Elusive graph properties

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Elusive properties of infinite graphs, arxiv note



• finite combinatorics, theoretical computer science

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- Need assumptions:
- 1. P is a non-trivial property
- 2. *P* is a graph property (i.e. preserved by isomorphism)

A bold conjecture

- *P* is a non-trivial graph property. *V* is a (finite) vertex set.
- Test this property by asking questions of the form " is there an edge between vertices x and y?"
- What is the minimal number of such questions in the worst case?

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A bold conjecture (Aanderaa-Rosenberg)

 $\mu(P, n) = \binom{n}{2}$ for any non-trivial graph property P and $n \in \omega$.

Theorem (Best, Boas, Lenstra)

There is a non-trivial graph property such that $\mu(P, n) < \binom{n}{2}$.

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Property *P*_n:

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An algoritm for the Seeker:

• divide V into two large pieces: $n = A_0 \cup A_1$. ($|A_i| \ge 6$)

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- Ask all the pairs v_iv_j and v_ix_k. We know if G has property P_n.

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- Ask all the pairs which contains *u*. We know the partition.
- Ask all the pairs v_iv_j and v_ix_k. We know if G has property P_n.
- There is k < 2 and i ≠ j < 3 such that x_i, x_j ∈ A_k. We did not asked x_ix_j.

Conjecture

If P is a non-trivial graph property and $n \in \omega$, then $\mu(P, n) = \Omega(n^2)$ (i.e. $\mu(P, n) \ge c \cdot n^2$ for some c > 0).

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A graph $G = \langle V, E \rangle$ is a **scorpion** iff G has 3 special vertices, called the sting, the tail, and the body:

the sting is connected only to the tail,

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Theorem (Best, Boas, Lenstra)

There is an algorithm using only O(n) questions to determine if G is a scorpion.

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Theorem (Kahn, Sacks and Sturtevant)

If *P* is a monotone, non-trivial graph property, then $\mu(P, n) = \binom{n}{2}$ provided that *n* is a prime power.

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Theorem (Yao)

If P is a monotone, non-trivial graph property, then P is elusive on the bipartite graphs.

What about infinite graphs?

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- min $G = \langle V, E \rangle$ and max $G = \langle V, E \cup U \rangle$.

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- (6) the Hider wins iff the graph (V, E_{G_α}) does not have property R, but graph (V, E_{G_α} ∪ U_{G_α}) has property R for each α < β.</p>

Definition

Let R be a monotone graph property and V be a vertex set. Define the **game** $\mathbb{E}_{V,R}$ between two players, the **Seeker** and the **Hider**, as follows:

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A graph property R is **elusive** on a set V iff the Hider has a winning strategy in the game $\mathbb{E}_{V,R}$.

A positive theorem

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Theorem The monotone graph property R

"the graph contains a cycle "

is elusive for any vertex set V.

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- Claim 3. If G_{α} is not connected then max G_{α} contains a triangle.

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the graph G has property R iff $\langle V, E \setminus \{e\} \rangle$ has property R (*)

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then the Seeker has a trivial winning strategy:

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- So the Seeker wins.

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for each graph $G = \langle V, E \rangle$ and $e \in E$, the graph G has property R iff $\langle V, E \setminus \{e\} \rangle$ has property R (*)

then the Seeker has a trivial winning strategy:

- they enumerates $[V]^2$ as $\langle \boldsymbol{e}_{\alpha} : \alpha \leq \beta \rangle$, and
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Revised Naive conjecture: Every "natural" monotone graph property is elusive on every infinite vertex set.

Theorem

For each natural number n and for each infinite set V the monotone graph property R_n

"deg_G(v) $\ge n$ for each vertex v"

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Actually, the Seeker has winning strategies in both cases.

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Definition Let $H = \langle V, E^* \rangle$ be a graph. A vertex set $L \subset V$ is a **covering** set iff for each $v \in V \setminus L$ there is $a \in L$ with $\{v, a\} \in E^*$. Definition

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Define the Cantor graph C as follows: its vertex set is the set of all finite 0-1 sequences, and $\{s, t\}$ is an edge iff $s \subset t$ or $t \subset s$.

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Proposition

Given an infinite cardinal κ , the infinite complete graph K_{κ} , the balanced bipartite graph $K_{\kappa,\kappa}$, the Turan graphs $T(\kappa, n)$ for $n \in \omega$, and the Cantor graph C are braided.

Theorem

For each natural number n and for each infinite braided graph $H = \langle V, E^* \rangle$ the monotone graph property R_n

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If P is a monotone, non-trivial graph property, then $\mu(P, n) = \Omega(n^2)$ (i.e. $\mu(P, n) \ge c \cdot n^2$ for some c > 0).

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"The seeker should ask lots of edges"

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A graph property R is \mathcal{I} -elusive on a set V iff Hider has a winning strategy in the game $\mathbb{E}_{V,\mathcal{I},R}$.

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What about uncountable vertex sets?



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We do not know if the property *G* contains $K_{1,n}$ is elusive or not.

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Theorem (1) For each natural number $n \ge 2$ the monotone graph property $K_{1,n}$

" G contains K_{1,n}"

is \mathcal{I}_n -elusive on the vertex set ω , where

$$\mathcal{I}_n = \{ \boldsymbol{E} \subset [\boldsymbol{\omega}]^2 : \neg \exists \boldsymbol{B} \in [\boldsymbol{\omega}]^n \ \boldsymbol{E} \cup [\boldsymbol{B}]^2 = [\boldsymbol{\omega}]^2 \}.$$

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Otherwise $d_{E_{\alpha}\cup U_{\alpha}}(b)\geq |B|-1\geq n$ for $b\in B$).

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- $N_{\alpha} \cap [B]^2 = \emptyset$
- $|B| \le n$. Otherwise $d_{E_{\alpha} \cup U_{\alpha}}(b) \ge |B| - 1 \ge n$ for $b \in B$).
- $[A, \omega] \subset P_{\alpha}$ (Otherwise) $\{i, j\} \in U_{\alpha} \cap [A, \omega]$ with $i \in A$ implies $d_{E_{\alpha} \cup U_{\alpha}}(i) \ge n$.

- Hider says "yes" for $e_{\alpha} = \{i, j\}$ iff $\deg_{G_{\alpha}}(i), \deg_{G_{\alpha}}(j) < n 1$
- G_{β} does not contain $K_{1,n}$.
- Fix α < β and assume that d<sub>E_α∪U_α(v) ≤ n − 1 for each v ∈ ω.
 </sub>
- $A = \{v \in \omega : d_{E_{\alpha}}(v) = n-1\}$ and $B = \{v \in \omega : d_{E_{\alpha}}(v) \le n-2\}$.
- $N_{\alpha} \cap [B]^2 = \emptyset$
- $|B| \le n$. Otherwise $d_{E_{\alpha} \cup U_{\alpha}}(b) \ge |B| - 1 \ge n$ for $b \in B$).
- $[A, \omega] \subset P_{\alpha}$ (Otherwise) $\{i, j\} \in U_{\alpha} \cap [A, \omega]$ with $i \in A$ implies $d_{E_{\alpha} \cup U_{\alpha}}(i) \ge n$.

•
$$P_{\alpha} \cup [B]^2 = [\omega]^2$$
 and so $P_{\alpha} \notin \mathcal{I}_n$.

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Find the right AKR-style statement/conjecture for infinite graphs