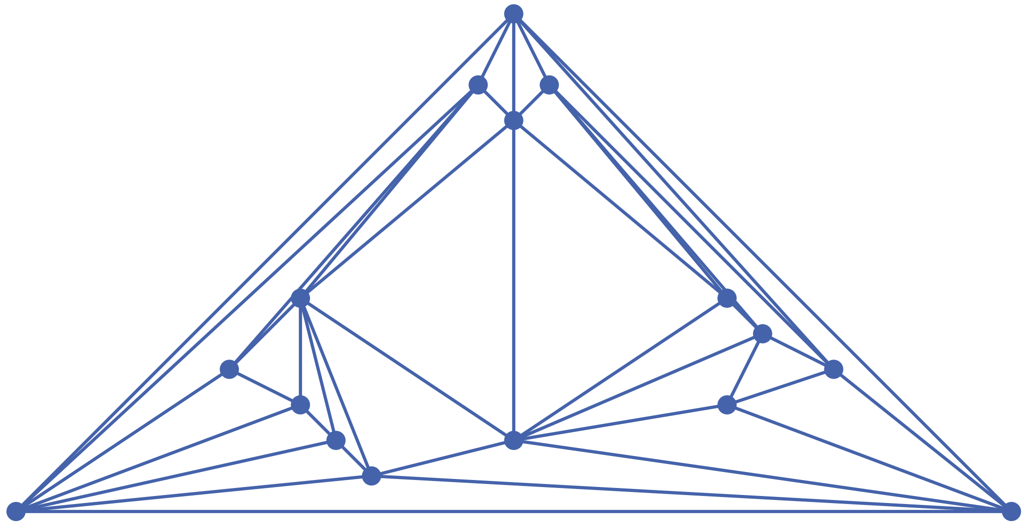
Algorithms for graph visualization

Layouts for planar graphs. Shift method.

WINTER SEMESTER 2016/2017

Tamara Mchedlidze



Motivation

- Till now we look at planar and straight-line drawings of trees and SP-graphs

Motivation

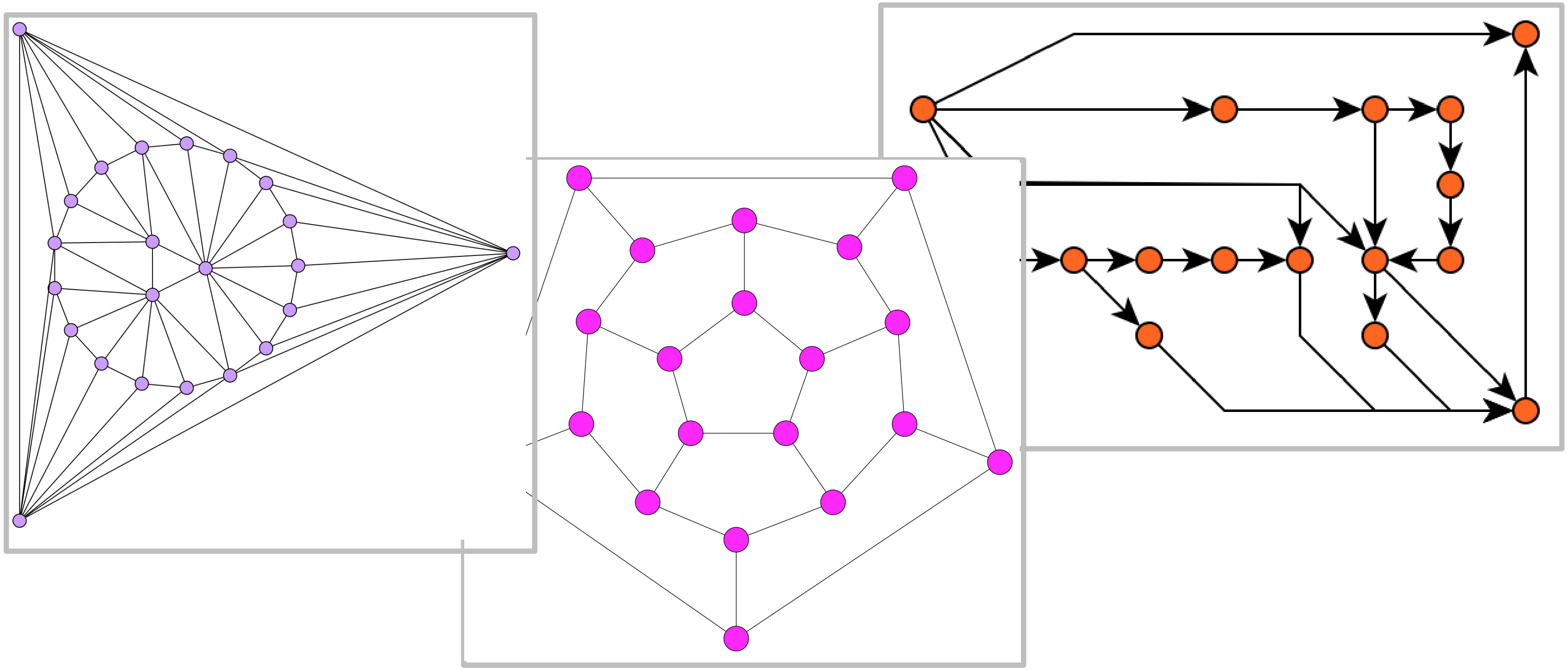
- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...

Motivation

- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...
- Why straight-line, and Why planar?

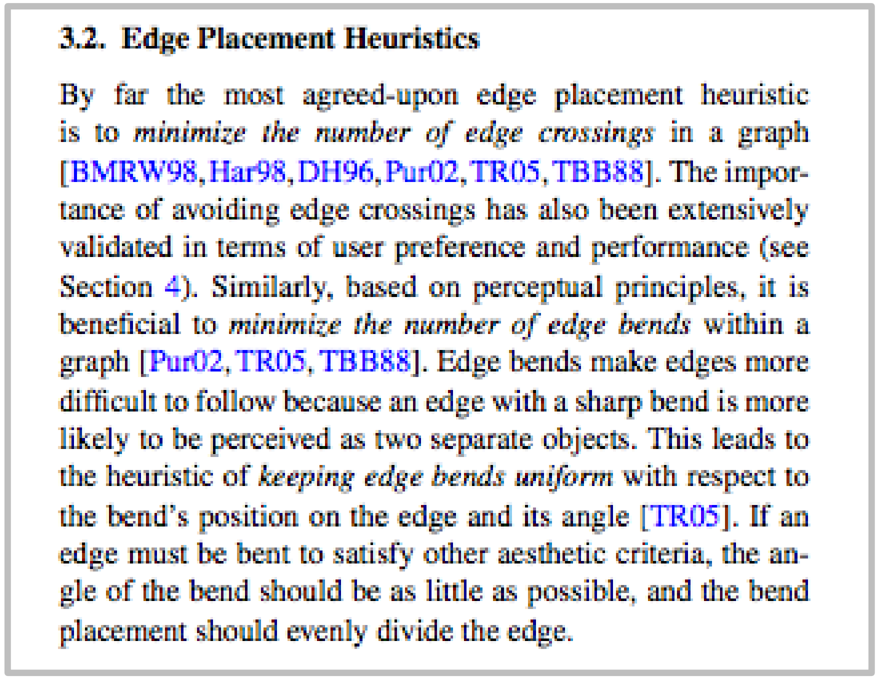
Motivation

- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...
- Why straight-line, and Why planar?



Motivation

- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...
- Why straight-line, and Why planar?
- Bennett, Ryall, Spalteholz and Gooch, 2007 at Computational Aesthetics in Graphics, Visualization, and Imaging



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.

Motivation

- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...
- Why straight-line, and Why planar?
- Bennett, Ryall, Spalteholz and Gooch, 2007 at Computational Aesthetics in Graphics, Visualization, and Imaging

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.

Motivation

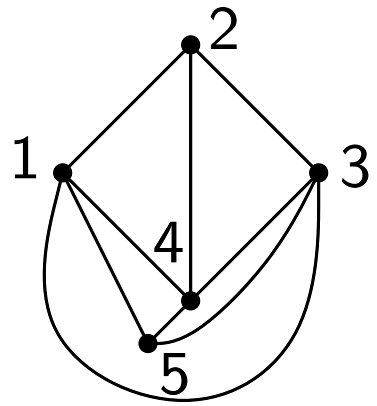
- Till now we look at planar and straight-line drawings of trees and SP-graphs
- Today we are going to continue in this direction...
- Why straight-line, and Why planar?
- Bennett, Ryall, Spalteholz and Gooch, 2007 at Computational Aesthetics in Graphics, Visualization, and Imaging

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.

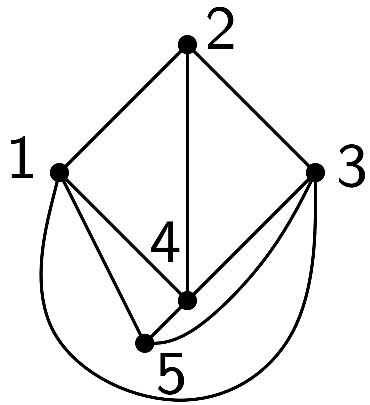
History

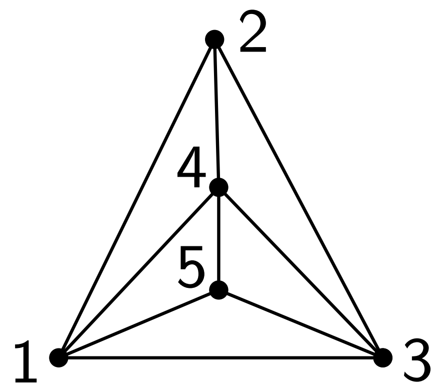
- Straight line drawing of a planar graph



History

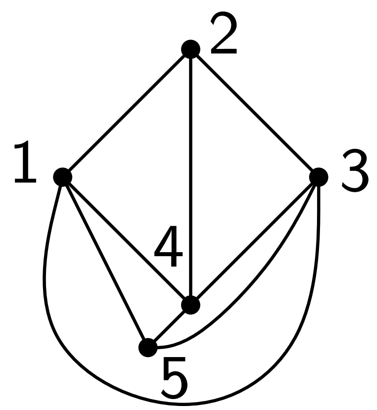
- Straight line drawing of a planar graph

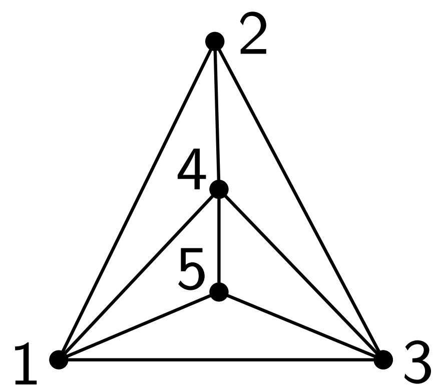




History

- Straight line drawing of a planar graph



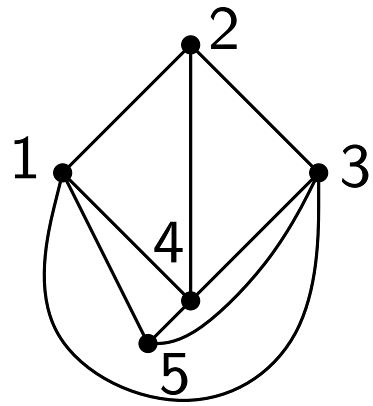


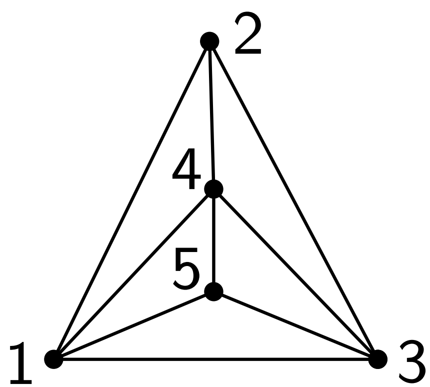
Theorem [Wagner '36, Fary '48, Stein '51]

Every planar graph has a planar straight-line drawing.

History

- Straight line drawing of a planar graph





Theorem [Wagner '36, Fary '48, Stein '51]

Every planar graph has a planar straight-line drawing.

- These algorithms produce drawings with area **not bounded** by any polynomial on n.

Next

Karlsruhe Institute of Technology

This lecture:

Theorem [De Fraysseix, Pach, Pollack '90]

Every n-vertex planar graph has a planar straight-line drawing of a size $(2n - 4) \times (n - 2)$.

Next lecture:

Theorem [Schnyder '90]

Every n-vertex planar graph has a planar straight-line drawing of a size $(n - 2) \times (n - 2)$.

Outline

- Canonical ordering. Existence.
- Canonical ordering. Computation.
- Shift algorithm.
- Proof of planarity.
- Implentational details.

Canonical Ordering

Definition: Canonical Ordering

Let $G = (V, E)$ be a triangulated planar embedded graph of $n \geq 3$ vertices. An ordering $\pi = (v_1, v_2, \ldots, v_n)$ is called a canonical ordering, if the following conditions hold for each k, $3 \leq k \leq n$.

- (C1) Vertices $\{v_1, \ldots v_k\}$ induce a 2-connected internally triangulated graph, call it G_k

Canonical Ordering

Definition: Canonical Ordering

Let $G = (V, E)$ be a triangulated planar embedded graph of $n \geq 3$ vertices. An ordering $\pi = (v_1, v_2, \ldots, v_n)$ is called a canonical ordering, if the following conditions hold for each k, $3 \leq k \leq n$.

- (C1) Vertices $\{v_1, \ldots v_k\}$ induce a 2-connected internally triangulated graph, call it G_k
- (C2) Edge (v_1, v_2) belongs to the outer face of G_k

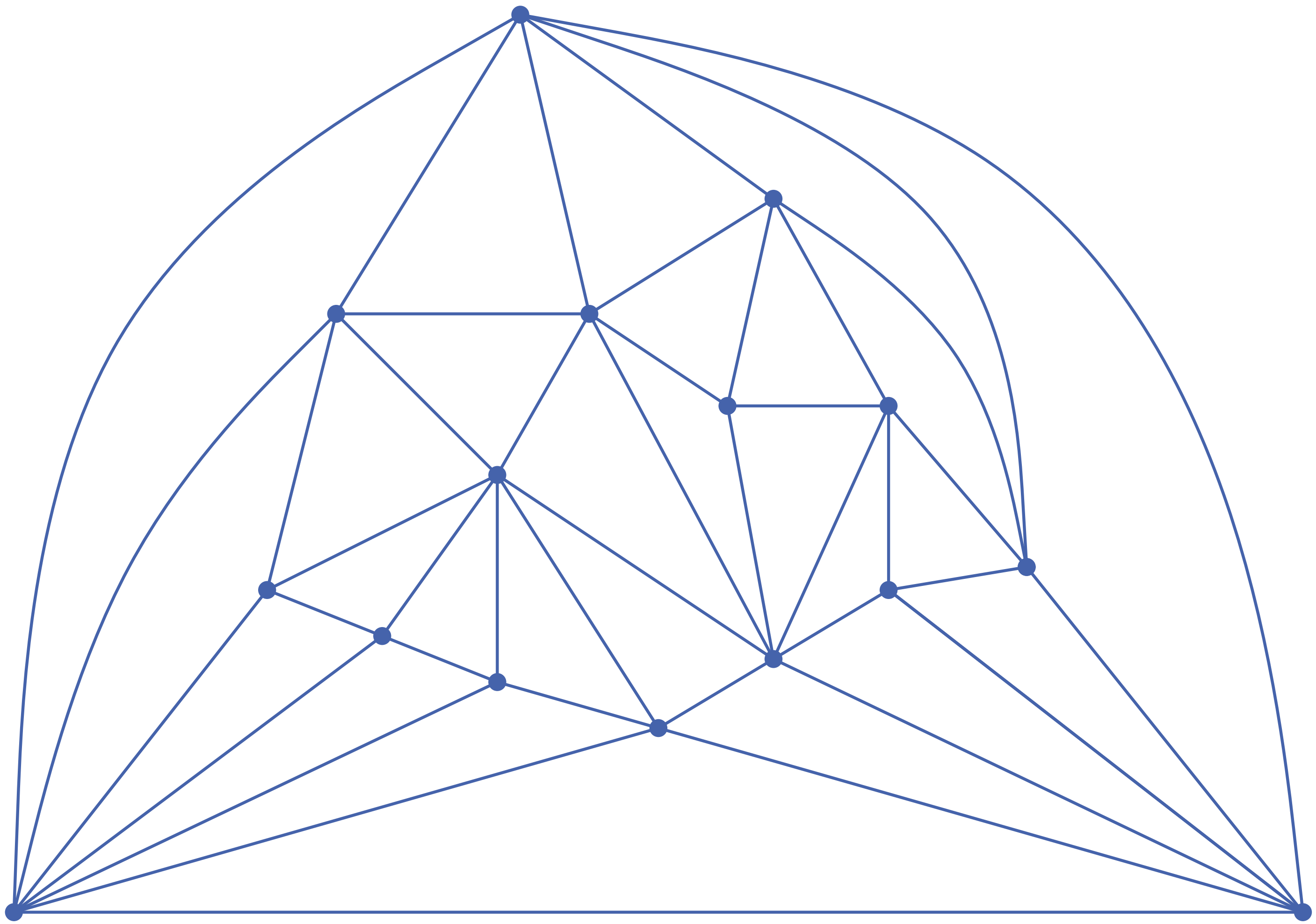
Canonical Ordering

Definition: Canonical Ordering

Let $G = (V, E)$ be a triangulated planar embedded graph of $n \geq 3$ vertices. An ordering $\pi = (v_1, v_2, \ldots, v_n)$ is called a canonical ordering, if the following conditions hold for each k, $3 \leq k \leq n$.

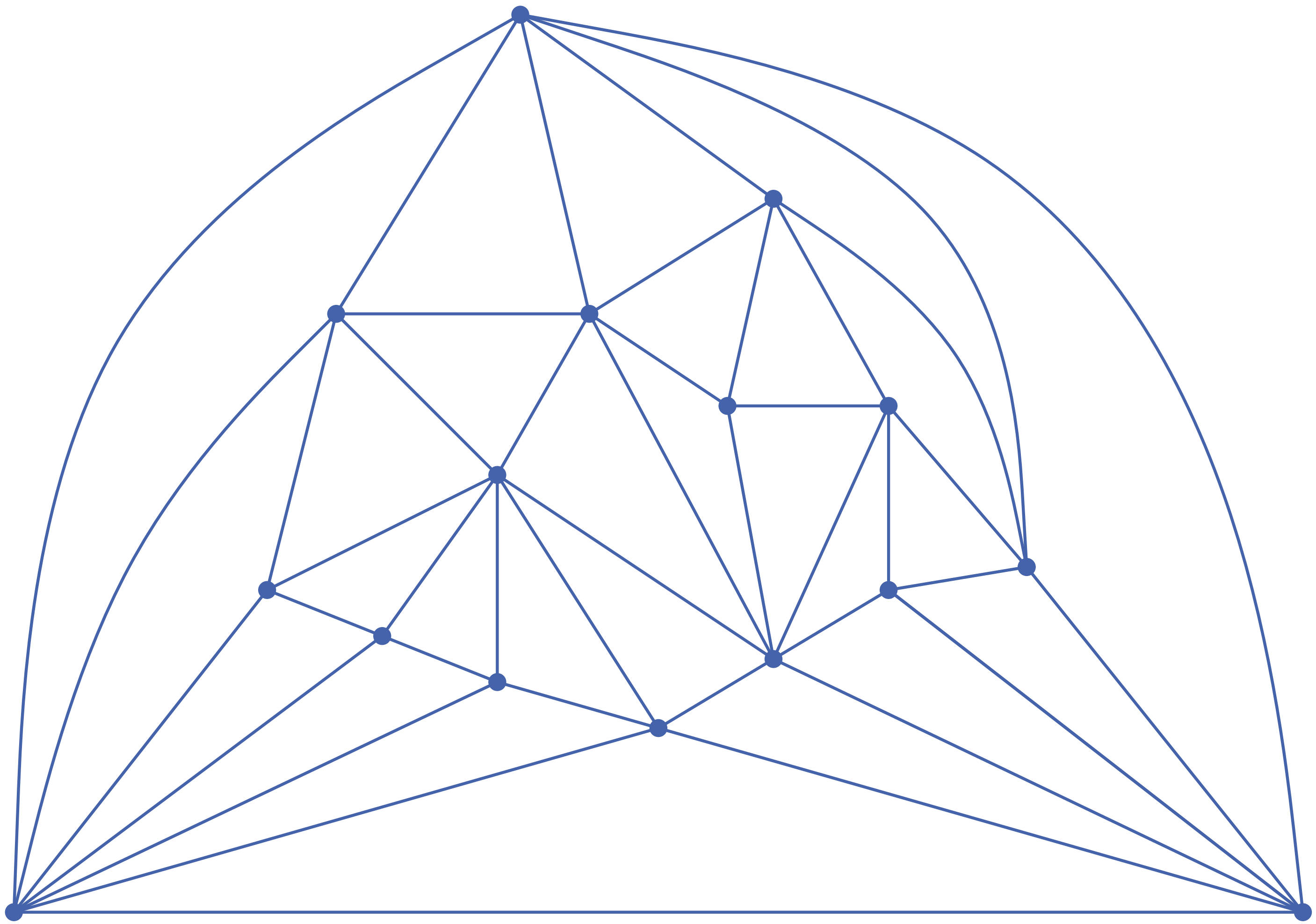
- (C1) Vertices $\{v_1, \ldots v_k\}$ induce a 2-connected internally triangulated graph, call it G_k
- (C2) Edge (v_1, v_2) belongs to the outer face of G_k
- (C3) If $k < n$ then vertex v_{k+1} lies in the outer face of G_k, and all neighbors of v_{k+1} in G_k appear on the boundary of G_k consecutively.

Example of Canonical Ordering



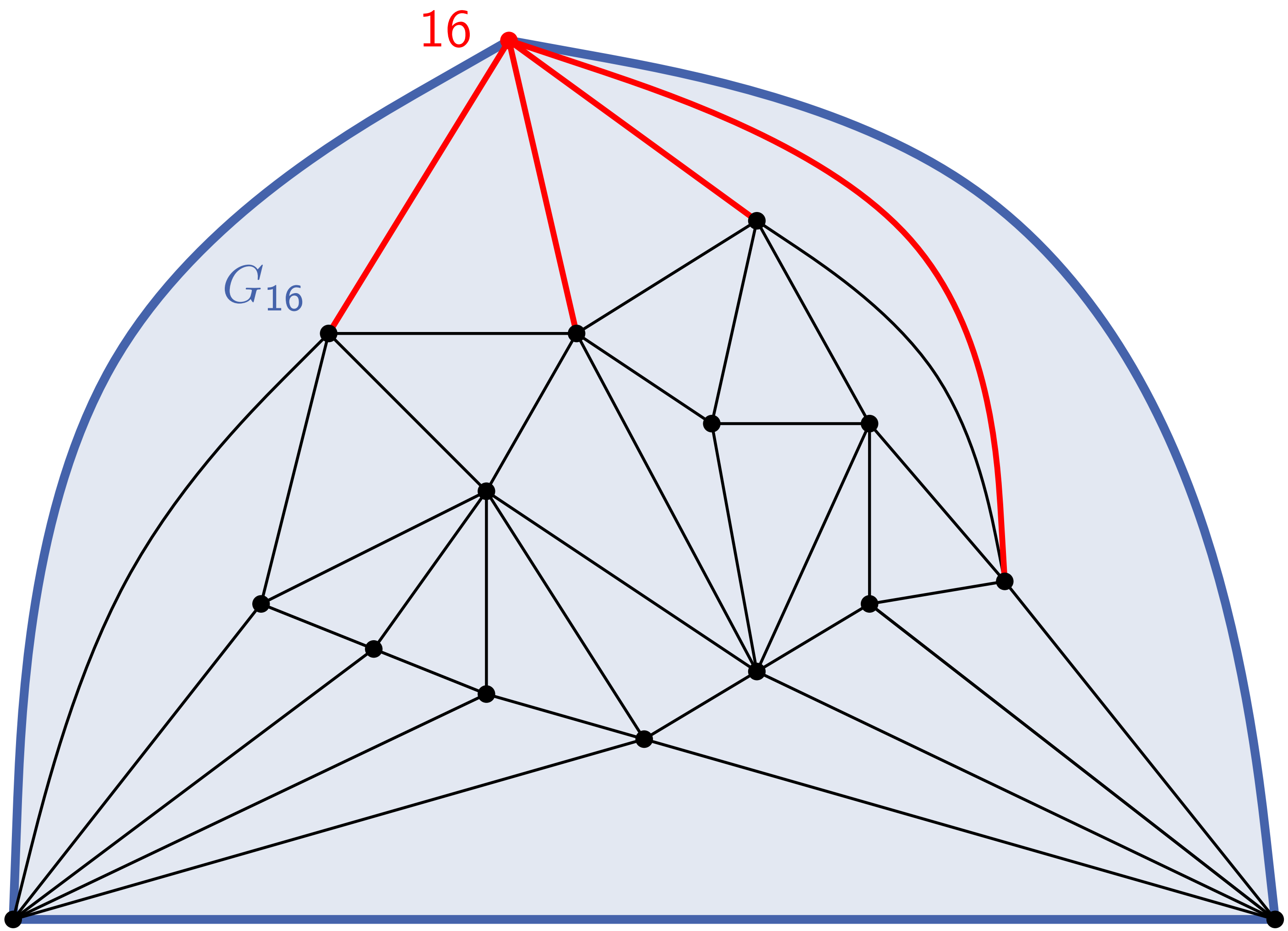
Example of Canonical Ordering

Given a planar **embedded** graph...



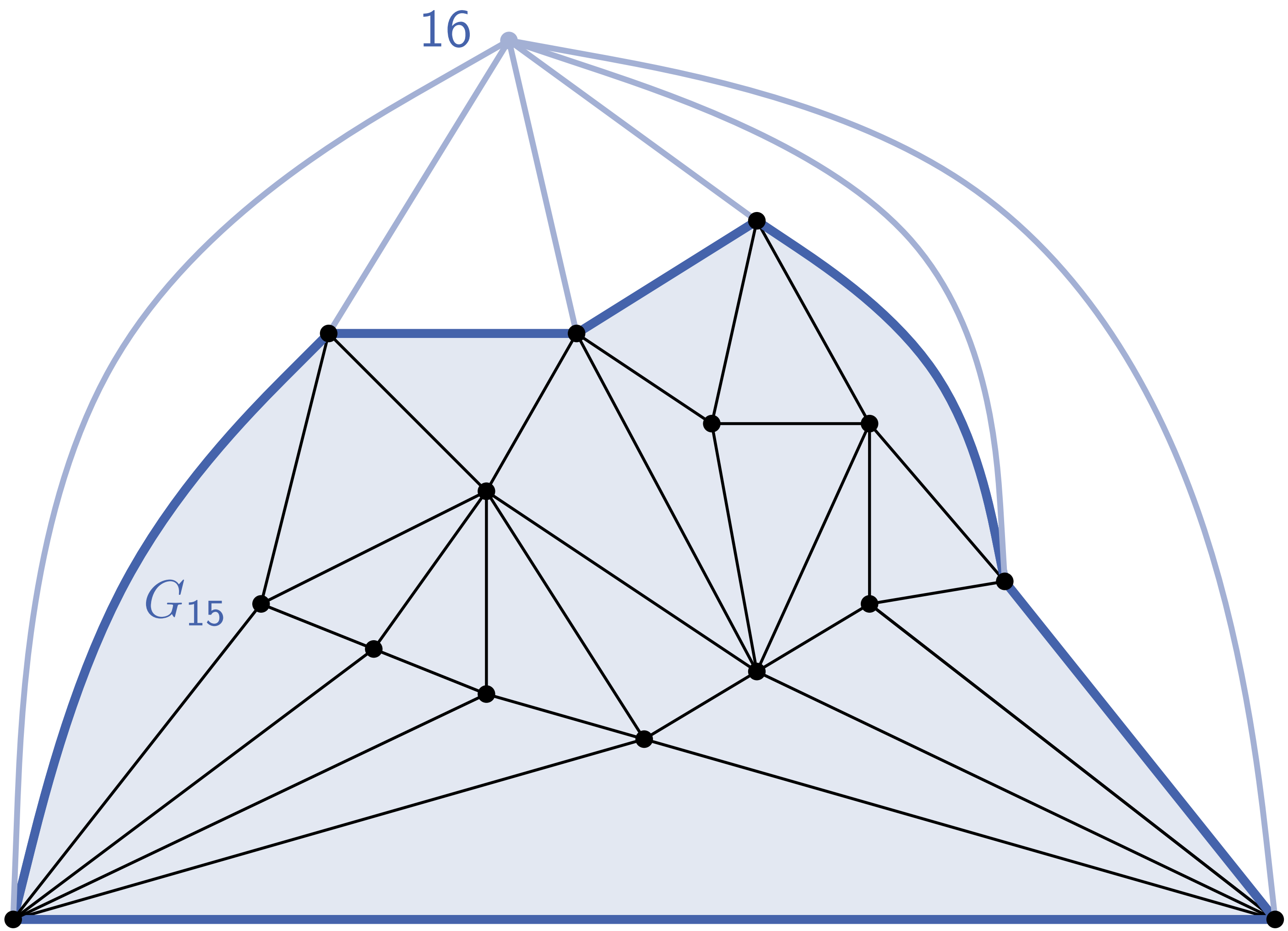
Example of Canonical Ordering

Given a planar **embedded** graph...



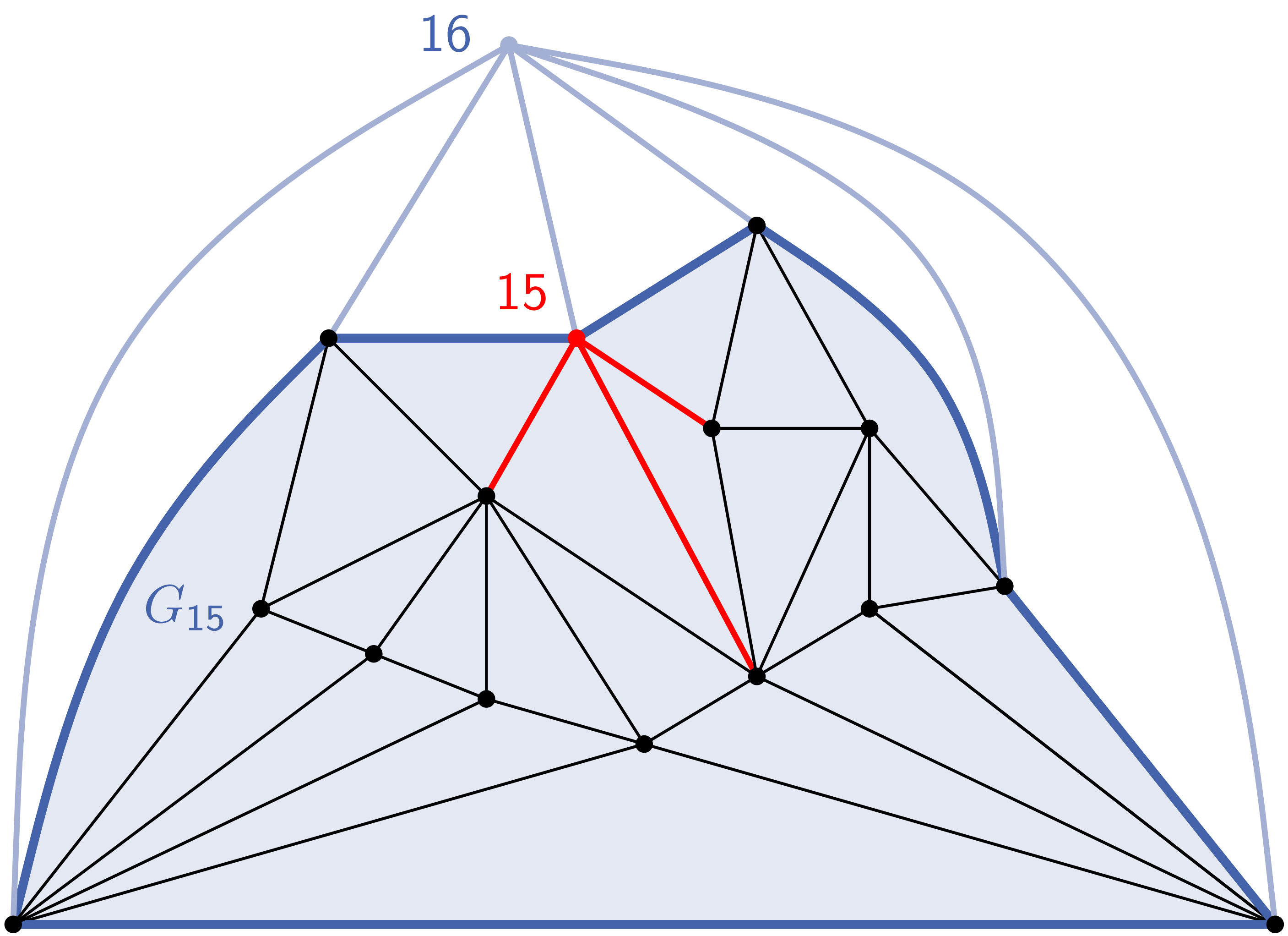
Example of Canonical Ordering

Given a planar **embedded** graph...



