

How many colors are needed to color every vertex in such a way that neighbors have different colors?

# Coloring

CS 55 - Spring 2016 - Pomona College  
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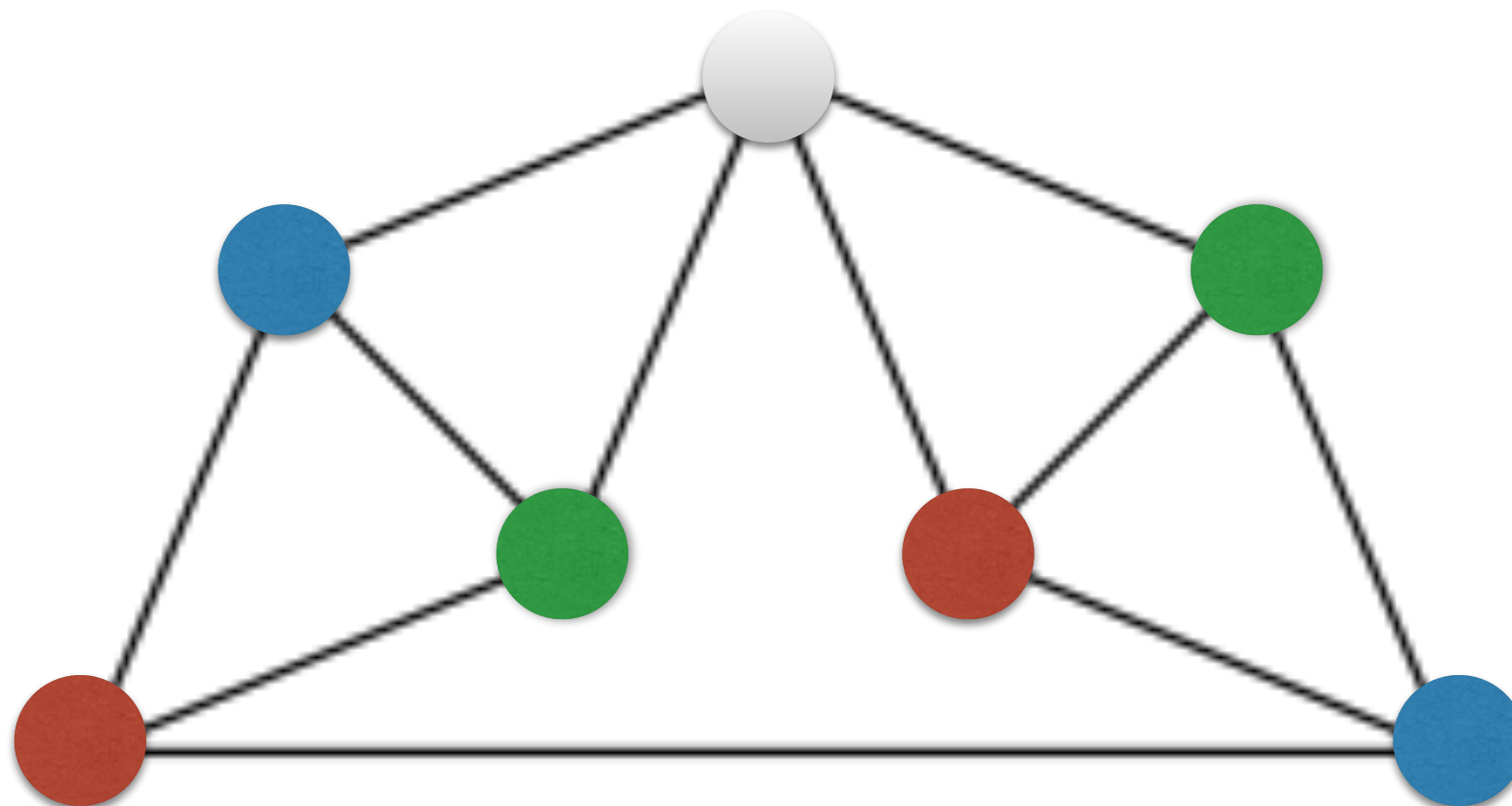
# The Coloring Problem

A **coloring** of a graph is an assignment of colors (often represented using natural numbers) to the vertices of a graph such that no two adjacent vertices have the same color.

