

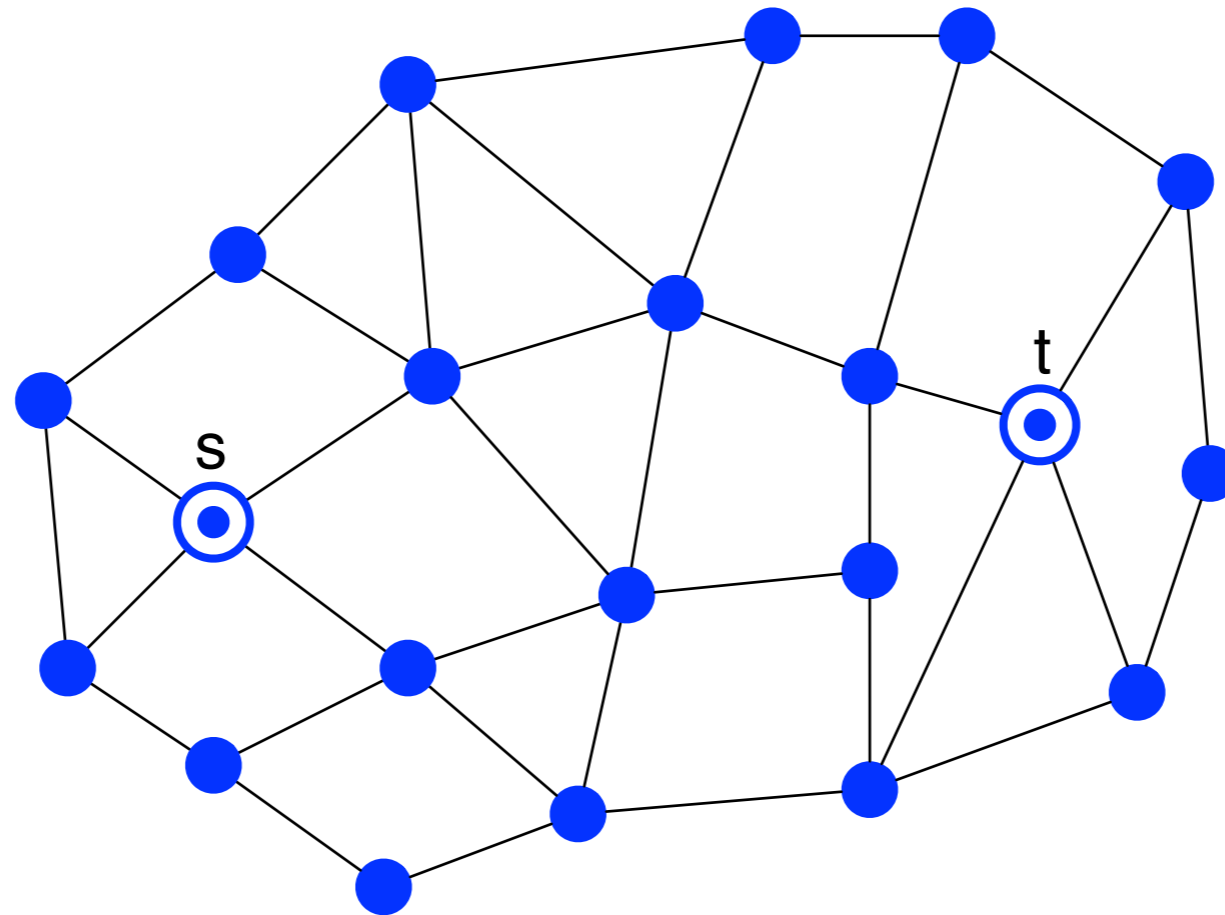
# Counting and Sampling Minimum Cuts in Genus $g$ Graphs

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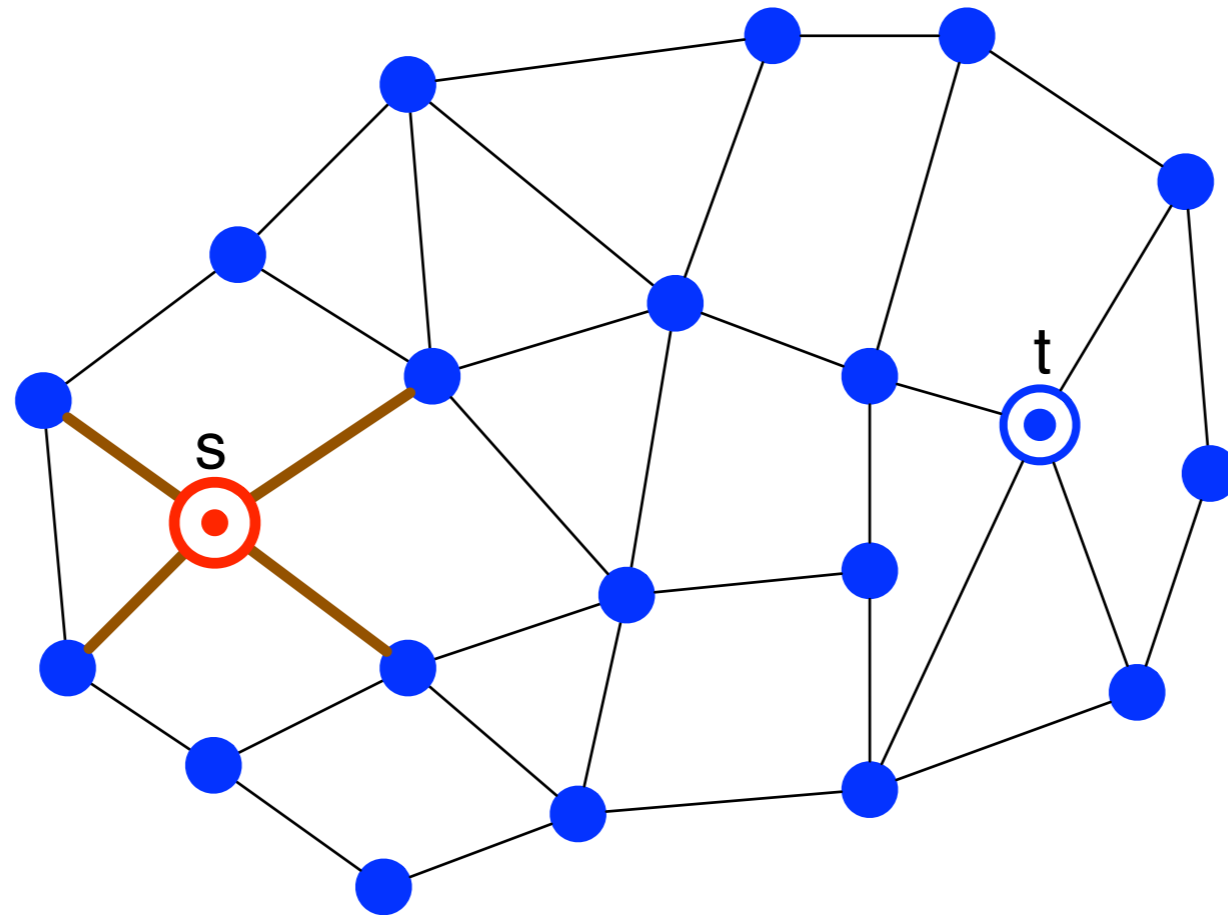
# Counting Minimum Cuts

- Input designates vertices  $s$  and  $t$  and positive weights on edges
- Want to count vertex subsets  $S$  with  $s \in S$ ,  $t \notin S$  that minimize total edge weight leaving  $S$

