



Embedding Planar Graphs

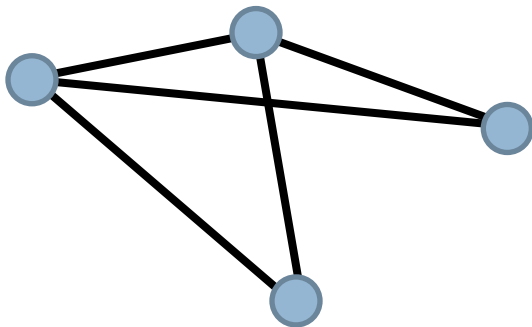


John C. Hart

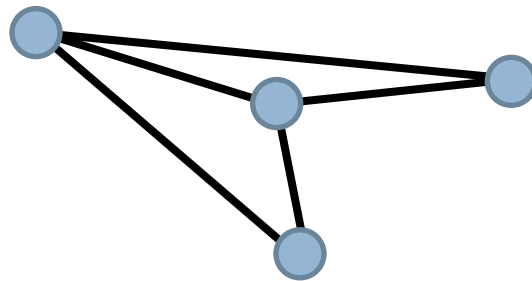
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Graphs

non-planar embedding

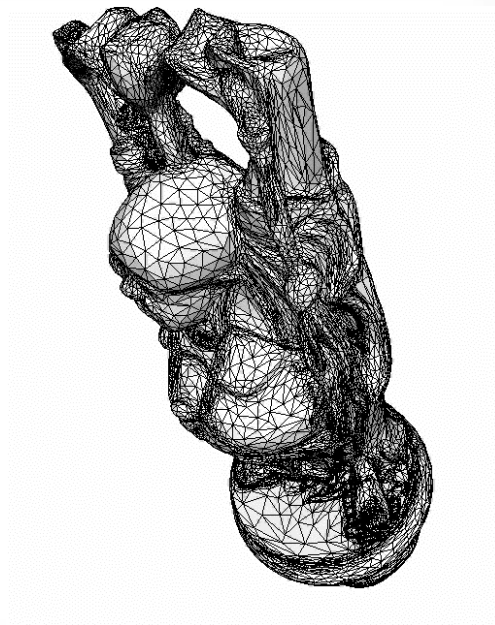
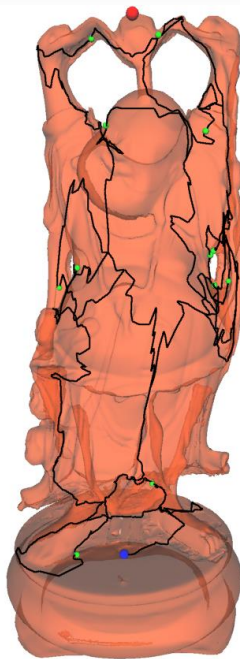


planar embedding



Layout of a Large Graph

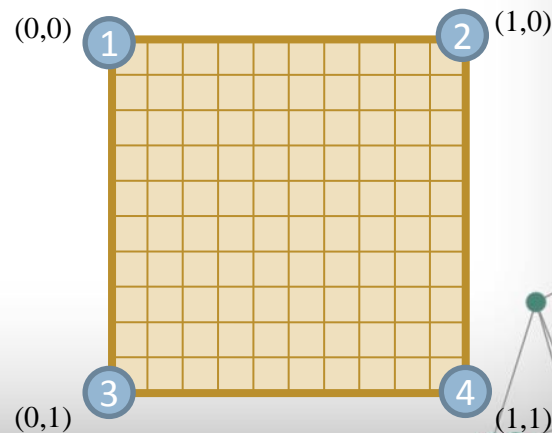
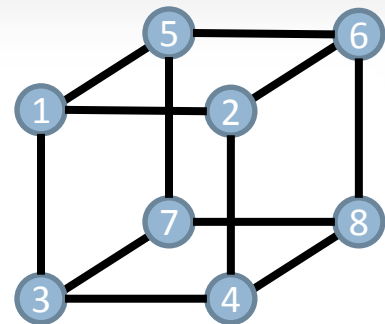
- “Happy Buddha”
3-D mesh model
- 50,000 nodes
- 100,000 faces
- Can be cut (with six cuts) into a simply connected graph
- Can we find a planar layout of this graph?



