

## **Graph Coloring**

Alessandro Hill

rev. 1.0(AH) - 2024



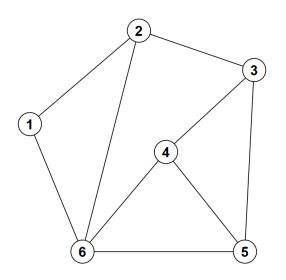
Colorazione dei grafi (Due nodi collegati da un arco devono avere colori diversi)

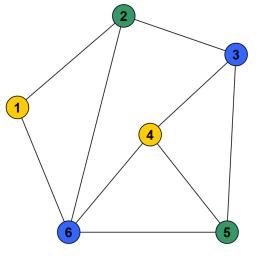
We are given an <u>undirected graph</u> **G** with node set **V** and edge set **E**. Edges in **E** are also called conflicts. The set **C** contains numbers that correspond to colors.

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**.\*(Trovare una colorazione fattibile usando il minor numero possibile di colori)

\*NP-hard (extremely difficult to optimize)





#### **Applications:**

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



🔁 È il numero minimo di colori necessari per una colorazione fattibile del grafo G.

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

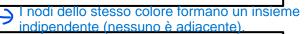
**Definition:** The clique number  $\omega(G)$  of graph **G** is the size of a maximum clique.

🗕 È la dimensione della clique massima in G, ovvero il numero massimo di nodi che sono tutti collegati fra loro.

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

perché per colorare una clique di dimensione k servono almeno k colori distinti

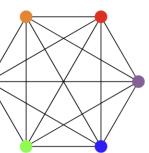
Observation: Nodes of same color form an independent set.

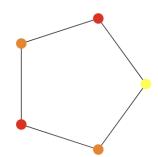


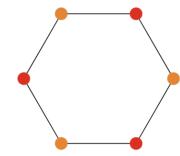
In General: Given a clique Q and a feasible coloring with k colors. Then:

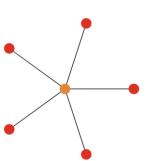
$$|Q| \le \chi(G) \le k$$

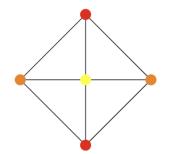
lower bound upper bound (UB) (LB)

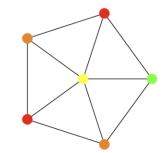












massimo numero di colori usati in una colorazione fattibile



**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:

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

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

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

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

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

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

 $\forall c \in C$  (Variab

collega le variabili xv,c e yc.

(Variable Linking)

Ogni nodo deve essere colorato esattamente con un solo colore.

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

$$\forall v \in V$$

(Color Assignment)

garantisce che la colorazione sia fattibile.

yc indica se colore attivato: se non attivato, non ho nodi colorati da colore C; se attivo, grazie a 1/V avrò

<= 1

Due nodi adiacenti (u e v) non possono essere colorati con lo stesso colore c. Questo vincolo



#### **Greedy Heuristic**

Scelgo un nodo non colorato e lo coloro in modo corretto (coloro con un colore diverso dagli adiacenti (uso colore già usato ma se non posso, uso un colore nuovo))

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

Nell'esempio, ho usato il metodo di scelta del nodo con indice più basso disponibile, per evitare di scegliare il prossimo nodo in modo random

- 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**

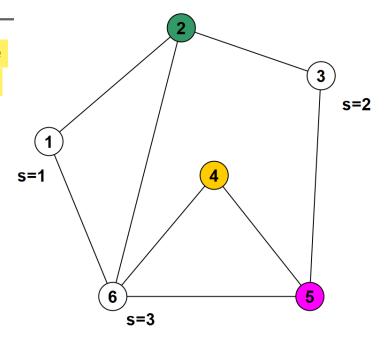
**Definition:** For a partial coloring of graph **G**, the saturation of an (uncolored) node is the number of distinct colors of its neighbors.

Saturazione di un nodo non colorato = numero di colori distinti dei nodi adiacenti al nodo non colorato

Cerco il/i nodo/i con alta saturazione e se ne ho più di uno, controllo il degre e se ne ho più di uno, scelgo quello con indice più basso

Se ho nodi con stessa saturazione e degre, scelgo il nodo con indice più basso

Scelgo nodo non colorato con saturazione più alta e degree più alto (in caso di nodi non colorati con simil saturazione). Coloro con un colore diverso da adiacenti (uso colore già usato, ma se non posso, uso un nuovo colore)

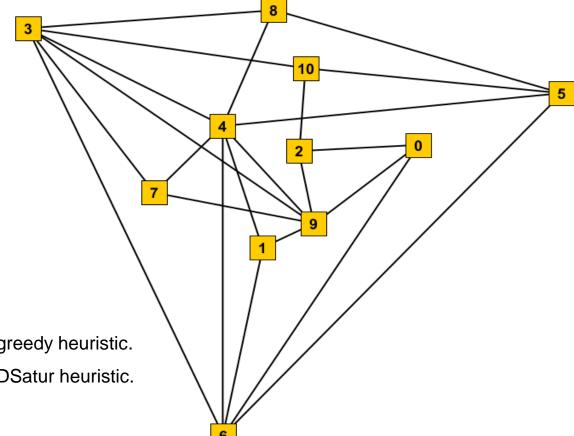


Input: Undirected graph G=(V,E); Colors C={1,...,|V|}.

- 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:**

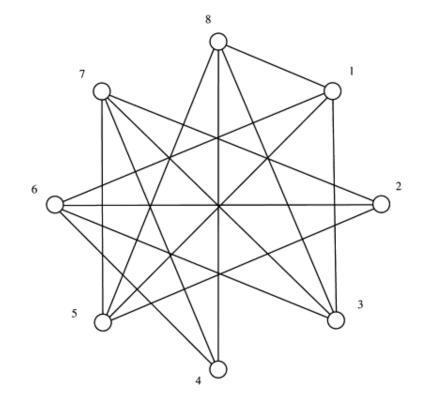


- a) Find a feasible coloring using the greedy heuristic.
- b) Find a feasible coloring using the DSatur heuristic.
- c) Find an optimal coloring using IP.



#### 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?

