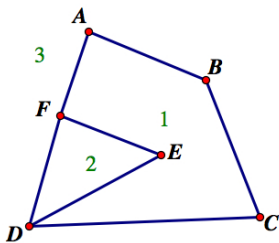


V-E+F Experiment

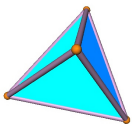
- Draw a few dots (vertices)
- Connect the dots with lines, subject to the following rules:
 - lines may not cross each other as they move from dot to dot
 - every dot must be connected to every other dot through a sequence of lines
 - every region must topologically be a disk with no holes
- Compute

Vertices (V) - Edges (E) + Faces Separated by Edges (F)
[Do not forget to count the outside as a region for F too.]

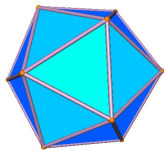


Polyhedra $V-E+F$ and Symmetries

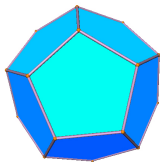
- What is Vertices (V) - Edges (E) + Faces (F) for the regular polyhedra?
- Where is the symmetry of a $\frac{2\pi}{3}$ rotation for each polyhedra? Describe the axis of rotation in each case.



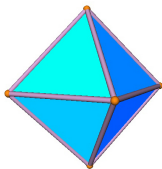
Tetrahedron



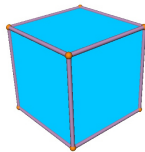
Icosahedron



Dodecahedron



Octahedron

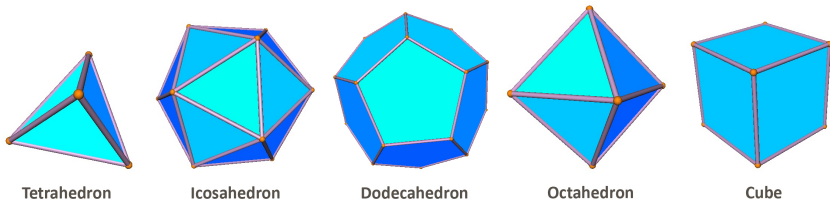


Cube

<http://www.princeton.edu/pr/pictures/1-r/packingproblem/pu-platonic-solids.jpg>

Regular Polyhedra Symmetries

- Where is the symmetry of a $\frac{2\pi}{3}$ rotation for each polyhedra? Describe the axis of rotation in each case.



<http://www.princeton.edu/pr/pictures/1-r/packingproblem/pu-platonic-solids.jpg>

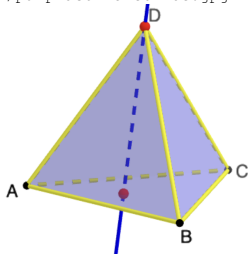
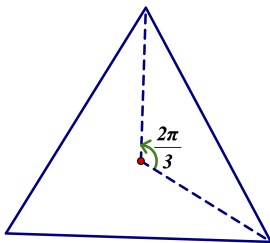
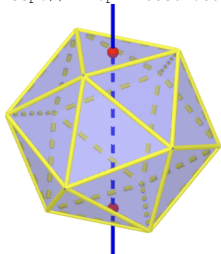
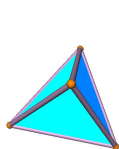


Image 1 and 3 from <https://www.geogebra.org/m/PA7zzxHa>, <https://www.geogebra.org/m/PgyzAXRP>

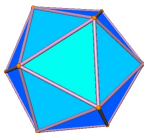
Platonic Solids

There are only five regular polyhedra, but why?

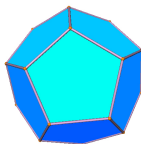
So their combinations with themselves and with each other give rise to endless complexities, which anyone who is to give a likely account of reality must survey. [Plato, The Timaeus]



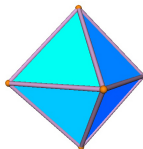
Tetrahedron



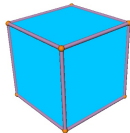
Icosahedron



Dodecahedron



Octahedron



Cube

<http://www.princeton.edu/pr/pictures/l-r/packingproblem/pu-platonic-solids.jpg>

Exactly 5 Regular Euclidean Polyhedra Part 1

Given a regular polyhedra with n total polygonal faces and p k -sided faces touching at a vertex, we'll show it must be a Platonic solid. Let E be the total edges and V the total vertices.

