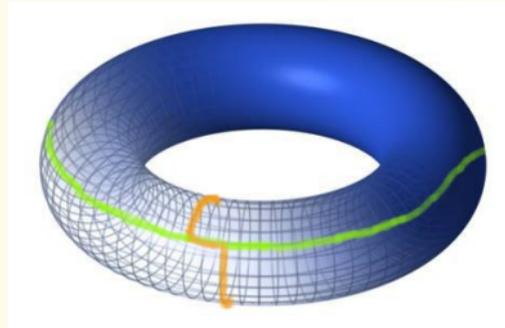


# Toroidal Grid Minors, Embedding Stretch, and Crossing Number



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Faculty of Informatics, Masaryk University, Czech Rep.

based on joint work with

**Sergio Cabello**, **Markus Chimani** and **Gelasio Salazar**

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To outline and promote some tools for topologically-restricted graphs which turned out very useful in our crossing-number-related research. . .

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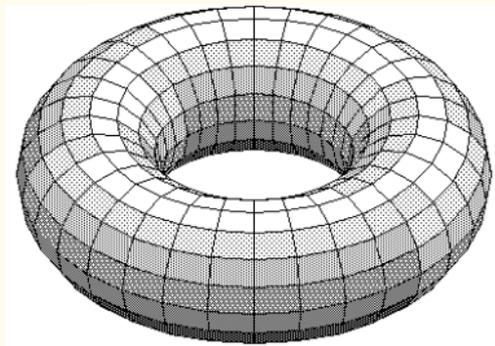
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## Related papers

- P. Hliněný and G. Salazar. Approximating the crossing number of toroidal graphs. In: ISAAC 2007, LNCS 4835, 148–159.
- M. Chimani and P. Hliněný. Approximating the crossing number of graphs embeddable in any orientable surface. In: SODA 2010, 918–927.
- S. Cabello, M. Chimani and P. Hliněný. Computing the stretch of an embedded graph. SIAM J. Discrete Math. 28 (2014), 1391–1401.
- M. Chimani, P. Hliněný and G. Salazar. Toroidal Grid Minors and Stretch in Embedded Graphs. Submitted (2014), 32 p.

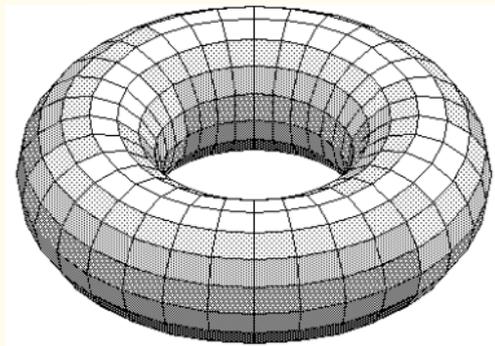
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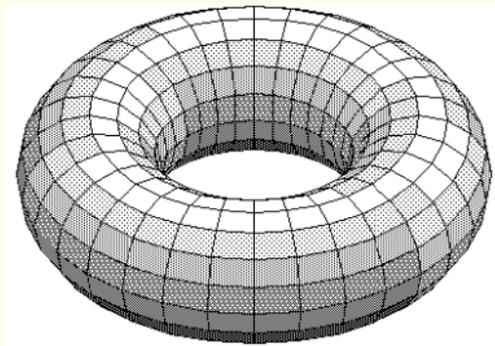
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- Motivation:



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**Theorem. [de Graaf and Schrijver]** Let  $G$  be a graph embedded in the torus with face-width  $fw(G) = r \geq 5$ . Then  $G$  contains the toroidal

$$\lfloor 2r/3 \rfloor \times \lfloor 2r/3 \rfloor \text{-grid}$$

as a minor (and this is tight).

