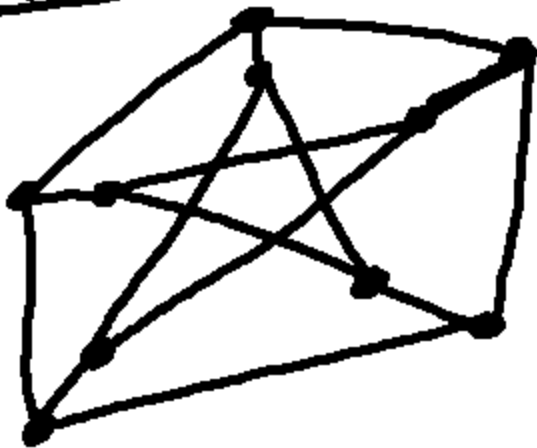


Lecture 11

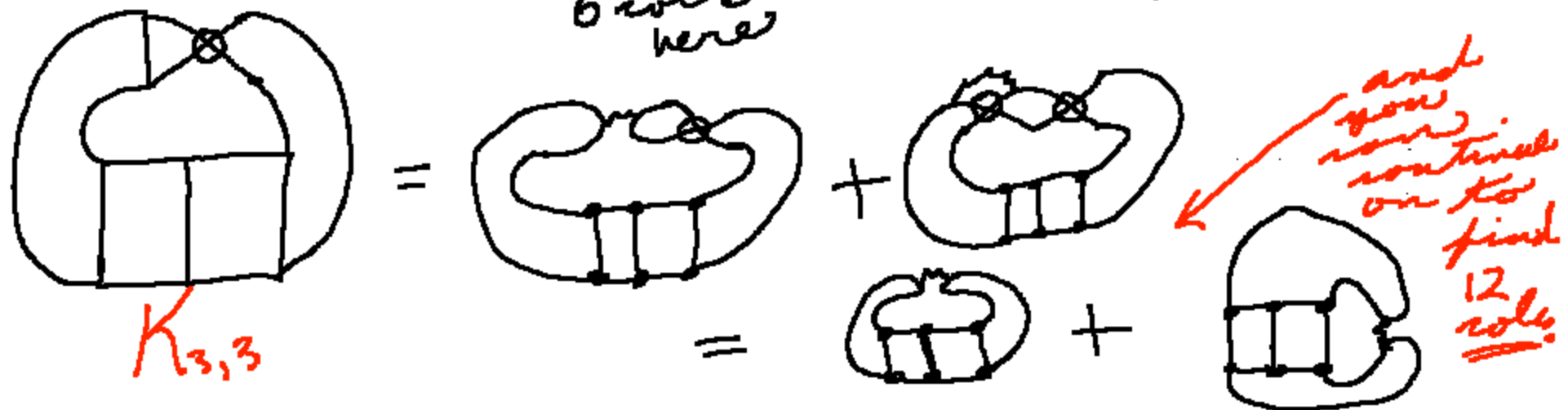
An uncolorable graph.
(uncol trivalent ^(non-planar) graphs) are
called "snarks". This
terminology is due to
Blanche Descartes
(William Tutte).
(Lewis Carroll "The Hunting of the Snark")

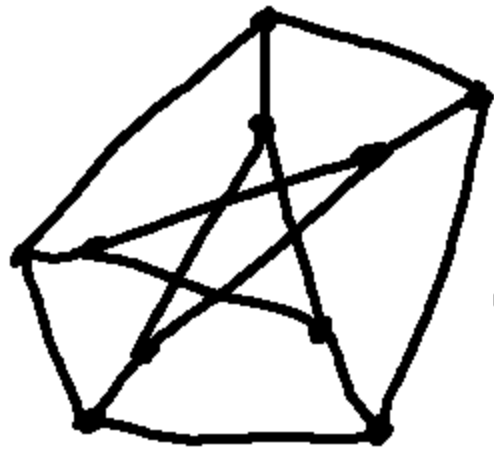


P (Petersen Graph)
 \neq edge 3-coloring
 \neq P.
(See book "The Petersen
Graph")

