

Finding an Induced Subtree in an Intersection Graph is often hard

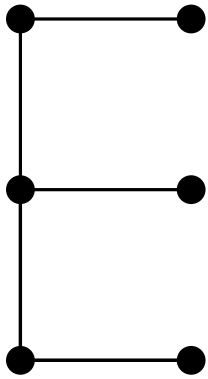
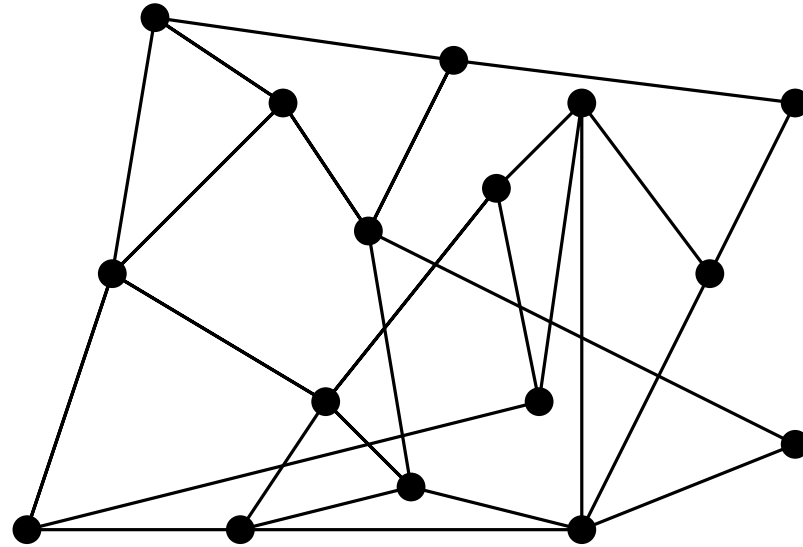
Hidefumi Hiraishi, University of Tokyo

Dejun Mao, University of Tokyo

Patrick Schnider, ETH Zürich

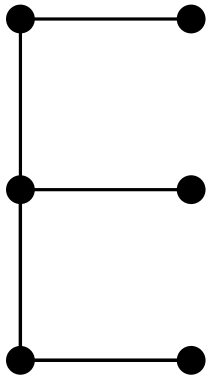
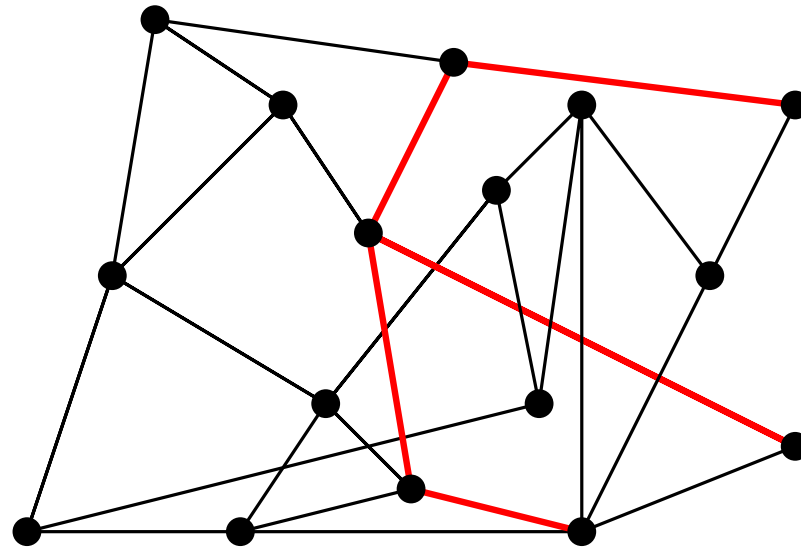
EuroCG 2020, Würzburg

Introduction

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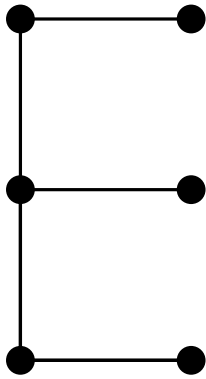
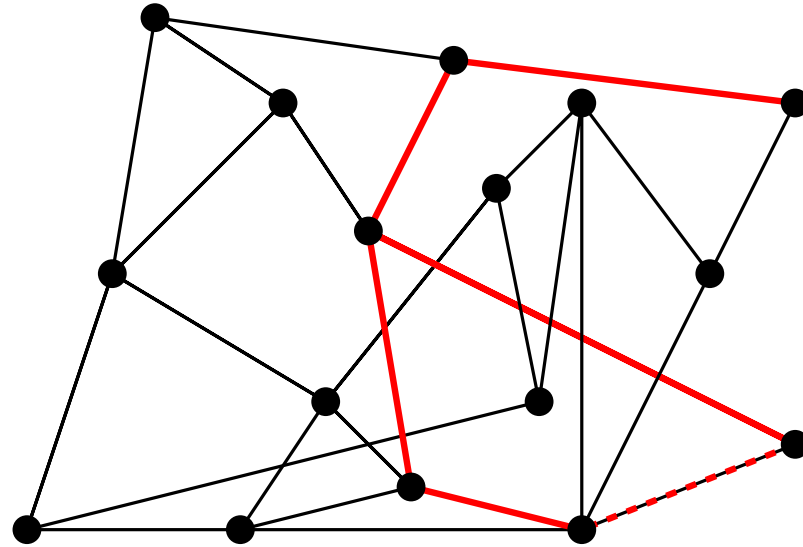
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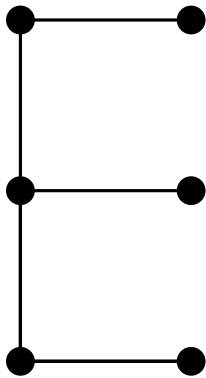
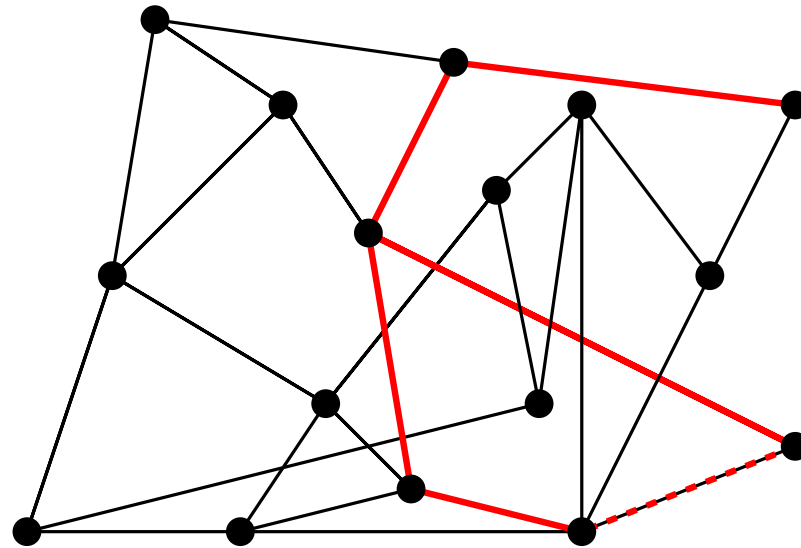
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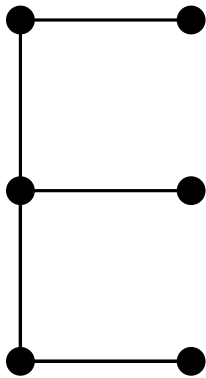
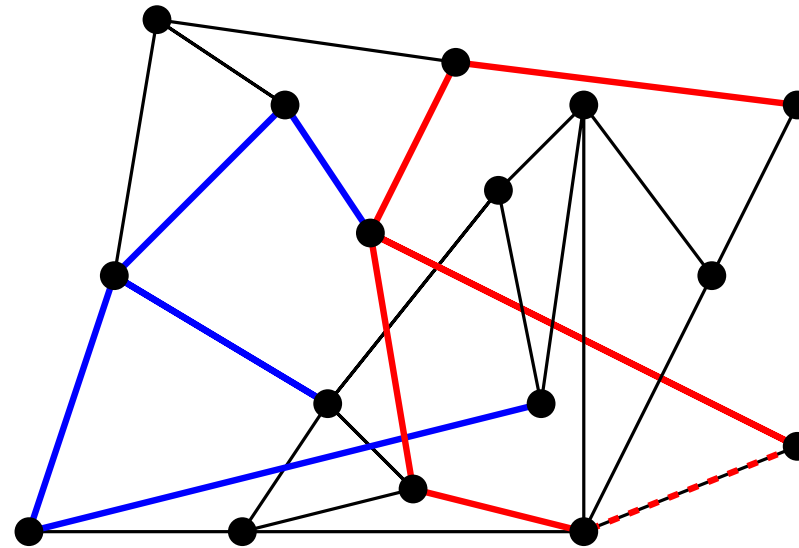
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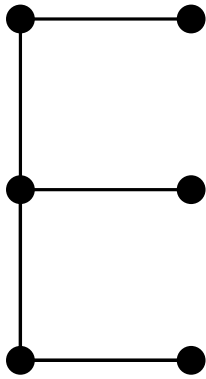
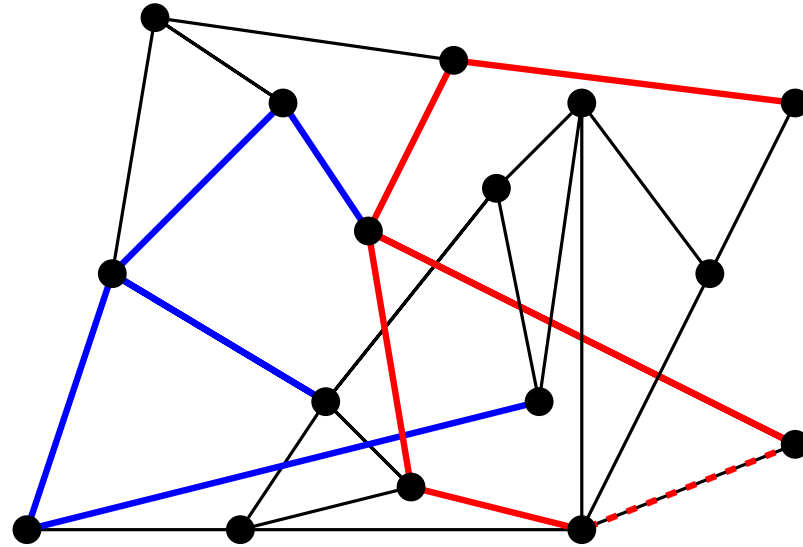
Subtree Isomorphism Problem (STI)

Introduction

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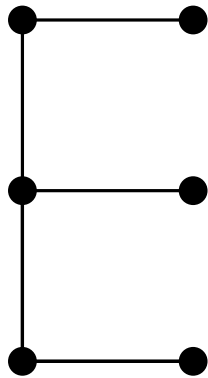
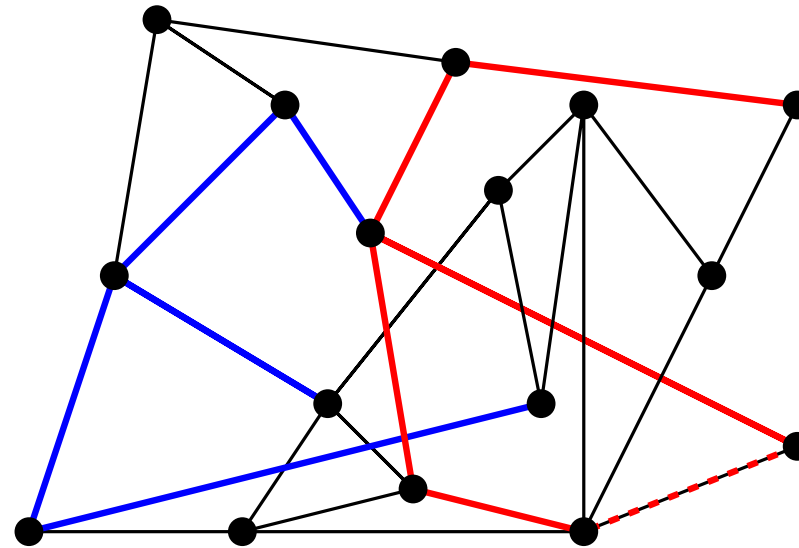
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Induced Subtree Isomorphism Problem (ISTI)

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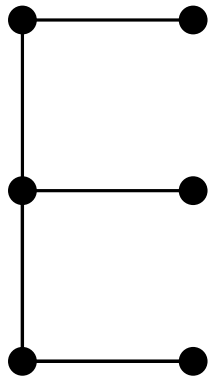
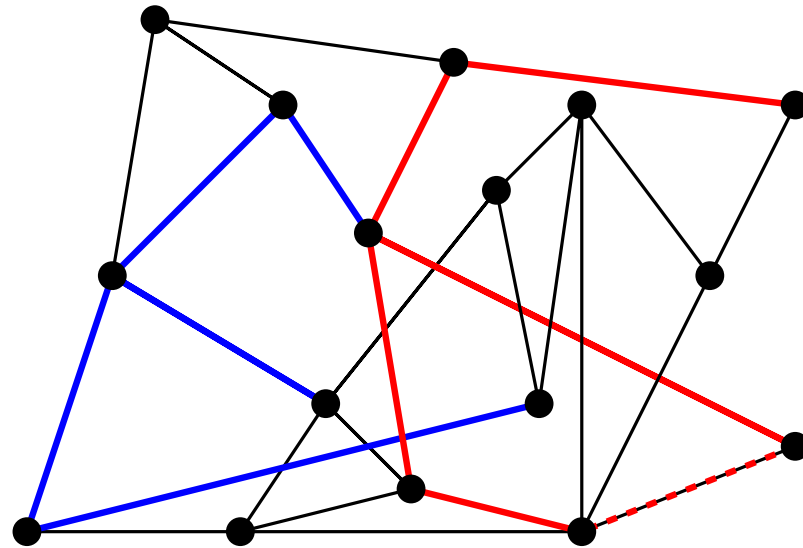
Subtree Isomorphism Problem (STI)

Induced Subtree Isomorphism Problem (ISTI)

NP-complete for graph classes s.t.

