

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

# Planar Graphs

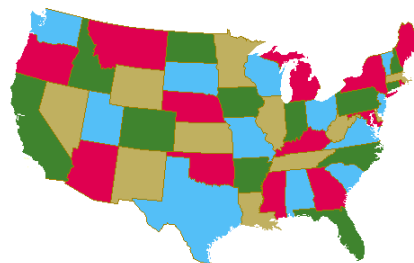
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6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Planar Graphs



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lec 7m.2

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Planar Graphs

A graph is *planar* if there is a way to **draw** it in the plane without edges crossing.

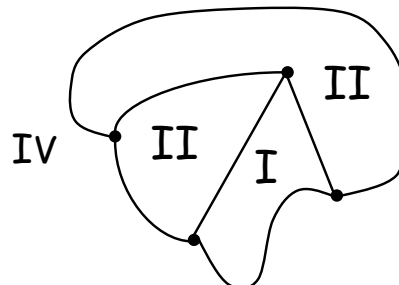
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lec 7m.3

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Four Continuous Faces



**4 Connected Regions**

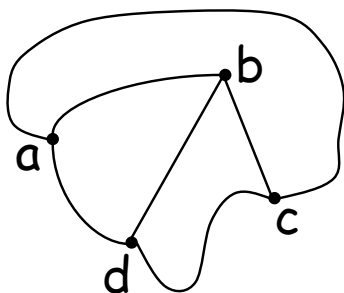
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6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Region Boundaries



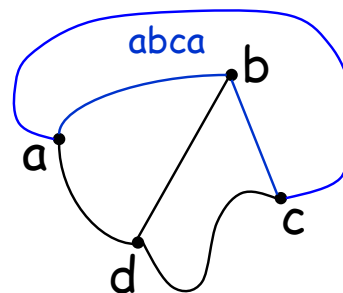
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lec 7m.5

