

Matching Points with Rectangles and Squares

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SOFSEM'06

Outline

- Introduction
 - Matching in graphs and in the plane
 - Already known...
 - Open Problems
- Rectangles
 - General position
 - 1/2-Approximation
- Squares
 - Is there a strong realization?
 - Application to map-labeling
 - NP-Completeness

Matching in graphs

Maximum Matching

[Micali & Vazirani]

$$O(\sqrt{nm})$$

Euclidean Minimum-Weight Perfect Matching

[Vaidya]

[Varadarajan & Agarwal]

$$O(n^{2.5} \log^4 n)$$
$$O((n/\varepsilon^3) \log^6 n)$$

Matching with segments, rectangles, squares, disks...

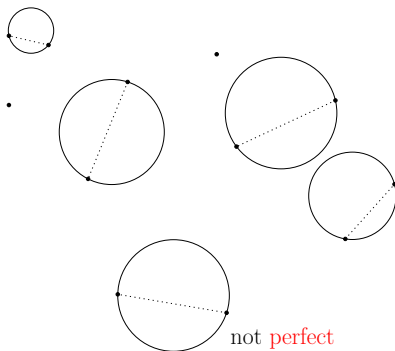
Matching in the plane



Definition

- Matching is **perfect**: covers all points.
- Matching is **strong**: no overlap.

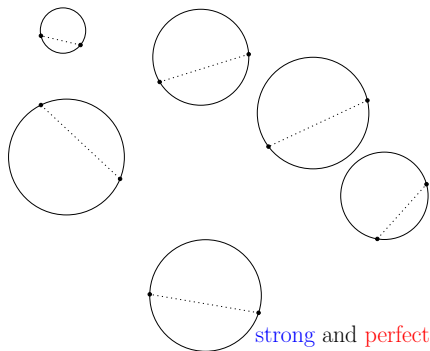
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Let P be a set of $2n$ points in the plane.

Theorem (Rendl & Woeginger)

It is **NP-hard** to decide whether P admits a **strong** rectilinear segment matching.

Theorem (Ábrego et al.)

If P is in general position (no two points on a horiz./vert. line), then P admits

- a **perfect** disk matching and a **perfect** square matching.
- a **strong** disk matching covering at least 25% of P .
- a **strong** square matching covering at least 40% of P .

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Open Problems

Questions

- How many points can be matched **strongly**?
- Does a given matching have a **strong** realization?

	matching size	ex. strong realization?
segments	100%	$O(n \log n)$
rectangles	?	$O(n \log n)$
squares	?	?
disks	?	?

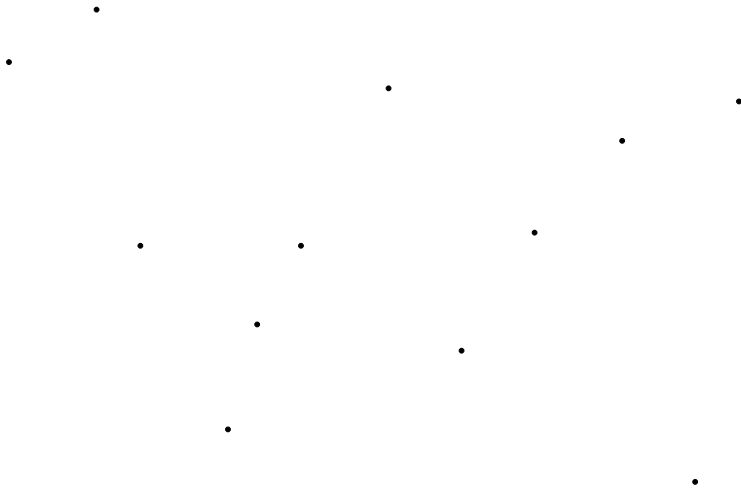
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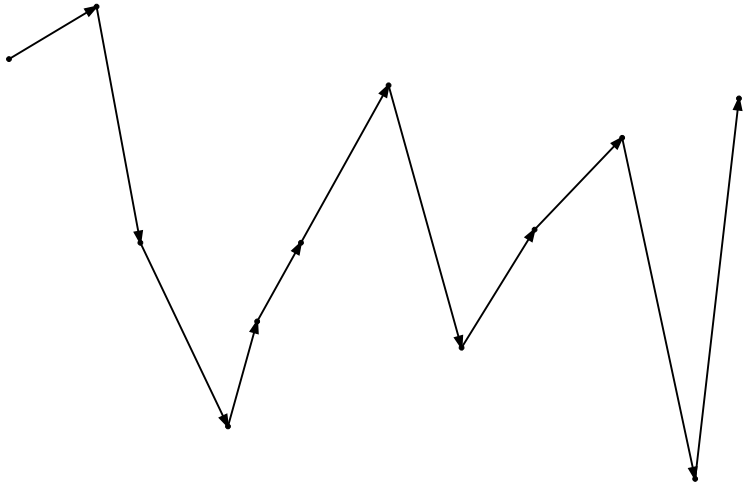
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	matching size	ex. strong realization?
segments	100%	$O(n \log n)$
rectangles	50%	$O(n \log n)$
squares	?	$O(n^2 \log n)$
disks	?	?

