

Stable sets in $\{ISK4, \text{wheel}\}$ -free graphs

Martin Milanič¹, Irena Penev², Nicolas Trotignon³

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Algorithmic Graph Theory on the Adriatic Coast
Koper, Slovenia

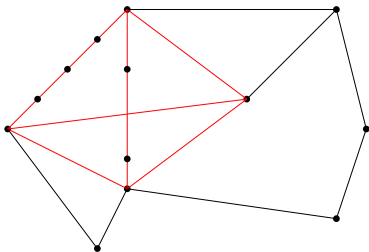
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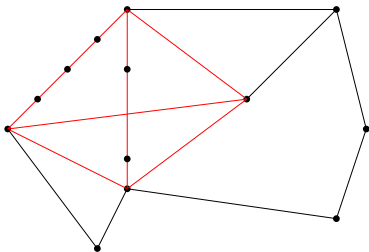
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An *ISK4* in a graph G is an induced subdivision of K_4 in G . A graph is *ISK4-free* if it contains no induced subdivision of K_4 .



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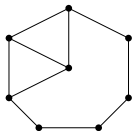
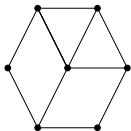
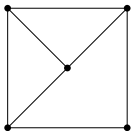
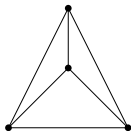
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Remark: An ISK4-free graph is in particular K_4 -free, so it has no cliques of size greater than 3.

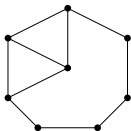
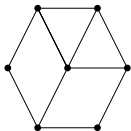
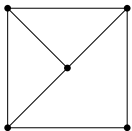
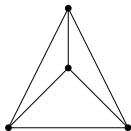
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Definition

A graph is $\{ISK4, wheel\}$ -free if it is both ISK4-free and wheel-free.

Theorem [Milanič, P., Trotignon, 2015+]

There is an algorithm with the following specifications:

- Input: A weighted $\{\text{ISK4, wheel}\}$ -free graph (G, w) ^a;
- Output: $\alpha(G, w)$ ^b;
- Running time: $O(n^7)$, where $n = |V(G)|$.

^aThe *weight function* w assigns a non-negative integer weight $w(v)$ to each vertex v of G .

^b $\alpha(G, w)$ is the maximum weight of a stable set (i.e. a set of pairwise non-adjacent vertices) of G with respect to w .

State of the art for **wheel-free** graphs:

- 1 recognition is NP-complete (Diot, Tavenas, Trotignon, 2014);
- 2 maximum stable set problem is NP-complete (easy).

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State of the art for **{ISK4,wheel}-free** graphs:

- 1 decomposition theorem for {ISK4,wheel}-free graphs (Lévêque, Maffray, Trotignon, 2012);
- 2 polynomial-time recognition algorithm for {ISK4,wheel}-free graphs (Lévêque, Maffray, Trotignon, 2012);
- 3 {ISK4,wheel}-free graphs are 3-colorable + polynomial-time algorithm to 3-color them (Lévêque, Maffray, Trotignon, 2012).

Theorem [Lévêque, Maffray, Trotignon, 2012]

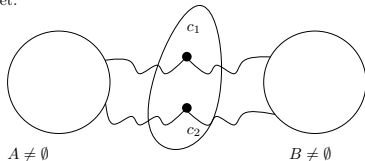
If G is an $\{\text{ISK4}, \text{wheel}\}$ -free graph, then either:

- G is a series-parallel graph^a, or
- G is the line graph of a chordless graph^b of maximum degree at most three, or
- G is a complete bipartite graph, or
- G admits a clique-cutset, or
- G admits a proper 2-cutset.

