

Graph theory tutorial

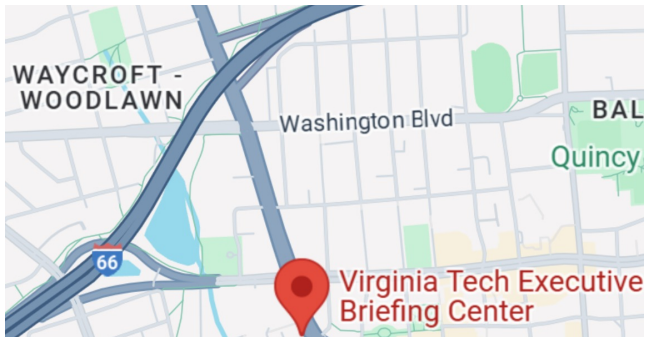
Rose McCarty

School of Math and School of Computer Science

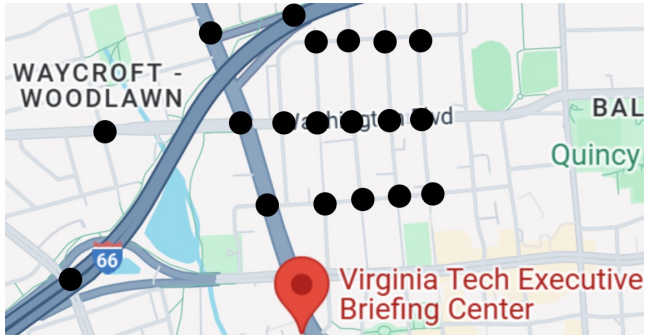


May 28, 2025

Classical graph theory

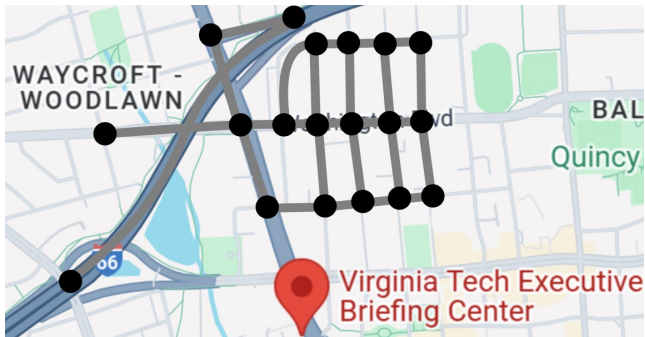


Classical graph theory



Vertices V

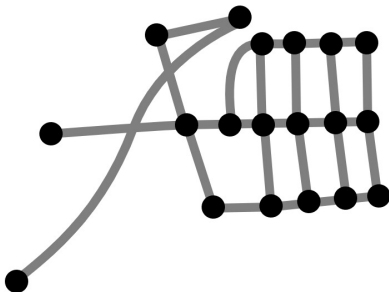
Classical graph theory



Vertices V

Edges E

Classical graph theory

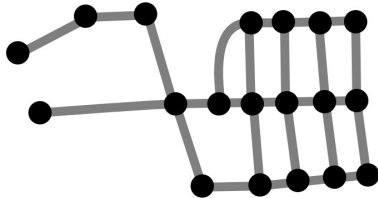


Vertices \mathbf{V}

Edges \mathbf{E}

Graph $G = (\mathbf{V}, \mathbf{E})$

Classical graph theory

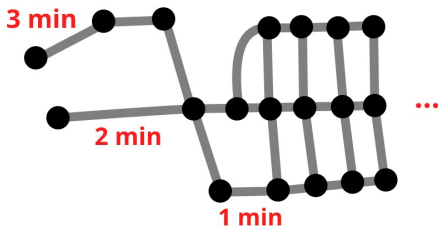


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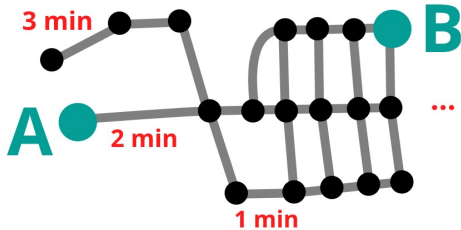
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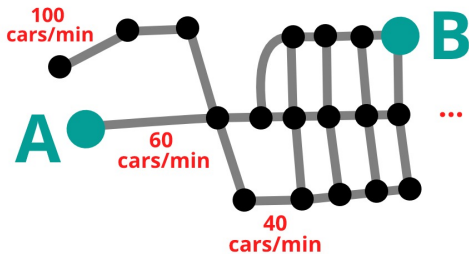
Edge-weights $\mathbf{w} : \mathbf{E} \rightarrow \mathbb{R}_{\geq 0}$

