



Bachelor Colloquium

Rectangular Representation of Weighted Outerplanar Graphs

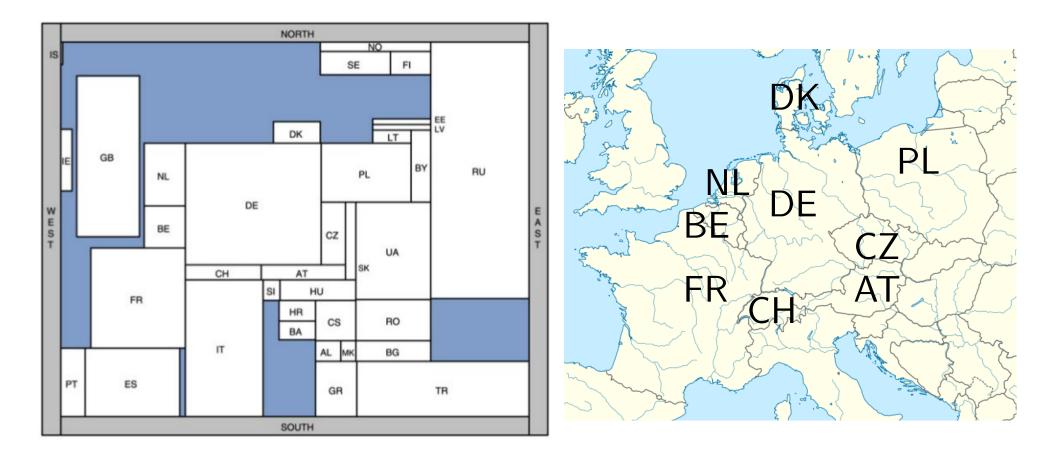
Lorenz Reinhart October 01, 2014

Supervisors Philipp Kindermann & Alexander Wolff Chair of Computer Science I Universität Würzburg

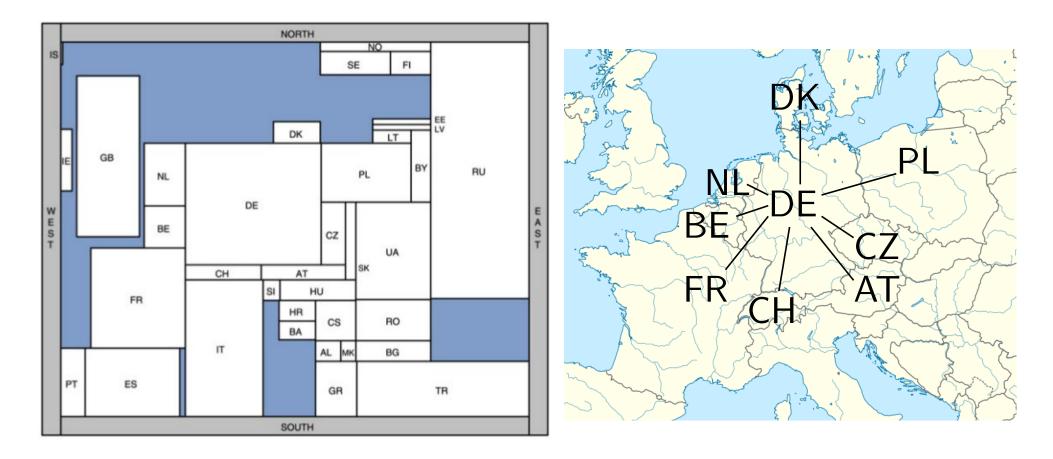
Rectangular Cartograms:



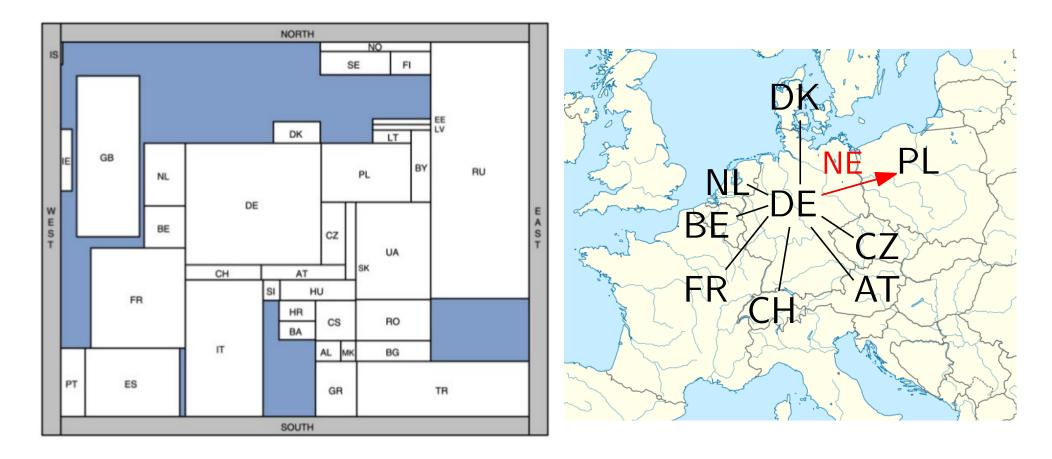
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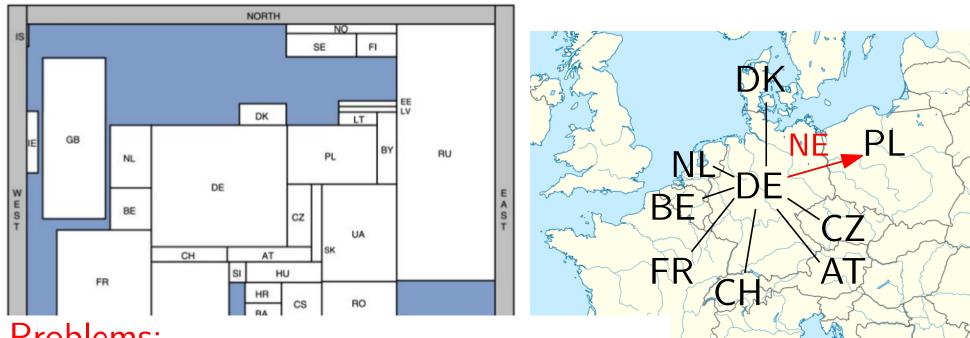


Rectangular Cartograms:



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Representation of maps where every region is represented by a rectangle.



Problems:

- wrong representation of some maps
- graphs without geographic information

• draw the rectangles with the desired size

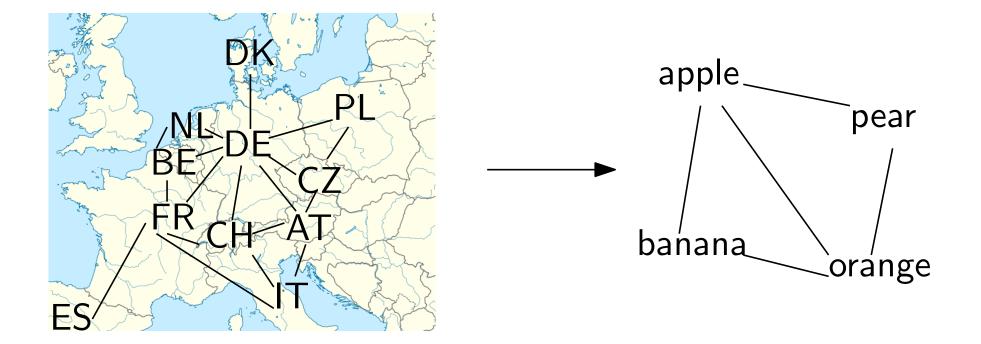
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- on need for a surrounding rectangle

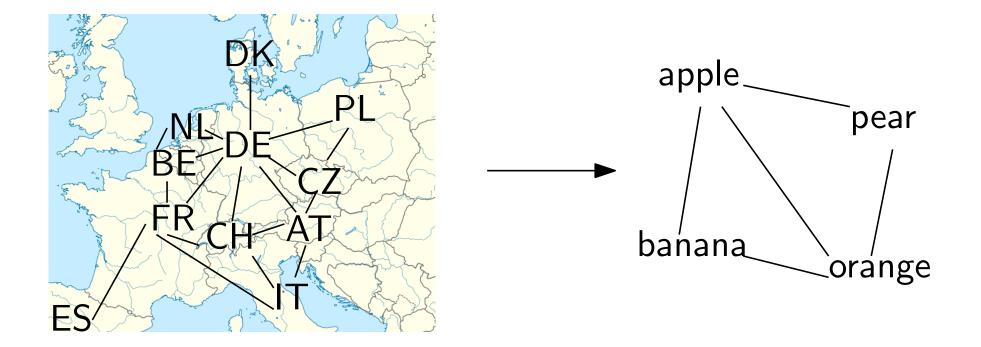
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- on need for a surrounding rectangle
- extension to general graphs



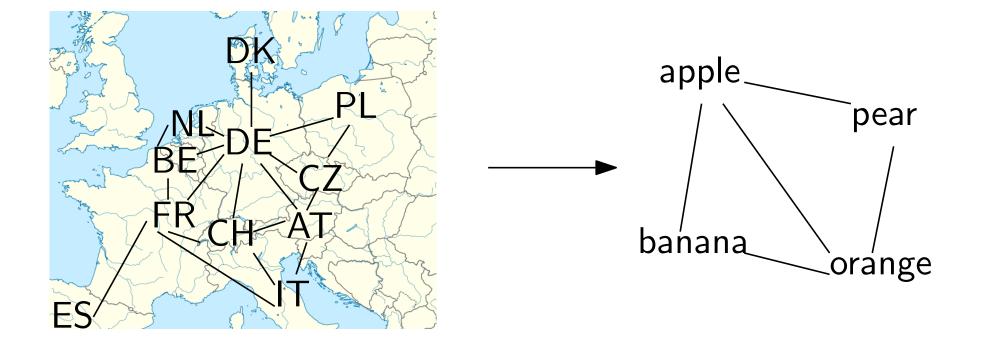
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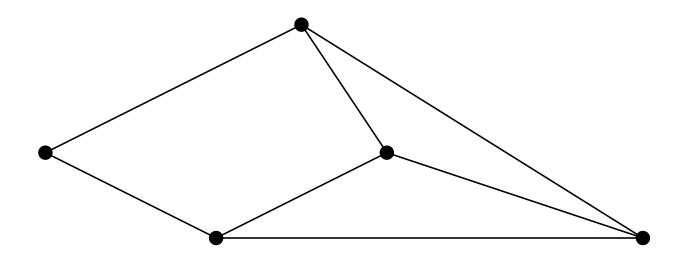
- every rectangular representation should be possible to draw
- on need for a surrounding rectangle
- extension to general graphs?



