

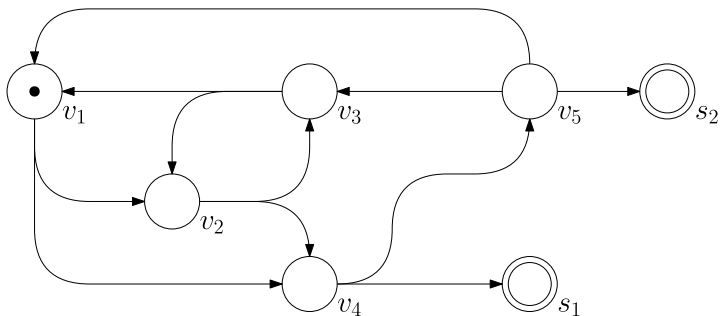
# A Quasi-Polynomial Time Algorithm for Multi-Arrival on Tree-Like Multigraphs

Ebrahim Ghorbani, Jonah Leander Hoff, Matthias Mnich

STACS 2025

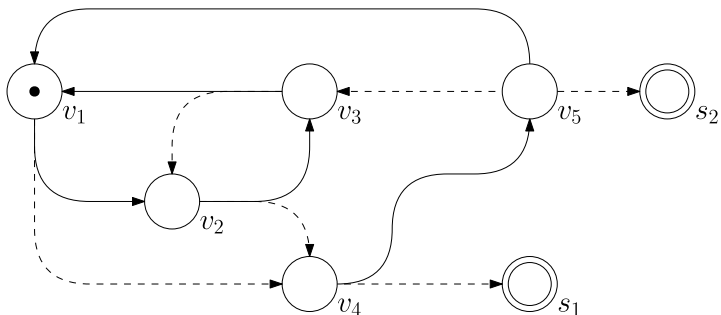
# Arrival

- ▶ Arrival: which sink does the particle end up on?
- ▶ Each vertex: routes along outgoing arcs in fixed cyclic order

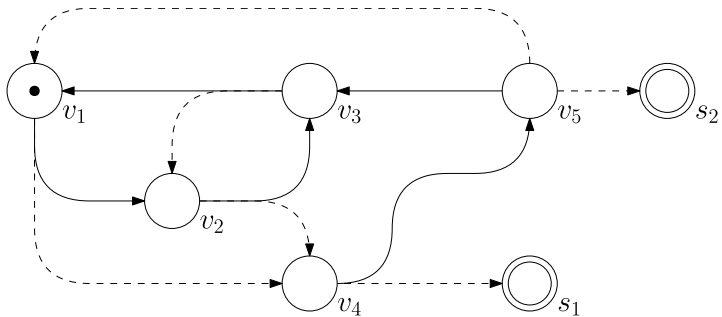


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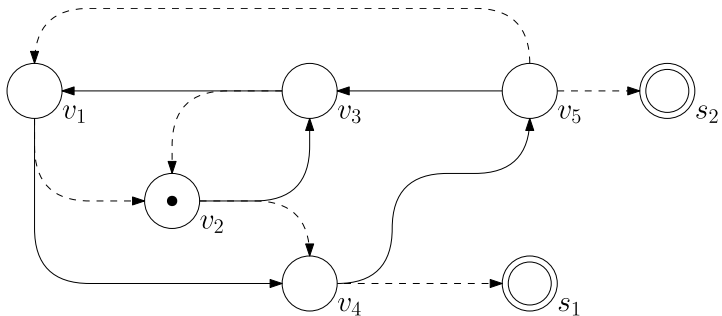
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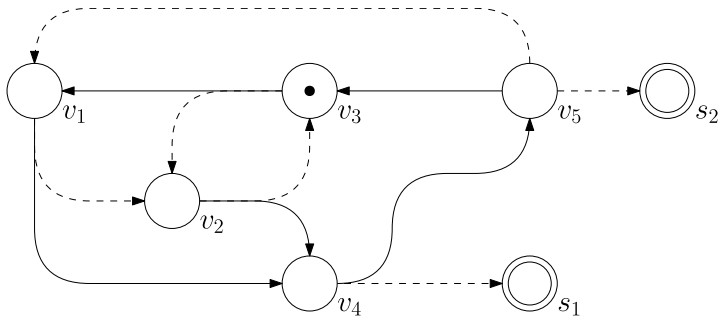
# Routing Single Particle



