Parameterized Analysis of the Cops and Robber Game

Harmender Gahlawat and Meirav Zehavi GRASTA 2023

Ben-Gurion University of the Negev, Beer-Sheva, Israel



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PacMan









Playground

A simple, connected and finite graph.

Two teams

k cops and a single robber.

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- Cops win if some cop and robber occupy the same vertex. (Capture)
- Robber wins otherwise.

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Demo(Playground)



Demo(Initialization)



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Demo(Capture)



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In the book *Amusements in Mathematics*, published in 1917, Henry Ernest Dudeney asked the following question.



One Cop vs Robber

- First considered by A. Quilliot in his doctoral thesis in 1978.
- Considered independently by Nowakowski and Winkler in 1983.
- Both characterized the *cop-win* graphs, where one cop can win.

Some Copwin Graphs



Some Not Copwin Graphs



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Cop number

- is the minimum number of cops required to capture a robber in the graph.
- is denoted by c(G).
- is upper bounded by *domination number*.

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- XP-time algorithm for k [Berarducci and Intrigila, 1993]

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Our Main Lemma

If $N(u) \subseteq N(v)$ and $k \ge 2$. Then, G is k-copwin $\iff G - u$ is k-copwin.

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Kernelization Results

Let t denote the structural parameter in consideration. Then, we have the following kernels:

- Vertex Cover: $t + \frac{2^t}{\sqrt{t}}$.
- Cluster Vertex Deletion: $2^{2^t + \sqrt{t}}$.
- Deletion to stars: $2^{2^t+t^{1.5}}$.
- Neighbourhood Diversity: t.

Vertex Cover

Cops and Robber parameterized by vertex cover number is unlikely to admit a polynomial kernel.

Definitions

Guarding a subgraph

Let H be a subgraph of G. Cops guard H if \mathcal{R} cannot enter H without being captured.



Path Guarding Lemma

Let P be an isometric path in G. Then one cop can guard P.

High Girth High Min-degree Lemma

Let G be a graph with girth at least 5. Then, $c(G) \ge \delta(G)$.

One Application of Guarding Paths Lemma

Lemma

Let $U \subseteq V(G)$ such that each connected component of G - U has cop number at most α . Then, $c(G) \leq \frac{|U|}{2} + \alpha$.

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Proof Sketch

Fix an ordering $u_1, \ldots, u_{|U|}$. Now find a shortest path between u_i, u_{i+1} for each odd *i* and guard it. This restricts \mathcal{R} to a component having cop number at most α .
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Corollary

c(G) is bounded by

- feedback vertex set,
- distance to chordal graphs,
- distance to planarity,
- and so on...

Polynomial Parameter Transformation

A polynomial-time algorithm that, given an instance (1, k) of Π₁, generates an equivalent instance (1', k') of Π₂ such that k' ≤ p(k), for some polynomial p(·).

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- A polynomial-time algorithm that, given an instance (1, k) of Π₁, generates an equivalent instance (1', k') of Π₂ such that k' ≤ p(k), for some polynomial p(·).
- If Π₁ does not admit a polynomial compression, then Π₂ does not admit a polynomial compression.

Red Blue Dominating Set



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RBDS Incompressibility [Dom et al., 2011]

RBDS parameterized by |T| + k is unlikely to admit a polynomial kernel.



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- Both U and W has exactly p blocks.
- Each block contains exactly q vertices.
- Each vertex in U_i has at least r − 1 neighbours in each W_j, and vice-versa.

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A construction with large degree and girth [Fomin et al., 2013]

Let $q \ge 2p(r+1)\frac{(p(r+1)-1)^6-1}{(p(r+1)-1)^2-1}$. Then, we can construct H(p,q,r) in time $\mathcal{O}(r \cdot q \cdot p^2)$ with the following properties.

• The girth of H(p, q, r) is at least 6.

• For every vertex $z \in V(H_{i,j})$ and every $i, j \in [p]$, we have $r-1 \leq \deg_{i,i}(z) \leq r+1$.







Set p = |T| and r = k + 2.



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p = |T| and r = k + 2. For $1 \le i, j \le p$, each vertex in U_i is connected to at least k + 1 vertices in W_j , and vice-versa.

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Cops and Robbers









Finally, connect y to each vertex in P.

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Variations

- Cops and attacking Robber.
- Lazy Cops and Robber.
- Fully active Cops and Robber.
- Cops and fast Robber.
- Cops and Surrounding Robber
- Cops and Robber on oriented graphs.
- Generalized Cops and Robber.

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Kernelization

Generalized Cops and Robber respects keeping k + 1 twins rule. Hence, it amits a kernel with at most $2^t \cdot t + t$ vertices.

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- Is c(G) = o(vc)?
- Does Cops and Robber admit a single exponential FPT algorithm paramterized by vertex cover number?
Thank You