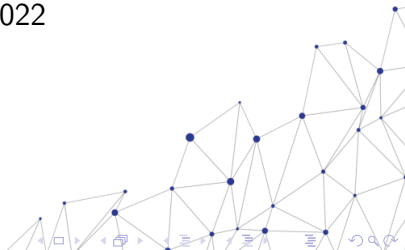


Decomposition of graphs excluding induced subgraph

Dewi Sintiar

Universitas Pendidikan Ganesha

October 4th, 2022



Terminology

Graphs

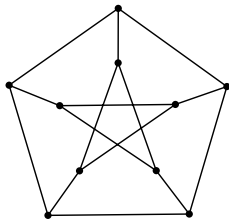


Figure: A graph G

- ▶ Vertices or nodes (denoted by $V(G)$)
- ▶ Edges (denoted by $E(G)$)

Subgraphs

A **subgraph** of a graph G is a graph H , where $V(H) \subseteq V(G)$ and $E(H) \subseteq E(G)$.

An **induced subgraph** of a graph G is a subgraph H obtained from G by *deleting* some vertices of G . (We say that G **contains** H .)

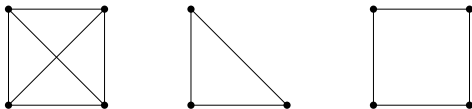


Figure: A graph, an induced subgraph, and a *non*-induced subgraph

Graphs closed under taking induced subgraphs

Hereditary property is a graph property which holds for a graph and is inherited by all its *induced* subgraphs.

Example

A class of **graphs that do not contain a clique on 3 vertices** is hereditary.

Definition

A class of graphs is **hereditary** if it is **closed** under taking induced subgraphs. (**Closed** means that if a graph G is in class \mathcal{C} , then for every induced subgraph H of G , the graph H is also in \mathcal{C} .)

Hereditary class of graphs

Any hereditary class can be characterized as **the class of graphs that do not contain (or exclude) any graph in some family \mathcal{F} .**

- ▶ forests = $(C_3, C_4, C_5, C_6, C_7, \dots)$ -free
- ▶ bipartite graphs = (C_3, C_5, C_7, \dots) -free
- ▶ chordal graphs = $(C_4, C_5, C_6, C_7, \dots)$ -free
- ▶ perfect graphs = $(C_3, \overline{C_3}, C_5, \overline{C_5}, C_7, \overline{C_7}, \dots)$ -free
- ▶ P_4 -free graphs, (P_4, C_4) -free graphs, etc...

G is **F -free** if no induced subgraph of G is isomorphic to F ; and is **\mathcal{F} -free** if no induced subgraph of G is isomorphic to each $F \in \mathcal{F}$.

Remark: \mathcal{F} can be a finite/infinite family.

Why forbidding induced subgraphs?

(Possibly) naive answers...

- ▶ There are many possibilities to forbid induced subgraphs, so this could lead to publishing many papers.

Why forbidding induced subgraphs?

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Why forbidding induced subgraphs?

In real world, many problems can be formulated as graphs, where:

- ▶ vertices represent objects;
- ▶ edges represent constraints.

Note:

Removing object is equivalent to removing vertex, which means taking an induced subgraph.

Why forbidding induced subgraphs?

Main concerns:

- ▶ How classes of graphs closed under taking induced subgraphs can be described in the most general possible way?
- ▶ What properties can be proved about them?
- ▶ Are combinatorial problems such as coloring, maximum independent set polynomial-time solvable?

Note:

*Many NP-Hard problems (e.g. coloring, maximum independent set) become easy **when some configurations are forbidden**. (e.g. forests, chordal graphs, perfect graphs).*

Graph Decomposition

Decomposition of graph (*in general*)

A **decomposition** of a *connected* graph G is a set of **edge-disjoint** subgraphs (*not necessarily induced*) of G , say: H_1, H_2, \dots, H_n , such that

$$\bigcup_i H_i = G$$

The edge-disjoint property implies $\forall i, j, E(H_i) \cap E(H_j) = \emptyset$.

