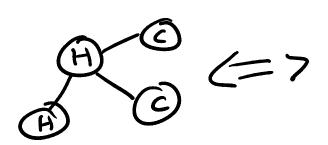
Thursday, March 23, 2023 10:41 AM

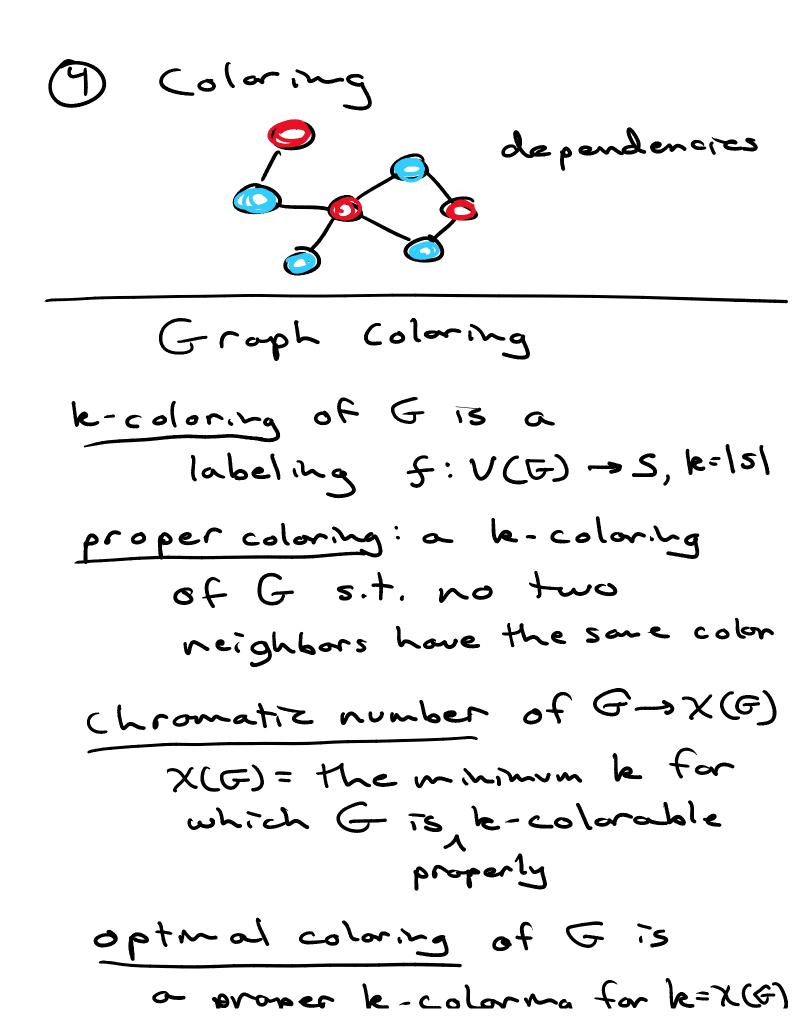
Applications

1 (sub) graph isomorphism



(2) (bi) connectivity

antarctica bad points



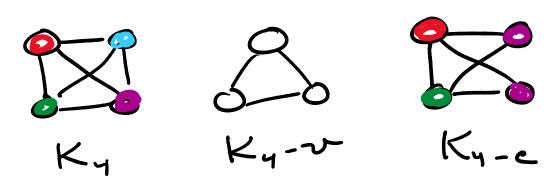
or proper k-coloring for k=X(G)

G is color-critical if for all

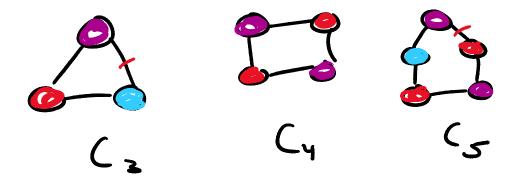
subgraphs HcG, not H=G

X(H) < X(G)

Note: all cliques are color-critical



Note 2: odd cy cles ore color-critical



 $\times (C_n: n=odd) = 3$

X (Cn: n= even) = 2

Greedy Coloring Algorithm

all vertices have empty color

for all vertices in some order

color vertex with "least"

color that does not

show up in N(vertex)

