## Coedit: a tool for minimal cograph edge modification

## Christophe Crespelle

University of Bergen
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## Goal of PROXNET project

Representing real-world complex networks as almost structured graphs

Complex network $=$ structured graph + noise


- Modelling
- Efficient encoding : space + query time
- Understand their structure (global organisation, specific roles)
- Algorithmic theory of almost structured graphs

Take advantage of the proximity with a strongly structured graph

## Goal of PROXNET project

Representing real-world complex networks as almost structured graphs


Edge modification problems (editing, completion, deletion)
Polynomial-time algorithms: set of modifications minimal for inclusion

## Coedit

## INPUT: an arbitrary graph

## Computes either:

- a minimal cograph completion
- a minimal cograph deletion
- a minimal cograph editing


## OUTPUT: the cotree of the cograph obtained

|  | Input format: |
| :---: | :---: |
| \# of vertices | n |
|  | u d ${ }^{\circ}(\mathrm{u})$ |
| degrees | vod ${ }^{\circ}(\mathrm{v})$ |
| edges | $\left\{\begin{array}{c}u 1 \\ \text { u2 v2 } \\ \vdots\end{array}\right.$ |

- Written in C
- Sources available at https://www.ii.uib.no/~christophec/coedit/
- Under GNU GPL licence (can do whatever you want with it)


## Algorithms

## For completion

An O(n+m') algorithm with minimum at each incremental step $\rightarrow$ improve heuristics

An O(n+m $\log ^{2} n$ ) algorithm
$\rightarrow$ almost linear in the size of the input

## For editing

$\square$ An $\mathrm{O}(\mathrm{n}+\mathrm{m})$ algorithm with minimum at each incremental step

The vertex incremental approach : vertices are processed one by one


## Cographs and incremental app.

## Obtained from single vertices by using 2 operations:

disjoint union
(I/)


G

$G_{2}$
complete union
(S)



Incremental approach: a cograph $\mathbf{G}$ and x a new incoming vertex
$G+x$ is not a cograph and we want to add (and/or delete) edges incident to $x$ so that G+x become a cograph


## Completion algorithms

First algorithm: $\mathrm{O}(\mathrm{n}+\mathrm{m}$ ')

## A characterisation of cographs

## [Corneil, Perl, Stewart 1981]

$G+x$ is a cograph iff there exists a node $u$ st.:


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In our algorithm: $G+x$ is not a cograph


## A characterisation of cographs

In our algorithm: $\mathrm{G}+\mathrm{x}$ is not a cograph


Choose one node u for which you make the situation of the [CPS 81]'s theorem happen

## Eligible nodes

In our algorithm : G+x is not a cograph


## Completion anchored at u

In our algorithm: G+x is not a cograph


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Definition: $u$ is an eligible node Iff all parallel strict ancestors of $u$ are such that all their children (but one) are hollow

## Proceed as follows:

1) choose one eligible node $u$
2) make the non-hollow children of $u$ become full (leave the others hollow)
3) for each series ancestor $v$ of $u$, make all its children (but one) full
$\rightarrow$ you obtain a cograph completion of $\mathrm{G}+\mathrm{x}$ called the completion anchored at $u$

## Question: Is it minimal ?

## First algorithm : O(n+m')

- Search the tree bottom up from the leaves adjacent to $x$
- Find the eligible nodes that satisfy the characterization


Note : we search only non-hollow nodes

Complexity: O(d')
[LMP 10]

- Choose one u of minimum cost and update the data structure by running [CPS 81]'s algorithm.

Complexity: $O\left(d^{\prime}\right)$ for one incremental step $O(n+m$ ') for the whole algorithm

## Completion algorithms

Second algorithm: $\mathrm{O}\left(\mathrm{n}+\mathrm{m} \log ^{2} \mathrm{n}\right)$

## Why is $O(n+m$ ') not necessarily optimal?

No reason to use adjacency lists to encode the output
$\rightarrow$ there is an $\mathrm{O}(\mathrm{n})$ space representation of cographs

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What is the expected number of edges m' in a cograph completion?

- If the input $G$ has the vertex-expansion property, then $G$ ' has $O\left(n^{2}\right)$ edges
- Random graphs with fixed average degree, O(n) edges, have the expansion property with high probability
$\rightarrow$ In practice, $\mathrm{O}\left(\mathrm{n}+\mathrm{m}^{\prime}\right) \sim \mathrm{O}\left(\mathrm{n}^{2}\right)$
$\rightarrow$ We achieve $O\left(n+m \log ^{2} n\right)$ time


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$\rightarrow$ We achieve $\mathrm{O}\left(\mathrm{n}+\mathrm{m} \log ^{2} \mathrm{n}\right)$ time
Where is the room for improvement of the complexity?


> A constant number of neighbours of $x$ can force to search an $\Omega(n)$ part of the co tree

## Second algorithm : O(n + m $\left.\log ^{2} n\right)$

Note: we abandon the minimum incremental $\rightarrow$ only minimal
we use a dynamic data-structure for lowest ancestor queries [Sleator, Tarjan 1983]

- In $O(\log n)$ time: $w=I c a(u, v)$ and $w_{u}$ the child of $w$ that is an ancestor of $u$
- Update the structure in $\mathrm{O}(\log \mathrm{n})$ time under elementary tree modifications
- we use ordered lists
[Dietz, Sleator 1987]
- In O(1) time: order between two elements in the list
- Update the structure in $\mathrm{O}(1)$ time under deletion and insertion of an element


## Second algorithm : O(n + m $\left.\log ^{2} n\right)$

Our goal : determine the lowest eligible, non-hollow and non-forced nodes $\rightarrow$ minimal completion

