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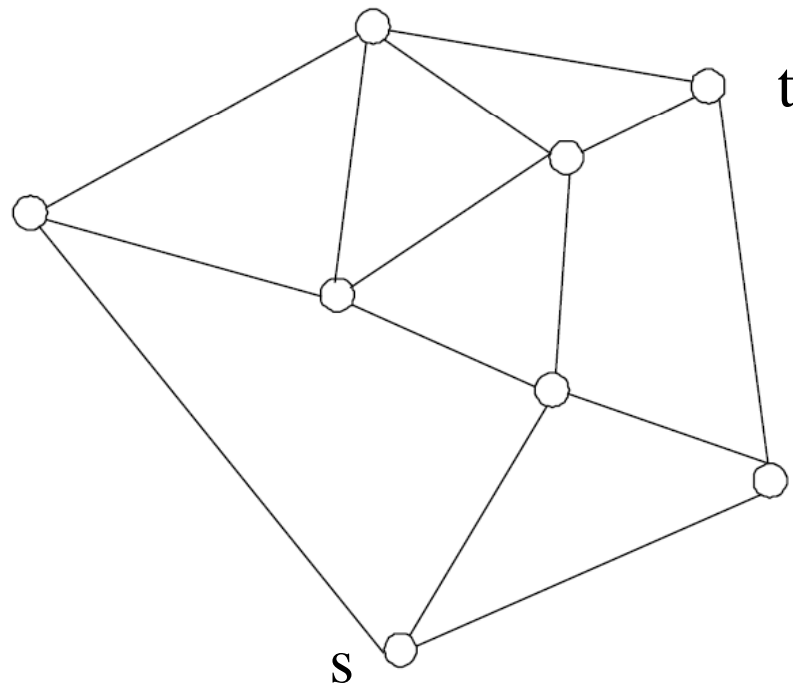
Given a graph, find an embedding s.t. greedy routing works

## Greedy embedding of a graph

## Greedy embedding

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- Given a graph  $G$ , find an embedding of the vertices in  $\mathbb{R}^d$ , s.t. for each pair of nodes  $s, t$ , there is a neighbor of  $s$  closer to  $t$  than  $s$  itself.



## Questions to ask

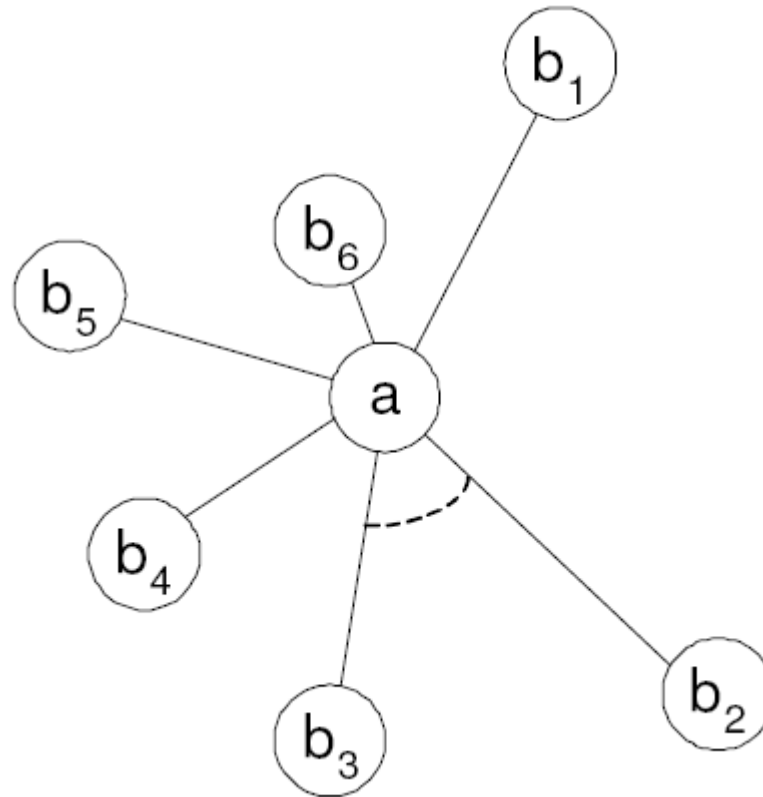
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- We want to find a virtual coordinates such that greedy routing always works.
- Does there exist such a greedy embedding in  $\mathbb{R}^2$ ?
- in  $\mathbb{R}^3$ ?
- in Euclidean metric? Hyperbolic space?
- If it exists, how to compute?

