

# First-Fit Coloring of Trees in Random Arrival Model

Bartłomiej Bosek, **Grzegorz Gutowski**, Michał Lasoń, Jakub Przybyło

**Jagiellonian University**, Polish Academy of Sciences, AGH University



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# Graph Coloring

Graph

Graph  $G = (V, E)$  with  $n = |V|$  vertices.

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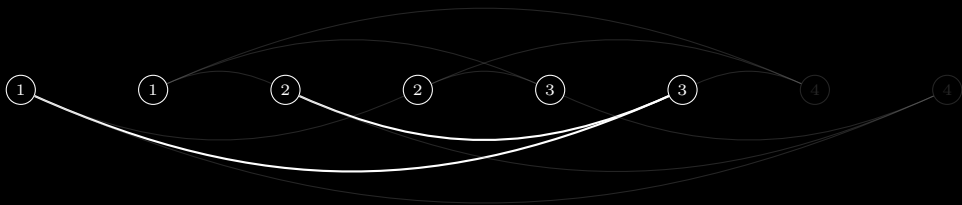
## Chromatic number

$\chi(G)$  – minimum possible  $k$  with coloring  $c : V \mapsto \{1, 2, \dots, k\}$ .

# First-Fit Algorithm

## Algorithm

1. Process vertices in order  $v_1 \ll v_2 \ll \dots \ll v_n$ .
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## First-Fit chromatic number

$\chi_{FF}(G, \ll)$  – maximum color used by First-Fit on  $G$  in order  $\ll$ .

## Question

*Is First-Fit a good algorithm? How much does  $\chi_{FF}(G, \ll)$  differ from  $\chi(G)$ ?*

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## Answer

*It all depends on the order  $\ll$ .*

# Optimistic Scenarios

Bipartite graph

①



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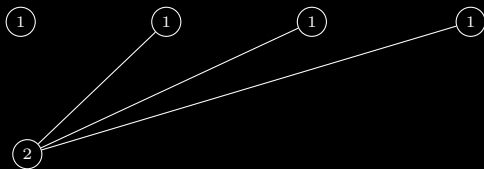
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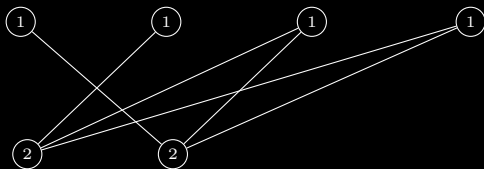
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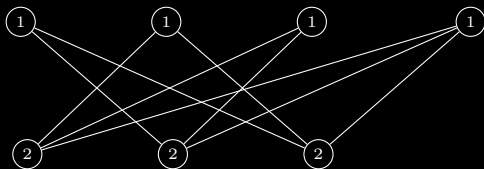
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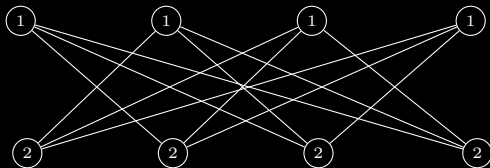
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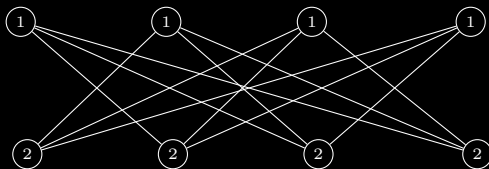
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First-Fit can be optimal

1. Color  $G$  with  $k$  colors.
2. Construct  $\llcorner$  by sorting vertices by their color.
3. First-Fit uses at most  $k$  colors in this order.



