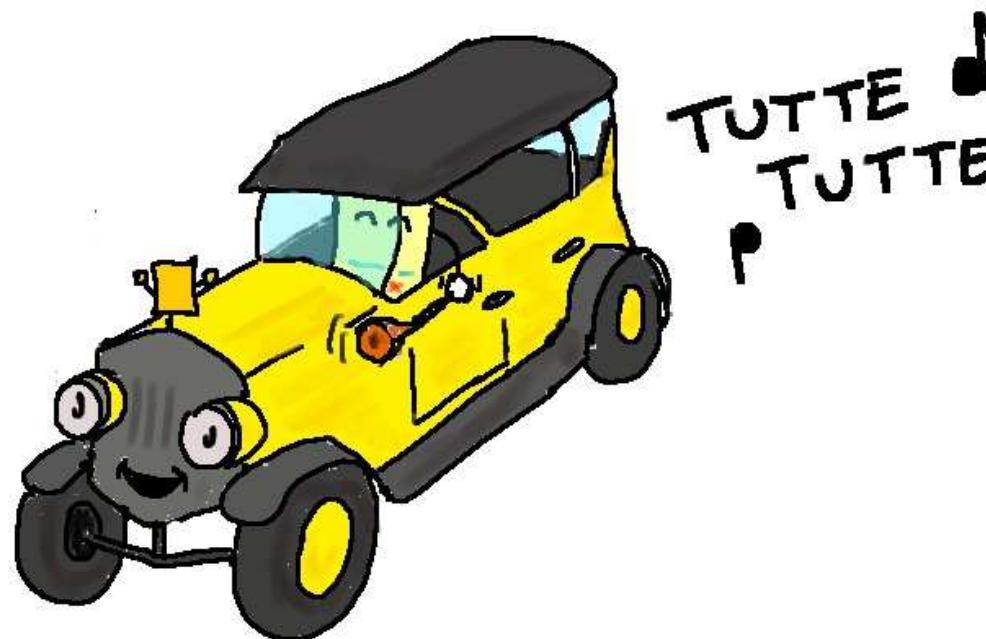


# A GENERAL NOTION OF ACTIVITY FOR THE TUTTE POLYNOMIAL

COURTIEL Julien (PIMS/Simon Fraser University)

46<sup>th</sup> Southeastern International Conference  
on Combinatorics, Graph Theory & Computing



# WHY THE TUTTE POLYNOMIAL?

- Graph invariant
- Numerous interesting specializations
  - e.g. the chromatic polynomial -
- Closely related to the Potts model.  
(statistical physics)
- A lot of nice properties ...

## THE TUTTE POLYNOMIAL

The Tutte polynomial of a connected graph  $G =$

$$T_G(x, y) = \sum_{\substack{S \text{ spanning} \\ \text{subgraph of } G}} (x-1)^{cc(S)-1} (y-1)^{\text{cycl}(S)}$$

$cc(S)$  = number of connected components of  $S$ .

$\text{cycl}(S)$  = cyclomatic number of  $S$

= minimal number of edges we need to  
remove from  $S$  to obtain an acyclic graph -

---

Prop :

$$T_G(x, y) \in \mathbb{N}[x, y]$$

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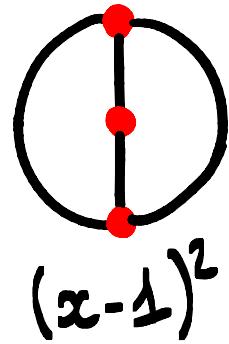
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**BABABA**

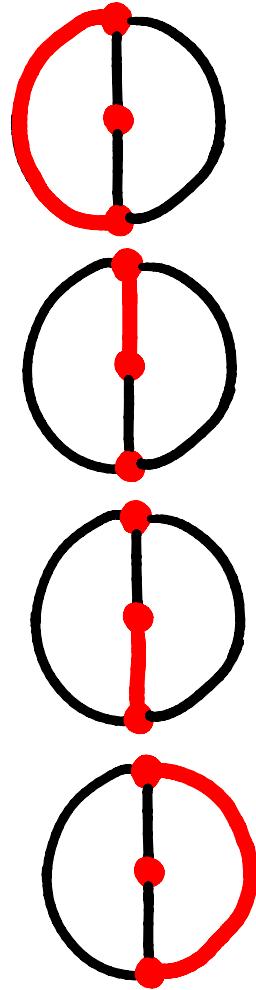
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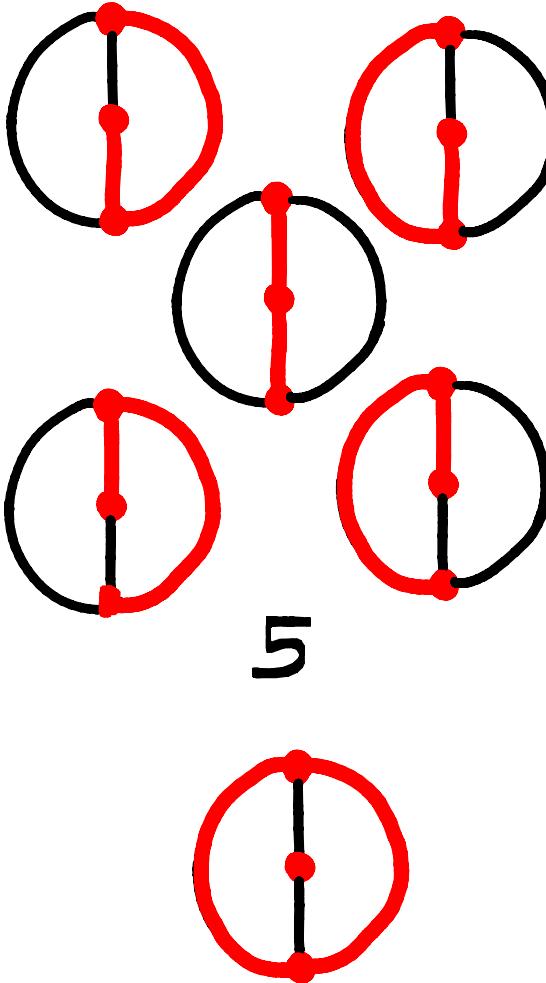
$$T_G(x, y) \in \mathbb{N}[x, y]$$



