

# Ramsey numbers of sparse digraphs

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March 4, 2021

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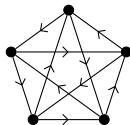
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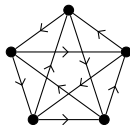
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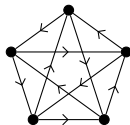
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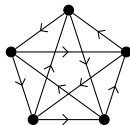
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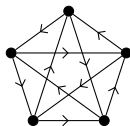
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Rédei's theorem  $\iff \vec{r}(P_n) = n$ , where  $P_n$  = directed  $n$ -vertex path.



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So the Ramsey number is exponential if  $H$  is **dense**.

For the rest of the talk, we'll focus on **sparse** (di)graphs.

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**Upshots:**  $H$  has linear Ramsey number “if and only if”  $H$  is sparse.  
Qualitatively,  $n$  and  $d$  control  $r(H)$ .

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- If  $H$  is chosen randomly, then  $\vec{r}(H) \leq n \cdot (\log n)^{O_\Delta(1)}$  w.h.p.

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If  $H$  has “many” edges of length in  $[2^t, 2^{t+1})$  for “most”  $0 \leq t \leq \log n$ , then  $H$  has *high multiscale complexity*.

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## “Theorem”

Let  $H$  be a bounded-degree acyclic digraph. Then  $\vec{r}(H)$  is large “if and only if”  $H$  has **high multiscale complexity**.



# Multiscale complexity affects $\vec{r}(H)$

**Multiscale complexity:** Many edges in many dyadic length scales.

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- Our construction of a bounded-degree  $H$  with  $\vec{r}(H) > n^C$  has many edges at every dyadic scale ("**interval mesh**").

# Lower bound proof sketch



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## Theorem

*There exists an  $n$ -vertex acyclic digraph  $H$  with maximum degree  $\leq 1000$  and  $\vec{r}(H) > n^{\log_2(3) - \epsilon}$ .*

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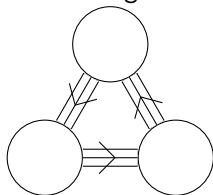
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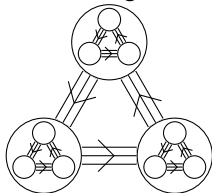
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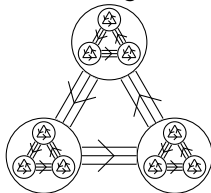
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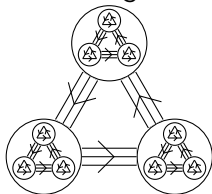
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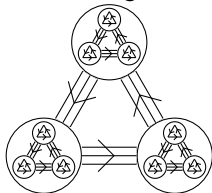
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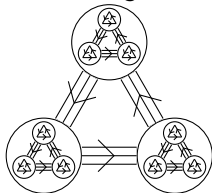
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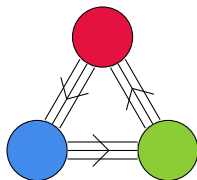
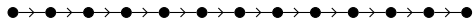
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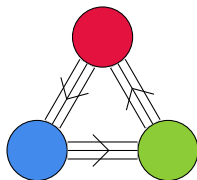
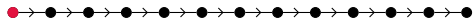
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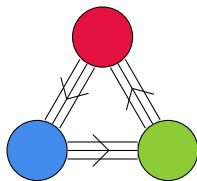
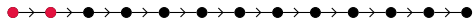
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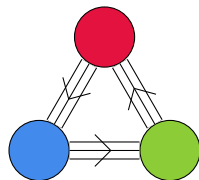
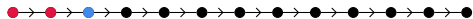
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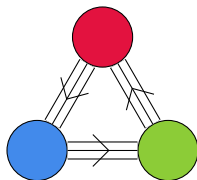
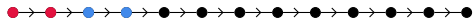
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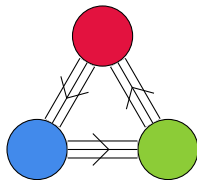
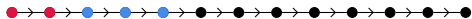
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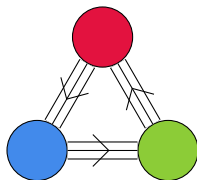
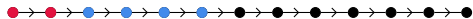
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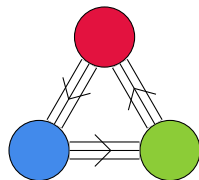
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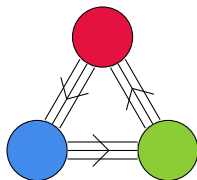
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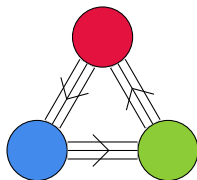
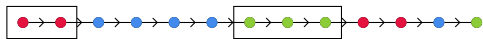
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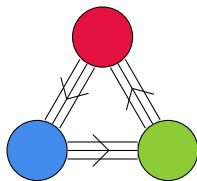
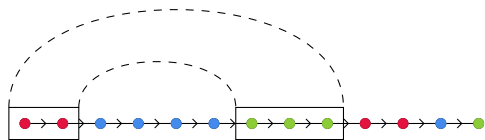
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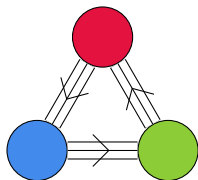
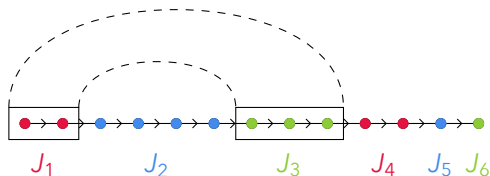
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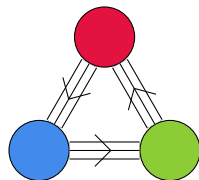
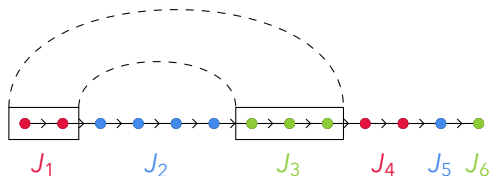
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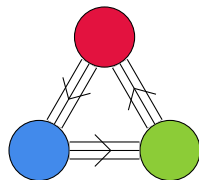
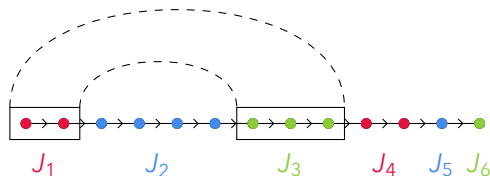
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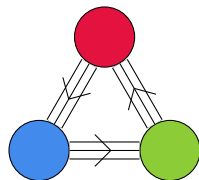
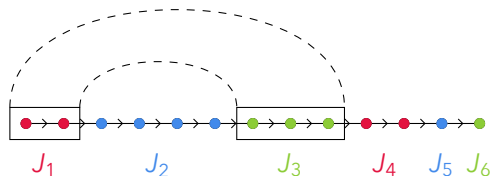
# Lower bound proof sketch: interval meshes

