

On inefficient temporal graphs

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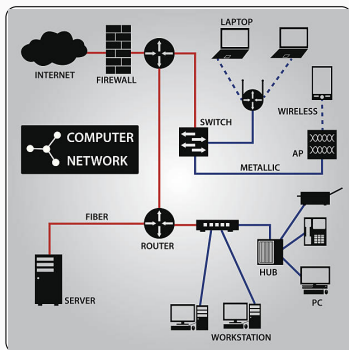
¹Supported by the RIN Tremplin Région Normandie project DynNet.

²Supported by the Leverhulme Trust International Professorship in Neuroeconomics.

Temporal graphs

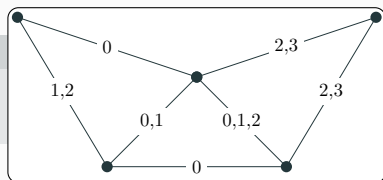
Temporal graphs

- faulty networks
- swarms of drones
- interacting population



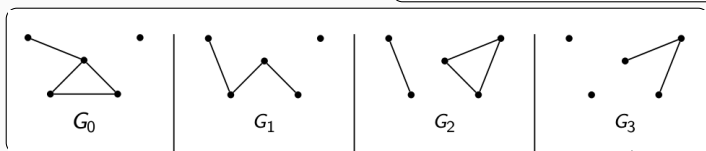
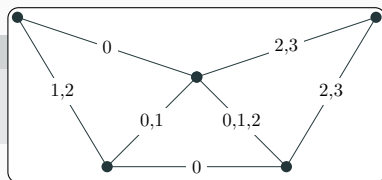
Definition temporal graph

Edges appear and disappear over the lifetime of the graph



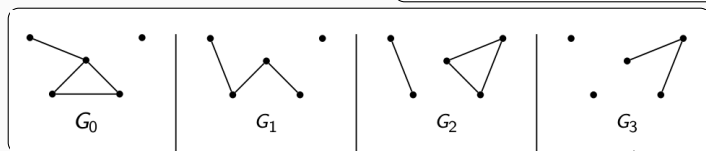
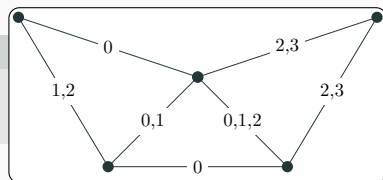
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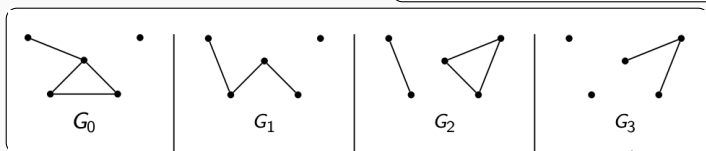
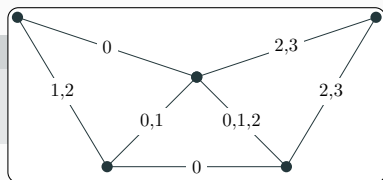


Definition footprint (or underlying graph)

Union of all snapshots G_i

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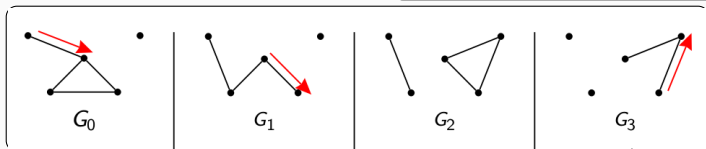
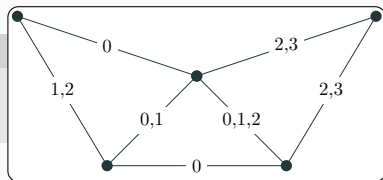
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Path in temporal graph with increasing labels on the edges

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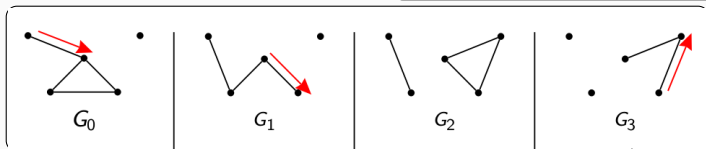
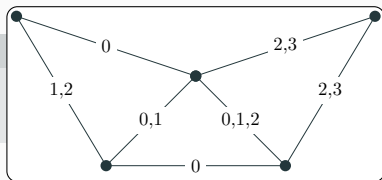
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Preliminaries

Definition temporal graph

Edges appear and disappear over the lifetime of the graph



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Definition temporal connectivity (TC)

A temporal graph is temporally connected

iff for all pairs of vertices (u, v) there exists a journey $u \rightsquigarrow v$

Temporal graph design problem

Input: graph $G = (V, E)$, temporal graph property \mathcal{P}

Question: does a labelling $\lambda : E \rightarrow \mathbb{N}$ exist such that temporal graph $\mathcal{G} = (G, L)$ have property \mathcal{P} ?

