

Finding Partite Hypergraphs Efficiently

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Abstract

TODO

1 Introduction

Hypergraph Turán problems study how many edges a k -uniform hypergraph $H = (V, E)$ with n vertices can have without containing a specific subgraph G . The maximal such number is known as the *Turán number* $\text{ex}(n, G)$. It is known [3] that $\text{ex}(n, G) = o\left(\binom{n}{k}\right)$ if and only if G is k -partite, i.e., if its vertex set can be partitioned into k disjoint sets such that each edge contains exactly one vertex from each part. Kővári, Sós, and Turán [4] (for $k = 2$) and Erdős [2] (for any $k \geq 2$) established that

$$\text{ex}(n, K(t, \cdot^k, t)) = \mathcal{O}(n^{k - \frac{1}{t^{(k-1)}}}), \quad (1)$$

where $K(t, \cdot^k, t)$ is the complete balanced k -partite k -graph with k parts of size t . Furthermore, if H is a k -graph with at least $d\binom{n}{k}$ edges for some constant $d > 0$, then it contains a $K(t, \cdot^k, t)$ with $t = c_d \log(n)^{1/(k-1)}$.

This result is non-constructive, meaning it guarantees the existence of such a subgraph but does not provide an efficient way to find it. Note that a simple brute-force search for a $K(t, \cdot^k, t)$ would involve checking all $\binom{n}{kt}$ vertex subsets, which is superpolynomial in n for $t = \Theta((\log n)^{1/(k-1)})$. Mubayi and Turán [5] developed a polynomial-time algorithm for the case $k = 2$, which reaches the stated order of magnitude for the subgraph part size. This paper extends their approach to the general case of k -uniform hypergraphs, reaching analogous results for $k \geq 3$. More concretely, we prove the following.

Theorem 1. *There is a deterministic algorithm that, given a k -graph H with n vertices and $m = dn^k$ edges, finds a complete balanced k -partite subgraph $K(t, \cdot^k, t)$ in polynomial time, where*

$$t = t(n, d, k) = \dots$$

This value of t matches the order of magnitude from existence proofs. In fact, a probabilistic argument shows that it is the best possible up to a constant factor.

2 The algorithm

We present a recursive algorithm, **FindPartite**, that finds a $K(t, \cdot^k, t)$ in a given k -graph H . The core idea is to reduce the uniformity of the problem from k to $k - 1$ in each recursive step. The algorithm takes a k -graph H with n vertices and m edges as input. It first defines the target part size t , a small set size w , and a threshold edge count s for the recursive call, based on the input graph's parameters:

$$\begin{aligned}
t(n, d, k) &= \dots, \\
w(n, d, k) &= \dots, \text{ and} \\
s(n, d, k) &= \dots,
\end{aligned}$$

where $d = \frac{m}{\binom{n}{k}}$ is the edge density of H . The main steps are:

1. **Base Case ($k = 1$):** The edge set of a 1-graph is just a collection of vertices. Return the set of all vertices that are “edges”.
2. **Select High-Degree Vertices:** Choose a set $W \subset V$ of w vertices with the highest degrees in H .
3. **Find a Dense Link Graph:** Iterate through all t -subsets $T \subset W$. For each T , consider the set S of all $(k - 1)$ -subsets of V that form a hyperedge with *every* vertex in T .
4. **Recurse:** As we prove further along using the Kővári–Sós–Turán theorem, for at least one choice of T , the resulting set S will be large ($|S| \geq s$). We form a new $(k - 1)$ -graph $H' = (V, S)$ and make a recursive call: **FindPartite**(H' , $k - 1$).
5. **Construct Solution:** The recursive call returns $k - 1$ parts V_1, \dots, V_{k-1} of size at least t . By construction, every choice of vertices from these parts forms an edge in H' with every vertex of T . Thus, (T_1, \dots, T_{k-1}, T) form the desired $K(t, \dots, t)$ in the original graph H .

The pseudocode is given in Algorithm 1.

Algorithm 1 Finding a balanced partite k -graph

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1: function FINDPARTITE( $H, k$ )
2:   if  $k = 1$  then
3:     return ( $\{x: \{x\} \in E(H)\}$ )
4:   end if
5:    $n \leftarrow |V(H)|, m \leftarrow |E(H)|, d \leftarrow \frac{m}{\binom{n}{k}}$ 
6:    $t \leftarrow t(n, d, k), w \leftarrow w(n, d, k), s \leftarrow s(n, d, k)$ 
7:   assert  $t \geq 2$ 
8:    $W \leftarrow$  a set of  $w$  vertices with highest degree in  $H$ 
9:   for all  $T \in \binom{W}{t}$  do
10:     $S \leftarrow \{y \in \binom{V}{k-1} : \forall x \in T, \{x\} \cup y \in E(H)\}$ 
11:    if  $|S| \geq s$  then
12:       $H' \leftarrow (V, S)$   $\triangleright H'$  is a  $(k - 1)$ -graph
13:       $(V_1, \dots, V_{k-1}) \leftarrow \text{FINDPARTITE}(H', k - 1)$ 
14:      return  $(V_1, \dots, V_{k-1}, T)$ 
15:    end if
16:  end for
17: end function

```

3 Analysis

We now present the proof of correctness and polynomial runtime for our algorithm. We assume $t \geq 2$ for our estimates to be easier. If $t < 2$, we may just return the vertices of any single edge in H .

3.1 Correctness

The correctness of the algorithm hinges on these key lemmas. TODO

3.2 Complexity

TODO re-evaluate the complexity analysis.

4 Conclusion and Future Work

We have presented a deterministic, polynomial-time algorithm to find a large complete balanced k -partite subgraph in any sufficiently dense k -uniform hypergraph. This provides a constructive counterpart to a classical existence result by Erdős in extremal hypergraph theory.

Several avenues for future research remain open.

- **General Blow-ups:** Our algorithm finds a blow-up of a single edge, $K(t, \dots, t)$. Can this framework be adapted to find a t_n -blowup of an arbitrary fixed k -graph G ? Existence theorems guarantee such structures, but efficient algorithms are lacking.
- **Unbalanced Partite Graphs:** The algorithm could be modified to search for unbalanced complete partite graphs $K(t_1, \dots, t_k)$, where the part sizes may grow at different rates.
- **Optimality:** The bounds on t are asymptotically tight, but the constants can likely be improved with a more refined analysis. For $k = 2$, it is known that in dense graphs one can find a $t = \Theta(\log n)$ blow-up of any bipartite graph. It is an open question if a constructive proof for this stronger result exists for $k \geq 2$.

References

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