**Want:** In any embedding  $H \hookrightarrow T$ , some subinterval of  $[n]$  of length  $\geq 0.49n$  is mapped into a single part, and this is hereditary.

## Definition

$H$  is an *interval mesh* if

- $H$  has a Hamiltonian path  $1 \rightarrow 2 \rightarrow \dots \rightarrow n$ .
- For all  $1 \leq a < b \leq c < d \leq n$  with  $c - b \leq 100 \min(b - a, d - c)$ , there is an edge between  $[a, b]$  and  $[c, d]$ .

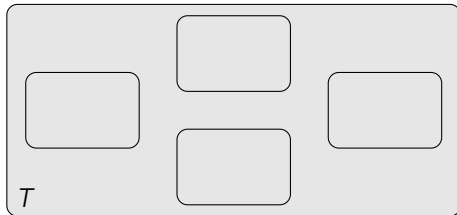
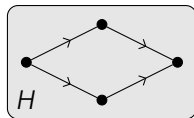


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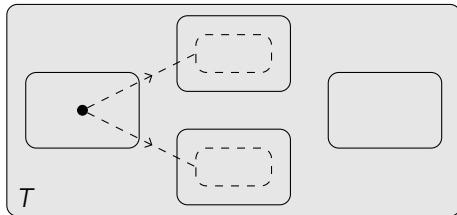
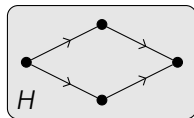
Greedy algorithm yields an interval mesh with max degree  $\leq 1000$ .

