

# Self-Approaching Graphs

CS 860 Fall 2014, Anna Lubiw

# Papers

Self-Approaching Graphs.

Soroush Alamdari, Timothy M. Chan, Elyot Grant, Anna Lubiw, Vinayak Pathak.

Graph Drawing 2012.

On Self-Approaching and Increasing-Chord Drawings of 3-Connected Planar Graphs.

Martin Nollenburg, Roman Prutkin, and Ignaz Rutter.

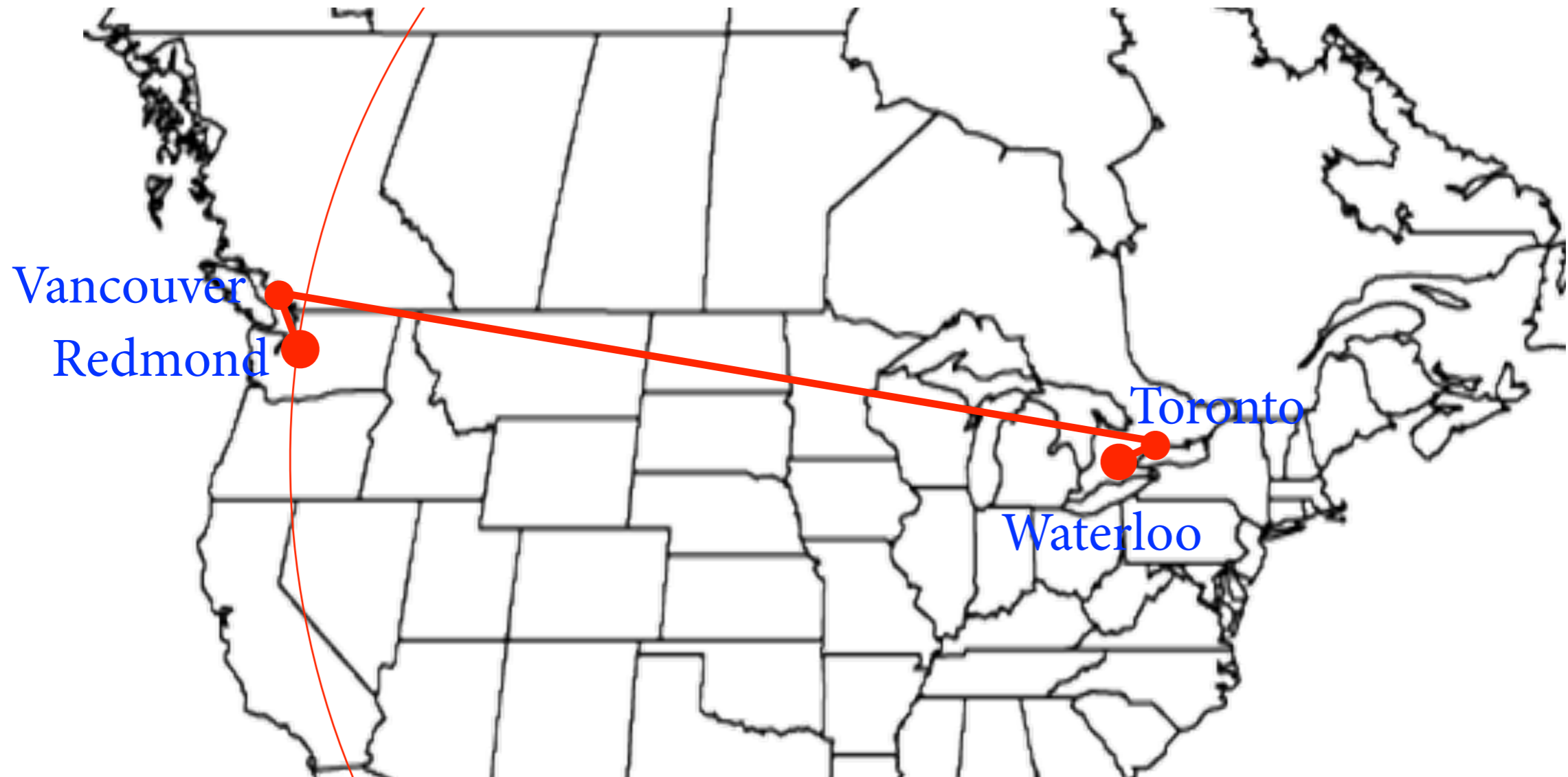
Graph Drawing 2014.

Increasing-Chord Graphs On Point Sets.

Hooman Reisi Dehkordi, Fabrizio Frati, Joachim Gudmundsson.

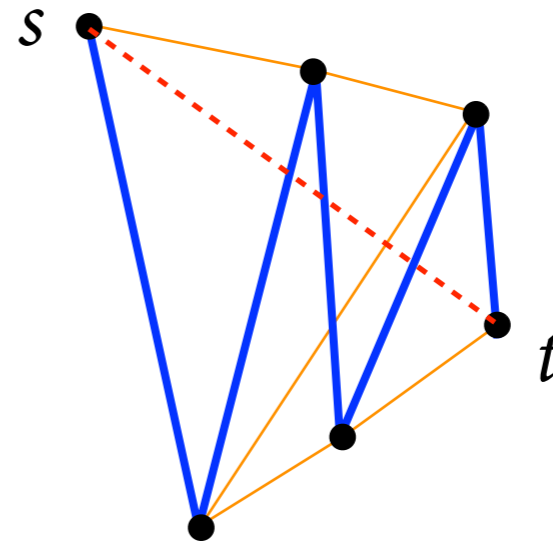
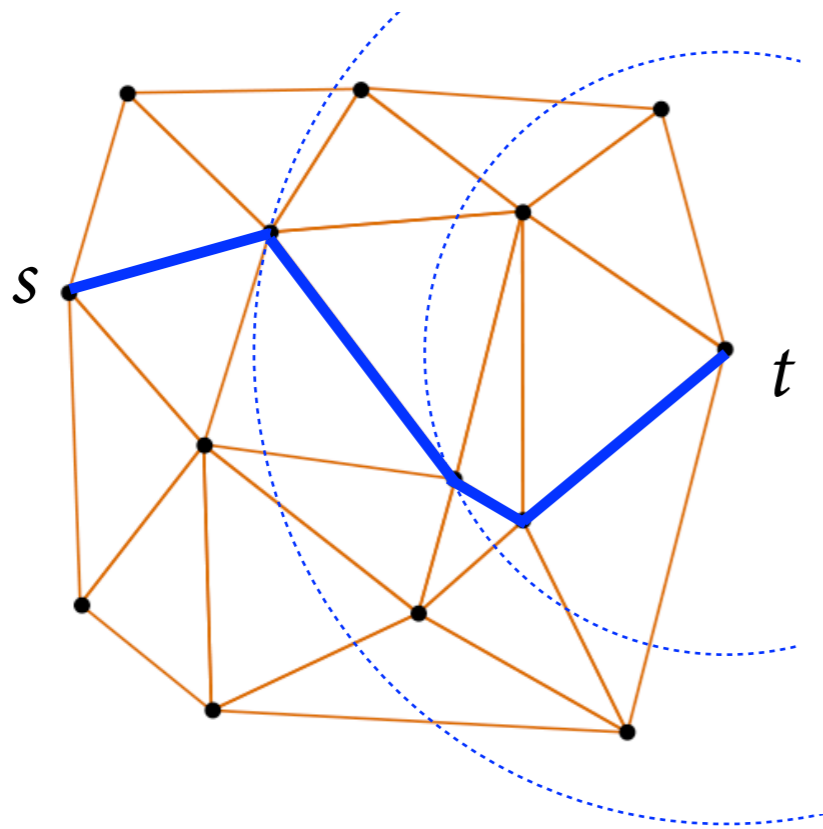
Graph Drawing 2014.

