

On girth and the parameterized complexity of token sliding and token jumping

Valentin Bartier, Nicolas Bousquet, Clement Dallard, Kyle Lomer, Amer E. Mouawad

G-SCOP, Grenoble, France

Reconfiguration

The 15 puzzle game:



Reconfiguration

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Goal: slide the tokens along the board to reach the target configuration

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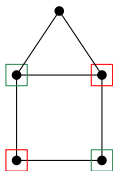
Reachability for reconfiguration problems: initial configuration + pool of possible moves (rules). The goal is to reach a target configuration.

Independent set reconfiguration (ISR)

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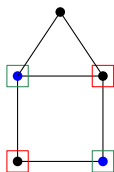
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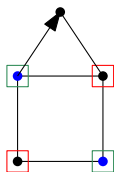
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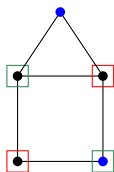
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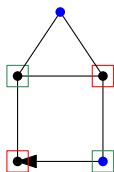
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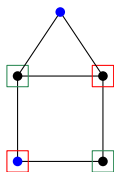
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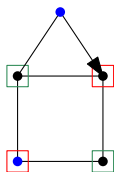
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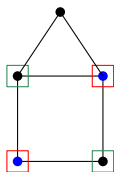
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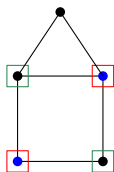
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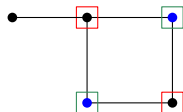
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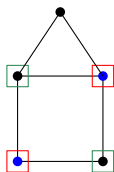
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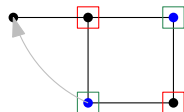
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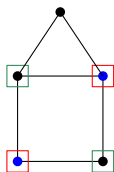
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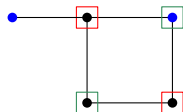
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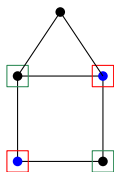
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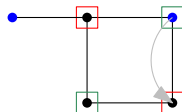
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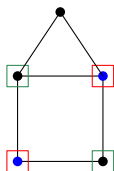
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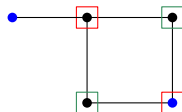
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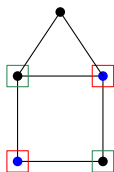
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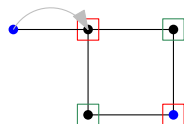
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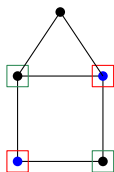
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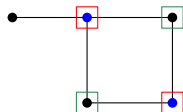
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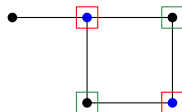
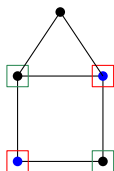
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→ Similar definitions for Dominating Set Reconfiguration, Vertex Cover Reconfiguration, Vertex Separator Reconfiguration...

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→ PSPACE-complete in general.

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- **TOKEN JUMPING** is FPT *on bounded-degree graphs* when parameterized by k .

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→ Let's see how it works for TOKEN **SLIDING** on bipartite and bipartite C_4 -free graphs.

Bipartite C_4 -free graphs

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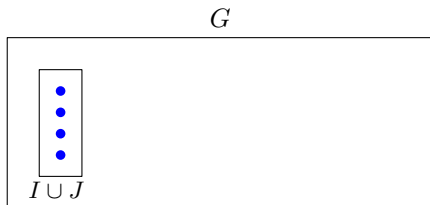
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Bipartite C_4 -free graphs

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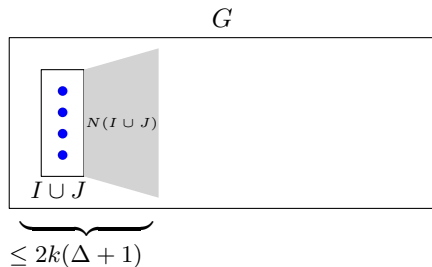
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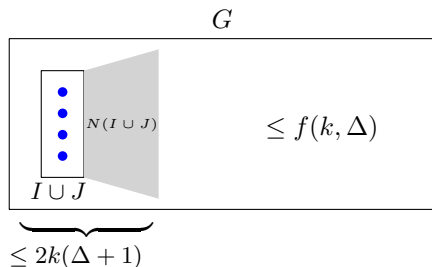
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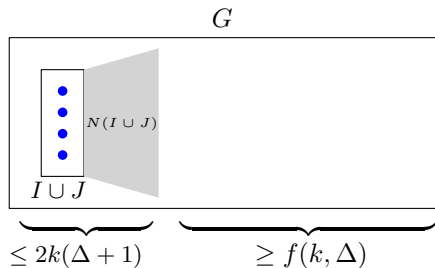


