

Minimum Level Non-Planar Patterns for Trees

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Outline

■ Background



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- Background
 - ▶ Motivation
 - ▶ Definitions
 - ▶ Previous Work



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- Background
- Previous Patterns



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- Previous Patterns
- New Patterns



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- Originally wanted to use patterns for ULP characterization



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 - ▶ None of the ULP trees matched any of the existing patterns
 - ▶ T_8 matched one of the existing patterns
 - ◆ Good – showed T_8 was level non-planar



Motivation

- Originally wanted to use patterns for ULP characterization
 - ▶ None of the ULP trees matched any of the existing patterns
 - ▶ T_8 matched one of the existing patterns
 - ▶ T_9 did not match any of the existing patterns

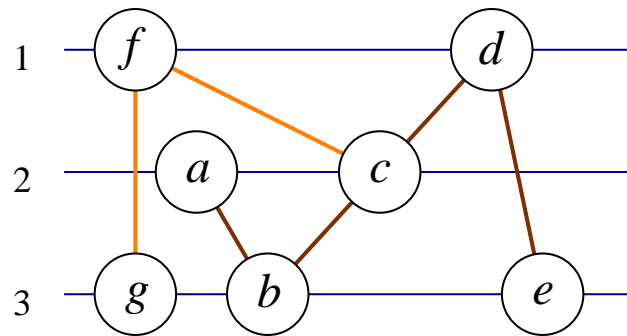


Motivation

- Originally wanted to use patterns for ULP characterization
 - ▶ None of the ULP trees matched any of the existing patterns
 - ▶ T_8 matched one of the existing patterns
 - ▶ T_9 did not match any of the existing patterns
 - ◆ Not good – either T_9 was level planar (it's not) or the existing patterns were incomplete



Definitions – Level Planar Graphs

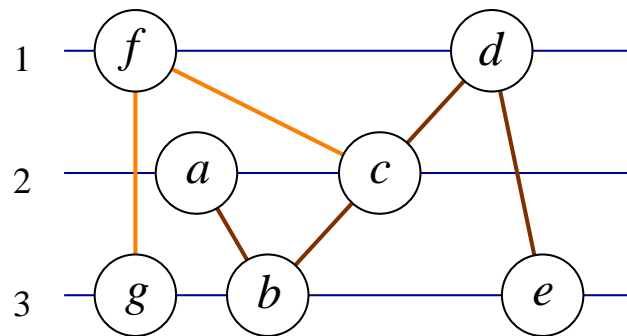


3-Level Graph

■ A k -level graph $G(V, E, \phi)$



Definitions – Level Planar Graphs



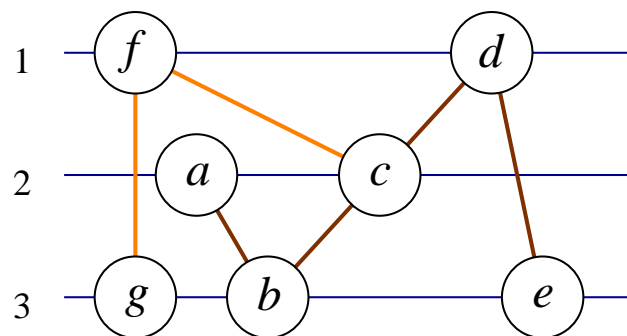
3-Level Graph

■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$



Definitions – Level Planar Graphs



3-Level Graph

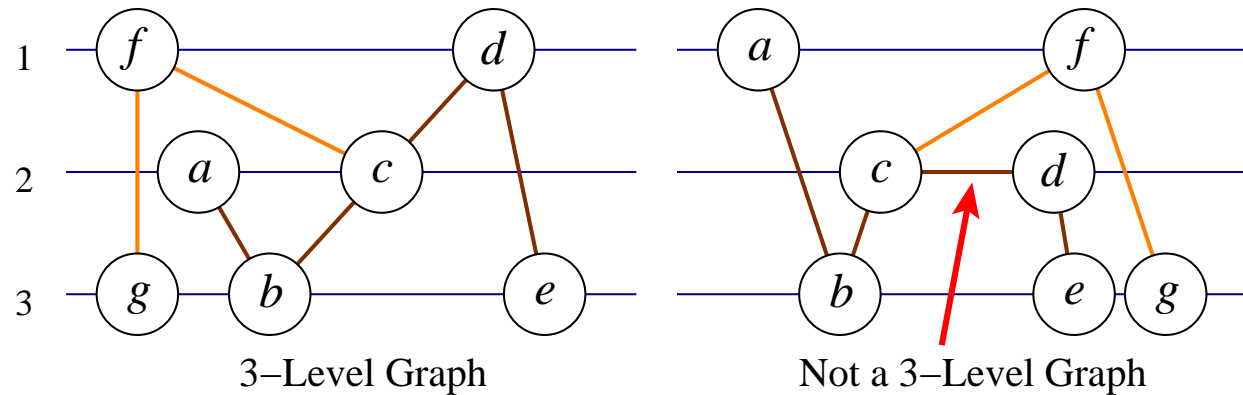
■ A k -level graph $G(V, E, \phi)$

► Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$

◆ Can have multiple vertices per level



Definitions – Level Planar Graphs

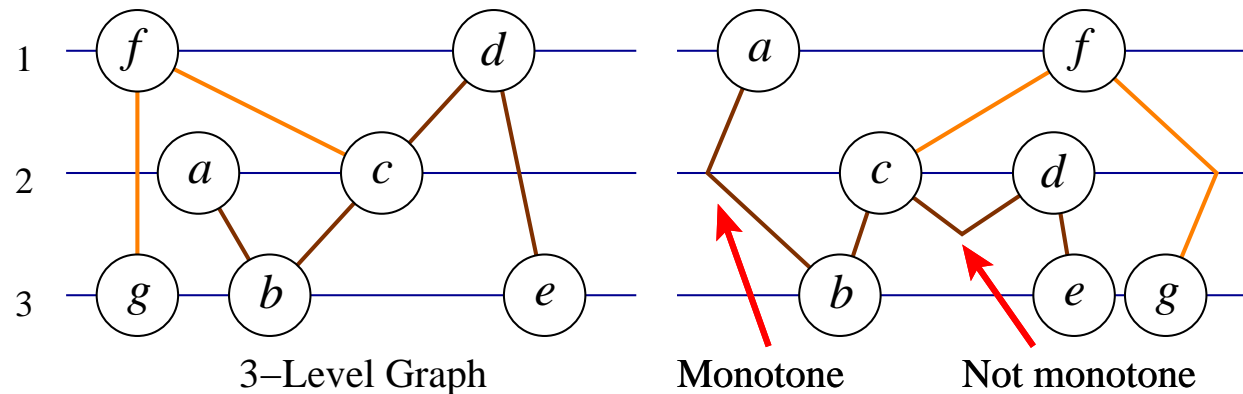


■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
 - ◆ Cannot have an edge between two vertices in same level



Definitions – Level Planar Graphs

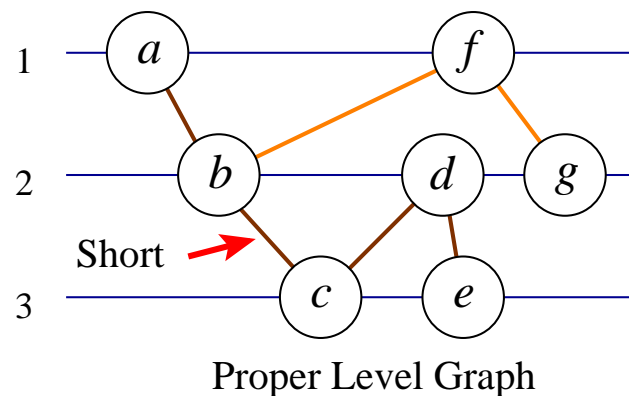


■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
- ▶ Edges are y -monotone



Definitions – Level Planar Graphs

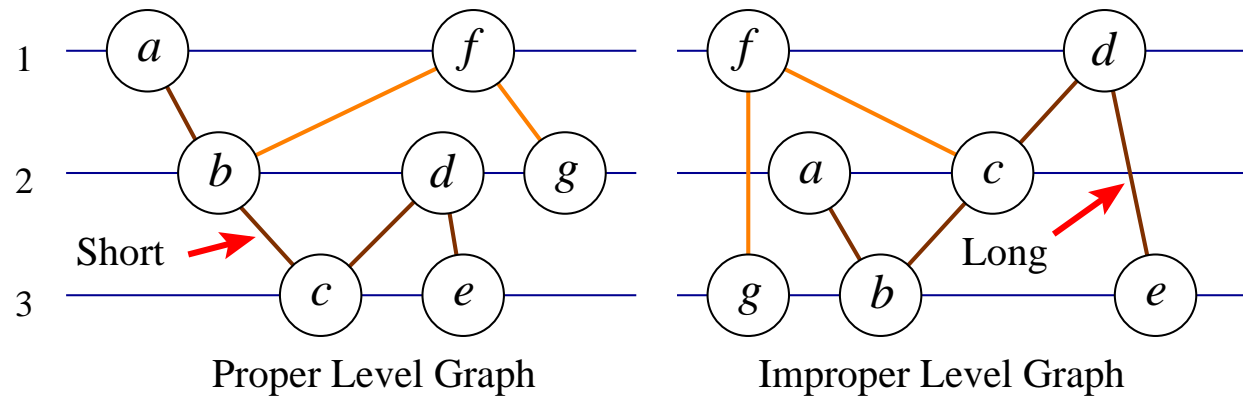


■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
- ▶ Edges are y -monotone
 - ◆ G is *proper* if all edges are short spanning one level



Definitions – Level Planar Graphs

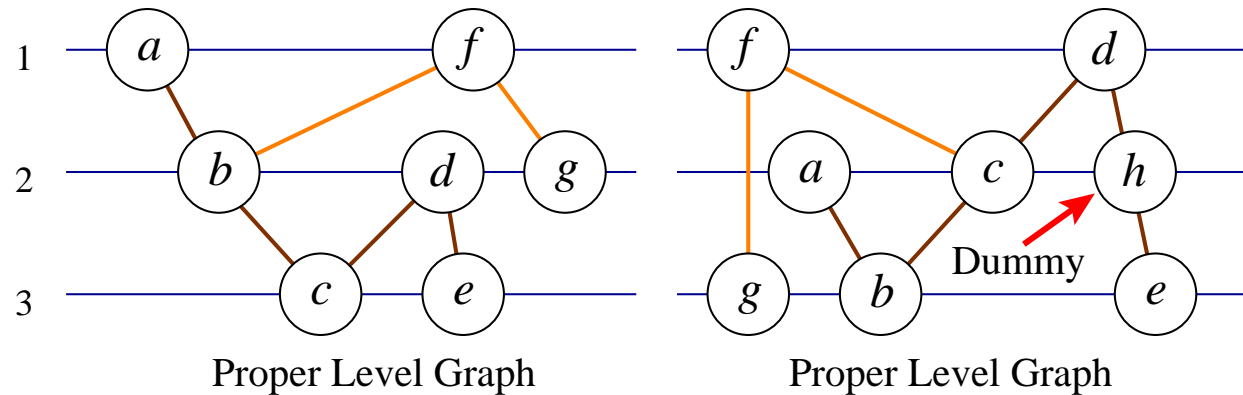


■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
- ▶ Edges are y -monotone
 - ◆ Otherwise G is *improper* with *long* edges



Definitions – Level Planar Graphs

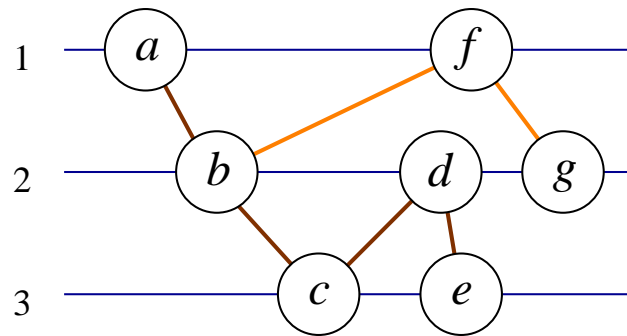


■ A k -level graph $G(V, E, \phi)$

- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
- ▶ Edges are y -monotone
 - ◆ Any level graph can be made proper by adding dummy vertices to long edges



Definitions – Level Planar Graphs

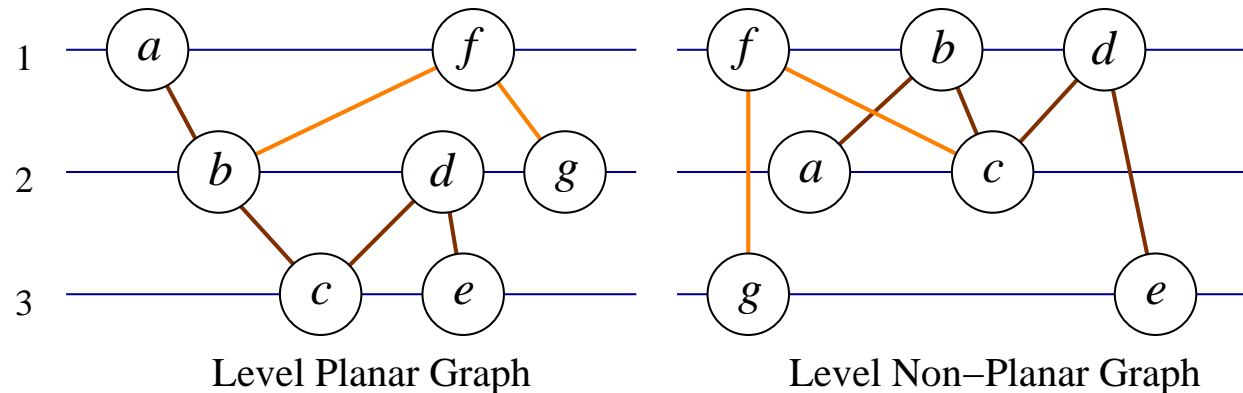


Level Planar Graph

- A k -level graph $G(V, E, \phi)$
 - ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
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- G is *level planar* if



Definitions – Level Planar Graphs



■ A k -level graph $G(V, E, \phi)$

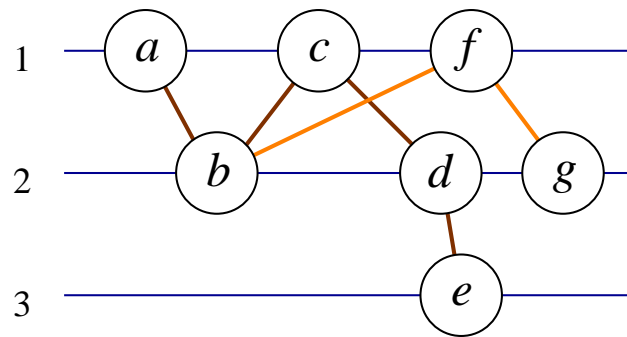
- ▶ Has n vertices where $n \geq k$ with a *leveling* $\phi : V \rightarrow [1..k]$
- ▶ Edges are y -monotone

■ G is *level planar* if

- ▶ G can be drawn without crossings AND each vertex remains on its level



Definitions – Hierarchies

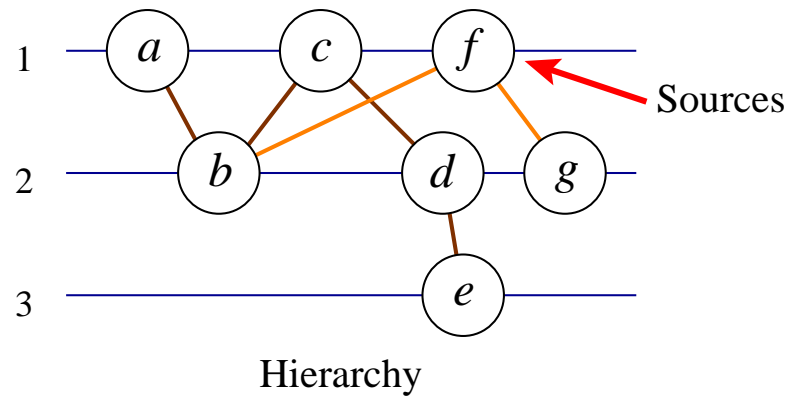


Hierarchy

- *Hierarchies* are proper level graphs



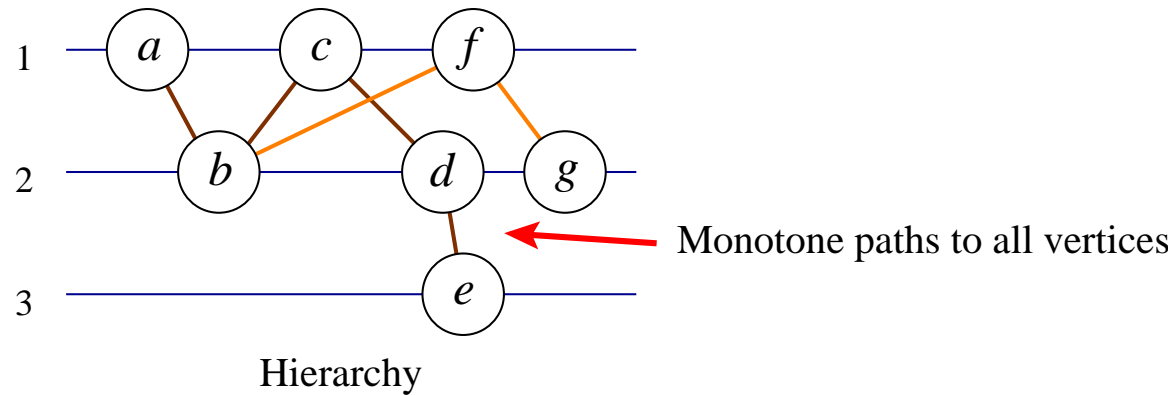
Definitions – Hierarchies



- *Hierarchies* are proper level graphs
 - ▶ All source vertices are in top level



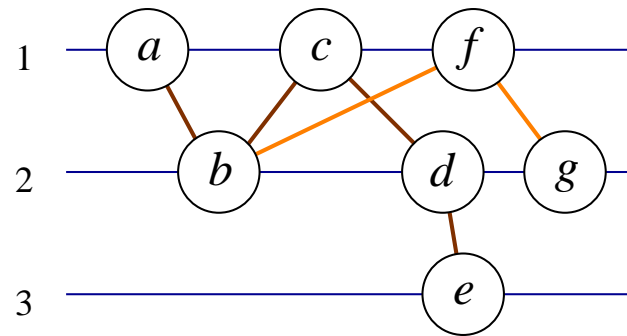
Definitions – Hierarchies



- *Hierarchies* are proper level graphs
 - ▶ All source vertices are in top level
 - ◆ Exists a y -monotone path from the source to every other vertex



Definitions – Hierarchies



Hierarchy

- *Hierarchies* are proper level graphs
 - ▶ All source vertices are in top level
 - ▶ All edges are directed from higher to lower levels



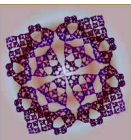
Previous Work

- $O(n)$ time algorithms for level graphs
 - ▶ Jünger, Leipert, and Mutzel gave a level planarity testing algorithm in 1998
 - ▶ Jünger and Leipert achieved level planar embedding in 1999
 - ▶ Eades, Feng, Lin, and Nagamochi devised a straight-line level planar drawing algorithm given an embedding in 1997
- Characterizations of level graphs
 - ▶ Di Battista and Nardelli characterized hierarchies in 1988
 - ▶ Healy, Kuusik, and Leipert found minimal LNP subgraph patterns in 2000



