

# Maps and Graphs

A Lecture in the Freshman Seminar Series:  
Puzzling Problems in Science and Technology



# About This Presentation

This presentation belongs to the lecture series entitled “Puzzling Problems in Science and Technology,” devised for a ten-week, one-unit, freshman seminar course by Behrooz Parhami, Professor of Computer Engineering at University of California, Santa Barbara. The material can be used freely in teaching and other educational settings. Unauthorized uses, including any use for financial gain, are prohibited. © Behrooz Parhami

<b>Edition</b>	<b>Released</b>	<b>Revised</b>	<b>Revised</b>	<b>Revised</b>	<b>Revised</b>
<b>First</b>	<b>Nov. 2016</b>	<b>Nov. 2018</b>			

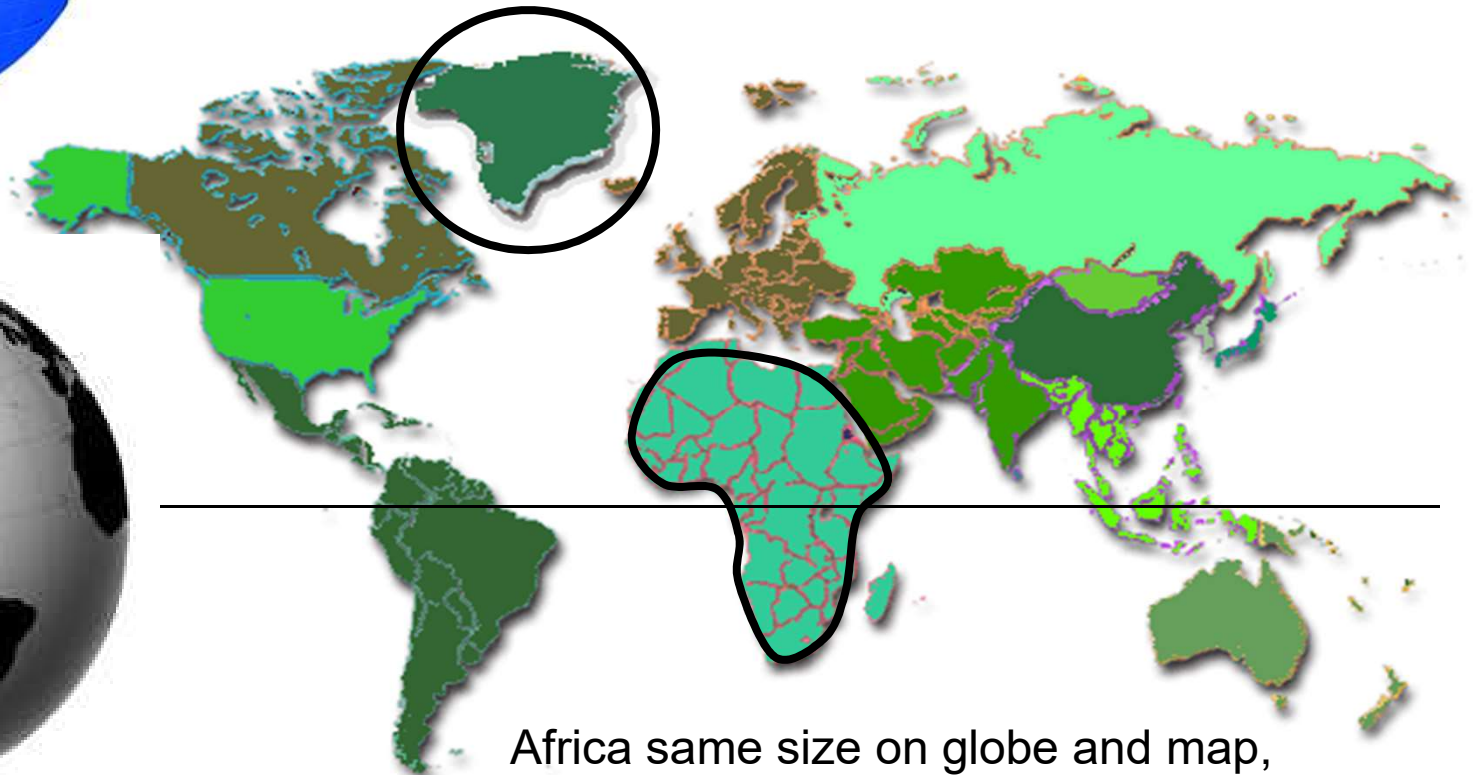
# Ptolemy's Map of the World (150 AD)



# Globes and Flat Maps

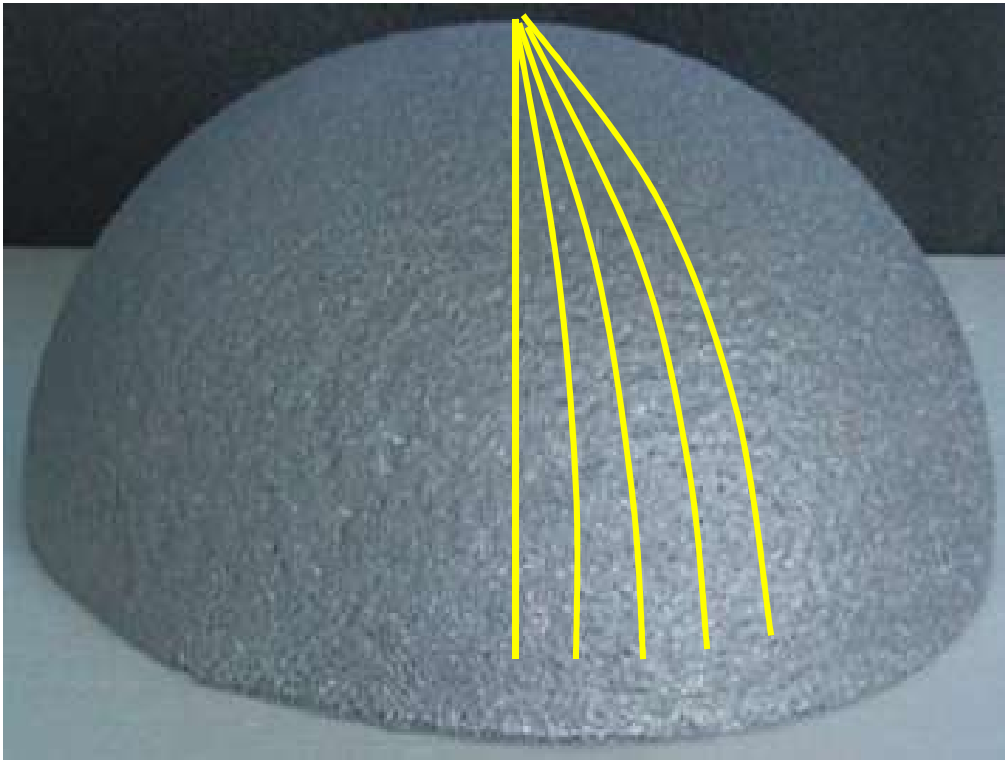


Continents and countries appear to scale on a globe but they get distorted when drawn on some flat maps



