

A LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

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- 1 IDENTIFYING CODES IN GRAPHS
- 2 THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS
- 3 CONCLUDING REMARKS

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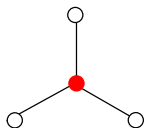
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DEFINITION

A subset $C \subseteq V$ is

- **dominating** if $N[i] \cap C$ are non-empty sets for all $i \in V$,



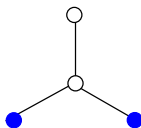
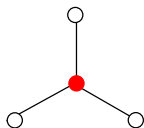
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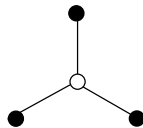
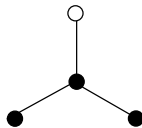
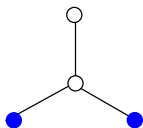
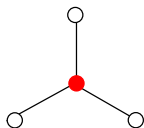
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- an **identifying code** if it is dominating and identifying.



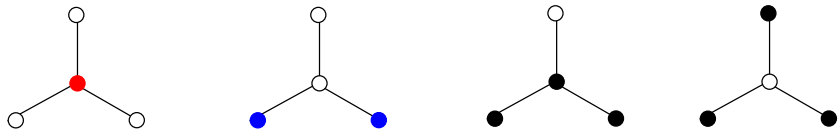
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REMARK

G is **identifiable** if and only if it has no true twins, i.e., two nodes $i \neq j$ with $N[i] = N[j]$ [Karpovsky et al. 1998].

The identifying code problem is hard in general and even remains hard for:

- bipartite graphs [Charon et al. 2003],
- interval graphs [Foucaud 2013],
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OUR AIM:

Study the identifying code problem of **block graphs**.

A *block* graph is a graph in which every maximal 2-connected subgraph (block) is a clique.

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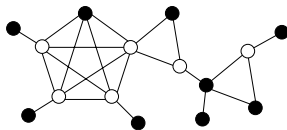
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A block graph B (the black vertices form an identifying code of B).

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PREVIOUS WORK ON THE IDENTIFYING CODE PROBLEM FOR TREES

KNOWN RESULTS

- A tree is a particular case of a block graph.
- Trees have been addressed in the context of the identifying code problem [Auger 2014, Bertrand et al. 2005, Blidia et al. 2007, Karpovsky et al. 1998].
- There is a linear-time algorithm that solves the identifying code problem on trees [Auger 2014].

Let $G = (V, E)$ be a graph and $v \in V$.

$C \subseteq V$ is a **$\{v\}$ -almost ID** of G if the sets $C \cap N[u]$ are nonempty and pairwise distinct for all $u \in V - \{v\}$. [Auger 2014]

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- **FN** (for favoured neighbour) if v has a neighbour w with $N[w] \cap C = \{v\}$.

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Let call P either any of the properties above or $\overline{\text{ID}}$, $\overline{\text{CO}}$, $\overline{\text{ADJ}}$ and $\overline{\text{FN}}$.

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Let $\Gamma_{P_1, \dots, P_k}(v, G)$ the function that returns the minimum size of a $\{v\}$ -almost ID code in G satisfying P_i with $i = 1, \dots, k$ or ∞ if no such code exists.

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It can be proved that for any graph G and $v \in V(G)$ it holds:

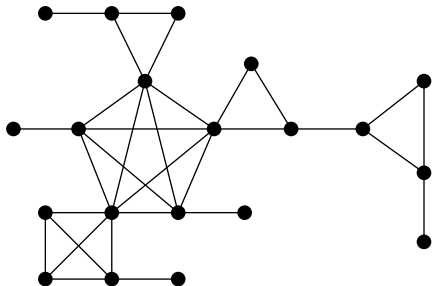
$$\Gamma_{ID}(G) = \min \begin{cases} \Gamma_{ID, CO, ADJ, FN}(v, G) \\ \Gamma_{ID, CO, ADJ, \overline{FN}}(v, G) \\ \Gamma_{ID, CO, \overline{ADJ}}(v, G) \\ \Gamma_{ID, \overline{CO}, ADJ}(v, G) \end{cases}$$

REMARK

- A block graph B is identifiable if and only if each maximal clique K of B satisfies that all vertices in K , except at most one, have a neighbour that is not in $V(K)$.