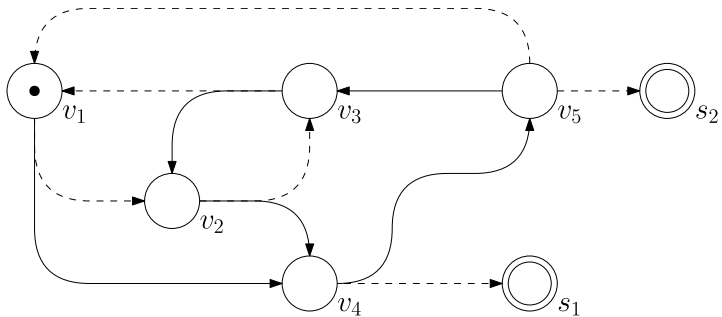
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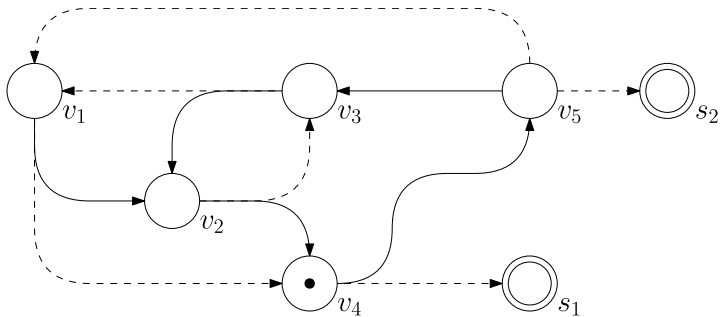
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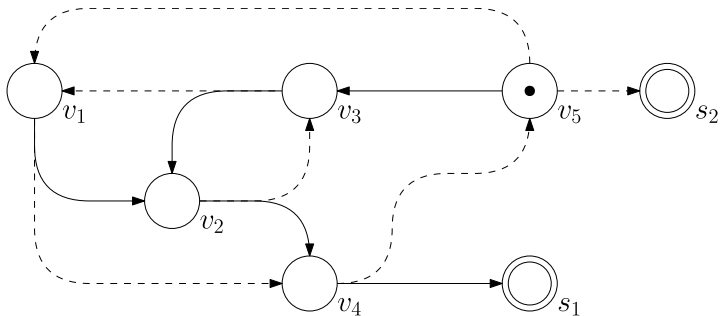


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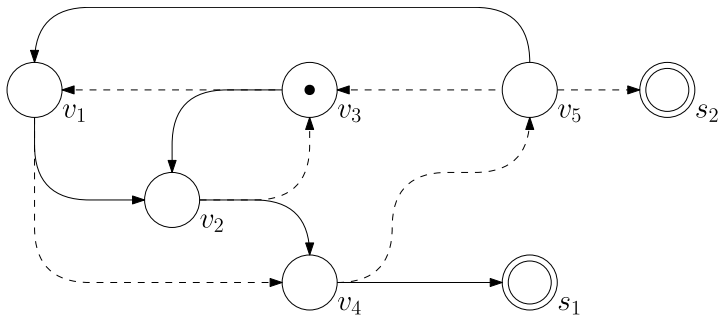