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- *Toroidal expanse* of  $G$  defined as

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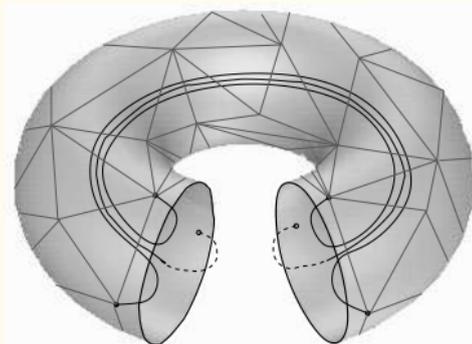
$$\text{cr}(G) \geq \frac{1}{12} \text{Tex}(G).$$

- Specifically, on the torus;

$$\text{cr}(G) = \mathcal{O}(\Delta(G)^2 \cdot \text{Tex}(G)).$$

## On the torus

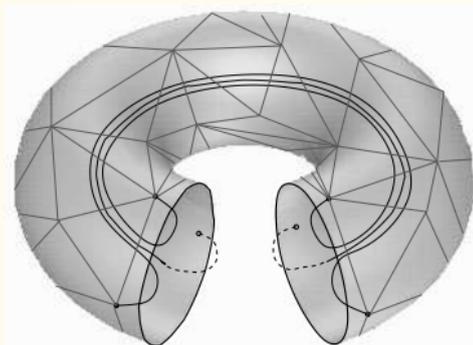
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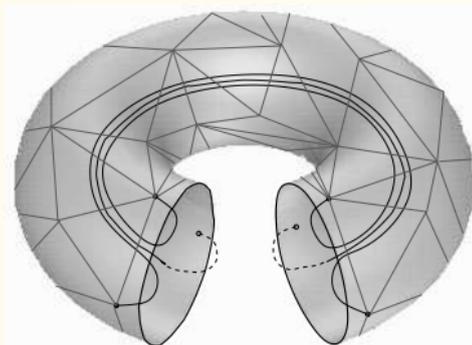
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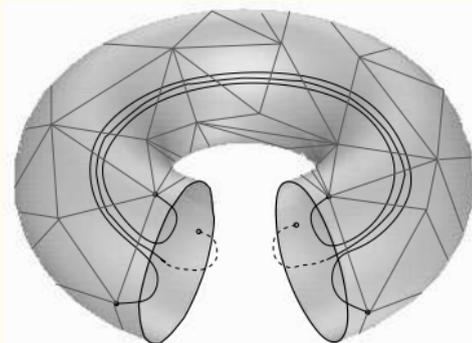
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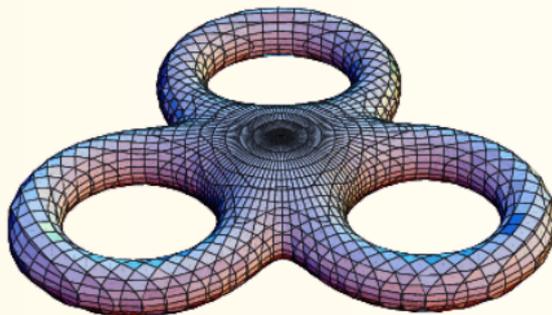
- Consequently (only on the torus!);

$$\text{Tex}(G) \geq \left\lceil \frac{\ell}{\lfloor \Delta(G)/2 \rfloor} \right\rceil \cdot \left\lceil \frac{2}{3} \left\lceil \frac{k}{\lfloor \Delta(G)/2 \rfloor} \right\rceil \right\rceil \geq \frac{16}{7\Delta(G)^2} kl \geq \frac{32}{21\Delta(G)^2} \text{cr}(G).$$



## Beyond the torus

- Considering only **orientable surf.**
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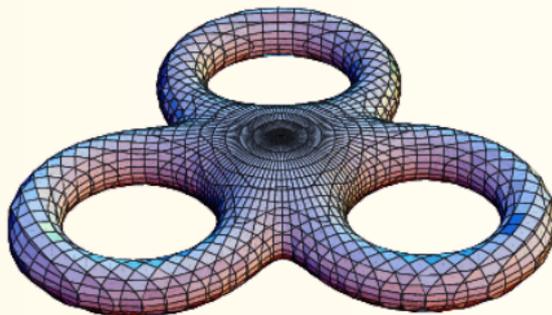


