

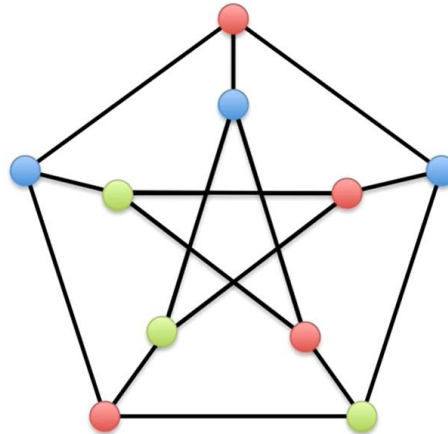
The background features a light gray dashed line forming a large circle. Various colored circles are scattered around: a large cyan circle with a white center in the top-left; a small cyan circle near the top-right; a large lime green circle with a smaller green circle inside it in the top-right; a small pink circle in the middle-right; a large orange circle in the bottom-right; a large yellow circle with a white center in the bottom-right; a large green circle with a white center in the bottom-left; a small yellow circle near the bottom-left; and a large lime green circle with a dashed outline in the middle-left.

Graph Coloring Problem

Presented by Nabanita Das

Graph Coloring Problem

- Given an undirected graph, determine if the graph can be colored with at most m colors such that no two adjacent vertices of the graph are colored with the same color.
- Goal: Given a graph G and an integer m , find if we can satisfy the problem description using at most m colors. $n = 10$, $m=3$

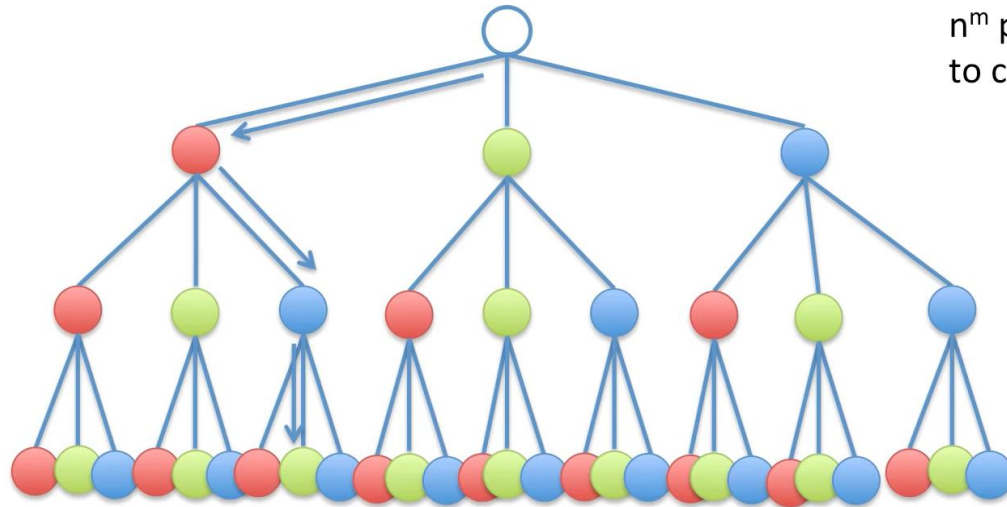




Graph Coloring Problem Finding

- ◎ **m-Coloring Decision Problem-** If a graph is given and also some colors are given. This graph can be colored or not by those colors.
- ◎ **m-Coloring Optimization Problem-** If a graph is given if we want to know minimum how many colors are required to color the graph.
- ◎ **Chromatic Number-** The chromatic number of a graph is the smallest number of colors needed to color the vertices so that no two adjacent vertices share the same color.

- Let's look at a smaller problem:
 $n=3, m=3$
- No Restrictions

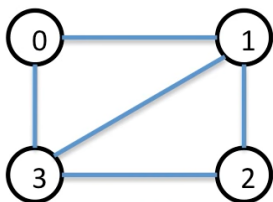


n^m possible ways
to colour the 3 nodes

$$3^3=27$$

Graph Colouring Backtracking

Example Problem: $n=4$, $m=3$



Adjacency
Matrix (G)

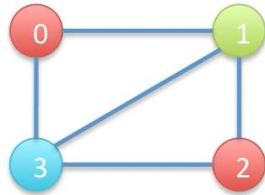
n	0	1	2	3
0	1	1	0	1
1	1	1	1	1
2	0	1	1	1
3	1	1	1	1

```
graphColour(int k){  
    for(int c = 1; c<=m; c++){  
        if(isSafe(k,c)){  
            x[k] = c;  
            if((k+1)<n)  
                graphColour(k+1);  
            else  
                print x[]; return;  
        }  
    }  
}
```

k = the node that we're going to colour in this level of the recursion

$x[k]$ = Is an array that holds the current colour at each node.

