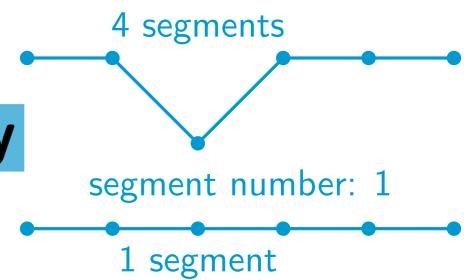
The Parametrized Complexity of the Segment Number



Sabine Cornelsen

Konstanz, Germany

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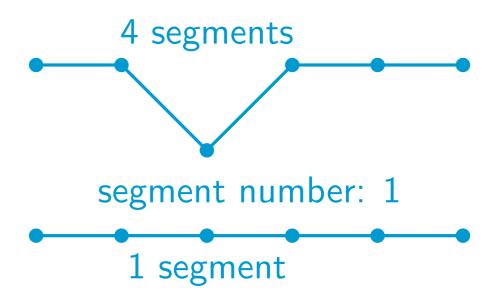
Symposium on Graph Drawing and Network Visualization, GD 2023, Isola delle Femmine

segment = maximal set of edges forming a line segment

segment number seg(G) of a planar graph G: minimum number of segments

in any planar straight-line drawing of G

Dujmović, Eppstein, Suderman, Wood (CGTA'07)



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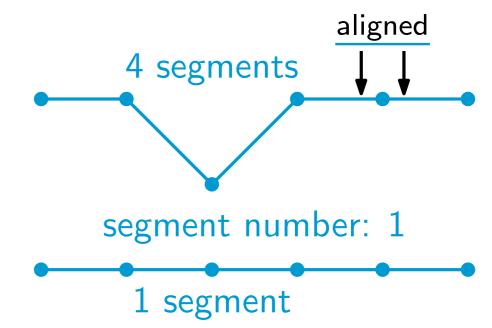
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minimizing number of segments

maximizing number of alignments



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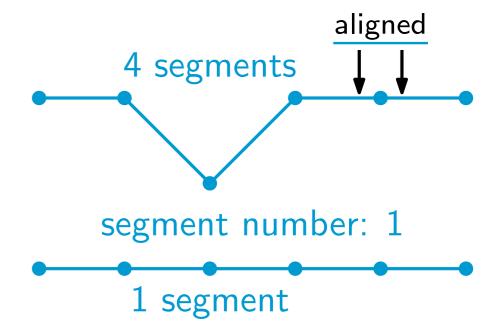
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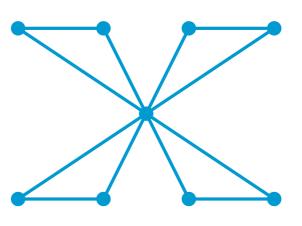
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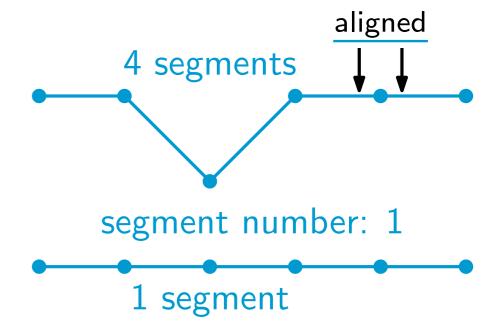
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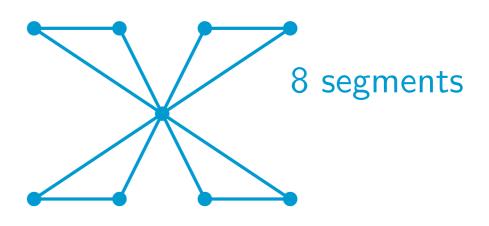
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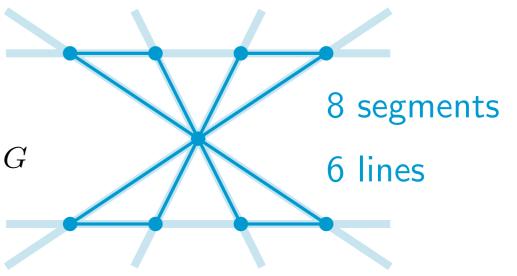
4 segments

segment number: 1

1 segment

aligned

line cover number line G of a planar graph G:
minimum number lines supporting all the edges
in any planar straight-line drawing of GChaplick et al. (GD'16)



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<u>^</u>

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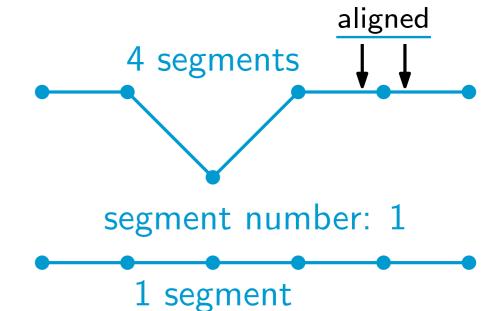
respective optimization problem: Segment Number

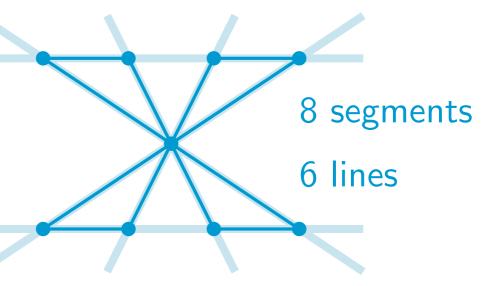
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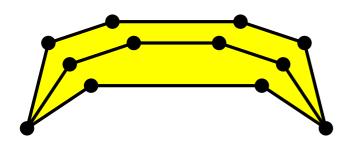
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respective minimization problem: Line Cover Number







banana: Scott/Seymour 2020 union of internally disjoint paths with common endpoints

independent vertices



banana: (Scott/Seymour 2020) union of internally disjoint paths of length two with common endpoints

independent vertices

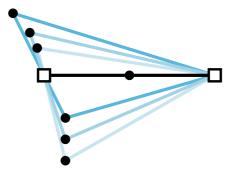


banana: (Scott/Seymour 2020)

union of internally disjoint paths of length two with common endpoints

Observation: Dujmović, Eppstein, Suderman, Wood '07

A banana with k parallel paths of length two has segment number |3k/2|.