Classical graph theory



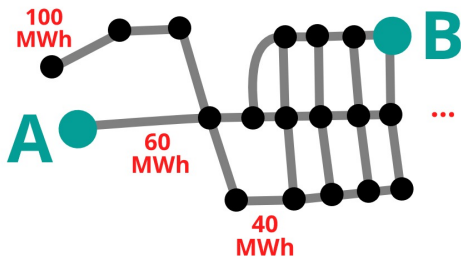
What is the fastest route from **A** to **B**?

Classical graph theory



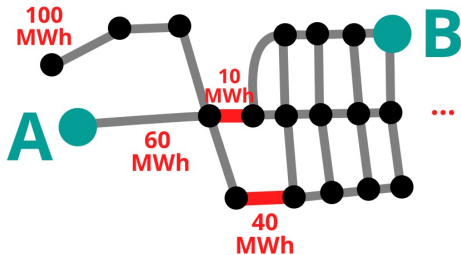
What is the fastest route from **A** to **B**?
How many cars can go from **A** to **B** without traffic?

Classical graph theory



What is the fastest route from **A** to **B**?
How much electricity can **A** send to **B**?

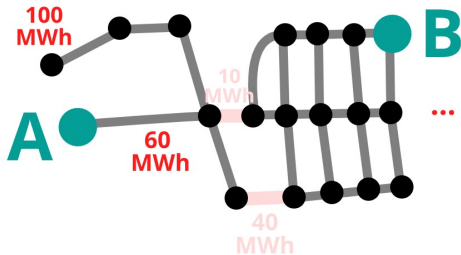
Classical graph theory



Theorem:
max-flow
=
min-cut

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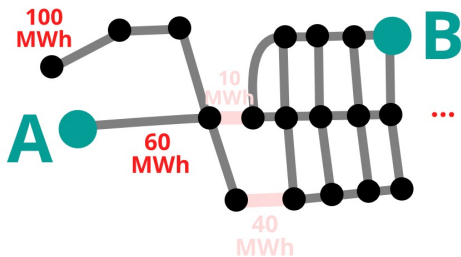
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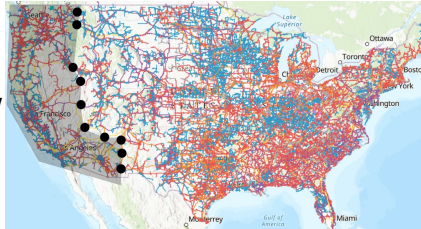
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Where is the power grid the most vulnerable?

Classical graph theory

A graph is a
bad expander
if deleting a few
vertices/edges
can disconnect
a huge part.



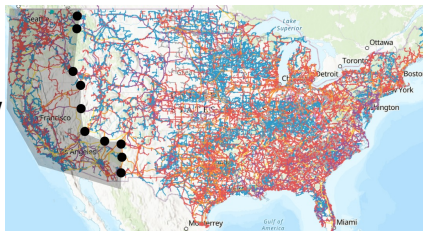
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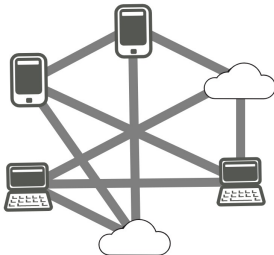
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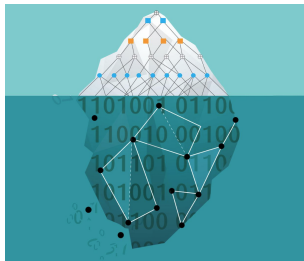
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error correction,
pseudorandomness,
hash functions,
Markov chains

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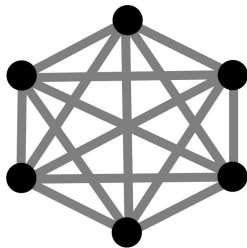
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A **clique** is the best expander.

