

# Exam 2 Review

Math 154 Spring 2020

# Ch 1.5: Planar Graphs

- Planarity Definition
- Faces and Euler's Formula
- Platonic Solids
- Straight Line Embeddings
- Non-Planar Graphs

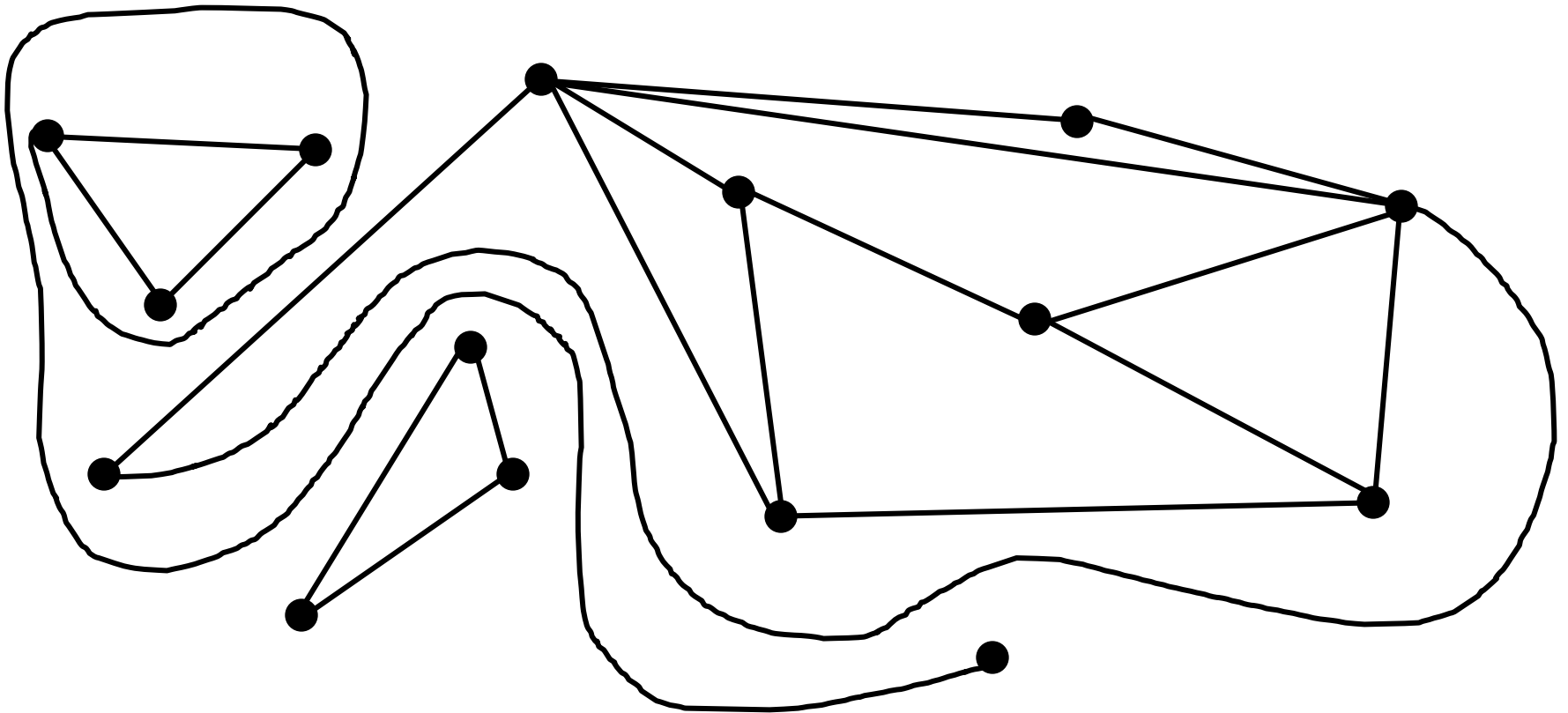
# Planar Embeddings

**Definition:** A *planar embedding* of a graph  $G$  is a drawing of  $G$  so that

- Each vertex of  $G$  corresponds to a point in the plane.
- Each edge of  $G$  corresponds to a curve connecting its endpoints.
- No two edge-curves cross except at endpoints.

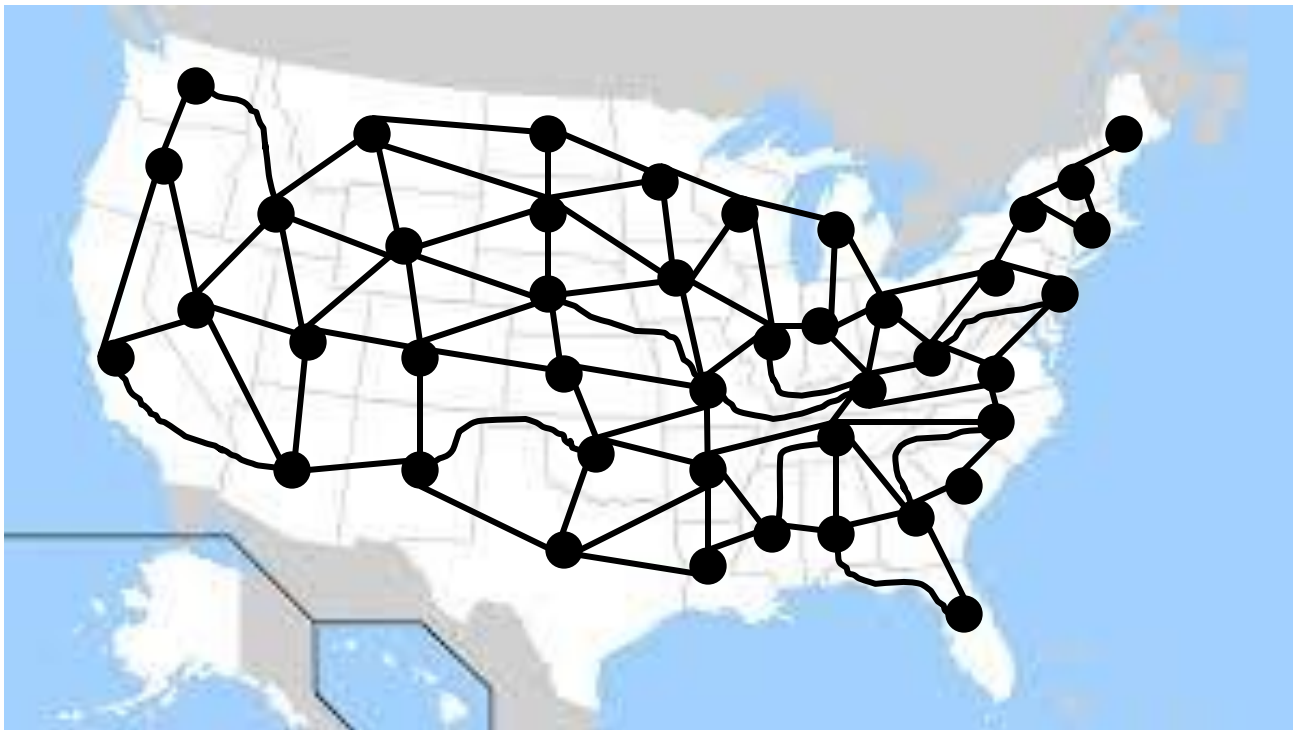
# Planar Graphs

**Definition:** A graph is *planar* if it has a planar embedding.



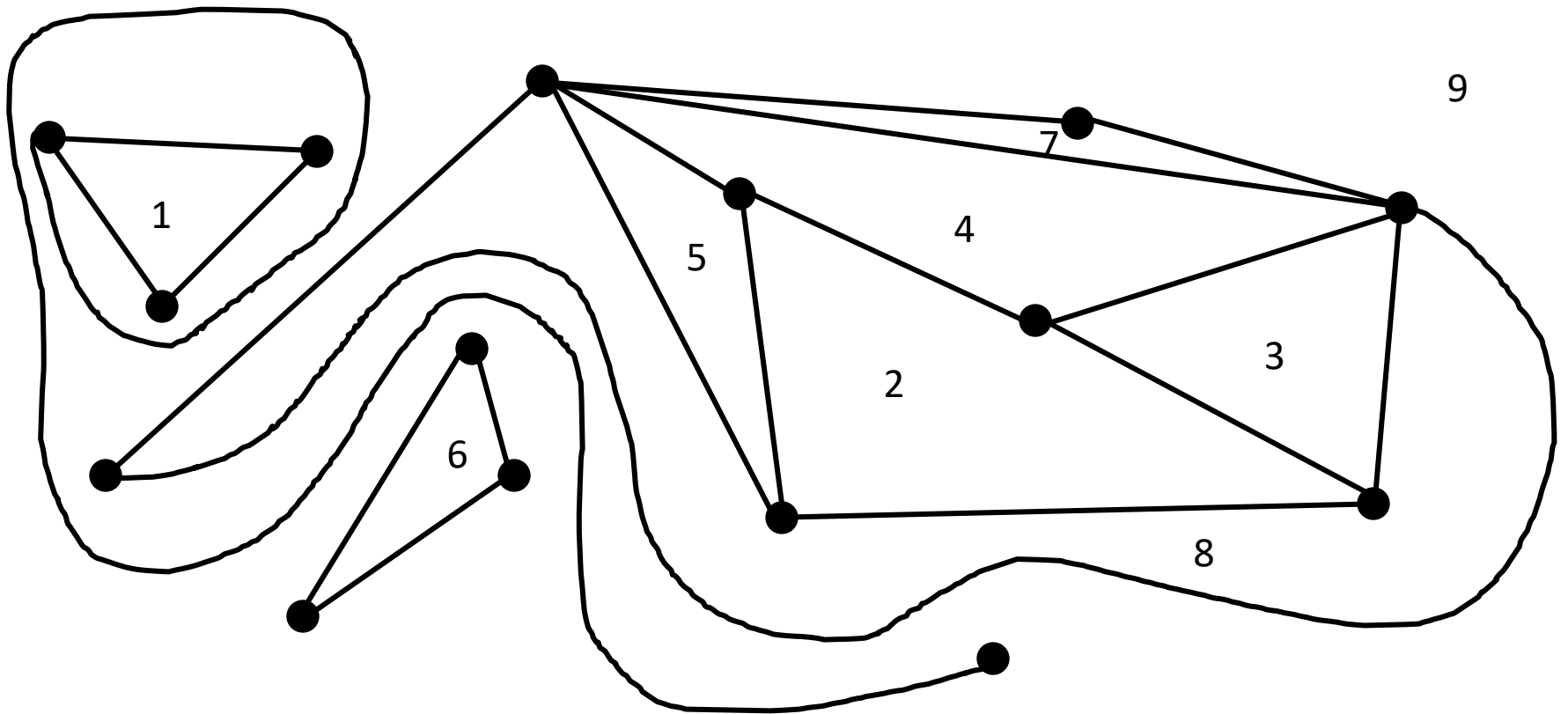
# Application: Maps

Given a map with simply connected regions, the adjacency graph on regions is planar.



# Faces

A planar embedding of a graph divides the plane into regions. These are called *faces*.



