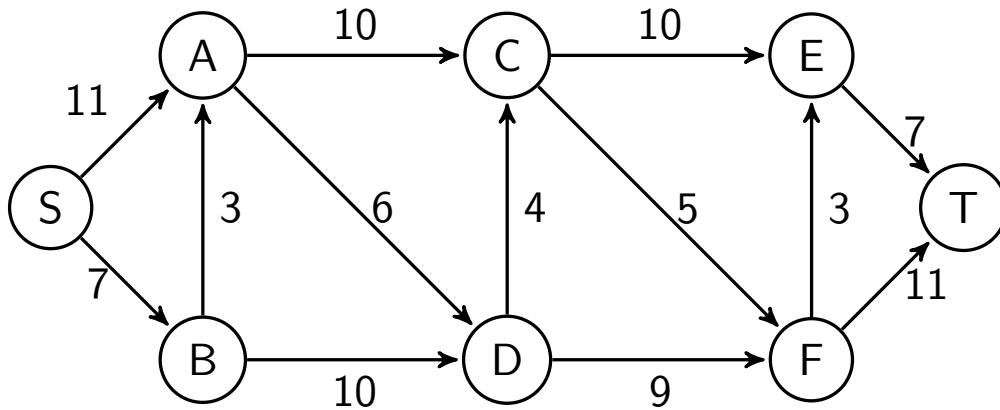


Finishing Algorithms: longest path example

Find all longest paths from S to T .



Add on:

- ▶ Which edges if made a little longer would make the longest path from S to T longer?
- ▶ Which edges if made a little shorter would make the longest path from S to T shorter?

New Topic: Graphs on Surfaces

The Utilities Problem:

Connect three houses to three utilities without crossing the lines?



First, a definition

Definition

A graph G is *planar* if it can be drawn in the plane so that no edges cross.

This “definition” is vague, fixing it requires analysis/topology

- ▶ What do we mean “draw” an edge?
 - ▶ Injective continuous map $f : [0, 1] \rightarrow \mathbb{R}^2$

Not a course in topology; our intuition will be enough

The Utilities question becomes:

Is the complete bipartite graph $K_{3,3}$ planar?

Isn't possible, but how to organize proof?

Too many cases about how the edges could go...

Would be very lengthy, easy to miss a case.

Instead, assume it was:

- ▶ Any cycle $C_n \subset G$ would be drawn as a circle
- ▶ Any edge $e \in G, e \notin C_n$ would be inside or outside the circle
- ▶ Certain pairs of edges can't be on the same side...

Mathematical culture:

That a circle has two sides is surprisingly difficult topology.

Theorem (Jordan curve theorem)

A simple closed curve in the plane has an interior and an exterior

- ▶ Simple: doesn't cross itself
- ▶ Closed: starts where it ends

Theorem: $K_{3,3}$ isn't planar

Let A, B, C be blue vertices, X, Y, Z be red.

Suppose $K_{3,3}$ were planar:

- ▶ Then the Hamiltonian cycle $AXBYCZA$ would be a circle
- ▶ The three edges AY, BZ, CX still need to be drawn

Case 1: AY inside the cycle

- ▶ But then we need to draw BZ outside
- ▶ Two ways to do this, but either way can't draw CX

Case 2: AY outside the cycle

- ▶ Two ways to do this, but either way BZ needs to be inside
- ▶ Now we can't draw CX \square

The cases look awfully similar/redundant...

From the plane to the sphere

In the plane \mathbb{R}^2 :

The outside and inside of a circle are different:

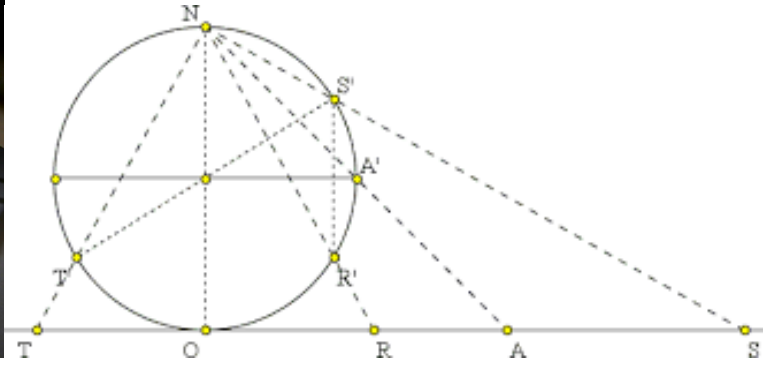
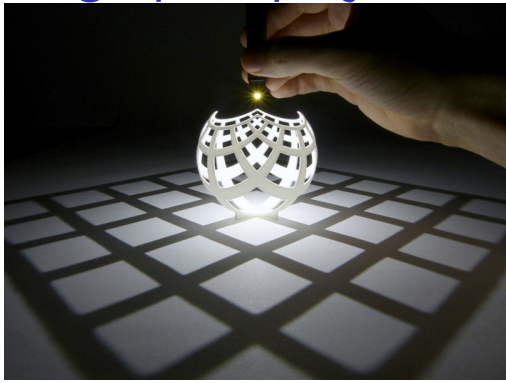
- ▶ The inside is bounded, the outside isn't
- ▶ One way to connect inside, two ways to connect outside

But on the sphere S^2 things are nicer:

- ▶ The outside and inside of a circle look the same
- ▶ Only one way to connect outside

But we wanted to draw graphs on the plane, not the sphere

Stereographic projection: $S^2 = \mathbb{R}^2 \cup \{p\}$:



Corollary

G is planar if and only if G can be drawn on the sphere.

Proof.

If: Draw G on S^2 ; project from a point $p \in S^2 \setminus G$

Only if: Project from plane to sphere



Upshot: don't need to treat inside/outside as separate cases