

#### Maps of Strange Worlds: Beyond the Four-Color Theorem



#### Dr. Susan Goldstine St. Mary's College of Maryland

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To color the regions in an arbitrary map so that neighboring regions always have different colors, at most four colors are required.

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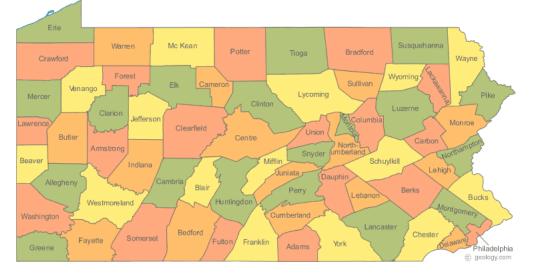
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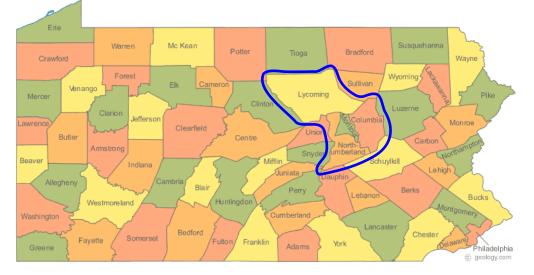
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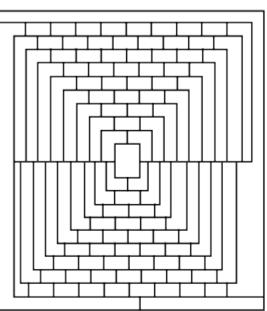
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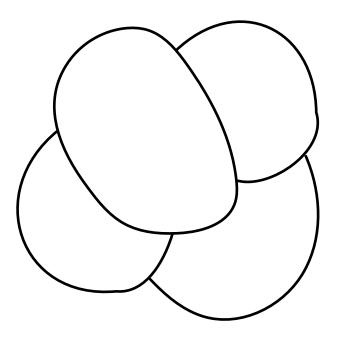
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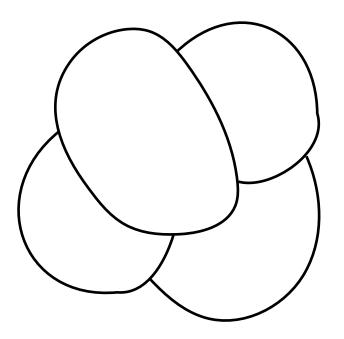
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- Robertson, Sanders, Seymour, and Thomas give a quadratic-time algorithm for four-coloring a map, and a simplified proof

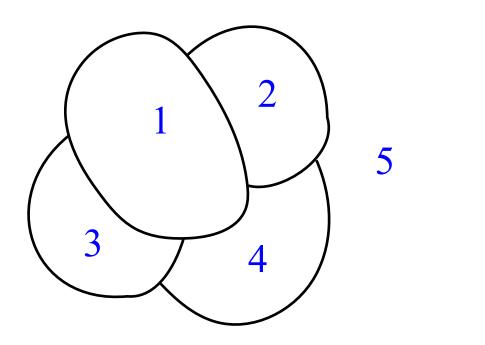
A map divides the plane into regions.



A map divides the plane/sphere into regions, a.k.a. faces.

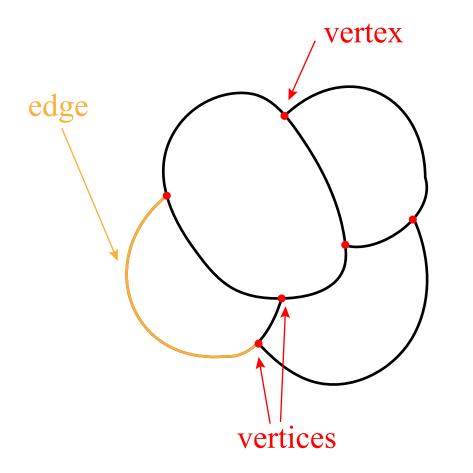


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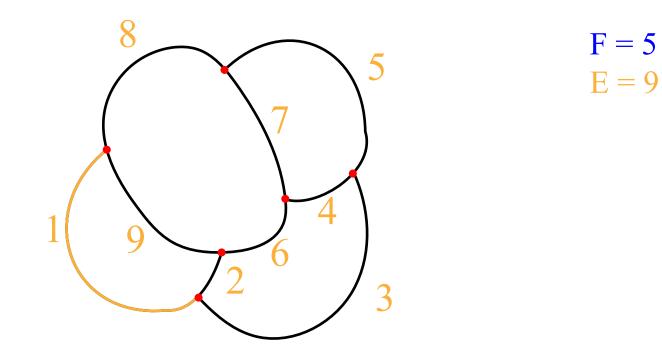
F = 5