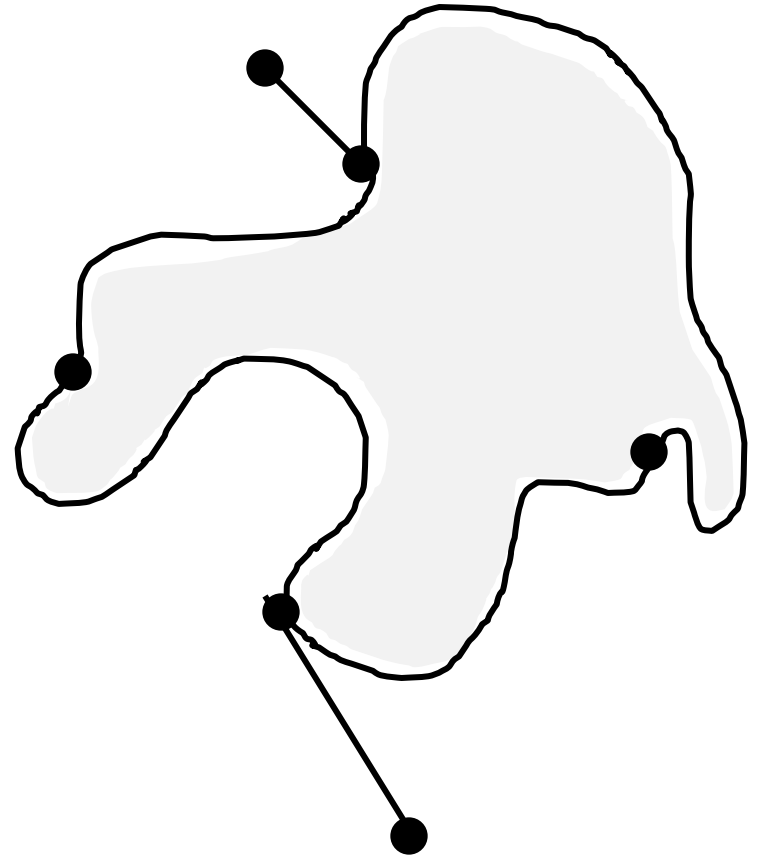
# Euler's Formula

**Theorem (1.31)**: For any planar embedding of a connected graph  $G$  with  $v$  vertices,  $e$  edges and  $f$  faces (including the infinite face)

$$v - e + f = 2$$

# General Graphs

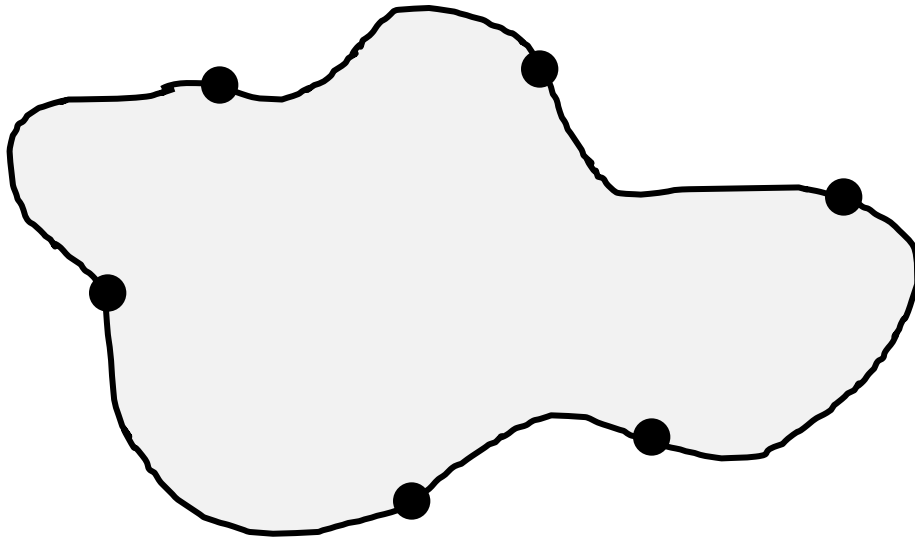
- Use induction on  $e$ .
- Base case:  $G$  is a tree.
- Otherwise,  $G$  has a cycle
- Cycle separates plane into inside and outside.
- Remove an edge of cycle, decreases  $f$  by 1.
- IH  $\Rightarrow v - (e-1) + (f-1) = 2$





# Sides to a Face

If  $G$  is a connected planar graph, any face (including the infinite one) will be bounded by a loop of edges.



The number of *sides* of the face is the number of edges in this loop.

# Dual Handshake Lemma

**Lemma:** For a connected, planar graph,

$$\sum_{\text{Faces } f} \text{Sides}(f) = 2|E|.$$

- Note similarity to Handshake Lemma. Sides of faces instead of degrees of vertices.
- Proof similar.

# Edge Bound

**Theorem (1.33)**: If  $G$  is a connected planar graph with  $|V| \geq 3$ , then

$$|E| \leq 3|V| - 6.$$

# $K_5$ Non-Planar

**Theorem (1.34):** The  $K_5$  is non-planar.

**Proof:** If it were, we would have

$$e \leq 3v - 6 = 9$$

But  $e = 10$ . Contradiction!

# $K_{3,3}$ Non-Planar

**Theorem (1.32):**  $K_{3,3}$  is non-planar.

**Proof:**  $K_{3,3}$  is bipartite, so it has no odd cycles.  
Therefore, if planar any face has at least 4 sides.

If planar,

$$e \leq 2v - 4 = 8.$$

But  $e=9$ . Contradiction!

# Minimum Degree

**Theorem (1.35)**: If  $G$  is a finite, connected planar graph, its vertices have minimum degree at most 5.

**Proof**: Otherwise, each vertex has degree 6 or more.

Handshake Lemma implies

$$2e = \sum d(v) \geq 6v.$$

But then

$$3v - 6 \geq e \geq 3v.$$

Contradiction!

# Triangulations

We note that our edge bound of  $3v-6$  has an equality case if and only if all faces are triangles.

We can always ensure that this is the case if we add more edges.

**Lemma:** For any planar embedding of a graph  $G$  there is a way to add more edges to  $G$  to get a new planar graph  $G'$  in which all faces are triangles.

# Fary's Theorem

**Theorem (V. 7.4.2):** Any finite (simple) planar graph  $G$  has a plane embedding where all of the edges are straight line segments.



# Proof Strategy

- Induct on  $v$ .
  - If  $v \leq 3$ , easy to draw.
- Assume  $G$  is connected (or/ draw each component separately)
- Find a vertex  $v$  of low degree.
- Draw  $G-v$  with straight lines.
- Re-insert  $v$  into drawing.

# Lemma

**Lemma:** Given any polygon  $P$  in the plane with at most 5 sides, there is a point  $v$  inside of  $P$  with straight line paths to each of  $P$ 's vertices.

