

Design & Analysis of Algorithms

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Graph Coloring

Let G be a graph and m be a given positive integer.

We want to discover whether the nodes of G can be colored in such a way that no two adjacent nodes have the same color yet only m colors are used. This is called as m -colorability decision problem.

The m -colorability optimization problem asks for the smallest integer m for which the graph G can be colored. This integer is referred to as the CHROMATIC NUMBER of the graph.

Graph Coloring Problem

may be

a decision problem

(for a given number m , whether it is possible to color the graph such that no two adjacent nodes have same color)

Yes or No?

an optimization problem

(find the minimum value of m required to color the graph such that no two adjacent nodes have same color).

This has practical application in map coloring. (No two regions which are adjacent to each other ~~are~~ should have the same color).

For example:-

Example 1:-

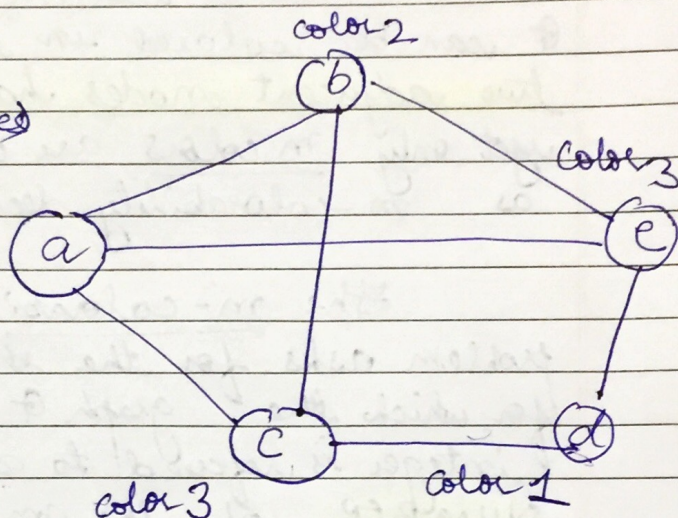
a)

$n=5$ (nodes)

color 1

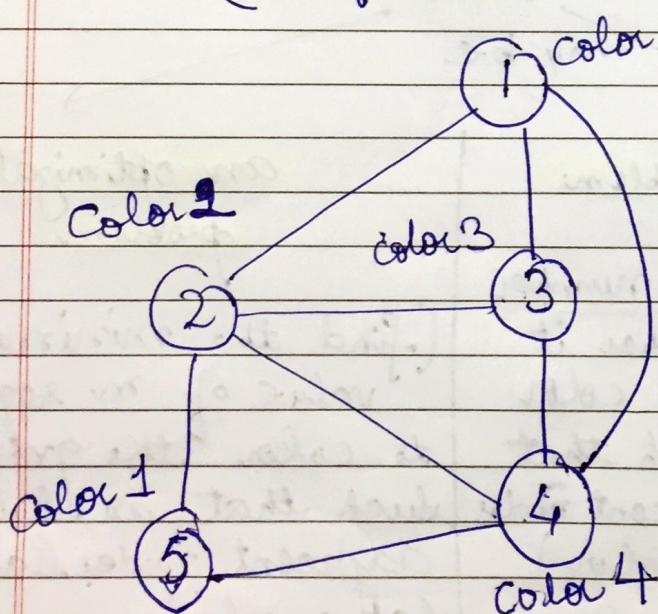
Three colors are required in this graph to color it.

$m=3$



Example 2:-

b) $n=5$ (no. of nodes or vertices = 5)



$m=4$

are required to color this graph

State Space Tree Graph Coloring Problem

(for $n=5, m=4$) (for example)