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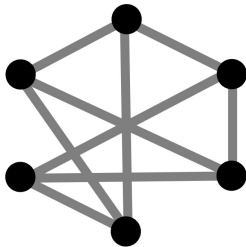
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We understand optimal expanders where each vertex is incident to k edges.

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Theorem [LT]:
Road networks without bridges are bad expanders.

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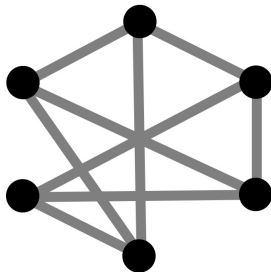
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How can we design robust networks (ie **good expanders**)?

Keywords:

connectivity, separators, submodularity, linear programming

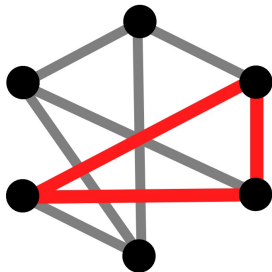
Modern trends in graph theory



1D-expander

How can we design **high-dimensional** expanders?

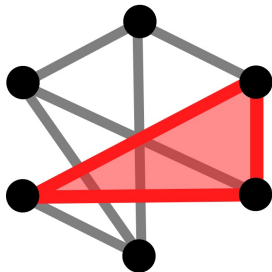
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2D-expander

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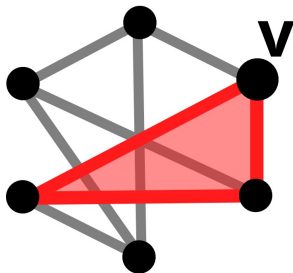
Modern trends in graph theory



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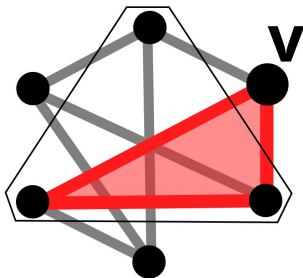
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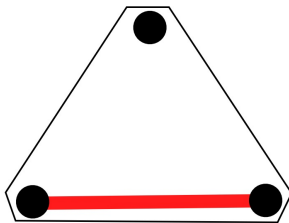
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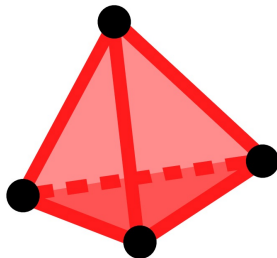
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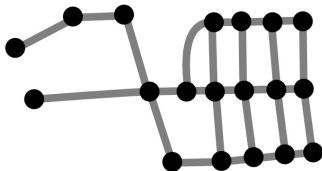
Modern trends in graph theory



3D-expander

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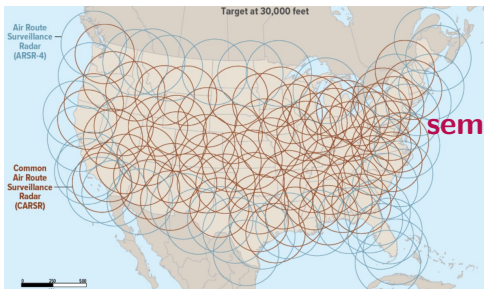
Modern trends in graph theory



planar

How can we design **high-dimensional** expanders?
How can we determine and utilize **structural** properties?

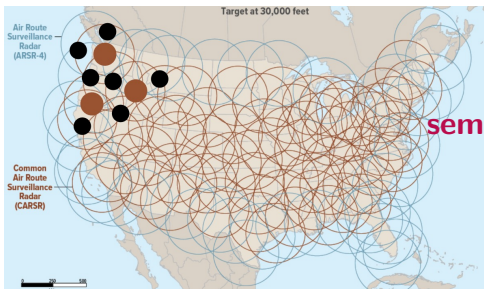
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semi-algebraic

