

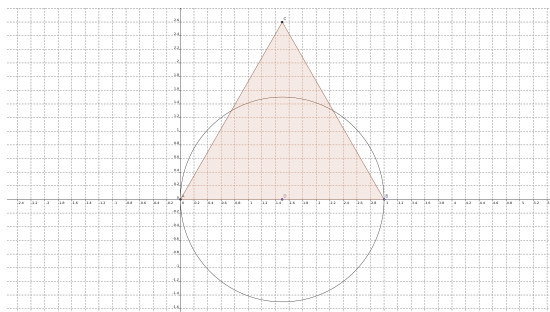
PFLOCK Report

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I was wrong...

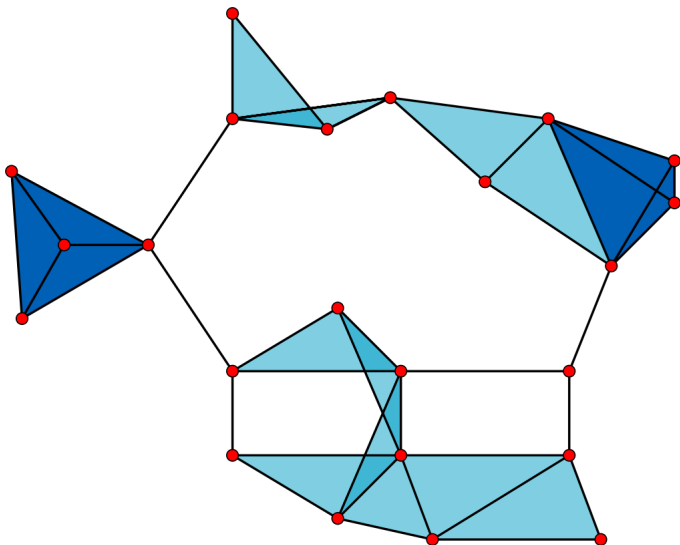


However, finding triangles, or much better cliques, could be very useful...

Maximal cliques instead of just triangles

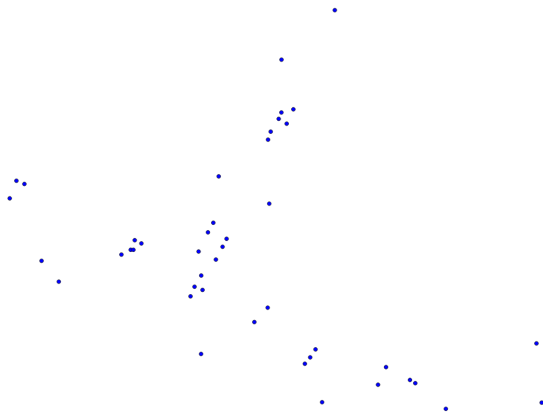
- ▶ A **clique**, C , in an undirected graph $G = (V, E)$ is a subset of the vertices, $C \subseteq V$, such that every two distinct vertices are adjacent.
- ▶ A **maximal clique** is a clique that cannot be extended by including one more adjacent vertex, that is, a clique which does not exist exclusively within the vertex set of a larger clique.

Maximal cliques instead of just triangles



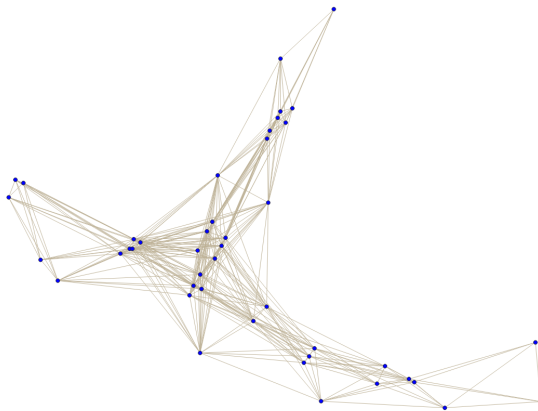
A maximal cliques based approach

Set of points



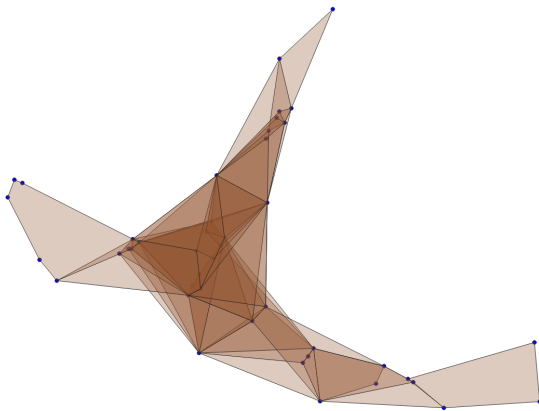
A maximal cliques based approach

Finding pairs



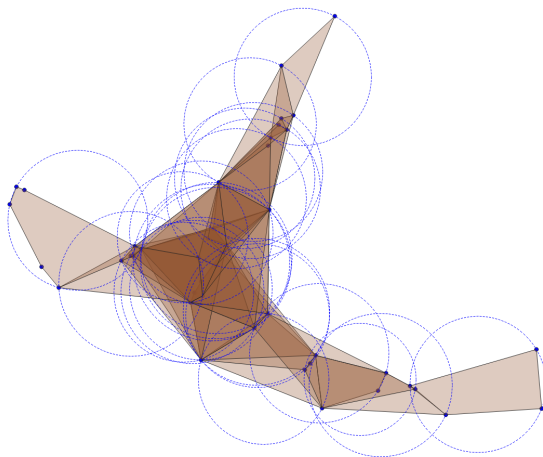
A maximal cliques based approach

Finding maximal cliques



A maximal cliques based approach

Getting minimum bounding circles



Important notes

- ▶ It is required to perform additional processing if the radius of the minimum bounding circle is greater than $\frac{\varepsilon}{2}$.
- ▶ The cost of finding maximal cliques could be high (worst case $O(3^{\frac{n}{3}})$) but many algorithms reports to be practical in real-life graphs.
- ▶ The reduction on the number of candidate circles is significant (i.e. from 37272 to ≈ 1139 in just 0.804s).

A maximal cliques based approach

A large demo

