

# Project Proposal

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## 1 Problem Description

We would like to explore the graph coloring problem in our team project. The graph coloring problem deals with assigning colors to the vertices of a graph so that adjacent vertices do not get the same color. The primary objective is to minimize the number of colors used. However, coloring a general graph with the minimum of colors is known to be an NP-hard problem[1], thus we can only rely upon heuristics to obtain a usable solution.

## 2 Related Work

The following are the related papers we are going to look into.

A. H. Gebremedhin and F. Manne, “Scalable parallel graph coloring algorithms” in *Concurrency Practice and Experience*, 2000, pages 1131–1146.  
URL - <http://www.cs.purdue.edu/homes/agebreme/publications/cpe-color.pdf>

M. Kubale and L. Kuszner, “A better practical algorithm for distributed graph coloring” in *Parallel Computing in Electrical Engineering*, 2002, pages 22–25.  
URL - <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=1115204&isnumber=24596>

E. Salari and K. Eshghi, “An ACO algorithm for graph coloring problem” in *Int. J. Contemp. Math. Sciences*, 2008, pages 293–304.  
URL - <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.86.8226&rep=rep1&type=pdf>

## 3 Algorithms

### 3.1 Sequential Algorithm

Our sequential algorithm will be based on a general greedy framework: a vertex is selected according to some predefined criterion and then colored with the

smallest valid color. The selection and coloring continues until all the vertices in the graph are colored.

### 3.2 Parallel Algorithm

Our parallel algorithm will divide the vertex set of the graph into  $p$  successive blocks of equal size, and then colors every block in parallel. Here  $p$  is the number of processors.

## 4 Performance Metrics

Performance metrics we are going to measure include

- $Speedup(N, K) = \frac{T_{seq}(N, 1)}{T_{par}(N, K)}$
- $Efficiency(N, K) = \frac{Speedup(N, K)}{K}$
- $Sizeup(T, K) = \frac{N_{par}(T, K)}{N_{seq}(T, 1)}$
- $Speedup\ Efficiency(N, K) = \frac{Sizeup(T, K)}{K}$
- $EDSF(N, K) = \frac{K \cdot T_{par}(N, K) - T_{par}(N, 1)}{K \cdot T_{par}(N, 1) - T_{par}(N, 1)}$

Here  $N$  is the number of vertices.  $K$  is the number of the processors.  $T_{seq}(N, 1)$  and  $T_{par}(N, K)$  represent the sequential and parallel running time for the problem with  $N$  vertices on  $K$  processors, and  $N_{seq}(T, K)$  and  $N_{par}(T, K)$  indicate the number of vertices in the problem which can be sequentially or in parallel solved within a running time of  $T$  on  $K$  processors.

## References

- [1] M. Garey and D. Johnson. *Computers and intractability*. Freeman San Francisco, 1979.