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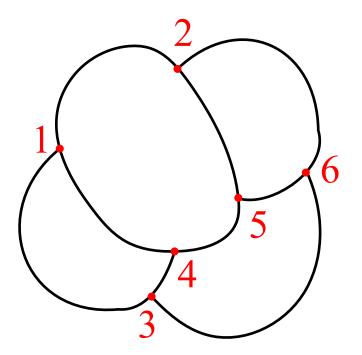


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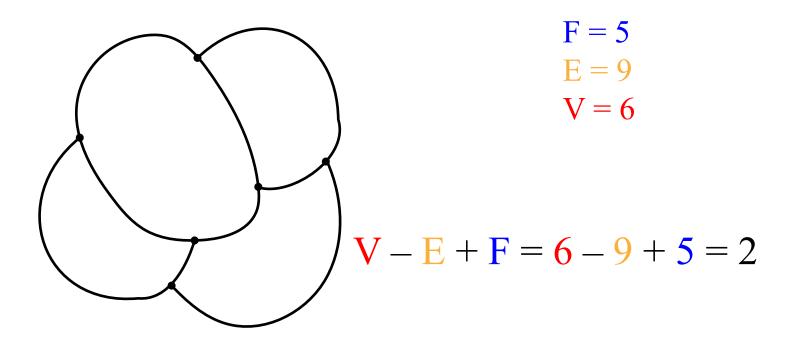


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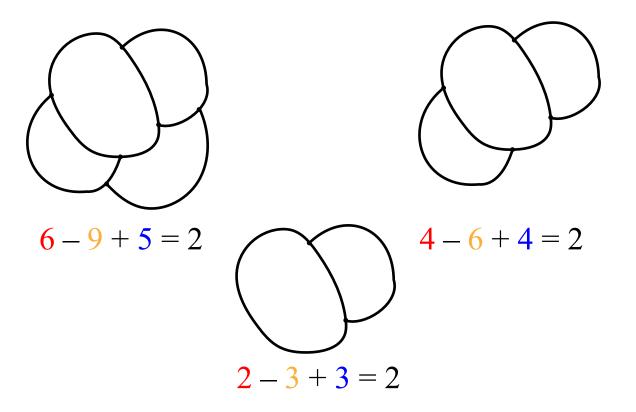


F = 5E = 9V = 6

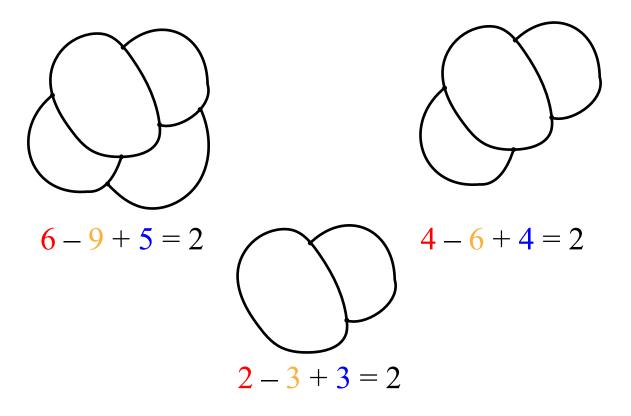
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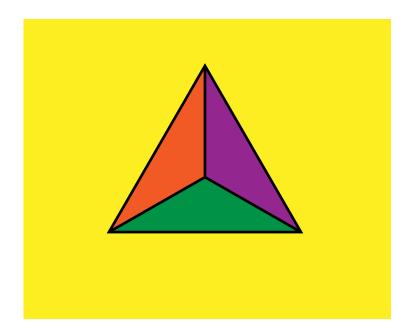
#### A Curious Pattern

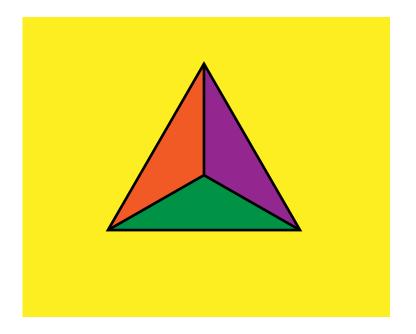


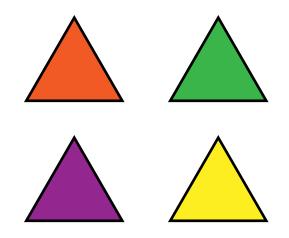
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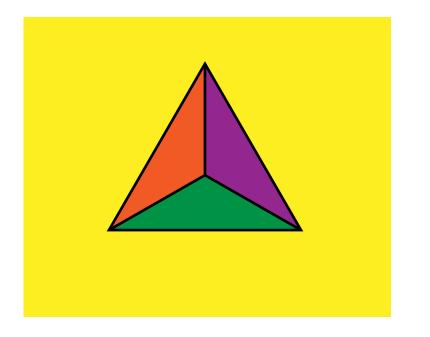