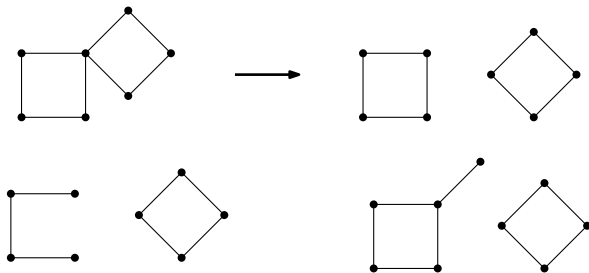


Figure: Decomposition and non-decomposition of a graph

Decomposition of graph

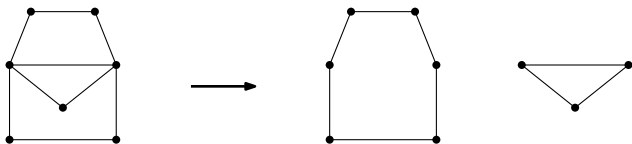


Figure: Cycle decomposition

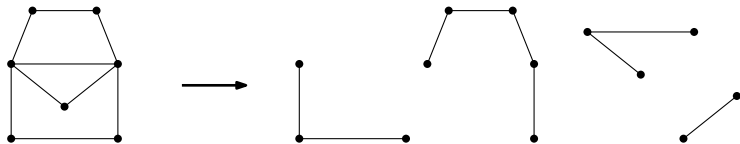


Figure: Path decomposition

Another kind of decomposition

A graph can be decomposed in **many ways** and using **many kinds of** decomposition, depending on how we want to use the decomposition theorem to prove graph properties.

For instance, one can consider that the *edge set* used to decompose the graph is contained in each connected components of the graph.

Example:

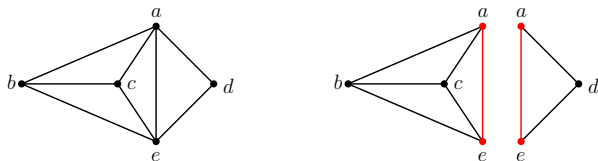
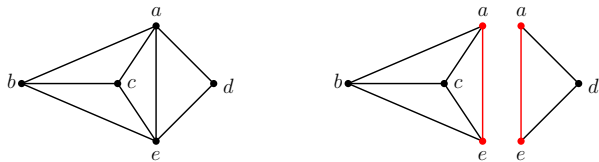


Figure: Decomposition in which the connected components both contains edge $\{a, e\}$



In this case, what we care about is **the vertex set that is used to decompose G** . Such a vertex set is called **cutset** of the graph.

Cutset

Let G be a connected graph. A set of vertices $C \subseteq V(G)$ is called a **cutset** of G if the removal of C from G *disconnects* G , i.e. $V(G) \setminus C$ induces a disconnected graph.

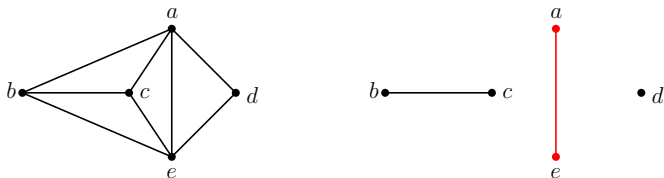


Figure: $\{a, e\}$ is a cutset of graph G that disconnects the graph into two connected components.

Blocks of decomposition

Let G be a graph, C be a cutset in G , and Q be a component of $G \setminus C$. The graph induced by $V(Q) \cup V(C)$ is called a **block of decomposition** of $G \setminus C$.

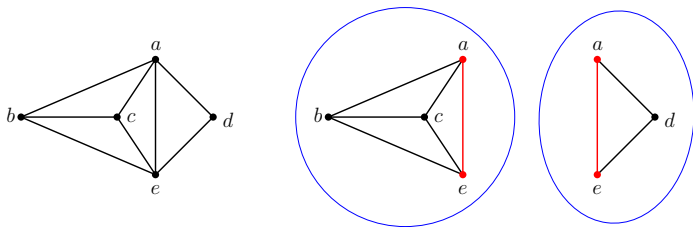


Figure: Blocks of decomposition

Decomposition theorem for a class of graphs

Definition (Decomposition theorem in general...)

A decomposition theorem for a class \mathcal{C} says that every object of \mathcal{C} either:

- ▶ belongs to some well-understood *basic* class; or
- ▶ it can be broken into smaller pieces according to some well-described rules.

