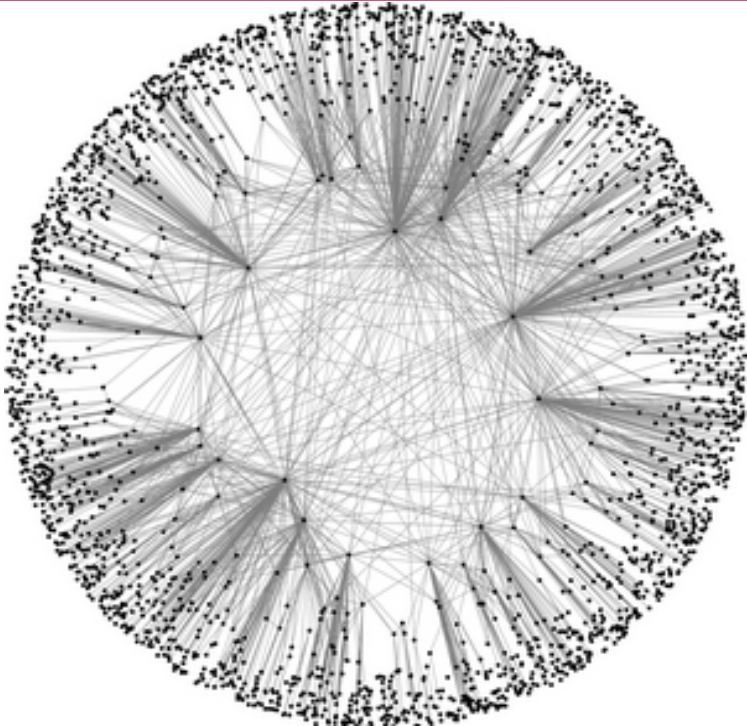


Hyperbolic Random Graphs

Clique Number and Degeneracy

Sam Baguley, Yannic Maus, **Janosch Ruff**, George Skretas

STACS'25

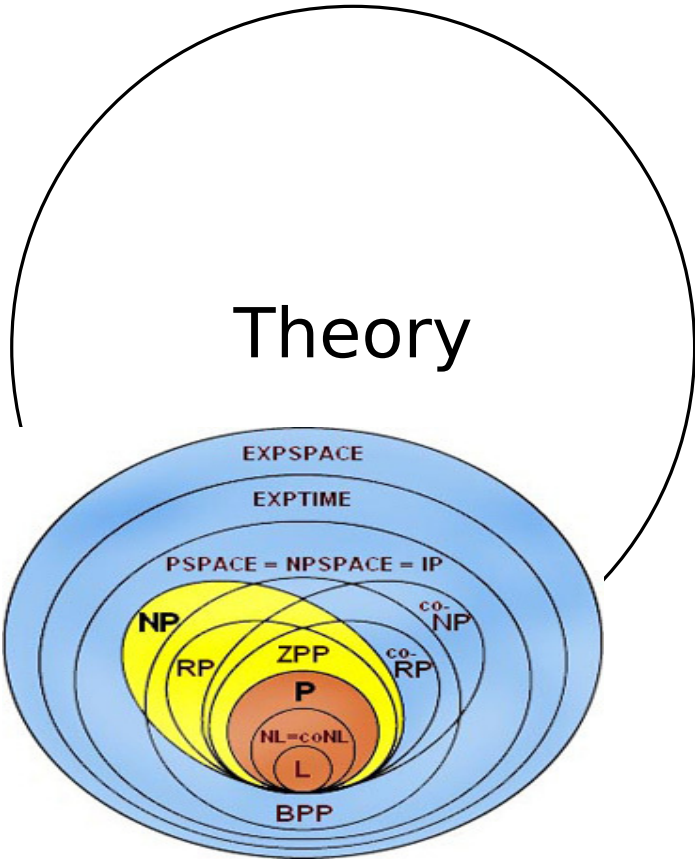


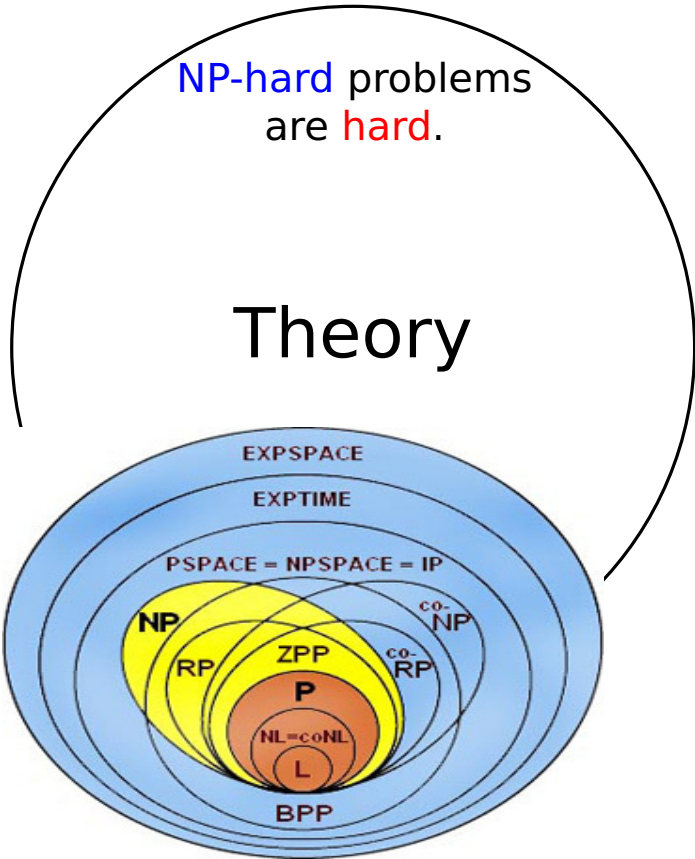


Theory



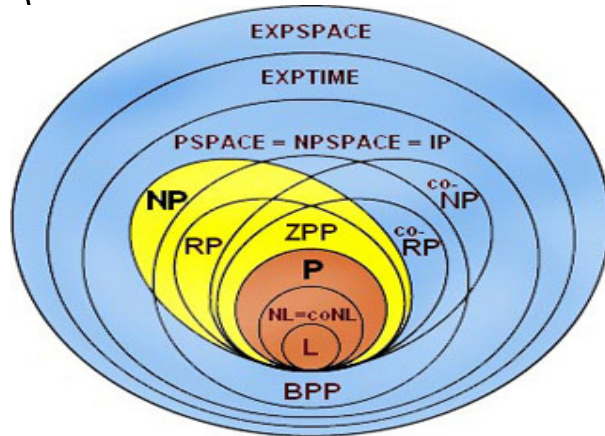
Practice





NP-hard problems
are **hard**.

Theory

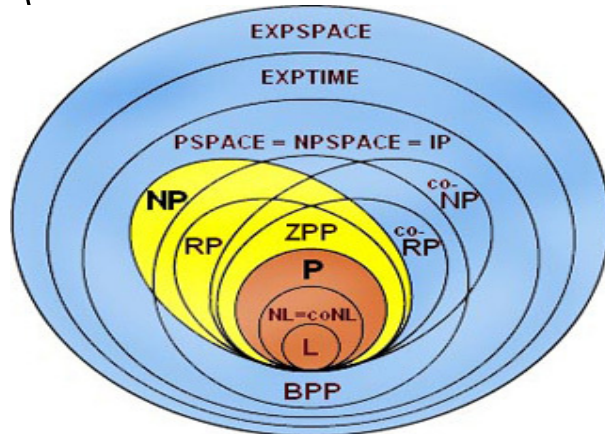


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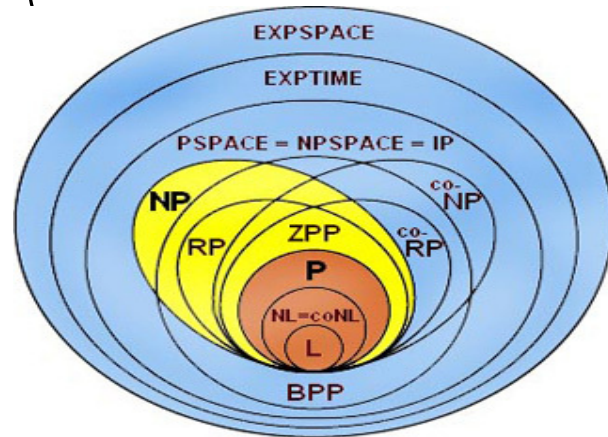
Heuristics give
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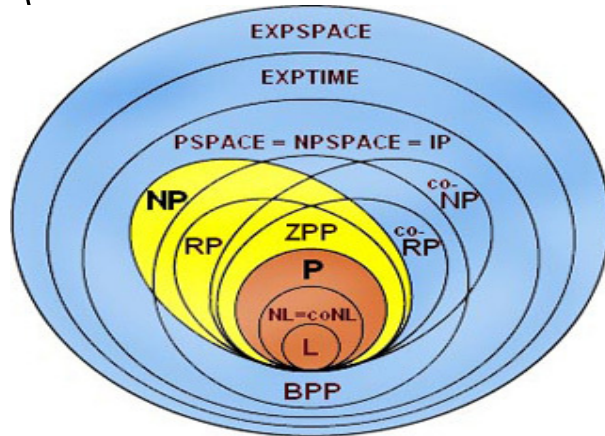
Worst-case analysis

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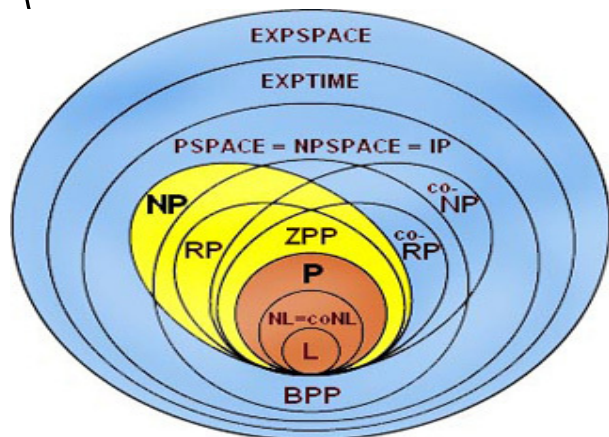
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Real-world instances

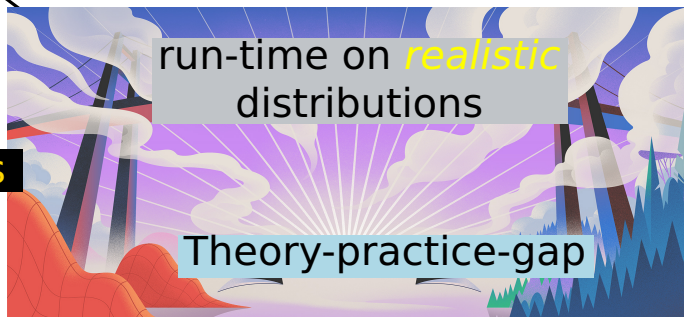
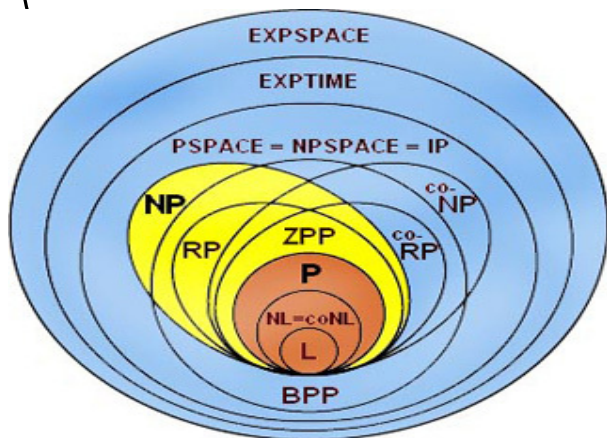
Practice



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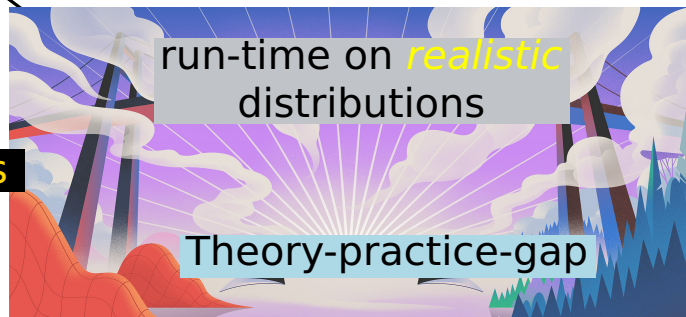


What are *realistic* distributions?

NP-hard problems are **hard**.

