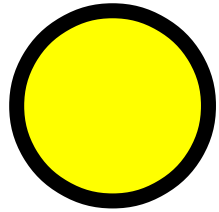
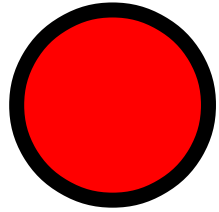
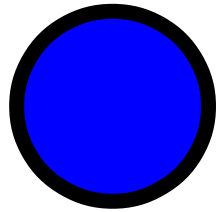
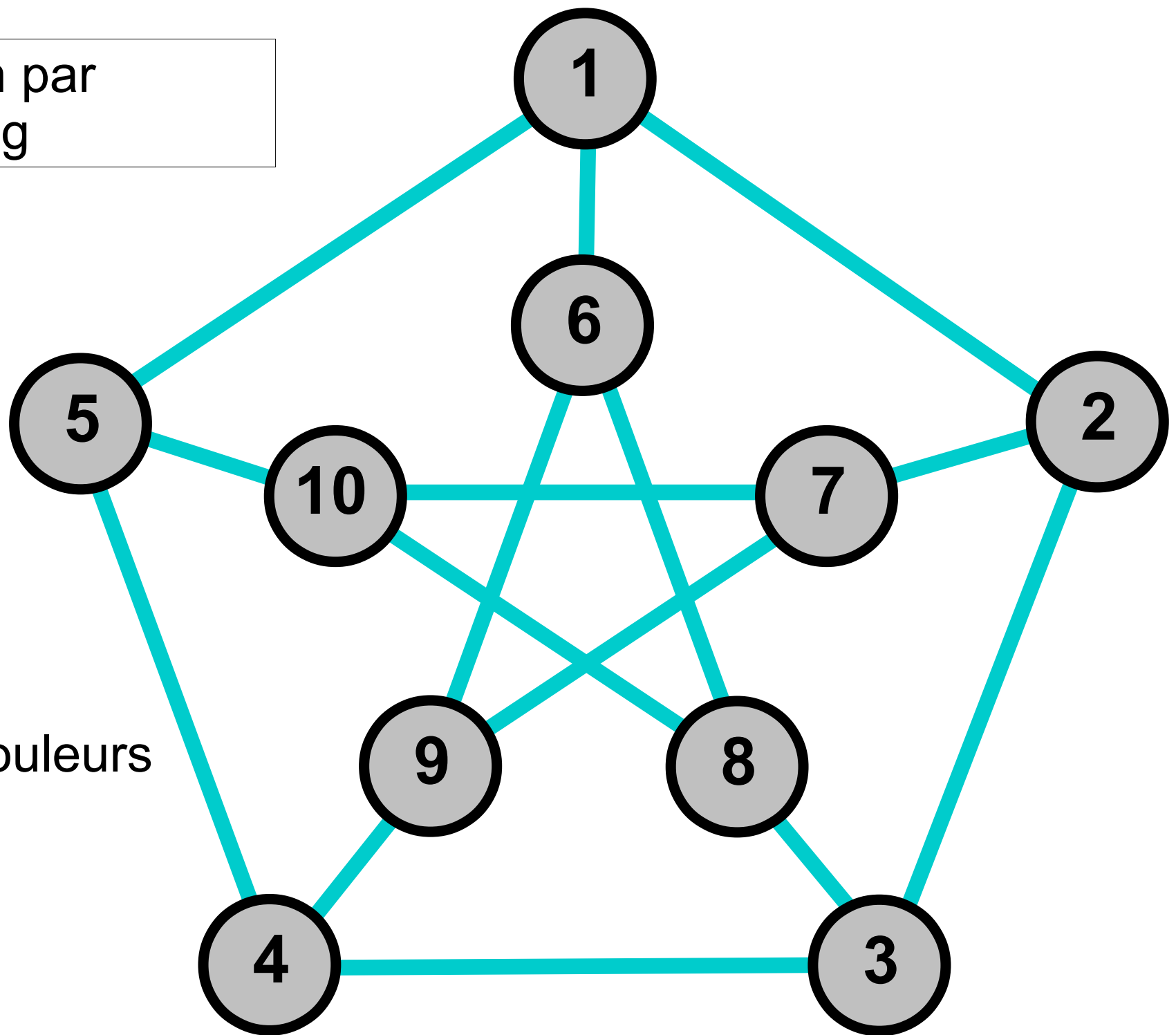


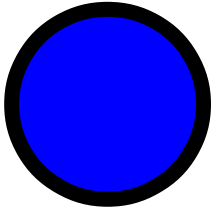
3 coloration par
backtracking



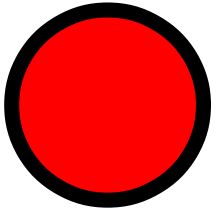
Ordre des couleurs



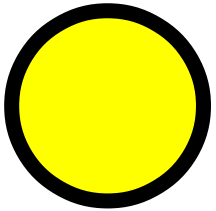
Principe du Backtracking



On peut imposer au sommet 1 d'être bleu.

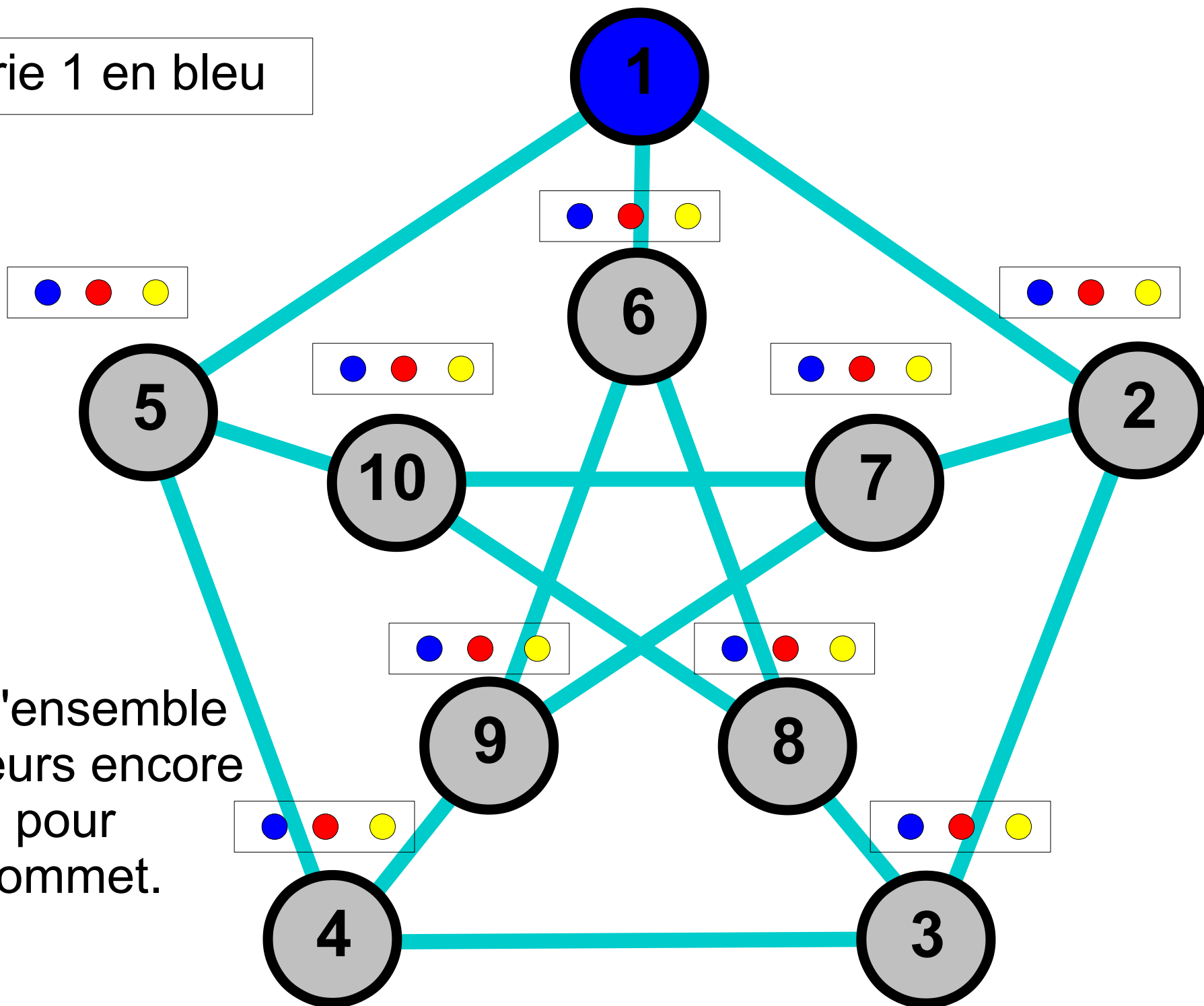


Pour tous les autres sommets :