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$n > 0$ and $n\left(\frac{k}{p} - \frac{k}{2} + 1\right) = 2 > 0$, so

$$\frac{k}{p} - \frac{k}{2} + 1 > 0$$

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$$\frac{k}{p} + 1 > \frac{k}{2}$$

multiply by $\frac{2}{k}$

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multiply by $\frac{2}{k}$ $\frac{2}{p} + \frac{2}{k} > 1$

Exactly 5 Regular Euclidean Polyhedra Part 2

p k -sided faces touch at a vertex

$$\frac{2}{p} + \frac{2}{k} > 1$$

Euclidean polyhedra have $p \geq 3$

and regular planar polygons have $k \geq 3$

$p = 3$ and $k = 3$

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$p = 3$ and $k = 4$ cube

$p = 3$ and $k = 5$

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$p = 3$ and $k = 4$ cube

$p = 3$ and $k = 5$ dodecahedron

$p = 3$ and $k \geq 6$

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$p = 3$ and $k \geq 6$ doesn't satisfy inequality

$p = 4$ and $k = 3$

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$p = 4$ and $k = 3$ octahedron

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Euclidean polyhedra have $p \geq 3$

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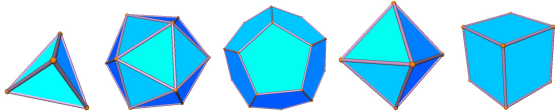
$p = 3$ and $k \geq 6$ doesn't satisfy inequality

$p = 4$ and $k = 3$ octahedron

$p = 5$ and $k = 3$ icosahedron

$p \geq 6$ and $k = 3$ doesn't satisfy inequality

These are the only possibilities.



Tetrahedron

Icosahedron

Dodecahedron

Octahedron

Cube

http://www.princeton.edu/pr/pictures/1-r/packingproblem/pu-platonic_solids.jpg

Spherical Icosahedron



CC-BY-SA-3.0 Hellbus

- William O. Gustafson / Uwe Meffert
- 23 563 902 142 421 896 679 424 000 combinations
- $V = 12, E = 30, F = 20$

Infinitely Many Regular Spherical Polyhedra

$$\frac{2}{p} + \frac{2}{k} > 1$$

p k -sided faces touch at a vertex

Euclidean polyhedra $p \geq 3$ and regular planar polygon $k \geq 3$

$k=3$ and $p=3$ tetrahedron

$k=3$ and $p=4$ octahedron

$k=3$ and $p=5$ icosahedron

$k=4$ and $p=3$ cube

$k=5$ and $p=3$ dodecahedron

Could k be 2 on a sphere?

Infinitely Many Regular Spherical Polyhedra

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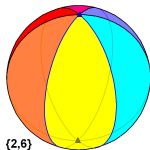
$k=3$ and $p=4$ octahedron

$k=3$ and $p=5$ icosahedron

$k=4$ and $p=3$ cube

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Hexagonal hosohedron

Pbroks13, Tomruen CC BY-SA 3.0

Infinitely Many Regular Spherical Polyhedra

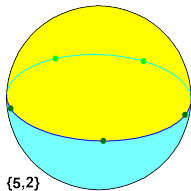
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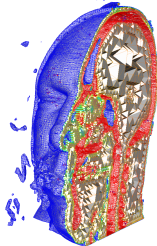
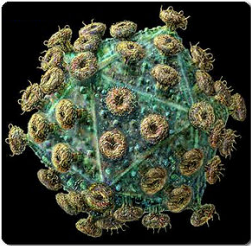