Africa same size on globe and map, but Greenland much wider on map

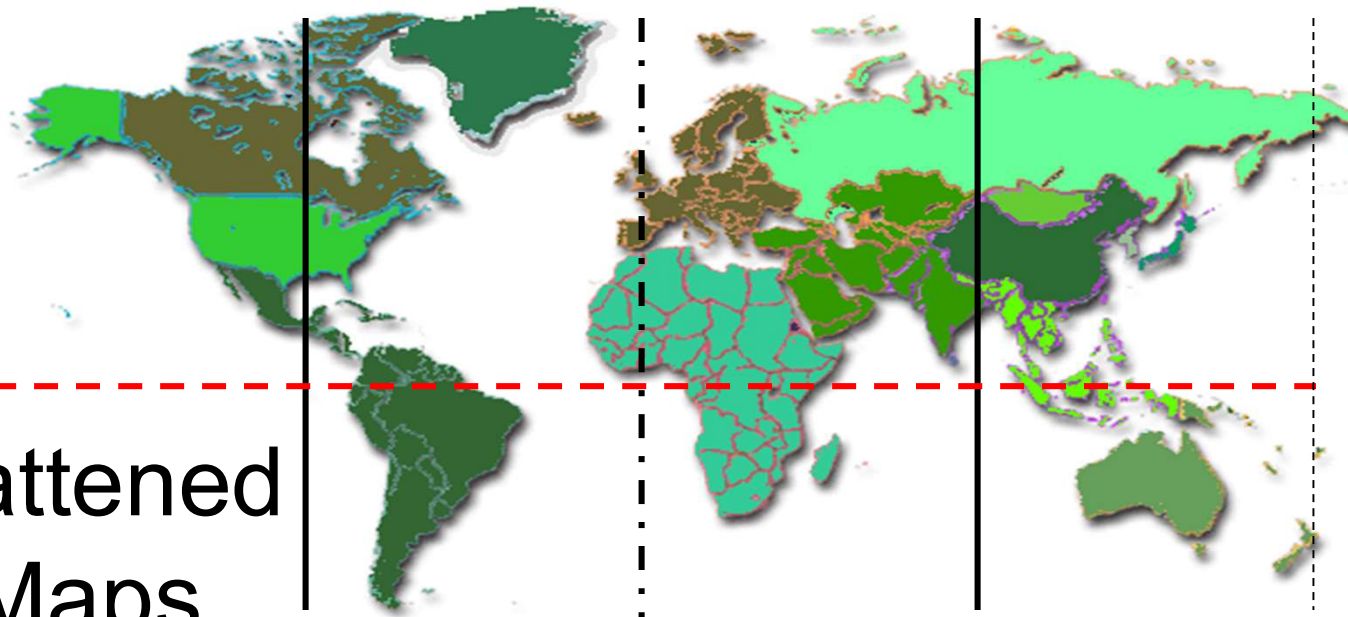
# The Globe Can Be Flattened



Segment in a photographic map of Mercury,  
with gaps inserted to preserve scale

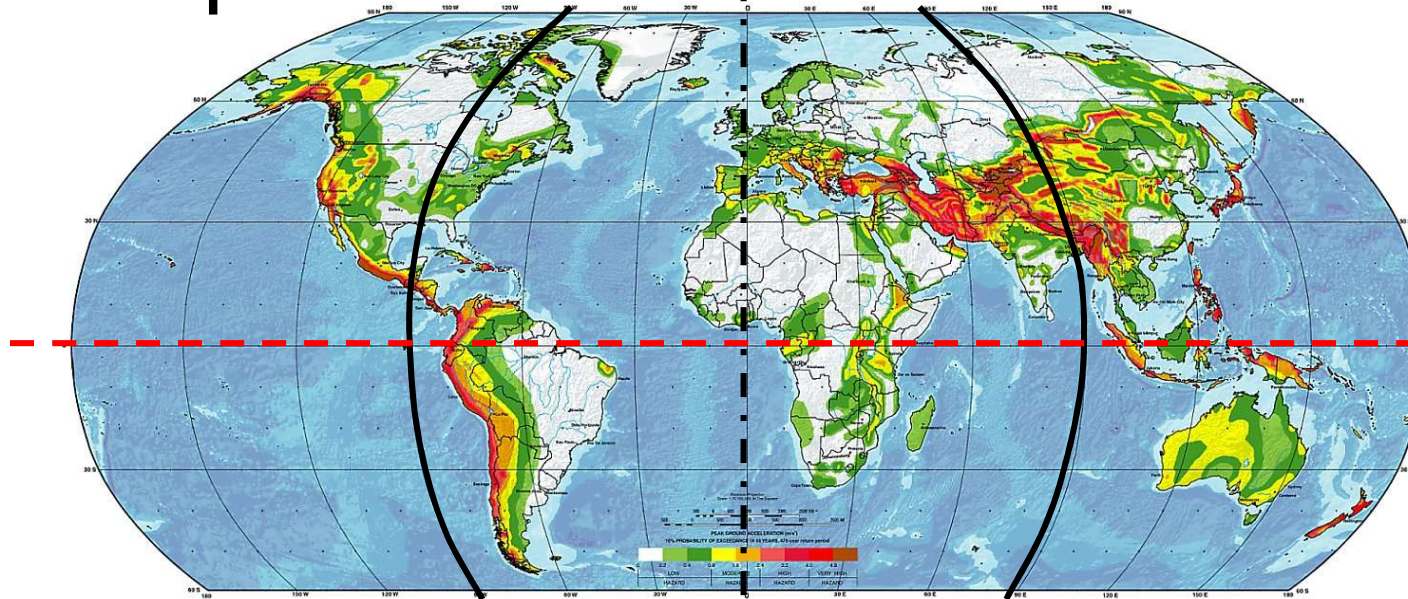


# Flattened Maps



Vertical longitudinal lines

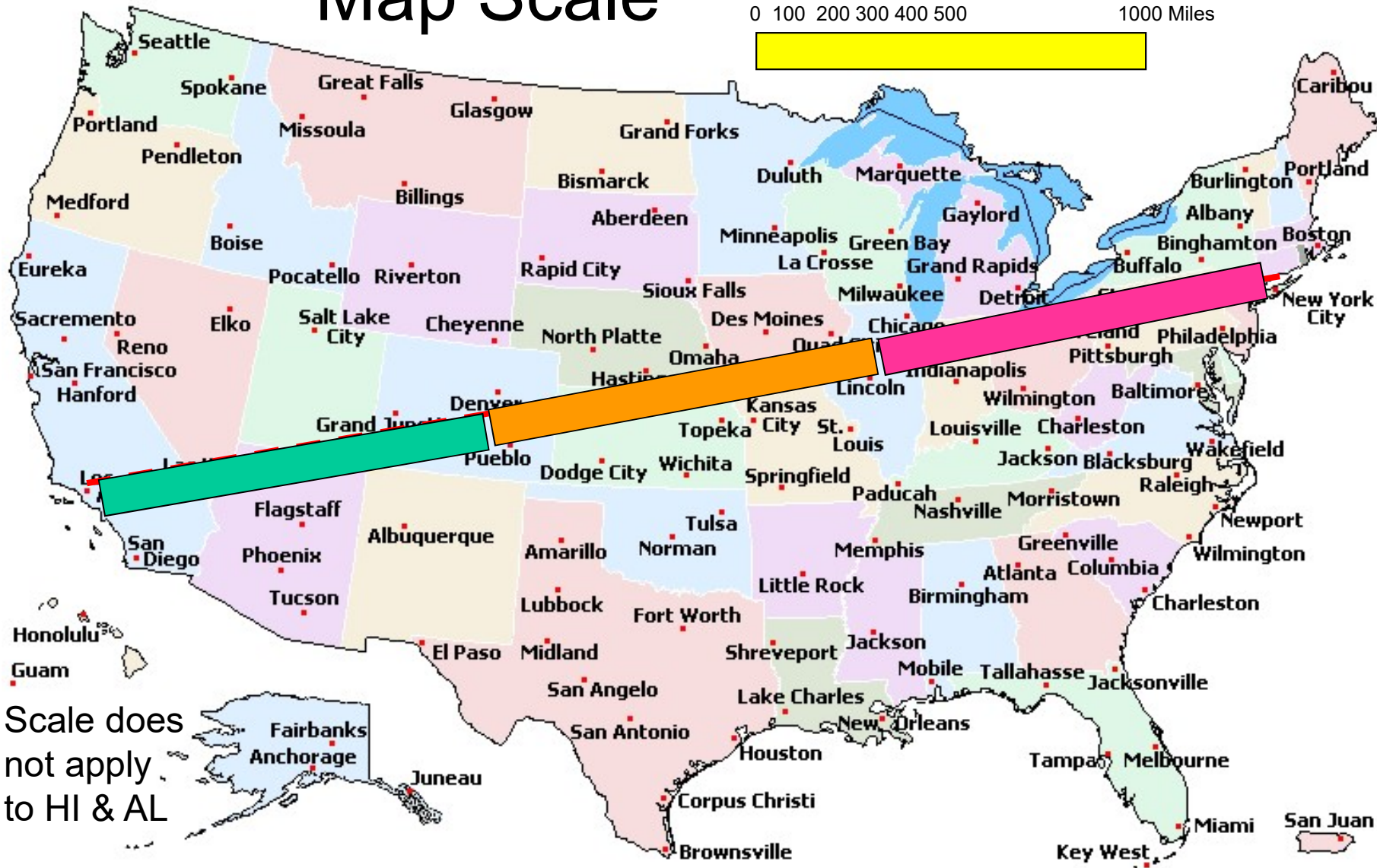
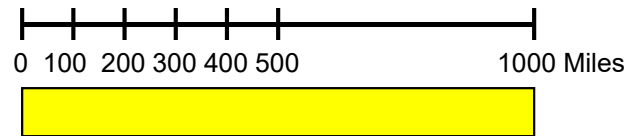
The Equator



Curved longitudinal lines

The Equator

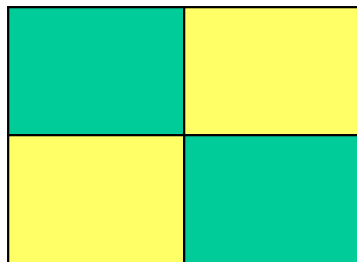
# Map Scale



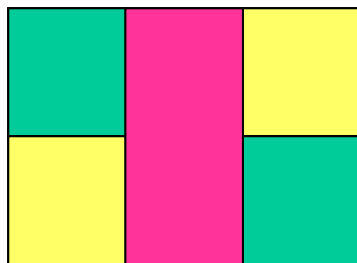
Scale does not apply to HI & AL

# The Map Coloring Problem

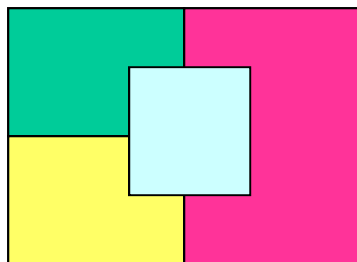
We want to color countries, oceans, lakes, and islands on a map so that no two adjacent areas have the same color.



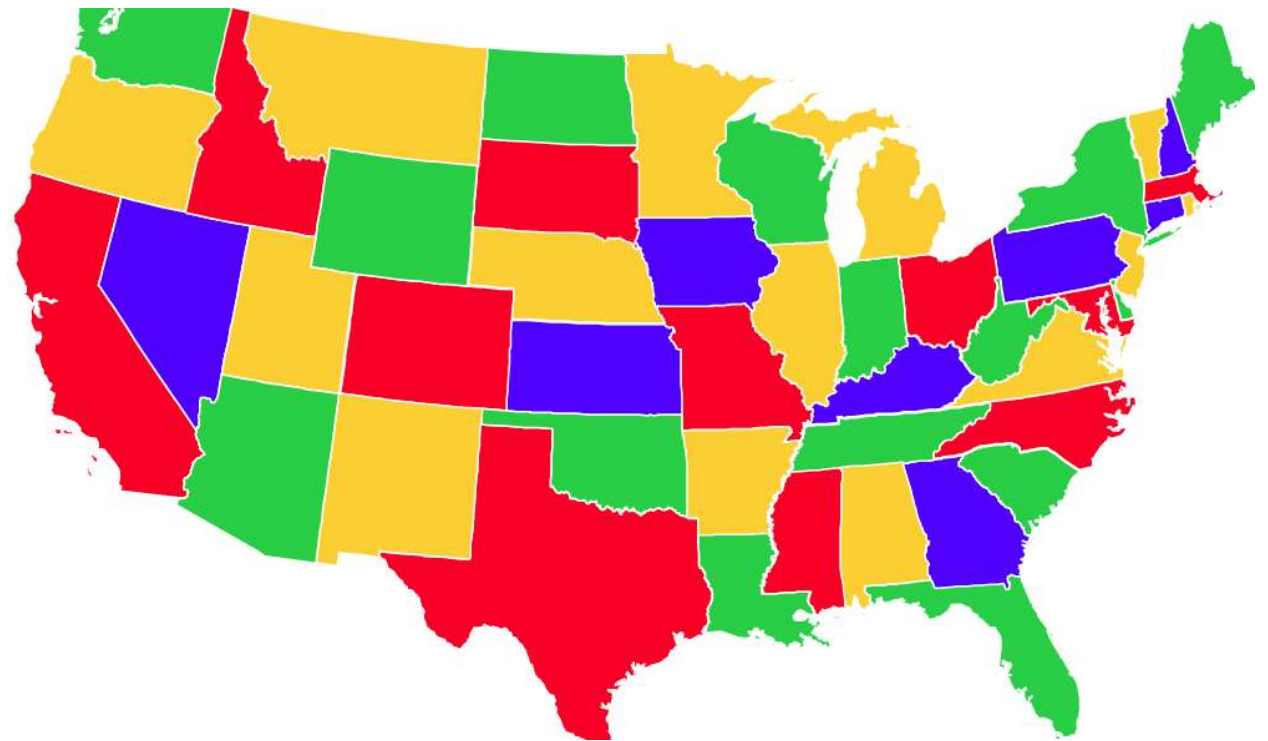
Two colors



Three colors



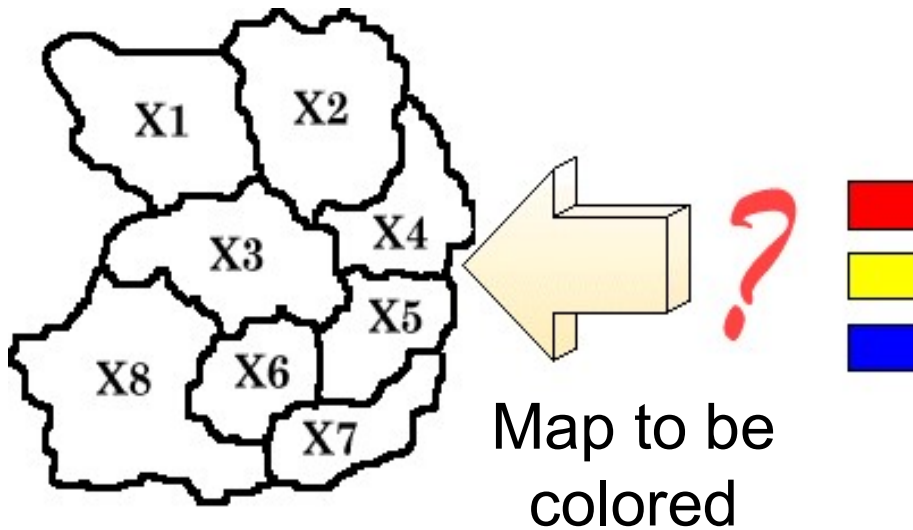
Four colors



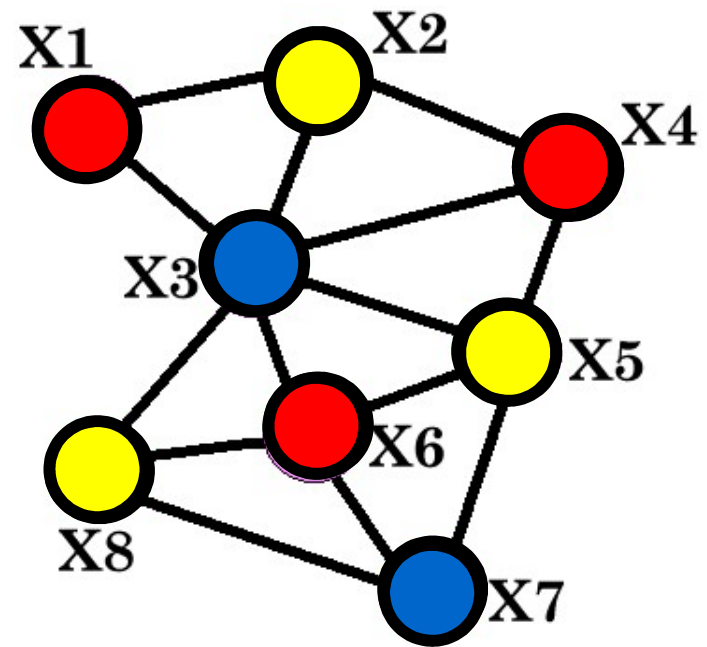
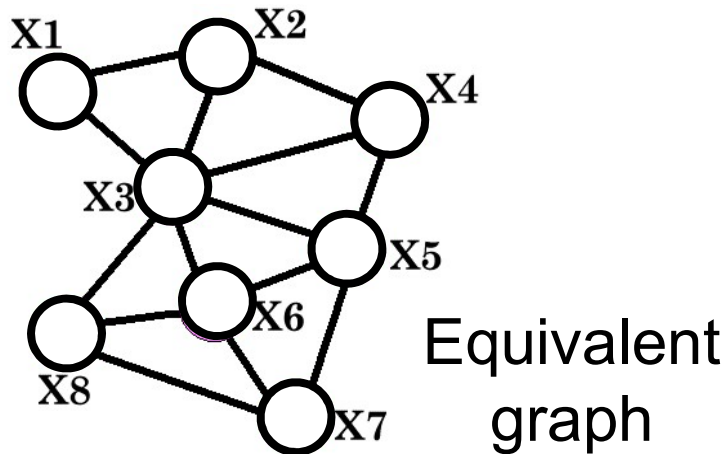
We know that four colors always suffice



# Map and Graph Coloring



A map can be converted to a planar graph that can be drawn with no edges crossing

