

# Online Degree Ramsey Theory

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Joint with J. Butterfield, T. Grauman, B. Kinnersley, C. Stocker, D. West

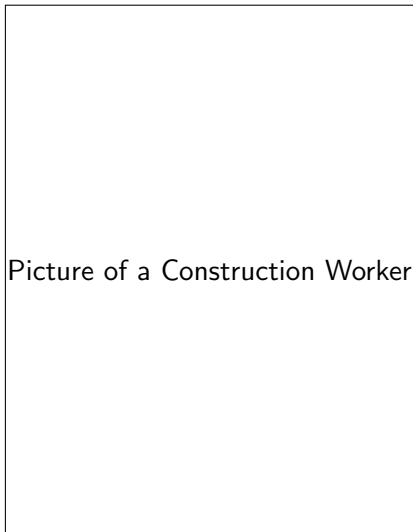
University of Illinois at Urbana-Champaign

AMS Sectional Meeting  
Bloomington, IN  
5 April 2008

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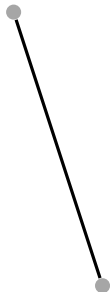
Picture of a Painter

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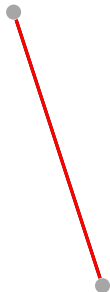
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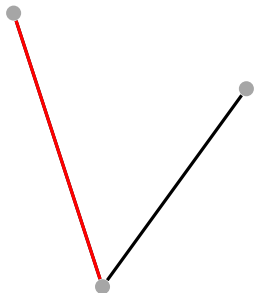
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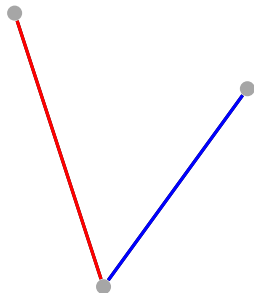
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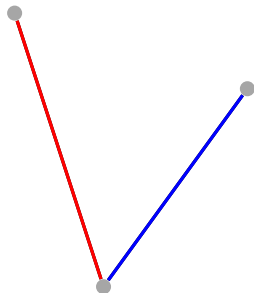


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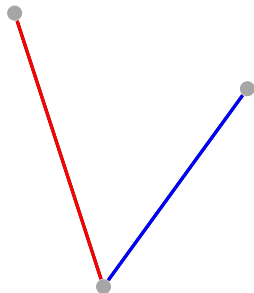
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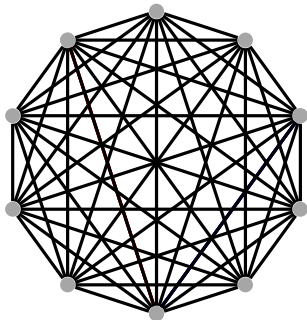
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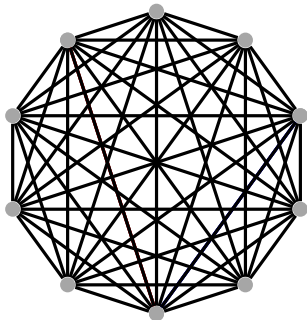
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⟨Builder⟩ : Aha! Your move!

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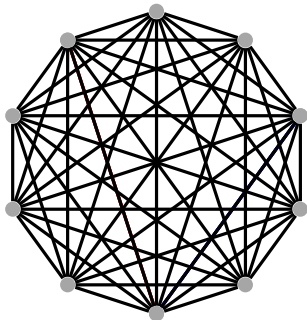
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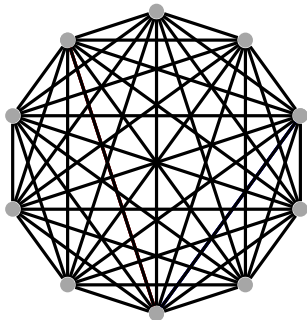
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- ▶ Presented graph must belong to  $\mathcal{H}$  (e.g.  $\mathcal{H} = \text{planar graphs}$ )
- ▶ This defines the game  $(G, \mathcal{H})$

# Previous Results

Proposition (Grytczuk, Hałuszczak, Kierstead (2004))

If  $G$  is a forest, then Builder wins  $(G, \text{forests})$ .



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## Conjecture (GHK)

Builder wins  $(G, \text{planar graphs})$  if and only if  $G$  is outerplanar.

# Online Degree Ramsey Number

## Definition

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- ▶ Let  $\mathcal{S}_k = \{H : \Delta(H) \leq k\}$ .
- ▶ For each graph  $G$ , define the **online degree-Ramsey number** as follows:

$$\text{odr}(G) = \min\{k : \text{Builder wins } (G, \mathcal{S}_k)\}$$

## Warm Up

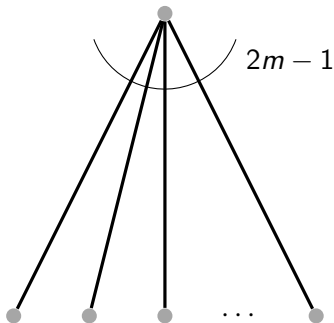
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► What is  $\text{odr}(K_{1,m})$ ?

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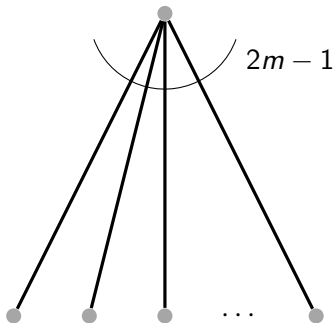
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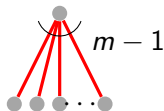


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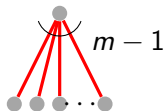
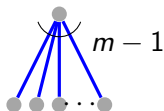
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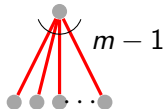
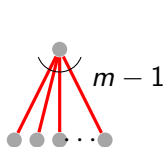
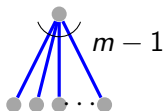
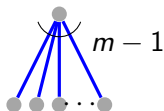
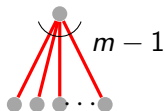
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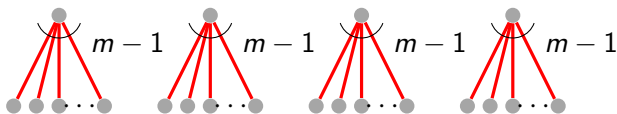


