

# Restricted Coloring Problems on Restricted Classes of Graphs

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# Outline

## Restricted Coloring Problems

Acyclic Coloring

Star Coloring

Coloring  $\iff$  Acyclic Coloring

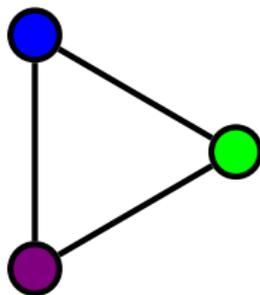
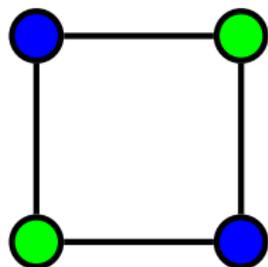
Coloring  $\iff$  Star Coloring

Acyclic Coloring  $\iff$  Star Coloring

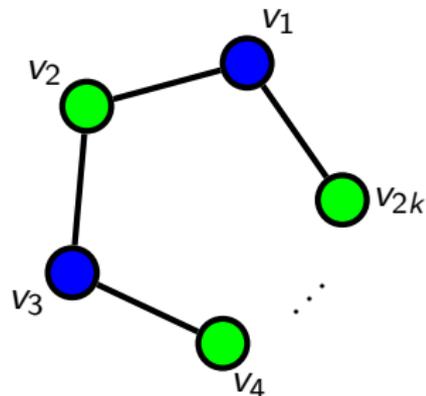
Promise Algorithms vs. Robust Algorithms

# Coloring

proper vertex coloring



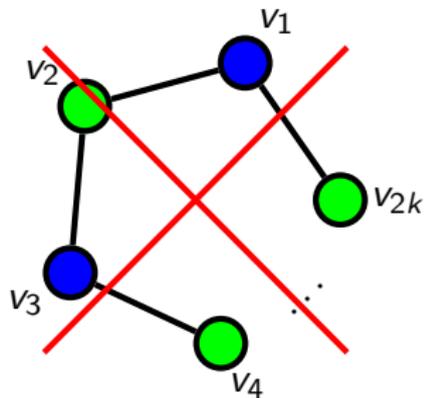
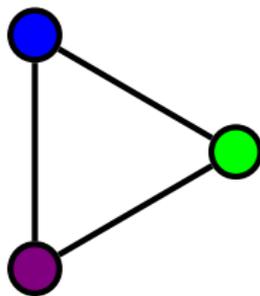
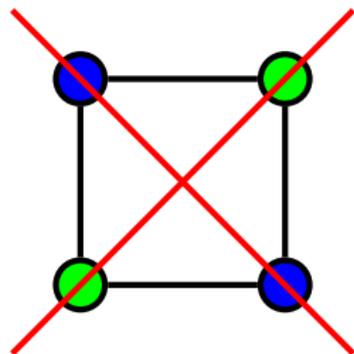
chromatic number



$\chi(G)$

# Acyclic Coloring

proper vertex coloring **without bichromatic cycles**



**acyclic** chromatic number  $\chi_a(G) \geq \chi(G)$

Every pair of colors induces a disjoint collection of trees (a forest)

# Algorithms for Acyclic Coloring

## Algorithms based on maximum degree $\Delta(G)$

- ▶ If  $\Delta(G) \leq 3$ , then  $G$  can be acyclically colored using 4 colors of fewer in linear time.
- ▶ If  $\Delta(G) \leq 5$ , then  $G$  can be acyclically colored using 9 colors of fewer in linear time.

# Coloring

proper vertex coloring

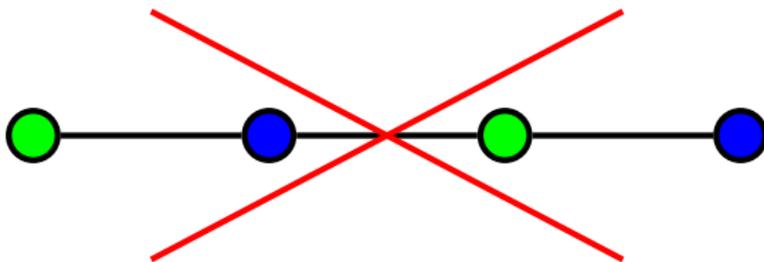


chromatic number

$\chi(G)$

# Star Coloring

proper vertex coloring **without bichromatic  $P_4$ s**



**star** chromatic number  $\chi_s(G) \geq \chi_a(G) \geq \chi(G)$

Every pair of colors induces a disjoint collection of stars

## Google Scholar Queries

- ▶ graph coloring :  $\sim 109,000$  results
- ▶ “acyclic coloring ”: 150 results
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How can we leverage what is known about the classical coloring problem?

