

# Algorithmen zur Visualisierung von Graphen

## Globale und Lokale Optimierung

Vorlesung im Wintersemester 2010/2011

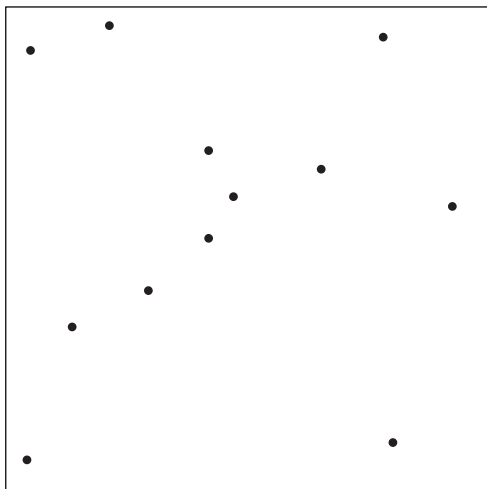
Robert Görke

03.11.2010



## Nachtrag zu Kräftebasiertem

# Quad-Tree

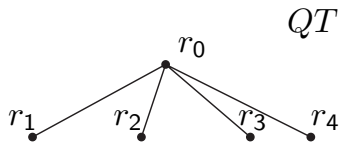
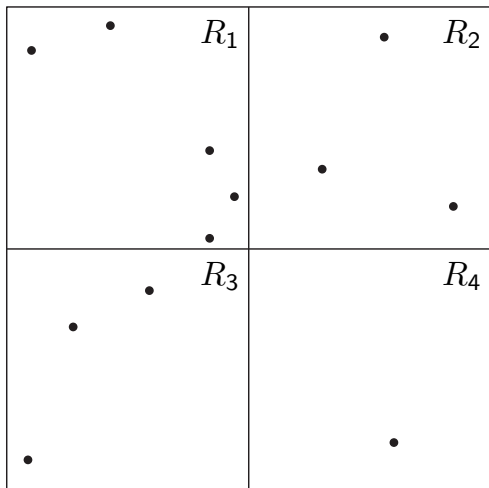


$R_0$

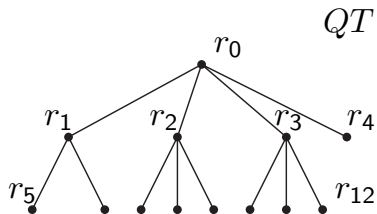
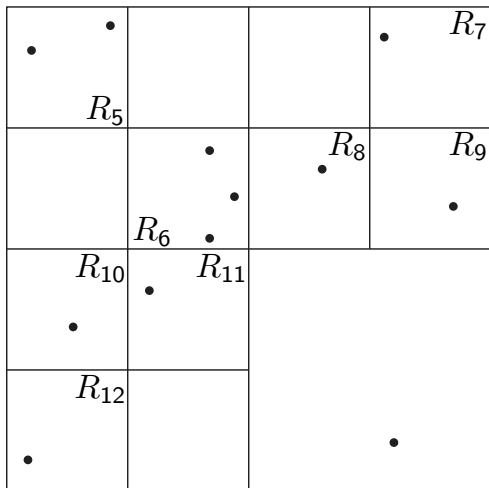
$\bullet$   $r_0$

