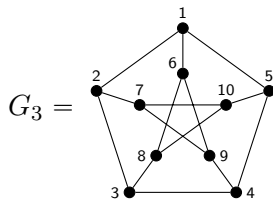
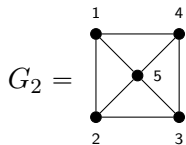
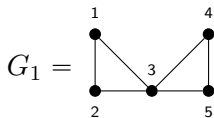


Welcome back warmup

Recall, a **graph invariant** is a statistic about a graph that is preserved under isomorphisms (relabeling of the vertices).

Before looking through the notes, list as many “graph invariants” as you can from memory. Then, for each, compute that invariant on the following graphs.



Once you run out, there is a list of graph invariants on the next page—fill out your list and continue computing graph invariants.

Graph invariants

Recall, a **graph invariant** is a statistic about a graph that is preserved under isomorphisms (relabeling of the vertices).

1. $|V|$, $|E|$

2. Degree sequence

Also: Minimum degree, maximum degree, vertex of degree d_1 adjacent to vertex of degree d_2 , ...

3. Bipartite or not

If any subgraph is not bipartite, then G is not bipartite. A graph is bipartite if and only if it has no odd cycles as subgraphs.

4. Paths or cycles of particular lengths

Also: longest path or cycle length, maximal paths of certain lengths, ...

5. Edge connectivity $\lambda(G)$ and vertex connectivity $\kappa(G)$.

6. Does it have an Euler trail/circuit?

7. Does it have a Hamilton path/cycle?

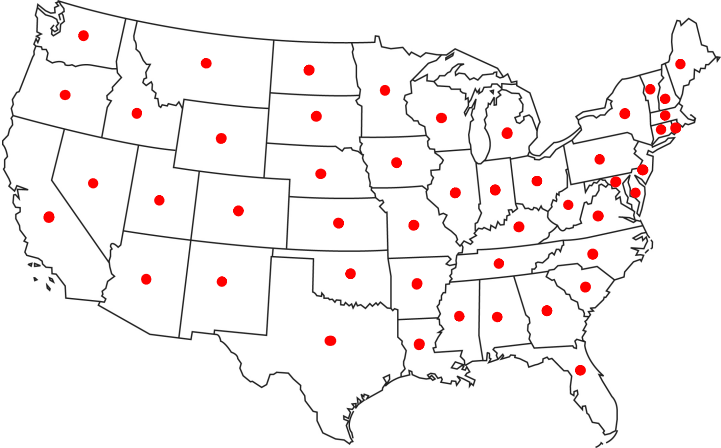
Maps coloring

Encode information about which regions on a map share a border.



Maps coloring

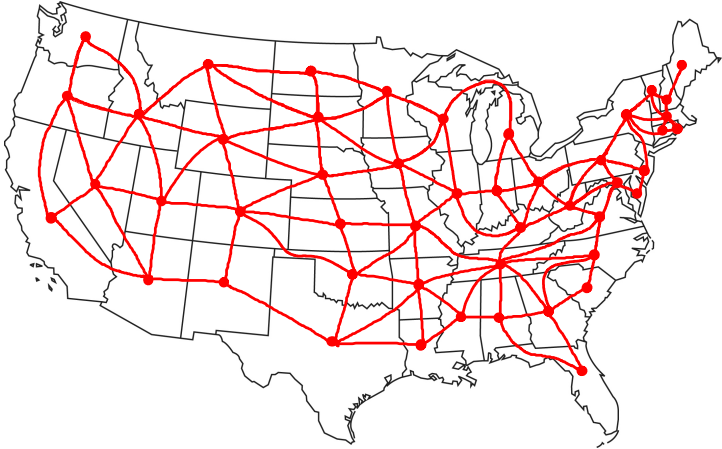
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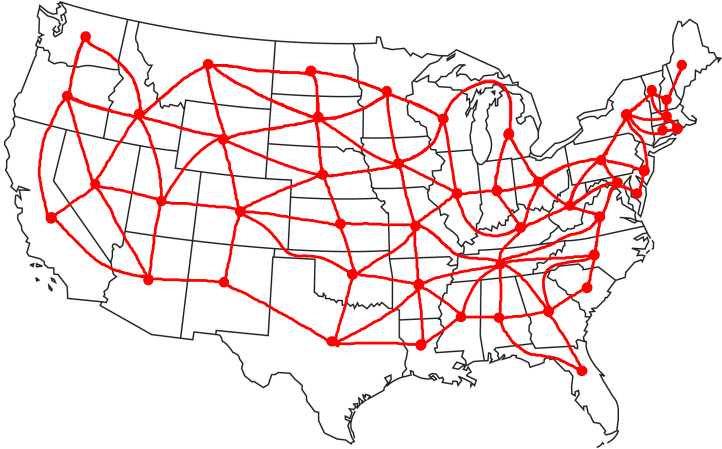
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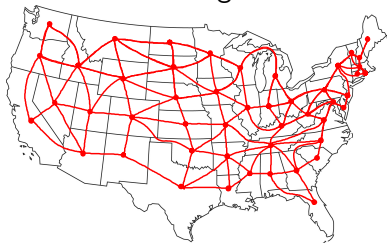


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Map coloring problems: color a map so that no two adjacent regions get the same color.

