

The Overlap Number of a Graph

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Outline

Set Representations of Graphs
Intersection Representations
Overlap Representations

Finding Overlap Representations

Hard Problems

Conclusions

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Intersection Representations

Overlap Representations

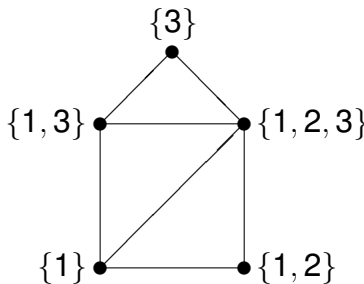
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What is a Set Representation?

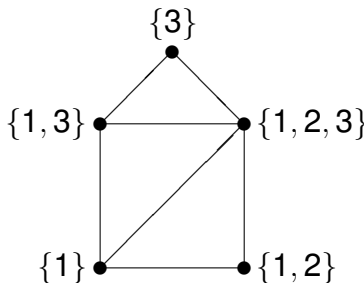
- ▶ An assignment of sets to the vertices of a graph is a *set representation* if two vertices are adjacent exactly when their sets satisfy some relation



Size of a Representation

- ▶ For $G = (V, E)$, we denote such a representation by $\mathcal{C} = \{S_v : v \in V\}$
- ▶ The *size* of a representation, \mathcal{C} , is

$$\left| \bigcup_{v \in V} S_v \right|$$



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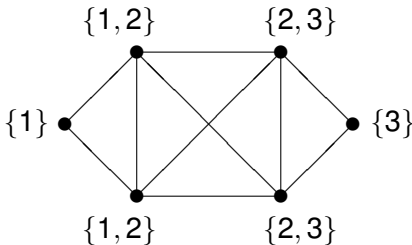
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Intersection Representations

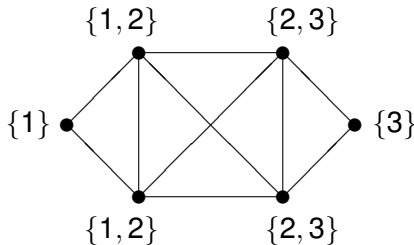
- An *intersection representation* is a set representation where u and v are adjacent if and only if $S_u \cap S_v \neq \emptyset$



Definition (Intersection Number)

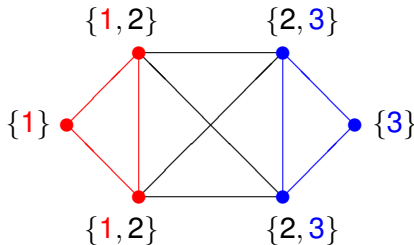
$\theta_e(G)$ is the size of a minimum intersection representation

Edge Clique Covers



- ▶ Intersection representations are equivalent to edge clique covers

Edge Clique Covers



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- ▶ This is used in many results on the intersection number

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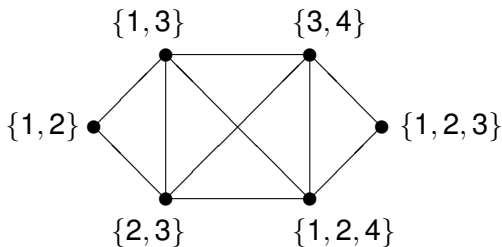
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Overlap Representations

- In an *overlap representation*, u and v are adjacent if and only if S_u and S_v intersect and neither set is contained in the other

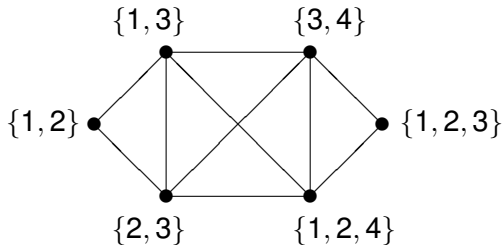


Definition (Overlap Number)

$\varphi(G)$ is the size of a minimum overlap representation

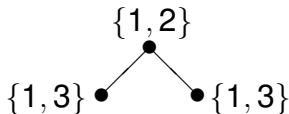
Disjointedness and Containment

- ▶ There are graphs for which disjointedness must be used in a minimum overlap representation



