

Contents

Summary	5
Résumé	7
Acknowledgements	9
Part 1. Background and Context	11
Chapter 1. Introduction	13
Chapter 2. Preliminaries	19
2.1. Sets and Weight functions	19
2.2. Graphs	19
2.3. Hypergraphs	20
2.4. Combinatorial Optimization	20
2.5. Algorithms	22
Chapter 3. Tools and Techniques	23
3.1. Local Ratio Lemma	23
3.2. Good Subgraphs	25
3.3. Polyhedral Tools	29
3.4. Diagonals in E3-VERTEX COVER	31
Part 2. The Main Results	33
Chapter 4. Claw Vertex Deletion	35
4.1. Background	35
4.2. Good Subgraphs	35
4.3. A Rounding Attempt	36
4.4. Hardness Result	36
4.5. Concluding Remarks	37
Chapter 5. Feedback Vertex Problem in Tournaments	39
5.1. Overview	39
5.2. Diagonals and Light Tournaments	42
5.3. The Layering Procedure	44
5.4. The Algorithm	49
5.5. Concluding Remarks	50
Chapter 6. Cluster Vertex Deletion	51
6.1. Overview	51
6.2. Finding 2-good induced subgraphs	56

6.3. Running-time Analysis	61
6.4. Polyhedral results	63
6.5. Concluding Remarks	68
Chapter 7. Split Graph Deletion	71
7.1. Hardness	71
7.2. A Simple, almost tight approximation algorithm	72
Part 3. Conclusions	75
Chapter 8. Open Questions	77
Chapter 9. Conclusions	79
9.1. Constant rounds of Sherali-Adams	79
9.2. Local Ratio	79
Bibliography	81