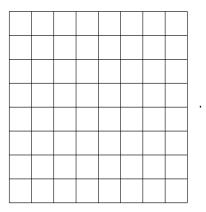
Student Research

Richard Anstee UBC, Vancouver

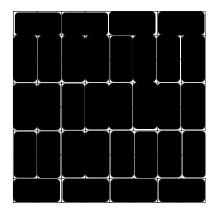
UBC Math Circle, January 25, 2016

Dominoes and Matchings

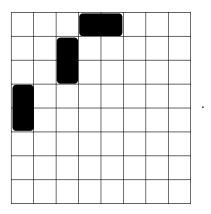
The first set of problems I'd like to mention are really graph theory problems disguised as covering a checkerboard with dominoes. Let me start with the dominoes version

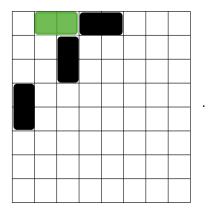


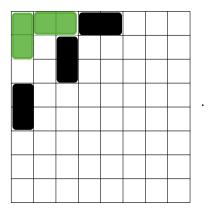
The checkerboard

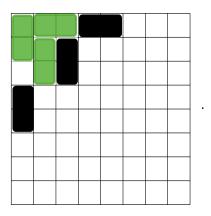


The checkerboard completely covered by dominoes

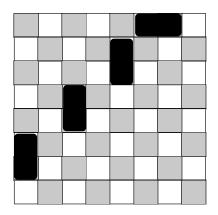


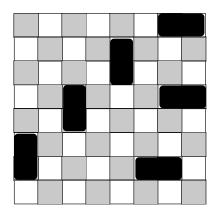






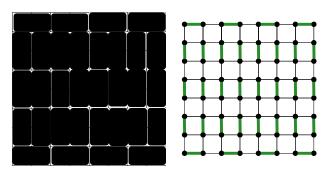
Black dominoes fixed in position. You can't complete.





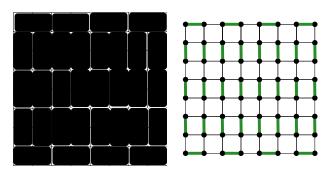
Covering the checkerboard by dominoes is the same as finding a perfect matching in the associated grid graph.

A perfect matching in a graph is a set M of edges that pair up all the vertices. Necessarily |M|=|V|/2.



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Theorem (A + Tseng 06) Let m be an even integer. Let S be a selection of edges from the $m \times m$ grid G_m^2 . Assume for each pair $e, f \in S$, we have $d(e, f) \geq 3$. Then $G_m^2 \setminus S$ has a perfect matching.

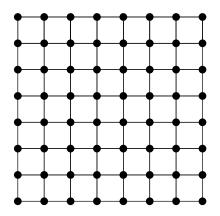
Vertex deletion

Our first example considered choosing some edges and asking whether they extend to a perfect matching. I have also considered what happens if you delete some vertices. Some vertex deletions are clearly not possible. Are there some nice conditions on the vertex deletions so that the remaining graph after the vertex deletions still has a perfect matching?

Vertex deletion

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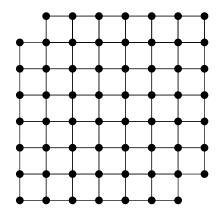
In the checkerboard interpretation we would be deleting some squares from the checkerboard and asking whether the remaining slightly mangled board has a covering by dominoes.



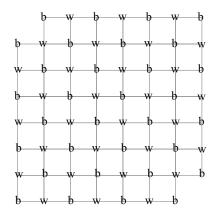
Theorem (Temperley and Fisher 1961, Kasteleyn 1961) The number of perfect of matchings in an $n \times m$ grid is

$$\prod_{i=1}^{n/2} \prod_{j=1}^{m/2} 4\cos^2(\frac{\pi i}{n+1}) + 4\cos^2(\frac{\pi j}{m+1})$$

and for an 8×8 grid the number is 12,988,816.



The 8×8 grid with two deleted vertices.



The black/white colouring revealed: No perfect matching in the remaining graph.

Our grid graph (in 2 or in d dimensions) can have its vertices coloured white W or black B so that every edge in the graph joins a white vertex and a black vertex. Graphs G which can be coloured in this way have $V(G) = W \cup B$ and are called bipartite. Bipartite graphs that have a perfect matching must have |W| = |B|.