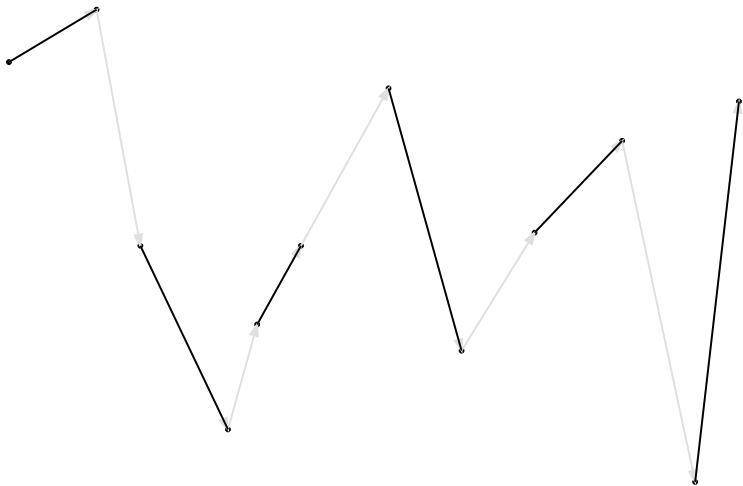
General position



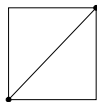
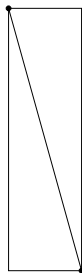
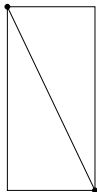
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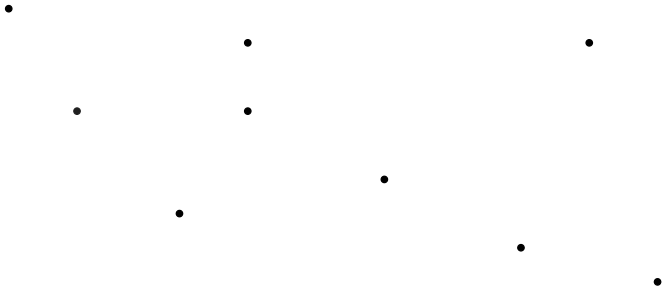
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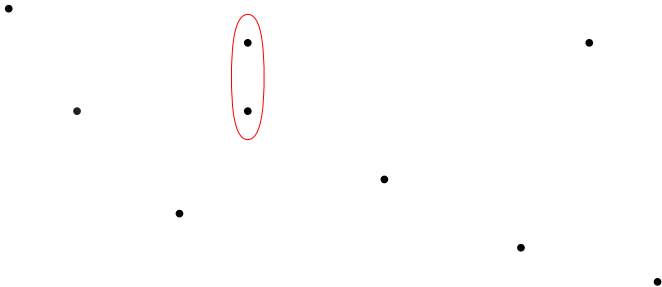
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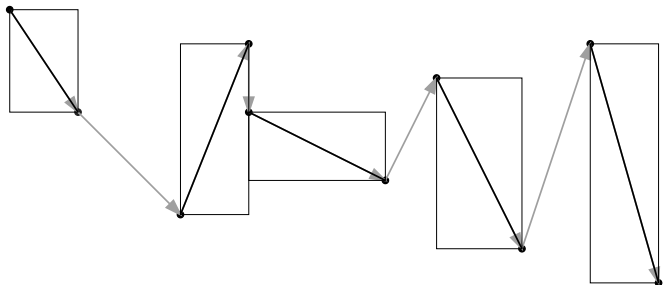
No general position



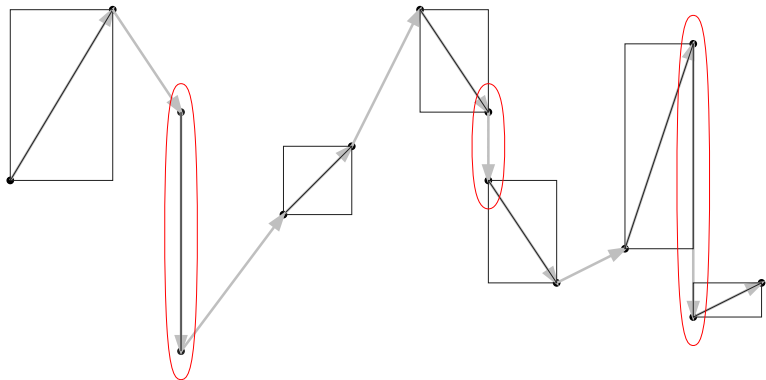
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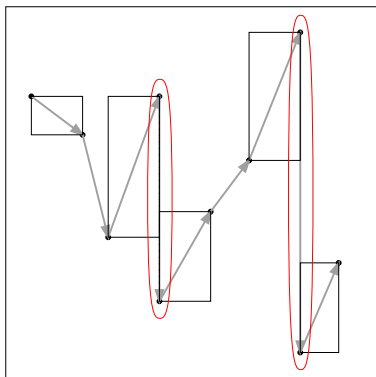
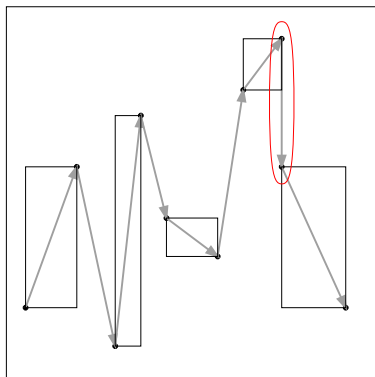
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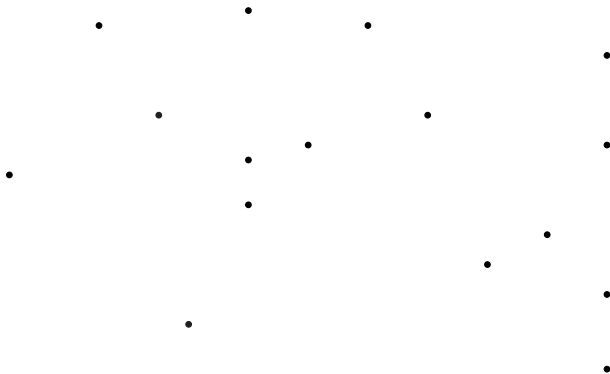


