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A graph G is a bipartite graph with vertex classes  $V_1$  and  $V_2$  if  $V(G) = V_1 \cup V_2$ ,  $V_1 \cap V_2 = \emptyset$  and each edge joins a vertex of  $V_1$  to a vertex of  $V_2$ .

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Notice that a graph G is bipartite if and only if  $\chi(G) \leq 2$ .

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$$\chi(C_n) = \begin{cases} 2 & \text{for } 2|n\\ 3 & \text{for } 2 \nmid n \end{cases}$$

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The greedy (coloring) algorithm of a graph G w.r.t. the order of the vertices  $x_1, x_2, \ldots x_n$  using colors  $1, 2, \ldots$ : color  $x_1$  to 1 and for  $i \ge 2$  color  $x_i$  the smallest color itr allows to have  $x_1, x_2, \ldots, x_i$  good colored.

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#### Proposition

For every graph G there exists an ordering of the vertices w.r.t. the greedy algorithm requires only (as low as possible)  $\chi(G)$  colors.

Theorem

A graph G is bipartite (i.e.,  $\chi(G) = 2$ ) iff G contains no odd cycles, i.e.,  $C_{2k+1} \nsubseteq G$ 

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$$C_{2k+1} \subseteq G \Rightarrow 3 = \chi(C_{2k+1}) \leq \chi(G).$$

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On the other hand, if  $C_{2k+1} \nsubseteq G$  we can good color G by two colors in the following way:

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For k = 4 and g = 4, G is