

The Tutte Polynomial and Applications

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Overview

- Background Graph Theory
- Tutte Polynomial and Flow Polynomial
- Applications

Background

Graph

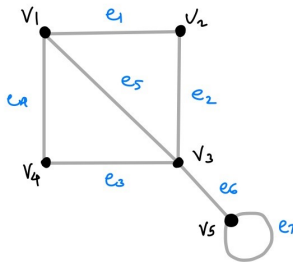
Definition

A *graph* $G = (V, E)$ consists of a set of vertices, V and a set of edges denoted as two element subsets of V, E . For $u, v \in V(G)$ and (u, v) an edge we sometimes denote this uv .

Definition

The *order of a graph* G is the number of vertices it has, written as $|G|$. And so an empty graph, (\emptyset, \emptyset) is a graph of order 0.

Example



$$V(G) = \{v_1, v_2, v_3, v_4, v_5\}$$

$$E(G) = \{e_1, e_2, e_3, e_4, e_5, e_6, e_7\}$$

$$|G| = 5$$

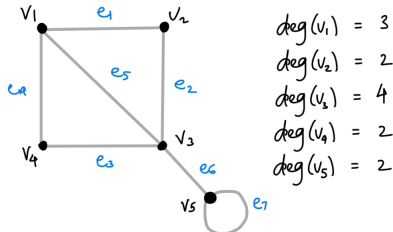
Adjacency and Degree

Definition

Two vertices, x and y are *adjacent* or neighbours if xy is an edge of the graph.

Definition

The *degree of a vertex v* is the number of edges incident to v . This is equal to the number of neighbours of v , written as $\text{deg}(v)$.



Path and Cycle

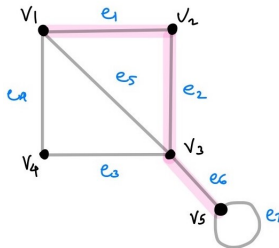
Definition

A *path* is a non-empty graph $P = (V, E)$, where $V = \{x_0, x_1, \dots, x_k\}$ and $E = \{x_0x_1, x_1x_2, \dots, x_{k-1}x_k\}$, where all the x_i are distinct.

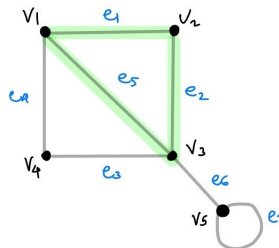
Definition

A *cycle* is a path where $x_0 = x_k$ and every other vertex is distinct.

Path from v_1 to v_5



Cycle



Connected, Loops, and Bridges

Definition

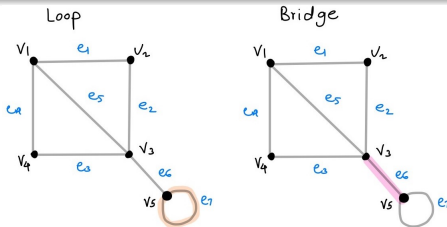
A graph G is *connected* if there is path for every $u, v \in V$, that is there is a path that connects every vertex to another.

Definition

A *bridge* is an edge which when removed will disconnect the graph.

Definition

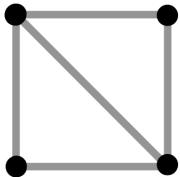
An edge e is a *loop* if $e = xx$ for some vertex x .



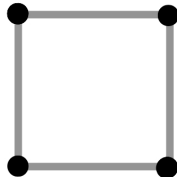
Subgraph

Definition

A *subgraph* H of G is the graph that $V(H) \subseteq V(G)$ and $E(H) \subseteq E(G)$.



G



H

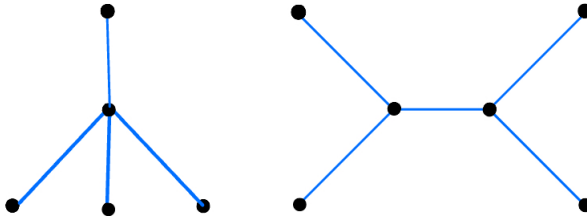
Tree & Forest

Definition

A connected graph containing no cycles is a *tree*.

