#### $\Delta$ -coloring in the graph streaming model

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Motivation: Many problems have interesting instances where conventional algorithms use too much space.

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  - Median-finding (O(p) pass Õ(n<sup>1/p</sup>) space algorithms are known).
  - Counting distinct elements ((1 + ε)-approx in O(1/ε<sup>2</sup> · log n) space with constant probability of success known).

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- Can we design algorithms that work with sub-linear (in the number of vertices) space?

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- Semi-streaming model: Allow  $O(n \cdot \text{polylog}(n))$  space.
- A good survey is [2]

#### $\Delta$ -coloring

▶ Let G = (V, E) be a graph, then  $c : V \to C$  is a proper coloring if for any  $\{u, v\} \in E$ ,  $c(u) \neq c(v)$ .

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- For G with maximum degree Δ, Δ + 1 coloring is easy (assign arb. color to some vertex, then color rest "greedily").
- If G is not a clique or an odd-cycle, then it can be Δ-colored (Brook's Theorem).

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# Our project

• It is known that randomized  $(\Delta + 1)$ -coloring is possible in  $\tilde{O}(n)$  space [1]

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# Our project

- It is known that randomized  $(\Delta + 1)$ -coloring is possible in  $\tilde{O}(n)$  space [1]
- With randomization, can we Δ-color graphs in Õ(n) space in O(1) passes?

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#### References

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