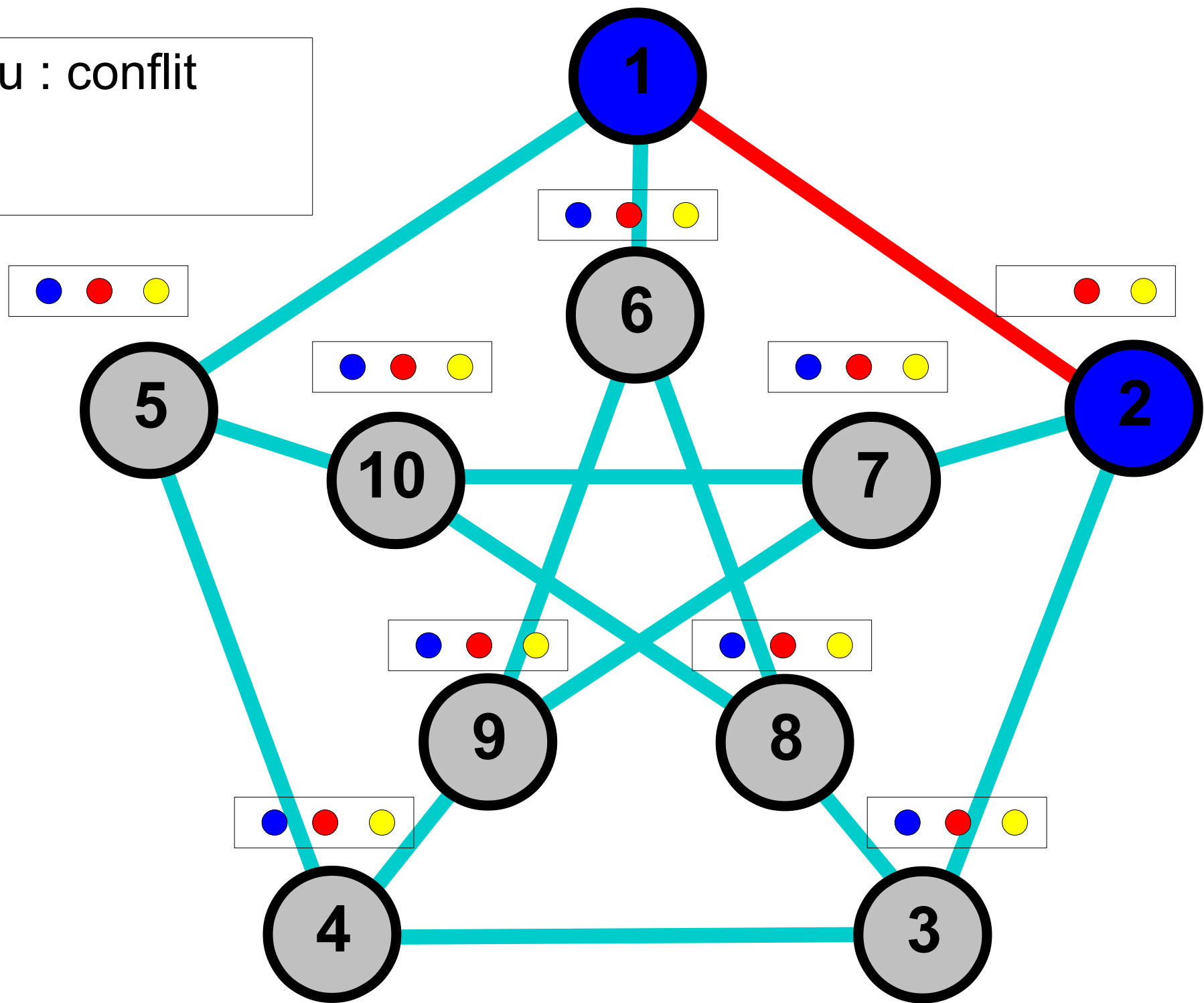
On teste une à une toutes les couleurs possibles. Si on a tout essayé sans succès, on revient au sommet précédent (backtracking)

On colorie 1 en bleu

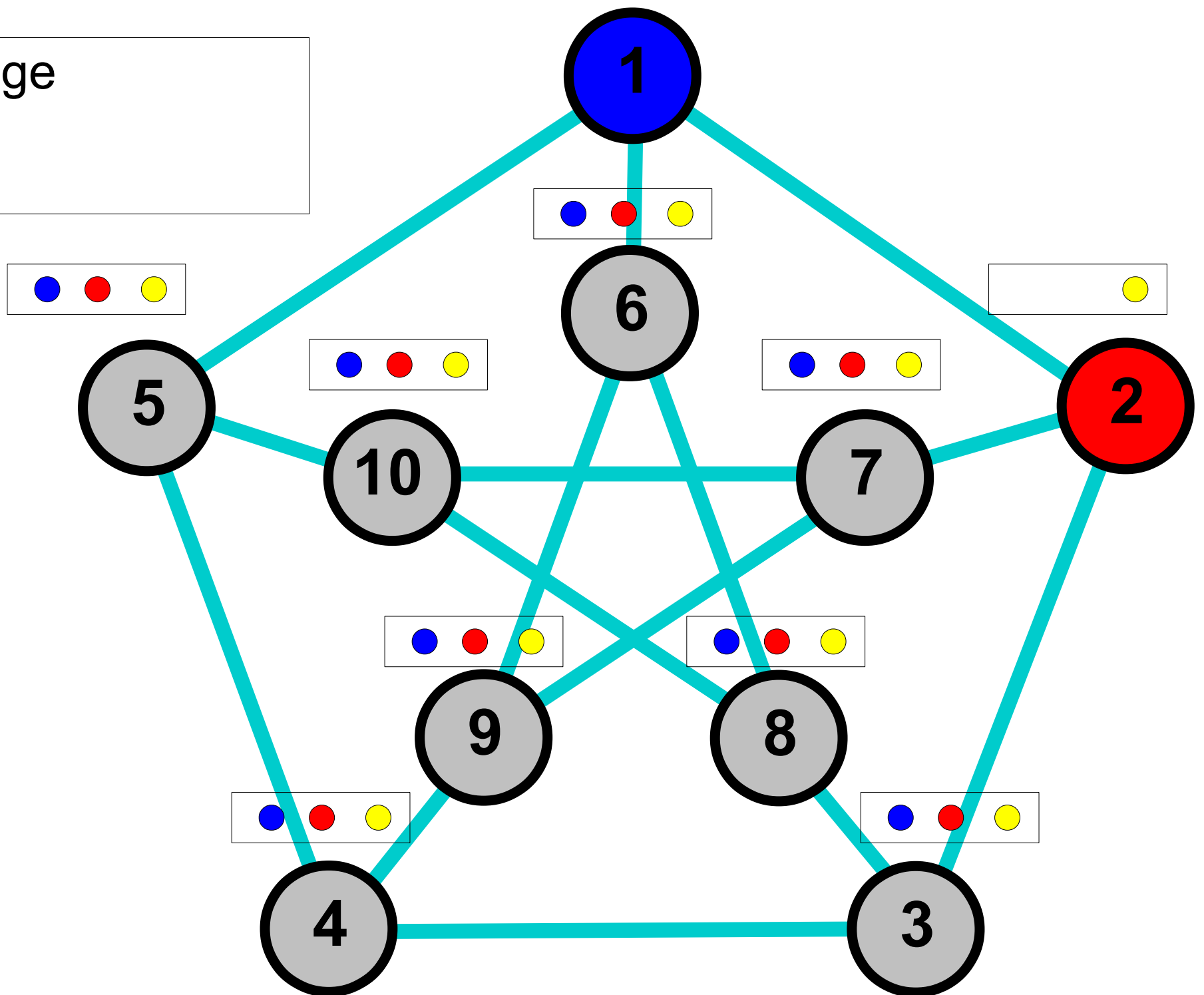


En petit, l'ensemble
des couleurs encore
possibles pour
chaque sommet.

