

Edge Colouring

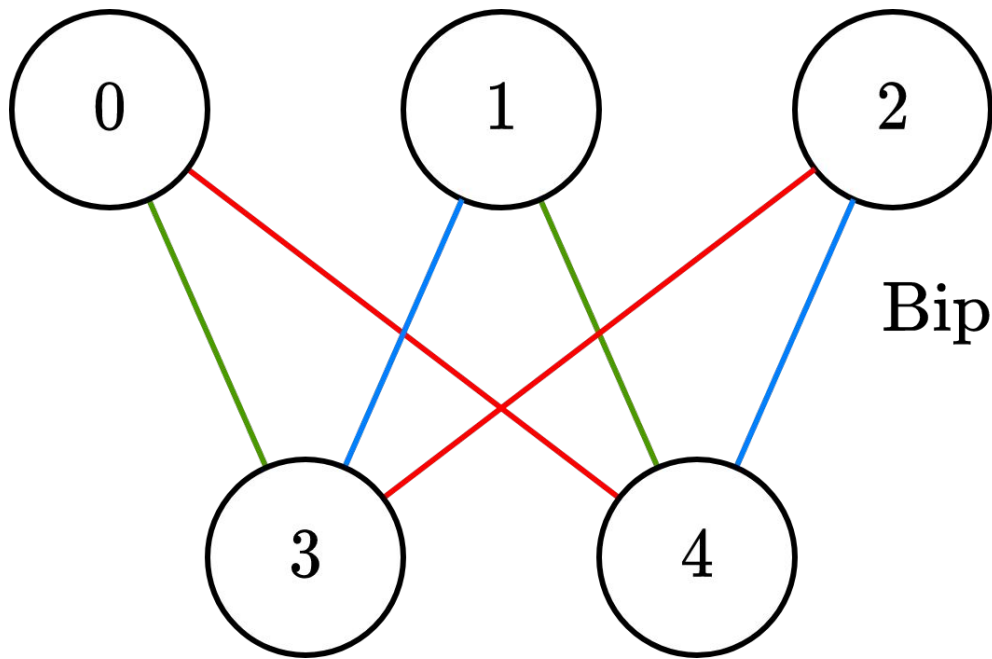
Eeo Jun

as small as possible

$$\varphi: E \mapsto \mathcal{C}$$

$$\forall uv, ut \in E : \varphi(uv) \neq \varphi(ut)$$

(Adjacent edges should receive a different colour)



Bipartite Graph
 $\Delta = 3$

$$\mathcal{C} = \{\text{red square}, \text{blue square}, \text{green square}\}$$

Vizing's Theorem

$$\boxed{\Delta} \leq \chi'(G) \leq \boxed{\Delta + 1}$$

Class 1 Edge-Chromatic Index Class 2

Deliverables

B.1 Implement MG Heuristic

B.2 Implement VH Heuristic

B.3 VH vs MG

B.4 Erdos & Wilson's results

I.1 Investigate HZ Conjecture

I.2 Investigate Bad Cores Problem

I.3 Implement CB Heuristic

A.1 Use Hamilton

A.2 Derive Conjectures from **I.1**, **I.2**

A.3 Run on larger benchmark graphs

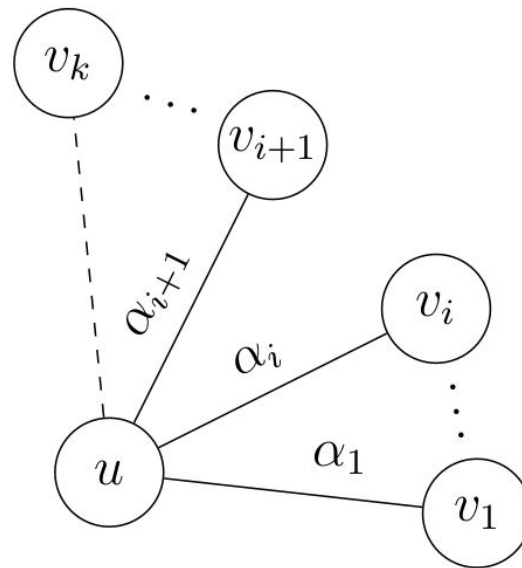
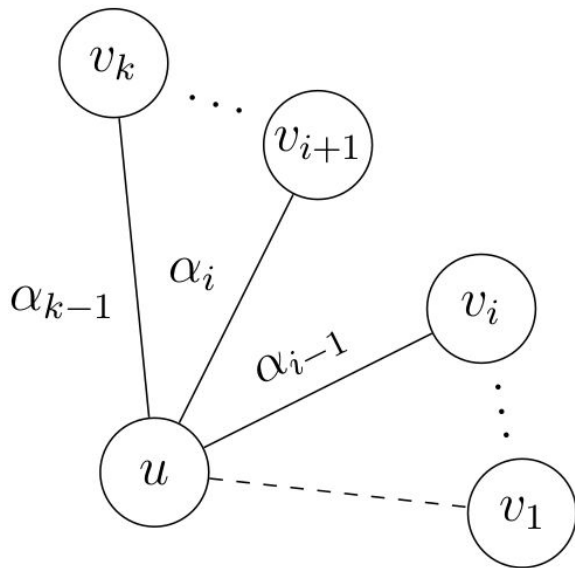
Misra & Gries Heuristic