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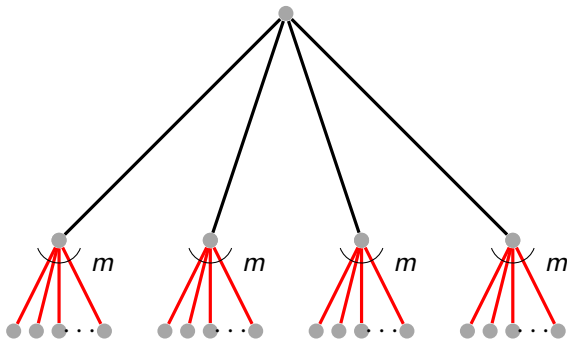
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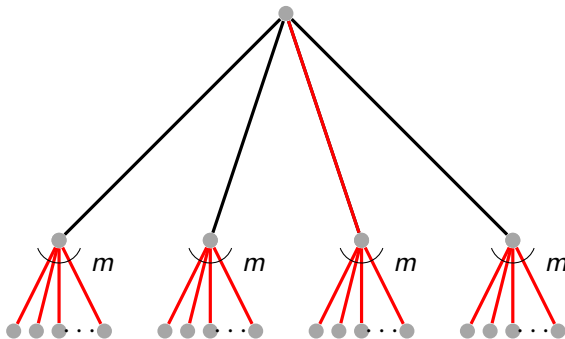
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- ▶ Present a new star

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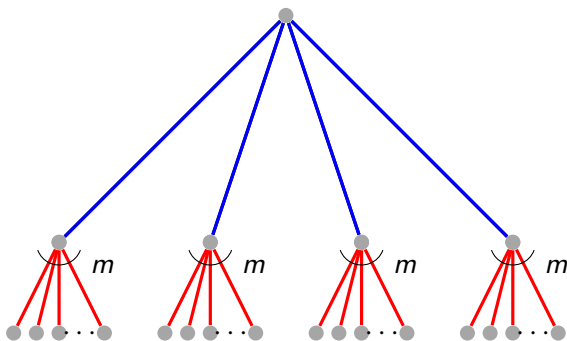
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- ▶ If any edge is red: we have a red  $K_{1,m}$
- ▶ All edges blue: we have a blue  $K_{1,m}$

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- ▶ Painter never makes a **red** copy of  $G$ .
- ▶ Whenever Painter colors an edge  $uv$  **blue**, either  $u$  or  $v$  is incident to at least  $m - 1$  **red** edges.



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*If  $G$  has two adjacent vertices of maximum degree, then*  
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## Theorem

*If  $T$  is a tree, then  $\text{odr}(T) \leq 2\Delta(T) - 1$ .*

# Graphs with $\text{odr}(G) \leq 3$

## Theorem

*For each graph  $G$ , we have  $\text{odr}(G) \leq 3$  if and only if*

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## Proof (Sketch).

- ▶ Sufficiency: strategies for Builder.
- ▶ Necessity: strategies for Painter. Both the greedy  $\mathcal{S}_2$ -Painter and the greedy  $\mathcal{L}$ -Painter are used, where  $\mathcal{L}$  is the family of linear forests.



# The Consistent Painter

## Definition

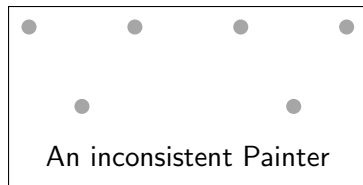
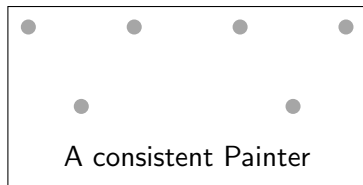
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## Example



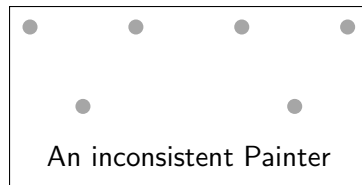
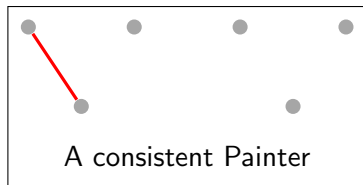


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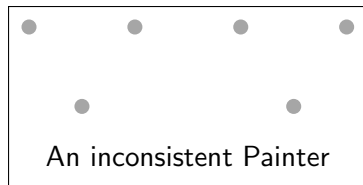
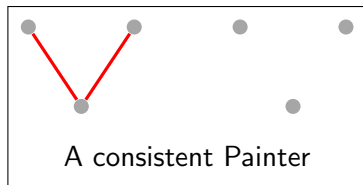


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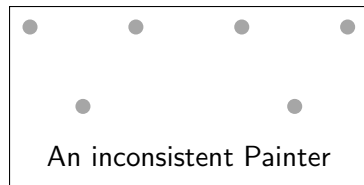
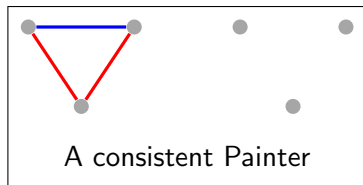


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## Definition

A Painter strategy is **consistent** if the color assigned to  $uv$  depends only on the edge-coloring of the components of  $u$  and  $v$ .