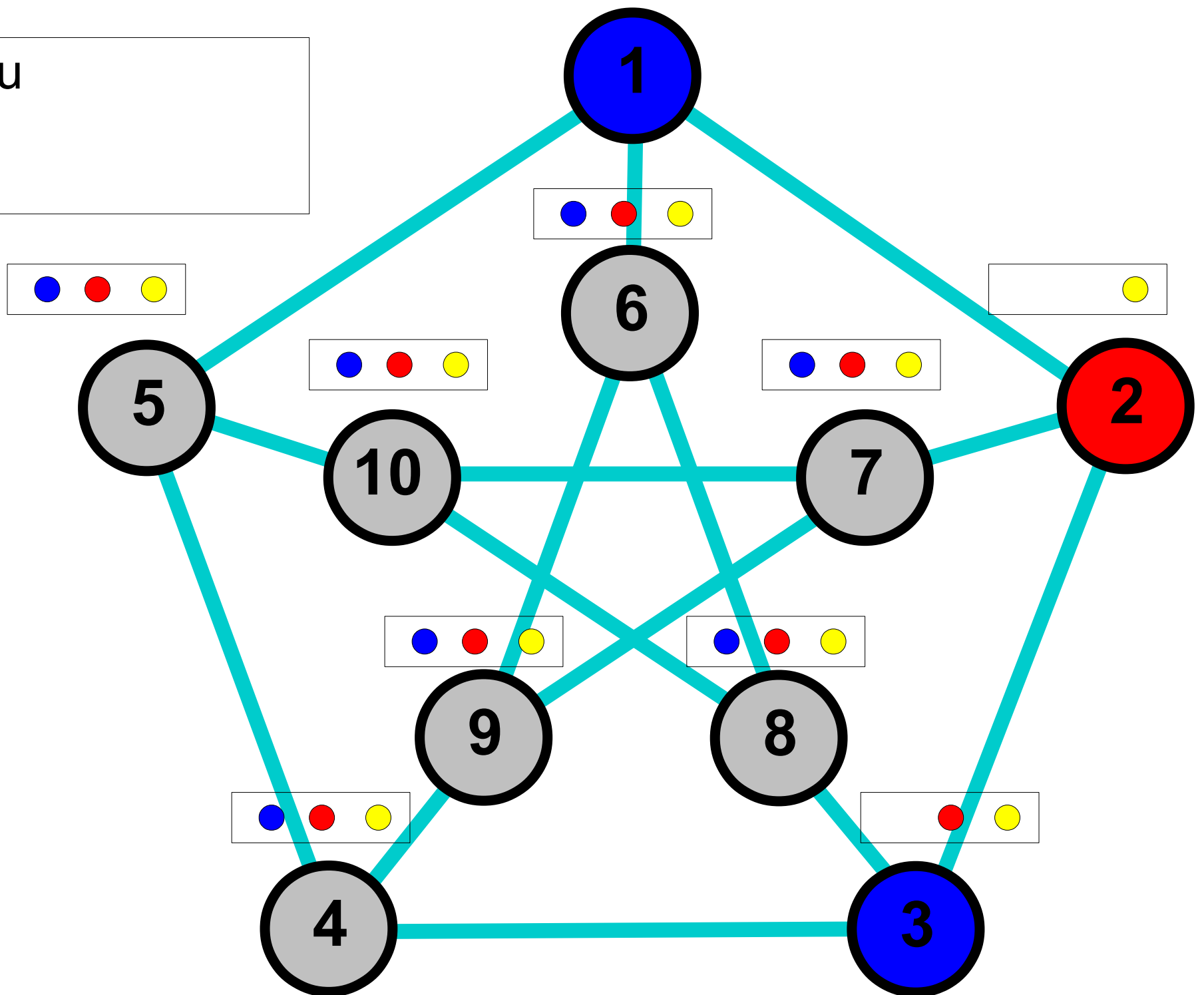
2 en bleu : conflit



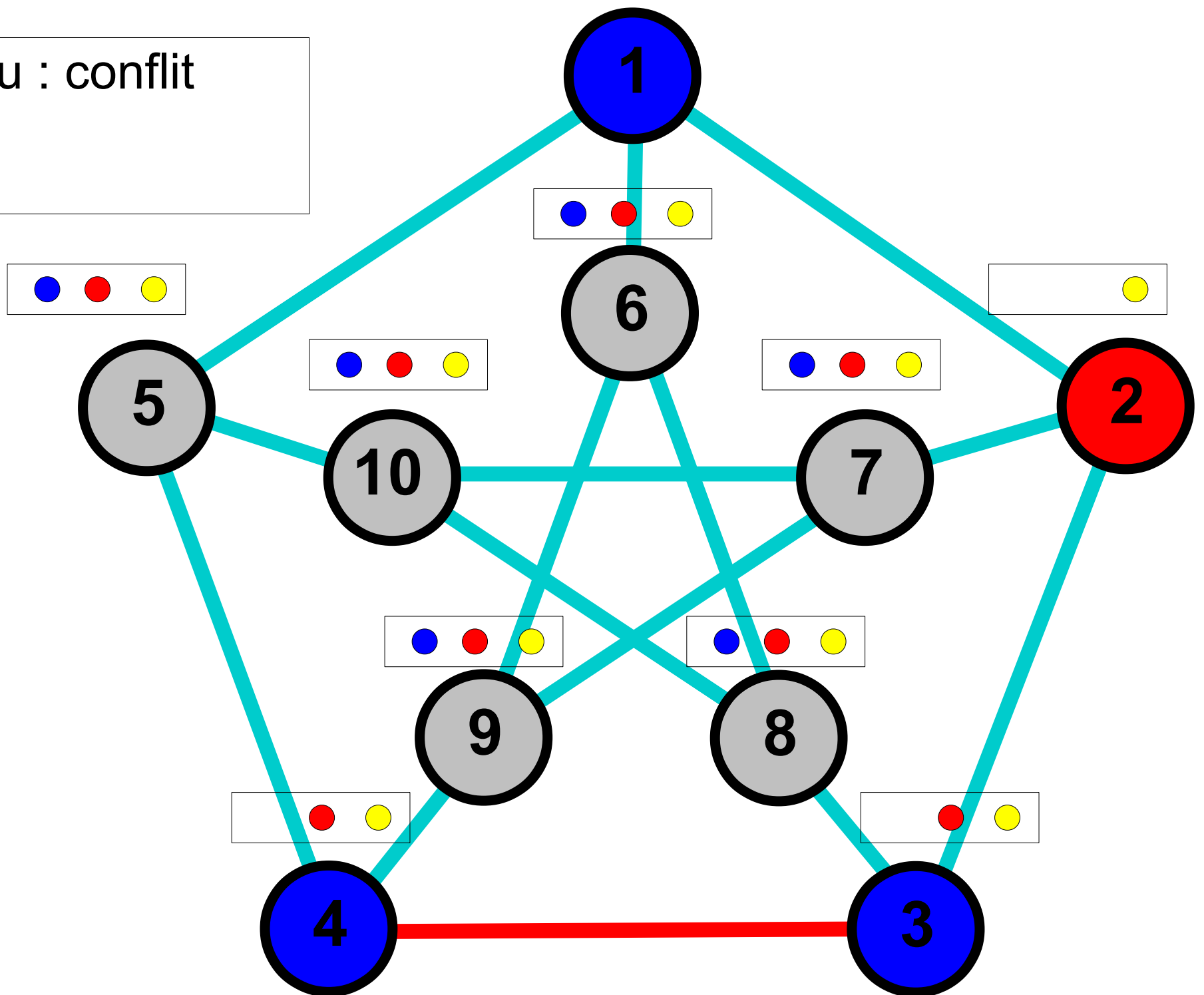
2 en rouge



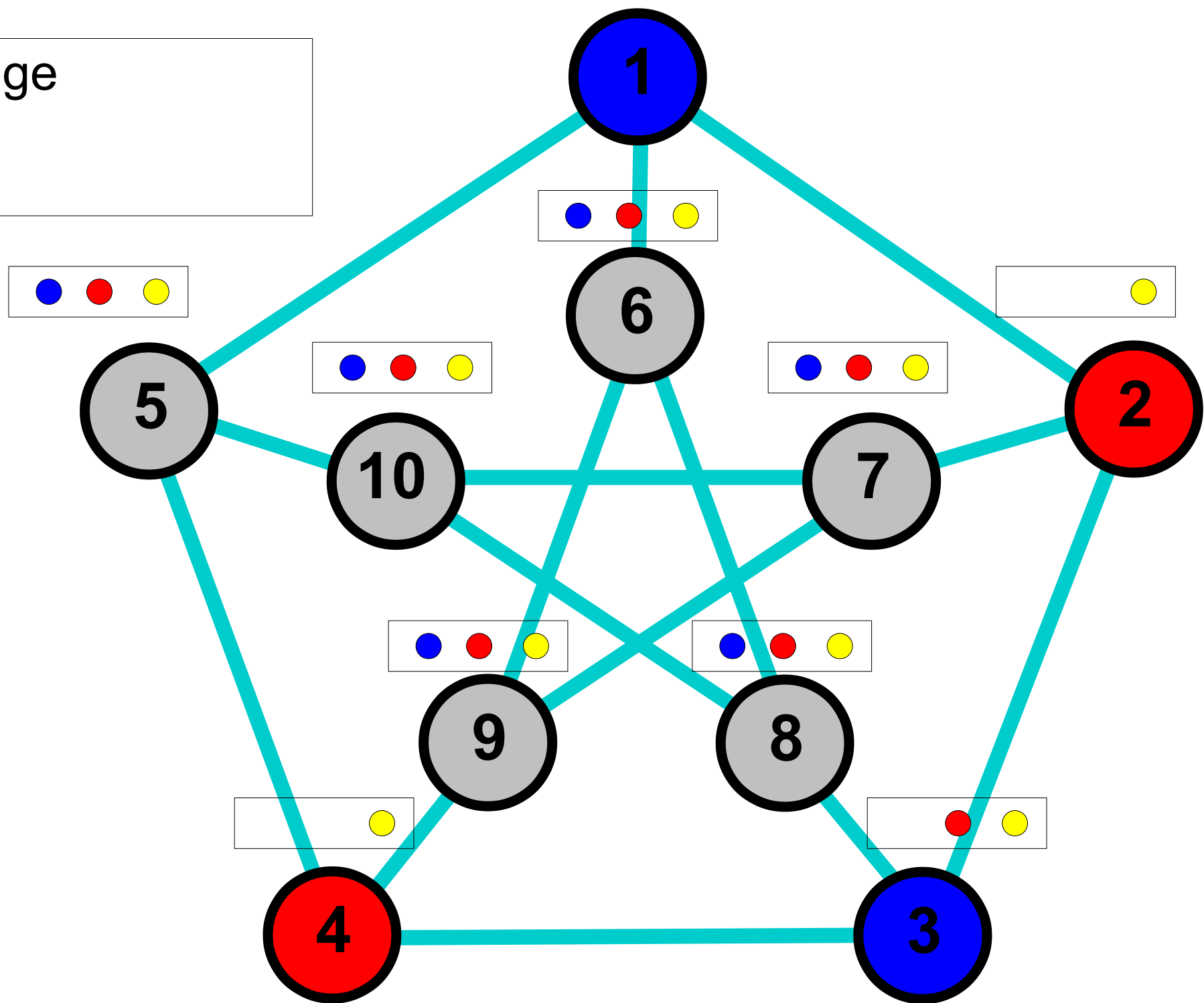
3 en bleu



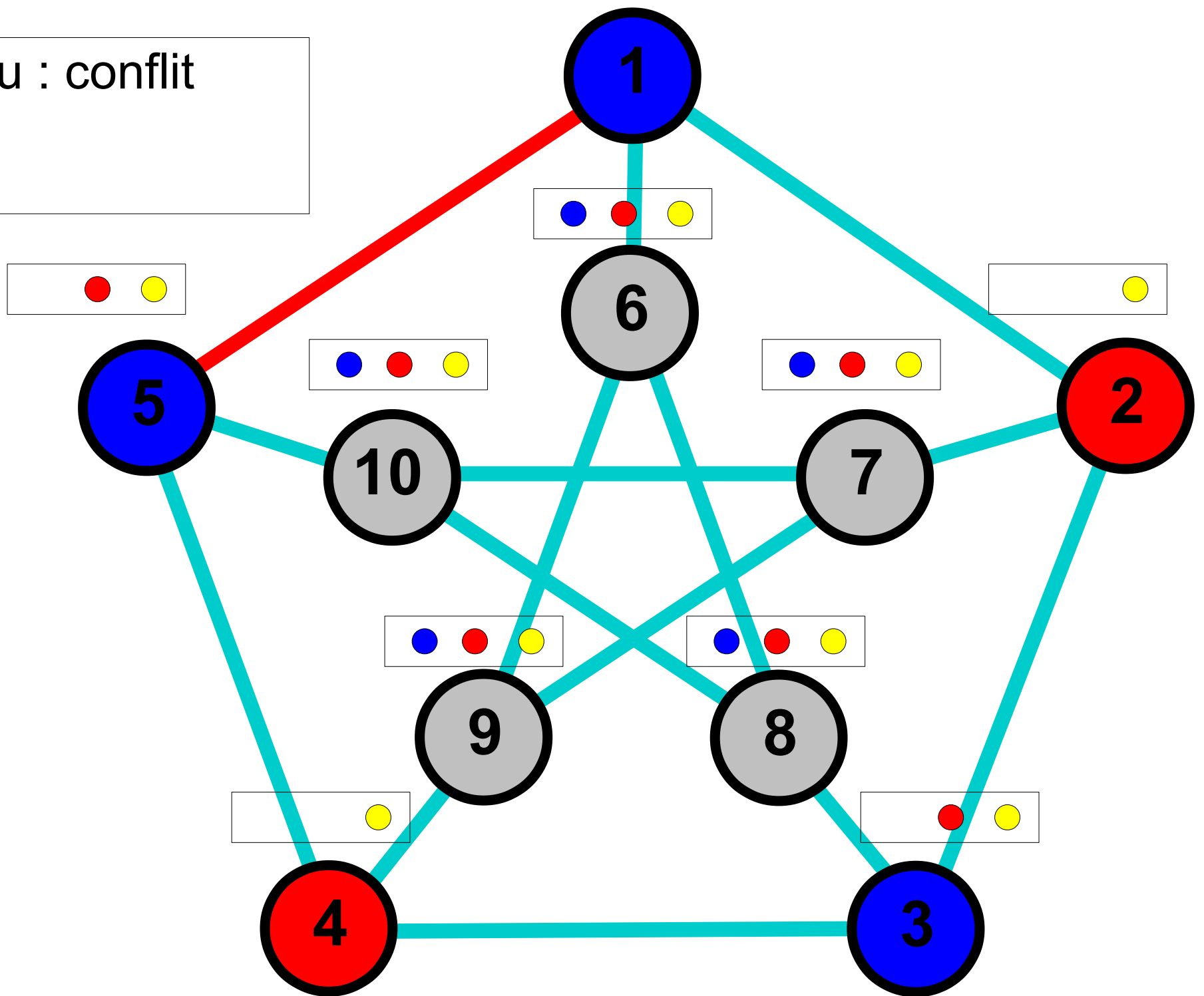
4 en bleu : conflit



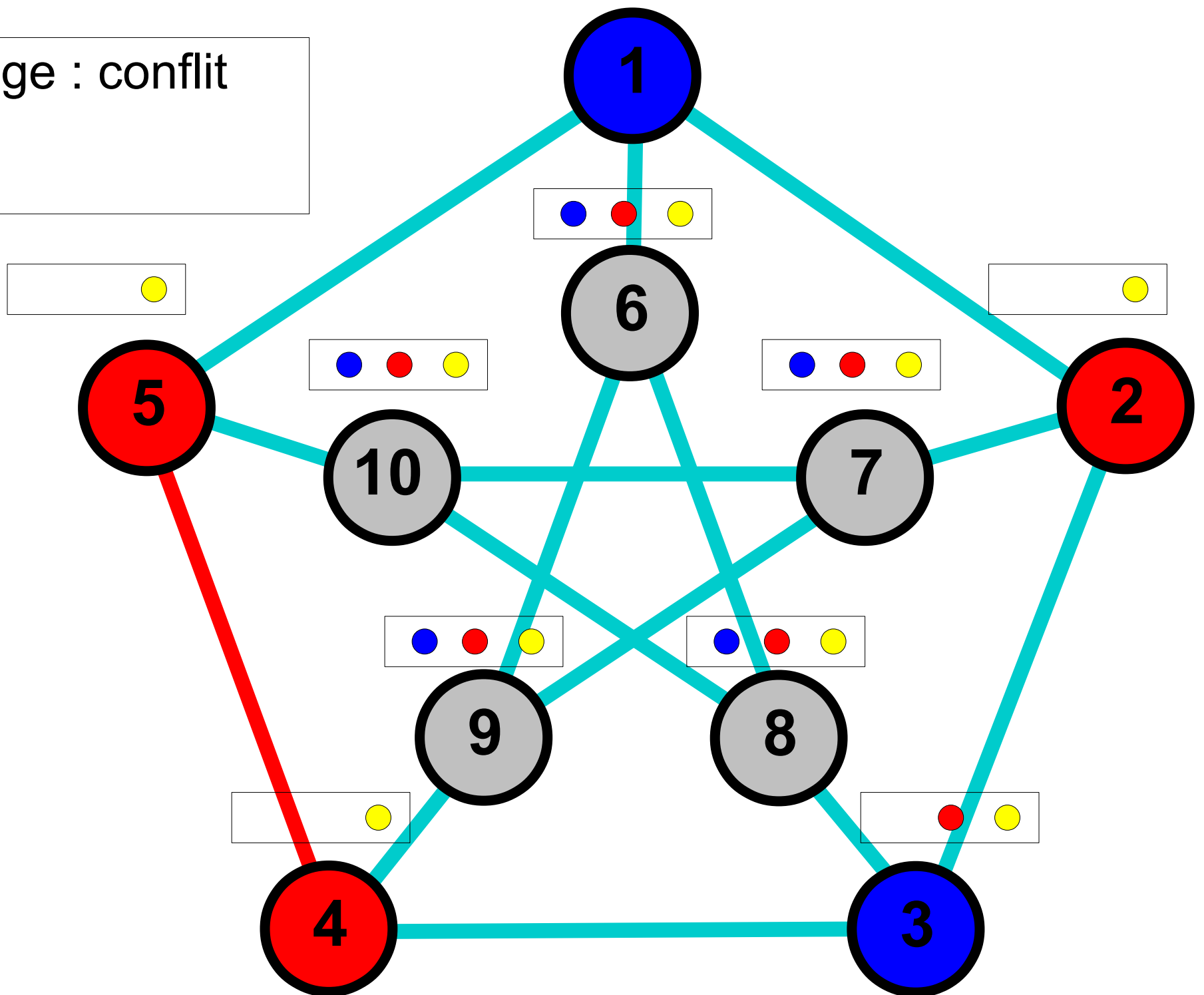