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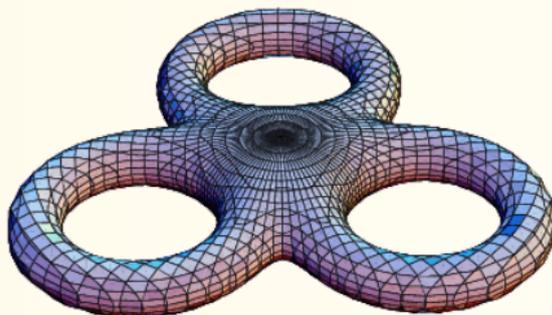
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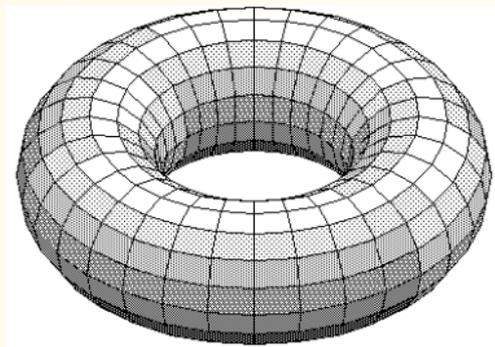
- Even for a high-genus grid, its “essential part” (note; fixed  $g!$ ) can be captured by a suitable toroidal grid. . .
- In fact, we can prove (under suitable density assumption);

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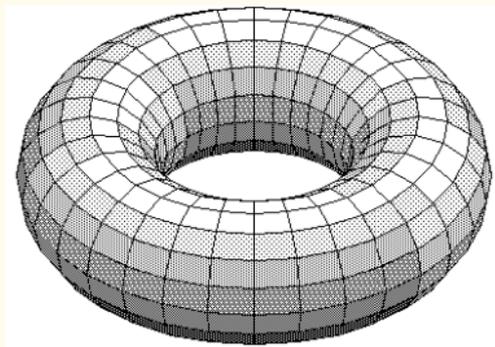
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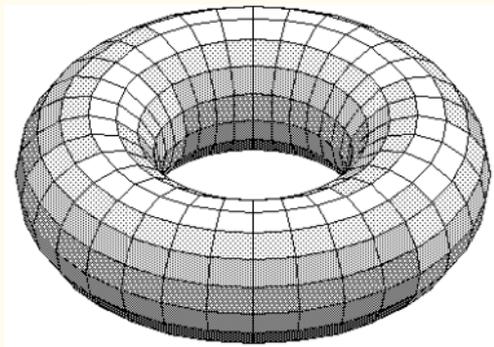
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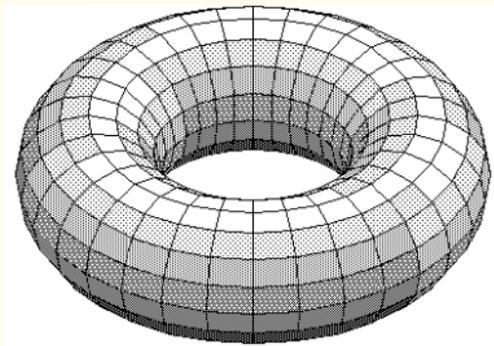
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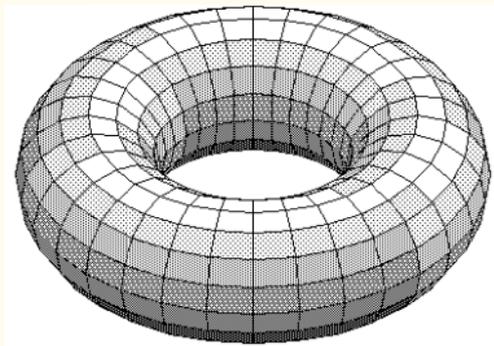
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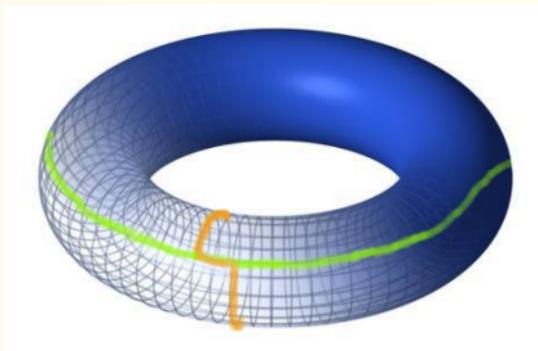
Of course, would be nice to have the definition symmetric (in “ $k$  and  $\ell$ ”).