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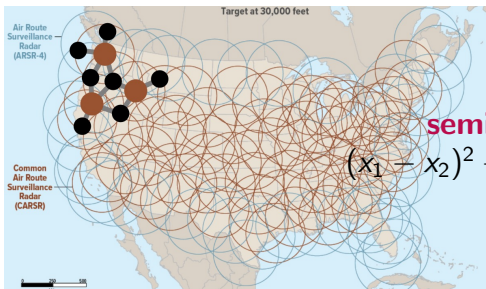
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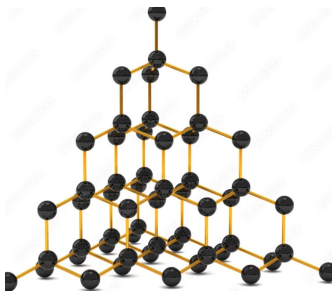


semi-algebraic

$$(x_1 - x_2)^2 + (y_1 - y_2)^2 \leq r^2$$

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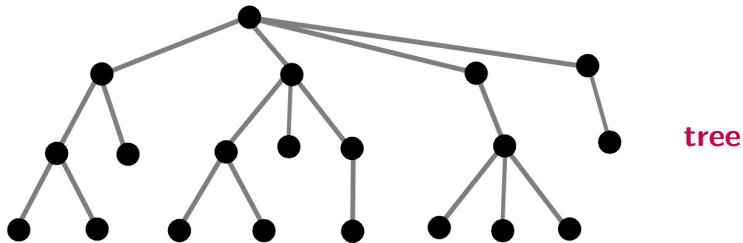
Modern trends in graph theory



lattice
(diamond)

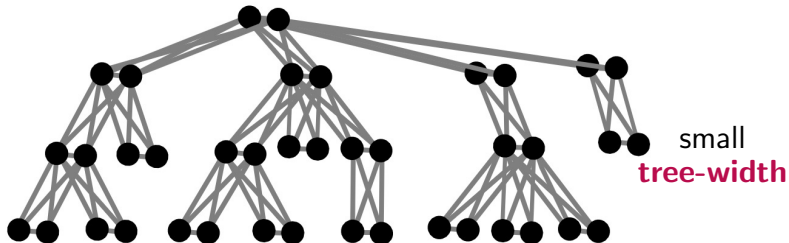
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Modern trends in graph theory



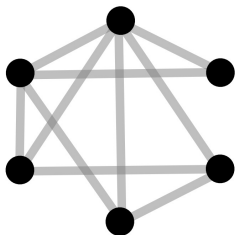
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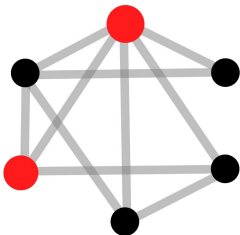
query complexity

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Can **quantum computing** speed up classical graph problems?

Modern trends in graph theory



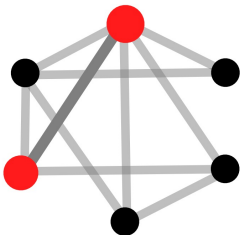
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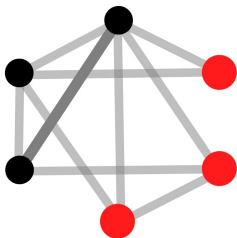
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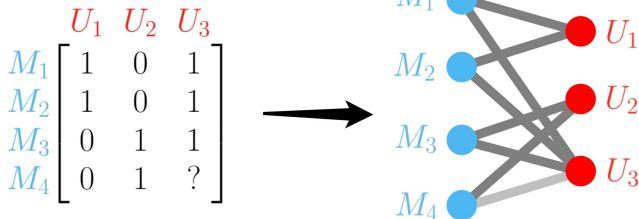
$$\begin{array}{c} M_1 \\ M_2 \\ M_3 \\ M_4 \end{array} \begin{array}{ccc} U_1 & U_2 & U_3 \\ \left[\begin{array}{ccc} 1 & 0 & 1 \\ 1 & 0 & 1 \\ 0 & 1 & 1 \\ 0 & 1 & ? \end{array} \right] \end{array}$$

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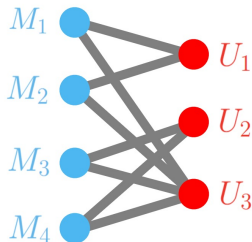
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What if we care about the rank of **matrices**?