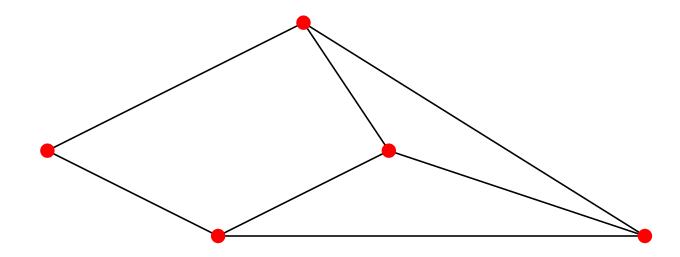
o draw the rectangles with the desired size

- every rectangular representation should be possible to draw
- on need for a surrounding rectangle
- extension to general graph classes!

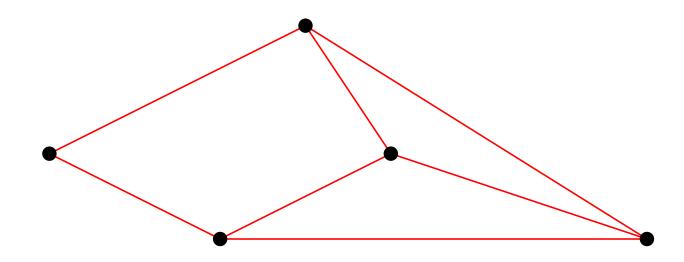




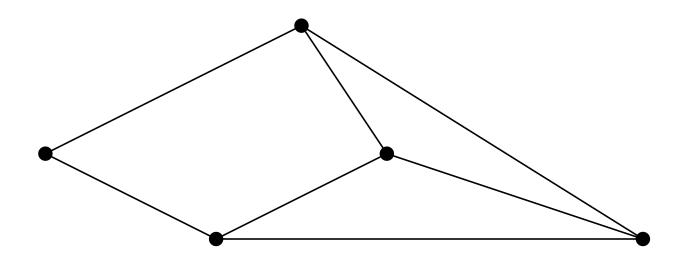
Graph G = (V, E)



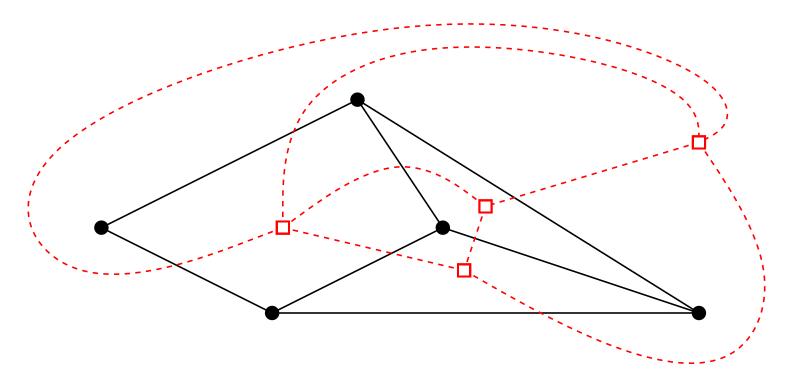
Graph G = (V, E)



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A *Planar Graph* G = (V, E) can be drawn in such a way that no edges cross each other

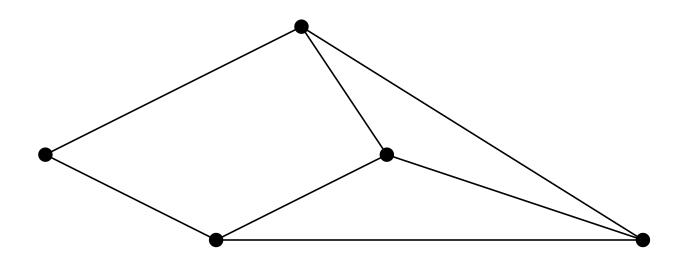


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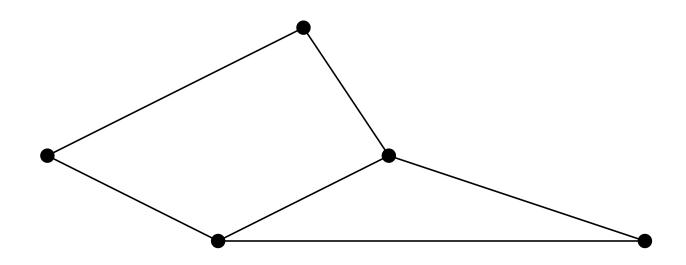
Dual Graph $G^* = (V^*, E^*)$:

a vertex corresponding to each face of G

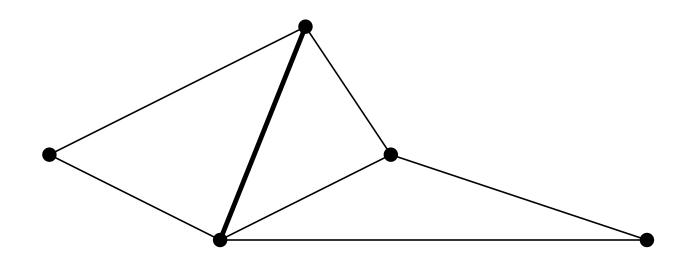
an edge joining two neighboring faces for each edge in G



Outerplanar graph: all vertices belong to the unbounded face

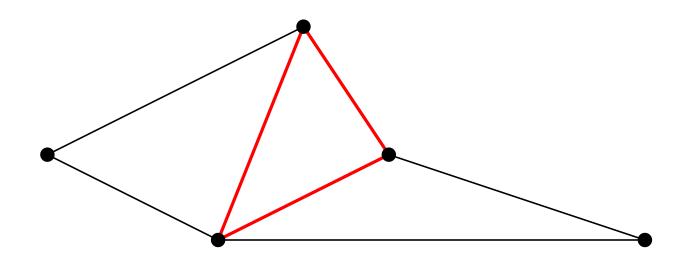


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Maximal outerplanar Graph: cannot have any additional edges while preserving outerplanarity

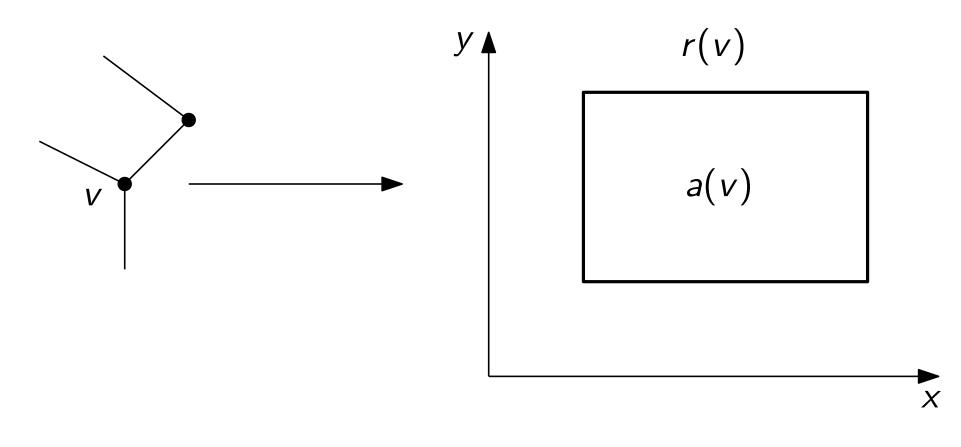


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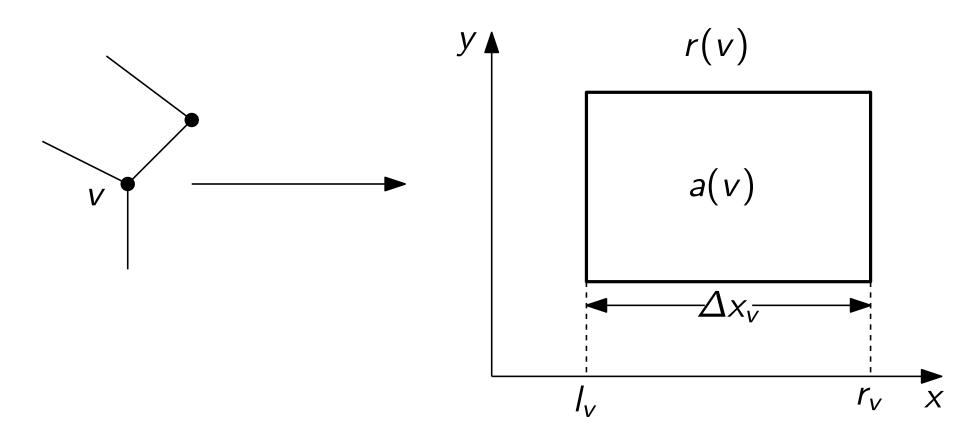
Maximal outerplanar Graph: cannot have any additional edges while preserving outerplanarity

Every surface is surrounded by a triangle!

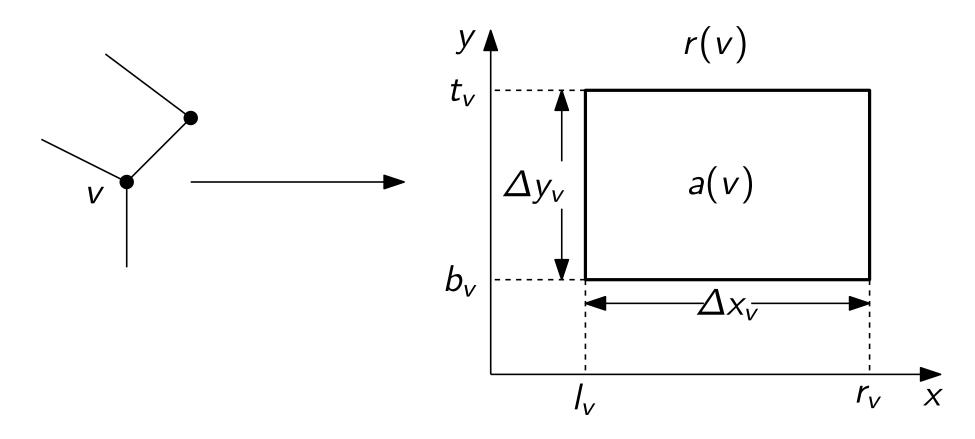
Rectangular representation



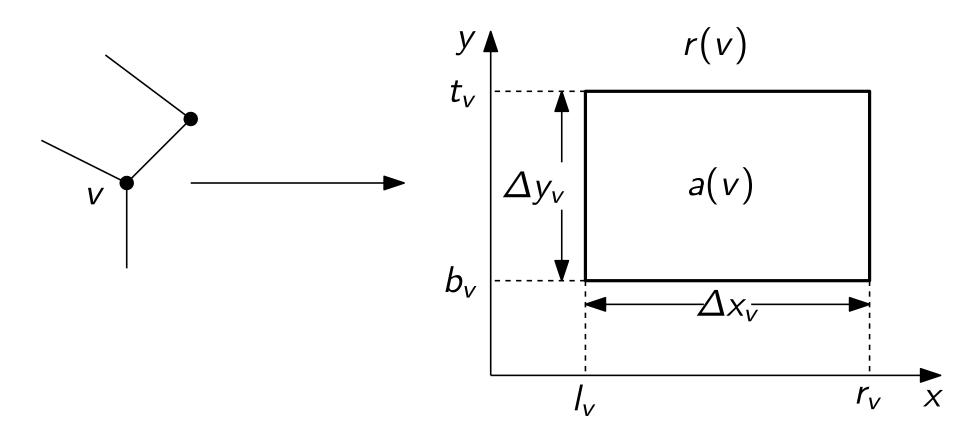
Rectangular representation



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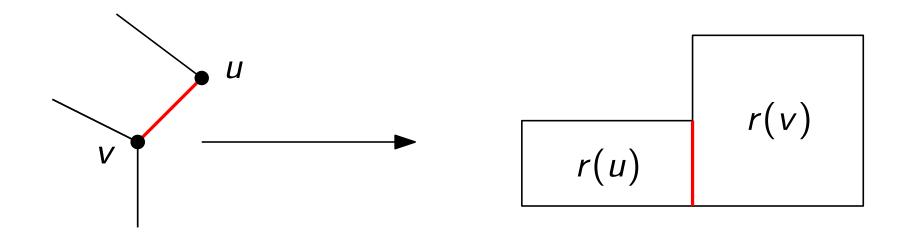