## Defining stretch

- Geometric intersection number of loops  $\alpha$  and  $\beta$

$$= \min_{\alpha' \sim \alpha, \beta' \sim \beta} |\alpha' \cap \beta'|.$$

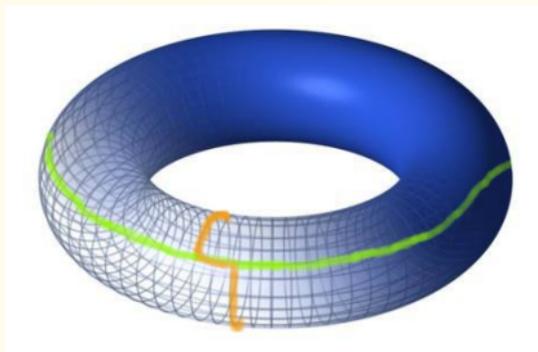


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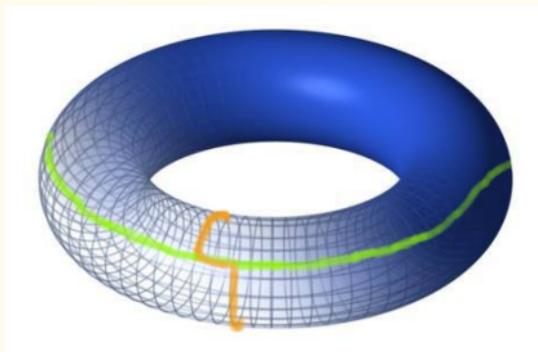
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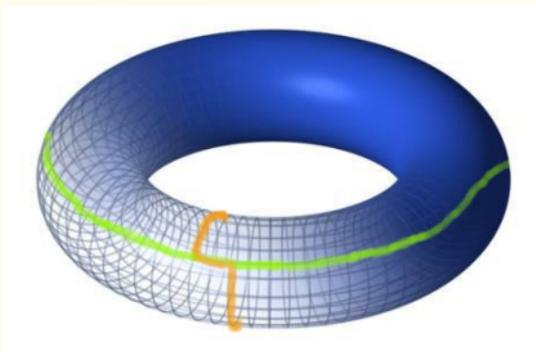
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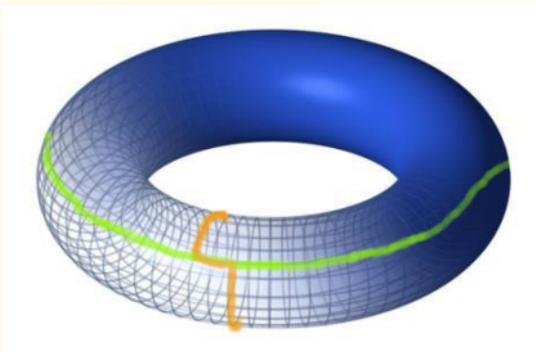


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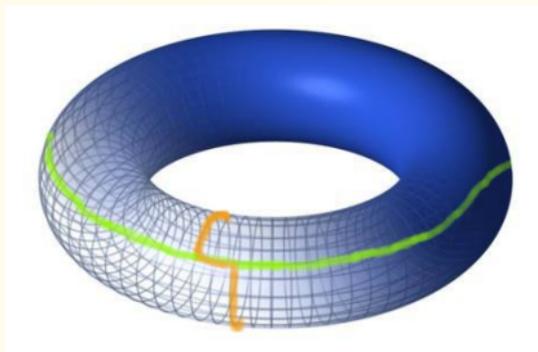
- Note; 1-crossing loops  $\Rightarrow$  non-contractible & non-separating.
- Relation to the crossing number:

$$\text{cr}(G) \leq \text{Str}(G^*) \quad \text{on the torus – trivial}$$

$$\text{cr}(G) \geq c_2(\Delta, g) \cdot \text{Str}(G^*) \quad \text{in general – not so easy}$$