## Upper bound proof sketch: greedy embedding

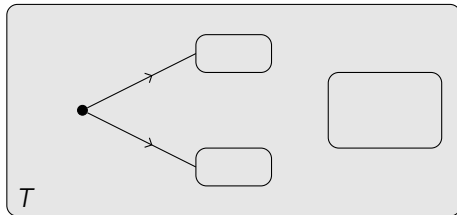
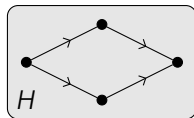
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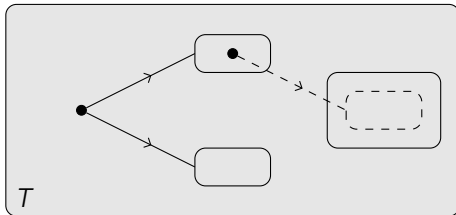
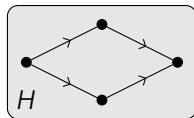
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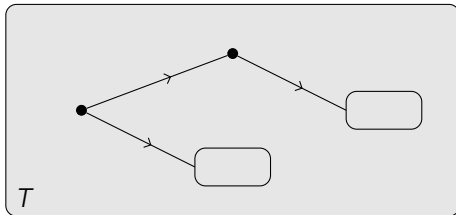
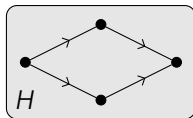
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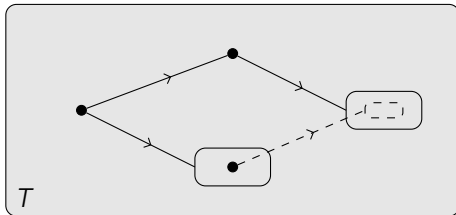
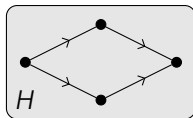


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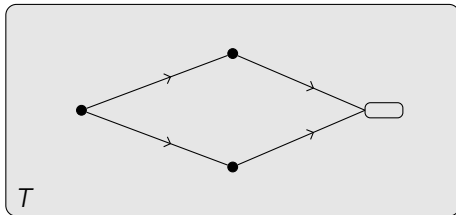
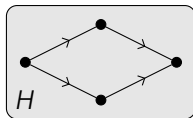




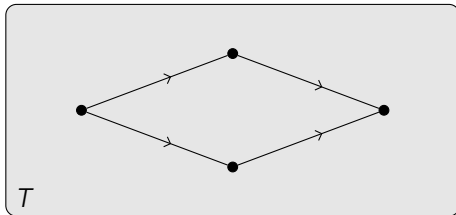
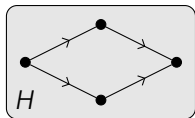
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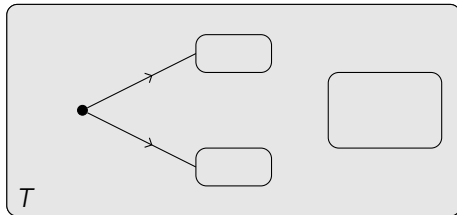
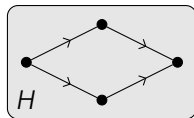
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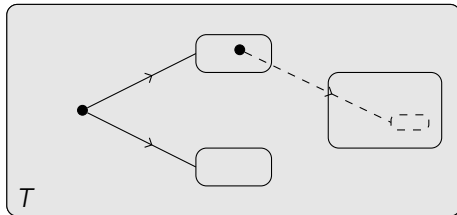
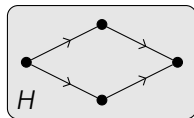
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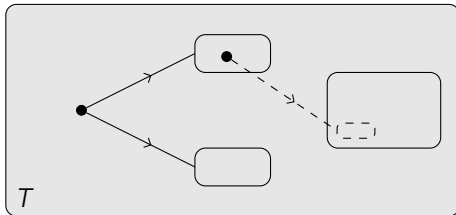
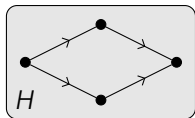
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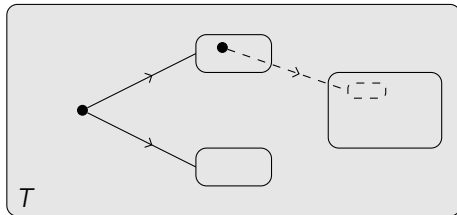
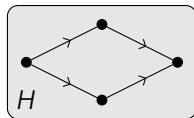
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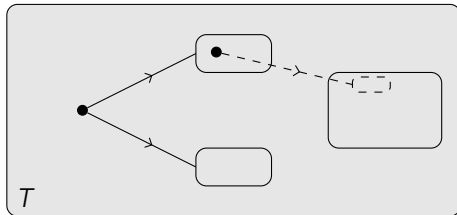
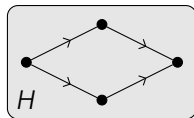
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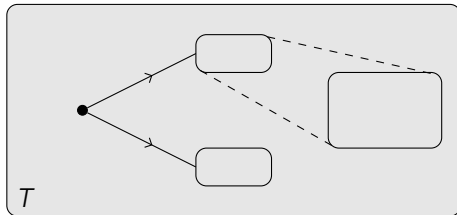
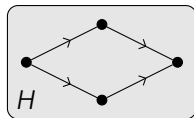


