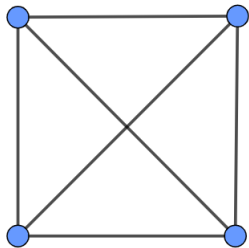


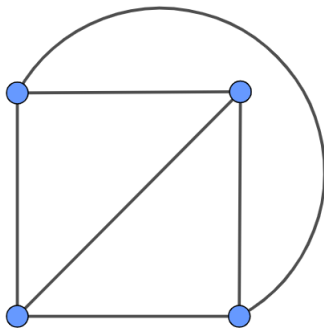
What is...the genus of a graph?

Or: Building bridges

Abstract versus embedded



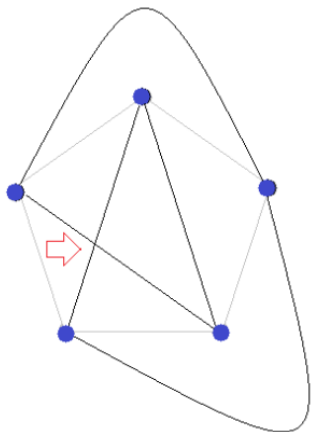
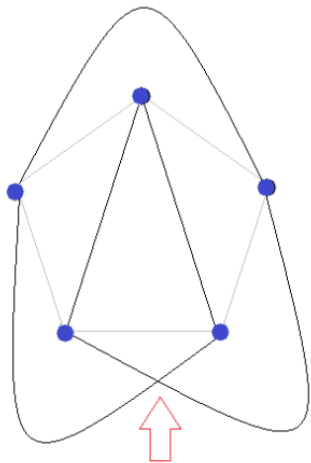
Planar graph
(K_4)



Planar embedding
of K_4

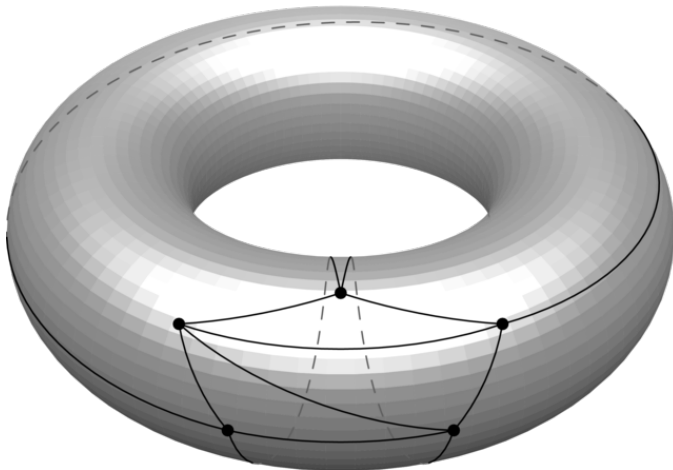
- ▶ A graph is an **abstract** object
- ▶ We can think of **embedded** graphs that are realized somewhere
- ▶ For example, a **planar** graph embeds into the plane

Not all graphs are planar



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- ▶ Some graphs are **not planar**
 - ▶ For example, the complete graph K_5 is not planar
 - ▶ **Question** Can graphs always be embedded in a 2d object?

K_5 on the torus

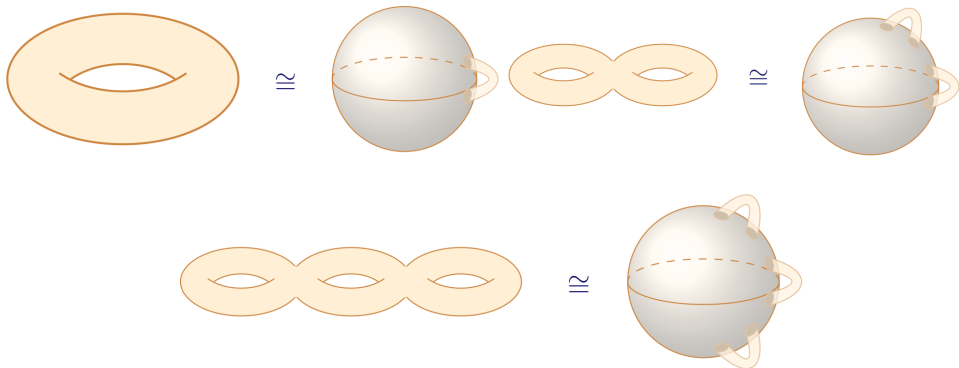


-
- ▶ K_5 does not embed into the plane “=” S^2
 - ▶ K_5 does embed into the torus
 - ▶ **Question** Is there something we can say in general?

Enter, the theorem

Every graph can be embedded into some orientable surface
The minimal number of handles needed is the genus of the graph

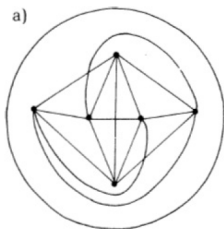
- ▶ Genus is a notion from topology and equals the number of handles



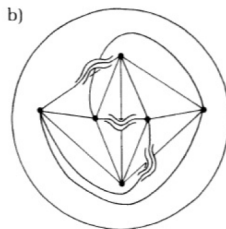
Every closed orientable surface admits such a description

- ▶ Computing the genus of a graph is NP-complete = very hard

Proof? Sure!



K_6 on S_0



K_6 on S_0 -with-three-handles



- ▶ Build a **bridge = handle** for every crossing
- ▶ Since bridges redirect the path, the result has **no crossings**
- ▶ The genus is then at most the **number of bridges**

Thank you for your attention!

I hope that was of some help.