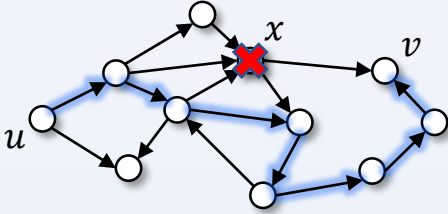


# Faster Construction Algorithms for Distance Sensitivity Oracles

Yong Gu & Hanlin Ren, IIS, Tsinghua University

## Distance Sensitivity Oracles (DSOs):

- Input: a directed graph  $G = (V, E)$
- On each query  $(u, v, x)$ , find the length of the shortest path from  $u$  to  $v$  that avoids  $x$
- Notation:  $\|uv \diamond x\|$  is the length of the sought path



Assumption: edges are unweighted.

- $\Rightarrow$  All-pairs shortest paths can be computed in  $O(n^{2.5286})$  time [Zwick], using fast matrix multiplication

## Idea 1: Bootstrapping DSOs

- DSO with preproc. time  $P$  and query time  $Q \Rightarrow$  DSO with preproc. time  $P + \tilde{O}(n^2) \cdot Q$ , query time  $O(1)$

### Proof sketch:

Preprocess a DSO using [Bernstein-Karger].

The preprocessing algorithm of [Bernstein-Karger] can be summarized as three steps:

1. Compute  $\tilde{O}(n^2)$  DSO queries  $\{(u_i, v_i, x_i)\}_{i \leq \tilde{O}(n^2)}$
2. Answer the queries (somehow) in  $\tilde{O}(mn)$  time
3. Construct the DSO (somehow) from these answers.

To prove our bootstrapping theorem, we can simply replace step 2 by "answering the queries using the slower DSO", which takes  $P + \tilde{O}(n^2) \cdot Q$  time.

## Idea 2: Hitting Sets

An  $r$ -truncated DSO is a DSO that on a query  $(u, v, x)$ , only needs to return  $\min\{\|uv \diamond x\|, r\}$  instead of  $\|uv \diamond x\|$ .

- $(+\infty)$ -truncated DSO = (normal) DSO

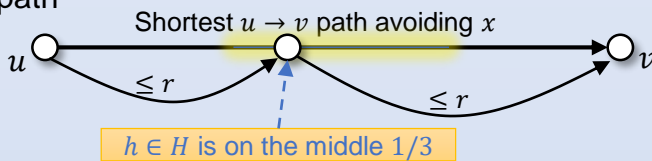
We can use hitting sets to transform an  $r$ -truncated DSO with query time  $O(1)$  into a  $(3/2)r$ -truncated DSO with query time  $\tilde{O}(n/r)$ .

Let  $H \leftarrow$  a random sample of  $\tilde{O}(n/r)$  vertices

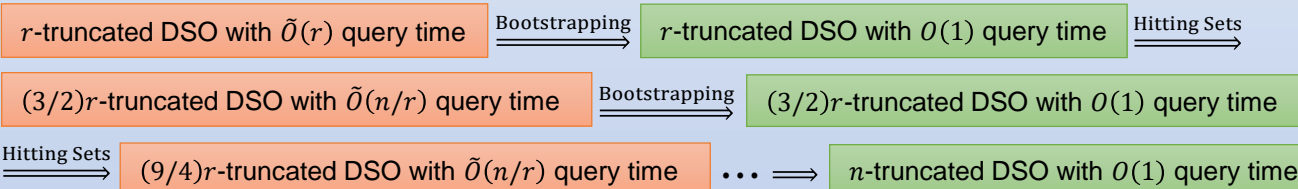
Query algorithm for the  $(3/2)r$ -truncated DSO:

- On input  $(u, v, x)$ , if  $\|uv \diamond x\| \leq r$ , return  $\|uv \diamond x\|$
- Otherwise, return  $\min_{h \in H} \{\|uh \diamond x\|_r + \|hv \diamond x\|_r\}$  using the old  $r$ -truncated DSO
- Here  $\|uv \diamond x\|_r := \min\{\|uv \diamond x\|, r\}$

Correctness: assuming  $r \leq \|uv \diamond x\| \leq (3/2)r$ , there is at least one vertex in  $H$  that hits the middle 1/3 part of the sought path



