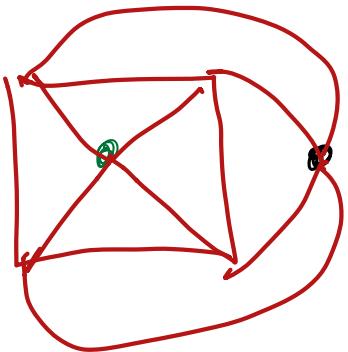
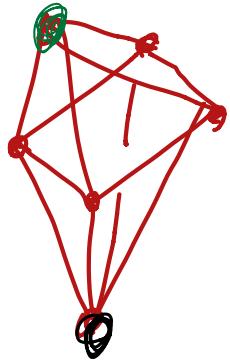


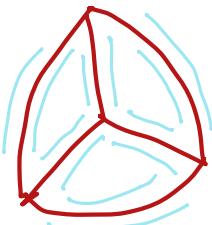
office hours



reduce to triangulations  
adding edges doesn't hurt  
triangulations easier.

for any sphere

$$\chi = V - E + F = 2$$



tetrahedron = 4 Δ's

$$= 4 \cdot 3 = 12$$

edge sides

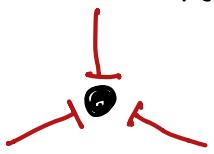
$$= 6 \text{ edges}$$

$$3F = 2E$$

$$\begin{array}{r} 3 \cdot 4 \\ 12 \end{array} \quad \begin{array}{r} 2 \cdot 6 \\ 12 \end{array}$$

✓

each vertex meets many half edges



deg 3



deg 4

# half edges in all

$$= 2E$$



$\bar{d}$  = average number of edges meeting a vertex

$$\bar{d} = (\# \text{half edges in all}) / V$$

$$\bar{d}V = \# \text{half edges in all} = 2E$$

We end up with

$$\left\{ \begin{array}{l} v - e + f = 2 \\ 3f = 2e \\ dV = 2e \end{array} \right.$$

want to show  $d < 6$

$$\dots dV = 3F$$



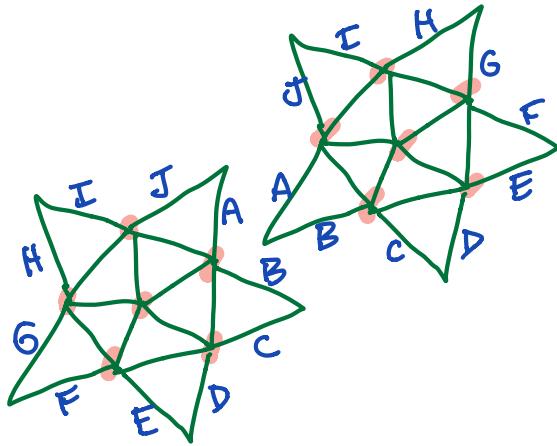
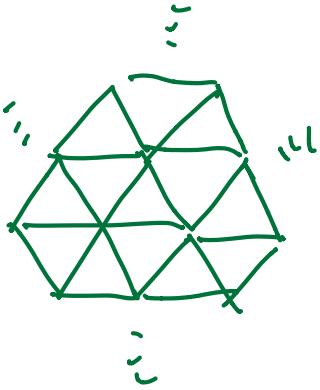
$$\begin{aligned} e &= dV/2 \\ f &= dV/3 \end{aligned}$$

plug into first eqn

$$\begin{aligned} &\Downarrow v - e + f = 2 \\ &\Downarrow v - dV/2 + dV/3 = 2 \\ &\Downarrow v(1 - d/2 + d/3) = 2 \\ &\Downarrow v \underbrace{(1 - d/6)}_{>0} = 2 \end{aligned}$$

$$1 - d/6 > 0$$

$$\begin{aligned} 1 &> d/6 \\ 6 &> d \end{aligned}$$

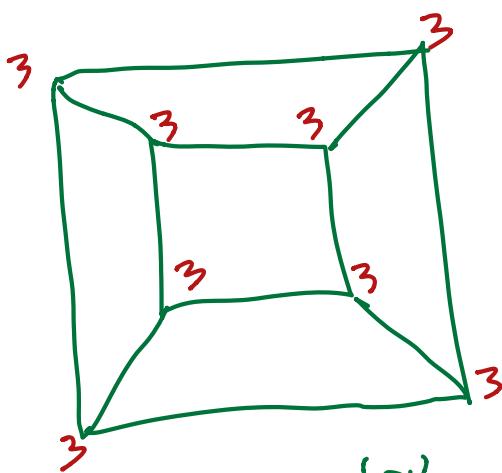


stick together  
icosahedron  
2D

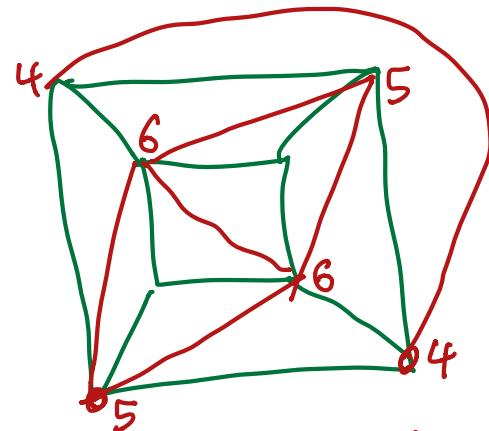
Goal: find a vertex with as few neighbours as possible.

Best we can do is 5 is general

We don't assume triangles. But doesn't hurt.



every vertex  
has 3 neighbors



new triangles  
harder  
still the same  
vertices have  
 $\deg < 6$

easier to prove.

$m = \text{average number of sides of a face}$

$$m \geq 3$$

$$v - e + f = 2$$

$$mf = 2e \quad f = dv/m$$

$$dv = 2e \quad e = dv/2$$

$$v - dv/2 + dv/m = 2$$

$$v \underbrace{\left(1 - \frac{dv}{2} + \frac{dv}{m}\right)}_{\text{ }} = 2$$

$$\frac{dv}{2} - \frac{dv}{m} = \frac{m dv - 2 dv}{2m}$$

$$v \left(1 - \frac{m-2}{2m} d\right) = 2$$

$$1 > \frac{m-2}{2m} d$$

$$\frac{2m}{m-2} > d$$

$$m \geq 3$$

$$m=3$$

$$\frac{6}{1} > d$$

$$m=4$$

$$\frac{2m}{m-2} = 5$$

$$2m = 5(m-2)$$

$$2m = 5m - 10$$

$$10 = 3m$$

$$m = 10/3 \Rightarrow 5 > d$$

$\Rightarrow$  4 CT easy if average face has  $\geq 10/3$  sides?

closer to 3 = nearly triangulation

of course, pulling a vertex could lower m, winning recursion?

$$\frac{2m}{m-2} = \frac{8}{2} = 4 > d$$