Rectangular representation

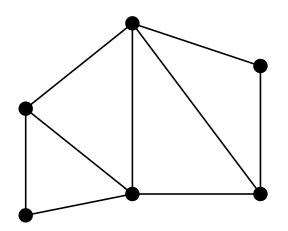


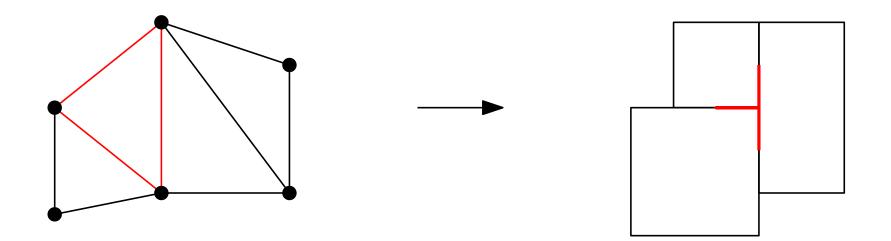
$$v \in V \xrightarrow{r: V \to R} r \in R$$
 $v \in V \xrightarrow{a: V \to A} a \in A$

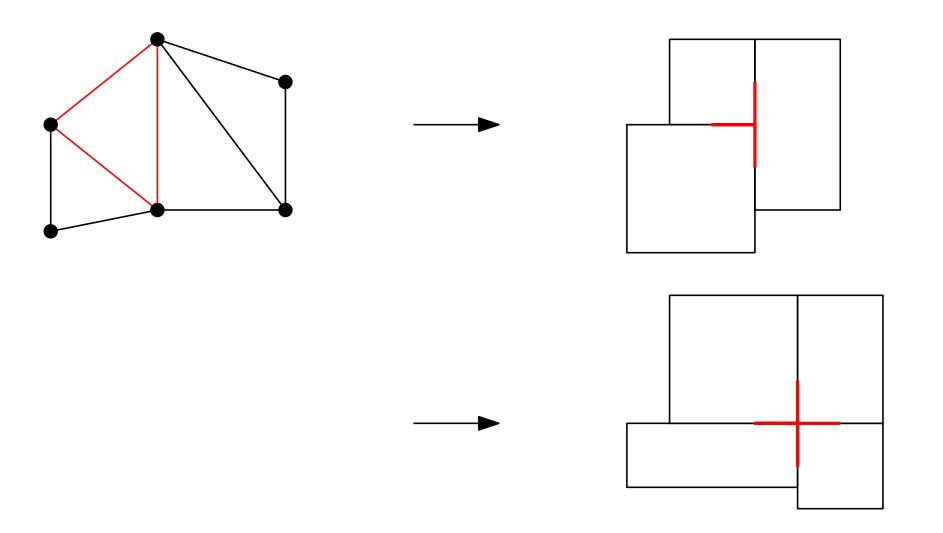
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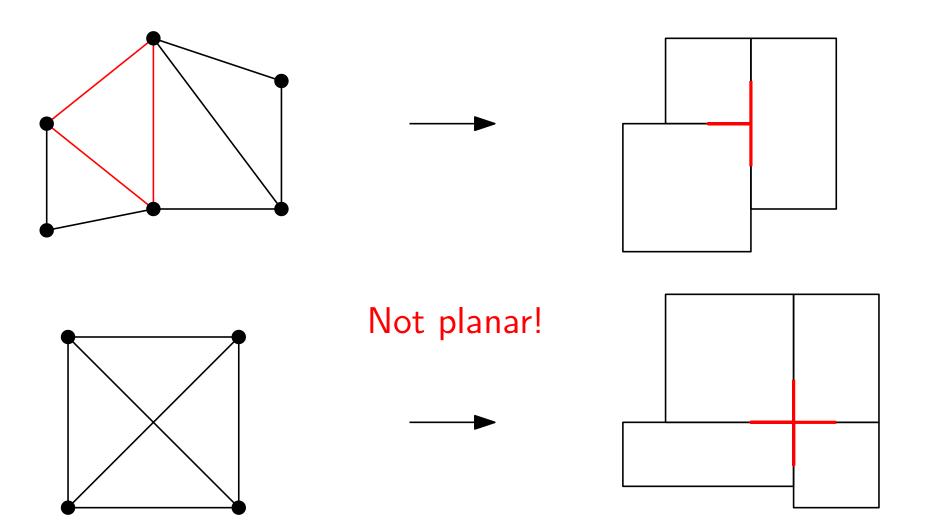


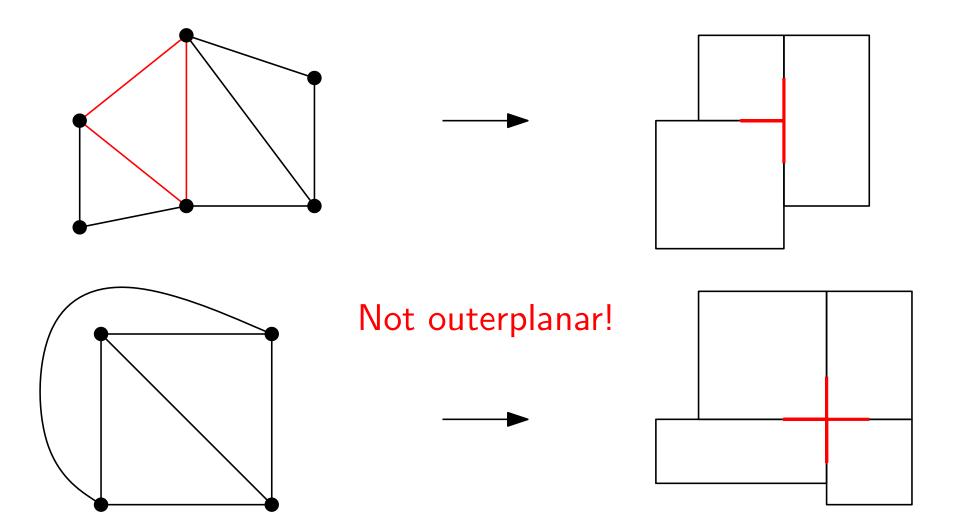
 $u, v \in V$ and $uv \in E \rightarrow r(u)$ and r(v) are adjacent

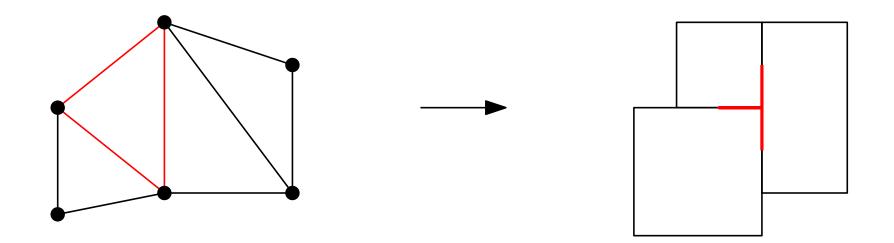




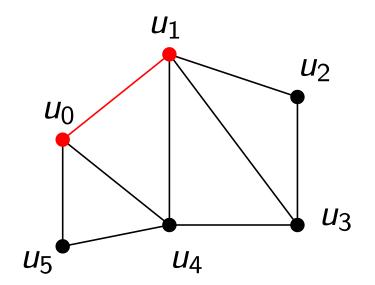


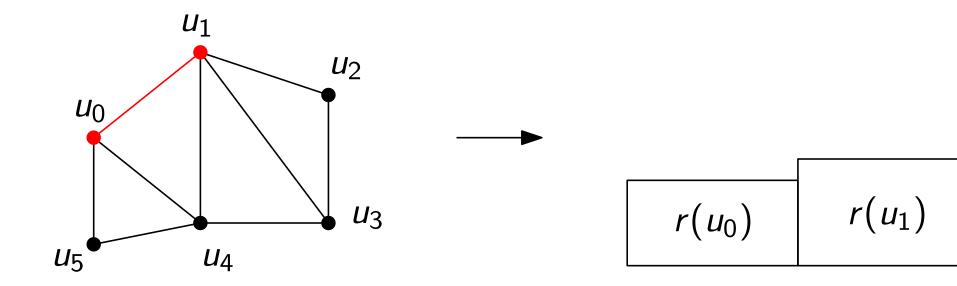


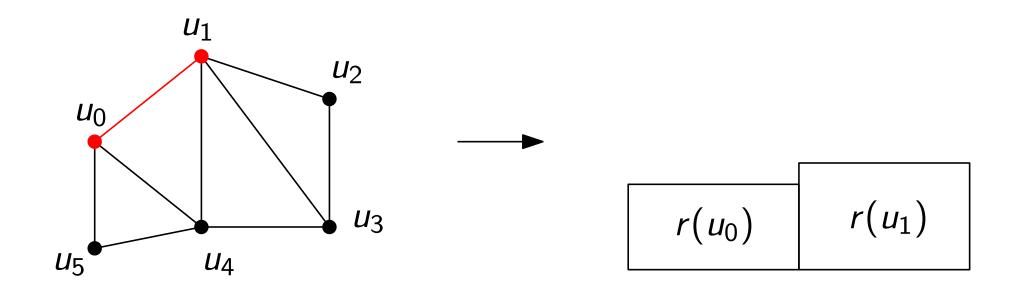




There are only corners with at most three involved rectangles!