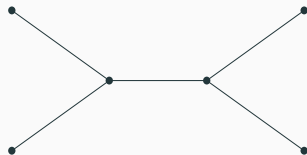
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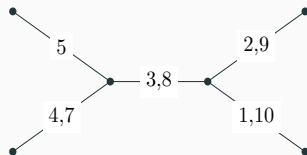
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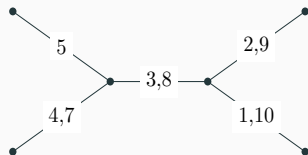
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Remark

The amount of labels used in these problems is always minimized or given

Sparse labelling problem

Input: graph G , integer k

Question: Does a labelling λ using at most k labels exist such that temporal graph $\mathcal{G} = (G, \lambda)$ is \mathcal{TC} ?

Dense labelling problem

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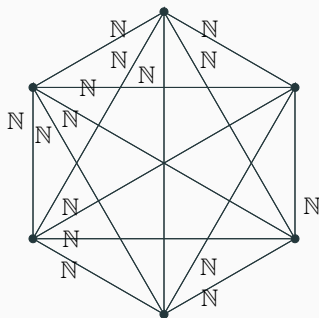
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Problem formulation

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Definitions

- A label is **necessary** iff reachability reduces when removed
- A labelling is **necessary** iff it consists of only necessary labels
- A labelling is **proper** iff incident edges have distinct labels

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Motivation

- Represents potential power of an adversary trying to waste precious network resources (even if restricted)
- Worst case scenarios for temporal spanners and greedy algorithms

Measures

of a temporal graph \mathcal{G} [6]:

- **Temporal cost** T : total amount of labels in \mathcal{G}

Measures

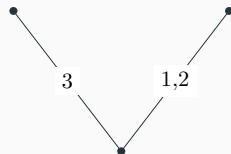
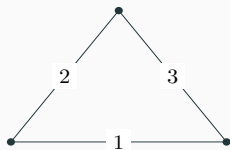
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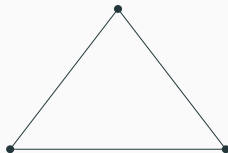
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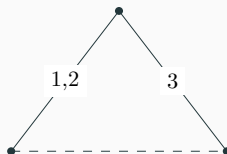
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- $2 \leq \tau^+$

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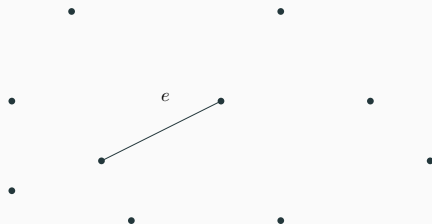
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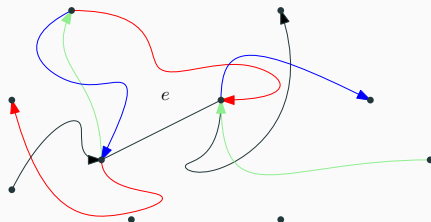


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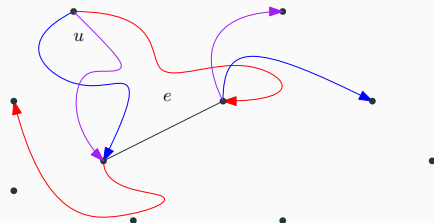


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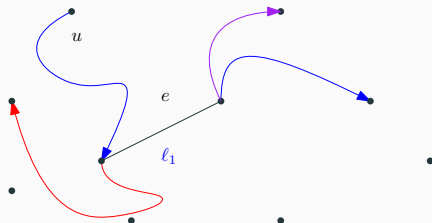


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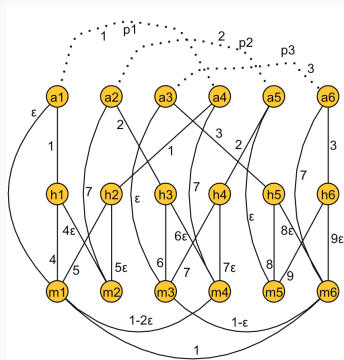
and

$$\tau^+ \leq n - 1$$

- $\frac{1}{18}n^2 + O(n) \leq T^+ [1]$

and

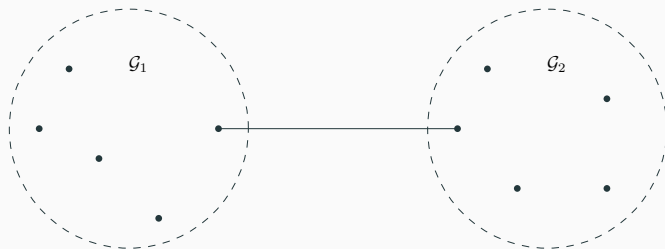
$$T^+ < (n - 1) \binom{n}{2}$$



The simple case of trees

Definition

A bridge edge is an edge which disconnects the graph when removed



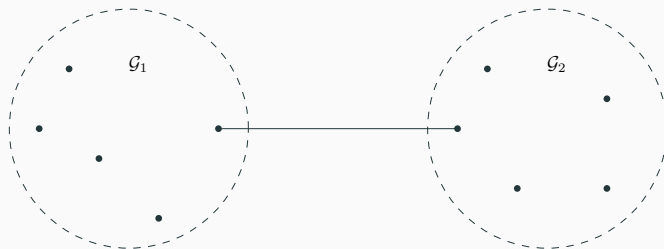
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In any necessary labelling, there are at most 2 labels on a bridge edge