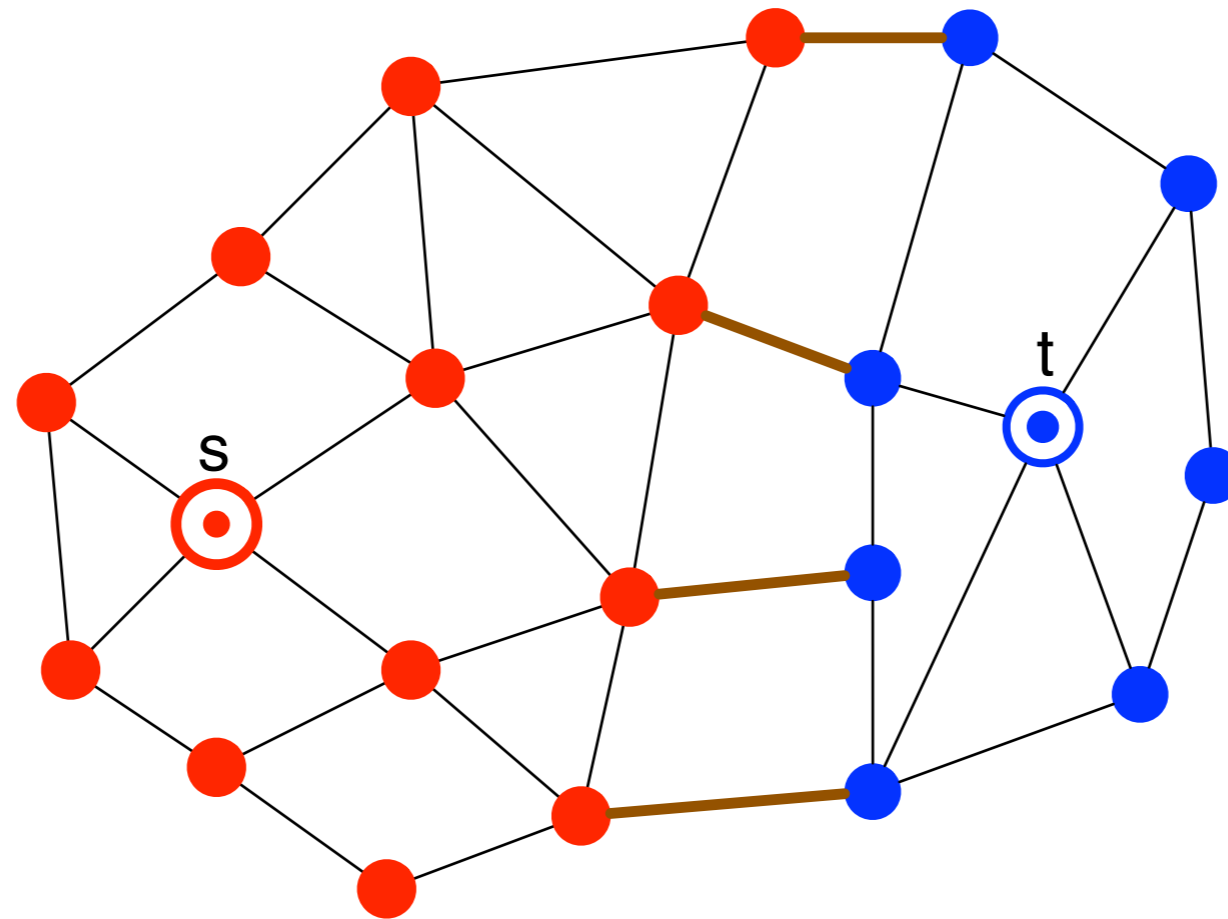
# Counting Minimum Cuts



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# Counting Minimum Cuts

- Counting algorithms can be used for **sampling**
- Applications to **stochastic network reliability** and **image segmentation**
- Fundamental question to ask; easy to find, hard to count

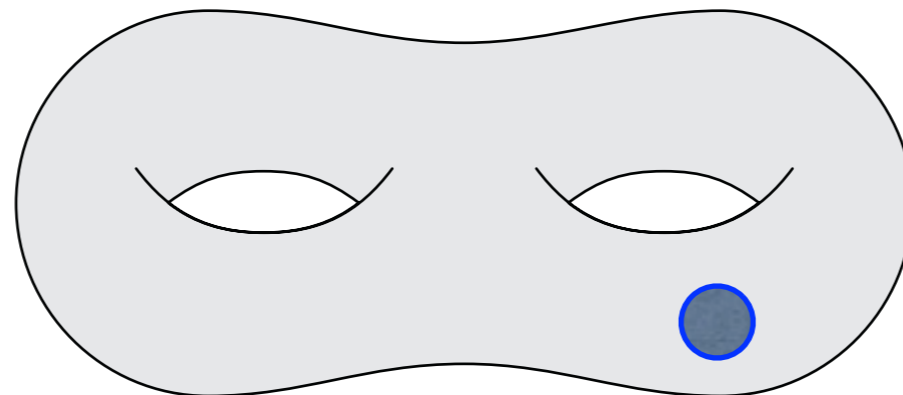
# Complexity of Counting

- Exactly counting minimum cardinality  $s,t$ -cuts is **#P-complete** [Provan, Ball '83]
- Can count minimum cardinality  $s,t$ -cuts in  $O(n^2)$  time in  $s,t$ -planar graphs [Ball, Provan '83]
- Can count or sample minimum weight  $s,t$ -cuts  $O(n^2)$  time in general planar graphs [Bezáková, Friedlander '12]



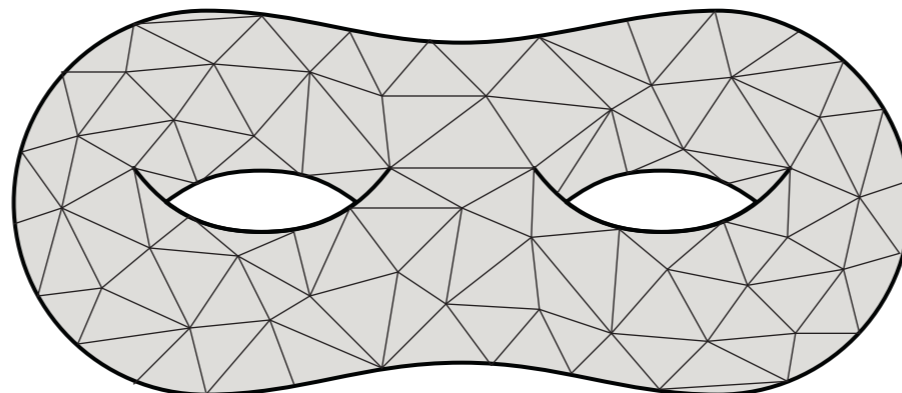
# Surfaces

- 2-manifolds (with  $b$  boundary components)
- *genus*  $g$ : max # of disjoint simple cycles whose complement is connected  
= number of holes  
= number of handles attached to sphere



# Surface Graphs

- With  $n$  vertices and  $O(n)$  edges
- Most planar results generalize easily
- Cuts and flows only recently [Chambers, Erickson, Nayyeri STOC/SOCG '09; Italiano et al. '11; Erickson, F, Nayyeri '12; Chambers, F, Nayyeri, '12]

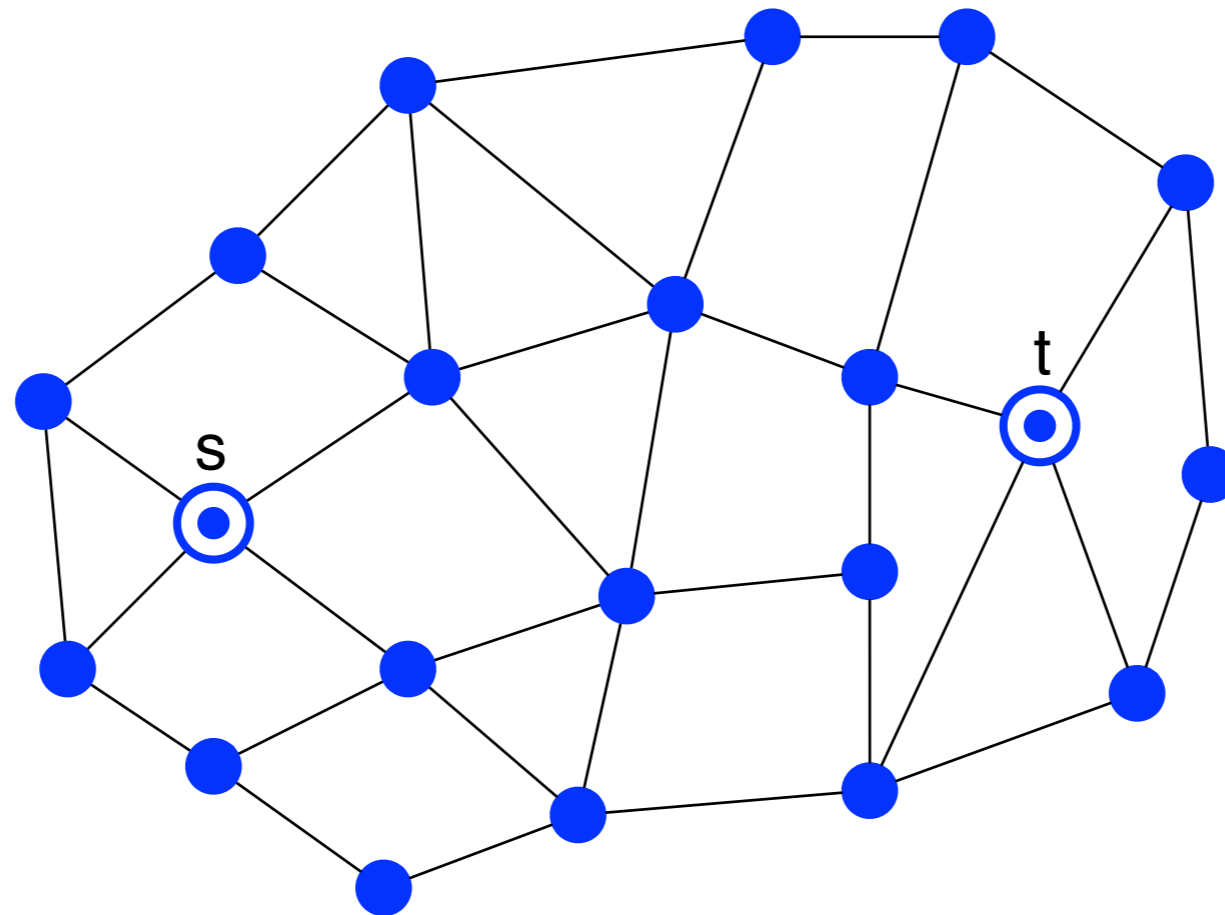


# Our Results

- An algorithm to exactly count minimum weight  $s,t$ -cuts in directed embedded graphs in  $2^{O(g)} n^2$  time
- “Aggregative” as defined on Monday  
[Alvarez, Seidel '13]
- After counting, can sample minimum cuts in  $O(g n)$  time each
- Only assumes positive edge lengths and every point lying on an  $s$  to  $t$  walk