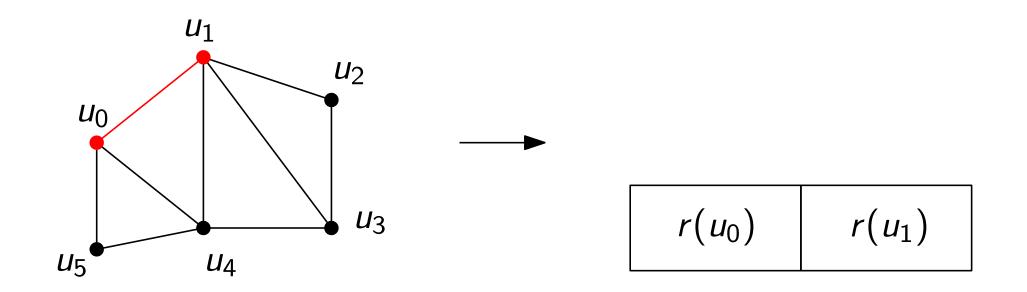




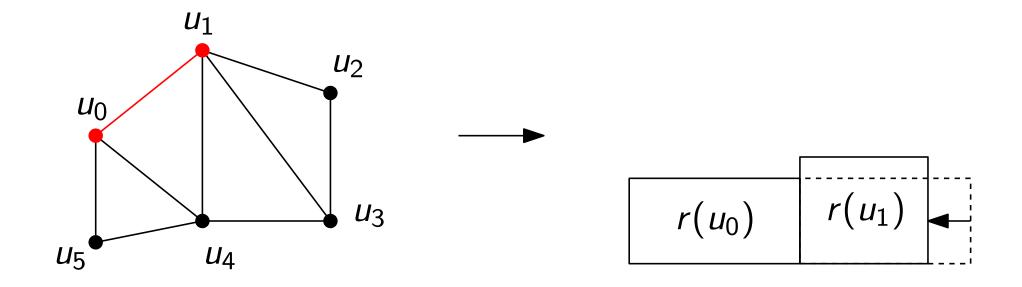


Draw the two rectangles neighboring each other with:
the same height at the bottom
and the same width

$$b_{u_0} = b_{u_1}$$
 and ${\it \Delta} x_{u_0} = {\it \Delta} x_{u_1}$

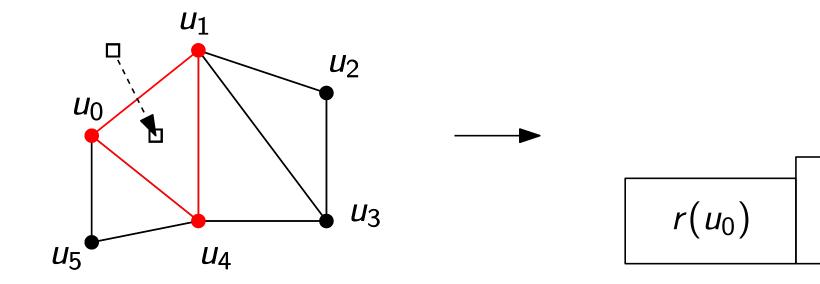


If $a(u_0) = a(u_1)$ we don't get a new edge to place the next rectangle



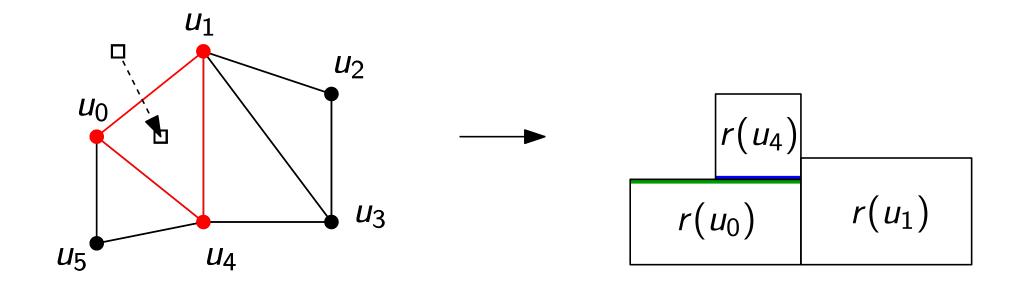
If $a(u_0) = a(u_1)$ we don't get a new edge to place the next rectangle

 \rightarrow Reduce the width of one rectangle!



 $r(u_1)$

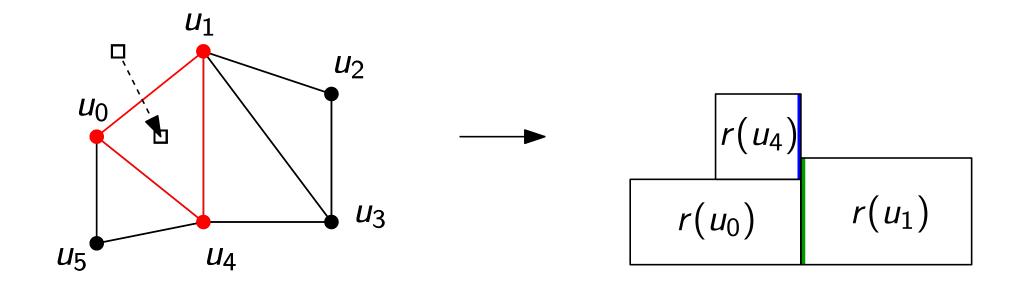
 $r(u_4)$ is adjacent to $r(u_0)$ and $r(u_1)$



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Place $r(u_4)$ on top of the rectangle with the lower top edge

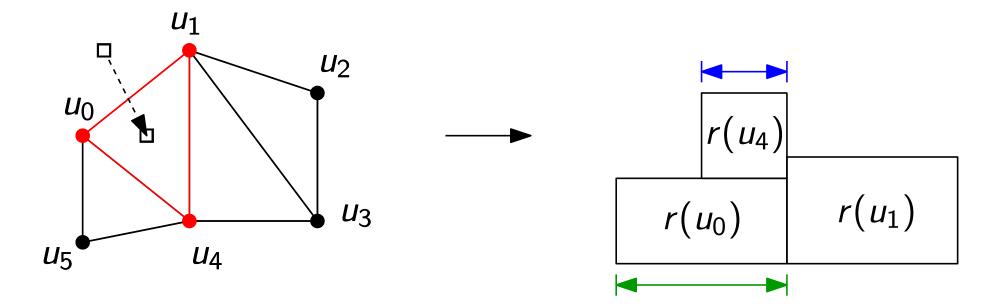
$$b_{u_4} = t_{u_0}$$



 $r(u_4)$ is adjacent to $r(u_0)$ and $r(u_1)$

Place $r(u_4)$ on top of the rectangle with the lower top edge and to the left of the other one

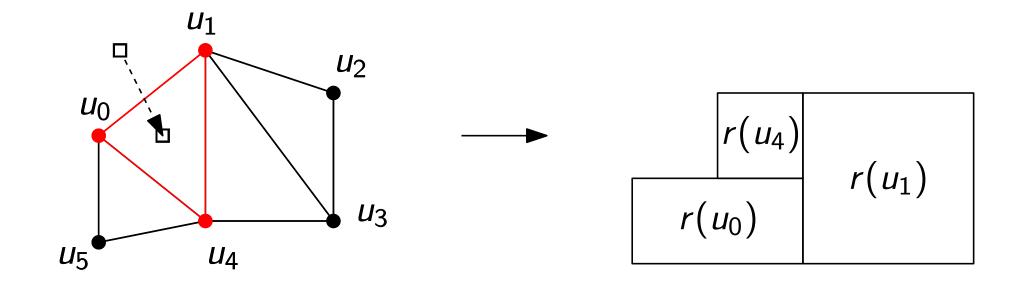
$$b_{u_4} = t_{u_0}$$
 and $r_{u_4} = l_{u_1}$



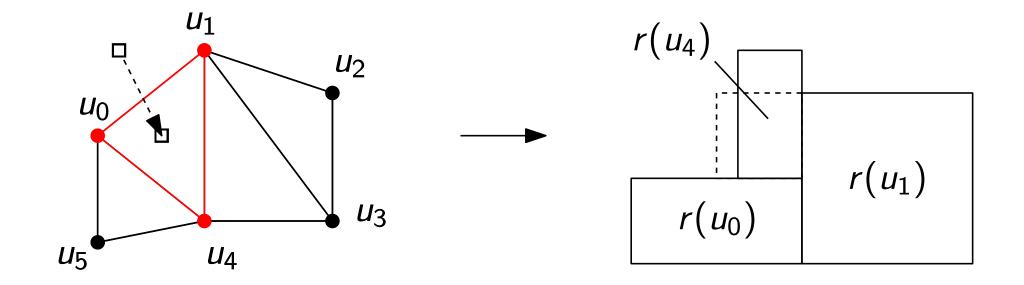
 $r(u_4)$ is adjacent to $r(u_0)$ and $r(u_1)$

Leave free space for the rectangles adjacent to $r(u_0)$ and $r(u_4)$ or $r(u_1)$ and $r(u_4)$

$$\Delta x_{u_4} = 0.5 \cdot Free(u_0)$$

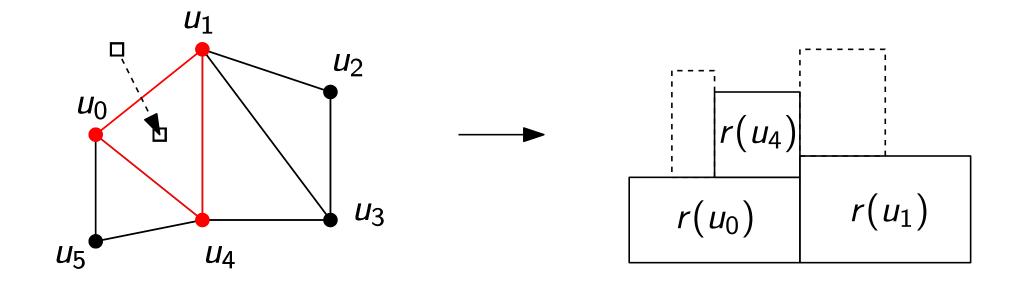


What can we do if there is no free space?