Decomposition theorem for a class of graphs

More formally, for a class of graphs \mathcal{C} , we define a set of basic graphs \mathcal{C}_0 and a list of graph *decomposition* operations \mathcal{L} , s.t. if $G \in \mathcal{C}$:

- ▶ either $G \in \mathcal{C}_0$; or
- ▶ G can be broken down to smaller graphs G' and G'' using an operation in \mathcal{L} (here we usually use the so-called *cutset*).

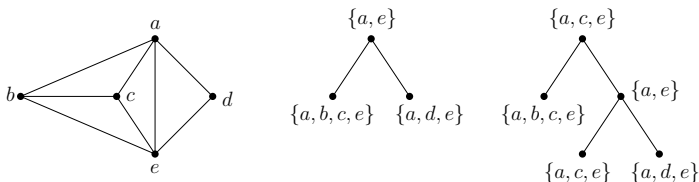
Note:

*If furthermore, every G can be built from smaller graphs G' and G'' belonging to \mathcal{C} using a *compositions* operation \mathcal{L}' (the "reverse" operations of \mathcal{L} , then it is a *structure theorem*).*

Example of decomposition

$C \subsetneq V(G)$ is a **clique cutset** of a connected graph G if C is a cutset of G and C induces a complete graph.

Clique cutset decomposition (Tarjan, 1985)



Example of decomposition theorem

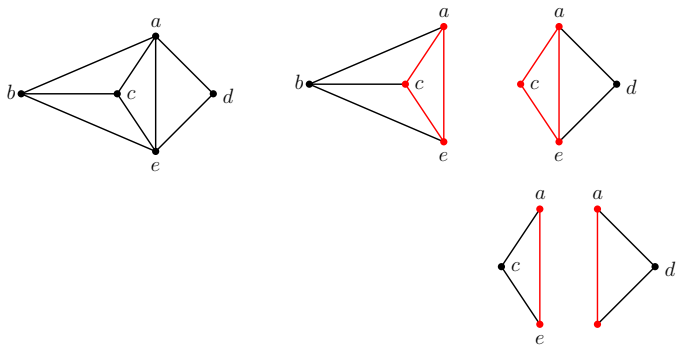


Figure: Decomposition theorem

How decomposition is used for algorithms

The graph-decomposition based algorithm is usually done through the **divide-and-conquer** approach.

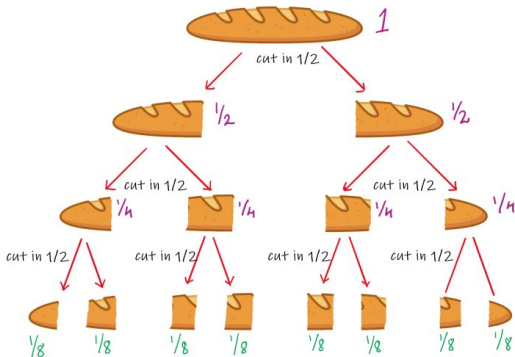


Figure: Illustration of divide-and-conquer algorithm

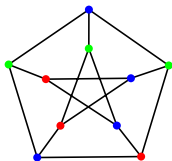
How decomposition is used for *graph recognition*?

Given a class of graphs \mathcal{C} . How do we decide if a given input graph G is in \mathcal{C} ?

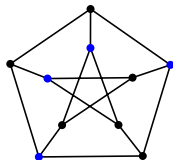
1. Get a decomposition theorem of \mathcal{C} (the decomposition must be *class-preserving*);
2. Decompose G until no decomposition is possible;
3. Check if all graphs obtained from the decomposition are basic graphs of \mathcal{C} .

How decomposition is used for *combinatorial problem*

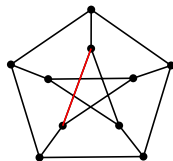
- ▶ **Vertex coloring:** assignment of (as minimum possible) colors to the vertices, no adjacent vertices receive the same color
- ▶ **Maximum independent set:** finding set of pairwise non-adjacent vertices with maximum cardinality
- ▶ **Maximum clique:** finding set of pairwise adjacent vertices with maximum cardinality



coloring
chromatic number : χ



max independent set
independent set number: α



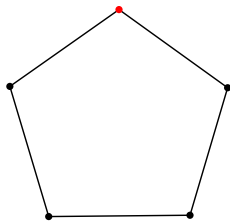
maximum clique
clique number : ω

Part 1

Decomposition theorem of triangle-free even-hole-free (tf-ehf) graphs

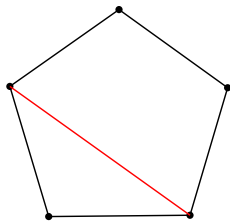
Reference: Triangle-Free Graphs Signable without Even Holes [2]

Terminology: what is an *even hole*?