## Example

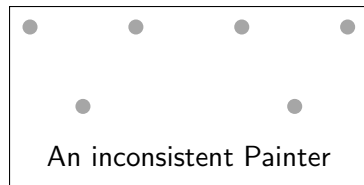
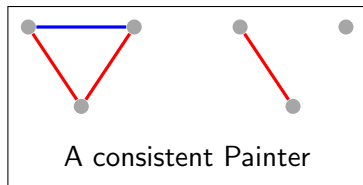


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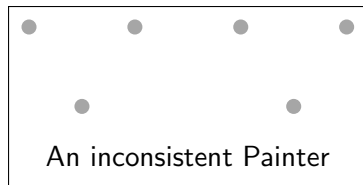
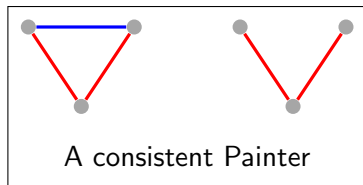


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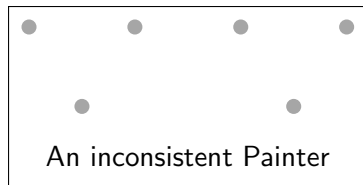
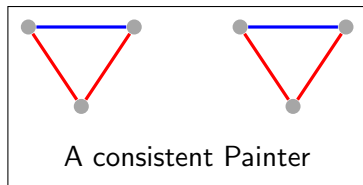


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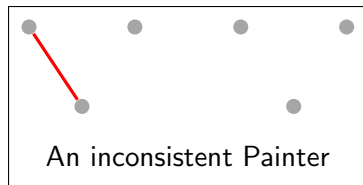
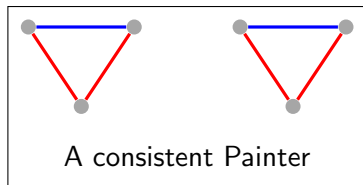


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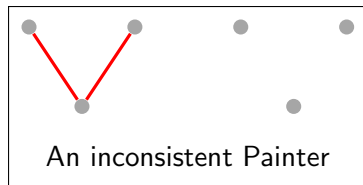
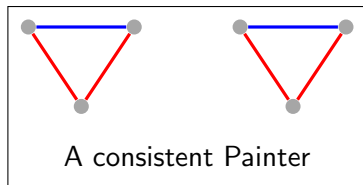


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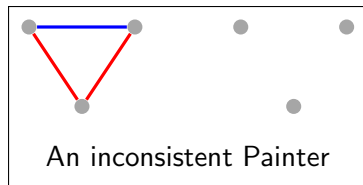
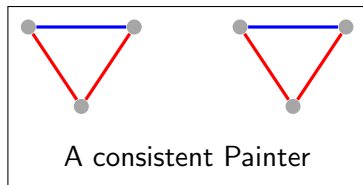


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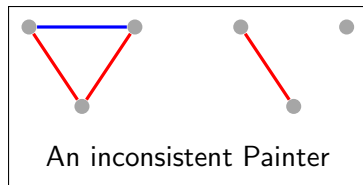
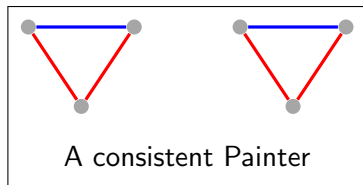


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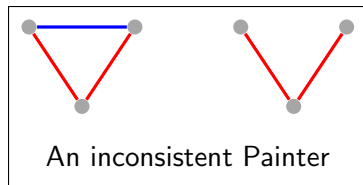
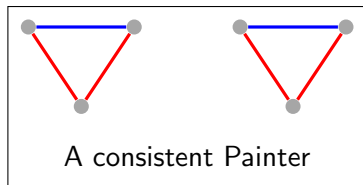


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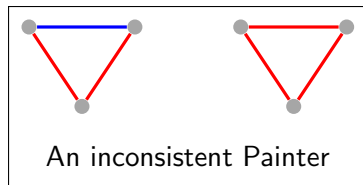
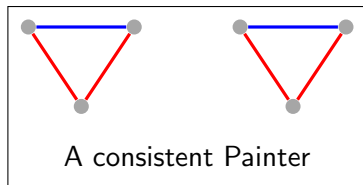


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## Theorem (Consistent Painter)

*Let  $\mathcal{H}_0$  be a family of connected graphs and let  $\mathcal{H}$  be the family of graphs that are disjoint unions of members of  $\mathcal{H}_0$ .*

*If  $\mathcal{A}$  is a Painter strategy that edge-colors graphs in  $\mathcal{H}$ , then there exists a consistent Painter strategy  $\mathcal{A}'$  that edge-colors graphs in  $\mathcal{H}$  such that every edge-colored component produced by  $\mathcal{A}'$  is also produced by  $\mathcal{A}$ .*

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- Consistent Painter applies to  $\mathcal{H} = \mathcal{S}_k$ .

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- ▶ Consistent Painter applies to  $\mathcal{H} = \mathcal{S}_k$ .
- ▶ When proving upper bounds on  $\text{odr}(G)$ , it suffices to consider a consistent Painter.

# Trees

## Theorem

*Let  $T$  be a tree with a single vertex  $r$  of maximum degree. If  $d(r) = a$  and  $d(u) \leq b$  for each  $u \neq r$ , then  $\text{odr}(T) \leq a + b - 1$ .*



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## Corollary

*If  $T$  is a tree, then  $\text{odr}(T) \leq 2\Delta(T) - 1$ .*

# Trees

## Theorem

Let  $T$  be a tree with a single vertex  $r$  of maximum degree. If  $d(r) = 4$  and  $d(u) \leq 3$  for each  $u \neq r$ , then  $\text{odr}(T) \leq 4 + 3 - 1 = 6$ .



- Build a red tree and a blue tree in parallel.

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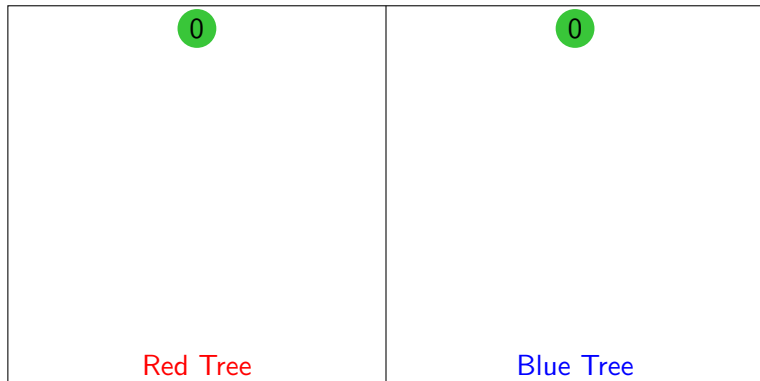


- ▶ Build a red tree and a blue tree in parallel.
- ▶ Both trees start with fresh vertices to serve as  $r$ .

