

On-line Choice Number or "Paintability" of Graphs

Douglas B. West

Zhejiang Normal University, Jinhua, China
and
University of Illinois at Urbana-Champaign
west@math.uiuc.edu

slides available on DBW preprint page

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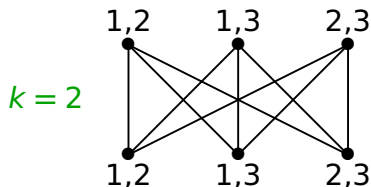
The lists may be identical, so always $\chi_l(G) \geq \chi(G)$.

$\chi_\ell(G)$ vs. $\chi(G)$

Ex. $\chi_\ell(G)$ is unbounded on bipartite graphs.

Consider $K_{r,r}$ for $r = \binom{2k-1}{k}$. We give a bad assignment of lists of size k .

Use each k -set from $[2k-1]$ as a list in each part.

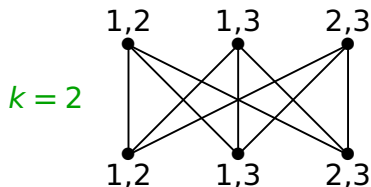


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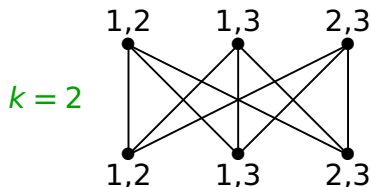
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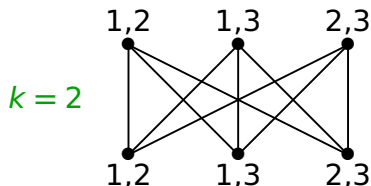
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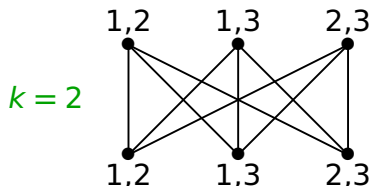


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Let's make it harder: Maybe the lists are not known.