Graph Embedding

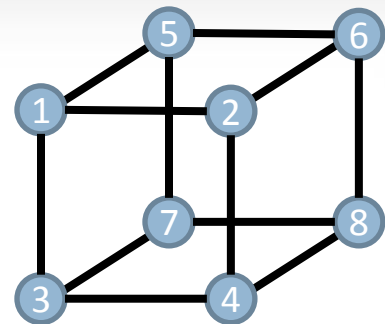
Tutte, How to draw a graph, Proc. London Math Soc. 13, 1963, pp. 743-767

- Input is a graph G consisting of nodes $(1, \dots, N)$ and edges (i, j) ($1 \leq i < j \leq N$)
- Identify some of the nodes as *boundary nodes* and assign them 2-D positions
- In this example, we have nodes $(1, 2, 3, 4, 5, 6, 7, 8)$ and edges $(1, 2), (1, 3), (2, 4), (3, 4), (1, 5), (2, 6), (3, 7), (4, 8), (5, 6), (5, 7), (6, 8)$ and $(7, 8)$
- Identify nodes 1, 2, 3 and 4 as boundary nodes, and assign them coordinates $(0, 0), (1, 0), (0, 1)$ and $(1, 1)$



Graph Embedding

- Create the graph Laplacian matrix
- Adjacency matrix with elements $L_{ij} = 1/\deg(i)$ for an edge between node i and node j

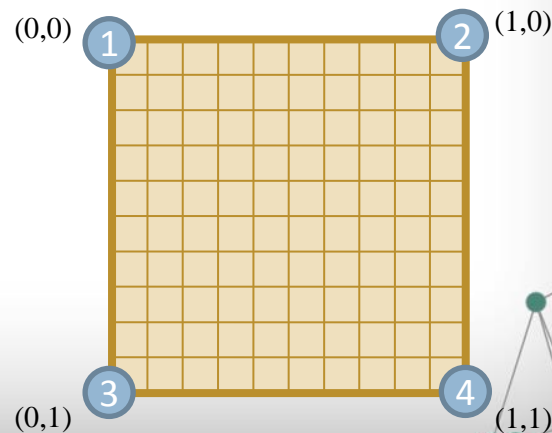
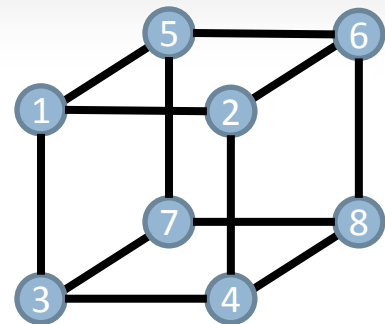


$$L = \begin{bmatrix} 0 & 1/3 & 1/3 & 0 & 1/3 & 0 & 0 & 0 \\ 1/3 & 0 & 0 & 1/3 & 0 & 1/3 & 0 & 0 \\ 1/3 & 0 & 0 & 1/3 & 0 & 0 & 1/3 & 0 \\ 0 & 1/3 & 1/3 & 0 & 0 & 0 & 0 & 1/3 \\ 1/3 & 0 & 0 & 0 & 0 & 1/3 & 1/3 & 0 \\ 0 & 1/3 & 0 & 0 & 1/3 & 0 & 0 & 1/3 \\ 0 & 0 & 1/3 & 0 & 1/3 & 0 & 0 & 1/3 \\ 0 & 0 & 0 & 1/3 & 0 & 1/3 & 1/3 & 0 \end{bmatrix}$$

Graph Embedding

- Zero out the rows for the nodes we have already positioned
- Subtract it from the identity matrix

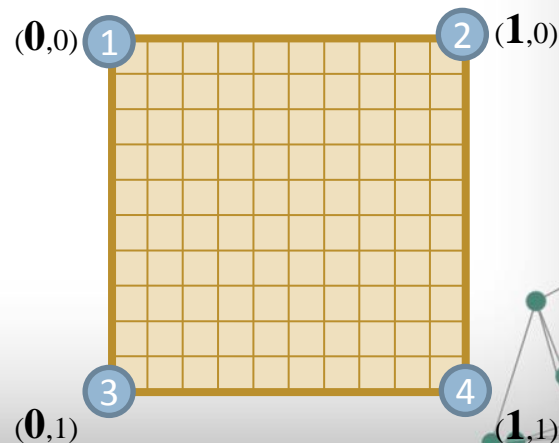
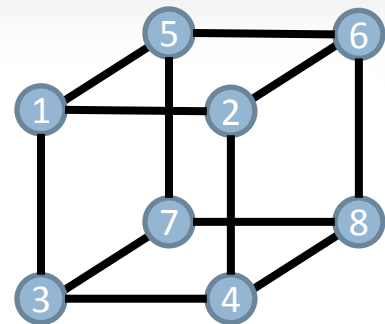
$$A = I - L = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ -1/3 & 0 & 0 & 0 & 1 & -1/3 & -1/3 & 0 \\ 0 & -1/3 & 0 & 0 & -1/3 & 1 & 0 & -1/3 \\ 0 & 0 & -1/3 & 0 & -1/3 & 0 & 1 & -1/3 \\ 0 & 0 & 0 & -1/3 & 0 & -1/3 & -1/3 & 1 \end{bmatrix}$$