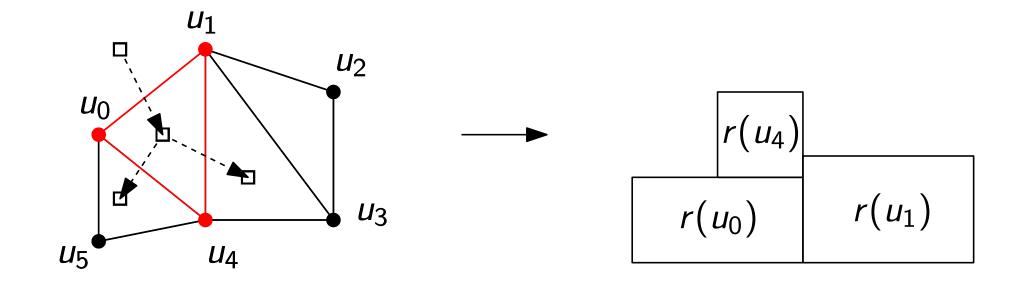


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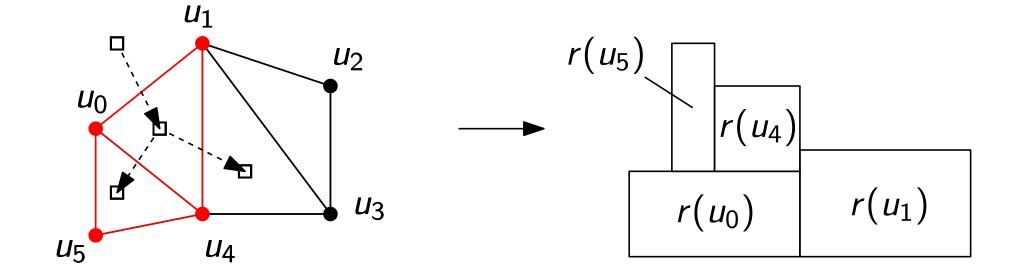
 \rightarrow Reduce the width of the new rectangle!



The new Rectangle r(u₄) is adjacent to r(u₀) and r(u₁)
 Possibility to place the two rectangles neighboring r(u₀) and r(u₄) or r(u₁) and r(u₄)

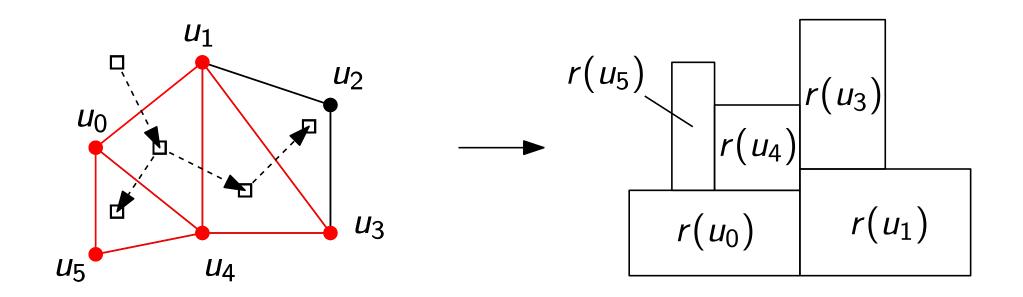


Choose one direction to work on first



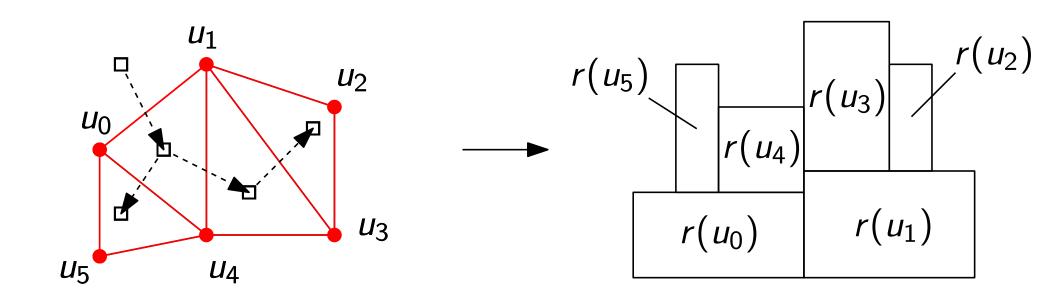
Choose one direction to work on first

• Place $r(u_5)$ next to $r(u_0)$ and $r(u_4)$



Choose one direction to work on first

• Place $r(u_5)$ next to $r(u_0)$ and $r(u_4)$ • Place $r(u_3)$ next to $r(u_1)$ and $r(u_4)$



Choose one direction to work on first

Place r(u₅) next to r(u₀) and r(u₄)
Place r(u₃) next to r(u₁) and r(u₄)
Place r(u₂) next to r(u₁) and r(u₃)

The correctness is proved by induction on the number of rectangles placed so far.

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Graph $G_k = (V_k, E_k)$ is a subgraph of the graph G = (V, E) to be drawn with

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- $V_k \subseteq V$ and
- $E_k = \{(u, v) \in E \mid u, v \in V_k\}$
- and G_k has a rectangular representation with k placed rectangles.

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 and

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and G_k has a rectangular representation with k placed rectangles.

Invariant:

There is a free corner for the next rectangle r(w) to be placed with $w \in V \setminus V_k$, in such a way that it is adjacent to its predecessors r(u) and r(v) with $u, v \in V_k$.

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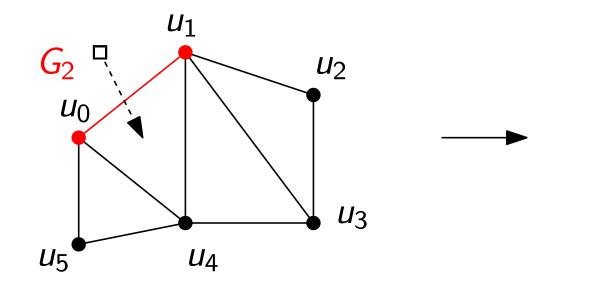
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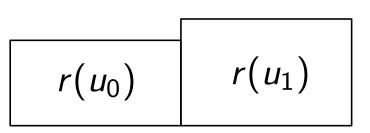
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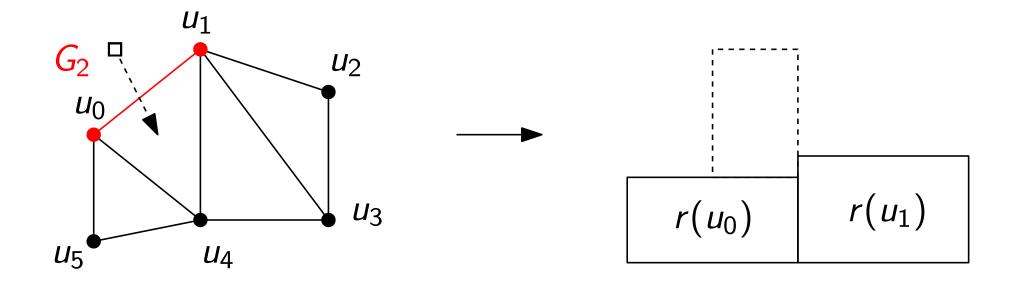
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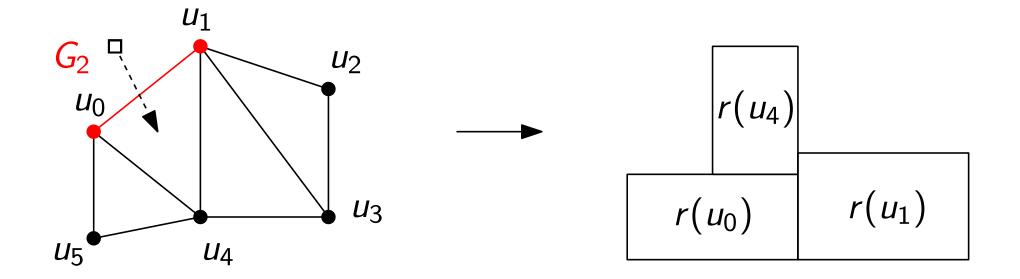
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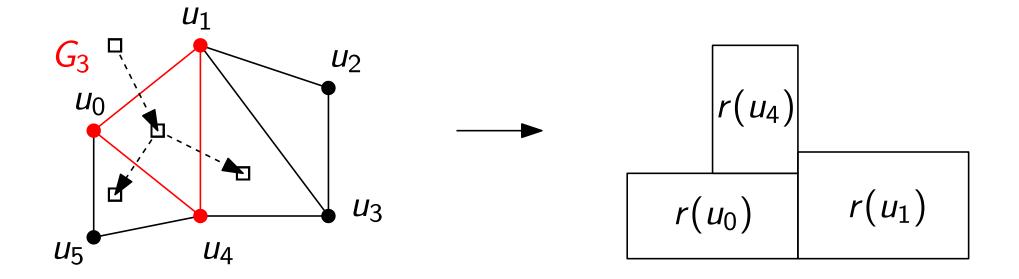




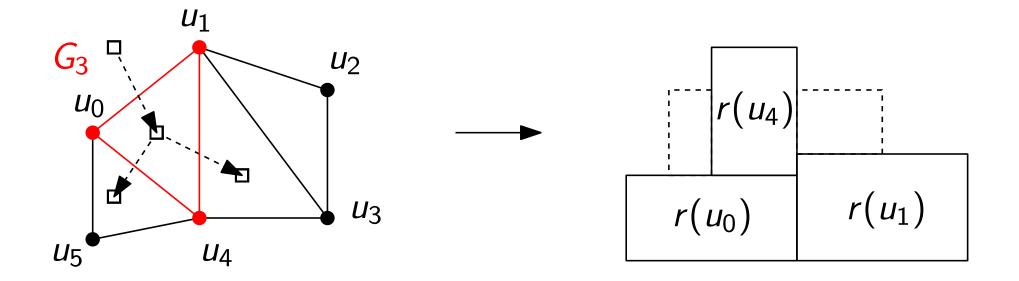
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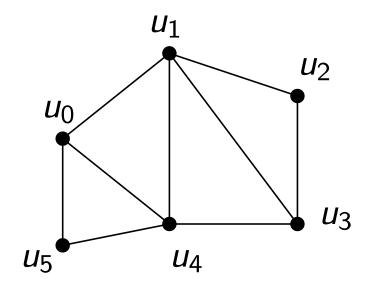


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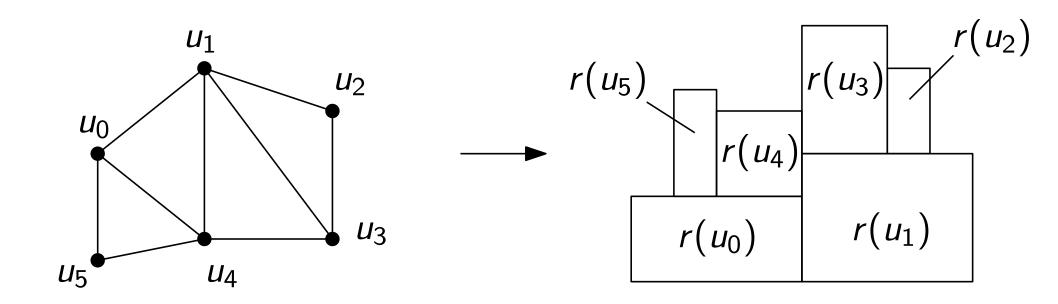


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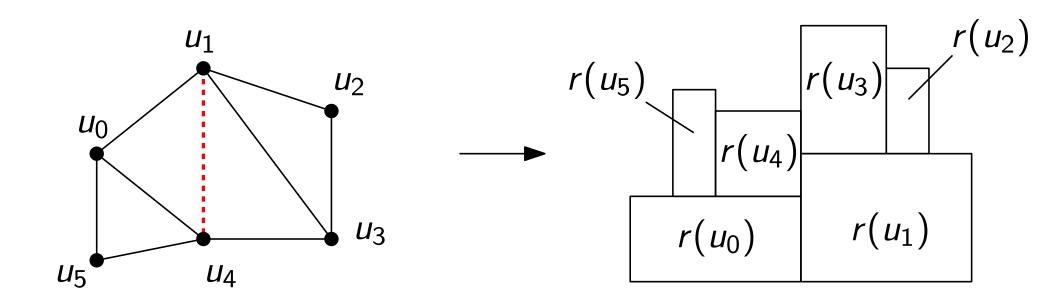
There is a corner for $r(u_5)$ and $r(u_3)$ where they can be placed adjacent to their predecessors.