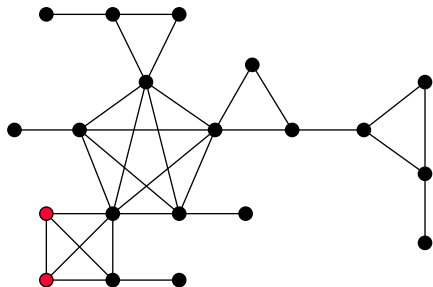
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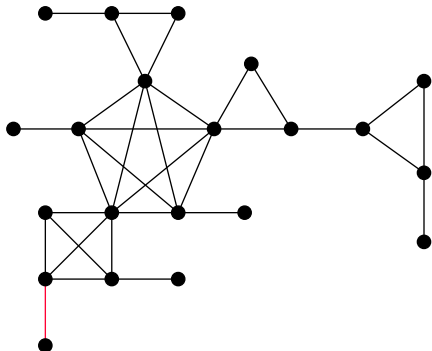
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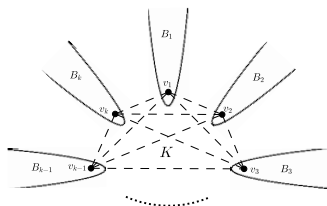


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- If B is a block graph, $v_1 \in V(B)$ and K is a maximal clique with $V(K) = \{v_1, v_2, \dots, v_k\}$ then if we delete all the edges in K we obtain k block subgraphs, say B_1, B_2, \dots, B_k containing v_1, v_2, \dots, v_k respectively.

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THEOREM

Let B be a block graph and v_1, v_2, \dots, v_k the vertices of the maximal clique K . Let B_1, B_2, \dots, B_k be the block graphs, containing v_1, v_2, \dots, v_k respectively, obtained from B by deletion of the edges in K .

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- If C is a v_1 -almost ID code in B then C_i is a v_i -almost ID code in B_i for all $i \in \{1, 2, \dots, k\}$.

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- If C is a v_1 -almost ID code in B then C_i is a v_i -almost ID code in B_i for all $i \in \{1, 2, \dots, k\}$.
- If C satisfies \overline{ADJ} then there exists at most one $i \in \{1, 2, \dots, k\}$ such that C_i satisfies \overline{ADJ} .

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- If C is a v_1 -almost ID code in B then C_i is a v_i -almost ID code in B_i for all $i \in \{1, 2, \dots, k\}$.
- If C satisfies ID then there exists at most one $i \in \{1, 2, \dots, k\}$ such that C_i satisfies \overline{ADJ} .
- If C is a v_1 -almost ID code in B then there exists at most one $i \in \{2, \dots, k\}$ such that C_i satisfies \overline{ADJ} .

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Let B be a block graph, K a maximal clique $V(K) = \{v_1, v_2, \dots, v_k\}$. Let C_i be a v_i -almost ID code in B_i , $\forall i \in \{1, 2, \dots, k\}$ and $C = \bigcup_{i=1}^k C_i$, then

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- If $u, v \in V' = V(B) - V(K)$, they are dominated and separated by C .
- Let $v \in V'$ and $v_j \in V(K)$ such that $d(v, v_j) = 1$. Then v and v_j are dominated and separated by C if there is $i \in \{1, 2, \dots, k\}$ $i \neq j$ such that C_i is CO.

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- Let $v \in V'$ and $v_j \in V(K)$ such that $d(v, v_j) = 2$. Then v and v_j are dominated and separated by C if C_j satisfies CO or there is $i \in \{1, 2, \dots, k\}$ $i \neq j$ such that C_i is CO and $v \notin V(B_i)$.

