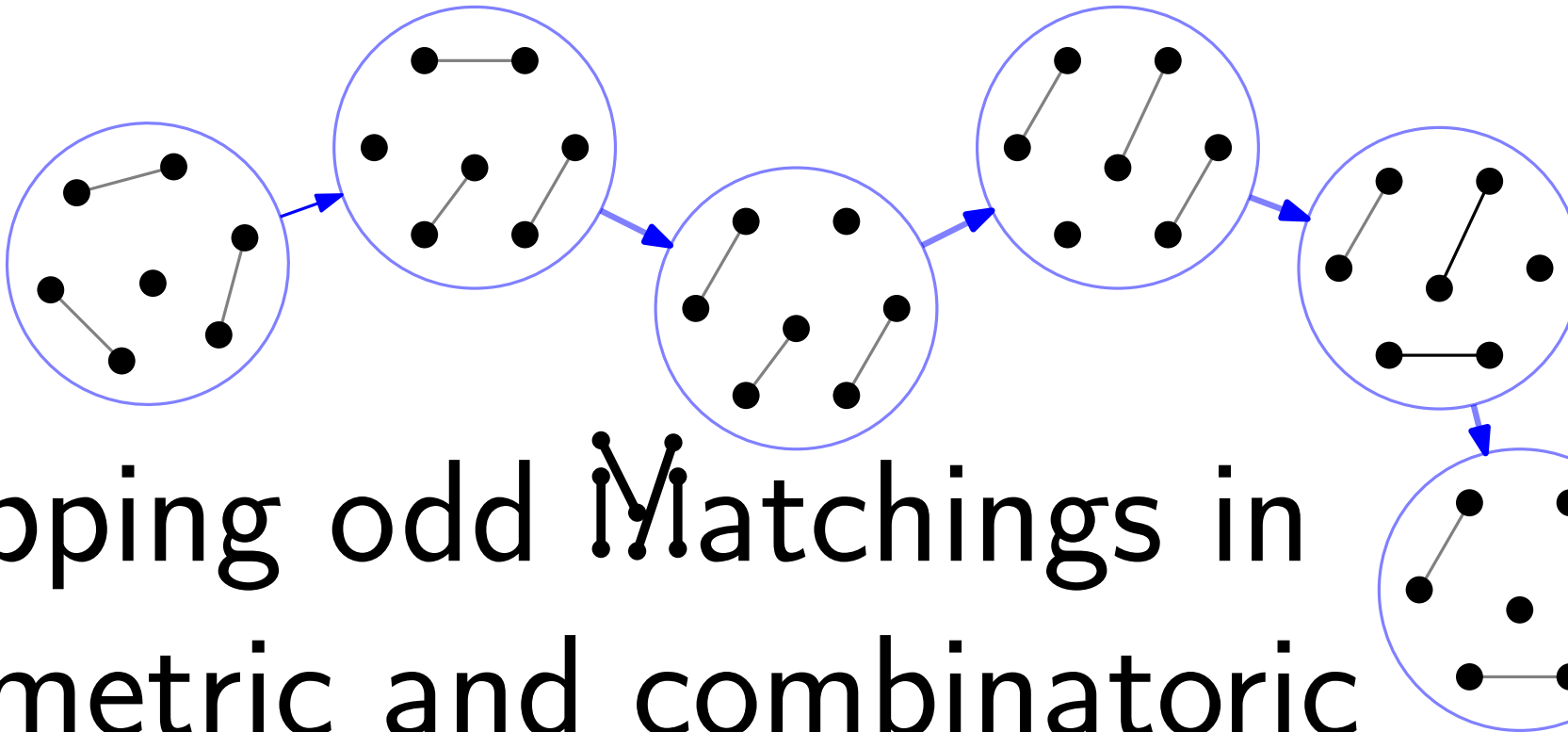


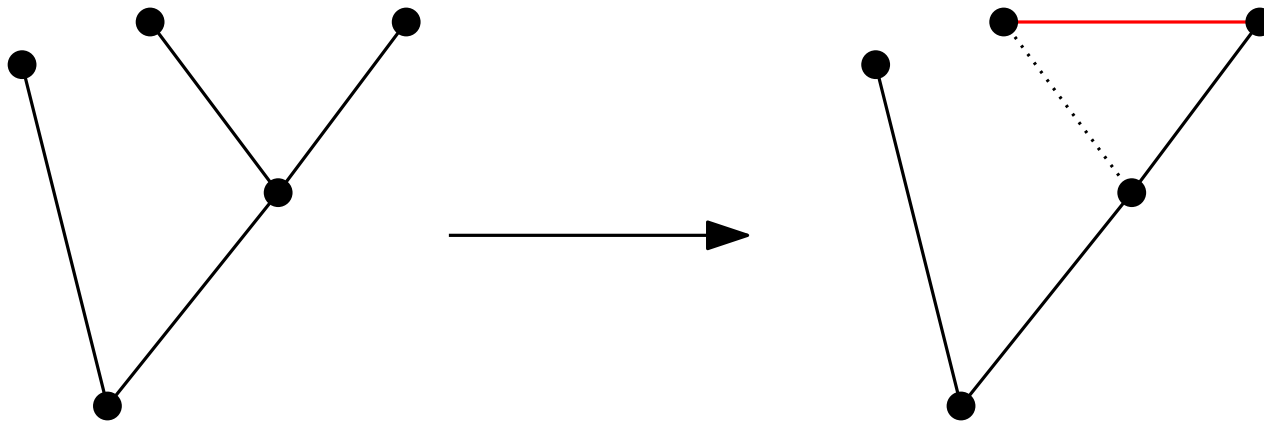


Flipping odd Matchings in geometric and combinatoric matchings

Oswin Aichholzer, Sofia Brenner,
Joseph Dorfer, Hung P. Hoang, **Daniel Perz**,
Christian Rieck, Francesco Verciani

Flipping ...

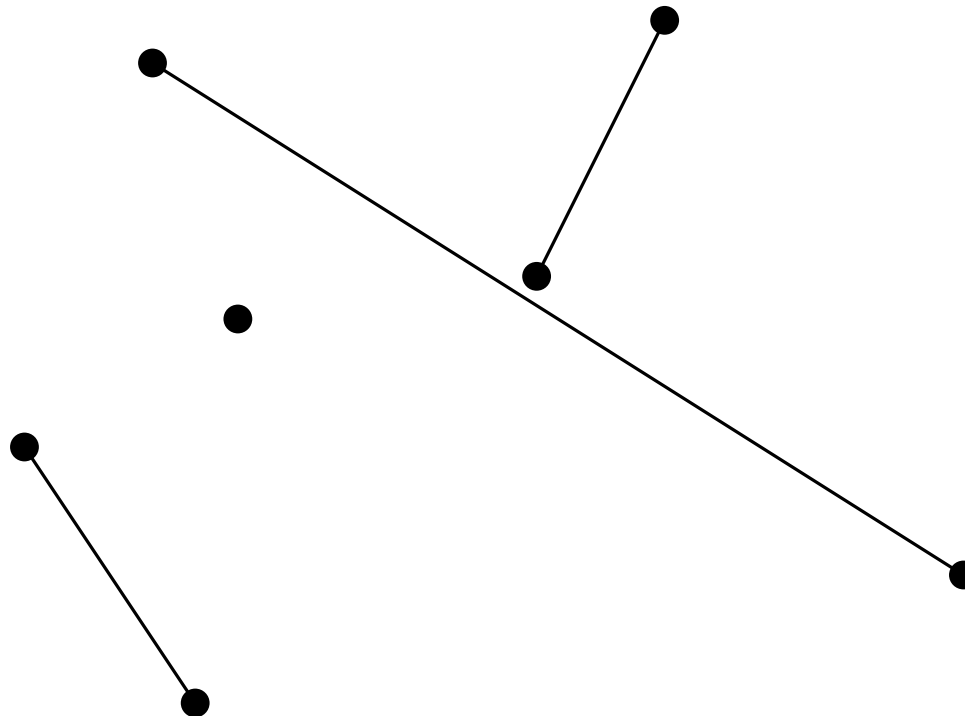
Edge flip: Replace one edge with another (allowed) edge.



... odd matchings ...

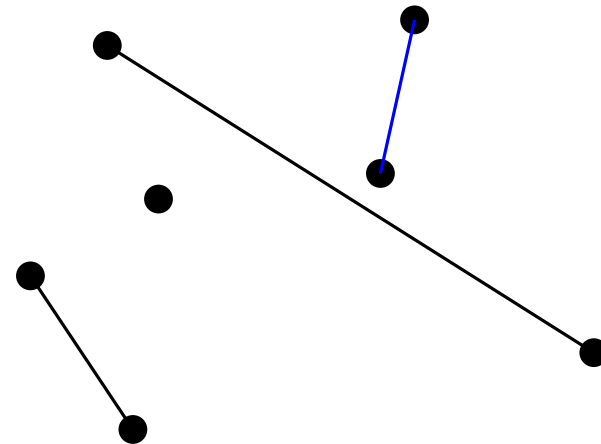
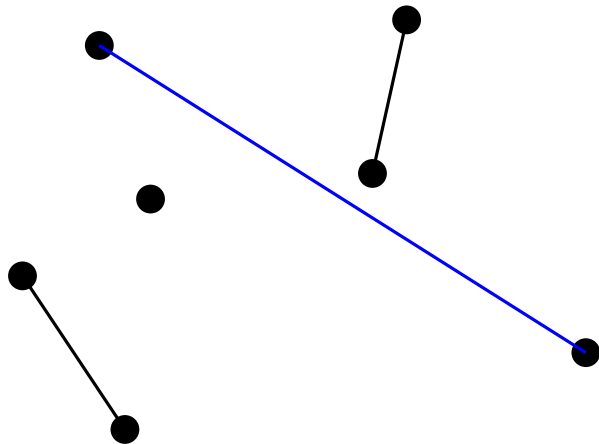
Set with $2m + 1$ vertices.

Matching with m edges, one vertex is isolated



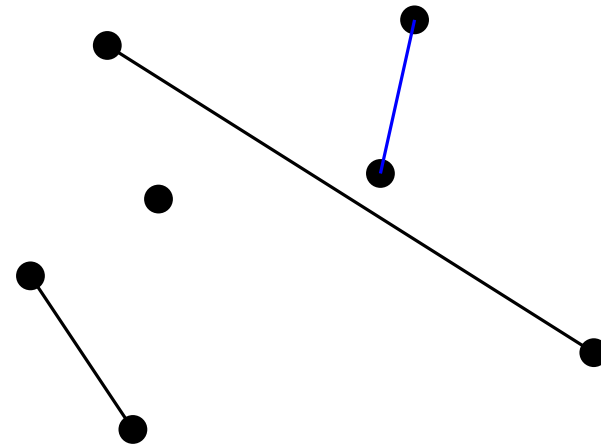
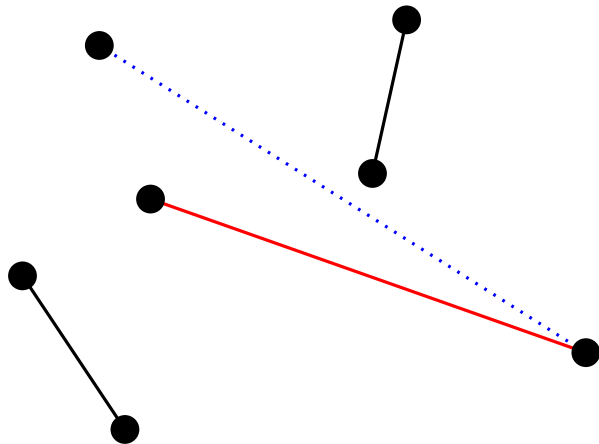
... in geometric and combinatorial settings

Geometric setting: No crossings allowed!



