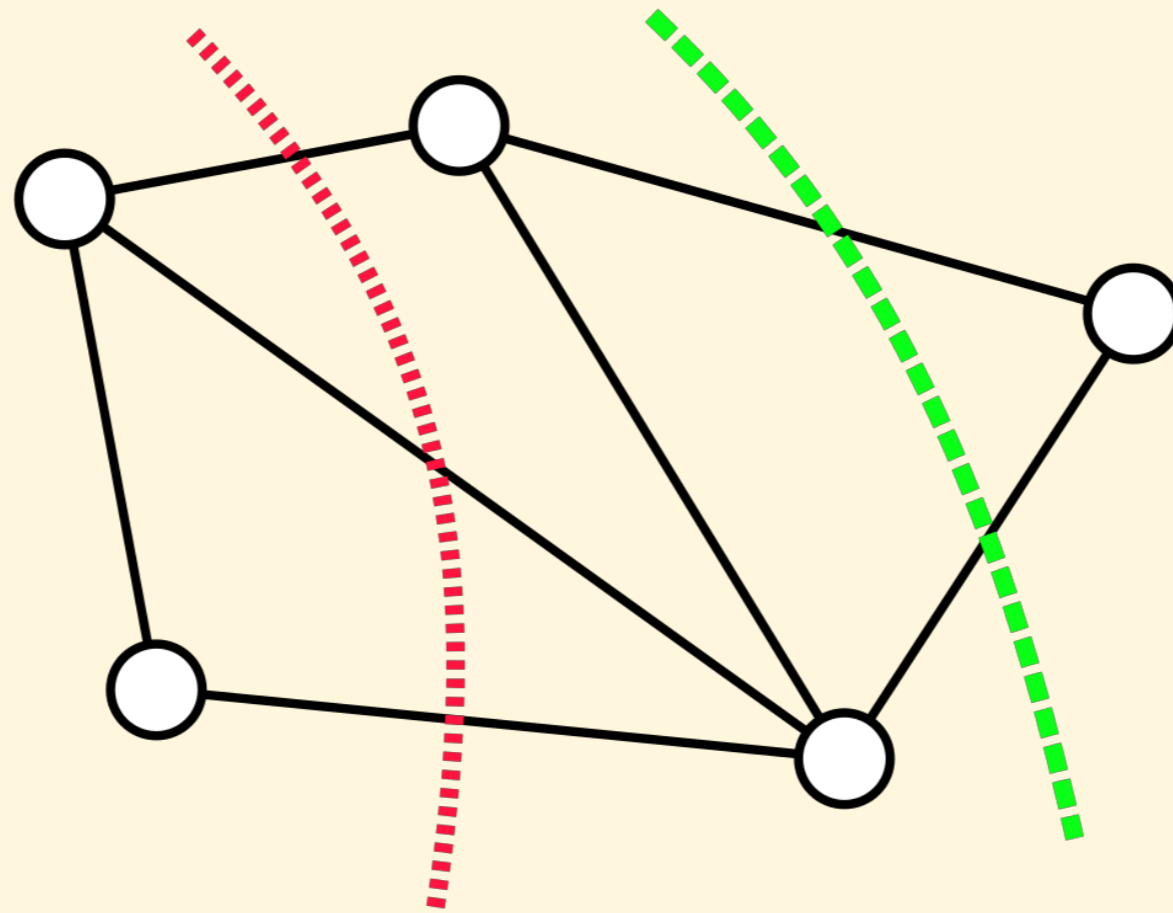


Minimum Cut and Minimum k -Cut in Hypergraphs via Branching Contractions

