

CSCI 5451 Fall 2015

Week 8 Notes

Professor Ellen Gethner

October 4, 2015

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- ▶ The problem was reduced to one of checking a finite number of graphs (about 2000) for special properties.

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- ▶ The number of configurations to check was reduced to about 500, and of course computers had become much faster in the intervening two decades.
- ▶ There is still no known computer-free proof of the Four Color Theorem.

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- ▶ When Heawood found and could not repair the flaw in Kempe's four color argument,
- ▶ he started thinking about and inventing graph color problems that he *could* solve.
- ▶ Here is one such problem.

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What about $\chi(G)$ when G is an M -pire graph?

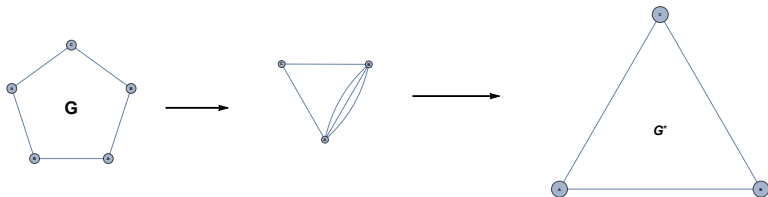
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 3. There won't be any loops in G^* . Why?

Example of deriving G^* from G

Below G is an example of a 3-pire map; the names of the 3-pires are A , B , and C .



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- ▶ Then $\deg(n_1^*) + \deg(n_2^*) + \dots + \deg(n_{v^*}^*) = 2e^*$

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- ▶ $\leq 6Mv^* - 12$ (by Fact 1).
- ▶ In that case, the average vertex degree in graph G^* is

$$\begin{aligned}\frac{\sum_{i=1}^{v^*} n_i^*}{v^*} &= \frac{2e^*}{v^*} \leq \frac{2e}{v^*} \leq \frac{6v - 12}{v^*} \leq \frac{6Mv^*}{v^*} - \frac{12}{v^*} \\ &= 6M - \frac{12}{v^*}.\end{aligned}$$

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- ▶ Thus if G is an M -pire graph, then $\chi(G) \leq 6M$.
- ▶ We know that the bound is not best possible when $M = 1$ (why?), but it is best possible for all $M \geq 2$ as is shown by the next theorem.

Theorem M give best result for all $M \geq 2$

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- ▶ <http://www.sciencedirect.com/science/article/pii/S0012365X99002782>
- ▶ What exactly is Ringel's Earth-Moon question?

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- ▶ Disregarding the coloring for the moment, a graph so constructed can be decomposed into at most two planar graphs, each of which uses the same set of vertices.
- ▶ **Definition.** If such an Earth-Moon graph G can be decomposed into two, and no fewer, planar graphs, then G is said to have **thickness two**.

Generalizing thickness

- **Definition T.** Let G be an undirected graph such that the edges of G can be partitioned into t sets, each of which induces a planar graph, and for which t is smallest possible. Then G is said to have **thickness t** , denoted by $\theta(G) = t$.

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- ▶ The notion of the thickness of a graph helps to measure the *near planarity* of a graph, and is a tool used in VLSI design, for example.

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- ▶ What is $\theta(P)$, where P is the Petersen graph?

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- ▶ Can anybody reduce the list at all?

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- ▶ **QED**

Sulanke's 9-chromatic thickness-2 graph

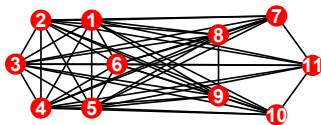


Figure: K_6 joined with C_5

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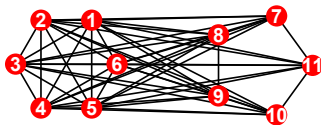


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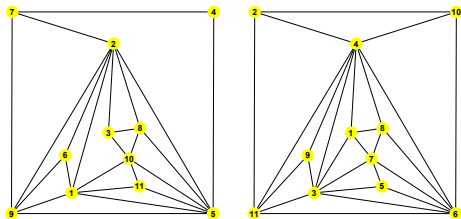


Figure: thickness-2 decomposition

Thickness-2 application to chip testing

- ▶ **The Setting.** Test a printed circuit board (PCB) for certain kinds of errors.