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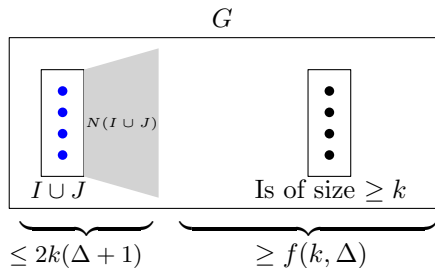


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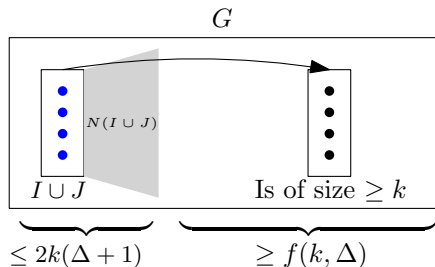


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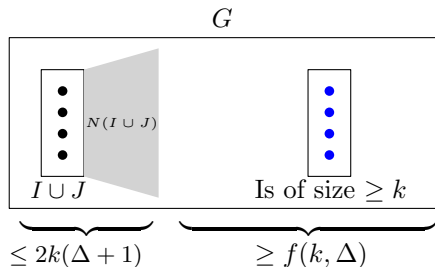


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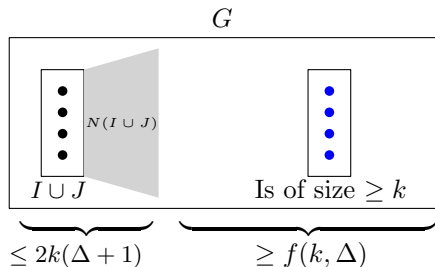


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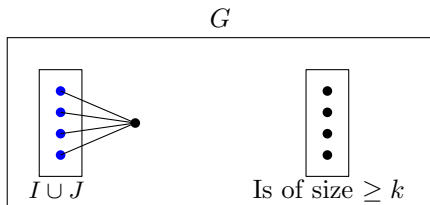


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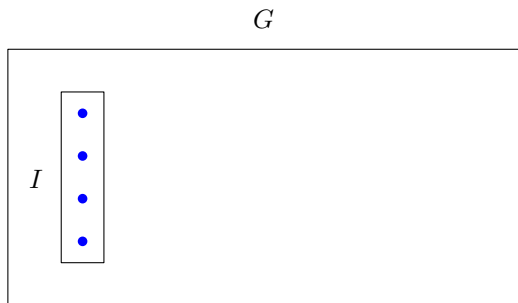
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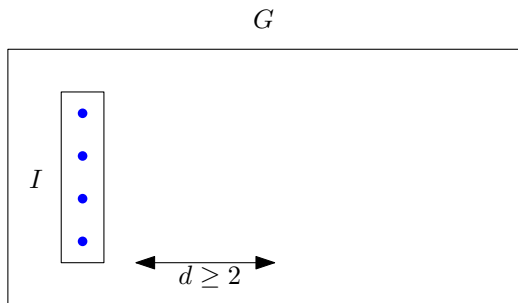