No general position

 $\frac{\pi}{2}$ 

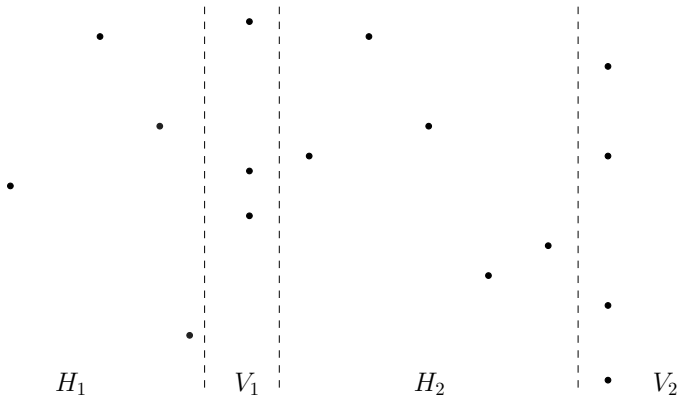
1/2-Approximation

Divide into subsets \rightarrow match subsets \rightarrow put together



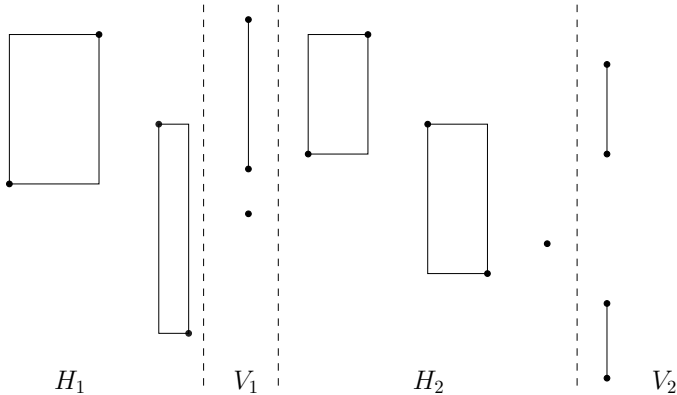
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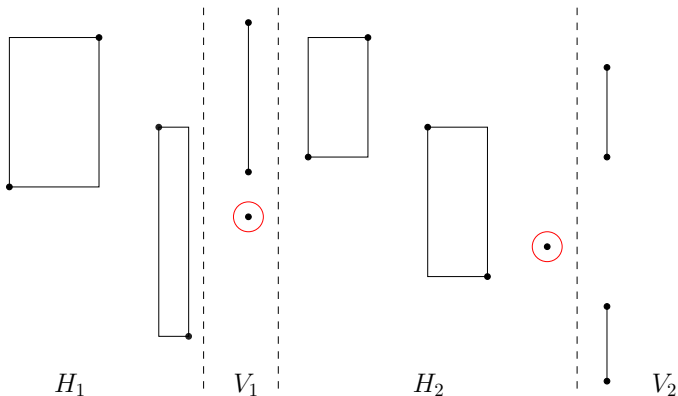
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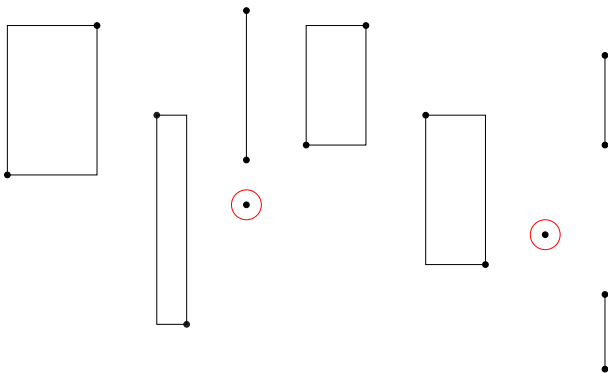
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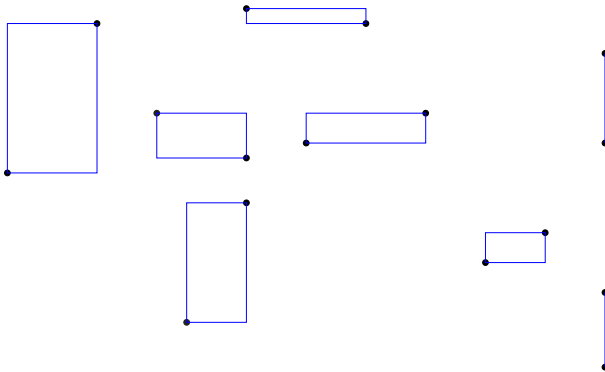
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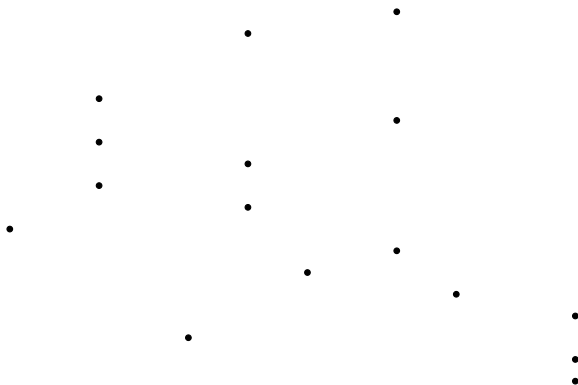
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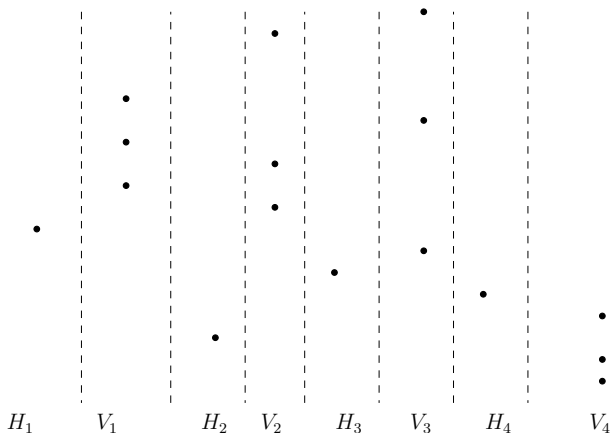
1/2-Approximation - worst case