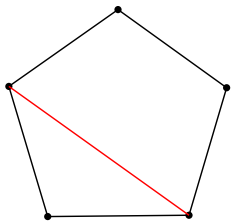
cycle

Terminology: what is an *even hole*?

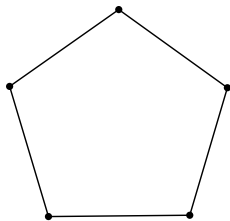


cycle

Terminology: what is an *even hole*?

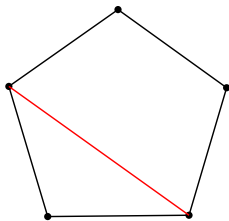


cycle

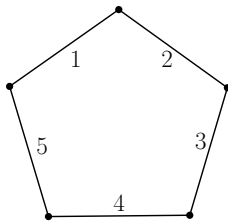


chordless cycle
(*hole* if it has length ≥ 4)

Terminology: what is an *even hole*?

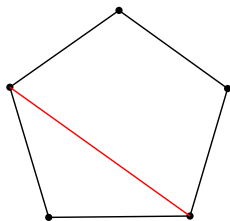


cycle

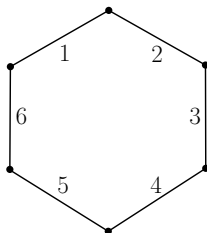


odd hole

Terminology: what is an *even hole*?



cycle

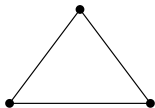


even hole

A graph is **even-hole-free** if it does not contain an even hole as an induced subgraph.

What is *triangle*?

Triangle is the complete graph of three vertices.



Triangle-free even-hole-free graphs are graphs that do not contain an *even-hole* and a *triangle* as an induced subgraph.

Forbidden structure in tf-ehf graphs

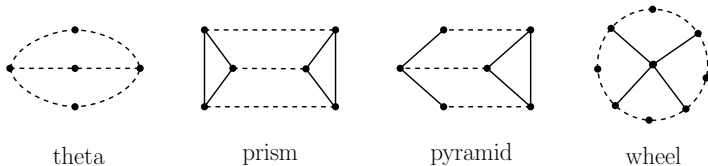


Figure: Truemper configurations; dashed lines represent paths of length at least 1

Every triangle-free even-hole-free graph is (theta, prism, pyramid, even wheel)-free*.

C: the class of (triangle, theta, even wheel)-free graphs

Decomposition theorem of tf-ehf graphs

Theorem (Decomposition of triangle-free ehf graphs [2])

] For any graph $G \in \mathcal{C}^\dagger$, one of the following holds.

- ▶ *G is either a K_1 , K_2 , a hole, or the cube.*
- ▶ *G has a clique cutset.*
- ▶ *G contains a wheel, and it can be decomposed with any arbitrarily chosen wheel.*

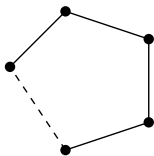
***Assumption:** along the proof, we assume that the studied graph is connected.*

Sketch of decomposition of tf-ehf graphs

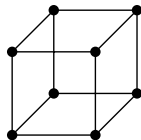
Basic graphs



$K_n, n \leq 2$



hole

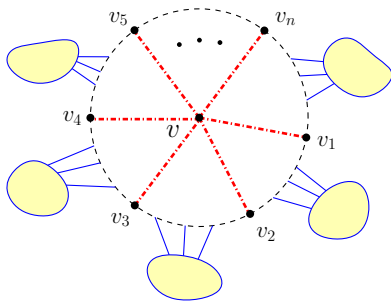


cube

- └ Structure of triangle-free even-hole-free graphs
- └ Sketch of decomposition of tf-ehf graphs

