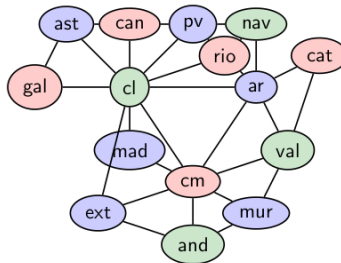


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**Graph Coloring****X33462\_en**

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Write a program in Python that, using the **optilog** library, finds a coloring for a given graph.



In order to use the optilog library, the program has to include something like:

```
from optilog.solvers.sat import *
...
solver = Glucose41()
solver.add_clauses(...)
solver.solve()
solver.model()
```

**Input**

The input is a text (in the stdin) with pairs of connected nodes. For instance, the text:

```
a b
a c
b c
b d
c d
```

**Output**

The output is also a text (in the stdout) where in every line there is a list of nodes with the same color. In this example:

```
{a, d}
{b}
{c}
```

Notice that the order of the lines and the order inside each line is not relevant. In this example, there are three lines because this is the minimum number of required colors and node 'a' and 'd' can get the same color because they are not connected.

**Sample input 1**

```
a b
a c
```

```
| b c
| b d
| c d
```

### Sample output 1

```
{c}
```

```
{d, a}  
{b}
```

### Sample input 2

```
ast gal  
ast can  
ast cl  
gal cl  
can cl  
can pv  
pv cl  
pv rio  
pv nav  
rio cl  
rio ar  
rio nav  
nav ar  
cat ar  
cat val  
ar cl  
ar val  
ar cm  
cl mad  
cl ext  
cl cm  
cm mad  
cm ext  
cm and  
cm mur  
cm val  
val mur  
ext and  
and mur
```

### Sample output 2

```
{nav, and, val, cl}  
{can, cm, rio, cat, gal}  
{pv, ast, ext, mur, mad, ar}
```

### Scoring

Samples have been selected in order to ensure that there exist a unique solution up to colors permutations.

### Problem information

Author: Jordi Levy

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