# Getting (closer?) to your destination



# Greedy drawing

For every pair of vertices  $s$  and  $t$ , there is a **greedy  $s,t$  path**



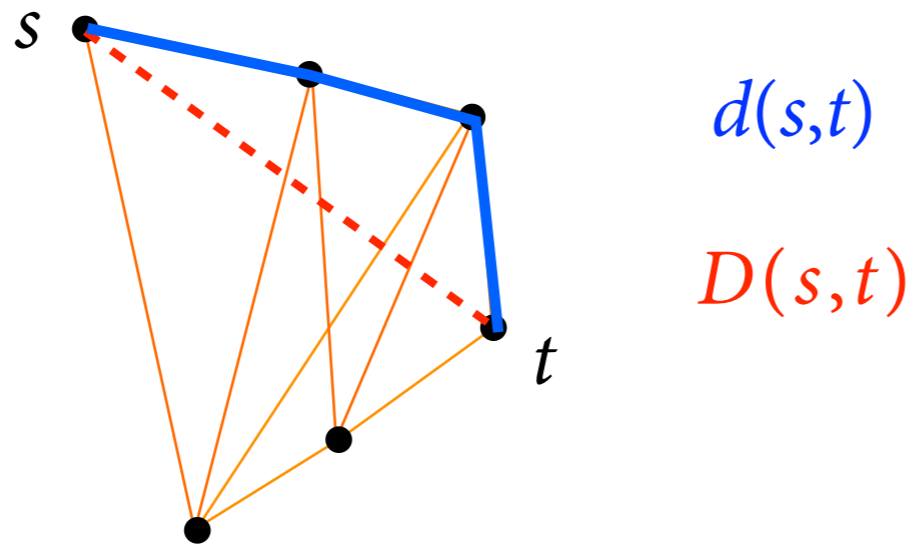
A greedy drawing permits **local greedy** routing.

Any 3-connected planar graph has a greedy drawing [Leighton and Moitra, 2008; Angelini, Frati, and Grilli, 2009], with few bits [Goodrich and Strash, 2009].

A greedy  $s,t$  path can be long compared to  $d(s,t)$ .

# Dilation and spanners

dilation:  $\max_{\text{vertices } s,t} \{d(s,t) / D(s,t)\}$



spanner: remove many edges while keeping dilation small

detour:  $\sup_{\text{points } p,q} \{d(p,q) / D(p,q)\}$  i.e. we care about points on edges too

crossing edges  $\Rightarrow$  detour is infinite

# Background

## Questions:

- Given a graph, find a drawing that is greedy or . . .
- Given a set of points, connect them with a graph that is a spanner or . . .

The Delaunay triangulation is greedy and is a spanner, but greedy paths do not have good dilation.

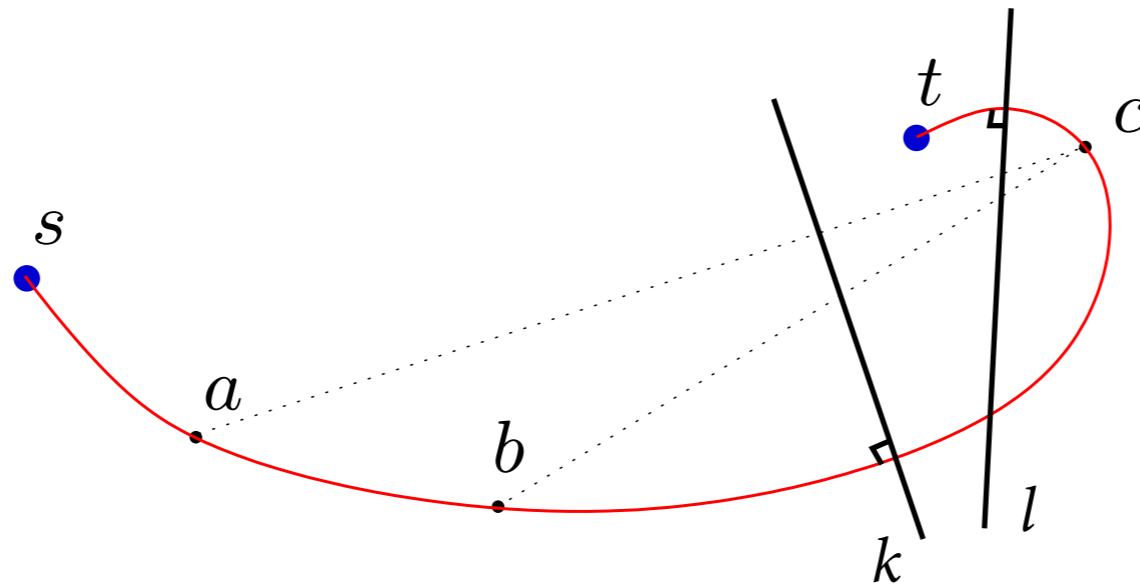
Simon's presentation: Competitive routing in the half- $\theta_6$ -graph,

Bose, Fagerberg, van Renssen, Verdonschot, 2012

Alternative triangulation that allows local routing with bounded dilation

# Self-approaching curve

self-approaching  $s,t$  curve:  $\forall a,b,c$  (in order)  $D(b,c) \leq D(a,c)$

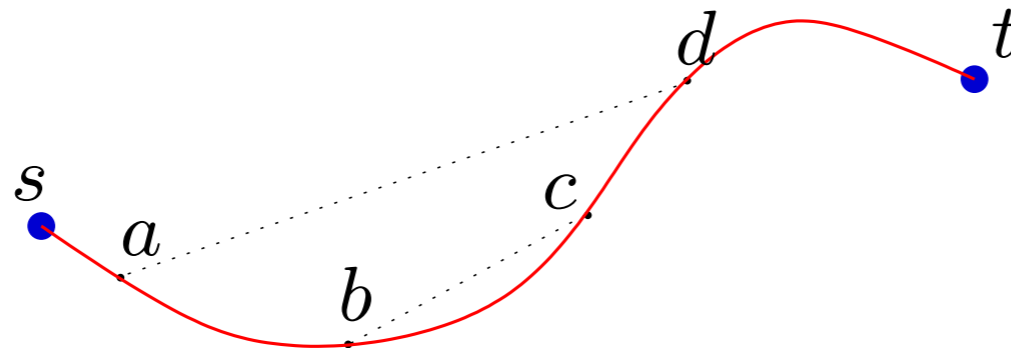


detour  
5.3332

[Icking, Klein, Langetepe, 1995]

Equivalently, perpendiculars to the curve do not intersect the curve later on.

