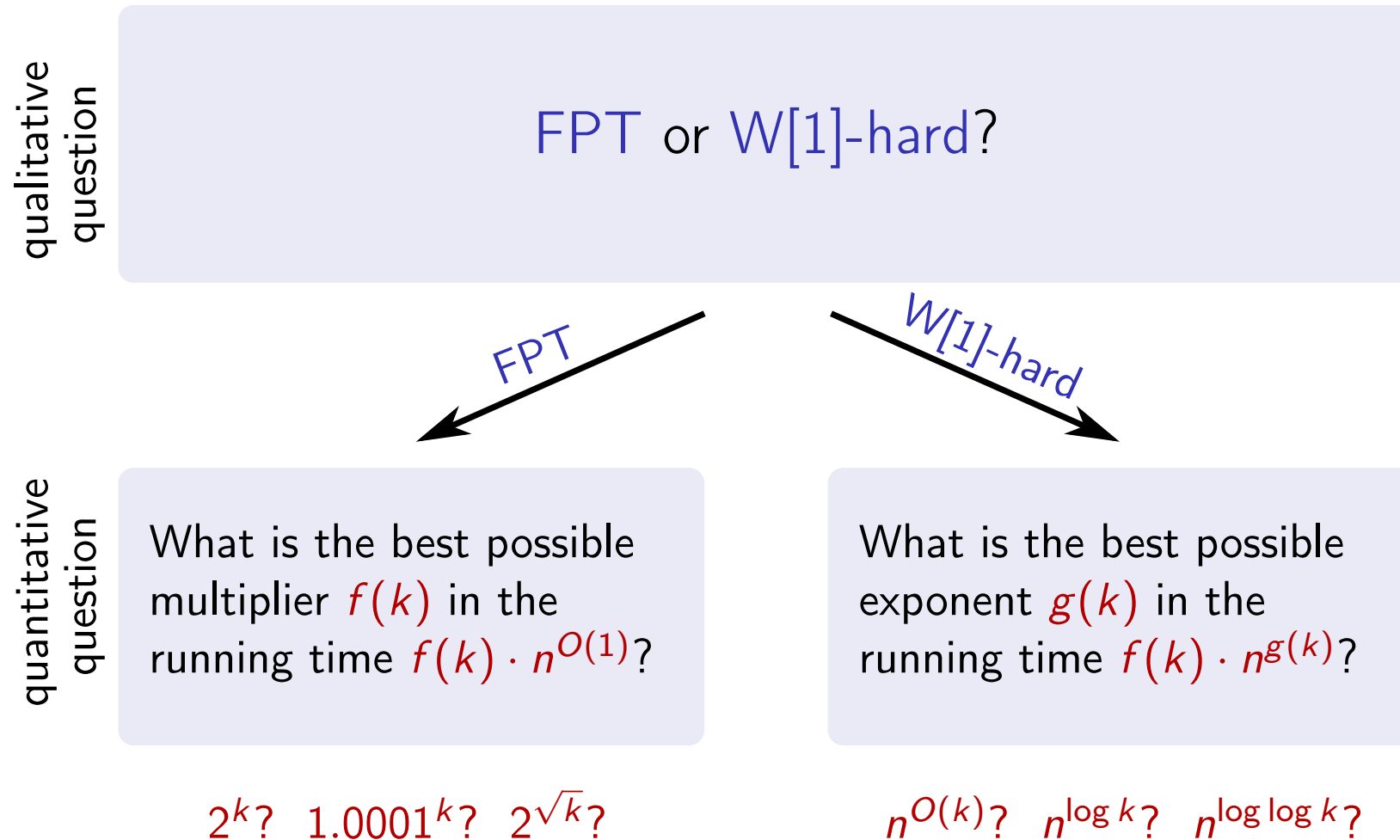


Shift of focus

qualitative
question

FPT or $W[1]$ -hard?

Shift of focus



Better algorithms for VERTEX COVER

- We have seen a $2^k \cdot n^{O(1)}$ time algorithm.
- Easy to improve to, e.g., $1.618^k \cdot n^{O(1)}$.
- Current best $f(k)$: $1.2738^k \cdot n^{O(1)}$.
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Of course, for all we know, it is possible that $P = NP$ and VERTEX COVER is polynomial-time solvable.

\Rightarrow We can hope only for conditional lower bounds.

Exponential Time Hypothesis (ETH)

3CNF: ϕ is a conjunction of clauses, where each clause is a disjunction of at most 3 literals (= a variable or its negation), e.g., $(x_1 \vee x_3 \vee \bar{x}_4) \wedge (\bar{x}_2 \vee \bar{x}_3) \vee (x_1 \vee x_2 \vee x_4)$.

3SAT: given a 3CNF formula ϕ with n variables and m clauses, decide whether ϕ is satisfiable.

- Current best algorithm is 1.30704^n [Hertli 2011].
- Can we do **significantly** better, e.g, $2^{O(n/\log n)}$?

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Hypothesis introduced by Impagliazzo, Paturi, and Zane in 2001:

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There is no $2^{o(n)}$ -time algorithm for n -variable 3SAT.

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Hypothesis introduced by Impagliazzo, Paturi, and Zane in 2001:

Exponential Time Hypothesis (ETH) [real statement]

There is a constant $\delta > 0$ such that there is no $O(2^{\delta n})$ time algorithm for 3SAT.

Sparsification

Exponential Time Hypothesis (ETH) [consequence of]

There is no $2^{o(n)}$ -time algorithm for n -variable 3SAT.

Observe: an n -variable 3SAT formula can have $m = \Omega(n^3)$ clauses.

Are there algorithms that are subexponential in the size $n + m$ of the 3SAT formula?

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Sparsification Lemma

There is a $2^{o(n)}$ -time algorithm for n -variable 3SAT.



There is a $2^{o(n+m)}$ -time algorithm for n -variable m -clause 3SAT.

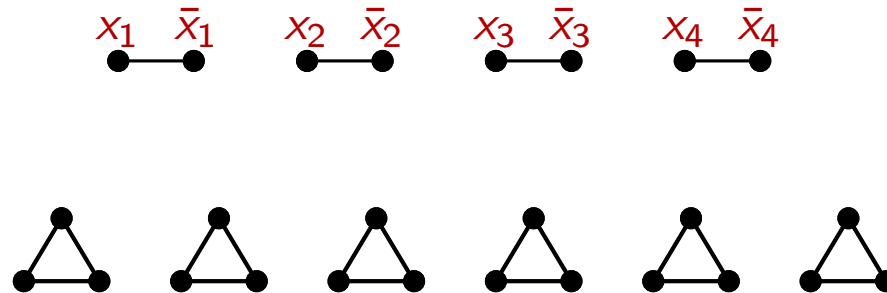
Intuitively: When considering a hard 3SAT instance, we can assume that it has $m = O(n)$ clauses.

Lower bounds based on ETH

Exponential Time Hypothesis (ETH) + Sparsification Lemma

There is no $2^{o(n+m)}$ -time algorithm for n -variable m -clause 3SAT.

The textbook reduction from 3SAT to VERTEX COVER:



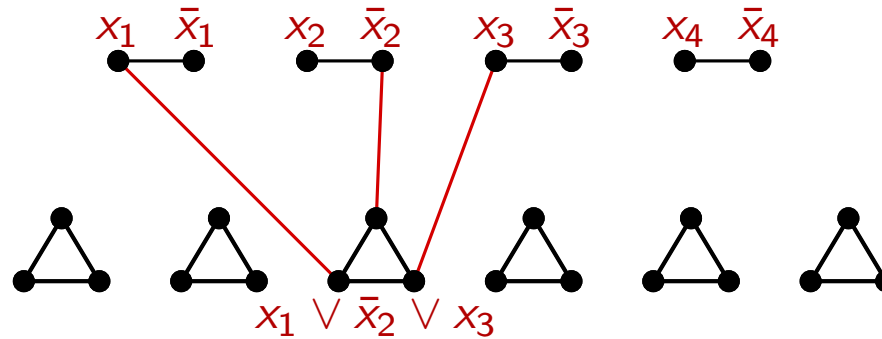
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There is no $2^{o(n+m)}$ -time algorithm for n -variable m -clause 3SAT.

The textbook reduction from 3SAT to VERTEX COVER:

formula is satisfiable \Leftrightarrow there is a vertex cover of size $n + 2m$

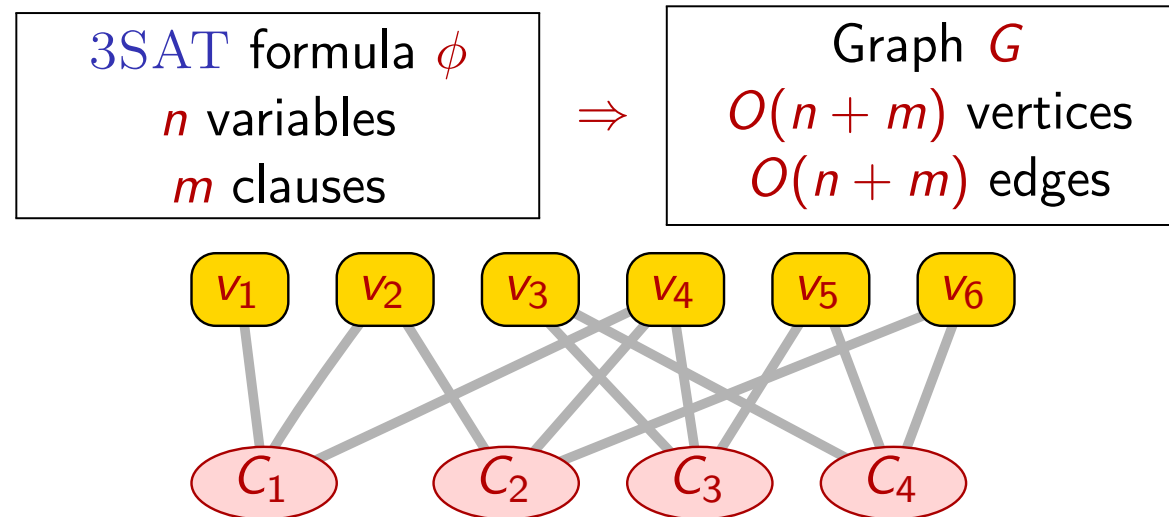


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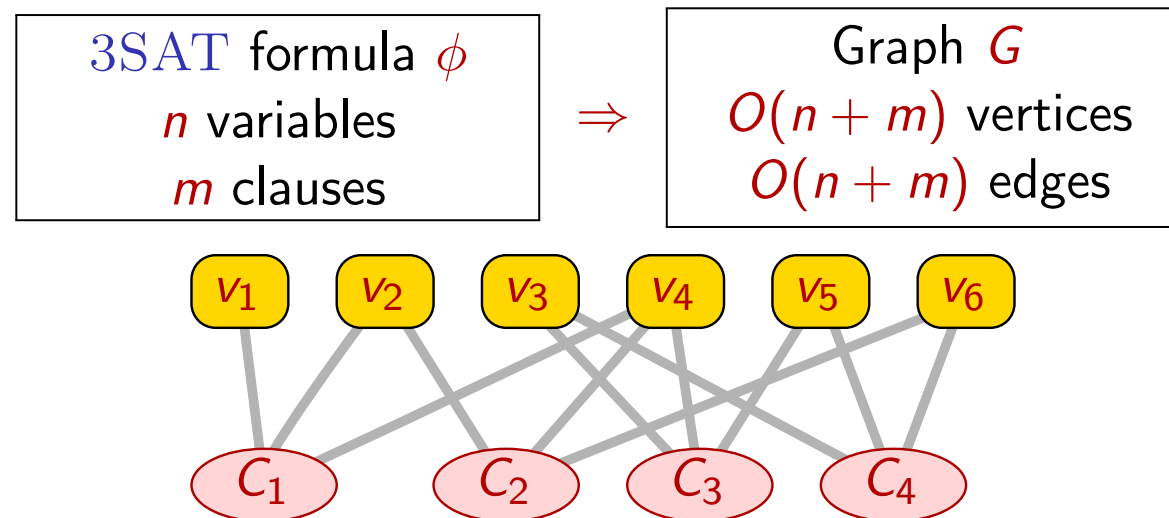


Lower bounds based on ETH

Exponential Time Hypothesis (ETH) + Sparsification Lemma

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The textbook reduction from 3SAT to VERTEX COVER:



Corollary

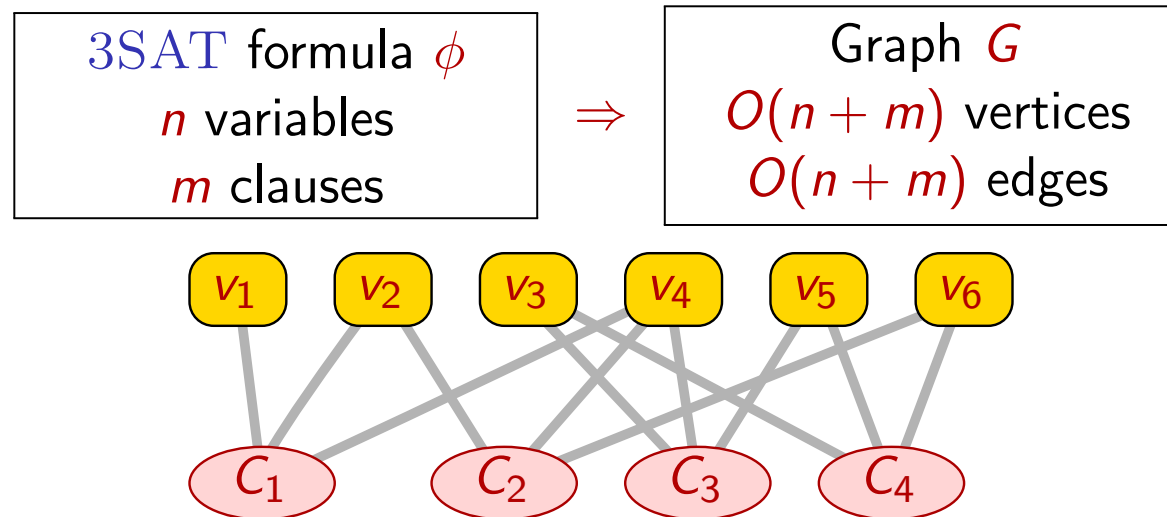
Assuming ETH, there is no $2^{o(n)}$ algorithm for VERTEX COVER on an n -vertex graph.