^aseries-parallel = no subdivision K_4 as a subgraph

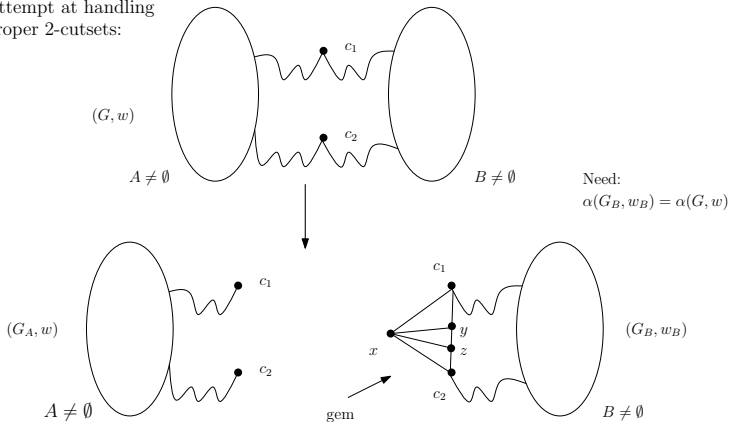
^bchordless = all cycles are induced

Proper 2-cutset:



Neither $A \cup \{c_1, c_2\}$ nor $B \cup \{c_1, c_2\}$ induces a path between c_1 and c_2 .

Attempt at handling
proper 2-cutsets:



The weight of the gem
gem vertices that lie
inside a maximum weighted
stable set of (G_B, w_B) is
supposed to be equal to the
weight of the part of a
maximum weighted stable
set of (G, w) that lies in
 (G_A, w) .

$$w_B(c_1) + w_B(c_2) = \alpha(G_A, w)$$

$$w_B(c_1) + w_B(z) = \alpha(G_A \setminus \{c_2\}, w)$$

$$w_B(c_2) + w_B(y) = \alpha(G_A \setminus \{c_1\}, w)$$

$$w_B(x) = \alpha(G_A \setminus \{c_1, c_2\}, w)$$

$$w_B(c_2) = w(c_2)$$

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- We defined weighted trigraphs (we put weights on vertices and semi-adjacent pairs; motivated by proper 2-cutsets), and we constructed a polynomial-time algorithm that finds the maximum weight of a stable set in weighted $\{ISK4, \text{wheel}\}$ -free trigraphs.

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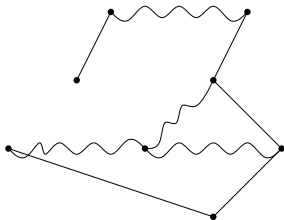
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 - Since every weighted $\{\text{ISK4}, \text{wheel}\}$ -free graph is a weighted $\{\text{ISK4}, \text{wheel}\}$ -free trigraph, this will yield a polynomial-time algorithm that finds the maximum weight of a stable set in a weighted $\{\text{ISK4}, \text{wheel}\}$ -free graph.

Definition

A *trigraph* is a generalization of a graph in which there are three types of adjacency:

- strongly-adjacent pairs (“edges”),
- strongly anti-adjacent pairs (“non-edges”),
- semi-adjacent pairs (“optional edges” or “pairs of undetermined adjacency”).

An *adjacent pair* is a pair of strongly-adjacent or semi-adjacent vertices. An *anti-adjacent pair* is a pair of strongly anti-adjacent or semi-adjacent vertices.

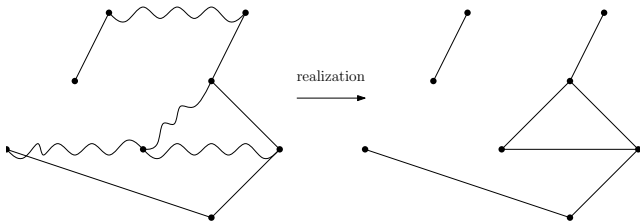


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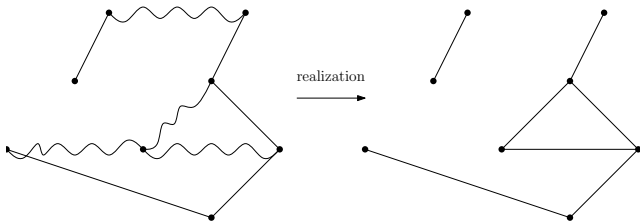
A *realization* of trigraph is any graph obtained by turning each semi-adjacent pair into an edge or a non-edge. So a trigraph with m semi-adjacent pairs has 2^m realizations.