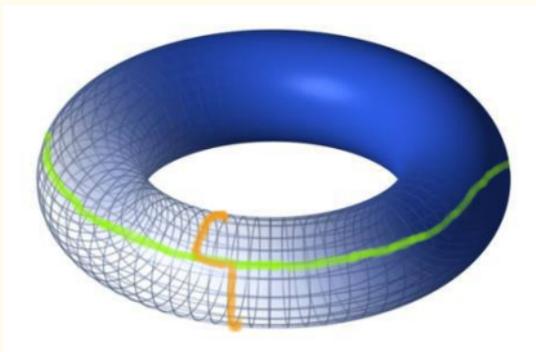
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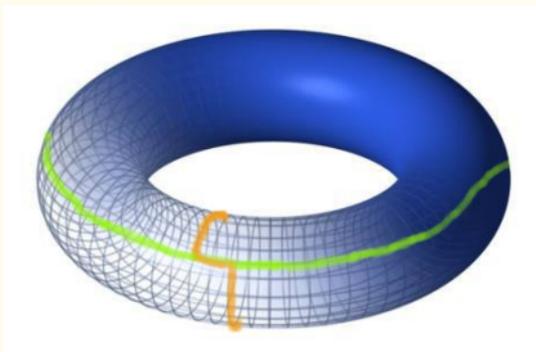
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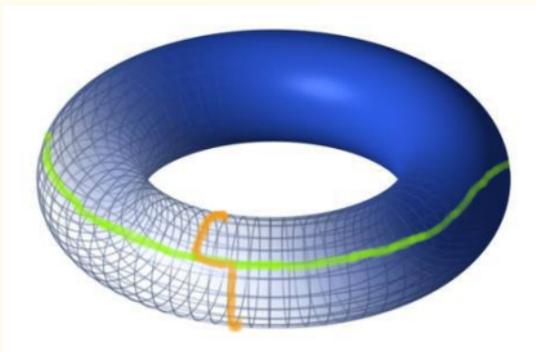
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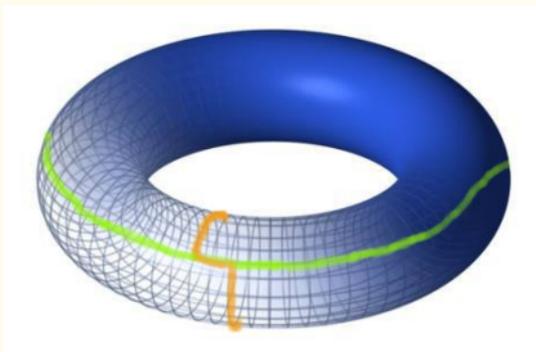


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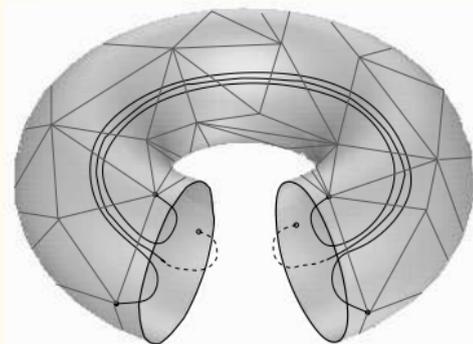
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- Note; above the torus, we cannot directly relate  $cr(G)$  to  $Str(G^*)$ !



### 3 Tie Up the Ends

- Recall what we want to prove...  
 $c_0(\Delta, g) \cdot \text{cr}(G) \leq \text{Tex}(G) \leq c_1 \cdot \text{cr}(G)$ .
- We have already seen  $\text{Tex}(G) \leq 12 \text{cr}(G)$ . OK



