

Block-colourings of e -star systems

Robert Bailey

GRENFELL
CAMPUS



RICCOTA 2023

Rijeka

6 July 2023

Joint work with Iren Darijani

G -designs

- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.

G -designs

- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.
- ▶ For example: if $G = K_k$ (a complete graph), we have a Steiner system $S(2, k, n)$.

G -designs

- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.
- ▶ For example: if $G = K_k$ (a complete graph), we have a Steiner system $S(2, k, n)$.
- ▶ Another example: if $G = C_m$ (a cycle on m vertices), we have an m -cycle system.

G -designs

- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.
- ▶ For example: if $G = K_k$ (a complete graph), we have a Steiner system $S(2, k, n)$.
- ▶ Another example: if $G = C_m$ (a cycle on m vertices), we have an m -cycle system.
- ▶ In this talk, we suppose that G is an e -star, i.e. a complete bipartite graph $K_{1,e}$.

G -designs

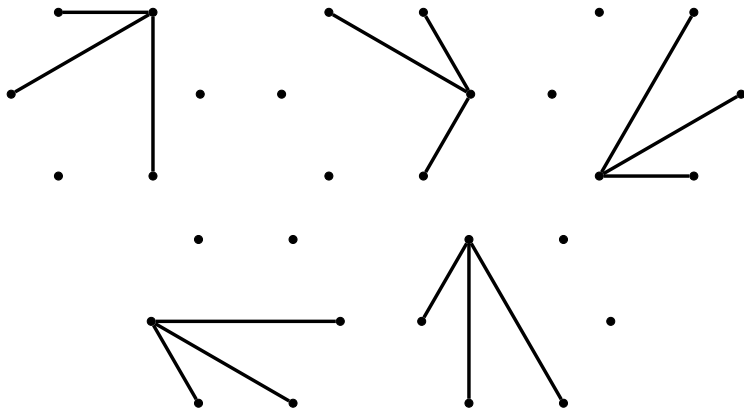
- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.
- ▶ For example: if $G = K_k$ (a complete graph), we have a Steiner system $S(2, k, n)$.
- ▶ Another example: if $G = C_m$ (a cycle on m vertices), we have an m -cycle system.
- ▶ In this talk, we suppose that G is an e -star, i.e. a complete bipartite graph $K_{1,e}$.
- ▶ **Definition:** An e -star system is a $K_{1,e}$ -design.

G -designs

- ▶ **Definition:** A G -design of order n is a decomposition of (the edges of) a complete graph K_n into subgraphs isomorphic to a fixed graph G . We call the copies of G the *blocks* of the design.
- ▶ For example: if $G = K_k$ (a complete graph), we have a Steiner system $S(2, k, n)$.
- ▶ Another example: if $G = C_m$ (a cycle on m vertices), we have an m -cycle system.
- ▶ In this talk, we suppose that G is an e -star, i.e. a complete bipartite graph $K_{1,e}$.
- ▶ **Definition:** An e -star system is a $K_{1,e}$ -design.
- ▶ Since a 1-star is the same as K_2 (boring....), and a 2-star is the same as a path P_3 , we will assume that $e \geq 3$.

An example

The following is a 3-star system of order 6:



Existence of e -star systems

- ▶ Clearly, an e -star has e edges, so for an e -star system of order n to exist we require that $e \mid \binom{n}{2}$.

Existence of e -star systems

- ▶ Clearly, an e -star has e edges, so for an e -star system of order n to exist we require that $e \mid \binom{n}{2}$.
- ▶ **Theorem:** (Yamamoto *et al.*, 1975) Suppose that $e \geq 3$. Then an e -star system of order n exists if and only if (i) $n \geq 2e$, and (ii) $e \mid \binom{n}{2}$.

Existence of e -star systems

- ▶ Clearly, an e -star has e edges, so for an e -star system of order n to exist we require that $e \mid \binom{n}{2}$.
- ▶ **Theorem:** (Yamamoto *et al.*, 1975) Suppose that $e \geq 3$. Then an e -star system of order n exists if and only if (i) $n \geq 2e$, and (ii) $e \mid \binom{n}{2}$.
- ▶ So what next? In design theory, we are often interested in *resolvability* — can we partition the set of blocks of a G -design into spanning subgraphs formed of vertex-disjoint copies of G ?

