## Coloring Circular Arc Graphs

Revisiting Tucker's algorithm

Alex Angelopoulos

$\mu \Pi \lambda \forall$

July 22, 2014

## Outline

## Introduction

## Analyzing Tucker's algorithm

## The problem

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Input: a family $F$ of circular arcs


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Output: is there a proper coloring with $\leq k$ colors? what is the minimum $k$ s.t. $F$ has a proper coloring?

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- Load of $F$ : L
- circular-cover: $l$
- max. clique of $F$ : $\boldsymbol{\omega}$ (as usual)
- We also discretize and use the -at most- $2|F|$ points defining the arcs.


## Results

## Theorem 1 (Tucker (1975)).

Let $F$ be a family of circular arcs with load $L=L(F)$ and circular-cover $l=l(F)$. If $l(F) \geq 4$, then $\left\lfloor\frac{3}{2} L\right\rfloor$ colors suffice to properly color $F$.

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- Karapetian (1980) proves the above.
- Garey et al. (1980) show NP-completeness for Circular Arc Color
- Many exact algos for subfamilies of graphs $\left(\geq \mathcal{O}\left(|F|^{1.5}\right)\right)$.


## Results

More recently:

## Theorem 2 (Valencia-Pabon (2003)).

Consider $F$ with load $L(F)$ and circular-cover $l(F) \geq 5$. Then $\left\lceil\frac{l-1}{l-2} L\right\rceil$ colors suffice to color $F$, bound being tight.

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It is based exactly on the algorithm proposed by Tucker, [4].

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Proof?

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- $L$ rounds, every $\boldsymbol{l}-\mathbf{2}$ rounds need at most $l-\mathbf{1}$ colors
$\Rightarrow\left\lceil\left\lceil\frac{l-1}{l-2} L\right\rceil\right.$ is the output of the algorithm.


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## Major open problem: better than $\frac{3}{2}$-approximation?

## That's all folks!



## Bibliography

[1] M. R. Garey, D. S. Johnson, G. L. Miller, and C. H.
Papadimitriou. The complexity of coloring circular arcs and chords. SIAM J. Alg. Disc. Meth., 1(2):216-227, June 1980.
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