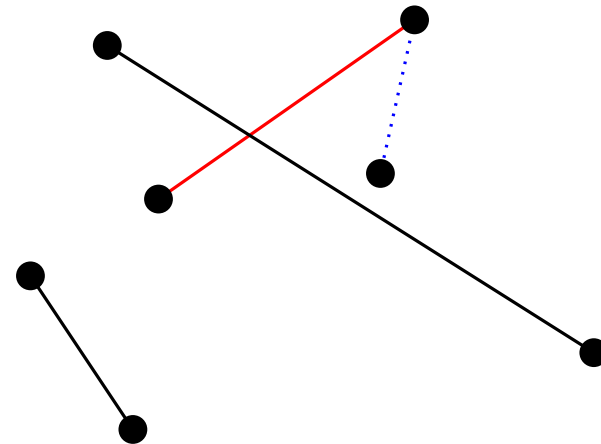
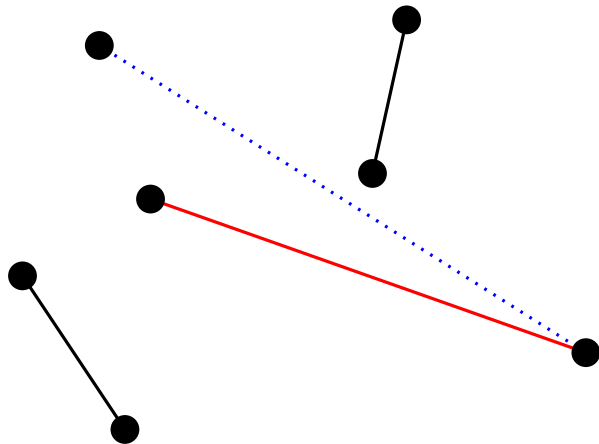
... in geometric and combinatorial settings

Geometric setting: No crossings allowed!



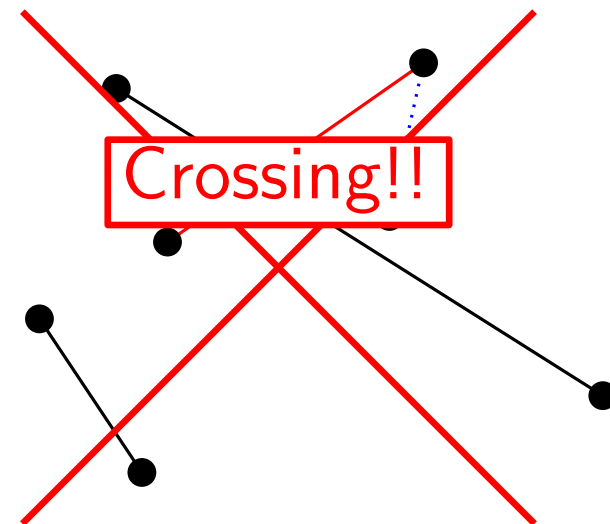
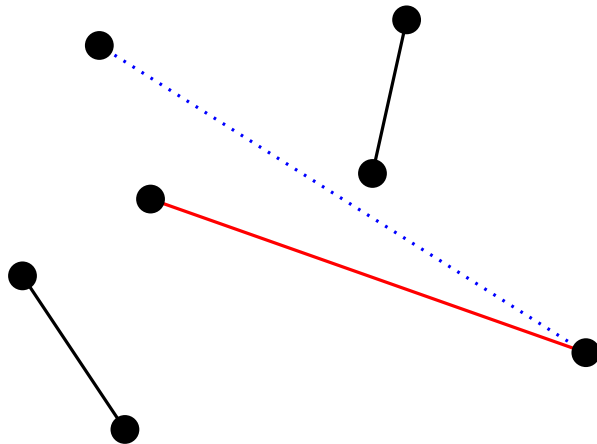
... in geometric and combinatorial settings

Geometric setting: No crossings allowed!



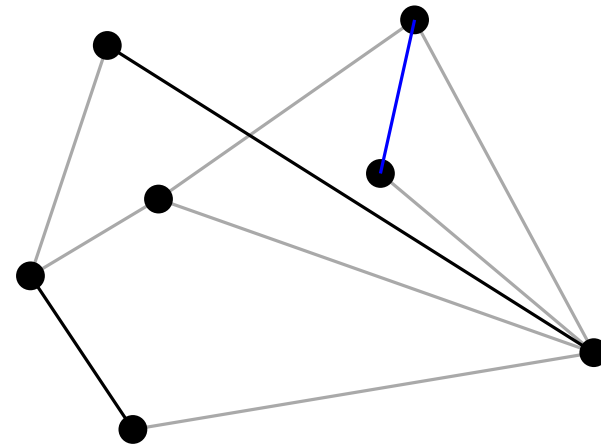
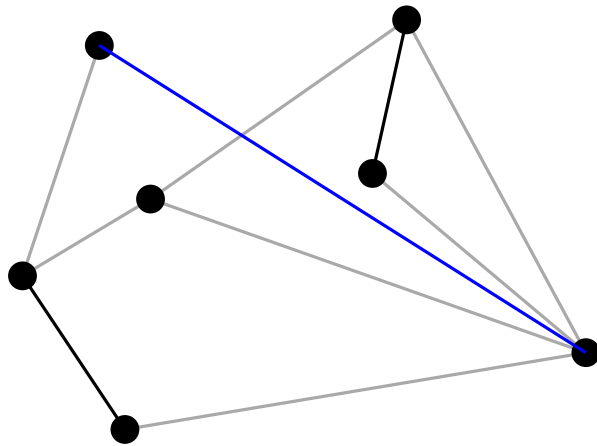
... in geometric and combinatorial settings

Geometric setting: No crossings allowed!



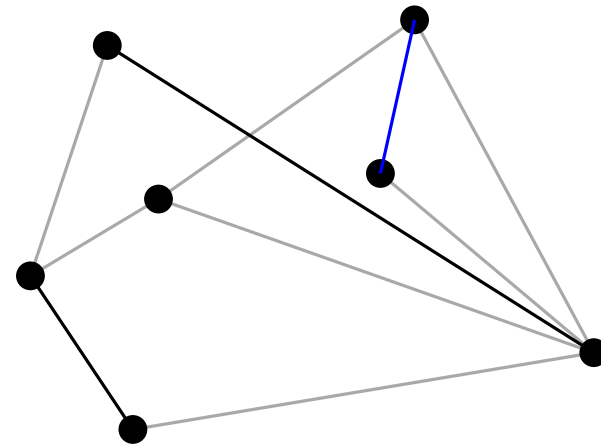
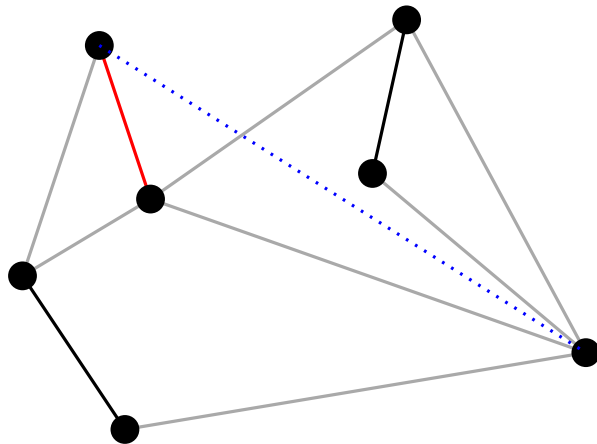
... in geometric and combinatorial settings

Combinatorial setting: Given an underlying graph (in gray).
Matching edges are also edges of the underlying graph.



... in geometric and combinatorial settings

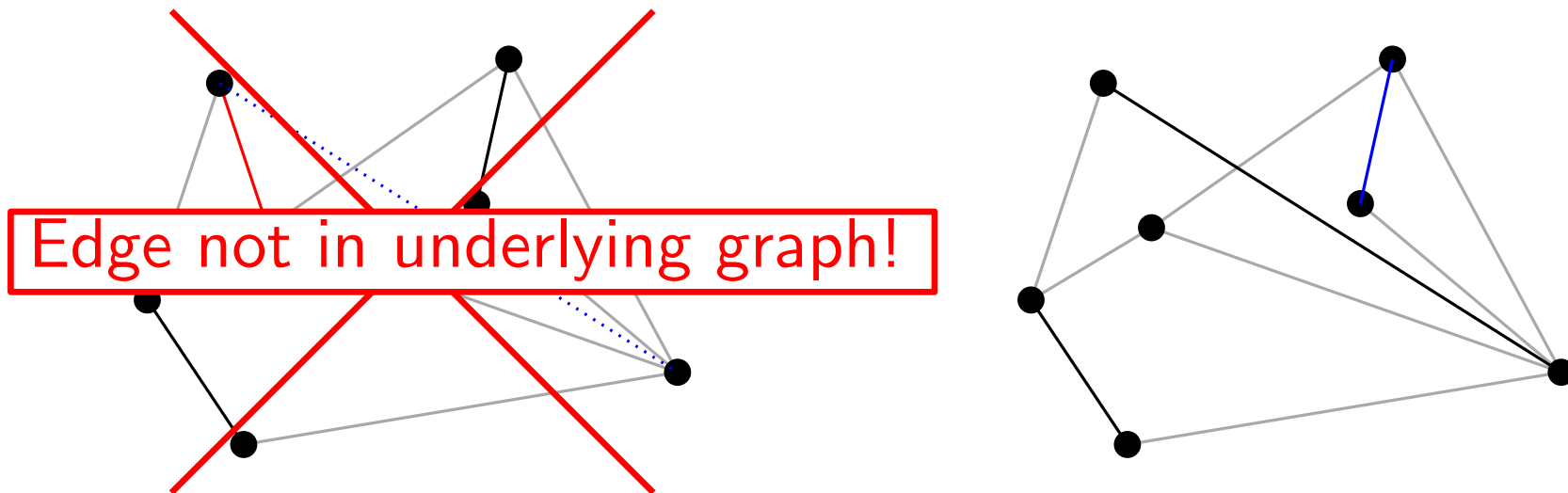
Combinatorial setting: Given an underlying graph (in gray).
Matching edges are also edges of the underlying graph.



... in geometric and combinatorial settings

Combinatorial setting: Given an underlying graph (in gray).