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# Acyclic Coloring

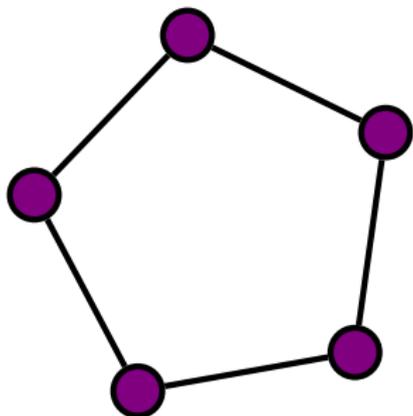
Theorem (Gebremedhin et. al., 2008)

*If a mapping  $\phi$  is a coloring of a chordal graph  $G$ , then  $\phi$  is also an acyclic coloring of  $G$ .*

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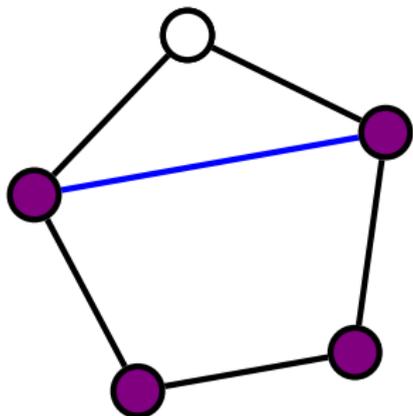


No induced chordless cycles

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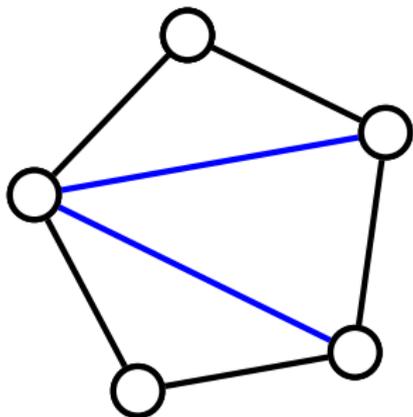


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Application: Band graphs (from banded matrices)

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Application: Band graphs (from banded matrices)

Does  $G$  have to be chordal for this to be the case?  
For which other graphs is this true?

# When is Every Coloring Also an Acyclic Coloring ?

## Theorem

*Every coloring of  $G$  is also an acyclic coloring if and only if  $G$  is an even-hole-free graph.*

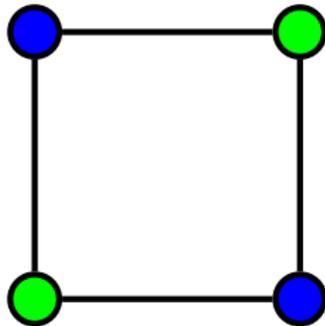
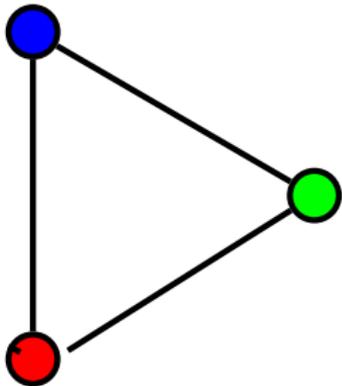
## even-hole-free graph

A graph is even-hole-free if it contains no induced even cycle.

Also allows odd chordless cycles

# Acyclic Coloring

What about when  $\chi(G) = \chi_a(G)$ ?



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### Definition (trivially perfect graph)

A graph  $G$  is trivially perfect if for every induced subgraph  $G'$  of  $G$  the number of maximal cliques in  $G'$  is equal to the size of the largest independent set in  $G'$

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### Definition (trivially perfect graph)

A graph  $G$  is trivially perfect if for every induced subgraph  $G'$  of  $G$  the number of maximal cliques in  $G'$  is equal to the size of the largest independent set in  $G'$

### Theorem (Golumbic 1978)

A graph is trivially perfect if and only if it has no induced  $C_4$  or  $P_4$ .

# Coloring $\iff$ Star Coloring

## Theorem

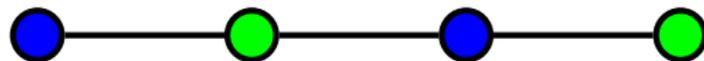
*The graphs for which every coloring is also a star coloring are exactly the trivially perfect graphs.*

# Coloring $\iff$ Star Coloring

## Theorem

*The graphs for which every coloring is also a star coloring are exactly the trivially perfect graphs.*

Proof.



□

## Corollary

*If  $G$  is a trivially perfect graph then  $\chi(G) = \chi_a(G) = \chi_s(G)$ .*

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# Acyclic Coloring $\iff$ Star Coloring

## Theorem

*The graphs for which every acyclic coloring is also a star coloring are exactly the cographs.*

## Definition (cograph)

*A graph is a cograph if and only if it contains no induced  $P_4$ .*

# Acyclic Coloring $\iff$ Star Coloring

## Theorem

*The graphs for which every acyclic coloring is also a star coloring are exactly the cographs.*

## Definition (cograph)

*A graph is a cograph if and only if it contains no induced  $P_4$ .*

## Theorem

*cographs can be acyclically colored (and thus star colored) in linear time.*

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# Promise Algorithms vs. Robust Algorithms

## Promise Algorithms

- ▶ Assume input is in the restricted domain
- ▶ Behavior **undefined** when input **isn't** in the domain  
Example: independent set (**NP**-hard!) in well-covered graphs  
(**NP**-hard to recognize!)

## Robust Algorithms

Solves the problem if the input is in the domain. If not, returns a certificate that says the input isn't in the domain

Example: maximum clique (**NP**-hard!) in unit disk graphs  
(**NP**-hard to recognize!)

# Acyclic Coloring even-hole-free graphs

chordal graphs

Recognizable and colorable in polynomial time

(even-hole,diamond)-free graphs

Recognizable and colorable in polynomial time

( $C_4, 2K_2$ )-free graphs (pseudosplit graphs)

Recognizable and colorable in polynomial time

# Acyclic Coloring even-hole-free graphs robustly

## even-hole-free graphs

- ▶ Best known recognition algorithm runs in  $O(n^{15})$  time
- ▶ No known efficient algorithm for coloring

Example: Suppose we had an algorithm that finds an optimal coloring of any graph.