

# On Robust Temporal Structures in Highly Dynamic Networks

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J. work with Swan Dubois, Franck Petit, and John Michael Robson

<https://arxiv.org/abs/1703.03190>

AATG@ICALP 2018

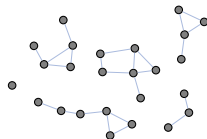
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Ex:



How changes are perceived?

- ~~Faults and Failures?~~
- Nature of the system. Change is normal.
- Possibly partitioned network



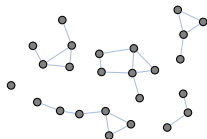
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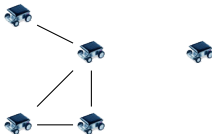


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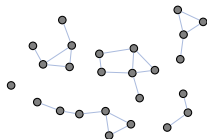
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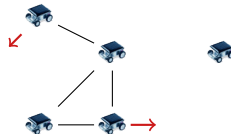


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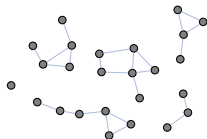
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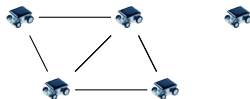


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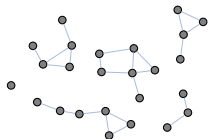
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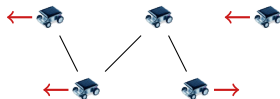


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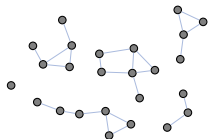
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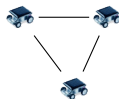


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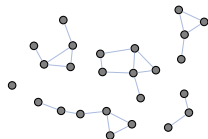
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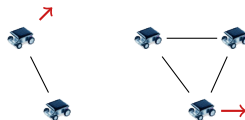


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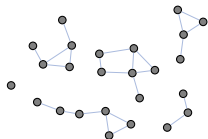
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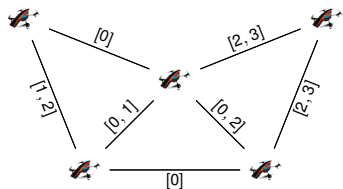


# Graph representations

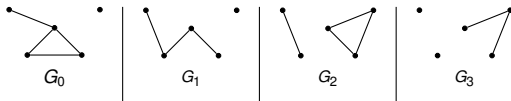
## Time-varying graphs (TVG)

$$\mathcal{G} = (V, E, \mathcal{T}, \rho, \zeta)$$

- $\mathcal{T} \subseteq \mathbb{N}/\mathbb{R}$  (lifetime)
- $\rho : E \times \mathcal{T} \rightarrow \{0, 1\}$  (presence function)
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Another classical view  $\mathcal{G} = G_0, G_1, \dots$



*Variety of models and terminologies:*

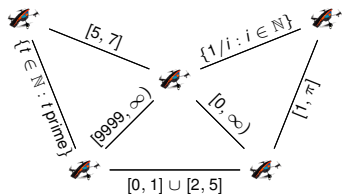
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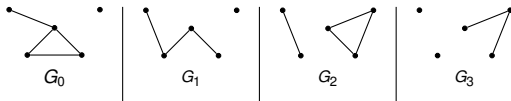
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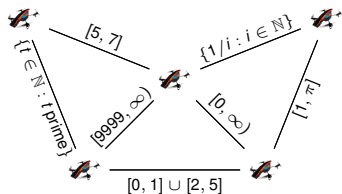
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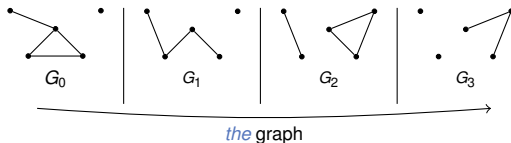
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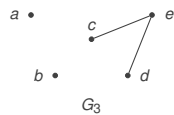
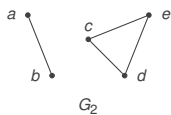
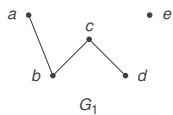
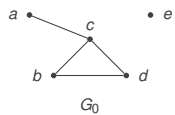
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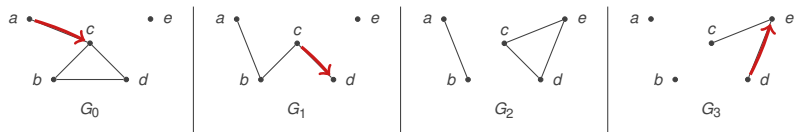
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# Basic concepts



