

Decomposition of Sparse Graphs

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<http://www.math.uiuc.edu/~west/pubs/publink.html>

Joint work with
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- "game" parameters model worst-case Nature

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A planar graph with girth g decomposes into a forest and a subgraph with maxdegree k .

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Gonçalves [2009] Planar $G \vdash$ three forests, one with maxdegree ≤ 4 (conj. Balogh-Kochol-Pluhar-Yu [2005]).

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Some results on planar graphs (with girth at least g) only use the bound on $\text{Mad}(G)$ and hold more generally.

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(When $k \leq 3$, both can be required to be forests.)

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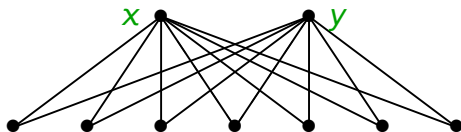
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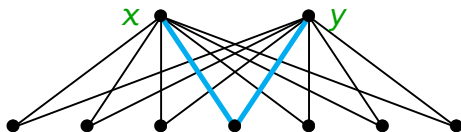
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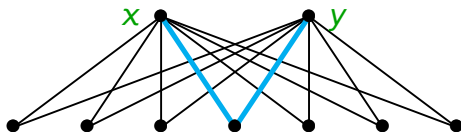
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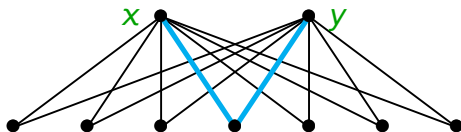
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Note $\text{Mad}(K_{2,2k+2}) = \frac{4k+4}{k+2} = 4 - \frac{4}{k+2}$.

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Our method can't improve on m_k .

The Method

Induction on $|V(G)| + |E(G)|$. Since $\text{Mad}(H) \leq \text{Mad}(G)$ when $H \subseteq G$, every proper subgraph has an (F, D) -decomposition, where F is a forest and $\Delta(D) \leq k$.

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Extra wrinkle: **long-distance discharging**.

Special subgraphs start with charge 0 , can gain and lose charge, end with nonnegative charge.

Reducible Configurations

Def. A j -vertex is a vertex of degree j .

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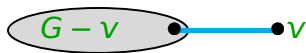
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- (a) Add the pendant edge to F in a decomp of $G - v$.



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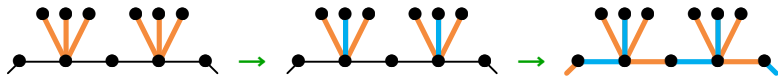


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(c) If C is such a cycle, we may assume its big vertices have an incident edge in F in a decomp of $G - E(C)$. Now add $E(C)$ by alternating F and D .



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Initial Charge: Each v gets $d_G(v)$; each core gets 0 .

Charge at cores permits charge to move long distances.

Discharging Rules

Thm. If $\delta(G) \geq 2$ and G has no adjacent small vertices or $(k+2, 2)$ -alternating cycle, then $\text{Mad}(G) \geq m_k$
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R4: ($k \geq 4$ only) Each big vertex gives r_4 to each 3-nbr.
($m_k > 3 \iff k \geq 4$, so 3-vertices need more charge then.)

Charge Amounts, Happy Vertices

$$\begin{aligned} r_1 &= \frac{m_k - 2}{2}, & r_2 &= 1 - r_1 - \frac{m_k}{k+3}, \\ r_4 &= \frac{m_k - 3}{3}, & r_3 &= m_k - (k+2)(1 - r_1). \end{aligned}$$

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Left to check: Happiness of $(k + 2)$ -vertices and cores. (uses definition of m_k , etc.)

Vertices with degree $k + 2$ are happy

$$r_2 = 1 - r_1 - \frac{m_k}{k+3} \quad r_3 = m_k - (k+2)(1 - r_1)$$

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$k \leq 3$: at most k neighbors of degree 2

$$\omega(v) \geq 2 + k(1 - r_1 - r_2) = 2 + m_k - \frac{3m_k}{k+3} > m_k$$

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$$\text{(since } 2 - \frac{2m_k}{k+3} - \frac{m_k}{3} = \frac{2k(k-2)}{3(k^2+6k+6)} > 0)$$

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If **some** neighbor has degree > 2 , then $k \leq 3$ and

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(since $(k+1)(2 - \frac{m_k}{2}) + 1 = m_k - (k+3)\frac{m_k}{2} + 2k+3 > m_k$)

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A core C is a tree; count vertices by their degree in C .

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- m_k is maximized such that the last expression is ≥ 0 .