## Greedy embedding does not always exist

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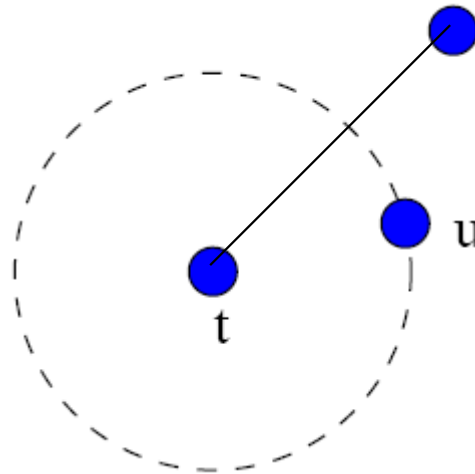
- $K_{1,6}$  does not have a greedy embedding in  $\mathbb{R}^2$



## A lemma

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- Lemma: each node  $t$  must have an edge to its closest (in terms of Euclidean distance) node  $u$ .
- Otherwise,  $u$  has no neighbor that is closer to  $t$  than itself.



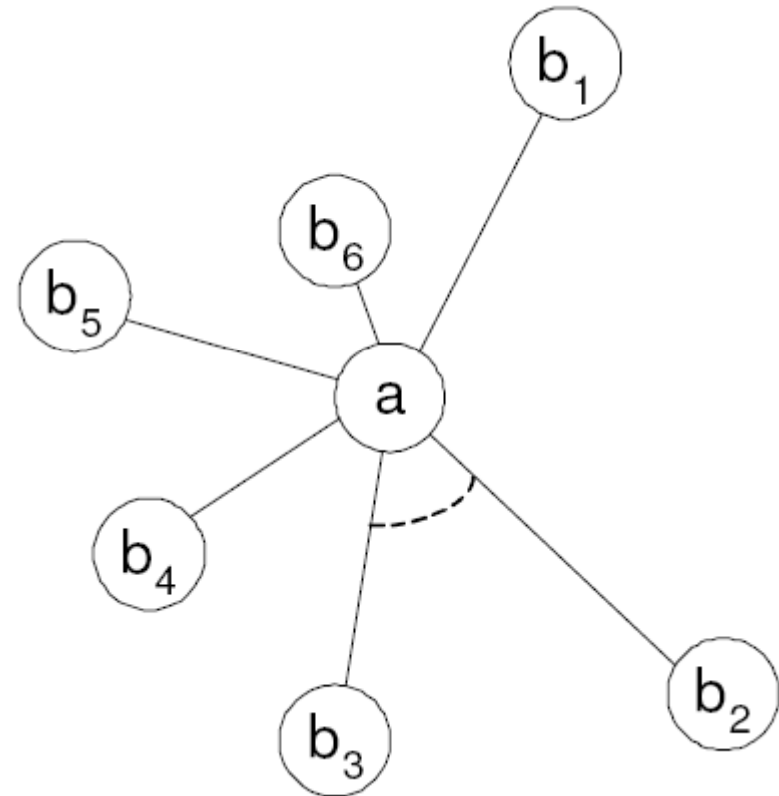
## Proof

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- $K_{1,6}$  does not have a greedy embedding in  $\mathbb{R}^2$

Proof:

1. One of the angles is less than  $\pi/3$ .
2. One of  $ab_2$  and  $ab_3$ , say,  $ab_2$ , is longer than  $b_2b_3$ .
3. Then  $b_2$  does not have edge with its closest point  $b_3$ .