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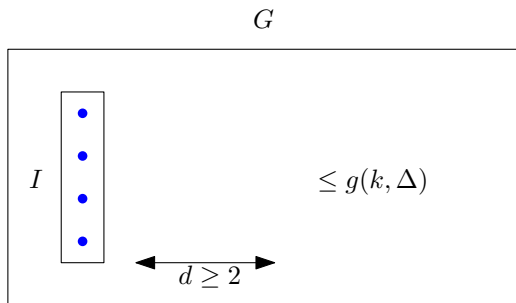
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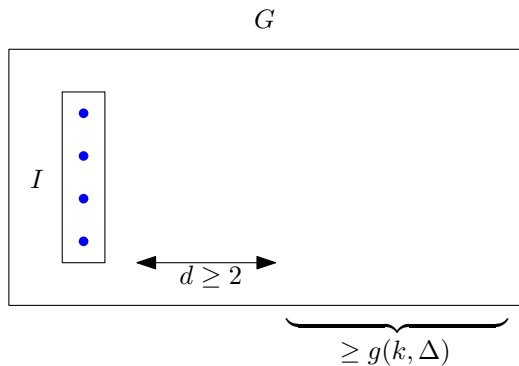
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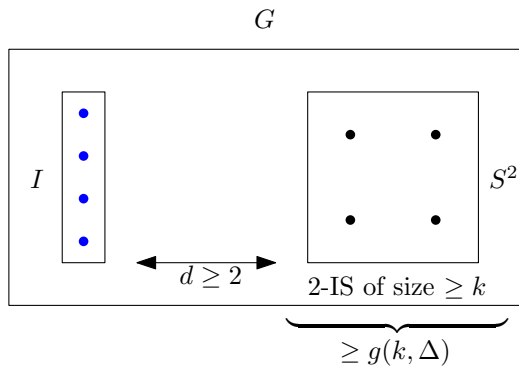
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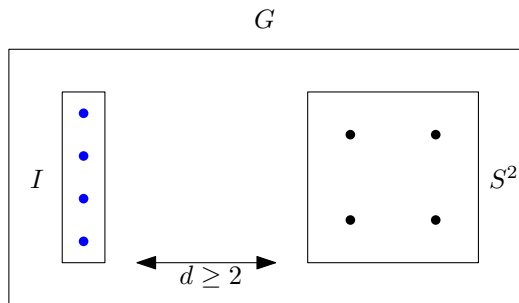
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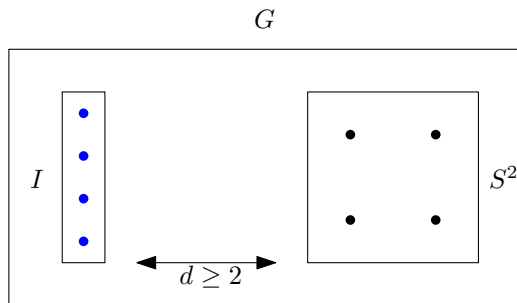
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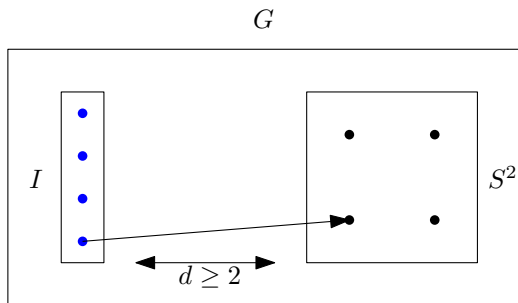
Let G be a bipartite graph and I be an IS of G . Let $v \in G$ be at distance at least 2 from every vertex of I : a sequence from I to $I - \{u\} + \{v\}$ for some $u \in I$ can be found in linear time.



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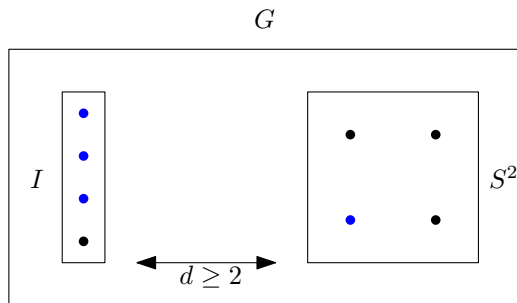
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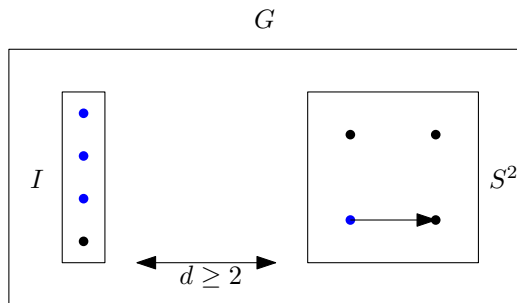
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Bipartite bounded degree graphs.

