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The Online Replacement Path Problem

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With David Adjiashvili (ETH) and Gianpaolo Oriolo (University of Rome “Tor Vergata”)

Introduction

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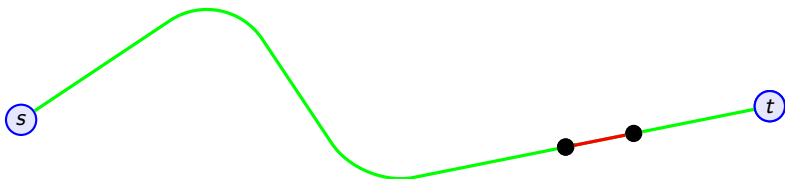
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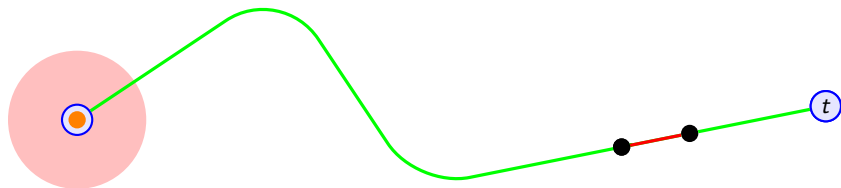
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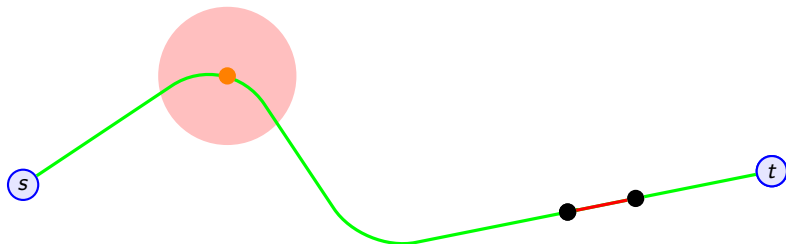
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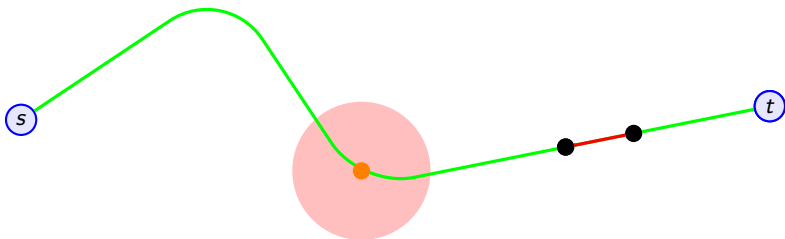
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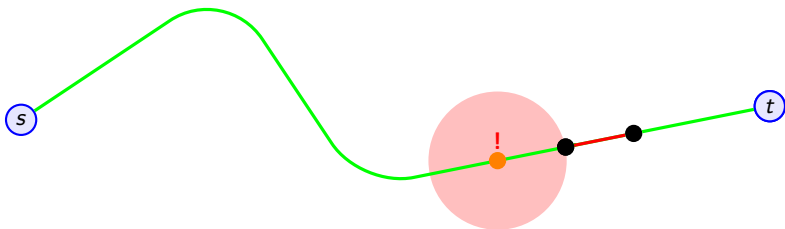
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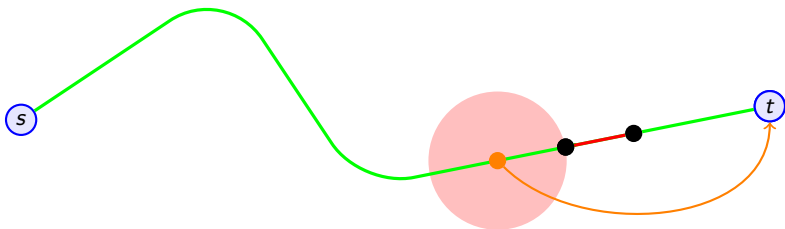
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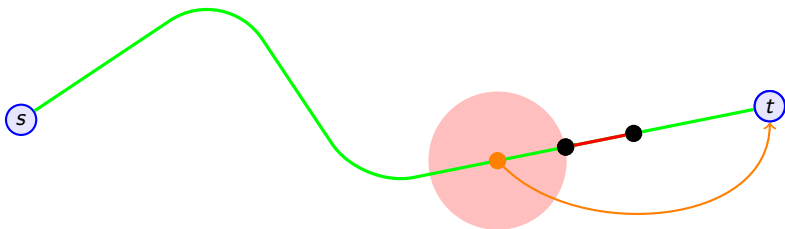
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- **Goal:** Provide an s - t path to the RM, such that the **worst-case** total travel time is minimized.

