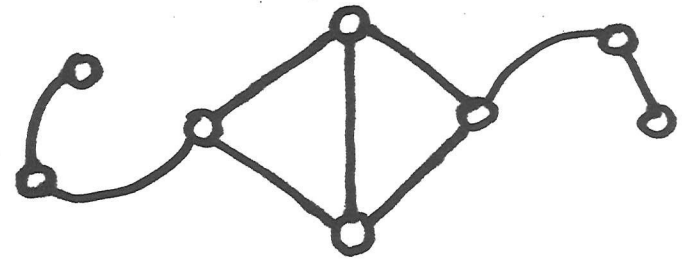


# GRAPH THEORY



CONTACT

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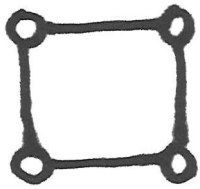
JDH.HAMKINS.ORG

WITH ANY QUESTIONS

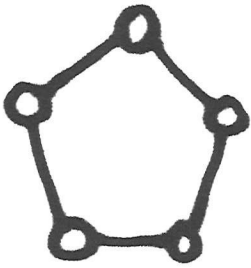
FOR  
KIDS!

ANOTHER 3D SOLID:

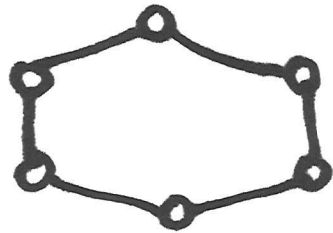
$$\begin{array}{c} V \\ \circ \end{array} - \begin{array}{c} E \\ \circ \end{array} + \begin{array}{c} F \\ \circ \end{array} = \underline{\hspace{2cm}}$$



$$V - E + R = \underline{\quad}$$

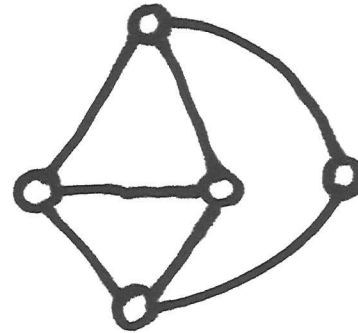


$$V - E + R = \underline{\quad}$$



$$V - E + R = \underline{\quad}$$

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:

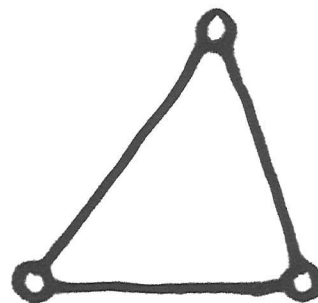
$$\left( \begin{array}{c} \text{NUMBER OF} \\ \text{VERTICES} \end{array} \right) - \left( \begin{array}{c} \text{NUMBER OF} \\ \text{EDGES} \end{array} \right) + \left( \begin{array}{c} \text{NUMBER OF} \\ \text{REGIONS} \end{array} \right)$$

$$V - E + R$$

THIS NUMBER IS  
NOW KNOWN AS THE  
EULER CHARACTERISTIC.

IT'S PRONOUNCED LIKE "OILER"

LET'S CALCULATE IT!



VERTICES \_\_\_\_\_

EDGES \_\_\_\_\_

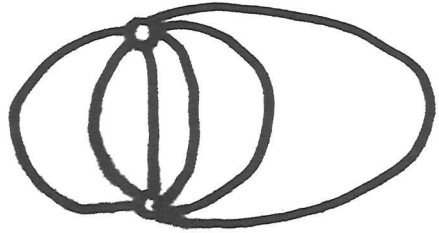
REGIONS \_\_\_\_\_

REMEMBER  
TO COUNT  
THE OUTSIDE  
REGION!

