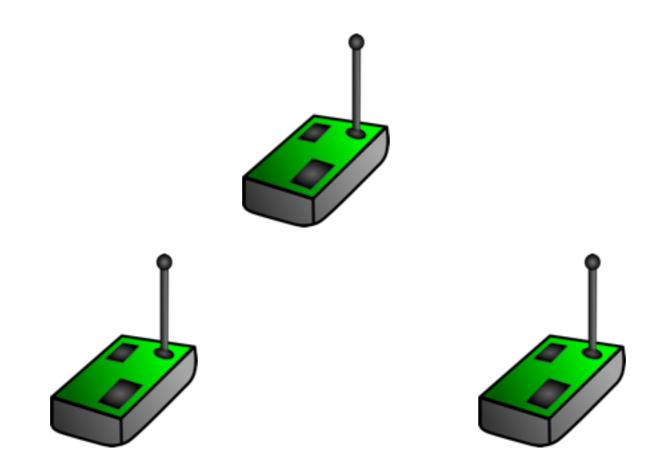
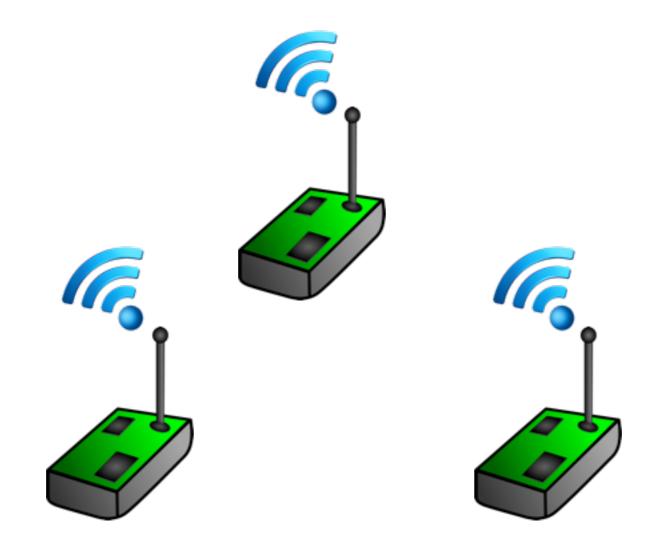
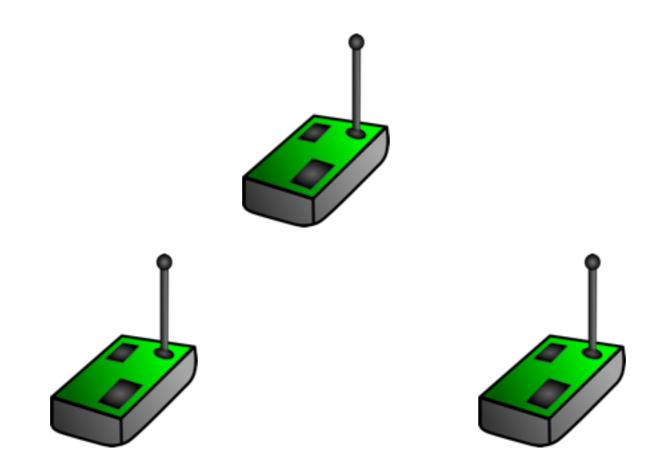
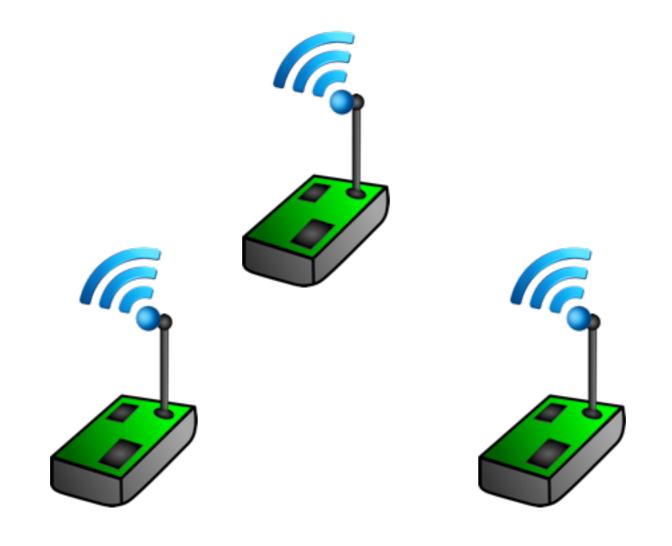
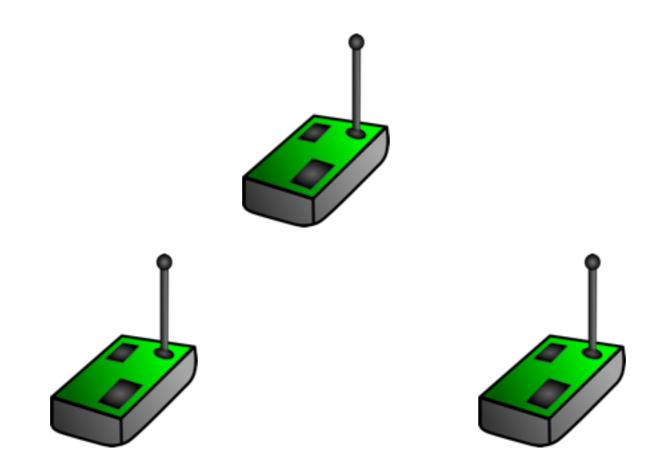
Vertex Coloring

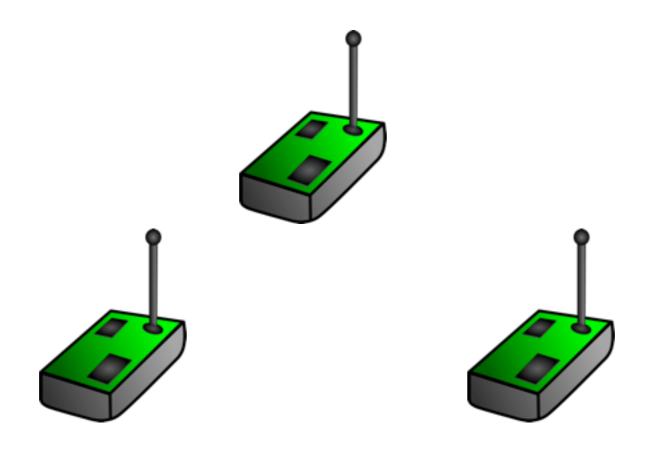


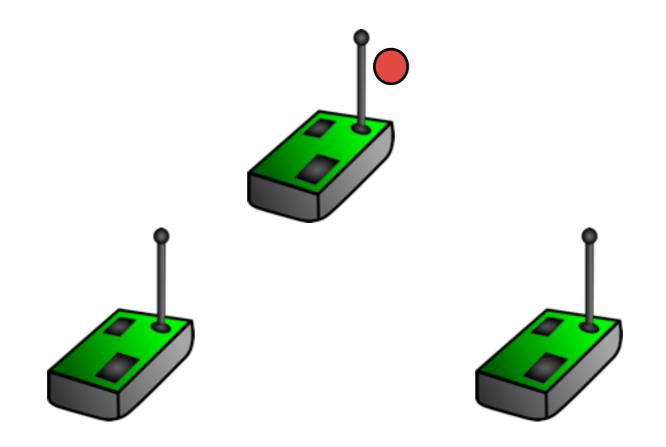


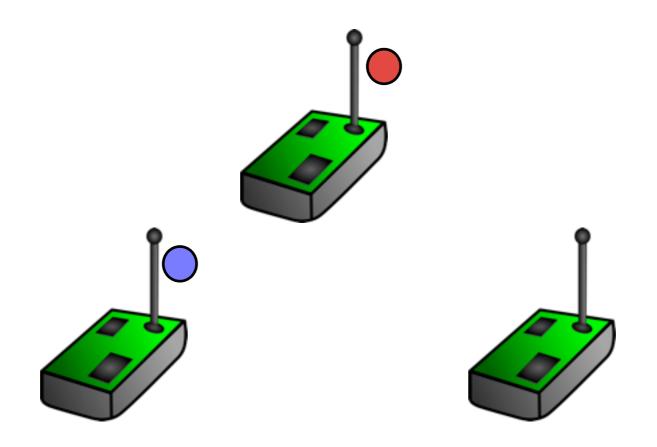


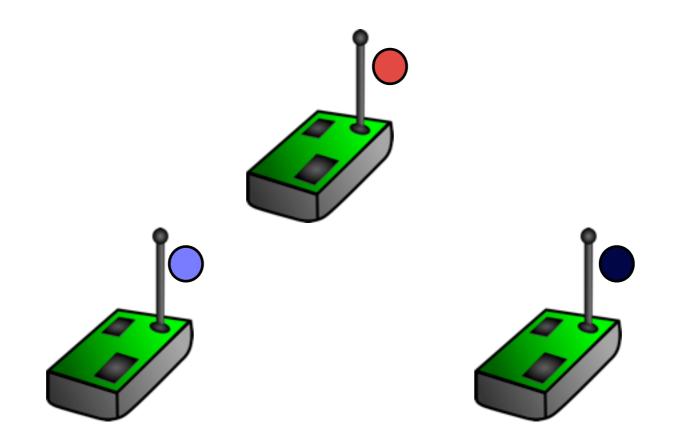


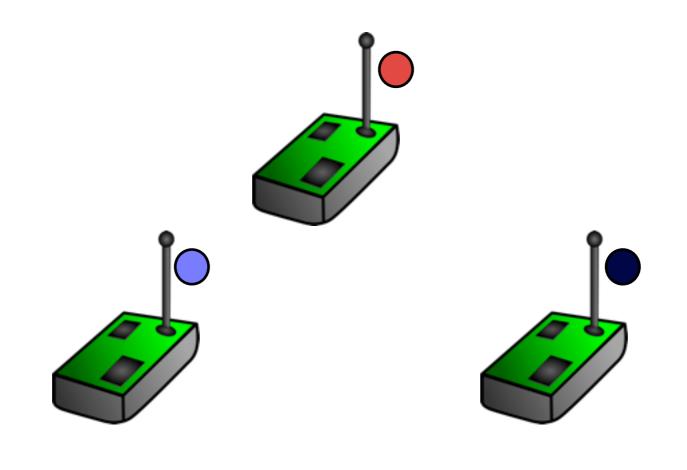


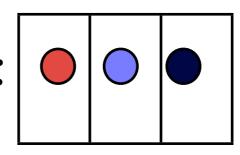


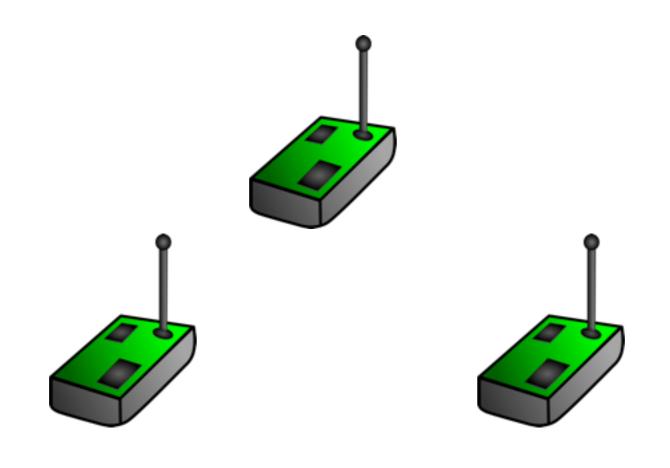


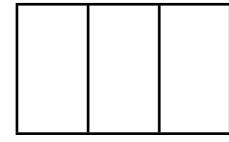


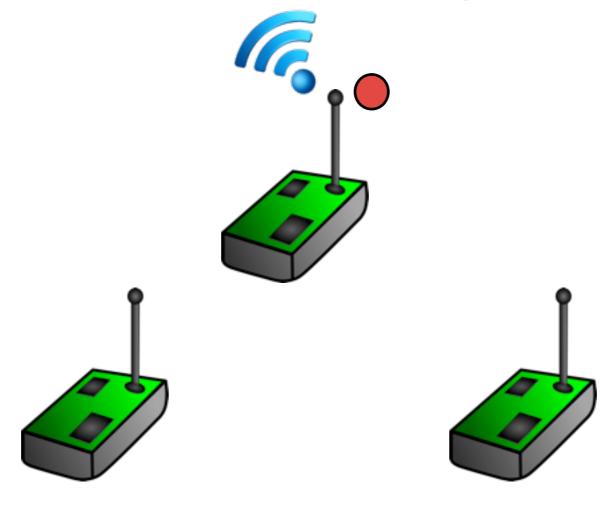


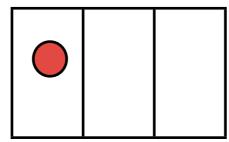


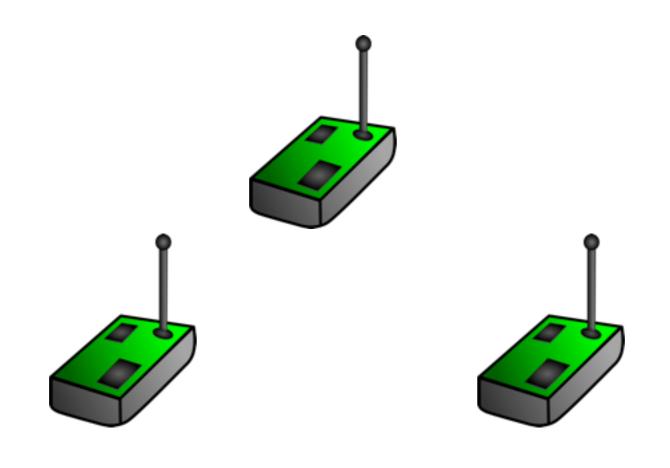


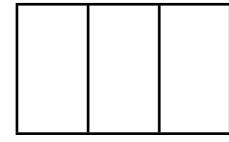


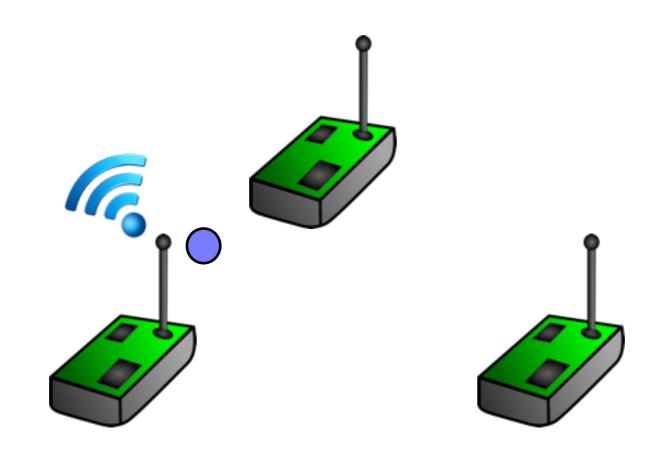


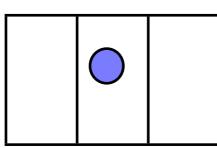


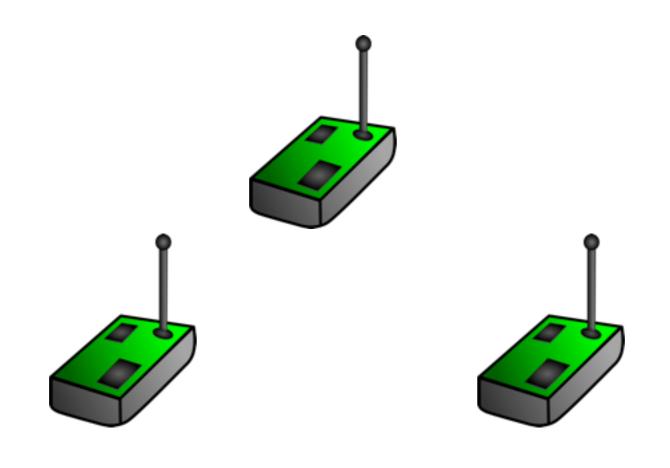


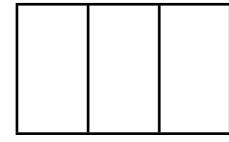


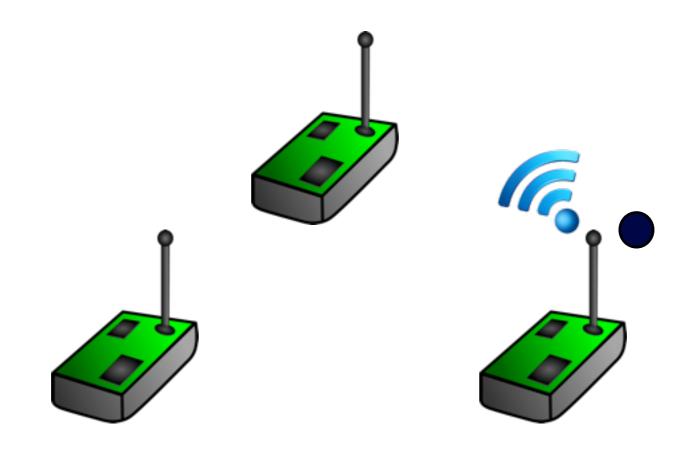


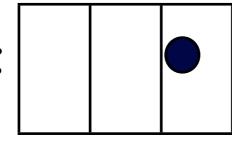


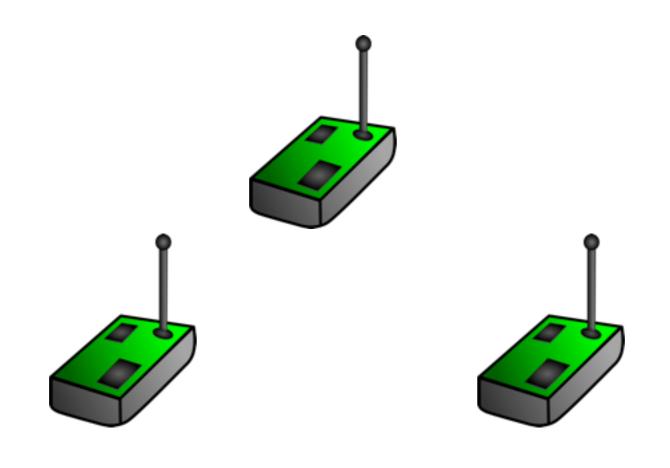


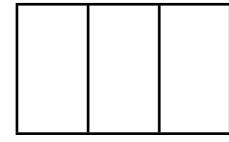


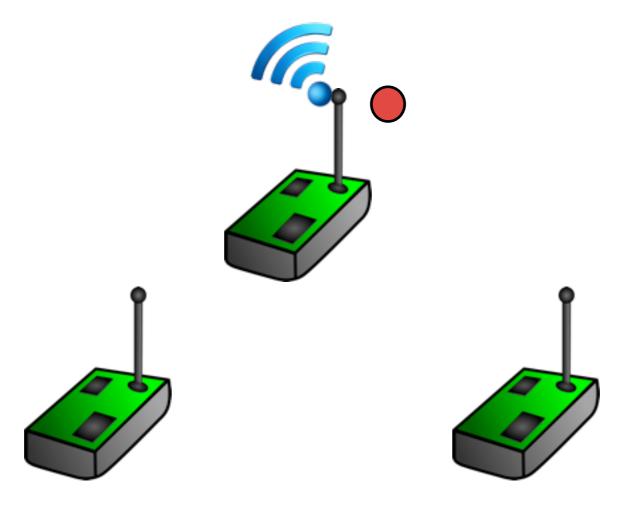


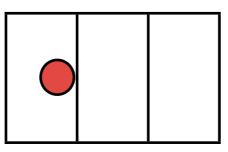


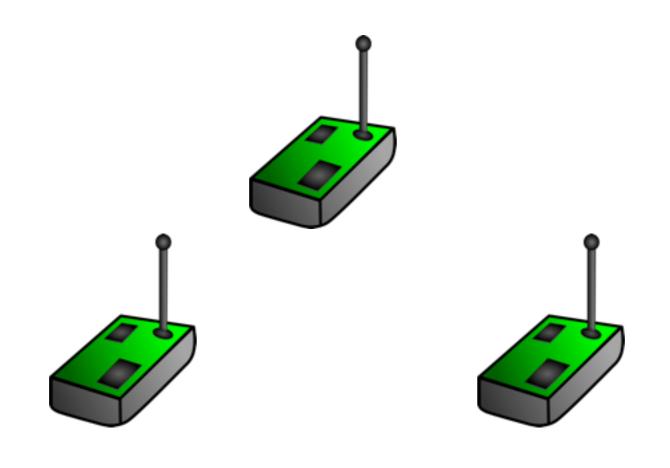


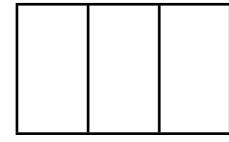


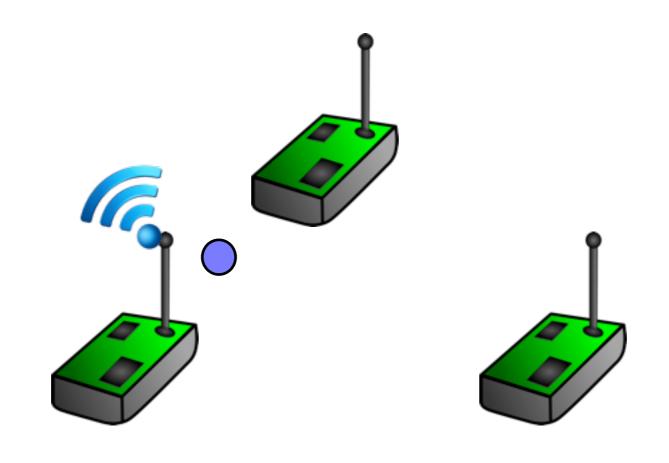


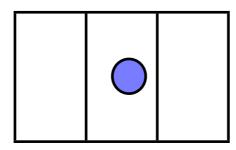


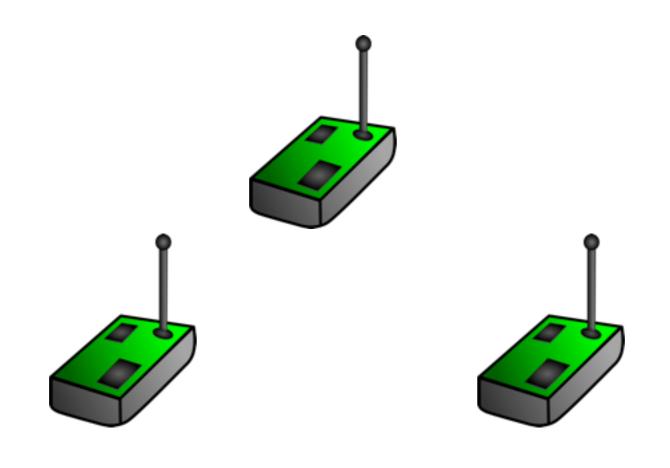


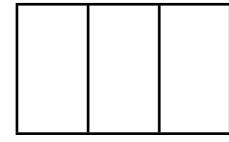


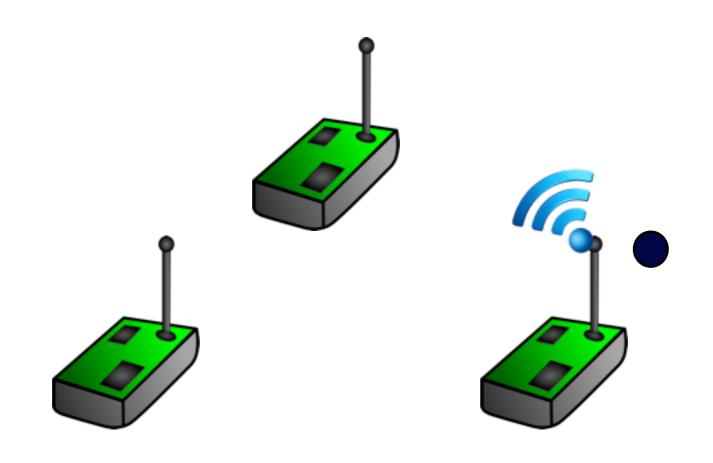


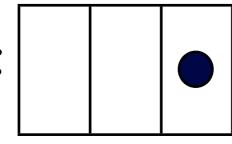


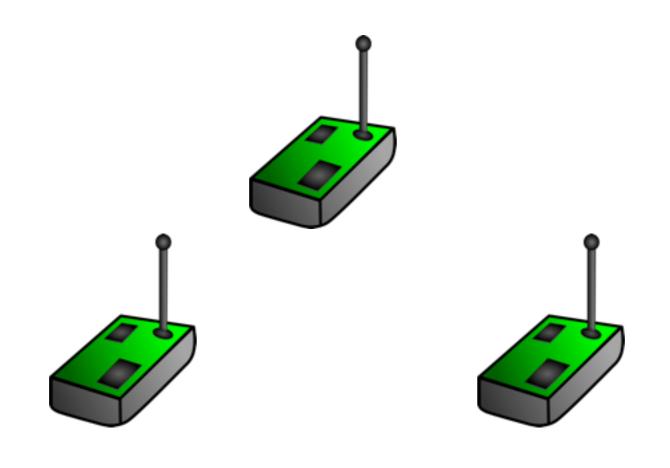


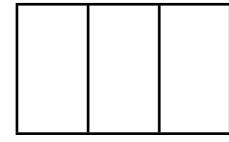






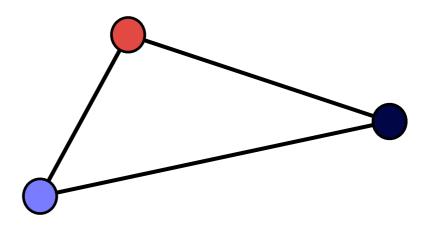






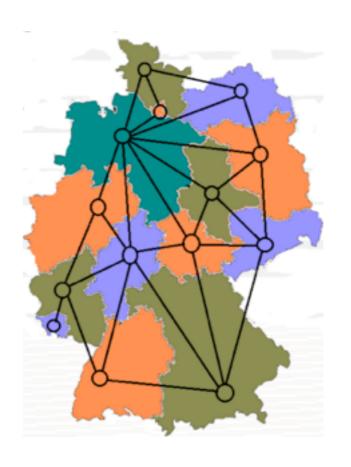
Vertex coloring

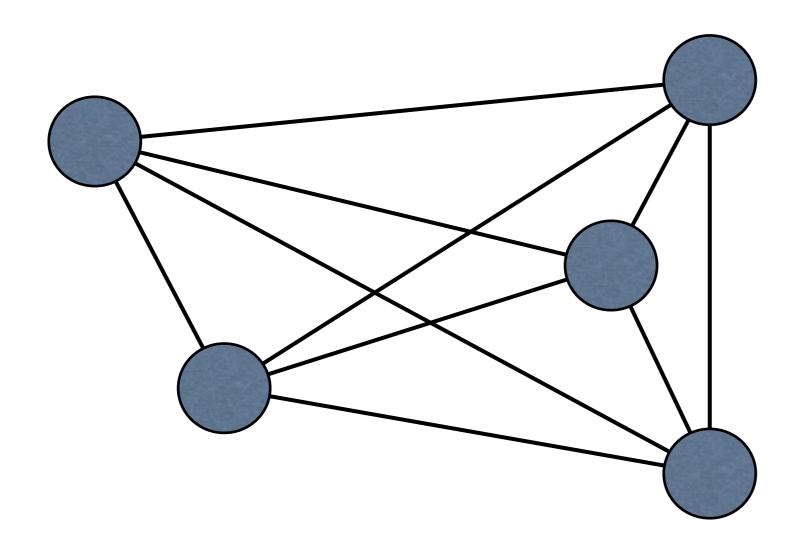
- No two neighboring nodes have the same color
- Use a minimal number of colors



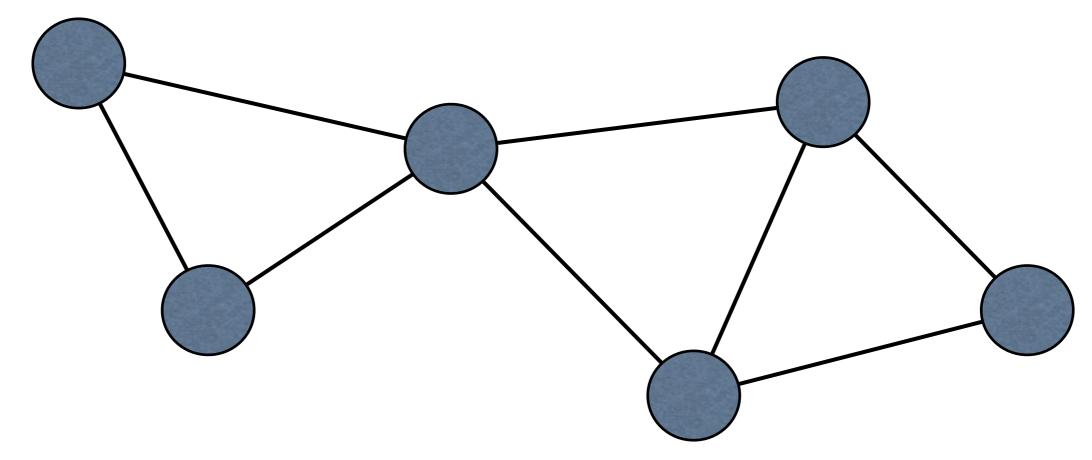
Vertex-coloring origins ... 1852

 One can color a map with 4 colors such that no two neighboring countries have the same color