Modern trends in graph theory

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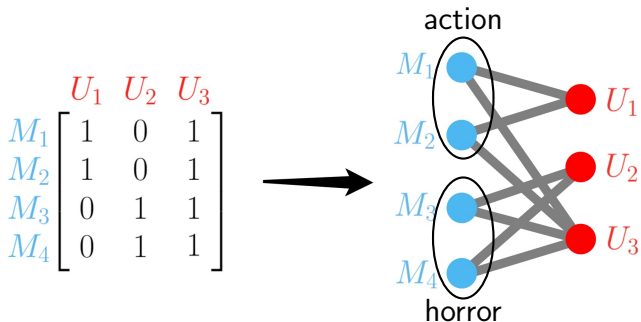
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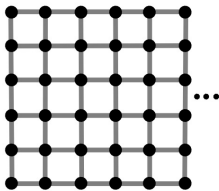
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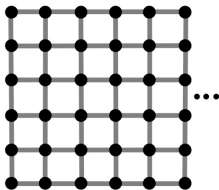
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A graph-based model of quantum computing



(Raussendorf & Briegel 2001)

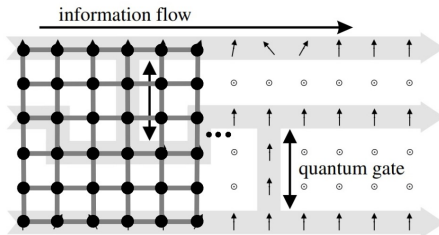
A graph-based model of quantum computing



(Raussendorf & Briegel 2001)

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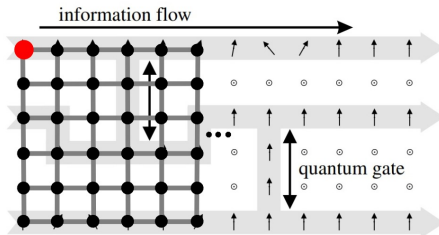
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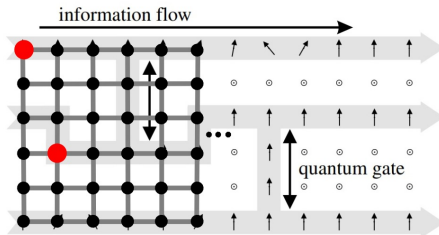
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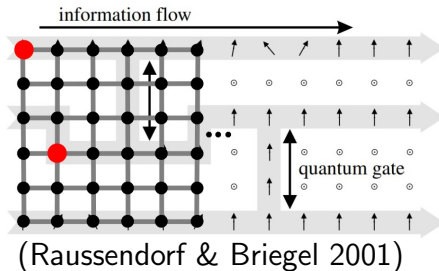
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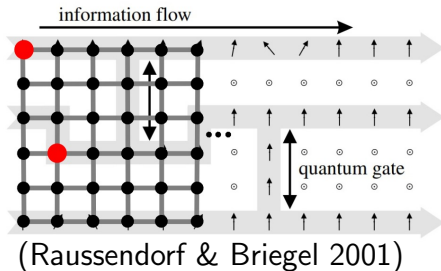
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Theorem: Roughly equivalent to quantum gate model.

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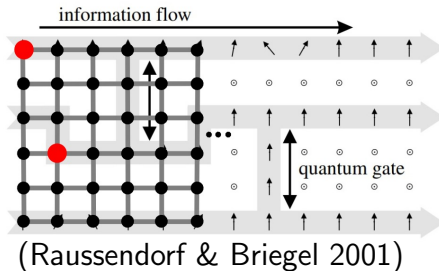


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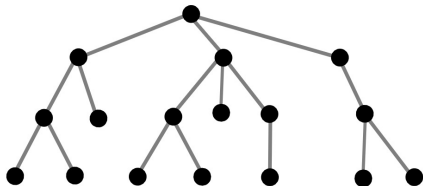
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Conjecture (Geelen): **All of them;** no proper fragment of quantum computing is stronger than classical computing.