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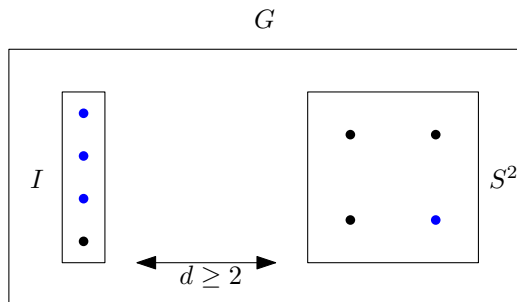
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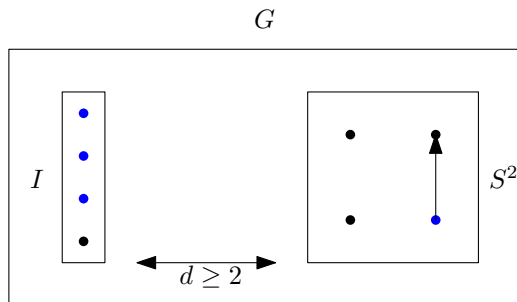
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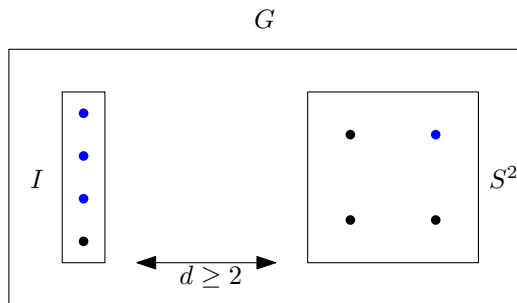
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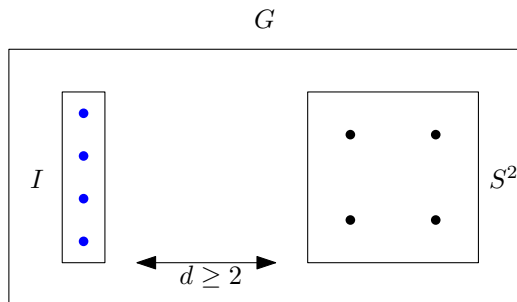
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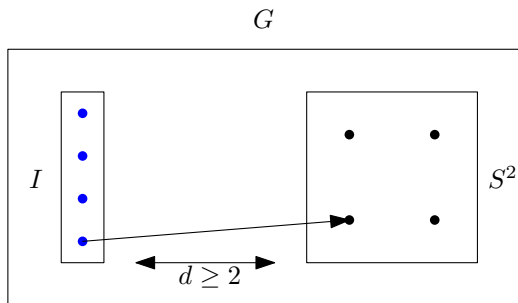
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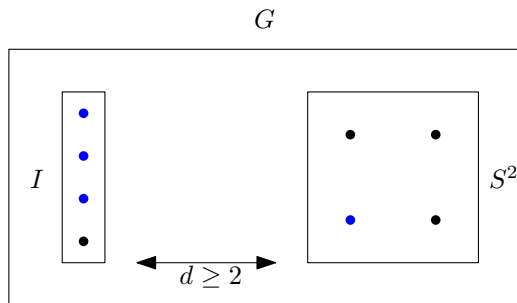
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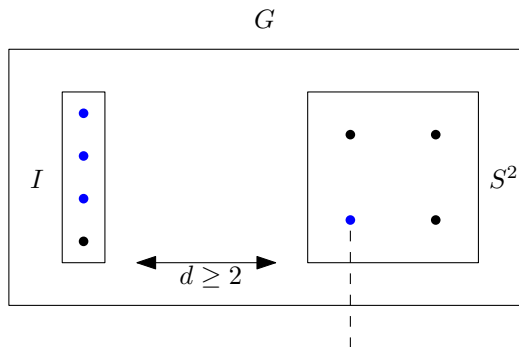
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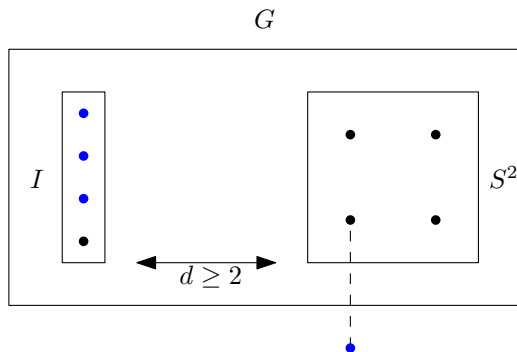
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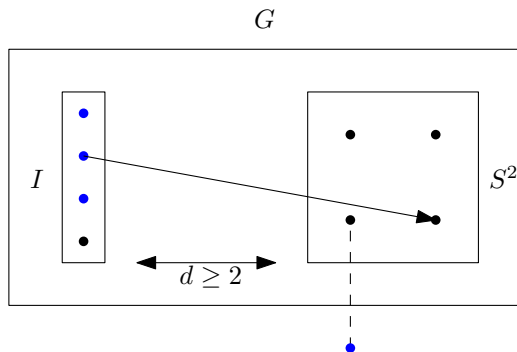
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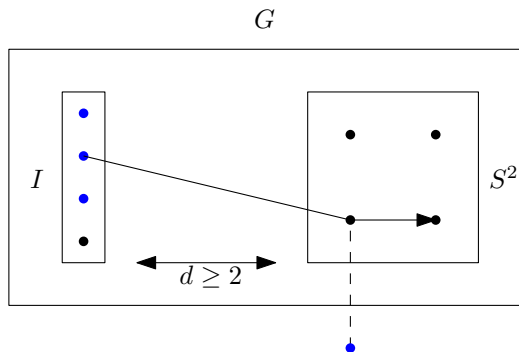
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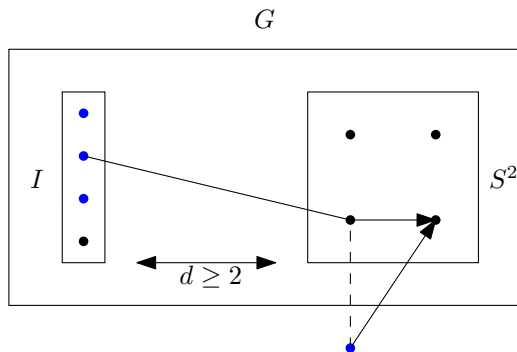
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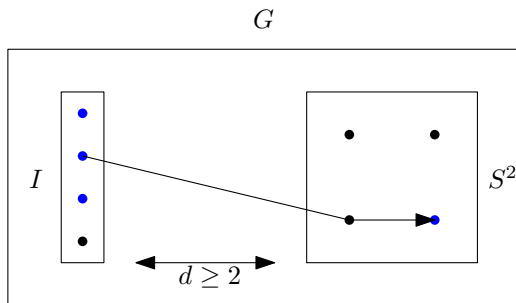