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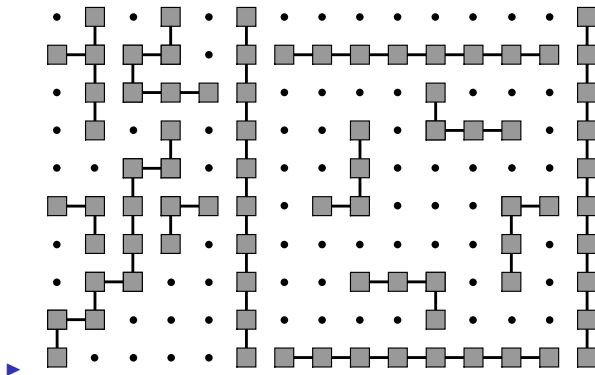
- ▶ **The Setting.** Test a printed circuit board (PCB) for certain kinds of errors.
- ▶ This problem was posed by Garey, Johnson, and So of AT&T labs in 1976.

Example of a PCB

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Example of a PCB error

- ▶ The white nodes of the PCB may be connected accidentally if both are connected to the node in between.

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- ▶ **Question.** How can we efficiently check for these types of errors?

Ideas for PCB testing

- ▶ **Idea 1.** Suppose our PCB has n nodes (i.e., n connected components). Then check every pair for accidental connections, which will take time $O(n^2)$.

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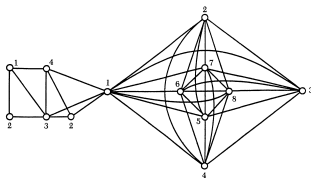


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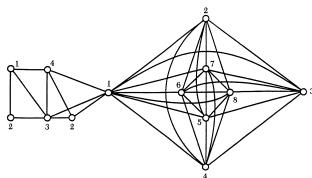


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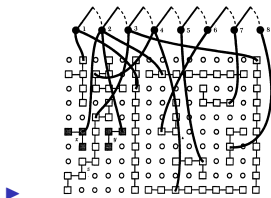
- ▶ In our example, $\chi(G) = 8$ (why?) and in general we can properly color G with 12 or fewer colors (why?).

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A claw connects to each node of the PCB of the same color.

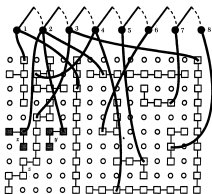
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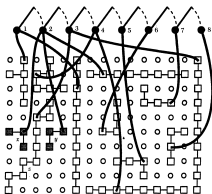
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- ▶ Engage Net 1. If a circuit is completed then there is an error.

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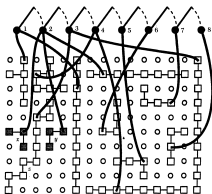
- ▶ Create a “supernet” with one giant “claw” for each color of G . A claw connects to each node of the PCB of the same color.



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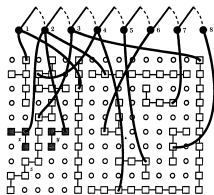
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- ▶ Engage all possible pairs of Nets 1-8. There are $\frac{8 \times 7}{2} = 28$ possibilities.

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- ▶ Keep going until you have made Net $\overline{123 \dots 12}$.
- ▶ Total number of checks: 11. Whew.

See the student webpage for a copy of the journal article that contains the full treatment of the M -pire problem, *Coloring Ordinary Maps, Maps of Empires, and Maps of the Moon*.