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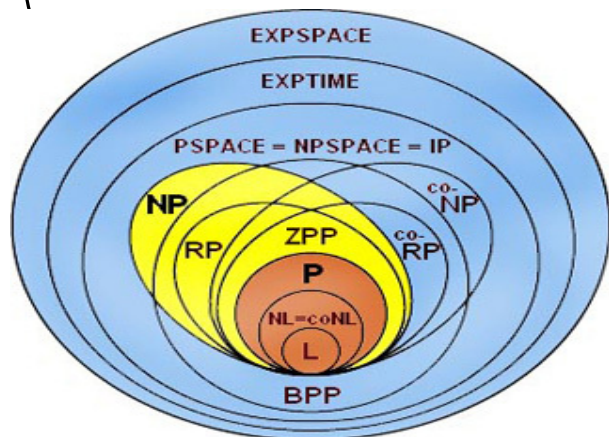
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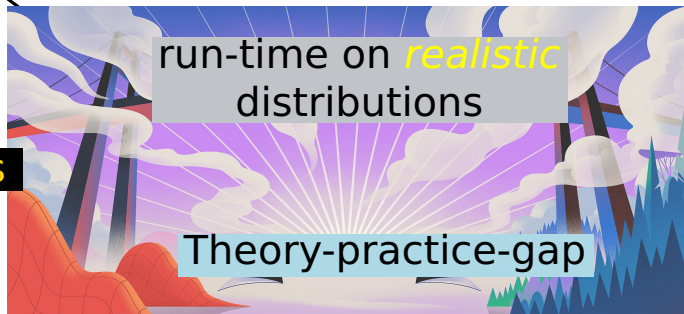
networks

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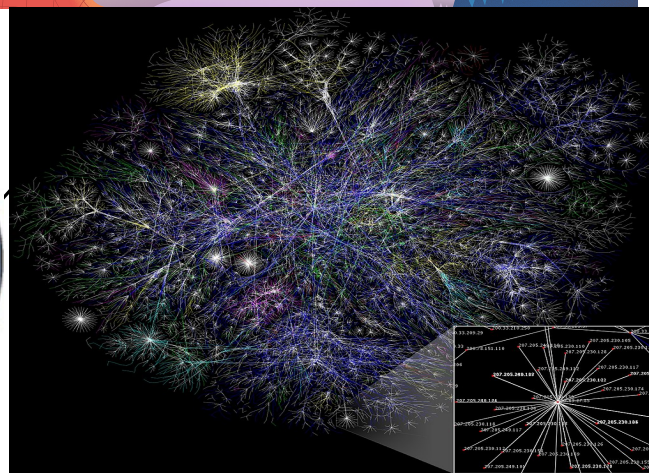
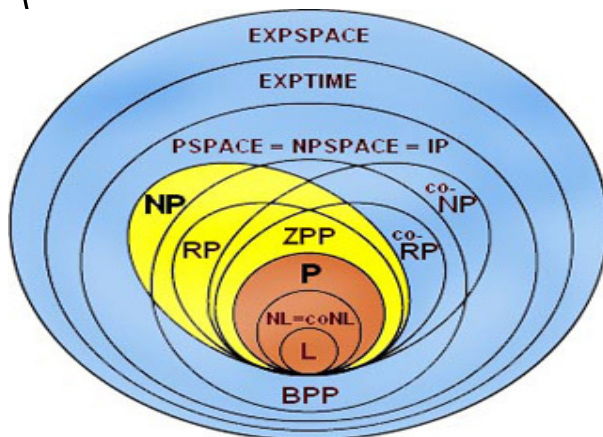
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Motivation

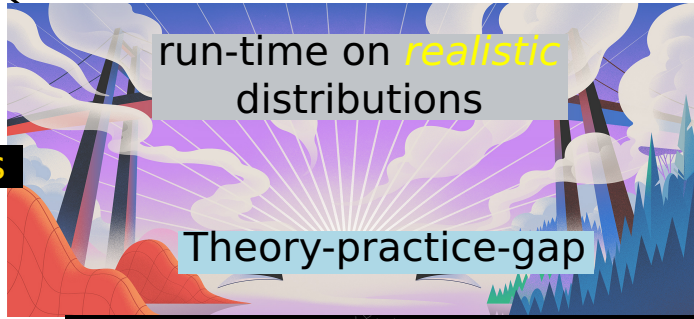
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What are ~~realistic~~ distributions?
 What are their (algorithmic) properties?

NP-hard problems are hard.

Worst-case analysis

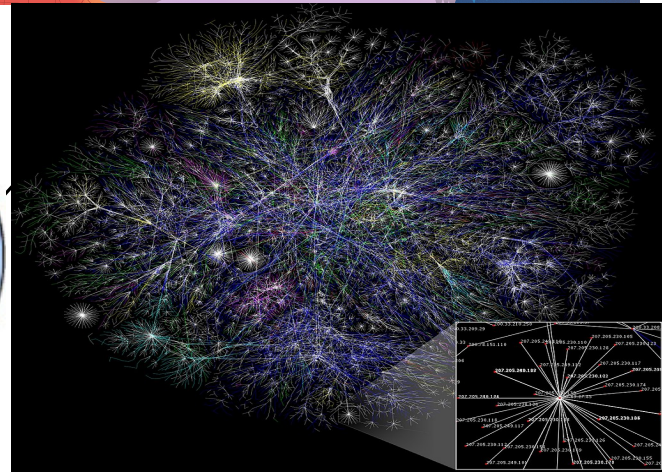
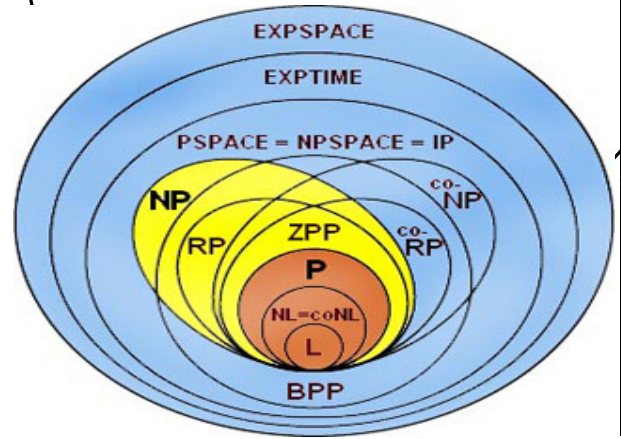
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Erdős–Rényi Graphs

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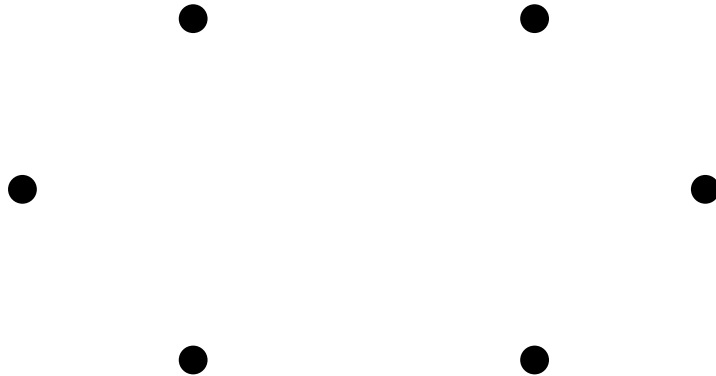


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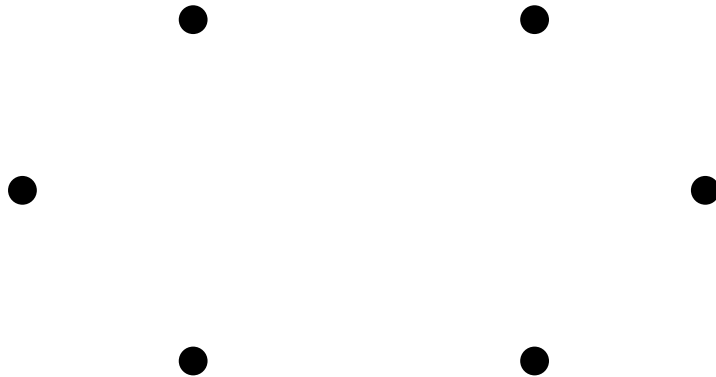
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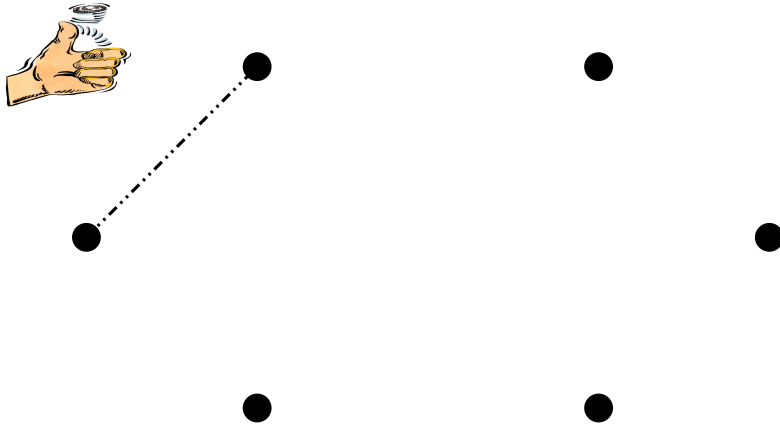
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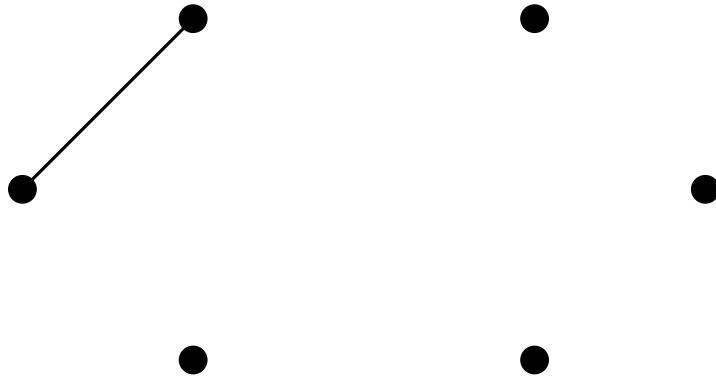
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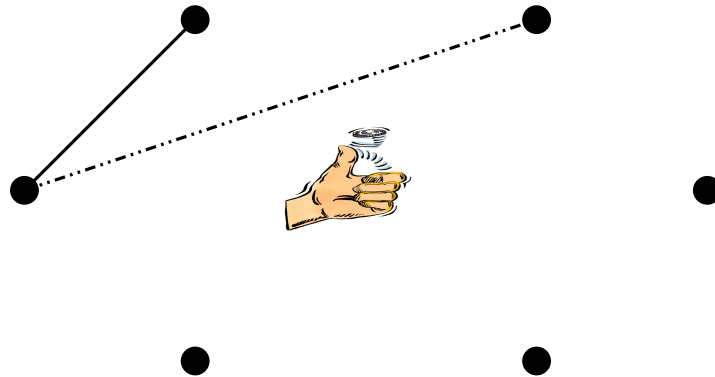
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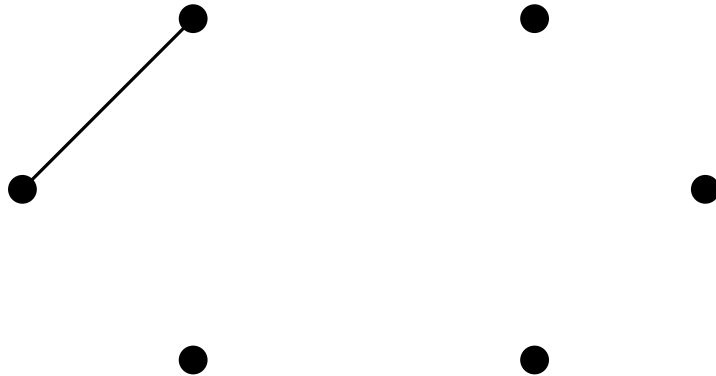
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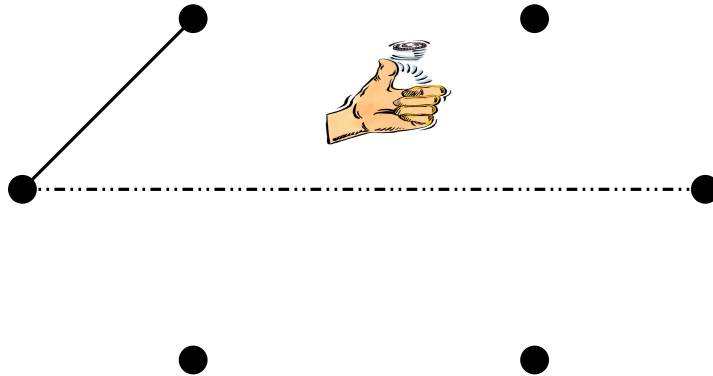
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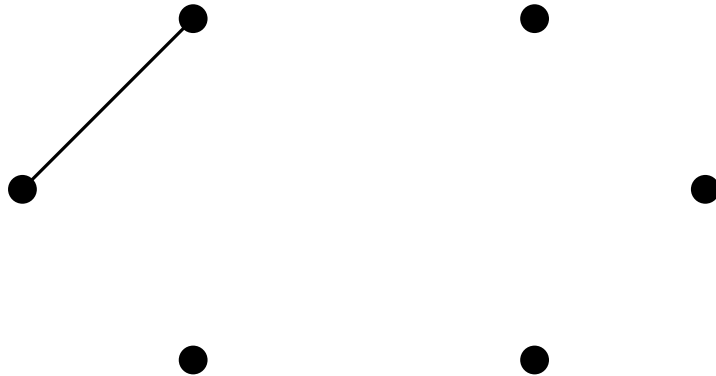
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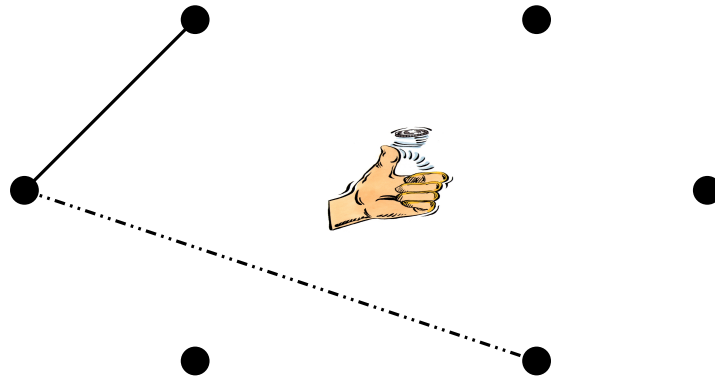
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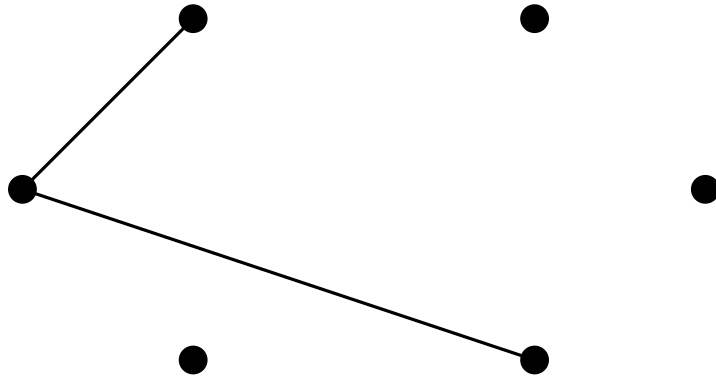
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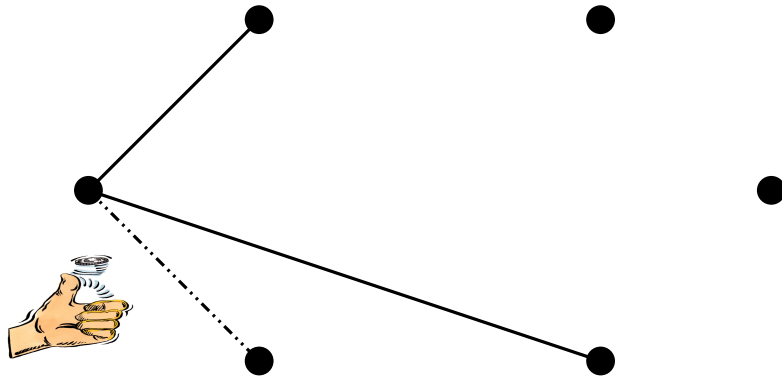
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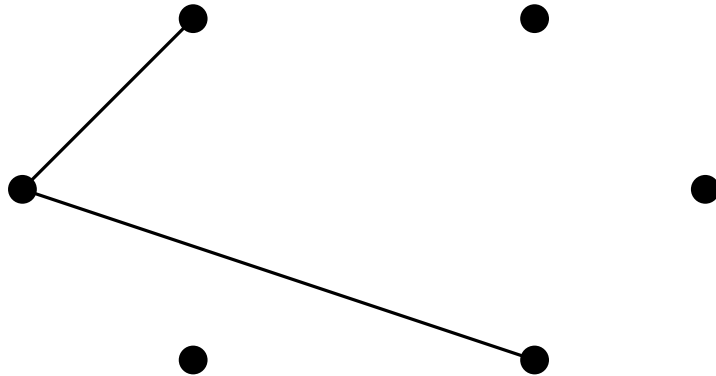
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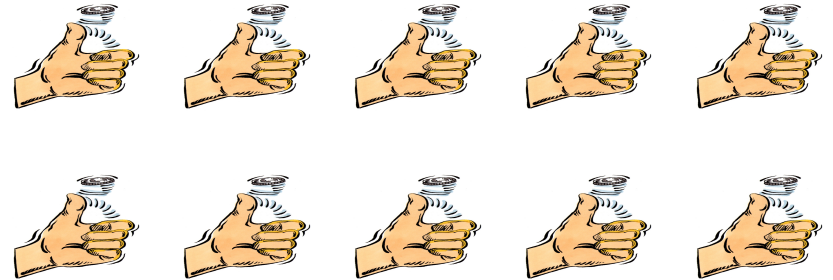
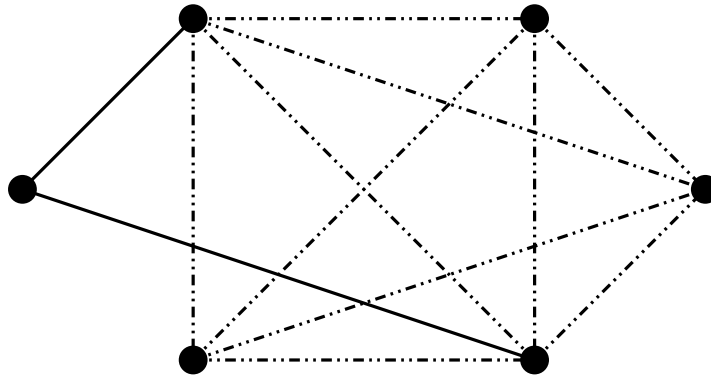
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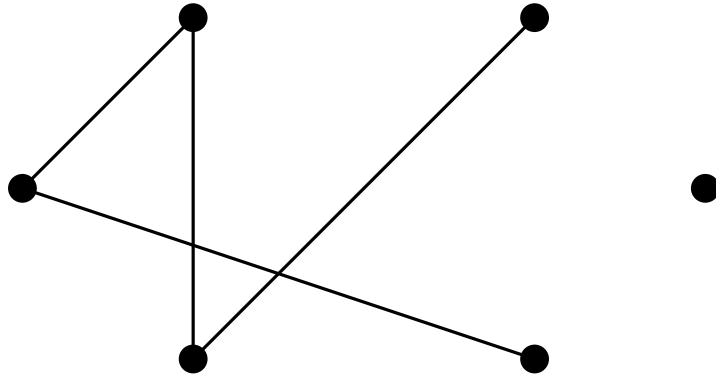
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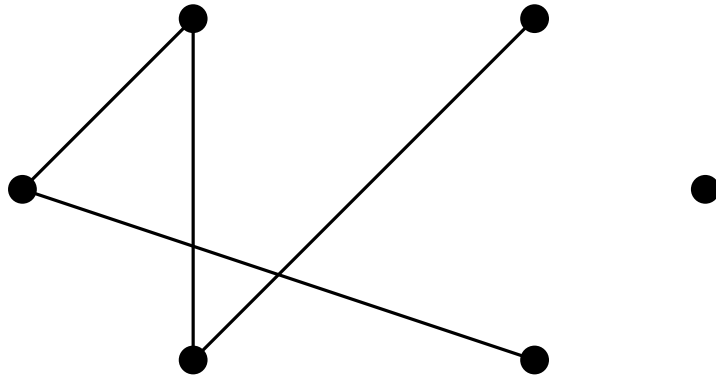
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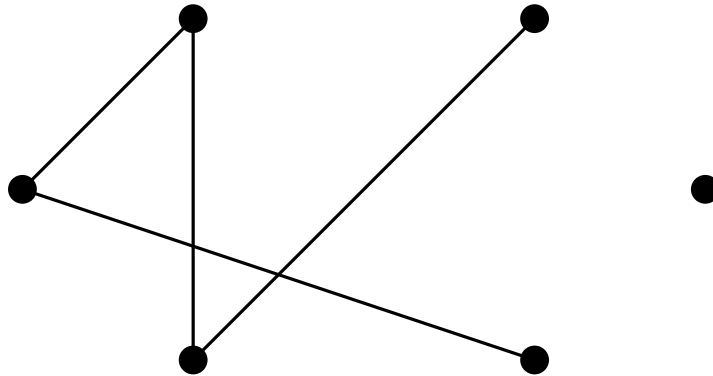
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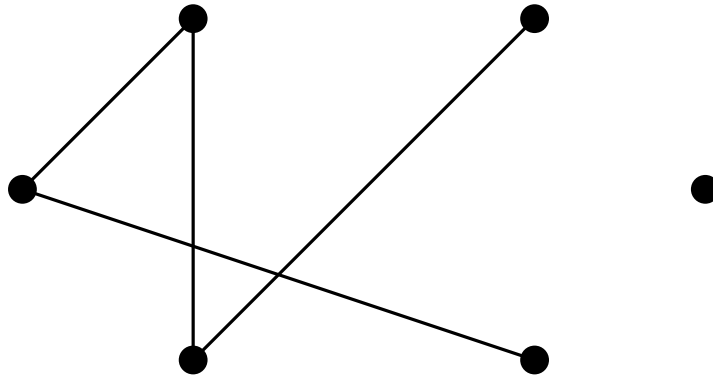
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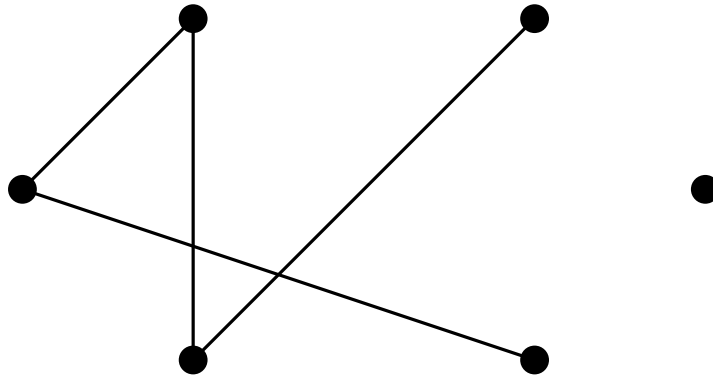
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Probability that the **world** continues to exist tomorrow is **smaller..**

