△ + 1-coloring is very "local"

Can we solve it in O(1) rounds?

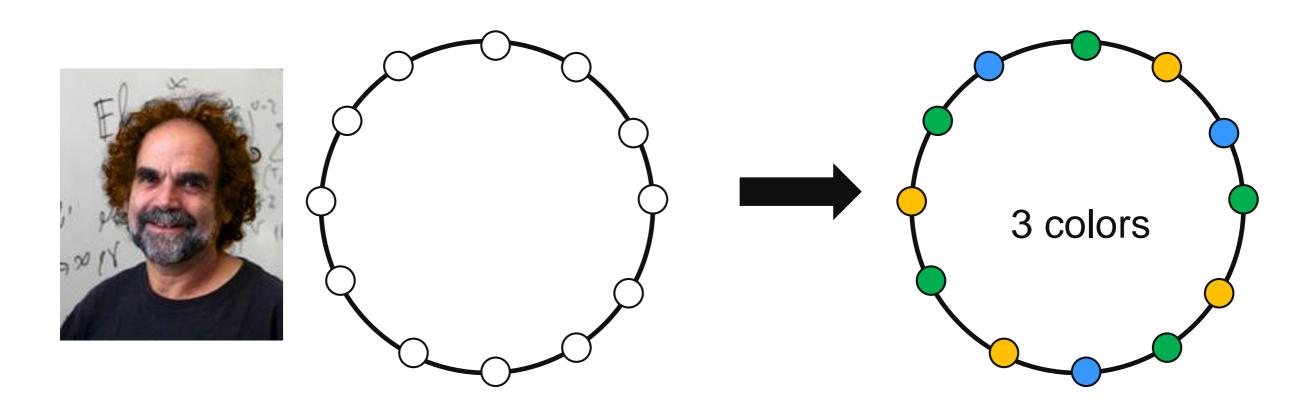
Linial's Seminal Results



Linial's LB: Coloring rings with $\Delta + 1$ colors requires $\Omega(\log^* n)$ rounds

[Linial; FOCS '87]

taught in every distributed graph algorithms (master) course (1 hour)



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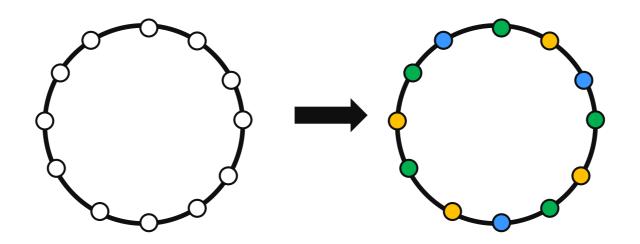
taught in every distributed graph algorithms (master) course (1 hour)

extremely small

 $\log^* n$: Iterated logarithm



$$\log^* n = \min\{i | \log^{(i)} n \le 2 \}$$
$$\log^{(1)} n = \log n$$
$$\log^{(i+1)} n = \log (\log^{(i)} n)$$



Linial's Seminal Results



Linial's LB: Coloring rings with $\Delta + 1$ colors requires $\Omega(\log^* n)$ rounds

[Linial; FOCS '87]

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 $\log^* n$: Iterated logarithm

$$\log^*(\text{\#atoms universe}) = 5$$

$$\log^* n = \min\{i | \log^{(i)} n \le 2 \}$$
$$\log^{(1)} n = \log n$$
$$\log^{(i+1)} n = \log (\log^{(i)} n)$$

Linial's algorithm: $O(\log^* n)$ rounds for $9\Delta^2$ -coloring (any max degree Δ graph).

[Linial; FOCS '87]

