

# A Graph Theory Package for Maple, Part II: Graph Coloring, Graph Drawing, Support Tools, and Networks.

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## 1 Introduction

This is the second paper detailing a new Maple package for graph theory, called `GraphTheory`. [3], that is being developed at Simon Fraser University as part of our MITACS research project. The package is intended for both research and teaching. It supports directed and undirected graphs, weighted and unweighted graphs, and networks, but not multigraphs.

The package includes procedures for drawing graphs in 2 and 3 dimensions. To make the package easy to use we have added Maple style 'context menus'. This provides access to many of the commands in the package via using menus and the mouse.

In this paper we describe new functionality added to support graph input, storing of arbitrary information about edges and vertices, importing graphs from and exporting graphs to other software, including support for MetaPost for use with L<sup>A</sup>T<sub>E</sub>X.

We describe a graph drawing algorithm that models a graph as a physical system that leads to a system of second order differential equations that needs to be solved. This approach gives very good drawings of graphs. It is limited in that its complexity is inherently  $O(n^2)$  where  $n$  is the number of vertices in the graph. Our implementation is effective for  $n$  up to about 100.

We also describe the facilities for graph coloring and for networks.

There are many texts on graph theory. The primary algorithms reference that we have used was *Introduction to Algorithms* by Cormen, Leiserson, Rivest and Stein. See [1]. Also [8], Gabriel Valiente's *Algorithms on Trees and Graphs* which focusses on the graph isomorphism problem. Another good text devoted

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