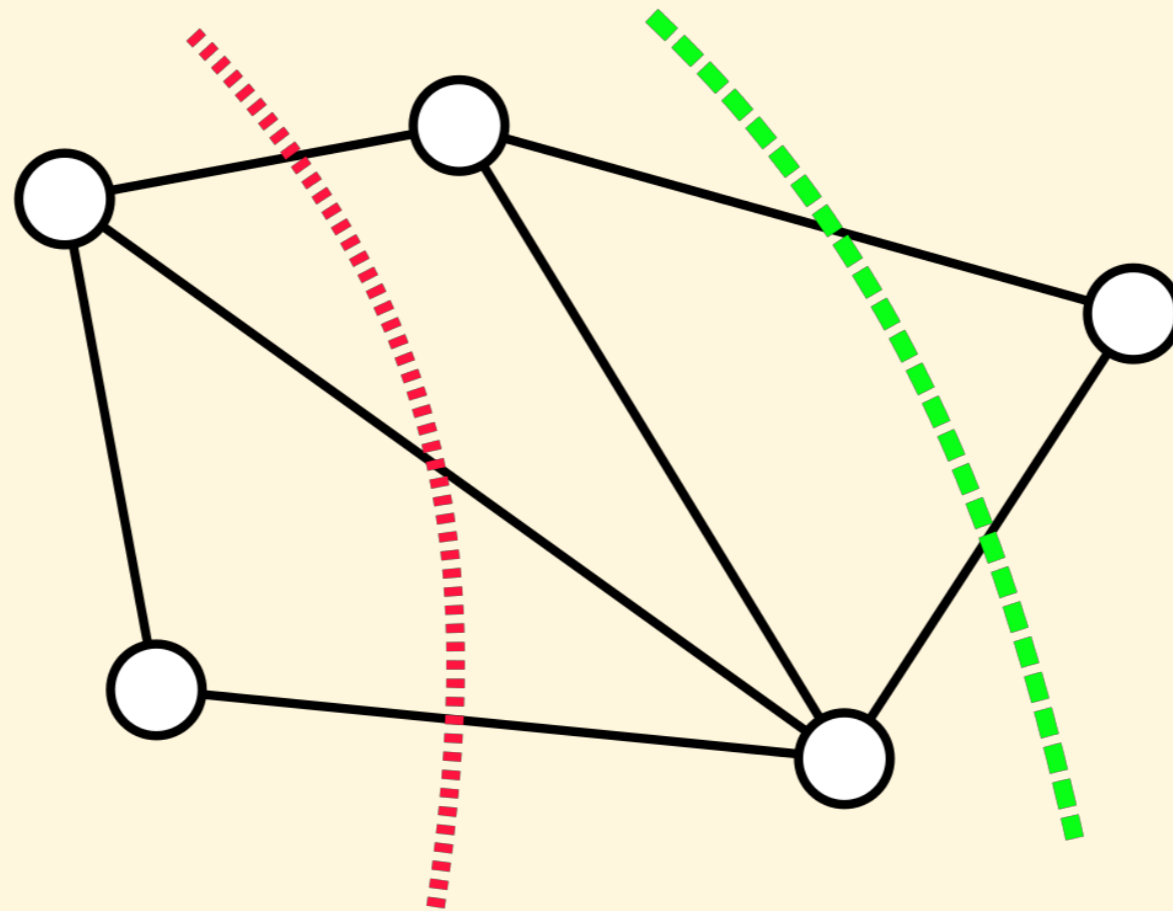
Fred Zhang (Harvard)

A joint work with Kyle Fox (UT-Dallas) and Debmalya Panigrahi (Duke)