$QT$

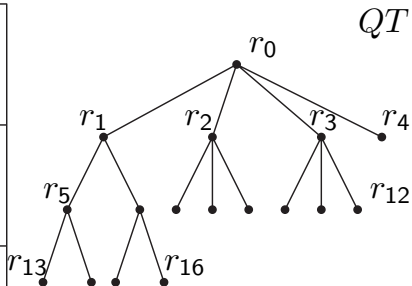
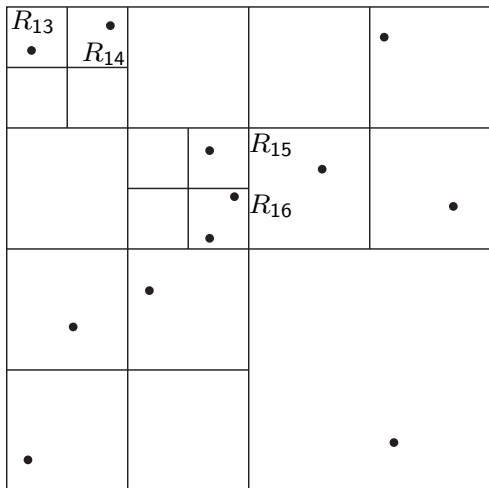
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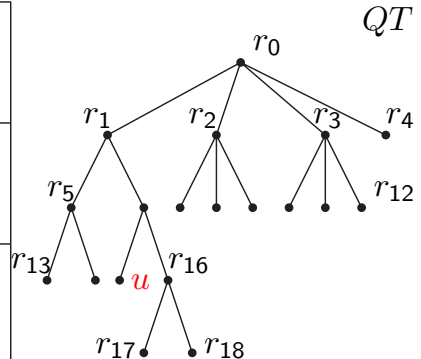
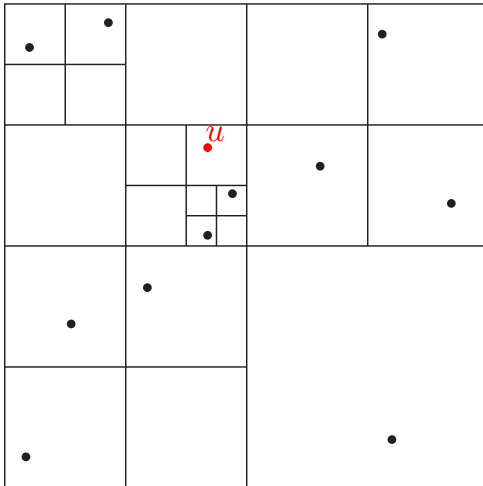


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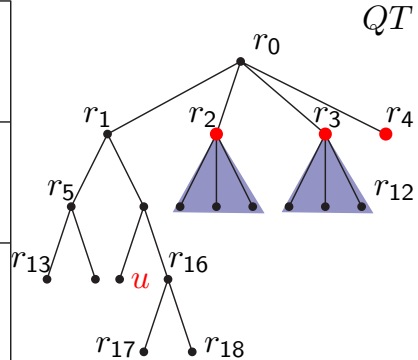
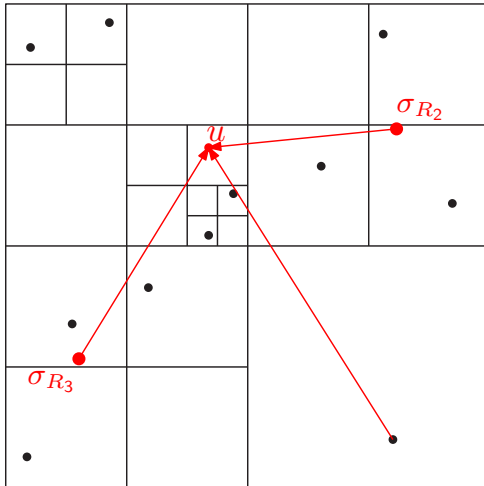


# Berechnung abstoßende Kräfte

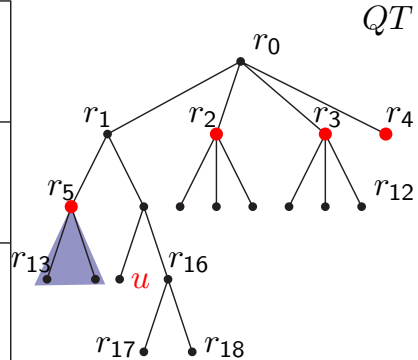
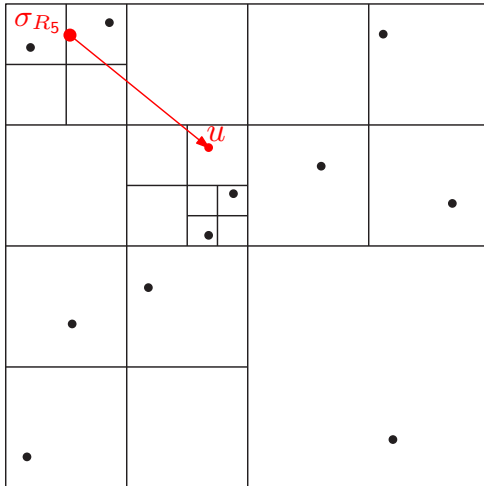




