1 Notes

- V(X) vertices of structure X. Will be written as X when obvious.
- a-b, when a and b are nodes a and b are neighbors.
- $a \cdots b$, when a and b are nodes a and b are not neighbors.
- a X, when a is a node and X is a set of nodes a has a neighbor in X.
- $a \cdots X$, when a is a node and X is a set of nodes a has a nonneighbor in X.
- $a \triangleleft X$, when a is a node and X is a set of nodes a is complete to X.
- $a \not A X$, when a is a node and X is a set of nodes a is anticomplete to X.
- $X \blacksquare Y$, when X and Y are set of nodes X is complete to Y.
- $X \not\square Y$, when X and Y are set of nodes X is anticomplete to Y.
- $[n] \{1, \ldots, n\}.$
- $L(BS(K_4))$ a line-graph of a biparite subdivision of K_4 .
- $a \leftarrow b$ let a be equal b.
- $a :\in X$ let a be equal to any element of X
- $a \leq b a \operatorname{xor} b$

2 Algorithms

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COLOR-GOOD-PARTITION (G, K_1, K_2, K_3, L, R, c_1, c_2)
Input: G – square-free, Berge graph
           K_1, K_2, K_3, L, R – good partition
           c_1, c_2 – colorings of G \setminus R and G \setminus L (possibly NULL)
Output: \omega(G)-coloring of G
  1 G_1 \leftarrow G \setminus R
  2 G_2 \leftarrow G \setminus L
 3 if c_1, c_2 = \text{NULL then}
  c_1 \leftarrow \texttt{Color-Graph}(G_1)
  c_2 \leftarrow \texttt{Color-Graph}(G_2)
  6 foreach u \in K_1 \cup K_2 do
  7 | relabel c_2, so that c_1(u) = c_2(u)
  B \leftarrow \{u \in K_3 : c_1(u) \neq c_2(u)\}\
 9 if B = \emptyset then return c_1 \cup c_2
 10 foreach h \in [2], distinct colors i, j do
     G_h^{i,j} \leftarrow \text{subgraph induced on } G_h \text{ by } \{v \in G_h : c_h(v) \in \{1,2\}\}
 12 foreach u \in K_3 do
ASSERT: C_h^{c_1(u),c_2(u)}(u)\cap K_2=\emptyset
14 if \exists u\in B,h\in[2]:C_h^{c_1(u),c_2(u)}(u)\cap K_1=\emptyset then
         c'_1 \leftarrow c_1 with colors i and j swapped in C_1^{i,j}(u)
         ASSERT: c_1' and c_2 agree on K_1 \cup K_2
         ASSERT: \forall u \in K_3 \setminus B : c'_1(u) = c_1(u)
         ASSERT: c'_{1}(u) = j = c_{2}(u)
         return Color-Good-Partition (G, K_1, K_2, K_3, L, R, c'_1, c_2)
 16
17 else
         w \leftarrow \text{vertex of } B \text{ with nost neighbors in } K_1
 18
         ASSERT: \forall u \in B : N(u) \cap K_1 \subset N(w) \cap K_1
         relabel c_1, c_2, so that c_1(w) = 1, c_2(w) = 2
 19
         P \leftarrow \text{chordless path } w - p_1 - \ldots - p_k - a \text{ in } C_1^{1,2}(w) \text{ so that}
20
              k \ge 1, p_1 \in K_3 \cup L, p_2 \dots p_k \in L, a \in K, c_1(a) \in [2]
         Q \leftarrow \text{chordless path } w - q_1 - \ldots - q_l - a \text{ in } C_2^{1,2}(w) \text{ so that } l \geq 1, q_1 \in K_3 \cup R, q_2 \ldots q_l \in R, a \in K, c_2(a) \in [2]
21
         i \leftarrow c_1(a)
22
         j \leftarrow 3 - i
23
         ASSERT: exactly one of the colors 1 and 2 appears in K_1 (as in
          Lemma 2.2.(3)
         ASSERT: |P| and |Q| have different parities
         ASSERT: p_1 \in K_3 \lor p_2 \in K_3 (as in Lemma 2.2.(4))
         ASSERT: \nexists y \in K_3 : c_1(y) = 2 \land c_2(y) = 1 (as in Lemma 2.2.(5))
         if p_1 \in K_3 then
24
              ASSERT: c_2(p_1) \notin [2]
              relabel c_2, so that c_2(p_1) = 3
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else // \nexists u \in B, h \in [2]: C_h^{c_1(u),c_2(u)}(u) \cap K_1 = \emptyset // if p_1 \in K_3 then
                  ASSERT: color 3 does not appear in K_2
                  ASSERT: color 3 does not appear in K_1
                 ASSERT: C_2^{j,3}(p_1) \cap K_1 = \emptyset

