Path-Coloring Algorithms for Planar Graphs

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Abstract

A path coloring of a graph G is a vertex coloring of G so that each color class induces a disjoint union of paths. We discuss implementations of two algorithms that construct path colorings of planar graphs.

The first algorithm, based on a proof by Poh [6], is given a planar graph; it produces a path coloring of the given graph using three colors.

The second algorithm performs a list-coloring generalization of the above. It is based on two similar proofs: one by Hartman [5], the other by Škrekovski [7]. The algorithm is given a planar graph and an assignment of lists of three colors to each vertex; it produces a path coloring of the given graph in which each vertex receives a color from its list.

Links to implementations of the two algorithms are provided.

1 Introduction

All graphs will be finite, simple, and undirected.

A *path coloring* of a graph G is a vertex coloring (not necessarily proper) of G so that each color class induces a *linear forest*, that is, a forest of maximum degree at most 2, or, equivalently, a disjoint union of paths. A graph G is *path k-colorable* if G admits a path coloring using k colors.

Broere & Mynhardt conjectured [1, Conj. 16] that every planar graph is path 3-colorable. This was proven independently by Poh [6, Thm. 2] and by Goddard [4, Thm. 1].

Theorem 1.1 (Poh 1990, Goddard 1991)**.** *Let G be a planar graph. Then G is path 3-colorable.* □

Hartman [5, Thm. 4.1] (see also Chappell & Hartman [3, Thm. 2.1]) proved a list-coloring generalization of Theorem 1.1. A graph G is *path k-choosable* if, whenever each vertex of G is assigned a list of k colors, there exists a path coloring of G in which each vertex receives a color from its list.

Theorem 1.2 (Hartman 1997)**.** *Let G be a planar graph. Then G is path 3-choosable.* □

A slightly weaker result was proven by Škrekovski [7, Thm. 2.2b] using essentially the same technique.

We discuss two efficient path-coloring algorithms based on proofs of the above results.

Section 2 covers an algorithm based on Poh's proof of Theorem 1.1. The algorithm is given a planar graph; it produces a path coloring of the given graph using three colors.

Section 3 covers an algorithm based Hartman's proof of Theorem 1.2, along with a similar proof of a weaker result by Škrekovski. The algorithm is given a planar graph and an assignment of a list of three colors to each vertex; it produces a path coloring of the given graph in which each vertex receives a color from its list.

Implementations of both algorithms are available; see Bross [2].

2 Path Coloring: the Poh Algorithm

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3 Path List Coloring: the Hartman-Škrekovski Algorithm

ZZZ

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