

A unit-disk embedding of a graph is a way to represent the vertices and edges of a graph in the Euclidean plane such that each vertex is mapped to a distinct point and each edge is represented by a curve that connects the endpoints of the edge. In a unit-disk embedding, each vertex of the graph is represented by a disk of unit radius and the disks corresponding to adjacent vertices intersect if and only if the corresponding vertices are adjacent in the graph. The goal of a unit-disk embedding is to find a geometric representation of the graph that preserves its connectivity properties and is aesthetically pleasing. Unit-disk embeddings have applications in wireless sensor networks, where the nodes are represented by disks and the communication range between nodes is limited to the radius of their disks.

```
1 using LinearAlgebra
```

```
1 using Plots
```

```
1 using ForwardDiff
```

```
N = 10
```

```
1 N = 10
```

```
E =
```

```
[(1, 2), (1, 3), (2, 3), (2, 4), (2, 5), (2, 6), (3, 5), (3, 6), (3, 7), (4, 5), (4, 8),
```

```
1 E = [(1, 2), (1, 3),
2      (2, 3), (2, 4), (2, 5), (2, 6),
3      (3, 5), (3, 6), (3, 7),
4      (4, 5), (4, 8),
5      (5, 6), (5, 8), (5, 9),
6      (6, 7), (6, 8), (6, 9),
7      (7, 9), (8, 9), (8, 10), (9, 10)]
```

```
distance (generic function with 1 method)
```

```
1 function distance(x, i, j)
2     return sqrt((x[2 * i - 1] - x[2 * j - 1])^2 + (x[2 * i] - x[2 * j])^2)
3 end
```

is_unit_disk (generic function with 1 method)

```

1 function is_unit_disk(x::AbstractArray)
2     E = [(1, 2), (1, 3), (2, 3), (2, 4), (2, 5), (2, 6), (3, 5), (3, 6), (3, 7),
3         (4, 5), (4, 8), (5, 6), (5, 8), (5, 9), (6, 7), (6, 8), (6, 9), (7, 9), (8,
4         9), (8, 10), (9, 10)]
5
6     Loss = 0
7
8     for i in 1:10
9         for j in i + 1:10
10            if (i, j) in E
11                d_ij = distance(x, i, j)
12                if d_ij >= 1
13                    Loss += 1
14                end
15            else
16                d_ij = distance(x, i, j)
17                if d_ij <= 1
18                    Loss += 1
19                end
20            end
21        end
22    end
23
24    if Loss == 0
25        println("The result is a unit disk.")
26    else
27        println("The result is not a unit disk.")
28    end
29    return Loss
30 end

```

Here we define the loss function based on distance, given as

$$\begin{aligned}
 L &= L_{Edge} + L_{NonEdge} \\
 L_{Edge} &= \sum_{i,j} 2 * |x - 0.95|^{0.2} * \text{sign}(x - 0.95) \\
 L_{NonEdge} &= - \sum_{i,j} |x - 1.05|^{0.2} * \text{sign}(x - 1.05)
 \end{aligned}$$

Here we set the cutoff slightly larger or smaller than 1 to fasten the convergence. Such a loss function will have a continium ForwardDiff so that gradient based optimizer can be applied.

Loss_distance_12 (generic function with 1 method)

```

1 function Loss_distance_12(x::AbstractArray)
2     E = [(1, 2), (1, 3), (2, 3), (2, 4), (2, 5), (2, 6), (3, 5), (3, 6), (3, 7),
          (4, 5), (4, 8), (5, 6), (5, 8), (5, 9), (6, 7), (6, 8), (6, 9), (7, 9), (8,
          9), (8, 10), (9, 10)]
3
4     Loss_1 = 0
5     Loss_2 = 0
6     cut_1 = 0.95
7     cut_2 = 1.05
8
9     for i in 1:10
10        for j in i + 1:10
11            if (i, j) in E
12                d_ij = distance(x, i, j)
13
14                if d_ij >= cut_1
15                    Loss_1 += 2 * (abs(d_ij - cut_1))^(.2) * sign(d_ij - cut_1)
16                end
17            else
18                d_ij = distance(x, i, j)
19                if d_ij <= cut_2
20                    Loss_2 += - (abs(d_ij - cut_2))^(.2) * sign(d_ij - cut_2)
21                end
22            end
23        end
24    end
25    end
26
27    return Loss_1, Loss_2
end

```

Loss_distance (generic function with 1 method)

```

1 function Loss_distance(x::AbstractArray)
2     Loss_1, Loss_2 = Loss_distance_12(x::AbstractArray)
3     Loss = Loss_1 + Loss_2
4     return Loss
5 end

```

[0.468621, 0.0499091, 0.319865, -0.73502, 0.0456524, -0.596625, -0.981266, -1.38465,

```
1 ForwardDiff.gradient(Loss_distance, rand(20))
```

gradient_descent (generic function with 1 method)

```
1 function gradient_descent(f, x; niters::Int, learning_rate::Real)
2     history = [x]
3     for i=1:niters
4         g = ForwardDiff.gradient(f, x)
5         x -= learning_rate * g
6         push!(history, x)
7     end
8     return x, f(x)
9 end
```

```
0
1 begin
2     x_0 = 3 * rand(20)
3     best_x, best_loss = gradient_descent(Loss_distance, x_0; niters = 500000,
4     learning_rate = 0.0001)
5     result = is_unit_disk(best_x)
6 end
```

The result is a unit disk.



As shown by the cell above, there are no *illegal* disks.

A plotted result via plot.py is given by **unit_disk_py**.