§1 SAT-COLOR-ORDER 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, and uses the "order encoding.") Suppose the graph has m edges and n vertices. Then there are n(c-1) variables v < k, meaning that vertex v gets color < k. And there are n(c-2) clauses of size 2 (to enforce the linear ordering of colors), plus mc clauses of size 4 (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 ordering clauses 3);
      (Generate the graph-coloring 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 ordering clauses 3 \rangle \equiv
  for (v = g \neg vertices; v < g \neg vertices + g \neg n; v ++)
     \mathbf{for} \ (k = 2; \ k < c; \ k ++) \ \ printf(\texttt{"~%s<\%d_l\%s<\%dn"}, v \rightarrow name, k-1, v \rightarrow name, k);
This code is used in section 1.
```

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```
4. \langle Generate the graph-coloring clauses 4 \rangle \equiv 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) for (k = 1; k \le c; k + +) \{ if (k \equiv 1) \ printf("\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~\s<\d_\_~
```

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.

restore\_graph: 2.

sscanf: 2.

stderr: 2.

tip: 4.

v: 1.

Vertex: 1. vertices: 3, 4.

## 4 NAMES OF THE SECTIONS

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 $\begin{array}{ll} \langle \, Generate \,\, the \,\, graph\text{-coloring clauses} \,\, 4 \,\rangle & \text{Used in section} \,\, 1. \\ \langle \, Generate \,\, the \,\, ordering \,\, clauses \,\, 3 \,\rangle & \text{Used in section} \,\, 1. \\ \langle \, Process \,\, the \,\, command \,\, line \,\, 2 \,\rangle & \text{Used in section} \,\, 1. \end{array}$ 

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