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**Graph Algorithms with Hostile
Partners**

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Abstract

A short description of the project goes here.

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Chapter 1

Introduction

Chapter 2

Dominating sets

We begin by listing some definitions.

Definition. The Dominating set, D , of a graph $G = (E, V)$ is any subset of V such that every vertex in V is adjacent to at least one vertex in D .

Definition. The Dominating number, $\gamma(G)$, of a graph $G = (E, V)$ is the size of the smallest dominating set of G .

Definition. Independent set, maximum independent set, independence number $\alpha(G)$

2.1 min size dominating set

Lemma 2.1. *Let G be a graph.*

$$\gamma(G) \geq \alpha(G)$$

Proof. Let X be a minimum dominating set in some graph $G = (V, E)$. By definition of dominating set vertex in V is adjacent to at least one vertex in X . \square

Recall that $\chi(G)$ is the chromatic number of the graph G .

Theorem 2.2 (Willis 2011 3.1). *For any graph $G = (V, E)$ [5]*

$$\alpha(G) \leq \frac{|V|}{\chi(G)}$$

Recall that $\Delta(G)$ is the maximum degree of any vertex in G .

Theorem 2.3 (Balakrishnan 2012 10.3.2). [2] *For any graph G with n vertices,*

$$\left\lceil \frac{n}{1 + \Delta(G)} \right\rceil \leq \gamma(G) \leq n - \Delta(G)$$

It is obvious that in the case when $\gamma(G)$ is known that $\gamma(G) > \gamma_g(G)$.

Theorem 2.4. (Ore 1962) [4] *For any graph G with n vertices,*

$$\gamma(G) \leq \frac{n}{2}$$

Theorem 2.5. *Let G be a graph. If x is a tight upper bound for the domination number, $\gamma(G)$, then*

$$\gamma_g(G) \geq x$$

Proof. Let G be a graph where $\gamma(G) = x$. Thus for G we are unable to find a dominating set with $< x$ vertices. Therefore there cannot be a winning strategy for Alice with $< x$ vertices. Therefore $\gamma_g(G) \geq x$ \square

Theorem 2.6. *Let G be a graph with n vertices, such that $n \geq 4$. Then,*

$$\gamma_g(G) \geq \left\lfloor \frac{n}{2} \right\rfloor$$

Proof. By combination of theorems 2.4 and 2.5 we get $\gamma_g(G) \geq \left\lfloor \frac{n}{2} \right\rfloor$ \square

Theorem 2.6 is also proved in Alona, Balogh, Bollobas, and Szabo 2002 [1].
The trivial upper bound is n .

Theorem 2.7. *Let G be a graph with n vertices. Then,*

$$\gamma_g(G) \leq \left\lceil \frac{2n}{3} \right\rceil$$

Proof. A dominating set on a spanning tree is a dominating set in the parent graph. Thus for any graph, G , it suffices to show we have a winning strategy for a spanning tree of G . Let T be a spanning tree of G . The winning strategy for Alice is the greedy strategy as follows.

Let D be the current dominating set in T i.e. neighbours of all selected vertices.

1. Pick any vertex, v , not in D with a maximal number of neighbours not in D . That is maximise the set $\{x : x \in N(v) \wedge v \notin D\}$.
2. repeat until you have a dominating set.

worst case path graph requires twice the minimum of the path graph???

with no opponent this will give $n/3$ thus at worst with the opponent it will take $2n/3$

At worst Alice will add two vertices to \square

Theorem 2.8. *Given p players then,*

$$\gamma_{gp}(G) \geq p\gamma(G)$$

$$\gamma_{gp}(G) \leq p\gamma_2(G) \leq p \left\lceil \frac{2n}{3} \right\rceil$$

Chapter 3

Colouring

Theorem 3.1. *Let T be a tree, if we have $p \geq 2$ players then,*

$$\chi_g(T) \geq p + 2$$

The following proof is an extended version of the proof of Theorem 5.4 in [3, Bodlaender 1990]

Proof. Consider the graph G as defined in figure 3.1.

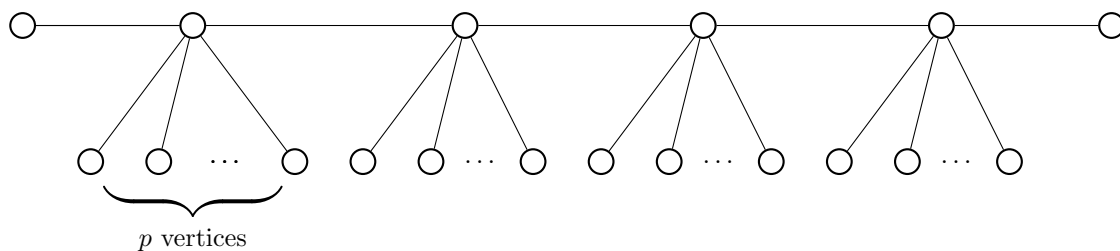


Figure 3.1

We give a strategy for Bob with $p + 1$ colours. Let the colours be $\{c_1, c_2, \dots, c_p, c_{p+1}\}$. On Alice's first move she picks any vertex, v , and colours it. Let the colour of v be c_1 . Bob's first move is to colour any vertex with distance 3 to v . We now have a subgraph in G of the type shown in figure 3.2. We then colour $y_1 \dots y_{p-2}$ with $c_2 \dots c_{p-1}$ respectively.

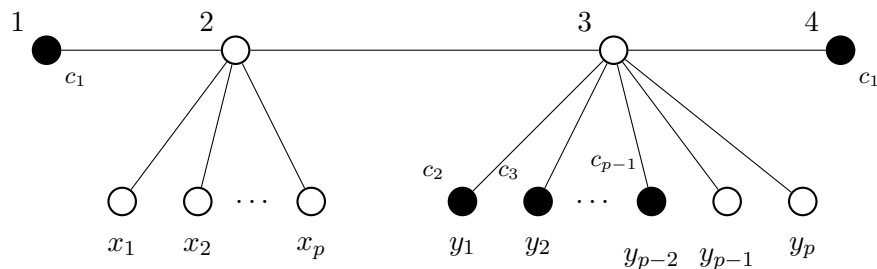


Figure 3.2

We consider three cases.

1. Alice colours 2, x_1 , x_2 , \dots , or x_p .

Bob colours y_{p-1} with c_p and y_p with c_{p+1} . Vertex 3 now has $p + 1$ different coloured neighbours and thus Bob wins.

2. Alice colours 3.

The colour of 3 cannot be one of $c_1 \dots c_{p-1}$. Therefore 3 is either c_p or c_{p+1} . W.l.o.g let the colour of 3 be c_{p+1} . Bob colours $x_1 \dots x_{p-1}$ with $c_2 \dots c_p$ respectively. Vertex 2 now has $p + 1$ different coloured neighbours and thus Bob wins.

3. Alice colours y_{p-1} or y_p

Bob colours 2 with c_p and y_p (or y_{p-1} if Alice coloured y_p) with c_{p+1} . Vertex 2 now has $p + 1$ different coloured neighbours and thus Bob wins.

□

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