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Let B be a block graph, K a maximal clique $V(K) = \{v_1, v_2, \dots, v_k\}$. Let C_i be a v_i -almost ID code in B_i , $\forall i \in \{1, 2, \dots, k\}$ and $C = \bigcup_{i=1}^k C_i$, then

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- If $v_i, v_j \in V(K)$ with $i \neq j$ then v_i and v_j are dominated and separated by C if either C_i is ADJ or C_j is ADJ.

Remind that given $v \in V(B)$,

$$\Gamma_{\text{ID}}(B) = \min \begin{cases} \Gamma_{\text{ID,CO,ADJ, FN}}(v, B) \\ \Gamma_{\text{ID,CO,ADJ, \overline{FN}}}(v, B) \\ \Gamma_{\text{ID,CO, \overline{ADJ}}}(v, B) \\ \Gamma_{\text{ID, \overline{CO}, ADJ}}(v, B) \end{cases}$$

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How to compute $\Gamma_{ID,CO,ADJ, FN}(v, B)$?

Let $C \subset V(B)$ be a v -almost ID code satisfying ID, CO, ADJ and FN.

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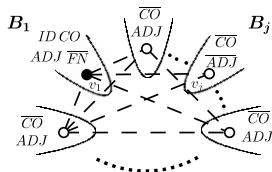
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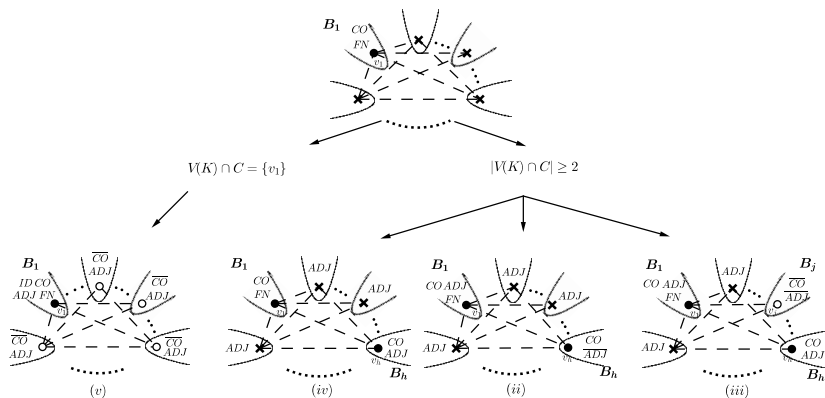
Moreover



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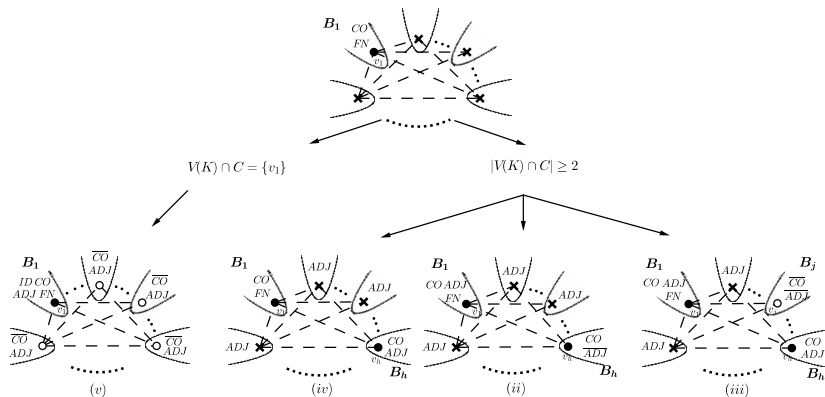
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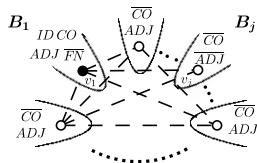


Conversely, C_i is a v_i -almost ID of $B_i \forall i \in \{1, \dots, k\}$ satisfying any of (i), (ii), (iii), (iv), (v) then C satisfies the properties ID, CO, ADJ and FN.