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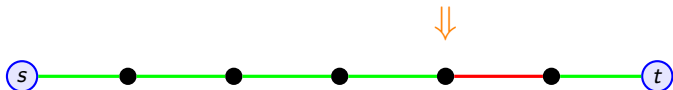
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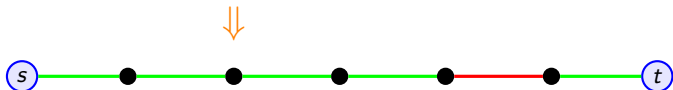
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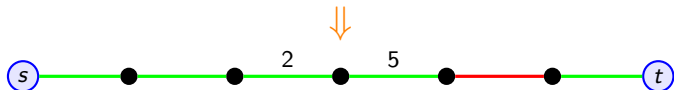
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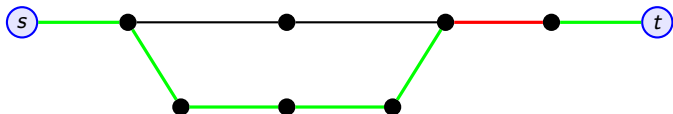
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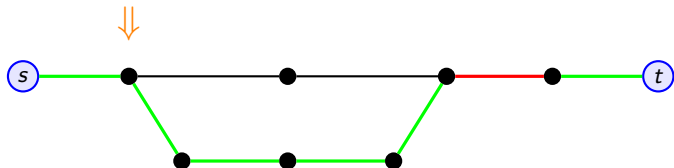
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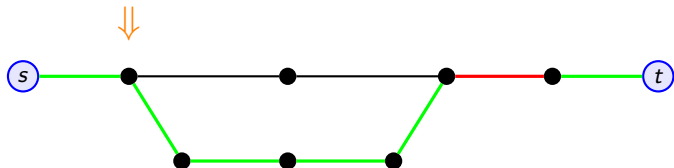
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- As soon as RM is aware of the failed edge, it follows the shortest path in the residual graph.

Some Notations

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- For each $v \in V$,
 - 1 $\mathcal{P}_{v,t}$ is the set of v - t paths;
 - 2 $\pi(v) :=$ shortest v - t path length.
- For $e \in E$ and $u \in V$:
 - 1 let Q_u^{-e} be some fixed shortest u - t path in $G \setminus e$;
 - 2 $\pi^{-e}(u) = \ell(Q_u^{-e})$.

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Definition (Detour)

Given a path $P \in \mathcal{P}_{v,t}$ and an edge $e = uu' \in E$, the **detour** P^{-e} is:

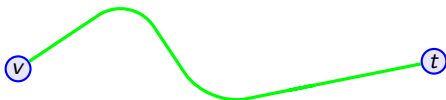
- P if $uu' \notin P$;
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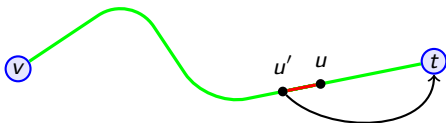


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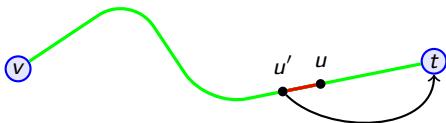


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Definition (Robust length)

The **robust length** of the v - t path P is

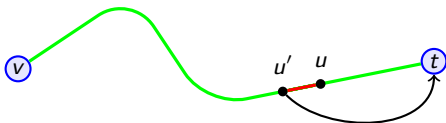
$$\text{Val}(P) = \max_{e \in E} \ell(P^{-e}).$$

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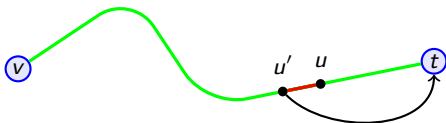
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- For each $v \in V$, we define $\pi_{rob}(v)$ as the minimum of $\text{Val}(P)$ over all $P \in \mathcal{P}_{v,t}$.
- **Find:** an s - t path with minimum robust length.