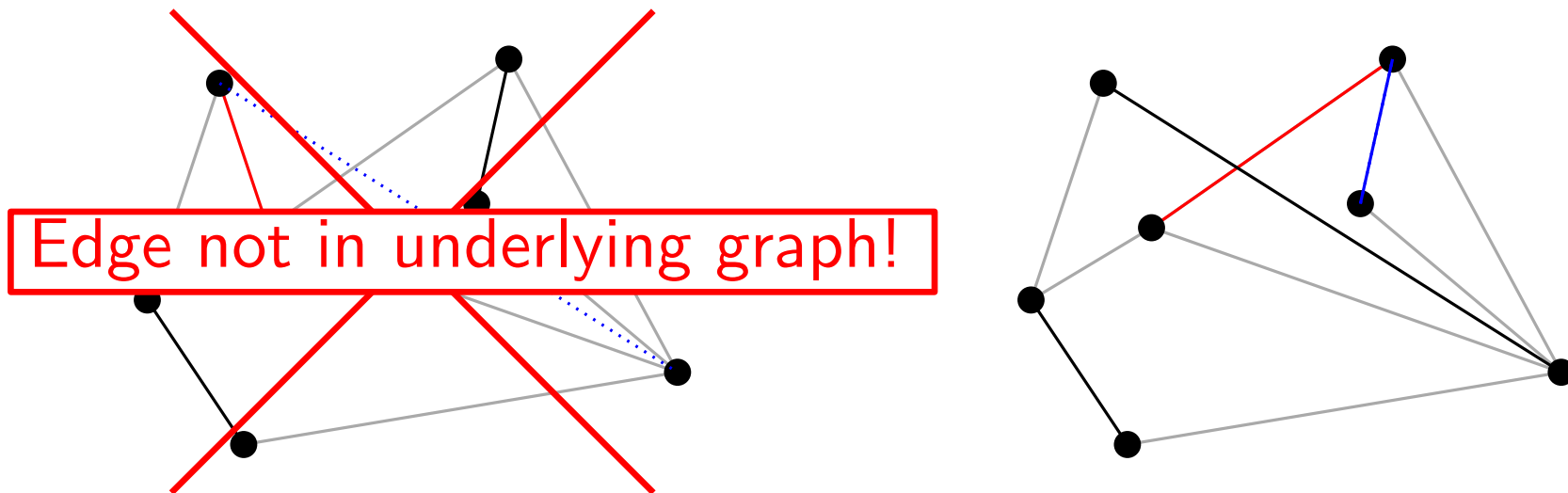
Matching edges are also edges of the underlying graph.



... in geometric and combinatorial settings

Combinatorial setting: Given an underlying graph (in gray).

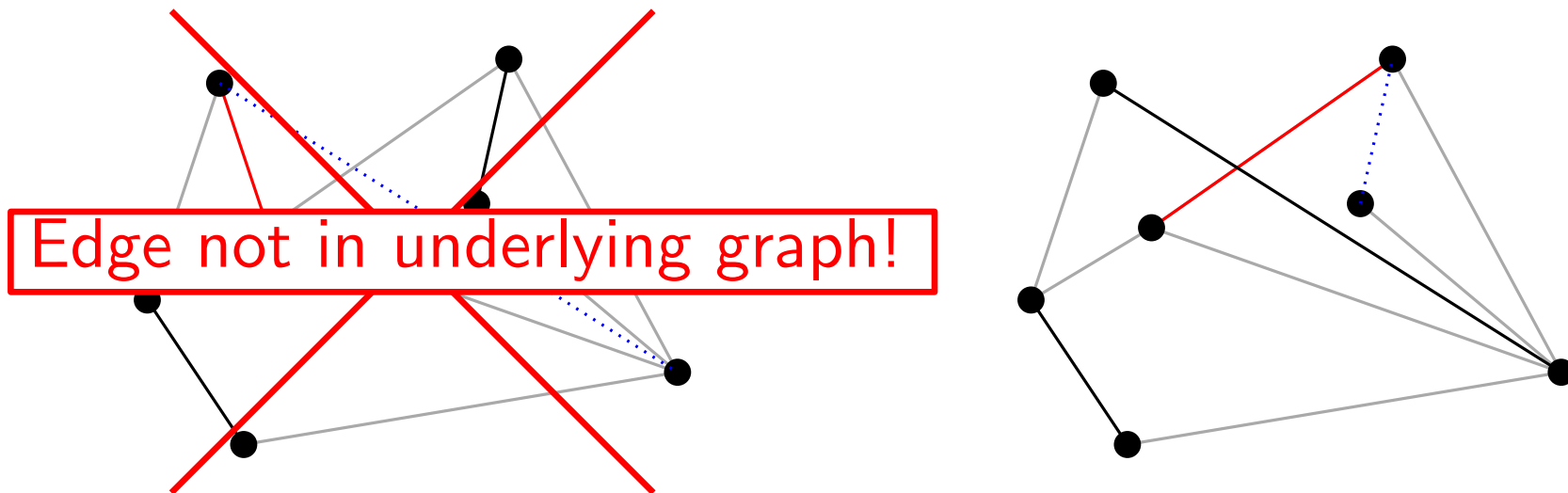
Matching edges are also edges of the underlying graph.



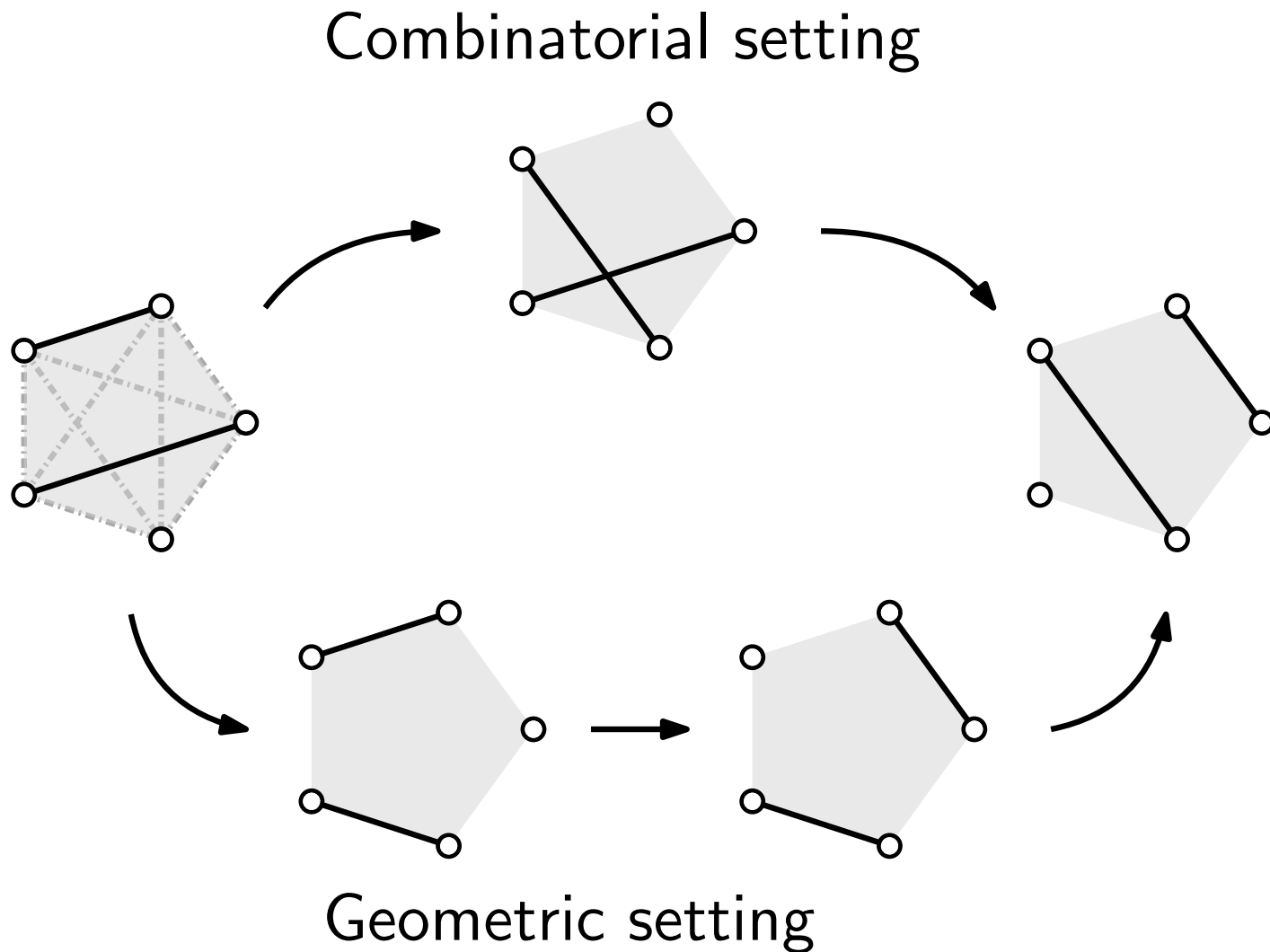
... in geometric and combinatorial settings

Combinatorial setting: Given an underlying graph (in gray).

Matching edges are also edges of the underlying graph.