Sketch of decomposition of tf-ehf graphs

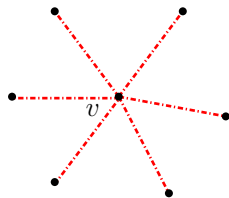
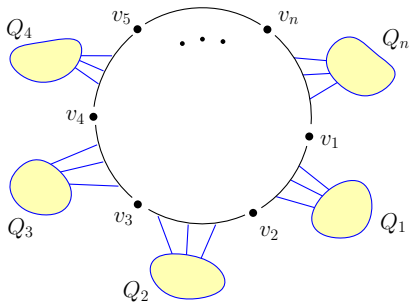
Wheel decomposition



- └ Structure of triangle-free even-hole-free graphs
- └ Sketch of decomposition of tf-ehf graphs

Sketch of decomposition of tf-ehf graphs

Wheel decomposition



Sketch of proof (1): Study clique cutset on the graph

Remark

Let $G \in \mathcal{C}$. Since G is triangle free, the only clique cutset that may exist in G is K_1 or K_2 .

Lemma (Clique cutset lemma)

If G has a clique cutset, then G is (θ , prism, pyramid)-free if and only if all blocks of the clique cutset decomposition are (θ , prism, pyramid)-free.

Implication: we may assume that our graph G does not have a clique cutset.

Proof of clique cutset lemma

- ▶ Let G be a (theta, prism, pyramid)-free graph, and C be a clique cutset in G .
- ▶ For a contradiction, suppose that there exists a block of decomposition Q containing a theta T .
- ▶ Since G is theta-free, then T must contain vertices of Q and $G \setminus Q$.
- ▶ Study how the vertices of T are positioned in Q and $G \setminus Q$. This will lead to a contradiction.
- ▶ Apply a similar analysis, by assuming G contains a prism or a pyramid.

Sketch of proof (2): Study attachment on cube

Lemma

Let $G \in \mathcal{C}$ be a graph containing *no K_1 or K_2 cutset*. If G contains a cube, then G itself is a cube.

Sketch of proof.

- ▶ Assume that G contains cube M .
- ▶ Study the attachment of vertices in $G \setminus M$ into M .
 - ▶ Study what happens if **all vertices in $G \setminus M$ has no neighbor in M** .
 - ▶ Study what happens if **a vertex $x \in G \setminus M$ has ≥ 2 neighbors in M** .
 - ▶ Study what happens if **all vertices in $G \setminus M$ have at most one neighbor in M** .

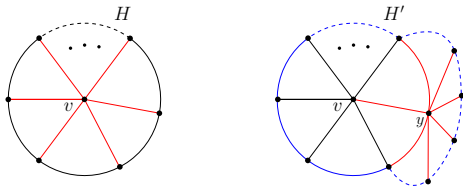
Implication: we may assume that G does not have a **clique cutset** and **the cube** (i.e., (K_1, K_2, cube) -free).

Sketch of proof (3): Study attachment on hole

Lemma (Hole attachment lemma)

Let $G \in \mathcal{C}$ that contains *no clique cutset*, H be a hole in G . Then either:

- ▶ $G = H$;
- ▶ G contains a wheel (H, v) ;
- ▶ G contains a wheel (H', y) as shown in the following figure.

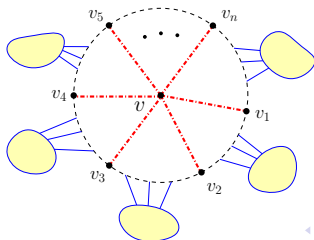


Implication: we may assume that G does not have a *clique cutset*, and is not a hole and is not a cube.

Sketch of proof (4): Wheel decomposition

Let G be a connected triangle-free graph that contains a wheel (H, v) . Let v_1, \dots, v_n be the neighbors of v in H appearing in this order when traversing H . Then G can be decomposed with a wheel (H, v) if the following holds:

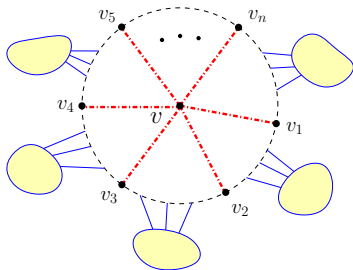
1. $G \setminus \{v, v_1, \dots, v_n\}$ contains exactly n connected components: Q_1, \dots, Q_n .
2. The intermediate nodes of the sector with endnodes v_i and v_{i+1} belong to Q_i , and no node of Q_i is adjacent to v_j , $j \neq i, i + 1$.