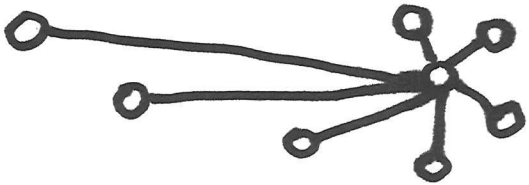


$$\begin{array}{c} V \\ \bigcirc \end{array} - \begin{array}{c} E \\ \bigcirc \end{array} + \begin{array}{c} R \\ \bigcirc \end{array} = \underline{\hspace{2cm}}$$

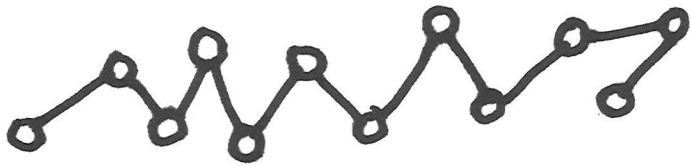
DO WE ALWAYS GET 2?  
 LET'S TRY SOME EXTREME  
 CASES:



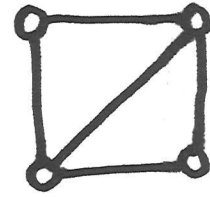
$$V - E + R = \underline{\quad}$$



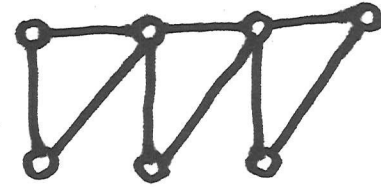
$$V - E + R = \underline{\quad}$$



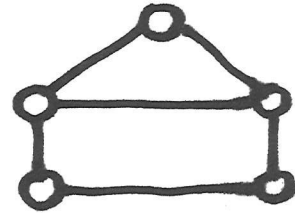
$$V - E + R = \underline{\quad}$$



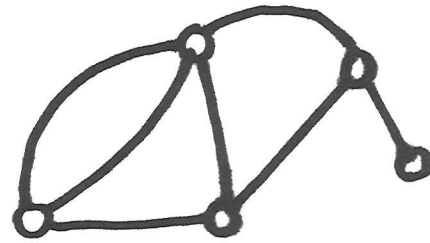
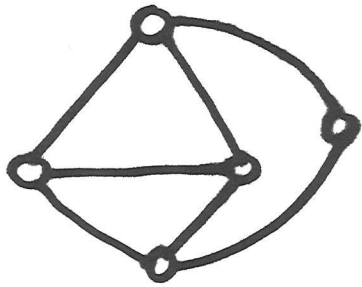
$$V - E + R = \underline{\quad}$$



$$V - E + R = \underline{\quad}$$

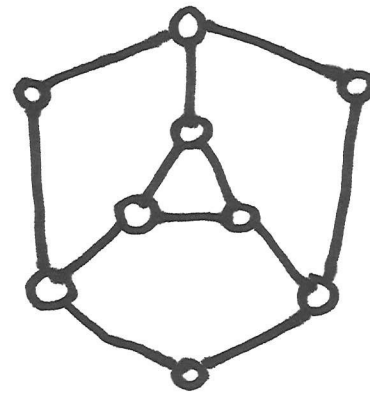
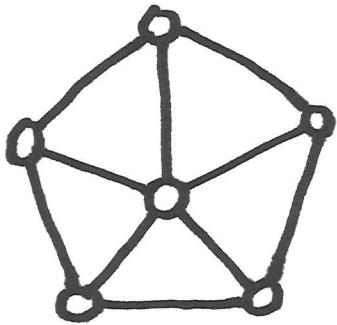


$$V - E + R = \underline{\quad}$$



$$V - E + R = \underline{\quad}$$

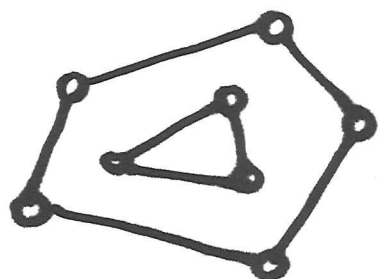
$$V - E + R = \underline{\quad}$$



$$V - E + R = \underline{\quad}$$

$$V - E + R = \underline{\quad}$$

LET'S TRY THIS GRAPH:



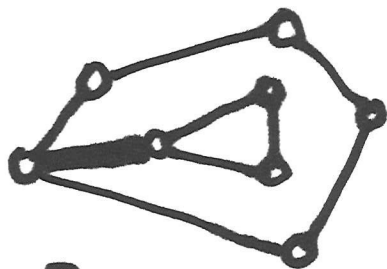
$$V - E + R = \underline{\quad}$$

THIS GRAPH IS  
NOT CONNECTED.

DID YOU  
GET 2?  
NO?



WE CAN CONNECT THE  
TWO COMPONENTS BY ADDING  
AN EDGE.



$$V - E + R = \underline{\quad}$$

NOW IT WORKS!