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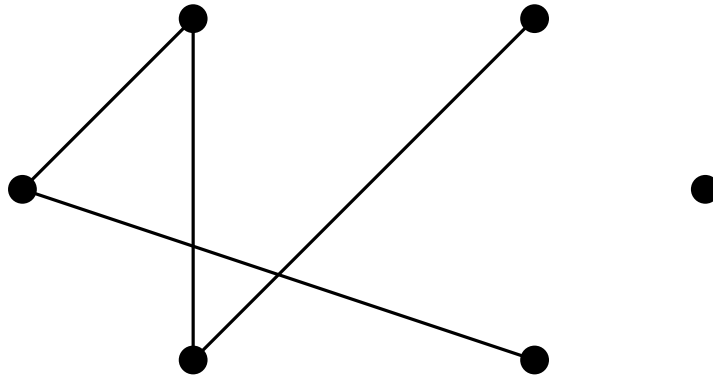
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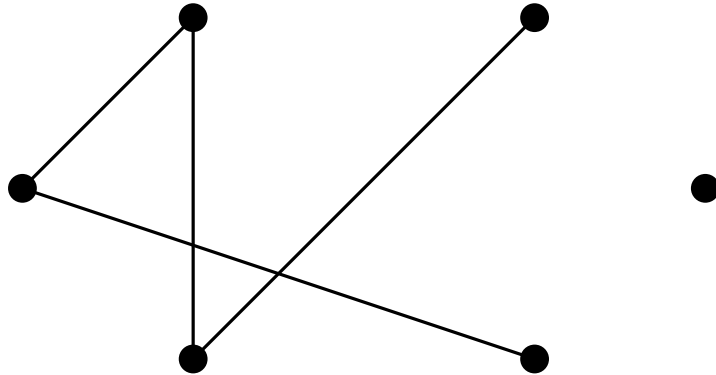
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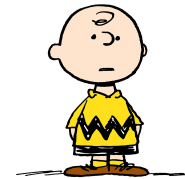
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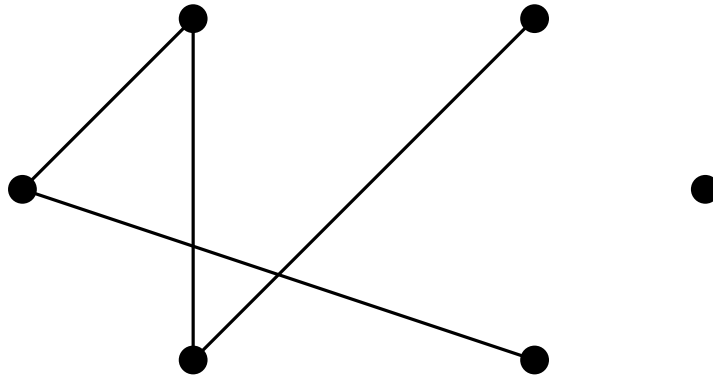
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Random Geometric Graphs

Let's introduce **geometry** for our **random graphs**.

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← dimensions

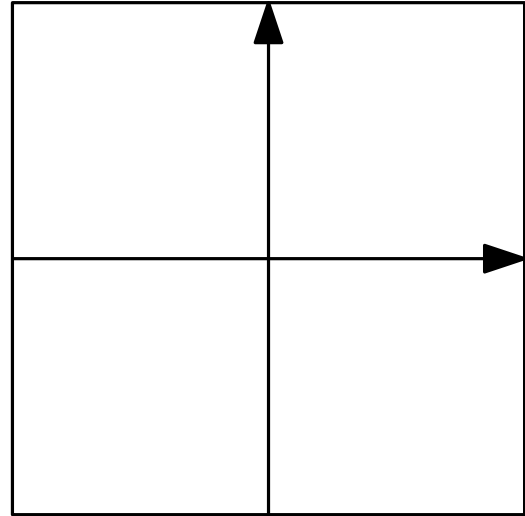
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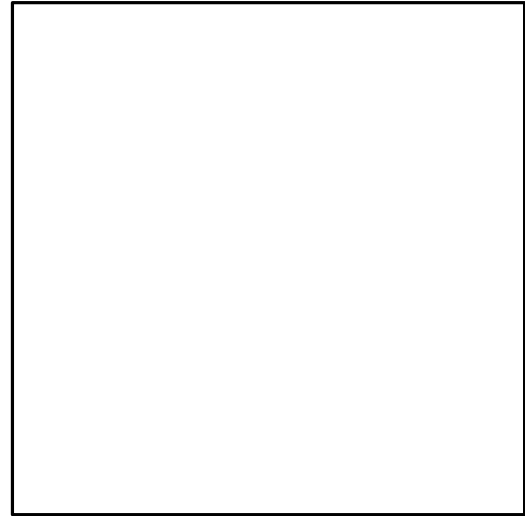
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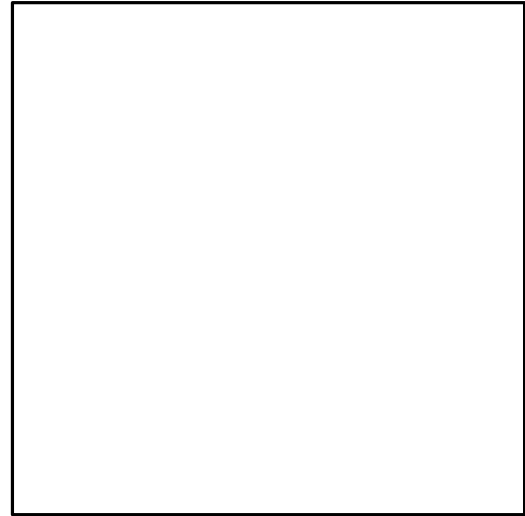
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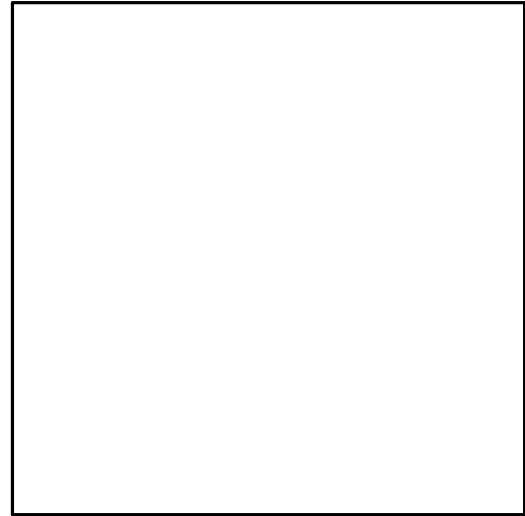
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Generate **coordinates** uniformly at random.