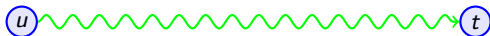
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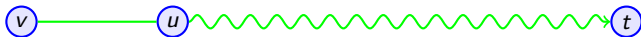
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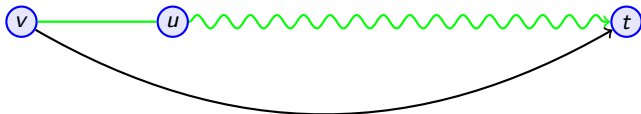
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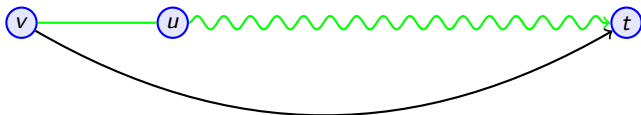
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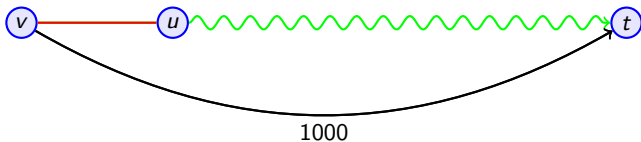
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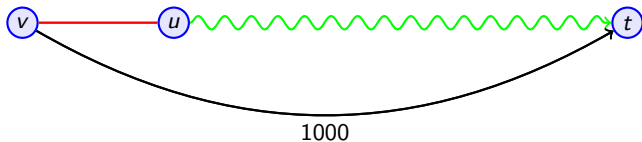
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Lemma (Weak optimality principle)

Let $P_v \in \mathcal{P}_{v,t}$ be an optimal path from v , $u \in V(P_v)$ and $P_u \in \mathcal{P}_{u,t}$ be an optimal path from u . Then the path $P'_v = P_v[v, u] \oplus P_u$ satisfies $\text{Val}^k(P'_v) = \text{Val}^k(P_v)$, namely it is also optimal from v .

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- We devise a label setting algorithm.

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Lemma

Let $U \subset V$, with $t \in U$, be a set of nodes for which π_{rob} is known, and let $vu \in \delta(U)$:

$$vu = \arg \min_{zw \in E: w \in U, z \notin U} \max\{\ell(zw) + \pi_{rob}(w), \pi^{-zw}(z)\}.$$

Then $\pi_{rob}(v) = \text{Val}(vu \oplus P_u)$, where P_u is any optimal (robust) u - t path .

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Theorem

Given an instance of ORP, the values π_{rob} and the corresponding paths can be computed in time $O(m + n \log n)$ in undirected graphs, and $O(mn + n^2 \log n)$ in directed graphs.

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- The same complexity bound is attained in Bar-Noy and Schieber '91, "The Canadian Traveller Problem".

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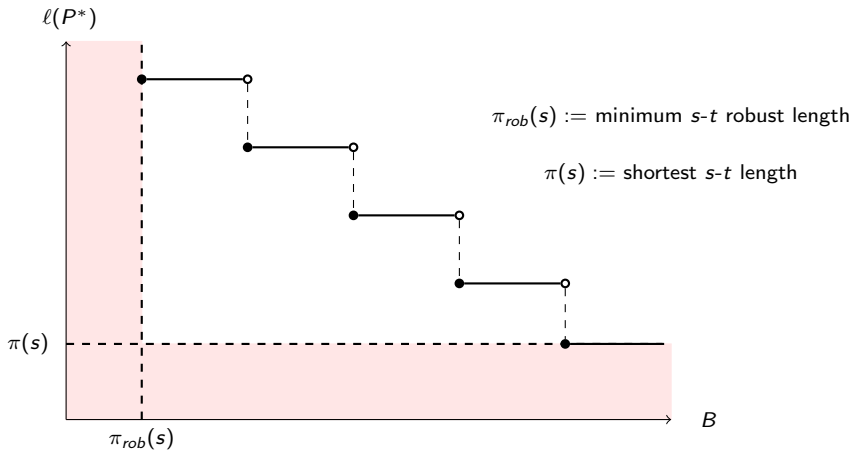
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1:  $S = \emptyset$ ;  $\bar{S} = V$     $d(s) = 0$ ;    $d(u) = \infty \forall u \in V \setminus s$ 
2: while  $t \notin S$  do
3:   Find  $u = \arg \min_{z \in \bar{S}} d(z)$ 
4:    $S = S + u$     $\bar{S} = \bar{S} - u$ 
5:   for  $q \in N(u) \setminus S$  do
6:     if  $d(u) + \ell(uq) \leq d(q)$  and  $d(u) + \pi^{-uq}(u) \leq B$  then
7:        $d(q) = d(u) + \ell(uq)$ 