Lower bounds based on ETH

Exponential Time Hypothesis (ETH) + Sparsification Lemma

There is no $2^{o(n+m)}$ -time algorithm for n -variable m -clause 3SAT.

The textbook reduction from 3SAT to VERTEX COVER:



Corollary

Assuming ETH, there is no $2^{o(k)} \cdot n^{O(1)}$ algorithm for VERTEX COVER.

Other problems

There are polytime reductions from 3SAT to many problems such that the reduction creates a graph with $O(n + m)$ vertices/edges.

Consequence: Assuming ETH, the following problems cannot be solved in time $2^{o(n)}$ and hence in time $2^{o(k)} \cdot n^{O(1)}$ (but $2^{O(k)} \cdot n^{O(1)}$ time algorithms are known):

- VERTEX COVER
- LONGEST CYCLE
- FEEDBACK VERTEX SET
- MULTIWAY CUT
- ODD CYCLE TRANSVERSAL
- STEINER TREE
- ...

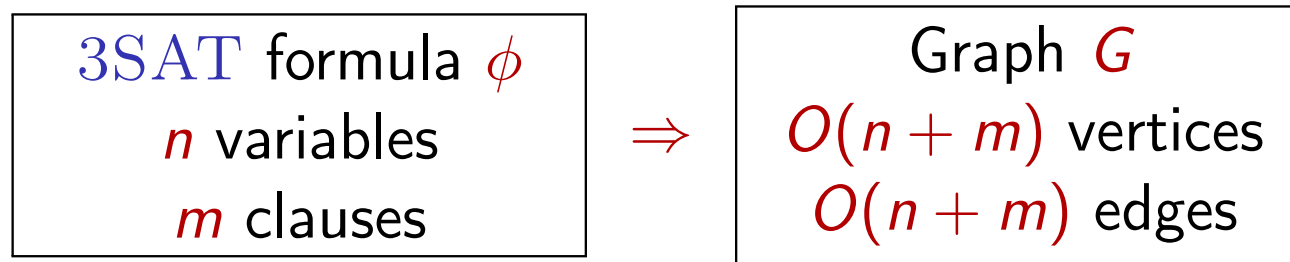
Seems to be the natural behavior of FPT problems?

Lower bounds based on ETH

Exponential Time Hypothesis (ETH)

There is no $2^{o(m)}$ -time algorithm for m -clause 3SAT.

The textbook reduction from 3SAT to 3-COLORING:



Corollary

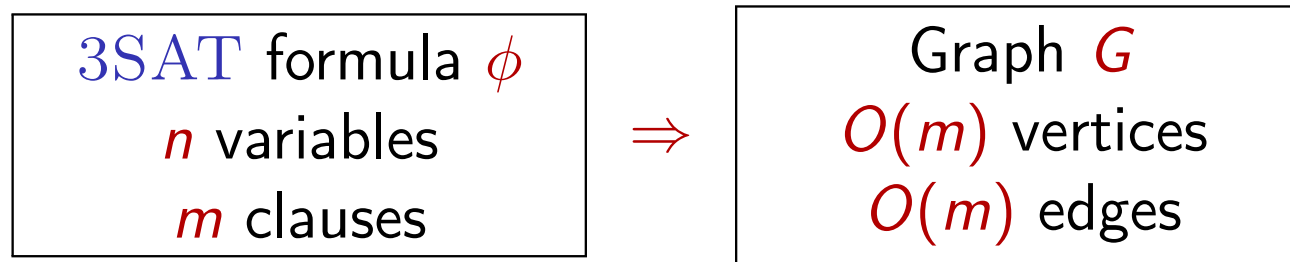
Assuming ETH, there is no $2^{o(n)}$ algorithm for 3-COLORING on an n -vertex graph G .

Lower bounds based on ETH

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Transferring bounds

There are polynomial-time reductions from, say, 3-COLORING to many other problems such that the reduction increases the number of vertices by at most a constant factor.

Consequence: Assuming ETH, there is no $2^{o(n)}$ time algorithm on n -vertex graphs for

- INDEPENDENT SET
- CLIQUE
- DOMINATING SET
- VERTEX COVER
- HAMILTONIAN PATH
- FEEDBACK VERTEX SET
- ...

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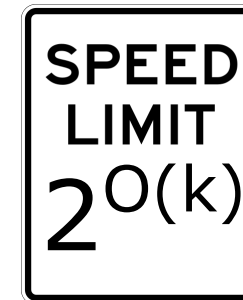
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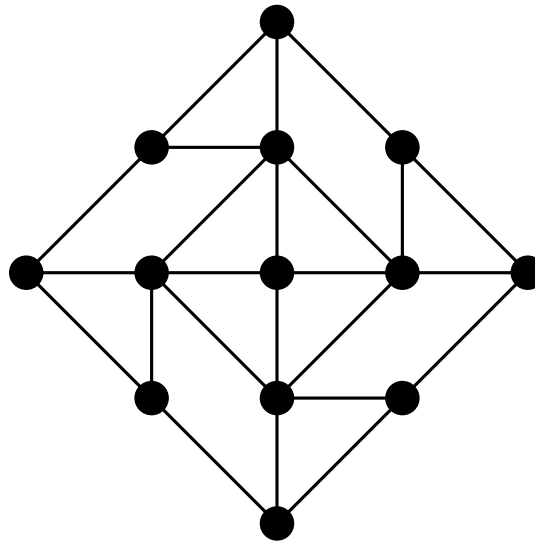


Lower bounds based on ETH

What about 3-COLORING on planar graphs?

The textbook reduction from 3-COLORING to PLANAR

3-COLORING uses a “crossover gadget” with 4 external connectors:



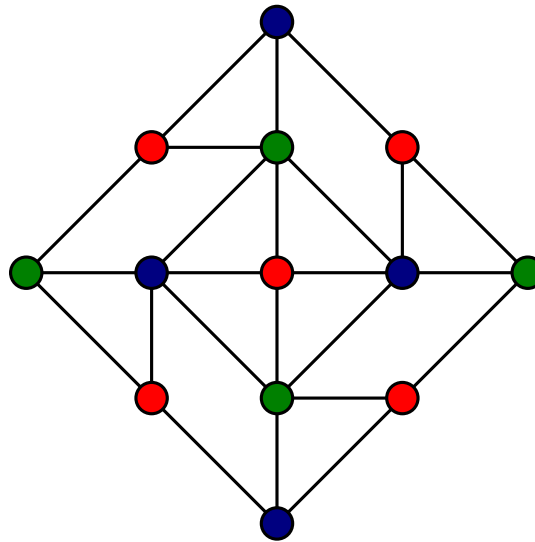
- In every 3-coloring of the gadget, opposite external connectors have the same color.
- Every coloring of the external connectors where the opposite vertices have the same color can be extended to the whole gadget.
- If two edges cross, replace them with a crossover gadget.

Lower bounds based on ETH

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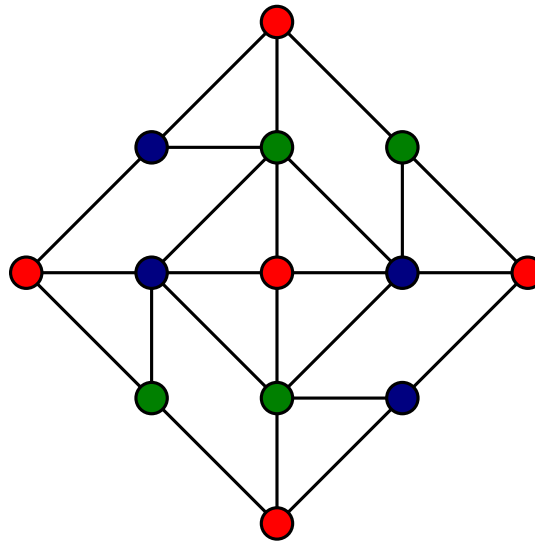
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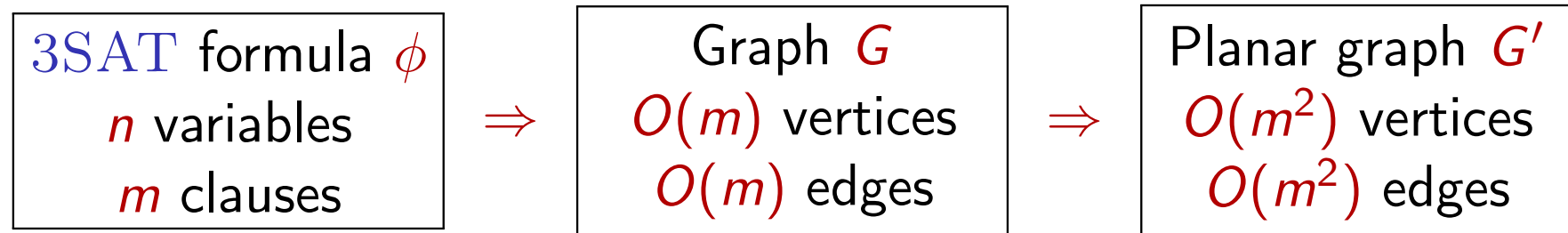
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Lower bounds based on ETH

- The reduction from 3-COLORING to PLANAR 3-COLORING introduces $O(1)$ new edges/vertices for each crossing.
- A graph with m edges can be drawn with $O(m^2)$ crossings.



Corollary

Assuming ETH, there is no $2^{o(\sqrt{n})}$ algorithm for 3-COLORING on an n -vertex planar graph G .

(Essentially observed by [Cai and Juedes 2001])

Lower bounds for planar problems

Consequence: Assuming ETH, there is no $2^{o(\sqrt{n})}$ time algorithm on n -vertex **planar graphs** for

- INDEPENDENT SET
- DOMINATING SET
- VERTEX COVER
- HAMILTONIAN PATH
- FEEDBACK VERTEX SET
- ...

Lower bounds for planar problems

Consequence: Assuming ETH, there is no $2^{o(\sqrt{k})} \cdot n^{O(1)}$ time algorithm on **planar graphs** for

- k -INDEPENDENT SET
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- ...

Note: Reduction to planar graphs does not work for **CLIQUE** (why?).

Treewidth

Given a tree decomposition of width w , FPT algorithms with running time $2^{O(w)} \cdot n^{O(1)}$ for

- INDEPENDENT SET
- DOMINATING SET
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Observation: A $2^{o(w)} \cdot n^{O(1)}$ algorithm implies a $2^{o(n)} \cdot n^{O(1)}$ algorithm.

\Rightarrow Assuming ETH, no $2^{o(w)} \cdot n^{O(1)}$ algorithms for these problems!

