# <span id="page-0-0"></span>m-Eternal Domination Number of Cactus Graphs

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- $\bullet$  Question: Given a graph G, what is the minimum number of guards required to defend it against any sequence of attacks?

## m-Eternal Domination

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Suppose we choose this initial configuration of guards (red):





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## **Example**

Three configurations of two guards are sufficient to defend against any sequence of attacks.



#### m-Eternal Domination - decision variant:

**Input:** Graph  $G$ , integer  $k$ **Output:** Can k guards defend G against any possible sequence of attacks?

- Known to be NP-Hard
- **e** Lies in EXPTIME
- **.** Unknown whether lies in PSPACE
- Solved for cycles, complete graphs, complete bipartite graphs [Goddard et al. 2005]
- Linear algorithm for trees [Klostermeyer, MacGillivray, 2009]
- Linear algorithm for interval graphs [Rinemberg, Soulignac, 2019]

Let  $\gamma_m^{\infty}(\mathit{G})$  be the minimum number of guards required to defend  $\mathit{G}$ against any sequence of attacks.

#### Theorem (Henning, Klostermeyer and MacGillivray, 2017)

Let G be a connected graph with minimum degree  $\delta(G) \geq 2$  which has  $n \neq 4$  vertices. Then  $\gamma_m^{\infty}(G) \leq \lfloor (n-1)/2 \rfloor$  and this bound is tight.

Theorem (Finbow, Messinger and van Bommel, 2015)

For  $n > 2$ .

$$
\gamma_m^{\infty}(P_3 \Box P_n) \le \lceil 6n/7 \rceil + \begin{cases} 1 & \text{if } n \equiv 7,8,14 \text{ or } 15 \pmod{21} \\ 0 & \text{otherwise} \end{cases}
$$

Theorem (van Bommel, van Bommel, 2016)

$$
\lfloor \frac{6n+9}{5} \rfloor \leq \gamma_m^{\infty}(P_5 \Box P_n) \leq \lfloor \frac{4n+4}{3} \rfloor
$$

• More known results can be found in Protecting a Graph with Mobile Guards [Klostermeyer, Mynhardt, 2015]

#### Theorem

Let G be a Christmas cactus graph. Then there exists a linear-time algorithm which computes the minimum required number of guards to  $defend$   $G$ 

### Definition

Cactus graph is a connected graph in which every edge lies on at most one cycle.

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Christmas cactus graph is a cactus graph, in which removal of any vertex splits the graph into at most two connected components.

## Christmas cactus graph







Not a cactus

Cactus Not a Christmas cactus Christmas cactus

- Algorithm works as follows:
	- If G is a trivial case (cycle,  $K_2$ ,  $K_1$ ), output result.
	- Otherwise, perform one of possible reductions, which decrease  $\gamma_m^\infty$  by a constant known amount. The result of the reduction is always a smaller Christmas cactus graph.
	- Repeat with the reduced graph.

## Overview of the reductions

If G is not trivial (cycle,  $K_2$ ,  $K_1$ ):



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**• Lower bound:** allow multiple guards on one vertex

- The relationship for the optimal number of guards between these games is as follows:
- m-eternal domination with multiple guards on one vertex ≤

#### m-eternal domination

≤

m-eternal domination with eviction

## Example of a reduction



- **.** Upper bound
	- Assume an optimal strategy on I for m-eternal domination with eviction.
	- Extend it to G while adding one guard.
	- Show how to use the new guard to defend  $u$  and  $v$ .
	- Show how to evict edges  $\{x, v\}$ ,  $\{v, y\}$  and vertices  $u, v$ .
	- Show how to simulate a guard passing through  $\{x, y\}$  in I, so the strategy is applicable in G.

## Example of a reduction



- Lower bound
	- Assume an optimal strategy on G for m-eternal domination with multiple guards on one vertex.
	- Adapt the strategy of G for I.
	- Contract edges  $\{u, v\}$  and  $\{v, y\}$ . Any guard moving along a contracted edge does not move.
	- Show that there is a guard which never leaves  $y$  and is not necessary and therefore can be removed.
	- The resulting strategy defends I and uses one less guard than in G.
- Linear algorithm for Christmas cactus graphs
- Upper bound on the optimal number of guards for cactus graphs based on a decomposition into Christmas cactus graphs.
- More efficient (than EXPTIME) algorithm for graphs with treewidth 2.
- Algorithm parameterized by treewidth.
- Does the decision variant of the problem lie in PSPACE? Is it EXPTIME hard?
- Can we bound the number of required guard configurations in an optimal strategy?

<span id="page-36-0"></span>Thank you for your attention!