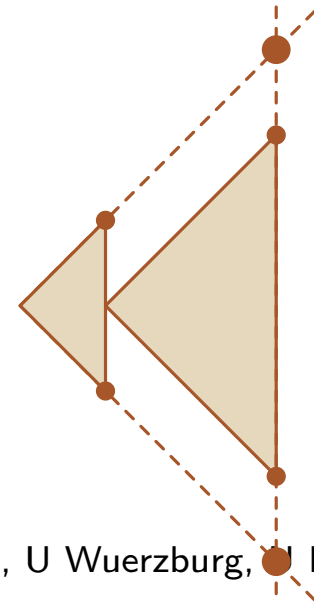
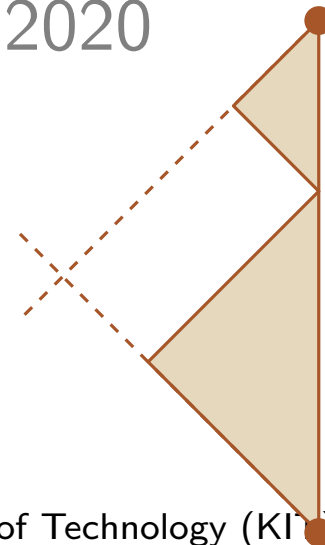
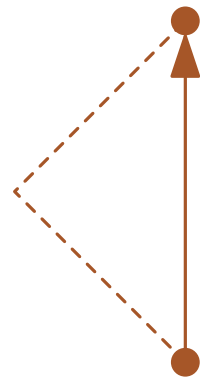
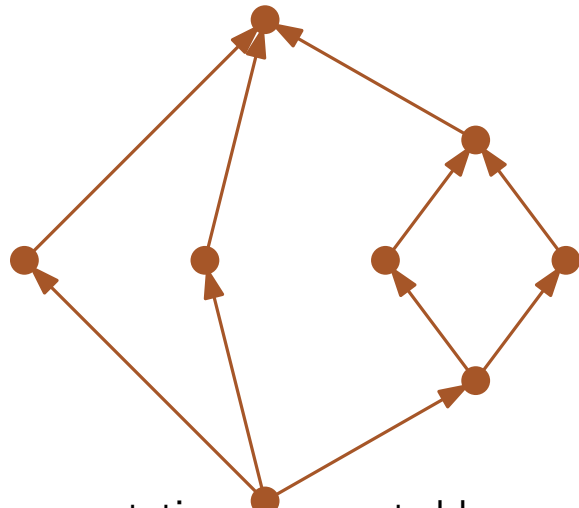


Visualisation of graphs

Drawing series-parallel graphs Divide and conquer methods

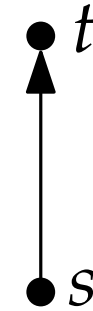
Antonios Symvonis · Chrysanthi Raftopoulou
Fall semester 2020



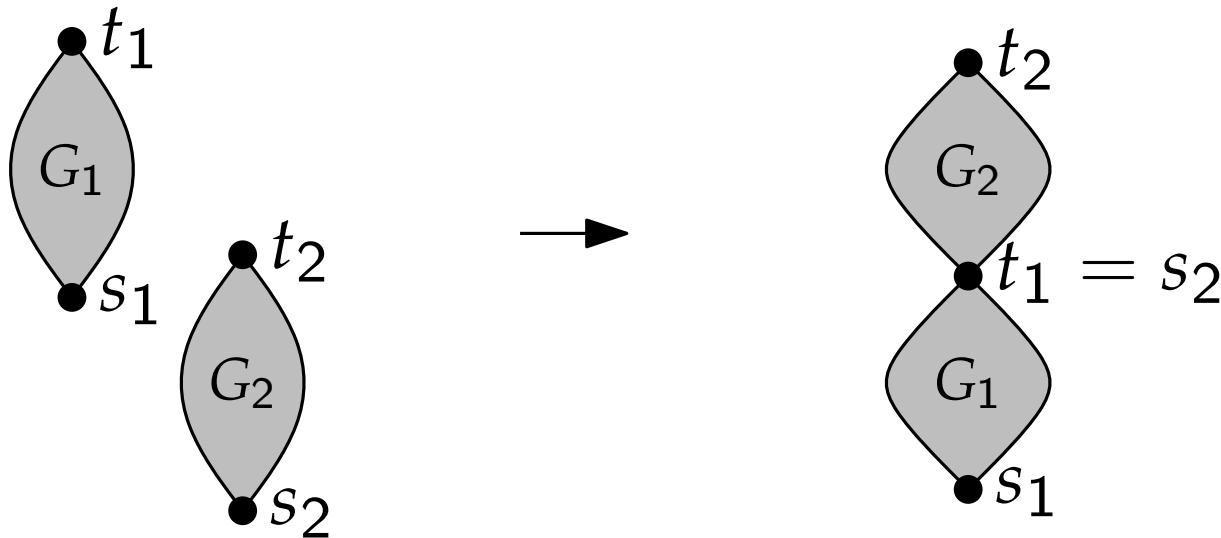
Series-parallel graphs

A graph G is **series-parallel**, if

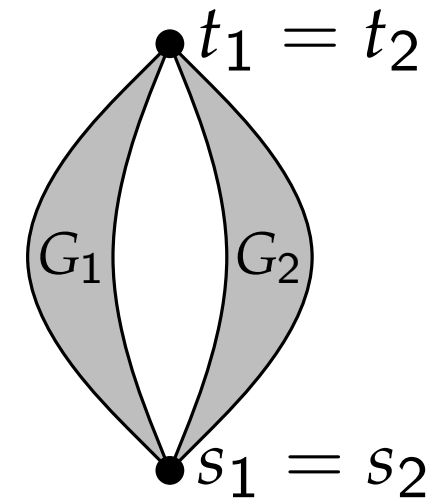
- it contains a single edge (s, t) , or
- it consists of two series-parallel graphs G_1, G_2 with sources s_1, s_2 and sinks t_1, t_2 that are combined using one of the following rules:



Series composition



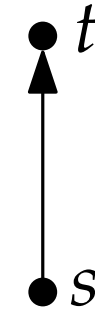
Parallel composition



Series-parallel graphs

A graph G is **series-parallel**, if

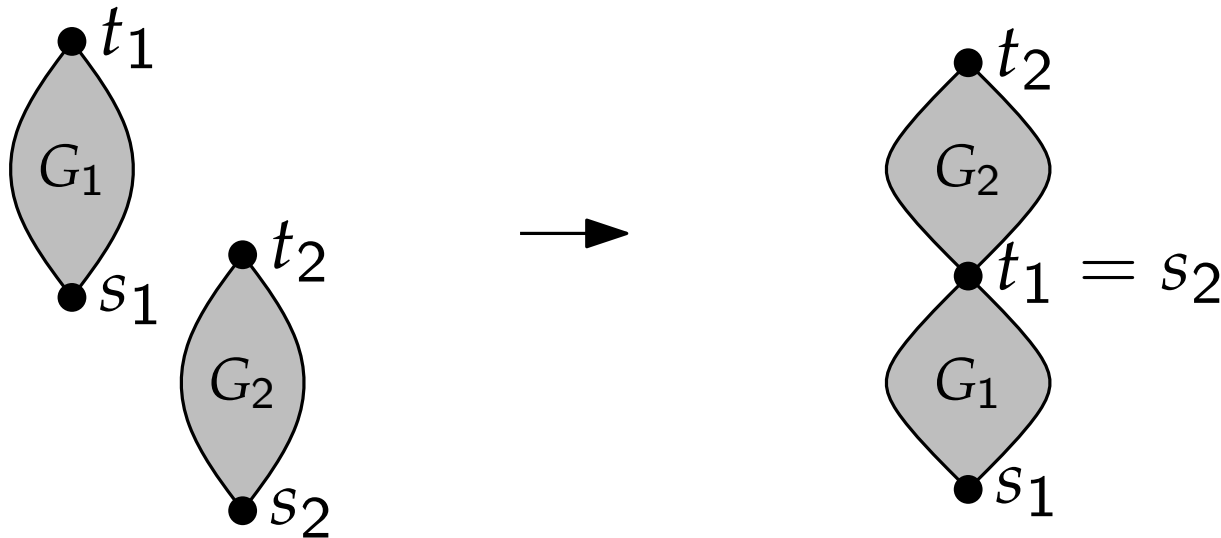
- it contains a single edge (s, t) , or
- it consists of two series-parallel graphs G_1, G_2 with sources s_1, s_2 and sinks t_1, t_2 that are combined using one of the following rules:



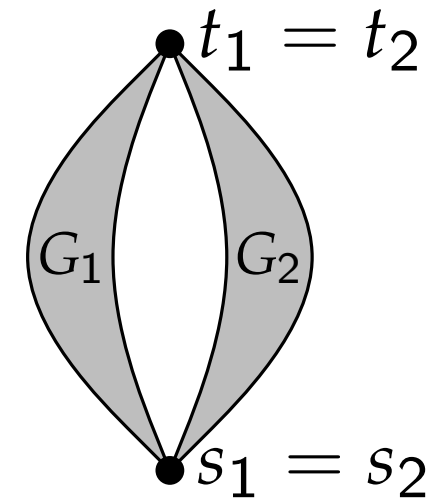
Observations:

- $|E| \leq 2|V| - 4$
- Series-parallel graphs are planar

Series composition



Parallel composition



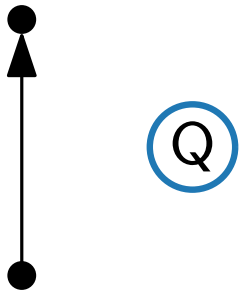
Series-parallel graphs – decomposition tree

A **decomposition tree** of G is a binary tree T with nodes of three types: **S**, **P** and **Q**-type

Series-parallel graphs – decomposition tree

A **decomposition tree** of G is a binary tree T with nodes of three types: **S**, **P** and **Q**-type

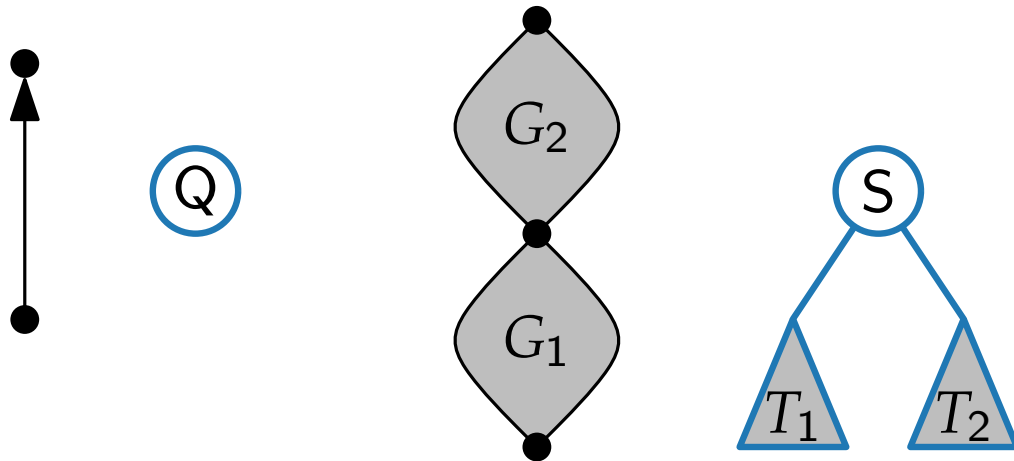
- A Q-node represents a single edge



Series-parallel graphs – decomposition tree

A **decomposition tree** of G is a binary tree T with nodes of three types: **S**, **P** and **Q**-type

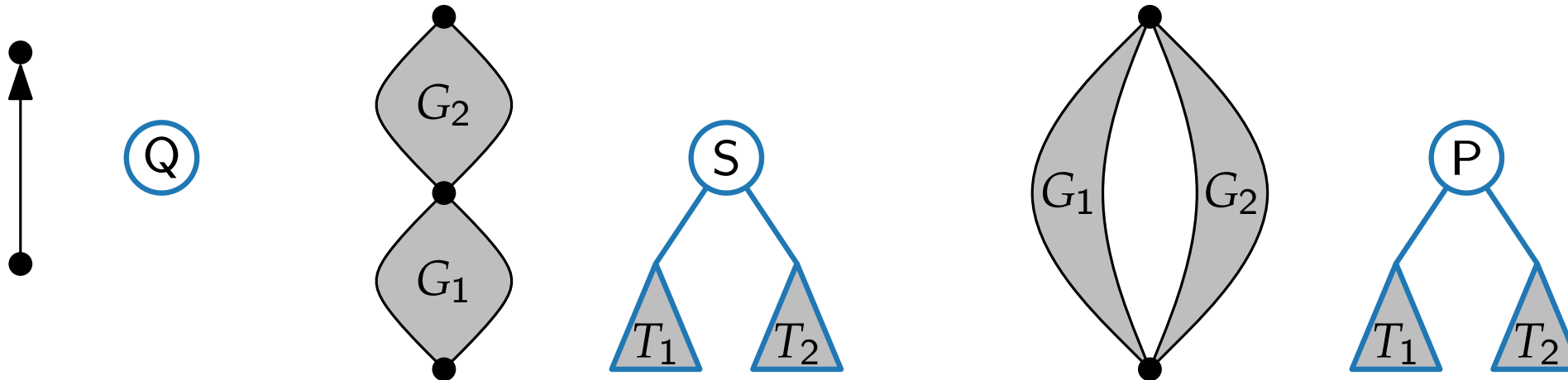
- A Q-node represents a single edge
- An S-node represents a series composition; its children T_1 and T_2 represent G_1 and G_2



Series-parallel graphs – decomposition tree

A **decomposition tree** of G is a binary tree T with nodes of three types: **S**, **P** and **Q**-type

- A Q-node represents a single edge
- An S-node represents a series composition; its children T_1 and T_2 represent G_1 and G_2
- A P-node represents a parallel composition; its children T_1 and T_2 represent G_1 and G_2



Series-parallel graphs – decomposition tree

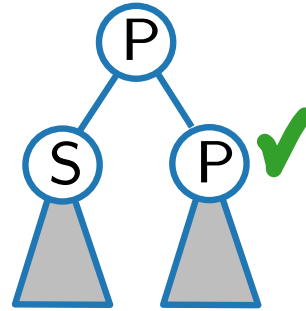
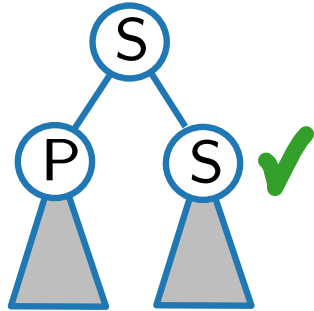
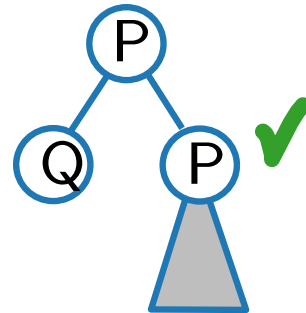
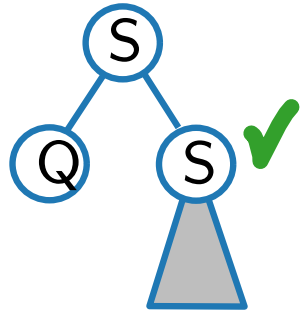
We further require:

- if a node μ and its parent ν have the same type, then μ is the **right** child of ν .