(almost) **Worst Case**



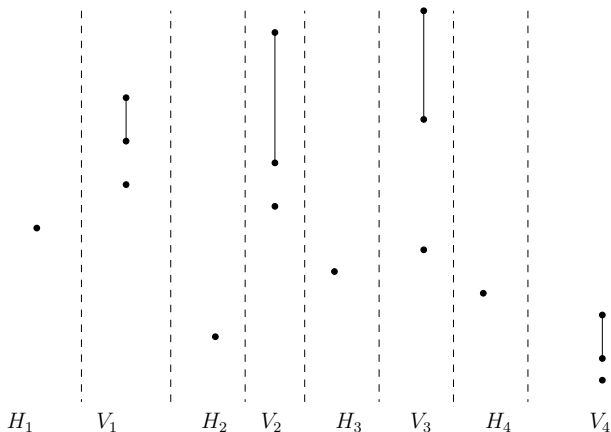
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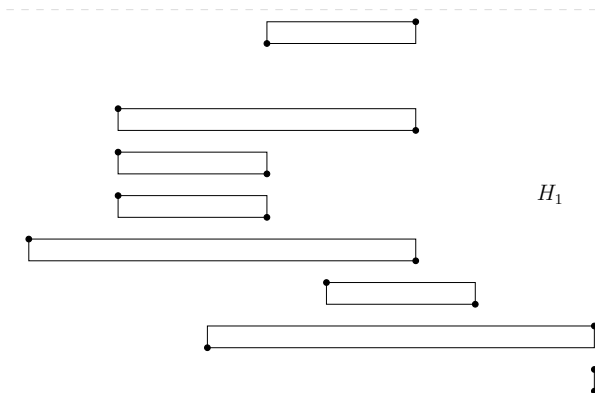
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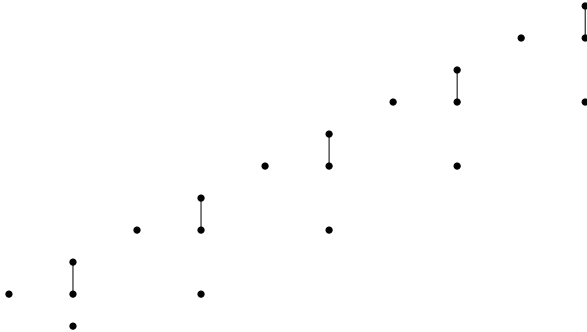
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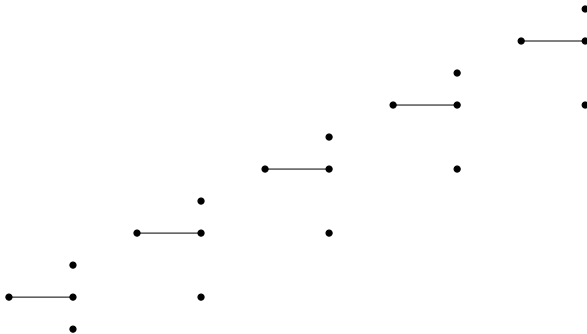
Worst Case



Matching with $n/2$ points.

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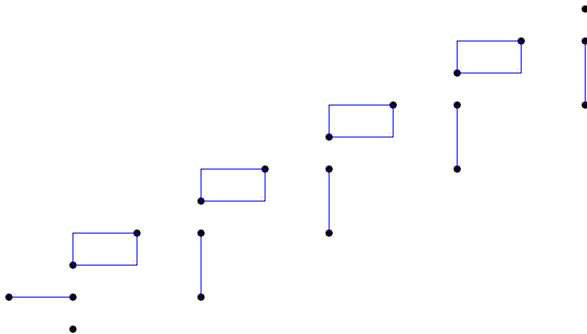
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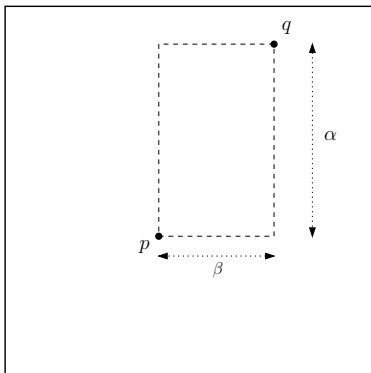
Worst Case



Optimal matching with $n - 2$ points.

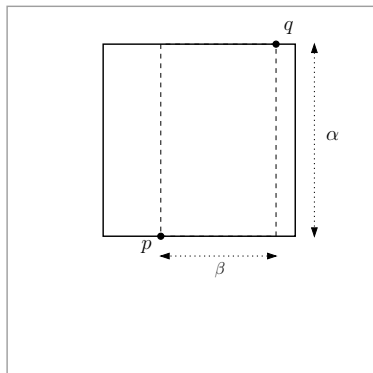
Minimal squares

Minimal squares: points lie on the boundary.

