

# Sum-Max Graph Partitioning Problem

Rémi Watrigant, Marin Bougeret, Rodolphe Giroudeau and Jean-Claude König

LIRMM, Montpellier, France



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- 3 Greedy  $\frac{k}{2}$ -approximation algorithm
- 4 Exact solutions
- 5 Conclusion, future work

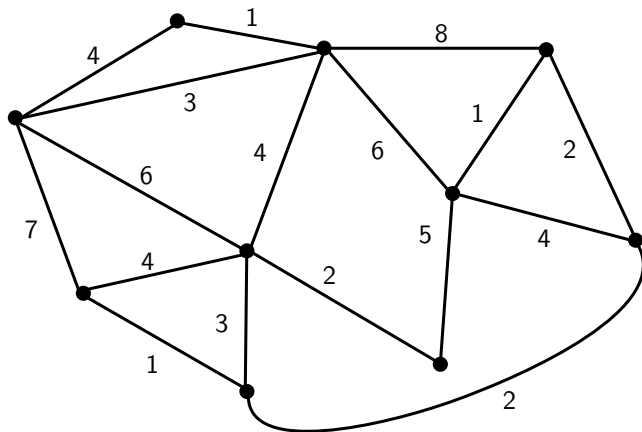
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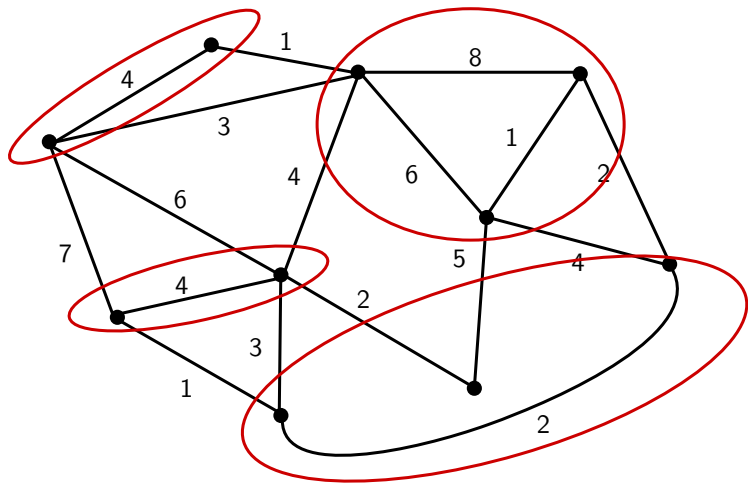
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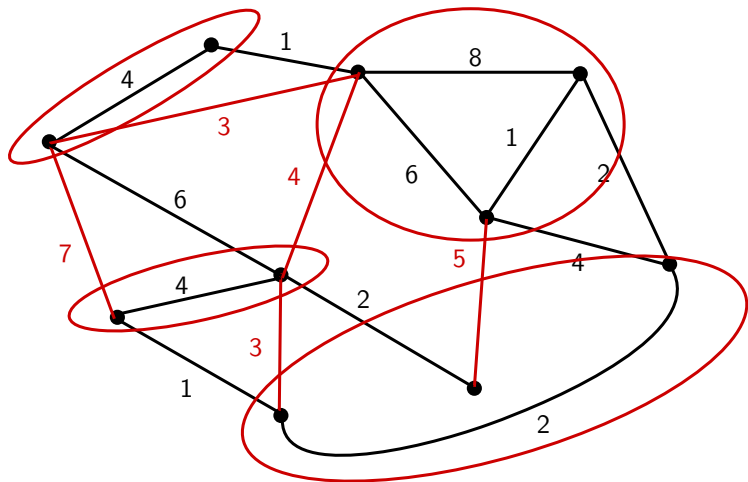
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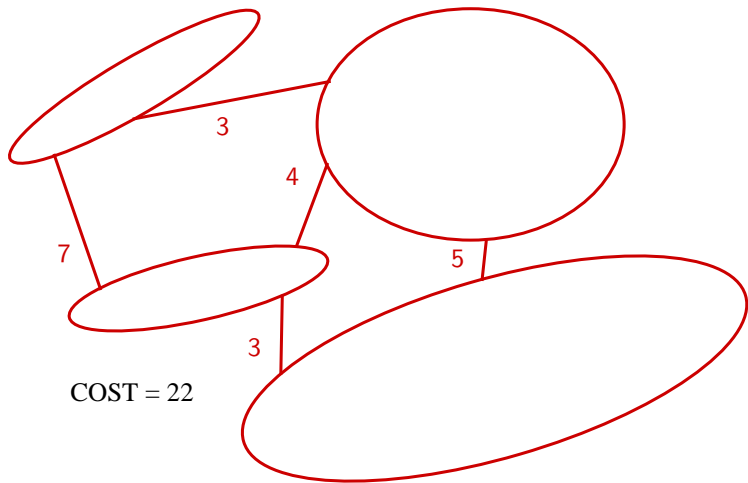
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- partial results and future work

