



# **ACYCLIC EDGE COLORING OF GRAPHS**

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# CONTENTS

- ☐ Terminologies related to coloring of graphs
- ☐ Notations used
- ☐ Definitions
- ☐ Theorem (Problem statement)
  - ☐ Related work done in this field
  - ☐ Examples
- ☐ Operations
- ☐ Proof of the Theorem
- ☐ Implementation Details
  - ☐ Algorithm
  - ☐ Code Details
- ☐ Demo
- ☐ Acyclic Edge Coloring of graphs with  $\Delta \leq 5$
- ☐ Future Enhancements

# Terminologies related to coloring of Graphs

- Proper Edge Coloring of Graph

A Proper Edge Coloring of  $G=(V,E)$  is a map  $c : E \rightarrow C$  (where  $C$  is the set of available colors) with  $c(e) \neq c(f)$  for any adjacent edges  $e, f$ .

- Edge Chromatic Index

The minimum number of colors needed to properly color the edges of  $G$ , is called the Edge Chromatic Index of  $G$  and is denoted by  $\chi'(G)$ .

- Acyclic Edge Coloring Graph

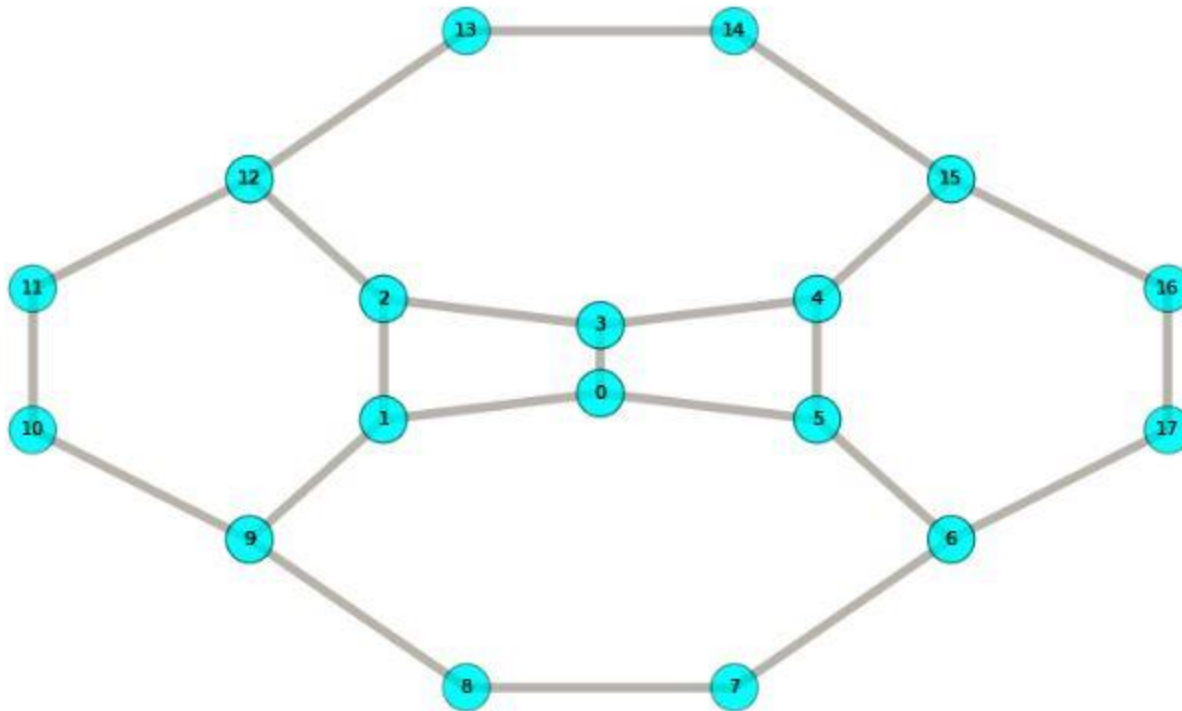
A proper edge coloring  $c$  is called Acyclic if there are no bi-chromatic cycles in that graph.

