

Graph Coloring

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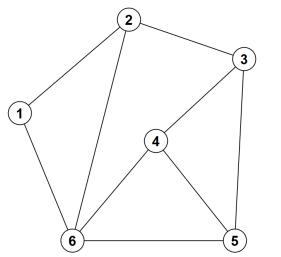
Colorazione dei grafi

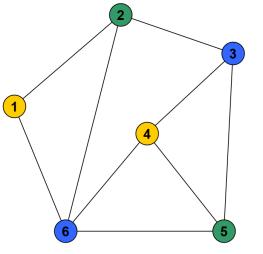
We are given an undirected graph **G** with node set **V** and edge set **E**. Edges in **E** are also called conflicts. The set **C** contains numbers that correspond to colors.

A feasible coloring of **G** is an assignment of its nodes to colors from **C** such that two adjacent nodes have different colors.

The Graph Coloring Problem asks for a feasible coloring of **G** using the minimum number of colors from **C**.*

*NP-hard (extremely difficult to optimize)





Applications:

- Frequency assignment
- Seating assignment
- Scheduling
- Experiment design
- Computer science, etc.

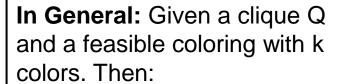


Definition: The chromatic number $\chi(G)$ of graph **G** is the minimum number of colors needed for a feasible coloring of **G**.

Definition: The clique number $\omega(G)$ of graph **G** is the size of a maximum clique.

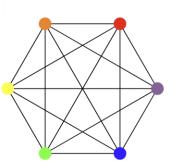
Proposition: $\chi(G) \geq \omega(G)$

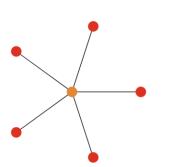
Observation: Nodes of same color form an independent set.

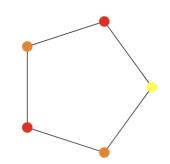


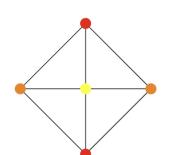
$$|Q| \leq \chi(G) \leq k$$

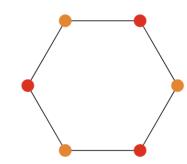
lower bound upper bound (LB) (UB)

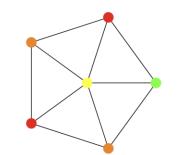














IP Model

Binary color assignment variable for each node and color:

$$x_{v,c} = \begin{cases} 1 & \text{if node } v \text{ will be colored with color } c, \\ 0 & \text{otherwise.} \end{cases}$$

Binary color usage variable for each color:

$$y_c = \begin{cases} 1 & \text{if color } c \text{ is used,} \\ 0 & \text{otherwise.} \end{cases}$$

Minimize $\sum_{c \in C} y_c$

Idea: Two connected nodes cannot be colored with the same color.

$$x_{u,c} + x_{v,c} \leq 1$$

$$\forall \{u,v\} \in E, c \in C$$

$$\frac{1}{|V|} \sum_{v \in V} x_{v,c} \le y_c$$

$$\forall c \in C$$

 $\forall c \in C$ (Variable Linking)

$$\sum_{c \in C} x_{v,c} = 1$$

$$\forall v \in V$$

 $\forall v \in V$ (Color Assignment)



Greedy Heuristic

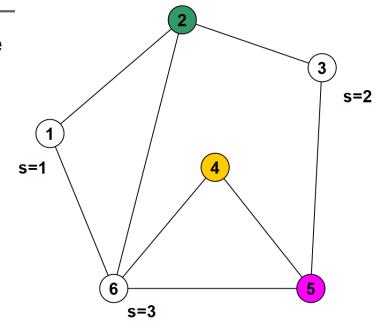
Input: Undirected graph G=(V,E); Colors C={1,...,|V|}.

- 1. Pick an uncolored node v in V.
 - → Color v with a "feasible" used color, if possible, else use unused color.
- 2. If all nodes are colored return coloring, else go to 1.



DSatur Heuristic

Definition: For a partial coloring of graph **G**, the saturation of an (uncolored) node is the number of distinct colors of its neighbors.

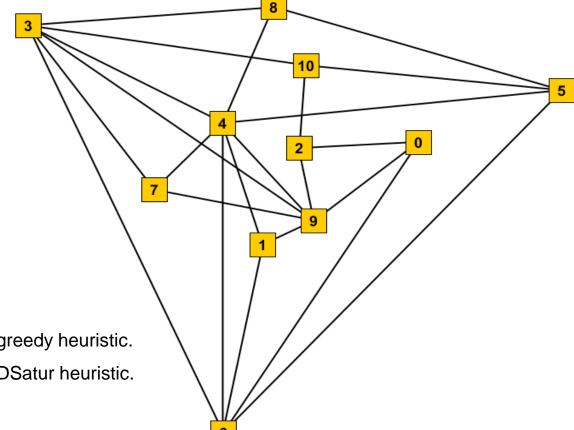


Input: Undirected graph G=(V,E); Colors C={1,...,|V|}.

- 1. Pick an uncolored node with (1) highest saturation and (2) highest degree.
 - → Color node with a "feasible" used color, if possible, else use unused color.
- 2. If all nodes are colored return coloring, else go to 1.



Example:

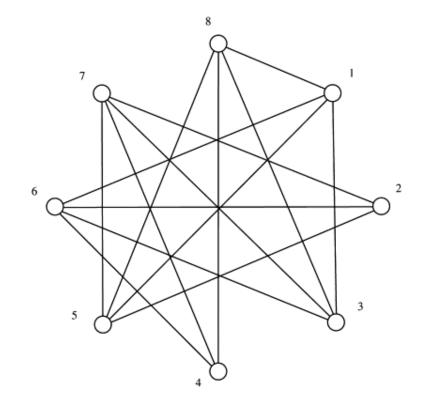


- a) Find a feasible coloring using the greedy heuristic.
- b) Find a feasible coloring using the DSatur heuristic.
- c) Find an optimal coloring using IP.



1) Exercises:

- 1. Consider the graph with 8 nodes.
- **2. Find an optimal coloring using IP.** Verify your results visually.
- **3. Find a coloring using the DSatur heuristic.** Verify your results visually.



4. Add a minimal number of edges to increase the number of needed colors by one. Verify your results using the IP model.



2) Exercises:

1. Create a random graph with 100 nodes and an arbitrary number of edges in yEd.

Use a convenient layout for your visualization.

Format as necessary.

You can export the edge list using the TGF format.

2. Find an optimal coloring using IP.

Verify your results visually.

3. Find an optimal coloring using MiniZinc.

Verify your results visually.

4. For what larger/denser graphs can you still answer the questions above?

9 80 9 81



3) Exercises:

- 1. Use the class social network data (Virtuale).
- 2. Can you find a partition of minimum size such that people in the partition set do not know each other?

Solve the graph coloring problem.

Then nodes of the same color correspond to individuals that do not know each other.

3. Can you visualize your results from 2?