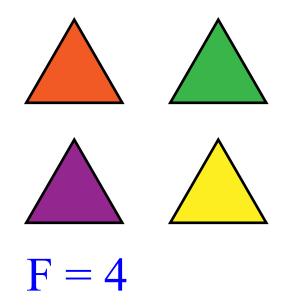
#### Euler's Formula: V - E + F = 2

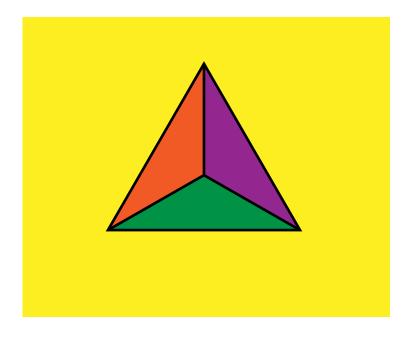


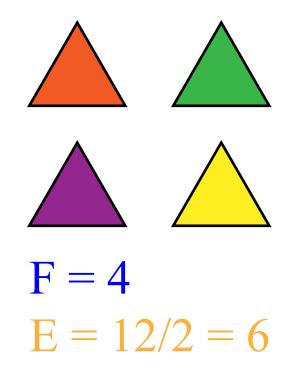


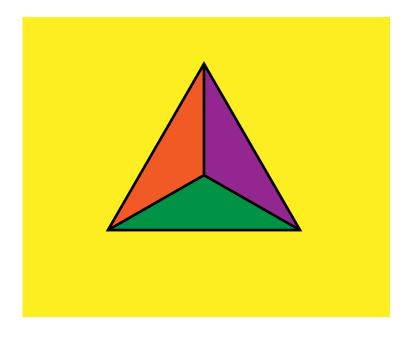


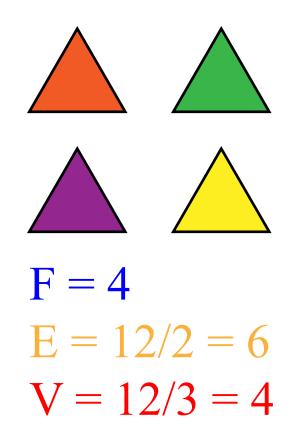


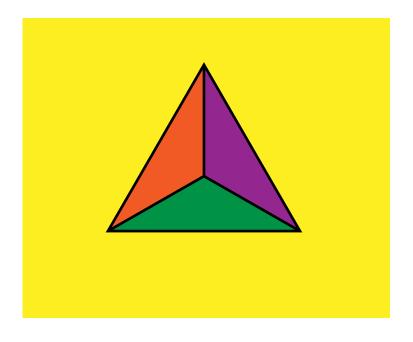






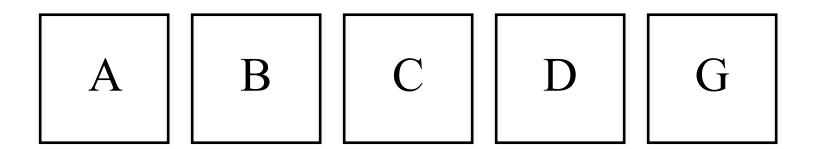




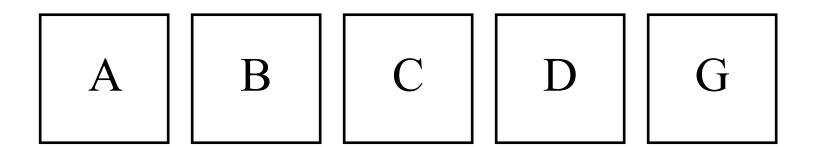


 $\mathbf{F} = \mathbf{4}$ E = 12/2 = 6V = 12/3 = 4

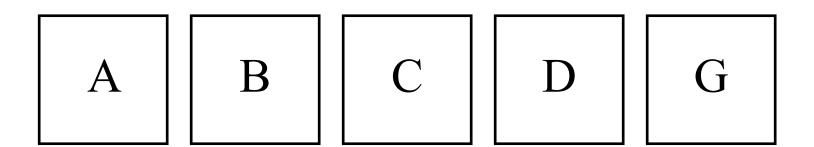
#### 4 - 6 + 4 = 2



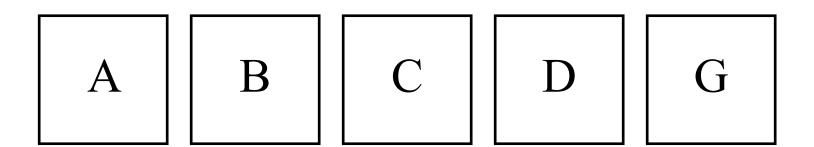
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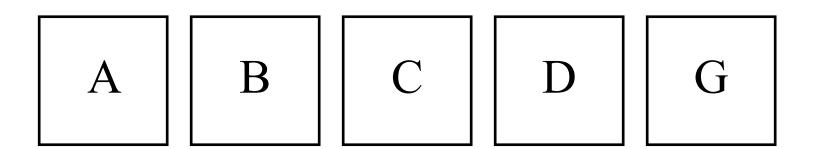


F = 5 $V \le 6$  $E \le 9$ 