Thus if we wish to delete black vertices B' and white vertices W' from the grid graph, we must delete an equal number of white and black vertices (|B'| = |W'|).

But also you can't do silly things. Consider a corner of the grid with a white vertex. Then if you delete the two adjacent black vertices then there will be no perfect matching. How do you avoid this problem? Our guess was to impose some distance condition on the deleted blacks (and also on the deleted whites).

Theorem (Aldred, A., Locke 07 (d = 2), A., Blackman, Yang 10 ($d \ge 3$)).

Let m, d be given with m even and $d \ge 2$. Then there exist constant c_d (depending only on d) for which we set

$$k = c_d m^{1/d}$$
 $\left(k \text{ is } \Theta(m^{1/d}) \right).$

Let G_m^d have bipartition $V(G_m^d) = B \cup W$.

Then for $B' \subset B$ and $W' \subset W$ satisfying

- i) |B'| = |W'|,
- ii) For all $x, y \in B'$, d(x, y) > k,
- iii) For all $x, y \in W'$, d(x, y) > k, we may conclude that $G_m^d \setminus (B' \cup W')$ has a perfect matching.



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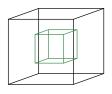
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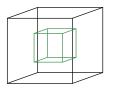


The grid G_m^3 has bipartition $V(G_m^3) = B \cup W$. We consider deleting some black $B' \subset B$ vertices and white $W' \subset W$ vertices. The resulting subgraph has a perfect matching if and only if for each subset $A \subset W - W'$, we have $|A| \leq |N(A) - B'|$ where N(A) consists of vertices in B adjacent to some vertex in A in G_m^3 .

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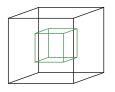


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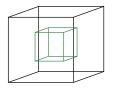


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If the deleted blacks are about $cm^{1/3}$ apart then we can fit about $(\frac{1}{2c}m^{2/3})^3$ inside the small green cube $\frac{1}{2}m\times\frac{1}{2}m\times\frac{1}{2}m$.



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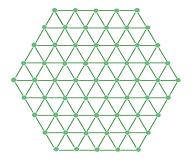
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We may choose c small enough so that we cannot find a perfect matching.



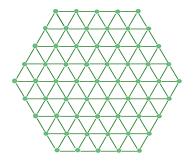
Jonathan Blackman on left

Deleting Vertices from Triangular Grid



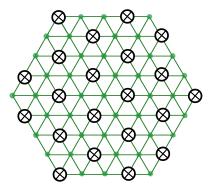
A convex portion of the triangular grid

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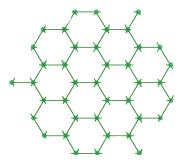


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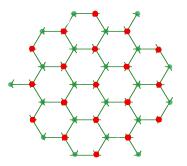
A *near perfect matching* in a graph is a set of edges such that all but one vertex in the graph is incident with one edge of the matching. Our convex portion of the triangular grid has 61 vertices and many near perfect matchings.



We have deleted 21 vertices from the 61 vertex graph, many at distance 2.

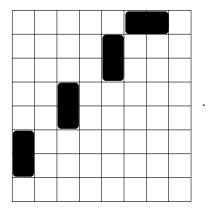


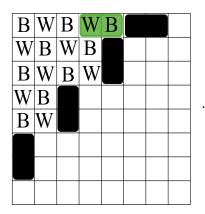
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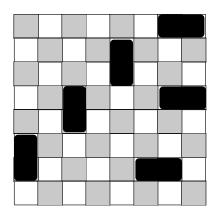
We have chosen 19 red vertices *S* from the remaining 40 vertices and discover that there are 21 other vertices joined only to red vertices and so the 40 vertex graph has no perfect matching.

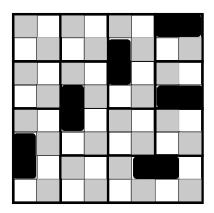
UBC Math Circle, Jan 25, 2016 Richard Anstee





Black dominoes fixed in position. This is why you can't complete!





Black dominoes fixed in position but the ends are at distance at least 3 from any other domino. This is why you can complete!