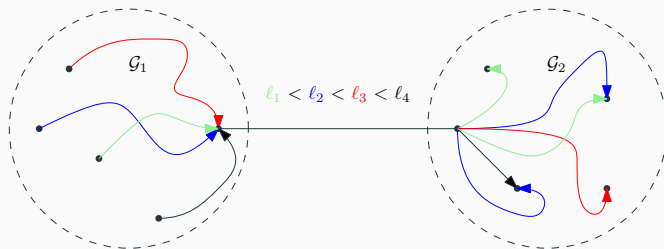
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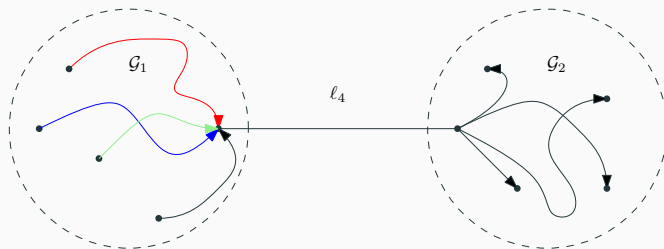
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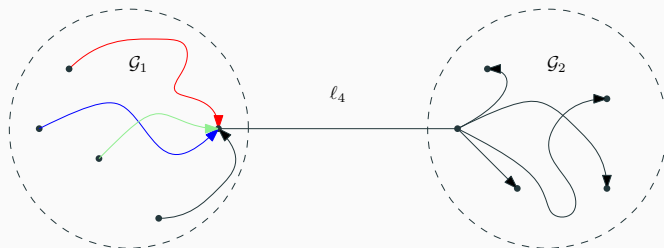
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Theorem

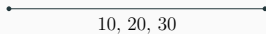
For any tree graph on n vertices, $\tau^+ = 2$ and $T^+ = 2n - 3$

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Ad-hoc construction for $\tau^+ \geq 3$

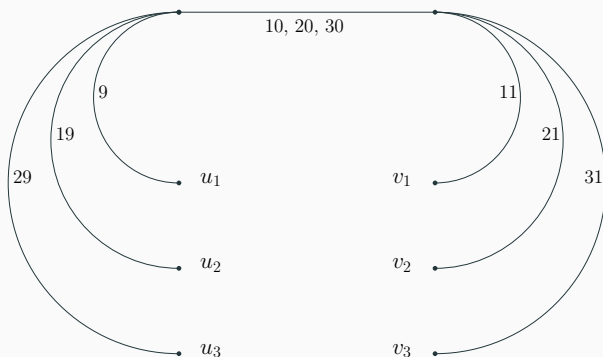
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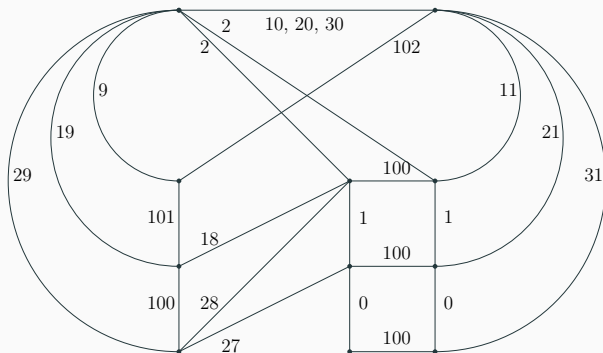
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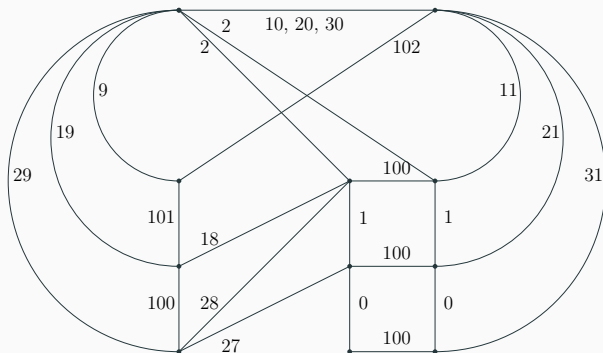
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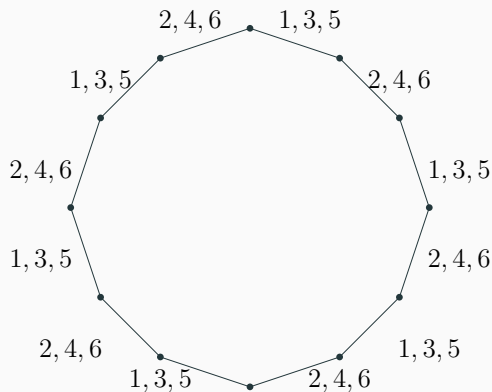
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Theorem