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

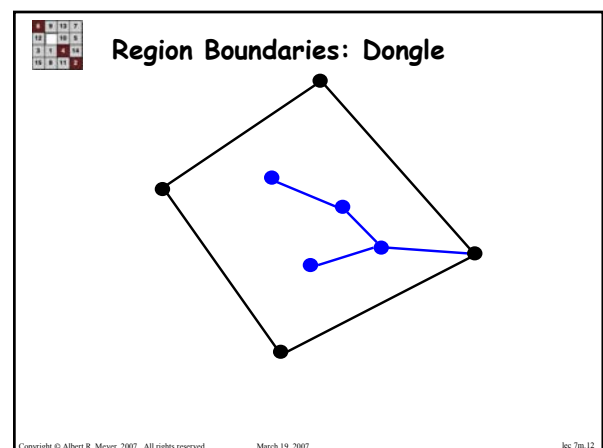
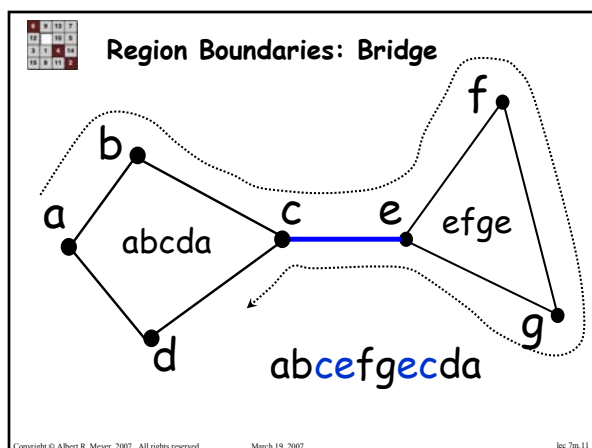
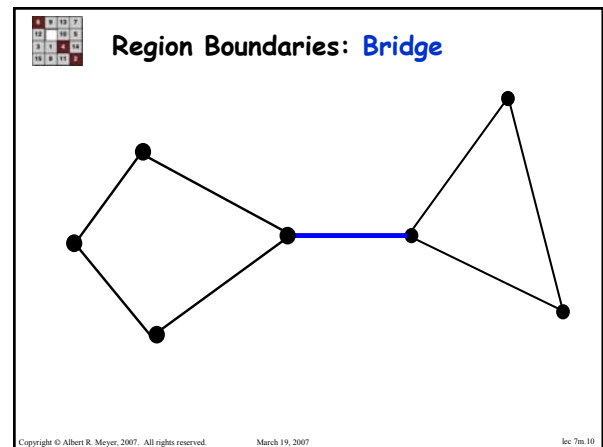
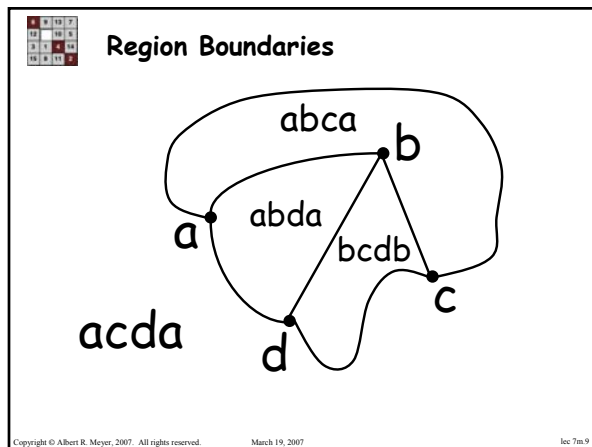
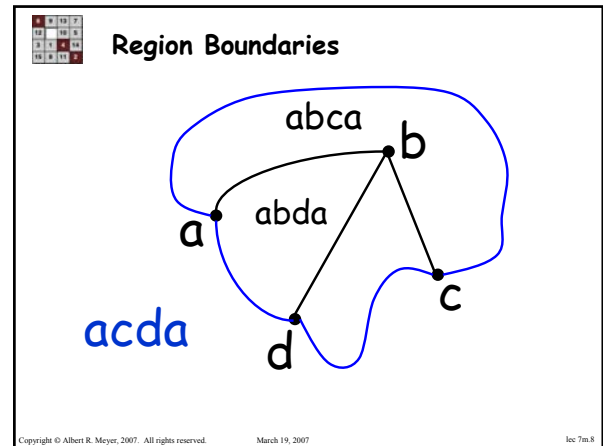
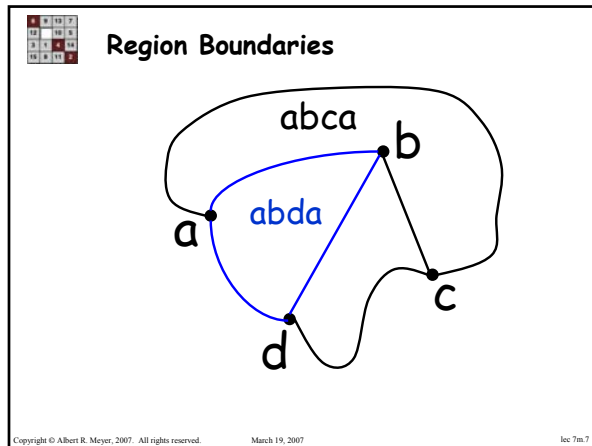
## Region Boundaries