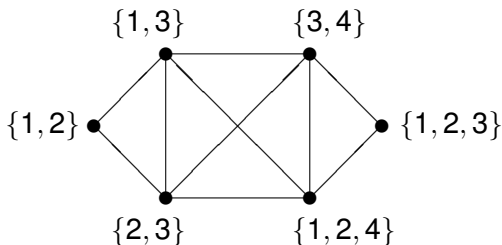
Disjointedness and Containment

- ▶ There are graphs for which disjointedness must be used in a minimum overlap representation
- ▶ There are also graphs that require containment



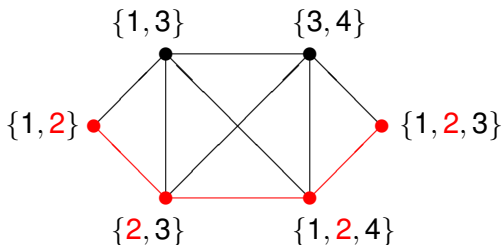
Cocomparability Graph Cover?

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- ▶ This seems to rule out a simple method to find a representation

Upper Bounds

- ▶ Any intersection representation can be made into an overlap representation by adding a new element to each set.

Class	Bound
All Graphs ¹	$\varphi(G) \leq \lfloor (n^2 + 4n)/4 \rfloor$
Chordal ²	$\varphi(G) \leq 2n$
Planar ³	$\varphi(G) \leq \frac{10}{3}n - 6$
Trees	$\varphi(G) \leq n + 1$
Cocomparability	$\varphi(G) \leq n + 1$

¹Erdős, Goodman, and Pósa, 1966

²Fulkerson and Gross, 1965

³Prisner, 1992

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Cliques

- ▶ $\varphi(K_n)$ is the number of elements required to construct n pairwise overlapping sets
- ▶ Milner's Theorem of 1966 gives exactly this quantity

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$$\varphi(K_n) = \left\{ \min m : n \leq \binom{m}{\lfloor \frac{m+2}{2} \rfloor} \right\}$$

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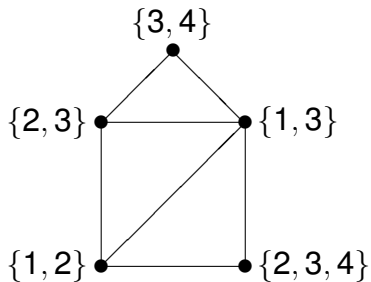
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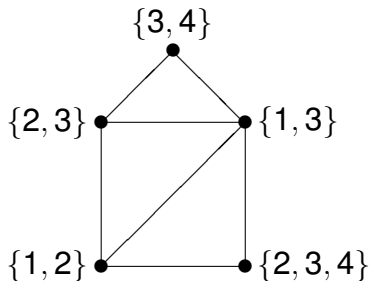
- ▶ This implies that $\varphi(K_n) \in \Theta(\log n)$
- ▶ In contrast, $\theta_e(K_n) = 1$

Complete k -partite Graphs



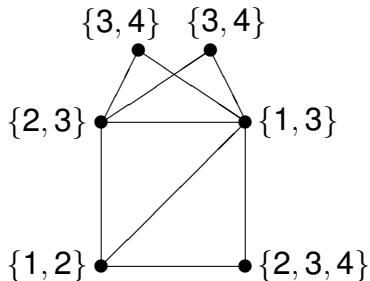
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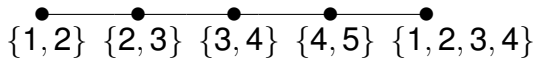
If G is a complete k -partite graph then $\varphi(G) = \varphi(K_k)$