Lemma (Wheel decomposition)

Let G be a (triangle, theta, even wheel)-free graph, and G is not a K_1 , K_2 , a hole, the cube, and G does not contain a clique cutset. Let W be a wheel in G . Then G can be decomposed by W .

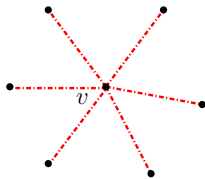
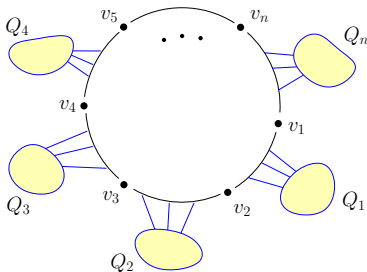
Wheel decomposition



Lemma (Wheel decomposition)

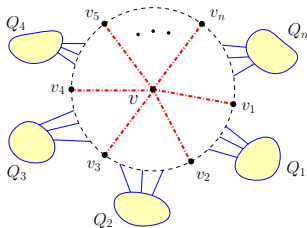
Let G be a (triangle, theta, even wheel)-free graph, and G is not a K_1 , K_2 , a hole, the cube, and G does not contain a clique cutset. Let W be a wheel in G . Then G can be decomposed by W .

Wheel decomposition



Properties of wheel decomposition

- ▶ Let (H, v) be a wheel that decompose G , and $v_i, v_j \in N_H(v)$. Then $\{v, v_i, v_j\}$ contains exactly two connected components.



Wheel decomposition (H, v) where $N_H(v) = \{v_1, \dots, v_n\}$ contains n connected components.

- ▶ Every wheel in G is not “decomposed” (i.e. if W is a wheel in G , then W is contained in a block Q_i of the decomposition).
- ▶ If G has no clique-cutset, then every block has no clique cutset.
- ▶ If $G \in \mathcal{C}$, then every block $Q_i \in \mathcal{C}$.

Sketch of proof (5): *After wheel decomposition*

The wheel decomposition can be applied to each block of decomposition which is not a basic graph. This can be done until in the end, no block of decomposition contains a wheel (i.e. they are all basic graphs).

This follows from the “hole attachment lemma”, that says that when each block $Q \in \mathcal{C}$ does not contain any more wheel, then the block of decomposition is a hole.

This proves the “Decomposition Theorem”.

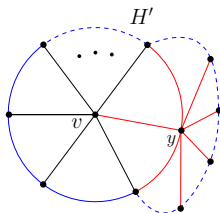
Structure theorem of triangle-free even-hole-free graphs

Reference: Triangle-Free Graphs Signable without Even Holes [2]

Ear

Let H be a hole. A chordless path $P = x \dots z$ is an **ear** of the hole H if:

- ▶ the intermediate nodes of P are in $V(G) \setminus V(H)$;
- ▶ x and z have a common neighbor y in H ;
- ▶ $(V(H) \setminus \{y\}) \cup V(P)$ induces a hole.



Structure theorem of tf-ehf graphs

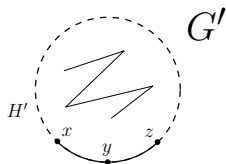
Theorem

Let G be a graph that is triangle-free, not the cube, and containing no K_1 and K_2 cutsets and no cube. Then G is (theta, prism, pyramid)-free if and only if it can be obtained:

- ▶ *starting from a hole;*
- ▶ *doing a sequence of **good ear-addition**.*

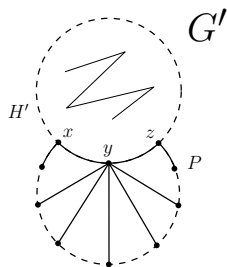
Structure theorem of tf-ehf graphs

Construction: EAR ADDITION



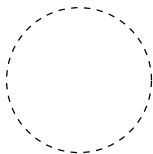
Structure theorem of tf-ehf graphs

Construction: EAR ADDITION



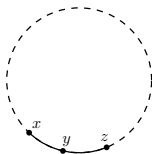
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