Treewidth

The following problems have $w^{O(w)} \cdot n^{O(1)} = 2^{O(w \log w)} \cdot n^{O(1)}$ algorithms:

- VERTEX COLORING
- CYCLE PACKING
- VERTEX DISJOINT PATHS

Treewidth

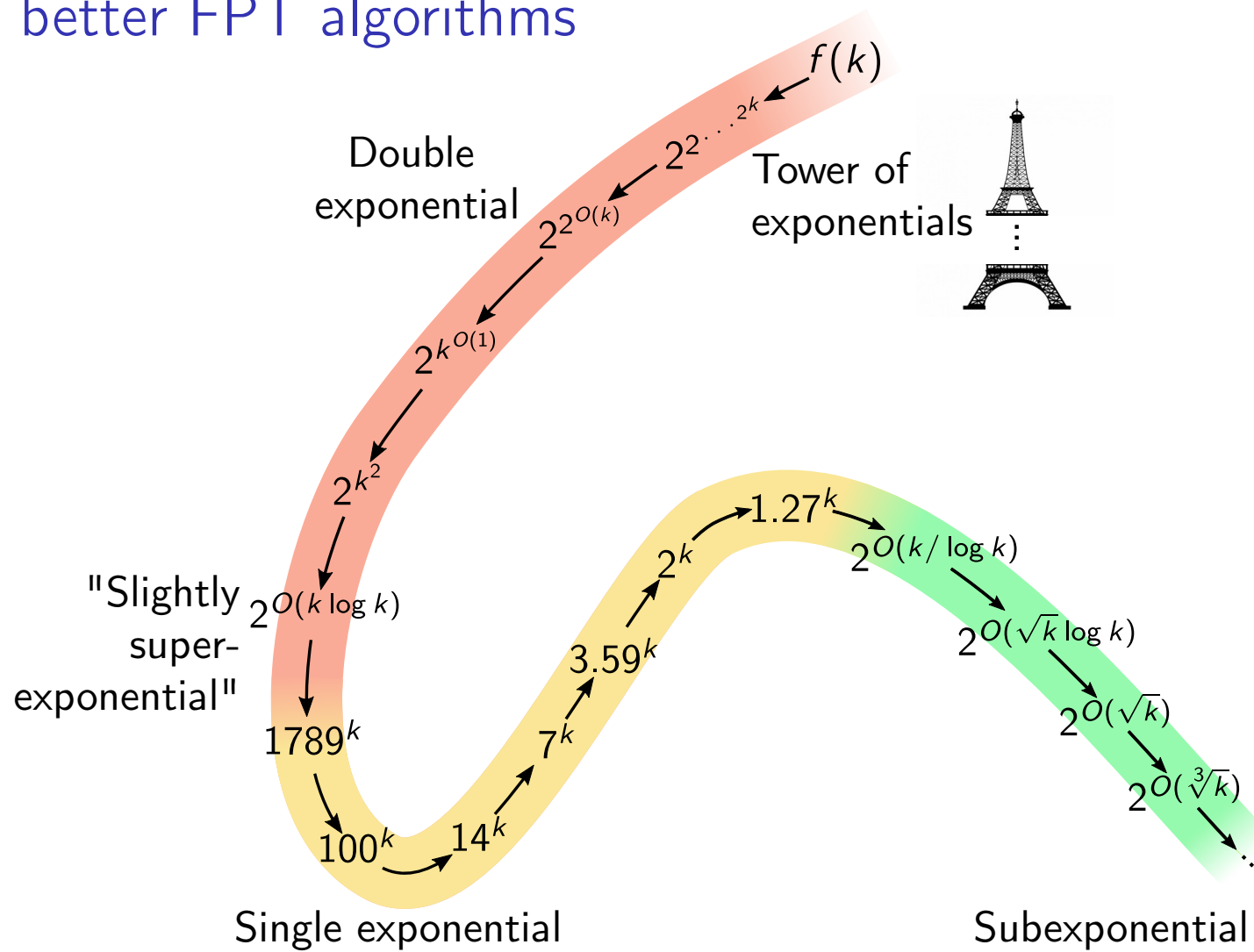
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... and assuming ETH, they do not have $2^{o(w \log w)} \cdot n^{O(1)}$ algorithms.

Proof: Reduce an instance of a graph problem on N vertices to an instance with treewidth $O(N / \log N)$.

The race for better FPT algorithms

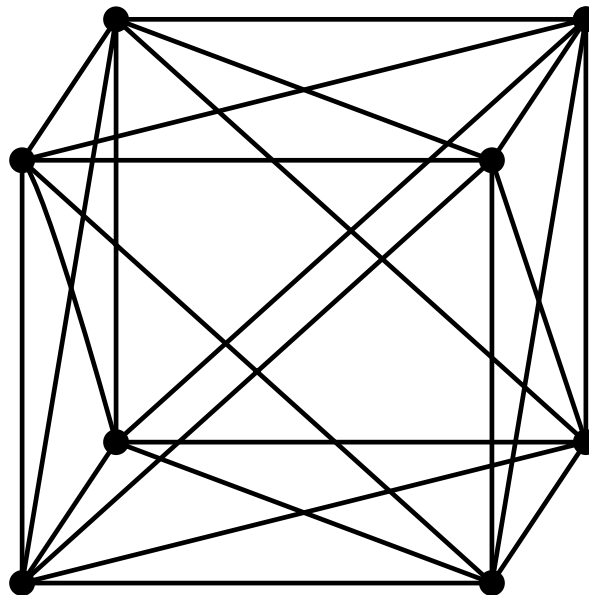


EDGE CLIQUE COVER

EDGE CLIQUE COVER: Given a graph G and an integer k , cover the edges of G with at most k cliques.

(the cliques need not be edge disjoint)

Equivalently: can G be represented as an intersection graph over a k element universe?

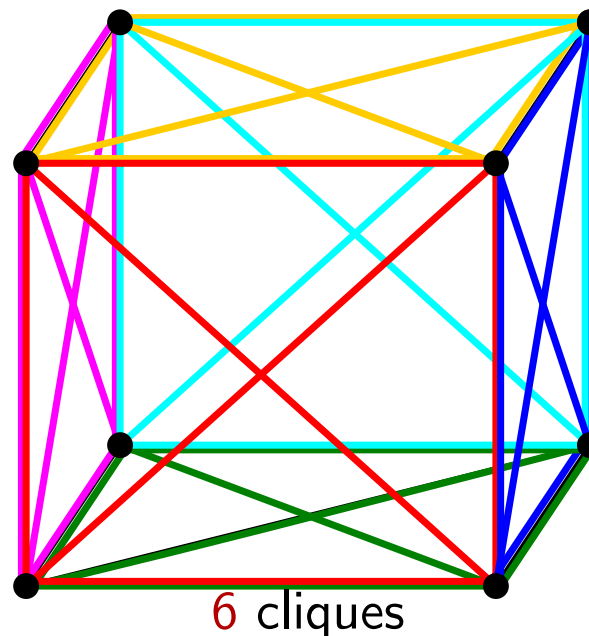


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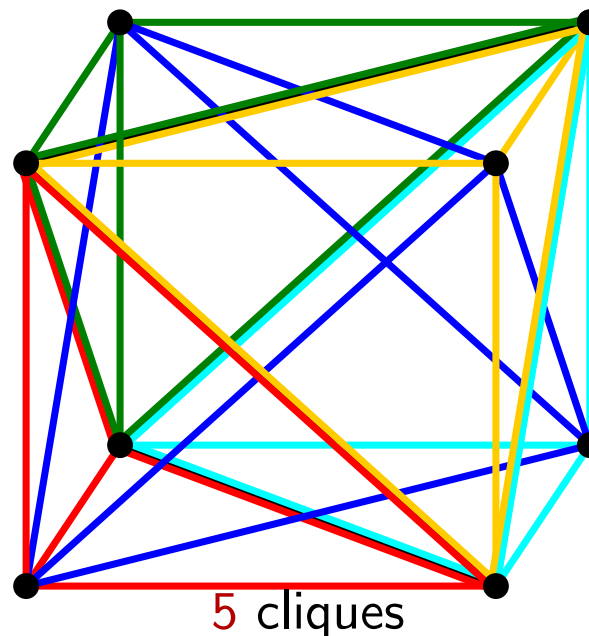


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(the cliques need not be edge disjoint)

Simple algorithm (sketch)

- If two adjacent vertices have the same neighborhood (“twins”), then remove one of them.
- If there are no twins and isolated vertices, then $|V(G)| > 2^k$ implies that there is no solution.
- Use brute force.

Running time: $2^{2^{O(k)}} \cdot n^{O(1)}$ — double exponential dependence on k !

EDGE CLIQUE COVER

EDGE CLIQUE COVER: Given a graph G and an integer k , cover the edges of G with at most k cliques.

(the cliques need not be edge disjoint)

Double-exponential dependence on k cannot be avoided!

Theorem

Assuming ETH, there is no $2^{2^{o(k)}} \cdot n^{O(1)}$ time algorithm for **EDGE CLIQUE COVER**.

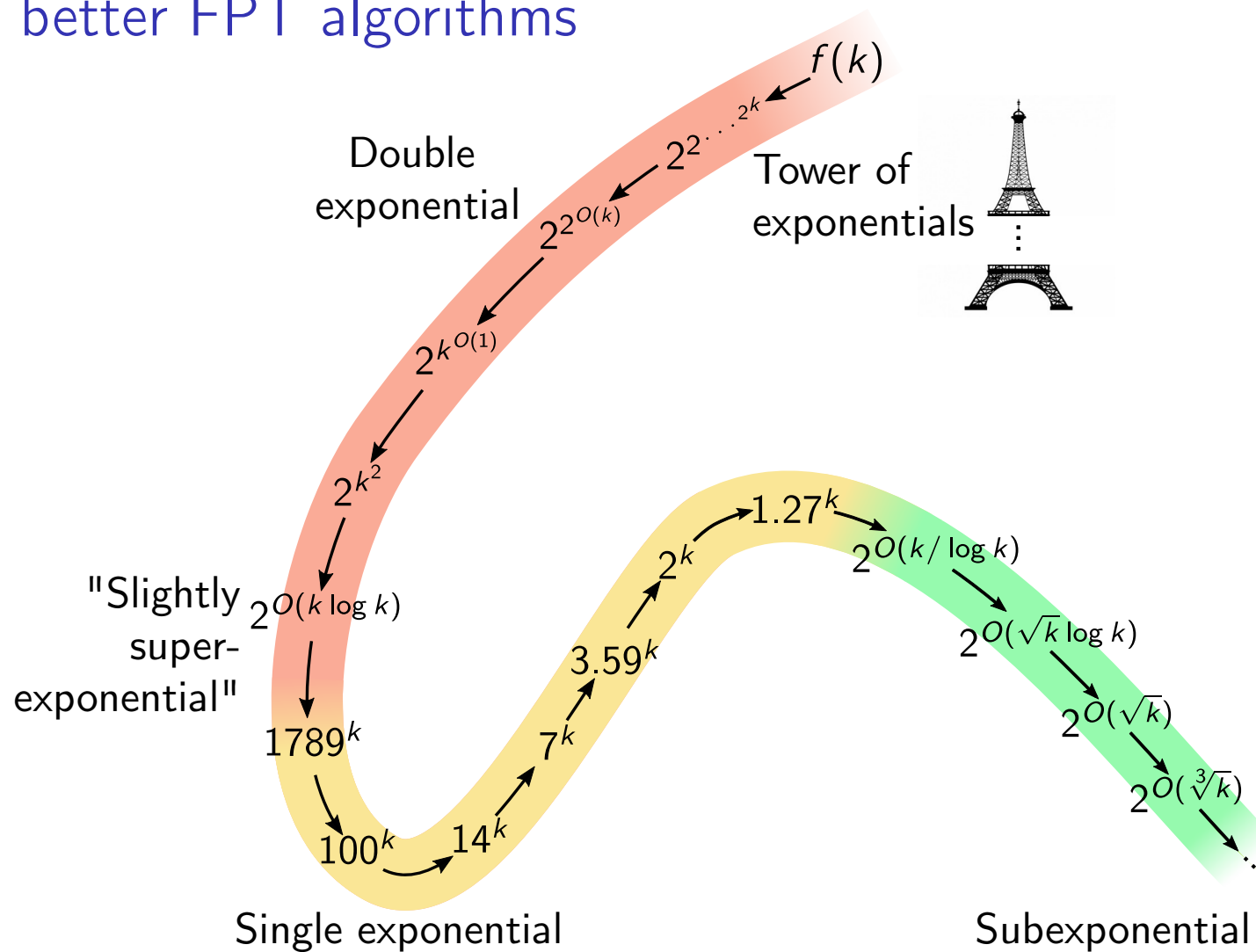
Proof:

3SAT
 n variables



EDGE CLIQUE COVER
 $k = O(\log n)$

The race for better FPT algorithms



Slightly superexponential algorithms

Running time of the form $2^{O(k \log k)} \cdot n^{O(1)}$ appear naturally in parameterized algorithms usually because of one of two reasons:

- ① Branching into k directions at most k times explores a search tree of size $k^k = 2^{O(k \log k)}$.

