

# Combinatorial Properties and Recognition of Unit Square Visibility Graphs<sup>1</sup>

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<sup>1</sup>Thanks to the organizers of the 2016 workshop “Fixed-Parameter Computational Geometry” at Lorentz-Center, Leiden

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Main motivation:

Graphs that model real-world systems are often geometric graphs  
e.g.: radio transmitters (2d/3d space, proximity as edge relation)

## Rectangle Visibility Graphs

Geometric space:	2-dim. Euclidean space
Geometric objects:	axis-aligned rectangles
Geometric relation:	vertical or horizontal axis-aligned visibility



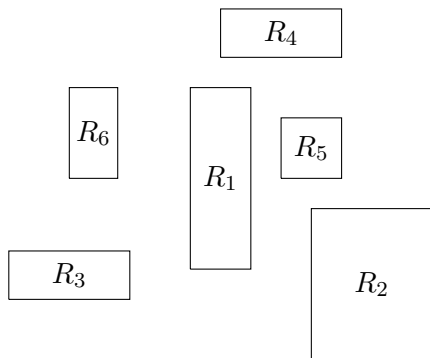
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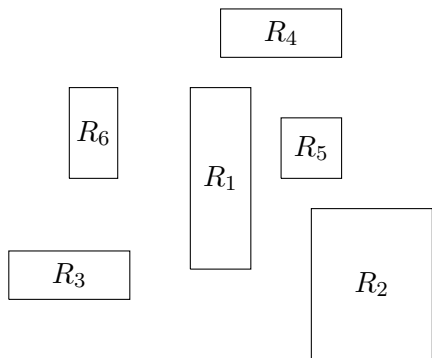
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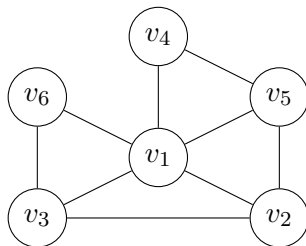
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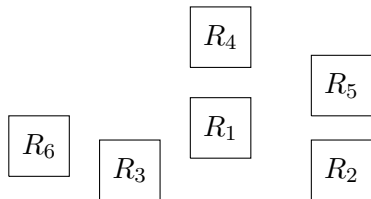
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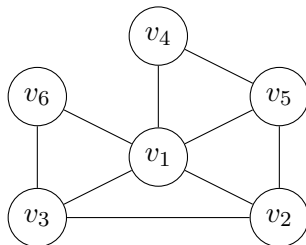
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Additional motivation from graph drawing:

- ▶ good readability properties:
  - ★ only rectangular edge crossings,
  - ★ angles between adjacent edges are rectangular,



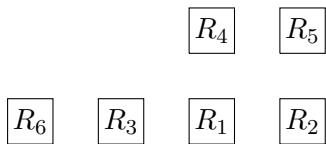
## Grid Case

Unit square grid visibility graphs ( $\text{USGV}$ ,  $\text{USGV}_w$ ):  
all coordinates of unit squares from  $\mathbb{N}^2$

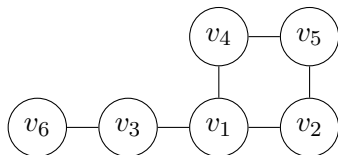
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## Research Questions

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- Recognition problem: decide whether a given graph can be represented by a unit square layout.

# Unit Square Grid Visibility Graphs (USGV)

## USGV – Simple Observations

- $USGV = USGV_w$ .  
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- $USGV = RLG$  (all combinatorial results of RLG apply to USGV).  
 $USGV \subseteq RLG$ : an USGV-layout is a RLG-drawing  
 $USGV \supseteq RLG$ : vertex-points  $\rightarrow$  squares, delete unwanted edges



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- USGV do not contain  $K_{1,5}$ ,  $K_{2,3}$  or  $K_3$  as subgraphs
- USGV contains non-bipartite graphs (e. g.,  $C_5$ )

