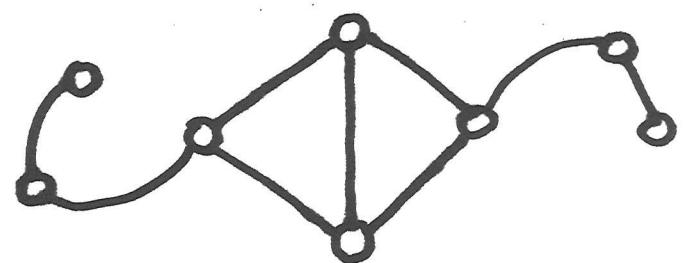


# GRAPH THEORY



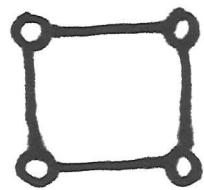
CONTACT

JOEL DAVID HAMKINS  
JHAMKINS@GC.CUNY.EDU  
JDH.HAMKINS.ORG  
WITH ANY QUESTIONS

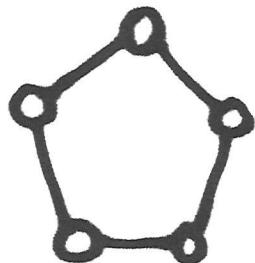
FOR  
KIDS!

ANOTHER 3D SOLID:

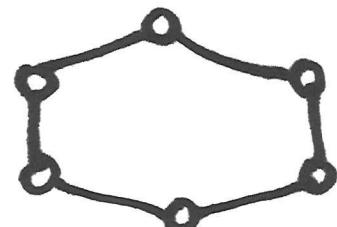
$$V - E + F = \underline{\quad}$$



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

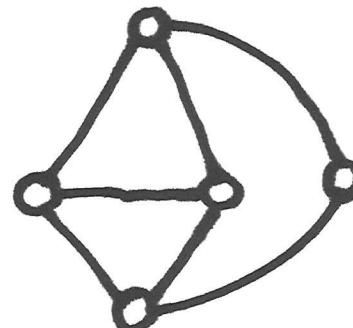


$$V - E + R = \underline{\hspace{2cm}}$$



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

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:

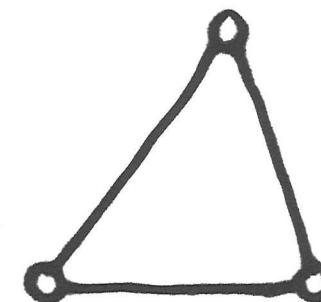
$$\left(\text{NUMBER OF VERTICES}\right) - \left(\text{NUMBER OF EDGES}\right) + \left(\text{NUMBER OF REGIONS}\right)$$

$$V - E + R$$

THIS NUMBER IS  
NOW KNOWN AS THE  
EULER CHARACTERISTIC.

IT'S PRONOUNCED LIKE "OILER"

LET'S CALCULATE IT!



VERTICES —

EDGES —

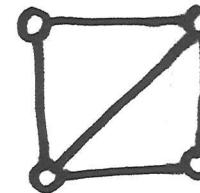
REGIONS —

REMEMBER  
TO COUNT  
THE OUTSIDE  
REGION!

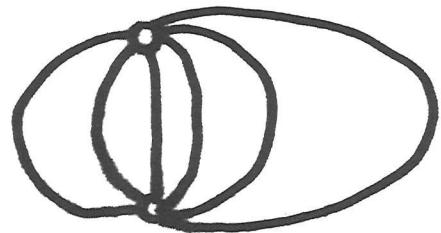
$$V - E + R =$$

DO WE ALWAYS GET 2?

