# The Complexity of Grundy Coloring and its Variants 

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## Warm Up

## Connected Grundy Coloring

Weak Grundy Coloring

## Grundy Colorings

- Order the vertices $v_{1}, v_{2} \ldots v_{n}$ to maximize the number of colors used by the greedy coloring.
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- Connected version: $\forall i, G\left[v_{1} \cup \ldots \cup v_{i}\right]$ is connected.
- Weak version: $v_{i}$ can be colored with any color in $\left\{1, \ldots, c\left(v_{i}\right)\right\}$.


Can you achieve color 6 ?


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Grundy number $=3$


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(4)

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So, $t_{k}=2^{k-1}$.

Theorem (Zaker '05)
The Grundy number can be computed in $O\left(f(k) 2^{2^{k-1}}\right)$.
XP algorithm: $O\left(f(k) n^{g(k)}\right)$
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Theorem (Zaker '05)
The Grundy number can be computed in $O\left(f(k) 2^{2^{k-1}}\right)$.
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Can we do the same for the connected Grundy number?


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# Theorem (BCDGMSS '14) <br> Connected Grundy Coloring is NP-complete. <br> Theorem <br> Connected Grundy Coloring is NP-complete even for $k=7$. 

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- We move along a "path" $P_{1}$ of literal vertices: coloring such a vertex by $3 \equiv$ setting the literal to true.
- We then move along a "path" $P_{2}$ of clause vertices $c_{j} s$ : coloring such a vertex by $4 \equiv$ satisfying the clause.
- To achieve color 7, three special neighbors of the $c_{j}$ s should be colored by 1, 2 and 3 respectively.

$P_{1}$ and $P_{2}$ for the instance

$$
\left\{x_{1} \vee \neg x_{2} \vee x_{3}\right\},\left\{x_{1} \vee x_{2} \vee \neg x_{4}\right\},\left\{\neg x_{1} \vee x_{3} \vee x_{4}\right\},\left\{x_{2} \vee \neg x_{3} \vee x_{4}\right\} .
$$
























A connected Grundy coloring setting all the $c_{j}$ s to 4 .



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The doubly-circled vertices are linked to all the clause vertices $c_{j} s$.


A connected Grundy coloring achieving color 7.


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## Color Coding

- Add colors at random to the instance such that the colors enhance an optimal solution with probability $p(k)$.


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- If we try $\frac{100}{p(k)}$ times, we always fail with probability $\left(1-\frac{1}{e}\right)^{100}$ (that's not happening).
- Solving the instance is easier with this extra information.

Now, can you propose an algorithm in $O\left(f(k) n^{c}\right)$ for finding a path of length $k$ in a graph?

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- How many times do you repeat the random coloring?

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- How many times do you repeat the random coloring?
- How do find a path of length $k$ in colored instances?

Theorem
Weak Grundy Coloring is in FPT.

FPT algorithm: $O\left(f(k) n^{c}\right)$.

## Guess \#1



## Guess \#1



## Guess \#1



Guess \#2


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$\ldots O\left(k^{2^{k}}\right)$ unsuccessful guesses later ...

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## Open Problems

- Is Grundy Coloring solvable in $O\left(f(k) n^{c}\right)$ ?
- What is the complexity of Connected Grundy Coloring for $k=4, k=5$ and $k=6$ ?
- What is the complexity of Weak Connected Grundy Coloring for $k$ constant?

