§1 SAT-COLOR INTRO 1

May 19, 2018 at 02:30

1. Intro. This little program outputs clauses that are satisfiable if and only if the graph g can be c-colored, given g and c.

```
(It generalizes SAT-PIGEONS, which is the case where g = K_m and c = n.)
```

Suppose the graph has m edges and n vertices. Then there are nc variables v.k, meaning that vertex v gets color k. And there are n clauses of size c (to ensure that each vertex gets at least one color), plus mc clauses of size 2 (to ensure that adjacent vertices don't share a color).

```
#include <stdio.h>
#include <stdlib.h>
#include "gb_graph.h"
#include "gb_save.h"
  int c;
  main(\mathbf{int} \ argc, \mathbf{char} * argv[])
     register int i, j, k;
     register Arc *a;
     register Graph *g;
     register Vertex *v;
     \langle \text{Process the command line } 2 \rangle;
     (Generate the positive clauses 3);
     (Generate the negative clauses 4);
  }
2. \langle \text{Process the command line 2} \rangle \equiv
  if (argc \neq 3 \lor sscanf(argv[2], "%d", \&c) \neq 1) {
     fprintf(stderr, "Usage: \_\%s\_foo.gb\_c\n", argv[0]);
     exit(-1);
  g = restore\_graph(argv[1]);
     fprintf(stderr, "I_{\square}couldn't_{\square}reconstruct_{\square}graph_{\square}%s! \n", argv[1]);
     exit(-2);
  if (c \leq 0) {
     fprintf(stderr, "c_{\square}must_{\square}be_{\square}positive! \n");
     exit(-3);
  printf("\"argv[1], c);
This code is used in section 1.
3. \langle Generate the positive clauses 3\rangle \equiv
  for (v = g \neg vertices; \ v < g \neg vertices + g \neg n; \ v \leftrightarrow)  {
     printf("\n");
  }
This code is used in section 1.
```

2 Intro

```
4. \langle Generate the negative clauses 4 \rangle \equiv for (k = 1; k \leq c; k++) for (v = g \neg vertices; v < g \neg vertices + g \neg n; v++) for (a = v \neg arcs; a; a = a \neg next) if (a \neg tip > v) printf ("~%s.%d\n", v \neg name, k, a \neg tip \neg name, k); This code is used in section 1.
```

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5. Index.

a: 1.

Arc: 1.

arcs: 4.

argc: 1, 2.

argv: 1, 2.

c: 1.

exit: 2.

fprintf: 2.

g: 1.

Graph: 1.

i: 1.

j: 1.

k: 1.

main: 1.

name: 3, 4.

next: 4.

printf: 2, 3, 4.

 $v: \underline{1}.$ Vertex: 1. vertices: 3, 4.

tip: 4.

restore_graph: 2. sscanf: 2. stderr: 2. 4 NAMES OF THE SECTIONS SAT-COLOR

```
\begin{array}{ll} \langle \, \text{Generate the negative clauses} \, \, 4 \, \rangle & \text{Used in section 1.} \\ \langle \, \text{Generate the positive clauses} \, \, 3 \, \rangle & \text{Used in section 1.} \\ \langle \, \text{Process the command line 2} \, \rangle & \text{Used in section 1.} \end{array}
```

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