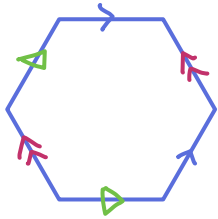


# April 13 Graph Colorings

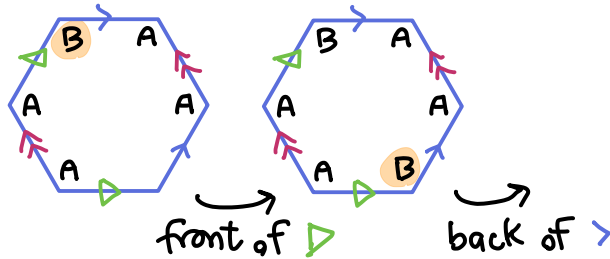
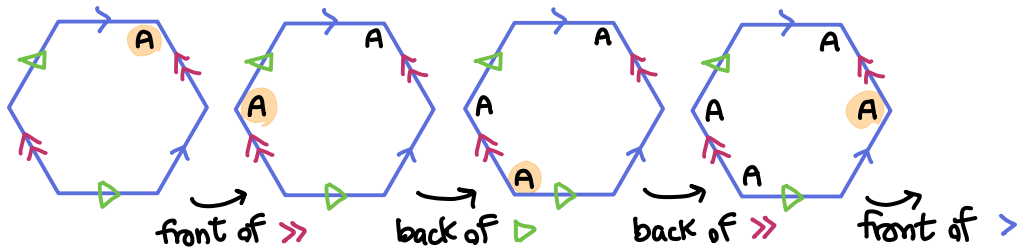
	$\chi=2$	$\chi=1$	$\chi=0$	$\chi=-1$	$\chi=-2$
orientable					
non-orientable					

## Identifying surfaces from their gluing diagrams



$$\chi = \frac{v - e + f}{? \quad 3 \quad 1}$$

chase identifications to enumerate vertices

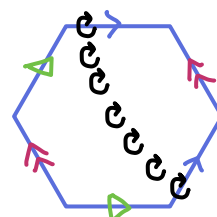
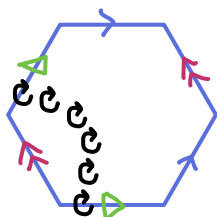
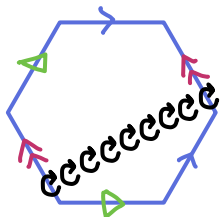


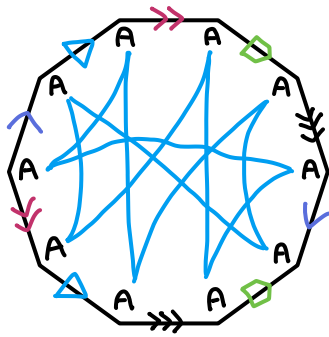
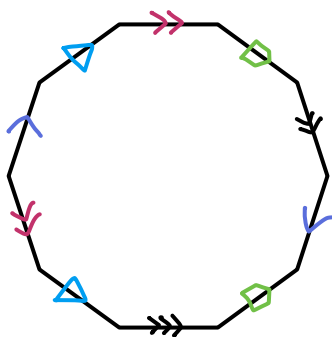
∴ So  $v=2$  A, B

$$\chi = 2 - 3 + 1 = 0$$

torus or Klein bottle

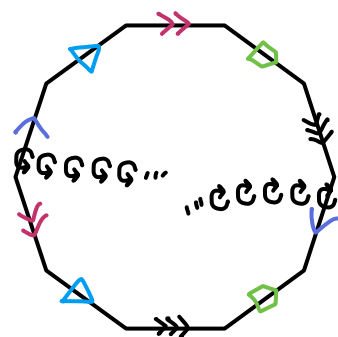
Is it orientable? No loops that reverse orientation.  $\Rightarrow$  torus





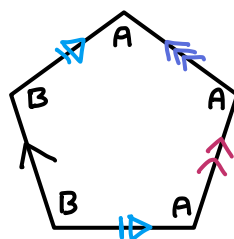
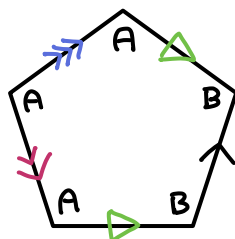
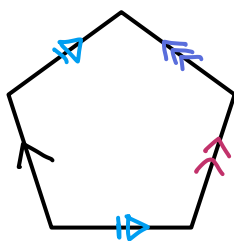
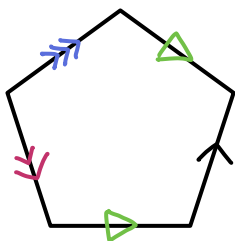
$$\chi = 1 - 5 + 1 = -3$$