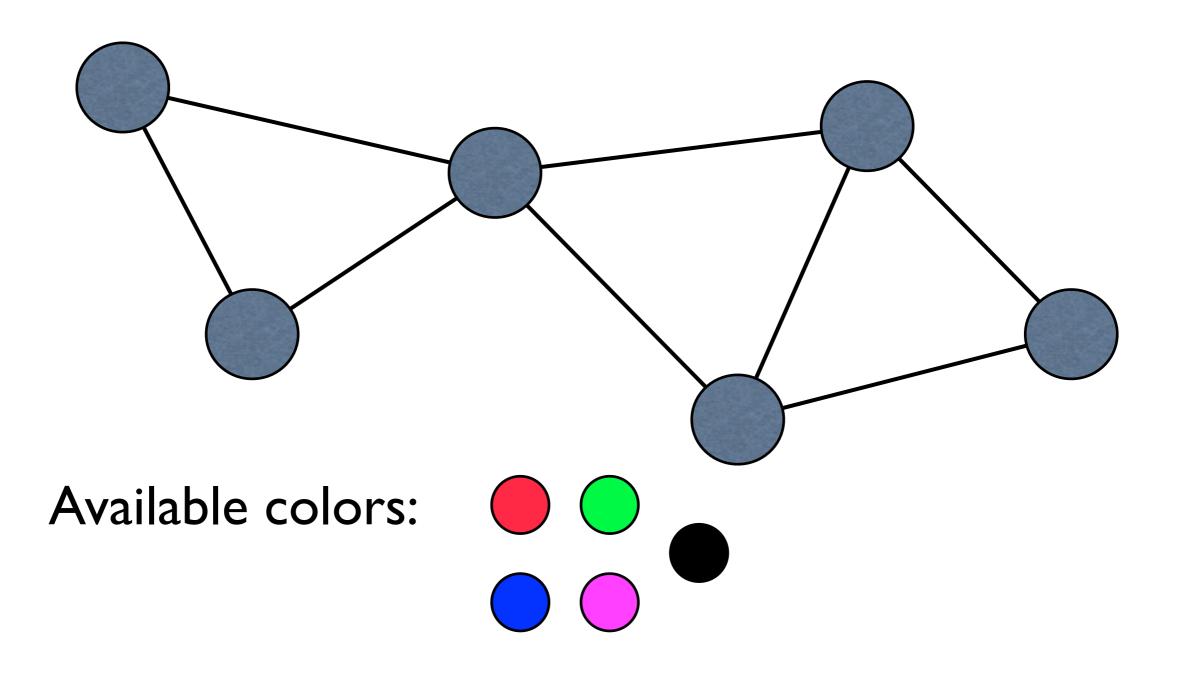


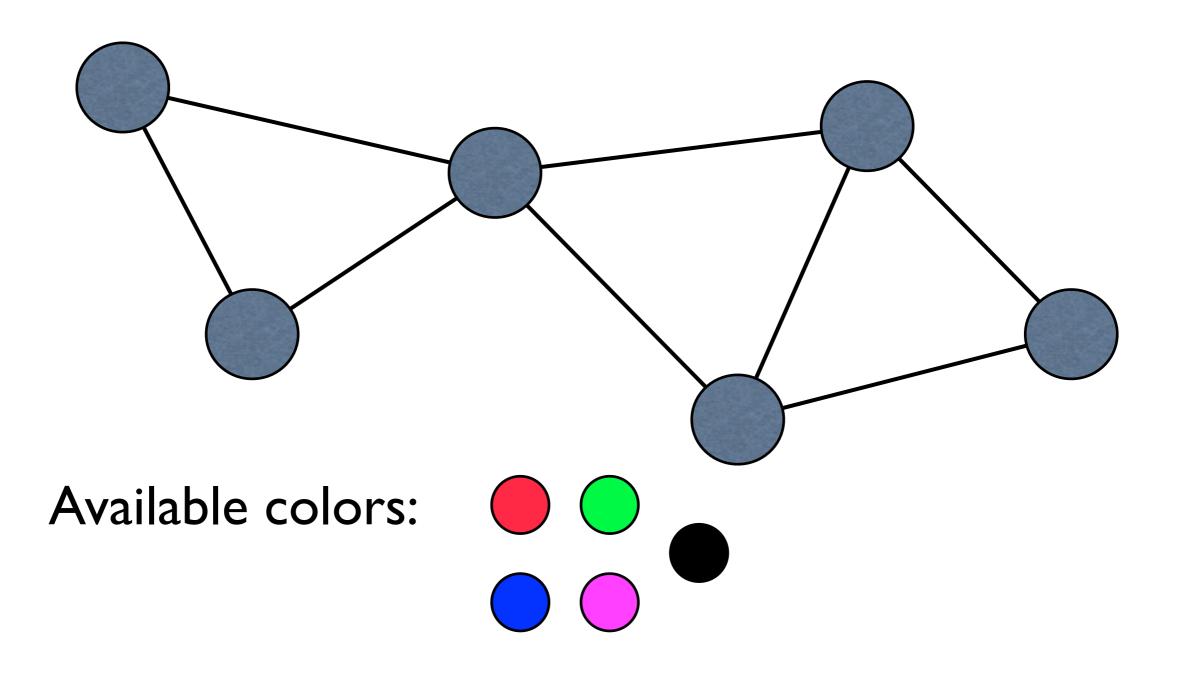


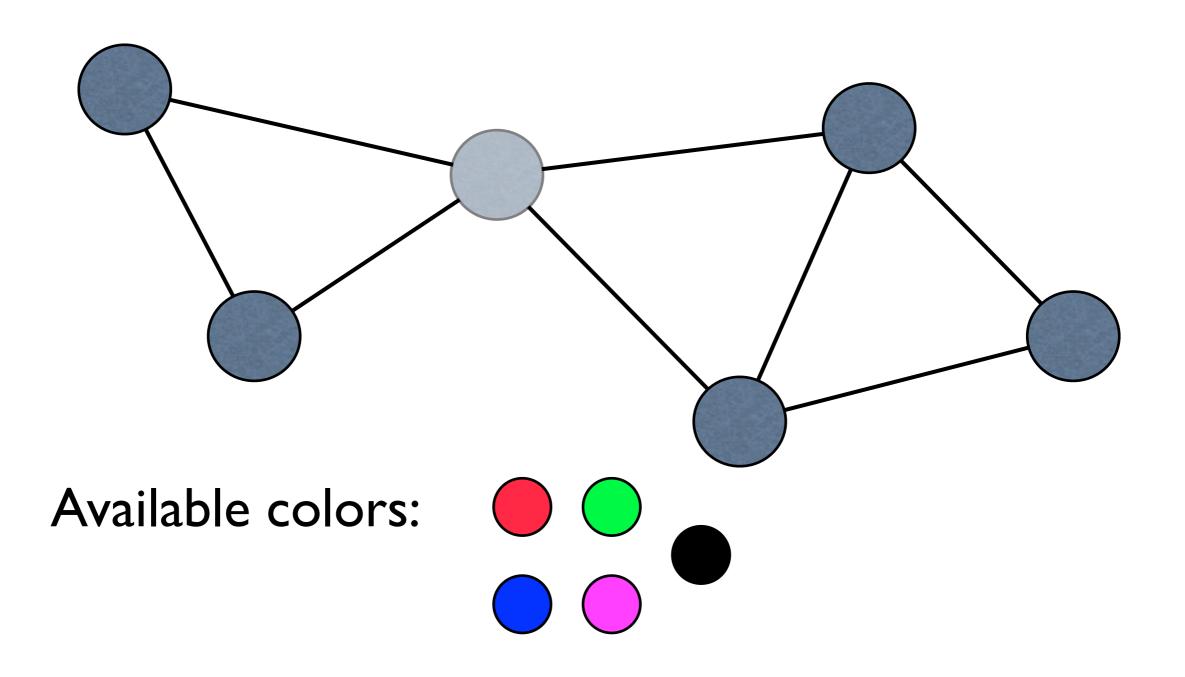
How many colors ?

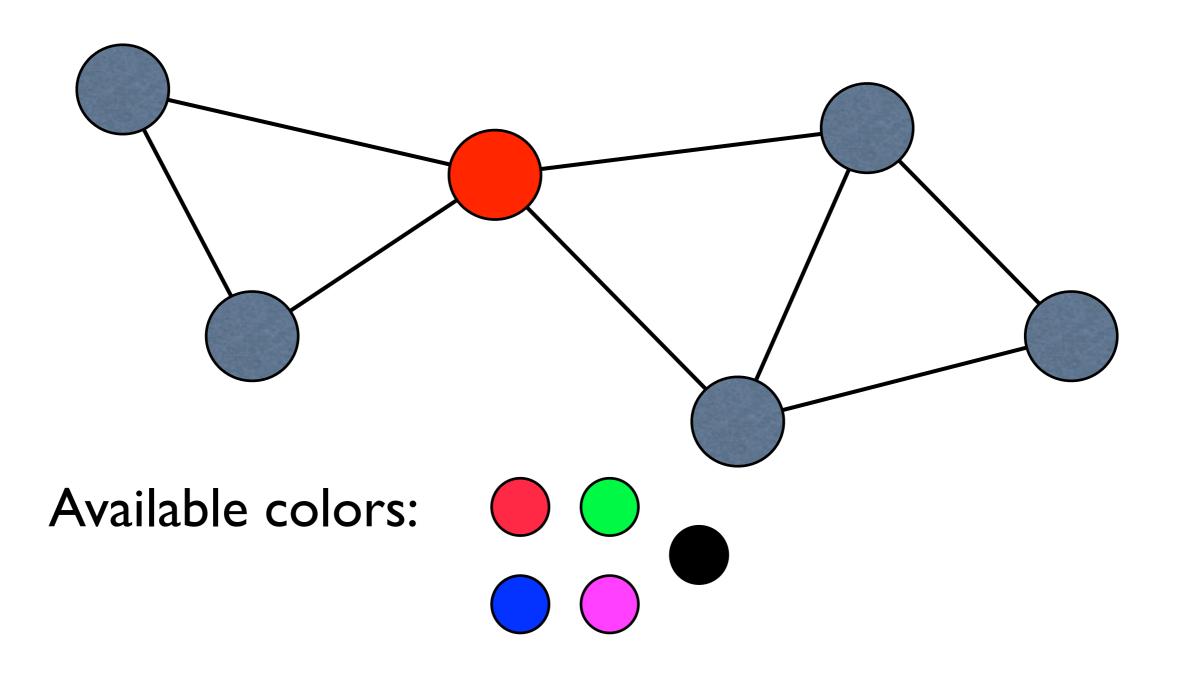


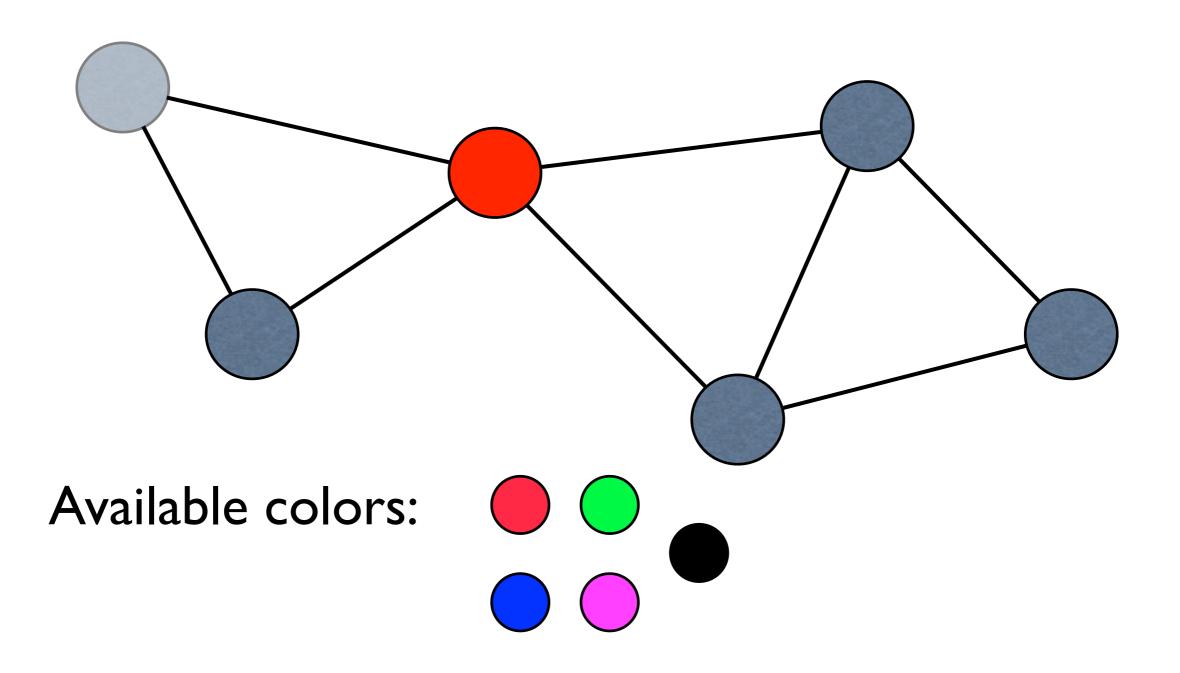
Available colors:

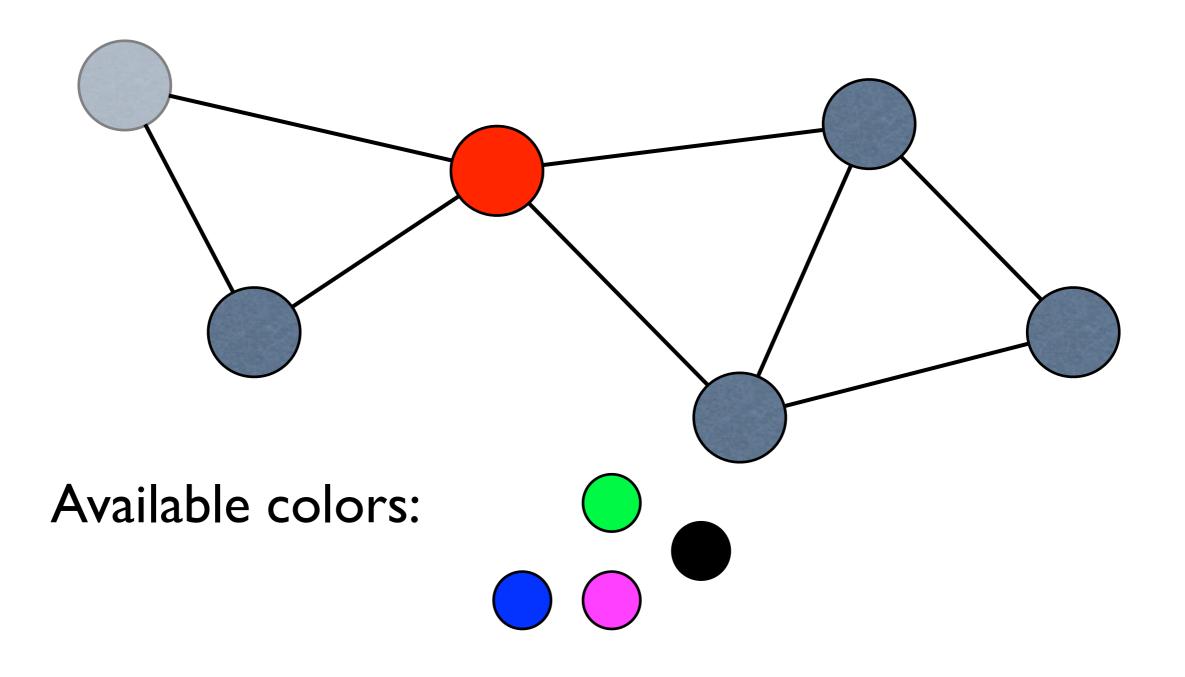


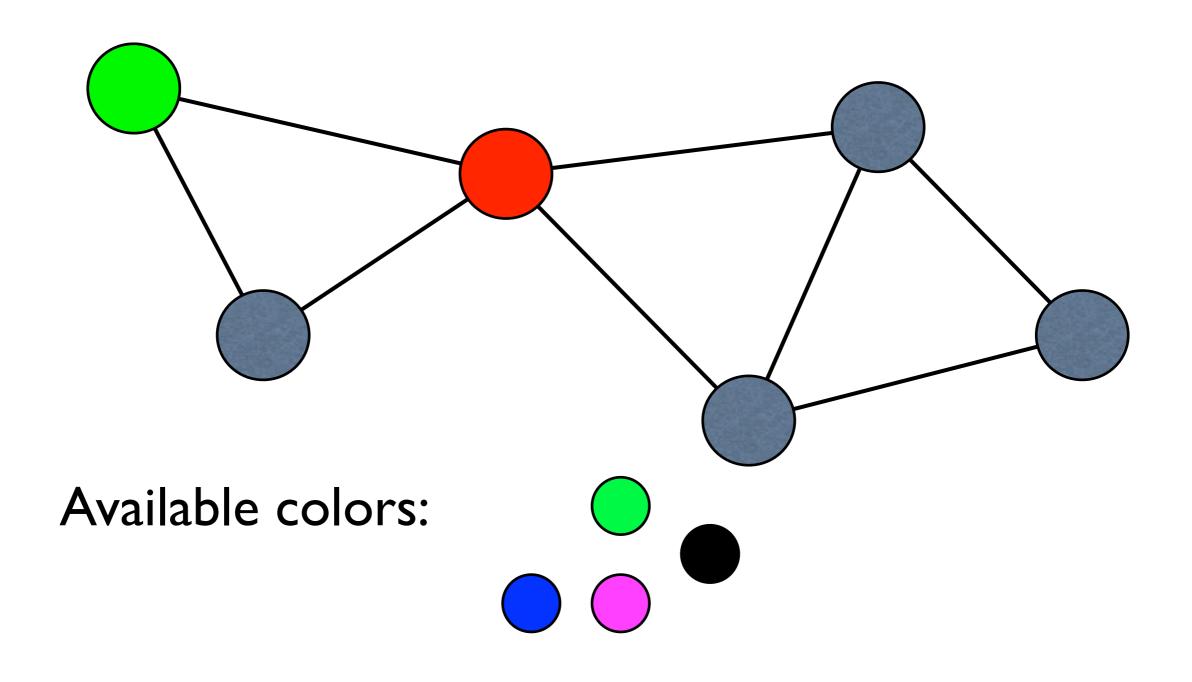


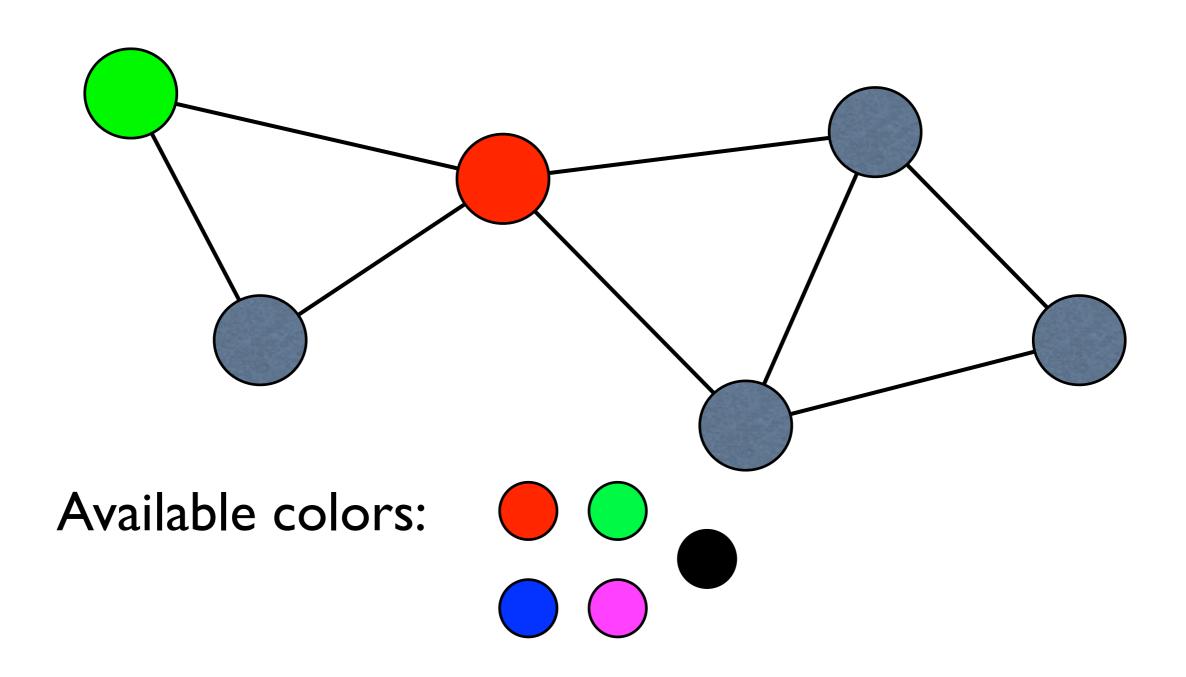


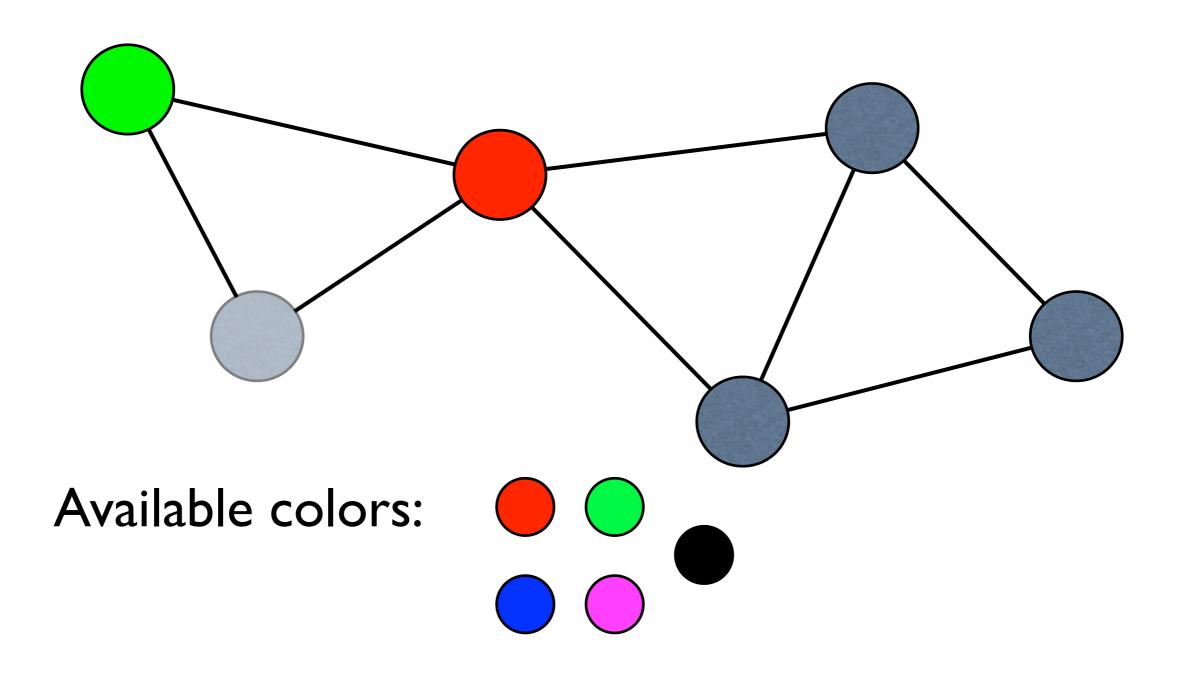


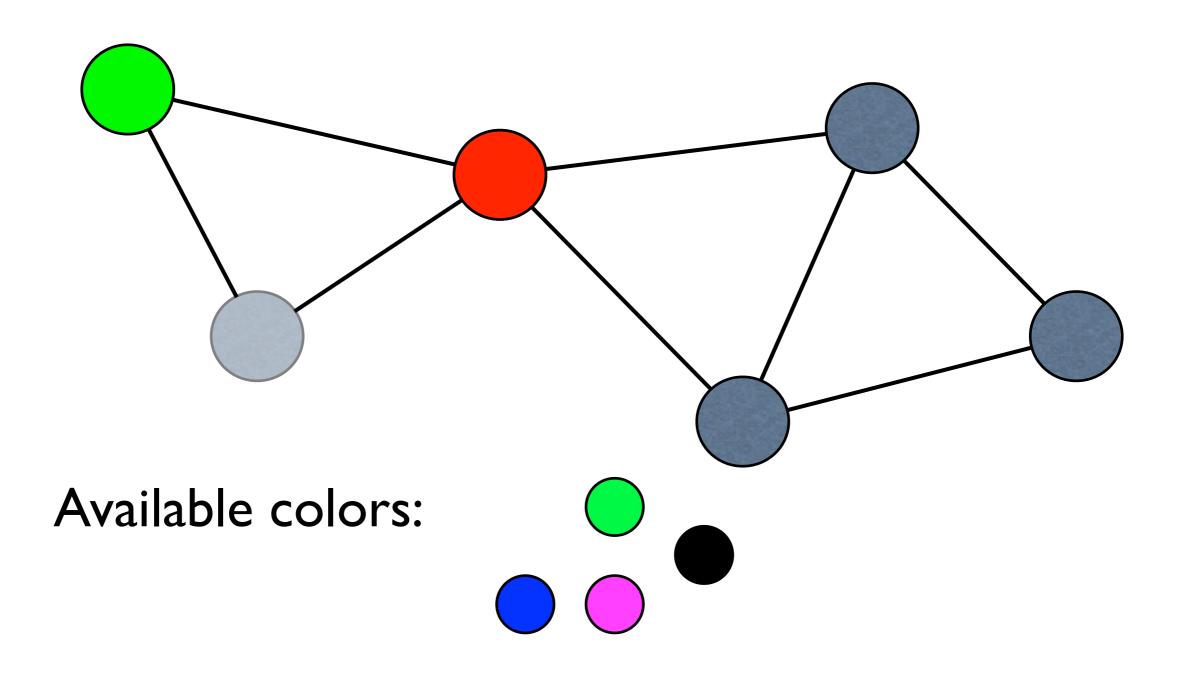


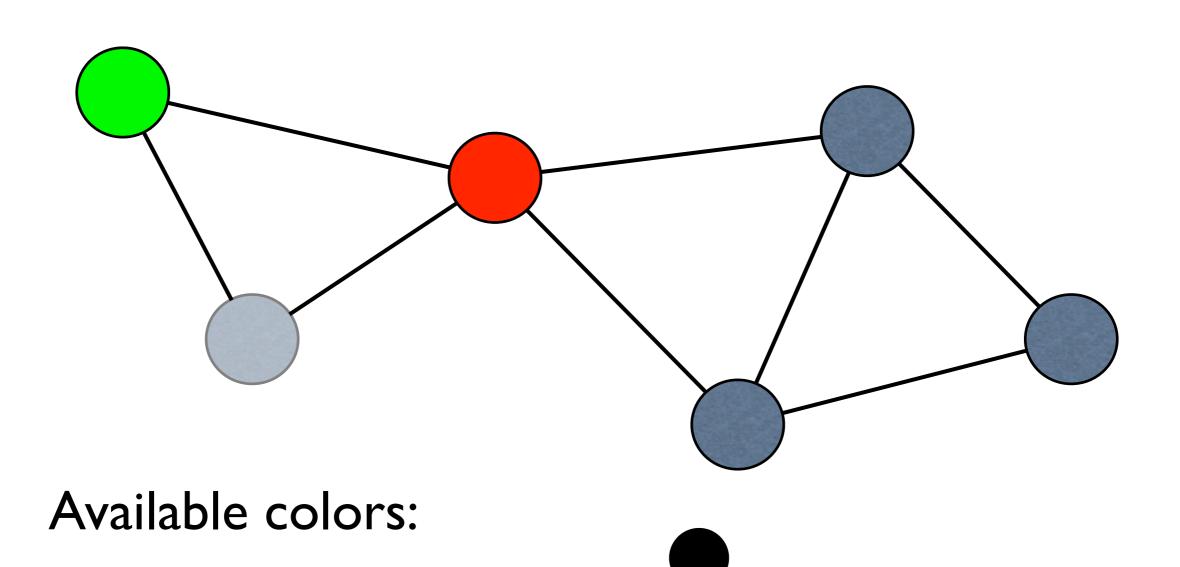


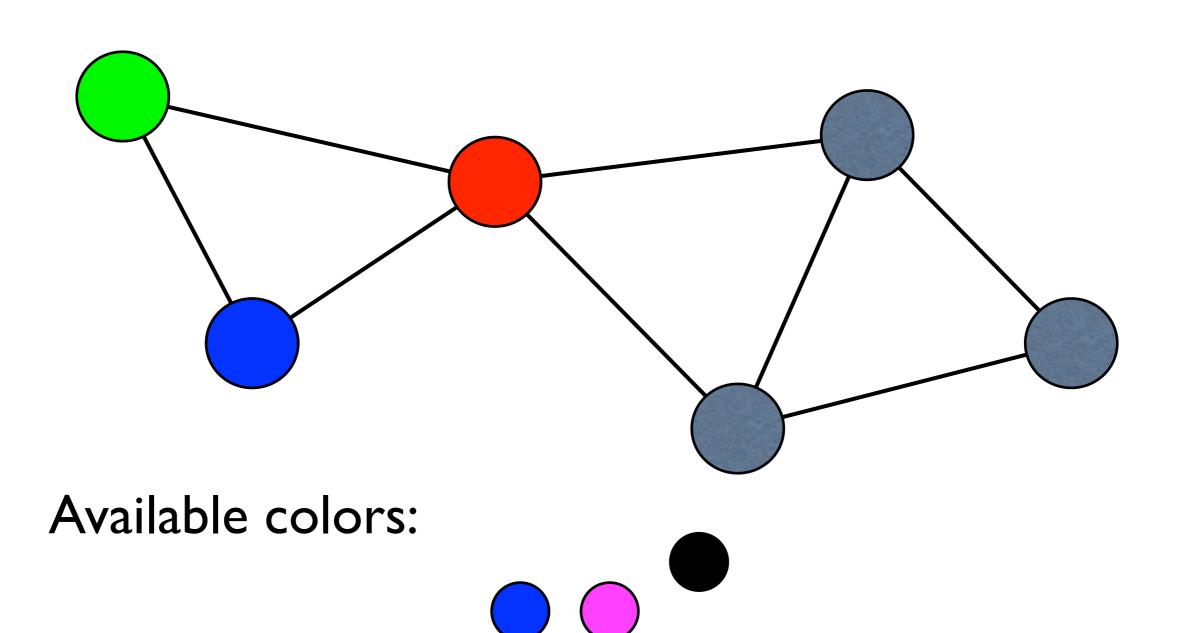


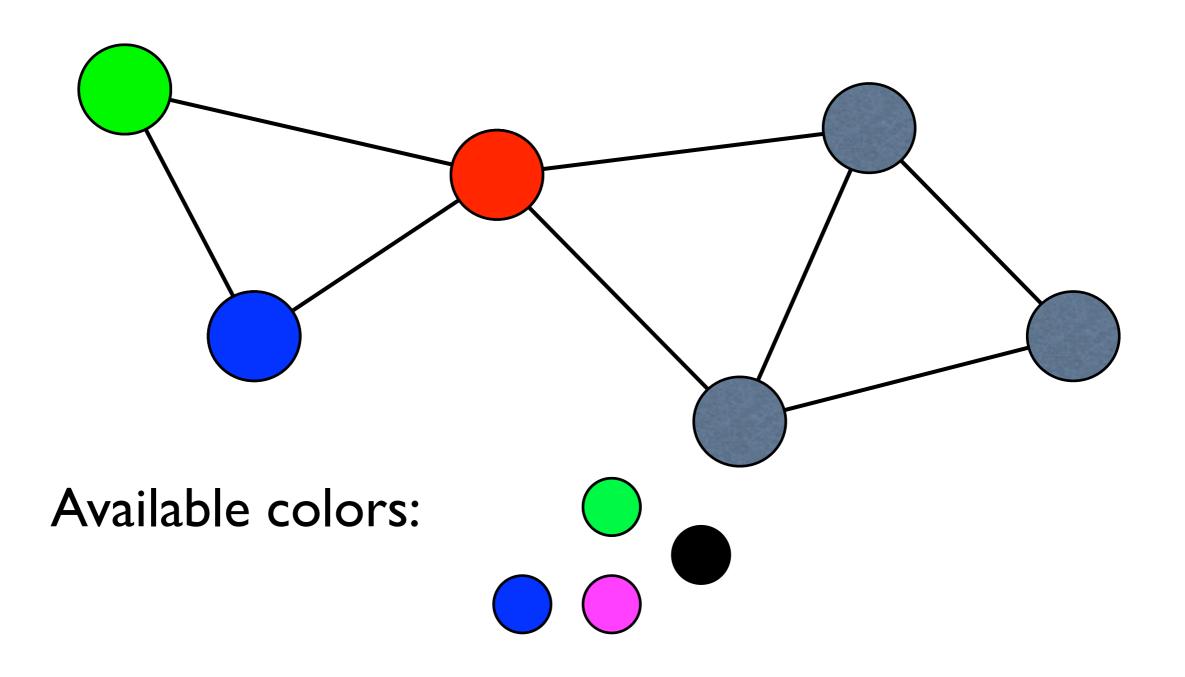


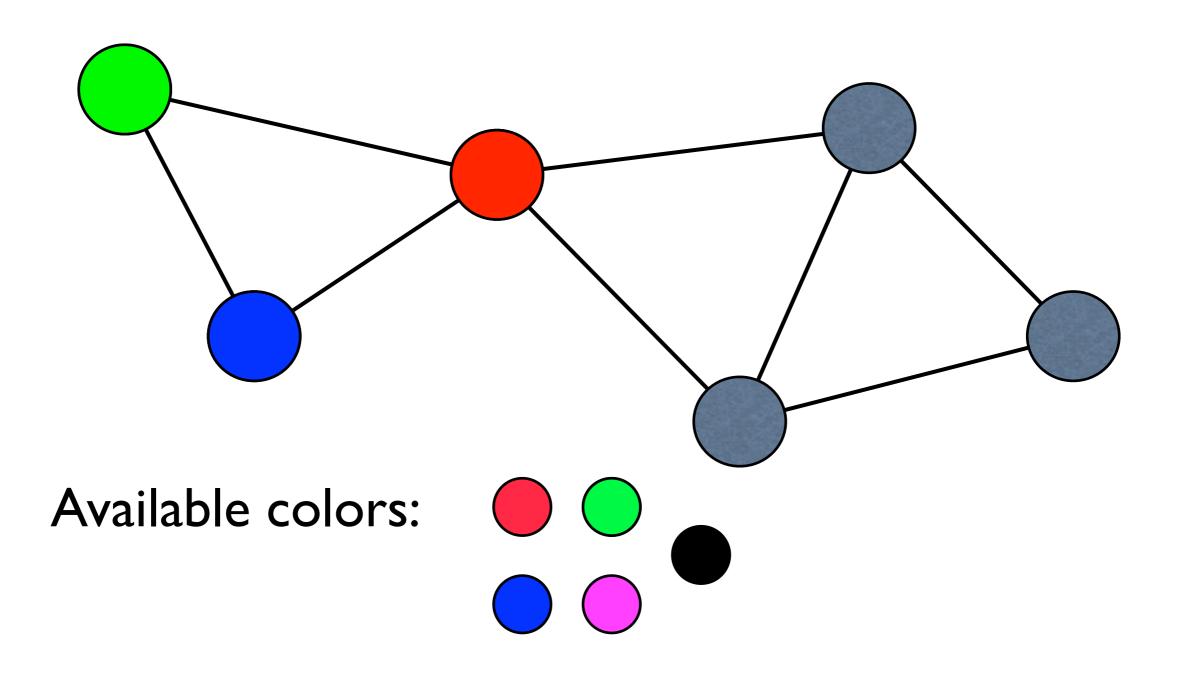


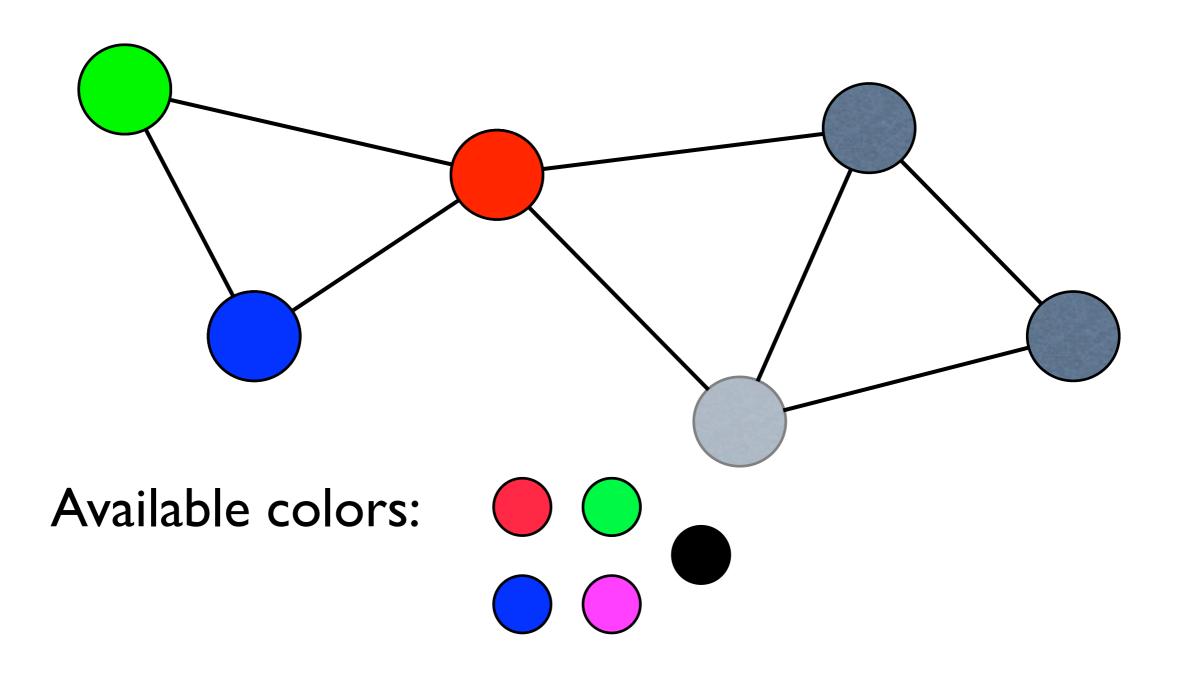


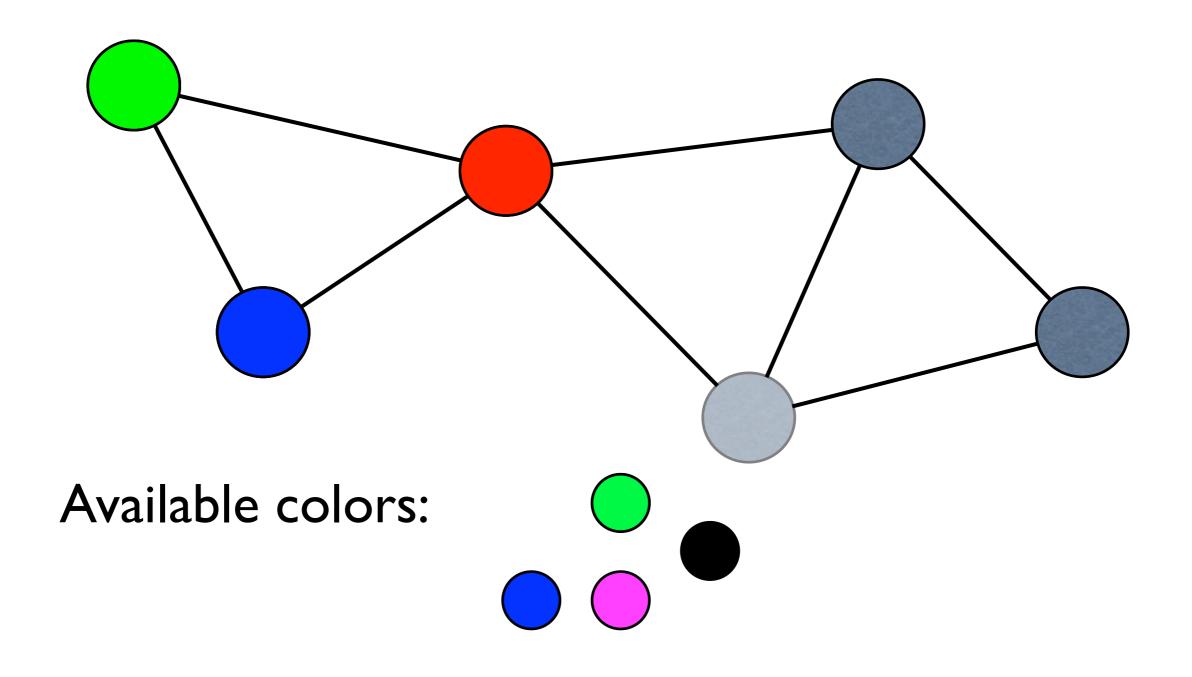


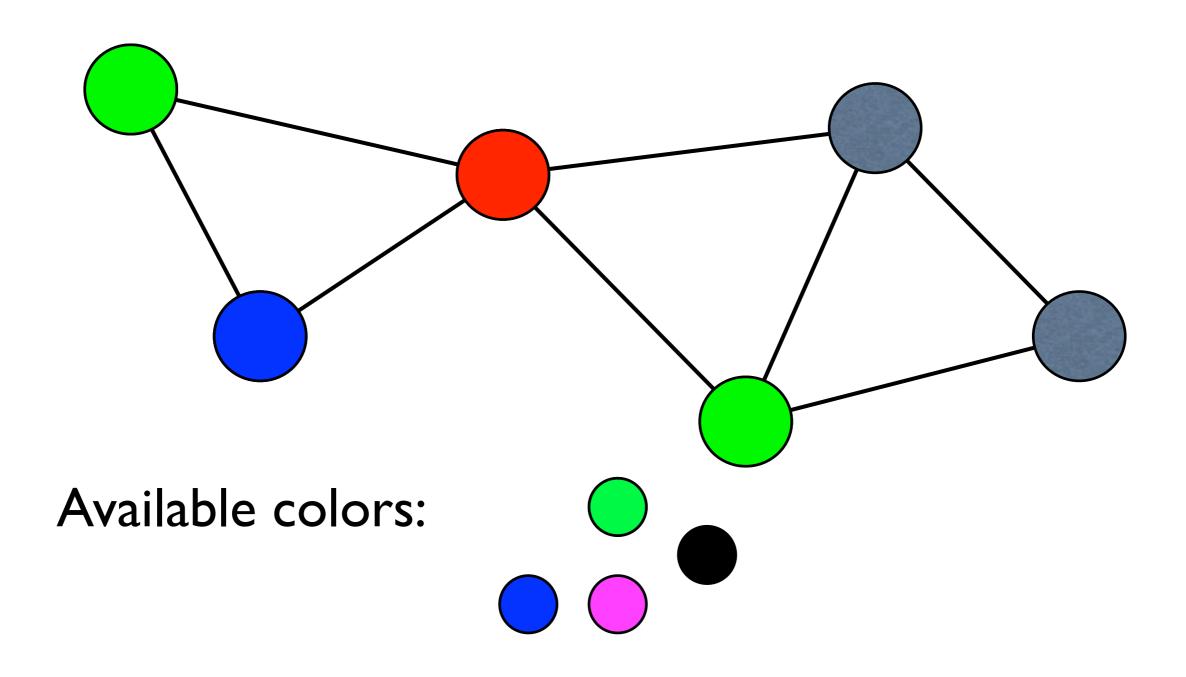


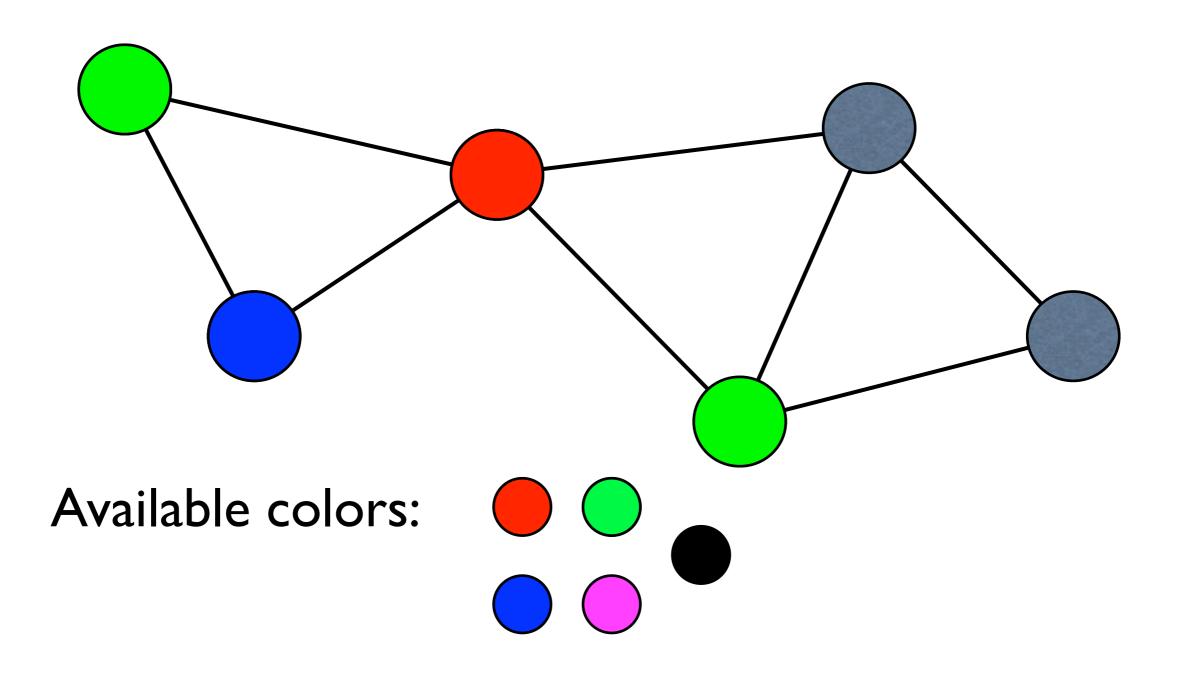


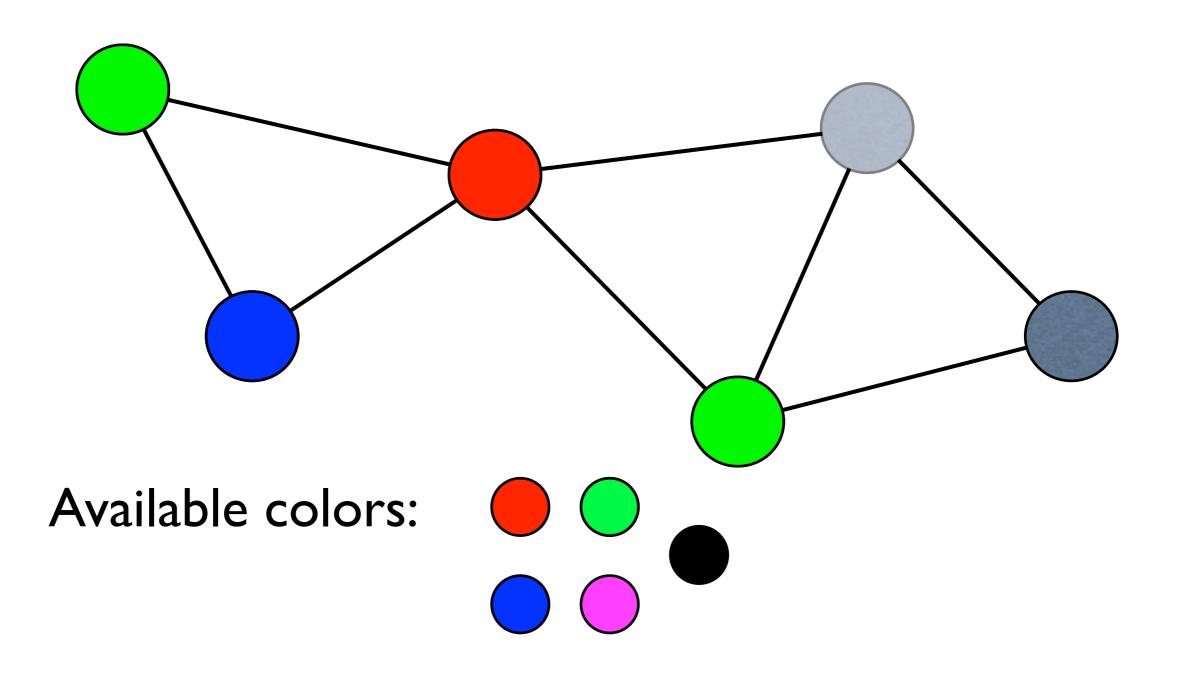


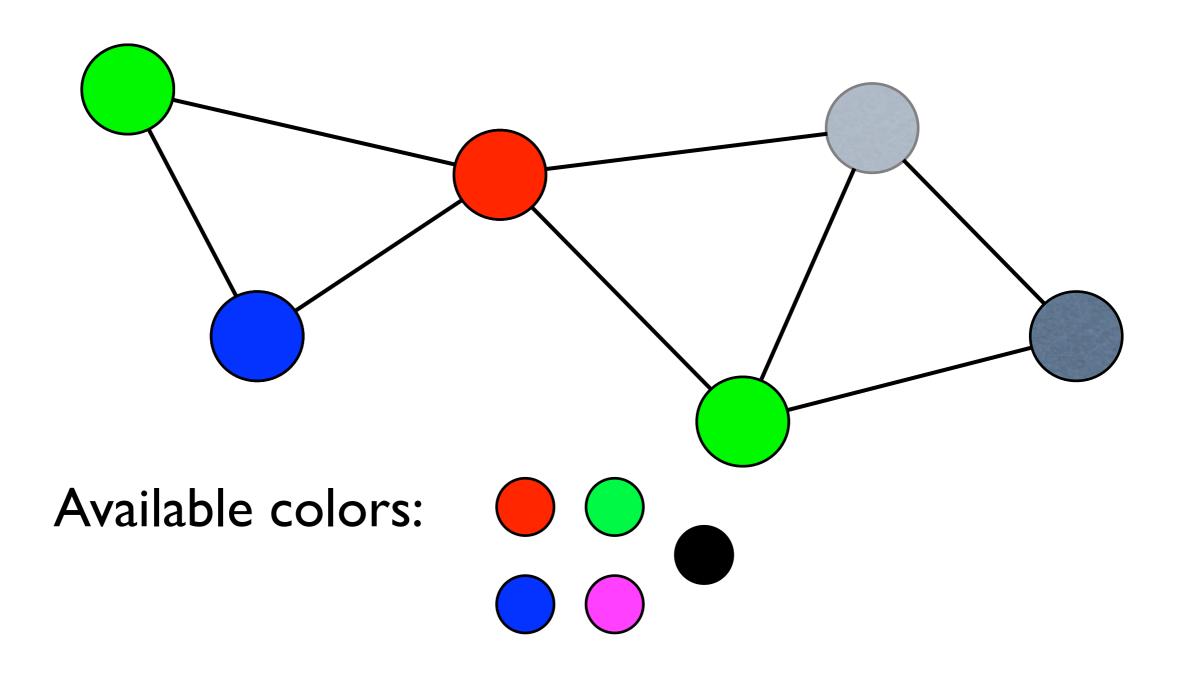


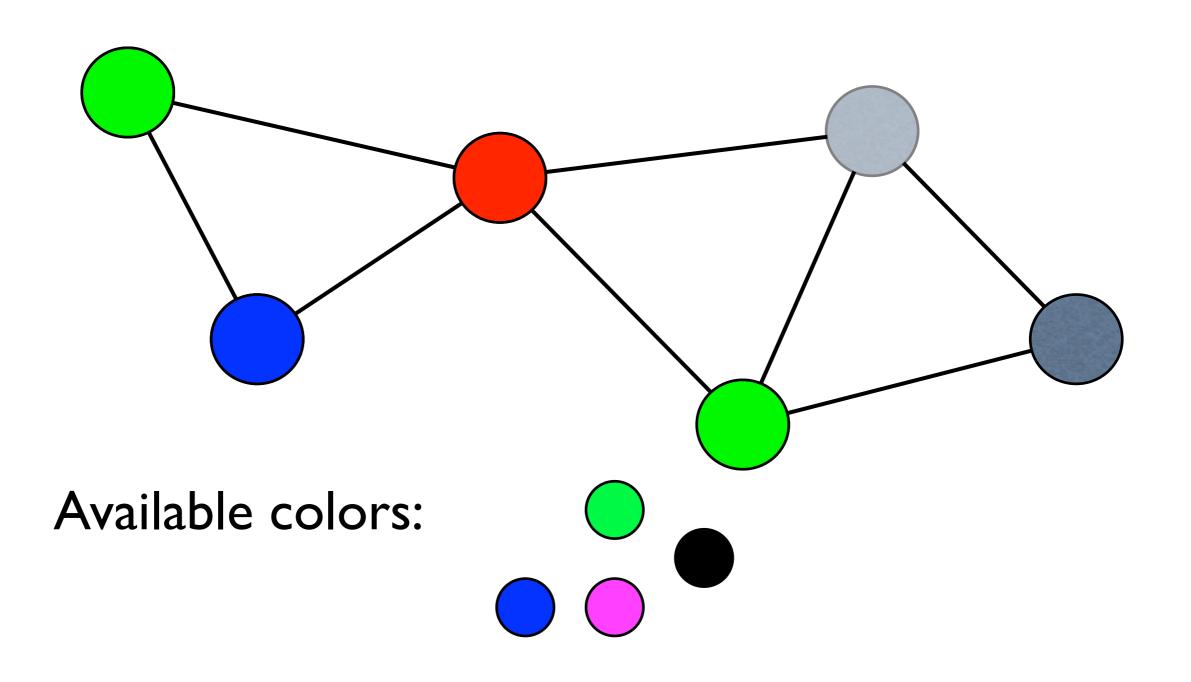


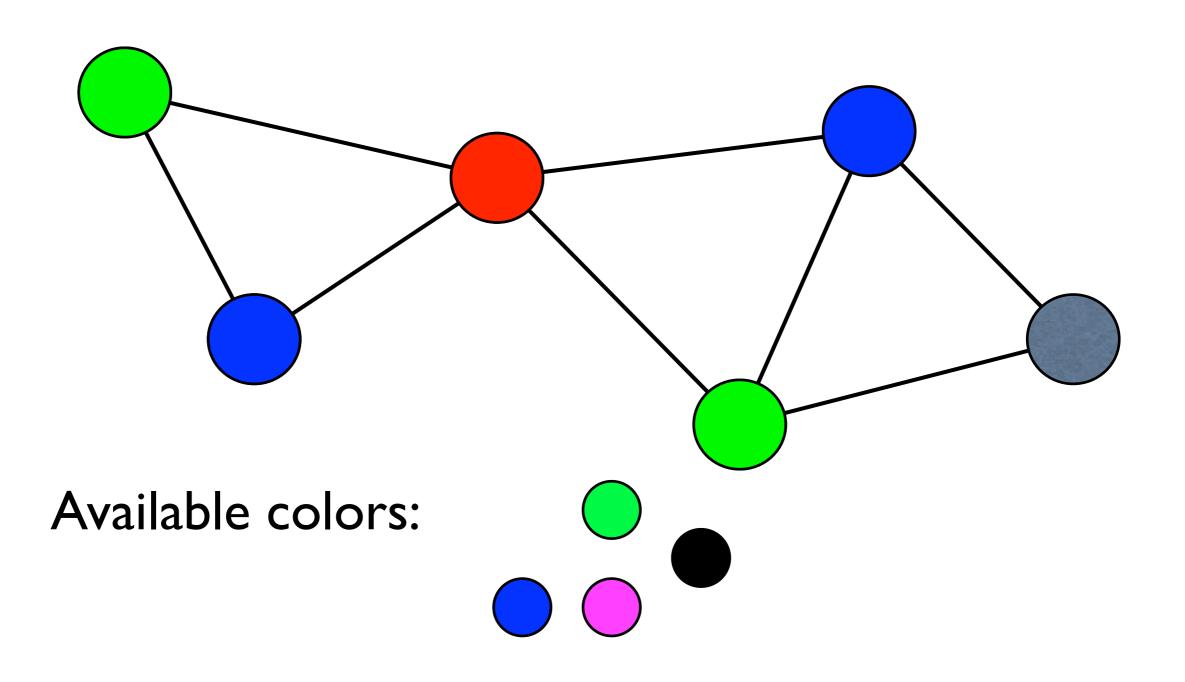


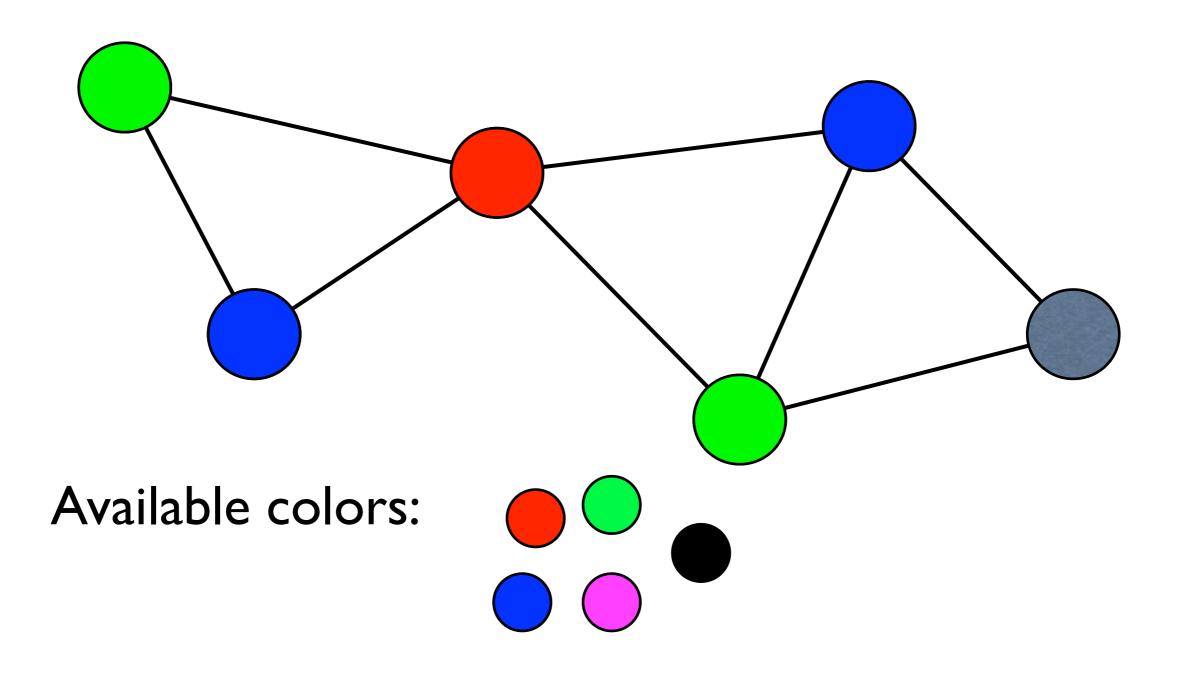


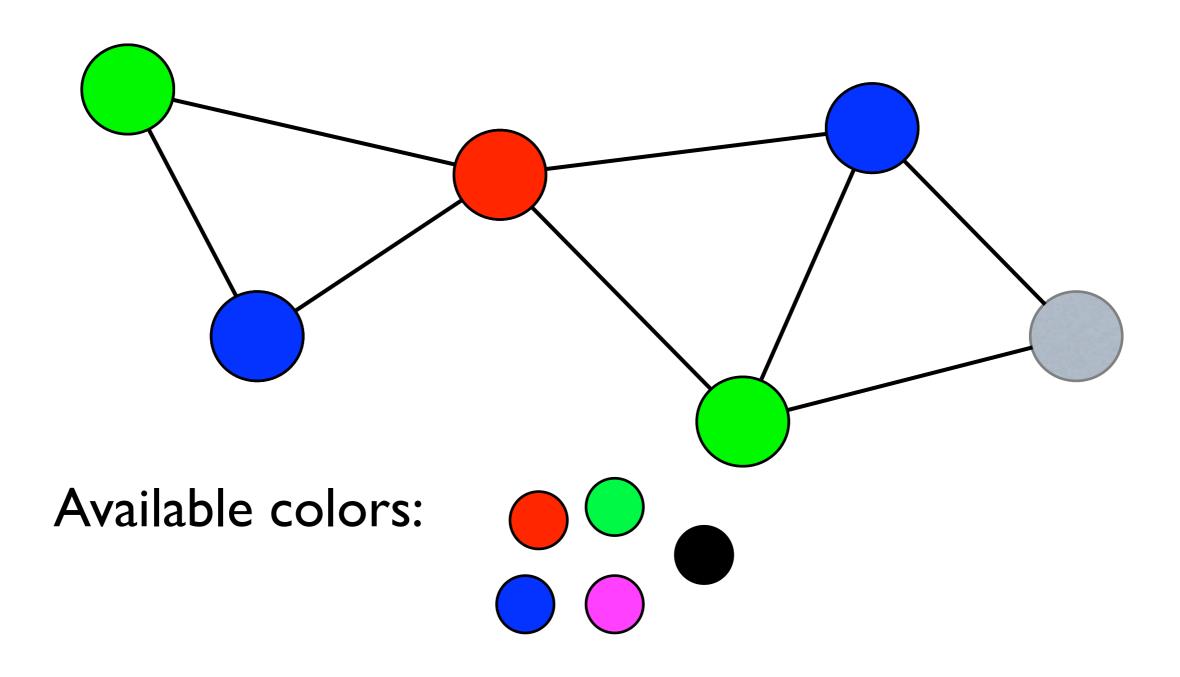