# Pessimistic Scenarios

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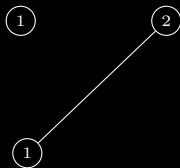
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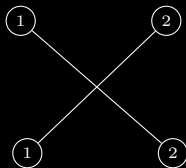
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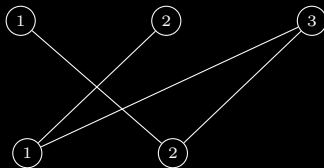
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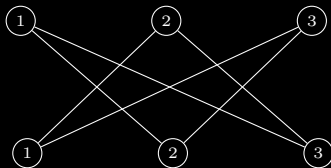
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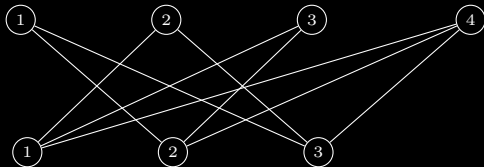
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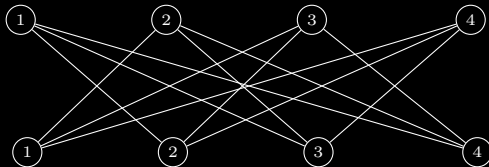
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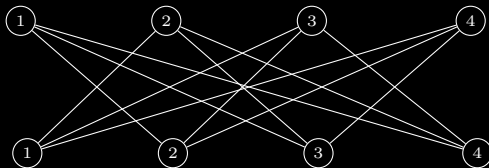
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# Pessimistic Scenarios

Bipartite graph



- ▶  $\chi(G) = 2$
- ▶  $\chi_{\text{FF}}(G, \ll) = \frac{n}{2}$

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Process vertices in random order.

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# Interesting Settings

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First-Fit processes vertices without knowledge of the future.

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## Distributed Algorithms

Adding a random delay in distributed coloring algorithm allows to process vertices in random order.



# First-Fit on Forests in Adversarial Order

Tree

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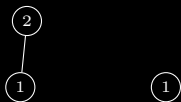
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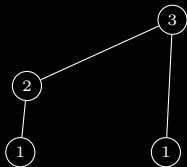
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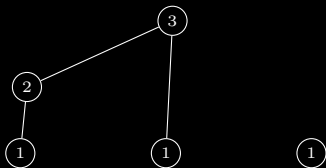
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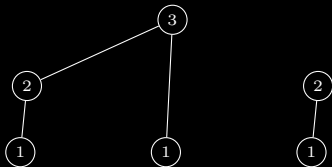
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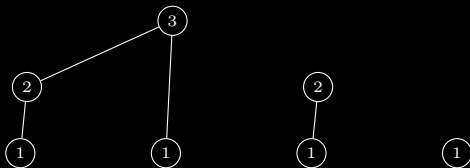
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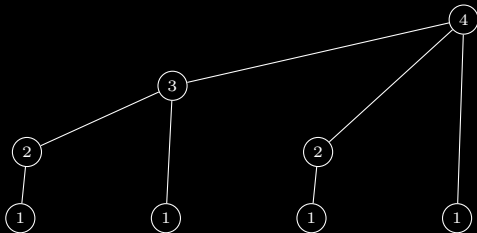
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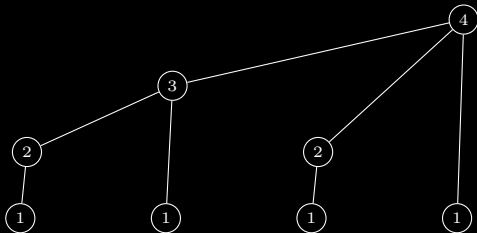
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# First-Fit on Forests in Adversarial Order

Tree



- ▶  $\chi(G) = 2$
- ▶  $\chi_{\text{FF}}(G, \ll) = \log_2 n$

# First-Fit on Forests in Random Order

## Theorem

*First-Fit uses  $\left(\frac{1}{2} + o(1)\right) \cdot \frac{\ln n}{\ln \ln n}$  colors on trees with  $n$  vertices.*

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## Meaning

$\max_{G - \text{tree with } n \text{ vertices}} \mathbb{E}_{\ll} - \text{random order of } V [\chi_{\text{FF}}(G, \ll)] \approx k \text{ for } n \approx k!.$

# Upper bound

Proof (of a slightly weaker statement)

- ▶  $G^{\ll}$  is a directed graph with each edge in  $G$  directed towards the vertex later in  $\ll$ .