Example: FEEDBACK VERTEX SET in the first lecture.

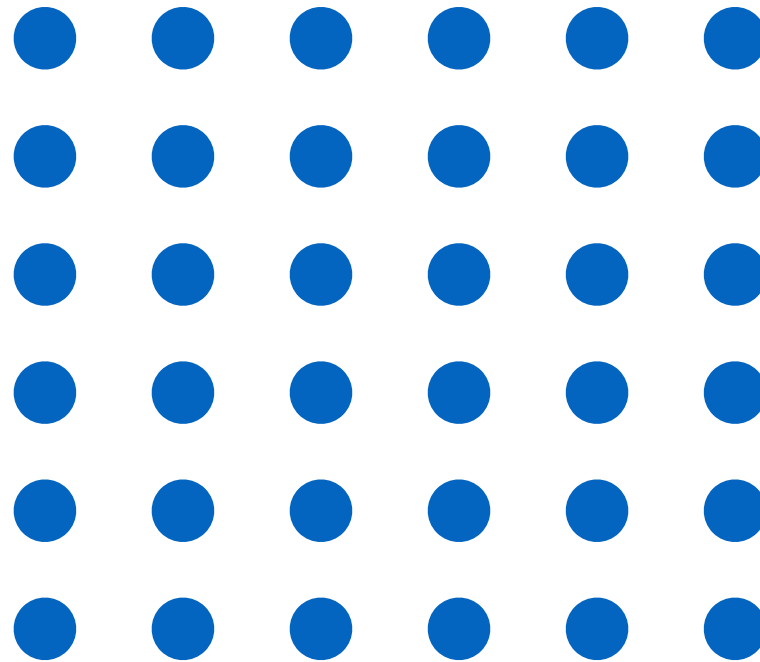
- ② Trying $k! = 2^{O(k \log k)}$ permutations of k elements (or partitions, matchings, ...)

Can we avoid these steps and obtain $2^{O(k)} \cdot n^{O(1)}$ time algorithms?

Input

A graph over the vertex set $[k] \times [k]$.

Is there a clique that picks one vertex from each row? Question



$[k] \times [k]$ CLIQUE



Unless ETH fails,
there is no algorithm that solves 3-COLORABILITY in $2^{o(n)}$ time.



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Unless ETH fails,
there is no algorithm that solves $[k] \times [k]$ CLIQUE in $2^{o(k \log k)}$ time.

No $2^{o(k)}$ algorithm.



A $2^{(k \log k)}$ algorithm.



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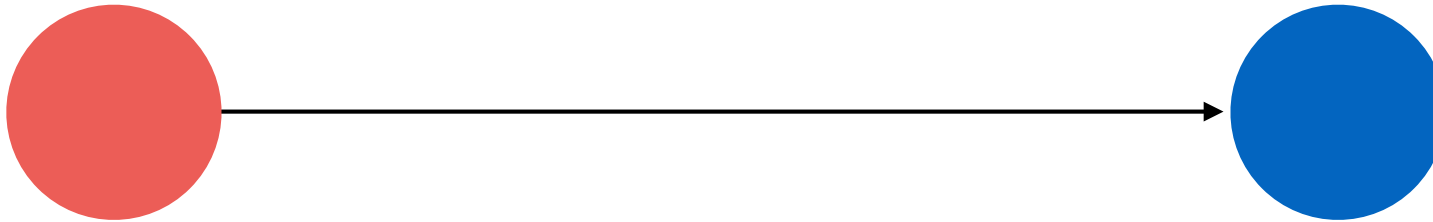
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3-COLORABILITY [N]

[k]x[k] CLIQUE



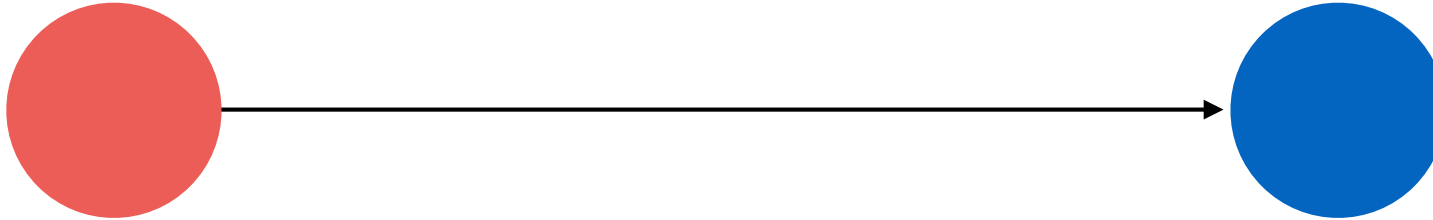
Reduce 3-COL to [k]x[k] Clique, and suppose $n \rightarrow k^*$

Run a $2^{O(k^* \log k^*)}$ algorithm.

This should be a $2^{O(n)}$ algorithm.

3-SAT [N]

EDGE CLIQUE COVER [K]



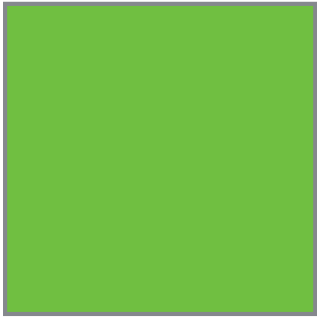
Reduce 3-SAT to Edge Clique Cover, and suppose $n \rightarrow k^*$

Run a $2^{O(2^{k^*})}$ algorithm.

This should be a $2^{O(n)}$ algorithm.

3-COLORABILITY for a graph with N vertices
reduces to $[k] \times [k]$ Clique with $k = O(N/\log N)$.

$$k = \left\lceil \frac{2N}{\log_3 N} \right\rceil$$



V_1



V_2



\dots



V_k

$$k = \left\lceil \frac{2N}{\log_3 N} \right\rceil$$

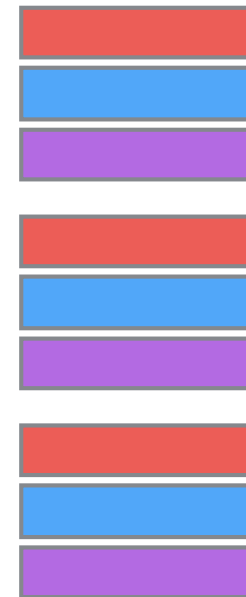


V_1

V_2

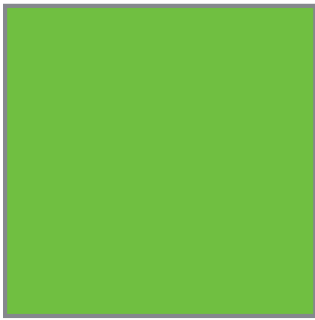
\dots

V_k

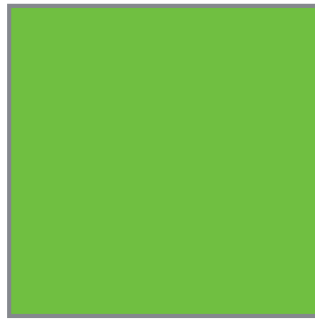


All possible 3-colorings of the V_i 's.

$$k = \left\lceil \frac{2N}{\log_3 N} \right\rceil$$



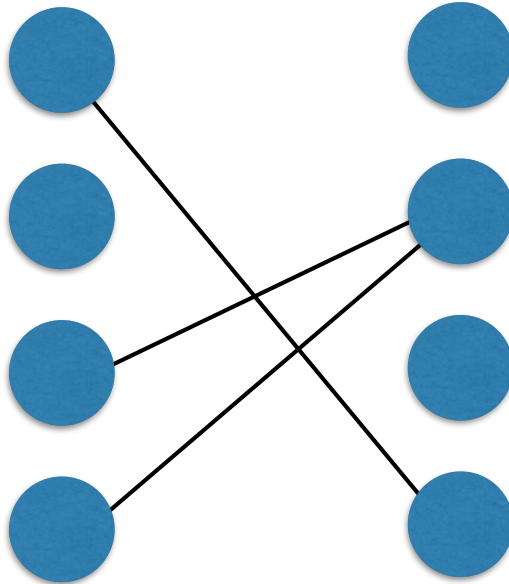
V_1



V_2

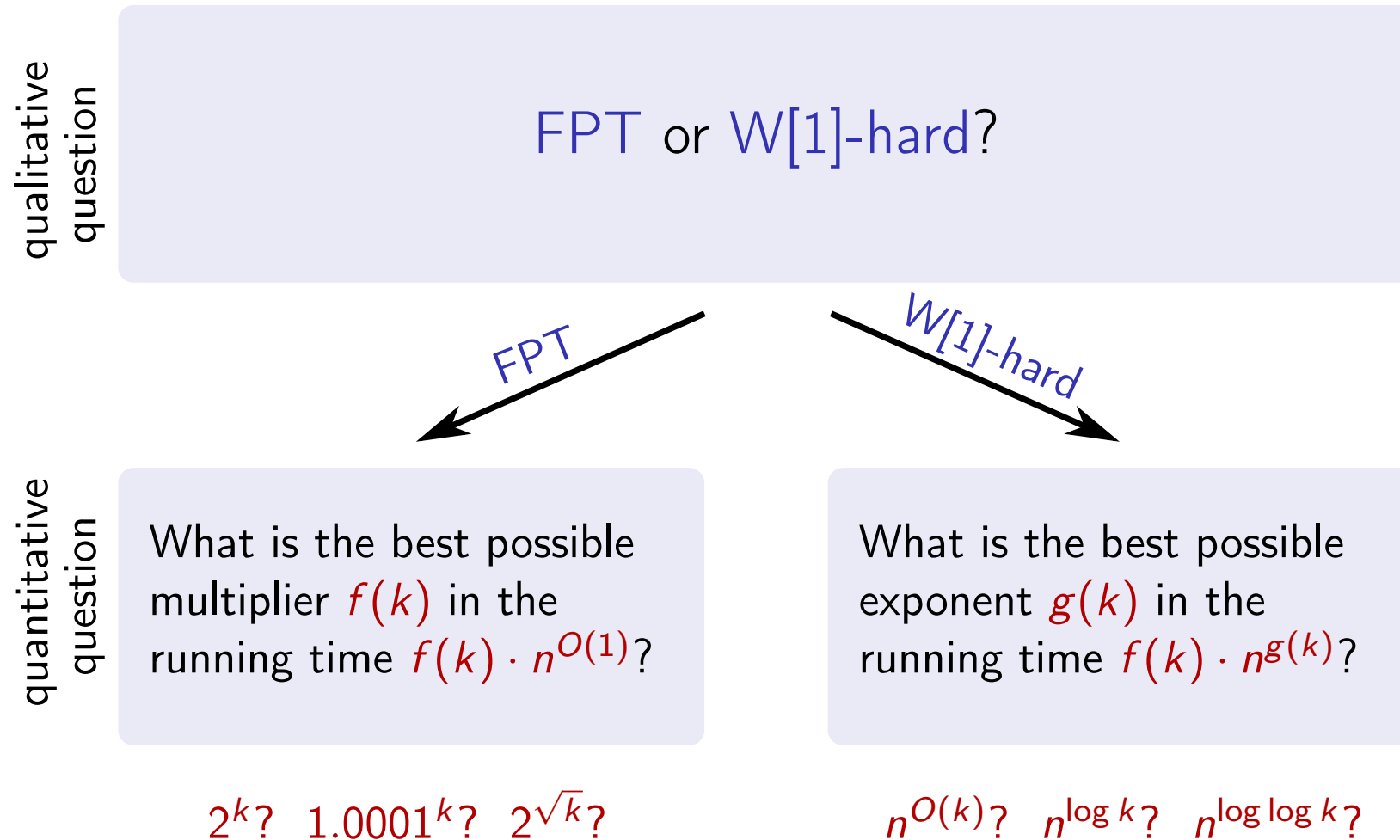


V_k



Add edges between compatible colorings...

Shift of focus



Better algorithms for W[1]-hard problems

- $O(n^k)$ algorithm for k -CLIQUE by brute force.
- $O(n^{0.79k})$ algorithms using fast matrix multiplication.
- W[1]-hardness of k -CLIQUE gives evidence that there is no $f(k) \cdot n^{O(1)}$ time algorithm.
- But what about improvements of the exponent $O(k)$?

$$\begin{array}{l} n^{\sqrt{k}} \\ n^{\log k} \quad n^{k/\log \log k} \\ 2^{2^k} \cdot n^{\log \log \log k} \quad n^{\sqrt{k}} \end{array}$$

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Theorem

Assuming ETH, k -CLIQUE has no $f(k) \cdot n^{o(k)}$ algorithm for any computable function f .