Paths, Cycles, and Caterpillars

Theorem

For $n \geq 3$,

$$\varphi(P_n) = n$$

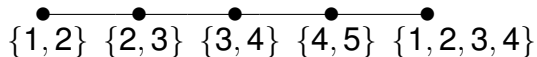


Paths, Cycles, and Caterpillars

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For $n \geq 3$,

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Corollary

Where T is a caterpillar with spine of length k and $n \geq 4$,

$$\varphi(C_n) = n - 1$$

$$\varphi(T) = k + 2$$

Disconnected Graphs

Theorem

If G is a graph with connected components B_1, B_2, \dots, B_k

$$\varphi(G) = \sum_{i=1}^k \varphi(B_i) - (k - 1)$$

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If G is a graph with connected components B_1, B_2, \dots, B_k

$$\varphi(G) = \sum_{i=1}^k \varphi(B_i) - (k - 1)$$

- ▶ The elements of one component can play the role of a single element in the rest of the graph
- ▶ In an intersection representation, different components are forced to have disjoint representations

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Computing the Size of a Minimum Representation

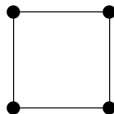
- ▶ Computing $\theta_e(G)$ is **NP**-complete
- ▶ Reduction is from (Vertex) Clique Cover to Edge Clique Cover (Kou, Stockmeyer, Wong, 1978)

Computing the Size of a Minimum Representation

- ▶ Computing $\theta_e(G)$ is **NP**-complete
- ▶ Reduction is from (Vertex) Clique Cover to Edge Clique Cover (Kou, Stockmeyer, Wong, 1978)
- ▶ The complexity of computing $\varphi(G)$ is unknown

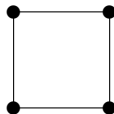
Containment Free Overlap Representations

- ▶ With containment forbidden in the representation, computing the overlap number of an arbitrary graph is **NP**-complete
- ▶ With no containment, any two sets that intersect must also overlap, so this is also an intersection number problem



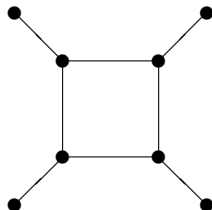
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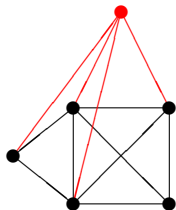
- ▶ This can be extended to at most a constant number of containments between sets of the representation
- ▶ If no more than k containments are allowed, make $2k + 1$ copies of the input graph
- ▶ A many-one reduction can be found by adding extra components to the graph where a minimum representation is forced to “spend” all k containment relationships

Extending a Representation

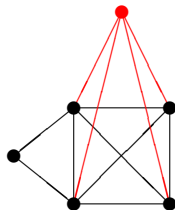
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- ▶ In the intersection case, this problem can be decided in polynomial time
- ▶ Extension is possible if and only if the new vertex extends a clique in the edge clique cover



Extending Overlap Representations

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- ▶ The NOT-ALL-EQUAL-3SAT problem can be reduced to it

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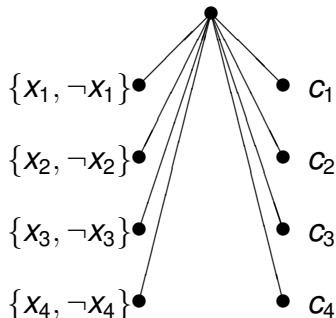
Definition (Not-All-Equal-3SAT)

Instance: A set $\{x_1, x_2, \dots, x_n\}$ of variables, and a set $\{c_1, c_2, \dots, c_m\}$ of clauses, each with exactly three literals

Question: Is there a truth assignment to the variables that satisfies at least one, but not all literals of each clause?

Reduction

- ▶ Given a set of variables and a set of clauses, we construct the following graph and overlap representation



- ▶ This representation can be extended if and only if the satisfiability problem has a solution

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Results

- ▶ The overlap number is known for a few simple classes of graphs
- ▶ Several problems related to finding the overlap number are **NP**-complete

Open Problems

Open Problem

*Is computing the overlap number is **NP**-complete?*

Open Problem

Is there an efficient algorithm to compute the overlap number of a tree?