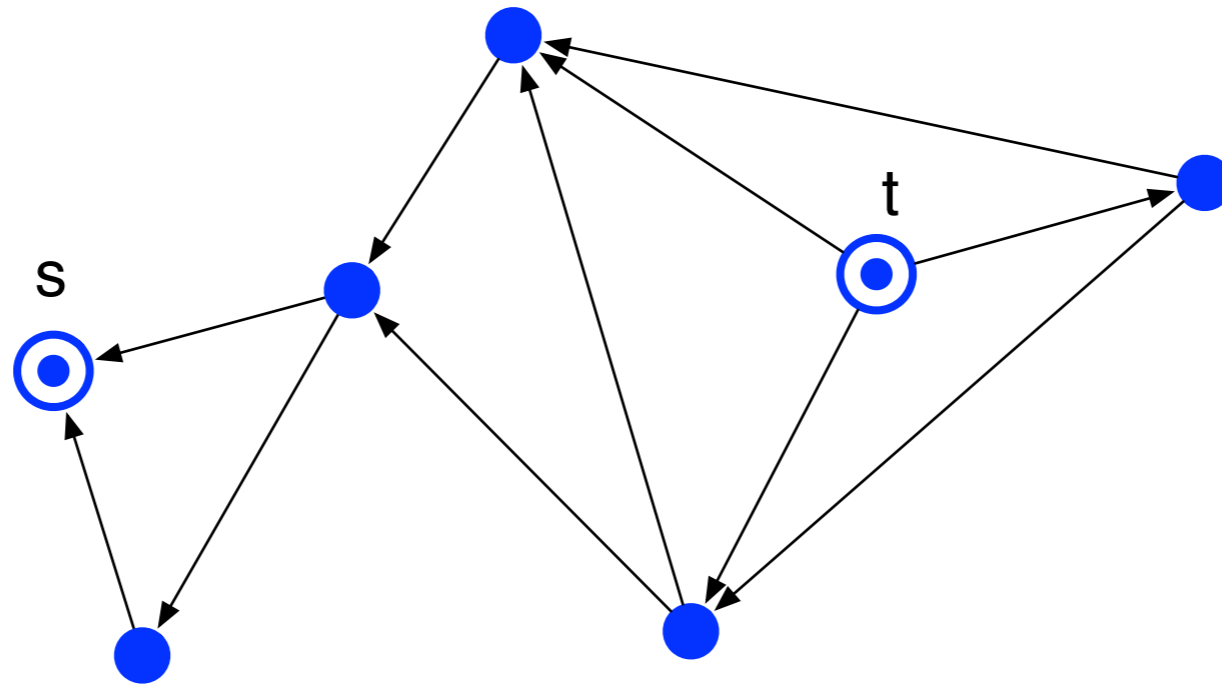
# General Counting Idea

- Begin by computing a **maximum  $s,t$ -flow**
- **Contract** all cycles which can carry additional flow (are residual)



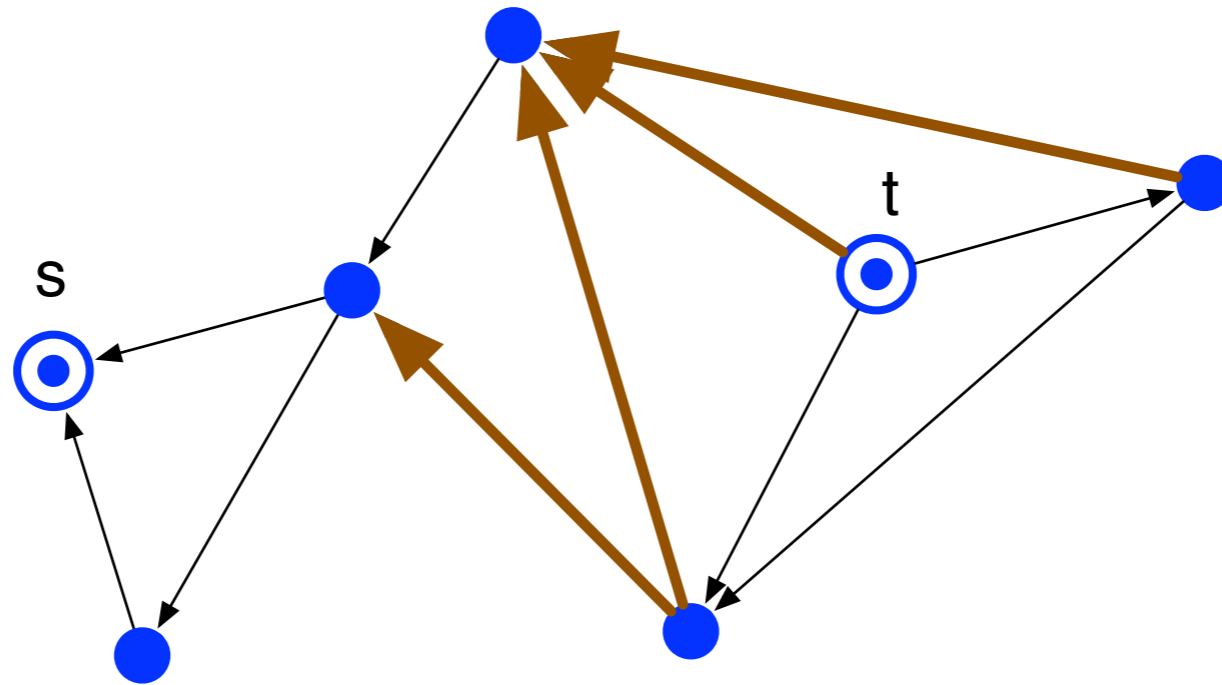
# General Counting Idea

- Results in a directed acyclic graph with source  $t$  and sink  $s$



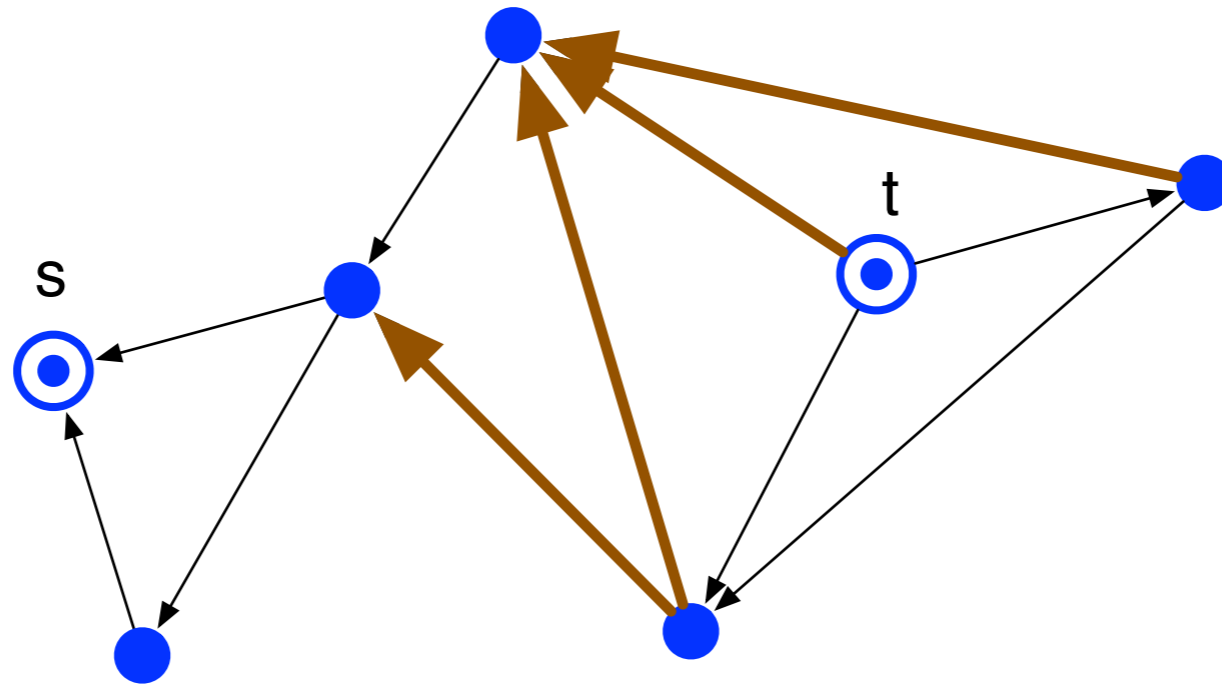
# Forward Cuts

- A forward  $t,s$ -cut partitions vertices into sets  $T$  and  $S$  with  $t \in T, s \in S$ , and no edges going from  $T$  to  $S$



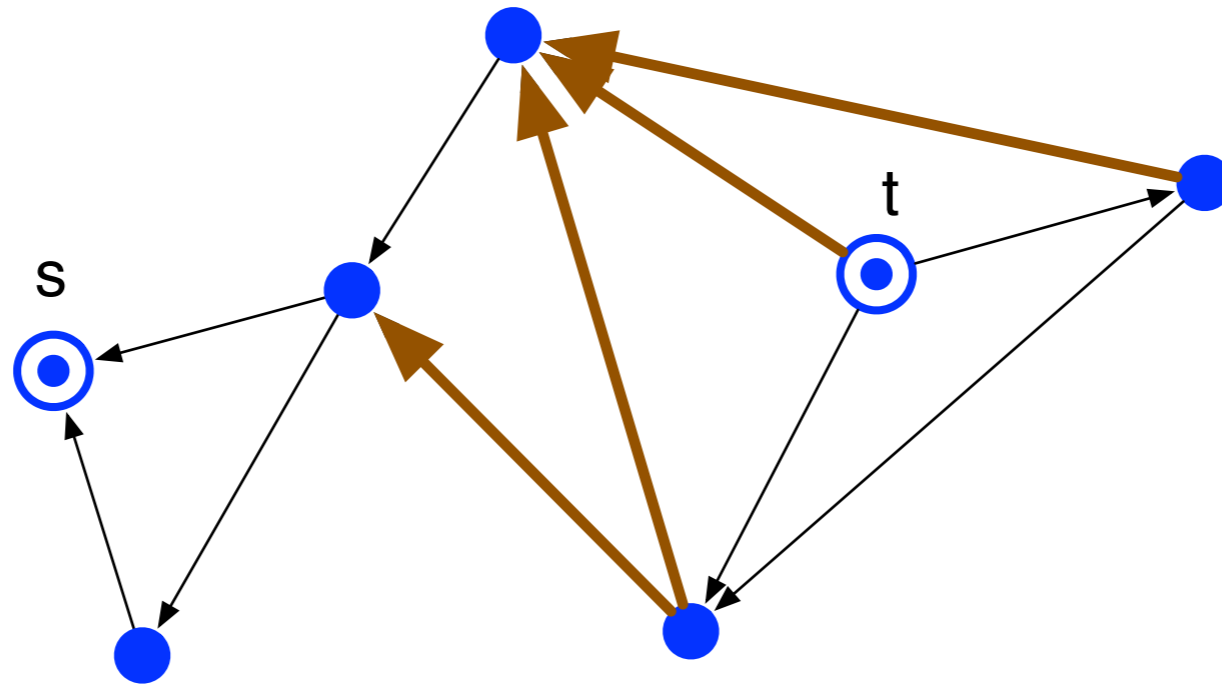
# Forward Cuts

- Exists a **bijection** between minimum  $s,t$ -cuts in original graph and forward  $t,s$ -cuts in the DAG