Pro: Tight in terms of the LB

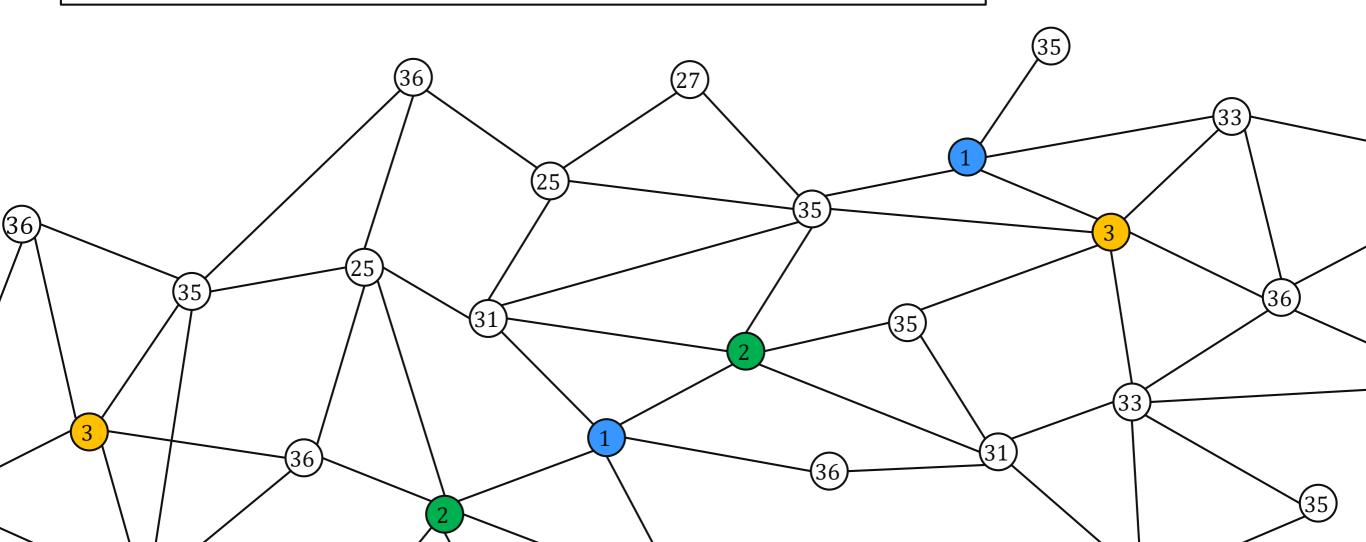
Downside: Many colors: $(\Delta^2 \gg \Delta + 1)$,

Goal (next few slides): Color reduction $O(\Delta^2) \rightarrow \Delta + 1$



Input: 36-coloring

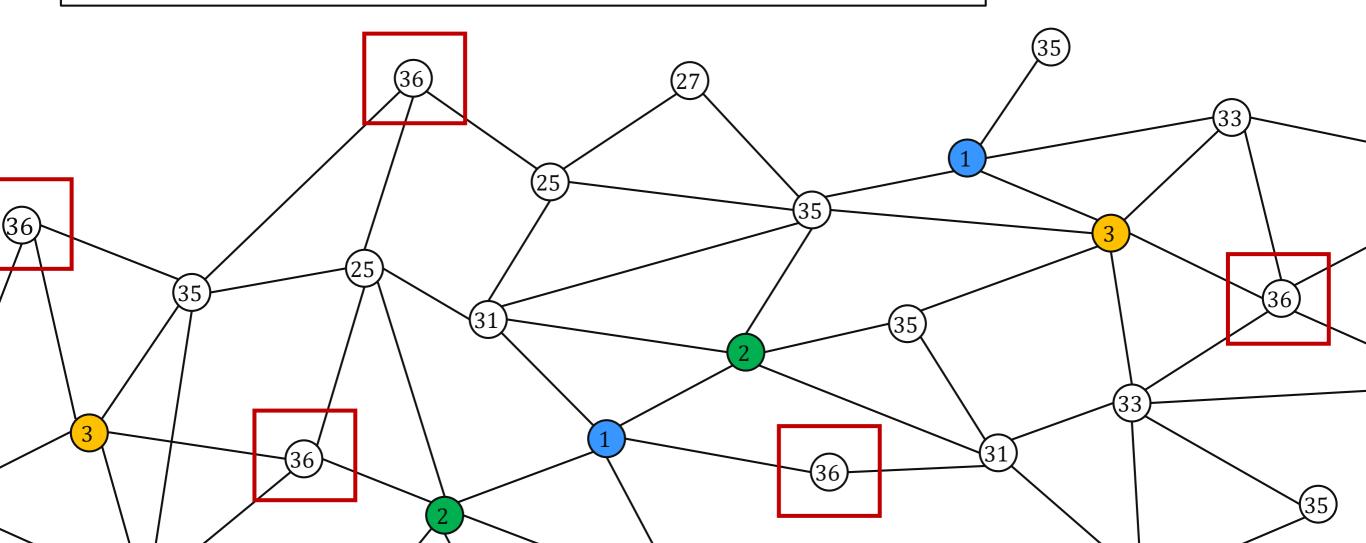
Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: 36-coloring