The ad-hoc construction allows for $\tau^+ \geq \frac{1}{3}n$ and $T^+ \geq \frac{1}{18}n^2 + O(n)$

Odd/even alternating labelling



Theorem

The odd/even alternating labelling allows for $\tau^+ = \frac{1}{4}n$ and $T^+ = \frac{1}{4}n^2$

Remark

Contrary to trees, cycles allow for large τ^+ and T^+ , but can we do better?

Idea

Extend STGen [3], a happy labelling generator using techniques based on matchings, isomorphisms, and automorphisms, to generate, given a graph, all its proper necessary labellings

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Some details

- Non-necessary labellings and \mathcal{TC} labellings are “final”, efficiently cutting branches of search space;
- Amortized constant time complexity for \mathcal{TC} testing and necessity testing;
- Freely available at <https://gitlab.com/echrstnn/max-temporality> (Rust);

Necessary labelling generator

Idea

Extend STGen [3], a happy labelling generator using techniques based on matchings, isomorphisms, and automorphisms, to generate, given a graph, all its proper necessary labellings

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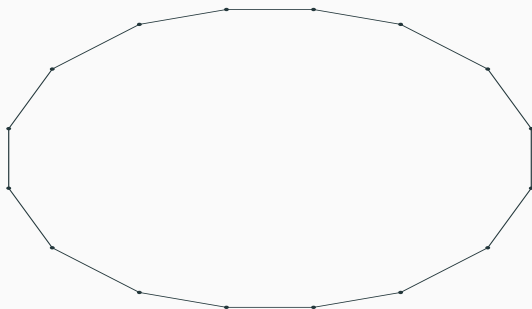
Result

Enumerated all necessary labellings of cycles of size up to $n = 14$ included, giving us the intuition for the following (empirically optimal) labelling

