# On/off Graphs

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#### Whac-A-Mole



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#### Definition (On/off Graph)

We define an on/off graph as a tuple  $(G, \alpha, \omega)$  where G = (V, E) is a graph and  $\alpha : V \to \mathbb{N}^*$ ,  $\omega : V \to \mathbb{N}^*$  such that  $\forall v \in V, \alpha(v) \le \omega(v)$ .



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Problem (On/off- $\pi$  problem)

- Input: G = (V, E) a graph,  $\alpha : V \to \mathbb{N}$ .
- **Output:**  $\omega: V \to \mathbb{N}$  s.t.
  - $(G, \alpha, \omega)$  is an on/off graph,
  - $|\omega^{-1}(t)| \leq \Omega$ ,  $\Omega$  being a fixed constant,
  - $G_t$  verifies  $\pi$ .

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 π is non trivial,
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Theorem (Adapted)

The on/off- $\pi$  problem is NP-complete, for all constant  $\Omega \geq 1$ .

### Parameterized Complexity

Parameters specific to on/off graphs:

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$$T = \max_{v \in V} \alpha(v),$$
  
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$$A = \max_{0 \le t \le T} |\alpha^{-1}(t)|,$$
  
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•  $\Omega = \max_{0 \le t \le T} |\omega^{-1}(t)|$ , paraNP (NP-hard with  $\Omega \ge 1$ )

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## Generic algorithm

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Consequences:

 ${\scriptstyle \bullet }$  on/off-Clique is FPT when parameterized by  $\textit{tw}, \Delta, \textit{h}, \textit{d}, \ldots$  .

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#### Theorem

On/off-Independent Set is NP-hard even when restricted to paths.

Consequences:

• On/off-Independent Set is paraNP-hard when parameterized by :  $tw, cw, pw, \Delta, h, d, \dots$ .

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Using the previous gadget we can "remove" cycles:



Some variants of the gadget:

$$u$$
  $- \frac{t_0}{u}$ 

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 $\rightarrow$  On/off- $\pi$  problem is NP-complete.

	$\Delta, h, d$	tw	T + tw	Т	A	Ω
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Independant Set	paraNP	paraNP	FPT	?	paraNP	paraNP
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- $\rightarrow\,$  We believe that the result obtained for Independent Set can be extended to half of the properties.
- $\rightarrow\,$  Game theory: Maker-Breaker, 1st player activate the vertices and 2nd player deactivate them.

A	Castillas	
Antome	Castinon	



# Thank You !