## A conjecture

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- Corollary:  $K_{k, 5k+1}$  does not have a greedy embedding in  $\mathbb{R}^2$ .
- Conjecture: Any planar 3-connected graph has a greedy embedding  $\mathbb{R}^2$ .
- Hint: this is tight.
- $K_{2,11}$  is planar but not 3-connected.
- $K_{3,16}$  is 3-connected but not planar. (it has  $K_{3,3}$  minor).
- Planar 3-connected graph has a greedy embedding in  $\mathbb{R}^3$

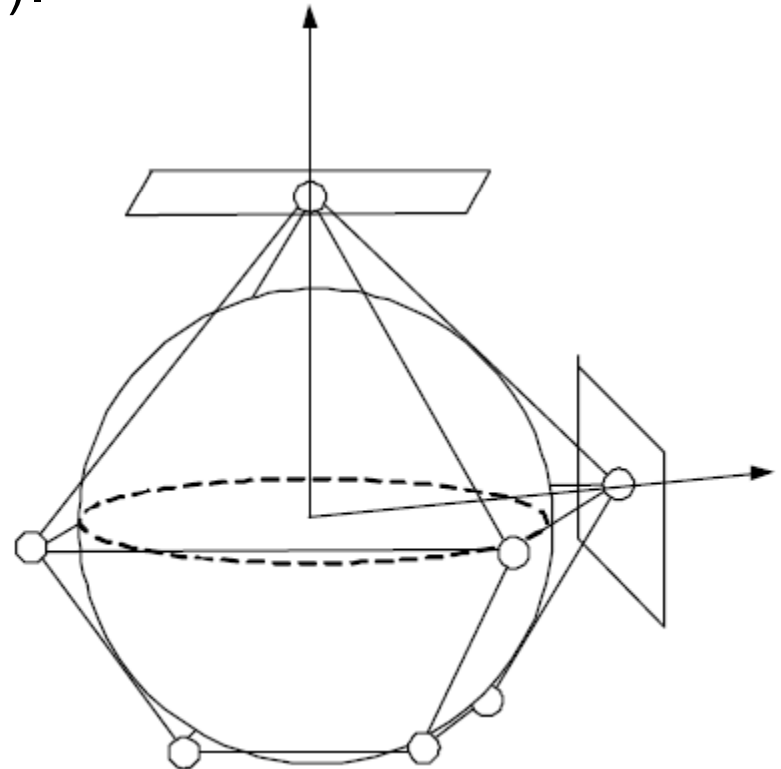
## Polyhedral routing

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Theorem: Any 3-connected planar graph has a greedy embedding  $\mathbf{e}$  in  $\mathbb{R}^3$ , where the distance function is defined as  $d(u, v) = -\mathbf{e}(u) \cdot \mathbf{e}(v)$ .

Proof:

1. Any 3-connected planar graph is the edge graph of a 3D convex polytope, with edges tangent to a sphere. [Steinitz 1922].
2. Each vertex has a supporting hyperplane with the normal being the 3D coordinate of the vertex.