This alone tells us can't be orientable



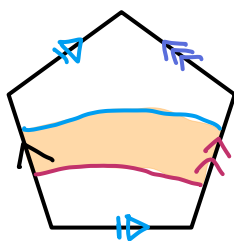
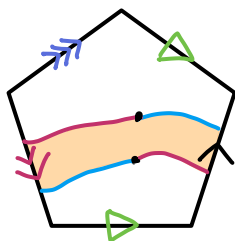
orientation-reversing loop

We can also glue multiple pieces:



$$\chi = 2 - 5 + 2 = -1$$

Again must be non-orientable



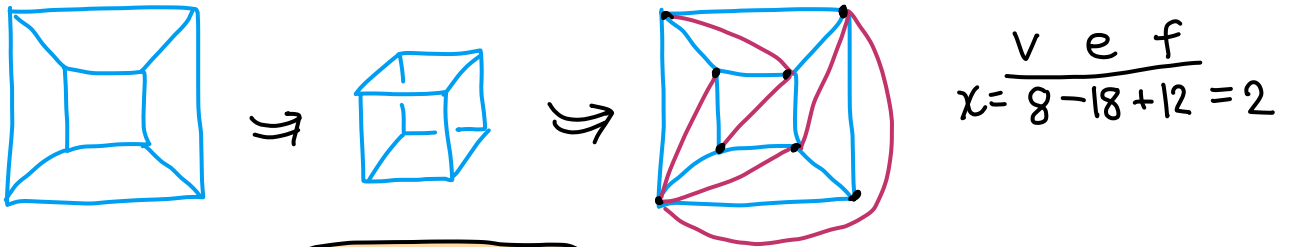
We can find Möbius strip inside surface

Same idea as  $\mathbb{S}^1 \times \mathbb{S}^1 \dots$

Apply Euler characteristic  $\chi = v - e + f$  to planar graphs:

Every planar graph has a vertex of degree  $\leq 5$

① View a planar graph as drawn on a sphere ( $\chi = 2$ )  
 Make extra cuts so graph is triangulation of the sphere



$v - e + f = 2$

② Every triangle has 3 sides. This counts every edge twice.

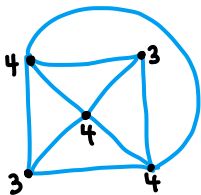
$2e = 3f$

③ Let  $d$  be the average degree of a vertex.

Each edge has two ends, so  $dv$  counts each edge twice.

$dv = 2e \Rightarrow e = dv/2, f = dv/3$

Check these equations in an example:



v	e	f	d
5	9	6	18/5

$\frac{1}{5}(4+4+4+3+3) = \frac{18}{5}$

$v - e + f = 2$  ✓

$2e = 3f$  ✓

$dv = 2e$  ✓

$2 = v - e + f = v - dv/2 + dv/3$   
 $= v(1 - d/6)$

must be positive  $\Rightarrow$

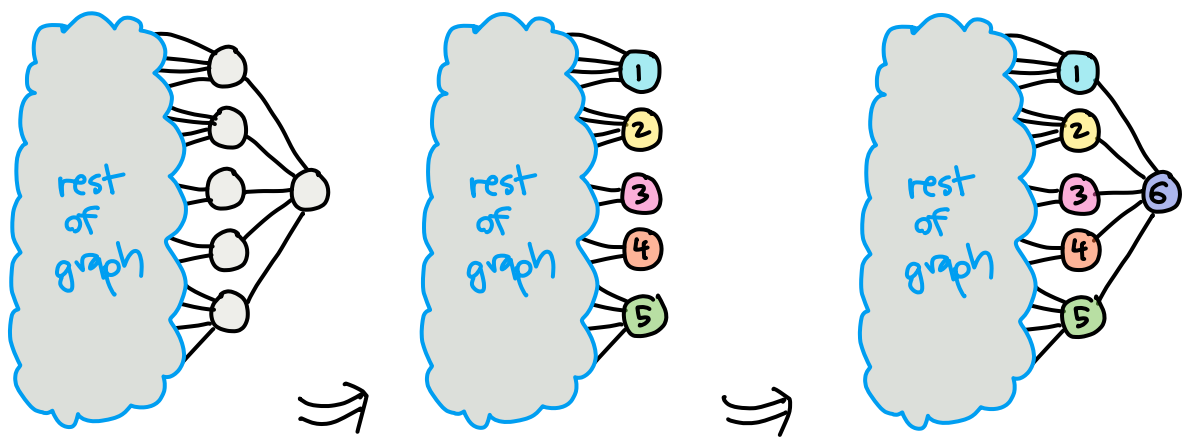
$d < 6$

Every planar graph can be colored using 6 colors

Inductive proof / recursive algorithm:

Find a vertex of degree  $\leq 5$   
Delete it, and 6-color the smaller graph left  
Now add it back, and choose a color not used by its neighbors

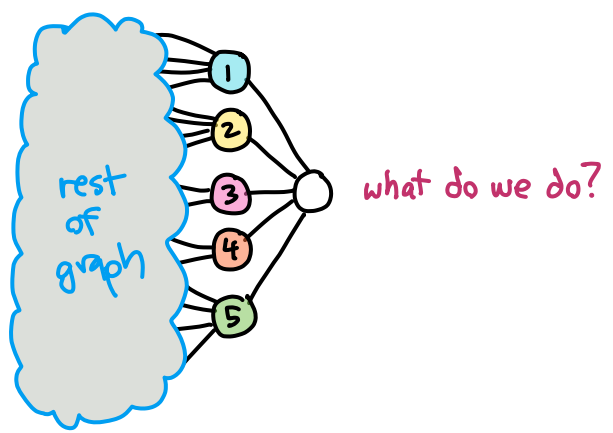
- { 1 2 3 4 5 6 }



... Every planar graph can be colored using 5 colors

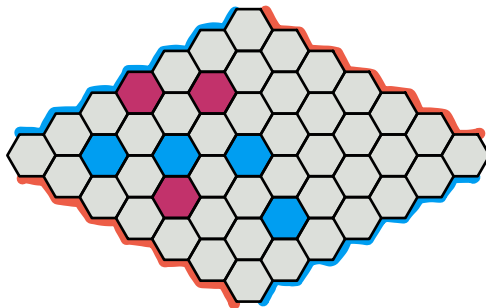
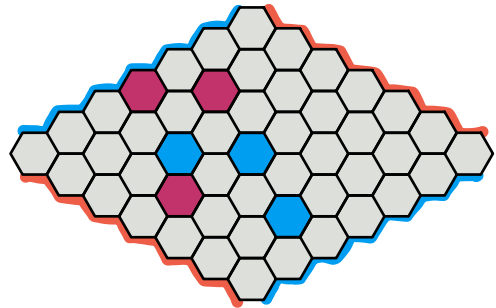
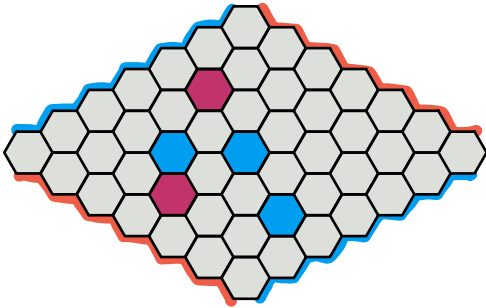
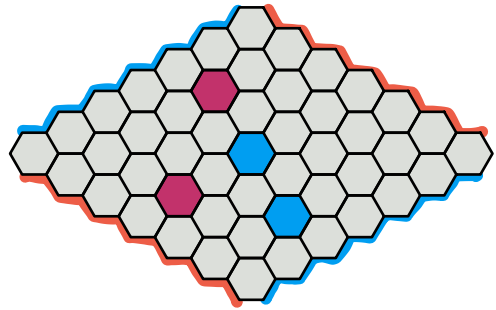
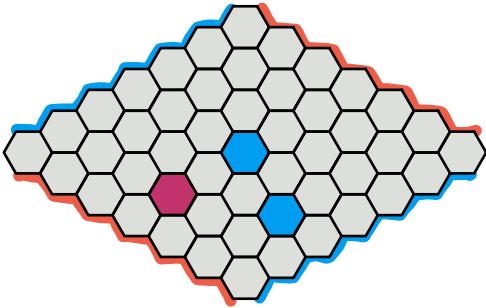
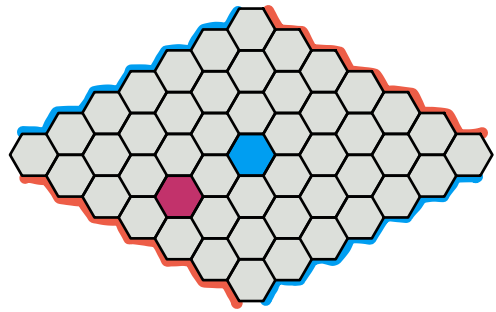
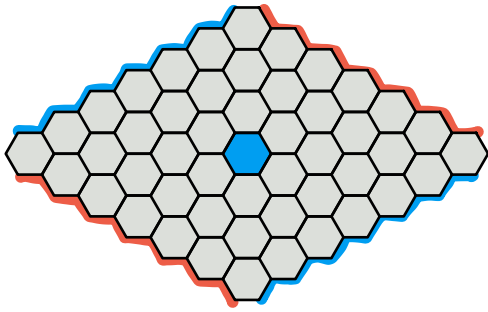
- { 1 2 3 4 5 }

