Fun with L(2,1)-labeling

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Network of points (vertices) and lines (edges)



Assign colors (usually numbers) to vertices so that neighbors get different colors. Try to use as few colors as possible.



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Breaks rule #1

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Breaks rule #2

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Okay, but not optimal.

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Left graph breaks both rules repeatedly. Middle graph is okay but uses too many colors. Right graph is optimal.

Let's try another



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Yet another example



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Goal: max label 6



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- We'll denote it by $\lambda_{2,1}(G)$.
- In the literature, people often talk about the *span*, the difference between the largest and smallest labels.

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- There are many classes of graphs for which $\lambda_{2,1}$ is not known.
- The problem is NP-complete (i.e., interesting).

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- See below for an example.



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- At distance 2, a vertex can have at most Δ(Δ−1) neighbors.
 We have to avoid all their labels.
- In total, we have to avoid at most $3\Delta + \Delta(\Delta 1) = \Delta^2 + 2\Delta$ labels.

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- They also showed that $\lambda_{2,1} \leq \Delta^2 + c$ for some fixed (but unfortunately very large) *c*.

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- There are also edge versions, list versions, and more.

MathSciNet

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Name

Math 211 Assignment 33 (Due Fri 12/2/22)

L(2,1)-labeling is a relative of graph coloring. Vertices are assigned integer labels according to the following rules:

- · The labels for neighbors must differ by at least 2.
- If a vertex is two steps away from another (i.e., to get to it, you have to pass through one exactly other vertex), then their labels need to be different.
- · If vertices are more than two steps away from each other, then it is okay for them to have the same label.
- The "max label" listed under each graph is the largest number you are allowed to use. That label should show up somewhere in the graph. The smallest label used should always be 1. It's possible that not all the numbers between 1 and the max will be needed.



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 - Fun
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 - Developing perseverance, since first attempts often don't work
 - Developing a habit of checking work for mistakes
 - Developing problem-solving strategies
- It's not something they have ever seen before.
- It's also a good problem for undergraduate research since it doesn't require a lot of background to get started on, and there are myriad things to work on.

• I find *L*(2, 1)-labelling works well as a puzzle. It's easy to make mistakes, though. I built a simple app that checks your work.

https://www.brianheinold.net/L21.html

• You can view source on the page to see the code. Adding new graphs is quick.



Board number:		6	
Goal:	7		
Clear	Previous	Next	Random

Rules:

- 1. Neighbors' labels must differ by 2.
- 2. Vertices at distance 2 from each other must get different labels.
- The smallest label is 1 and the largest label shouldn't be more than the goal.

Thank you!

A few selected references:

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