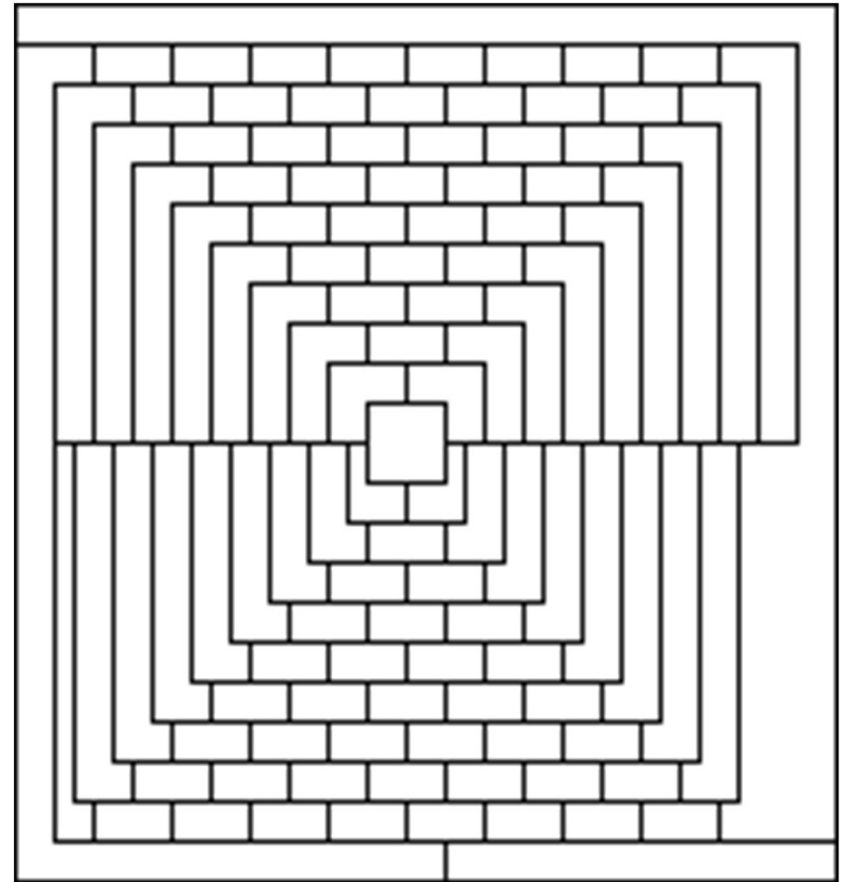


# Color These Maps with Four Colors

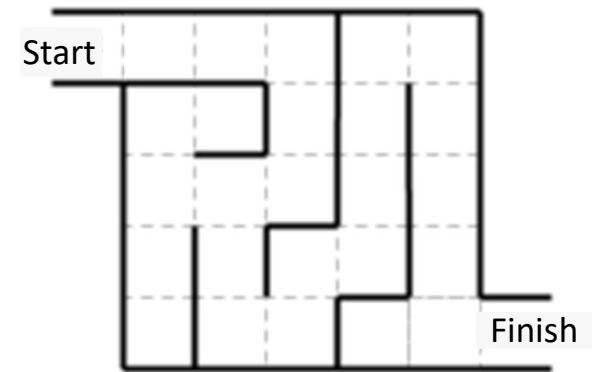
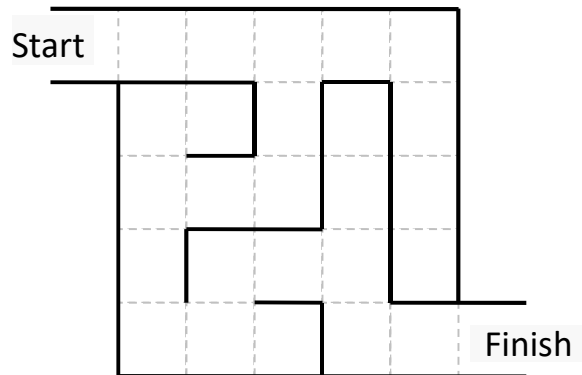
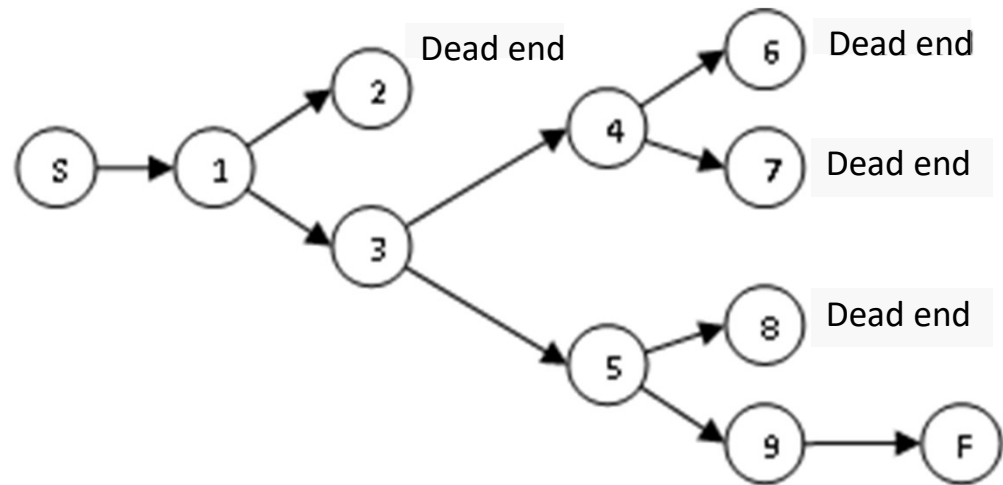
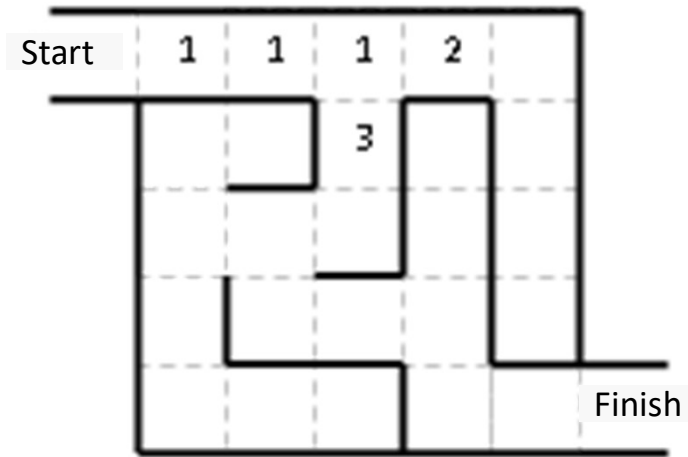
Color the following natural and artificial maps so that no two adjacent areas have the same color



*Brock University Map Library*

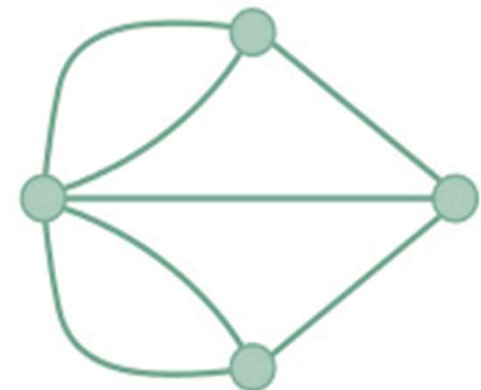
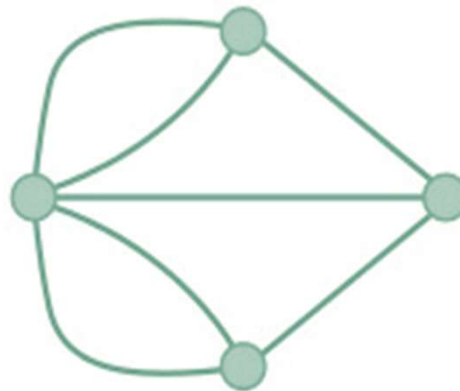
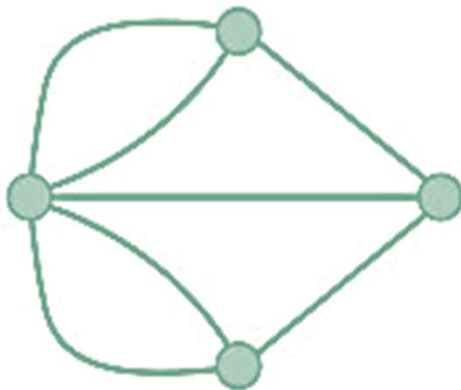
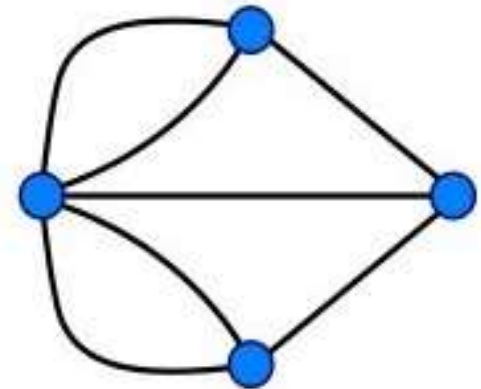


# Mazes Represented as Graphs



# The Bridges of Königsberg Puzzle

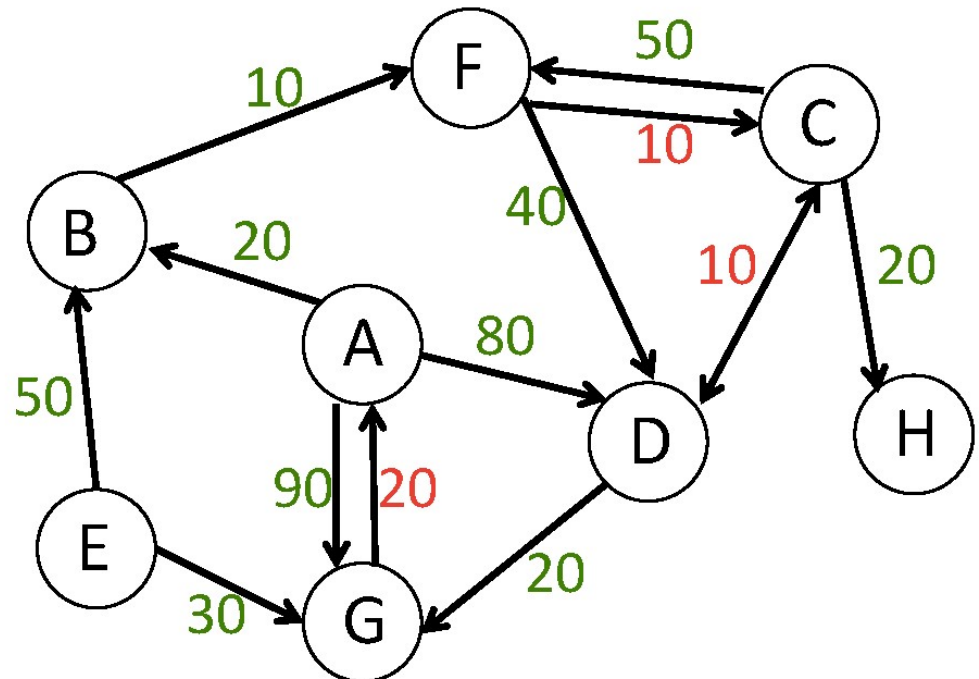
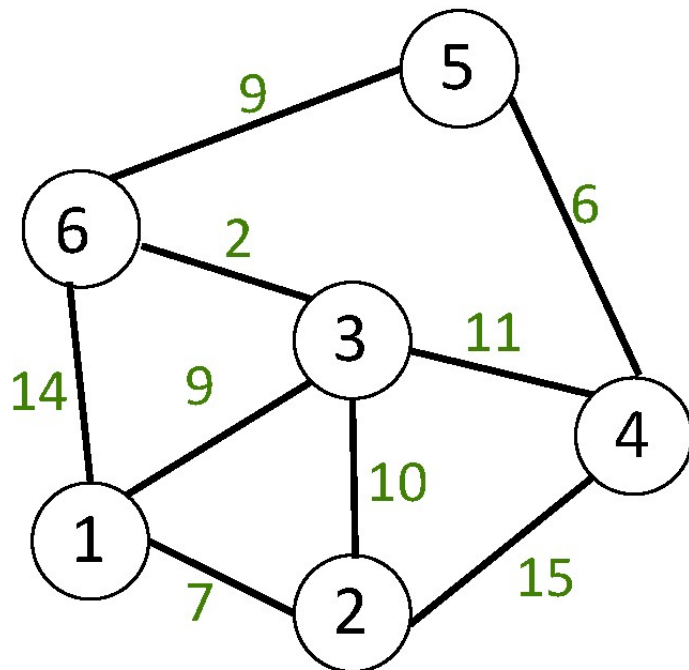
Can you walk in the city of Königsberg in such a way that you cross each bridge once and only once (in either direction)?



# Shortest Path in a Graph

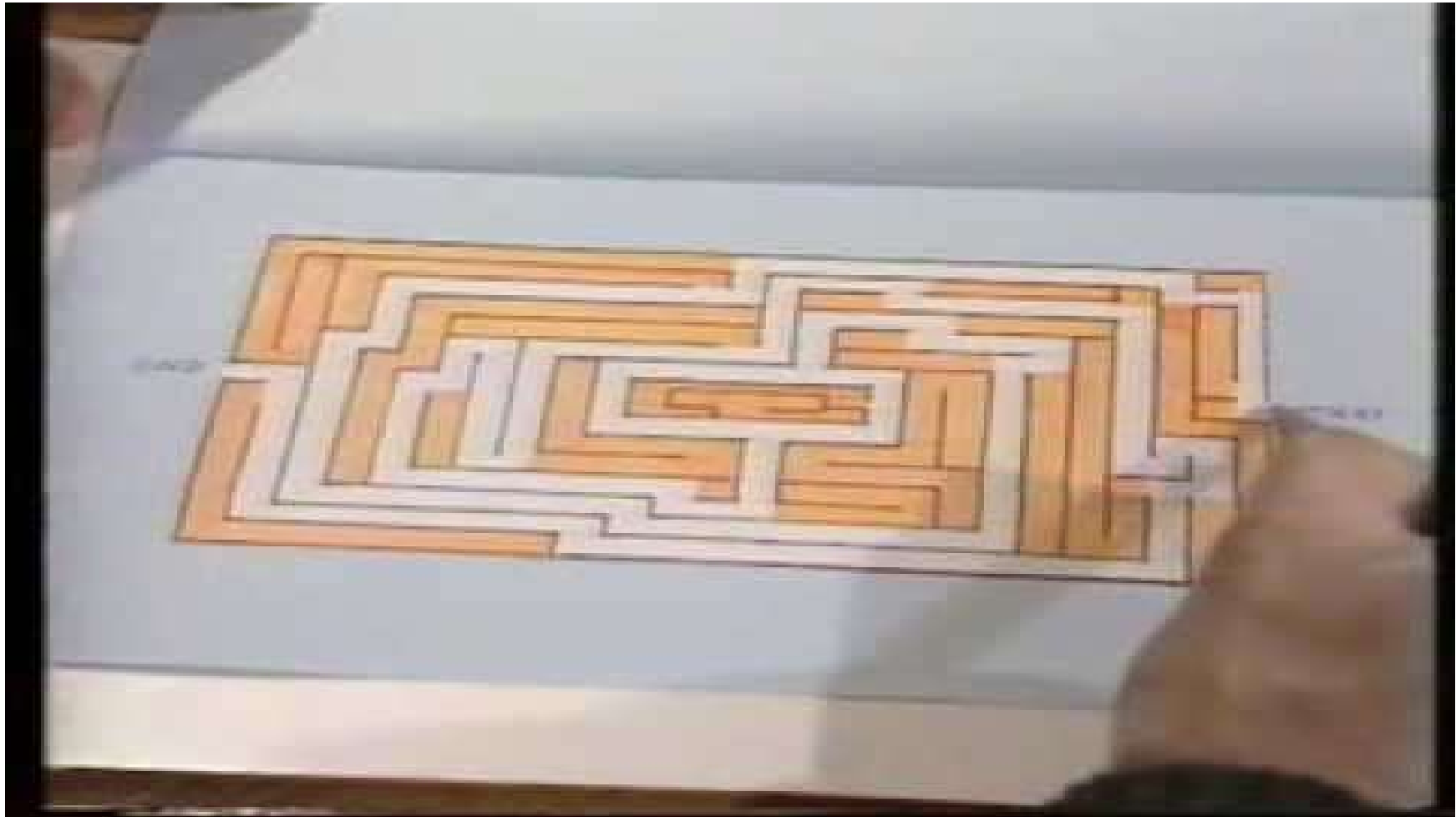
If the number on an edge represents travel distance, time, or cost, what is the shortest/fastest/cheapest way from point 2 to point 5?