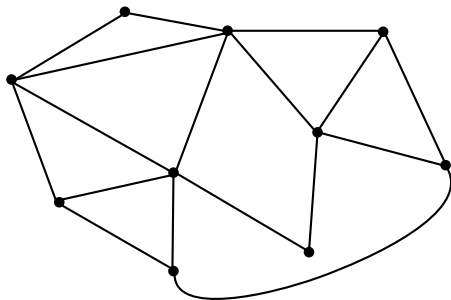
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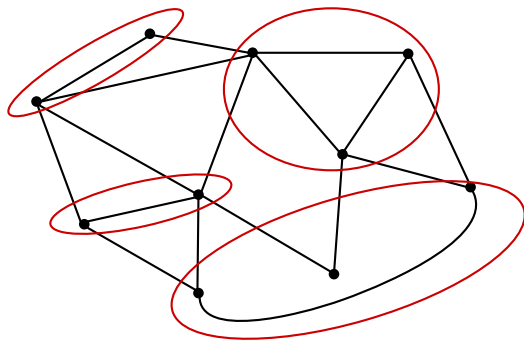
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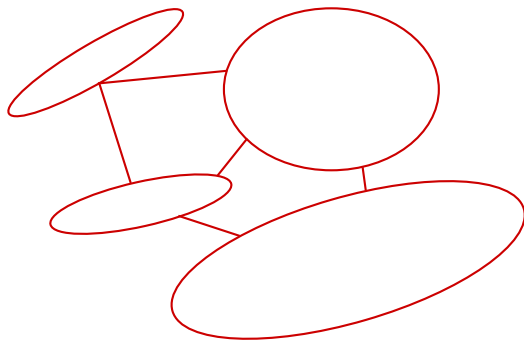




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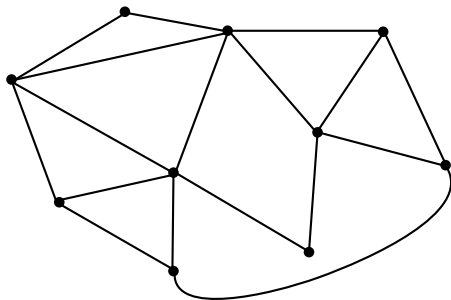
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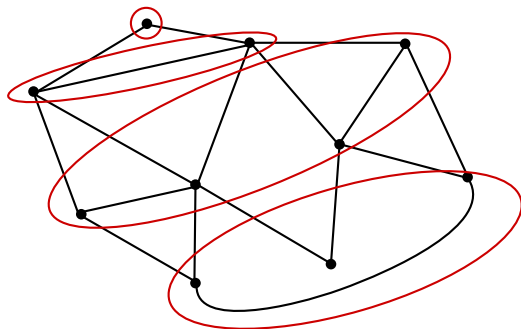
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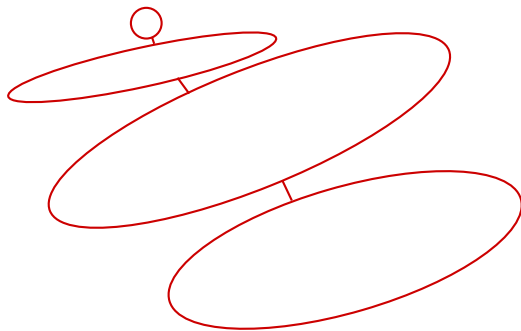
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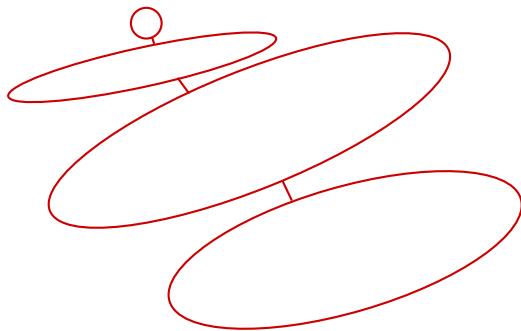
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### Property

For a connected unweighted graph, any optimal solution has a cost of at least  $k - 1$  (in this case the quotient graph is a tree)

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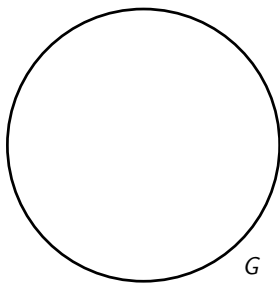
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$\alpha(G) \geq k$  ?