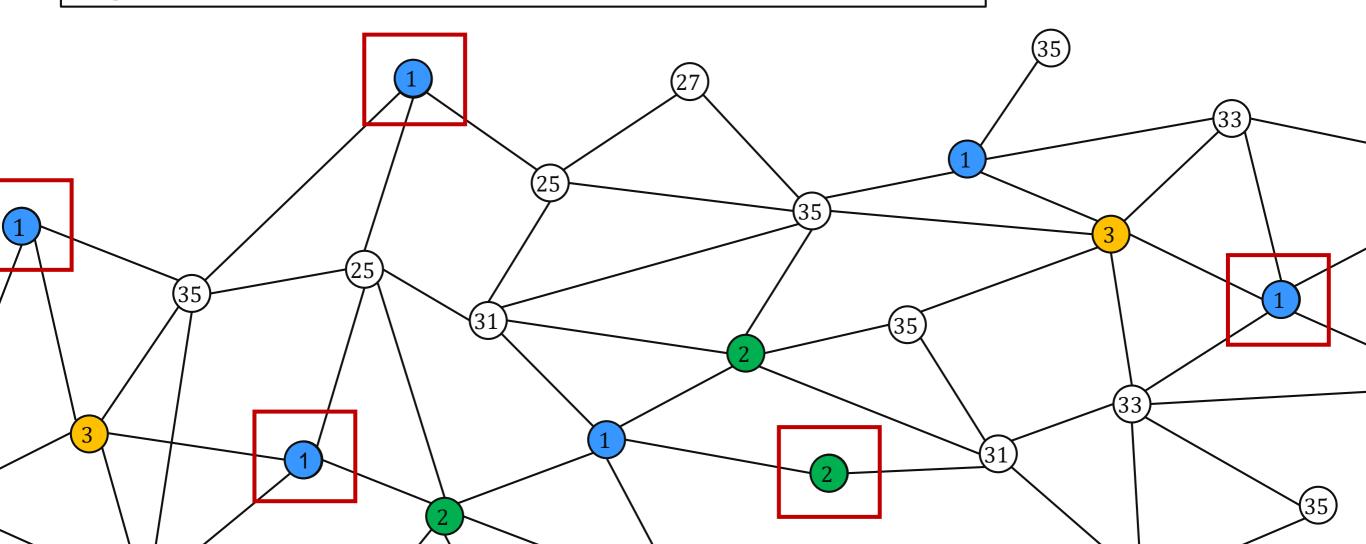
Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: 36-coloring

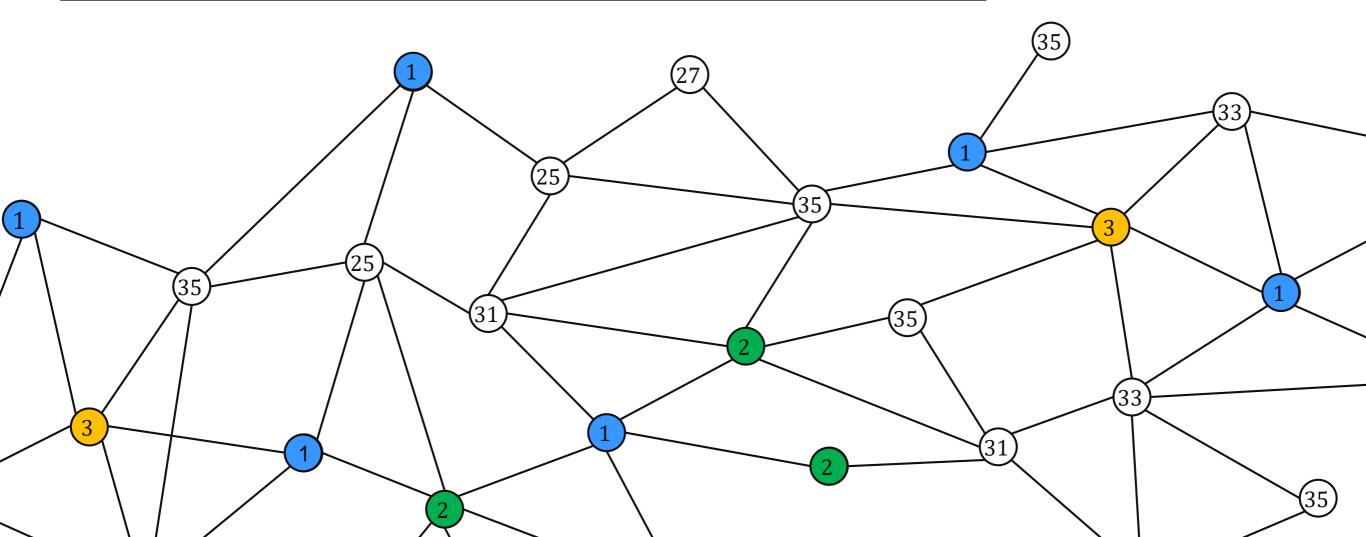
Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: 36-coloring

