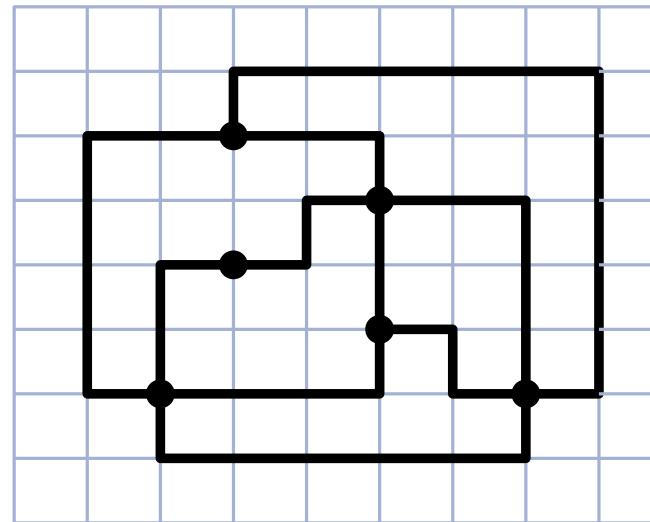


Algorithms for graph visualization

Incremental algorithms. Orthogonal drawing.

WINTER SEMESTER 2014/2015

Tamara Mchedlidze – MARTIN NÖLLENBURG

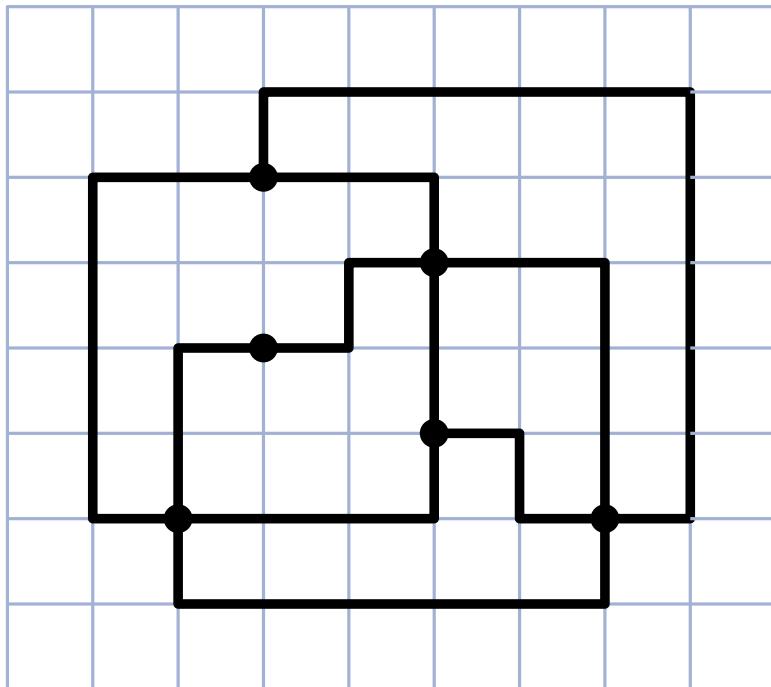


Definition: Orthogonal Drawing

A drawing Γ of a graph $G = (V, E)$ is called **orthogonal** if its vertices are drawn as points and each edge is represented as a sequence of alternating horizontal and vertical segments.

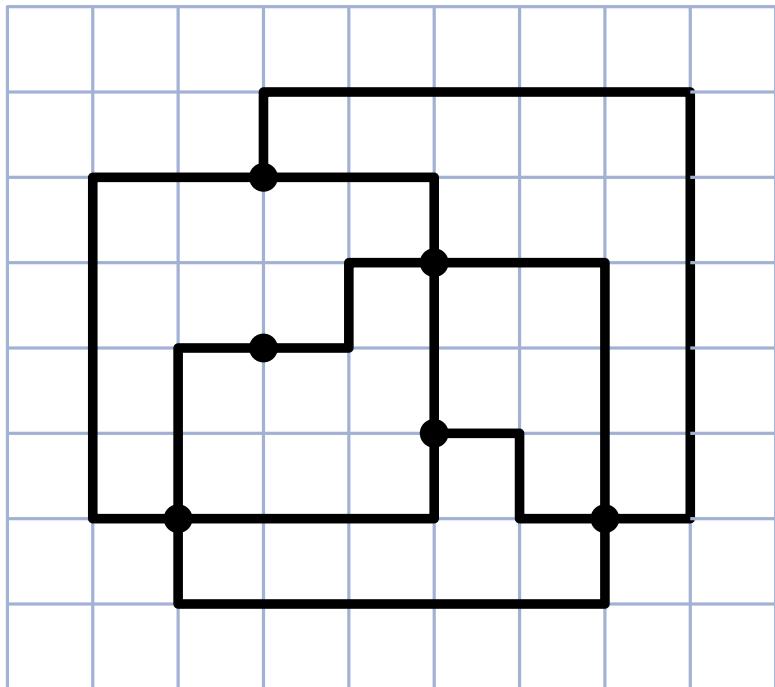
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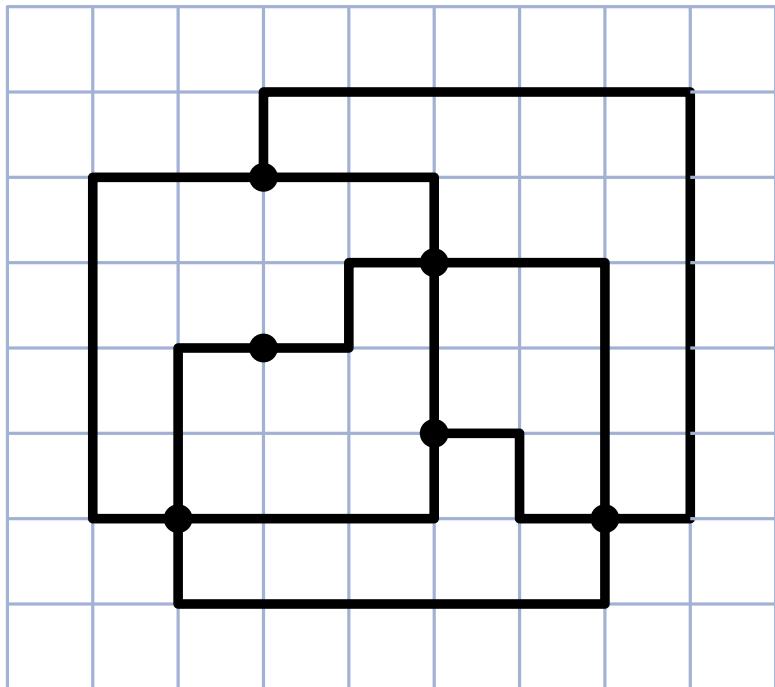
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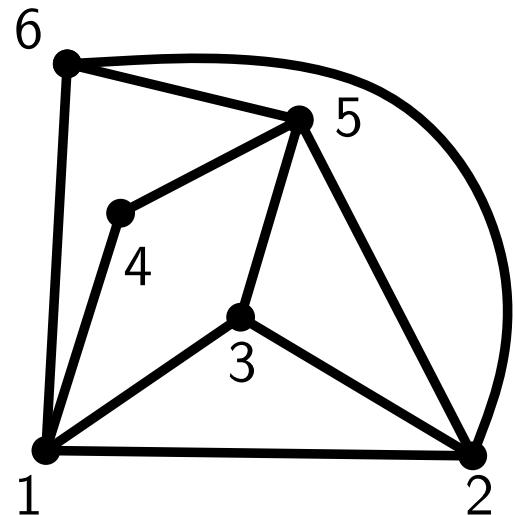
- degree of each vertex
has to be at most 4

Definition: *st*-ordering

An *st-ordering* of a graph $G = (V, E)$ is an ordering of the vertices $\{v_1, v_2, \dots, v_n\}$, such that for each j , $2 \leq j \leq n - 1$, vertex v_j has at least one neighbour v_i with $i < j$, and at least one neighbour v_k with $k > j$.

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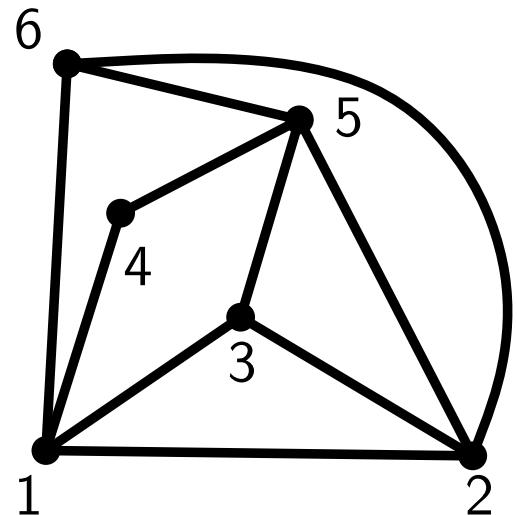
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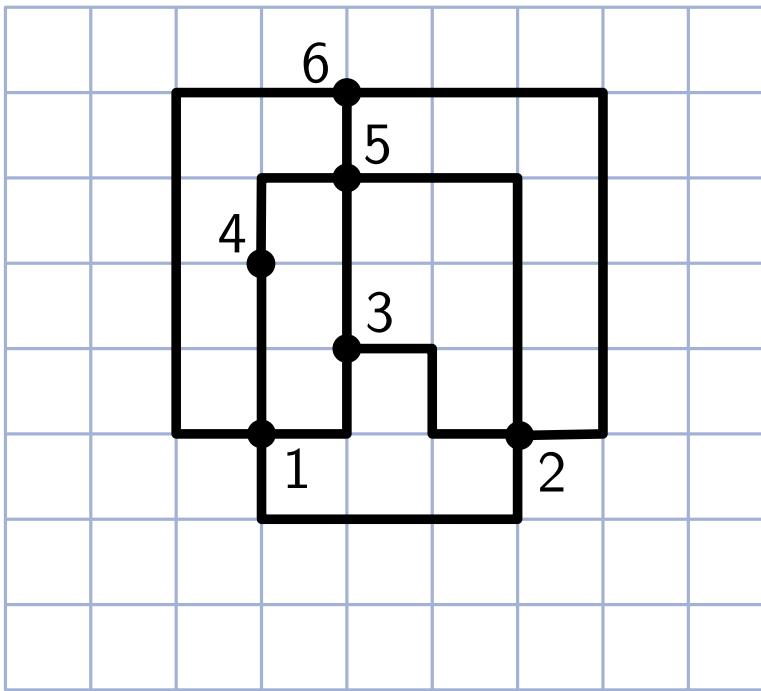
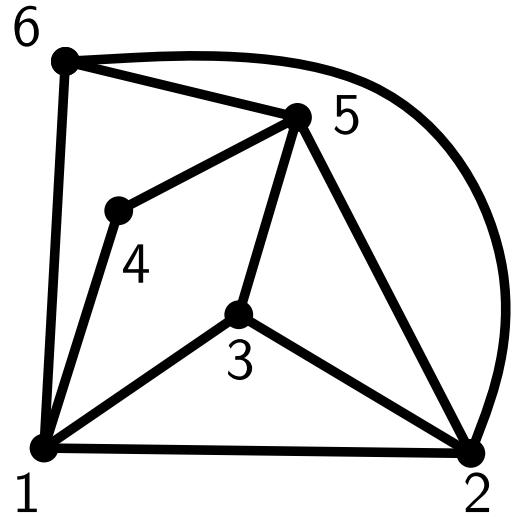


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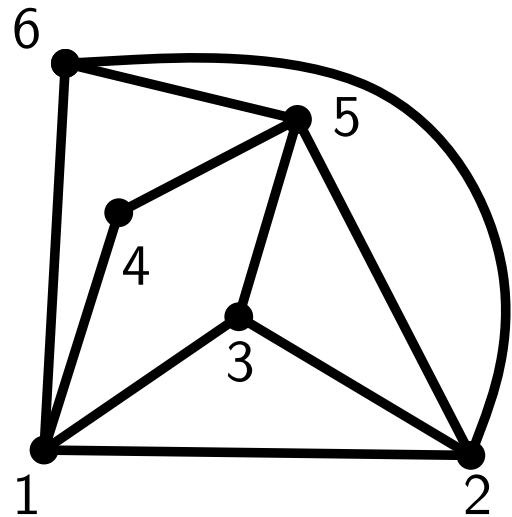
Theorem [Lempel, Even, Cederbaum, 66]

Let G be a biconnected graph G and let s, t be vertices of G . G has an *st*-ordering such that s appears as the first and t as the last vertex in this ordering.

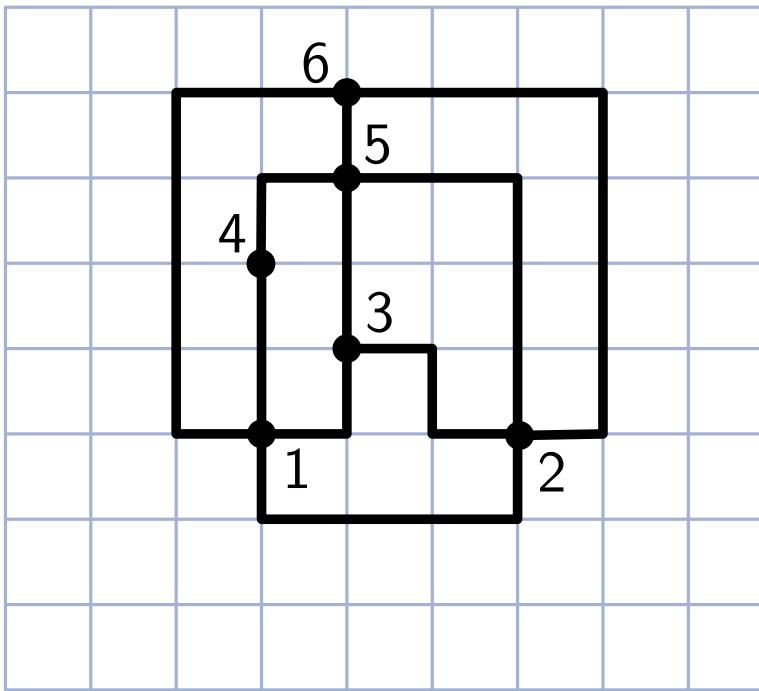
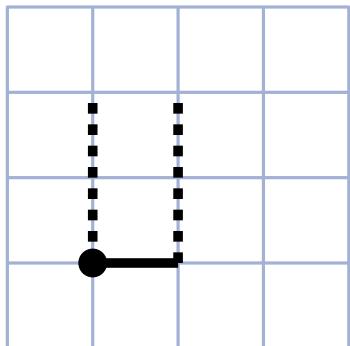
Biedl & Kant Orthogonal Drawing Algorithm



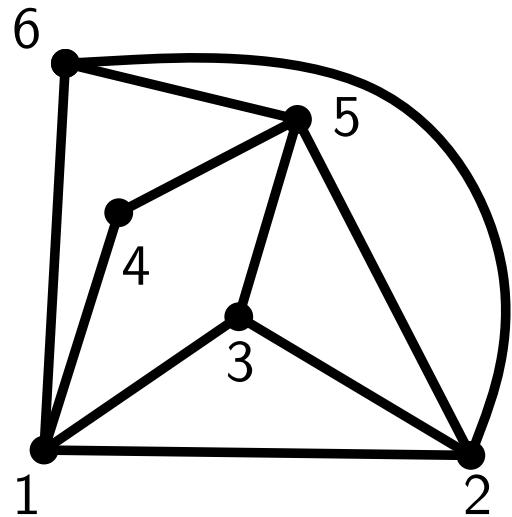
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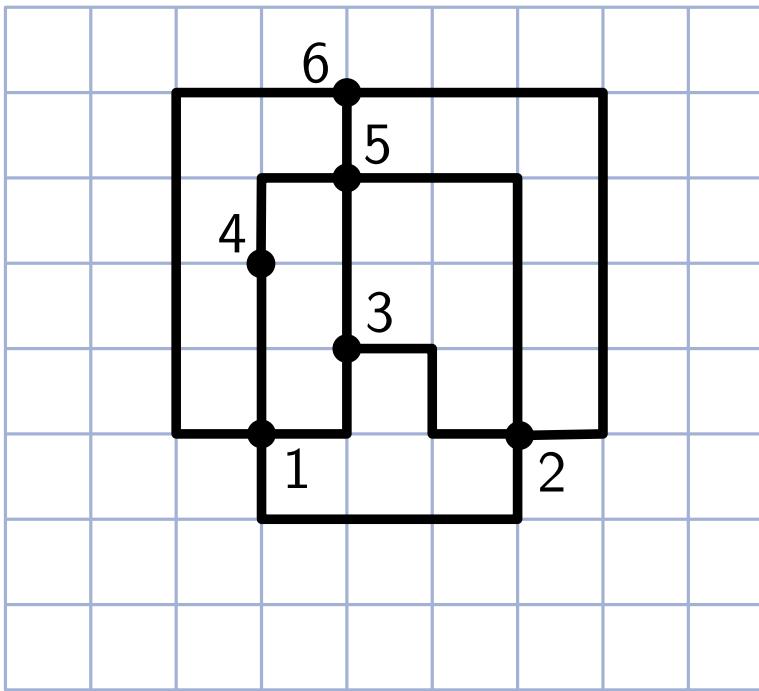
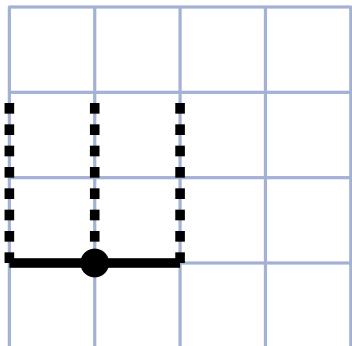
first vertex