What about from point G to point C in the graph on the right?



# Solving a Maze

2-minute video: <http://www.youtube.com/watch?v=mM10gQJJ7aM>

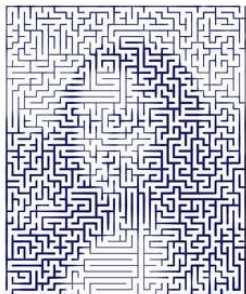
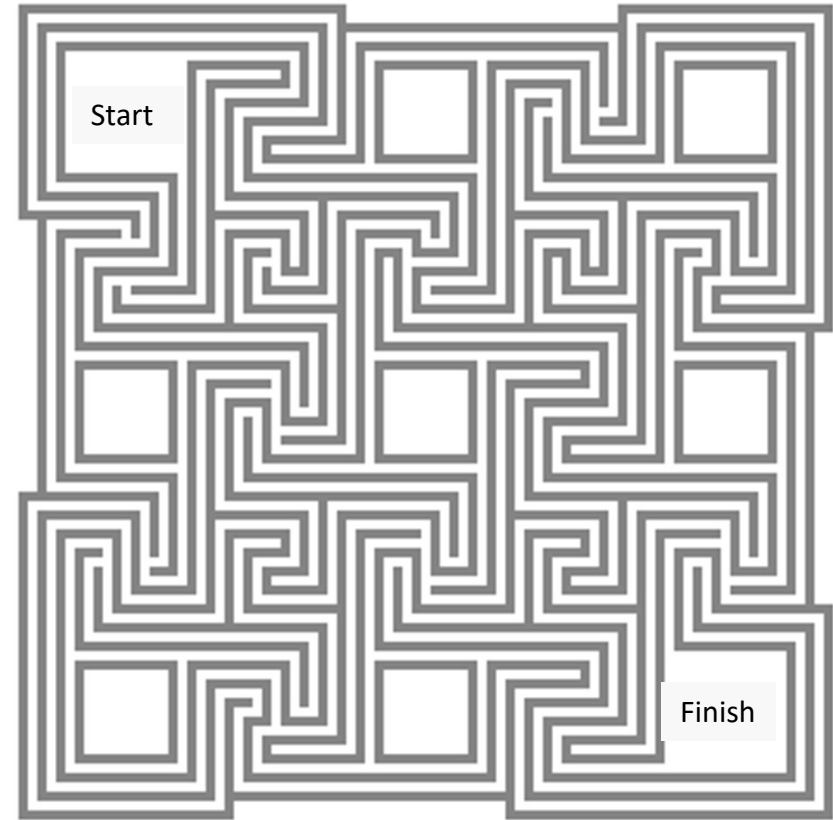
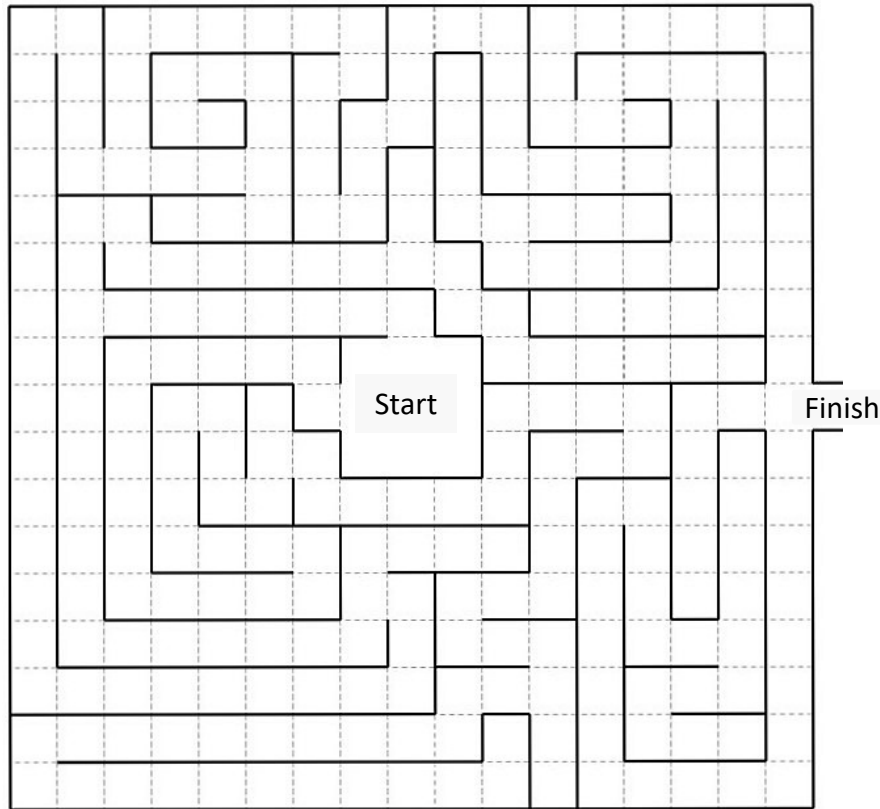


# Maze-Solving Robots

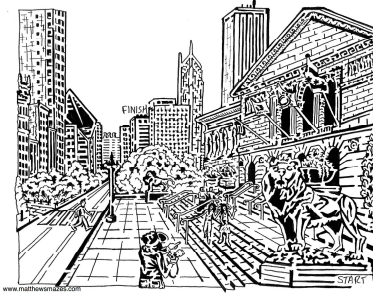
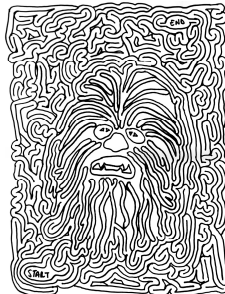
4-minute video: <http://www.youtube.com/watch?v=MLHeUEPLSAY>



# Solve These Two Large Mazes



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Maps and Graphs

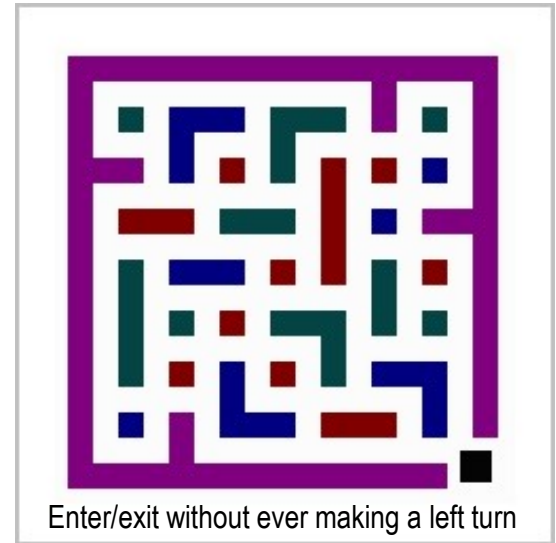
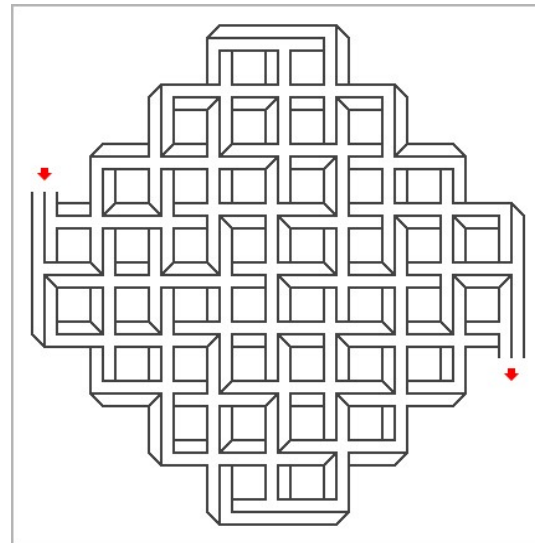
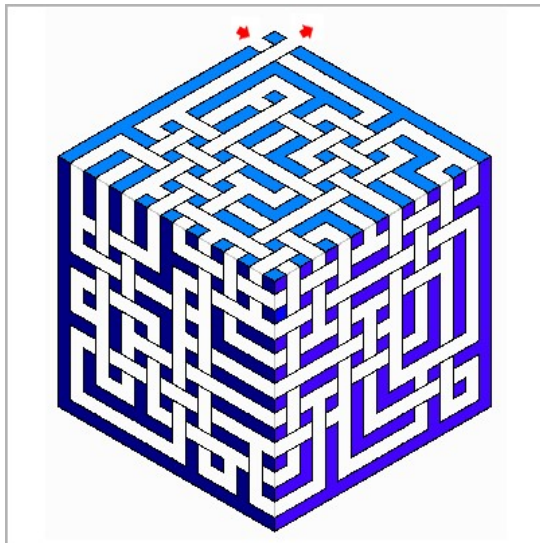
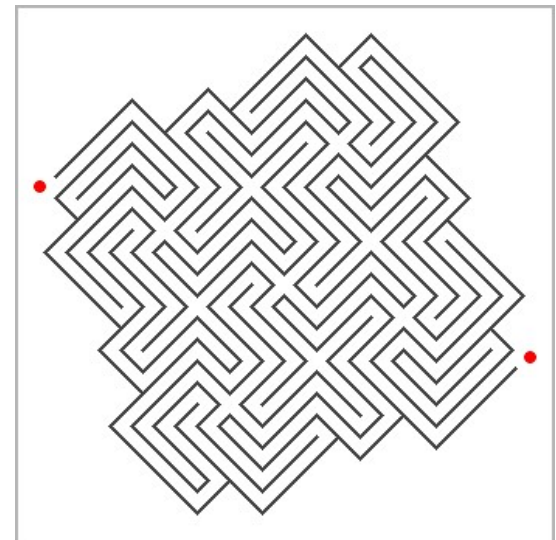
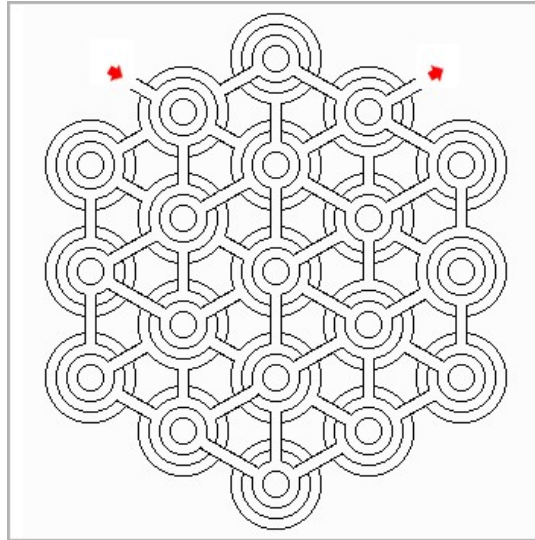
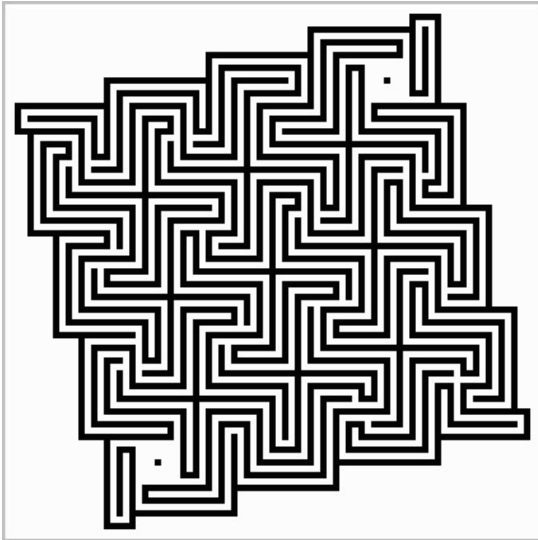
Examples  
of  
maze art