independent vertices



banana tree

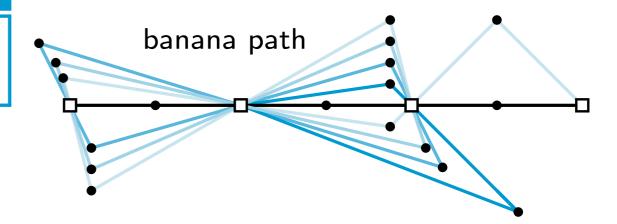
Scott/Seymour 2020

tree where each edge is replaced by a banana.

banana: (Scott/Seymour 2020) union of internally disjoint paths of length two with common endpoints

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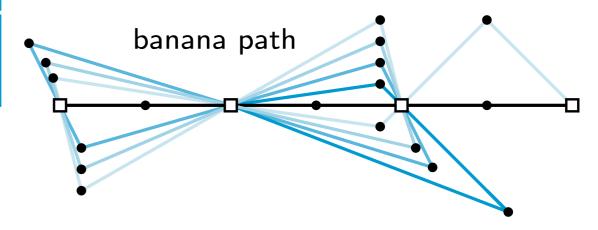
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Theorem:

The segment number of a banana tree can be determined in linear time.



- align as many edges as possible with other bananas,
- the (larger) remainder with the same banana

independent vertices



banana tree (cycle) (Scott/Seymour 2020) tree where each edge is replaced by a banana. (simple cycle)



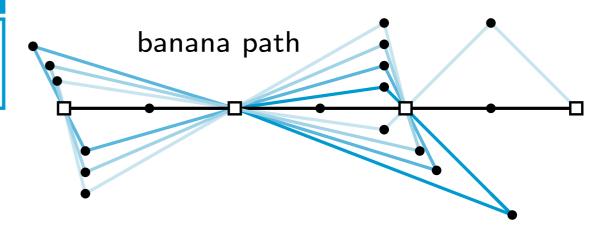
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The segment number of a banana cycle
of length at least five and with at least two independent vertices per banana
can be determined in linear time.

union of internally disjoint paths of length two with common endpoints

Observation: Dujmović, Eppstein, Suderman, Wood '07

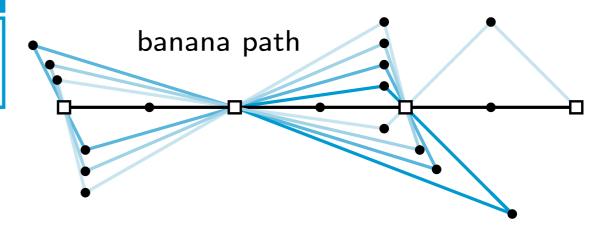
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Bounds for various graph classes, e.g.,

- outerplanar graphs, 2-trees, planar 3-trees,
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LINE COVER NUMBER is in FPT wrt. the natural parameter [CFLRVW-JGAA'23]

Recall: decision problem with input x, parameter k is fixed-parameter tractable (FPT) if solvable with run time $\mathcal{O}(f(k)|x|^c)$, c constant, f computable

Renegar's Decision Algorithm (Renegar, 1992)

Given an existential first-order formula about the reals

$$\exists x_1 \dots x_m \ \Phi(x_1, \dots, x_m)$$

(Φ : Boolean combination of equalities and inequalities of polynomials over \mathbb{Q}) it can be decided in time exponentially in m whether the formula is realizable over the reals. basis depends on size and degree of polynomials

Renegar's Decision Algorithm (Renegar, 1992)

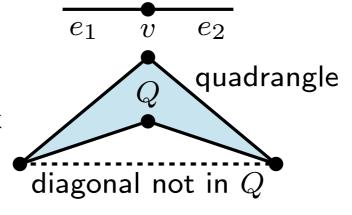
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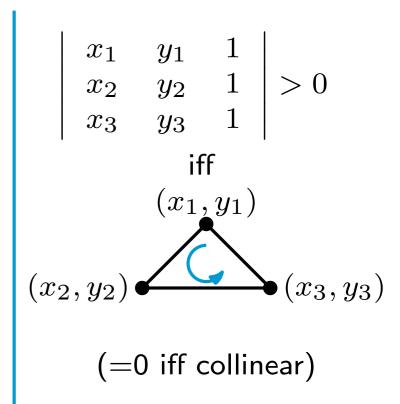
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It can be expressed as an existential first-order formula about the reals whether there is a set of points in the plane

- that is a straight-line planar drawing of a plane graph, (CFLRVW-JGAA'23)
- given pairs of edges are aligned
- given quadrangles are not convex

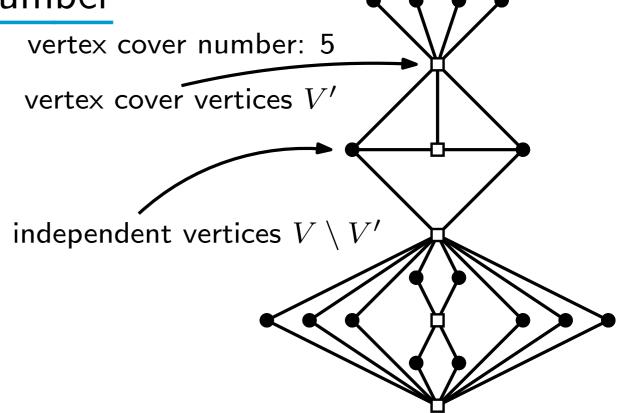




 $^{V|)}$) algorithm for SEGMENT NUMBER.