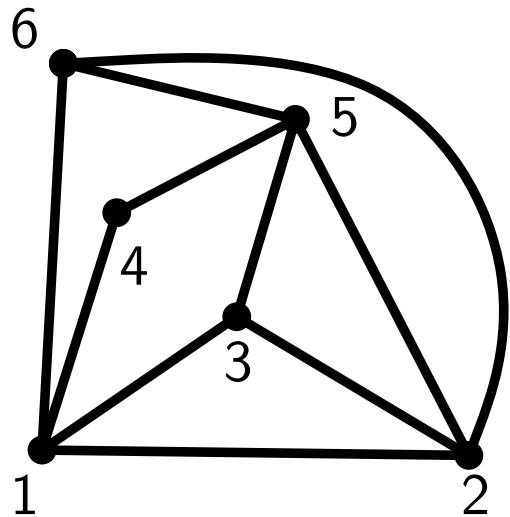
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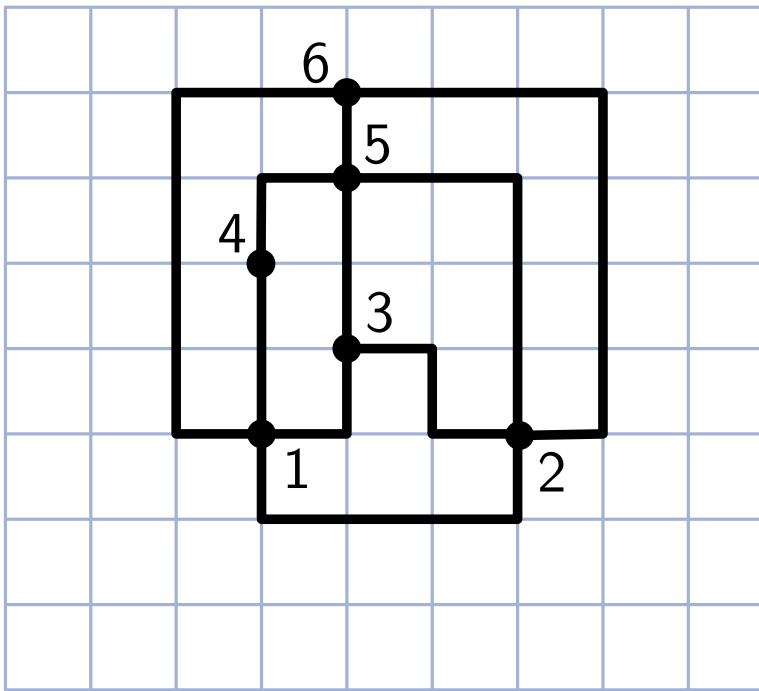
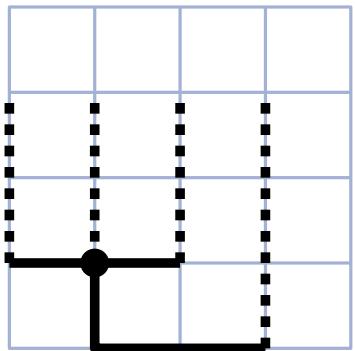
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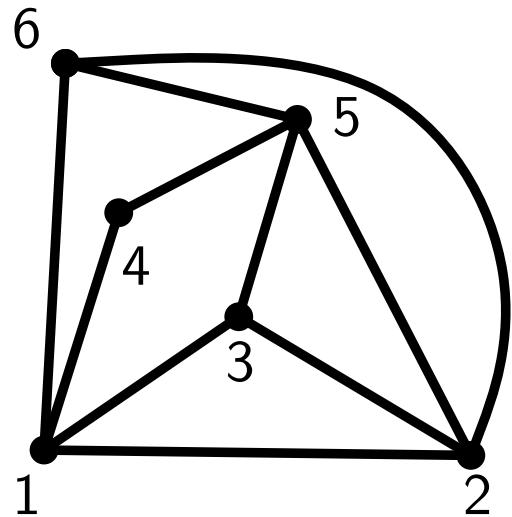
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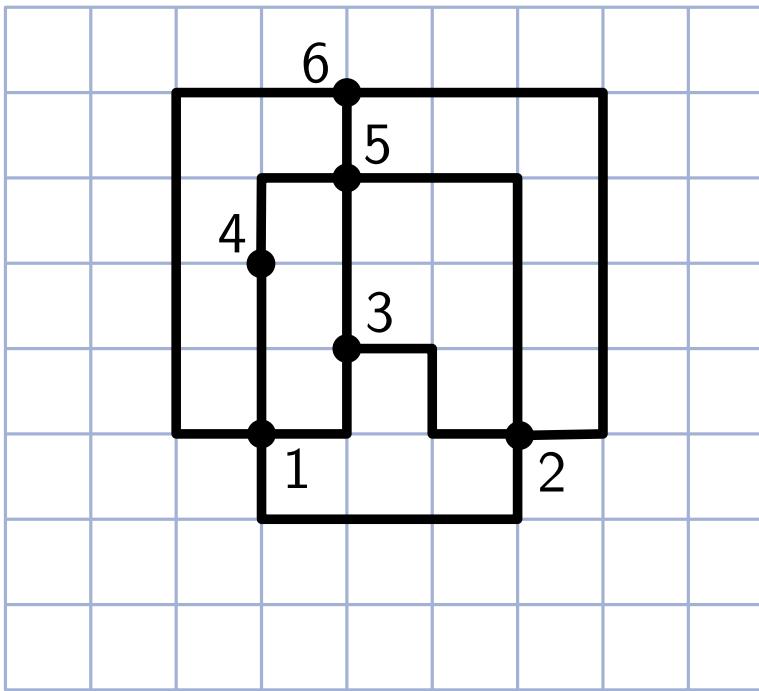
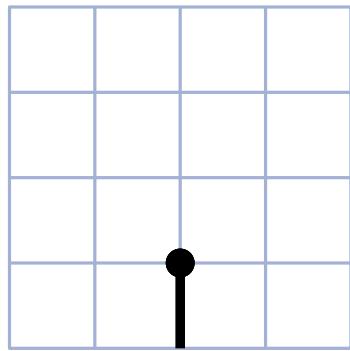
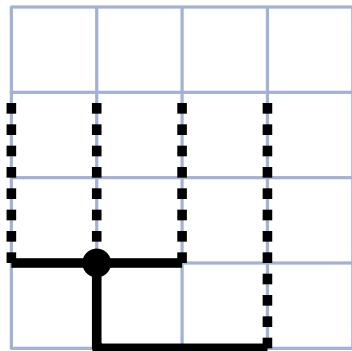


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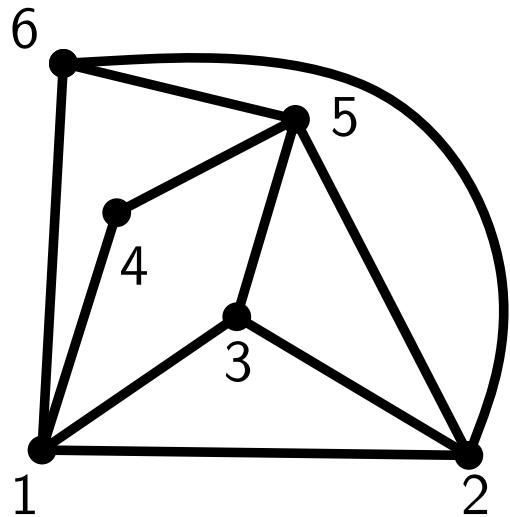


first vertex

indegree = 1

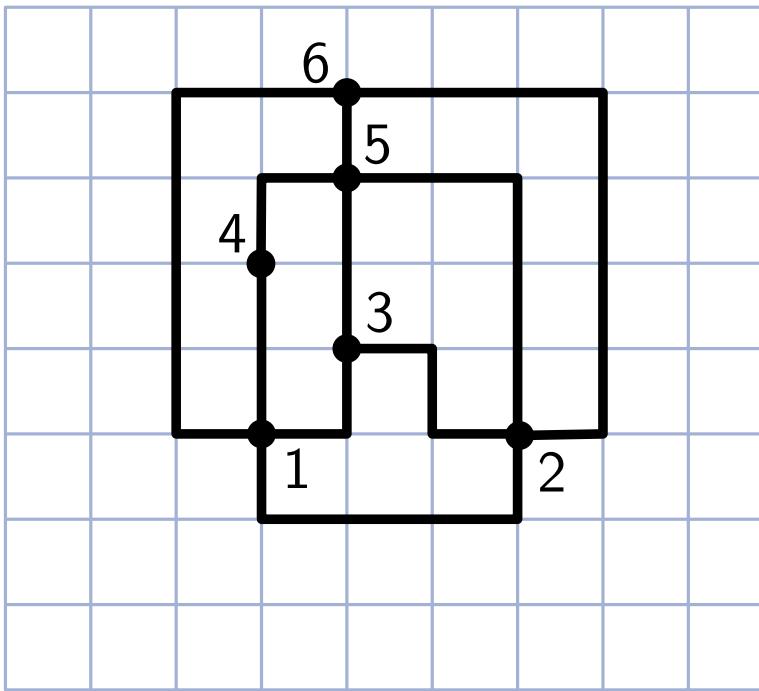
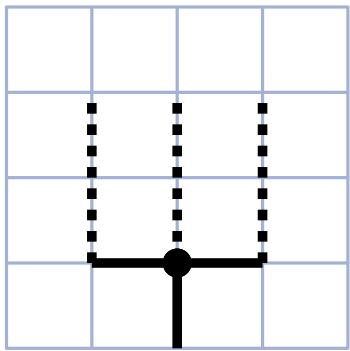
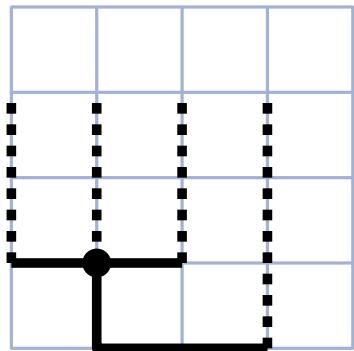


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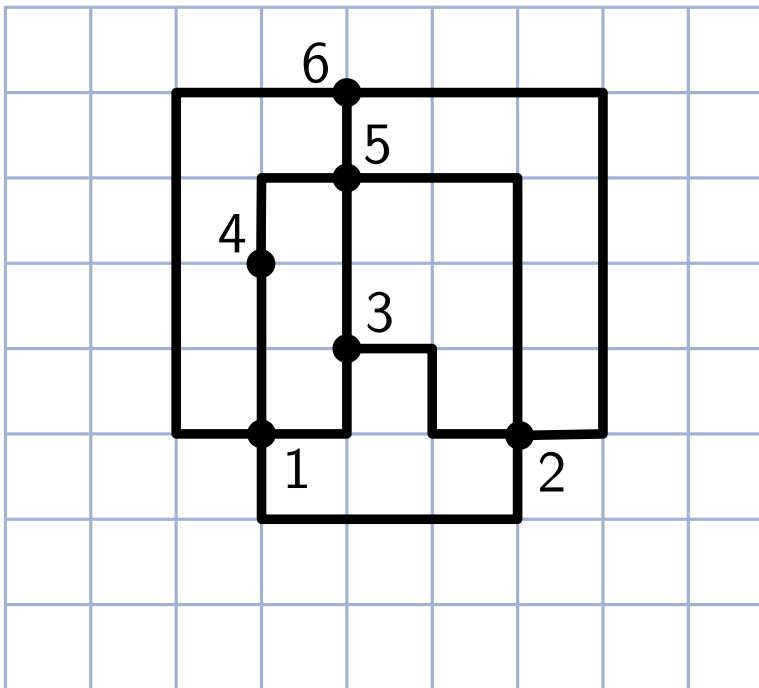
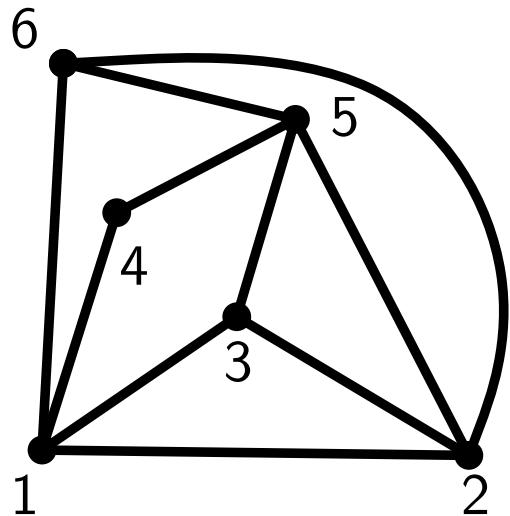


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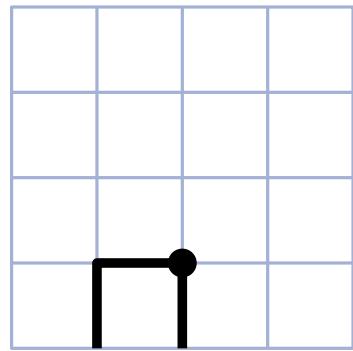
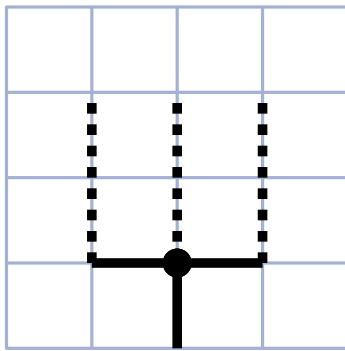
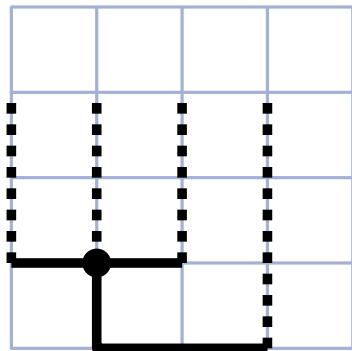
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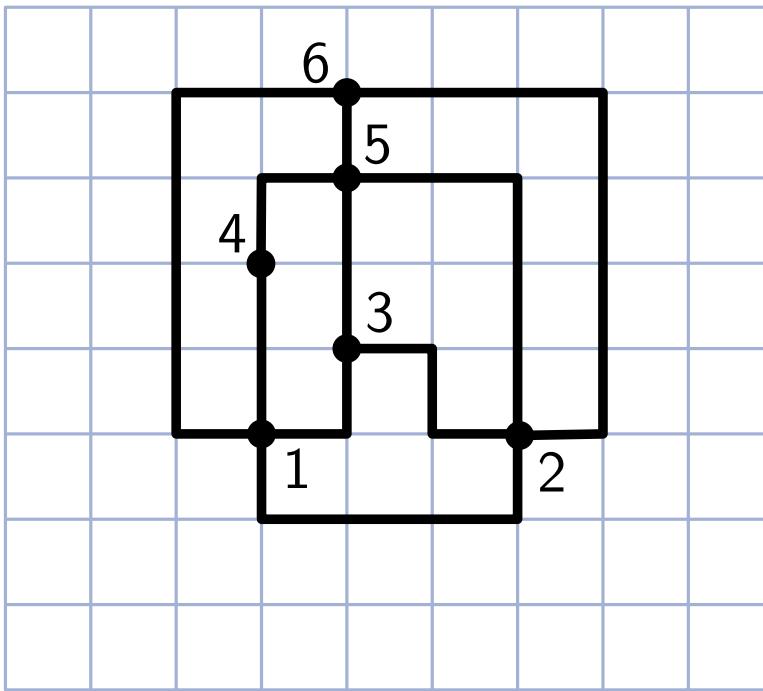
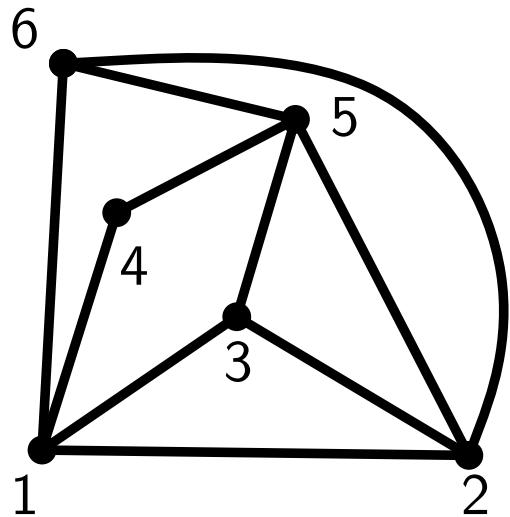
first vertex