In particular, ETH implies that k -CLIQUE is not FPT.

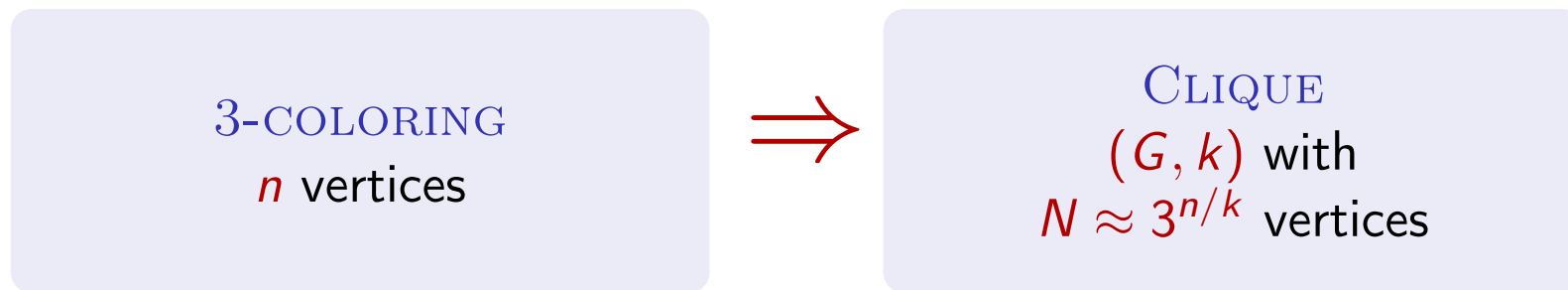
Lower bound for k -CLIQUE

Theorem

Assuming ETH, k -CLIQUE has no $f(k) \cdot N^{o(k)}$ algorithm for any computable function f .

Proof:

Textbook reduction from 3SAT to 3-COLORING shows that, assuming ETH, there is no $2^{o(n)}$ time algorithm for 3-COLORING on an n -vertex graph. Then



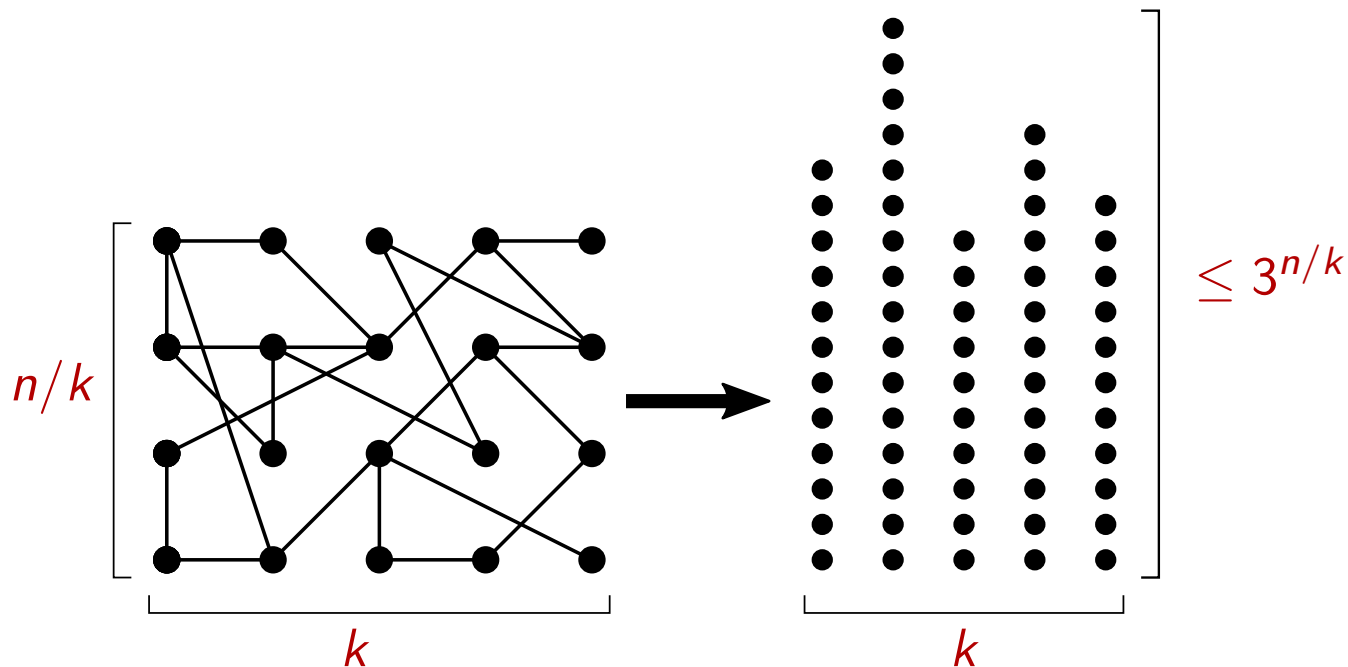
$N^{o(k)}$ algorithm for CLIQUE $\Rightarrow (3^{n/k})^{o(k)} = 3^{o(n)}$ algorithm for 3-COLORING

Lower bound for k -CLIQUE

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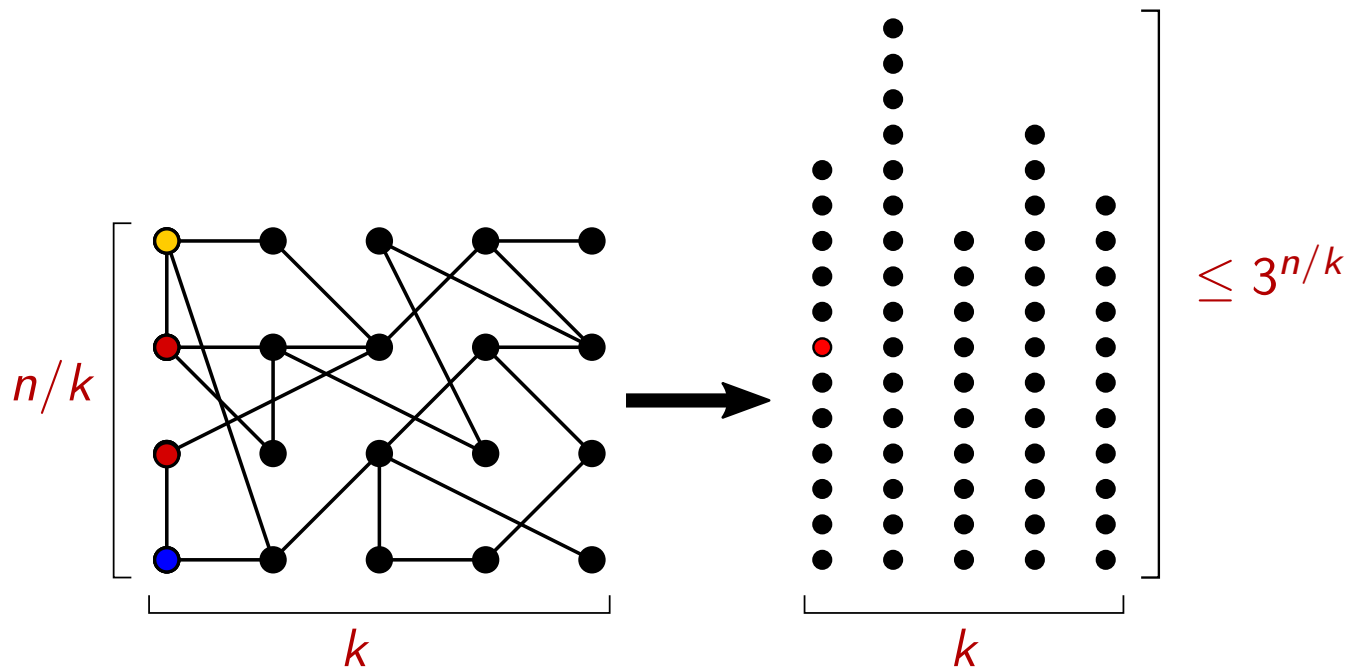
Create a vertex per each consistent coloring of each group.

Lower bound for k -CLIQUE

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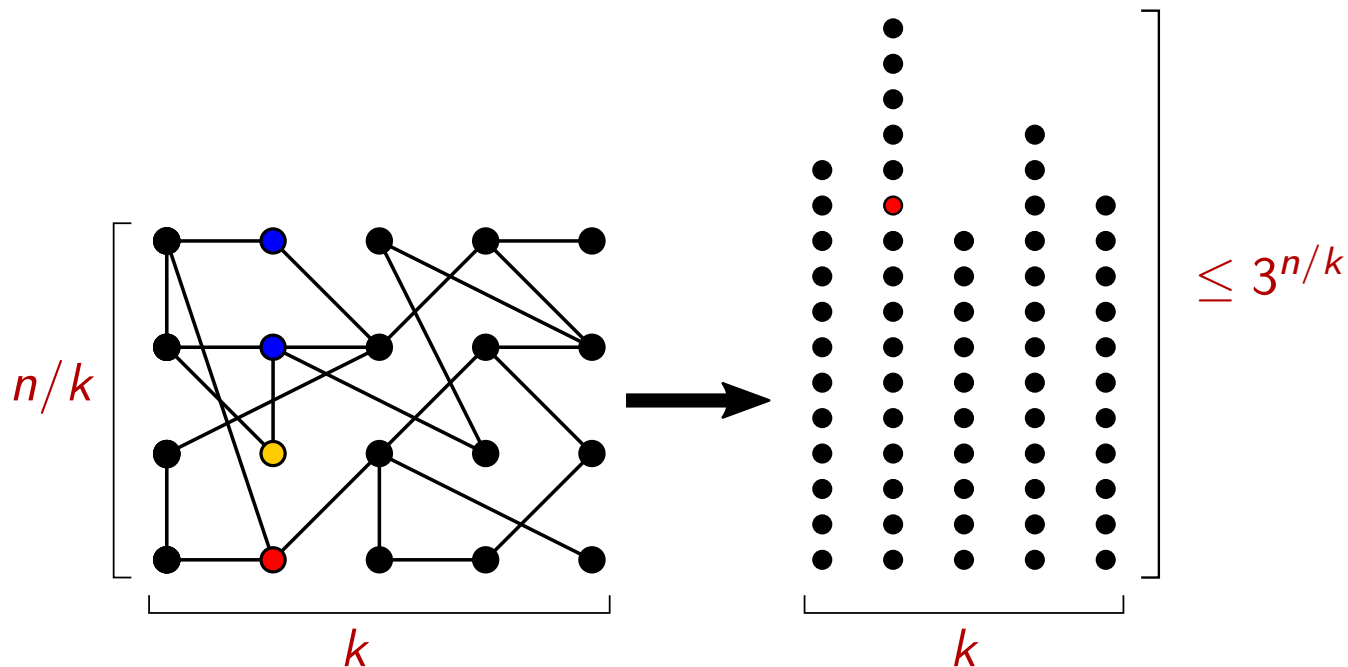
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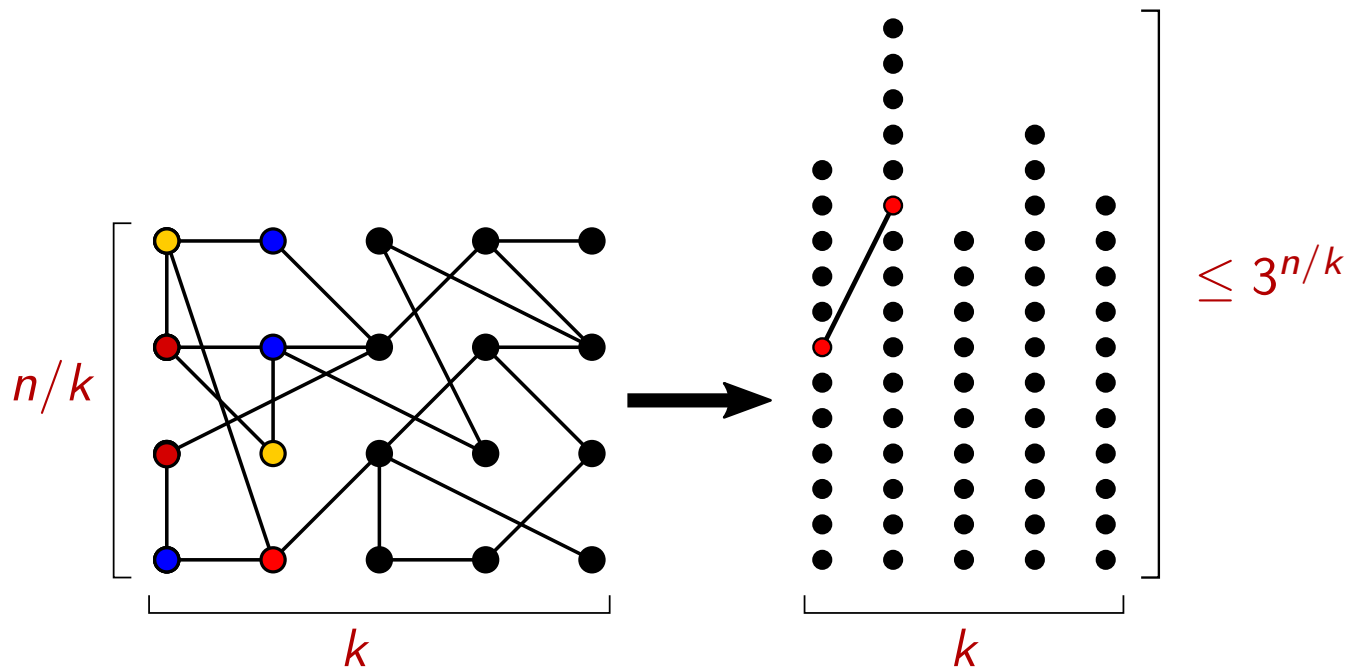
Create a vertex per each consistent coloring of each group.