Pentagonal dihedron

Tomruen CC BY-SA 4.0

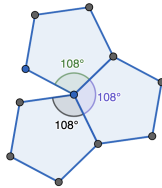
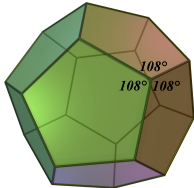
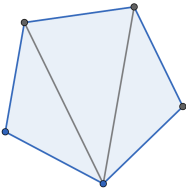
Measuring Curvature at a Vertex

Structure of Viruses Approximations Shape of Universe



1. Russell Knightley. <http://www.rkm.com.au/VIRUS/HIV/>, 2. K. Weiss & L. De Florian: Isodiamond Hierarchies, IEEE Transactions on Vis & Comp Graphics <http://kennyweiss.com/> 3. Paul Nylander: life from the inside

Angle defect at a vertex = $360^\circ - \text{sum angles at a vertex}$

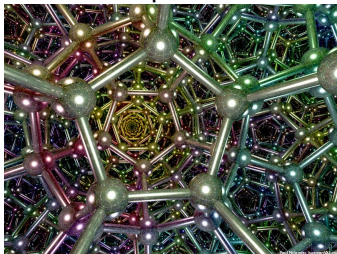
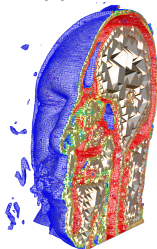
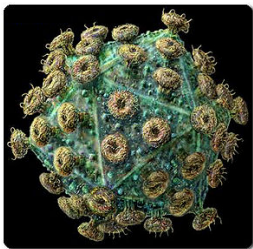


Measuring Curvature at a Vertex

Structure of Viruses

Approximations

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Angle defect at a vertex = $360^\circ - \text{sum angles at a vertex}$

Polyhedron	Angle Defect	V	Total Angle Defect
Dodecahedron	36°	20	$20 \times 36^\circ = 720^\circ$
flat soccer ball (truncated icosahedron)	12°	60	$12 \times 60^\circ = 720^\circ$

Why is the Total Angle Defect 720° ?

angle defect at a vertex = 2π – sum angles at a vertex

total angle defect =

$$\sum_V \text{angle defect at a vertex} =$$

Why is the Total Angle Defect 720° ?

angle defect at a vertex = $2\pi -$ sum angles at a vertex

total angle defect =

\sum_V angle defect at a vertex = $2\pi V -$ sum of all the angles

sum of angles in 1 face =

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sum of angles in 1 face = $\pi(\# \text{ sides in face} - 2) = \pi(\# \text{ sides}) - 2\pi$

sum of all the angles =

Why is the Total Angle Defect 720° ?

angle defect at a vertex = $2\pi -$ sum angles at a vertex

total angle defect =

$$\sum_V \text{angle defect at a vertex} = 2\pi V - \text{sum of all the angles}$$

sum of angles in 1 face = $\pi(\# \text{ sides in face} - 2) = \pi(\# \text{ sides}) - 2\pi$

$$\text{sum of all the angles} = \sum_F \text{sum in each face} = \pi(\text{all sides}) - 2\pi F.$$

Why is the Total Angle Defect 720° ?

angle defect at a vertex = $2\pi -$ sum angles at a vertex

total angle defect =

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$$\text{sum of all the angles} = \sum_F \text{sum in each face} = \pi(\text{all sides}) - 2\pi F.$$

Recall that all the sides double counts along the edges E so

$$\text{sum of all the angles} = 2\pi E - 2\pi F$$

Why is the Total Angle Defect 720° ?

angle defect at a vertex = $2\pi -$ sum angles at a vertex

total angle defect =

$$\sum_V \text{angle defect at a vertex} = 2\pi V - \text{sum of all the angles}$$

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Recall that all the sides double counts along the edges E so

sum of all the angles = $2\pi E - 2\pi F$

total angle defect = $2\pi V - (2\pi E - 2\pi F) = 2\pi(V - E + F)$
geometric combinatorics