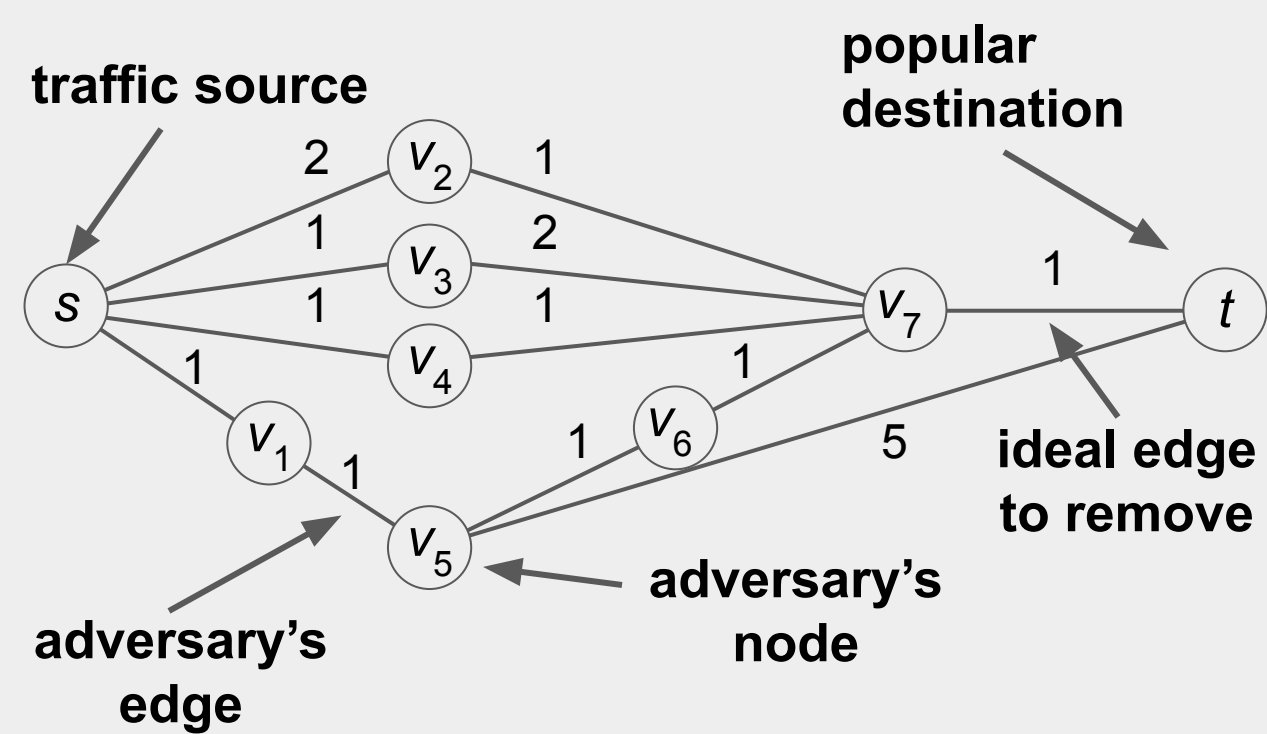


Problem Statement

Scenario: An adversary diverts traffic to specific parts of a graph by removing edges