4 en rouge



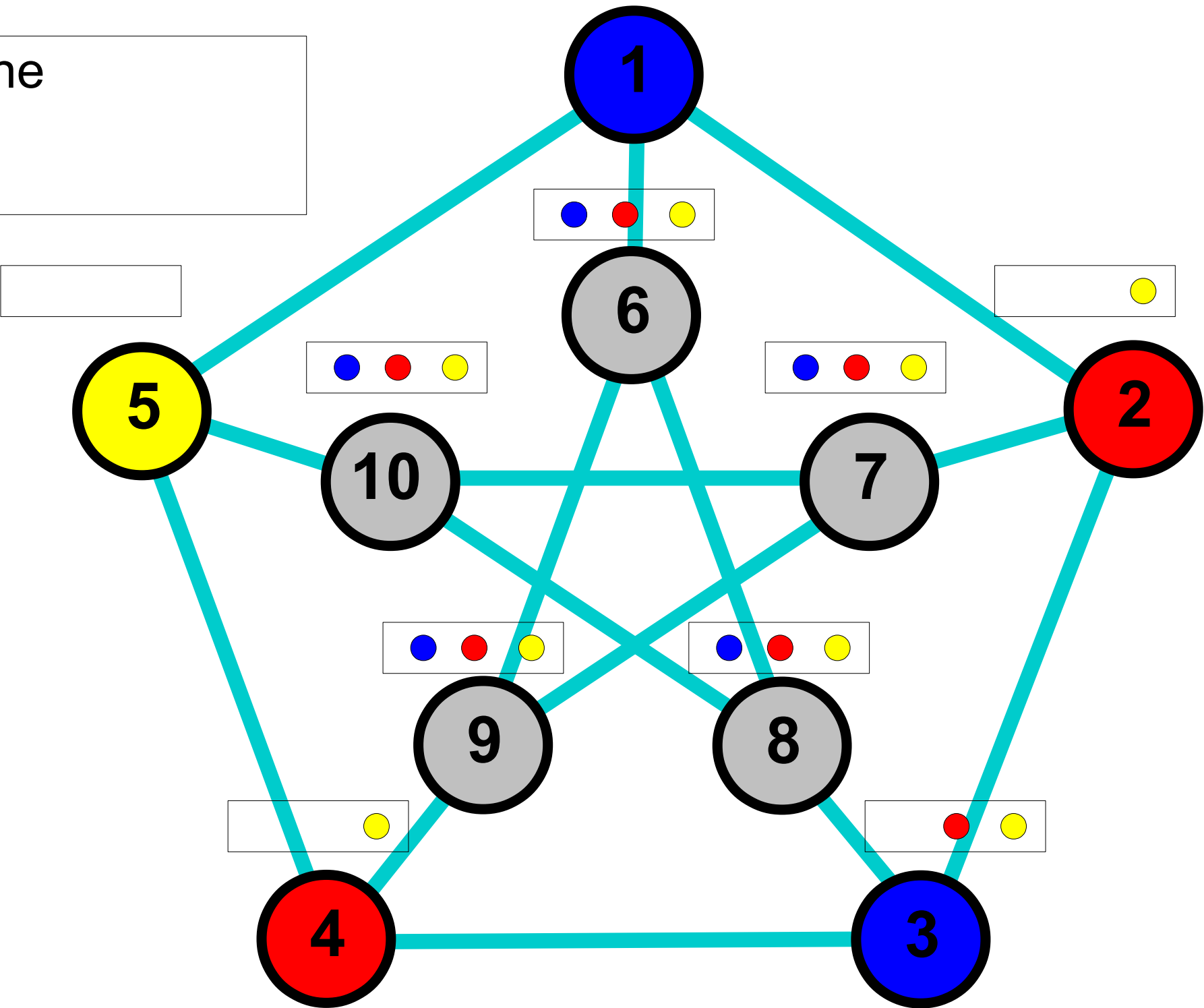
5 en bleu : conflit



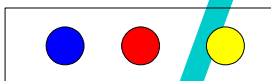
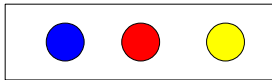
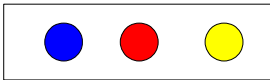
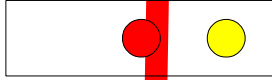
5 en rouge : conflit