- Acyclic Edge Chromatic Number

The Acyclic Edge chromatic number (also called Acyclic Chromatic Index) denoted by  $a'(G)$ , is the minimum number of colors required to acyclically edge color  $G$ .

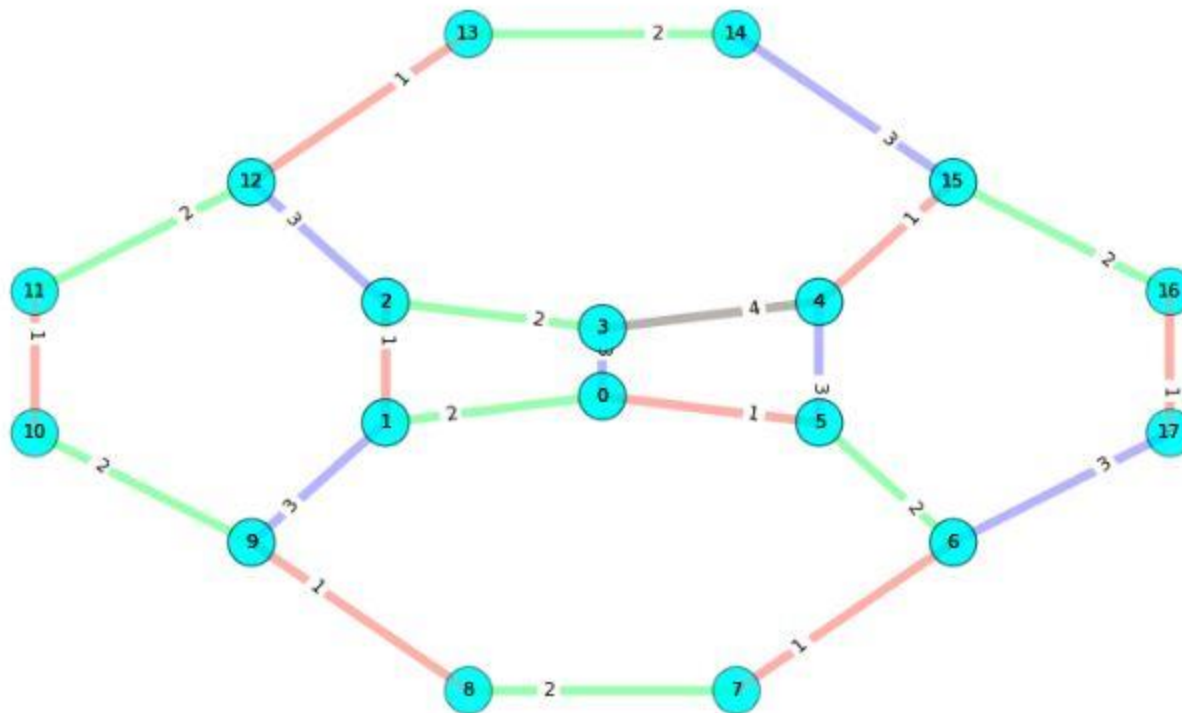
# Example (without Edge Coloring)

Number of Vertices = 18 and Number of Edges = 23



## Example (with Edge Coloring)

Number of Vertices = 18 and Number of Edges = 23



# Acyclic Edge Coloring Conjecture

Conjecture by Alon, Sudakov, and Zaks (and independently by Fiamcik)

$$\text{For any Graph } G, \\ a' \leq \Delta(G) + 2$$

where  $\Delta$  represents the maximum degree amongst all the vertices.

It has been proved by Esperet and Parreau, that for graph with maximum degree  $\Delta$ ,  $a'(G) \leq 4\Delta - 4$ , and improved by Giota to  $a'(G) \leq \lceil 3.74(\Delta-1) \rceil + 1$

# Basics and Notations

- $G = (V, E)$  such that  $E \subseteq V \times V$

where  $E$  is the Edge set and  $V$  is the Vertex Set.

We usually denote

$$|V| = n$$

$$|E| = m$$

- $\delta(G) = \min \{\deg_G(v) \mid v \in V(G)\}$
- $\Delta(G) = \max \{\deg_G(v) \mid v \in V(G)\}$
- $N_G(u)$  = neighbors of vertex  $u$  in  $G$ .
- For  $e \in E$

$G-e$  denotes the graph obtained by the deletion of edge  $e$ .