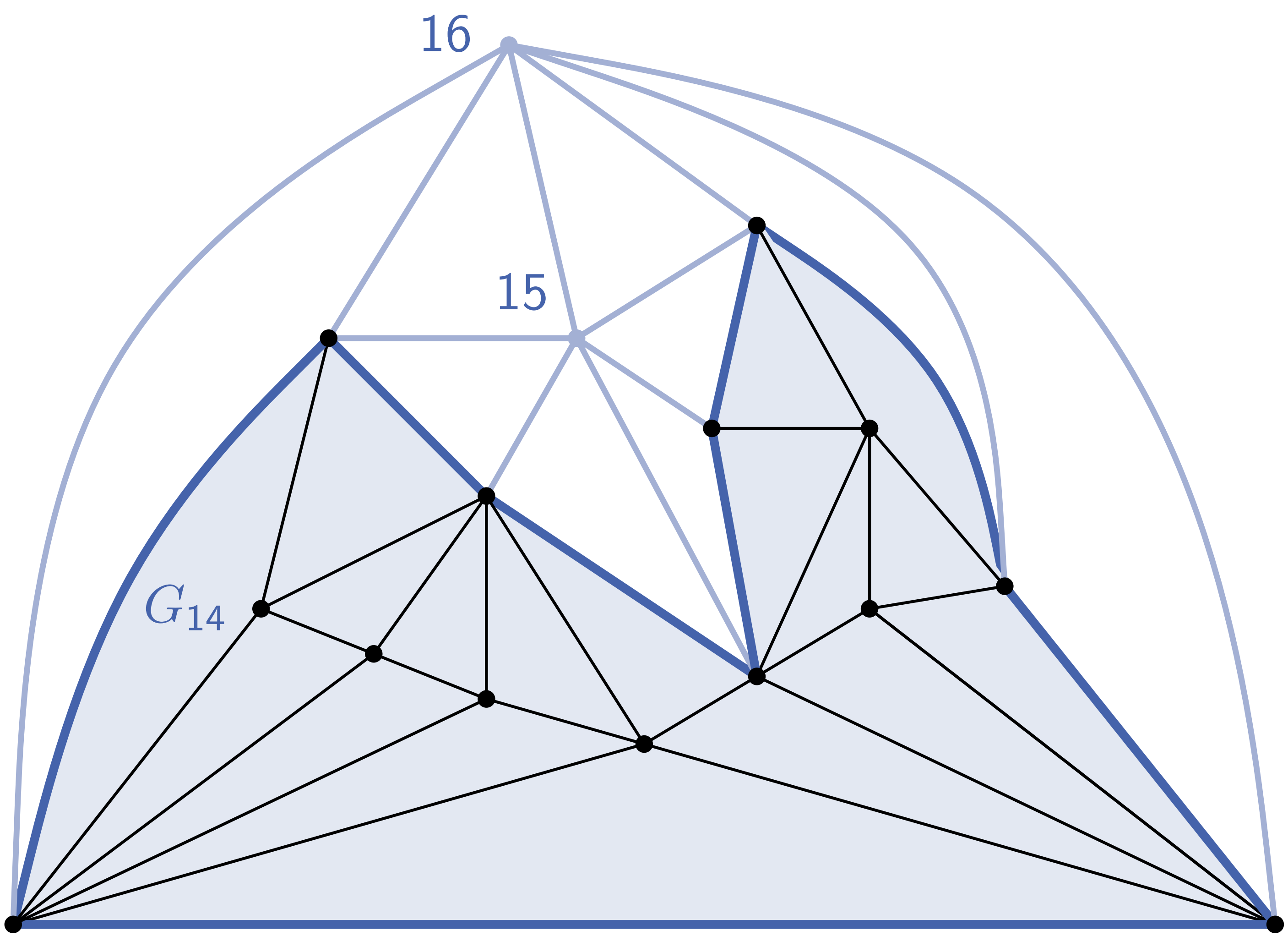
Example of Canonical Ordering

Given a planar **embedded** graph...



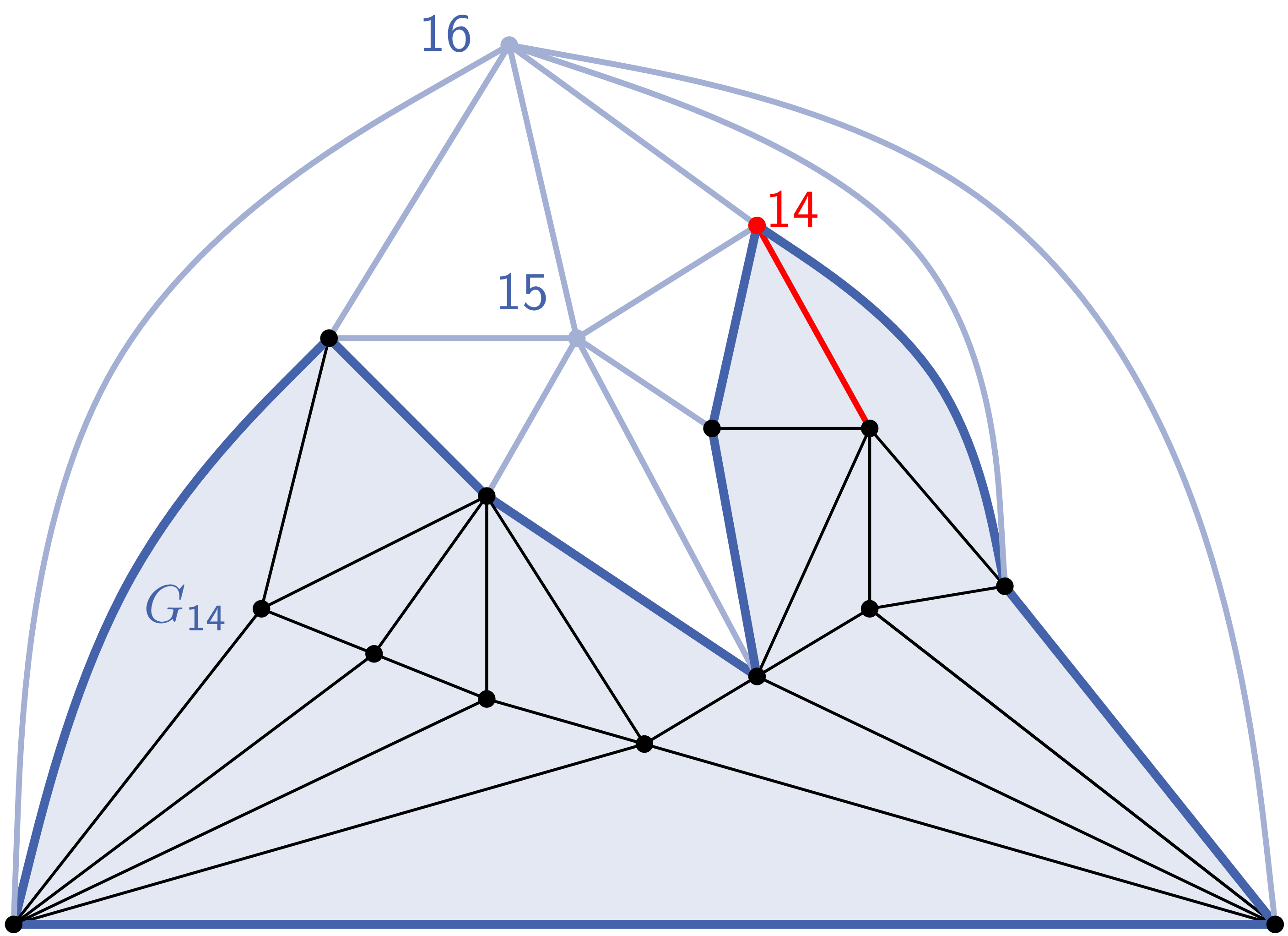
Example of Canonical Ordering

Given a planar **embedded** graph...



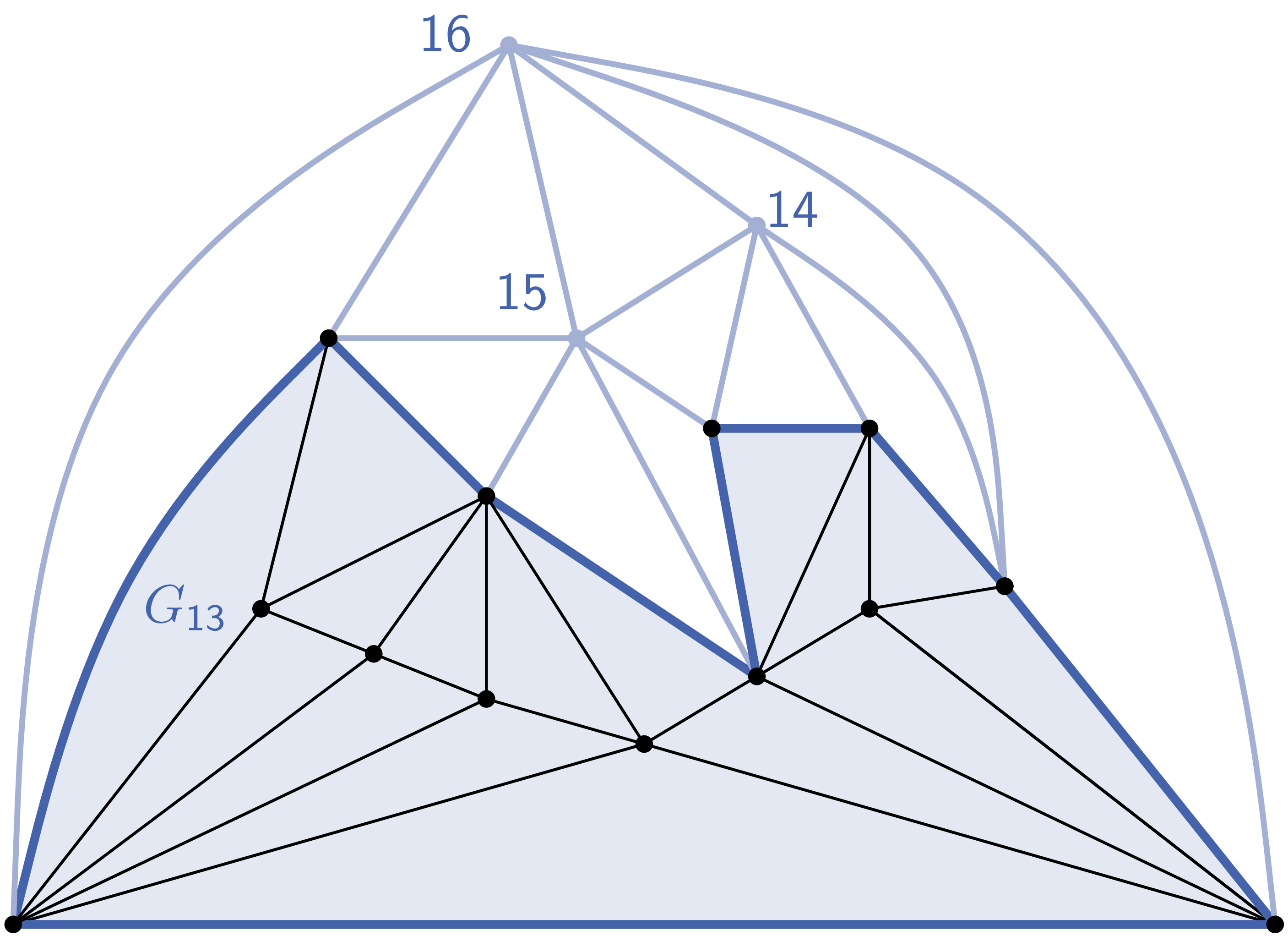
Example of Canonical Ordering

Given a planar **embedded** graph...



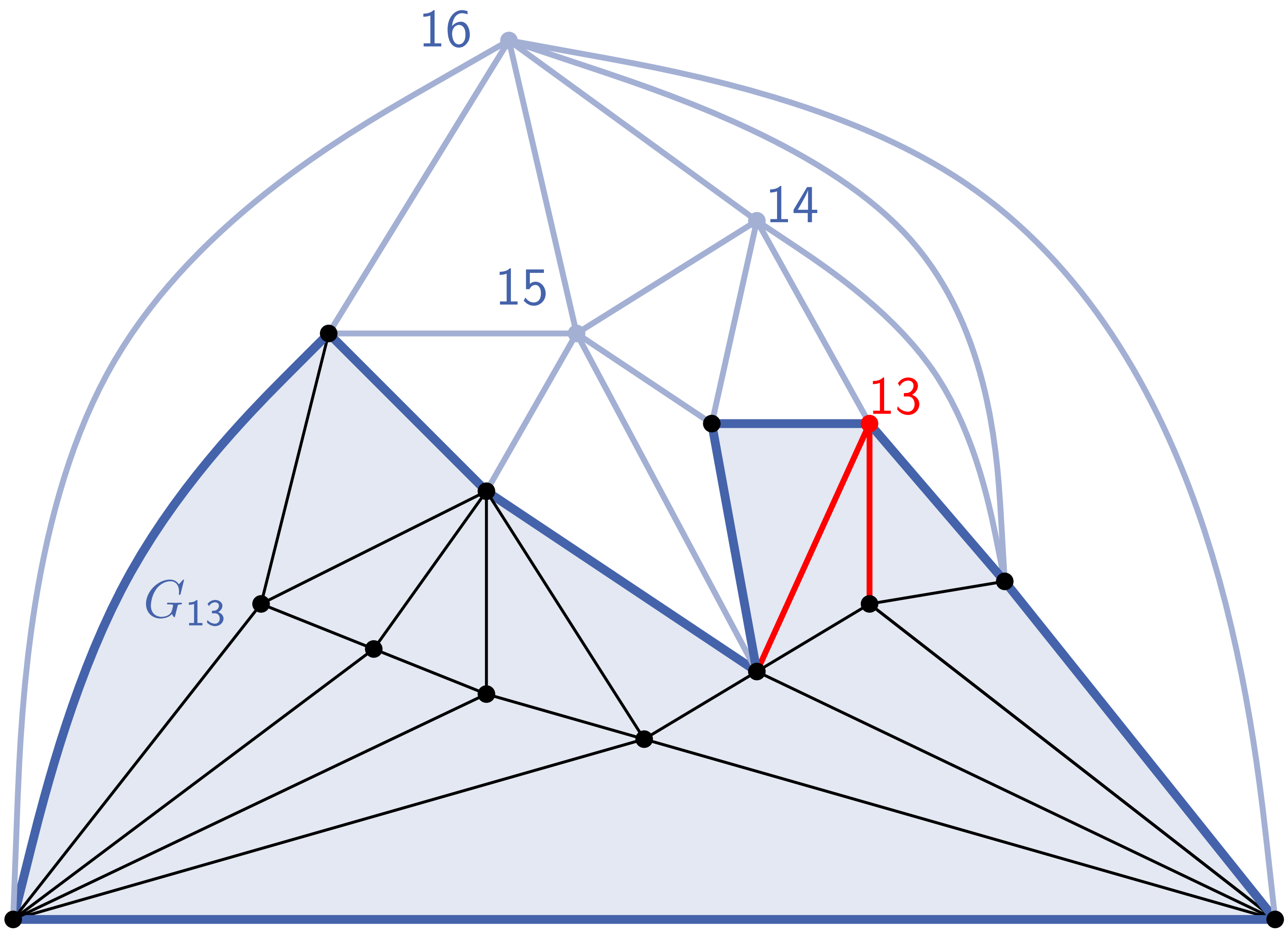
Example of Canonical Ordering

Given a planar **embedded** graph...



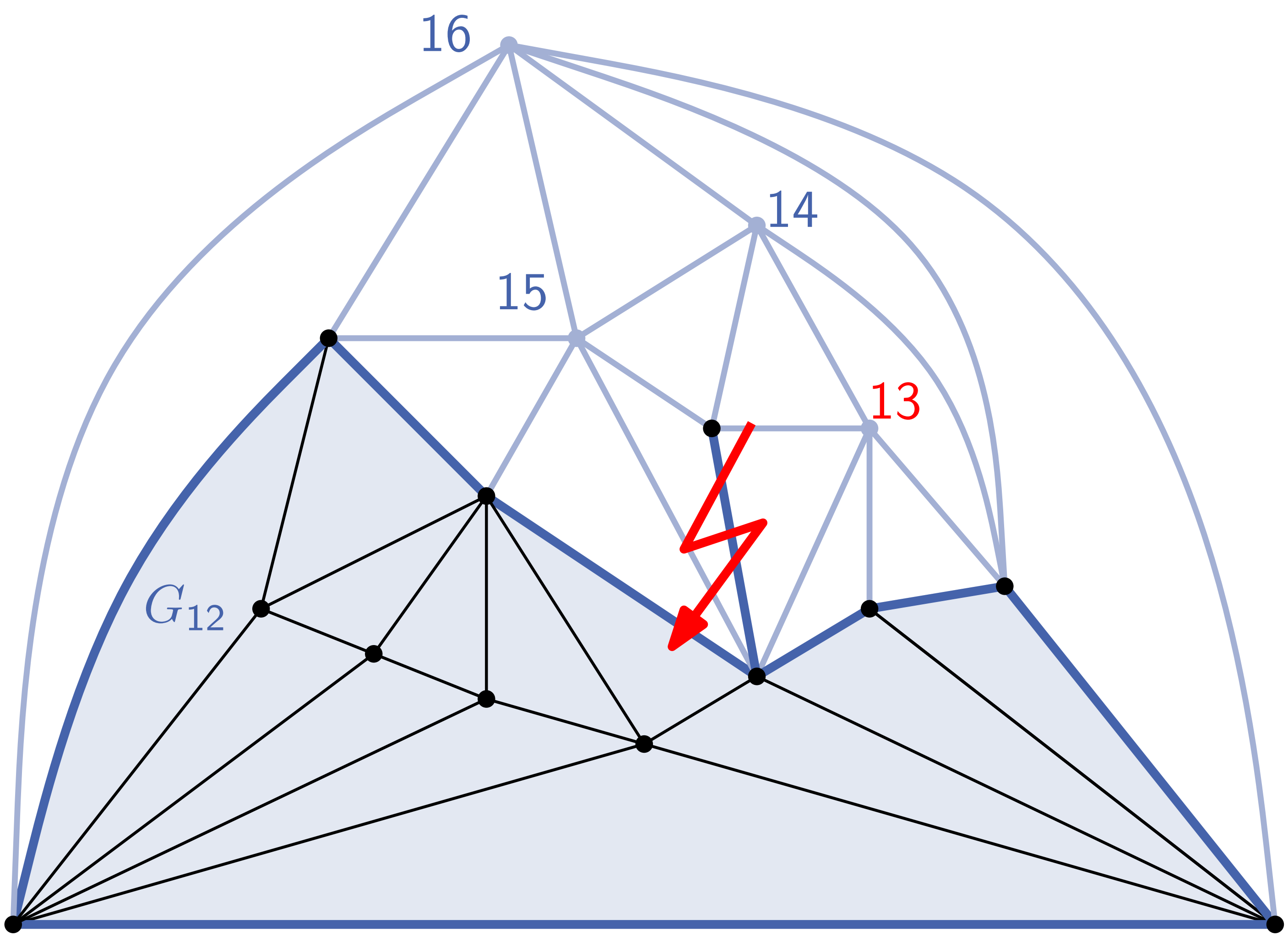
Example of Canonical Ordering

Given a planar **embedded** graph...



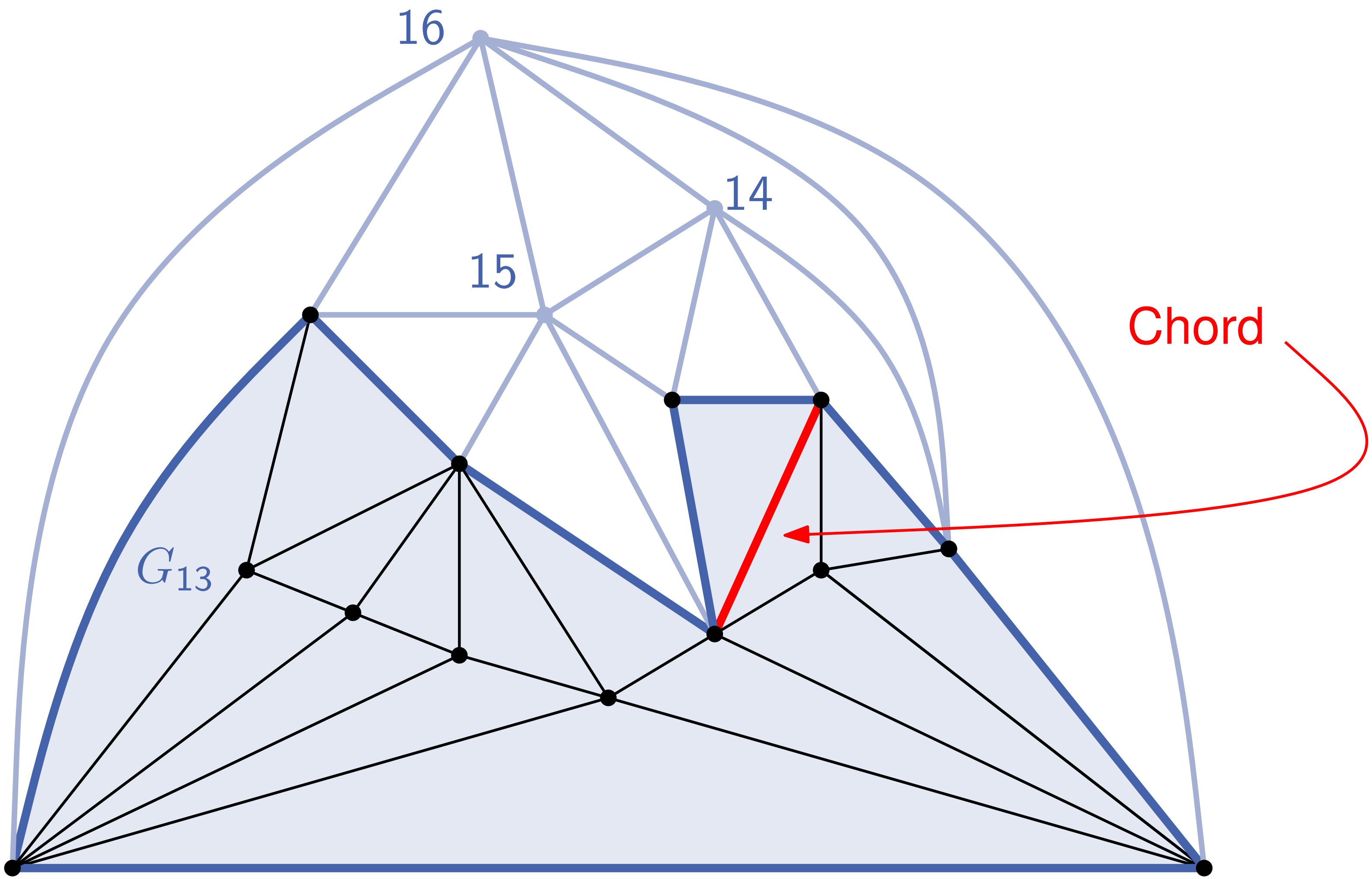
Example of Canonical Ordering

Given a planar **embedded** graph...



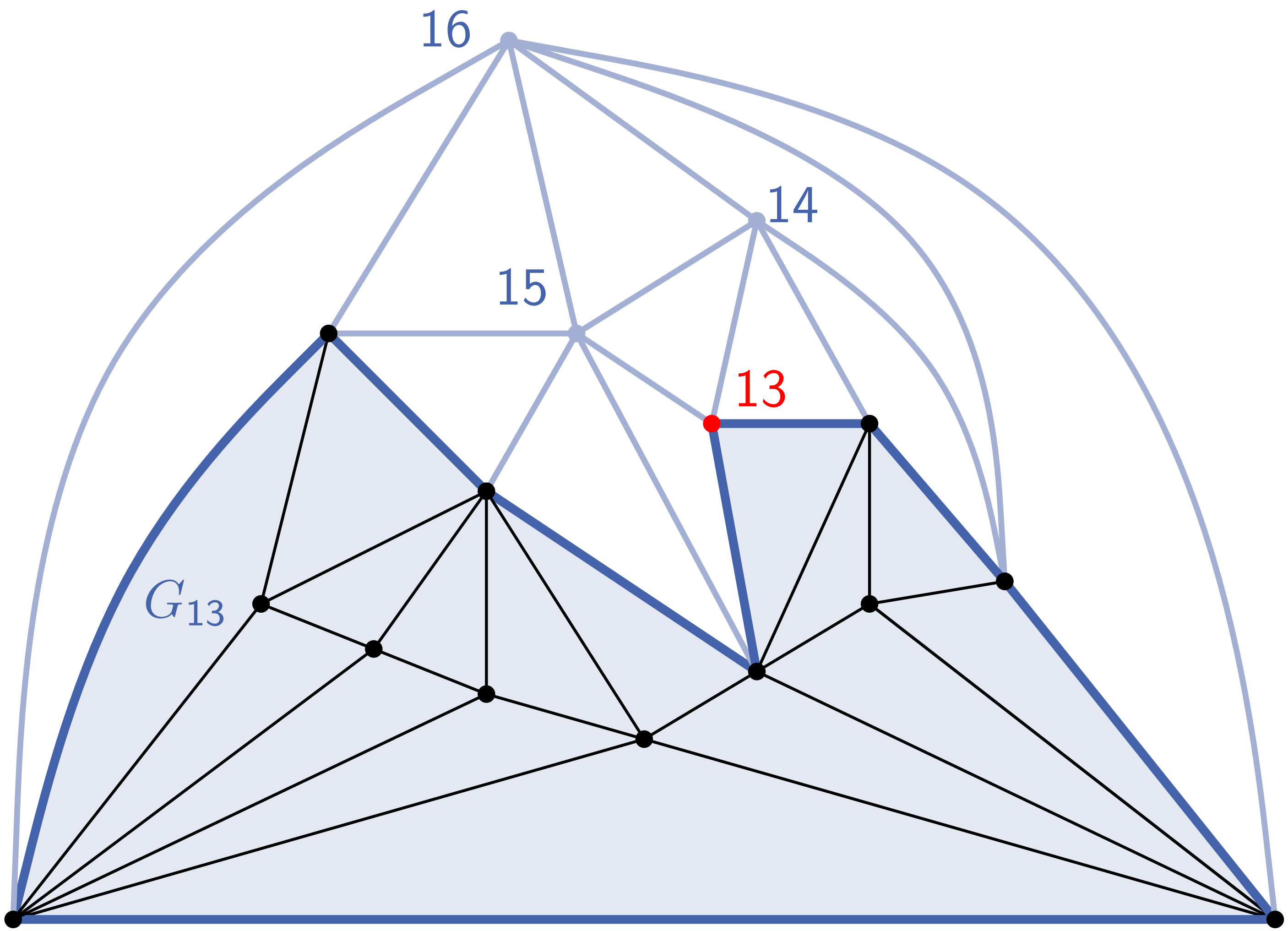
Example of Canonical Ordering

Given a planar **embedded** graph...



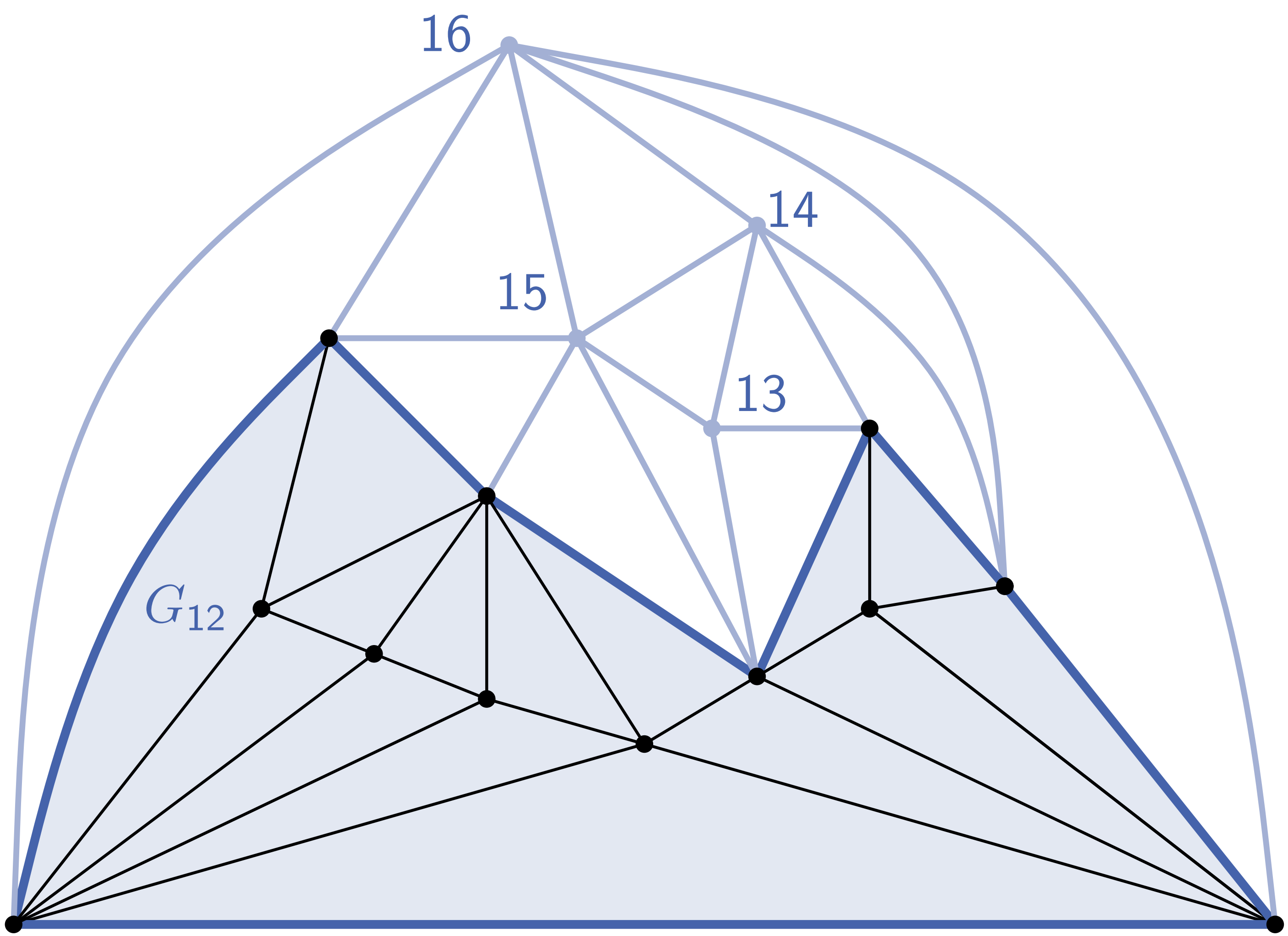
Example of Canonical Ordering

Given a planar **embedded** graph...



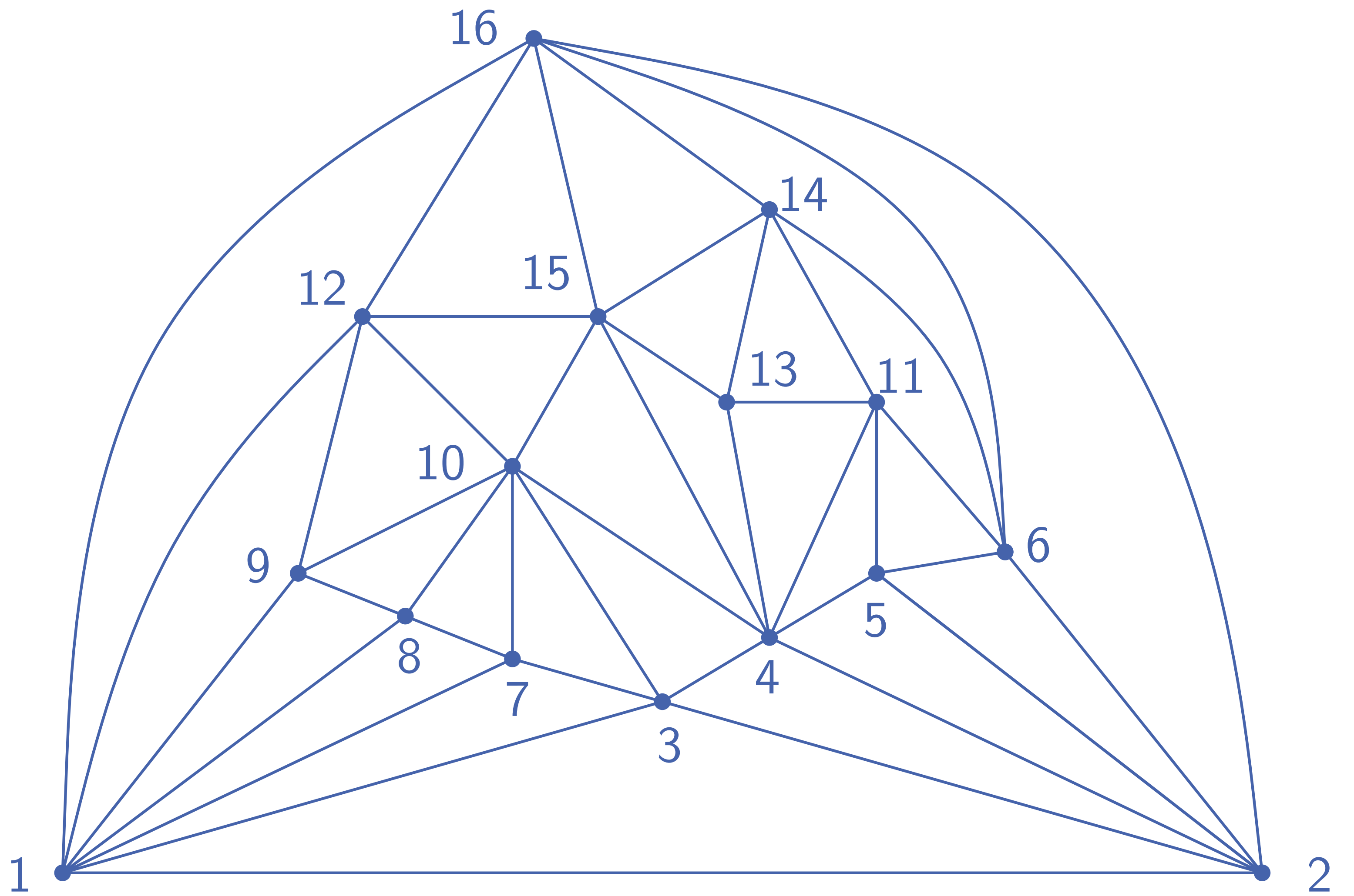
Example of Canonical Ordering

Given a planar **embedded** graph...