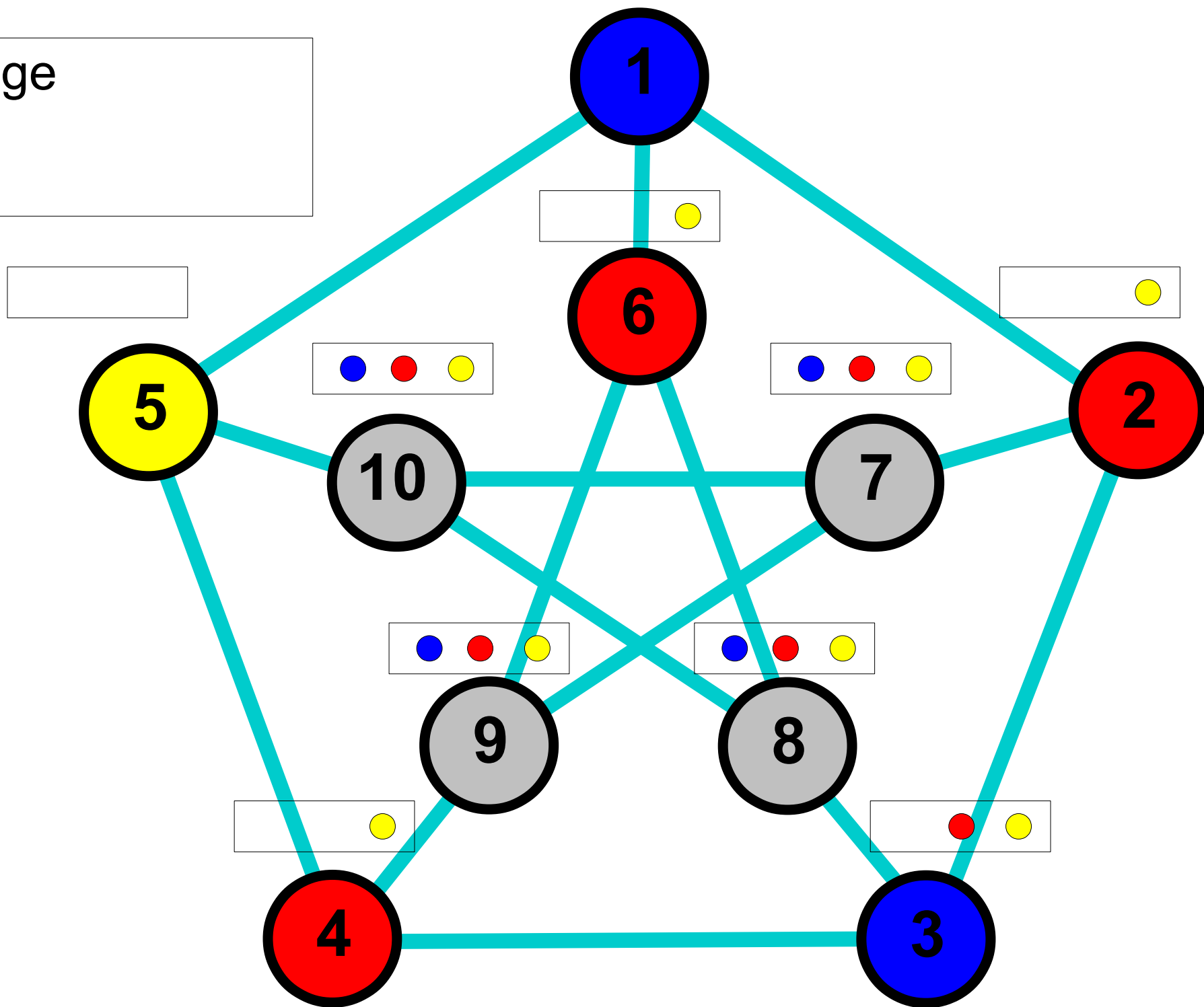
5 en jaune



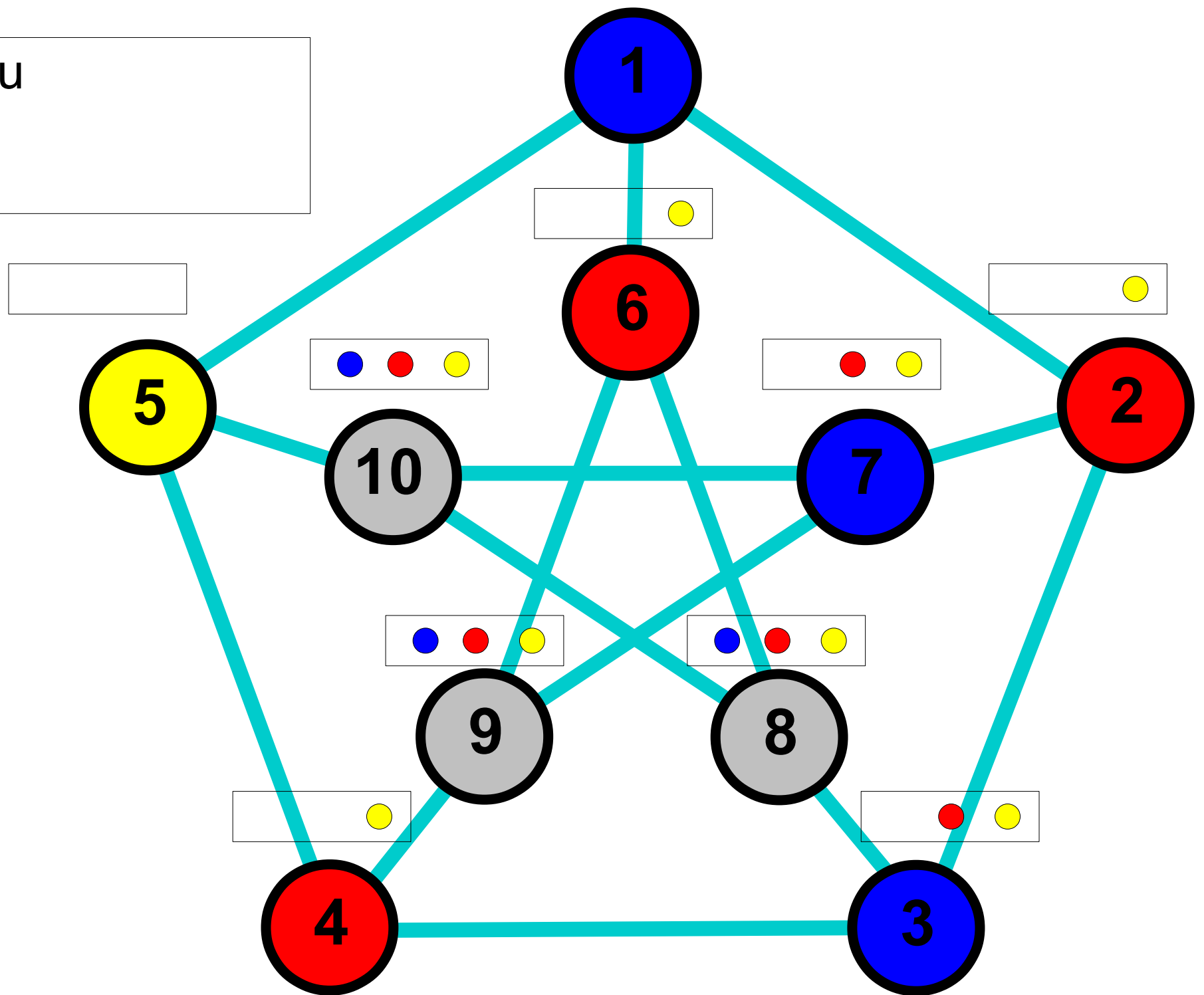
6 en bleu : conflit



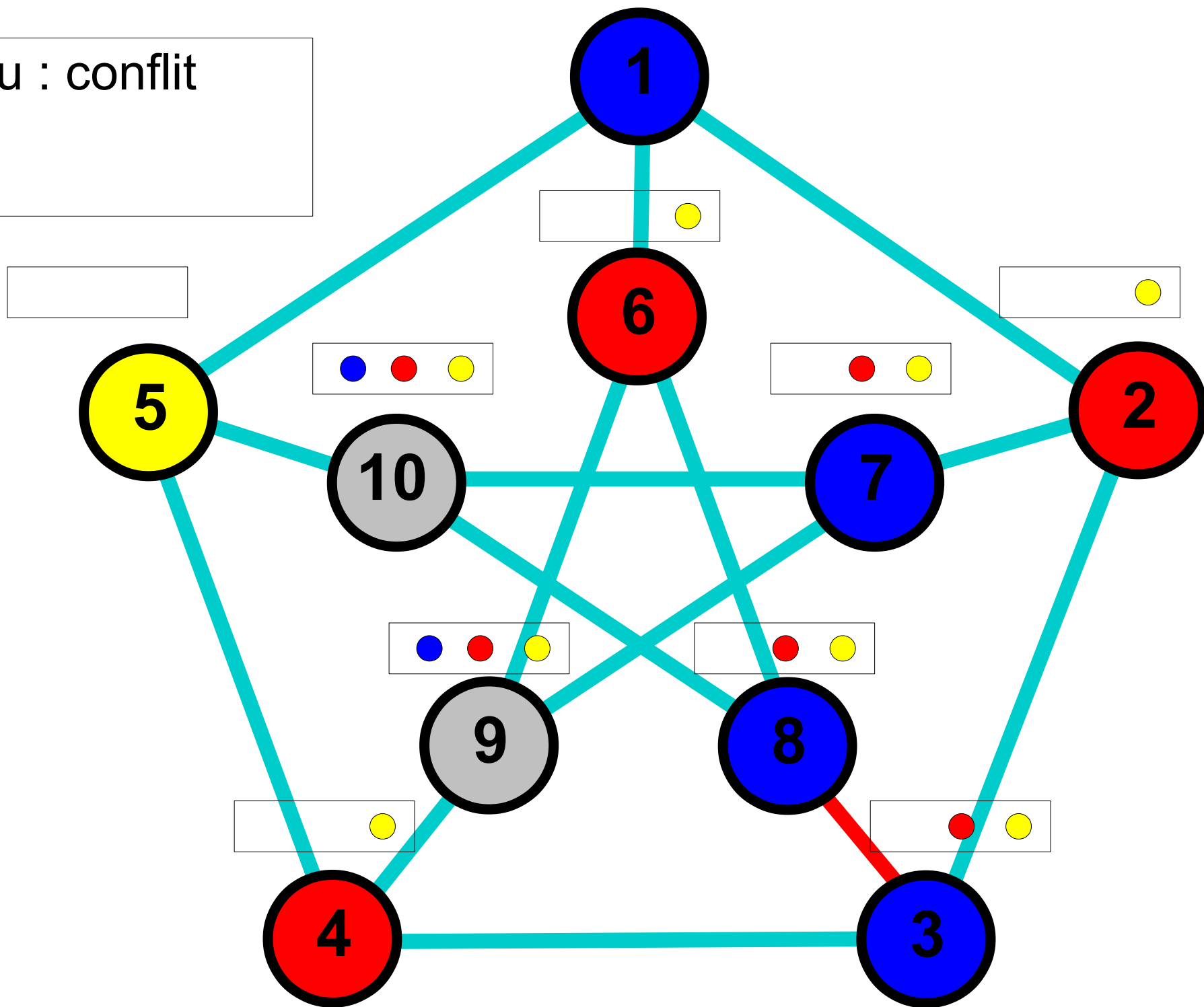
6 en rouge