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Hence, if C_i is a v_i -almost ID of $B_i \forall i \in \{1, \dots, k\}$ satisfying (i), then

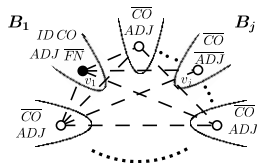
- C_1 satisfies ID, CO, ADJ, \overline{FN} ,
- $\exists j \in \{2, 3, \dots, k\}$ such that C_j satisfies \overline{CO} , \overline{ADJ} ,
- $\forall i \in \{2, 3, \dots, k\}, i \neq j, C_i$ satisfies \overline{CO} , ADJ.



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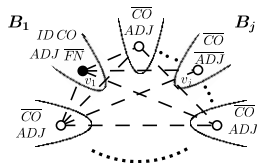
In order to obtain $\Gamma_{ID,CO,ADJ, \overline{FN}}(v, B)$ we need to compute:

- $\Gamma_{ID,CO,ADJ, \overline{FN}}(v_1, B_1)$
- $\Gamma_{\overline{CO}, \overline{ADJ}}(v_j, B_j)$ for only one $j \in \{1, \dots, k\}$
- $\Gamma_{\overline{CO}, ADJ}(v_i, B_i)$ for all $i \neq j$

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- C_1 satisfies ID, CO, ADJ, \overline{FN} ,
- $\exists j \in \{2, 3, \dots, k\}$ such that C_j satisfies \overline{CO} , \overline{ADJ} ,
- $\forall i \in \{2, 3, \dots, k\}, i \neq j, C_i$ satisfies \overline{CO} , ADJ.



In order to obtain $\Gamma_{ID,CO,ADJ, FN}(v, B)$ we need to compute:

- $\Gamma_{ID,CO,ADJ, \overline{FN}}(v_1, B_1)$
- $\Gamma_{\overline{CO}, \overline{ADJ}}(v_j, B_j)$ for only one $j \in \{1, \dots, k\}$
- $\Gamma_{\overline{CO}, ADJ}(v_i, B_i)$ for all $i \neq j$

And all functions corresponding to the cases (ii), (iii), (iv), (v)

THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

Name	Function	Name	Function
f_1	$\Gamma_{ID,CO,ADJ, FN}$	f_6	$\Gamma_{CO,ADJ, \overline{FN}}$
f_2	$\Gamma_{ID,CO,ADJ, \overline{FN}}$	f_7	$\Gamma_{CO, \overline{ADJ}, FN}$
f_3	$\Gamma_{ID,CO, \overline{ADJ}}$	f_8	$\Gamma_{CO, \overline{ADJ}, \overline{FN}}$
f_4	$\Gamma_{ID, \overline{CO}, ADJ}$	f_9	$\Gamma_{\overline{CO}, ADJ}$
f_5	$\Gamma_{CO,ADJ, FN}$	f_{10}	$\Gamma_{\overline{CO}, \overline{ADJ}}$

List of main functions

THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

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f_1	$\Gamma_{ID,CO,ADJ, FN}$	f_6	$\Gamma_{CO,ADJ, \overline{FN}}$
f_2	$\Gamma_{ID,CO,ADJ, \overline{FN}}$	f_7	$\Gamma_{CO, \overline{ADJ}, FN}$
f_3	$\Gamma_{ID,CO, \overline{ADJ}}$	f_8	$\Gamma_{CO, \overline{ADJ}, \overline{FN}}$
f_4	$\Gamma_{ID, \overline{CO}, ADJ}$	f_9	$\Gamma_{\overline{CO}, ADJ}$
f_5	$\Gamma_{CO,ADJ, FN}$	f_{10}	$\Gamma_{\overline{CO}, \overline{ADJ}}$