Example of Canonical Ordering

Given a planar **embedded** graph...



Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

- 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.

Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

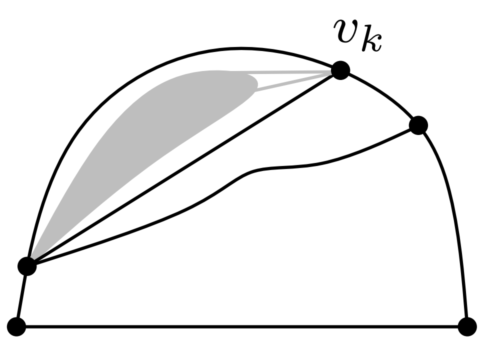
- Let $G_n = G$, and let v_1, v_2, v_n be the vertices of the outer face of G_n. Conditions C1-C3 hold.
- Induction hypothesis: vertices $v_{n-1}, \dots, v_{k+1}$ have been chosen such that conditions C1-C3 hold for $k + 1 \leq i \leq n$.

Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

- 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.
- Induction hypothesis: vertices $v_{n-1}, \ldots, v_{k+1}$ have been chosen such that conditions C1-C3 hold for $k + 1 \leq i \leq n$.
- Consider G_k. We search for v_k.

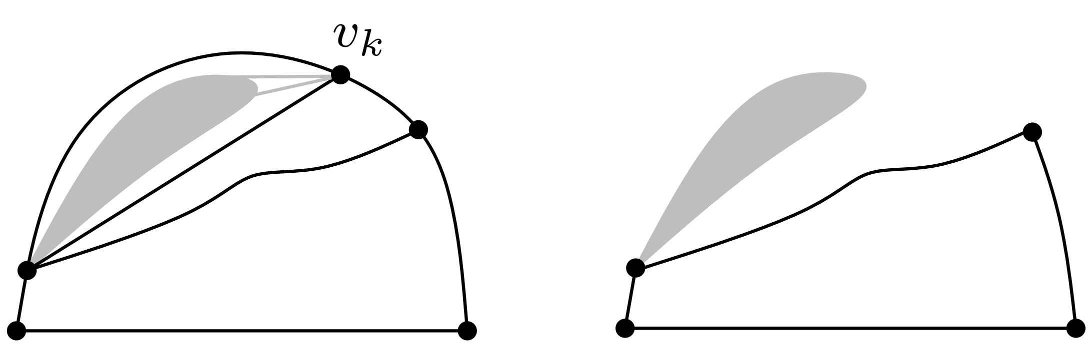


Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

- 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.
- Induction hypothesis: vertices $v_{n-1}, \ldots, v_{k+1}$ have been chosen such that conditions C1-C3 hold for $k+1 \leq i \leq n$.
- Consider G_k. We search for v_k.

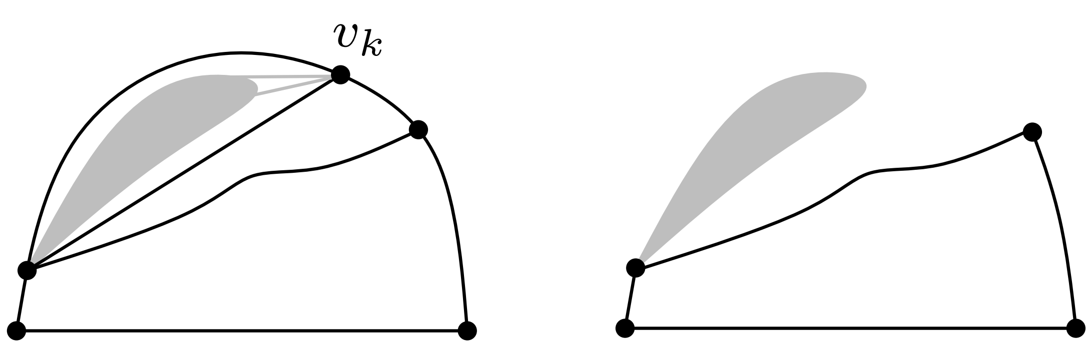


Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

- 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.
- Induction hypothesis: vertices $v_{n-1}, \ldots, v_{k+1}$ have been chosen such that conditions C1-C3 hold for $k+1 \leq i \leq n$.
- Consider G_k. We search for v_k.



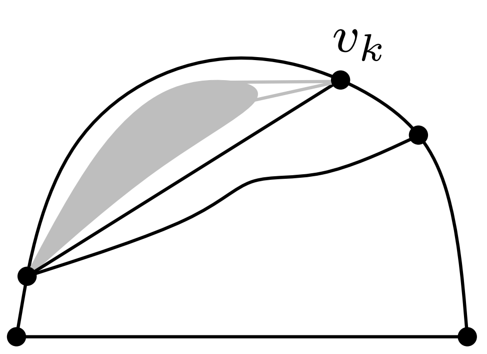
v_k should not be adjacent to a chord

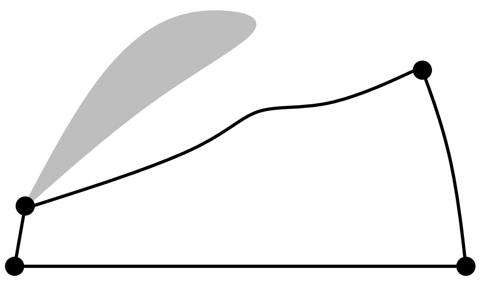
Canonical Ordering Existence

Lemma

Every triangulated plane graph has a canonical ordering.

- 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.
- Induction hypothesis: vertices $v_{n-1}, \ldots, v_{k+1}$ have been chosen such that conditions C1-C3 hold for $k+1 \leq i \leq n$.
- Consider G_k. We search for v_k.





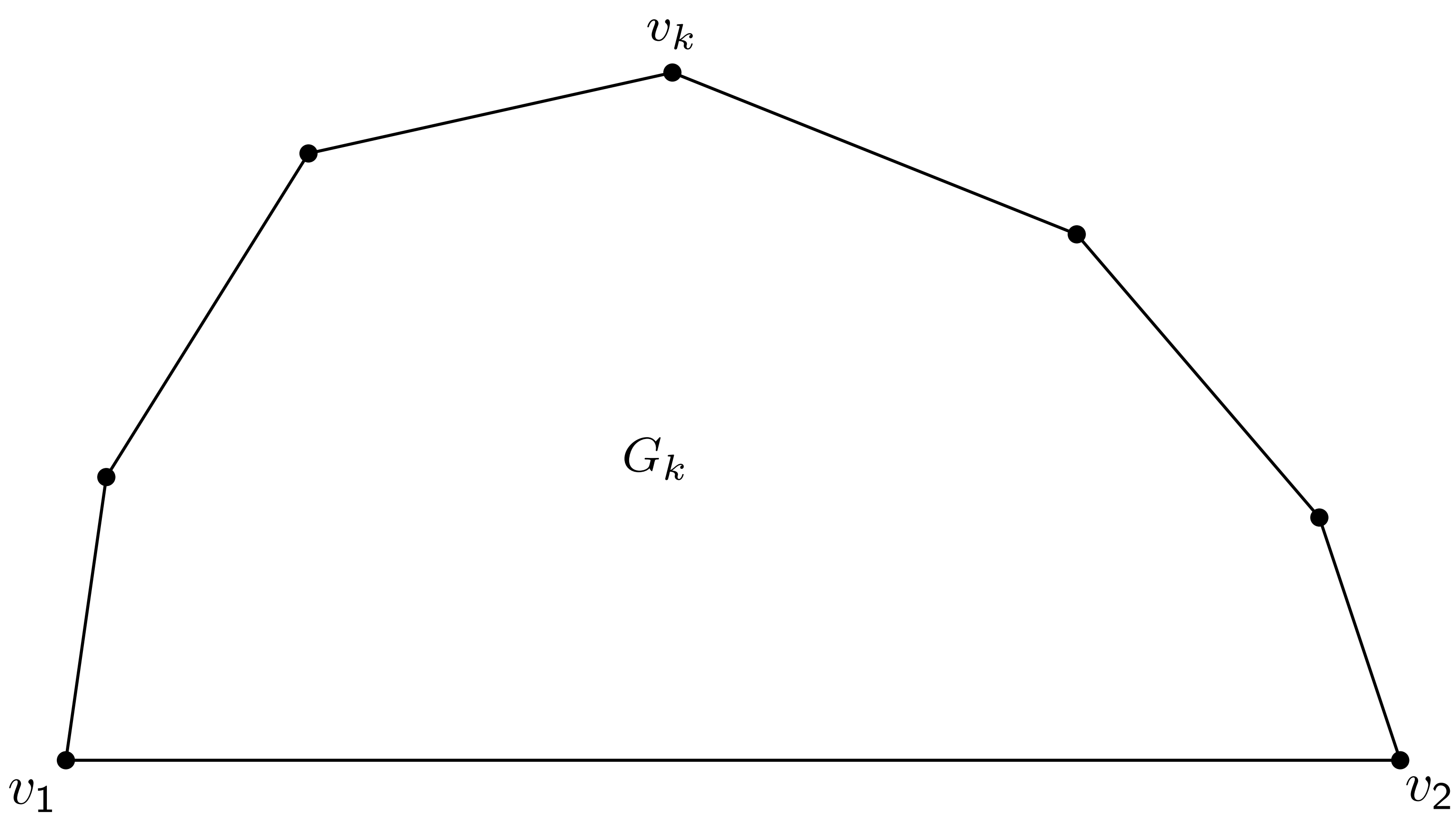
v_k should not be adjacent to a chord

Is it sufficient?

Canonical Ordering Existence

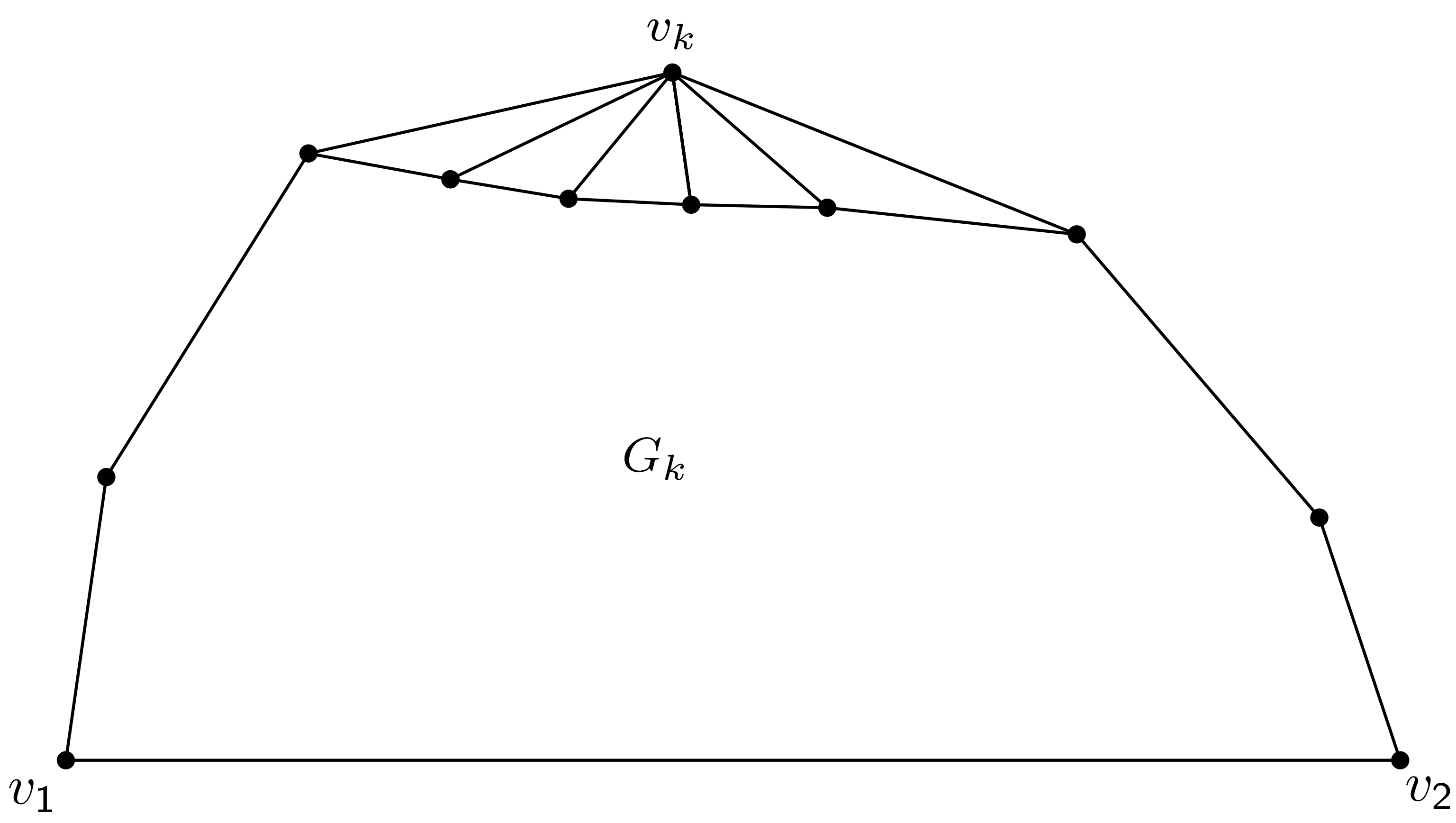
Karlsruhe Institute of Technology

Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



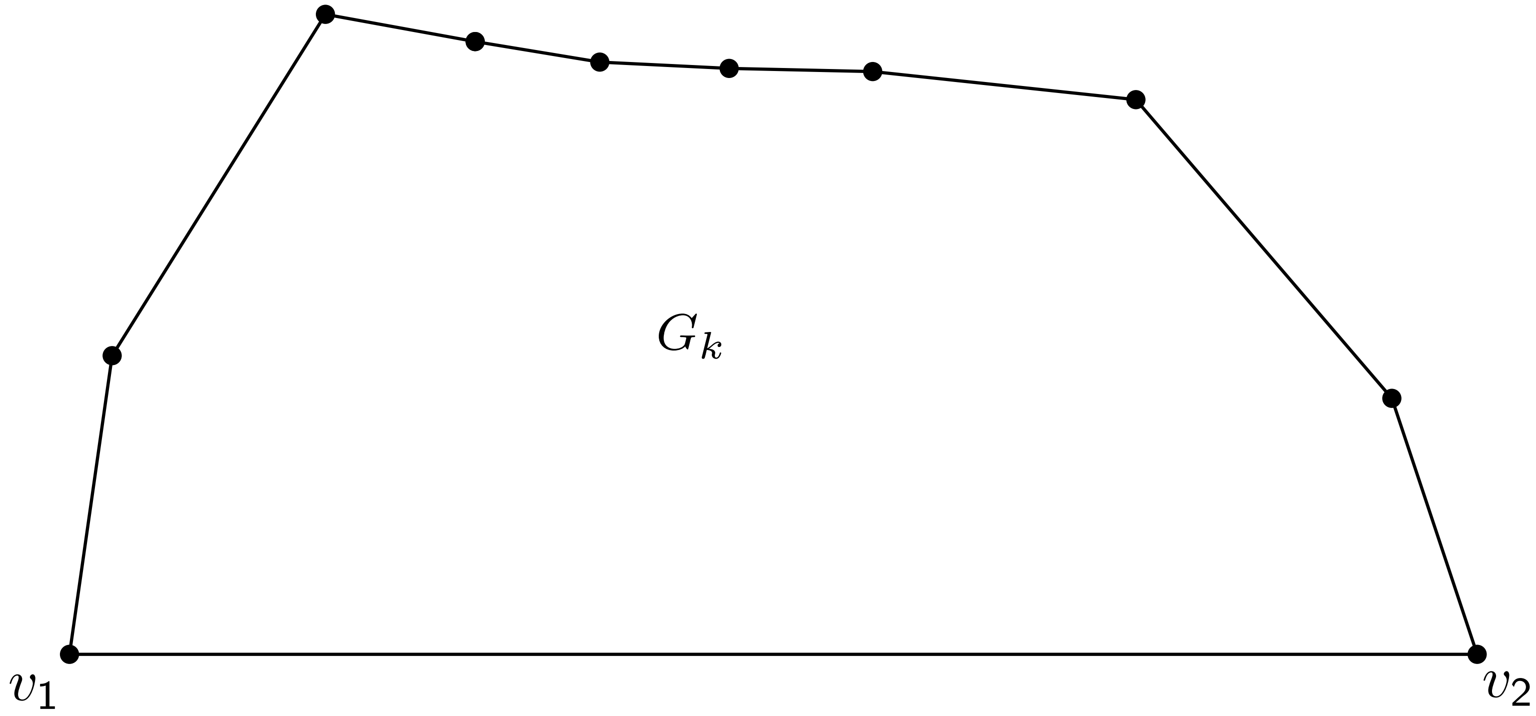
Canonical Ordering Existence

Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



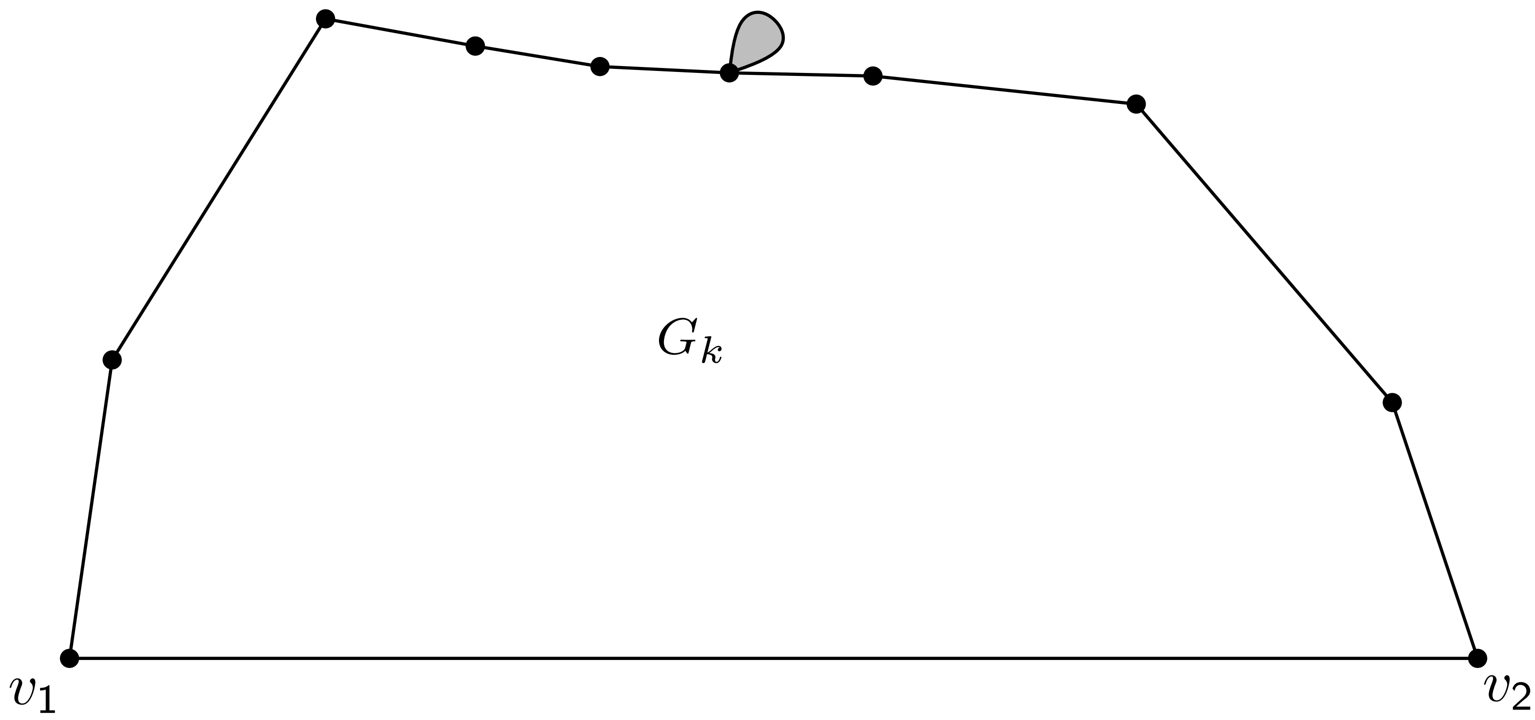
Canonical Ordering Existence

Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



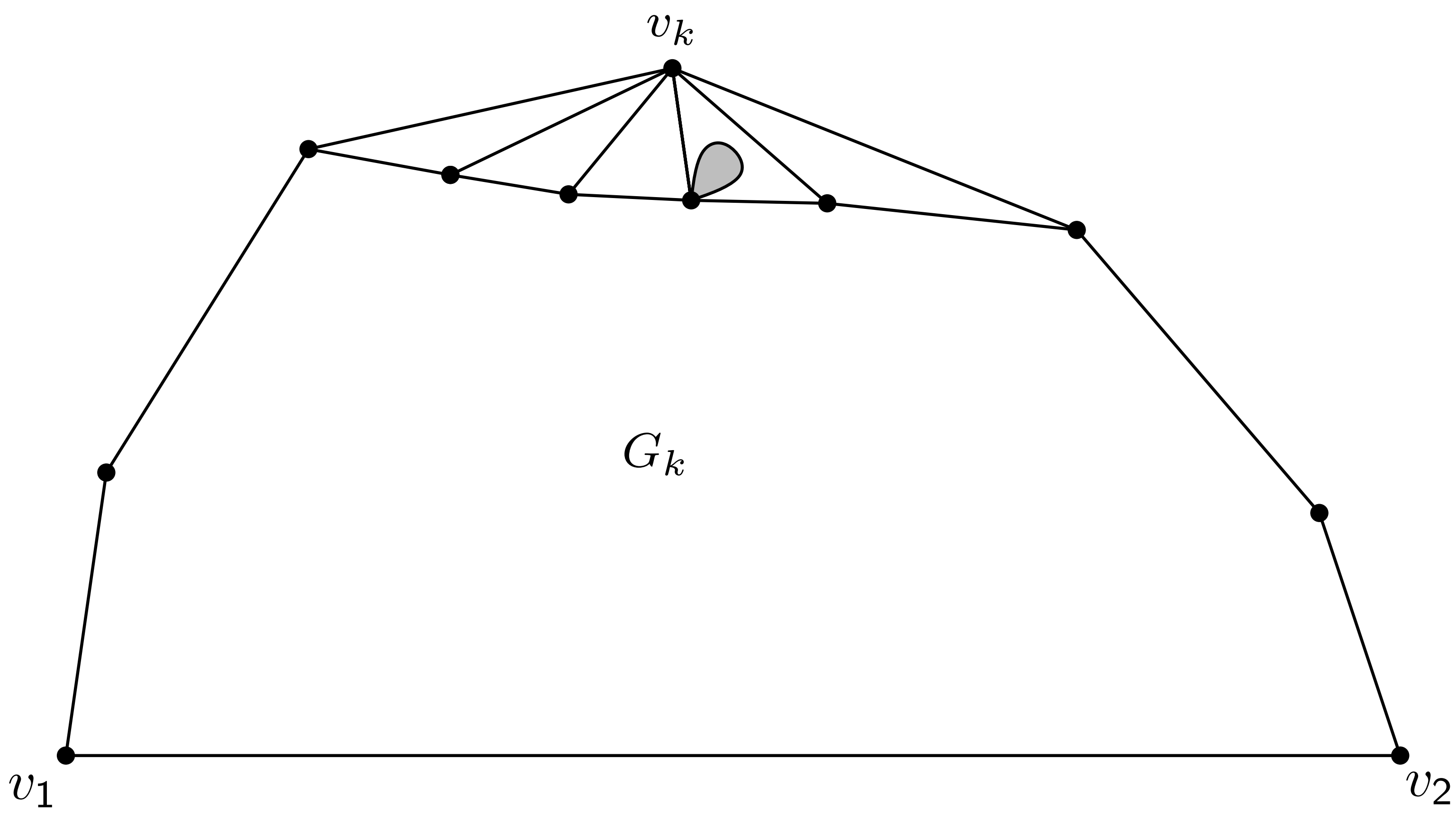
Canonical Ordering Existence

Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



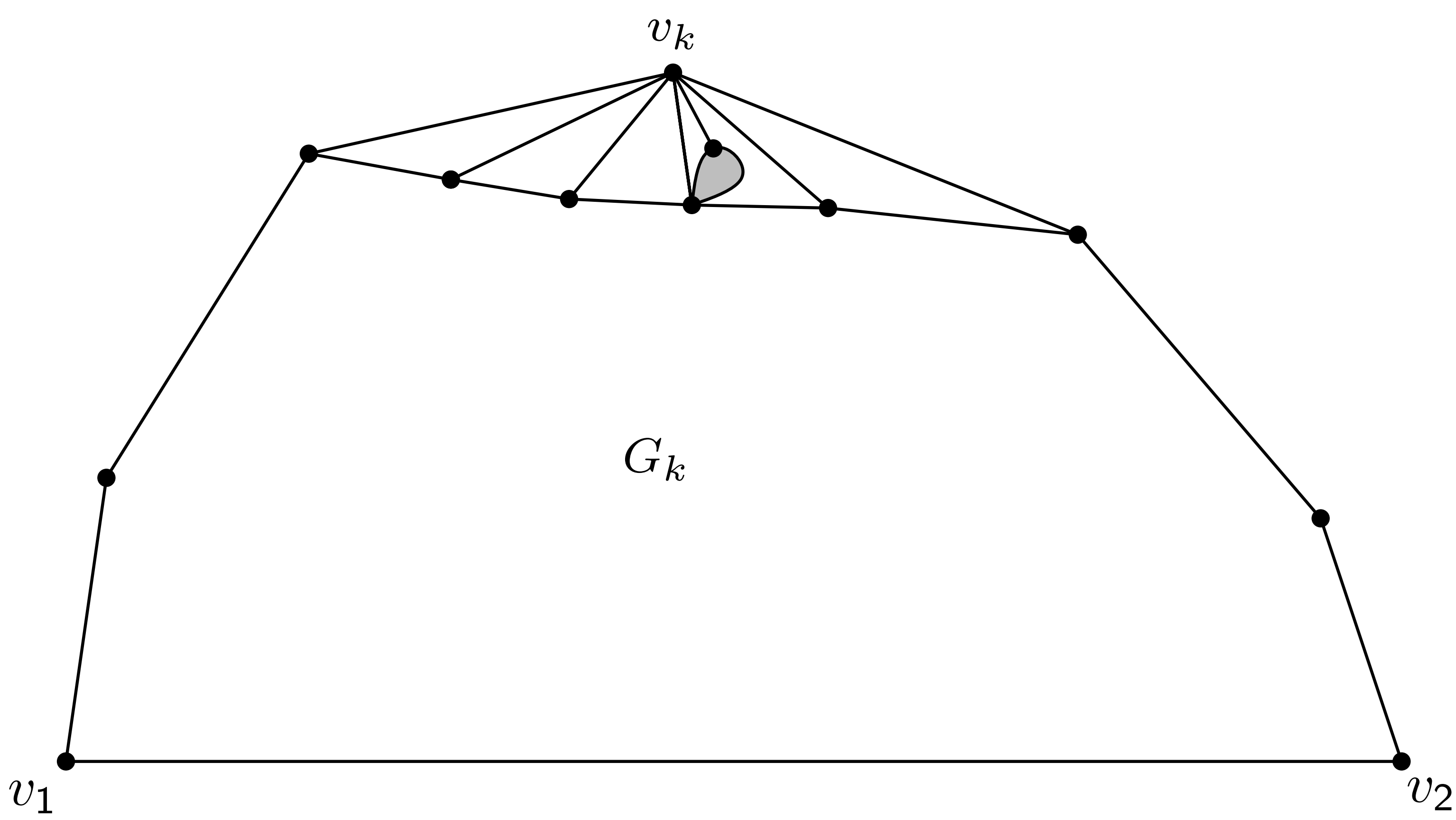
Canonical Ordering Existence

Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



Canonical Ordering Existence

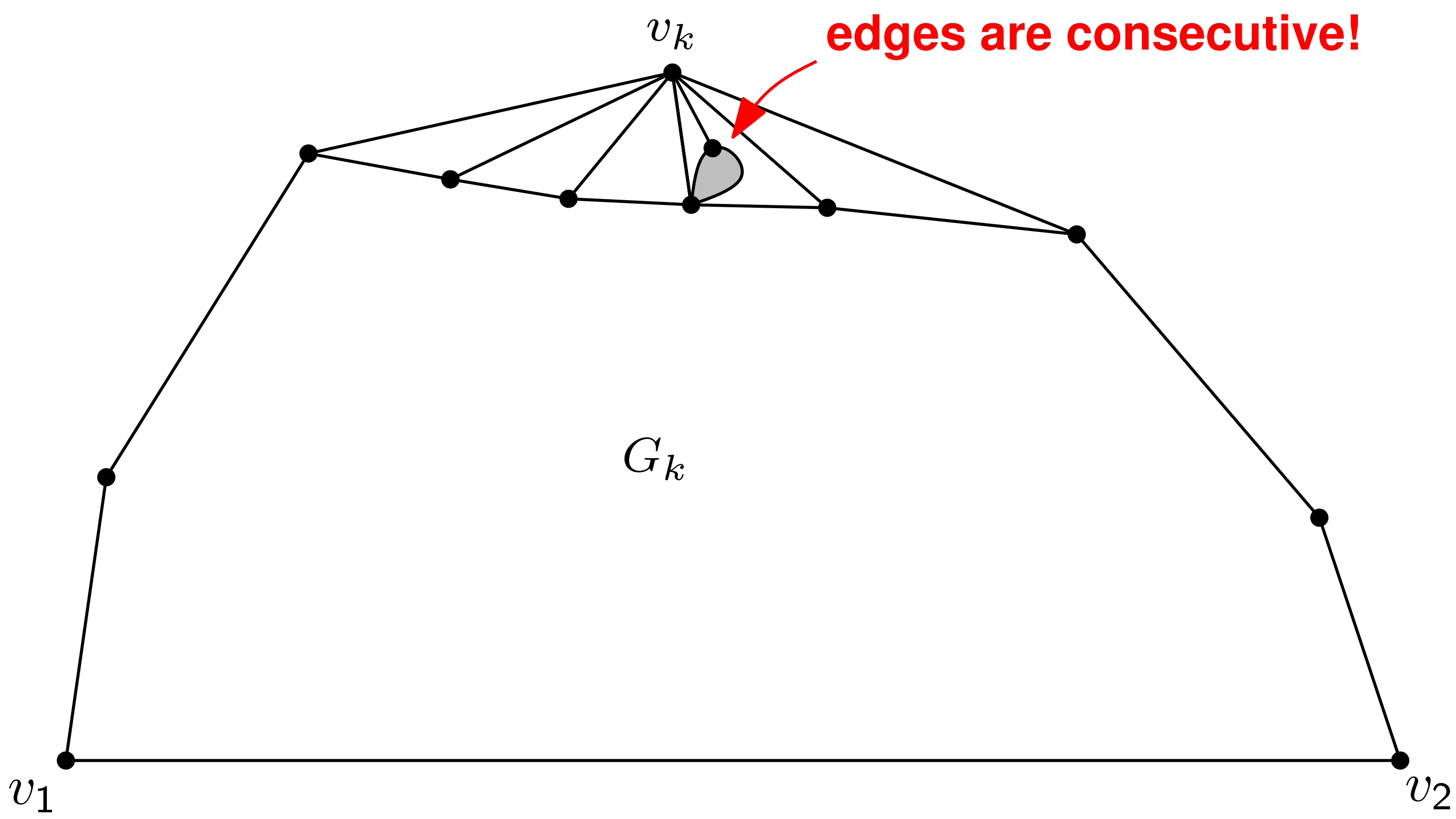
Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.



Canonical Ordering Existence

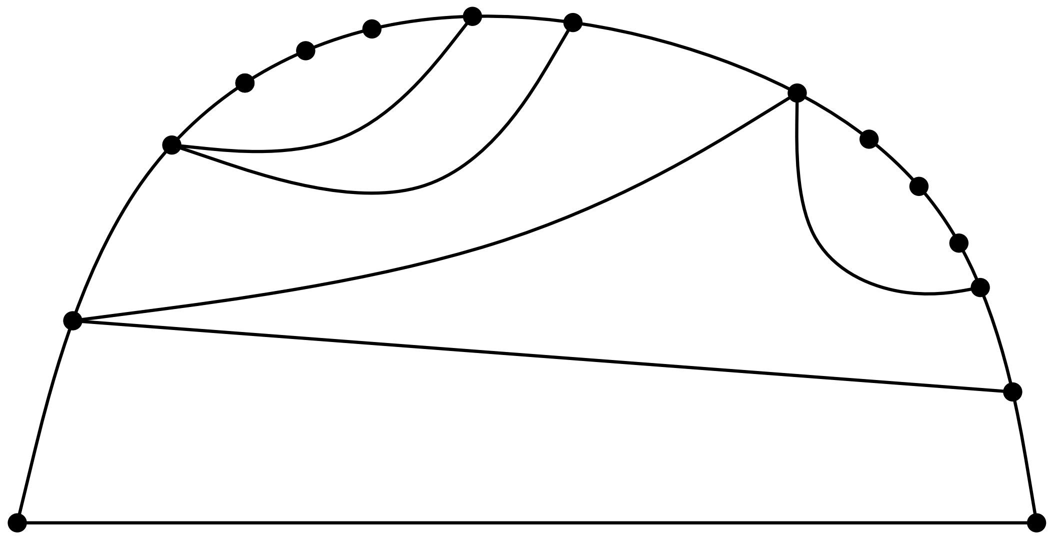
Statement If v_k is not adjacent to a chord then removal of v_k leaves the graph biconnected.

