Graph Coloring: The assign of colors to the vertices of G, one color to each vertex, so that adjacent vertex assigned different colors is called groper coloring of G or simple Vertex coloring Chromatic Number: - A graph G is called in chromatic if it required exactly in

Colors to paint it properly & the number is called chromatic number of graph G.

i.e x (G) = m

\* Some observation that follows directly from the defination:-

1) A graph consist of only isolated vertices is - 1 chromatic. m=1 a/yelow

2) A graph with one or more edges (not a self 100p) is at least 2 chromatics 5/4000 m=2 (also called bichromatic).

3) A complete graph of n vertices is n-chromatic, as all its vertices are adjacent. Hence a graph containing a complete graph of p vertices is or least n chromatic. For instance, every graph having a triangle is at least 3 chromatic afred n = 3

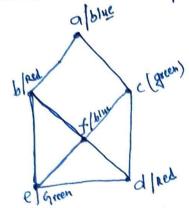
m = 3

4) a graph with a maximum degree 1.50 the chromatic no. is a(G) < 1 + 4(G)

a graph having minimum degree  $\delta$ . so the chromatic no. is  $2(6) > \frac{n}{n-\delta(6)}$ 

6) If G has no complete graph of (4(G) + 1) vertex. The chromatic no. of this graph is  $\chi(G) \gtrsim 4(G)$ 

find the chromatic number of the following graph G.



range 
$$\frac{3}{2} \le x(6) \le 5$$

Graph Contain a triangle x(a) = 3

20, Consider

△ (b, e, t) -> ( Red, green, blue)

vertex d adjacent to - e and f

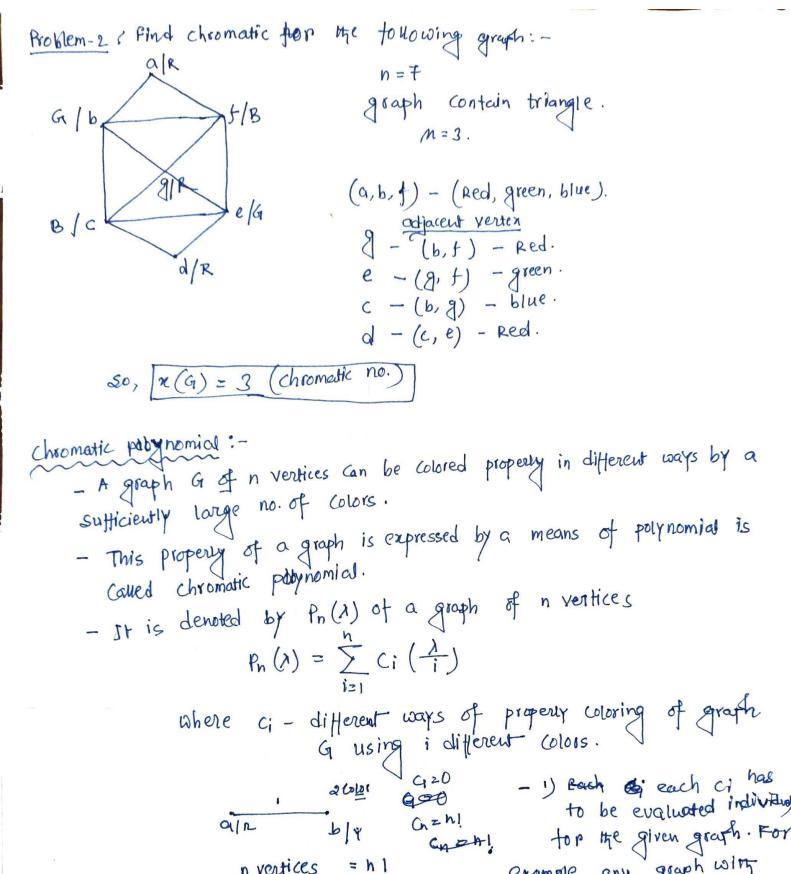
d > Red. c adjacents f and d

C -> green.

a adjacent b and c

a -> blue.

So, the chromatic no of this graph 7(6)=3

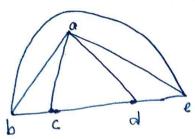


example, any graph with n vertices = h ! even one edge requires at least two color for proper coloring. and therefore C1 = 0. - A graph with n vertices and using n different colors can be properly colored in n! ways: mat is

top the given graph. For

Problem:-

Find chromatic polynomial for following graffer.



So, formula is

$$P_n(\lambda) = \sum_{i=1}^n c_i\left(\frac{\lambda}{i}\right)$$

$$P_5(\lambda) = \sum_{i=1}^{5} c_i \left(\frac{\lambda}{i}\right).$$

So we calculate 9, Cz, Cz, C4, C5

· Graph G has a triangle so we require alleast 3 Glors to paint (a, b, c) triangle.

$$C_1 = C_2 = 0$$

3 colors can be assigned to 3 vertices

a, b, c in 3! = 6 different ways.

> out of 4 colors 3 can be selected and assigned to a, b, c in 1p3 = 24 ways.