Graph Embedding

- Create linear systems of equations
- Solve $A\mathbf{x} = \mathbf{b}_x$ for the x coordinates

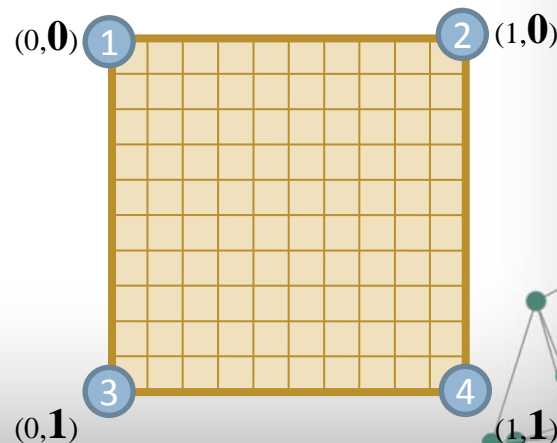
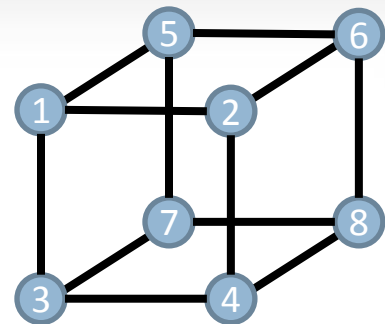
$$\begin{bmatrix}
 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
 -1/3 & 0 & 0 & 0 & 1 & -1/3 & -1/3 & 0 \\
 0 & -1/3 & 0 & 0 & -1/3 & 1 & 0 & -1/3 \\
 0 & 0 & -1/3 & 0 & -1/3 & 0 & 1 & -1/3 \\
 0 & 0 & 0 & -1/3 & 0 & -1/3 & -1/3 & 1
 \end{bmatrix}
 \begin{bmatrix}
 x_1 \\
 x_2 \\
 x_3 \\
 x_4 \\
 x_5 \\
 x_6 \\
 x_7 \\
 x_8
 \end{bmatrix}
 =
 \begin{bmatrix}
 0 \\
 1 \\
 0 \\
 1 \\
 0 \\
 0 \\
 0 \\
 0
 \end{bmatrix}$$



Graph Embedding

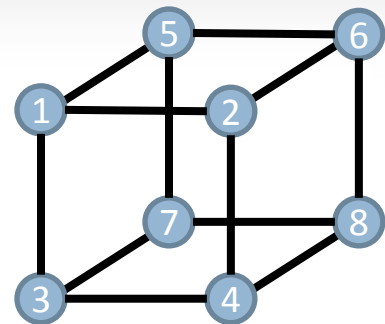
- Create linear systems of equations
- Solve $A\mathbf{x} = \mathbf{b}_x$ for the x coordinates
- Solve $A\mathbf{y} = \mathbf{b}_y$ for the y coordinates

$$\begin{bmatrix}
 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
 -1/3 & 0 & 0 & 0 & 1 & -1/3 & -1/3 & 0 \\
 0 & -1/3 & 0 & 0 & -1/3 & 1 & 0 & -1/3 \\
 0 & 0 & -1/3 & 0 & -1/3 & 0 & 1 & -1/3 \\
 0 & 0 & 0 & -1/3 & 0 & -1/3 & -1/3 & 1
 \end{bmatrix}
 \begin{bmatrix}
 y_1 \\
 y_2 \\
 y_3 \\
 y_4 \\
 y_5 \\
 y_6 \\
 y_7 \\
 y_8
 \end{bmatrix}
 =
 \begin{bmatrix}
 0 \\
 0 \\
 1 \\
 1 \\
 0 \\
 0 \\
 0 \\
 0
 \end{bmatrix}$$



Graph Embedding

- Create linear systems of equations
- Solve $A\mathbf{x} = \mathbf{b}_x$ for the x coordinates
- Solve $A\mathbf{y} = \mathbf{b}_y$ for the y coordinates