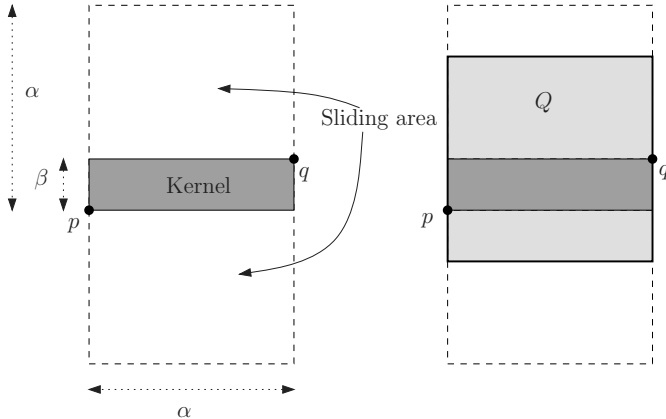


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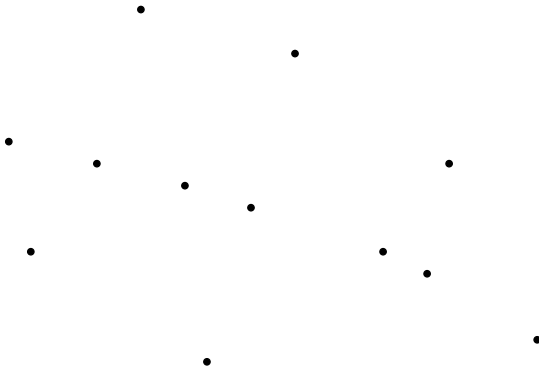
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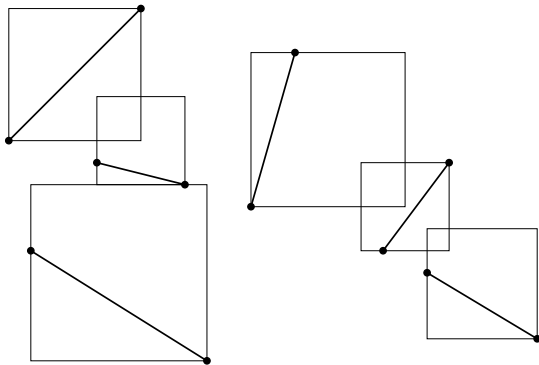
Sliding squares



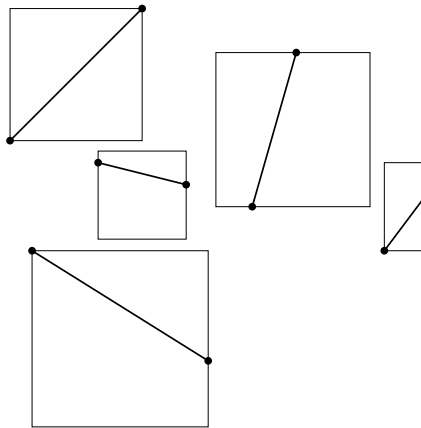
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Help from map-labeling

Labeling rectilinear segments

Given: Set of rectilinear segments, $B \in \mathbb{R}$.

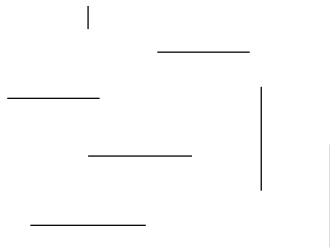
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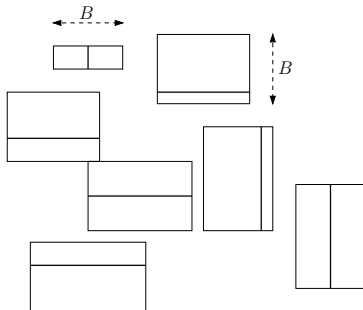


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Theorem (Kim, Shin & Yang)

Rectilinear segment labeling is solvable in $O(n^2 \log n)$

Squares - canonical form

Let squares slide

- for *vertical* kernels *leftwards* as far as possible.
- for *horizontal* kernels *downwards* as far as possible.

When does a square stop sliding?

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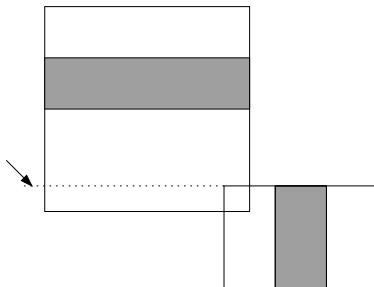


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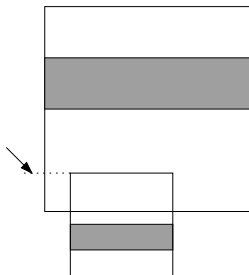


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Observations

- The resulting positions can be computed in advance.
- Every square has $O(n)$ relevant positions.

Squares - Decision Algorithm

Problem

Given: $P \subseteq \mathbb{R}^2$, matching $M \subseteq \binom{P}{2}$

Question: Is there a **strong** square realization of M ?

- Do kernels overlap?
- Calculate relevant positions.
- Solve decision problem with 2-SAT.

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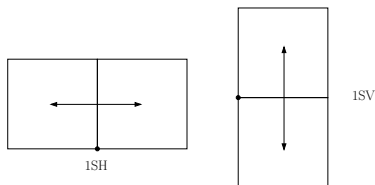
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Conclusion

The decision problem can be solved in $O(n^2 \log n)$.