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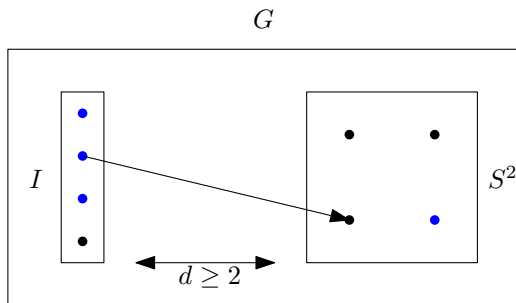
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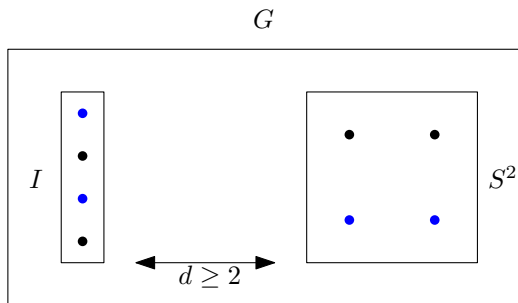
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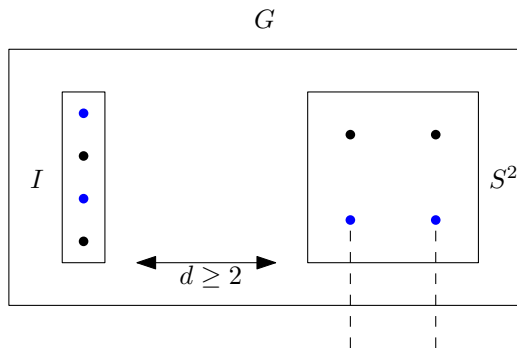
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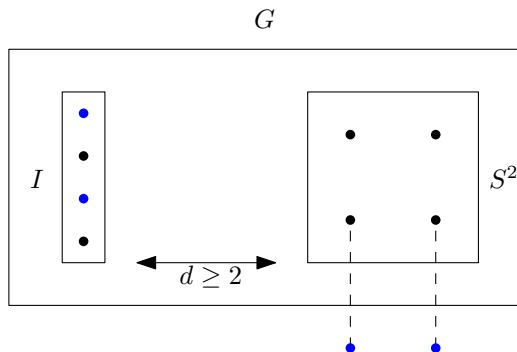
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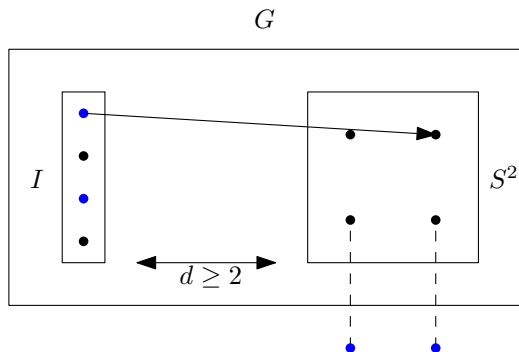
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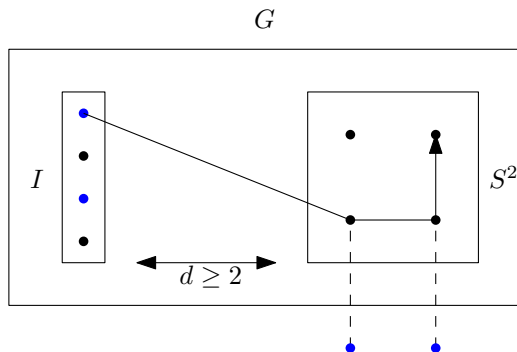
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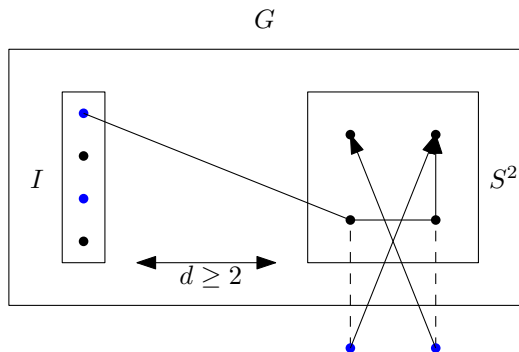
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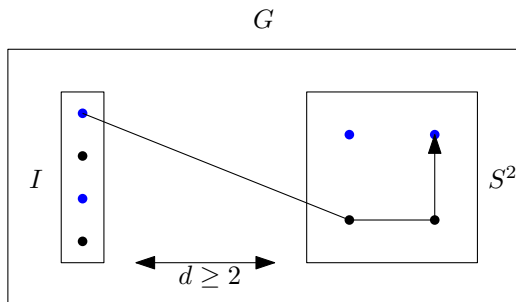
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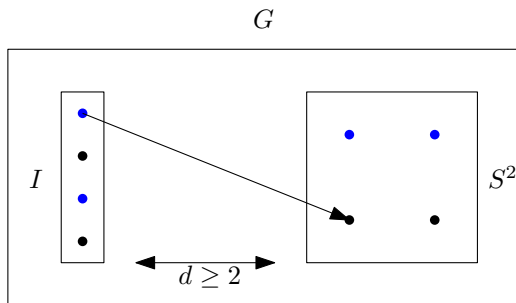
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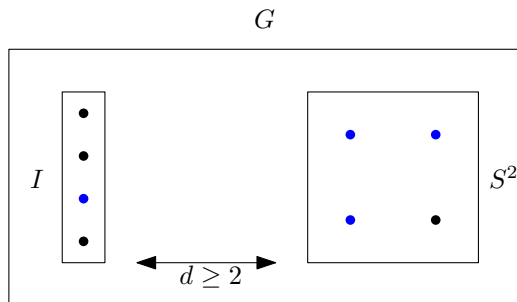
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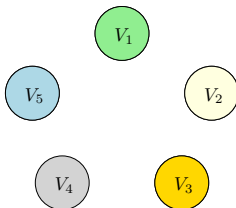