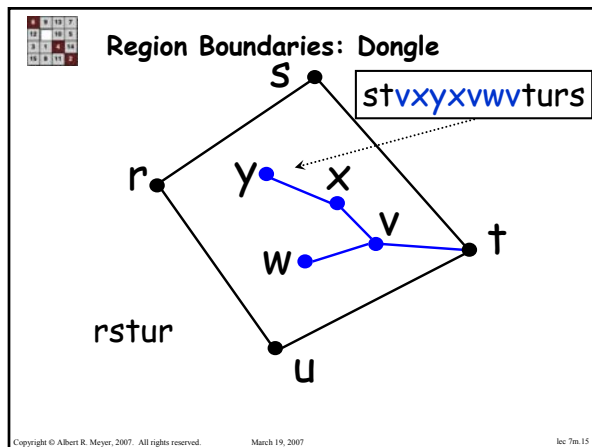
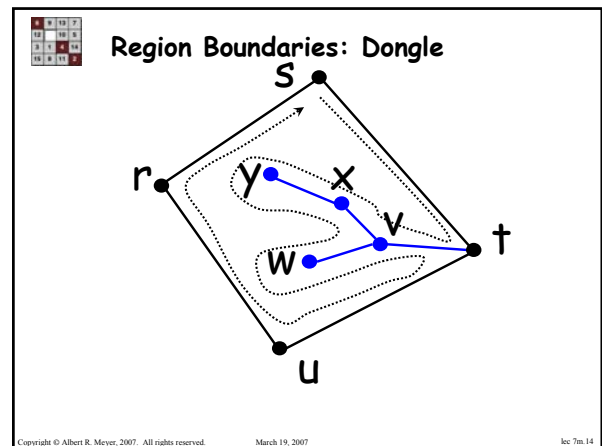
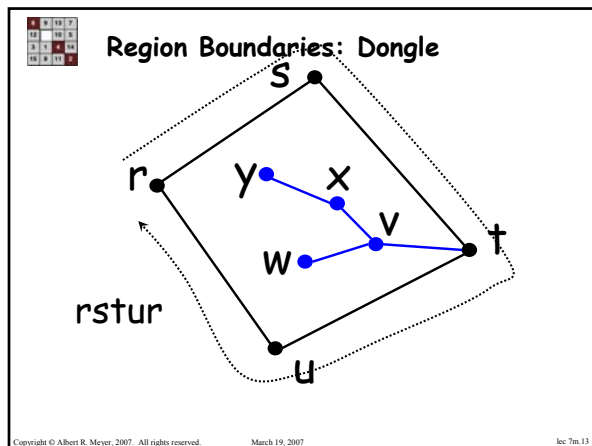


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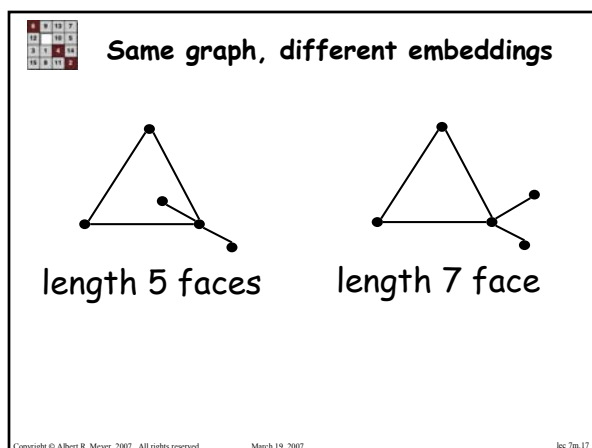




**Planar Embedding**

A **planar embedding** is a graph *along with* its face boundaries: cycles  
(same graph may have different embeddings)

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**Recursive Def: Planar Embeddings**

**Base:** a graph consisting of a single vertex,  $v$ , along with face: length 0 cycle from  $v$  to  $v$ , is a **PE**.

$v$  •      •  
graph      faces

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### Adding an edge to an embedding

Two constructor cases:

- 1) Add edge across a face (splits face in two)
- 2) Add bridge between components (merges 2 outer faces)

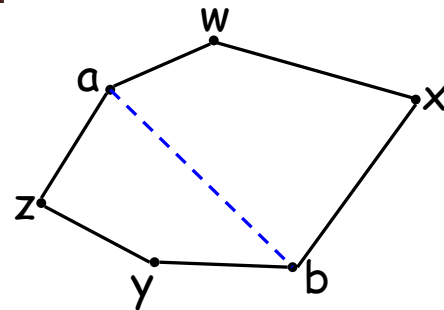
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### Constructor: Split a Face



