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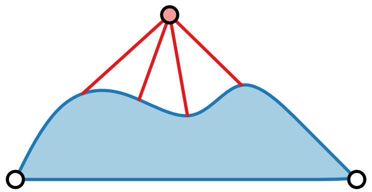
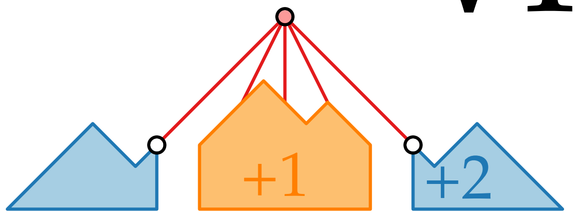
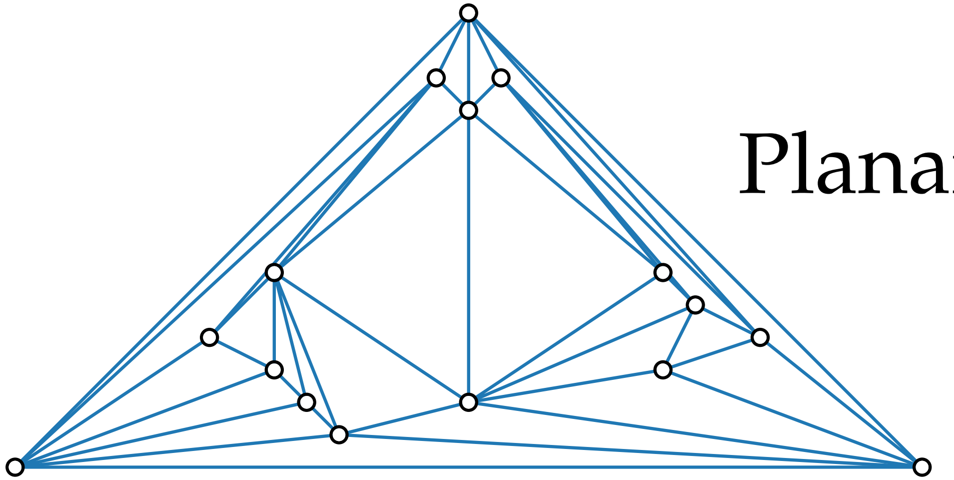


# Visualization of Graphs




## Lecture 4:
## Straight-Line Drawings of Planar Graphs I: Canonical Ordering and Shift Method



### Part I:
### Planar Straight-Line Drawings

Philipp Kindermann

# Motivation

## Why planar and straight-line?

[Bennett, Ryall, Spaltzeholz and Gooch '07]

**The Aesthetics of Graph Visualization**

### 3.2. Edge Placement Heuristics

By far the most agreed-upon edge placement heuristic is to *minimize the number of edge crossings* in a graph [BMRW98, Har98, DH96, Pur02, TR05, TBB88]. The importance of avoiding edge crossings has also been extensively validated in terms of user preference and performance (see Section 4). Similarly, based on perceptual principles, it is beneficial to *minimize the number of edge bends* within a graph [Pur02, TR05, TBB88]. Edge bends make edges more difficult to follow because an edge with a sharp bend is more likely to be perceived as two separate objects. This leads to the heuristic of *keeping edge bends uniform* with respect to the bend's position on the edge and its angle [TR05]. If an edge must be bent to satisfy other aesthetic criteria, the angle of the bend should be as little as possible, and the bend placement should evenly divide the edge.

**Drawing conventions**

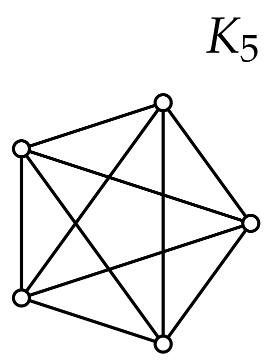
- No crossings $\Rightarrow$ planar
- No bends $\Rightarrow$ straight-line

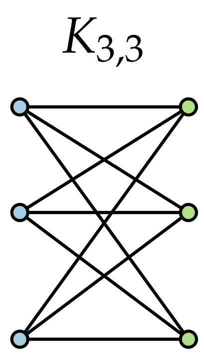
**Drawing aestethics**

- Area

# Planar Graphs

**Theorem.** [Kuratowski 1930]
$G$ planar $\Leftrightarrow$
neither $K_5$ nor $K_{3,3}$ minor of $G$




**Characterization**

**Theorem.** [Hopcroft & Tarjan 1974]
For a graph $G$ with $n$ vertices, there is an $\mathcal{O}(n)$ time algorithm to test whether $G$ is planar.

**Recognition**

Also computes an embedding in $\mathcal{O}(n)$.

**Theorem.** [Wagner 1936, Fáry 1948, Stein 1951]
Every planar graph has a planar drawing where the edges are straight-line segments.

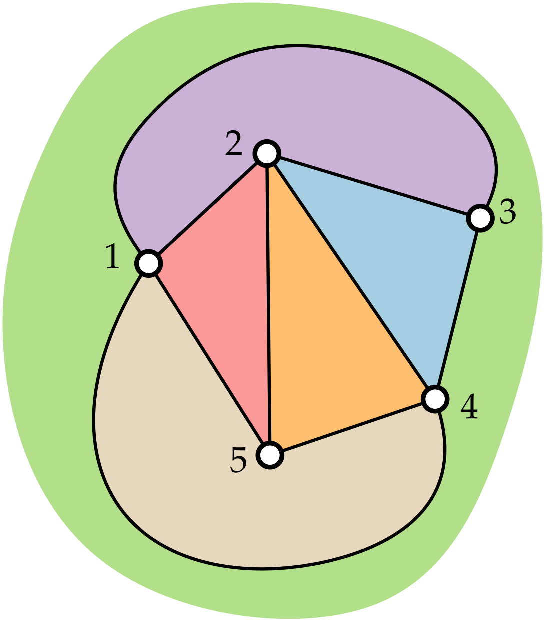
**Drawing**

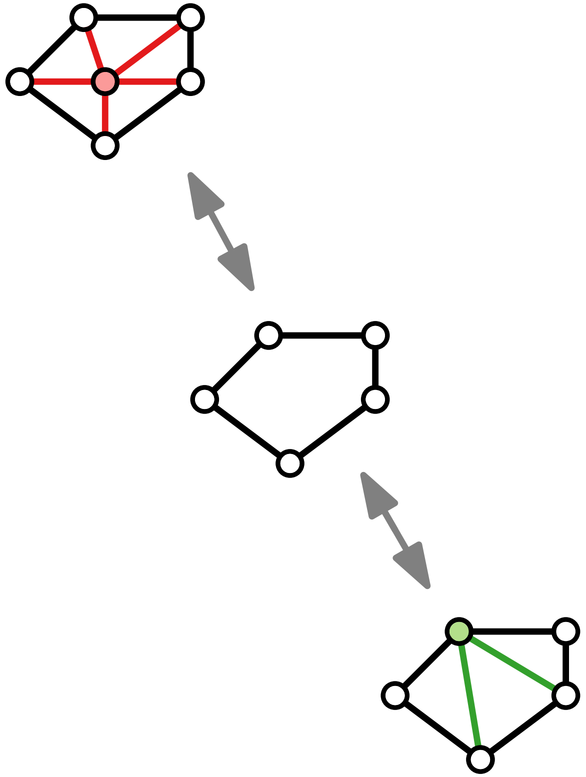
# Triangulations

with planar embedding

A **plane (inner) triangulation** is a plane graph where every (inner) face is a triangle.

A **maximal planar graph** is a planar graph where adding any edge would destroy planarity.



**Observation.**
A maximal plane graph is a plane triangulation.

**Lemma.**
A plane triangulation is at least 3-connected and thus has a unique planar embedding.

We focus on plane triangulations:

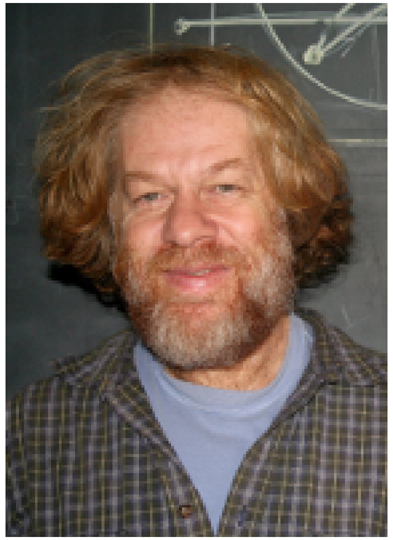
**Lemma.**
Every plane graph is subgraph of a plane triangulation.

**Corollary.**
Tutte's algorithm creates a planar straight-line drawing for every planar graph. (but with exponential area)

# Planar Straight-Line Drawings

Hubert de Fraysseix
*Paris, France


János Pach
*1954, Budapest, Hungary



**Theorem.** [De Fraysseix, Pach, Pollack ’90]
Every $n$-vertex planar graph has a planar straight-line drawing of size $(2n-4) \times (n-2)$.

**Idea.**

Richard Pollack
*1935, New York, USA
†2018, Montclair, USA

**Theorem.** [Schnyder ’90]
Every $n$-vertex planar graph has a planar straight-line drawing of size $(n-2) \times (n-2)$.

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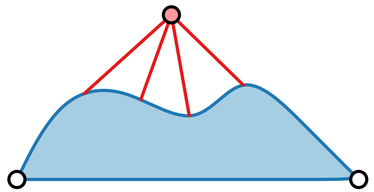
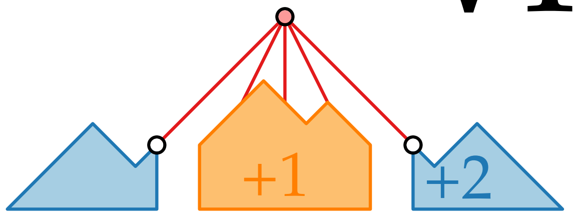
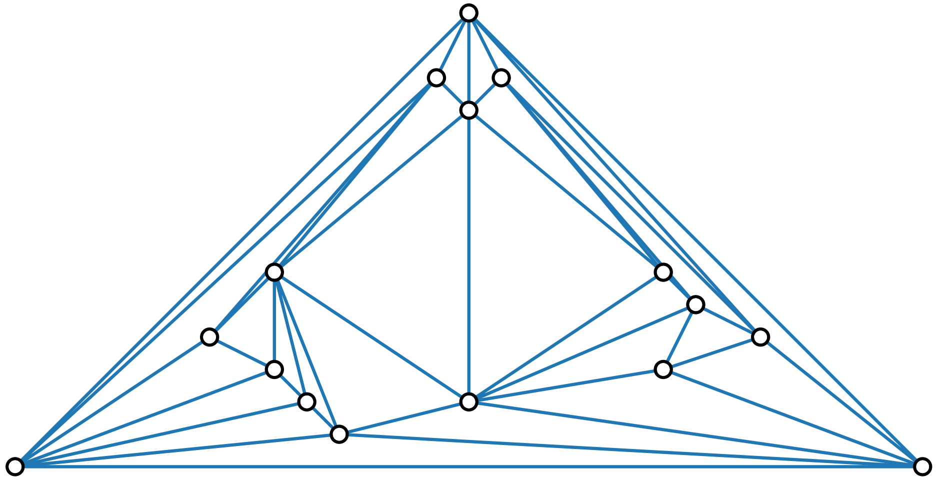


# Visualization of Graphs




## Lecture 4:
## Straight-Line Drawings of Planar Graphs I: Canonical Ordering and Shift Method



### Part II:
### Canonical Order

Philipp Kindermann

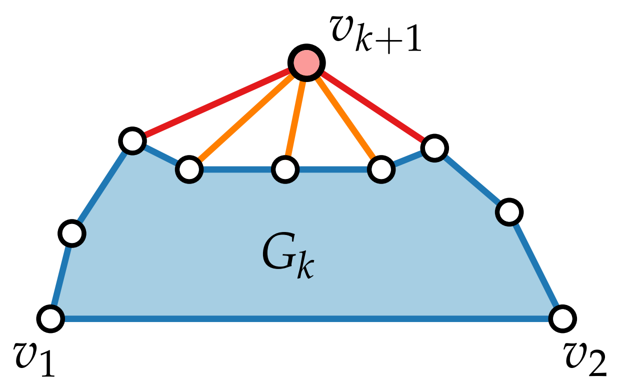
# Canonical Order – Definition

**Definition.**
Let $G = (V, E)$ be a triangulated plane graph on $n \geq 3$ vertices.
An order $\pi = (v_1, v_2, \ldots, v_n)$ is called a **canonical order**, if the following conditions hold for each $k$, $3 \leq k \leq n$:

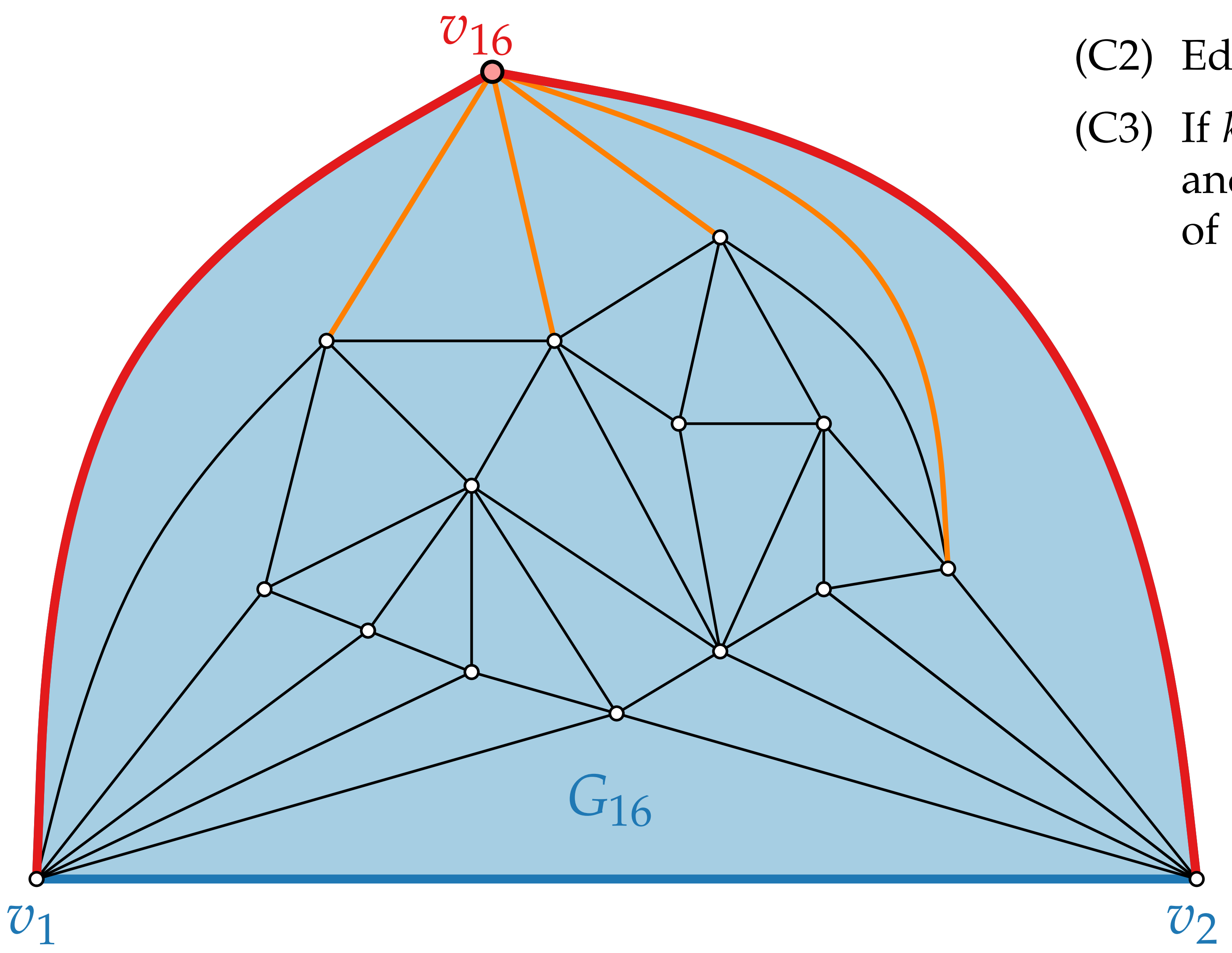
(C1) Vertices $\{v_1, \ldots v_k\}$ induce a biconnected internally triangulated graph; call it $G_k$.

(C2) Edge $(v_1, v_2)$ belongs to the outer face of $G_k$.

(C3) If $k < n$ then vertex $v_{k+1}$ lies in the outer face of $G_k$, and all neighbors of $v_{k+1}$ in $G_k$ appear on the boundary of $G_k$ consecutively.



# Canonical Order – Example

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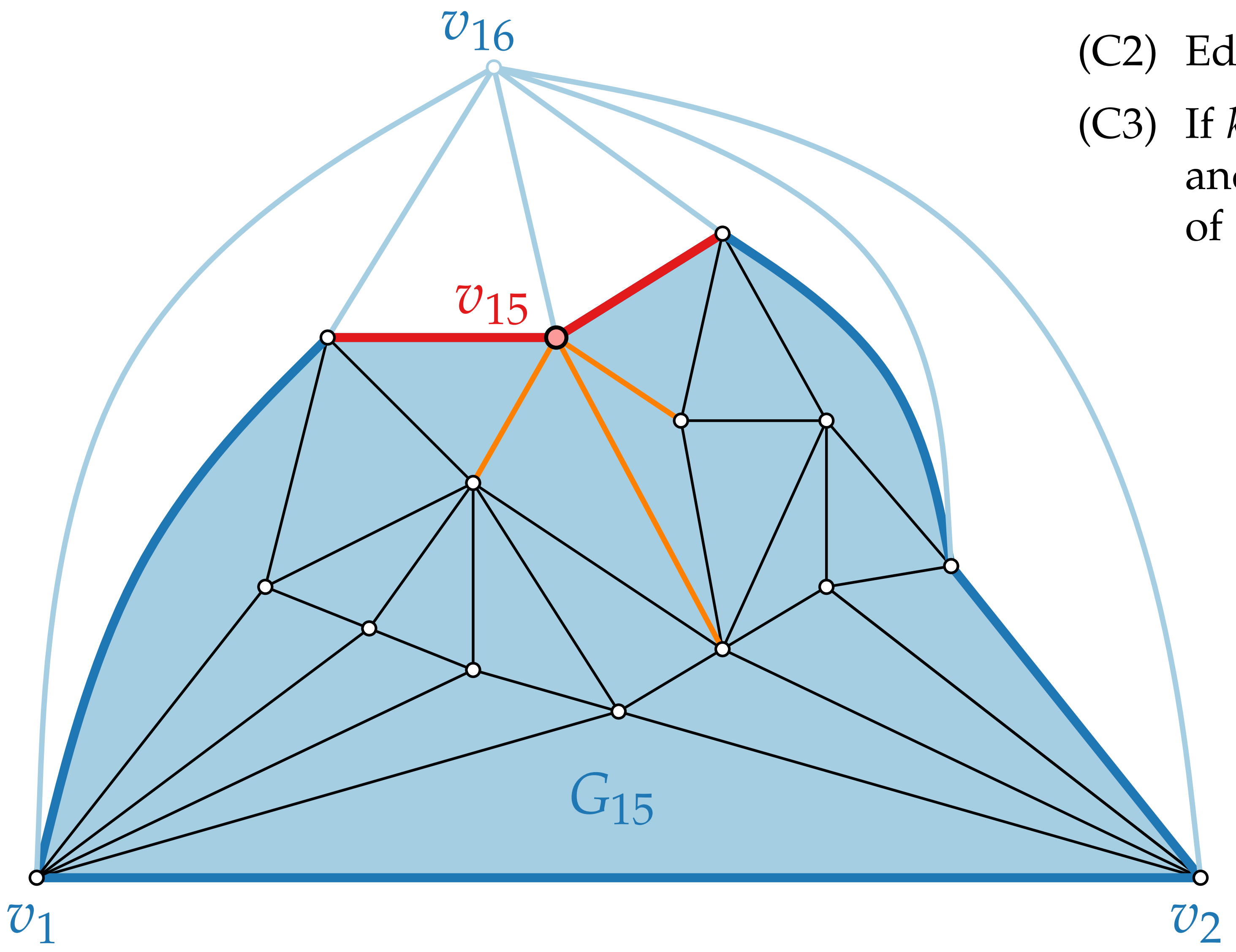


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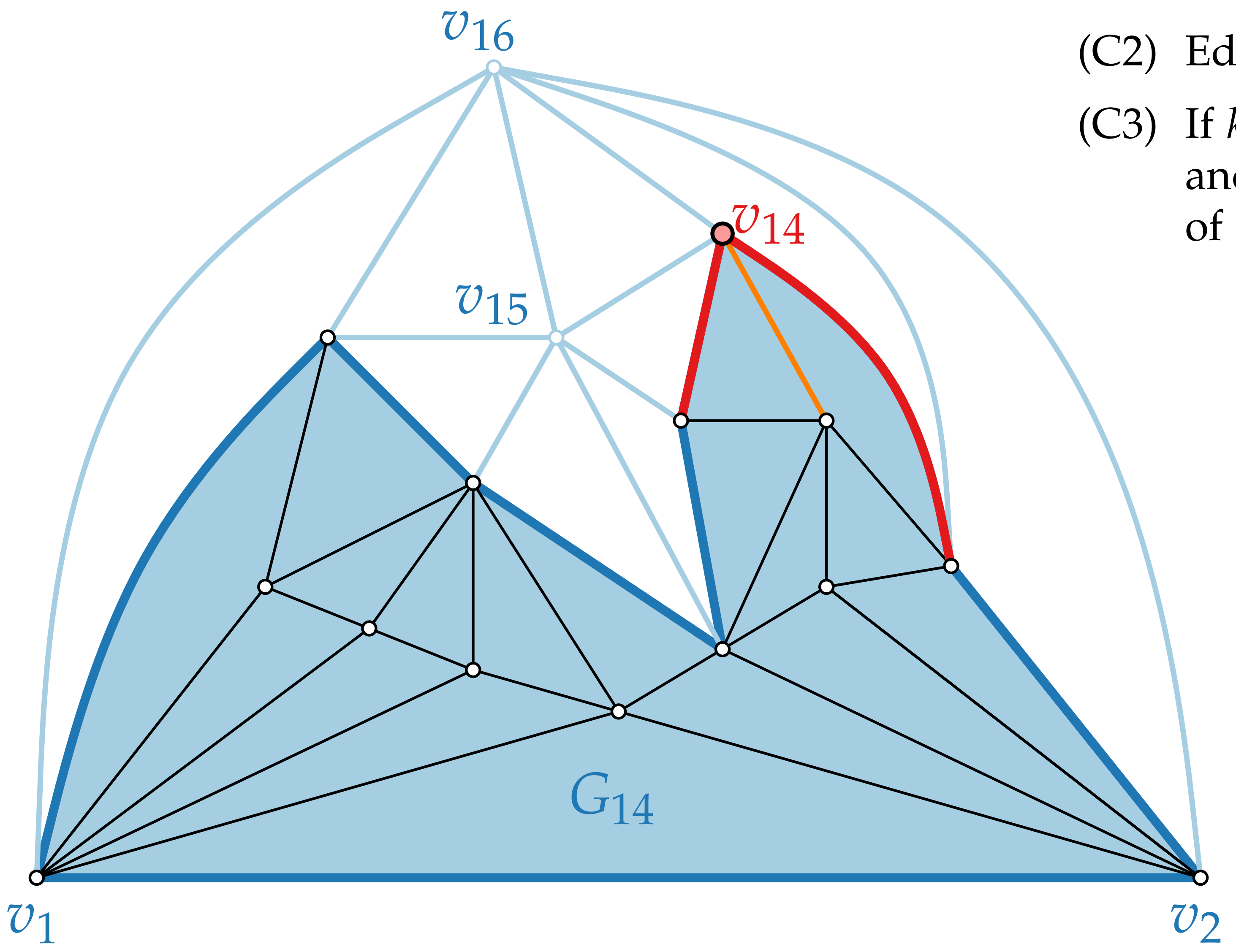


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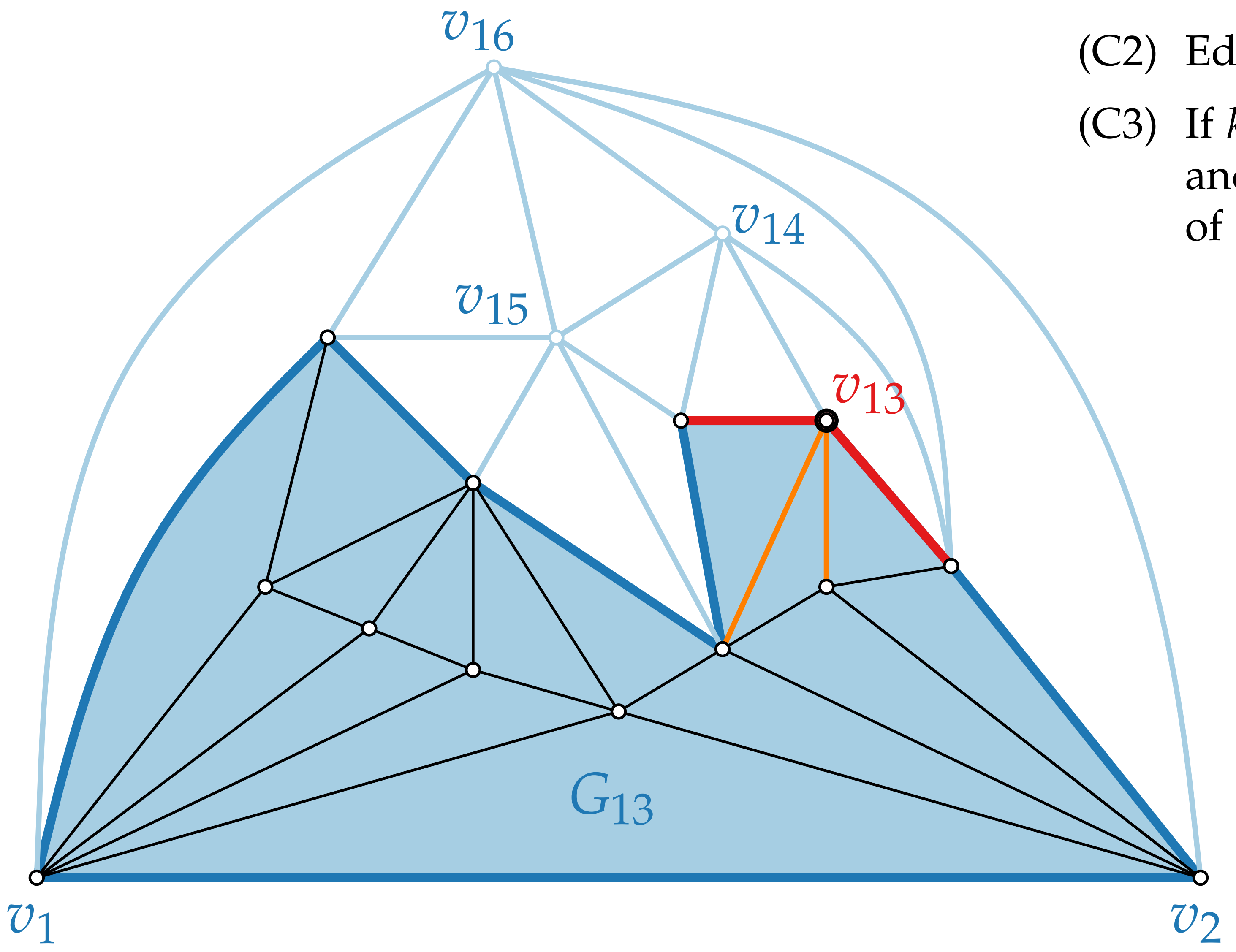