Graphs and Cuts

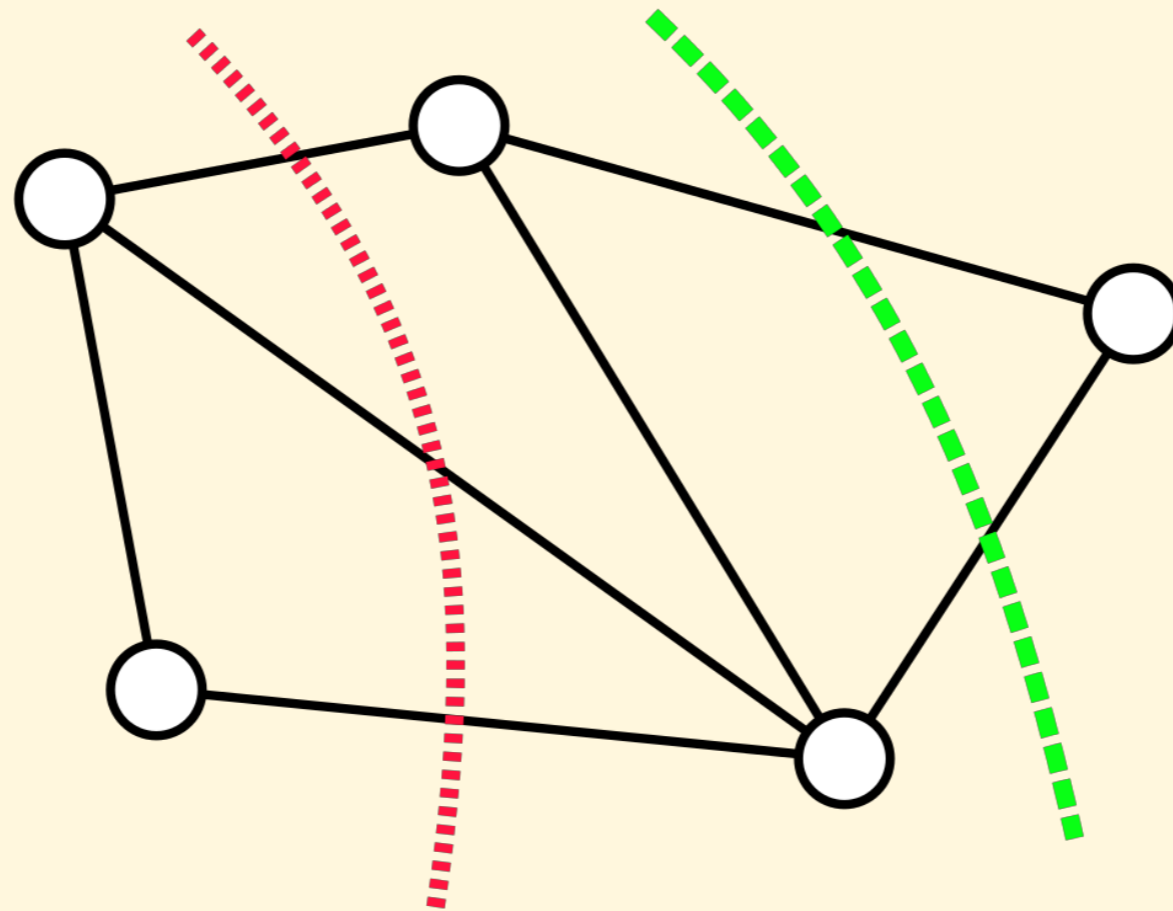


Graphs and Cuts



Min-Cut: minimal set of edges whose removal disconnects the graph

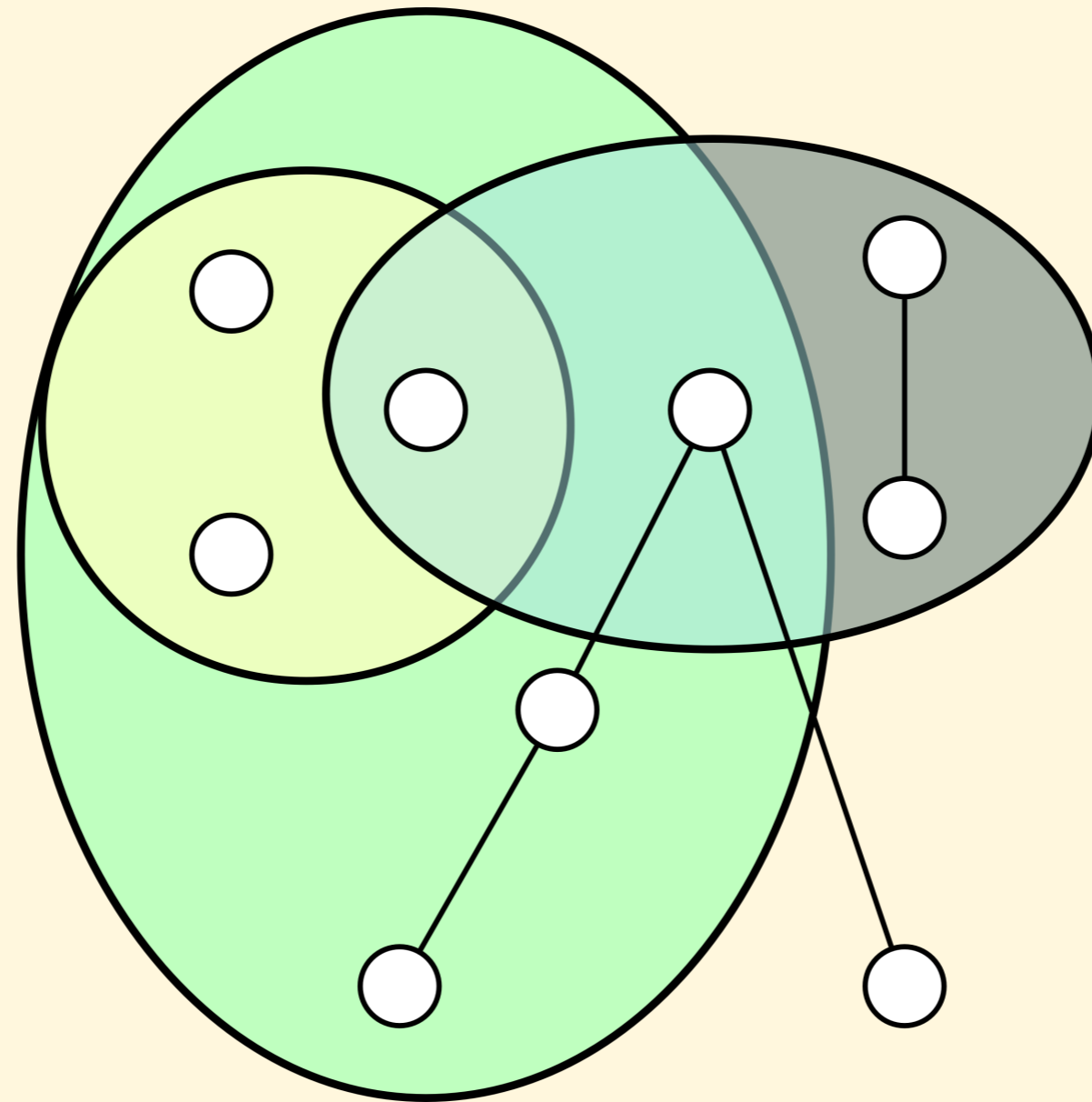
Graphs and Cuts



Min-Cut: minimal set of edges whose removal disconnects the graph

Min- k -Cut: minimal set of edges whose removal disconnects the graph into k components

Hypergraphs and Cuts



Goal: Compute min- k -cut of a (weighted) hypergraph

Previous works (weighted setting)

Given a hypergraph with n vertices, m edges, and $p = \sum |e|$,

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Our main theorem

Hypergraph **Min- k -Cut** in time $O(mn^{2(k-1)})$ for constant k

- Implies **Min-Cut** in time $O(mn^2)$
 - Improves upon [Chandrasekaran-Xu-Yu, '18] for **Min- k -Cut**
-

Random Contraction for Graph Cuts

RandomizedMinCut(G) [Karger, SODA '93]

Contract random edges until $n = 2$

Return the only cut

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- Success probability: $\Omega(1/n^2)$. Run-time: $O(n^4)$
 - For hypergraphs
 - uniform contraction doesn't work [Kogan-Krauthgamer, '15]
 - by non-uniform contraction
 - **Min-Cut**: $O(pn^2)$ [Ghaffari-Karger-Panigrahi, '18]
 - **Min- k -Cut**: $O(pn^{2k-1})$ [Chandrasekaran-Xu-Yu, '18]
-

Branching Contraction for Graph Cuts

RecursiveMinCut(G)

[Karger-Stein, J. ACM '96]

$G' \leftarrow$ Contract random edges until $n/\sqrt{2}$ vertices

Repeat twice

RecursiveMinCut(G')

Return the smaller cut from the 2 recursive calls

- Success probability: $\Omega(1/\log n)$. Run-time: $O(n^2)$.
 - **Key challenge** for hypergraphs: contracting large edges
 - Conceptual contribution of our work:
 - a Karger-Stein-type algorithm for hypergraphs
-

Non-branching Contraction for Hypergraph k Cuts

Let $z_n(e) = 1 - \frac{\binom{n-|e|}{k-1}}{\binom{n-1}{k-1}}$ be the rejection probability