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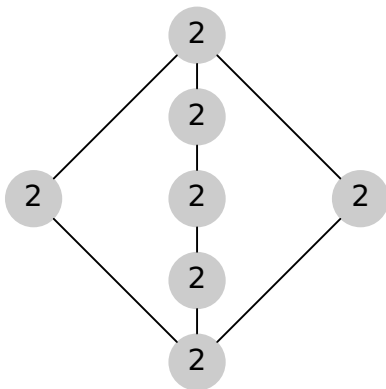
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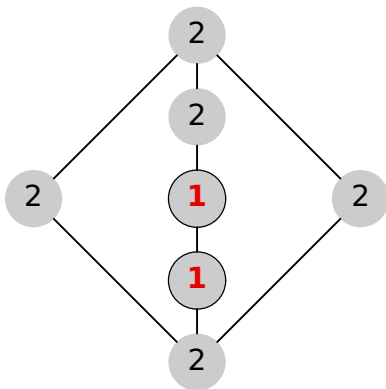
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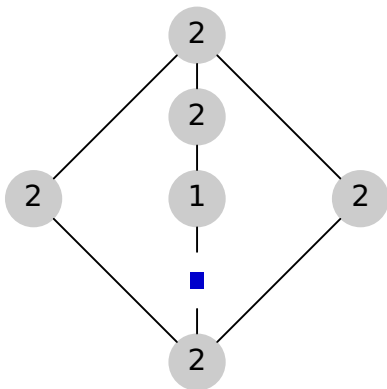
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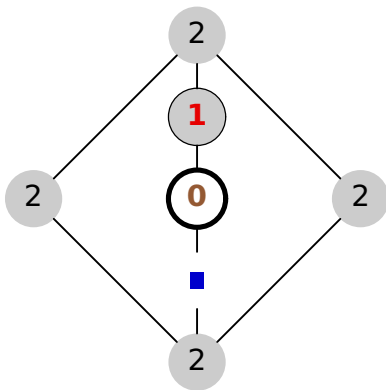
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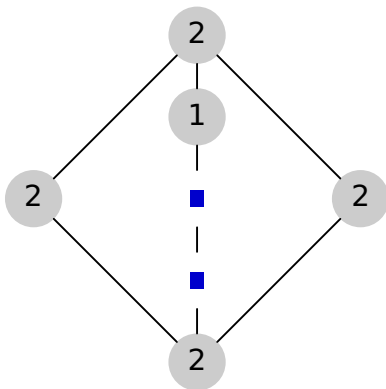
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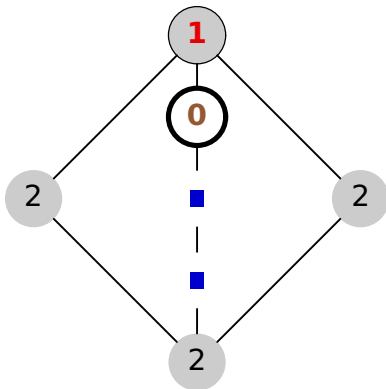
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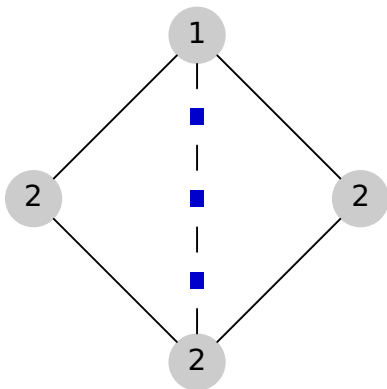
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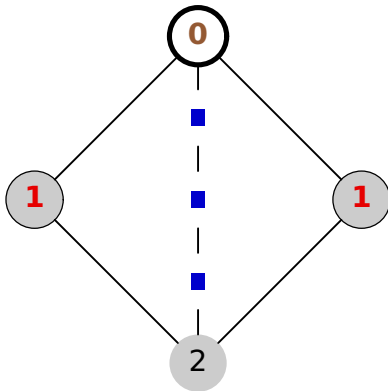
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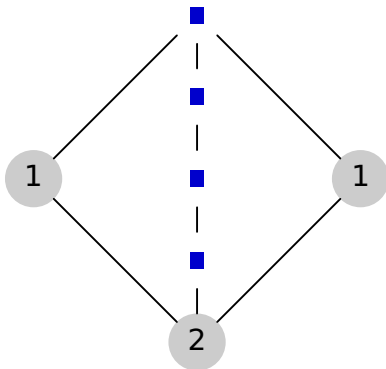
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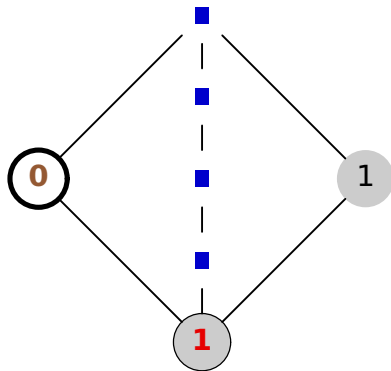
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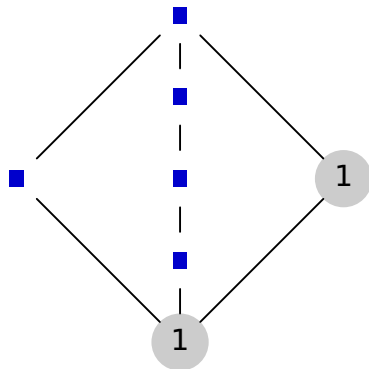
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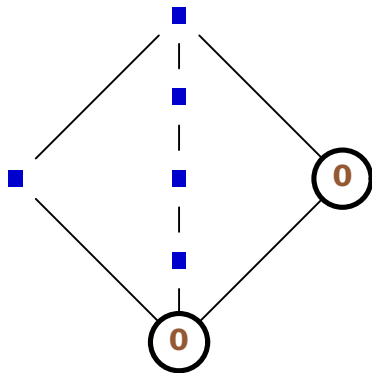
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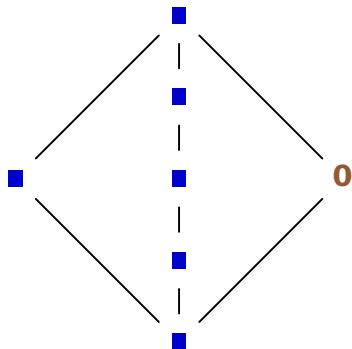
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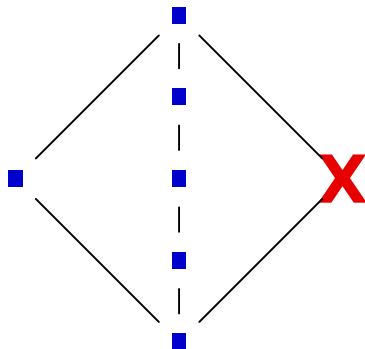
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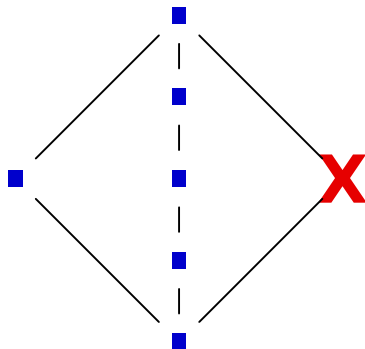
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Lister wins on $\Theta_{2,2,4}$ when each vertex has 2 tokens, so $\chi_p(\Theta_{2,2,4}) > 2$.

