



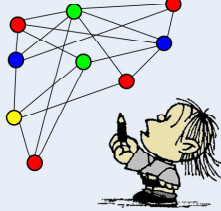
Polyhedral studies on vertex coloring problems

Diego Delle Donne – Javier Marengo
Computer Sciences department, FCEyN, University of Buenos Aires

What is graph coloring?

It consists in assigning a color to each vertex of the graph such that adjacent vertices receive different colors.

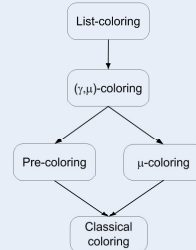
The classical problem asks for a coloring of the graph which uses the minimum number of colors, but there are many variants of this problem.



What is a variant of this problem?

There can be, for instance, forbidden colors for some vertices (*List-coloring*) or some vertices with pre-assigned colors (*Pre-coloring extension*), etc.

We can define, for some of these problems, a hierarchy in which a problem generalizes other problems, thus being "harder" to solve in practice.



Are these problems hard?

The classic coloring problem is a very hard problem to solve in general (it belongs to the NP-C class).

Therefore, its generalizations in the above hierarchy are also very difficult problems to solve (at least NP-C)



Are they difficult to solve for any graph?

Luckily, some of these problems are polynomial for some classes of graphs [1].

Class	Coloring	Pre-col	μ -col	(γ, μ) -col	List-col
Complete bipartite	P	P	P	P	NP-C
Bipartite	P	NP-C	NP-C	NP-C	NP-C
Cographs	P	P	P	?	NP-C
Distance-Hereditary	P	NP-C	NP-C	NP-C	NP-C
Interval	P	NP-C	NP-C	NP-C	NP-C
Unit interval	P	NP-C	NP-C	NP-C	NP-C
Complete split	P	P	P	P	NP-C
Split	P	P	P	P	NP-C
Line of $K_{n,n}$	P	NP-C	NP-C	NP-C	NP-C
Line of K_n	P	NP-C	NP-C	NP-C	NP-C
Complements of bipartites	P	P	?	?	NP-C
Block y cacti	P	P	P	P	P

P: Polynomial problem

NP-C: NP-Complete problem

?: Open problem

How can we know that some of them are easy?



Because we know efficient algorithms to solve them...

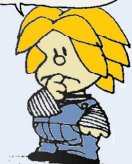


Linear programming [4]

One way to solve problems in polynomial time is by finding an appropriate **linear programming model** for it.

An LP model describes an **n-dimensional polytope** and by optimizing a certain (linear) function over this polytope, we can find the solution to the problem it models.

Can we find an LP model for any problem?



... a what?

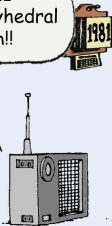


Geometric algorithms and combinatorial optimization

In 1981, Grötschel, Lovász and Schrijver [6] found a fundamental result for **polyhedral theory**:

The linear polyhedral optimization problem is equivalent to the polyhedral separation problem!!

That suggests that if we know how to optimize a linear function over a polytope then we also know how to characterize it (with linear inequalities)... and viceversa!



Conjecture and thesis proposal

From these results, a **generalized conjecture** arises...

"If an optimization problem can be solved in polynomial time, then there should exist an LP formulation for it such that the associated polytope admits an **elegant** characterization..."



... and the search for such formulations for polynomial vertex coloring problems is the main objective of this PhD thesis



A brief summary of the results from this thesis

We focused our studies on these four formulations for vertex coloring problems...



Independent sets formulation [7]

Since this formulation yields models with exponentially-many variables, we just studied the polytopes associated with some simple classes.

We found complete descriptions for:

- Complete bipartites graphs
- Split graphs
- Co-interval graphs

Standard model [5]

- Found that the associated polytope is a **face** of the STAB polytope of another graph.
- Found complete descriptions for trees and block graphs.
- Gave a new family of valid inequalities generalizing others.
- Conjectured that the above family suffices to describe the polytopes when the graph is a cycle or a cactus.

Representatives formulation [3]

- Found that the associated polytope is the STAB polytope of another graph.
- Based on this result we give complete descriptions for the complements of the following families:

- Graphs without
- Graphs without
- Graphs without

Orientation model [2]

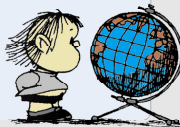
- Presented new facet-generating procedures (i.e., the **path lifting procedures**) which take two general valid inequalities and a path, and generate infinitely-many valid inequalities (some of them inducing facets).
- Presented new families of valid inequalities by using the procedures, which we conjecture suffice to describe the polytopes when the graph is a path.

What's next?

We left many open questions about several topics:

- Conjectures about complete descriptions (cacti graphs and paths).
- "Translation" of valid inequalities from STAB to vertex coloring.
- Model adaptations for different variants of coloring.
- Perfectness results.

... and many more!



References:

- [1] F. Bonomo, G. Duran y J. Marengo, *Exploring the complexity boundary between coloring and list-coloring*, Annals of Operations Research 169-1 (2009) 3–16.
- [2] R. Borndörfer, A. Eisenblätter, M. Grötschel y A. Martin, *The orientation model for frequency assignment problems*. ZIB-report 98-01 (1998).
- [3] M. Campêlo, V. Campos y R. Corrêa, *On the asymmetric representatives formulation for the vertex coloring problem*, Disc. Applied Math. 156-7 (2008), 1097–1111.
- [4] V. Chvátal, *"Linear Programming"*, W. H. Freeman, 1983.
- [5] P. Coll, J. Marengo, I. Méndez-Díaz y P. Zabala, *Facets of the Graph Coloring Polytope*, Annals of Operations Research 116-12 (2002) 79–90.
- [6] M. Grötschel, L. Lovász y A. Schrijver, *"Geometric Algorithms and Combinatorial Optimization"*, Springer-Verlag, 1988.
- [7] A. Mehrotra y M. Trick, *A column generation approach for graph coloring*, INFORMS Journal On Computing 8, 4 (1996), 344–354.