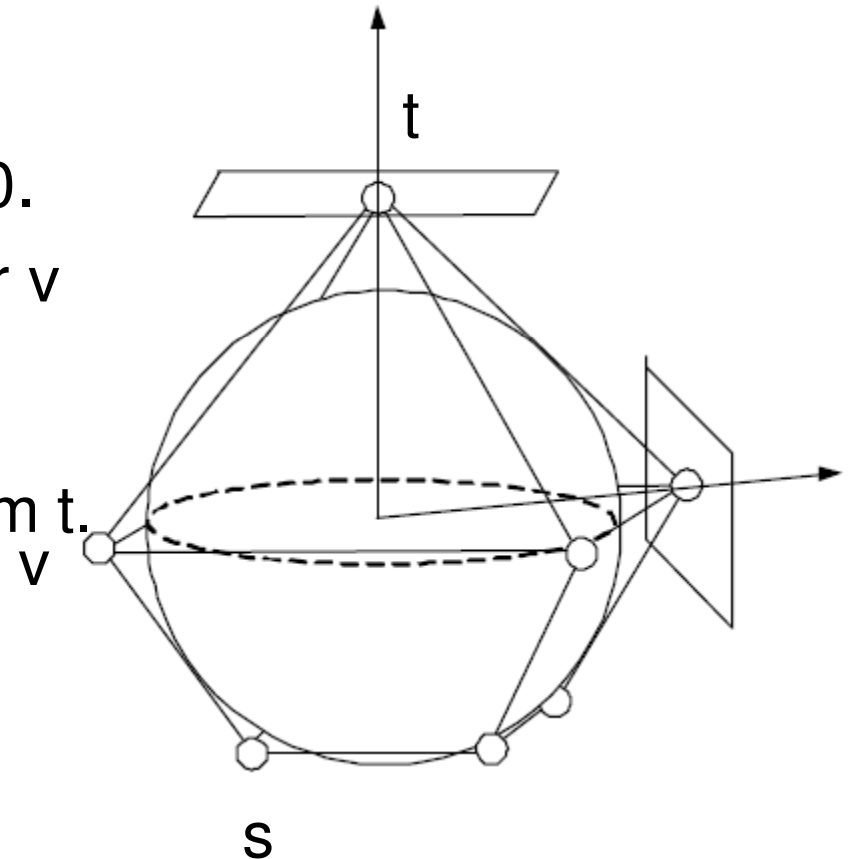


## Polyhedral routing

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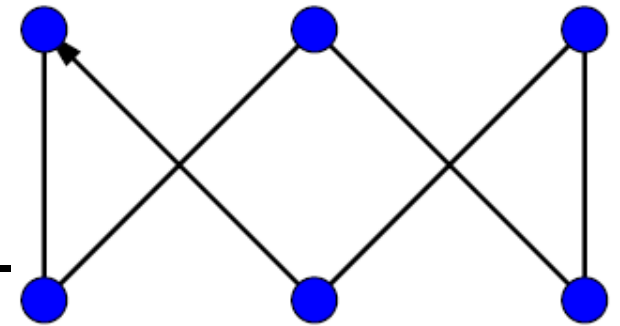
Proof: For any  $s, t$ , there is a neighbor  $v$  of  $s$ ,  $d(v,t) < d(s,t)$ .

1.  $d(s,t) - d(v,t) = [\mathbf{e}(v) - \mathbf{e}(s)] \cdot \mathbf{e}(t) > 0$ .
2. Now suppose such neighbor  $v$  does not exist, then  $s$  is a reflex vertex, with all the neighbors pointing away from  $t$ .
3. This contradicts with the convexity of the polytope.



## Discussions

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- Papadimitriou's conjecture: Any planar 3-connected graph has a greedy embedding  $\mathbb{R}^2$ . ← has been proved!
- The theorem only gives a sufficient condition, not necessary.
  - $K_{3,3}$  has a greedy embedding.
  - A graph with a Hamiltonian cycle has a greedy embedding on a line.
- Given a graph, can we tell whether it has a greedy embedding in  $\mathbb{R}^2$ ? Is this problem hard? (Recall that many such embedding problems are hard...)
- More understanding of greedy embedding in  $\mathbb{R}^2$ ,  $\mathbb{R}^3$ ...

# Follow-up work

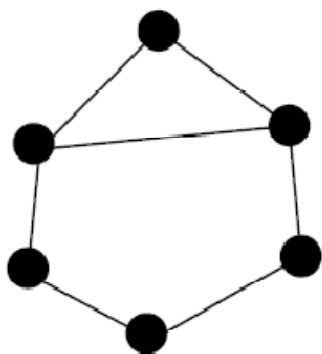
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- Dhandapani proved that any **triangulation** admits a greedy embedding (SODA'08).
- Leighton and Moitra proved the conjecture (FOCS'08).
- Independently, Angelini et al. also proved it (Graph Drawing'08).
- Goodrich and D. Strash improved the coordinates to be of size  $O(\log n)$  (under submission).
- We briefly introduce the main idea.