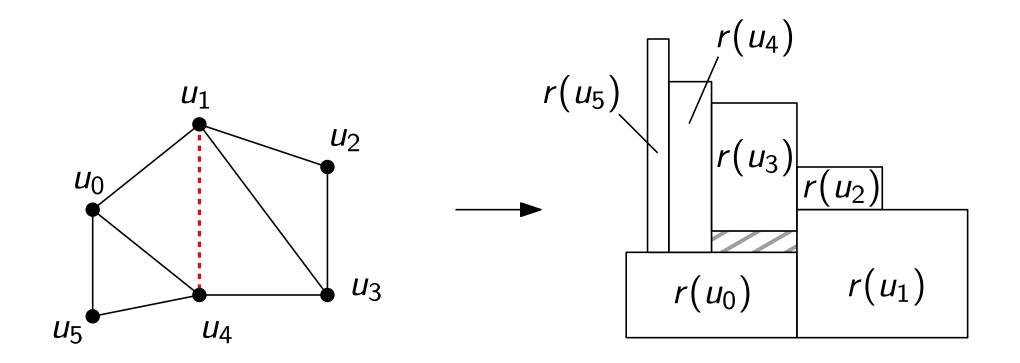
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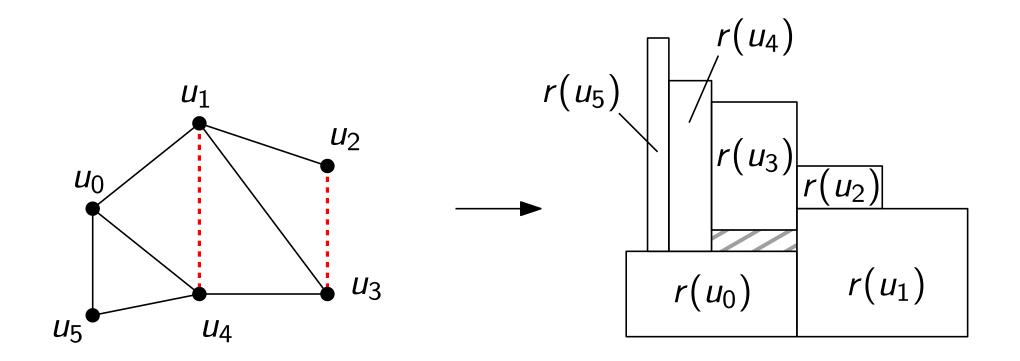


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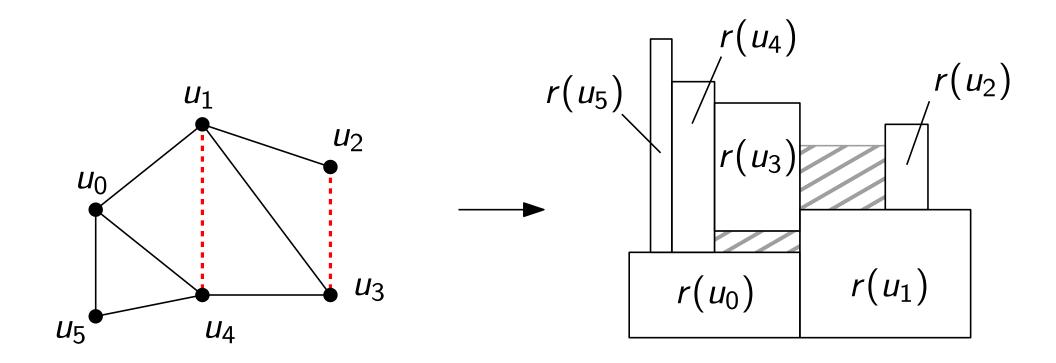
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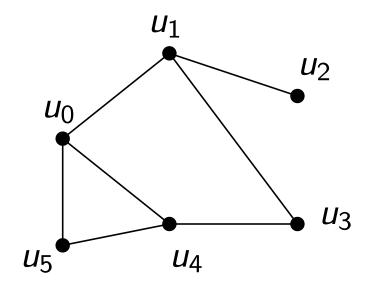
There are vertices that are connected with only one edge

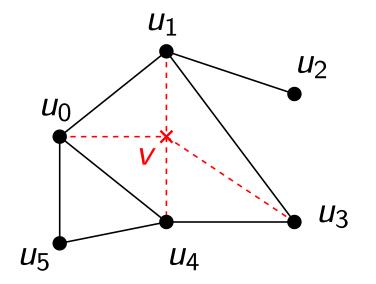


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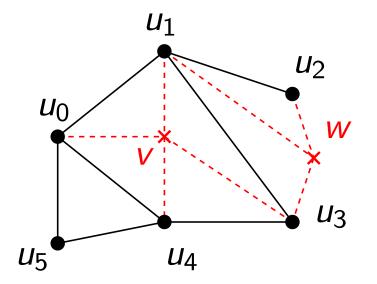
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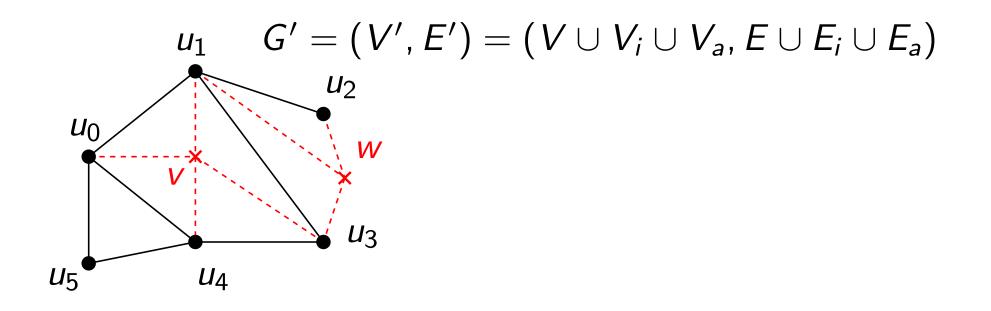


Insert an inner dummy-node $v \in V_i$ for every not triangular inner face and connect it to the surrounding vertices with $v u \in E_i$.



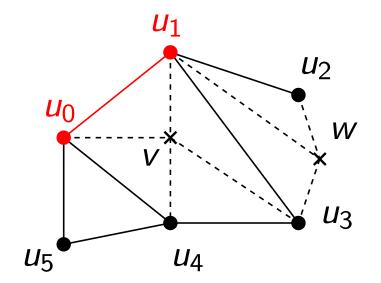
Insert an inner dummy-node $v \in V_i$ for every not triangular inner face and connect it to the surrounding vertices with $vu \in E_i$.

Insert an outer dummy-node $w \in V_a$ for every separating vertex in the graph and add the edges $wu \in E_a$.

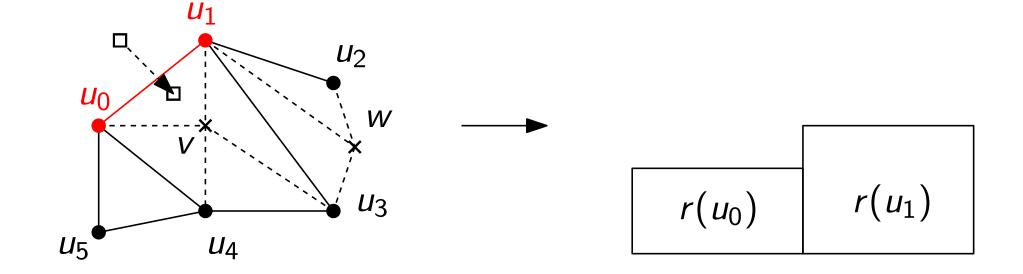


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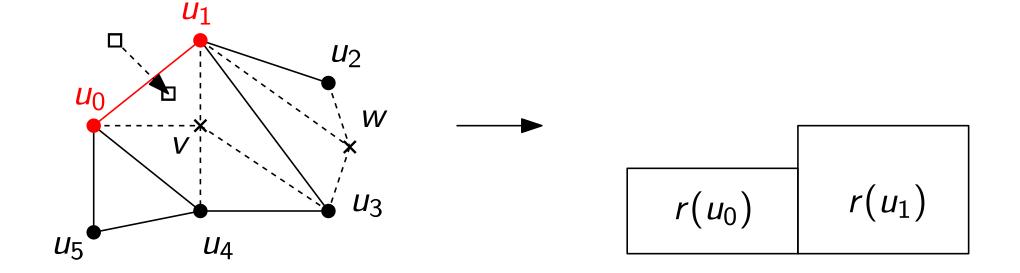
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Start with an edge in $E = E' \setminus \{E_a \cup E_i\}$



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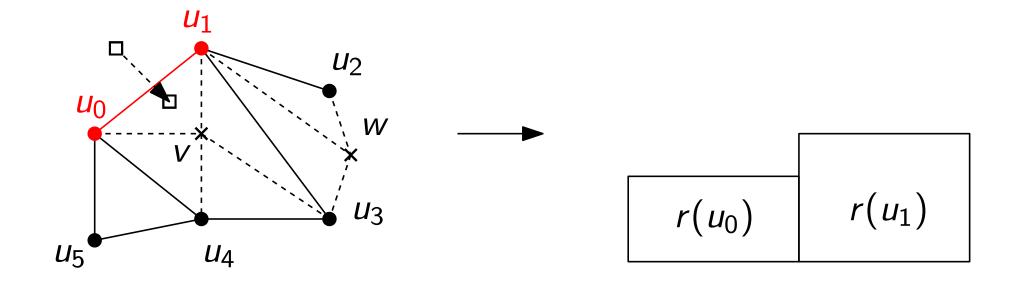