Definition

A *forest* is a graph whose components are trees.



Spanning Tree & Maximal Spanning Forest

Definition

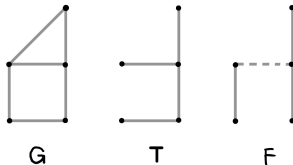
If H is a subgraph of G and $V(H) = V(G)$, H is *spanning*.

Definition

A *spanning tree* of G is a spanning subgraph that is a tree.

Definition

A *maximal spanning forest* is a subgraph that is a forest with maximal possible edges.



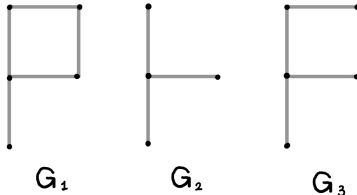
Vertex Deletion and Edge Deletion

Definition

For a graph G the *deletion* of $v \in V(G)$ or $G - v$ is the graph obtained from G by removing v and all edges incident to v .

Definition

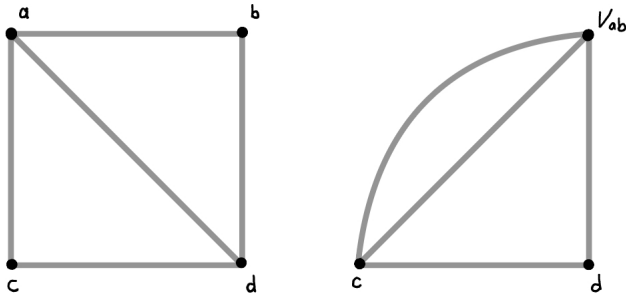
For a graph G the *deletion* of $e \in E(G)$ or $G - e$ is the graph obtained from G by removing v and all edges incident to v .



Edge Contraction

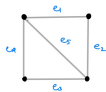
Definition

For a graph G the *contraction* of $e = uv \in E(G)$ results in a new graph $G/e = (V - v - u + w, E - e)$ where w is adjacent to all neighbors of u and v .



Tutte Polynomial

Example



EA	$\begin{matrix} e_1 & \times \\ e_3 & \times \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_4 & \times \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_3 & \times \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_4 & \times \end{matrix}$
IA	$\begin{matrix} e_2 & \checkmark \\ e_4 & \checkmark \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_3 & \times \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_4 & \checkmark \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_2 & \checkmark \\ e_3 & \times \\ e_5 & \checkmark \end{matrix}$
	z^3	x	xz^2	z^2
EA	$\begin{matrix} e_3 & \times \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_2 & \times \\ e_5 & \checkmark \end{matrix}$	$\begin{matrix} e_1 & \checkmark \\ e_5 & \checkmark \end{matrix}$
IA	$\begin{matrix} e_1 & \times \\ e_2 & \times \\ e_4 & \checkmark \end{matrix}$	$\begin{matrix} e_2 & \checkmark \\ e_3 & \times \\ e_4 & \times \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_3 & \times \\ e_4 & \times \end{matrix}$	$\begin{matrix} e_1 & \times \\ e_2 & \times \\ e_3 & \times \end{matrix}$
	xy	xy	y	y^2

$$T(G) = z^3 + 2xz^2 + z + 2xy + y^2$$

Activity Definitions

Definition

Let G be a graph and F a maximal spanning forest of G . If $e \notin E(F)$ then $F \cup \{e\}$ contains a cycle. This is the *fundamental cycle* of e with respect to F . If $e \in F$ and T is the tree in F that contains e then $F - e$ disconnects T . The *fundamental bond* of e with respect to F is the set of all edges in G that reconnect T .

