

# Applying Genetic Algorithms to Ramsey Theory

David White  
Wesleyan University

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# Outline

Applying  
Genetic  
Algorithms  
to Ramsey  
Theory

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## ① Basic Graph Theory and graph coloring

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- 1 Basic Graph Theory and graph coloring
- 2 Pigeonhole Principle

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- 12 Other attacks plus further ways to push

# Basic Graph Theory

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## Definition

A **graph**  $G$  is a pair  $(V, E)$  where  $V$  is a set of **vertices**, and  $E$  is a set of pairs of points  $(v_i, v_j)$  called **edges**.

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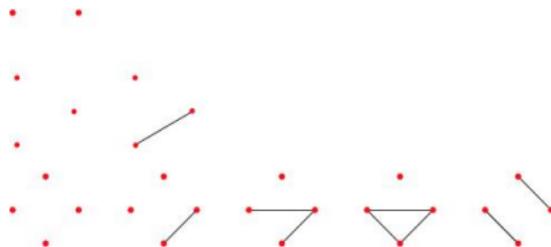


Figure: A graph

# Complete Graphs

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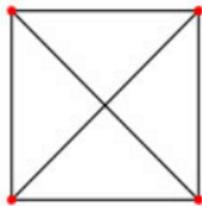
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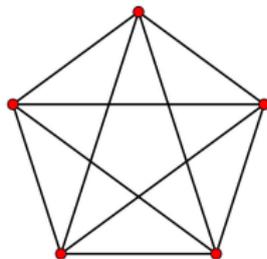
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$K_4$



$K_5$

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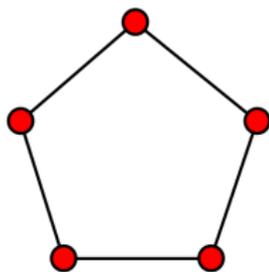
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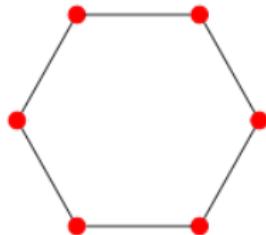
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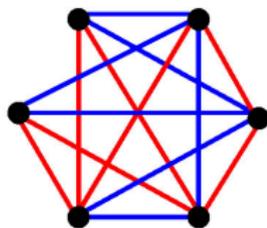


Figure: A 2-colored graph

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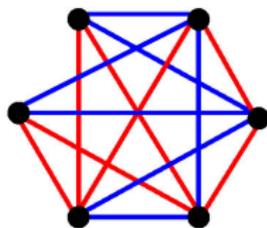


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We will be interested in colorings which avoid monochromatic subgraphs.

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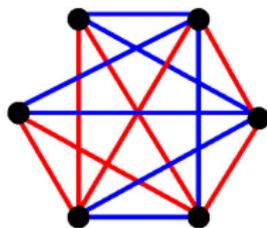


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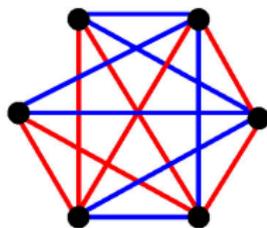


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We will be interested in colorings which avoid monochromatic subgraphs. This has no red triangle and no blue triangle, but last edge will force a monochromatic triangle.

# Pigeonhole Principle

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## Proposition (Pigeonhole Principle)

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If you have  $2n - 1$  people at a party then at least  $n$  are of the same gender.

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The notion of placing pigeons into 2 holes is exactly the same as 2-coloring the pigeons.

# Ramsey Theory

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Ramsey Theory generalizes the Pigeonhole Principle:

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What is the minimum number of guests that must be invited so that at least  $n$  will know each other?

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*$R(n)$  is the smallest integer  $m$  such that in any 2-coloring of  $K_m$  there is a monochromatic  $K_n$ .*

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$R(1) = 1$  and  $R(2) = 2$ : an edge is a monochromatic edge.

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Generally: what is the smallest model guaranteed to contain the submodel I desire?

# Theorem on Friends and Strangers

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## Theorem (Theorem on Friends and Strangers)

*At any party with at least six people either three pairwise know each other or three are pairwise strangers.*

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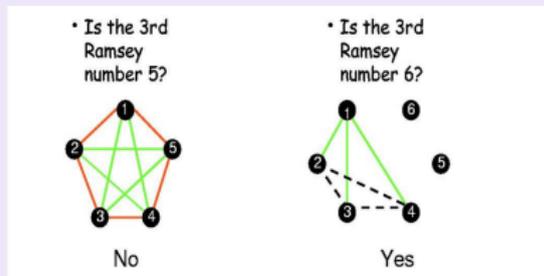


Figure:  $R(3) \geq 6$

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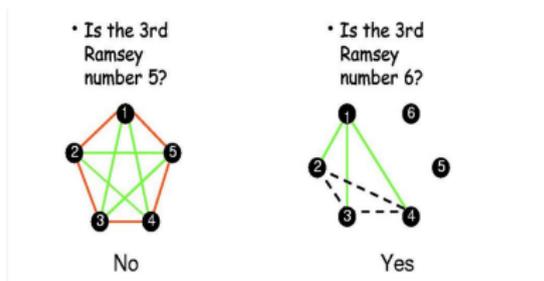


Figure:  $R(3) \leq 6$

Proof.