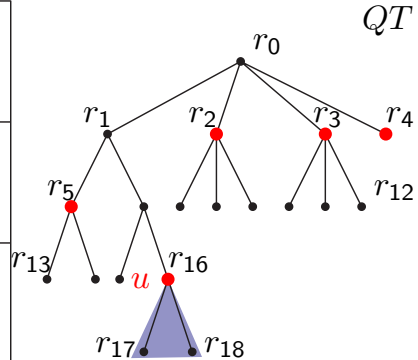
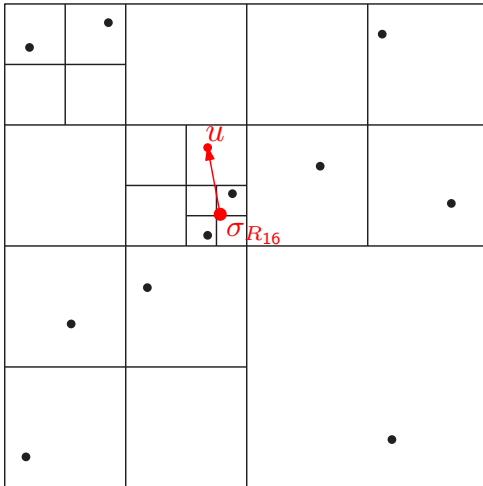
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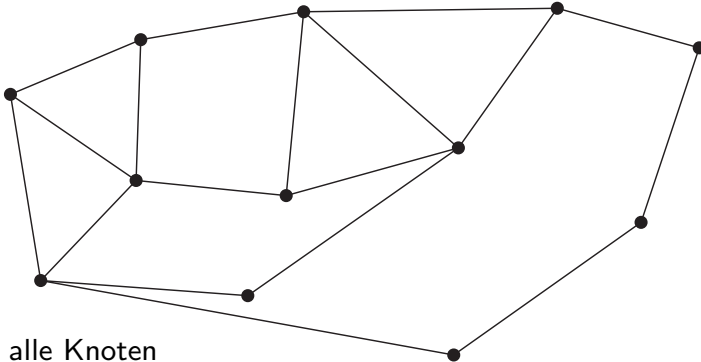
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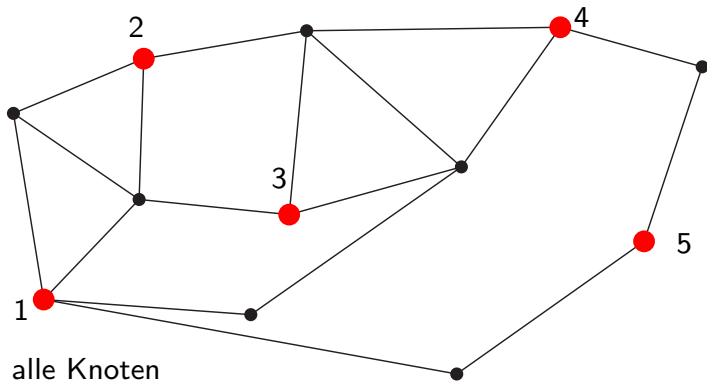


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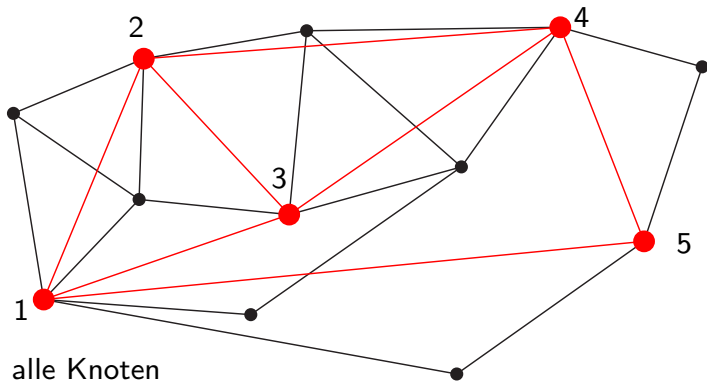
# MIS-Vergrößerung





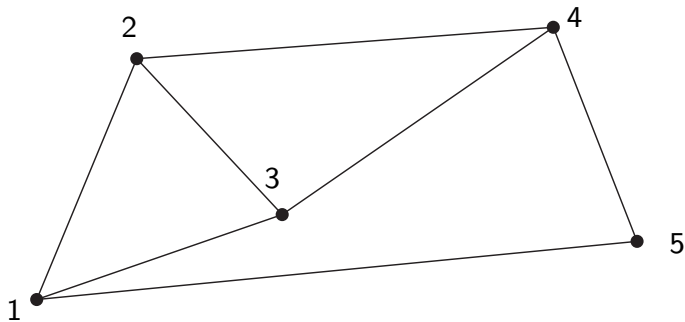
$V_0$ : alle Knoten

$V_1 = \{1, 2, 3, 4, 5\}$  (MIS in  $V_0$ )