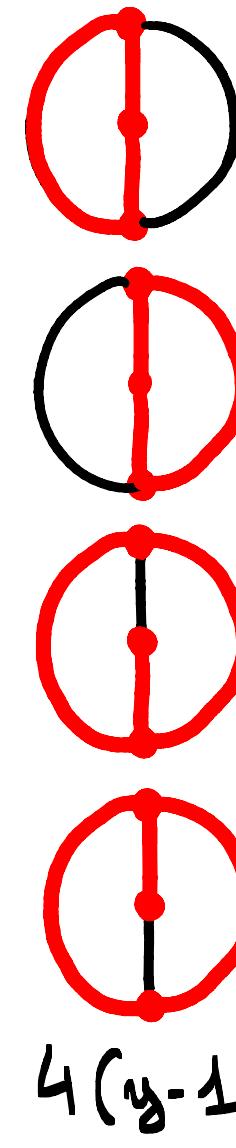
$$(x-1)^2$$



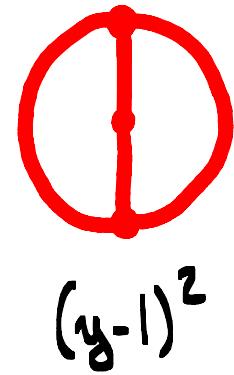
$$4(x-1)$$



$$(x-1)(y-1)$$

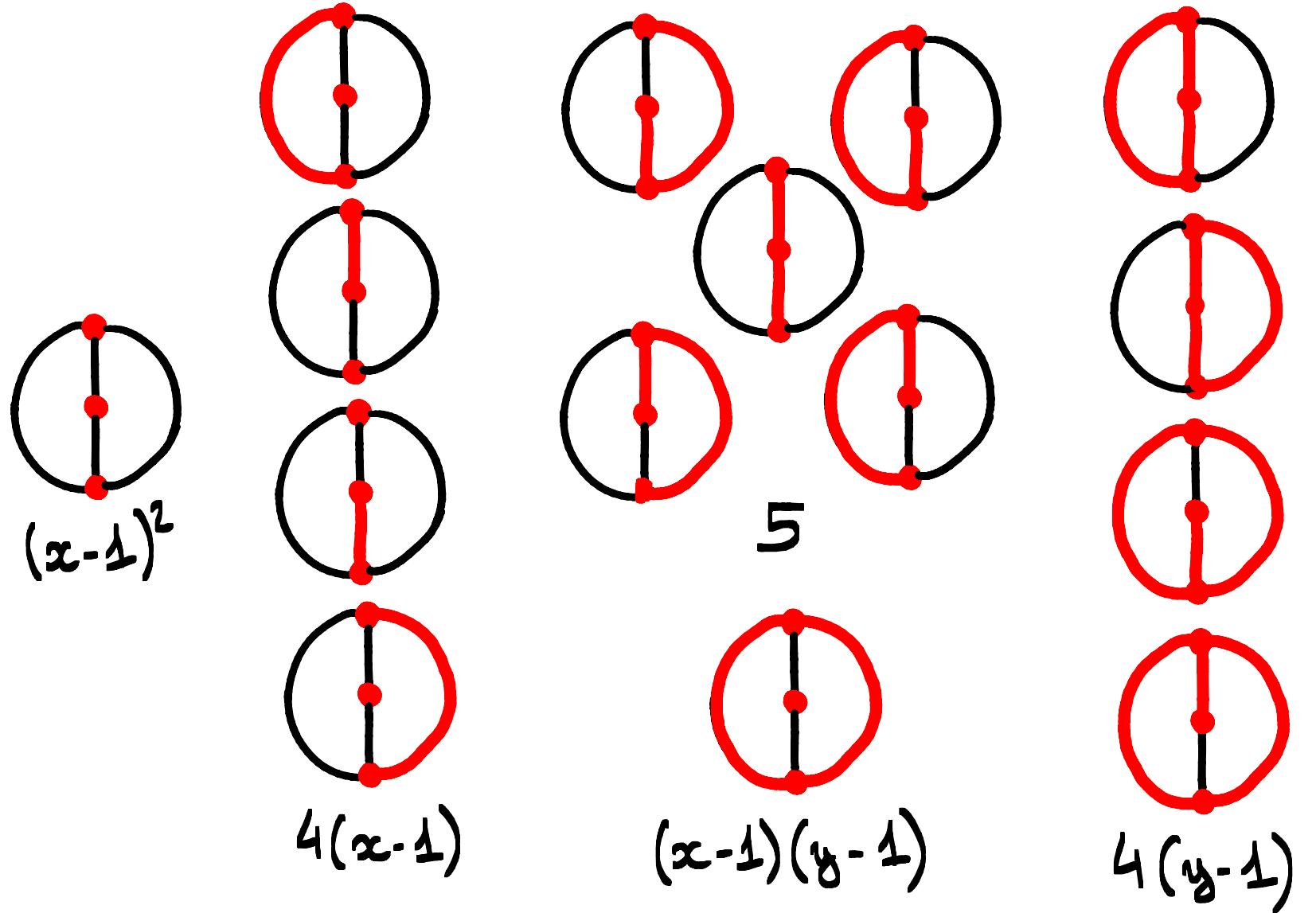


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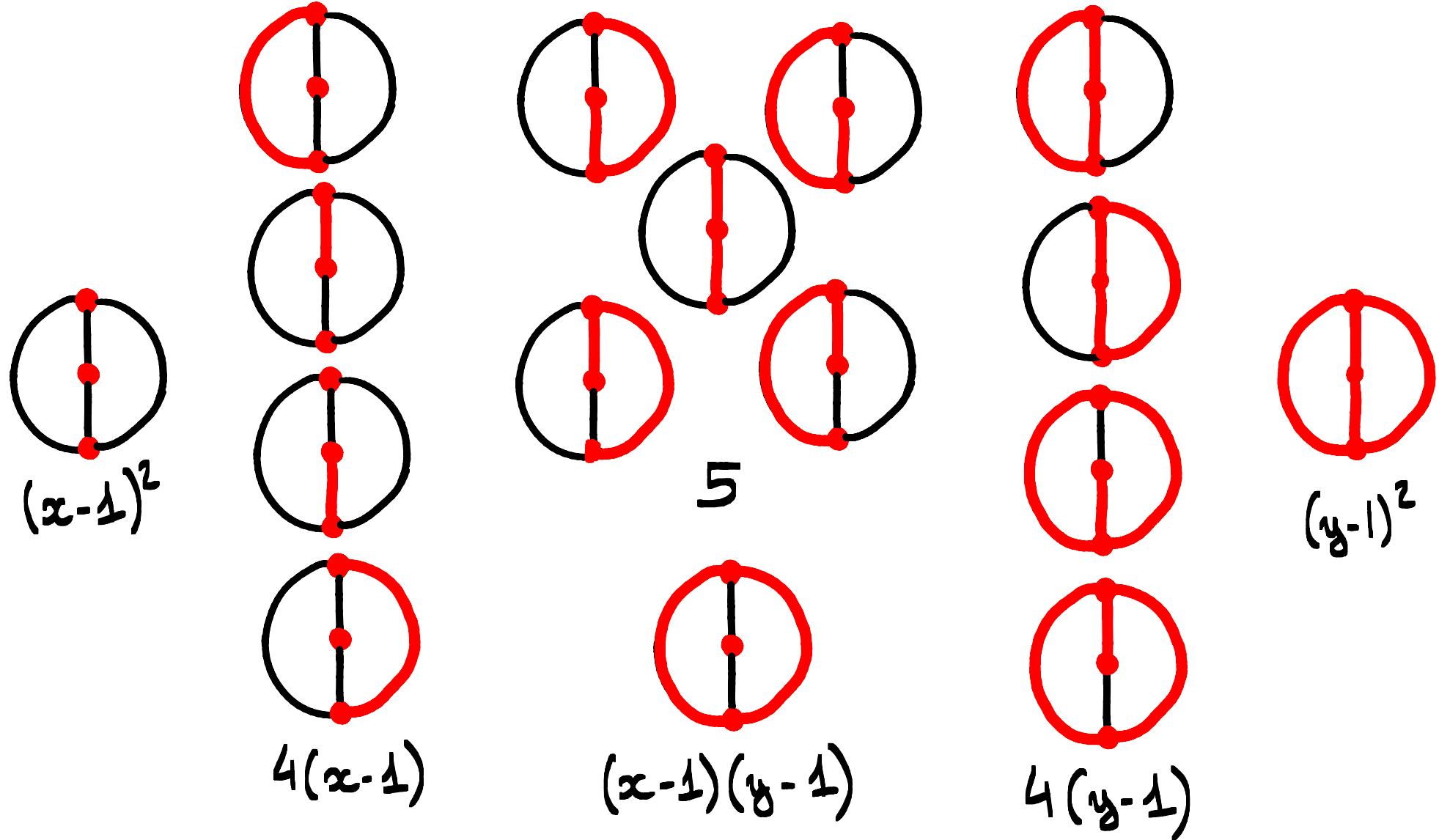


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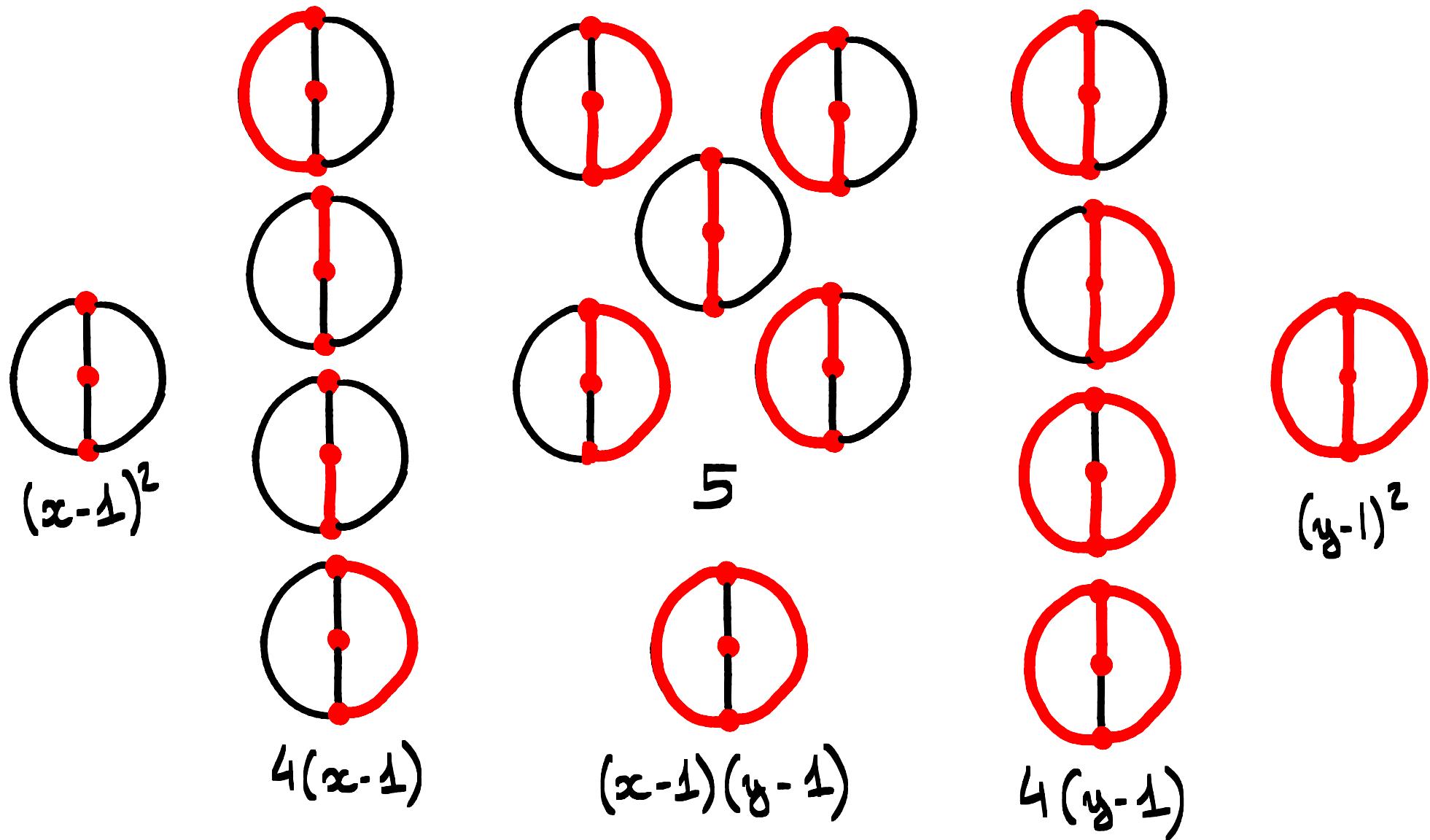
5



$$\begin{aligned}
 & (\underline{x-1})^{\# \text{ conn. comp} - 1} \\
 & \times (\underline{y-1})^{\# \text{ cycles}}
 \end{aligned}$$



$$T_G(x, y) = (x-1)^2 + 4(x-1) + (x-1)(y-1) + 5 + 4(y-1) + (y-1)^2$$



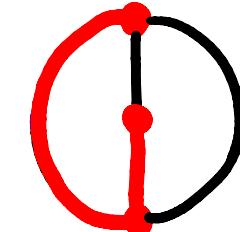
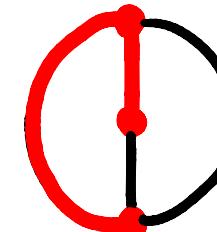
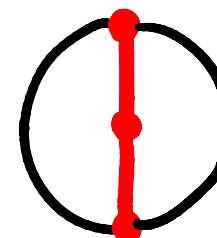
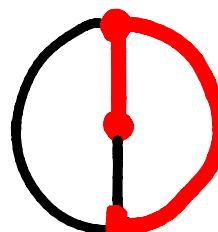
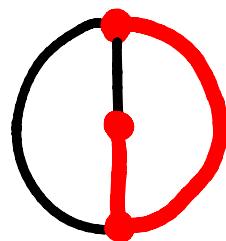
$$\begin{aligned}
 T_G(x, y) &= (x-1)^2 + 4(x-1) + (x-1)(y-1) + 5 + 4(y-1) + (y-1)^2 \\
 &= x^2 + x + xy + y + y^2 -
 \end{aligned}$$

## How To INTERPRET THE COEFFICIENTS

Principle : Map each spanning tree onto a set of edges called "active" edges such that

$$T_G(x, y) = \sum_{T \text{ spanning tree of } G} x^{i(T)} y^{e(T)}$$

where  $i(T)$  = number of active edges inside  $T$   
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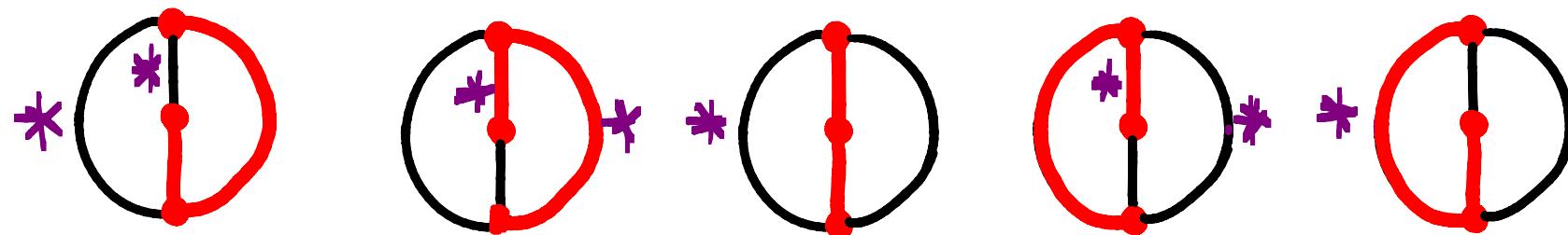