# Trees

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- ▶ Each tree has an **active vertex**.
- ▶ Builder presents edges between an **active vertex** and fresh vertices.
- ▶ Builder is happy if edges are colored “correctly”.

# Trees

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- ▶ A tree is *dangerous* when its **active vertex** has too many (i.e.  $b-1 = 2$ ) children in the “wrong” color.

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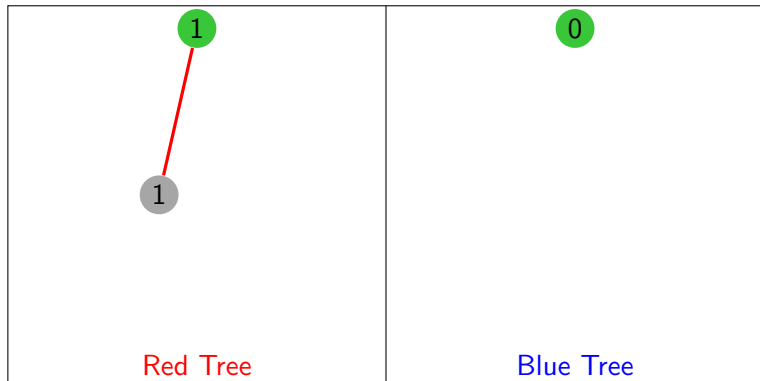


- Present edges until an **active vertex** is finished or both trees are dangerous.

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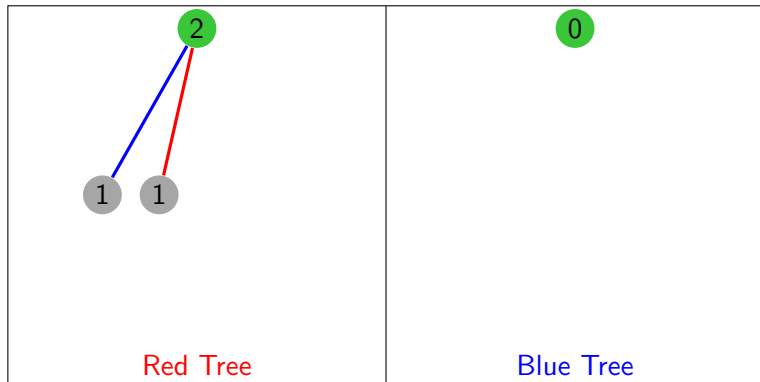


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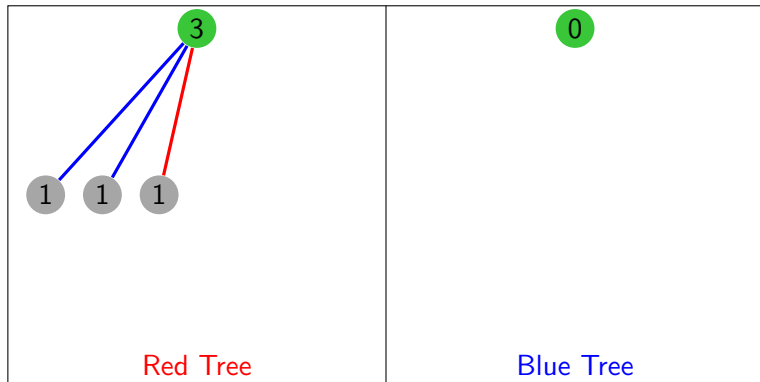
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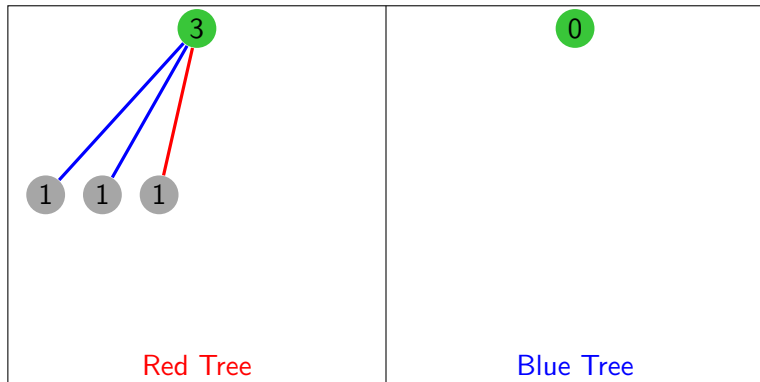


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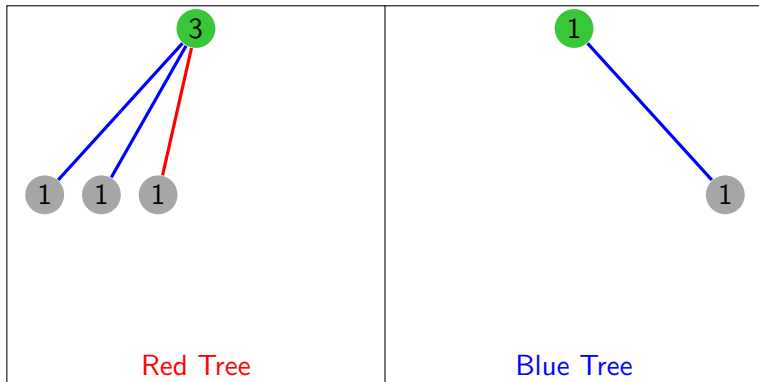