indegree = 1

indegree = 2



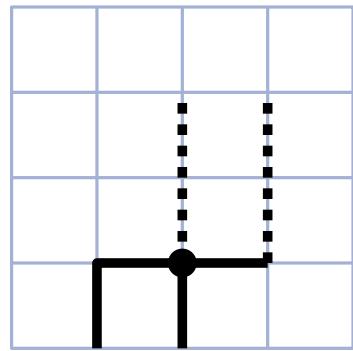
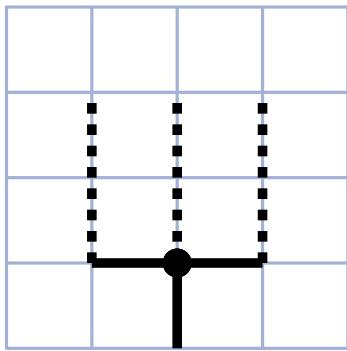
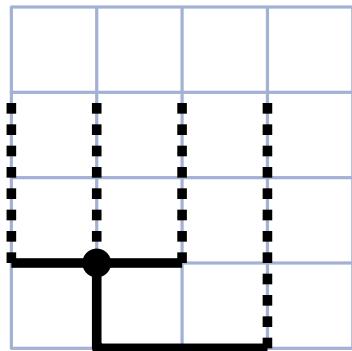
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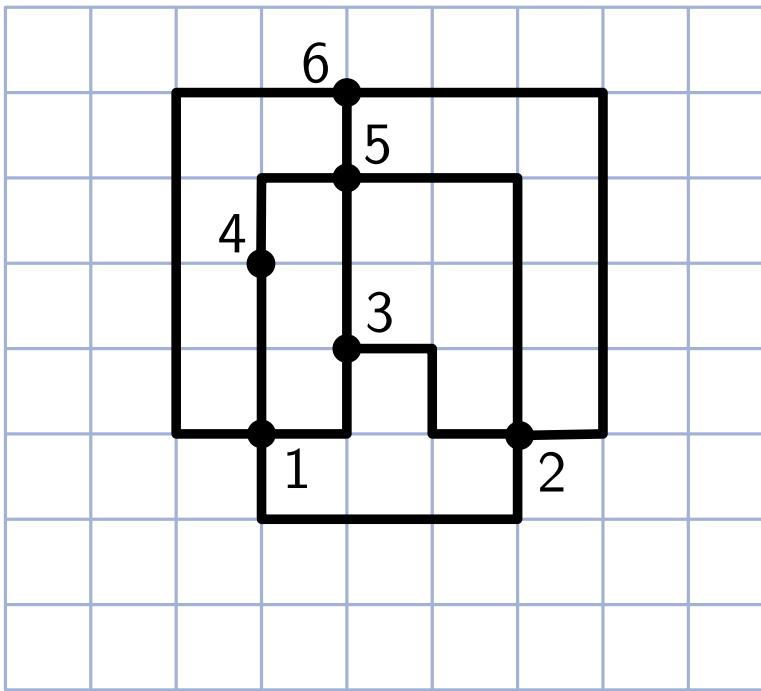
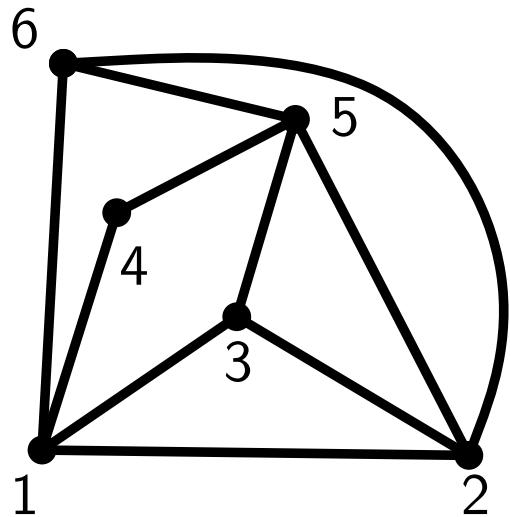
first vertex

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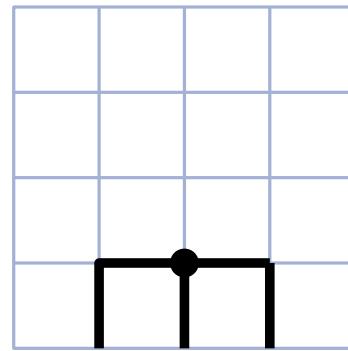
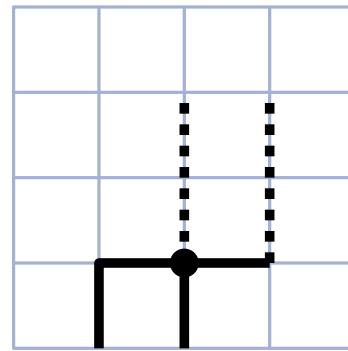
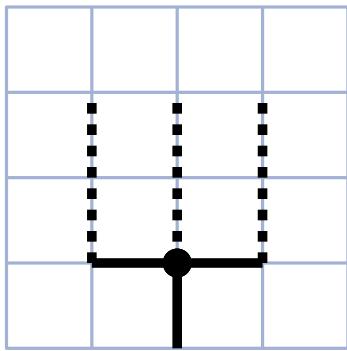
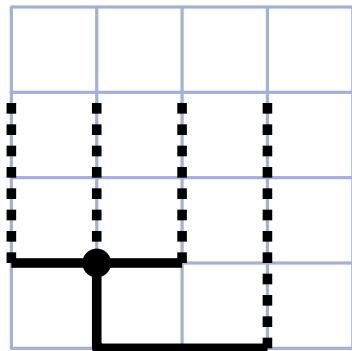


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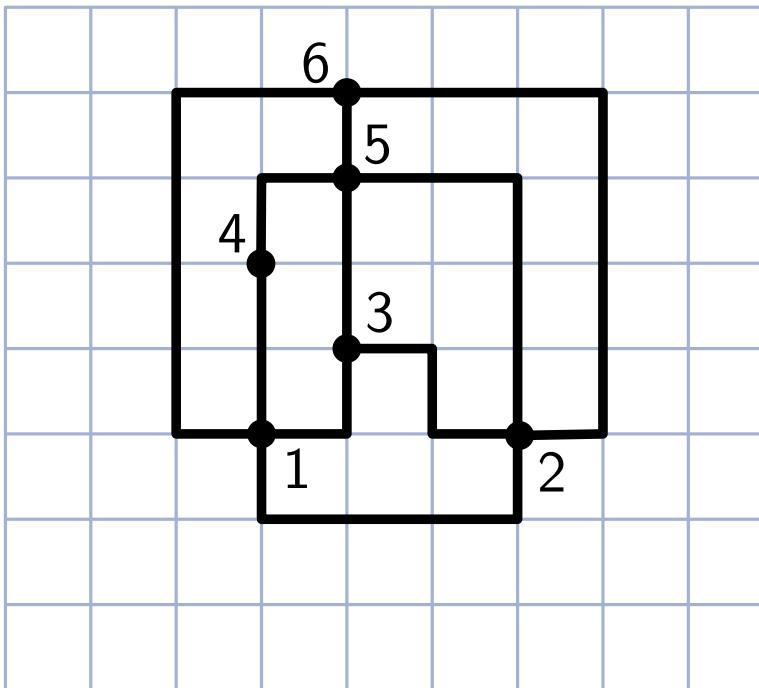
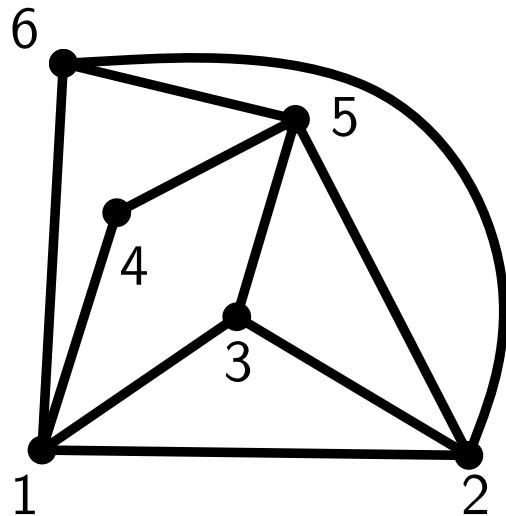
indegree = 1

indegree = 2

indegree = 3



Biedl & Kant Orthogonal Drawing Algorithm

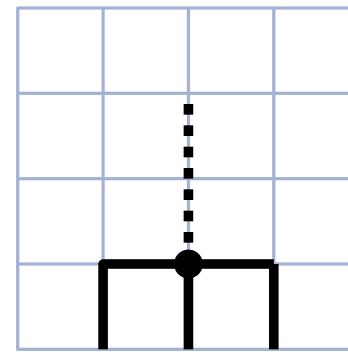
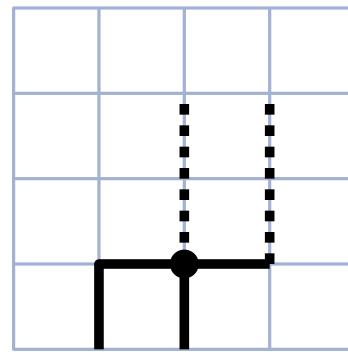
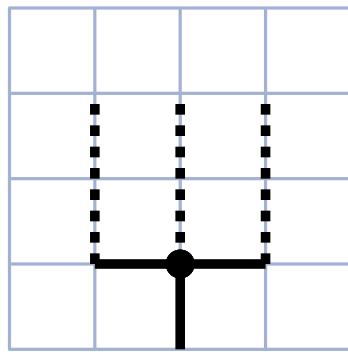
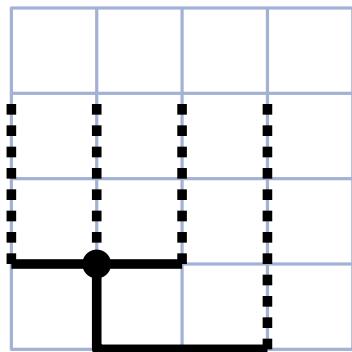


first vertex

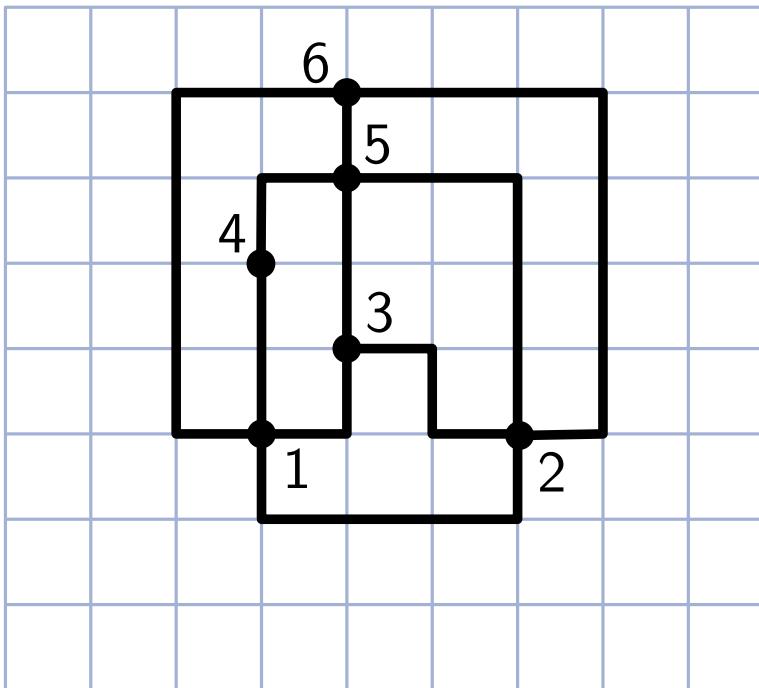
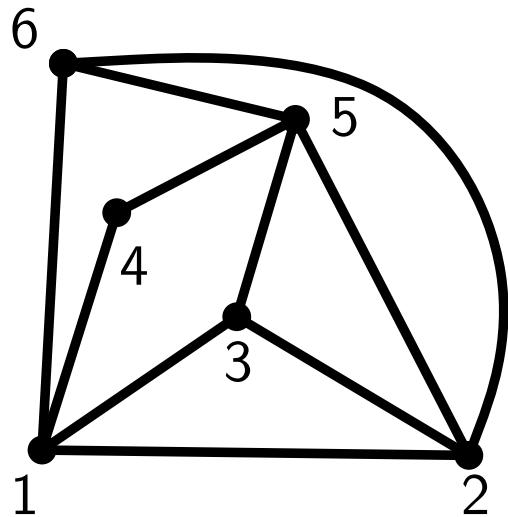
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indegree = 3



Biedl & Kant Orthogonal Drawing Algorithm



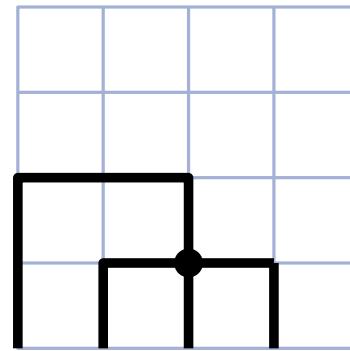
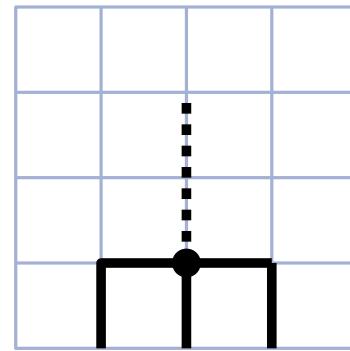
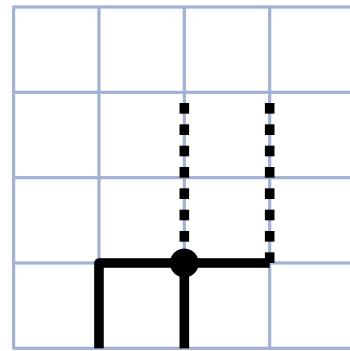
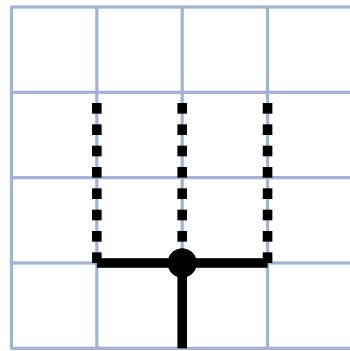
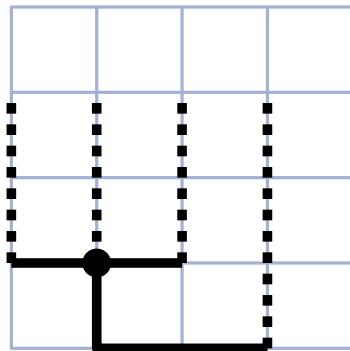
first vertex

indegree = 1

indegree = 2

indegree = 3

indegree = 4



Biedl & Kant Orthogonal Drawing Algorithm

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The width is $m - n + 1$ and the height at most $n + 1$.

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Biedl & Kant Orthogonal Drawing Algorithm

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Proof

- Consider a planar embedding of G . Let v_1, \dots, v_n be an st -ordering of G . Let G_i be the graph induced by v_1, \dots, v_i . We will prove later that if G is planar, vertex v_{i+1} lies on the outer face of G_i .

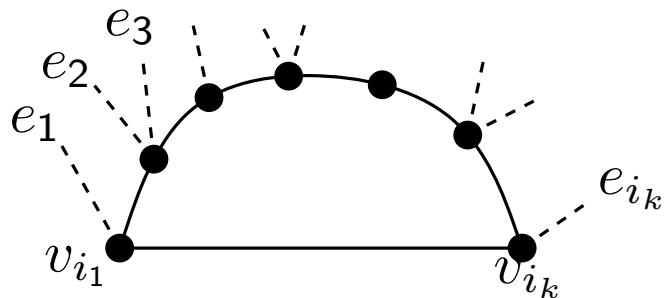


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Proof (Continuation)

- Let E_i be the edges outgoing from the vertices of G_i in the order they appear in the embedded G .