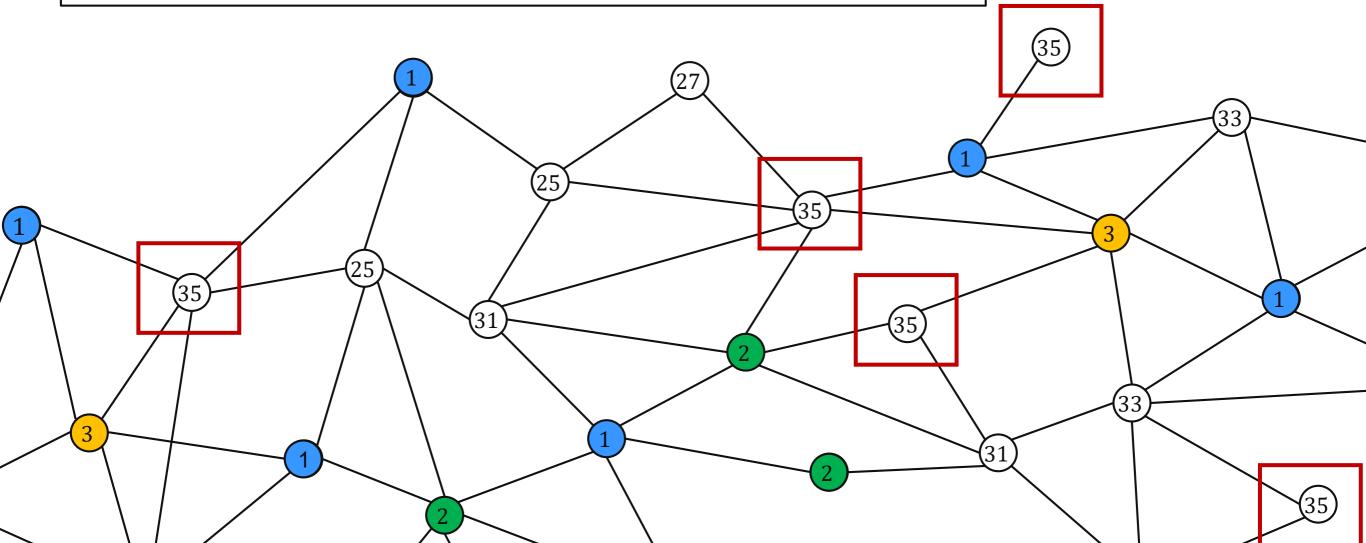
Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: 36-coloring