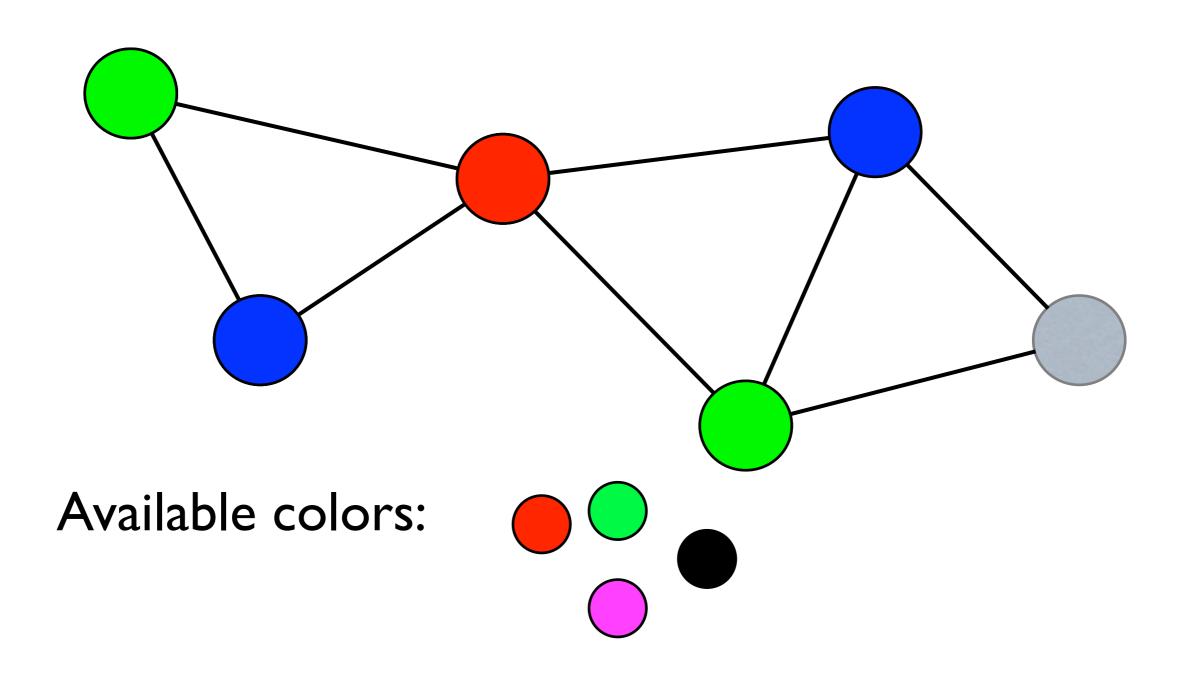


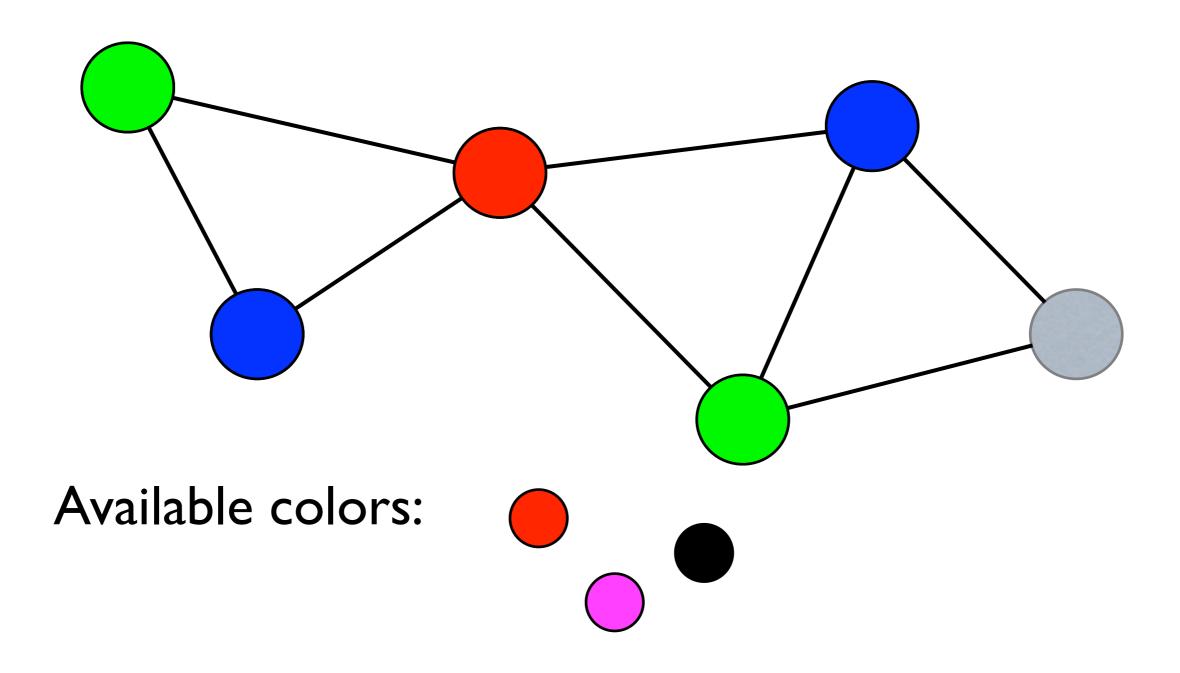


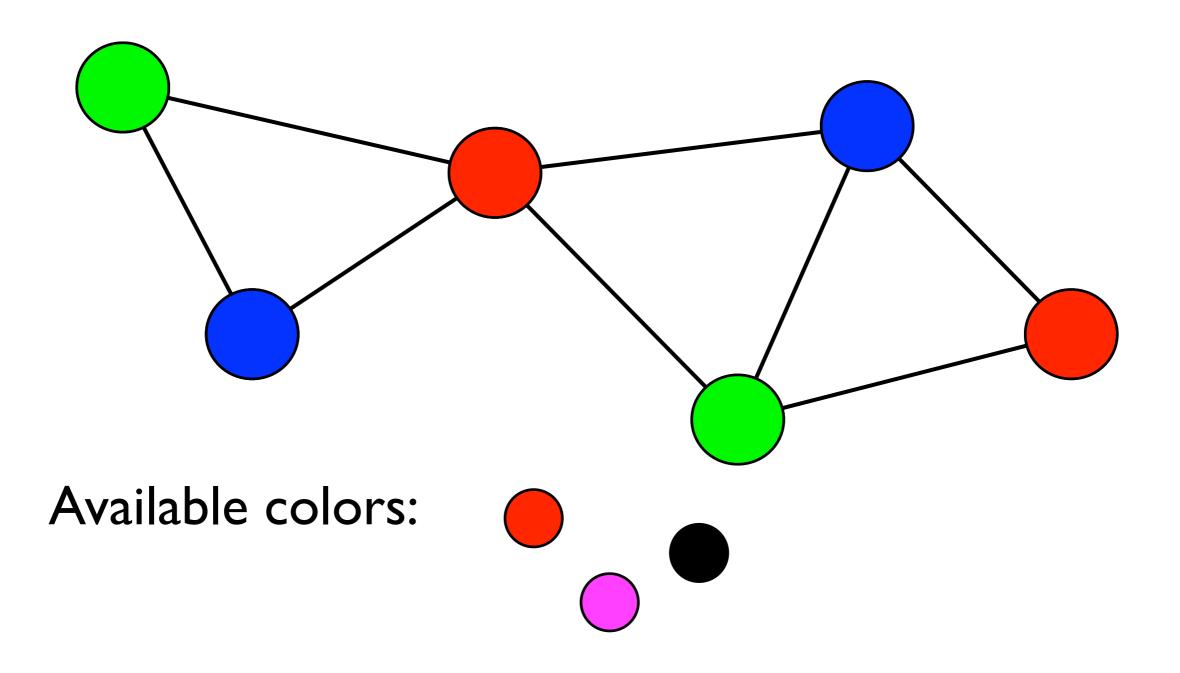


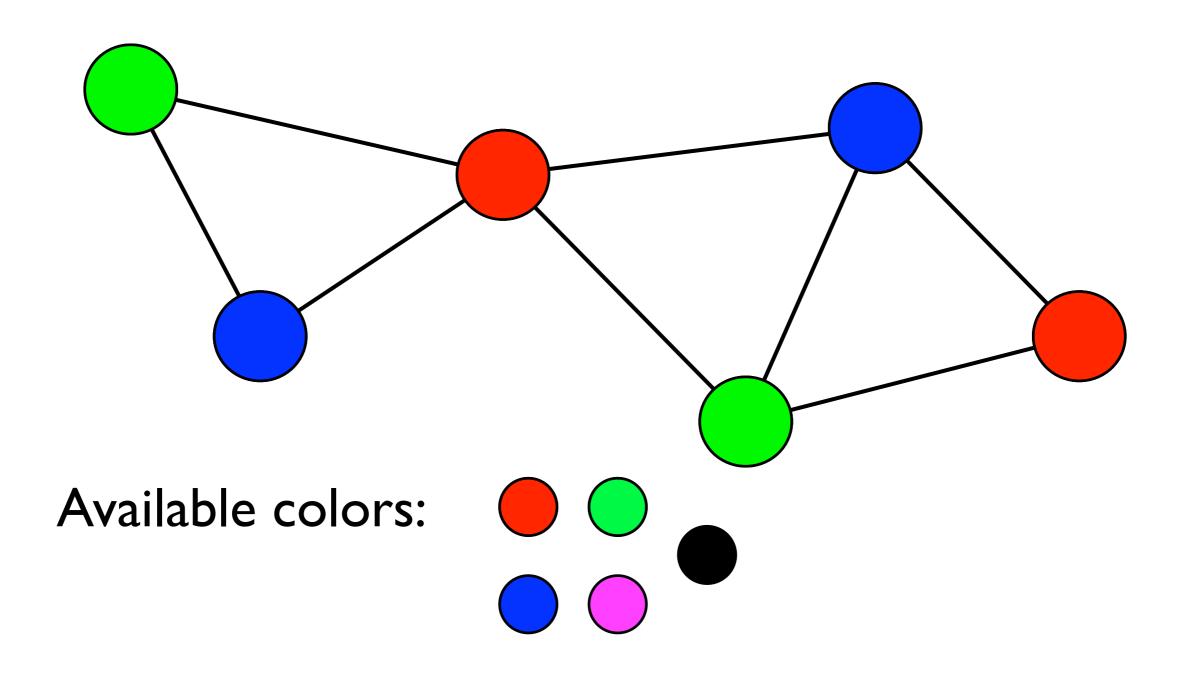




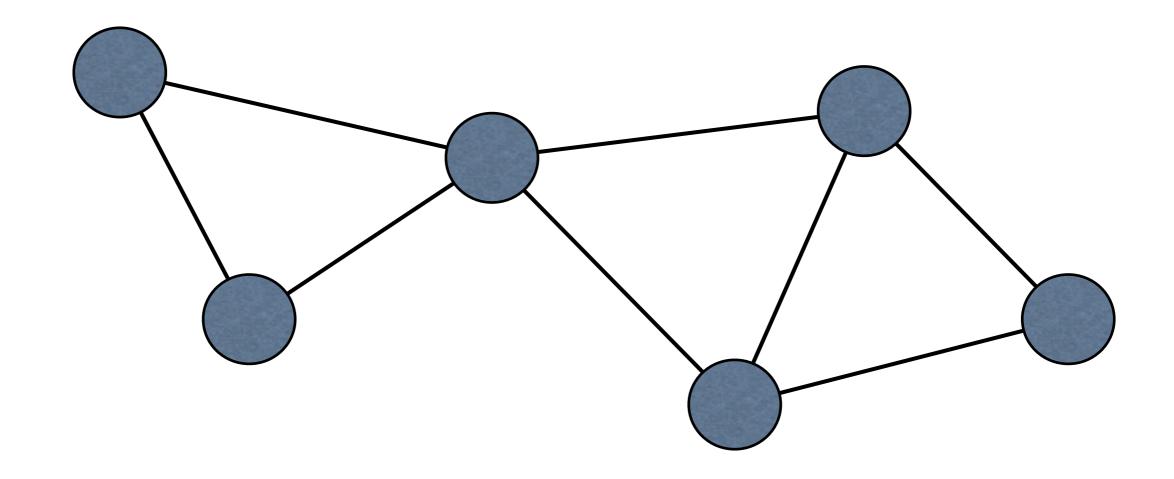


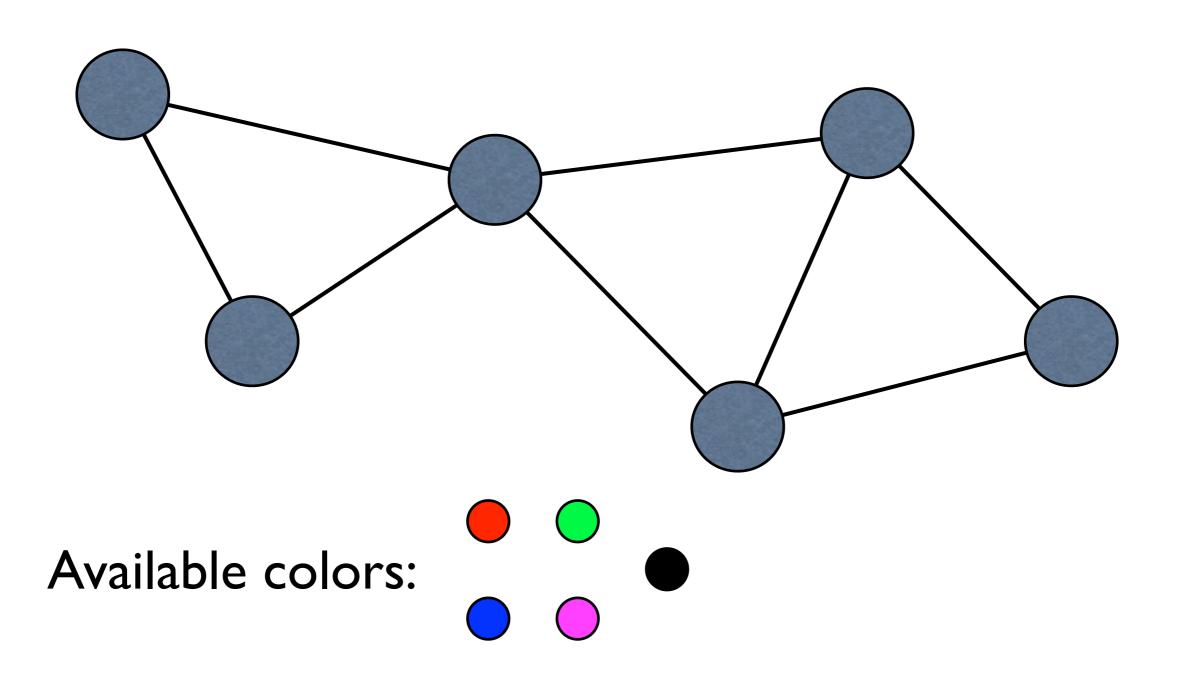




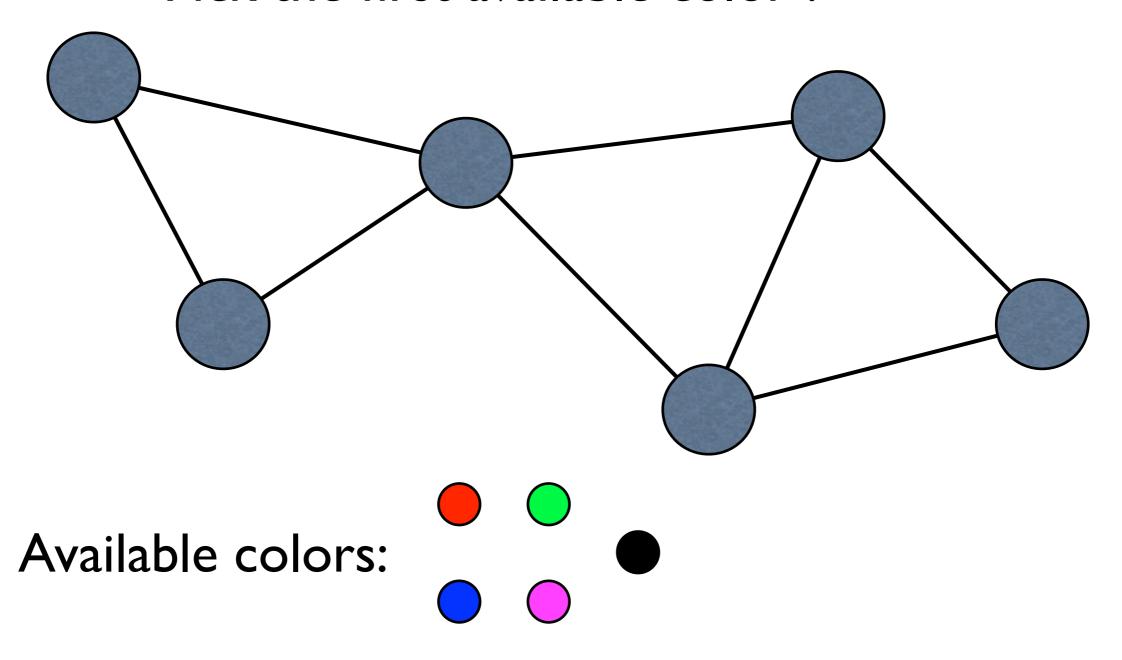


- Complexity
 - Number of steps ?
 - Number of colors?

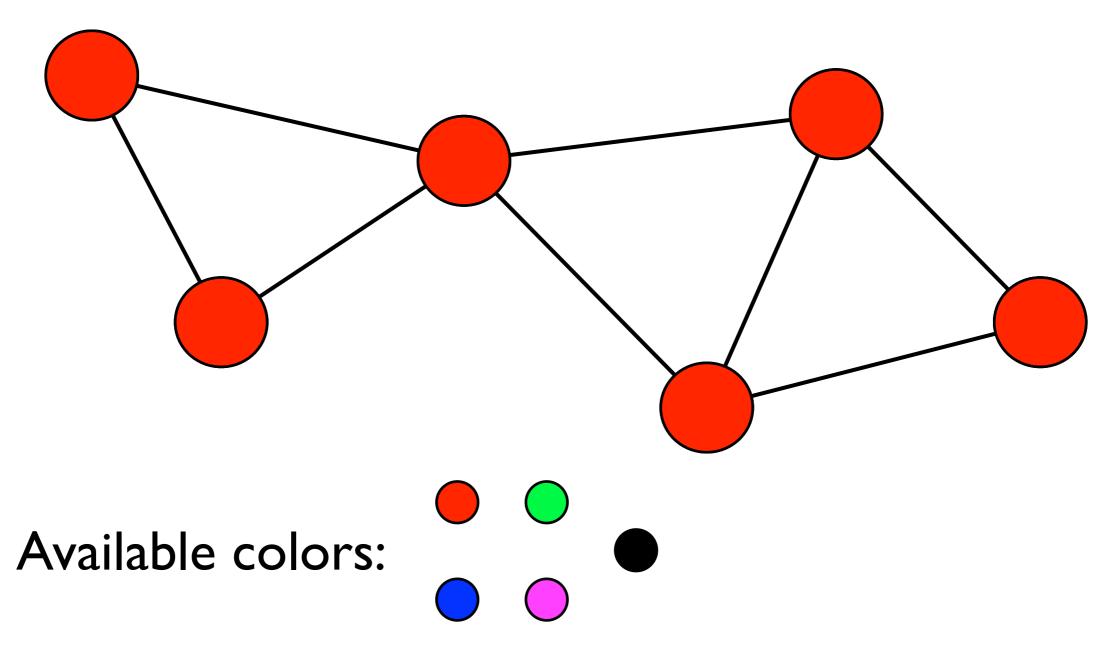


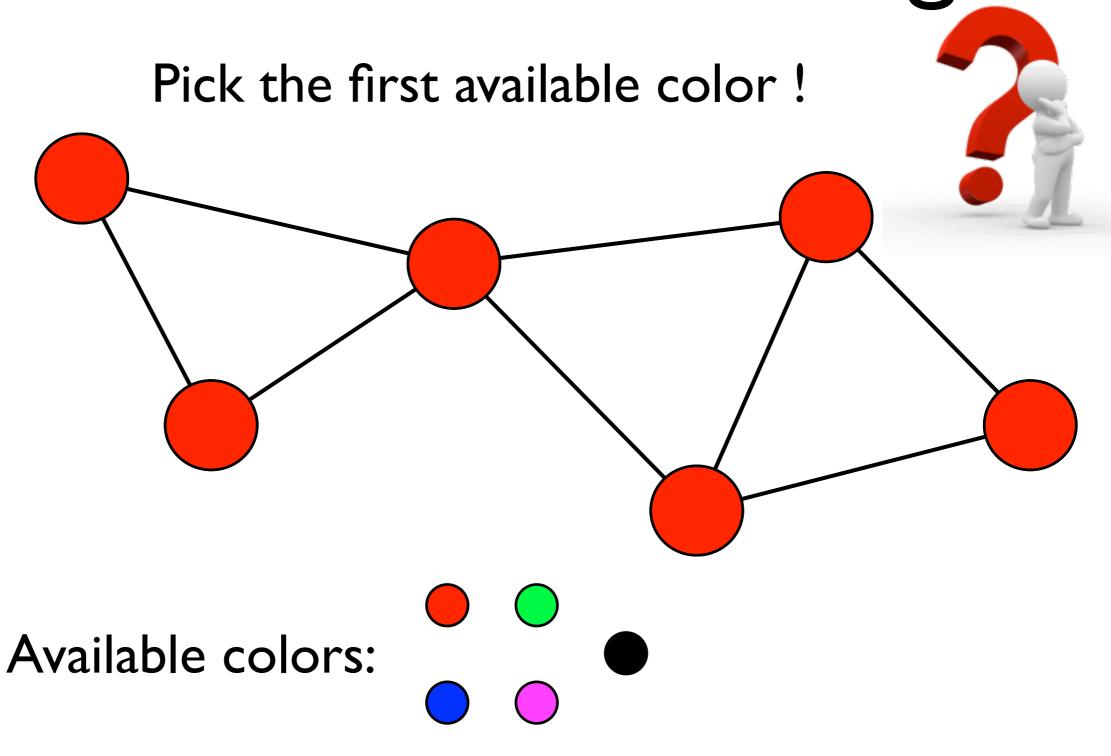


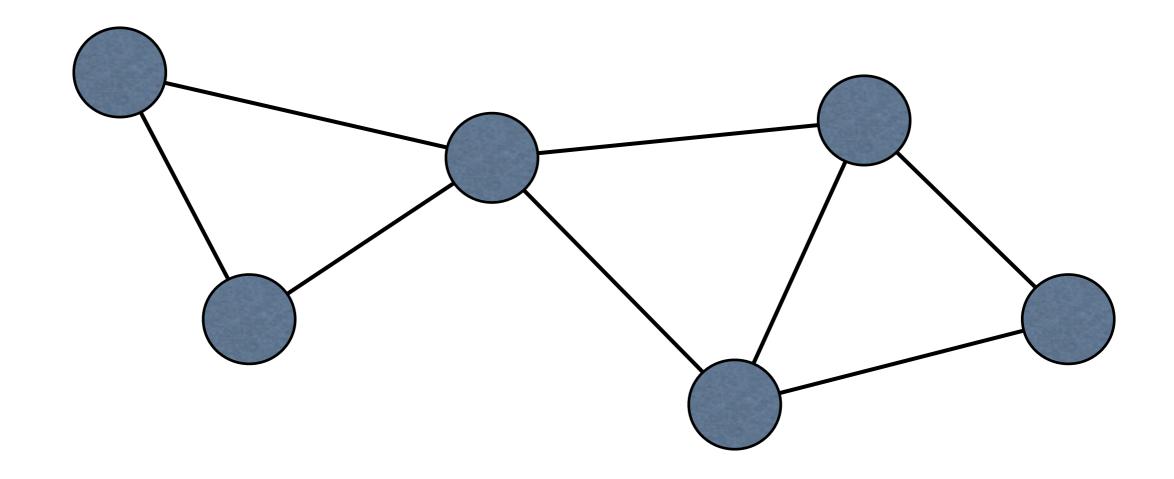
Pick the first available color!

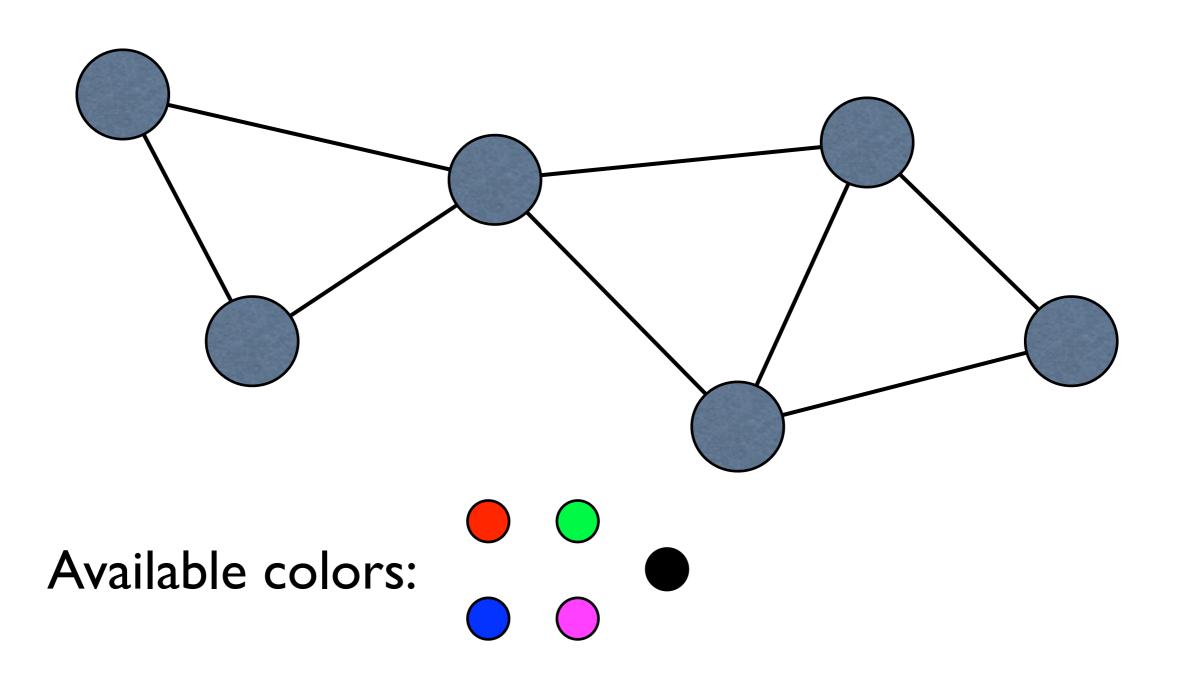


Pick the first available color!

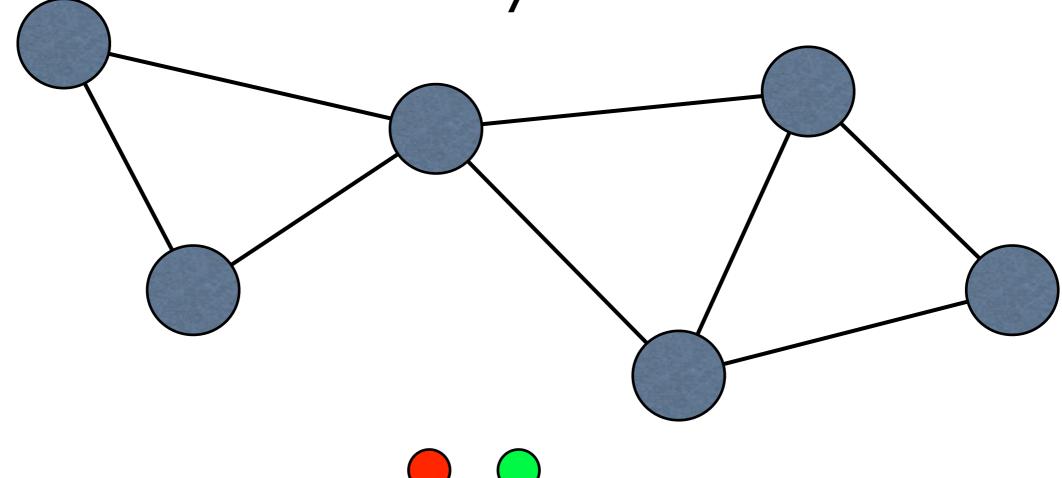


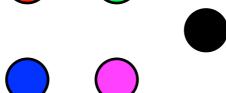




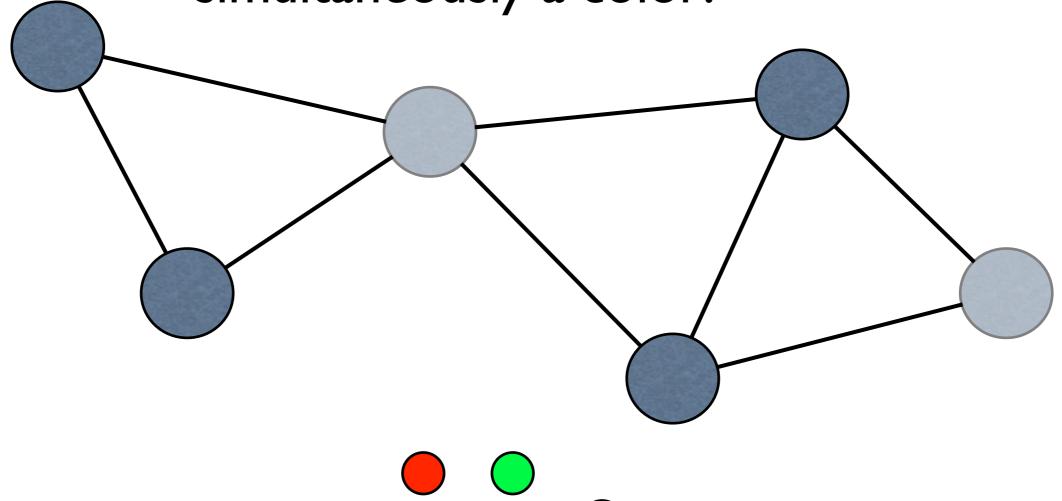


No two neighboring nodes pick simultaneously a color!