# Forward Cuts

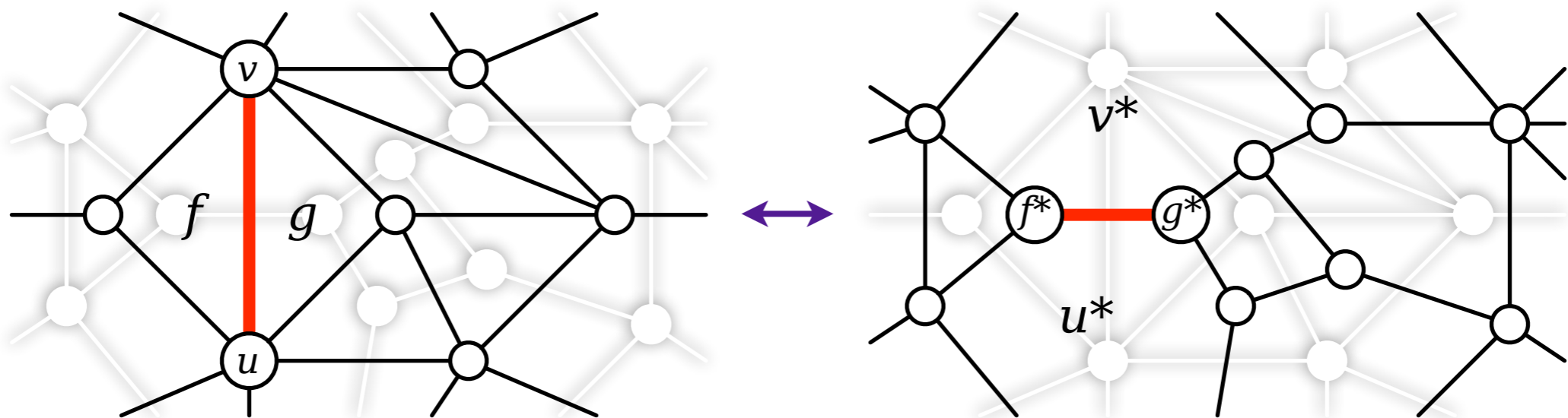
- Concentrate on counting forward  $t,s$ -cuts in surface embedded DAGs





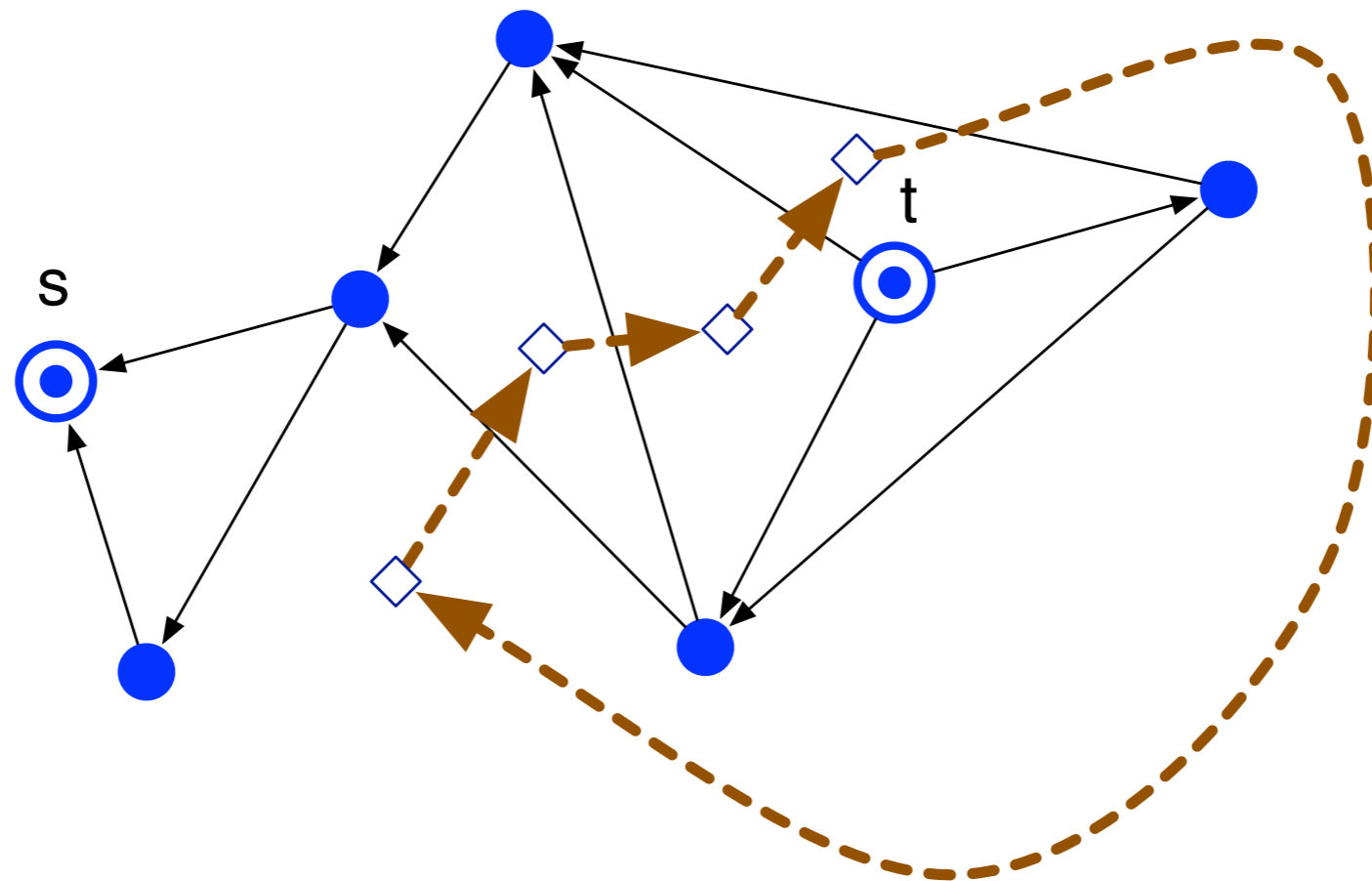
# Dual Graphs

- Swap vertices and faces



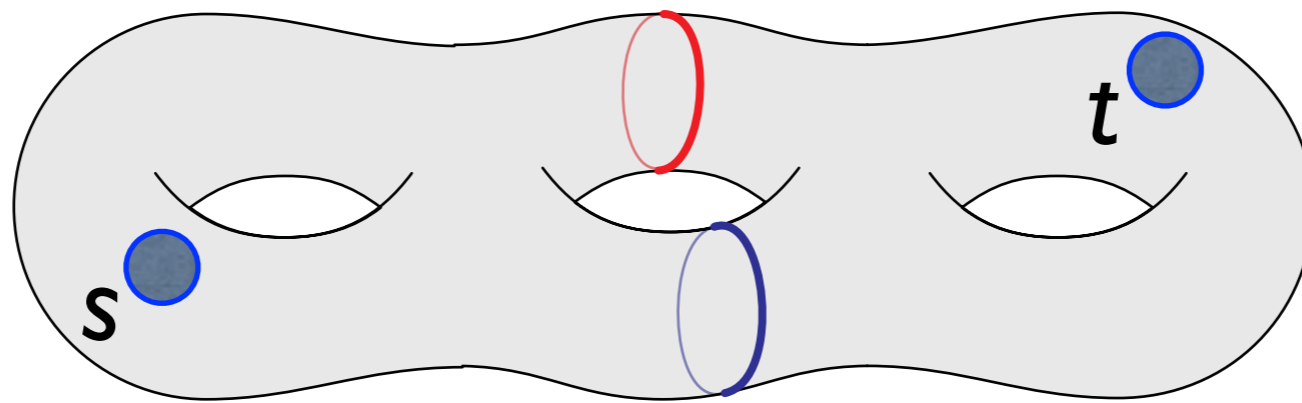
# Planar Forward Cuts

- Forward cuts are dual to directed cycles separating  $t$  from  $s$



# Difficulties in the Surface

- Cuts may be dual to multiple cycles



- Can find cycles separating  $t$  from  $s$  in undirected graphs to compute minimum cuts [CEN '09; INSW '11, EFN '12]