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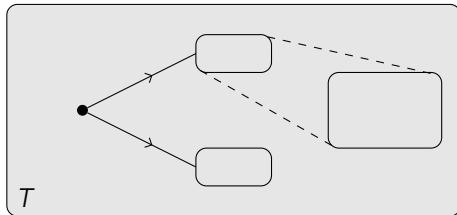
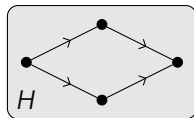




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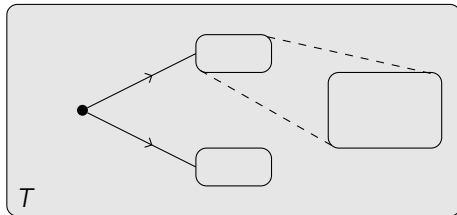
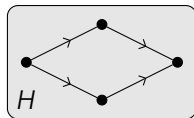
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## Lemma

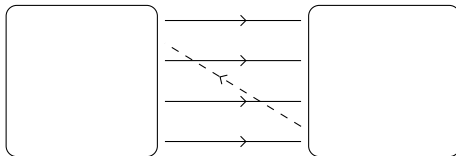
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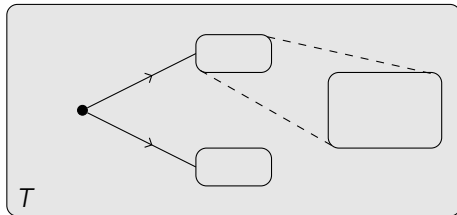
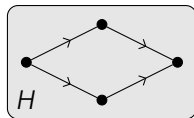


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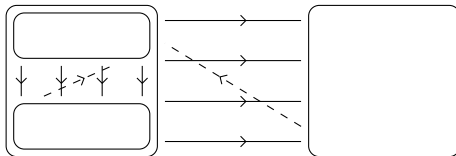


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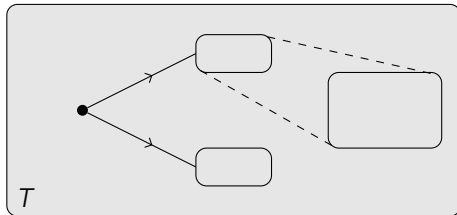
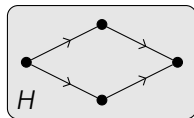


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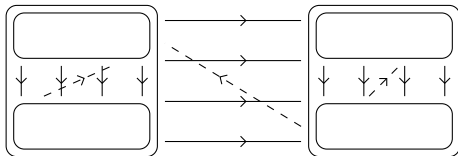


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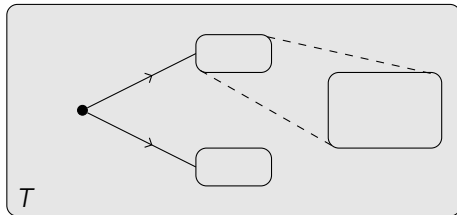
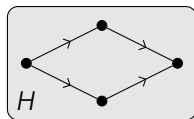


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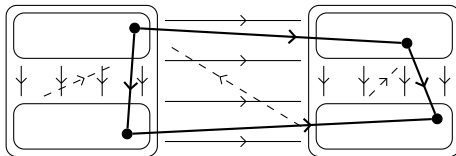


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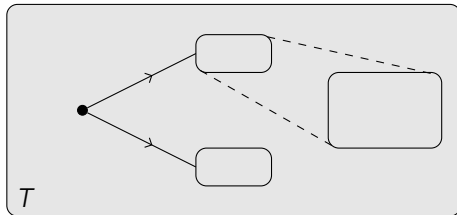
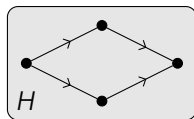


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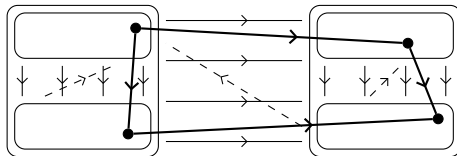


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The **multiscale complexity** of  $H$  controls the number of iterations.

## More colors and ordered Ramsey numbers

**Summary:** If  $H$  has  $n$  vertices and maximum degree  $\Delta$ , then  $\vec{r}(H) \leq n^{O_{\Delta}(\log n)}$ , but  $\vec{r}(H) \geq n^C$  is possible.



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Conlon-Fox-Lee-Sudakov and Balko-Cibulka-Král-Kynčl proved that [random ordered matchings](#) have super-polynomial ordered Ramsey numbers.

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- Can one combine greedy embedding with existing techniques (e.g. median ordering)?

Thank you!