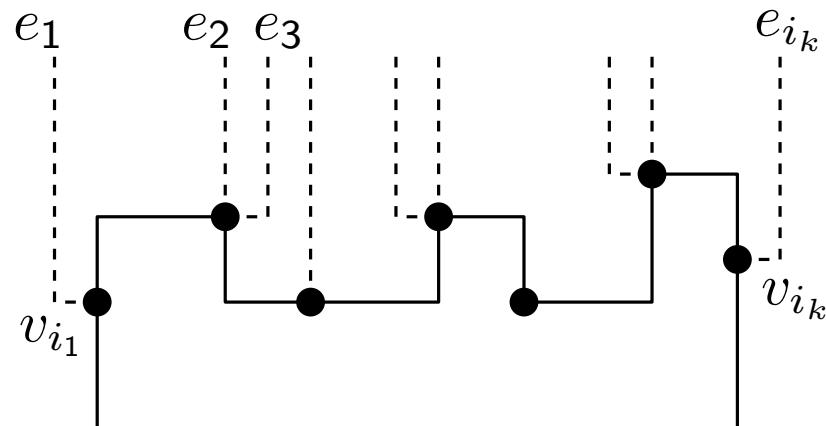
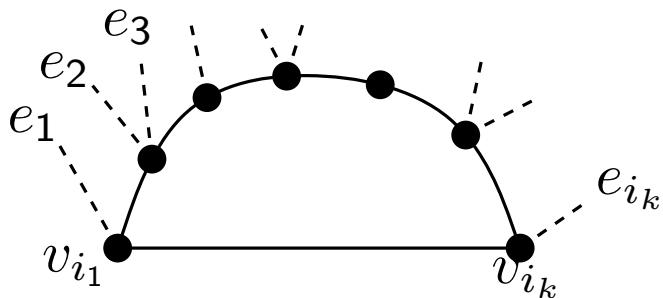
Biedl & Kant Orthogonal Drawing Algorithm

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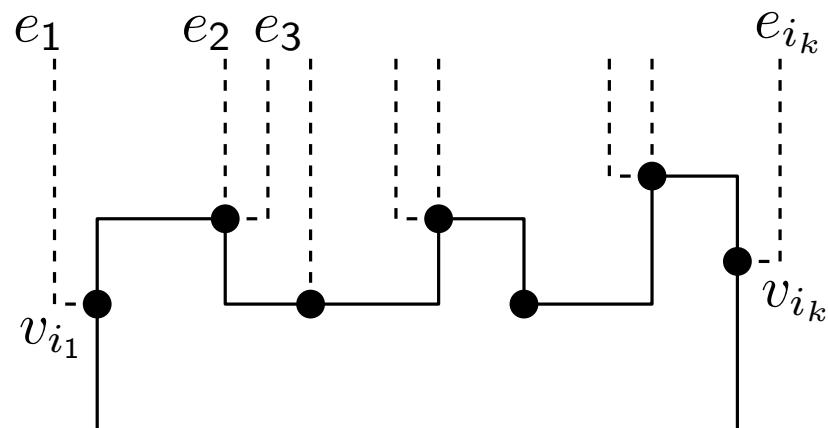
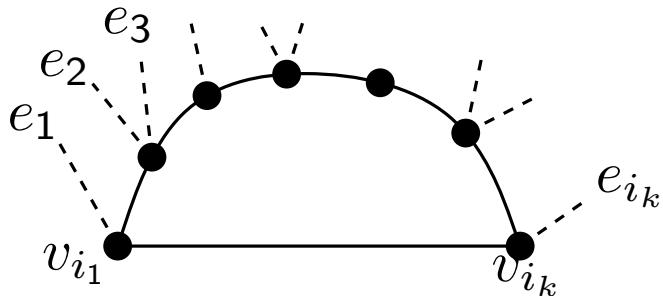


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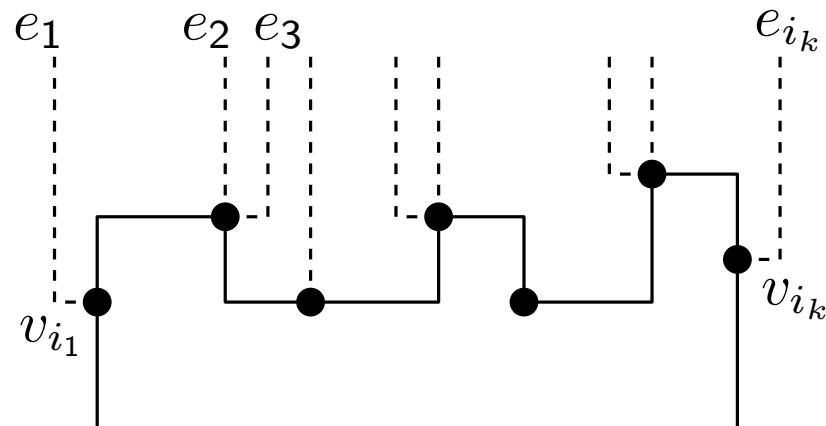
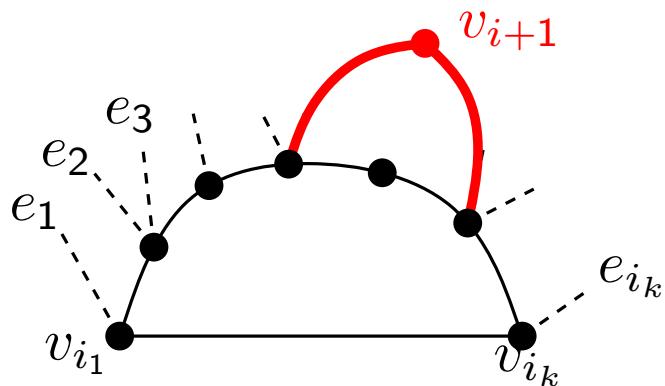


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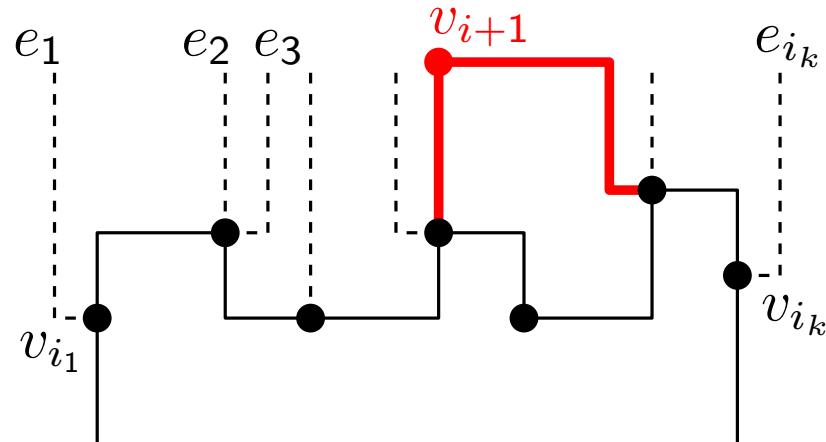
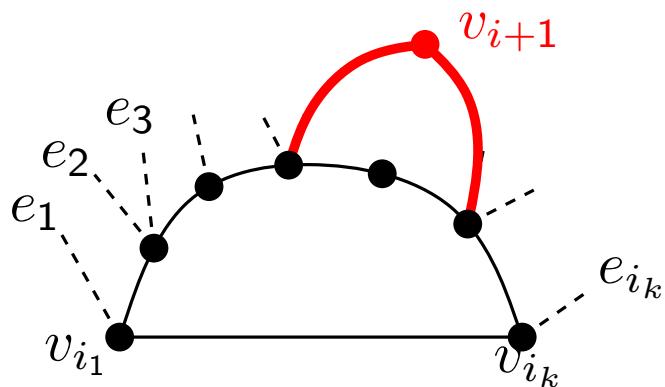


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Theorem (Biedl & Kant 98)

A biconnected graph G with vertex-degree at most 4 admits an orthogonal drawing such that:

- Area is $(m - n + 1) \times n + 1$
- Each edge (except maybe for one) has at most 2 bends
- The exceptional edge has at most 3 bends
- The total number if bends is at most $2m - 2n + 4$
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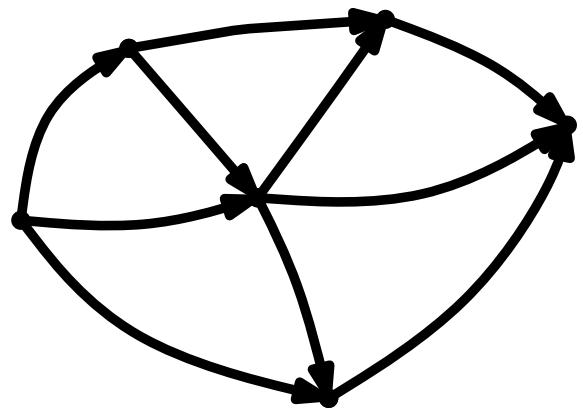
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st-digraph, topological ordering

Definition: st-digraph

Let G be a directed graph. A vertex s (resp. t) is called **source** (resp. **sink**) of G if it has only outgoing (resp. incoming edges). A directed acyclic graph with one source and one sink is called **st-digraph**.



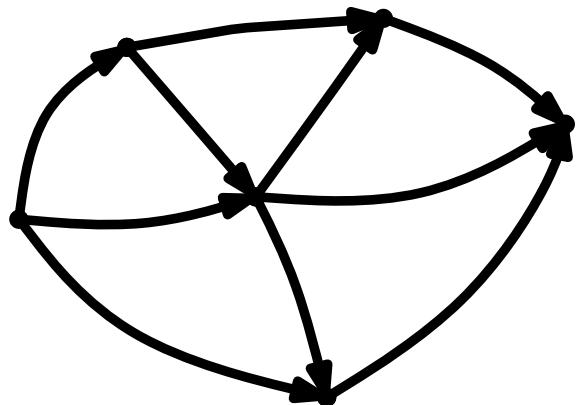
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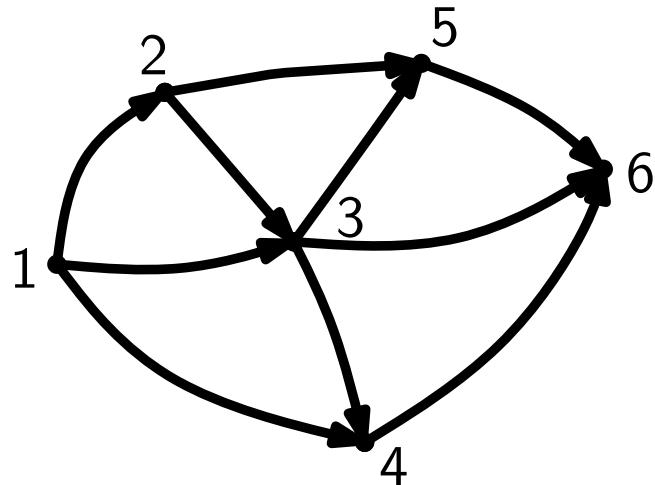
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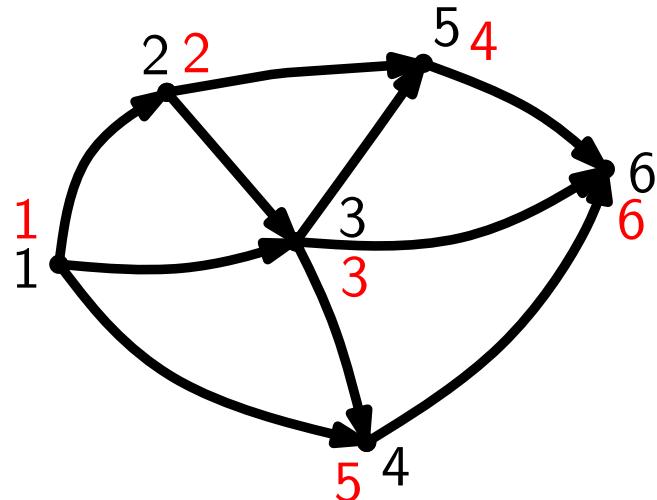
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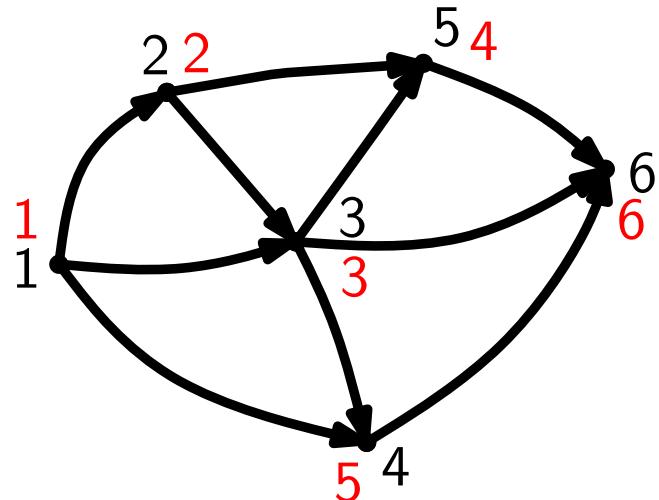
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How to construct a topological ordering?

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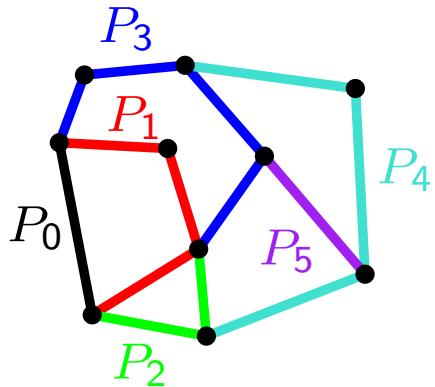
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Definition: Ear decomposition

An **ear decomposition** $D = (P_0, \dots, P_r)$ of an undirected graph $G = (V, E)$ is a **partition** of E into an ordered collection of edge disjoint paths P_0, \dots, P_r , such that:

- P_0 is an edge
- $P_0 \cup P_1$ is a simple cycle
- both end-vertices of P_i belong to $P_0 \cup \dots \cup P_{i-1}$
- no internal vertex of P_i belong to $P_0 \cup \dots \cup P_{i-1}$

An ear decomposition of **open** if P_0, \dots, P_r are simple paths.



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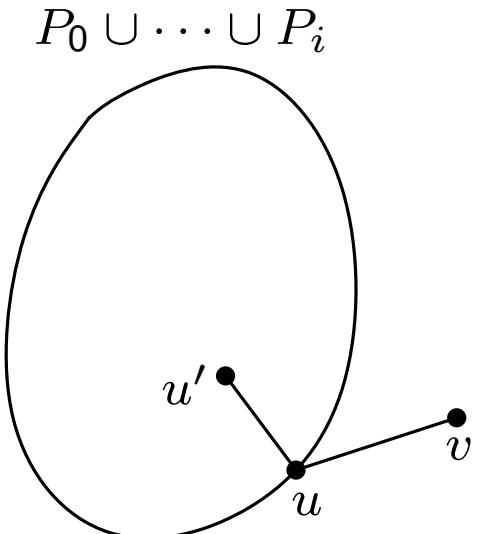
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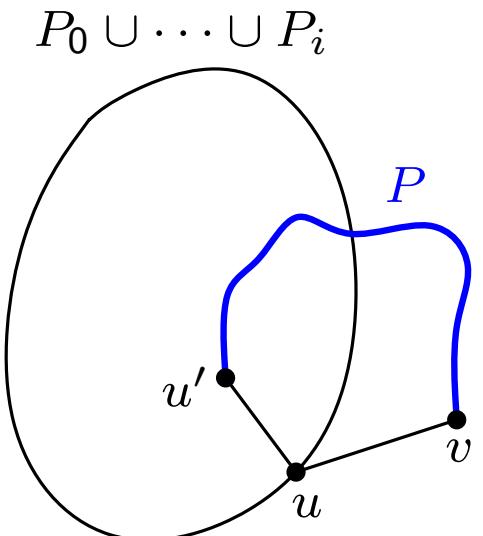


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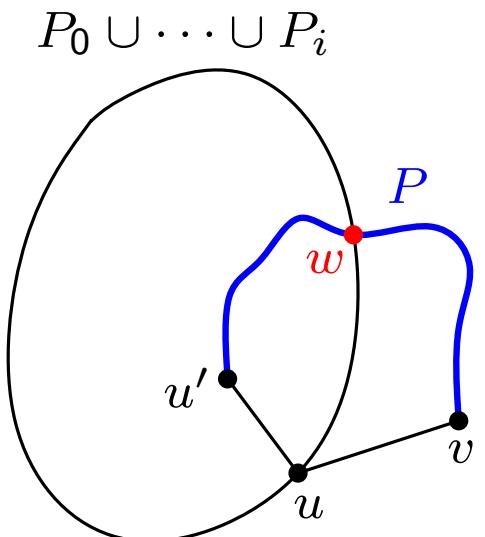


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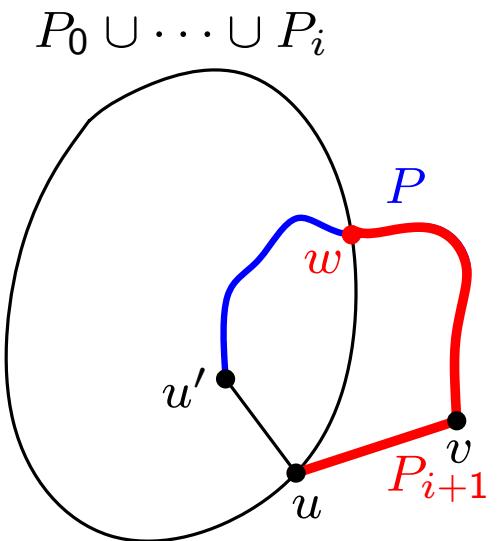


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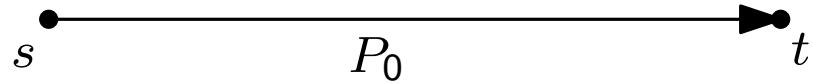
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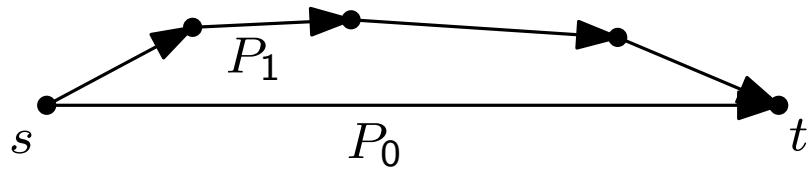