Contradiction to the fact that the edges are consecutive!



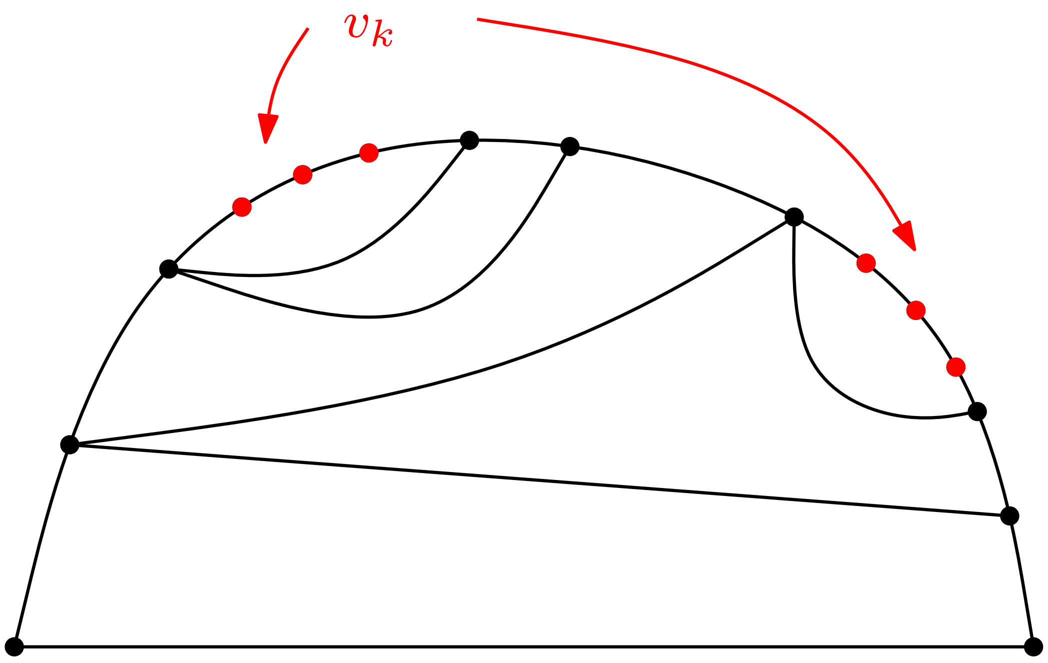
Canonical Ordering Existence

- Why a vertex not adjacent to a chord exists?



Canonical Ordering Existence

- Why a vertex not adjacent to a chord exists?



Computing Canonical Ordering

Algorithm CO

forall the $v \in V$ **do**

  chords(v) $\leftarrow$ 0; out(v) $\leftarrow$ false; mark(v) $\leftarrow$ false;

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

for $k = n$ **to** 3 **do**

  choose $v \neq v_1, v_2$ such that mark(v) = false, out(v) = true,
  chords(v) = 0;

  $v_k \leftarrow v$; mark(v) $\leftarrow$ true;

  // Let $w_1 = v_1, w_2, \ldots, w_{t-1}, w_t = v_2$ denote the boundary of G_{k-1}; and let $w_p, \ldots, w_q$ be the unmarked neighbors v_k;

  out(w_i) $\leftarrow$ true for all $p < i < q$;

  update number of chords for w_i and its neighbors;

- chord(v) - number of chords adjacent to v
- mark(v) = true iff vertex v was numbered
- out(v)=true iff v is the outer vertex of current plane graph

Computing Canonical Ordering

Algorithm CO

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

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

- chord(v) - number of chords adjacent to v
- mark(v) = true iff vertex v was numbered
- out(v)=true iff v is the outer vertex of current plane graph

Computing Canonical Ordering

Algorithm CO

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

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

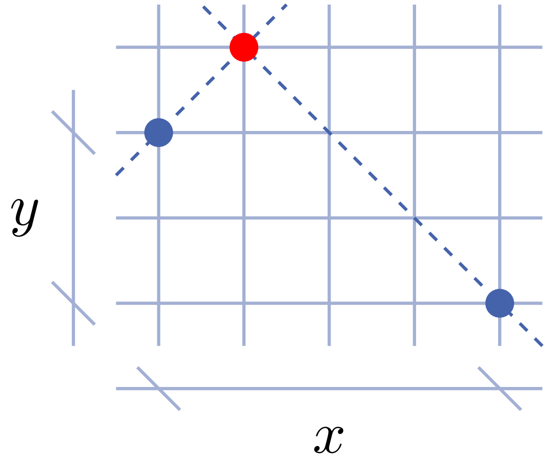
for $k = n$ **to** 3 **do**
- choose $v \neq v_1, v_2$ such that mark(v) = false, out(v) = true, chords(v) = 0;
- $v_k \leftarrow v$; mark(v) $\leftarrow$ true;
- *// Let $w_1 = v_1, w_2, \ldots, w_{t-1}, w_t = v_2$ denote the boundary of G_{k-1}; and let $w_p, \ldots, w_q$ be the unmarked neighbors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

Lemma

Algorithm CO computes a canonical ordering of a graph in $O(n)$ time.

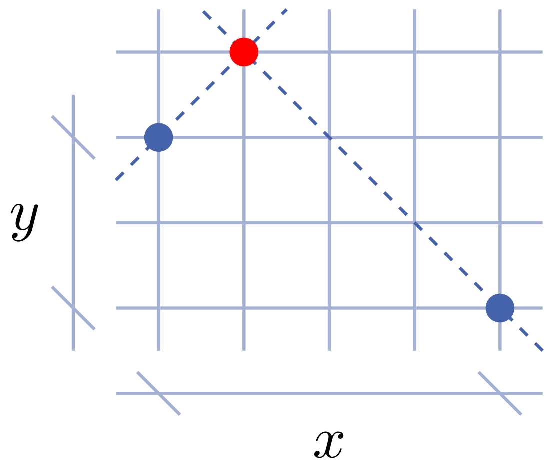
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



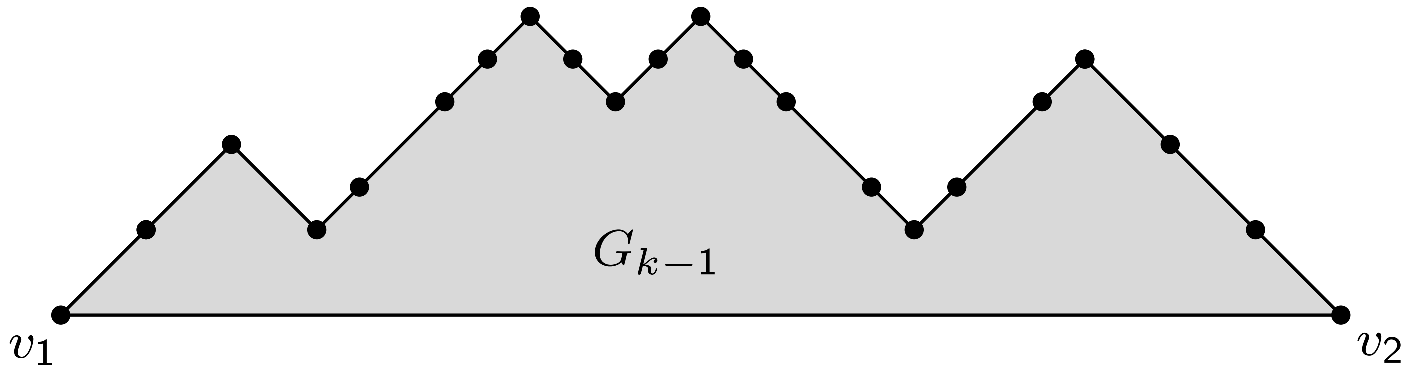
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



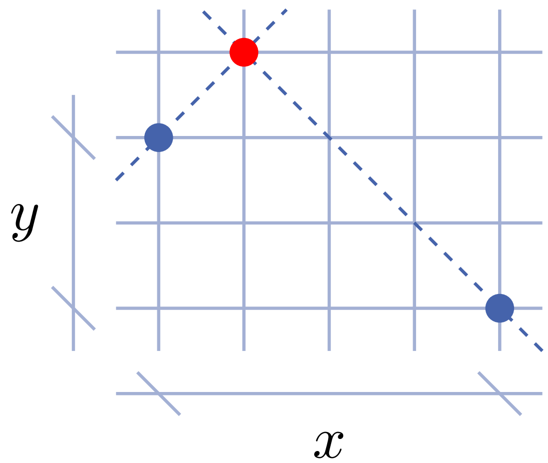
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



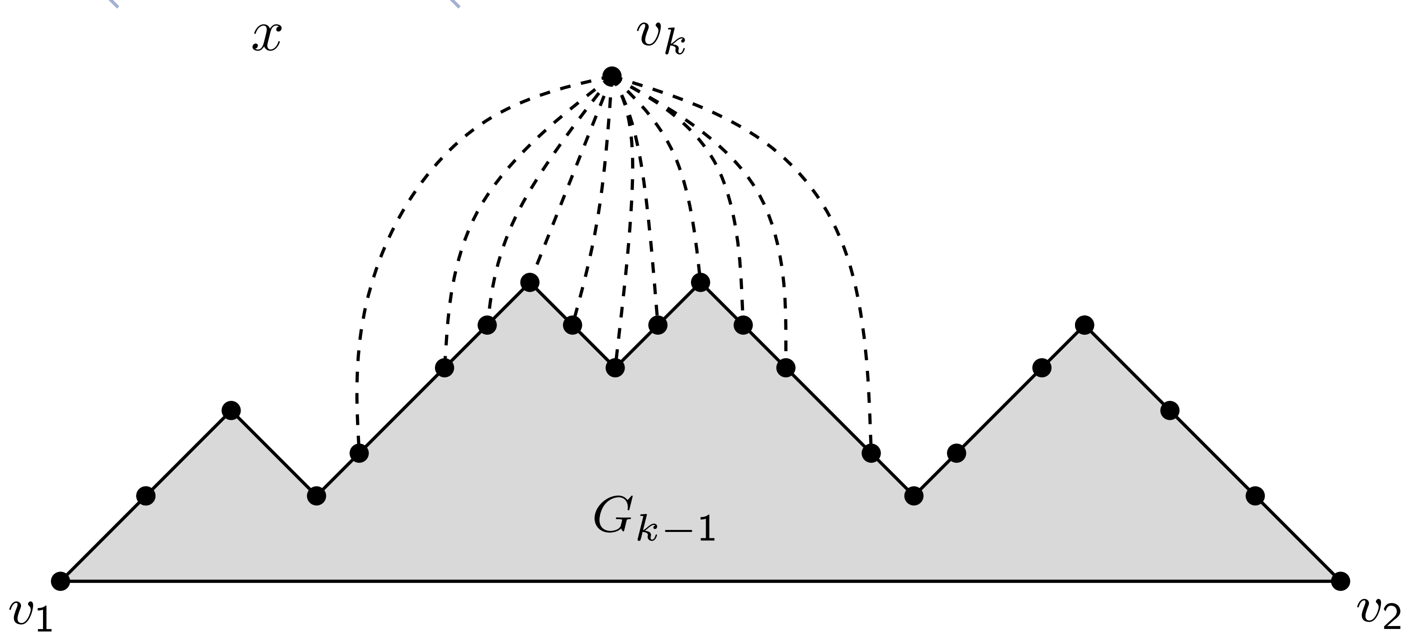
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



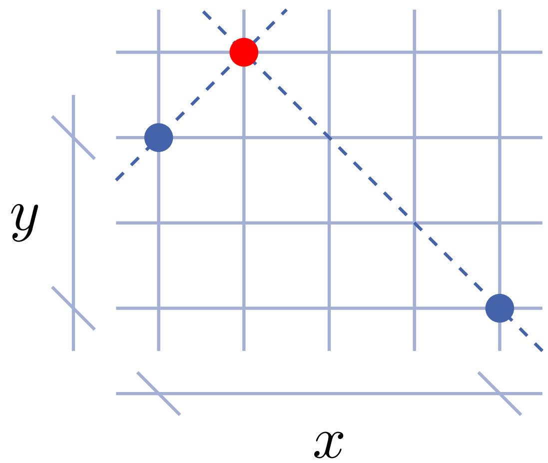
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



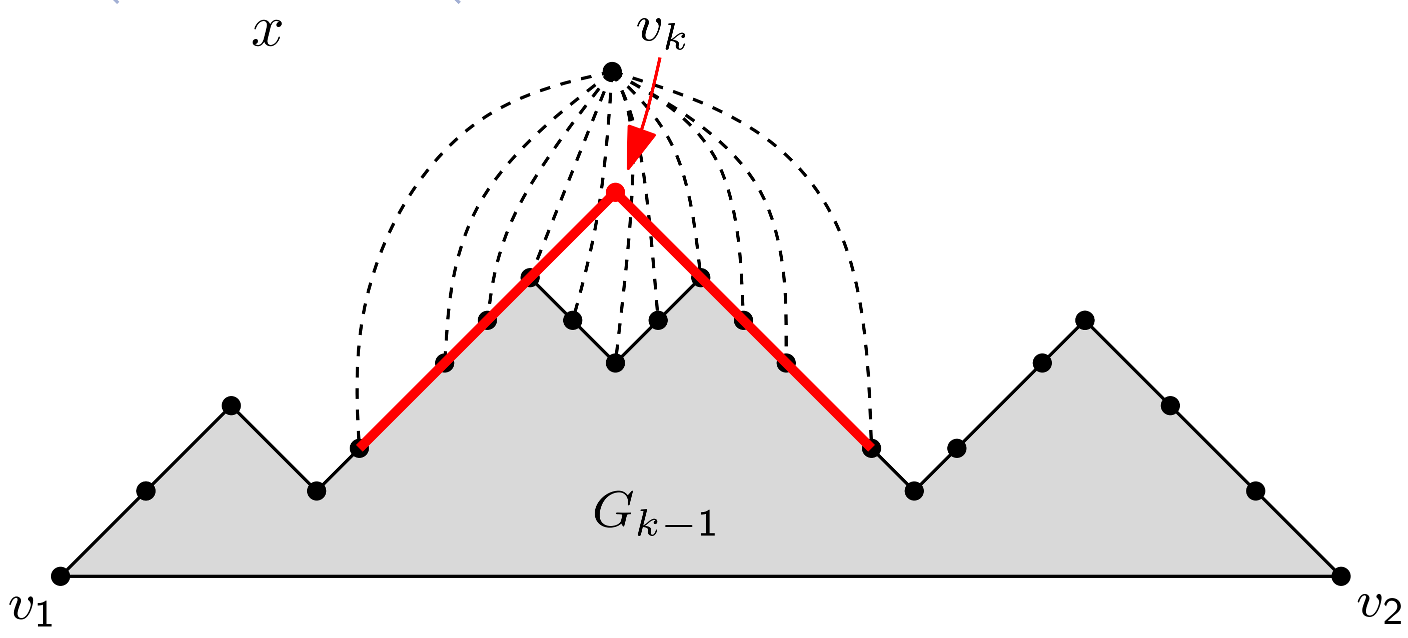
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



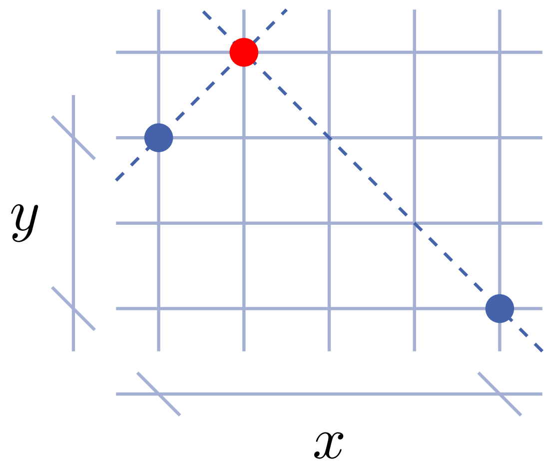
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



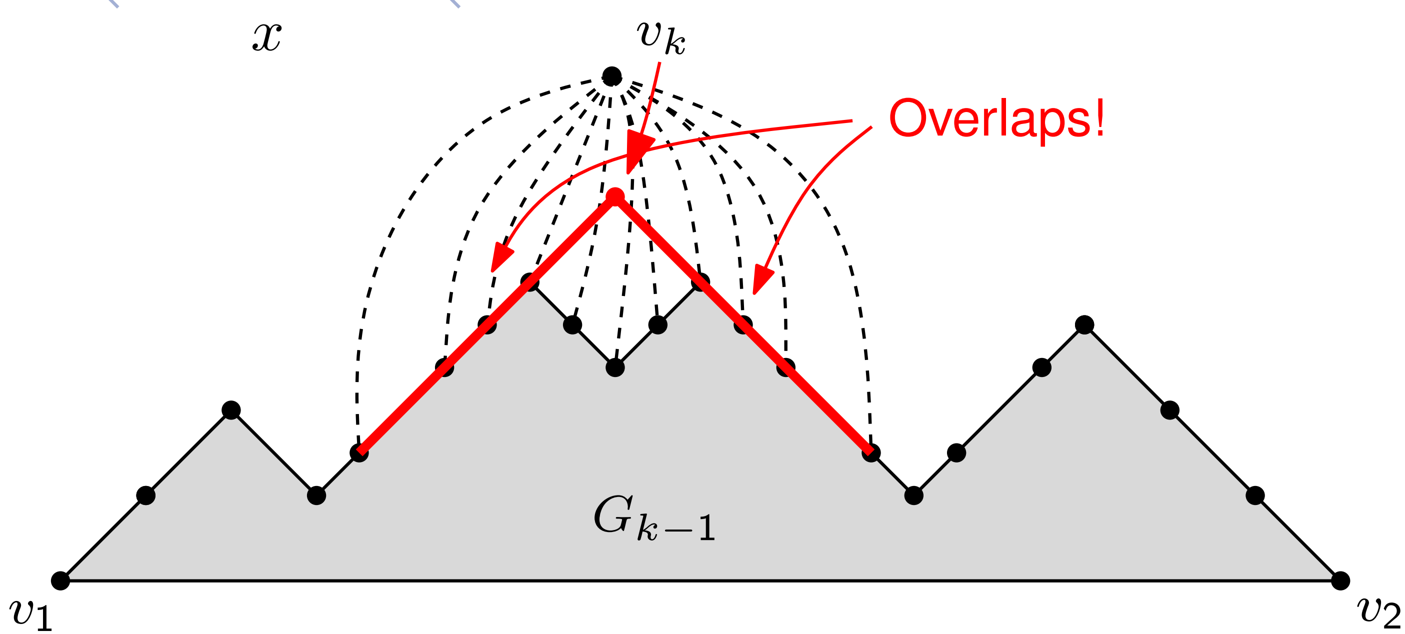
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



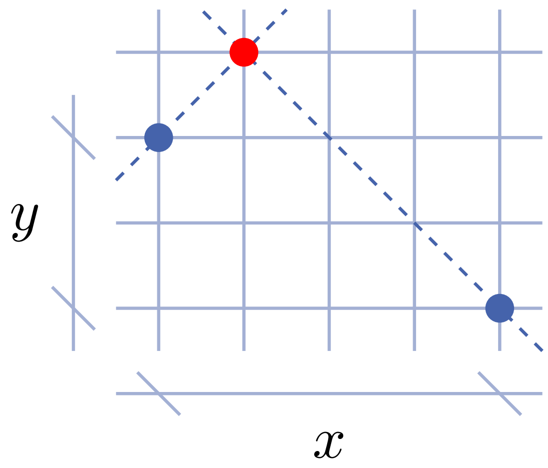
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



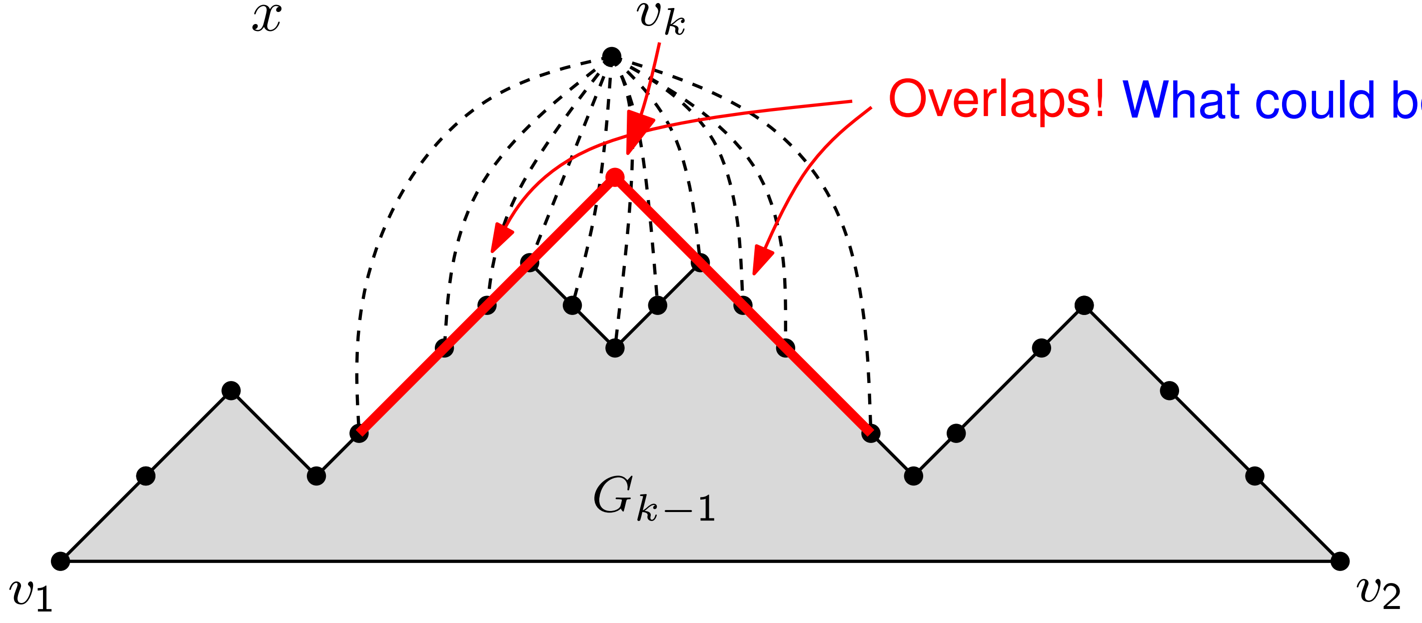
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



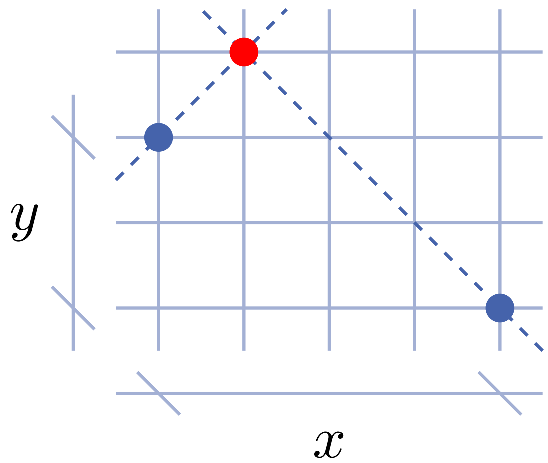
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



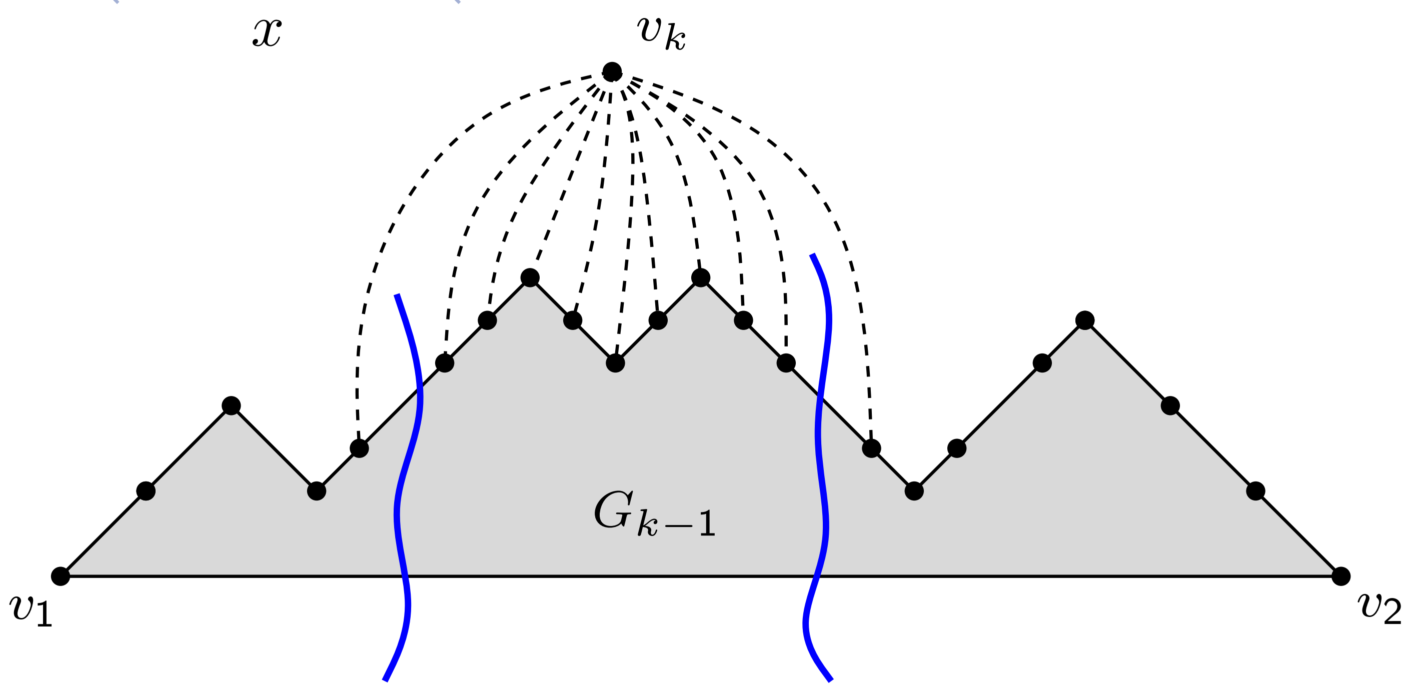
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



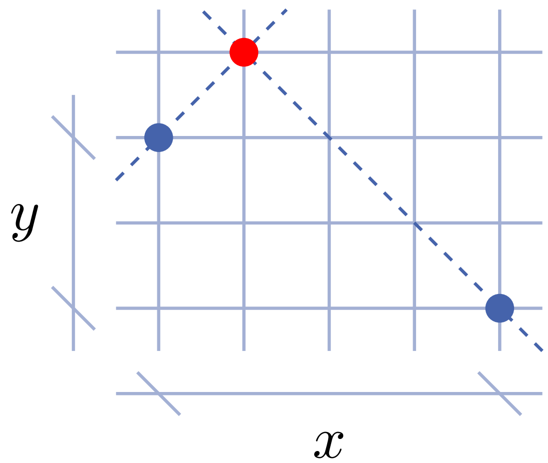
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



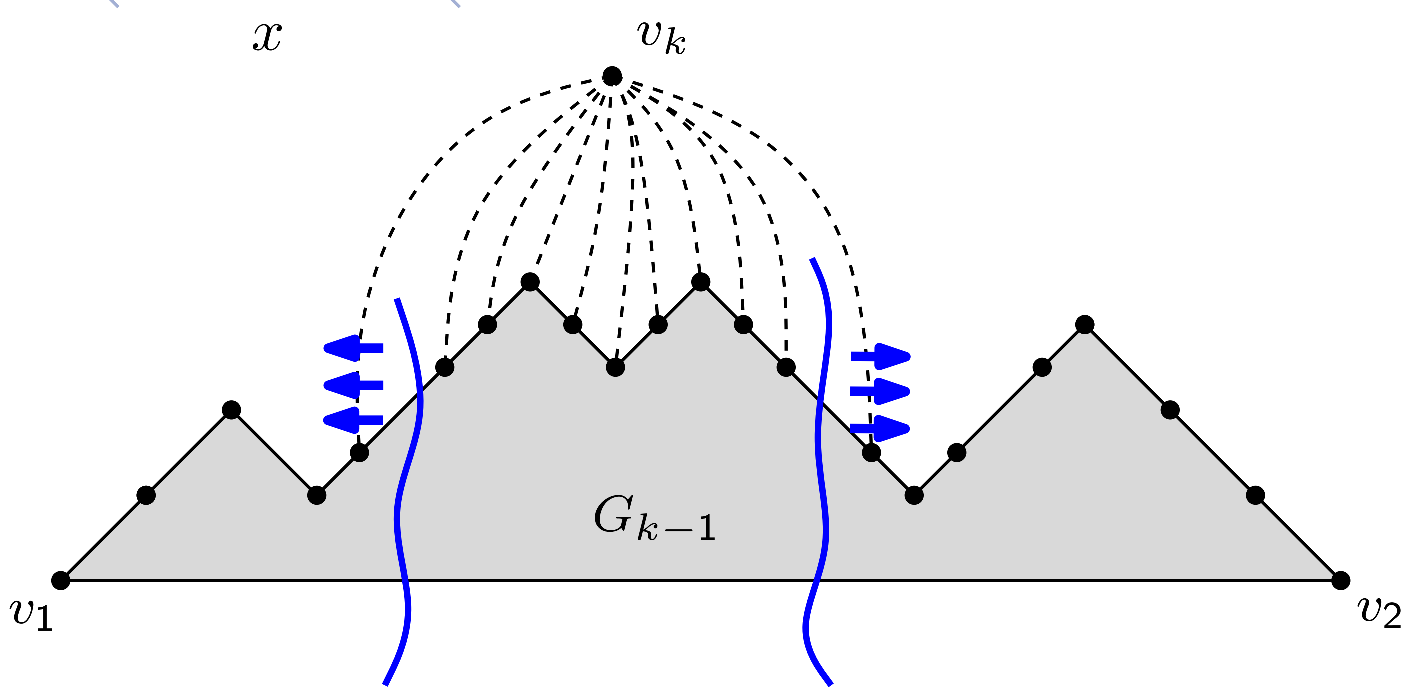
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



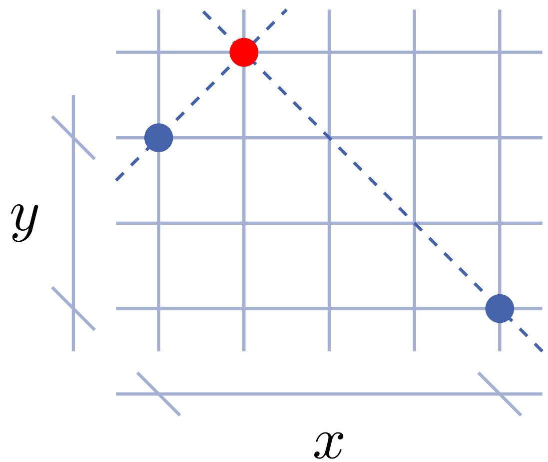
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



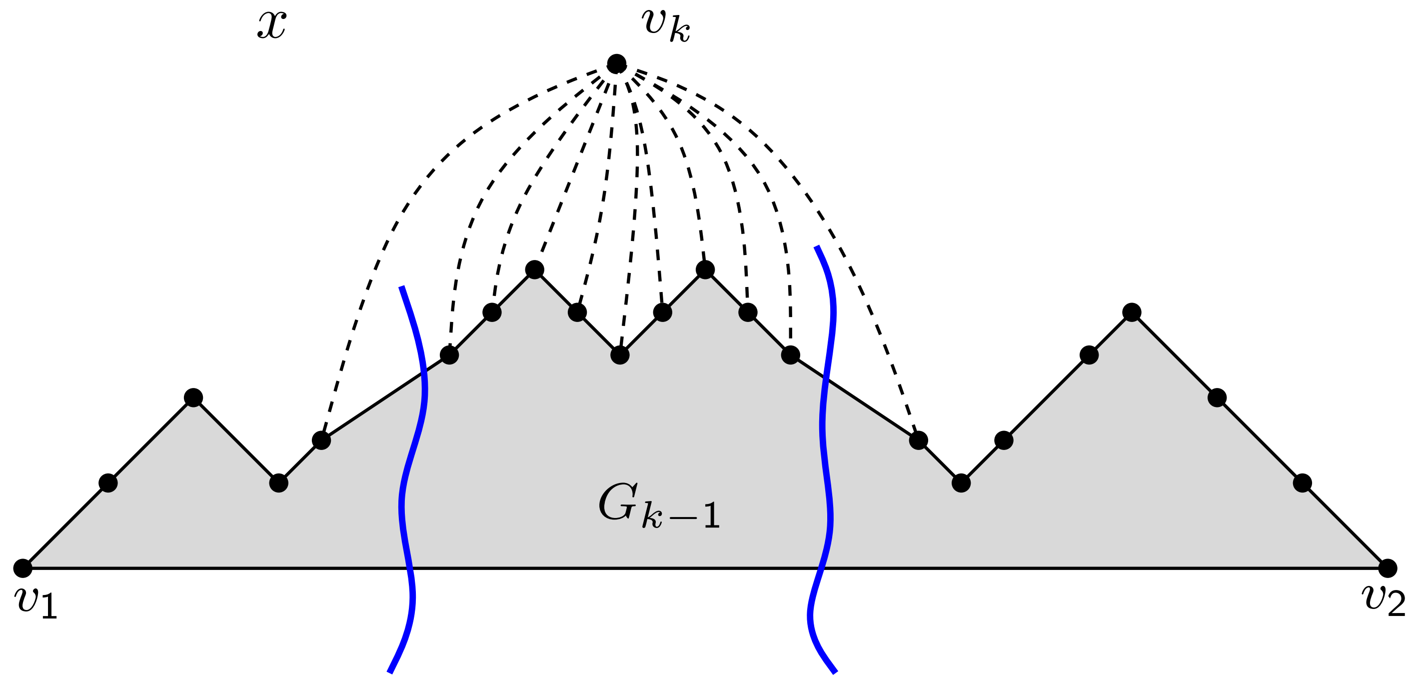
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



