Balanced Coloring

#### OR approach

Overview

An Integer program

Future work

# Algorithms and Experiments for the Approximate Balanced Coloring Problem

## SIAM DS17

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May 24, 2017





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## Overview

- Describe balanced coloring
  - Finds synchronous clusters of nodes
  - Algorithm of Belykh and Hasler (2011) finds the largest synchronous clustering of nodes
  - How do we generalize this?

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## Overview

- Describe balanced coloring
  - Finds synchronous clusters of nodes
  - Algorithm of Belykh and Hasler (2011) finds the largest synchronous clustering of nodes
  - How do we generalize this?
- Apply integer programming to problem
  - A technique from operations research, and, more specifically, mathematical programming
  - Provides a framework to systematically model variations of a given problem
- Cross disciplinary fun with operations research!
  - Disclaimer: I'm not a dynamical systems expert
  - Optimization, machine learning, (big) data analytics, stochastics, control, etc
  - Talk goal: breaking the DS/OR language barrier





#### Balanced Coloring

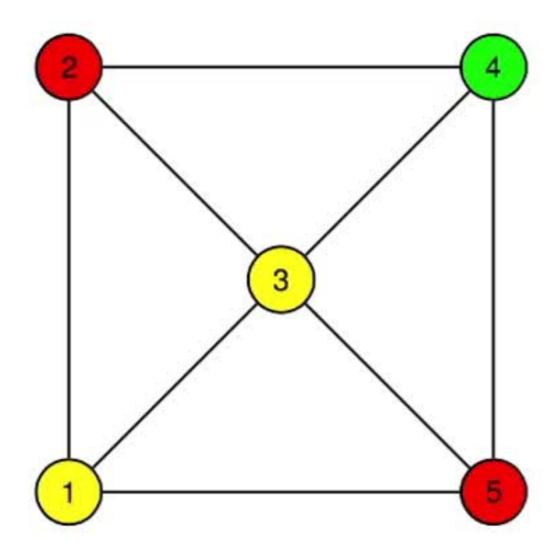
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A *coloring* of G is a partition, C, of the nodes in G.



$$\mathcal{C} = \{\{1,3\},\{2,5\},\{4\}\}$$

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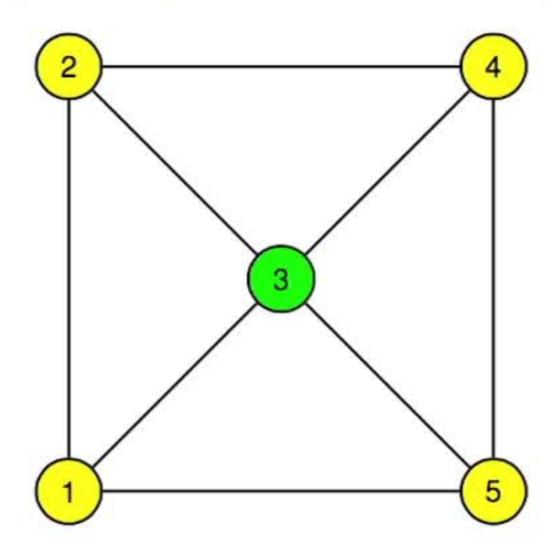
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A balanced coloring: for every  $S, T \in C$  and  $u, v \in S$ , the number of edges from u and v to nodes in T is equal.



Balanced

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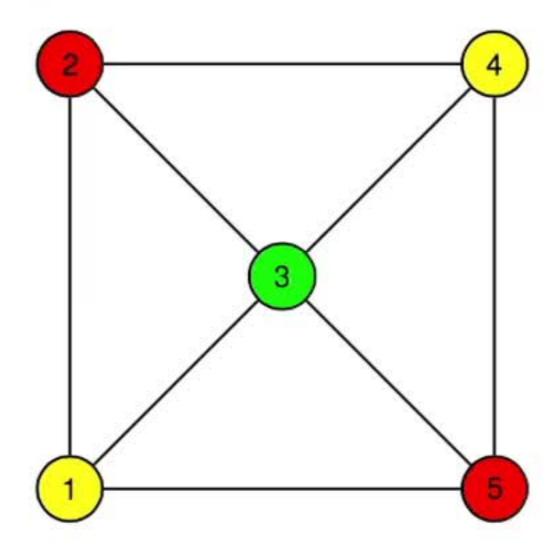
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A minimal balanced coloring is the balanced coloring using as few colors as possible.



Still balanced, not minimal

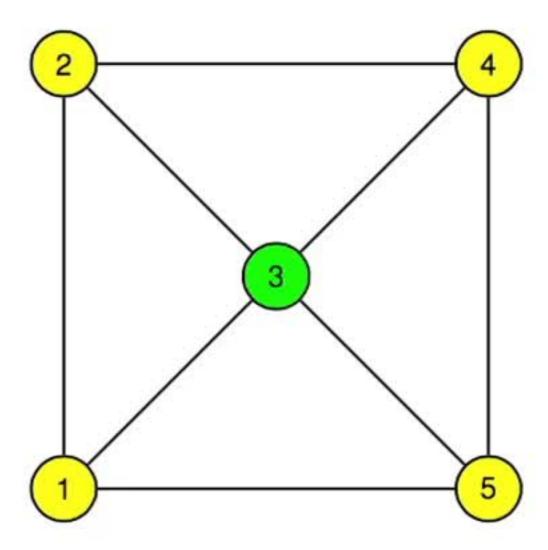
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# Minimal balanced coloring finds the largest synchronous clusters

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 A greedy algorithm by Belykh and Hasler (2011) finds the minimal balanced coloring in polynomial time.

