Computing maximum cliques in B_2 -EPG graphs

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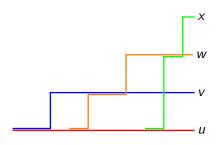
June 23, 2017

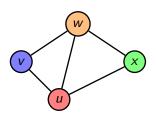




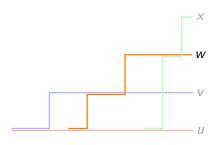


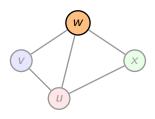
Definition



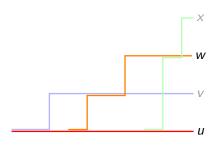


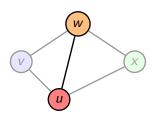
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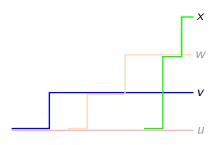


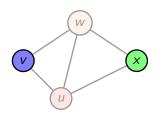
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B_k -EPG graphs

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Any graph has an EPG-representation.

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 B_k -EPG graphs: Graphs with an EPG representation using paths with at most k bends.

- B₀-EPG are interval graphs.
- B_1 -EPG: edge intersection of \bot , \lnot , \lnot .

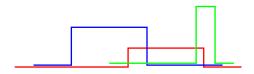
Definition

- k-interval graphs: intersection graphs of k-intervals
- **k-track** graphs: there are *k*-tracks, and each vertex is composed of several intervals, at most one per track.



- k-interval $\subseteq B_{4k-4}$ -EPG $\subseteq (4k-3)$ -interval.
- k-track $\subseteq B_{3k-3}$ -EPG.

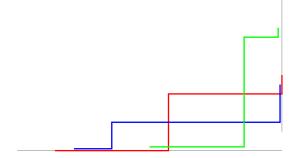
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Deciding $G \in B_k$ -EPG

- Polynomial for k = 0.
- NP-Hard for k = 1, even restricted to \bot shapes [HKU14, CCH14].
- NP-Hard for k=2.

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Graph class	Number of bends	Reference
Trees	1	[GLS09]
Outer-planar	2	[HKU12]
Planar	$3 \leq \ldots \leq 4$	[HKU12]
Linegraphs	2	[BS10]

[[]Cameron, Chaplick, Hoàng, 2014], [Heldt, Knauer, Ueckerdt, 2014], [Golumbic, Lipshteyn, Stern, 2009], [Heldt, Knauer, Ueckerdt, 2012], [Biedl, Stern, 2010]

Maximum clique problem

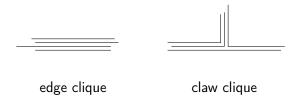
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- NP-complete (APX-hard) on 2-interval and 3-track graphs [FGO12].

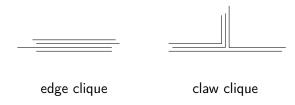
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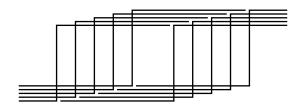
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- Polynomial on B_0, B_1 -EPG (without the representation) [EGM13].
- NP-Hard for $k \ge 4$, even APX-hard: contains 2-interval graphs.
- Polynomial for B₂-EPG (given the representation).

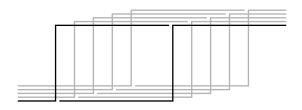




ullet There is a polynomial number of maximal clique in a ${\it B}_1 ext{-EPG}$ graph.



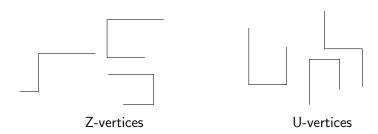
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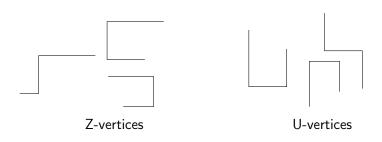
Idea of proof

Distinguish two types of vertices:



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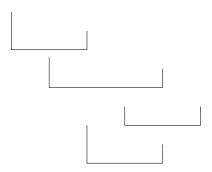
Distinguish two types of vertices:



- Look at how the two types of vertices can interact.
- Find a maximum clique when there is only one type of vertices.

Lemma

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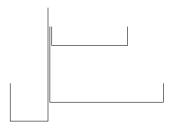
Lemma



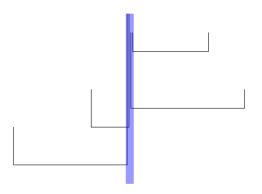
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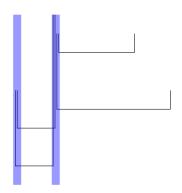
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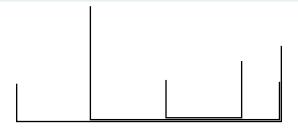
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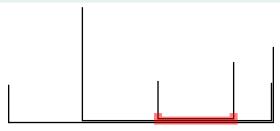


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- Every vertex of X contains **d**.
- Every vertex u universal to X intersect 🔟.



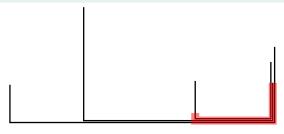
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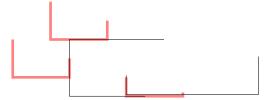
Algorithm:

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 - The Z-vertices intersecting all the 🔟.
 - The U-vertices containing one of the 🔟
- **3** This subgraph is the join of G_Z and G_U .
- **1** Compute a maximum clique of G_Z and G_U .

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Goal

Given a graph G with only Z-vertices, find a maximum clique of G.

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- There is a polynomial number of good subgraphs.

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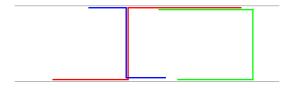
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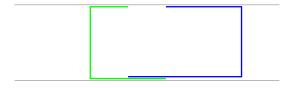
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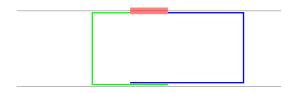
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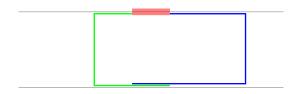
- Generate all 'good' subgraphs.
- For each subgraph, compute a maximum clique.







 Good subgraphs defined in terms of vertices containing/intersecting certain grid edges.



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- Join of clique, 2-track and complement of bipartite.

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