

# Colouring weighted hexagonal graphs

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# Definitions

**weighted graph** = pair  $(G, p)$  where

- $G$  is a graph;
- $p : V(G) \rightarrow \mathbb{N}$  weight function.

**$k$ -colouring of  $(G, p)$** :  $C : V(G) \rightarrow \mathcal{P}(\{1, \dots, k\})$  such that

- $|C(v)| = p(v)$  for all  $v \in V(G)$ ;
- $C(u) \cap C(v) = \emptyset$  for all  $e \in E(G)$ .

**chromatic number** of  $(G, p)$ :

$$\chi(G, p) = \min\{k \mid (G, p) \text{ admits a } k\text{-colouring}\}$$

# Clique number and chromatic number

**clique number** of  $(G, p)$ :

$$\omega(G, p) = \max\{p(C) \mid C \text{ clique of } G\}, \text{ where } p(C) = \sum_{v \in C} p(v)$$

$$\omega(G, p) \leq \chi(G, p)$$

# Bipartite graphs

**Proposition:** If  $G$  is bipartite, then  $\omega(G, p) = \chi(G, p)$ .

*Proof:* Assign to  $v$

- $\{1, 2, \dots, p(v)\}$  if  $v$  is in  $A$ ,
- $\{\omega(G, p), \dots, \omega(G, p) - p(v) + 1\}$  if  $v$  is in  $B$ . □

**Linear-time algorithm** finding optimal colouring of a weighted bipartite graph:

- Compute  $\omega(G, p)$ .  
$$\omega(G, p) = \max \{ \max_{v \in V(G)} p(v) ; \max_{uv \in E(G)} p(u) + p(v) \}$$
- Assign as above.

**BUT NOT DISTRIBUTED**

# Bipartite graphs: 1-local algorithm

**$k$ -local** algorithm: to choose its colours each vertex knows only:

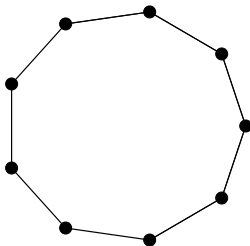
- the **vertices at distance at most  $k$**  from it (and their weights) .
- some **precomputed fixed information** independent from the weights.

- For each  $a \in A$ , assign  $\{1, 2, \dots, p(a)\}$  to  $a$ .
- For each vertex  $b \in B$ ,  
Compute  $\omega_1(b) = \max_{bv \in E(G)} (p(b) + p(v))$ ;  
Assign  $\{\omega_1(b), \dots, \omega_1(b) - p(b) + 1\}$  to  $b$ .

# Odd cycles

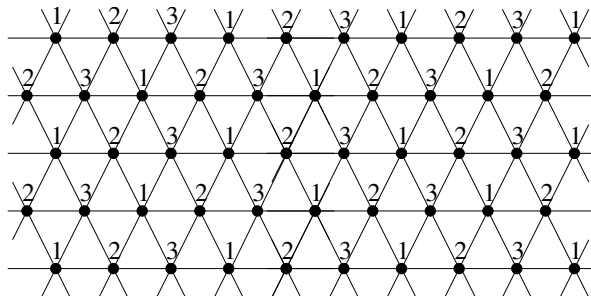
**Proposition:**  $\chi(C_{2\ell+1}, \mathbf{k}) = \left\lceil \frac{(2\ell+1)k}{\ell} \right\rceil$

If  $\ell \geq 2$ , then  $\omega(C_{2\ell+1}, \mathbf{k}) = 2k$ .



# Hexagonal graphs

hexagonal graph: induced subgraph of the triangular lattice  $TL$ .



# Colouring weighted hexagonal graphs

$H$  hexagonal graph.

$\chi(H) \leq \chi(TL) \leq 3$ , so

$$\chi(H, p) \leq 3 \max\{p(v) \mid v \in V(H)\} \leq 3\omega(H, p)$$

**Theorem (McDiarmid and Reed):**  $\chi(H, p) \leq \frac{4\omega(H, p) + 1}{3}$

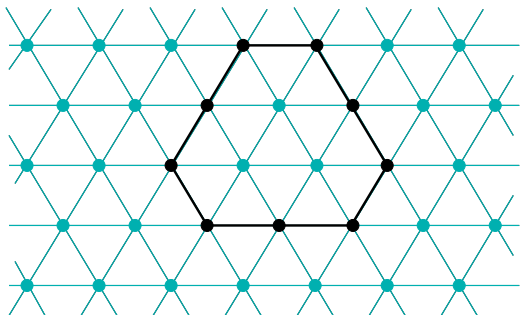
Deciding whether  $\chi(H, p) = 3$  or 4 is NP-complete.