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When $\chi(G) \leq f(G)$ is known, $\chi_\ell(G) \leq f(G)$ is stronger.

Full Model

Def. For $f: V(G) \rightarrow \mathbb{N}$, we say G is f -paintable if Painter has a winning strategy in the Lister/Painter game when each vertex v starts with $f(v)$ tokens.

Def. If G is f -paintable when $f(v) = k$ for all $v \in V(G)$, then G is k -paintable. $\chi_p(G)$ is the least such k .

To model proper coloring, each vertex has k tokens and Lister always marks all remaining vertices. The least k such that Painter wins against this strategy is $\chi(G)$.

Obs. Always $\chi(G) \leq \chi_\ell(G) \leq \chi_p(G)$; both may be strict.

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$\chi(G) \leq \Delta(G)$ (Brooks [1941])

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Lem. If D is an orientation of G with outdegrees α , then $\text{diff}(D) = \left| |E(\alpha)| - |O(\alpha)| \right| = \left| |E(\alpha^S)| - |O(\alpha^S)| \right|$ for all $S \subseteq V(G)$.

continued

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Prop. If $u \in S$ and $\alpha_u > 0$, then $\text{diff}(\alpha^S) \neq 0$ implies $\text{diff}(\hat{\alpha}_u^S) \neq 0$ or $\text{diff}(\hat{\alpha}_u^{S-u}) \neq 0$.

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One then must show that deleting this set R and lowering the number of tokens by 1 on $S - R$ produces a smaller graph (add possibly new orientation) on which the hypothesis $\text{diff}(D) \neq 0$ is again true.

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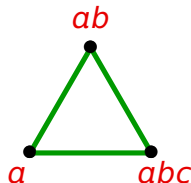
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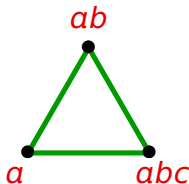
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Induction step: Outer cycle $[v_1, \dots, v_p]$ in order, with $|L(v_1)| = 2$ and $|L(v_p)| = 1$.