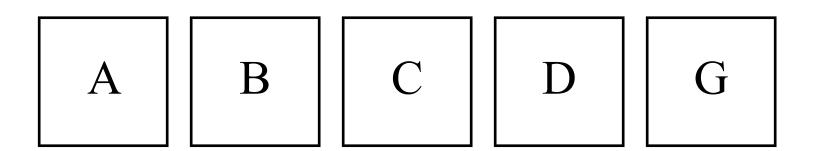
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A borders B,C,D,G 4 edges B borders C,D,G 3 edges C borders D,G 2 edges



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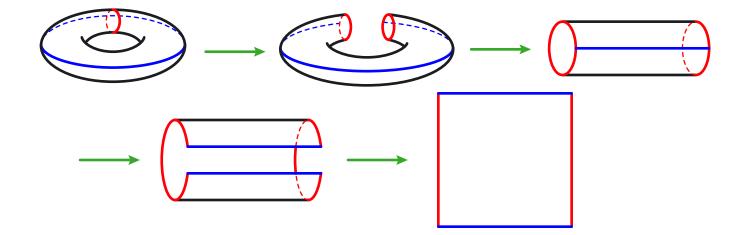
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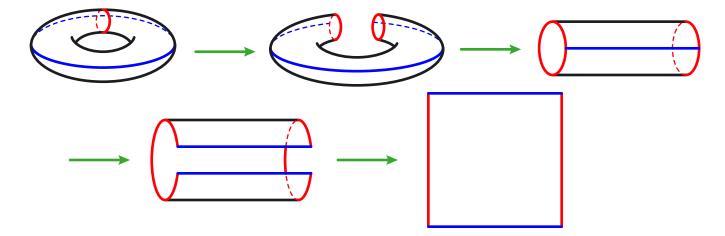
Thus, there is no map with 5 regions, each of which touches all the others **on a sphere**.

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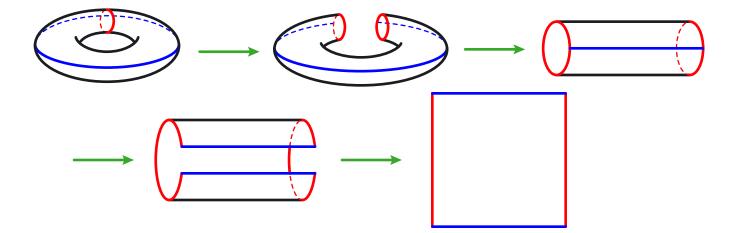


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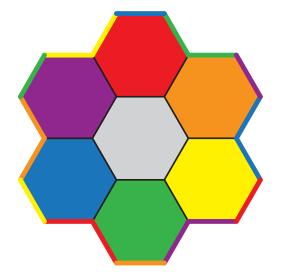
For the torus,  $\chi = V - E + F = 1 - 2 + 1 = 0$ 

