# Addressing Bias in Algorithmic Solutions: Exploring Vertex Cover and Feedback Vertex Set

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Parameterised Complexity deals with algorithms which run efficiently for some instances.

## FIXED-PARAMTER TRACTABLE

## Definition of a parameterised problem

A parameterised problem is a language  $L \subseteq \Sigma^* \times \mathbb{N}$ , where  $\Sigma$  is a fixed, finite alphabet. For an instance  $(x, k) \in \Sigma^* \times \mathbb{N}$ , k is called the parameter.

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#### FIXED-PARAMTER TRACTABLE

A parameterised problem  $L\subseteq \Sigma^* \times \mathbb{N}$  is called *fixed-parameter tractable* (FPT) if there exists an algorithm  $\mathcal{A}$  (called a *fixed-parameter algorithm*), a computable function  $f: \mathbb{N} \to \mathbb{N}$ , and a constant c such that, given  $(x,k)\in \Sigma^* \times \mathbb{N}$ , the algorithm  $\mathcal{A}$  correctly decides whether  $(x,k)\in L$  in time bounded by  $f(k)\cdot |(x,k)|^c$ . The complexity class containing all fixed-parameter tractable problems is called FPT.

## $\mathbb{T}$ - Fair Problems

Let t be constant positive integer. We will refer to members of  $\{1,2,\ldots,t\}$  as colours. A graph G is said to be t-coloured if there exists a function  $c:V(G)\to 2^{\{1,2,\ldots,t\}}\setminus\emptyset$ . Given a t-tuple of non-negative integers,  $\mathbb{T}=(k_i)_{i=1}^t$ , a set  $S\subseteq V(G)$  is said to be  $\mathbb{T}$ -fair if for each  $i\in[t]$ , we have  $|\{v\in S|i\in c(v)\}|=k_i$ .

# $\mathbb{T}$ - Fair Problems(contd.)

#### We will discuss the following problems

#### T-fair Vertex Cover

Input: An undirected t-coloured graph G = (V, E) and t-tuple of integers,

$$\mathbb{T}=(k_i)_{i=1}^t.$$

Parameter:  $\sum_{i=1}^{t} k_i$ 

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Question: Does G have a  $\mathbb{T}$ -fair feedback vertex set?

## Kernelisation

A kernelisation algorithm for a parameterised problem  $\Pi$  is a deterministic algorithm  $\mathcal{A}$  that, given an instance (I,k) of  $\Pi$ , works in polynomial time and returns an equivalent instance (I',k'), such that  $|I'|+k'\leq g(k)$ , where  $g:\mathbb{N}\to\mathbb{N}$  is a computable function. The instance (I',k') is called a kernel.

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#### Theorem

A problem  $\Pi$  is in  $\operatorname{FPT}$  if and only if it admits a kernelisation algorithm.

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- Let  $k_{max} = \max_{1 \leq i \leq t} k_i$ . For each non-empty  $X \subseteq [t]$ ,  $V_X = \{v \in V(G) | deg(v) = 0 \land c(v) = X\}$ . If  $|V_X| > k_{max}$ , then keep any  $k_{max}$  of them and remove the rest from  $V_X$ . Finally, let  $I^* = \bigcup_{X \subseteq [t] \land X \neq \emptyset} V_X$ .

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We then apply the following rules in order, until they can't be applied any more.

•  $\exists (i,j) \in [t] \times [t]$ , such that  $(i)k_i = k_j = 0$  and  $(ii)\exists uv \in E(G)$ , such that  $i \in c(u) \land j \in c(v)$ . Return No.

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- $\exists v \in V(G)$ , such that for some  $i \in [t], |\{w \in N(v)|i \in c(w)\}| > k_i$ , then return  $(G v, c', k'_i)$ , where c' is the restriction of c on  $V(G) \setminus \{v\}$  and for each  $i \in [t], k'_i = k_i |\{w \in \{v\}|i \in c(w)\}|$ .

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#### Return a kernel

If none of the above rules are applicable, then return No, if  $|V(G)| > (\sum_{i=1}^t k_i)^2 + \sum_{i=1}^t k_i \times (1+2^t)$  or  $|E(G)| > (\sum_{i=1}^t k_i)^2$ . Otherwise, we return the instance  $(G, c, \mathbb{T})$ .

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For any  $t \in V(T)$ ,  $\phi(t)$  is called the bag of the node t. The width of tree decomposition  $(T,\phi)$  equals  $\max_{t \in V(T)} |\phi(t)| - 1$ , that is, the maximum size of its bag minus 1. The treewidth of a graph G, denoted by tw(G), is the minimum possible width of a tree decomposition of G.

For the purpose of designing algorithms we consider *nice tree* decomposition of a graph G. A tree decomposition (T,  $\phi$ ) of a graph G is called *nice* if the following conditions hold:

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# Nice Tree Decomposition(contd.)

• Forget node: This is a node x of T, with exactly one child y such that  $\phi(x) = \phi(y) \setminus \{v\}$  for some  $v \in \phi(y)$ ; we say that v is forgotten at x.

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- **Join node**: This is a node x of T with exactly two children y and z, such that  $\phi(x) = \phi(y) = \phi(z)$ .