Odd/even distributing labelling

Definition Odd/even distributing labelling

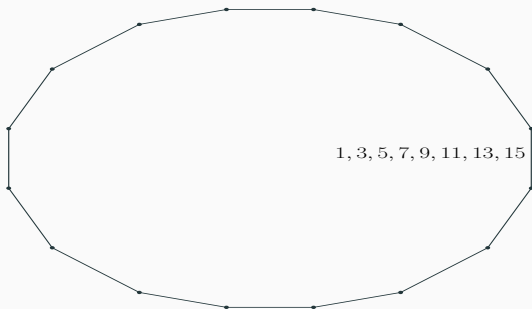
- Let $L_1 = (1, 3, 5, \dots, n - 1)$, $L_2 = (2, 4, \dots, n - 2)$ and $P_1, P_2 = \emptyset$;
- Choose some edge e , and let $e_\ell, e_r = e$;
- Do $\frac{n}{2}$ times:
 - Assign P_1 to both edges e_ℓ and e_r ;
 - Distribute L_1 to e_ℓ and e_r , move $\min(L_1)$ to P_1 and remove $\max(L_1)$;
 - Set e_ℓ and e_r to the next clockwise and counter-clockwise edges;
 - Swap L_1 and L_2 , as well as P_1 and P_2 ;
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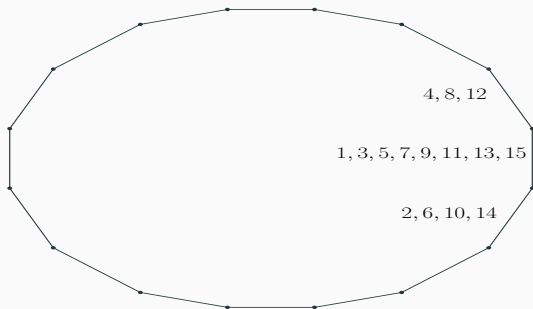
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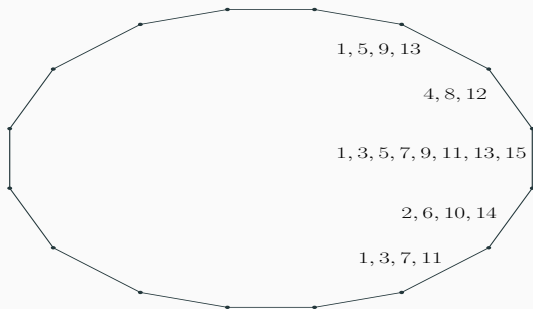
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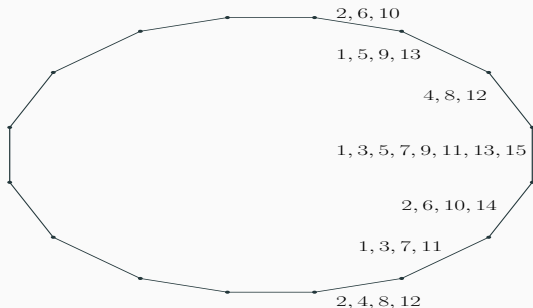
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- Choose some edge e , and let $e_\ell, e_r = e$;
- Do $\frac{n}{2}$ times:
 - Assign P_1 to both edges e_ℓ and e_r ;
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 - Set e_ℓ and e_r to the next clockwise and counter-clockwise edges;
 - Swap L_1 and L_2 , as well as P_1 and P_2 ;
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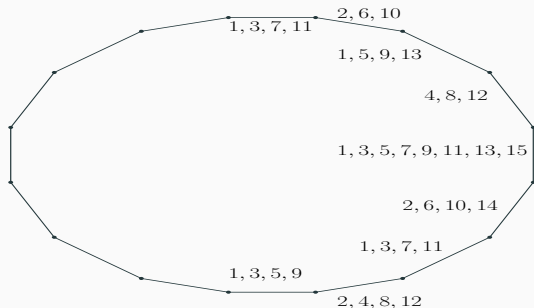
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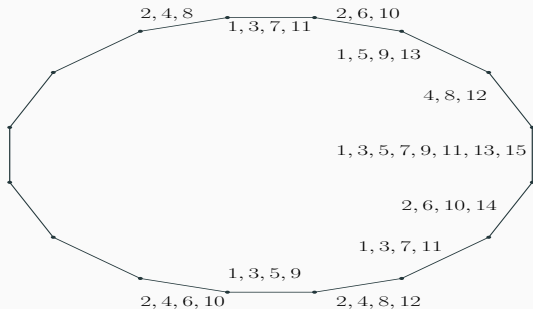
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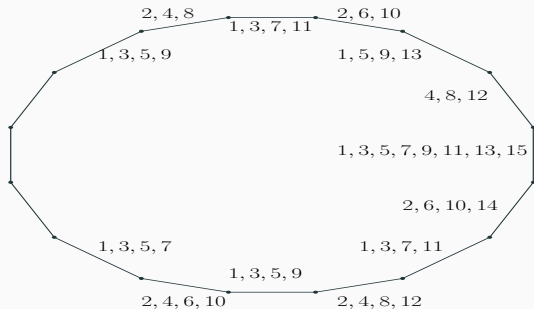
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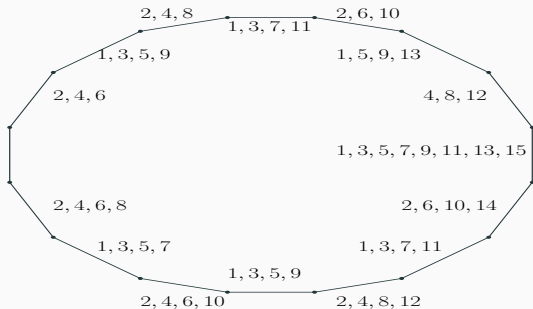
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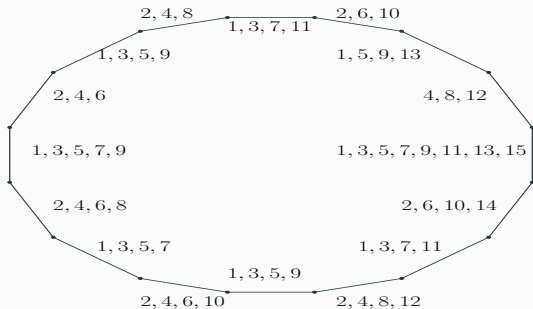
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Correctness proof of odd/even distributing labelling

Theorem

The odd/even distributing labelling induces $\tau^+ \geq \frac{1}{2}n$ and $T^+ \geq \frac{1}{4}n^2 + 1$

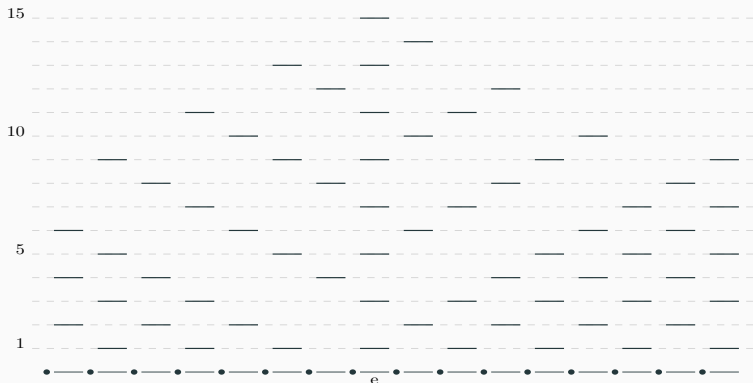
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Link Stream (Latapy *et al.* [5])

Use one axis for the vertices, and a second axis for time, allowing one to plot the time-edges (and journeys) in this two-dimensional space