2001

18 not optimal

- Really, its quality depends on the processing order

Let's Talk Bounds (an E's chromatic number)

In general for non-null G

1=x(G)=|V(G)) If G is non-empty 2 = X(G) If G is a tree 2 = 7(G) If G is bipartite 2 = X(G) If G is a clique Kn $X(K_n) = n$ If w(G) = size of the largest clique in G alea the "clique number"

x (G) = w (G)

Consider our greedy algorithm $\chi(G) \leq \Delta(G) + 1$ Con we improve on
this bound?

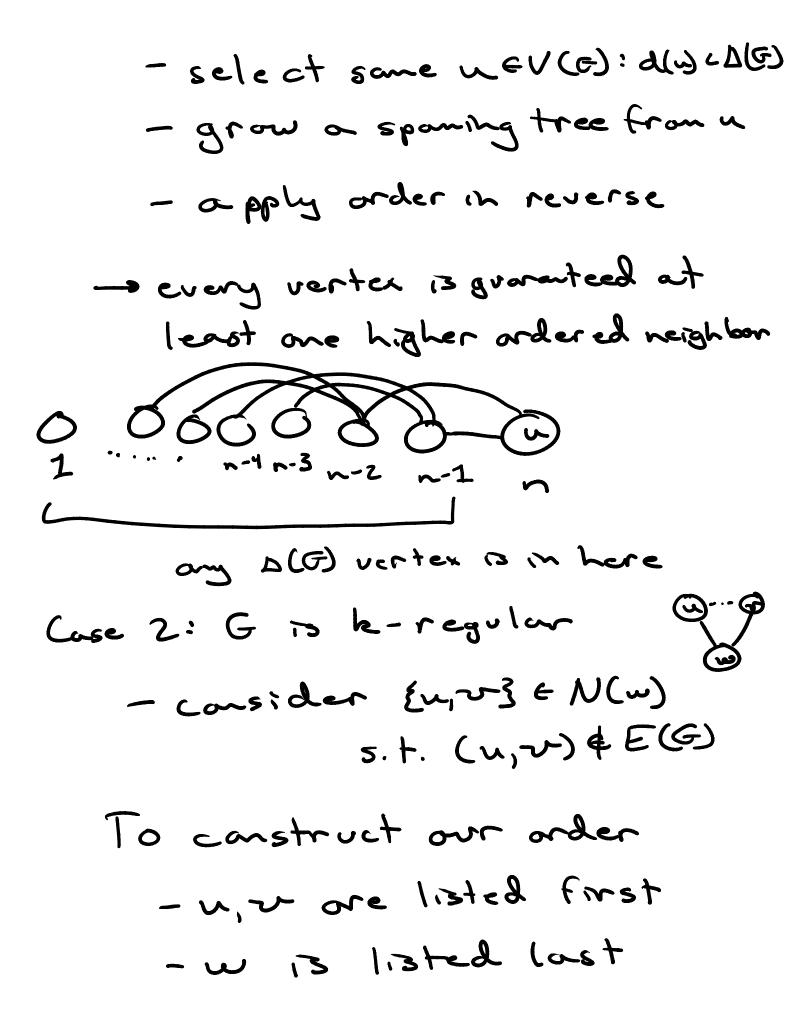
Brooks says: Yes we

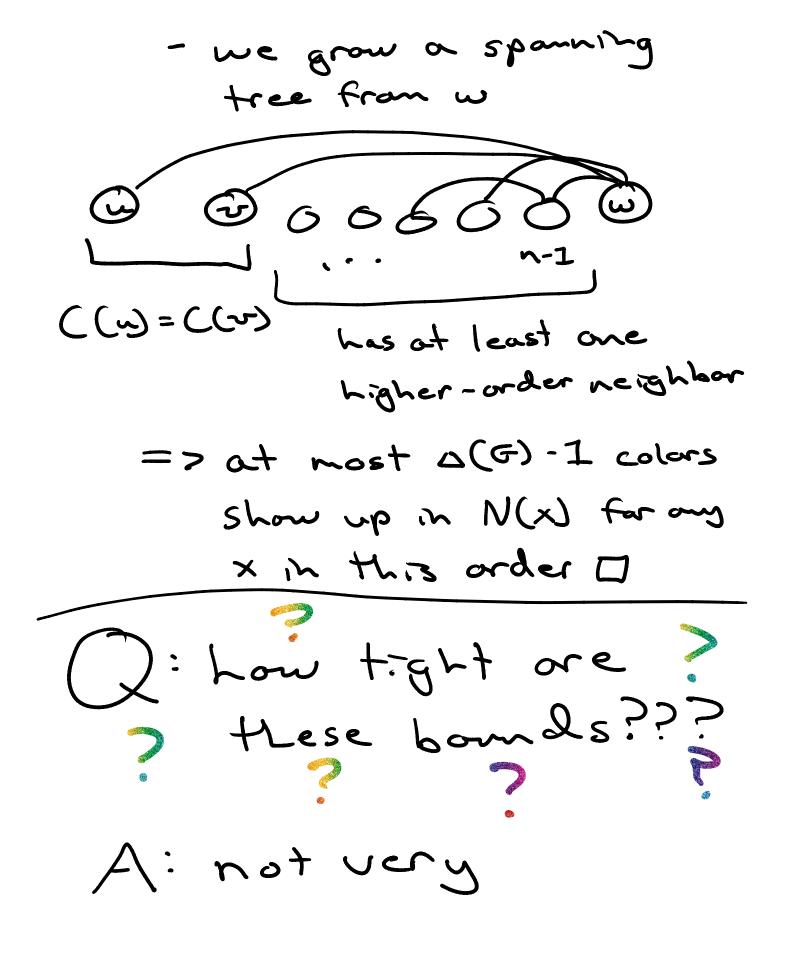
Brooks: 7 (G) & D(G)

(except for cliques and odd cycles)

To prove: construct an ordering for greedy coloring s.t. we can guarantee each vertex has at most k-1 = &(G)-1 prior colored neighbors

Case 1: G is not k-regular

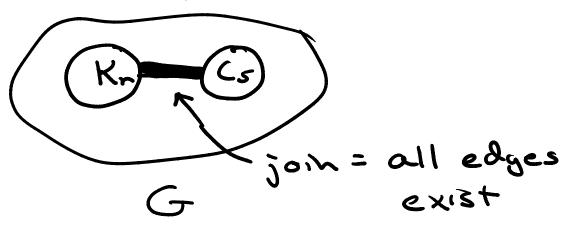




what about lower bonds?

Z = x (o) if G is non-empty $\omega(G) \leq \chi(G)$

First: consider some graph where we can guarantee inequality in the above