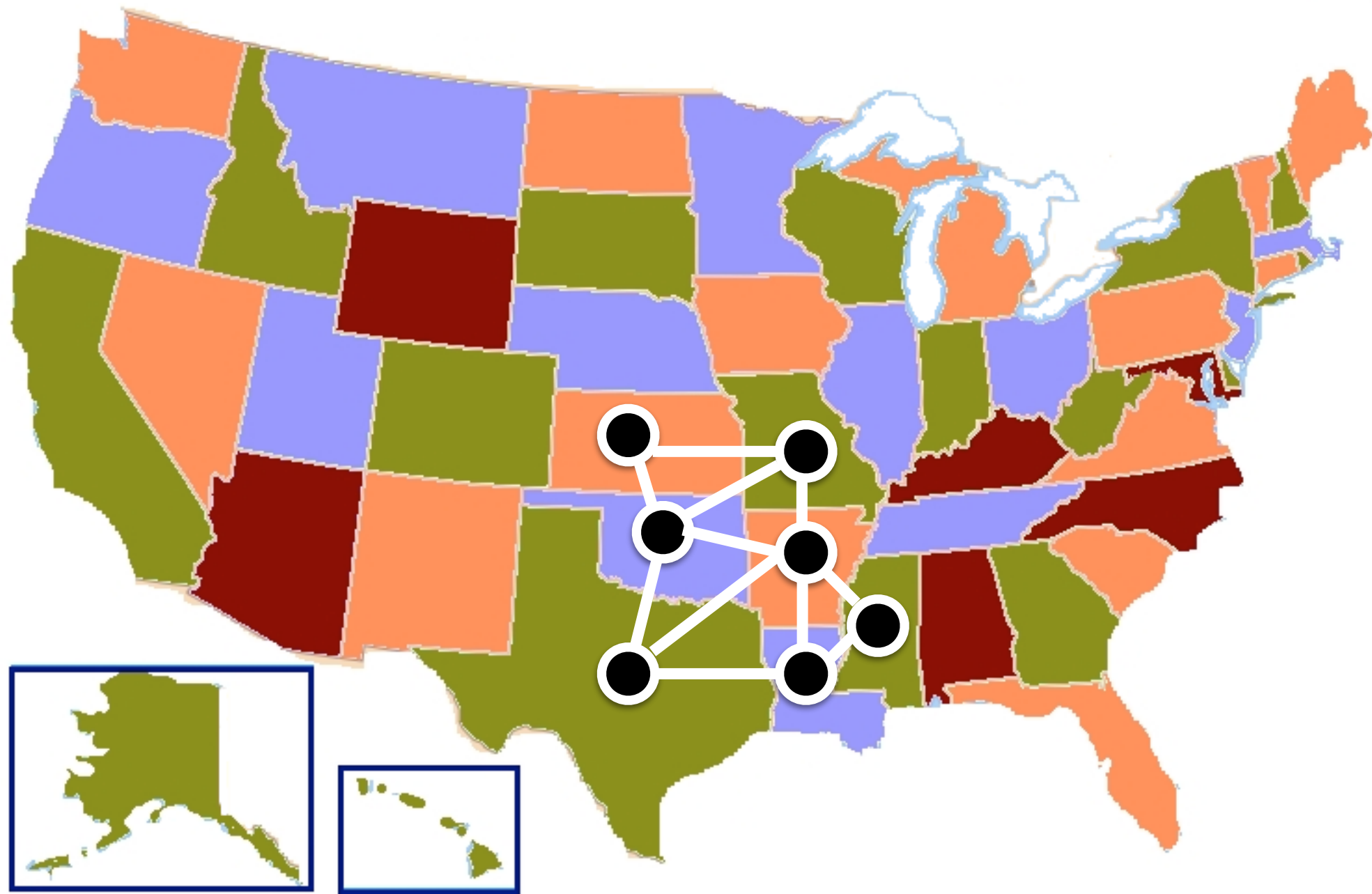
# Chromatic Number

The **chromatic number** of a graph is the minimal number of colors needed to produce a valid coloring.