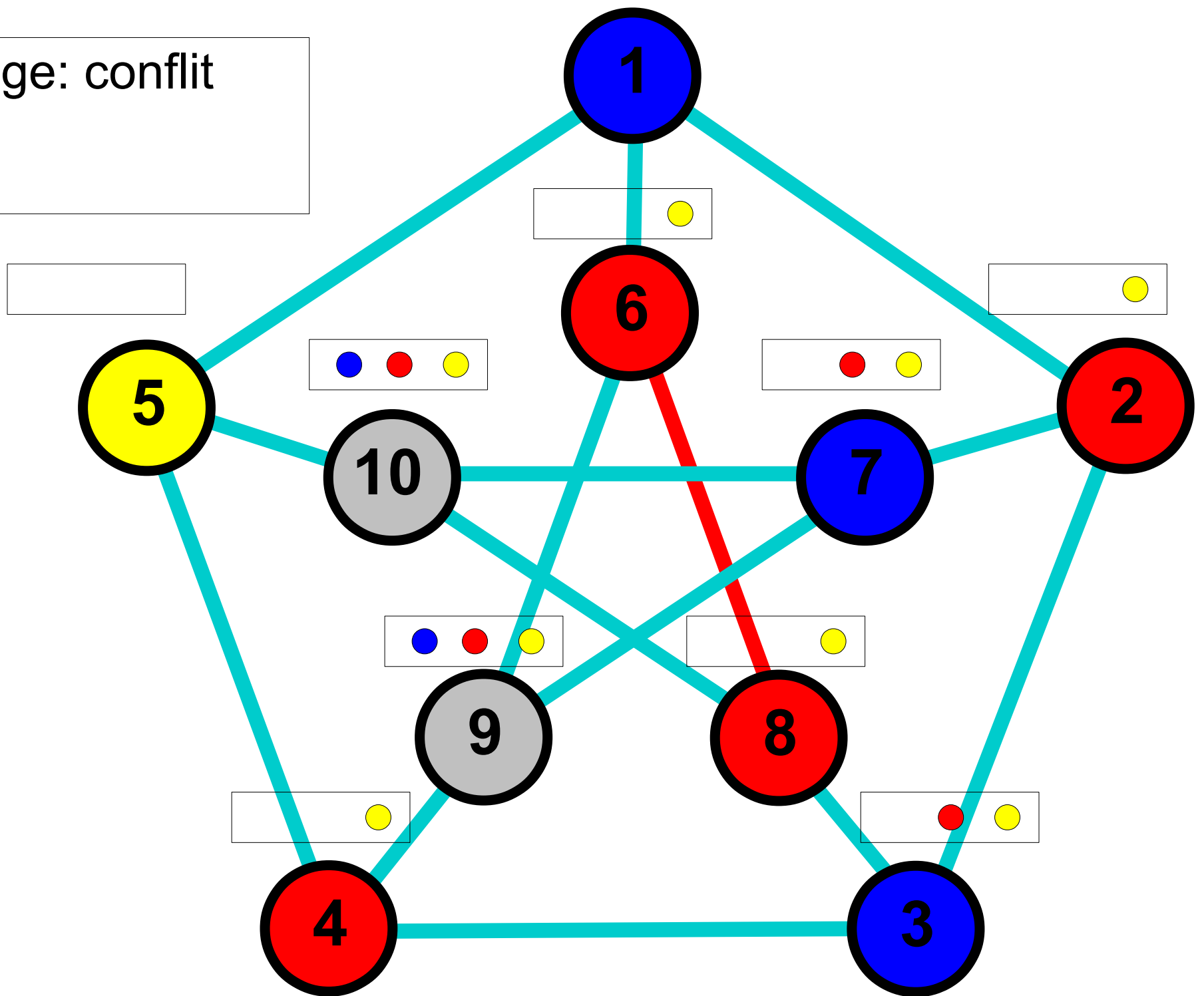
7 en bleu



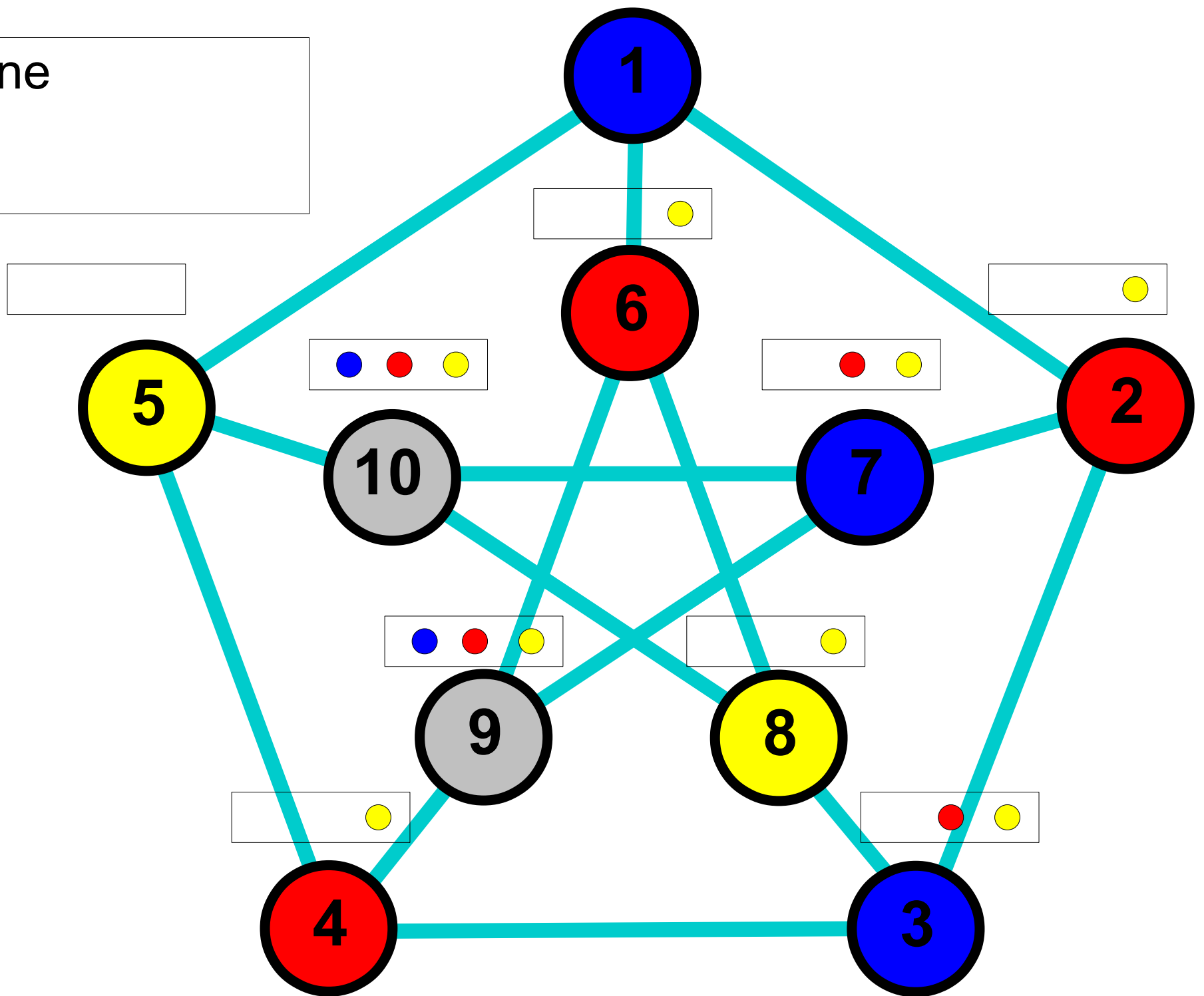
8 en bleu : conflit



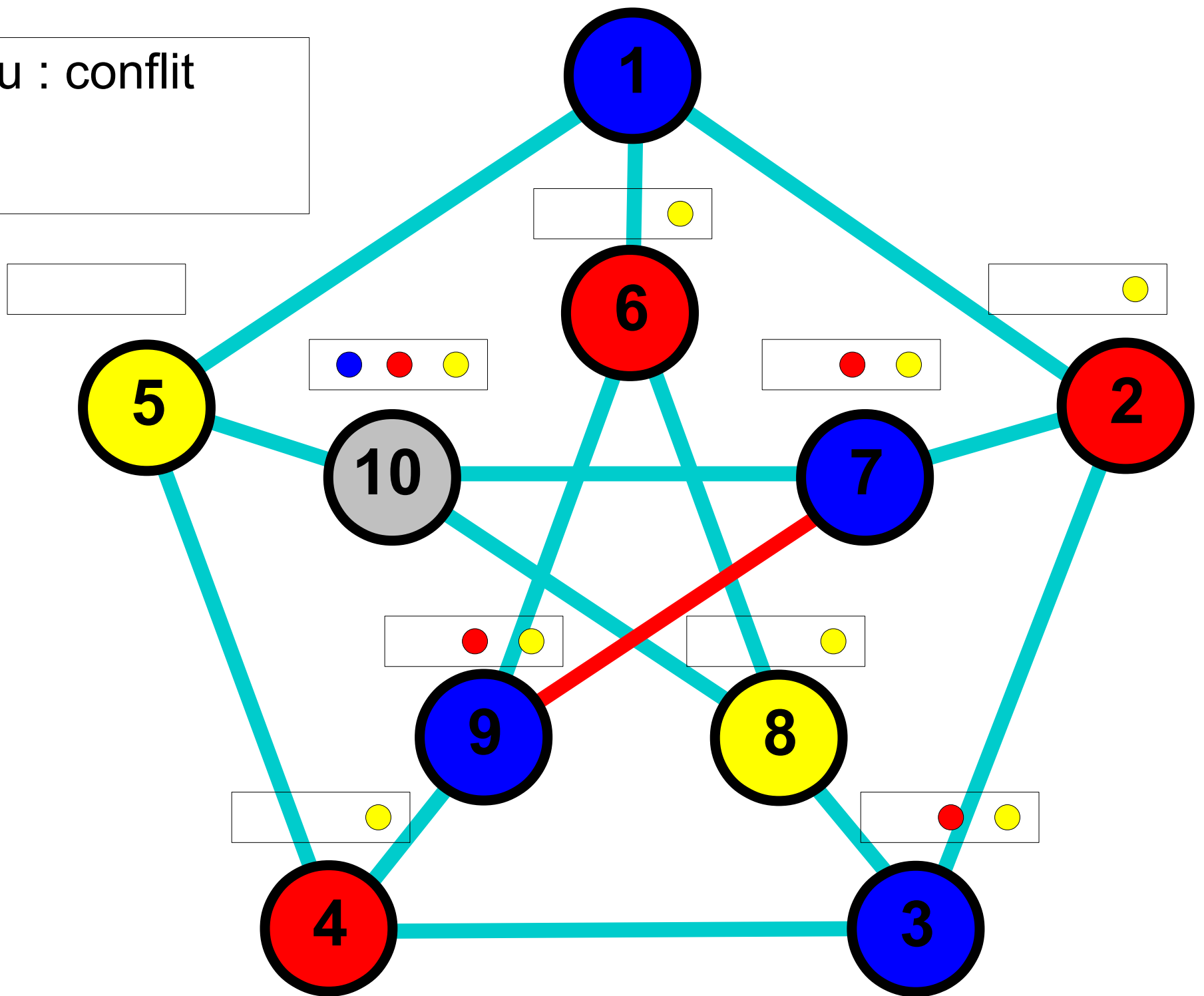