- A coloring  $c$ , of a graph is denoted by  $c : E \rightarrow \{1, 2, 3, \dots, k\}$

$c(e)$  denotes the color given to the edge  $e$  with respect to the coloring  $c$ .

- For any vertex  $u$ ,  $F_u(c) = \{c(u, z) \mid z \in N_G(u)\}$
- For  $a, b \in V$ ,  $S_{ab}(c) = F_b(c) - \{c(a, b)\}$

# $(\alpha, \beta, a, b)$ Maximal Bichromatic Path

Let  $a, b \in V$ , The  $(\alpha, \beta, a, b)$  Maximal Bichromatic Path is a maximal path that starts at vertex  $a$  with an edge color  $\alpha$ , and ends at  $b$ .

## Note:

- ❑ The edge of  $(\alpha, \beta, a, b)$  Maximal Bichromatic Path incident on  $a$  is colored  $\alpha$ .
- ❑ The edge of  $(\alpha, \beta, a, b)$  Maximal Bichromatic Path incident on  $b$  can be either coloured as  $\alpha$  or  $\beta$ .
- ❑  $(\alpha, \beta, a, b)$  and  $(\alpha, \beta, a, b)$  Maximal Bichromatic Paths have different meaning.
- ❑ Maximal Bichromatic Path have at least 2 edges.



# $(\alpha, \beta, ab)$ Critical Path

Let  $a, b \in V$ ,  $ab \in E$  and  $c$  be the partial coloring of  $G$ , then  $(\alpha, \beta, a, b)$  Maximal Bichromatic Path which starts out from the vertex  $a$  via an edge colored  $\alpha$  and ends at vertex  $b$  via an edge colored  $\alpha$ , is called  $(\alpha, \beta, ab)$  Critical Path.

Note:

- ❑ Every Critical Path will be of odd length.
- ❑ For a critical path, the smallest length possible is 3.

# Candidate Color

A color  $\alpha \neq c(e)$  is a candidate color for an edge  $e$  in  $G$  with respect to partial coloring  $c$  of  $G$  if none of the adjacent edges of  $e$  are colored  $\alpha$ .

## Valid Color

A candidate color  $\alpha$  is valid for an edge  $e$  if assigning the color  $\alpha$  to  $e$  does not result in any bichromatic cycles in  $G$ .

# Some Important Observations

- Given a pair of colors  $\alpha$  and  $\beta$  of proper coloring  $c$  of  $G$ , there can be at most one maximal  $(\alpha, \beta)$  bichromatic path containing a vertex  $v$  with respect to  $c$ .
- A candidate color of an edge  $e = uv$  is valid if
$$\mathbf{F_u \cap F_v - \{ c ( u, v ) \} = (S_{uv} \cap S_{vu}) = \emptyset}$$
- Let  $c$  be a partial coloring of  $G$ , a candidate color  $\beta$  is not valid for the edge  $e = (a, b)$  if and only if  $\exists \alpha \in S_{ab} \cap S_{ba}$  such that there is a  $(\alpha, \beta, ab)$  critical path in  $G$  with respect to coloring  $c$ .

# Operations Used

## 1. Color Exchange

Let  $c$  be a partial coloring of  $G$ . Let  $u, i, j \in V(G)$  and  $ui, uj \in E(G)$ .

We define Color Exchange with respect to the edge  $ui$  and  $uj$  as the modification of the current partial coloring  $c$  by exchanging the colors of  $ui$  and  $uj$  to get a partial coloring  $c'$ .

$$c'(u, i) = c(u, j)$$

$$c'(u, j) = c(u, i)$$

$$c'(e) = c(e) \text{ for all other edges } e \text{ in } G.$$

The above color exchange is denoted by

$$c' = \text{ColorExchange}(c, ui, uj)$$

# Operations Used

## 2. Recolor

We define  $c' = \text{Recolor}(c, e, \gamma)$  as the recoloring of the edge  $e$  with a candidate color  $\gamma$  to get a modified coloring  $c'$  from  $c$ , i.e.,  $c'(e) = \gamma$  and  $c'(f) = c(f)$ , for all other edges  $f$  in  $G$ .