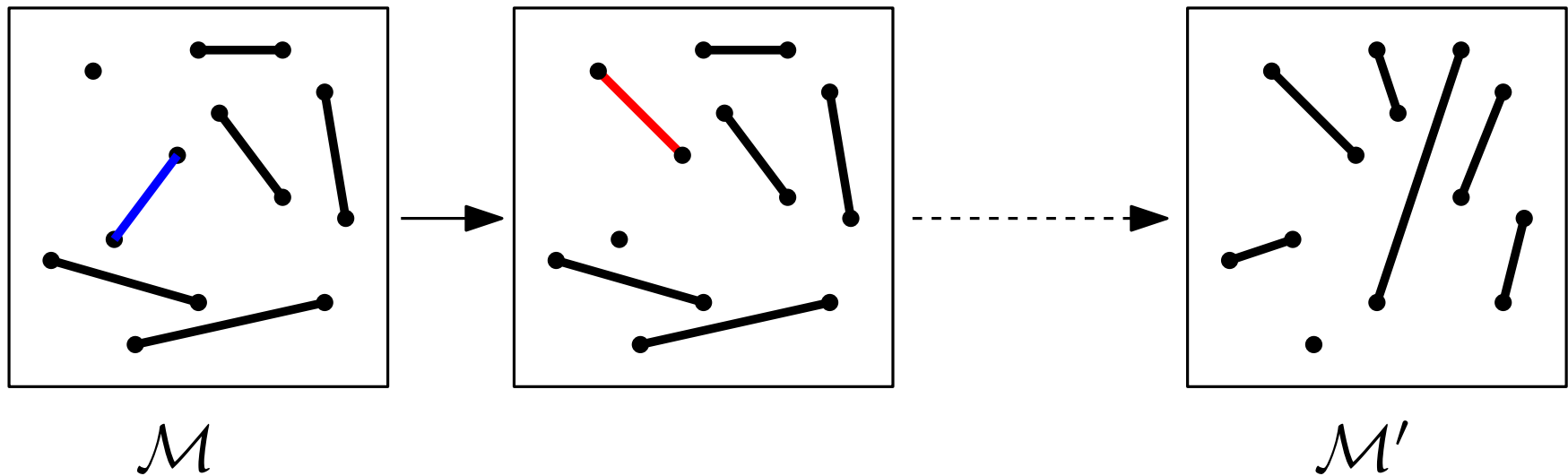


... in geometric and combinatorial settings



Classic questions in reconfiguration

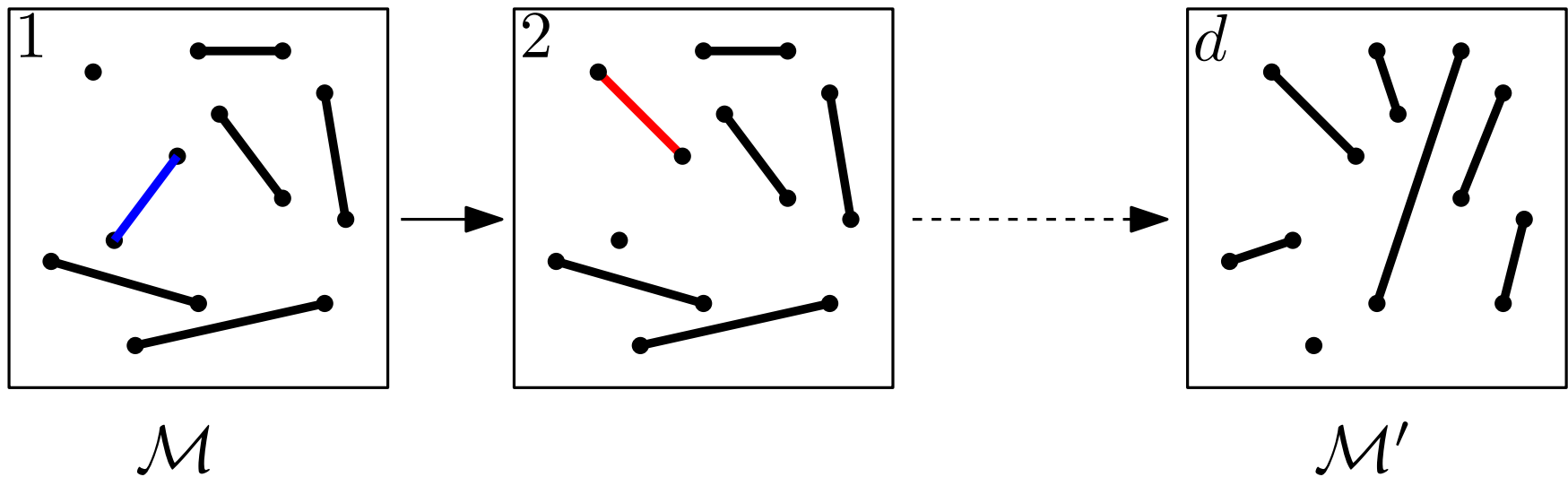
Connectivity: Can any odd matching be transformed into any other odd matching via flips?



Classic questions in reconfiguration

Connectivity: Can any odd matching be transformed into any other odd matching via flips?

Diameter: What is the smallest number d such that any odd matching can be transformed to any other odd matching with d flips?



Classic questions in reconfiguration

Connectivity: Can any odd matching be transformed into any other odd matching via flips?

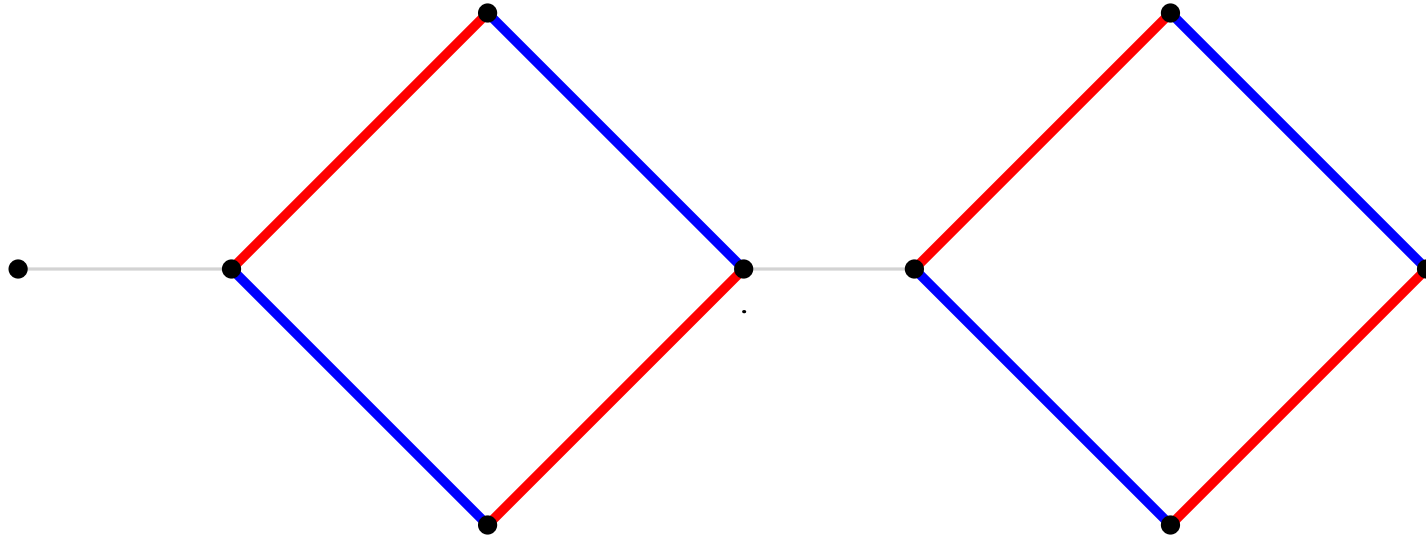
Diameter: What is the smallest number d such that any odd matching can be transformed to any other odd matching with d flips?

Complexity: Given two odd matchings $\mathcal{M}, \mathcal{M}'$ and an integer k . What is the computational complexity to decide whether $\mathcal{M}$ can be transformed into $\mathcal{M}'$ in at most k flips.

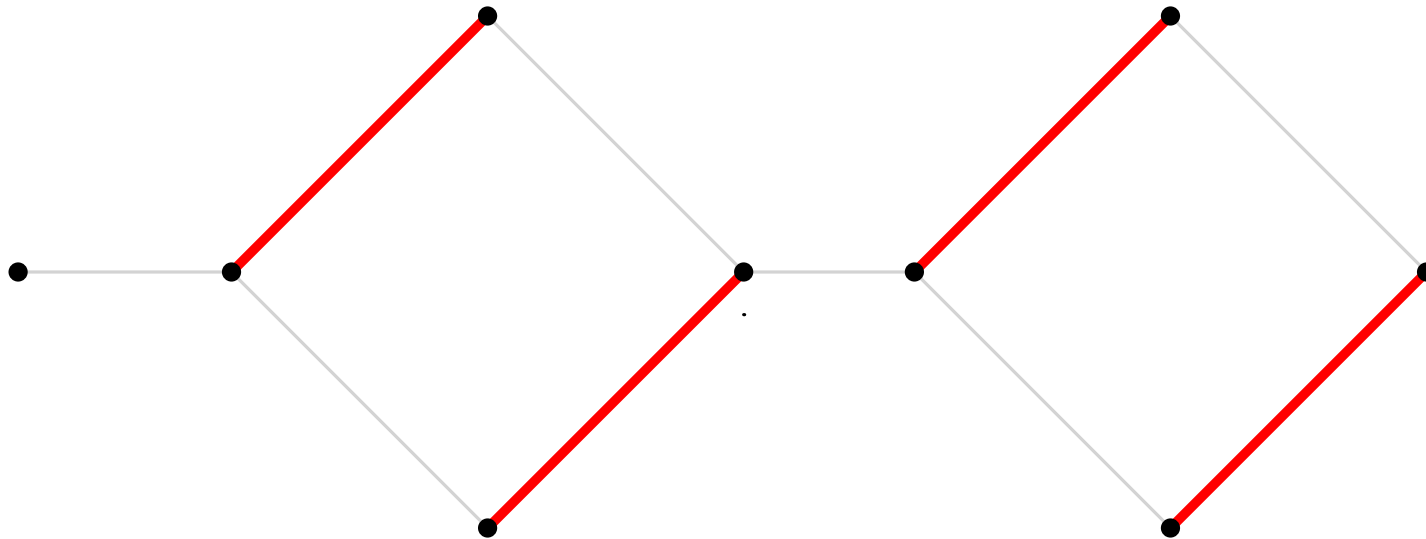
Results

Setting	Connect.	Diam.	Compl.
Convex	Yes [ABPS]	$\leq \frac{3n}{2} - \mathcal{O}(1)$	Open
General	Yes [ABPS]	$\mathcal{O}(n^2)$ [ABPS]	NP
Grid	Yes	$\Theta(n)$	NP
Graphs	Charact.	$\Theta(n)$	NP