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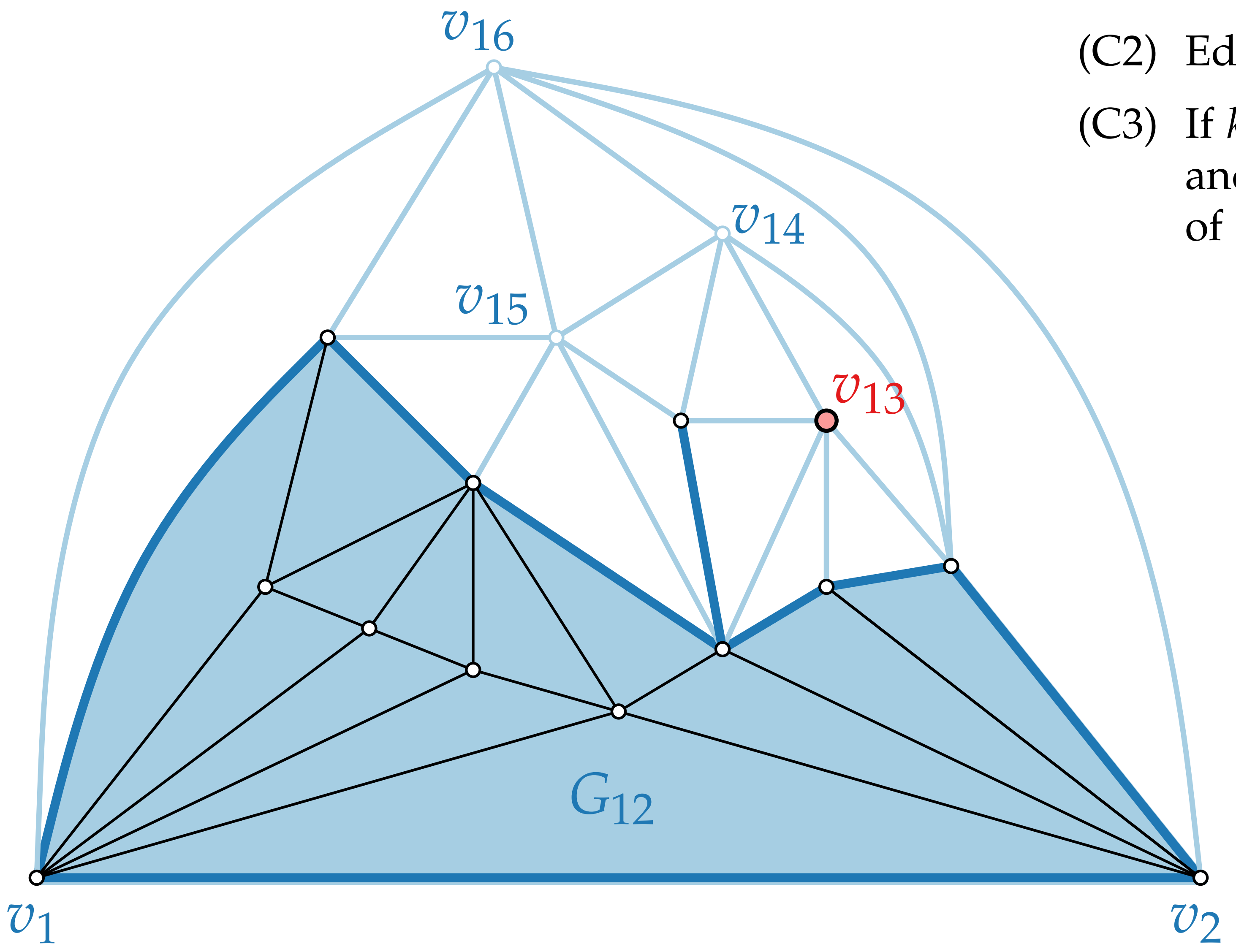


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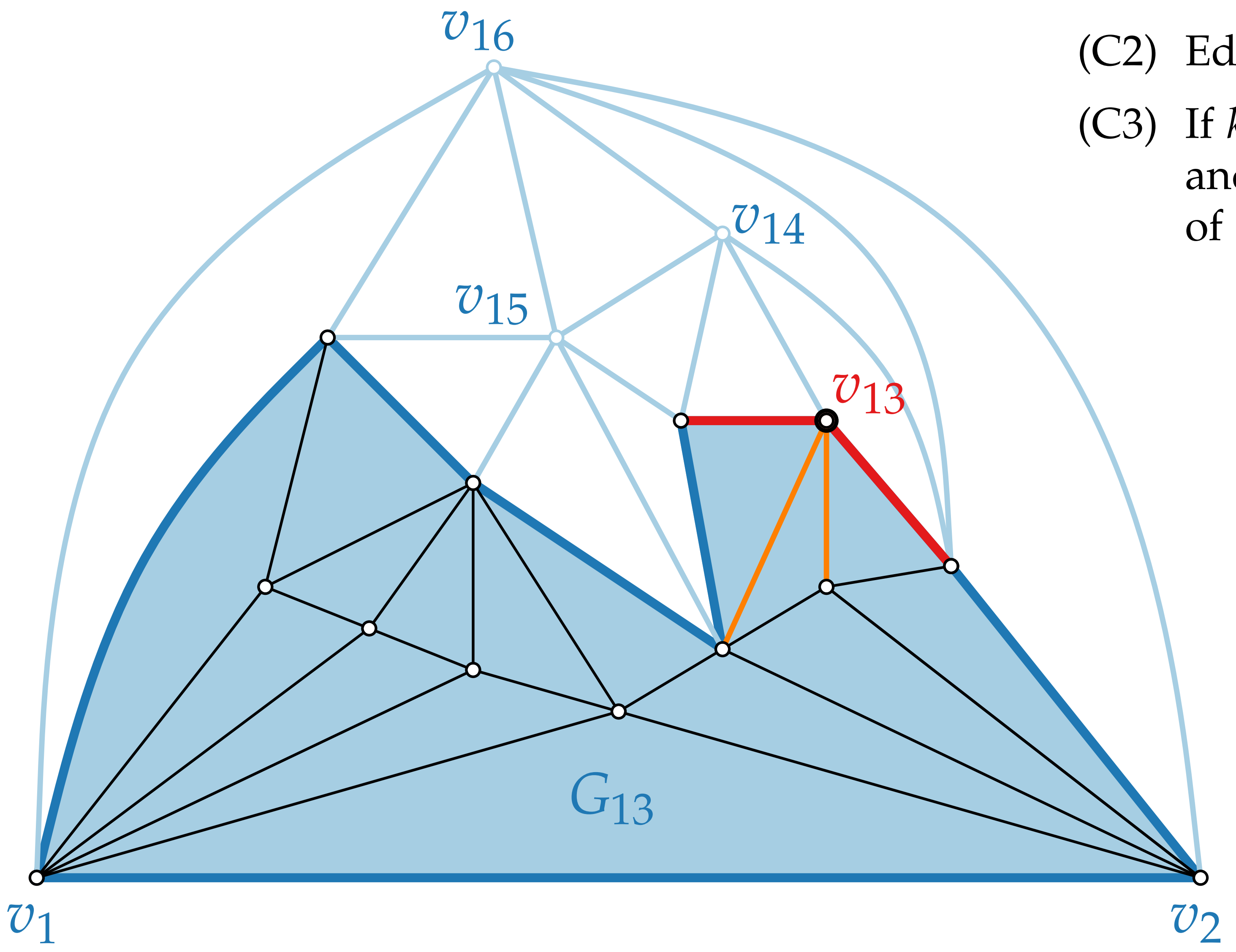


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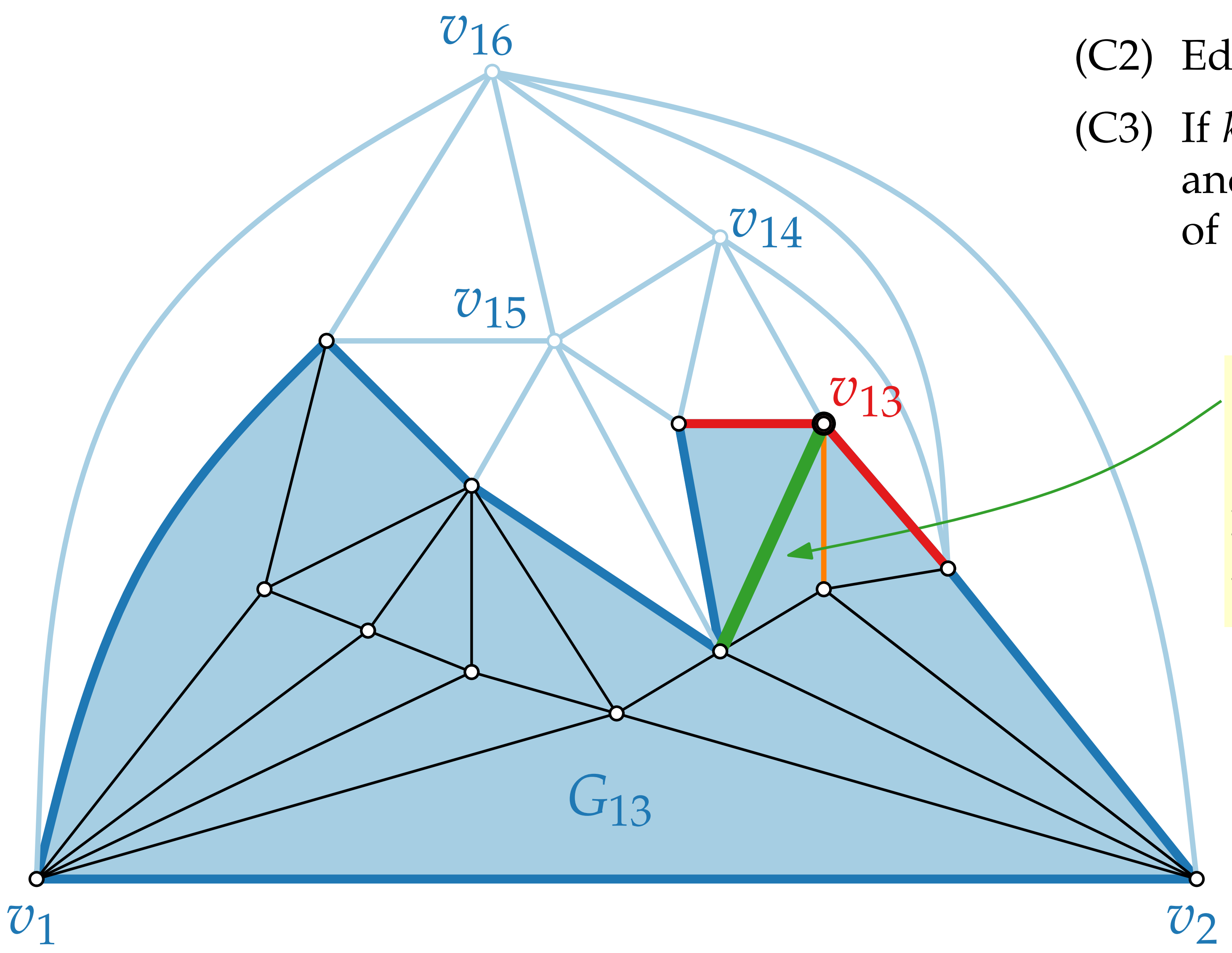