- ❑ The recoloring is said to be proper, if the coloring  $c'$  is proper.
- ❑ The recoloring is said to be acyclic (valid), if in coloring  $c'$  there exists no bichromatic cycle.

# Lemma

- Let  $c'$  be the partial coloring obtained from a valid partial coloring  $c$  by the color exchange with respect to the edges  $u_i$  and  $u_j$ .

The partial coloring  $c'$  will be proper if and only if the following two conditions are true.

- $c(u, i) \notin S_{u_j}$
- $c(u, j) \notin S_{u_i}$

# Acyclic Edge coloring of Sub-Cubic Graphs

A Graph is called **sub cubic** if the maximum degree of that graph is 3.

## Theorem

Let  $G$  be a non-regular connected graph of maximum degree 3, then  $a'(G) \leq 4$

Note:

□ If  $\Delta(G) < 3$  then  $a'(G) \leq 3$

# Proof of the Theorem

Induction on number of Edges:

**Base Case :** Smallest possible edges on a non regular connected graph  $G$  of maximum degree 3 on  $n$  vertices is  $n-1$ . Then  $G$  is a tree and is acyclically colorable using 3 colors. (As there will be no cycles, we don't need to worry about the acyclicity of edges. Every proper edge coloring of a tree will be acyclic.)

**Induction Hypothesis :**

Let  $G$  be a

- ☐ Connected graph
- ☐ Non-regular Graph
- ☐  $\Delta(G) = 3$
- ☐  $m \geq n$

$m$  = number of edges

$n$  = number of vertices

Let the theorem be true for all non regular connected graphs with maximum degree 3 with at most  $m-1$  edges.



# Assumption

Without the loss of generality we can assume that  $G$  is 2-connected.

So  $\delta(G) \geq 2$

If there are cut vertices in  $G$ , then the acyclic coloring of blocks of  $G$  can be easily extended to  $G$ .

# Proof Contd.

Since  $G$  is not 3 regular and  $\delta(G) \geq 2$ .

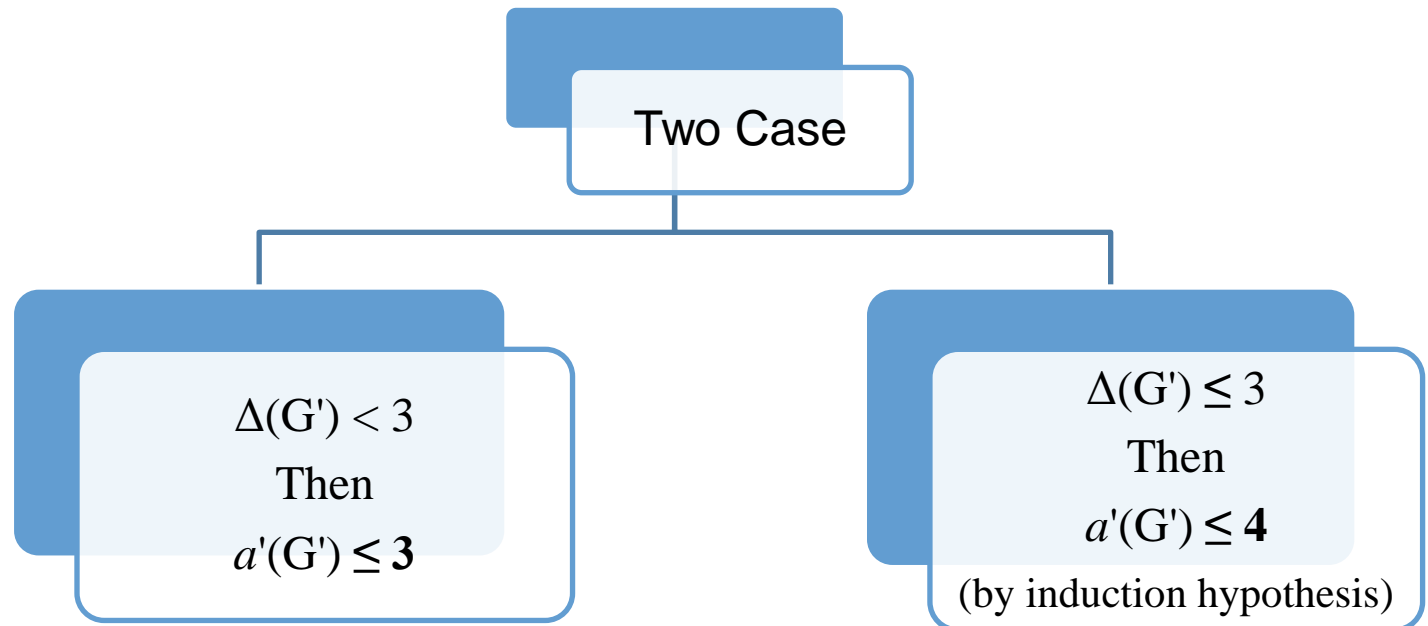
Then there is definitely a vertex of degree 2, let this vertex be  $x$ .