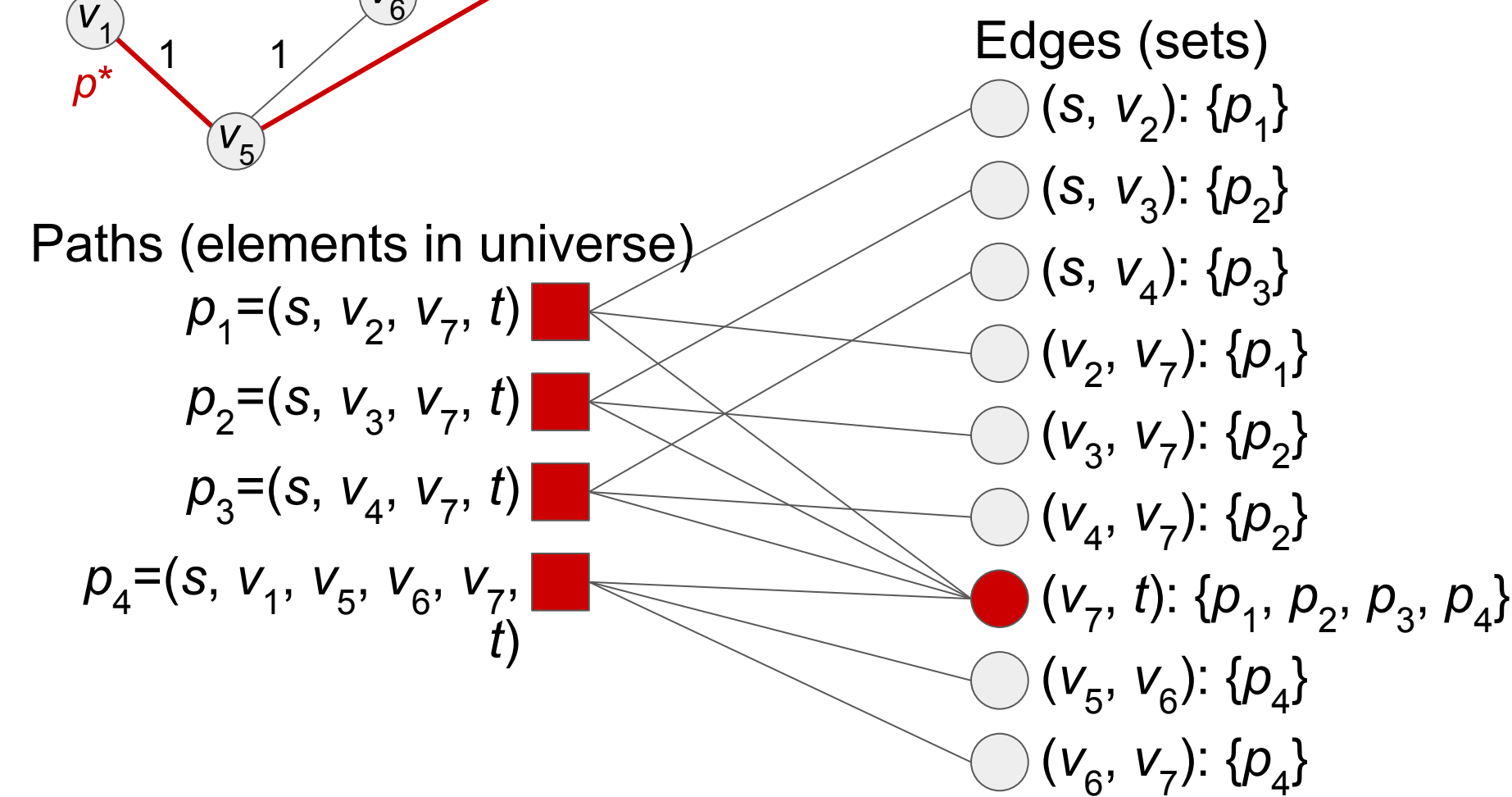
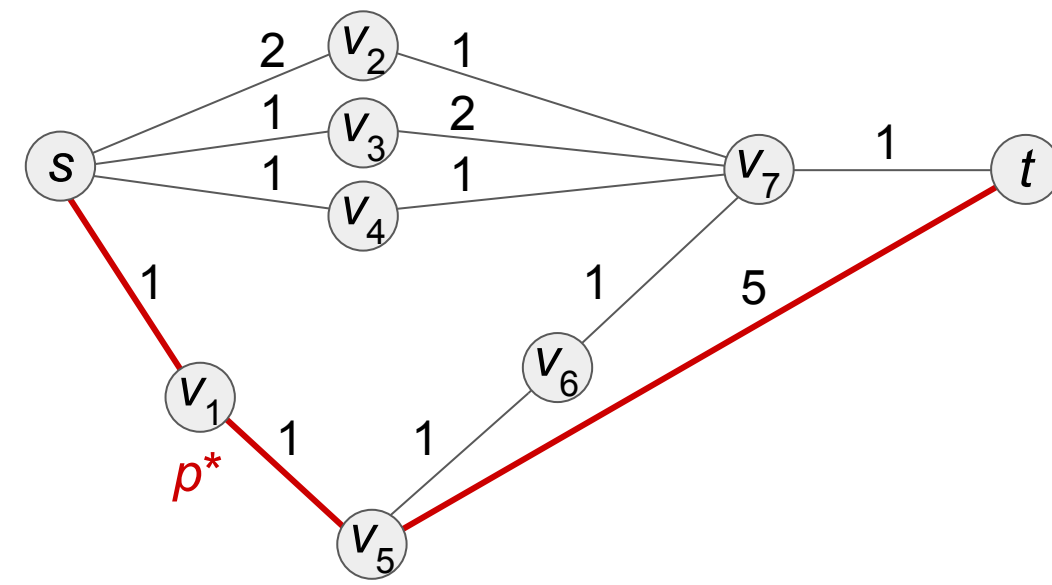
Force Path Cut: Given

- a graph $G=(V, E)$
 - edge weights (distances)
 - edge removal costs
 - a path p^* from node s to node t
 - a budget b
- can edges be removed with total cost less than b such that p^* is the shortest path from s to t ?

Theorem: Force Path Cut is NP-complete

Research Questions

- Can Force Path Cut be approximately solved in polynomial time?
- What is the time/cost tradeoff between a greedy baseline and a more sophisticated algorithm?