vertex cover of a graph G=(V,E): set $V'\subseteq V$ s.t. $e\cap V'\neq\emptyset$ for each $e\in E$

vertex cover number of a graph: size of its smallest vertex cover



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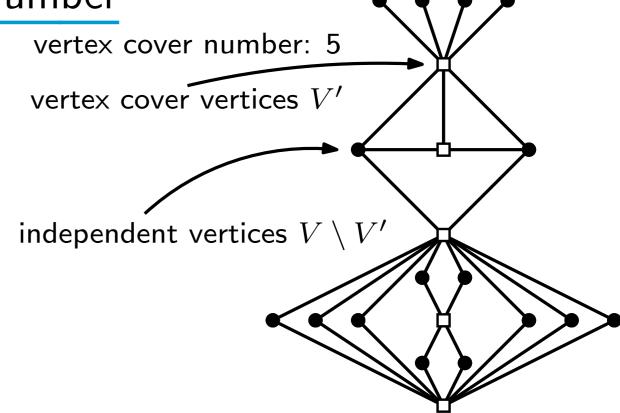
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SEGMENT NUMBER BY VERTEX COVER NUMBER

Input: planar graph G = (V, E), integer s

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Question: Is segment number of G at most s?



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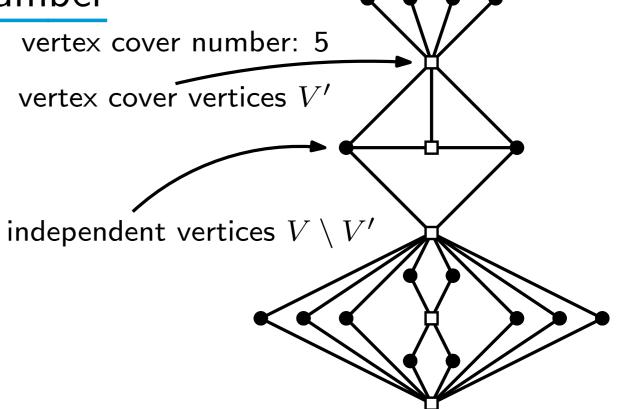
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Overview of the Approach for **computing** the segment number:

- 1. Remove some vertices of degree one and two
- 2. Iterate over all possible embeddings and alignments
- 3. Use Renegar to test for realizability

Take the best

4. Reinsert the missing vertices optimally via an ILP

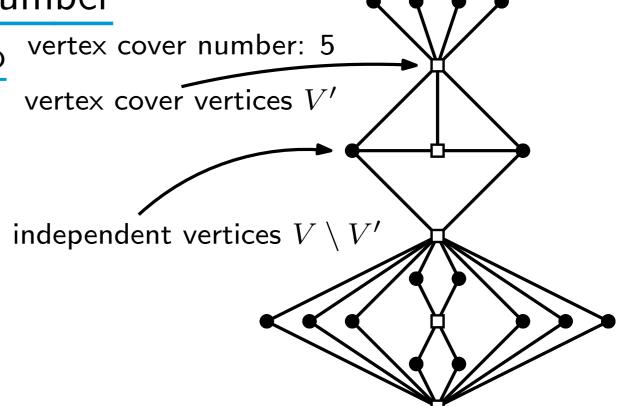
$$\leadsto \mathcal{O}(2^k)$$
 vertices

 \rightsquigarrow number of choices is a function in k

 $\rightsquigarrow 2^{\mathcal{O}(k2^k)}$ time per choice

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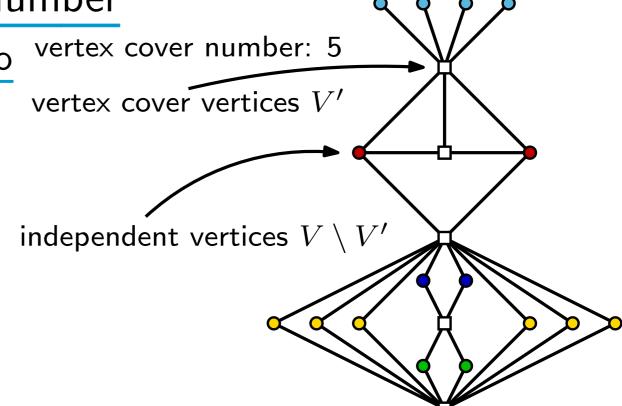
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Two independent vertices v,v^\prime are equivalent iff adjacent to the same vertices in V^\prime

 $\underline{j\text{-class:}}$ equivalence class where each vertex is adjacent to exactly j vertices.

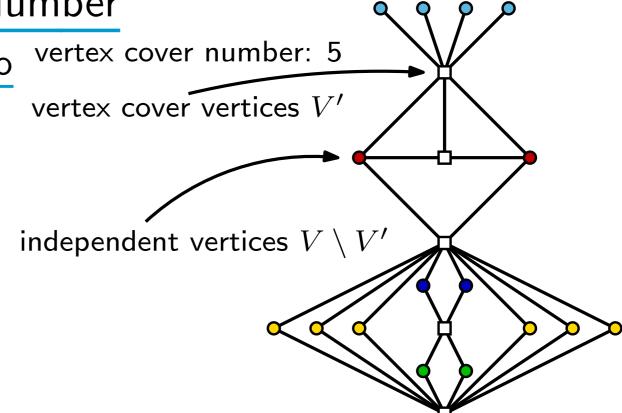


1. Remove some vertices of degree one and two

Two independent vertices v,v' are equivalent iff adjacent to the same vertices in V'

 \underline{j} -class: equivalence class where each vertex is adjacent to exactly j vertices.

a) Remove all vertices of degree 1 (1-classes)