c_2' \leftarrow c_2 with colors j and j swapped in C_2^{j,3}(p_1)
26
                  ASSERT: j = 2
                  return Color-Good-Partition (G, K_1, K_2, K_3, L, R, c_1, c_2')
27
           else
28
                  relabel c_1, so that c_1(q_1) = 3
29
                 if 3 does not appear in K_1 then ASSERT: C_1^{j,3}(q_1) \cap K_1 = \emptyset ASSERT: j = 1
30
                        c_1' \leftarrow c_1 with colors j and 3 swapped in C_1^{j,3}(q_1)
31
                        return Color-Good-Partition (G, K_1, K_2, K_3, L, R, c'_1, c_2)
32
33
                         \begin{aligned} & \text{ASSERT: } q_1 \not \vartriangleleft \{a,a_3\} \\ & \text{ASSERT: } C_1^{i,3}(q_1) \cap K_1 = \emptyset \\ & \text{ASSERT: } i = 1 \end{aligned} 
                       c_1' \leftarrow c_1 \text{ with colors } i \text{ and } 3 \text{ swapped in } C_1^{i,3}(q_1) \\ \textbf{return Color-Good-Partition}(G,\,K_1,\,K_2,\,K_3,\,L,\,R,\,c_1',\,c_2)
```

```
Grow-Hyperprism(G,G,M,F)
                                                                                     // Lemma 3.3
Input: G – square-free, Berge graph
           H = (A_1, \dots B_3) – a hyperprism in G
           M – the set of major neighbors of H in G
           F – a minimal component of G \setminus (H \cup M) with a set of attachments
          in H not local.
Output: H' – a larger hyperprism, or
             L - a L(BS(K_4))
    X \leftarrow \text{set of attachments of } F \text{ in } H
  1 if \exists i: X \cap C_i \neq \emptyset then
         relabel strips of H, so that X \cap C_1 \neq \emptyset
         x_1 :\in X \cap C_1
  3
         ASSERT: X \cap S_2 \neq \emptyset
         x_2 :\in X \cap S_2
  4
         R_1 \leftarrow 1-rung of H, so that x_1 \in V(R_1)
         R_2 \leftarrow 2-rung of H, so that x_2 \in V(R_2)
  6
          R_3 \leftarrow \text{a 3-rung of } H
  7
         \forall i \in [3] : a_i, b_i \leftarrow \text{ends of } R_i, \text{ so that } a_i \in A_i, b_i \in B_i
  8
         K \leftarrow \text{a prism } (R_1, R_2, R_3)
  9
         ASSERT: no vertex in F is major w.r.t. K (as in SPGT 10.5)
         f_1 - \ldots - f_n \leftarrow a minimal path in F, so that
 10
              f_1 \blacktriangleleft \{a_2, a_3\},\
              f_n - R \setminus \{a_1\}
              there are no other edges between \{f_1, \ldots f_n\} and V(K) \setminus \{a_1\}
         ASSERT: F = \{f_1, ..., f_n\}
         ASSERT: f_1 \triangleleft A_3
         A_1' \leftarrow A_1 \cup \{f_1\}
11
         C'_1 \leftarrow C_1 \cup \{f_2, \dots, f_n\}

return H' \leftarrow (A'_1, A_2, \dots, B_3, C'_1, C_2, C_3)
12
13
14 else
         relabel strips of H, so that there is \{x_1:\in A_1, x_2:\in A_2\}\subset X that is
15
         find a path x - f_1 - \ldots - f_n - x_2
16
         ASSERT: F = \{f_1, \dots f_n\}
         if n is even and H is even, or n is odd and H is odd then
17
              ASSERT: f_1 - a_3 \vee f_n - b_3
              if f_1 - a_3 then
18
                   H' \leftarrow \text{mirrored } H - \text{every } A_i \text{ and } B_i \text{ are swapped}
19
                   # TODO: check if M and F are OK
                  return Grow-Hyperprism(G, H', M, F)
20
              else
21
                   if f_n \triangleleft B_2 \cup B_3 then
22
                      B'_1 \leftarrow B_1 \cup \{f_n\}