Series-parallel graphs – decomposition tree

We further require:

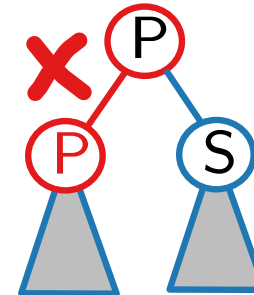
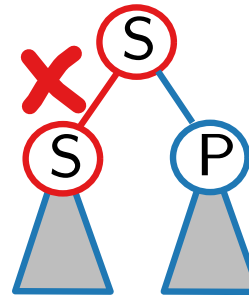
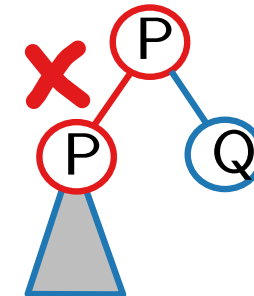
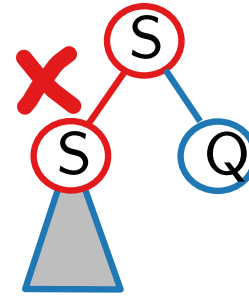
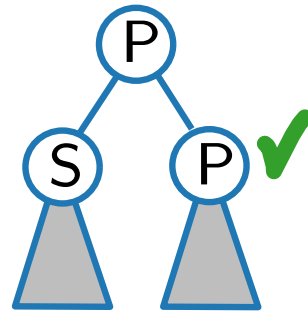
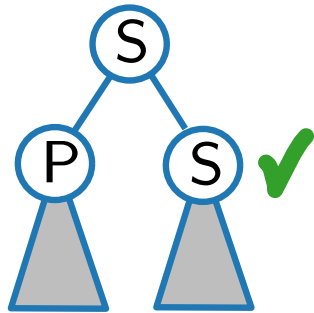
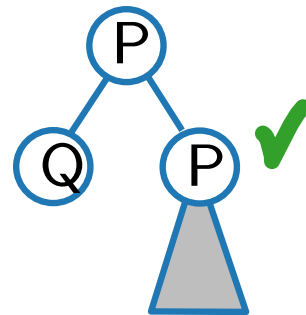
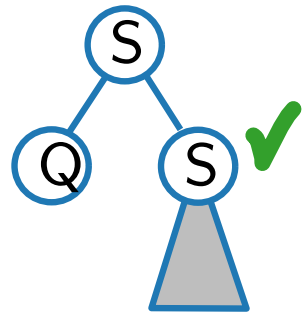
- if a node μ and its parent ν have the same type, then μ is the **right** child of ν .



Series-parallel graphs – decomposition tree

We further require:

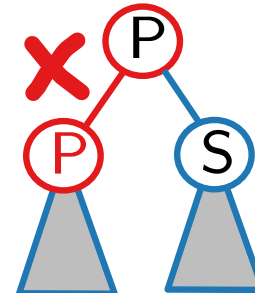
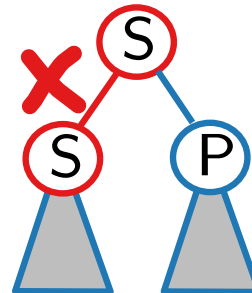
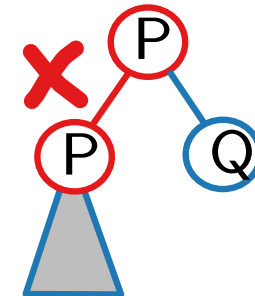
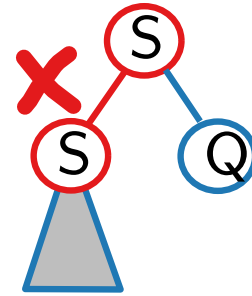
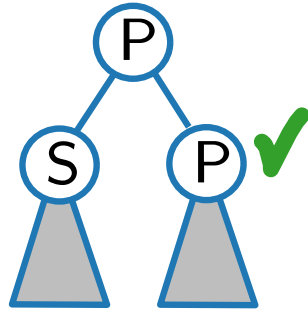
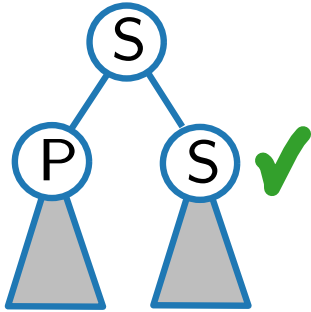
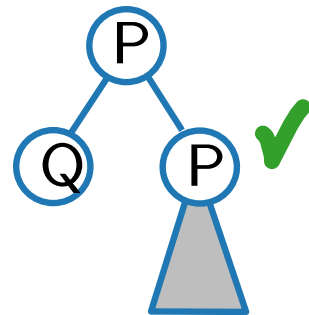
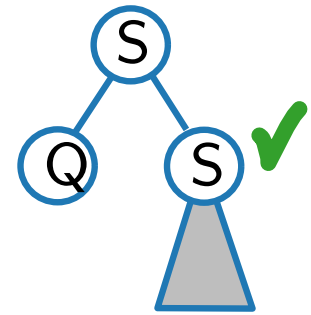
- if a node μ and its parent ν have the same type, then μ is the **right** child of ν .



Series-parallel graphs – decomposition tree

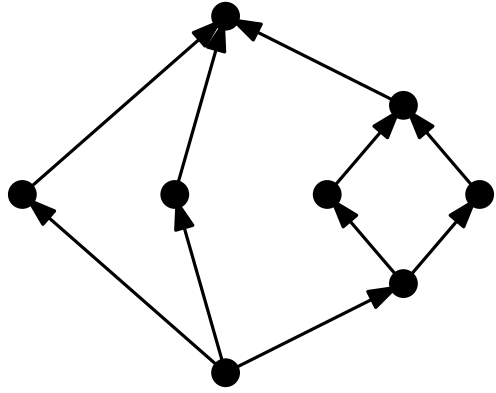
We further require:

- if a node μ and its parent ν have the same type, then μ is the **right** child of ν .

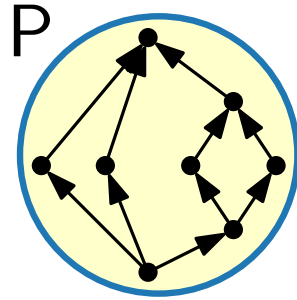
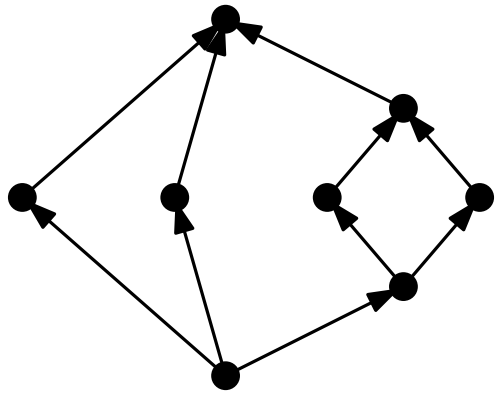


- Unique decomposition tree
- The order of the children (Q or S) define the graph embedding

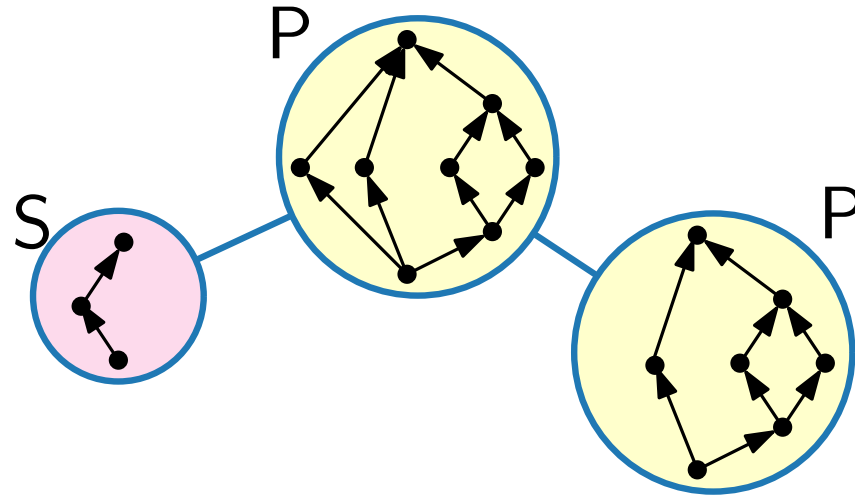
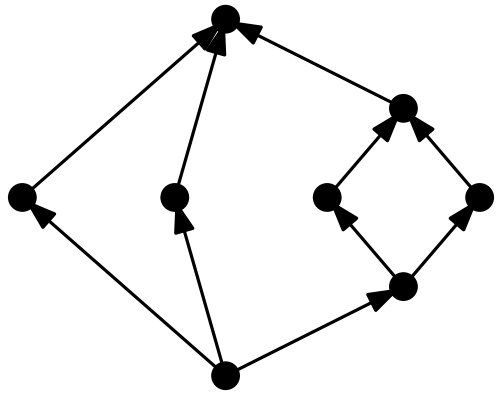
Series-parallel graphs – decomposition example



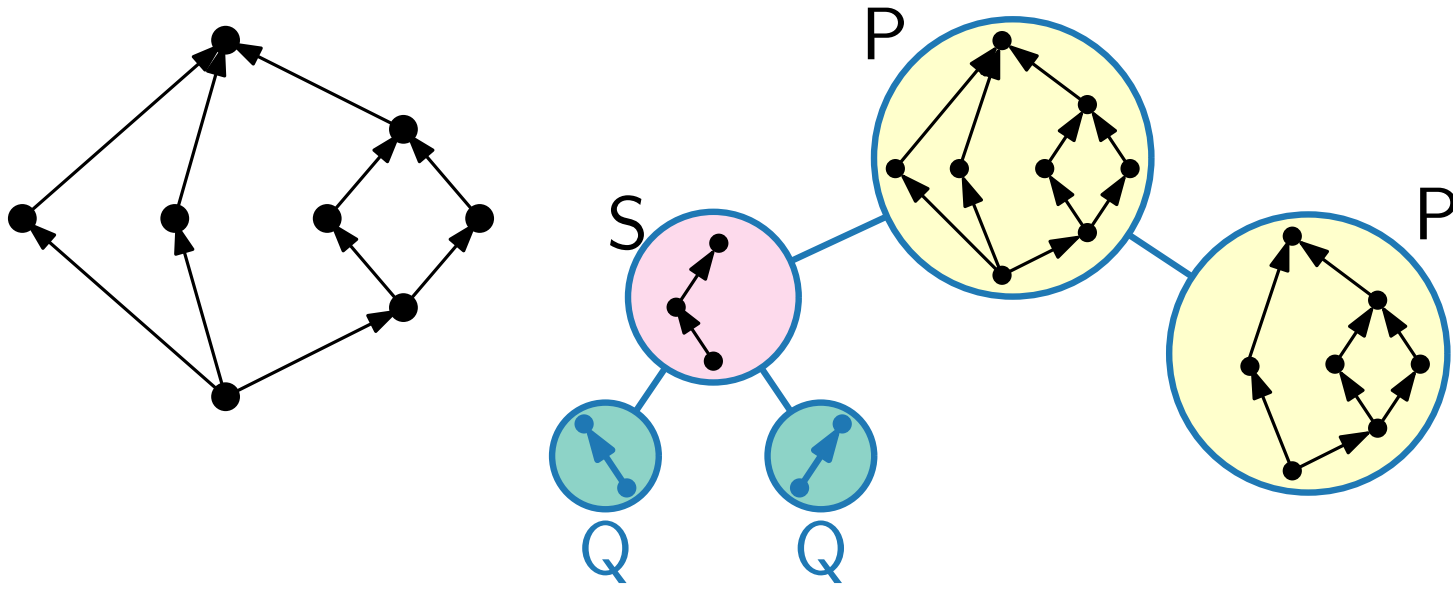
Series-parallel graphs – decomposition example