Lower bound for k -CLIQUE

Theorem

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Proof:



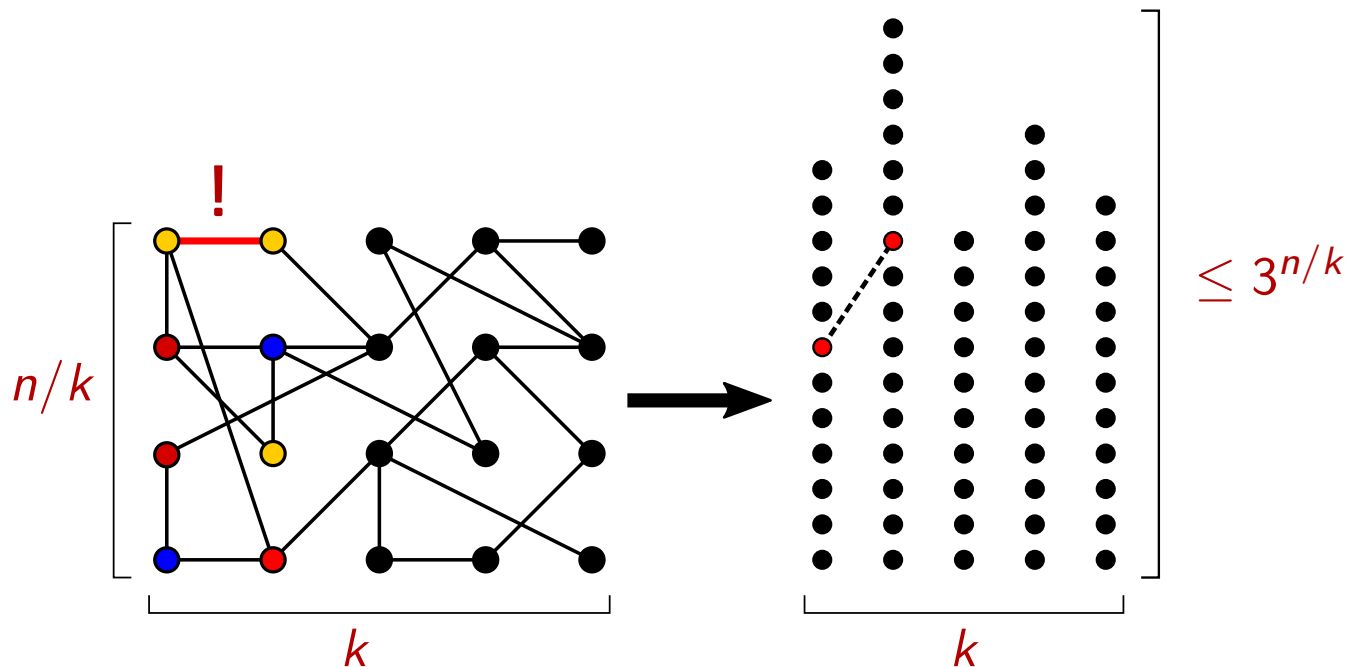
Connect two vertices if they represent colorings that are consistent together.

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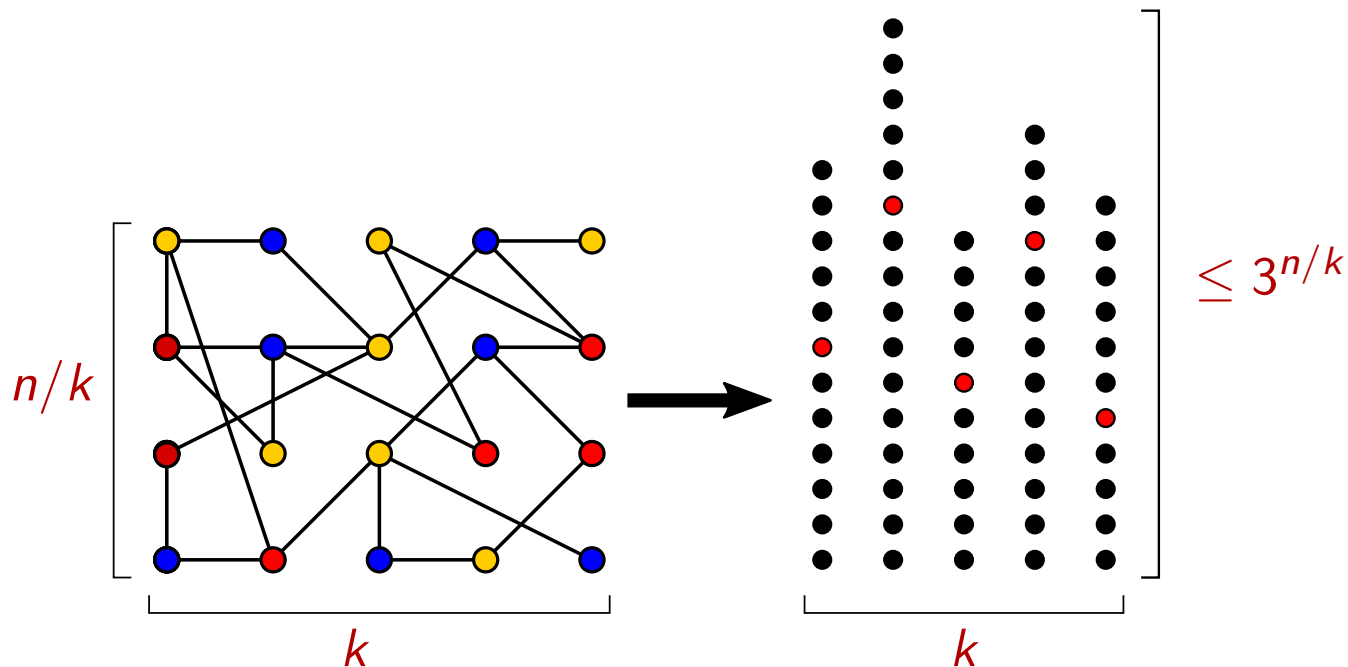
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Proof:



Left graph has a 3-coloring \Leftrightarrow Right graph contains a k -clique

Lower bound for k -CLIQUE

Theorem

Assuming ETH, k -CLIQUE has no $f(k) \cdot N^{o(k)}$ algorithm for any computable function f .

Proof:

- We have constructed a new graph with $N = k \cdot 3^{n/k}$ vertices that has a k -clique if and only if the original graph is 3-colorable.
- Suppose that k -CLIQUE has a $2^k \cdot N^{o(k)}$ time algorithm.
- Doing the reduction with $k := \log n$ gives us an algorithm for 3-COLORING with running time

$$2^k \cdot N^{o(k)} = n \cdot (\log n)^{o(\log n)} \cdot 3^{n \cdot o(\log n) / \log n} = 2^{o(n)}.$$

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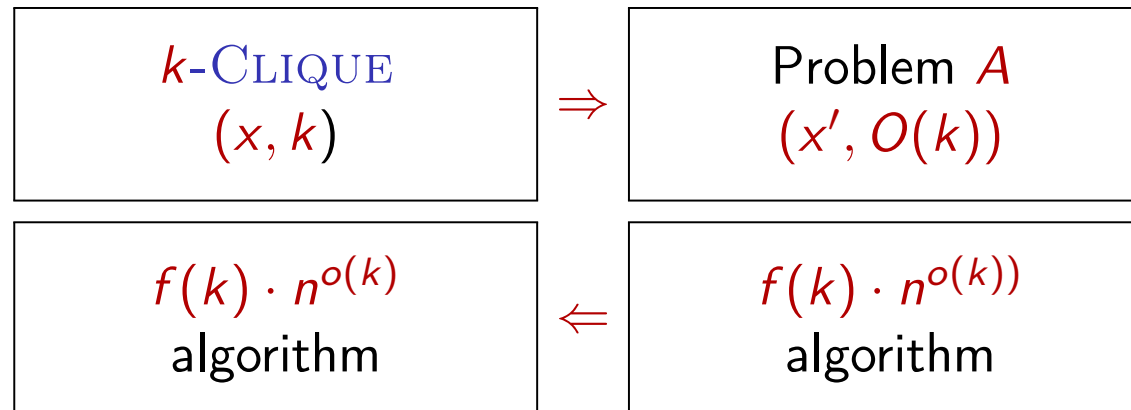
- Choosing $k := \log \log n$ would rule out a $2^{2^k} \cdot N^{o(k)}$ algorithm etc.
- In general, we need to choose roughly $k := f^{-1}(n)$ groups (technicalities omitted).

Tight bounds

Theorem

Assuming ETH, k -CLIQUE has no $f(k) \cdot n^{o(k)}$ algorithm for any computable function f .

Transferring to other problems:

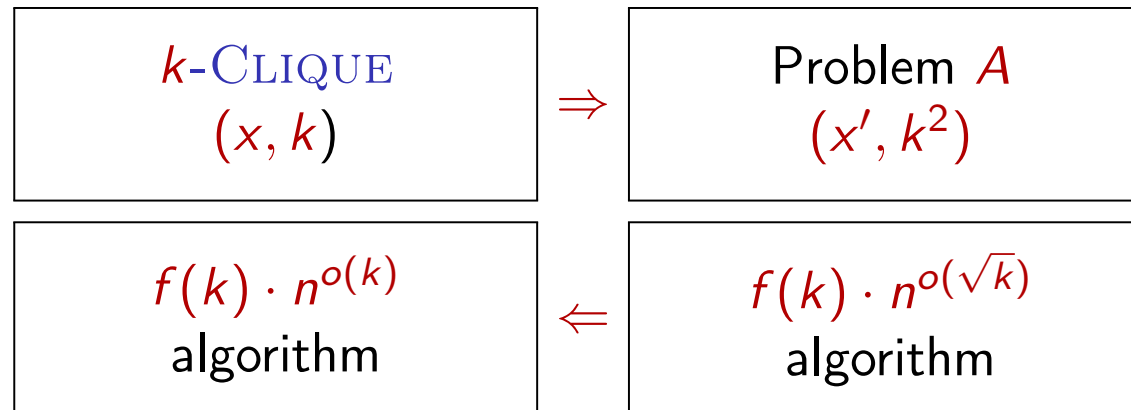


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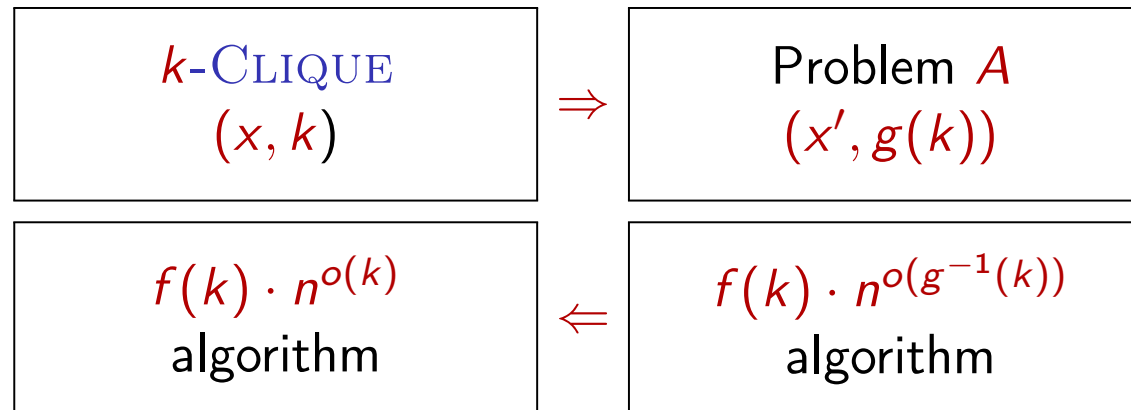


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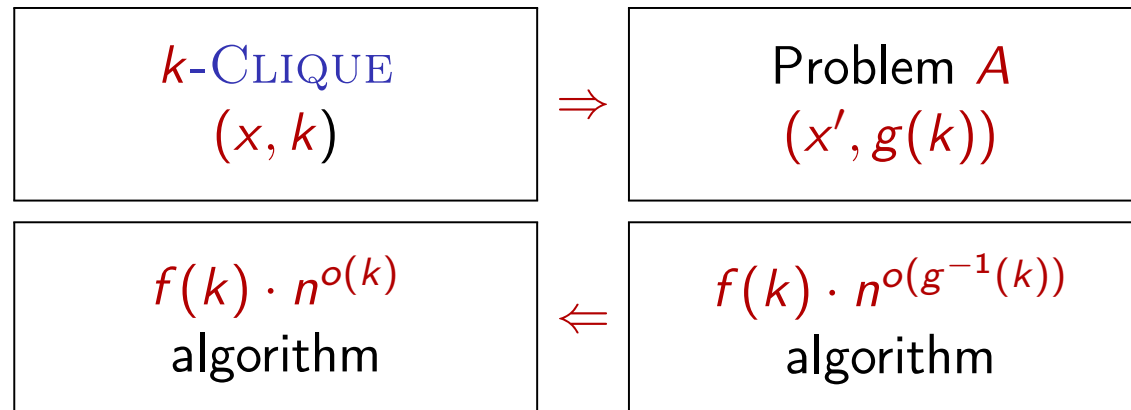


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Theorem

Assuming ETH, k -CLIQUE has no $f(k) \cdot n^{o(k)}$ algorithm for any computable function f .