Start with an edge in $E = E' \setminus \{E_a \cup E_i\}$

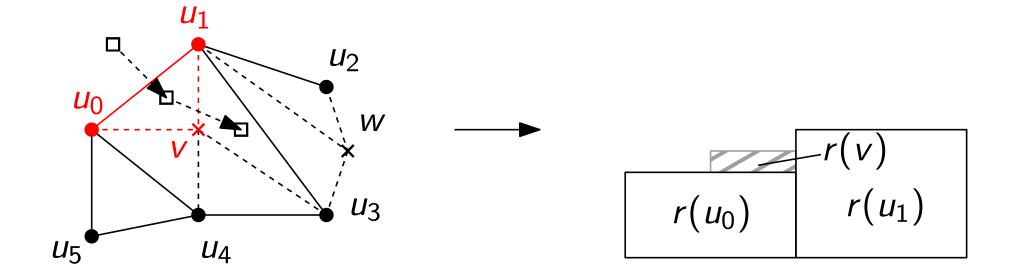
Differentiate between three cases:

- Inner dummy-node $v \in V_i$
- Outer dummy-node $v \in V_a$
- Normal vertex $v \in V = V' \setminus \{V_i \cup V_a\}$

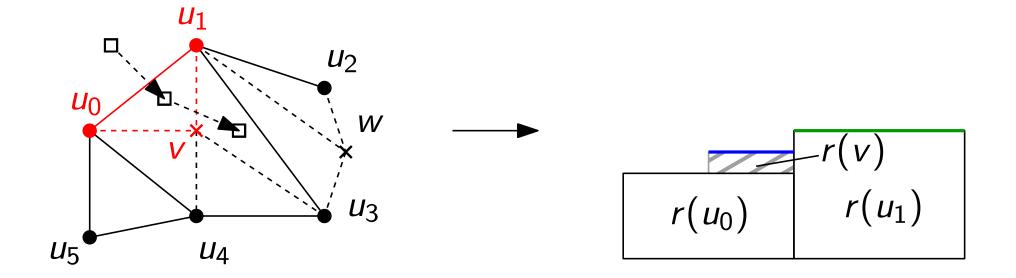
An inner dummy-node



Place the free space corresponding to the node v

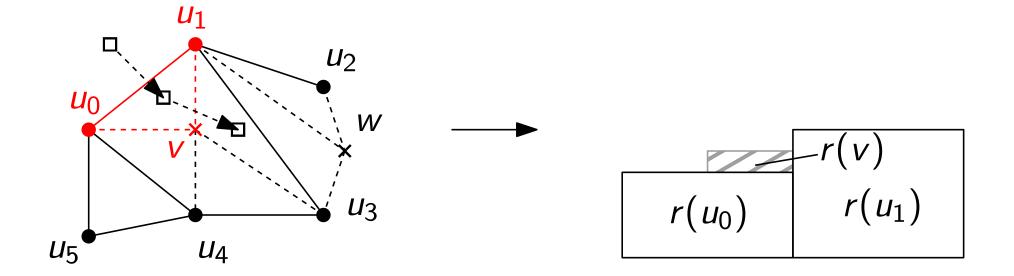


Place the free space corresponding to the node v• Place r(v) on top of the rectangle with the lower top edge



Place the free space corresponding to the node v

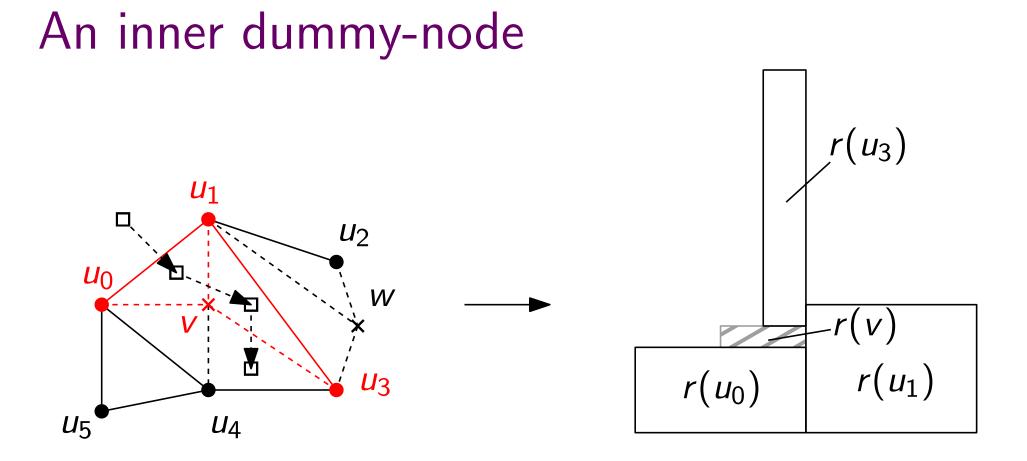
- Place r(v) on top of the rectangle with the lower top edge
- The top edge of r(v) must be below the top edge of $r(u_1)$ with $t_v = 1/2 \cdot (t_{u_0} + t_{u_1})$



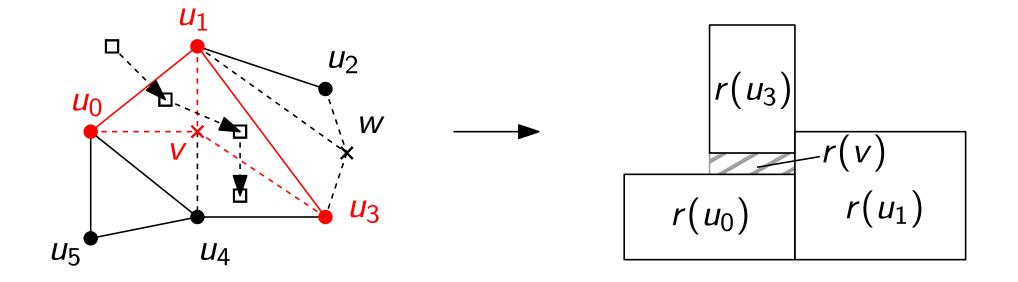
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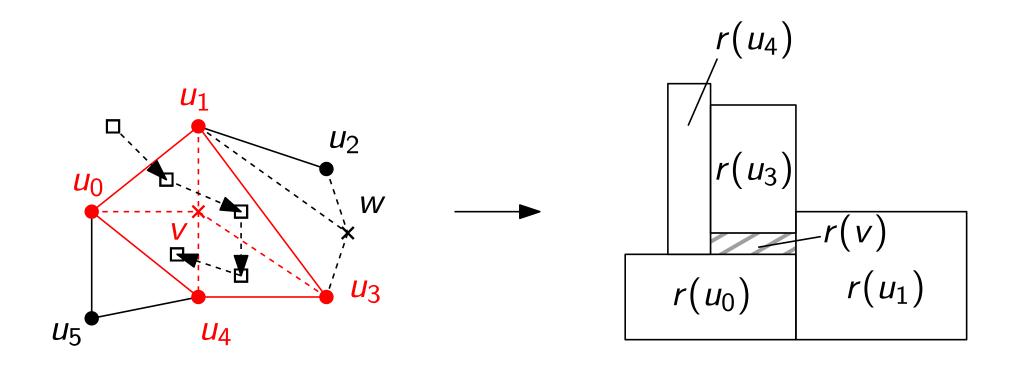
Walk clockwise around the inner dummy-node



Place all following vertices on top of r(v) except the last one

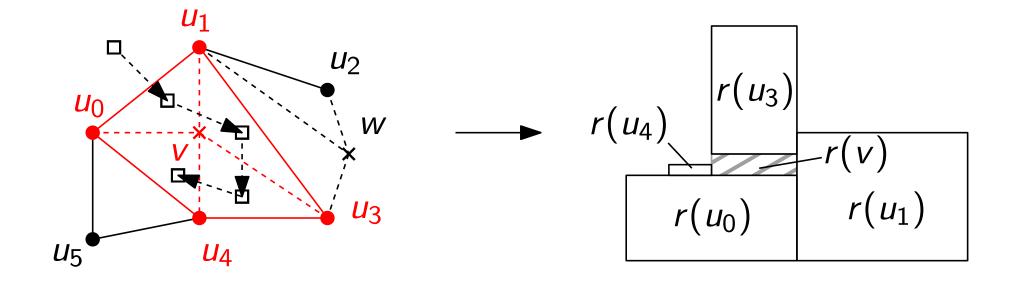


Place all following vertices on top of r(v) except the last one The last but one rectangle, in this case $r(u_3)$, must fill the remaining free space on top of r(v)

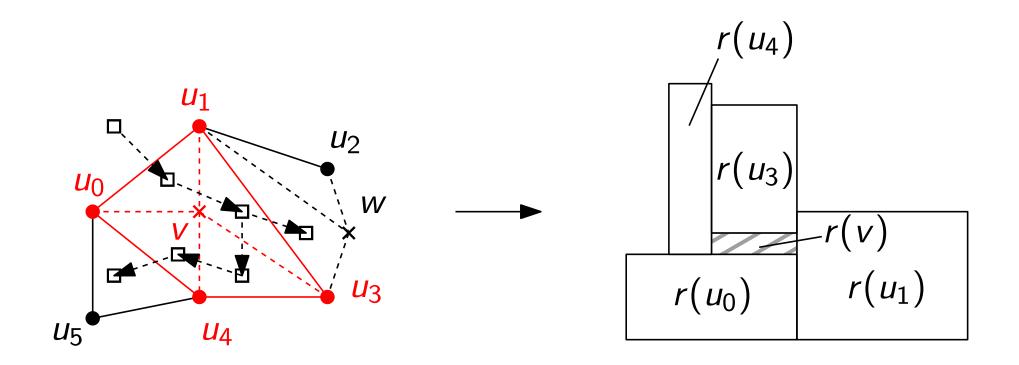


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The last rectangle must connect its predecessor with the first rectangle

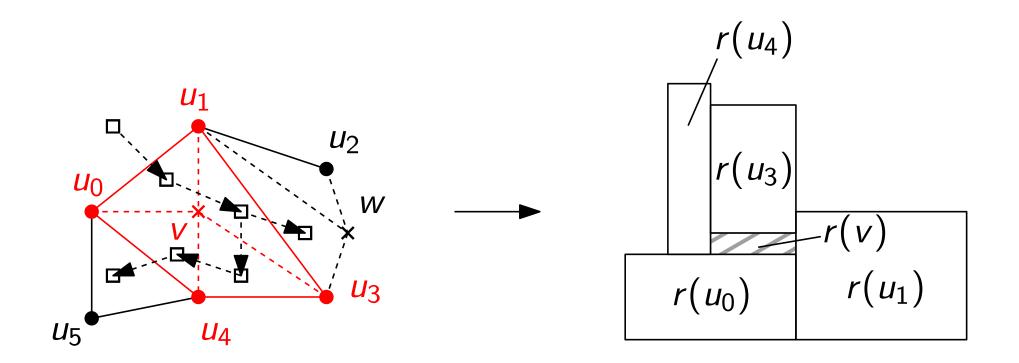


If $r(u_4)$ is too small to connect both rectangles reduce the width to increase its height

