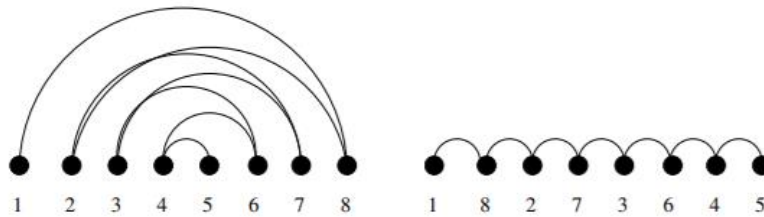# The Backtracking Contest: Bandwidth

The *bandwidth problem* takes as input a graph G, with n vertices and m edges (ie. pairs of vertices). The goal is to find a permutation of the vertices on the line which minimizes the maximum length of any edge.

The bandwidth problem has a variety of applications, including circuit layout, linear algebra, and optimizing memory usage in hypertext documents.