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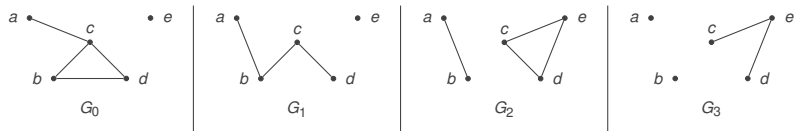


$\implies$  *Temporal path* (a.k.a. *Journey*), e.g.  $a \rightsquigarrow e$

Ex:  $((ac, t_1), (cd, t_2), (de, t_3))$  with  $t_{i+1} \geq t_i$  and  $\rho(e_j, t_j) = 1$

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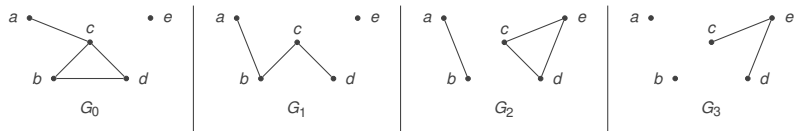
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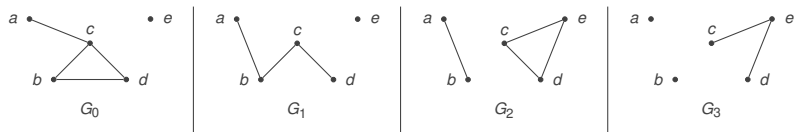
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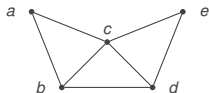
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⇒ *Temporal connectivity* ( $* \rightsquigarrow *$ ) Satisfied here? No, only  $1 \rightsquigarrow *$ .

⇒ *Footprint* ( $\neq$  underlying graph)

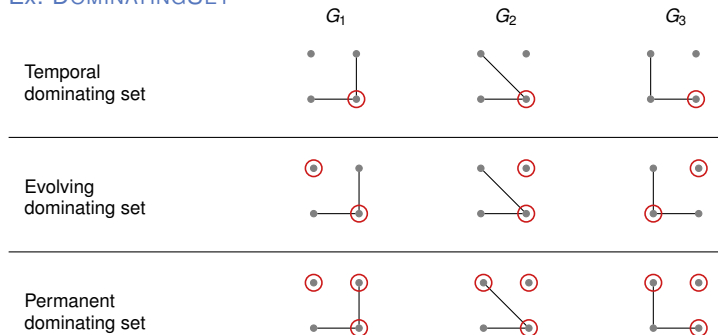


# Today: Covering problems

Three ways of redefining covering problems

C., Mans, Mathieson, 2011

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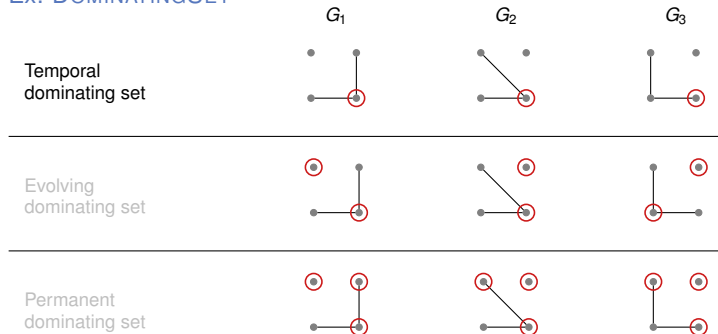


