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Lunds Tekniska Högskola

Chromatic Polynomial in Small Space

Algorithmic Engineering Aspects of Fast Zeta Transform-based Graph Colouring Algorithms



This presentation

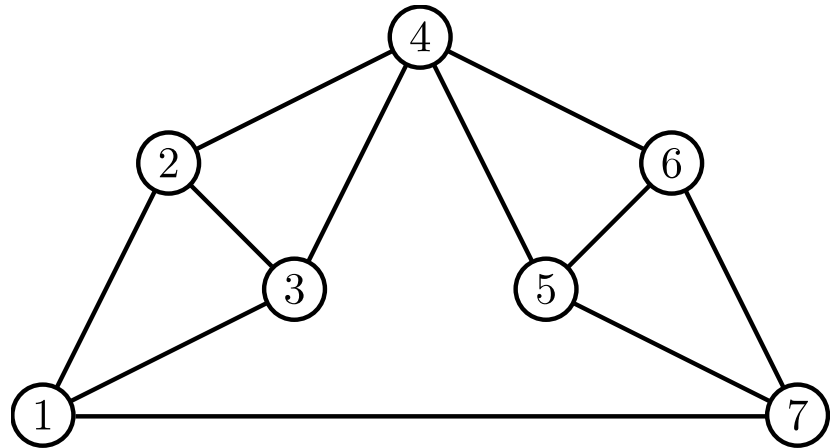
- Introduction and theory
 - Graphs & algorithms
 - The BHKK algorithm
 - The Fast Zeta Transform
- My work
- Results
- Questions
 - There are no silly ones.

Introduction, graphs

- What is a graph?

- Vertices, V
 - Order n
- Edges, E
 - Size m

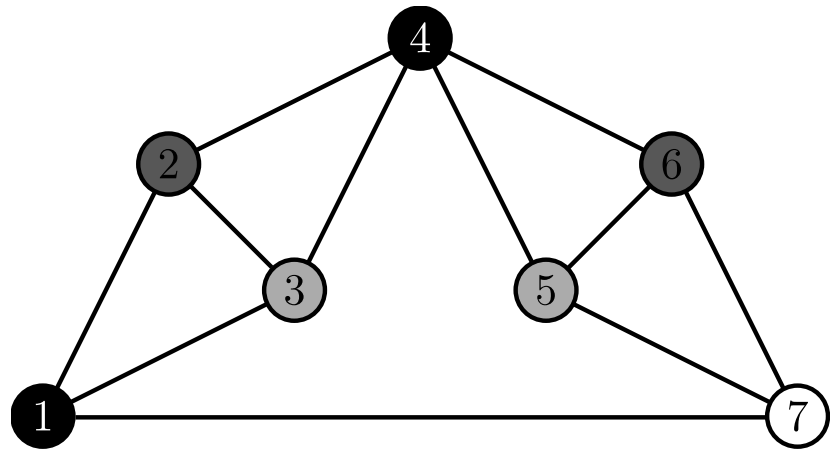
The Moser Spindle graph



Introduction, graphs

- What is a graph?
 - Vertices, V
 - Edges, E
- How can we colour it?
 - Optimally
 - Counting

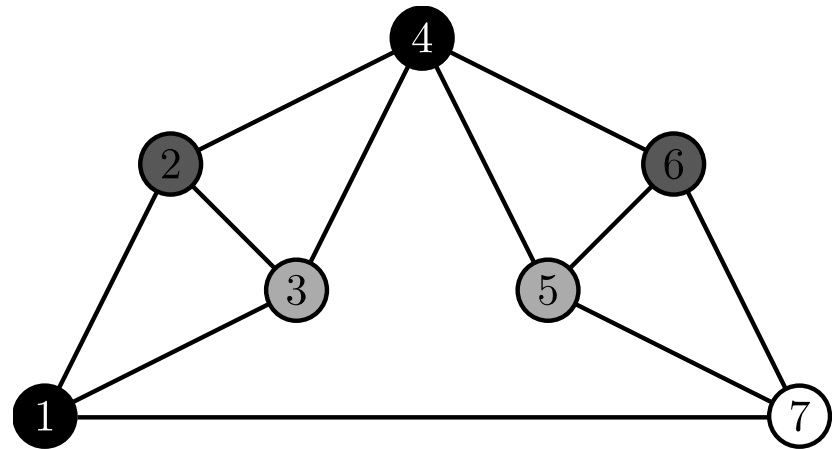
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- What is the Chromatic Polynomial?
 - What does it look like?

