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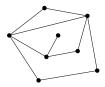
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Example. K_4 is planar because there exists a plane drawing of K_4 .

Vertices, Edges, and Faces

Definition. In a plane drawing, edges divide the plane into **regions**, or **faces**.

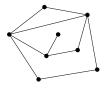
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Notation. Let p = # of vertices, q = # of edges, r = # of regions. Compute the following data:

Graph	р	q	r	
Tetrahedron				
Cube				
Octahedron				
Dodecahedron				
Icosahedron				

In 1750, Euler noticed that

in each of these examples.

Theorem 8.1.1 (Euler's Formula) If G is a connected planar graph, then in a plane drawing of G, p - q + r = 2.

Proof. (by induction on the number of cycles)

Base Case: If G is a connected graph with no cycles, then G _____

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Now remove *e*: Define $H = G \setminus e$. Now *H* has fewer cycles than *G*, and one fewer region. The inductive hypothesis holds for *H*, giving:

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What do we notice about these graphs?

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Do we need $p \ge 3$?

Corollary 8.1.3. Every planar graph with $p \ge 3$ vertices has at most 3p - 6 edges.

- ▶ Start with any planar graph *G* with *p* vertices and *q* edges.
- ▶ Add edges to G until it is maximal planar. (with $Q \ge q$ edges.)
- This resulting graph satisfies Q = 3p 6; hence $q \le 3p 6$.

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Proof.

Theorem 8.1.7. Every planar graph has a vertex with degree \leq 5. *Proof.*

Recall: The girth g(G) of a graph G is the smallest cycle size.

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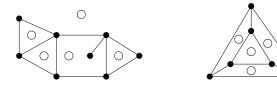
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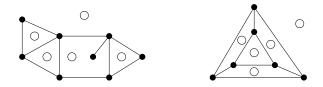
Therefore, $q \leq 2p - 4$.

Theorem 8.1.5. If G is planar and bipartite, then $q \le 2p - 4$. Theorem 8.1.6. $K_{3,3}$ is not planar.

Definition. Given a plane drawing of a planar graph G, the **dual** graph D(G) of G is a graph with vertices corresponding to the regions of G. Two vertices in D(G) are connected by an edge each time the two regions share an edge as a border.

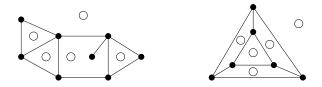


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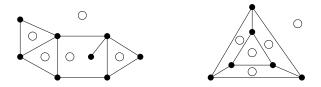
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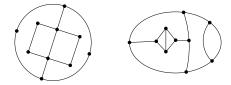
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Definition. A graph G is self-dual if G is isomorphic to D(G).

Maps

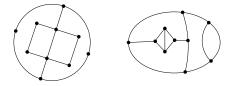
Definition. A *map* is a plane drawing of a connected, bridgeless, planar multigraph. If the map is 3-regular, then it is a **normal map**.



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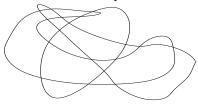


Definition. In a map, the regions are called **countries**. Countries may share several edges.

Definition. A **proper coloring** of a map is an assignment of colors to each country so that no two adjacent countries are the same color. *Question.* How many colors are necessary to properly color a map?

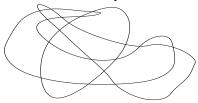
Proper Map Colorings

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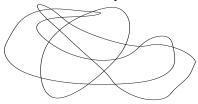


Proof. Color the regions *R* of *M* as follows:

 $\begin{cases} \text{orange} & \text{if } R \text{ is enclosed in an odd number of curves} \\ \text{blue} & \text{if } R \text{ is enclosed in an even number of curves} \end{cases}$

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This is a proper coloring of M. Any two adjacent regions are on opposite sides of a closed curve, so the number of curves in which each is enclosed is off by one.

Lemma 8.2.6. (The Four Color Theorem) Every normal map has a proper coloring by four colors.

Proof. Very hard.

 \star This is the wrong object \star

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Theorem. If G is a plane drawing of a maximal planar graph, then its dual graph D(G) is a normal map.

- Every face of G is a triangle \rightsquigarrow
- ▶ G is connected \rightsquigarrow
- ▶ G is planar ~→

Assuming Lemma 8.2.6,

- G is maximal planar \Rightarrow D(G) is a normal map
 - \Rightarrow countries of D(G) 4-colorable
 - \Rightarrow vertices of G 4-colorable
 - $\Rightarrow \chi(G) \leq 4$

This proves:

Theorem 8.2.8. If G is maximal planar, then $\chi(G) \leq 4$.

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Since every planar graph is a subgraph of a maximal planar graph, Lemma C implies:

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★ History ★