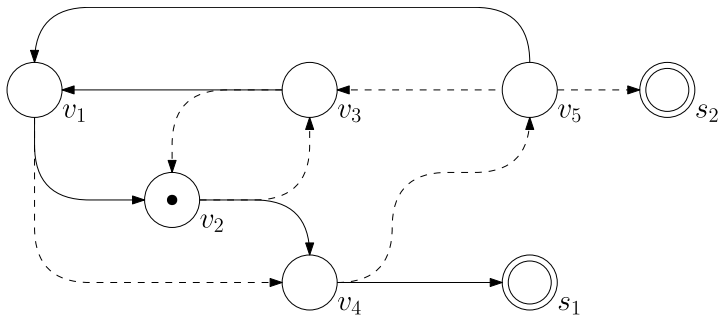
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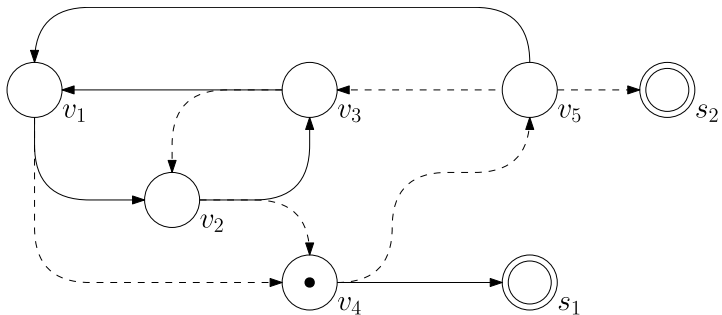
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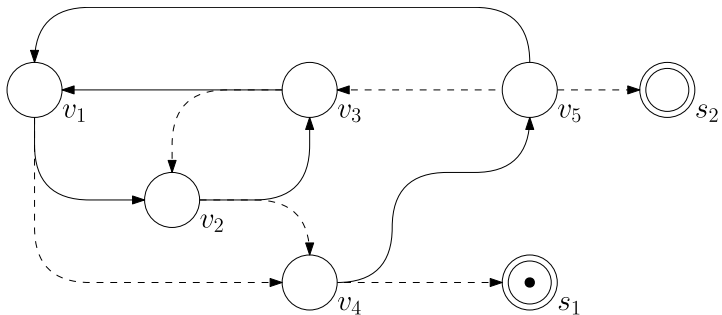
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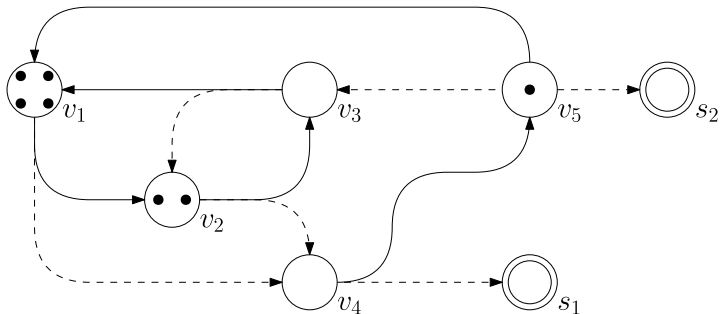
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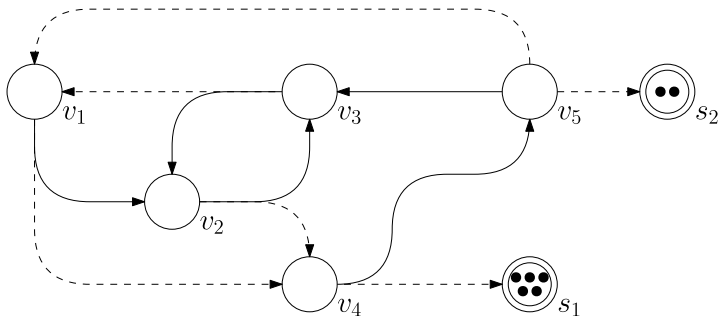


## Routing Multiple Particles



- ▶ Any maximal routing sequence converges to the same final configuration
- ▶ Multi-Arrival: how many particles end up on each sink?

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# Result

- ▶ Multi-Arrival on tree-like multigraphs in time  $\mathcal{O}^*(\log^\kappa m)$
- ▶  $\kappa \approx$  measure of balanced nested branchings
  - ▶ Path-Like:  $\kappa = 1$
  - ▶ Tree-Like:  $\kappa \leq \log n_b$ , where  $n_b$  number of branching vertices



## Prior Work

Type	Complexity	Graph	Reference
Arrival	$2^{\mathcal{O}(\sqrt{n} \log n)}$	Any	1
Arrival	$\mathcal{O}^*(1)$	Tree-like	2
Multi-Arrival	$\mathcal{O}^*(1)$	Uniform path-like	3
Multi-Arrival	$\mathcal{O}^*(1)$	Path-like	This paper
Multi-Arrival	$\mathcal{O}^*(\log^\kappa m)$	Tree-like	This paper