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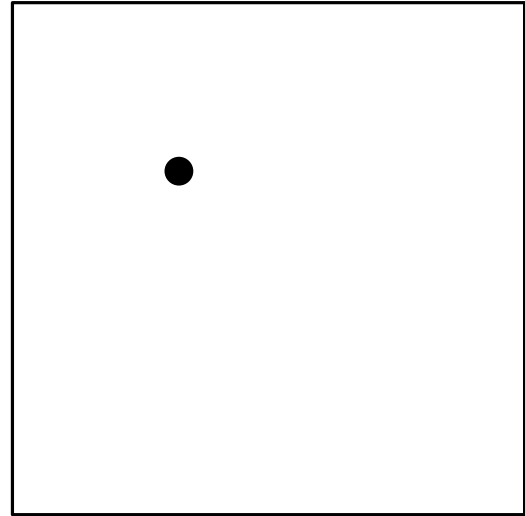
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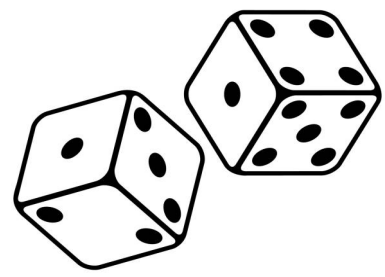
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Gamble **coordinates** *uniformly at random.*



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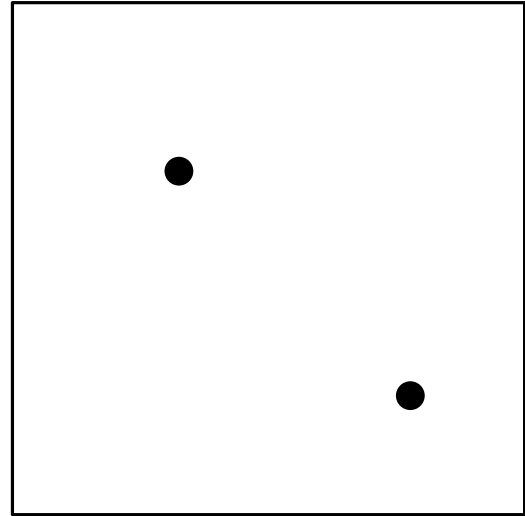
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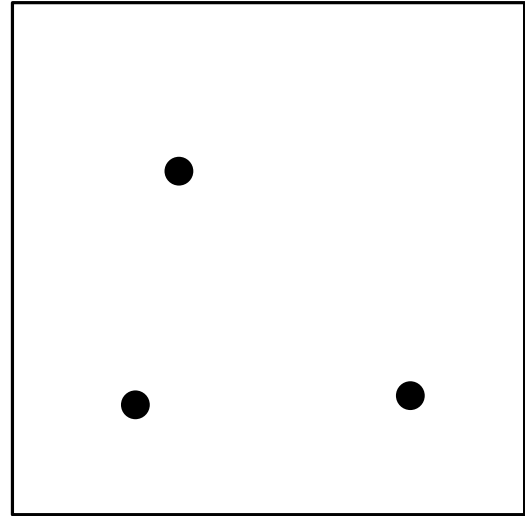
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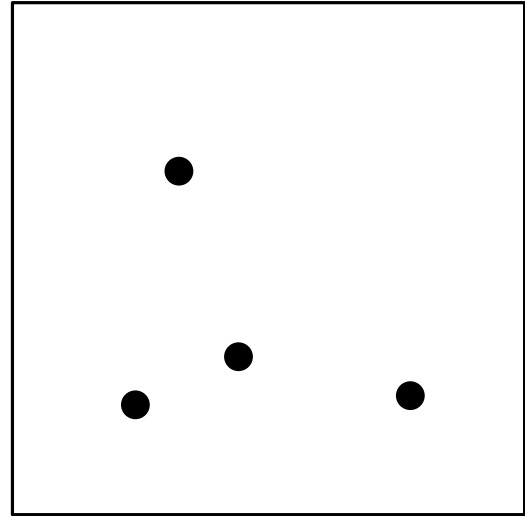
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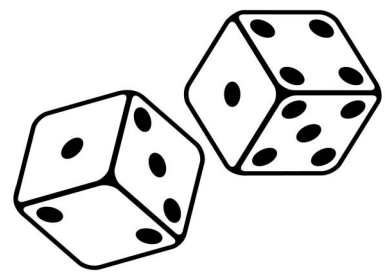
Number of vertices $|V| = n$.

Toy example: $n = 7$

Euclidean plane $d = 2$.



Gamble **coordinates** *uniformly at random.*



Random Geometric Graphs

Let's introduce **geometry** for our **random graphs**.

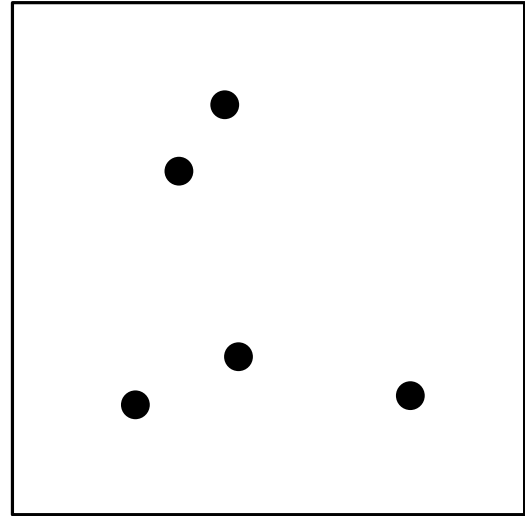
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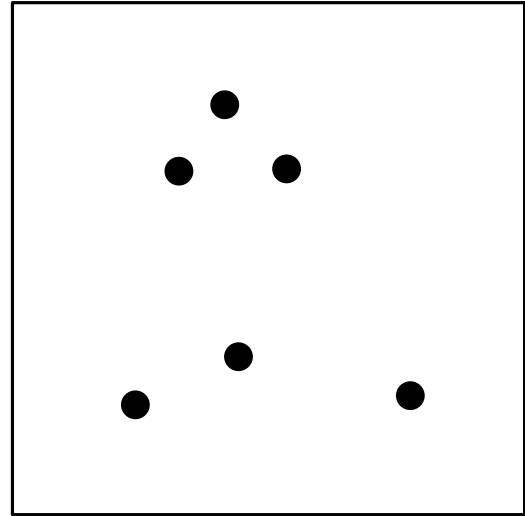
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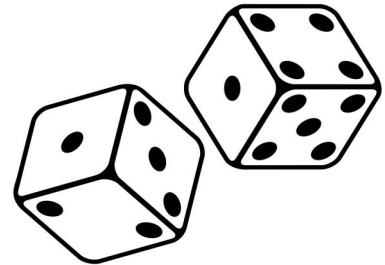
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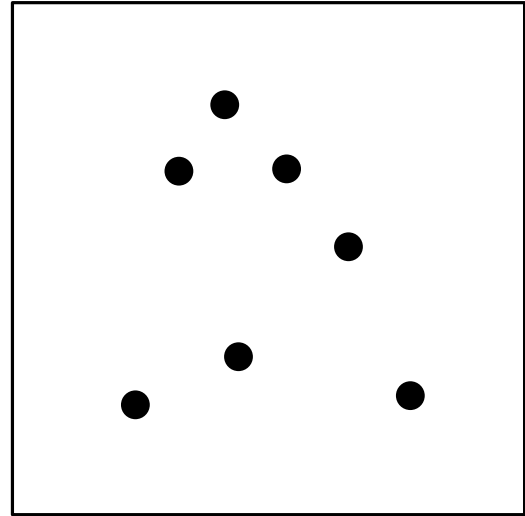
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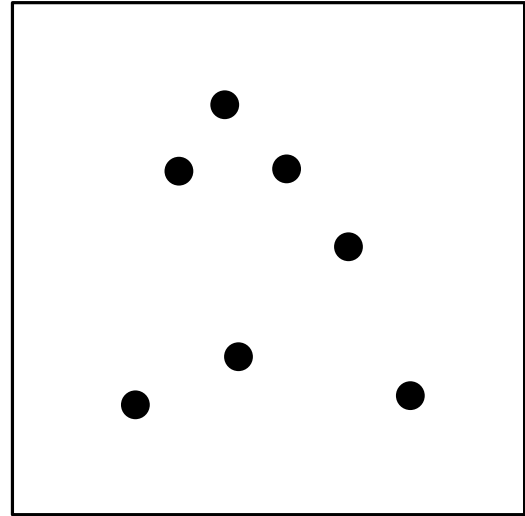
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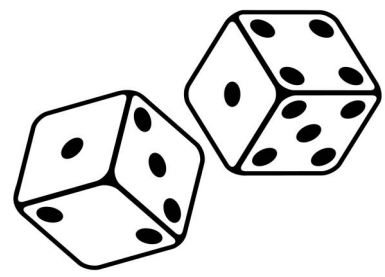
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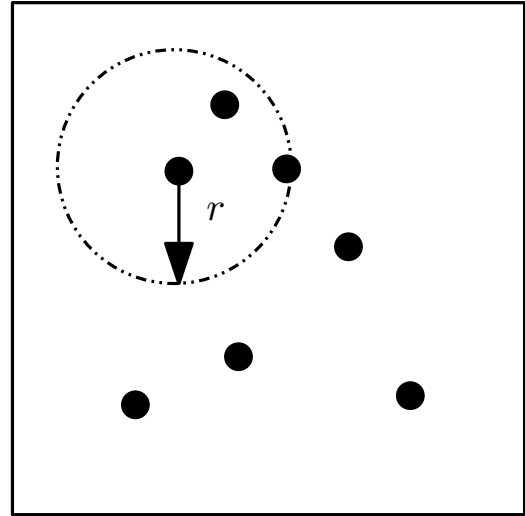
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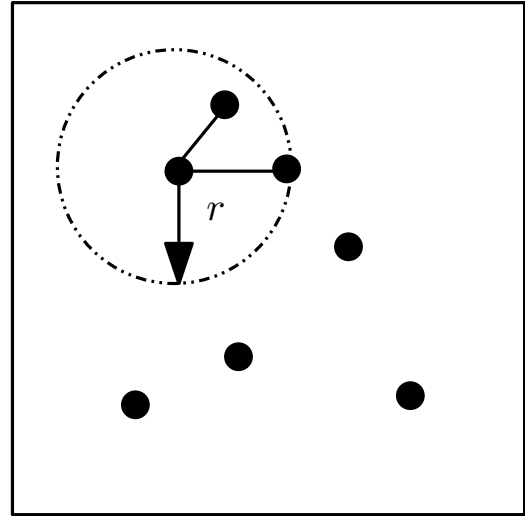
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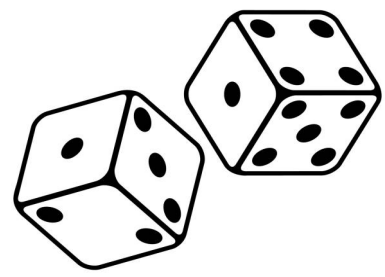
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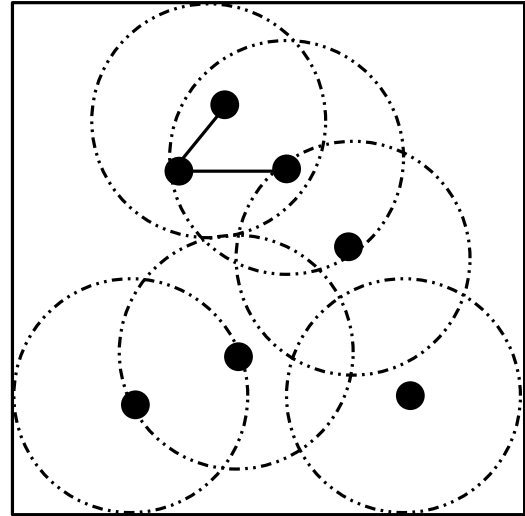
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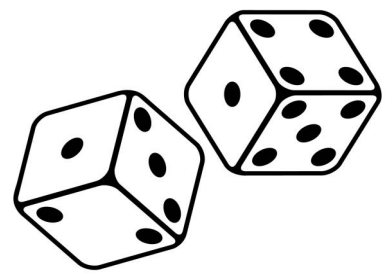
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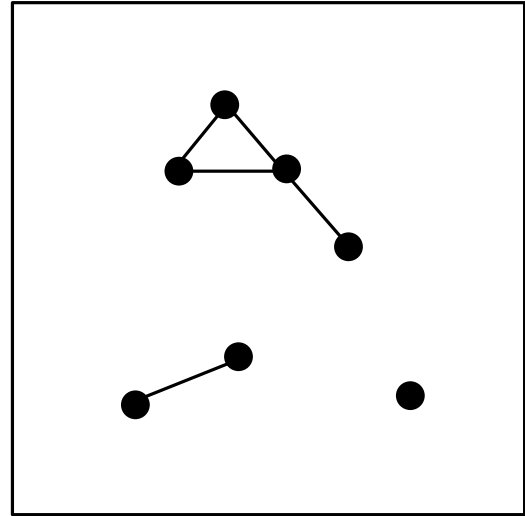
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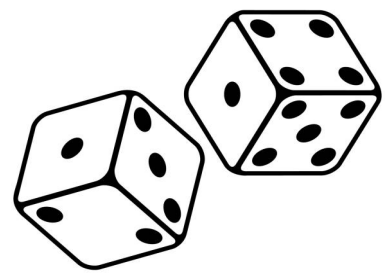
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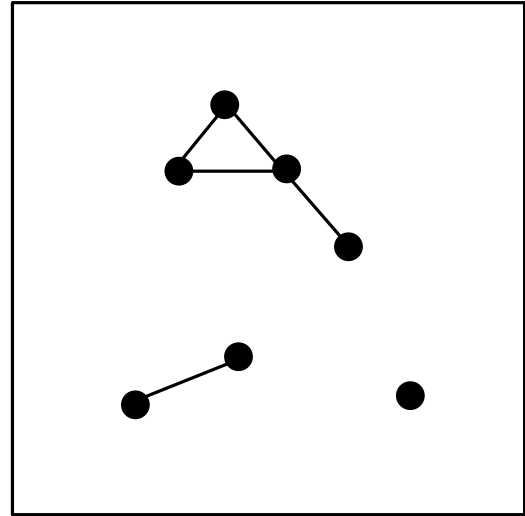
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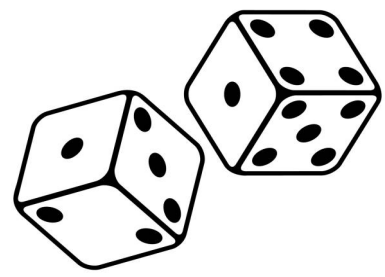
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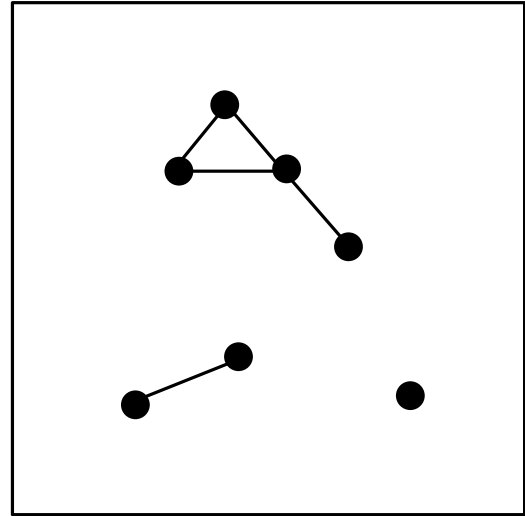
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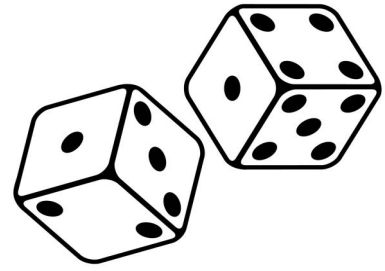
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Theorem. With high probability, G has a **non-vanishing clustering coefficient**.