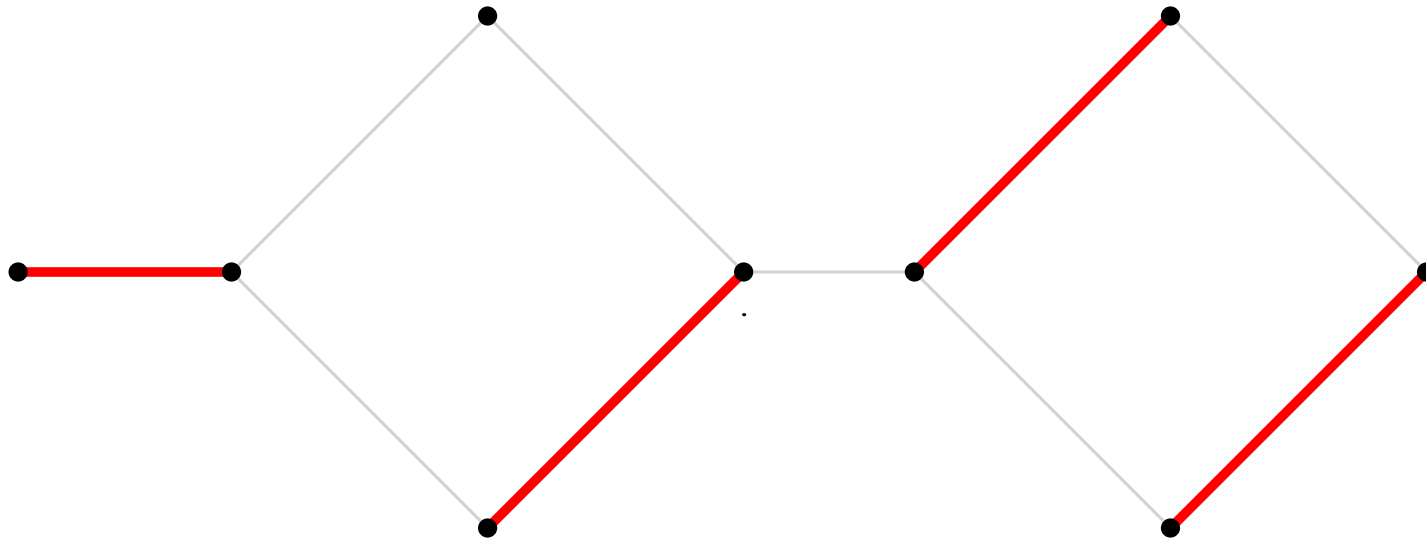
Combinatorial: Connectedness



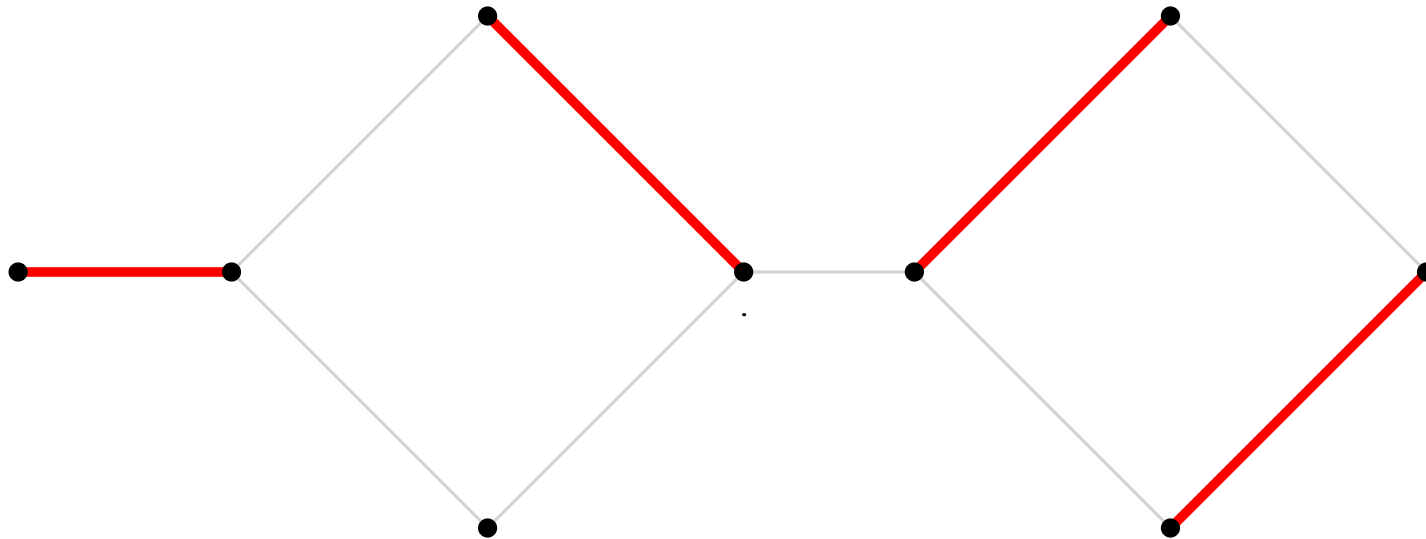
Combinatorial: Connectedness



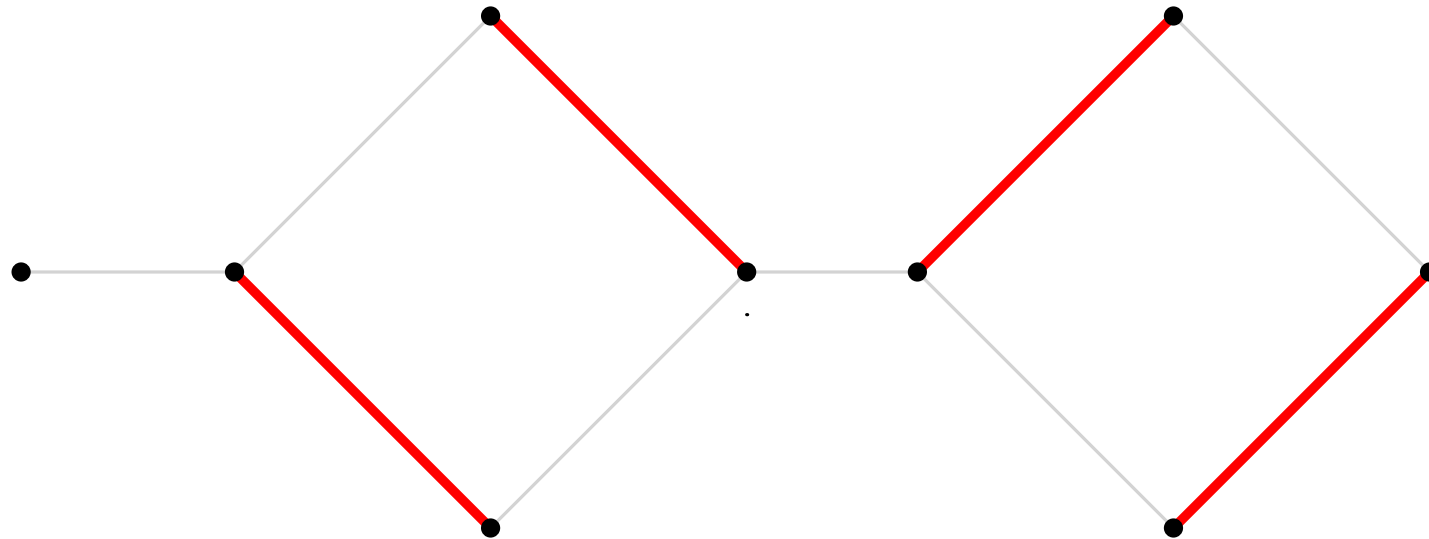
Combinatorial: Connectedness



Combinatorial: Connectedness

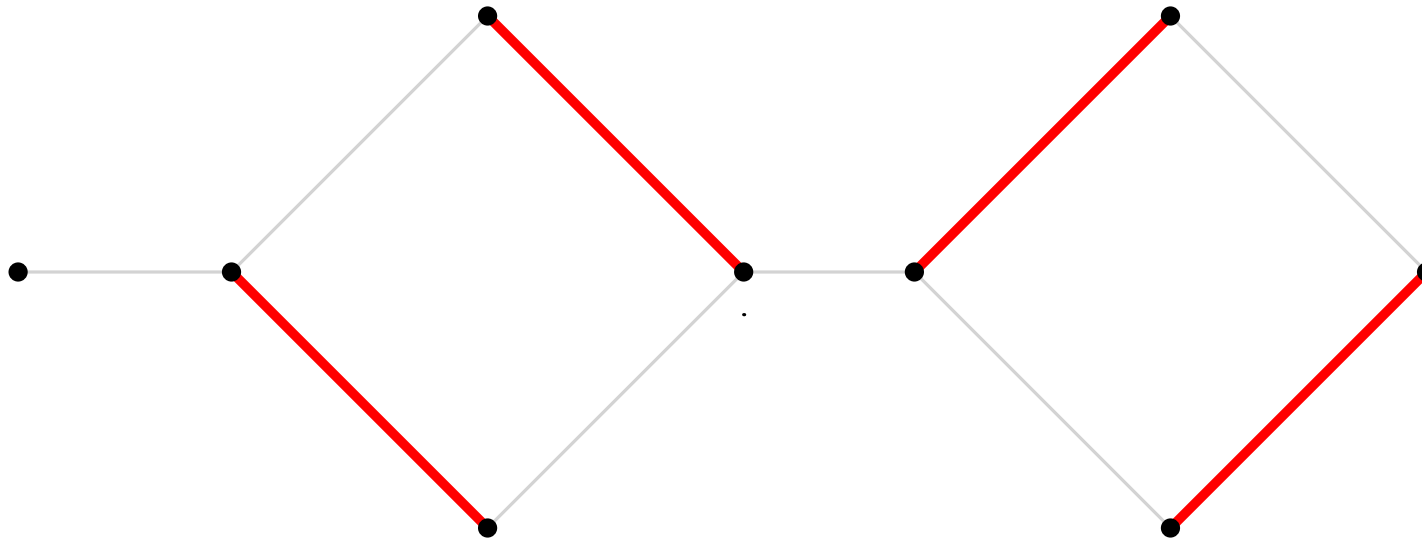


Combinatorial: Connectedness



Can't get from M to M' with flips!

Combinatorial: Connectedness



Can't get from M to M' with flips!
For which graphs can we transform any odd matching into any other odd matching via flips?

Characterization for graphs

Observation:

- If an edge is in no odd matching, we can omit it.
- If an edge is in every odd matching we can omit its vertices.

Characterization for graphs

Observation:

- If an edge is in no odd matching, we can omit it.
- If an edge is in every odd matching we can omit its vertices.

Theorem: Given a graph G . We can transform any odd matching to any other odd matching on G if and only if for any edge $e = (u, v)$ one of the following holds:

- e is in every or in no odd matching of G .
- $G - u$ or $G - v$ admits a plane perfect matchings.

Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

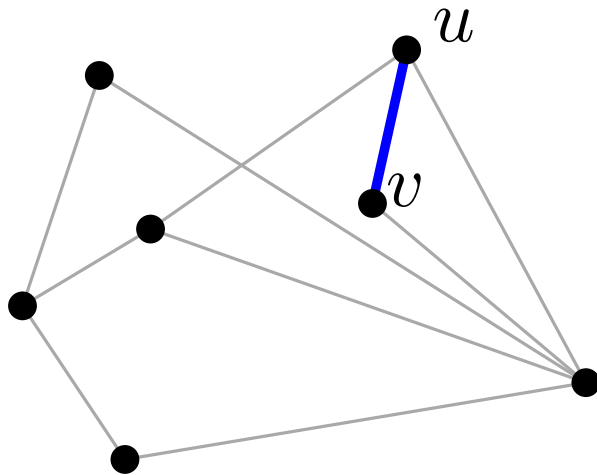
If this is true for every edge, then connected

Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

If this is true for every edge, then connected

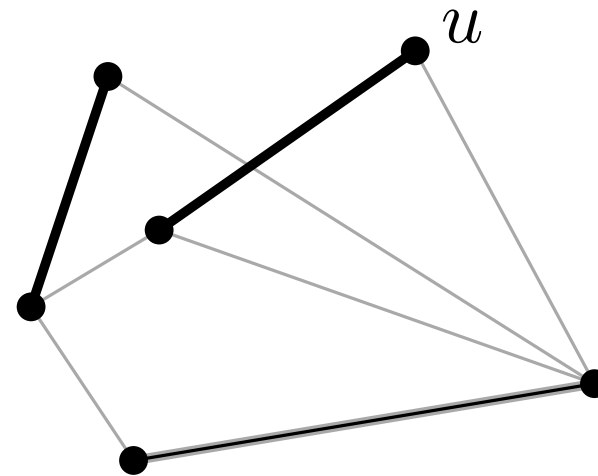
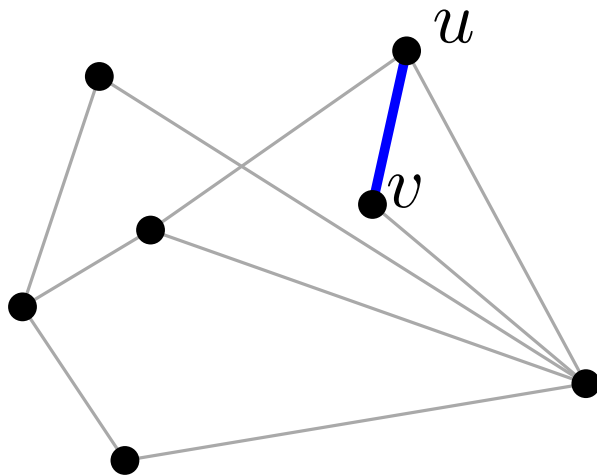


Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

If this is true for every edge, then connected



$G - v$ has a perfect matching!

Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

If this is true for every edge, then connected

Checking if a graph has a perfect or odd matching:

- $\mathcal{O}(n^{2.5})$. [Micali & Vazirani 1980]

Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

If this is true for every edge, then connected

Checking if a graph has a perfect or odd matching:

- $\mathcal{O}(n^{2.5})$. [Micali & Vazirani 1980]
- $\mathcal{O}(n^2)$ edges to check.

Characterization algorithm

For every edge $e = (u, v)$:

- Check whether $G - u$ or $G - v$ has a perfect matching.
- or $G - e$ has an odd matching (e in none).
- or $G - u - v$ has an odd matching (e in every).

If this is true for every edge, then connected

Checking if a graph has a perfect or odd matching:

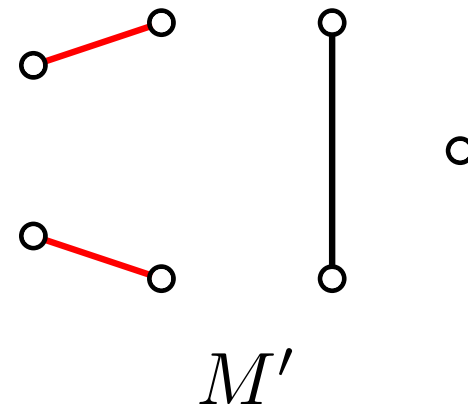
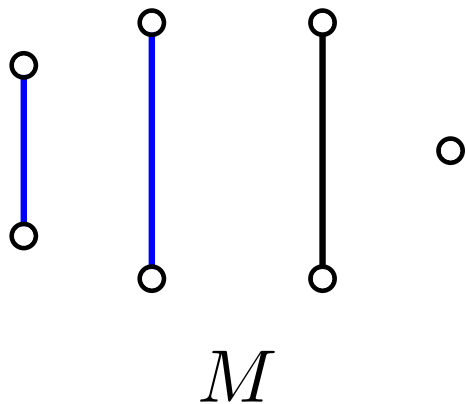
- $\mathcal{O}(n^{2.5})$. [Micali & Vazirani 1980]
- $\mathcal{O}(n^2)$ edges to check.

Total runtime: $\mathcal{O}(n^{4.5})$

Convex point sets: definitions

Happy edge: An edge that is both in M and M' .

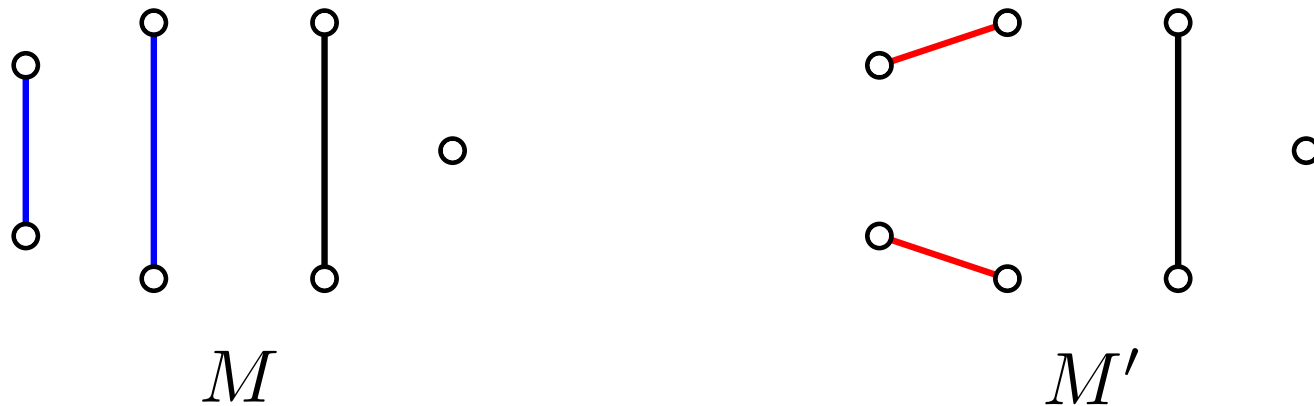
Bad happy edge: A happy edge that splits the point set such that the isolated vertex is in one part and M differs from M' in the other part.



Convex point sets: definitions

Happy edge: An edge that is both in M and M' .

Bad happy edge: A happy edge that splits the point set such that the isolated vertex is in one part and M differs from M' in the other part.



Note: Happy edges on the convex hull are never bad!

Cute little lemma

Lemma:

Given two odd matchings M and M' , such that $M \cup M'$ is crossing free, and let

- B be the number of bad happy edges of $M \cup M'$,
- C be the number of edges of M in cycles of $M \cup M'$,
- c be the number of cycles of $M \cup M'$,
- D be the edges of M in a path of $M \cup M'$.

Then transforming M into M' needs $2B + C + 2c + D$ flips.

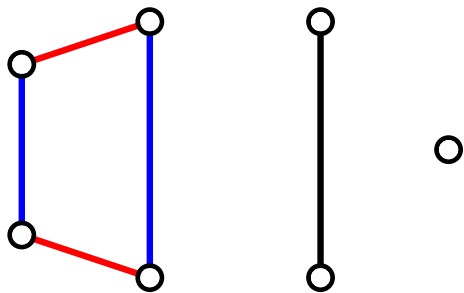
Cute little lemma

Lemma:

Given two odd matchings M and M' , such that $M \cup M'$ is crossing free, and let

- B be the number of bad happy edges of $M \cup M'$,
- C be the number of edges of M in cycles of $M \cup M'$,
- c be the number of cycles of $M \cup M'$,
- D be the edges of M in a path of $M \cup M'$.

Then transforming M into M' needs $2B + C + 2c + D$ flips.



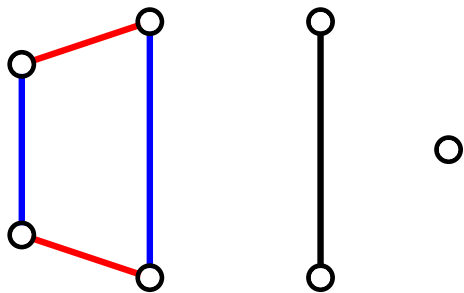
Cute little lemma

Lemma:

Given two odd matchings M and M' , such that $M \cup M'$ is crossing free, and let

- B be the number of bad happy edges of $M \cup M'$,
- C be the number of edges of M in cycles of $M \cup M'$,
- c be the number of cycles of $M \cup M'$,
- D be the edges of M in a path of $M \cup M'$.

Then transforming M into M' needs $2B + C + 2c + D$ flips.



$$B = 1, C = 2, c = 1, D = 0$$

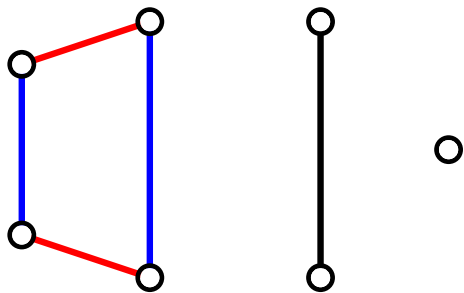
Cute little lemma

Lemma:

Given two odd matchings M and M' , such that $M \cup M'$ is crossing free, and let

- B be the number of bad happy edges of $M \cup M'$,
- C be the number of edges of M in cycles of $M \cup M'$,
- c be the number of cycles of $M \cup M'$,
- D be the edges of M in a path of $M \cup M'$.

Then transforming M into M' needs $2B + C + 2c + D$ flips.



$$B = 1, C = 2, c = 1, D = 0$$

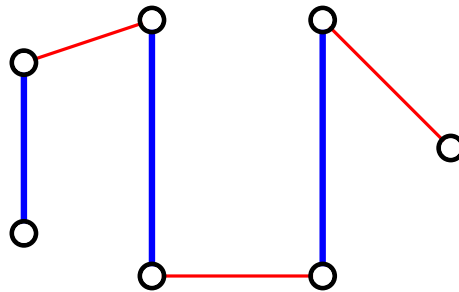
6 flips.

Upper bound of convex set

Given an odd matching M .

Take any odd matching M_H on the convex hull:

$B = 0$, $c \leq m/2$ cycles, and $C + D \leq m$.



M

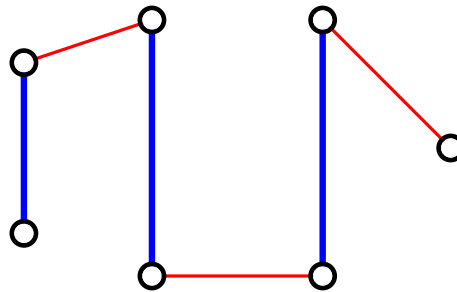
At most $3m/2$ flips from M to M_H .

Upper bound of convex set

Given an odd matching M .

Take any odd matching M_H on the convex hull:

$B = 0$, $c \leq m/2$ cycles, and $C + D \leq m$.



M

At most $3m/2$ flips from M to M_H .

At most $3m = 3n/2$ flips from M to M' .

NP-hardness for geometric

Given a point set and two odd matchings M and M' .
How hard is it to decide, whether we can reconfigure
 M to M' in k flips?

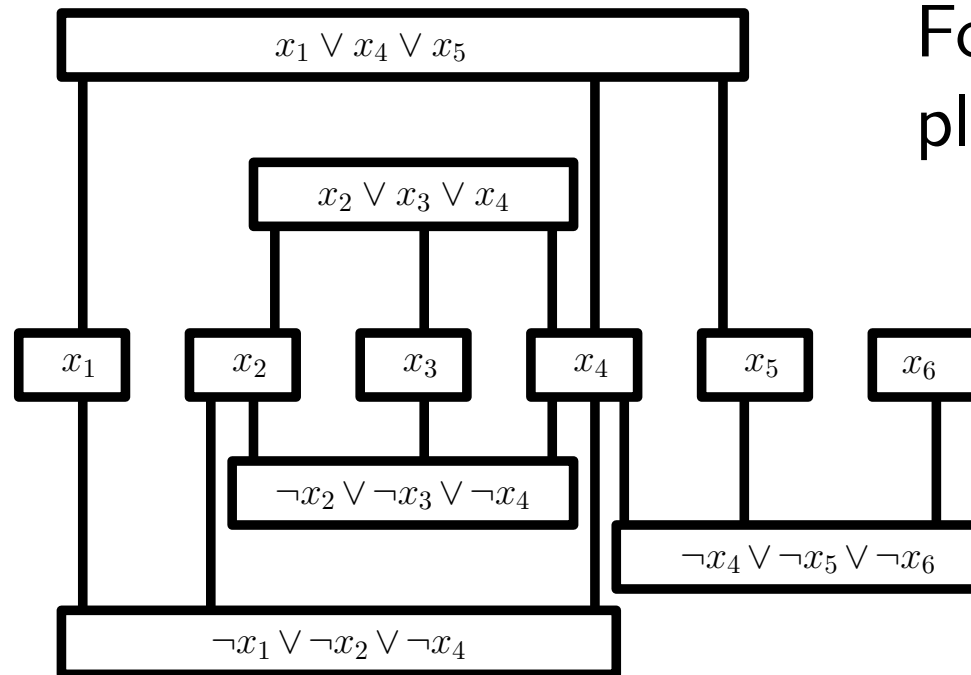
NP-hardness for geometric

Given a point set and two odd matchings M and M' .
How hard is it to decide, whether we can reconfigure
 M to M' in k flips?