- closed under subdivision of edges and
- Hamiltonian path is hard

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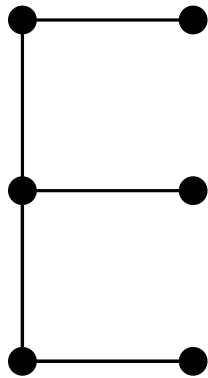
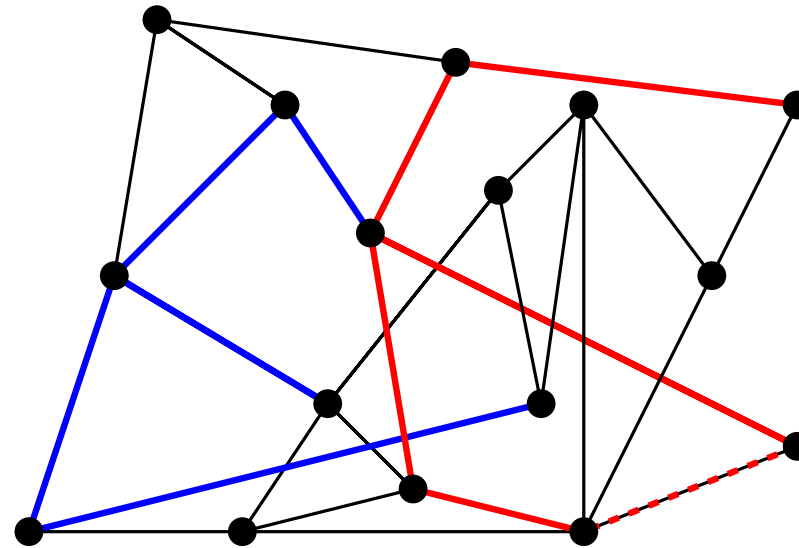
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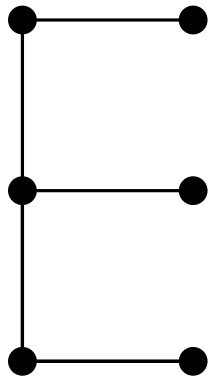
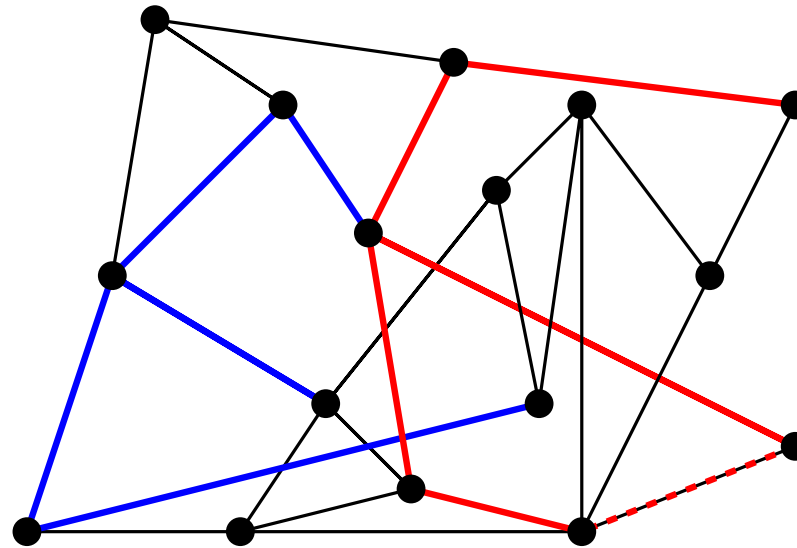
Induced Subtree Isomorphism Problem (ISTI)

NP-complete for graph classes s.t.

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Interval graphs: **STI** is hard but **ISTI** is poly-time

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Subtree Isomorphism Problem (STI)

Induced Subtree Isomorphism Problem (ISTI)

NP-complete for graph classes s.t.

- closed under subdivision of edges and
- Hamiltonian path is hard (e.g. planar graphs)

Interval graphs: **STI** is hard but **ISTI** is poly-time

This talk: NP-complete for many intersection graphs

The reduction for planar graphs

The reduction for planar graphs

$$(x_1 \vee x_2 \vee \neg x_3) \wedge (\neg x_2 \vee \neg x_3 \vee x_4) \wedge (\neg x_1 \vee x_3 \vee \neg x_4)$$

The reduction for planar graphs

$$(x_1 \vee x_2 \vee \neg x_3) \wedge (\neg x_2 \vee \neg x_3 \vee x_4) \wedge (\neg x_1 \vee x_3 \vee \neg x_4)$$



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$$(x_1 \vee x_2 \vee \neg x_3)$$