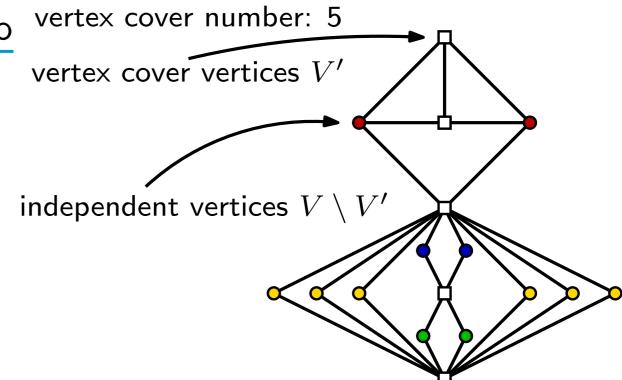


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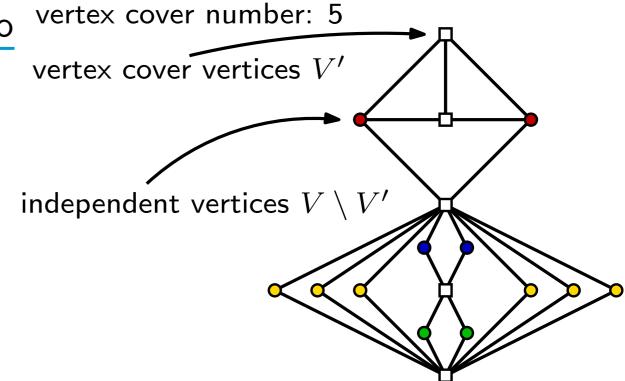


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- a) Remove all vertices of degree 1 (1-classes)
- b) For each 2-class, maintain at most k vertices \rightsquigarrow one per contiguous 2-class

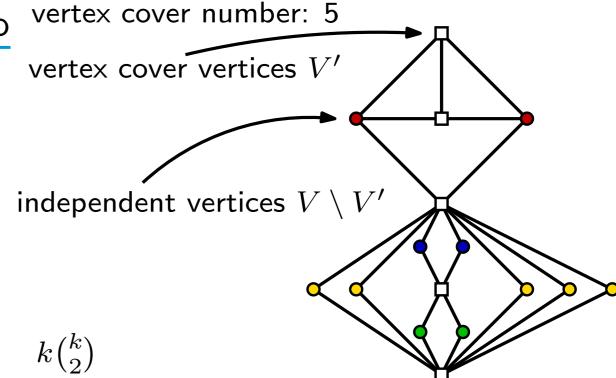


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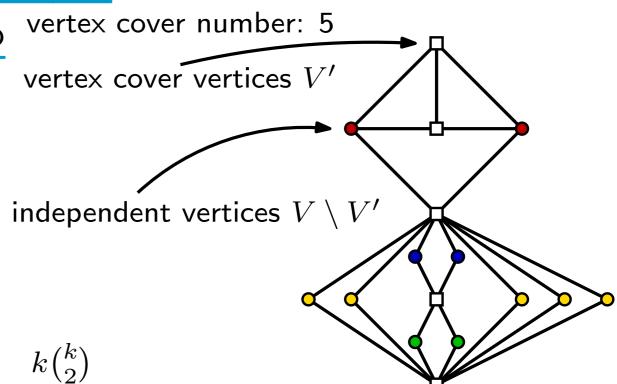


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- c) Each j-class, j>2 contains at most two vertices otherwise there would be a $K_{3,3}$



$$2 \cdot \sum_{j=3}^{k} {k \choose j} \in \mathcal{O}(2^k)$$

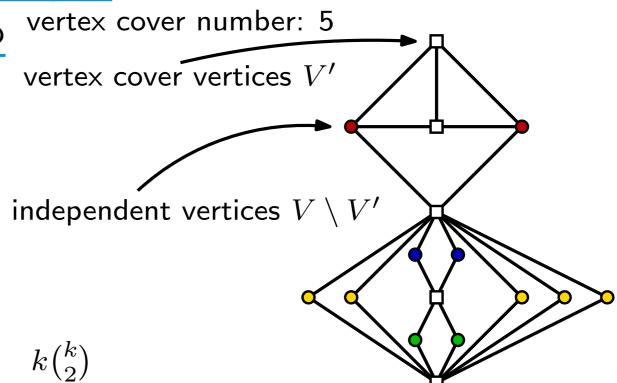
SEGMENT NUMBER by Vertex Cover Number

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- d) Vertex cover



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k

$$\leadsto \mathcal{O}(2^k)$$
 vertices

2. Iterate over all possible embeddings and alignments

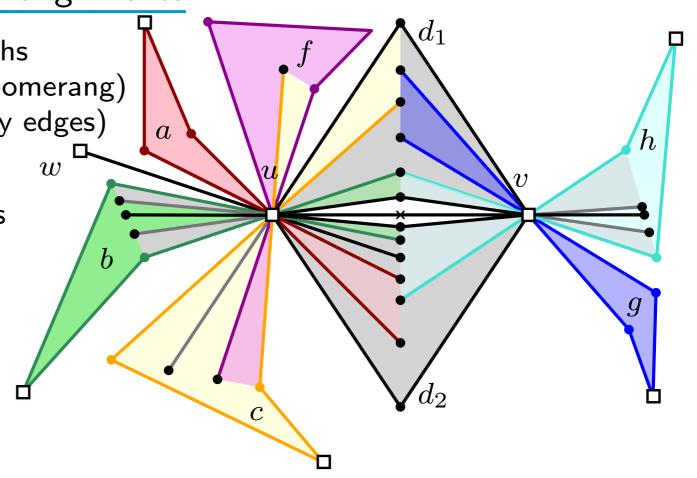
a) each contiguous 2-class is represented by 4 paths which must form a non-convex quadrangle (boomerang) (alignments at independent vertices represented by edges) \overline{w}

