

Even delta-matroids and the complexity of planar Boolean CSPs

Alexandr Kazda, Vladimir Kolmogorov, Michal Rolínek



- Our world: $\text{CSP}(\{0, 1\}, \Gamma)$ where Γ contains constants $\{0\}$ and $\{1\}$.
- We limit the instance shape – each variable appears at most k times. For which Γ s do we get easier CSP?
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- We can draw instances of this CSP as graphs with variables = edges.
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- AKA “generalized matroids”
- $R \neq \emptyset$ is an **even** Δ -matroid if all tuples in R have the same parity and for all $\alpha, \beta \in R$ and for all u variables such that $\alpha(u) \neq \beta(u)$ there exists $v \neq u$ such that $\alpha(v) \neq \beta(v)$ and $\alpha \oplus u \oplus v \in R$:
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Good and bad news about Δ -matroids

- Intersection of two even Δ -matroids need not be a Δ -matroid:

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- If there is any way to use polymorphisms here, we did not find it.
- However, (even) Δ -matroids are closed under primitive positive definitions where each bound variable appears exactly twice and each free variable exactly once.

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Edge CSPs generalize perfect matchings

- Perfect matchings in graphs: Given G , assign 0 or 1 to each edge so that each vertex of G is incident to exactly one edge labelled by 1.
- Known to be polynomial (J. Edmonds, 1965).
- Perfect matchings correspond to edge CSP with constraints of the form

$$\{(1 \ 0 \ 0 \ \dots \ 0) \\ (0 \ 1 \ 0 \ \dots \ 0) \\ (0 \ 0 \ 1 \ \dots \ 0) \\ \vdots \\ (0 \ 0 \ 0 \ \dots \ 1)\}$$

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- $\text{CSP}(\{0, 1\}, \Gamma)$ with incidence graphs of instances **planar**.
- Constraints – faces of a planar graph, variables – vertices.
- Dvořák and Kupec show that all interesting cases of planar CSP can be reduced to edge CSP with Δ -matroid constraints.
- If there is a polynomial algorithm for edge CSP with even Δ -matroid constraints, we have a dichotomy for planar CSP.

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Our strategy

- We generalize Edmond's blossom algorithm for perfect matchings.
- Edge labeling f assigns 0 or 1 to each half-edge: Pair $\{v, C\}$ where v lies in constraint C so that all constraints are satisfied.
- Variable is consistent in f if both half edges corresponding to v have the same labels.
- Edge labeling with all variables consistent = a solution of the instance.
- We want to **augment** a given labeling f : Find g labeling with fewer inconsistencies.
- If f is an edge labeling that can be improved, there is an **augmenting f -walk** p from one inconsistent variable to another.

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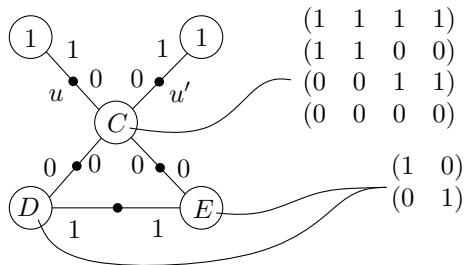
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Example



Sketch of the algorithm

- Take f , search from all inconsistent variables, building a forest of visited variables and constraints.
- If we can find f -walks $u \dots Cv$ and $u' \dots Dv$ for u, u' inconsistent, we can augment and make u, u' consistent.
- If we find f -walks $u \dots Cv$ and $u \dots Dv$, we have found a blossom. This we contract and re-run the algorithm on a smaller instance.
- If we don't find any of the above, then f can not be augmented.

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Consequences and future work

- We have finished the classification started by Dvořák and Kupec.
- To get dichotomy for edge CSPs, all that is needed is to generalize our argument from even Δ -matroids to all Δ -matroids.
- We can go beyond even Δ -matroids and cover many previously known polynomial classes, but there still remains a large gap.
- We are now beginning to look at valued version of edge CSP for even Δ -matroids.
- Generalization to value sets larger than 2 is going to be hard.

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