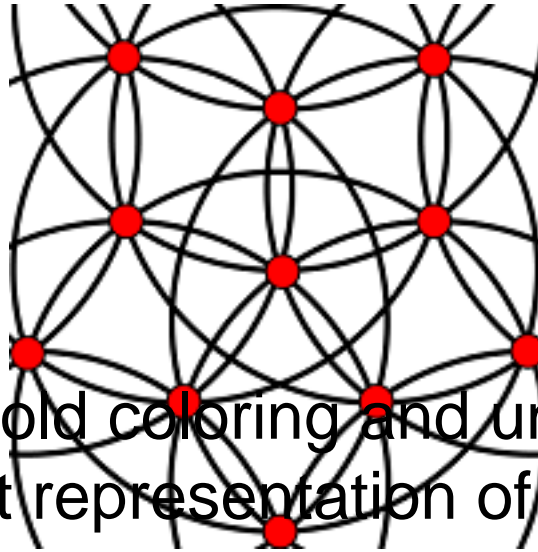


# CSASC 2013



Contribution ID : 59

## Threshold coloring and unit cube contact representation of graphs

### Content :

Given a partition of edges of a graph  $G$  into  $\text{near}$  and  $\text{far}$  edges, a  $\text{threshold coloring}$  is a labeling of  $V(G)$  so that every pair of vertices adjacent with a  $\text{near}$  edge receive integer labels that are closer than a certain threshold, and every pair of vertices adjacent with a  $\text{far}$  edge receive labels at greater distance.

Not every planar graph is threshold colorable, yet several subclasses of planar graphs admit a threshold coloring. Applying the concept of threshold colorings to infinite planar grids we were able to show that, for example, every subgraph of a hexagonal tessellation of the plane admits a unit-cube contact representation.

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**Session classification :** --not yet classified--

**Track classification :** Graph Theory

**Type :** Oral presentation