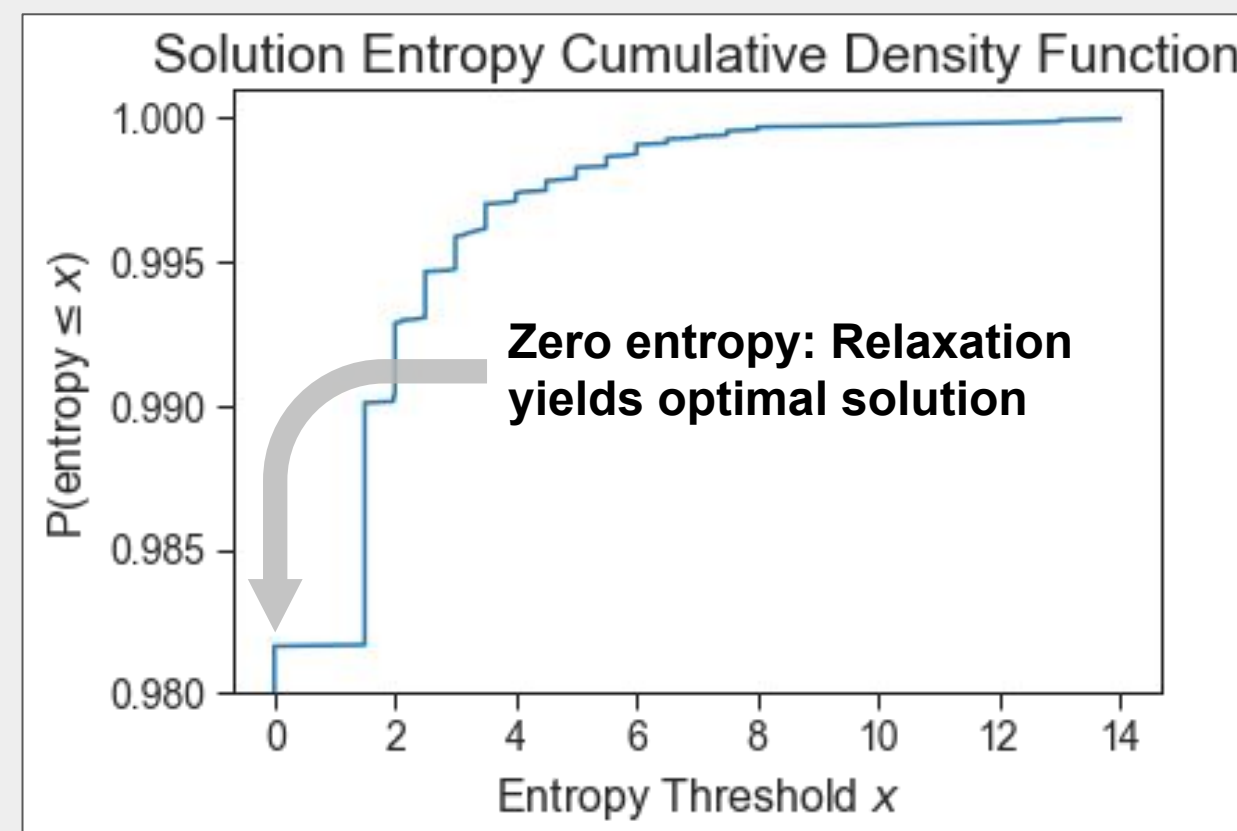


Key Observation: Force Path Cut is an instance of Set Cover

- Short paths from s to t are elements, edges are sets (including all paths using the edge)
- There are known approximation algorithms for Set Cover
- Challenge: Enumerating all such paths may be intractable

Results

- Five synthetic topologies and seven real graphs
- Either natural distances or randomly drawn weights
- Used 800th shortest path as p^*
- Baseline iteratively removes first edge on shortest path not on p^*

