## Fast Algorithms via Dynamic-Oracle Matroids

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[^0]

## $k$-Disjoint Spanning Tree

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Goal: Find $k$ disjoint spanning trees.


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$\tilde{O}_{k}(|V| \sqrt{|E|})$ [Gabow-Westerman STOC'88]
$\tilde{O}_{k}(|E|+|V| \sqrt{|V|})$ Ours $^{\dagger}$

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## Graph Problems \& Reductions

Want Unified way to design Efficient algorithms.

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Min-Cost Max-Flow ${ }^{\dagger}$


Airline Scheduling
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Airline Scheduling

Arboricity
Tree Packing
Colorful Spanning Trees
$k$-Disjoint Spanning Trees

Graphic Matroid Intersection
Job Scheduling Matroid Intersection
${ }^{\dagger}$ Almost linear time,
[Chen, Kyng, Liu, Peng, Probst Gutenberg, Sachdeva FOCS'22]

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## Matroid Problems

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## Properties:

- $S \in \mathcal{I} \Longleftrightarrow \operatorname{rk}(S)=|S|$
- Submodular (Diminishing returns) If $A \subseteq B$, and $x \notin B$ then: $\operatorname{rk}(A+x)-\operatorname{rk}(A) \geq \operatorname{rk}(B+x)-\operatorname{rk}(B)$


## Matroids: Examples

## Colourful Matroid


$\mathcal{I}=$ "no duplicate colours"
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Linear Matroid
(2, 1, 4, 2, 3, 3)
(1, 0, 1, 0, 1, 0)
(3, 1, 5, 2, 4, 3)
$U=$ vectors
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Vámos Matroid


## Matroid Problems

## Matroid Intersection:

Given two matroids $\mathcal{M}_{1}=\left(U, \mathcal{I}_{1}\right)$ and $\mathcal{M}_{2}=\left(U, \mathcal{I}_{2}\right)$, find a set $S$ of maximum size in $\mathcal{I}_{1} \cap \mathcal{I}_{2}$.

## Matroid Union:

(a.k.a. matroid sum)

Given $k$ matroids $\mathcal{M}_{i}=\left(U, \mathcal{I}_{i}\right)$,
find a set $S=S_{1} \cup S_{2} \cup \cdots \cup S_{k}$ of maximum size, where $S_{i} \in \mathcal{I}_{i}$.
$k$-Fold Matroid Union:
(a.k.a. partitioning)

Special case of matroid union where all $k$ matroids are the same.

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- $\mathcal{M}_{1}=\left(V, \mathcal{I}_{1}\right)$
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$\mathcal{M}_{1}=$ colorful matroid
$\mathcal{M}_{2}=k$ independent copies of $\mathcal{M}$

## Matroid Intersection \& Union: Examples

- Bipartite matching
- $k$-disjoint spanning trees
- Arborescence (directed spanning tree)
- Colourful spanning tree
- Tree/Arborescence packing
- Some scheduling problems
- Some routing problems
- Some graph orientation problems

Also connections to Submodular Function Minimization

## Query Access

How to access a matroid?

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## Important:

We do not know the underlying structure of the matroids!


## Traditional Model

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Minimize number of indep./rank queries measured in terms of:

- $n=|U|=$ number of elements (= \#edges)
- $r=|S|=$ size of answer ( $\leq$ \#vertices)


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State-of-the-art: Matroid Intersection \& Union

- $\tilde{O}(n \sqrt{r})$ rank-queries [CLSSW FOCS'19]
- $\tilde{O}\left(n r^{3 / 4}\right)$ indep-queries [BvdBMN STOC'21, Blikstad ICALP'21]


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## Caveat:

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Many papers in the 80s/90s specialize matroid intersection/union framework to specific problems

## Dynamic Oracle



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Main Motivation:
Cost to answer a query $\approx$ how different it is to previous queries.

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New Dynamic Oracle Model:
Cost to issue the $k$ 'th query $Q_{k}$ is $\min _{i<k}\left|Q_{k} \oplus Q_{i}\right|$.
Query $Q_{k}=Q_{i} \pm\{e\}$.

## Data Structures for Dynamic Rank Oracle

- Colourful/partition matroid:

Count colors in $O(1)$ update time.