$awxbyza \rightarrow awxba, abyza$

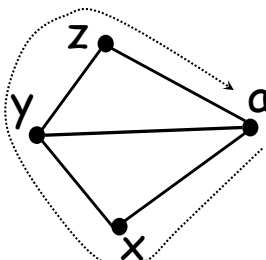
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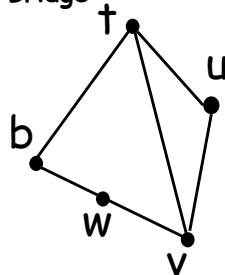
lec 7m.20



### Constructor: Add a Bridge



$axyza$



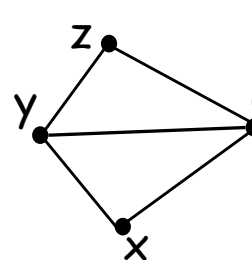
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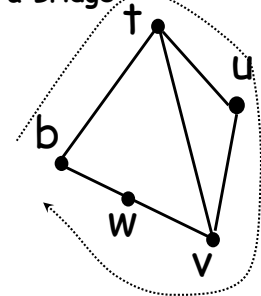
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### Constructor: Add a Bridge



$axyza$



$btuvwb$

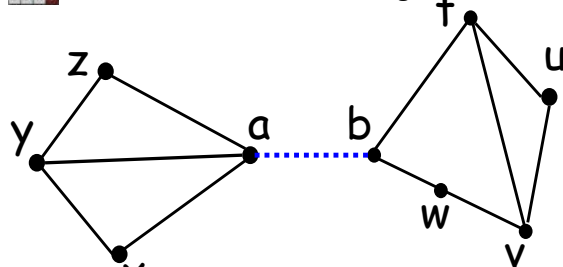
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### Constructor: Add a Bridge



$axyza, btuvwb \rightarrow axyza b t u v w b a$

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### Euler's Formula

If a planar embedding has  $v$  vertices,  $e$  edges, and  $f$  faces, then

$$v - e + f = 2$$

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6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Euler's Formula

- Proof by structural induction on embeddings:
- **base case:** 1 vertex

$$v = 1, f = 1, e = 0$$

$$1 - 0 + 1 = 2$$



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lec 7m.25

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Adding an edge to a drawing

### Constructor case (split face):

- $v$  stays the same
  - $e$  increases by 1
  - $f$  increases by 1
- so  $v - e + f$  stays the same



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6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Adding an edge to a drawing

### Constructor case (add bridge):

- $v = v_1 + v_2$
  - $e = e_1 + e_2 + 1$
  - $f = f_1 + f_2 - 1$
- $$(v_1 + v_2) - (e_1 + e_2 + 1) + (f_1 + f_2 - 1)$$
- $$= 2 + 2 - 2 = 2$$



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lec 7m.27

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Euler's Formula

### Corollary:

There are at most  
**5 regular polyhedra**

(proof in Notes)

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6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Planar Properties

- each edge appears twice on faces
- face length  $\geq 3$  (for  $v \geq 3$ )

$$\text{so } 3f \leq 2e$$

combining with Euler:

$$e \leq 3v - 6$$

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lec 7m.29

6	9	13	7
12		10	5
3	1	4	14
15	8	11	2

## Planar Properties

- each edge appears twice on faces
  - face length  $\geq 3$  (for  $v \geq 3$ )
  - can draw edges in any order
- (proofs by structural induction)

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4	9	13	7
12		10	6
3	1	16	15
14	5	11	8

### Planar Properties: Corollaries

- $K_5$  and  $K_{3,3}$  not planar
- $\exists$  vertex of degree  $\leq 5$
- subgraphs are planar
- 6-colorable

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4	9	13	7
12		10	6
3	1	16	15
14	5	11	8

### Team Problems

# Problems 1–3

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