- ▶ If Multi-Arrival  $\mathcal{O}^*(1)$  on  $G[V \setminus X]$  with  $|X|$  bounded
  - ▶ Then Arrival  $\mathcal{O}^*(1)$  on  $G[V]$   
[Gärtner, Haslebacher, and Hoang 2021]

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<sup>1</sup>[Gärtner, Haslebacher, and Hoang 2021]

<sup>2</sup>[Auger, Coucheney, and Duhaze 2022]

<sup>3</sup>[Auger, Coucheney, Duhazé, et al. 2023]

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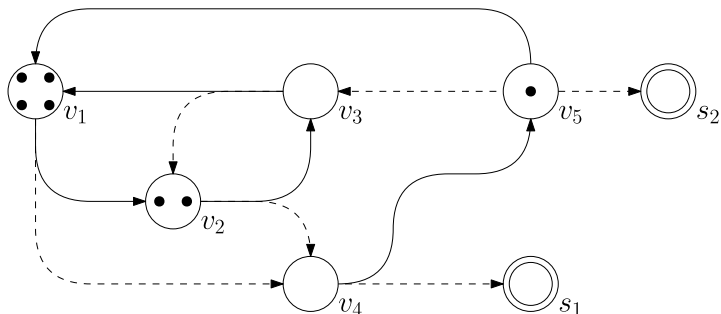
Certificate: Routing Vectors

Decomposition: Directed Routing Vectors

Algorithm: Finding Directed Routing Vectors

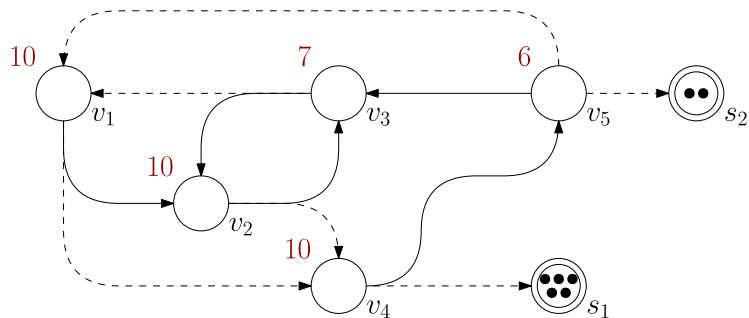
## Legal Routing Vectors

- ▶ Routing (vector)  $r \in \mathbb{Z}^V$ : how often each vertex is routed
- ▶ Legal routing: corresponds to some legal routing sequence
- ▶ Maximal legal routing: legal routing with all particles on sinks



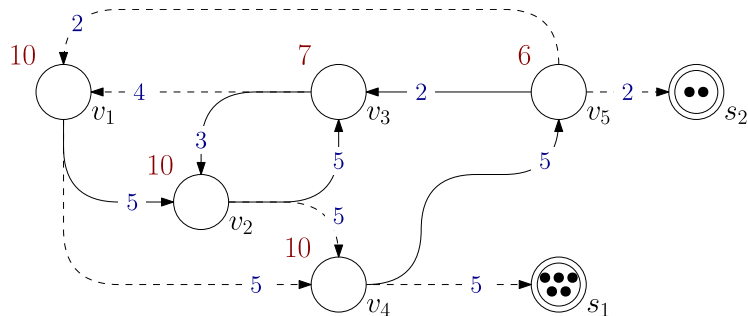
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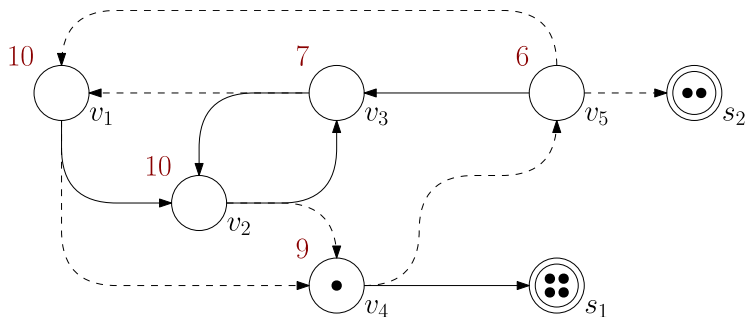
# Compensated Routing Vectors