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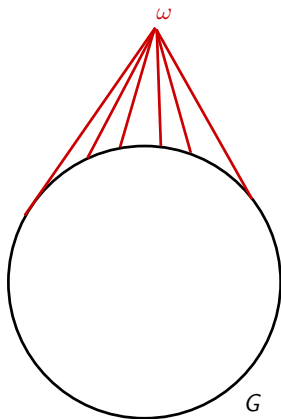
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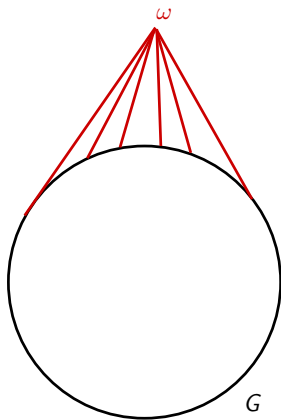
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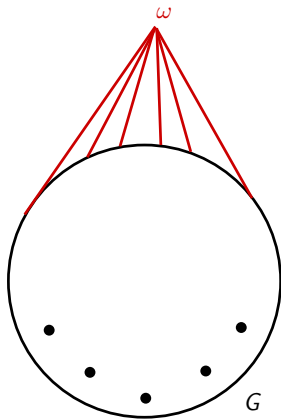
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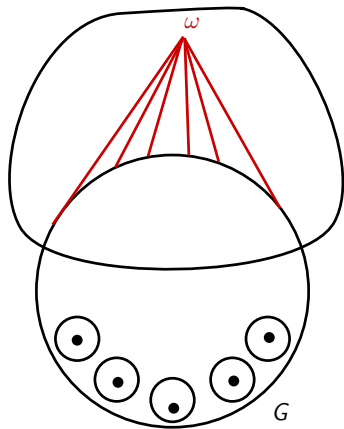
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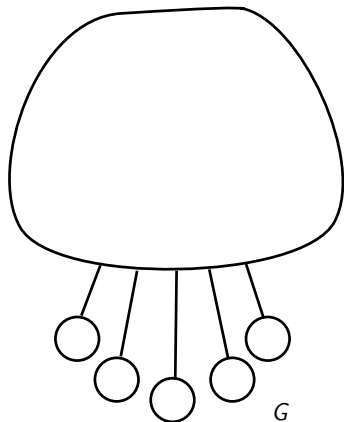
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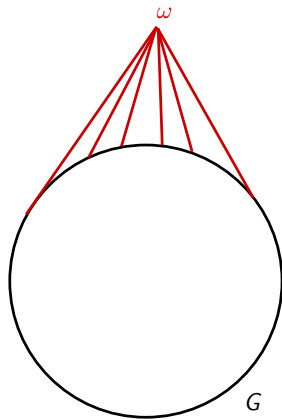
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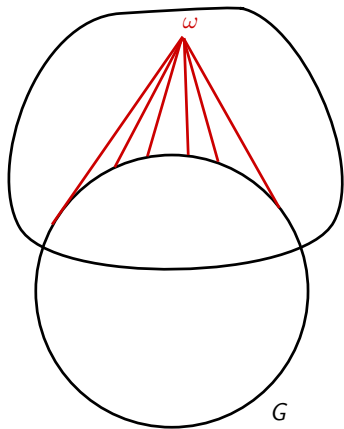
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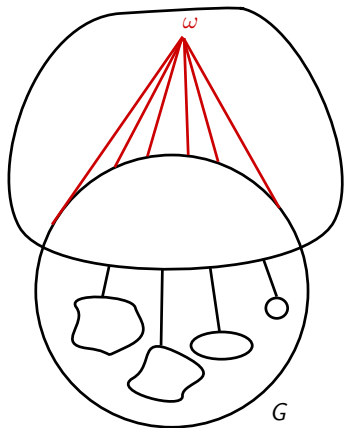
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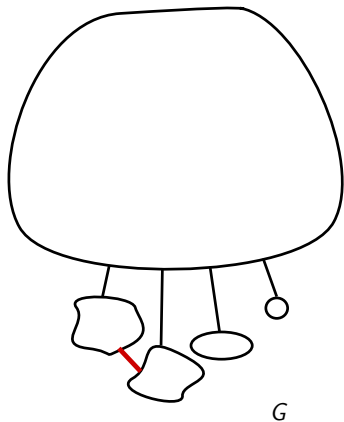
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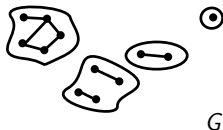
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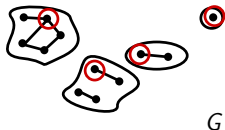
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independent set of size  $k$



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Conclusion:

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SUM-MAX GRAPH PARTITIONING is  $\mathcal{NP}$ -hard, and even  $W[1]$ -hard for the parameter  $k$

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We can also prove a gap preserving reduction :

- $\alpha(G) \geq k \Rightarrow OPT(G') \leq k$
- $\alpha(G) < r.k \Rightarrow OPT(G') > \frac{1}{2r}k$  for all  $r \ll 1$

