



Inserting Multiple Edges into a Planar Graph

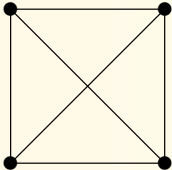
Petr Hliněný

Faculty of Informatics, Masaryk University
Brno, Czech Republic

joint work with **Markus Chimani**
Osnabrück University, Germany

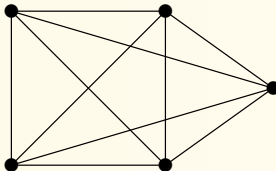
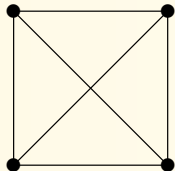
1 Drawing Graphs with Crossings

- The **crossing minimization problem**:



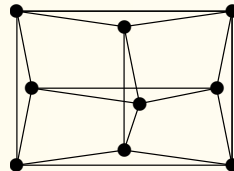
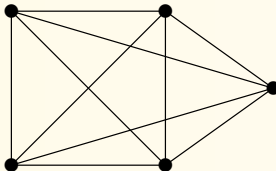
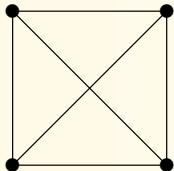
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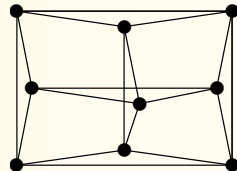
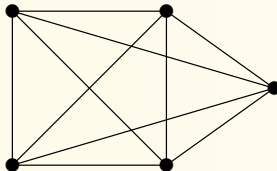
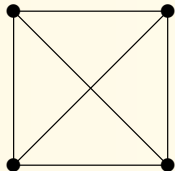
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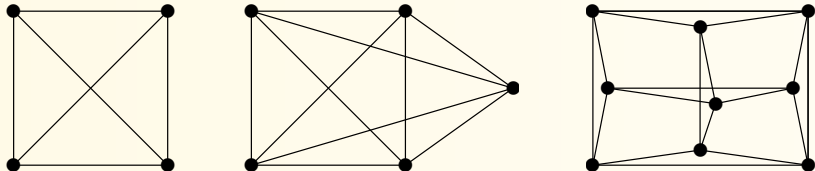
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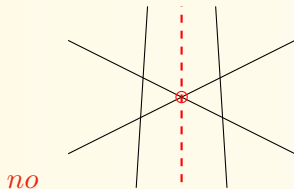
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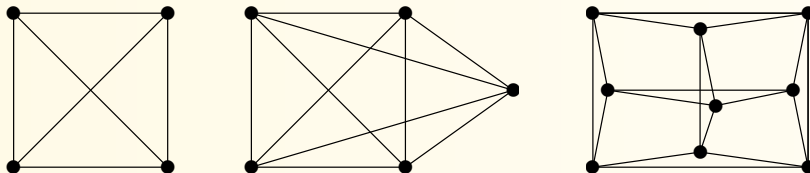


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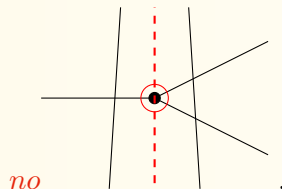
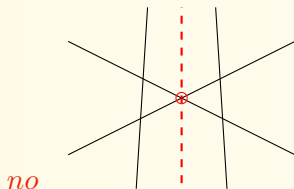