Labeling points with sliding labels

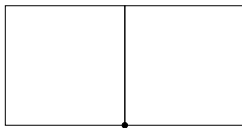
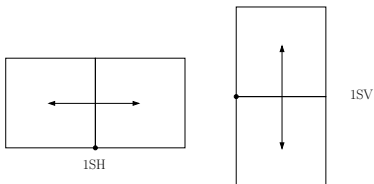
Labeling points with sliding labels:



- Labels also below / to the left of a point.
- Variable label sizes.
- *Sliding area can be shortened.*

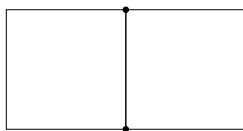
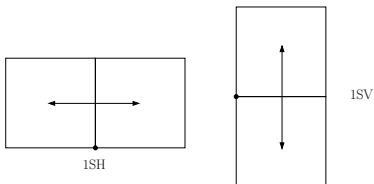
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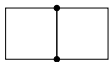
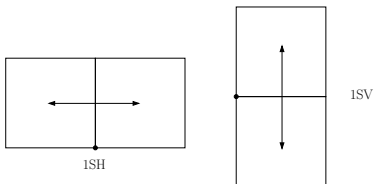
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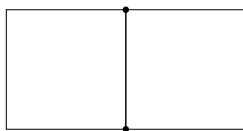
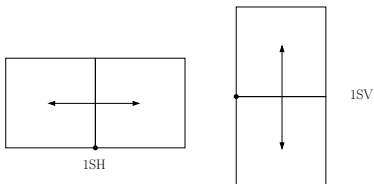
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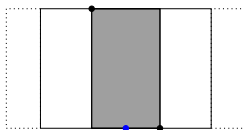
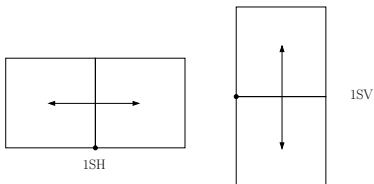
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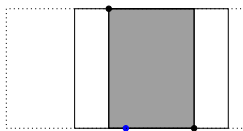
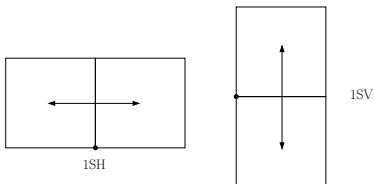
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NP-Completeness

ESPSM

Given: Point set $P \subseteq \mathbb{R}^2$

Question: Does a **strong perfect** square-matching exist?

Theorem (Bereg, Mutsanas & Wolff '05)

ESPSM is *NP-hard*.

Proof.

By reduction from PLANAR 3-SAT to ESPSM. □

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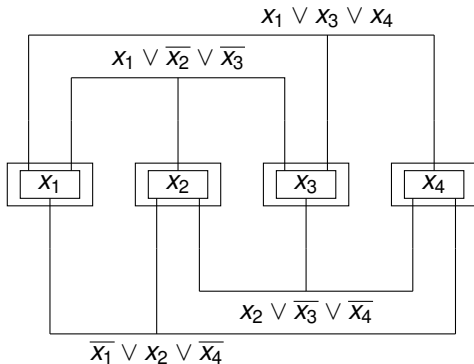
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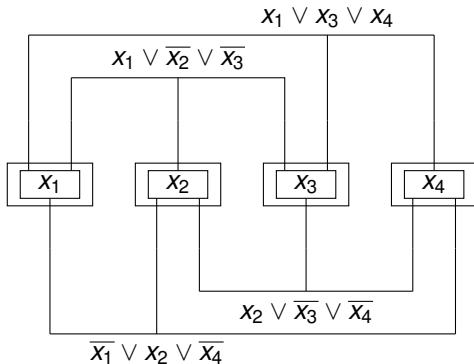
Outline of the Reduction



Input: planar 3-SAT formula $\varphi = (x_1 \vee x_3 \vee x_4) \wedge (x_1 \vee \bar{x}_2 \vee \bar{x}_3) \wedge \dots$

Goal: Point set $P \subseteq \mathbb{R}^2$ with:
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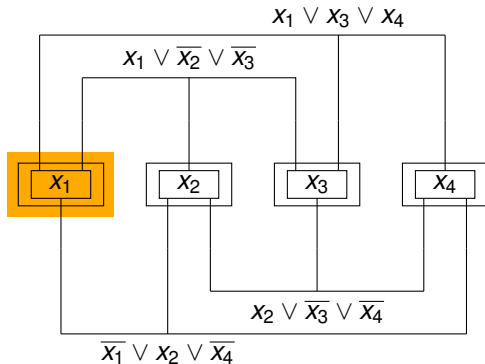
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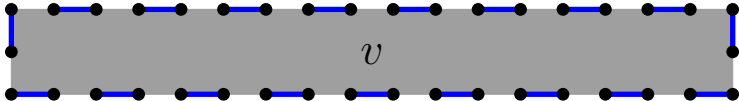
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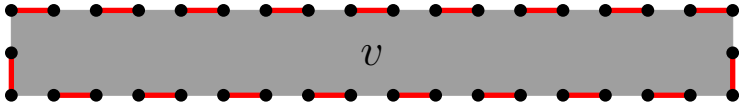
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Variable Gadget