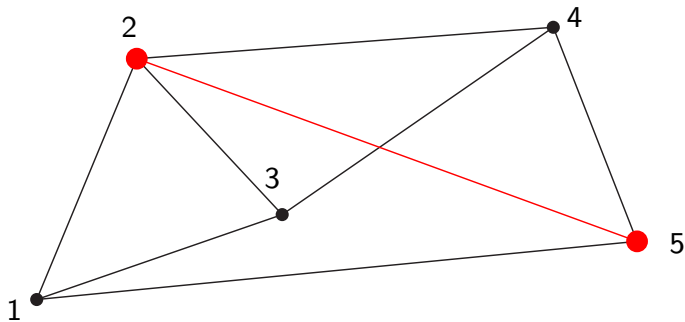
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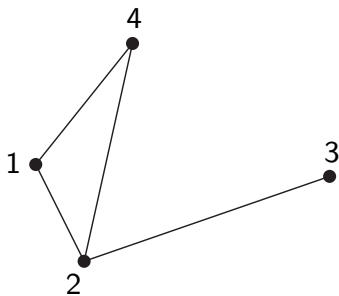
$V_1 = \{1, 2, 3, 4, 5\}$  (MIS in  $V_0$ )

$V_2 = \{2, 5\}$  (MIS in  $V_1$ )

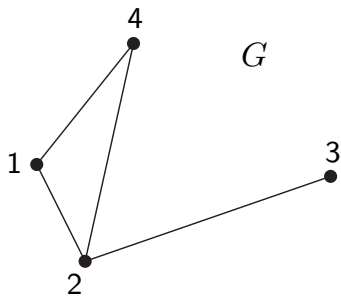


### 3. Globale und Lokale Optimierung

# Matrizen eines Graphen

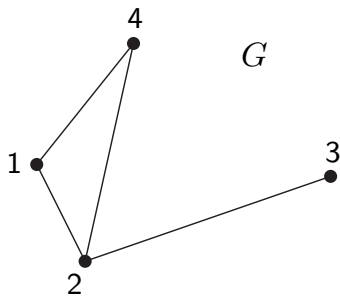


# Matrizen eines Graphen



$$A(G) = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{bmatrix} \end{matrix}$$

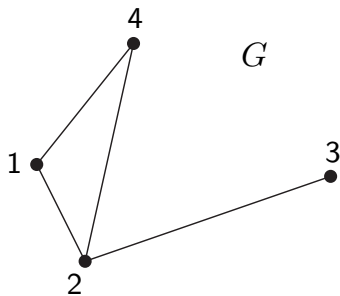
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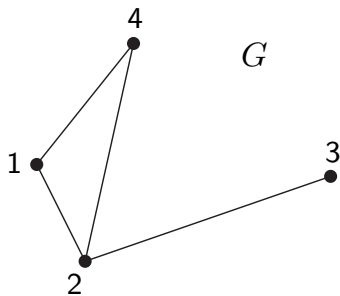
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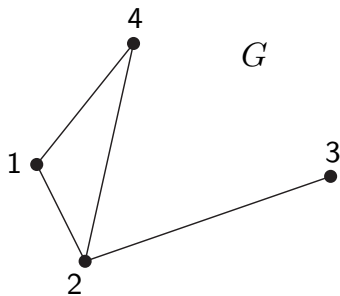
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$$\sum_i (A^3)_{ii} = \text{tr}(A^3) = 6 \cdot \#\Delta$$

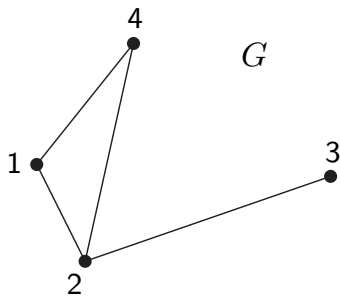


$$A(G) = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix}$$

$$A^2 : (A^2)_{ii} = |\{\pi : |\pi| = 2, \pi = (v_i, \dots, v_i)\}|$$

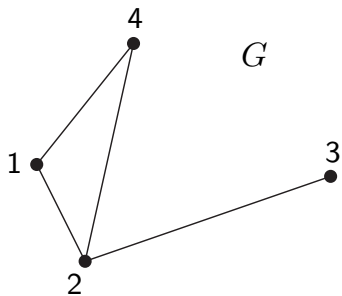
$$\sum_i (A^2)_{ii} = \text{tr}(A^2) = 2 \cdot m$$

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$$A(G) = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ 1 & 1 & 0 & 0 \end{pmatrix}$$
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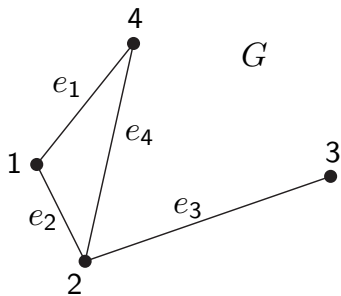




