

99 questions/Solutions/86

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(**) Node degree and graph coloration

Use Welch-Powell's algorithm to paint the nodes of a graph in such a way that adjacent nodes have different colors.

```
data Graph a = Graph [a] [(a, a)]
               deriving (Show, Eq)

data Adjacency a = Adj [(a, [a])]
                   deriving (Show, Eq)

petersen = Graph ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j']
              [(('a', 'b'), ('a', 'e'), ('a', 'f'), ('b', 'c'), ('b', 'g'),
                ('c', 'd'), ('c', 'h'), ('d', 'e'), ('d', 'i'), ('e', 'j'),
                ('f', 'h'), ('f', 'i'), ('g', 'i'), ('g', 'j'), ('h', 'j'))]

-- produces graph coloration using Welch-Powell algorithm
kcolor :: (Eq a, Ord a) => Graph a -> [(a, Int)]
kcolor g = kcolor' x [] 1
  where
    Adj x = sortg g
    kcolor' [] ys _ = ys
    kcolor' xs ys n = let ys' = color xs ys n
                      in kcolor' [x | x <- xs, notElem (fst x, n) ys']
                        ys'
                        (n + 1)

    color [] ys n = ys
    color ((v, e):xs) ys n = if any (\x -> (x, n) `elem` ys) e
                             then color xs ys n
                             else color xs ((v, n) : ys) n

-- determines chromatic number, given graph coloration
chromatic :: [(a, Int)] -> Int
chromatic x = length $ foldr (\(a, n) xs -> if n `elem` xs then xs else n : xs) [] x

-- converts from graph to adjacency matrix representations
graphToAdj :: (Eq a) => Graph a -> Adjacency a
graphToAdj (Graph [] _) = Adj []
graphToAdj (Graph (x:xs) ys) = Adj ((x, ys >=> f) : zs)
  where
    f (a, b)
      | a == x = [b]
      | b == x = [a]
      | otherwise = []
    Adj zs = graphToAdj (Graph xs ys)

-- produces graph sorted by node degree
sortg :: (Eq a, Ord a) => Graph a -> Adjacency a
sortg g = Adj $ map (\(a, b) -> (a, sort b 1 maximum)) $ sort x 1 maxv
```

where

```
Adj x = graphToAdj g
```

```
sort [] _ _ = []
```

```
sort xs n f = let m = f xs in
```

```
    m : sort [x | x <- xs, x /= m] (n + 1) f
```

```
maxv (x:xs) = foldr (\a@(a1, _) b@(b1, _) -> if a1 > b1 then a else b) x xs
```

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