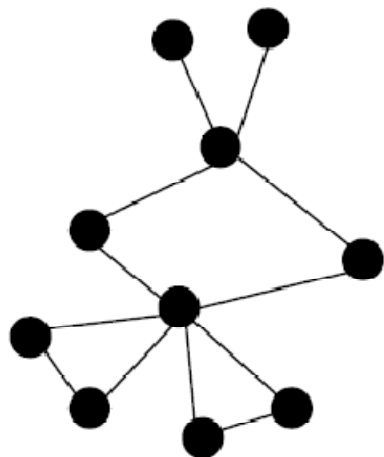
# Leighton and Moitra

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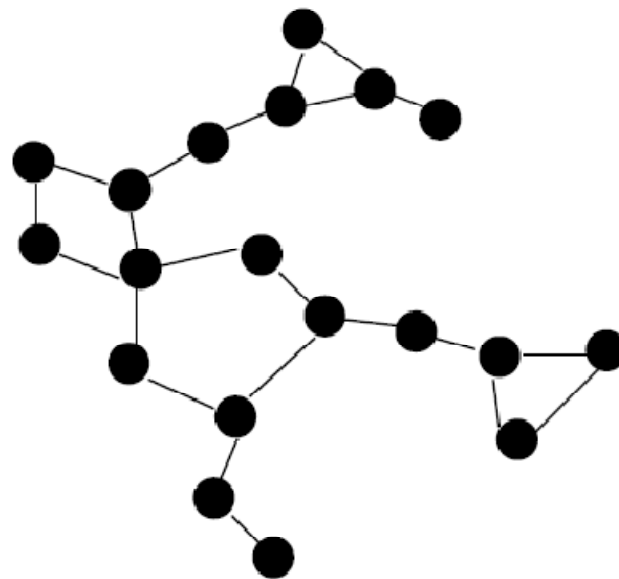
- All 3-connected planar graph contain a spanning **Christmas Cactus graph**.
- All Christmas Cactus graphs admit a greedy embedding in the plane.



not cactus



cactus, not Christmas cactus

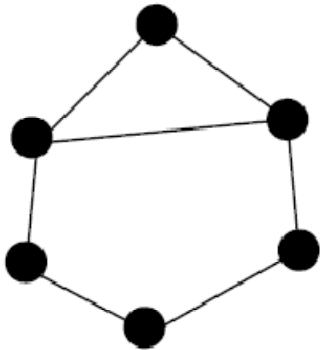


Christmas cactus

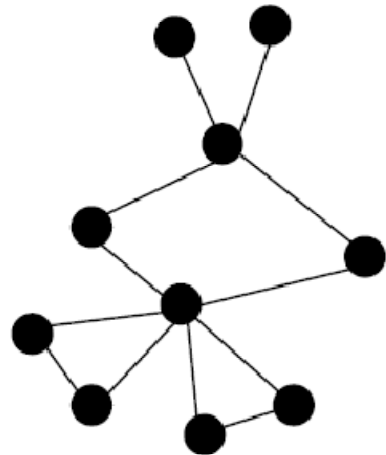
# Leighton and Moitra

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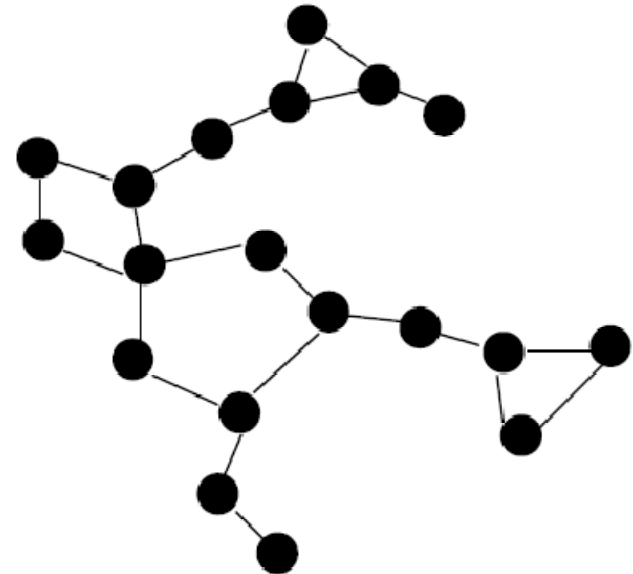
- A **cactus graph** is connected, each edge is in at most one simple cycle.
- A **Christmas Cactus graph** is a cactus graph for which the removal of any node disconnects into at most 2 pieces.



not cactus



cactus, not Christmas cactus



Christmas cactus

# A Christmas Cactus

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# Example

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## Connection to graph labeling

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- Given a graph, find a labeling of the nodes such that one can compute the (approximate) shortest path distance between any two vertices from their labels only.
- Tradeoff between approximation ratio and the label size.
- For shortest path distance, the maximum label size is  $\Theta(n)$  for general graph,  $O(n^{1/2})$  ( $\Omega(n^{1/3})$ ) for planar graphs, and  $\Theta(\log^2 n)$  for trees.
- General graph:  $\exists$  a scheme with label size  $O(kn^{1/k})$  and approximation ratio  $2k-1$ .
- Google “distance labeling” for the literature.