### Theorem

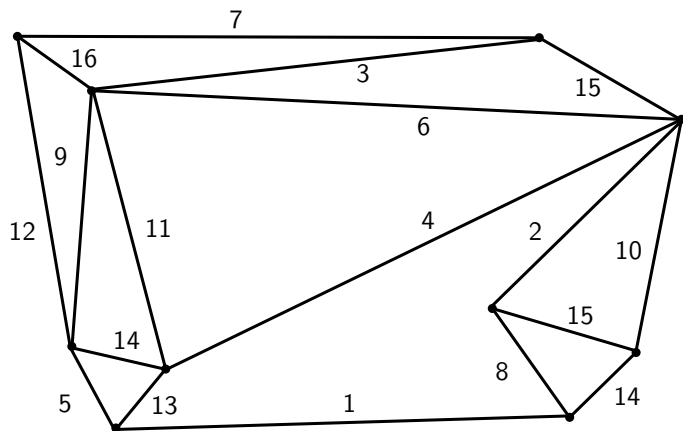
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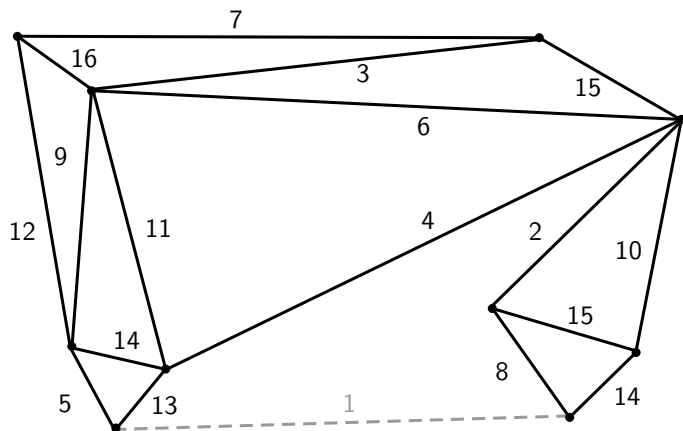
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Algorithm = remove the lightest edge of  $G$  until  $G$  has  $k$  connected components