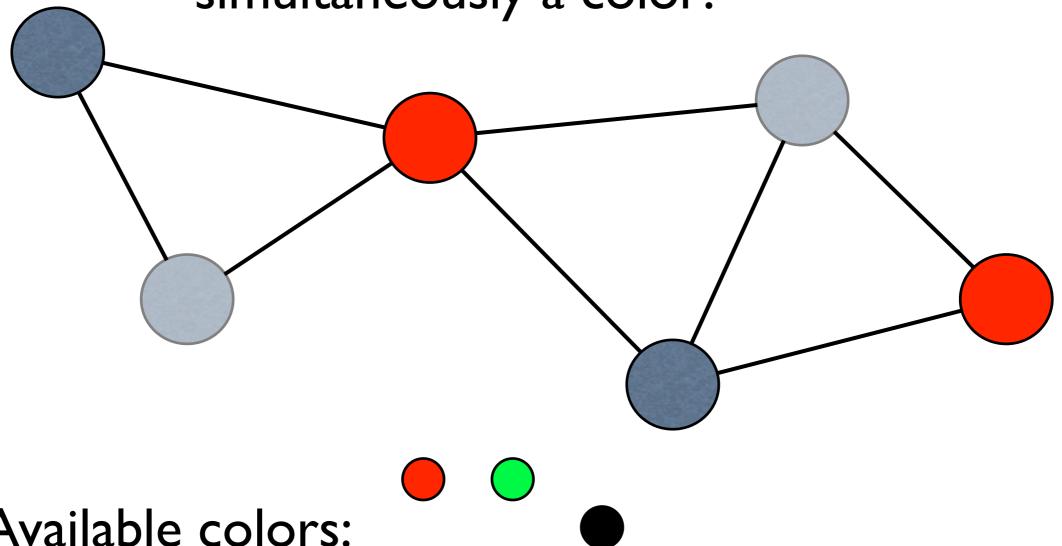


No two neighboring nodes pick simultaneously a color!



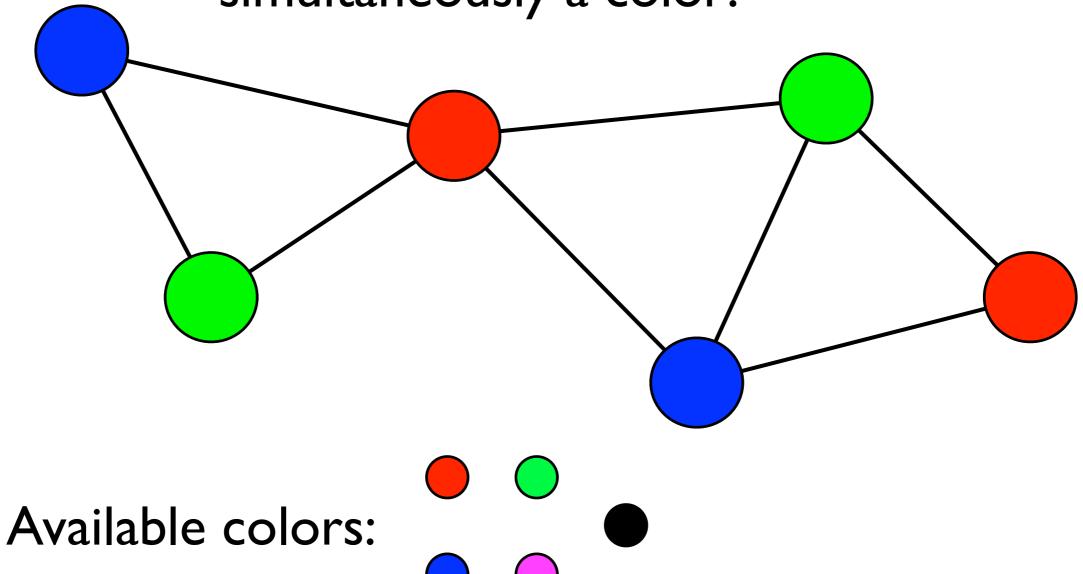


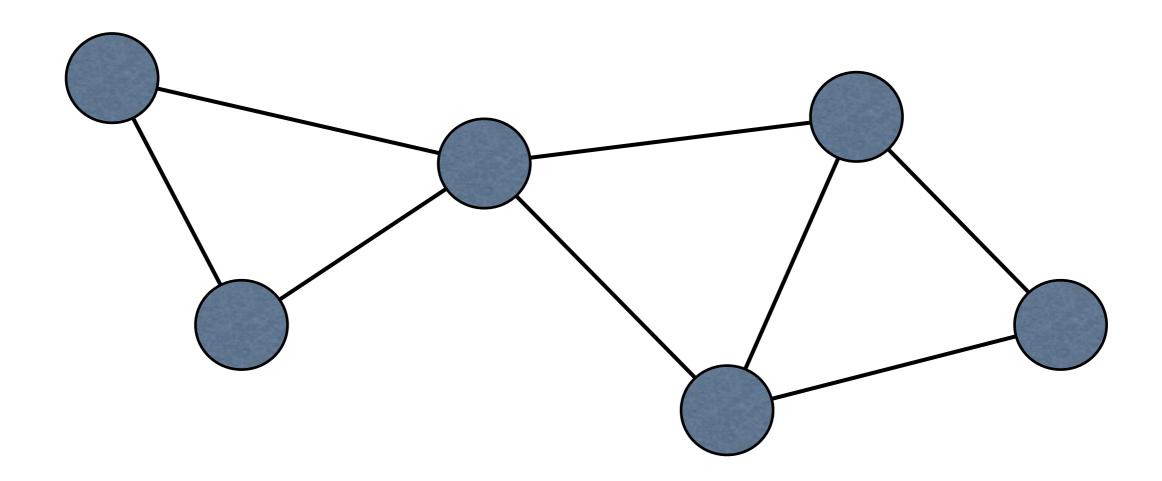
No two neighboring nodes pick simultaneously a color!



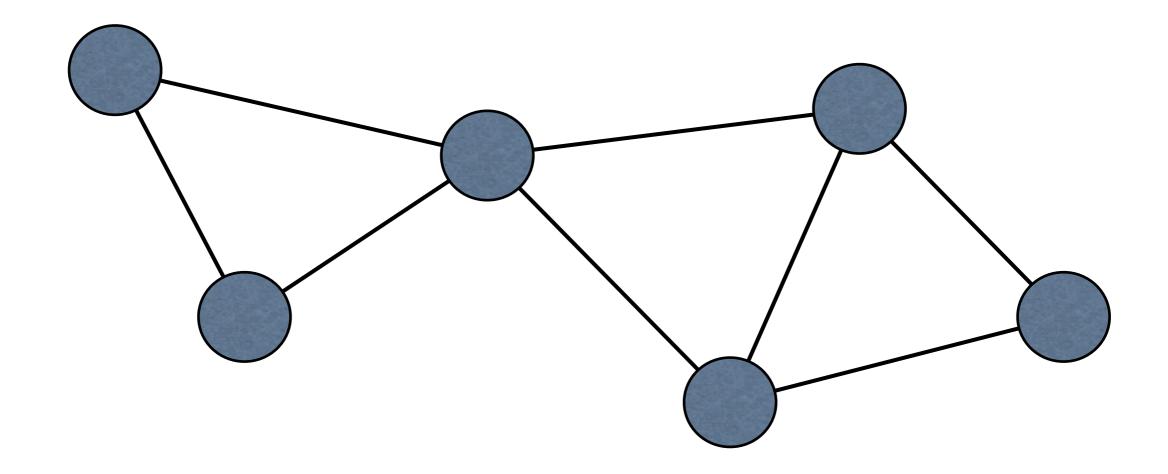


No two neighboring nodes pick simultaneously a color!

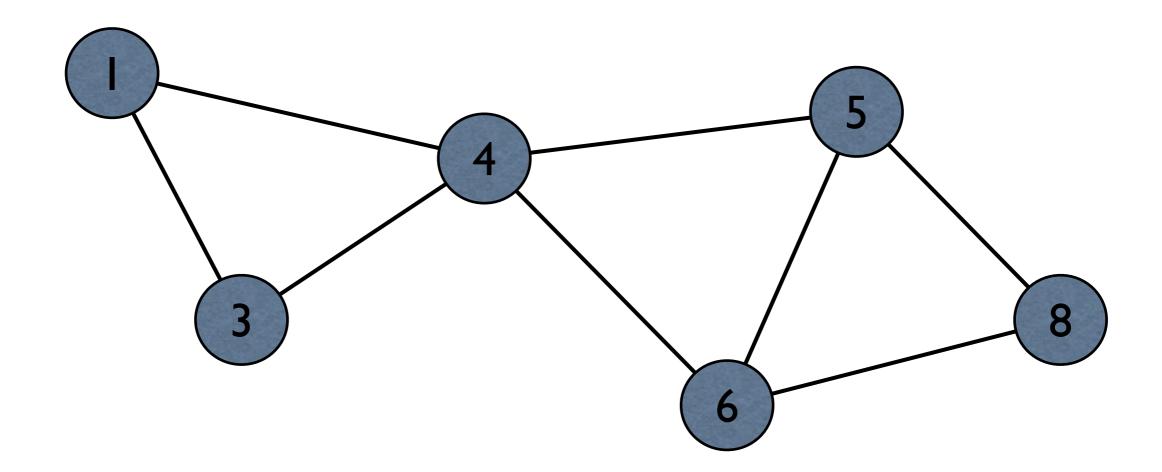




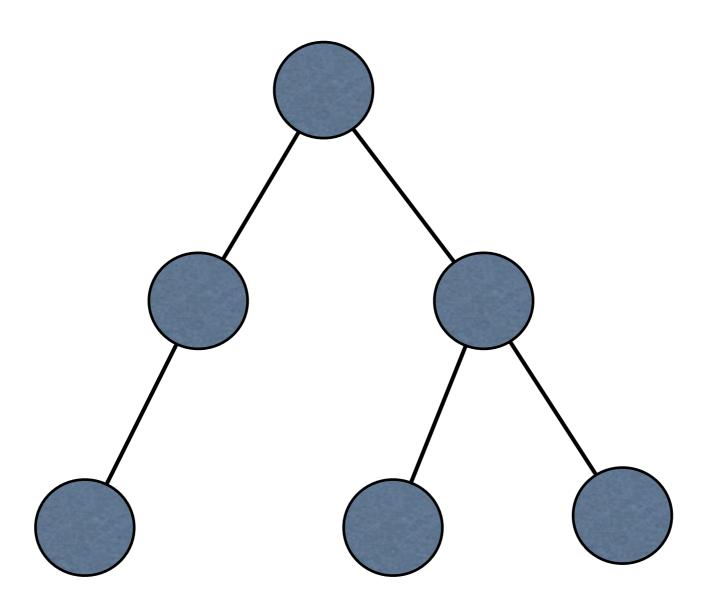
No two neighboring nodes execute ???

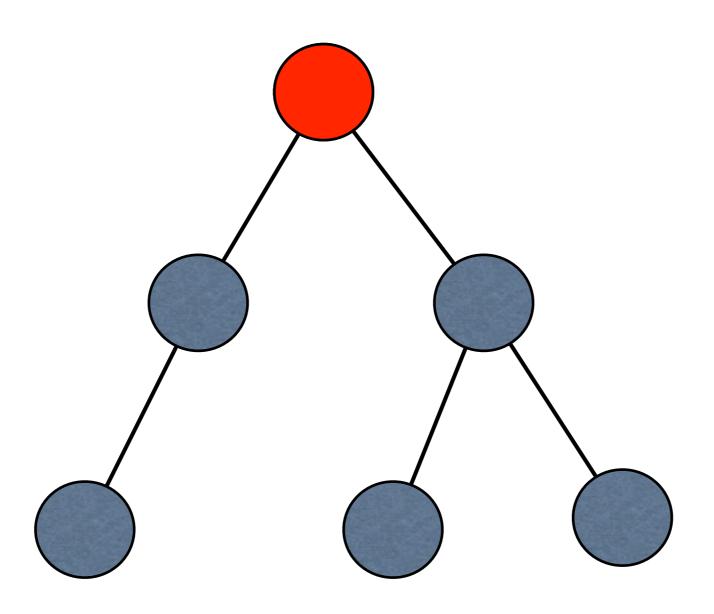


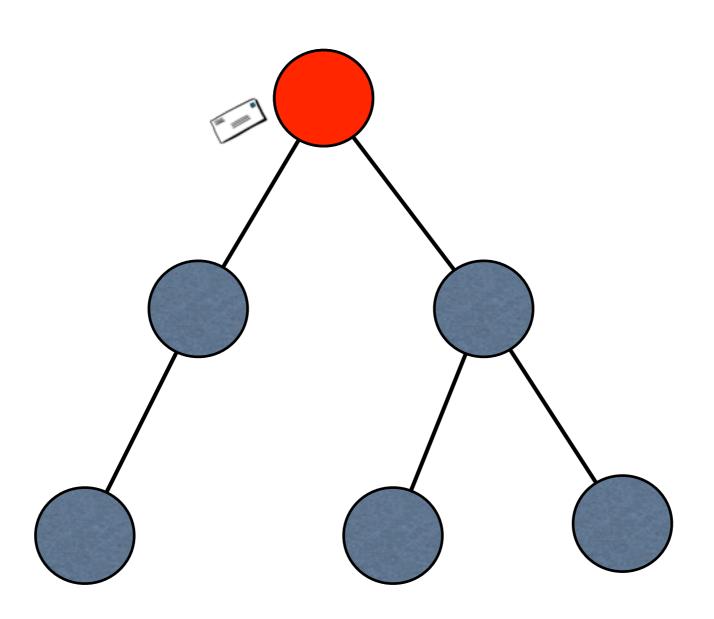
No two neighboring nodes execute ???