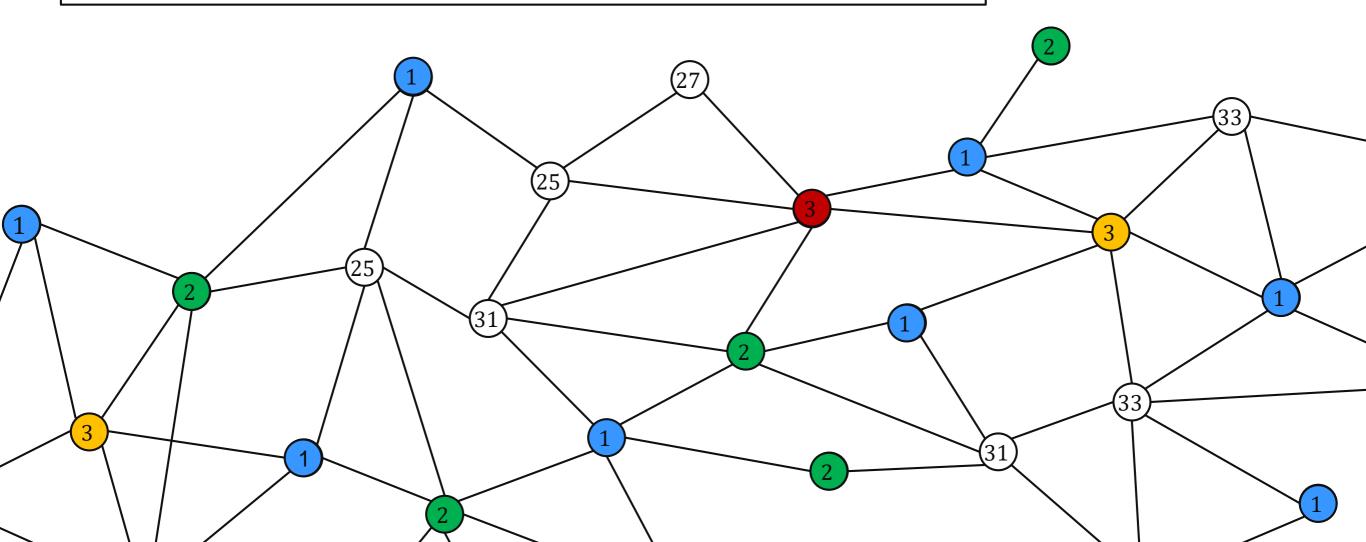
Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: 36-coloring

Goal to use colors: 1 2 3 4 5 6 7 $(\Delta = 6)$





Input: Graph G = (V, E) with C-vertex input coloring ϕ

Output: Coloring with $max\{C-1, \Delta+1\}$ colors

Each node v executes the following code in parallel

```
If \phi(v) \neq C then output \phi(v) else output min\{1,...,\Delta+1\}\setminus \{\phi(u) | u \in N(v)\}
```

Messages (2 rounds):

when node v is processed, ask its neighbors $u \in N(v)$ for their color $\phi(u)$.

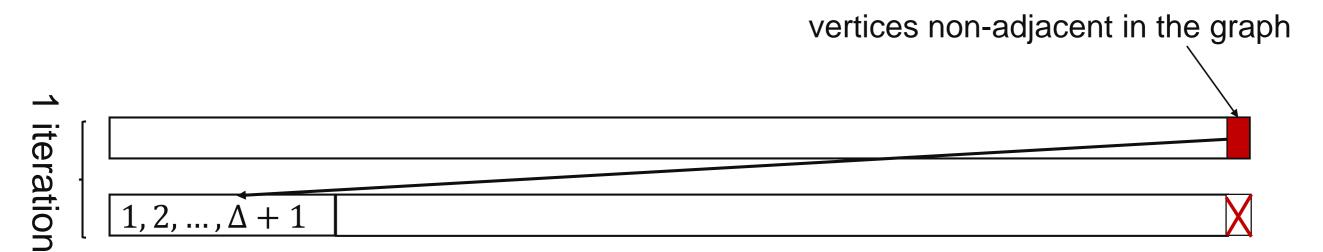
Messages (1 round, alternative implementation):

every node sends its current color

Simple Color Reduction (SCR)



Simple Color Reduction: There is a 1-round algorithm to compute a $\max\{C-1,\Delta+1\}$ -coloring, given a C-coloring.



Why does it work?

- Everyone that recolors itself can always pick a free color from {1, ..., Δ + 1}, as at most Δ colors are already taken by neighbors
- Nodes that color themselves at the same time cannot be adjacent (proper input coloring)

$(\Delta + 1)$ -Coloring



Theorem: $(\Delta + 1)$ -coloring can be done in $O(\Delta^2 + \log^* n)$ rounds.

Proof: Linial
$$\rightarrow 9\Delta^2 \rightarrow (9\Delta^2 - 1) \rightarrow (9\Delta^2 - 2) \rightarrow \cdots \rightarrow (\Delta + 2) \rightarrow (\Delta + 1)$$

$$9\Delta^2 - (\Delta + 1) = O(\Delta^2)$$
 iterations of Simple Color Reduction

Homework assignment: You will develop a faster algorithm for reducing to $\Delta + 1$ colors.