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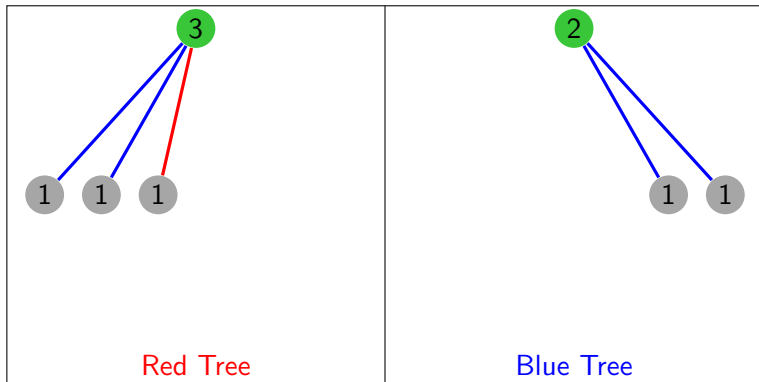


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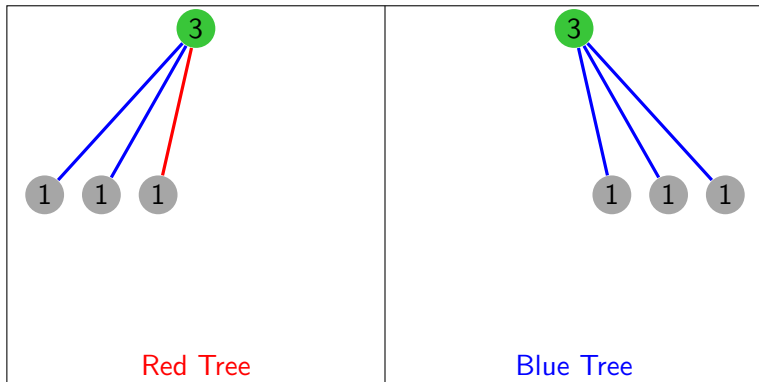


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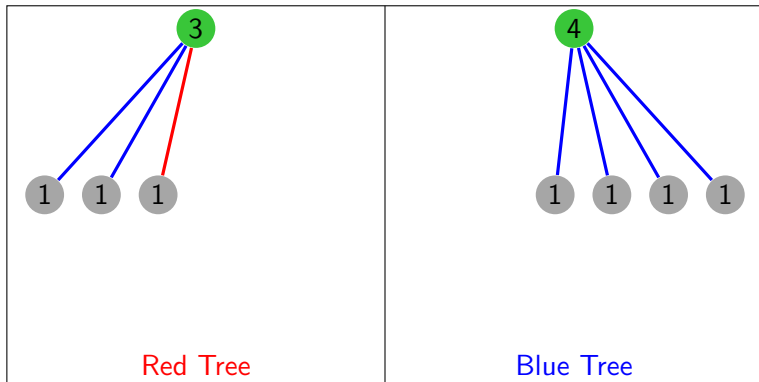


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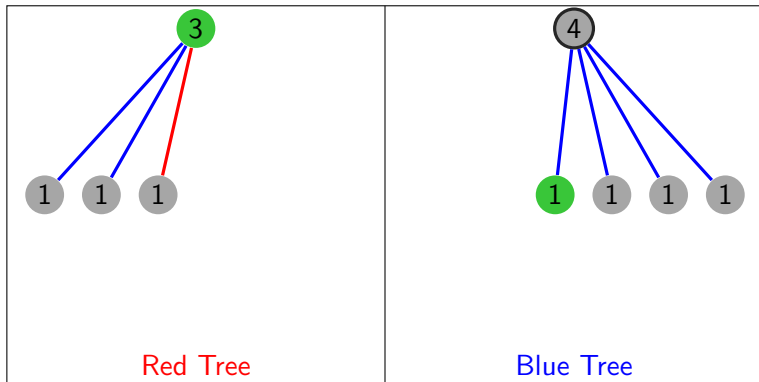


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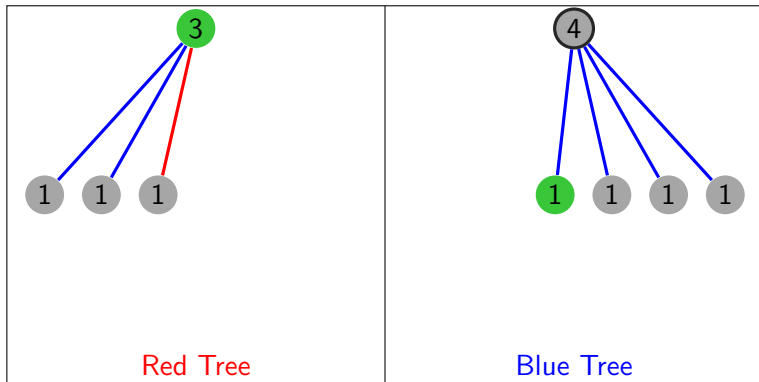


- ▶ The red tree is dangerous. Add edges to blue tree.
- ▶ The blue active vertex is finished. Move the blue active vertex.

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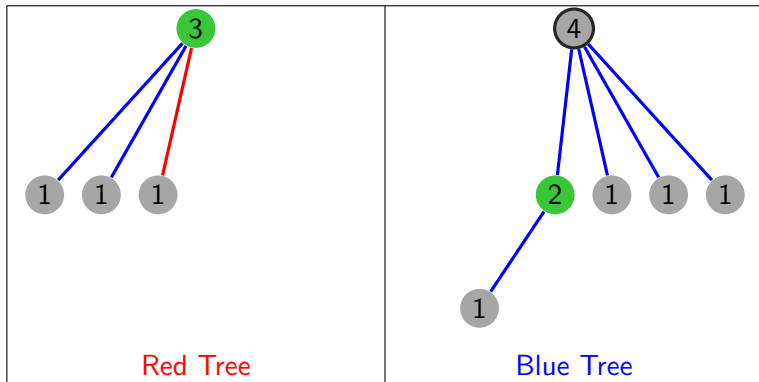
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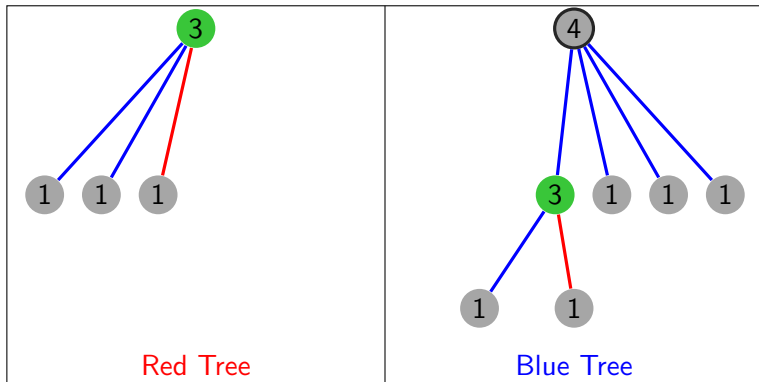