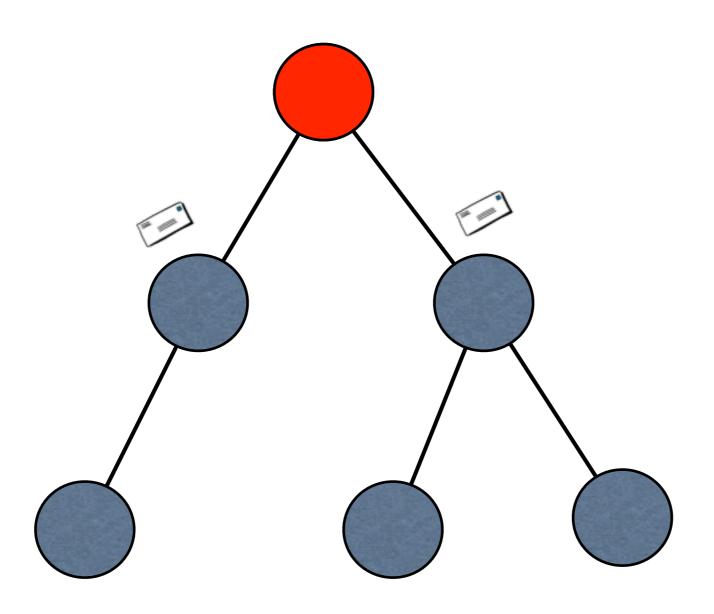


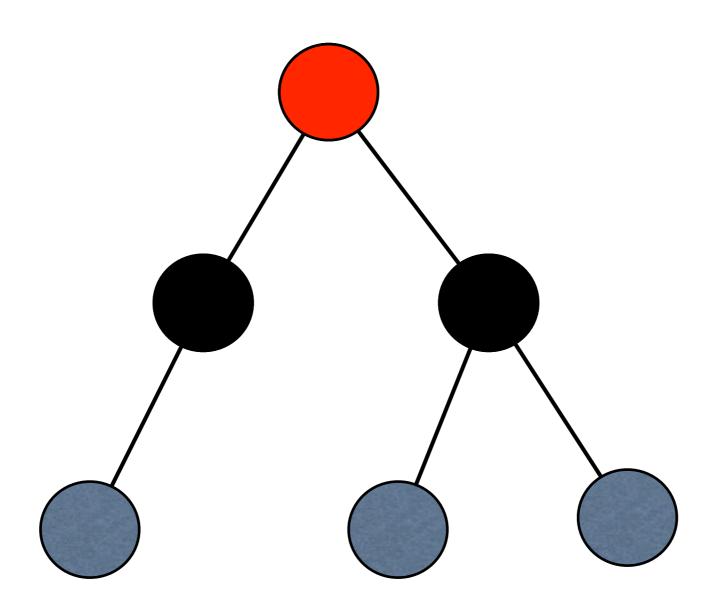
Trees binary coloring

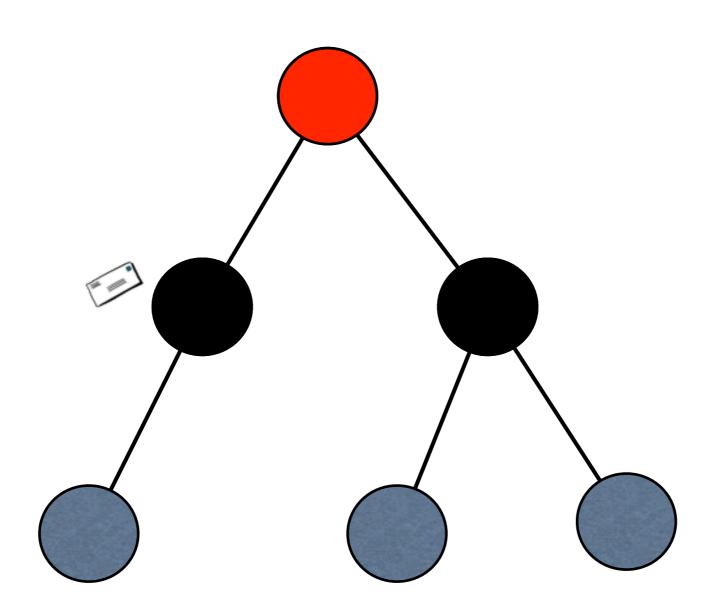


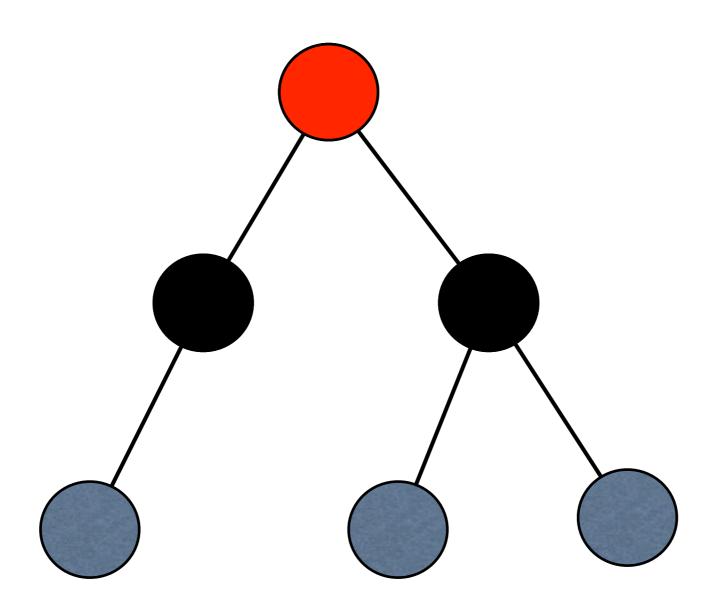


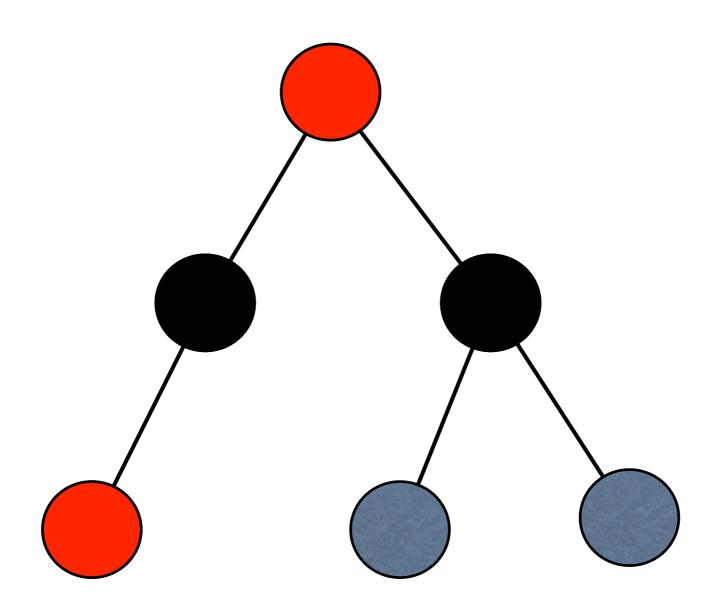


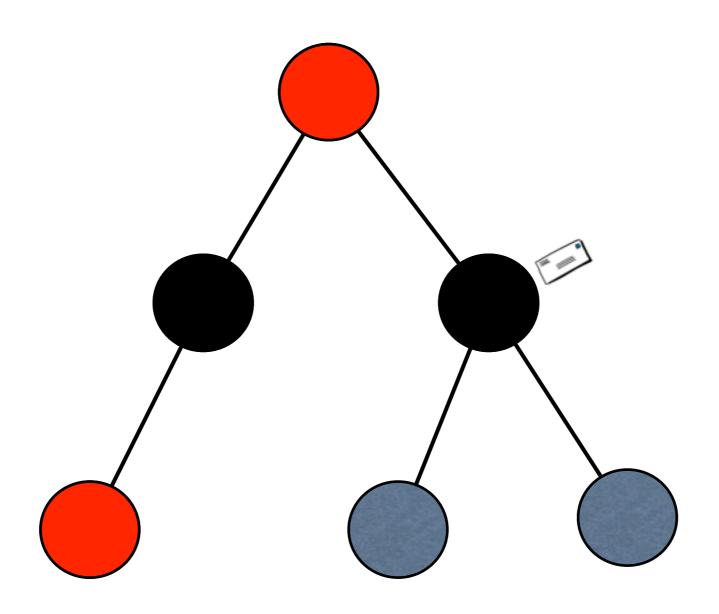


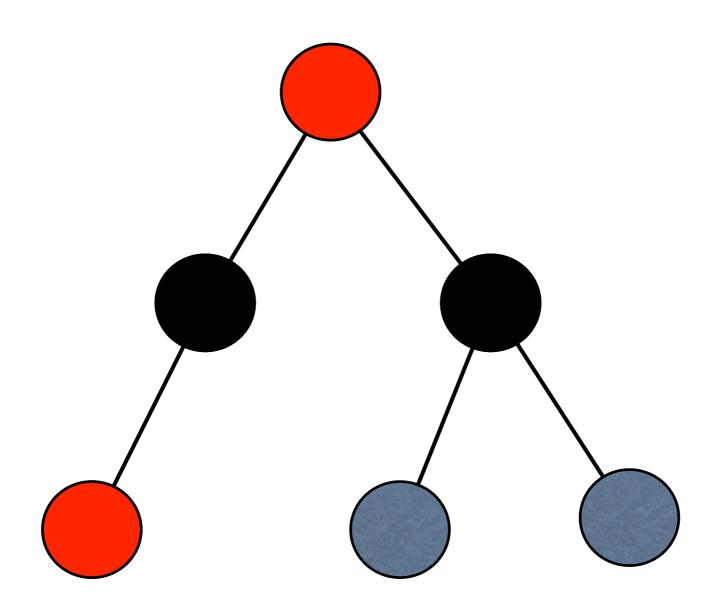


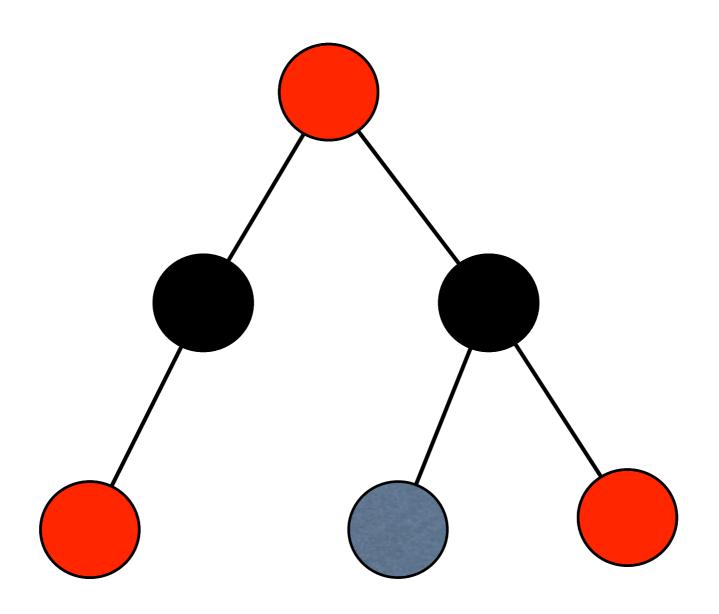


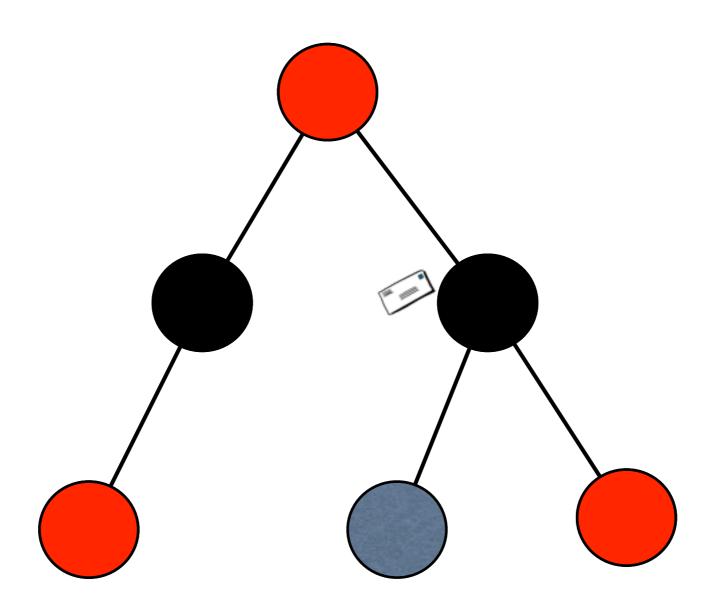


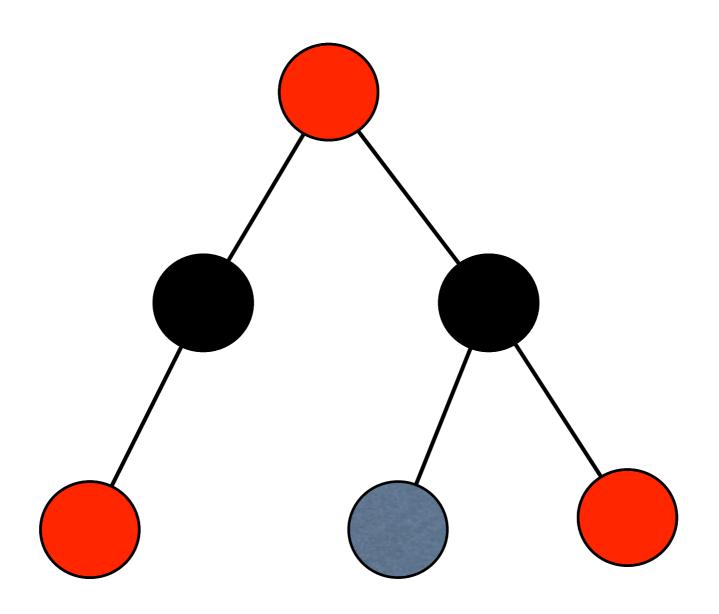


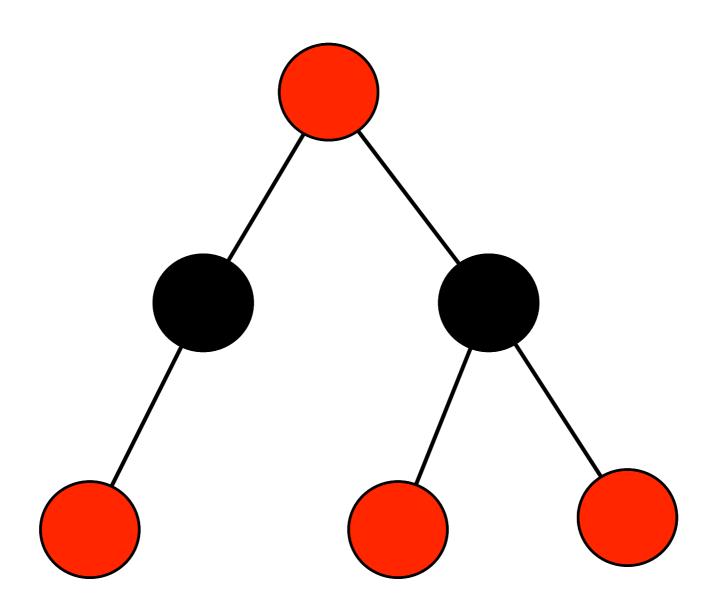








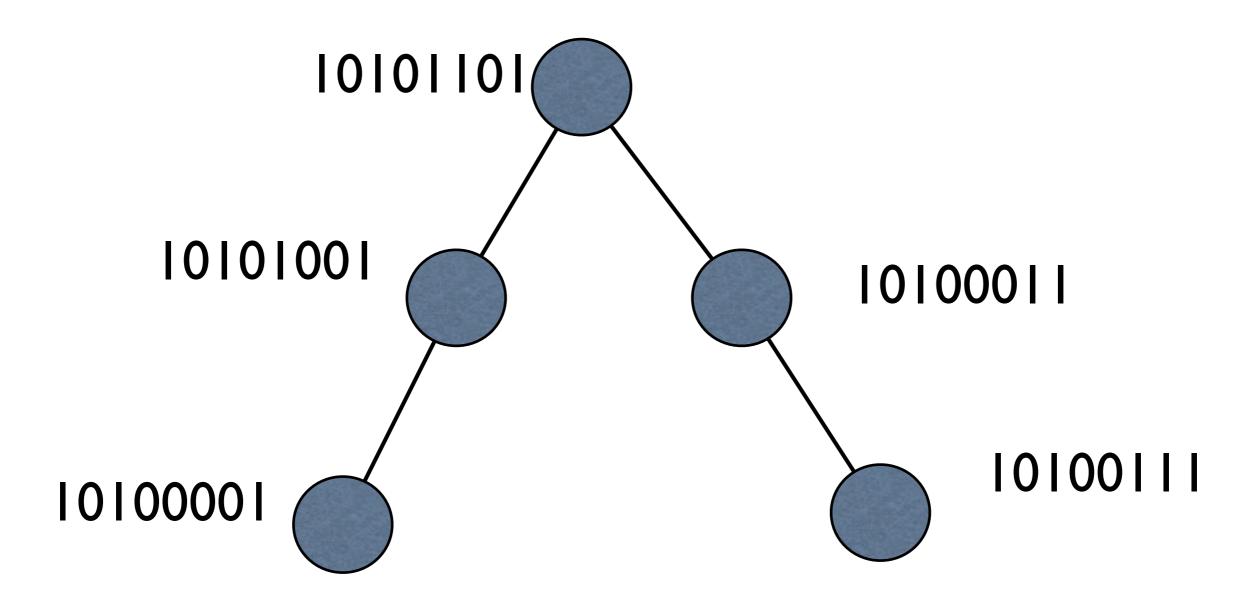


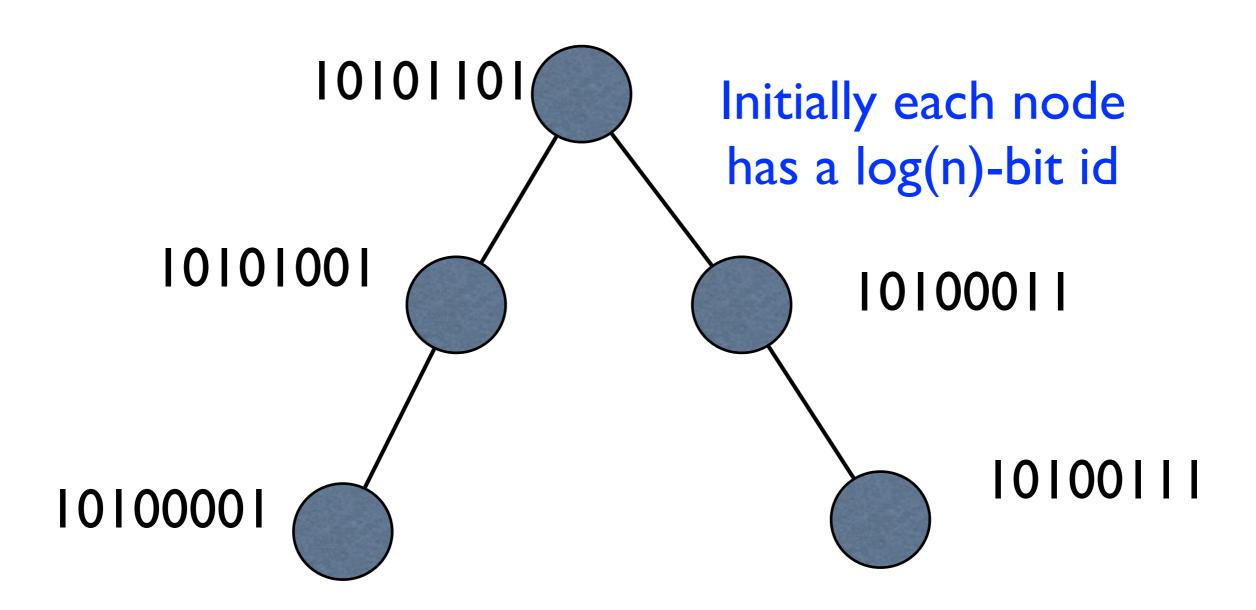


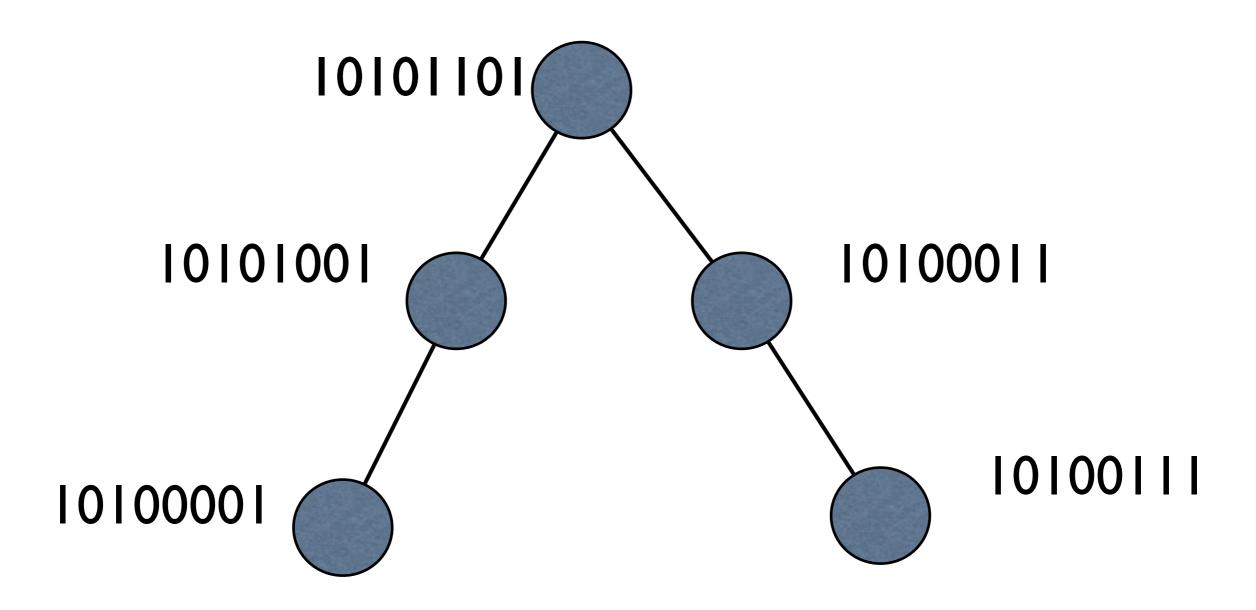
- Local or Congest ?
- Complexity
 - time
 - number of messages

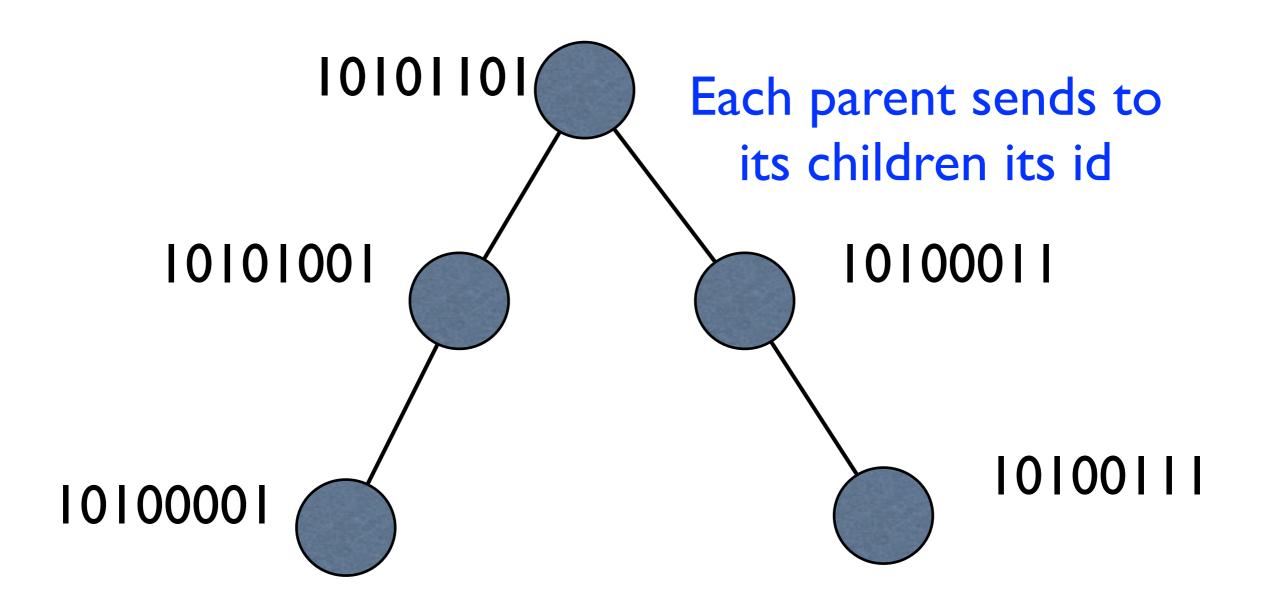
- Local or Congest ?
- Complexity
 - time
 - number of messages