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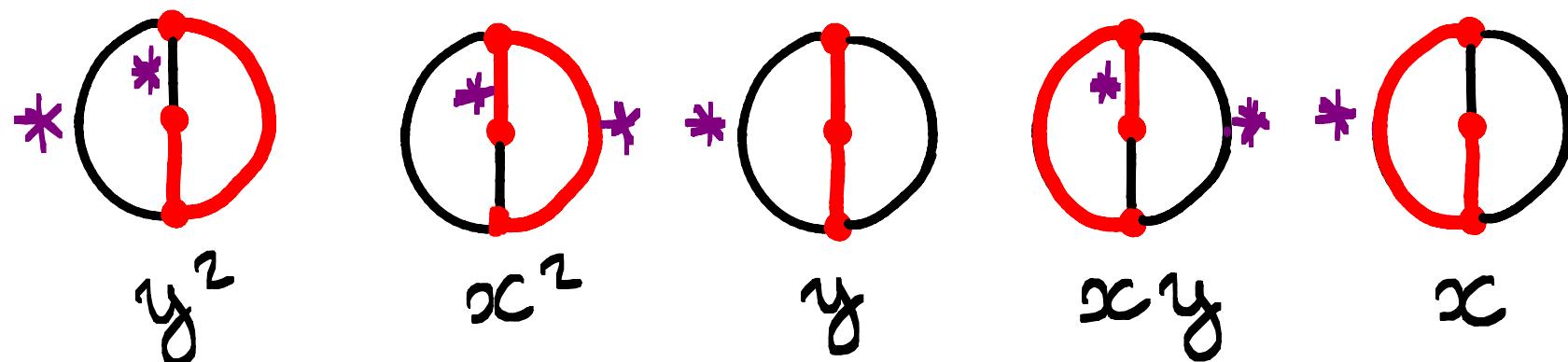


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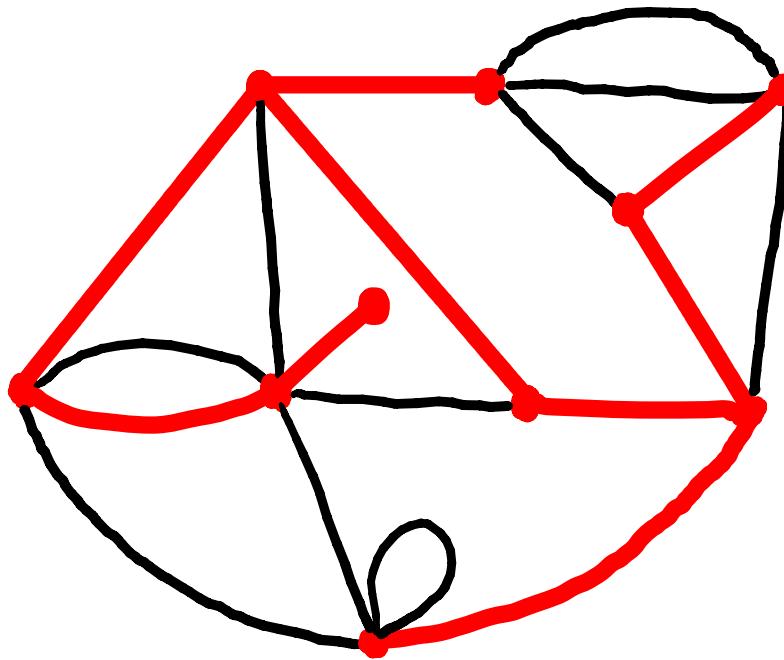
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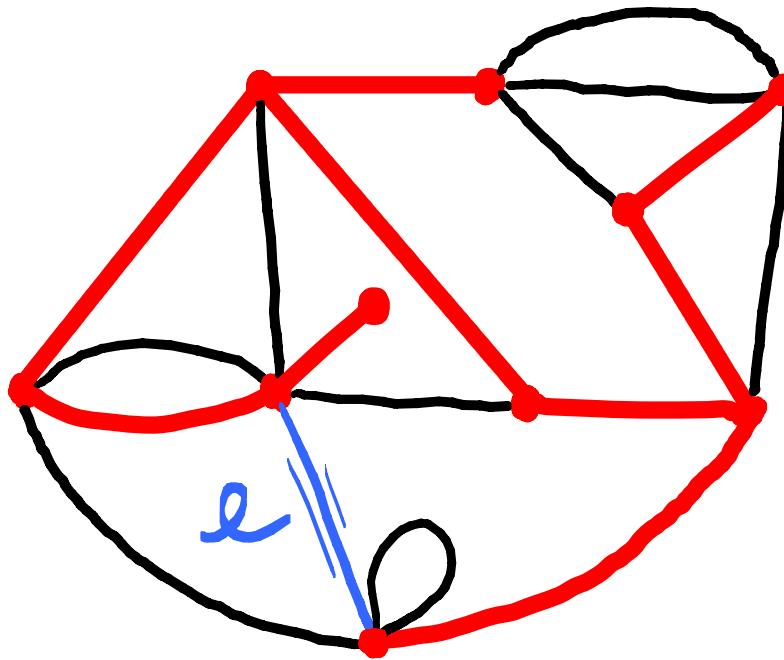
## FUNDAMENTAL CYCLE / COCYCLE

Let  $T$  be a spanning tree and  $e$  an edge,



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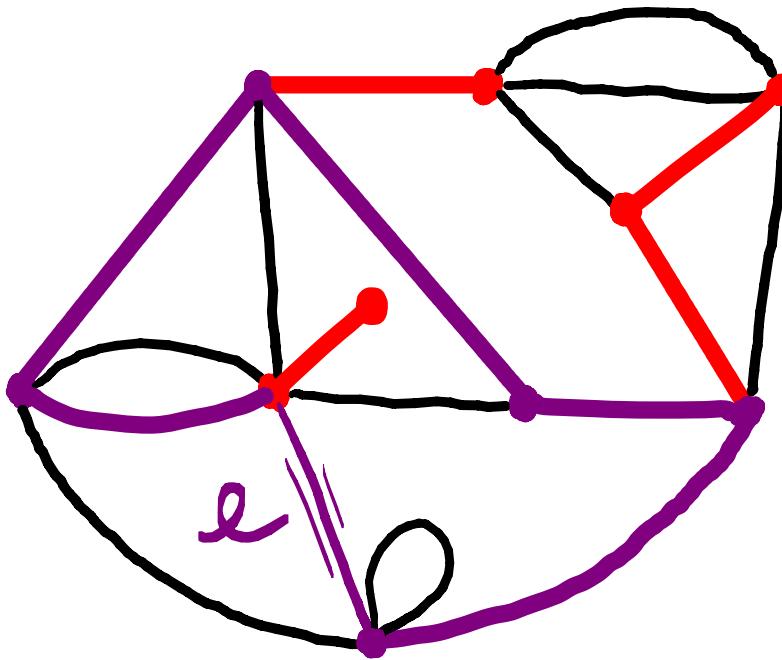
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fundamental cycle = unique cycle in  $T \cup \{e\}$

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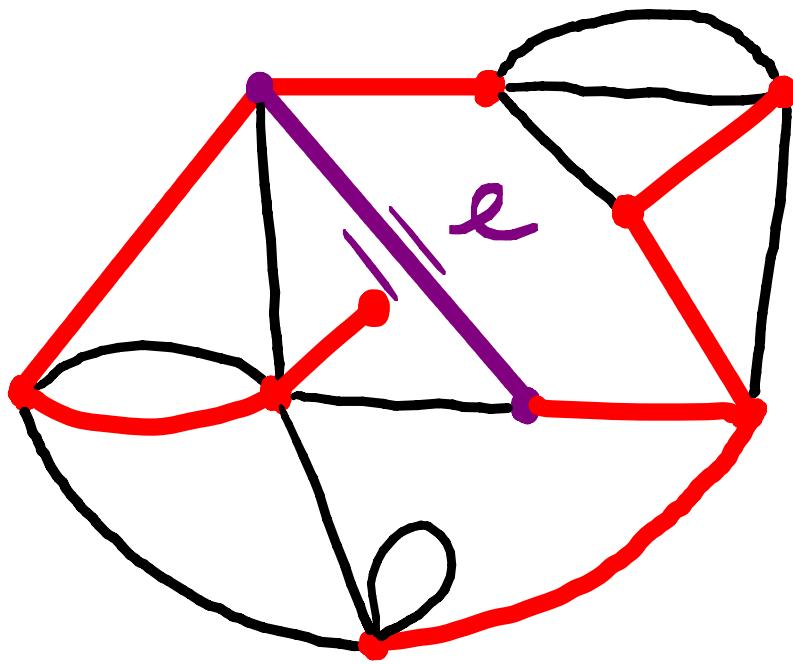
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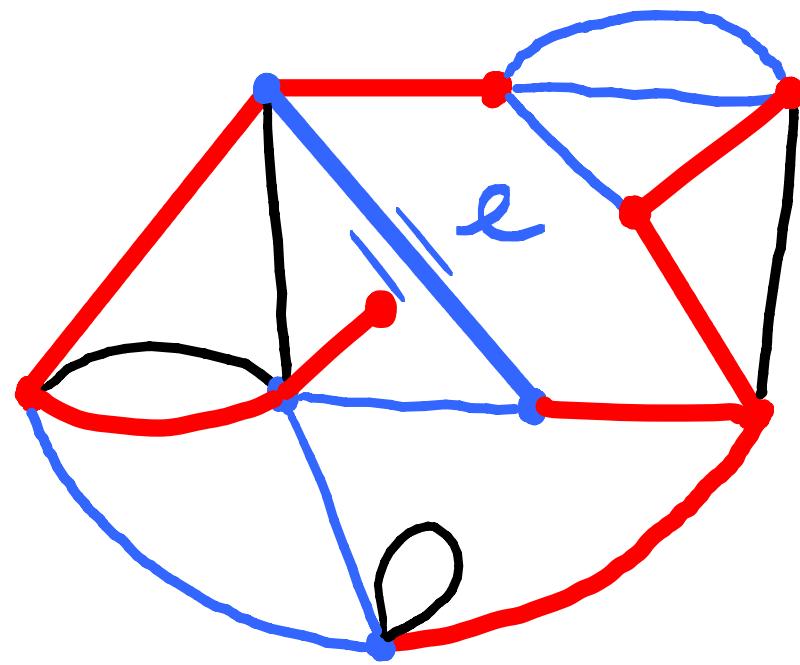
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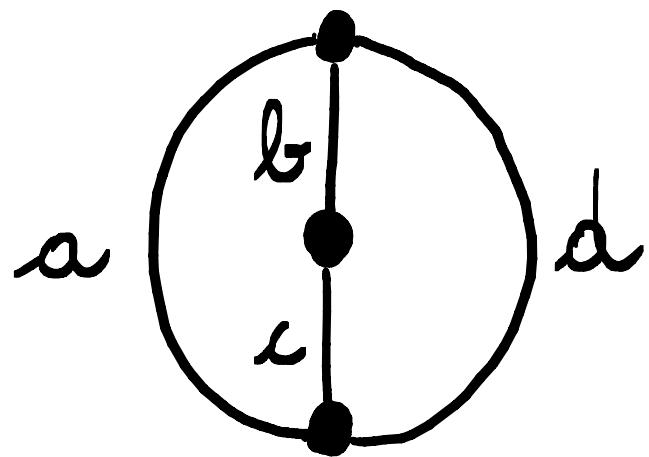
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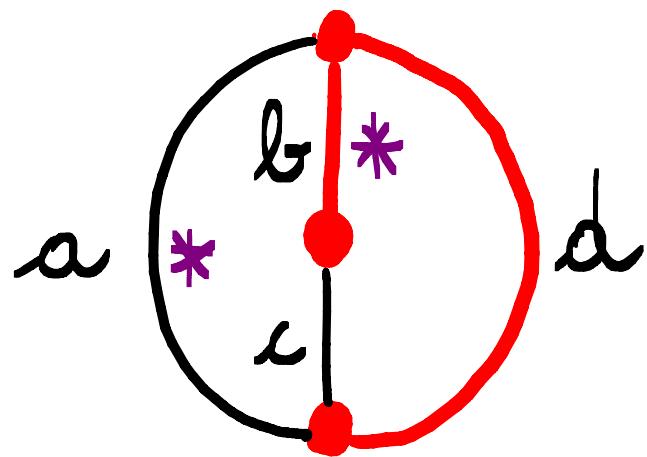
# TUTTE'S ACTIVITY