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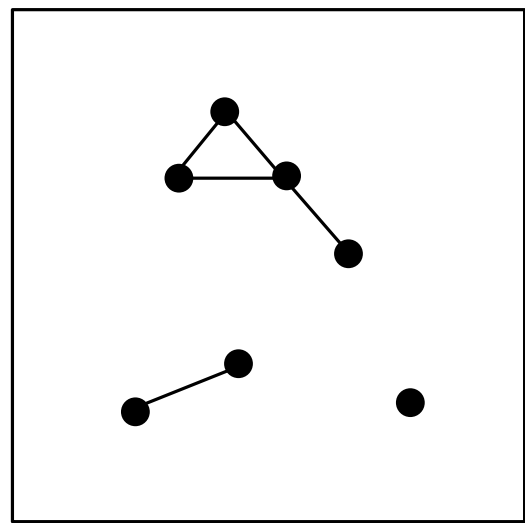
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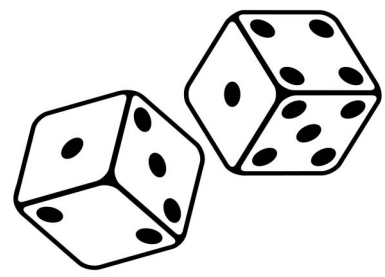
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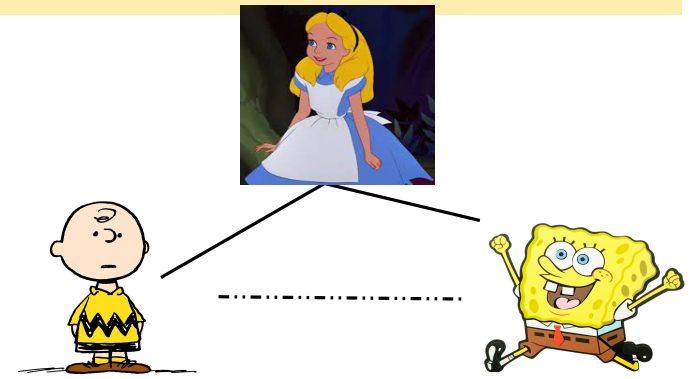
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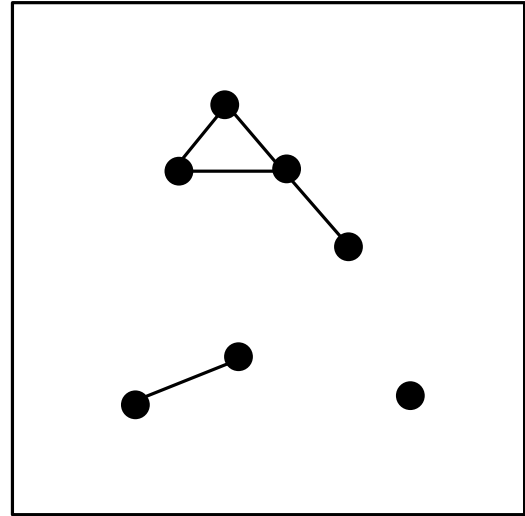
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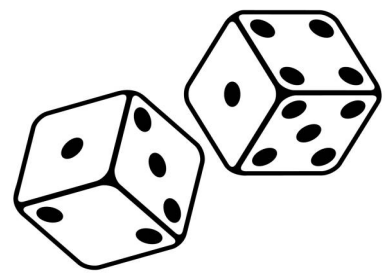
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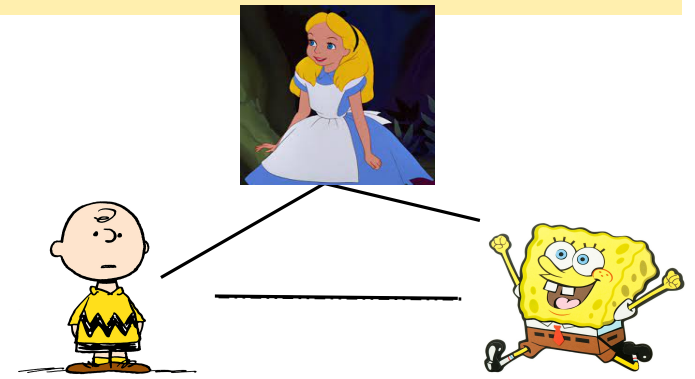
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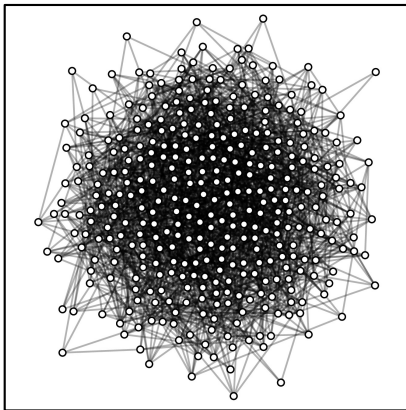


Gamble **coordinates** *uniformly at random*.



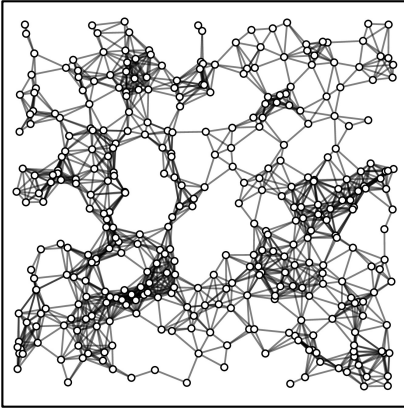
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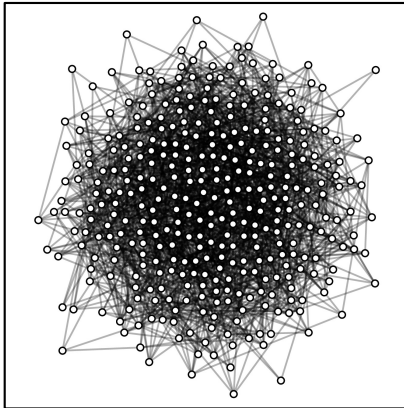
Erdős-Rényi

Gilbert



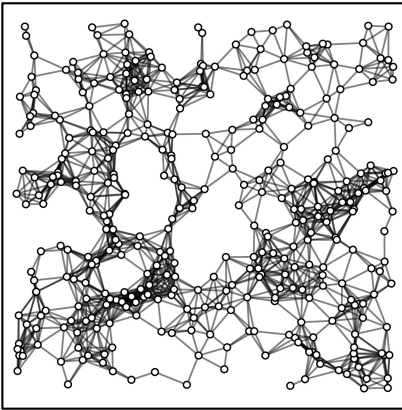
geometric

locality ↑



Erdős-Rényi

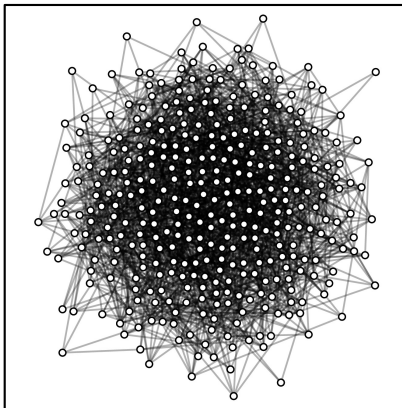
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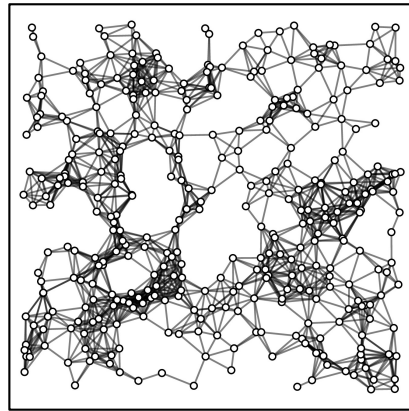
Clustering Coefficient:
Many Triangles

locality ↑



Erdős-Rényi

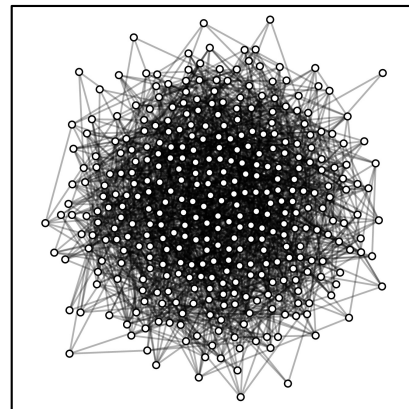
Gilbert



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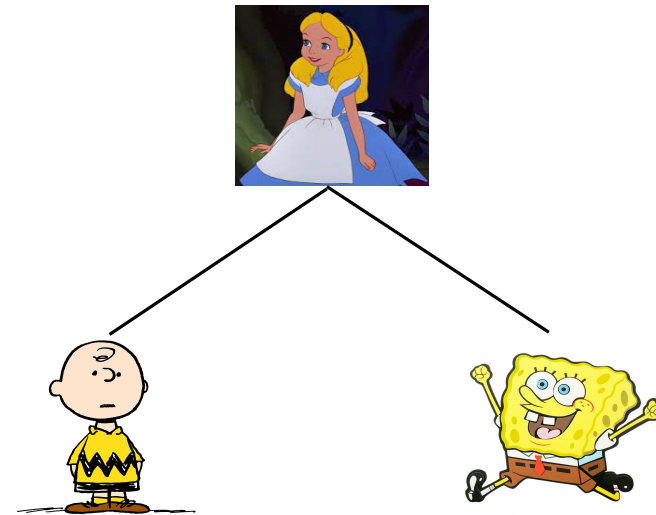
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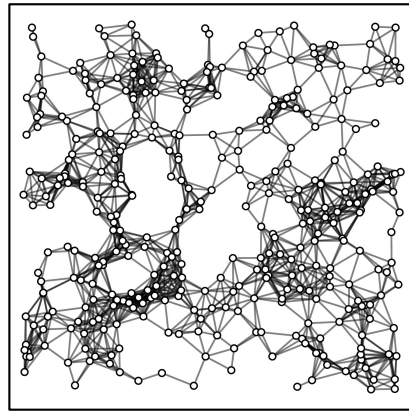
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Erdős-Rényi

Gilbert

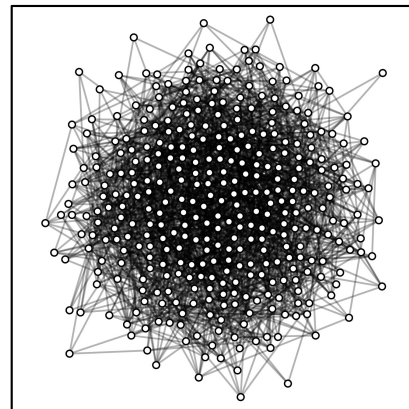




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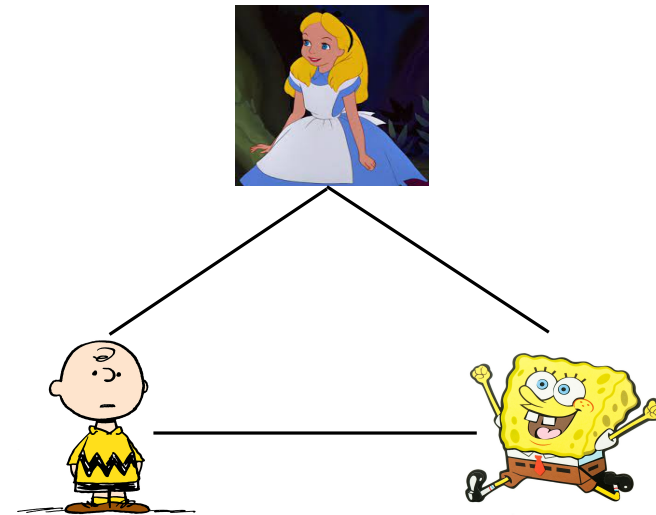
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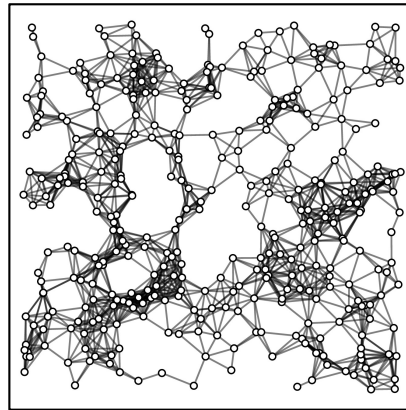
locality ↑



Erdős-Rényi

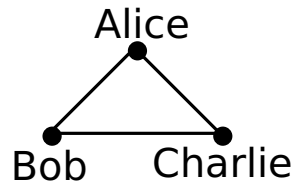
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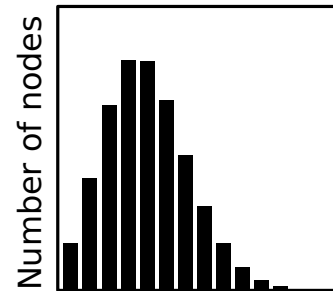


geometric

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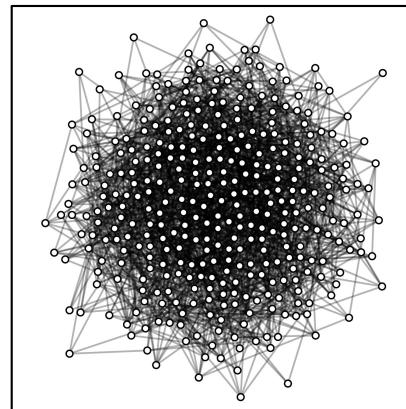
**homogeneous
degree distribution**