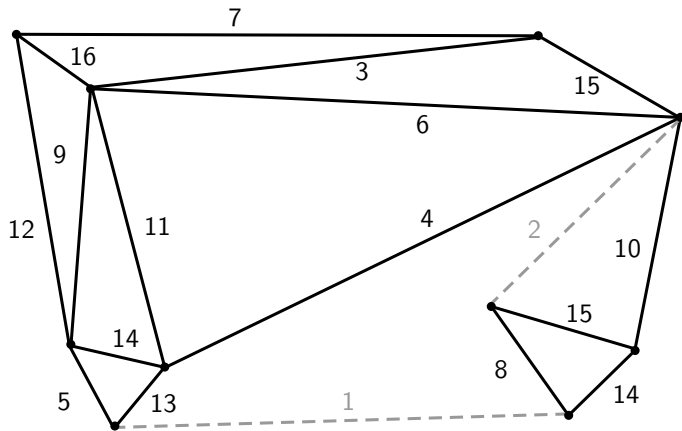
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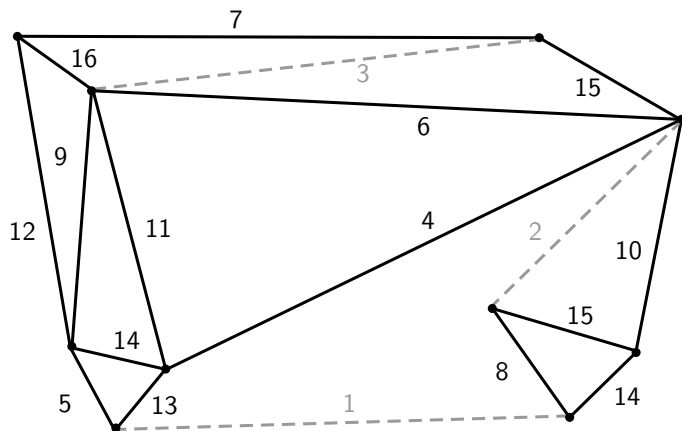
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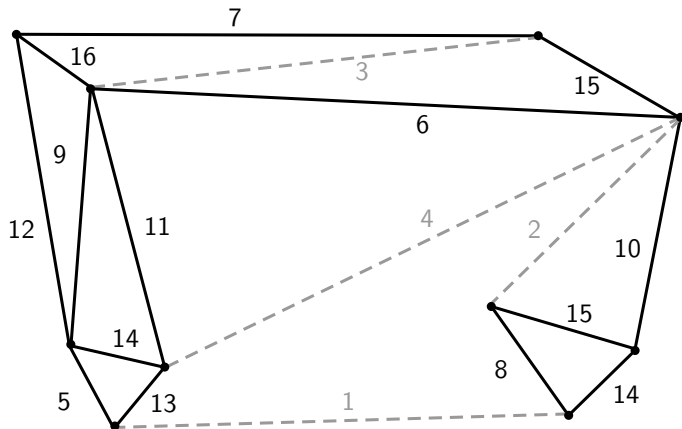
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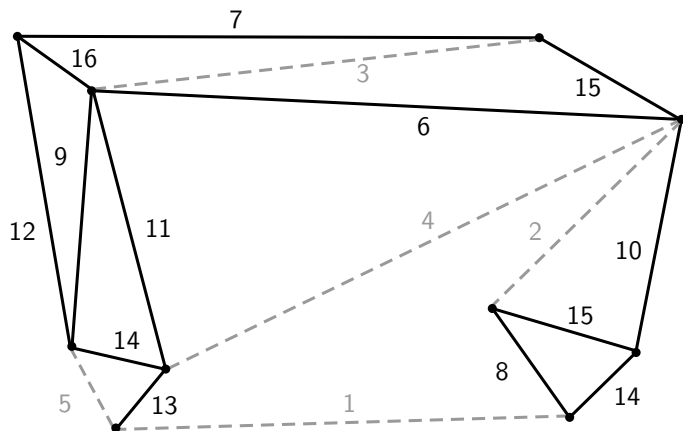
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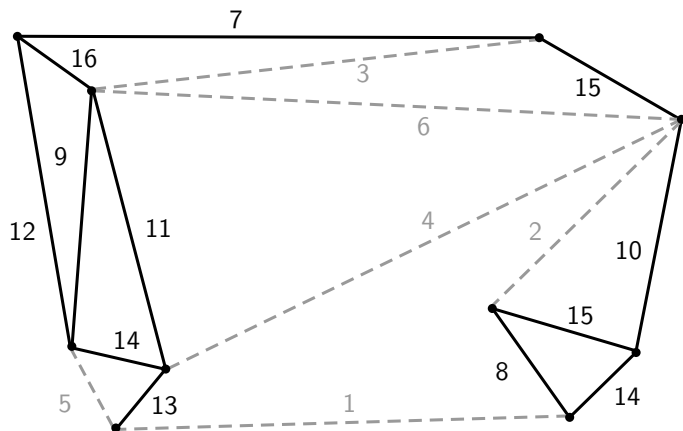
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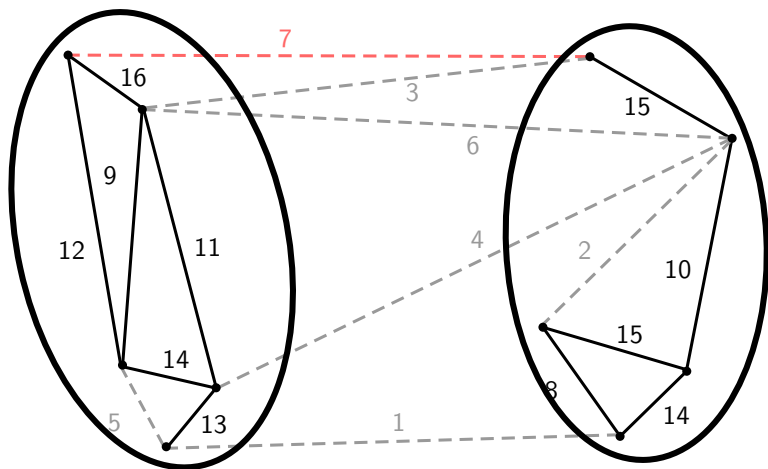
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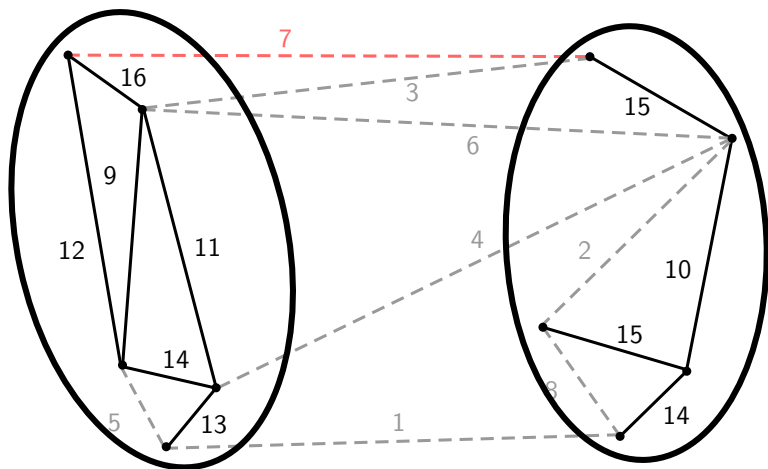
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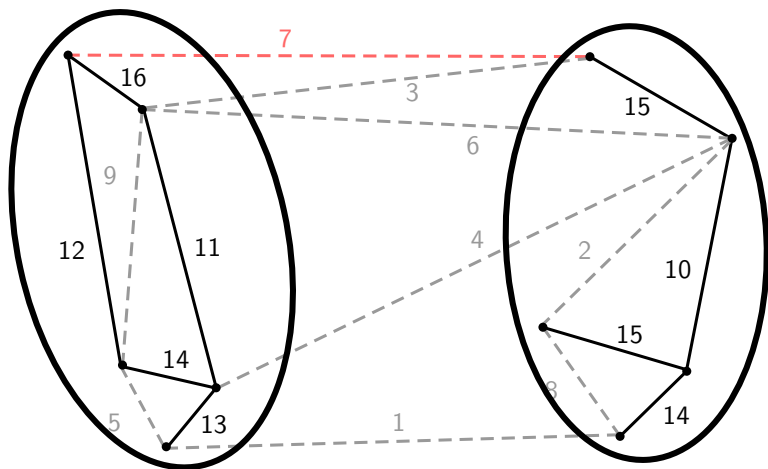
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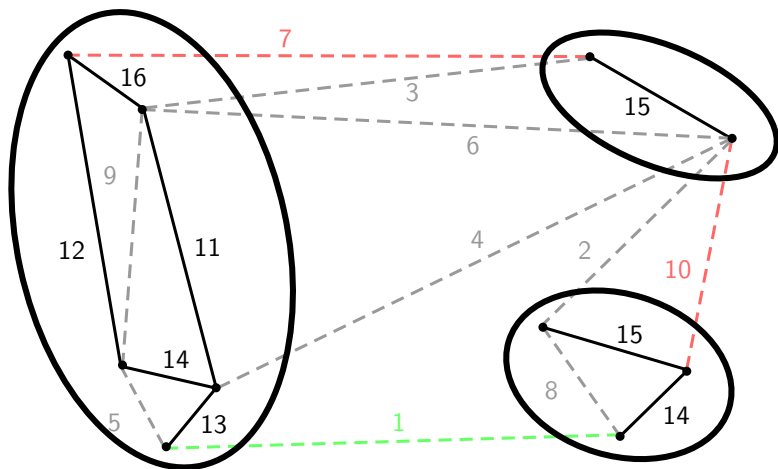
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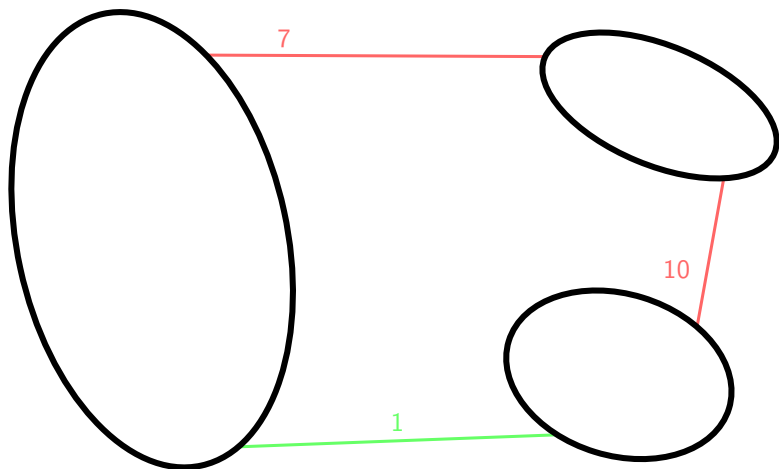
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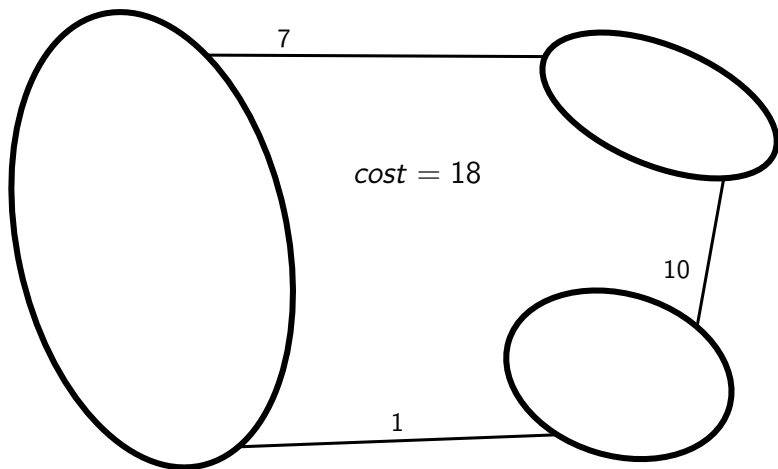
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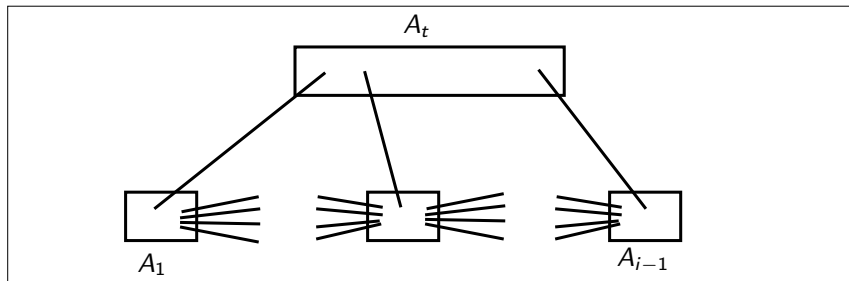
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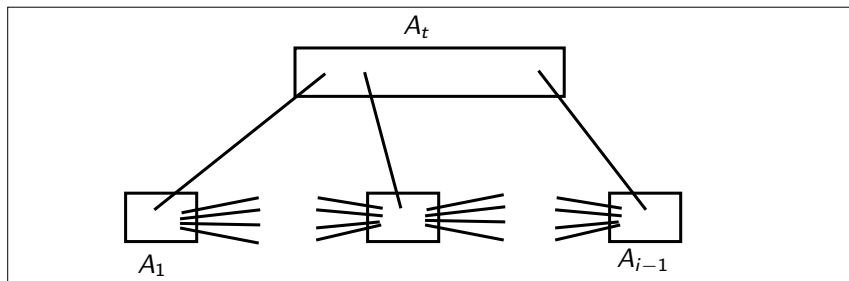
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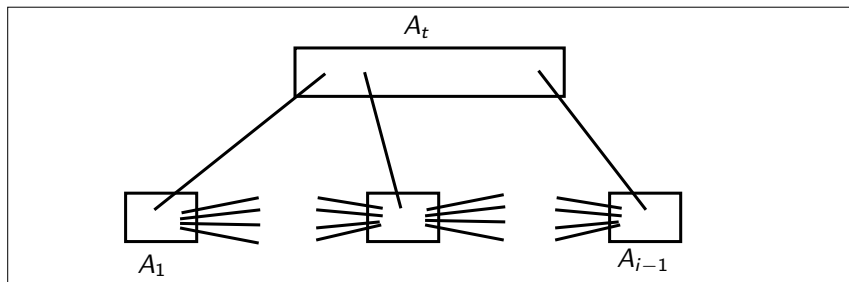