self-approaching in both directions = **increasing-chord**:  $\forall a,b,c,d$  (in order)  
 $D(b,c) \leq D(a,d)$

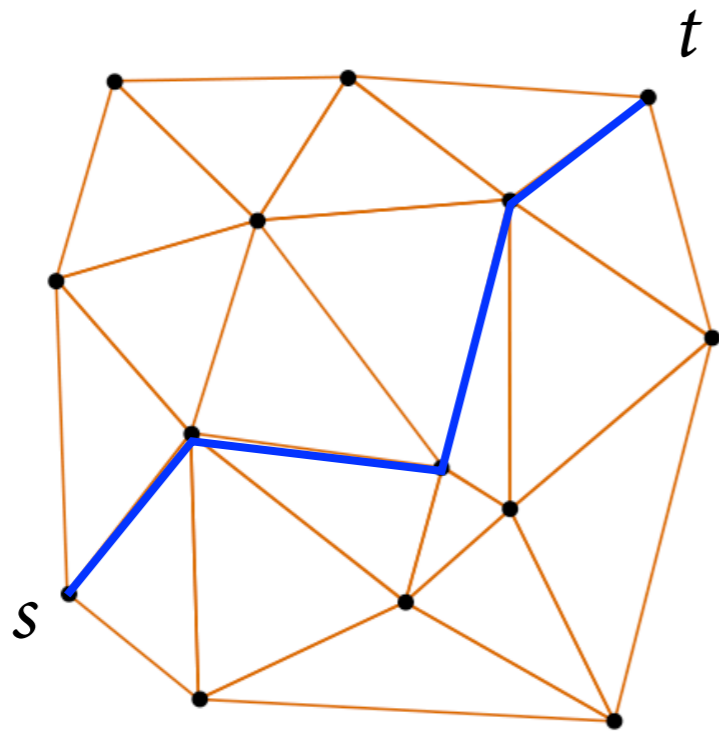


detour  
2.094  
[Rote 1994]

# Self-approaching graph

For every pair of vertices  $s, t$ , there is a self-approaching  $s, t$  path.

**increasing chord graph:** For every pair of vertices  $s, t$ , there is an  $s, t$  path that is self-approaching in both directions.

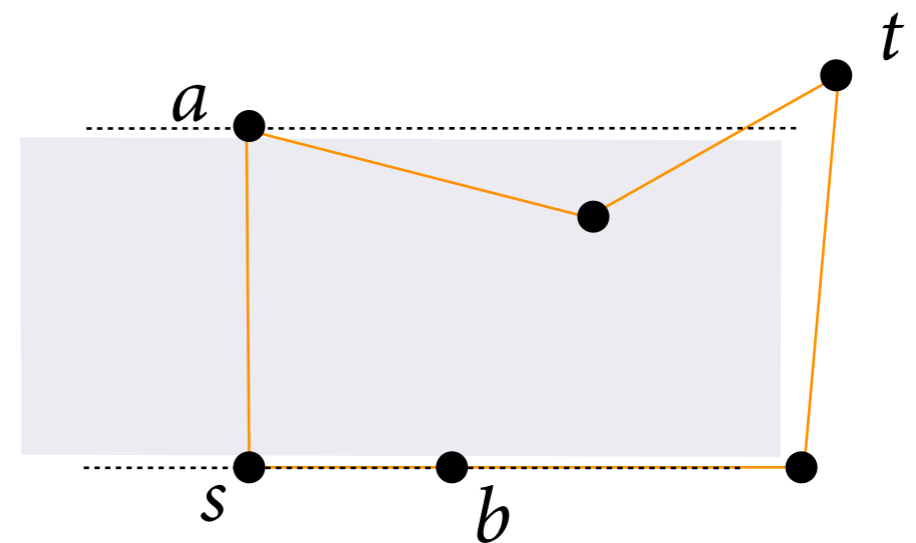
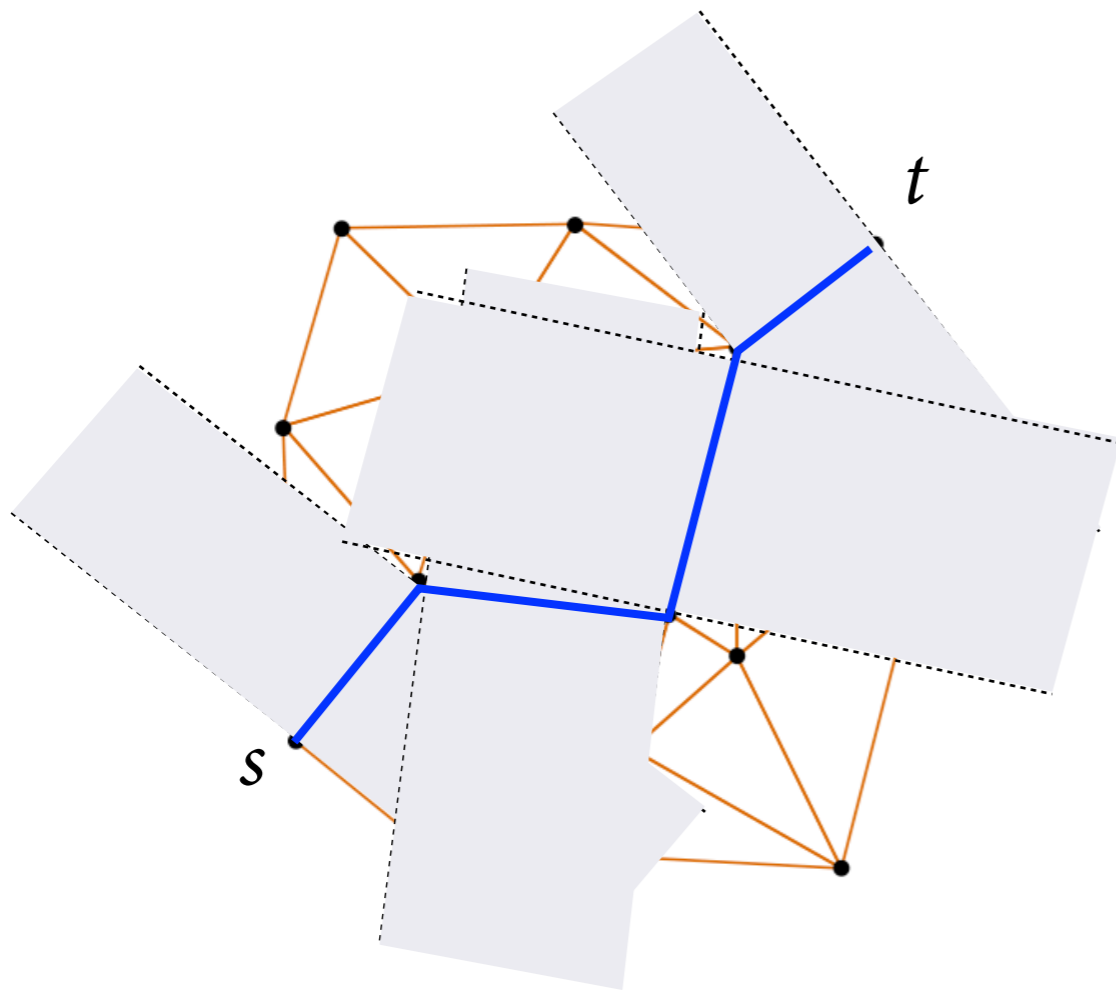




# Self-approaching graph

For every pair of vertices  $s, t$ , there is a self-approaching  $s, t$  path.