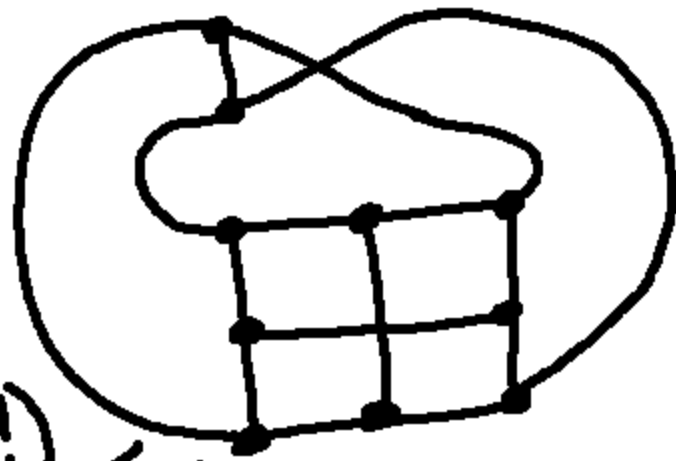
Recall the tautological expansion $\chi = \chi + \chi$

any coloring of χ is obtained either from a coloring of χ^a where $a \neq b$ or a coloring of χ^b where $a \neq b$.

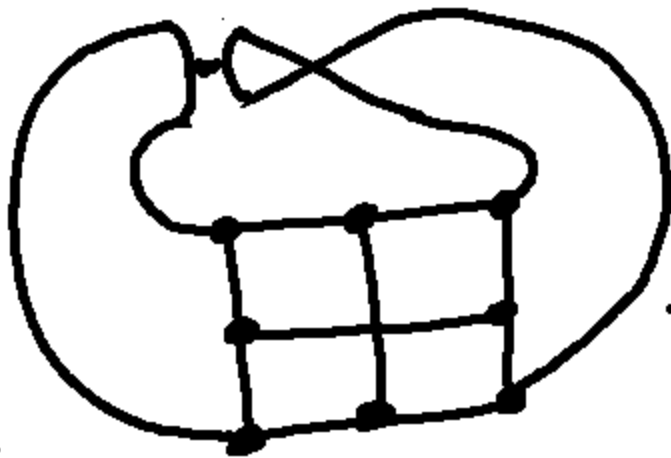




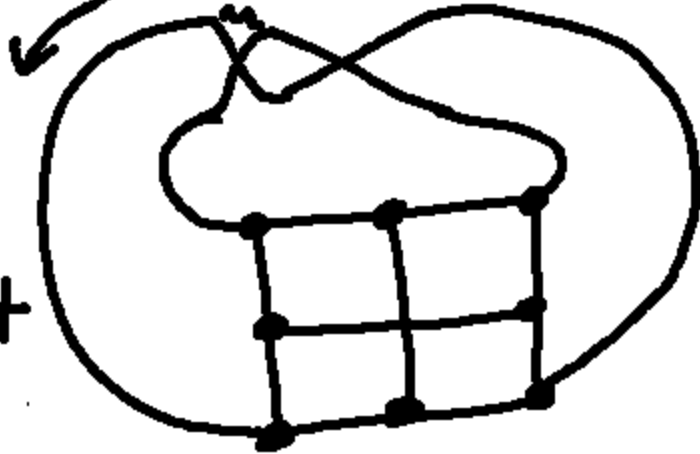
\cong
 Graph
 Isom
 (Exercise!)