Existence of e -star systems

- ▶ Clearly, an e -star has e edges, so for an e -star system of order n to exist we require that $e \mid \binom{n}{2}$.
- ▶ **Theorem:** (Yamamoto *et al.*, 1975) Suppose that $e \geq 3$. Then an e -star system of order n exists if and only if (i) $n \geq 2e$, and (ii) $e \mid \binom{n}{2}$.
- ▶ So what next? In design theory, we are often interested in *resolvability* — can we partition the set of blocks of a G -design into spanning subgraphs formed of vertex-disjoint copies of G ?
- ▶ Some examples include 1-factorizations ($G = K_2$), Kirkman triple systems ($G = K_3 = C_3$), and the uniform Oberwolfach problem ($G = C_m$).

Resolvability of e -star systems

- ▶ Necessary conditions for a resolvable e -star system to exist were obtained by Huang (1976): we require that $n \equiv 0 \pmod{e+1}$ and $n \equiv 1 \pmod{2e}$.

Resolvability of e -star systems

- ▶ Necessary conditions for a resolvable e -star system to exist were obtained by Huang (1976): we require that $n \equiv 0 \pmod{e+1}$ and $n \equiv 1 \pmod{2e}$.
- ▶ Clearly, these cannot hold if e is odd — so there is no resolvable 3-star system, for instance.

Resolvability of e -star systems

- ▶ Necessary conditions for a resolvable e -star system to exist were obtained by Huang (1976): we require that $n \equiv 0 \pmod{e+1}$ and $n \equiv 1 \pmod{2e}$.
- ▶ Clearly, these cannot hold if e is odd — so there is no resolvable 3-star system, for instance.
- ▶ **Theorem:** (Yu, 1993) The necessary conditions above are sufficient.

Resolvability of e -star systems

- ▶ Necessary conditions for a resolvable e -star system to exist were obtained by Huang (1976): we require that $n \equiv 0 \pmod{e+1}$ and $n \equiv 1 \pmod{2e}$.
- ▶ Clearly, these cannot hold if e is odd — so there is no resolvable 3-star system, for instance.
- ▶ **Theorem:** (Yu, 1993) The necessary conditions above are sufficient.
- ▶ An elementary proof of the non-existence of resolvable 3-star systems was given by Küçükçifçi *et al.* (2015).

Resolvability of e -star systems

- ▶ Necessary conditions for a resolvable e -star system to exist were obtained by Huang (1976): we require that $n \equiv 0 \pmod{e+1}$ and $n \equiv 1 \pmod{2e}$.
- ▶ Clearly, these cannot hold if e is odd — so there is no resolvable 3-star system, for instance.
- ▶ **Theorem:** (Yu, 1993) The necessary conditions above are sufficient.
- ▶ An elementary proof of the non-existence of resolvable 3-star systems was given by Küçükçifçi *et al.* (2015).
- ▶ So what next?

Colouring blocks

- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).

Colouring blocks

- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).
- ▶ A *proper block-colouring* is a map from \mathcal{B} to a set of colours S , where intersecting blocks receive different colours.

Colouring blocks

- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).
- ▶ A *proper block-colouring* is a map from \mathcal{B} to a set of colours S , where intersecting blocks receive different colours.
- ▶ Alternatively, we have a partition of \mathcal{B} into *colour classes*, where the blocks in each colour class are mutually disjoint.

Colouring blocks

- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).
- ▶ A *proper block-colouring* is a map from \mathcal{B} to a set of colours S , where intersecting blocks receive different colours.
- ▶ Alternatively, we have a partition of \mathcal{B} into *colour classes*, where the blocks in each colour class are mutually disjoint.
- ▶ We say that \mathcal{D} is *k -block-colourable* if there exists a colouring with k colour classes, and that \mathcal{D} is *k -block-chromatic* if k is as small as possible.