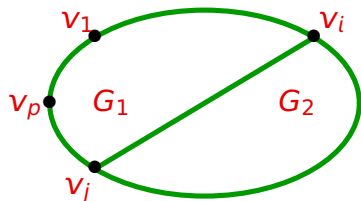
Induction Step

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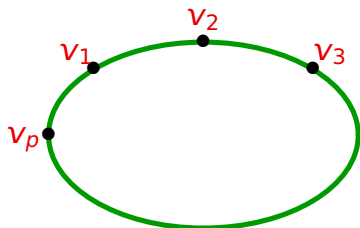
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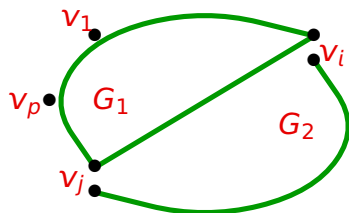
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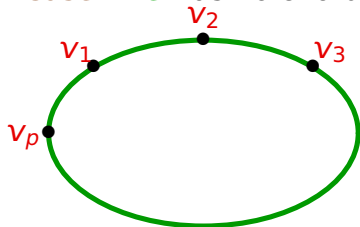
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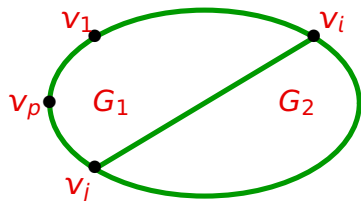
Case 1: The **Merge Lemma**: If G_i is f_i -paintable, for $i \in \{1, 2\}$, $G = G_1 \cup G_2$, $T = V(G_1) \cap V(G_2)$, and $f_2|_T \equiv 1$, then G is f -paintable.

Pf. Painter follows S_1 on G_1 to generate response R_1 . Obtain R_2 by using S_2 to respond to $(M - M_1) \cup (T \cap R_1)$ in G_2 . Let $R = R_1 \cup R_2$. In effect, tokens for vertices of $M - R_1$ in T are removed in G_1 , not G_2 .

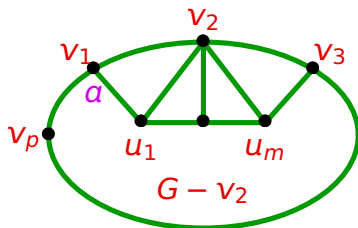
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Case 2: Painter uses winning strategy \mathbf{S}' on G' , where $G' = G - v_2$, except as follows. When $v_2 \in M$, respond via \mathbf{S}' to $M - U - \{v_2\}$ if $v_1 \notin M$, to $M - \{v_2\}$ if $v_1 \in M$. Remove v_2 when marked if v_1 and v_3 are not being removed; it and U can tolerate waiting twice; the remaining three tokens on U are enough for those neighbors of v_2 to survive in the game on $G - v_2$.

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Total wt never increases, so a vertex is marked and

doubled at most $\lg 2r$ times. $\therefore 2 + \lg r$ tokens suffice. ■

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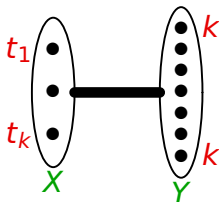
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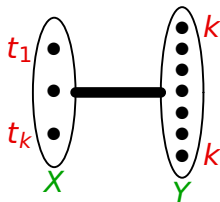
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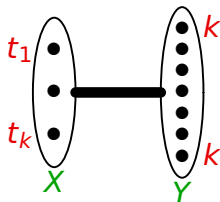
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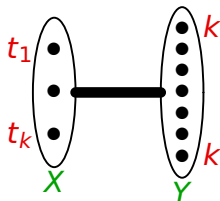
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Pf. If marked set M is independent, then Painter deletes M . Lister must be able to win by skipping M and just playing the rest of the strategy on $G - M$. ■

k -paintability for $K_{k,r}$

Thm. (CLMPTW) Consider $K_{k,r}$ with $|X| = k$ and $|Y| = r$.
If $f(y) = k$ for $y \in Y$ and $f(x_i) = t_i$ for $x_i \in X$, then

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$|Y - M| < \prod t_i - q \leq \prod_{i=1}^{k-1} t_i (t_k - 1)$; ind. hyp. applies! ■

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Ex. $K_{5,164}$: Move by move, #tokens in X ; #verts. in Y .

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Similarly, $\chi_p(K_{3,3}) > 2$ and $\chi_p(K_{4,19}) > 3$.

