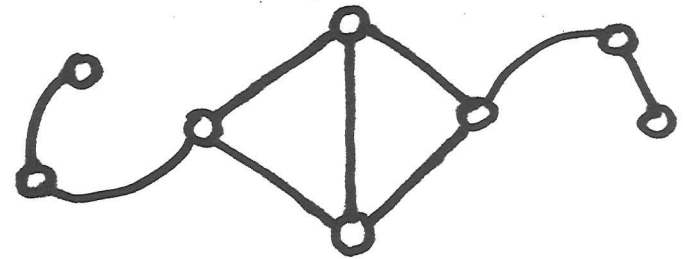


GRAPH THEORY



CONTACT

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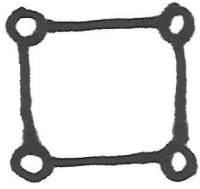
JDH.HAMKINS.ORG

WITH ANY QUESTIONS

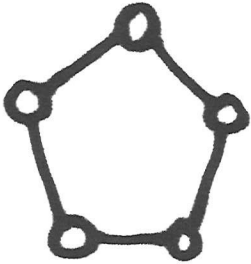
FOR KIDS!

ANOTHER 3D SOLID:

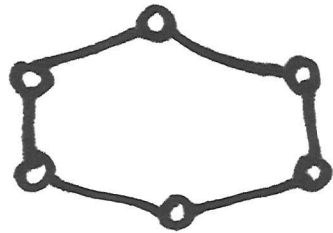
$$\begin{array}{c} V \\ \bigcirc \end{array} - \begin{array}{c} E \\ \bigcirc \end{array} + \begin{array}{c} F \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

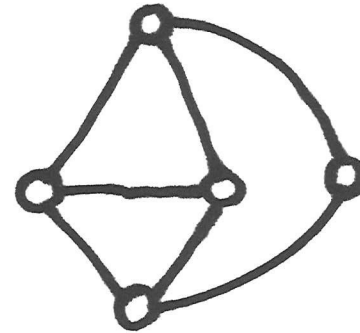


$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

A GRAPH IS A
COLLECTION OF VERTICES
JOINED BY EDGES.



THIS GRAPH HAS
5 VERTICES
7 EDGES
AND IT DIVIDES THE
PLANE INTO
4 REGIONS

THE MATHEMATICIAN
LEONHARD EULER
NOTICED SOMETHING PECULIAR
WHEN HE CALCULATED:

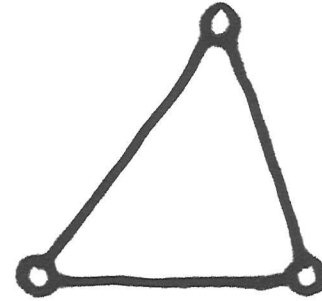
$$\left(\begin{smallmatrix} \text{NUMBER OF} \\ \text{VERTICES} \end{smallmatrix} \right) - \left(\begin{smallmatrix} \text{NUMBER OF} \\ \text{EDGES} \end{smallmatrix} \right) + \left(\begin{smallmatrix} \text{NUMBER OF} \\ \text{REGIONS} \end{smallmatrix} \right)$$

$$V - E + R$$

THIS NUMBER IS
NOW KNOWN AS THE
EULER CHARACTERISTIC.

IT'S PRONOUNCED LIKE "OILER"

LET'S CALCULATE IT!



VERTICES _____

EDGES _____

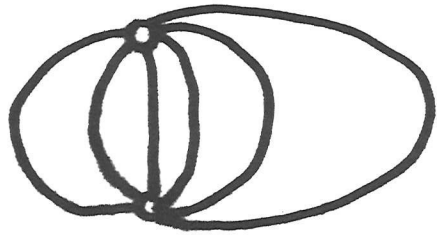
REGIONS _____

REMEMBER
TO COUNT
THE OUTSIDE
REGION!

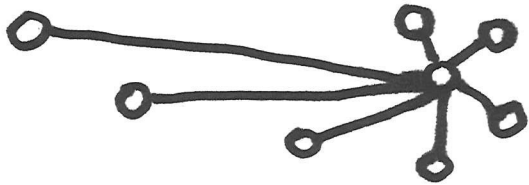


$$\begin{matrix} V & & E & & R \\ \bigcirc & - & \bigcirc & + & \bigcirc & = & ____ \end{matrix}$$

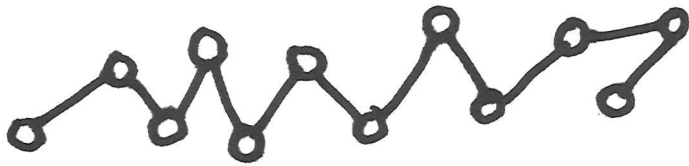
DO WE ALWAYS GET 2?
 LET'S TRY SOME EXTREME
 CASES:



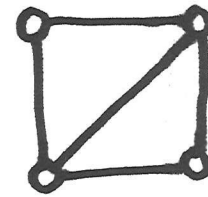
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



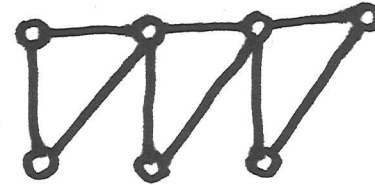
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



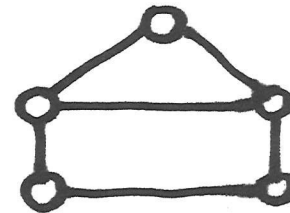
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



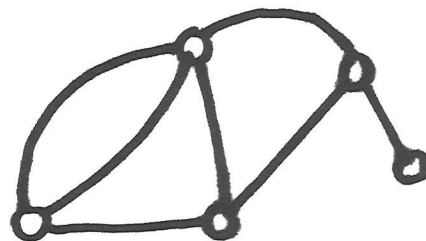
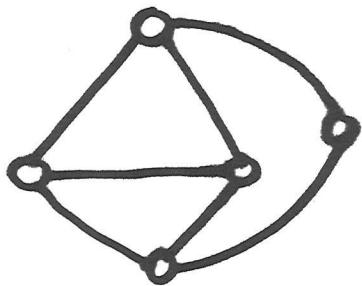
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

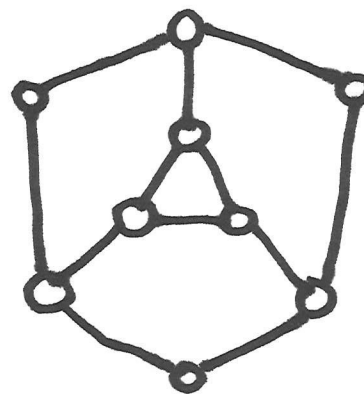
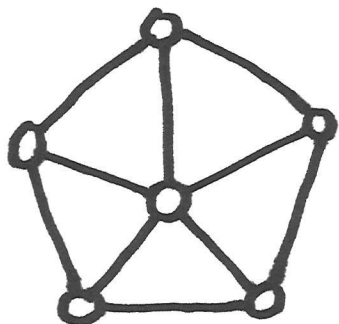


$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

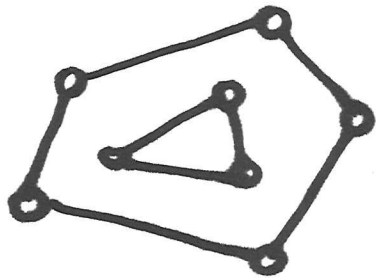
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

LET'S TRY THIS GRAPH:



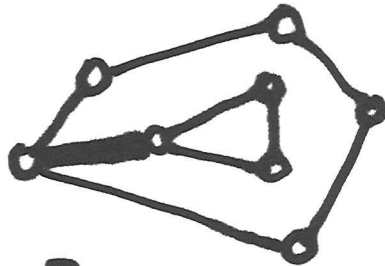
$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

THIS GRAPH IS
NOT CONNECTED.

DID YOU
GET 2?
NO?



WE CAN CONNECT THE
TWO COMPONENTS BY ADDING
AN EDGE.



$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

NOW IT WORKS!

TRY IT YOURSELF!

MY GRAPH:

$$\begin{matrix} V \\ \bigcirc \end{matrix} - \begin{matrix} E \\ \bigcirc \end{matrix} + \begin{matrix} R \\ \bigcirc \end{matrix} = \underline{\hspace{2cm}}$$

MY GRAPH:

MY GRAPH:

$$\begin{array}{c} V \\ \bigcirc \end{array} - \begin{array}{c} E \\ \bigcirc \end{array} + \begin{array}{c} R \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$

$$\begin{array}{c} V \\ \bigcirc \end{array} - \begin{array}{c} E \\ \bigcirc \end{array} + \begin{array}{c} R \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$

CONCLUSION:

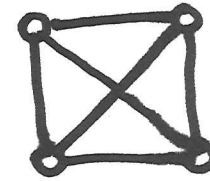
EVERY CONNECTED

PLANAR GRAPH

HAS

$$V - E + R = 2.$$

HOW ABOUT THIS GRAPH?

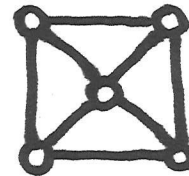


$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{R}{\bigcirc} = \underline{\hspace{2cm}}$$

DID IT WORK?