List of main functions

Name	Function	Name	Function
f_{11}	$\Gamma_{CO, \overline{ADJ}} = \min\{f_7, f_8\}$	f_{15}	$\Gamma_{\overline{CO}} = \min\{f_9, f_{10}\}$
f_{12}	$\Gamma_{CO, ADJ} = \min\{f_5, f_6\}$	f_{16}	$\Gamma_{ADJ} = \min\{f_5, f_6, f_9\}$
f_{13}	$\Gamma_{CO, FN} = \min\{f_5, f_7\}$	f_{17}	$\Gamma_{ID, CO, ADJ} = \min\{f_1, f_2\}$
f_{14}	$\Gamma_{CO, \overline{FN}} = \min\{f_6, f_8\}$		

List of auxiliary functions

$$f_1(v_1, B) = \Gamma_{\text{ID,CO,ADJ, FN}}(v_1, B) =$$

$$= \min \left\{ \begin{array}{l} f_2(v_1, B_1) + \min_{j=2, \dots, k} \left\{ f_{10}(v_j, B_j) + \sum_{\substack{i=2 \\ i \neq j}}^k f_9(v_i, B_i) \right\} \\ f_5(v_1, B_1) + \min_{h=2, \dots, k} \left\{ f_{11}(v_h, B_h) + \sum_{\substack{i=2 \\ i \neq h}}^k f_{16}(v_i, B_i) \right\} \\ f_5(v_1, B_1) + \min_{\substack{j, h=2, \dots, k \\ j \neq h}} \left\{ f_{10}(v_j, B_j) + f_{12}(v_h, B_h) + \sum_{\substack{i=2 \\ i \neq j, h}}^k f_{16}(v_i, B_i) \right\} \\ f_{13}(v_1, B_1) + \min_{h=2, \dots, k} \left\{ f_{12}(v_h, B_h) + \sum_{\substack{i=2 \\ i \neq h}}^k f_{16}(v_i, B_i) \right\} \\ f_1(v_1, B_1) + \sum_{i=2}^k f_9(v_i, B_i) \end{array} \right.$$

Given $v \in V(B)$ and according to the given functions,

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$$\Gamma_{\text{ID}}(B) = \min\{f_1(v, B), f_2(v, B), f_3(v, B), f_4(v, B)\}.$$

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Algorithm ICB

Input: a connected block graph B and its list of maximal cliques.

Output: $\Gamma_{ID}(B)$.

1: randomly select a vertex v_1 and call RICB(v_1, B);

2: return $\Gamma_{ID}(v_1, B) = \min\{f_1(v_1, B), f_2(v_1, B), f_3(v_1, B), f_4(v_1, B)\}$.

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Algorithm ICB randomly selects a vertex v_1 in block graph B and calls Algorithm $\text{RICB}(v_1, B)$ that computes the values of all 10 functions in a recursive manner in smaller and smaller block graphs.

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

Initialization: List L when $V(B) = \{v\}$

Name	Function	$f_j(v, \{v\})$	Name	Function	$f_j(v, \{v\})$
f_1	$\Gamma_{ID,CO,ADJ, FN}$	∞	f_6	$\Gamma_{CO,ADJ, \overline{FN}}$	∞
f_2	$\Gamma_{ID,CO,ADJ, \overline{FN}}$	∞	f_7	$\Gamma_{CO, \overline{ADJ}, FN}$	∞
f_3	$\Gamma_{ID,CO, \overline{ADJ}}$	1	f_8	$\Gamma_{CO, \overline{ADJ}, \overline{FN}}$	1
f_4	$\Gamma_{ID, \overline{CO}, ADJ}$	∞	f_9	$\Gamma_{\overline{CO}, ADJ}$	∞
f_5	$\Gamma_{CO, ADJ, FN}$	∞	f_{10}	$\Gamma_{\overline{CO}, \overline{ADJ}}$	0