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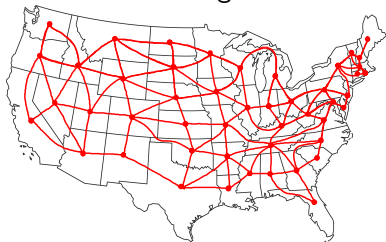
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Map coloring problems: color a map so that no two adjacent regions get the same color.

Four color problem: In order to color the vertices of a plane map so that no two adjacent vertices get the same color, you will need no more than four colors.

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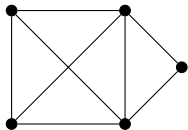
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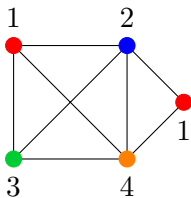
Four color problem: In order to color the vertices of a plane map so that no two adjacent vertices get the same color, you will need no more than four colors. (No elementary proof!)

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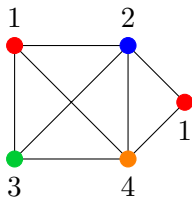


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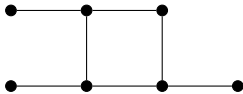


using 4 colors

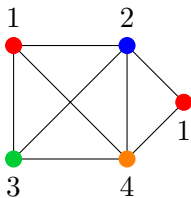
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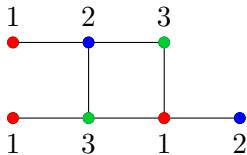
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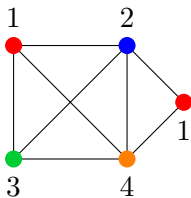


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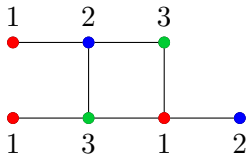


using 3 colors

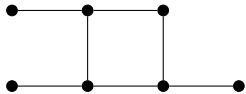
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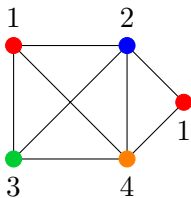
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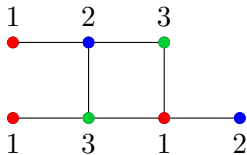
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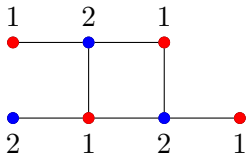
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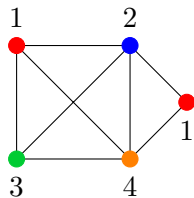


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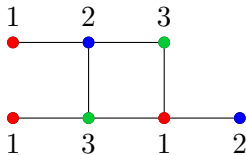


using 2 colors

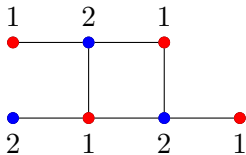
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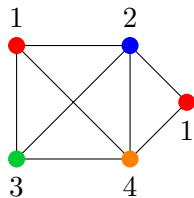
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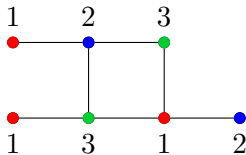
using 2 colors

The **chromatic number** of a graph G , denoted $\chi(G)$, is the least number of colors needed for a coloring of this graph.

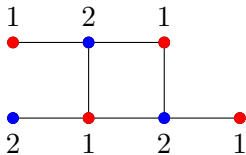
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using 4 colors
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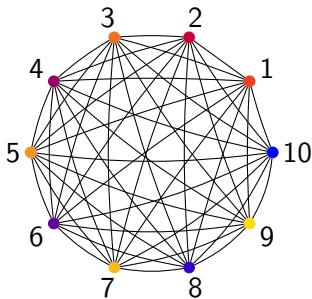
The **chromatic number** of a graph G , denoted $\chi(G)$, is the least number of colors needed for a coloring of this graph.

To calculate, argue that the graph can't be colored in $\chi - 1$ colors, and then give a coloring with exactly χ colors.

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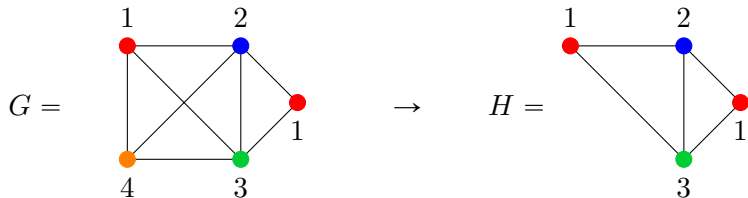
Lemma

The complete graph on n vertices can only be colored in exactly n colors. Namely $\chi(K_n) = n$.