TRY IT YOURSELF!

MY GRAPH:

$$V - E + R = \underline{\quad}$$

MY GRAPH:

MY GRAPH:

$$\begin{array}{c} V \\ \circ \end{array} - \begin{array}{c} E \\ \circ \end{array} + \begin{array}{c} R \\ \circ \end{array} = \underline{\quad}$$

$$\begin{array}{c} V \\ \circ \end{array} - \begin{array}{c} E \\ \circ \end{array} + \begin{array}{c} R \\ \circ \end{array} = \underline{\quad}$$



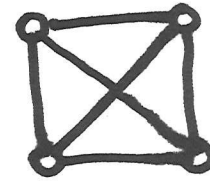
CONCLUSION:

EVERY CONNECTED  
PLANAR GRAPH

HAS

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

HOW ABOUT THIS GRAPH?

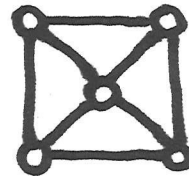


$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{R}{\bigcirc} = \underline{\hspace{2cm}}$$

DID IT WORK?

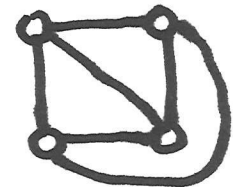
IN THIS GRAPH, THE  
DIAGONAL EDGES CROSS.  
LET'S FIX THAT.

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

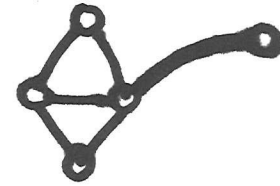
ONE VERTEX  
NO EDGES  
ONE REGION

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

- IT STAYS TRUE WHEN WE ADD A CONNECTED VERTEX.



BEFORE



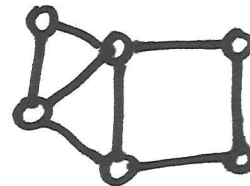
AFTER

ONE NEW VERTEX  
ONE NEW EDGE

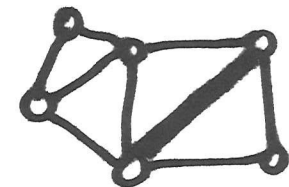
$$V - E + R$$

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

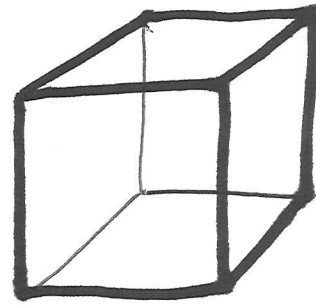
CAN YOU DRAW A  
3D SOLID?

MY SOLID:

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

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

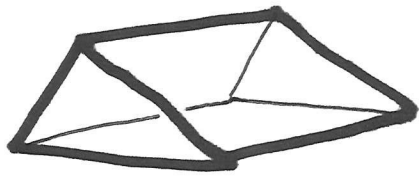
CUBE



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

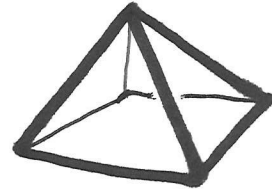
WE CALL THEM "FACES"  
INSTEAD OF "REGIONS".

# TRIANGULAR PRISM



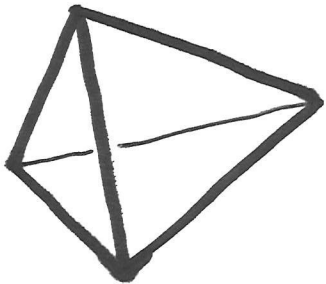
$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\quad}$$

# PYRAMID (SQUARE BASE)



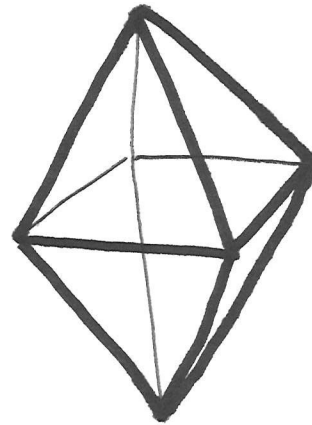
$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\quad}$$

# TETRAHEDRON



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\quad}$$

# OCTAHEDRON



$$\overset{V}{\bigcirc} - \overset{E}{\bigcirc} + \overset{F}{\bigcirc} = \underline{\quad}$$