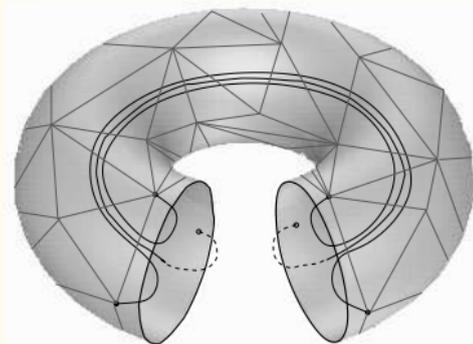
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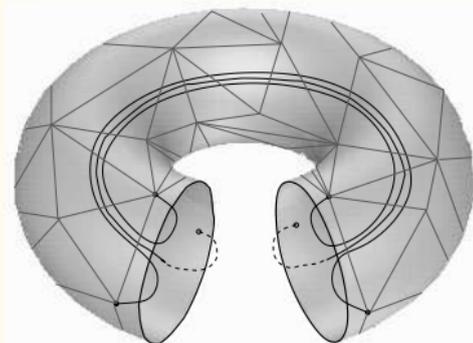
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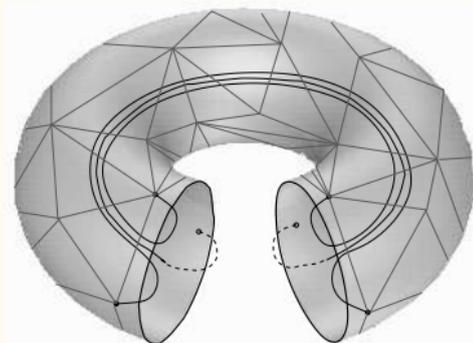
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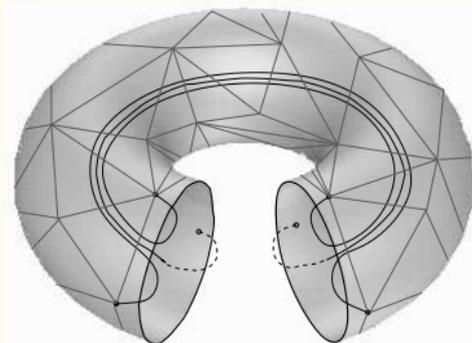
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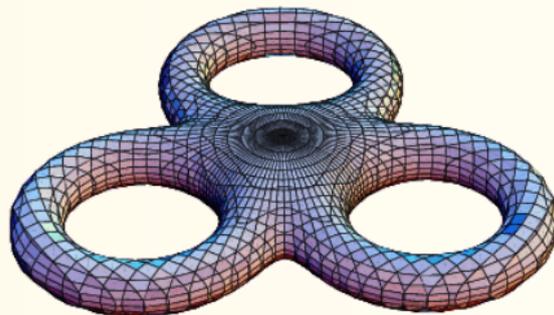
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- In plane  $G_g$ , reconnect the  $k_1 + \dots + k_g$  cut edges, costing only

$$c_3(g) \cdot \max_i(k_i \ell_i) \text{ crossings.}$$

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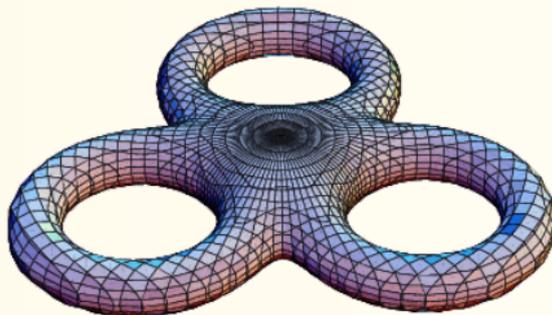
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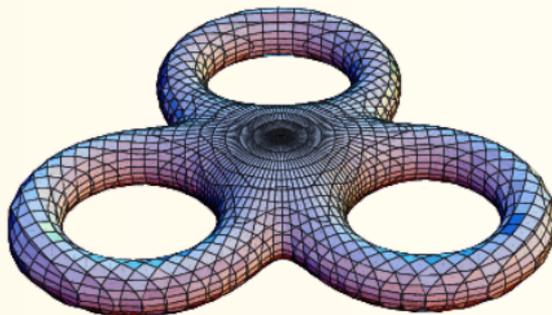
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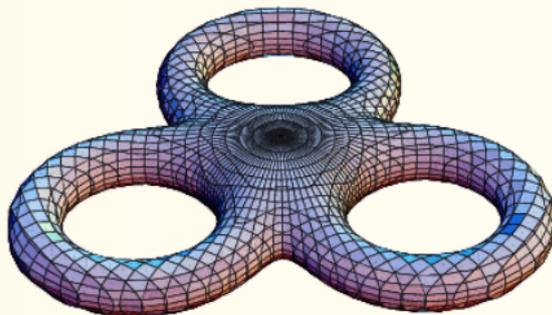


