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**Algorithm 1** ( $d, f$ )– extended coloring of fuzzy graph

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Input: adjacency matrix of fuzzy graph ( $A$ ), the dissimilarity measure ( $di$ ), the number of vertices of fuzzy graph ( $n$ ), scale function ( $ro$ ).

- (1) Consider the color of all edges –1 edge *index* coloring start and The color of choice  $c \leftarrow 1$  for Coloring *index* edge to consider.
- (2) According the *index* of edge, start and end vertices [ $ver1, ver2$ ] are determined.
- (3) If the vertex  $ver1 = 0$ , i.e all edges of graph colored, go to step 5.
- (4) While  $1 > 0$  do:
  - 4.1. Consider the vertex  $i \leftarrow 1$ .
  - 4.2. While  $i \leq n$  0 do:
    - (i) If the color  $c$  is greater than maximum available the color, go to step 3.4.
    - (ii) If  $ver2$  of vertex lso edge  $ecolor(ver1, i)$  is colored. If colored. If the color  $c$  in formula (??) is not satisfied, not suitable the  $c$  of color for coloring and select  $c \leftarrow c + 1$  of color for coloring , then  $i \leftarrow i + 1$  and re-run 2.4 stage first the first.
    - (iii) select  $i \leftarrow i + 1$  of vertex and re-run 2.4 stage first the first.
  - 4.3. If  $c$  of color is positive, considered  $c$  of color as the color edges  $ecolor(ver1, ver2)$  and  $ecolor(ver2, ver1)$ , then considered  $c \leftarrow 1$  and go to step 9.4.
  - 4.4. If arrived to the *index* = 1 of edge, go to step 5.
  - 4.5. select  $index \leftarrow index - 1$  of edge.
  - 4.6. While  $index > 1$  and color of  $ecolor(ver1, ver2)$  of edge is greater than maximum available the color, select  $index \leftarrow index - 1$  of edge.
  - 4.7.  $c \leftarrow ecolor(ver1, ver2) + 1$  of color assignment to edges  $ecolor(ver1, ver2)$  and  $ecolor(ver2, ver1)$ , go to step 3.
  - 4.8. If arrived to th 5.
  - 4.9. choose step 3.
  - 4.10. If arrived to th 5.
  - 4.11. choose step 3.
  - 4.12. If arrived to th 5.
  - 4.13. choose step 3.
  - 4.14. If arrived to th 5.
  - 4.15. choose step 3.
  - 4.16. If arrived to th 5.
  - 4.17. choose step 3.
- (5) If there is no edge is possible.
- (6) If arrived to th 5.
- (7) choose step 3.
- (8) If arrived to th 5.
- (9) choose step 3.
- (10) If arrived to th 5.