**Theorem (McDiarmid and Reed):** There is a constant  $C$  s. t.

$$\chi(H, p) \leq \frac{9}{8}\omega(H, p) + C$$



# Induced $C_9$ in the triangular lattice



$$\chi(C_9, \mathbf{k}) = \left\lfloor \frac{9k}{4} \right\rfloor$$

$$\omega(C_9, \mathbf{k}) = 2k$$

# Proof of $\chi(H, p) \leq \frac{4\omega(H, p) + 1}{3}$

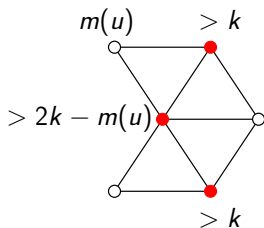
Set  $k = \left\lfloor \frac{\omega(H, p) + 1}{3} \right\rfloor$ . 3-colouring of  $TL$ :  $c_T$ .

1. We use **3k colours**:  $(i, j)$  for  $i = 1, 2, 3$  and  $j = 1, \dots, k$ .
  - Assign to  $v$  the **colours corresponding to its lattice colour**  
 $(c_T(v), 1), \dots, (c_T(v), \min\{k, p(v)\})$ .
  - $m(v) := \max\{\min\{k, p(u)\} \mid u \in N(v) \text{ and } c_T(u) = c_T(v) + 1\}$   
 $r(v) = \min\{p(v) - k, k - m(v)\}$ .  
If  $r(v) \geq 0$ , then assign to  $v$  the **unused colours on its right, leftup, and leftdown neighbours**  
 $(c_T(v) + 1, k - r(v) + 1), \dots, (c_T(v) + 1, k)$ .
2.  $U$  set of vertices whose demand is not yet fulfilled. For  $u \in U$ ,  
 $p'(u) = p(u) - 2k + m(u)$ .  
Colour  $(TL[U], p')$  using  **$\omega(TL[U], p') \leq \omega(H, p) - 2k$  colours**.  
Possible because  $TL[U]$  is acyclic.

# Proving $TL[U]$ is acyclic

**Claim:** Every vertex  $v$  has at most one neighbour to its right.

- $p(u) \geq k + 1$  for all  $u \in U$ ,  $\Rightarrow TL[U]$  is triangle-free.
- 



# First distributed algorithms for hexagonal graphs

Janssen et al. '00:  $k$ -local algorithms adapted from global algorithms.

0-local: 3-competitive (fixed assignment according to  $c_T$ )

1-local: 3/2-competitive derived from Janssen et al. '99

2-local: 17/12-competitive derived from Nayanan and Schende '97

4-local: 4/3-competitive derived from Nayanan and Schende '97

$\alpha$ -competitive: using at most  $\alpha \cdot \chi(H, p) + \beta$  colours for all  $(H, p)$  and some fixed  $\beta$ .

# 1-local 3/2-competitive algorithm

**Idea:** Decomposing  $TL$  into 3 bipartite graphs (according to  $c_T$ ).

$\omega_1(v) = \omega(H[N[v]], p) = \text{max. weighted clique in the neighbourhood of } v.$

**Algorithm:** For each  $v$

- compute  $\omega_1(v)$ . Set  $s = \lceil \omega_1(v)/2 \rceil$ .  
For  $i = 1, 2, 3$ , set  $S_i = \{i, 3 + i, \dots, 3s + i - 3\}$ .
- if  $c_T(v) = i$ , then assign to  $v$ , the  $\lceil p(v)/2 \rceil$  first colours of  $S_i$  and the  $\lfloor p(v)/2 \rfloor$  colours of  $S_{i+1}$ .

**Validity:**  $u, v$  adjacent,  $c_T(u) = i - 1$  and  $c_T(v) = i$ .

$p(u) + p(v) \leq \min\{\omega_1(u), \omega_1(v)\}.$

Number of colours of  $S_i$  at  $u$  or  $v \leq \min\{\omega_1(u)/2, \omega_1(v)/2\}.$

No colours is assigned to both  $u$  and  $v$ .