 x_2 x_1

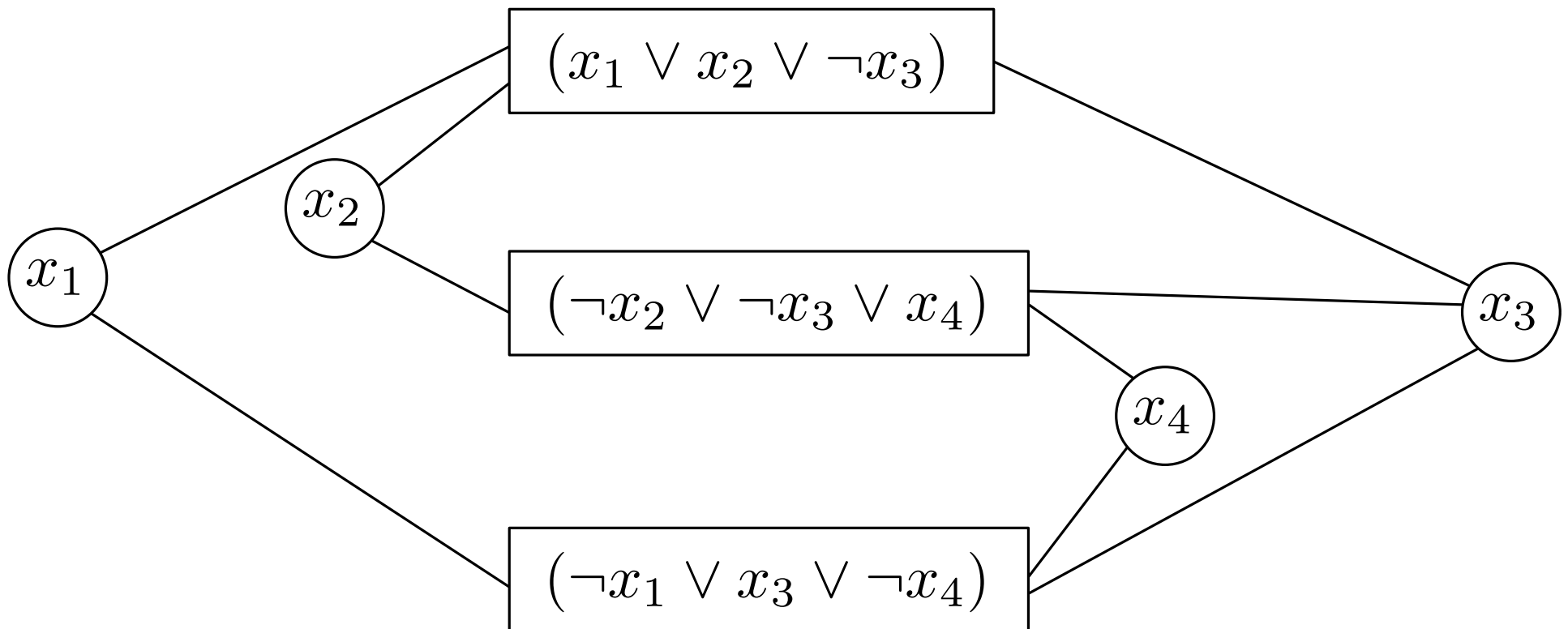
$$(\neg x_2 \vee \neg x_3 \vee x_4)$$

 x_3 x_4

$$(\neg x_1 \vee x_3 \vee \neg x_4)$$

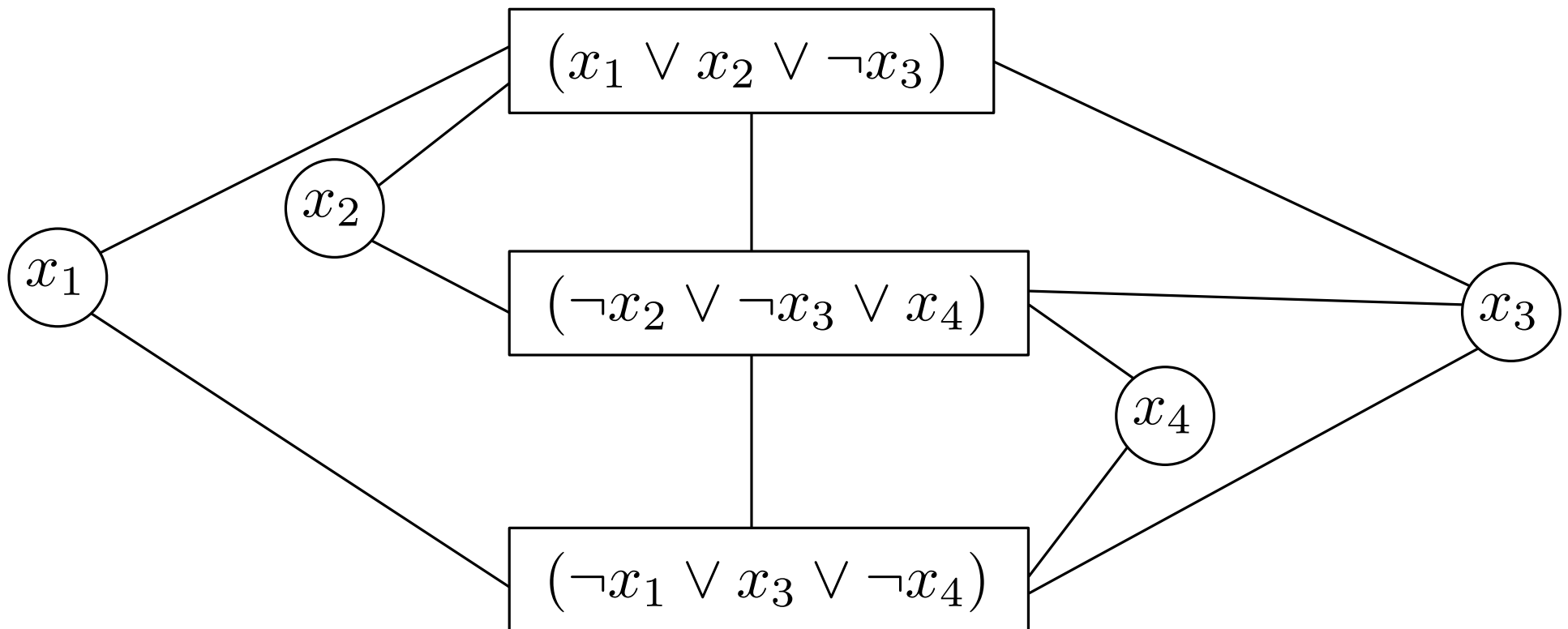
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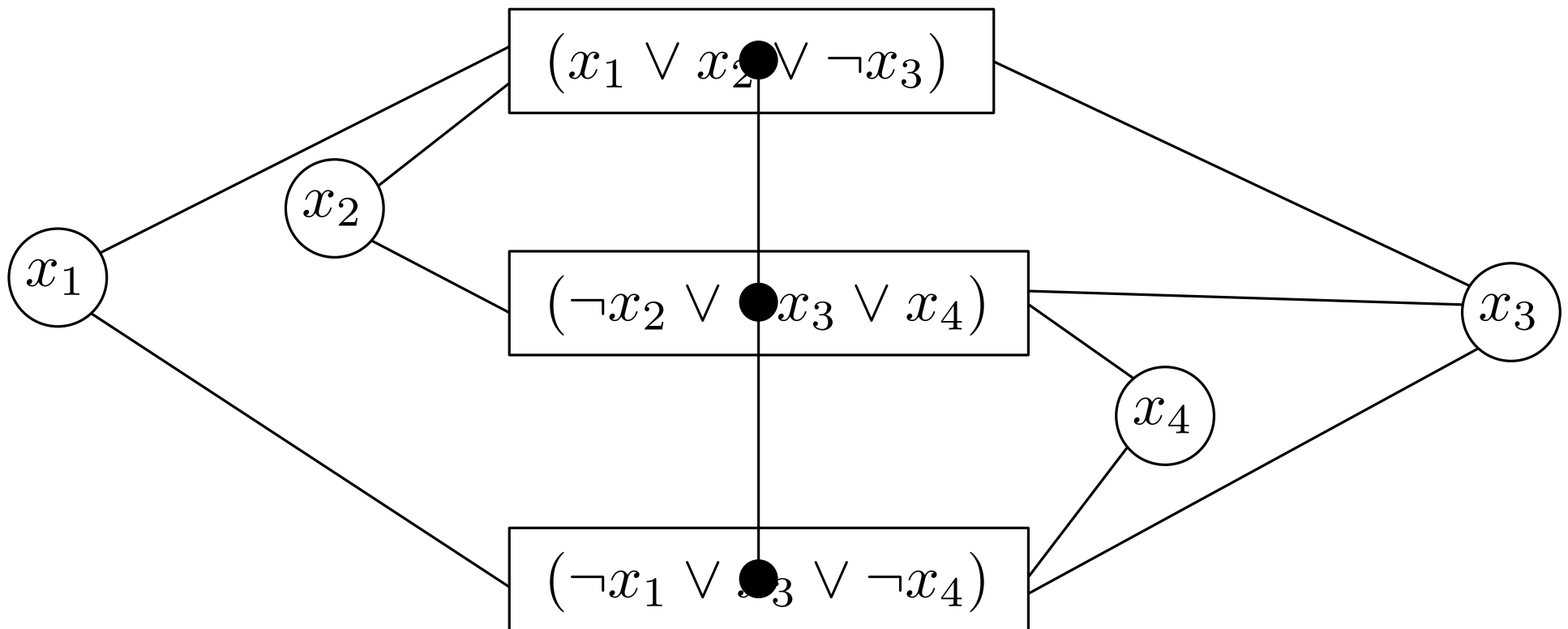
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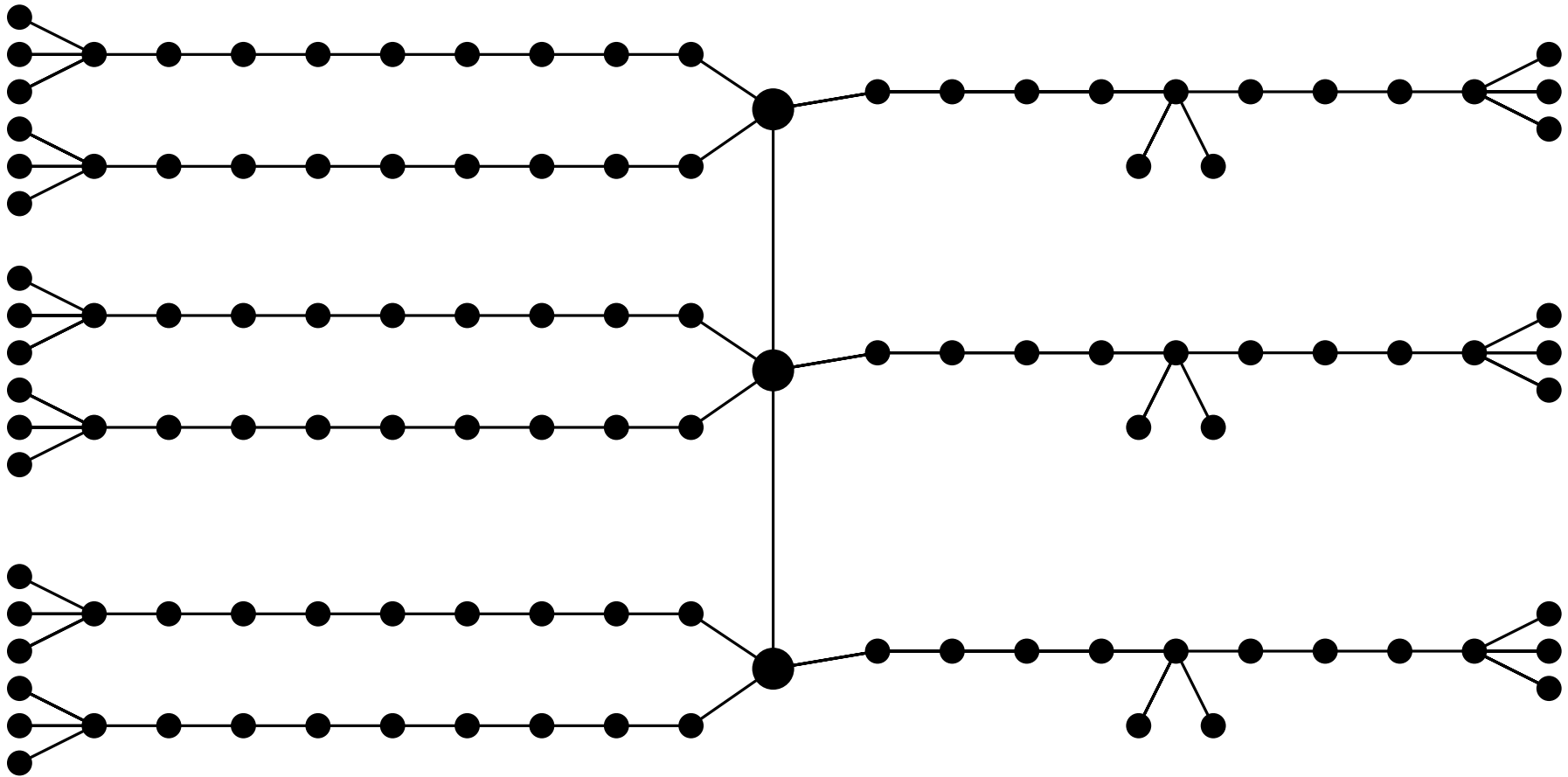
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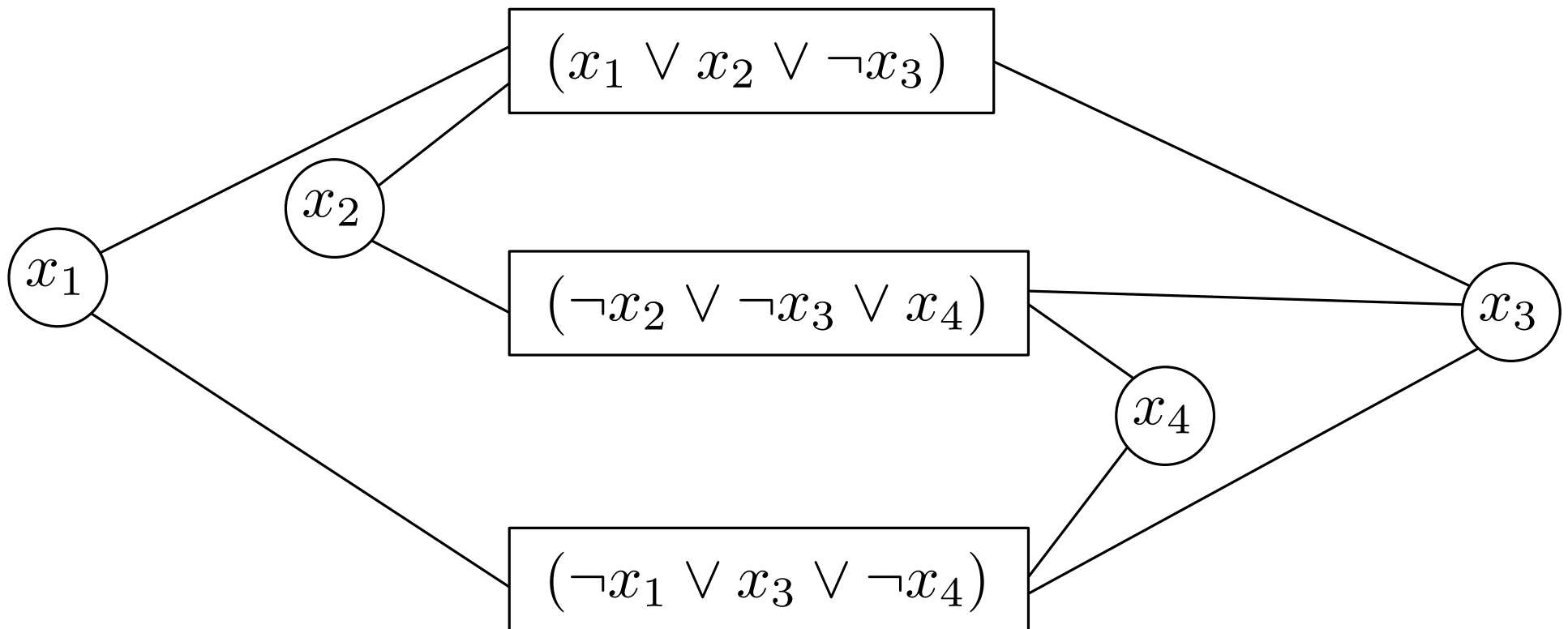