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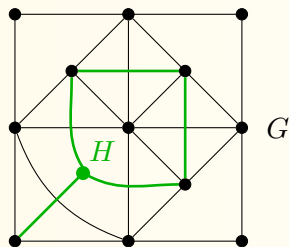
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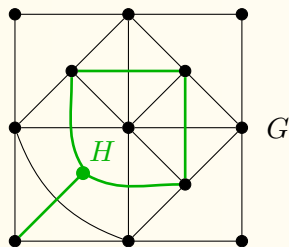
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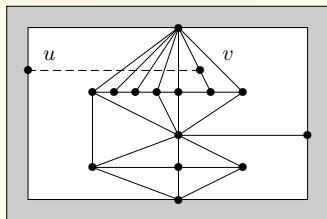
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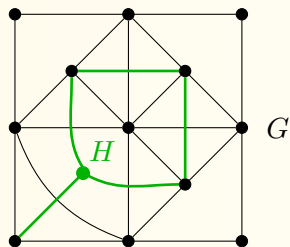
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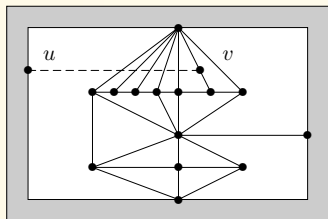
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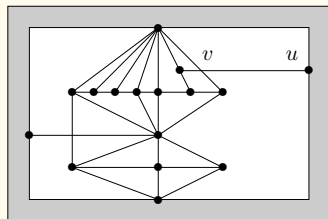
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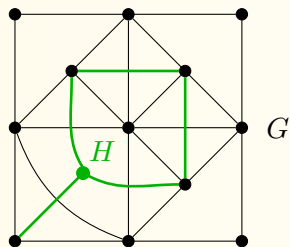
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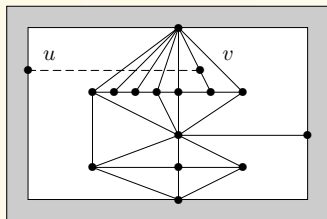
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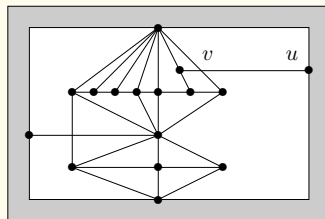
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- Though, sometimes useful as an approximation of the crossing number.

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- This problem has a (**practically usable!**) polynomial time approximation algorithm, with only an additive error depending on $|F|$ and $\Delta(G)$.
[Chimani and Hliněný, 2011]

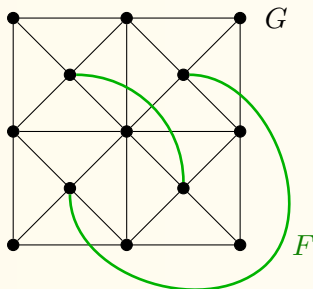
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- Recalling the problem...

MEI(G, F): to find a crossing-minimal drawing of $G + F$ such that G is drawn plane.

Input: G and F

Parameter: $k = |F|$



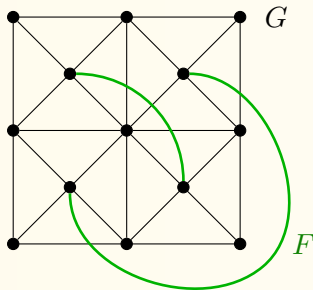
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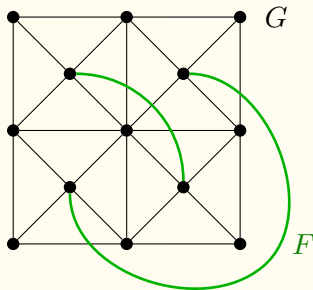
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For connected G the same is true as long as degrees of the cutvertices of G are bounded.

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 - Also not comparable to prev. approximation [Chimani and Hliněný, 2011]:
the approximation was polynomial-time also in $|F| \dots$

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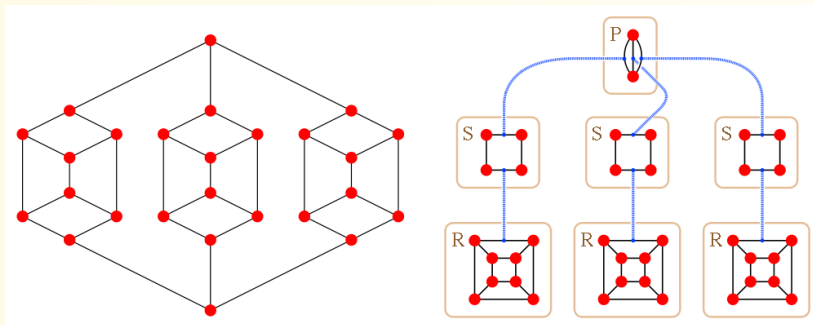
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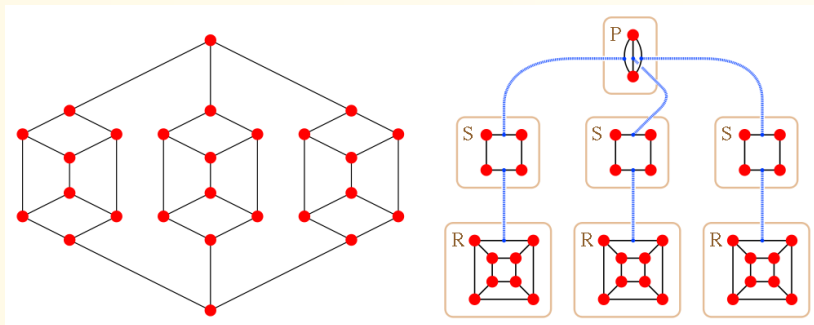