Slide 16



# More Mazes to Solve



Enter/exit without ever making a left turn

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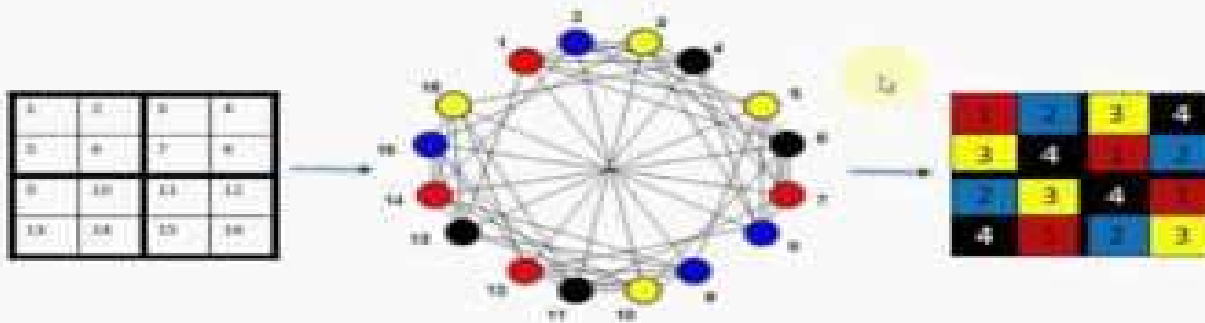
Slide 17

# Applications of Graph Coloring

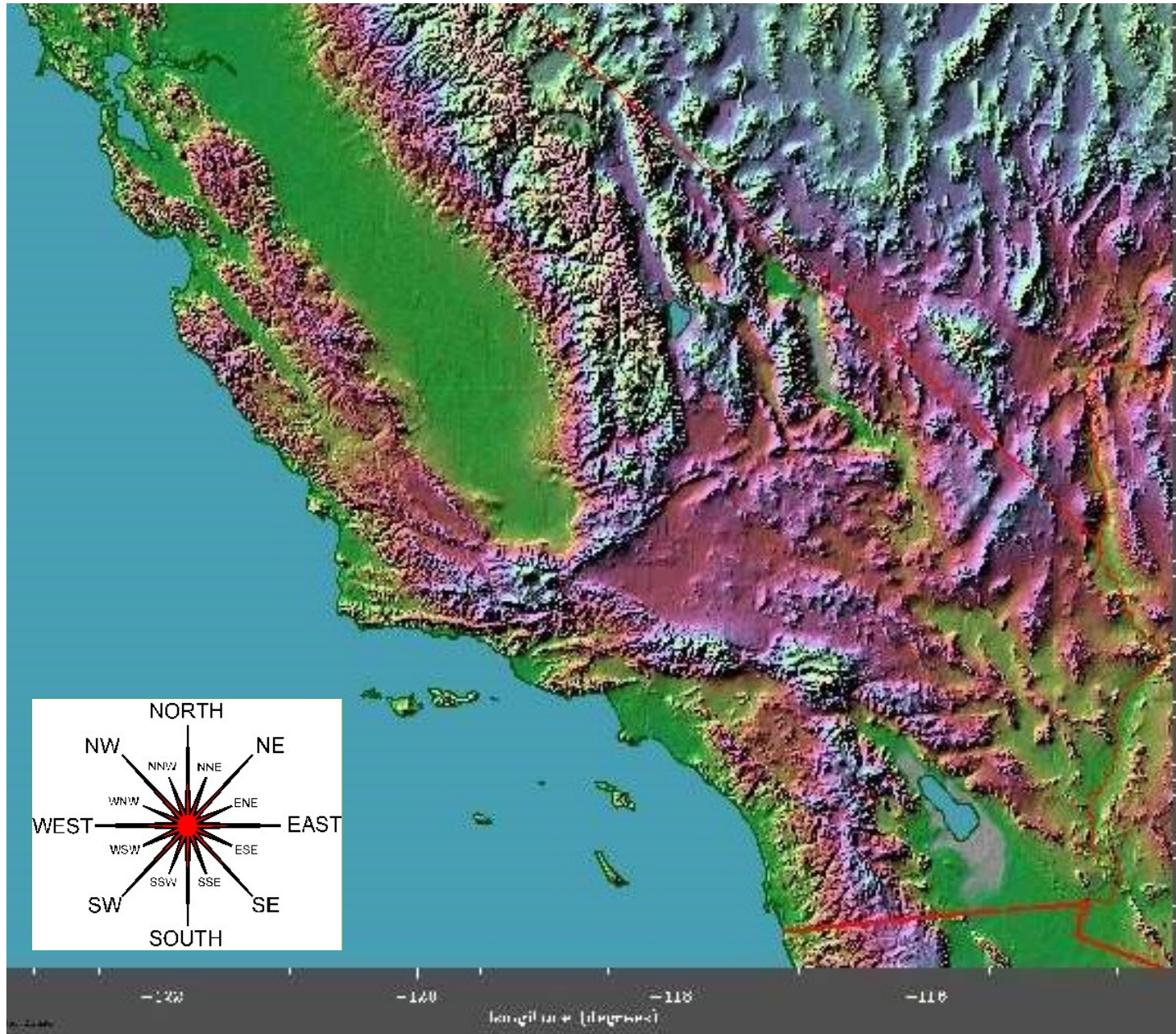
9-minute video: <http://www.youtube.com/watch?v=y4RAYQjKb5Y>





## Solving Sudoku Puzzles

- Fill in the blank cells so that each row, column and 2x2 box has the characters 1 to 4 exactly once.

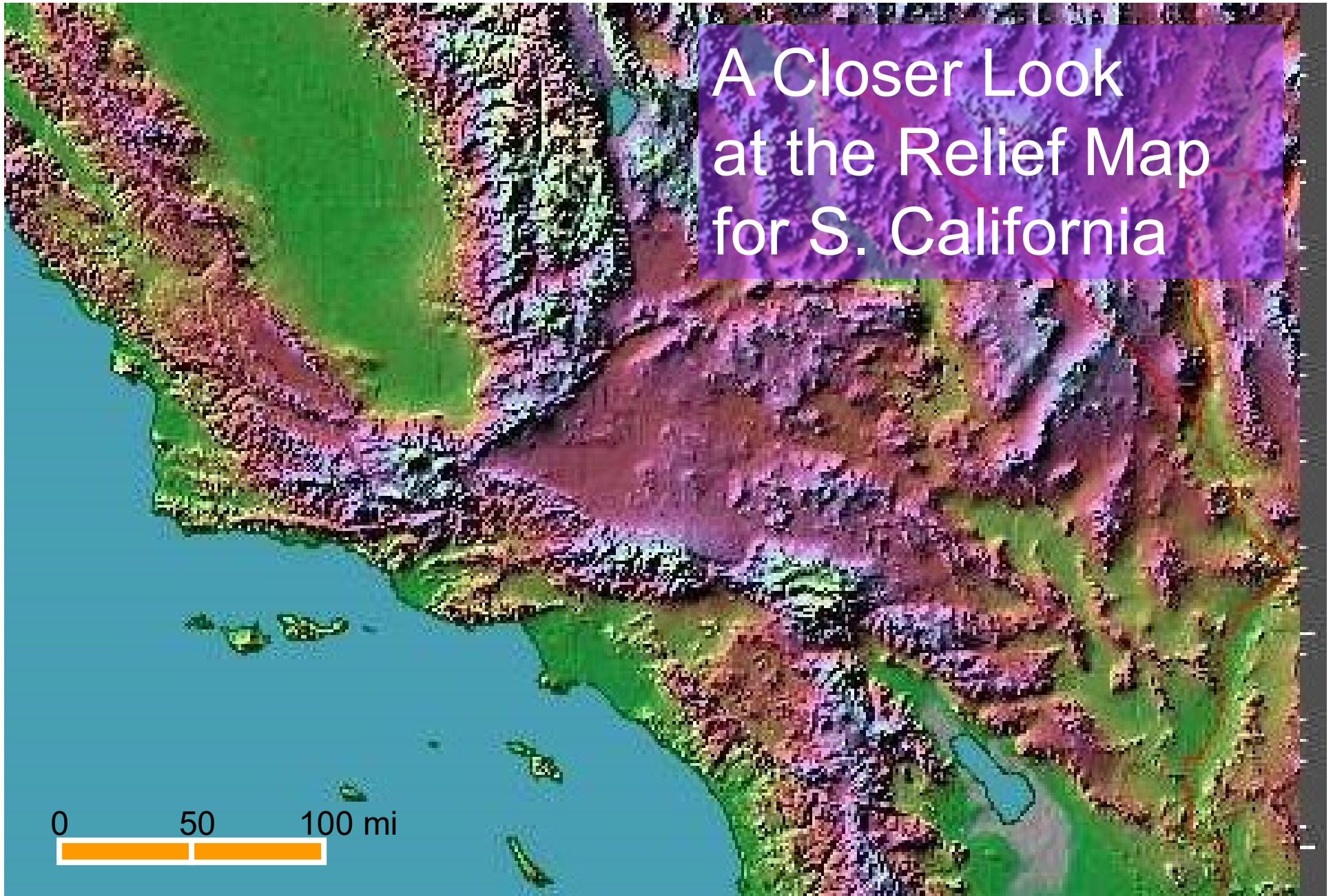


# Relief Map of California



-  Mountains
-  Hills
-  Hillsides
-  Sea level
-  Below sea level

# A Closer Look at the Relief Map for S. California



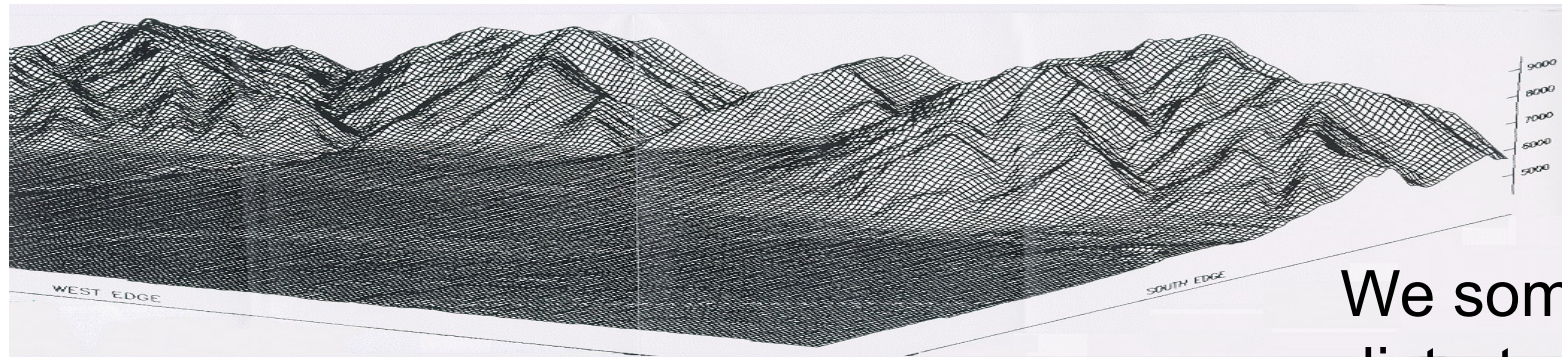
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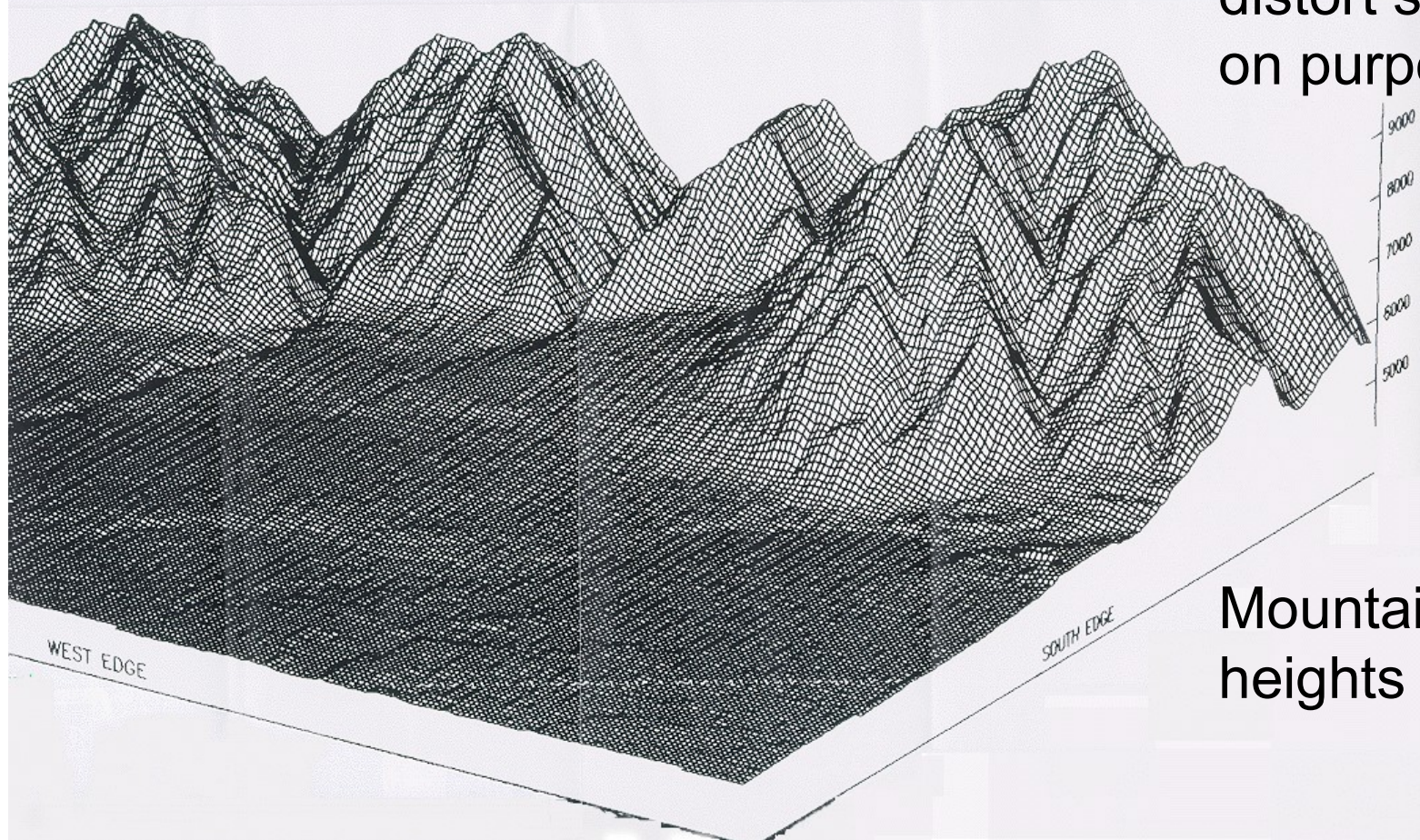
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Slide 20