B.1 MG Heuristic

B.2 VH Heuristic

B.3 VH vs MG

B.4 Random graphs



Vizing Heuristic

B.1 MG Heuristic

B.2 VH Heuristic

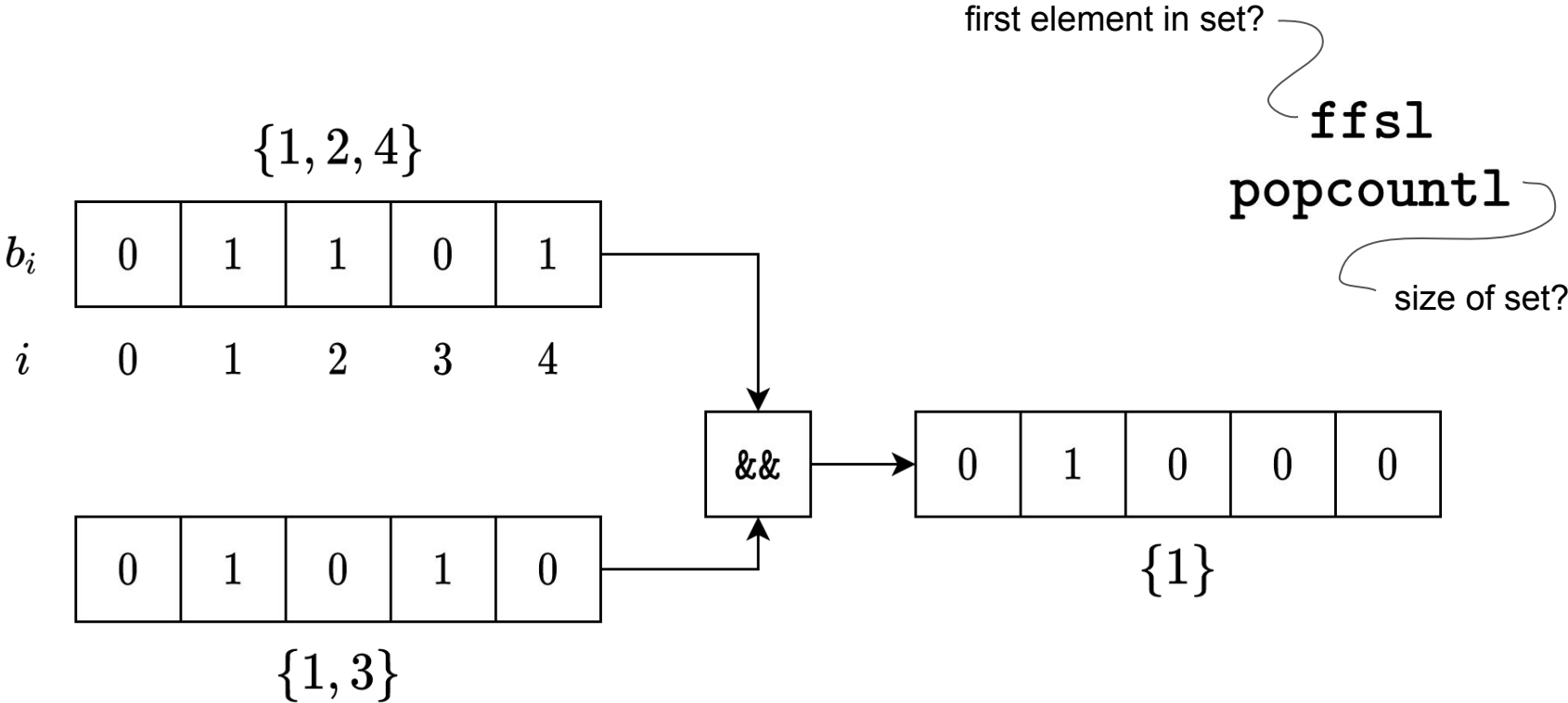
B.3 VH vs MG

B.4 Random graphs

- Based on constructive proof in Gould 1998 (*Graph Theory*)
- **Idea:**
 - try to make an edge-colouring with only Δ colours
 - fail \Rightarrow use $\Delta+1$

Bitsets

- B.1 MG Heuristic
- B.2 VH Heuristic**
- B.3 VH vs MG
- B.4 Random graphs



Edge Sampling

B.1 MG Heuristic

B.2 VH Heuristic

B.3 VH vs MG

B.4 Random graphs

0	1	1	0
1	0	1	0
1	1	0	1
0	0	1	0

Adjacency Matrix

0	1	1	0
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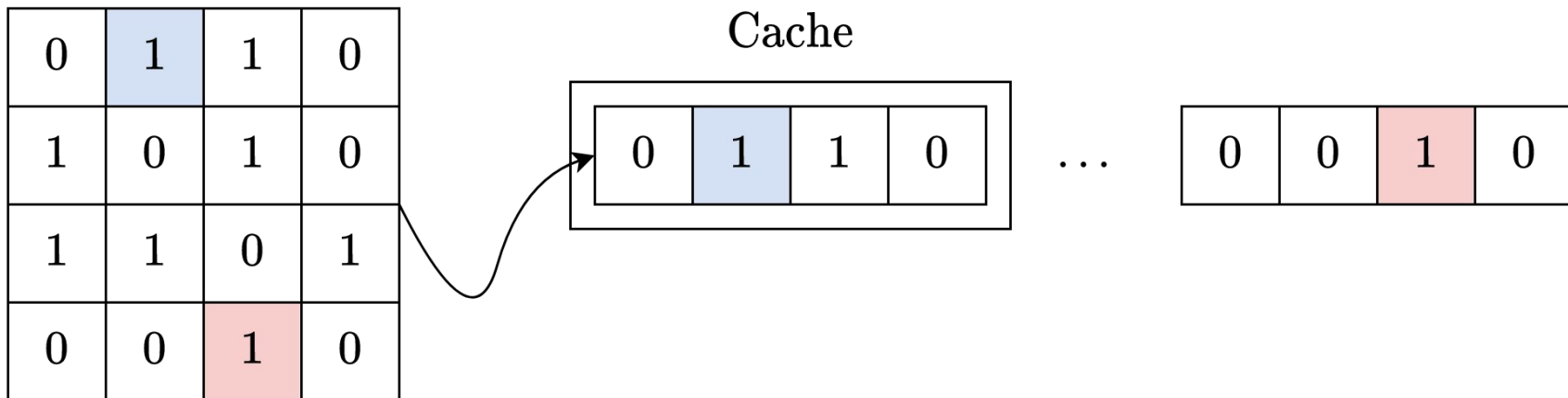
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0	0	1	0
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In-Memory Representation

Edge Sampling

B.1 MG Heuristic
B.2 VH Heuristic
B.3 VH vs MG
B.4 Random graphs



VH vs MG

B.1 MG Heuristic

B.2 VH Heuristic

B.3 VH vs MG

B.4 Random graphs

Benchmark	Δ	ΔVh	MG	CB	Slowdown
myciel3	5	5	6	5	1.56
myciel4	11	11	12	11	1.59
myciel5	23	23	23	23	7.28
myciel6	47	47	47	47	4.48
myciel7	95	95	95	95	6.51
le450_5a	42	42	42	42	4.16
le450_5b	42	42	43	42	3.94
le450_5c	66	66	67	66	6.43
le450_5d	68	68	69	68	5.97