A graph-based model of quantum computing

Theorem:
True when
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(Van den Nest, Dür, Vidal, & Briegel 2007)

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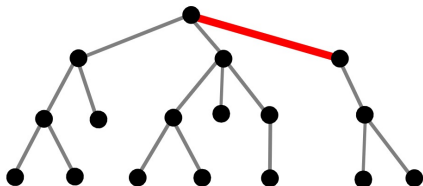
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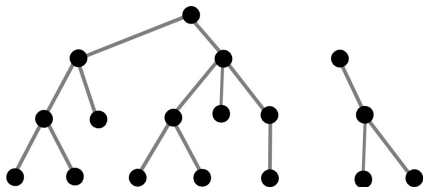
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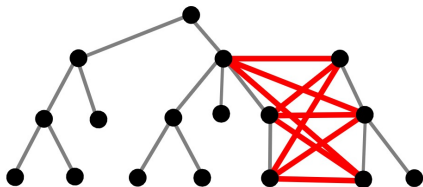
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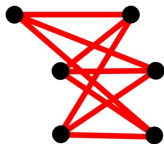
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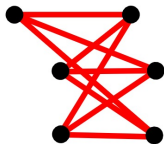
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Rank captures
the level of
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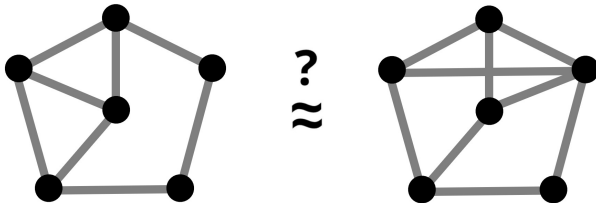
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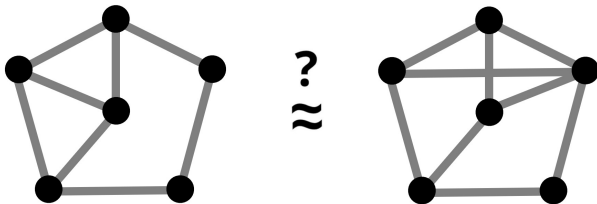
Q: What resources are necessary for quantum computing?

Conjecture (Geelen): **All of them;** no proper fragment of quantum computing is stronger than classical computing.

When are $|G\rangle$ and $|G'\rangle$ equivalent?



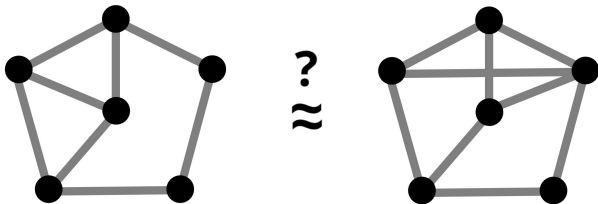
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Two states are **LC-equivalent** if one can be transformed into the other by applying unitaries that:

- act on one qubit, and

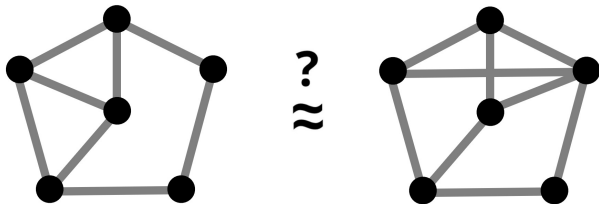
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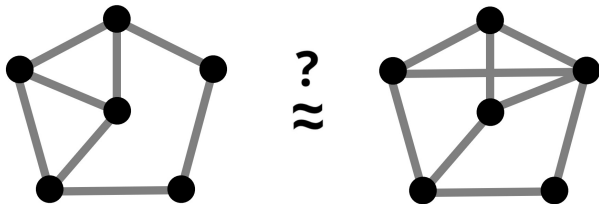


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 $|G\rangle$ and $|G'\rangle$ **LC-equivalent** \Leftrightarrow G and G' **locally equivalent**

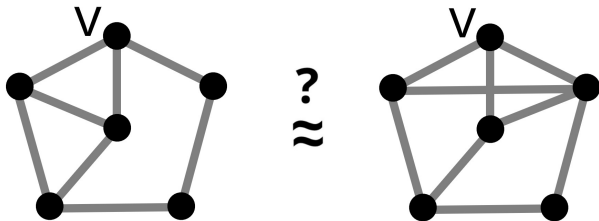
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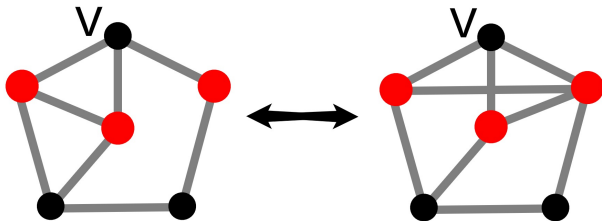