## Putting It Together



- Preprocessing time:  $r^2 \cdot \text{MM}(n, n/r, n/r) + n^3/r \xrightarrow{r := n^{0.4206}} O(n^{2.5794})$
- Query time:  $O(1)$

Note: bootstrapping also works for  $r$ -truncated DSOs

Paper	Preproc. time	Query Time
[Demetrescu et al. 02]	$\tilde{O}(mn^2)$	$O(1)$
[Bernstein & Karger 09]	$\tilde{O}(mn)$	$O(1)$
[Weimann & Yuster 10]	$\tilde{O}(n^{1-\alpha+\omega})$	$\tilde{O}(n^{1+\alpha})$
[Grandoni & Williams 12]	$\tilde{O}(n^{\omega+1/2} + n^{\omega+\alpha(4-\omega)})$	$\tilde{O}(n^{1-\alpha})$
[Chechik & Cohen 20]	$O(n^{2.873})$	polylog( $n$ )
[Ren 20]	$O(n^{2.7233})$	$O(1)$
[Gu & Ren 21]	$O(n^{2.5794})$	$O(1)$

$\omega < 2.373$  is matrix multiplication exponent,  $\alpha \in (0,1)$  is an arbitrary parameter

## Idea 3: An $r$ -Truncated DSO for Small $r$

Theorem: an  $r$ -truncated DSO can be constructed in time  $r^2 \cdot \text{MM}(n, n/r, n/r) \cdot n^{o(1)}$ .

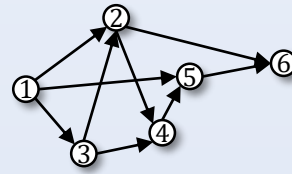
Here,  $\text{MM}(a, b, c)$  denotes the time complexity of multiplying an  $a \times b$  matrix and a  $b \times c$  matrix.

### Adjoint of Symbolic Adjacency Matrix:

Symbolic adjacency matrix ( $z_{i,j}$  are random numbers\*)

\* Actually,  $z_{i,j}$  are analyzed as symbols that are in the end substituted by random numbers, hence the name "symbolic adjacency matrix".

$$\text{SA}(G)_{i,j} = \begin{cases} 1 & i = j \\ z_{i,j}x & (i \rightarrow j) \in G \\ 0 & \text{otherwise} \end{cases}$$



$$\text{SA}(G) = \begin{bmatrix} 1 & 38x & 22x & 0 & 81x & 0 \\ 0 & 1 & 0 & 28x & 0 & 37x \\ 0 & 65x & 1 & 70x & 0 & 0 \\ 0 & 0 & 0 & 1 & 19x & 0 \\ 0 & 0 & 0 & 0 & 1 & 60x \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Adjoint matrix:  $\text{adj}(A) = \det(A) \cdot A^{-1}$

Theorem: w.h.p. over the randomness of  $\{z_{i,j}\}$ , the lowest degree of  $x$  in  $\text{adj}(\text{SA}(G))_{u,v}$  equals the  $u \rightarrow v$  distance.

Ex:  $\text{adj}(\text{SA}(G))_{3,6} = 2\,074\,800x^4 - 79\,800x^3 + 2\,405x^2$ ,

hence the distance from 3 to 6 is 2.

### Handling A Vertex Failure:

Trick: we can modulo every polynomial by  $x^r$  !!

Preprocessing: simply compute  $\text{adj}(\text{SA}(G)) \bmod x^r$

- Time complexity:  $r^2 \cdot \text{MM}(n, n/r, n/r) \cdot n^{o(1)}$

Handling failure of vertex  $x$ :  $\text{SA}(G - x) = \text{SA}(G) + F_x$ , where  $F_x$  is a certain rank-1 matrix  $uv^T$  corresponding to  $x$

Sherman-Morrison-Woodbury formula (maintain  $\text{SA}(G)^{-1}$ ):

$$(A + uv^T)^{-1} = A^{-1} - (1 + v^T A^{-1} u)(A^{-1} uv^T A^{-1}).$$

Query time: (turns out to be)  $\tilde{O}(r)$

## Idea 4: Unique Shortest Paths in $\tilde{O}(n^{2.5286})$ Time (omitted)



清华大学  
Tsinghua University



交叉信息研究院  
Institute for Interdisciplinary  
Information Sciences