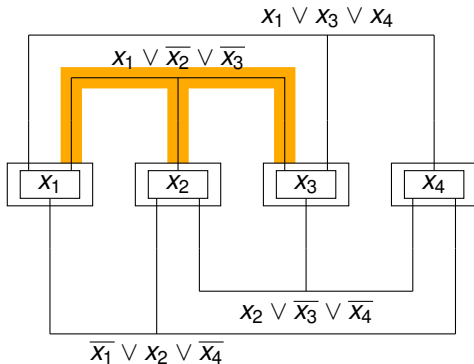
$v = \text{true}$

Variable Gadget



$v = \text{false}$

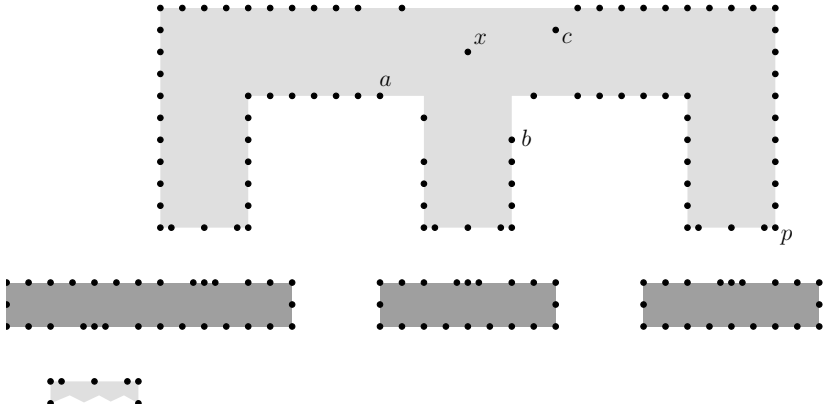
Outline of the Reduction



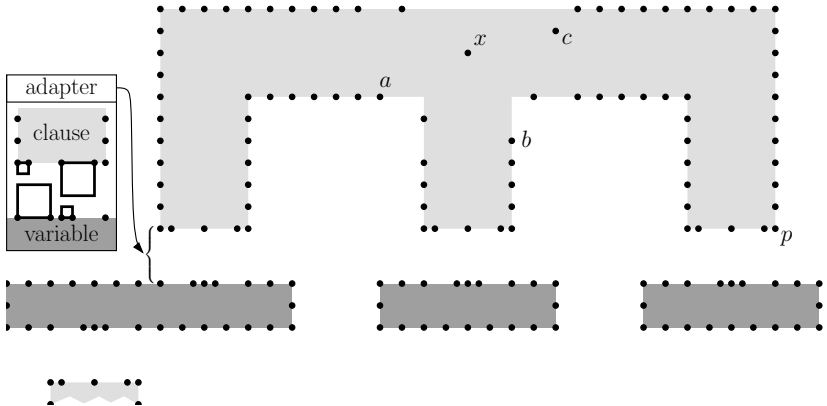
Input: planar 3-SAT formula $\varphi = (x_1 \vee x_3 \vee x_4) \wedge (x_1 \vee \bar{x}_2 \vee \bar{x}_3) \wedge \dots$

Goal: Point set $P \subseteq \mathbb{R}^2$ with:
 P admits **s. p.** square-matching $\Leftrightarrow \varphi$ satisfiable.