Reduction from PlanarMonotone3SAT

NP-hardness for geometric

Reduction from PlanarMonotone3SAT



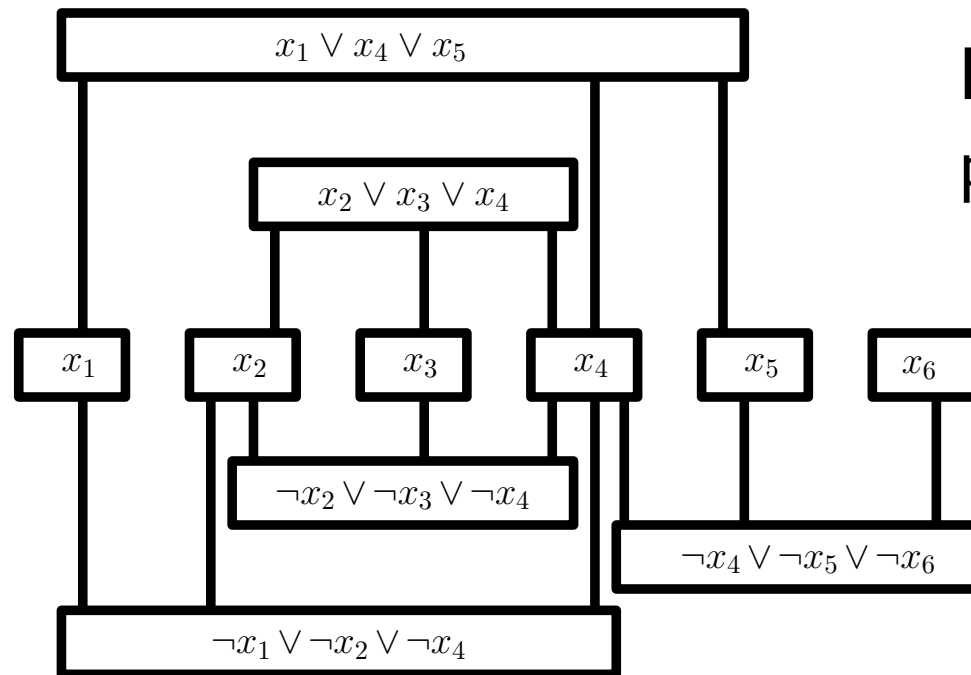
Formula can be drawn as planar incidence graph.

PlanarMonotone3SAT representation of

$$(x_1 \vee x_4 \vee x_5) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_2 \vee \neg x_4) \wedge (\neg x_2 \vee \neg x_3 \vee \neg x_4) \wedge (\neg x_4 \vee \neg x_5 \vee \neg x_6)$$

NP-hardness for geometric

Reduction from PlanarMonotone3SAT



Literals are either all positive or all negative

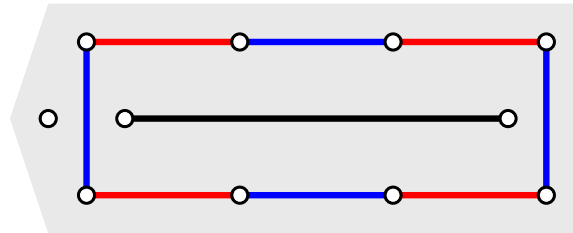
Variables along a line

PlanarMonotone3SAT representation of

$$(x_1 \vee x_4 \vee x_5) \wedge (x_2 \vee x_3 \vee x_4) \wedge (\neg x_1 \vee \neg x_2 \vee \neg x_4) \wedge (\neg x_2 \vee \neg x_3 \vee \neg x_4) \wedge (\neg x_4 \vee \neg x_5 \vee \neg x_6)$$