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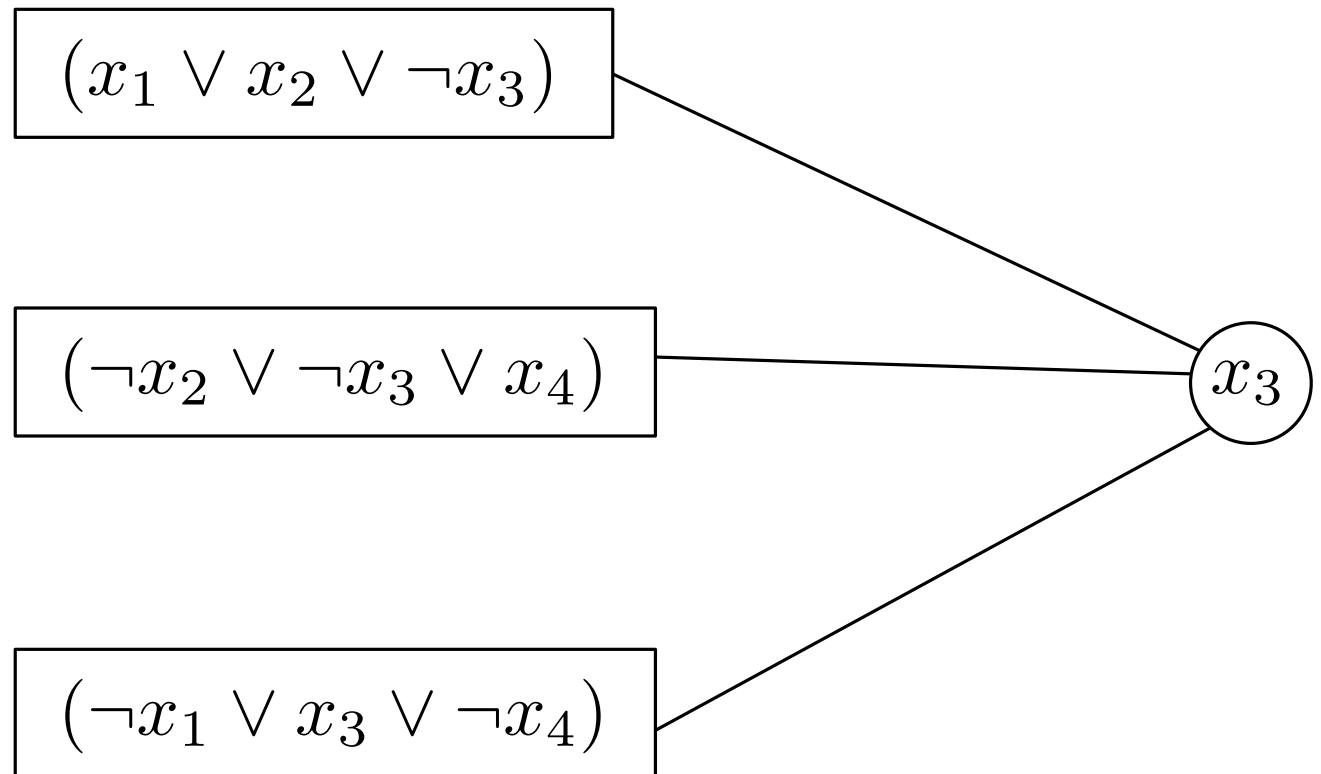
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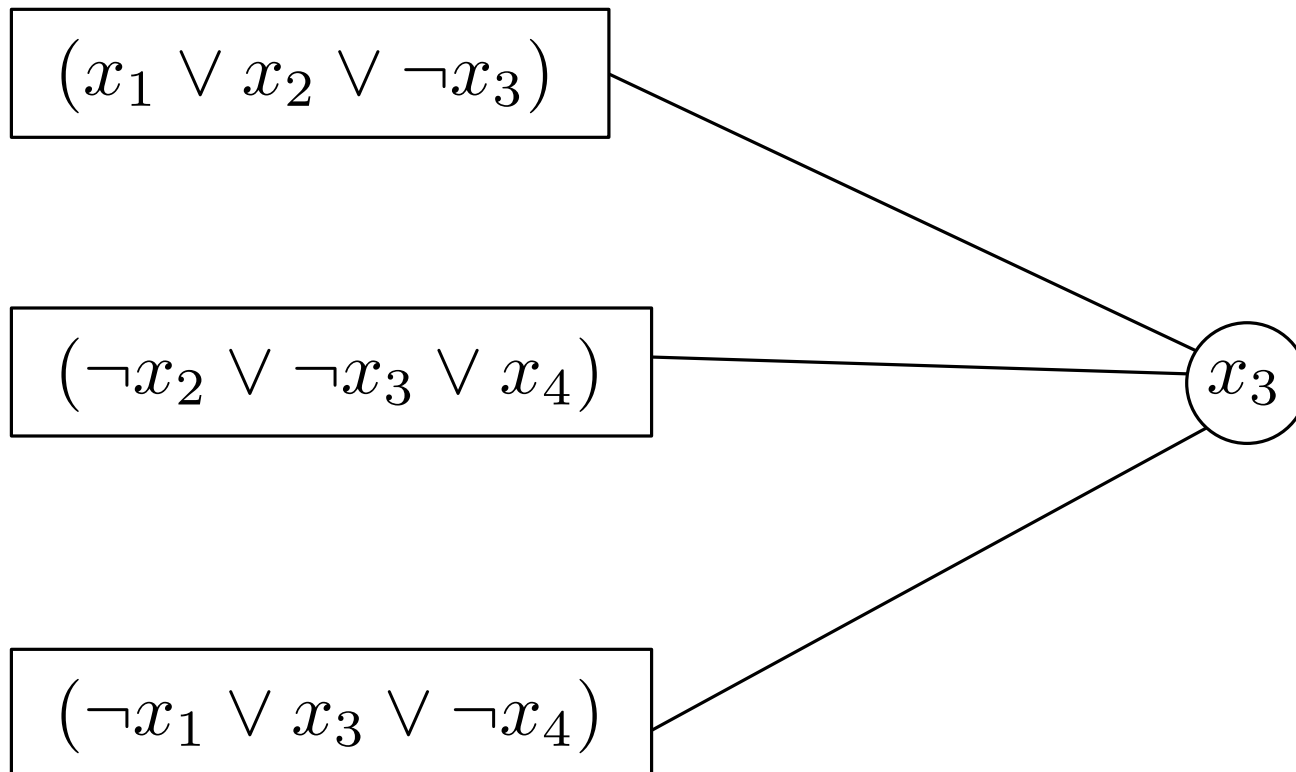
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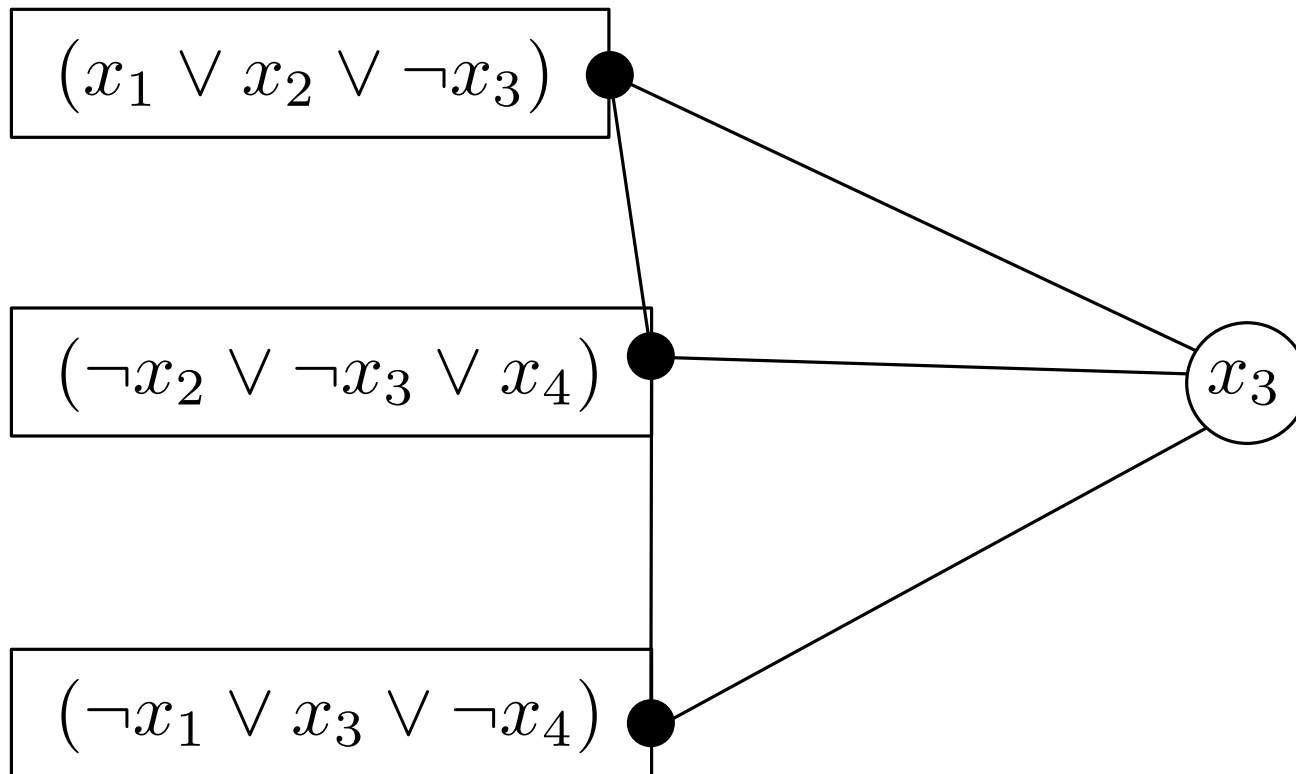
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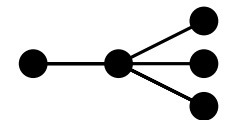
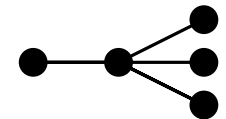
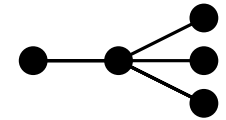