$$\chi(G) = \text{“The chromatic number of } G\text{”}$$



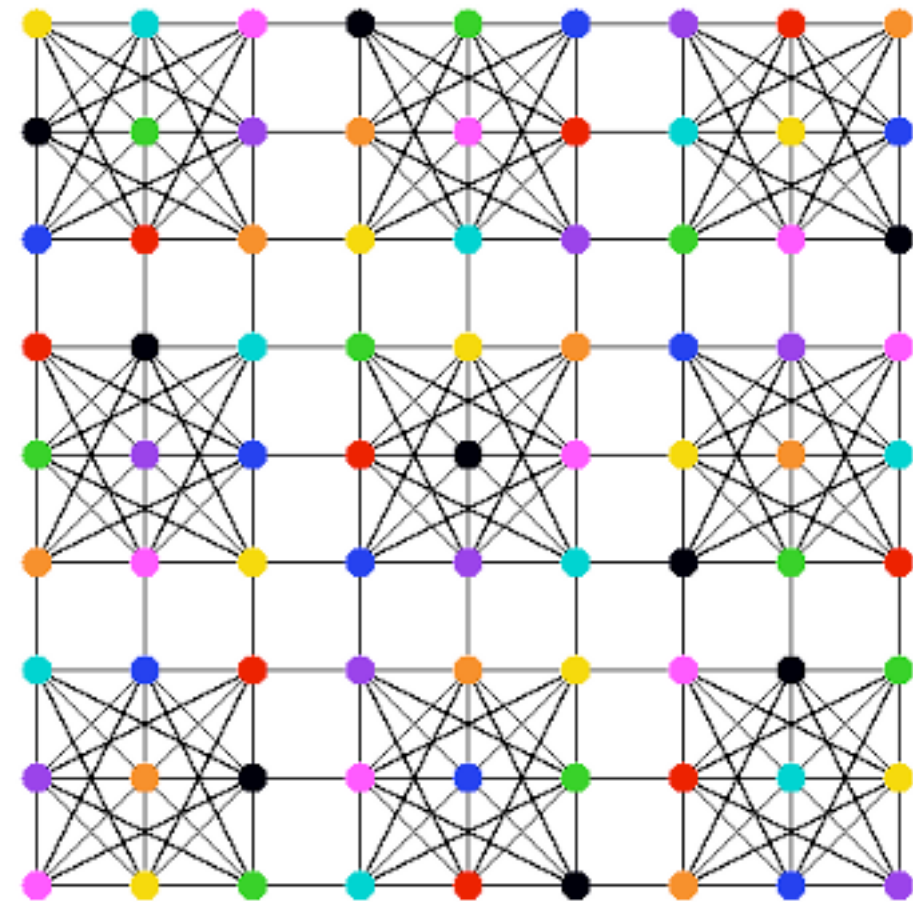
$$\chi(\text{Moser's spindle}) = 4$$



4-color theorem:  
the chromatic number of a planar graph is at most 4

# Sudoku is a graph coloring problem

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9



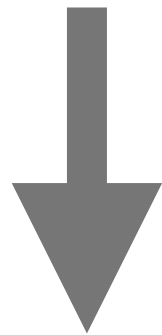
Note: this graph is not complete. Why not?

# Register allocation

$a = c + d$

$e = a + b$

$f = e - d$



$r1 = r2 + r3$

$r1 = r1 + r4$

$r1 = r1 - r3$

register  
interference  
graph



# Graph Coloring

The following are believed to require exponential time to solve algorithmically:

- determine chromatic number
- determine if chromatic number is 3
- approximating the chromatic number

*Coloring is a canonical example of a very difficult algorithmic problem.*

# Degeneracy

The **degeneracy** of a graph  $G$  is the value of  $k$  after running the following algorithm:

Let  $k$  equal 1

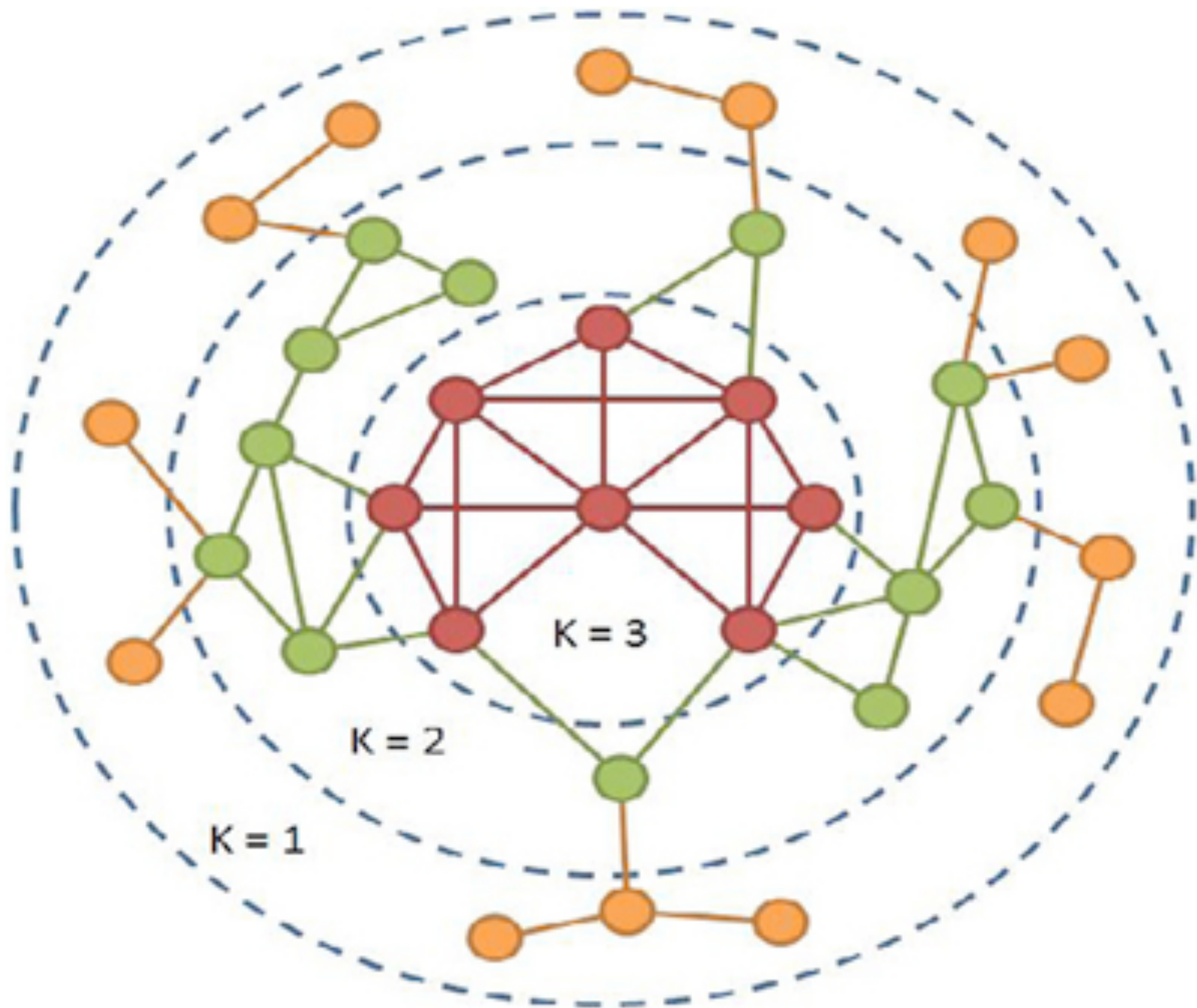
while  $G$  still has vertices:

    while  $G$  still has vertices of degree  $\leq k$ :

        remove a vertex from  $G$  of degree  $k$  along with all of its incident edges

    increment  $k$

The order in which the vertices were removed is called a **degeneracy ordering**.