We sometimes distort scale on purpose



Mountains, with heights doubled

# Santa Barbara Area with Exaggerated Mountain Heights



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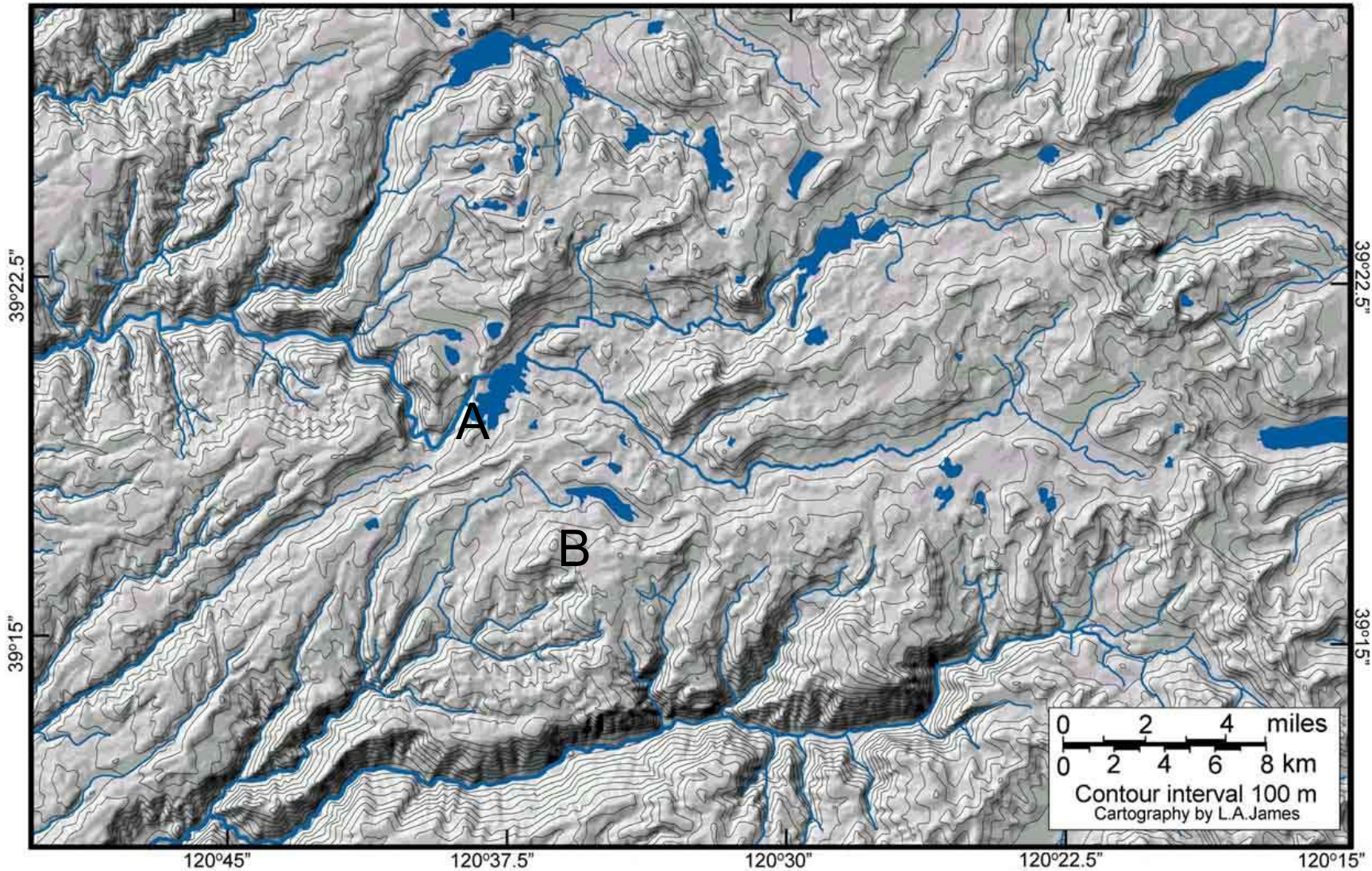
Slide 22

# Topographic Maps

7-minute video: <http://www.youtube.com/watch?v=SymUFSwEm3c>

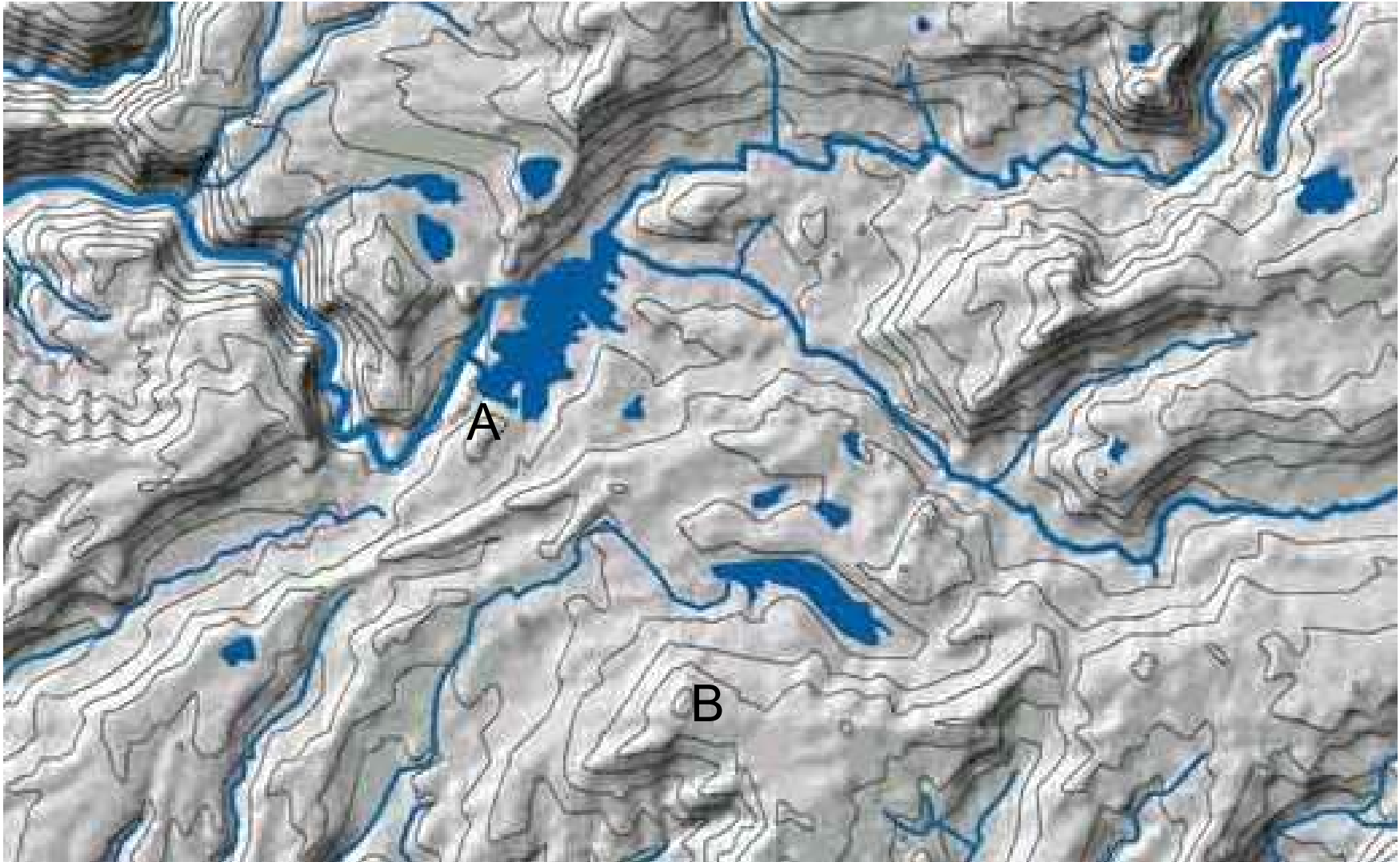


# Contours Add a Third Dimension to Maps

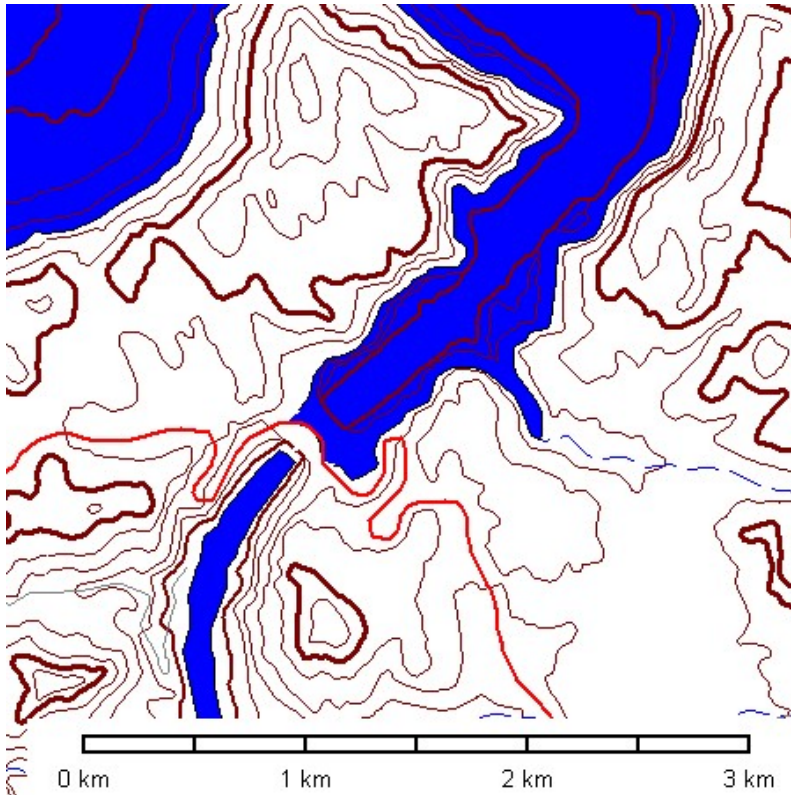




# Draw a Hiking Trail from A to B



# Contour Maps and Road/Bridge Building



Contour map of Hoover Dam's surrounding area

New bridge connecting the two sides of Hoover Dam (Nevada to Arizona)



# Example of a Snaking Road



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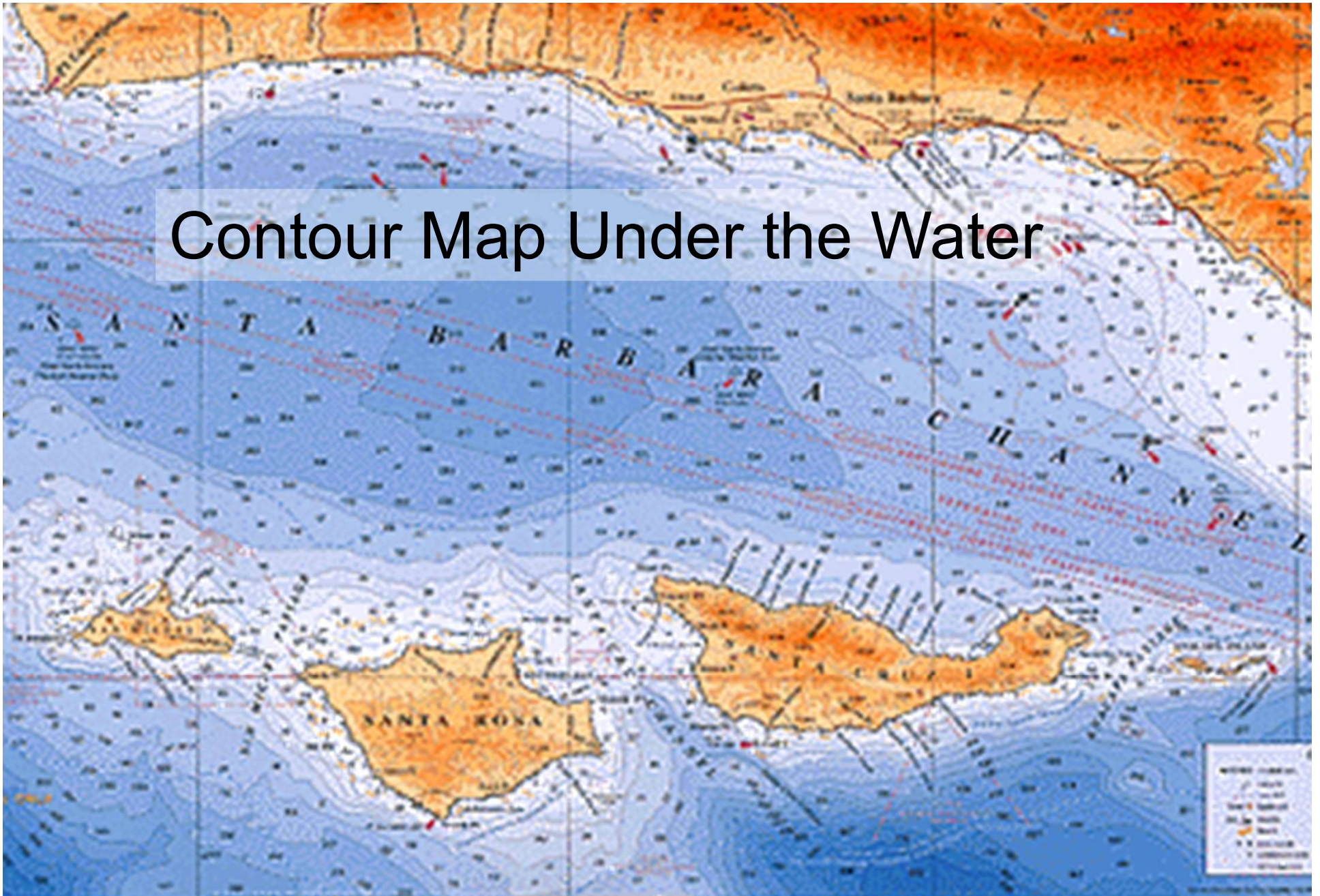