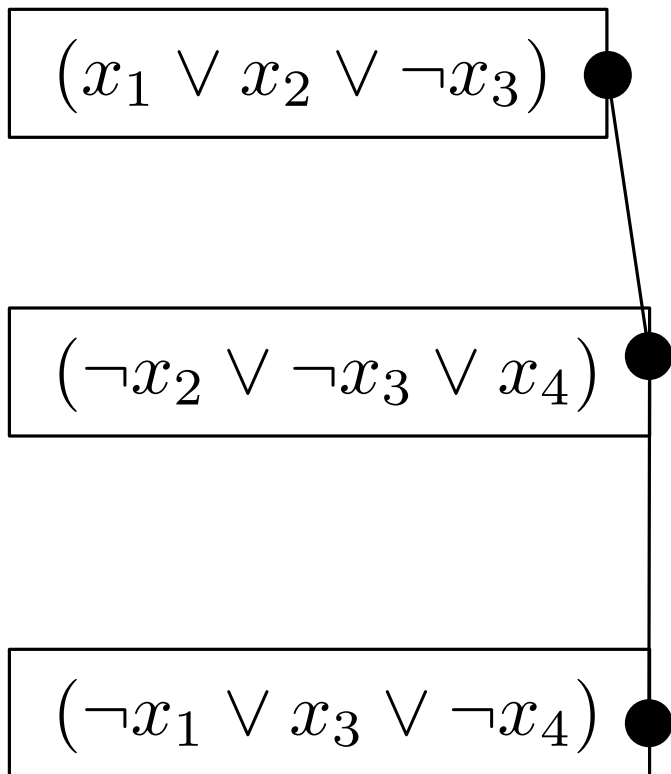
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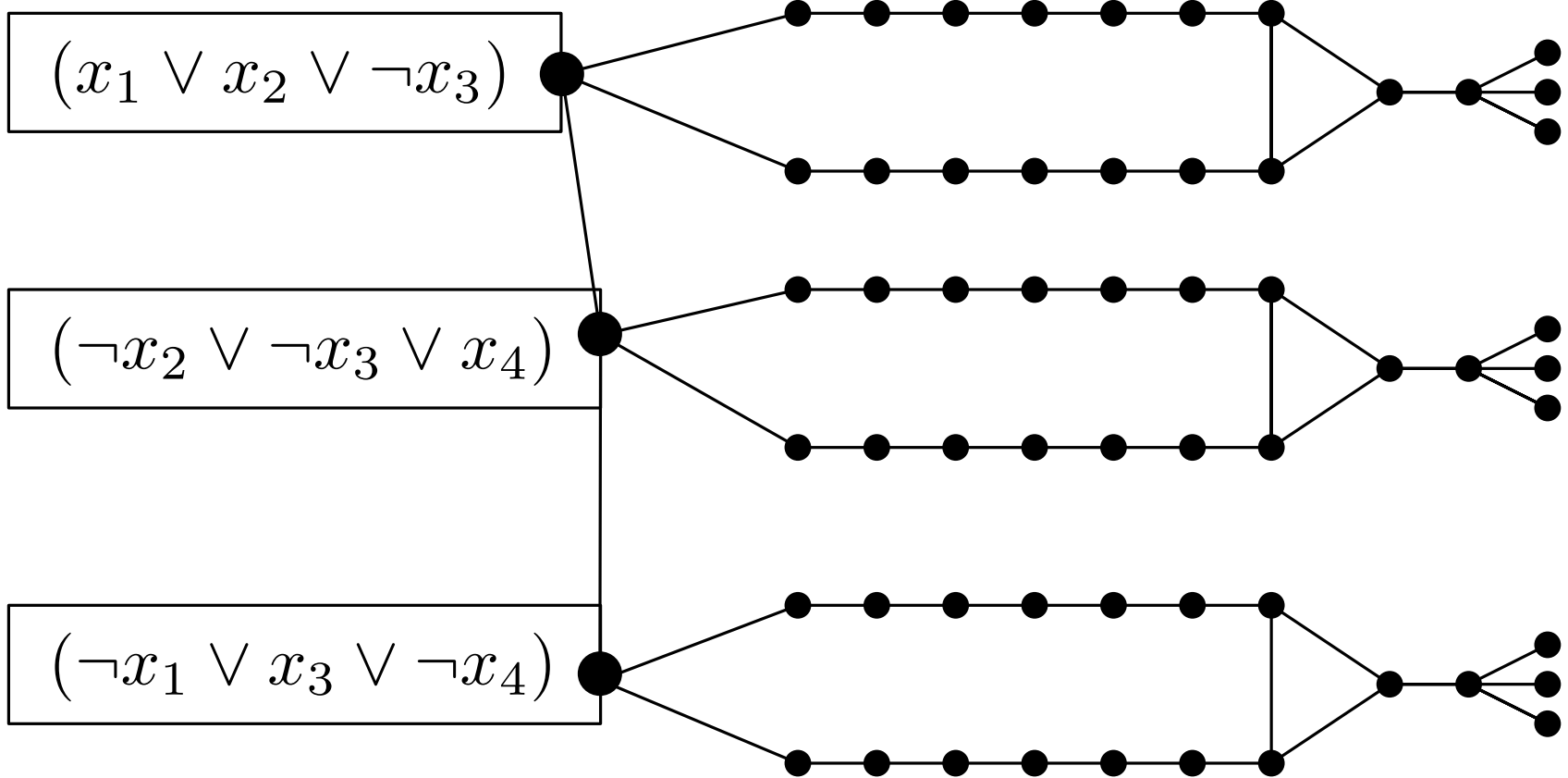
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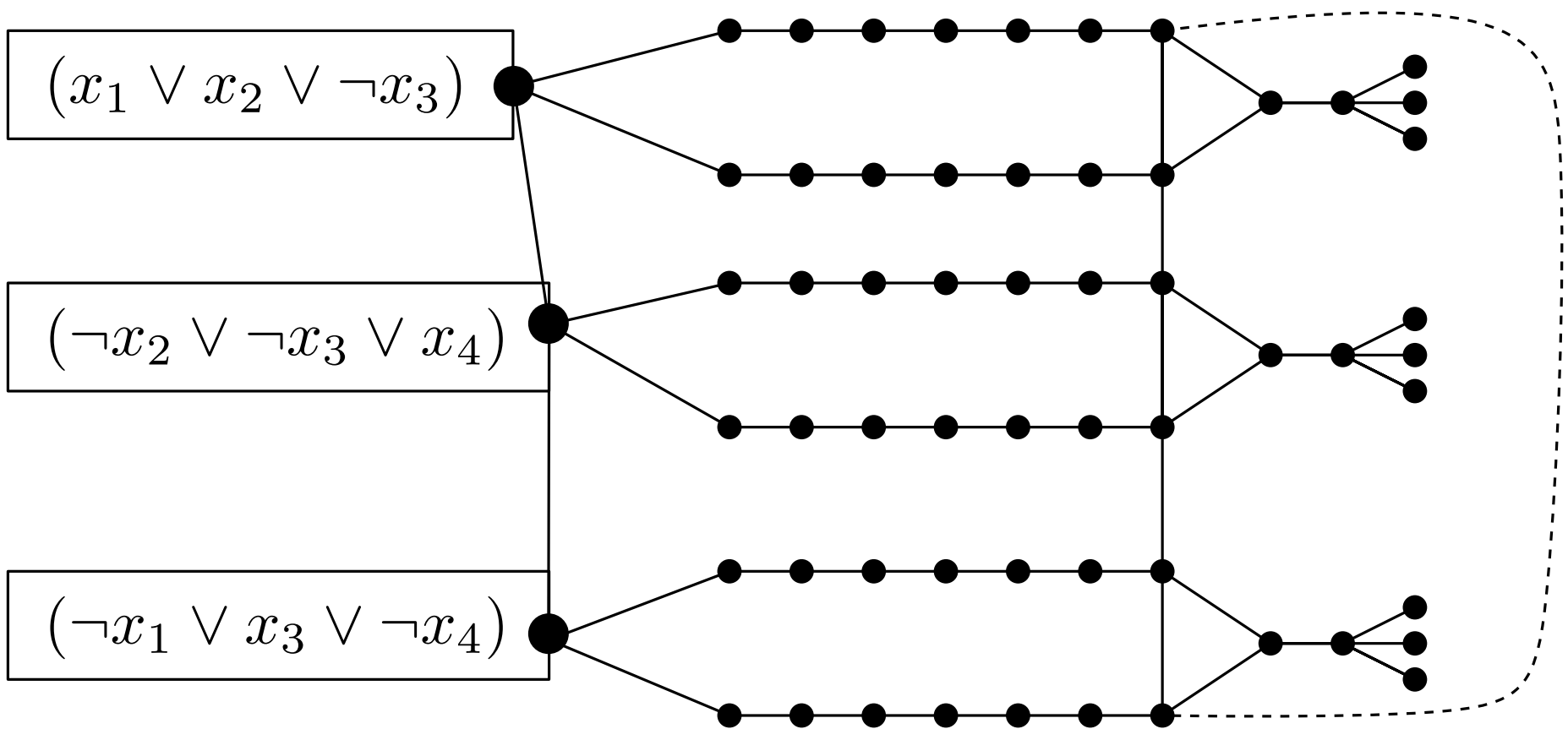
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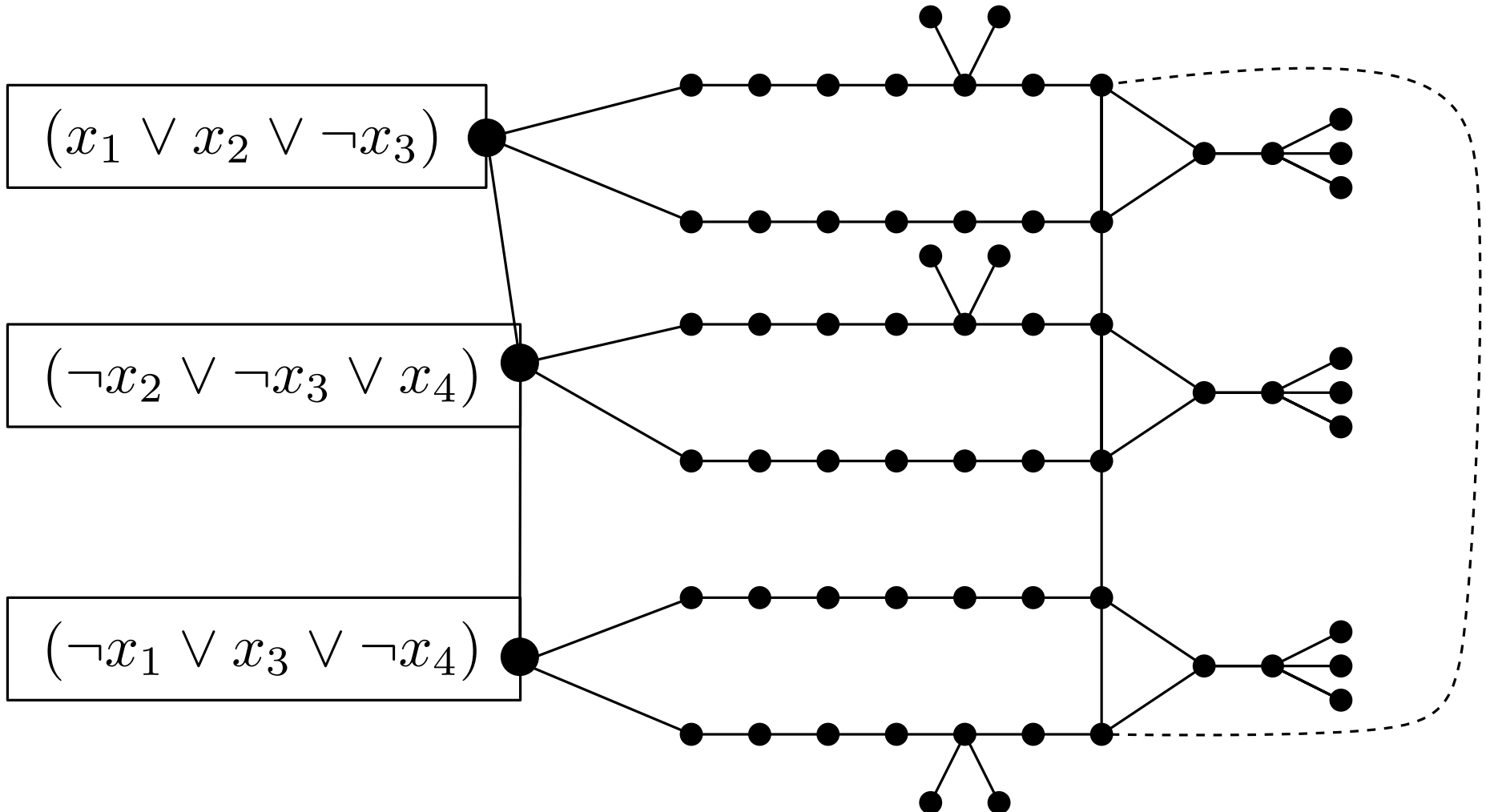
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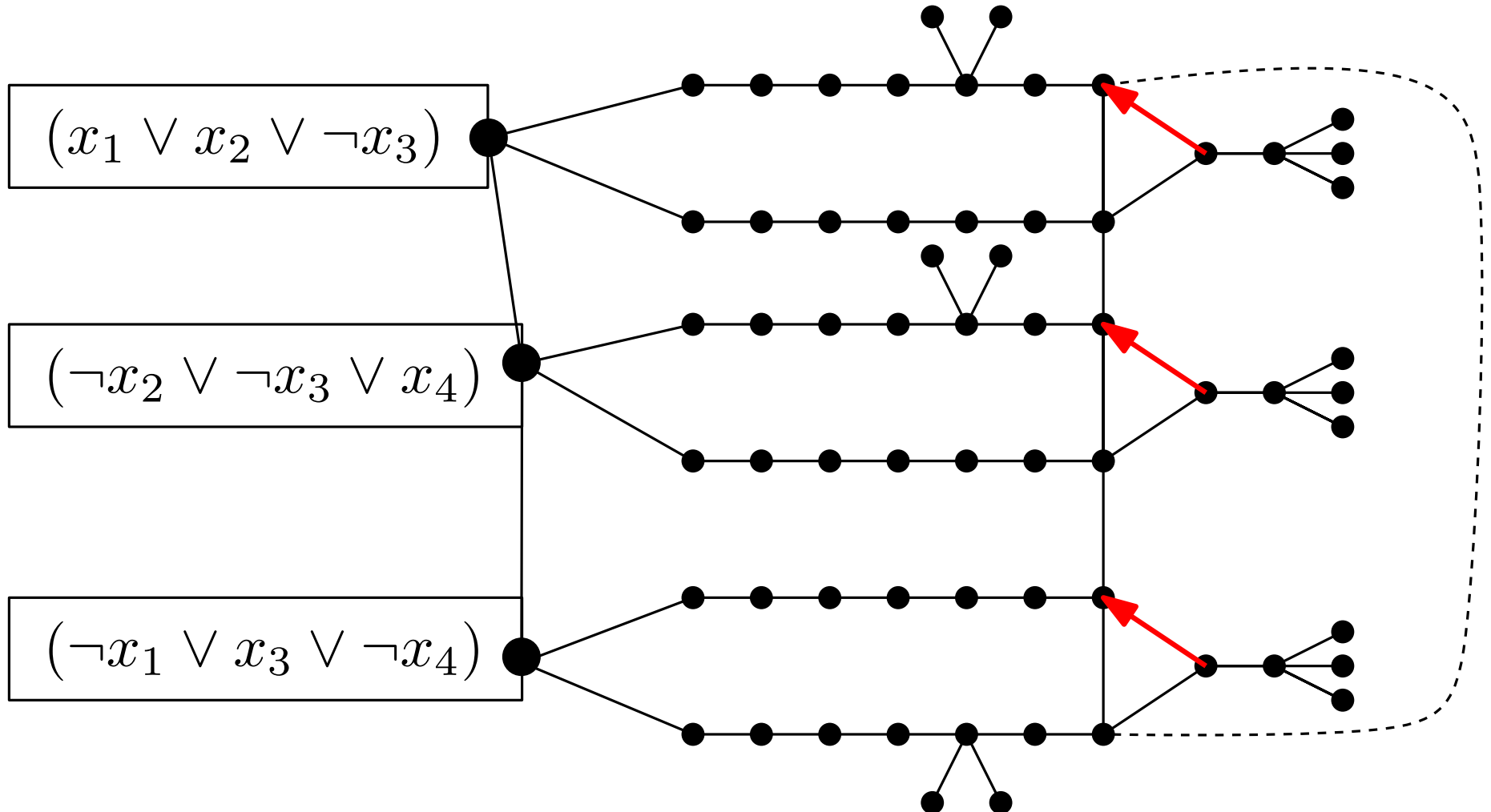
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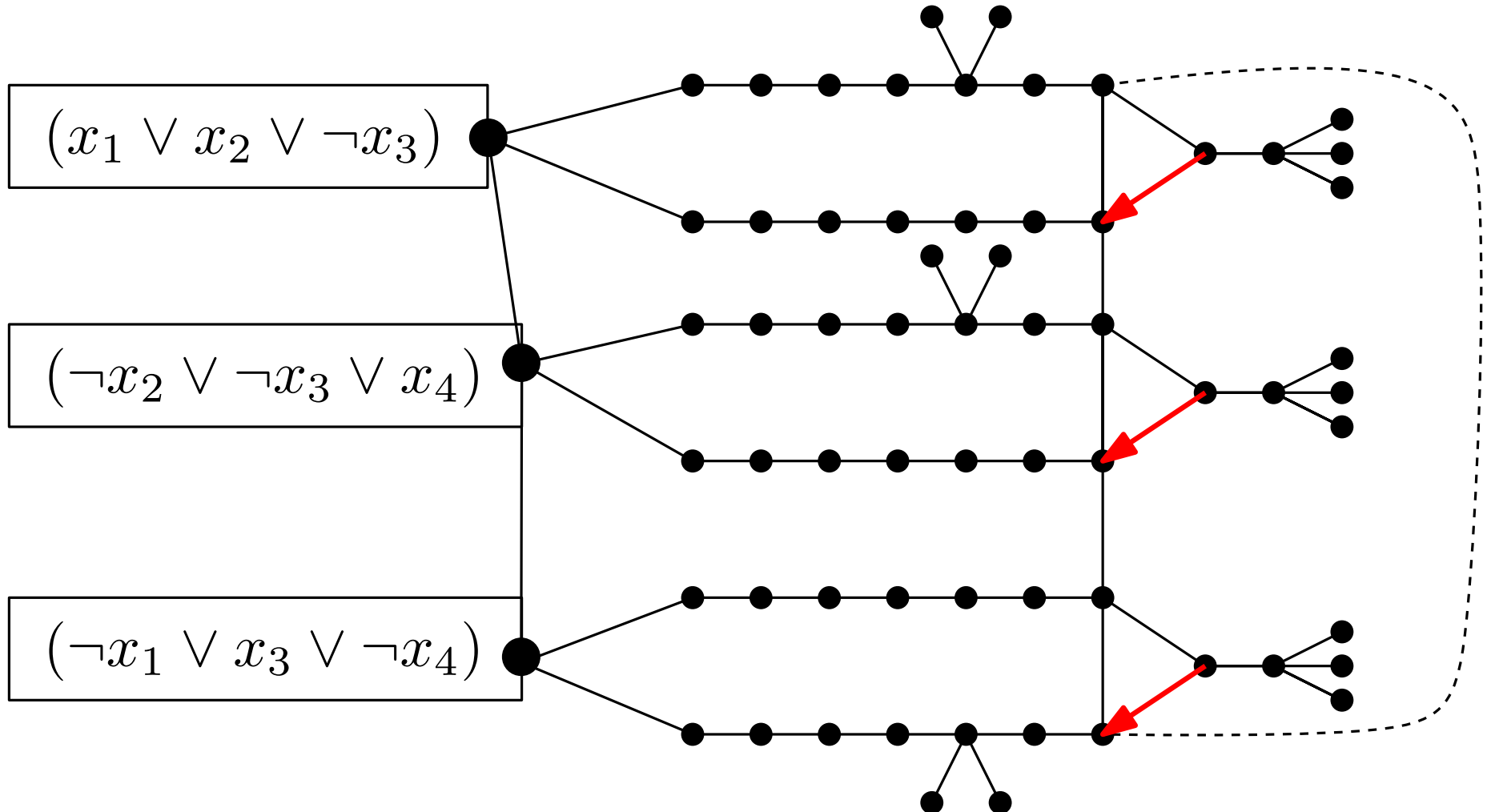