# Difficulties in the Surface

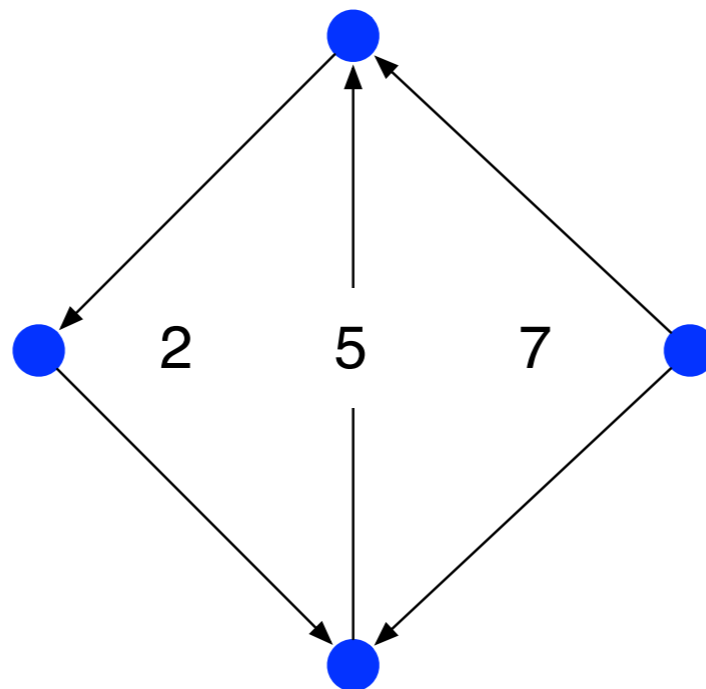
- Need to work directly with dual cycles in a **directed** graph
- Requires similar but more computationally difficult techniques than the undirected case
- Now need **integer** instead of  $\mathbb{Z}_2$ -homology
- Also new complications if DAG is not triangulated

# Chains and Circulations

- A  $[0,1,2]$ -chain assigns integer values to each  $[\text{vertex}, \text{edge}, \text{face}]$  of the graph
- A 1-chain  $\phi$  is a circulation if  $\sum_{(u \rightarrow v)} \phi(u \rightarrow v) - \sum_{(v \rightarrow u)} \phi(v \rightarrow u) = 0$  for each vertex  $v$
- A set of directed cycles  $C$  trivially generates a circulation  $\phi$  where  $\phi(u \rightarrow v)$  equals the number of times  $u \rightarrow v$  appears

# Chains and Circulations

- The boundary of a 2-chain  $\alpha$  is the 1-chain  $\partial\alpha$  where  $\partial\alpha(e) = \alpha(\text{right}(e)) - \alpha(\text{left}(e))$
- **Boundary circulations** are the boundaries of 2-chains



# Homology

- Not all circulations are boundary circulations
- Circulations  $\phi$  and  $\psi$  are homologous if  $\phi - \psi$  is a boundary circulation
- An equivalence relation between circulations
- The vector space of homology classes is isomorphic to  $\mathbb{Z}^{2g} + \max\{0, b-1\}$

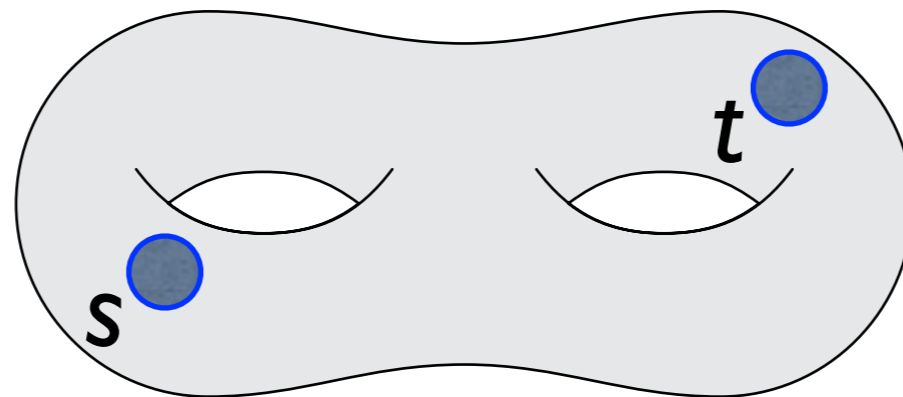
# Difficulties with Integer Homology

- Homology describe how cycles wrap around features in the surface
- Integer homology needed to understand directed cycles
- More efficient algorithms deal directly with  $\mathbb{Z}_2$ -homology where cycles have no direction
- $n^{O(g^2)}$  algorithm for minimum quotient cut uses integer homology [Patel '10]



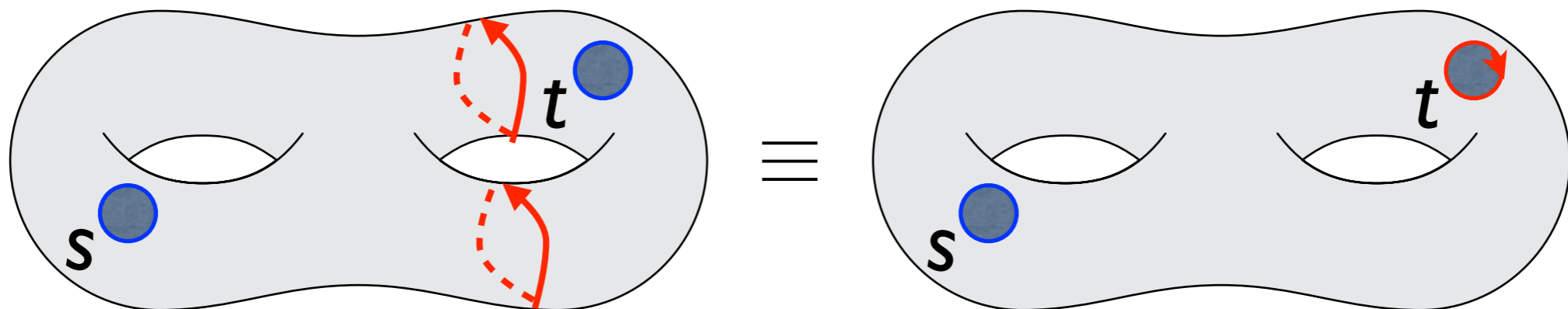
# Dual of the DAG

- Want to describe forward  $t,s$ -cuts in terms of dual cycles
- For dual graph, remove duals of  $t$  and  $s$  from surface to create boundary cycles  $\partial t^*$  and  $\partial s^*$



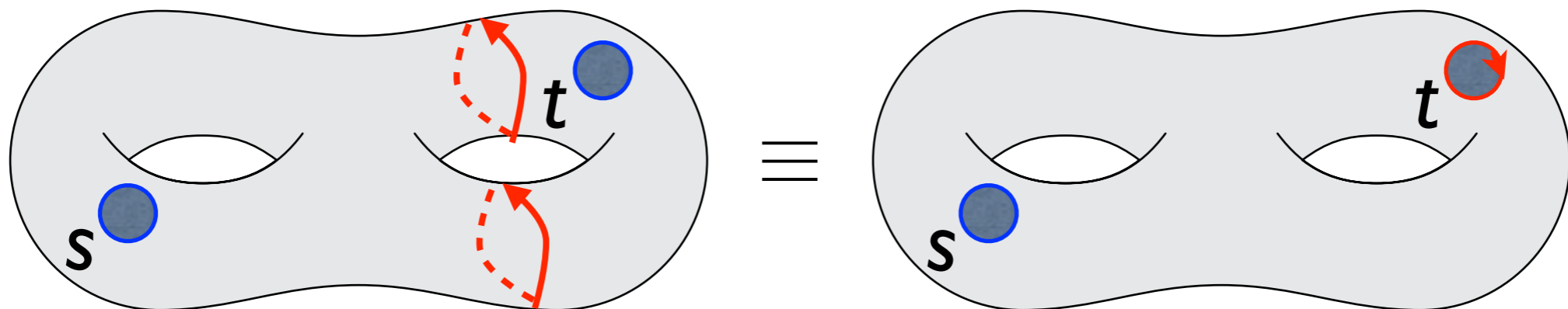
# Dual of a Cut

- **Lemma:** The dual of every forward  $t,s$ -cut trivially generates a boundary circulation  $\phi$  homologous to  $\partial t^*$



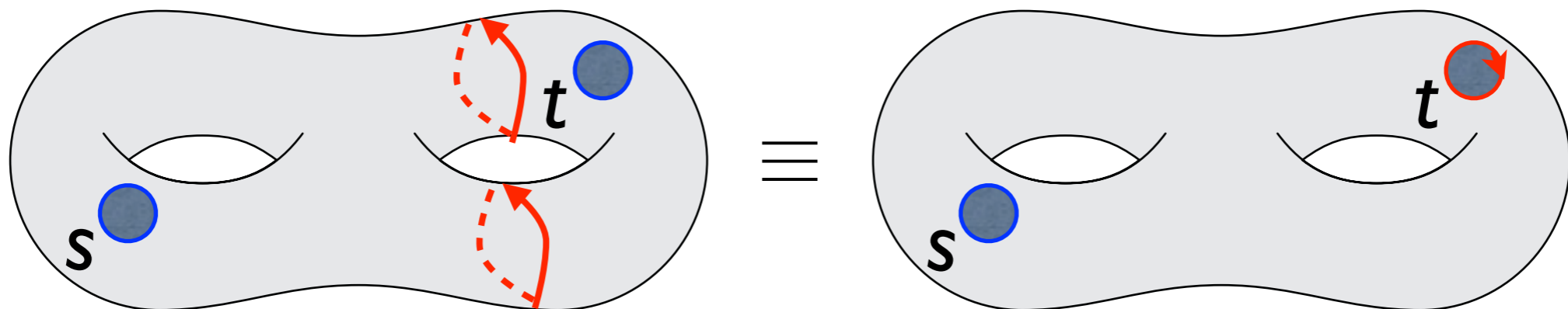
# Dual of a Cut

- **Lemma:** For every non-negative circulation  $\phi$  in the dual homologous to  $\partial t^*$ , there exists a forward  $t,s$ -cut containing only edges  $e$  such that  $\phi(e) > 0$