$$\deg_G(x) = 2$$

Let  $y \in N_G(x)$

$$G' = G - \{ xy \}$$

$G'$  is connected, since  $G$  is 2-connected.

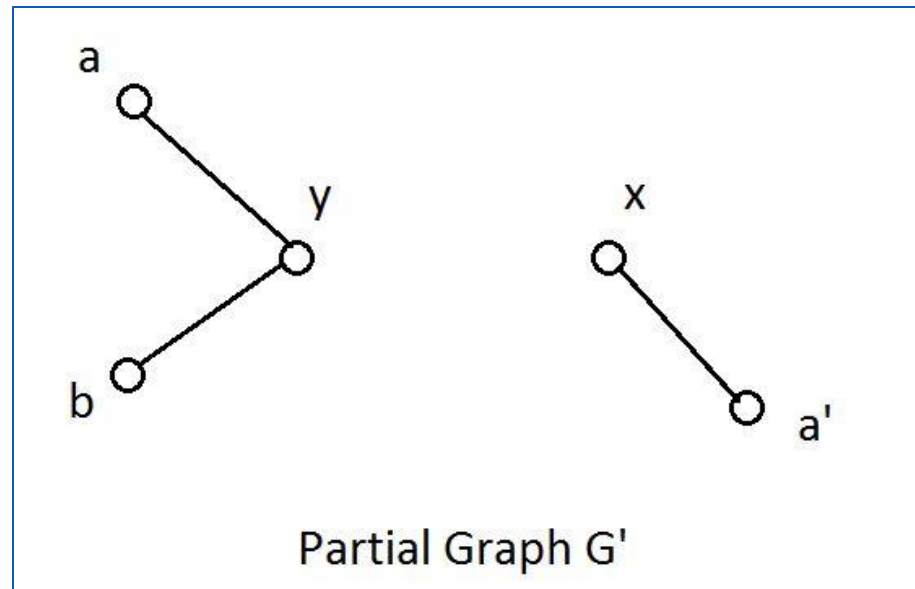


# Approach towards proving

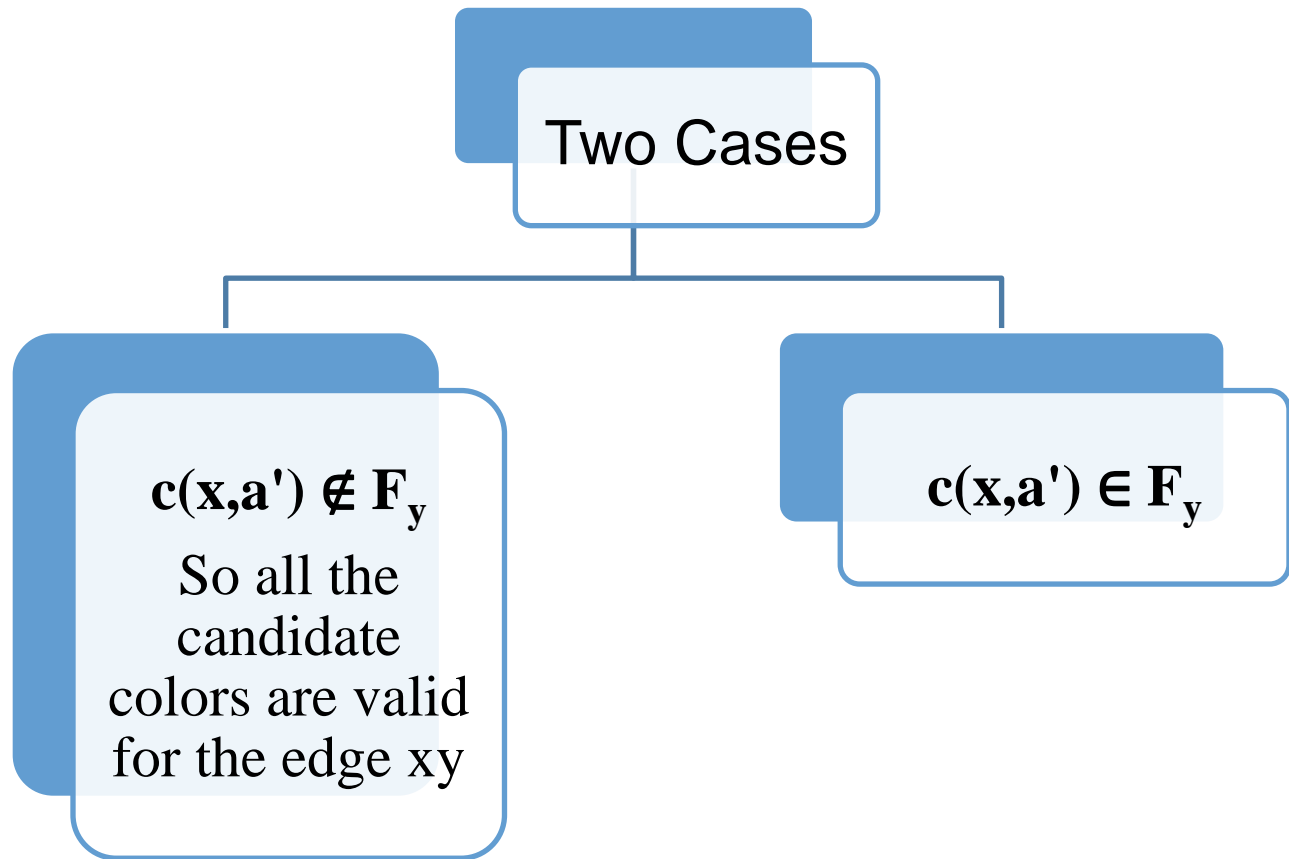
◦ We will try to extend the edge coloring of  $G'$  to  $G$  by giving a color to the edge  $xy$  from available 4 colors.

Since  $|F_y \cup c(x, a')| \leq 3$ ,

So there is at least one candidate color for the edge  $xy$ .



# Exhaustive Cases



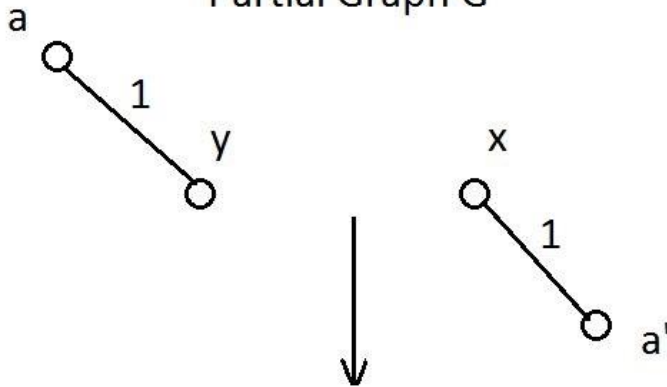
# Cases contd.

