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**Lavanya Kannan\*** (kannan@math.tamu.edu), Department of Mathematics, Texas A&M university, College Station, TX 77843, **Hong-Jian Lai**, Department of Mathematics, West Virginia University, Morgantown, WV 26506, and **Hongyuan Lai**, Arts and Sciences, Schoolcraft College, Livonia, MI 48152. *Obtaining a uniformly dense graph from a non-uniformly dense graph.*

Let  $G$  be a non-trivial, loop-less multi-graph and for each non-trivial sub-graph  $H$  of  $G$ , let  $g(H) = \frac{|E(H)|}{|V(H)| - \omega(G)}$ .  $G$  is said to be uniformly dense if and only if  $\gamma(G)$ , the maximum among  $g(H)$  taken over all non-trivial subgraphs  $H$  of  $G$  is attained when  $H = G$ . This quantity  $\gamma(G)$  is called the *fractional arboricity* of the graph  $G$ .  $\gamma(G)$  appears in a paper by Picard and Queyranne and has been studied extensively by Catlin, Grossman, Hobbs and Lai.  $\gamma(G) - g(G)$  measures how much the given graph  $G$  is away from being uniformly dense. In this paper, we describe a systematic method of modifying a given graph to obtain a uniformly dense graph on the same number of vertices and edges. We obtain this by a sequence of steps; each step re-defining one end-vertex of an edge in the given graph. After each step, either the value  $\gamma$  of the new graph formed is lesser than that of the graph from the previous step or the size of the maximal  $\gamma$ -achieving subgraph of the new graph is smaller than that of the graph in the previous step. We will see that at most  $O(|V(G)|^3)$  steps are required to obtain a uniformly dense graph. (Received September 21, 2006)