For a node x of T, we define  $G_x = (V_x, E_x)$  as follows:

- $V_x = \bigcup_{y \text{ is a descendant of } x} \phi(y)$
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If a graph G has a tree decomposition of width k, then it admits a nice tree decomposition of width at most k. Moreover, given a tree decomposition  $(T, \phi)$  of width k, one can find a nice tree decomposition of width k, in time  $O(k^2 \cdot \max(|V(T)|, |V(G)|))$  that has O(k|V(G)|) nodes.

11 / 18

## Revisit the problems

#### T-FAIR VERTEX COVER

Input: An undirected *t*-coloured graph G = (V, E), a nice tree decompositon  $(T, \phi)$  of G and t-tuple of integers,  $\mathbb{T} = (k_i)_{i=1}^t$ .

Parameter: width of  $(T, \phi)$ 

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 $t_w := \text{width of } (T, \phi).$ 

# Fair Vertex Cover for graphs with bounded Treewidth

We will use dynamic programming to solve Fair Vertex Cover for graphs with bounded Treewidth.

For a node x of T, a subset S of  $\phi(x)$ , a t-tuple of integers  $(r_i)_{i=1}^t$ , where for each  $i \in [t]$ ,  $0 \le r_i \le k_i$ , we define  $I_x[S, (r_i)_{i=1}^t]$  as follows:

- $I_x[S,(r_i)_{i=1}^t] = 1$ , if  $G_x$  has an  $(r_i)_{i=1}^t$ -fair vertex cover which intersects  $\phi(x)$  at S.
- $I_x[S, (r_i)_{i=1}^t] = 0$ , otherwise

If all of the above entries are correctly evaluated, then G has  $\mathbb{T}$ -fair vertex cover if and only if  $I_r[\emptyset, \mathbb{T}] = 1$ .



We will now compute the entries of DP table. For a node x of T, a subset S of  $\phi(x)$ , and a t-tuple of integers  $(r_i)_{i=1}^t$ , we determine the value of  $I_x[S,(r_i)_{i=1}^t]$  as follows.

- x is a leaf node. If  $\forall i \in [t], r_i = 0$ , then  $I_x[\emptyset, (r_i)_{i=1}^t] = 1$ , otherwise  $I_x[\emptyset, (r_i)_{i=1}^t] = 0$ .
- x has a child y and forgets vertex v.  $I_x[S,(r_i)_{i=1}^t] = I_y[S,(r_i)_{i=1}^t] \oplus I_y[S \cup \{v\},(r_i)_{i=1}^t]$

- x has a child y and introduces vertex v.
  - If  $v \notin S$ ,  $I_x[S, (r_i)_{i=1}^t] = I_y[S, (r_i)_{i=1}^t]$
  - $v \in S$  and for some  $j \in c(v), r_j = 0$ , then  $I_x[S, (r_i)_{i=1}^t] = 0$
  - In all other cases,  $I_x[S,(r_i)_{i=1}^t] = I_y[S \setminus \{v\},(r_i')_{i=1}^t]$ , where for  $i \in [t], r_i' = |\{w \in \{v\} | i \in c(w)\}|$

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- x has a child y and introduces edge uv.
  - $S \cap \{u, v\} = \emptyset$ , then  $I_x[S, (r_i)_{i=1}^t] = 0$
  - Otherwise,  $I_x[S, (r_i)_{i=1}^t] = I_y[S, (r_i)_{i=1}^t]$

If x is a join node with children y and z, we do as follows: Consider all tuples  $(a_i)_{i=1}^t$ , such that  $0 \le a_i \le r_i$ . Evaluate the following.  $I_x[S,(r_i)_{i=1}^t] \leftarrow (I_x[S,(r_i)_{i=1}^t] \oplus (I_y[S,(a_i)_{i=1}^t] \odot I_z[S,(r_i+|\{w \in S|i \in c(w)\}|-a_i)_{i=1}^t]))$ 

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The runing time of the algorithm is  $n^{\mathcal{O}(1)} \cdot 2^{t_w}$ .

### FPT ALGORITHM FOR FAIR VERTEX COVER

Let v be a vertex of degree 3 or more. Let H' be the graph obtained by deleting the vertex v from G, c' be the function obtained by restricting c to  $V(H') = (V(G) \setminus \{v\})$ , and let  $\mathbb{T}' = \{k'_1, k'_2, \dots, k'_t\}$  where for each  $i \in [t]$  we have  $k'_i = k_i - |\{w \in \{v\}| i \in c(w)\}|$ .

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 $V(H'') = (V(G) \setminus N(v))$ , and let  $\mathbb{T}'' = \{k''_1, k''_2, \dots, k''_t\}$  where for each  $i \in [t]$  we have  $k''_i = k_i - |\{w \in N(v)|i \in c(w)\}|$ .

The branching rule recursively solves the two instances  $(H', c', \mathbb{T}')$  and  $(H'', c'', \mathbb{T}'')$ . If at least one of these recursive calls returns YES, then the rule returns YES; otherwise it returns No.

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The branching algorithm follows the relation

 $T(k) \leq T(k-1) + T(k-3)$ , when  $k \geq 3$ . Substituting  $\sum_{i=1}^{t} k_i$  for k, we can get an upper bound on the number of recursive calls. Thus, the total time taken by the algorithm is  $n^{O(1)} \cdot 1.4656^{\sum_{i=1}^{t}}$ .