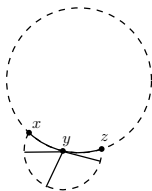
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



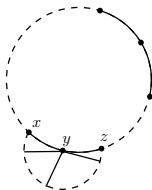
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



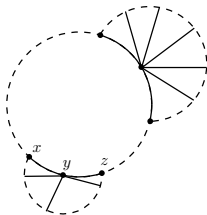
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



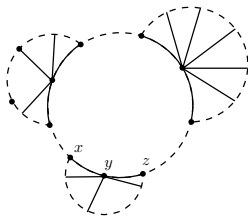
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



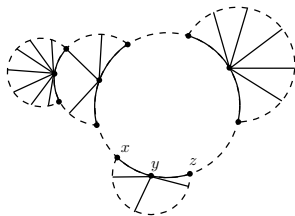
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



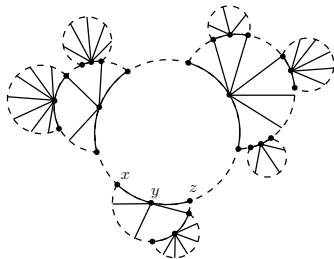
Structure theorem of tf-ehf graphs

Construction: GOOD EAR-ADDITION



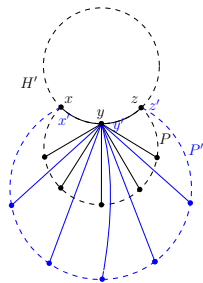
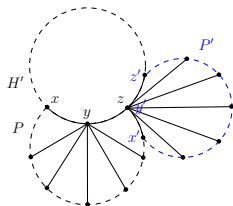
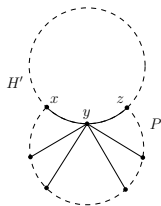
Structure theorem of tf-ehf graphs

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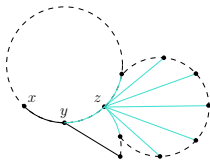
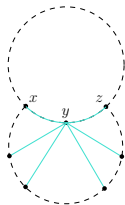
Structure theorem of tf-ehf graphs

“BAD” EAR

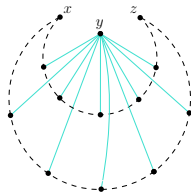


Structure theorem of tf-ehf graphs

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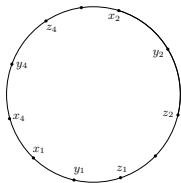


even wheels



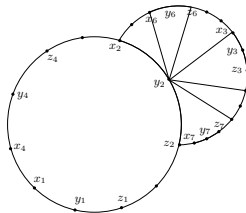
Structure theorem of tf-ehf graphs

- ▶ Structure theorem of triangle-free case [Conforti, Cornuéjols, Kapoor, Vušković (2000)]



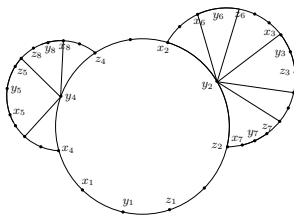
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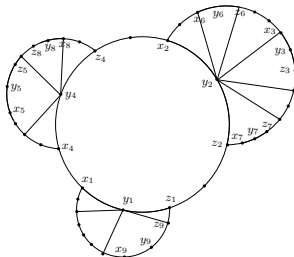
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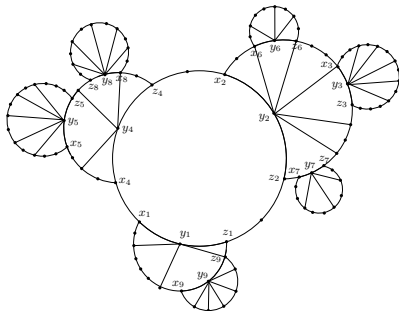
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Structure theorem of tf-ehf graphs

- Structure theorem of triangle-free case [Conforti, Cornuéjols, Kapoor, Vušković (2000)]



Applications of the decomposition/structure theorems

Reference:

1. Triangle-Free Graphs Signable without Even Holes [2]
2. Structure and algorithms for (cap, even hole)-free graphs [3]

Applications of the decomposition/structure theorems

We will discuss:

1. The use of decomposition theorem for recognizing if a graph is triangle-free even-hole-free.
2. The use of structure theorem for solving combinatorial problems, such as coloring and maximum independent set, through the study of *treewidth*.