The Moser Spindle graph

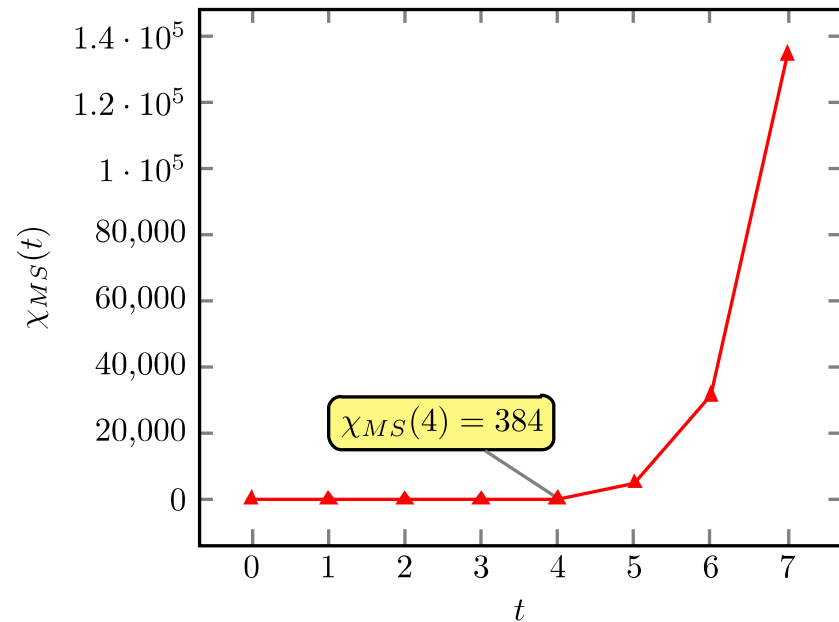


$$\chi_{MS}(t) = t^7 - 11t^6 + 51t^5 - 129t^4 + 188t^3 - 148t^2 + 48t$$

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The Moser Spindle graph chromatic polynomial



$$\chi_{MS}(t) = t^7 - 11t^6 + 51t^5 - 129t^4 + 188t^3 - 148t^2 + 48t$$

Introduction, algorithms

- What is an algorithm?

Stone: "A set of rules that precisely define a sequence of operations."

Wikipedia: "A step-by-step procedure for calculations."

Example:

1. *Initialize data structures.*
2. *Magic*
3. *...*
4. *Profit.*

Introduction, algorithms

Step A. For $q = 0, 1, \dots, n$, do

1. Partition V into V_1 and V_2 of sizes n_1 and n_2 .

2. For each $X_1 \subseteq V_1$, do

a) For each independent $Y_1 \subseteq X_1$, do

$$h[V_2 \setminus N(Y_1)] \leftarrow h[V_2 \setminus N(Y_1)] + z^{|Y_1|}$$

b) For each independent $Y_2 \subseteq V_2$, do

$$l[Y_2] \leftarrow z^{|Y_2|}$$

c) $h \leftarrow (h\zeta') \cdot l$

d) $h \leftarrow h\zeta$

e) For each $X_2 \subseteq V_2$, do

$$r \leftarrow r + (-1)^{n-|X_1|-|X_2|} \cdot h[X_2]^q$$

3. Return coefficient c_n of z^n in r .

Step B. Construct interpolating polynomial $\chi_G(t)$ on points (q, c_{nq}) .

