Uebersicht Algos

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OneStepCD

```
Algorithm 1: ONESTEPCD
                Input: An uncolored Graph G = (V, E)
                Output: A feasible Coloring V'
   1 Remove from G all edges (i,j) \in E : i,j \in V^k for some k=1,\ldots,q;
    2 Set V' \leftarrow \emptyset;
    3 while |V'| < q do
                                   Set X \leftarrow \emptyset;
    4
                                   for k=1,\ldots,q : V_k\cap V'=0 do
    5
                                     \begin{tabular}{l} \begin{tabu
    6
                                   Set x \leftarrow argmax\{CD(i) : i \in X\};
    7
                                   Set V' \leftarrow V' \cup \{x\};
    8
                                   Assign the minimum possible colour to x;
                                   Remove from G all nodes in V_{c(x)} \setminus \{x\};
11 return V';
```

OneStepCD Recoloring:

Gesamtalgorithmus:

Algorithm 2: ONESTEPCD RECOLORING

```
Input: An partial Solution P, a number of maximum colours cmax
   \mathbf{Output}: A feasible Coloring S
 1 Let U be the set of uncolored nodes in P;
 2 while |U| > 0 \ do
       Set X \leftarrow \emptyset;
 3
       4
 5
       \begin{aligned} &\text{Set } x \leftarrow argmax\{CD(i): i \in X\}; \\ &\text{Set } V' \leftarrow V' \cup \{x\}; \end{aligned}
 6
 7
       Set cmin \leftarrow the minimum possible colour;
 8
 9
       if cmin \ge cmax then
        cmin \leftarrow the color that produces the fewest conflicts.
10
       Assign cmin to x;
11
       Remove from G all nodes in V_{c(x)} \setminus \{x\};
13 return V';
```

Algorithm 3: PCP Hybrid

```
Input: An uncolored Graph G = (V, E), a recoloring-algorithm
            RECOLOR
   Output: A feasible Coloring S
 1 Set S \leftarrow OneStepCD(G);
 2 Set cmax \leftarrow the chromatic number of S;
з Set X \leftarrow \emptyset;
4 for c = 1, \ldots, cmax do
       Let V_c be the set of nodes coloured by the colour c;
       Uncolor all nodes in V_c;
6
       S_c \leftarrow RECOLOR(V_c, cmax - 1);
       Let C be the Set of nodes involved in color conflicts of S_c;
8
       Set C_c \leftarrow C \setminus V_c;
       X \leftarrow X \cup (S_c, V_c, C_c)
11 Sort X ascendingly by |C_c|;
12 Set reduction \leftarrow false;
13 for (S_c, V_c, C_c) \in X do
       S_c \leftarrow TabuSearch(S_c, V_c, C_c);
14
       if S_c if free of conflicts then
15
           reduction \leftarrow true;
16
           break;
17
18 if reduction then
       S \leftarrow S_c;
19
       cmax = cmax - 1;
20
       goto line 3;
22 return S;
```