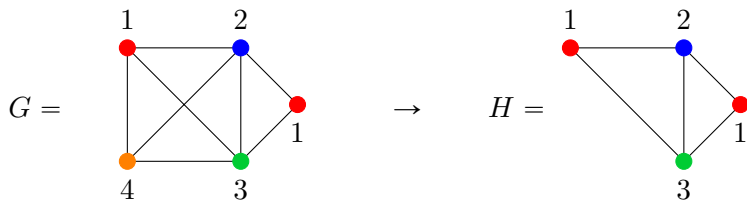
Cliques

Notice: If $H \subseteq G$ are graphs, a good coloring of G restricts to a good coloring of H :



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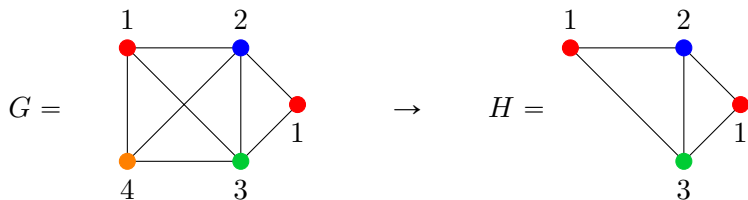
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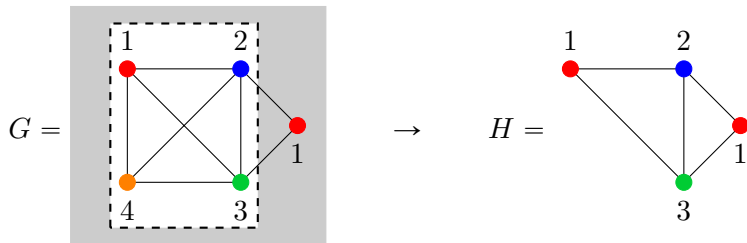


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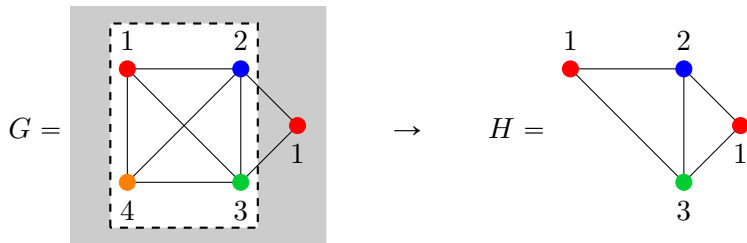
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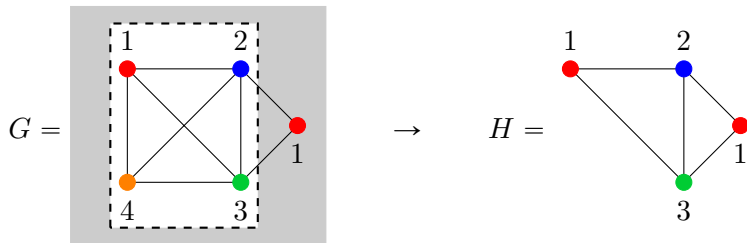
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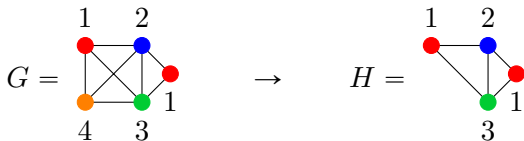
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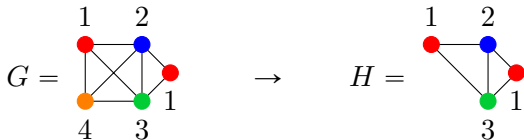
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(Both chromatic and clique numbers are graph invariants.)

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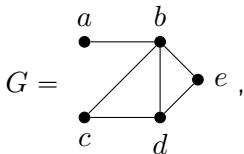
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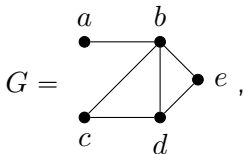
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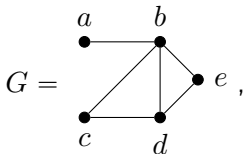


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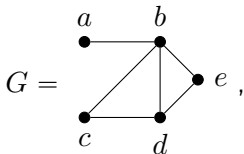


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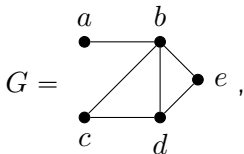


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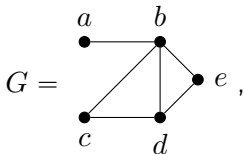


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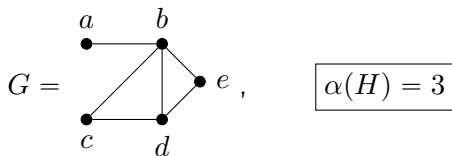
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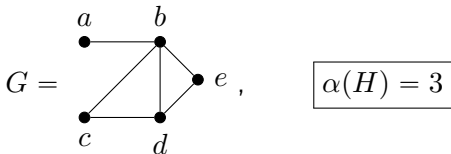
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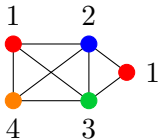
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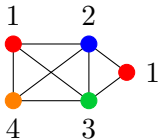
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So

$$\chi(G) \geq |V|/\alpha(G) \text{ and } \chi(G) \geq \omega(G)$$

(Dividing $|V|$ vertices evenly into sets of size $\alpha(G)$ gets you $|V|/\alpha(G)$ sets.)