#### Theoretical Aspects of Intruder Search

Course Wintersemester 2015/16 Cop and Robber Game

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## Cop and Robber Game in a graph

- Graph G = (V, E)
- Set the cop on a vertex
- Set the robber on a vertex
- Move alternatingly, try to visit robbers position

Cop and Robber game for graphs: **Instance:** A Graph G = (V, E) and the cardinality of the cops C. **Question:** Is there a winning strategy S for the cops C? Active version: Robbers *has to move* in each step! Makes a difference!



- Classes  $G_R$  and  $G_C$  for winning of cop or robber
- Situation at the end, single cop,  $G_C$
- A pitfall for the robber
- Definitions

For a pair  $(v_r, v_c)$  of vertices we call  $v_r$  a *pitfall* and  $v_c$  its *dominating vertex* if  $N(v_r) \cup \{v_r\} \subseteq N(v_c)$  holds. Obviously, a graph G whithout a pitfall is in  $G_R$ .

# Graph without pitfalls

Graphs without pitfalls cannot have a winning strategy for the cop.



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Successively, remove pitfalls is an algorithmic approach!

**Lemma 31:** Let  $v_r$  be a pitfall of some graph G. Then

$$G \in G_C \iff G \setminus \{v_r\} \in G_C$$

Proof:

1.  $G \setminus \{v_r\} \in G_R \implies G \in G_R$  (pitfall by cop = dom vertex by cop) 2.  $G \setminus \{v_r\} \in G_C \implies G \in G_C$  (pitfall by robber = dom. vertex by robber)

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Successively, remove pitfalls is an algorithmic approach!

**Theorem 32:** The graph G is in  $G_C$ , if and only if the successive removement of pitfalls finally ends in a single vertex. The classification of a graph can be computed in polynomial time.

Proof: Lemma 31, remove a pitfall. Detect a pitfall in polynomial time. Example! Product  $G_1 \times G_2$  of two graphs  $G_1 = (V_1, E_1)$  and  $G_2 = (V_2, G_2)$ Vertex set  $V_1 \times V_2$ Edges set:  $(v_1, v_2)$  and  $(w_1, w_2)$  of  $V_1 \times V_2$  build an edge if:  $v_1 = w_1$  and  $(v_2, w_2) \in E_2$  or  $(v_1, w_1) \in E_1$  and  $v_2 = w_2$  or  $(v_1, w_1) \in E_1$  and  $(v_2, w_2) \in E_2$ .

Example!

**Lemma 33:** If  $G_1, G_2 \in G_C$ , then  $G_1 \times G_2 \in G_C$ 

Proof:

Winning strategy for  $G_1$  that starts in  $v_1^s$  and catches the robber in  $v_1^e$  and  $G_2$  that starts in  $v_2^s$  and catches the robber in  $v_2^e$ . Cop can start in  $(v_1^s, v_2^s)$  apply the strategies simultaneously and finally catches the robber in a vertex  $(v_1', v_2')$ .

- Graph G and subgraph H
- Retraction from G to H
- Mapping  $\varphi: V(G) \mapsto V(H)$
- $\varphi(H) = H$  for  $(u, v) \in E$  we have  $(\varphi(v), \varphi(u)) \in E(H)$
- Graph H is a retract of G, if a retraction from G to H exists.

Note that  $G \setminus \{v_r\}$  for a pitfall  $v_r$  is a retract of G.  $\varphi(v_r) = v_c$ .

**Lemma 34:** If  $G \in G_C$ , and graph H is a retract of G, then  $H \in G_C$ .

Proof:

- Assume  $H \in G_R$ ,  $\varphi$  mapping of retraction
- Winning strategy for H exists, extend to G
- *R* remains in *H* and identifies the moves of *C* in *G* as moves in *H*.
- C moves from v to u in G, the robber indentifies this move as a move from φ(u) to φ(w) which exists in H by definition of φ

•  $G \in G_R$ 

**Theorem 35:** The class of graphs G in  $G_C$  is closed under the operations product and retraction.

- Graph G with 4-cycle, one cop,  $G \in G_R$
- c(G), minimal number of cops required
- Vertex-Cover:  $V_c \subseteq V$  so that any vertex  $u \in V \setminus V_c$  has a neighbor in  $V_c$ .
- Minimum vertex cover is an upper bound on c(G).
- c(G) can be arbitraily large for some graphs

## Number of cops required, negative results!

**Theorem 36:** Let G = (V, E) be a graph with minimum degree n that contains neither 3- nor 4-cycles. We conclude  $c(G) \ge n$ .

Proof:

- Assume that n-1 cops are sufficient
- Assume no vertex cover of size < n
- $c_1, \ldots, c_{n-1}$  starting positions
- Safe position for the robber, 2 steps away exists
- Next move of the cops
- No cop can threaten (occupy/be adjacent to) two neighbors of the robber, no such cycles
- Still one neigbor is safe!
- Show that no vertex cover of this size exists

# Number of cops required, negative results

**Theorem 36:** Let G = (V, E) be a graph with minimum degree n that contains neither 3- nor 4-cycles. We conclude  $c(G) \ge n$ .