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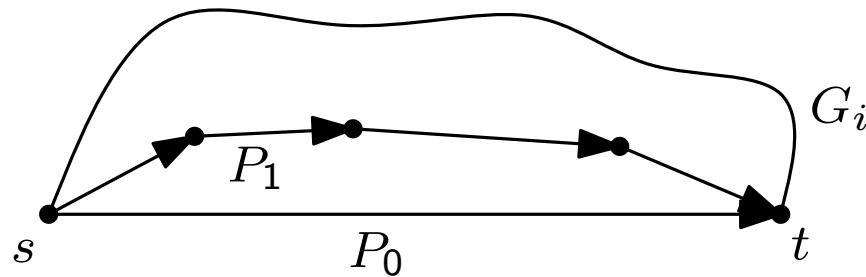


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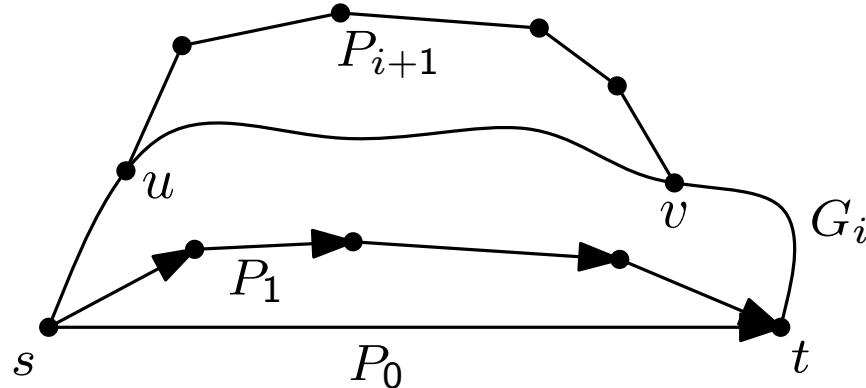


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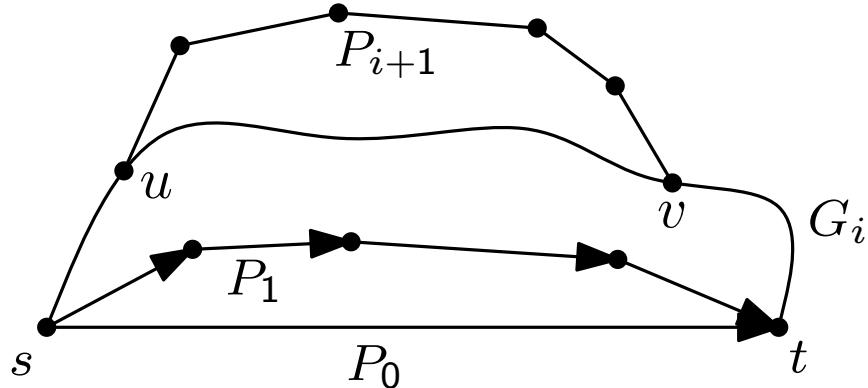


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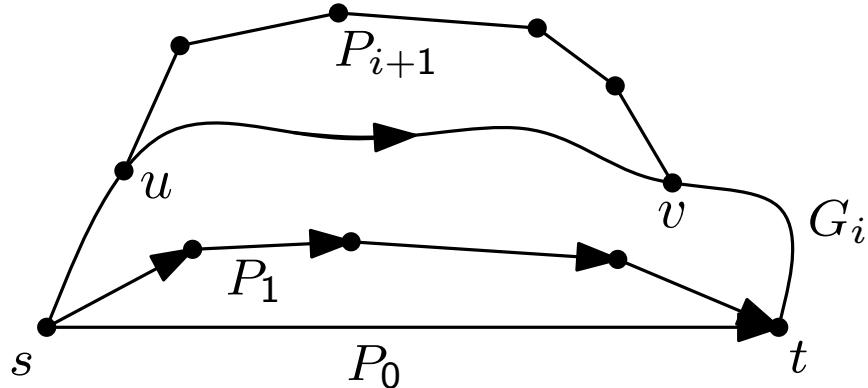
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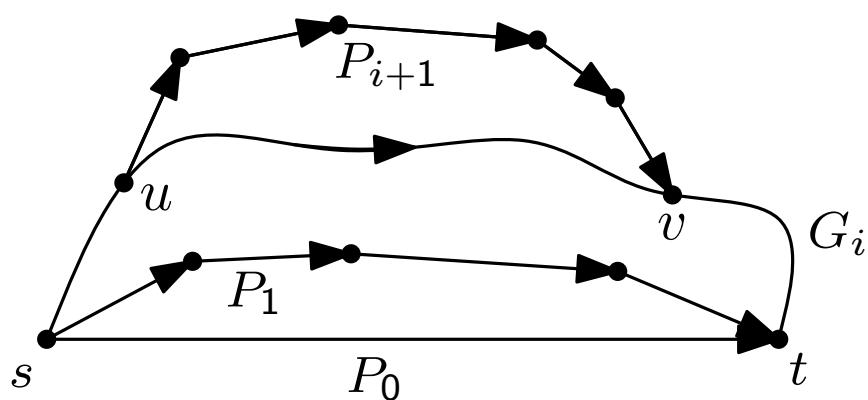
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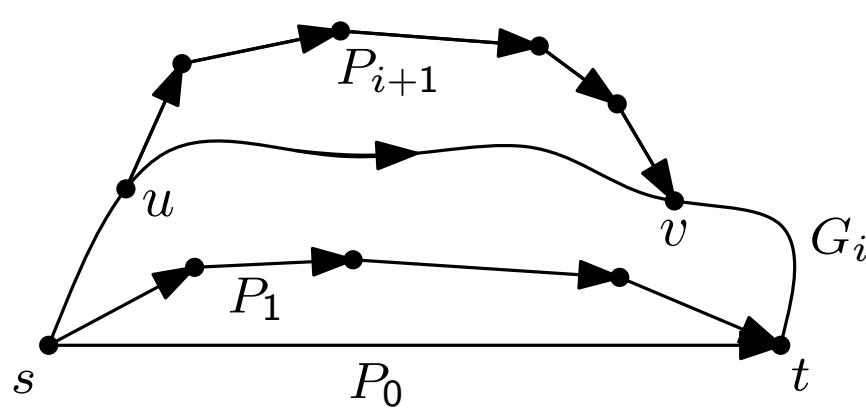
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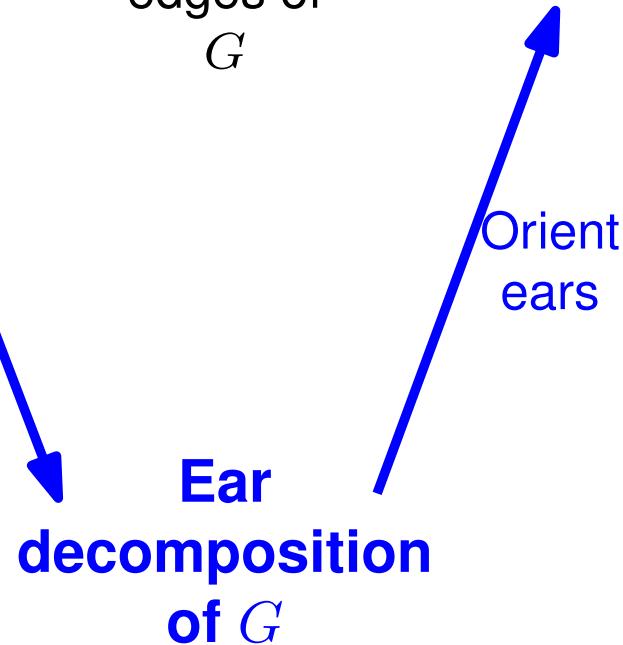
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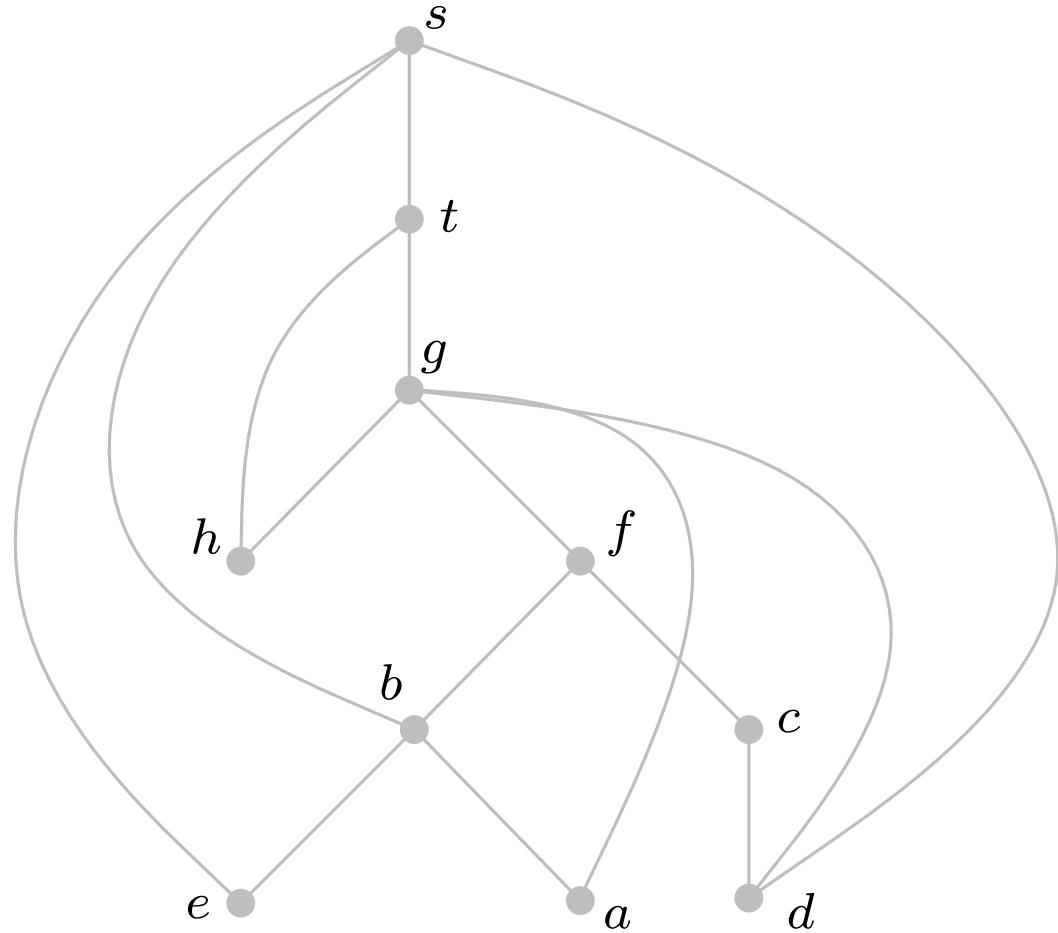
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- For G_1 , let $P_1 = \{u_1, \dots, u_p\}$, here $u_1 = s$ and $u_p = t$. The sequence $L = \{u_1, \dots, u_p\}$ is an *st*-ordering of G_1 . **X**
- Assume that L contains an *st*-ordering of G_i and let ear $P_{i+1} = \{v_1, \dots, v_q\}$. We insert vertices v_1, \dots, v_q to L after vertex v_1 . **A**
- **Why this is an *st*-ordering?** Let G'_{i+1} be an *st*-orientation of G_i as constructed in the previous proof. L is a topological ordering of G'_{i+1} and therefore an *st*-ordering of G_i (other argument?) **M**
- **E**
- **X**
- **A**
- **M**
- **P**
- **L**

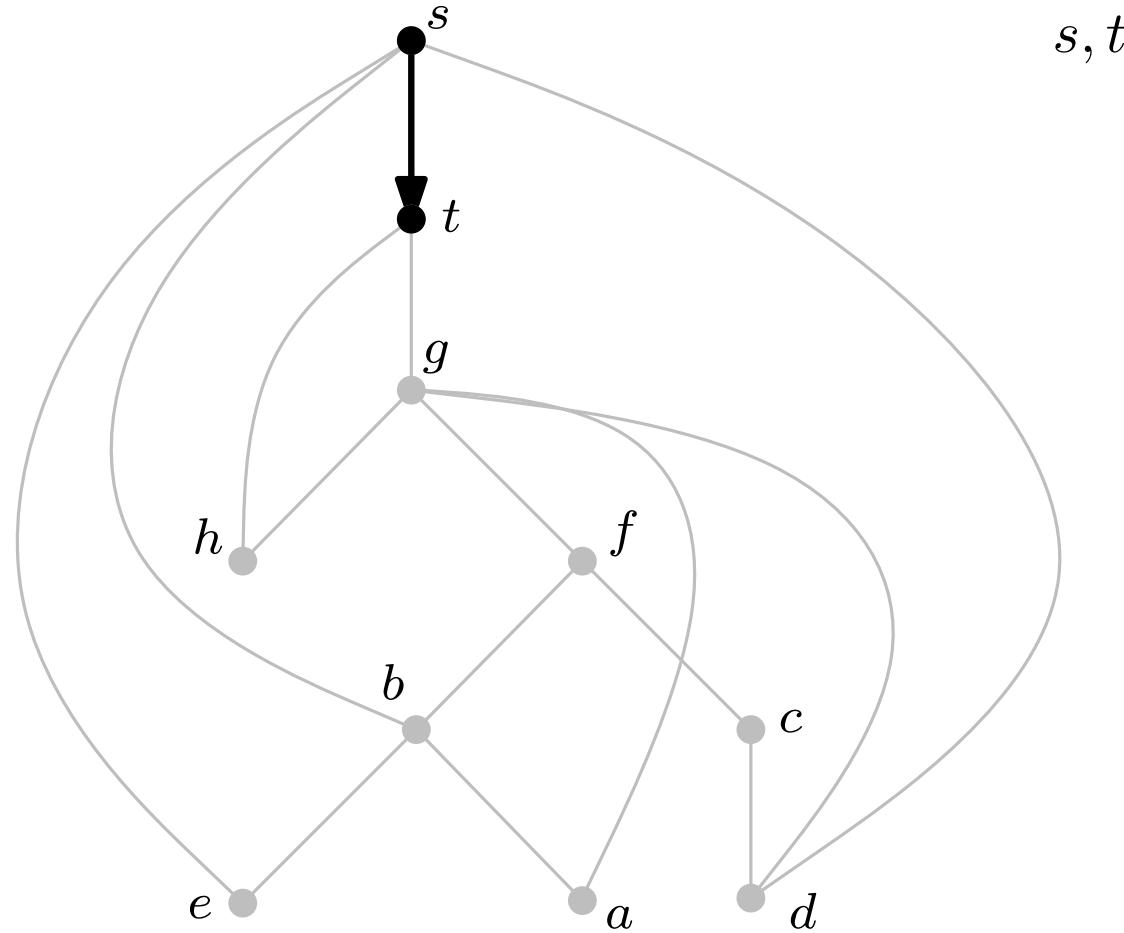
st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



st-ordering

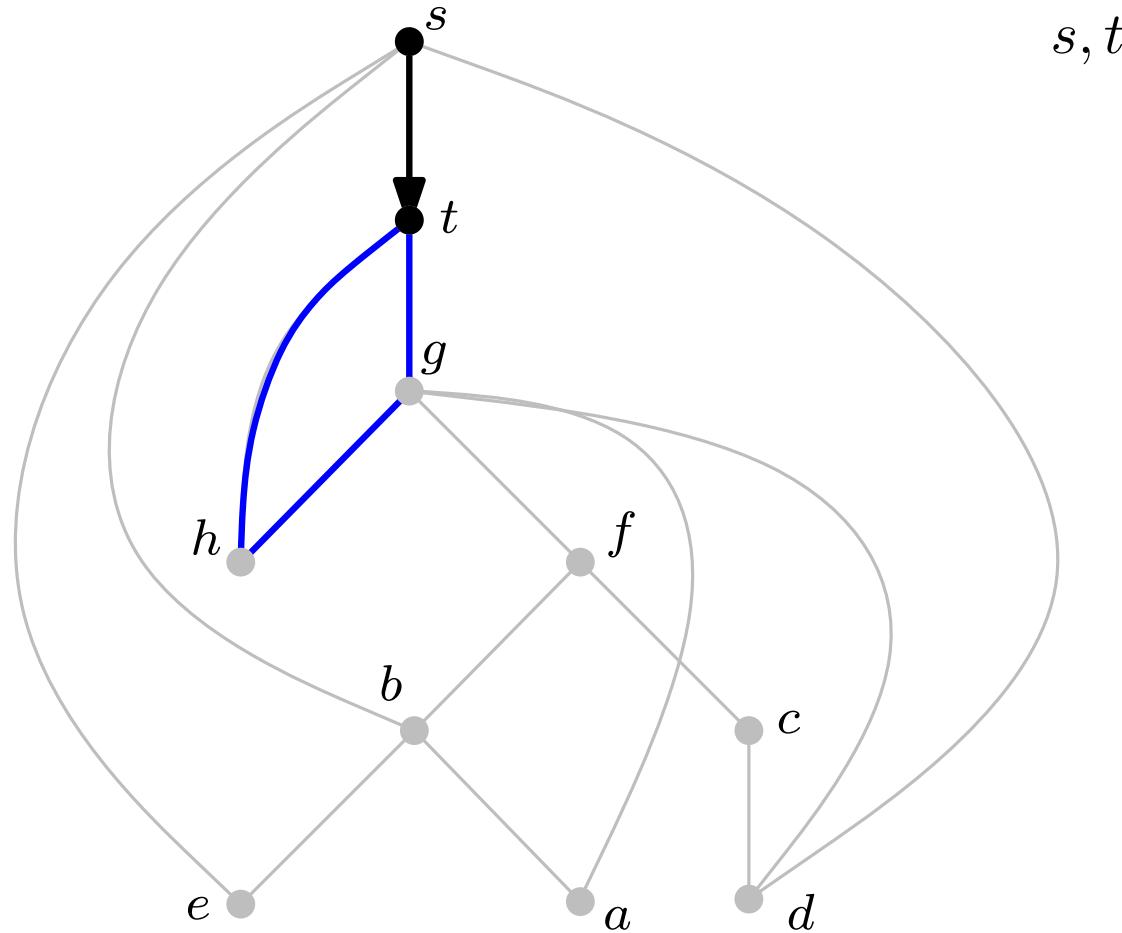
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, t