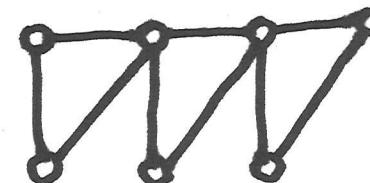
LET'S TRY SOME EXTREME  
CASES:



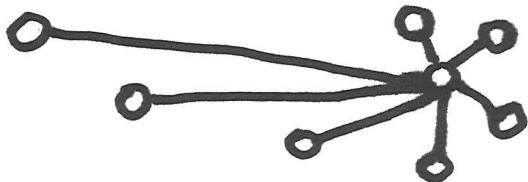
$$V - E + R = \underline{\hspace{2cm}}$$



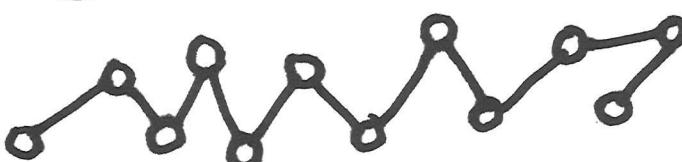
$$V - E + R = \underline{\hspace{2cm}}$$



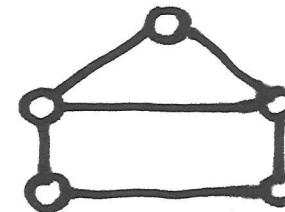
$$V - E + R = \underline{\hspace{2cm}}$$



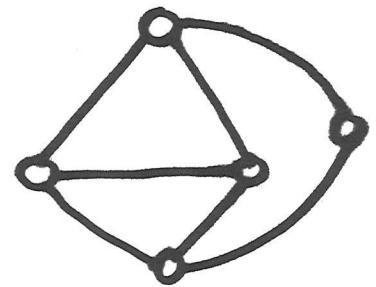
$$V - E + R = \underline{\hspace{2cm}}$$



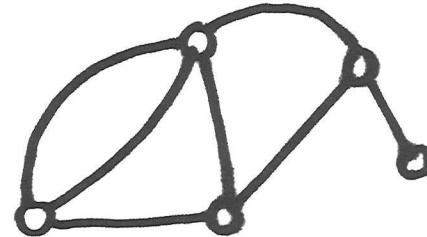
$$V - E + R = \underline{\hspace{2cm}}$$



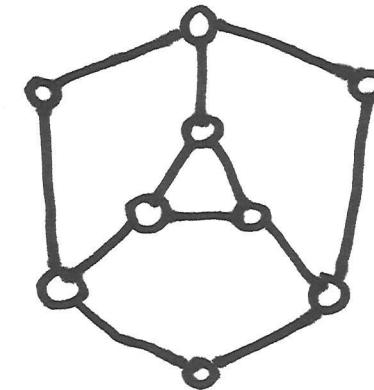
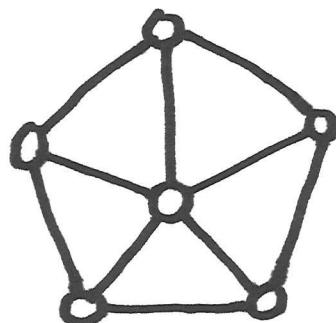
$$V - E + R = \underline{\hspace{2cm}}$$



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



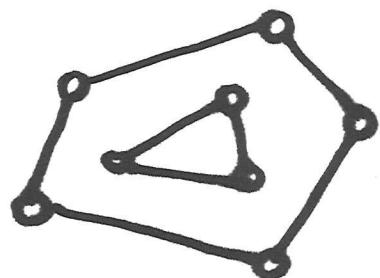
$$V - E + R = \underline{\hspace{2cm}}$$



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

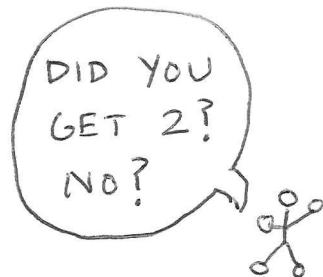
$$V - E + R = \underline{\hspace{2cm}}$$

LET'S TRY THIS GRAPH:

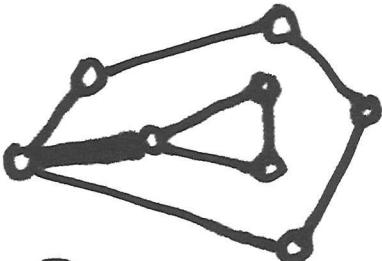


$$V - E + R = \underline{\hspace{2cm}}$$

THIS GRAPH IS  
NOT CONNECTED.



WE CAN CONNECT THE  
TWO COMPONENTS BY ADDING  
AN EDGE.



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

NOW IT WORKS!

