

11 April 2012

Chromatic Functions

Q: In how many ways can you color a graph given n colors?

Def: $\chi_G(n)$, the chromatic function, is the # ~~ways~~ of ways to color G given n colors.

Note $\chi_G = \min \{n \in \mathbb{N} \mid \chi_G(n) > 0\}$

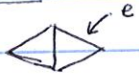
what do you know about $\chi_G(n)$

→ If $G = G_1 \cup G_2$ are connected components, then

$$\chi_G(n) = \chi_{G_1}(n) \cdot \chi_{G_2}(n)$$

→ If $G = K_m$, then $\chi_G(n) = \binom{n}{m} \cdot m! = n(n-1) \dots (n-m+1)$ as a function of n , grow like n^m

Deletion/Contraction

Ex $G_e =$  want $\chi_G(n)$

Let G_e (e has disappeared) be G without e
any coloring of G_e using n colors: also colors G_e . (Generally, it is easier to color things with less edges).

However, some coloring of G_e will not give a n -coloring of G , because the endpoints of e may receive the same color

Cook up a new graph G_e obtained from G by "contracting" the edge e .

We have

$$G_e = \triangleleft$$

$$G_e = \triangleleft \leftarrow \text{becomes a parallel edge.}$$

$$\chi_{G_e}(n) = \chi_{\triangleleft}(n) \quad (\text{recall multiple edge makes no difference in color})$$

Deletion / Contraction Formula.

$$\chi_G(x) = \chi_{G-e}(x) - \chi_{G/e}(x)$$

$\chi_G(x)$ = coloring of G where endpoints of e have different colors
 $\chi_{G-e}(x)$ = all coloring of $G-e$ (counts too much)
 $\chi_{G/e}(x)$ = coloring of G when endpoints are of same color

Helpful: $G-e$ has fewer edge than G
 G/e has fewer edge & vertices than G

example

$$\begin{aligned} \chi_G &= \chi_{G-e} - \chi_{G/e} \\ \text{let } \chi_{G-e} & \text{ call recursive } \quad \chi_{G/e} \text{ easy to compute} \\ &= (\chi_{G_1} - \chi_{G_2}) - \chi_{G_3} \\ &= \chi_{G_1} - 2\chi_{G_3} \\ \text{Recall } G = G_1 \cup G_2 & \text{ recursive } \\ &= (\chi_{G_1} \cdot \chi_{G_2}) - 2\chi_{G_3} \\ &= \chi_{G_1} (\chi_{G_2} - 2) \\ &= \binom{n}{3} (3!) [\binom{n}{1} (1!) - 2] \\ &= n(n-1)(n-2)(n-2) \\ &= n(n-1)(n-2)^2 \quad (*) \end{aligned}$$

For a general G , deletion/contraction will express $\chi_G(n)$ in terms of sums/differences of products of $\chi_{\text{complete}(n)}$ of various sorts.

Note: $\chi_G(n)$ is a polynomial of degree $V = \#$ of vertices w/ int. coeff.

e.g.

$$= (\chi_{G_1} \cdot \chi_{G_2} - 2\chi_{G_3})$$

this is the source of degree 4 (from $(*)$)

$$= \chi_{G_1} = \text{all degree source}$$

= same vert as G_1 , less edges

= deletion part = (edge)

= $V = \#$ of vert of G

More properties of $\chi_G(n)$

$$1. \chi_G(n) = a_v n^v + a_{v-1} n^{v-1} + \dots + a_1 n + a_0$$

with $a_v = 1$, the coefficient alternates in sign^(?) and a_0 must be zero since if $n=0$ $\chi(0)$ must be zero.

Q: The complexity of $\chi_G(n)$

→ Deletion/Contraction algorithm yields a recursive algorithm.
↳ doubling of problem (while shortening problem length)

execute in about $(1.62)^{v+1}$ steps.

∃ there exists algorithm that approximates $\chi_G(n)$ upto a factor of 2 in polynomial time

1) Computing $\chi_G(n)$ is #P-complete

⇒ sort of NP-complete except NP = yes or no #P = counting

NP Comp problem



On "stupid" questions

$$\chi_G(n) = \# \text{ of coloring of } G \text{ w/ } n \text{ colors}$$

IF $n \in \mathbb{N}$!

what if it's not? what is $\chi_n(1)$?

Richard Stanley

Given $G_2 = \Delta$

- call orientation of G_2 = process of attaching direct. to each edge of G_2

- call acyclic an orientation that does not contain oriented cycles.

ex. $G_2 = \Delta$

acyclic orientation (no closed cycle) cycle

$$6 \text{ acyclic orientations} + 2 \text{ cyclic orientations} = 8 = 2^3 \checkmark$$

no difference in color)

Stanley's Theorem

$$|\chi_G(-1)| = \# \text{ of acyclic orientations of } G$$

= for any $-n, n \in \mathbb{N}$, some abstract concoction of acyclic orientation + coloring.

example:

$$\begin{aligned} |\chi_0(n)| &= n(n-1)(n-2) \\ &= (-1)(-2)(-3) = |-6| = 6 \quad \checkmark \end{aligned}$$

Hyperplane Arrangement

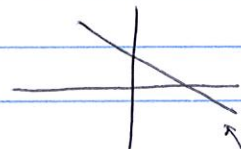
Q: Given a large sheet of paper and scissors, what is the maximum pieces you can cut w/ n straight cuts?

Ex: $n=0 \rightarrow 1$

$n=1 \rightarrow 2$

$n=2 \rightarrow 4$

$n=3 \rightarrow 8? \quad \underline{\text{NO}} \quad \neq$



no position of will penetrate all four quadrants.

Let $\chi_2(n)$ = the # of max pieces possible.

then, $\chi_2(n) \leq 2^n$

Q: What if χ_3 ? Same idea, but think of cheese

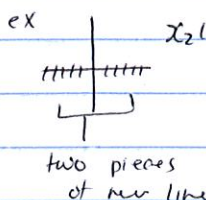
$\chi_3(1) = 2$

$\chi_3(2) = 4$

$\chi_3(3) = 8 \quad \checkmark$

$\chi_4(4) = 16? \quad \text{NO IS 0.}$

What is the recursion here?



two pieces of new line

$\chi_2(2)$

\rightarrow



3 pieces of old line

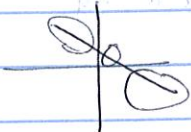
$\chi_2(3)$

the # of regions that is cut into 2 by the n^{th} line is equal to the # of segments into which the old line separates the new

$$\Rightarrow x_2(n) = x_2(n-1) + x_1(n-1)$$

→ chunks of cutting lines of previous graph by cutting the newly intr. line.

ex.



3 chunks as a result of cuts

$$x_2(n-1) = x_2(n) - x_1(n-1) \leftarrow \text{this is really delete/contract...}$$

to be cont. ...