Example Problem: $n=4, m=3$



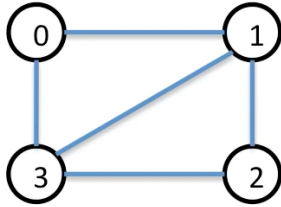
Red = 1
Green = 2
Blue = 3

$x[k]$

0	1	2	3
1	2	1	3

$x[0] = 1, x[1] = 2, x[2] = 1, x[3] = 3$

Example Problem: $n=4, m=3$



Adjacency
Matrix (G)

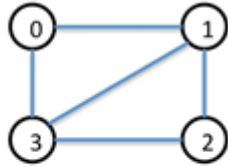
n	0	1	2	3
0	1	1	0	1
1	1	1	1	1
2	0	1	1	1
3	1	1	1	1

```
graphColour(int k){
    for(int c = 1; c<=m; c++){
        if(isSafe(k,c)){
            x[k] = c;
            if((k+1)<n)
                graphColour(k+1);
            else
                print x[]; return;
        }
    }
}
```

```
isSafe(int k, int c){
    for(int i = 0; i<n; i++){
        if(G[k][i] == 1 && c == x[i]){
            return false;
        }
    }
    return true;
}
```

Checks to see if the current colour c is safe to place

Example Problem: $n=4, m=3$



Adjacency Matrix (G)

n	0	1	2	3
0	1	1	0	1
1	1	1	1	1
2	0	1	1	1
3	1	1	1	1

```
graphColour(int k){
    for(int c = 1; c<=m; c++){
        if(isSafe(k,c)){
            x[k] = c;
            if(k+1 < n)
                graphColour(k+1);
            else
                print x[]; return;
        }
    }
}
```

graphColour(0);

$k = 0$

$c = 1$ (red)

$x[k] = 1$ (red)

```
isSafe(int k, int c){
    for(int i = 0; i<n; i++){
        if(G[k][i] == 1 && c == x[i]){
            return false;
        }
    }
    return true;
}
```

$i = 0$

$G[0][0] == 1$ ← Node is adjacent to itself

$c != x[i], 1 != 0$

$i = 1$

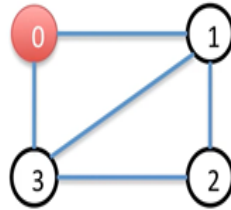
$G[0][1] == 1$

$c != x[i], 1 != 0$

Loop continues for all n

Returns true

Example Problem: $n=4, m=3$



Adjacency
Matrix (G)

n	0	1	2	3
0	1	1	0	1
1	1	1	1	1
2	0	1	1	1
3	1	1	1	1

```
graphColour(int k){
    for(int c = 1; c<=m; c++){
        if(isSafe(k,c)){
            x[k] = c;
            if(k+1 < n)
                graphColour(k+1);
            else
                print x[]; return;
        }
    }
}
```

```
isSafe(int k, int c){
    for(int i = 0; i<n; i++){
        if(G[k][i] == 1 && c == x[i]){
            return false;
        }
    }
    return true;
}
```

graphColour(1);

$K = 1$

$c = 1$ (red)

$c = 2$ (green)

$x[1] = 2$ (green)