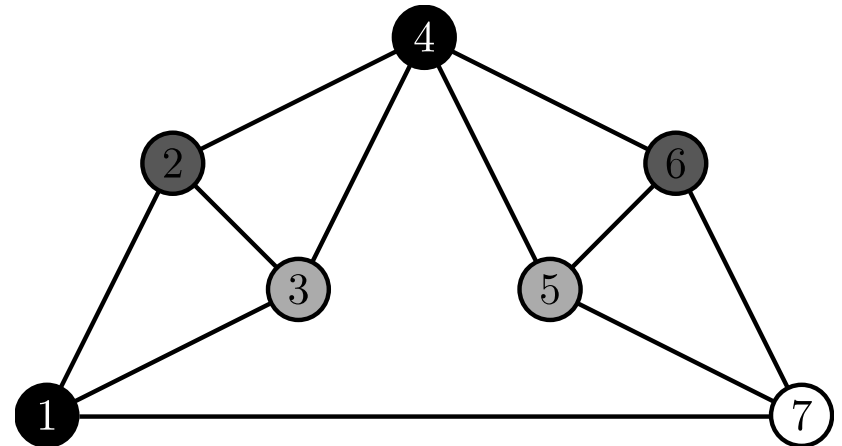
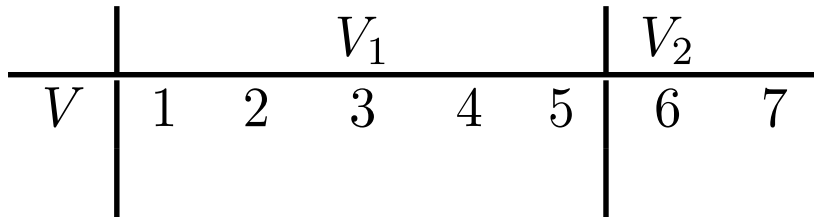
Step C. Return $\chi_G(t)$.

The BHKK Algorithm

- Björklund, Husfeldt, Kaski, Koivisto = BHKK
- Computes the Chromatic Polynomial
 - $O^*(2^n)$ time
 - $O^*(1.2916^n)$ space
 - Main improvement
 - Principle of inclusion-exclusion
 - Iteration over independent subsets
- Fast Zeta Transform

The Fast Zeta Transform

Split V into V_1 and V_2



The Fast Zeta Transform

b) For each independent $Y_2 \subseteq V_2$, do

$$l[Y_2] \leftarrow z^{|Y_2|}$$

$X \subseteq V_2$	$f(X)$		$X \subseteq V_2$	$f\zeta(X)$
$\{6, 7\}$	0	$\xrightarrow[\text{BHKK version}]{\text{Fast Zeta Transform, } \zeta}$	$\{6, 7\}$	$2z + 1$
$\{7\}$	z		$\{7\}$	$z + 1$
$\{6\}$	z		$\{6\}$	$z + 1$
\emptyset	1		\emptyset	1