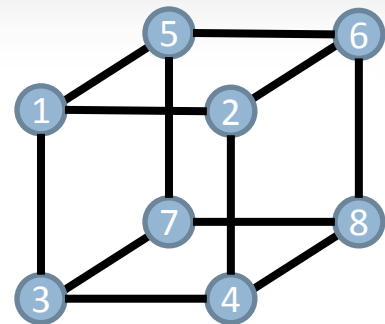


$$\begin{bmatrix}
 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\
 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\
 -1/3 & 0 & 0 & 0 & 1 & -1/3 & -1/3 & 0 \\
 0 & -1/3 & 0 & 0 & -1/3 & 1 & 0 & -1/3 \\
 0 & 0 & -1/3 & 0 & -1/3 & 0 & 1 & -1/3 \\
 0 & 0 & 0 & -1/3 & 0 & -1/3 & -1/3 & 1
 \end{bmatrix}
 \begin{bmatrix}
 x_1 \\
 x_2 \\
 x_3 \\
 x_4 \\
 x_5 \\
 x_6 \\
 x_7 \\
 x_8
 \end{bmatrix}
 =
 \begin{bmatrix}
 0 \\
 1 \\
 0 \\
 1 \\
 0 \\
 0 \\
 0 \\
 0
 \end{bmatrix}$$

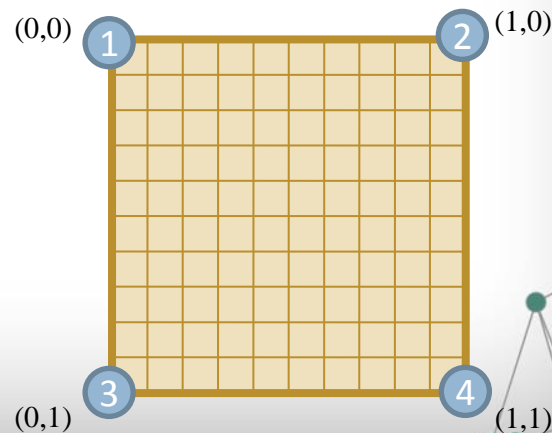
$$\begin{aligned}
 x_1 &= 0, & x_2 &= 1 \\
 x_3 &= 0, & x_4 &= 1 \\
 x_5 &= (x_1 + x_6 + x_7)/3 \\
 x_6 &= (x_2 + x_5 + x_8)/3 \\
 x_7 &= (x_3 + x_5 + x_8)/3 \\
 x_8 &= (x_4 + x_6 + x_7)/3
 \end{aligned}$$

Graph Embedding

- Create linear systems of equations
- Solve $A\mathbf{x} = \mathbf{b}_x$ for the x coordinates
- Solve $A\mathbf{y} = \mathbf{b}_y$ for the y coordinates

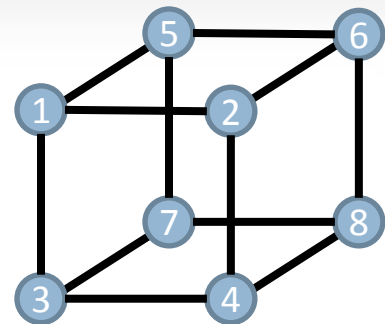


$$\begin{aligned}x_1, y_1 &= (0, 0), & x_2, y_2 &= (1, 0) \\x_3, y_3 &= (0, 1), & x_4, y_4 &= (1, 1) \\x_5, y_5 &= ((x_1, y_1) + (x_6, y_6) + (x_7, y_7))/3 \\x_6, y_6 &= ((x_2, y_2) + (x_5, y_5) + (x_8, y_8))/3 \\x_7, y_7 &= ((x_3, y_3) + (x_5, y_5) + (x_8, y_8))/3 \\x_8, y_8 &= ((x_4, y_4) + (x_6, y_6) + (x_7, y_7))/3\end{aligned}$$



Graph Embedding

- Create linear systems of equations
- Solve $A\mathbf{x} = \mathbf{b}_x$ for the x coordinates
- Solve $A\mathbf{y} = \mathbf{b}_y$ for the y coordinates



$$x_1, y_1 = (0,0), \quad x_2, y_2 = (1,0)$$

$$x_3, y_3 = (0,1), \quad x_4, y_4 = (1,1)$$

$$x_5, y_5 = ((x_1, y_1) + (x_6, y_6) + (x_7, y_7))/3 = (1/3, 1/3)$$

$$x_6, y_6 = ((x_2, y_2) + (x_5, y_5) + (x_8, y_8))/3 = (2/3, 1/3)$$

$$x_7, y_7 = ((x_3, y_3) + (x_5, y_5) + (x_8, y_8))/3 = (1/3, 2/3)$$

$$x_8, y_8 = ((x_4, y_4) + (x_6, y_6) + (x_7, y_7))/3 = (2/3, 2/3)$$