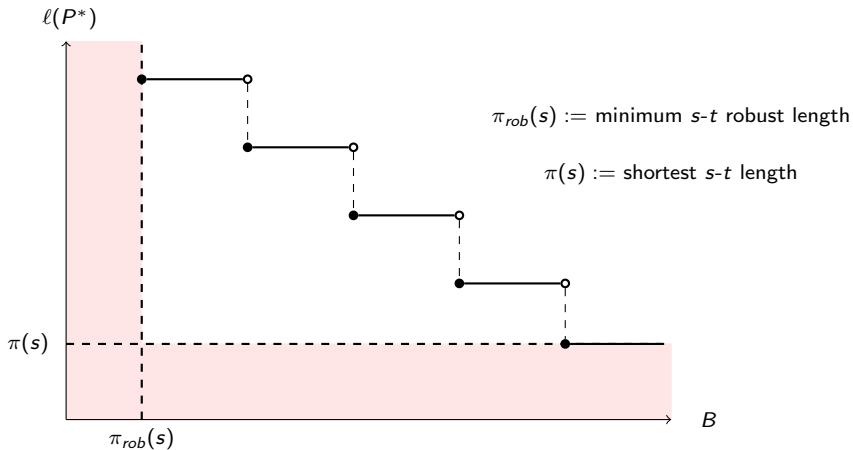
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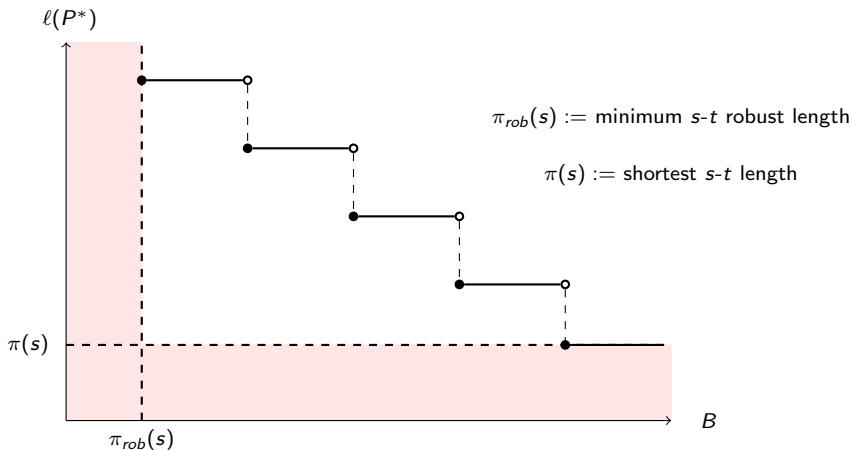


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- The profile can be found in $O(m * (m + n \log n))$.