color option

$x_1 = 1$

$x_1 = 2$

$x_1 = 3$

$x_1 = 4$

$x_2 = 1$

$x_2 = 2$

$x_2 = 3$

$x_2 = 4$

$x_3 = 1$

$x_3 = 2$

$x_3 = 3$

$x_3 = 4$

$x_4 = 1$

$x_4 = 2$

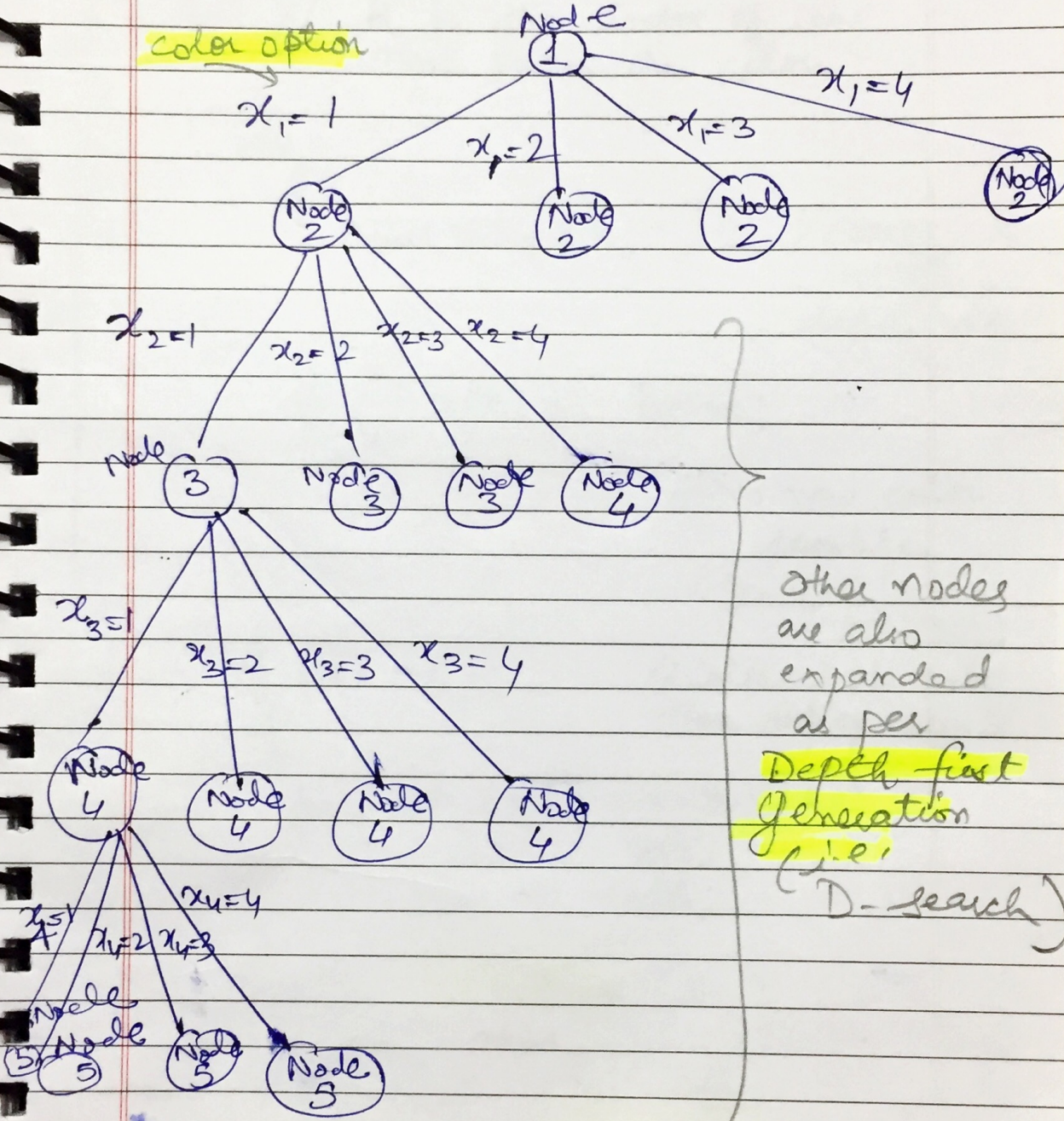
$x_4 = 3$

$x_4 = 4$

other nodes
are also
expanded
as per

Depth first
Generation

(i.e.,
D-search)



Graph Colouring

(A recursive backtracking algorithm)

```
void mColouring (int k)
```

```
{ // k is the index of the
  next vertex to color
```

```
do
```

```
{
```

```
  NextValue (k);
```

// Assign to $x[k]$ a legal color

```
  if (! x[k]) break;
```

// No new color possible

(for decision problem)

```
  if (k == n)
```

// Colored all nodes then display result

```
    for (int i = 1; i <= n; i++)
      cout << x[i];
    cout << endl;
```

```
}
```

```
  else mColouring (k+1);
```

```
} while (1);
```

Recursive call to color next vertex

Worst case is $O(nm^n)$