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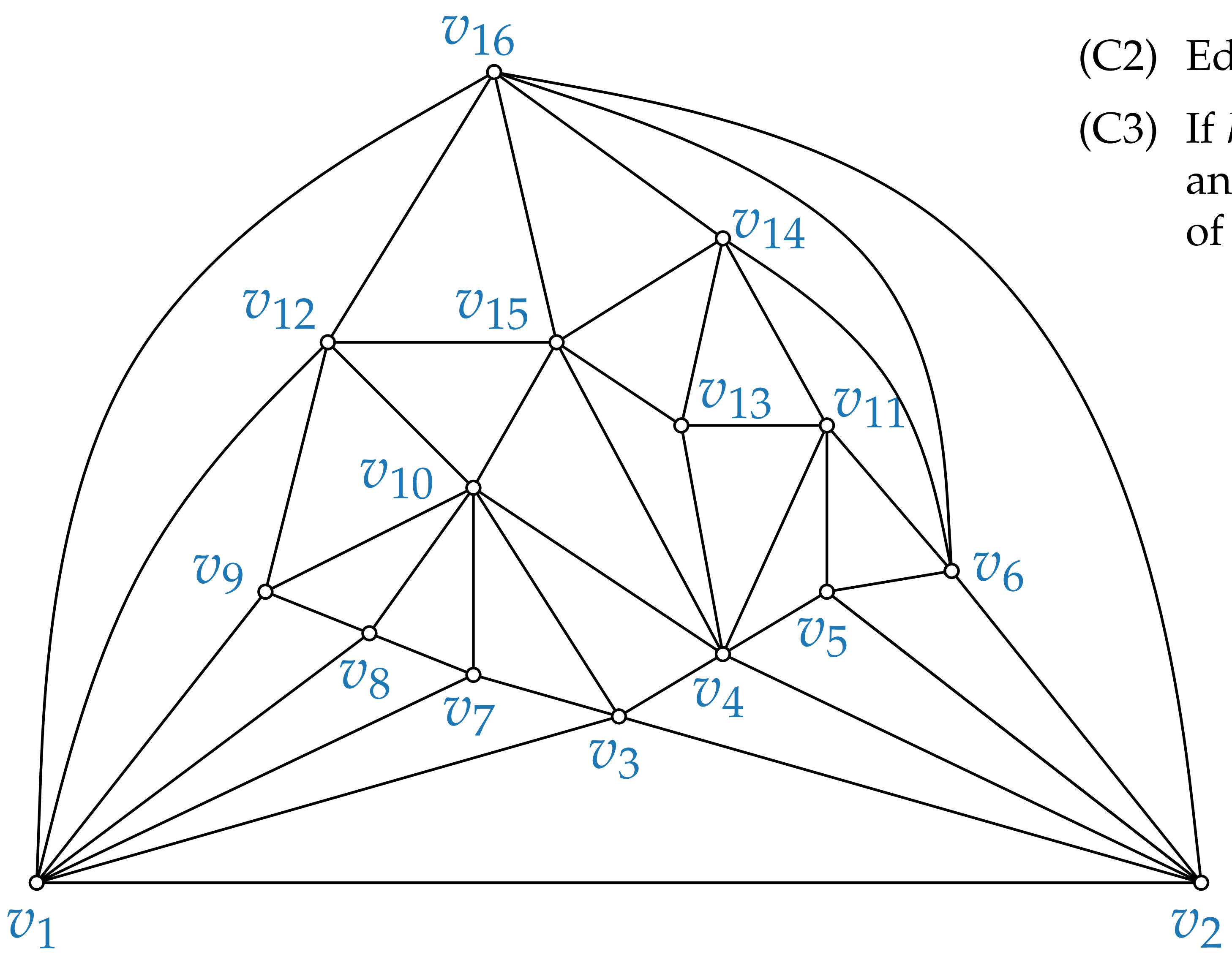
**chord**
edge joining two nonadjacent vertices in a cycle

# Canonical Order – Example

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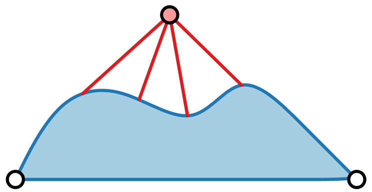
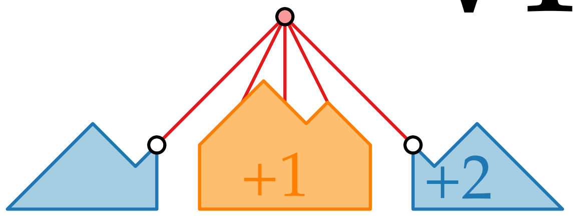
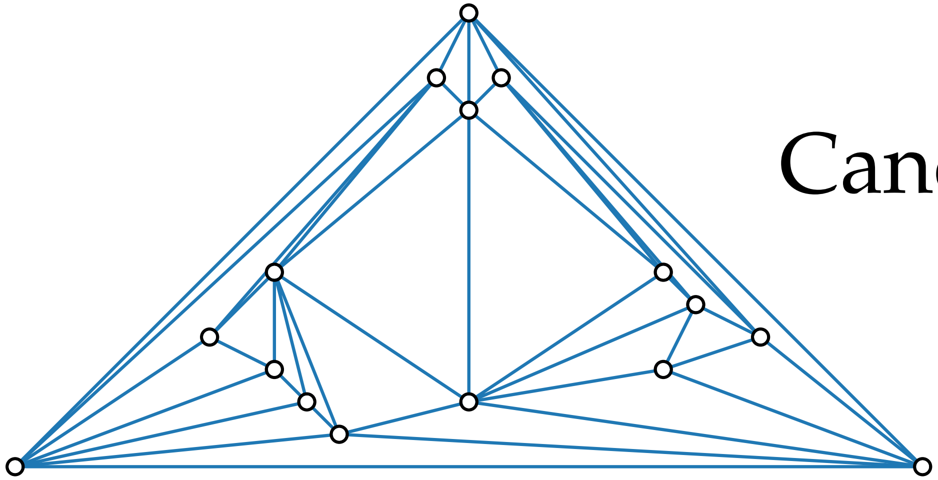


# Visualization of Graphs




## Lecture 4:
## Straight-Line Drawings of Planar Graphs I: Canonical Ordering and Shift Method



### Part III:
### Canonical Order – Existence

Philipp Kindermann

# Canonical Order – Existence

(C1) $G_k$ biconnected and internally triangulated

(C2) $(v_1, v_2)$ on outer face of $G_k$

(C3) $k < n \Rightarrow v_{k+1}$ in outer face of $G_k$, neighbors of $v_{k+1}$ in $G_k$ consecutive on boundary

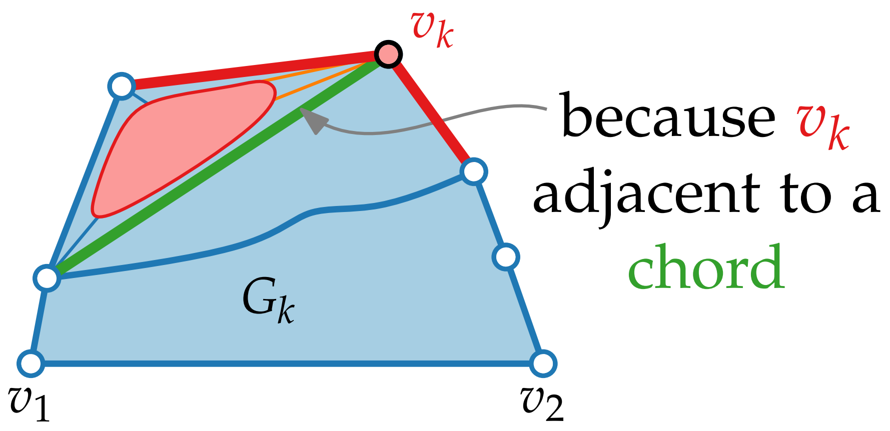
**Lemma.**
Every triangulated plane graph has a canonical order.

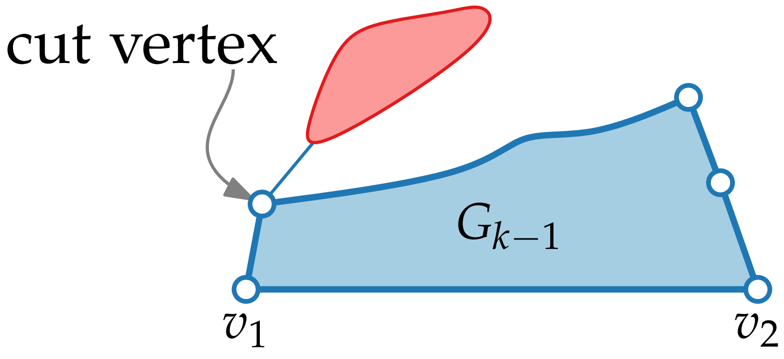
Base Case:
Let $G_n = G$, and let $v_1, v_2, v_n$ be the vertices of the outer face of $G_n$. Conditions (C1) – (C3) hold.

Have to show:

Induction hypothesis:
Vertices $v_{n-1}, \ldots, v_{k+1}$ have been chosen such that conditions (C1) – (C3) hold for $k + 1 \leq i \leq n$.

Induction step: Consider $G_k$. We search for $v_k$.