st-ordering

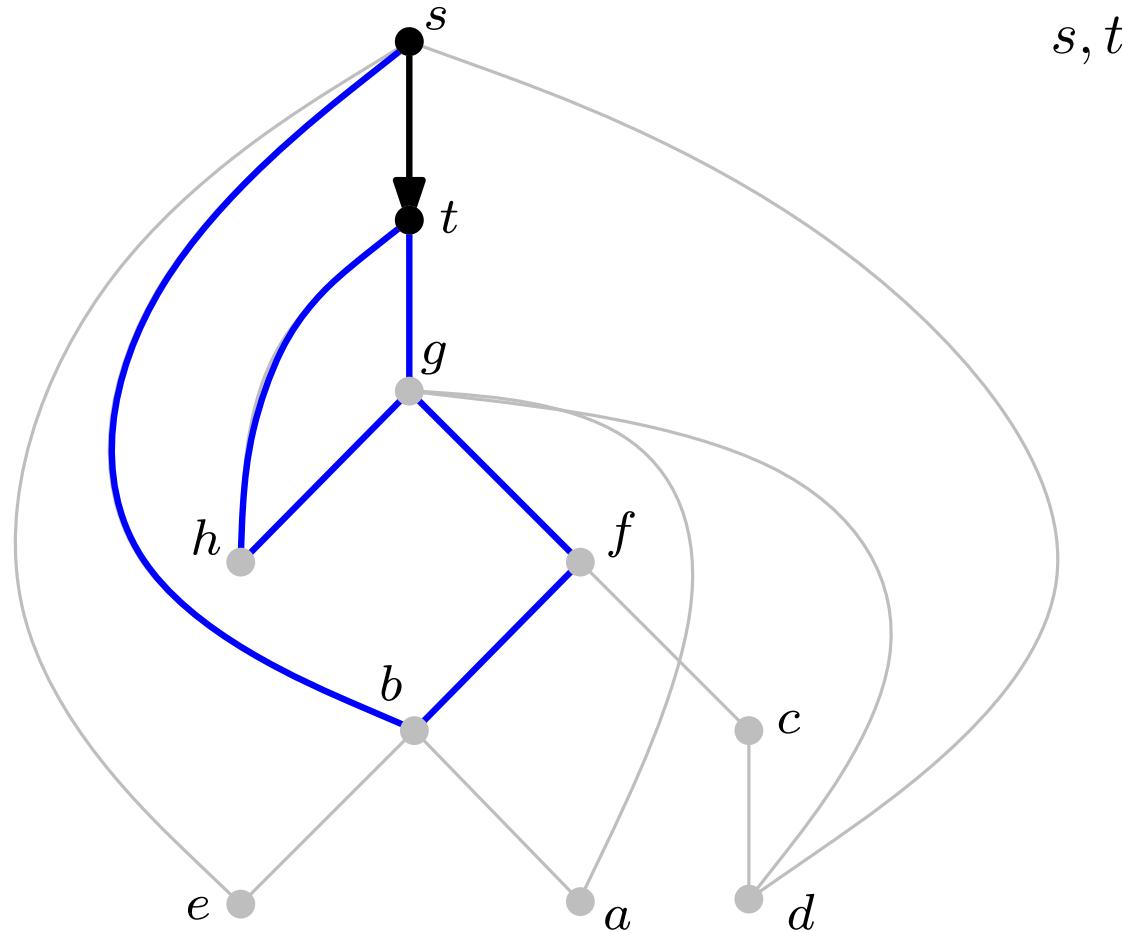
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, t

st-ordering

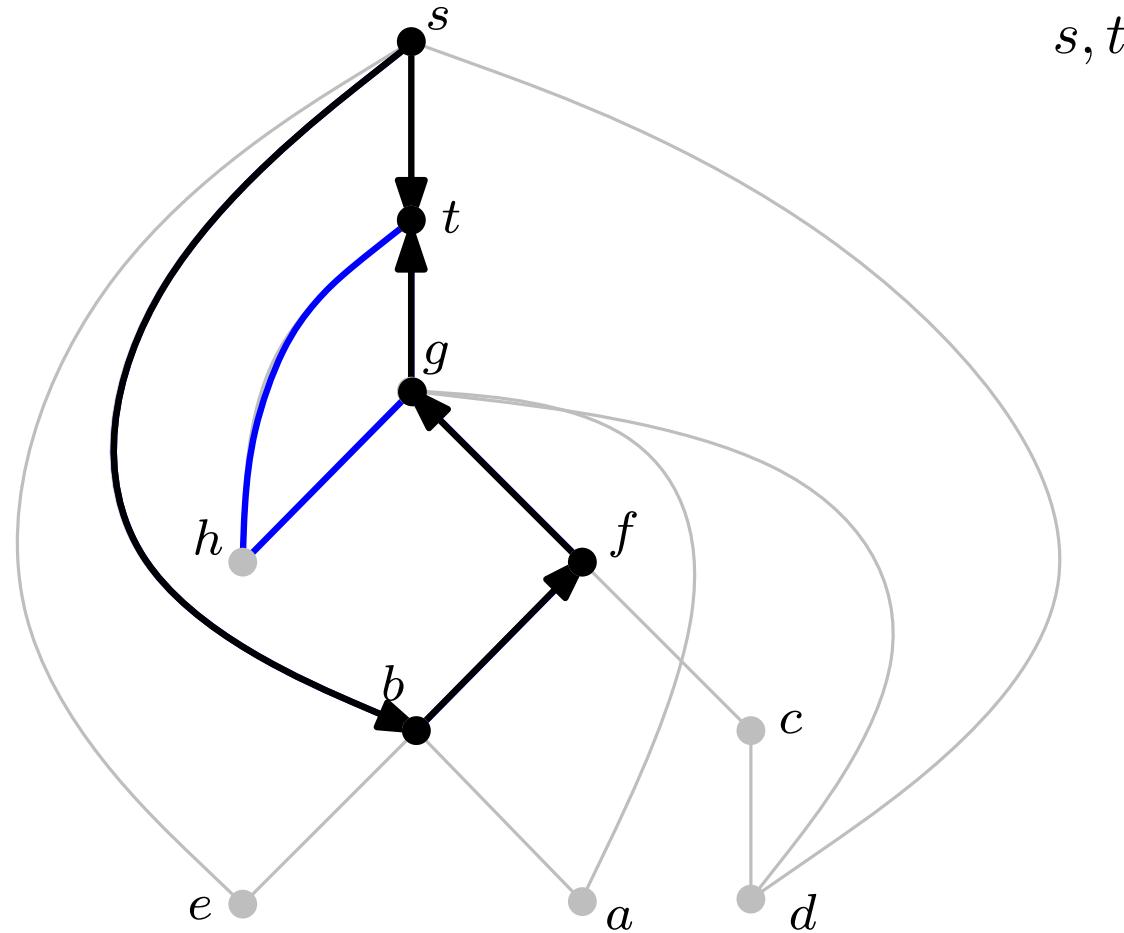
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s, t

st-ordering

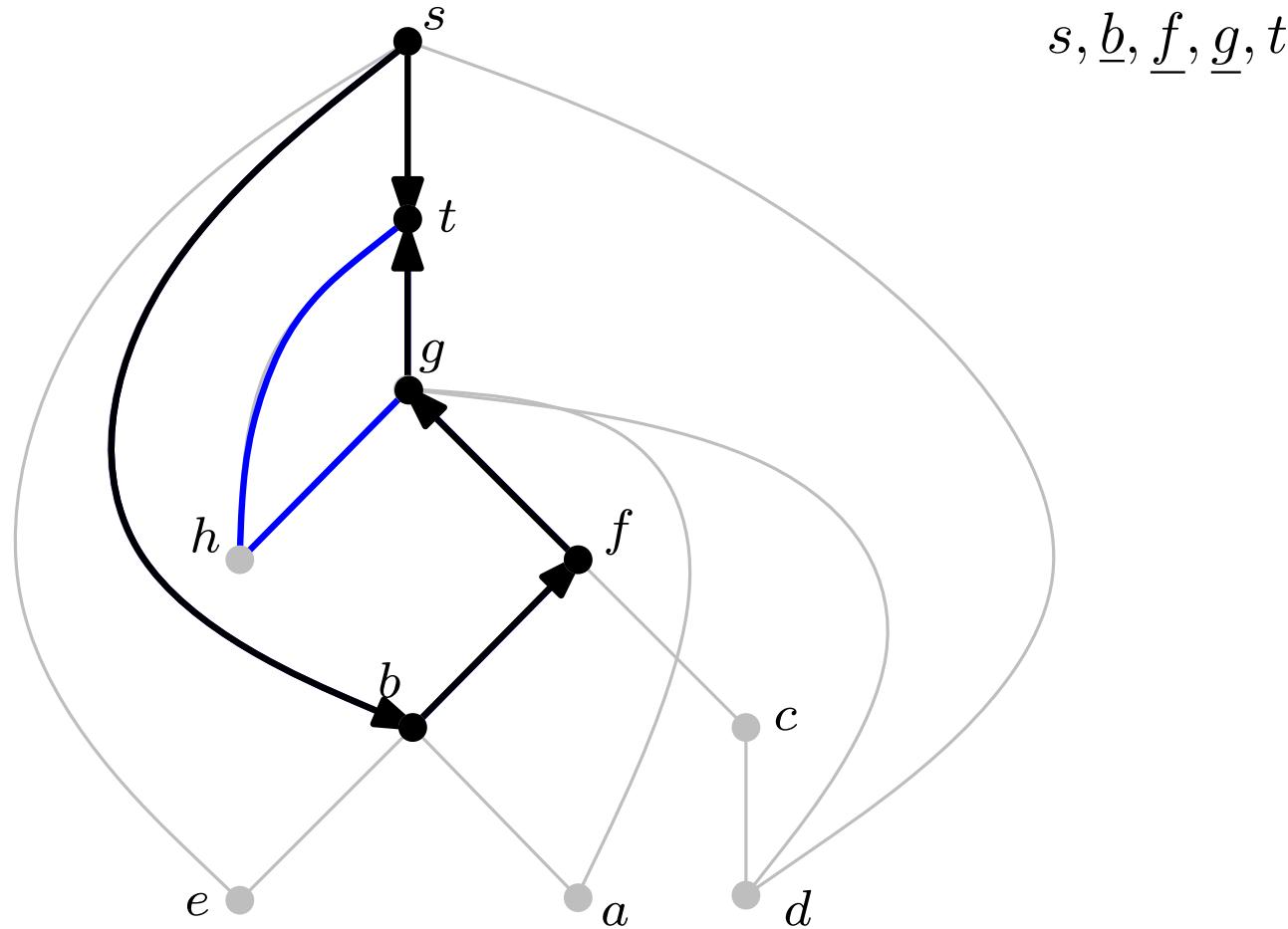
Algorithm: *st*-ordering (example)
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s, t

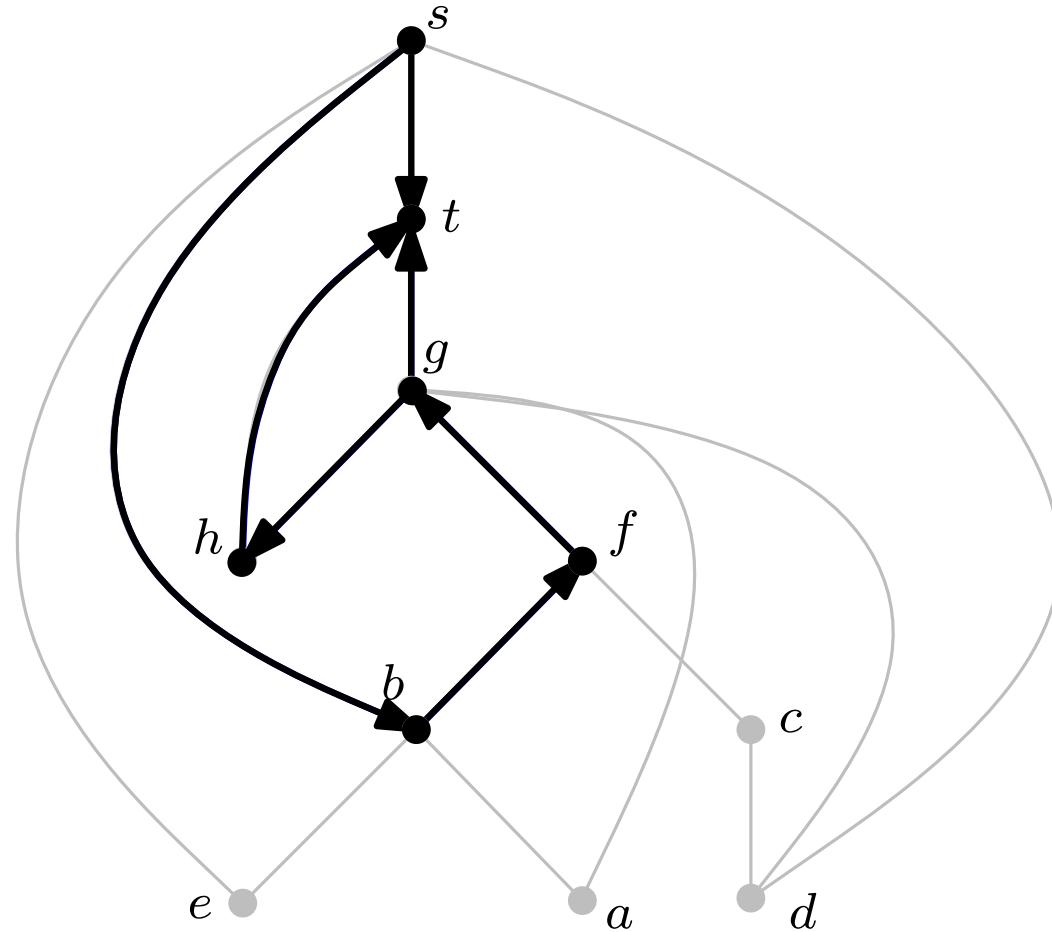
st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



st-ordering

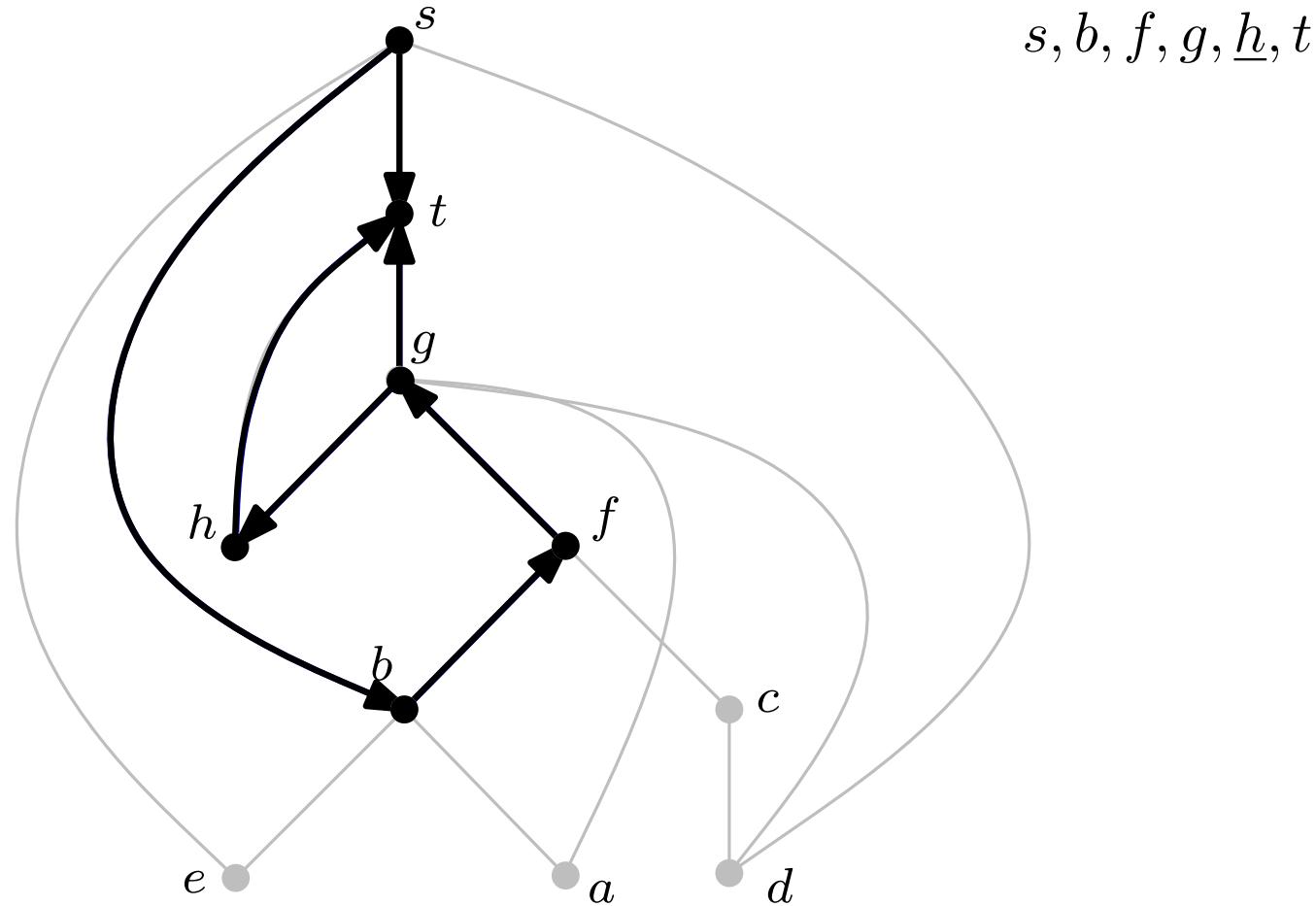
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