C'_1 \leftarrow C_1 \cup \{f_1, \dots, f_{n-1}\}
23
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```
21 // else // \forall_{i \in [3]} X \cap C_i = \emptyset
              // if n is even and H is even, or n is odd and H is odd then
                    // else // f_n - b_3
// if f_n \blacktriangleleft B_2 \cup B_3 then
\begin{bmatrix} \mathbf{return} \ H' \leftarrow \begin{pmatrix} A_1 & C_1' & B_1' \\ A_2 & C_2 & B_2 \\ A_3 & C_3 & B_3 \end{pmatrix}
24
^{25}
26
                            else
                                  \forall_{i \in [3]} : A'_i \leftarrow \text{neighbors of } f_1 \text{ in } A_i 
\forall_{i \in [3]} : A''_i \leftarrow A_i \setminus A'_i 
\forall_{i \in [3]} : B''_i \leftarrow \text{neighbors of } f_n \text{ in } B_i 
27
28
29
                                  \forall_{i \in [3]} : B_i' \leftarrow B_i \setminus B_i''
30
                                   ASSERT: Every i-rung is between A'_i and B'_i or A''_i and
                                  \forall_{i \in [3]} : C_i' \leftarrow \text{union of interiors of $i$-rings between $A_i'$ and $B_i'$}
31
                                   \forall_{i \in [3]} : C_i'' \leftarrow \text{union of interiors of } i\text{-rings between } A_i'' \text{ and }
32
                                  ASSERT: C_i = C_i' \cup C_i'', C_i' \cap C_i'' = \emptyset
ASSERT: A_i' \cup C_i' \not \square C_i'' \cup B_i'', A_i'' \cup C_i'' \not \square C_i \cup B_i
ASSERT: A_i' \blacksquare A_i'', B_i' \blacksquare B_i''
                                  ASSERT: A'_1, A''_2, A'_3, A''_3 \neq \emptyset
                                  H' \leftarrow \begin{pmatrix} A'_1 & C'_1 & B'_1 \\ A'_2 \cup A'_3 & C'_2 \cup C'_3 & B'_2 \cup B'_3 \\ \bigcup_i A''_i \cup \{f_1\} & \bigcup_i C''_i \cup \{f_2, \dots, f_n\} & \bigcup_i B''_i \end{pmatrix}
33
34
35
             else
                    a_1 \leftarrow \text{neighbor of } f_1 \text{ in } A_1
36
                    R_1 \leftarrow 1-rung with end a_1
37
                    b_1 \leftarrow the other end of R_1
38
                    b_2 \leftarrow \text{neighbor of } f_2 \text{ in } B_2
39
                    R_2 \leftarrow 2-rung with end b_2
40
41
                    a_2 \leftarrow the other end of R_2
                    ASSERT: b_1 \in X, a_2 \in X
                    ASSERT: (b_1 - f_1 \wedge a_2 - f_n) \vee (b_1 - f_n \wedge a_2 - f_1)
                    if f_1 - b_1 then
42
                           ASSERT: H is odd
                            R_3 \leftarrow \text{any 3-rung with ends } a_3, b_3, \text{ such that}
43
                              \{a_3,b_3\} \not \square \{f_1,f_n\}
                            return V(R_1) \cup V(R_2) \cup V(R_3) \cup \{f_1, \dots, f_n\} - a L(BS(K_4))
44
                            # TODO: Is it valid input for part of ALG I?
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```
else // \forall_{i \in [3]} X \cap C_i = \emptyset
             // else // n is odd and H is even, or n is even and H is odd
                    else // f_1 - a_2
45
                          \forall_{i \in [3]} : A'_i \leftarrow A_i \cap X, A''_i \leftarrow A_i \setminus X
\forall_{i \in [3]} : B'_i \leftarrow B_i \cap X, B''_i \leftarrow B_i \setminus X
\forall_{i \in [3]} : C'_i \leftarrow \text{ union of } i\text{-rungs between } A'_i \text{ and } B'_i
46
47
48
                          \forall_{i \in [3]} : C_i'' \leftarrow \text{ union of } i\text{-rungs between } A_i'' \text{ and } B_i''
\text{ASSERT: } C_i = C_i' \cup C_i'', C_i' \cap C_i'' = \emptyset
49
                          if f_1 is complete to at least two of A_i then
50
                                  relabel strips of H, so that f_1 is complete to A_1 and A_2
51
                                  ASSERT: f_n is complete to B_1 and B_2
                                  ASSERT: n > 1 (as in SPGT 10.5 OK for odd H?)
                                 \mathbf{return} \begin{pmatrix} A_1 & C_1 & B_1 \\ A_2 & C_2 & B_2 \\ A_3 \cup \{f_1\} & C_3 \cup \{f_2, \dots, f_{n-1}\} & B_3 \cup \{f_n\} \end{pmatrix}
52
                          else
53
                                  ASSERT: A_i' \blacksquare A_i'' \# \text{TODO}: OK odd H?
                                  ASSERT: B_i' = B_i'' \# \text{TODO}: OK odd H?
                                  return
54
                                     \begin{pmatrix} A'_1 & C'_1 & B'_1 \\ A'_2 \cup A'_3 & C_2 \cup C'_3 & B'_2 \cup C'_3 \\ \bigcup_i A''_i \cup \{f_1\} & \bigcup_i C''_i \cup \{f_2, \dots, f_{n-1}\} & \bigcup_i B''_i \cup \{f_n\} \end{pmatrix}
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```
{\tt GOOD-PARTITION-FROM-EVEN-HYPERPRISM}(G,H,M)
Input: G – square-free, Berge graph containing no L(BS(K_4))
          H = (A_1, \ldots, B_3) – maximal even hyperprism in G
         M – set of major neighbors of H
Output: A good partition of G
 1 Z \leftarrow \bigcup \{V(C) : C \text{ is a component of } G \setminus \{V(H) \cup M\} \text{ with no}
     attachments in H}
 2 relabel strips of H, so that M \cup A_1 and M \cup B_1 are cliques
 3 F_1 \leftarrow \bigcup \{V(C) : C \text{ is a component of } G \setminus \{H \cup M \cup Z\} \text{ that attaches to } I
     A_1 \cup B_1 \cup C_1 }
    ASSERT: M is a clique
    ASSERT: M \cup A_i is a clique for at least two values of i
    ASSERT: M \cup B_j is a clique for at least two values of j
 4 K_1 \leftarrow A_1, K_2 \leftarrow M, K_3 \leftarrow B_1
 5 R \leftarrow C_1 \cup F_1 \cup Z
 6 L \leftarrow G \setminus \{K_1 \cup K_2 \cup K_3 \cup R\}
 7 return (K_1, K_2, K_3, L, R)
```

