# The crossing number of a projective graph is quadratic in the face-width 

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\begin{aligned}
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## Overview

1 Drawings and the Crossing Number 3
Basic definitions, an overview for embedded graphs.
2 Projective graphs
Bounding the crossing number of projective graphs.
3 Approximation algorithm
How to approximate the crossing number of a projective graph of bounded degrees within a constant factor.

4 Crossing number on orientable surfaces
We extend the results to crossing numbers (of projective graphs again) on higher orientable surfaces.

## 1 Drawings and the Crossing Number

Definition. Drawing of a graph $G$ :

- The vertices of $G$ are distinct points, and every edge $e=u v \in E(G)$ is a simple curve joining $u$ to $v$.
- No edge passes through another vertex, and no three edges intersect in a common point.



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Warning. There are slight variations of the definition of crossing number, some giving different numbers! (Like counting odd-crossing pairs of edges.)

## Embedded graphs

Consider graphs embedded on a (fixed) surface $\Sigma$.
Theorem 1. [Böröczky, Pach and Tóth / Djidjev and Vrt’o, 2006] The (planar) crossing number of a $\Sigma$-embedded graph is $O(\Delta n)$.

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Definition. Face-width of a graph $G$ in $\Sigma$ is the smallest number of points a $\Sigma$-noncontractible loop intersects the drawing of $G$.

## 2 Projective graphs

We prove the following. . .
Theorem 3. If $G$ embeds in the projective plane with face-width at least $r \geq 6$, then the crossing number of $G$ in the plane is at least $r^{2} / 36$.

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The corresponding "easy" direction reads:
Proposition 4. If $G$ is a graph with maximum degree $\Delta$ that embeds in the projective plane with face-width $r$, then the crossing number of $G$ in the plane is at most $r^{2} \Delta^{2} / 8$.

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Proof. Trivially - cut the projective embedding of $G$ at $r$ points (and open it to the plane).
Hence there are at most $s=r \Delta / 2$ affected edges, and redrawing those induces at most $s^{2} / 2$ crossings.

To prove Theorem 3, we argue...
Theorem 5. Every graph that embeds in the projective plane with face-width $r$ has a minor isomorphic to the projective diamond grid $P_{r}$.


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Proof. Again, cut the projective embedding of $G$ at $r$ points (and open it to the plane, to $2 r$ points).
Find two "orthogonal" collections of $r$ paths each between those points, by Menger's theorem.
By planarity, these two collections form $P_{r} \ldots$

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Proposition 7. If an l-collection $\mathcal{C}$ is embedded in the plane, then $|\mathcal{C}| \leq 4$.

Theorem 8. If $G$ contains an l-collection of size $k>4$, then the crossing number of $G$ is at least $k(k-1) / 20$.

Proof. Any 5-tuple of cycles in the I-collection must induce a crossing by Proposition 7. Each such crossing is counted at most $\binom{k-2}{3}$ times. Hence we have at least this many crossings in $G$ :

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Regarding Theorem 3, we continue:

- We have $k=r-1$ by Proposition 6.
- So the number of crossings is by Theorem 8 , for $r \geq 6$,

$$
(r-1)(r-2) / 20 \geq r^{2} / 36
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## 3 Approximation algorithm

Theorem 9. For every fixed $\Delta$ there is a polynomial time approximation algorithm that computes the crossing number of a projective graph with maximum degree $\Delta$ within a constant factor.

- We test whether the input graph $G$ is planar in $O(n)$ time.
- We construct the topological dual $G^{*}$ of $G$ in the projective plane.


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- Let $F$ be the set of edges of $G$ intersected by the (dual) edges of $C^{*}$. Then $G-F$ is a plane embedding, and we add the edges of $F$ back to $G-F$, making a plane drawing with at most $\binom{|F|}{2}$ pairwise crossings.


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- Since $\binom{|F|}{2}<|F|^{2} / 2 \leq r^{2} \Delta^{2} / 8$, we have an approximation of $\operatorname{cr}(G)$ within factor $4.5 \Delta^{2}$.


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Consider the crossing number on a fixed orientable surface $\Sigma_{g} \ldots$

- Proposition 7 extends to any orientable surface using a result of Juvan, Malnič and Mohar, with a bound $\leq M_{g}$.


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- Hence an extension of Theorem 3 gives a lower bound of $r^{2} /\left(M_{g}+2\right)^{2}$ crossings.
- An extension of the approximation algorithm is also straightforward.


## Conclusions

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- What further generalization are possible?
- Thank you for attention!