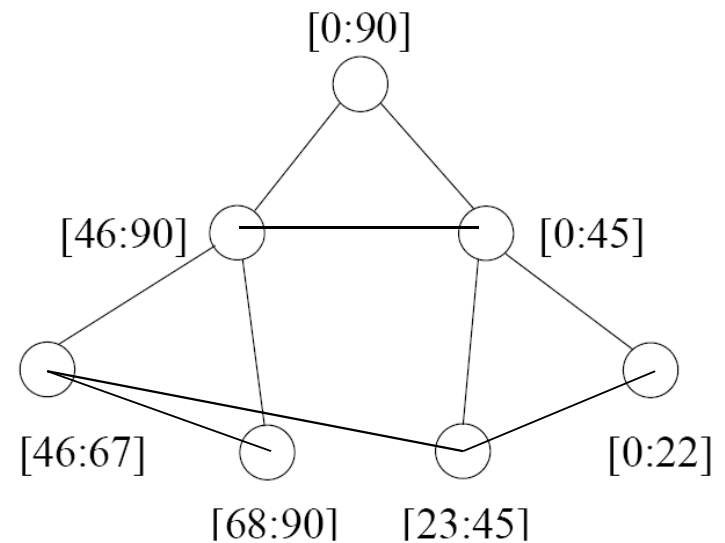
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Approach II:  
Embed a spanning tree in polar coordinate  
system

## Embed a tree in polar coordinate system

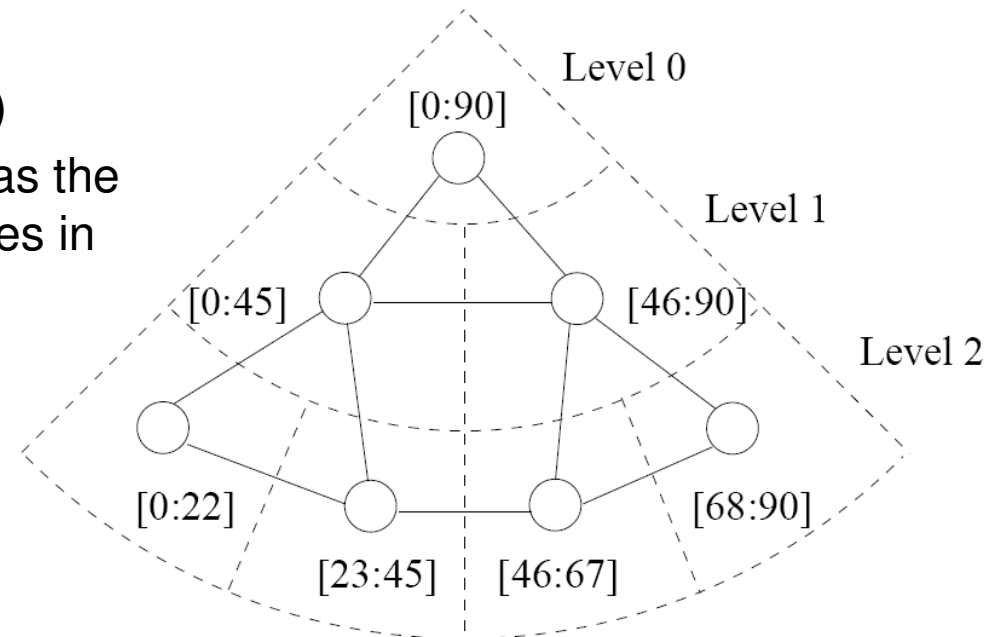
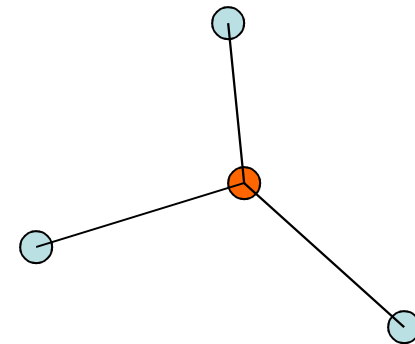
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- Start from any node as root, flood to find the shortest path tree.
- Assign polar ranges to each node in the tree.
  - The range of a node is divided among its children.
  - The size of the range is proportional to the size of its subtree.
- Order the subtrees that align with the sensor connectivity.