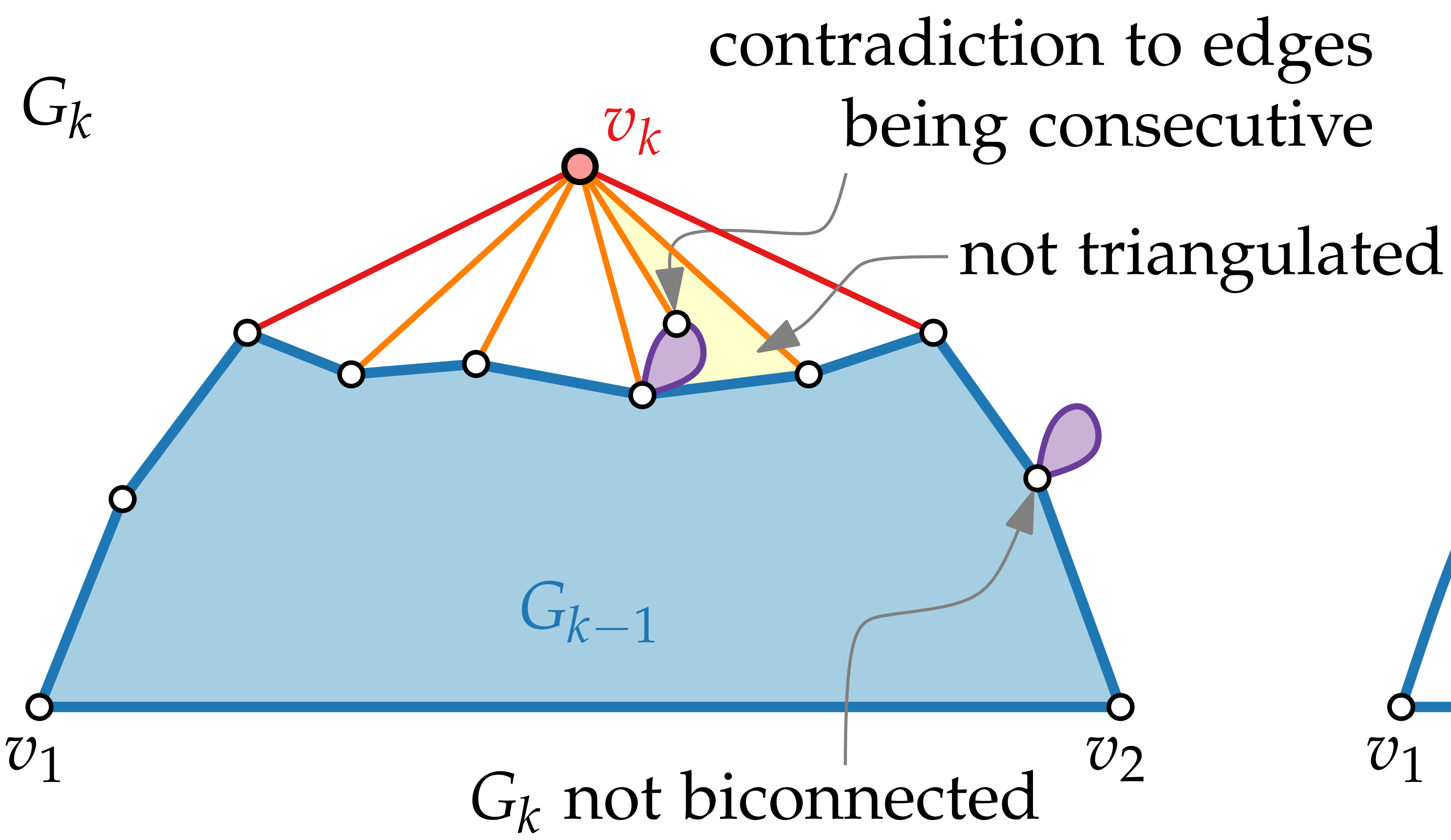


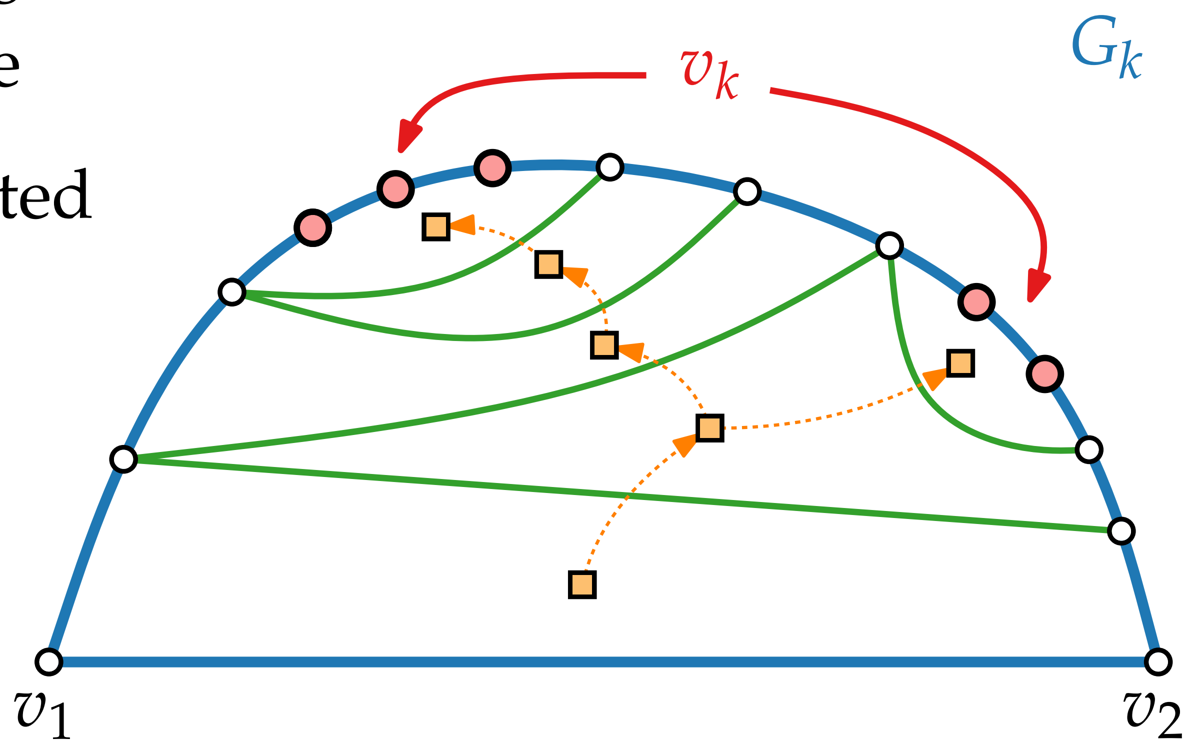



# Canonical Order – Existence

**Claim 1.**
If $v_k$ is not adjacent to a chord, then $G_{k-1}$ is biconnected.

**Claim 2.**
There exists a vertex in $G_k$ that is not adjacent to a chord as choice for $v_k$.




This completes proof of Lemma. □

# Canonical Order – Implementation

outer face

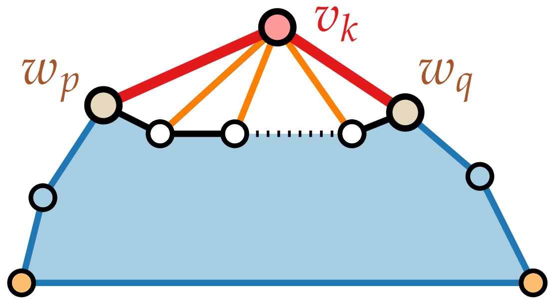
CanonicalOrder($G = (V, E), (v_1, v_2, v_n)$)

**forall** $v \in V$ **do**
- chords($v$) $\leftarrow$ 0; out($v$) $\leftarrow$ false; mark($v$) $\leftarrow$ false

mark($v_1$), mark($v_2$), out($v_1$), out($v_2$), out($v_n$) $\leftarrow$ true

**for** $k = n$ **to** 3 **do**
- choose $v$ such that mark($v$) = false, out($v$) = true, and chords($v$) = 0
- $v_k \leftarrow v$; mark($v$) $\leftarrow$ true
- *// Let $w_1 = v_1, w_2, \dots, w_{t-1}, w_t = v_2$ denote the boundary of $G_{k-1}$ in $G_{k-1}$ and let $w_p, \dots, w_q$ be the neighbors of $v_k$*
- out($w_i$) $\leftarrow$ true for all $p < i < q$
- update number of chords for $w_i$ and its neighbours

- chord($v$): # chords adjacent to $v$
- out($v$) = true iff $v$ is currently outer vertex
- mark($v$) = true iff $v$ has received its number




**Lemma.**
Algorithm CanonicalOrder computes a canonical order of a plane graph in $\mathcal{O}(n)$ time.

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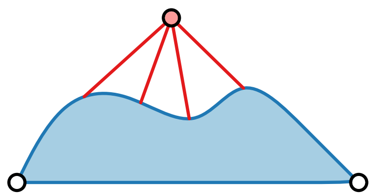
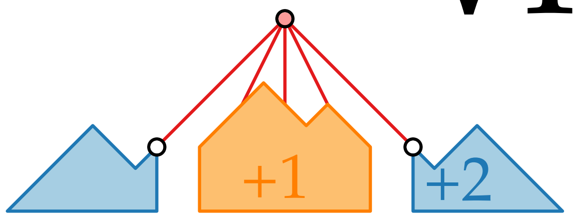
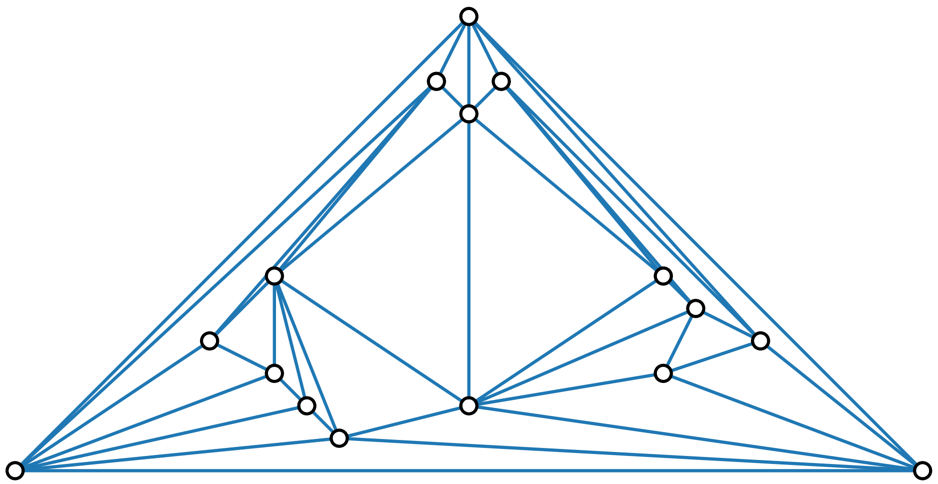


# Visualization of Graphs




## Lecture 4:
## Straight-Line Drawings of Planar Graphs I: Canonical Ordering and Shift Method



### Part IV:
### Shift Method

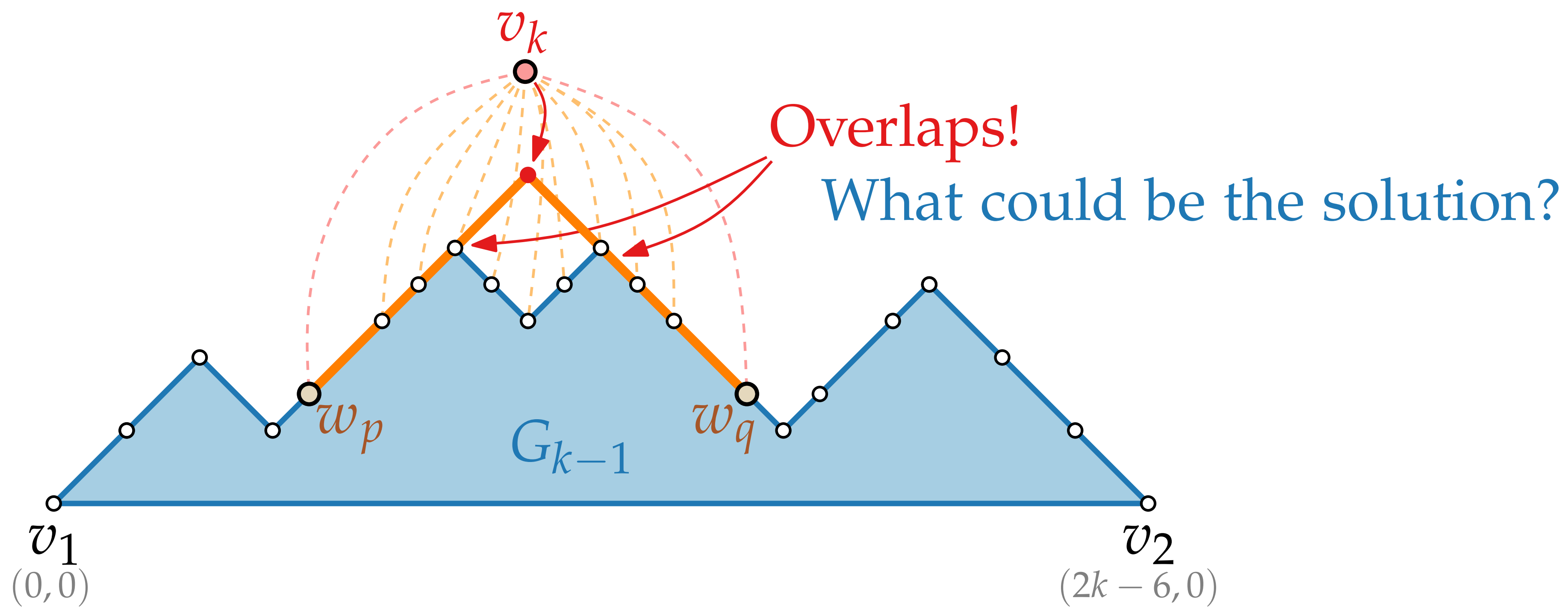
Philipp Kindermann

# Shift Method – Idea

**Drawing invariants:**

$G_{k-1}$ is drawn such that

- $v_1$ is on $(0, 0)$, $v_2$ is on $(2k-6, 0)$,
- boundary of $G_{k-1}$ (minus edge $(v_1, v_2)$) is drawn $x$-monotone,
- each edge of the boundary of $G_{k-1}$ (minus edge $(v_1, v_2)$) is drawn with slopes $\pm 1$.



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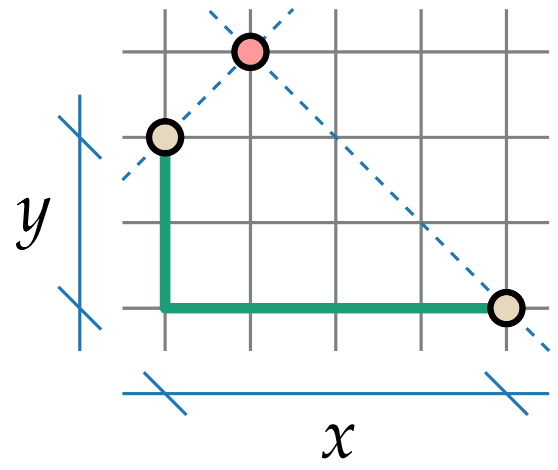
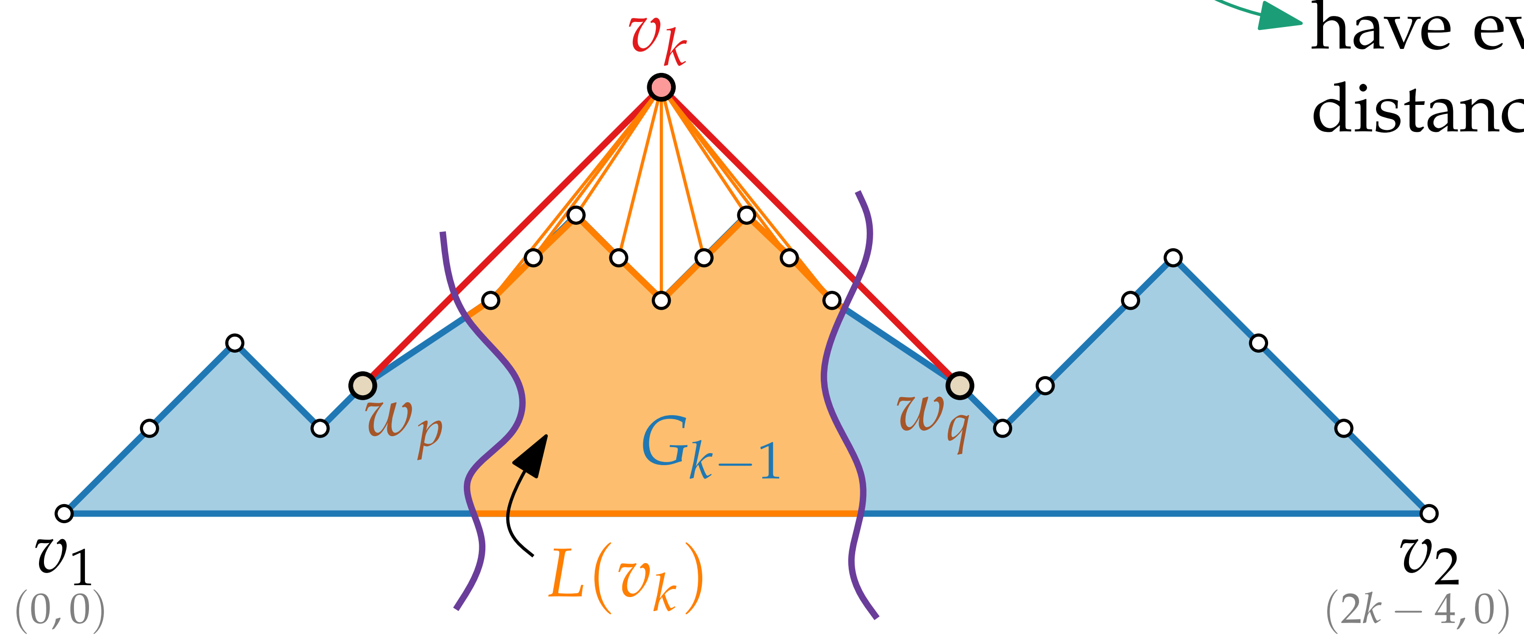
- each edge of the boundary of $G_{k-1}$ (minus edge $(v_1, v_2)$) is drawn with slopes $\pm 1$.

