## New Results on Bootstrap Percolation

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#### Choosing $A_0$

Early models incorporate randomness; initial infected vertices are selected with probability p.

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#### Observations

- Blocks intersect in a cut vertex.
- Blocks are 2-connected, or K<sub>2</sub>.

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Intuition – Cut vertices are bottlenecks.


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- There are at most *r* components, each corresponding to a block.

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**Question:** What's the next best (or interesting) upper bound, and what achieves that?

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If G is perfect and its diameter is no more than 2, then G is 2-BG.

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For arbitrary r and diameter d. (Example: r = 3, d = 4.)



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### Future Directions

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# Thank you!

### arXiv:2309.13138

#### Theorem (Ibrahim, LaFayette, McCall '23)

Let G be a connected graph with diameter d. Suppose G contains a set of vertices,  $A_0$ , which percolates with threshold r in k rounds and  $|A_0| \leq 2r - 1$ . Furthermore, assume that every vertex in  $A_0$  infects some vertex in round 2, i.e., every vertex in  $A_0$  is adjacent to at least one vertex in round 2. Then  $k \geq \lceil d/2 \rceil + 1$  and this bound is sharp.

#### Theorem (Ibrahim, LaFayette, McCall '23)

Let G be a connected graph with a set of vertices  $A_0$ , which percolates in k rounds with percolation threshold r. If  $|A_0| = r$ , then  $k \ge rad(G) + 1$  and this bound is sharp.