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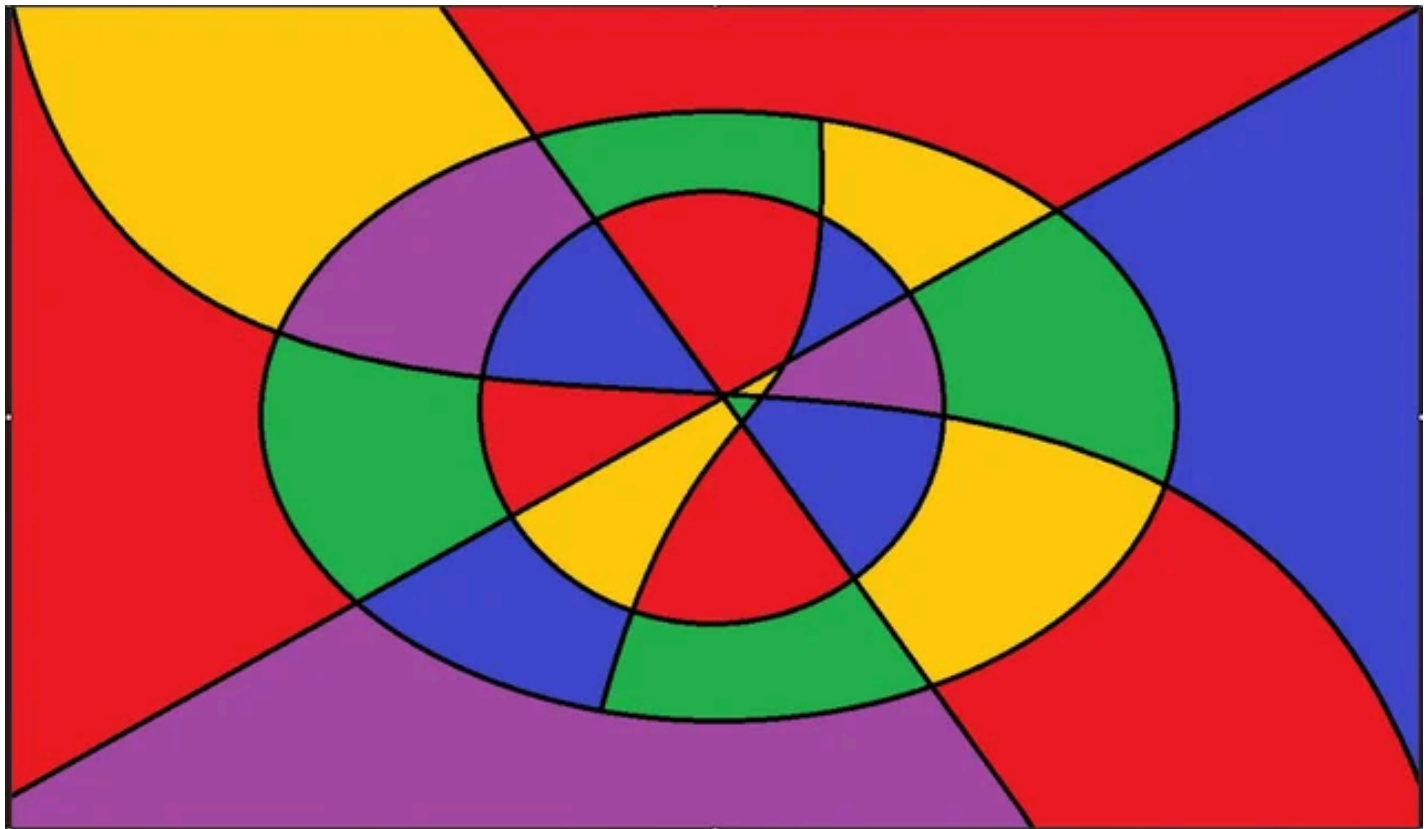