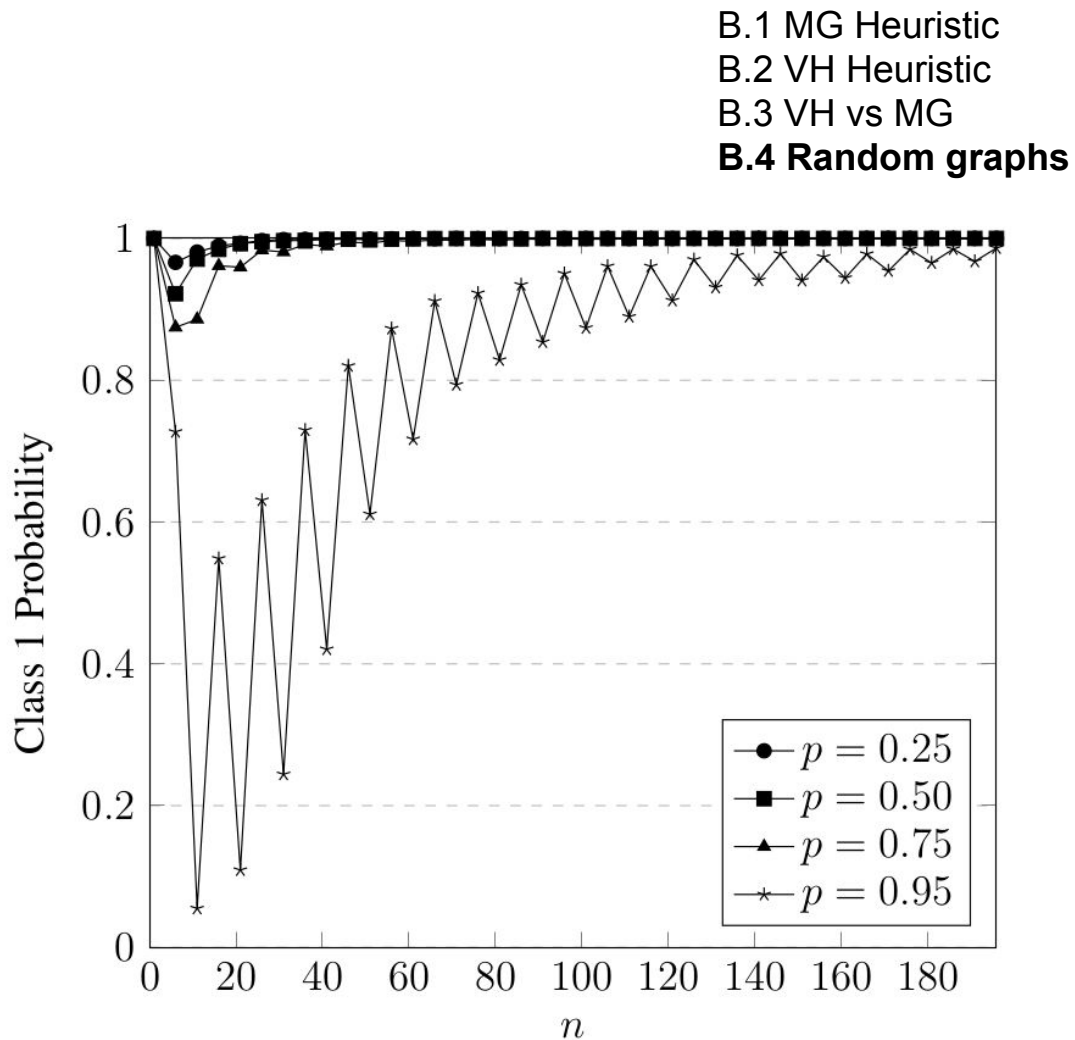
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We got the same results!

Erdos & Renyi Model

$$G \sim \mathcal{G}(n, p)$$

- Graph has n nodes
- $P(uv \in E) = p$

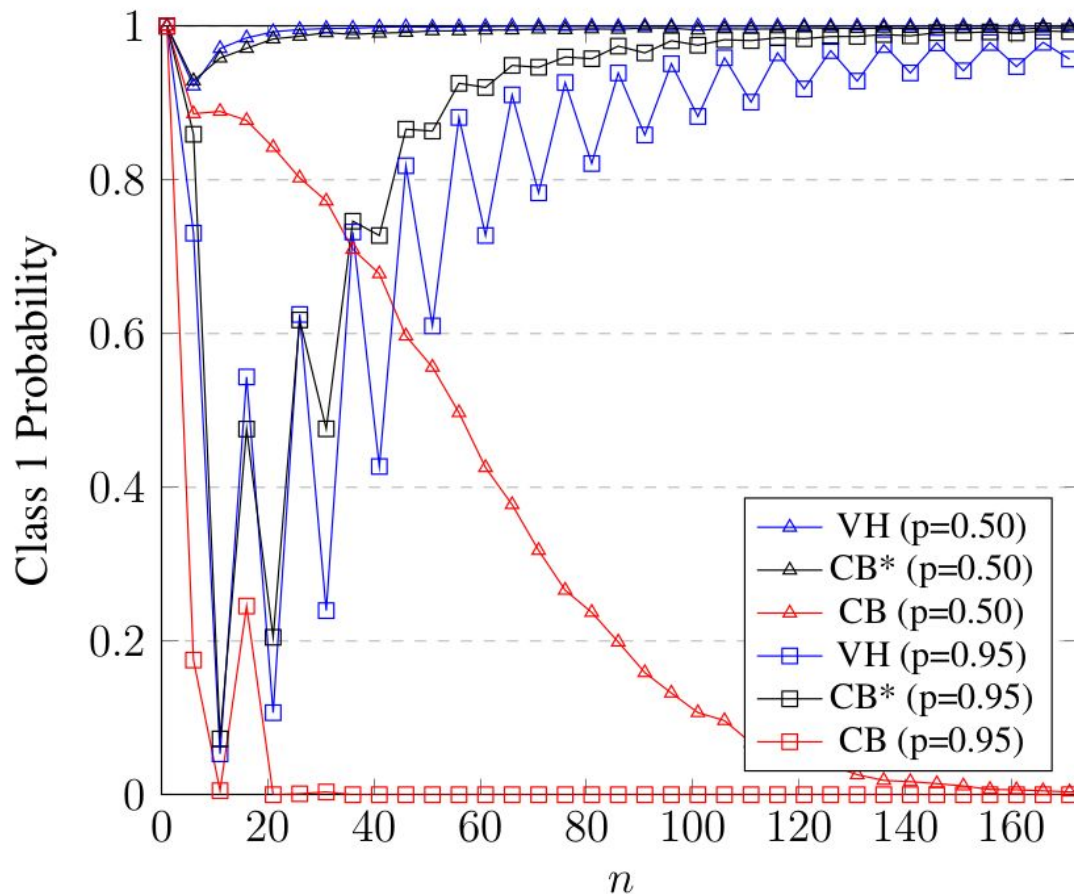


Implement Counting-Based Heuristic

I.1 HZ conjecture

I.2 Bad cores

I.3 CB heuristic



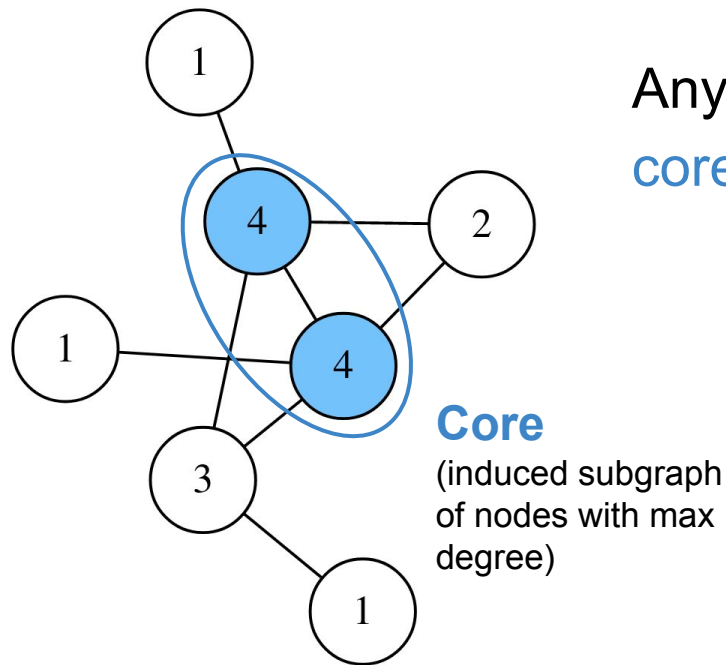
Run on Large Benchmark Graphs

A.1 Use Hamilton

A.2 Make Conjectures

A.3 Large Benchmarks

Hilton-Zhao Conjecture



Any graph G with max degree $\Delta \geq 4$ and a core of degree 2 is Class 2 iff G satisfies:

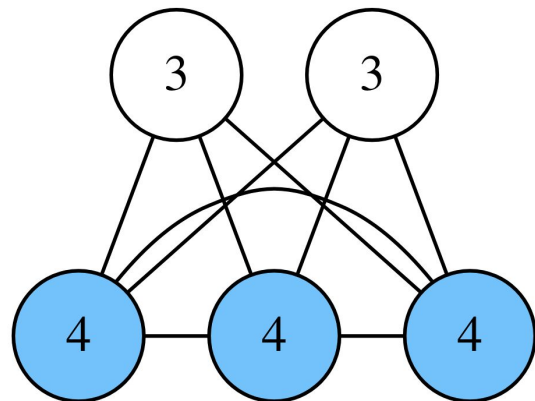
$$|E| > \left\lfloor \frac{|V|}{2} \right\rfloor \Delta$$

I.1 HZ conjecture

I.2 Bad cores

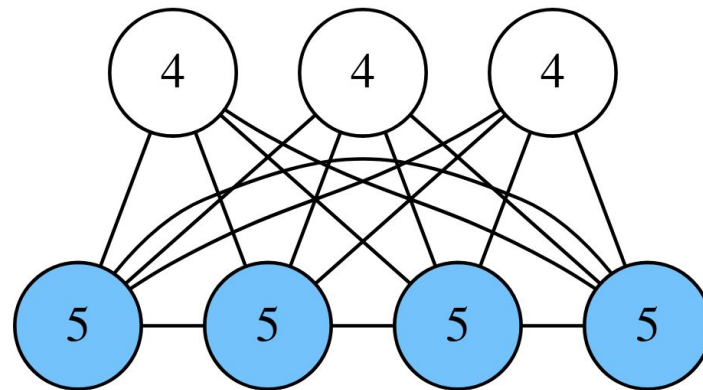
I.3 CB heuristic

$\Delta=4$ case (Cranston & Rabern):



$$C_3 \times 2P_1$$

$\Delta=5$, our experiments:



$$C_4 \times 3P_1$$

Δ			
6	$4P_1 \times C_5$	$C_4 \times C_3$	
7	$5P_1 \times C_6$ $5P_1 \times (C_3 + C_3)$	$C_5 \times C_4$	
8	$6P_1 \times C_7$ $6P_1 \times (C_3 + C_4)$	$C_6 \times C_5$ $(C_3 + C_3) \times C_5$	$C_3 \times H$

I.1 HZ conjecture

I.2 Bad cores

I.3 CB heuristic

$1 \leq n \leq 12$: Brute force

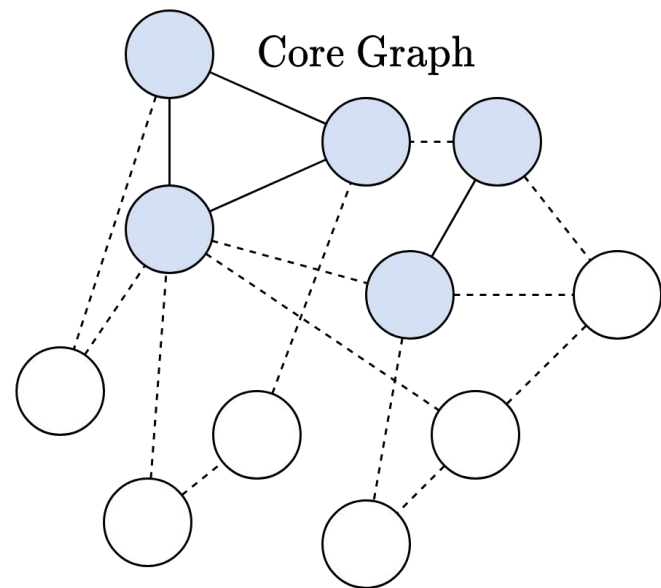
$13 \leq n \leq 30$:

Generate all core graphs + ExtendCore

Generate random degree sequences + graph
realisation algorithm

$n \geq 30$:

Generate random degree sequences + graph
realisation algorithm

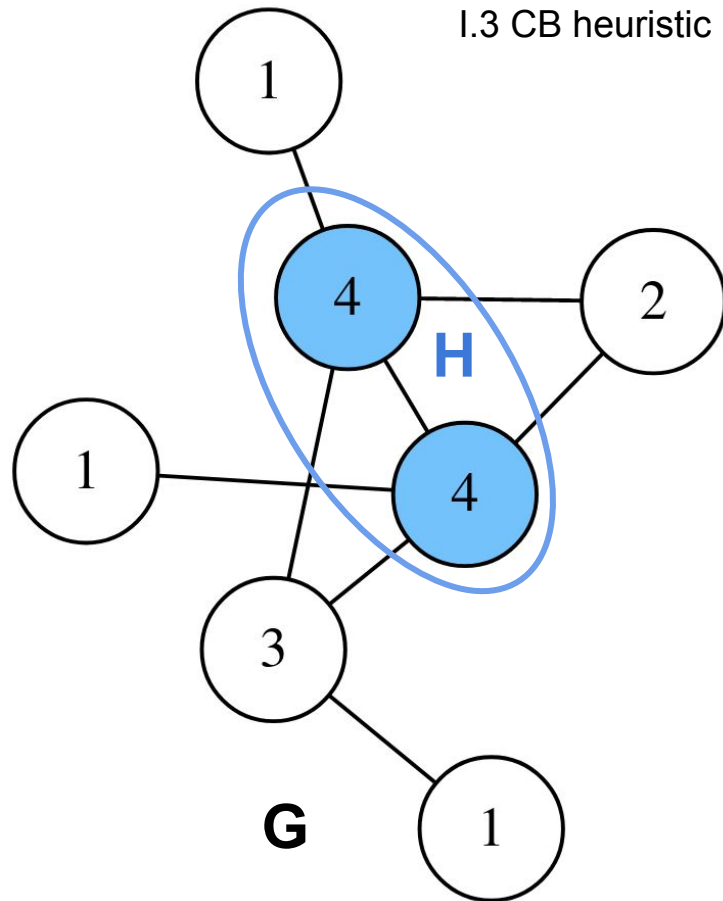


Bad Cores Problem

Graph **H** is a bad core if $\exists G$ s.t.:

1. G 's core is **H**,
2. G is **Class 2**, and
3. G satisfies (*underfull*):

$$|E| \leq \lfloor \frac{|V|}{2} \rfloor \Delta$$



$1 \leq n \leq 12$: Brute force

$13 \leq n \leq 30$: Test random graphs from $G(n,p)$ ($p \in \{0.25, 0.5, 0.75, 0.85\}$)

