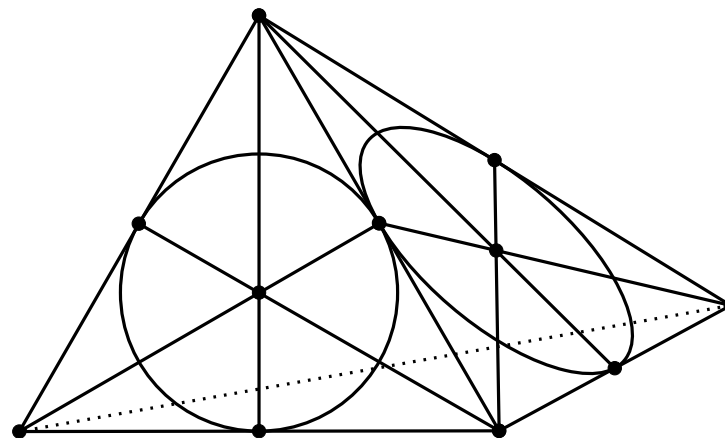


Coloring Cubic Graphs by Steiner Triple Systems

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Ordinary Edge Colorings

- Let G be a cubic graph.
- Using some set of colors we color its edges.
- The colors of the edges meeting at a vertex must be all distinct.

Theorem 1 (Vizing, 1964). *Cubic graph can be colored by either 3 or 4 colors.*

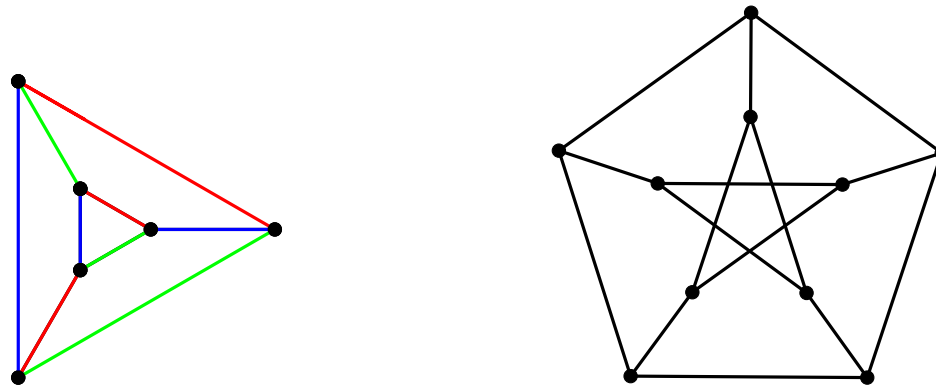


Figure 1: Three-sided prism and the Petersen graph

Graphs that need 4 colors are called *Snarks*. Snarks include all graphs with a bridge, Petersen graph and infinitely many others.

Steiner Triple Systems

- We would like somehow to extend ordinary 3-colorings, to be able to color (some) Snarks.
- We allow more than one triple of colors of edges at a vertex.
- Two colors should determine third.

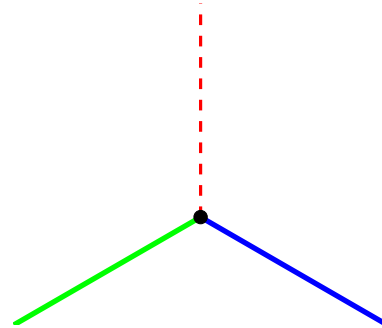


Figure 2: Green edge and blue edge imply color of the third red edge.

Definition 1. Steiner triple system (*STS for short*) \mathcal{S} is a tuple $\mathcal{S} = (P, T)$. P is set of finite set of points (containing at least three elements). T is system of 3-element-subsets of points such that each pair of points is contained in exactly one set of T .