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- the walk $P[u, v(P, e)] \oplus Q_{v(P, e)}^{-e}$ if $e \in P$;
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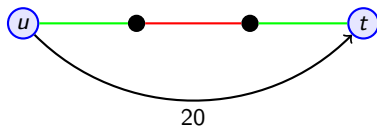
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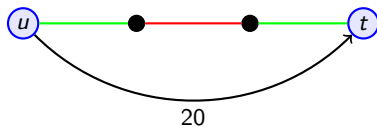
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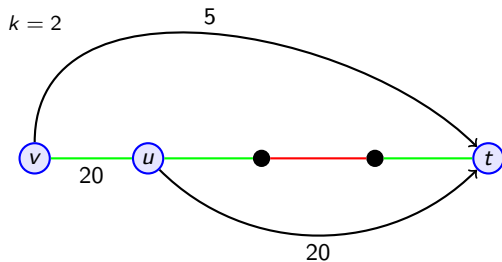
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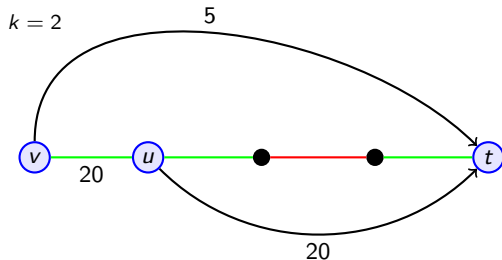
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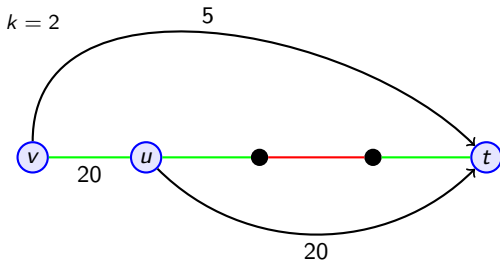
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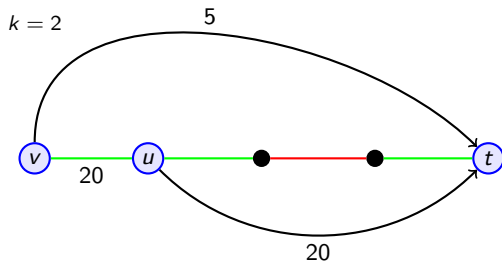
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- Weak optimality principle** still holds for k -Hop ORP

k-Hop ORP and Radius ORP

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Theorem

Given an instance of k -Hop ORP we can compute the v - t path with minimum k -robust length for any $v \in V$ in time $O(m + n \log n)$ in undirected graphs, and $O(mn + n^2 \log n)$ in directed graphs.

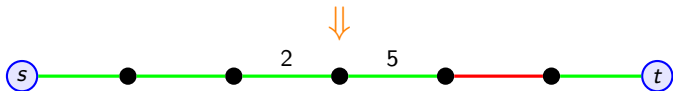
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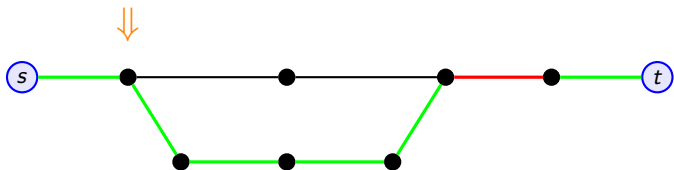
Given an instance of *k*-Hop ORP we can compute the *v*-*t* path with minimum *k*-robust length for any $v \in V$ in time $O(m + n \log n)$ in undirected graphs, and $O(mn + n^2 \log n)$ in directed graphs.

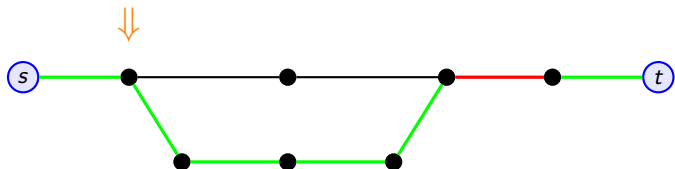
- Our algorithm for *k*-Hop ORP solves Radius ORP as well.

$$R = 6$$



Strong k -Hop ORP

Strong k -Hop ORP $k = 2$ 

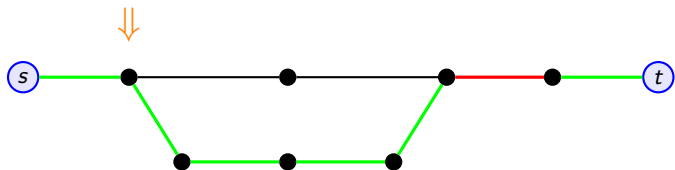
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For any $\epsilon > 0$ it is NP-hard to approximate Strong 1-Hop ORP within a factor of $3 - \epsilon$ in undirected graphs. In directed graphs it is strongly NP-hard to decide if there exists a path with finite robust length.

