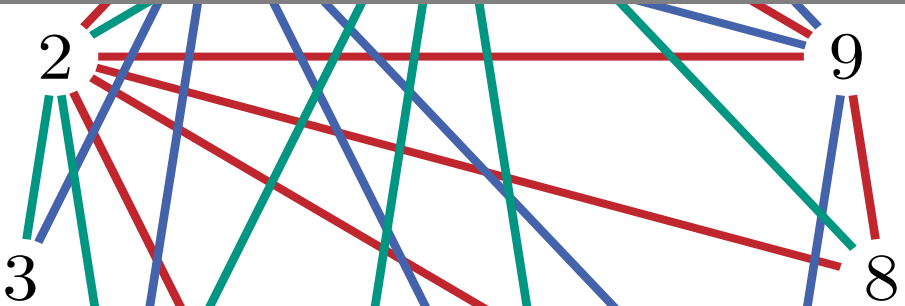
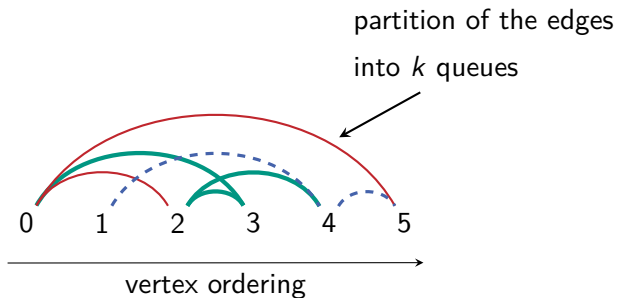


The Local Queue Number of Graphs with Bounded Treewidth

Laura Merker and Torsten Ueckerdt | GD 2020

28th International Symposium on Graph Drawing and Network Visualization





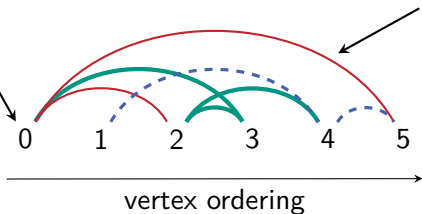
No $x \overset{\curvearrowright}{\text{---}} u \overset{\curvearrowright}{\text{---}} v \overset{\curvearrowright}{\text{---}} y$ i.e. $xy \in Q, uv \in Q', x \prec u \prec v \prec y \implies Q = Q'$

Queue Number

$qn(G) = \min k$ such that there is a k -queue layout for G

k -local, i.e. at most k
queues at each vertex

partition of the edges
into queues



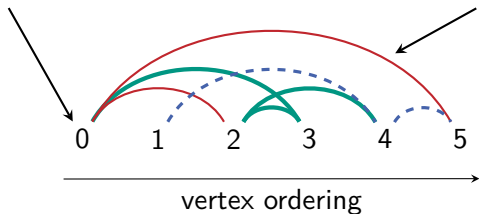
No $x \overset{\curvearrowright}{u \overset{\curvearrowright}{v} y}$ i.e. $xy \in Q, uv \in Q', x \prec u \prec v \prec y \implies Q = Q'$

Local Queue Number

$qn_\ell(G) = \min k$ such that there is a k -local queue layout for G

k -local, i.e. at most k
queues at each vertex

partition of the edges
into queues



Theorem 1

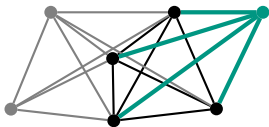
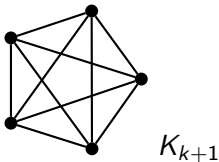
For any $d \geq 3$ and infinitely many n , there exist n -vertex graphs with local queue number at most $d + 2$ but queue number $\Omega(\sqrt{d}n^{1/2-1/d})$.

Maximum (Local) Queue Number

	max qn	max qn_ℓ
planar graphs	≥ 4 (Alam et al., 2020) ≤ 49 (Dujmović et al., 2019)	≥ 3 ≤ 4
treewidth 1	1 (Heath and Rosenberg, 1992)	1
treewidth 2	3 (Rengarajan and Veni Madhavan, 1995; Wiechert, 2017)	3
treewidth $k \geq 3$	$\geq k + 1$ (Wiechert, 2017) $\leq 2^k - 1$ (Wiechert, 2017)	$\geq \lceil k/2 \rceil + 1$ $\leq k + 1$

k -Trees

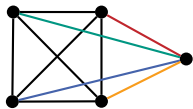
maximal graphs with treewidth k



attach vertex to K_k

Theorem 3

Every k -tree admits a $(k + 1)$ -local queue layout.



k queues to parent clique
+ 1 queue to children

Theorem 2

The local queue number is tied to the maximum average degree.