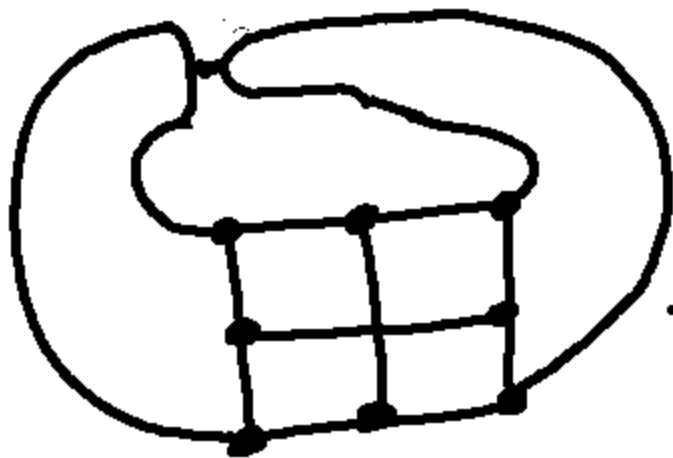
Topology



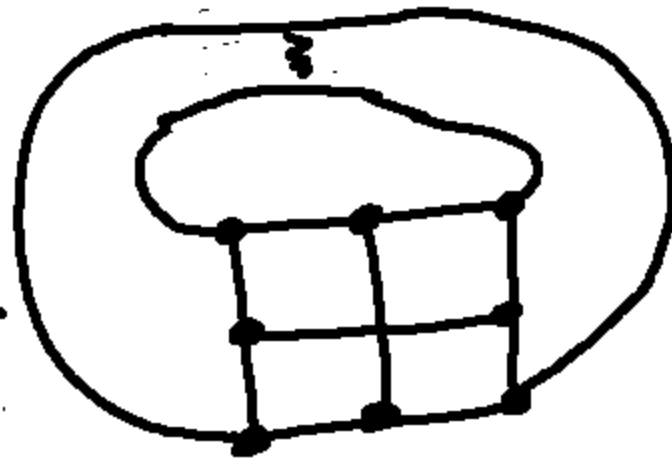
+

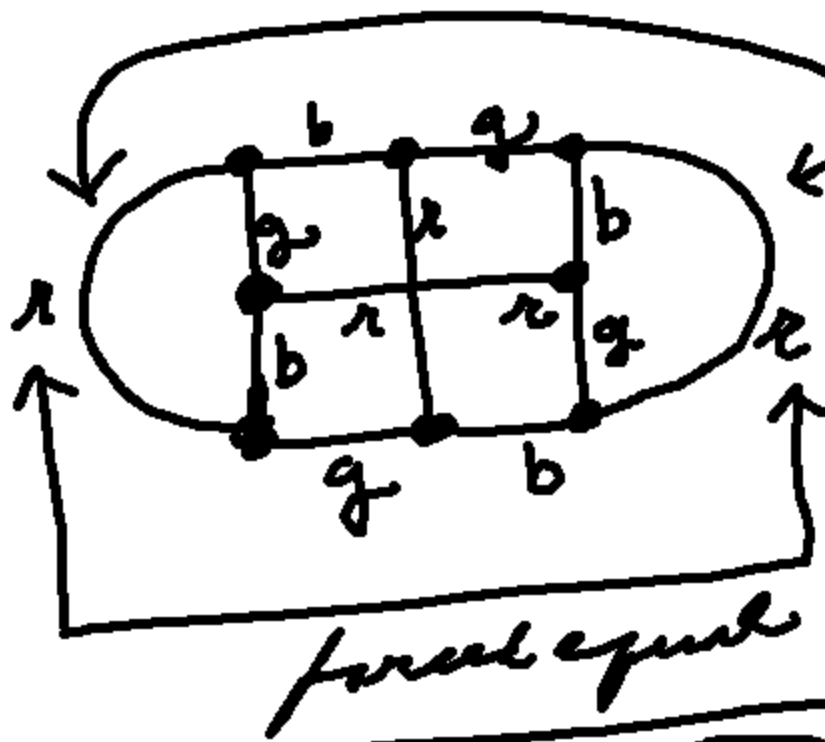


both
same
word



+





force same

⇒ Uncol.

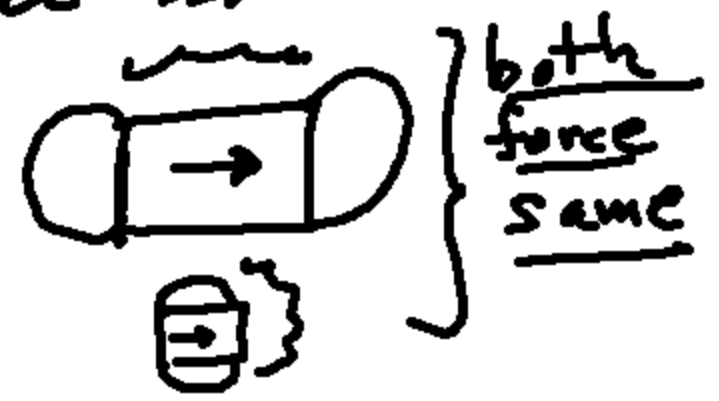


Note:

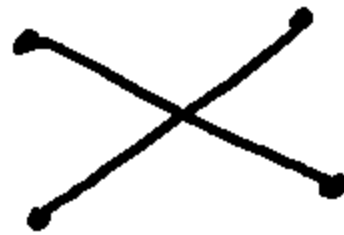


Suppose this is a critical uncolorable. (any smaller) is sol.

