

# Constraining the clustering transition for colorings of sparse random graphs

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May 22, 2017

## Abstract

Let  $\Omega_q$  denote the set of proper  $q$ -colorings of the random graph  $G_{n,m}$ ,  $m = dn/2$  and let  $H_q$  be the graph with vertex set  $\Omega_q$  and an edge  $\{\sigma, \tau\}$  where  $\sigma, \tau$  are mappings  $[n] \rightarrow [q]$  iff  $h(\sigma, \tau) = 1$ . Here  $h(\sigma, \tau)$  is the Hamming distance  $|\{v \in [n] : \sigma(v) \neq \tau(v)\}|$ . We show that w.h.p.  $H_q$  contains a single giant component containing almost all colorings in  $\Omega_q$  if  $d$  is sufficiently large and  $q \geq \frac{cd}{\log d}$  for a constant  $c > 3/2$ .

## 1 Introduction

In this short note, we will discuss a structural property of the set  $\Omega_q$  of proper  $q$ -colorings of the random graph  $G_{n,m}$ , where  $m = dn/2$  for some large constant  $d$ . For the sake of precision, let us define  $H_q$  to be the graph with vertex set  $\Omega_q$  and an edge  $\{\sigma, \tau\}$  iff  $h(\sigma, \tau) = 1$  where  $h(\sigma, \tau)$  is the Hamming distance  $|\{v \in [n] : \sigma(v) \neq \tau(v)\}|$ .

Heuristic evidence in the statistical physics literature (see for example [15]) suggests there is a *clustering transition*  $c_d$  such that for  $q > c_d$ , the graph  $H_q$  is dominated by a single connected component, while for  $q < c_d$ , an exponential number of components are required to cover any constant fraction of it; it may be that  $c_d \approx \frac{d}{\log d}$ . Recall that  $G_{n,m}$  for  $m = dn/2$  becomes  $q$ -colorable around  $q \approx \frac{d}{2 \log d}$  [3, 7]. In this note, we prove the following:

**Theorem 1.1.** *If  $q \geq \frac{cd}{\log d}$  for constant  $c > 3/2$ , and  $d$  is sufficiently large, then w.h.p.  $H_q$  contains a giant component that contains almost all of  $\Omega_q$ .*

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\*Research supported in part by NSF grant DMS1362785

†Research supported in part by NSF grant DMS1363136

In particular, this implies that the clustering transition  $c_d$ , if it exists, must satisfy  $c_d \leq \frac{3}{2} \frac{d}{\log d}$ .

Theorem 1.1 falls into the area of “Structural Properties of Solutions to Random Constraint Satisfaction Problems”. This is a growing area with connections to Computer Science and Theoretical Physics. In particular, much of the research on the graph  $H_q$  has been focussed on the structure near the colorability threshold, e.g. Achlioptas, Coja-Oghlan and Ricci-Tersenghi [2], Bapst, Coja-Oghlan, Hetterich, Rassman and Vilenchik [4], Molloy [13]. Other papers heuristically identify a sequence of phase transitions in the structure of  $H_q$  (one of which is the clustering transition  $c_d$ ), e.g., Krz̄akala, Montanari, Ricci-Tersenghi, Semerijan and Zdeborova [12], Zdeborova and Krz̄akala [15]. The existence of these transitions has been shown rigorously for some other CSPs (see, e.g., [8]).

An obvious target for future work is improving the constant in Theorem 1.1 to 1. Looking in another direction, it is shown in [9] that w.h.p.  $H_q, q \geq d + 2$  is connected. This implies that Glauber Dynamics on  $\Omega_q$  is ergodic. It would be of interest to know if this is true for some  $q \ll d$ .

## 2 Greedily Re-Coloring

Our main tool is a theorem from Bapst, Coja-Oghlan and Efthymiou [5] on planted colorings. We consider two ways of generating a random coloring of a random graph. We will let  $Z_q = |\Omega_q|$ . The first method is to generate a random graph and then a random coloring. In the second method, we generate a random (planted) coloring and then generate a random graph compatible with this coloring.