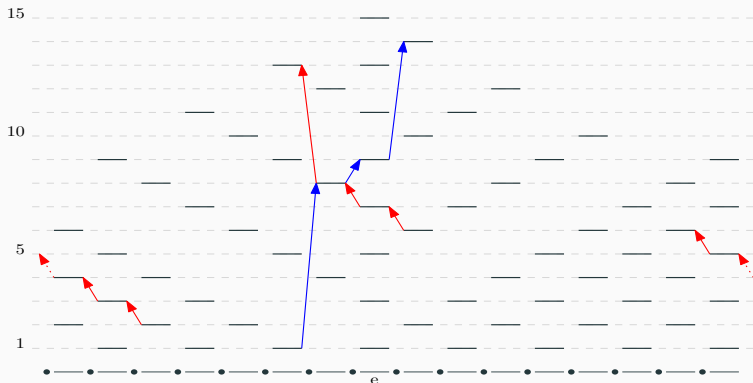


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A journey is:

- (counter-)clockwise iff it only uses edges towards the **right** (resp. **left**);
- prefix-foremost iff it always uses the earliest edges possible;

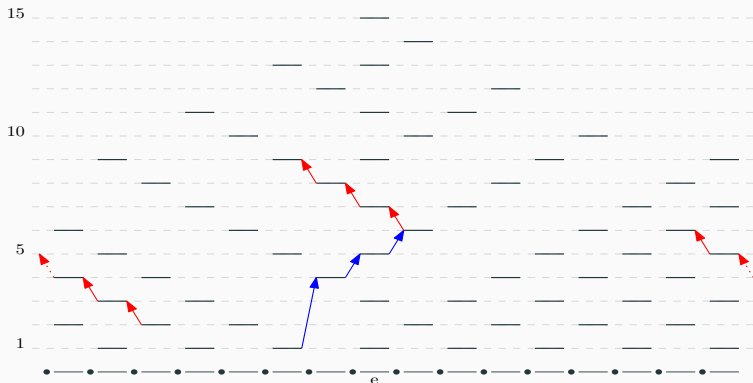


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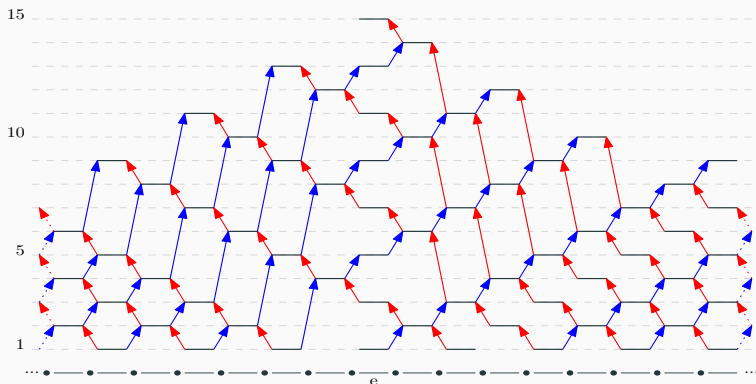


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A journey is:

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- prefix-foremost iff it always uses the earliest edges possible;
- dominant iff no (same direction) journey covers its vertices or more

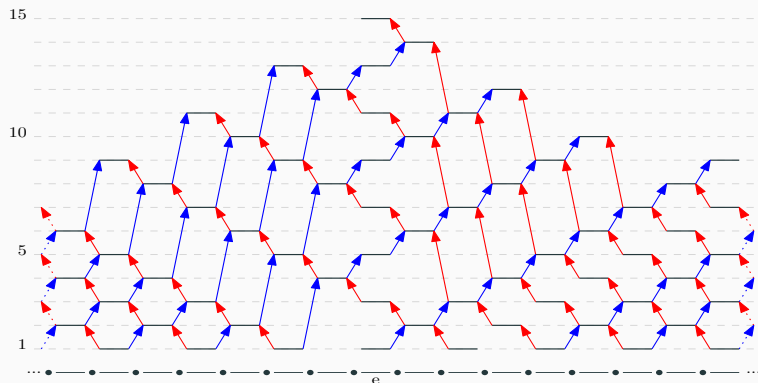


Correctness proof of odd/even distributing labelling

Lemma

A pair of clockwise and counter-clockwise journeys is necessary if:

- both start at some same vertex v ;
- both are prefix-foremost;
- both are a suffix of a dominant journey;
- together they cover the whole vertex set without crossing



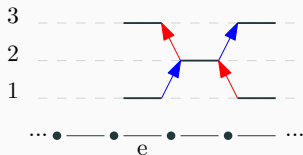
Correctness proof of odd/even distributing labelling

Theorem

The odd/even distributing labelling is necessary for all even cycles

Proof idea by induction

- base case: prove it is a necessary labelling for C_4 with Lemma
- inductive step (C_n to C_{n+2}): adds a “layer” on the link stream, lengthening journeys by 1, and adding journeys obeying Lemma □