A vertex has 5 edges touching it, so three of them are the same color, say green.

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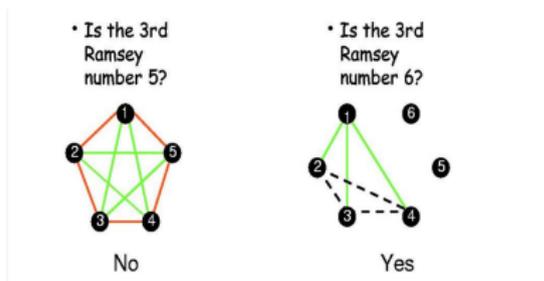


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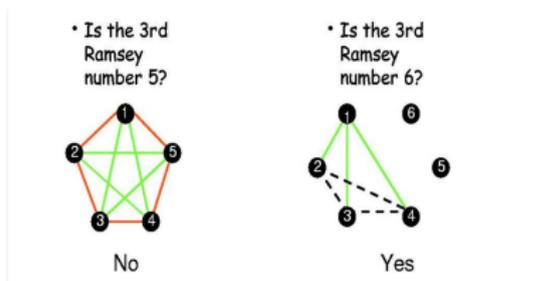


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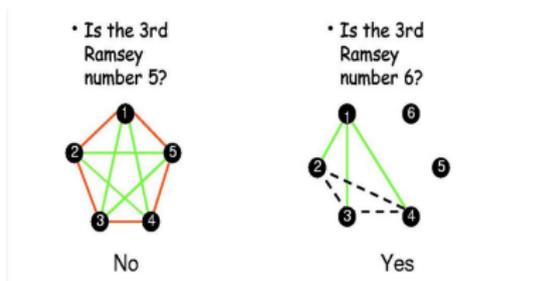


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If any edge is green then we have a green triangle.

So all of these edges must be red, giving a red triangle.



# Known and Unknown Ramsey Numbers

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$$R(3) = 6.$$

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$$R(3) = 6. \quad R(4) = 18.$$

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$R(3) = 6$ .  $R(4) = 18$ . To show  $R(4) > 17$ :

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$43 \leq R(5) \leq 49$  and  $102 \leq R(6) \leq 165$  best bounds.

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There are  $\binom{43}{2}$  edges and each has two choices, so number of colorings is  $2^{\binom{43}{2}} \approx 2^{1000}$ . This is a HARD problem.

# Lower Bound on $R(n)$

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Constructive methods like this can give polynomial lower bounds of any fixed degree, but nothing reaching  $c^n$ .

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Applying  
Genetic  
Algorithms  
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Theory

David  
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Wesleyan  
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We will focus on constructing lower bound examples.

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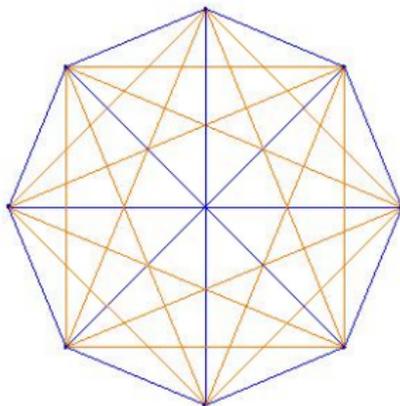
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# A Useful Proposition

Applying  
Genetic  
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# Generalizing Ramsey numbers

Applying  
Genetic  
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to Ramsey  
Theory

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## Theorem (Ramsey's Theorem)

*Given integers  $n_1, \dots, n_r$  there is a number  $m = R(n_1, \dots, n_r)$  such that for any  $r$ -coloring of the edges of  $K_m$*

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$$55 \leq R(3, 4, 4) \leq 79$$

# One further generalization

Applying  
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Theory

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White  
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University

## Definition

*$R(G_1, \dots, G_r)$  is the smallest  $m$  such that for any  $r$ -coloring of the edges of  $K_m$*

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$$R(C_4, C_4, C_4) = 11,$$

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Our  $K_8$  coloring had a yellow  $C_4$ .

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Our  $K_8$  coloring had a yellow  $C_4$ .

$R(G, H) \geq (\chi(G) - 1)(c(H) - 1) + 1$  for  $\chi$  = chromatic number,  $c$  = size of largest connected component

# One further generalization

## Definition

$R(G_1, \dots, G_r)$  is the smallest  $m$  such that for any  $r$ -coloring of the edges of  $K_m$  for some  $i$  there is a monochromatic  $G_i$  in color  $i$ .

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$$R(T_m, K_n) = (m - 1)(n - 1) + 1 \text{ for any tree } T_m$$

# Examples

Applying  
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Early  $K_5$  coloring shows  $R(C_4, C_4) > 5$ .