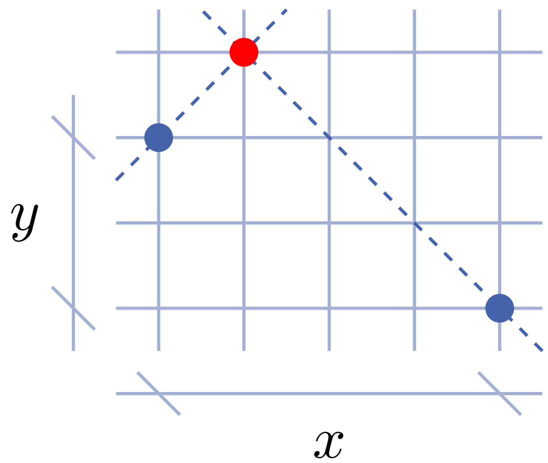
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



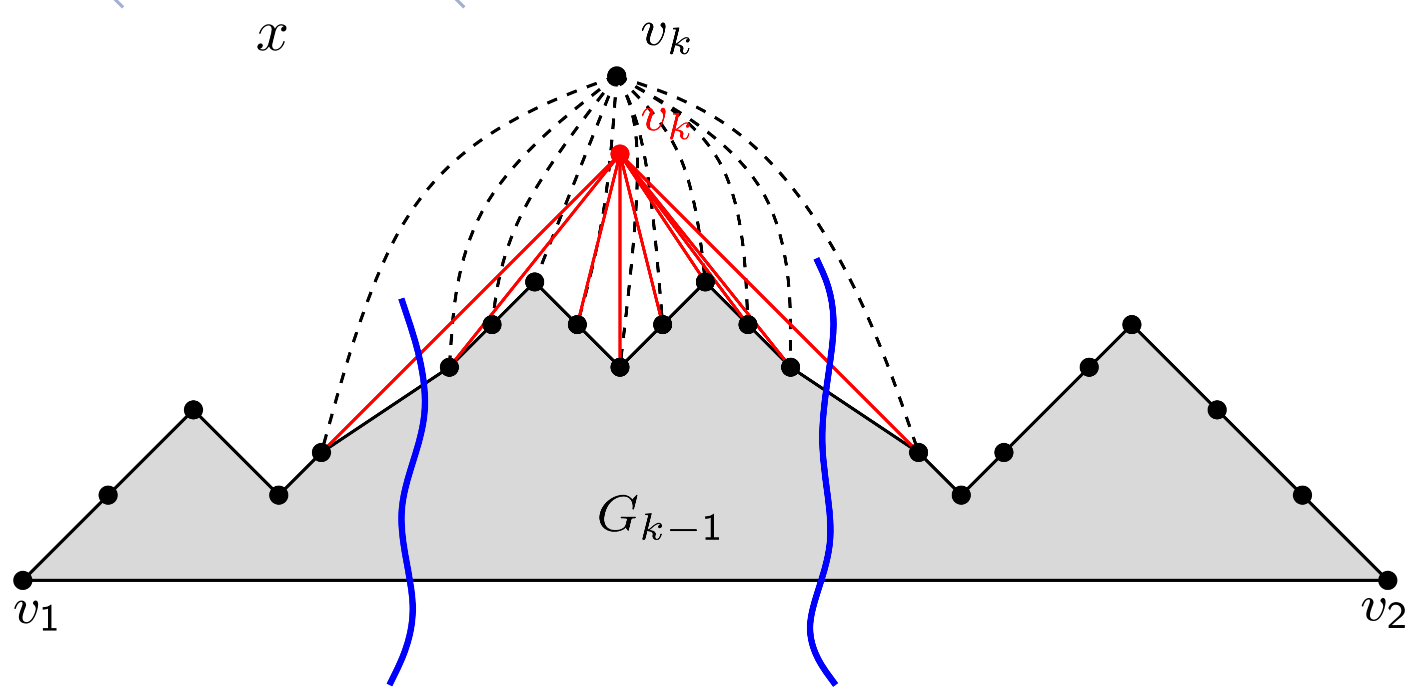
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



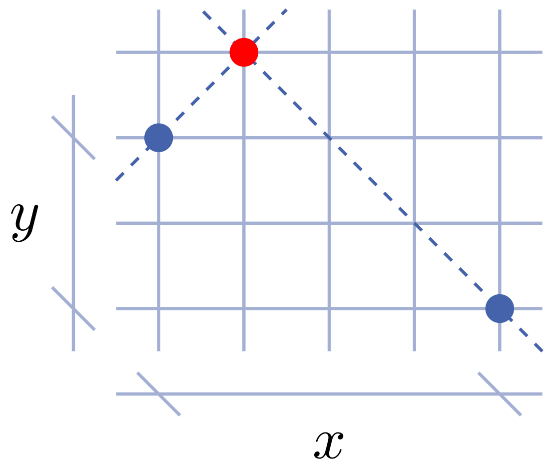
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



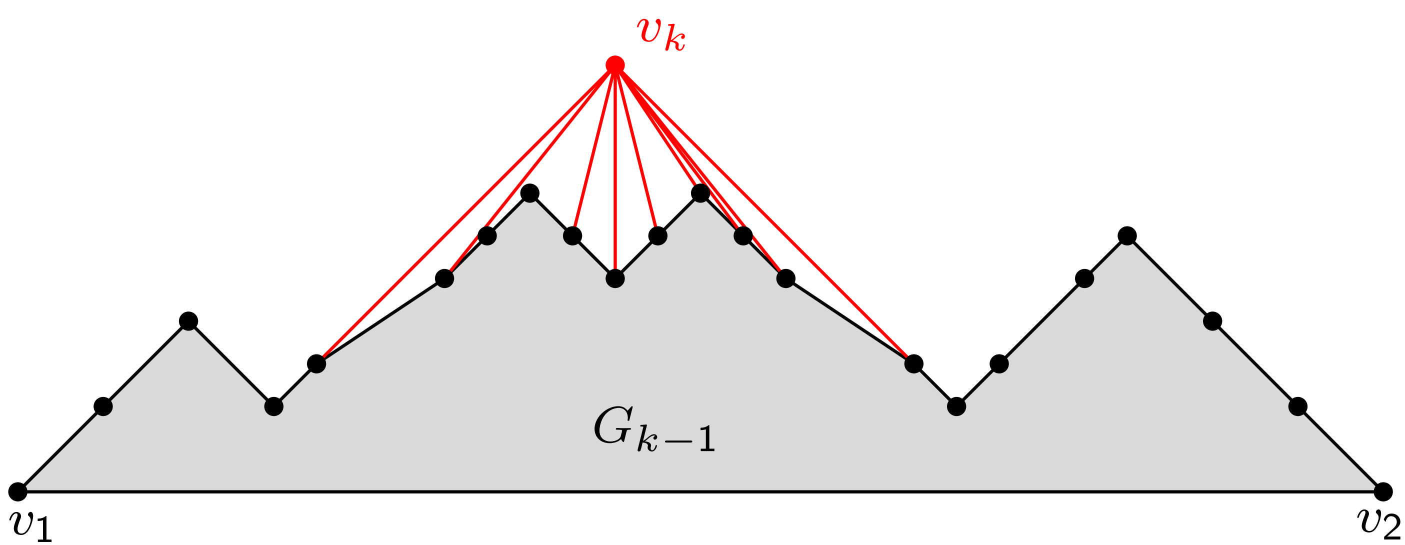
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance



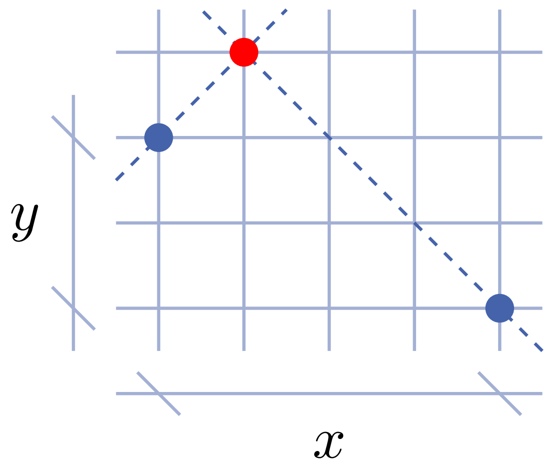
Algorithm invariants: G_{k-1} is drawn such that

- 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 ± 1



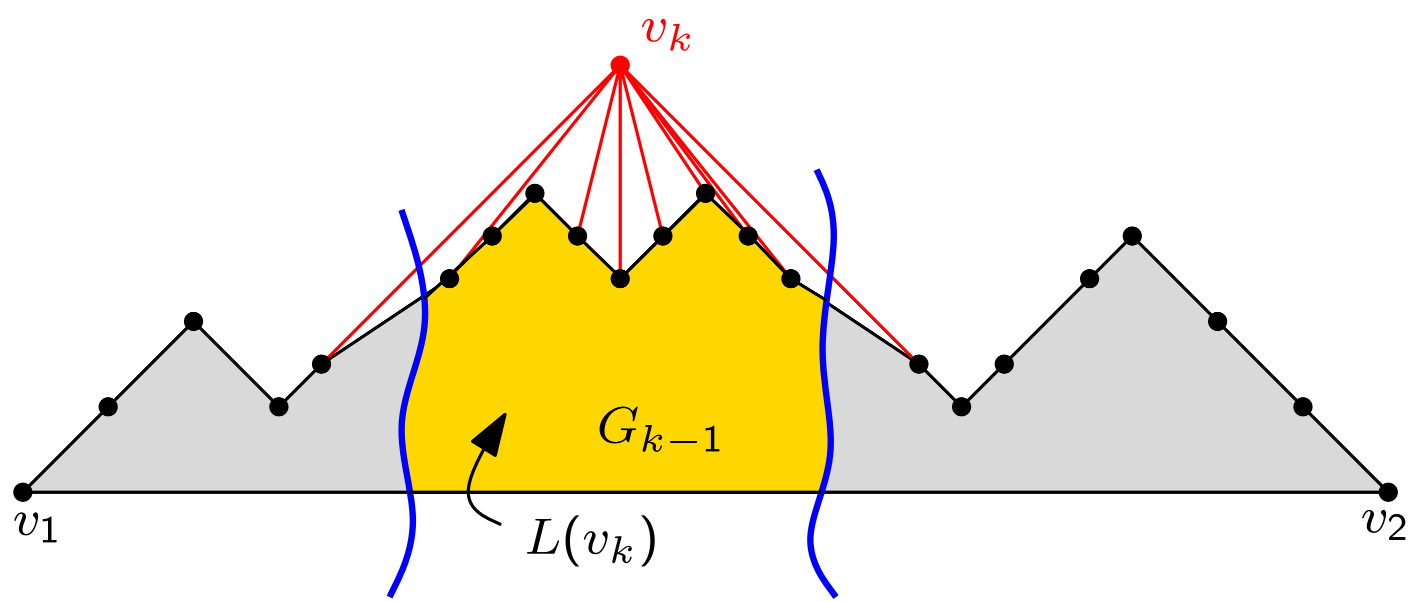
De Fraysseix Pach Pollack (Shift) Algorithm

even Manhattan distance

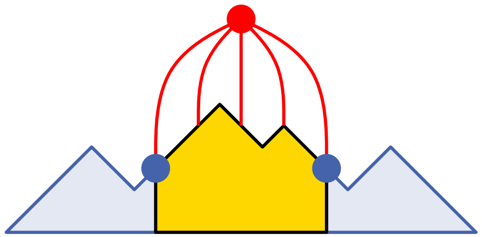


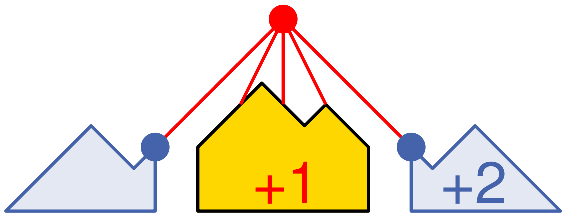
Algorithm invariants: G_{k-1} is drawn such that

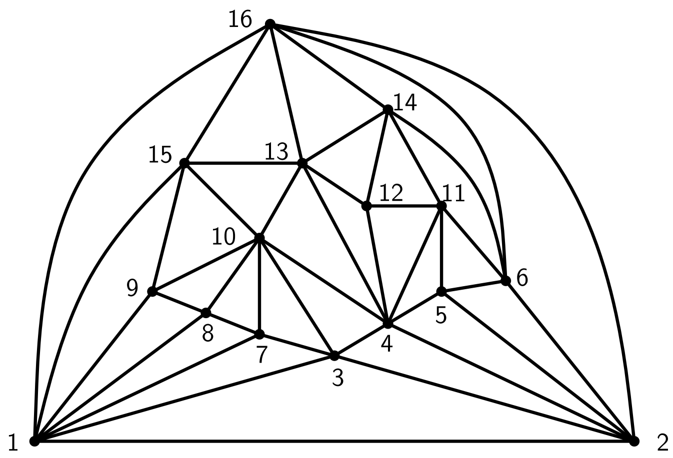
- v_1 is on $(0,0)$, v_2 is on $(2k-6,0)$
- Boundary of G_{k-1} (minus edge (v_1,v_2)) is drawn x-monotone
- Each edge of the boundary of G_{k-1} (minus edge (v_1,v_2)) is drawn with slopes ± 1



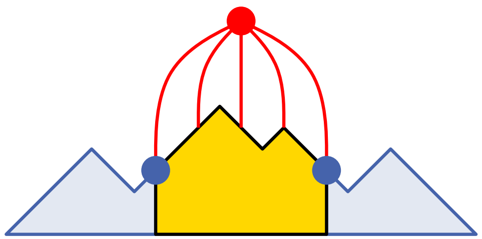
De Fraysseix Pach Pollack (Shift) Algorithm

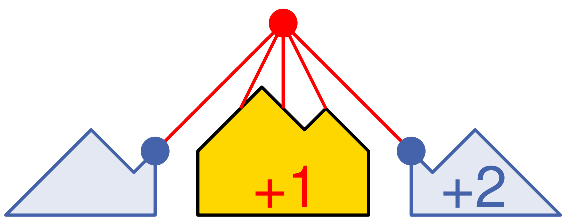


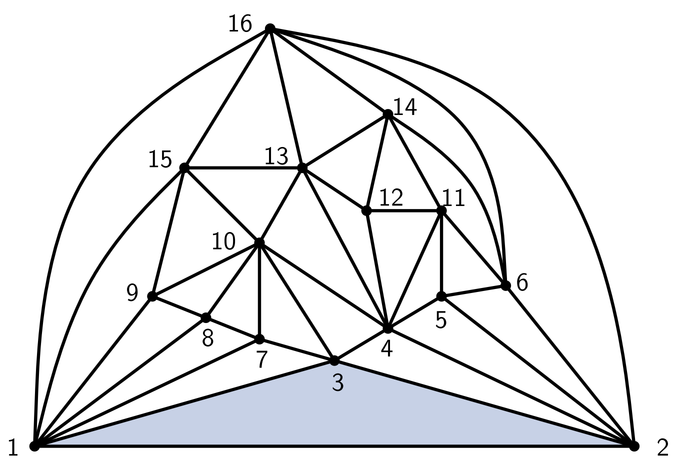


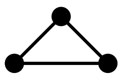


De Fraysseix Pach Pollack (Shift) Algorithm

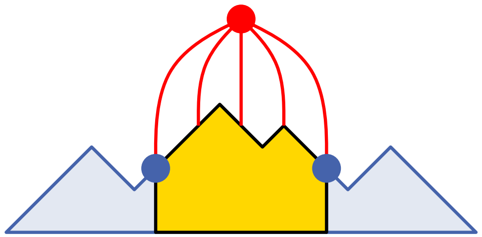


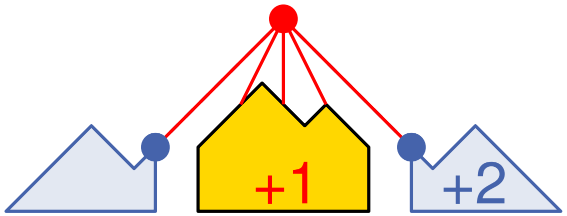


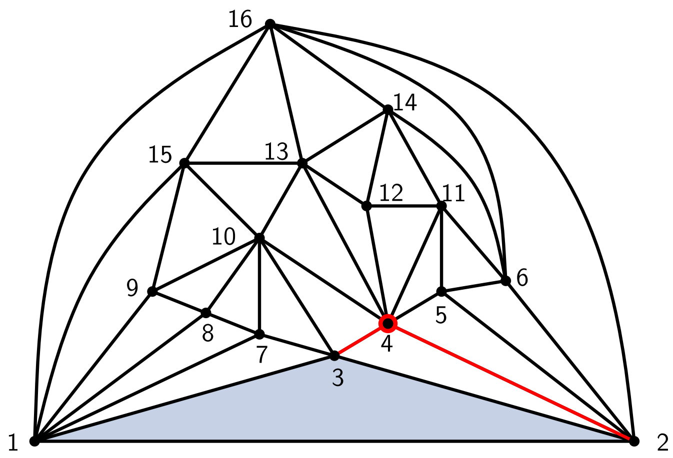


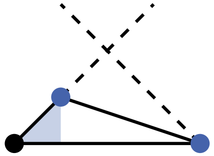


De Fraysseix Pach Pollack (Shift) Algorithm

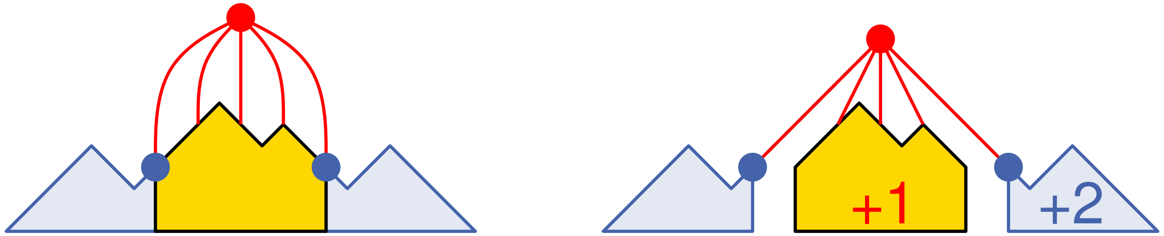


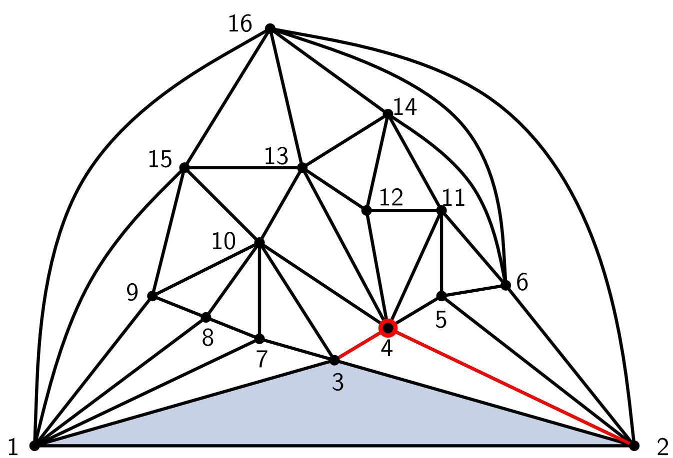


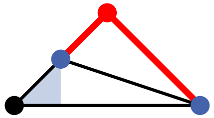




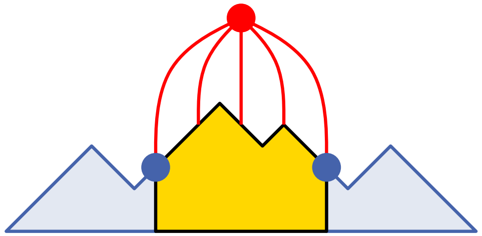
De Fraysseix Pach Pollack (Shift) Algorithm

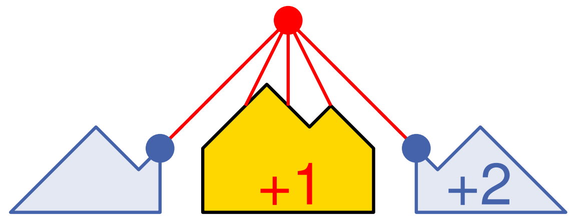


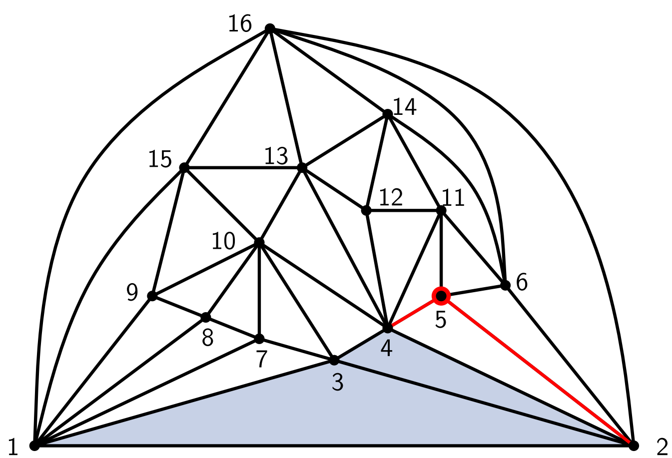


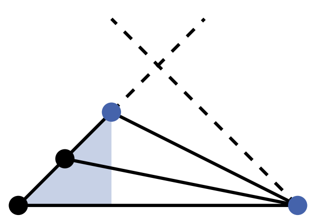


De Fraysseix Pach Pollack (Shift) Algorithm

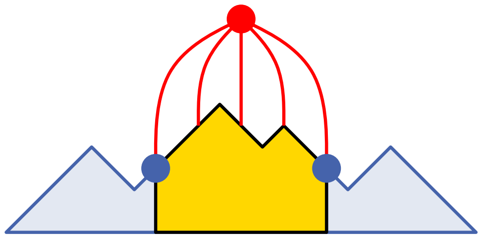


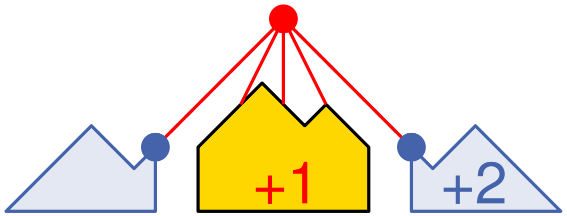


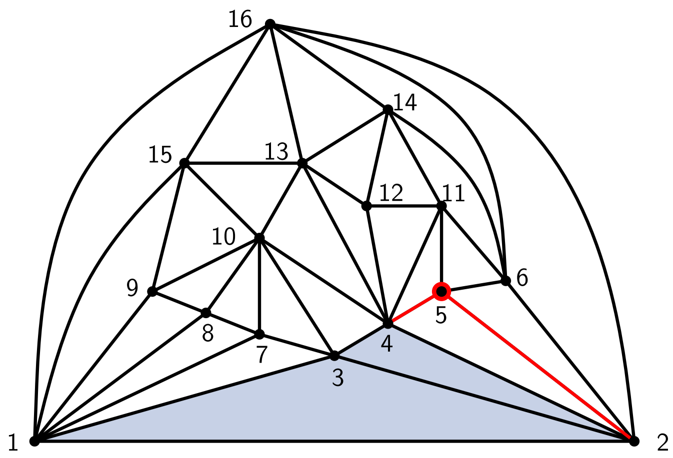


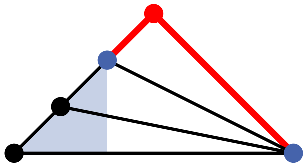


De Fraysseix Pach Pollack (Shift) Algorithm

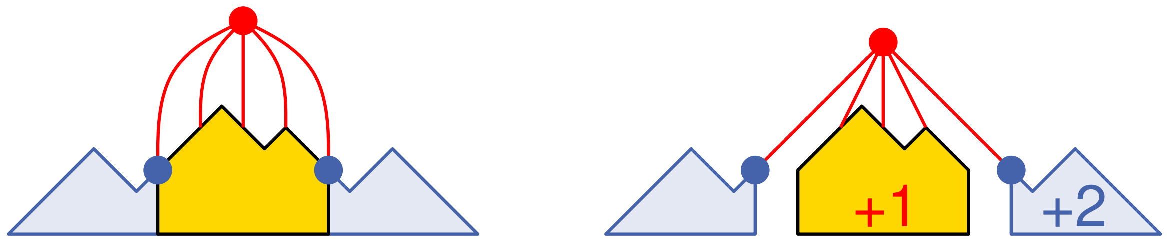


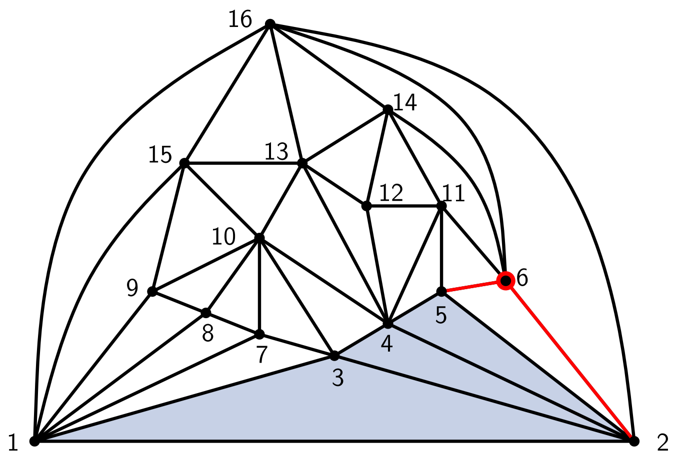


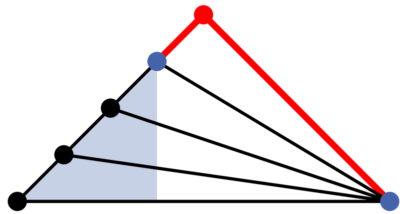




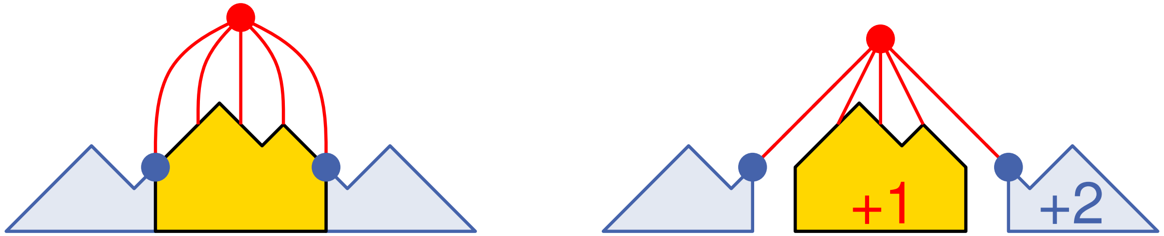
De Fraysseix Pach Pollack (Shift) Algorithm

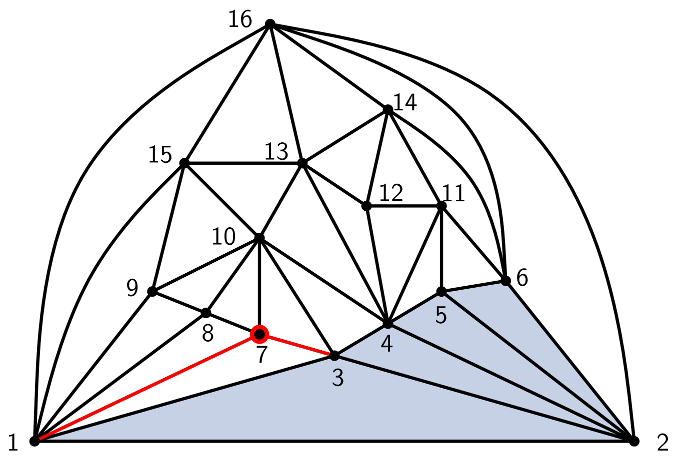


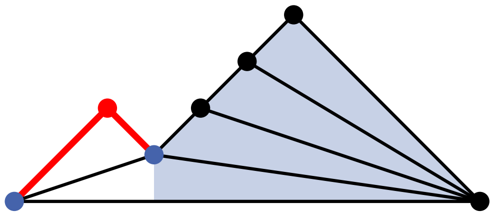


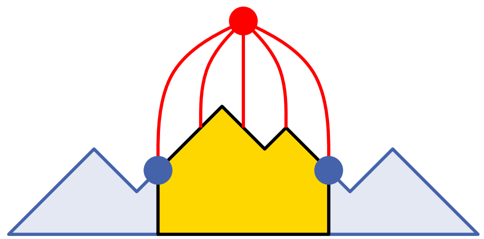


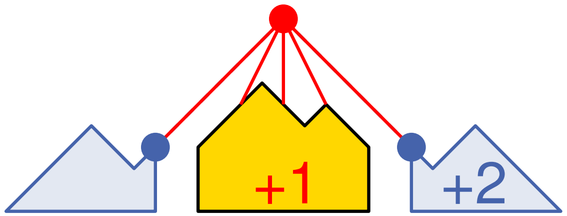
De Fraysseix Pach Pollack (Shift) Algorithm