- ▶ Compensated routing: each vertex has out-flow less or equal in-flow
- ▶ Lower-bound flow into sinks
- ▶ Switching flows [Dohrau et al. 2017]



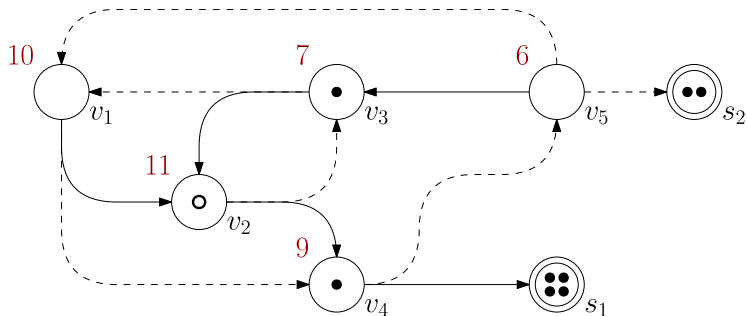
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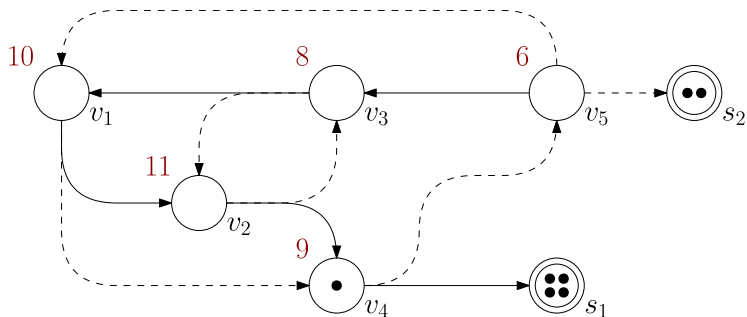
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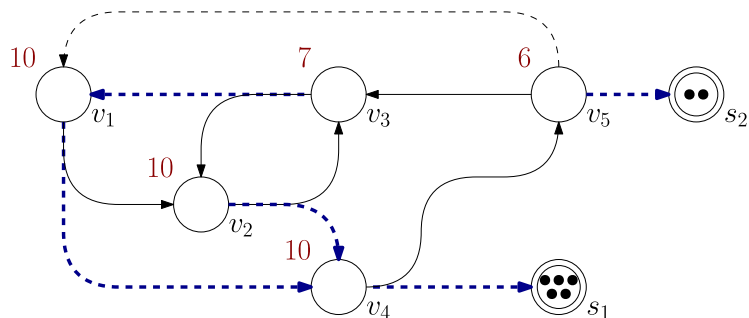
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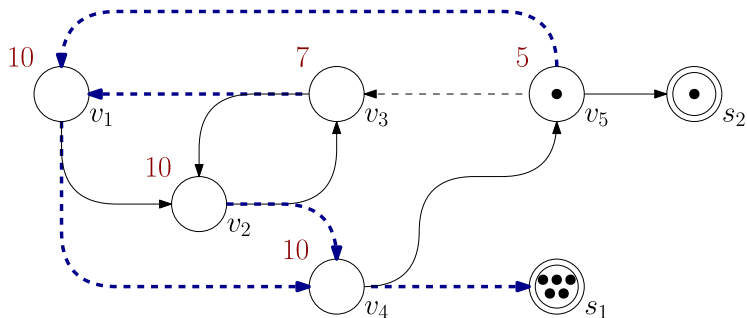
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- ▶ Idea: maximize flow into fixed sink  $s$
- ▶  $s$ -directed routing: last particles sent were towards  $s$



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# Problem

Original problem:

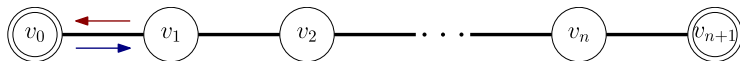
maximize      flow of  $\hat{r}$  into sinks  
subject to       $\hat{r} \in \mathbb{Z}^V$  is compensated.