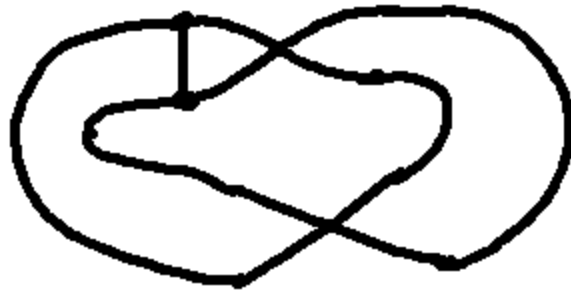
Same arg, show that +



Note:

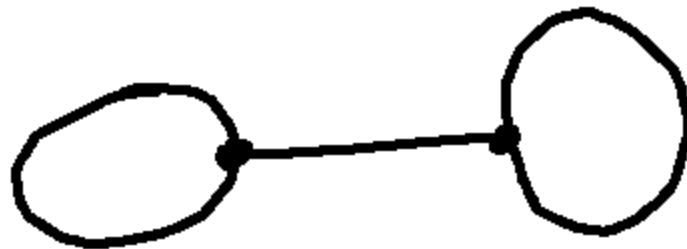


most
elem
forcing
box



uncolorable
plener
with
isthmus

21



The simplest uncolorable.



same



same

Rufus Isaacs (Amer Meth Monthly)

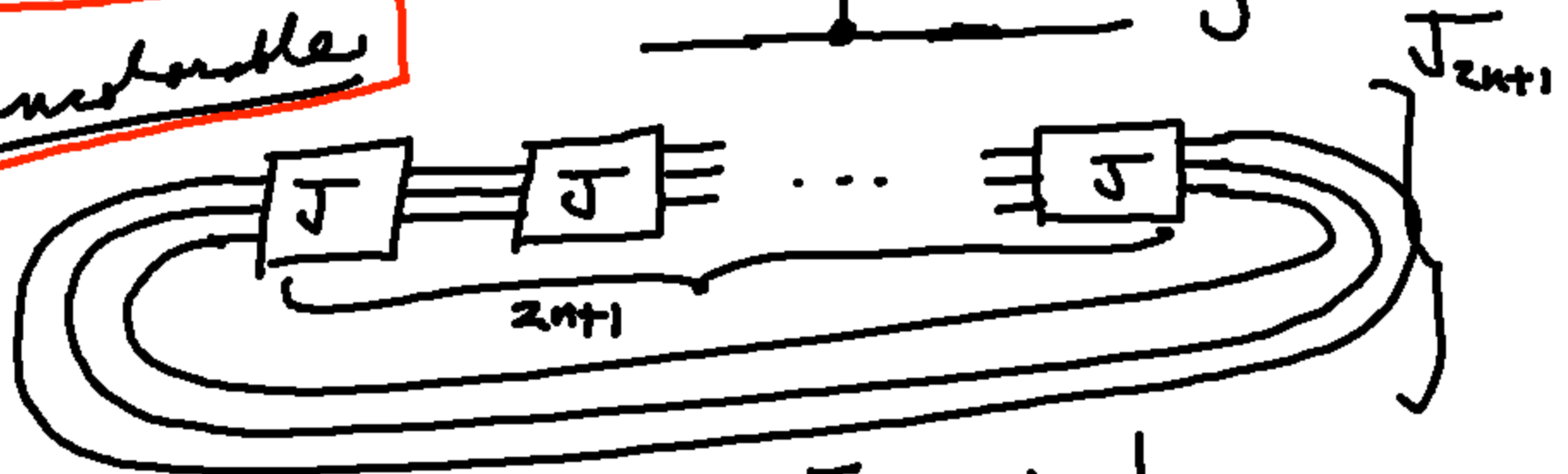
Showed how to construct infinitely many non-plane snorks.