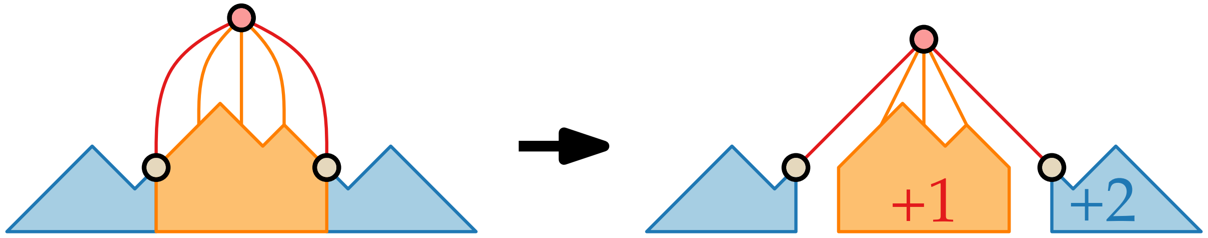
**Does $v_k$ land on grid?**

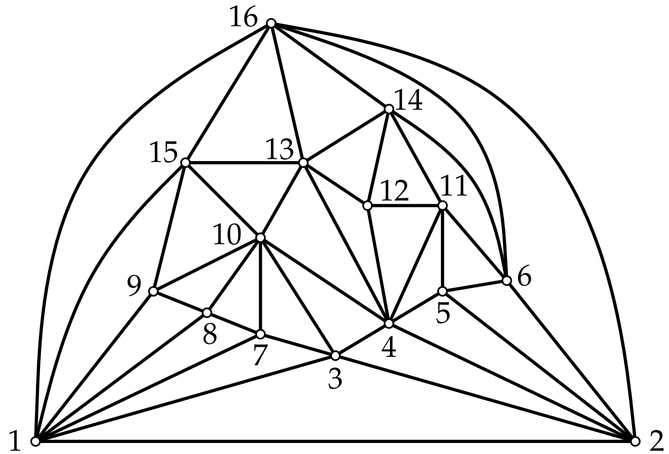


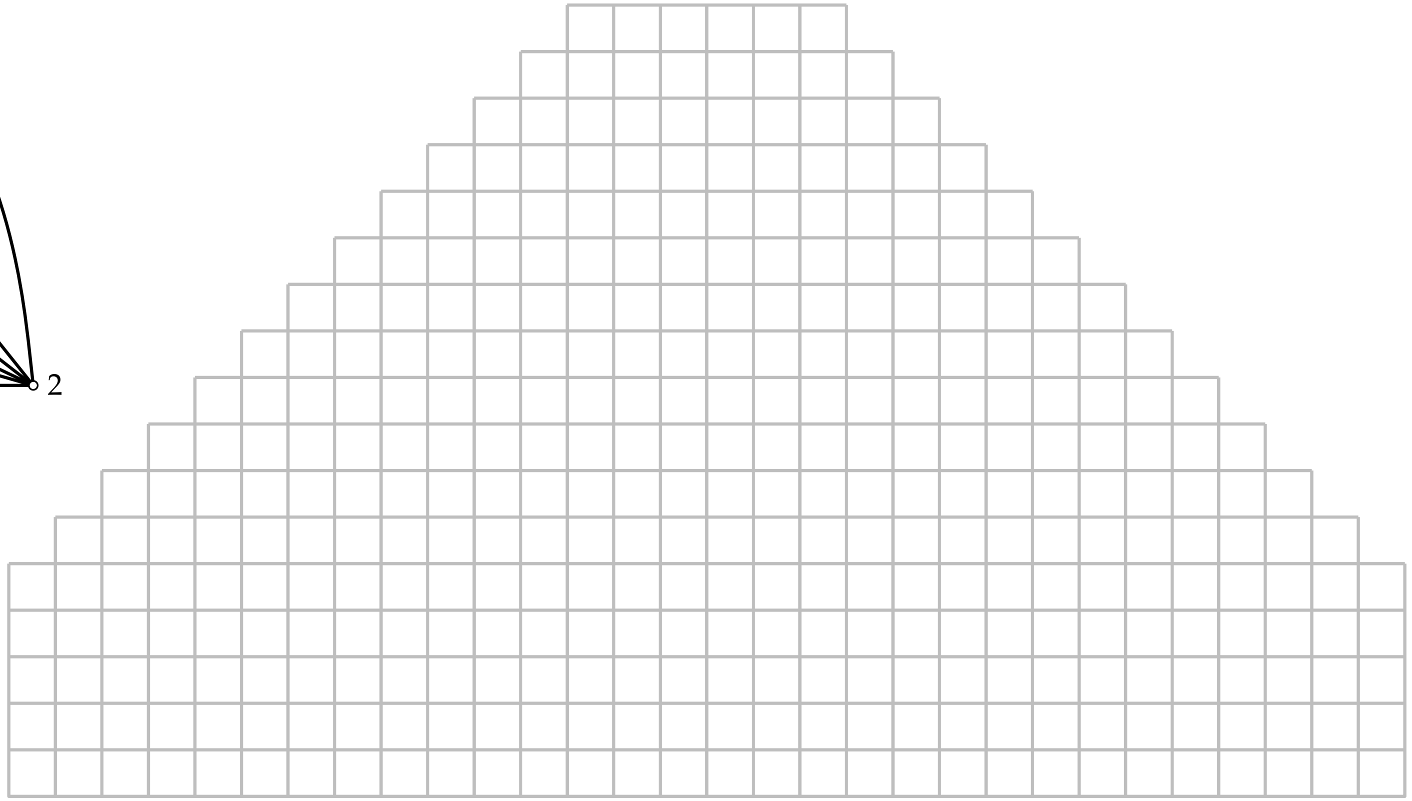

yes, beause $w_p$ and $w_q$ have even Manhattan distance



# Shift Method – Example



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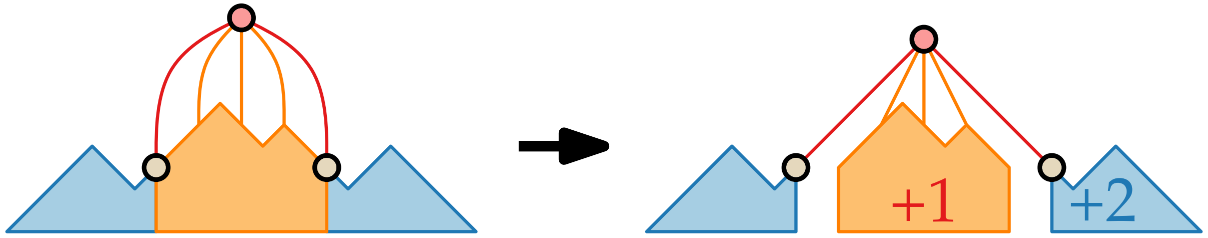


