m-Eternal Domination Number of Cactus Graphs

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

m-Eternal Domination

Input graph G:



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

Theorem (Henning, Klostermeyer and MacGillivray, 2017)

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

Theorem (Finbow, Messinger and van Bommel, 2015)

For $n \geq 2$,

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

Theorem (van Bommel, van Bommel, 2016)

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

• 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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Definition

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 γ_m^{∞} 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):



• Use two games, one for upper bound and the other for lower bound on the optimal number of guards in m-eternal domination.

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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:
- $\bullet\,$ m-eternal domination with multiple guards on one vertex $\leq\,$

m-eternal domination

 \leq

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?

Thank you for your attention!