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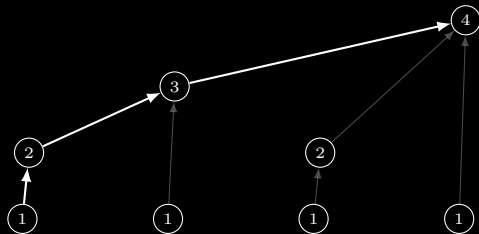
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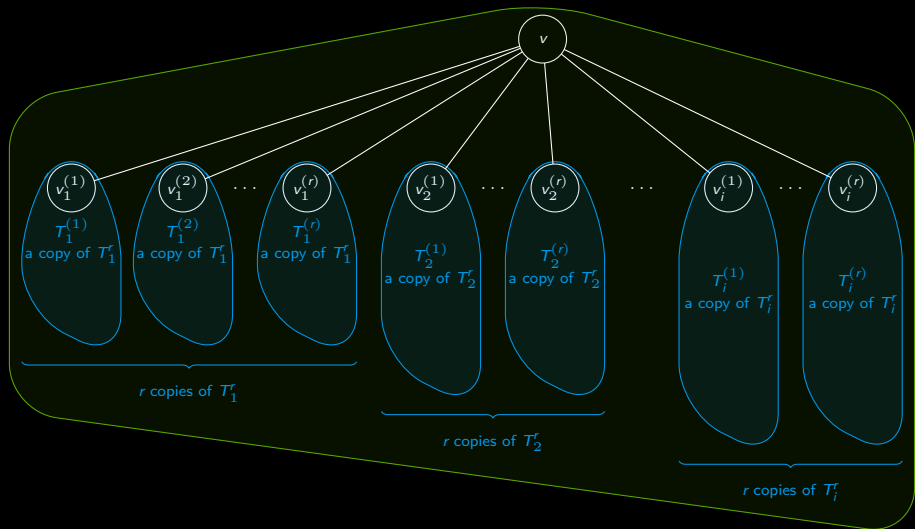


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- ▶ For a constant probability of getting color  $k$ , we need  $n^2 \approx k!$ .

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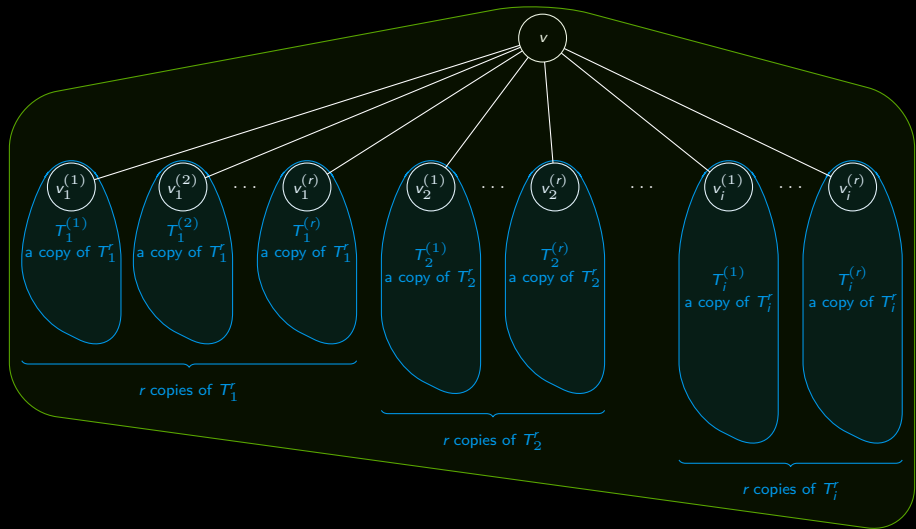
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- ▶  $T_1^r$  is a single vertex,  $T_{i+1}^r$  has  $r$  copies of each  $T_1^r, \dots, T_i^r$ .

