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December 30, 2020

Abstract

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1 Introduction

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Theorem 1. Let \mathcal{G} be a graph with n vertices and m edges. Let \mathcal{H} be a hypergraph with n vertices and ℓ hyperedges. Let \mathcal{F} be a family of subsets of \mathcal{H} such that $\mathcal{F} \subseteq \mathcal{H}$ and \mathcal{F} is closed under taking subsets. Let \mathcal{G}' be the graph obtained from \mathcal{G} by adding edges corresponding to the hyperedges in \mathcal{H} that are not in \mathcal{F} . Then, the number of edges in \mathcal{G}' is at most $m + \ell$.

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4 Discussion

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References

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Notes

1. The skeldoc package is intended for incremental document development, with commands that insert simplified placeholder elements for missing parts, similar to *skeleton screens*, optionally with associated notes explaining the placeholders.
2. The skeldoc package is written by Magnus Lie Hetland.
3. All the skeleton commands are followed by an optional argument in brackets, and one (also optional) in braces, like `\skelfoo[<conf>]{<note>}`. The first argument is for limited local configuration, setting keys relevant to the specific command. Each command also lets you supply one such config value *without* a key, leaving the key implicit. For example, for `\skelline` (a single skeleton line), this is width and for `\skelpar` (a single skeleton paragraph), it's lines. So `\skelline[5cm]` is the same as `\skelline[width=5cm]`. The `\skelpar` command also has the keys `first-width`, `width` and `last-width`, to adjust the various line widths.

The argument in braces is a *note* associated with the skeleton element, typeset using the `\skelnote` command, which places a number in the margin and an note at the end of the document (or wherever the `\printskelnotes` command is placed), with hyperlinks in both directions.

Beyond the keys available locally, there are several *global* config keys, which may be set using the `\skelset` command (which respects TeX groups, so such config may also be local, e.g., by wrapping the relevant part of the document in braces). For example, one might use `\skelset{main-color=black}` to produce a look along the lines of the *censor* package. Shared defaults for the local keys may also be set in this way, generally using the local key name with the type of element as a prefix; for example, `par-lines` is used to set the default for the `lines` key of the `\skelpar` command. There are also some other general keys, like `main-color` and `full-width`. For an overview of the configuration keys, please consult the source file, `skeldoc.sty`.

4. It is possible to add notes in arbitrary parts of a document with the `\skelnote` command. This could also be used as a simple to-do or annotation mechanism.
5. The `\skelenum` and `\skelitems` commands produce skeleton *lists* (using `enumeration` and `itemize`). Their implicit key is `items`, which controls the number of items, while `item-lines` controls the number of lines per item.
6. Skeleton figures (`\skelfig`) have height as their implicit key. The width may be modified using the `width` key.
7. Skeleton captions are best typeset using the special-purpose `\skelcaption` command, rather than simply placing a `\skelpar` in a normal `\caption`, at least if you intend to attach a note. This is because captions are generally typeset more than once, in order to determine whether to center them; `\skelcaption` prevents any attached note from being added to the note list twice.

The implicit argument of `\skelcaption` is `lines`, and the other keys are as for `\skelpar`, relying on the same

defaults and global configuration.

8. Multiple skeleton paragraphs may be produced using the `\skelpars` command, whose implicit key is `pars`, controlling the number of paragraphs.
9. The `\skelcaption` command may be used for figures and tables alike.
10. The `\skelctabular` command produces a skeleton table (specifically, a `tabularx`). The implicit key is `rows`, controlling the number of rows in the table. The `\tabcolsep` and `\arraystretch` used can be set with the `colsep` and `stretch` keys.
11. The `\skelpseudo` command only works if the *pseudo* package has been imported. (It is not imported by the skeldoc package.) The implicit key is `lines`, the number of lines to produce (in addition to the headline, if any). By default, no headline is included, but one may be set using the `head` key (e.g., using the `\pr` command from the *pseudo* package, rather than `\hd`, because the `head` key handles the `\multicolumn` stuff itself; for example, use `head={\pr{<name>}{<args>}}`). The indent pattern is set using the `newlines` key, which should be a comma-separated list of newline commands as used by the *pseudo* package (such as `\\+` or `\\--`). This list is used round-robin as the lines progress. E.g., if you want pseudocode without any indentation, simply use `newlines=\\`.
12. The `\skelbib` command produces a skeleton bibliography, with the number of items controlled by the implicit key `items`. The number of lines per item is controlled by `item-lines`.