For K_n (even n , $n \geq 4$):

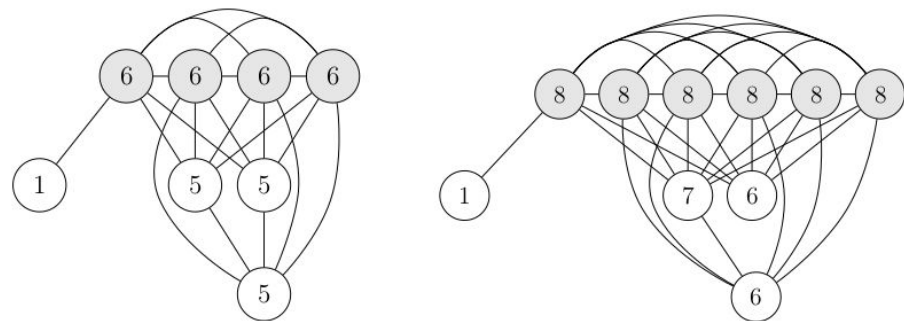


Figure 7: Extensions and cores (in grey) for K_4 and K_6 , respectively.

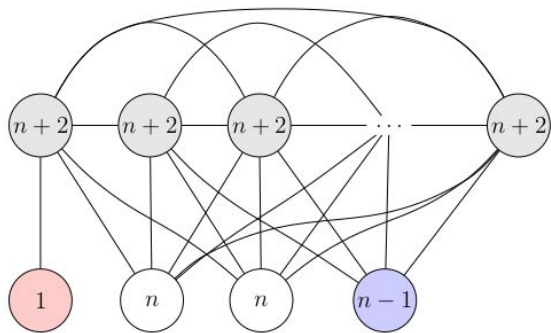


Figure 8: Extension and core for K_n (even $n \geq 8$)

For K_n (odd n , $n \geq 5$)

