



Mathematics > Combinatorics

# Acyclic edge-coloring using entropy compression

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An edge-coloring of a graph  $G$  is acyclic if it is a proper edge-coloring of  $G$  and every cycle contains at least three colors. We prove that every graph with maximum degree  $\Delta$  has an acyclic edge-coloring with at most  $4\Delta$  colors, improving the previous bound of  $9.62\Delta$ . Our bound results from the analysis of a very simple randomised procedure using the so-called entropy compression method. While this procedure might run in expected exponential time, we show that if we use  $(4+\epsilon)\Delta$  colors instead of  $4\Delta$  colors, for some  $\epsilon > 0$ , the expected running time of the procedure is  $O(mn/\epsilon \Delta \log \Delta)$ , where  $n$  and  $m$  are the number of vertices and edges of  $G$ . Such a randomised procedure running in expected polynomial time was only known to exist in the case where at least  $16\Delta$  colors were available.

Our aim here is to make a pedagogic tutorial on how to use these ideas to analyse a broad range of graph coloring problems. As an application, we also show that every graph with maximum degree  $\Delta$  has a star coloring with  $2\sqrt{\Delta} + \Delta$  colors.

Comments: 12 pages, algorithmic remarks have been added at the end

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