# Dual of a Cut

- **Lemma:** For every non-negative circulation  $\phi$  in the dual homologous to  $\partial t^*$ , there exists a forward  $t,s$ -cut containing only edges  $e$  such that  $\phi(e) > 0$
- In fact, its homology alone guarantees  $\phi$  assigns 0 or 1 to every directed edge



# Cuts as Cycles

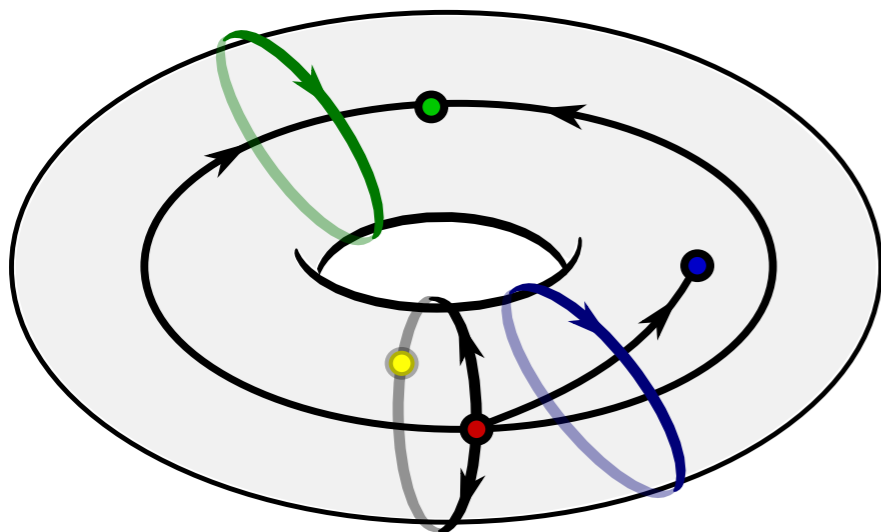
- There exists a **bijection** between forward  **$t,s$ -cuts** and  **$(0,1)$ -circulations** in the dual in a **particular homology class**
- Can represent  **$(0,1)$ -circulations** as collections of **edge disjoint cycles**

# Counting Cycles

- Can modify prior techniques to count cycles generating circulations of a particular homology class [Kutz '06; Chambers *et al.* '08; Erickson, Nayyeri '11; BF '12]

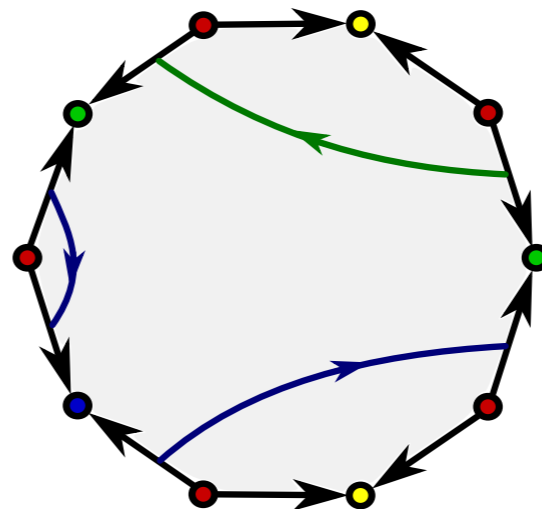
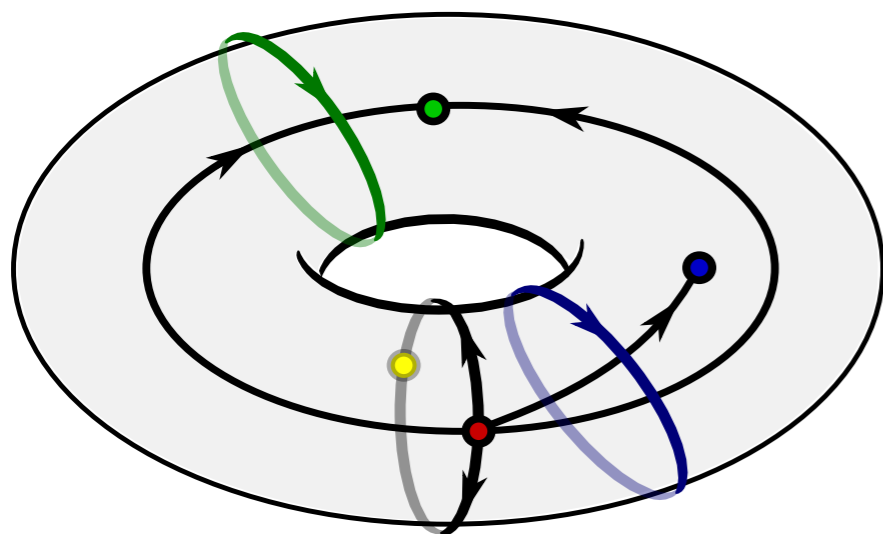
# Polygonal Schema

- Compute a system  $\Lambda$  of  $2g$  loops and one directed path in the primal graph based at  $t$
- Each loop made from two directed paths
- Directed paths cross any forward  $t,s$ -cut at most once



# Polygonal Schema

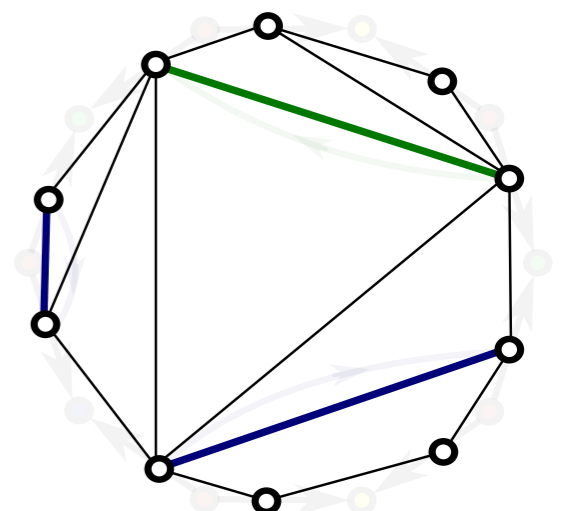
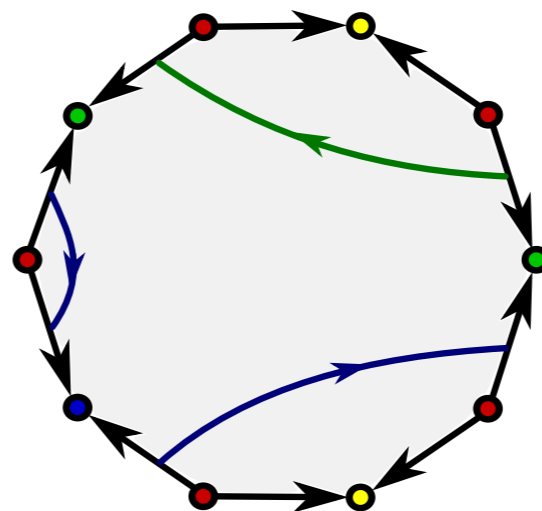
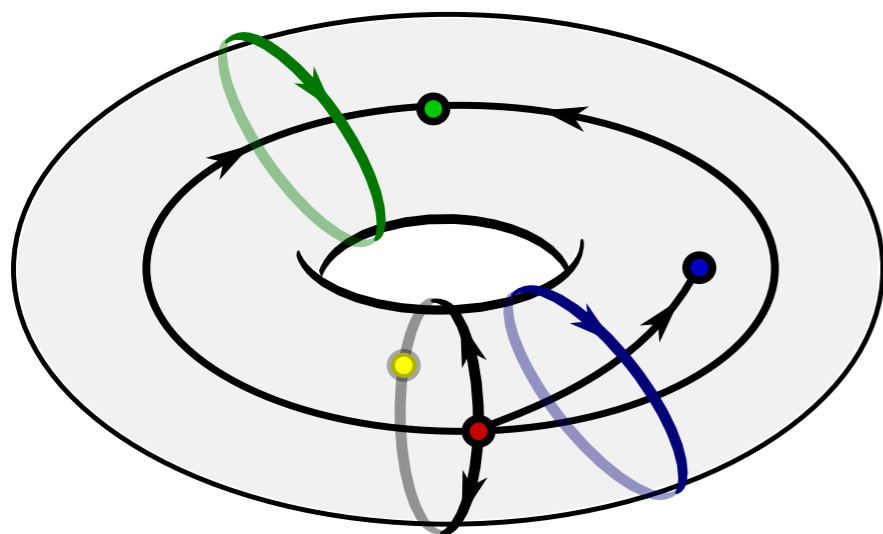
- Cutting along  $\Lambda$  turns the surface into a disk or **polygonal schema** with  $8g + 2$  edges
- Duals of forward  $t,s$ -cuts **cross** paths as **arcs** in the schema