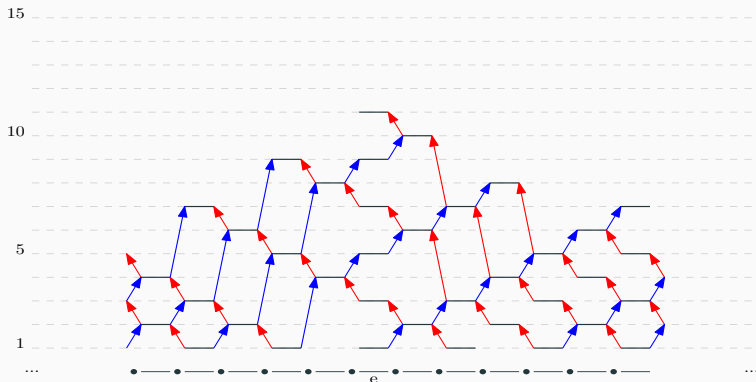
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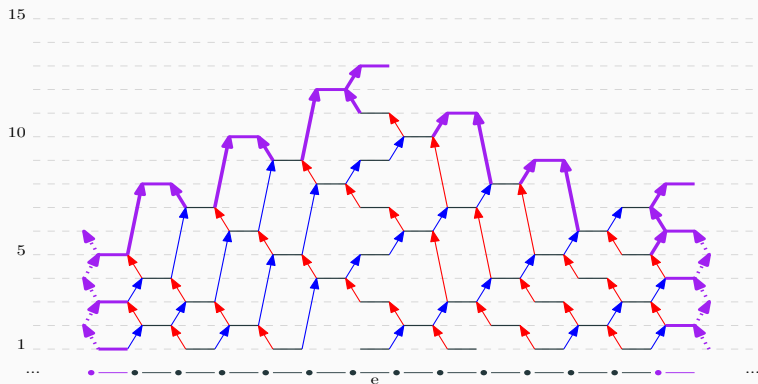
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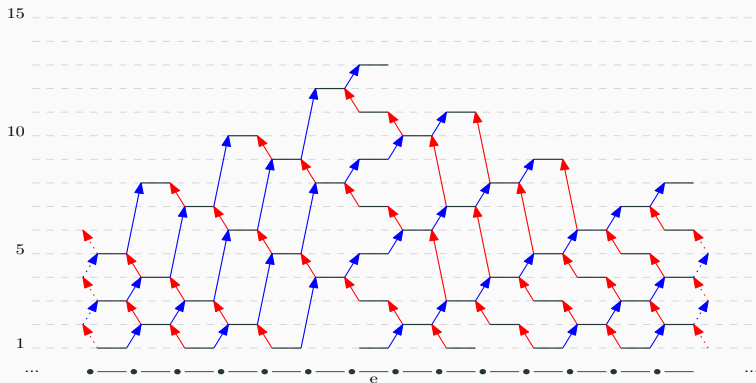
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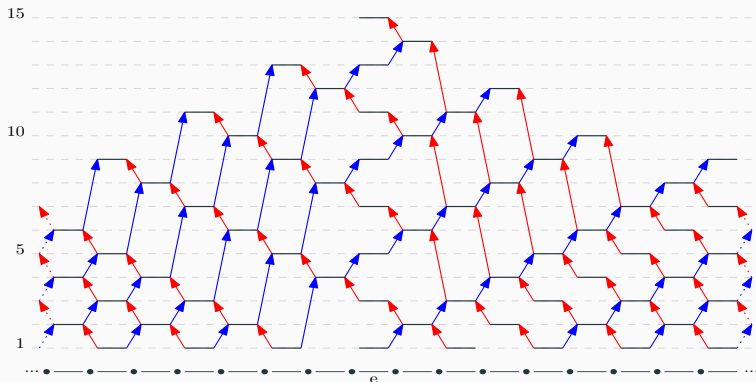
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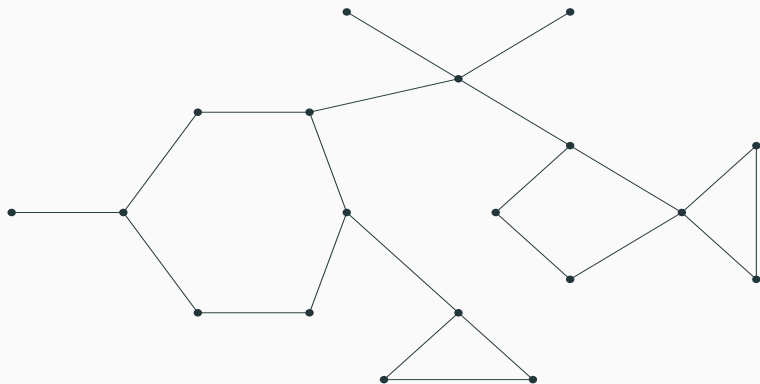
And finally: cactus graphs

