## Discrete Optimization Assignment 1

# **Graph Coloring**

### 1 Problem Statement

In this assignment, you will write a program that properly colors a graph using the fewest number of colors. Properly coloring a graph means coloring each node of the graph with a color such that all pairs of nodes joined by an edge do not have the same color. The colors will be represented by numbers starting at zero.

### 2 Assignment

Write an algorithm to minimize the chromatic number of a graph. The problem is mathematically formulated in the following way. Given a graph G = (V, E), where V represents the set of nodes and E represents the set of edges, let  $c_i$  be a variable denoting the color of node i. Then, the graph coloring problem is formalized as the following optimization problem,

Minimize:

$$\max_{i=0,\dots,|N|-1} c_i$$

subject to:

$$c_i \neq c_j \ \forall (i,j) \in E$$

# 3 Input and Output Data Format

The input consists of |E|+1 lines. The first line contains two numbers |N| and |E|. It is followed by |E| lines, where each line represents an edge  $(u_i, v_j)$ ,  $u_i$  and  $v_j$  being nodes.

Input format:

```
|N| |E|
u_0 v_0
u_1 v_1
\cdots
u_{|E|-1} v_{|E|-1}
```

The output consists of two lines. The first line contains the objective value obj (this is the number of colors used in the coloring). The next line is a list of |N| values, one for each of the  $c_i$  variables. This line encodes the solution.

Output Format:

#### Examples

Input:

4	3
	1
1	2
	3

This means that there are 4 nodes with 3 links. Node 0 is connected to Node 1. Node 1 is connected to Node 2. Node 1 is connected to Node 3.

Output:

```
\begin{bmatrix} 3 \\ 0 & 1 & 2 & 2 \end{bmatrix}
```

This means that 3 colors were needed. Node 0 was assigned color 0, node 1 was assigned color 1, node 2 and node 3 were assigned color 2.

## 4 Instructions

For now, please start to work on your computer locally. For uploading to the test system, see the file "instructions.pdf".