Budget:



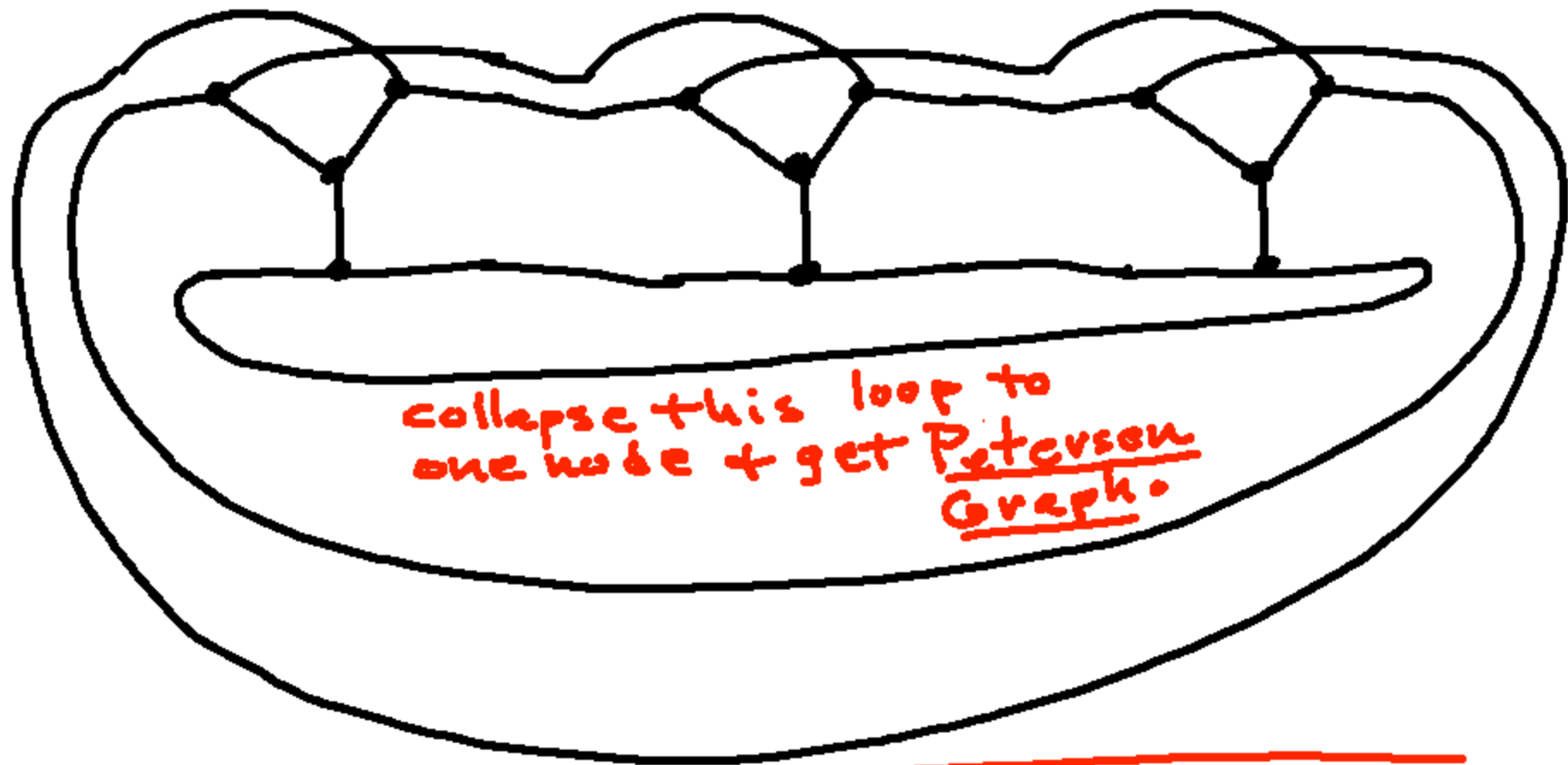
J_{2n+1} is

Unconstructible

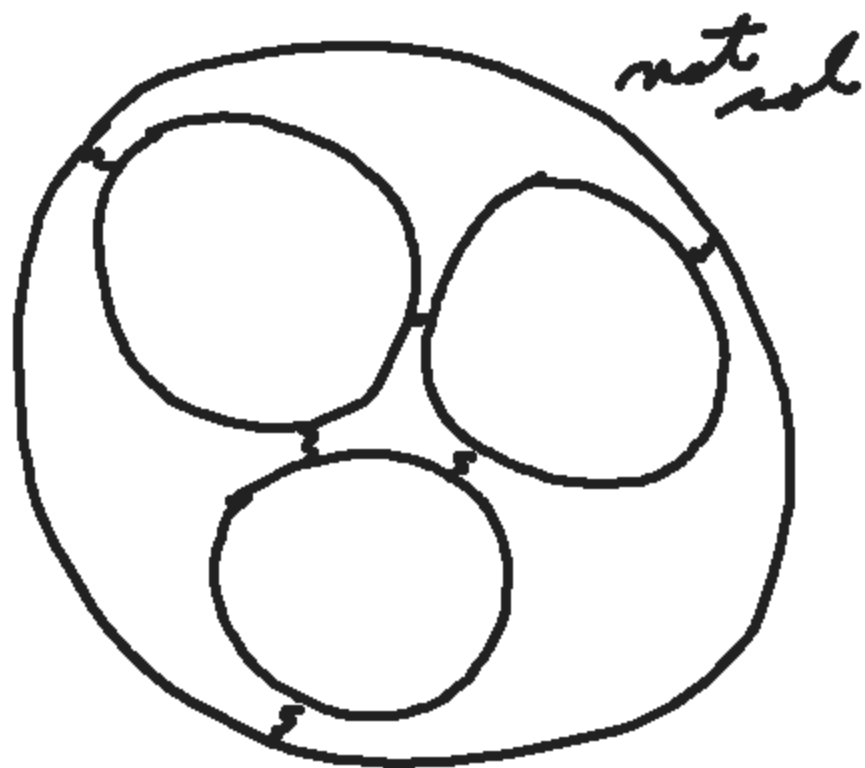


Exercise!

Isaac's J_3