- Lowest eligible nodes
$\rightarrow$ highest parallel nodes with $\geq 2$ non-hollow children
- build T' : the subtree of lowest common ancestors of neighbours of $x$
- Keep the highest parallel nodes in T'


1) sort neighbours of $x$ from left to right: $O\left(d \log ^{2} n\right)$ time
2) insert neighbours one by one Total : O(d log n) time

Complexity: $O\left(d \log ^{2} n\right)$ for one incremental step $\mathrm{O}\left(\mathrm{n}+\mathrm{m} \log ^{2} \mathrm{n}\right)$ for the whole algorithm

## Editing algorithm $\mathrm{O}(\mathrm{n}+\mathrm{m})$ time

## Cograph editing

Use both addition and deletion of edges
Find a minimum cardinality modification at each incremental step
Complexity $\mathrm{O}(\mathrm{n}+\mathrm{m})$ time, $\mathrm{O}(\mathrm{d})$ time at each incremental step
Obs.: a minimum editing is not worse than deleting all edges incident to x

1) compute all maximal preponderant nodes and their budget

2) for each parent $u$ of some preponderant node, climb in the tree and try to fill what must be by using only the budgets of the children of $u$ reach the root : success, otherwise : failure
$\rightarrow$ ensures an O(d) time complexity

## Coedit : use case

## Cograph edition of real-world graphs

## 35 real-world graphs

## 8 random graphs

| Context | Network | n | m | $\mathrm{d}^{\circ}$ | \%mod |
| :---: | :---: | :---: | :---: | :---: | :---: |
| WWW | in-2004 | 1148875 | 12281937 | 21.4 | $12 \%$ |
| WWW | cnr-2000 | 227058 | 2187201 | 19.3 | $19 \%$ |
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| P2P-CONNECT. | p2p-Gnutella | 62561 | 147878 | 4.7 | $71 \%$ |
| RANDOM | ER-Gnm_1M-4 | 980191 | 1999203 | 4.1 | $71 \%$ |
| CITATION-SCI. | citeseer | 365154 | 1721981 | 9.4 | $75 \%$ |
| CITATION-PAT. | cit-Patents | 3764117 | 16511740 | 8.8 | $76 \%$ |
| SOFTWARE | linux | 30817 | 213208 | 13.8 | $77 \%$ |
| SOCIAL | LiveJournal | 3997962 | 34681189 | 17.4 | $78 \%$ |
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# Cograph edition of real-world graphs 



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## Cograph edition of real-world graphs

Close to cographs
$\qquad$ WWW
software

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The proximity with cographs highly depends on the real-world context

# Cograph edition of real-world graphs 

Not close not far
internet
road

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# Cograph edition of real-world graphs 



## Testing the modelling approach



## Conclusion

(1) strongly structured

c d styz

(2) random modifications

global density distances
? degree distribution
? local density

## Results of generation

## Local density



Global clustering coefficient


## Degree distribution

- Almost cograph model
- Real distribution




LiveJournal (78\%)


## Conclusion

(1) strongly structured

c d styz

The cograph structure successfully captures these properties
(2) random modifications

global density distances degree distribution local density

## Conclusion

(1) strongly structured


The cograph structure successfully captures these properties

2 random modifications

global density distances degree distribution local density

To complete the model

- Edit a real-world graph into a cograph
- Generate a similar cotree
- Apply random modifications to the cograph


## Perspectives

- Assess the quality of the set of modifications obtained from the inclusion-minimal approach
- Consider other graph classes suitable for other kinds of networks
- Chordal graphs $\rightarrow$ social networks, citations
- Related to planar graphs $\rightarrow$ internet, road networks


Other possibilities of this representation

- Efficient encoding
- Algorithmics of almost structured graphs


## PROXNET - Modelling Complex Networks Through Graph Editing Problems

Marie Sklodowska-Curie Actions of the European Union


## About PROXNET

PROXNET is a project funded by the MSCA program of the European Union. It is hosted at the University of Bergen, with principal researcher Christophe Crespelle and supervised by Pinar Heggernes.

The goal of the PROXNET project is to open a new way for analysing, modelling and managing complex networks, through graph editing problems. The reason why these networks are said to be complex is that they are loosely structured, due to the part of uncertainty and randomness they contain. On the other hand, the real-world context where they come from strongly constrains their organisation and gives them some specific structure. The difficulty in retrieving this structure is that it is altered by the noise esulting from the uncertainty and randomness that these networks contain. In the PROXNET project, we retrieve the hidden structures of complex networks thanks to graph editing problems, which consist in changing some adjacencies of the graph in order to obtain a desired property. We develop the algorithms necessary to solve graph editing problems on huge instances of graphs, we apply them to real-world datasets and use the results obtained in order to design new models of complex networks

## Contact information

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5020 Bergen, Norway
Location Hoyteknologisentere
Thormøhlens Gate 55, Bergen

## News

01/23/2020 Workshop on Graph Modification: Algorithms, Experiments and New Problems in Bergen, Norway 06/03/2019 Workshop on Kernelization in Bergen, Norway
03/04/2019 Conference on Algorithms, Optimization and Learning in Dynamics Environments in Hanoi, Vietnam
11/15/2018 Graph Theory and Applications Workshop in Hanoi, Vietnam.
09/17/2018 Operation Research + Parameterized Complexity Workshop in Solstrand, Norway.
08/09/2018 China-Norway FPT workshop in Bergen, Norway.
03/21/2018 16th Annual Winter School in Algorithms, Graph Theory and Combinatorics in Geilo, Norway.

## Software

Coedit
Minimal completion, deletion and editing of an arbitrary graph into a cograph
Released January 2020.
sources

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