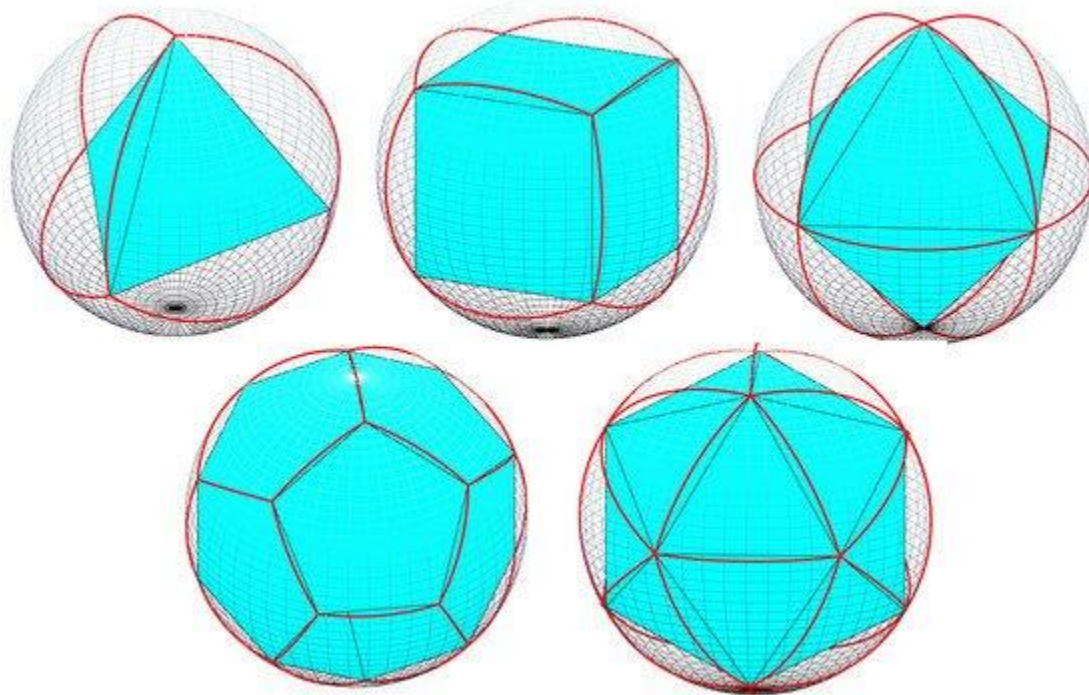
# Polyhedra

**Definition:** A *polyhedron* is a 3 dimensional figure bounded by finitely many flat *faces*. Two faces meet at an *edge* and edges meet at *vertices*.

A polyhedron is *convex* if for any two points in the polyhedron the line segment connecting them is also contained in the polyhedron.

# Polyhedral Graphs

Given a convex polyhedron, can turn it into a planar graph by projecting vertices/edges onto a sphere (which can then be flattened onto a plane).



# Euler's Formula

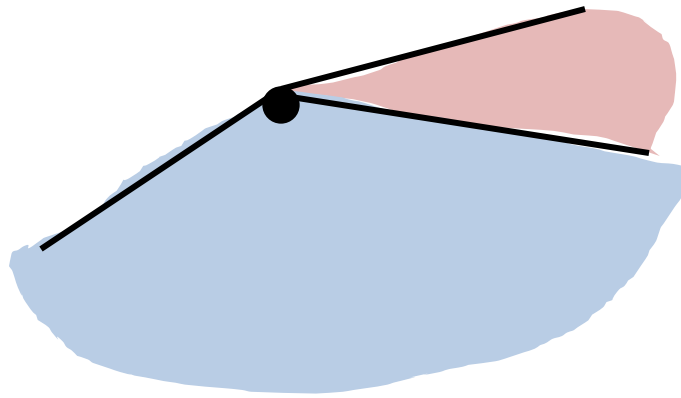
Euler's Formula applies directly:

For any polyhedron:

$$\#Faces - \#Edges + \#Vertices = 2$$

# Degrees

Note that in any polyhedron, each vertex has degree at least 3.



Handshake Lemma implies

$$2e = \sum d(v) \geq 3v$$

$$e \geq 3v/2$$

# Edges and Vertices

Remember we also saw that if each face of a planar graph had at least  $k$  edges then

$$e \leq (v-2)/(1-2/k)$$

If  $k = 6$ , we have that

$$3v/2 \leq e \leq (v-2)/(2/3) = 3(v-2)/2.$$

Contradiction!

**Corollary:** Every polyhedron has a face with at most 5 sides.

# Regular Polyhedra

A regular polyhedron is a highly symmetric polyhedron (like a cube). In particular, it has the following properties:

- All edges are the same length.
- All faces are regular polygons with the same number –  $s$  of sides.
- The same number of faces,  $d$ , meet at each vertex.