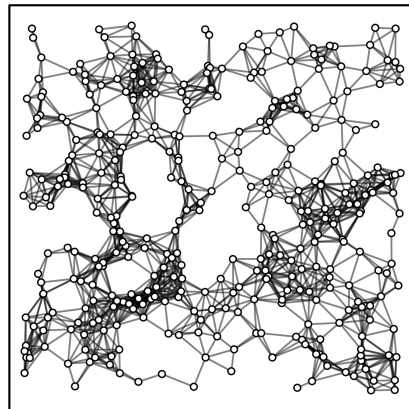


Number of nodes
Degree
Erdős-Rényi

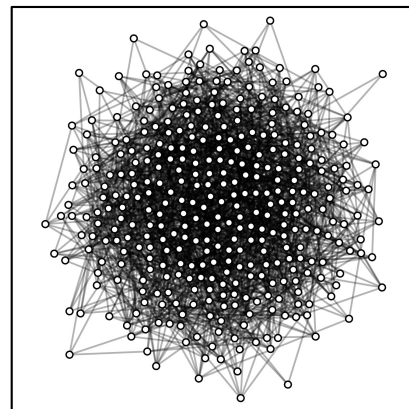
Gilbert

locality





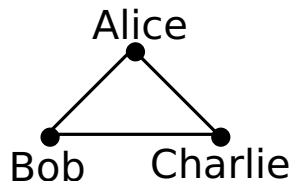
locality ↑



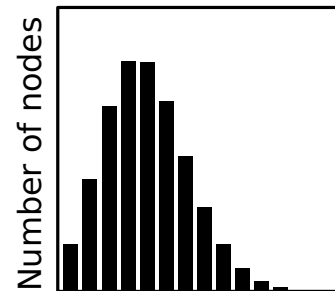
heterogeneity →

geometric

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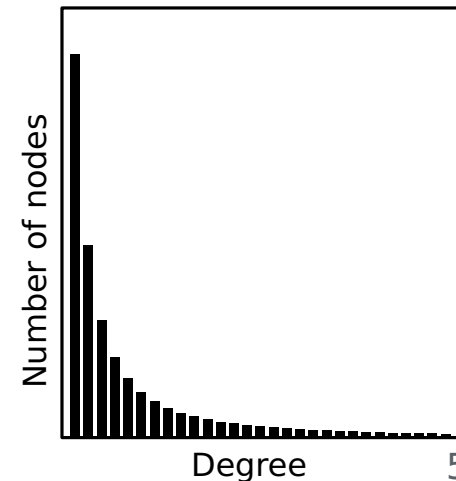


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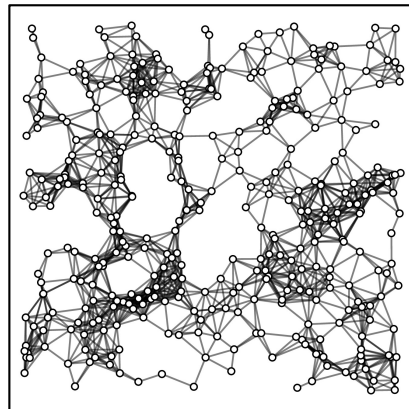


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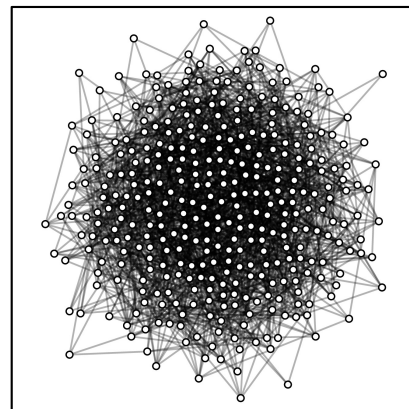
**power law
degree distribution**



Chung-Lu
(soft) configuration



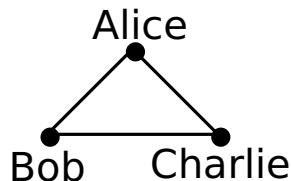
locality ↑



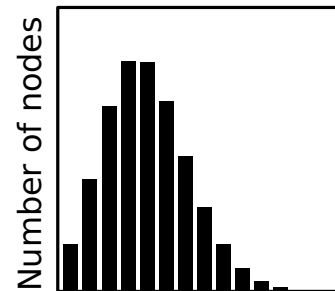
heterogeneity →

geometric

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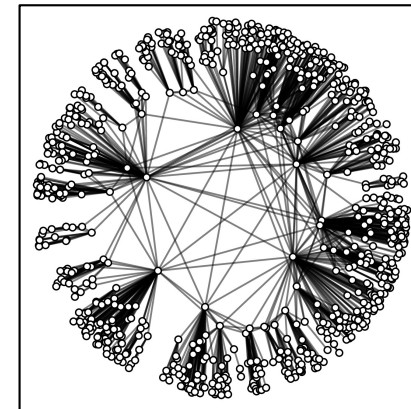
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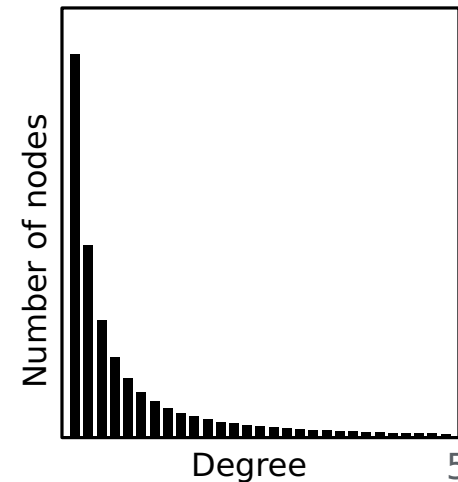
Erdős-Rényi
Gilbert

hyperbolic

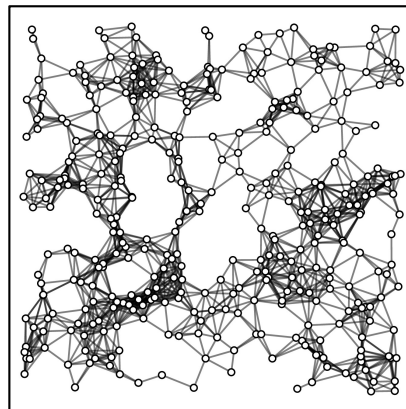
GIRG



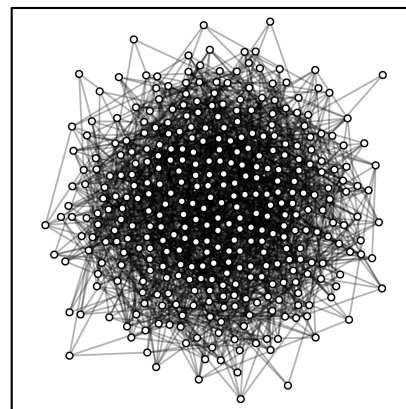
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locality ↑



heterogeneity →

geometric → hyperbolic

**Clustering Coefficient:
Many Triangles**

Alice
Bob Charlie

**homogeneous
degree distribution**

Number of nodes

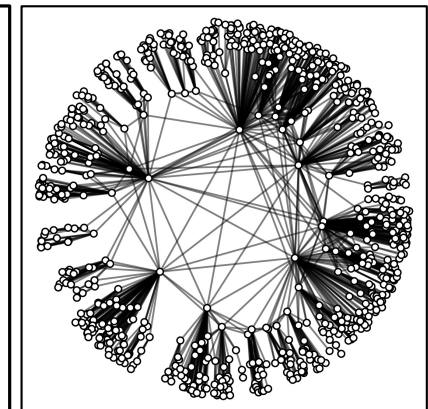
Degree
Erdős-Rényi
Gilbert

Chung-Lu
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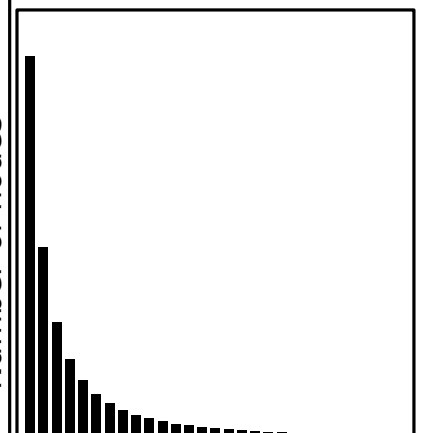
**power law
degree distribution**

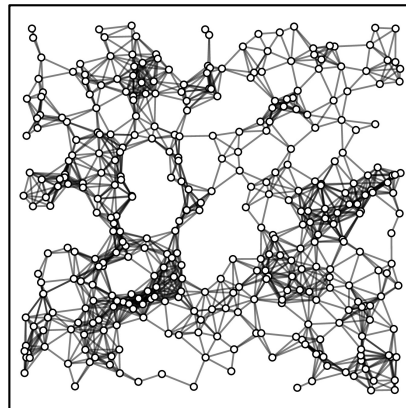
Number of nodes

Degree

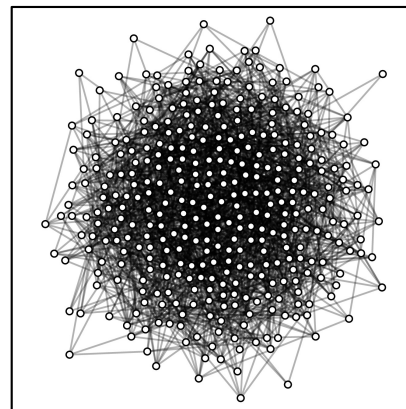


**power law
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locality ↑



heterogeneity →

geometric hyperbolic

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Number of nodes

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Erdős-Rényi
Gilbert

GIRG

KILL TWO FLIES
WITH ONE SWAT

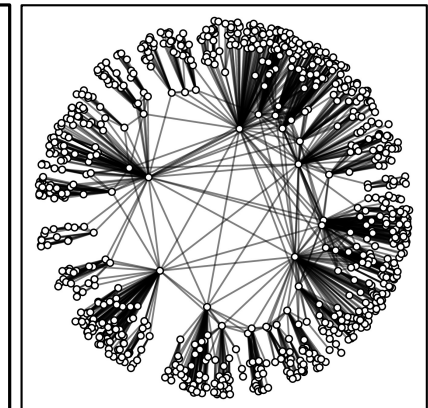
ZWEI FLIEGEN MIT EINER KLAPPE SCHLAGEN

Chung-Lu
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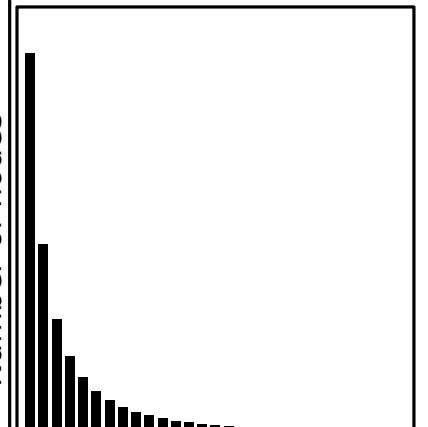
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Number of nodes

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Hyperbolic Random Graphs

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Hyperbolic geometry: **HRG** $G \sim \mathcal{G}(n, \alpha, C)$.

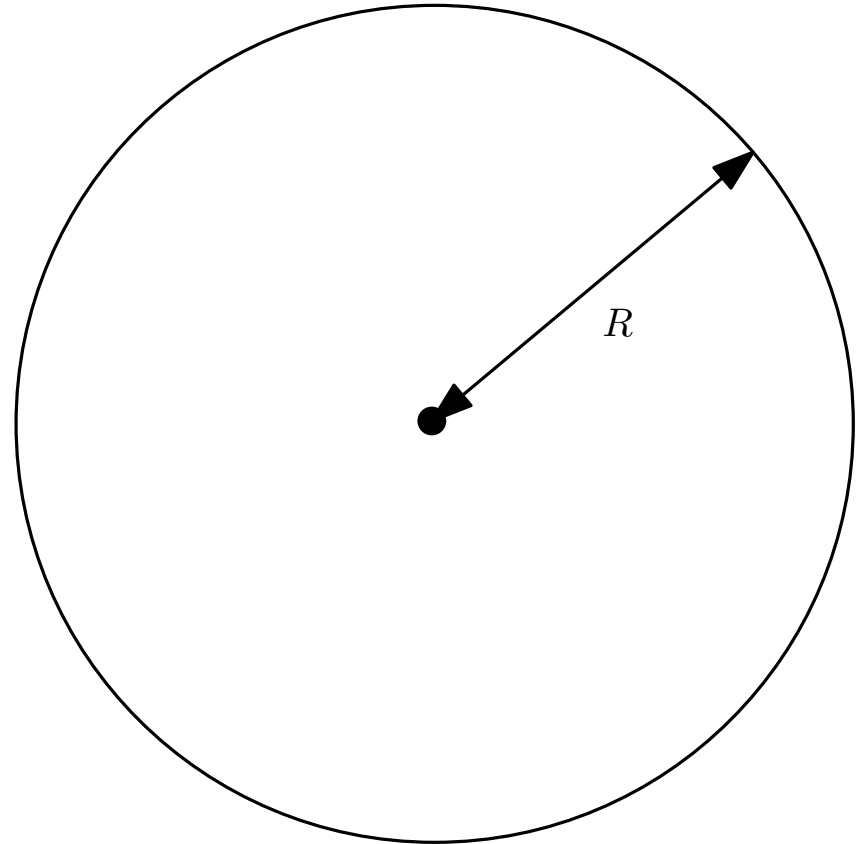
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Disk with radius $R = 2 \log(n) + C$