8 en rouge: conflit



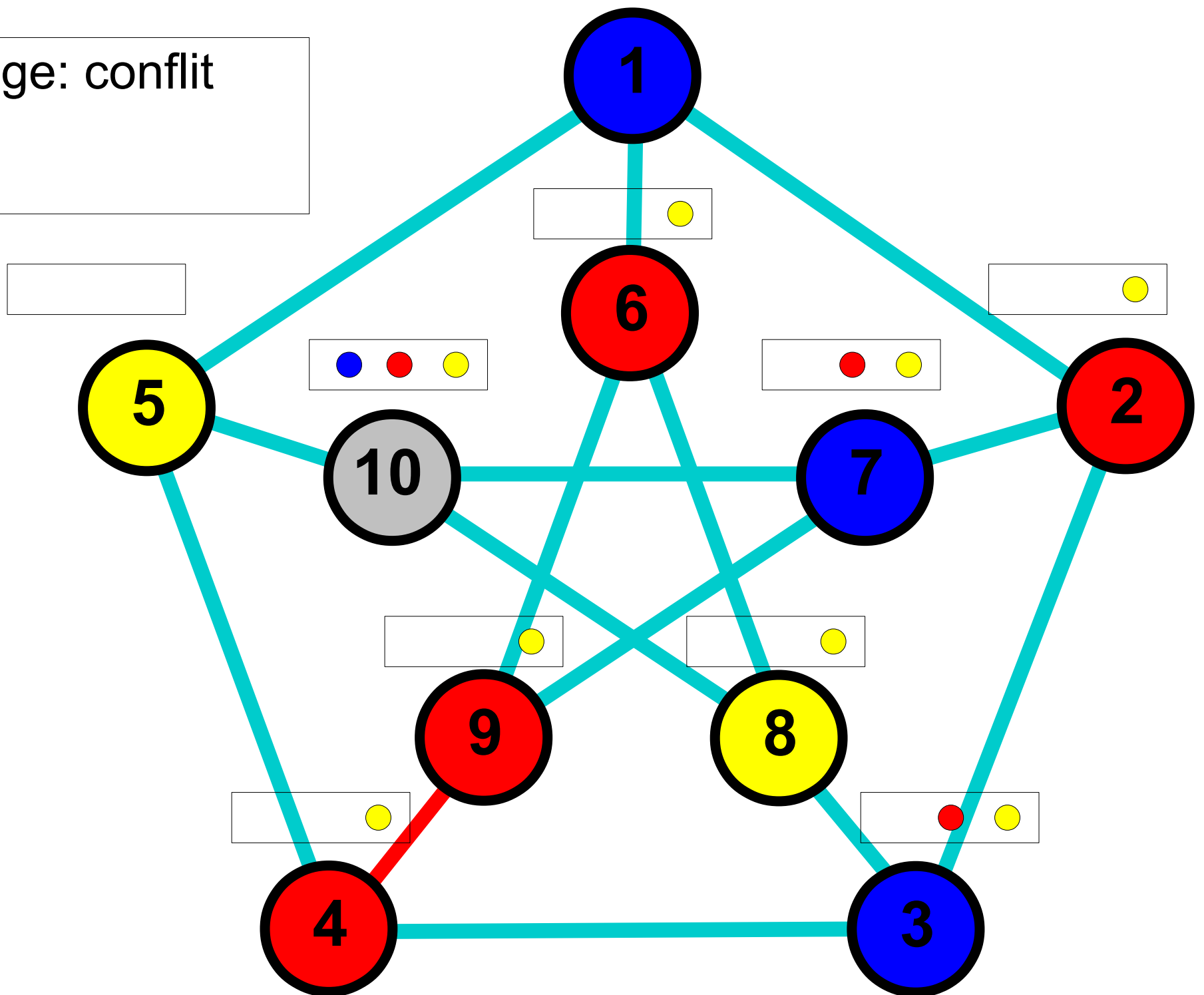
8 en jaune



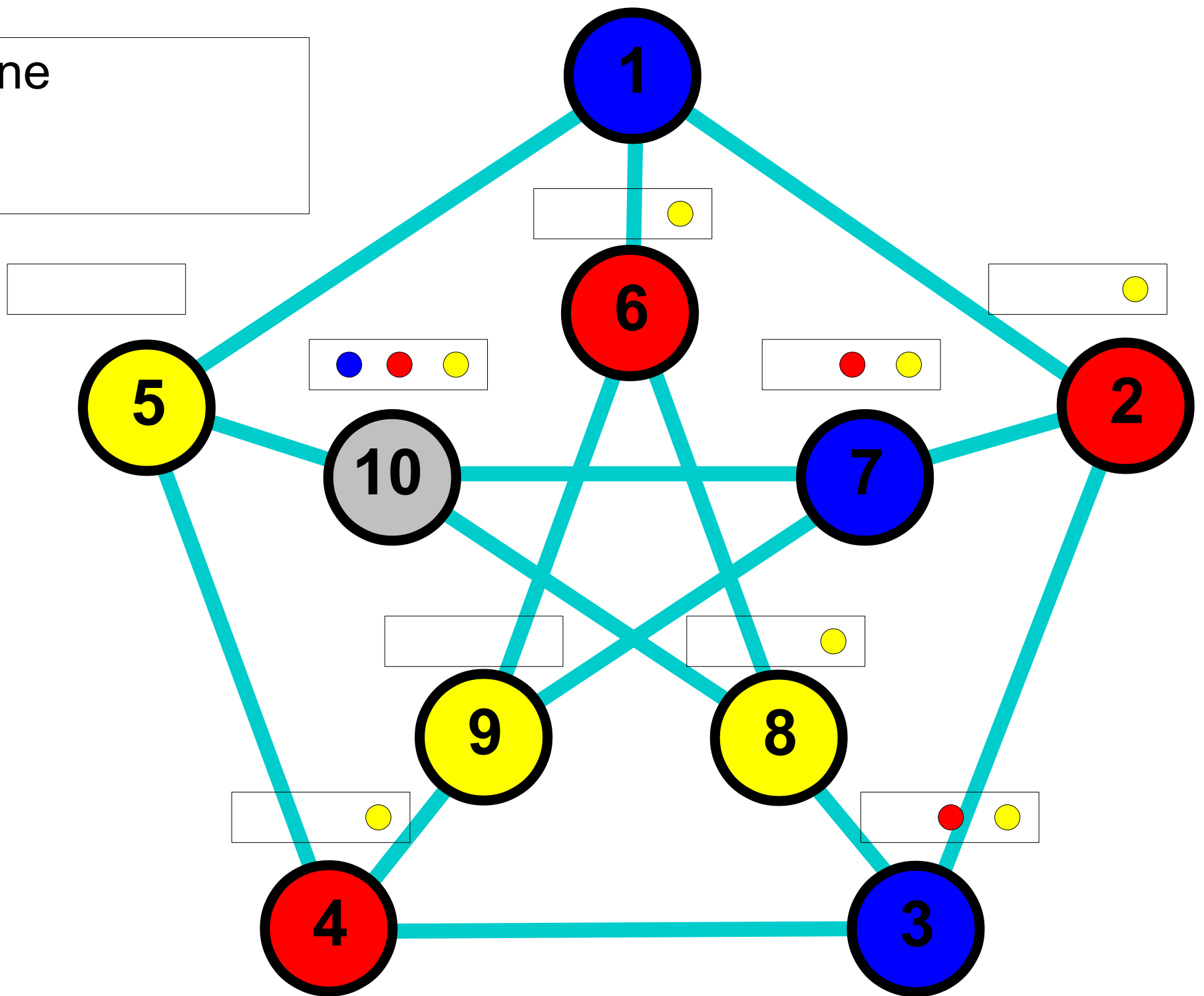
9 en bleu : conflit



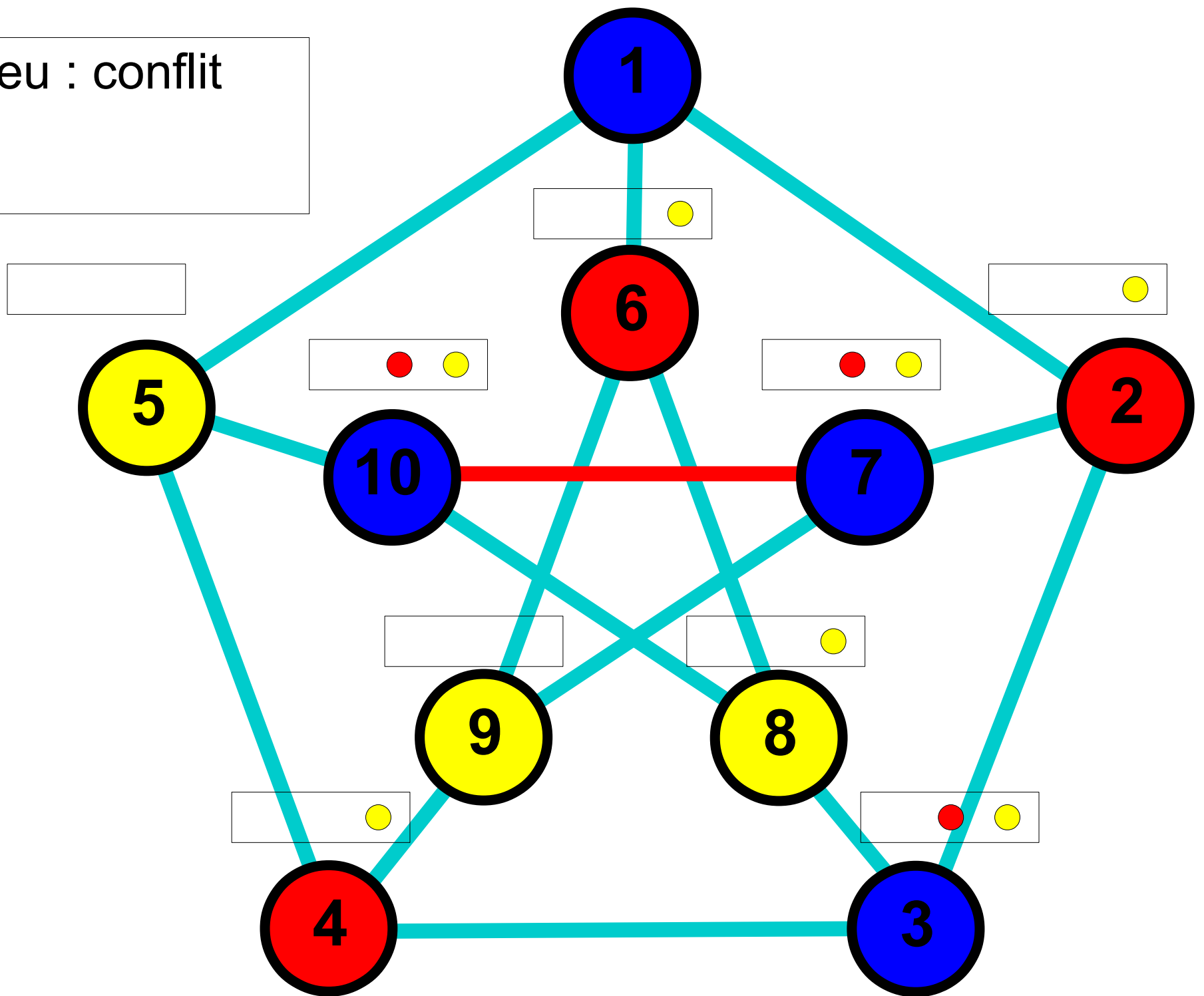