Outline – Previous Patterns

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- Previous Patterns



Outline – Previous Patterns

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 - ▶ Hierarchy Patterns



Outline – Previous Patterns

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Outline – Previous Patterns

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 - ▶ Hierarchy Patterns
 - ▶ Minimum Level Non-Planar (MLNP) Patterns
 - ◆ Matches larger, more general class of level graphs

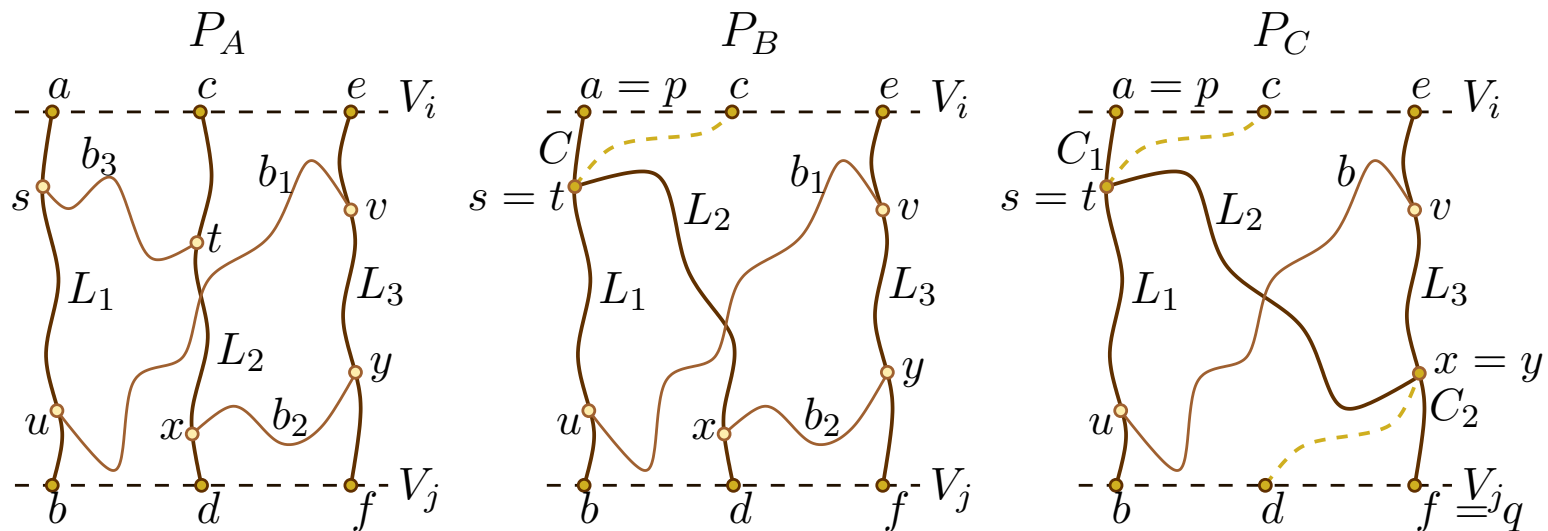


Outline – Previous Patterns

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 - ▶ Hierarchy Patterns
 - ▶ Minimum Level Non-Planar (MLNP) Patterns
 - ◆ Matches larger, more general class of level graphs
 - ◆ Minimal unlike hierarchy patterns



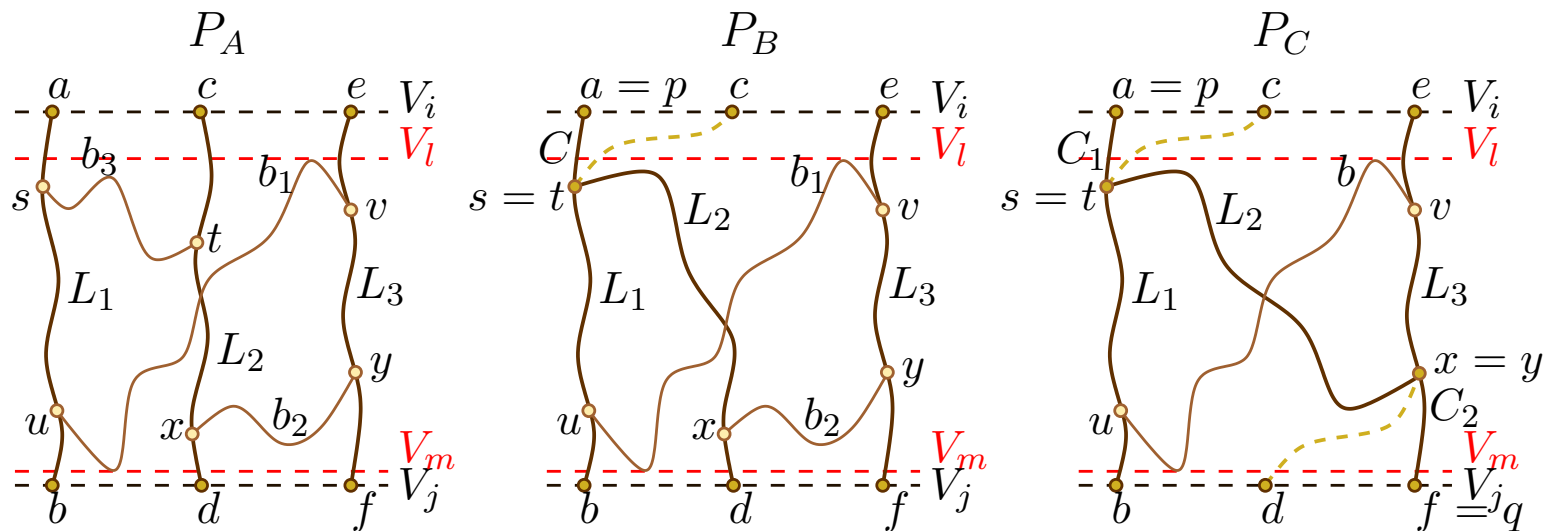
Hierarchy Patterns



■ Three patterns for hierarchies



Hierarchy Patterns



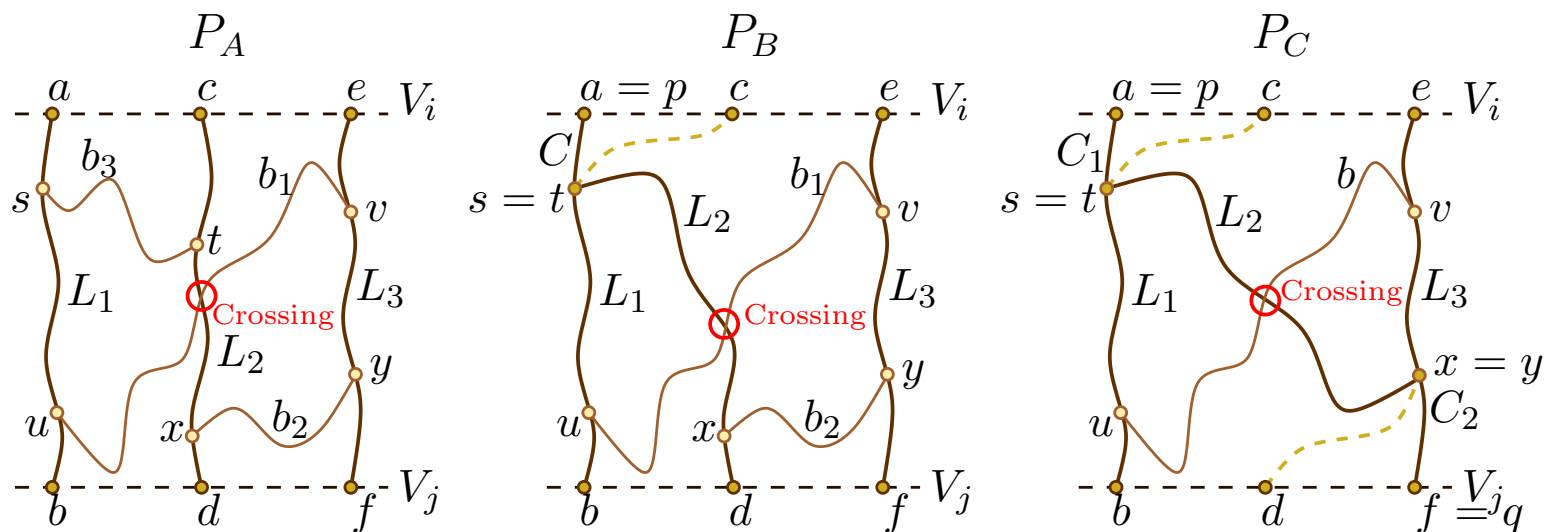
Three patterns for hierarchies

► Not necessarily minimal

◆ May exist l, m such that $i \leq l < m \leq j$ and $|l - m| < |i - j|$



Hierarchy Patterns

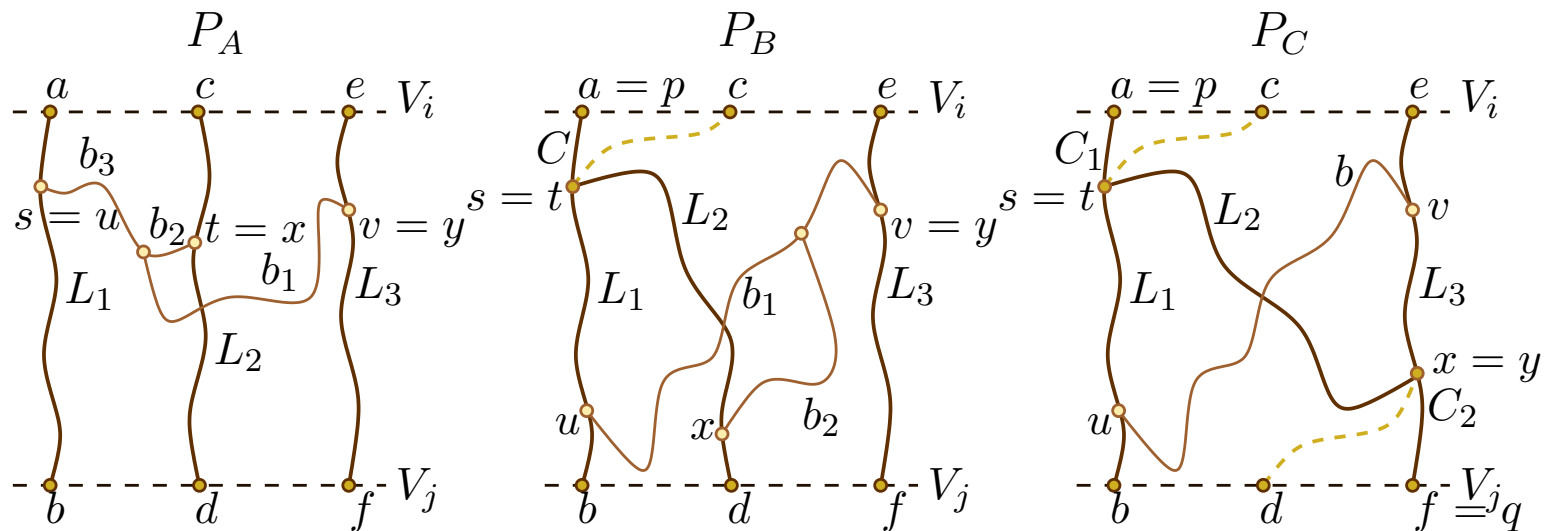


■ Three patterns for hierarchies

- ▶ Not necessarily minimal
- ▶ P_A consists of three disjoint linking paths and three pairwise bridges
 - ◆ Bridges do *not* share vertices with linking paths except at endpoints



Hierarchy Patterns

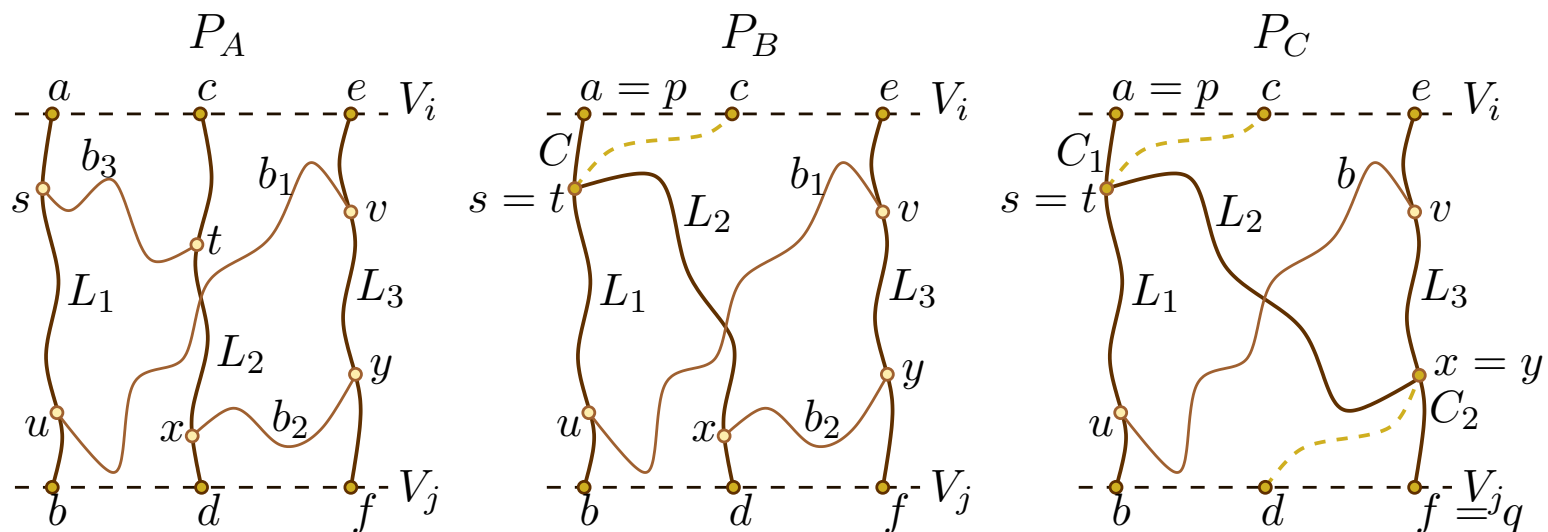


■ Three patterns for hierarchies

- ▶ Not necessarily minimal
- ▶ P_A consists of three disjoint linking paths and three pairwise bridges
 - ◆ Bridges *can* share vertices with each other



Hierarchy Patterns



■ Three patterns for hierarchies

- ▶ Not necessarily minimal
- ▶ P_A consists of three disjoint linking paths and three pairwise bridges
- ▶ P_B and P_C are special cases of P_A



Previous MLNP Tree Patterns

- Minimum Level Non-Planar (MLNP) patterns are for more general class of level graphs