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- Any shortest path is a 3 approximation for undirected graphs.

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- We call the **ORP Game**, that game in which both the **path builder** and the **interdictor** communicate their strategies at the **same time**.

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Let P and e be optimal solutions to the ORP and MVA instances on $G = (V, E)$. Then (P, e) is a pure NE of the ORP Game if and only if $\text{Val}(P) = \pi^{-e}(s)$. Moreover, in this case, $\text{Val}(P) = z^*(\text{ORP}) = z^*(\text{MVA}) = \pi^{-e}(s)$.

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- **Question:** Is it possible to find a mixed NE in polynomial time?

Stochastic ORP

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- In this variant of ORP:
 - 1 at most one edge can fail;
 - 2 for each $e \in E$, $p(e) \in [0, 1]$ is the probability that e will be the unique edge to fail;
 - 3 $p(\emptyset) \in [0, 1]$ is the probability that no edge fails;
 - 4 it holds $p(\emptyset) + \sum_{e \in E} p(e) = 1$.

Definition

Given a node $v \in V$, the *expected robust length* of the v - t path P is

$$\mathbb{E}\text{Val}(P) = (p(\emptyset) + \sum_{uu' \notin P} p(uu'))\ell(P) + \sum_{uu' \in P} \left[p(uu')(\ell(P[v, u]) + \pi^{-uu'}(u)) \right].$$

- Stochastic ORP is to find, for some $v \in V$, a path P minimizing $\mathbb{E}\text{Val}(P)$ over all paths $P \in \mathcal{P}_{v,t}$.
- Stochastic ORP is NP-hard by reduction from the Hamiltonian Path problem.
- **Open question:** Is it possible to find a mixed NE in polynomial time?

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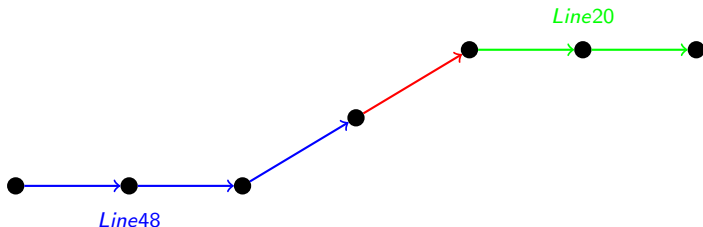
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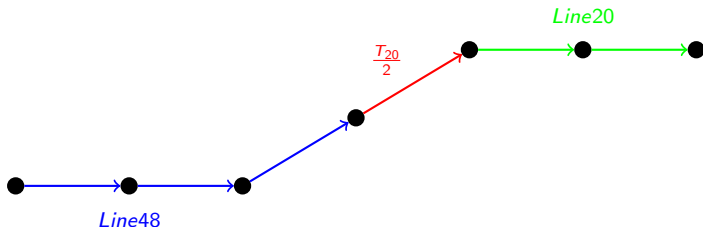
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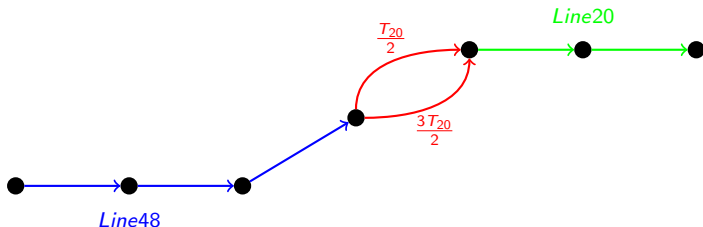
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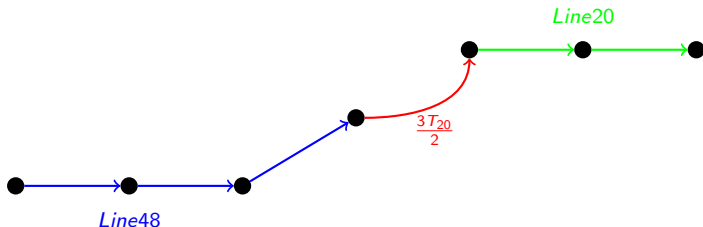
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