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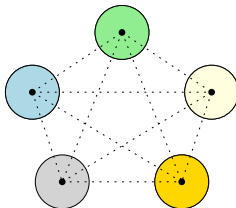
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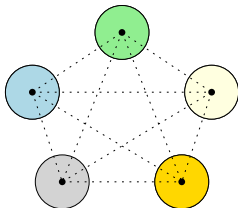
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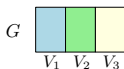


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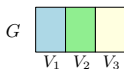


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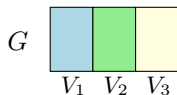
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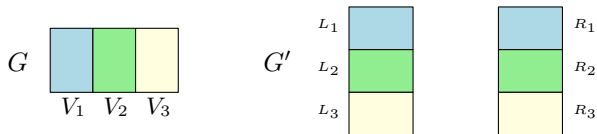
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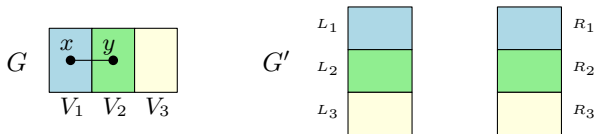
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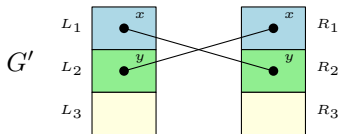
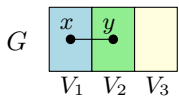
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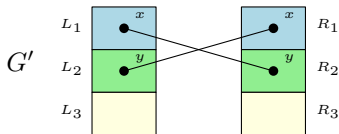
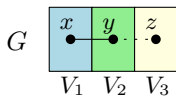
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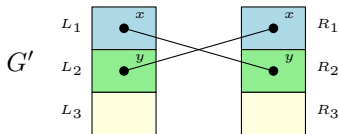
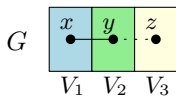
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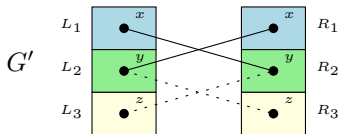
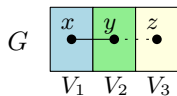
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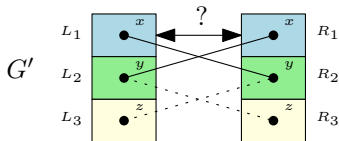
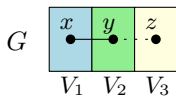
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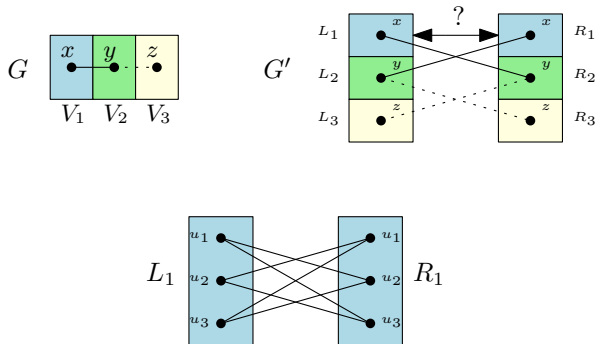
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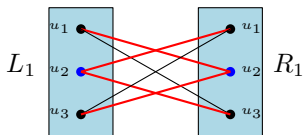
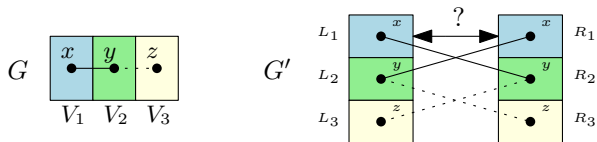
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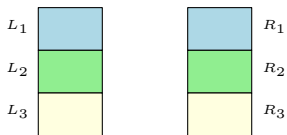