# Embed a tree in polar coordinate system

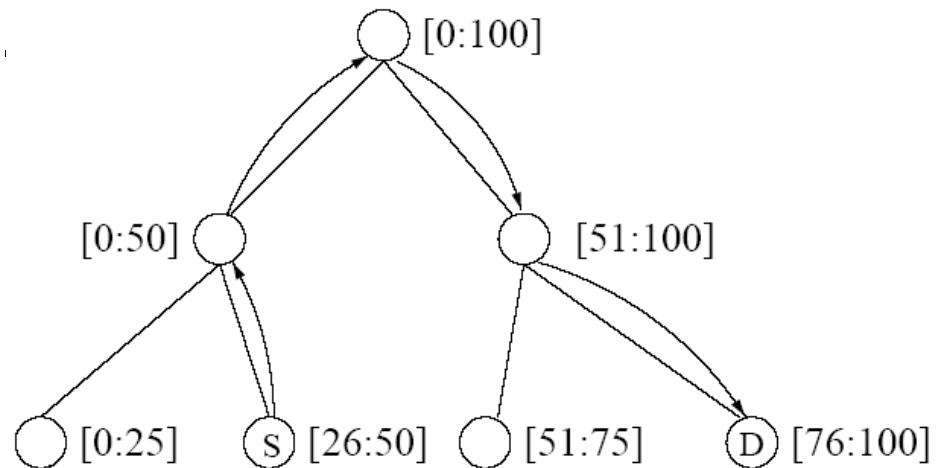
- Order the subtrees that align with the sensor connectivity.
  - Three reference nodes flood the network. Each node knows the hop count to each reference.
  - Each node embeds itself with respect to the references. (trilateration with hop counts)
  - A node's position is defined as the **center of mass** of all the nodes in its subtree.
  - This will provide an angular ordering of all the children.



## Routing on a tree

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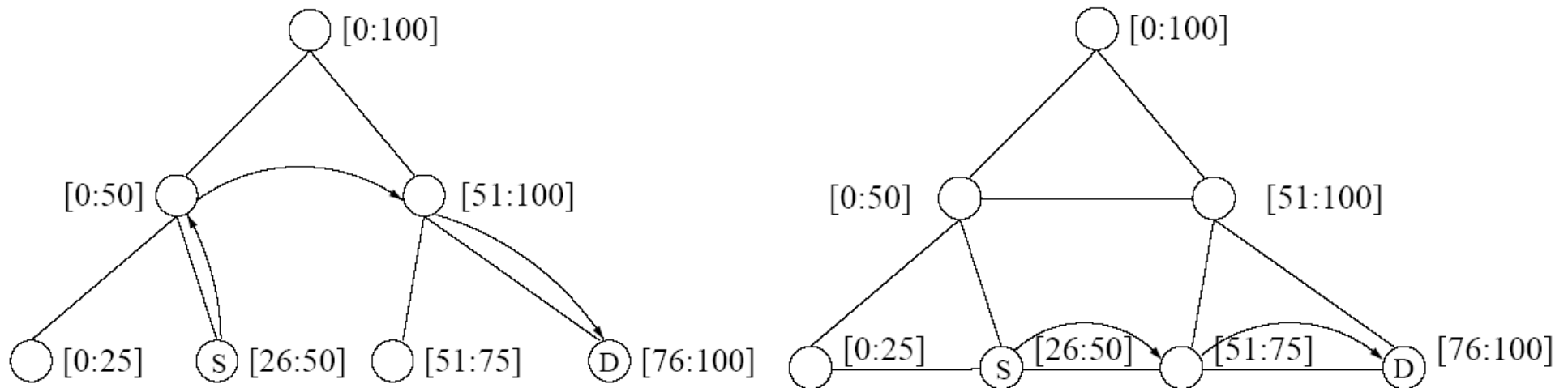
- Route to the common ancestor of the source and destination.
  - Check whether the destination range is included in the range of the current node.
  - If not, go to the parent.
  - Otherwise go to the corresponding child.
- Root is the bottleneck.
- Path may be long.



