

Selected Topics on Combinatorial Optimization

Professor Dr. Petra Mutzel

Lehrstuhl für Algorithm Engineering

Fakultät für Informatik

TU Dortmund

PART 1: Introduction, Motivation, Basics

Vienna Graduate School on Computational Optimization

November 5, 2018

Modern Topics in Combinatorial Optimization on Graphs and Networks (My Personal View)

- Big Data
- Data Mining, Graph Mining
- Data Science
- Machine Learning, Deep Learning
- Computational Analytics
- Algorithms

Modern Topics in Combinatorial Optimization on Graphs and Networks (My Personal View)

- Big Data: Data streaming algorithms, parallel/distributed algorithms, external memory algorithms and data structures, approximation, fixed-parameter algorithms, randomization
- Graph mining: Graph similarity
- Data science: Algorithm engineering, uncertainty, dynamic networks
- Machine learning, deep learning: analyzing methods
- Computational analytics: ILP-models
- Algorithms

Plan (possible topics) for this Lecture Series

- Data streaming algorithms, e.g., for the matching problem in graphs
- Temporal graphs, e.g., for quickest path problems or multicriteria path problems
- Dynamic graph algorithms, e.g., shortest path problems
- Weisfeiler-Lehman algorithms for graph classification
- Graph similarity: maximum common subgraphs
- Parallel/distributed graph algorithms
- Graph clustering (clustering of a set of graphs and clustering of vertices of a graph)
- Graph and network visualization
- Crossing minimization in graphs
- Fixed-parameter algorithms, e.g., for max-cut on 1-planar graphs
- External memory algorithms and data structures
- Anything else you are interested in: max-cut problem for quantum computing, ILP-models for graph coloring, network design problems

Outline

1 Introduction

- Personal Introduction
- Organizational Questions and Answers

2 Motivation

- Motivation: Social Network Analysis
- Motivation: Rational Drug Design

3 Basics

- Graphs
- Graph Similarity
- Techniques for Big Data

Personal Introduction

- Study at Univ. Augsburg (WiMa/Math), 1983–1990
- Researcher at Rice University, Houston (TX), 1990
- Researcher at FU Berlin, 1990/91
- Researcher at Univ. Köln, 1991–1994
- Ph.D. at Univ. Köln (Informatik), 1994
- PostDoc at Max-Planck-Institut für Informatik, Saarbrücken, 1994–1999
- Habilitation at Max-Planck-Institut für Informatik, Saarbrücken, 1999
- Deputy Professorship (C3) at Univ. Heidelberg, 1999
- Chair for Algorithmen und Datenstrukturen, TU Wien, 1999–2004
- Chair for Algorithm Engineering, LS11, TU Dortmund, since 2004



Research Interests

Algorithm Engineering: Design, theoretical analysis, implementation and experimental evaluation of algorithms and data structures

Graph algorithms and combinatorial optimization

Current research projects, e.g.

- network design and -optimization, e.g., Steiner tree problems, matching problems, shortest paths, multicriteria optimization
- Cheminformatics: graph similarity, graph analysis, graph clustering, visualization
- graph mining, machine learning, geometric deep learning
- graph drawing, crossing minimization
- adiabatic quantum computing: max-cut Problem

Application-oriented

Organizational Questions and Answers

Dates exact times/breaks to be announced

Monday 05.11. at 10:00 – 12:00

Tuesday 06.11. at 11:30 – 13:00

Wednesday 07.11. at 10:00 – 12:00

Thursday 08.11. at 10:00 – 12:00

Friday 09.11. at 10:00 – 12:00

Monday 12.11. at 10:00 – 12:00

Tuesday 13.11. at 11:30 – 13:00

Wednesday 14.11. at 10:00 – 12:00

Thursday 15.11. at 10:00 – 12:00

Friday 16.11. at 10:00 – 12:00

Prerequisites for Participants

Familiarity with graphs and algorithms would be helpful, e.g.,

- course on basic algorithms and their analysis (e.g., sorting algorithms, O -notation)
- data structures for graphs (static, dynamic)
- graph traversals (BFS, DFS)
- shortest paths
- bipartite matching in graphs