Colouring blocks

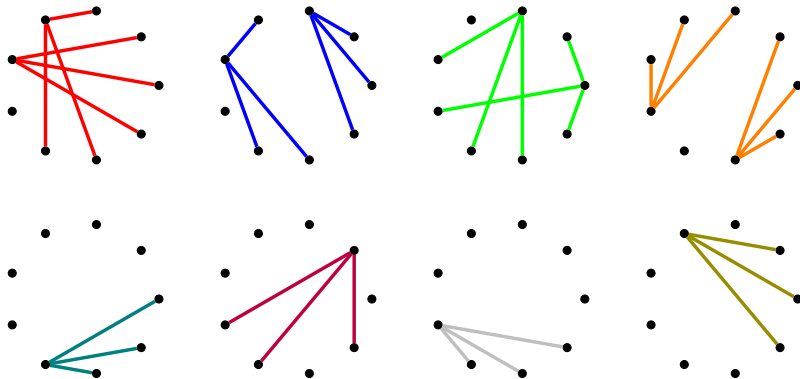
- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).
- ▶ A *proper block-colouring* is a map from \mathcal{B} to a set of colours S , where intersecting blocks receive different colours.
- ▶ Alternatively, we have a partition of \mathcal{B} into *colour classes*, where the blocks in each colour class are mutually disjoint.
- ▶ We say that \mathcal{D} is *k -block-colourable* if there exists a colouring with k colour classes, and that \mathcal{D} is *k -block-chromatic* if k is as small as possible.
- ▶ Alternatively, if \mathcal{D} is k -block-chromatic, we say that it has *chromatic index* k , denoted $\chi'(\mathcal{D}) = k$. (Think of this as being an analogy of edge-colourings of graphs.)

Colouring blocks

- ▶ Let $\mathcal{D} = (V, \mathcal{B})$ be a G -design of order n (so V is the vertex set of K_n , and \mathcal{B} is the blocks).
- ▶ A *proper block-colouring* is a map from \mathcal{B} to a set of colours S , where intersecting blocks receive different colours.
- ▶ Alternatively, we have a partition of \mathcal{B} into *colour classes*, where the blocks in each colour class are mutually disjoint.
- ▶ We say that \mathcal{D} is *k -block-colourable* if there exists a colouring with k colour classes, and that \mathcal{D} is *k -block-chromatic* if k is as small as possible.
- ▶ Alternatively, if \mathcal{D} is k -block-chromatic, we say that it has *chromatic index* k , denoted $\chi'(\mathcal{D}) = k$. (Think of this as being an analogy of edge-colourings of graphs.)
- ▶ If \mathcal{D} is resolvable, then the chromatic index is as small as possible. So the interesting question is this: what is the least possible chromatic index of a G -design when no resolvable example can exist?

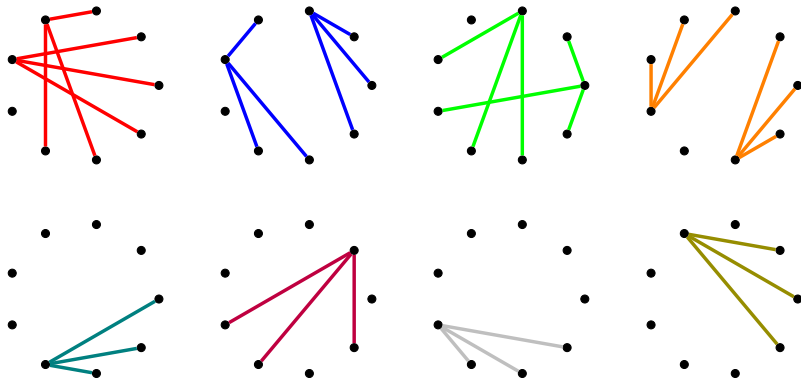
Colouring blocks: an example

An 8-block-colouring of a 3-star system of order 9:



Colouring blocks: an example

An 8-block-colouring of a 3-star system of order 9:



It turns out (by computer search) that 8 colours is the best possible for such a system.

Block colouring of e -star systems

- ▶ For an e -star system \mathcal{D} of order n , the maximum size of a colour class is $\left\lfloor \frac{n}{e+1} \right\rfloor$.

Block colouring of e -star systems

- ▶ For an e -star system \mathcal{D} of order n , the maximum size of a colour class is $\left\lfloor \frac{n}{e+1} \right\rfloor$.
- ▶ Since the number of blocks is $\frac{n(n-1)}{2e}$, we have that

$$\chi'(\mathcal{D}) \geq \left\lceil \frac{n(n-1)}{2e} \Big/ \left\lfloor \frac{n}{e+1} \right\rfloor \right\rceil.$$

Block colouring of e -star systems

- ▶ For an e -star system \mathcal{D} of order n , the maximum size of a colour class is $\left\lfloor \frac{n}{e+1} \right\rfloor$.
- ▶ Since the number of blocks is $\frac{n(n-1)}{2e}$, we have that

$$\chi'(\mathcal{D}) \geq \left\lceil \frac{n(n-1)}{2e} \Big/ \left\lfloor \frac{n}{e+1} \right\rfloor \right\rceil.$$

- ▶ If the resolvability conditions are satisfied, the floor and ceiling functions disappear, and we are left with the obvious formula for the number of parallel classes.