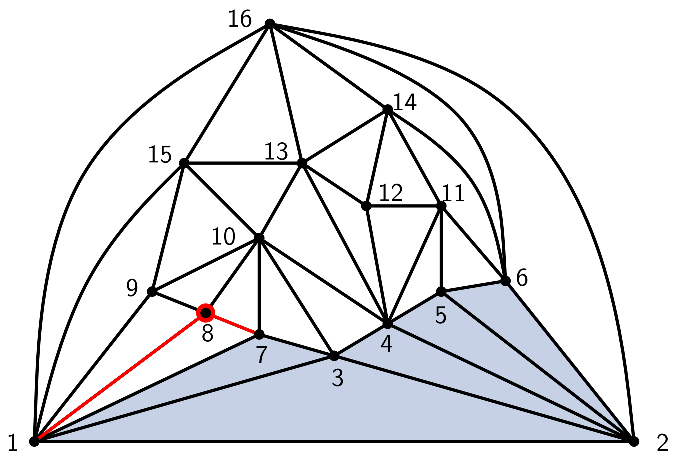


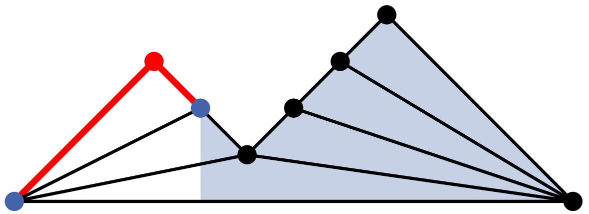




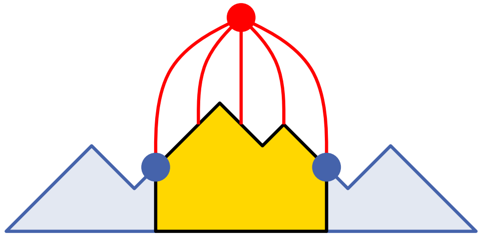


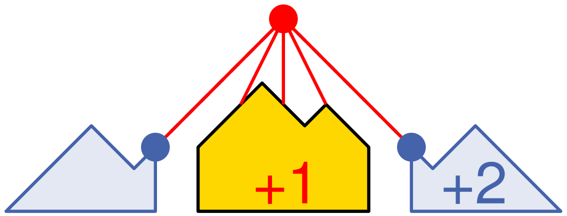

+1
+2

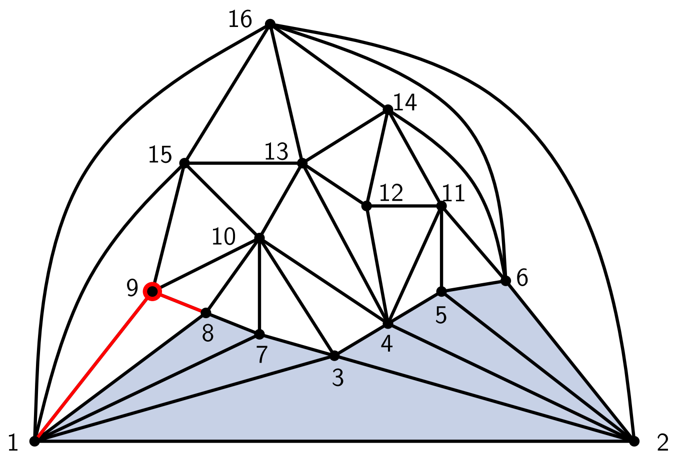

16
14
15
13
12
11
10
6
9
5
8
4
7
3
1
2

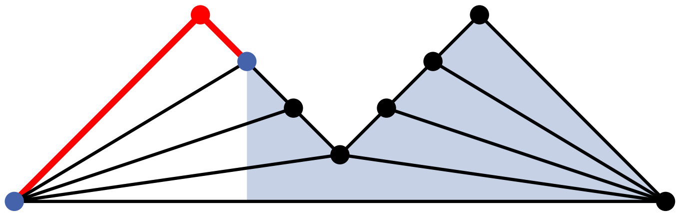


De Fraysseix Pach Pollack (Shift) Algorithm

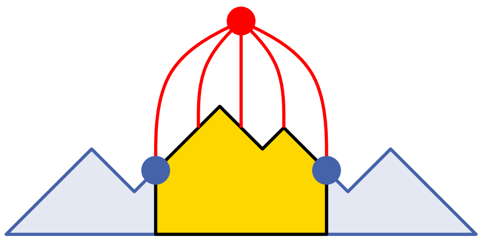


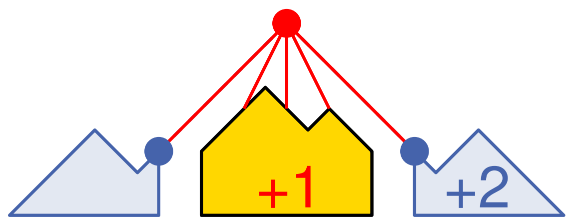


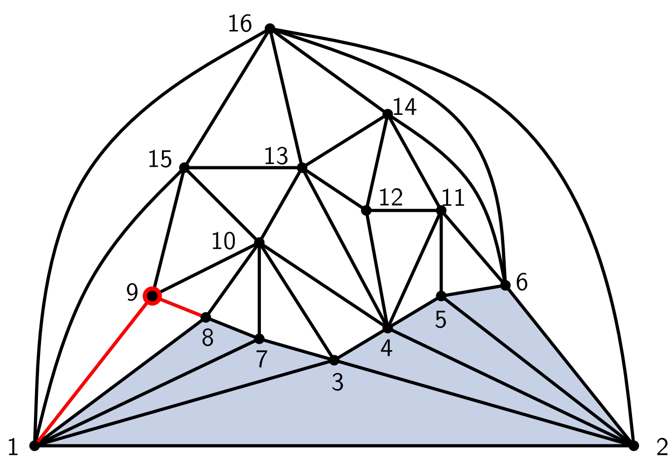


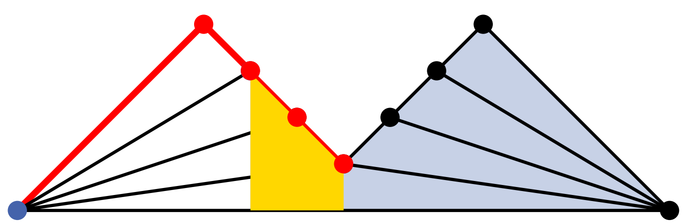


De Fraysseix Pach Pollack (Shift) Algorithm

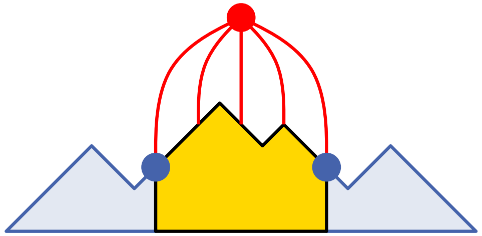


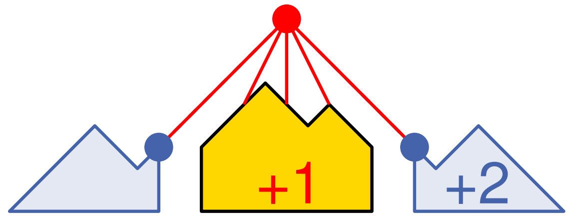


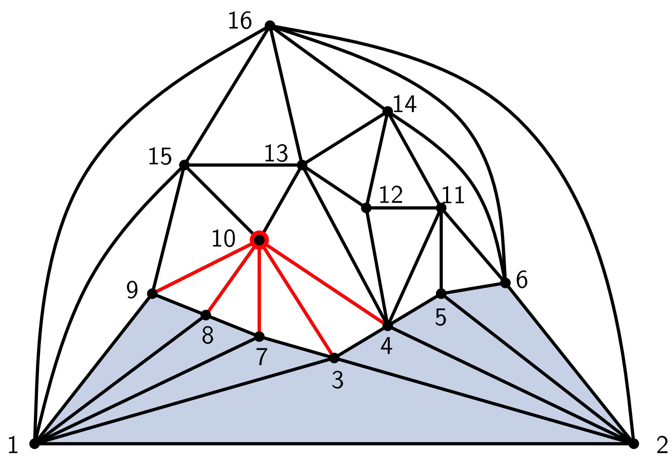


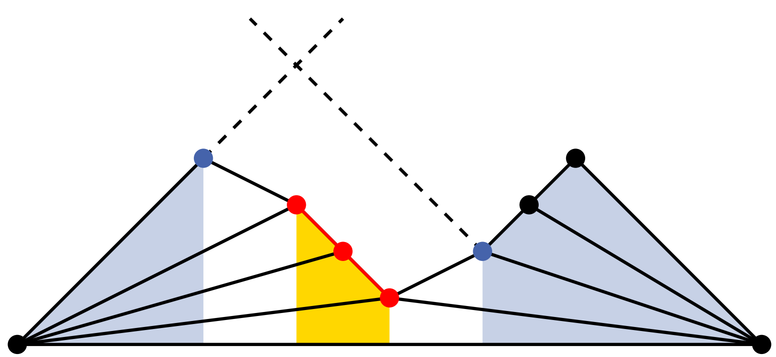


De Fraysseix Pach Pollack (Shift) Algorithm

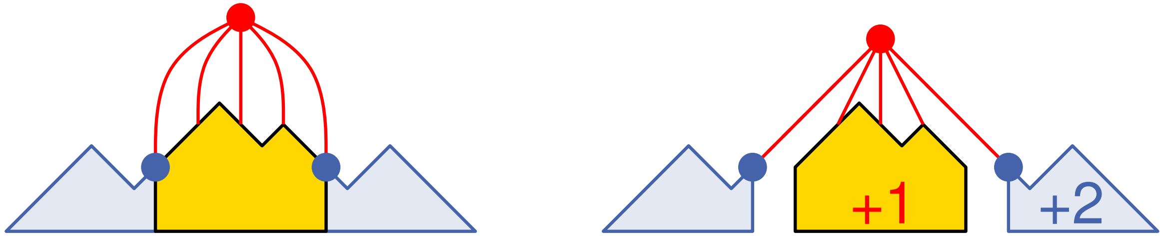


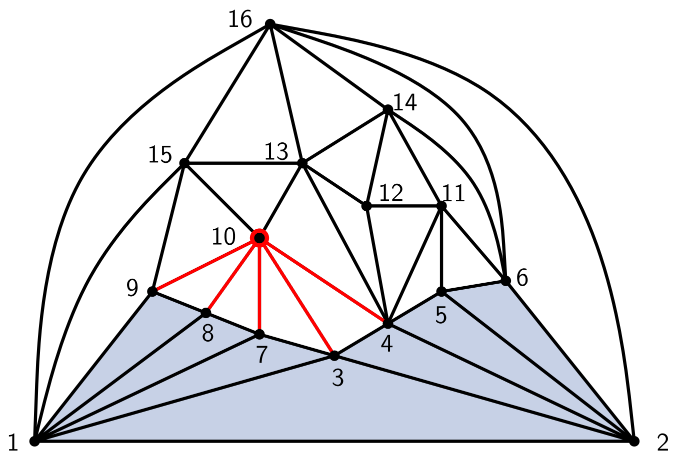


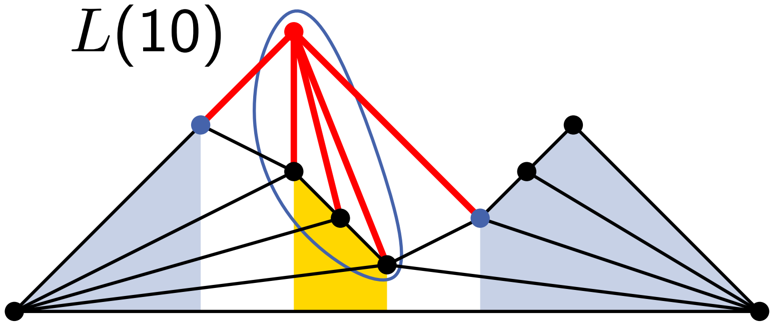




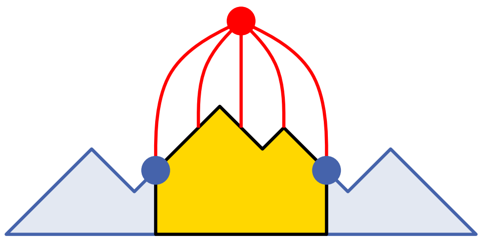
De Fraysseix Pach Pollack (Shift) Algorithm

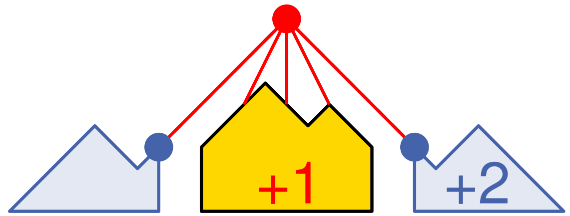


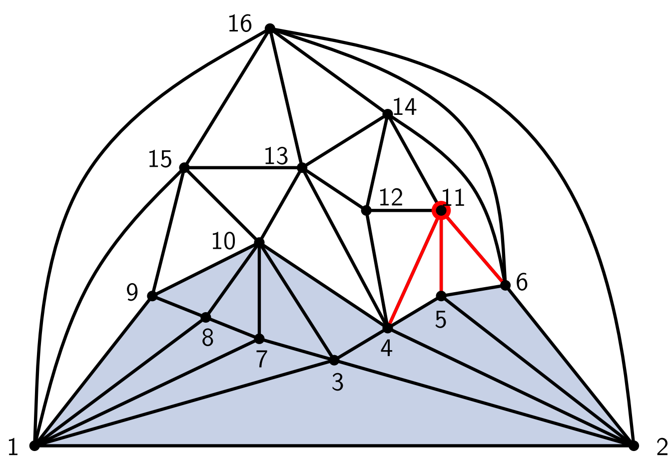


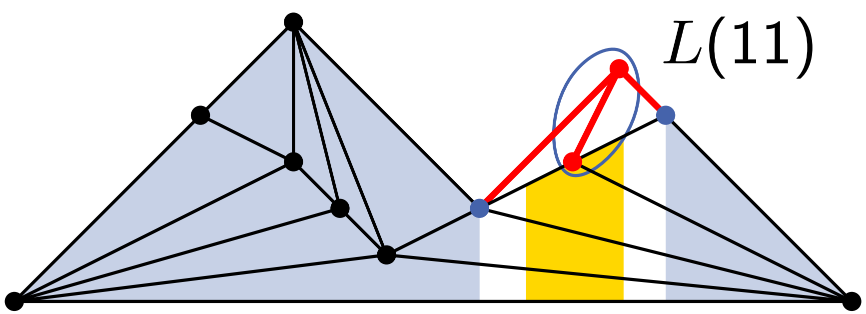


De Fraysseix Pach Pollack (Shift) Algorithm

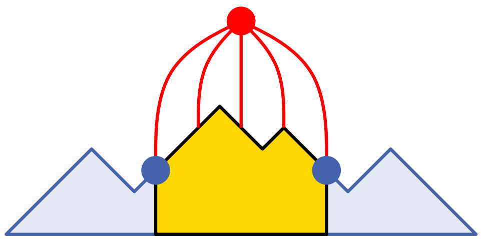


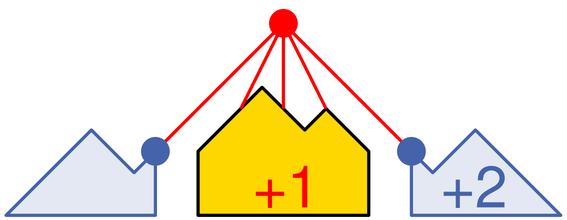


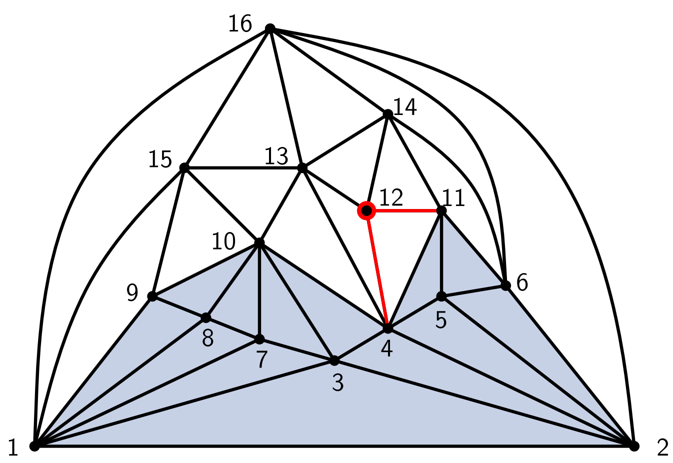


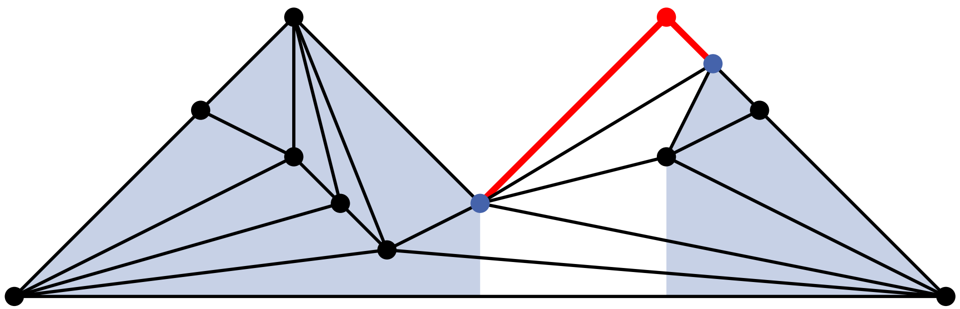


De Fraysseix Pach Pollack (Shift) Algorithm

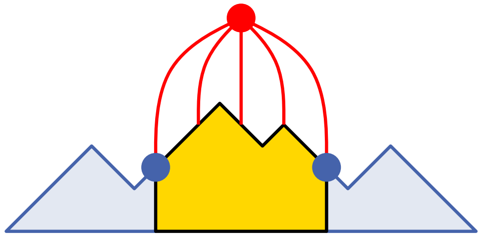


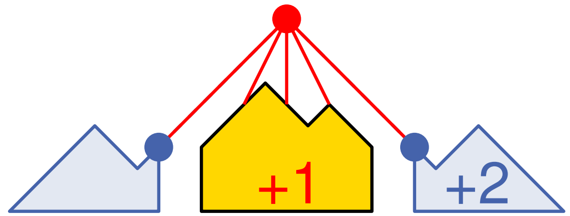


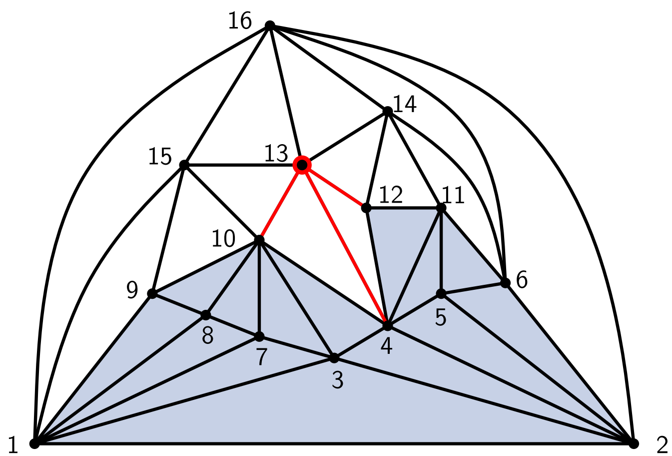


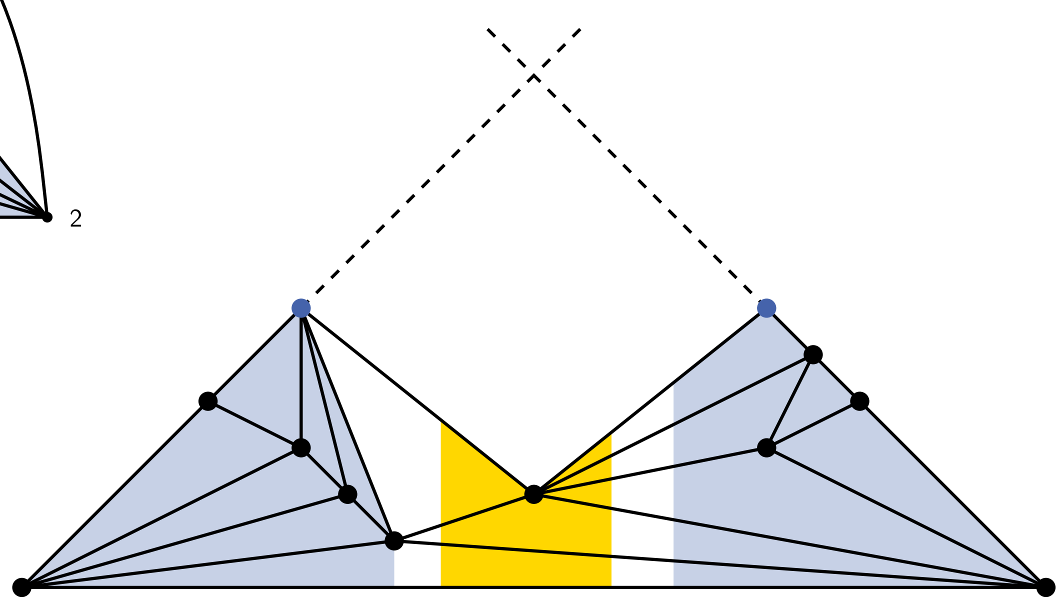


De Fraysseix Pach Pollack (Shift) Algorithm

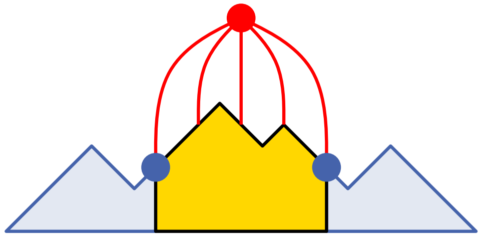


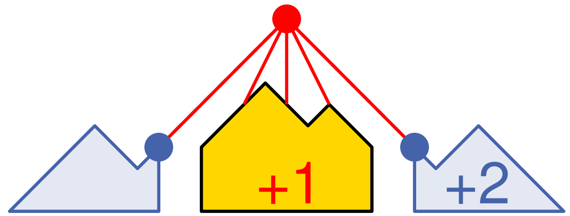


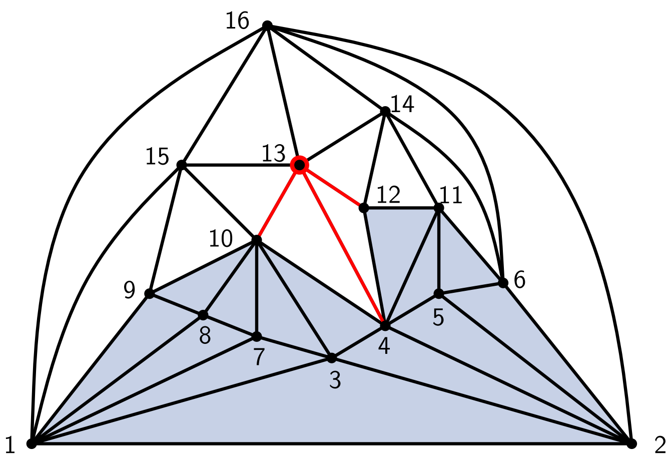


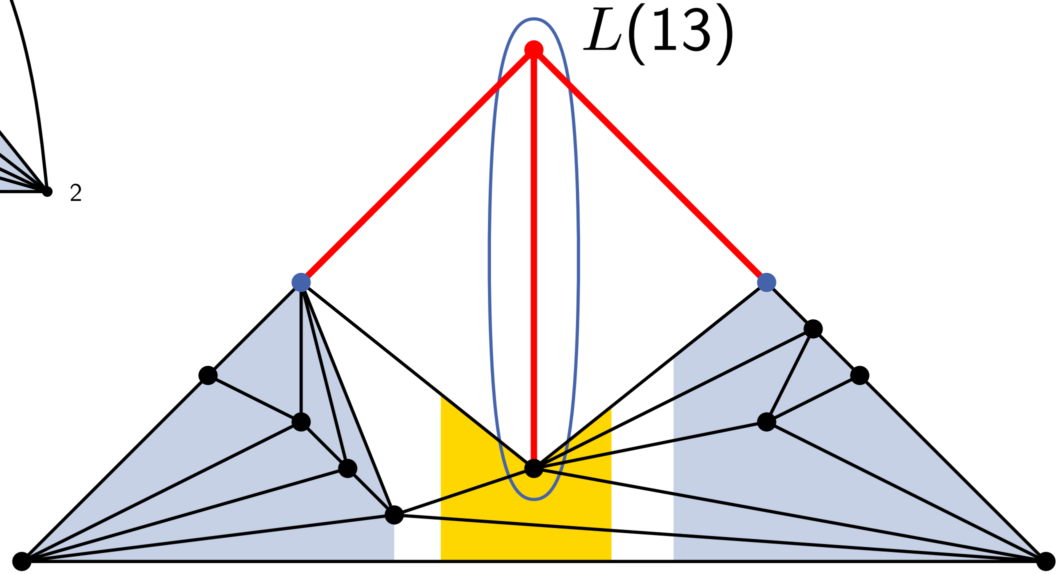


De Fraysseix Pach Pollack (Shift) Algorithm



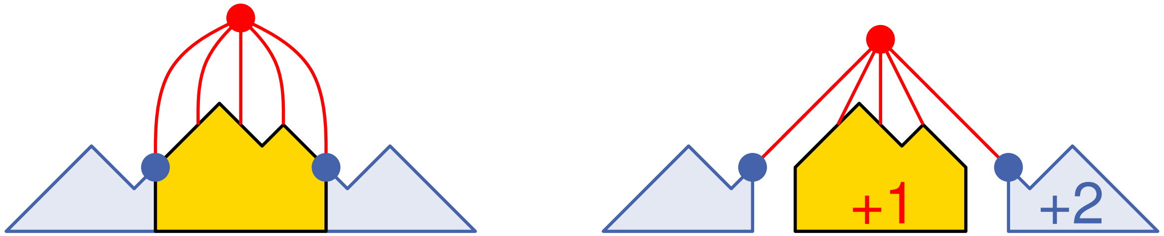


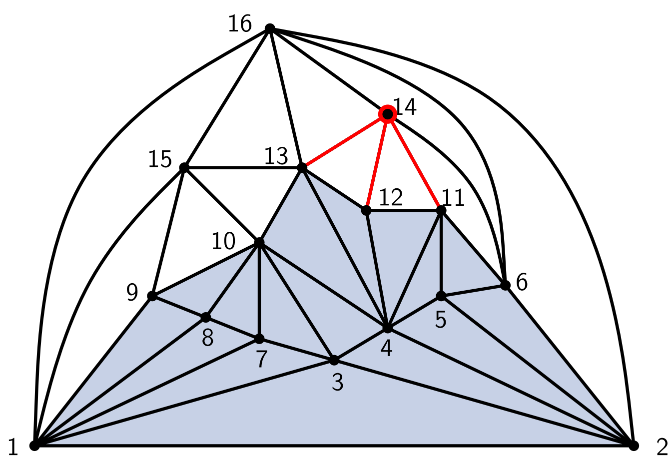


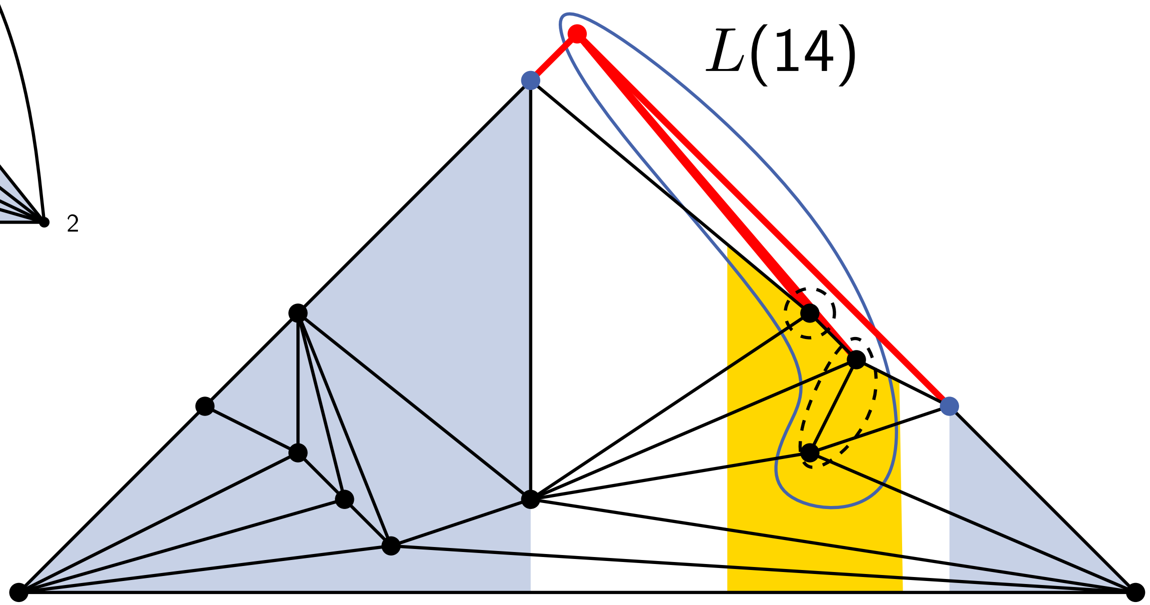


De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

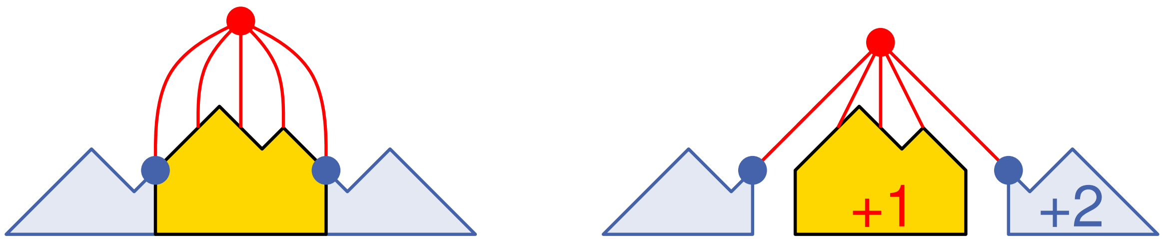


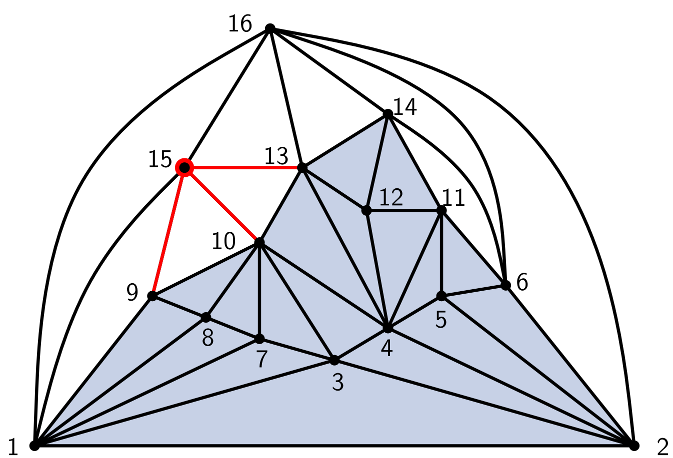


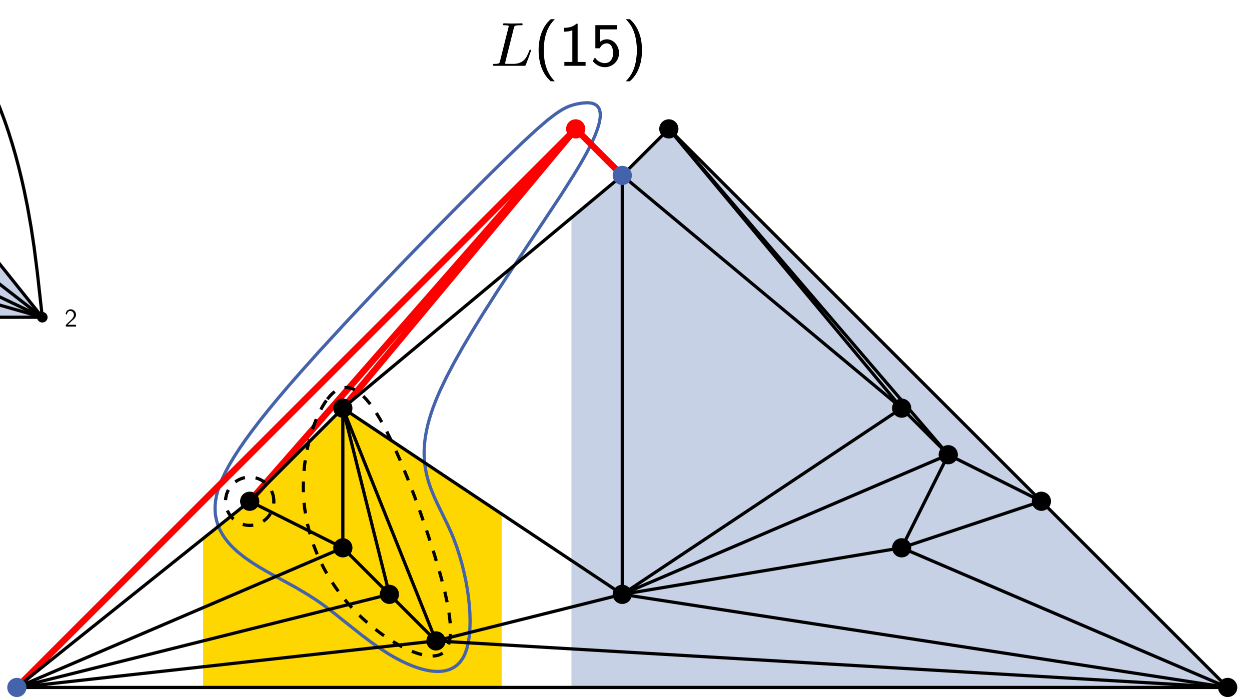


De Fraysseix Pach Pollack (Shift) Algorithm

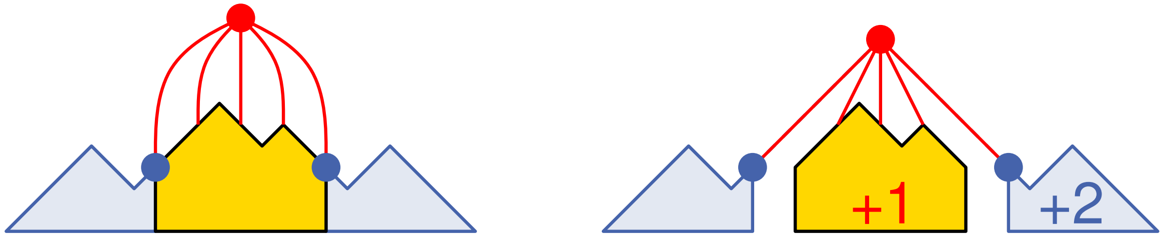
Karlsruhe Institute of Technology

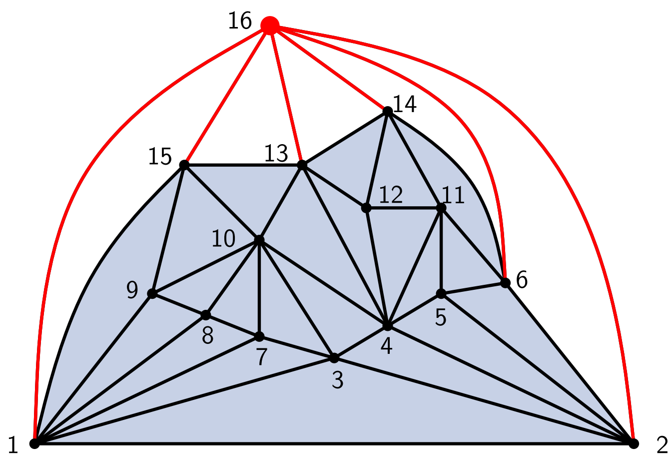


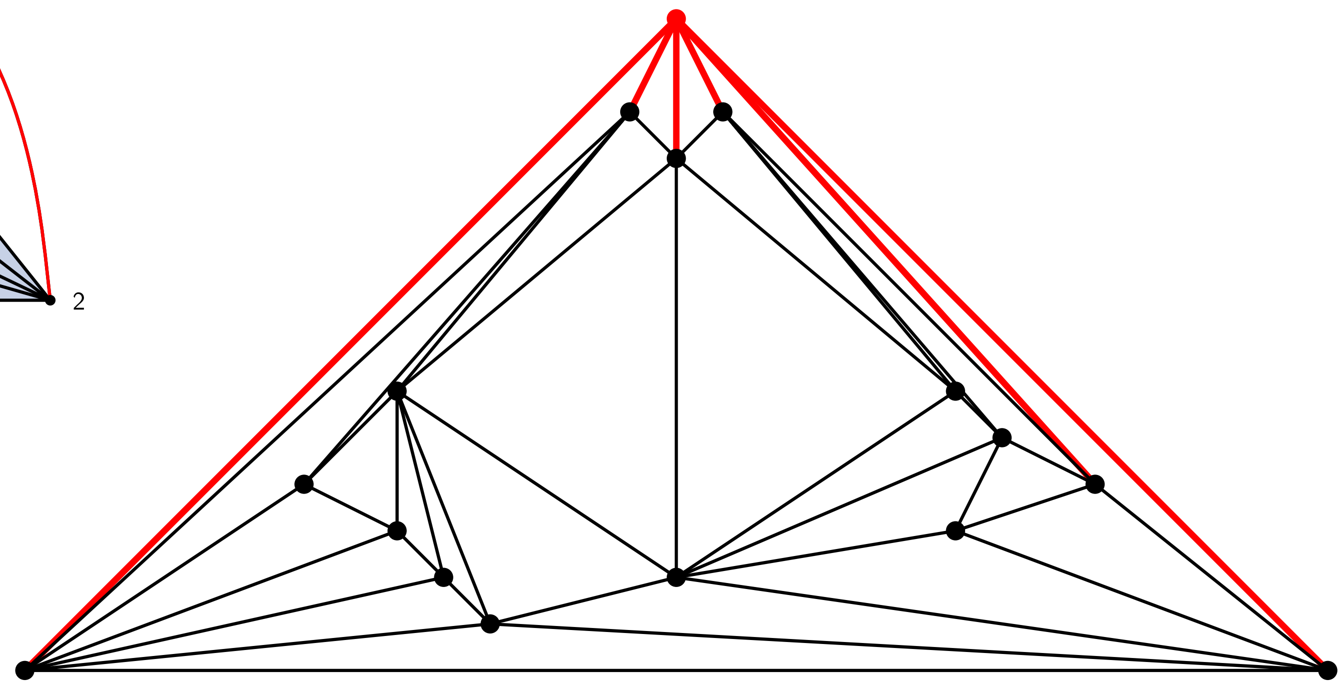




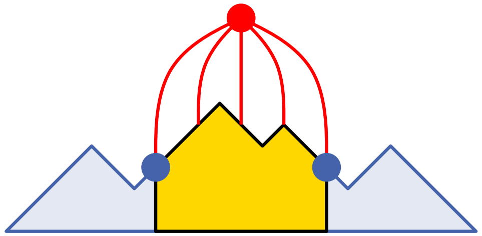
De Fraysseix Pach Pollack (Shift) Algorithm