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b) further subdivide boomerangs, according to the choice of the alignments

still $\mathcal{O}(2^k)$ vertices

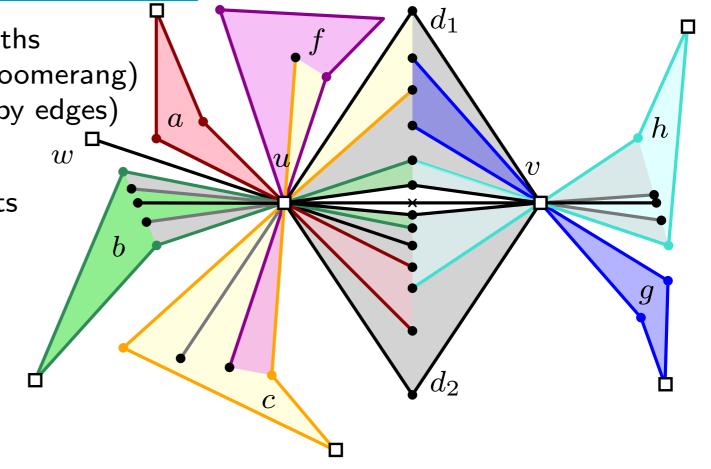


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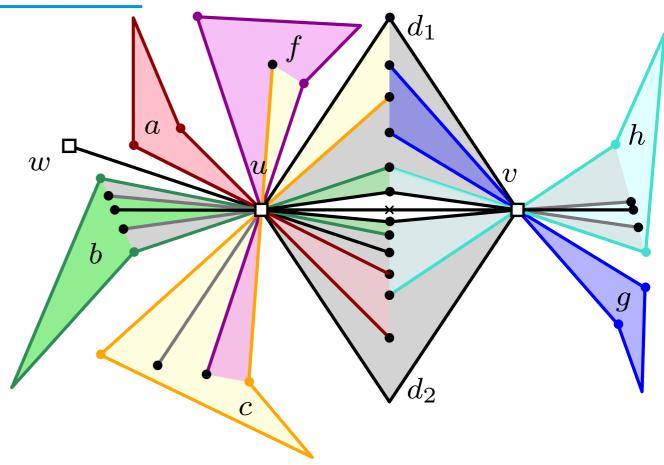
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3. Use Renegar to test in $2^{\mathcal{O}(k2^k)}$ time for realizability

if the answer is yes then ...

4. Reinsert the missing vertices optimally via an ILP



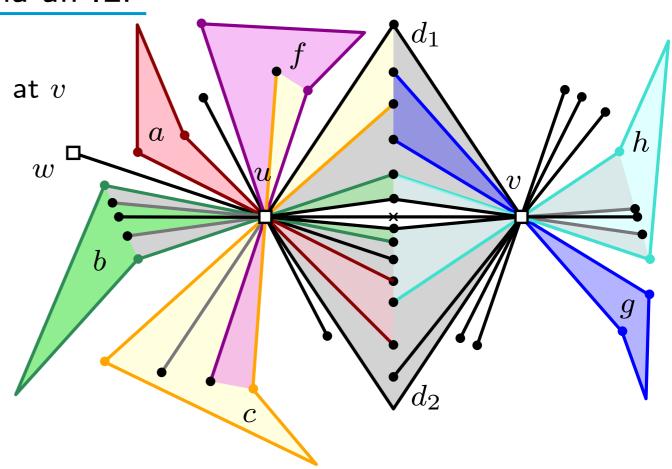
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x(vertex v, boomerang b, boomerang d): number of edges in b and d that should be aligned at vw

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 $x(\mathsf{vertex}\ v,\ \mathsf{boomerang}\ b,\ \mathsf{boomerang}\ d)$: number of edges in b and d that should be aligned at v

y(vertex v, boomerang b): number of edges in b that should be aligned with leaves adjacent to v

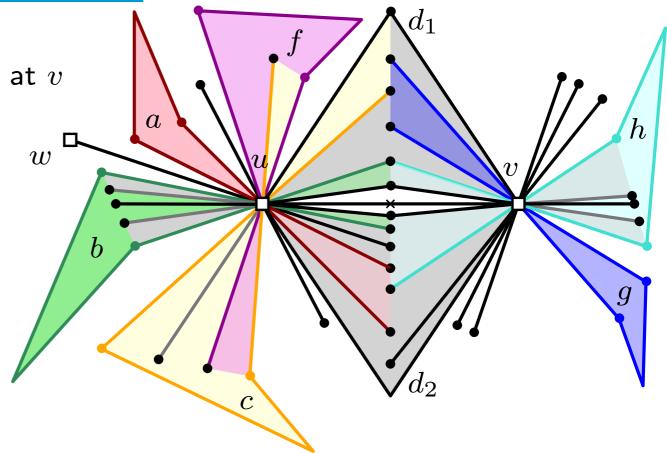


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maximize x + y



make sure that total number of independent vertices per 1- and 2-class is not exceeded

4. Reinsert the missing vertices optimally via an ILP

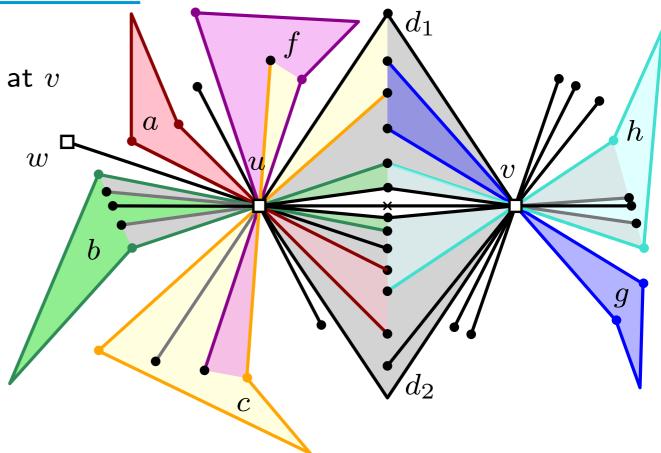
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maximize x + y

Observe:

Due to the non-convex shape, any given slopes on either sides can be combined s.t. intersection point lies inside boomerang.