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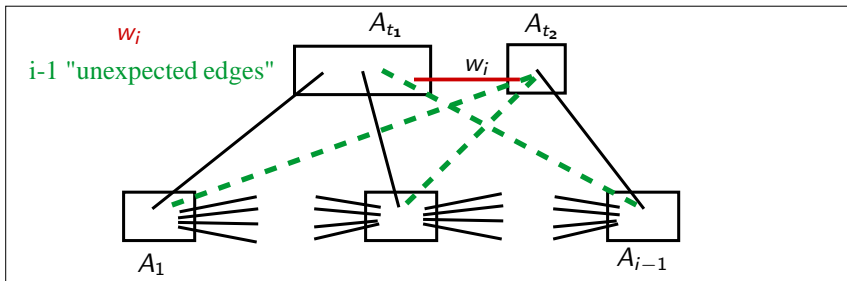
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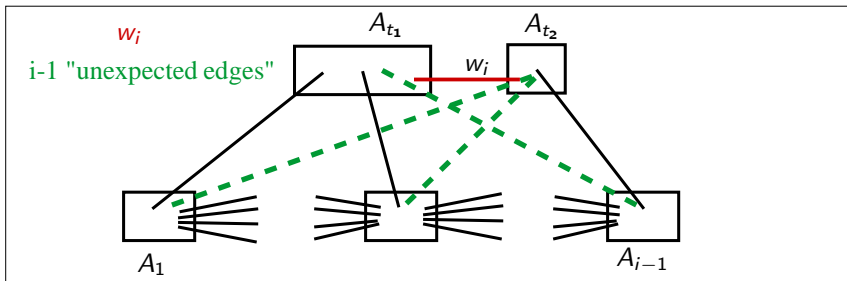
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At the end:

$$\text{Solution value} = \sum_{i=1}^{k-1} w_i + \sum \text{unexpected edges}$$



### Algorithm:

For  $i$  from 1 to  $k - 1$  do:

    while  $G$  has  $i$  connected components do:

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    end while. // let  $w_i$  be the weight of the last removed edge

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At each step  $i$ : sum of edges of maximum weight outgoing from each cluster is smaller than  $\sum_{j=1}^{i-1} w_j$

Proof by induction over  $i$ :

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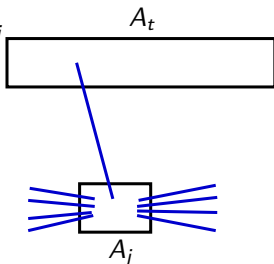
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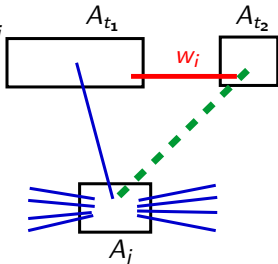
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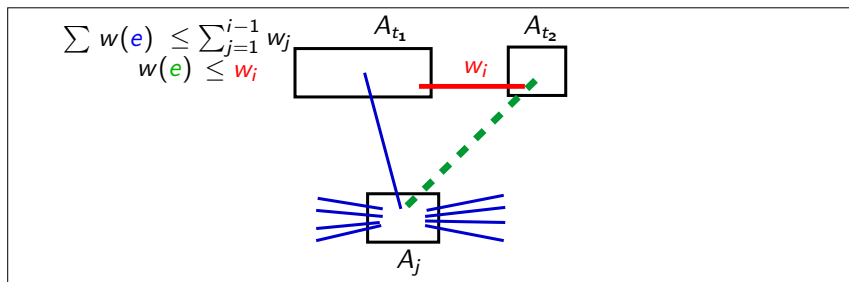
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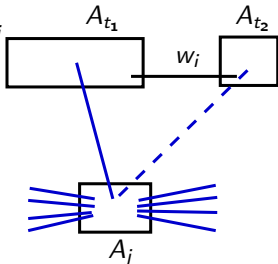
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$$\Rightarrow \mathcal{A} \leq \frac{k}{2} OPT$$