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

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Name	Function	$f_j(v, \{v\})$	Name	Function	$f_j(v, \{v\})$
f_1	$\Gamma_{ID,CO,ADJ, FN}$	∞	f_6	$\Gamma_{CO,ADJ, \overline{FN}}$	∞
f_2	$\Gamma_{ID,CO,ADJ, \overline{FN}}$	∞	f_7	$\Gamma_{CO, \overline{ADJ}, FN}$	∞
f_3	$\Gamma_{ID,CO, \overline{ADJ}}$	1	f_8	$\Gamma_{CO, \overline{ADJ}, \overline{FN}}$	1
f_4	$\Gamma_{ID, \overline{CO}, ADJ}$	∞	f_9	$\Gamma_{\overline{CO}, ADJ}$	∞
f_5	$\Gamma_{CO, ADJ, FN}$	∞	f_{10}	$\Gamma_{\overline{CO}, \overline{ADJ}}$	0

Algorithm RICB

Input: a block graph B , its list of maximal cliques and $v_1 \in V(B)$.

Output: the list L of the values of the ten functions f_j on (v_1, B) .

- 1: **if** v_1 has degree 0 in B **then**
- 2: initialize L ;
- 3: **else**
- 4: let K be a maximal clique with $V(K) = \{v_1, \dots, v_k\}$ and delete its edges;
- 5: let B_1, \dots, B_k be the remaining block graphs, resp., containing v_1, \dots, v_k ;
- 6: let $L_i = RICB(v_i, B_i)$ for all $i \in \{1, \dots, k\}$;
- 7: compute the ten functions on (v_1, B) from L_i for all $i \in \{1, \dots, k\}$.
- 8: **end if**
- 9: return the list L of the values of the ten functions f_j on (v_1, B) .

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

THEOREM

For each of the ten functions f_j , we can compute $f_j(v_1, B)$ from $L_i(v_i, B_i)$ for all $i \in \{1, \dots, k\}$ in time $O(k)$.

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

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For each of the ten functions f_j , we can compute $f_j(v_1, B)$ from $L_i(v_i, B_i)$ for all $i \in \{1, \dots, k\}$ in time $O(k)$.

THEOREM

Algorithm ICB computes in linear time $\Gamma_{ID}(B)$ of an identifiable block graph B (or returns ∞ if no identifying code exists in B).

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

COROLLARY

If B is a vertex-weighted block graph, the ICB can be easily modified in order to return the minimum weighted identifying code number.

THE LINEAR-TIME ALGORITHM FOR THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS

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If B is a vertex-weighted block graph, the ICB can be easily modified in order to return the minimum weighted identifying code number.

COROLLARY

Algorithm ICB could be modified in order to obtain an identifying code of minimum size.

- 1 IDENTIFYING CODES IN GRAPHS
- 2 THE IDENTIFYING CODE PROBLEM ON BLOCK GRAPHS
- 3 CONCLUDING REMARKS

The Identifying code Problem (ICP):

- Find $C \subseteq V$ of minimum size such that $C \cap N[i] \neq \emptyset$ and $C \cap N[i] \neq C \cap N[j]$, $i, j \in V$.

The Identifying code Problem (ICP):

- Find $C \subseteq V$ of minimum size such that $C \cap N[i] \neq \emptyset$ and $C \cap N[i] \neq C \cap N[j]$, $i, j \in V$.

Problems related to the Identifying Code Problem in graphs:

- Locating dominating Problem (LDP)
Find $L \subseteq V$ of minimum size such that $L \cap N[i] \neq \emptyset$ and $L \cap N(i) \neq L \cap N(j)$, $i, j \in V - L$.

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- Open locating dominating Problem (OLDP)
Find $O \subseteq V$ of minimum size such that $O \cap N(i) \neq \emptyset$ and $O \cap N(i) \neq O \cap N(j)$, $i, j \in V$.

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Our future goals:

- Adapt the linear-time algorithm for ICP to LDP and OLDLP.
- Extend the results to graphs whose 2-connected components are cycles or complete bipartite graphs.

Thanks