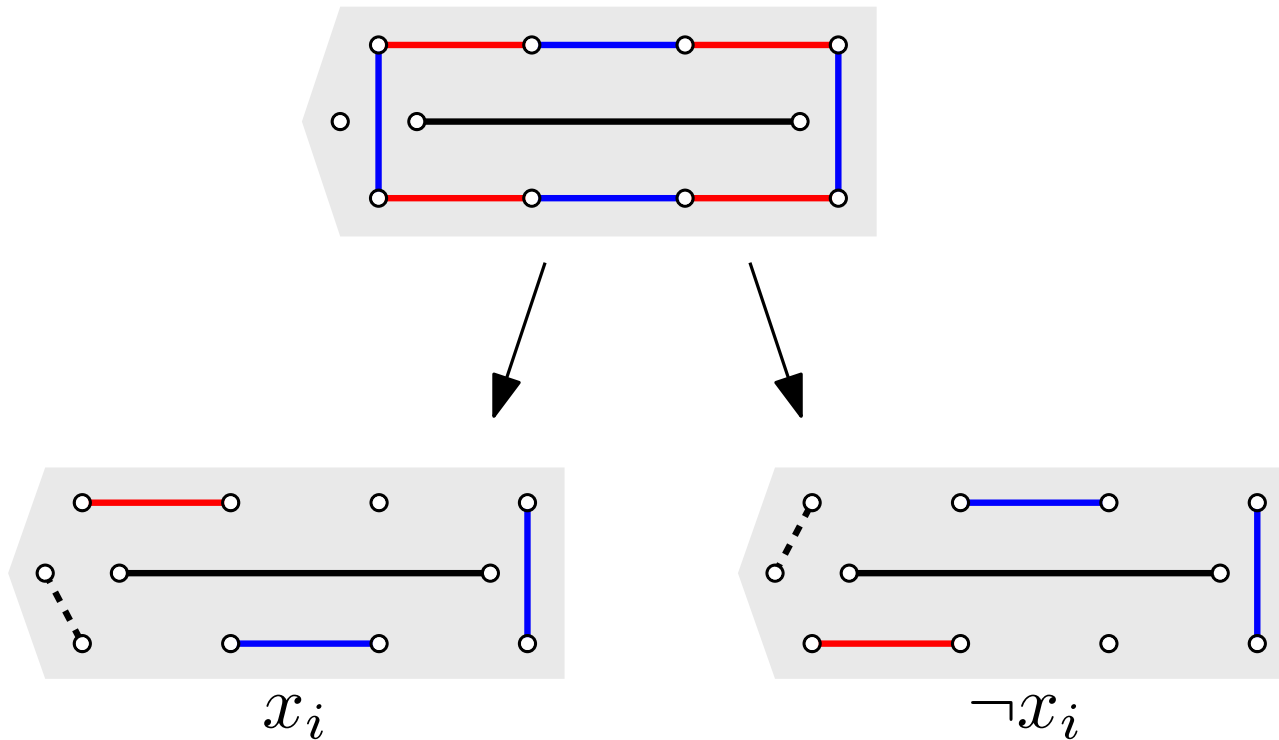
Gadgets

Variable gadget



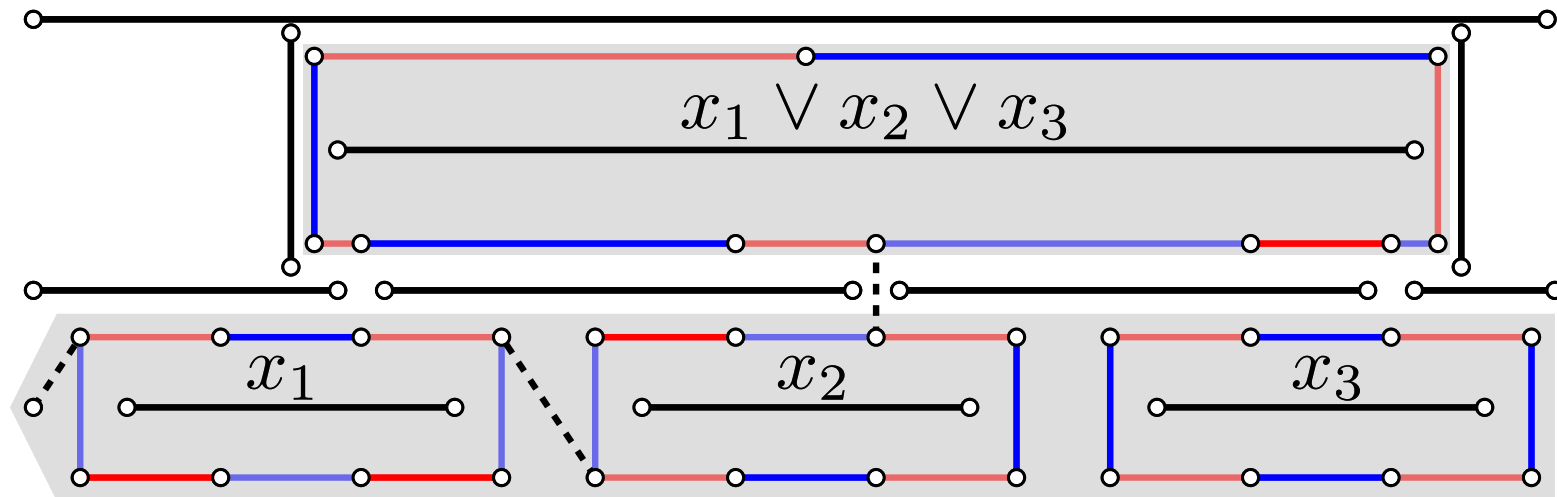
Gadgets

Variable gadget

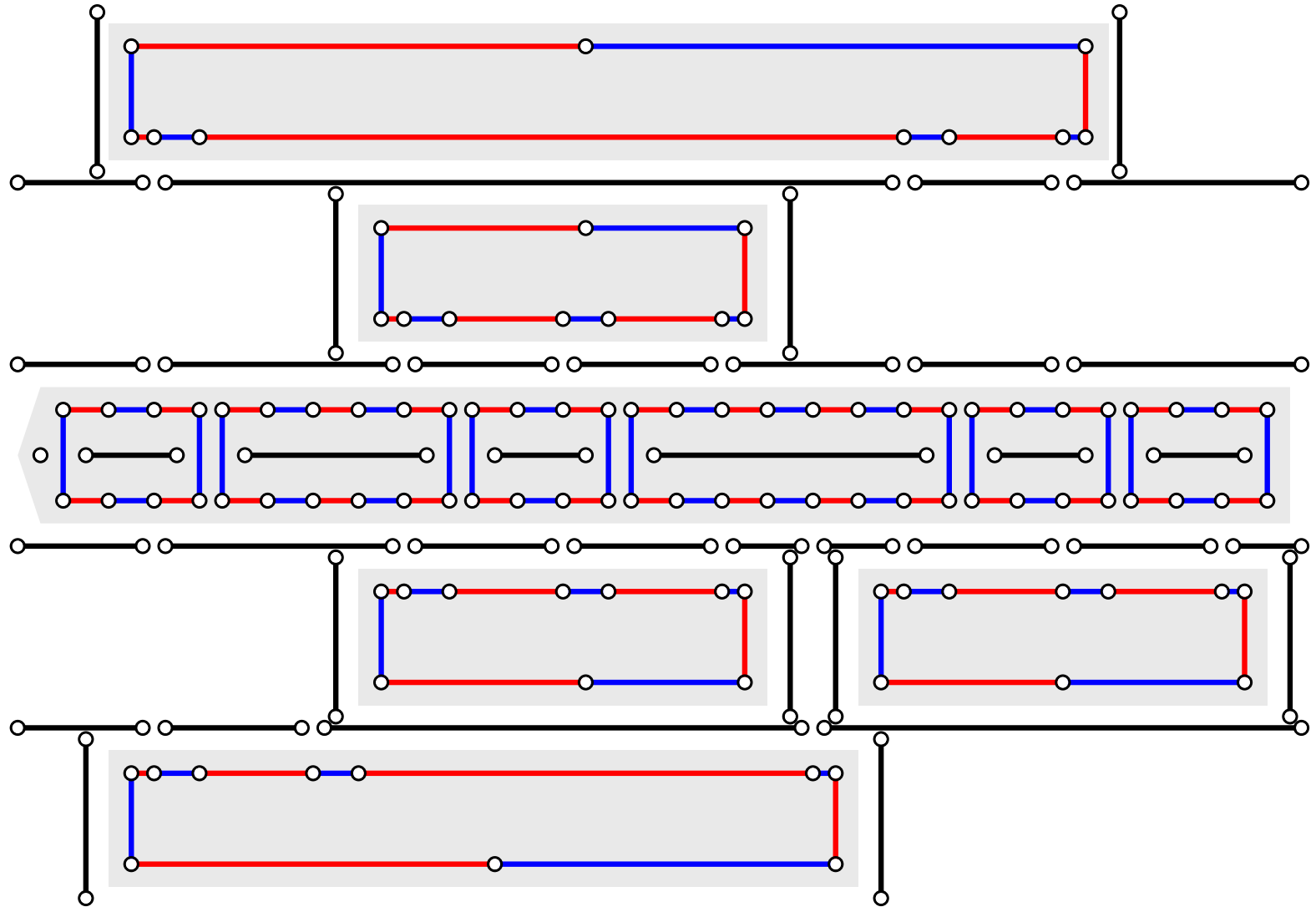


Gadgets

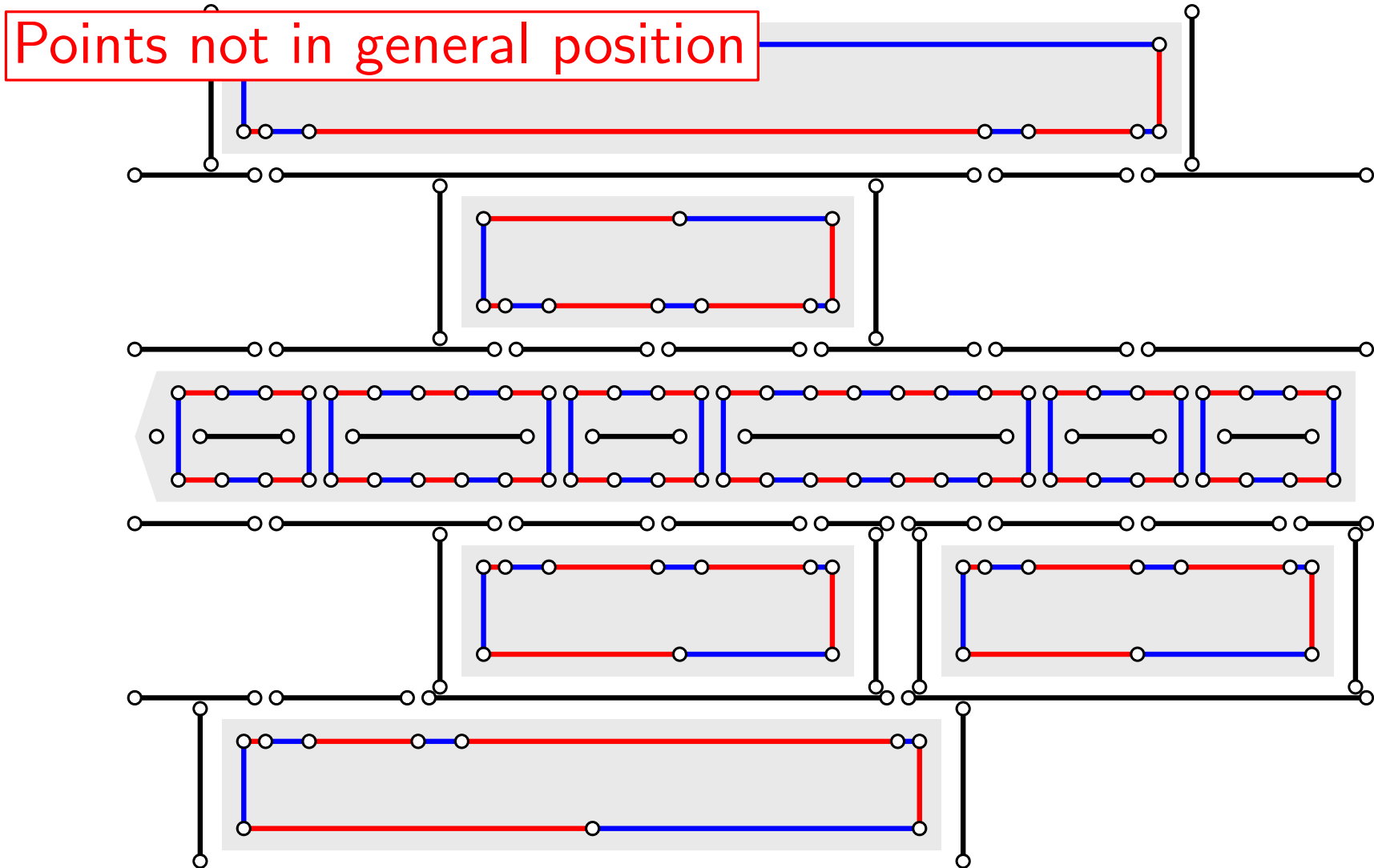
Clause gadget



NP-hardness: Construction



NP-hardness: Construction



Handling multiple colinear points

Given a point set S of size n on a $w \times h$ grid.

Task: Find mapping ϕ for all points of S , such that

- if a point p is above the line qr ,
then $\phi(p)$ is above the line $\phi(q)\phi(r)$.
- $\phi(S)$ is in general position.
- $\phi(S)$ is on a $f(w) \times g(w)$ grid,
 f, g are polynomial functions.

Handling multiple colinear points

Given a point set S of size n on a $w \times h$ grid.

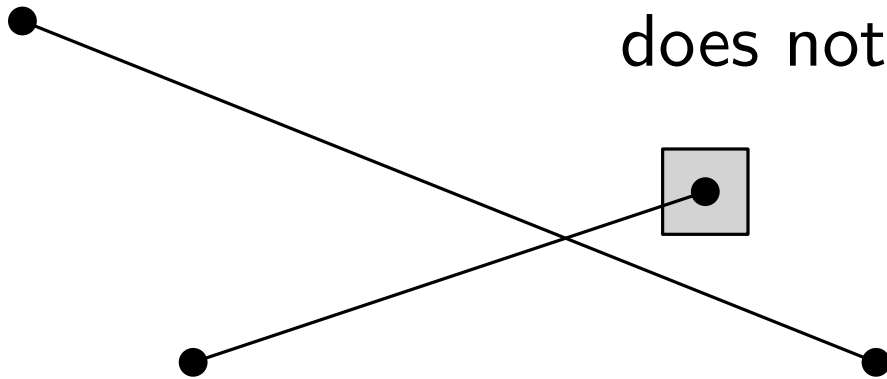
Task: Find mapping ϕ for all points of S , such that

- if a point p is above the line qr ,
then $\phi(p)$ is above the line $\phi(q)\phi(r)$.
- $\phi(S)$ is in general position.
- $\phi(S)$ is on a $f(w) \times g(w)$ grid,
 f, g are polynomial functions.

Idea: Place $\frac{1}{16h^3w^3}$ box around each point.
 $(n^4 + n) \times (n^4 + n)$ grid inside each box.

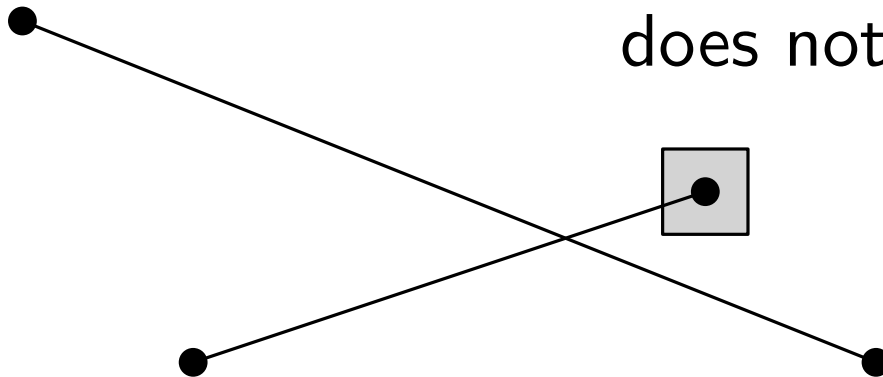
Handling multiple colinear points

Any line that does not contain p ,
does not cross the box around p .

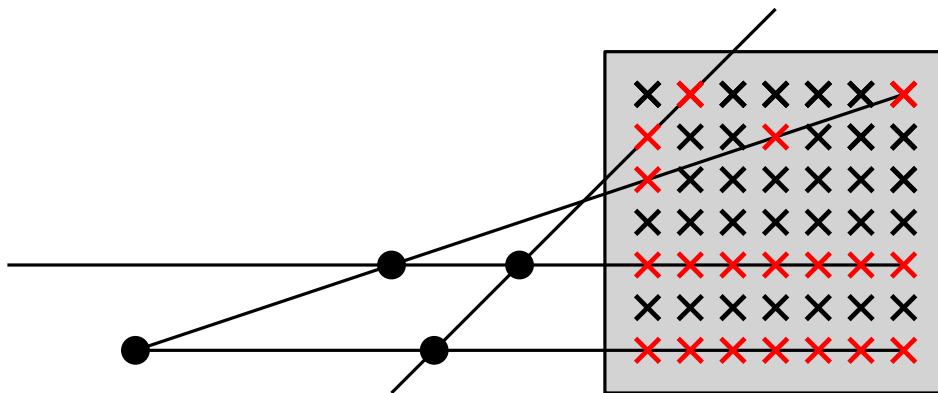


Handling multiple colinear points

Any line that does not contain p , does not cross the box around p .



Can choose one point inside box that is not on a line.



Conclusion

Setting	Connect.	Diam.	Compl.
Convex	Yes [ABPS]	$\leq \frac{3n}{2} - \mathcal{O}(1)$	Open
General	Yes [ABPS]	$\Omega(n), \mathcal{O}(n^2)$ [ABPS]	NP
Grid	Yes	$\Theta(n)$	NP
Graphs	Charact.	$\Theta(n)$	NP

Geometric: Improve the bounds

Combinatoric: Which other graph families connected?

Conclusion

Setting	Connect.	Diam.	Compl.
Convex	Yes [ABPS]	$\leq \frac{3n}{2} - \mathcal{O}(1)$	Open
General	Yes [ABPS]	$\Omega(n), \mathcal{O}(n^2)$ [ABPS]	NP
Grid	Yes	$\Theta(n)$	NP
Graphs	Charact.	$\Theta(n)$	NP

Geometric: Improve the bounds

Combinatoric: Which other graph families connected?

Thank you for your attention