I.1 HZ conjecture

I.2 Bad cores

I.3 CB heuristic

$$K_5 : (1, 6^4, 7^5)$$

$$K_n : (1, n^2, (n+1)^2, (n+2)^n)$$

$$(n-1)P_1 \times C_n \quad (n \geq 3)$$

Use Hamilton

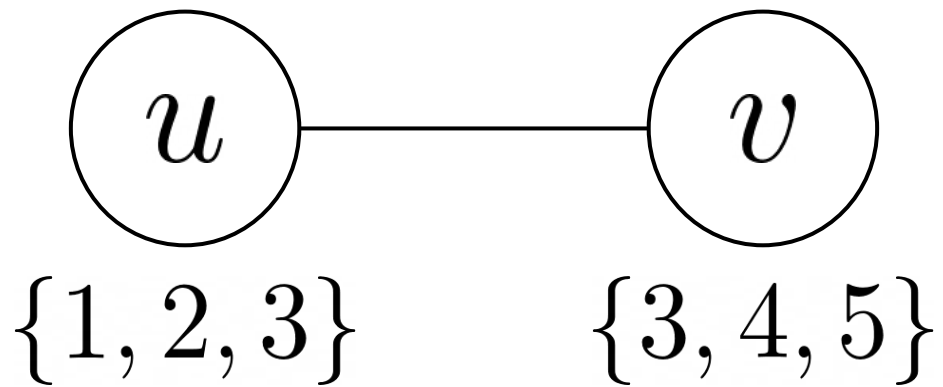
A.1 Use Hamilton

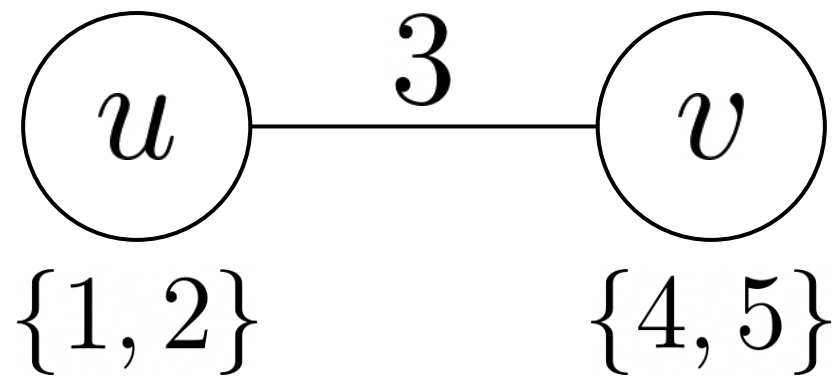
A.2 Make Conjectures

A.3 Large Benchmarks