Recognizing if a graph in in \mathcal{C}

Input: A connected *triangle-free* graph G

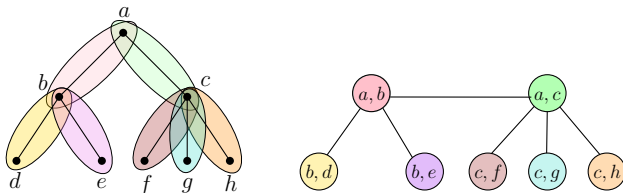
Output: YES if G is (θ , prism, pyramid)-free, NO otherwise.

\mathcal{L} is the set of blocks

1. Step 1: If G has a K_1 -cutset or K_2 -cutset, set $\mathcal{L} = \{G\}$. Otherwise, decompose it with K_1 -cutset or K_2 -cutset, until it is not decomposable anymore. Let \mathcal{L} be the set of blocks.
2. Step 2: If every graph in \mathcal{L} has one or two nodes, is a hole or a cube, return YES. Otherwise, go to Step 3.
3. Step 3: Study every graph in \mathcal{L} that has more than two nodes, but neither a hole nor a cube. Study if the graph can be decomposed with a wheel. Return NO if a graph is not basic and cannot be decomposed by a wheel.
4. Repeat Step 2, then Step 3 for every graph that is not *basic*.

Treewidth (*intuitively*)

Tree decomposition



- ▶ **Tree decomposition of G :** “gluing” the pieces of subgraphs of G in a tree-like fashion
 - ▶ width of $T =$ the size of the largest bag - 1
 - ▶ treewidth of G : the minimum over the width of tree decomposition of G

Why treewidth is *algorithmic-ally* powerful?

Theorem (Courcelle, 1990)

*Every graph property definable in the monadic second-order logic (MSO) formulas can be decided in **linear time** on class of **graphs of bounded treewidth**.*

Some graph problems expressible in MSO:

- ▶ most combinatorial problems,
- ▶ such as: maximum independent set, maximum clique, coloring

Treewidth of tf-ehf graphs

Theorem (3)

Let G be a triangle-free even-hole-free graph, then the treewidth of G is at most 5.

Sketch of proof.

The treewidth of a graph can be computed by applying the following properties.

Lemma

*If G is a graph that is contained in a **chordal** graph H as a subgraph, then the treewidth of G is at most one less than the size of the maximum clique of G*

Sketch of proof (continue).

- ▶ By the structure theorem, any graph $G \in \mathcal{C}$ can be formed starting from a hole and sequentially adding *ear-attachment*.
- ▶ Then, we can add edges to make the graph chordal.
- ▶ It can be proved that the size of the maximum clique of the chordal graph is at most 6.
- ▶ Hence the treewidth is at most 5.

Sketch of proof (continue).

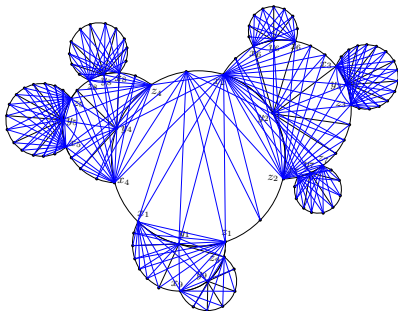


Figure: Sketch of *chordalization* of a graph $G \in cC$

Most combinatorial problems on tf-ehf graphs are polynomial

Implication of treewidth

Since the treewidth is small, then by Courcelle's theorem, many combinatorial problems are poly-time solvable., such as:

- ▶ graph coloring; or
- ▶ maximum independent set

This is the end of the presentation

thank you

References

1. Even-hole-free graphs: a survey (K. Vušković, 2010)
2. Triangle-Free Graphs Signable without Even Holes (M. Conforti, G. Cornu'ejols, A. Kapoor, K. Vušković, 1996)
3. Structure and algorithms for (cap, even hole)-free graphs (K. Cameron, M. V. G. da Silva, S. Huang, K. Vušković, 2016)