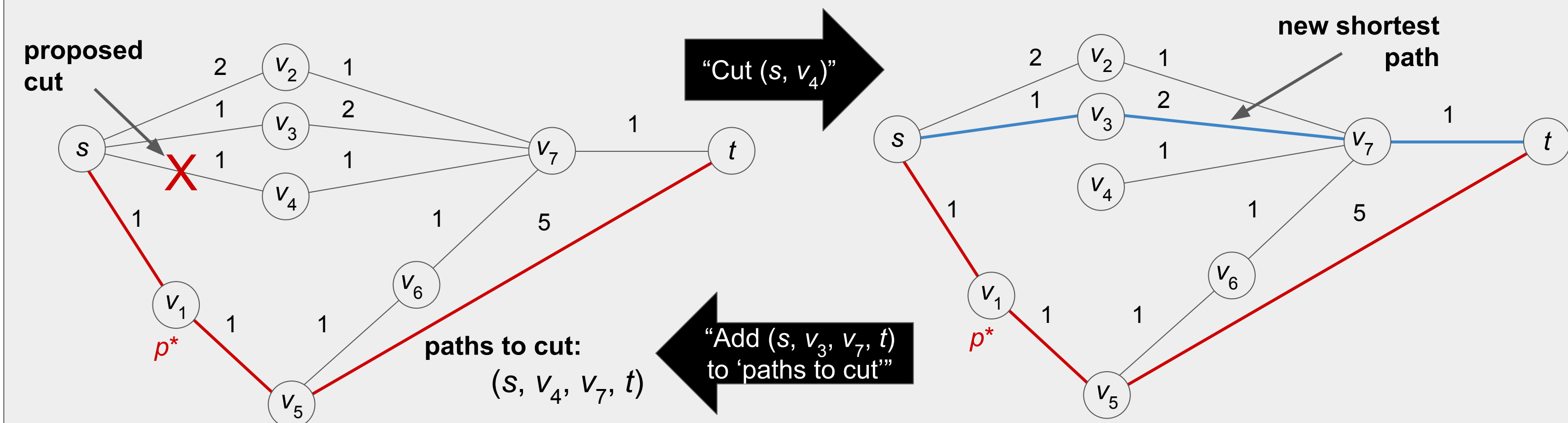


PATHATTACK yields optimal cost in >98% of experiments

Algorithm: PATHATTACK

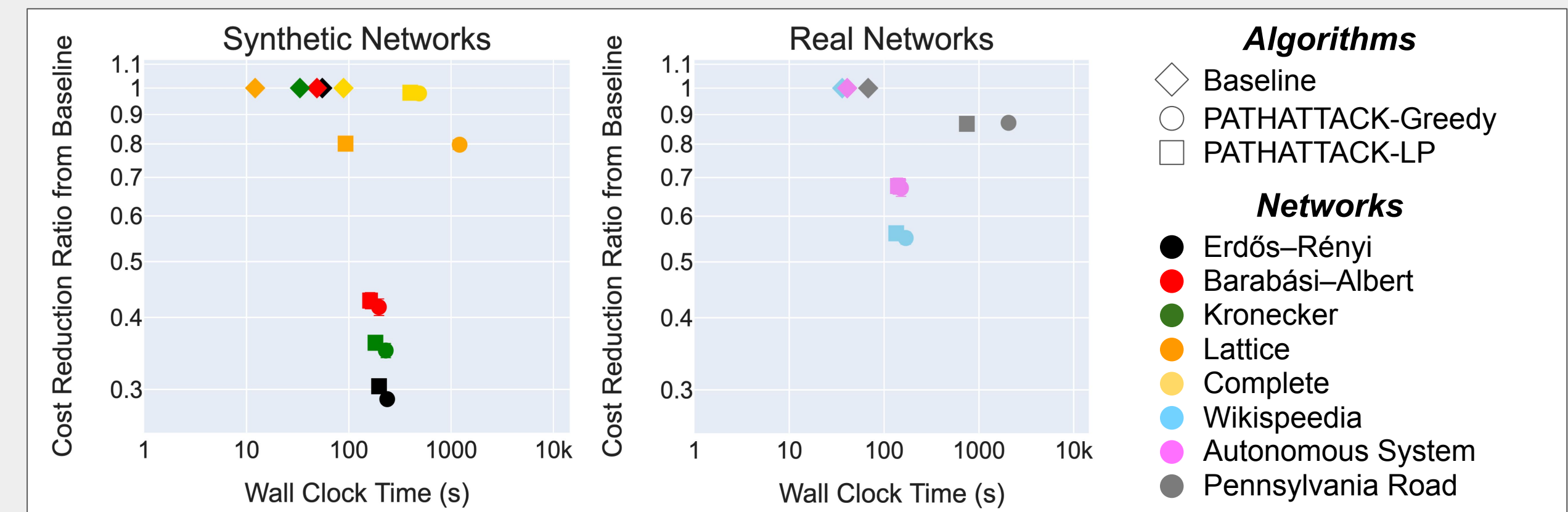
<https://arxiv.org/abs/2104.03761>

Combine constraint generation with approximation algorithms for Set Cover



- Consider only a subset of paths at each step
- Use an approximation algorithm to minimize the cost to cut all considered paths
- Use an oracle to determine whether to stop
- Oracle: find shortest path from s to t in graph with proposed cuts
- If the path is not longer than p^* , add it as a constraint
- Oracle implies existence of a polynomial time approximation algorithm

Result: We can achieve a worst-case $\ln|E|$ approximation of optimal cost



- Both approximation algorithms yield similar cost
- Large running time difference in grid-like networks