The Fast Zeta Transform

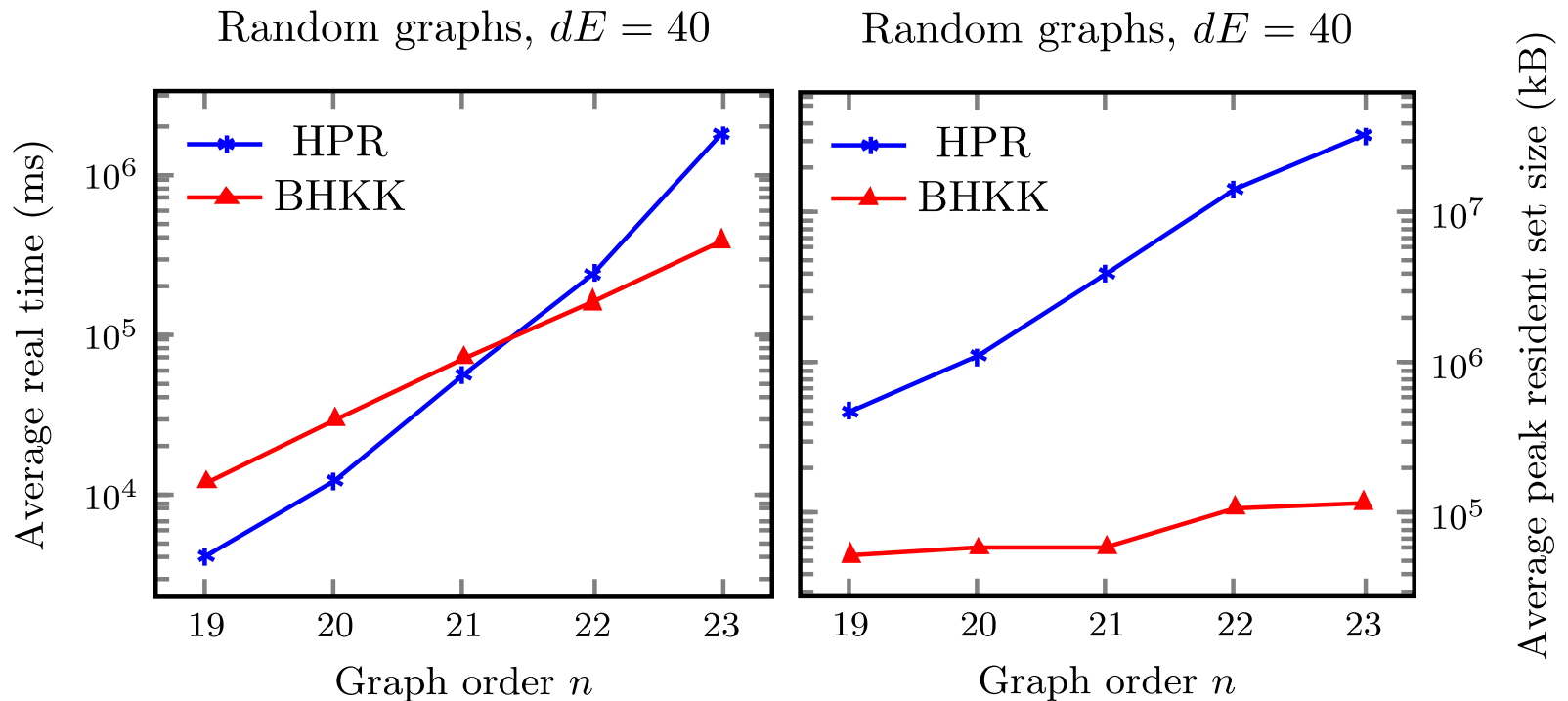
Sets are encoded as integers (= bitsets). 1 in position i means element i is in the set ($i = 1, \dots, n$)

$X \subseteq V_2$	$f(X)$		$X \subseteq V_2$	$f\zeta(X)$
1100000 \equiv 96	0	$\xrightarrow[\text{BHKK version}]{\text{Fast Zeta Transform, } \zeta}$	1100000 \equiv 96	$2z + 1$
1000000 \equiv 64	z		1000000 \equiv 64	$z + 1$
0100000 \equiv 32	z		0100000 \equiv 32	$z + 1$
0000000 \equiv 0	1		0000000 \equiv 0	1