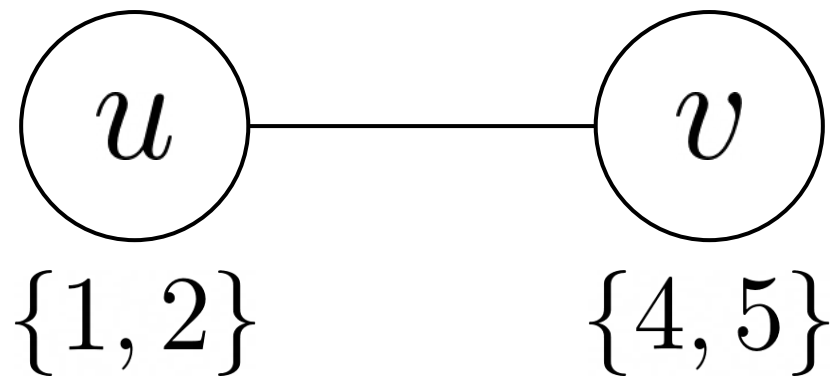
Extra: Heuristic Techniques

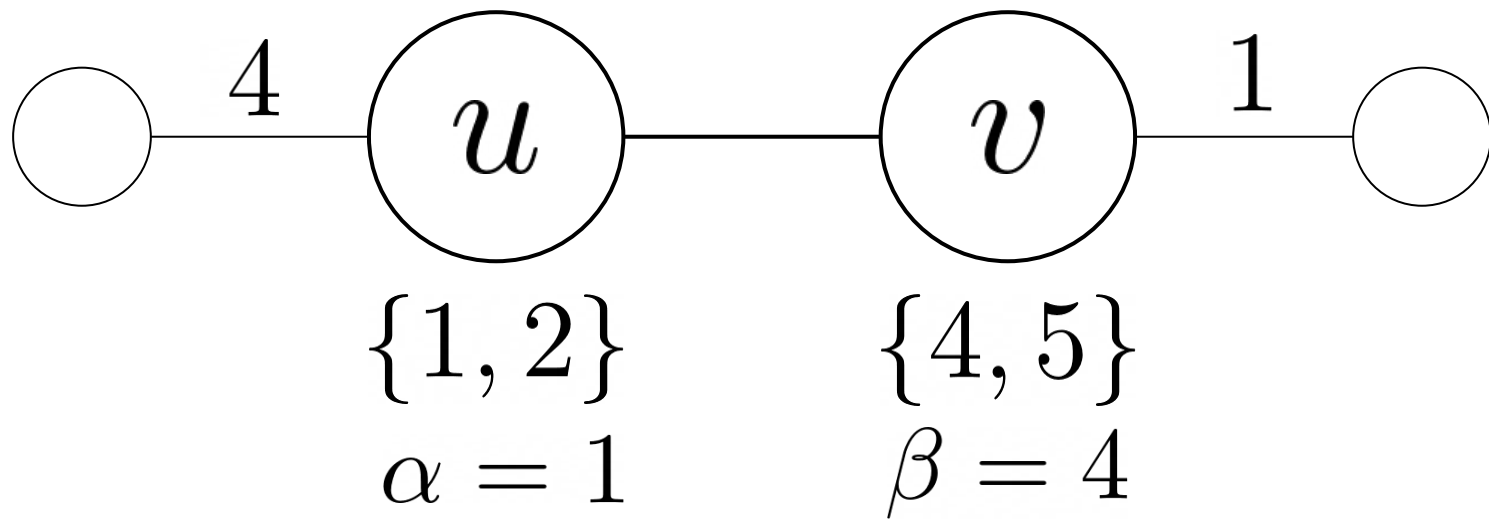
Simple Case

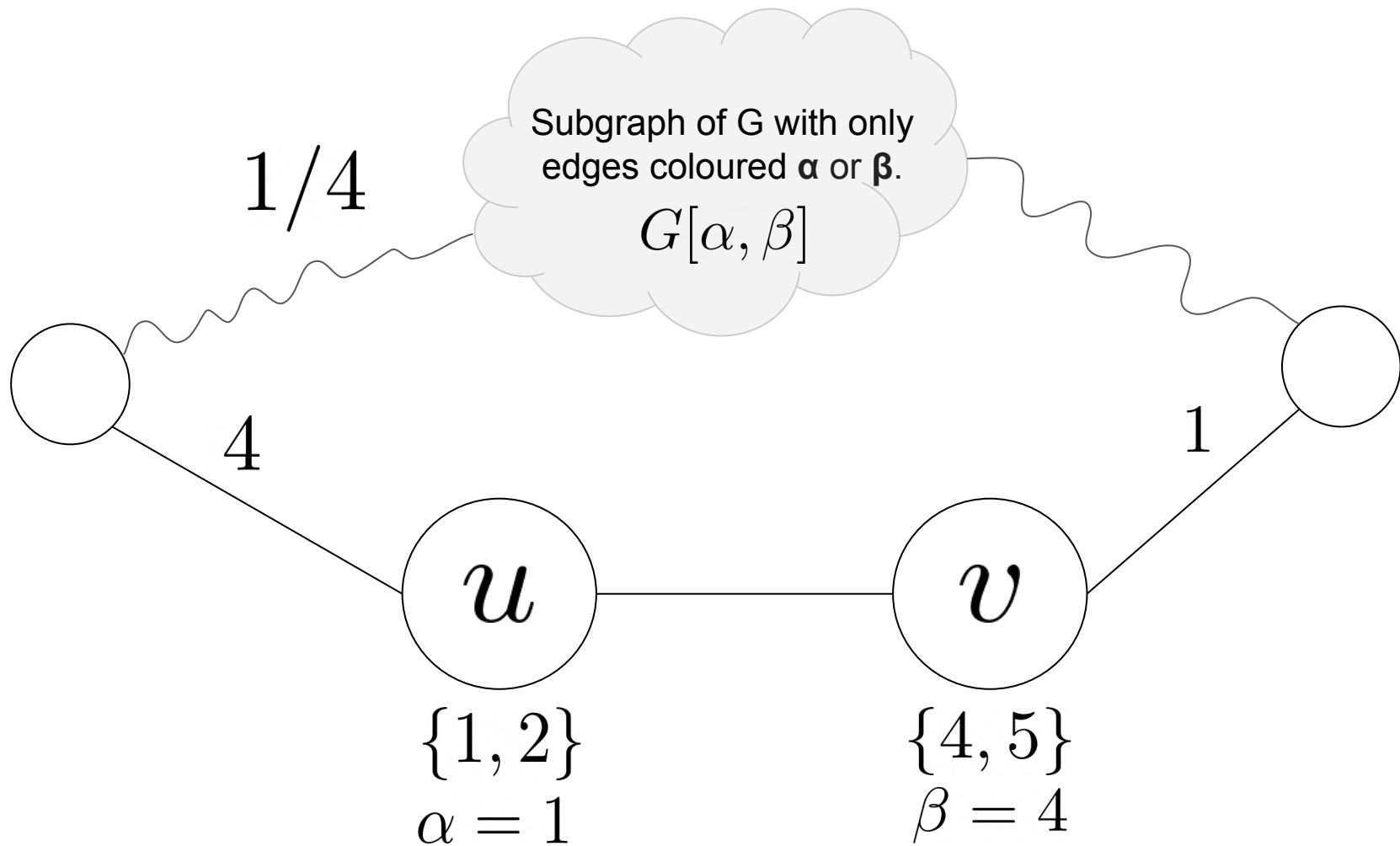


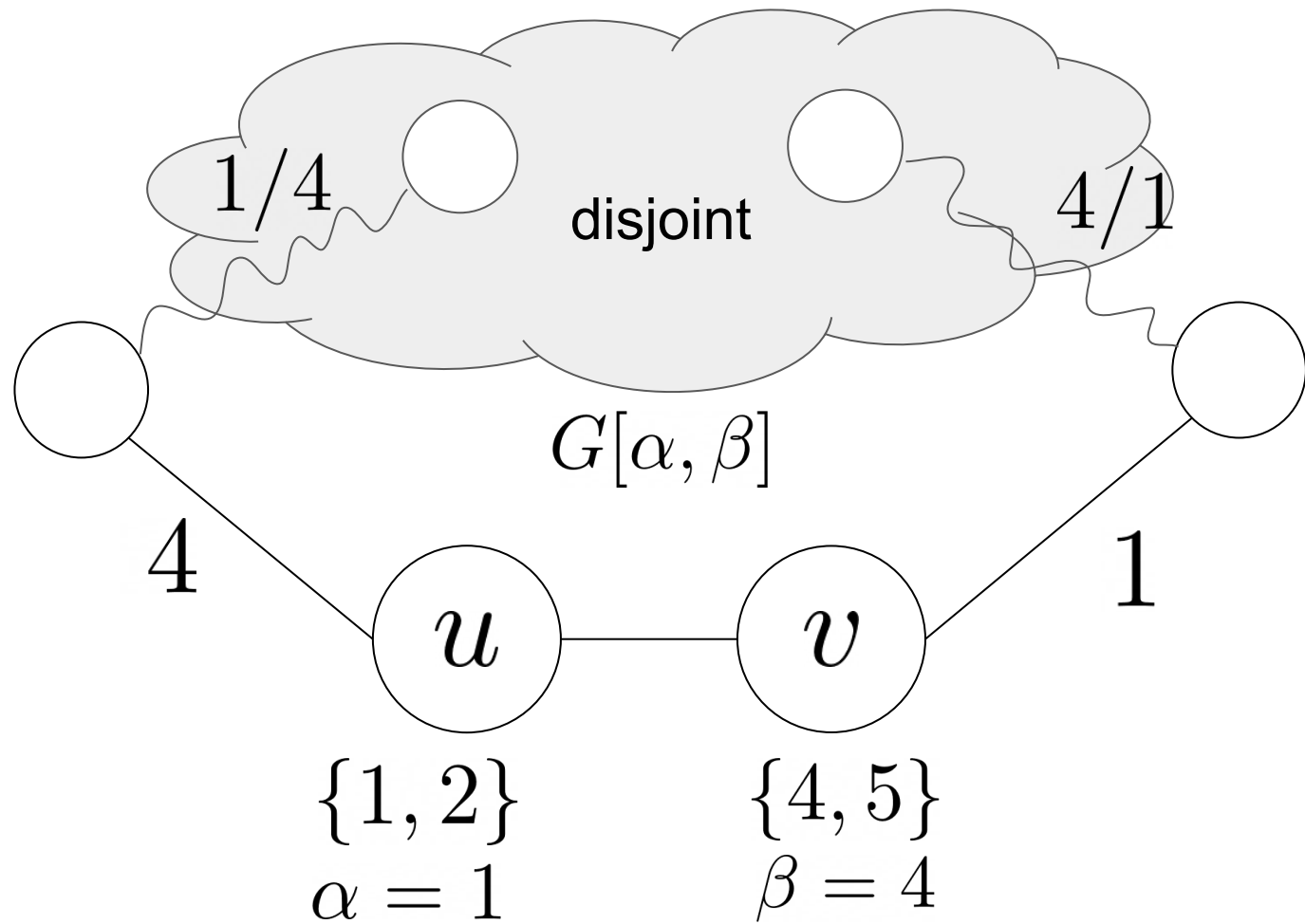


Harder Case

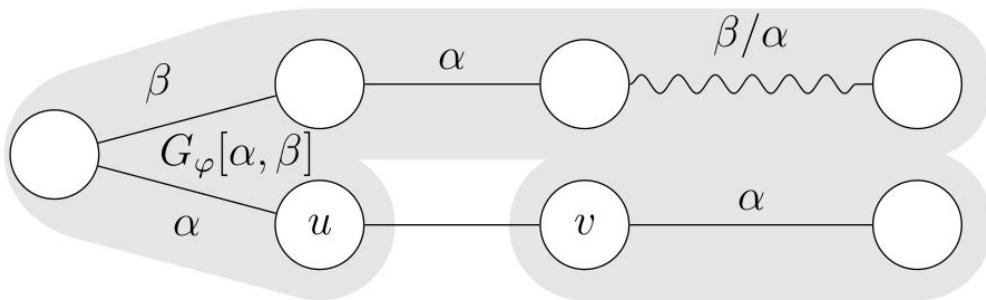
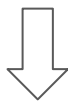
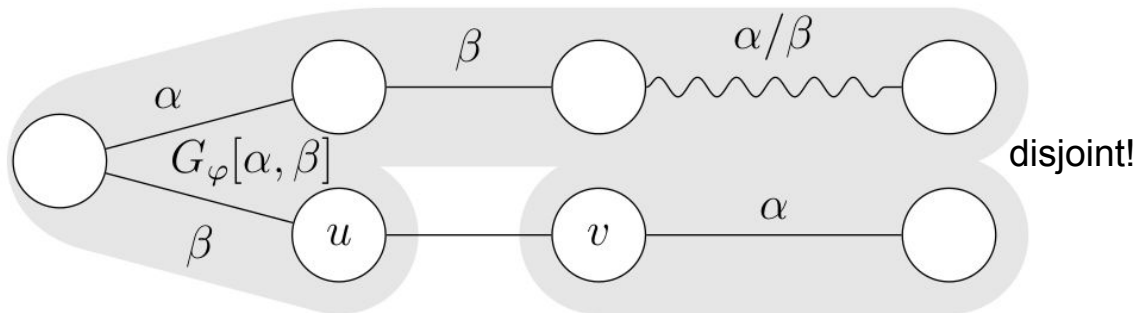