We label and order the edges:

$$a < b < c < d$$

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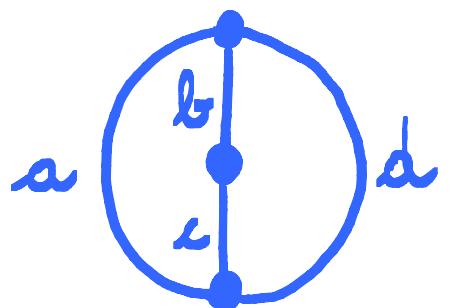


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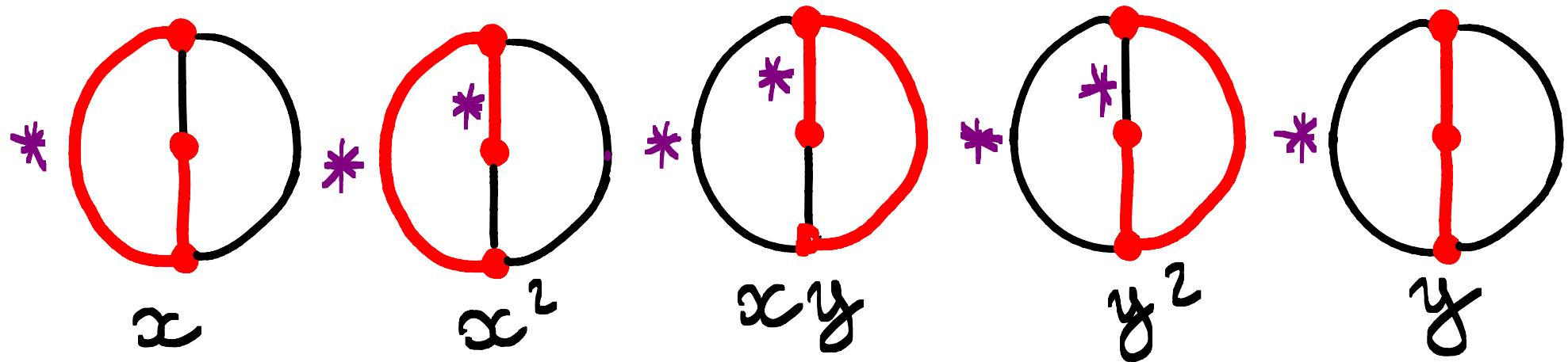
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# TUTTE'S ACTIVITY



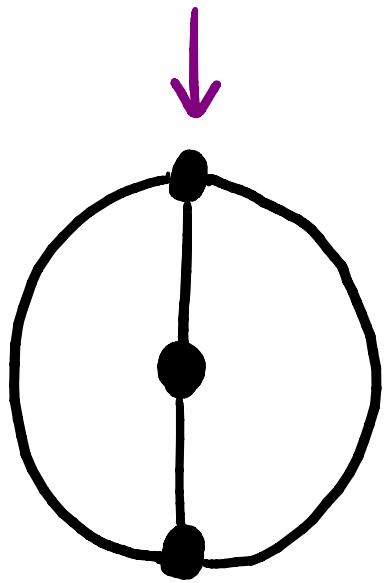
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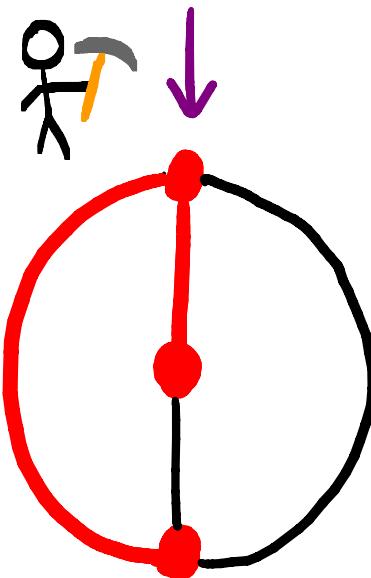
# BERNARDI'S ACTIVITY: TOUR OF THE TREE

We embed and root the graph:



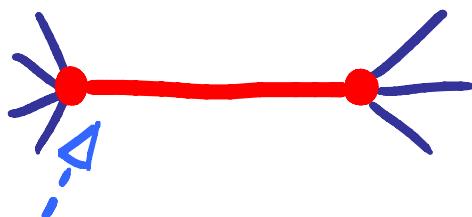
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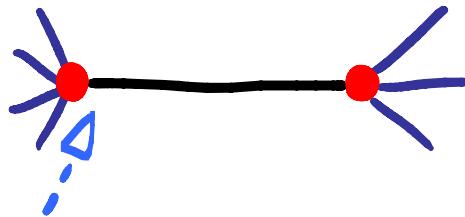


Rules:

inside the tree

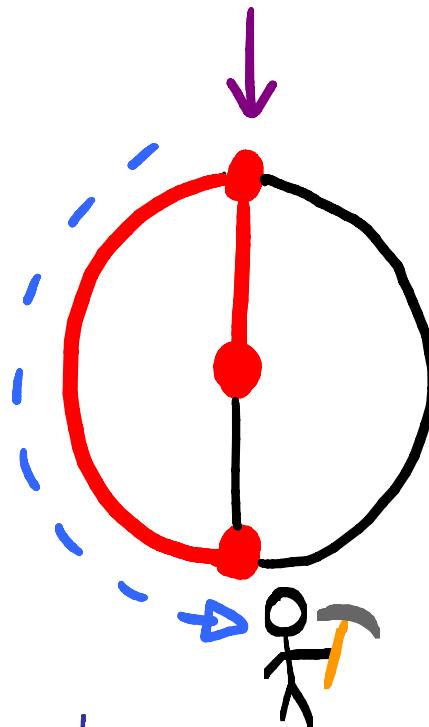


outside the tree



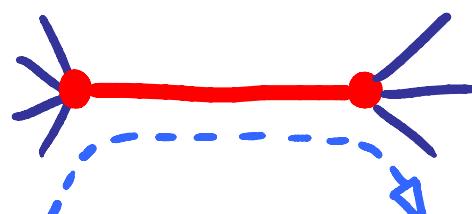
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inside the tree



outside the tree



We walk along -

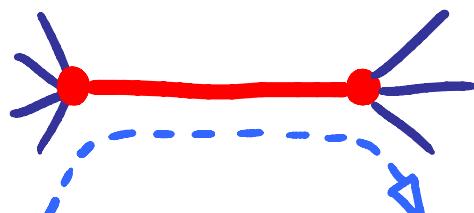
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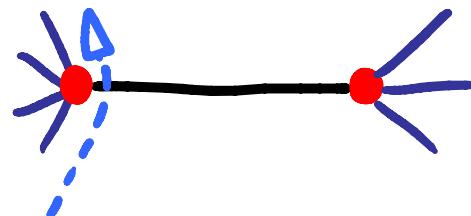
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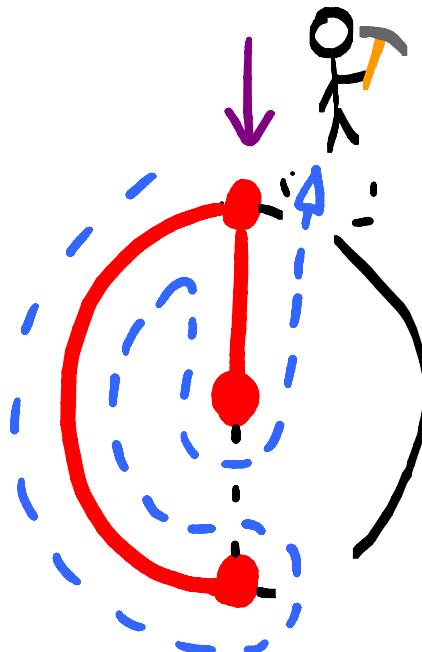
outside the tree



We cross.