Note: we need n+3 to color the above G, wh.Te w(G)=n+1 $\omega(G)=n+1$ We sow that $\omega(G) \leq \chi(G)$ can be loose

Q: How loose?

A: confinitely

How can we show this?

- o via a construction that

does not modify w (G) but

thereases X(G)

area Mycielski's Construction

-> Green a triangle-free graph

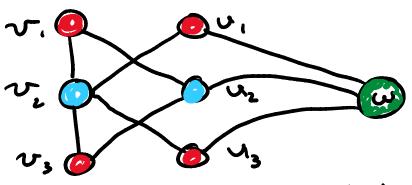
with $\chi(G)=k$, we construct

G'with $\chi(G')=k+1$ and $\omega(G)=\omega(G')=2$

consider: v₁ v₂ v₃ ... v_n $\in V(G)$ create: v₁ v₂ v₃ ... v_n

add edges between u_i and all $v_j \in N(v_i)$

create w add edges from w to all wi



G

G'

Note: we don't

create triangles

X(G)=2

X(G')=3

Note 2: coloring set

w(G)=2

of u vertices requires

some # colors as
for v vertices

Note 3: coloring

vertex w requires

a new separate

a new separate

We can iterate this construction infrite three

=> w(5"") (<<<<<<< × (6"")

Takeaway: our bounds
tell us very little
the general case