Transferring to other problems:



Bottom line:

- To rule out $f(k) \cdot n^{o(k)}$ algorithms, we need a parameterized reduction that blows up the parameter at most *linearly*.
- To rule out $f(k) \cdot n^{o(\sqrt{k})}$ algorithms, we need a parameterized reduction that blows up the parameter at most *quadratically*.

Tight bounds

Assuming ETH, there is no $f(k)n^{o(k)}$ time algorithms for

- SET COVER
- HITTING SET
- CONNECTED DOMINATING SET
- INDEPENDENT DOMINATING SET
- PARTIAL VERTEX COVER
- DOMINATING SET in bipartite graphs
- ...

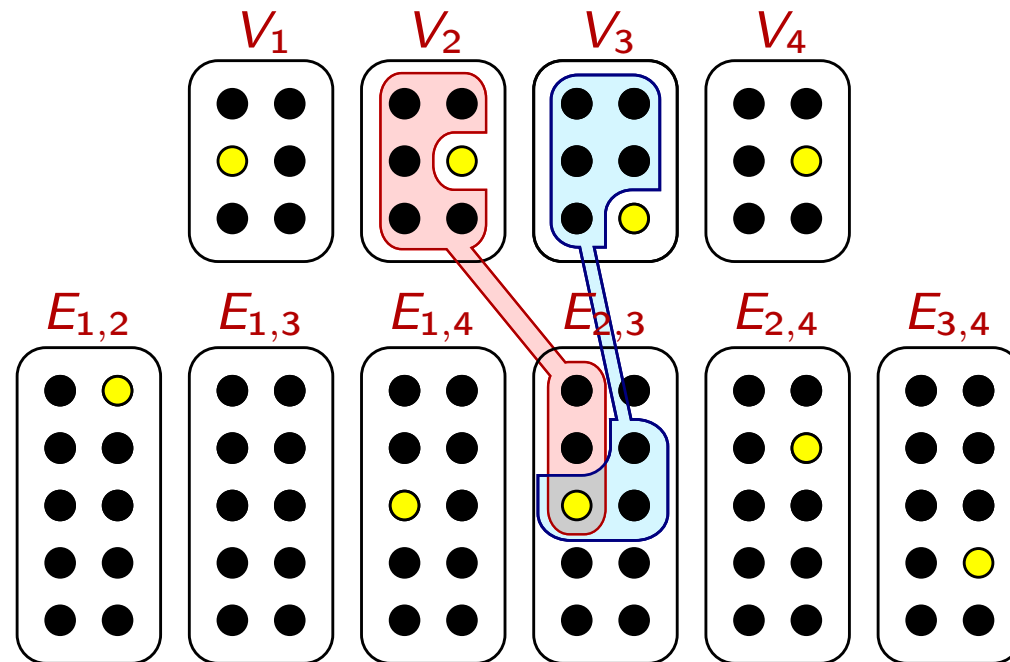
The odd case of ODD SET

ODD SET: Given a set system \mathcal{F} over a universe U and an integer k , find a set S of at most k elements such that $|S \cap F|$ is odd for every $F \in \mathcal{F}$.

We have seen:

Theorem

ODD SET is $W[1]$ -hard parameterized by k .



New parameter: $k' := k + \binom{k}{2} = O(k^2)$.

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We have seen:

Theorem

ODD SET is $W[1]$ -hard parameterized by k .

We immediately get:

Corollary

Assuming ETH, there is no $f(k)n^{o(\sqrt{k})}$ time algorithm for **ODD SET**.

But this does not seem to be tight...

Problem: k -**CLIQUE** is a very densely constrained problem, which makes the reduction very expensive.

SUBGRAPH ISOMORPHISM

SUBGRAPH ISOMORPHISM: Given two graphs H and G , decide if H is isomorphic to a subgraph of G .

Trivial reduction from k -CLIQUE:

Corollary (parameterized by no. of **vertices** of H)

Assuming ETH, SUBGRAPH ISOMORPHISM parameterized by $k := |V(H)|$ has no $f(k)n^{o(k)}$ time algorithm.

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Is this tight?

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Is this tight?

An almost tight result:

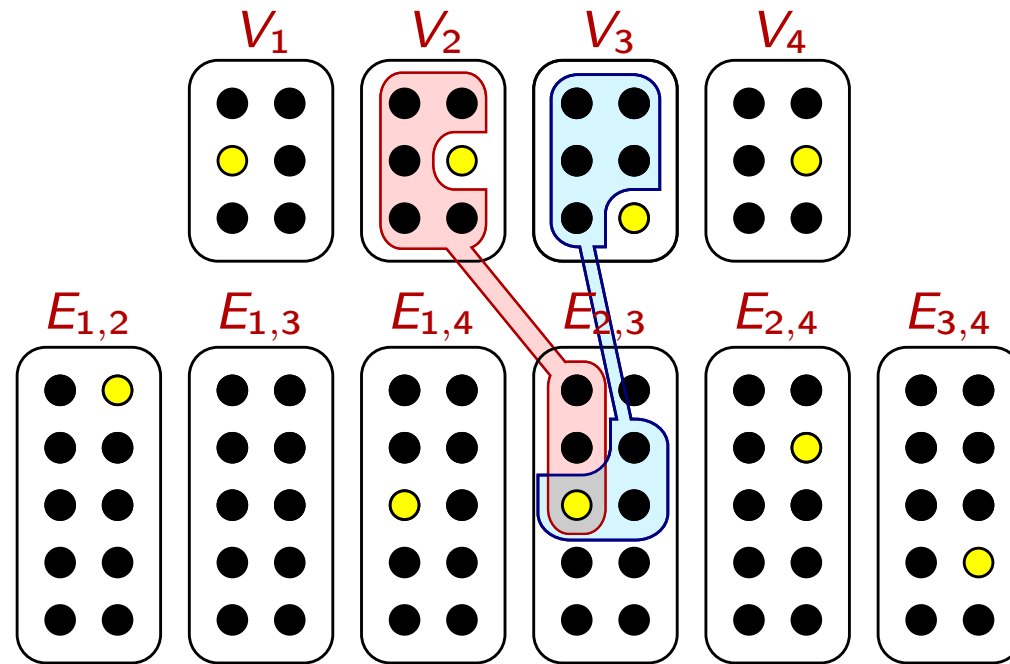
Theorem [M. 2010]

Assuming ETH, SUBGRAPH ISOMORPHISM parameterized by $k := |E(H)|$ has no $f(k)n^{o(k/\log k)}$ time algorithm.

Open question: can we remove the $\log k$ from this lower bound?

ODD SET

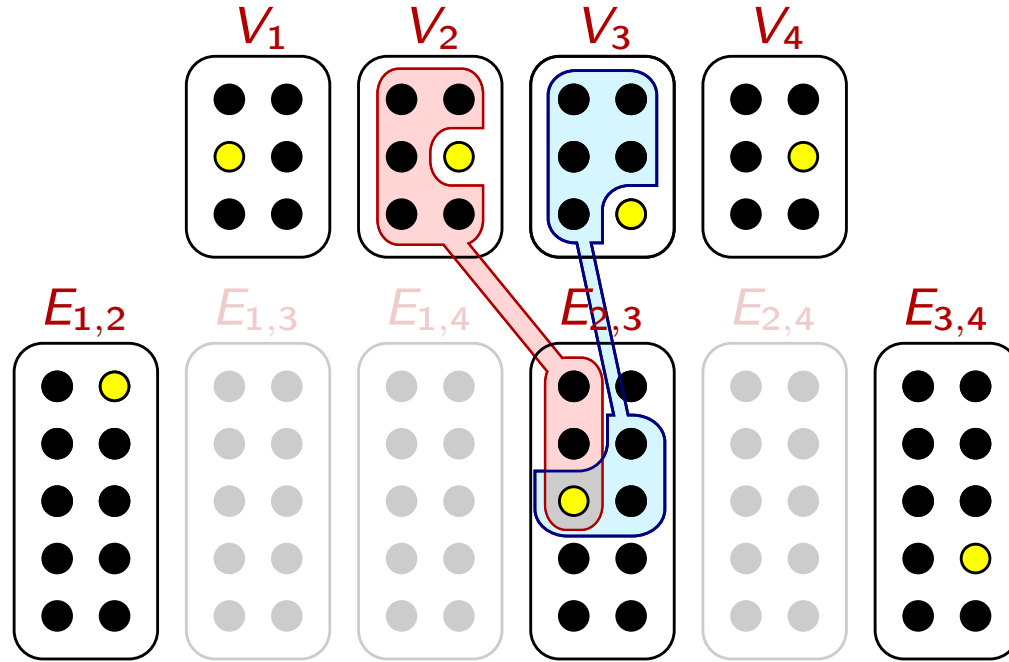
Reduction from k -CLIQUE to ODD SET:



New parameter: $k' := k + \binom{k}{2} = O(k^2)$.

ODD SET

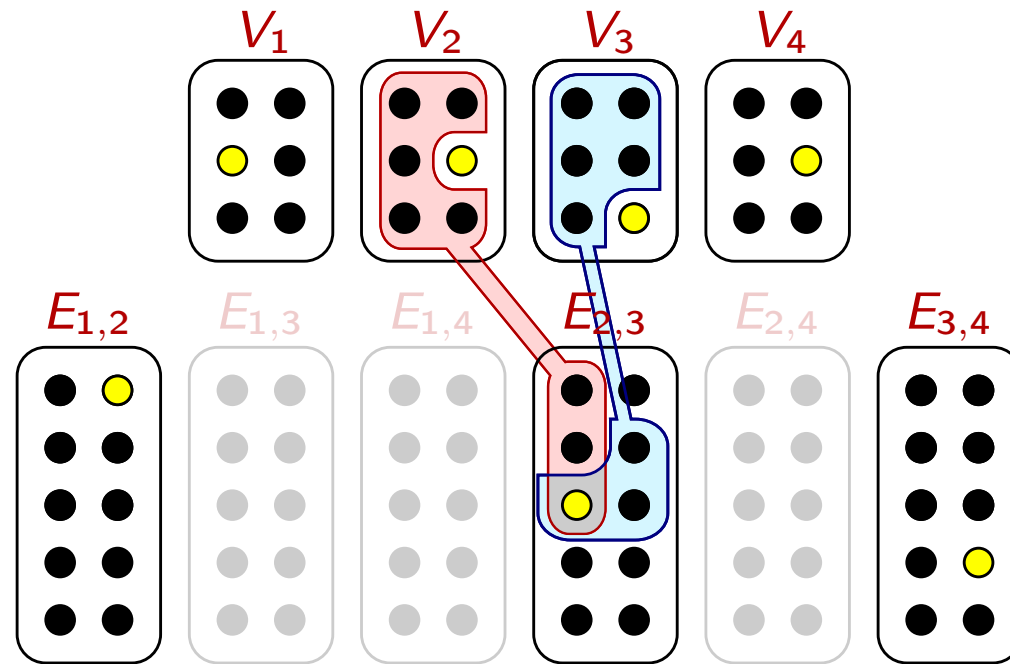
Reduction from SUBGRAPH ISOMORPHISM to ODD SET:



New parameter: $k' := |V(H)| + |E(H)| = O(k)$.
(where $k := |E(H)|$)

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Theorem

Assuming ETH, there is no $f(k)n^{o(k/\log k)}$ time algorithm for ODD SET.