Examples of Steiner Triple Systems

- Trivial STS = $(\{1, 2, 3\}, \{\{1, 2, 3\}\})$.
- Fano plane $\mathcal{F} = PG(2, 2) = (\mathbb{Z}_2 \times \mathbb{Z}_2 \times \mathbb{Z}_2 - \{0, 0, 0\}, \{\{x, y, z\} \mid x + y + z = 0\})$

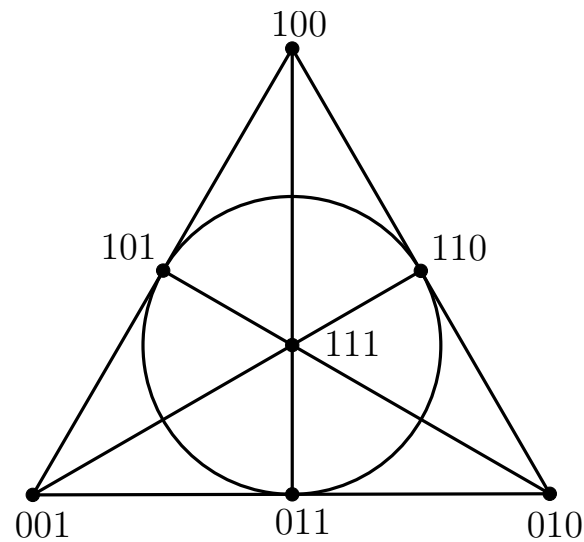


Figure 3: Fano plane

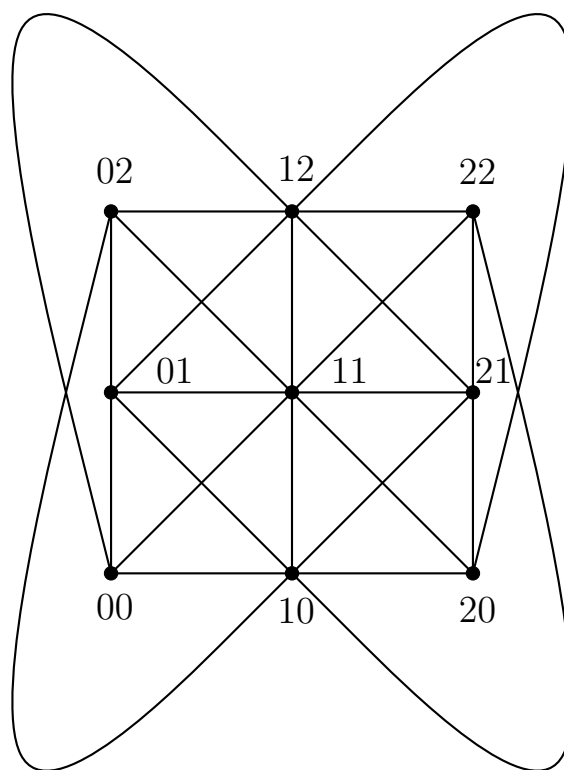


Figure 4: Affine plane $AG(2,3)$

$$\text{Affine plane } AG(2, 3) = (\mathbb{Z}_3 \times \mathbb{Z}_3, \{\{x, y, z\} \mid x + y + z = 0\})$$

Configurations in STS

Combinatorial designers deal also with configurations in Steiner triple systems. For example C_{15} can be found in every nontrivial system.