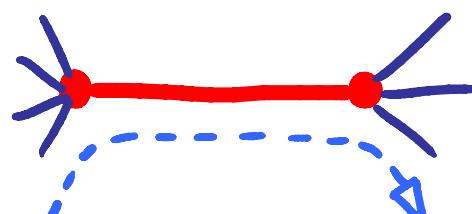
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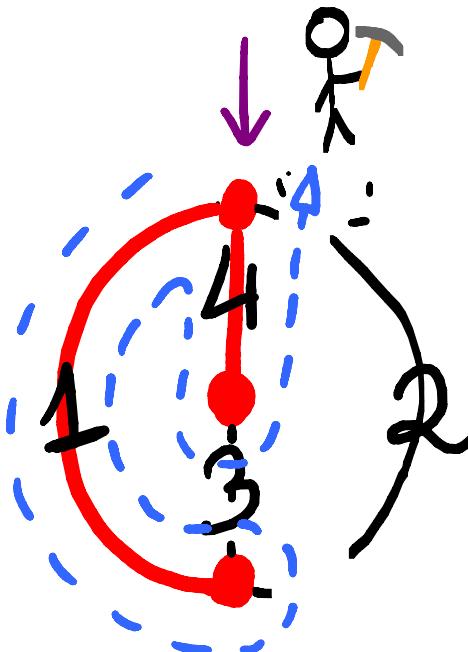
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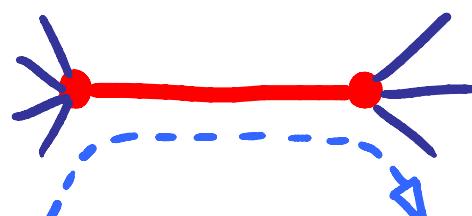
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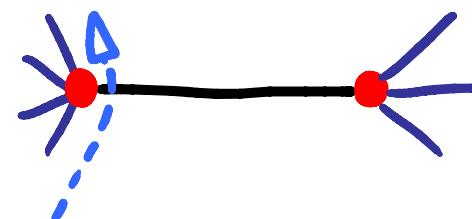
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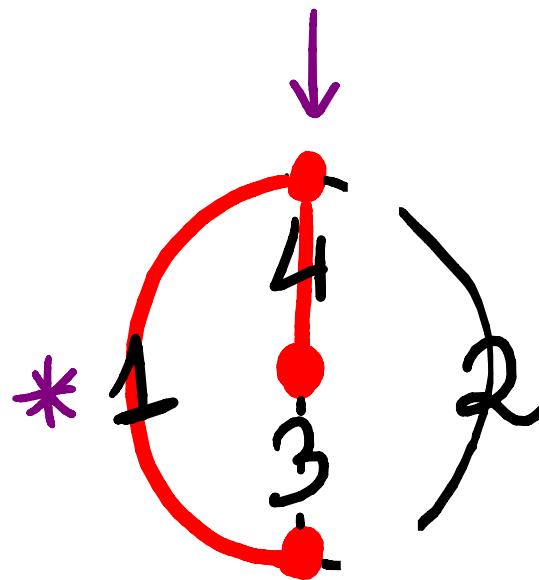
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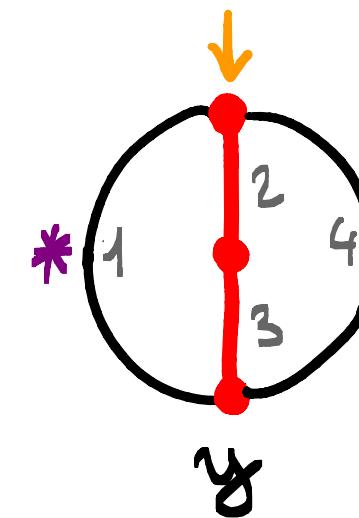
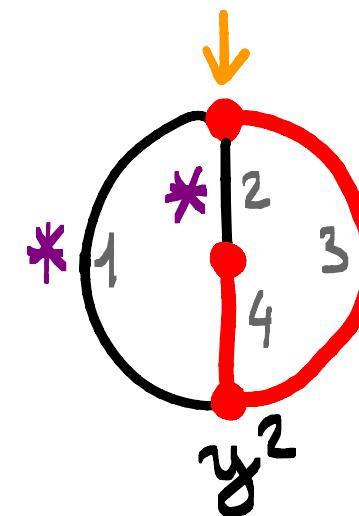
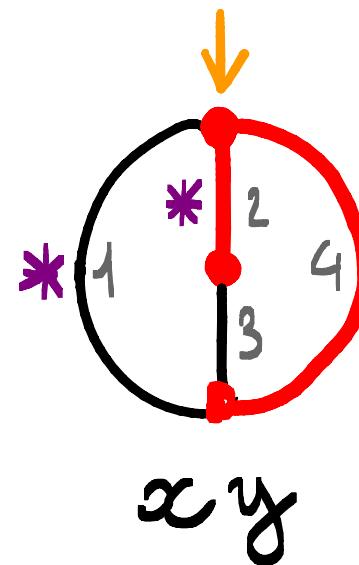
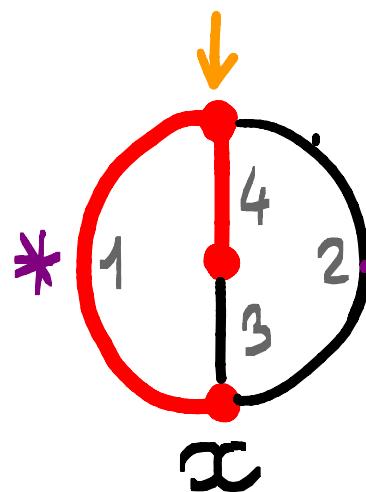
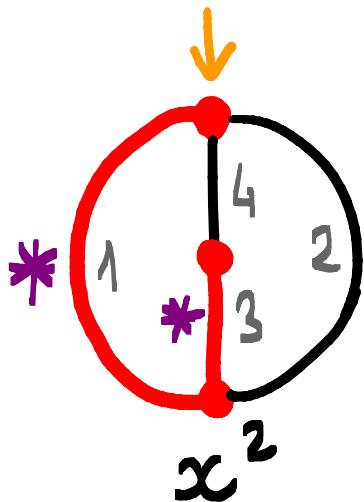
# BERNARDI'S ACTIVITY: DEFINITION

We embed and root the graph:



Active edge = minimal edge inside its fundamental cycle/cocycle  
(for the first visit order)

# BERNARDI'S ACTIVITY: DEFINITION



$$T_G(x, y) = x^2 + x + xy + y + y^2$$

# QUESTION

Can we define a "meta-activity" that gathers the two previous notions of activity?

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→ Yes, we can! Its name :  $\Delta$ -activity.

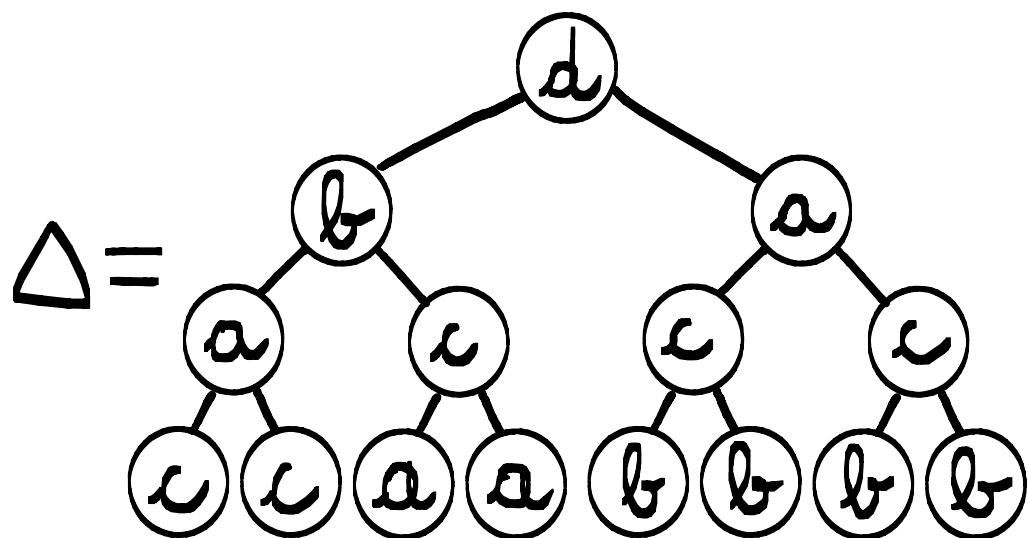
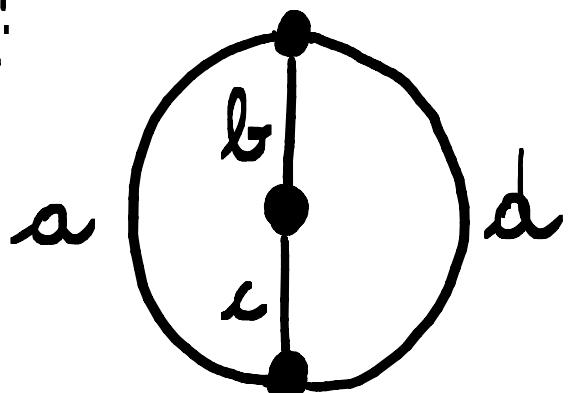


# DECISION TREE

Let  $G$  be a graph.

Decision tree = plane binary tree  $\Delta$  with a labelling  $\text{Vertices}(\Delta) \rightarrow \text{Edges}(G)$  such that along every path starting from the root and ending at a leaf, the sequence of the labels forms a permutation of  $\text{Edges}(G)$ .

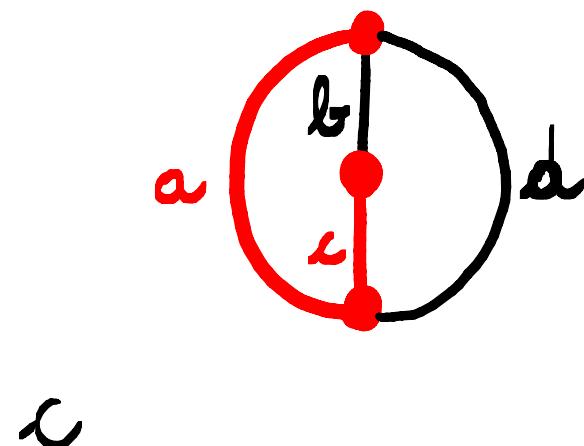
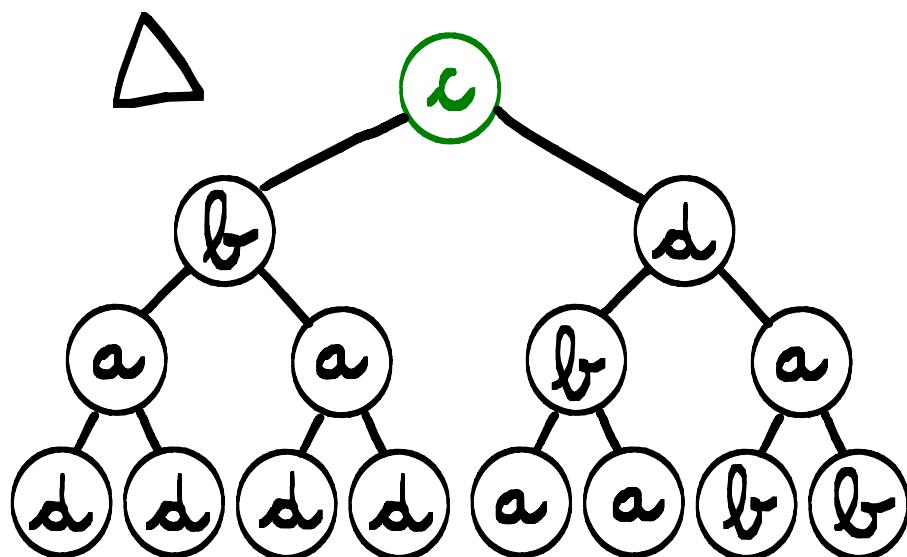
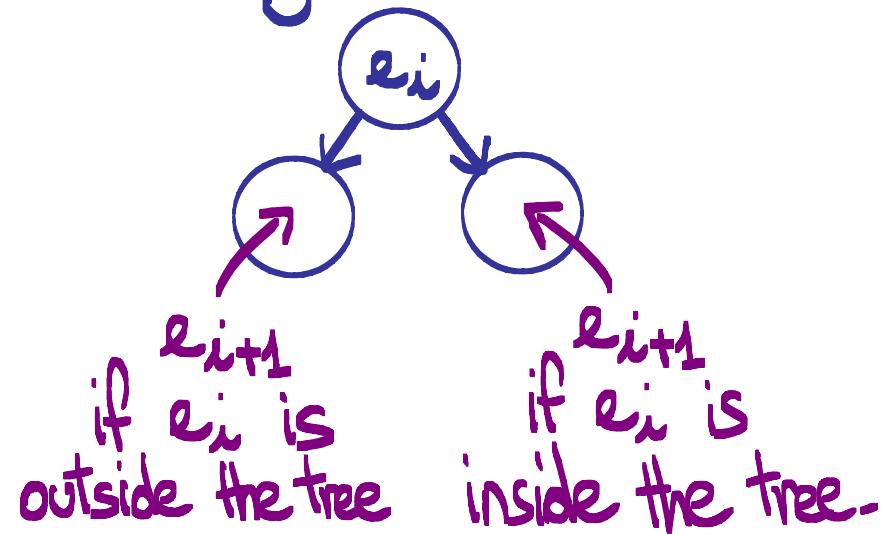
Ex:



## $\Delta$ -ACTIVITY

Given a spanning tree,  
we define an order on the edges under the rule:

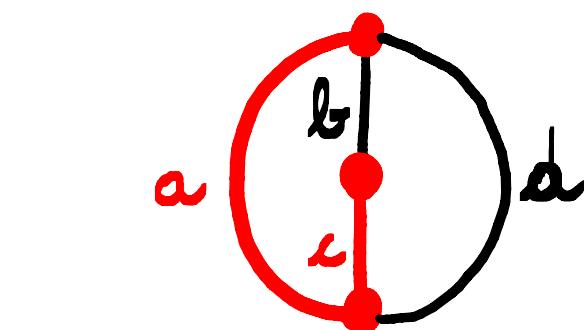
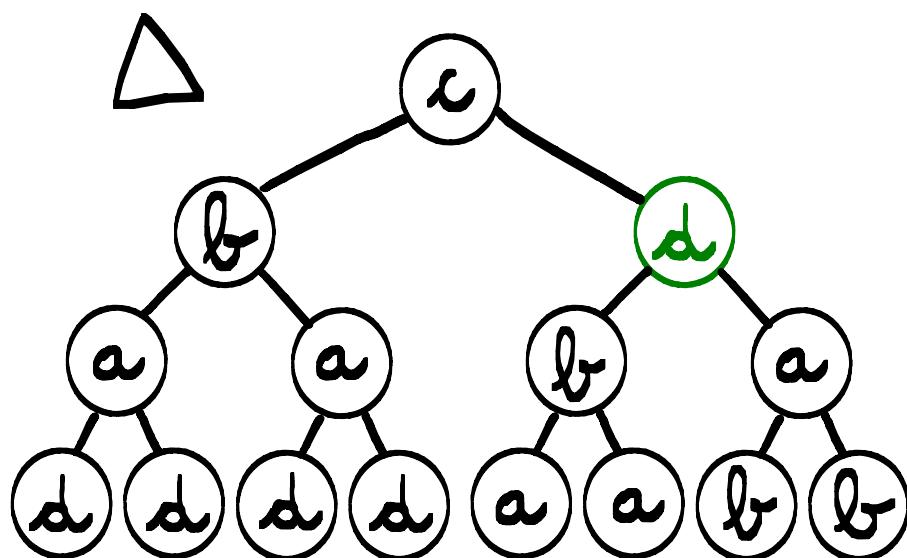
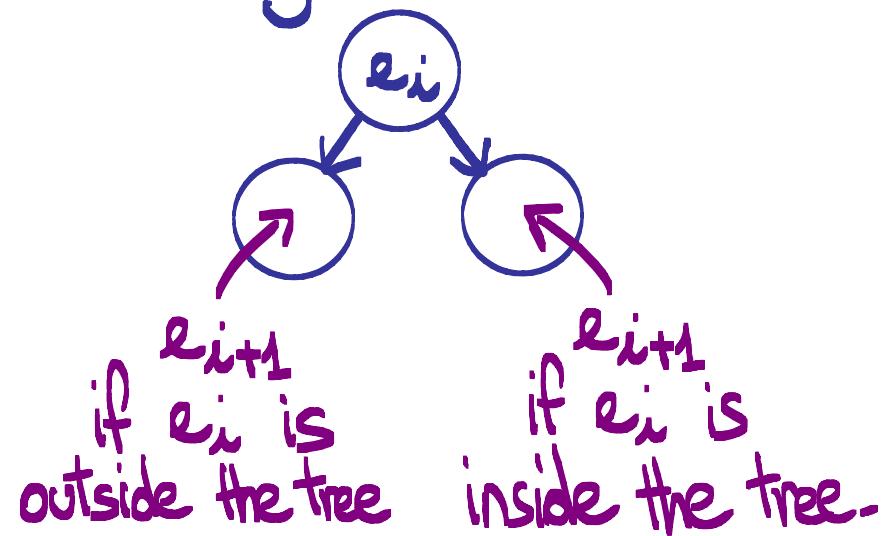
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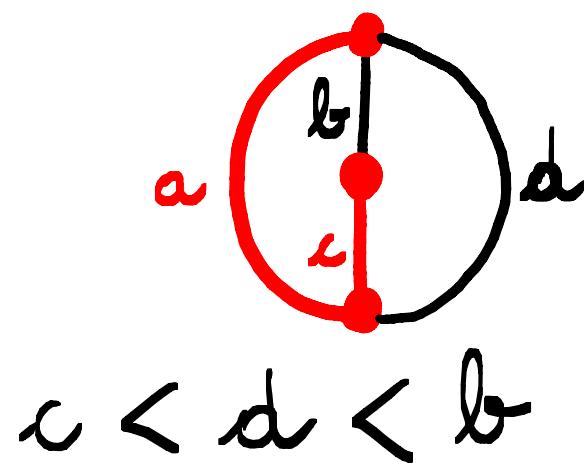
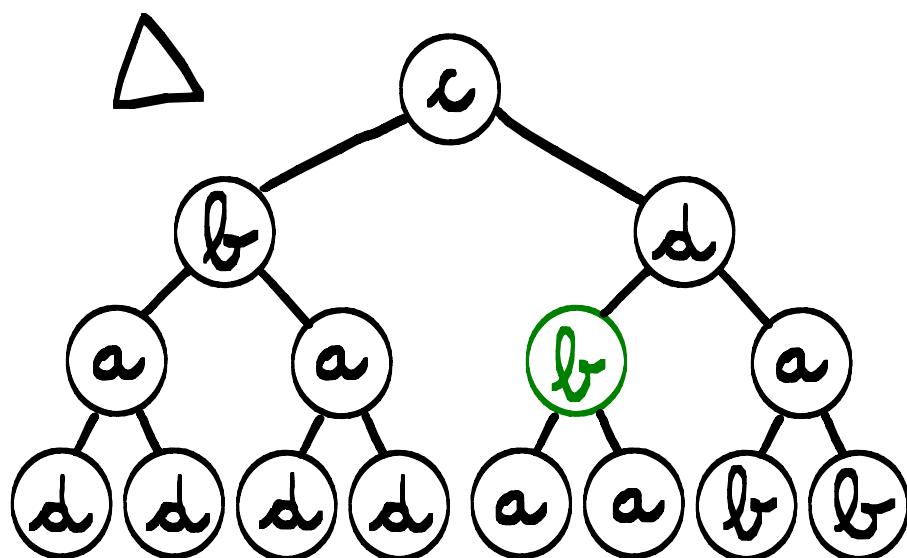
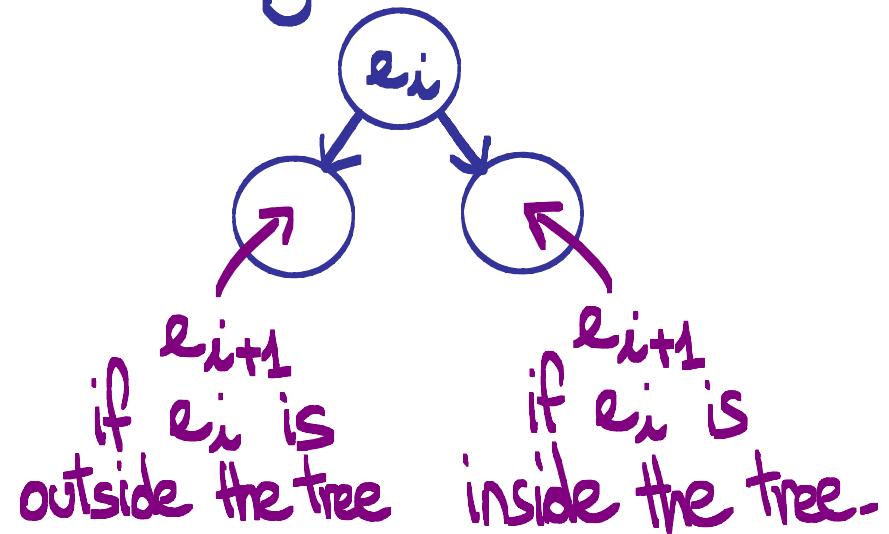