- Graphic matroid:

Count components in $O($ polylog $n)\left(\right.$ or $\left.O\left(n^{o(1)}\right)\right)$ update time. [KKM'13, GKKKT'15, CGLNPS'20, NSW'17]

(delete / add edges)

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$O(f(n, r))$ dynamic query matroid intersection/union algorithm $+$
fast data structures
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(delete / add edges)

$O(f(n, r))$ dynamic query matroid intersection/union algorithm $+$
fast data structures
< Need to be worst-case. Oblivious advesary is okay.
$\tilde{O}(f(n, r))$ time algorithm

## Our Results

- Dynamic-oracle algorithms matching previous query-bounds:
- $\tilde{O}(n \sqrt{r})$-dynamic-rank-query.
- $\tilde{O}\left(n r^{3 / 4}\right)$-dynamic-indep.-query.
- Improved Matroid Union:
- $\tilde{O}(n+r \sqrt{r})$-dynamic-rank-query.
- Concurrently \& independently shown ${ }^{\dagger}$ by [Quanrud'23]
- Compare $O(|E| \sqrt{|V|})$ vs $O\left(|E|+|V|^{1.5}\right)$ for graph problems.
- First super-linear lower-bounds:
- $\Omega(n \log n)$ dynamic-rank-queries needed
- $\Omega(n \log n)$ traditional-indep.-queries needed
- Improves $\log _{2}(3) n-o(n) \approx 1.58 n$ lower-bound by [Harvey SODA'08]


## Applications

| problems | our bounds | state-of-the-art results |
| :---: | :---: | :---: |
| (Via $k$-fold matroid union) $k$-forest ${ }^{8}$ $k$-pseudoforest $k$-disjoint spanning trees arboricity tree packing Shannon Switching Game graph $k$-irreducibility | $\begin{aligned} & \tilde{O}\left(\|E\|+(k\|V\|)^{3 / 2}\right) \swarrow \\ & \tilde{O}\left(\|E\|+(k\|V\|)^{3 / 2}\right) \times \\ & \tilde{O}\left(\|E\|+(k\|V\|)^{3 / 2}\right) \\ & \tilde{O}(\|E\|\|V\|) \times \\ & \tilde{O}\left(\|E\|^{3 / 2}\right) \\ & \tilde{O}\left(\|E\|+\|V\|^{3 / 2}\right) \downarrow \\ & \tilde{O}\left(\|E\|+(k\|V\|)^{3 / 2}+k^{2}\|V\|\right) \end{aligned}$ | $\begin{aligned} & \tilde{O}\left(k^{3 / 2}\|V\| \sqrt{\|E\|}\right) \text { [GW88] } \\ & \|E\|^{1+o(1)}[\mathrm{CKL}+22] \\ & \tilde{O}\left(k^{3 / 2}\|V\| \sqrt{\|E\|}\right) \text { [GW88] } \\ & \tilde{O}\left(\|E\|^{3 / 2}\right) \text { [Gab95] } \\ & \tilde{O}\left(\|E\|^{3 / 2}\right)[\mathrm{GW} 88] \\ & \tilde{O}(\|V\| \sqrt{\|E\|}) \text { [GW88] } \\ & \tilde{O}\left(k^{3 / 2}\|V\| \sqrt{\|E\|}\right) \text { [GW88] } \end{aligned}$ |
| (Via matroid union) <br> $(f, p)$-mixed forest-pseudoforest | $\tilde{O}_{f, p}(\|E\|+\|V\| \sqrt{\|V\|})$ | $\tilde{O}((f+p)\|V\| \sqrt{f\|E\|})[\mathrm{GW} 88]$ |
| (Via matroid intersection) <br> bipartite matching (combinatorial ${ }^{12}$ ) <br> bipartite matching (continuous) <br> graphic matroid intersection <br> simple job scheduling matroid intersection <br> convex transversal matroid [EF65] intersection <br> linear matroid intersection ${ }^{10}$ colorful spanning tree <br> maximum forest with deadlines | $\begin{aligned} & \tilde{O}(\|E\| \sqrt{\|V\|}) \\ & \tilde{O}(\|E\| \sqrt{\|V\|}) \\ & \tilde{O}(\|E\| \sqrt{\|V\|}) \\ & \tilde{O}(n \sqrt{r}) \\ & \tilde{O}(\|V\| \sqrt{\mu}) \\ & \tilde{O}\left(n^{2.529} \sqrt{r}\right) \\ & \tilde{O}(\|E\| \sqrt{\|V\|}) \\ & \tilde{O}(\|E\| \sqrt{\|V\|}) \end{aligned}$ | $O(\|E\| \sqrt{\|V\|})$ [HK73] <br> $\|E\|^{1+o(1)}\left[\mathrm{CKL}^{+} 22\right]$ <br> $\tilde{O}(\|E\| \sqrt{\|V\|})$ [GX89] <br> $\tilde{O}(n \sqrt{r})$ [XG94] <br> $\tilde{O}(\|V\| \sqrt{\mu})$ [XG94] <br> $\tilde{O}\left(n r^{\omega-1}\right)$ [Har09] <br> $\tilde{O}(\|E\| \sqrt{\|V\|})$ [GS85] <br> (no prior work) |