**Random coloring of the random graph  $G_{n,m}$ :** Here we will assume that  $m$  is such that w.h.p.  $Z_q > 0$ .

- (a) Generate  $G_{n,m}$  subject to  $Z_q > 0$ .
- (b) Choose a  $q$ -coloring  $\sigma$  uniformly at random from  $\Omega_q$ .
- (c) Output  $\Pi_1 = (G_{n,m}, \sigma)$ .

### Planted model:

1. Choose a random partition of  $[n]$  into  $q$  color classes  $N_1, N_2, \dots, N_q$  subject to

$$\sum_{i=1}^q \binom{|N_i|}{2} \leq \binom{n}{2} - m.$$

2. Let  $\Gamma_{\sigma,m}$  be obtained by adding  $m$  random edges, each with endpoints in different color classes.

3. Output  $\Pi_2 = (\Gamma_{\sigma, m}, \sigma)$ .

We will use the following result from [5]:

**Theorem 2.1.** *Let  $d = 2m/n$  and suppose that  $d \leq 2(q-1)\log(q-1)$ . Then  $\Pr(\Pi_2 \in \mathcal{P}) = o(1)$  implies that  $\Pr(\Pi_1 \in \mathcal{P}) = o(1)$  for any graph+coloring property  $\mathcal{P}$ .*

Consequently, we will use the planted model in our subsequent analysis. Let

$$q_0 = \frac{q}{q-1} \cdot \frac{d}{\log d - 7 \log \log d}.$$

The property  $\mathcal{P}$  in question will be: “the given  $q$ -coloring can be reduced via single vertex color changes to a  $q_0$  coloring” where  $\alpha > 1$  is constant.

In a random partition of  $[n]$  into  $q$  parts, the size of each part is distributed as  $\text{Bin}(n, q^{-1})$  and so the Chernoff bounds imply that w.h.p. in a random partition each part has size  $\frac{n}{q} (1 \pm \frac{\log n}{n^{1/2}})$ .

We let  $\Gamma$  be obtained by taking a random partition  $V_1, V_2, \dots, V_q$  and then adding  $m = \frac{1}{2}dn$  random edges so that each part is an independent set. These edges will be chosen from  $N_q = \binom{n}{2} - (1 + o(1))q \binom{n/q}{2} = (1 - o(1)) \frac{n^2}{2} (1 - \frac{1}{q})$  possibilities. So, let  $\hat{d} = \frac{mn}{N_q} \approx \frac{dq}{q-1}$  and replace  $\Gamma$  by  $\hat{\Gamma}$  where each edge not contained in a  $V_i$  is included independently with probability  $\hat{p} = \frac{\hat{d}}{n}$ .  $V_1, V_2, \dots, V_q$  constitutes a coloring which we will denote by  $\sigma$ . Now  $\hat{\Gamma}$  has  $m$  edges with probability  $\Omega(n^{-1/2})$  and one can check that the properties required in Lemmas 2.2 and 2.3 below all occur with probability  $1 - o(n^{-1/2})$  and so we can equally well work with  $\hat{\Gamma}$ .

Now consider the following algorithm for going from  $\sigma$  via a path in  $\Omega_q$  to a coloring with significantly fewer colors. It is based on the standard greedy coloring algorithm, as seen in Bollobás and Erdős [6], Grimmett and McDiarmid [10] and in particular Shamir and Upfal [14] for sparse graphs.

At any stage of the algorithm,  $U$  is the set of vertices whose colors have not been altered. The value of  $L$  in line D is  $n/\log^2 \hat{d}$ .