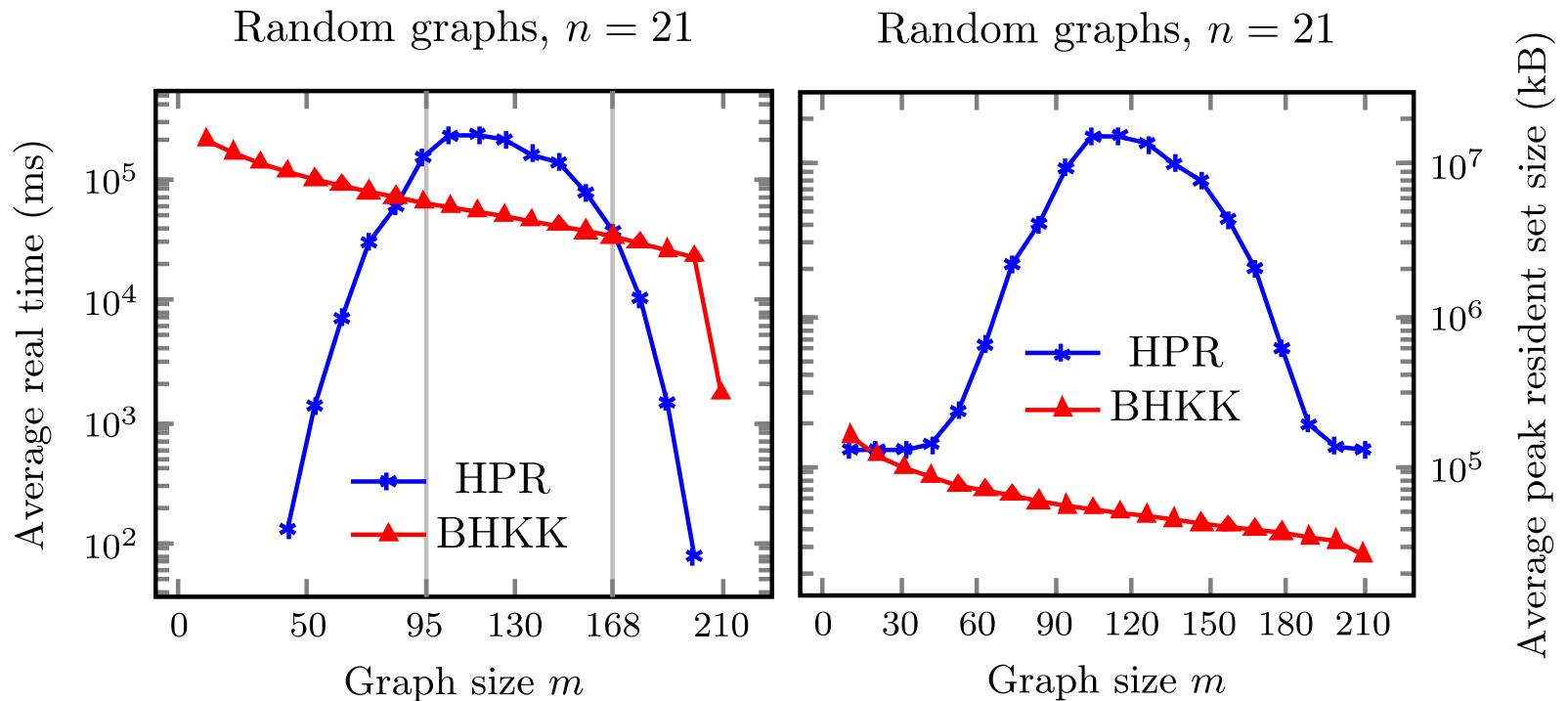
My work

- Implement the BHKK algorithm
 - Polynomial arithmetic externalized
 - Parallelization
- Run simulations, compare to competition
 - Haggard, Pearce, Royle = HPR algorithm
 - Deletion-contraction, dynamic programming
 - Random graphs
 - Optimizations