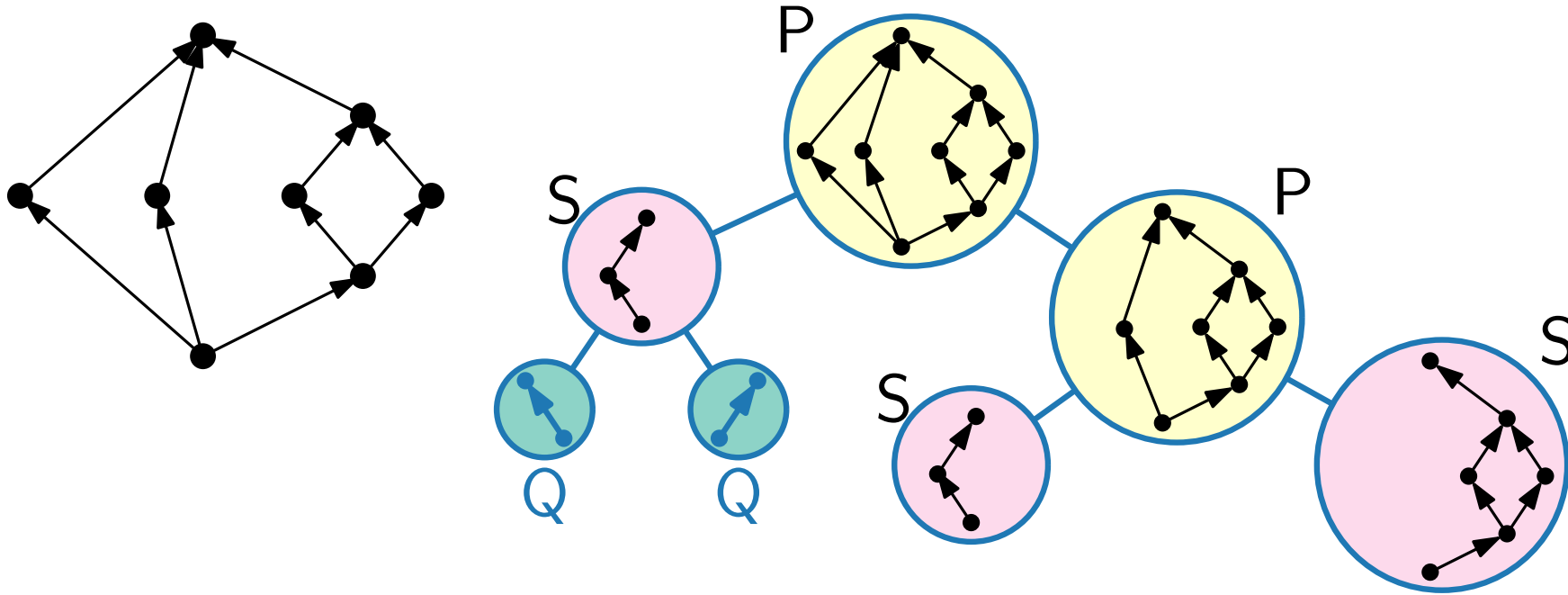
Series-parallel graphs – decomposition example



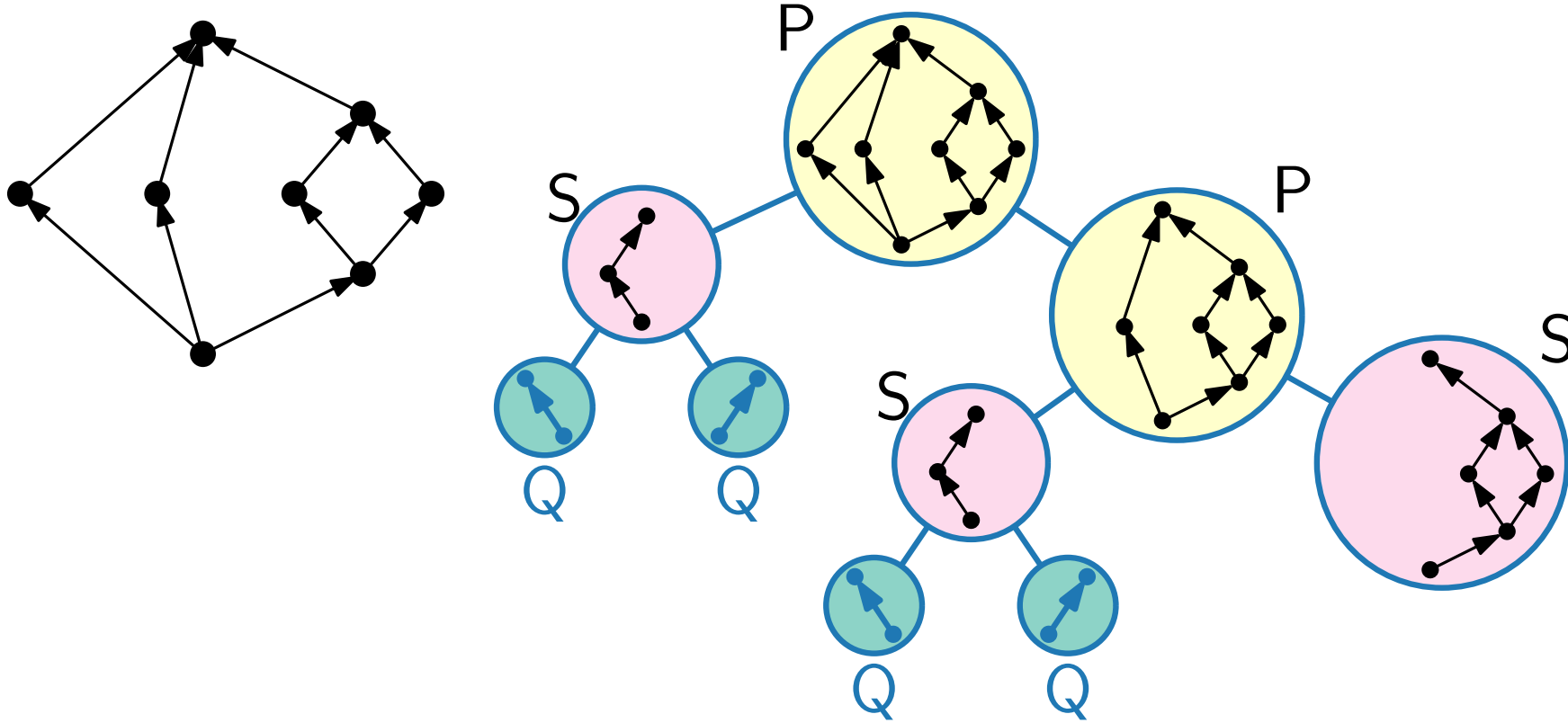
Series-parallel graphs – decomposition example



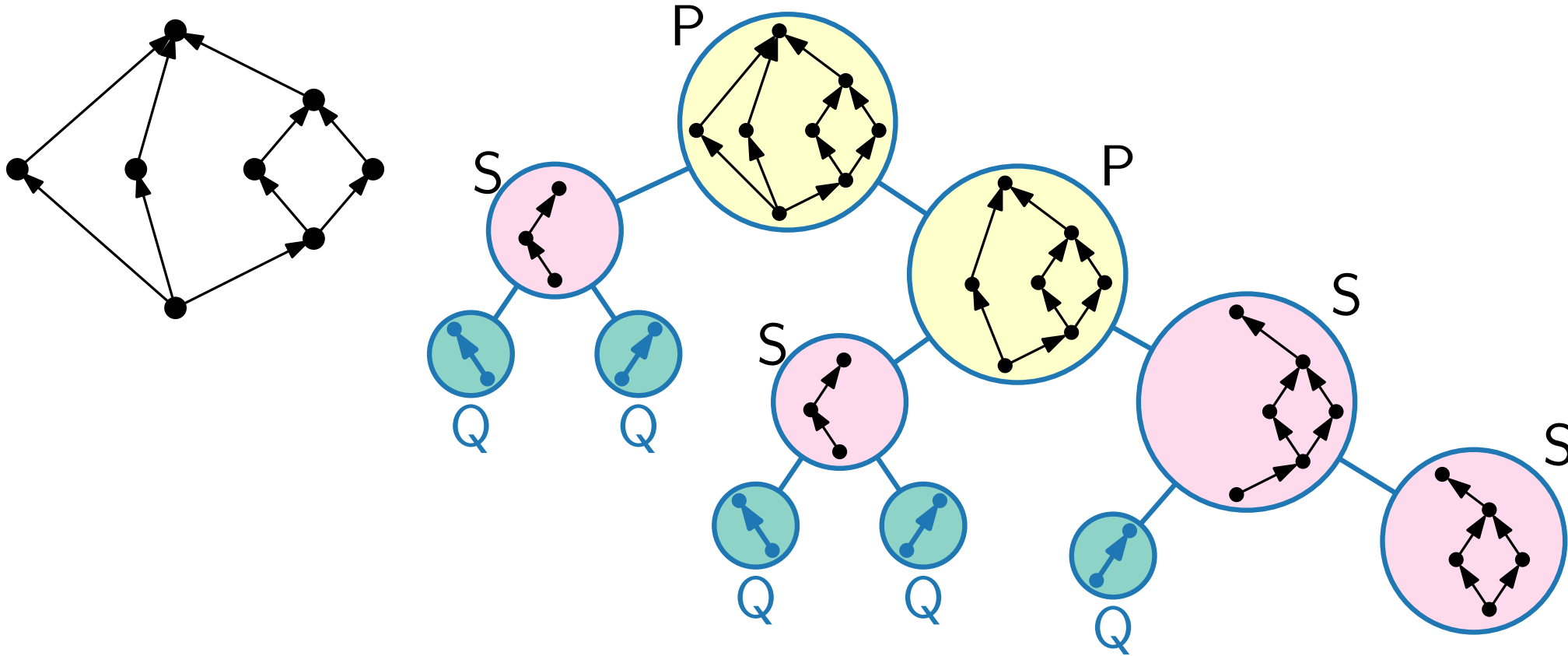
Series-parallel graphs – decomposition example



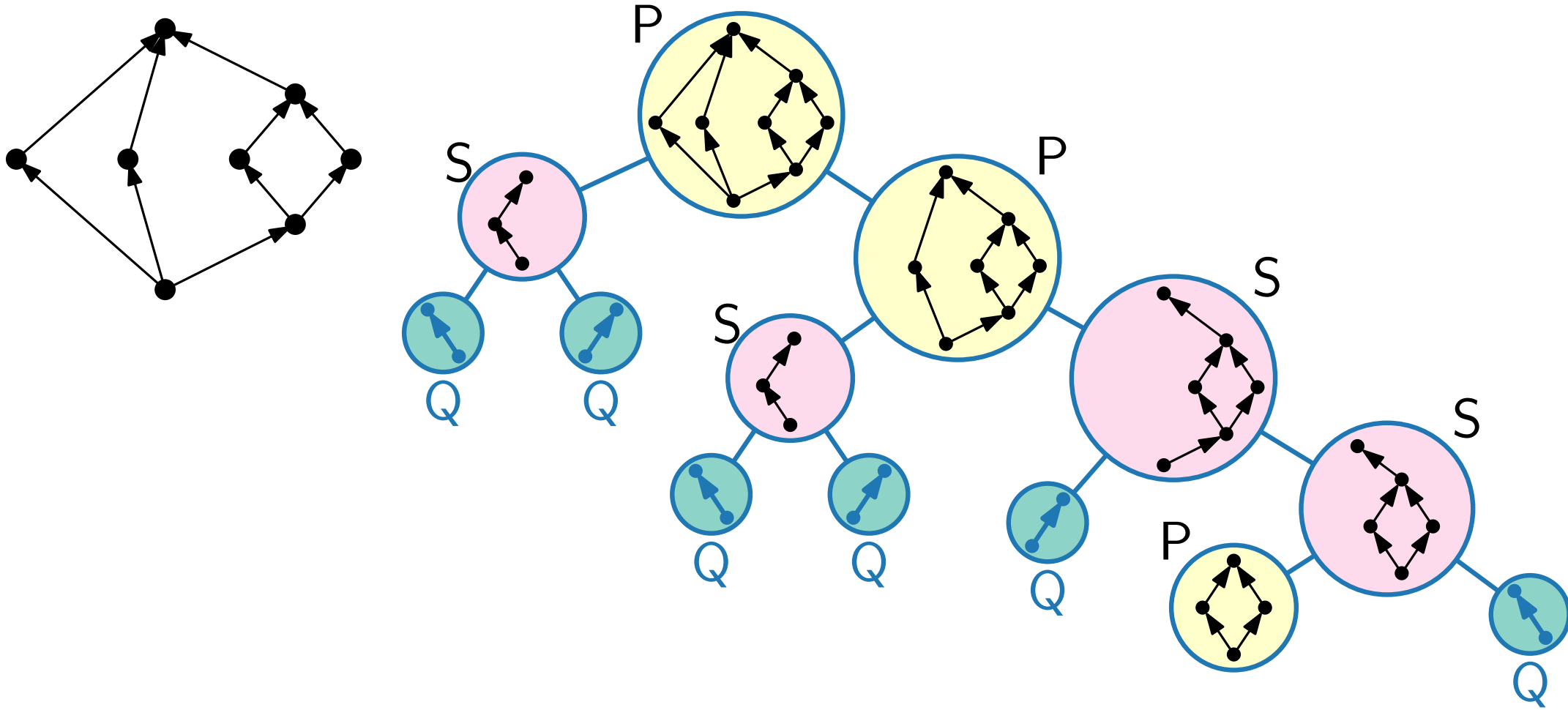
Series-parallel graphs – decomposition example