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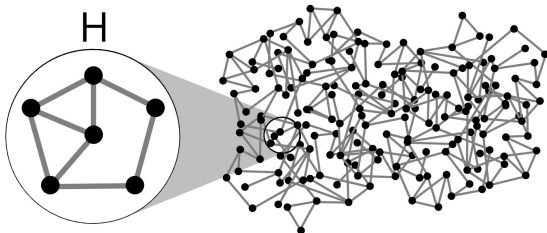


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- select a vertex v , then
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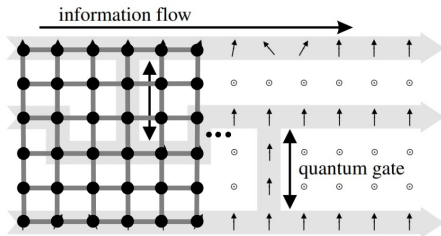
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Forbidding a vertex-minor



A graph G forbids a graph H as a **vertex-minor** if no graph that is locally equivalent to G contains a copy of H .

Forbidding a vertex-minor

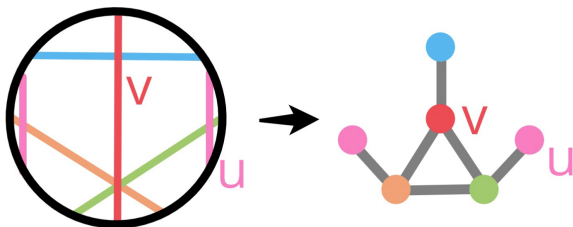


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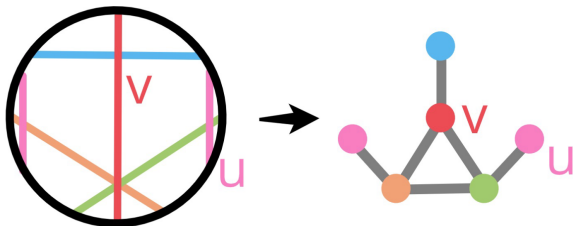


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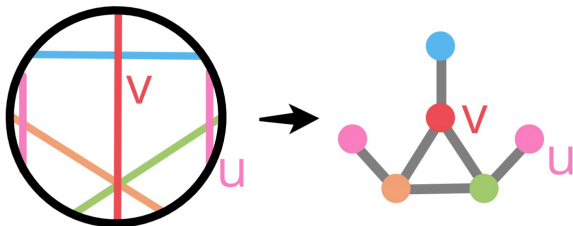


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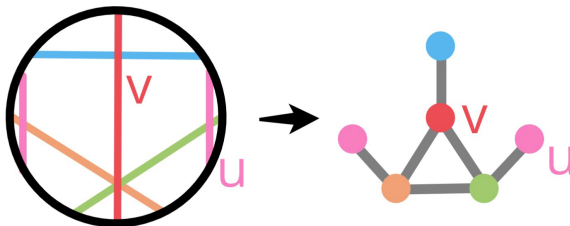


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Local Structure for Vertex-Minors

R McCarty
University of Waterloo

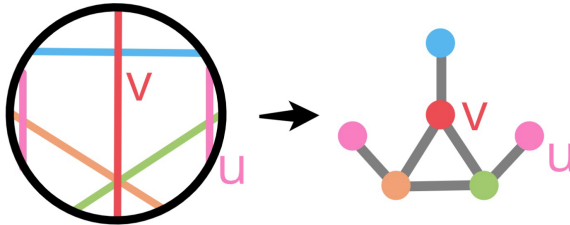
The grid theorem for vertex-minors

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Obstructions for bounded shrub-depth and rank-depth

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Figures

- <https://www.arcgis.com/apps/mapviewer/index.html?layers=d4090758322c4d32a4cd002ffaa0aa12>
- <https://simons.berkeley.edu/programs/summer-cluster-error-correcting-codes-high-dimensional-expansion>
- <https://www.ajc.com/lifestyles/flashback-photos-spaghetti-junction-through-the-years/YcgLW4PA0bGnjBLOEv8JbO/>
- <https://www.cbo.gov/publication/56990>
- <https://stock.adobe.com/images/diamond-crystal-structure-model-3d/44740015>
- <https://journals.aps.org/prl/abstract/10.1103/PhysRevLett.86.5188>

Thank you!