Directed problem for sink  $s$ :

maximize      flow of  $r_s$  into  $s$   
subject to       $r_s \in \mathbb{Z}^V$  is  $s$ -directed and compensated.

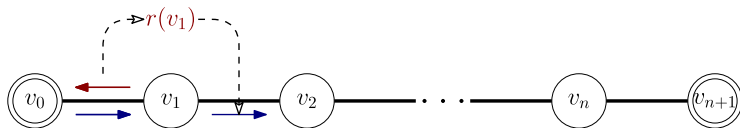
## Path-Like Case

1. Guess flow  $v_0 \leftarrow v_1$
2. Iteratively construct  $r$ 
  - ▶ Since  $s$ -directed: flow  $v_{i-1} \leftarrow v_i$  gives  $r(v_i)$
  - ▶ Since compensated:  $r(v_i) \leq \sigma_i + (v_{i-1} \rightarrow v_i) + (v_i \leftarrow v_{i+1})$
3. If missing flow  $v_n \leftarrow v_{n+1}$  is zero: guess is achievable
4. Otherwise: guess is too large



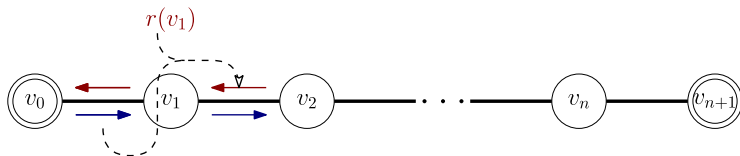
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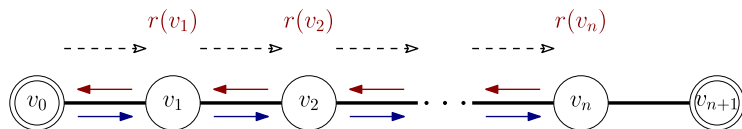
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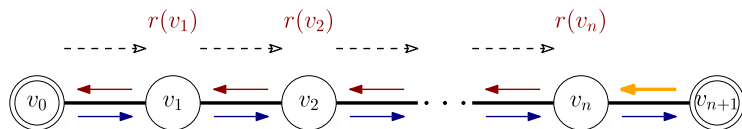
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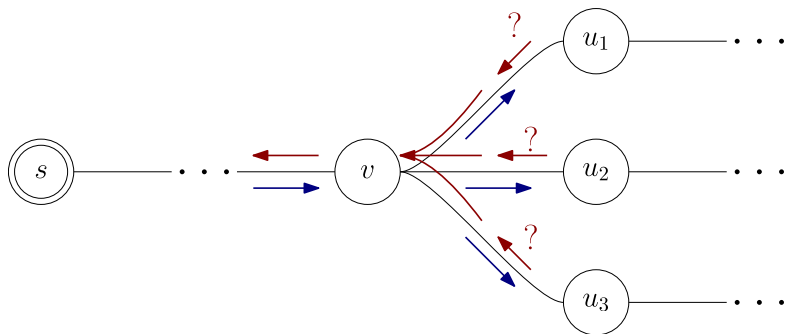
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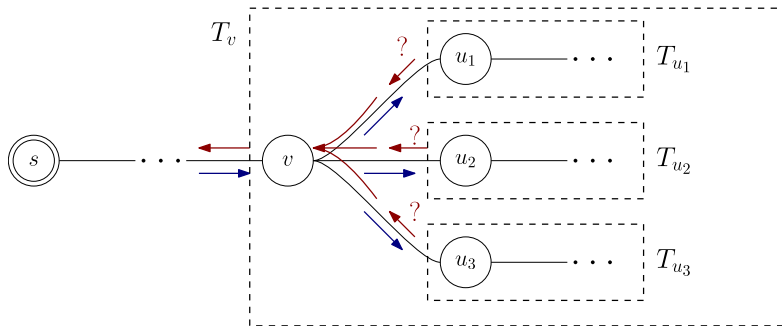
## Tree-Like Extension

- ▶ Can only infer  $v \leftarrow u_1 + u_2 + \dots$
- ▶ Each  $v \leftarrow u_i$  upper-bound depends on  $v \rightarrow u_j$
- ▶ Solve by recursion with fixed  $v \leftarrow u_j$  inferred