## USGV – Planarity

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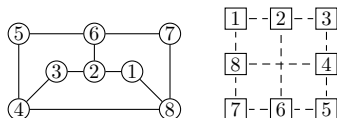
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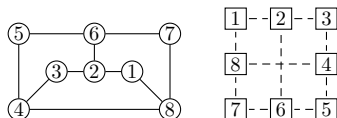
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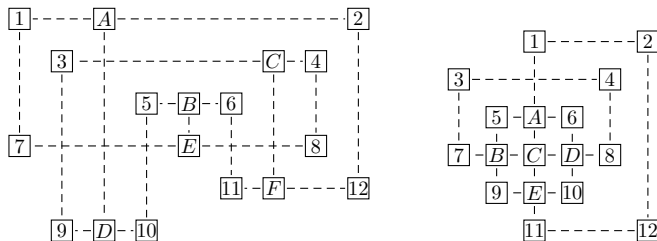
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- USGV contains non-planar graphs (subdivisions of  $K_{3,3}$  and  $K_5$ ):





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- USGV does not admit a characterisation by a finite number of forbidden induced subgraphs.
- Characterisations of cycles, complete graphs, complete bipartite graphs and trees within USGV:
  - ▶  $C_i \in \text{USGV} \iff i \geq 4$ ,
  - ▶  $K_i \in \text{USGV} \iff i \leq 2$ ,
  - ▶  $K_{i,j} \in \text{USGV}, i \leq j \iff (i = 1 \text{ and } j \leq 4) \text{ or } (i = 2 \text{ and } j = 2)$ .
  - ▶ Tree  $T \in \text{USGV} \iff T$  has maximum degree  $\leq 4$ .

## USGV – Recognition Problem, Known Results

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LRDU-Restricted variant:

Given graph  $G$  and  $R : E \rightarrow \{L, R, D, U\}$  (the LRDU-Restriction), does there exist a layout representing  $G$  with

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Can be solved for RLG in  $O(|E| \cdot |V|)$  (so also for USGV).

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Area-minimisation variant:

Given graph  $G$  and  $w, h \in \mathbb{N}$ , does there exist a layout representing  $G$  with height  $h$  and width  $w$ ?

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Reduction does not work for USGV: transforming RLG drawing into USGV layout requires more space.

# USGV – Recognition Problem

## 3-Partition

Input:  $B \in \mathbb{N}$ , multiset  $A = \{a_1, a_2, \dots, a_{3m}\} \subseteq \mathbb{N}$  with  $\frac{B}{4} < a_i < \frac{B}{2}$  and  $\sum_{i=1}^{3m} a_i = mB$ .

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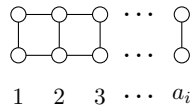
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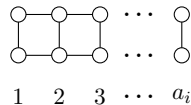
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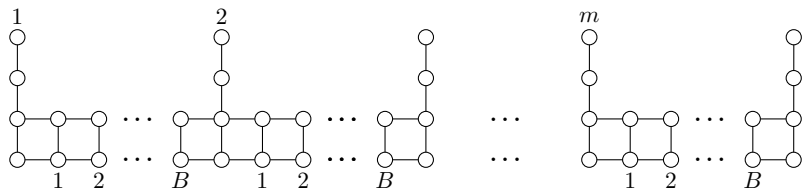
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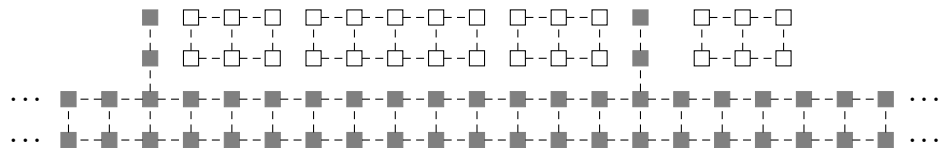


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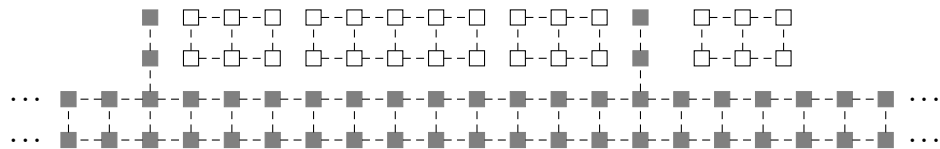
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$G$  has a *weak*  $(7 \times (2(mB + m + 1) - 1))$  unit square grid layout  $\iff$   
 $\exists$  partition  $A = A_1, \dots, A_m$  with  $\sum_{a \in A_j} = B, 1 \leq j \leq m$ .