# Better distributed algorithms for hexagonal graphs

0-local: 3-competitive (fixed assignment according to  $c_T$ )

1-local: 13/9-competitive

Chin, Zhang and Zhu. '13

17/12-competitive

Witowski '09

7/5-competitive

Witowski and Žerovnik. '10

33/24-competitive

Witowski and Žerovnik. '13

2-local: 4/3-competitive

Šparl and Žerovnik. '04

4-local: 4/3-competitive

derived from Nayaranan and Schende '97

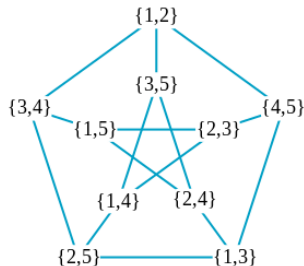
# Triangle-free hexagonal graphs

$H$  triangle-free hexagonal graph.

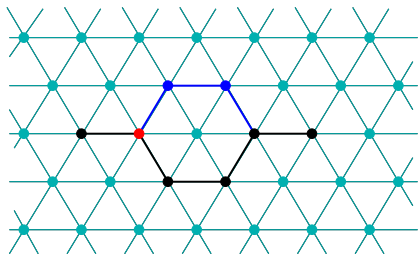
**Proposition (H.):**  $\chi(H, 2) \leq 5$

5-colouring of  $(H, 2) \equiv$  homomorphism of  $H$  into the Petersen graph  $\mathcal{P}$ .

Proof: By induction.



Consider the **highest 3-vertex** of  $H$  and the **thread  $T$**  going up.  
A colouring of  $(H - \dot{T}, 2)$  can be extended to  $(H, 2)$ .



If  $length(T) = 3$ , by symmetry.

If  $length(T) \geq 4$ , because two vertices are joined by a walk of any length at least 4 in  $\mathcal{P}$ .

# Triangle-free hexagonal graphs

$H$  triangle-free hexagonal graph.

**Corollary:**  $\chi(H, p) \leq \frac{5}{4}\omega(G, p) + 3$ .

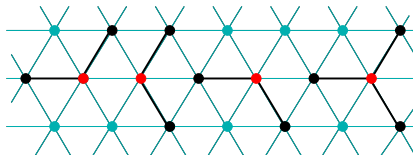
Proof:

0.  $U := V(H)$ ,  $S := \emptyset$ ,  $q = p$ .
1.  $S := S \cup \{u \in U : q(u) = 1\}$ ;  $U := U \setminus \{u \in U : q(u) = 1\}$ ;
2. If  $U \neq \emptyset$ , take 5 new colours.
  - a. Assign these colours to the set  $I$  of isolated vertices of  $TL[U]$ ;  
for all  $u \in I$ ,  $q(u) := \max\{0, q(u) - 5\}$ .
  - b. Assign two of these colours to each vertex of  $U \setminus I$  according  
to a 5-colouring of  $(TL[U \setminus I], 2)$ .  
for all  $u \in U$ ,  $q(u) := q(u) - 2$ .
  - c. Go to 1.
3. Assign to all vertices of  $S$  a new colour according to  $c_T$ .

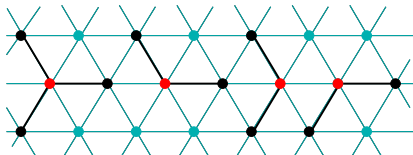


# Different types of vertices in triangle-free hexagonal graphs

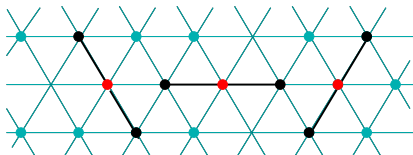
left corners



right corners

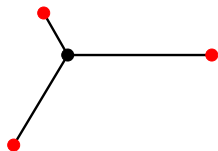


flat vertices



# Triangle-free hexagonal graphs: distributed algorithm

1. Colour the **left corners**.
  - If  $c_T(v) = 1$ , then  $C(v) = \{1, 2\}$ .
  - If  $c_T(v) = 2$ , then  $C(v) = \{2, 3\}$ .
  - If  $c_T(v) = 3$ , then  $C(v) = \{1, 5\}$ .
2. Extend to the **rest of the graph**.  
Union of **tristars**.



On each direction of  $TL$ , every fifth vertex is **special**.

Cut tristars along **special vertices**.

Colour each piece separately in a distributed way.

⇒ **8-local algorithm**.