Tight bounds

Assuming ETH, there is no $f(k)n^{o(k)}$ time algorithms for

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What about planar problems?

- More problems are FPT, more difficult to prove $W[1]$ -hardness.
- The problem GRID TILING is the key to many of these results.

Grid Tiling

GRID TILING

Input: A $k \times k$ matrix and a set of pairs $S_{i,j} \subseteq [D] \times [D]$ for each cell.

A pair $s_{i,j} \in S_{i,j}$ for each cell such that

- Find:
- Vertical neighbors agree in the 1st coordinate.
 - Horizontal neighbors agree in the 2nd coordinate.

(1,1)	(5,1)	(1,1)
(3,1)	(1,4)	(2,4)
(2,4)	(5,3)	(3,3)
(2,2)	(3,1)	(2,2)
(1,4)	(1,2)	(2,3)
(1,3)	(1,1)	(2,3)
(2,3)	(1,3)	(5,3)
(3,3)		

$k = 3, D = 5$

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(1,1) (3,1) (2,4)	(5,1) (1,4) (5,3)	(1,1) (2,4) (3,3)
(2,2) (1,4)	(3,1) (1,2)	(2,2) (2,3)
(1,3) (2,3) (3,3)	(1,1) (1,3)	(2,3) (5,3)

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Simple proof:

Fact

There is a parameterized reduction from k -CLIQUE to $k \times k$ GRID TILING.

Grid Tiling is $W[1]$ -hard

Reduction from k -CLIQUE

Definition of the sets:

- For $i = j$: $(x, y) \in S_{i,j} \iff x = y$
- For $i \neq j$: $(x, y) \in S_{i,j} \iff x$ and y are adjacent.

	(v_i, v_i)			

Each diagonal cell defines a value $v_i \dots$

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	(v_i, \cdot)			
(\cdot, v_i)	(v_i, v_i)	(\cdot, v_i)	(\cdot, v_i)	(\cdot, v_i)
	(v_i, \cdot)			
	$(v_i \cdot, \cdot)$			
	(v_i, \cdot)			

... which appears on a “cross”

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(\cdot, v_i)	(v_i, v_i)	(\cdot, v_i)	(\cdot, v_i)	(\cdot, v_i)
	(v_i, \cdot)			
	(v_i, \cdot)		(v_j, v_j)	
	(v_i, \cdot)			

v_i and v_j are adjacent for every $1 \leq i < j \leq k$.

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	(v_i, \cdot)		(v_j, \cdot)	
(\cdot, v_j)	(v_i, v_j)	(\cdot, v_j)	(v_j, v_j)	(\cdot, v_j)
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GRID TILING and planar problems

Theorem

$k \times k$ GRID TILING is $W[1]$ -hard and, assuming ETH, cannot be solved in time $f(k)n^{o(k)}$ for any function f .

This lower bound is the key for proving hardness results for planar graphs.

Examples:

- MULTIWAY CUT on planar graphs with k terminals
- INDEPENDENT SET for unit disks

Grid Tiling with \leq

GRID TILING WITH \leq

Input: A $k \times k$ matrix and a set of pairs $S_{i,j} \subseteq [D] \times [D]$ for each cell.

A pair $s_{i,j} \in S_{i,j}$ for each cell such that

- Find:**
- 1st coordinate of $s_{i,j} \leq$ 1st coordinate of $s_{i+1,j}$.
 - 2nd coordinate of $s_{i,j} \leq$ 2nd coordinate of $s_{i,j+1}$.

(5,1) (1,2) (3,3)	(4,3) (3,2)	(2,3) (2,5)
(2,1) (5,5) (3,5)	(4,2) (5,3)	(5,1) (3,2)
(5,1) (2,2) (5,3)	(2,1) (4,2)	(3,1) (3,2) (3,3)

$k = 3, D = 5$

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Variant of the previous proof:

Theorem

There is a parameterized reduction from $k \times k$ -GRID TILING to $O(k) \times O(k)$ GRID TILING WITH \leq .

Very useful starting point for geometric problems!

k -INDEPENDENT SET for unit disks

Theorem

Given a set of n unit disks in the plane, we can find k independent disks in time $n^{O(\sqrt{k})}$.

k -INDEPENDENT SET for unit disks

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Matching lower bound:

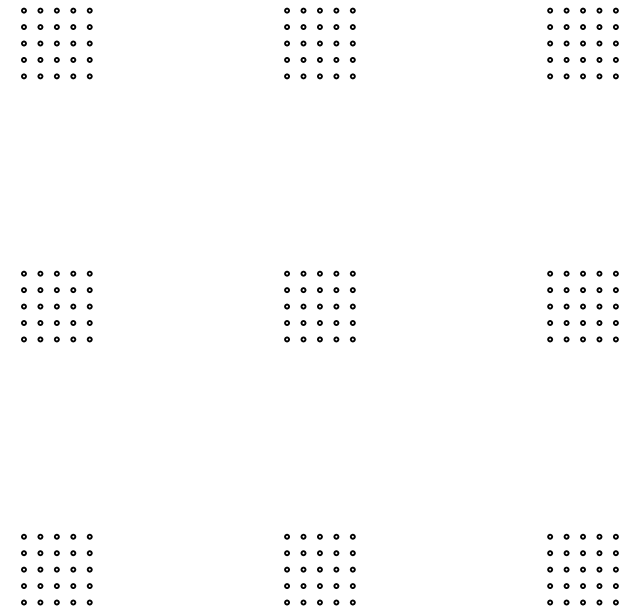
Theorem

There is a reduction from $k \times k$ GRID TILING WITH \leq to k^2 -INDEPENDENT SET for unit disks. Consequently, INDEPENDENT SET for unit disks is

- is $W[1]$ -hard, and
- cannot be solved in time $f(k)n^{o(\sqrt{k})}$ for any function f .

Reduction to unit disks

$(5,1)$ $(1,2)$ $(3,3)$	$(4,3)$ $(3,2)$	$(2,3)$ $(2,5)$
$(2,1)$ $(5,5)$ $(3,5)$	$(4,2)$ $(5,3)$	$(5,1)$ $(3,2)$
$(5,1)$ $(2,2)$ $(5,3)$	$(2,1)$ $(4,2)$	$(3,1)$ $(3,2)$ $(3,3)$

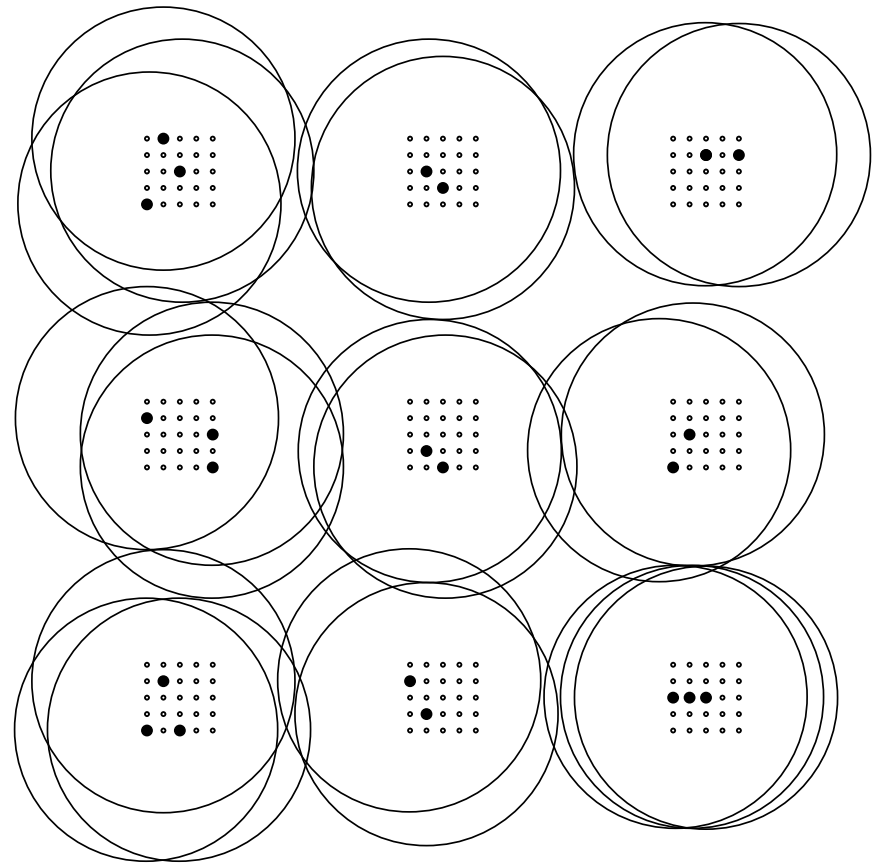


Every pair is represented by a unit disk in the plane.

\leq relation between coordinates \iff disks do not intersect.

Reduction to unit disks

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(2,1) (5,5) (3,5)	(4,2) (5,3)	(5,1) (3,2)
(5,1) (2,2) (5,3)	(2,1) (4,2)	(3,1) (3,2) (3,3)

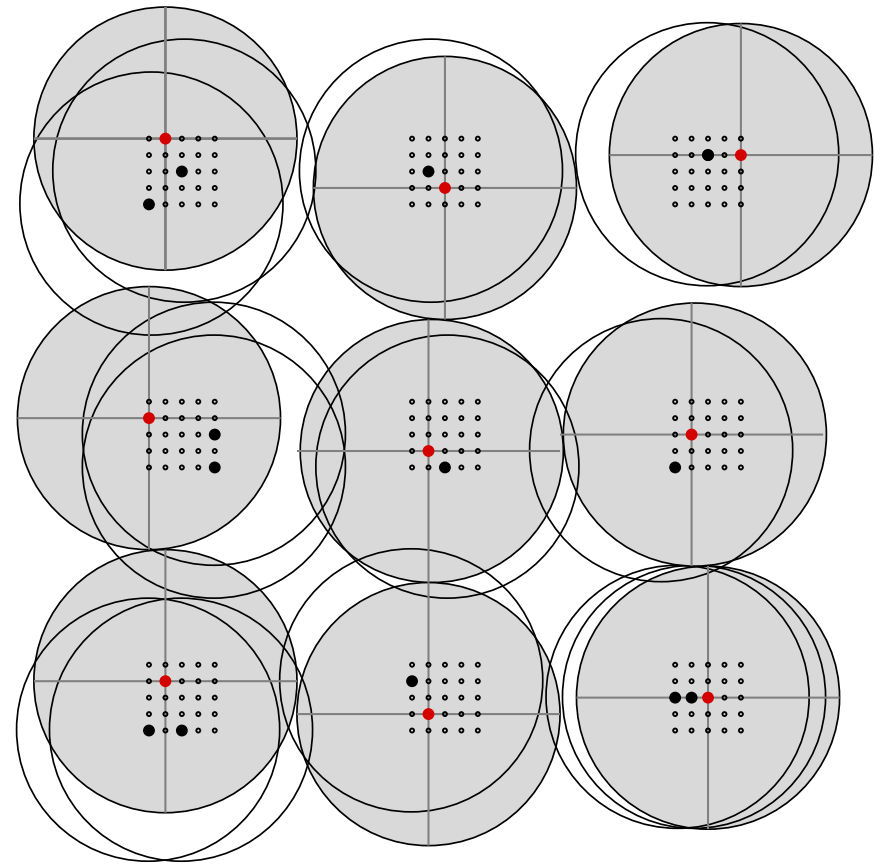


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Summary

We used ETH to rule out

- ① $2^{o(n)}$ time algorithms for, say, INDEPENDENT SET.
- ② $2^{o(\sqrt{n})}$ time algorithms for, say, INDEPENDENT SET on planar graphs.
- ③ $2^{o(k)} \cdot n^{O(1)}$ time algorithms for, say, VERTEX COVER.
- ④ $2^{o(\sqrt{k})} \cdot n^{O(1)}$ time algorithms for, say, VERTEX COVER on planar graphs.
- ⑤ $f(k)n^{o(k)}$ time algorithms for CLIQUE.
- ⑥ $f(k)n^{o(\sqrt{k})}$ time algorithms for planar problems such as k -TERMINAL CUT and INDEPENDENT SET for unit disks.

Other tight lower bounds on $f(k)$ having the form $2^{o(k \log k)}$, $2^{o(k^2)}$, or $2^{2^{o(k)}}$ exist.