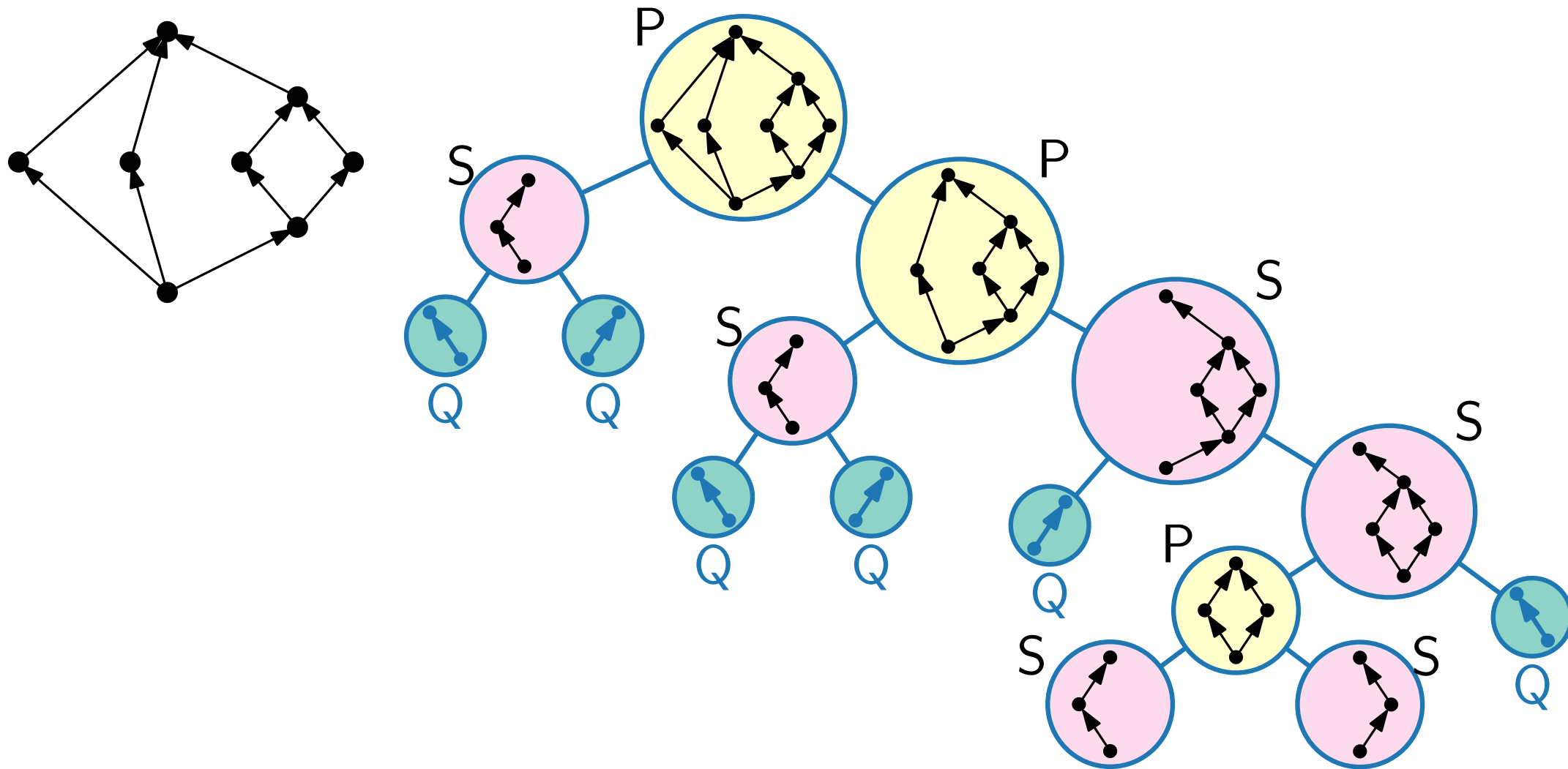
Series-parallel graphs – decomposition example



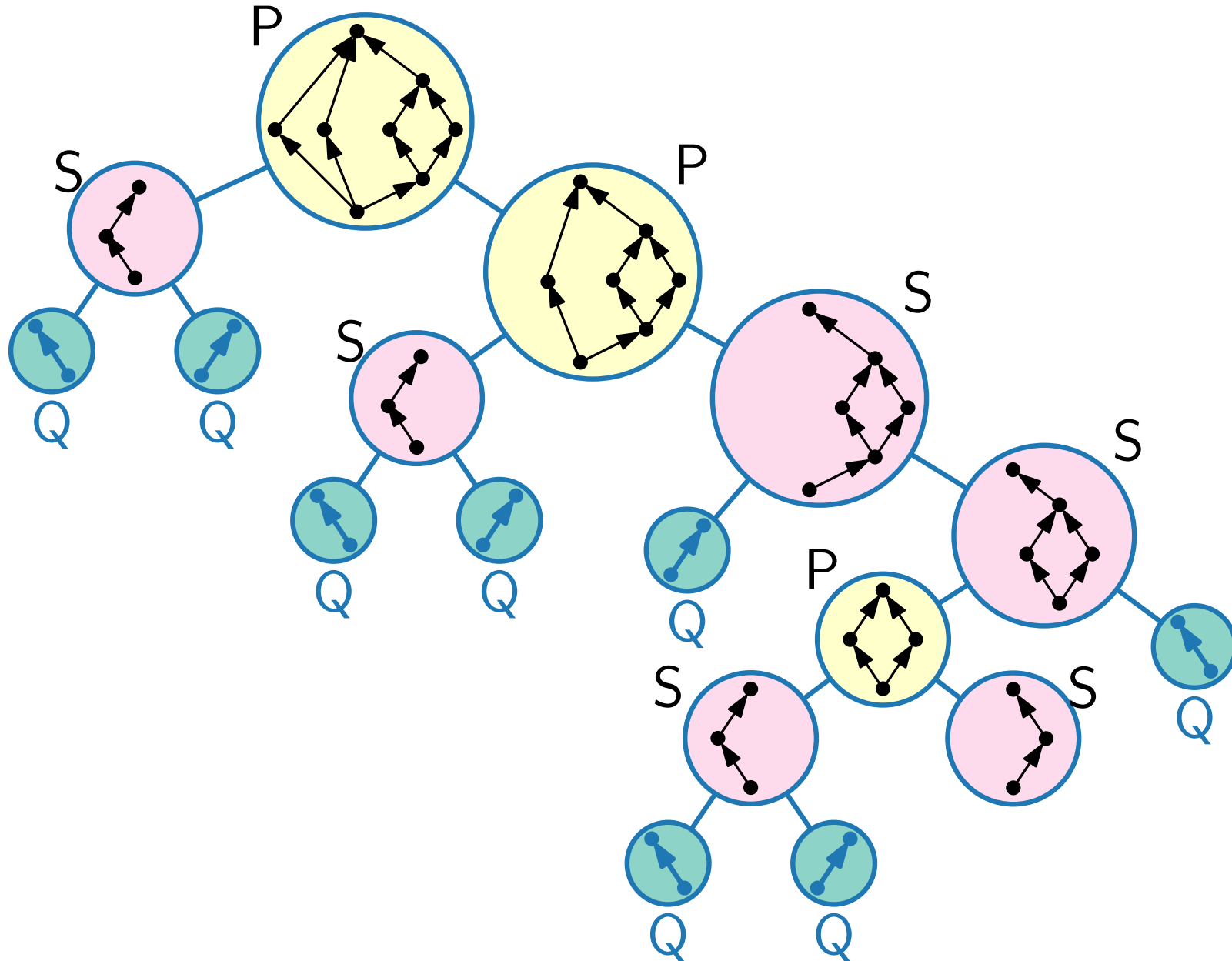
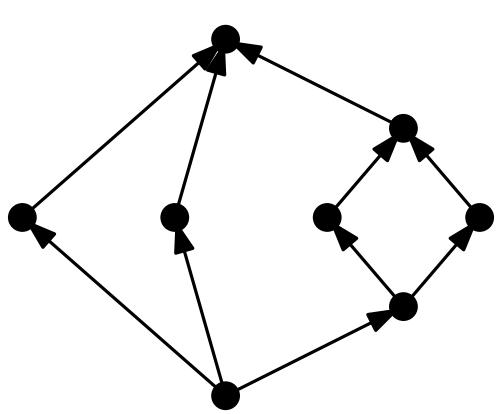
Series-parallel graphs – decomposition example



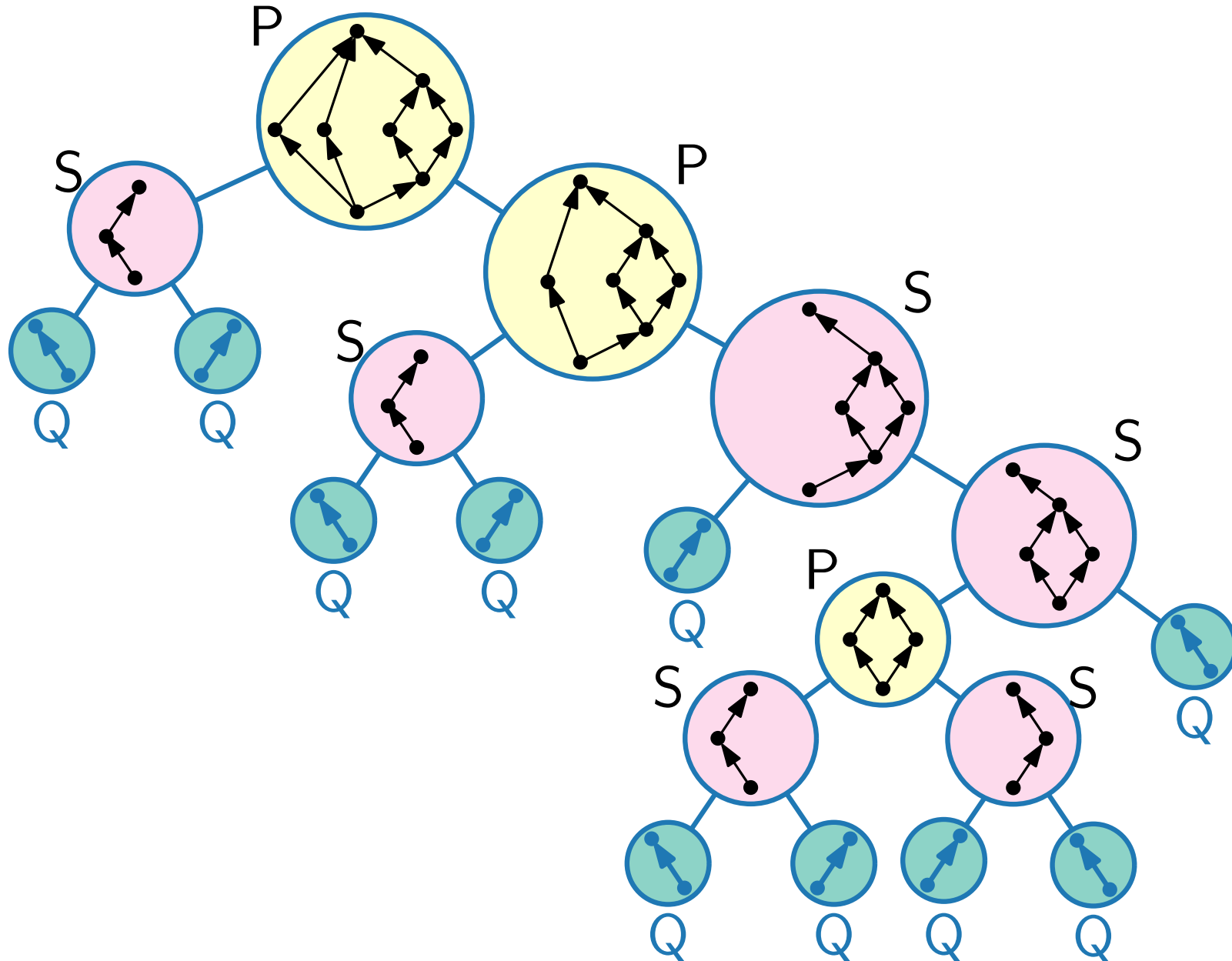
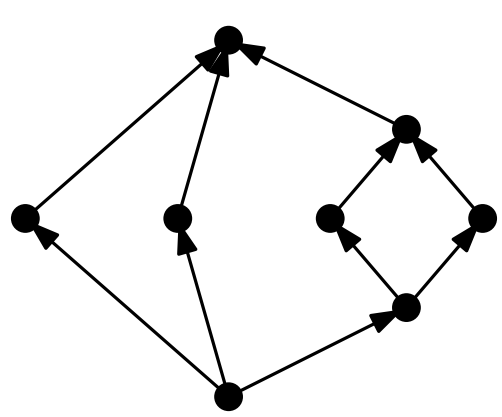
Series-parallel graphs – decomposition example