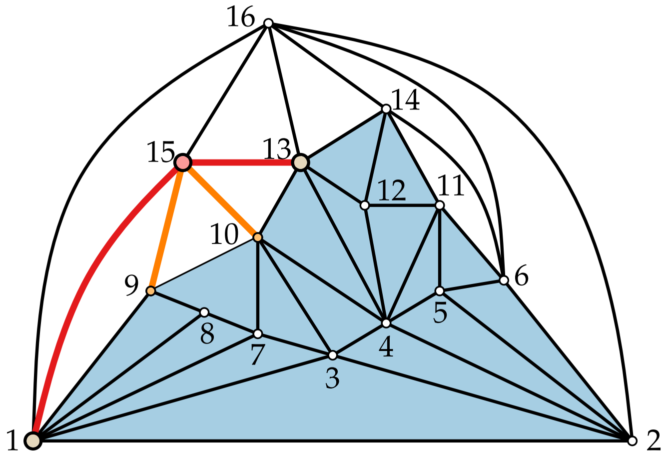


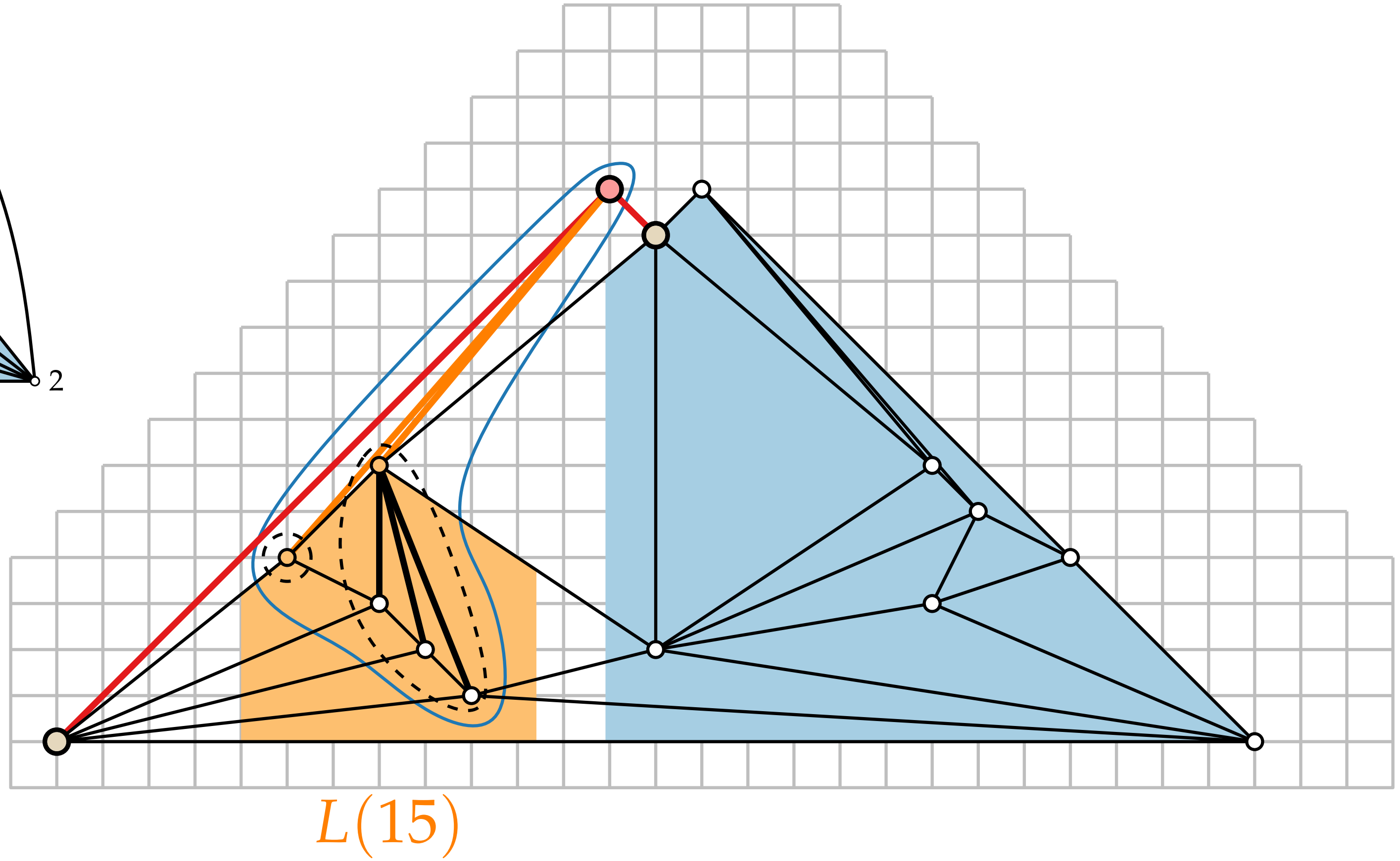

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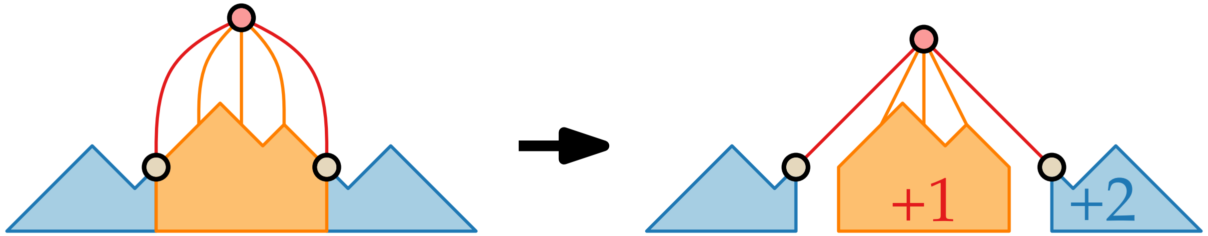
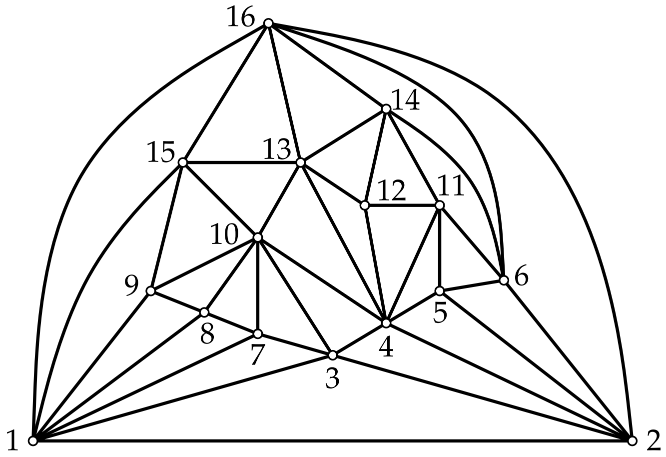
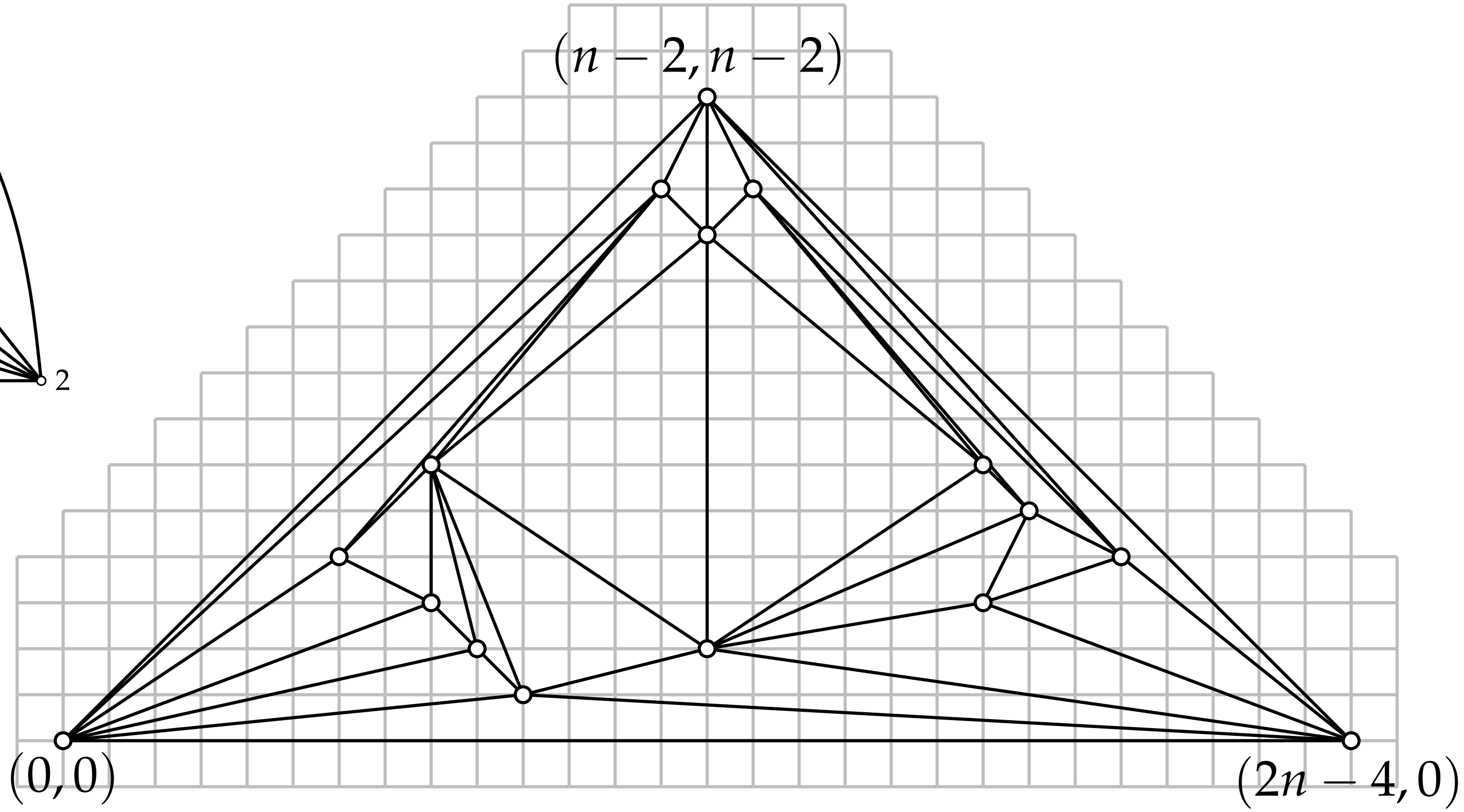


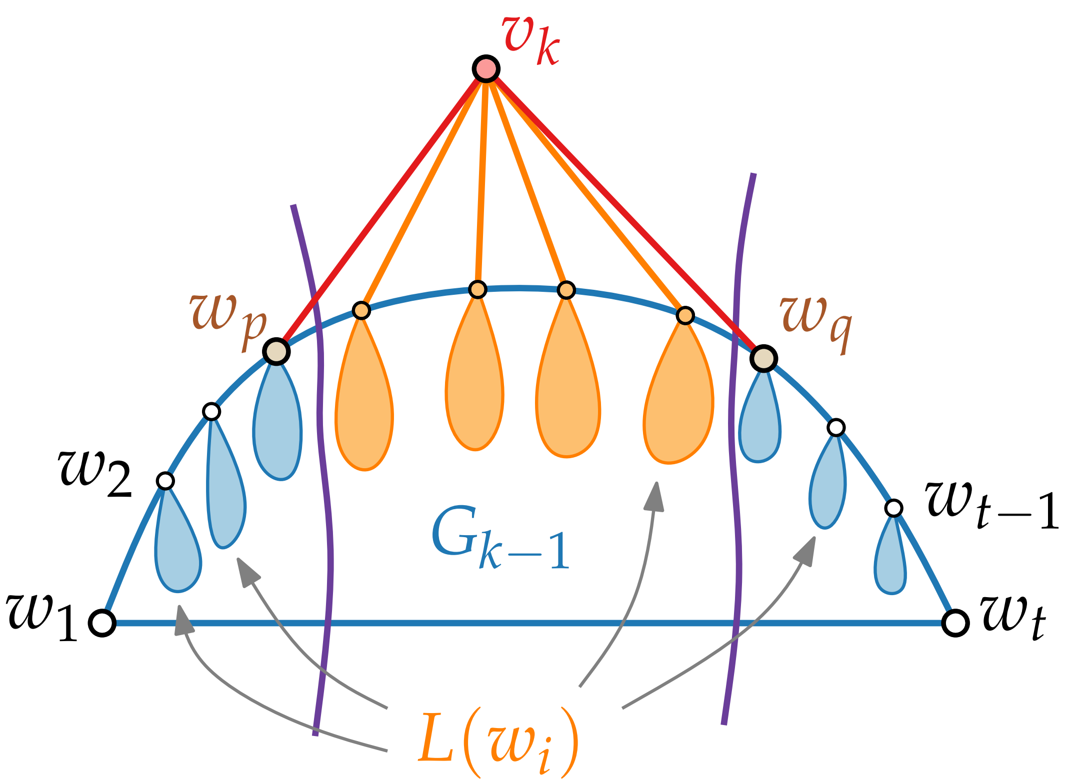



# Shift Method – Planarity

**Observations.**

- Each internal vertex is covered exactly once.
- Covering relation defines a tree in $G$
- and a forest in $G_i$, $1 \leq i \leq n-1$.

**Lemma.**
Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$, such that $\delta_q - \delta_p \geq 2$ and even.



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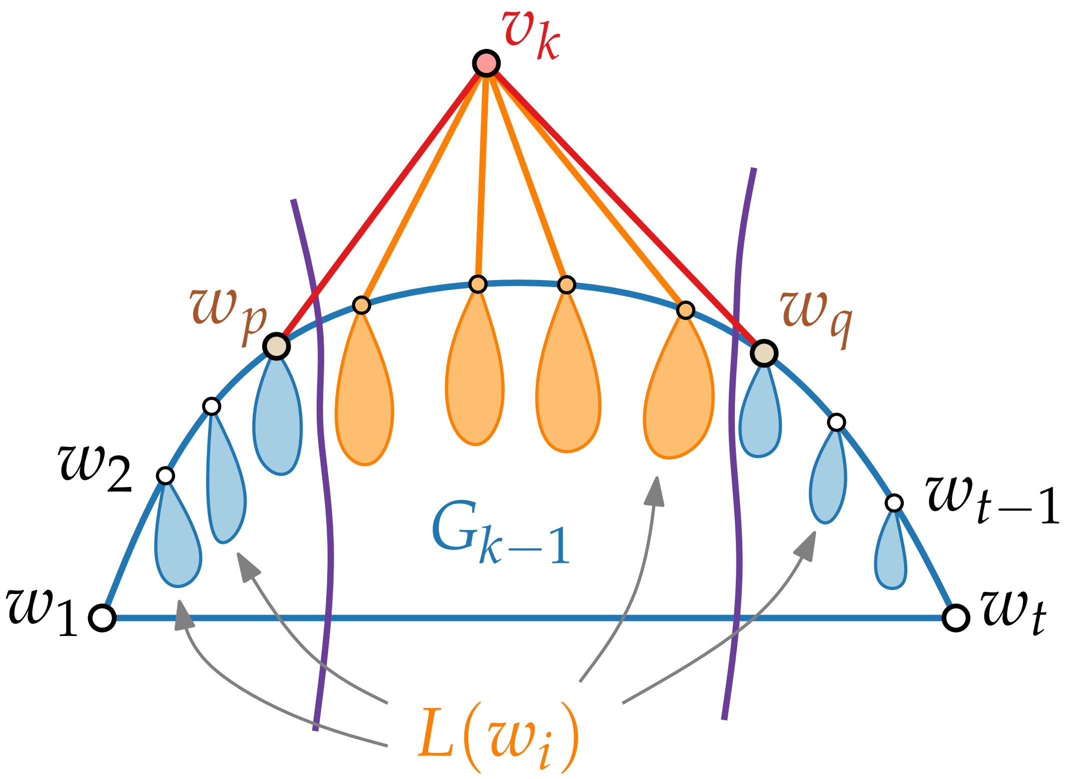
- and a forest in $G_i$, $1 \leq i \leq n-1$.

**Lemma.**
Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$, such that $\delta_q - \delta_p \geq 2$ and even. If we shift $L(w_i)$ by $\delta_i$ to the right, then we get a planar straight-line drawing.




Proof by induction:
If $G_{k-1}$ is drawn planar and straight-line, then so is $G_k$.

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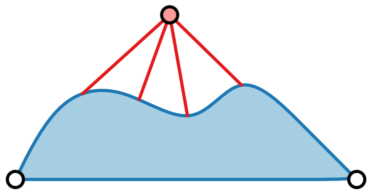
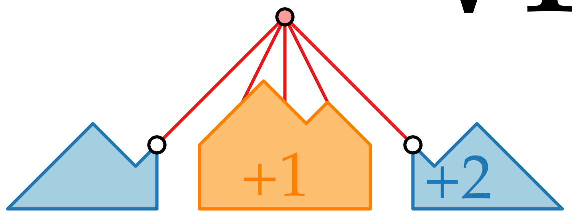
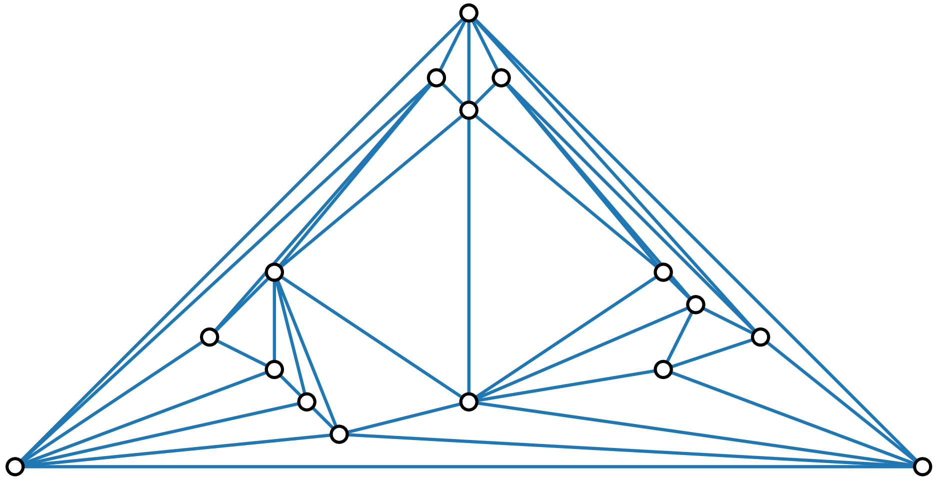


# Visualization of Graphs




## Lecture 4:
## Straight-Line Drawings of Planar Graphs I: Canonical Ordering and Shift Method



### Part V:
### Linear Time

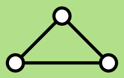
Philipp Kindermann

# Shift Method – Pseudocode

Let $v_1, \ldots, v_n$ be a canonical order of $G$

**for** $i = 1$ to 3 **do**

  $L(v_i) \leftarrow \{v_i\}$

$P(v_1) \leftarrow (0,0); P(v_2) \leftarrow (2,0), P(v_3) \leftarrow (1,1)$ 

**for** $i = 4$ to $n$ **do**

  Let $w_1 = v_1, w_2, \ldots, w_{t-1}, w_t = v_2$ denote the boundary of $G_{i-1}$ and let $w_p, \ldots, w_q$ be the neighbours of $v_i$