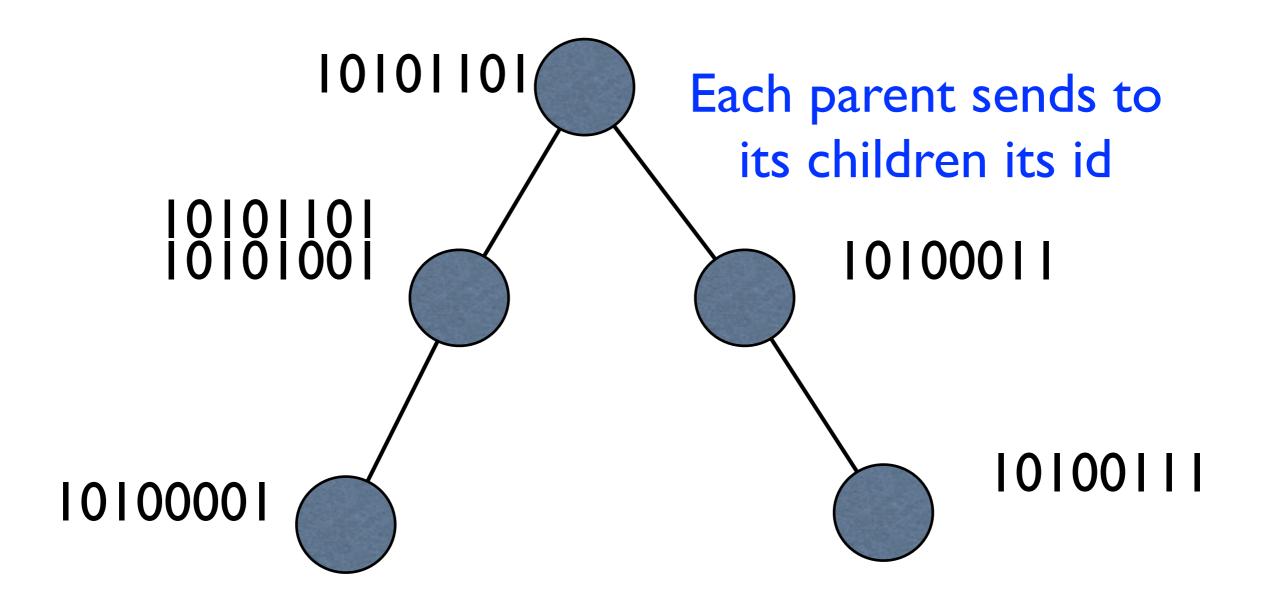


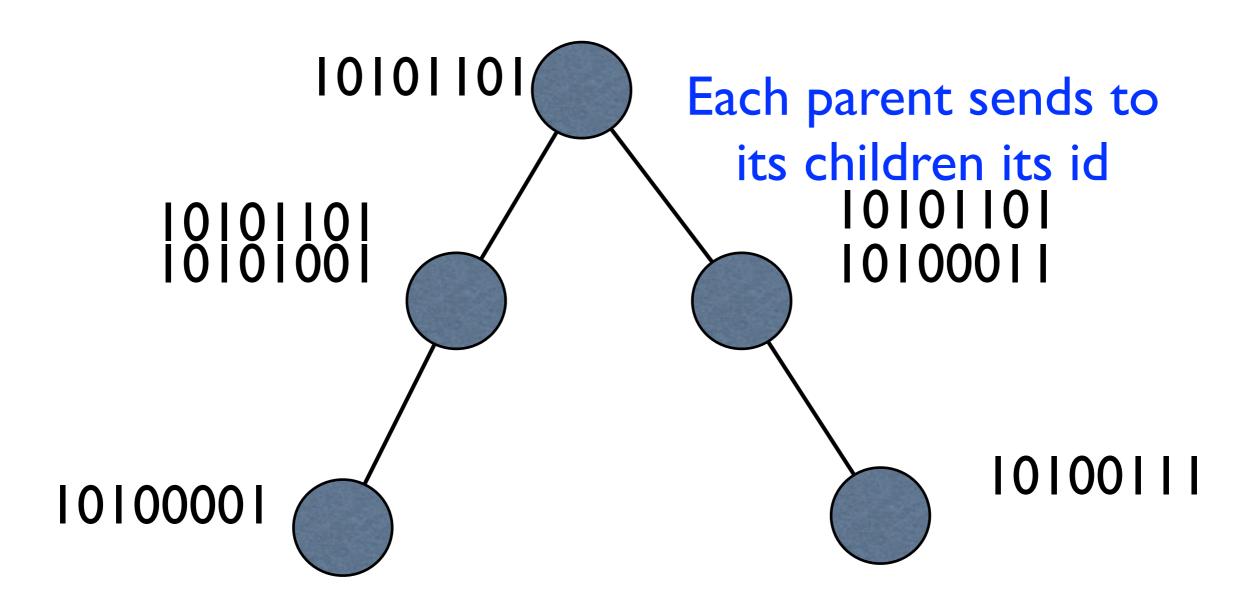


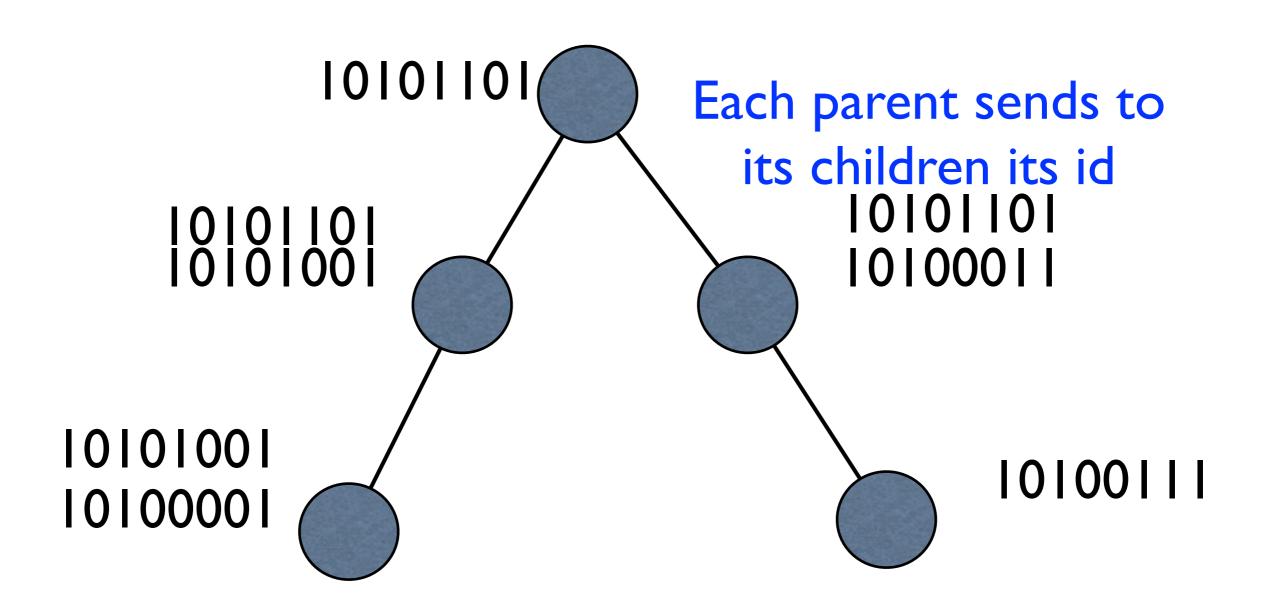


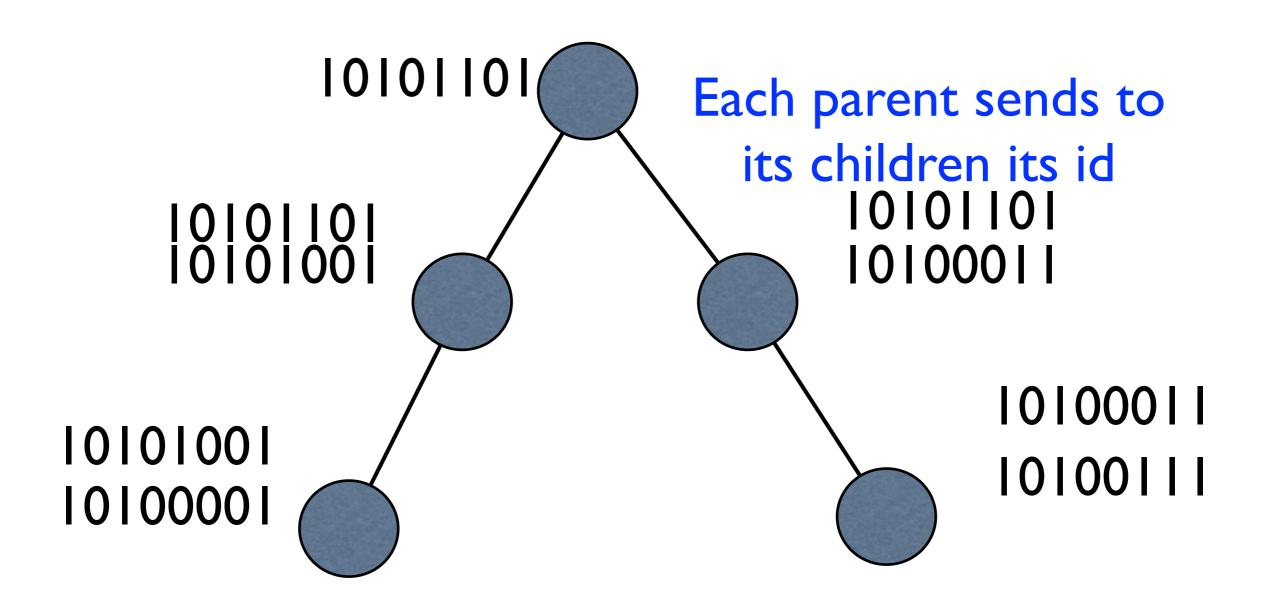


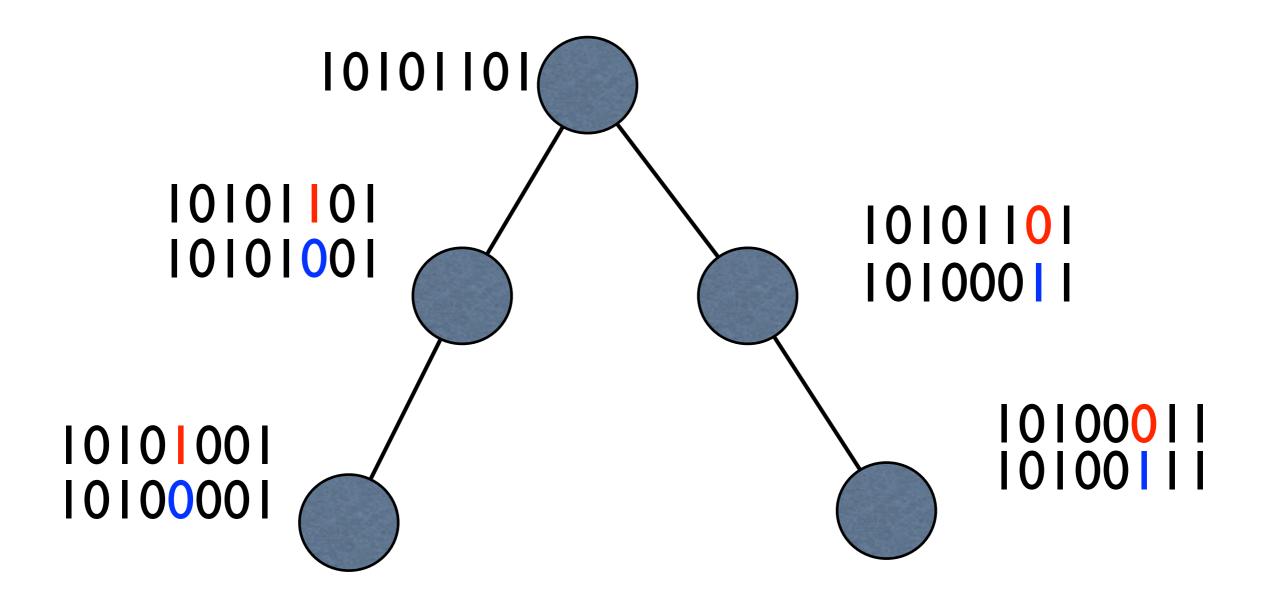


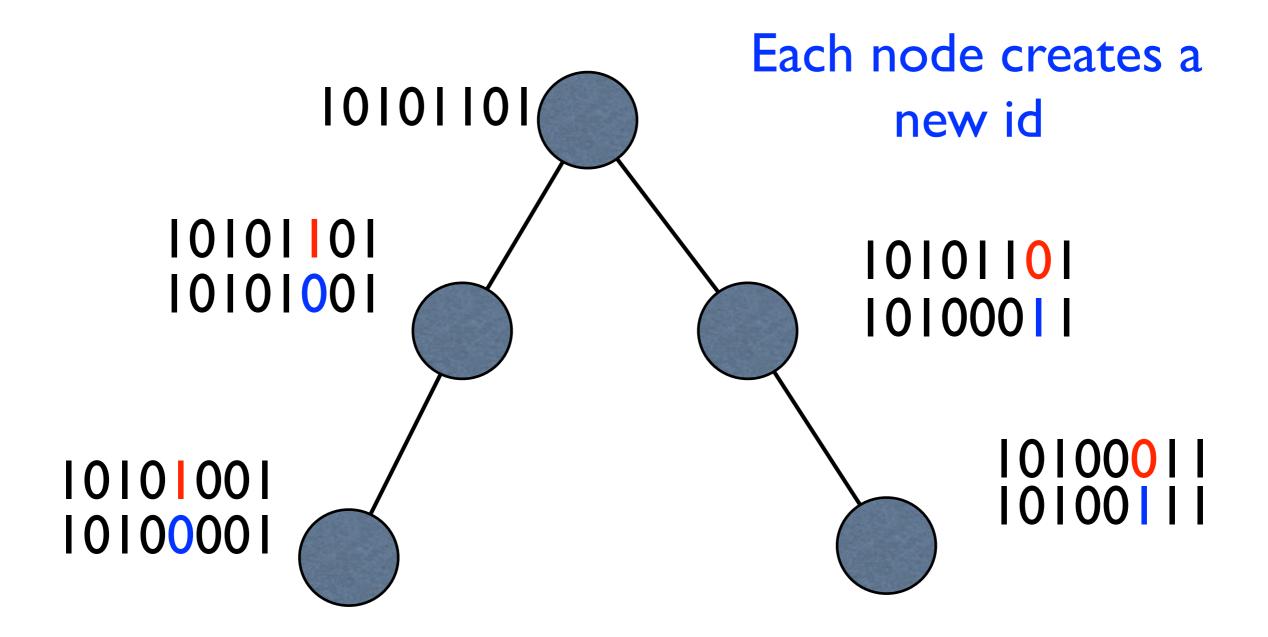


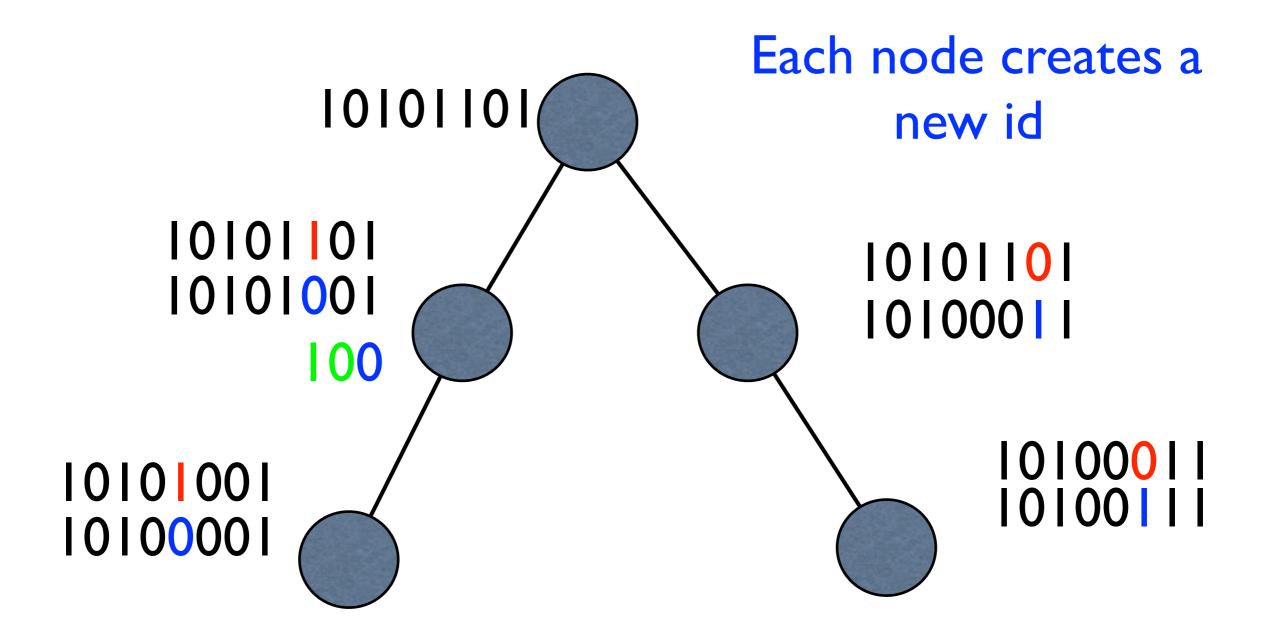


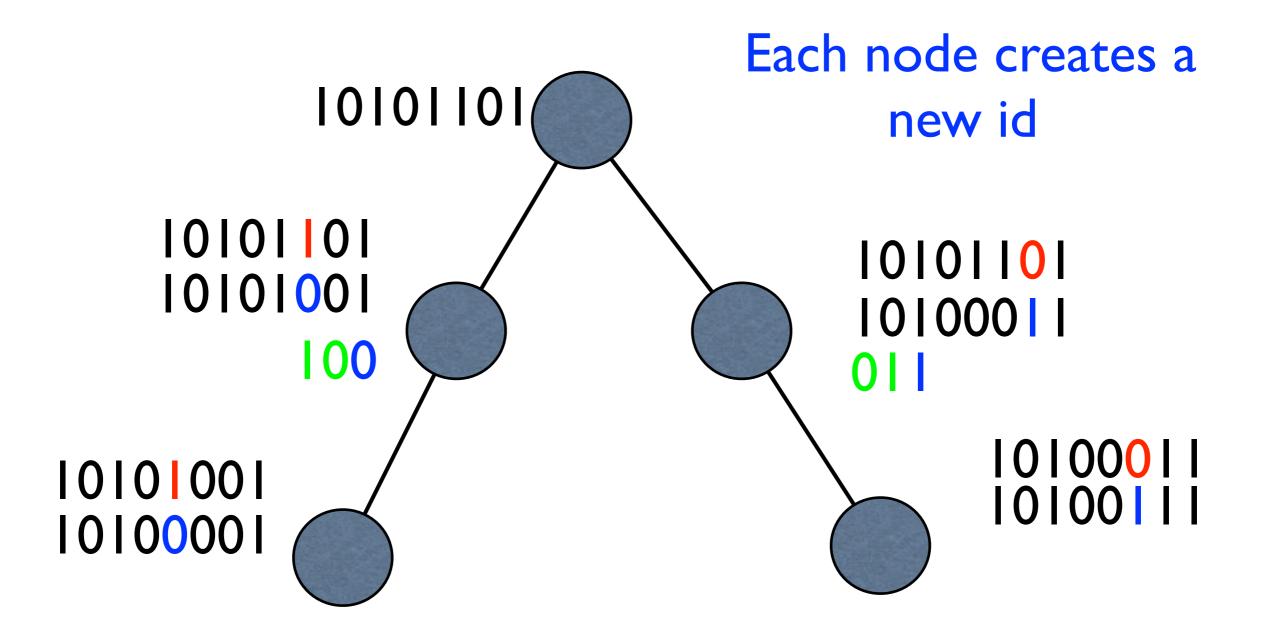


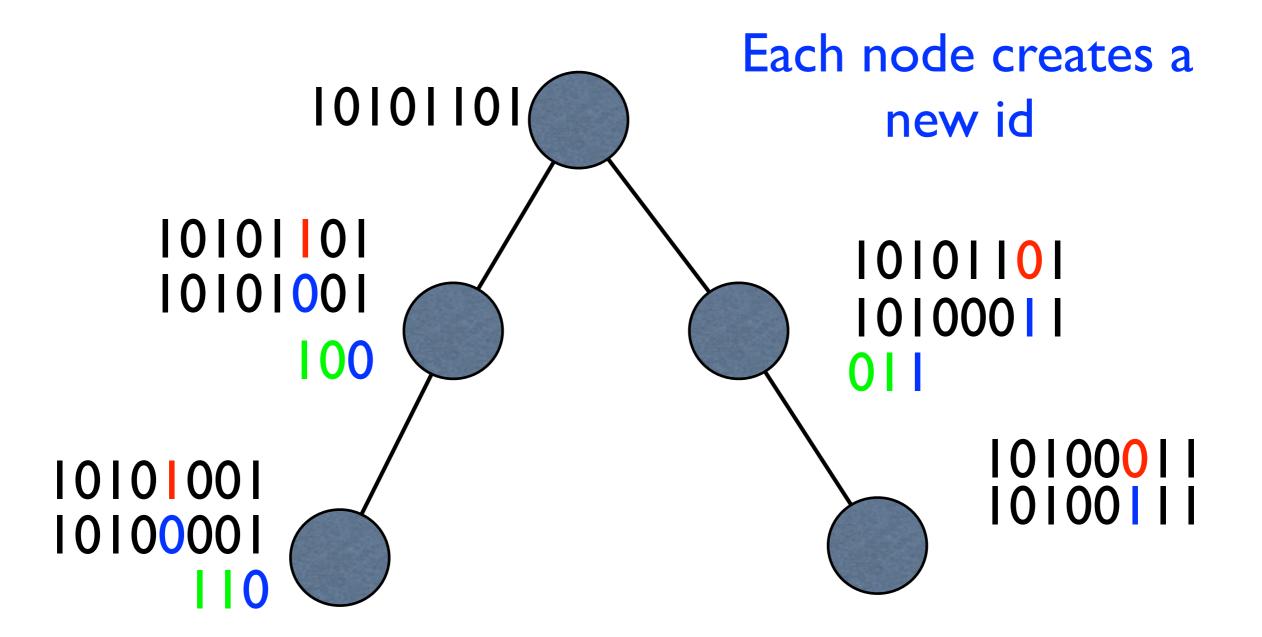


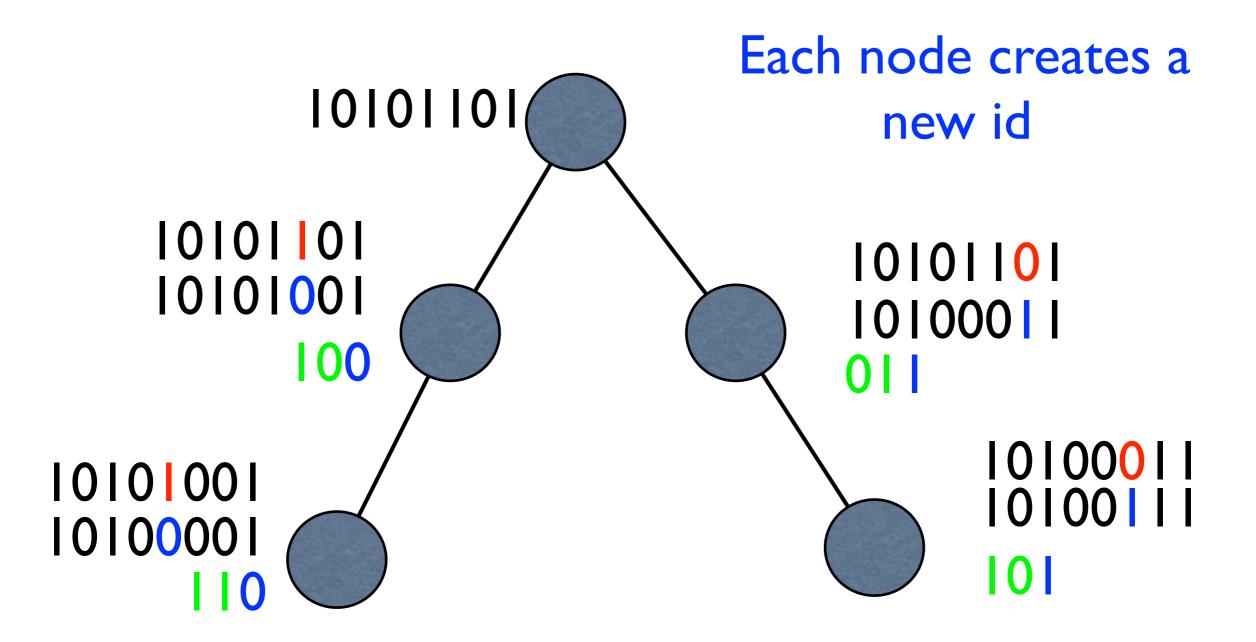


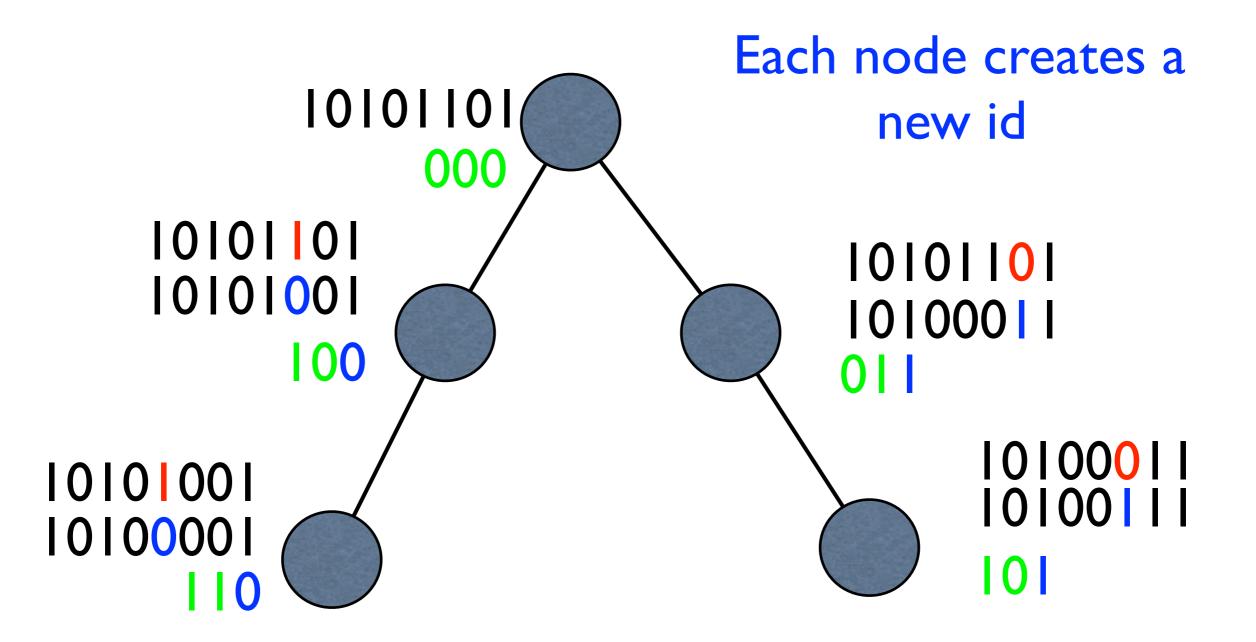


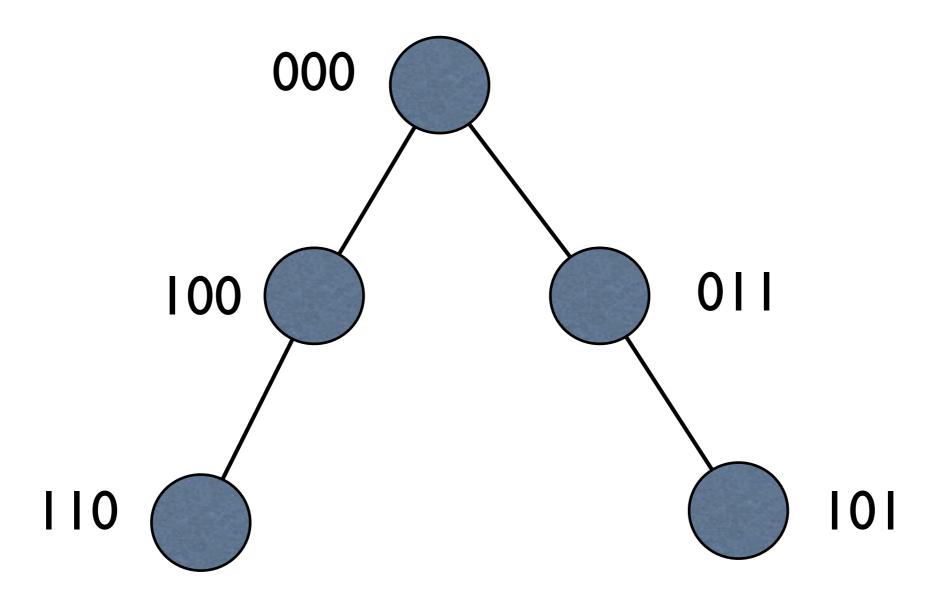


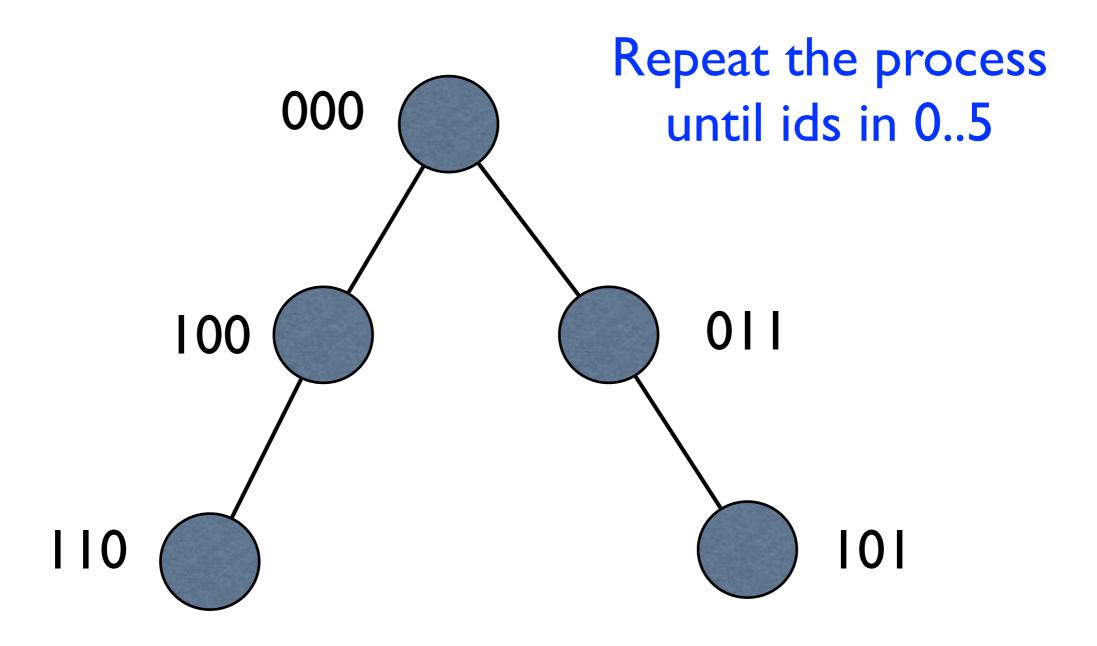


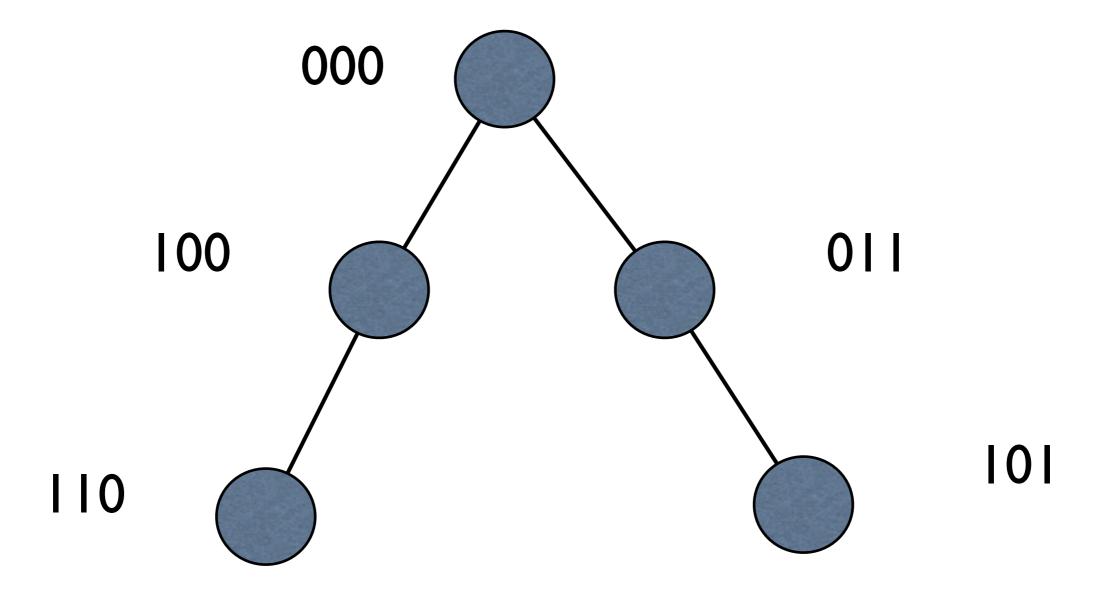


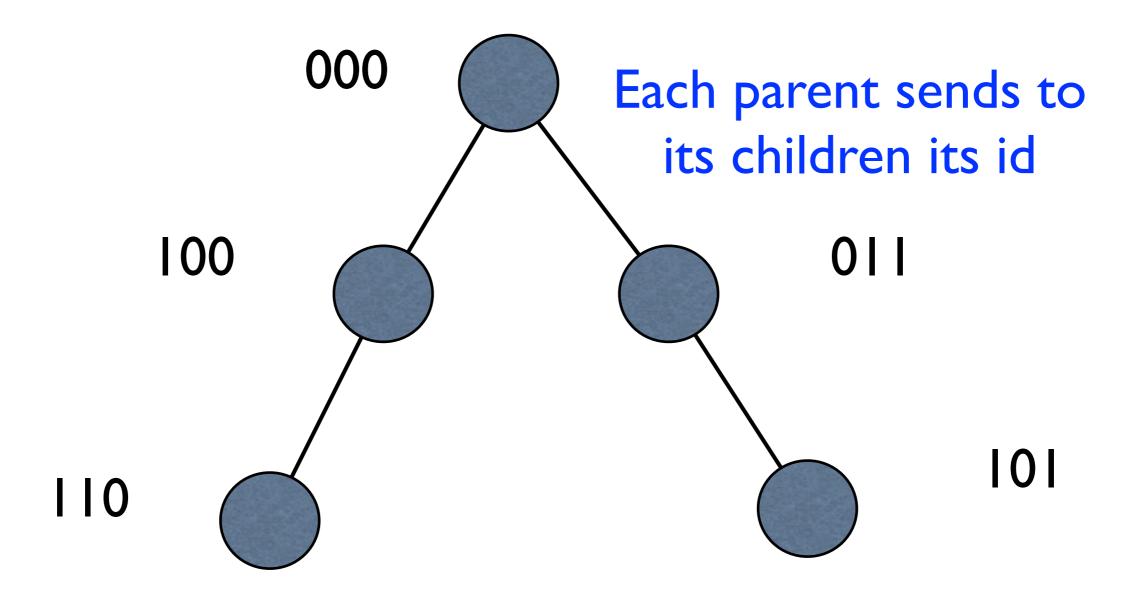


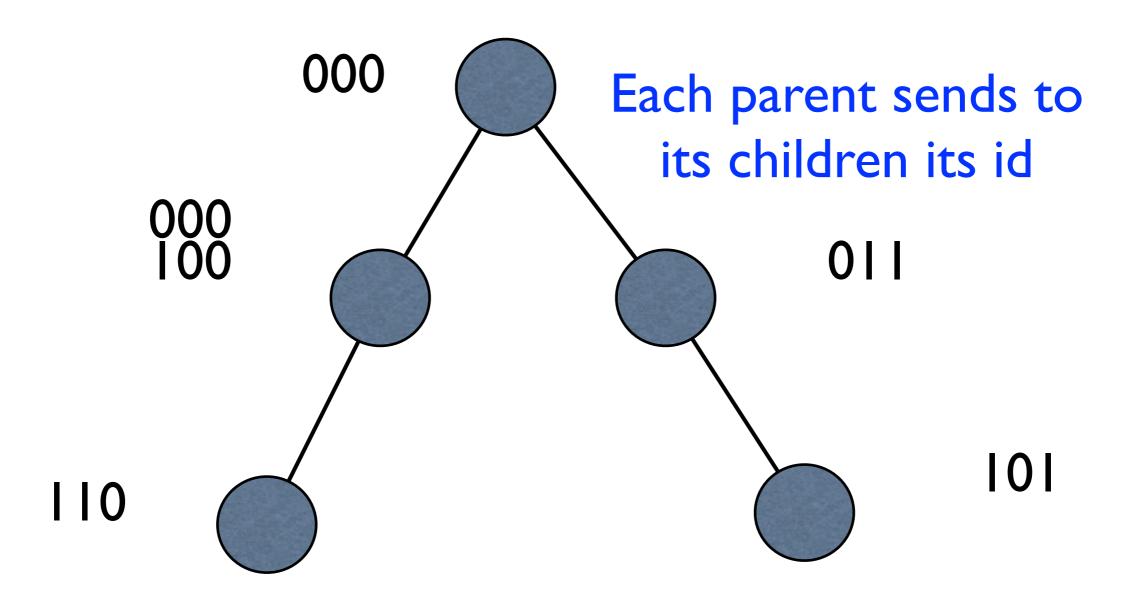


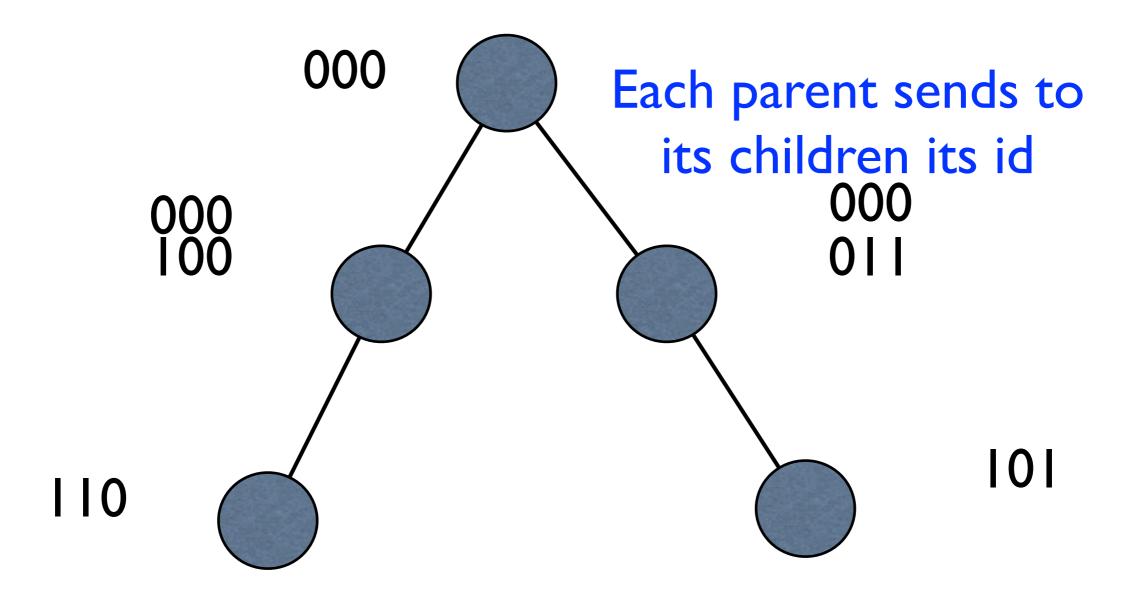


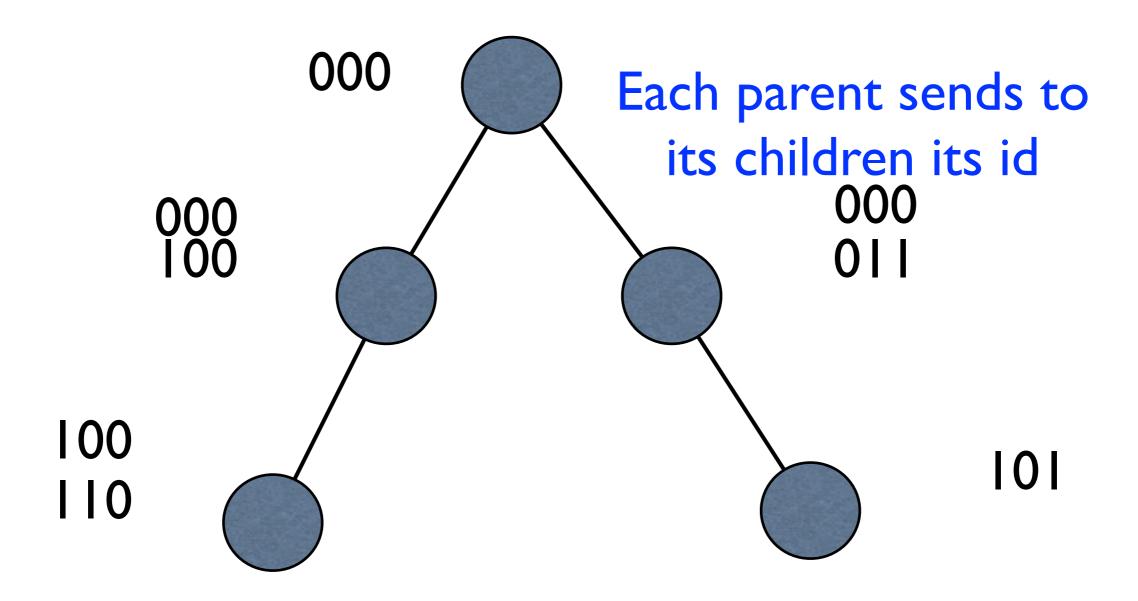


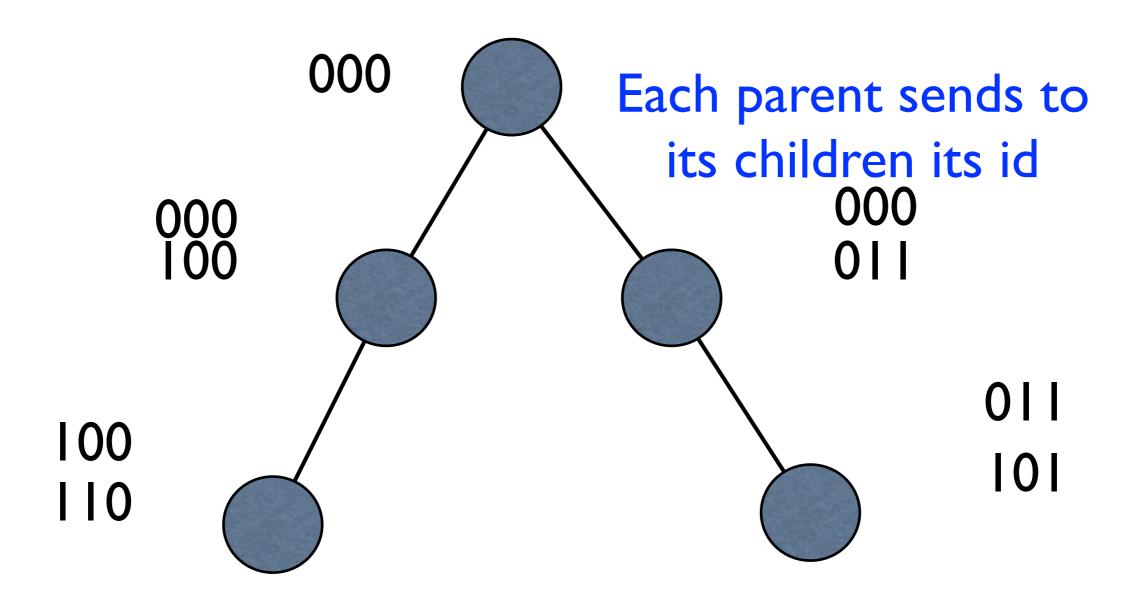


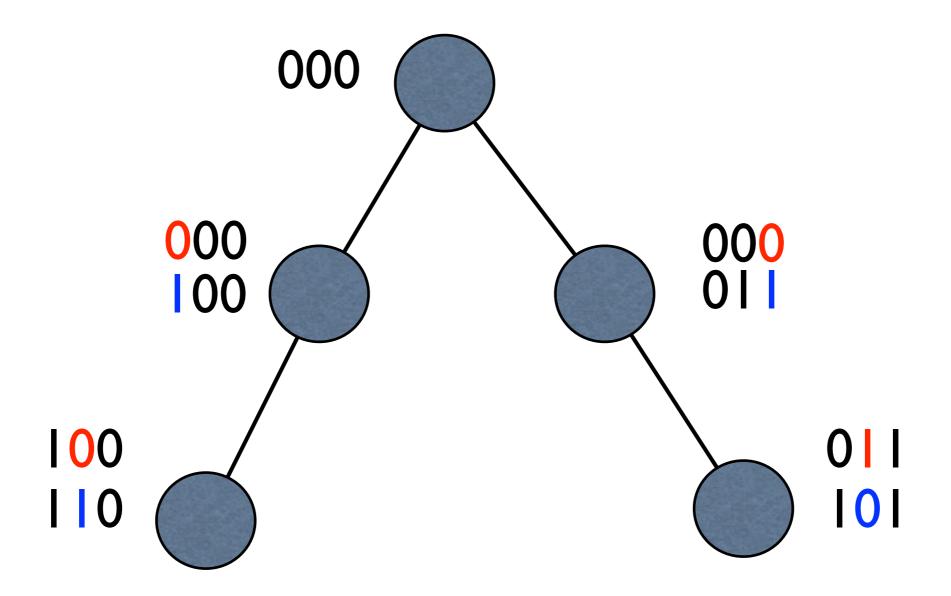