**increasing chord graph:** For every pair of vertices  $s, t$ , there is an  $s, t$  path that is self-approaching in both directions.



note that a greedy strategy fails

# Questions

1. given a graph drawing, is it self-approaching?
2. given a graph, does it have a self-approaching drawing?
3. given points in the plane, connect them with a self-approaching network

# Questions Results

1. given a graph drawing, is it self-approaching?

open, but some partial results

2. given a graph, does it have a self-approaching drawing?

open, but we can test trees

3. given points in the plane, connect them with a self-approaching network

yes,  $O(n)$

# 1. Given a graph drawing, is it self-approaching?

A natural (harder) problem:

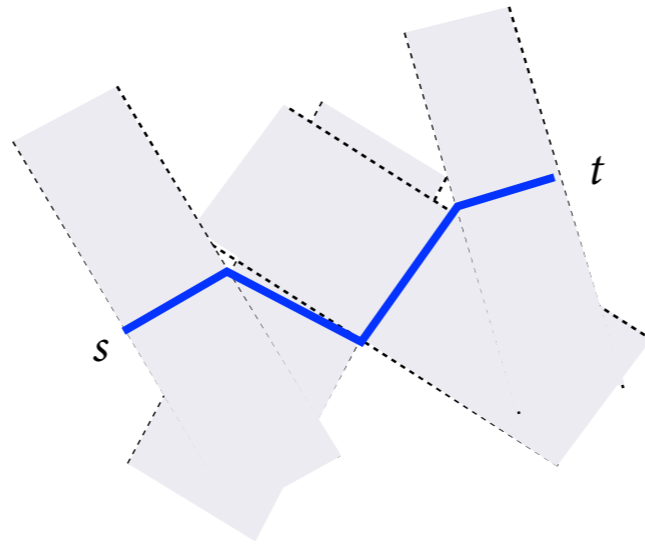
(★) Given a graph and vertices  $s$  and  $t$ , is there a self-approaching  $s, t$  path?

Results:

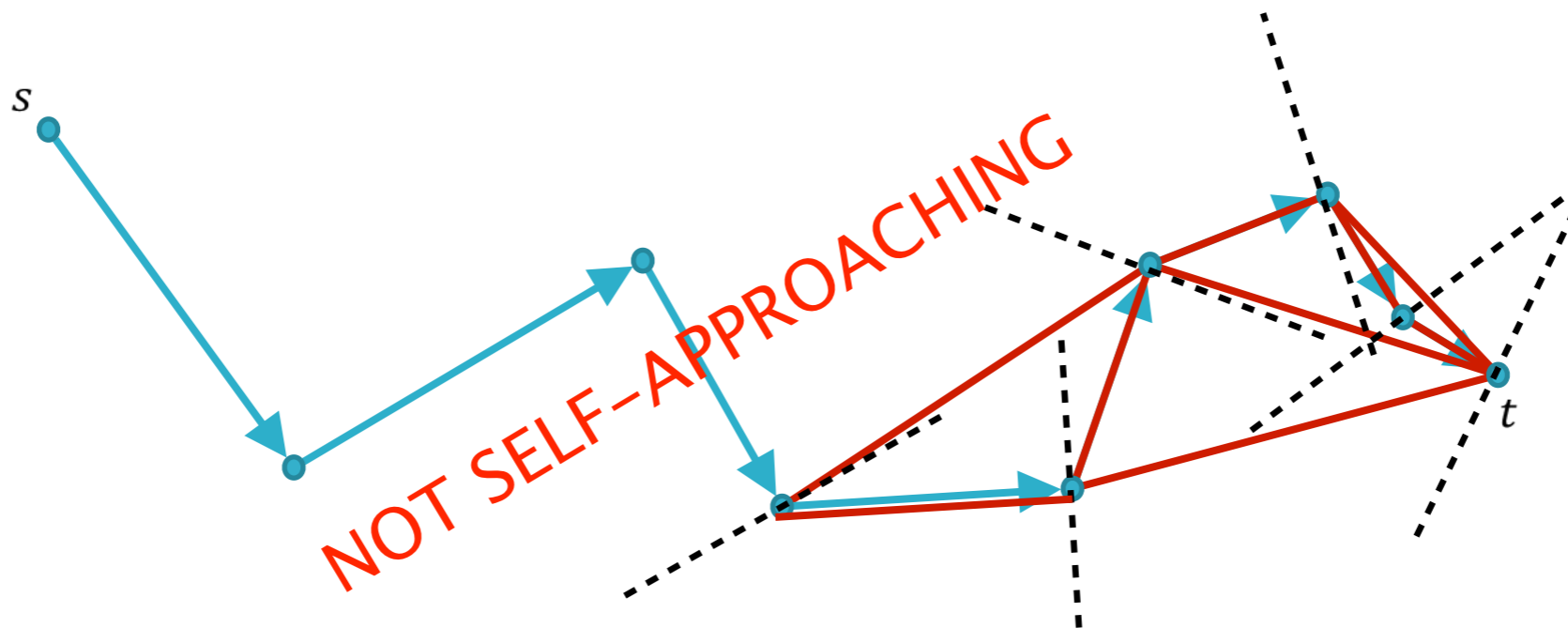
- Can test a given 2D path in  $O(n)$  time.
- Can test a given 3D path in  $O(n \text{ polylog}(n))$  time.
- (★) is NP-complete in 3D.

# Testing if a path is self-approaching

naive



Check each edge's slab with the convex hull of the points ahead.  
Use incremental convex hull algorithm:  $O(n)$ .