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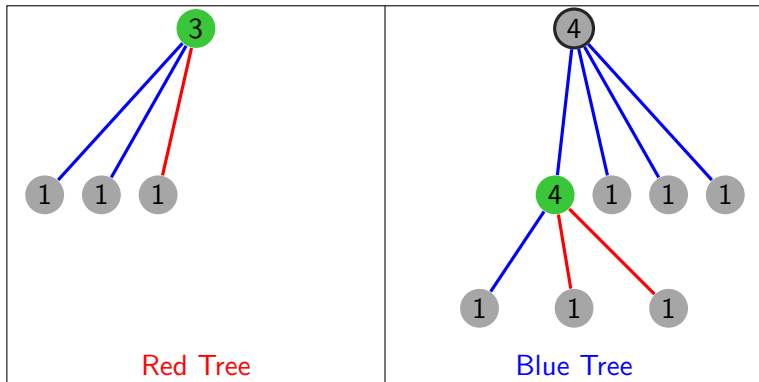


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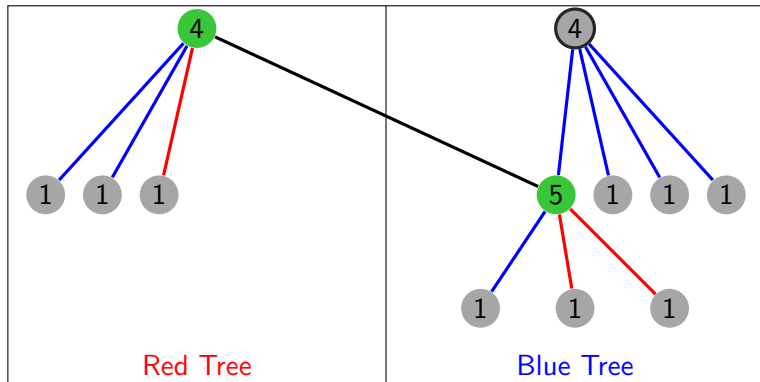


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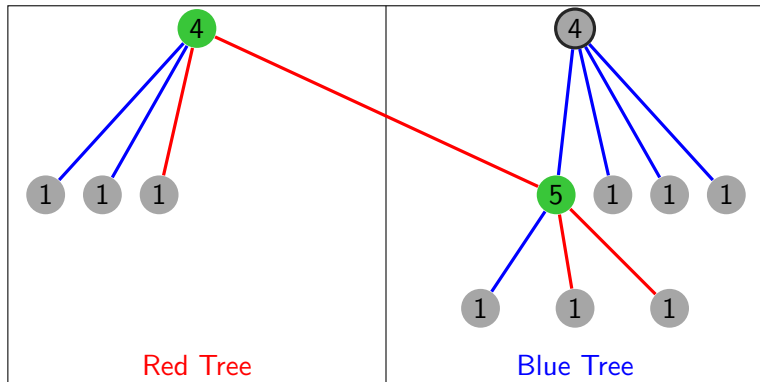


- Both trees dangerous: present edge between active vertices.

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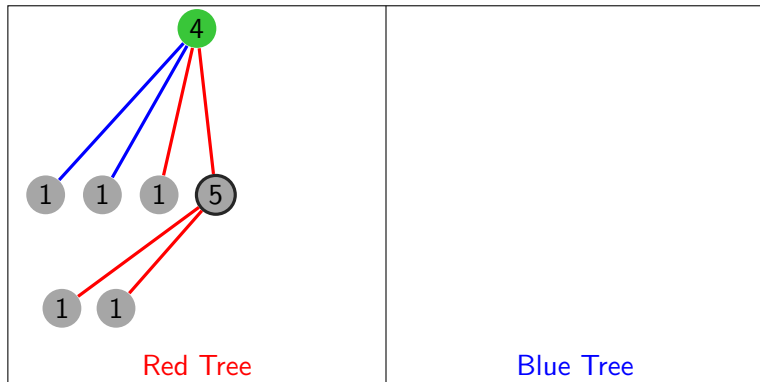


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- ▶ Edge colored red, so blue tree's active vertex and red children move to red tree.

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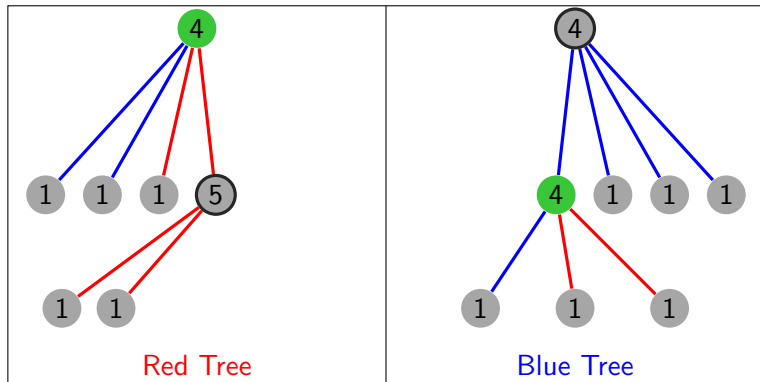