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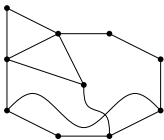


Definition

The *full realization* of trigraph is the graph obtained by turning all its semi-adjacent pairs into edges.

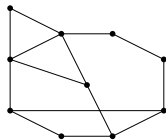
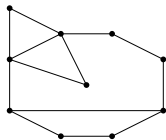
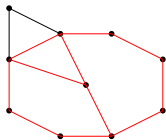
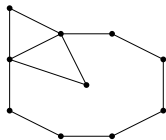
Definition

A trigraph is *ISK4-free* (resp. *wheel-free*, $\{ISK4, wheel\}$ -free) if all its realizations are ISK4-free (resp. wheel-free, $\{ISK4, wheel\}$ -free).



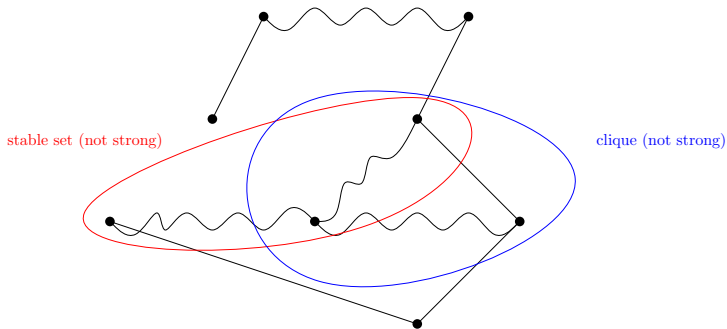
The trigraph is **not** wheel-free because it has a realization that is not wheel-free.

realizations ↓



Definition

A *clique* in a trigraph is a set of pairwise adjacent (possibly semi-adjacent) vertices, and a *stable set* is a set of pairwise anti-adjacent (possibly semi-adjacent) vertices. A *strong clique* (resp. *strongly stable set*) is a clique (resp. stable set) with no semi-adjacent pairs.



We proved an “extreme decomposition theorem” that states that every $\{ISK4, \text{wheel}\}$ -free trigraph is either “basic” or admits a “cutset” so that one of the “blocks of decomposition” is “basic.”

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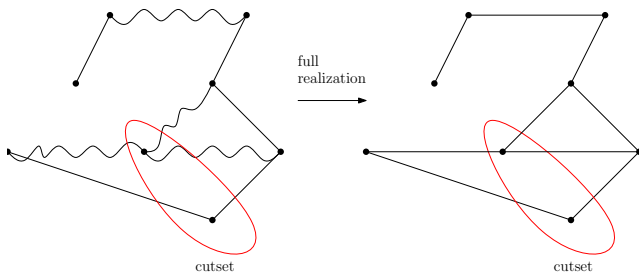
A trigraph is *basic* if it is either

- a series-parallel trigraph (i.e. its full realization is a series-parallel graph), or
- a line trigraph^a of a chordless graph of maximum degree at most three, or
- a complete bipartite graph.

^a G is a *line trigraph* of a graph H if the full realization of G is the line graph of H , and no semi-adjacent pair of G is in a triangle.

Definition

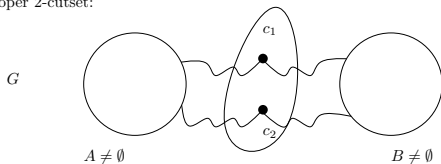
A trigraph is *connected* if its full realization is connected, and otherwise, it is *disconnected*. A *cutset* of a trigraph is a (possibly empty) set of vertices whose deletion yields a disconnected trigraph.



Theorem [Milanič, P., Trotignon, 2015+]

Every $\{\text{ISK4}, \text{wheel}\}$ -free trigraph is either basic or admits a clique-cutset (i.e. a strong clique that is a cutset) or a proper 2-cutset s.t. one of the induced “blocks of decomposition” is basic.