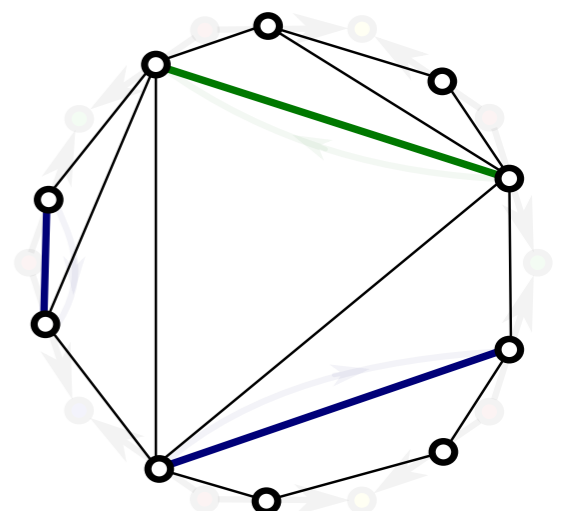
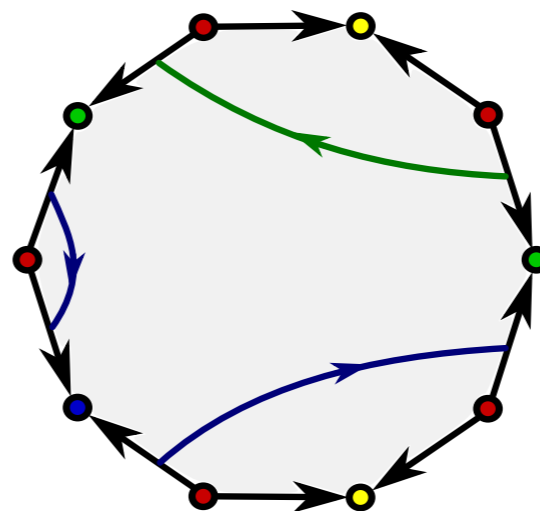
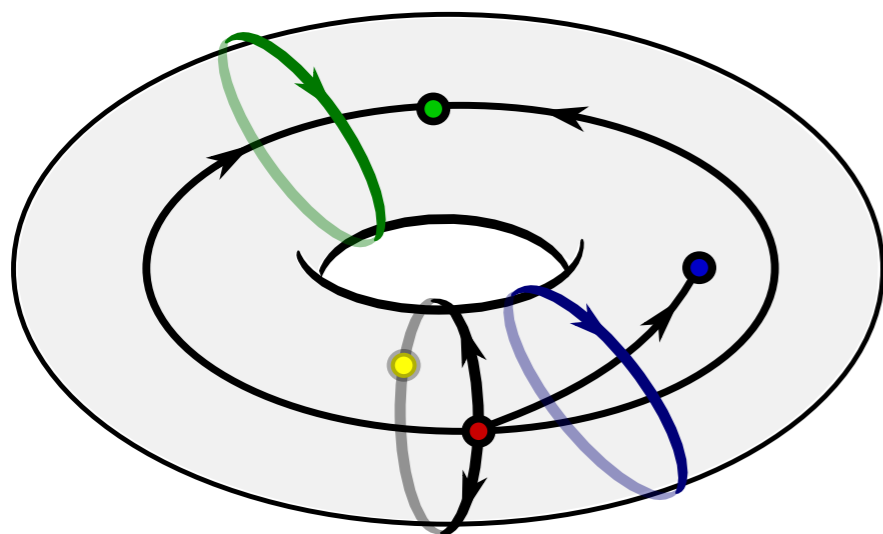
# Polygonal Schema

- **Swap** vertices and edges to create the **dualized polygonal schema**
- Now any forward  $t,s$ -cut looks like a **partial triangulation** of the dualized schema



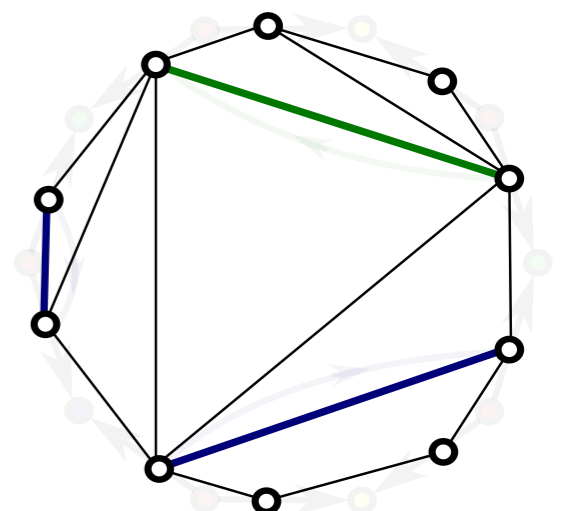
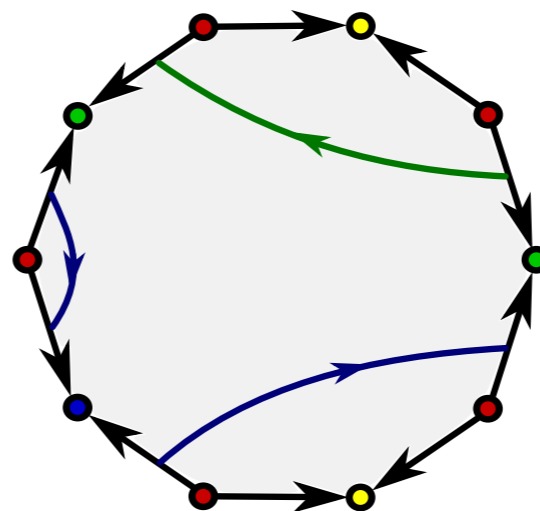
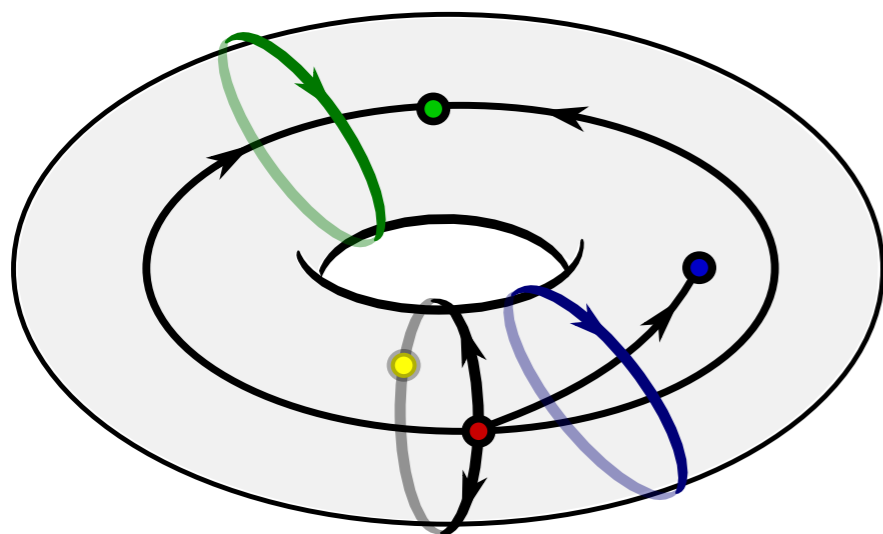
# Crossing Sequences

- Exist only  $2^{O(g)}$  partial triangulations
- Each describes several **crossing sequences** between **dual cycles** and the system  $\Lambda$



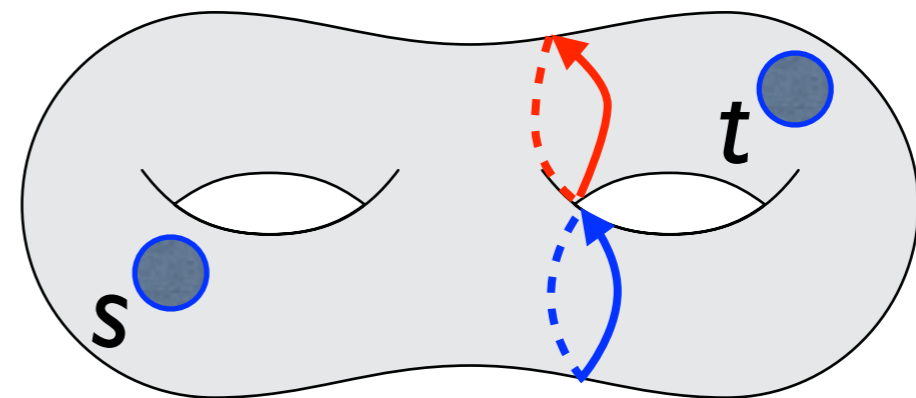
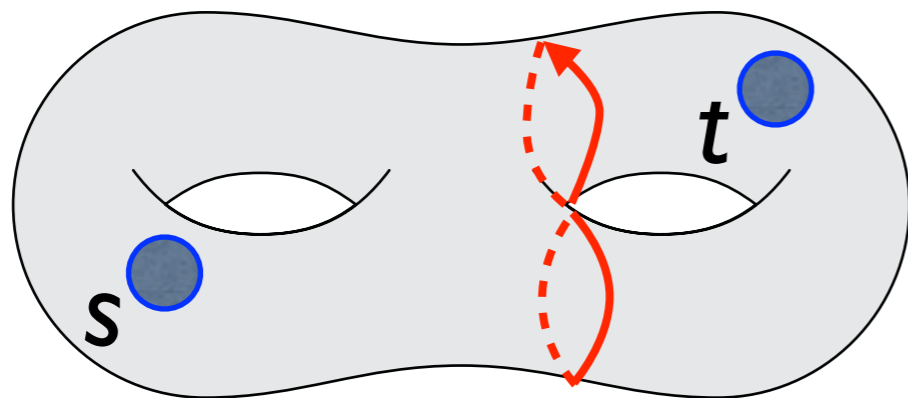
# Crossing Sequences

- Can modify prior techniques to determine homology class [CEN '09; Erickson, Nayyeri '11] and count cycles [Kutz '06, BF '12] for a given set of crossing sequences
- Count directed paths in subsets of the **universal covering space**



# Overcounting

- Cycles in the correct homology class are **edge disjoint**
- But, **distinct collections** of edge disjoint cycles may contain the **same set of edges** and trivially generate the **same circulation**