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This only gives an upper bound on r where Lister wins.

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Thm. (Ohba [2002]) If $|V(G)| \leq \chi(G) + \sqrt{2\chi(G)}$, then G is chromatic-choosable.

Thm. (CLMPTW [2013+]) If $|V(G)| \leq \chi(G) + 2\sqrt{\chi(G) - 1}$, then G is chromatic-paintable.

- Kozik-Micek-Zhu [2012]: $|V(G)| \leq \chi(G) + \alpha\sqrt{\chi(G)}$ suffices.

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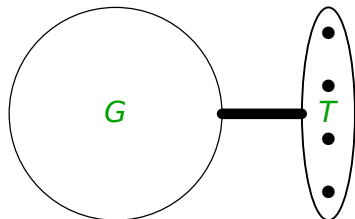
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Pf. Idea: Painter uses k -paintability strategy S on G , ignoring the added t -set T , until a special round where $M \cap T$ is deleted instead, using up the extra token on $V(G)$. Painter then continues S to finish G , after which we each vertex remaining in T still has a token.



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(1) When some $v \in T$ is marked before (*), count rounds with v marked. Each omits some vertex not yet omitted μ times. Hence \exists fewer than $(t-1)\mu$ such rounds.

Since $(t-1)\mu \leq k$, no vertex loses all tokens before (*). ■

Application

Thm. $\chi_p(G) \leq k$ and $|V(G)| \leq \frac{t}{t-1}k \Rightarrow \chi_p(G \oplus \overline{K}_t) \leq k+1$.

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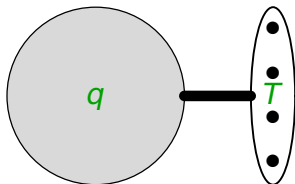
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Let $q = \#$ singleton parts. If G has one non-singleton part T , then G is chromatic-paintable (vertices of T have $q+1$ tokens; always delete a marked singleton).



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Here $t - 1 = \sqrt{k-1}$, which yields $n - t = \frac{t}{t-1}(k-1)$.

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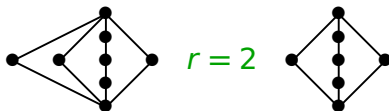
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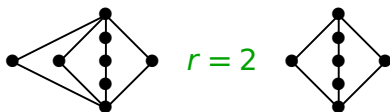
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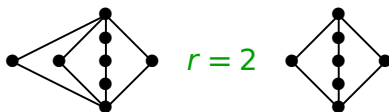
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Obs. Since all f -paintable graphs are f -choosable, $\chi_{sp}(G) \geq \chi_{sc}(G)$ for every graph G .

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Lem. When $l \geq 2,$ adding an ear with l edges increases $\chi_{sp}(G)$ by $2l - 1.$

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Lem. When $l \geq 2,$ adding an ear with l edges increases $\chi_{sp}(G)$ by $2l - 1.$

Mahoney-Tomlinson-Wise [2012+] did $\chi_{sp}(\Theta_{l_1,\dots,l_r})$ for $l_1 = 1.$

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Obs. sc-greedy \Rightarrow sp-greedy.

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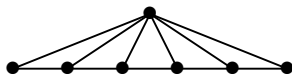
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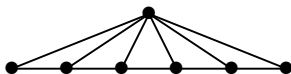


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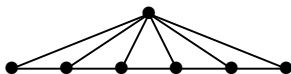
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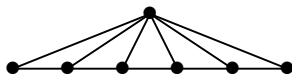
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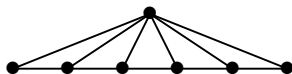
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Obs. The chordal graph $K_2 \diamond \bar{K}_t$ is not sp-greedy (Mahoney–Tomlinson–Wise)

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$\chi_l(K_{3,\dots,3}) = \lceil (4k - 1)/3 \rceil$ (Kierstead [2000]), while

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Ques. What other bounds on choosability are also valid for paintability? (Mahoney has other such results.)