

# *Widths, Games and Logic*

*Robert Ganian*

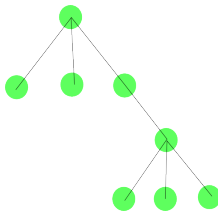
*June 28, 2015*



# *Trees*



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Nice and simple – most problems are easy on trees.

# *Treewidth*

Treewidth measures how “tree-like” a graph is.

Why?

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Why?

- “tree-like” structure can be exploited for algorithms
- Many problems FPT parameterized by treewidth
- Applications in all kinds of fields, many real-world systems have low treewidth
- ~9k hits on google scholar, ~100k hits on google

**Undisputed king** of structural parameters

# *Does my graph have bounded treewidth?*

Several equivalent definitions of treewidth

This talk: Definition via **Cops and Robber** game

(Easy to use)

(Also: most fun)

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- $k$  cops vs. 1 robber
- Robber is always on one vertex and can move along edges, but is extremely fast
- Each cop can land on one vertex. Vertex is blocked and cannot be used by robber until cop lifts off
  - Before cop actually lands, the robber can still move.

How many cops do we need to catch the robber?

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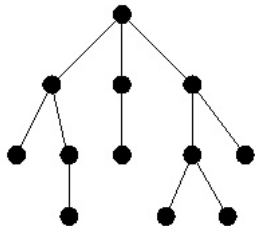
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How many cops do we need to catch the robber? Subtract 1 and you get treewidth.

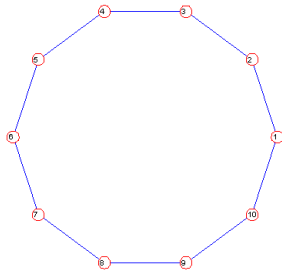
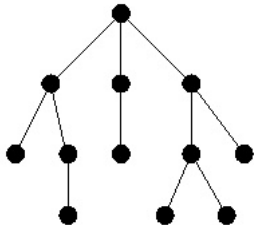
- There are many algorithms for computing treewidth: FPT, approximation, heuristics...



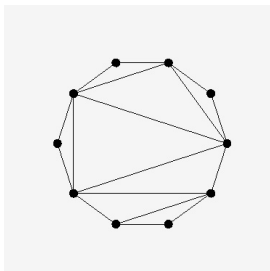
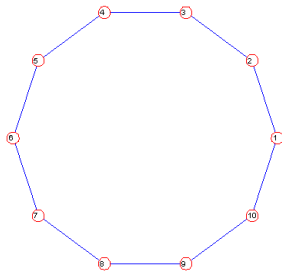
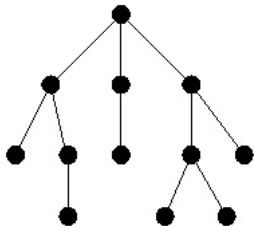
## *Cops and Robber examples*



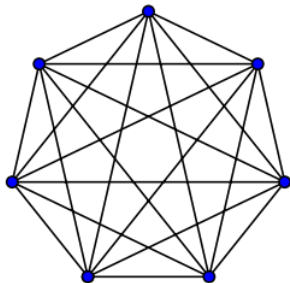
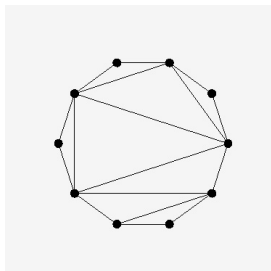
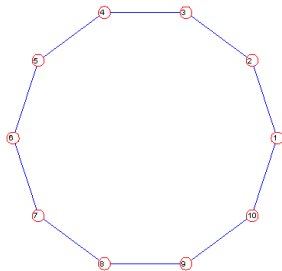
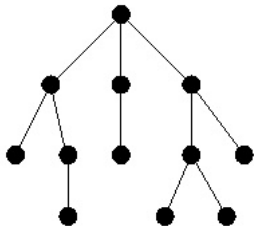
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Example of **Algorithmic Meta-Theorem**... we also develop them

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### MSO formulas

- Quantifiers over individual vertices/edges, vertex/edge sets
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There exists an independent set of vertices

$$\exists C \forall a, b : (a \in C \wedge b \in C) \implies \neg \text{adj}(a, b)$$



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Can also express NP-hard problems: 3-colorability

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$$\begin{aligned} \exists A, B, C : & \text{independent}(A) \wedge \text{independent}(B) \wedge \text{independent}(C) \wedge \\ & \wedge (\forall v : v \in A \vee v \in B \vee v \in C) \end{aligned}$$

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Hamiltonian cycle?

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**Can also optimize over size of sets**

- Find smallest/largest set  $A$  such that ...
- Vertex Cover, Independent Set, Dominating Set...

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Solution: **Clique-width**

- Clique-width measures how close a graph is to... **not just cliques**
- More general than treewidth
  - Whenever treewidth is bounded, then so is clique-width
  - Can also be small on graphs with high treewidth (cliques)
- Allows solution of many problems (but less than treewidth)

## *Does my graph have small clique-width?*

### Building game (like Lego)

You can use labels  $1 \dots k$  on vertices, and have these operations:

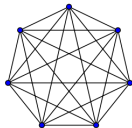
- Create a new graph with one vertex with label  $i$
- Make disjoint union of graphs
- add all edges between labels  $i$  and  $j$
- change all labels  $i$  to  $j$

Clique-width = minimum number of labels you need to build the graph



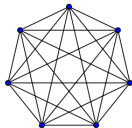
# *Examples*

- Complete graph

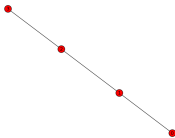


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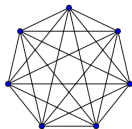


- Path

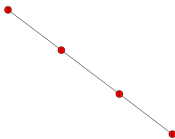


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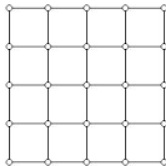
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- Grid
- Tree? (Think when bored)



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Any problem expressible in a “weaker” MSO logic is FPT par. by clique-width

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rank-width  $\sim$  clique-width 2.0

- Computing rank-width  $\times$  Computing clique-width

Relation to our research:

- Use treewidth, clique-width, rank-width in our results
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Thank you for your attention.