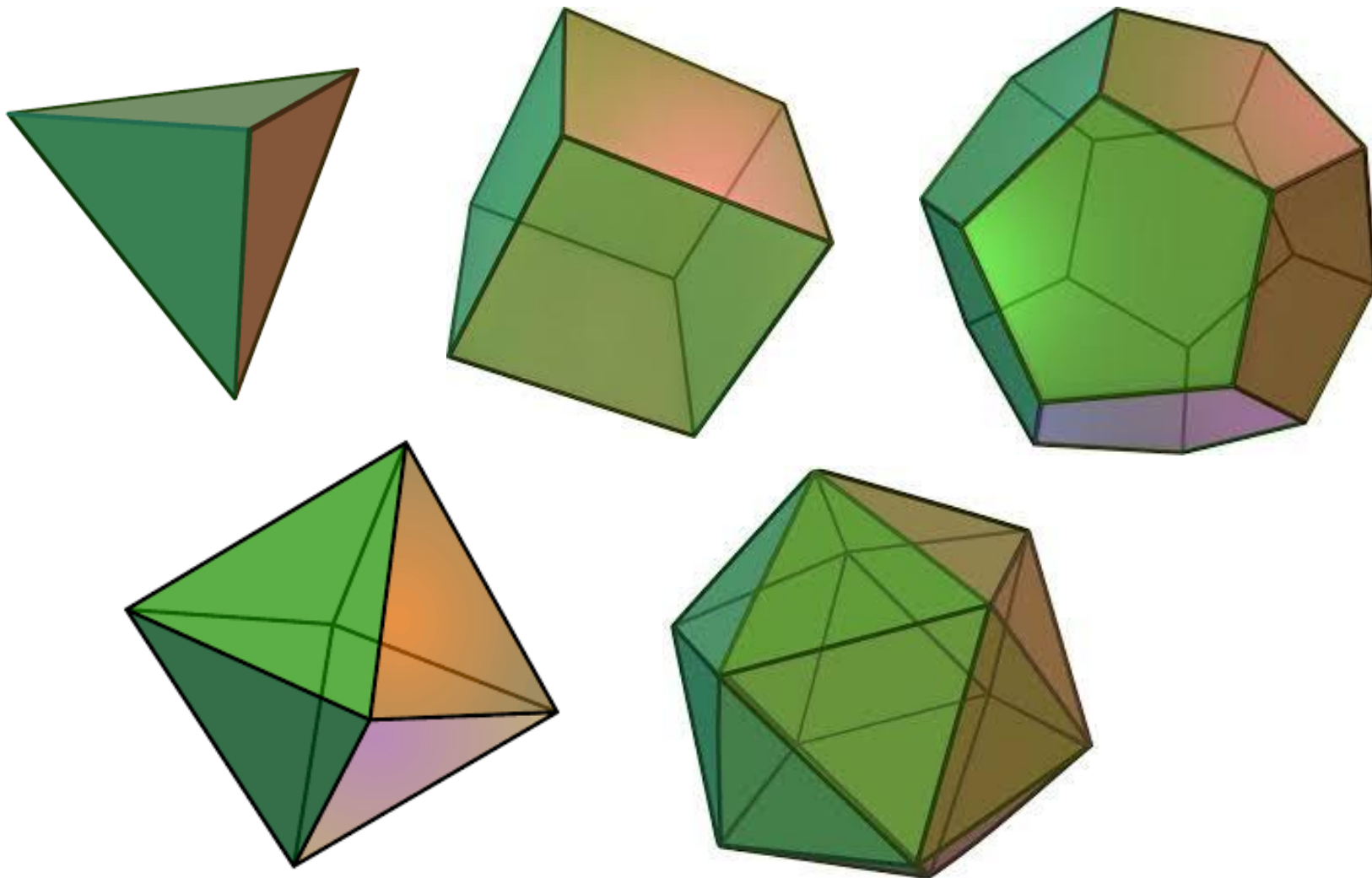


# Counting Continued

Therefore, we must have:

- $5 \geq d, s \geq 3$
- $2/d + 2/s > 1$
- $e = 2/(2/d + 2/s - 1)$
- $v = 2e/d$
- $f = 2e/s$

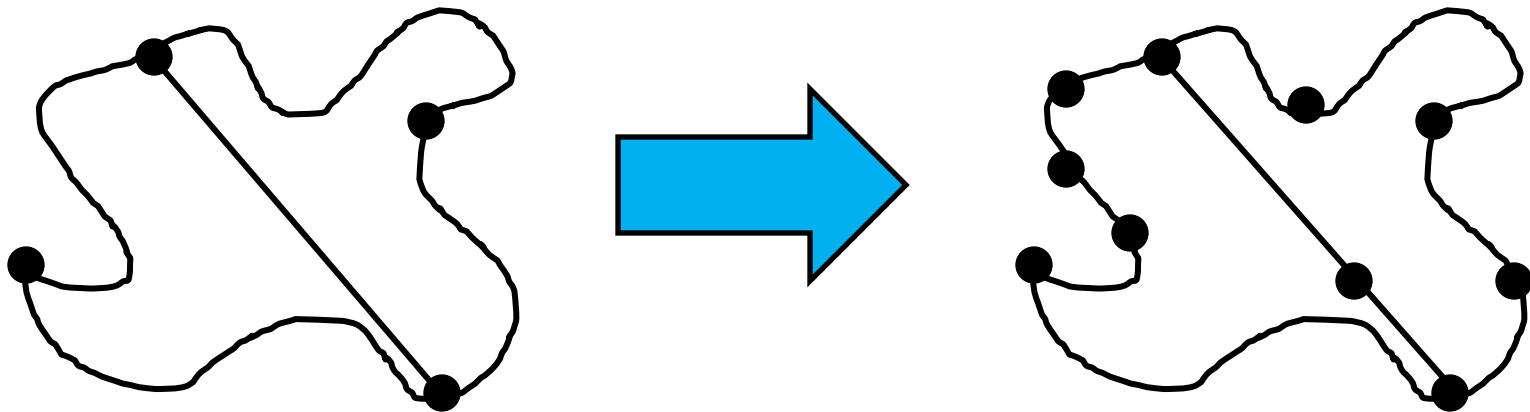
# Only 5 Platonic Solids



# Subdivisions

Here's one thing that doesn't much affect planarity:

**Definition:** A *subdivision* of a graph  $G$  is obtained by placing vertices in the middle of some of its edges.



# Subdivisions II

**Lemma:** If  $G'$  is a subdivision of  $G$ , then  $G'$  is planar if and only if  $G$  is.

**Proof:**

- Given a plane embedding of  $G$  add vertices in the middle of edges to get embedding of  $G'$ .
- Given embedding of  $G'$ , remove vertices and join edges, to get embedding of  $G$ .

# Kuratowski's Theorem

**Theorem (V. 7.0.1)**: A finite graph  $G$  is planar if and only if it has no subdivision of a  $K_5$  or  $K_{3,3}$  as a subgraph.

# Coloring Problems (Ch 1.6)

- Introduction and Definitions
- Basic Results
- Brooke's Theorem
- Colorings of Planar Graphs
- Edge Colorings

# Colorings

**Definition:** A (vertex) *coloring* of a graph  $G$  is an assignment of a color to each vertex of  $G$  so that no two adjacent vertices have the same color. This is an *n-coloring* if only  $n$  different colors are used.

**Definition:** The *Chromatic Number*,  $\chi(G)$ , of a graph  $G$  is the smallest number  $n$  so that  $G$  has an  $n$ -coloring.