Hyperbolic Disk \mathcal{D}_R



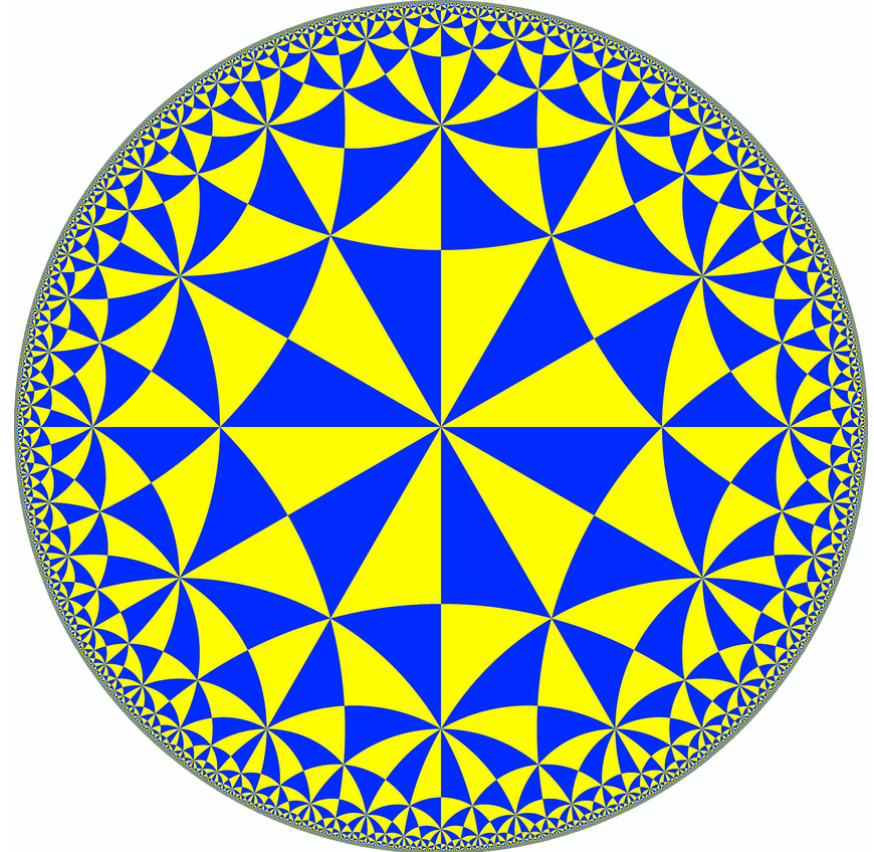
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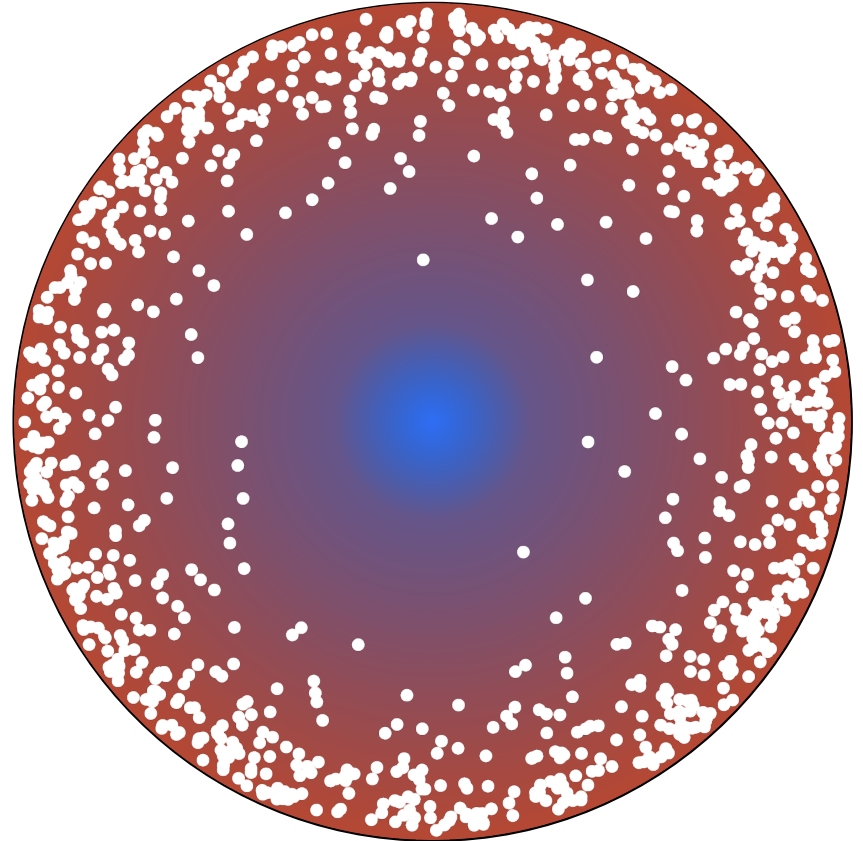
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Hyperbolic Disk \mathcal{D}_R



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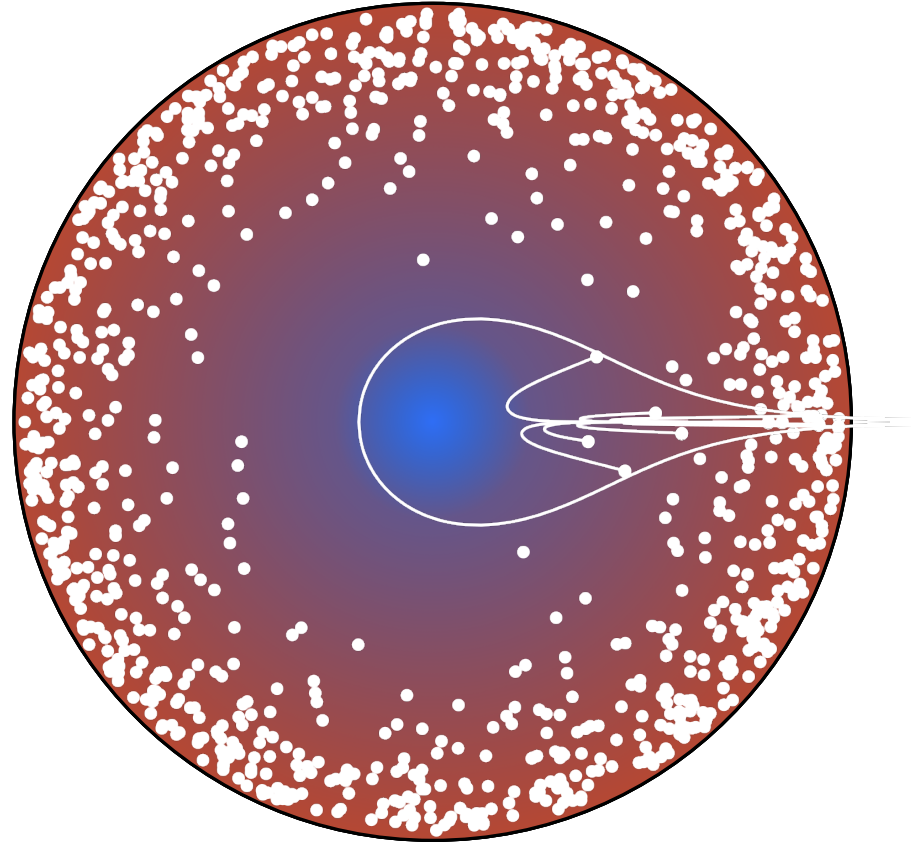
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Hyperbolic Disk \mathcal{D}_R



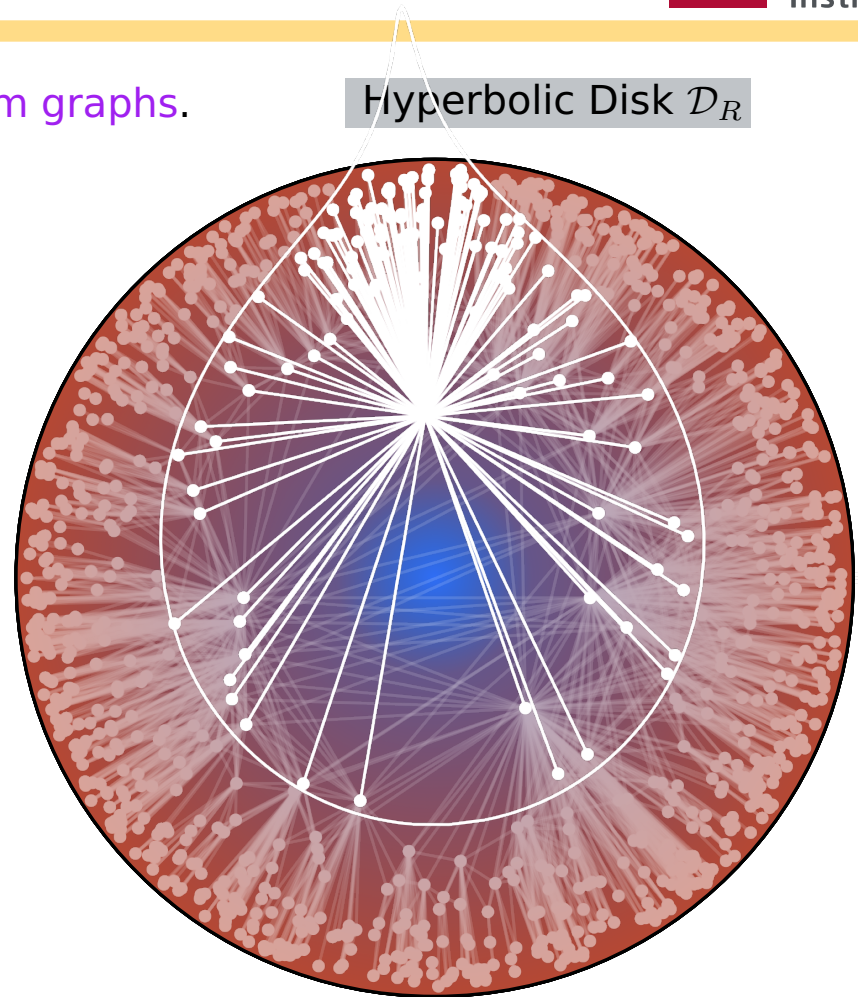
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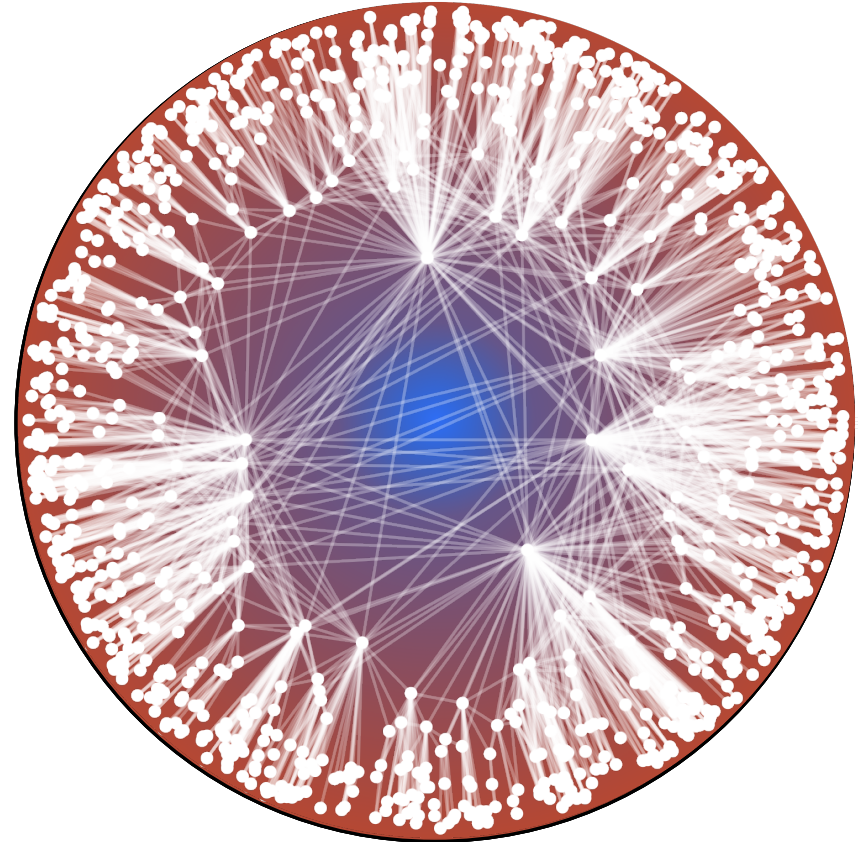
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Hyperbolic Disk \mathcal{D}_R

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Disk with radius $R = 2 \log(n) + C$

Connect vertex pair u, v , iff $d_h(u, v) \leq R$.



Hyperbolic Random Graphs

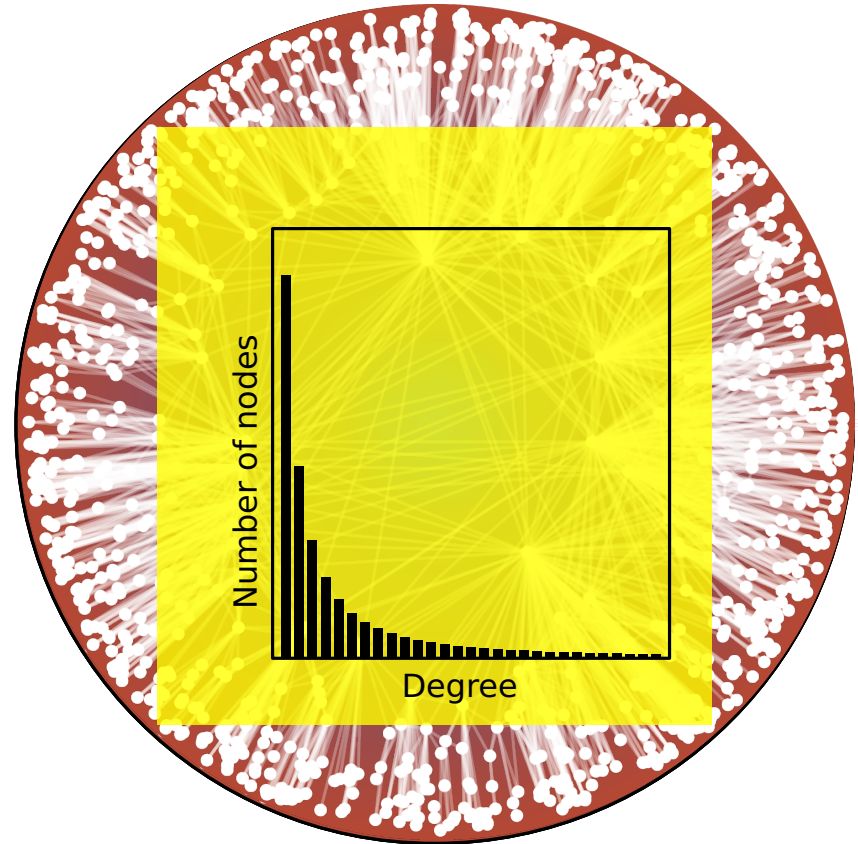
Let's use a **non-euclidean geometry** for our **random graphs**.