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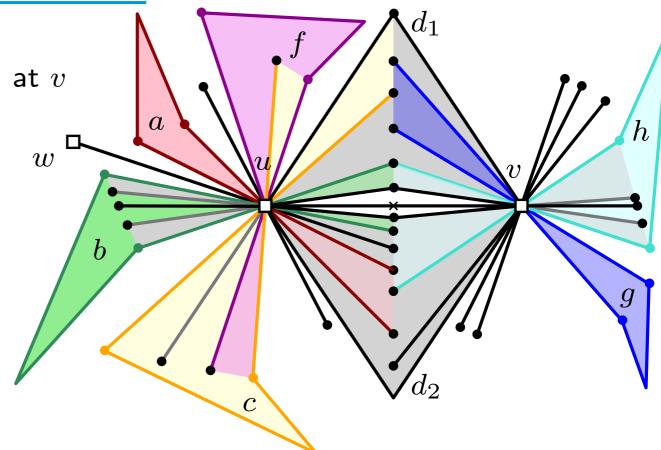
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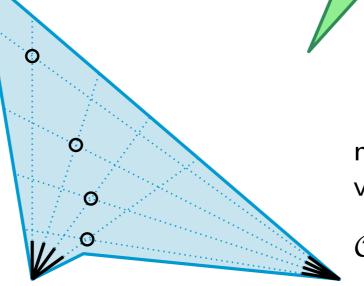
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w

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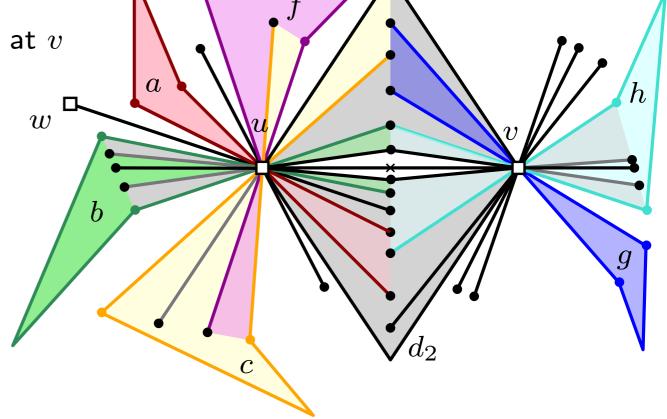
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SEGMENT NUMBER by Vertex Cover Number -

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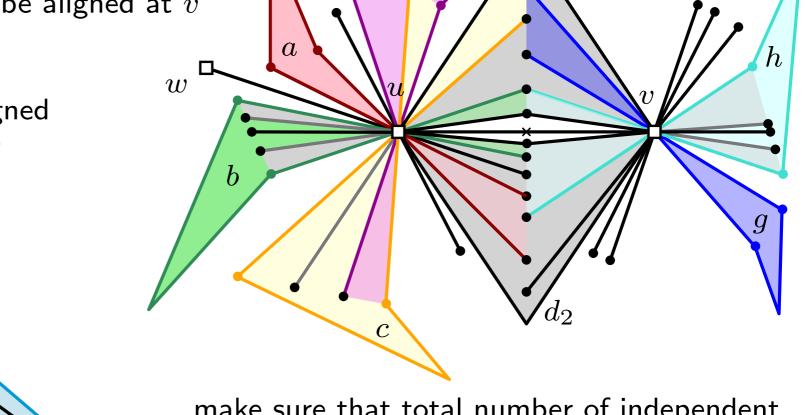
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maximize x + y

Observe:

Due to the non-convex shape, any given slopes on either sides can be combined s.t. intersection point lies inside boomerang.



make sure that total number of independent vertices per 1- and 2-class is not exceeded

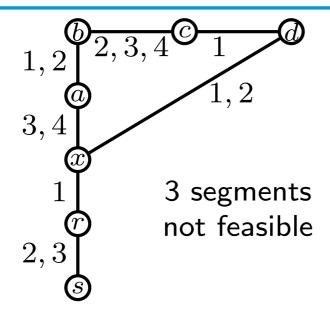
List-Coloring meets Segment Number

LIST-INCIDENCE SEGMENT NUMBER

Input: planar graph G and, for each $e \in E(G)$, a list $L(e) \subseteq [k]$.

Parameter: An integer k. **Question:** Does there exist

- a planar straight-line drawing of G with $\leq k$ segments and
- a labeling s_1, s_2, \ldots of its segments, s.t.
- for every $e \in E(G)$, e is drawn on a segment in $\{s_i : i \in L(e)\}$?



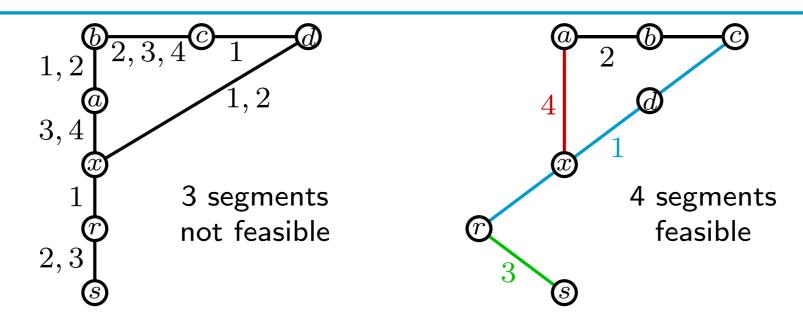
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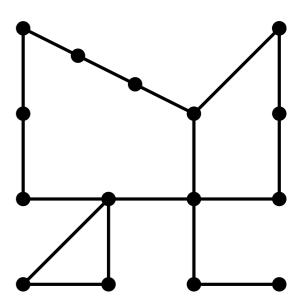
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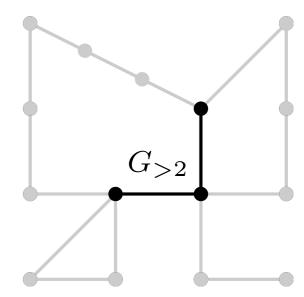
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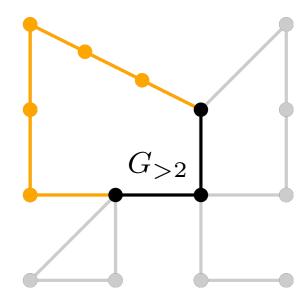
List-Incidence Segment Number is in FPT wrt. Segment Number



- graph $G_{>2}=(V_{>2},E_{>2})$ induced by vertices of degree >2
- light paths of degree 2.