Same proof, but we need an idea to handle this case:  
(we're out of colors)

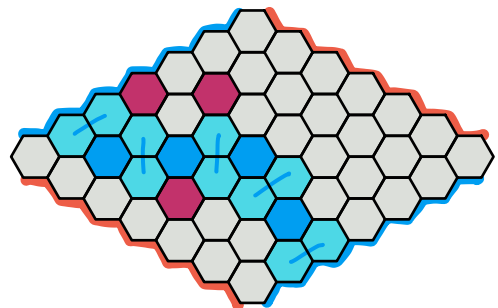


Surface topology enters again

Same idea as proof some player wins Nash/Hex

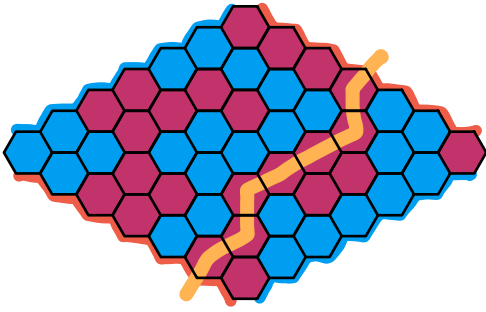


... Red resigns



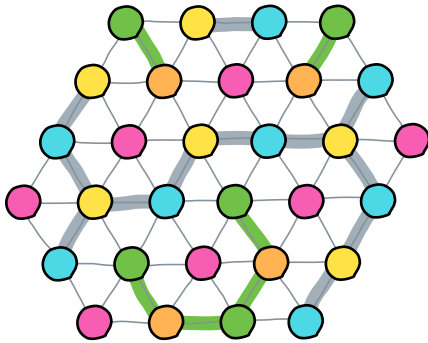
Blue has a forced win  
(14x14 is much harder)

Topology: If we color every cell, Red or Blue has a win

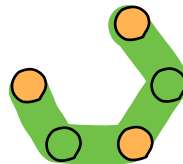
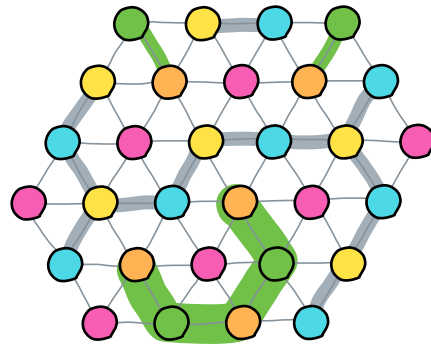
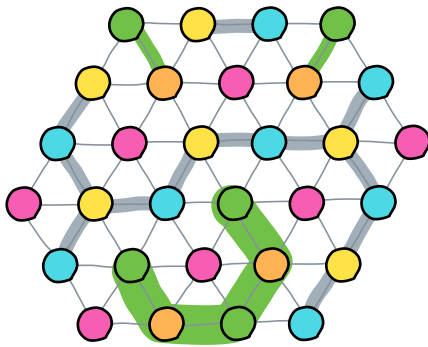


A bridge Red to Red blocks any possible bridge Blue to Blue.

Same with chains of colors in a planar graph.

