# Distributed Algorithms for Graph coloring

#### A few known results

- Any tree can be colored using two colors only
- Any graph whose maximum node degree is Δ can be colored using (Δ+1) colors
- Any planar graph can be colored using four colors, but no distributed algorithm is known and the centralized algorithm is also extremely cumbersome.
- Any tree of size n can be colored using three colors in log\*(n) rounds (Cole and Vishkin)

#### O(log\*n) coloring of a tree Cole & Vishkin's algorithm

Log\*(n) is the *smallest number* of log-operations needed to bring n down to  $\leq 2$ . For example, let n = one trillion. Now,

```
log (one trillion) = 40,
log (log (one trillion)) = 5.322, and
log (log (log (log (one trillion)))) < 2.</pre>
```

This means that log\* (one trillion) = 4. This also illustrates that the function grows very slowly with the value of the argument.

Consider a rooted tree. The algorithm assumes that initially the color of each node is its id.

Each non-root node v is aware of its parent p(v).

Interpret each color c as a *little-endian* bit string  $c_{k-1}c_{k-2}c_{k-3}...c_0$ , and let | c | denote the size of the bit string.

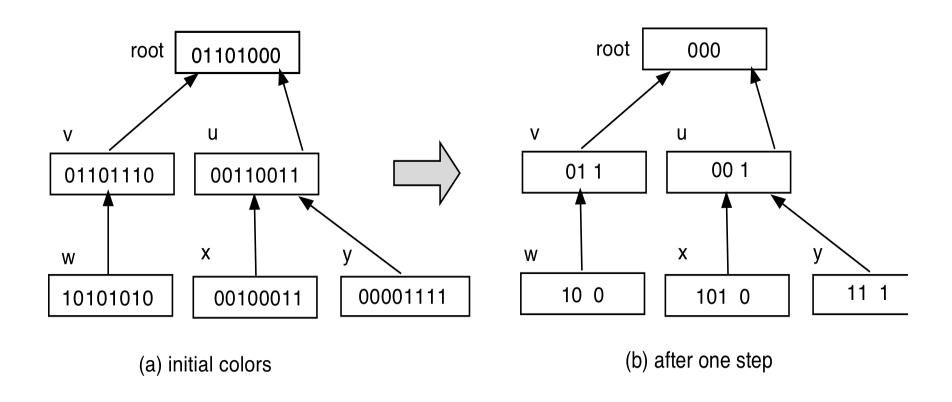
```
program reduce for a rooted tree
```

```
The root node labels itself with color 0 followed by bit 0 of its old color; \{Program\ for\ each\ non-root\ node\ v\ in\ a\ round\}
```

```
do c(v) \ge 6 \rightarrow
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{Let j = smallest index where the bit strings of c(v) and c(p(v)) differ} new color c(v):= the bit string for j followed by bit j of c(v)
```

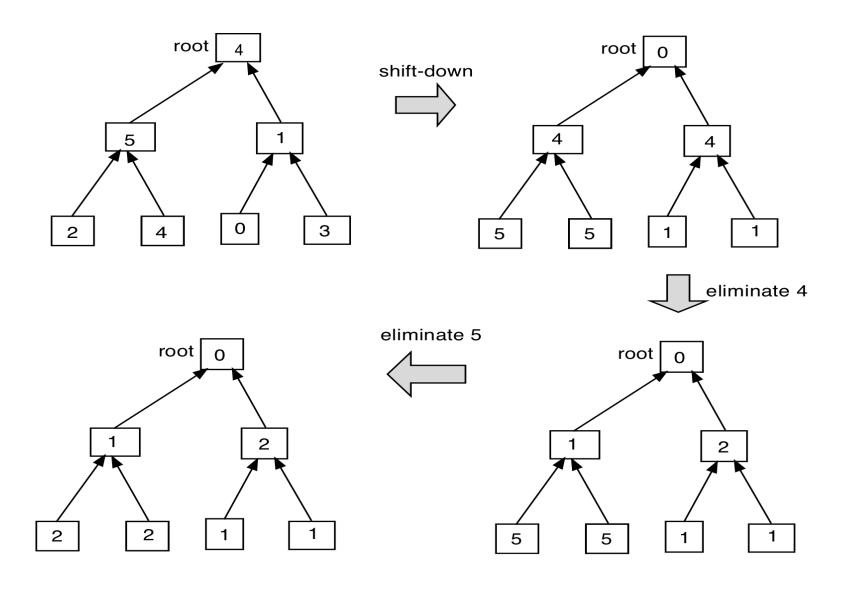
od



The shift-down operation

The root picks a new color < 6 and different from its current color, and

Each non-root node v concurrently executes c(v) := c(p(v))



Reduction of the color palette size from six to three

```
z = 3;
```

**do**  $z \le 5 \rightarrow$ 

 $c(v) = z \rightarrow \text{pick a color from } \{0, 1, 2\} \text{ not used by the neighbors of } v;$ 

$$z = z + 1$$

od