Block colouring of e -star systems

- ▶ For an e -star system \mathcal{D} of order n , the maximum size of a colour class is $\left\lceil \frac{n}{e+1} \right\rceil$.
- ▶ Since the number of blocks is $\frac{n(n-1)}{2e}$, we have that

$$\chi'(\mathcal{D}) \geq \left\lceil \frac{n(n-1)}{2e} \Big/ \left\lceil \frac{n}{e+1} \right\rceil \right\rceil.$$

- ▶ If the resolvability conditions are satisfied, the floor and ceiling functions disappear, and we are left with the obvious formula for the number of parallel classes.
- ▶ What about an upper bound?

Our main theorem

- ▶ **Theorem:** (B+Darijani, 2023) For all $e \geq 3$, and each $n \equiv 0, 1 \pmod{2e}$, there exists an e -star system of order n with chromatic index at most n .

Our main theorem

- ▶ **Theorem:** (B+Darijani, 2023) For all $e \geq 3$, and each $n \equiv 0, 1 \pmod{2e}$, there exists an e -star system of order n with chromatic index at most n .
- ▶ This doesn't cover every possible congruence class mod $2e$. However....

Our main theorem

- ▶ **Theorem:** (B+Darijani, 2023) For all $e \geq 3$, and each $n \equiv 0, 1 \pmod{2e}$, there exists an e -star system of order n with chromatic index at most n .
- ▶ This doesn't cover every possible congruence class mod $2e$. However....
- ▶ **Theorem:** (B+Darijani, 2023) For every admissible order n , there exists a 3-star system of order n with chromatic index at most n .

Our main theorem

- ▶ **Theorem:** (B+Darijani, 2023) For all $e \geq 3$, and each $n \equiv 0, 1 \pmod{2e}$, there exists an e -star system of order n with chromatic index at most n .
- ▶ This doesn't cover every possible congruence class mod $2e$. However....
- ▶ **Theorem:** (B+Darijani, 2023) For every admissible order n , there exists a 3-star system of order n with chromatic index at most n .
- ▶ Asymptotically, these are best-possible: for fixed e , there is a lower bound of $\Omega(n)$ and an upper bound of $O(n)$ on the minimum chromatic index.

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.
- ▶ Let $n = 4et$, where $t \geq 1$. Partition the set of points V into $2t$ parts of size $2e$, labelled V_1, \dots, V_{2t} .

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.
- ▶ Let $n = 4et$, where $t \geq 1$. Partition the set of points V into $2t$ parts of size $2e$, labelled V_1, \dots, V_{2t} .
- ▶ On each part, place an e -star system of order $2e$ (V_i, \mathcal{B}_i) . These necessarily use $2e - 1$ colours, as no blocks can be vertex-disjoint.

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.
- ▶ Let $n = 4et$, where $t \geq 1$. Partition the set of points V into $2t$ parts of size $2e$, labelled V_1, \dots, V_{2t} .
- ▶ On each part, place an e -star system of order $2e$ (V_i, \mathcal{B}_i) . These necessarily use $2e - 1$ colours, as no blocks can be vertex-disjoint.
- ▶ Next, form a complete graph K_{2t} whose vertices are the parts of our partition. This admits a 1-factorization, with 1-factors F_1, \dots, F_{2t-1} .

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.
- ▶ Let $n = 4et$, where $t \geq 1$. Partition the set of points V into $2t$ parts of size $2e$, labelled V_1, \dots, V_{2t} .
- ▶ On each part, place an e -star system of order $2e$ (V_i, \mathcal{B}_i) . These necessarily use $2e - 1$ colours, as no blocks can be vertex-disjoint.
- ▶ Next, form a complete graph K_{2t} whose vertices are the parts of our partition. This admits a 1-factorization, with 1-factors F_1, \dots, F_{2t-1} .
- ▶ Suppose that $F_1 = \{(V_1, V_2), (V_3, V_4), \dots, (V_{2t-1}, V_{2t})\}$. The edges between V_{2j-1} and V_{2j} form a complete bipartite graph $K_{2e, 2e}$; these can be decomposed into $2e$ colour classes of e -stars.