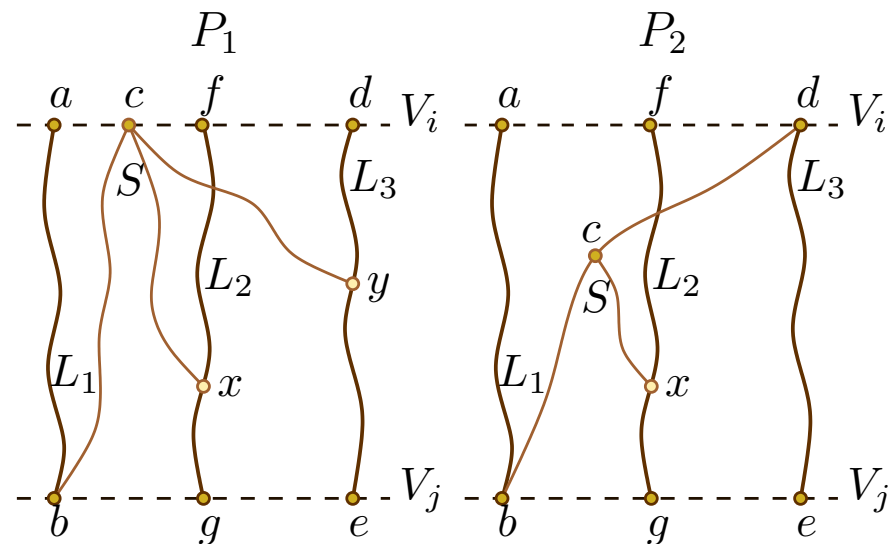


Previous MLNP Tree Patterns

- However we only consider more restricted class of level trees



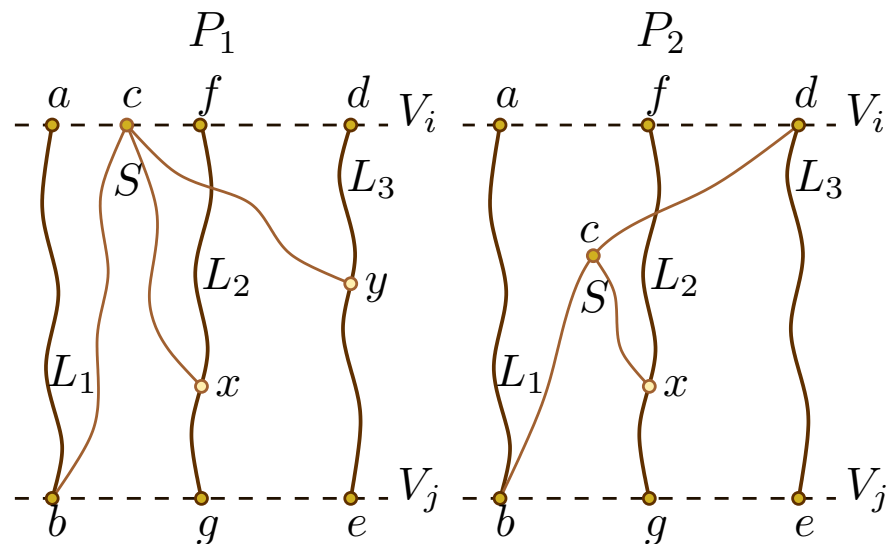
Previous MLNP Tree Patterns



- Two patterns P_1 and P_2 previously given for trees



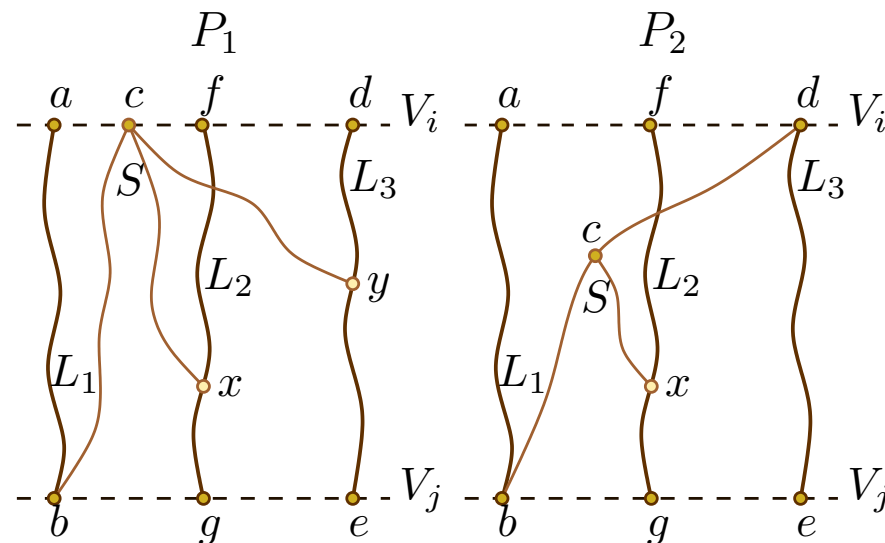
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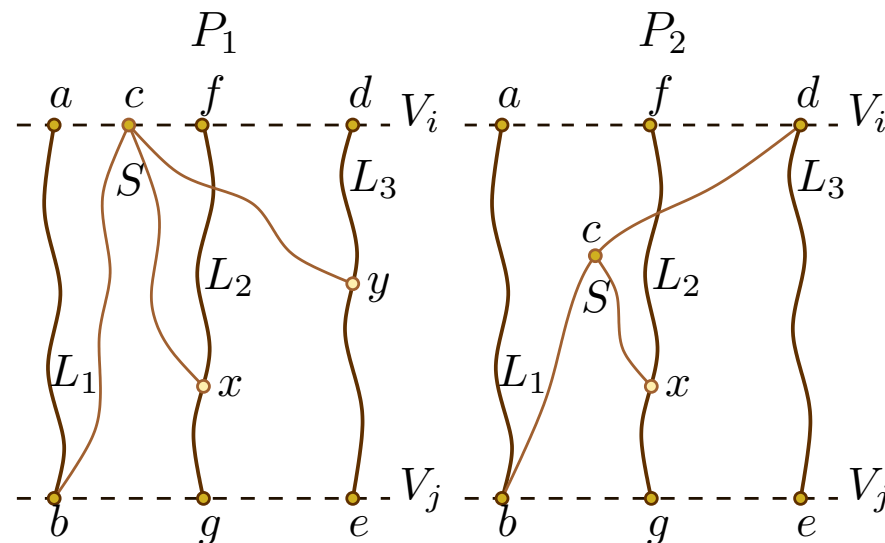
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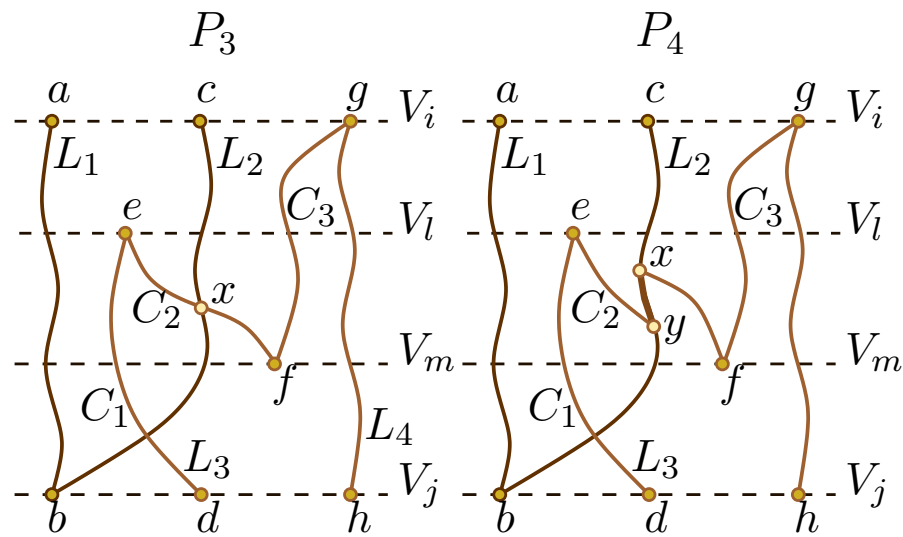
Previous MLNP Tree Patterns



- Two patterns P_1 and P_2 previously given for trees
 - ▶ Healy *et al.* claimed these sufficient
 - ▶ Both are special cases of P_A
 - ▶ Neither have degree-4 vertex—cannot match T_9



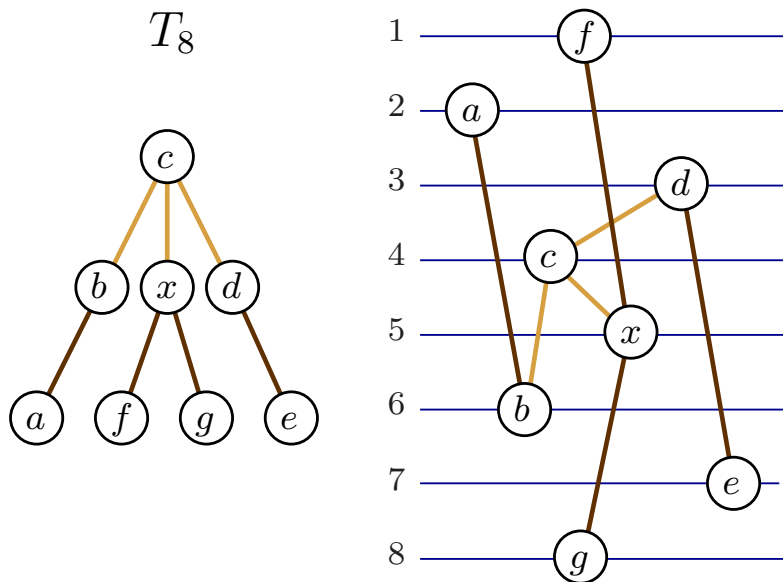
Two New MLNP Tree Patterns



- Need two more patterns P_3 and P_4 based on T_9



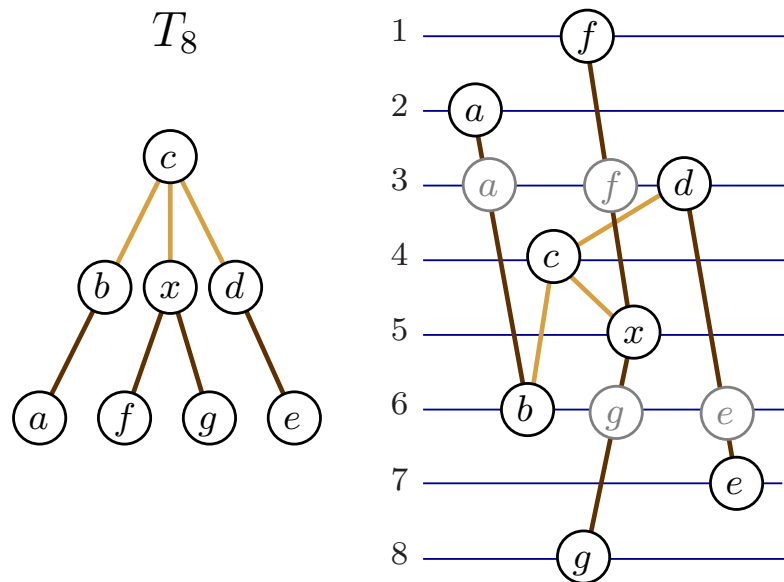
Deriving P_2 from Forbidden Tree T_8



- Start with level non-planar leveling for T_8



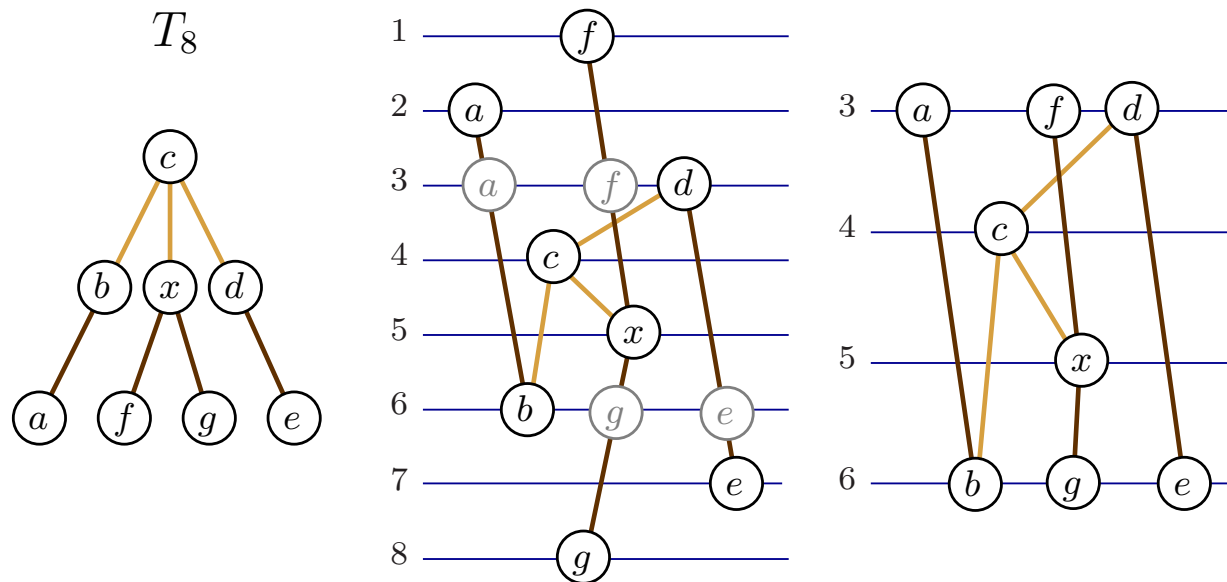
Deriving P_2 from Forbidden Tree T_8



- Start with level non-planar leveling for T_8
 - Add dummy vertices to levels 3 and 6



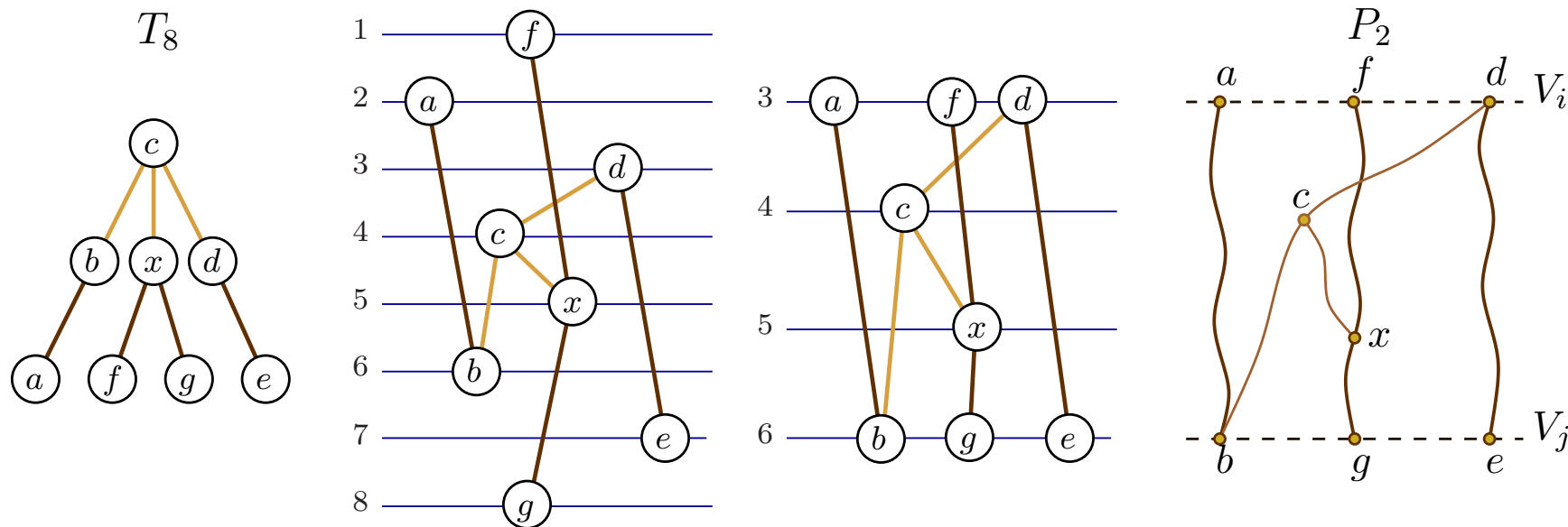
Deriving P_2 from Forbidden Tree T_8



- Start with level non-planar leveling for T_8
 - ▶ Extract a proper subtree between levels 3 and 6



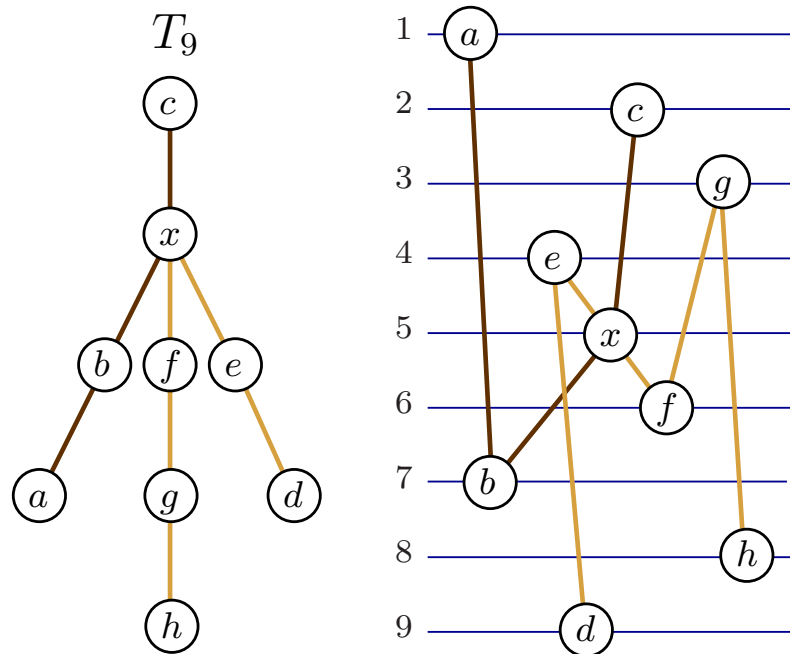
Deriving P_2 from Forbidden Tree T_8



- Start with level non-planar leveling for T_8
 - ▶ Extract a proper subtree between levels 3 and 6
- Generalize into a pattern



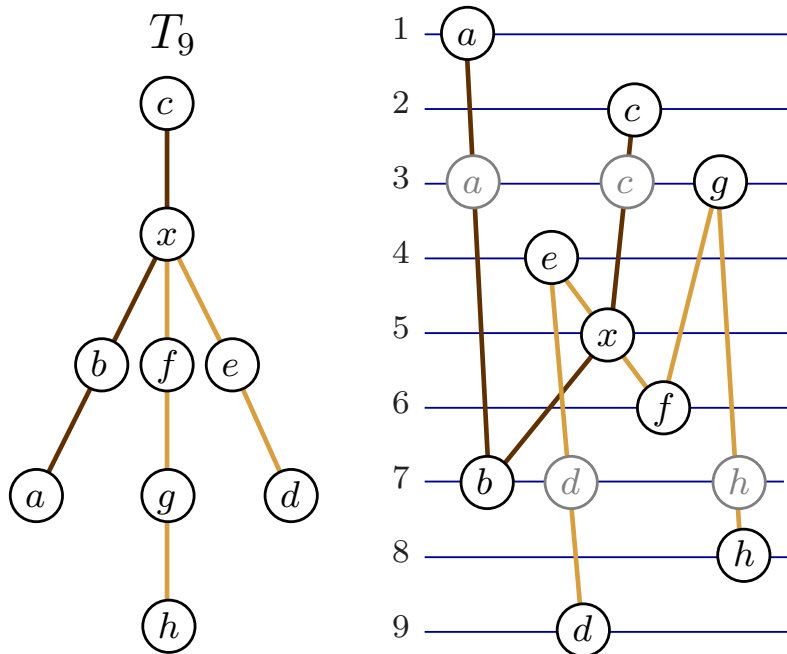
Deriving P_3 from Forbidden Tree T_9



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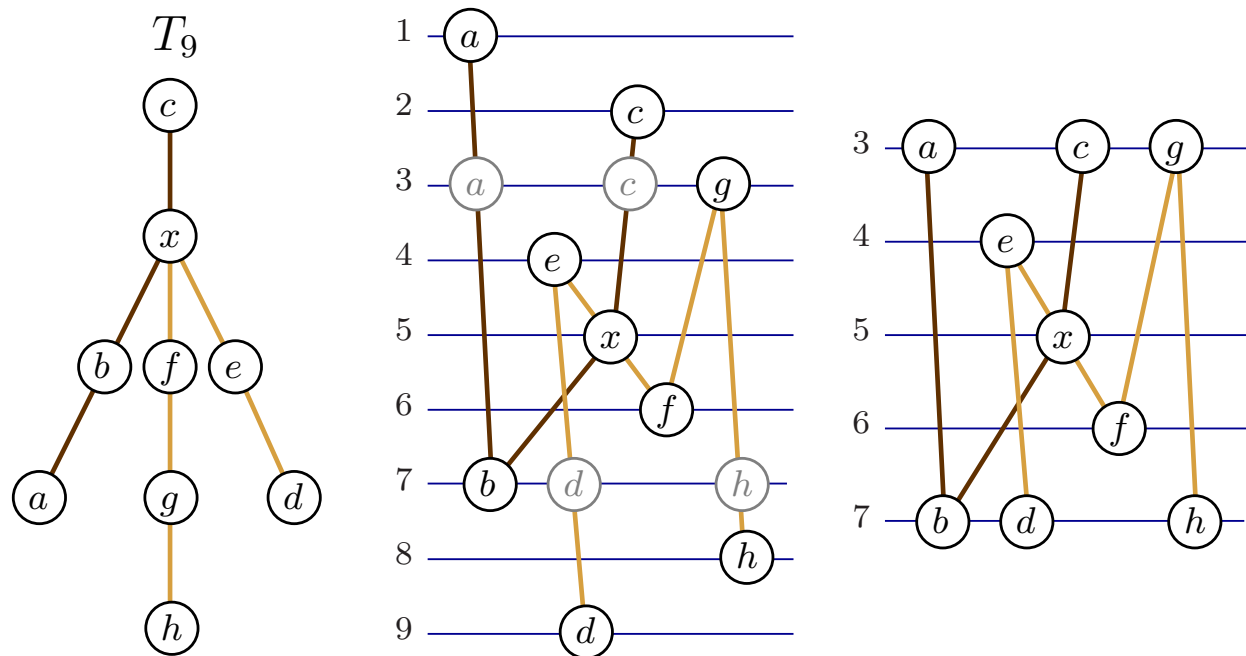
Deriving P_3 from Forbidden Tree T_9



- Start with level non-planar leveling for T_9
 - Add dummy vertices to levels 3 and 7



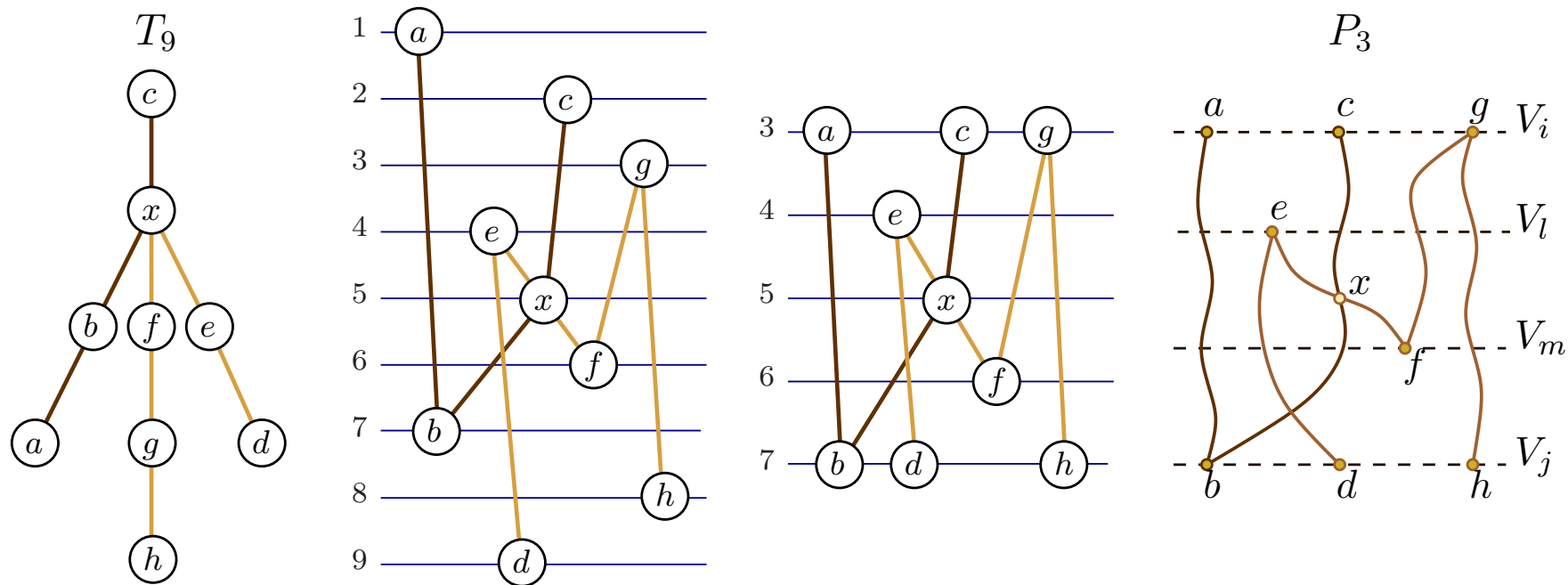
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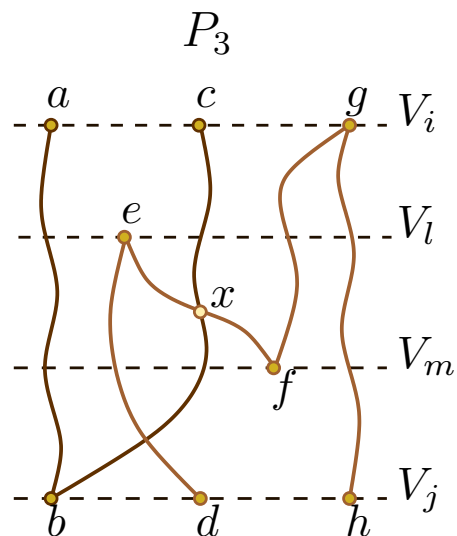
Deriving P_3 from Forbidden Tree T_9



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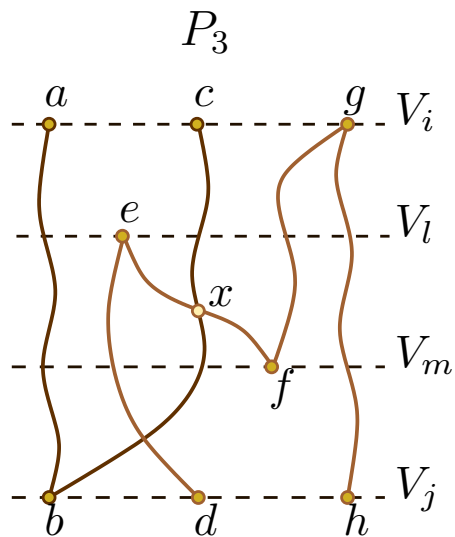
Deriving P_4 from P_3



■ Start with MLNP pattern P_3



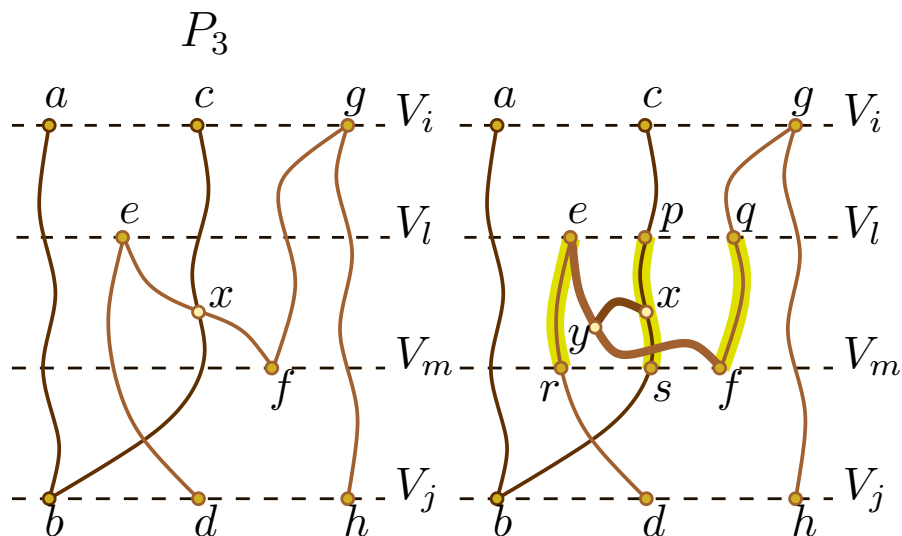
Deriving P_4 from P_3



- Split degree-4 vertex into two degree-3 vertices



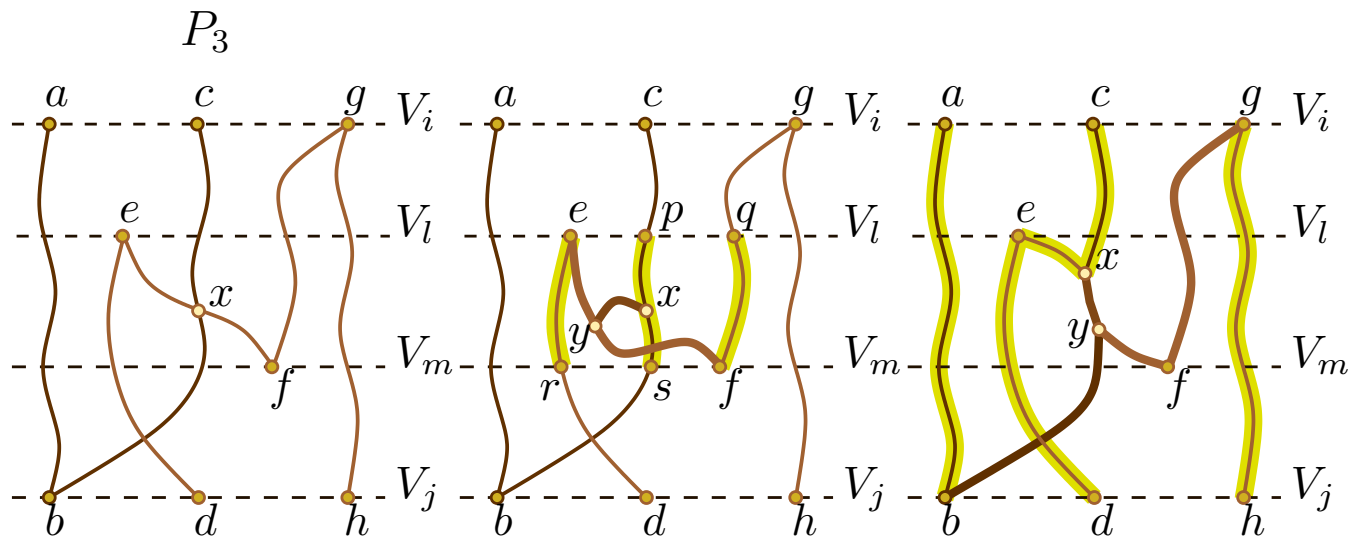
Deriving P_4 from P_3



- Split degree-4 vertex into two degree-3 vertices
 - ▶ First way gives P_2 between V_l and V_m



Deriving P_4 from P_3

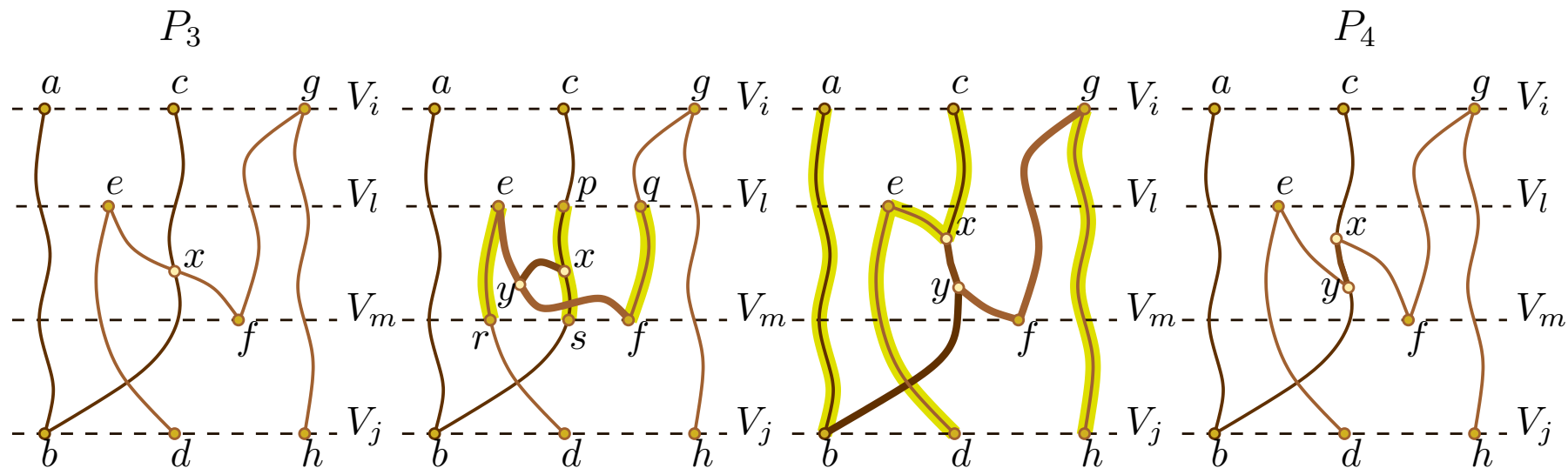


■ Split degree-4 vertex into two degree-3 vertices

- ▶ First way gives P_2 between V_l and V_m
- ▶ Second way gives P_2 between V_i and V_j



Deriving P_4 from P_3



■ Split degree-4 vertex into two degree-3 vertices

- ▶ First way gives P_2 between V_l and V_m
- ▶ Second way gives P_2 between V_i and V_j
- ▶ Third way gives P_4



Outline – New Patterns

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- Previous Patterns
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Outline – New Patterns

- Background
- Previous Patterns
- New Patterns
 - ▶ Three things to prove



Outline – New Patterns

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- New Patterns
 - ▶ Three things to prove
 - ◆ Minimality



Outline – New Patterns

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 - ▶ Three things to prove
 - ◆ Minimality
 - ◆ Necessity



Outline – New Patterns

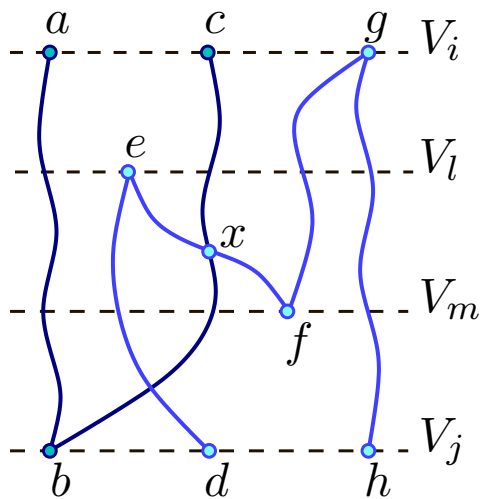
- Background
- Previous Patterns
- New Patterns
 - ▶ Three things to prove
 - ◆ Minimality
 - ◆ Necessity
 - ◆ Sufficiency



Minimality of P_3

■ Start with MLNP pattern P_3

► P_3 has at least one crossing

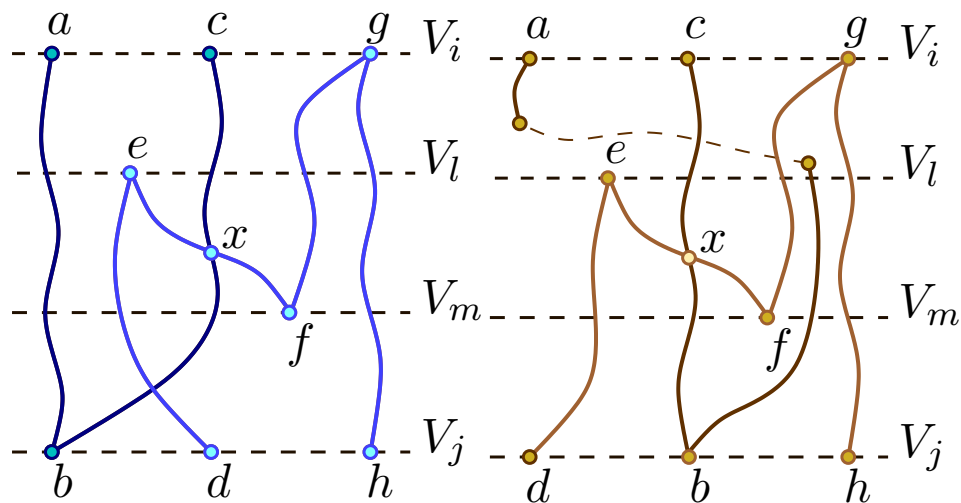




Minimality of P_3

■ Next consider seven distinct ways of cutting an edge of P_3

► Edge along $a \rightsquigarrow b$

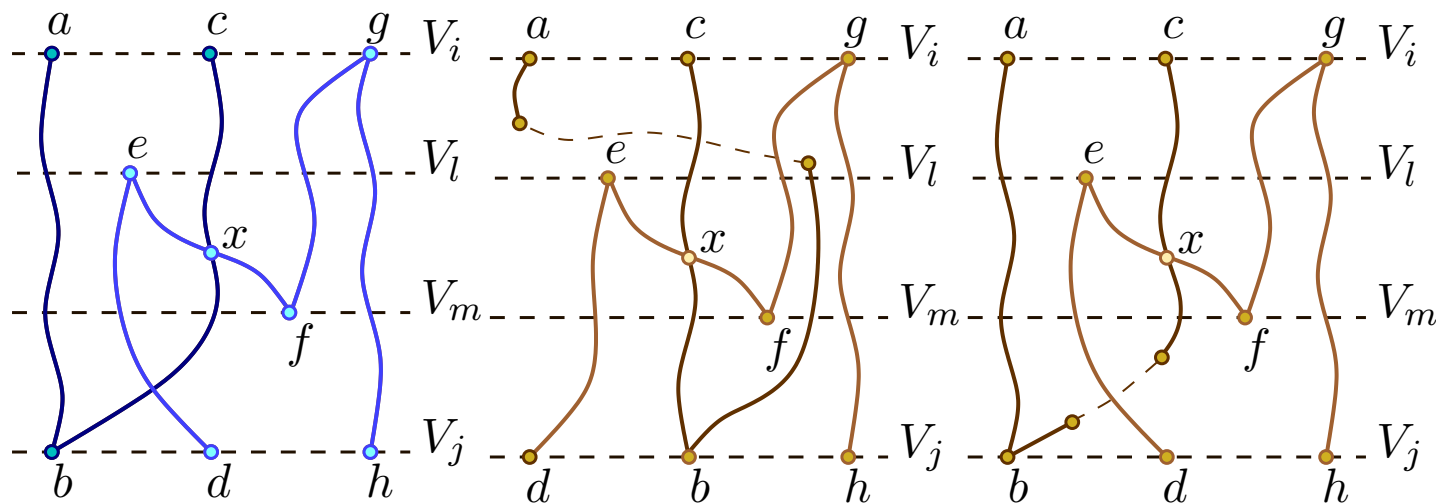




Minimality of P_3

■ Next consider seven distinct ways of cutting an edge of P_3

► Edge along $b \rightsquigarrow x$

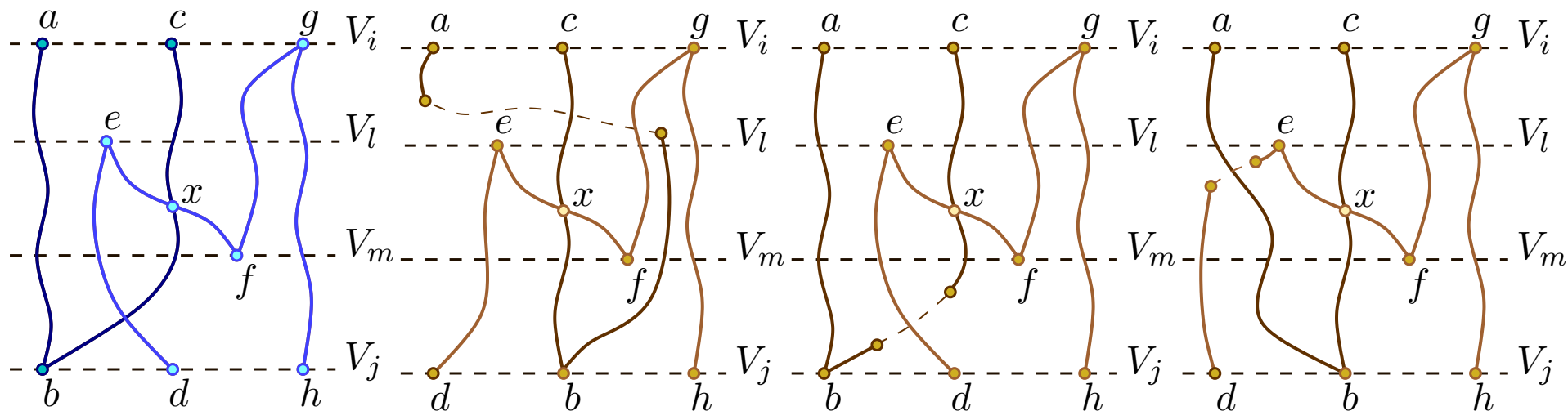




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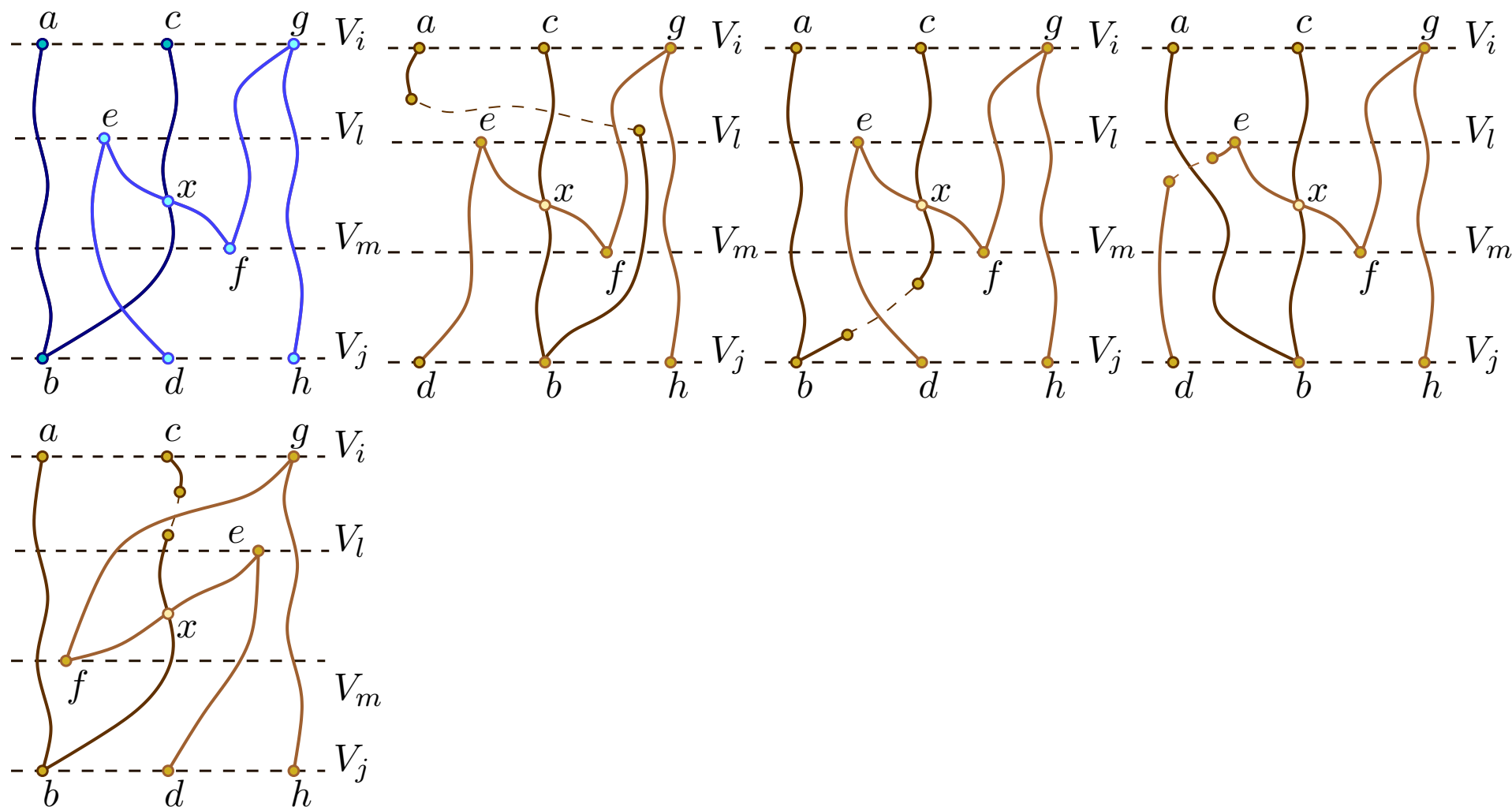




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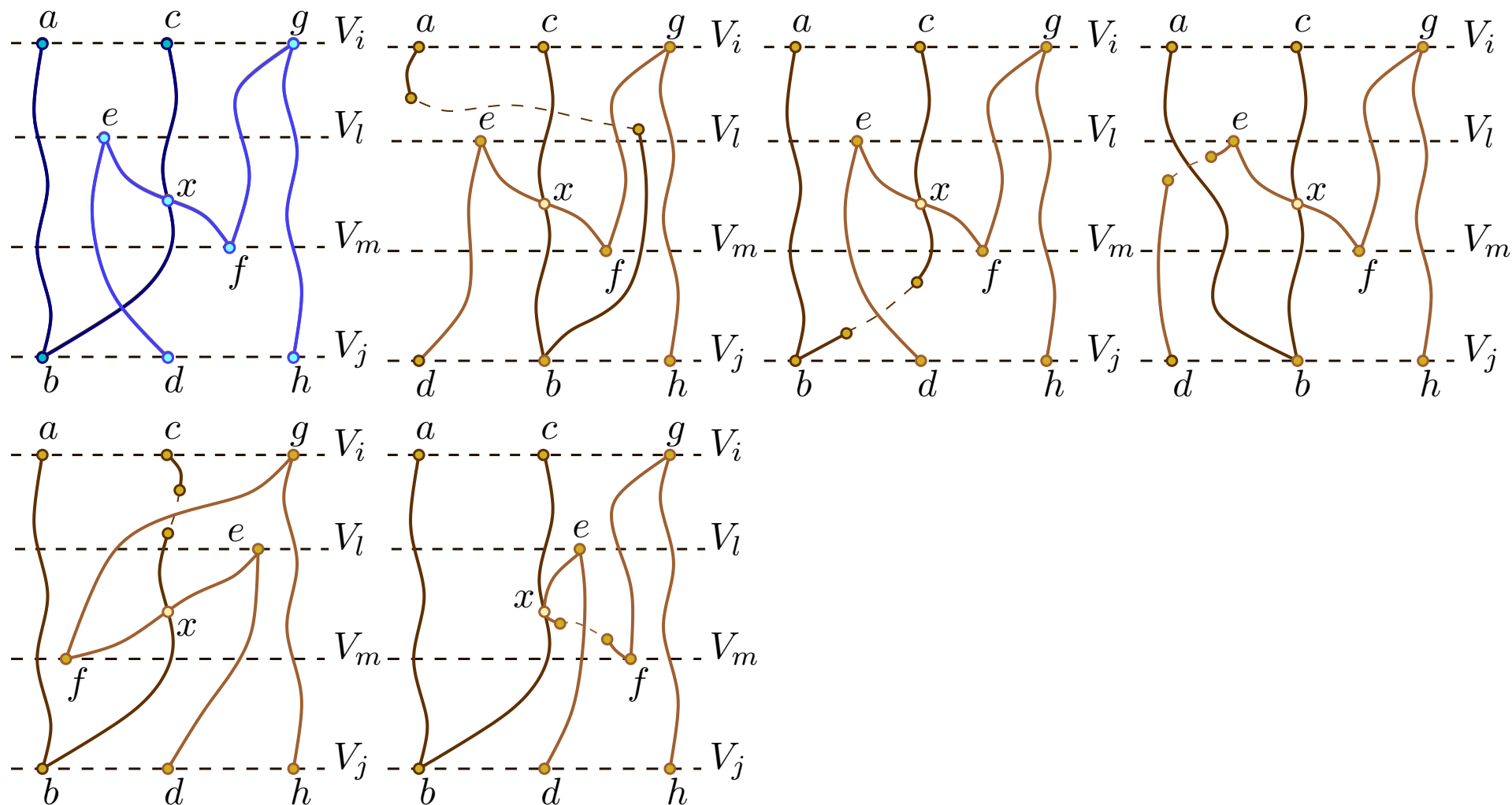




Minimality of P_3

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► Edge along $x \rightsquigarrow f$

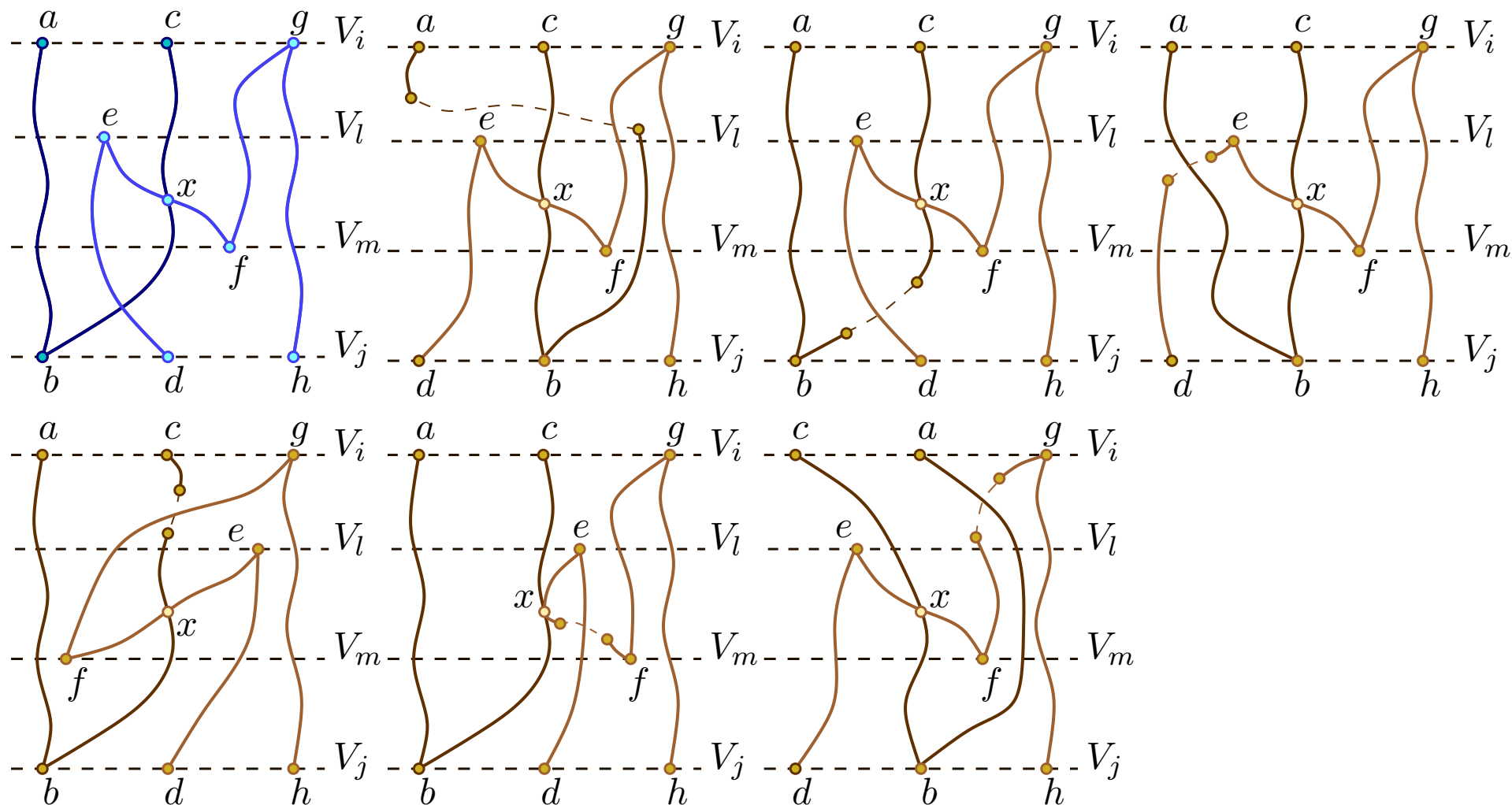




Minimality of P_3

■ Next consider seven distinct ways of cutting an edge of P_3

► Edge along $f \rightsquigarrow g$

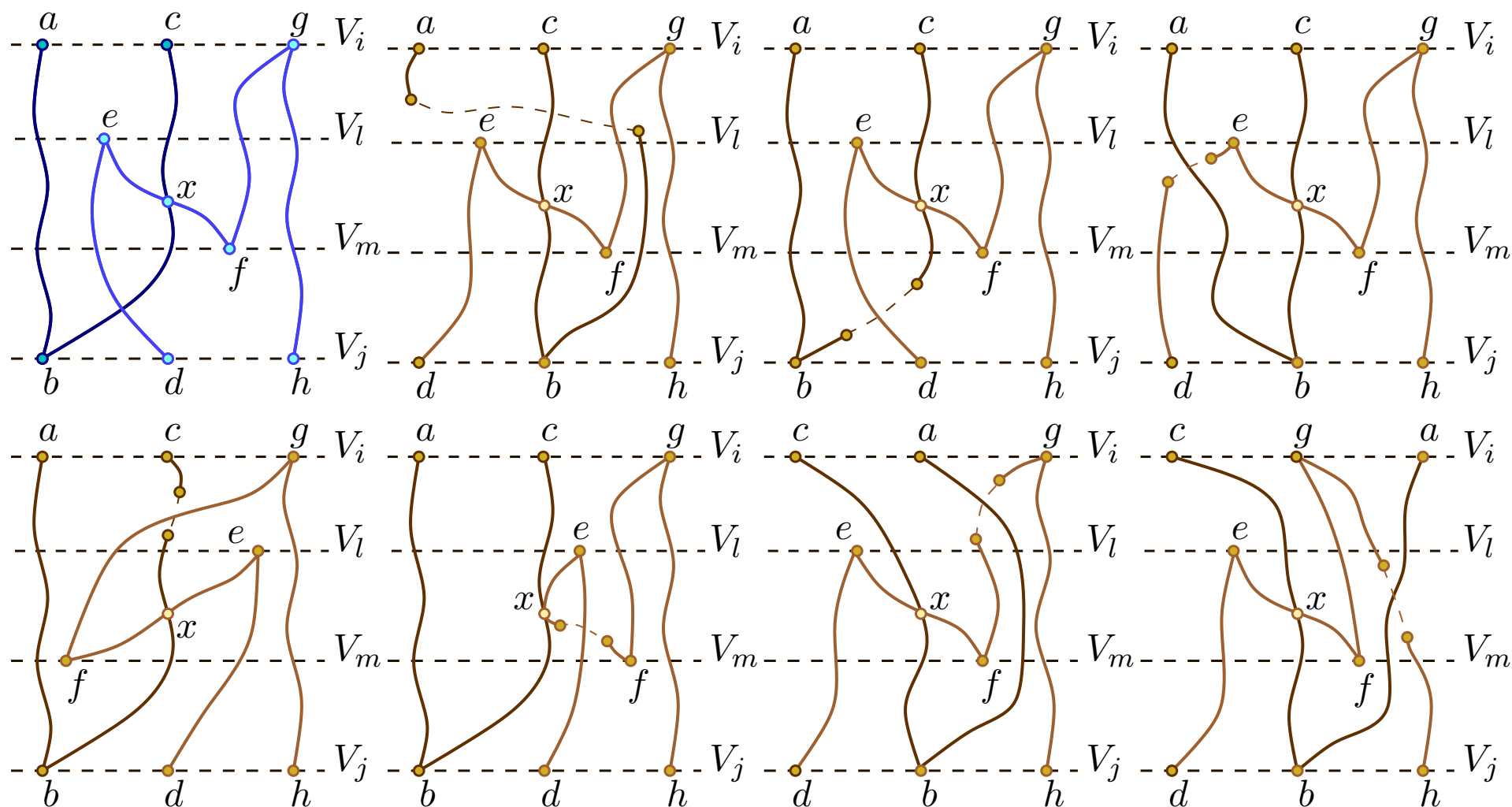




Minimality of P_3

■ Next consider seven distinct ways of cutting an edge of P_3

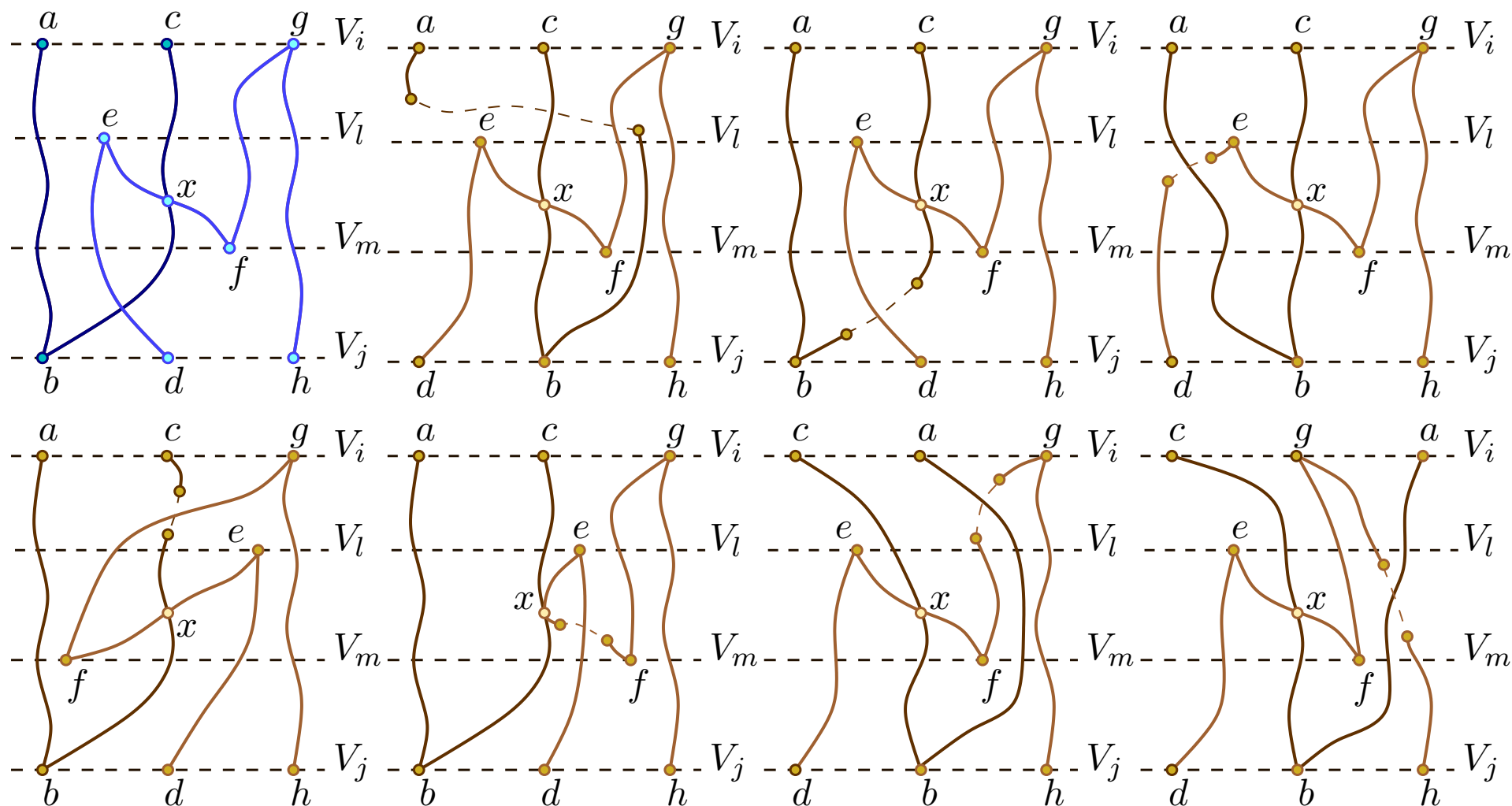
► Edge along $g \rightsquigarrow h$





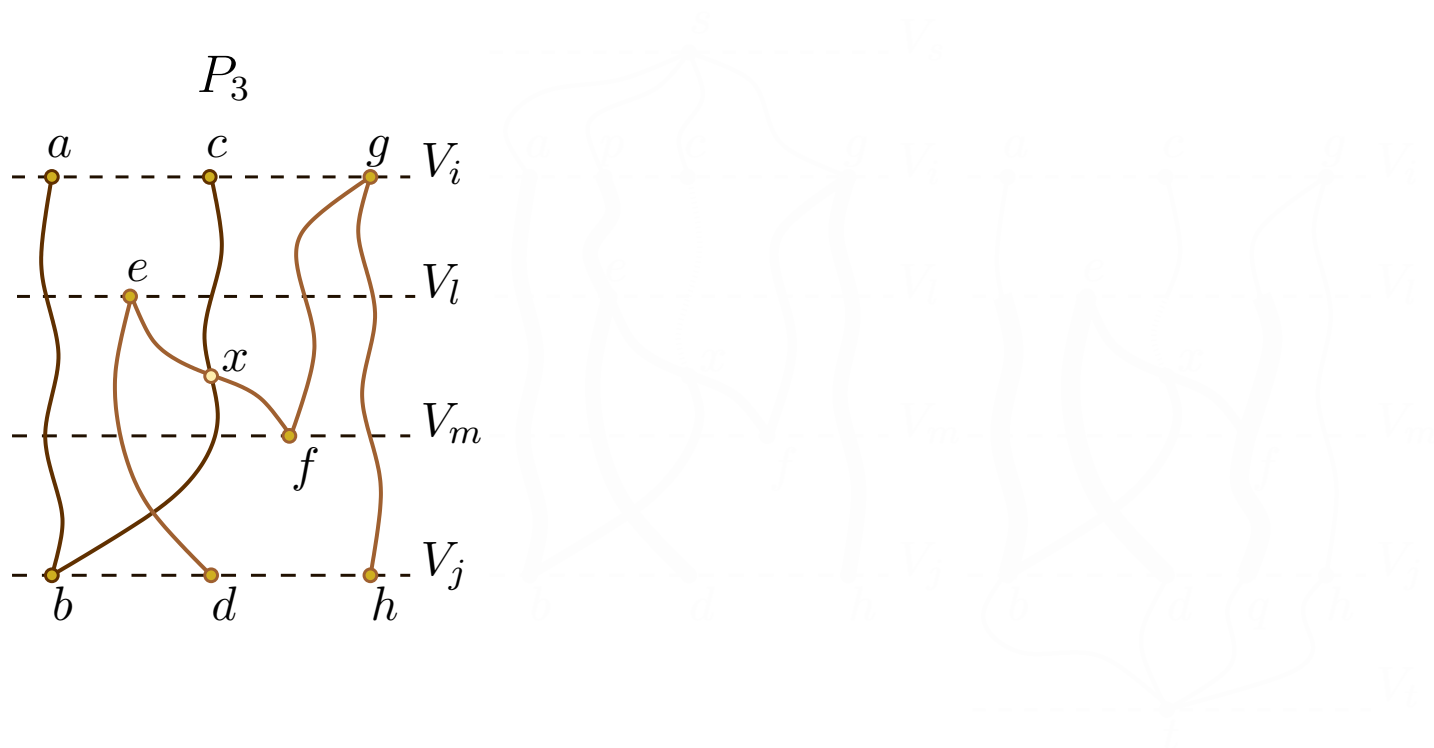
Minimality of P_3

- Next consider seven distinct ways of cutting an edge of P_3
 - All seven ways allow for a level planar embedding





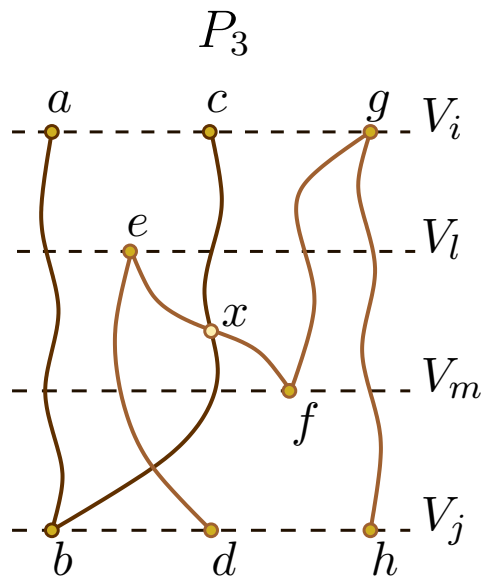
Necessity – P_3 is Not a Hierarchy Pattern



- Nonplanarity of P_3 same as argument for T_9



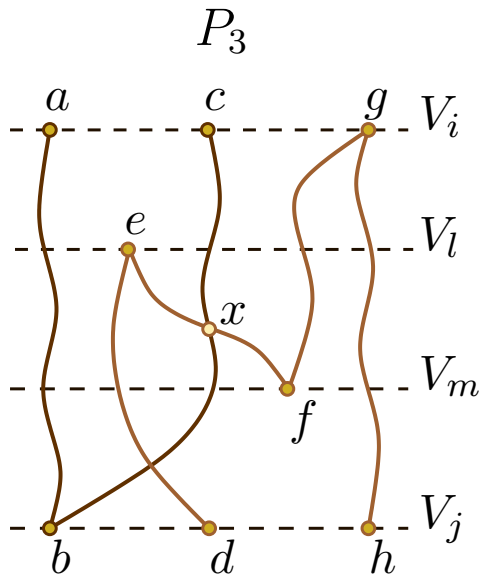
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- Nonplanarity of P_3 same as argument for T_9
- Augmenting Pattern P_3 to Hierarchy



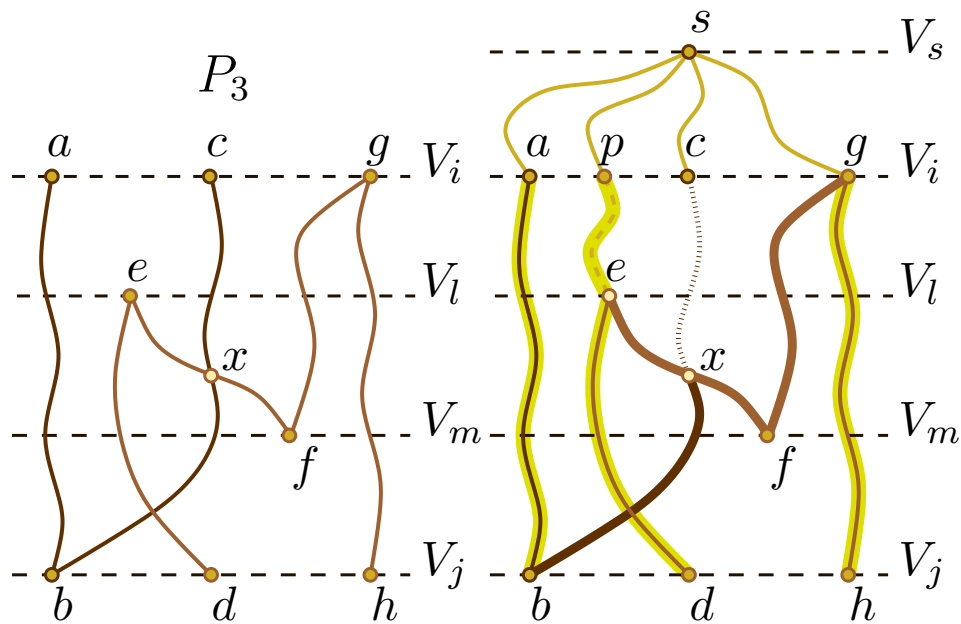
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 - ▶ Start with MLNP pattern P_3



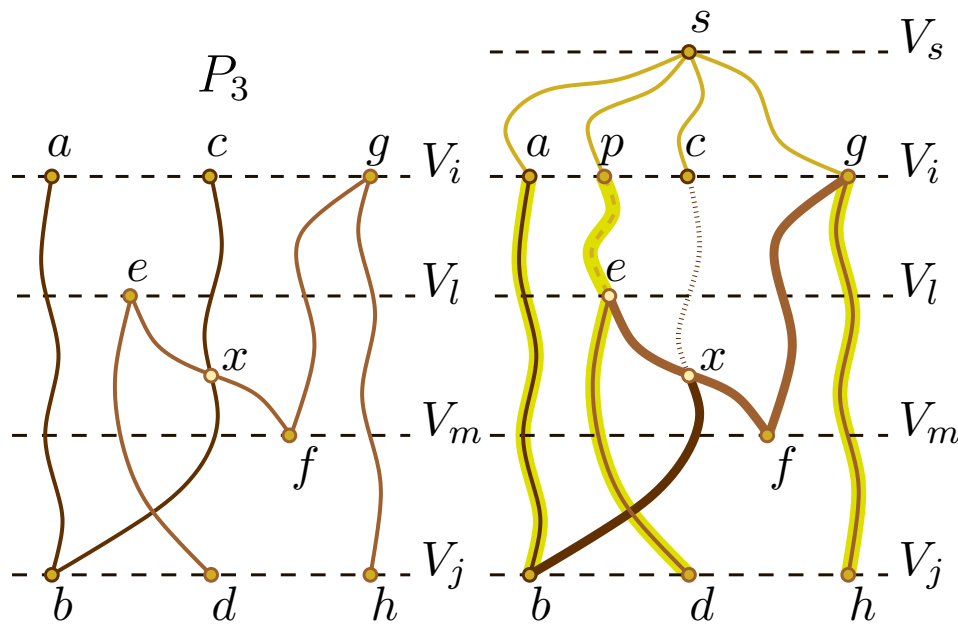
Necessity – P_3 is Not a Hierarchy Pattern



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- Augmenting Pattern P_3 to Hierarchy
 - Augment to a hierarchy from above



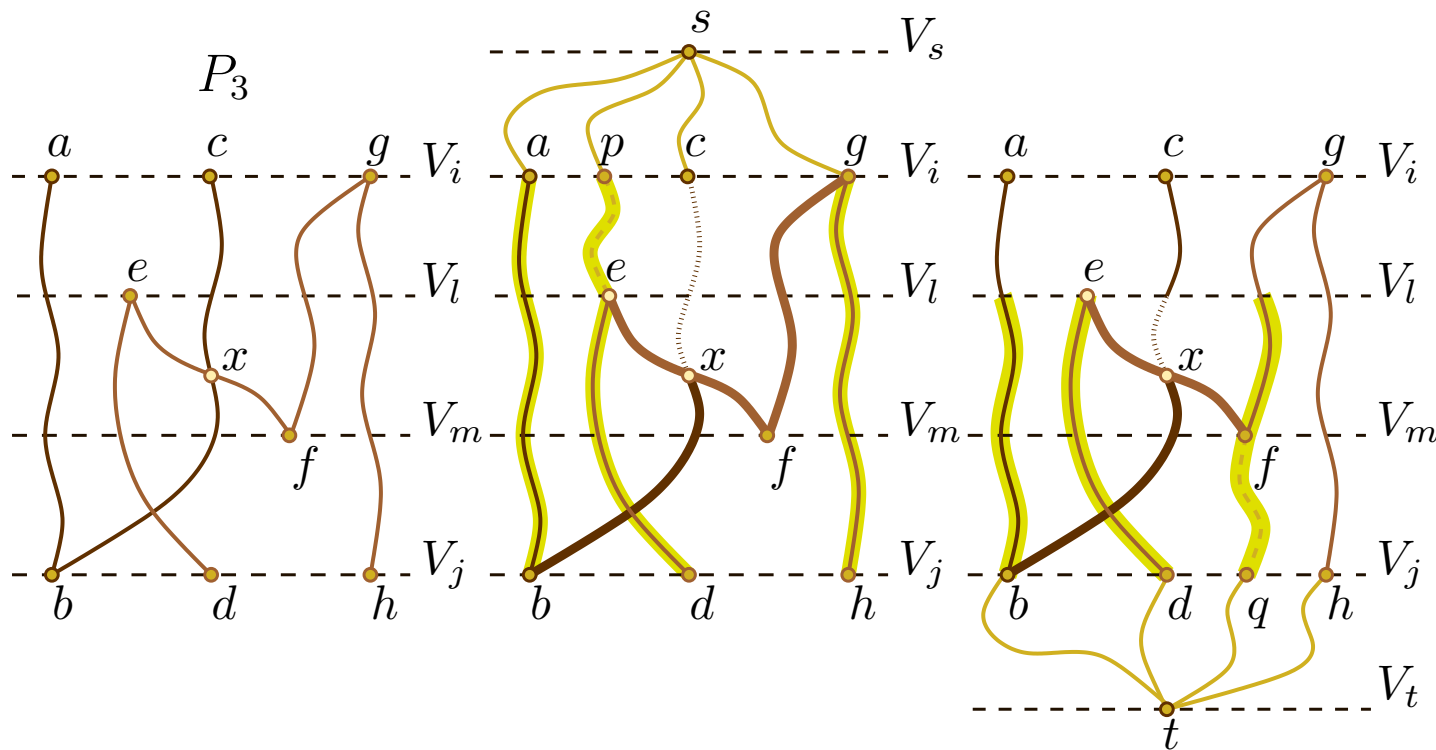
Necessity – P_3 is Not a Hierarchy Pattern



- Nonplanarity of P_3 same as argument for T_9
- Augmenting Pattern P_3 to Hierarchy
 - ▶ Augment to a hierarchy from above
 - ◆ Contains P_2 between V_i and V_j



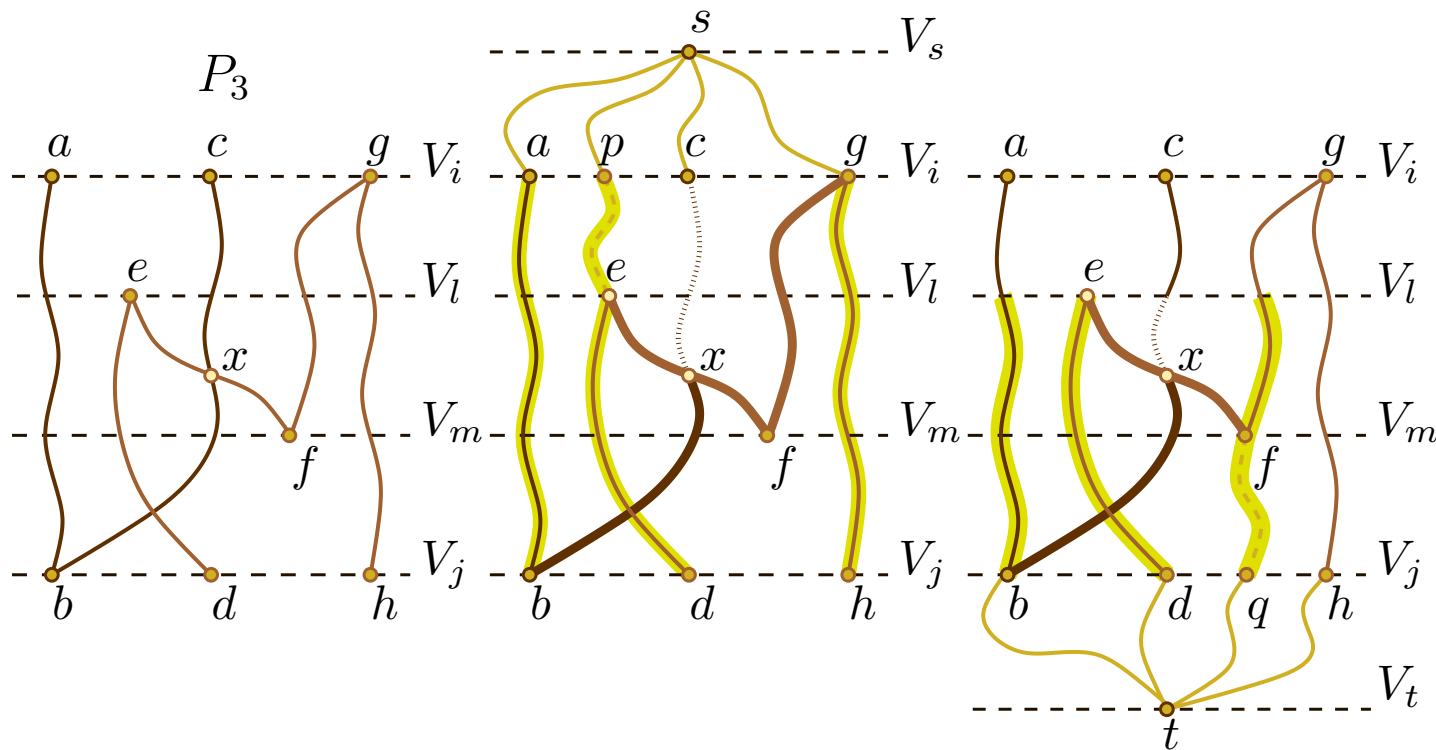
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- Nonplanarity of P_3 same as argument for T_9
- Augmenting Pattern P_3 to Hierarchy
 - ▶ Augment to a hierarchy from below



Necessity – P_3 is Not a Hierarchy Pattern



- Nonplanarity of P_3 same as argument for T_9
- Augmenting Pattern P_3 to Hierarchy
 - ▶ Augment to a hierarchy from below
 - ◆ Contains P_2 between V_l and V_j



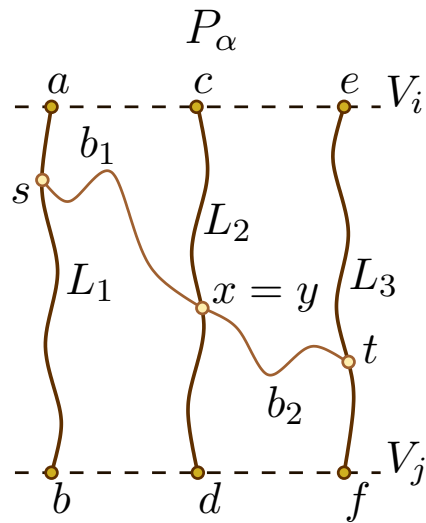
Sufficiency – Minimal Requirements

- Three MLNP pattern prototypes - P_A minus a bridge



Sufficiency – Minimal Requirements

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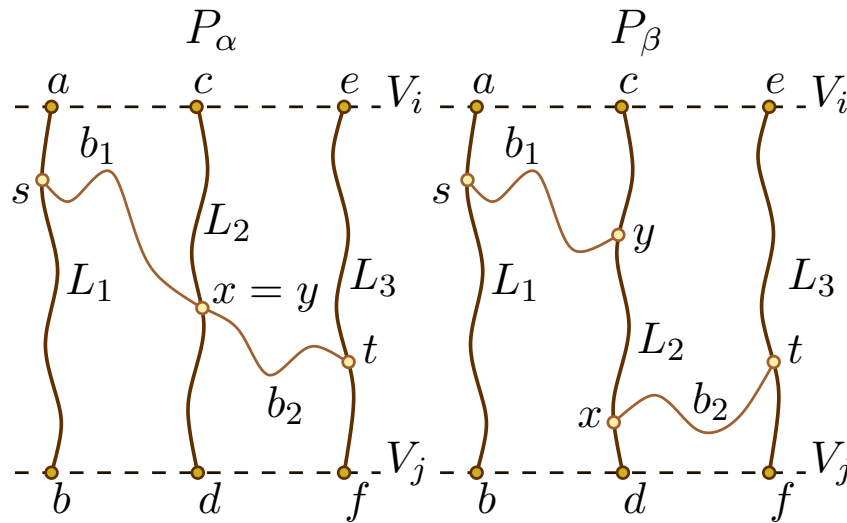
► Pattern P_α

◆ $x = y$



Sufficiency – Minimal Requirements

■ Three MLNP pattern prototypes - P_A minus a bridge



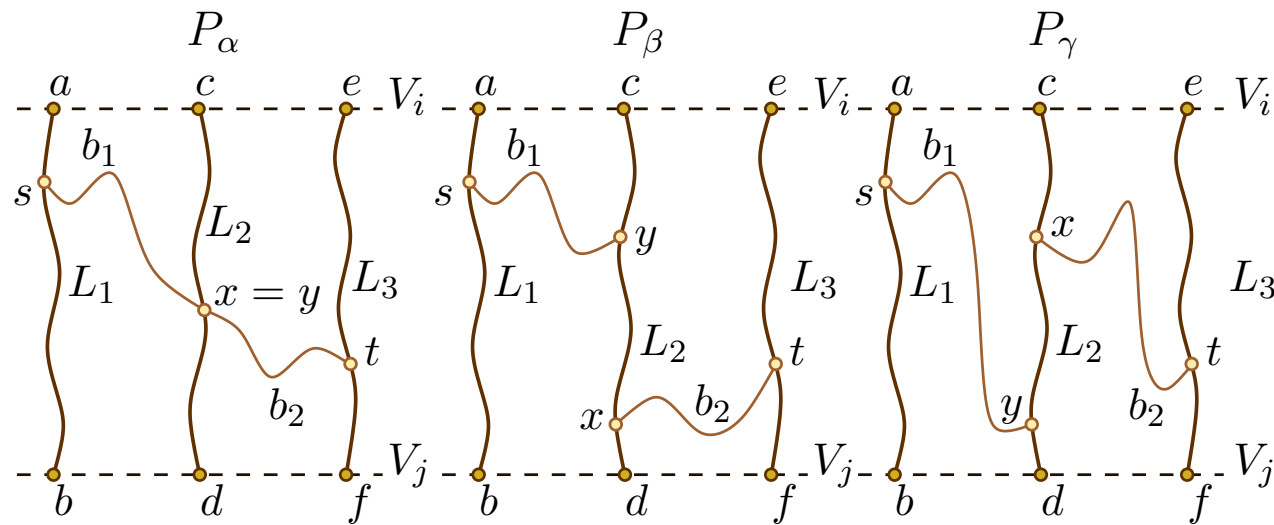
► Pattern P_β

◆ $\phi(x) < \phi(y)$



Sufficiency – Minimal Requirements

■ Three MLNP pattern prototypes - P_A minus a bridge



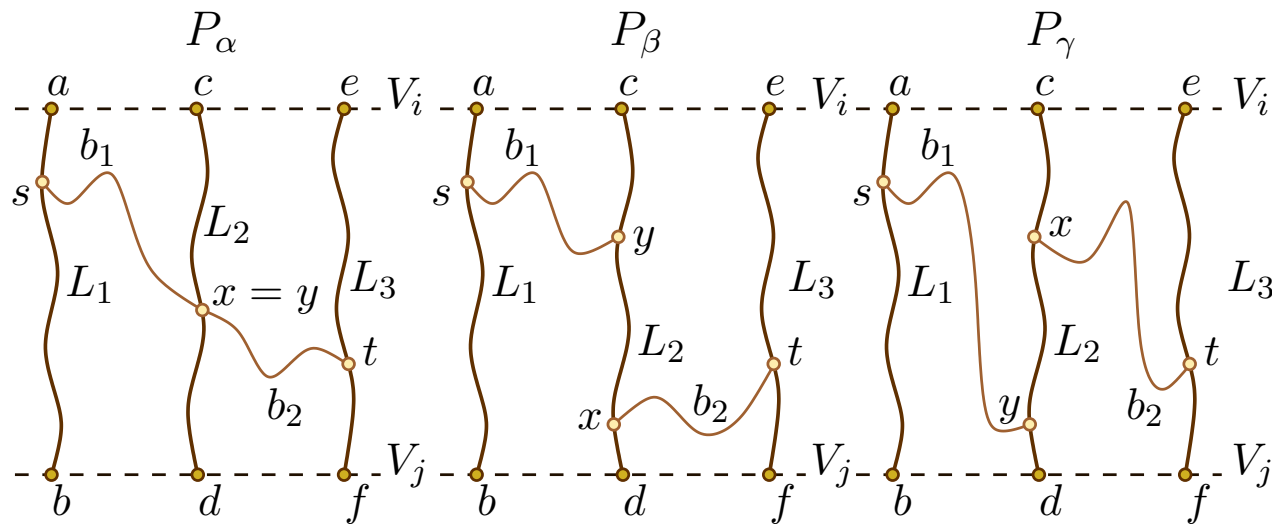
► Pattern P_γ

◆ $\phi(x) > \phi(y)$



Sufficiency – Minimal Requirements

■ Three MLNP pattern prototypes - P_A minus a bridge



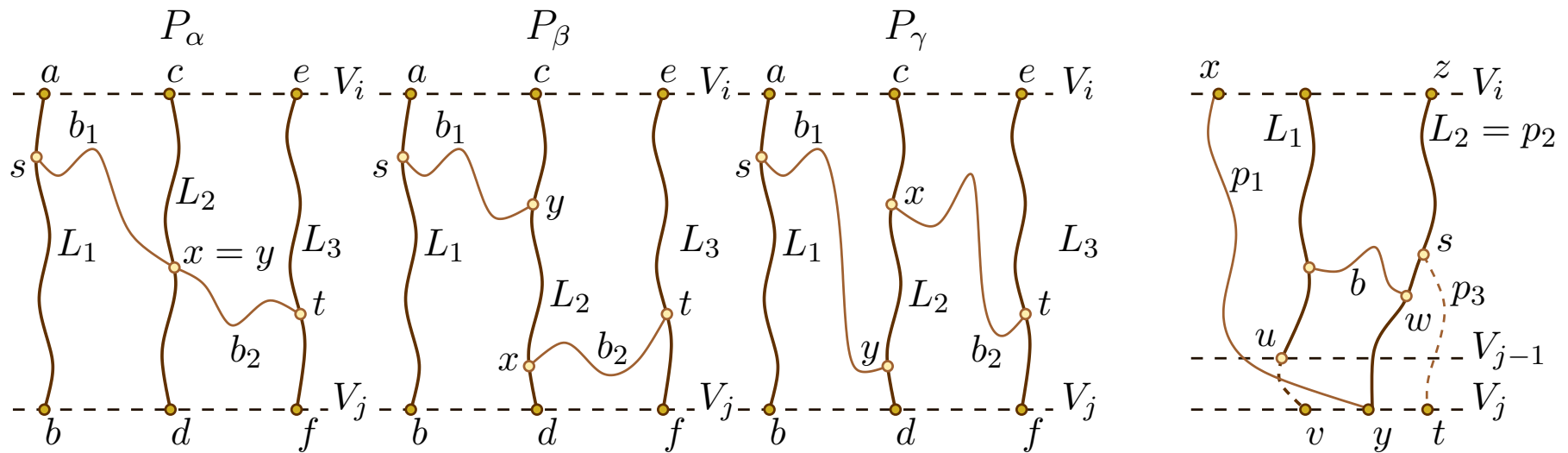
► All have three disjoint linking paths

◆ Why?



Sufficiency – Minimal Requirements

■ Three MLNP pattern prototypes - P_A minus a bridge

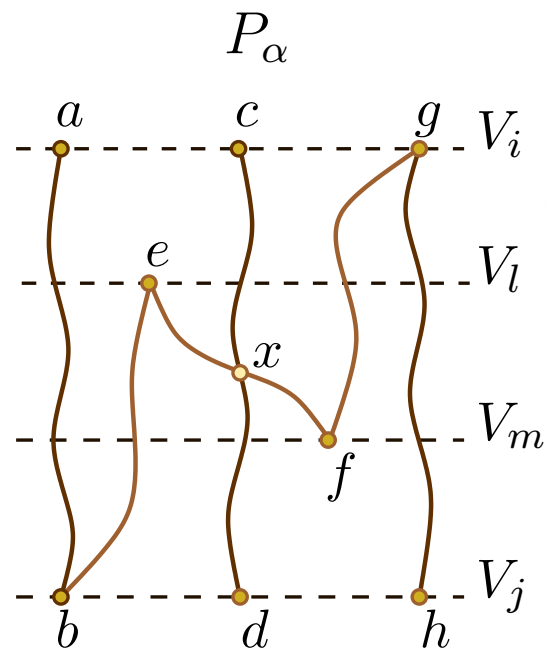


► All have three disjoint linking paths

◆ Two disjoint path cannot force a crossing



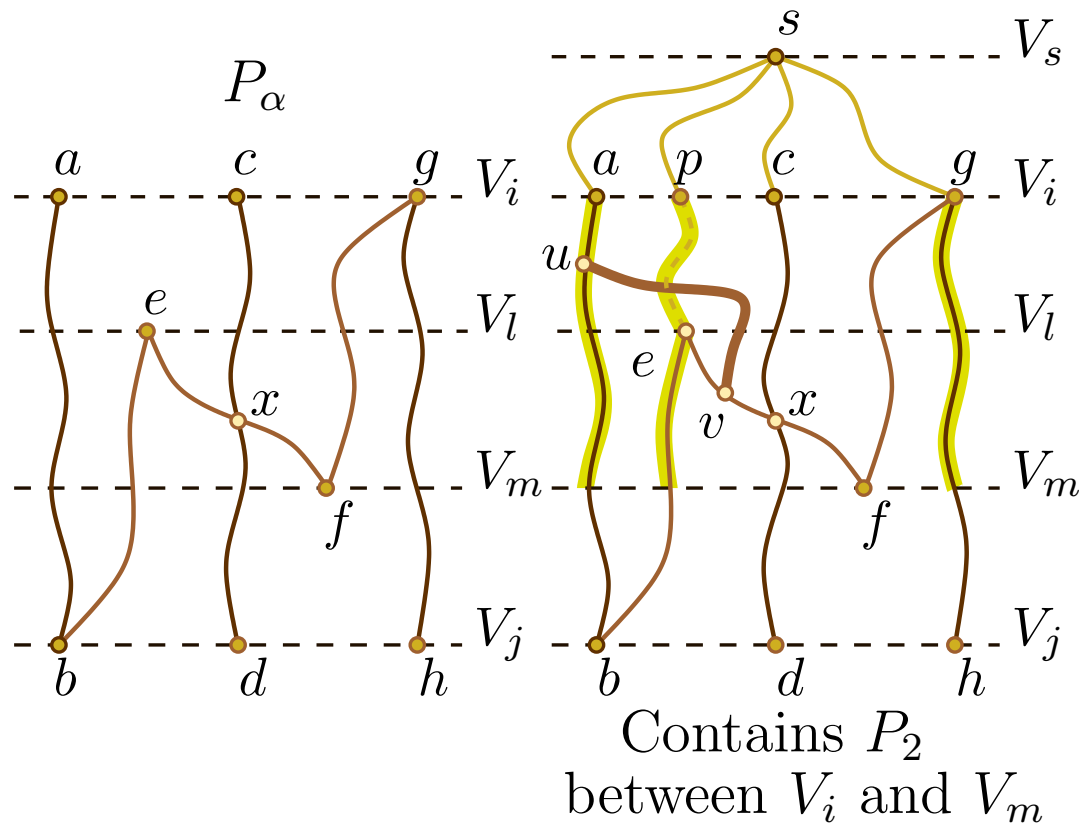
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - Start with P_α



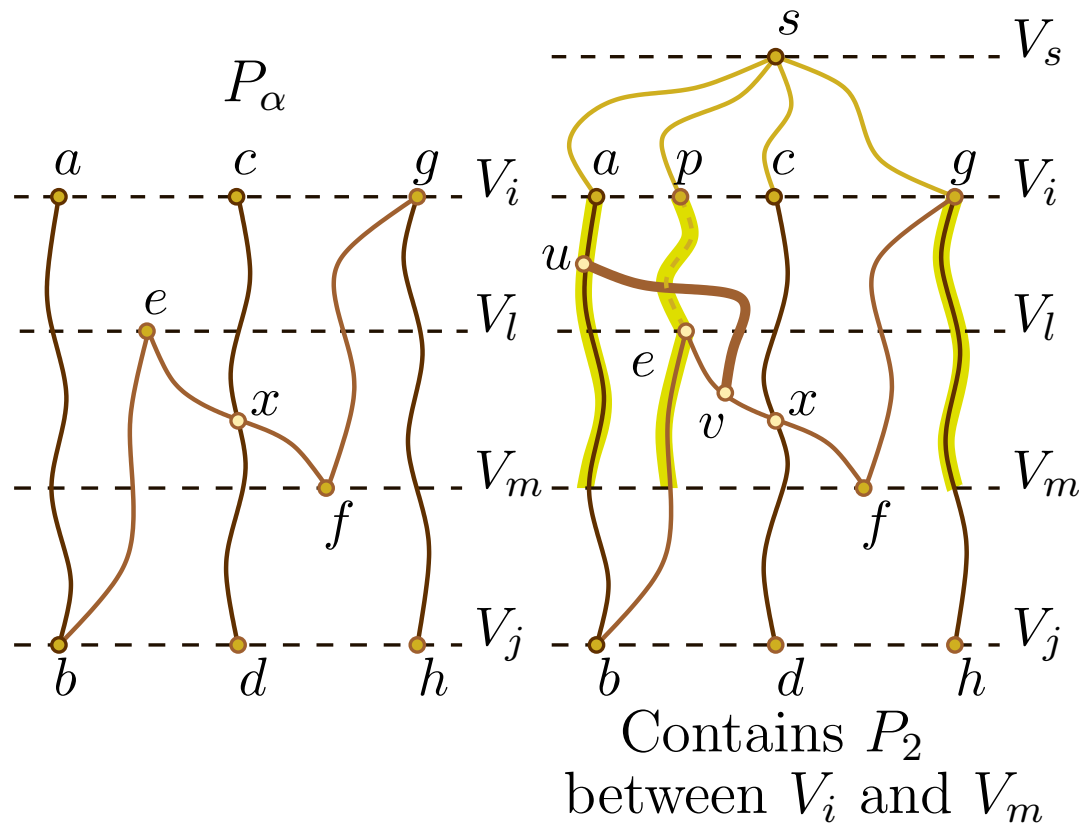
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - Try augmenting to a hierarchy from above



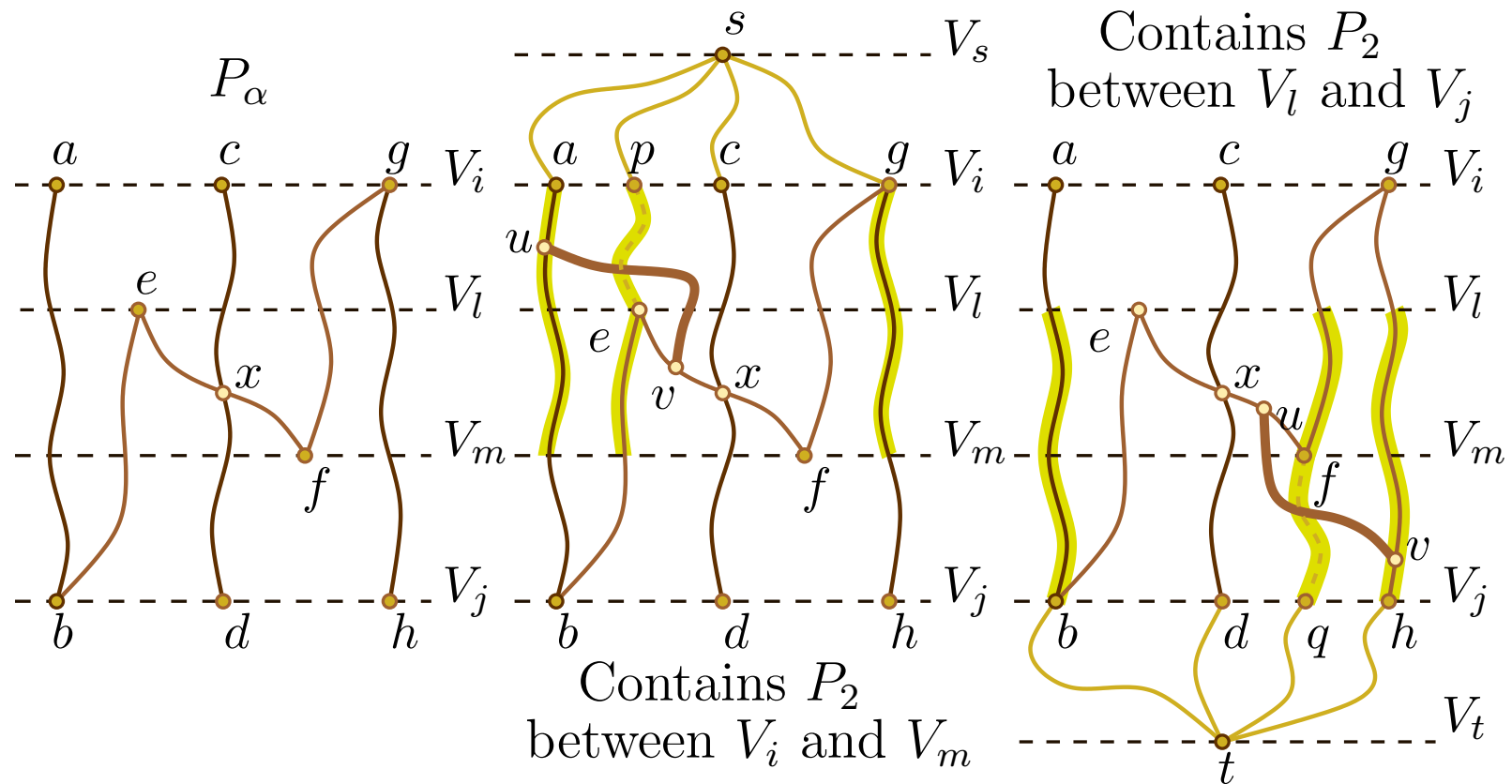
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - Try augmenting to a hierarchy from above
 - ◆ Must have a cycle – cannot match a tree



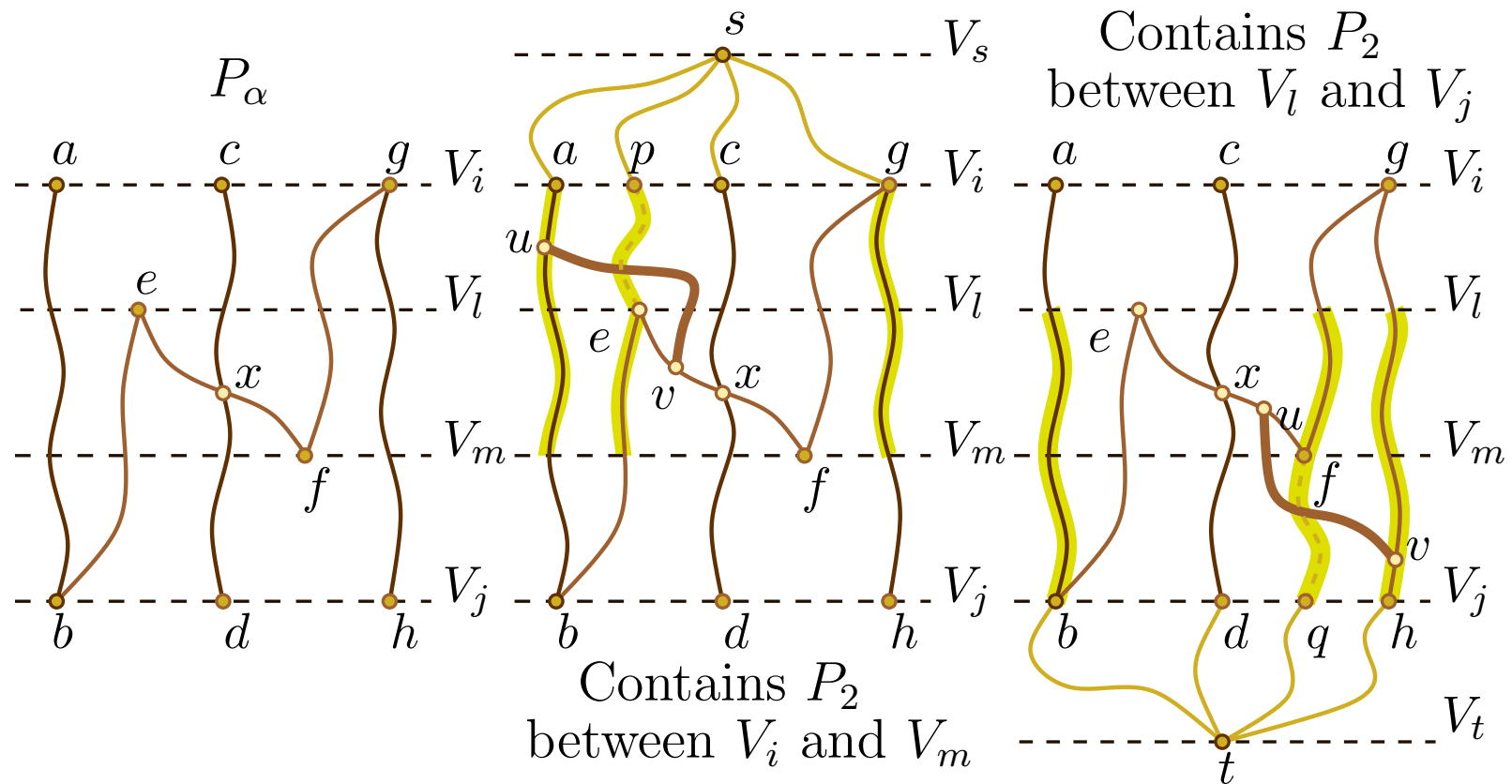
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - Try augmenting to a hierarchy from below



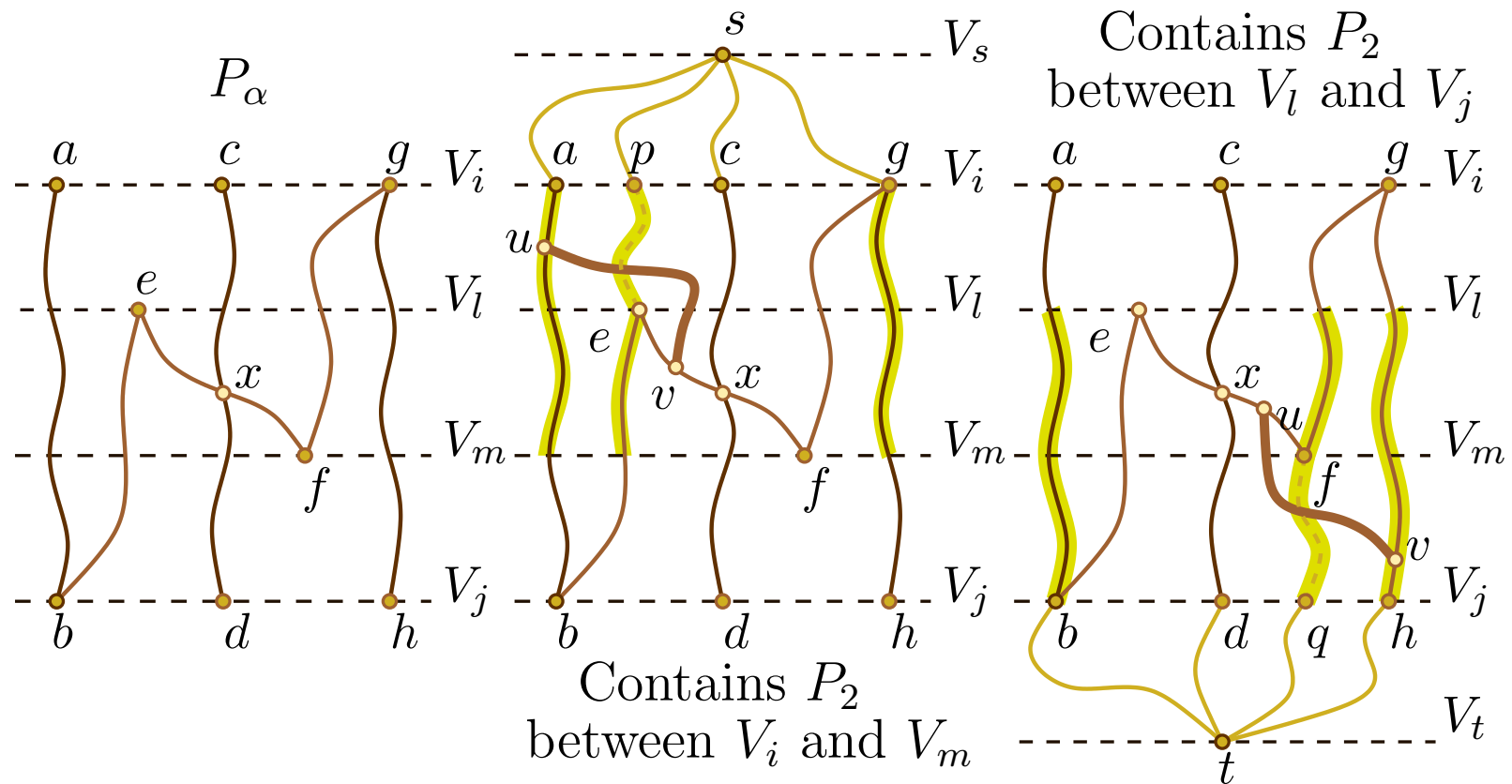
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - Try augmenting to a hierarchy from below
 - ◆ Again has a cycle – again cannot match a tree



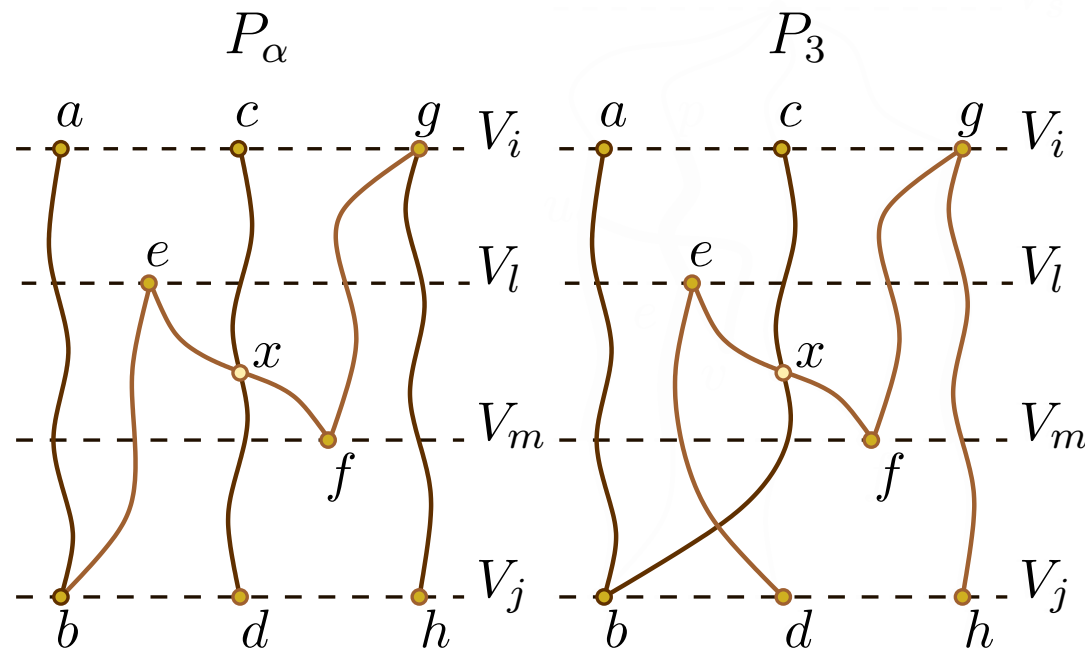
Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - P_α must be whole pattern



Sufficiency – Showing Completeness



- Augment P_α to get P_3
 - ▶ P_α must be whole pattern
 - ◆ P_3 is only way for P_α to be MLNP



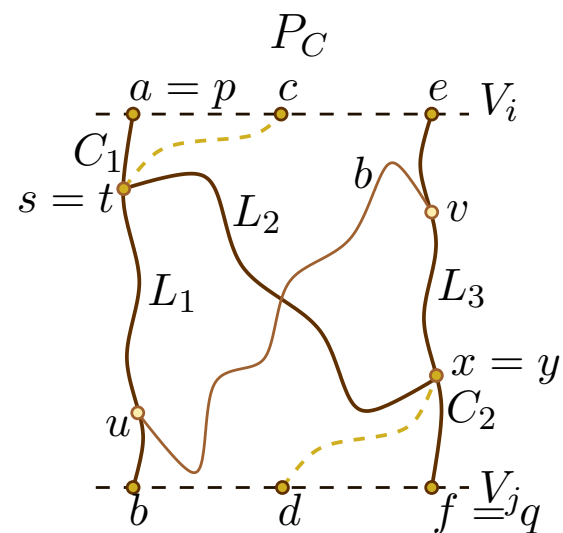
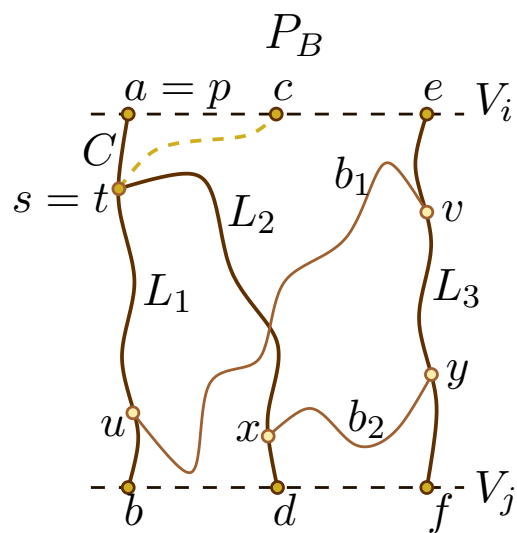
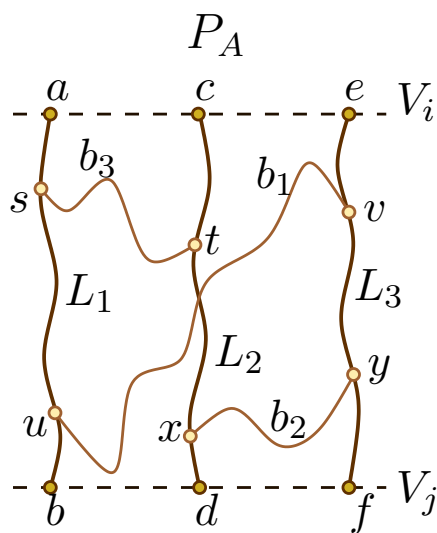
Summary

- Background
- Previous Patterns



Summary

- Background
- Previous Patterns
 - Hierarchy Patterns



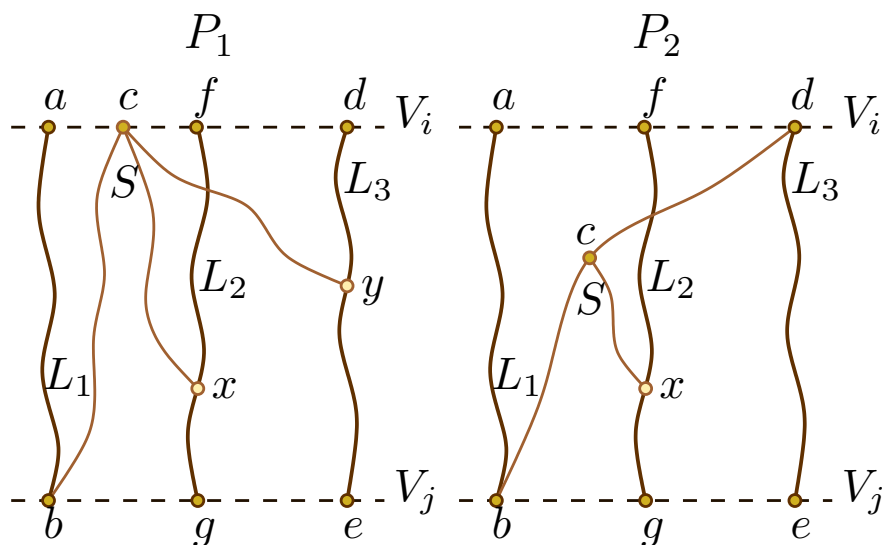


Summary

■ Background

■ Previous Patterns

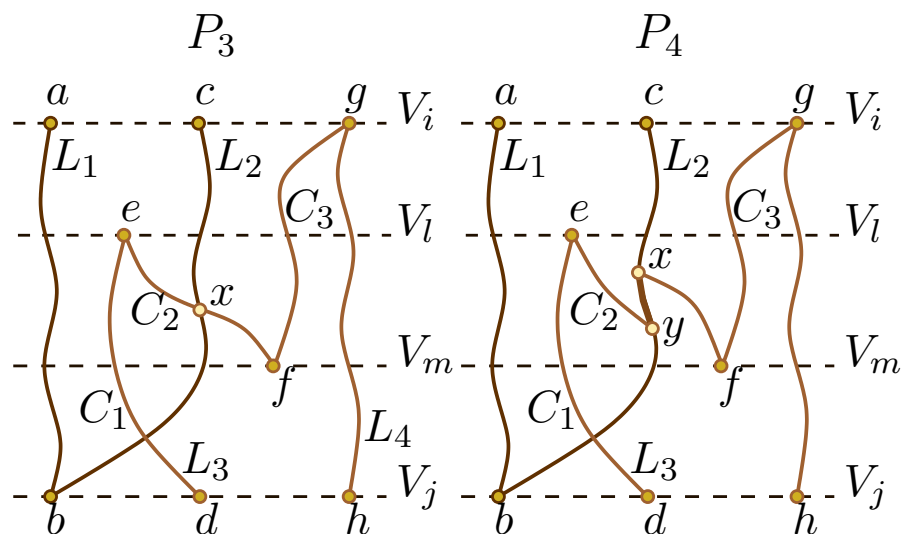
- ▶ Hierarchy Patterns
- ▶ Minimal Minimum Level Non-Planar (MLNP) Patterns for Trees





Summary

- Background
- Previous Patterns
- New Patterns



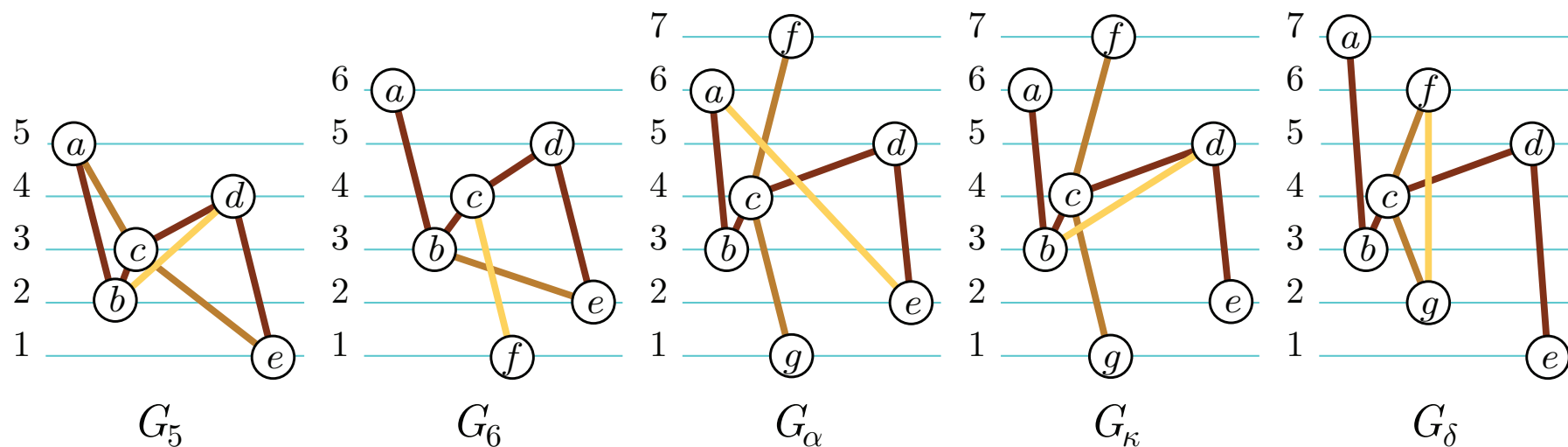


Future Work

- Find all patterns for level planar graphs with cycles



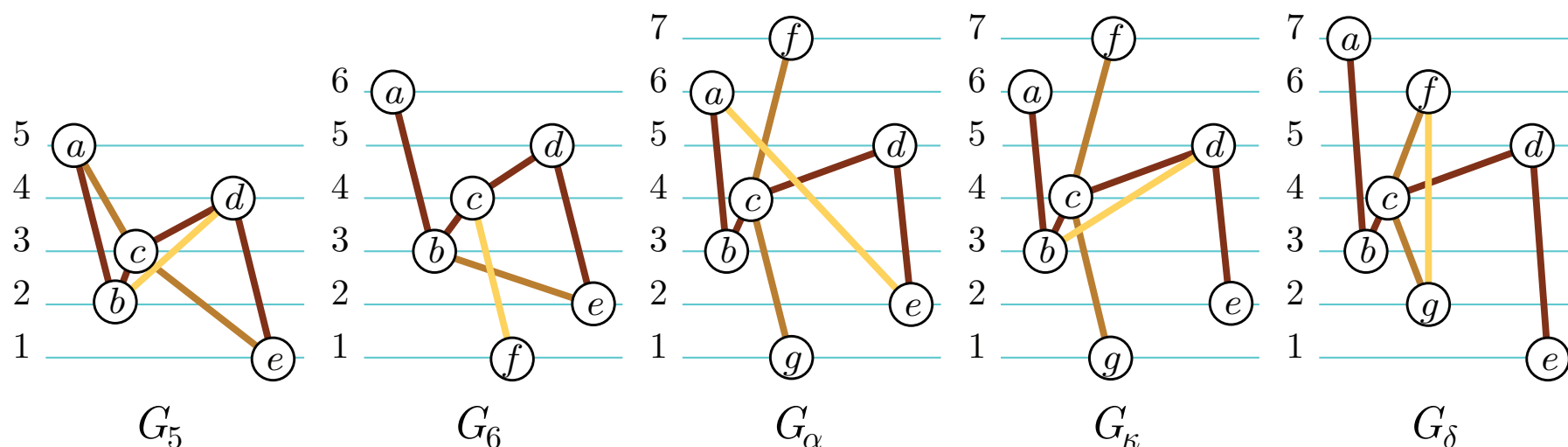
Future Work



- Find all patterns for level planar graphs with cycles
 - Four of the five forbidden ULP graphs with cycles will yield new patterns



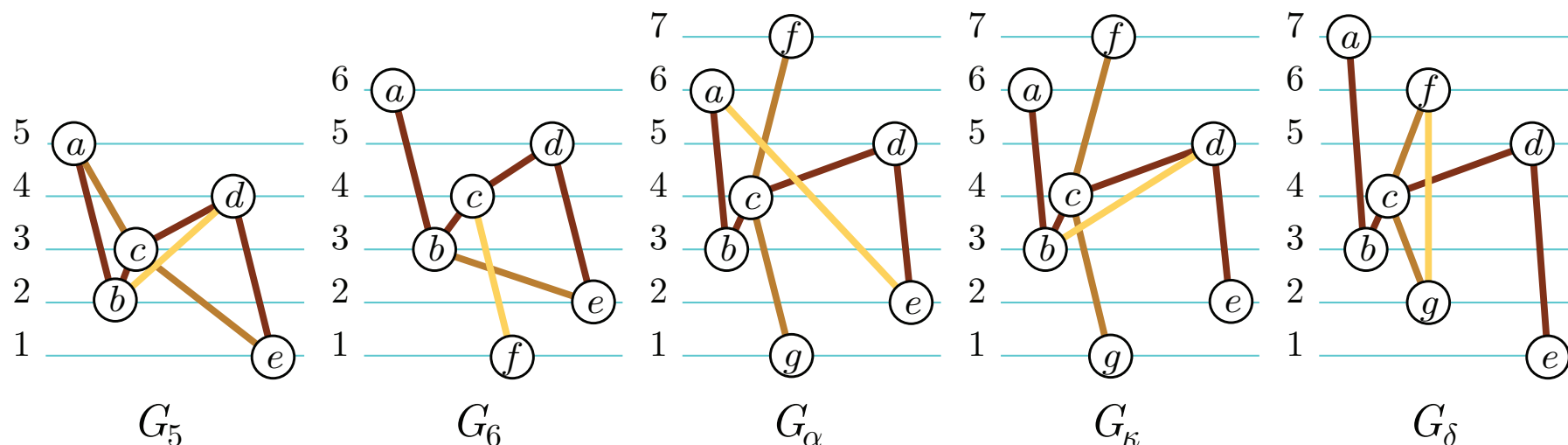
Future Work



- Find all patterns for level planar graphs with cycles
 - ▶ Four of the five forbidden ULP graphs with cycles will yield new patterns
 - ◆ G_5 , G_α , G_κ , and G_δ have degree-4 vertices like T_9



Future Work



- Find all patterns for level planar graphs with cycles
 - ▶ Four of the five forbidden ULP graphs with cycles will yield new patterns
 - ◆ G_5 , G_α , G_κ , and G_δ have degree-4 vertices like T_9
 - ◆ None of the three HLNP patterns match any of these four



Thank You!

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