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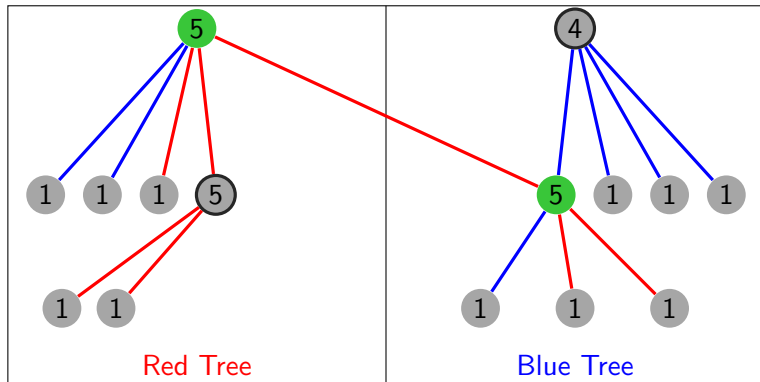


- Use Consistent Painter to regenerate blue tree.

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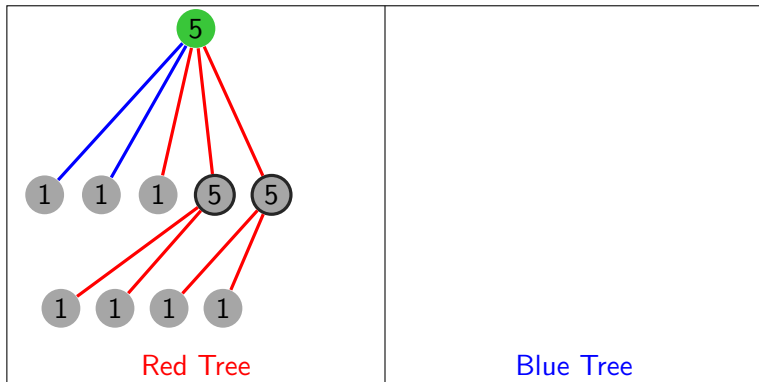
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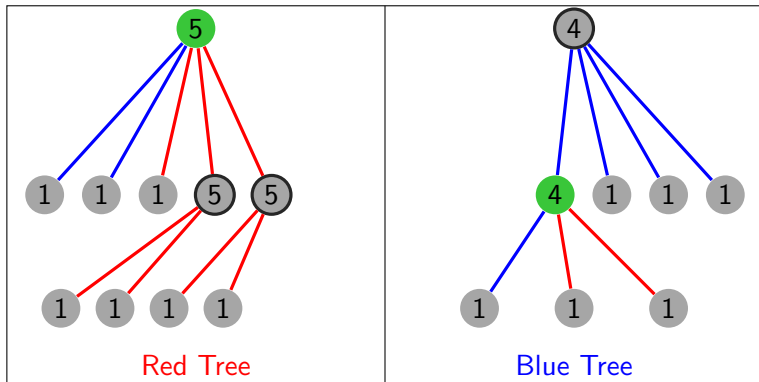


- ▶ Both trees dangerous: present edge between **active vertices**.
- ▶ Move **blue** tree's **active vertex** and **red** children to **red** tree.

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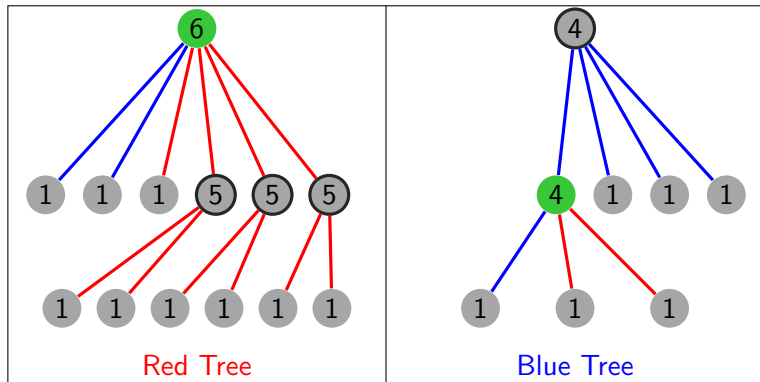


- Use Consistent Painter to regenerate blue tree.

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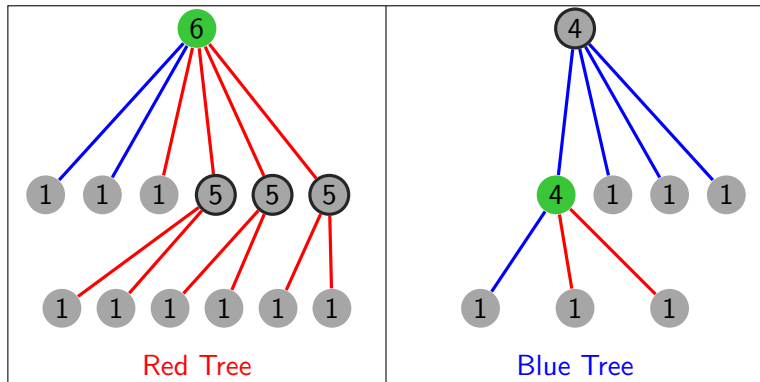


- Use Consistent Painter to regenerate blue tree.
- And once more.

# Trees

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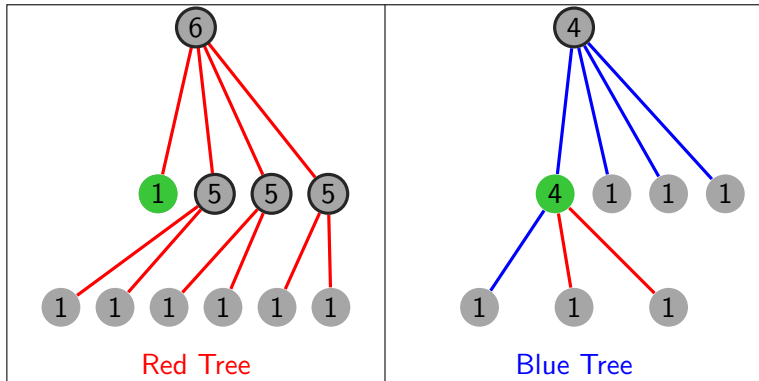


- ▶ Edge between **active vertices** only when both trees are dangerous.
- ▶ A tree inherits only finished vertices and leaves from the other.