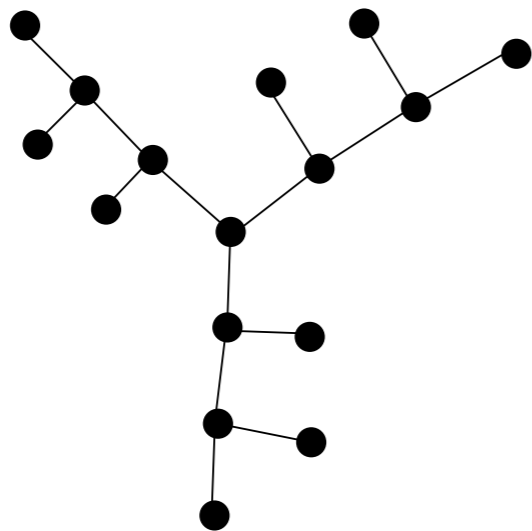


## 2. Given a graph, does it have a self-approaching drawing?

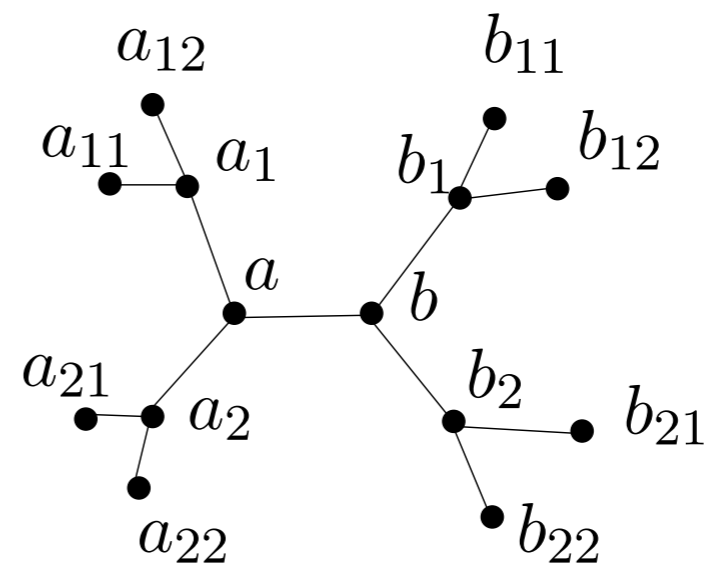
**Theorem.** A tree has a self-approaching drawing iff it is

OR a subdivision of  $K_{1,4}$   
a subdivision of a windmill (= crab-free)

This can be testing in time  $O(n)$ .



a windmill



the crab

**Open.** Other graph classes, e.g. planar 3-connected.

# Newer Results

On Self-Approaching and Increasing-Chord Drawings of 3-Connected Planar Graphs.  
Martin Nollenburg, Roman Prutkin, and Ignaz Rutter.  
Graph Drawing 2014.

**Theorem.** Every triangulation has an increasing chord drawing. If the triangulation is a planar 3-tree, the increasing chord drawing can be planar.

Ideas:

- Draw a subgraph of a triangulation (skinny angles)
- for planar 3-trees use Schnyder drawings

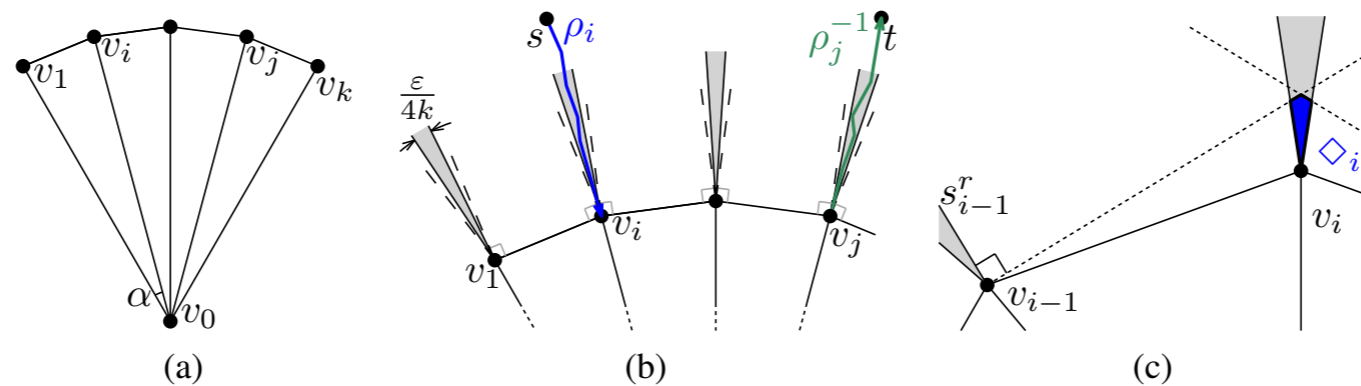


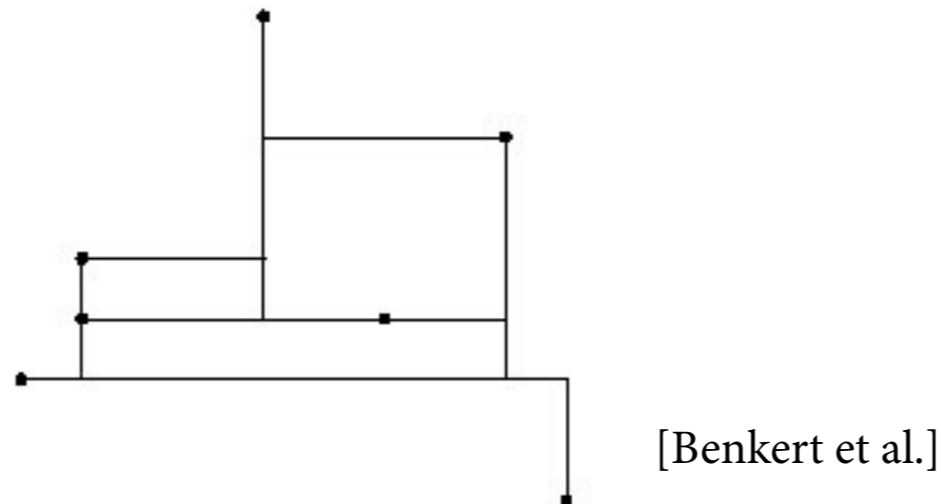
Fig. 2: Drawing a triangulated binary cactus with increasing chords inductively. The drawings  $\Gamma_{i,\varepsilon'}$  of the subcactuses,  $\varepsilon' = \frac{\varepsilon}{4k}$ , are contained inside the gray cones.

### 3. Given points, construct a self-approaching network

Such a network will be a spanner.

Natural candidates:

- Delaunay triangulation **no**
- Manhattan network **yes** (an  $x$ - $y$  monotone path is self-approaching)



size  $\Theta(n \log n)$  [Gudmundsson, Klein, Knauer, and Smid, 2007]

**Theorem.** Given a set  $P$  of  $n$  points in the plane, there exists an increasing-chord Steiner network with  $O(n)$  vertices and edges.

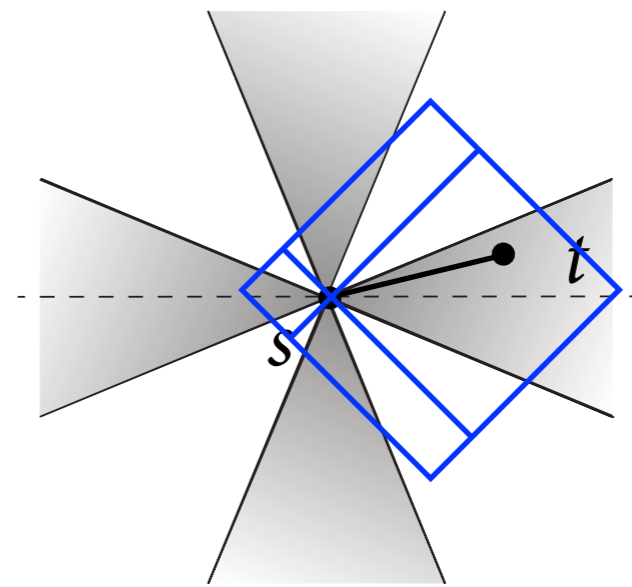
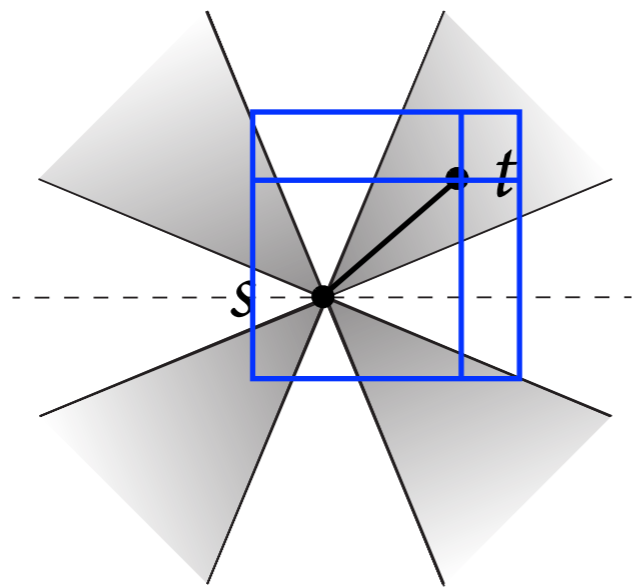