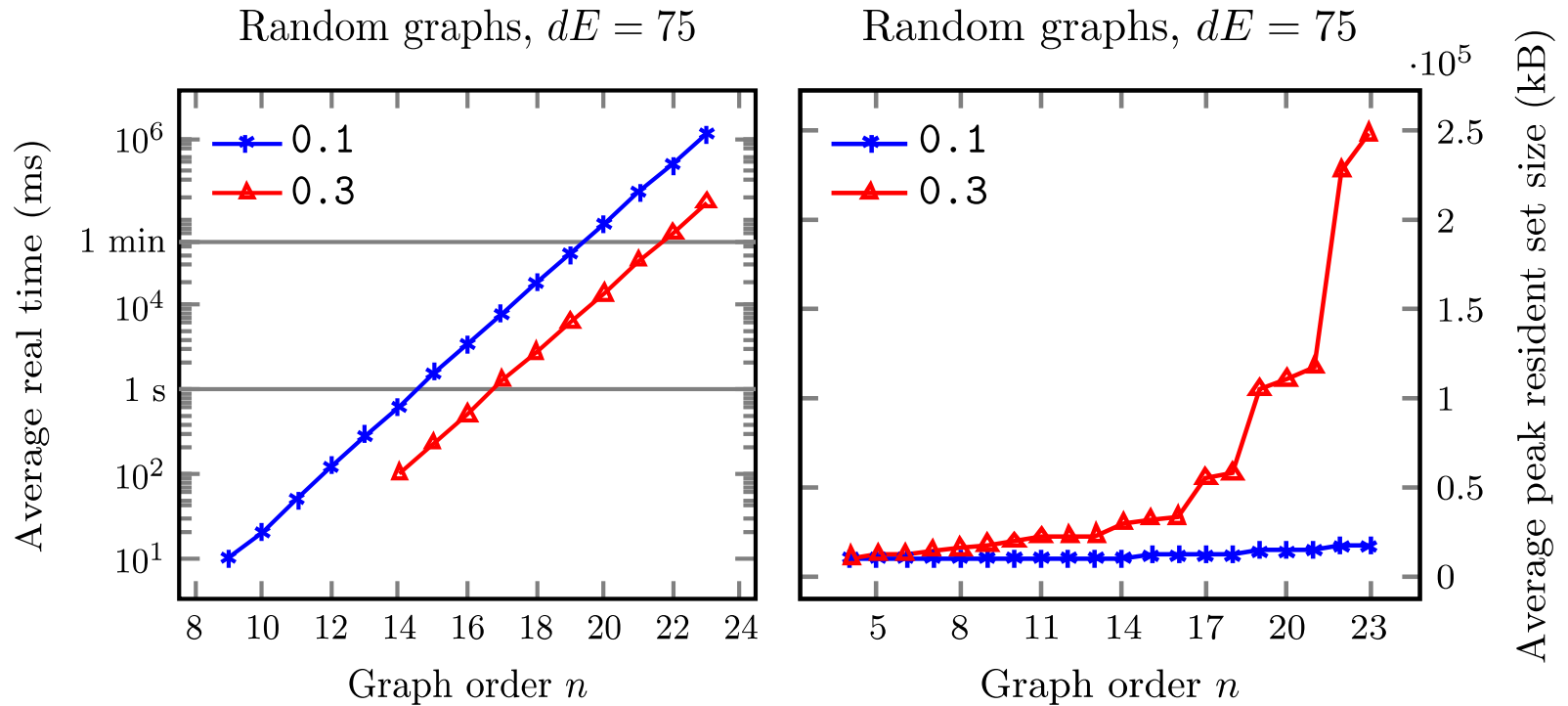
Results, complexity



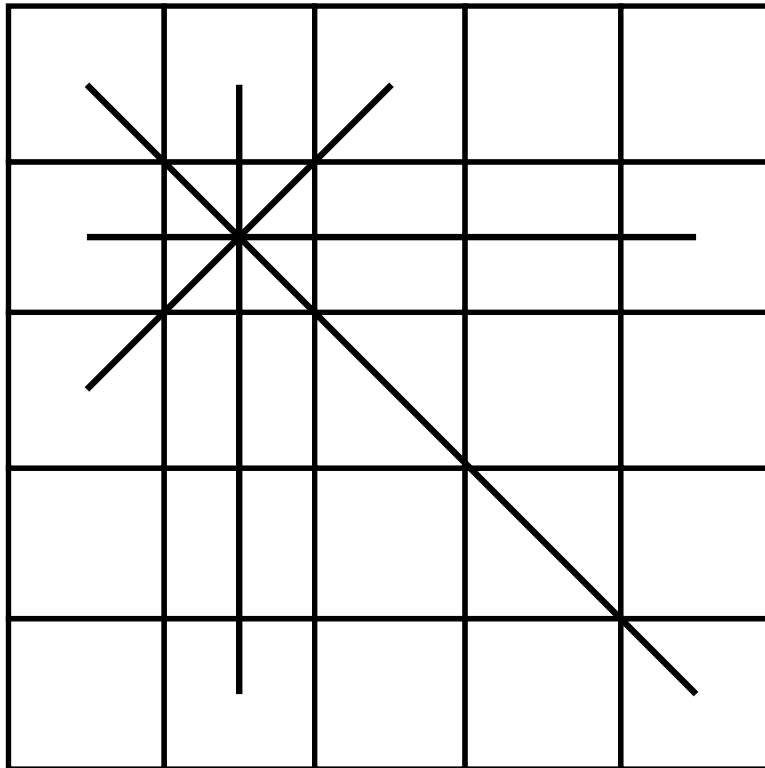
Results, size dependency



Results, parallelization



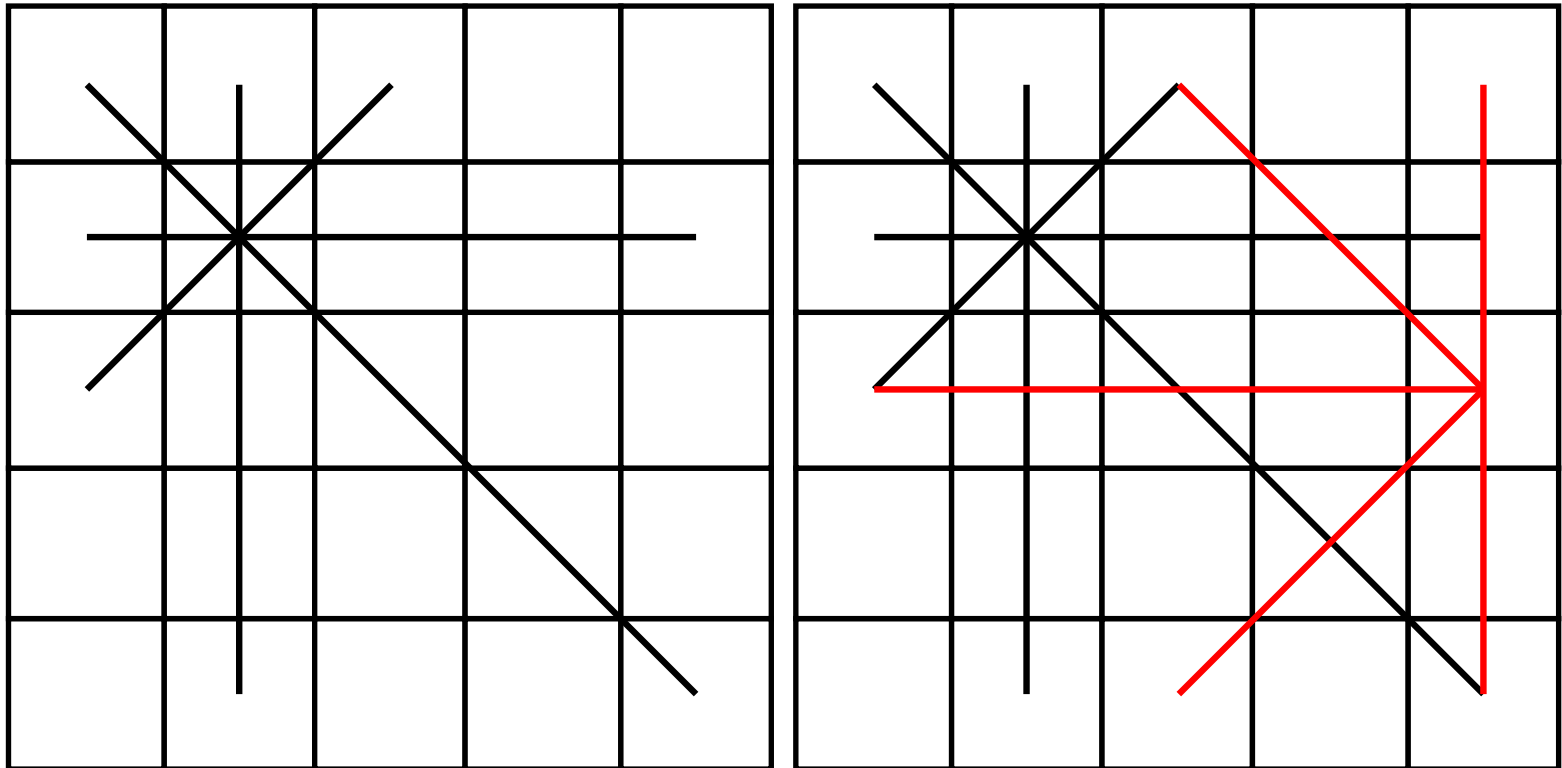
Results, Queen graph



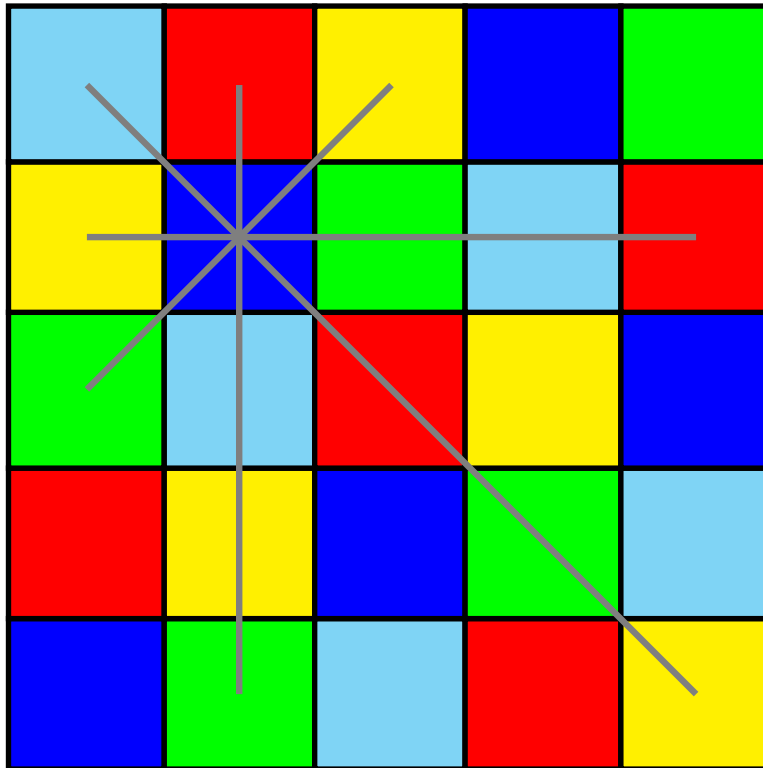
5x5 Queen graph

- Order 25
- Size 160
- Chromatic nbr 5

Results, Queen graph



Results, Queen graph



5x5 Queen graph

- Order 25
- Size 160
- Chromatic nbr 5

Results, Queen graph

$$\begin{aligned}\chi_{Q_5}(t) = & t^{25} - 160t^{24} + 12400t^{23} - 619000t^{22} + 22326412t^{21} - 618664244t^{20} \\ & + 13671395276t^{19} - 246865059671t^{18} + 3702615662191t^{17} \\ & - 46639724773840t^{16} + 496954920474842t^{15} - 4497756322484864t^{14} \\ & + 34633593670260330t^{13} - 