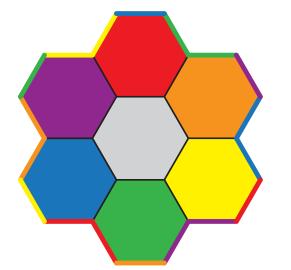
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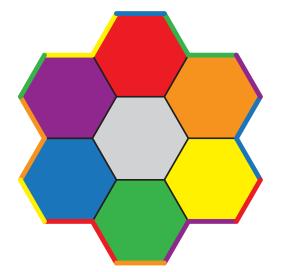
For the torus,  $\chi = \mathbf{V} - \mathbf{E} + \mathbf{F} = \mathbf{1} - \mathbf{2} + \mathbf{1} = \mathbf{0}$ For the *g*-holed torus,  $\chi = \mathbf{V} - \mathbf{E} + \mathbf{F} = \mathbf{2} - \mathbf{2}g$ 

7 hexagons

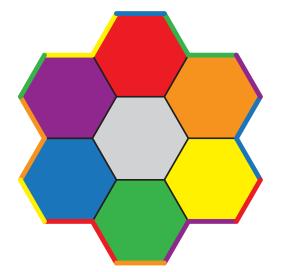




7 hexagons  $(7 \times 6)/2 = 21$  edges

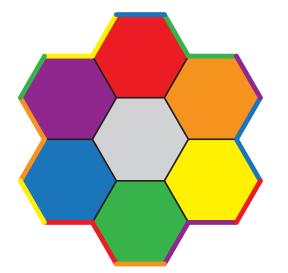


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This is a torus!

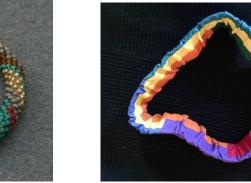
# Riffing on the Seven-Color Map

Norton Starr

Sophie Sommer

Skona Brittain





Moira Chas



sarah-marie belcastro & Carolyn Yackel



Ellie Baker & Kevin Lee



# The Heawood Formula

For a *g*-holed torus, the number of colors required to color an arbitrary map so that neighboring regions are different colors is

$$\gamma(g) = \left\lfloor rac{7 + \sqrt{1 + 48g}}{2} 
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For a double torus, we need **8** colors.

8 heptagons

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V = 18 The number of vertices counting multiplicities is  $8 \times 7 = 56$ 

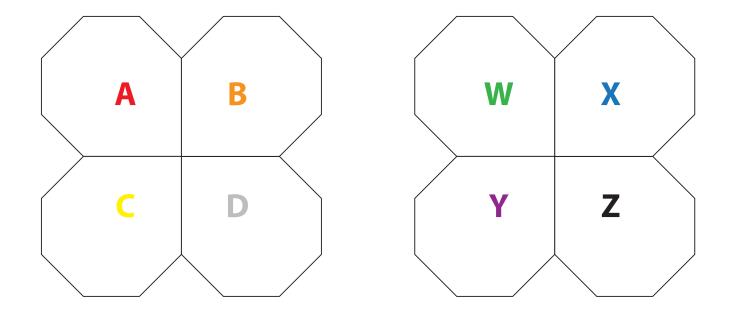
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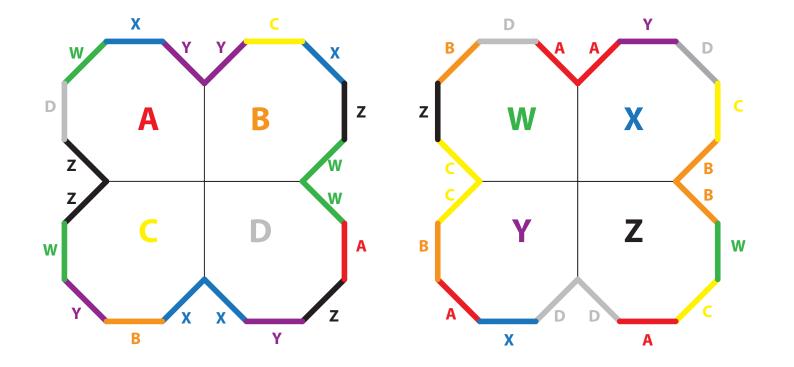
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Most symmetric resolution: two vertices with 4 heptagons, the rest with 3 heptagons

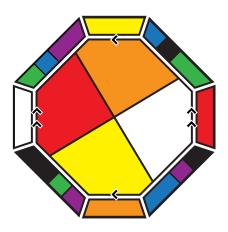
#### Fun with Heptagons



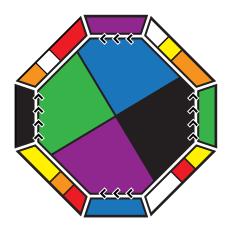
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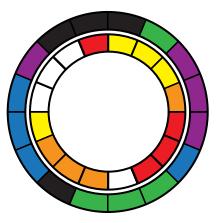
# An Eight-Color Map Framework



punctured torus



punctured torus



the colors at the boundary of the two punctures