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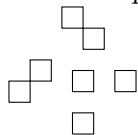
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Area minimisation variant of LRDU-restricted Recognition Problem for USGV still open!

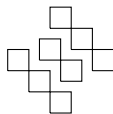
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# USV – Combinatorial Results

Some Examples:



$K_{1,6}$



$K_{2,6}$



$K_{3,4}$



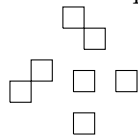
$K_4$



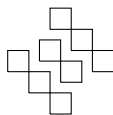
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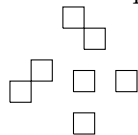
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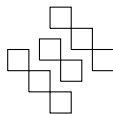
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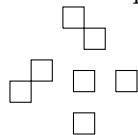
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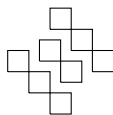


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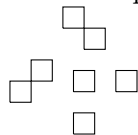
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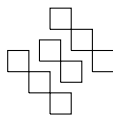
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(However,  $K_{1,n}$  may exist as induced subgraph for every  $n$ .)

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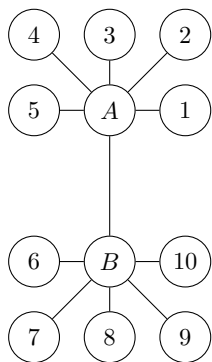


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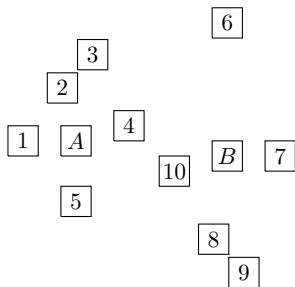
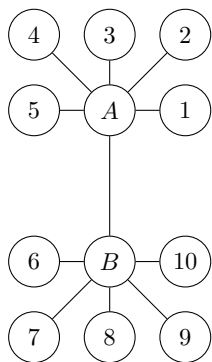
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(However,  $K_{1,n}$  may exist as induced subgraph for every  $n$ .)
- $\text{USV} \subsetneq \text{USV}_w$  (separated, e. g., by  $K_{1,7}$ )

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# USV - Recognition Problem

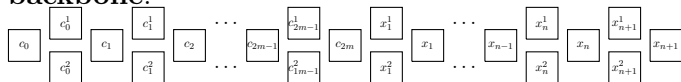
- Recognition problem for USV is in NP.
  - ▶ If  $G \in \text{USV}$ , then there is a  $n \times n$  layout.
  - ▶ No arbitrary small “shifting” between unit squares necessary.

# USV - Recognition Problem

- Recognition problem for USV is in NP.
  - ▶ If  $G \in \text{USV}$ , then there is a  $n \times n$  layout.
  - ▶ No arbitrary small “shifting” between unit squares necessary.
- Recognition problem for USV is NP-hard.
  - ▶ Reduction from NAE-3SAT (not-all-equal 3-satisfiability).
  - ▶ Sketch follows ...

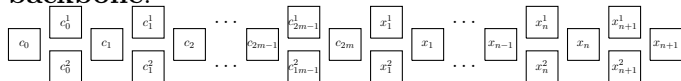
# USV - Recognition Problem, Sketch of Reduction