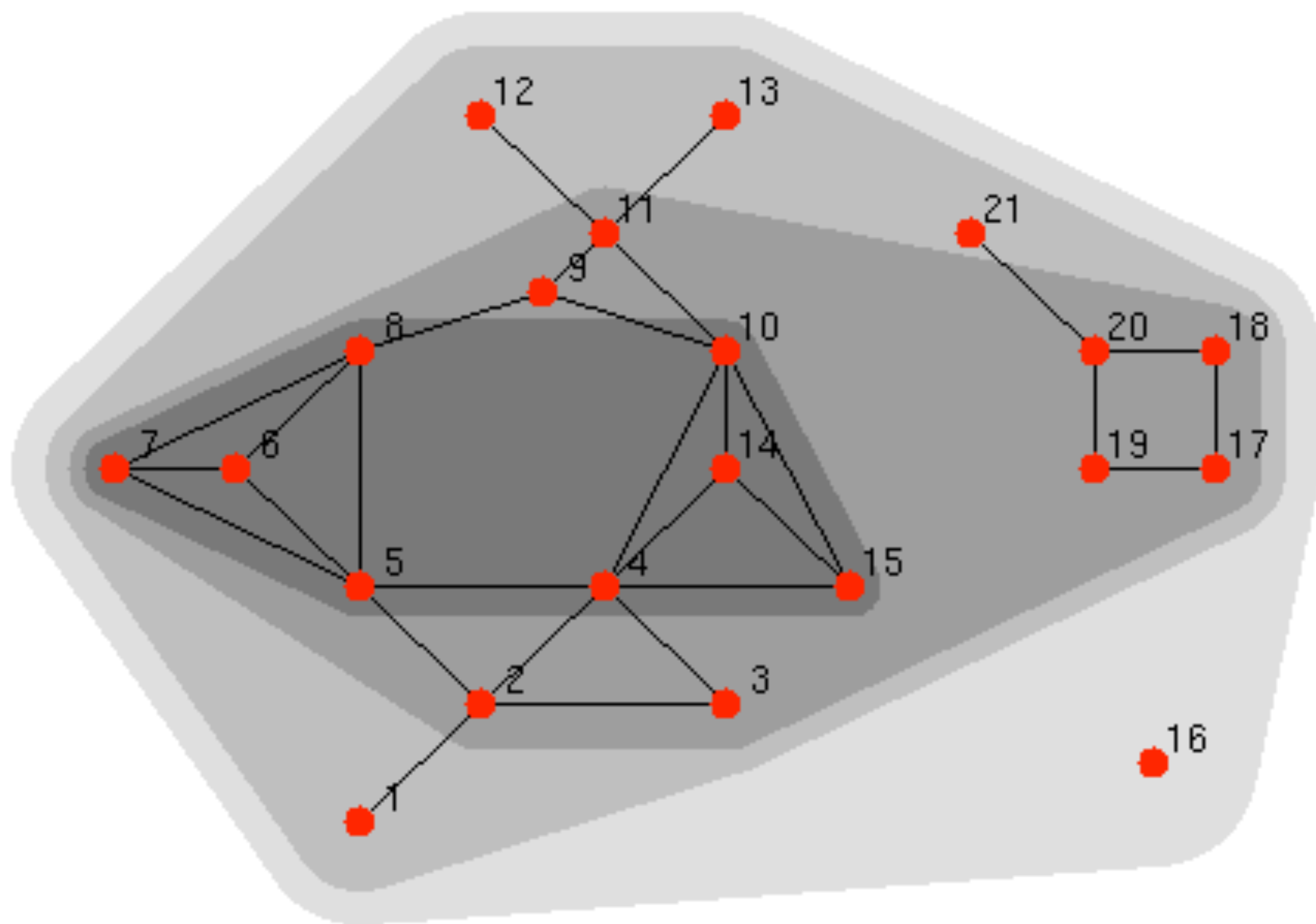


# k-cores

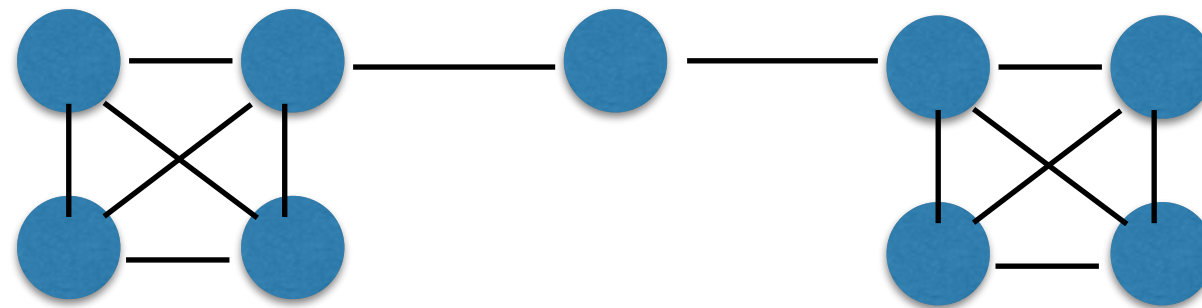
The **k-cores** of a graph are the connected components of a graph that are left after iteratively removing all vertices of degree less than  $k$ .

The k-cores are implicitly found when using the degeneracy algorithm on the previous slide.

*The concept of a k-core was first introduced to study clustering of communities in social networks.*



# The k-core can be disconnected



# Coloring in Degeneracy Order

Greedy coloring in degeneracy order will produce a coloring using  $k + 1$ , where  $k$  is the degeneracy.

Thus the chromatic number of a graph is at most one more than the degeneracy.

This coloring is rarely optimal, but is often the best we can do.