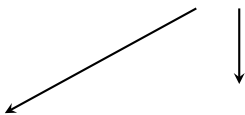


Theorem 4

There is a graph with treewidth 2 and local queue number 3.



series of two-player games



Theorem 5

For every $k > 1$, there is a graph G with treewidth k and $qn_\ell(G) \geq \lceil k/2 \rceil + 1$.

Corollary 6

The maximum local queue number of planar graphs is either 3 or 4.

Lower bounds: Two-player games

Start with a k -clique (here: $k = \ell = 2$)

In each round:

Alice chooses a k -clique and a number of vertices to add

Bob inserts the new vertices into the vertex ordering and assigns the new edges to queues such that ...

Game (i): the layout is ℓ -local



Lower bounds: Two-player games

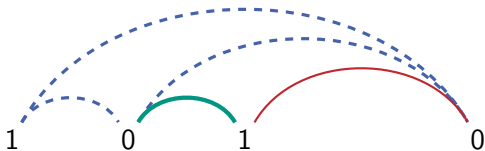
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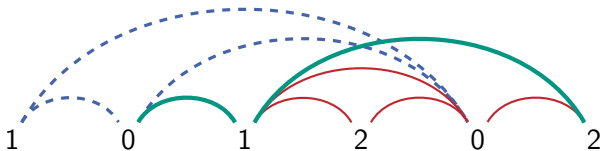
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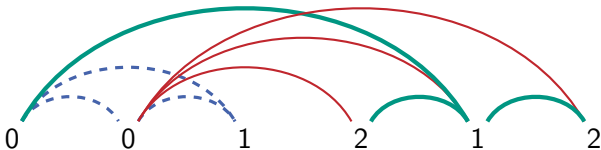
In each round:

Alice chooses a k -clique and a number of vertices to add

Bob inserts the new vertices into the vertex ordering and assigns the new edges to queues such that ...

Game (ii): children to the right in the first round

plus all previous rules



Lower bounds: Two-player games

Start with a k -clique (here: $k = \ell = 2$)

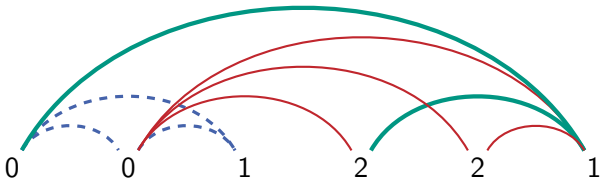
In each round:

Alice chooses a k -clique and a number of vertices to add

Bob inserts the new vertices into the vertex ordering and assigns the new edges to queues such that ...

Game (iii): new vertices consecutively

plus all previous rules



Lower bounds: Two-player games

Start with a k -clique (here: $k = \ell = 2$)

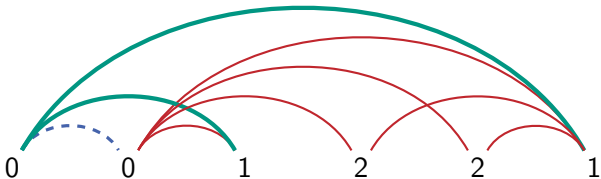
In each round:

Alice chooses a k -clique and a number of vertices to add

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Game (iv): twin edges in the same queue

plus all previous rules



Lower bounds: Two-player games

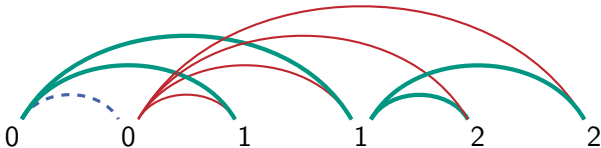
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In each round:

Alice chooses a k -clique and a number of vertices to add

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Game (v): all children to the right and edges to parents pw different
plus all previous rules



Lower bounds: Two-player games

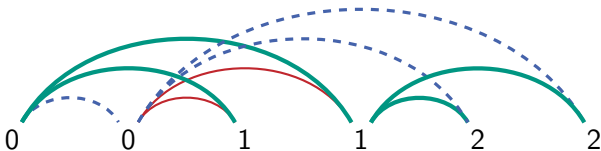
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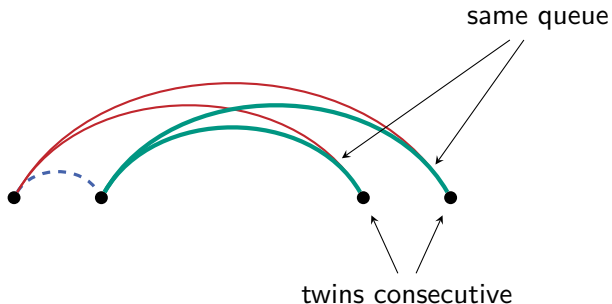
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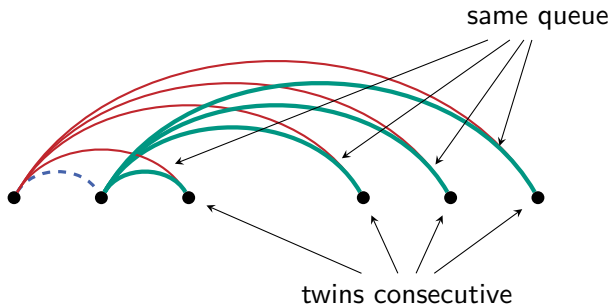
Game (v'): new edges not in the same queue as parent edge
plus all previous rules