Hyperbolic Disk \mathcal{D}_R

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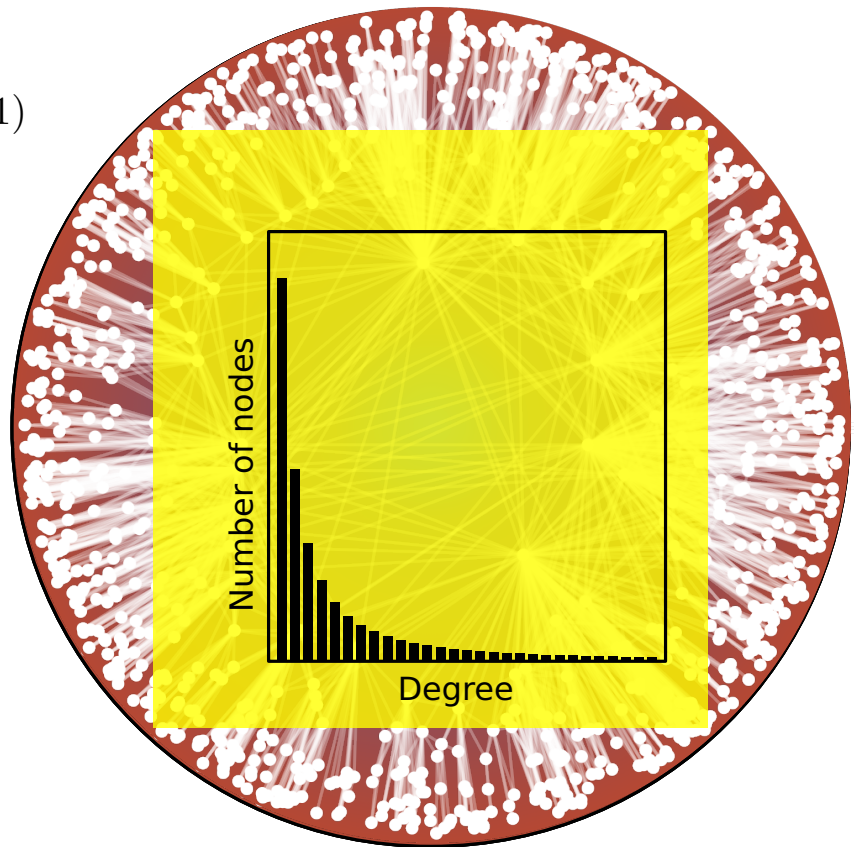
$$\alpha \in (1/2, 1)$$

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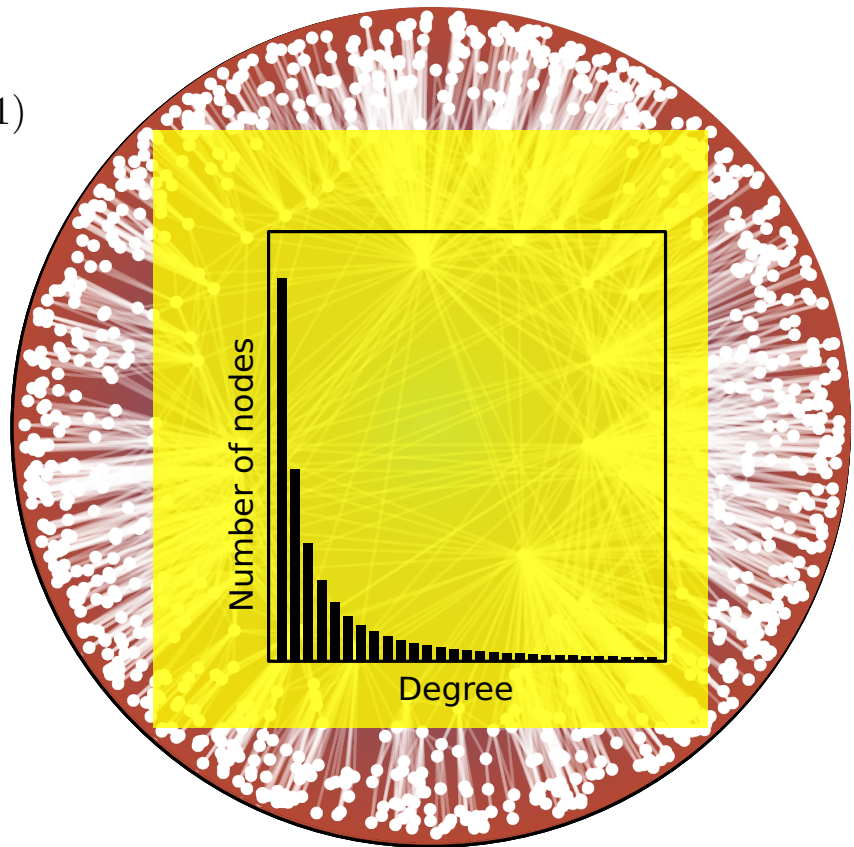
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(Kiwi, Mitsche ANALCO'15; Friedrich, Krohmer ICALP'15; Müller, Staps Advances in Applied Probability'19)

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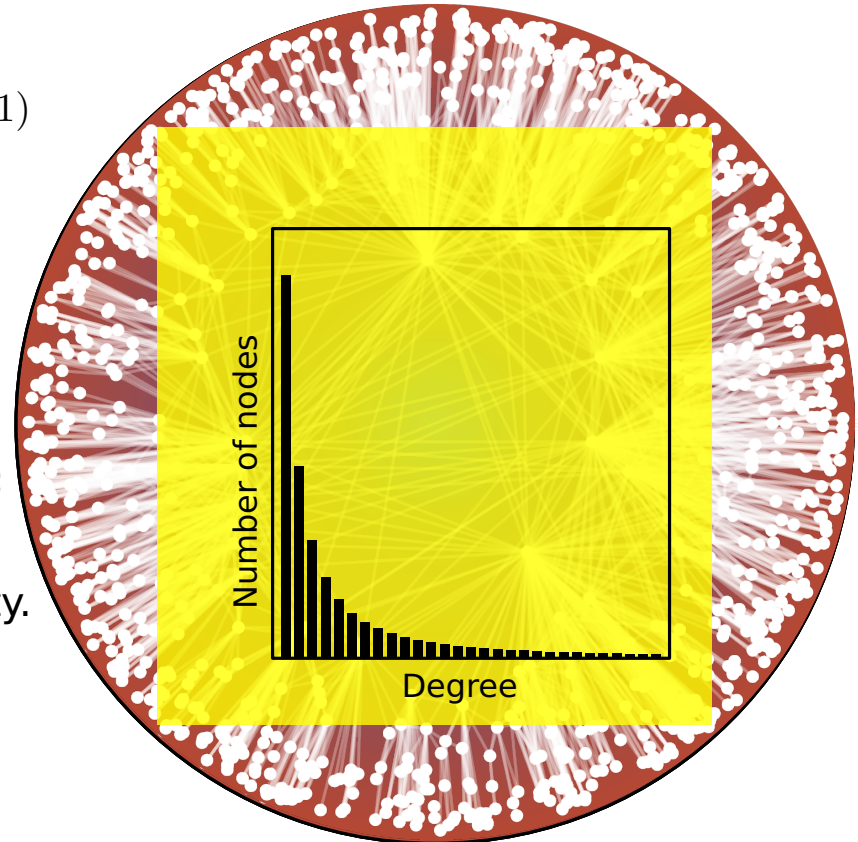
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- **Giant component** with extremely high probability.

(Bode, Fountoulakis, Müller Electron. J. Comb.'15; Fountoulakis, Müller Ann. Appl. Probab'18; Bläsius, Friedrich, Katzmann, R., Zeif ESA'23)

Hyperbolic Disk \mathcal{D}_R



- The treewidth is of size $\Theta(n^{1-\alpha})$ with high probability.
(Bläsius, Friedrich, Krohmer ESA'16)



$$tw \in n^\varepsilon \cap o(\sqrt{n})$$

Algorithmic Results

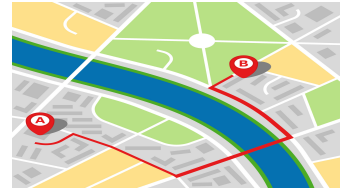
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Worst-case $\Omega(n)$

Algorithmic Results

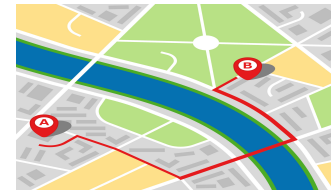
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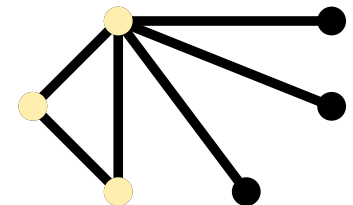
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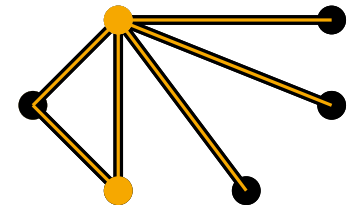
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(Bläsius, Friedrich, Katzmann ESA'21)



The **Colouring** Problem can be approximated in $\mathcal{O}(n)$ with ratio $(4/3)^\alpha$ w.e.h.p.

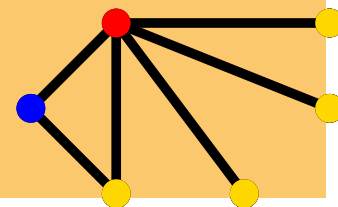
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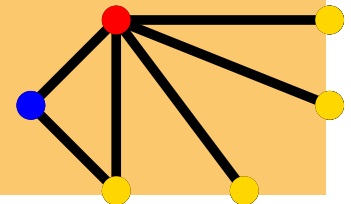
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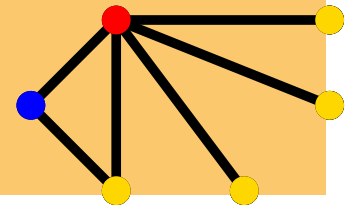
Our (Algorithmic) Results

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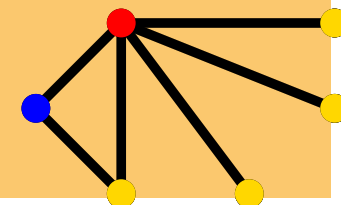
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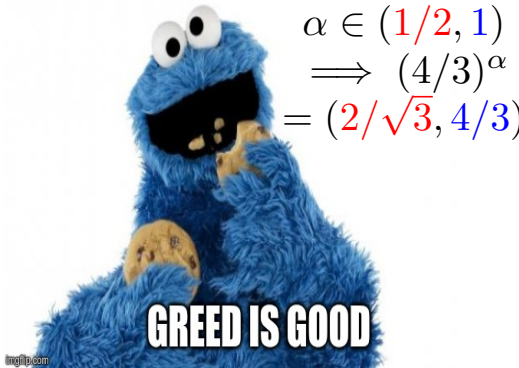
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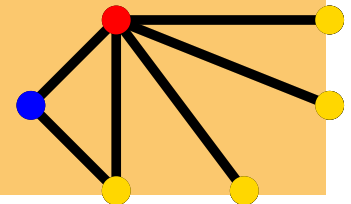
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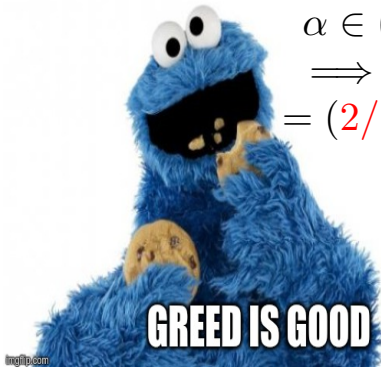
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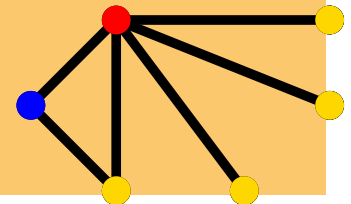
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What is the **Chromatic Number** of a **Hyperbolic Random Graph**?

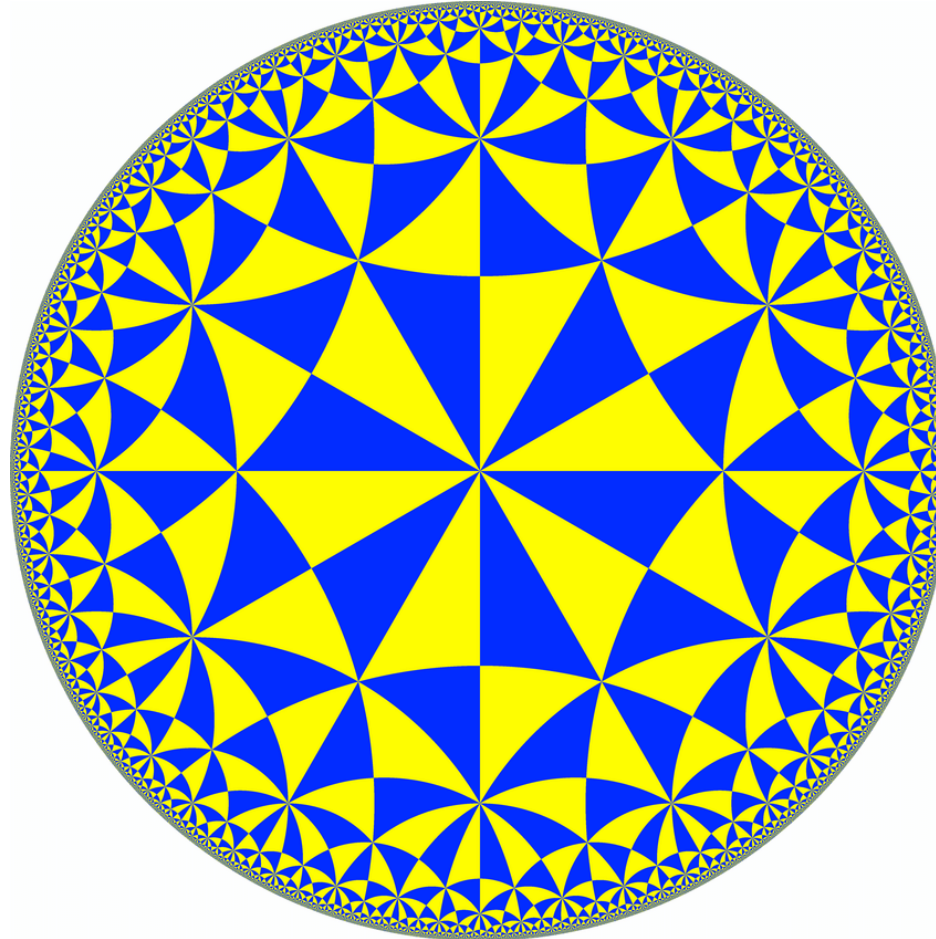
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Thank



YOU!