$s, \underline{b}, \underline{f}, \underline{g}, t$

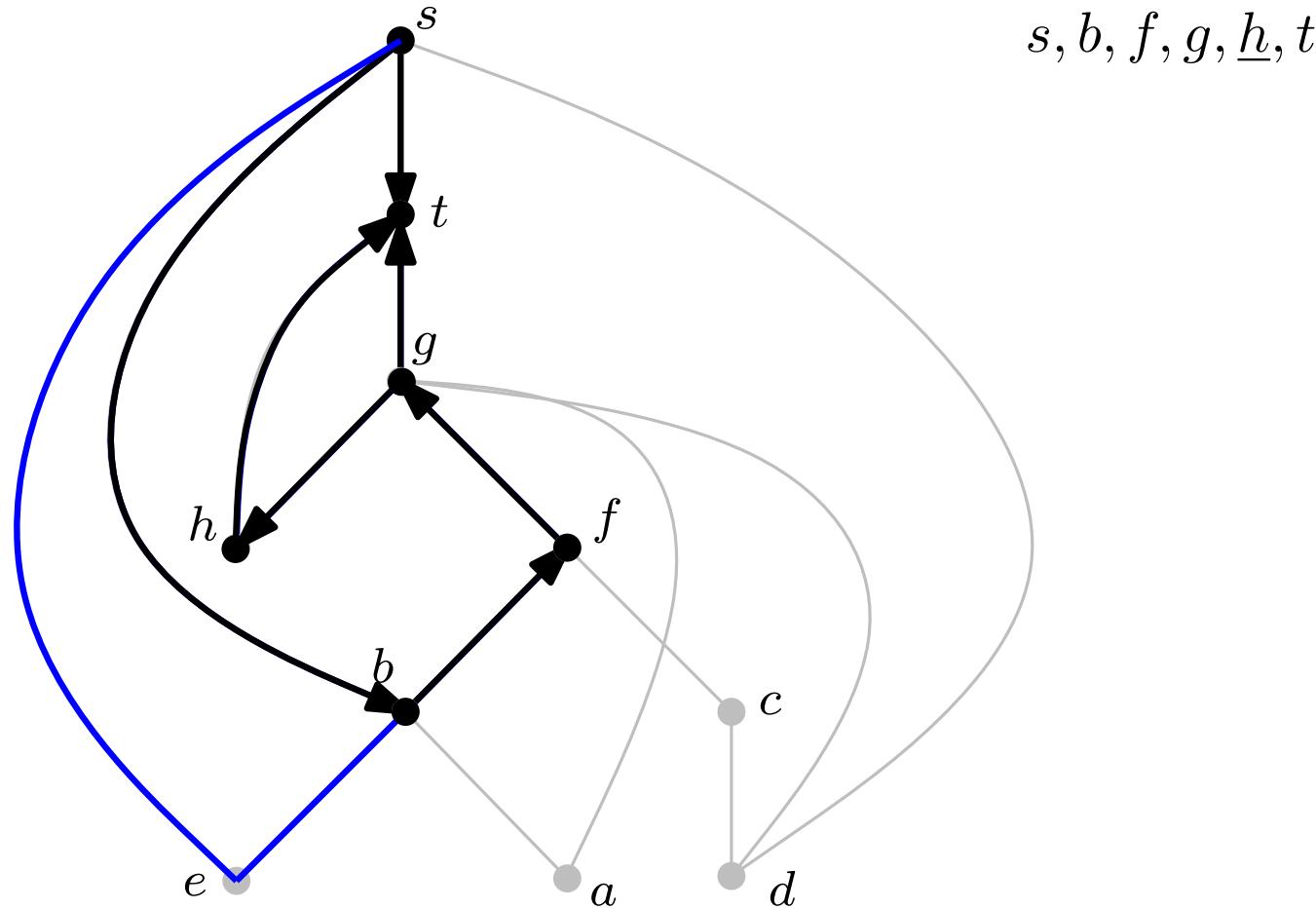
st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



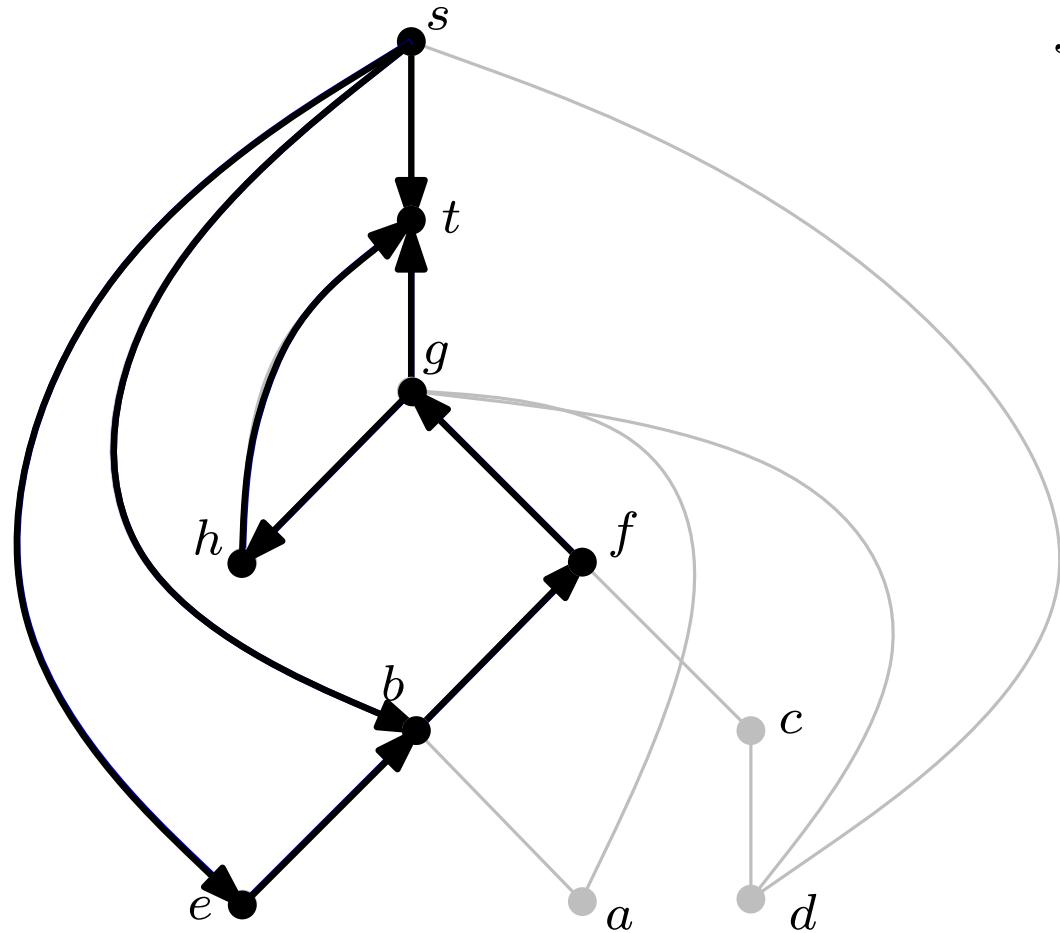
st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



st-ordering

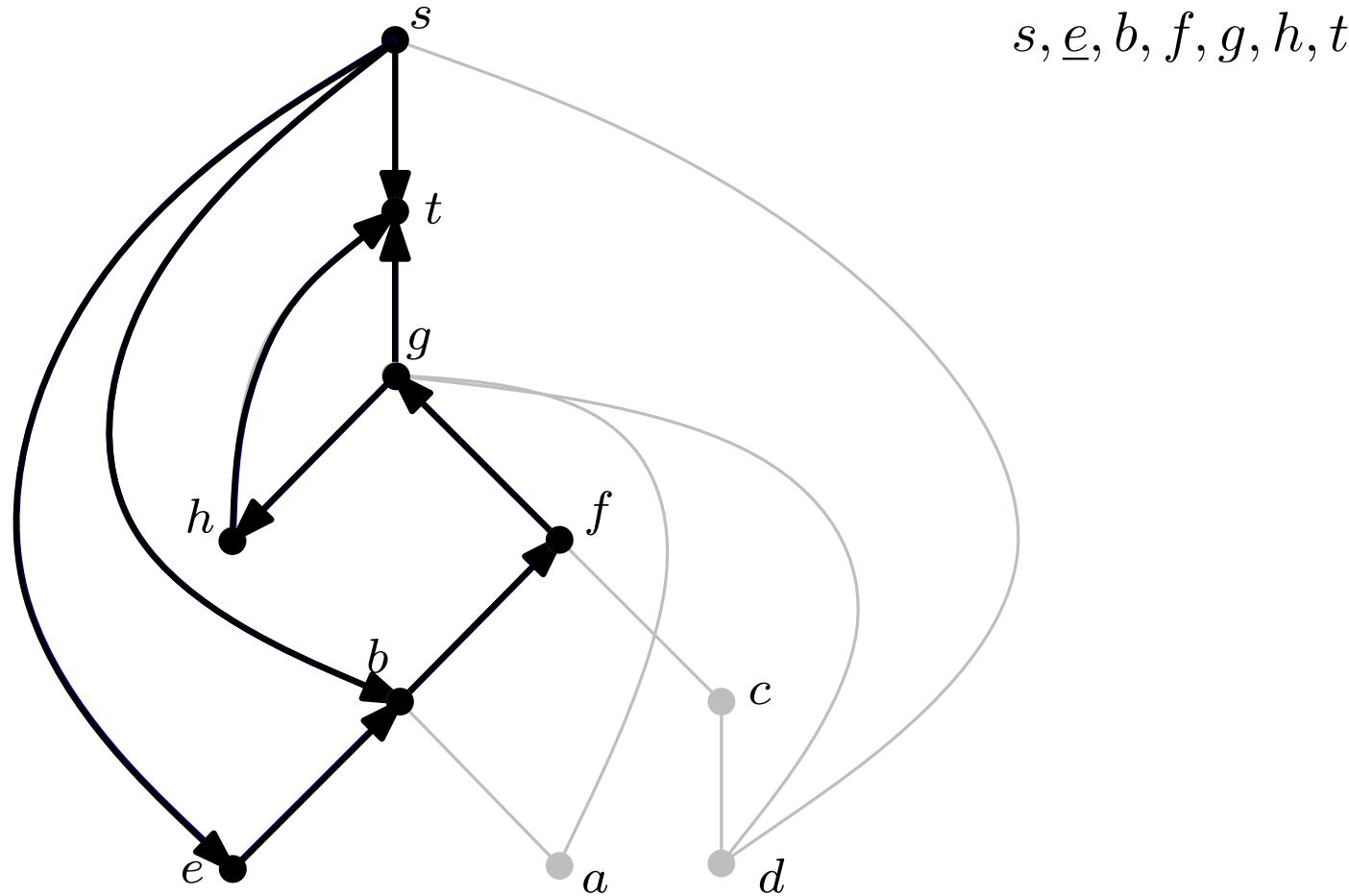
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, b, f, g, h, t

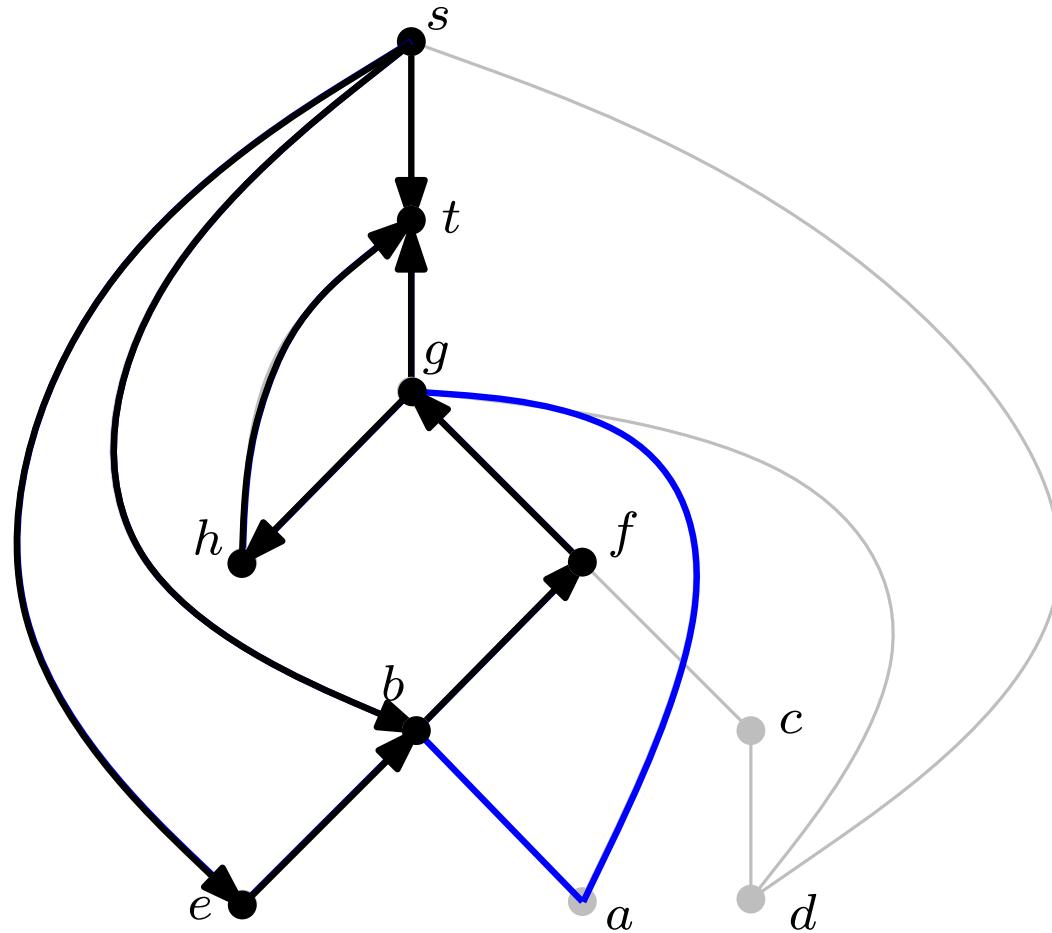
st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



st-ordering

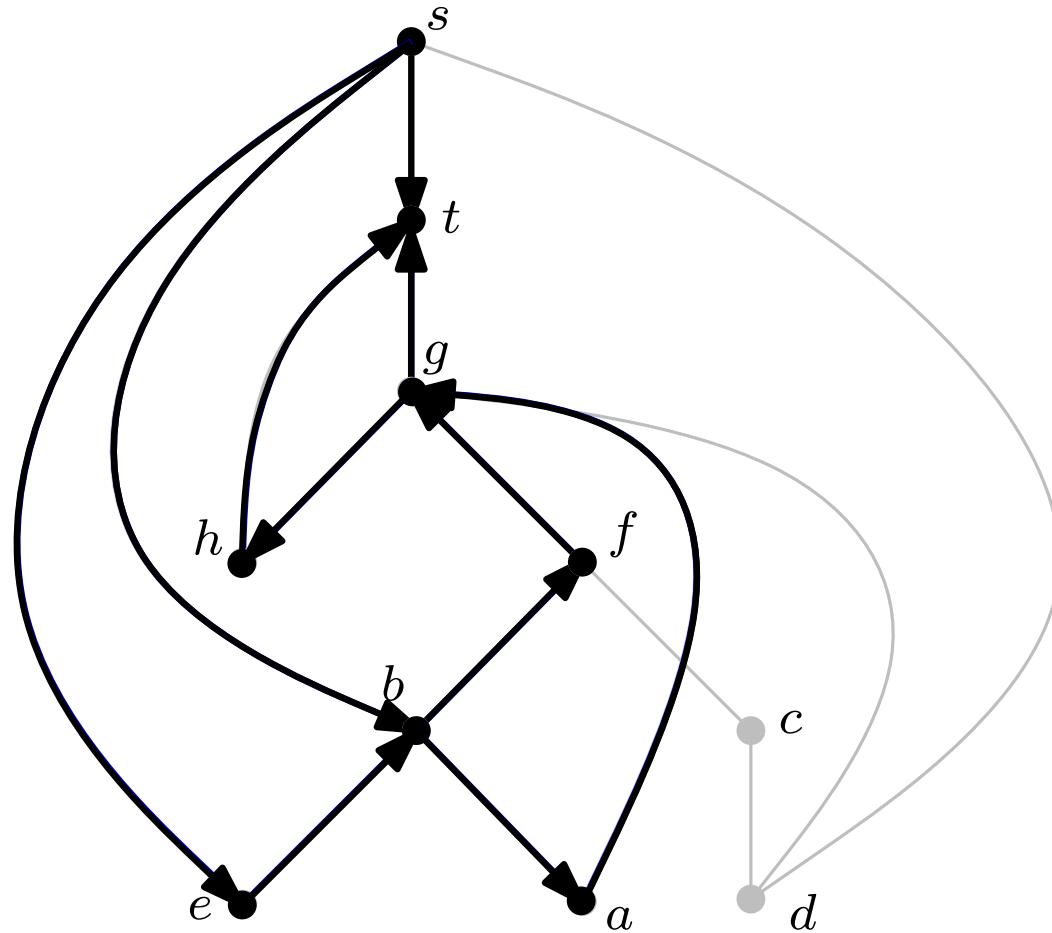
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