Organizational Questions and Answers

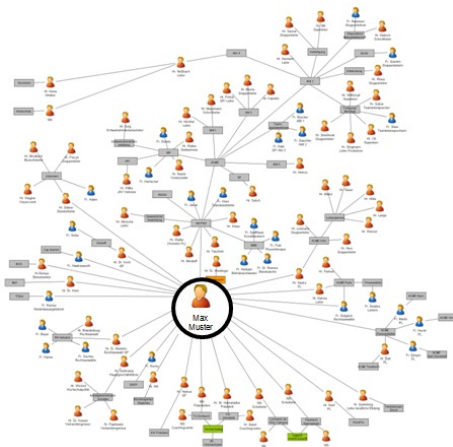
Examinations: to be announced, could be, e.g.,

- a small programming project
- exercises
- quizz

Literature:

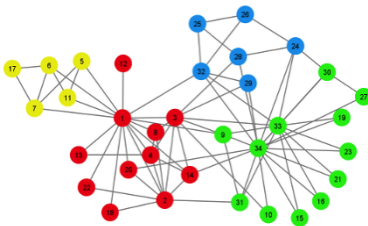
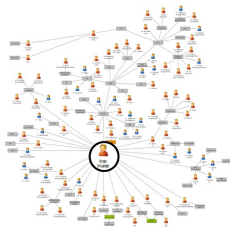
- will be provided in the slides for each topic

Motivation: Social Network Analysis



Social network with **actors** (nodes) and **relations** (edges of the graph)
[Image: <http://wiki.cogneon.de>]

Motivation: Social Network Analysis

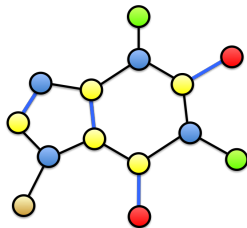
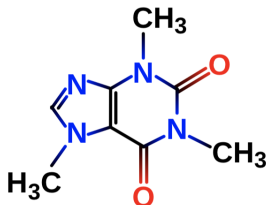


- Which actors are the central/important/most active/most prominent ones? Closeness centrality, betweenness centrality ← Shortest paths
- Which actors can influence/control the network? Matching in graphs
- Which groups exist in the social network (community detection)? Clustering of a graph
- Which networks are similar? Clustering of sets of graphs
- Prediction of dynamics in networks Dynamic/temporal graph classification

[Images: <http://wiki.cogneon.de> und <https://markhneedham.com>]

Motivation: Rational Drug Design

- Which molecules are active against disease X ?
- Which molecules have a similar function/effect? (Reduction of side effects)
- Which molecules may have an increased effectiveness?
- High-throughput screening for promising candidates



- Molecules can be modelled as graphs with attributes
- Direct relationship between structure and effects

→ Graph similarity

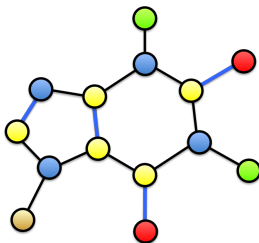
Basics: Graphs

Definition (Graph)

A **graph** $G = (V_G, E_G) = (V, E)$ consists of a finite set of **vertices** (also called nodes) V and a multiset of **edges** E corresponding to pairs of nodes. The vertices and edges may have attributes or labels.

Definition (Directed Graph)

If the vertex pairs are ordered, we call it **directed graph**. Then we also call the directed relations **arcs**.



Basics: Graphs

Definition (Graph)

A **graph** $G = (V_G, E_G) = (V, E)$ consists of a finite set of **vertices** (also called nodes) V and a multiset of **edges** E corresponding to pairs of nodes. The vertices and edges may have attributes or labels.

Definition (Simple Graph)

An edge of the form (v, v) is called self-loop. If there exist at least two edges (u, v) with the same end vertices $u, v \in E$ in a graph $G = (V, E)$, then G contains multi-edges. A graph without multi-edges and without self-loops is called a **simple graph**.