Techniques

## Technical part - Overview

1. Exchange Graph \& Augmenting Paths
2. Matroid Intersection

- Matching previous algorithms with Dynamic Oracle
- Main Idea: "Exchange-Binary-Search-Tree"

3. Matroid Union

- Improving $\tilde{O}(n \sqrt{r})$ to $\tilde{O}(n+r \sqrt{r})$
- Main Idea: Sparsifying the Exchange Graph

4. Lower Bound

- $\Omega(n \log n)$
- Main Idea: Communication Complexity of Reachability


## Exchange Graph \& Augmenting Paths [Edmonds'60s]

## Definition:

The Exchange Graph $G(S)$ for a common independent set $S \in$ $\mathcal{I}_{1} \cap \mathcal{I}_{2}$ looks as follows:


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Common independent set $S^{\prime}:=S+b_{1}-a_{2}+b_{3}-a_{4}+b_{5}$ of size $\left|S^{\prime}\right|=|S|+1$

## Exchange graph $G(S)$ behaves weirdly...

- $\Theta(n r)$ edges - expensive to compute



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- Disjoint paths not necessarily "compatible"
- Need recompute to handle inserted and deleted edges.


## Graph Exploration - Exchange Pairs



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Binary-Search! [CLSSW, Nguyễn]

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■ Matching previous algorithms with Dynamic Oracle ■ Main Idea: "Exchange-Binary-Search-Tree"
3. Matroid Union

- Improving $\tilde{O}(n \sqrt{r})$ to $\tilde{O}(n+r \sqrt{r})$
- Main Idea: Sparsifying the Exchange Graph

4. Lower Bound

- $\Omega(n \log n)$
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Solution: Prebuild sets:

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\begin{gathered}
S+\left\{x_{1}, \ldots, x_{m}\right\} \\
S+\left\{x_{1}, \ldots, x_{m / 2}\right\} \quad S+\left\{x_{m / 2+1}, \ldots, x_{m}\right\}
\end{gathered}
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## Solution:

Lazily rebuild in batched + "Augmenting Sets" Lemma [CLSSW]

## Technical part - Overview

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Binary tree of sqrt-decomposition similar to early dynamic MST [Fre85, EGIN97]

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## Lower Bound - Main Idea

Communication game

$$
\begin{gathered}
\text { Alice } \\
\mathcal{M}_{1}=\left(U, \mathcal{I}_{1}\right)
\end{gathered}
$$



Bob

$$
\mathcal{M}_{2}=\left(U, \mathcal{I}_{2}\right)
$$

How many bits of communication necessary?

## Lower Bound - Main Idea

Communication game

$$
\begin{array}{cl}
\text { Alice } & \rightleftarrows \mathcal{M}_{2}=\left(U, \mathcal{I}_{2}\right)
\end{array}
$$

How many bits of communication necessary?

$$
\leq\left\{\begin{array}{l}
\text { indep. queries } \\
\text { rank queries } / \log (n) \\
\text { dynamic rank queries }
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## Communication game



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Carefully choose matroids (gammoids) to model Graph Reachability

$$
\Omega(n \log n) \text { bit lower-bound }^{\dagger} \text { [Hajnal-Maass-Turán STOC'88] }
$$

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