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- ▶ Edge between **active vertices** only when both trees are dangerous.
- ▶ A tree inherits only finished vertices and leaves from the other.
- ▶ **Active vertex** moves from a finished vertex to a leaf closest to root.

# Cycles

## Theorem

*For each cycle  $C_n$ , we have  $4 \leq \text{odr}(C_n) \leq 5$ .*

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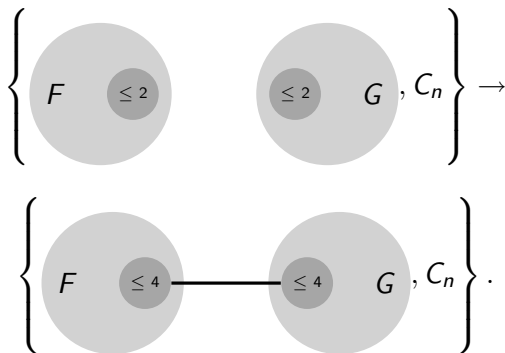
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# Even Cycles

## Lemma (Union Lemma)

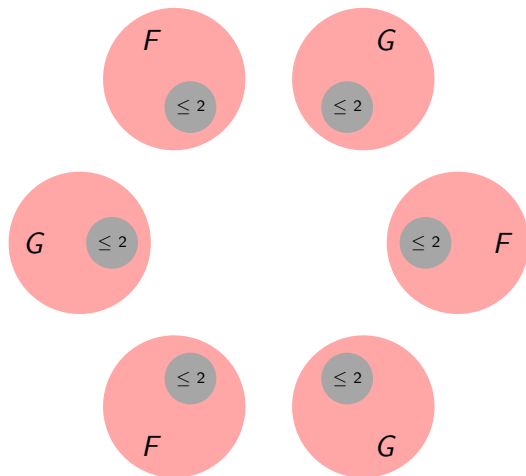
*If  $n$  is even, then in  $\mathcal{S}_4$ , we have*



# Union Lemma Proof

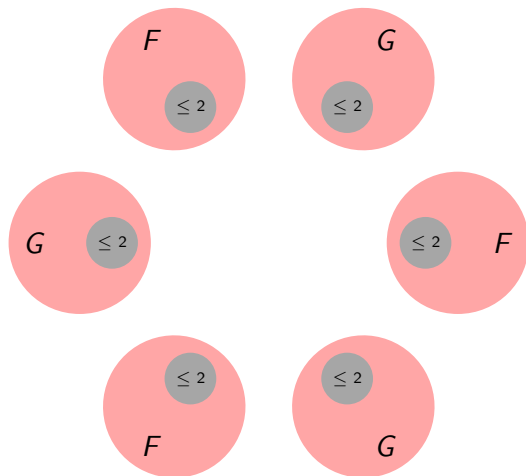
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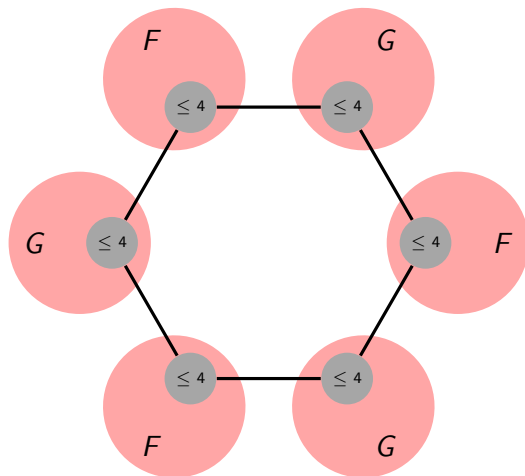
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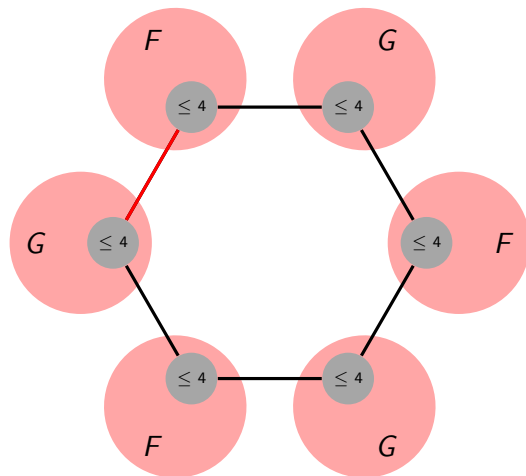
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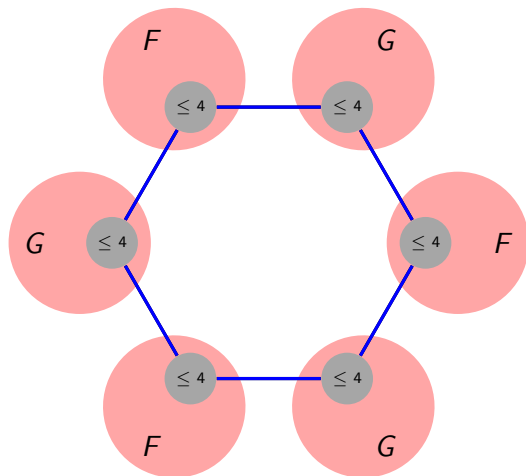


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4. If all edges are **blue**, we have  $C_n$  in **blue**.

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- ▶ Nevertheless, weaker variants are possible that help when  $n$  is odd.

## Theorem

*If  $n$  is even,  $n = 3$ ,  $337 \leq n \leq 514$ , or  $n \geq 689$ , then  $\text{odr}(C_n) = 4$ .*

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5. Develop more strategies for Painter.