Can be improved to 2-local. (Šparl, Žerovnik)

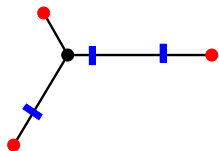
# Triangle-free hexagonal graphs: distributed algorithm

## 1. Colour the left corners.

- If  $c_T(v) = 1$ , then  $C(v) = \{1, 2\}$ .
- If  $c_T(v) = 2$ , then  $C(v) = \{2, 3\}$ .
- If  $c_T(v) = 3$ , then  $C(v) = \{1, 5\}$ .

## 2. Extend to the rest of the graph.

Union of **tristars**.



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# $k$ -local 17/12-competitive algorithm for hexagonal graphs

**First phase:**  $\equiv$  1-local version of first phase of McDiarmid-Reed.

For each vertex  $v$ .

- Compute  $w_1(v)$ . Set  $k = \lceil w_1(v)/3 \rceil$ .
- Assign to  $v$  the colours corresponding to its lattice colour  $(c_T(v), 1), \dots, (c_T(v), \min\{k, p(v)\})$ .
- $m(v) := \max\{\min\{k, p(u)\} \mid u \in N(v) \text{ and } c_T(u) = c_T(v) + 1\}$ ;  $r(v) = \min\{p(v) - k, k - m(v)\}$ .  
If  $r(v) \geq 0$ , then assign to  $v$   $(c_T(v) + 1, k - r(v) + 1), \dots, (c_T(v) + 1, k)$ .

**2nd phase:**  $k$ -local 5/4-comp. algo. for triangle-free graph on  $(TL[U], p')$ .

$$\text{Uses } \omega(G, p) + \frac{5}{4}\omega(TL[U], p') + \beta \leq \frac{17}{12}\omega(G, p) + \beta'.$$

# Triangle-free hexagonal graphs

$H$  triangle-free hexagonal graph.

**Theorem (H.):**  $\chi(H, 3) \leq 7$

**Corollary:**  $\chi(H, p) \leq \frac{7}{6}\omega(G, p) + 5$ .

**$k$ -good:**  $\exists f : V \rightarrow \{1, \dots, k\}$  s.t. every odd cycle has a vertex assigned  $i$  for all  $1 \leq i \leq k$ .

**Lemma:** If  $H$  is  $k + 1$ -good, then  $\chi(H, k) \leq 2k + 2$ .

Proof: For each  $1 \leq i \leq k + 1$ , colour  $G - f^{-1}(i)$  with 2 colours. Each vertex receives (at least)  $k$  colours.  $\square$

**Sudeep & Vishwanathan:** triangle-free hexagonal  $\Rightarrow$  7-good.

**Conjecture:** triangle-free hexagonal  $\Rightarrow$  9-good.

# Triangle-free hexagonal graphs are 5-good

**Lemma:** ( Sudeep & Vishwanathan)

Every odd cycle contains a **flat vertex**  $v$  s.t.  $c_T(v) = i$  for all  $1 \leq i \leq 3$ .

5-good labelling  $f$ :

- If  $v$  is flat, then  $f(v) = c_T(v)$ .
- If  $v$  is right corner, then  $f(v) = 4$ .
- If  $v$  is left corner, then  $f(v) = 5$ .

# Triangle-free hexagonal graphs are 7-good

**Lemma:** ( Sudeep & Vishwanathan)

There is a partition  $(R_1, R_2)$  of the right corners s.t. every odd cycle intersects  $R_i$ ,  $i = 1, 2$ .

7-good labelling  $f$ :

- If  $v$  is flat, then  $f(v) = c_T(v)$ .
- If  $v \in R_i$ , then  $f(v) = 3 + i$ .
- If  $v \in L_i$ , then  $f(v) = 5 + i$ .

## Next problem to solve on hexagonal graphs

- Proving  $\chi(H, p) \leq \alpha\omega(H, p) + \beta$  for  $\alpha < 4/3$ .

McDiarmid-Reed Conjecture:  $\alpha = 9/8$

- Finding an  $\alpha$ -competitive distributed algorithm for colouring hexagonal graphs for  $\alpha < 4/3$ .
- Proving  $\chi(H, p) \leq \alpha\omega(H, p) + \beta$  for  $\alpha < 7/6$ , when  $H$  is triangle-free.
- Finding a  $7/6$ -competitive distributed algorithm for colouring triangle-free hexagonal graphs.