  **for** $\forall v \in \cup_{j=p+1}^{q-1} L(w_j)$ **do** // $\mathcal{O}(n^2)$ *in total*

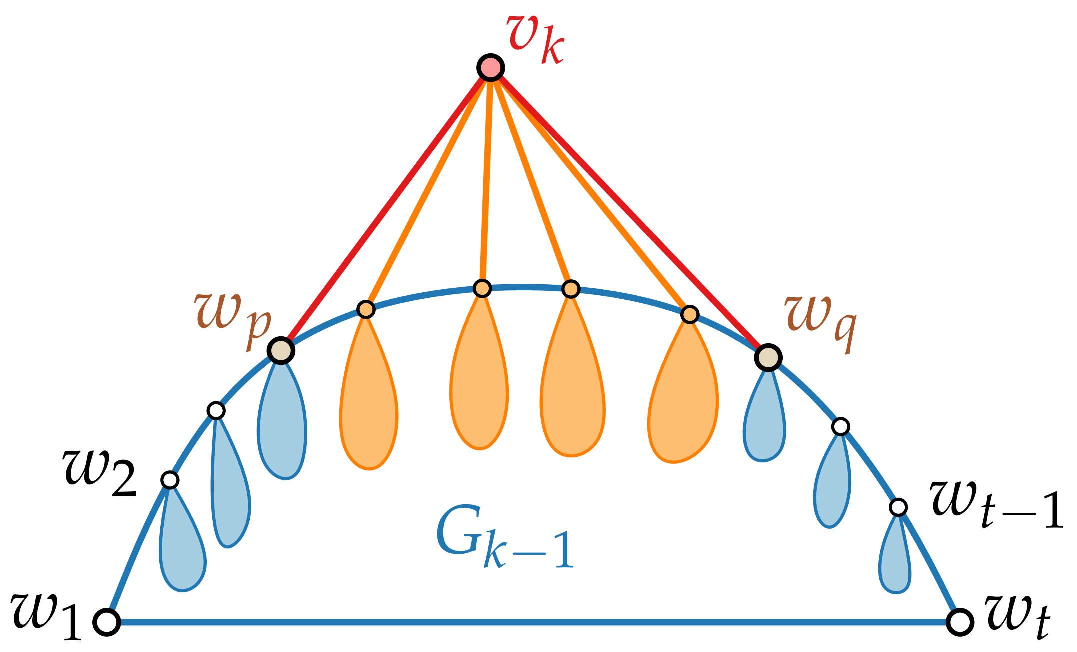
    $x(v) \leftarrow x(v) + 1$

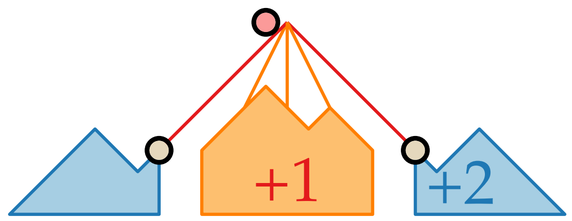
  **for** $\forall v \in \cup_{j=q}^{t} L(w_j)$ **do** // $\mathcal{O}(n^2)$ *in total*

    $x(v) \leftarrow x(v) + 2$

  $P(v_i) \leftarrow$ intersection of $+1/-1$ diagonals through $P(w_p)$ and $P(w_q)$

  $L(v_i) \leftarrow \cup_{j=p+1}^{q-1} L(w_j) \cup \{v_i\}$



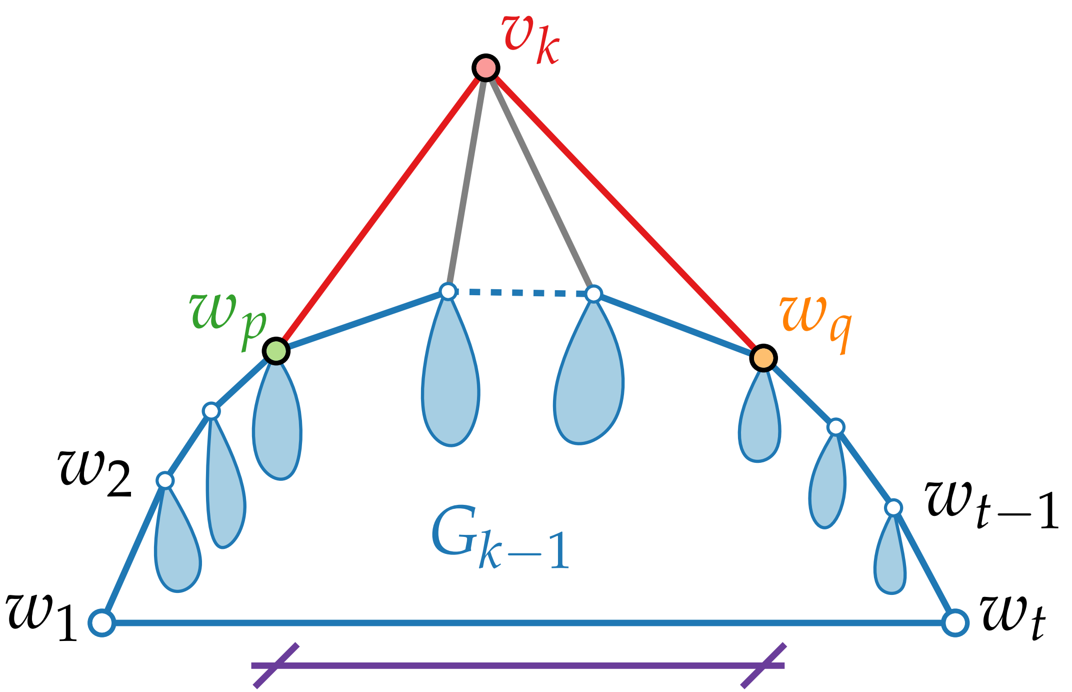




**Running Time?**

# Shift Method – Linear Time Implementation

**Idea 1.**
To compute $x(v_k)$ & $y(v_k)$,
we only need $y(w_p)$ and $y(w_q)$ and $x(w_q) - x(w_p)$

**Idea 2.**
Instead of storing explicit x-coordinates,
we store x-distances.




(1) $x(v_k) = \frac{1}{2}(x(w_q) + x(w_p) + y(w_q) - y(w_p))$

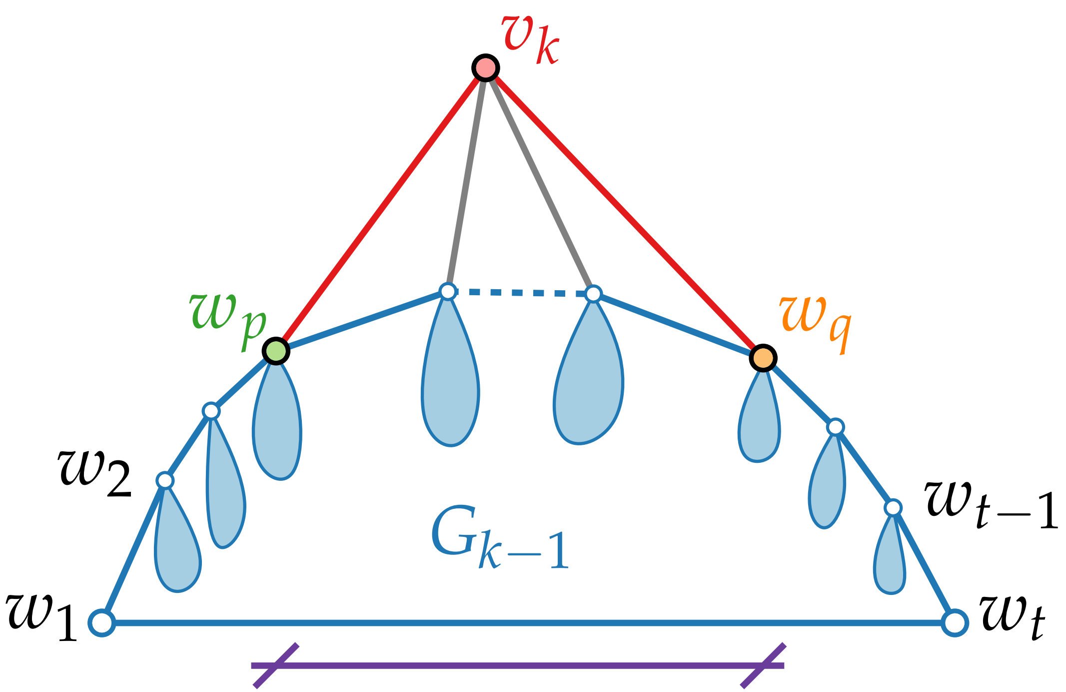
(2) $y(v_k) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) + y(w_p))$

# Shift Method – Linear Time Implementation

**Idea 1.**
To compute $x(v_k)$ & $y(v_k)$,
we only need $y(w_p)$ and $y(w_q)$ and $x(w_q) - x(w_p)$

**Idea 2.**
Instead of storing explicit x-coordinates, we store x-distances.

After x distance for $v_n$ computed, use preorder traversal to compute all x-coordinates.




(1) $x(v_k) = \frac{1}{2}(x(w_q) + x(w_p) + y(w_q) - y(w_p))$

(2) $y(v_k) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) + y(w_p))$

(3) $x(v_k) - x(w_p) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) - y(w_p))$

# Shift Method – Linear Time Implementation

**Relative x-distance tree.**

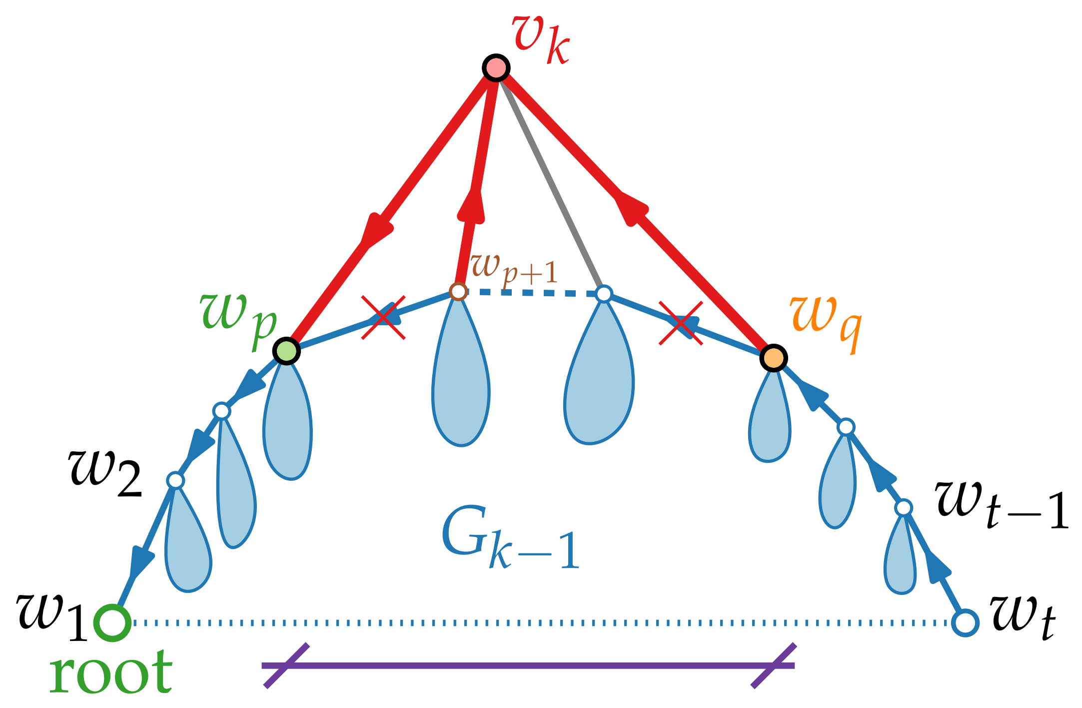
For each vertex $v$ store

- x-offset $\Delta_x(v)$ from parent
- y-coordinate $y(v)$

**Calculations.**

- $\Delta_x(w_{p+1})$++, $\Delta_x(w_q)$++
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \ldots + \Delta_x(w_q)$
- $\Delta_x(v_k)$ by (3)
- $y(v_k)$ by (2)
- $\Delta_x(w_q) = \Delta_x(w_p, w_q) - \Delta_x(v_k)$
- $\Delta_x(w_{p+1}) = \Delta_x(w_{p+1}) - \Delta_x(v_k)$

$\mathcal{O}(n)$ in total




(1) $x(v_k) = \frac{1}{2}(x(w_q) + x(w_p) + y(w_q) - y(w_p))$

(2) $y(v_k) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) + y(w_p))$

(3) $x(v_k) - x(w_p) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) - y(w_p))$

# Result & Variations

**Theorem.** [De Fraysseix, Pach, Pollack '90]
Every $n$-vertex planar graph has a planar straight-line drawing of size $(2n-4) \times (n-2)$. Such a drawing can be computed in $O(n)$ time.

**Theorem.** [Chrobak & Kant '97]
Every $n$-vertex 3-connected planar graph has a planar straight-line drawing of size $(n-2) \times (n-2)$ where all faces are drawn convex. Such a drawing can be computed in $O(n)$ time.

**Theorem.** [Brandenburg '08]
Every $n$-vertex planar graph has a planar straight-line drawing of size $\frac{4}{3}n \times \frac{2}{3}n$. Such a drawing can be computed in $O(n)$ time.