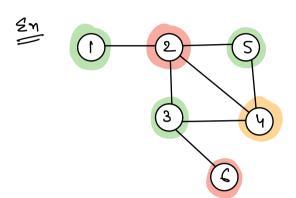
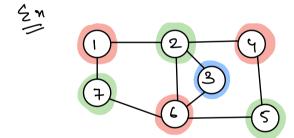
# Graph Coloring & Undirected Graphs &

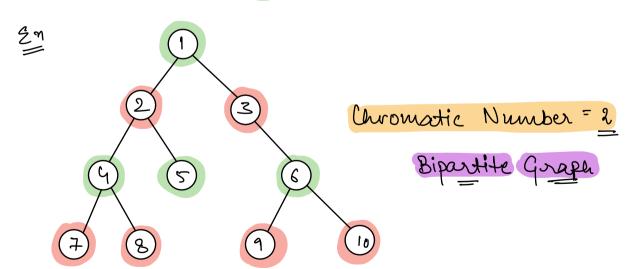
⇒ Minimum colors required to color each node ej a graph s.t no two ordjacent nodes have same color. ☐ Chromatic Number



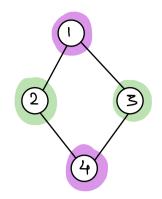
Chromatic Number = 3



Chromatic Number = 3

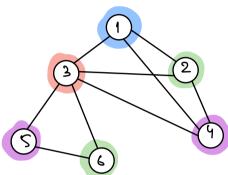


29



=> Chromatic Number = 2 Bipartite Graph

**3** m

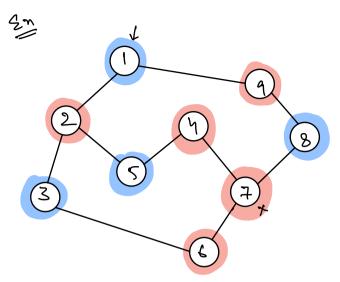


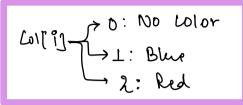
Chromatic Number = 4

Note: Calucating Chromatic number of a graph takes exponential time Complenity.

Bipartite Graphs:

=> If thromatic number of a graph is 2, then glaph is Bipartite.

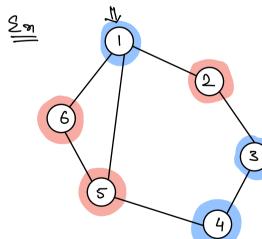




•							5				
int	col[10]:	X	Ø	Ø	Ø	Ø	Ø	Ø	Ø	Ø	Ø
							ــــــــــــــــــــــــــــــــــــــ				

X X X 3 5 8 6

-> Not a Bigardite grape.



Adj list 1 → 2,5,6 271,3 372,4 473,5 571,4,6

6 - 1,5

int lolor [7]:

٥	1 .	2	3	ч	5	<u>_</u>
X	D.T.	<b></b> あえ	ΦL	Q T	28	82

8 42563

```
Graph.
Code
           is Bilartite ( List ( int > q [], int n) {
      pool
           int Col[N+1] = foz;
            queue (int) q;
            for(i=1; i = u; i++) 1
                Coilis= 1; q.insert (i);
                q: dequeue ();

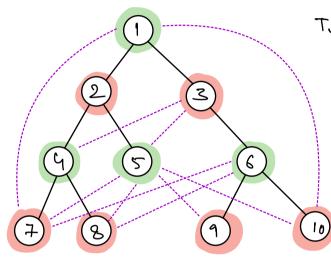
// get adjacent nodes ej (i)

for (j = 0; j< q(u)·size(); j++ )1
                           v= q[u][j]
                            if (colla) == colla) {
                           neturn false;
11 Node v is NOT colored.
                            14(col(v) == 0){
                                 Col[v]= 3- col[u]
                                 q. enqueue (v);
                             3
```

TC: O(N+E) -> O(E)

8C: O(N+E) > O(E)

Di Given a Tree, man no et edges mhich can be added such that graph remains Bipartite.



Tree => Always Bipartite

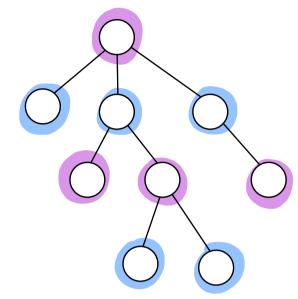
\* We can create an edge b/w 2 nodes with different Lolors.

# nodes nitu green: 4

# nodes with red: 6

10

5 m



Blue nodes: 5

9 urgle nodes: 4 # 2 dges = 20 Ours = 20 - 8

= 12

# ef hodes nith cal 1 \* no. ef nodes with col 2 -

Selges mhich? are already J present

aus = x \* 4 - 2