# Basic Facts

- A graph has  $\chi(G) = 1$  if and only if  $G$  has no edges.
- A graph has  $\chi(G) \leq 2$  if and only if  $G$  is bipartite.
- Determining  $\chi(G)$  for more complicated graphs is difficult. For 2-colorings once you color a vertex, there is only one possible choice for its neighbors. For 3-colorings, you have 2.



# Cliques

**Definition:** The *clique number*,  $\omega(G)$ , of a graph  $G$  is the largest  $n$  so that  $K_n$  is a subgraph of  $G$ .

**Corollary:** For any graph  $G$ ,  $\chi(G) \geq \omega(G)$ .

**Note:** This bound is far from tight.

# Upper Bound

**Lemma:** For  $G$  a graph on  $n$  vertices, then  $\chi(G) \leq n$ .

**Proof:** Give each vertex a different color.

# Greedy Coloring

**Coloring Strategy:** Color vertices one at a time, giving each a color that doesn't conflict.

# Max Degree

**Definition:** For a graph  $G$ , let  $\Delta(G)$  denote the maximum degree of any vertex of  $G$ .

**Lemma:** For any graph  $G$ ,  $\chi(G) \leq \Delta(G) + 1$ .

**Proof:** Use the greedy coloring.

**Note:** This bound is again often far from tight.

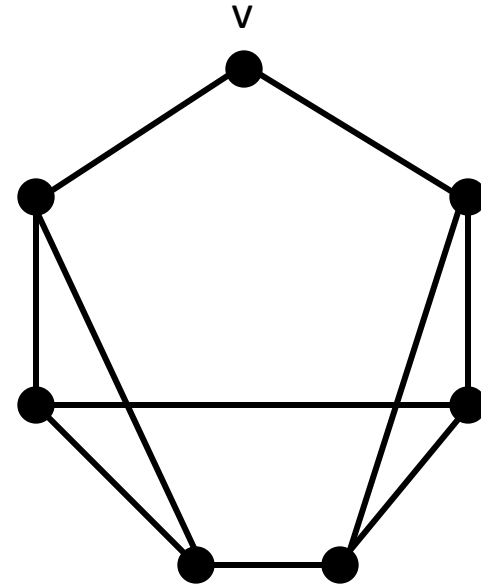
# This usually isn't tight

**Theorem 1.43 (Brook's Theorem)**: If  $G$  is a finite connected graph that is neither an odd cycle nor a complete graph,  
 $\chi(G) \leq \Delta(G)$ .

# Non-Regular Graphs

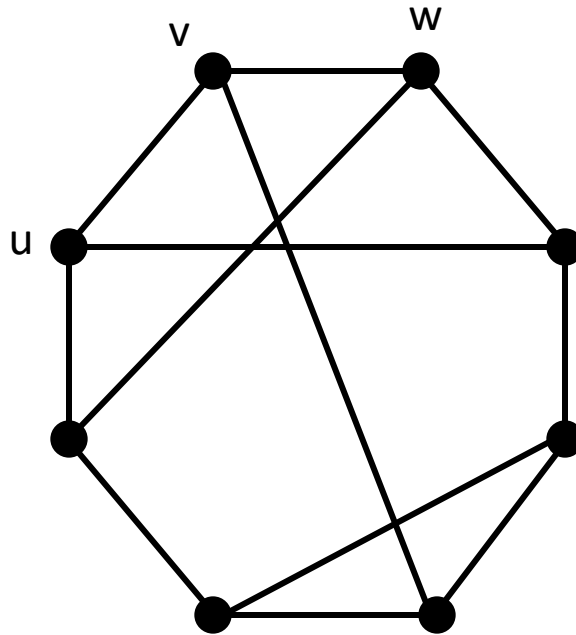
If  $G$  not regular

- Some  $v$ ,  $d(v) < \Delta(G)$
- If you can color  $G-v$ , greedily color  $v$
- But  $v$ 's neighbors in  $G-v$  have smaller degree
- Recurse



# Not a Cut Set

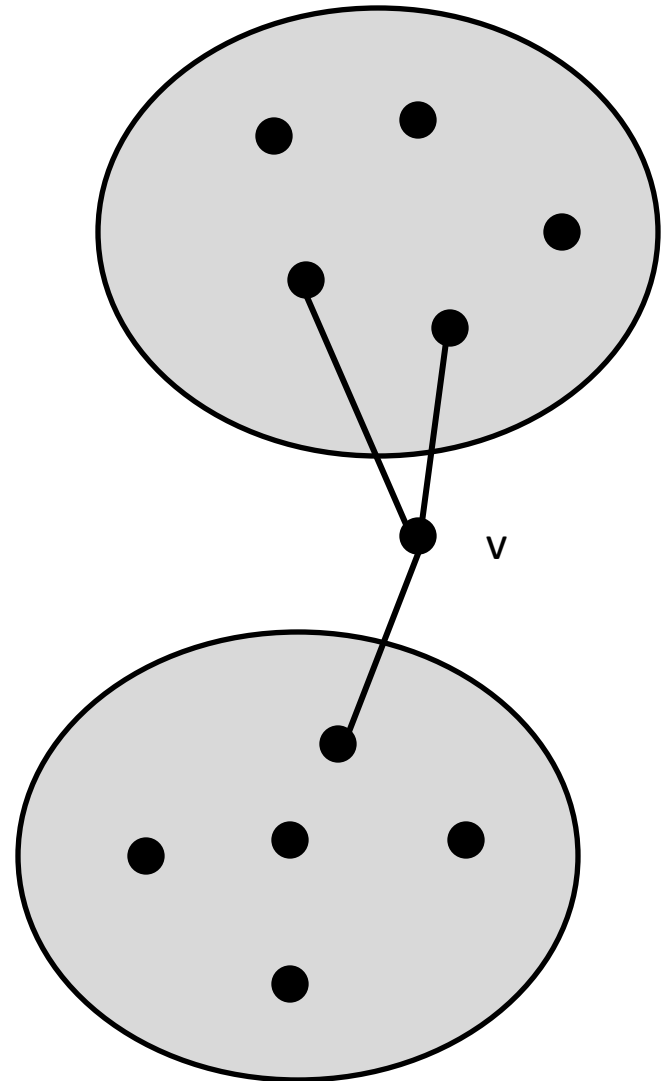
If  $\{u,w\}$  is not a cut set, we can do our recursive coloring, assigning colors to  $u$  and  $w$  first.