ALGORITHM GREEDY RE-COLOR

**begin**

    Initialise:  $r = 0, U = [n], C_0 \leftarrow \emptyset$ ;

**repeat**;

$r \leftarrow r + 1, C_r \leftarrow \emptyset$ ;

        Let  $W_j = V_j \setminus C_{<r}$  and  $k = \min \{j : W_j \neq \emptyset\}$ ;

**A:**      $C_r \leftarrow W_k, U \leftarrow U \setminus C_r, U_r \leftarrow U \setminus \{\text{neighbors of } C_r \text{ in } \hat{\Gamma}\}$ ;

**B:**     **repeat** (Re-color some vertices with color  $r$ );

**C:**           Arbitrarily choose  $v \in U_r$ ,  $C_r \leftarrow C_r + v$ ;  
 $U_r \leftarrow U_r \setminus \{\text{neighbors of } v \text{ in } \widehat{\Gamma}\}$ ;  
**until**  $U_r = \emptyset$ ;  
**D: until**  $|U| \leq L$ ;  
Re-color  $U$  with  $\frac{\widehat{d}}{\log^2 \widehat{d}} + 2$  new colors;  
**end**

We first argue that this re-coloring is such that the coloring of  $\widehat{\Gamma}$  is proper at all times. We argue by induction on  $r$  that the coloring at line A is proper. When  $r = 1$  there have been no re-colorings. Also, during the loop beginning at line B we only re-color vertices with color  $r$  if they are not neighbors of the set  $U_r$  of vertices colored  $r$ . This guarantees that the coloring remains proper until we reach line D. After which we can reason as in Lemma 2 of Dyer, Flaxman, Frieze and Vigoda [9].

**Lemma 2.2.** *Let  $p = m/\binom{n}{2} = \Delta/n$  where  $\Delta$  is some sufficiently large constant. With probability  $1 - o(n^{-1/2})$ , every  $S \subseteq [n]$  with  $s = |S| \leq n/\log^2 \Delta$  contains at most  $s\Delta/\log^2 \Delta$  edges.*

The above lemma, is Lemma 7.7(i) of Janson, Łuczak and Ruciński [11] and it implies that if  $\Delta = \widehat{d}$  then w.h.p.  $\widehat{\Gamma}_U$  at line D contains no  $K$ -core,  $K = \frac{2\widehat{d}}{\log^2 \widehat{d}} + 1$ . For a graph  $G = (V, E)$  and  $K \geq 0$ , the  $K$ -core is the unique maximal set  $S \subseteq V$  such that the induced subgraph on  $S$  has minimum degree at least  $K$ . A graph without a  $K$ -core is  $K$ -degenerate i.e. its vertices can be ordered as  $v_1, v_2, \dots, v_n$  so that  $v_i$  has at most  $K - 1$  neighbors in  $\{v_1, v_2, \dots, v_{i-1}\}$ . To see this, let  $v_n$  be a vertex of minimum degree and then apply induction.

We argue now that we can re-color the vertices in  $U$  with  $K + 1$  new colors, all the time following some path in  $H_q$ . Let  $v_1, \dots, v_n$  denote an ordering of  $U$  such that the degree of  $v_i$  is less than  $K$  in the subgraph  $\widehat{\Gamma}_i$  of  $\widehat{\Gamma}$  induced by  $\{v_1, v_2, \dots, v_i\}$ . We will prove the claim by induction. The claim is trivial for  $i = 1$ . By induction there is a path  $\sigma_0, \sigma_1, \dots, \sigma_r$  from the coloring  $\sigma_0$  of  $U$  at line B, restricted to  $\widehat{\Gamma}_{i-1}$  using only  $K + 1$  colors to do the re-coloring.