Maps and Graphs



Slide 27

# Contour Map Under the Water



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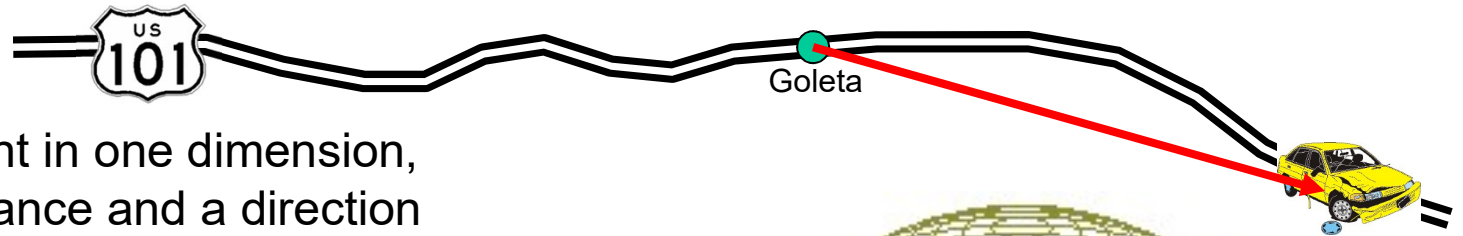


Maps and Graphs

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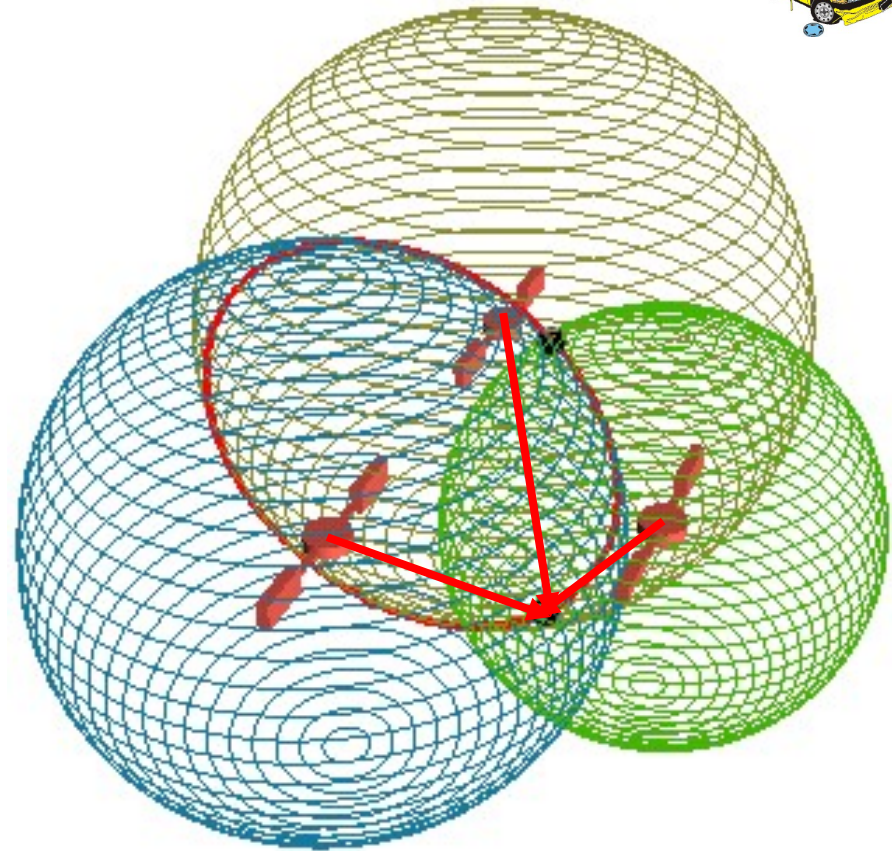
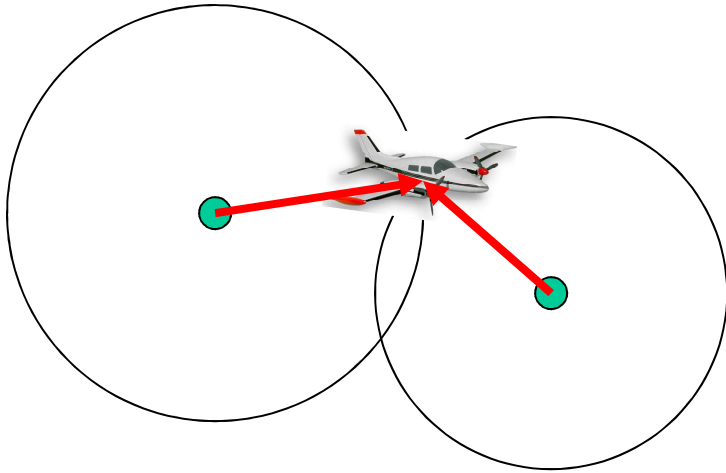
Slide 28

# Where in the World Are You?



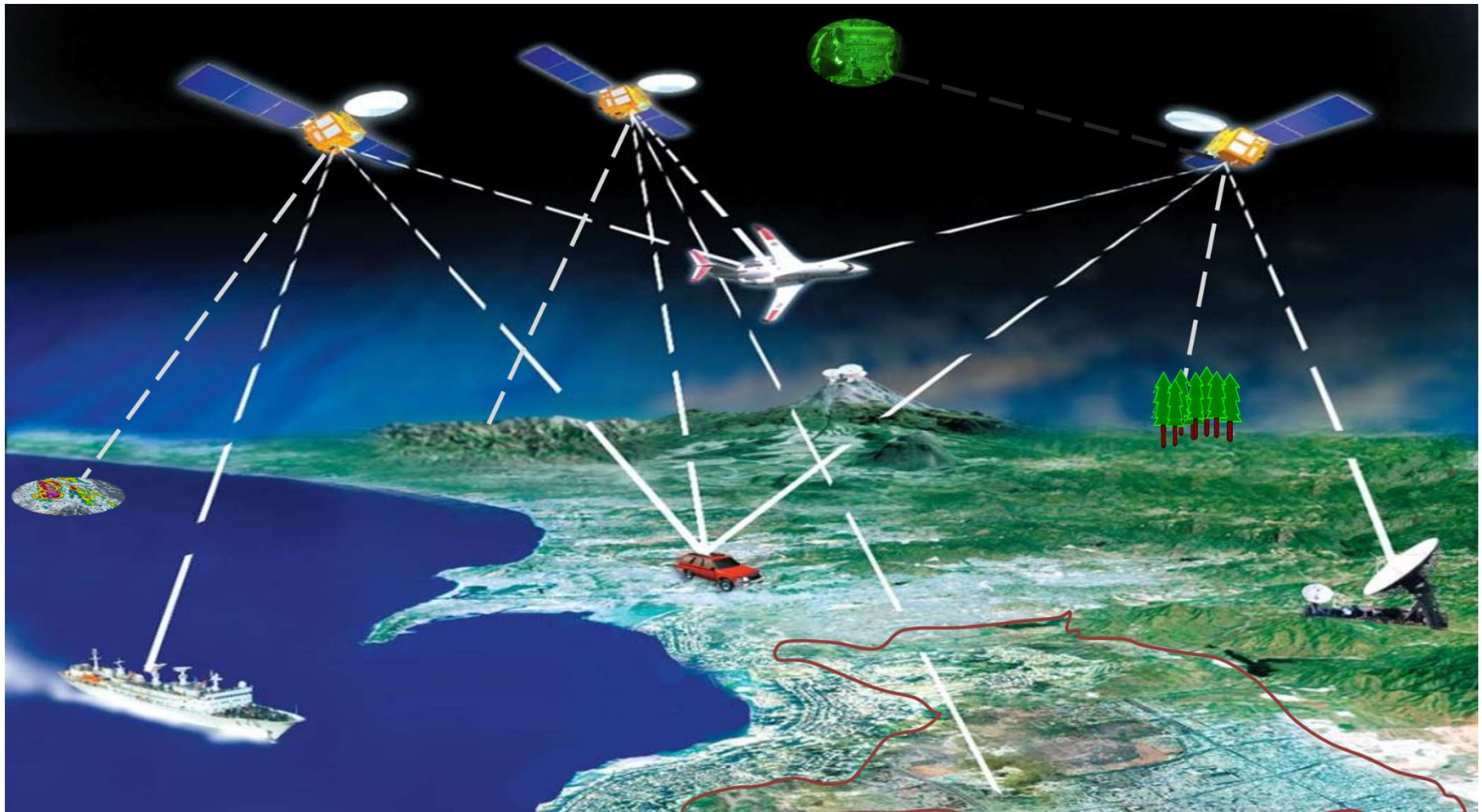
To locate a point in one dimension,  
we need a distance and a direction

To locate a point in two dimensions,  
we need two distances and a little bit  
more information



To locate a point in three dimensions,  
we need three distances and a little bit more information

# Global Positioning System (GPS)



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Maps and Graphs

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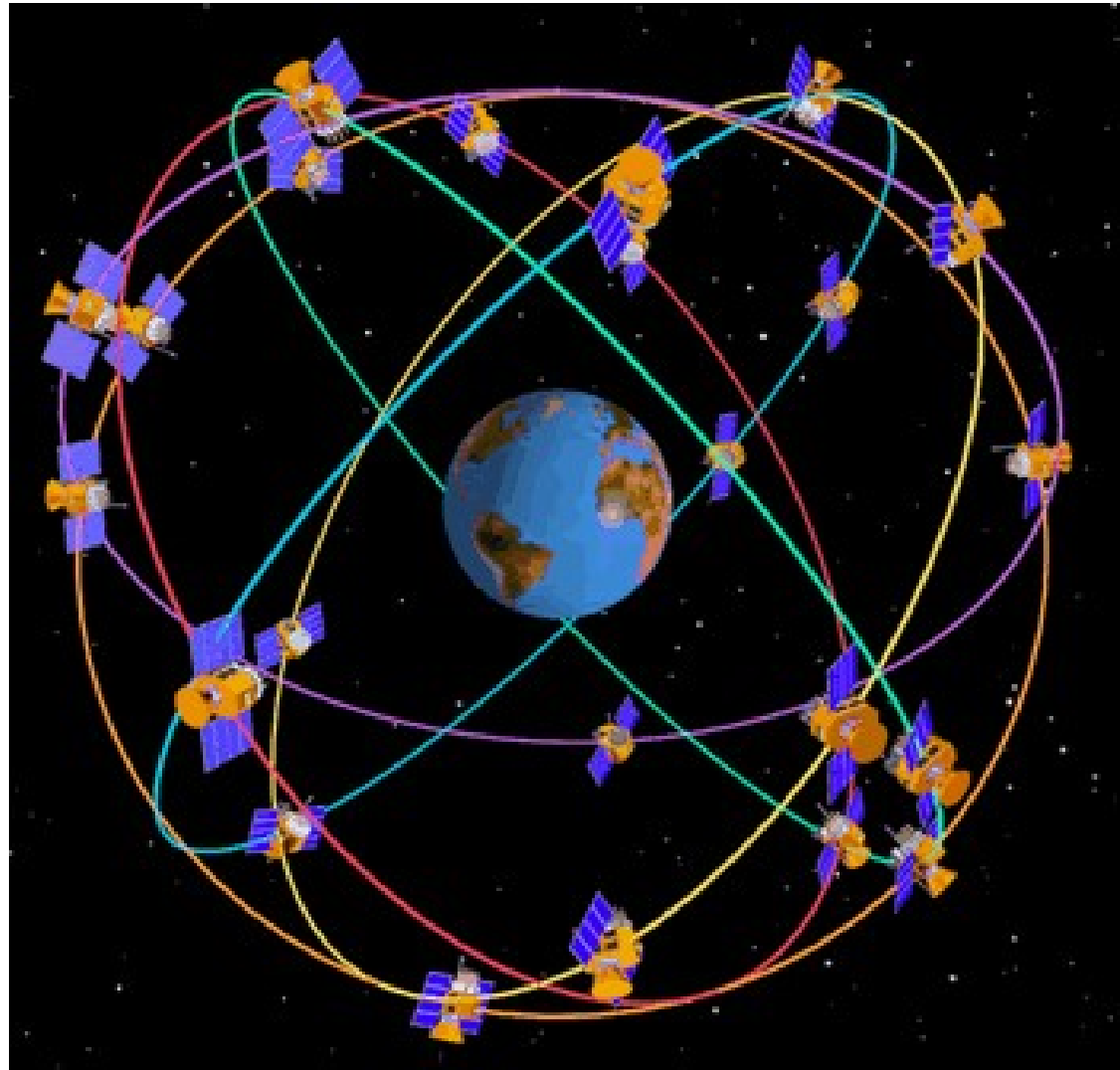
Slide 30

