A minor of a graph G is a graph obtained from G by contraction of edges and removal of nodes and edges.

Lemma Any planar graph is a minor of a grid.

#### Proof

Simple. For example by Induction.

#### Theorem

Let H be a finite, planar graph and  $\mathcal{G}$  a class of graphs, not containing H as a minor. Then there is a constant  $c_H$ , such that the treewidth of any graph in  $\mathcal{G}$  is at most  $c_H$ .

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Proof very difficult and long

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#### Corollary

"A graph with large treewidth contains a large grid":

If tw(G) > t then G contains the grid  $Q_f(t)$  as minor, where f is a monotone, unbounded function.

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#### Proof

direct consequence of the last theorem

#### Example

Input: A planar graph G and k pairs  $(s_i, t_i)$  of nodes from G. (Parameter is k)

Question: Are there edge disjoint paths connecting each  $s_i$  with  $t_i$ ?

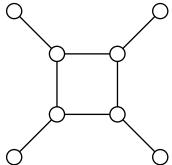
The problem belongs to FPT:

If the treewidth is small, we can apply Courcelle's Theorem.

If the treewidth is large, a large grid is contained as a minor. Removing a node from this grid does not "harm" this structure.

Problem: Does a given graph contain a cycle of length k?

This problem is *NP*-complete, because Hamilton Cycle is a special case.



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Question: Is it fixed parameter tractable?

Algorithm:

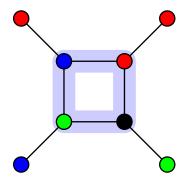
- 1. Randomly color each node in one of k colors
- 2. Check for a colorful cycle of length *k*, i.e., a cycle in which no two nodes have the same color

Analysis:

The probability that a cycle of length k becomes colorful is

$$k!/k^k \sim \sqrt{2\pi k} e^{-k}.$$

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The cycle is colorful with probability  $4!/4^4=3/32.$ 

After using the above algorithm to find a cycle of length k for N times, the probability that it failed to detect a cycle every time is

$$\left(1-\frac{k!}{k^k}\right)^N.$$

Letting  $N = Mk^k/k! \sim Me^k/\sqrt{k}$  yields

$$\left(1-\frac{M}{N}\right)^N \sim e^{-M}$$

This failure probability can be made arbitrarily small by the choice of M.

A question remains:

How do you check for a colorful cycle?

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Answer:

Create a table P(u, v, l).

P(u, v, l) contains all sets of pairwise distinct nodes that constitute a path from u to v of length l.

P(u, v, l) can be computed from P(u, v, l-1).

Time required:  $2^k \cdot poly(n)$ 

### Definition

A *k*-perfect family of hash functions is a family  $\mathcal{F}$  of functions  $\{1, \ldots, n\} \rightarrow \{1, \ldots, k\}$  such that for every  $S \subseteq \{1, \ldots, n\}$  with |S| = k there exists an  $f \in \mathcal{F}$  that is bijective when restricted to S.

Let us first assume we had such a family of perfect hash functions...

Deterministic algorithm:

- Color the graph using each  $f \in \mathcal{F}$ .
- For each coloring, check for a colorful cycle of length k.

This algorithm works if we can construct a k-perfect family of hash functions.

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This algorithm is fast if the family is small, can be expressed in little space, and its functions can be evaluated quickly.

Fortunately, there are k-perfect families of hash functions consisting of no more than  $O(1)^k \log n$  functions.

They can be stored compactly.

They can be evaluated quickly: Each f(i) can be computed fast.

That is, there is a deterministic FPT algorithm for finding cycles of length k.

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