**backbone:**

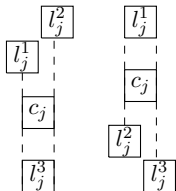


# USV - Recognition Problem, Sketch of Reduction

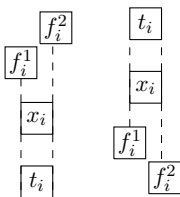
**backbone:**



**clause gadgets:**



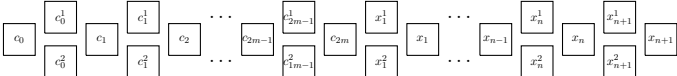
**variable gadgets:**



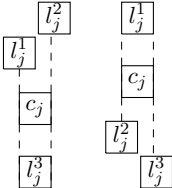


# USV - Recognition Problem, Sketch of Reduction

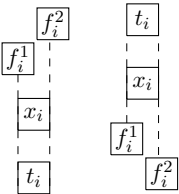
**backbone:**



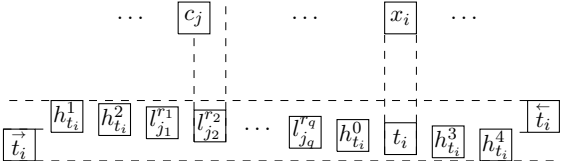
**clause gadgets:**



**variable gadgets:**



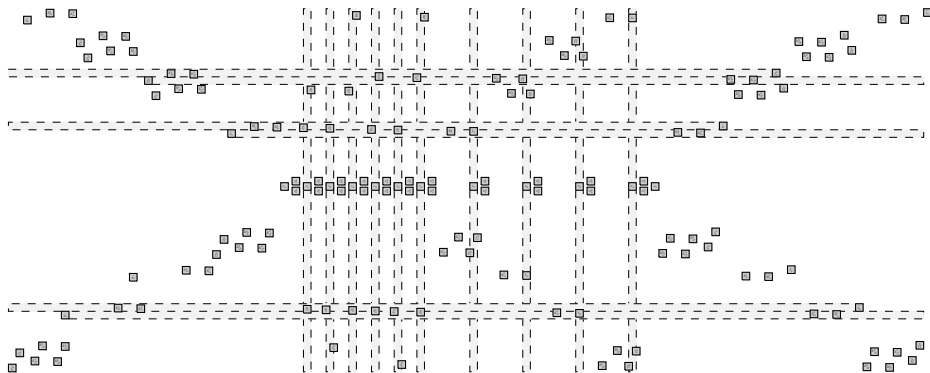
**variable paths:**



# USV - Recognition Problem, Full Reduction

Formula:

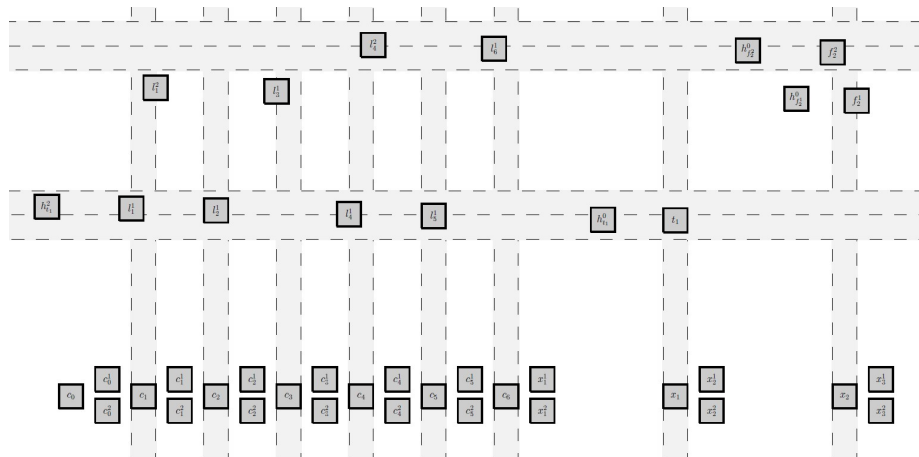
$\{c_1, c_2, c_3\}$  with  $c_1 = \{x_1, \bar{x}_2, x_3\}$ ,  $c_2 = \{x_1, x_3, \bar{x}_4\}$ ,  $c_3 = \{\bar{x}_2, x_3, x_4\}$ :



# USV - Recognition Problem, Full Reduction

Formula:

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## Further Research

- Area minimisation variant of LRDU-restricted Recognition Problem for USGV.

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## Further Research

- Area minimisation variant of LRDU-restricted Recognition Problem for USGV.
- Recognition Problem for  $USV_w$ .
- Is inclusion “USGV  $\subseteq$  res- $\frac{\pi}{2}$ -graphs” proper?
- Practically more realistic:  $\{\frac{\ell}{k} \mid \ell \in \mathbb{N}\}^2$  grid (with  $k$  treated as parameter).

Thank you very much for your attention