# How GPS Works: The Satellites

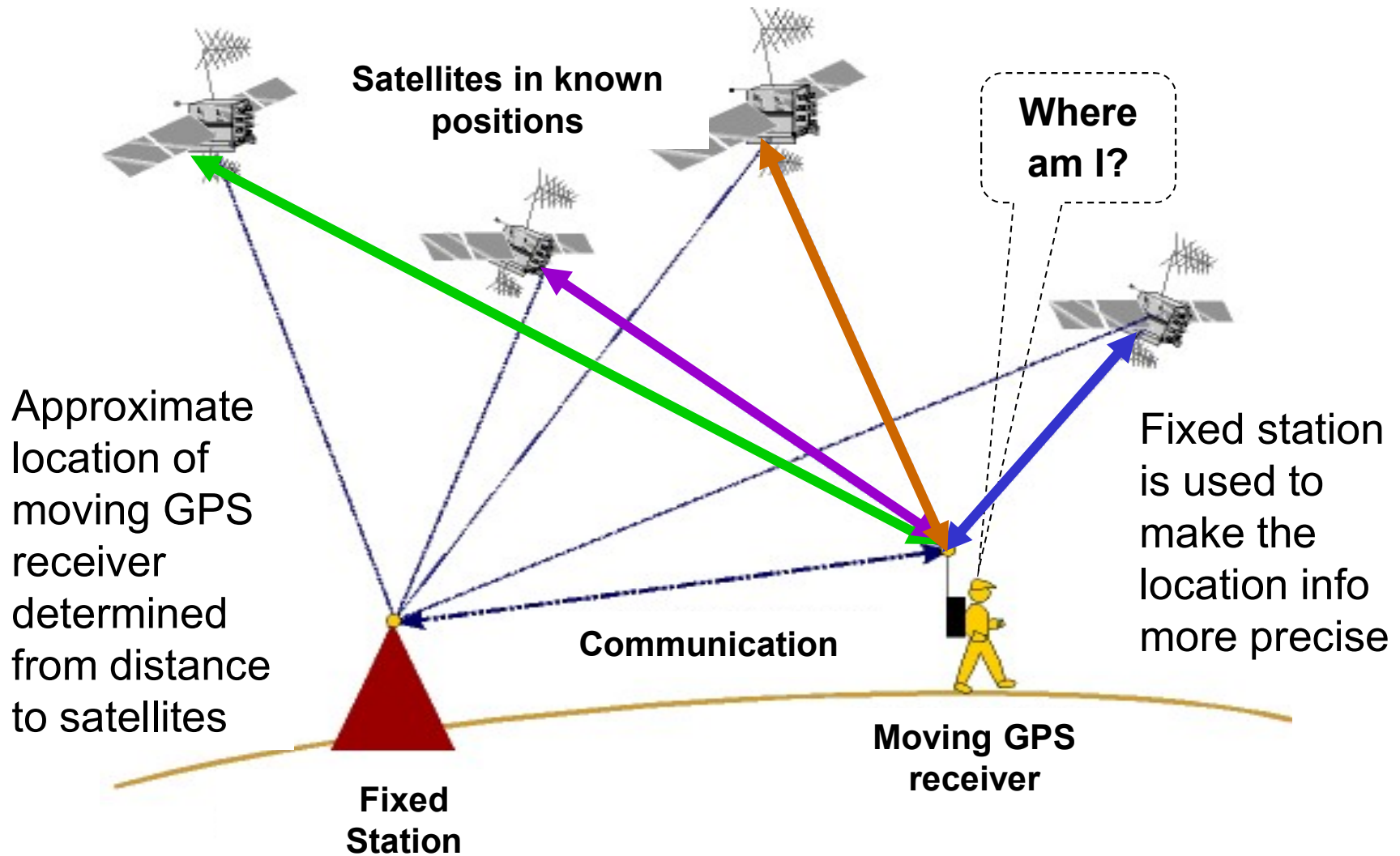
There are at least 24 satellites at any time; new ones are launched to replace older ones that need to be retired

The satellites are positioned so that from any point on earth, radio communication with at least four of them is possible

Each satellite follows a single orbit, passing over the same places on earth each time



# How GPS Works: The Measurements



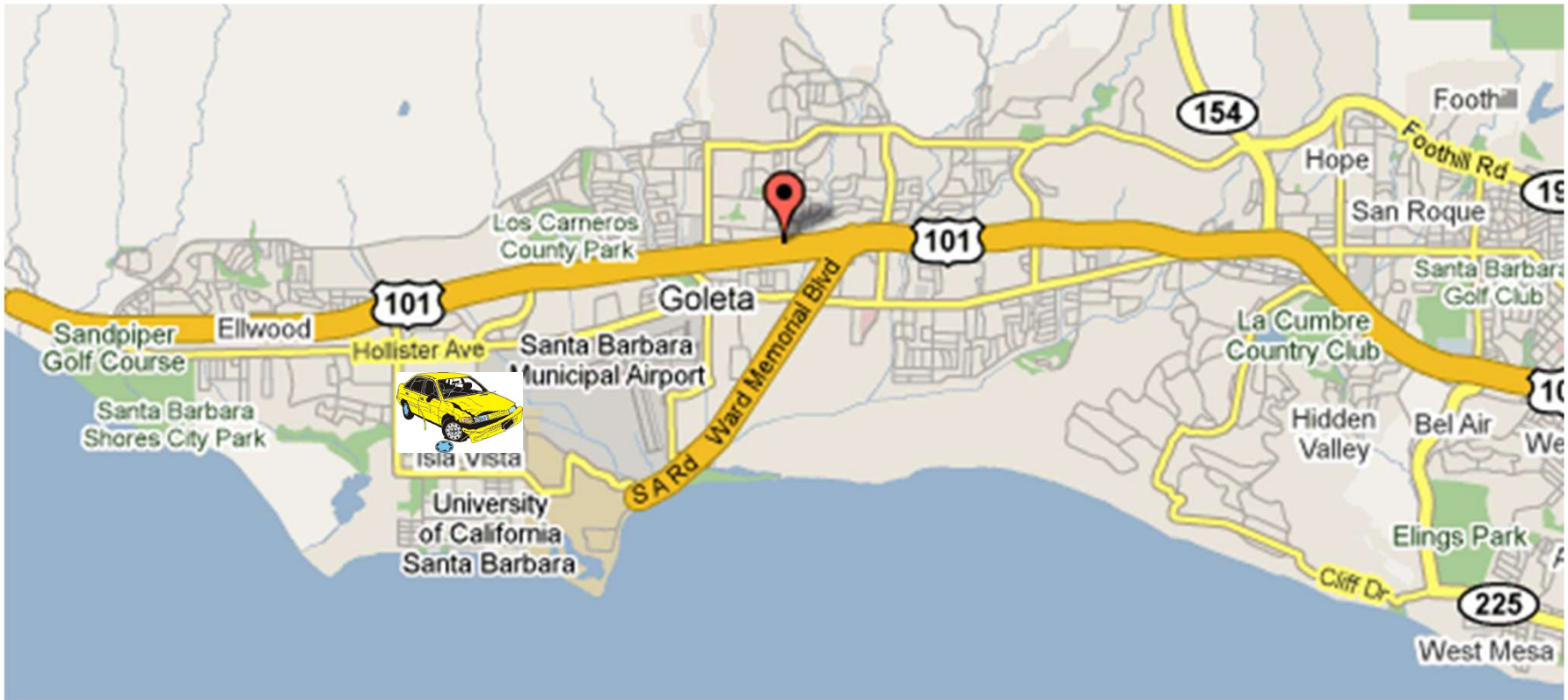


# The GPS Receiver on Your Smartphone

5-minute video: <http://www.youtube.com/watch?v=70cDSUI4XKE>



# GPS-Guided Navigation

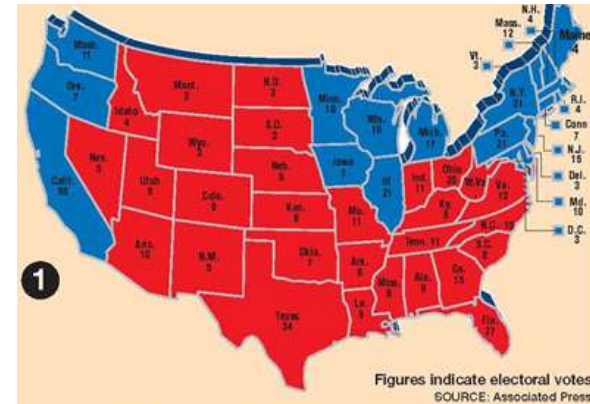


You know where you are (GPS) and where you want to go (address)  
Roads form a known maze, stored on Google's servers  
When there are multiple paths, you want the shortest/fastest path  
To determine which path is faster, dynamic congestion data may be used

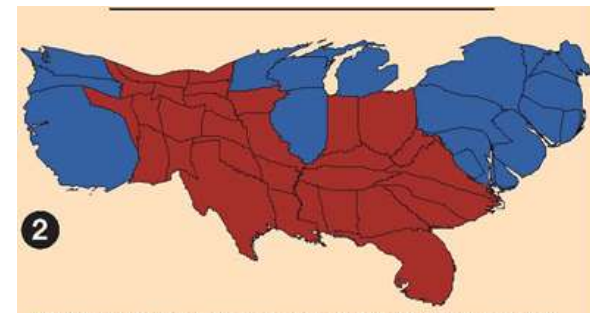
# Cartograms Combine Geographic and Other Data



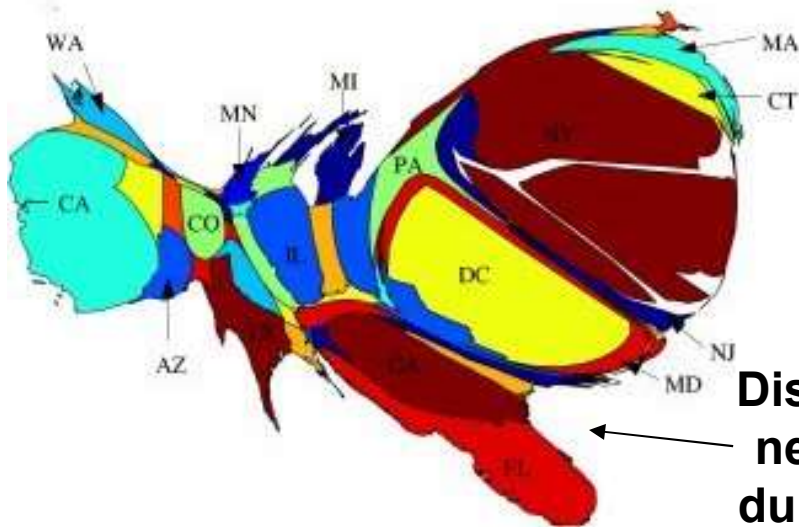
Outcome of the 2004 US presidential election (S. Fabrikant, UCSB Geog Dept)



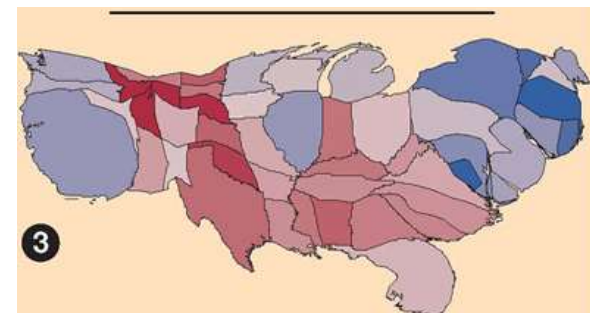
Standard US map, showing states won by Bush (red) and Kerry (blue)



Cartogram, with states distorted to have areas proportional to electoral votes



Distribution of news stories during 1994-98



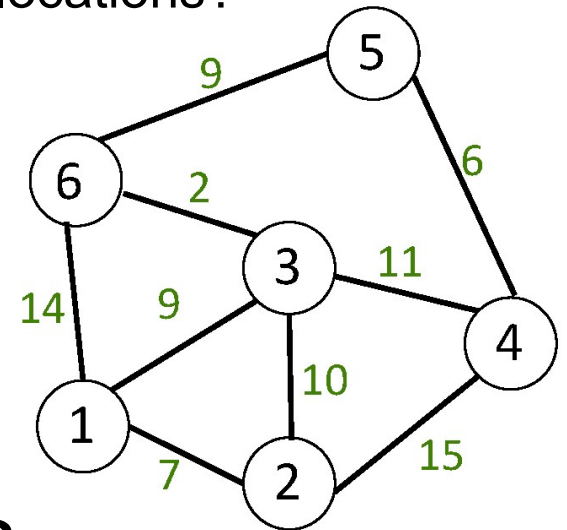
Cartogram, with relative support level for candidates indicated by shading

# The Traveling Salesperson Problem

If the number on an edge represents travel distance, time, or cost, what is the shortest/fastest/cheapest tour of the six locations?

A salesperson may want to visit all the locations

A truck may have deliveries at all the locations



## Other Optimization Problems

Assuming numbers shown are travel times for a fire truck in minutes, where is the best location for a single fire station?

Where should fire stations be placed for a response time of 8 minutes?