$$c(x, a') \in F_y$$

$$|N_{G'}(y)| = 1$$

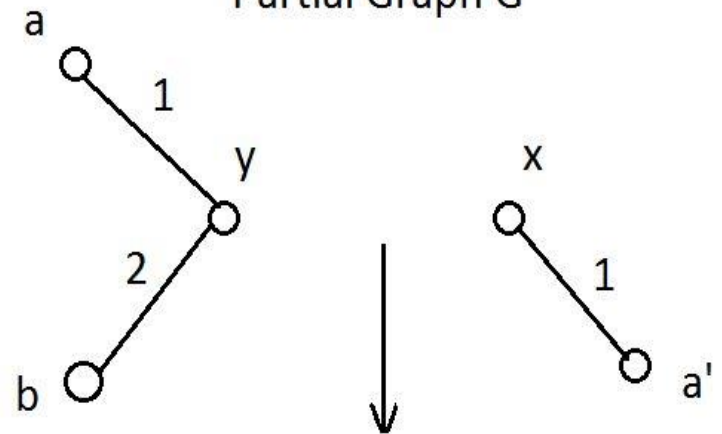
$$|N_{G'}(y)| = 2$$

Partial Graph  $G'$



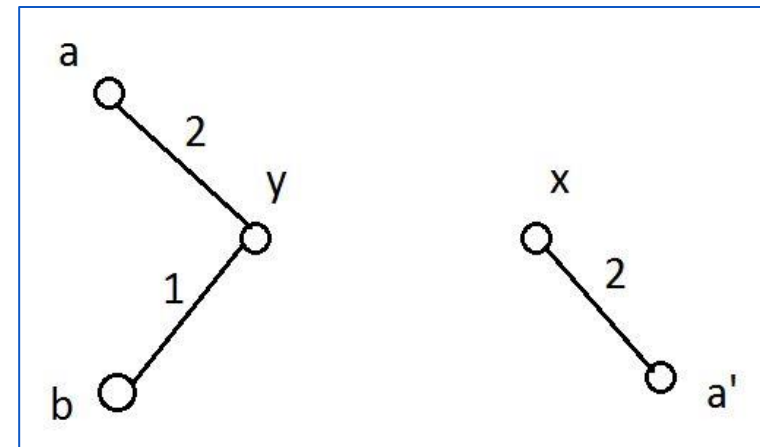
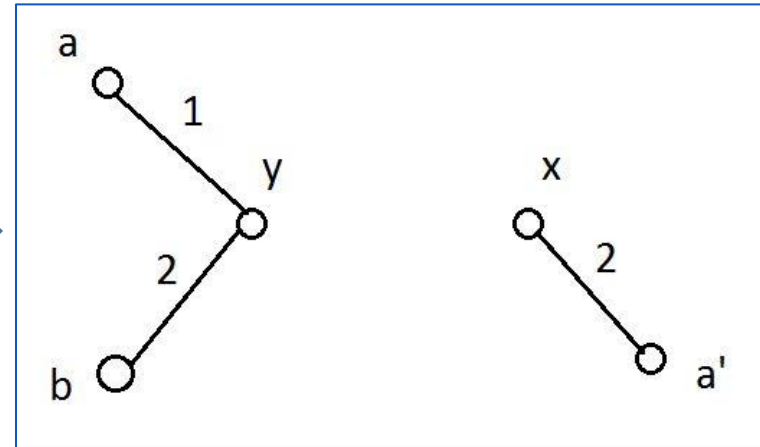
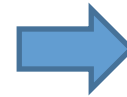
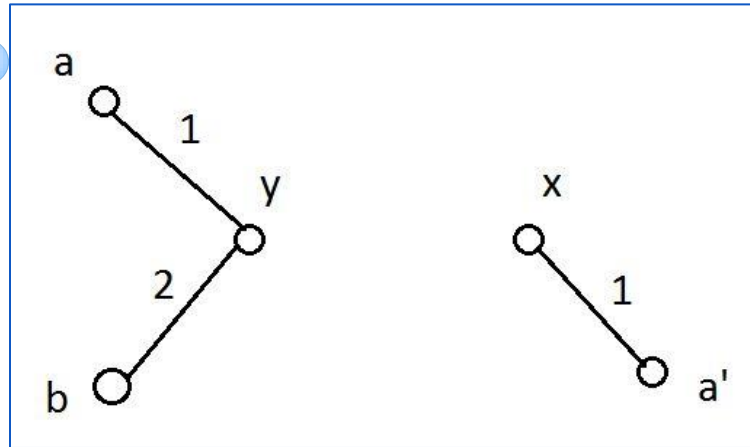
Candidate Colors =  $\{2,3,4\}$