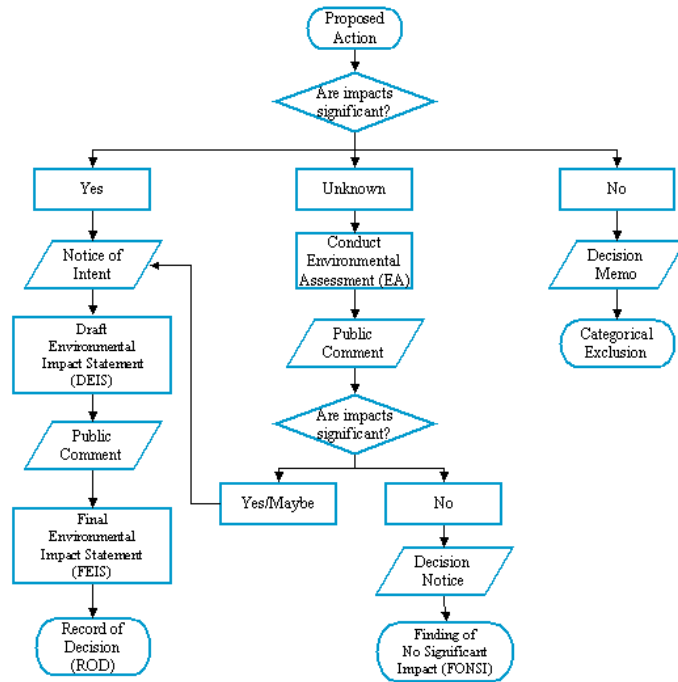
Series-parallel graphs – decomposition example



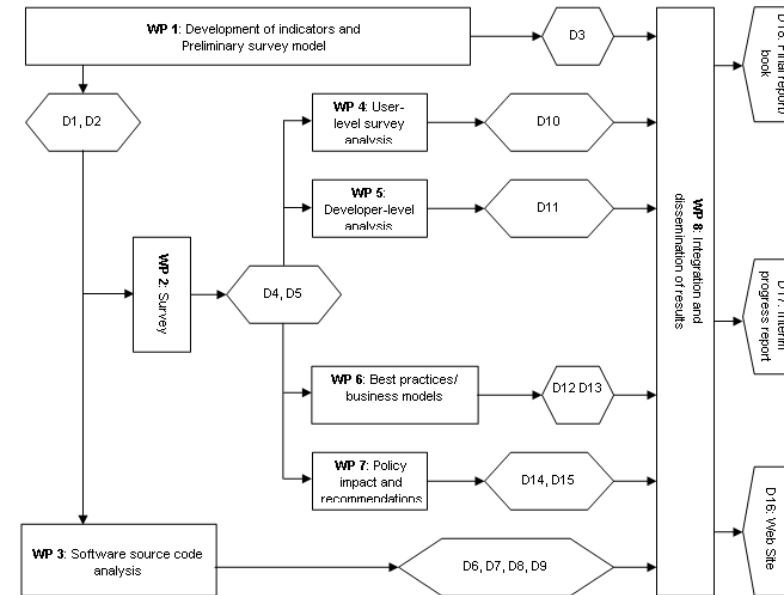
Series-parallel graphs – decomposition example



Series-parallel graphs – applications



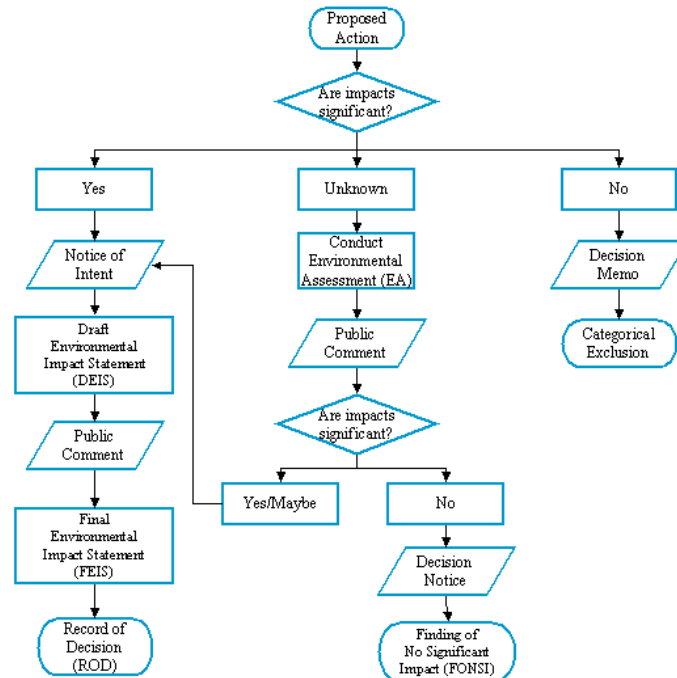
Flowcharts



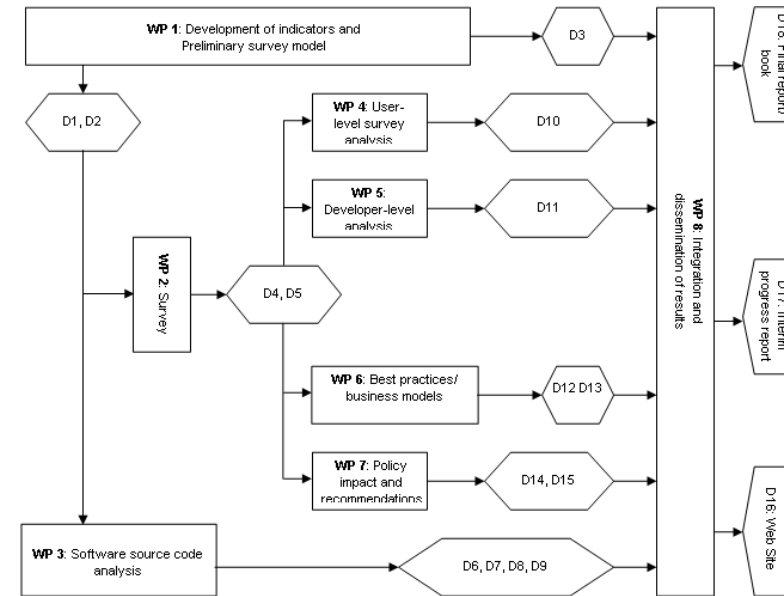
PERT-Diagrams

(Program Evaluation and Review Technique)

Series-parallel graphs – applications



Flowcharts



PERT-Diagrams

(Program Evaluation and Review Technique)

Computational complexity:

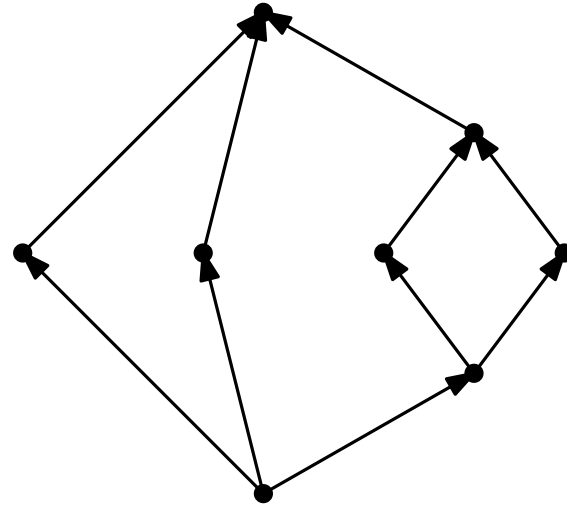
Linear time algorithms for \mathcal{NP} -hard problems

(e.g. Maximum Matching, MIS, Hamiltonian Completion)

Series-parallel graphs – drawing style

Drawing conventions

Drawing aesthetics

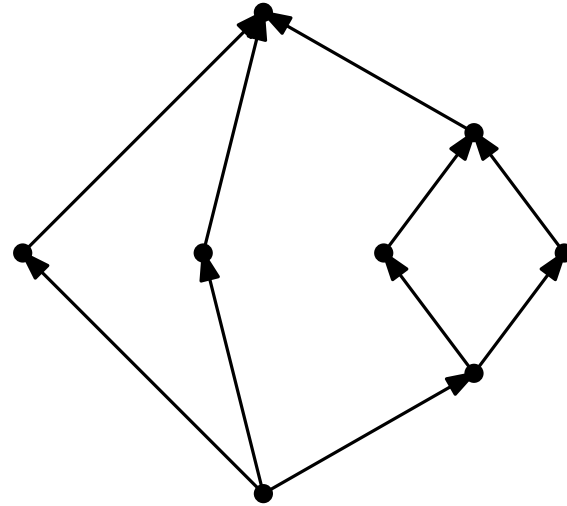


Series-parallel graphs – drawing style

Drawing conventions

- Planarity
- Straight-line edges
- Upward

Drawing aesthetics



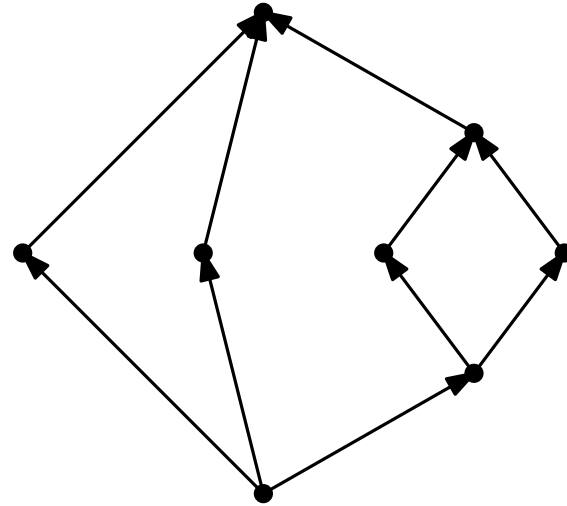
Series-parallel graphs – drawing style

Drawing conventions

- Planarity
- Straight-line edges
- Upward

Drawing aesthetics

- Area
- Symmetry



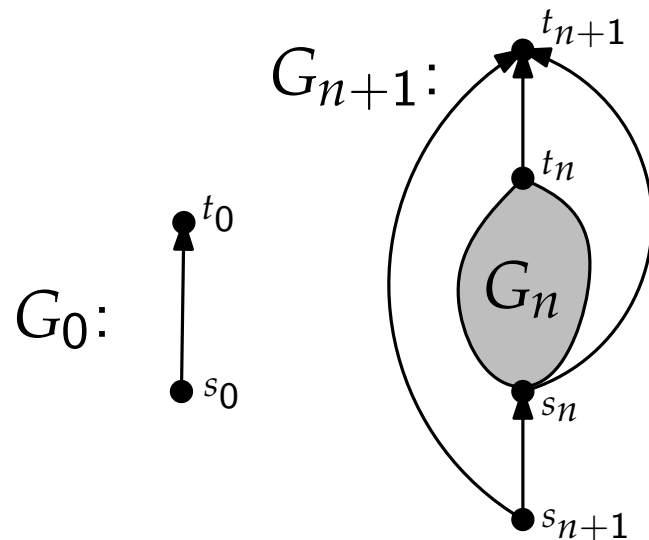
Series-parallel graphs – An exponential area bound

- A class of graphs that requires exponential area for its upward drawing

Theorem [Bertolazzi et al. 1994] Any upward drawing of the $2n$ -vertex embedded graph G_n that **preserves the embedding** requires area $\Omega(4^n)$, under any resolution rule.

Series-parallel graphs – An exponential area bound

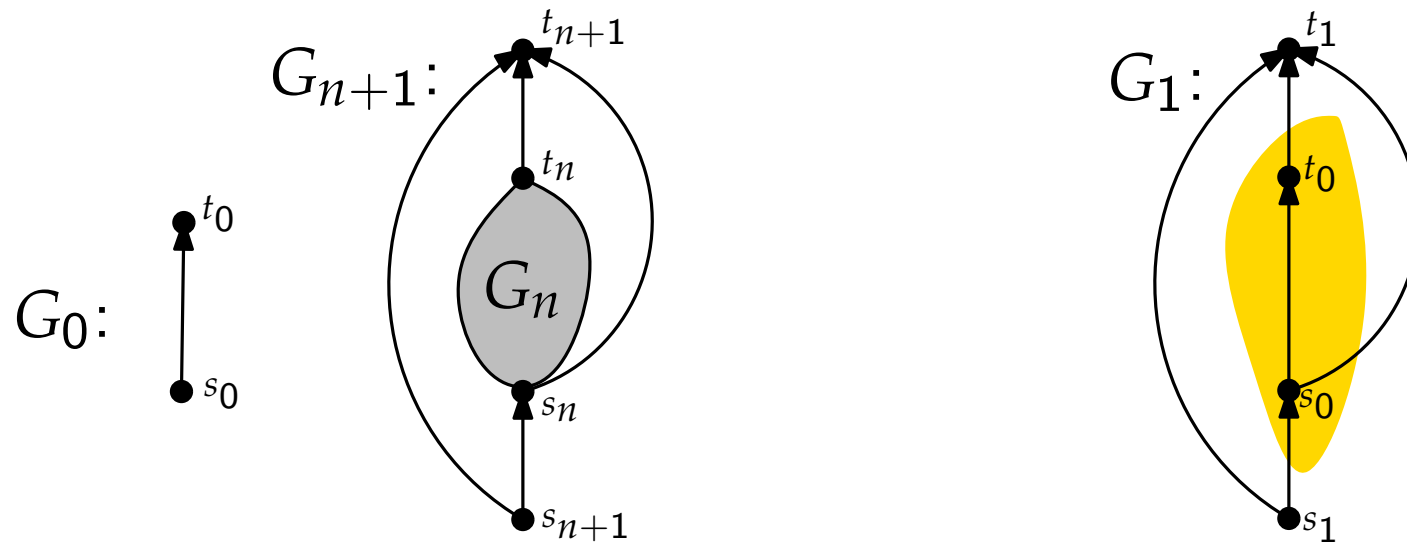
- A class of graphs that requires exponential area for its upward drawing



Theorem [Bertolazzi et al. 1994] Any upward drawing of the $2n$ -vertex embedded graph G_n that **preserves the embedding** requires area $\Omega(4^n)$, under any resolution rule.