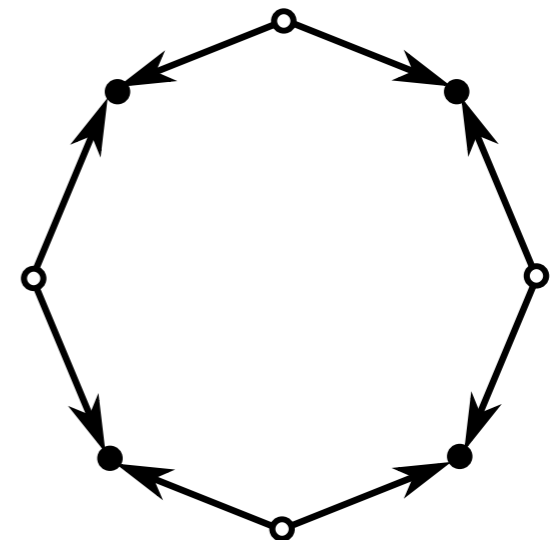
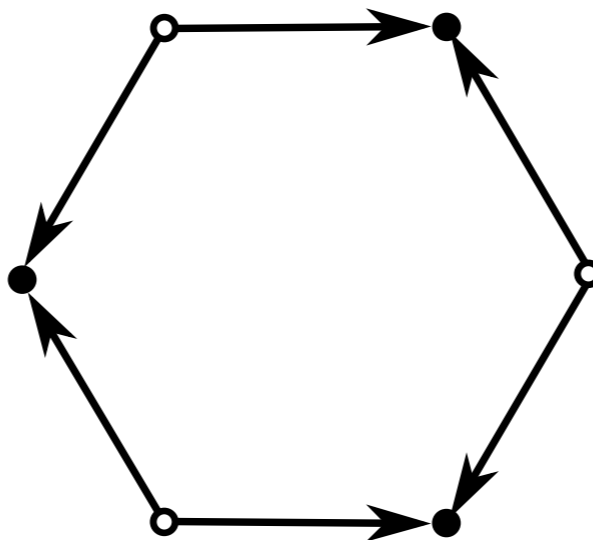
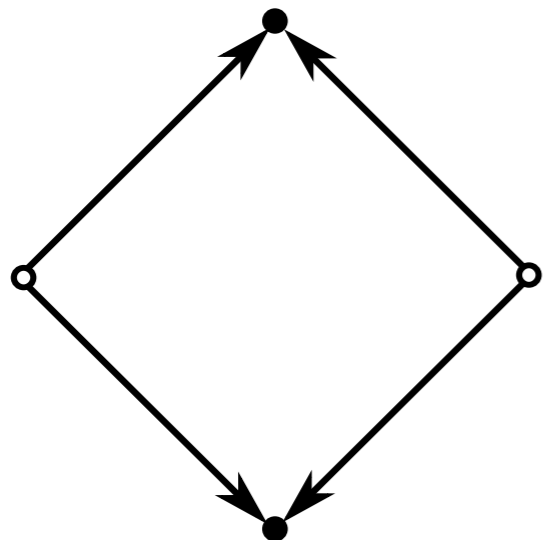


# Triangulations Help

- Primal **triangulations** imply **3-regular** duals
- **3-regularity** implies **edges disjoint** cycles are also **vertex disjoint**
- In triangulations there exists a **bijection** between collections of **edge disjoint** dual cycles and primal forward  **$t,s$ -cuts**

# Triangulating is Hard

- Need a **triangulated DAG** to avoid **overcounting**
- Cannot **subdivide** a face with new edge  $u \rightarrow v$  if there exists no path from  $u$  to  $v$
- Call these **irreducible** faces

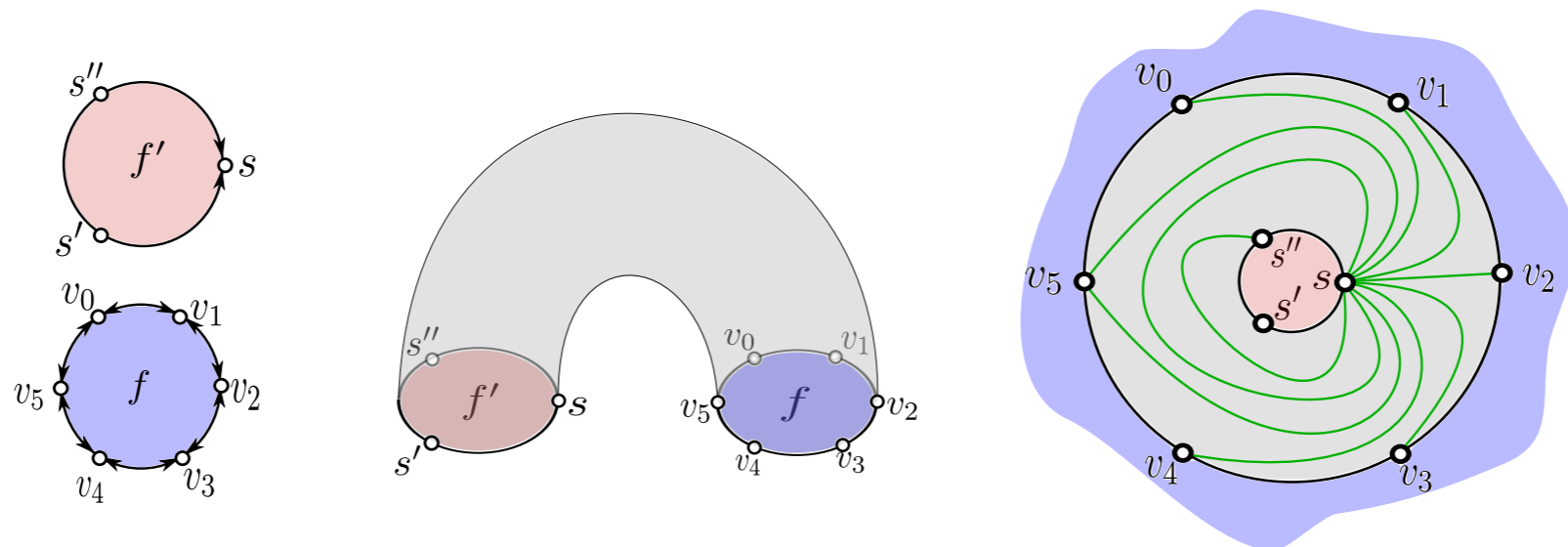


# Limited Irreducibility

- **Lemma:** The total degree of irreducible faces is at most  $12g$
- Bound based on the maximum number of non-crossing loops that do not separate the surface

# Adding Handles

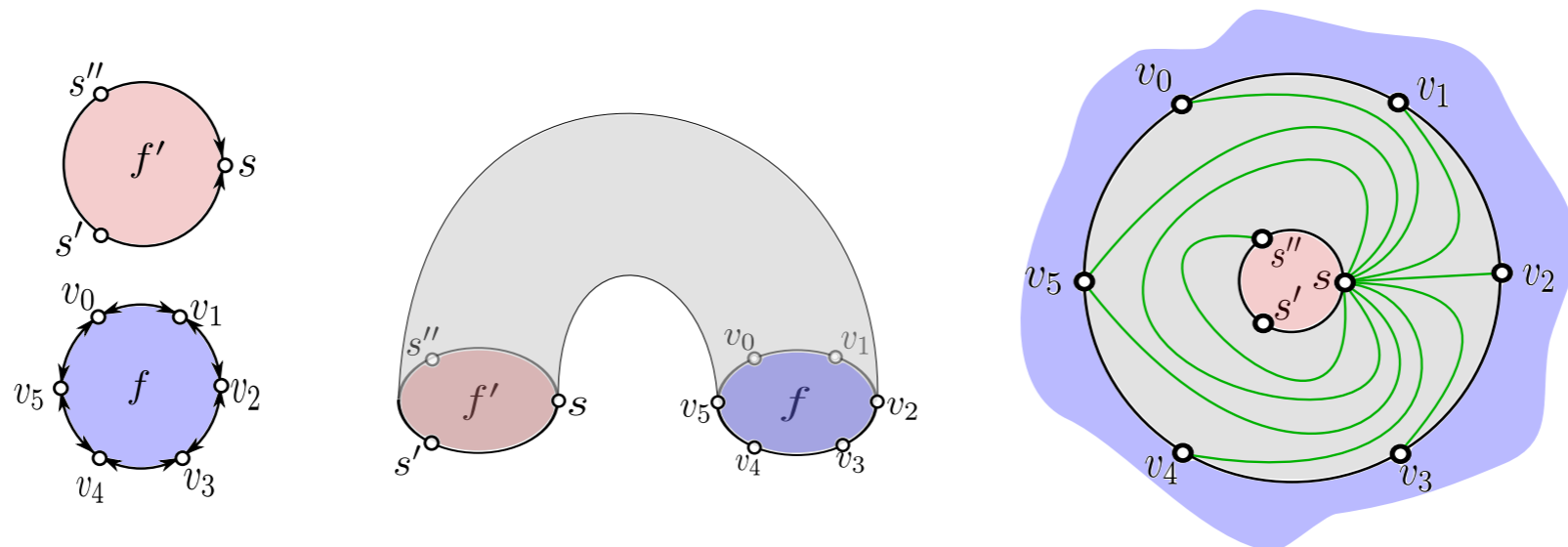
- Iteratively add a handle between each irreducible face  $f$  and any face  $f'$  incident to  $s$
- Add edges with head  $s$  to triangulate the handle





# Adding Handles

- Genus of surface and number of edges increases by  $O(g)$
- Can now safely apply cycle counting algorithm



# Conclusions

- Gave an **algorithm** to **efficiently count** and **sample** minimum cuts in surface embedded graphs
- Required some new observations in **integer homology**
- Required new techniques to **triangulate** the primal graph

**Thank you**