Idea of proof

- ▶ The most straightforward case is for when $n \equiv 0 \pmod{4e}$. The (seven) other cases are all adaptations of this.
- ▶ Let $n = 4et$, where $t \geq 1$. Partition the set of points V into $2t$ parts of size $2e$, labelled V_1, \dots, V_{2t} .
- ▶ On each part, place an e -star system of order $2e$ (V_i, \mathcal{B}_i) . These necessarily use $2e - 1$ colours, as no blocks can be vertex-disjoint.
- ▶ Next, form a complete graph K_{2t} whose vertices are the parts of our partition. This admits a 1-factorization, with 1-factors F_1, \dots, F_{2t-1} .
- ▶ Suppose that $F_1 = \{(V_1, V_2), (V_3, V_4), \dots, (V_{2t-1}, V_{2t})\}$. The edges between V_{2j-1} and V_{2j} form a complete bipartite graph $K_{2e, 2e}$; these can be decomposed into $2e$ colour classes of e -stars.
- ▶ We can decompose the edges of F_2, \dots, F_{2t-1} in a similar way.

Idea of proof, II

- ▶ Altogether, we use $2e$ colours on each of the $2t - 1$ 1-factors, and a further $2e - 1$ colours within each \mathcal{B}_i , for a total of $2e(2t - 1) + 2e - 1 = 4et - 1 = n - 1$ colours.

Idea of proof, II

- ▶ Altogether, we use $2e$ colours on each of the $2t - 1$ 1-factors, and a further $2e - 1$ colours within each \mathcal{B}_i , for a total of $2e(2t - 1) + 2e - 1 = 4et - 1 = n - 1$ colours.
- ▶ Note that we do not claim that the system we construct has chromatic index $n - 1$, merely that it is $(n - 1)$ -block-colourable.

Idea of proof, II

- ▶ Altogether, we use $2e$ colours on each of the $2t - 1$ 1-factors, and a further $2e - 1$ colours within each \mathcal{B}_i , for a total of $2e(2t - 1) + 2e - 1 = 4et - 1 = n - 1$ colours.
- ▶ Note that we do not claim that the system we construct has chromatic index $n - 1$, merely that it is $(n - 1)$ -block-colourable.
- ▶ For the other cases, the modifications needed sometimes require an additional colour, and the construction yields an n -block-colourable system.

Can these bounds be improved?

- ▶ It would be nice if n or $n - 1$ was actually the least number of colours needed for a system of order n .

Can these bounds be improved?

- ▶ It would be nice if n or $n - 1$ was actually the least number of colours needed for a system of order n .
- ▶ Sadly, this is not the case!

Can these bounds be improved?

- ▶ It would be nice if n or $n - 1$ was actually the least number of colours needed for a system of order n .
- ▶ Sadly, this is not the case!
- ▶ Using the DESIGN package in GAP to enumerate 3-star systems of small order invariant under certain cyclic groups of prime order, and the GRAPE package to calculate the chromatic numbers of their block-intersection graphs, we found some counterexamples to such a claim.

Can these bounds be improved?

- ▶ It would be nice if n or $n - 1$ was actually the least number of colours needed for a system of order n .
- ▶ Sadly, this is not the case!
- ▶ Using the DESIGN package in GAP to enumerate 3-star systems of small order invariant under certain cyclic groups of prime order, and the GRAPE package to calculate the chromatic numbers of their block-intersection graphs, we found some counterexamples to such a claim.
- ▶ For example, there are some 8-block chromatic systems of order 10, some 10-block chromatic systems of order 12, and both 10- and 11-block chromatic systems of order 13.

Can these bounds be improved?

- ▶ It would be nice if n or $n - 1$ was actually the least number of colours needed for a system of order n .
- ▶ Sadly, this is not the case!
- ▶ Using the DESIGN package in GAP to enumerate 3-star systems of small order invariant under certain cyclic groups of prime order, and the GRAPE package to calculate the chromatic numbers of their block-intersection graphs, we found some counterexamples to such a claim.
- ▶ For example, there are some 8-block chromatic systems of order 10, some 10-block chromatic systems of order 12, and both 10- and 11-block chromatic systems of order 13.
- ▶ So the *actual* values of the minimum chromatic index are still unknown.....

Hvala!

Reference: R. F. Bailey and I. Darijani, Block colourings of star systems, *Discrete Math.* **346** (2023), 113404 (14pp).

