# Planar Configuration Spaces of Disk Arrangements and Hinged Polygons

Clinton Bowen

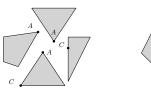
Cal State Northridge

December 6, 2016

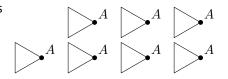
- \* Motivations Slides
- \* Related Work
- \* Contribution
- \* Logic Engine + Problem 1
- \* Modified Auxiliary Construction + Problem 3
- \* Conclusion

## Motivation: Hinged Dissection

- \* Dudeney Problem: Can a square and an equilateral triangle of the same area have a common dissection into four pieces?
- \* Can finite collection of polygons of equal area has a common hinged dissection?







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# Motivation: Protein Folding

Protein folding is the process in which a protein chain acquires its 3-dimensional structure.

- \* Proteins in an organism fold into a specific geometric pattern (sometimes referred as its *native state*).
- \* Geometric patterns can determine a protein's function and behavior.







# Deciding Realizability of Polygonal Linkages

## **Problem**

What is the complexity of deciding whether a polygonal linkage whose hinge graph is a tree can be realized?

Bhatt and Cosmadakis showed realizability of linkages is NP-Complete.







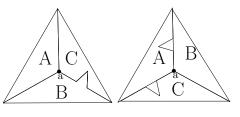
# Deciding Realizability of Polygonal Linkages

#### **Problem**

What is the complexity of deciding whether a polygonal linkage whose hinge graph is a tree can be realized with fixed orientation?

Bhatt and Cosmadakis showed realizability of linkages is NP-Complete.

Here we have two realizations of a polygonal linkage with two different counter-clockwise order (C,B,A) and (B,C,A) respectively.



# Deciding Realizability of Polygonal Linkages

## **Problem**

What is the complexity of deciding whether a given ordered tree with positive vertex weights is the contact graph of a disk arrangements with specified radii?

Breu and Kirkpatrick proved that it is NP-Hard to decide whether a graph G is the contact graph of unit disks in the plane, i.e., recognizing coin graphs is NP-Hard



## Contributions

#### **Theorem**

It is strongly NP-Hard to decide whether a polygonal linkage whose hinge graph is a tree can be realized.

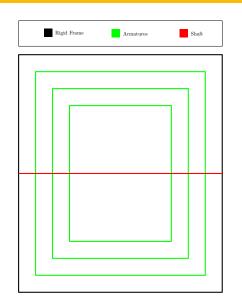
### **Theorem**

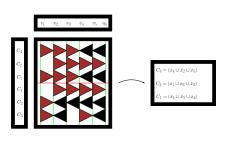
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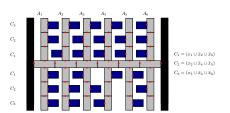
# The Logic Engine





## Logic Engine Realized as Hinged Polygons

\* Suppose we are given an Boolean formula with *m* clauses and *n* variables in 3-CNF form, Φ, we construct the polygonal linkage similarly to the logic engine.

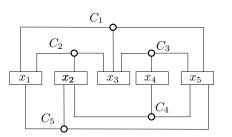


# Logic Engine Realized as Hinged Polygons.pdf

\* Breu and Kirkpatrick [?] proved that it is NP-hard to decide whether a graph *G* is the contact graph of unit disks in the plane, i.e., recognizing *coin graphs* is NP-hard; see also [?].

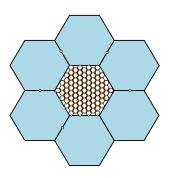
## Planar 3SAT

\* Given a Boolean formula  $\Phi$  in 3-CNF such that its associated graph is  $A(\Phi)$ , decide whether it is satisfiable is a 3-SAT problem.



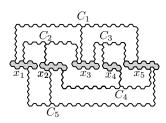
# Modified Auxiliary Construction

- \* Define the associated graph A(Φ) as follows: the vertices correspond to the variables and clauses in Φ. We place an edge in the graph if variable x<sub>i</sub> appears in clause C<sub>i</sub>.
- \* Given a Boolean formula Φ in 3-CNF such that its associated graph is planar, decide whether it is satisfiable is a 3-SAT problem.



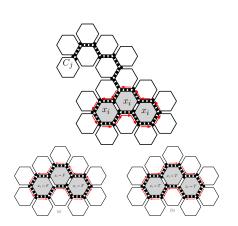
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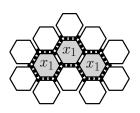
# Transmitter Gadget

\* A transmitter gadget is constructed for each edge  $\{x_i, C_j\}$  of the graph  $A(\Phi)$ ; it consists of a sequence of junctions and corridors from a variable gadget's junction to a clause junction.



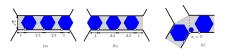
# Variable Gadget

\* Variable  $x_i$  corresponds to a cycle in the associated graph  $\tilde{A}(\Phi)$ .



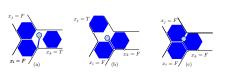
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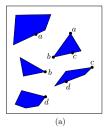
# Clause Junction Gadget

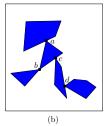
\* The *clause gadget* lies at a junction adjacent to three transmitter gadgets.x



## Motivation: Weighted Trees and Disk Arrangements

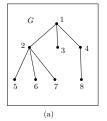
- \* Is it strongly NP-hard to decide whether a polygonal linkage whose hinge graph is a *tree* can be realized?
- \* Is it NP-Hard to decide whether a given ordered tree with positive vertex weights is the contact graph of a disk arrangements with specified radii?

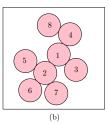




## Motivation: Weighted Trees and Disk Arrangements

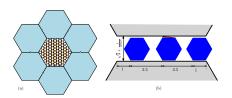
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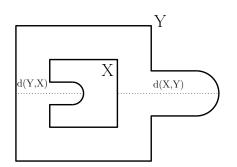
# Modified Auxiliary Gadget

- \* The modified auxiliary gadget channels and junctions in a hexagonal grid enclosed by six frame hexagons.
- \* A comment about NAE3SAT....



# Approximation of Hexagon with a Disk Arrangement: Hausdorff Distance

\* An illustrative example of d(X, Y) and d(Y, X) where X is the inner curve, and Y is the outer curve.



# Approximation of Hexagon with a Disk Arrangement

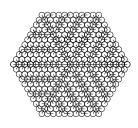
## Lemma

For every  $\epsilon > 0$  and x > 0, there exists an ordered weighted tree T and regular hexagon h of side length x such that:

\* Every realization  $\sigma_i$  of T as an ordered disk contact graph where the radii of the disks equal the vertex weights, approximates the hexagon in the sense that:

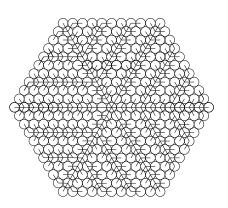
$$H(h, \sigma) \leq \epsilon$$

\* The number of nodes in T and the weights are polynomial in  $\epsilon$  and x, the weights  $\frac{\epsilon}{10}$  and  $\frac{\epsilon}{10} + \zeta$  are polynomial.



## Approximation of Hexagon with a Disk Arrangement

- \* A drawing of a tree *T* overlayed with a corresponding disk arrangement, each disk with unit radius.
- \* The nodes of the tree are the centers of the disks.



## Conclusion

Thank You!