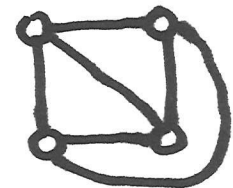
IN THIS GRAPH, THE
DIAGONAL EDGES CROSS.
LET'S FIX THAT.

ADD A VERTEX



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{R}{\bigcirc} = \underline{\hspace{2cm}}$$

MOVE AN EDGE



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{R}{\bigcirc} = \underline{\hspace{2cm}}$$

NOW IT WORKS!

A PLANAR GRAPH CAN BE
DRAWN WITHOUT EDGES CROSSING.

FOR A CONNECTED PLANAR GRAPH, IS THE EULER CHARACTERISTIC ALWAYS 2?

YES!

- IT STARTS OUT TRUE

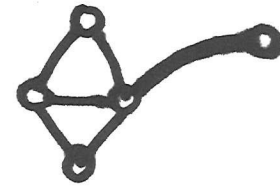
ONE VERTEX
NO EDGES
ONE REGION

$$\begin{array}{c} V \\ \textcircled{1} \end{array} - \begin{array}{c} E \\ \textcircled{0} \end{array} + \begin{array}{c} R \\ \textcircled{1} \end{array} = \underline{2}$$

- IT STAYS TRUE WHEN WE ADD A CONNECTED VERTEX.



BEFORE



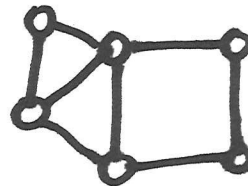
AFTER

ONE NEW VERTEX
ONE NEW EDGE

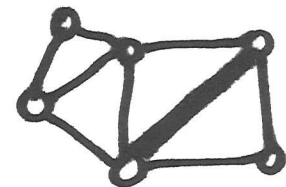
$$V - E + R$$

VERTICES & EDGES BALANCE EACH OTHER

- IT STAYS TRUE WHEN WE CUT A REGION WITH A NEW EDGE.



BEFORE



AFTER

ONE NEW
EDGE

ONE EXTRA
REGION

$$V - E + R$$

EDGES & REGIONS BALANCE

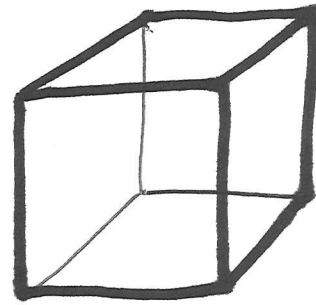
CAN YOU DRAW A
3D SOLID?

MY SOLID:

$$\begin{array}{c} V \\ \bigcirc \end{array} - \begin{array}{c} E \\ \bigcirc \end{array} + \begin{array}{c} F \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$

LET'S CONSIDER THE
SURFACES OF SOME
THREE-DIMENSIONAL
SOLIDS.

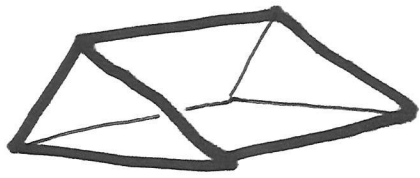
CUBE



$$\begin{array}{c} \text{VERTICES} \\ \bigcirc \end{array} - \begin{array}{c} \text{EDGES} \\ \bigcirc \end{array} + \begin{array}{c} \text{FACES} \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$

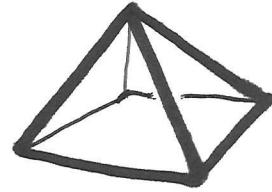
WE CALL THEM "FACES"
INSTEAD OF "REGIONS".

TRIANGULAR PRISM



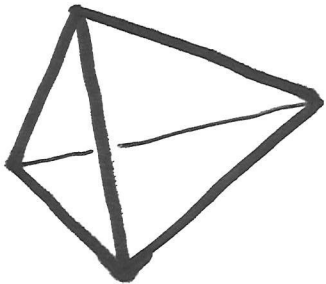
$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\hspace{1cm}}$$

PYRAMID (SQUARE BASE)



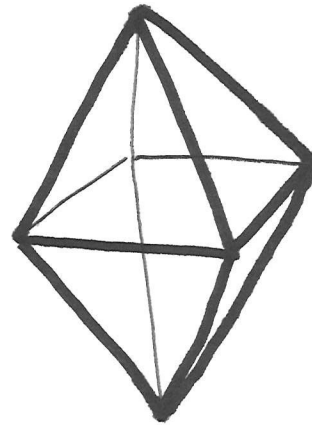
$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\hspace{1cm}}$$

TETRAHEDRON



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\hspace{1cm}}$$

OCTAHEDRON



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\hspace{1cm}}$$