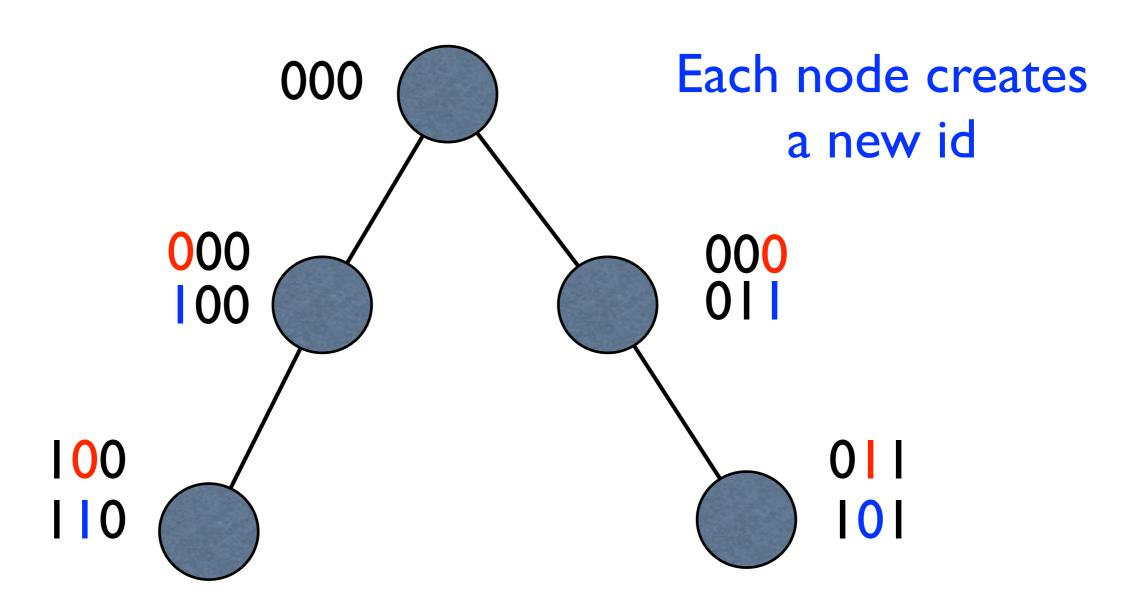


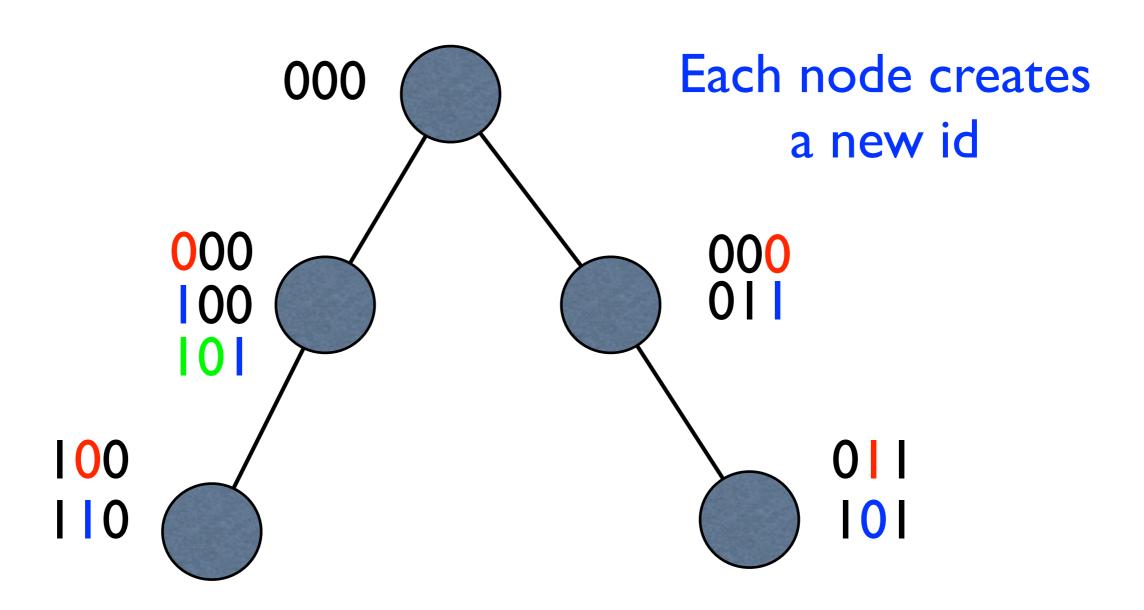


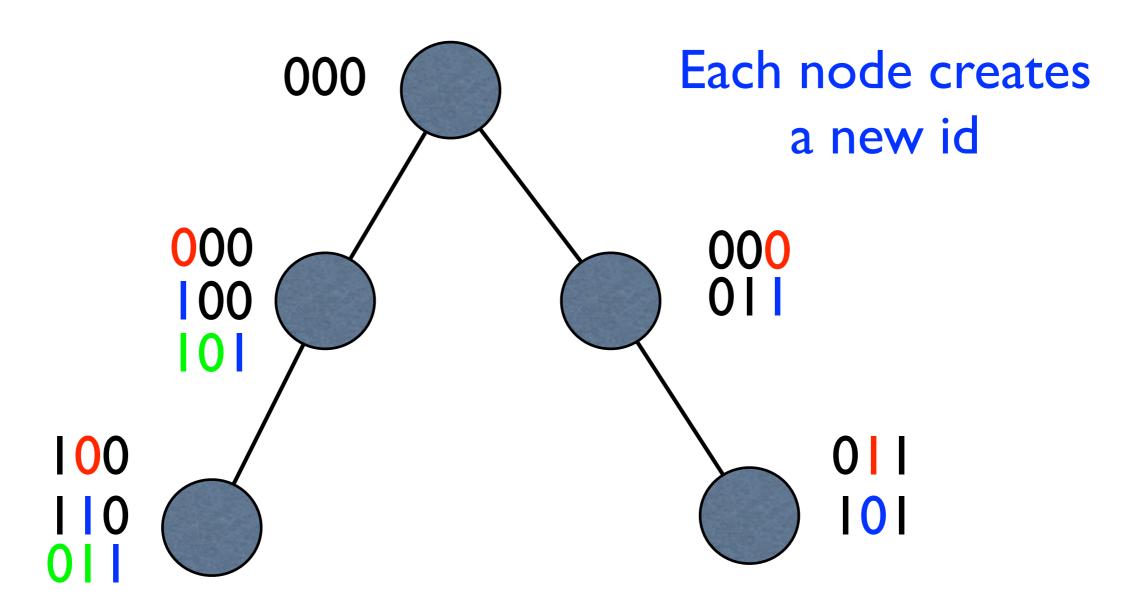


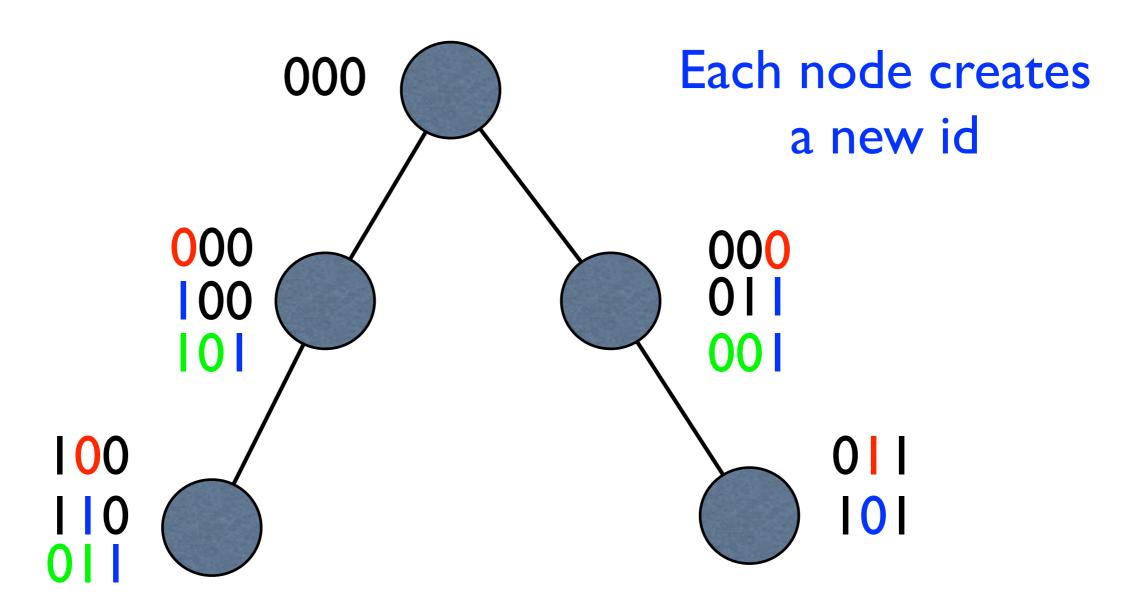


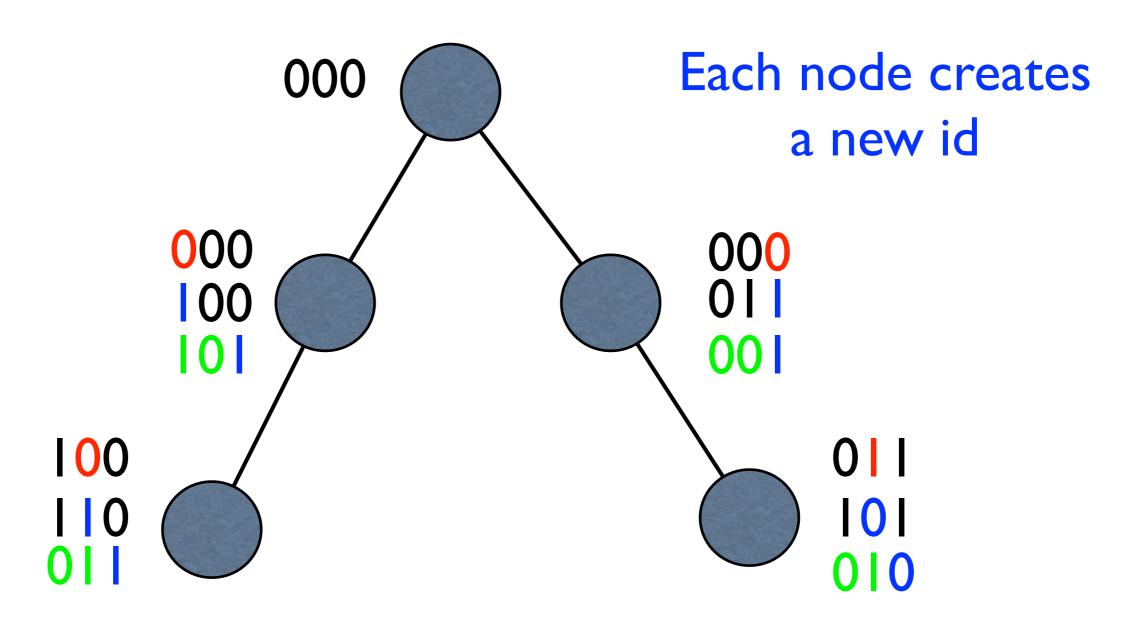


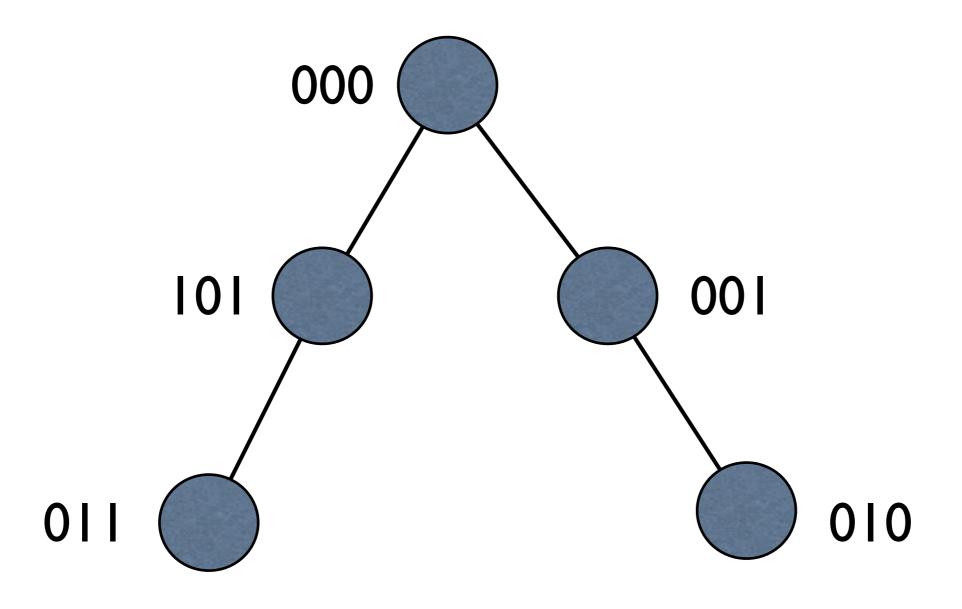


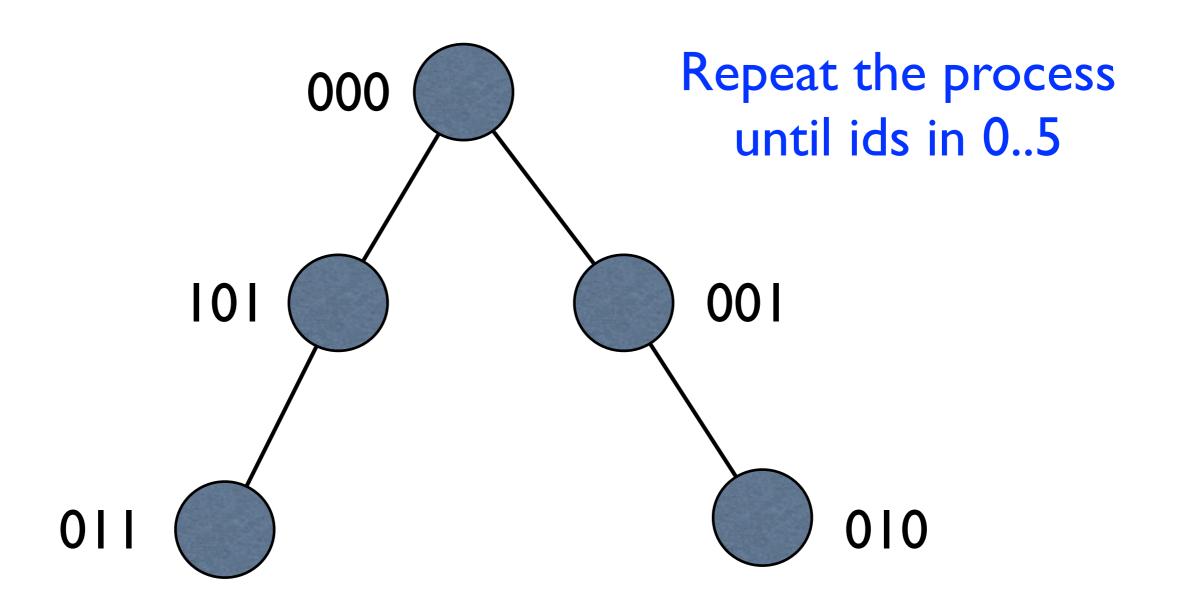


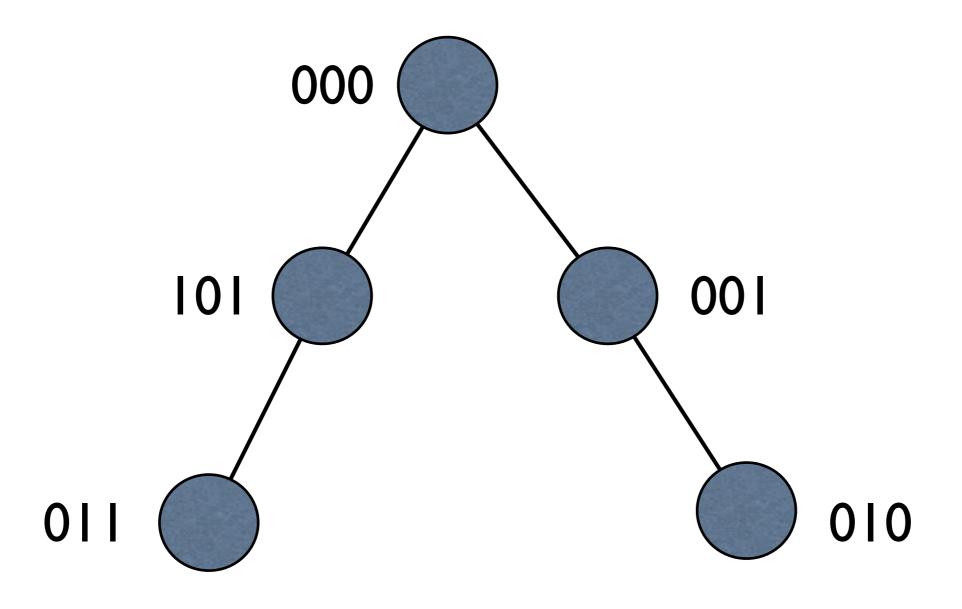


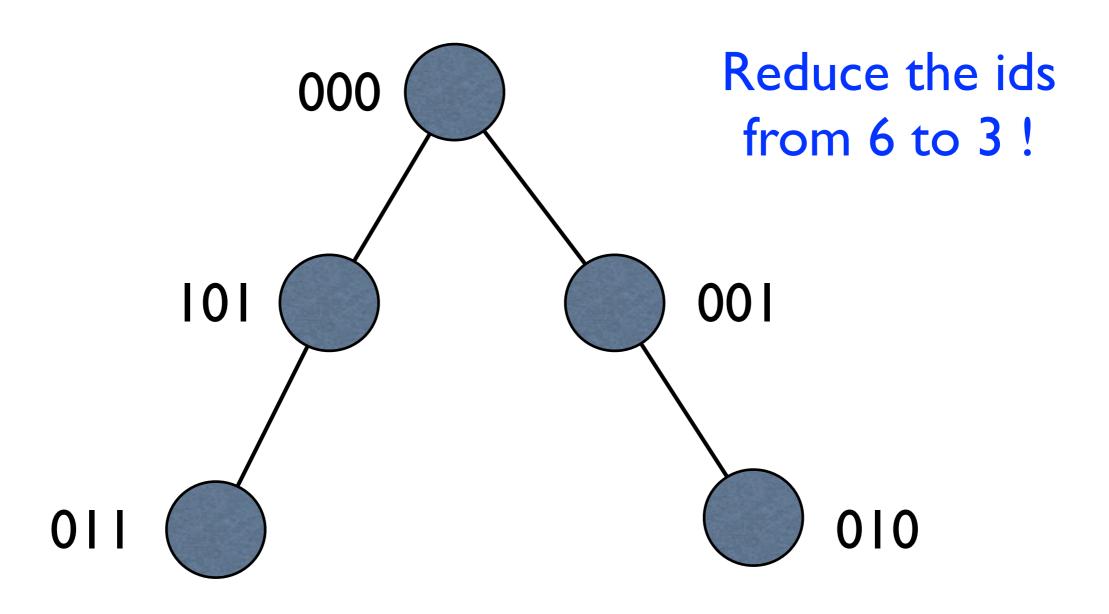


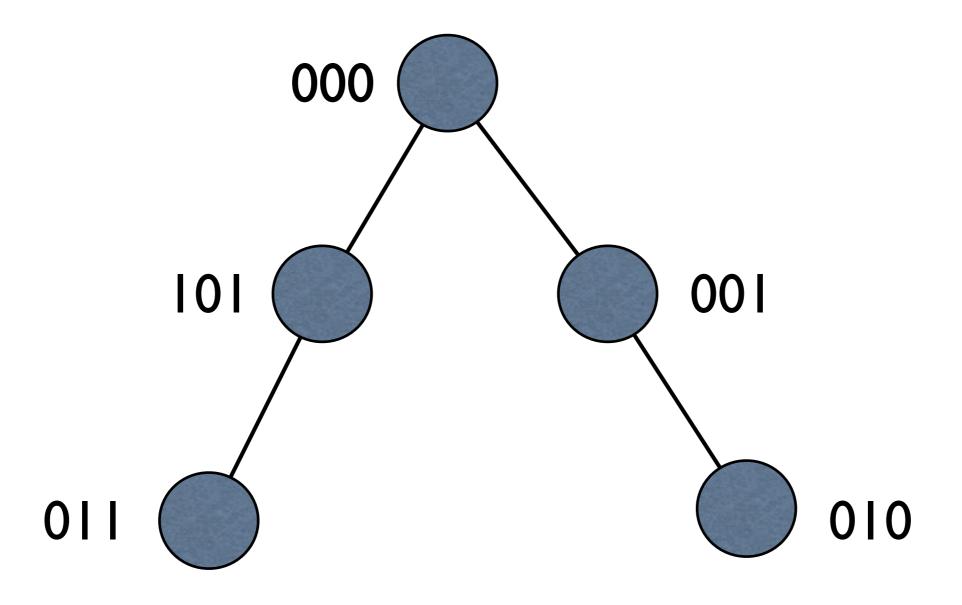


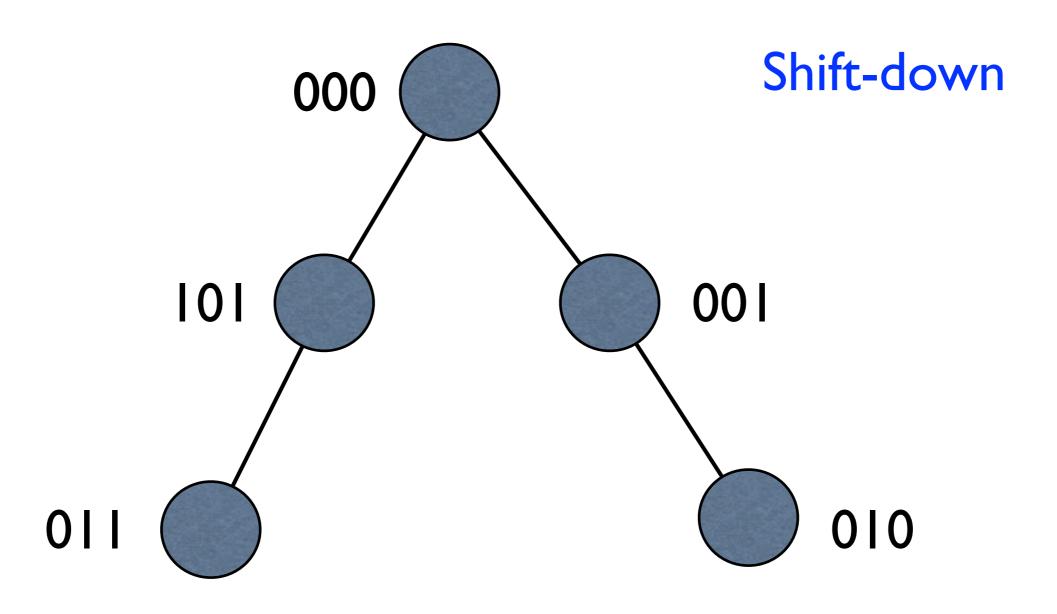


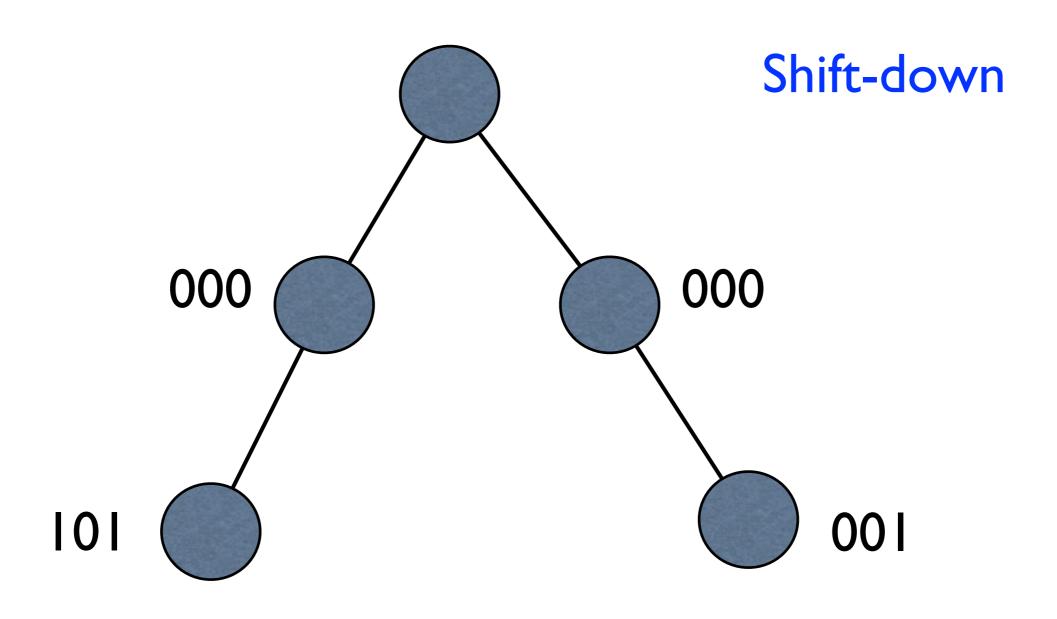


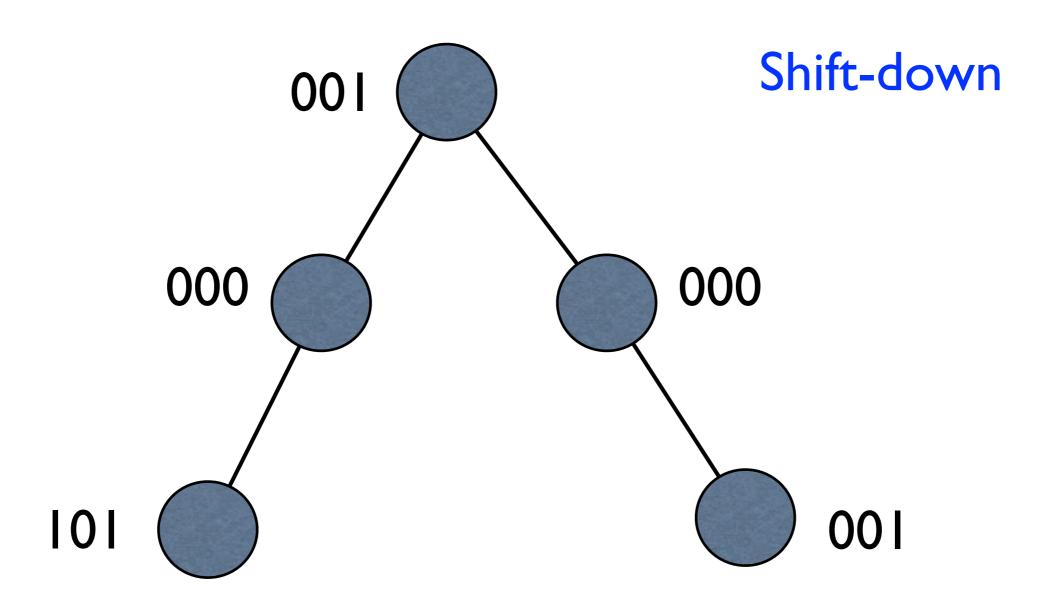


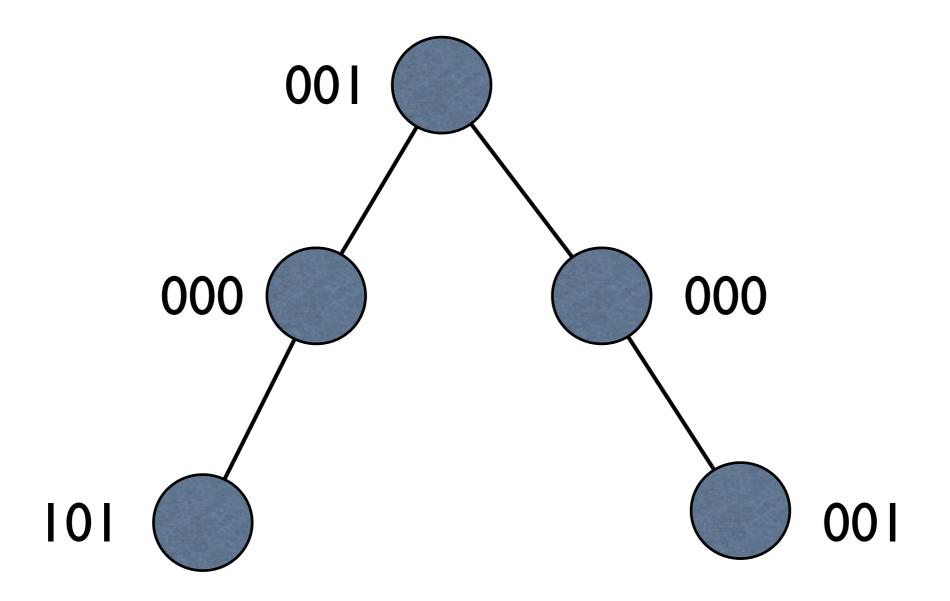


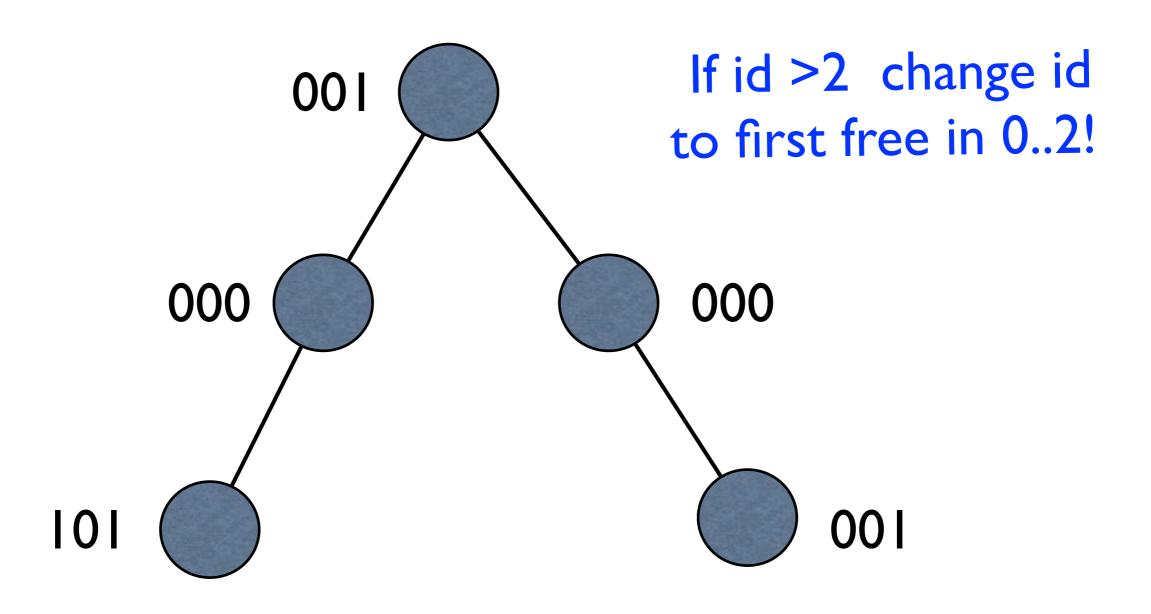


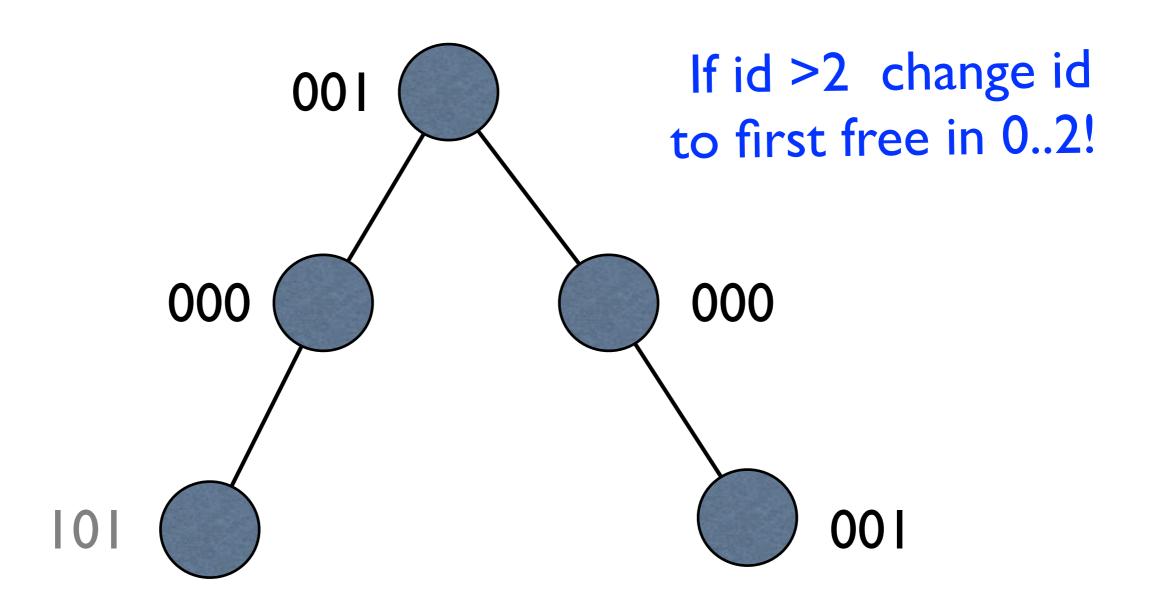


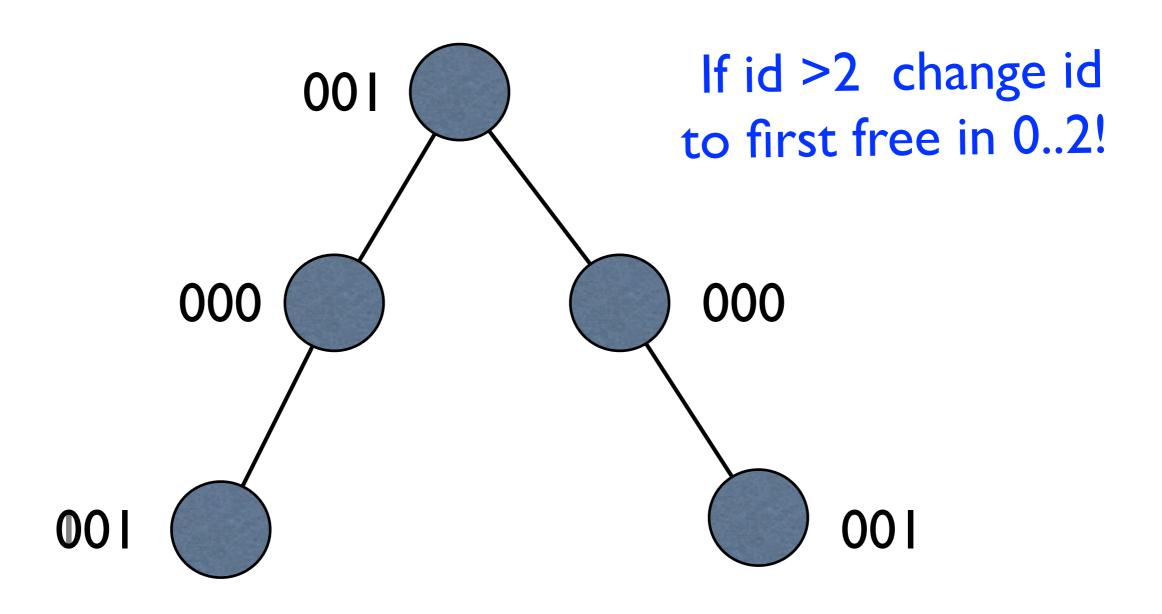












- 3 colors
- Complexity: O(log*(n)) exercice TD !!!!

$$\log^*(n) = \min\{i, \log^{(i)}(n) \le 2\}$$
$$\log^{(1)}(n) = \log(n)$$