RA1911003010668 Isha Sah Lab 2: Developing agent programs for Real world Problems.

GRAPH COLORING PROBLEM

Problem formulation:

Ginen a graph, color its edges such that no two adjacent sides have the same color, using minimum no of colors & return the chromatic number.

Problem Salving

Graph coloring problem is to assign colors to certain elements of a graph subject to certain constraints. Vertex coloring is the most common graph coloring problem. The problem goes: ginen on colors, find a way of coloring me vertices of the graph such that no two adjacent writers are colored using the same color. The other graph coloring problems like edge coloring or face coloring (Geographical Mup coloring) can be transformed into nertex

Chromatic Number:

The smallest number of colors needed to color a graph G is called its curomatic number.

Algorithm:

- . Color first vertex with first color Loop for remaining I-1 vertices:
 - · Consider the currently picked vertex & color it with the lowest numbered color mut has not been used on any preniously colored vertest adjacent to it.
- . If all previously used colors appear on vertices adjacent to v, assign a new color

. Repeat mese for all edges

. Index of color used is me chormatic number.