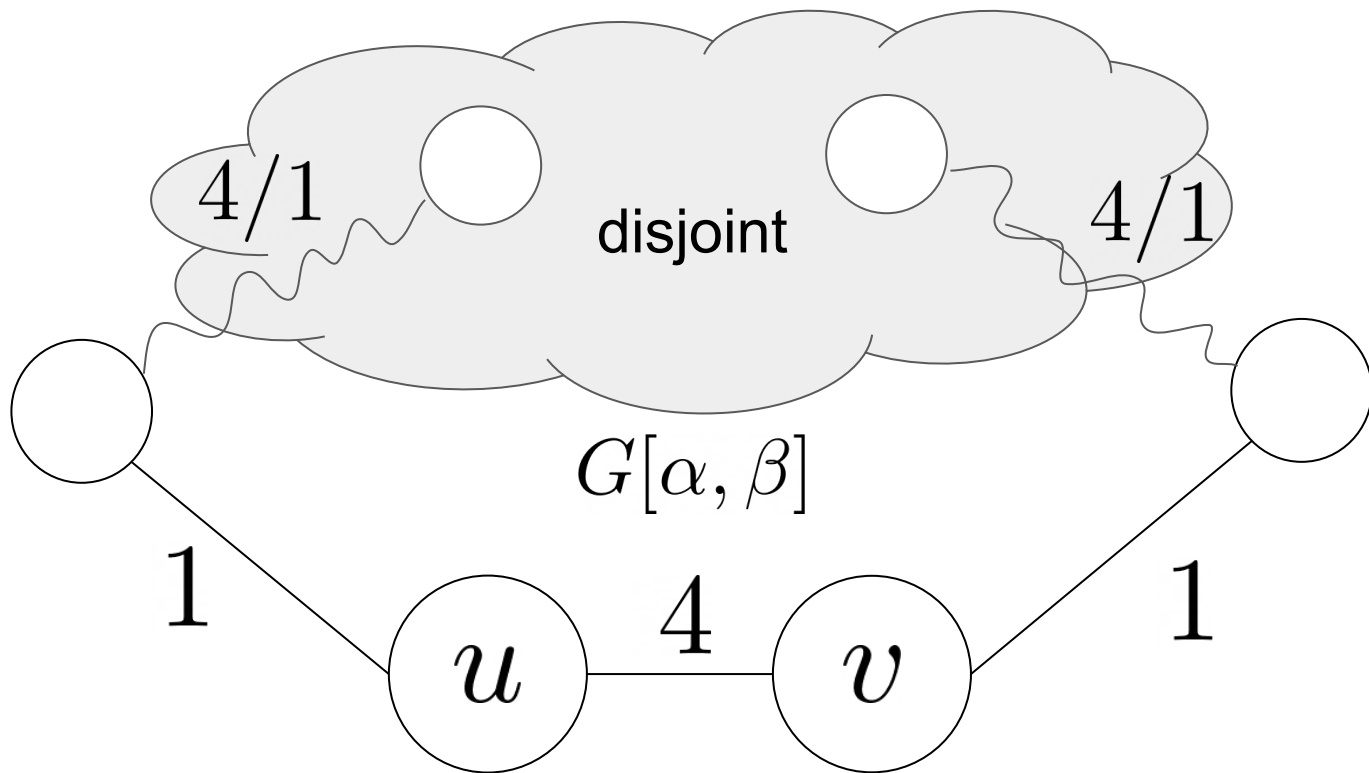


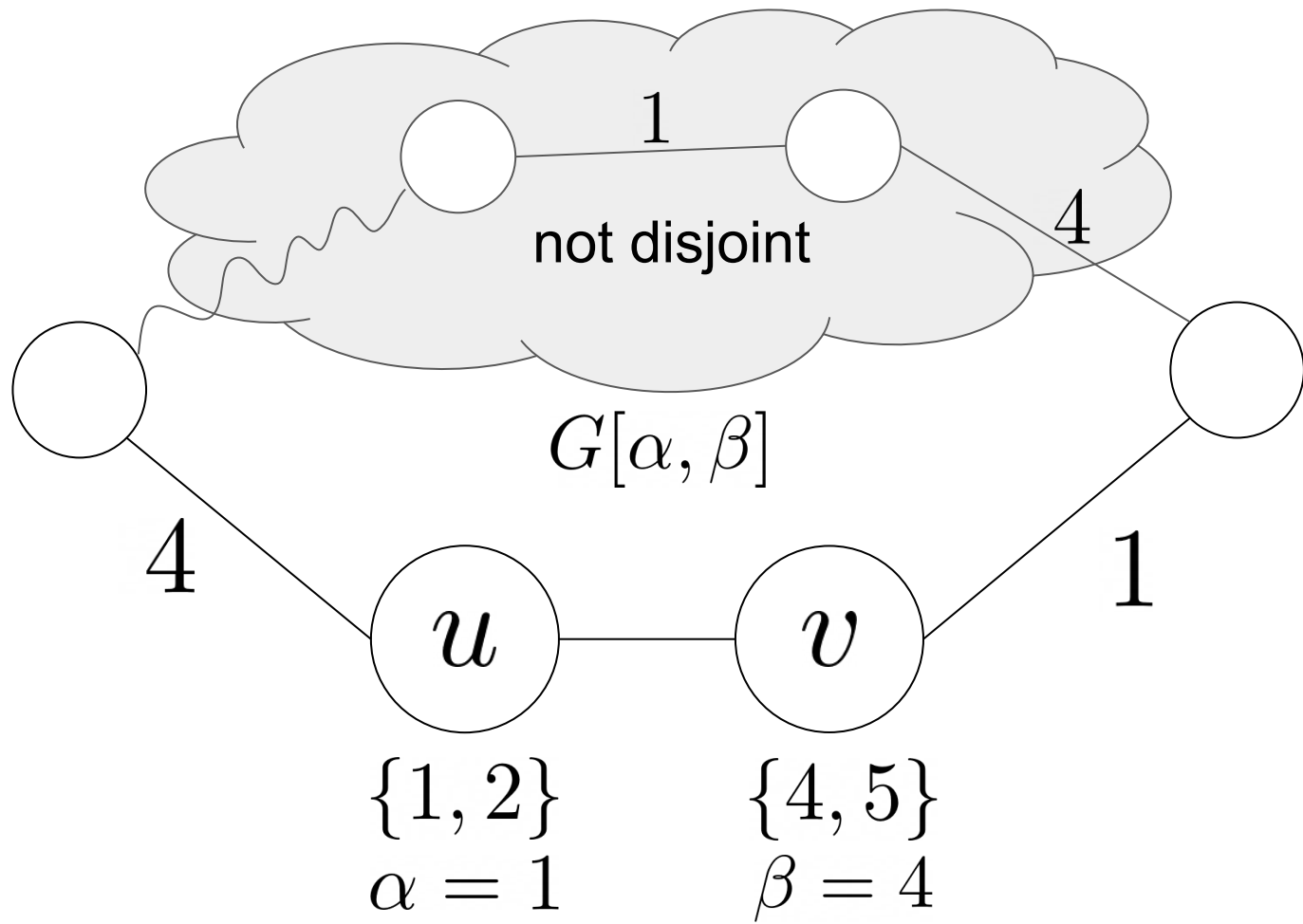


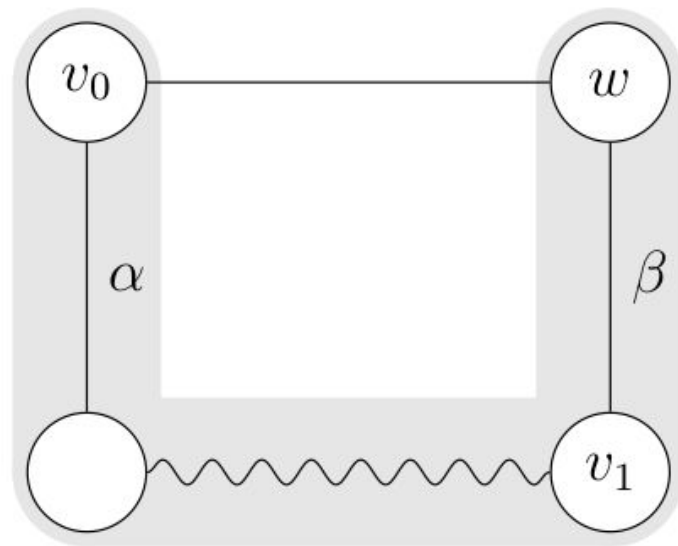
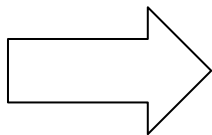
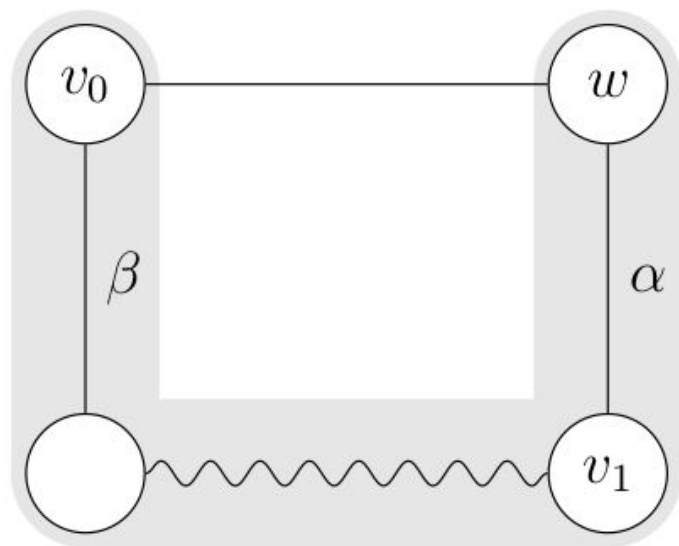


Kempe Exchange









Not really helping...