# Routing on a tree

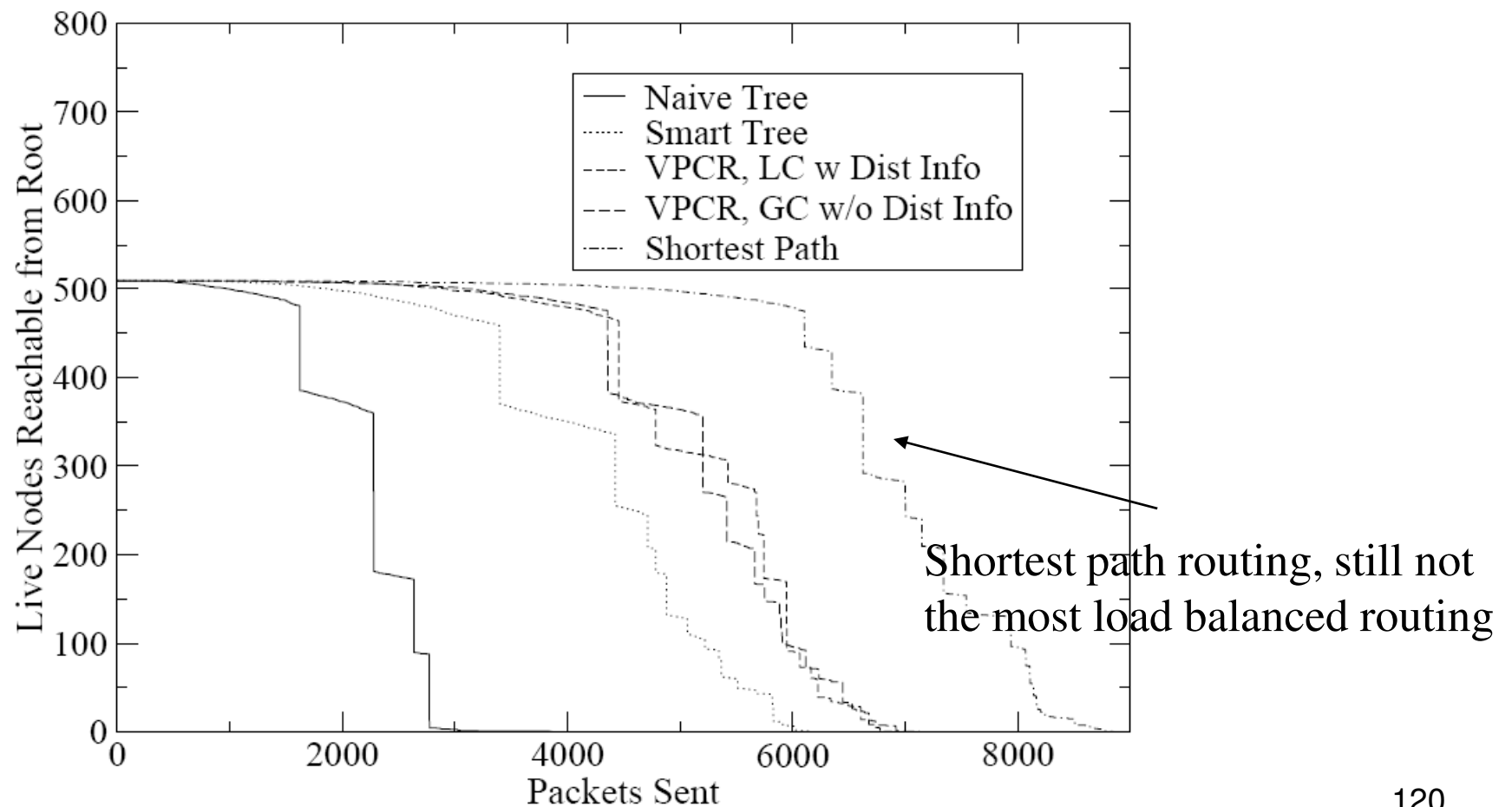
- Be a little smarter: store a local routing table that keeps the ranges of up to k-hop neighbors. → find shortcuts.
- **Virtual Polar Coordinate Routing**: check the neighborhood, find the node that is **closer** to the destination. ← greedy forwarding in polar coordinates.

If the upper/lower bound is closer to the destination.



## Load balancing

- Root is still the bottleneck even for smart routing.



# Routing on spanning trees – in theory and in practice

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- For any graph  $G$  there is a spanning tree  $T$ , s.t. the average stretch of the shortest paths on  $T$ , compared with  $G$ , is  $O((\log n \log \log n)^2)$ .