Now d will have two choices torth colors Cq = 24.2 = 48 0975.

 $P_{5}(3) = c_{1} \frac{A(x-1)}{1!} + c_{2} \frac{A(x-2)}{2!} + c_{3} \frac{A(x-1)(x-2)(x-3)}{3!} + c_{4} \frac{A(x-1)(x-2)(x-3)(x-4)}{4!} + c_{5} \frac{A(x+1)(x-2)(x-3)(x-4)}{5!}$ 

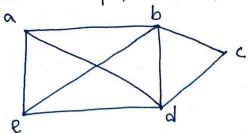
$$= 0 + 0 + \frac{6 \lambda (\lambda - 1) (\lambda - 2)}{3!} + 48 \frac{\lambda (\lambda - 1) (\lambda - 2) (\lambda - 3)}{4!} + 120 \frac{\lambda (\lambda - 1) (\lambda - 2) (\lambda - 3) (\lambda - 4) (\lambda - 1)}{5!}$$

7 (1-1) (1-2) (1-3) (12-52 +7)

This is the choromatic polynomial of tollowing graph.

Prob

find the chromatic polynomial of tollowing grath.



$$\ell_n(n) = \sum_{i=1}^n c_i\left(\frac{n}{i}\right)$$

$$P_{5}(n) = \sum_{i=1}^{n} c_{i}\left(\frac{n}{i}\right)$$

So, we calculate 4, (2, (3, 4,4)

Graph Contain a complete graph (a,b,d,e) of 4 vertices. So it requires at least 4 color to color it

Q-= 4 color be q, c2, c3, c4 assigned verten a, b, d, e

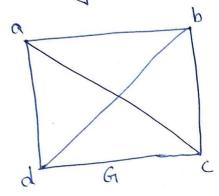
There are two volor for vertex C. Cy = 24. 2 = 48 ways.

$$\begin{array}{l} 40, \ P_{5}(\lambda) = 4 & \frac{\lambda}{1!} + 6 & \frac{\lambda(\lambda-1)}{2!} + 6 & \frac{\lambda(\lambda-1)(\lambda-2)(\lambda-3)}{3!} + 6 & \frac{\lambda(\lambda-1)(\lambda-2)(\lambda-3)(\lambda-4)}{4!} \\ & = 0 + 0 + 0 + 48 & \frac{\lambda}{1!} & \frac{(\lambda-1)(\lambda-2)(\lambda-3)}{1!} + 120. & \frac{\lambda(\lambda-1)(\lambda-2)(\lambda-3)(\lambda-4)}{5!} \\ & = \frac{\lambda^{5} + 8\lambda^{4} - 23\lambda^{3} - 28\lambda^{2} + 20\lambda}{1!} & \text{so, this is the} \\ & \text{Chosomatic polynomial of the given graph.} \end{array}$$

## Covering

· In a graph G, a set of edges h is said to be cover G if every vertex in G is incident an attent one edge in h.

· A set of edges that cover a graph G is called an edge covering or subgraph or simply a covering of GI.



## observation

1) A graph G is its own Govering.

A spanning tree in a connected graph G is also a cover

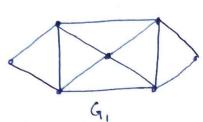
III) Hamiltonian circuit is G is also a covering in G.

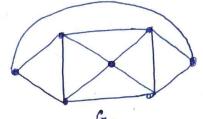
Iv) The covering exist in a graph G it G has no isolated ventex.

## Four Color problem: -

The four Color Theorem: The chromatic number of a plannar graph 25 no greater wan 4.

example: - G, chromatic number = 3, Giz chromatic number = 4.





The regions of a plannar graph are colored so that adjacent negions have different colors, then no more than 4 colors are required. GZ

i.e, R(G) < 4.

Algorithm for graph Coloring:= Backtracking: Graph coloring Algorithm.

Algorithm m Coloning (K)

1/ This algorithm was formed using recursive backtracking.

M schema, The graph is represented by its boolean adjacency.

11 matrix G[1:n, 1:n]. All assignments of 1,2, ... m to the 1 vertices of the graph such that adjacent vertices are assigned.

A distinct integers are printed it is the index of the next wester.

A to color.

1 repeat

Next value (K) if (a[x] == 0) then return. if (x = = n) Then write (x[1:n]) m coloning (R+1) J'until (Rollse)

Finding all m Calanina at a Assuph

Algorithm Next Value (x). 11 2.[1] --- x[x-1] have been assigned integer values in the Ir range 1 to m such that adjacent vertices have distinct integers A value for x[x] is determermine in the range o to m a[x] is assigned next highest number color potoms refaring assigned white maintaining distinctness from the adjacent vertices Verter K if no such color exists, then x[K] is o repeat Il next highest node.  $a[K] = (a[K] + 1) \mod (m + 1)$ 11 Color exhausted if (x[x] = 0) men return for J=1 to D do if  $(G[x, J] \neq 0)$  and (z[x] = = x[J])then break 11 adjacent with some Color if (3 = = (n+1)) then setusn 11 new color found. } until (false) 11 operwise find other

Generating the next Colon.