Partial Graph  $G'$



Candidate Colors =  $\{3,4\}$

# Cases contd.



# Implementation Details

```
class Vertex
{
public:
    int vertexNumber;
    list<int>adjacencyList;
};
```

```
class Edge
{
public:
    int start, end, color;
    Edge();
    Edge(Edge const &);
    Edge(int, int);
};
```

# Implementation Details

```
class Graph
```

```
{
```

```
public:
```

```
int numberOfVertices, numberOfEdges;
```

```
Vertex* vertexArray;
```

```
list<Edge> edgeList;
```

```
set<int> C;
```

```
Graph(int, int);
```

```
void addEdge(int, int);
```

```
void print();
```

```
void deleteGraph();
```

```
void arrangeEdges(); // very important thing. for description see the function definition.
```

```
Vertex& findVertexWithDegreeAtMost2(bool*);
```

```
void colorEdge(Edge&);
```

```
Edge findEdge(int, int); // given vertexNumber number of two vertices, this function returns the edge.
```

```
int findColor(int, int); // given two vertices of graph this function returns its color.
```

```
set<int> findCandidateColors(Edge const&); // finds the candidate colors for a given edge.
```

```
set<int> S(int, int); // for S(x,a) this method returns the set of colors {c : c=color(a,b) for every edge (a,b) incident to x}.
```

```
bool isCriticalPath(Edge const&e, int a, int b); // this method checks whether there exists a path from a to b that contains the edge e.
```

```
void recolor(Edge &e, int c); // recolors the edge e with color c.
```

```
void colorExchange(Edge &e1, Edge &e2); // exchanges the color of edge e1 and e2.
```

```
bool isInConfigurationA(Vertex const&, Vertex const&, Vertex const&, set<int> const&, set<int> const&);
```

```
};
```



# Algorithm

- ❑ **Pick the edges in certain order.**
- ❑ The initial ordering of edges is necessary because if the edges are picked arbitrarily, then the edge may not fall at all into any case discussed before.
- ❑ So the edges should be picked in such a way that we always have a vertex ( $x$ ) of degree 1 in  $G'$ .
- ❑ **How preferable edge ordering is decided?**
  - ❑ Pick an edge with at least one of its endpoints with degree 2 or less, let us call this endpoint  $x$ .
  - ❑ Now give numbering to all the edges incident on  $x$  and then delete this vertex.
  - ❑ Repeat the above two steps and keep enumerating the edges incrementally.
- ❑ **How to use the current Edge Ordering?**
  - ❑ Pick the edges with decreasing edge number, so that each time you have the edge (to be colored) that falls in one of the discussed cases.

# Other Research Papers

- Graphs with  $\Delta \leq 4$

- Theorem : Let  $G$  be a connected graph on  $n$  vertices with  $m \leq 2n-1$  edges, and maximum degree  $\Delta \leq 4$  then  $a' \leq 6$ .

# Extending the concept for $\Delta \leq 5$

- Graphs with  $\Delta \leq 5$ 
  - Let  $G$  be a connected graph on  $n$  vertices with  $m \leq 2n-1$  edges, and maximum degree  $\Delta(G) \leq 5$  then using the operations of Color Exchange and recolor I have shown that  $\alpha'(G) \leq 15$ .

# What I Learnt

- ❑ Basics of acyclic coloring
  - ❑ Vertex coloring and edge coloring
- ❑ Critical Paths and Maximal Bichromatic Paths
- ❑ Operations
  - ❑ Color Exchange
  - ❑ Recolor
- ❑ Implementation of graphs in C++ Standard Library using Object Oriented Programming concepts.
- ❑ Drawing Graphs using matplotlib and networkx library.

# Future Enhancements

- ❑ Searching for some new Operations that could be easily used to prove the general conjecture **For any Graph  $G$ ,  $\alpha' \leq \Delta(G) + 2$**
- ❑ Extending the concept to prove that graphs with  $\Delta \leq 5$  can be colored using at most 11 colors.
- ❑ Extending the program of sub-cubic graphs to implement program for graphs with  $\Delta \leq 4$



**Thank you**