(can be improved using the gap between edge weights)



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# Polynomial algorithm for $k = 3$

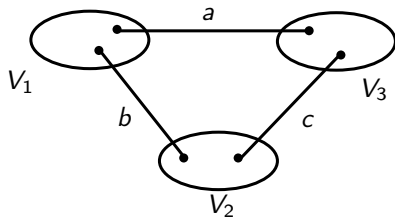
Idea of the algorithm:

## Polynomial algorithm for $k = 3$

Idea of the algorithm:

- guess the edges of maximum weight between the 3 clusters (in  $O(m^3)$  time)

suppose that  $a \leq b \leq c$

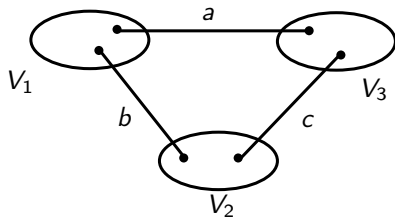


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Idea of the algorithm:

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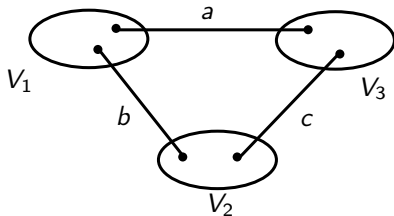


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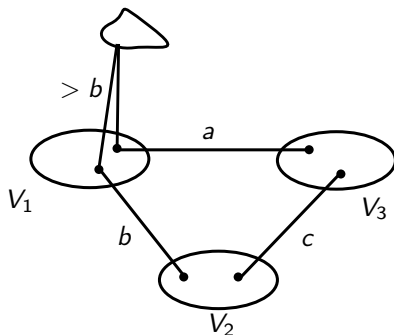


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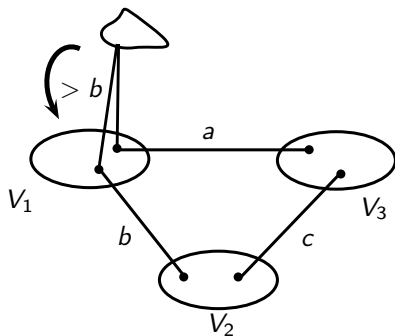


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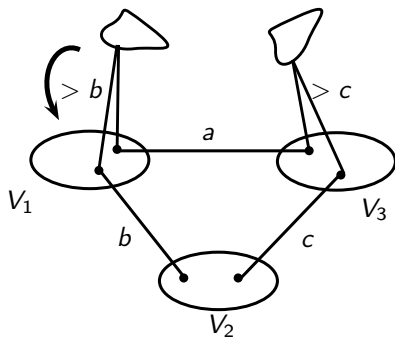


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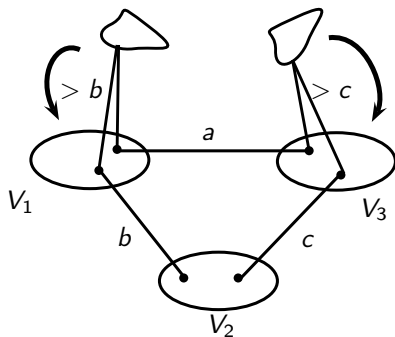


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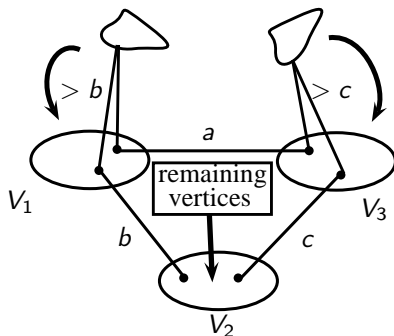


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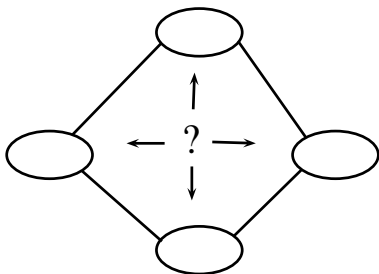
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arranging vertices is  $\mathcal{NP}$ -complete if the quotient graph is  $C_4$   
(reduction from 3-COLORING)



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## Conclusion, future work

About the unweighted version of the problem:

- no  $O(\text{poly}(n))$  algorithm, no  $O(f(k)\text{poly}(n))$  algorithm...



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- applications in software engineering : adding/relaxing constraints
  - ▶ constraints on cluster sizes
  - ▶ number of clusters not fixed

Thank you for your attention!