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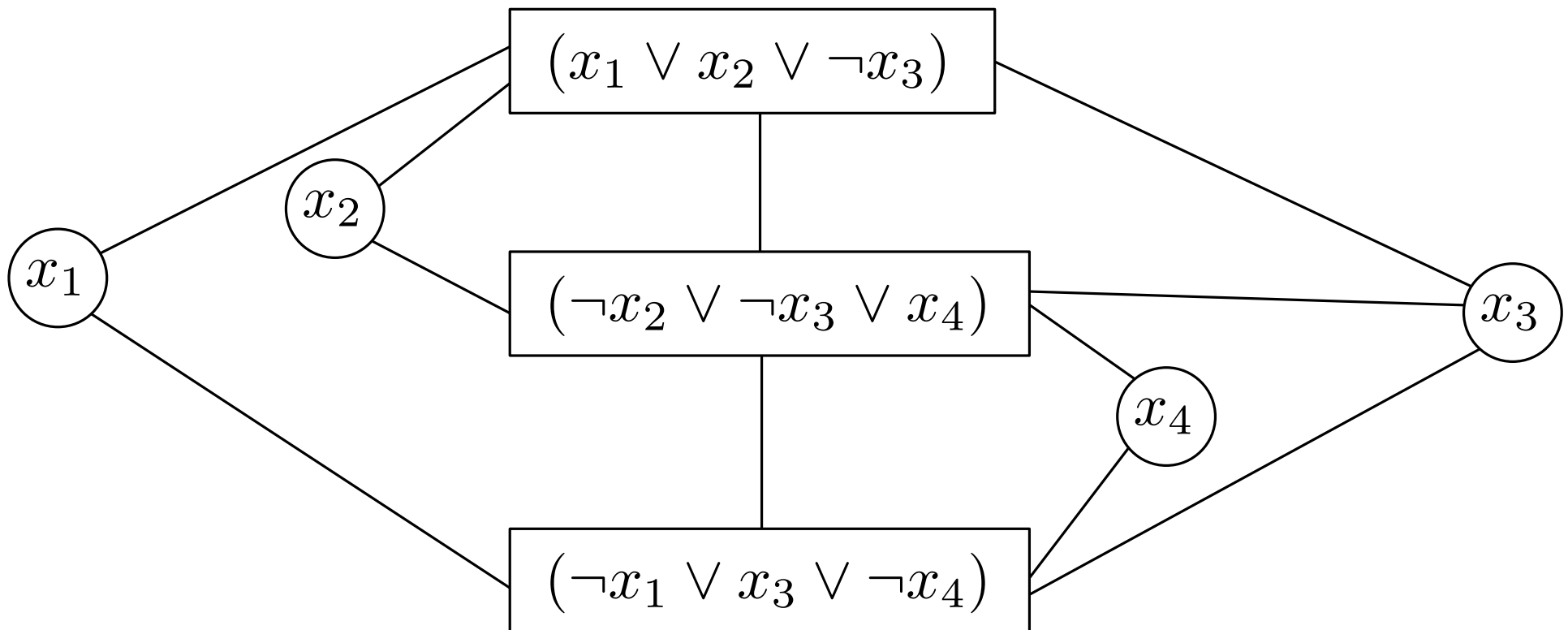
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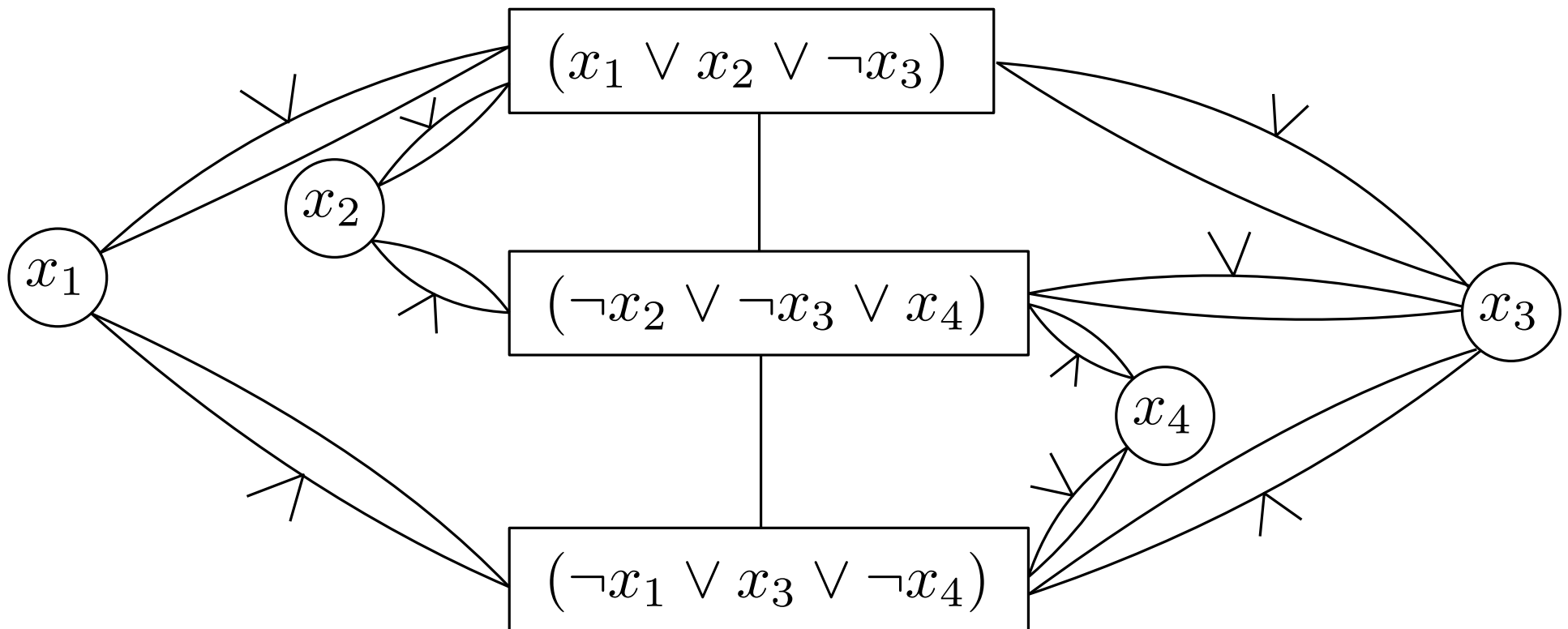
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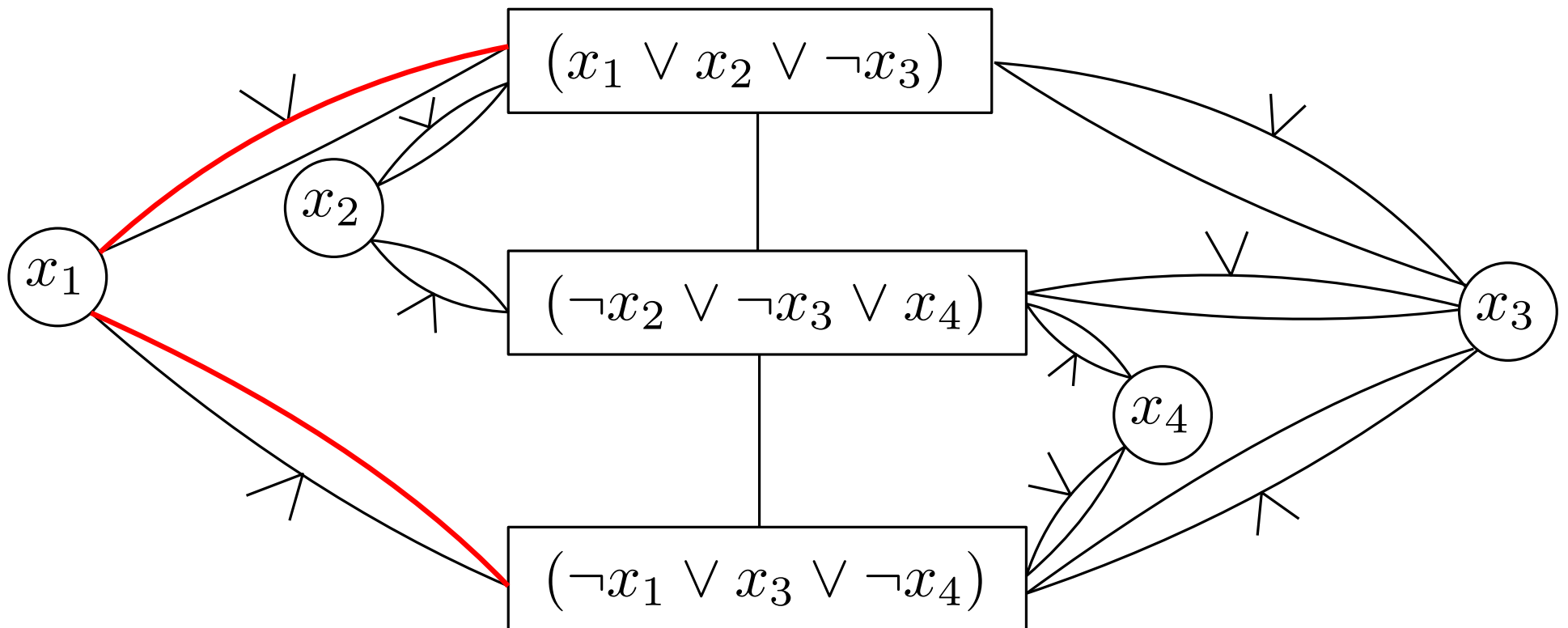
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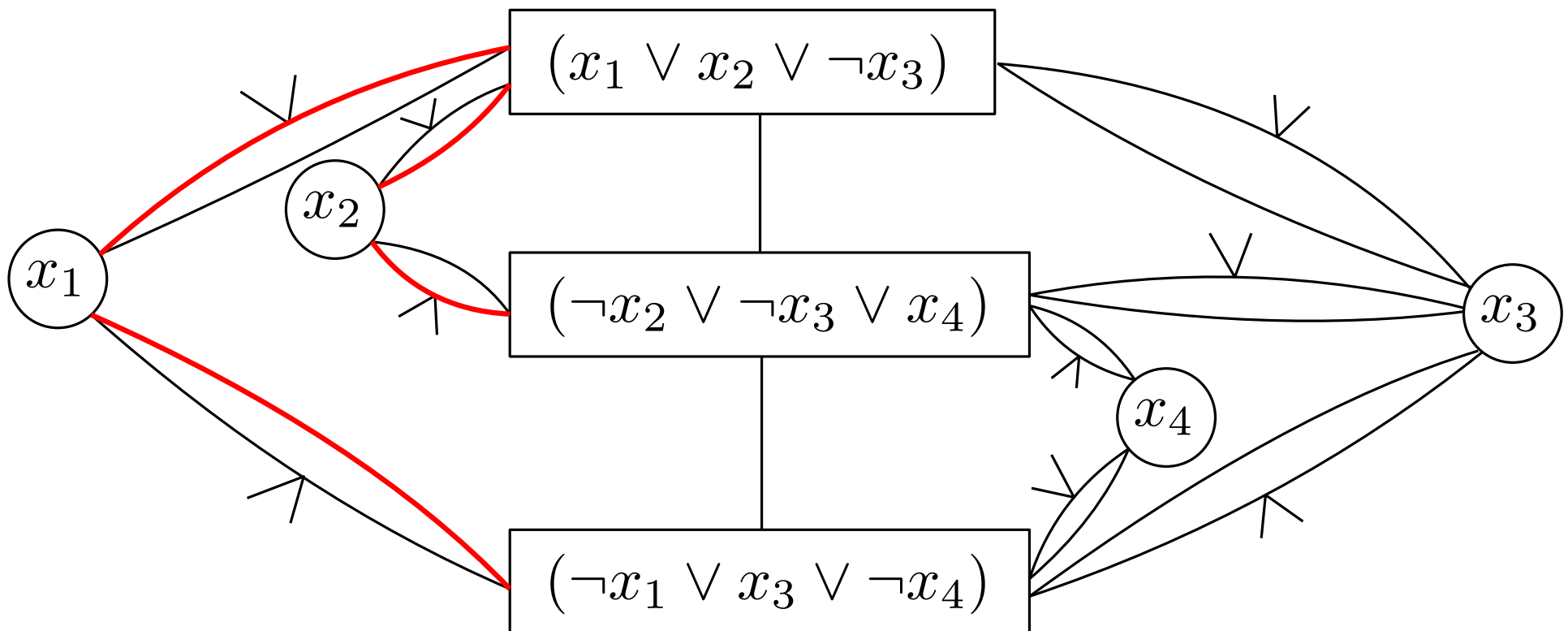
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$$x_1 = T$$