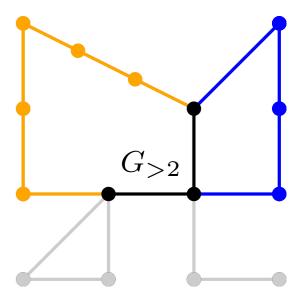


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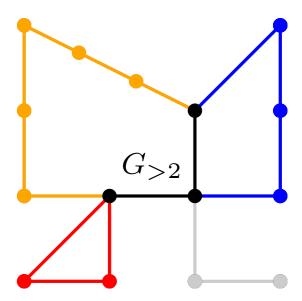


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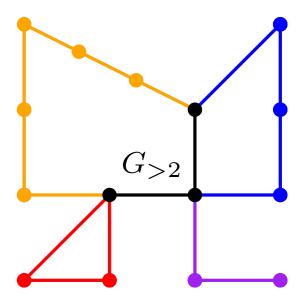


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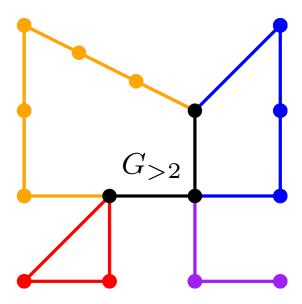
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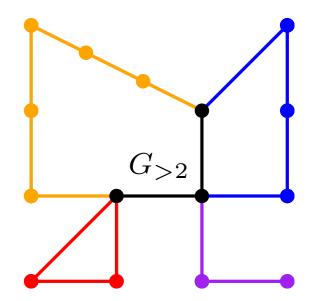
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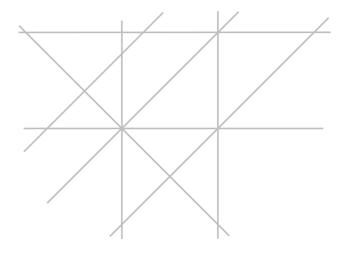
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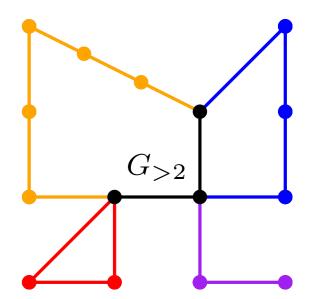
- graph $G_{\geq 2}=(V_{\geq 2},E_{\geq 2})$ induced by vertices of degree ≥ 2
- light paths of degree 2. at most $2k \cdot {k \choose 2}$ many
- 1. For each arrangement of k lines

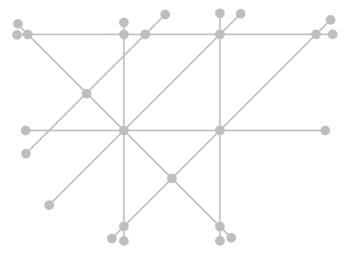




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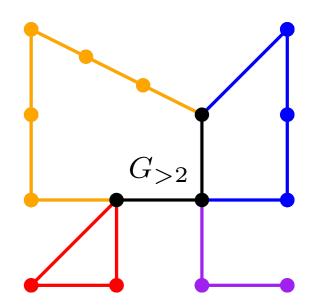


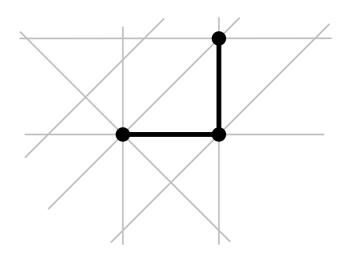
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Construct all plane graphs on $\leq {k \choose 2} + 2k$ vertices with 2k leaves, and all coverings with k edge-disjoint paths. Use Renegar to check wether they are stretchable.

2. For each placement of $V_{>2}$ on crossings of the lines If this yields a planar drawing of $G_{>2}$ with edges on the lines



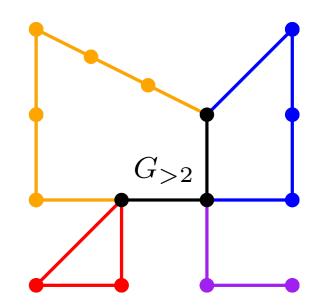


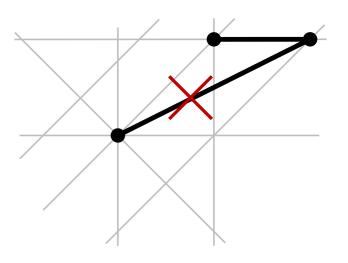
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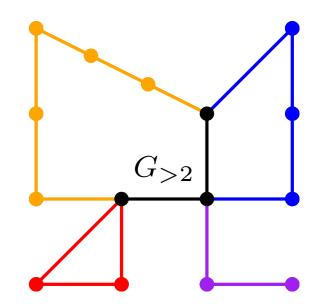