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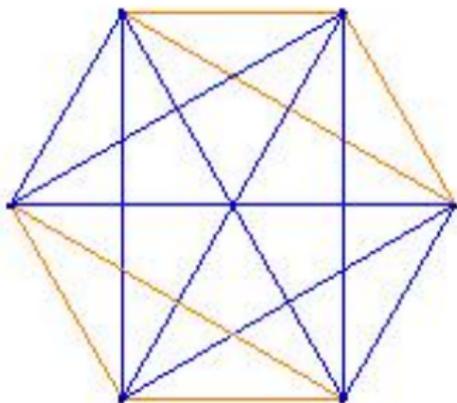
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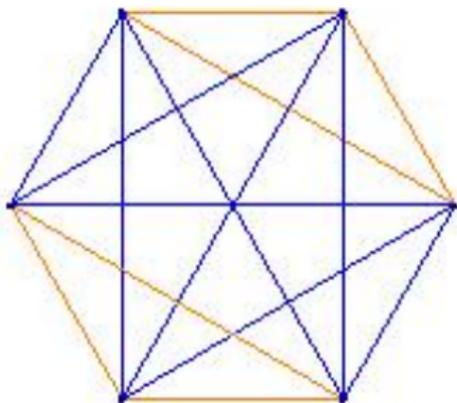


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$$\begin{bmatrix} & y & y & b & b & b \\ y & & y & b & b & b \\ y & y & & b & b & b \\ b & b & b & & y & y \\ b & b & b & y & & y \\ b & b & b & y & y & \end{bmatrix}$$

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A lookup table is used to get values of  $i$  and  $j$  from given edge  $e = (i, j)$ .

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# Selection and Mutation

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## Tournament Selection:

# Selection and Mutation

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Tournament Selection: run two tournaments and record winners and losers.

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Children of winners replace the losers. Each generation only replaces the worst pair (steady state).

Pros: slow convergence,

# Selection and Mutation

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Note the random filling of the tournament. Might be better to bias this towards getting some of the highest and some of the lowest fitness individuals.

# Fitness Function

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You could improve on Rao by making a smarter fitness function. His does not take into account how badly a graph fails, and it only has the  $-1$  rather than something more sophisticated.

# Checking for mono $G_a$

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How to check for a monochromatic triangle in color  $a$ :

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for  $k = 0$  to  $N - 1$  do

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```
for  $k = 0$  to  $N - 1$  do  
  if  $i, j, k$  are distinct then
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# Checking for mono $G_a$

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How to check for a monochromatic triangle in color  $a$ :

for  $k = 0$  to  $N - 1$  do

  if  $i, j, k$  are distinct then

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end
return true
```

Checking for other  $G_a$  is similar and easy.

# Implementation

initialize population and set  $\text{fitness}[i] = \text{fv}(i)$  for all  $i$   
 $\text{trial} = 0$

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```
initialize population and set fitness[i] =fv(i) for all i
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while true
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    tournament(t_size, p1, c1)
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The mutation code must be a typo because he later claims mutation rate did matter in experiments.

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# Statistics

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There are five parameters that affect performance:

# Statistics

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There are five parameters that affect performance:

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He couldn't see the effect of tournament size, population size, and mutation rate because the majority of solutions were found in the initial population, BEFORE evolution! So this “EA” was really just brute force!

# Results

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He found numerous different colorings to prove these, but one coloring suffices for a proof.

# How to improve on this

Because there is so little exploration, the seed matters a TON.

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To make Rao's algorithm better, look into:

- Better way to fill the tournament
- Better selection method in general to encourage more exploration. Make it less steady-state.
- Actually using mutation
- Make the fitness penalty smarter than just  $-1$

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To make Rao's algorithm better, look into:

- Better way to fill the tournament
- Better selection method in general to encourage more exploration. Make it less steady-state.
- Actually using mutation
- Make the fitness penalty smarter than just  $-1$
- Smarter search space with fewer obvious bad colorings

# How to improve on this

Because there is so little exploration, the seed matters a TON. This is why the best solutions found were usually found so quickly. The evolution here does almost nothing.

To really test an EA on Ramsey Theory you need to ask a harder question. Other subgraphs than  $C_n$ 's and  $K_n$ 's? Classical  $R(s, t)$  and  $R(n)$  numbers?

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- Ask about Ramsey numbers of directed graphs or hypergraphs.

# Is there any hope?

Applying  
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Algorithms  
to Ramsey  
Theory

David  
White  
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University

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No one has attacked Ramsey theory using EAs in even a remotely clever way. Plenty of room for improvement. We finish with some ideas for how to do this.

# Other attacks

Geoffrey Exoo (1998) used simulated annealing.

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Use a hierarchical GA: solve smaller instances of the problem and then combine solutions. If  $R(G_1, G_2) = n$  avoid an uncolored  $K_n$  when you have only 2 colors left.

# References

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