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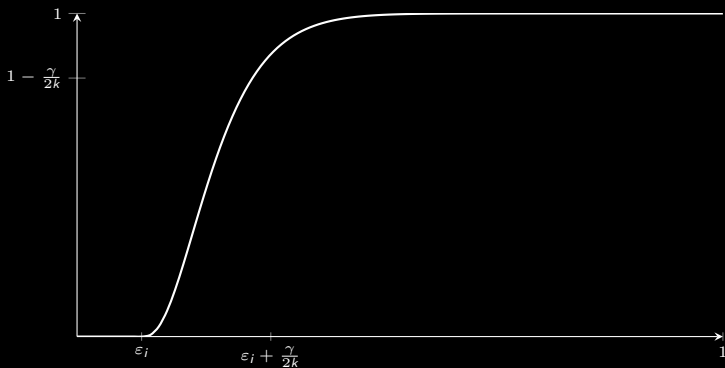
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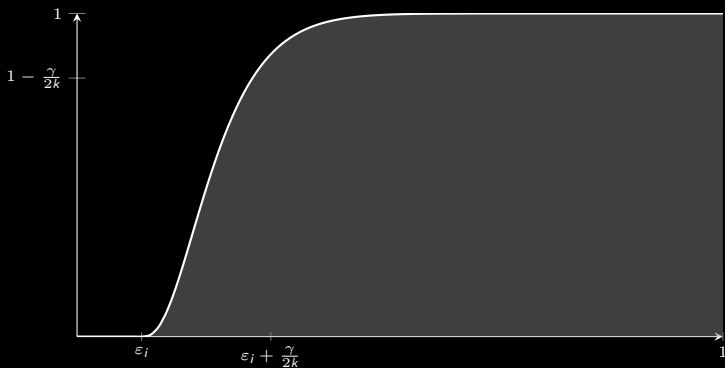
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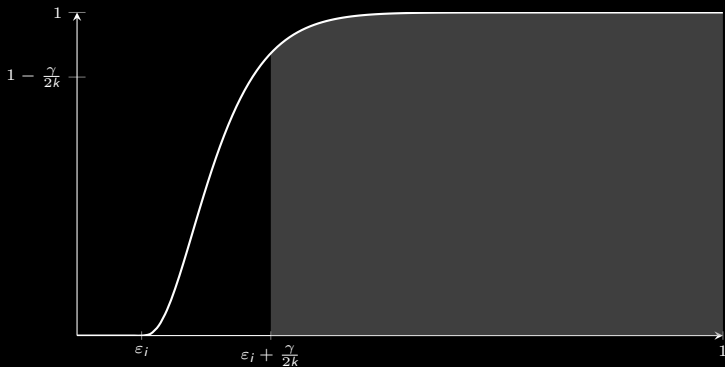
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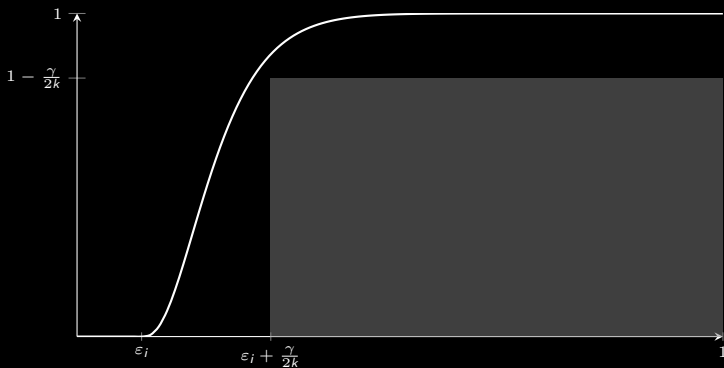
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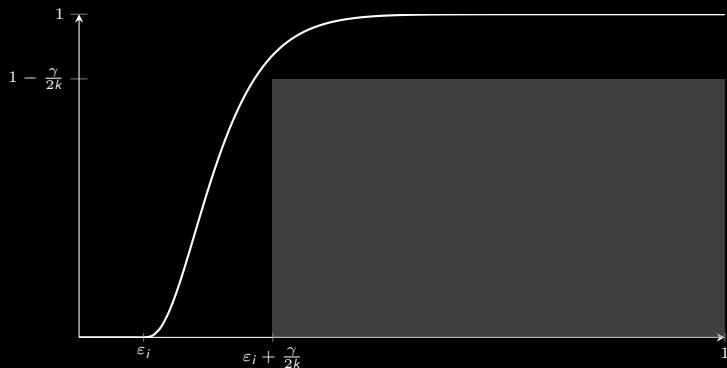
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$$\left(1 - \left(1 - \frac{\gamma}{2k}\right)^r\right)^i > 1 - \frac{\gamma}{2k}$$





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- ▶  $T_k^r$  has  $\approx k^k$  vertices.

# Summary

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## Question

*First-Fit on bipartite graphs*

Thank You!