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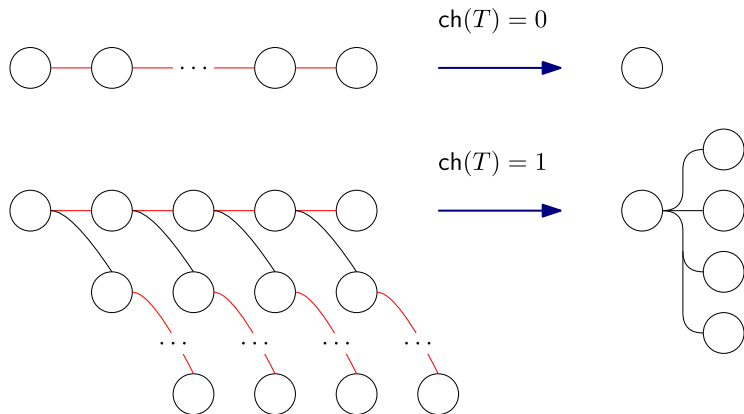
## Contracted-Height

- ▶  $\kappa = 1 + \max\{\text{ch}(T_r) \mid r \in N^-(S)\}$
- ▶ *Contracted height*  $\text{ch}(T_r)$ : minimal height obtained by contracting per vertex one edge to child

$$\text{ch}(T_v) = \begin{cases} 1 + \text{ch}(T_{u_1}) & \text{ch}(T_{u_1}) = \text{ch}(T_{u_2}) \\ \text{ch}(T_{u_1}) & \text{ch}(T_{u_1}) > \text{ch}(T_{u_2}) \end{cases}$$

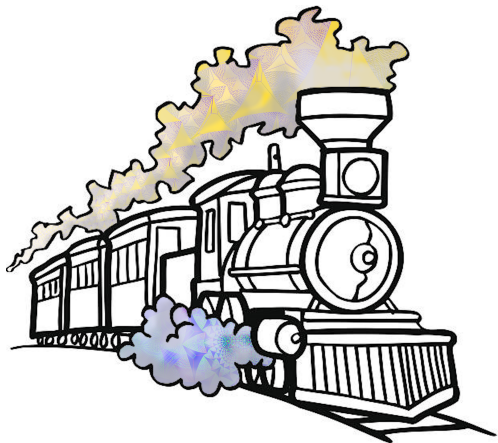
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# Summary

- ▶ Decomposition of maximal legal routing into  $s$ -directed compensated routings
- ▶ Recursive search to find  $s$ -directed compensated routings
  - ▶ Linear approximation guides exponential search
  - ▶ Recursion is contracted on one sub-tree for each vertex
- ▶ Dynamic program to find  $s$ -directed compensated routings



Thank you for your attention!

# Bibliography I

-  Auger, David, Pierre Coucheney, and Loric Duhaze (2022). “Polynomial Time Algorithm for ARRIVAL on Tree-like Multigraphs”. In: *arXiv e-prints*, arXiv-2204.
-  Auger, David, Pierre Coucheney, Loric Duhazé, et al. (2023). “Generalized ARRIVAL Problem for Rotor Walks in Path Multigraphs”. In: *Reachability Problems*. Ed. by Olivier Bournez, Enrico Formenti, and Igor Potapov. Vol. 14235. Cham: Springer Nature Switzerland, pp. 183–198. ISBN: 978-3-031-45285-7 978-3-031-45286-4. DOI: 10.1007/978-3-031-45286-4\_14. (Visited on 07/07/2024).
-  Dohrau, Jérôme et al. (2017). “ARRIVAL: A Zero-Player Graph Game in  $NP \cap coNP$ ”. In: *A Journey Through Discrete Mathematics: A Tribute to Jiří Matoušek*. Ed. by Martin Loeb, Jaroslav Nešetřil, and Robin Thomas. Cham: Springer International Publishing, pp. 367–374. ISBN: 978-3-319-44479-6. DOI: 10.1007/978-3-319-44479-6\_14. (Visited on 05/03/2022).

## Bibliography II



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