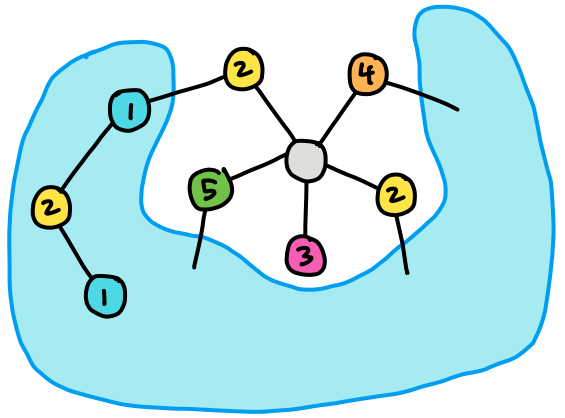
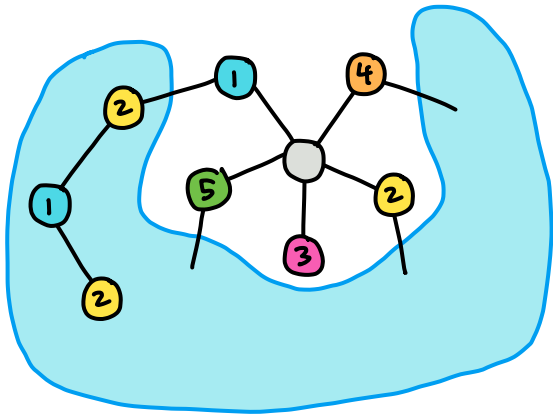


Chains block each other

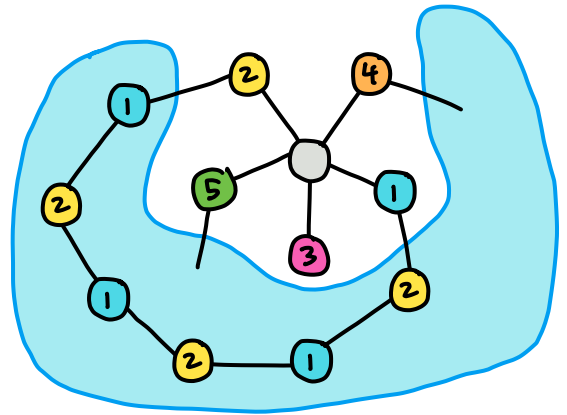
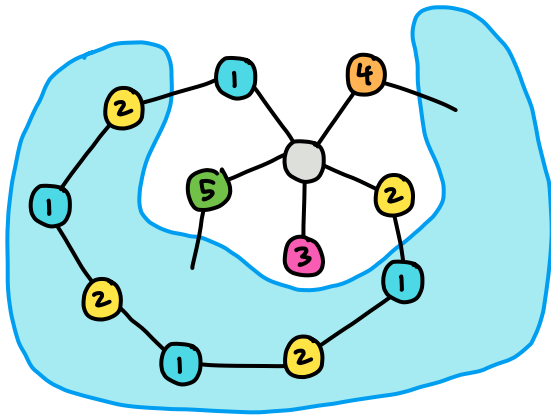


We can swap the colors in a connected chain, and no one else cares

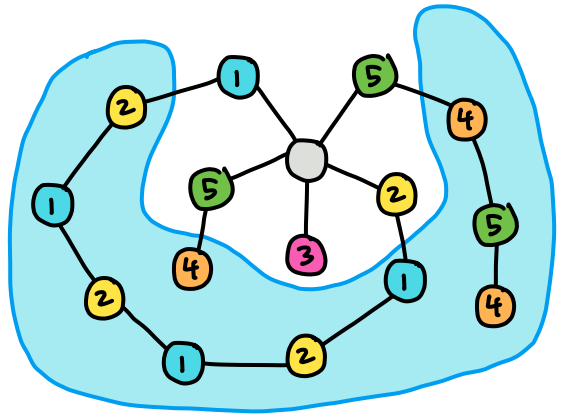
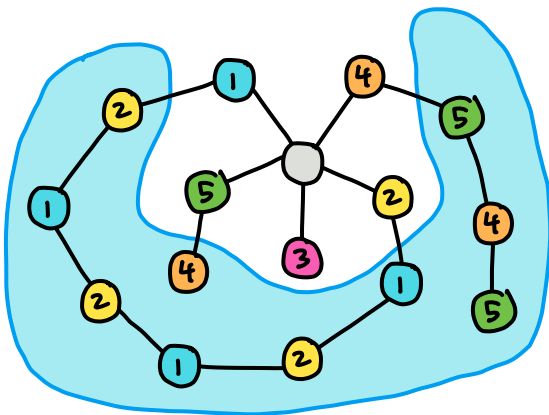
{ 1 2 3 4 5 }



Swap 1 2 to make room



Doesn't work if they form a loop



If so, loop separates 4 5 so we can toggle a 4 5 strand.