Let  $(w_j, c_j)$  denote the *(vertex, color)* change defining the edge  $\{\sigma_{j-1}, \sigma_j\}$ . We construct a path (of length  $\leq 2r$ ) that re-colors  $\widehat{\Gamma}_i$ . For  $j = 1, 2, \dots, r$ , we will re-color  $w_j$  to color  $c_j$ , if no neighbor of  $w_j$  has color  $c_j$ . Failing this,  $v_i$  must be the only neighbor of  $w_j$  that is colored  $c_j$ . Since  $v_i$  has degree less than  $K$  in  $\widehat{\Gamma}_i$ , there exists a new color for  $v_i$  which does not appear in its neighborhood. Thus, we first re-color  $v_i$  to any new (valid) color, and then we re-color  $w_j$  to  $c_j$ , completing the inductive step.

We need to show next that each Loop B re-colors a large number of vertices. Let  $\alpha_1(G)$  denote the minimum size of a *maximal* independent set i.e. an independent set that is not contained in any larger independent set. If  $\widehat{\Gamma}_U$  denotes the sub-graph of  $\widehat{\Gamma}$  induced by the vertices  $U$  then will re-color at least  $\alpha_1(\Gamma_U)$  vertices, where  $U$  is as the start of Loop B. The following result is from Lemma 7.8(i) of [11].

**Lemma 2.3.** *Let  $p = m/\binom{n}{2} = \Delta/n$  where  $\Delta$  is some sufficiently large constant.  $\alpha_1(G_{n,m}) \geq \frac{\log \Delta - 3 \log \log \Delta}{p}$  with probability  $1 - o(n^{-1/2})$ . (see Lemma 7.8(i)).*

Suppose now that we take  $u_0$  to be the size of  $U$  at the beginning of Step A and that  $u_t$  is the size of  $U$  after  $t$  vertices have been finally colored  $r$ . Thus we assume that  $u_{|W_k|}$  is the size of  $U$  at the start of Step B. We observe that

$$u_{t+1} \geq u_t - \text{Bin}(u_t, \hat{p}) - 1. \quad (1)$$

We have inequality here because  $v \in V_j$  has no neighbors in  $V_j$  for  $j \geq 1$ . On the other hand, if we apply Algorithm GREEDY RE-COLOR to  $G_{n,\hat{p}}$  then (1) is replaced by

$$\tilde{u}_{t+1} = \tilde{u}_t - \text{Bin}(\tilde{u}_t, \hat{p}) - 1. \quad (2)$$

(Putting  $V_j = \{j\}$  means that GREEDY RE-COLOR is running on  $G_{n,\hat{p}}$ .)

Comparing (1) and (2) we see that we can couple the two applications of GREEDY RE-COLOR so that  $u_t \geq \tilde{u}_t$  for  $t \geq 0$ . Now each application of Loop B re-colors a maximal independent set and so using Lemma 2.3 we see that w.h.p. each execution of Loop B re-colors at least

$$\frac{\log(\hat{d}/\log^2 \hat{d}) - 3 \log \log(\hat{d}/\log^2 \hat{d})}{\hat{d}} n \geq \frac{q-1}{q} \cdot \frac{\log d - 6 \log \log d}{d} n$$

vertices, for  $d$  sufficiently large. Consequently, at the end of Algorithm GREEDY RE-COLOR we will have used at most

$$\frac{q}{q-1} \cdot \frac{d}{\log d - 6 \log \log d} + \frac{2d}{\log^2 d} + 1 \leq \frac{q}{q-1} \cdot \frac{d}{\log d - 7 \log \log d} = q_0$$

colors. The term  $\frac{2d}{\log^2 d} + 2$  arises from the re-coloring of  $U$  at line D.

Now suppose that  $q \geq \frac{cd}{\log d}$  where  $d$  is large and  $c > 3/2$ . Given a random member  $\sigma$  of  $\Omega_q$  and a  $\chi$ -coloring  $\tau$  we can re-color  $G_{n,m}$  with  $q_0$  colors distinct from the colors used in  $\tau$ . This is because  $\tau$  uses only  $\approx \frac{d}{2 \log d}$  colors w.h.p. After this we step by step move from  $\sigma$  to  $\tau$  by changing one color class at a time. This is enough to prove Theorem 1.1.  $\square$

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