Monthly Meeting on October

Yuichiro Honda Morita lab. M1

2016/10/05

- 1 Previous work
- 2 Progress
- 3 Next step

Last month

- searched an (polynomial) algorithm to partition two matroids into their common bases
- 2 found an algorithm to find all common bases in two matroids in $O(n(n^2 + t)\lambda)$

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References



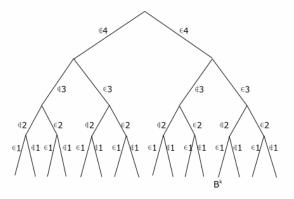
Komei Fukuda, Makoto Namiki: "Finding all common bases in two matroids", Discrete Applied Mathmatics 56 (1995) 231-243

Main result

Given two matroids $M_1=(E,\mathcal{B}_1)$, $M_2=(E,\mathcal{B}_2)$, and a common base $B^1\in\mathcal{B}_1\cap\mathcal{B}_2$, there is an algorithm finding all common bases of them in $O(n(n^2+t)\lambda)$ where λ is number of the bases and t is the time to make one pivot operation.

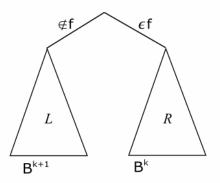
- The algorithm use enumeration tree whose height is |E| = n and the height is indexed in descending order from the root
- In the beginning, the initial comon base \mathcal{B}^1 is placed at right most position
- n-dimentional vector $P \in \{L, R\}^n$ is used to indicate the current position
- also current branch is indicated by $f \in E$
- Each one step of algorithm, B^k goes left updating B^k to B^{k+1} if exists

example:

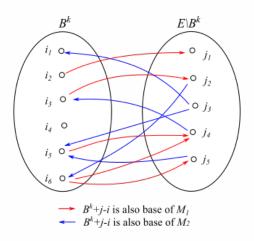


when the current base $B^k = \{1, 3, 4\}$ is placed like above, P = (LLRR) and f = 3

next, we need a theorem to reduce the search space like a backtracking



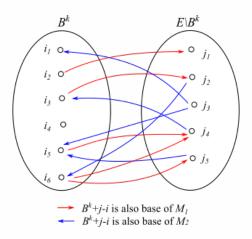
bipartite graph $G(B^k)$



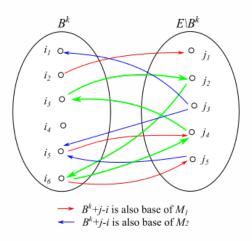
Theorem 1

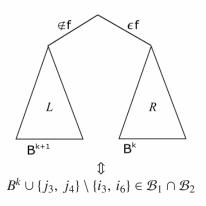
There exists a common base B^{k+1} in L if and only if there exists a directed cycle C in $G(B^k)$ which contains f and consists of elements in E less than or equal to f.

bipartite graph $G(B^k)$ when $f = i_6...$



bipartite graph $G(B^k)$ when $f = i_6...$

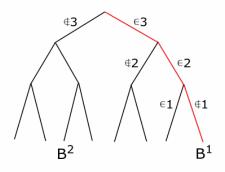




simple algorithm example:

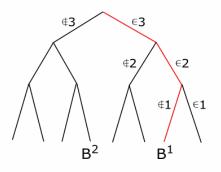
$$M_1 = M_2 = (E, \mathcal{B})$$

 $E = \{1, 2, 3\}, \mathcal{B} = \{\{1, 2\}, \{2, 3\}\}$
 $B^1 = \{2, 3\}$



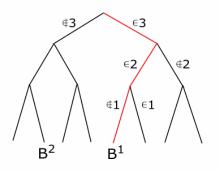
$$B^{1} = \{2, 3\}$$

 $P = (RRR)$
 $P_{1} = R \text{ then } f = 1$



$$B^{1} = \{2, 3\}$$

 $P = (LRR)$
 $P_{2} = R \text{ then } f = 2$

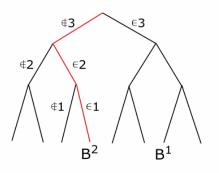


$$B^{1} = \{2, 3\}$$

 $P = (LLR)$
 $P_{3} = R \text{ then } f = 3$

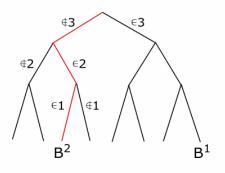


there exists an directed cycle C in bipartite graph $G(B^1)$ \rightarrow make pivot operation along C and get new base $B^2 = \{1, 2\}$



$$B^2 = \{1, 2\}$$

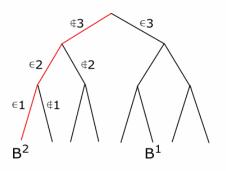
 $P = (RRL)$
 $P_1 = R \text{ then } f = 1$



$$B^{2} = \{1, 2\}$$

$$P = (LRL)$$

$$P_{2} = R \text{ then } f = 2$$



$$B^2 = \{1, 2\}$$

$$P = (L L L)$$

$$f \text{ doesn't exist}$$
end

alogrithm "Enumerate"

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input: M_1 := (E, \mathcal{B}_1), M_2 := (E, \mathcal{B}_2), B^1 \in \mathcal{B}_1 \cap \mathcal{B}_2 output: all common bases of M_1 and M_2
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- **1** k := 1, output B^k . P := (R, ..., R). (Here, $P \in \{L, R\}^n$)
- **2** $f := min\{j \mid P_j = R\}$
- 3 If f doesn't exist, stop. Else, create $G(B^k)$ and find directed cycle C satisfying theorem 1 with breadth first search.
- 4 If C doesn't exist, goto step 2. Else, k := k + 1, make pivot operation along C and obtain new B^k . $P_f := L$, $\forall j < k$; $P_j := R$, goto step 2.

Again, n = |E|, $\lambda = |\mathcal{B}_1 \cap \mathcal{B}_2|$, and t is time to generate $G(B^k)$.

time complexity

We evaluate the time from obtaining B^k to obtaining B^{k+1} . Let A_{max} be the maximum number of the arc in $G(B^k)$. Then C in $G(B^k)$ satisfying Theorem 1 can be found in $O(A_{max})$ using BFS. This is iterated at most n times(until finding such C). If such C exists, then we pivot elements in B^k along C to get B^{k+1} and generate $G(B^{k+1})$. This takes $O(C_{max}t)$ where C_{max} is the length of the C.

Since we know $A_{max} \le (\frac{n}{2})^2 \cdot 2 = \frac{n^2}{2}$ and $C_{max} \le 2 \cdot \frac{n}{2} = n$, it takes $O(n^3 + nt)$ from B^k to B^{k+1} .

This is iterated λ times, so total time complexity is $O((n^3 + nt)\lambda)$.

(note: t depends on the imput form of the matroid. for example, the matroid is given in a form of a map, $t = O(n^2)$, but matroid is given in a form of a matrix, it's more than n^2)

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next month

TODO:

- 1 learn about matroid intersection
- 2 learn how to partition a matoid into bases
- tackle two different partition matroids (can be partitioned into their common bases)
- generalized partition matroid of two different uniform matroids and any matroid