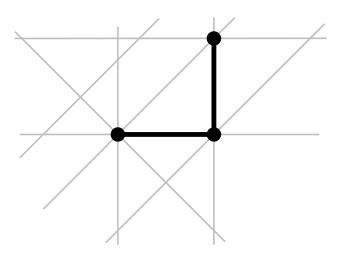
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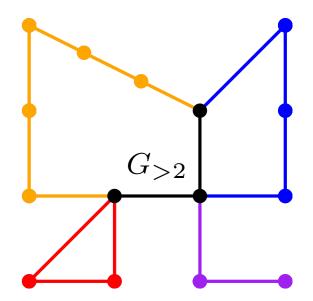


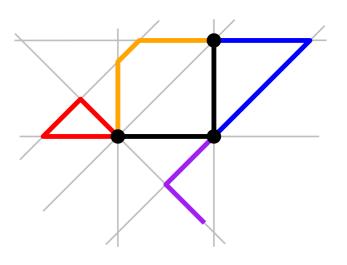


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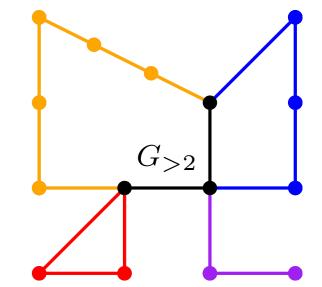
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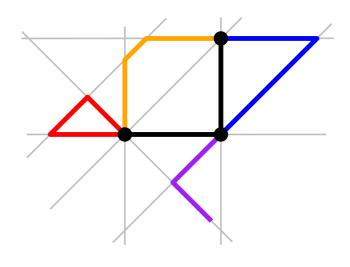
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number of segments per light path light paths

number of choices per path and crossing



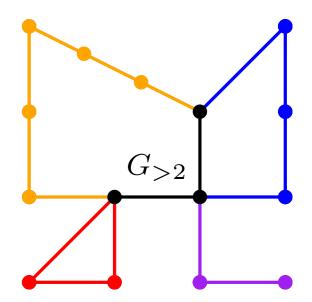


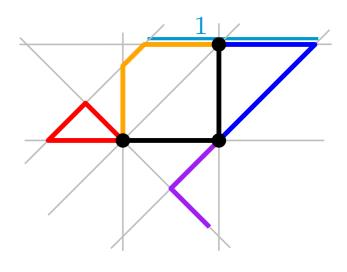
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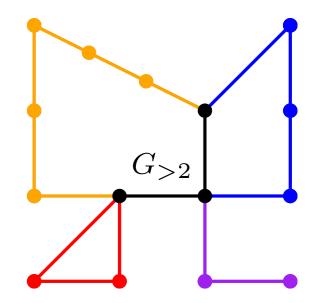


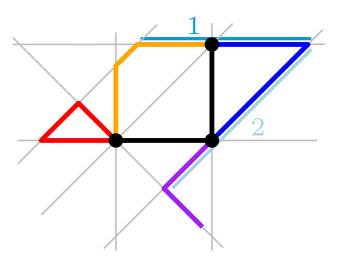


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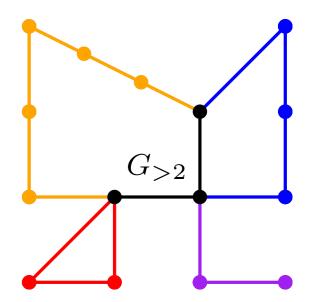


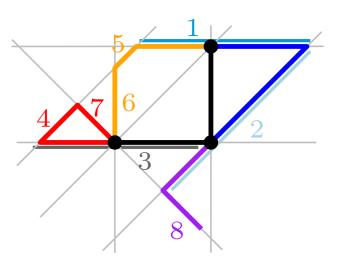


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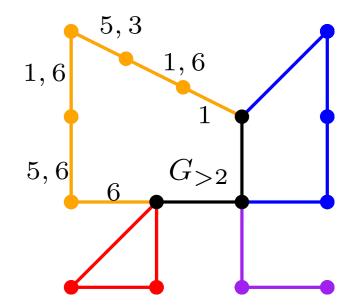


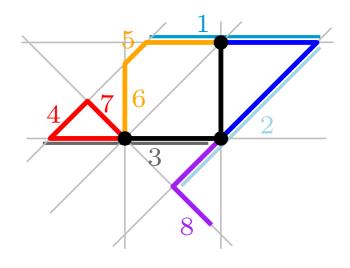


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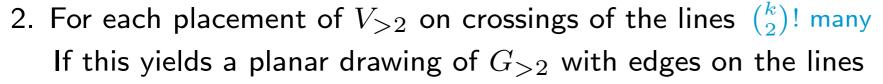
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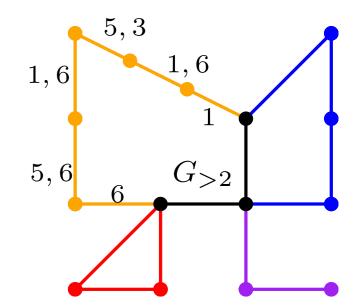


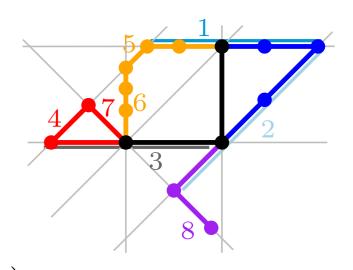
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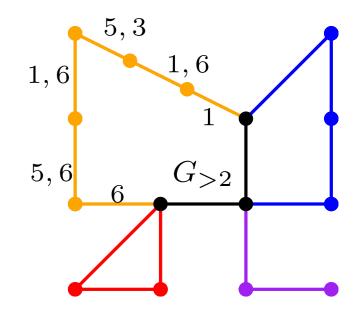


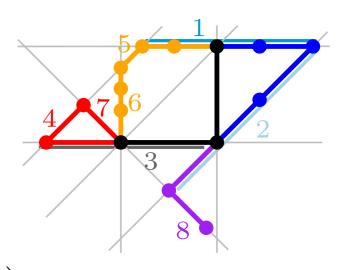
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