Definition

Let G be a graph and F a maximal spanning forest of G and $\bar{E} = (e_1, e_2, \dots, e_m)$ a total ordering on the edges of G then

- $e_i \in F$ is *internally active* with respect to F if e_i is maximal in its fundamental bond. (inactive otherwise)
- $e_i \notin F$ is *externally active* with respect to F if e_i is maximal in its fundamental cycle. (inactive otherwise)

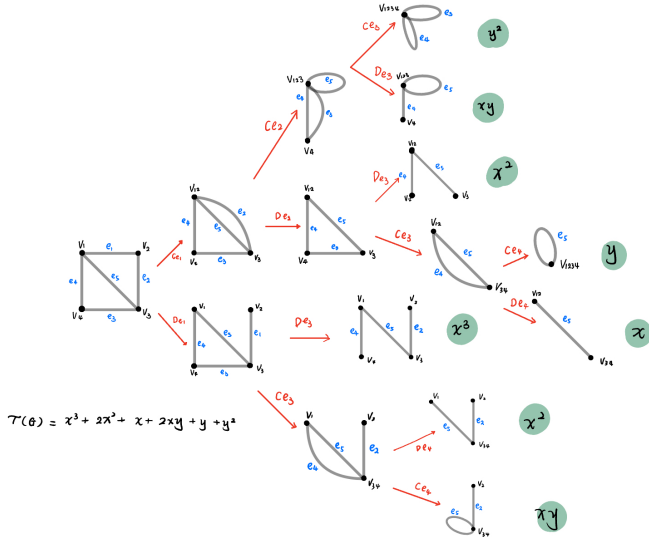
Activity Version

Theorem

Let $G = (V, E)$ be a graph with a fixed total ordering on the edges and \mathcal{F} be the set of all maximal spanning forests of G . For any $F \in \mathcal{F}$ let $IA(F)$ be the set of internally active edges and $EA(F)$ the set of externally active edges. Then the Tutte Polynomial of G is:

$$T(x, y) = \sum_{F \in \mathcal{F}} x^{|IA(F)|} y^{|EA(F)|}$$

Example



Terminal Minor Version

Theorem

Let G be a graph the Tutte Polynomial is

$$T_G(x, y) = \begin{cases} 1, & \text{if } E = \emptyset \\ x^n y^m, & \text{if } G \text{ has } n \text{ bridge} \\ & \text{and } m \text{ loops} \\ T_{G \setminus e}(x, y) + T_{G/e}(x, y) & \text{if } e \in E(G) \text{ is neither a} \\ & \text{bridge nor a loop} \end{cases}$$

Flow Polynomial

Background

Definition

- For a graph G with edge set E let \vec{E} be an orientation of the edges where $e = xy$ has orientation (e, x, y) and (e, y, x) describing moving from x to y and y to x respectively along e .
- A *capacity function* is $c : \vec{E} \rightarrow \mathbb{N}$

Flows

Definition

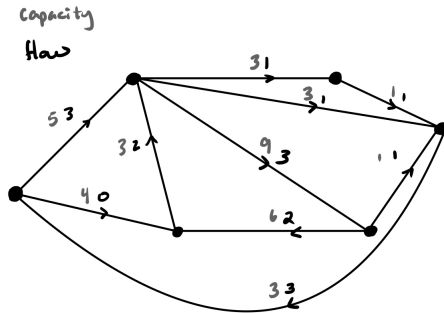
Let (G, c) be a graph with capacity function c . Then $f: \vec{E} \rightarrow \mathbb{R}$ is a *flow* if it satisfies the following

- 1 (Energy Reversal) $f(e, x, y) = -f(e, y, x)$ for all $(e, x, y) \in \vec{E}$ with $x \neq y$,
- 2 (Capacity Conservation) $f(\vec{e}) \leq c(\vec{e})$ for all $e \in \vec{E}$
- 3 (Vertex Conservation) The flow into a vertex is equal to the flow out of a vertex for all vertices.