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ordne  $V$  (strikt, total, egal)  $\rightsquigarrow v_1 < v_2 < \dots < v_n$

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$$B(G^\sigma)_{v,e} = \begin{cases} \sigma((v, w)) & e = \{v, w\} \in E \\ 0 & \text{sonst} \end{cases}$$

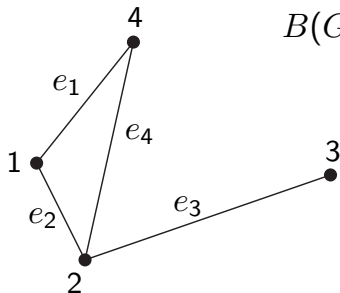
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$$B(G^\sigma) = \begin{array}{ccccc} & e_1 & e_2 & e_3 & e_4 \\ v_1 & -1 & -1 & 0 & 0 \\ v_2 & 0 & 1 & -1 & -1 \\ v_3 & 0 & 0 & 1 & 0 \\ v_4 & 1 & 0 & 0 & 1 \end{array}$$

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$$(BB^T)_{ij} = \begin{cases} -1 & i \neq j, i \sim j \\ 0 & i \neq j, i \not\sim j \\ \deg(v_i) & i = j \end{cases}$$

# Eigenschaften von $B$

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allgemeiner:  $k > 1$  Zsg.-Komponenten:  $1 \rightsquigarrow k$

$$\text{Lösungsraum} = \text{span}(\{\mathbf{1}_{v_i \in H_\ell} \mid \ell = 1 \dots k\})$$



Knotenmenge  $V_0$  festnageln, Rest baryzentrisch

$$L \cdot x = \mathbf{0} \rightsquigarrow L(G)^{V_0} \cdot x_{V \setminus V_0} = \left( \sum_{u \in V_0: \{u, v\} \in E} \hat{x}_u \right)_{v \in V \setminus V_0}$$

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# Schwerpunktlayouts mit Restriktion $V_0$

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Eindeutige Lösbarkeit falls  $\det(L(G)^{V_0}) \neq 0$

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Matrix-Gerüst-Satz:  $\checkmark$  ( $\det = \#$  Spannbäume)

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fixiere äußere Facette  $\Rightarrow$  Schwerpunktlayout kreuzungsfrei

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-  $\frac{\min \text{ dist}}{\max \text{ dist}}$  ist im worst-case in  $O(1/\lambda^n)$  ( $\lambda > 1$ )

"[Dabei kann man viele andere Dinge tun, schlafen, Probleme lösen, etc. . .]" Brief von Gauß and Seidel, 1823

**Eingabe** :  $G = (V, E)$ ,  $\hat{p}_v$ ,  $v \in V_0 \subset V$

**Ausgabe**: Positionen  $p_v$ ,  $v \in V$  ( $p_v = \hat{p}_v$  für alle  $v \in V_0$ )

**foreach**  $v \in V_0$  **do**  $p_v \leftarrow \hat{p}_v$ ;

**while**  $p$  ändert sich noch nennenswert **do**

**foreach**  $v \in V \setminus V_0$  **do**

$$p_v \leftarrow \frac{1}{d_G(v)} \left( \sum_{u \in V_0: \{u,v\} \in E} p_u + \sum_{u \in V \setminus V_0: \{u,v\} \in E} p_u \right)$$

**end**

**end**

$L$  symmetrisch, regulär  $\Rightarrow$  EW reell und



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$$0 = \lambda_1 \leq \dots \leq \lambda_n \leq 2 \cdot \max_{v \in V} \deg(v)$$

( $G$  zsh.  $\Rightarrow \lambda_2 > 0$ )

Eigenpaare  $(\lambda_1, v_1), \dots, (\lambda_n, v_n)$ :

$\gg$  kann  $v_1, \dots, v_n$  orthogonal wählen

$\gg$  falls orthogonal, dann

$$\lambda_i = \min_{\substack{x \in \mathbb{R}^n \\ x \perp \text{span}(v_1, \dots, v_{i-1})}} \frac{x^T L(G) x}{x^T x} .$$

(Rayleigh-Ritz Theorem)

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- » Praxis: Power-Iteration, Speicher linear in dünner Matrix  
hier: für  $v_n$ 
  - » starte mit Zufallsvektor  $v$
  - » wiederhole:  $v \leftarrow \frac{Lv}{\|Lv\|}$