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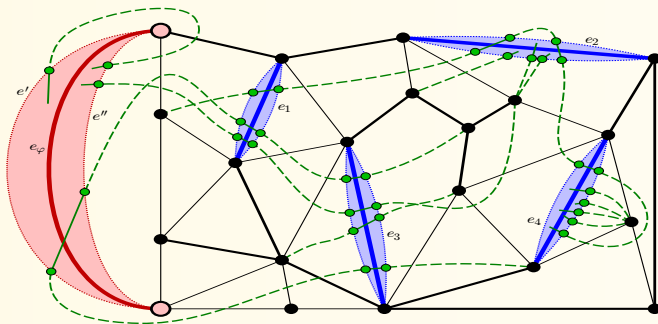


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- Then, G is glued back together along *virtual edges*.

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Consider processing one SP(Q)R tree node:

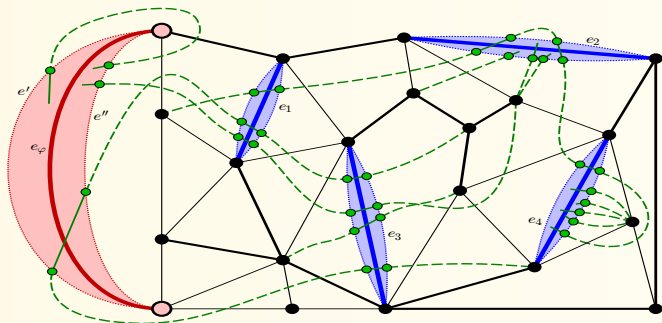
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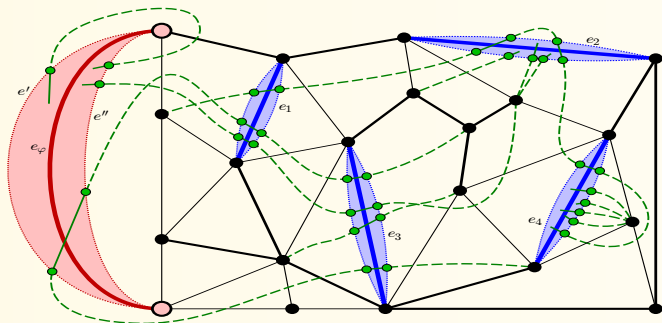


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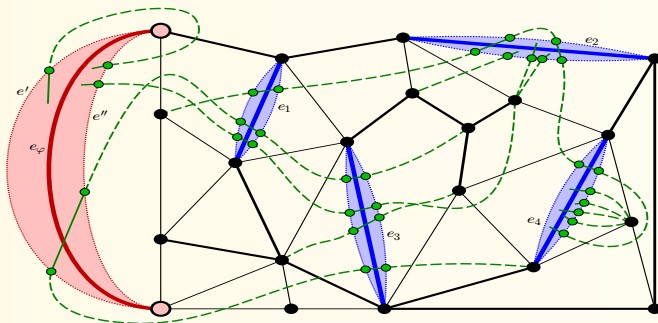


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- \Rightarrow At most $f(k)$ rigid cases to consider here, for some (exp.) f .

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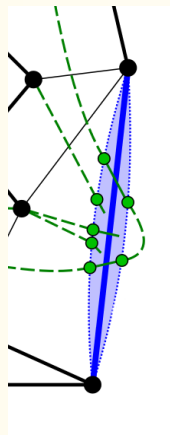
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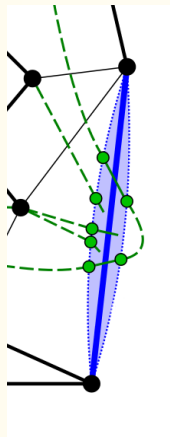
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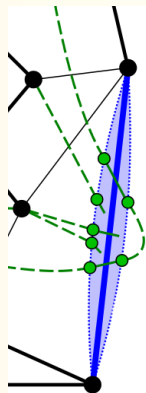
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- Have to find **routes** (dual walks) for the missing **segments of F -edges**.