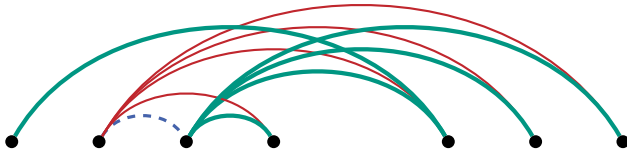
Next rule: all children to the right



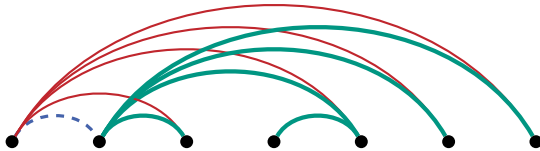
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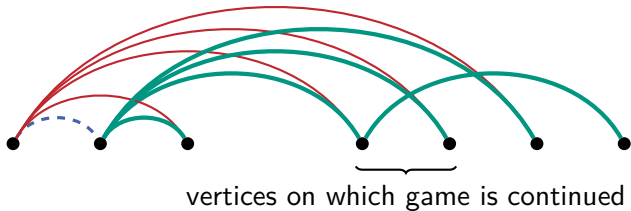
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Next rule: all children to the right



Game (v') with 2-trees and a 2-local queue layout



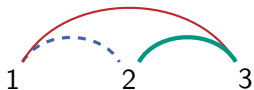
Theorem 4

There is a graph with treewidth 2 and local queue number 3.

Corollary 6

There is a planar graph with local queue number at least 3.

Game (v') with 2-trees and a 2-local queue layout



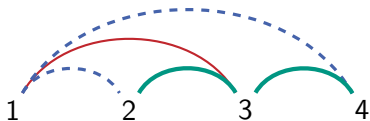
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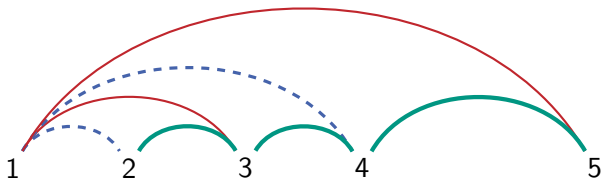
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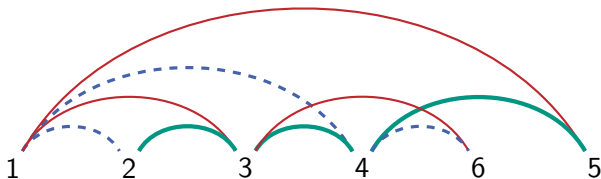
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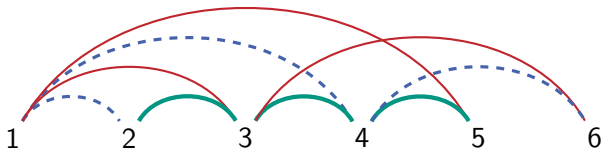
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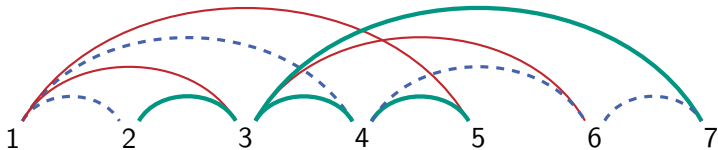
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Game (v') with 2-trees and a 2-local queue layout



Theorem 4

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Corollary 6

There is a planar graph with local queue number at least 3.

... two more games

Lemma

If there is a k -tree such that every ℓ -local queue layout contains a k' -clique with non-nesting children,



then there is a k -tree with local queue number at least $\ell + 1$,
where $1 < k' \leq k$ and $\ell \leq k'$.

true for $k = \ell = 2$

← true for $\ell \leq \lceil k/2 \rceil$

true for all $\ell \leq k$?

otherwise:



Theorem 5

For every $k > 1$, there is a graph G with treewidth k and $qn_\ell(G) \geq \lceil k/2 \rceil + 1$.

Open Questions

- What is the maximum local queue number of k -trees?
(lower bound: $\lceil k/2 \rceil + 1$, upper bound: $k + 1$)
↪ find a clique with non-nesting children
- Can our techniques be used to improve the lower bound on the queue number of k -trees?
(Wiechert (2017): lower bound: $k + 1$, upper bound: $2^k - 1$)
- Is the maximum local queue number of planar graphs 3 or 4?

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Thank you!