Series-parallel graphs – An exponential area bound

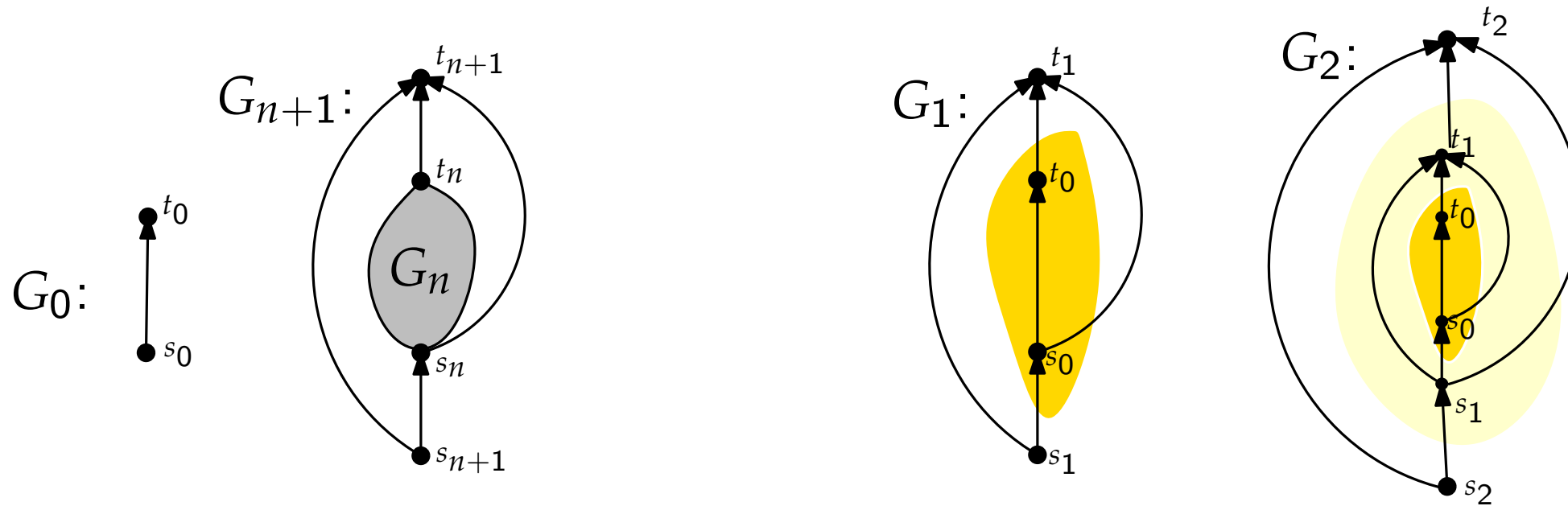
- A class of graphs that requires exponential area for its upward drawing



Theorem [Bertolazzi et al. 1994] Any upward drawing of the $2n$ -vertex embedded graph G_n that **preserves the embedding** requires area $\Omega(4^n)$, under any resolution rule.

Series-parallel graphs – An exponential area bound

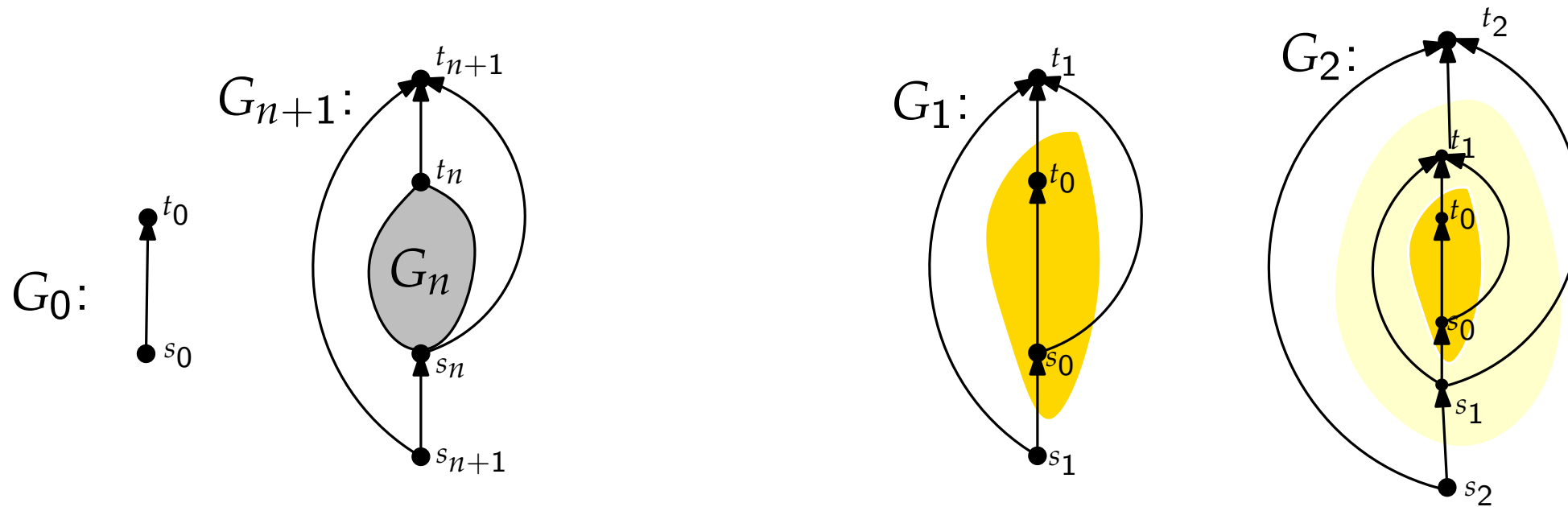
- A class of graphs that requires exponential area for its upward drawing



Theorem [Bertolazzi et al. 1994] Any upward drawing of the $2n$ -vertex embedded graph G_n that **preserves the embedding** requires area $\Omega(4^n)$, under any resolution rule.

Series-parallel graphs – An exponential area bound

- A class of graphs that requires exponential area for its upward drawing

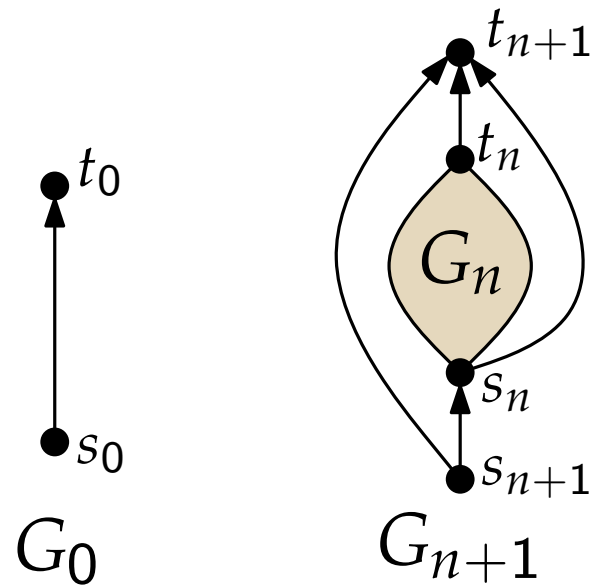


Theorem [Bertolazzi et al. 1994] Any upward drawing of the $2n$ -vertex embedded graph G_n that **preserves the embedding** requires area $\Omega(4^n)$, under any resolution rule.

Series-parallel graphs – fixed embedding

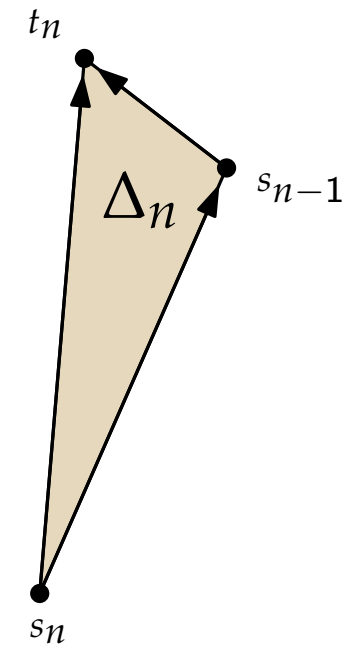
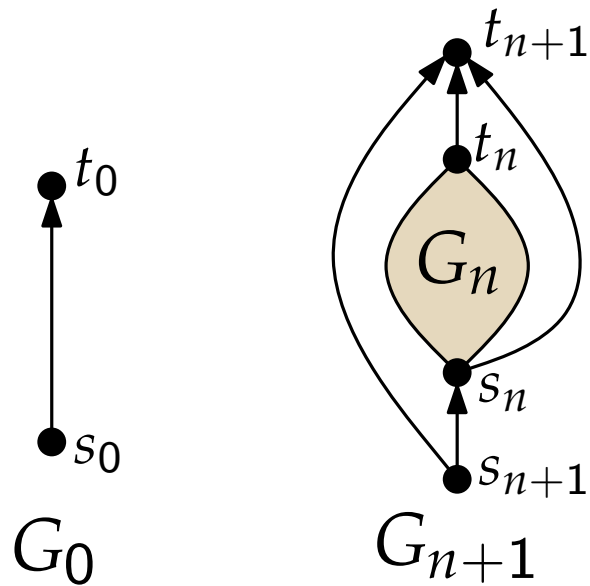
Series-parallel graphs – fixed embedding

Proof:



Series-parallel graphs – fixed embedding

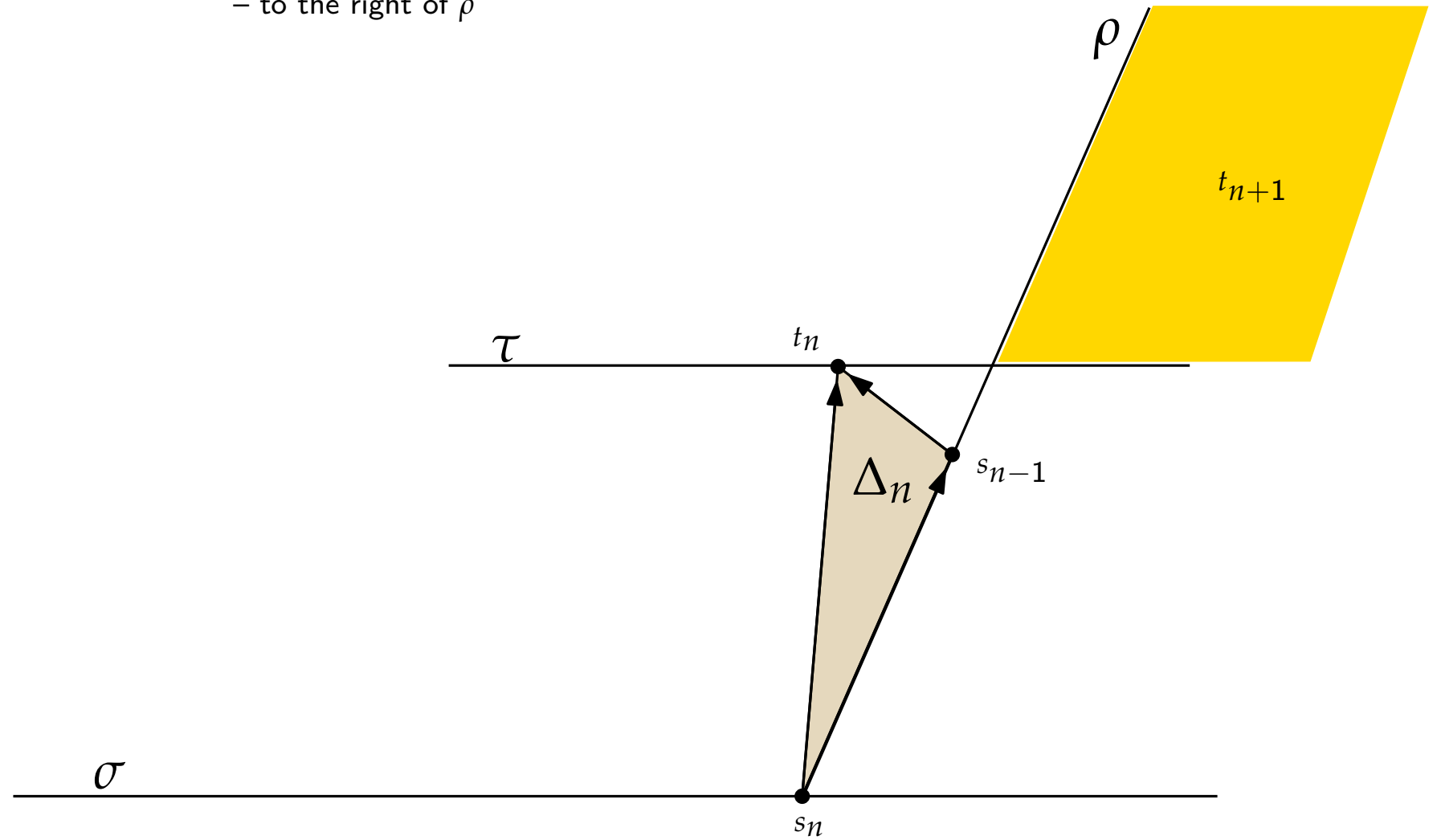
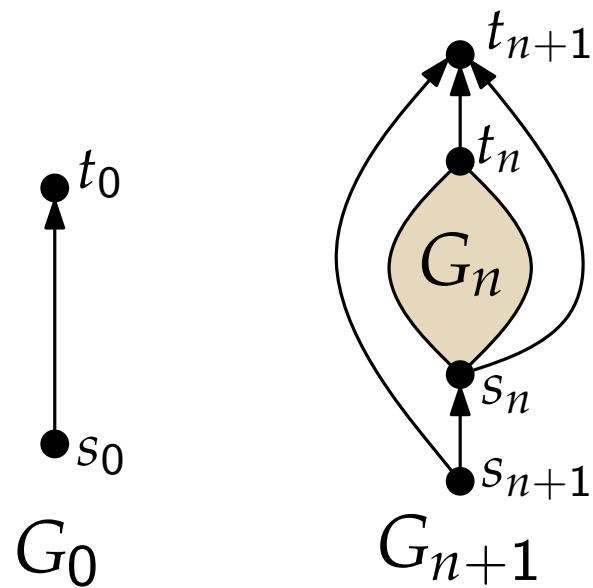
Proof:



Series-parallel graphs – fixed embedding

Proof:

t_{n+1} :
 – above τ
 – to the right of ρ

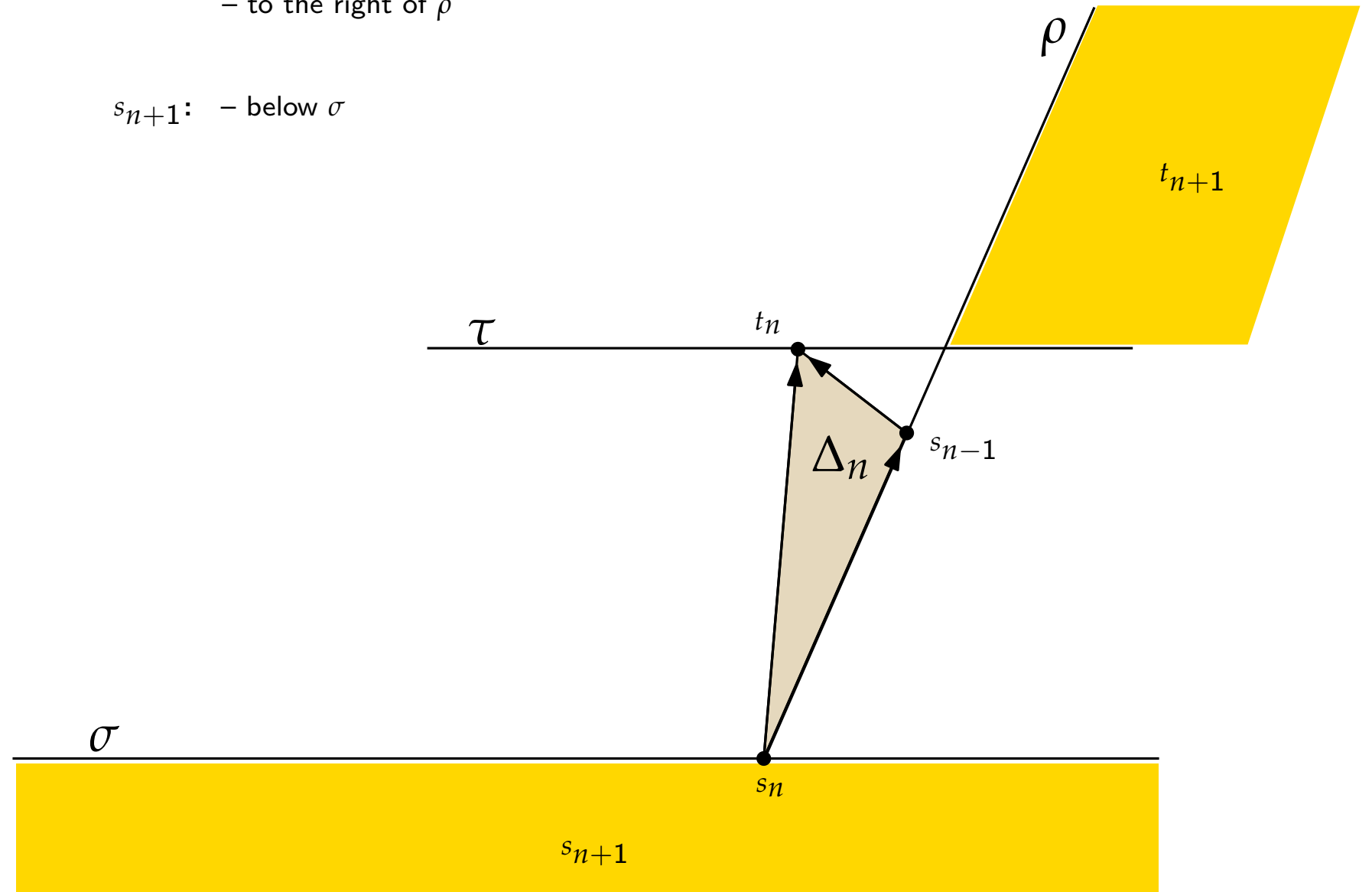
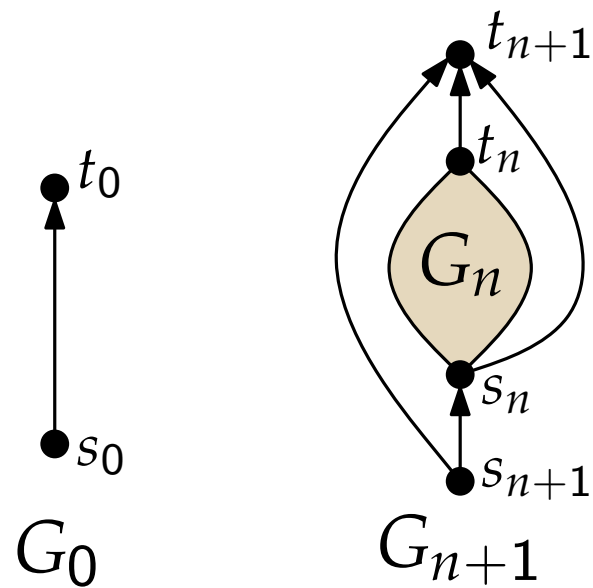


Series-parallel graphs – fixed embedding

Proof:

t_{n+1} : – above τ
– to the right of ρ

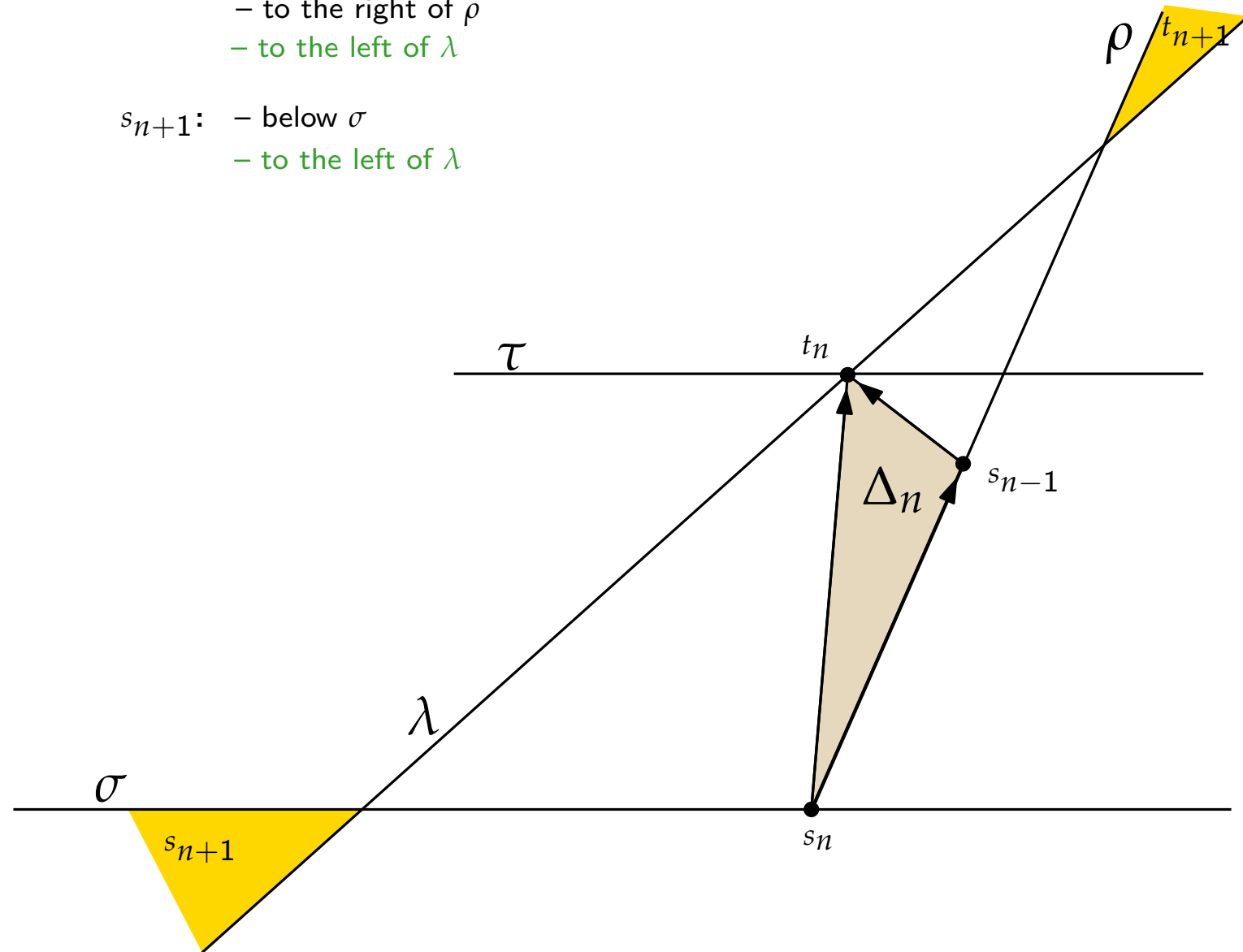
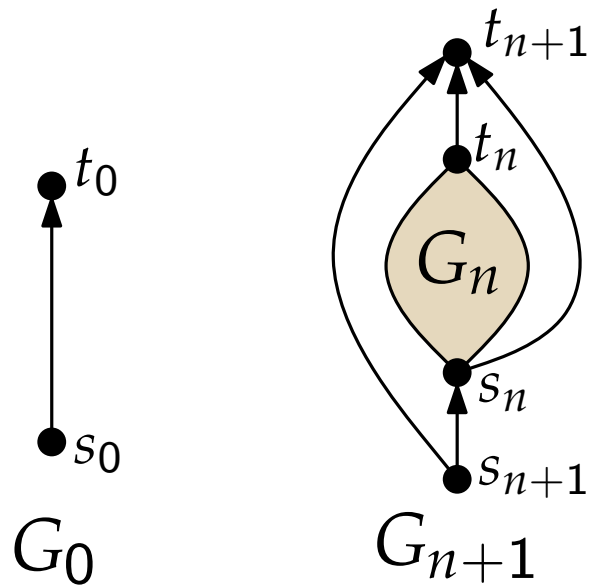
s_{n+1} : – below σ



Series-parallel graphs – fixed embedding

Proof:

- t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ
- s_{n+1} : – below σ
 – to the left of λ