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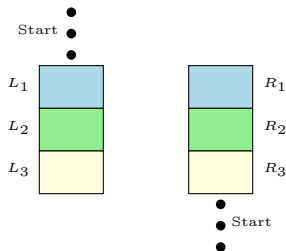
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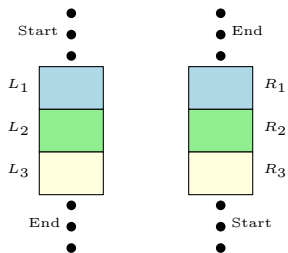
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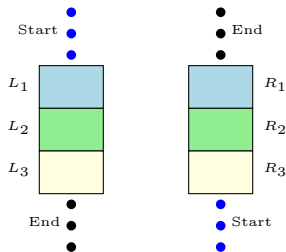
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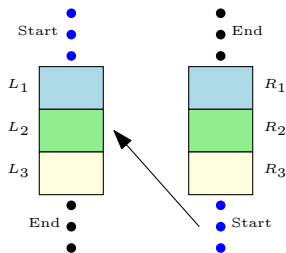
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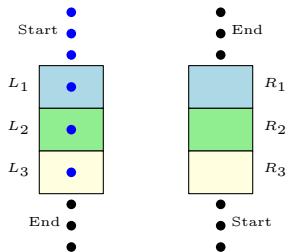
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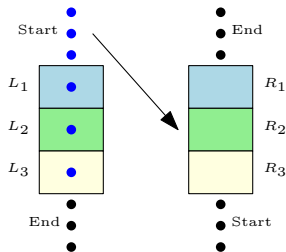
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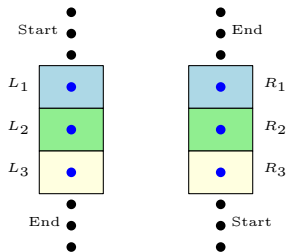
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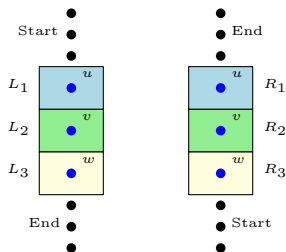
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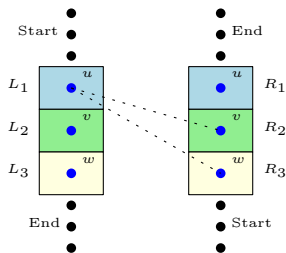
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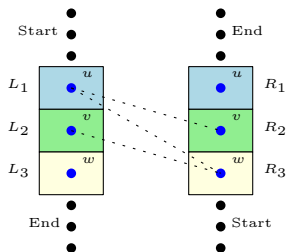
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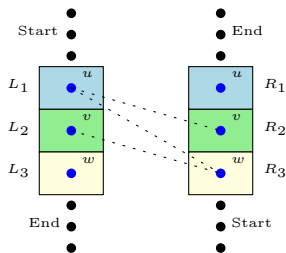
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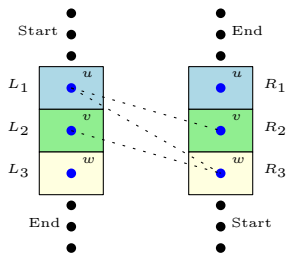
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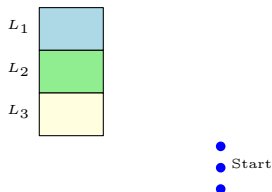


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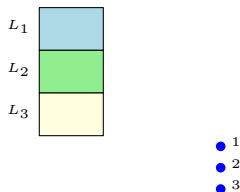


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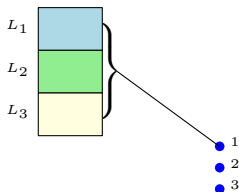


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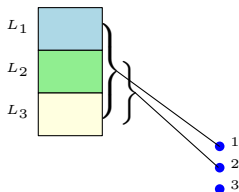


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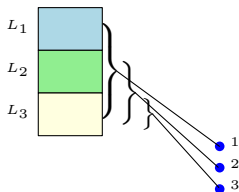


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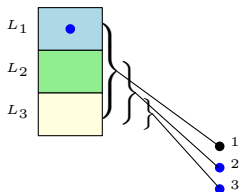


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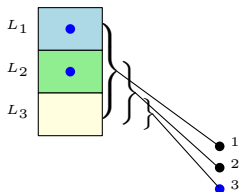