$c < d$

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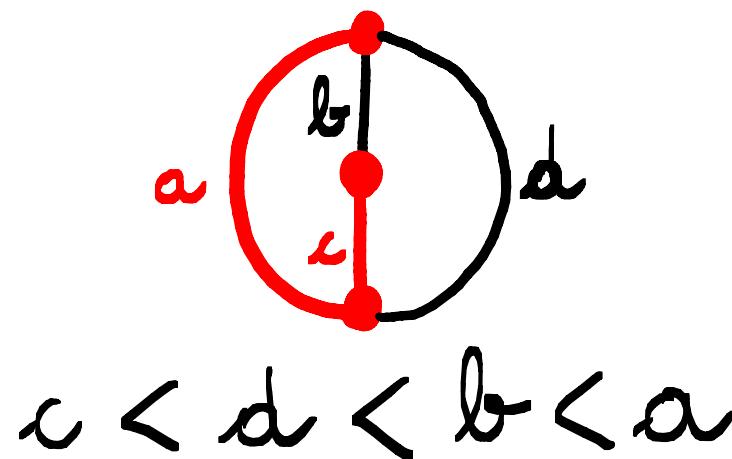
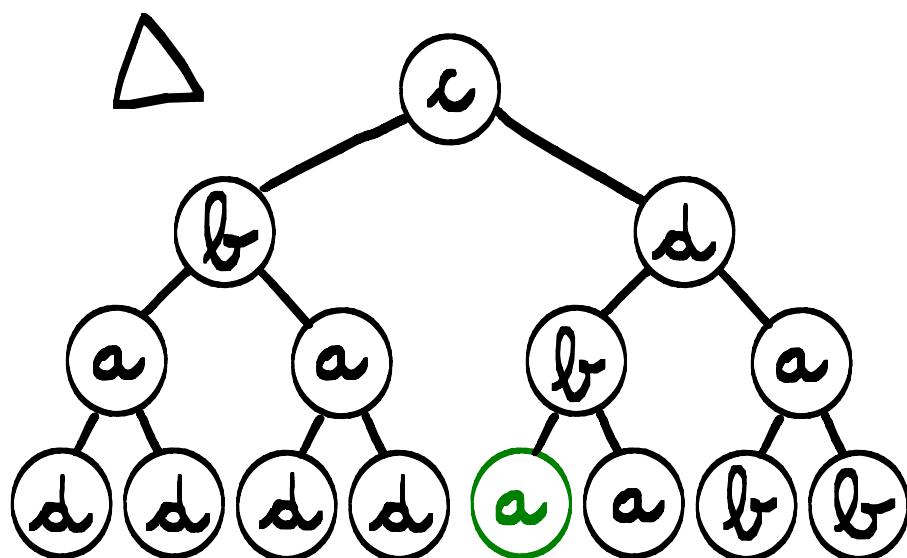
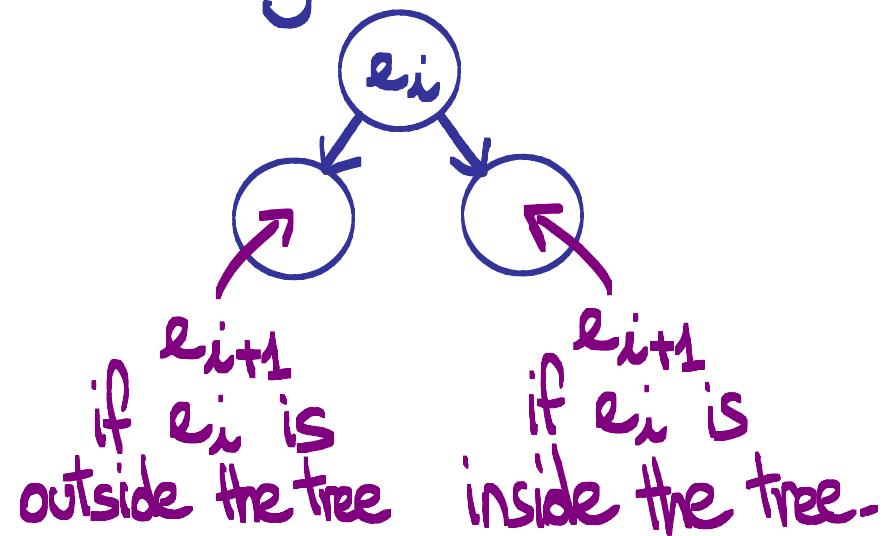


$$c < d < b$$

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## $\Delta$ -ACTIVITY

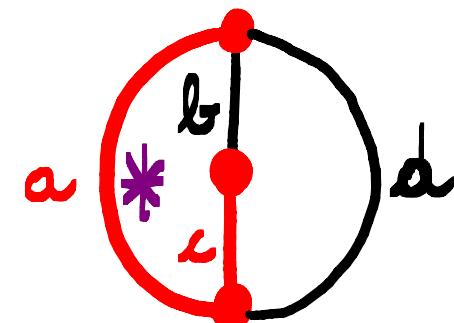
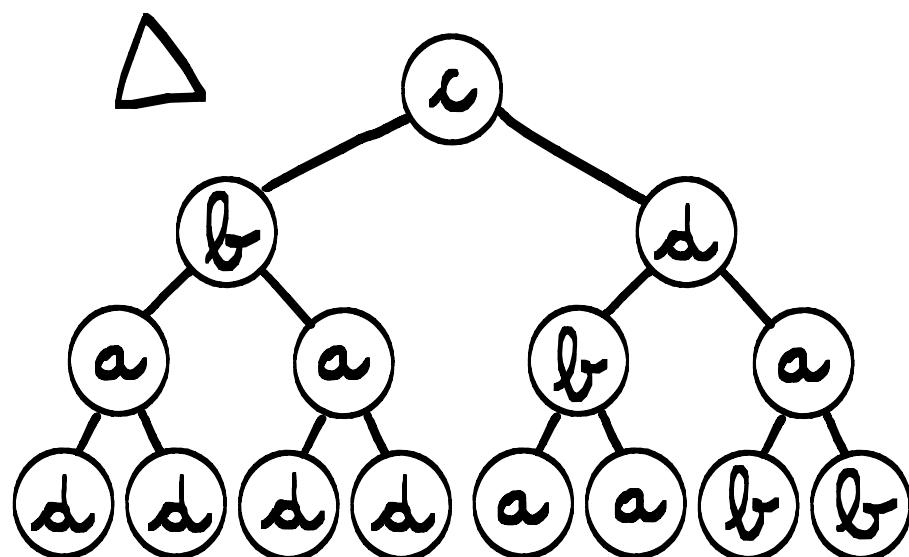
$\Delta$ -active edge = maximal edge inside its fundamental cycle/cocycle

Theorem

For every graph  $G$  and decision tree  $\Delta$ ,

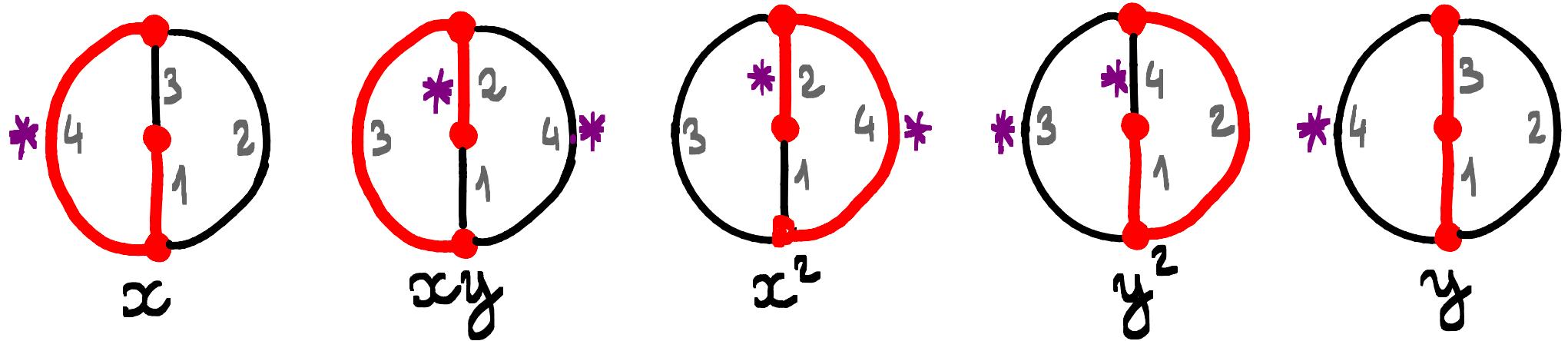
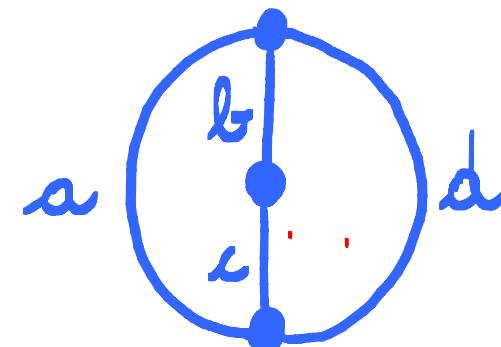
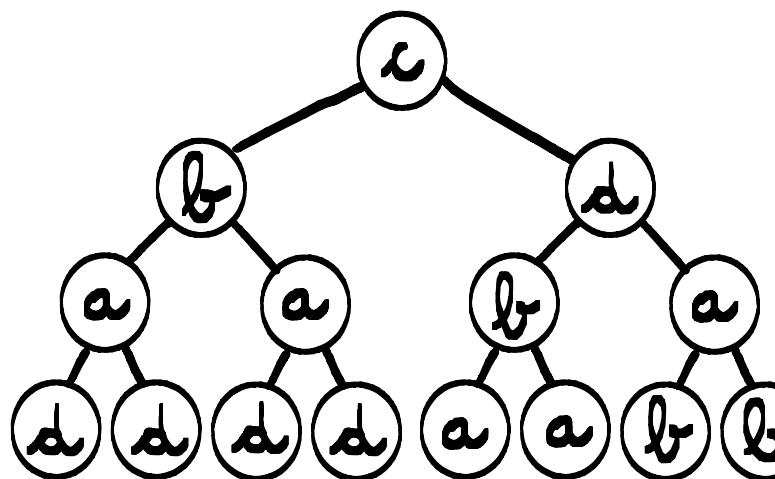
$$T_G(x, y) = \sum_{T \text{ spanning tree}} x^{i(\tau)} y^{e(\tau)}$$