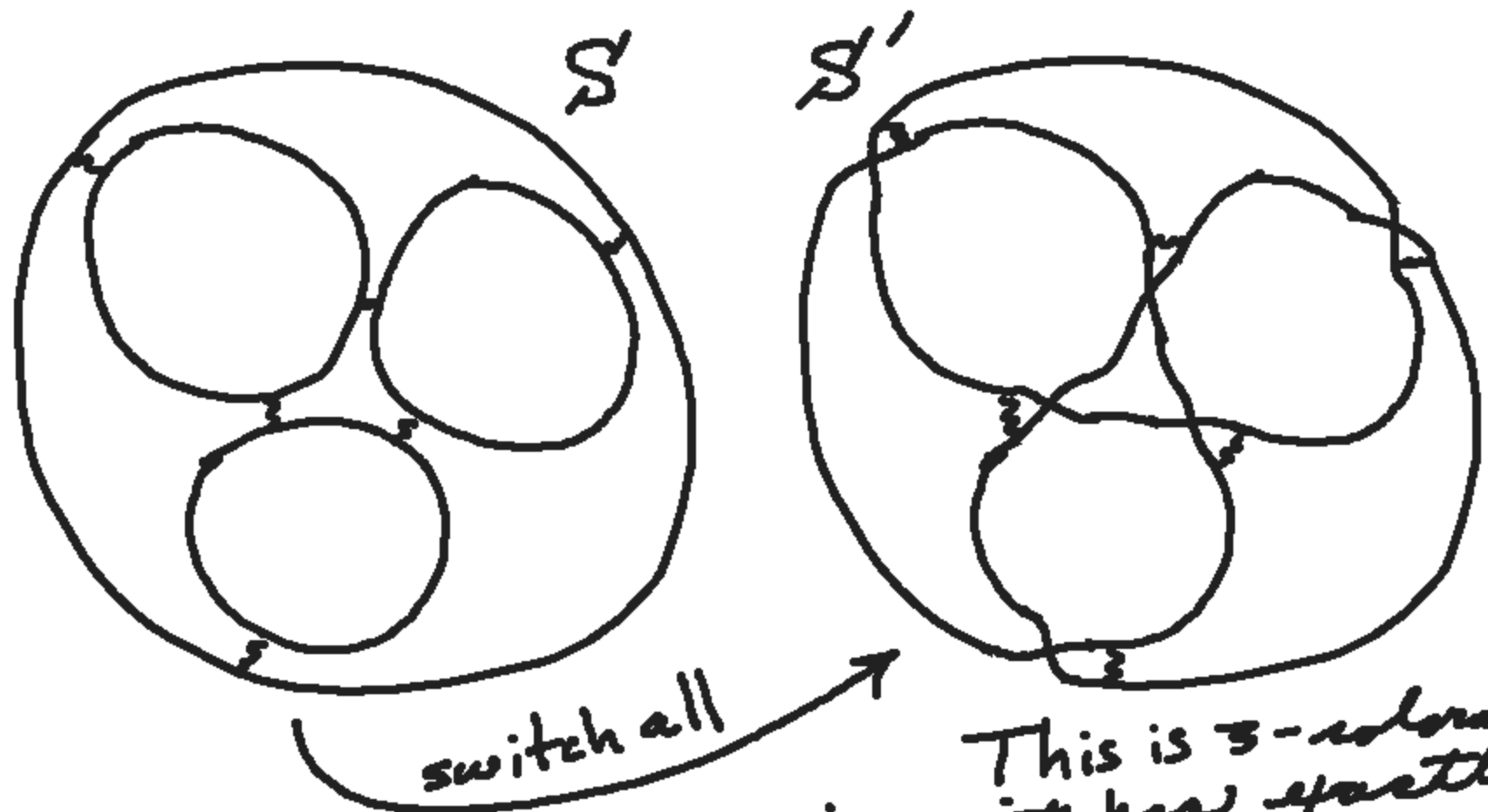
Tutte Conj + Robertson, Seymour + Thomas
pvd: Every non planar graph
has a Petersen minor
(obtained by deleting or contracting edges)



