

**CSCI 2300 — Algo**  
**Homework 10**  
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Question: 3-COLOR. Given a graph, is there a way to color the vertices red, green, and blue so that no adjacent vertices have the same color?

Show that 3-satisfiability reduces to graph 3-colorability. Give a step by step construction [25 points] and proof [25 points]

Construction:

We can transform a 3-satisfiability problem into a graph 3-colorability problem. By employing 3-colorability as logic gates, we can reduce each clause  $(x_a \vee x_b \vee x_c)$  in the CNF to a graph structure. To achieve this, we assign colors to represent boolean values: Red for True, Green for False, and Blue for Neutral (which holds no boolean significance but aids in mimicking logic gates). First, we construct a control gadget to ensure adjacent vertices have different colors, resulting in the Blue node being Neutral.

Following that, we create a control structure to assign either Red (True) or Green (False) to variables  $x_n$  and  $\neg x_n$ , respectively, thus enforcing a truth assignment. This step is interchangeable because we have associated each available literal's truth value with a specific color.

Taking advantage of the constraint that adjacent colors must be distinct, we construct a logic gadget that exhibits logic gate behavior.

$$E = \{(X, a_1), (Y, a_2), (a_1, a_2), (a_1, C), (a_2, C)\}$$

Suppose a clause consists of arbitrary values  $x$ ,  $y$ , and  $z$ . In that case, we construct a 3-colorable graph where the clause vertex is set to Red (True). Since  $x$ ,  $y$ , and  $z$  are boolean literals (inputs), they must be assigned either Red or Green, excluding Blue.

Setting the clause vertex  $C$  to Red results in the 3-colorability of the entire logic gadget behaving like a logic OR gate. This specific variant is referred to as the OR gadget. This substructure becomes non-3-colorable only when both  $x$  and  $y$  are Green (False).

Since a 3-satisfiability clause contains three literals  $(x_1 \vee x_2 \vee x_3)$ , it can be equivalently represented as  $((x_1 \vee x_2) \vee x_3)$ . Using this property, we construct a clause gadget that determines the truth value of a clause based on its 3-colorability.

To build the final graph  $G$ , we utilize the earlier constructed control structure to assign values to boolean literals. We then connect each clause in the original boolean formula to either  $X$ ,  $Y$ , or  $Z$  in the clause gadget.

Proof:

Through exhaustive examination, we can demonstrate that the OR gadget is exclusively 3-colorable only when either  $X$ ,  $Y$ , or both are assigned Red (True). This process can be easily verified by testing all possible combinations:  $(F, F)$ ,  $(T, F)$ ,  $(F, T)$ , and  $(T, T)$  for  $(X, Y)$ . Due to its simplicity, I will not include the detailed typing here.

To establish the correctness of the transformation from 3-satisfiability, we aim to prove that  $(x_1 \vee x_2 \vee x_3)$  is equivalent to the 3-colorability of the graph  $G$ , denoted as  $\text{colorable}(G)$ . It's important to note that the final structure consists of a logic gadget nested within the OR variant.

The original clause implies that  $\text{colorable}(G)$  is False if and only if  $x_1$ ,  $x_2$ , and  $x_3$  are all False (F). First, we can demonstrate that the general logic gadget is always 3-colorable regardless of the unspecified vertex  $C$ , considering any combination of  $X$  and  $Y$ .

Upon observation, the clause vertex  $C$  must be the same as  $X$  or  $Y$  when  $X = Y$ .

Based on Proof 1, we established that the OR gadget is consistently 3-colorable when at least one of the inputs is True.

By substituting the value of the sub-gadget's vertex C into the OR gadget, we deduce that for the entire clause gadget to be 3-colorable, Z must be True when X, Y = F. However, when either X or Y (or both) is True, the entire clause gadget is 3-colorable, irrespective of the value of Z, as the smaller logic gadget is 3-colorable when its vertex C = T.

At this stage, we have demonstrated that the graph G is 3-colorable if and only if the clause is true, which occurs when any of X, Y, or Z is True. This conclusion is derived from the construction process and a thorough explanation of why they would have the same truth table.