

Planar graphs, circle packings, and conformal maps

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HITS Lab Meeting 07.09.2020

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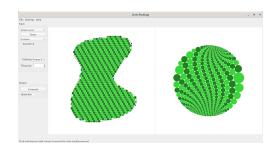
Outline.

- 1. Planar graphs
- 2. Circle packings
- 3. Conformal maps
- 4. Beyond

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The software: *Circle Packings* (with B. Beeker) brice.loustau.eu/circlepackings

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- A set of vertices
- A set of *edges* = relation between vertices

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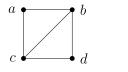






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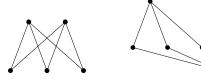




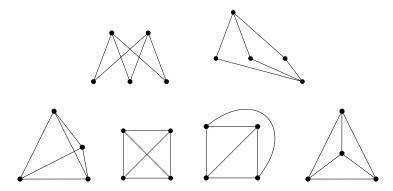
Applications of graph theory: Computer science (networks), linguistics, physics and chemistry, biology, social sciences, etc.

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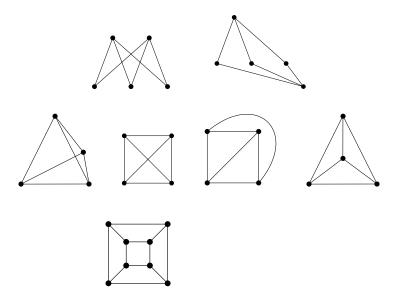
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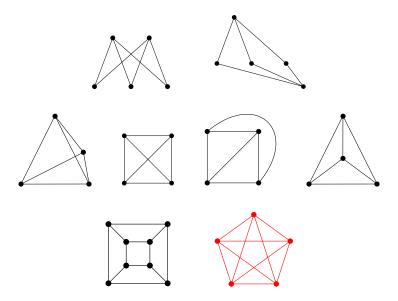
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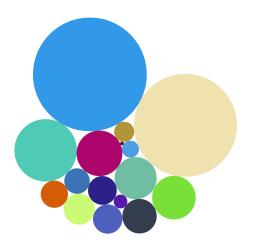
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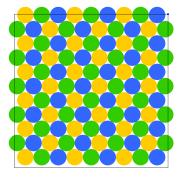


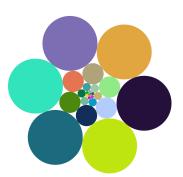
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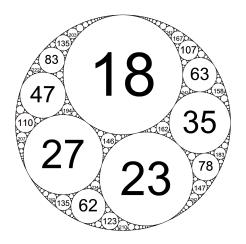
A $\it circle\ packing$ is a collection of circles that are either disjoint or tangent.







Apollonian gasket:



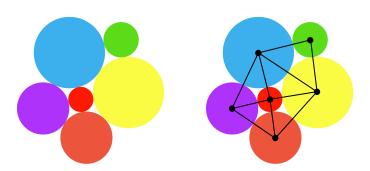
The curvatures (inverse radii) of four mutually tangent circles satisfy: $(a + b + c + d)^2 = a^2 + b^2 + c^2 + d^2$

Key observation. A circle packing determines a graph :

- Vertices = circles
- Edges = tangency

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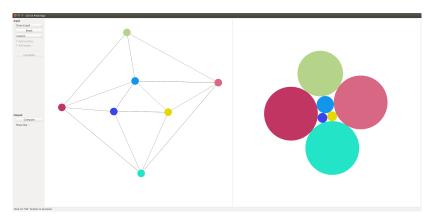
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3. Conformal maps

A **conformal map** between two regions of the plane is a transformation that preserves shapes infinitesimally. More precisely: it preserves angles.

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