9 en rouge: conflit



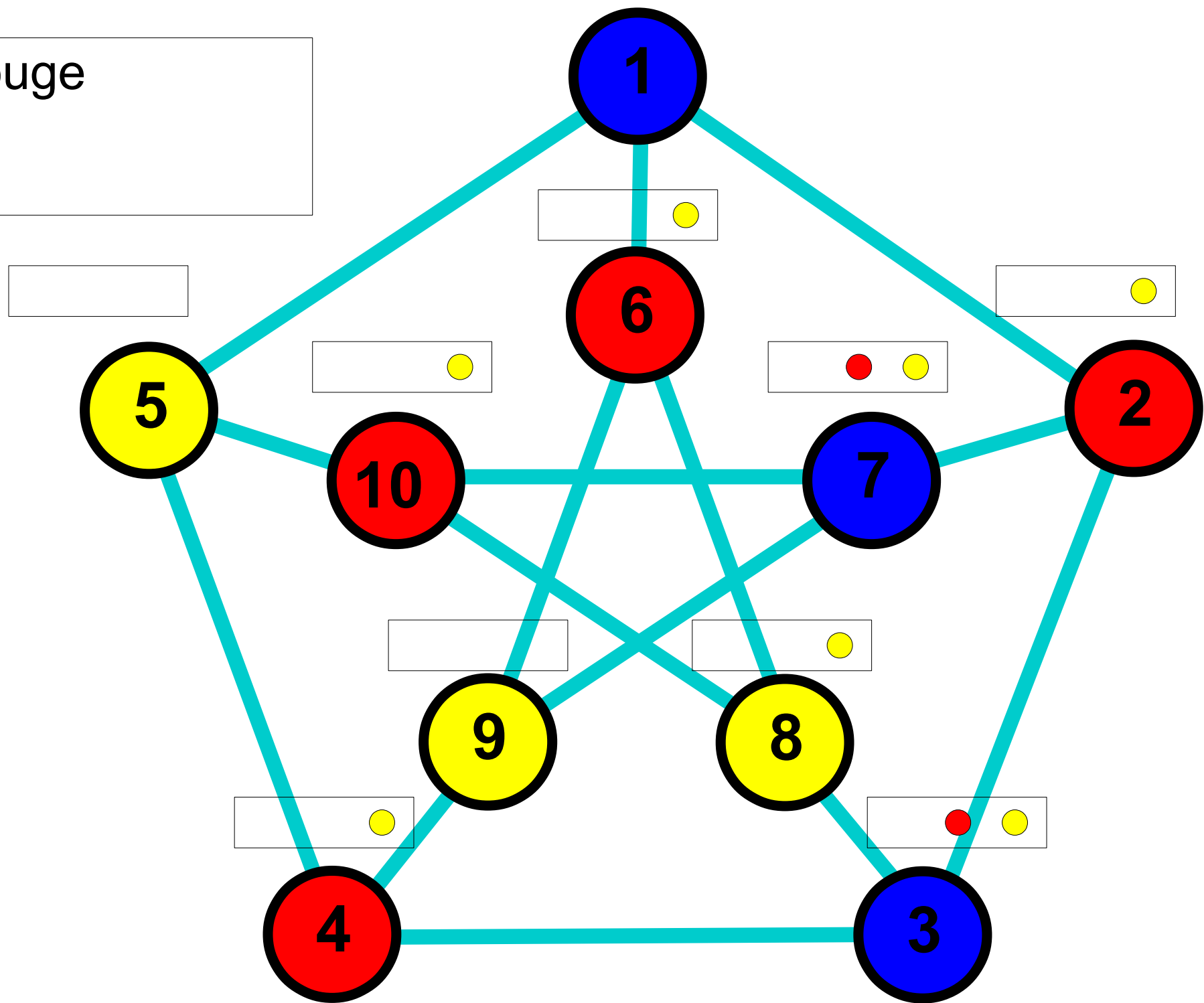
9 en jaune



10 en bleu : conflit



10 en rouge



Fin de la coloration
(sans backtracking)