### 3. Given points, construct a self-approaching network

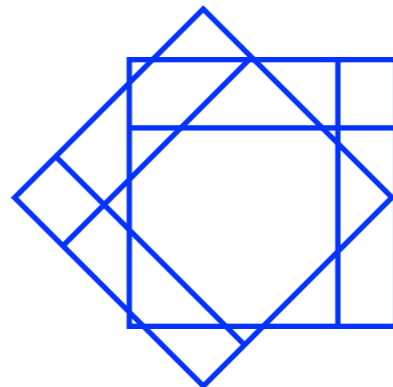
**Theorem.** Given a set  $P$  of  $n$  points in the plane, there exists an increasing-chord Steiner network with  $O(n)$  vertices and edges, and we can construct it in  $O(n \log n)$  time.

ingredients: compressed quad tree, well-separated pair decomposition

construct union of two networks for pairs  $s, t$  depending on angle to  $x$ -axis.

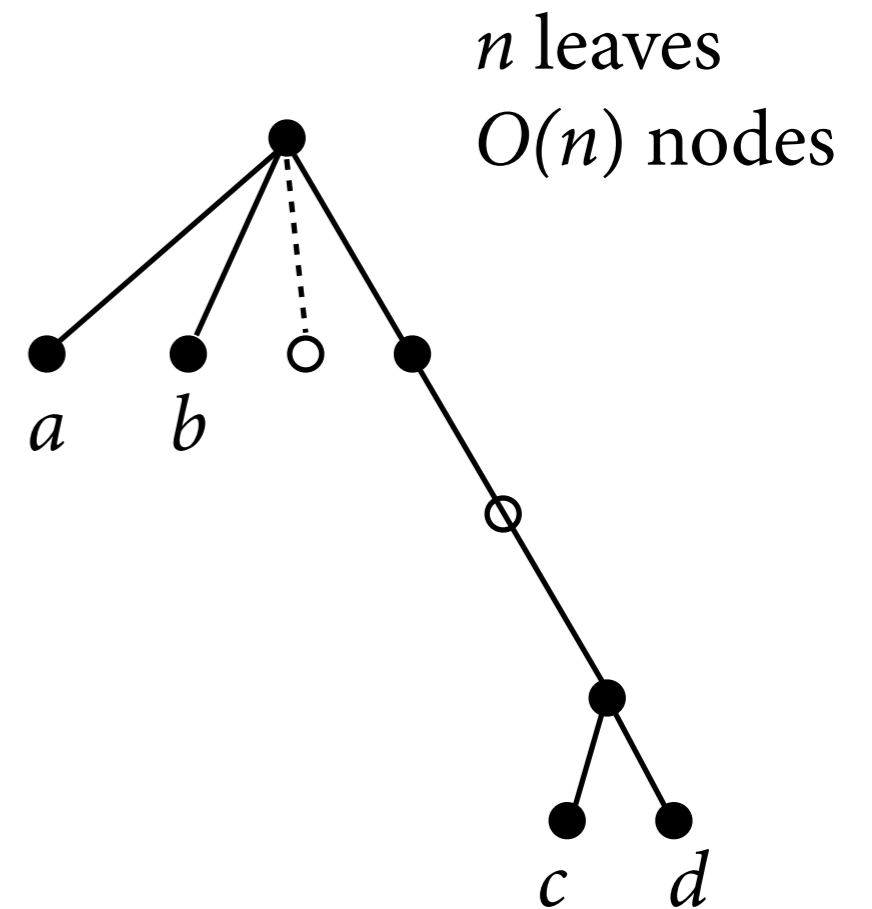
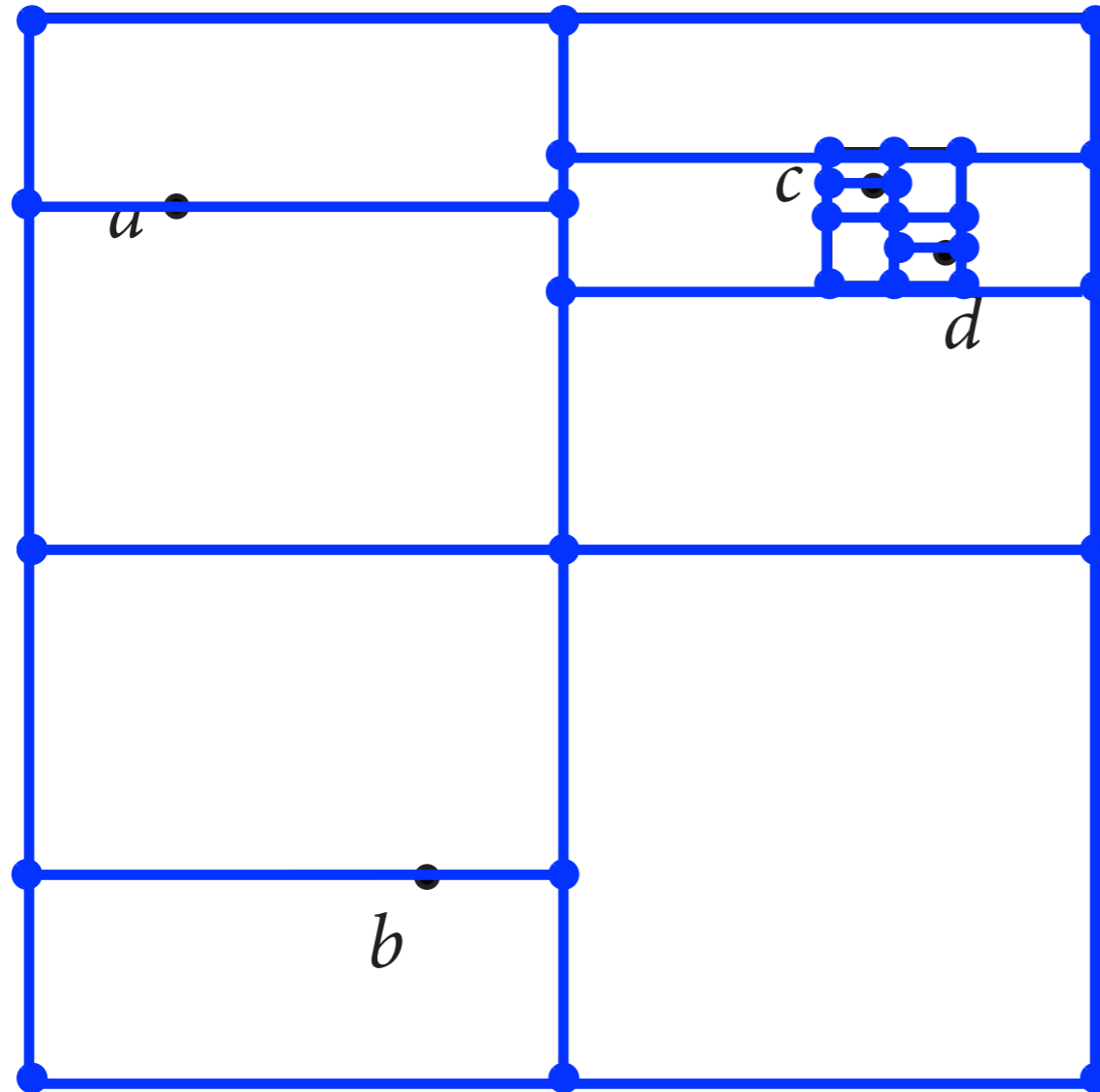