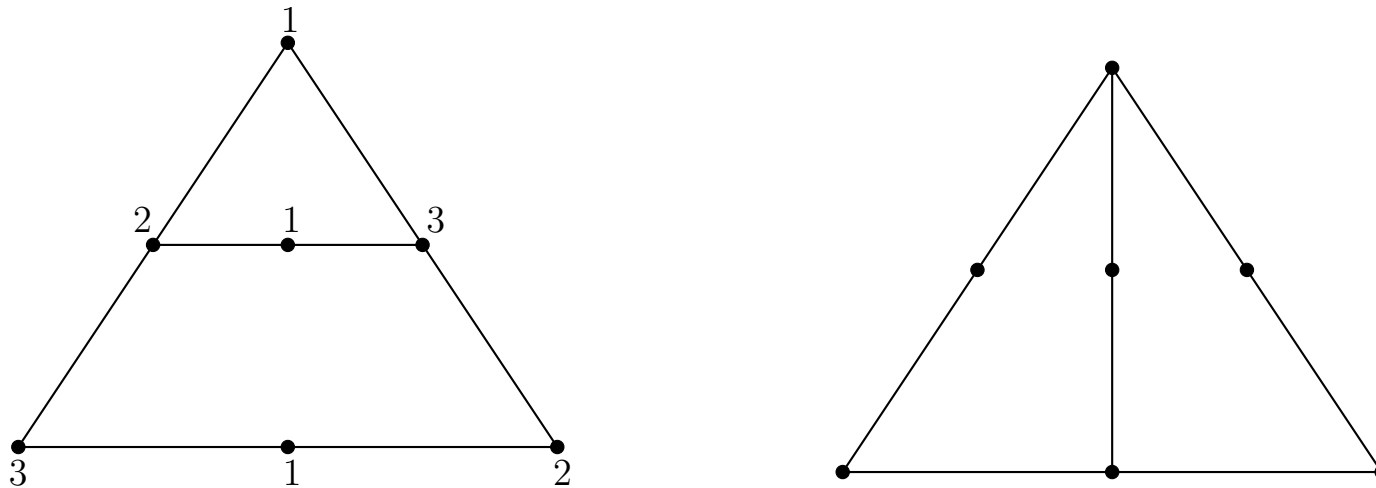


Figure 5: Cofigurations C_{14} and C_{15} .

Steiner Colorings

Definition 2. Let $G = (V, E)$ be cubic graph and let $\mathcal{S} = (P, T)$ be Steiner triple system. Steiner coloring is a map $\phi : E \rightarrow P$ such that colors of the three incident edges at each vertex form a triple of \mathcal{S} .

The general question is: "Which systems color which graphs?".

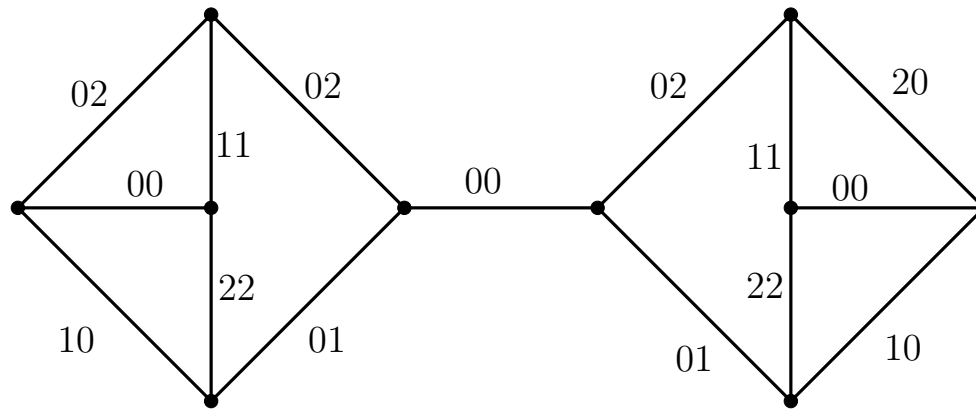


Figure 6: Graph with a bridge colored by the affine plane AG(2,3)

Known Results and Open Problems

Known results

- There exists a system of order 381 that colors all the cubic graphs.
- Every nontrivial system colors all bridgeless graphs.
- Projective systems cannot color graphs with bridges.
- Decision problem "Is given graph is a Snark?" is NP-complete.

Open problems

- What is the smallest system that colors everything?
- What can be colored by affine systems?
- Minimize the number of triples used in a coloring.
- What configurations can color what?
- Find effective (i.e. polynomial) coloring algorithms.

Connection with Perfect Matchings

Theorem 2 (Petersen, 1891). *Every bridgeless cubic graph has a perfect matching.*

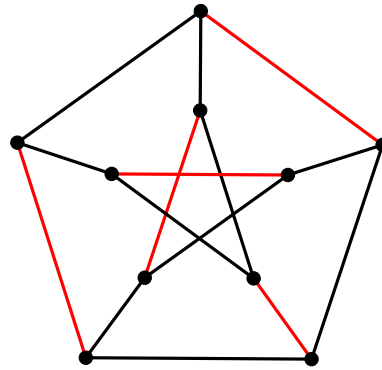


Figure 7: Perfect matching in the Petersen graph

Conjecture 1 (Fan-Raspauld, 1994). *Every bridgeless cubic graph contains three perfect matchings with empty intersection.*

Conjecture 2 (Berge-Fulkerson). *Every bridgeless cubic graph contains six perfect matchings such that each edge appears in exactly two of them.*

Both these conjectures can be formulated in terms of Steiner colorings (or coloring by configurations).