# Case 1: Single Cut Vertex

Suppose  $v$  is a cut vertex.

- Inductively color each component of  $G-v$ .
- For each component can change colors in that component.
- Arrange so two neighbors of  $v$  are same color
- Color  $v$





## Case 2a

Try to make  $u$ ,  $w$  different colors on both sides.

- Use greedy coloring, choosing colors for  $u$  and  $w$  last.
- Unless they each connect to  $\Delta(G)-1$  vertices on same side, can pick different colors.
- Make colors on top same as on bottom.

## Case 2b

Suppose that  $u, w$  can only be the same in any coloring of top component.

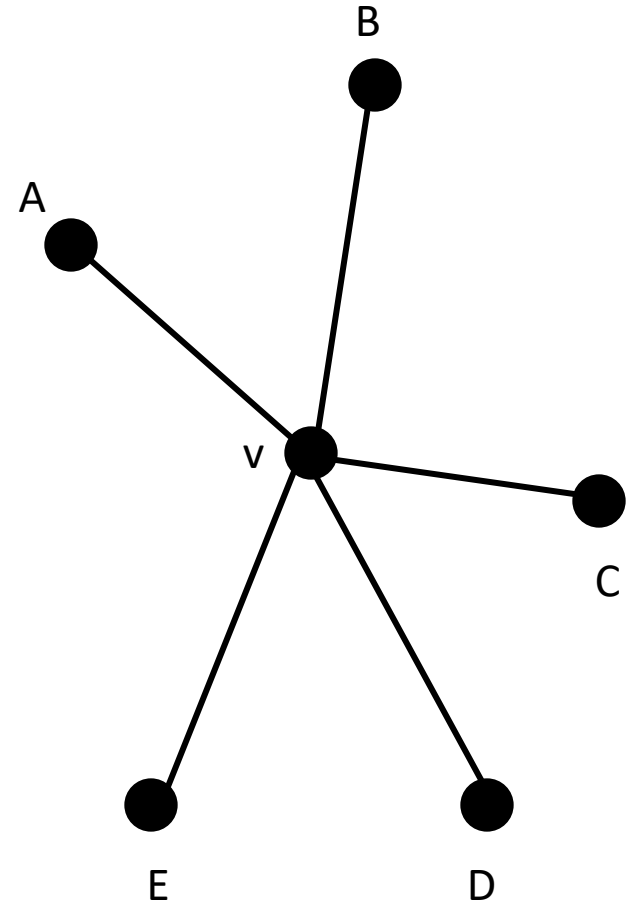
- Must each connect to  $\Delta(G)-1$  on top
- Only connect to 1 each on bottom.
- Color bottom component, can pick  $u, w$  same color (only 2 disallowed options).

# The 5-Color Theorem

**Theorem 1.47 (Kemp)**: Every planar graph is 5-colorable.

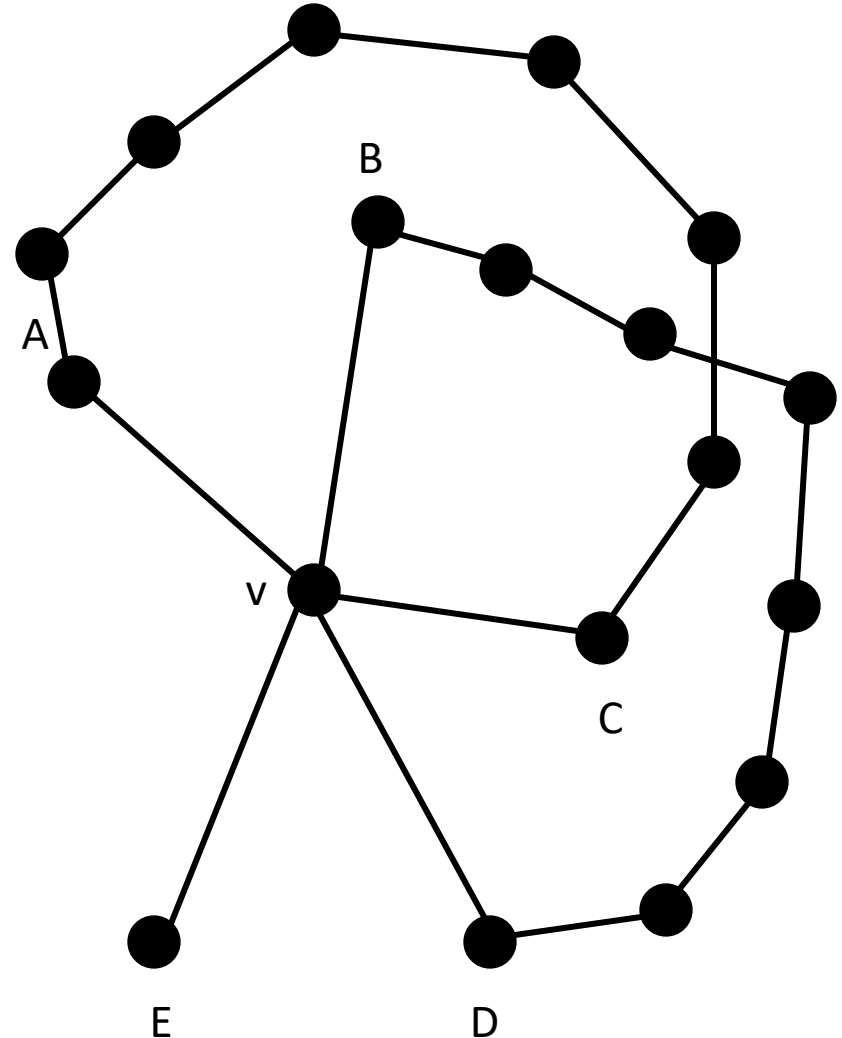
# Proof

- Induct on  $|V|$ 
  - Base case easy
- Take  $v$  with  $d(v) \leq 5$
- Color  $G-v$ 
  - OK *unless*  $v$ 's neighbors use all 5 colors
  - Try to recolor them



