Graph Theory and Its Applications

Dr. G.H.J. Lanel

Lecture 7

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Graph Theory and Its Applications

Lecture 7 1 / 16

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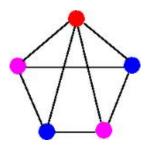
Outline

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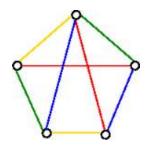
- 2) Chromatic number $(\chi(G))$
- 3 Four color theorem
- Coloring Algorithm

Example: Vertex coloring



Example: Face coloring

Example: Edge coloring



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Graph Theory and Its Applications

Definition

Let G = (V, E) be a graph. A *k*-coloring of *G* is a function $C: V \longrightarrow \{1, 2, \dots, k\}$ such that $C(u) \neq C(v)$ whenever $uv \in E$.

Remark:

- A graph that has a k-coloring is said to be k-colorable.
- 2 Any graph that is *k*-colorable is also k'-colorable for all k' > k.

Graph Coloring

2 Chromatic number $(\chi(G))$

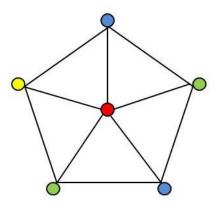
- 3 Four color theorem
- Coloring Algorithm

The minimum value of *k* for which there exists a *k*-coloring of *G* is called the chromatic number of *G*, and it is denoted by $(\chi(G))$.

Thus *G* is *k*-colorable if and only if $\iff \chi(G)) \le k$.

Question: Prove that $\chi(G)$ = 4 for the following graph.

Proof: Follows...



Theorem

A graph is bipartite if and only if its chromatic number is at most 2.

Proof

Homework.

Theorem

If K_n is a subgraph of a graph G, then $\chi(G) \ge n$.

Proof

Proof: Follows...

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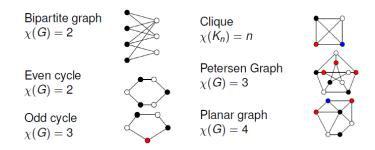
Theorem

The chromatic number of the n-cycle is given by,

$$\chi(n) = \begin{cases} 2 & \text{if } n \text{ is even} \\ 3 & \text{if } n \text{ is odd} \end{cases}$$

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Some examples of known chromatic numbers are :



Graph Coloring

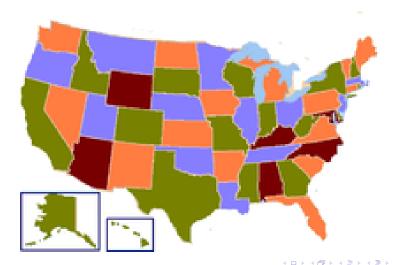
2 Chromatic number $(\chi(G))$



4 Coloring Algorithm

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Theorem If *G* is a planar graph, then $\chi(n) \leq 4$



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Graph Coloring

2 Chromatic number $(\chi(G))$

3 Four color theorem



• Finding an optimal coloring is exhaustive search.

- Start with one node, give it a color, assign non-conflicting colors to its neighbors, and so on.
- Try it with two colors, if you get no result, then try three, and so on.
- They are a lot of heuristic algorithms (not proven mathematically it is the best) that try to improve on that both by reducing space and time

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Greedy Algorithm

Algorithm GreedyColor(G)

L := sort(V); c := sort(colors)

for $v \in V$ do

choose smallest c_i not used by colored neighbors end for

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Let us come back to the map coloring problem



and try to prove the following (simpler) result

Assignment #3: Every planar graph can be colored with 6 colors.

Show that $e \leq 3n - 6$,

Show then that for planar graphs $average(d(v)) \le 6 - 12 / n$,

Finally prove that there exists a *v* such that $d(v) \le 5$,

Now use induction to prove the proposition (remove nodes).