TRY IT YOURSELF!  
MY GRAPH:

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

MY GRAPH:

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

MY GRAPH:

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

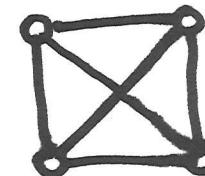
CONCLUSION:

EVERY CONNECTED  
PLANAR GRAPH

HAS

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

HOW ABOUT THIS GRAPH?

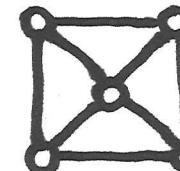


$$V - E + R = \underline{\hspace{2cm}}$$

DID IT WORK?

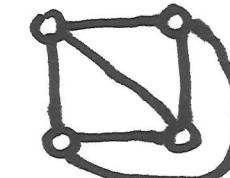
IN THIS GRAPH, THE  
DIAGONAL EDGES CROSS.  
LET'S FIX THAT.

ADD A VERTEX



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

MOVE AN EDGE



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

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

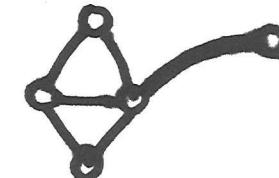
$$V - E + R = 2$$

1      0      1

- IT STAYS TRUE WHEN WE ADD A CONNECTED VERTEX.



BEFORE



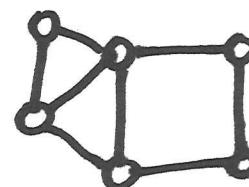
AFTER

ONE NEW VERTEX  
ONE NEW EDGE

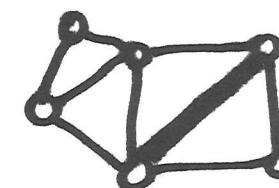
$$V - E + R$$

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

$$V - E + R$$

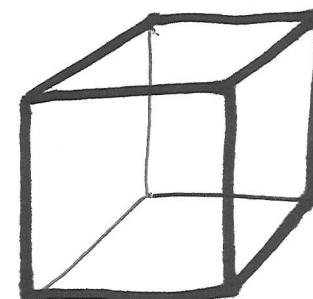
EDGES & REGIONS BALANCE

CAN YOU DRAW A  
3D SOLID?

MY SOLID:

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

CUBE



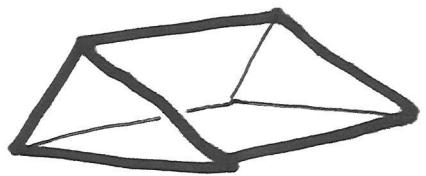
$$V - E + F = \underline{\quad}$$

VERTICES      EDGES      FACES

$$\underline{\quad} - \underline{\quad} + \underline{\quad} = \underline{\quad}$$

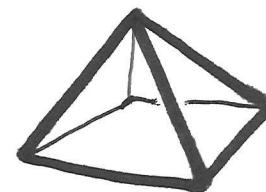
WE CALL THEM "FACES"  
INSTEAD OF "REGIONS".

# TRIANGULAR PRISM



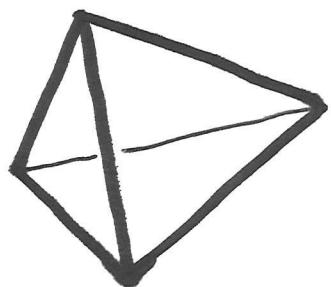
$$V - E + F = \underline{\hspace{2cm}}$$

# PYRAMID (SQUARE BASE)



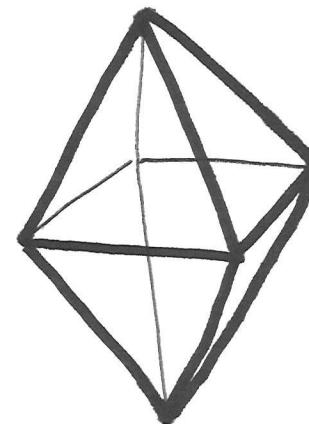
$$V - E + F = \underline{\hspace{2cm}}$$

# TETRAHEDRON



$$V - E + F = \underline{\hspace{2cm}}$$

# OCTAHEDRON



$$V - E + F = \underline{\hspace{2cm}}$$