Simple(H)

Repeat

Pick a random edge

With probability $1 - z_n(e)$, return **Simple**(H/e)

Non-branching Contraction for Hypergraph k Cuts

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- An alternative interpretation of [Chandrasekaran-Xu-Yu, '18]
 - To show: success probability is $\Omega(1/n^{2k-2})$ (for a fixed k cut)
 - Each run takes time $O(pn)$
 - Yields $O(pn^{2k-1})$ time bound [Chandrasekaran-Xu-Yu, '18]
-

Non-branching Contraction for Hypergraph k Cuts

Proof: Let q_n denote the minimum success probability over all n -vertex hypergraphs.

Show by induction

$$q_n \geq \frac{k}{\binom{n-1}{k-1} \binom{n}{k-1}}$$

- **Success case 1:** picks an edge, rejects, then succeeds
 - **Success case 2:** picks an edge **not in the cut**, contracts, then succeeds
-

Non-branching Contraction for Hypergraph k Cuts

- **Success case 1**: picks an edge, rejects, then succeeds

Happens with probability $\left(\frac{1}{m} \sum_e z_n(e) \right) q_n$

- **Success case 2**: picks an edge **not in the cut**, contracts, then succeeds.

Lemma: Let C be a minimum k -cut. We have

[Chandrasekaran-Xu-Yu, '18]

$$|C| \leq \sum_e z_n(e)$$

Non-branching Contraction for Hypergraph k Cuts

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Contraction occurs and the algorithm then succeeds w.p.

$$\frac{1}{m - |C|} \sum_e (1 - z_n(e)) \cdot q_{n-|e|+1}$$

Non-branching Contraction for Hypergraph k Cuts

Adding case 1 and case 2

$$q_n \geq \left(\frac{1}{m} \sum_e z_n(e) \right) q_n + \left(1 - \frac{1}{m} \sum_e z_n(e) \right) \frac{1}{m - |C|} \sum_e (1 - z_n(e)) \cdot q_{n-|e|+1}$$

Solving the recurrence yields

$$q_n \geq \frac{k}{\binom{n-1}{k-1} \binom{n}{k-1}}$$

Branching Contraction for Hypergraph k Cuts

Let $z_n(e) = 1 - \frac{\binom{n-|e|}{k-1}}{\binom{n-1}{k-1}}$ be the **branching** probability

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Branching(H)

Pick a random edge

With probability $1 - z_n(e)$, return **Branching**(H/e)

Otherwise, **Branching**(H/e) and **Branching**(H)

Return the smaller cut from the 2 recursive calls

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Theorem

For constant k , the success probability is $\Omega(1/\log n)$

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Theorem

For constant k , the success probability is $\Omega(1/\log n)$

Proof: **Branching**(H/e) succeeds +
Branching(H) is called and succeeds – both succeed

Run-time Analysis: Random Computation Tree

- Each computation node is a hypergraph
- Creating a node of n_0 vertices takes time $O(mn_0)$

Let $S(n, n_0)$ be the number of computation nodes of n_0 vertices, starting with a hypergraph of n vertices

Lemma: For any n_0

$$S(n, n_0) \leq \frac{\binom{n}{k-1} \binom{n-1}{k-1}}{\binom{n_0}{k-1} \binom{n_0-1}{k-1}} = O\left(\left(\frac{n}{n_0}\right)^{2k-2}\right)$$

By the lemma, runtime is bounded by

$$\sum_{n_0=k}^n O\left(\left(\frac{n}{n_0}\right)^{2k-2}\right) \cdot O(mn_0) = \tilde{O}(mn^{2k-2})$$

More Results

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Low-rank hypergraphs (rank = max edge size)

Theorem

Min- k -Cut in time $O(n^{\max\{r, 2k-2\}})$ for hypergraphs of constant rank r .

Also follows a probabilistic branching contraction scheme

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Hedgegraphs [Ghaffari-Karger-Panigrahi, '18]

(span = number of connected components induced by the hedge)

Theorem

Min-Hedge- k -Cut in time $O(m^2 n^{(s+1)(k-1)})$ for hedgegraphs of constant span s .

Improves upon [Chandrasekaran-Xu-Yu, '18] for $k, s \geq 2$