Proof:

- No vertex cover of size n-1.
- Vertex set  $V = \{v_1, \ldots, v_{n-1}\}$  of G
- $w \neq v_i$  for  $i = 1, \ldots, n-1$  exists
- N(w), of w: k vertices  $v_1, \ldots, v_k$  from V and l k vertices  $w_1, \ldots, w_{l-k}$  not in V
- We have  $l \ge n, \ k \le n-1$  and  $l-k \ge 1$
- No 3- and 4-cycles,  $N(w_i) \cap N(w_j)$  has to be  $\{w\}$  for  $i \neq j$
- None of the N(w<sub>i</sub>)s can contain a vertex of v<sub>1</sub>,..., v<sub>k</sub>, since this would give a 3-cycle with w
- If the set V is a vertex cover for G, any  $N(w_i)$  has to contain a different vertex from V.
- We require l k different vertices from  $v_{k+1}, \ldots, v_{n-1}$  and n vertices from V in total, a contradiction.

**Theorem 37:** For every *n* there exists a graph without 3- or 4-cylces with minimum degree *n*. So, for any *n* there is a graph with  $c(G) \ge n$ .

Proof:

By induction!

- n = 2 the simple 5-cycle
- 3-colorable and degree  $\geq n$ . At least *n* agents
- From n to n+1!

## Number of cops required, negative results

**Theorem 37:** For every *n* there exists a graph without 3- or 4-cylces with minimum degree *n*. So, for any *n* there is a graph with  $c(G) \ge n$ .

Proof: Inductive step! Four copies!



**Theorem 38:** Consider a graph G with maximum degree 3 and the property that any two adjacent edges are contained in a cycle of lenght at most 5. Then  $c(G) \leq 3$ .

Proof:

- Position of the robber
- Build paths  $P_1$ ,  $P_2$  and  $P_3$  from  $c_1$ ,  $c_2$ ,  $c_3$  to adjacent edges
- Always move closer!
- $P_1 = \{c_1, \dots, r_1, r\}, P_2 = \{c_2, \dots, r_2, r\}$  and  $P_3 = \{c_3, \dots, r_3, r\}$

• 
$$I = I_1 + I_2 + I_3$$
, decrease!

**Theorem 38:** Consider a graph G with maximum degree 3 and the property that any two adjacent edges are contained in a cycle of lenght at most 5. Then  $c(G) \leq 3$ .

Proof:

• R stands still. Cops move toward R and  $l' \leq l-3$ .

**2** The robber R moves to  $r_1$  w.l.o.g.

 $r_1$  has degree 1: Either  $c_1$  was on  $r_1$  or  $l_1 = 2$  and we are done or move all three cops toward r which gives  $l' \leq l_1 - 2 + l_2 - 1 + l_3 - 1 = l - 4 < l$ .  $r_1$  has degree 2: Either  $c_1$  was on  $r_1$  and we are done or move all three cops toward r which gives  $l' \leq l_1 - 2 + l_2 + l_3 = l - 2 < l$ .

**Theorem 38:** Consider a graph G with maximum degree 3 and the property that any two adjacent edges are contained in a cycle of lenght at most 5. Then  $c(G) \leq 3$ .

 $r_1$  has degree 3: Situation as follows! Use the paths



**Theorem 40:** For any planar graph G we have  $c(G) \leq 3$ .

Proof:

• Two cops protect some paths, the third cop can proceed!



**Lemma 39:** Consider a graph *G* and a shortest path  $P = s, v_1, v_2, \ldots, v_n, t$  between two vertices *s* and *t* in *G*, assume that we have two cops. After a finite number of moves the path is protected by the cops so that after a visit of the robber *R* of a vertex of *P* the robber will be catched.

- Move cop c onto some vertex  $c = v_i$  of P
- Assuming, r ≠ v<sub>i</sub> closer to some x in s, v<sub>1</sub>,..., v<sub>i-1</sub> and some y in v<sub>i+1</sub>,..., v<sub>n</sub>, t. Contradiction shortest path from x and y

• 
$$d(x,c) + d(y,c) \le d(x,r) + d(r,y)$$

- Move toward x, finally:  $d(r, v) \ge d(c, v)$  for all  $v \in P$
- Now robot moves, but we can repair all the time

• 
$$r$$
 goes to some vertex  $r'$  and we have  $d(r', v) \ge d(r, v) - 1 \ge d(c, v) - 1$  for all  $v \in P$ .

• Some  $v' \in P$  with d(c, v') - 1 = d(r', v') exists, move to v'

**Theorem 40:** For any planar graph *G* we have  $c(G) \leq 3$ .

Proof:

- Case 1: All three cops occupy a single vertex c and the robber is located in one component  $R_i$  of  $G \setminus \{c\}$
- Case 2: There are two different paths  $P_1$  and  $P_2$  from  $v_1$  to  $v_2$  that are protected in the sense of Lemma 39 by cops  $c_1$  and  $c_2$ . In this case  $P_1 \cup P_2$  subdivided G into an interior, I, and an exterior region E. That is  $G \setminus (P_1 \cup P_2)$  has at least two components. W.l.o.g. we assume that R is located in the exterior  $E = R_i$ .

**Theorem 40:** For any planar graph *G* we have  $c(G) \leq 3$ .

Case 1 and Case 2



**Theorem 40:** For any planar graph G we have  $c(G) \leq 3$ .

Case 1: Number of neighbors!

c neighbor in  $R_i$ : Move all cops to this neighbor c' and Consider  $R_{i+1} = R_i \setminus \{c'\}$ . Case 1 again.

c more than one neighbor in  $R_i$ : a and b be two neighbors,

R(a, b) a shortest path in  $R_i$  between a and b. One cop remains in c, another cop protects the path R(a, b) by Lemma 39. Thus  $P_1 = a, c, b$  and  $P_2 = P(a, b)$ . Case 2 with  $R_{i+1} \subset R_i$ .

**Theorem 40:** For any planar graph *G* we have  $c(G) \leq 3$ .

Case 2:



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