$s, \underline{e}, b, f, g, h, t$

st-ordering

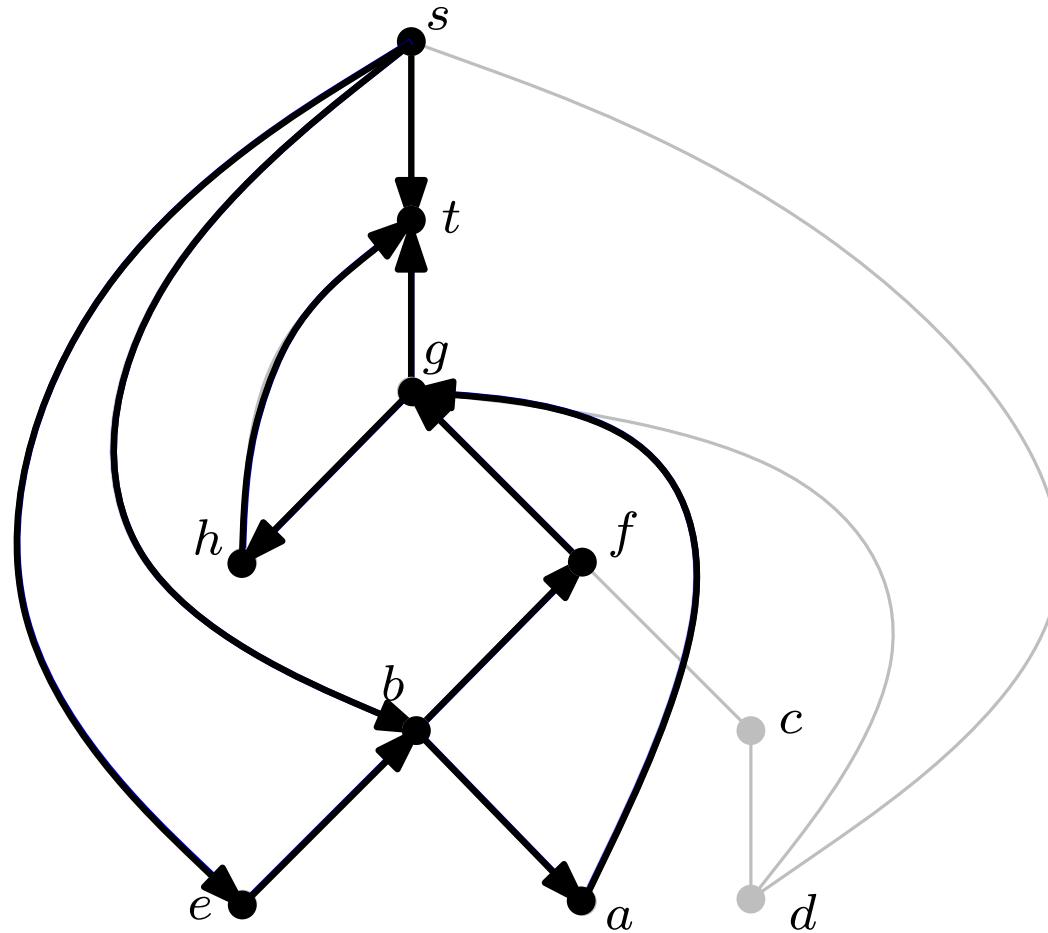
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



$s, \underline{e}, b, f, g, h, t$

st-ordering

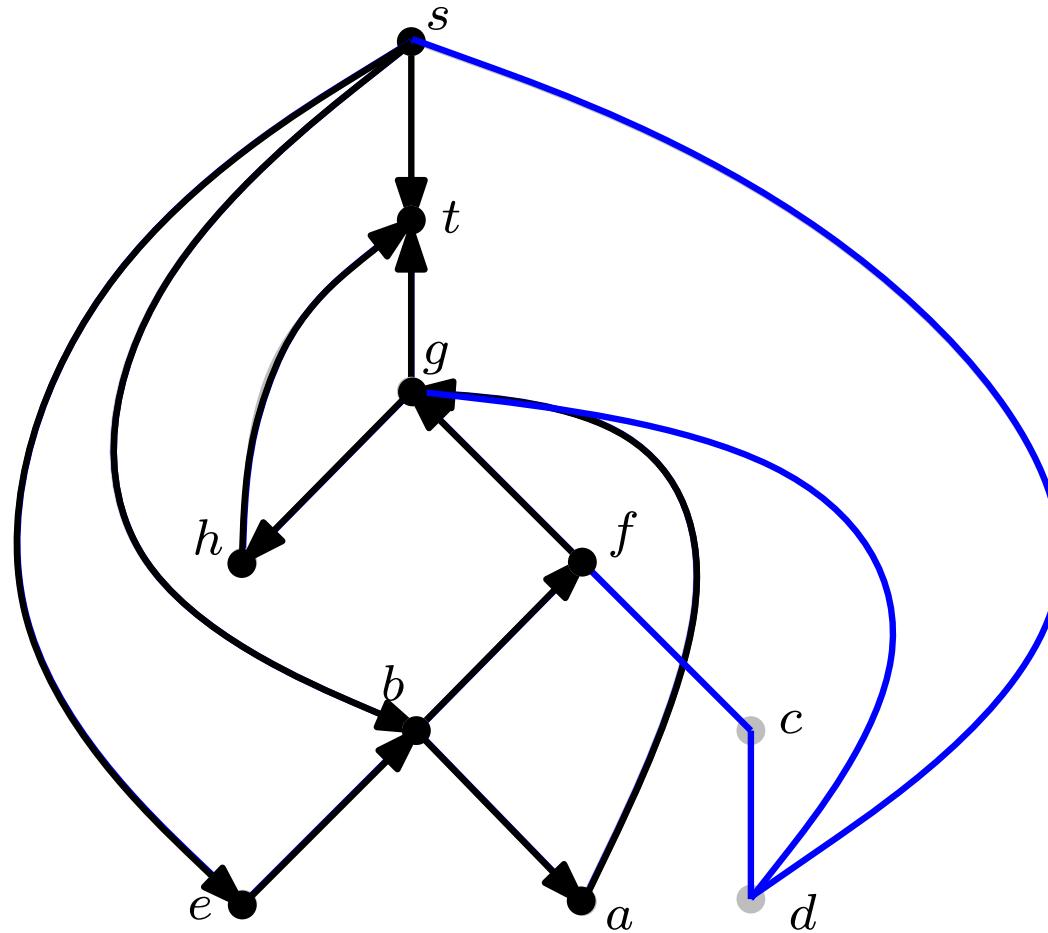
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, e, b, a, f, g, h, t

st-ordering

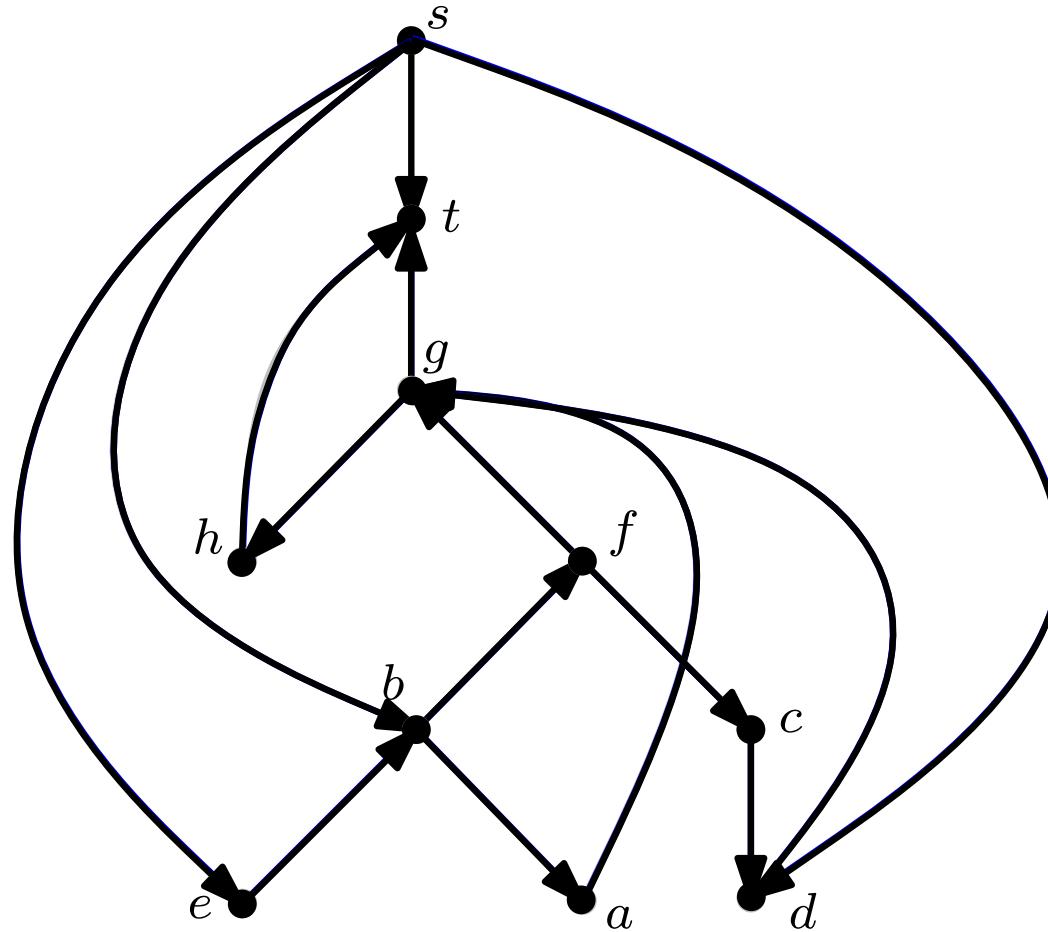
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, e, b, a, f, g, h, t

st-ordering

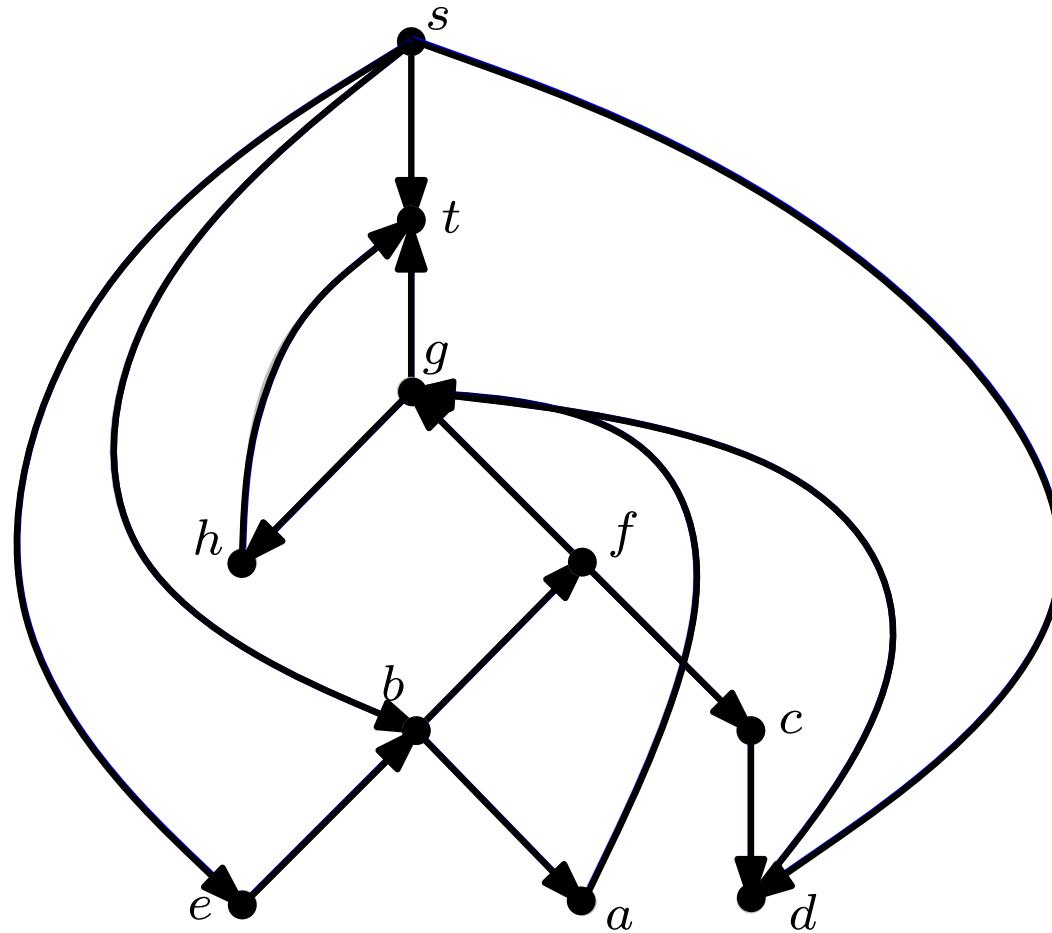
Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, e, b, a, f, g, h, t

st-ordering

Algorithm: *st*-ordering (example)
(Implementation details - Based on DFS)



s, e, b, a, f, c, d, g, h, t

st-ordering

Algorithm *st*-ordering

Data: Undirected biconnected graph $G = (V, E)$, edge $\{s, t\} \in E$

Result: List L of nodes representing an *st*-ordering of G)

dfs(vertex v) begin

$i \leftarrow i + 1; DFS[v] \leftarrow i;$

while there exists non-enumerated $e = \{v, w\}$ **do**

$DFS[e] \leftarrow DFS[v];$

if w not enumerated **then**

$CHILDEDGE[v] \leftarrow e; PARENT[w] \leftarrow v;$

$dfs(w);$

else

$\{w, x\} \leftarrow CHILDEDGE[w]; D[\{w, x\}] \leftarrow D[\{w, x\}] \cup \{e\};$

if $x \in L$ **then** $process_ears(w \rightarrow x);$

;

begin

initialize L as $\{s, t\};$

$DFS[s] \leftarrow 1; i \leftarrow 1; DFS[\{s, t\}] \leftarrow 1; CHILDEDGE[s] \leftarrow \{s, t\};$

$dfs(t);$

st-ordering

Function *process_ears*

```
process_ears(tree edge  $w \rightarrow x$ ) begin
    foreach  $v \hookrightarrow w \in D[w \rightarrow x]$  do
         $u \leftarrow v$ ;
        while  $u \notin L$  do  $u \leftarrow PARENT[u]$ ;
        ;
         $P \leftarrow (u \xrightarrow{*} v \hookrightarrow w)$ ;
        if  $w \rightarrow x$  is oriented from  $w$  to  $x$  (resp. from  $x$  to  $w$ ) then
            orient  $P$  from  $w$  to  $u$  (resp. from  $u$  to  $w$ );
            paste the inner nodes of  $P$  to  $L$ 
            before (resp. after)  $u$  ;
        foreach tree edge  $w' \rightarrow x'$  of  $P$  do process_ears( $w' \rightarrow x'$ );
     $D[\{w, x\}] \leftarrow \emptyset$ ;
```

Theorem

The described algorithm produces an *st*-ordering of a given biconnected graph $G = (V, E)$ in $O(E)$ time.

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Lemma (Necessary for planarity of orthogonal drawing of planar graphs)

Let G be a plane graph and edge (s, t) on the boundary of G . Let $s = v_1, v_2, \dots, v_n = t$ be an *st*-ordering of G . If G_i is the graph induced by the vertices v_1, \dots, v_i then vertex v_{i+1} lies on the outer face of G_i .

(Next exersize sheet)