```
GOOD-PARTITION-FROM-EVEN-HYPERPRISM(G, H, M)
Input: G – square-free, Berge graph containing no L(BS(K_4))
          H = (A_1, \ldots, B_3) – maximal odd hyperprism in G
          M – set of major neighbors of H
Output: A good partition of G
 1 Z \leftarrow \bigcup \{V(C) : C \text{ is a component of } G \setminus \{V(H) \cup M\} \text{ with no}
     attachments in H}
 2 relabel strips of H, so that A_1 \not\square B_1 and A_2 \not\square B_2
    ASSERT: C_1 \neq \emptyset, C_2 \neq \emptyset
 3 \forall_{i \in [3]} F_i \leftarrow \bigcup \{V(C) : C \text{ is a component of } G \setminus \{H \cup M \cup Z\} \text{ that attaches}
     to A_i \cup B_i \cup C_i }
 F_B \leftarrow \bigcup \{V(C) : C \text{ is a component of } G \setminus \{H \cup M \cup Z \cup F_1 \cup F_2 \cup F_3\}
     that attaches to B_1 \cup B_2 \cup B_3 }
    # TODO: F_i, F_A, F_B are from algIV, make sure it is correct
    ASSERT: At least two of A_i and at least two of B_i are cliques
    ASSERT: M is complete to at least two of A_i and at least two of B_i
    ASSERT: M is a clique
    ASSERT: For at least two i: A_i \cup M is a clique
    ASSERT: For at least two j: A_j \cup M is a clique
 5 choose h, so that M \cup A_h and M \cup B_h are cliques
 6 if h = 1 \lor h = 2 then // # TODO: make sure h = 2 is ok
        K_1 \leftarrow A_1, K_2 \leftarrow M, K_3 \leftarrow B_1
        R \leftarrow C_1 \cup F_1 \cup Z
        L \leftarrow G \setminus \{K_1 \cup K_2 \cup K_3 \cup R\}
        return (K_1, K_2, K_3, L, R)
10
11 else
        relabel H so that M \cup A_1 and M \cup B_2 are cliques
12
        K_1 \leftarrow B_2 \cup B_3, K_2 \leftarrow M, K_3 \leftarrow A_1 \cup A_3
13
        L \leftarrow B_1 \cup C_1 \cup F_1 \cup F_B
14
        R \leftarrow G \setminus \{K_1 \cup K_2 \cup K_3 \cup L\}
15
        return (K_1, K_2, K_3, L, R)
```