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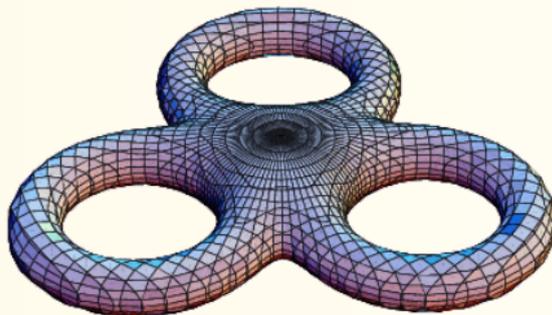
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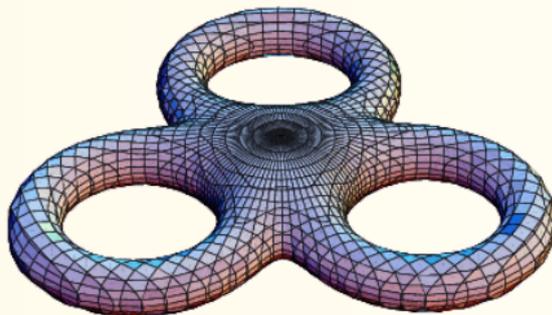
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- After all;  $\text{Tex}(G) \sim k_1 \ell_1 \geq c_0(\Delta, g) \cdot \text{cr}(G)$ .

**Theorem.**  $c_0(\Delta, g) \cdot \text{cr}(G) \leq \text{Tex}(G) \leq c_1 \cdot \text{cr}(G)$  for  $G$  densely embedded on an orientable surface.

## 4 Algorithmic Corner

### Crossing Approximation Algorithm

- **Algorithm** CROSSINGAPPROXIMATION

**Input:** graph  $G$  embedded in a surface  $\Sigma$  of fixed genus  $g$

**Output:** a drawing of  $G$  with  $c(\Delta(G), g) \cdot \text{cr}(G)$  crossings

1.  $(G_0, \Sigma_0) \leftarrow (G, \Sigma)$
  2.  $F \leftarrow \emptyset$
  3. **for**  $i = 1, 2, \dots, g$  **do**
  4.      $\gamma_i \leftarrow$  shortest non-separating dual cycle in  $G_{i-1}$
  5.      $F \leftarrow F \cup E^*(\gamma_i)$
  6.      $(G_i, \Sigma_i) \leftarrow$  cut  $(G_{i-1}, \Sigma_{i-1})$  through  $\gamma_i$
  7.     **for**  $f = uv \in F$  **do**
  8.          $\pi_f \leftarrow$  shortest dual  $u$ - $v$  path in  $(G_g, \mathcal{S}_0)$
  9.         draw  $f$  along  $\pi_f$  (avoid multi-crossings)
  10. **return**  $(G_g + F, \mathcal{S}_0)$
- Runtime  $\mathcal{O}(n \log n)$

## Stretch Algorithm

- **Algorithm** COMPUTESTRETCHSURGERY

**Input:** graph  $G$  embedded in a surface  $\Sigma$  of genus  $g$

**Output:** the stretch of  $G$

1.  $i \leftarrow 1$
  2.  $(G_1, \Sigma_1) \leftarrow (G, \Sigma)$
  3.  $\text{str} \leftarrow \infty$
  4. **while**  $\Sigma_i$  not the sphere and  $|V(G_i)| \leq g \cdot |V(G)|$  **do**
  5.      $\alpha_i \leftarrow$  shortest non-separating cycle in  $G_i$
  6.      $\beta_i \leftarrow$  shortest cycle crossing  $\alpha_i$  exactly once
  7.      $\text{str} \leftarrow \min\{\text{str}, \text{len}(\alpha_i) \cdot \text{len}(\beta_i)\}$
  8.      $(G_{i+1}, \Sigma_{i+1}) \leftarrow$  cut  $(G_i, \Sigma_i)$  along  $\alpha_i$
  9.     and attach disks to the boundaries
  10.     $i \leftarrow i + 1$
  11. **return** str
- Runtime  $\mathcal{O}(g^4 n \log^2 n)$  – but watch  $|V(G_i)|$  carefully...

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- Finding other applications of stretch in algorithms. . .

Any suggestions?

**Thank you for your attention.**