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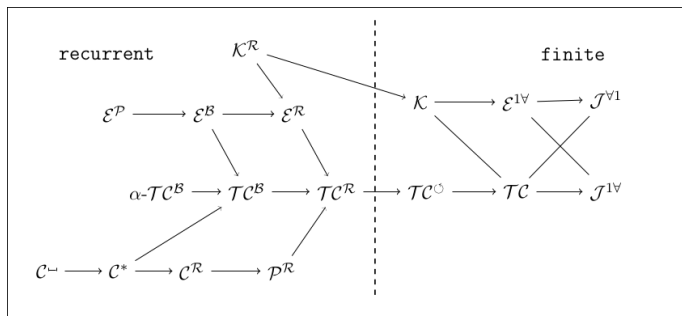
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→ How about infinite time? The relation must hold infinitely often!

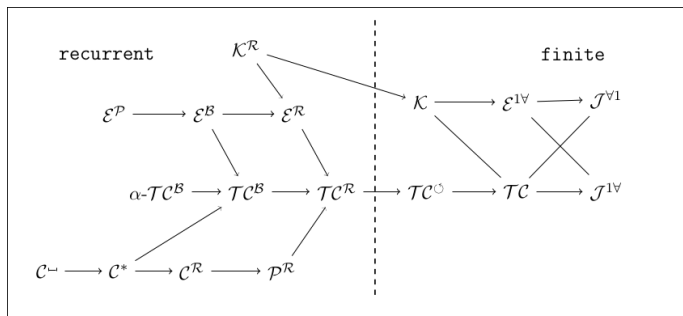


What assumption for what problem?



(C., 2018)

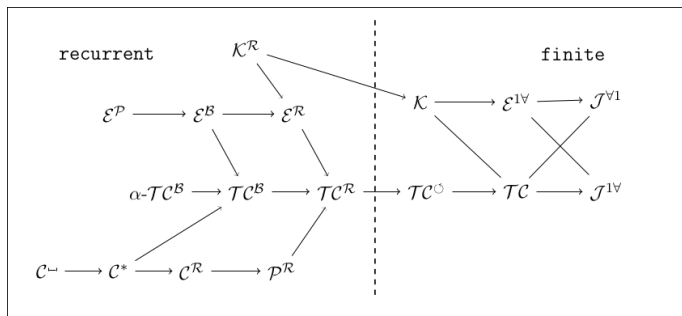
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Building temporal covering structures?

- $\mathcal{E}^{\mathcal{R}}$ : "easy"
- $\mathcal{TC}^{\mathcal{R}}$ : this talk

## Exploiting regularities within $\mathcal{TC}^{\mathcal{R}}$

$\mathcal{TC}^{\mathcal{R}}$  := Temporal connectivity is recurrently achieved

$(\mathcal{TC}^{\mathcal{R}} := \forall t, \mathcal{G}_{[t, +\infty)} \in \mathcal{TC})$



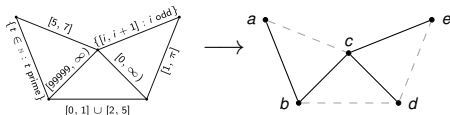
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→ Can be exploited in a distributed algorithm [Kaaouachi et al., 2016](#)

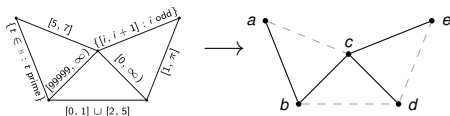
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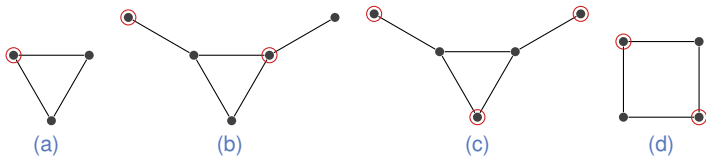
→ **Robustness**: New form of heredity asking that a property or solution holds in all connected spanning subgraphs