$4CT \Rightarrow$
 \exists some switching
 $\text{red} \rightsquigarrow \text{blue}$
to get a
3 colorable
state.

Exercise: Find the
switch.

Find all such.



This is 3-colorable
 since it has exactly
 3 loops.
 It is the only
 switching of S that
 is colorable.

(What is it about the plane that precludes uncolorables?)

Pearce Formula (defined incl. choice)

$$[X] = [>()] - [X], [O] = 3$$

What about a Pearce Polynomial?

$$[O] = \delta ? \quad | \quad \phi = \psi - \alpha = \delta | - | = (\delta - 1)$$

This Pearce Poly depends on PM.



$$\begin{aligned} & \text{Diagram} - \text{Diagram} \\ &= (\delta - 1)\delta - [\text{Diagram} - \text{Diagram}] \\ &= (\delta - 1)\delta - [\delta - \delta^2] \\ &= (\delta - 1)\delta - \delta(1 - \delta) \\ &= \underline{2(\delta - 1)\delta} \end{aligned}$$

$$\begin{aligned} \text{Diagram} &= \text{Diagram}^{(\delta-1)} \\ &= \delta(\delta-1)^2 \\ \delta=3: & \underline{3 \cdot 2^2} \end{aligned}$$

OK

$$\delta=3: \underline{2 \cdot 2 \cdot 3}$$

Scott Baldridge
We have a PM Poly!

We can define a perfect matching polynomial $P(G, M)$ for a virtual trivalent graph G via

$$P(\overset{\lambda}{\underset{\lambda}{\times}}) = A P(\text{ })(\text{ }) + B P(\overset{\lambda}{\times})$$

$$P(\text{ }) = \delta \quad \neq P(\text{ } \cup G) = \delta P(G)$$

$$\begin{aligned}
 [Y] &= A [] + B [X] \\
 [0] &= \mathcal{S}
 \end{aligned}$$

\mathbb{K} : Graphenes \longrightarrow Vertical Link Diagram
 (trivalent with PM)



$$[\text{X}] = A [\text{) (}] + B [\text{X}] \quad \begin{array}{l} \text{PM Poly} \\ \downarrow K \\ \text{Bracket} \end{array}$$

$$[\text{X}] = A [\text{) (}] + B [\text{X}]$$

$$[\text{X}] \stackrel{K}{=} A [\text{) (}] + B [\text{) (}]$$

Bracket

$[0] = \delta$ Thus K : Graphenes \rightarrow Virtual Links
translates bracket to PM Polynomial.