- What about other generalizations?
  - Approximate edge weights, isolating nodes, directed graphs, etc.

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## Mathematical programming:

max 
$$f(x)$$
 subject to  $x \in S$ 

$$f: S \subset \mathbf{R}^n \to \mathbf{R}$$

Linear programming: f is linear, S is a polyhedron, i.e.,

$$f(x) = \sum_{i} c_{i}x_{i},$$
  

$$S = \{x \in \mathbf{R}^{n} : Ax \leq b\}, A \in \mathbf{R}^{m \times n}, b \in \mathbf{R}^{m}.$$

x are decision variables

Goal: find the optimal x

(Linear) Integer programming: f linear, S is a polyhedron intersected with  $Z^n$ .

Implementations exist to solve linear and integer programs.

LOW MORE TO THE RESIDENCE

G = (V, E), C = set of colors

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### **Decision variables**

t = number of colors used

 $z_c$  = indicator of color c used,  $c \in C$ 

 $y_{ic}$  = indicator of i colored  $c, i \in V, c \in C$ 

 $x_{iicd}$  = indicator of i colored c, j colored d,  $ij \in E$ , c,  $d \in C$ 

$$1 + |C| + |V||C| + |E||C|^2 = O(|E||C|^2)$$
 variables

Idea: Use linear equations and inequalities to create the set of all feasible balanced colorings.

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min

 $\sum_{c \in C} y_{ic} = 1$ s.t.

$$\sum_{c \in C, d \in C} x_{ijcd} = 1$$

$$x_{ijcd} \leq y_{ic}$$

$$x_{ijcd} \leq y_{jd}$$

$$\sum_{ij \in E} x_{ijcd} \leq \sum_{pq \in E} x_{pqcd} + M(1 - y_{ik}) + M(1 - y_{pk})$$
  $i, p \in V, c, d \in C$ 

$$\sum_{ji \in E} x_{jicd} \leq \sum_{qp \in E} x_{qpcd} + M(1 - y_{ik}) + M(1 - y_{pk}) \quad i, p \in V, c, d \in C$$

$$y_{ic} \leq z_c$$

$$t = \sum_{c \in C} z_c$$

$$x_{ijcd}, y_{ic}, z_c \in \{0, 1\}$$

 $i \in V$ 

(a)

 $ij \in E$ (b)

 $ij \in E, c, d \in C$ (c1)

 $(i,j) \in E, c, d \in C$ (c2)

(d1)

(d2)

 $i \in V, c \in C$ (e)

(f)

 $\forall i, j, c, d$ 

 $|V| + |E| + 2|E||C|^2 + 2|V|^2|C|^2 + |V||C| + 1$ 

 $= O(|V|^2|C|^2)$  constraints.

## Constraint examples:

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$$X_{34GR} \leq Y_{3G}$$

Forces  $x_{34GR} = 0$  with this color setting

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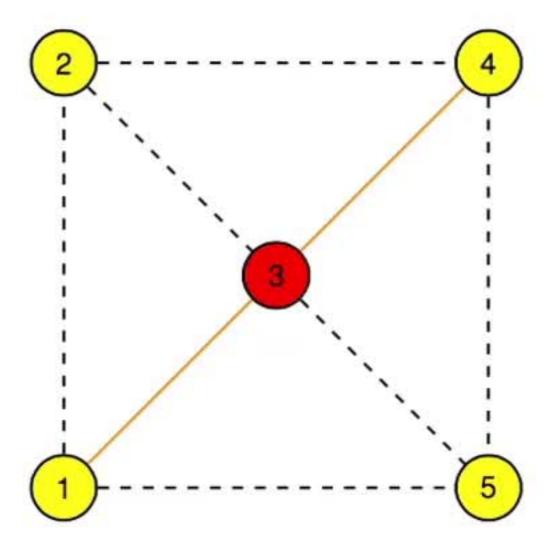
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## Constraint examples:



 $X_{12YR} + X_{13YR} + X_{15YR} \le X_{42YR} + X_{43YR} + X_{45YR} + M(1-y_{1Y}) + M(1-y_{4Y})$ 

Symmetric constraint results in  $x_{13YR} = x_{43YR}$  for this color setting

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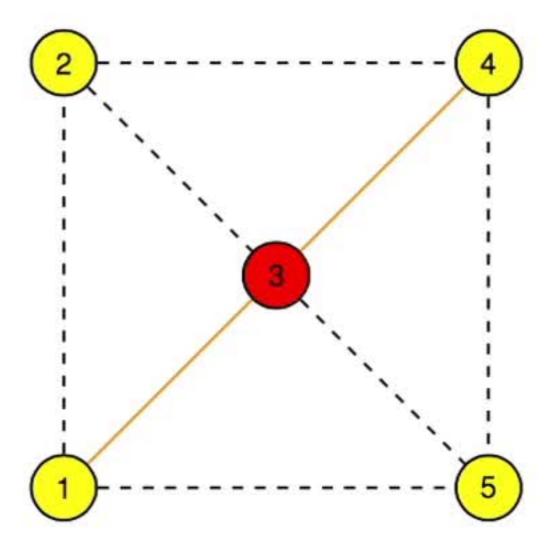
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## Ongoing work

- Improve the runtime for solving the integer program
  - Can solve up to 50 node graphs tractably



- Adding families of valid inequalities
- O(|E||C|<sup>2</sup>): Reducing the size of the problem, specifically bounding the number of colors to consider
- More sophisticated techniques

- Extensions to model
  - Fixing the color number to fine additional colorings
  - Approximate coloring: weighting the edges
  - Solving the Laplacian case