## Four Color Theorem (Is Flawed)

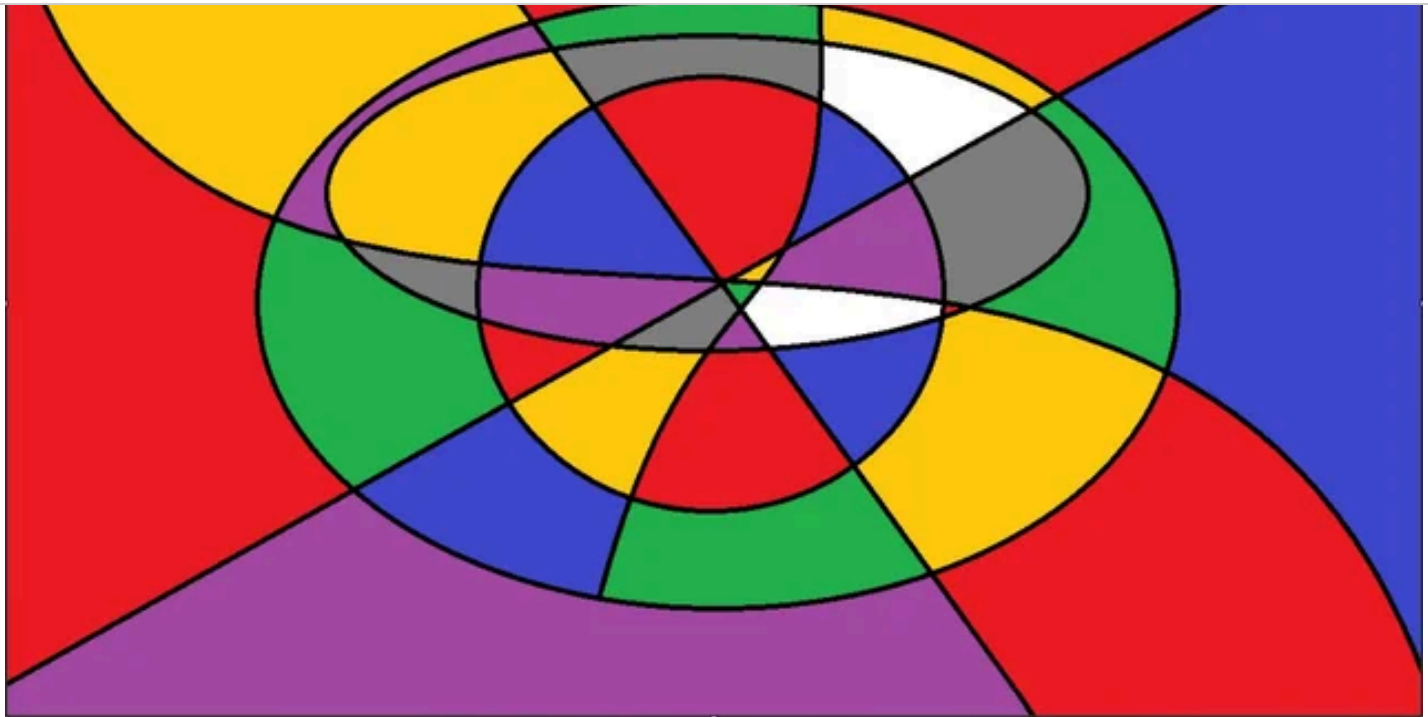
### The Four Color Theorem

- Straightforward, this explains how regions in a grid can be colored with a limited number of colors. However, the complexity increases with intersections, where two adjacent regions can't share the same color.
- To demonstrate this, I'll show results using 5 colors and another using 7. Depending on the scale and intersections, we can calculate the required number of colors. Each intersection's number of lines from the center indicates the needed colors. If an intersection exceeds this, it reflects the maximum intersecting lines aka colors needed.

After understanding this basic concept, we move to the artistic side, which admittedly gets tricky but who am I to judge?



5 Color Map

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7 Color Map

1

2

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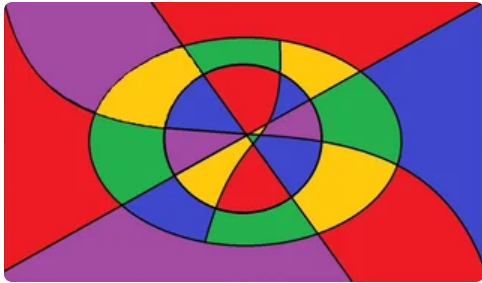
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The Four Color Theorem: When geometry gets a bit "color blind," needing a 5th, 6th, or even 7th color to keep the peace in intersecting territories

[+](#) Create**TheStocksGuy** OP • 19d ago

Opps first image was off by 1 color touching intercepted lines so here is the correct 5 color.



1



Approved 19 days ago