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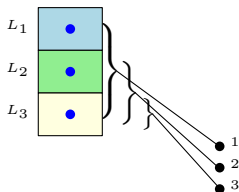


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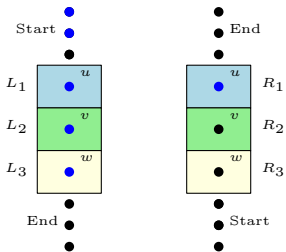
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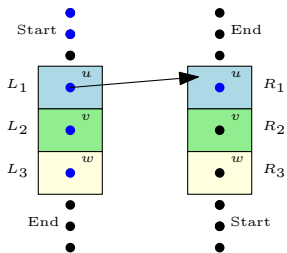
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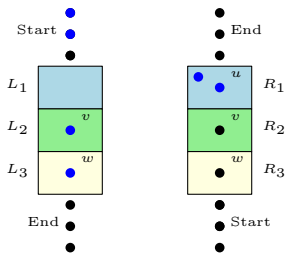
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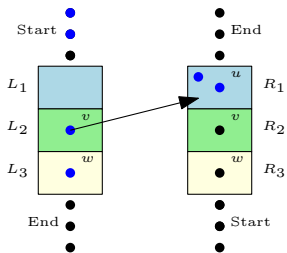
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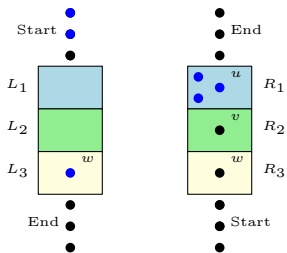
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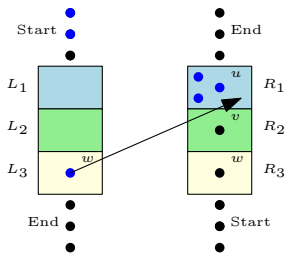
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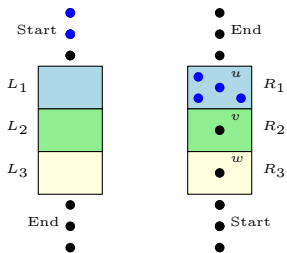
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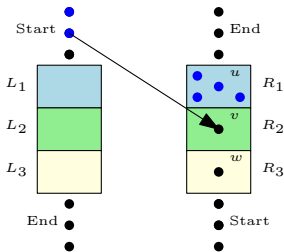
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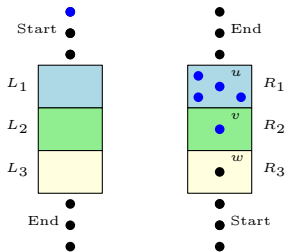
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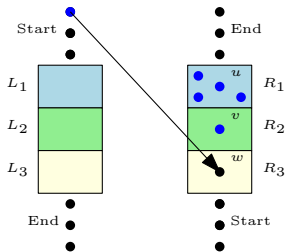
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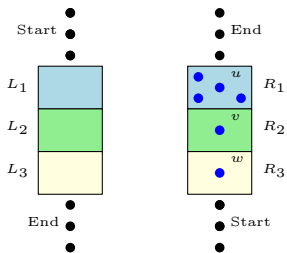
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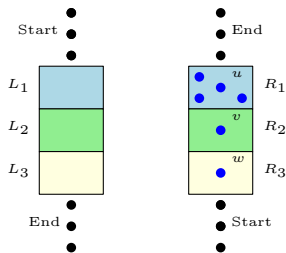
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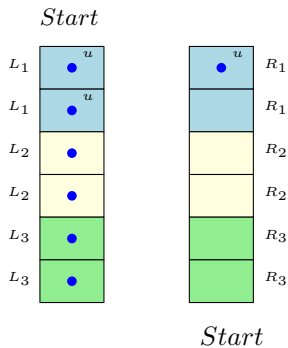
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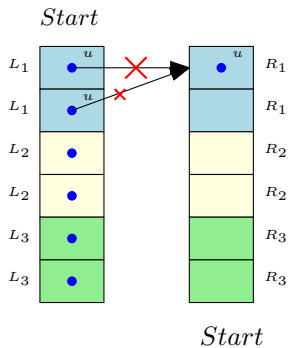


→ Duplicate each L_i, R_i (\implies double the number of tokens)

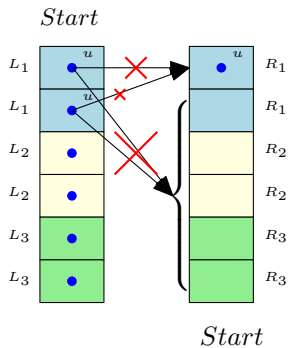
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Conclusion and open questions

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C_4 -free graphs	W[1]-hard	W[1]-hard
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Thanks for your attention!