3D Isomorphisms of Graphs

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We propose that given a graph A and a graph B, the graph isomorphism between the two can be found via the three dimensioinal functions of translation, scaling, and rotation.

# introduction

We propose that for any given graph, the three dimensional operations of scaling, translation, and rotation can be used to transform one graph into any other graph that is isomorphic to it. What we must prove is an algorithmic approach to choosing which operations to perform and which edges and vertices to operate upon.