Definition (Degree of a vertex)

The **degree** $d(v)$ of a vertex $v \in V$ is the number of incident edges to v . Self-loops (v, v) are counted twice.

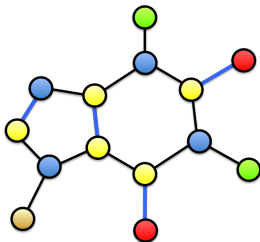
Basics: Graphs

Definition (Graph)

A **graph** $G = (V_G, E_G) = (V, E)$ consists of a finite set of **vertices** (also called nodes) V and a multiset of **edges** E corresponding to pairs of nodes. The vertices and edges may have attributes or labels.

Definition (Induced Subgraph)

Let $R \subseteq V$ be a subset of vertices of $G = (V, E)$. The **induced subgraph** $G[R]$ consists of R and all edges from E having both end vertices in R .

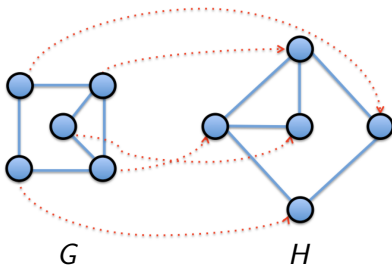


Basics: Graph Similarity

Definition (Graph Isomorphism)

Let $G = (V_G, E_G)$ and $H = (V_H, E_H)$ be simple graphs. A bijective mapping $\pi : V_G \rightarrow V_H$ is called **graph isomorphism** if the following holds:

$$\forall v, w \in V_G : (v, w) \in E_G \iff (\pi(v), \pi(w)) \in E_H$$

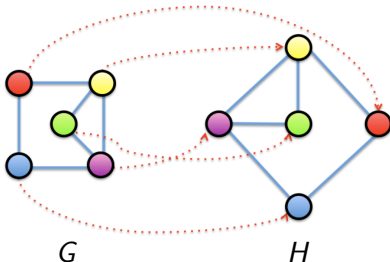


Basics: Graph Similarity

Definition (Graph Isomorphism)

Let $G = (V_G, E_G)$ and $H = (V_H, E_H)$ be simple graphs. A bijective mapping $\pi : V_G \rightarrow V_H$ is called **graph isomorphism** if the following holds:

$$\forall v, w \in V_G : (v, w) \in E_G \iff (\pi(v), \pi(w)) \in E_H$$



Two graphs are called **isomorph** ($G_1 \simeq G_2$), if a graph isomorphism exists.

Graph Isomorphism Problem

Definition (Graph Isomorphism Problem)

Given: simple graphs G and H

Find: Is G isomorph to H , i.e., $G \simeq H$?

Remarks:

- Complexity: **OPEN**
- Quasipolynomial algorithm: $n^{(\log n)^{O(1)}}$ [Babai 2015/17]
- Practice: mostly solvable very fast

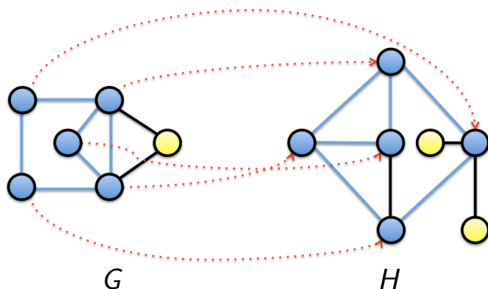
→ Weisfeiler-Lehman vertex classification algorithm

Maximum Common Subgraph Problem

Definition (MCS)

Given: $G = (V_G, E_G)$ und $H = (V_H, E_H)$

Find: Largest vertex sets $R \subseteq V_G$ and $S \subseteq V_H$, such that the induced subgraphs $G[R]$ and $H[S]$ are isomorphic to each other.



Complexity: Decision problem is NP-complete

Techniques for Big Data

- Utilization of the structure of the input instances
- Analysis of the given problem from practice
- Problem decomposition
- Approximation
- Randomization
- Parallelisation
- Fixed-Parameter Algorithms
- ILP-Modelling