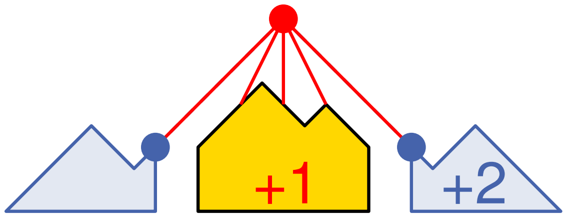


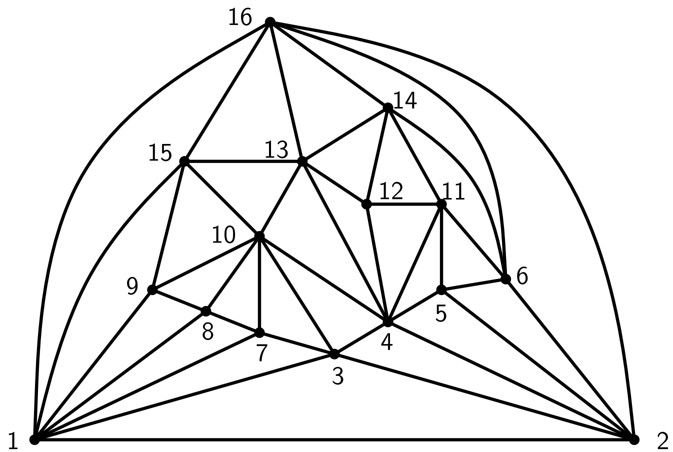


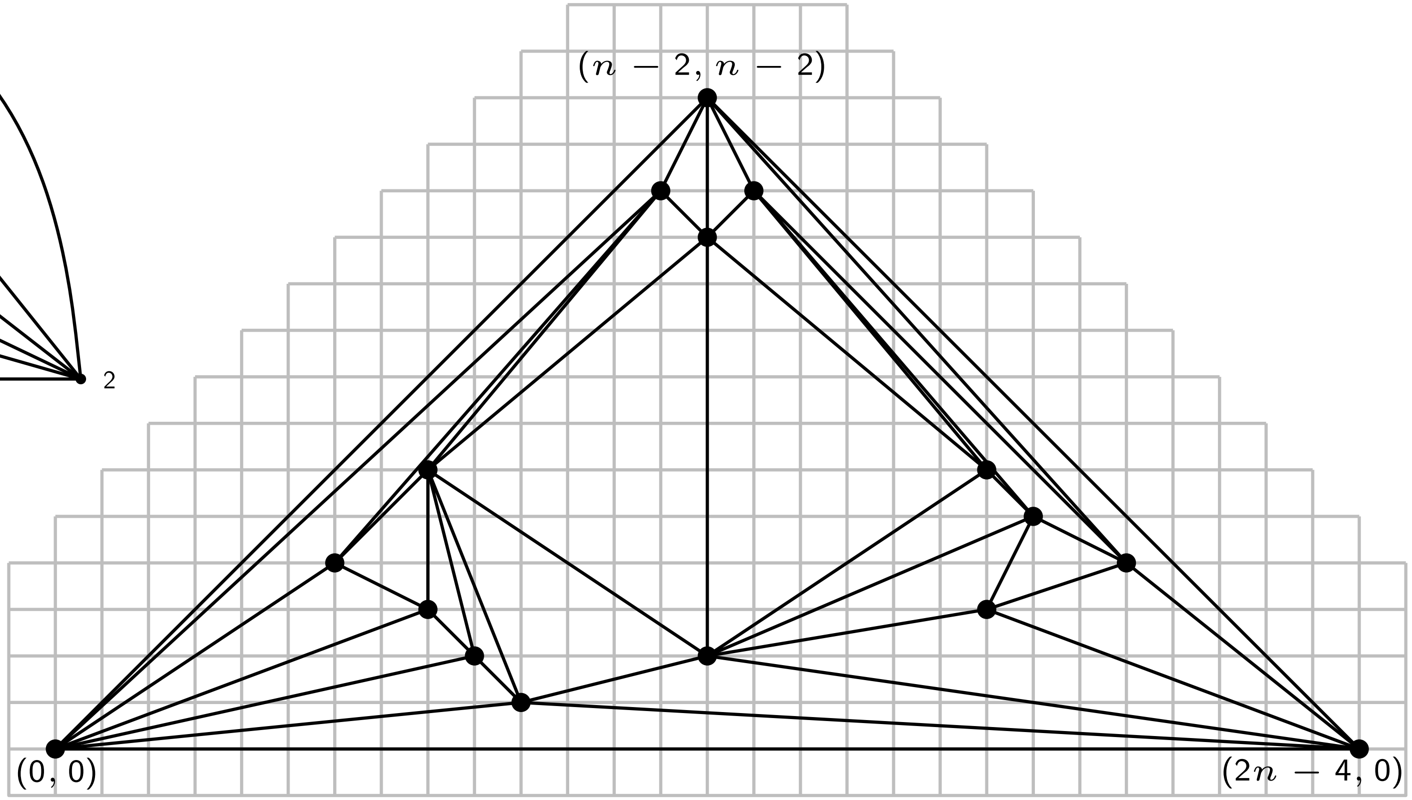


De Fraysseix Pach Pollack (Shift) Algorithm

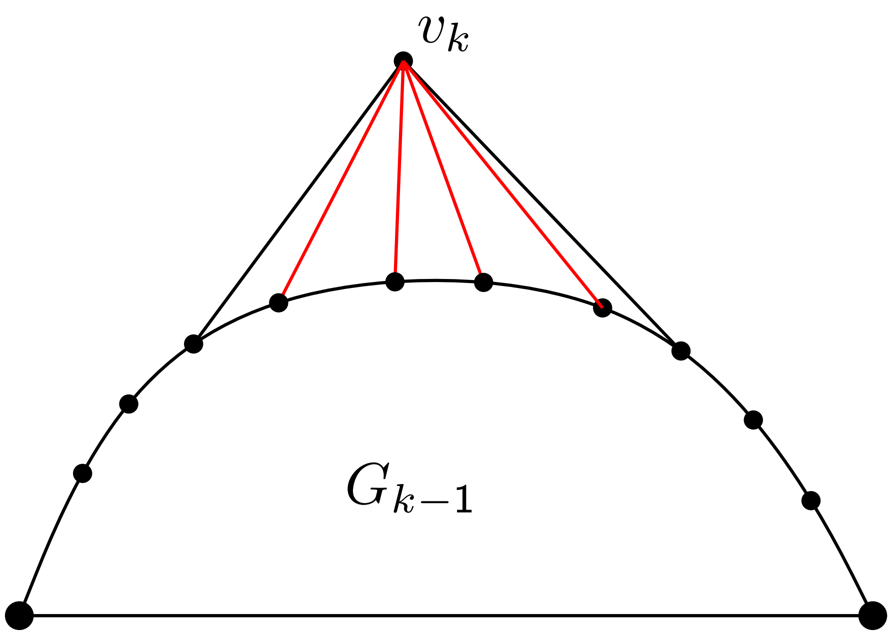




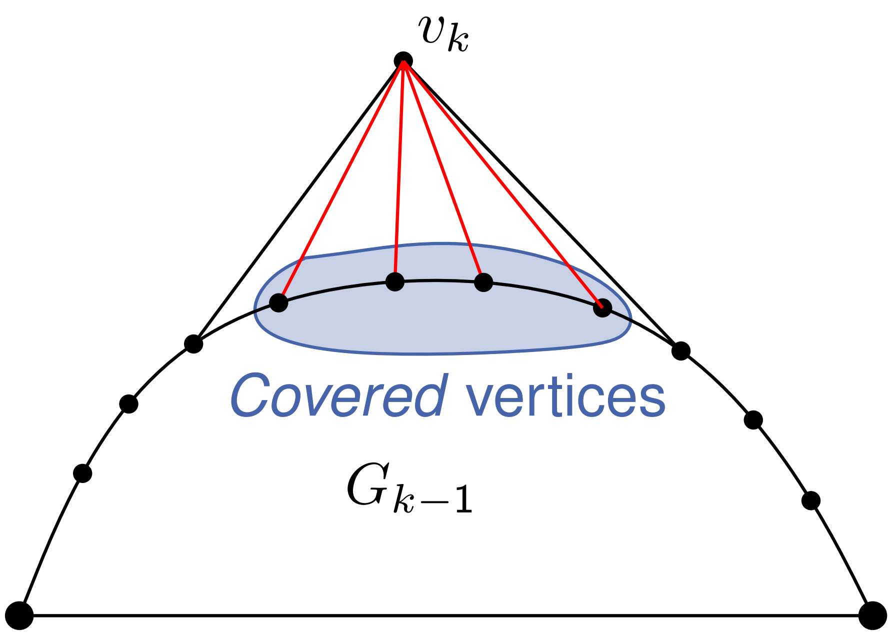




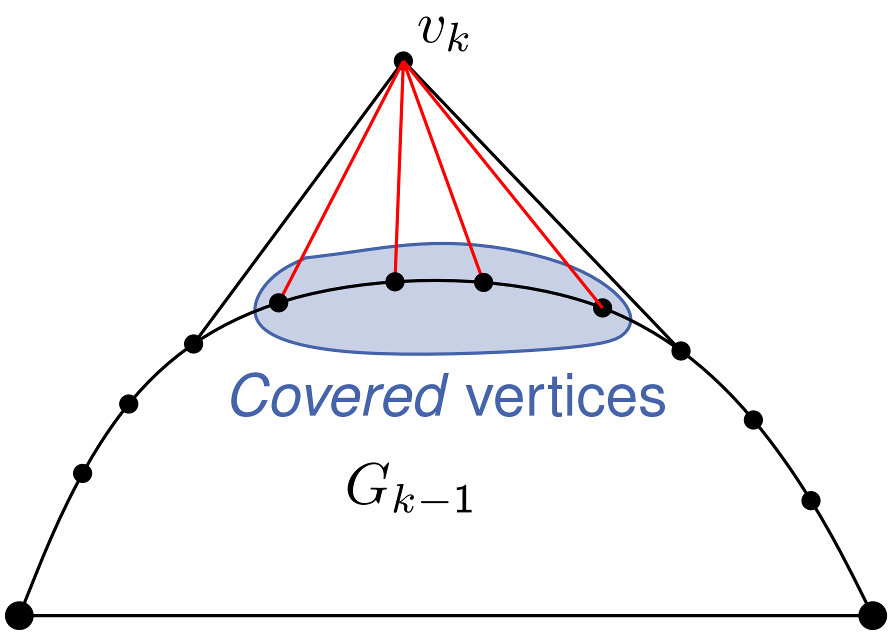
De Fraysseix Pach Pollack (Shift) Algorithm



De Fraysseix Pach Pollack (Shift) Algorithm

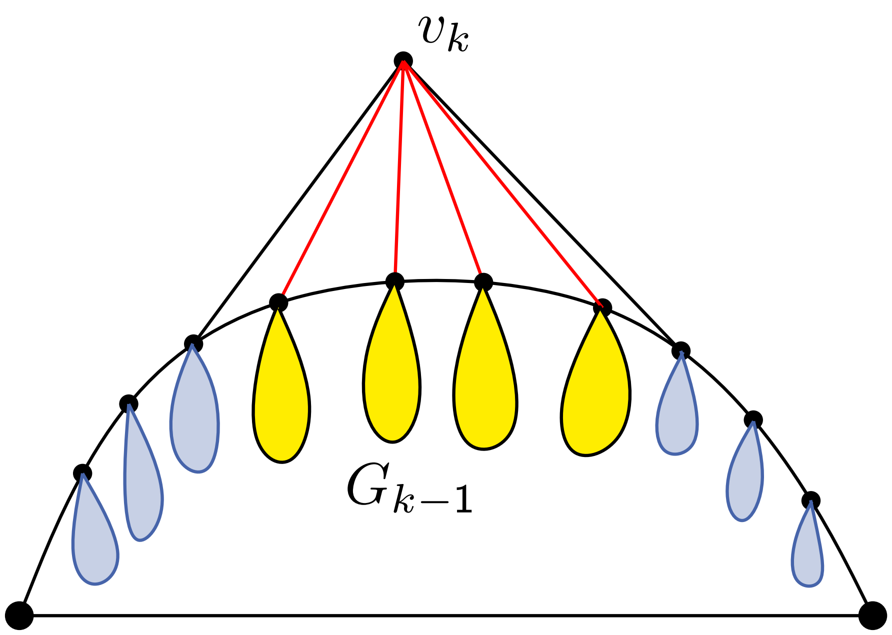


De Fraysseix Pach Pollack (Shift) Algorithm



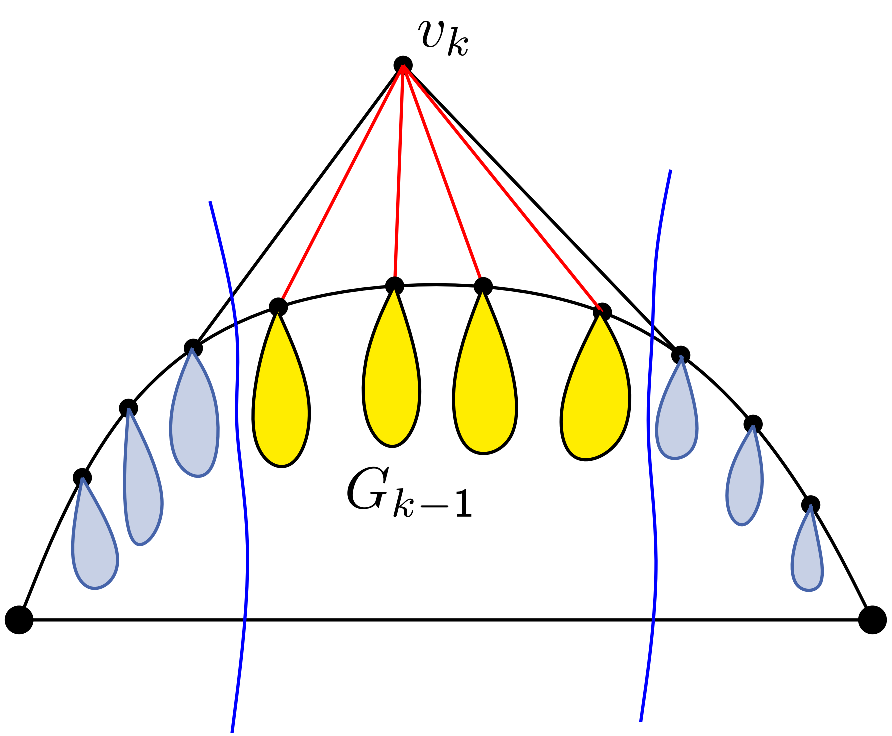
- Each internal vertex is covered exactly once
- Coverence relation defines a tree in G
- But a forest in G_i, $1 \leq i \leq n-1$

De Fraysseix Pach Pollack (Shift) Algorithm



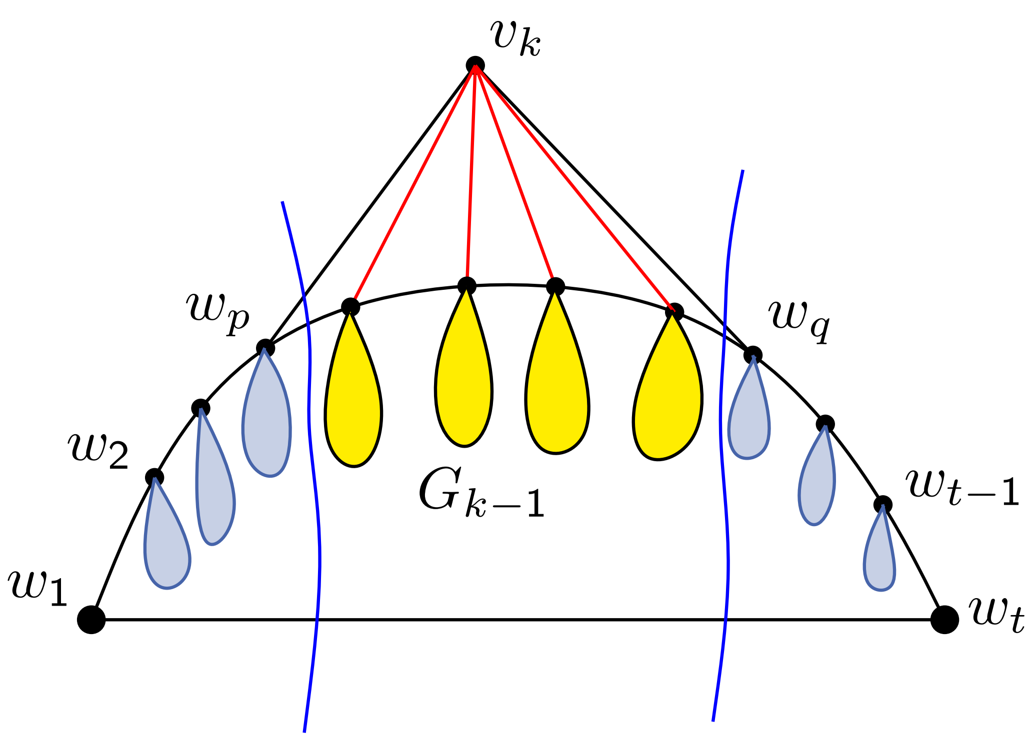
- Each internal vertex is covered exactly once
- Coverence relation defines a tree in G
- But a forest in G_i, $1 \leq i \leq n-1$

De Fraysseix Pach Pollack (Shift) Algorithm



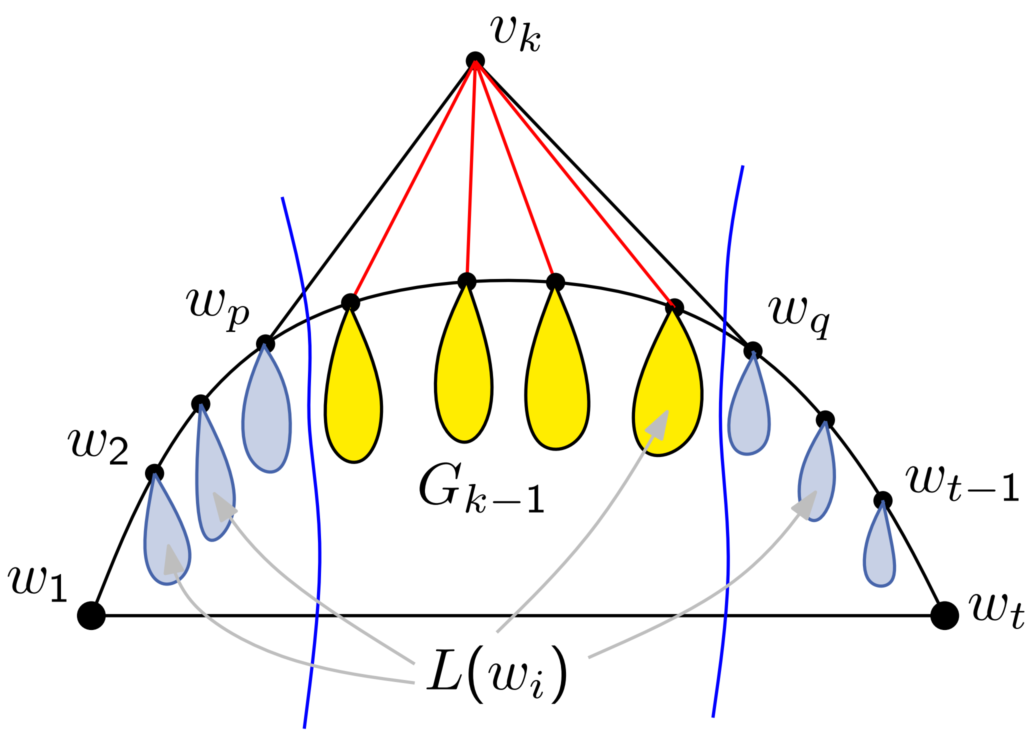
- Each internal vertex is covered exactly once
- Coverence relation defines a tree in G
- But a forest in G_i, $1 \leq i \leq n-1$

De Fraysseix Pach Pollack (Shift) Algorithm



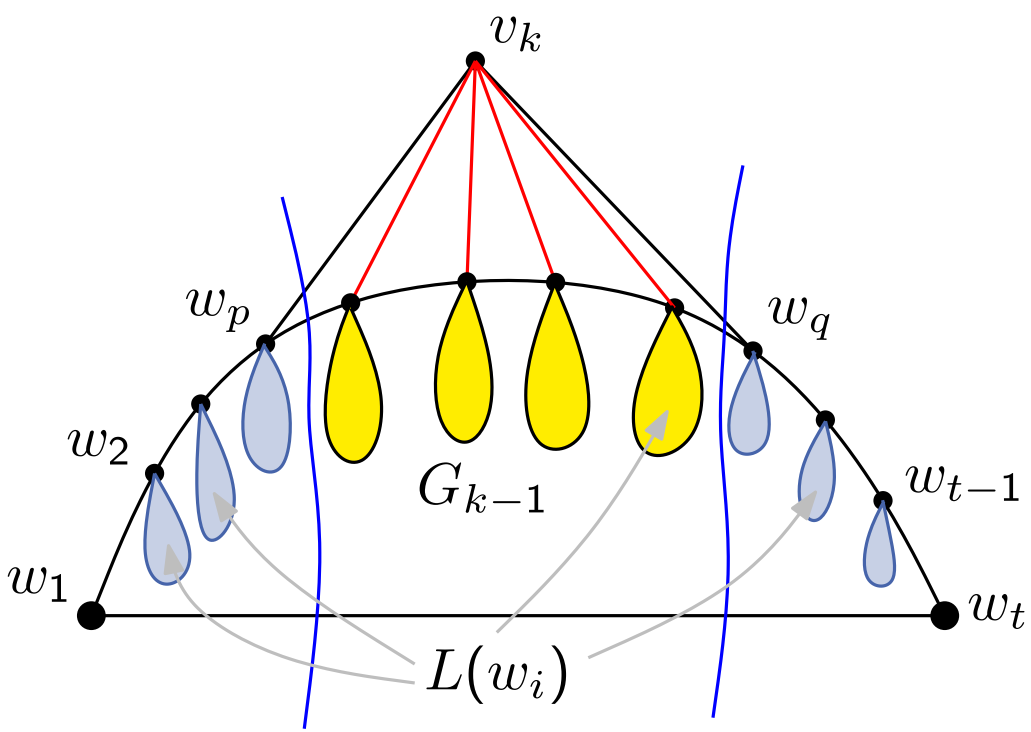
- Each internal vertex is covered exactly once
- Coverence relation defines a tree in G
- But a forest in G_i, $1 \leq i \leq n-1$

De Fraysseix Pach Pollack (Shift) Algorithm



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

De Fraysseix Pach Pollack (Shift) Algorithm



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

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.

De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.

De Fraysseix Pach Pollack (Shift) Algorithm

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.
- Let $w_1, \ldots, w_p, v_k, w_q, \ldots, w_t$ be the boundary of G_k.

De Fraysseix Pach Pollack (Shift) Algorithm

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.
- Let $w_1, \ldots, w_p, v_k, w_q, \ldots, w_t$ be the boundary of G_k.
- Let $\delta_1 \leq \cdots \leq \delta_p \leq \delta \leq \delta_q \leq \cdots \leq \delta_t$.

De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.
- Let $w_1, \ldots, w_p, v_k, w_q, \ldots, w_t$ be the boundary of G_k.
- Let $\delta_1 \leq \cdots \leq \delta_p \leq \delta \leq \delta_q \leq \cdots \leq \delta_t$.
- We set $\delta_i' = \delta_i$ for $1 \leq i \leq p$,
- $\delta_i' = \delta + 1$ for $p + 1 \leq i \leq q - 1$ (for the neighbors of v_k)
- $\delta_i' = \delta_i + 2$ for $q \leq i \leq t$.

De Fraysseix Pach Pollack (Shift) Algorithm

Karlsruhe Institute of Technology

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.
- Let $w_1, \ldots, w_p, v_k, w_q, \ldots, w_t$ be the boundary of G_k.
- Let $\delta_1 \leq \cdots \leq \delta_p \leq \delta \leq \delta_q \leq \cdots \leq \delta_t$.
- We set $\delta'_i = \delta_i$ for $1 \leq i \leq p$,
- $\delta'_i = \delta + 1$ for $p + 1 \leq i \leq q - 1$ (for the neighbors of v_k)
- $\delta'_i = \delta_i + 2$ for $q \leq i \leq t$.
- By induction hypothesis we can move $w_1 \ldots, w_t$ by $\delta'_1 \ldots \delta'_t$, respectively.

De Fraysseix Pach Pollack (Shift) Algorithm

Lemma

Let $0 < \delta_1 \leq \delta_2 \leq \cdots \leq \delta_t \in \mathbb{N}$. If we shift $L(w_i)$ by δ_i to the right, we get a planar straight line drawing.

Proof

- The proof is by induction on i, i.e. we consider $G_3, \ldots, G_n$.
- Assume that this is true for G_{k-1}.
- Let $w_1, \ldots, w_p, v_k, w_q, \ldots, w_t$ be the boundary of G_k.
- Let $\delta_1 \leq \cdots \leq \delta_p \leq \delta \leq \delta_q \leq \cdots \leq \delta_t$.
- We set $\delta'_i = \delta_i$ for $1 \leq i \leq p$,
- $\delta'_i = \delta + 1$ for $p + 1 \leq i \leq q - 1$ (for the neighbors of v_k)
- $\delta'_i = \delta_i + 2$ for $q \leq i \leq t$.
- By induction hypothesis we can move $w_1 \ldots, w_t$ by $\delta'_1 \ldots \delta'_t$, respectively.
- We can complete the drawing by placing v_k, v_k is moved with $L(w_{p+1}), \ldots, L(w_{q-1})$ by δ.

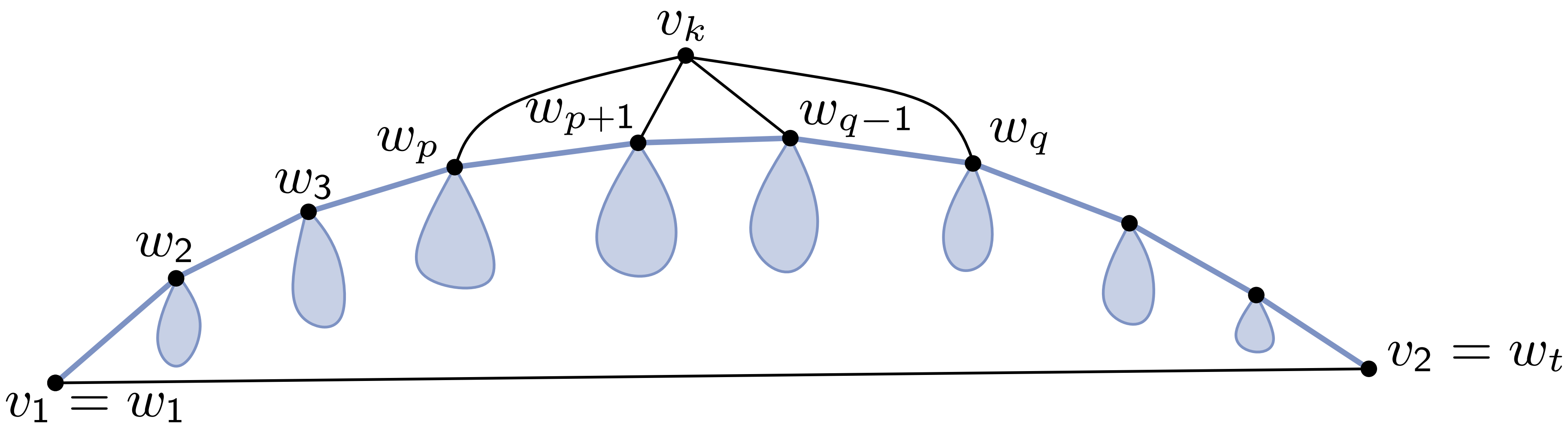
De Fraysseix Pach Pollack (Shift) Algorithm

Algorithm Shift

Let $v_1, \ldots, v_n$ be a canonical ordering of G
for $i = 1$ **to** n **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 neighbors v_i;
  for $\forall v \in \cup_{j=p+1}^{q-1} L(w_j)$ **do**
    $x(v) \leftarrow x(v) + 1$;
  for $\forall v \in \cup_{j=q}^{t} L(w_j)$ **do**
    $x(v) \leftarrow x(v) + 2$;
  $P(v_i) \leftarrow$ intersection of $+1$ and -1 edges from $P(w_p)$ and $P(w_q)$;
  $L(v_i) = \cup_{j=p+1}^{q-1} L(w_j) \cup \{v_i\}$;

