reconfigured to J (and vice versa).

**Lemma 3:** If there are no confined cliques for both I and J, then I can be reconfigured to J iff |I| = |J|.

# Key structure: (G,I)-confined clique



(G, I)-confined clique: The "inside" token cannot be slid "out."



**Lemma 1:** One can find all (G,I)-confined cliques in time  $O(m^2)$ , where m=|E(G)|.

**Lemma 2:** For two independent sets I, J, if the set of confined cliques for I and J are different, then I cannot be reconfigured to J (and vice versa).

**Lemma 3:** If there are no confined cliques for both I and J, then I can be reconfigured to J iff |I| = |J|.

#### **Our Algorithm**



Given an instance (G,I,J) of Sliding Token, where I,J are two independent sets of a block graph G.

- Find all confined cliques for both I and J. If the set of confined cliques for I and J are different, return NO.
   Otherwise, remove all confined cliques for I and J (they are the same). Let G' be the resulting graph.
- 2. For each component F of G', if  $|I \cap F| \neq |J \cap F|$ , return NO. Otherwise, return YES.

**Running time:**  $O(m^2 + n)$ , where m = |E(G)| and n = |V(G)|.

#### **Outline**



1 Reconfiguration problems and moving tokens on graphs

Sliding tokens on block graphs in polynomial time

Open questions

#### **Open questions**



- Whether one can solve SLIDING TOKEN for block graphs in linear time.
- When considering graphs of cliquewidth at most 3, distance-hereditary graphs is more general than block graphs.
   SLIDING TOKEN remains open for distance-hereditary graphs.

SLIDING TOKEN is also polynomial-time solvable for bipartite distance-hereditary graphs [Fox-Epstein, Hoang, Otachi, and Uehara 2015] and cographs [Kamiński, Medvedev, and Milanič 2012].

#### **Open questions**



- Whether one can solve SLIDING TOKEN for block graphs in linear time.
- When considering graphs of cliquewidth at most 3, distance-hereditary graphs is more general than block graphs.
   SLIDING TOKEN remains open for distance-hereditary graphs.

SLIDING TOKEN is also polynomial-time solvable for bipartite distance-hereditary graphs [Fox-Epstein, Hoang, Otachi, and Uehara 2015] and cographs [Kamiński, Medvedev, and Milanič 2012].

## **Appendix**



- Recent results on studying ISRECONF
- Cliquewidth

### **Recent results on studying ISRECONF**



| Graph                         | Rule(s)     | Complexity      | Paper(s)                                    |
|-------------------------------|-------------|-----------------|---|
| planar                        | TS, TJ, TAR | PSPACE-complete | Hearn and Demaine 2005                      |
| general                       | TS, TJ, TAR | PSPACE-complete | Ito et al. 2011                             |
| line                          | TJ, TAR     | P               |   |
| perfect                       | TS, TJ, TAR | PSPACE-complete |   |
| even-hole-free                | TJ, TAR     | P               | Kamiński, Medvedev, and Milanič 2012        |
| cograph ( $P_4$ -free)        | TS          | P               |   |
| cograph ( $P_4$ -free)        | TJ, TAR     | Р               | Bonsma 2016                                 |
| bounded bandwidth             | TS, TJ, TAR | PSPACE-complete | Wrochna 2014                                |
| claw-free                     | TS, TJ      | Р               | Bonsma, Kamiński, and Wrochna 2014          |
| tree                          | TS          | Р               | Demaine et al. 2015                         |
| bipartite permutation         | TS          | Р               | Fox-Epstein, Hoang, Otachi, and Uehara 2015 |
| bipartite distance-hereditary | TS          | P               |   |
| cactus                        | TS          | Р               | Hoang and Uehara 2016                       |
| block                         | TS          | Р               | Hoang, Fox-Epstein, and Uehara 2017         |

**Table 1:** Recent results on studying ISRECONF under Token Sliding (TS), Token Jumping (TJ), and Token Addition and Removal (TAR).

### Cliquewidth I



The *cliquewidth* of a graph G, denoted by cwd(G), is the minimum number of labels needed to construct G using the following four operations:

- 1. Creation of a new vertex v with label i (denoted by i(v)).
- 2. Disjoint union of two labelled graphs G and H (denoted by  $G \oplus H$ ).
- 3. Joining by an edge each vertex with label i to each vertex with label j ( $i \neq j$ , denoted by  $\eta_{i,j}$ ).
- 4. Renaming label i to j (denoted by  $\rho_{i\rightarrow j}$ )

#### Cliquewidth II



Every graph can be defined by an algebraic expression using these four operations. For instance, a chordless path on five consecutive vertices a,b,c,d,e can be defined as follows:

$$\eta_{2,3}(\rho_{3\to 1}(\eta_{2,3}(\rho_{2\to 1}(\eta_{2,3}(\eta_{1,2}(1(a)\oplus 2(b))\oplus 3(c)))\oplus 2(d)))\oplus 3(e))$$

Such an expression is called a k-expression if it uses at most k different labels. Thus the cliquewidth of G is the minimum k for which there exists a k-expression defining G. For instance, from the above example we conclude that  $cwd(P_5) \leq 3$ .