Ex: MINIMALDOMINATINGSET (MDS) and MAXIMALINDEPENDENTSET (MIS)

[C., Dubois, Petit, Robson, 2017/18](#)

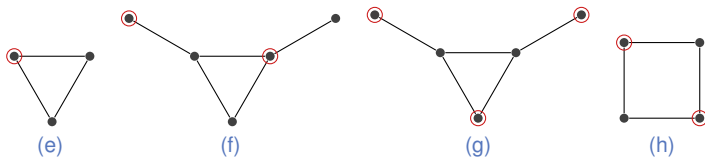
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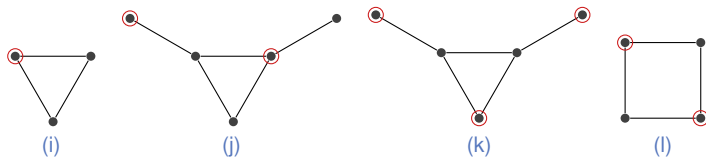
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Which ones are robust?

→ Question: characterizing graphs/footprints in which

1. all MISs are robust:  $(\mathcal{R}MIS^{\forall})$
2. at least one MIS is robust:  $(\mathcal{R}MIS^{\exists})$
3. all MDSs are robust:  $(\mathcal{R}MDS^{\forall})$
4. at least one MDS is robust:  $(\mathcal{R}MDS^{\exists})$

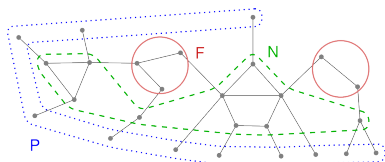
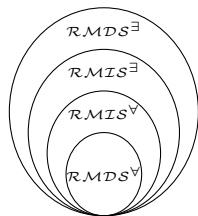
# Overview of technical results

1.  $\mathcal{RMDS}^{\forall} = \text{Sputniks}$
2.  $\mathcal{RMIS}^{\forall} = \text{Complete bipartite} \cup \text{Sputniks}$
3.  $\mathcal{RMDS}^{\exists} \not\supseteq \text{bipartite} + \text{test algo}$
4.  $\mathcal{RMIS}^{\exists} \not\supseteq \text{bipartite} + \text{test algo}$



## Locality:

1.  $\mathcal{RMDS}^{\forall}$  and  $\mathcal{RMIS}^{\forall}$   
→ Robust solutions can be computed locally!
2.  $\mathcal{RMIS}^{\exists}$   
→ Robust solutions cannot be computed locally!



Local algo for robust MIS in Sputniks



Lower bound on the non-locality of robust MIS

Graphs in which *all* MISs are robust? ( $\mathcal{RMIS}^\forall$ )

# $\mathcal{RMIS}^\forall$

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## Lemma

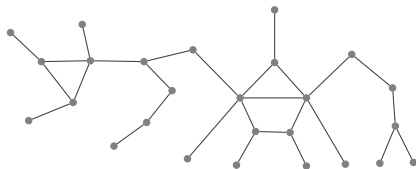
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Def: A graph is a **sputnik** if and only if every node that belongs to a cycle also has an **antenna** (i.e. a pendant neighbor).

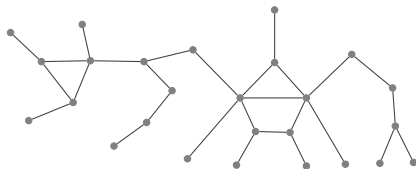
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### Lemma

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## Theorem

$$\mathcal{RMIS}^\forall = \text{Sputniks} \cup \mathcal{BK}$$

# Local algorithm to find a RMIS in $\mathcal{RMIS}^\forall$

## State of the art (classical MIS)

- ▶ Lower bound:  $\Omega(\sqrt{\log n / \log \log n})$  [KMW04]
- ▶ Best algo:  $2^{O(\sqrt{\log n})}$  [PS96] (between  $\log n$  and  $n$ )
- ▶ Best algo in trees:  $O(\log n / \log \log n)$  [BE10]