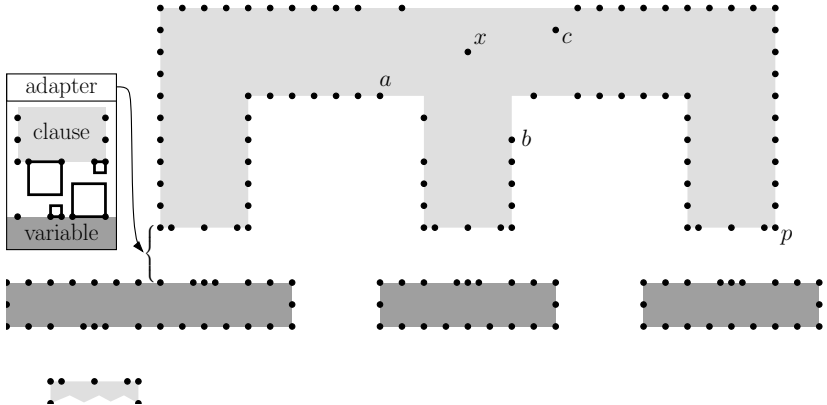
Clause Gadget



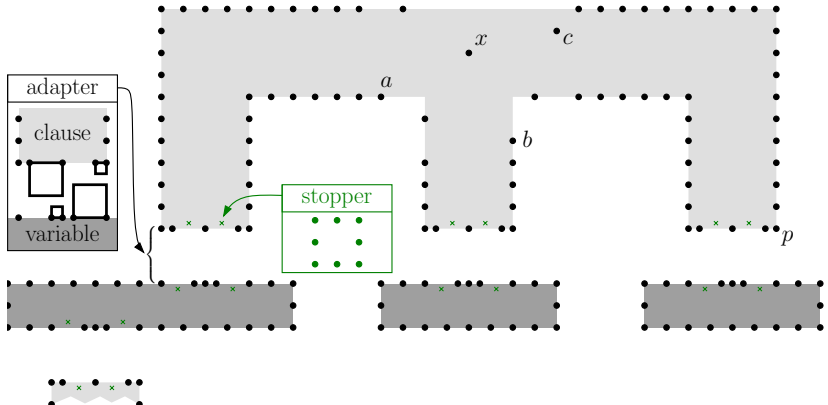
Clause Gadget



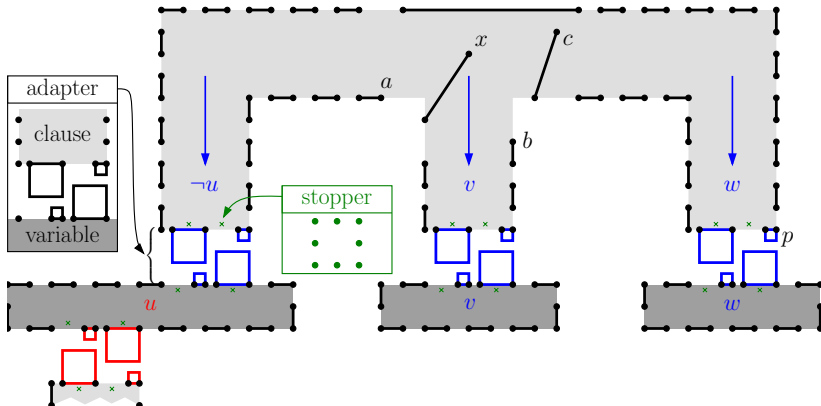
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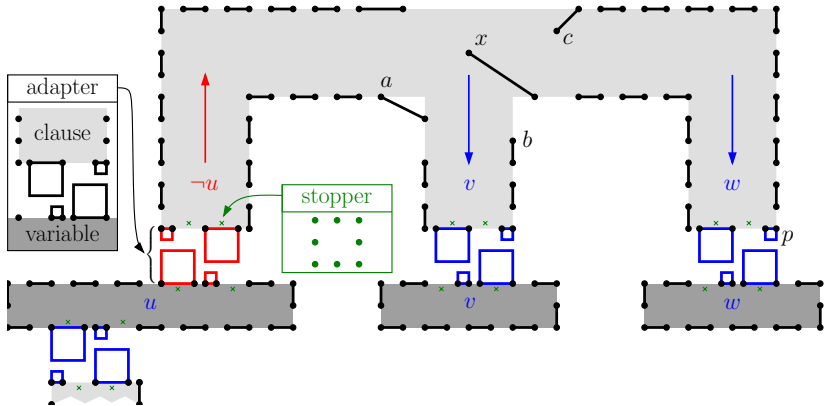
Clause Gadget



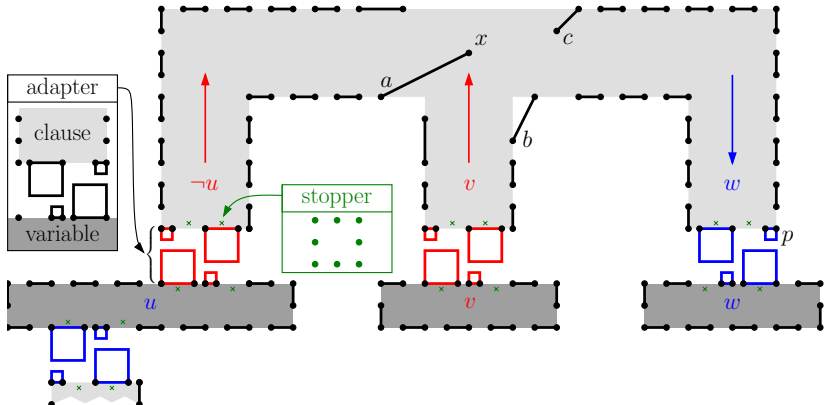
Clause Gadget



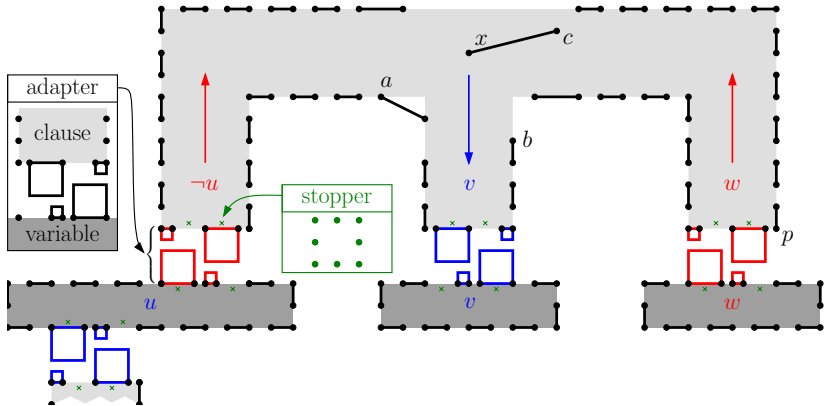
Clause Gadget



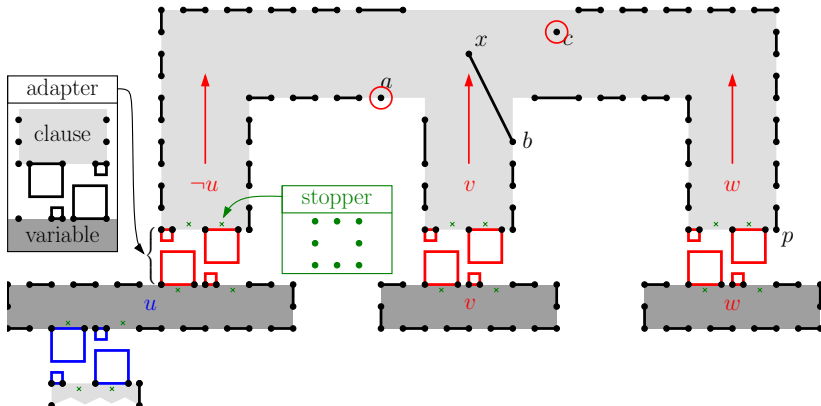
Clause Gadget



Clause Gadget



Clause Gadget



Thank you for your attention!