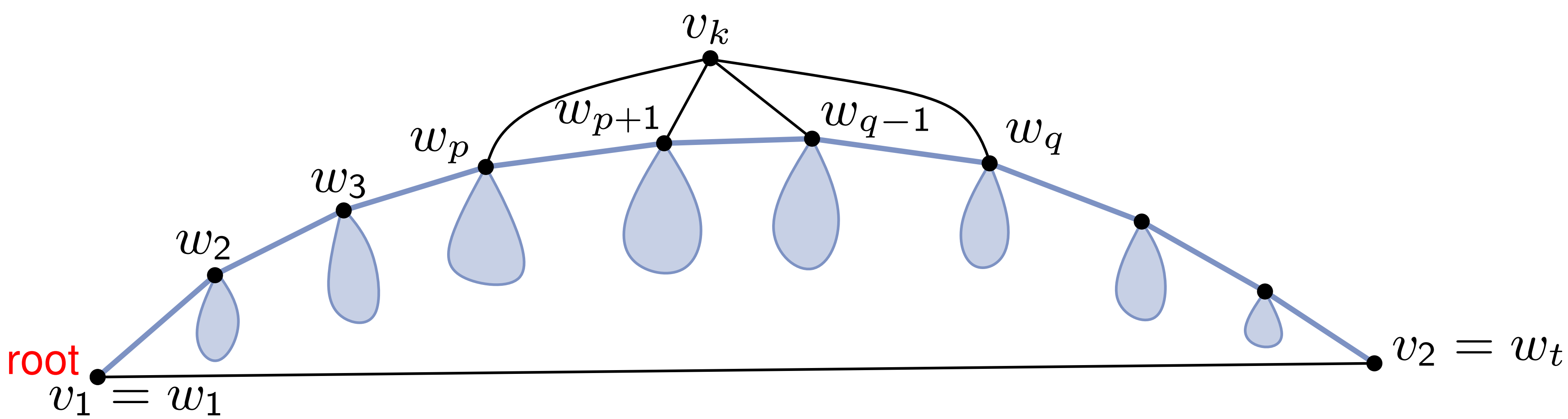
relative x-distance tree



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

Linear Time Implementation of Shift Algorithm

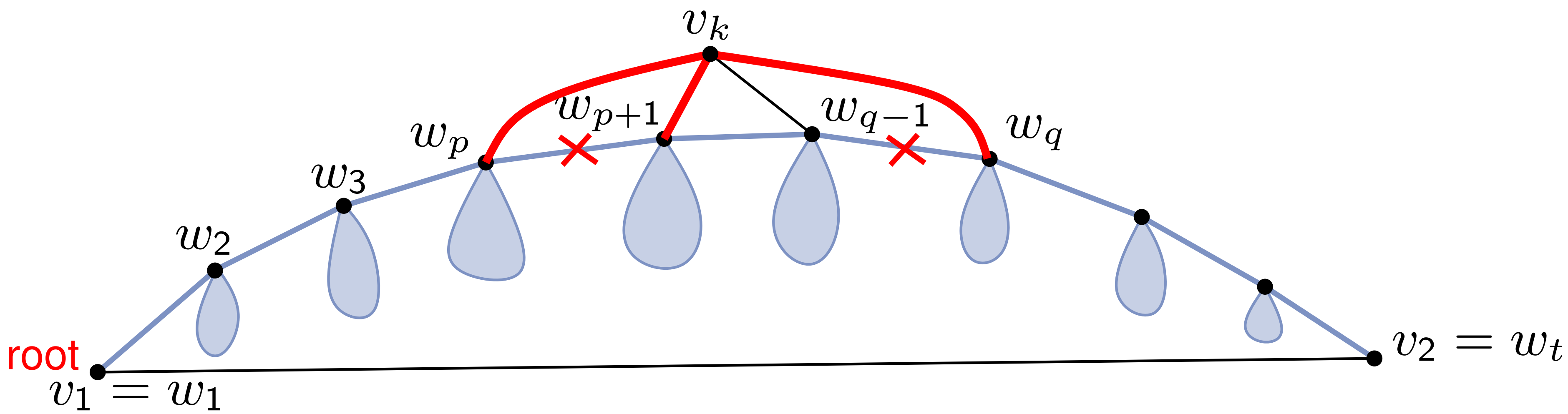
relative x-distance tree



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

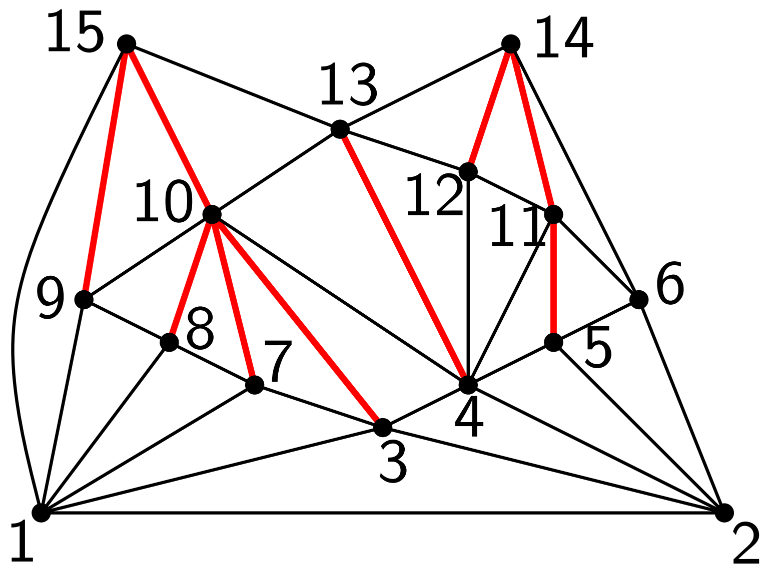
Linear Time Implementation of Shift Algorithm

relative x-distance tree

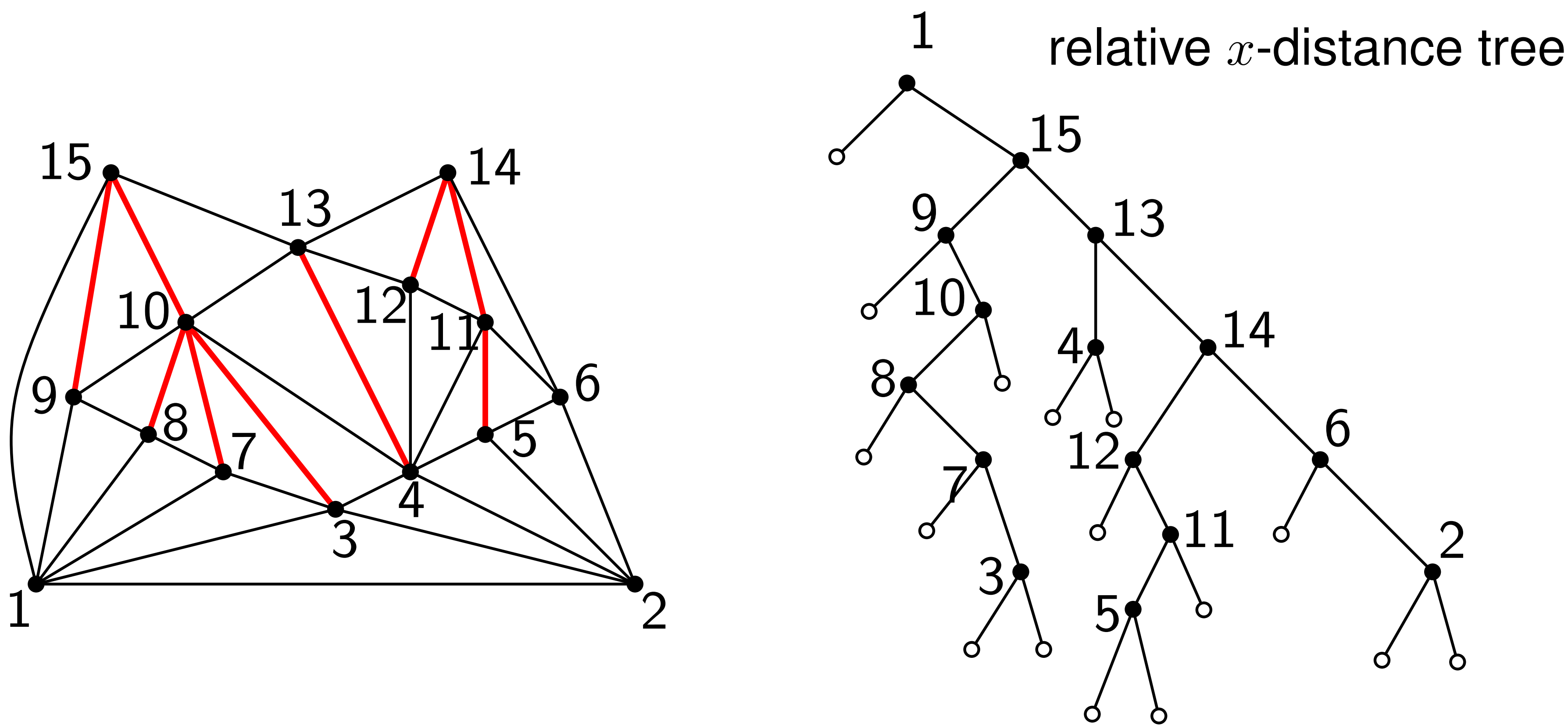


- $x(v_k) = \frac{1}{2}(x(w_q) + x(w_p) + y(w_q) - y(w_p))$ (1)
- $y(v_k) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) + y(w_p))$ (2)
- $x(v_k) - x(w_p) = \frac{1}{2}(x(w_q) - x(w_p) + y(w_q) - y(w_p))$ (3)

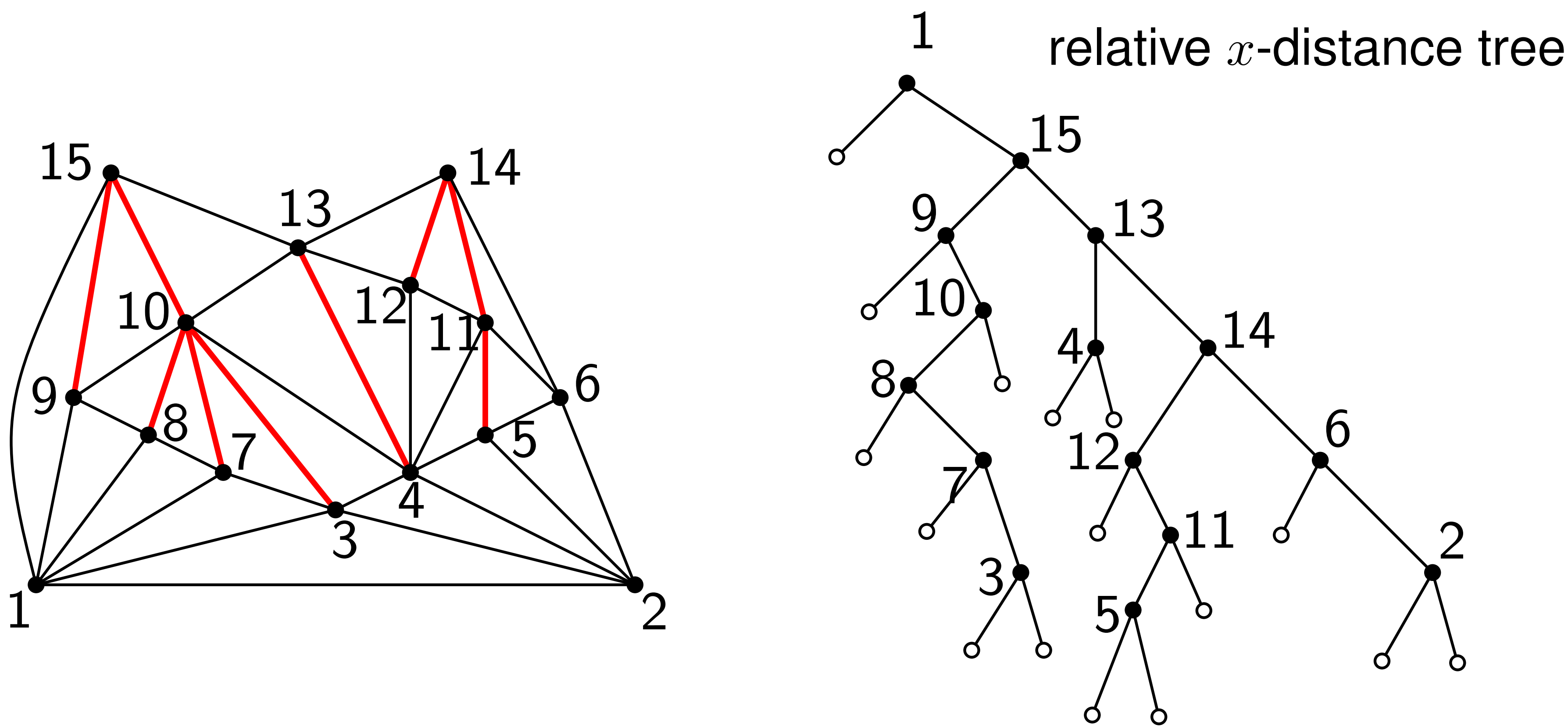
Linear Time Implementation of Shift Algorithm



Linear Time Implementation of Shift Algorithm

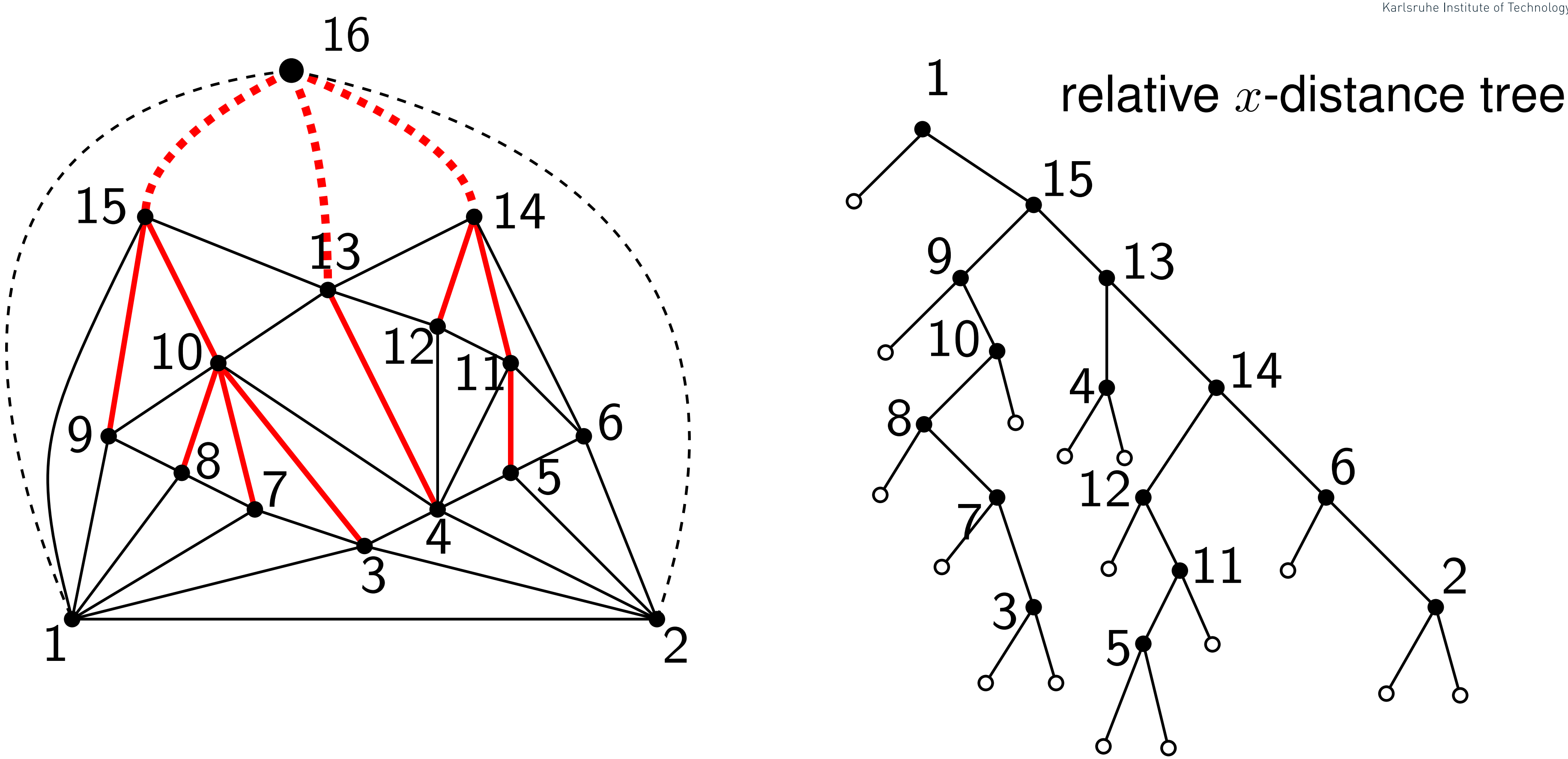


Linear Time Implementation of Shift Algorithm



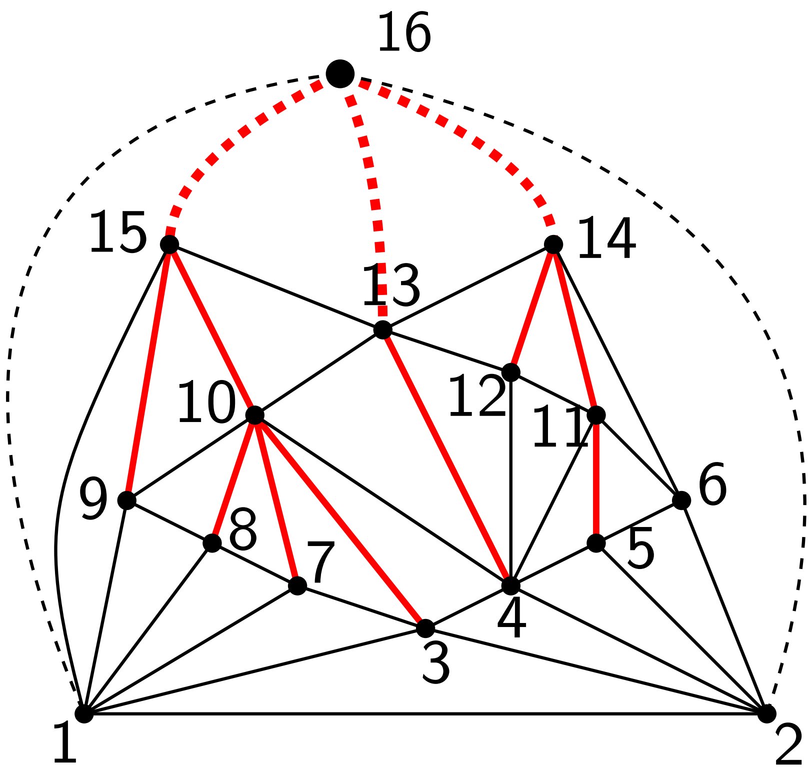
- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate

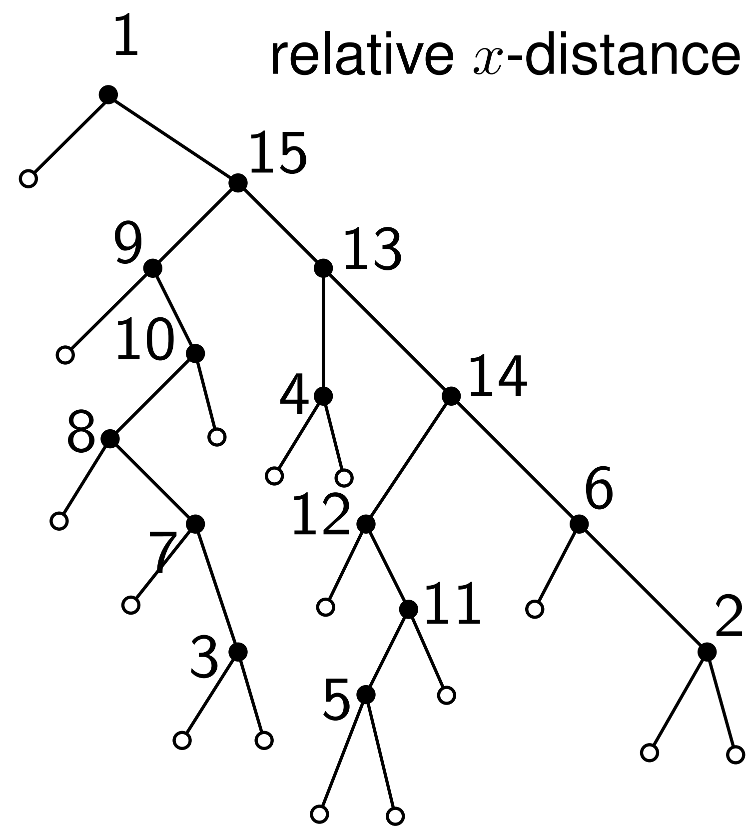
Linear Time Implementation of Shift Algorithm



- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate

Linear Time Implementation of Shift Algorithm





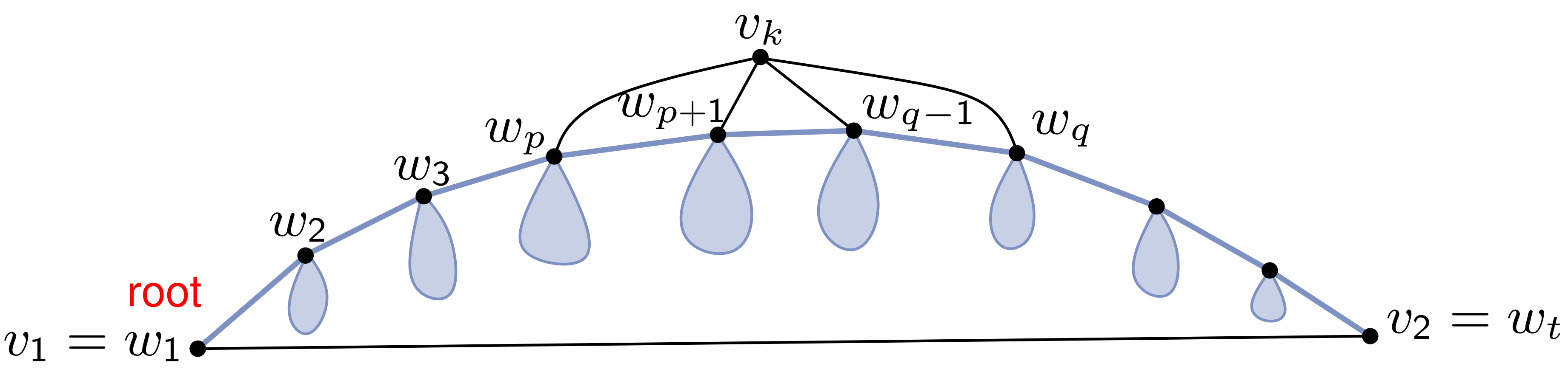
- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_1 and w_2 and the difference $x(w_1) - x(w_2)$, we can compute the difference $x(v_{16}) - x(w_1)$

Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$

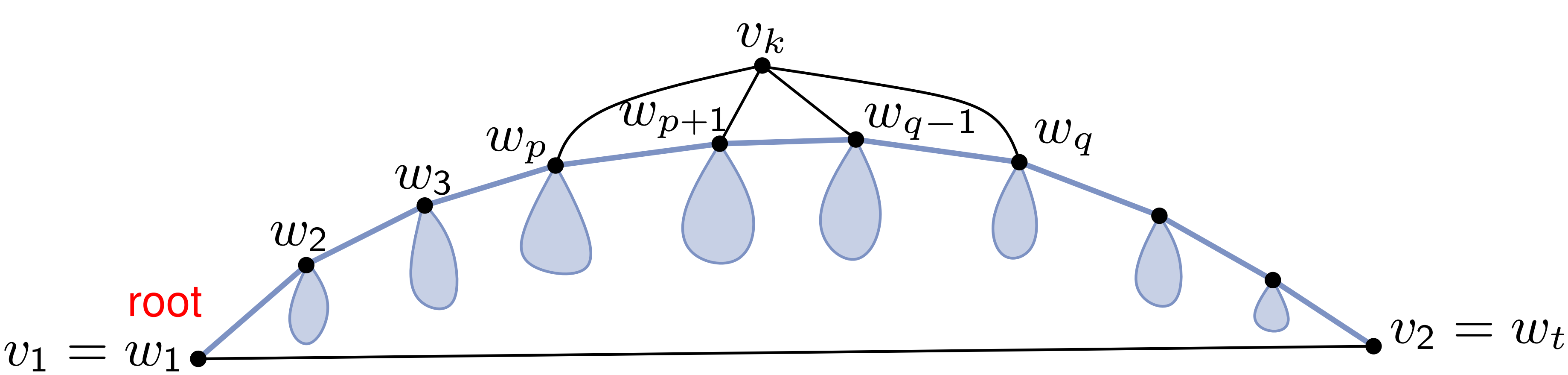
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$



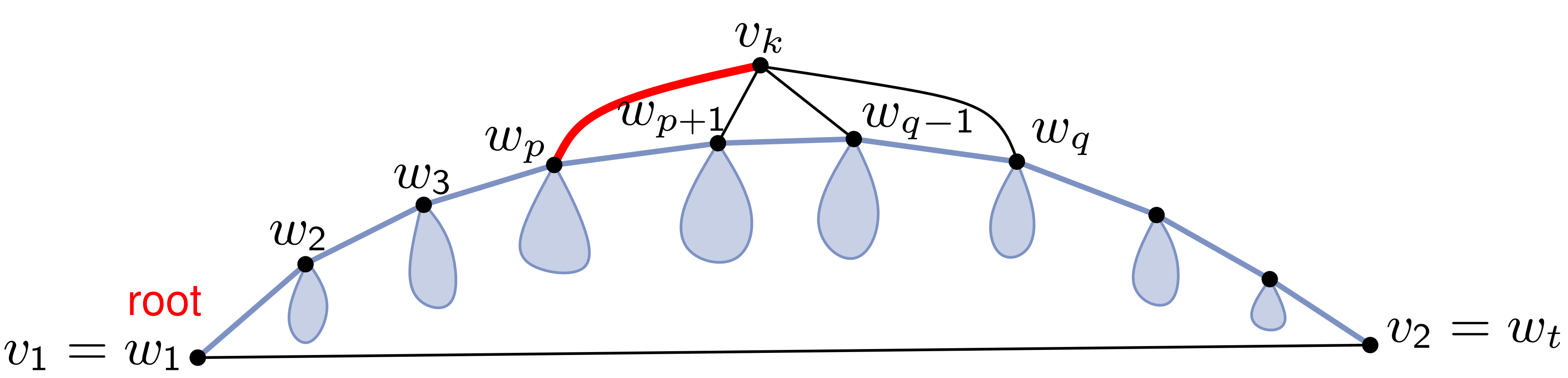
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



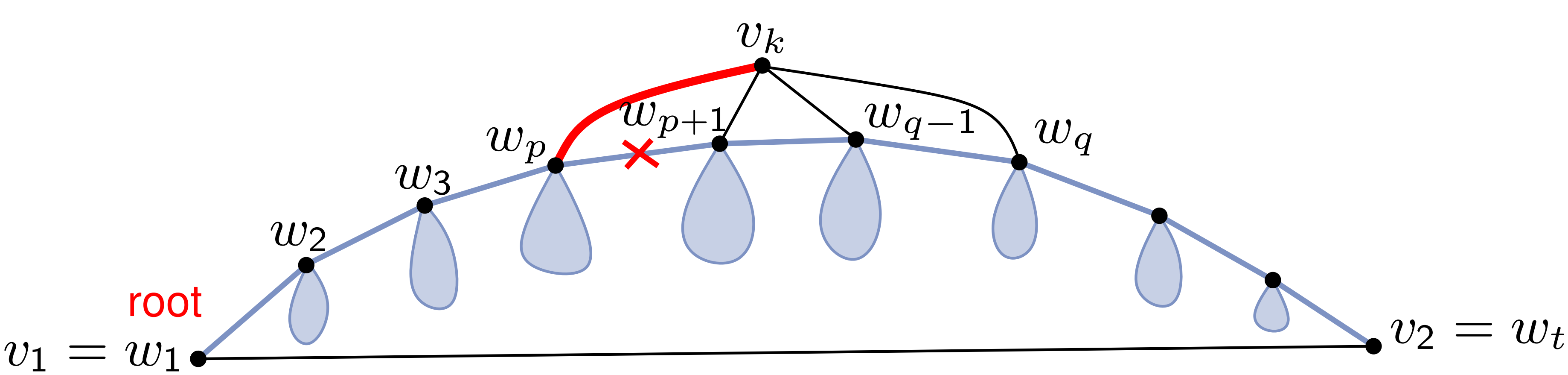
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



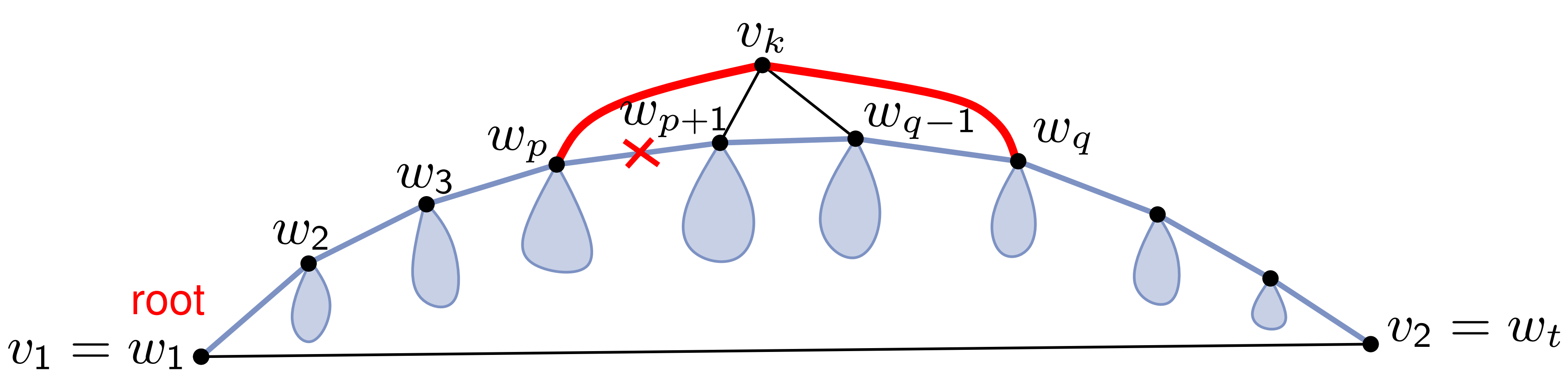
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



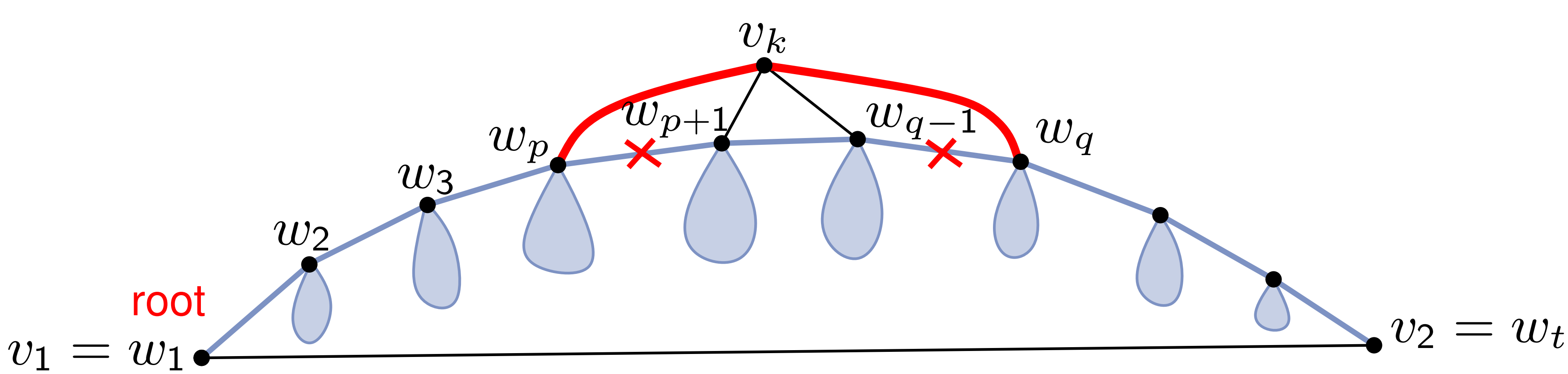
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



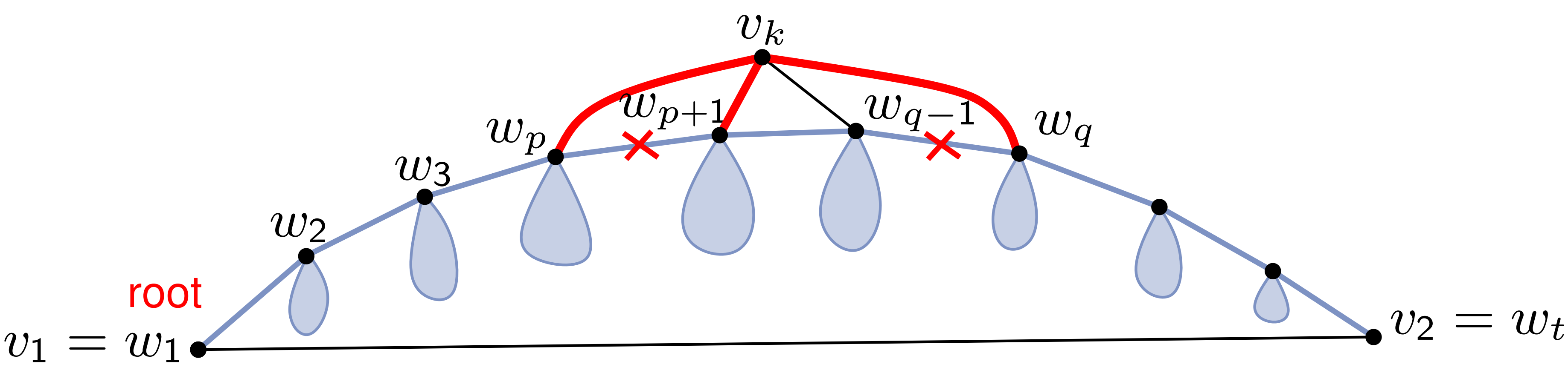
Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



Linear Time Implementation of Shift Algorithm

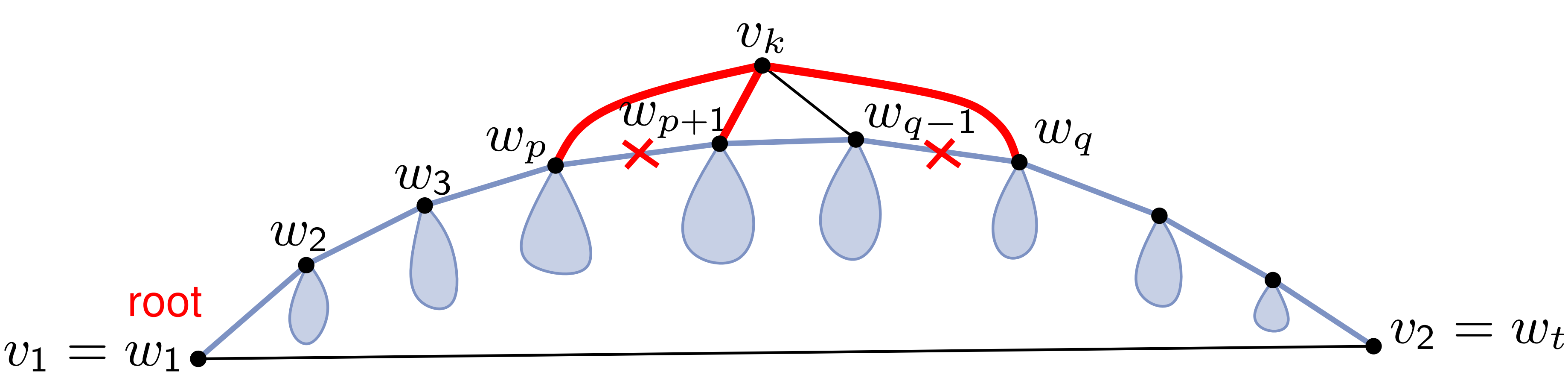
- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)



Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)

- $\Delta_x(w_q) = \Delta_x(w_p, w_q) - \Delta_x(v_k)$
- $\Delta_x(w_{p+1}) = \Delta_x(w_{p+1}) - \Delta_x(v_k)$



Linear Time Implementation of Shift Algorithm

- In the binary tree at each vertex we keep its relative x-distance from its parent and its y-coordinate
- If we know the y-coordinates of w_p and w_q and the difference $x(w_p) - x(w_q)$, we can compute the difference $x(v_k) - x(w_p)$
- $\Delta_x(w_p, w_q) = \Delta_x(w_{p+1}) + \cdots + \Delta_x(w_q)$, here $\Delta_x(w_q)$ is x-distance from the parent, $\Delta_x(w_p, w_q)$ is x-distance of w_p and w_q
- Calculate $\Delta_x(v_k)$ by eq. (3)
- Calculate $y(v_k)$ by eq. (2)
- $\Delta_x(w_q) = \Delta_x(w_p, w_q) - \Delta_x(v_k)$
- $\Delta_x(w_{p+1}) = \Delta_x(w_{p+1}) - \Delta_x(v_k)$
- When the tree is ready, compute x-coordinates by a pre-order traversal of it