

AI LAB EXP – 2

DEVELOPING AGENT PROGRAMS FOR REAL WORLD PROBLEMS

Graph Coloring Problem

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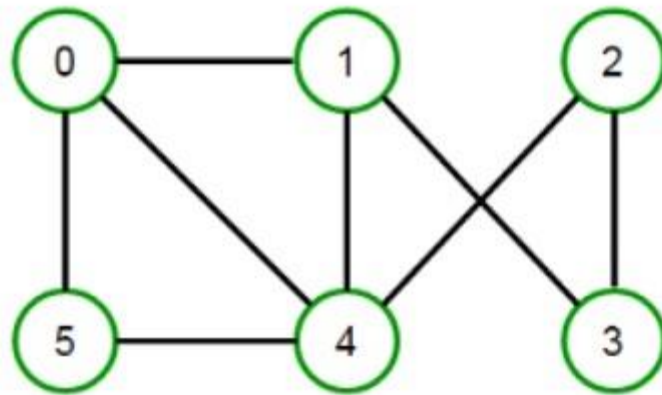
CODE: (Vertex Colouring)

```
class Graph:
    def __init__(self, edges, n):
        self.adjList = [[] for _ in range(n)]
        for (src, dest) in edges:
            self.adjList[src].append(dest)
            self.adjList[dest].append(src)

def colorGraph(graph, n):
    result = {}
    for u in range(n):
        assigned = set([result.get(i) for i in graph.adjList[u] if i in result])
        color = 1
        for c in assigned:
            if color != c:
                break
        color = color + 1
        result[u] = color
    for v in range(n):
        print(f'Color assigned to vertex {v} is {colors[result[v]]}')

if __name__ == '__main__':
    colors = ['', 'BLUE', 'GREEN', 'RED', 'YELLOW', 'ORANGE', 'PINK',
              'BLACK', 'BROWN', 'WHITE', 'PURPLE', 'VOILET']
    edges = [(0, 1), (0, 4), (0, 5), (4, 5), (1, 4), (1, 3), (2, 3), (2, 4)]
    n = 6
    graph = Graph(edges, n)
    colorGraph(graph, n)
```

Graph before Vertex Colouring:



Output Screenshot:

```
Welcome To Colaboratory - Colab x  Untitled1.ipynb - Colaboratory x +
colab.research.google.com/drive/1jdUfcoSD86EBN_DoTyGHnOH001uVZ_N
Apps srmist.edu - Acade... CodeTntra Teach... CCC Classes Must-know Topics... Online Courses - A... Library Genesis tallentbattle How To Land Your... (11) Does SRM Univ...
Untitled1.ipynb
File Edit View Insert Runtime Tools Help All changes saved
+ Code + Text
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            print(f'Color assigned to vertex {v} is {colors[result[v]]}')

if __name__ == '__main__':
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    edges = [(0, 1), (0, 4), (0, 5), (1, 4), (1, 3), (2, 3), (2, 4), (4, 5), (4, 3)]
    n = 6
    graph = Graph(edges, n)
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```

```
Color assigned to vertex 0 is BLUE
Color assigned to vertex 1 is GREEN
Color assigned to vertex 2 is BLUE
Color assigned to vertex 3 is RED
Color assigned to vertex 4 is RED
Color assigned to vertex 5 is GREEN
```

Graph after Vertex Colouring:

