

Drawing Graphs on Few Lines and Few Planes

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Our Task

Given a graph G , find a set of planes in 3-space such that there is a crossing-free straight-line drawing of G with all vertices and edges drawn on these planes.

Call the minimum number of planes needed $\rho_3^2(G)$.

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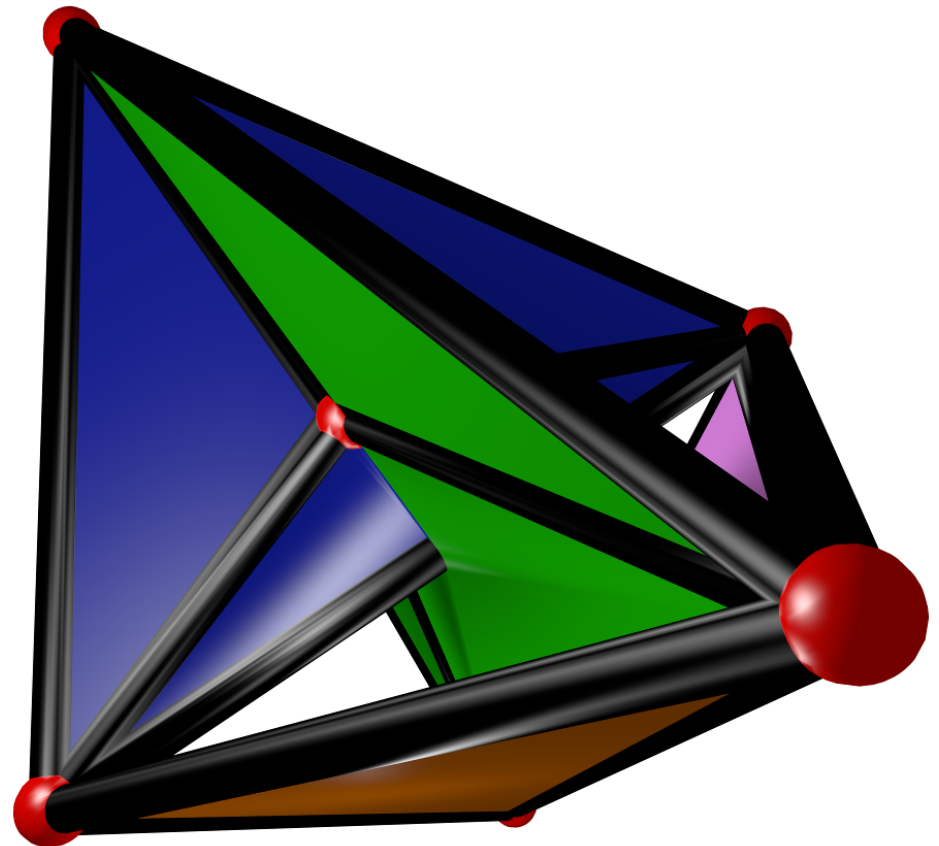
$$\rho_3^2(K_6) = ?$$

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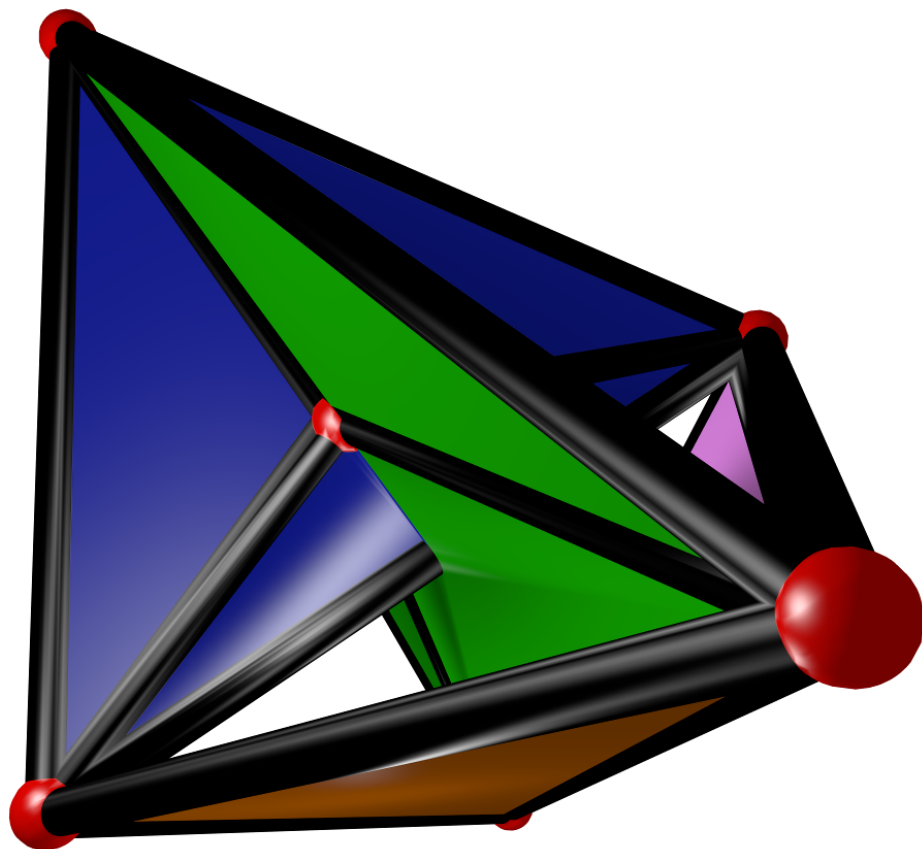
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For planar graphs G ,
 $\rho_3^2(G) = 1$

ρ_3^2 as a parameter for
classifying non-planar
graphs.



Definitions

Let G be a graph and $1 \leq m < d$.

Affine cover number $\rho_d^m(G)$: minimum number of m -dimensional hyperplanes in \mathbb{R}^d such that G has a crossing-free straight-line drawing that is contained in these planes

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$$\pi_d^m \leq \rho_d^m$$

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Interesting cases

- Line cover numbers in 2D and 3D: $\rho_2^1, \rho_3^1, \pi_2^1, \pi_3^1$

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- Plane cover numbers: ρ_3^2, π_3^2

Our Results

Complexity: Computing ρ_2^1 , ρ_3^1 , ρ_3^2 , π_3^1 , and π_3^2 is NP-hard.

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Upper bound for
outerplanar graphs

π_2^1

ρ_2^1

Relations to other
graph parameters

Relations to other
graph parameters

$\left\{ \begin{array}{l} \pi_3^1 \\ \pi_3^2 \end{array} \right.$

ρ_3^1

Lower bound

ρ_3^2

Bounds for K_n

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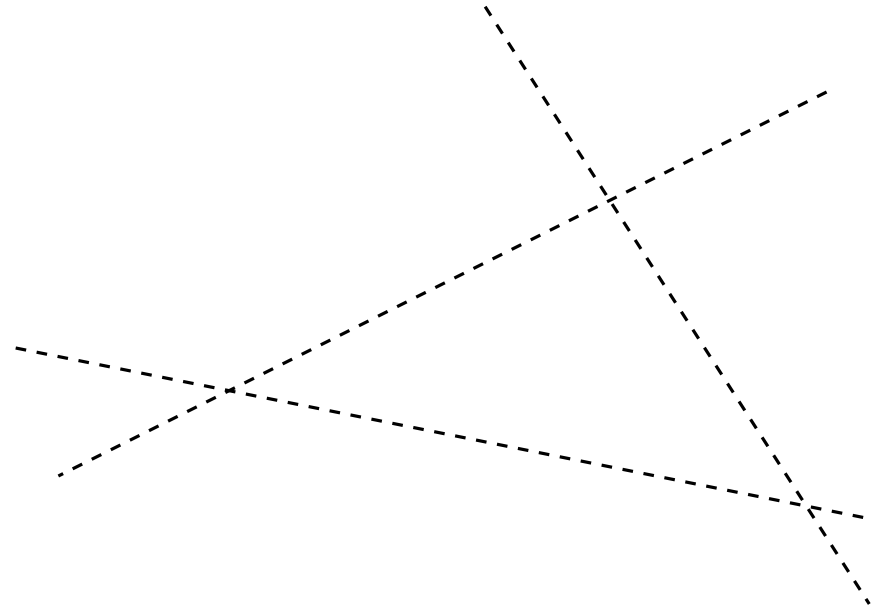
Bounds for K_n

Relations to Other Parameters

- $\chi(G)/2 \leq \pi_3^1(G) \leq \chi(G)$

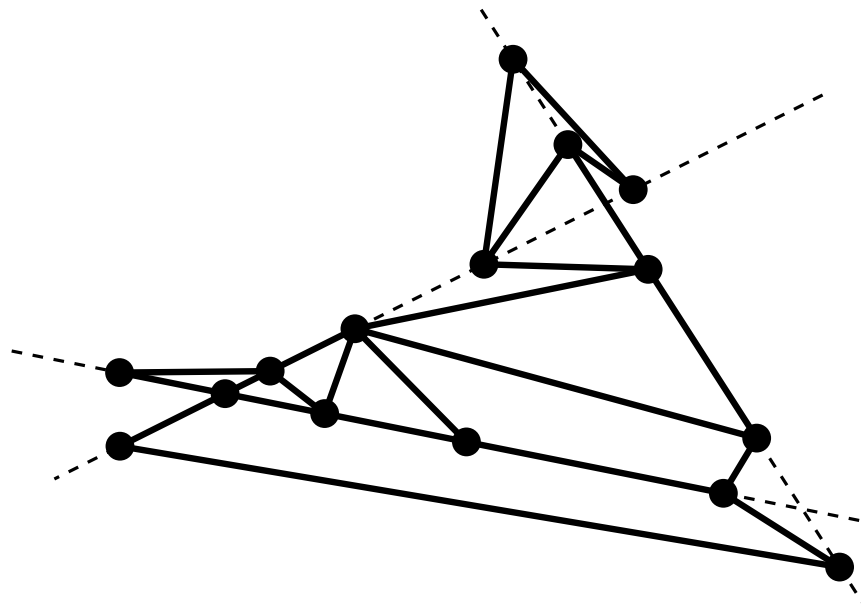
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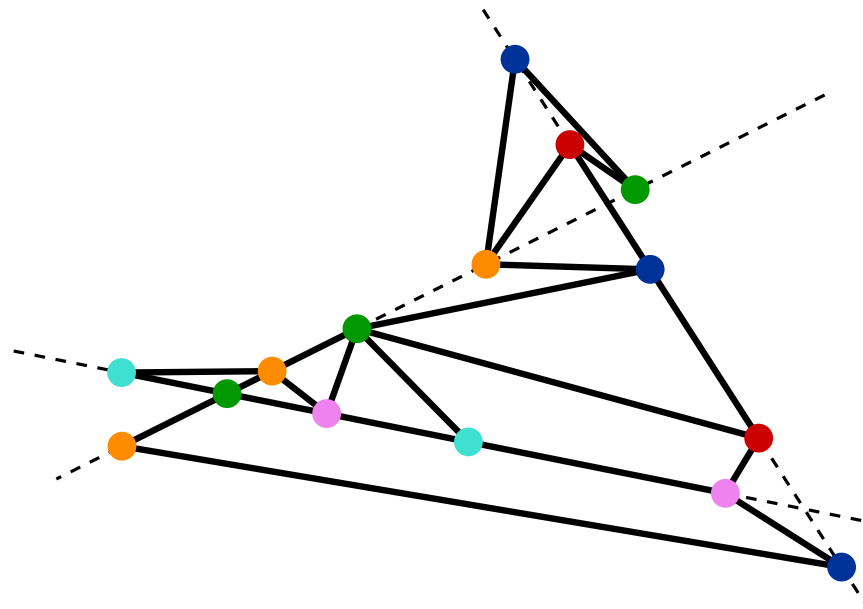
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linear vertex arboricity: smallest partition of V such that each set induces a linear forest

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$$\pi_3^1(G) \leq \begin{cases} 3 \text{ for planar } G & [\text{Poh, 1990}] \\ 2 \text{ for outerplanar } G & [\text{Broere, Mynhardt, 1985}] \\ \Delta/2 + 1 \text{ for connected } G & [\text{Matsumoto, 1990}] \end{cases}$$

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- $\pi_3^2(G) = \text{vt}(G)$

vertex thickness: smallest partition of V such that each set induces a planar graph

Relations to Other Parameters

For planar, connected graphs G :


$$\text{slope}(G) \leq \rho_2^1(G) \leq \text{segm}(G)$$

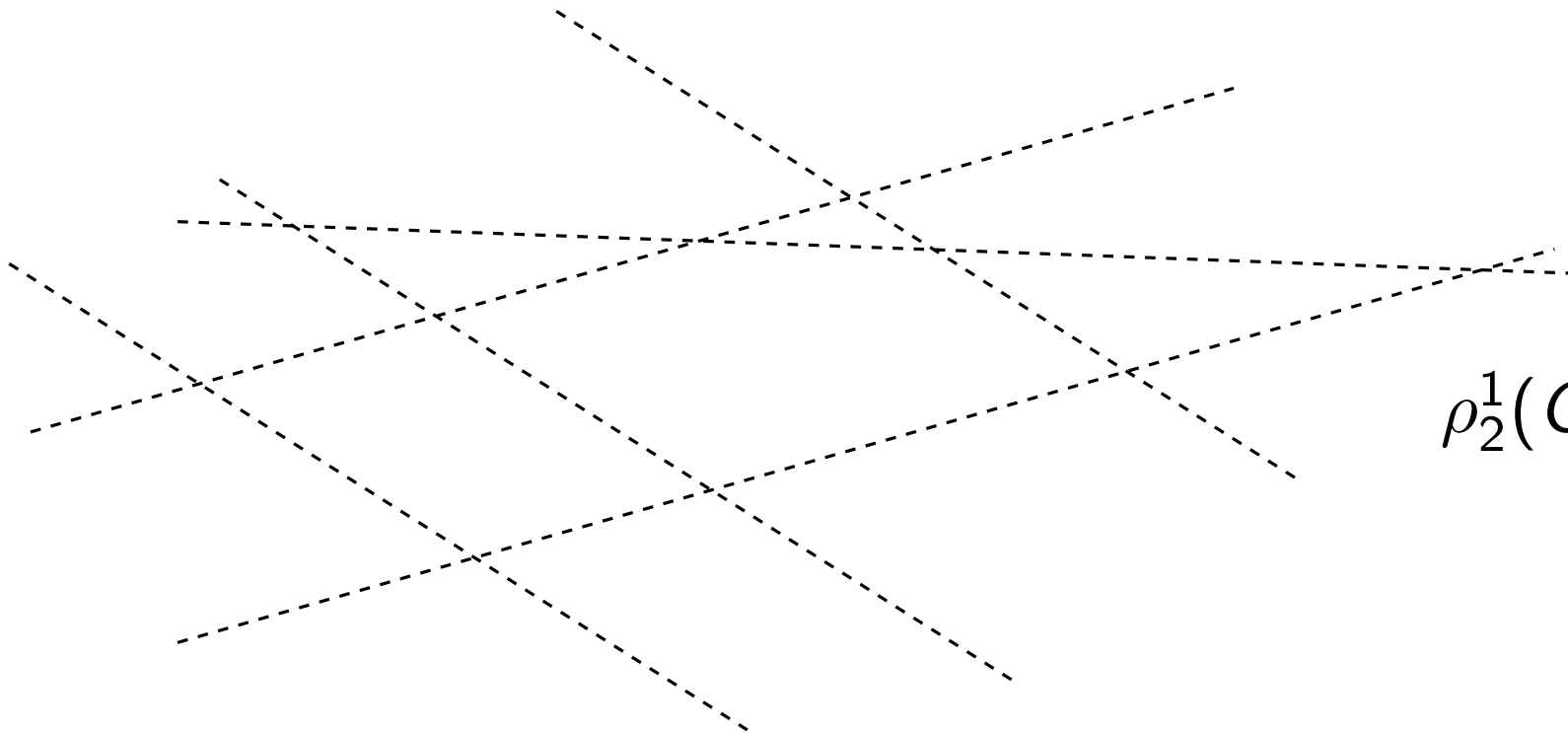
Relations to Other Parameters

For planar, connected graphs G :

minimum number of different slopes needed to draw G

[Dujmović et al. 2007]


$$\text{slope}(G) \leq \rho_2^1(G) \leq \text{segm}(G)$$




$$\rho_2^1(G) \leq 6$$

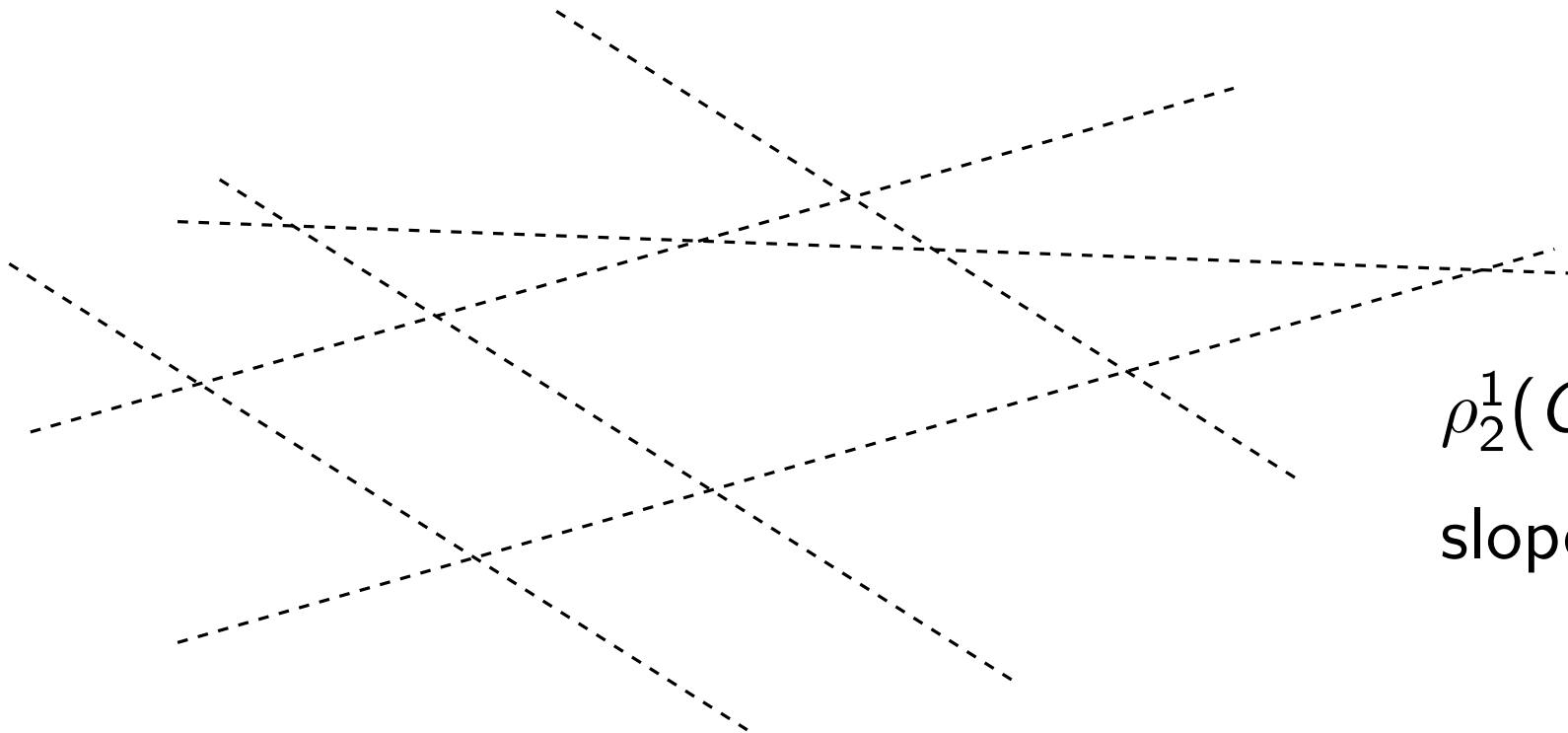
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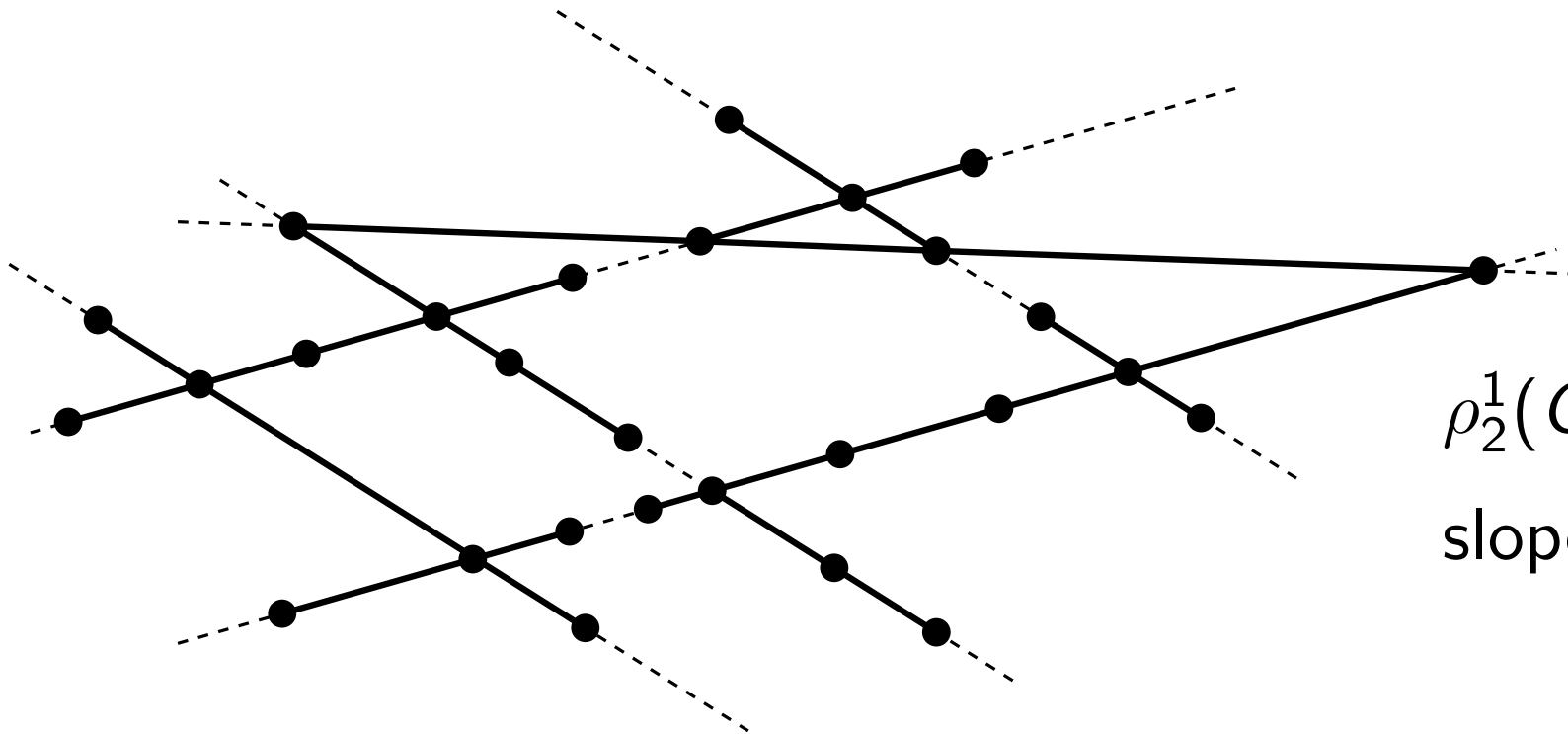
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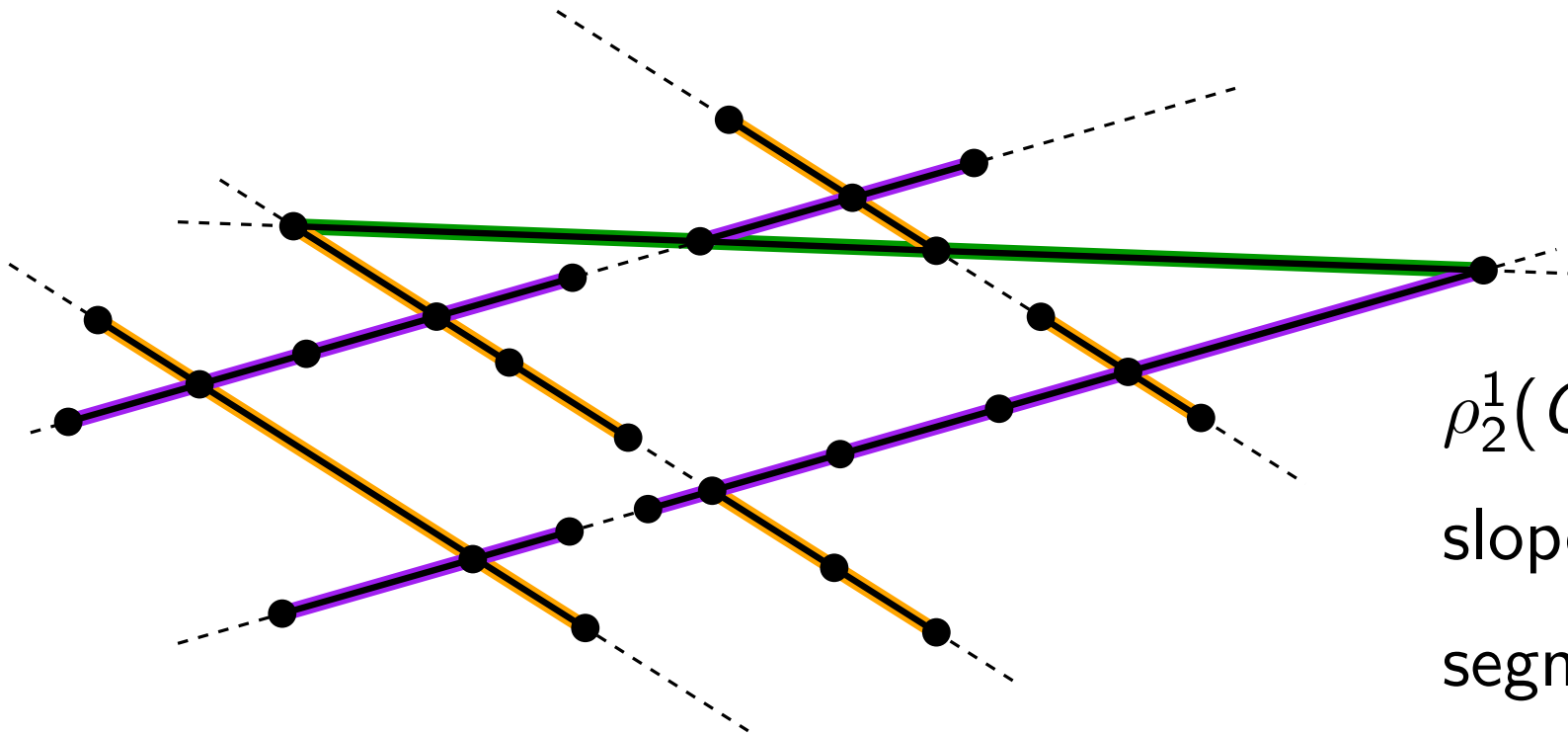
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$$\text{slope}(G) \leq \rho_2^1(G) \leq \text{segm}(G)$$

minimum number of line segments needed to draw G



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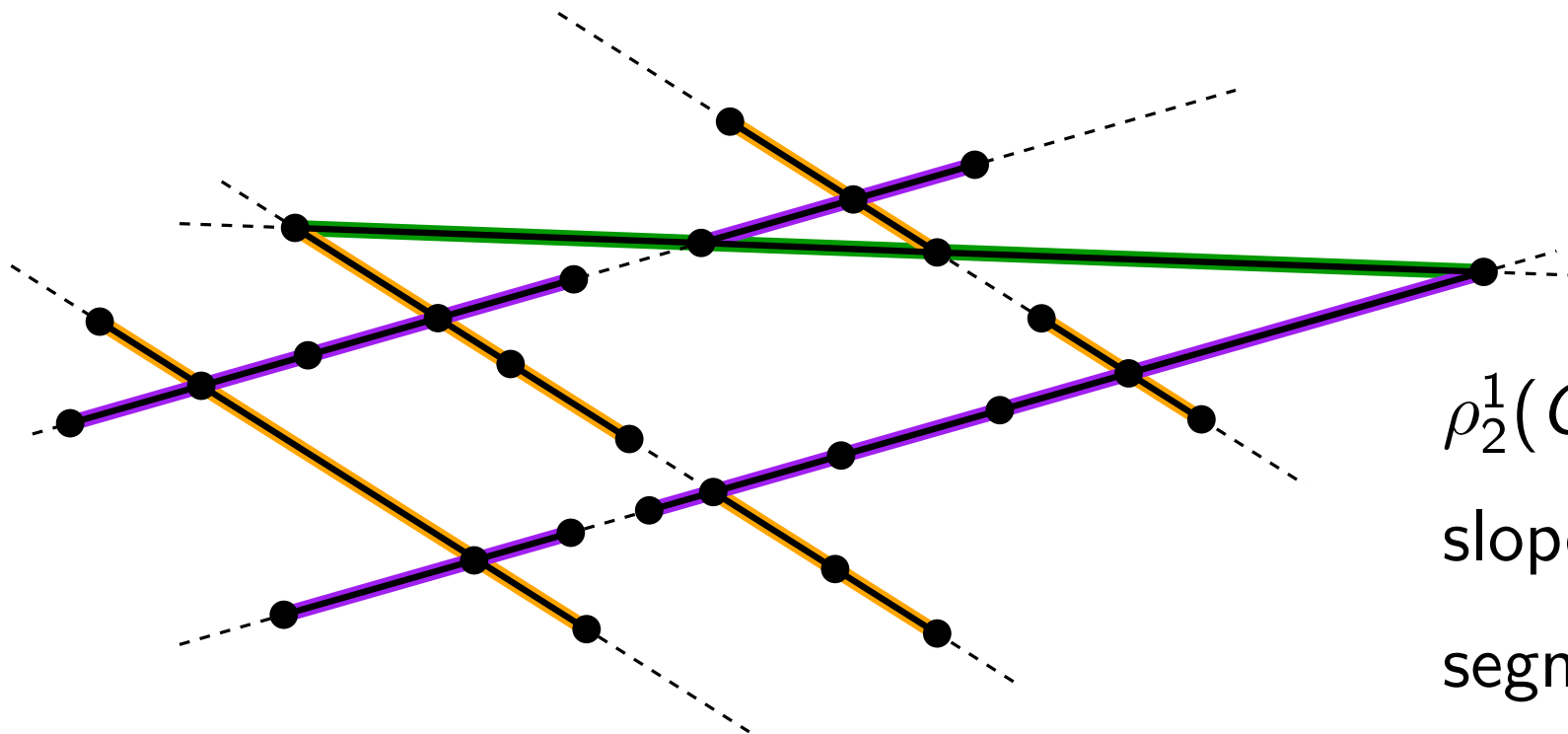
For planar, connected graphs G :

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$$\text{slope}(G) \leq \rho_2^1(G) \leq \text{segm}(G) = O(\rho_2^1(G)^2)$$

minimum number of line segments needed to draw G



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Upper bound for
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Bounds for K_n

Complete Graphs K_n

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- $\frac{n(n-1)}{4 \cdot 3} \leq c(K_n, K_4) \leq \rho_3^2(K_n) \leq c(K_n, K_3) = \frac{n^2}{6} + O(n)$

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minimum number of copies of K_4 to cover all edges of K_n

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distribute $n(n-1)/2$ edges on planes containing at most $4 \cdot 3/2$ edges each

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use one plane for each K_3

Results on Steiner triple systems imply that there is a set of copies of K_3 that cover each edge exactly once iff $n \equiv 1 \pmod{6}$ or $n \equiv 3 \pmod{6}$

[Kirkman, 1847]

Our Results

Complexity: Computing ρ_2^1 , ρ_3^1 , ρ_3^2 , π_3^1 , and π_3^2 is NP-hard.

Upper bound for
outerplanar graphs

π_2^1

ρ_2^1

Relations to other
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π_3^1

ρ_3^1

Lower bound

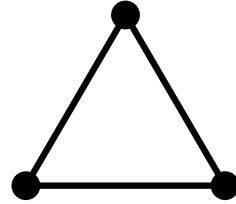
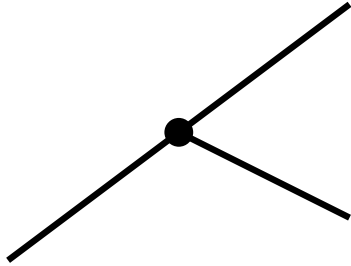
π_3^2

ρ_3^2

Bounds for K_n

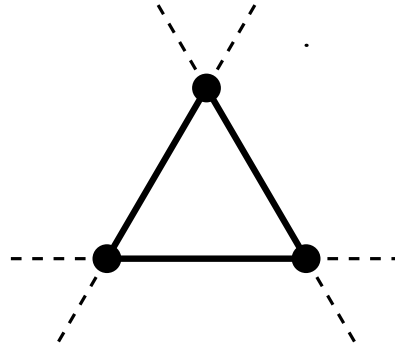
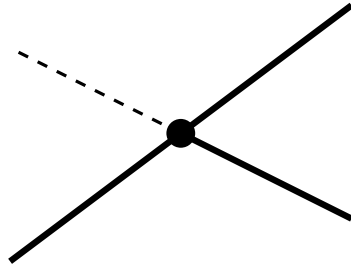
Lower Bound for $\rho_3^1(G)$

Essential vertex: degree ≥ 3 or belongs to a K_3



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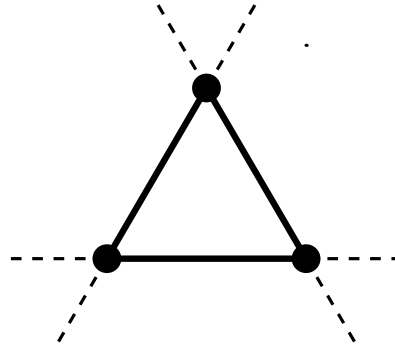
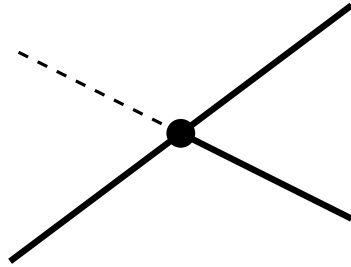
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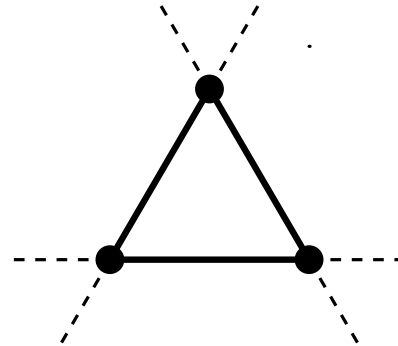
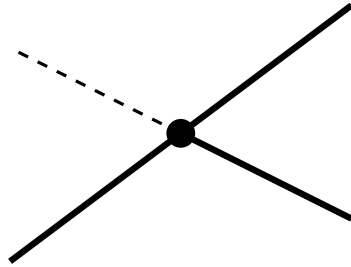
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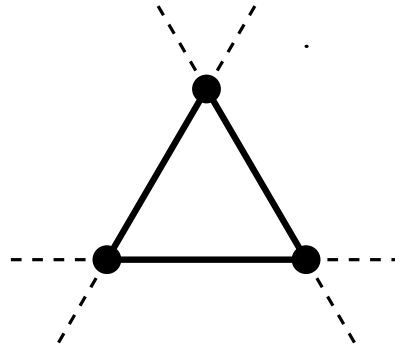
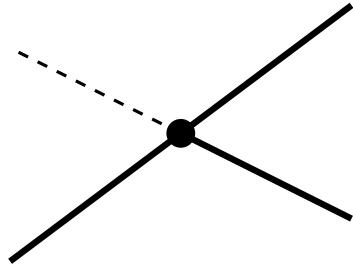
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\Rightarrow

$$\rho_3^1(G) \geq \sqrt{2 es(G)}$$

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\Rightarrow

$$\rho_3^1(G) \geq \sqrt{2 es(G)}$$

Additionally: $\rho_3^1(G) \geq tw(G)/3$

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graph parameters

Relations to other
graph parameters

$\left\{ \begin{array}{l} \pi_3^1 \\ \pi_3^2 \end{array} \right.$

ρ_3^1

Lower bound

ρ_3^2

Bounds for K_n

π_2^1 for Outerplanar Graphs

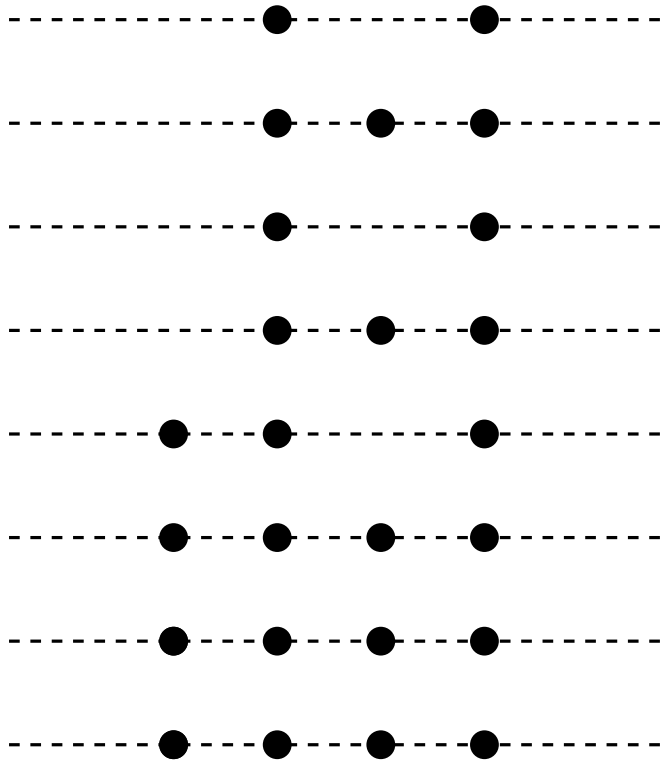
Outerplanar graphs are track drawable.

[Felsner, Liotta, Wismath, JGAA 2003]

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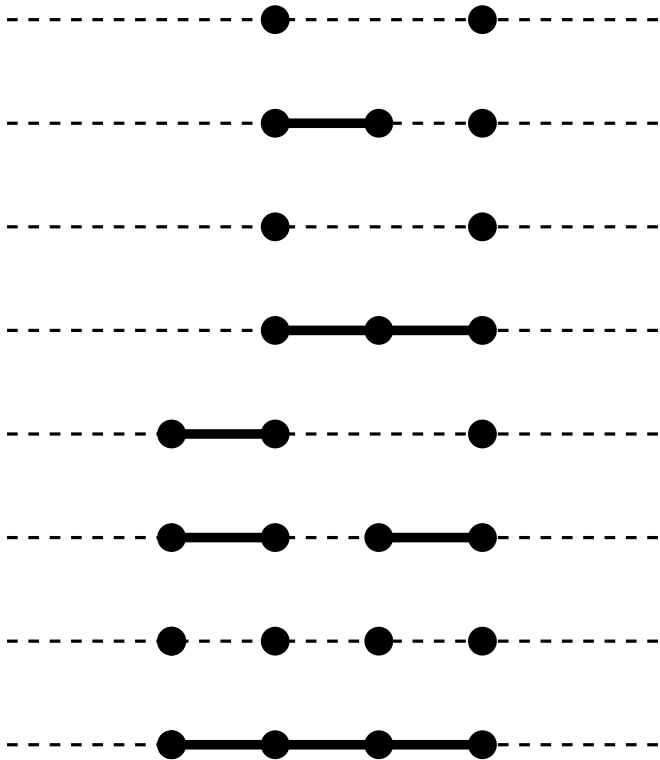
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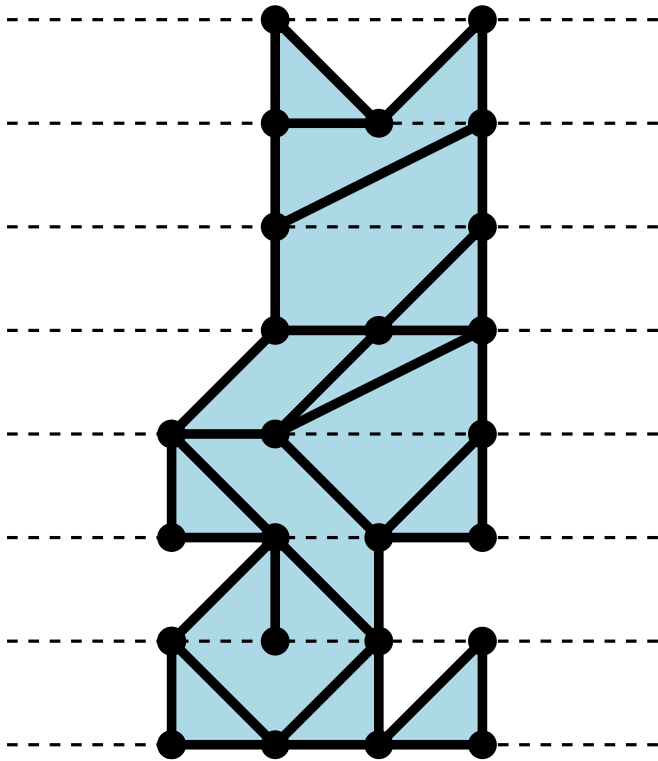
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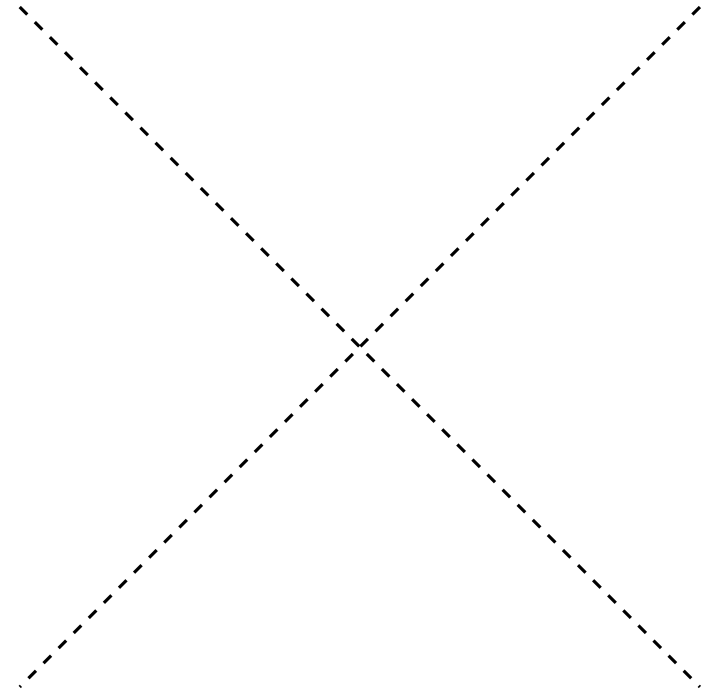
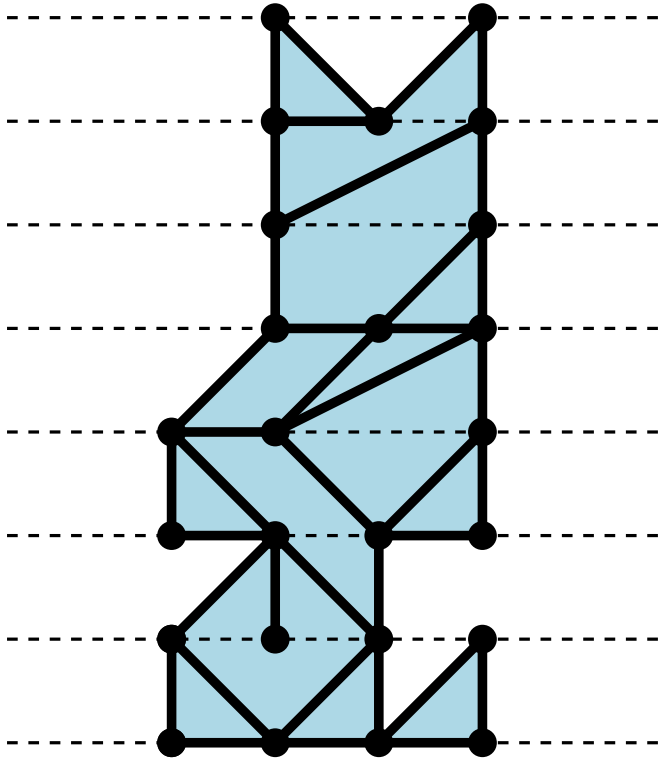
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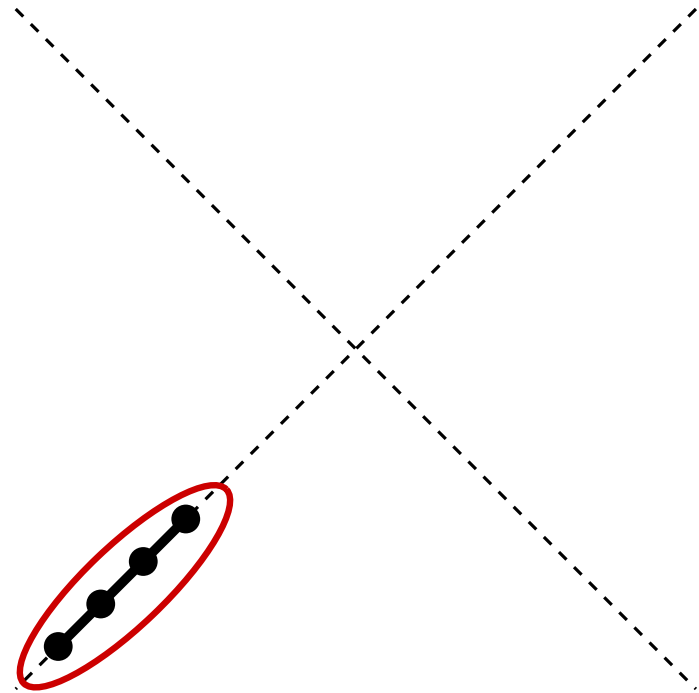
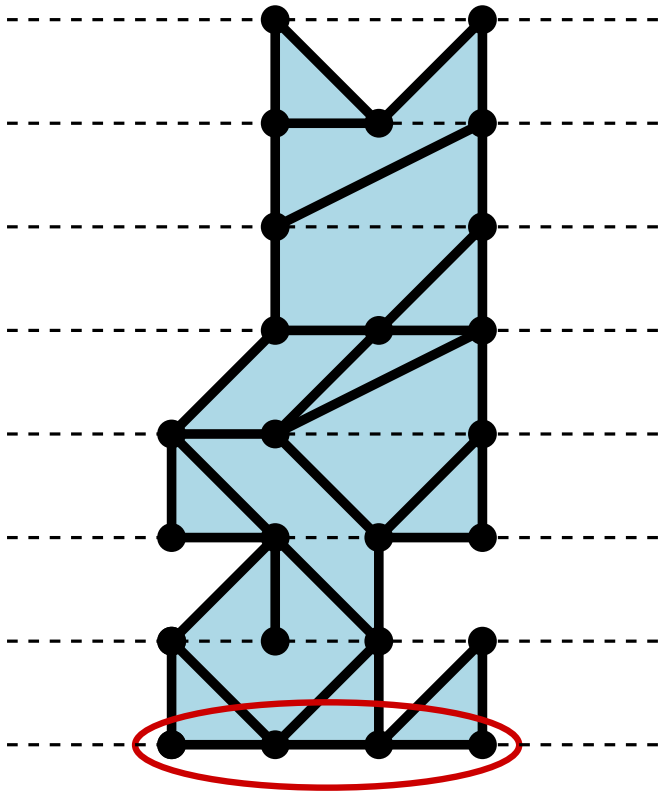
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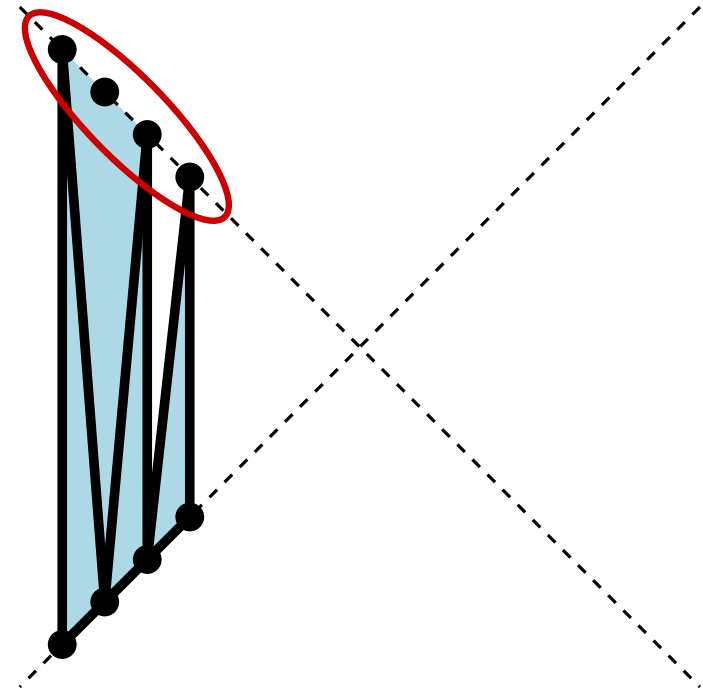
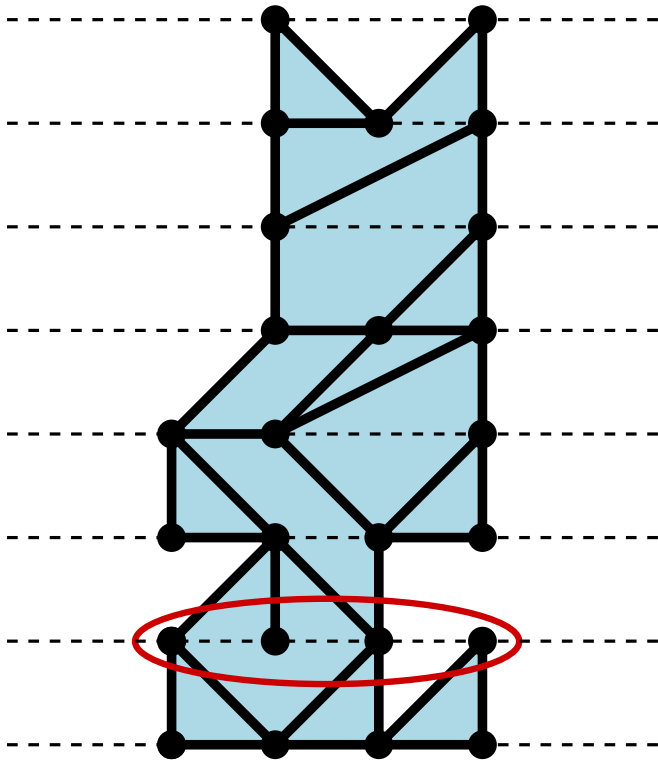
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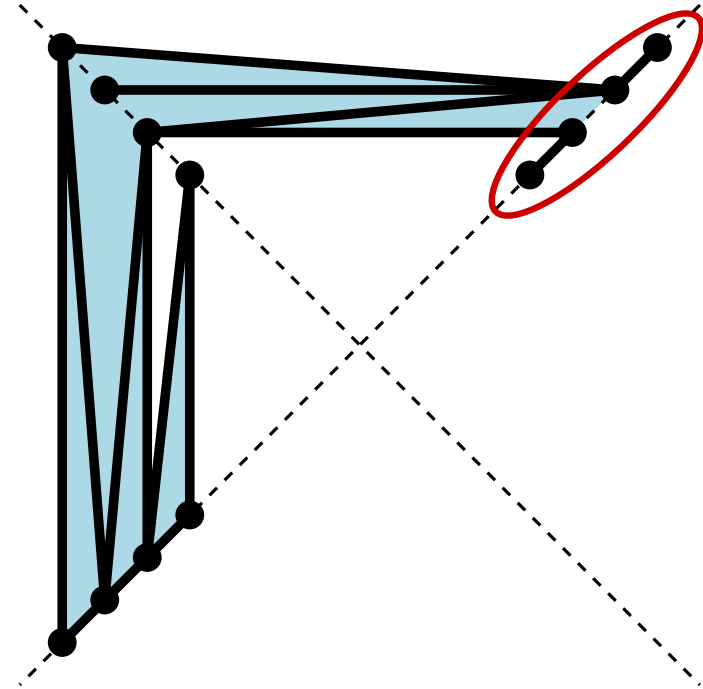
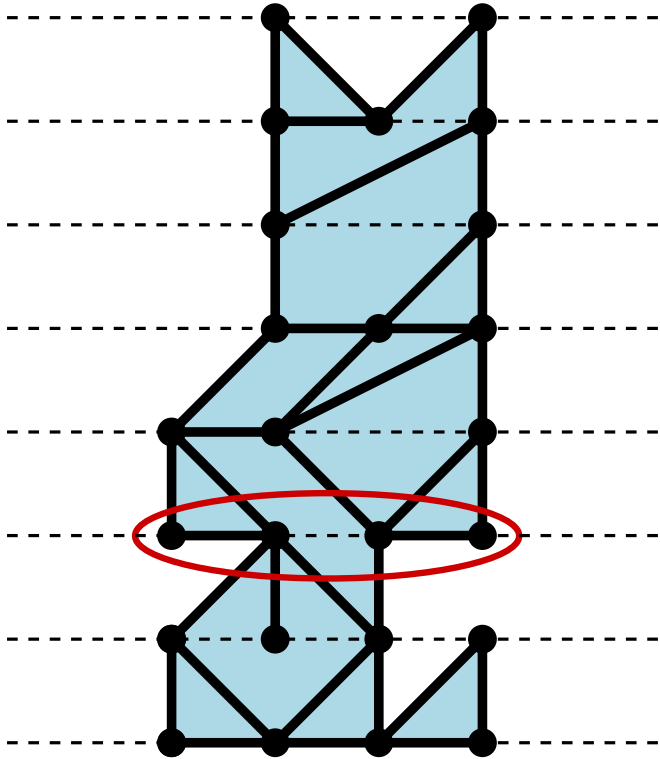
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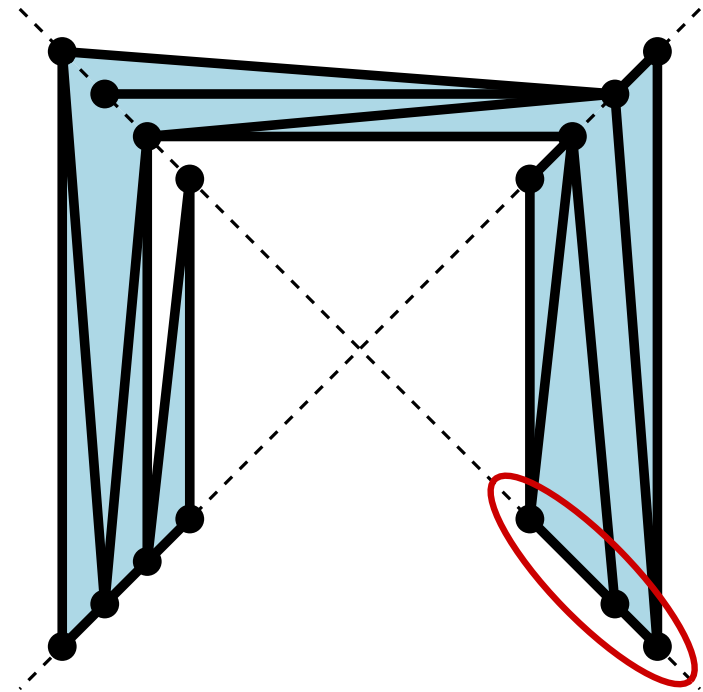
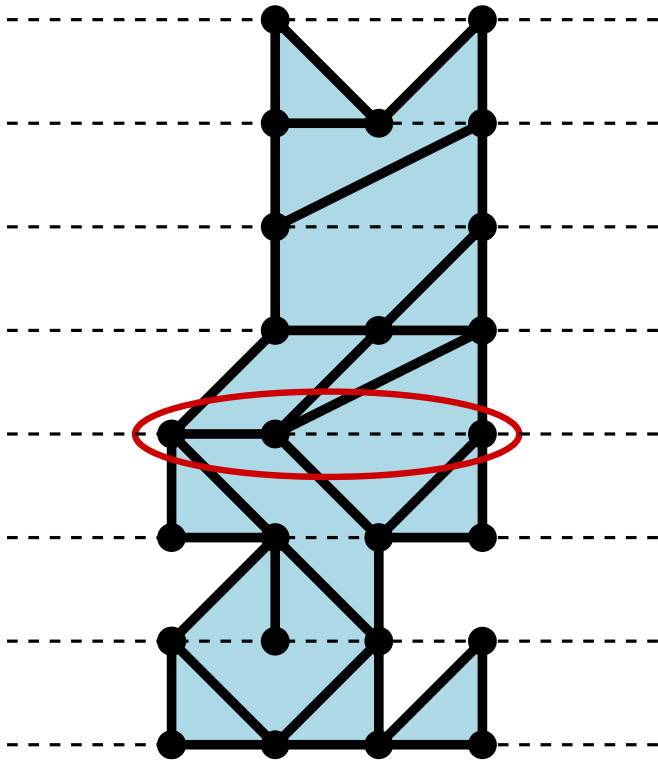
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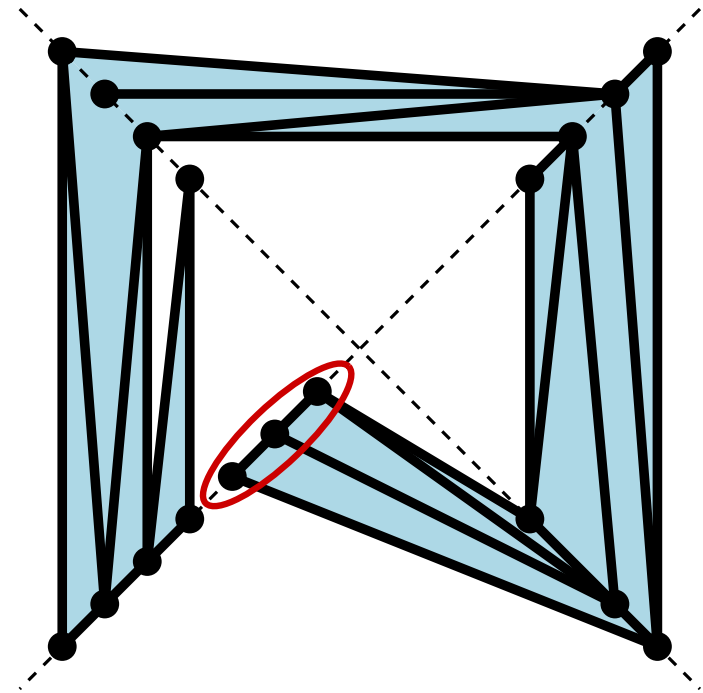
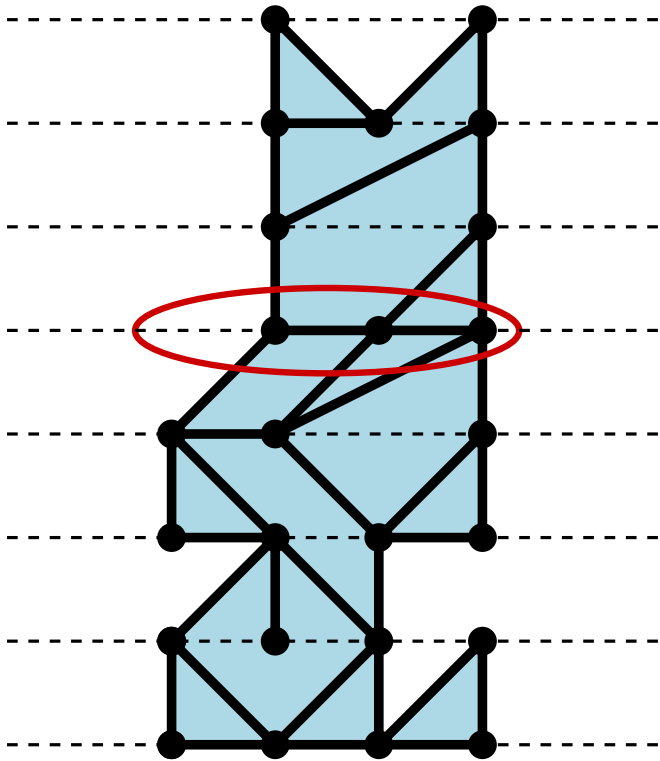
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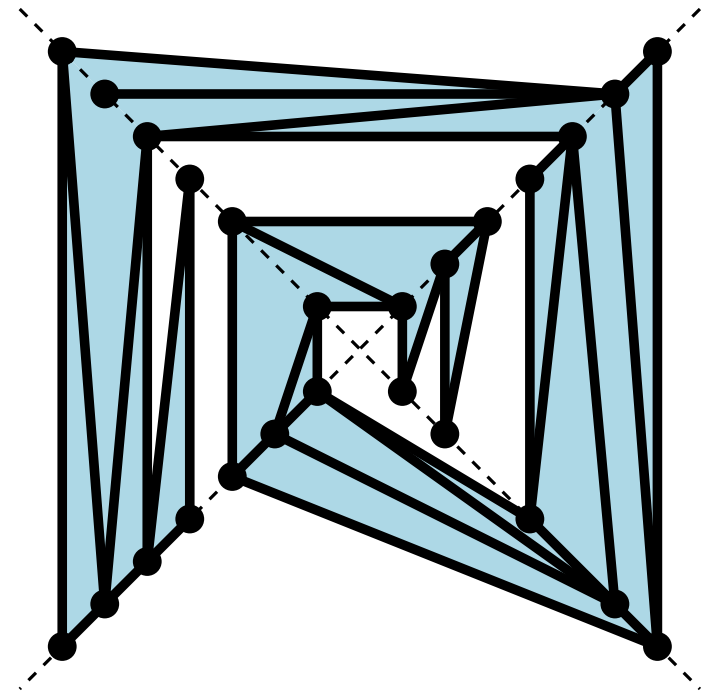
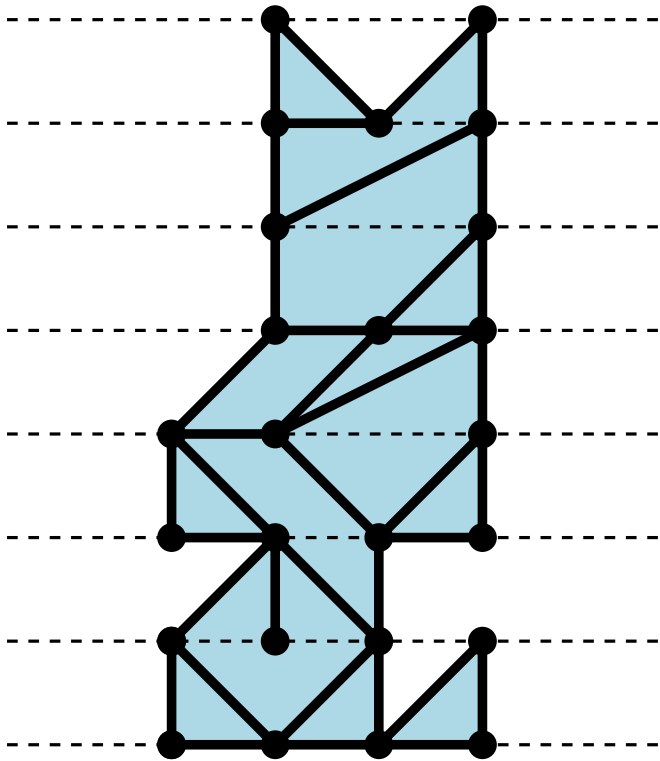
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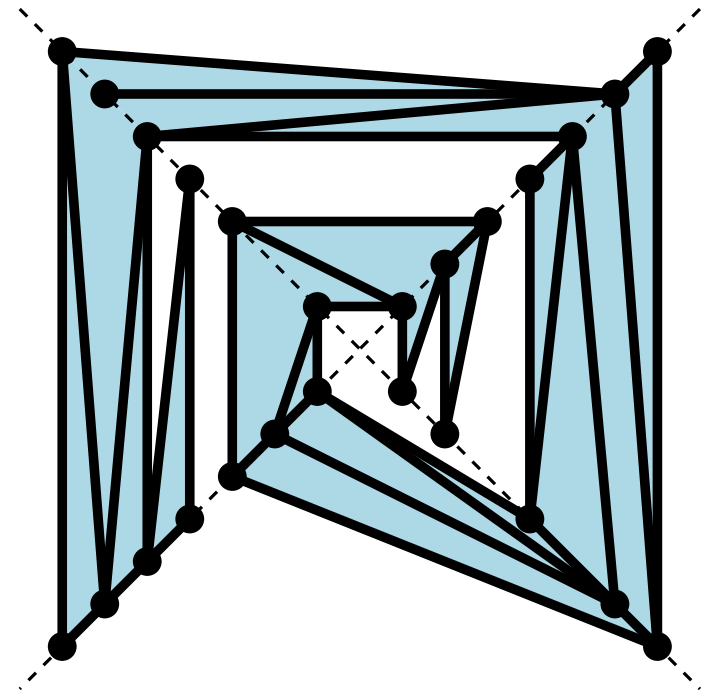
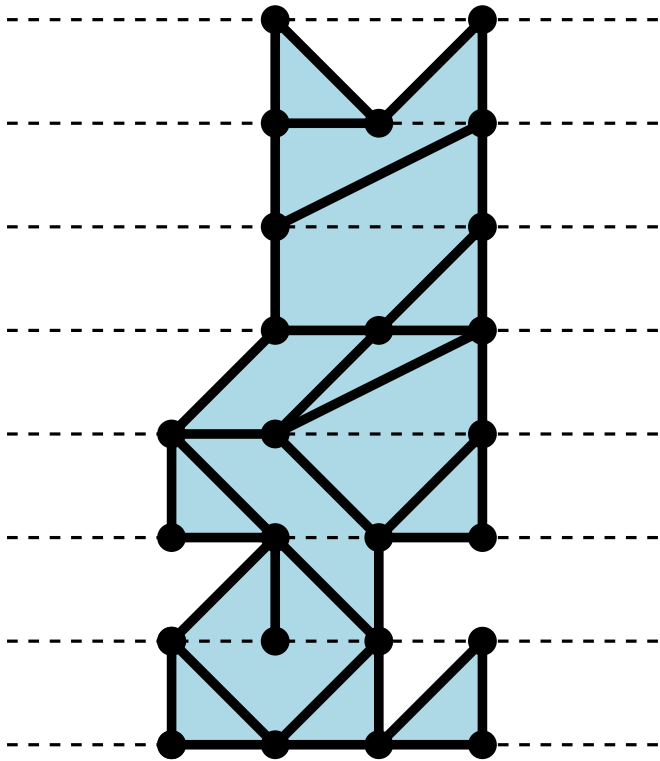


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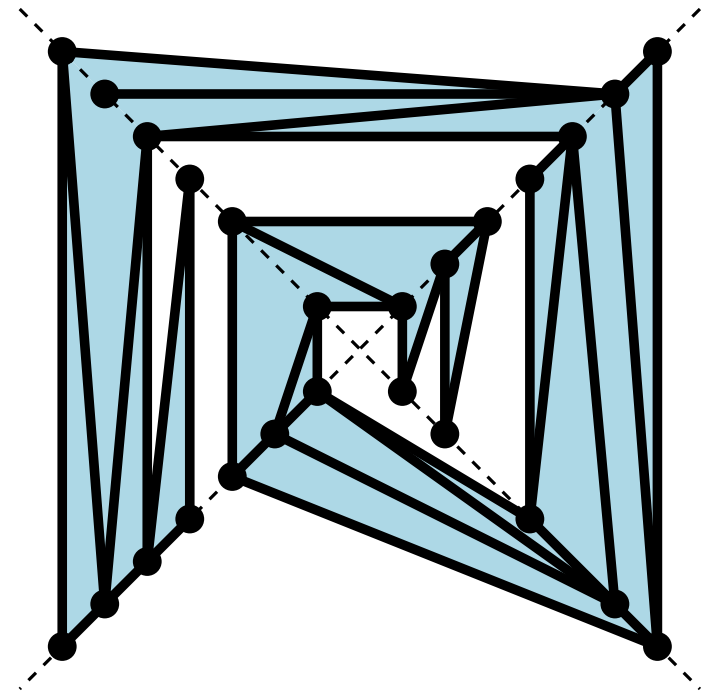
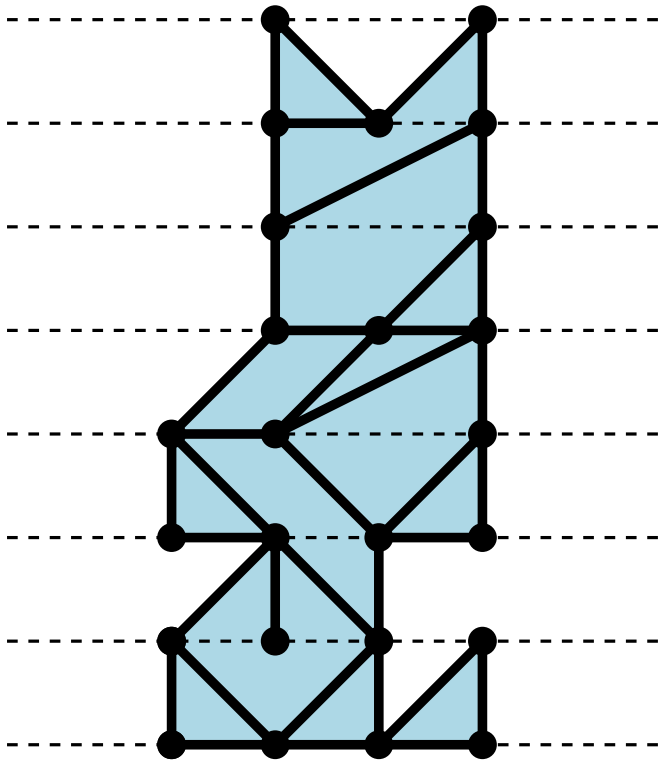
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On the other hand: infinitely many triangulations G with
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Open problems

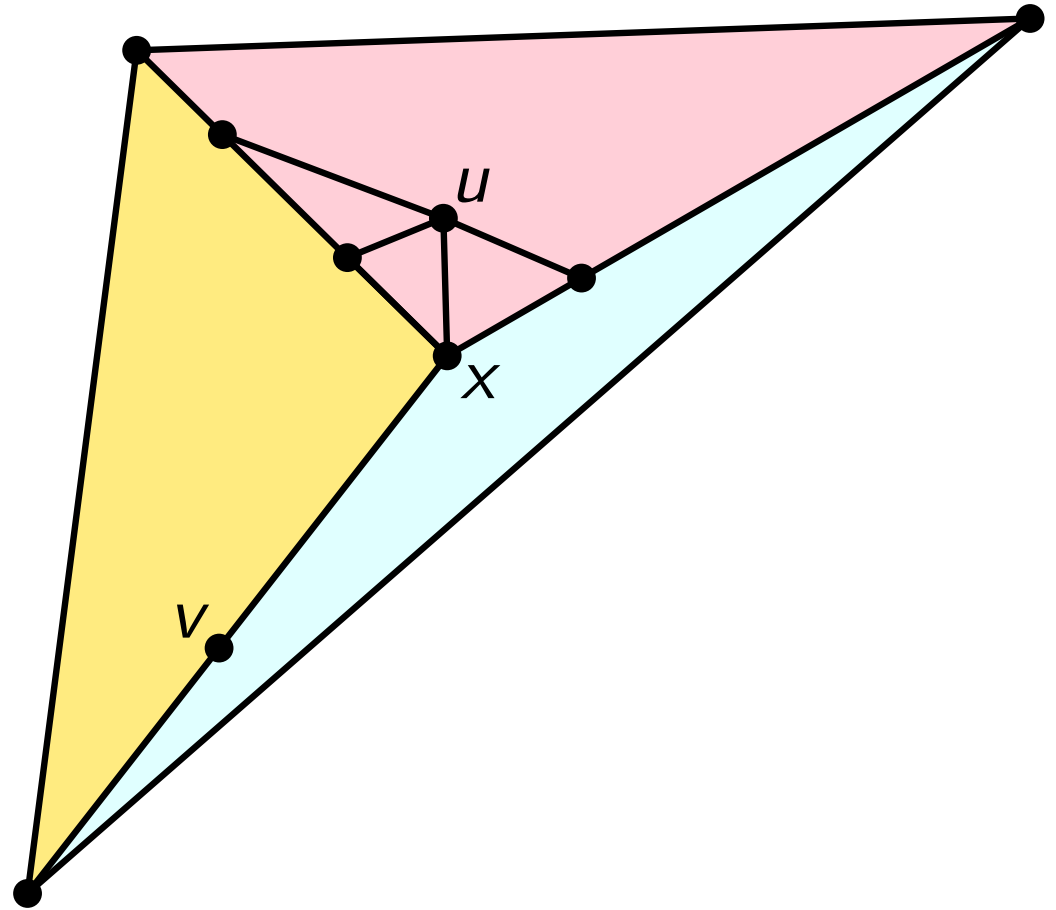
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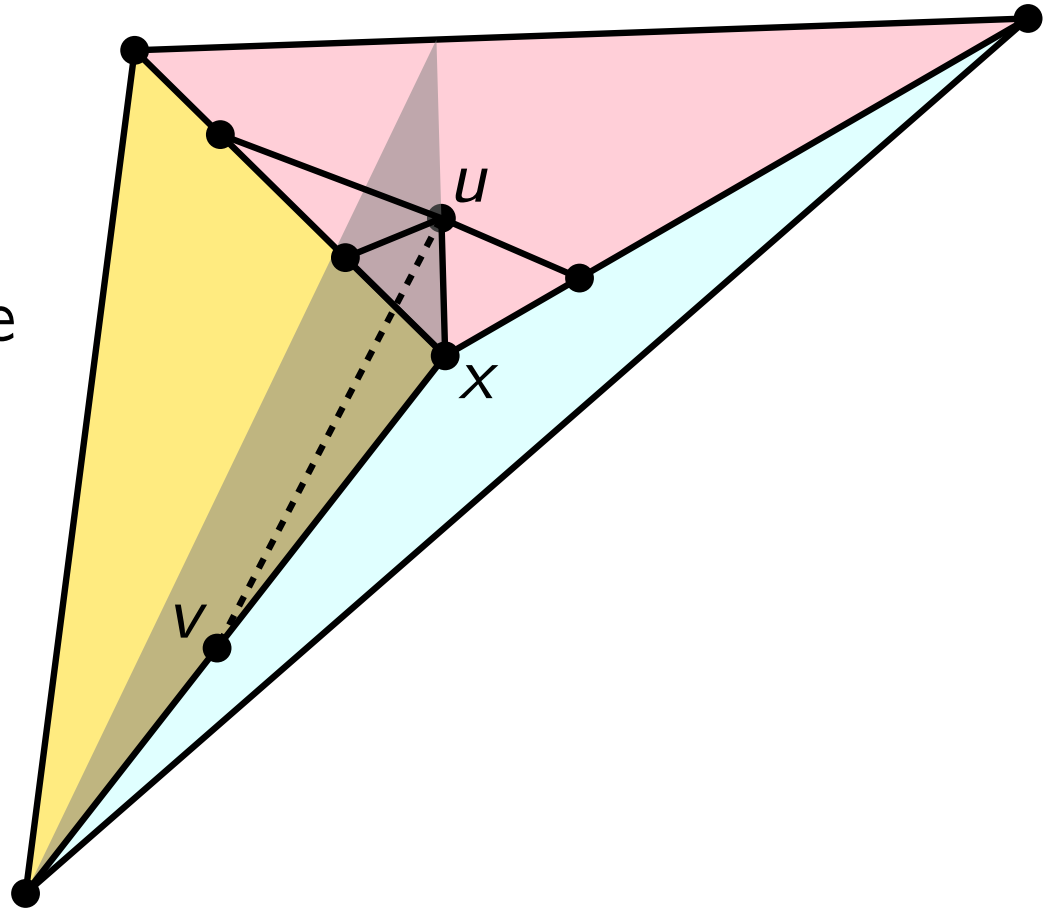
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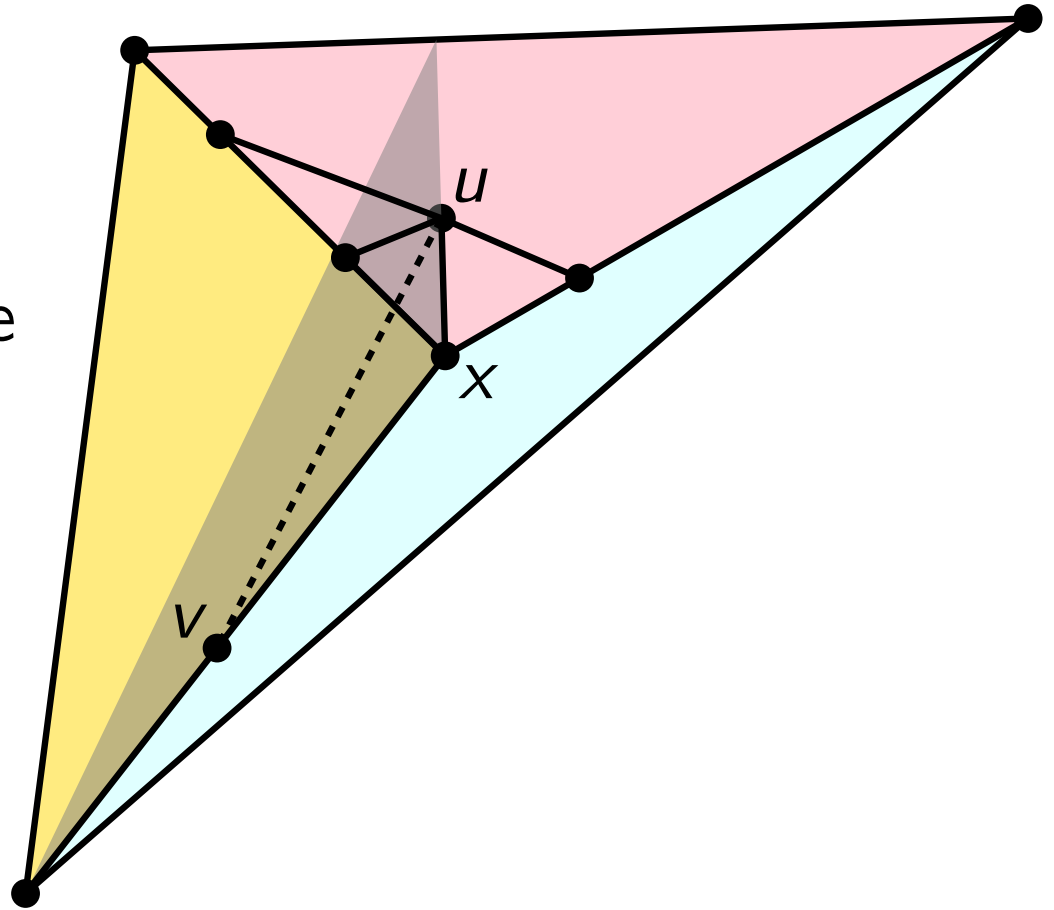


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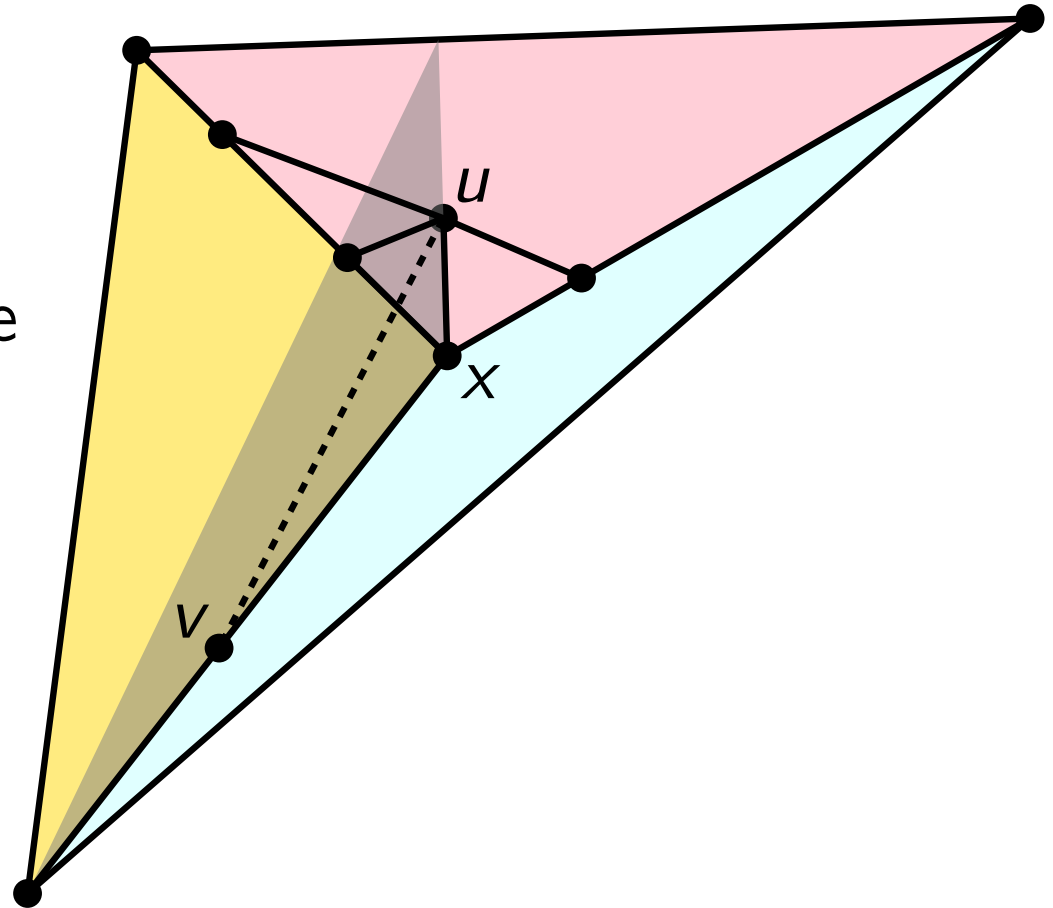


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