final network  
is octilinear



### 3. Given points, construct a self-approaching network

compressed quad tree



Every point can get to every corner of every enclosing square via an  $x$ - $y$  monotone path.

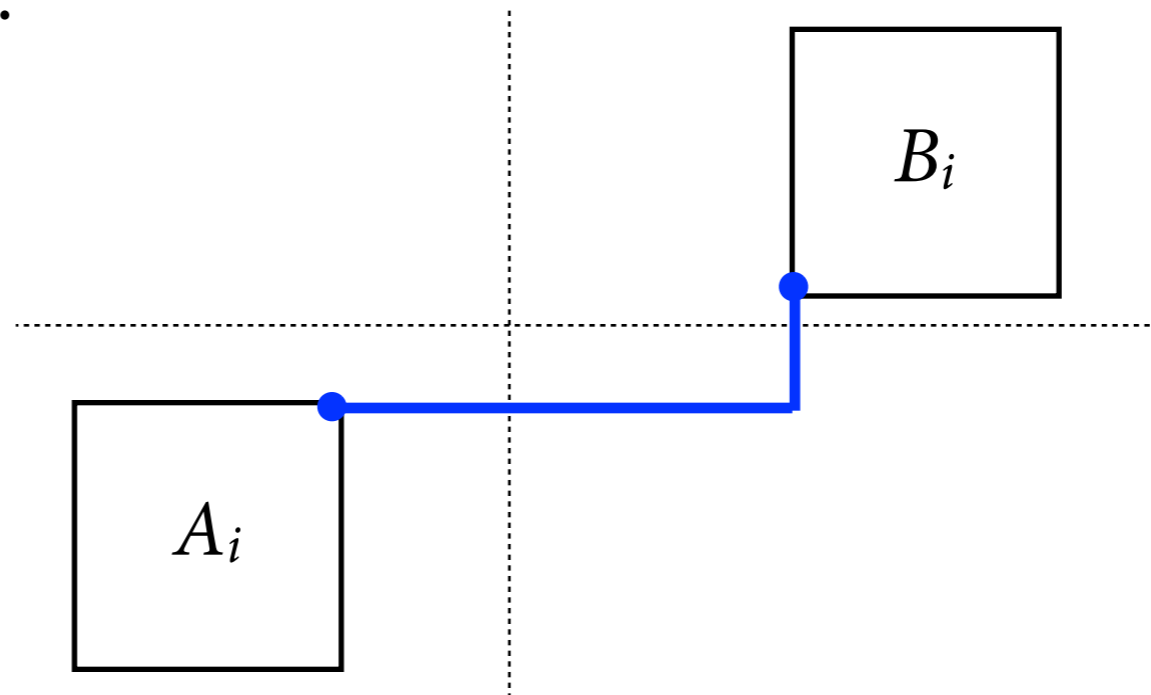
### 3. Given points, construct a self-approaching network

Given  $\varepsilon > 0$ , a **well-separated pair decomposition** of  $P$  is a collection of pairs of sets  $\{A_1, B_1\}, \dots, \{A_s, B_s\}$ , such that

1.  $\forall p, q \in P \exists$  unique  $i$  with  $(p, q)$  or  $(q, p) \in A_i \times B_i$
2.  $A_i$  and  $B_i$  are **well-separated**: the diameters of  $A_i$  and  $B_i$  are  $\leq \varepsilon d(A_i, B_i)$

There is a well-separated pair decomposition with  $s$  in  $O(n/\varepsilon^2)$ , and the  $A_i$ 's and  $B_i$ 's are squares of the compressed quad tree or points of  $P$ .

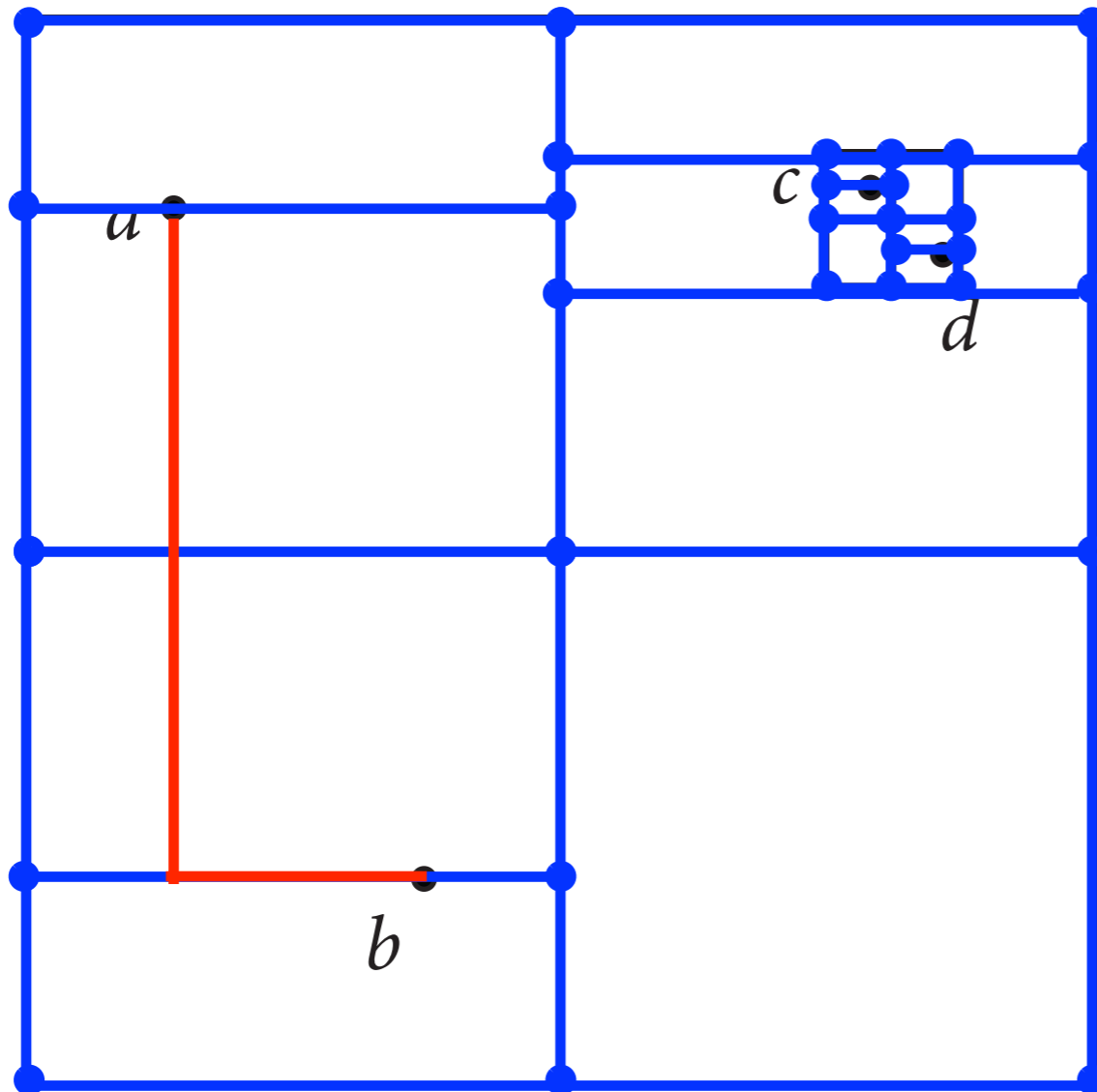
Final part of construction:



### 3. Given points, construct a self-approaching network

well-separated pair decomposition

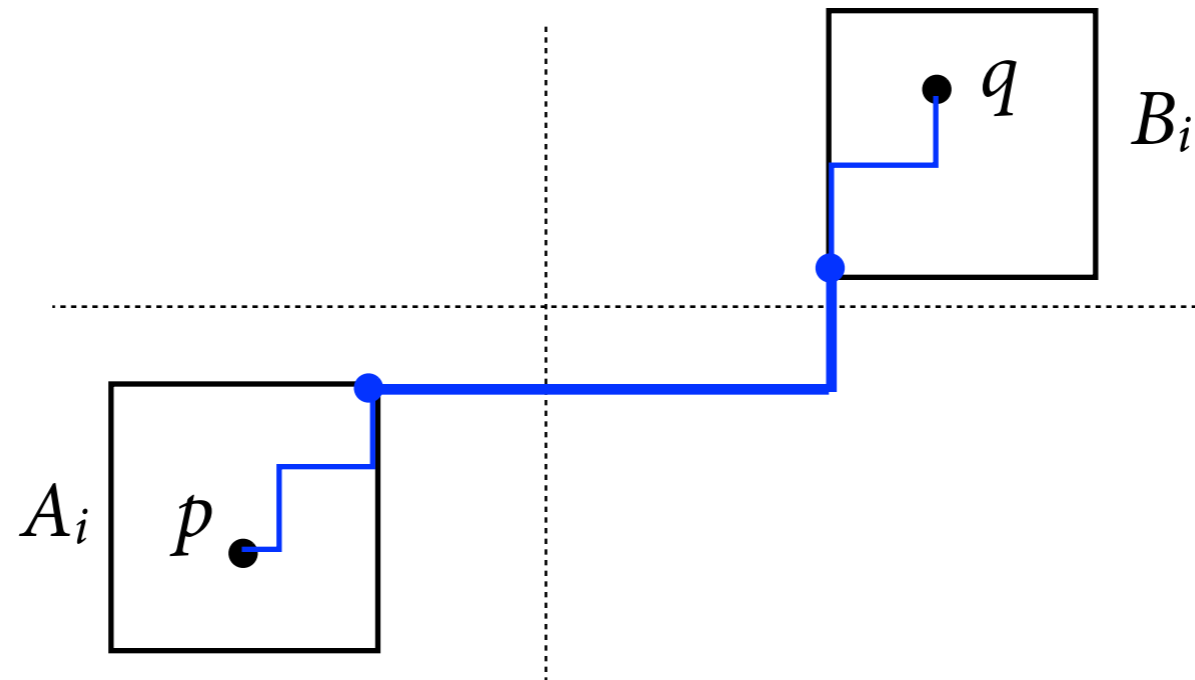
$$\{a, b\}, \{c, d\}, \{a, \boxed{c, d}\}, \{b, \boxed{c, d}\}$$



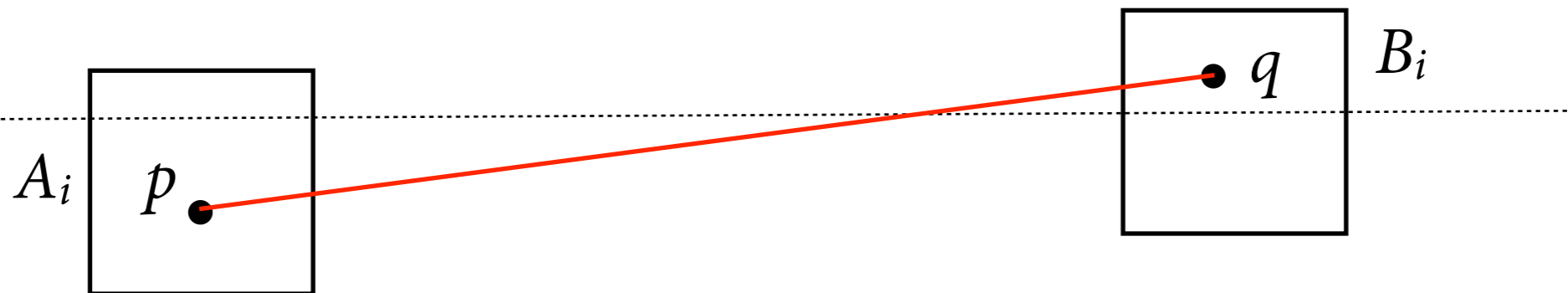
### 3. Given points, construct a self-approaching network

Why does this work?

case 1



case 2



$\text{slope}(p, q) < O(\epsilon)$   
so  $p, q$  handled by other network

# Newer Results

Increasing-Chord Graphs On Point Sets.

Hooman Reisi Dehkordi, Fabrizio Frati, Joachim Gudmundsson.

Graph Drawing 2014.

**Theorem 1.** Given a set  $P$  of  $n$  points in the plane, there exists a **planar** increasing-chord Steiner network with  $O(n)$  vertices and edges.

**Theorem 2.** Given a set  $P$  of  $n$  points in **convex position** in the plane, there exists an increasing-chord network **without Steiner points** with  $O(n \log n)$  vertices and edges.

(ideas on blackboard)

# Open Problems

1. given a graph drawing, is it self-approaching?
  - in P? NP-complete?
  - in 2D, given  $s, t$ , is there a self-approaching  $s, t$  path?
2. given a graph, does it have a self-approaching drawing?
  - in P?
  - 3-connected planar graphs? (triangulations always do)
  - drawing where local routing finds a self-approaching path?
3. given points in the plane, connect them with a self-approaching network
  - planar without Steiner points (open even for points in convex position)