A flow is *nowhere zero* if no edges receives a zero flow value.

A flow is a *k-flow* if every edge has $-k < f(\vec{e}) < k$.

Example



The Flow Polynomial

Definition

The *Flow Polynomial* of a graph G denoted $F(G : k)$ is the polynomial that evaluated at k is the number of nowhere zero k -flows

Theorem

The flow polynomial of a graph G satisfies

$$F(G; k) = \begin{cases} 1, & \text{if } E = \emptyset \\ 0, & \text{if } e \text{ is a bridge} \\ (k-1)F(G \setminus e; k), & \text{if } e \text{ is a loop} \\ F(G/e; k) - F(G \setminus e; k) & \text{if } e \in E(G) \text{ is neither a} \\ & \text{bridge nor a loop} \end{cases}$$

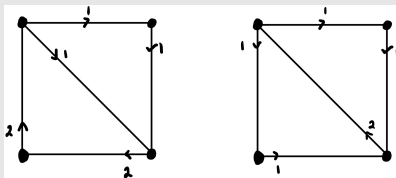
Relation to the Tutte Polynomial

Theorem

The flow polynomial is a specialization of the Tutte polynomial.
For a graph G , $F(G; k) = (-1)^{n(G)} T(G; 0, 1 - k)$ where
 $n(G) = |E(G)| - |V(G)| + |\{C \text{ is a connected component of } G\}|$.

Example

We found $T(G; x, y) = x^3 + 2x^2 + x + 2xy + y + y^2$ so
 $F(G; k) = (-1)^{5-4+1} T(G; 0, 1 - k) = k^2 - 3k + 2$.
Thus G has two nowhere zero 3-flows.



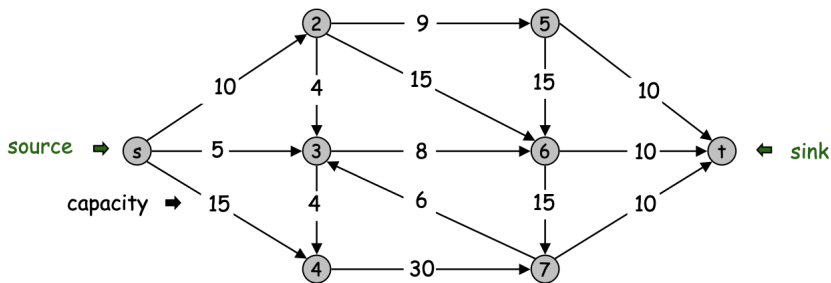
Applications

Maximum Flow Problem

Question

How to assign flows to edge as to

- Equalize inflow and outflow at every intermediate vertex.
- Maximize flow sent from s to t .



Airline Scheduling

Description:

- Manage flight crews by reusing them over multiple flights
- Consider each city as a vertices on the graph
- Flights time are flows

Running time:

- $O(k)$ nodes
- $O(k^2)$ edges
- At most k crews needed \rightarrow Solve k max flow problems
- Overall time = $O(k^4)$

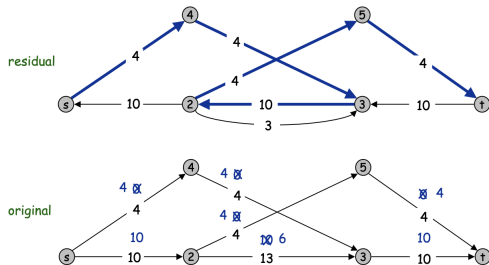
Augmenting Path Theorem

Definition

Augmenting path is the path in residual graph with capacity.

Theorem

A flow f is a max flow if and only if there are no augmenting paths.



Other Related Applications

- Network connectivity
- Bipartite matching
- Data mining
- Open-pit mining
- Image processing
- Project selection
- Baseball elimination
- Network reliability
- Security of statistical data
- Distributed computing
- Egalitarian stable matching
- Distributed computing

Reference

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Thank you for listening!