226742890673713726t^{12} \\ & + 1258486280066672806t^{11} - 5890734492089539317t^{10} \\ & + 23071456910844580538t^9 - 74774310771536397886t^8 \\ & + 197510077615138465516t^7 - 416375608854898733286t^6 \\ & + 680208675481930270860t^5 - 824635131668099993614t^4 \\ & + 692768396747228503860t^3 - 356298290543726707632t^2 \\ & + 83353136564448062208t\end{aligned}$$

Results, Queen graph

```
$ bins/chr_pol_pari input/adjm/dimacs/dim_36_290 12
Evaluating x(0)... = 0
Evaluating x(1)... = 0
Evaluating x(2)... = 0
Evaluating x(3)... = 0
Evaluating x(4)... = 0
Evaluating x(5)... = 0
Evaluating x(6)... = 0
Evaluating x(7)... = 100800
Evaluating x(8)... = 539993341440
Evaluating x(9)... = 28523818425553920
Evaluating x(10)... = 168848393250572582400
Evaluating x(11)... = 242888062409233489987200
Evaluating x(12)... = 125418745435123389172492800
Evaluating x(13)... = 29561851852939196036141575680
Evaluating x(14)... = 3746380075607039378376563735040
Evaluating x(15)... = 287237024180965294490230843867200
...
```



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Open questions

- How fast can we run on exponential amount of threads?
 - One subset per thread.
 - "Worst" subset is the one with most independent "secondary" subsets.
 - Requires ~33 million CPUs for Queen 5x5.
- How fast can we run if actively separating "bad" subsets?
 - We group subsets into 12 groups (or some other constant).
 - If we are unlucky, we might get all "bad" subsets in one group.