Proper 2-cutset:

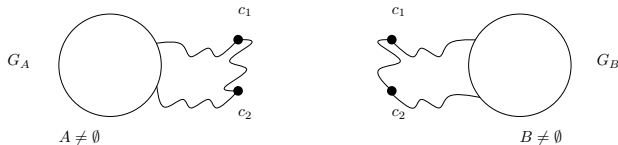


$c_1 c_2$ is an anti-adjacent pair
(possibly semi-adjacent)

G is connected, and neither
 c_1 nor c_2 is a cut-vertex.

blocks of
decomposition

Fact: If G is $\{\text{ISK4}, \text{wheel}\}$ -free,
then so are G_A and G_B .



Theorem [Milanič, P., Trotignon, 2015+]

Every $\{ISK4, \text{wheel}\}$ -free trigraph is either basic or admits a clique-cutset (i.e. a strong clique that is a cutset) or a proper 2-cutset s.t. one of the induced “blocks of decomposition” is basic.

Proof: Imitate the proof of the decomposition theorem for $ISK4$ -free graphs (Lévêque, Maffray, Trotignon, 2012). Generalize to trigraphs, but(!) consider only the wheel-free case.

- The “jump” to trigraphs doesn’t complicate the proof much; the restriction to the wheel-free case significantly simplifies it.

A bit of extra work to get the “extreme” decomposition theorem.

- This is algorithmic! There is a polynomial-time algorithm that, given an $\{ISK4, \text{wheel}\}$ -free trigraph G , either determines that G is basic, or finds an “extreme decomposition” of G via a clique-cutset or a proper 2-cutset. Q.E.D.

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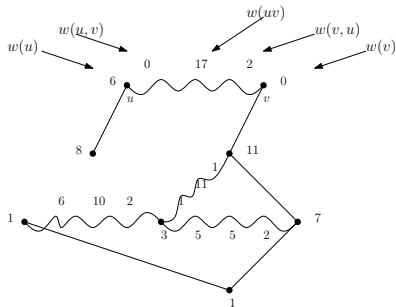
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 - Thus, we can plug in a weighted $\{\text{ISK4, wheel}\}$ -free graph (G, w) into our algorithm for trigraphs and get an “ordinary” $\alpha(G, w)$ for weighted graphs.

Definition

A *weighted trigraph* is an ordered pair (G, w) s.t. G is a trigraph, and w is a *weight function* for G s.t.

- to each vertex v of G , w assigns a non-negative integer weight $w(v)$, and
- to each semi-adjacent pair uv of G , w assigns three non-negative integer weights, $w(uv)$, $w(u, v)$, and $w(v, u)$, and these weights satisfy $w(u, v), w(v, u) \leq w(uv)$.

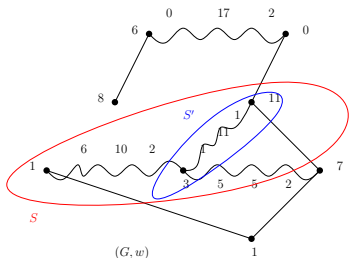


Definition

The *weight* of a set S of vertices in a weighted trigraph (G, w) is the sum of the following three quantities:

- the sum of all $w(u)$ s.t. $u \in S$;
- the sum of all $w(u, v)$ s.t. uv is a semi-adjacent pair of G with $u \in S$ and $v \notin S$;
- the sum of all $w(uv)$ s.t. uv is a semi-adjacent pair of G with $u, v \notin S$.

$\alpha(G, w)$ is the maximum weight of a stable set of (G, w) .



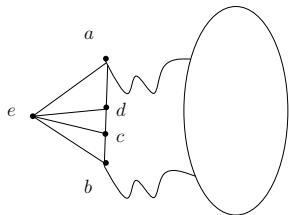
weight of S in (G, w) :

$$(1+3+11)+5+17 = 37$$

weight of S' in (G, w) :

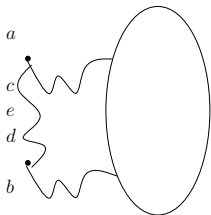
$$(3+11) + (2+5) + 17 = 38$$

Semi-adjacent pairs can imitate gems! (But without increasing the number of vertices, and without introducing wheels.)



weighted graph

$$c, d \leq e$$



weighted trigraph

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Outline:

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- 4 Then change weights in the other block, and (recursively) compute α .

That's all.

Thanks for listening!