The reduction for planar graphs

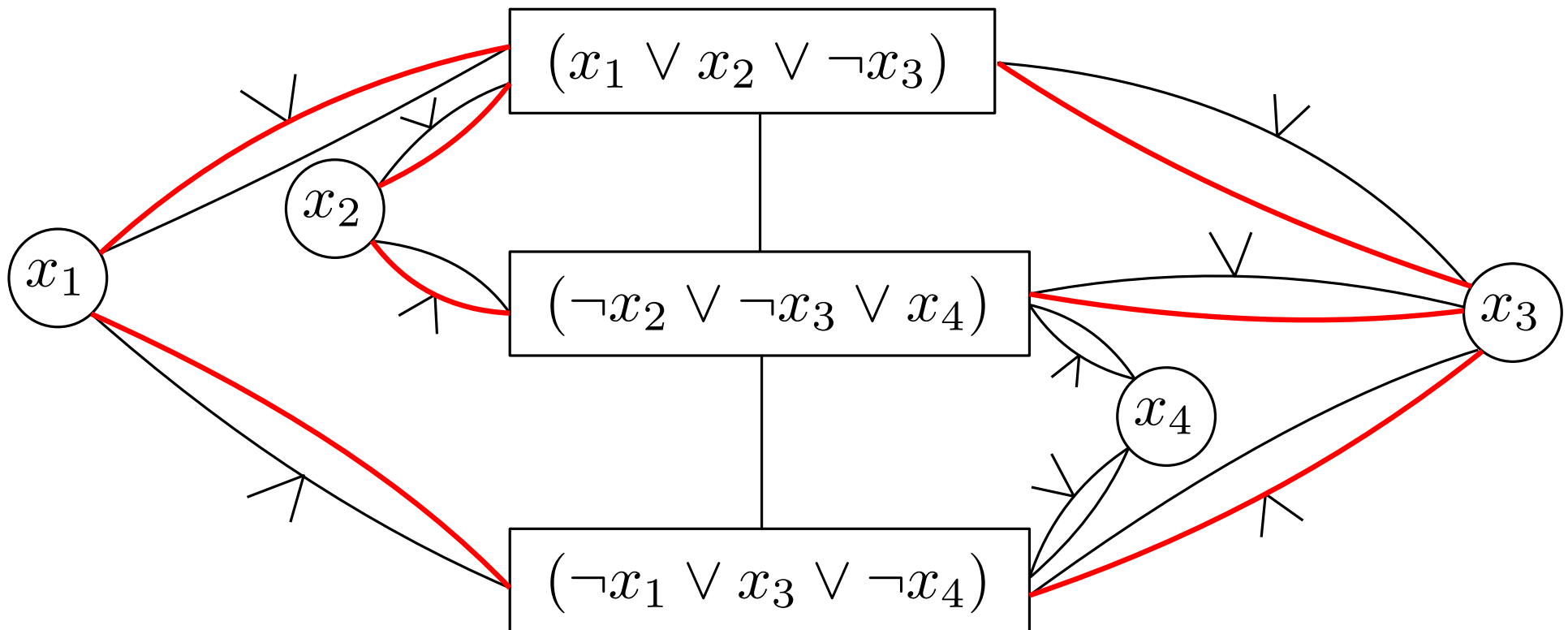
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$$x_1 = T \quad x_2 = F$$

The reduction for planar graphs

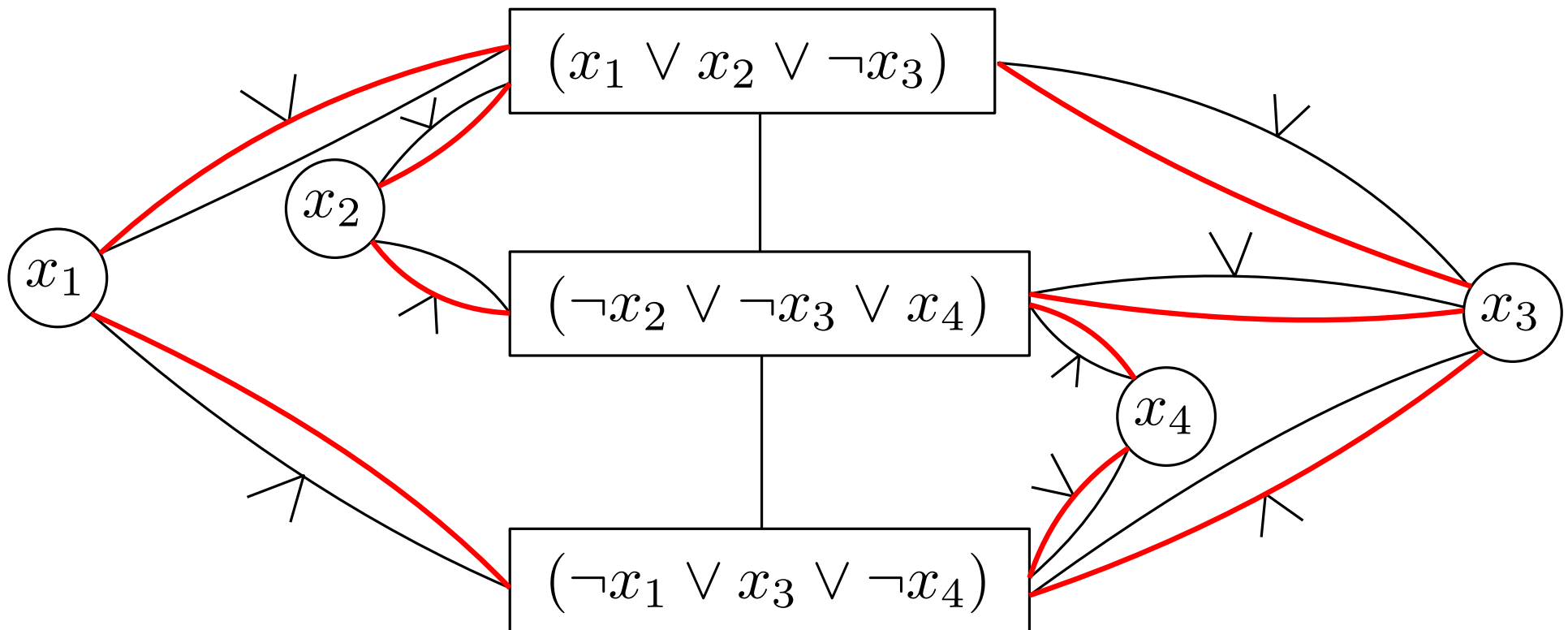
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$$x_1 = T \quad x_2 = F \quad x_3 = T$$