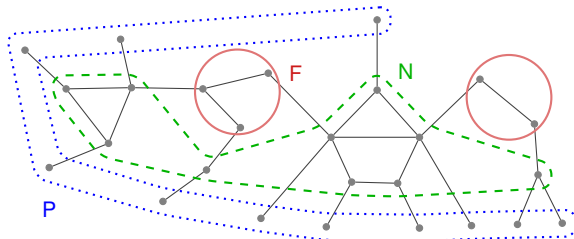
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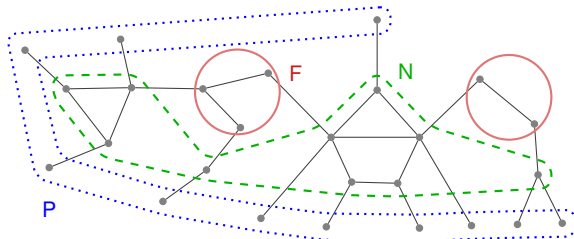
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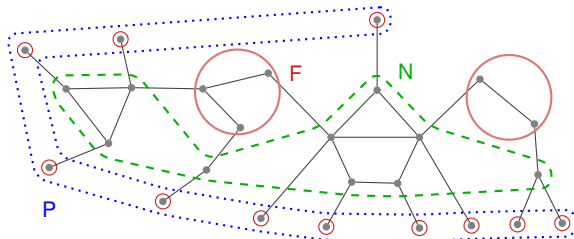
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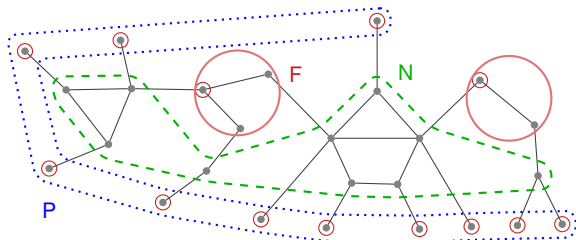
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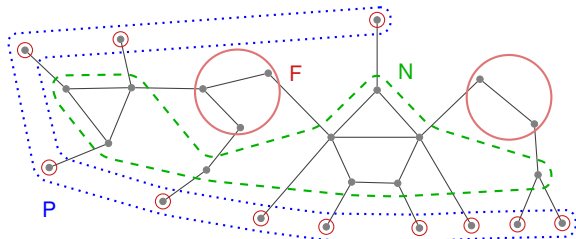
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F: other

$\implies$   $o(\log n)$



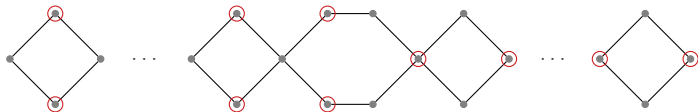
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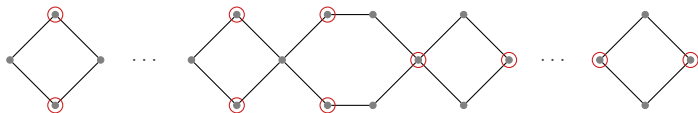
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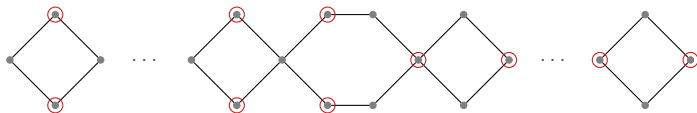