#### Cliquewidth III



#### Cliquewidth of some well-known graphs

- Cographs (graphs having no  $P_4$  as induced subgraph) are exactly the graphs of cliquewidth at most 2.
- A complete graph  $K_n$  is of cliquewidth at most 2.
- A tree (and hence a forest) is of cliquewidth at most 3.

## Theorem (González-Ruiz, Marcial-Romero, and Hernández-Servín 2016)

The cliquewidth of a cactus is at most 4.

#### Theorem (Golumbic and Rotics 2000)

The cliquewidth of a distance-hereditary graph is at most 3. Consequently, any subclass of distance-hereditary graphs is of cliquewidth at most 3.

#### Bibliography I



Bonsma, Paul (2016). "Independent Set Reconfiguration in Cographs and their Generalizations". In: *Journal of Graph Theory* 83.2, pp. 164–195. DOI: 10.1002/jgt.21992.

Bonsma, Paul, Marcin Kamiński, and Marcin Wrochna (2014).

"Reconfiguring Independent Sets in Claw-Free Graphs". In: *Proceedings of SWAT 2014*. Ed. by R. Ravi and IngeLi Gørtz. Vol. 8503. LNCS. Springer, pp. 86–97. DOI: 10.1007/978-3-319-08404-6\_8.

Demaine, Erik D., Martin L. Demaine, Eli Fox-Epstein, Duc A. Hoang, Takehiro Ito, Hirotaka Ono, Yota Otachi, Ryuhei Uehara, and Takeshi Yamada (2015). "Linear-time algorithm for sliding tokens on trees". In: *Theoretical Computer Science* 600, pp. 132–142. DOI: 10.1016/j.tcs.2015.07.037.

### **Bibliography II**





Fox-Epstein, Eli, Duc A. Hoang, Yota Otachi, and Ryuhei Uehara (2015). "Sliding Token on Bipartite Permutation Graphs". In: *Proceedings of ISAAC 2015*. Ed. by Khaled Elbassioni and Kazuhisa Makino. Vol. 9472. LNCS. Springer, pp. 237–247. DOI: 10.1007/978-3-662-48971-0\_21.



Golumbic, Martin Charles and Udi Rotics (2000). "On the clique-width of some perfect graph classes". In: *International Journal of Foundations of Computer Science* 11.03, pp. 423–443. DOI: 10.1142/S0129054100000260.



González-Ruiz, J. Leonardo, J. Raymundo Marcial-Romero, and J.A. Hernández-Servín (2016). "Computing the Clique-width of Cactus Graphs". In: *Electronic Notes in Theoretical Computer Science* 328, pp. 47–57. DOI: 10.1016/j.entcs.2016.11.005.



Hearn, Robert A. and Erik D. Demaine (2005). "PSPACE-completeness of sliding-block puzzles and other problems through the nondeterministic constraint logic model of computation". In: *Theoretical Computer Science* 343.1, pp. 72–96. DOI: 10.1016/j.tcs.2005.05.008.

## **Bibliography III**





Hoang, Duc A., Eli Fox-Epstein, and Ryuhei Uehara (2017). "Sliding token on block graphs". In: *Proceedings of WALCOM 2017*. Ed. by Sheung-Hung Poon, Md. Saidur Rahman, and Hsu-Chun Yen. Vol. 10167. LNCS. Springer, pp. 460–471. DOI: 10.1007/978-3-319-53925-6\_36.



Hoang, Duc A. and Ryuhei Uehara (2016). "Sliding Tokens on a Cactus". In: *Proceedings of ISAAC 2016*. Ed. by Seok-Hee Hong. Vol. 64. LIPIcs. Schloss Dagstuhl-Leibniz-Zentrum fuer Informatik, 37:1–37:26. DOI: 10.4230/LIPIcs.ISAAC.2016.37.



Ito, Takehiro, Erik D. Demaine, Nicholas J. A. Harvey, Christos H. Papadimitriou, Martha Sideri, Ryuhei Uehara, and Yushi Uno (2011). "On the complexity of reconfiguration problems". In: *Theoretical Computer Science* 412.12, pp. 1054–1065. DOI: 10.1016/j.tcs.2010.12.005.



Kamiński, Marcin, Paul Medvedev, and Martin Milanič (2012). "Complexity of independent set reconfigurability problems". In: *Theoretical Computer Science* 439, pp. 9–15. DOI: 10.1016/j.tcs.2012.03.004.

## **Bibliography IV**





Wrochna, Marcin (2014). "Reconfiguration in bounded bandwidth and treedepth". In: *arXiv preprints*. arXiv: 1405.0847.