Next Topic: Graph Algorithms

Single Source Shortest Path Algorithms

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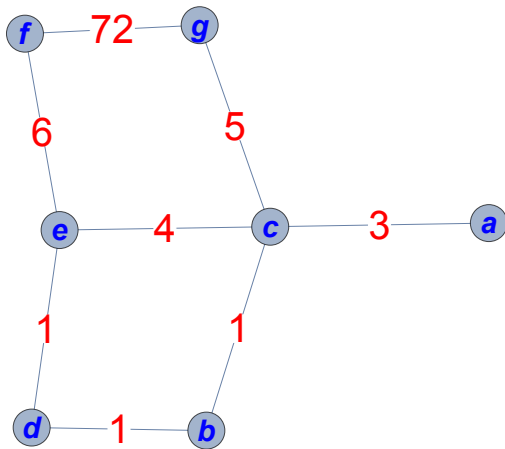
- ▶ Find a good route from home to a restaurant in a city.
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- ▶ **Problem.** Find the least costly path from home to the restaurant.

Example

- ▶ Find the least costly path from vertex a to vertex f below.

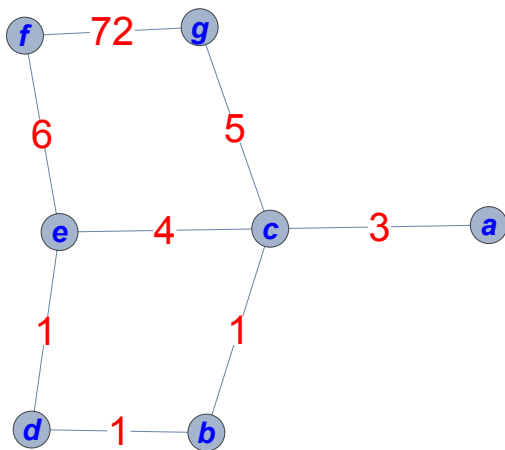
Example

- Find the least costly path from vertex *a* to vertex *f* below.



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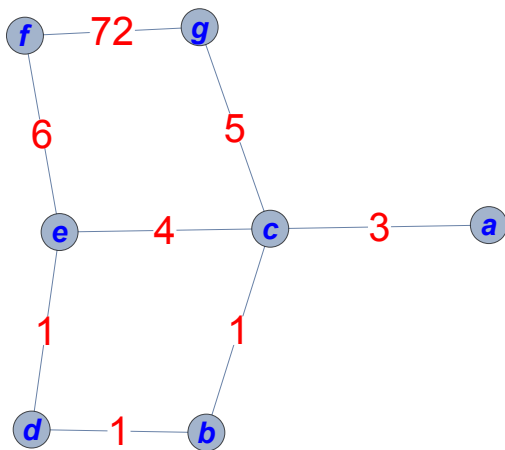
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- Answer.** $a \rightarrow c \rightarrow b \rightarrow d \rightarrow e \rightarrow f$.

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▶ **Answer.** $a \rightarrow c \rightarrow b \rightarrow d \rightarrow e \rightarrow f$.

▶ **Total Weight** = 12.

Informal Definition for Weight of an Edge

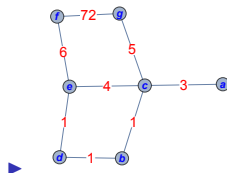
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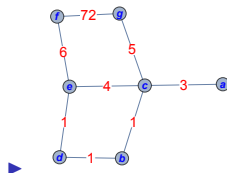
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- ▶ In our example, we have $\omega(ac) = 3$, $\omega(bd) = 1$, $\omega(gf) = 72$, etc.
- ▶ Importantly, if $xy \notin E(G)$ then we define $\omega(xy) = \infty$ so that there is no chance of a non-edge being chosen in a shortest path algorithm.

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- ▶ **Notation.** To that end, given a weighted graph G with $v_i, v_j \in V(G)$, define the **distance** from v_i to v_j , denoted $d(v_i, v_j)$, to be the weight of the least costly path from v_i to v_j .

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- ▶ If there is no path from v_i to v_j define $d(v_i, v_j) = \infty$.

A tool: spanning tree

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- ▶ **Theorem.** Let G be an undirected graph with n vertices. Then T is a **spanning tree of G** if and only if T is a connected subgraph of G with $n - 1$ edges.
- ▶ For a proof of the above theorem, take CSCI 5408 (Applied Graph Theory) in the spring.

Next: A Tree Growing Algorithm