$i(\tau) = \# \Delta\text{-active edges inside } \tau$ ,  $e(\tau) = \# \Delta\text{-active edges outside } \tau$



$$c < d < b < a$$

# Δ-ACTIVITY

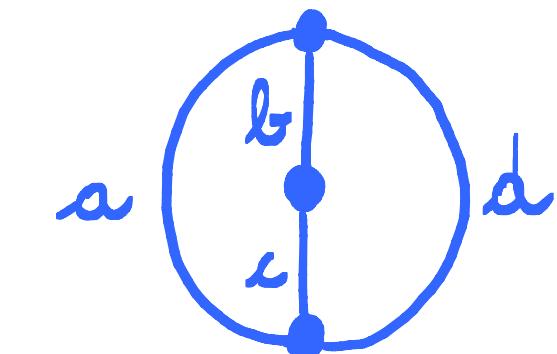


$$T_G(x, y) = x^2 + x + xy + y + y^2$$

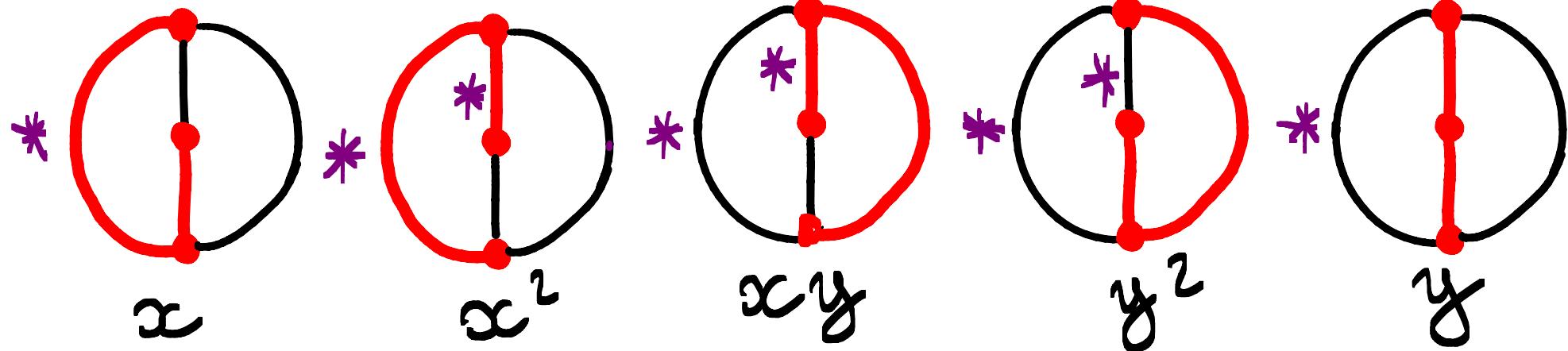
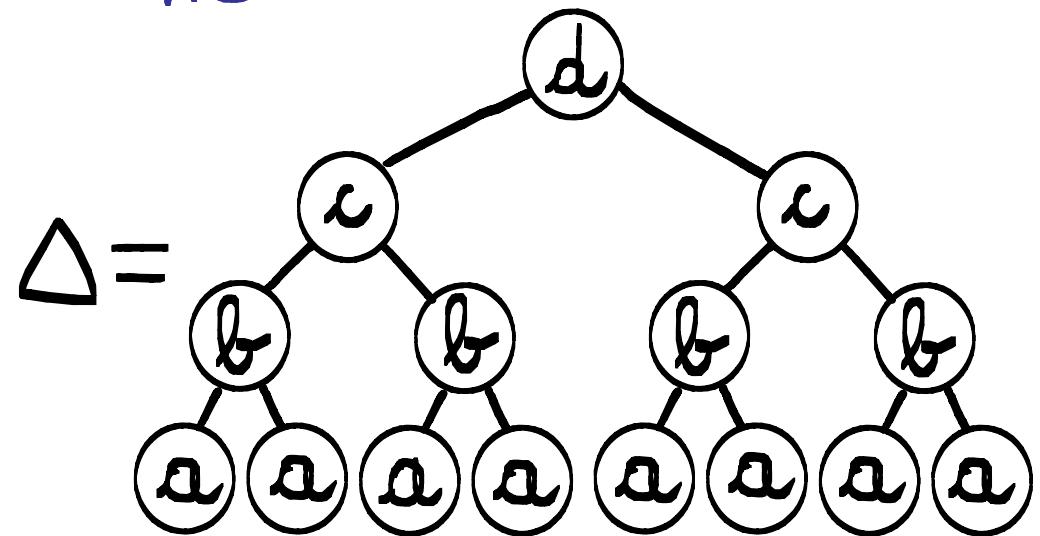
## $\Delta$ -ACTIVITY

We recover the first activities :

Tutte



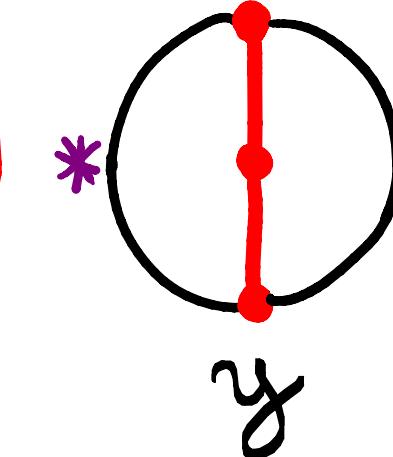
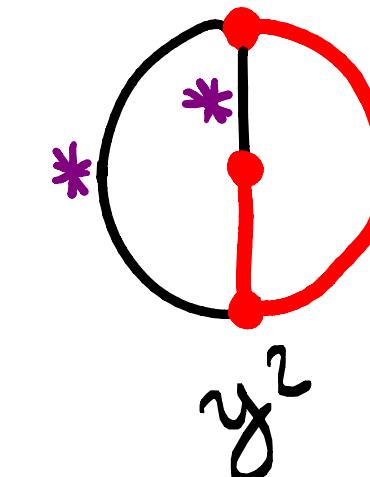
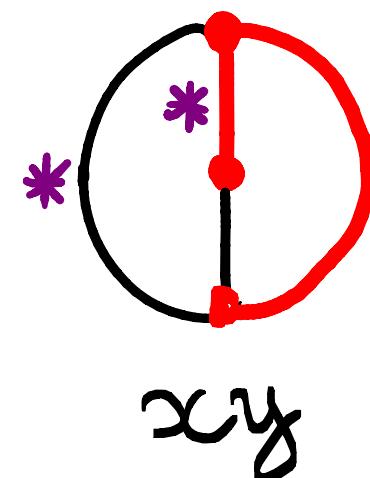
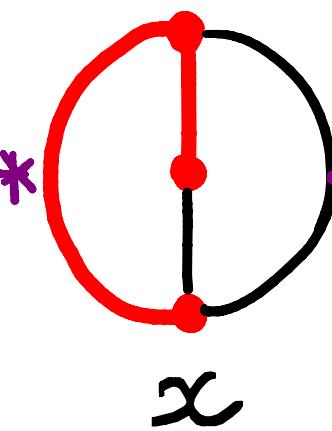
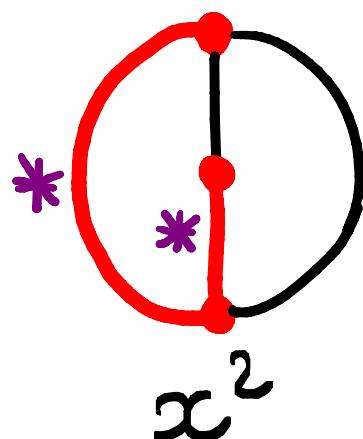
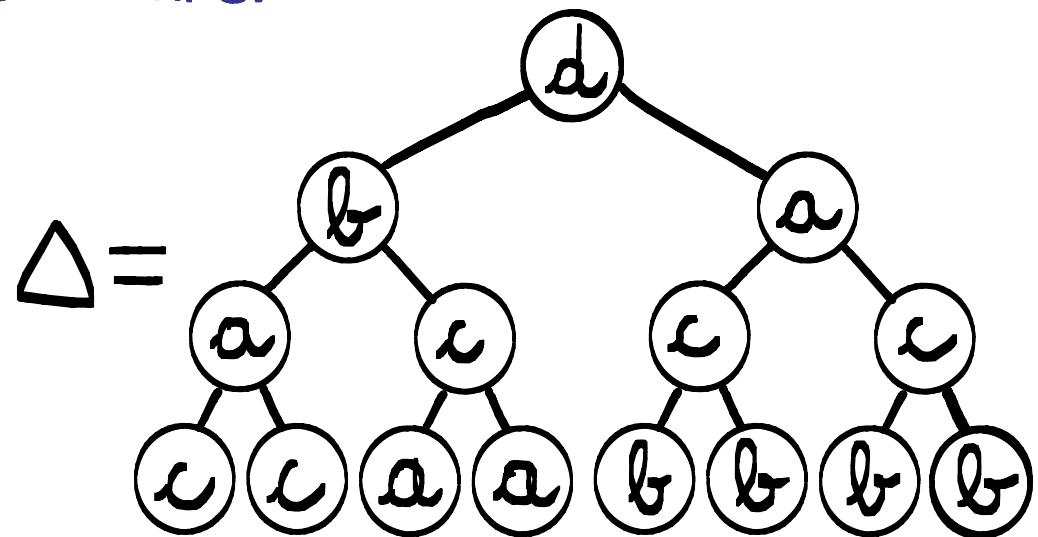
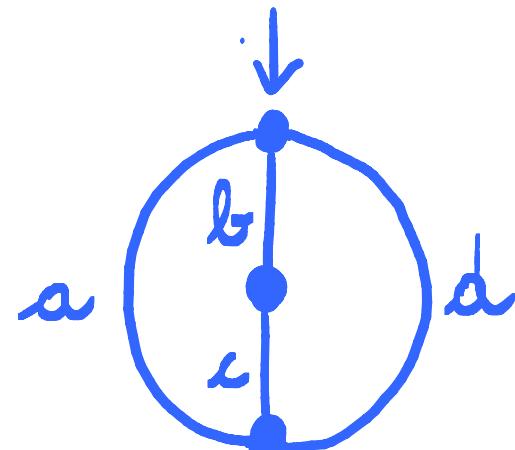
$$a < b < c < d$$



## $\Delta$ -ACTIVITY

We recover the first activities :

Bernardi.



## OTHER PROPERTIES

→ several descriptions

→ Crapo's property :

$$\text{Subgraphs } (G) = \bigcup_{\substack{T \text{ spanning} \\ \text{tree of } G}} [T \setminus \text{Act}(T), T \cup \text{Act}(T)]$$

→ induces other "natural" activities.

**Conjecture**

Every activity that describes the Tutte polynomial and that preserves Crapo's property is a  $\Delta$ -activity -

THANK  
YOU!

HONK HONK

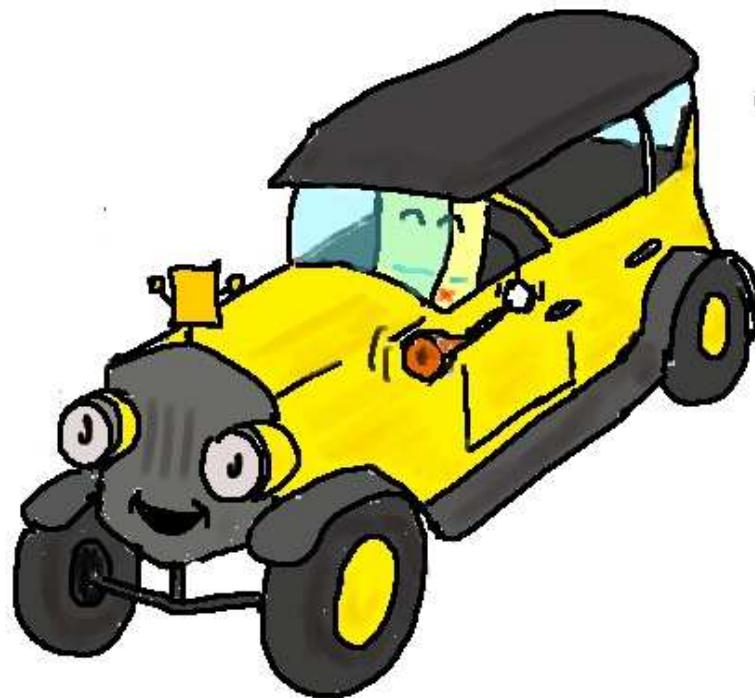
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