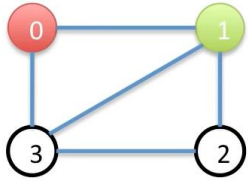
$i = 0$

$G[1][0] == 1$

$c == x[i], 1 == 1$

Returns false

Example Problem: $n=4, m=3$



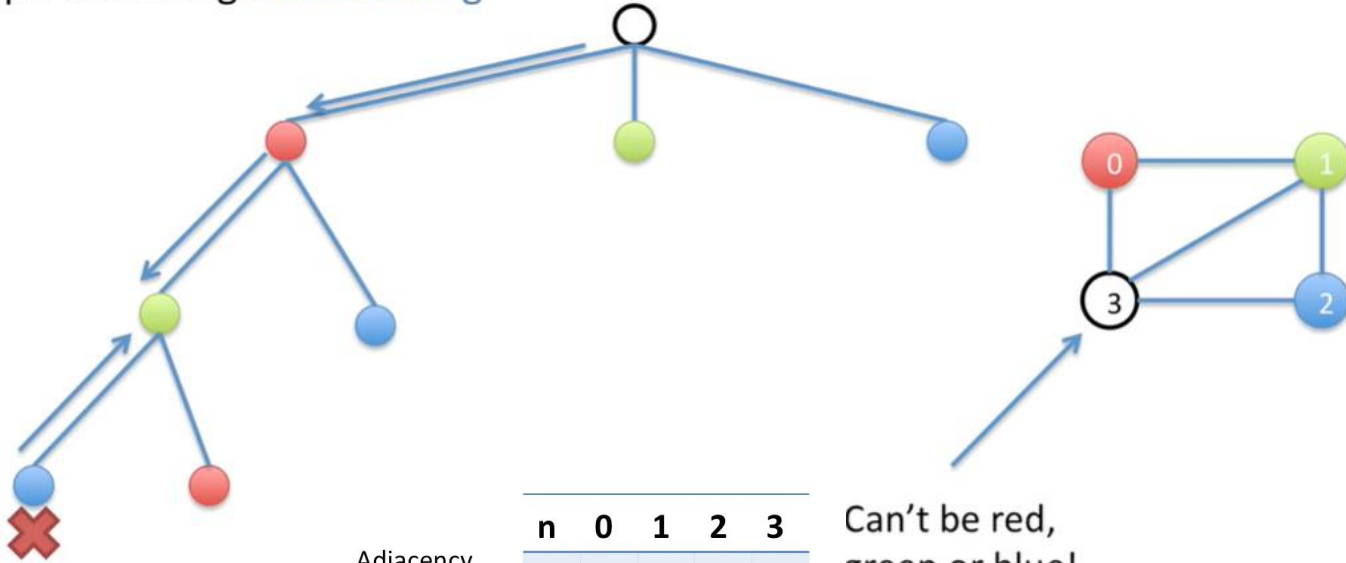
Adjacency Matrix (G)

n	0	1	2	3
0	1	1	0	1
1	1	1	1	1
2	0	1	1	1
3	1	1	1	1

The recursion continues for all the nodes in the graph, trying the different colours.

If no colour is safe, and not all nodes are filled, it'll back track and try a different colour on the last node set.

Graph Colouring Backtracking

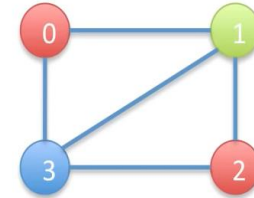
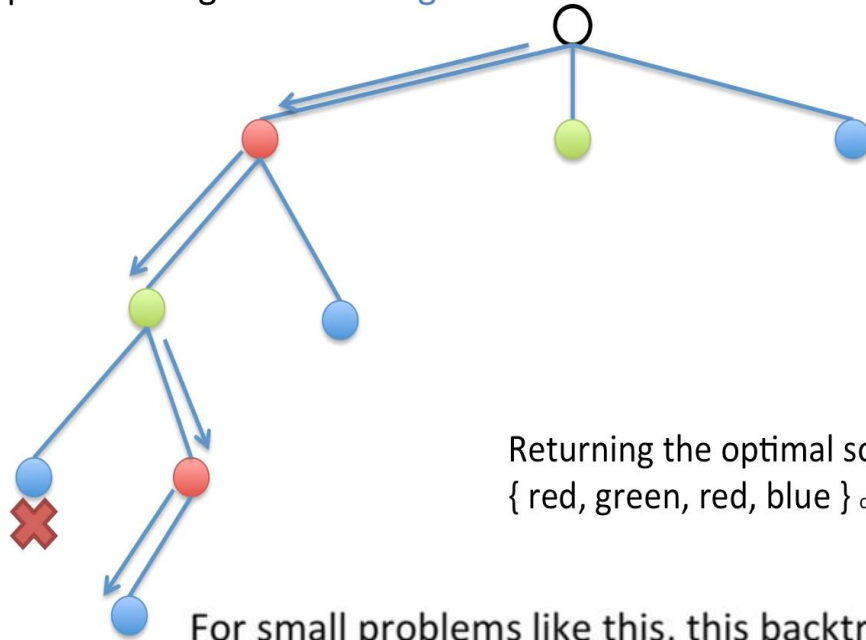


Can't be red,
green or blue!

	n	0	1	2	3
Adjacency Matrix (G)					
0		1	1	0	1
1		1	1	1	1
2		0	1	1	1
3		1	1	1	1

Adjacency Matrix (G)

Graph Colouring Backtracking



Returning the optimal solution of:
{ red, green, red, blue } or {1,2,1,3}

For small problems like this, this backtracking approach is ok, however the graph colouring problem is a known NP-hard problem

This algorithm is still $O(m^n)$ where m is the number of colours, and n is the number of vertices.

Thanks!



Any questions?

You can find me at @username & user@mail.me