The reduction for planar graphs

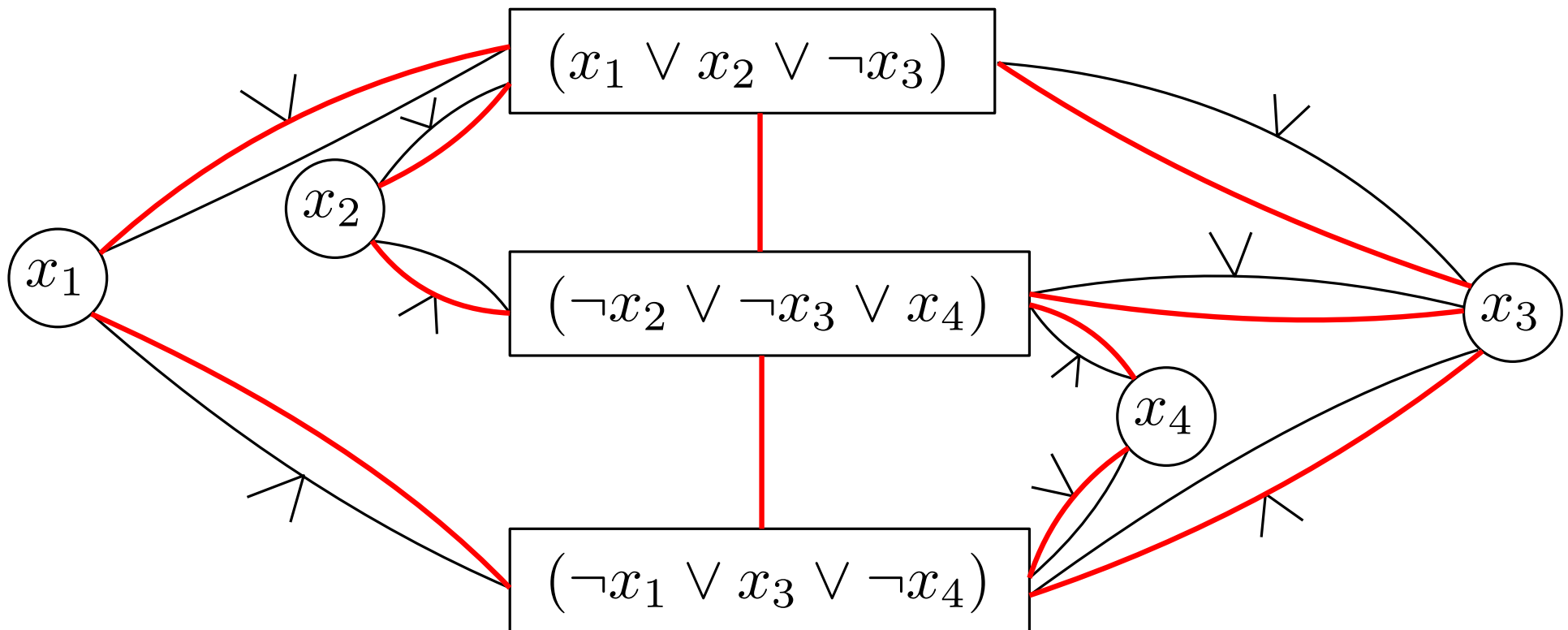
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$$x_1 = T \quad x_2 = F \quad x_3 = T \quad x_4 = F$$

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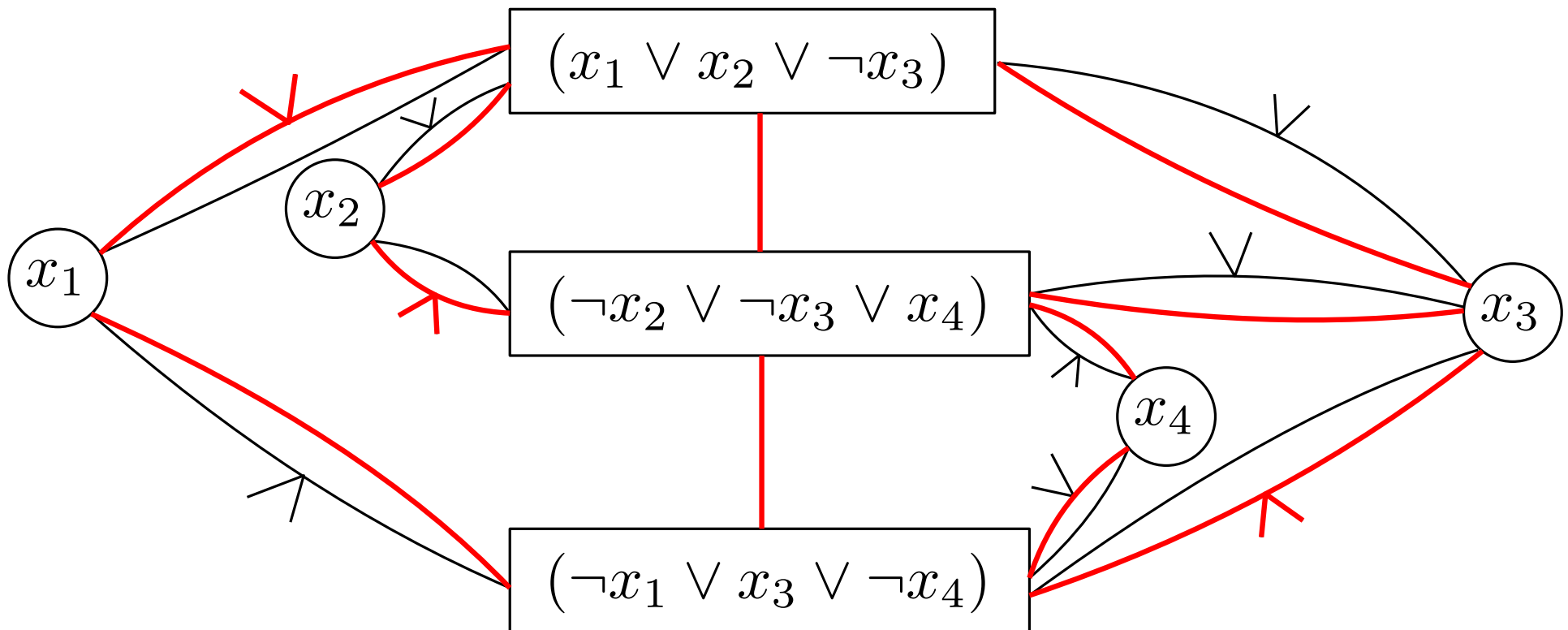
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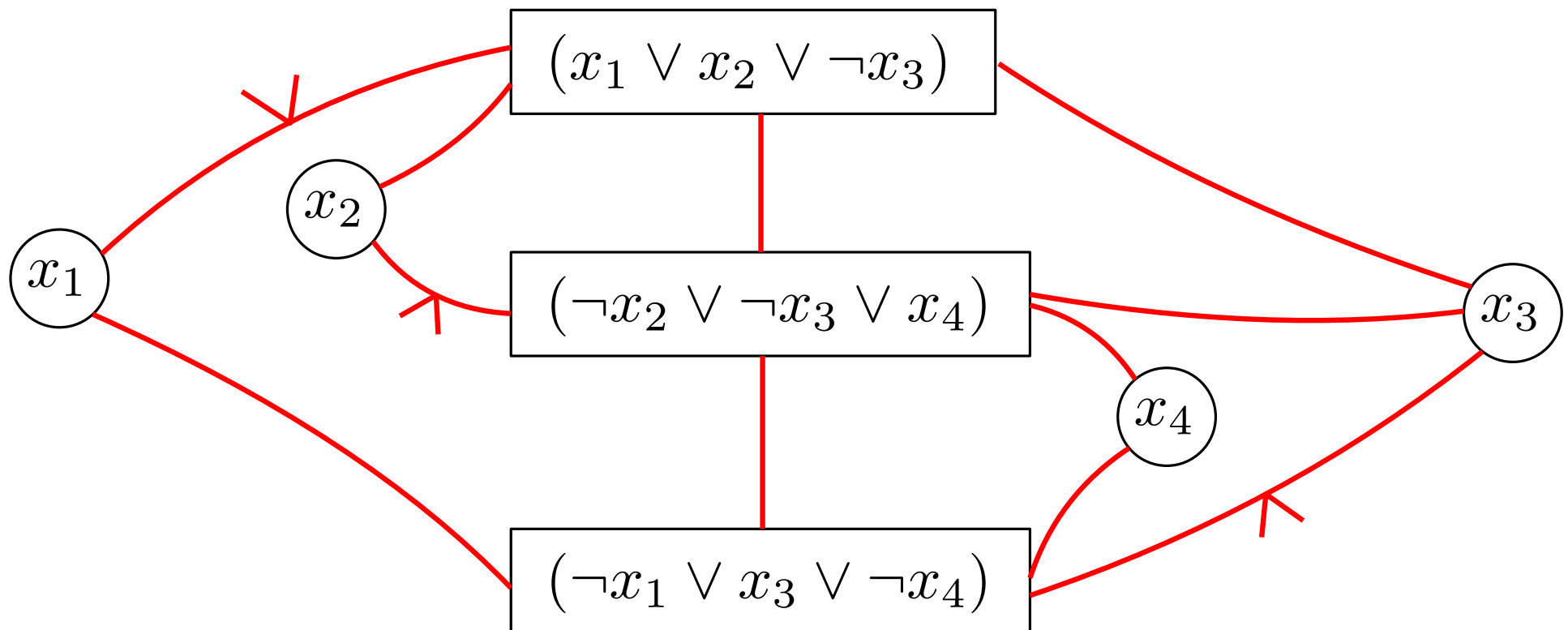
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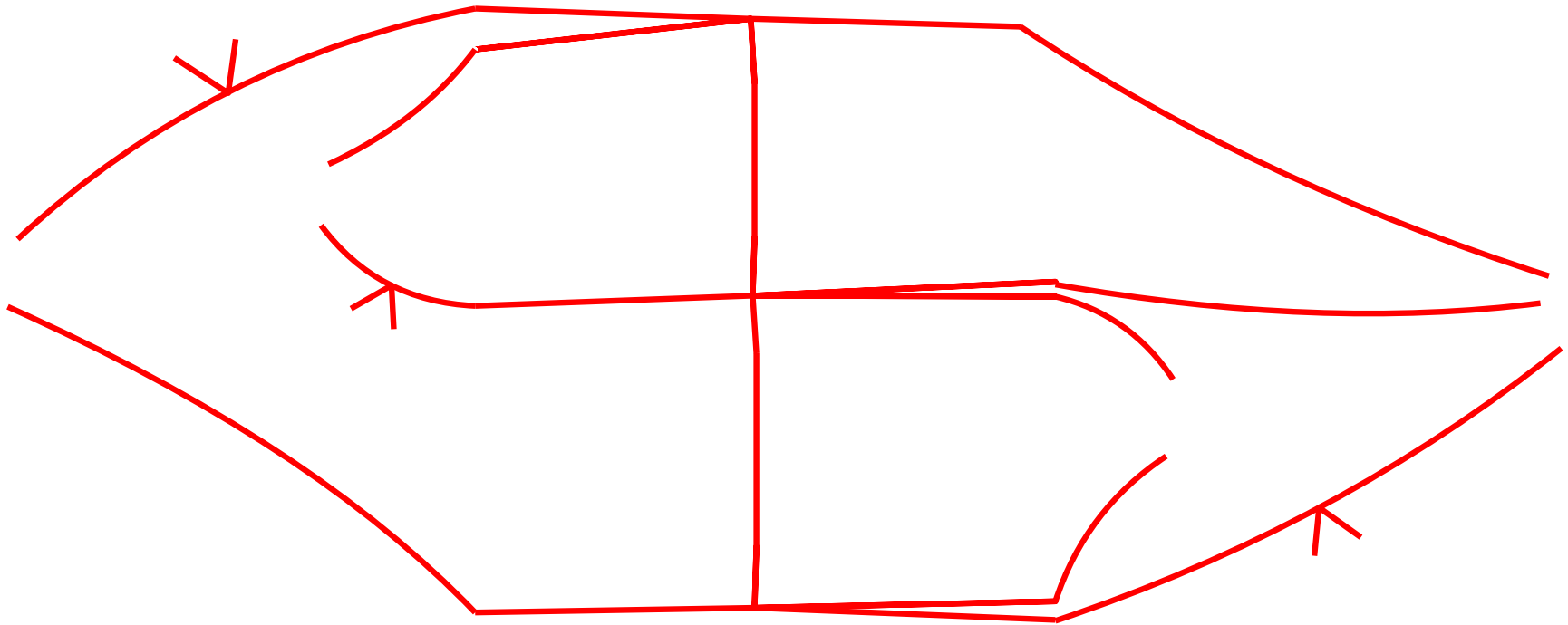
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$$x_1 = T \quad x_2 = F \quad x_3 = T \quad x_4 = F$$

Conclusion

- ISTI is hard for planar graphs

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- ISTI is hard for planar graphs
 - also hard for coin graphs and segment intersection graphs

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- Similar construction for penny graphs

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 - also hard for unit disk graphs

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Conclusion

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 - also hard for coin graphs and segment intersection graphs
- Similar construction for penny graphs
 - also hard for unit disk graphs
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Thank you!