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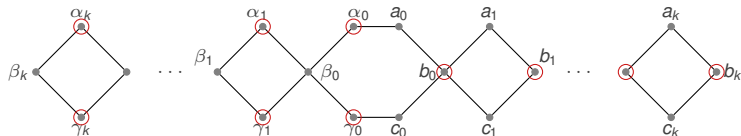
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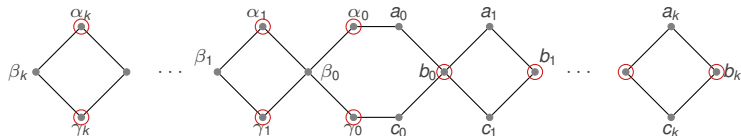
(2) Identified networks: let  $\mathcal{L}_1, \mathcal{L}_2, \mathcal{L}_3$  be disjoint labeling functions that assign identifiers to  $n/3$  nodes starting at one extremity (left or right). Let the whole graph be labeled either (1)  $\mathcal{L}_1 \cdot x \cdot \mathcal{L}_2$ ; (2)  $\mathcal{L}_1 \cdot y \cdot \mathcal{L}_3$ ; (3)  $\mathcal{L}_2 \cdot z \cdot \mathcal{L}_3$ , with  $x, y$ , and  $z$  arbitrary.

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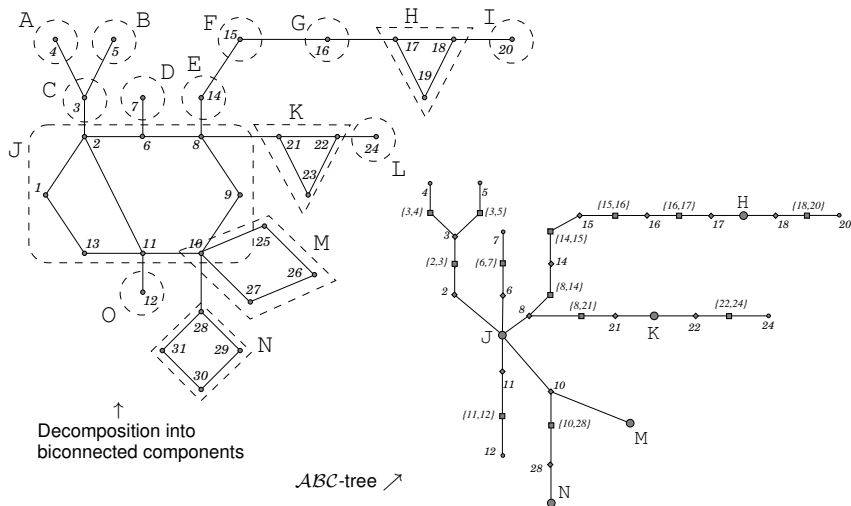
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→ Essentially as bad as collecting all information at one node and use offline algo.

# Centralized algorithm to find RMISs in general (in **P**)

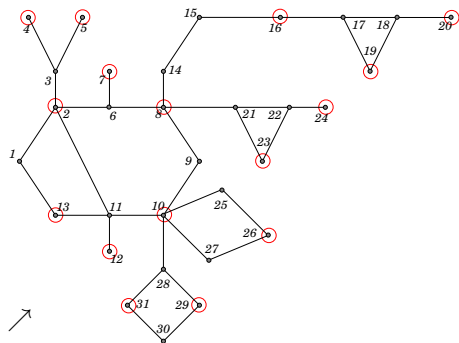
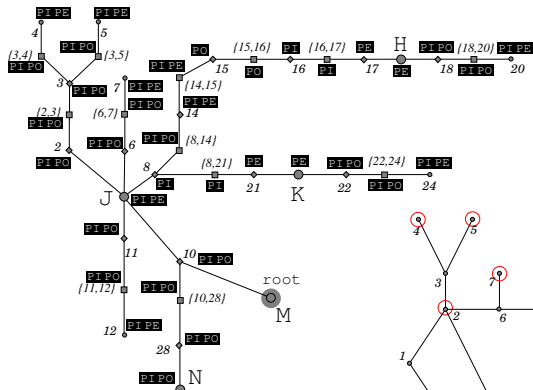
Objective: Finds a RMIS if one exists, rejects otherwise.



↑  
Decomposition into  
biconnected components

ABC-tree ↗

# Polynomial-time algorithm to find RMISs (2)



↑  
Tagging

Resulting RMIS ↗



Děkuji !