# Kemp Chains

- Can recolor unless red-green chain from A to C
- Can recolor unless blue-yellow chain from B to D
- Cannot have both!
- Always a way to recolor and add  $v$



# The Four Color Map Theorem

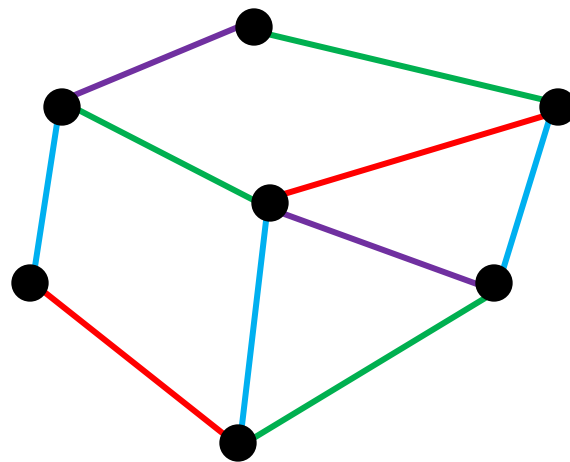
**Theorem 1.46:** Every planar graph is 4-colorable.

## **Notes:**

- Optimal
- Proof along the same lines as above- add one vertex by recoloring some nearby ones
- Too many cases to check by hand. All known proofs are computer assisted.

# Edge Colorings

**Definition:** An *edge coloring* of a graph is an assignment of a color to each edge so that no two edges incident on the same vertex are the same color.



# How Many Colors are Needed

**Lemma:** Any edge coloring of a graph  $G$  requires at least  $\Delta(G)$  colors.



# Vizing's Theorem

**Theorem (V. 6.2.1):** Any finite graph  $G$  has an edge coloring with at most  $\Delta(G)+1$  colors.

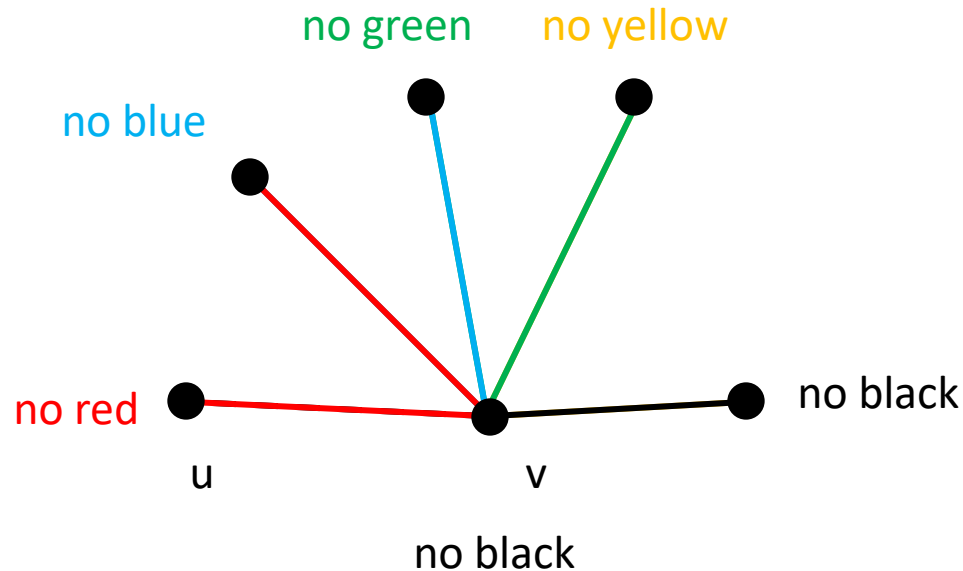
- The minimum number of colors is either  $\Delta(G)$  or  $\Delta(G)+1$ .
- Both are possible.  $C_n$  requires 2 colors ( $\Delta(G)$ ) when  $n$  is even and 3 colors ( $\Delta(G)+1$ ) when  $n$  is odd.

# Proof Idea

- Proof by induction on  $|E|$
- Color  $G-e$ , show how to insert last edge
- This might require some recoloring of its neighbors

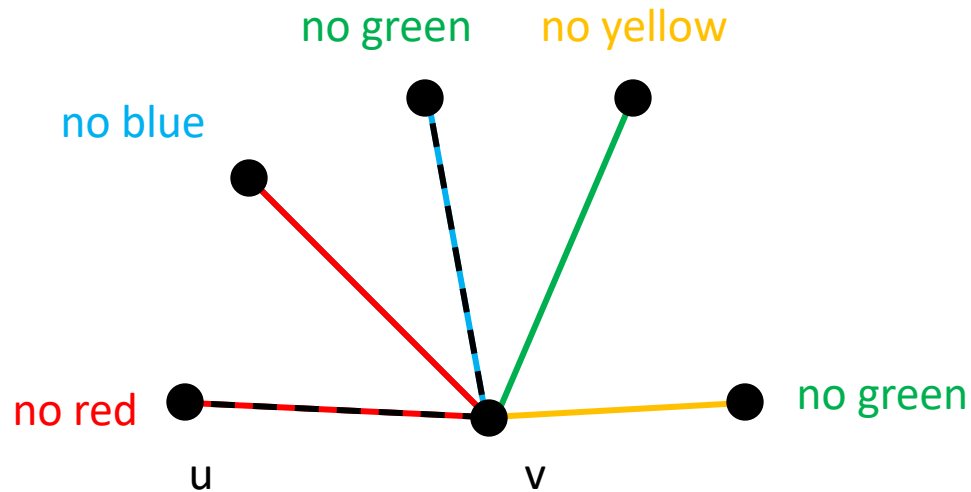
# Case 1

If the chain ends eventually, you can recolor all of the affected edges, inserting the new one.



# Case 2

Otherwise, the chain must eventually loop back.  
Recolor everything up to the loop.



# Recoloring the Cycle

- $u, v, w$  all have degree 1 in  $H$
- One must be in own component
- Recolor that component & add edge