Definition

A cactus graph is a tree graph with some vertices/edges replaced by cycles

Theorem

For any cactus graph on n vertices and circumference c (length of longest simple cycle), $\tau^+ \geq \frac{1}{2}c$, and $T^+ \geq \frac{1}{4}c^2 + 2(n - c) + 1$



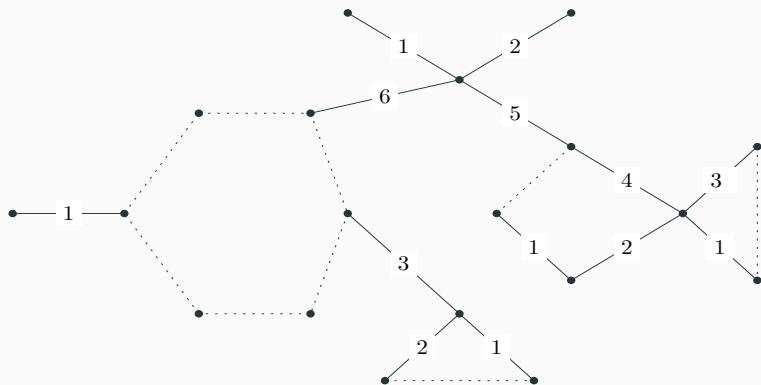
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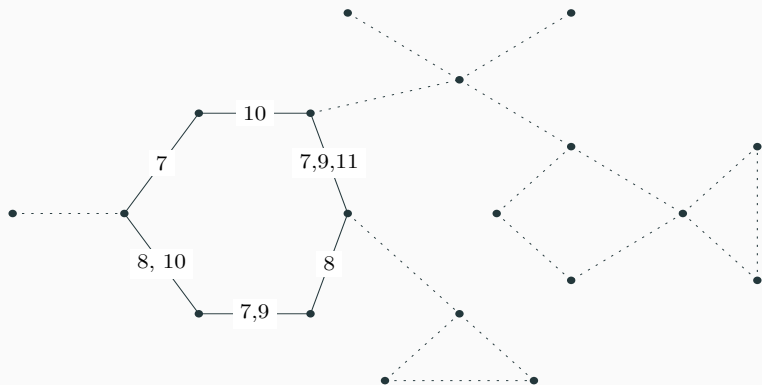
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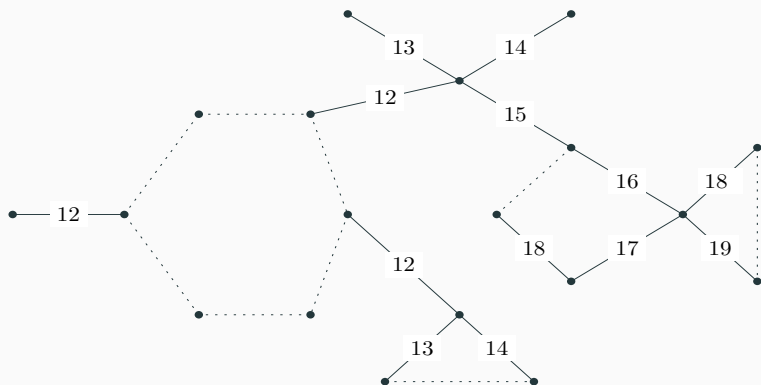
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Conclusion

Theorem

For any tree graph on n vertices, $\tau^+ = 2$ and $T^+ = 2n - 3$

Corollary

For any connected graph on n vertices, $\tau^+ \geq 2$ and $T^+ \geq 2n - 3$

Theorem

For any cycle graph on n vertices, $\tau^+ \geq \frac{1}{2}n$ and $T^+ \geq \frac{1}{4}n^2 + 1$

Corollary

For any Hamiltonian graph on n vertices, $\tau^+ \geq \frac{1}{2}n$ and $T^+ \geq \frac{1}{4}n^2 + 1$

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Corollary

For any graph on n vertices and circumference c , $\tau^+ \geq \frac{1}{2}c$, and $T^+ \geq \frac{1}{4}c^2 + 2(n - c) + 1$

Future work and open questions

- Reduce upper bound of τ^+ in cycles, currently $n - 1$ (to a tight $\frac{1}{2}n$?) by showing forbidden configurations of dominating journeys
- Can cactus graphs beat $\tau^+ = \frac{1}{2}c$?
- We adapted our labelling generator to work for general graphs, and $\tau^+ \leq \frac{1}{2}n$ (empirically) seems to hold in general as well
- Given a general graph, is it NP-hard to compute τ^+ or T^+ ?





Measure \ Labelling	Proper	Happy	Strict
τ^+	$\geq \frac{1}{2}n$	1 (by definition)	$> \frac{1}{2}n$? (empirically)
T^+	$\geq \frac{1}{4}n^2 + 1$	$\geq \frac{1}{18}n^2 + O(n)$	$\geq \frac{1}{2}n^2 + O(n)$



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Thank you for your attention

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