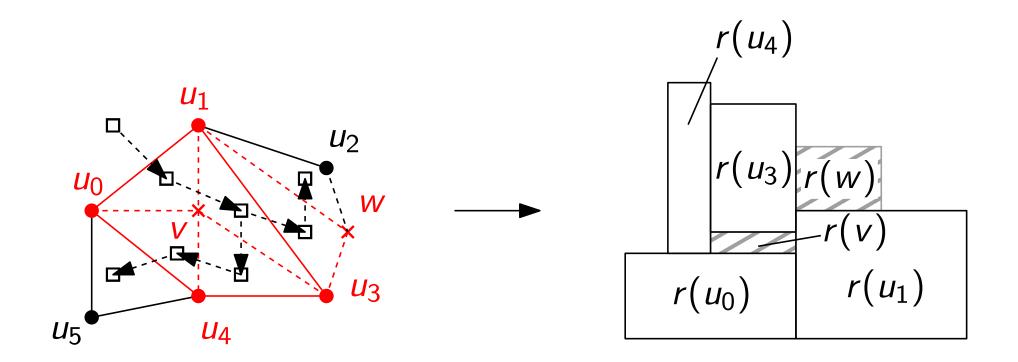


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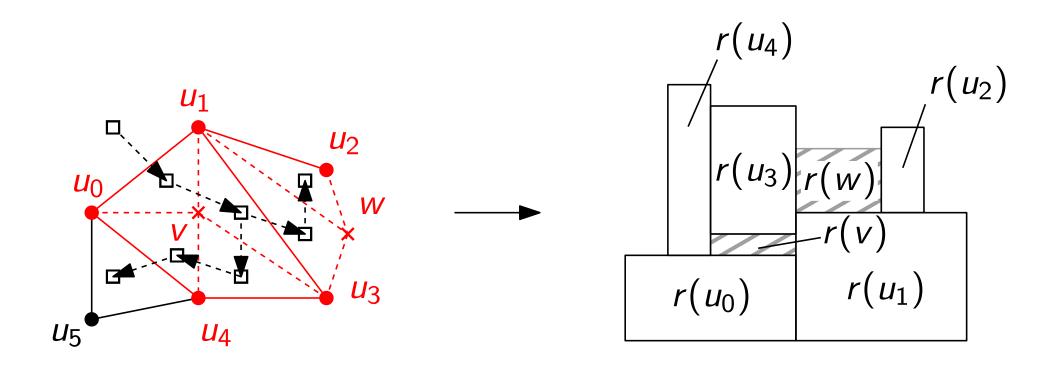
All rectangles adjacent to r(v) have been placed correctly \rightarrow Finally visit all adjacent faces in G'



Insert the outer dummy-node into the rectangular representation with size a(w) = 1

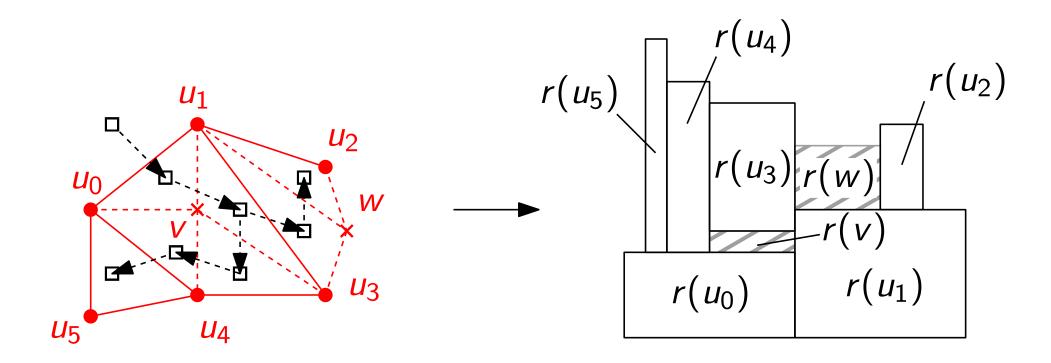


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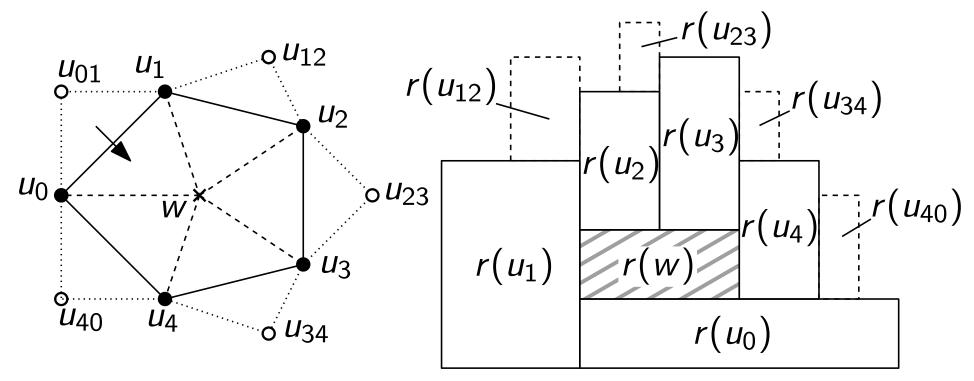
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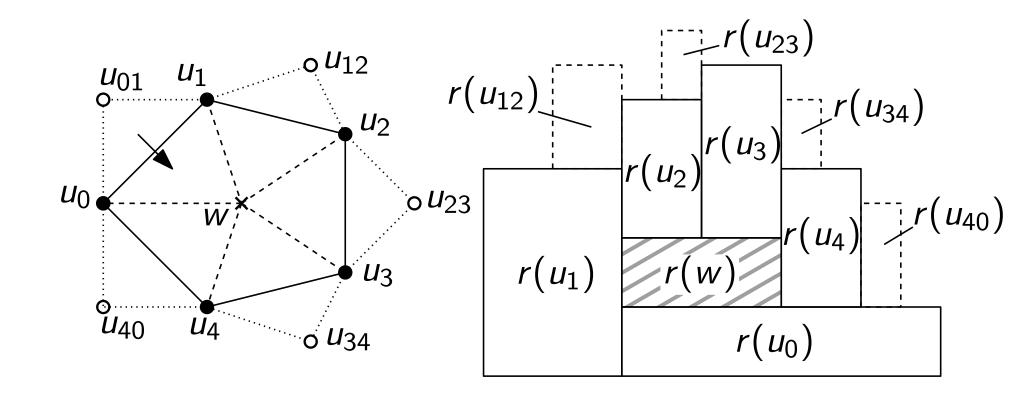
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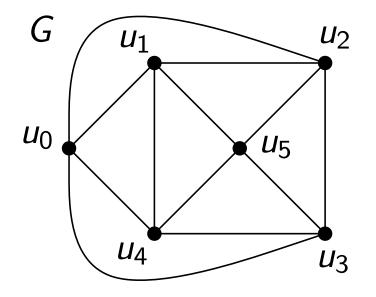
Invariant:

There is a free corner for the next rectangle r(w) to be placed with $w \in V \setminus V_k$, in such a way that it is adjacent to its predecessors r(u) and r(v) with $u, v \in V_k$.

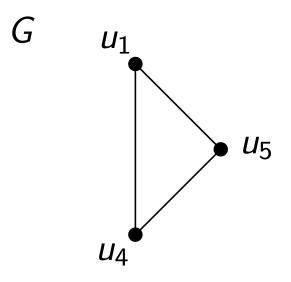


A graph is k-outerplanar if removing all vertices on the outer face in its embedding results in a (k - 1)-outerplanar graph

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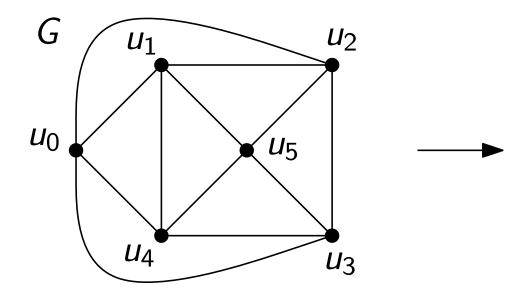


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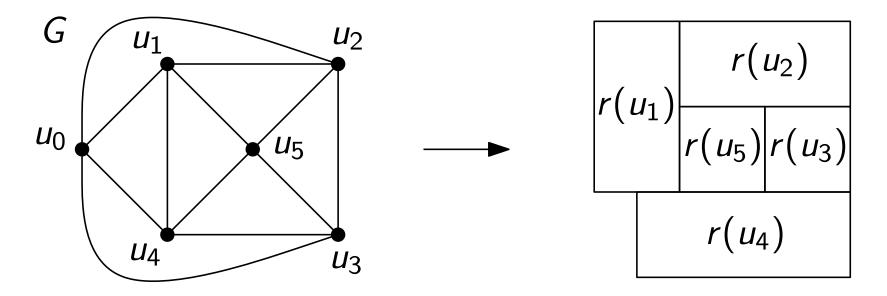
G is a 2-outerplanar graph: removing all vertices on the unbounded face results in a 1-outerplanar graph

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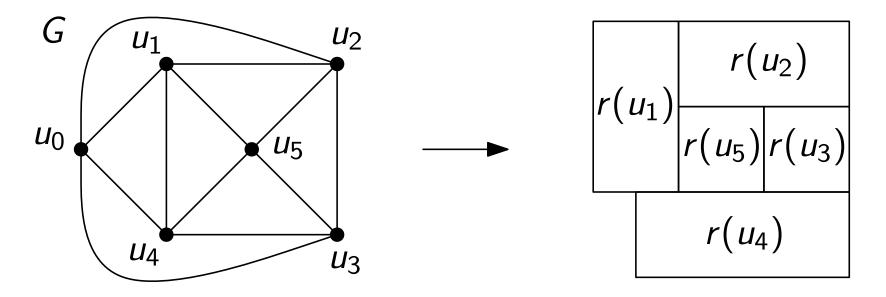
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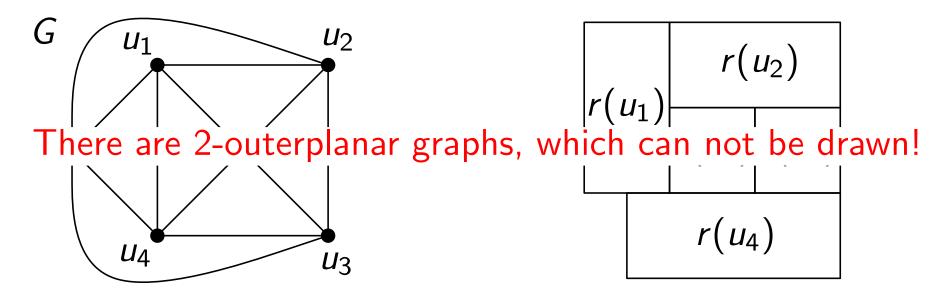
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 Improve the aspect ratio of the rectangles with a better distribution of the free space on top of the rectangles

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Thank you for your attention! Questions?