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(a) Route homotopy

(w.r.t. the ends and connectors of F^1 -edges)

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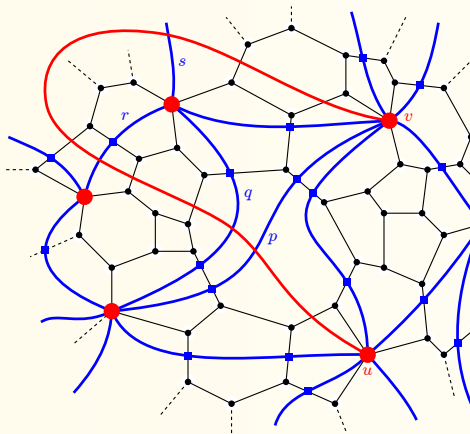
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Trinodes – ends (and conn.) of F -edges;

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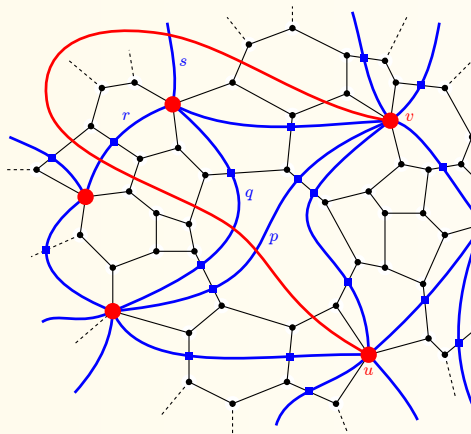
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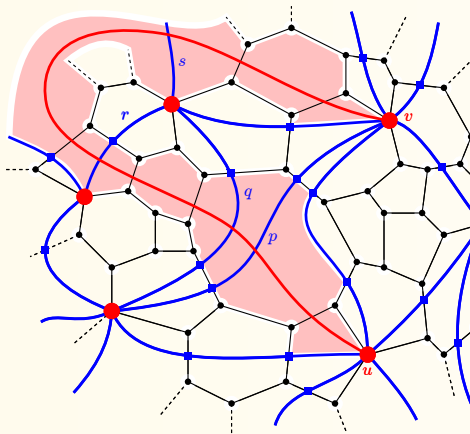
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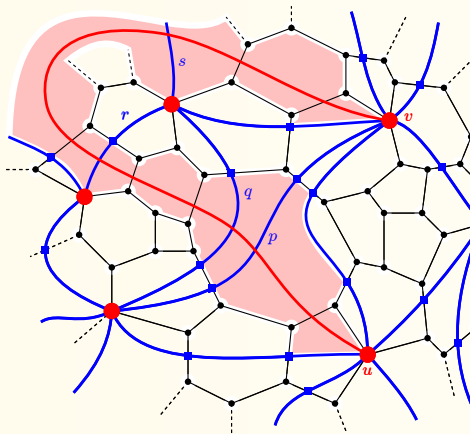
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Lemma. *** In a shortest-spanning trinet, the T -sequence of an *optimal* r -MEI(G, F) solution repeats every triedge at most $8k^4$ times, where $k = |F|$.



(b) Funnel algorithm

- A straightforward adaptation to our **trinets**.

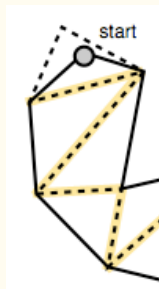
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 - only need nice “triangles” – OK,
 - and prevent switching “there and back” – **loc.-shortest**.
- Finding a **shortest route in a sleeve** simply by dual BFS.



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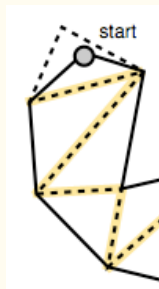


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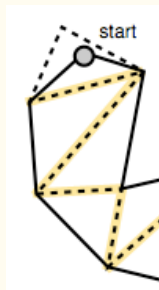
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- Have to similarly check also for “forcing to cross twice”...

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In: plane G , edge weights $w: E(G) \rightarrow \mathbb{N}_+ \cup \{\infty\}$, new edge set F of $w(f) = 1$.

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4. Pick \mathcal{P} with **smallest** $cr_{\mathcal{P}} < \infty$.
Realize routing of all F -edges according to this \mathcal{P} , and avoid unforced crossings.

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