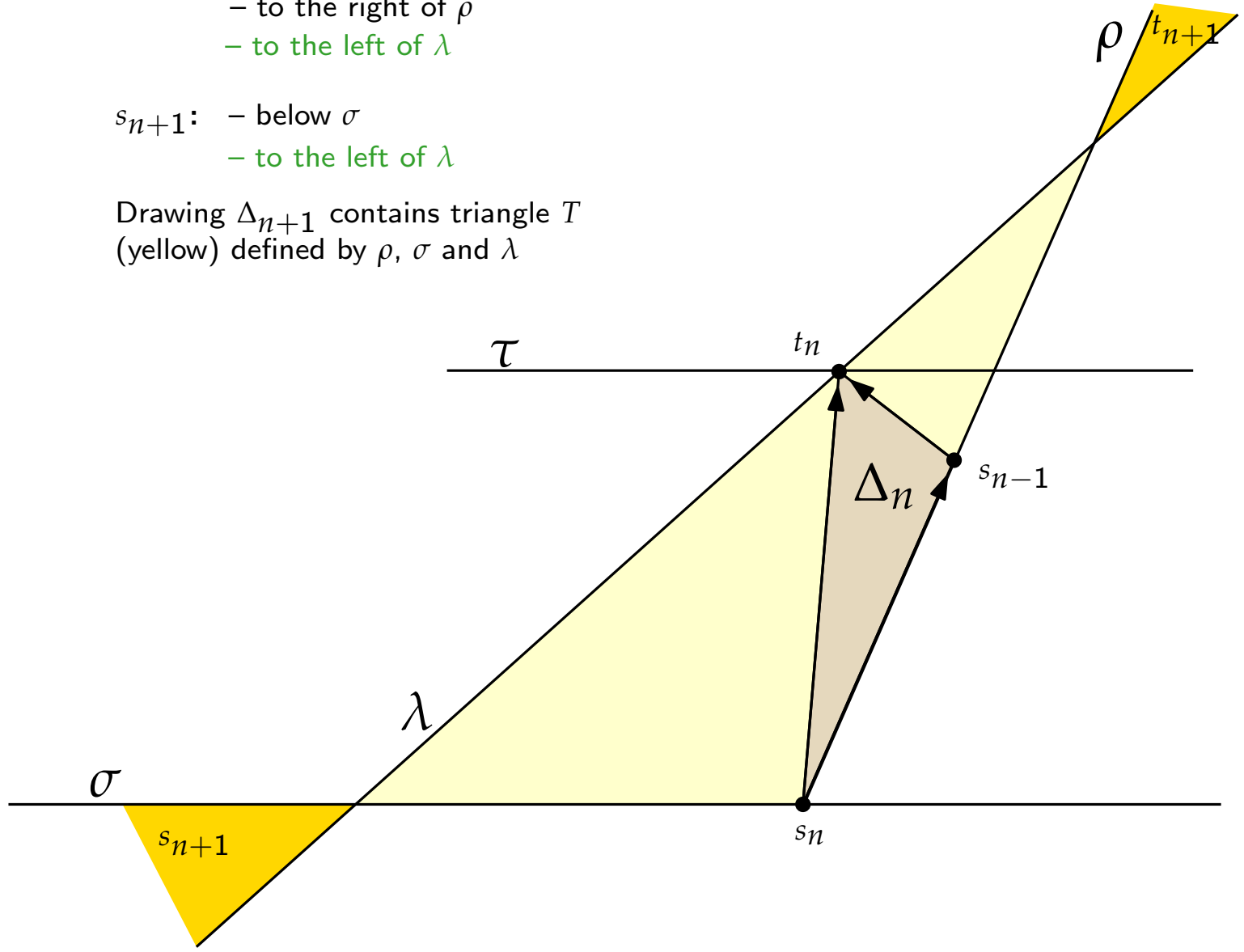
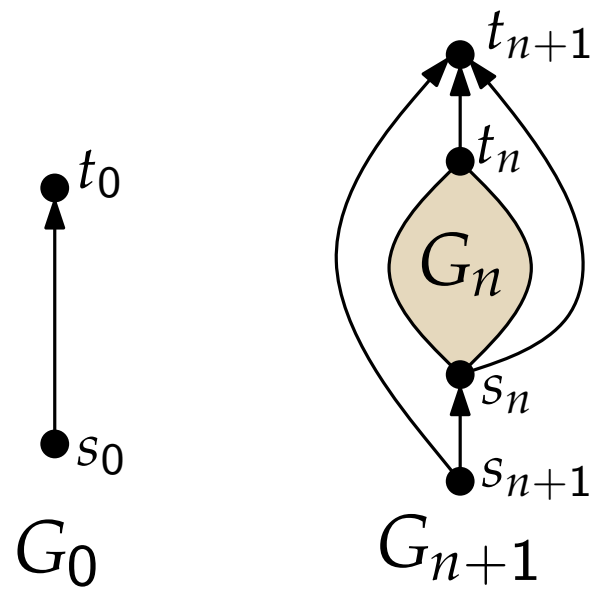
Series-parallel graphs – fixed embedding

Proof:

t_{n+1} : – above τ
– to the right of ρ
– to the left of λ

s_{n+1} : – below σ
– to the left of λ

Drawing Δ_{n+1} contains triangle T
(yellow) defined by ρ , σ and λ



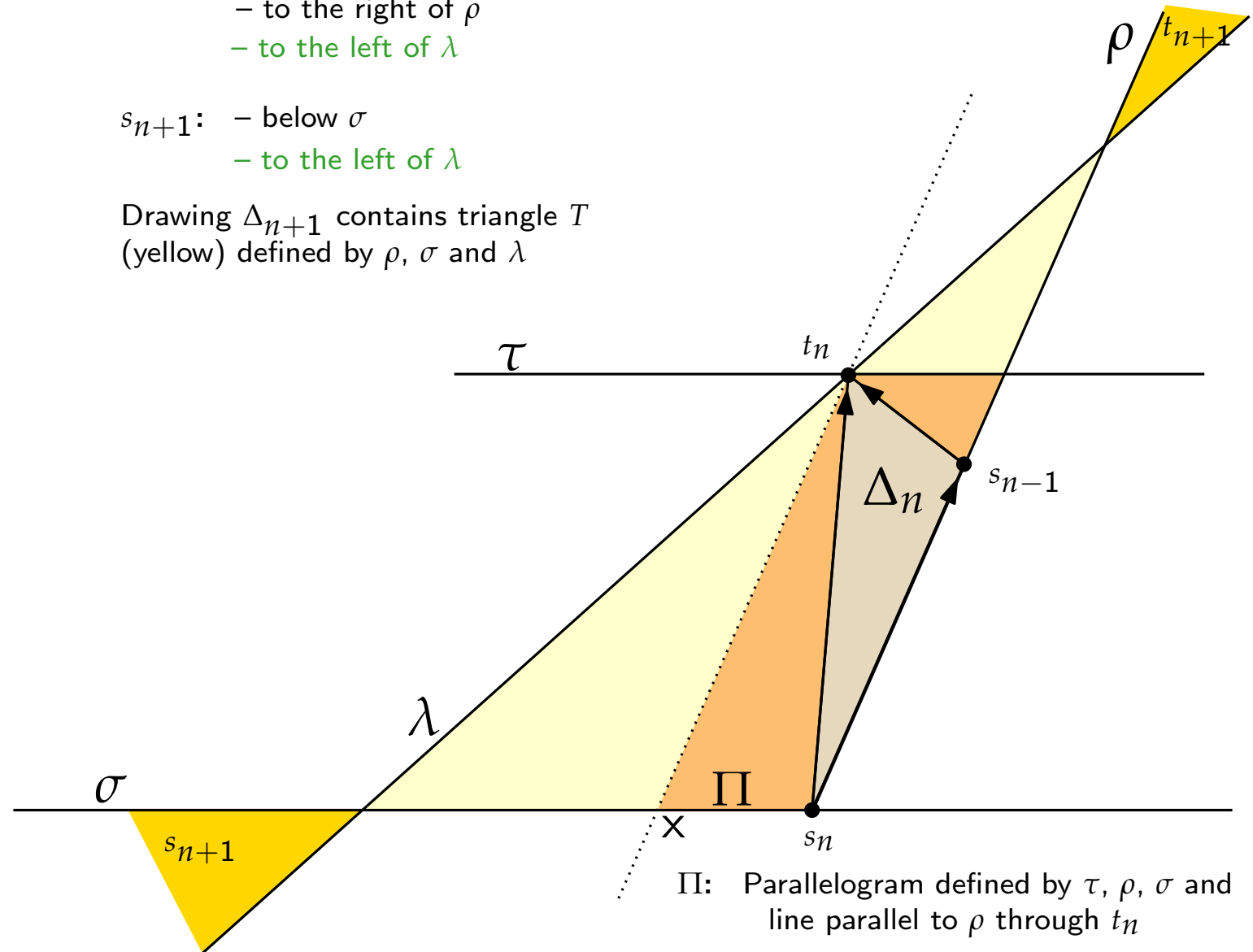
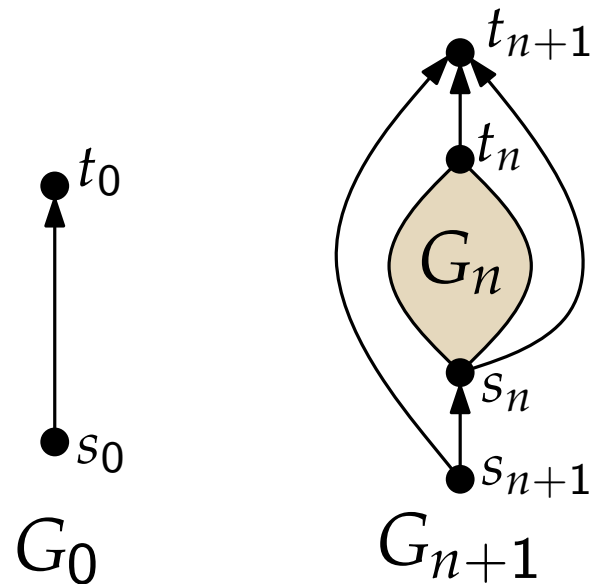
Series-parallel graphs – fixed embedding

Proof:

t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T
 (yellow) defined by ρ , σ and λ



Series-parallel graphs – fixed embedding

Proof:

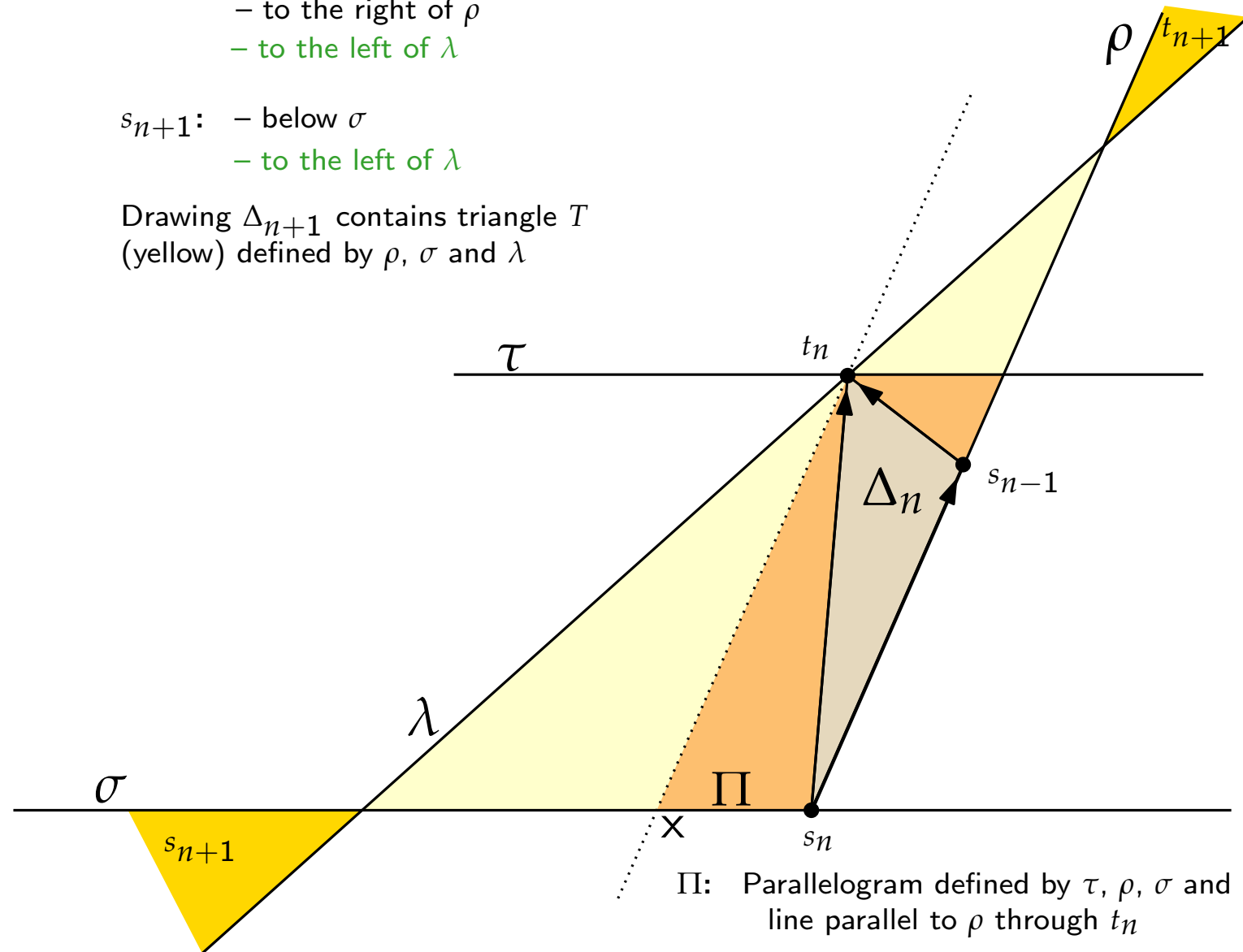
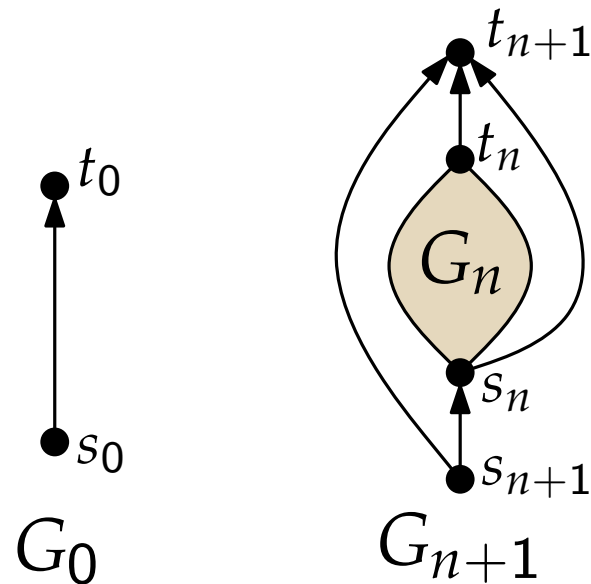
■ $2 \cdot \text{Area}(\Delta_n) < \text{Area}(\Pi)$

[$\overline{s_n, t_n}$ is the diagonal of Π]

t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T (yellow) defined by ρ , σ and λ



Series-parallel graphs – fixed embedding

Proof:

■ $2 \cdot \text{Area}(\Delta_n) < \text{Area}(\Pi)$

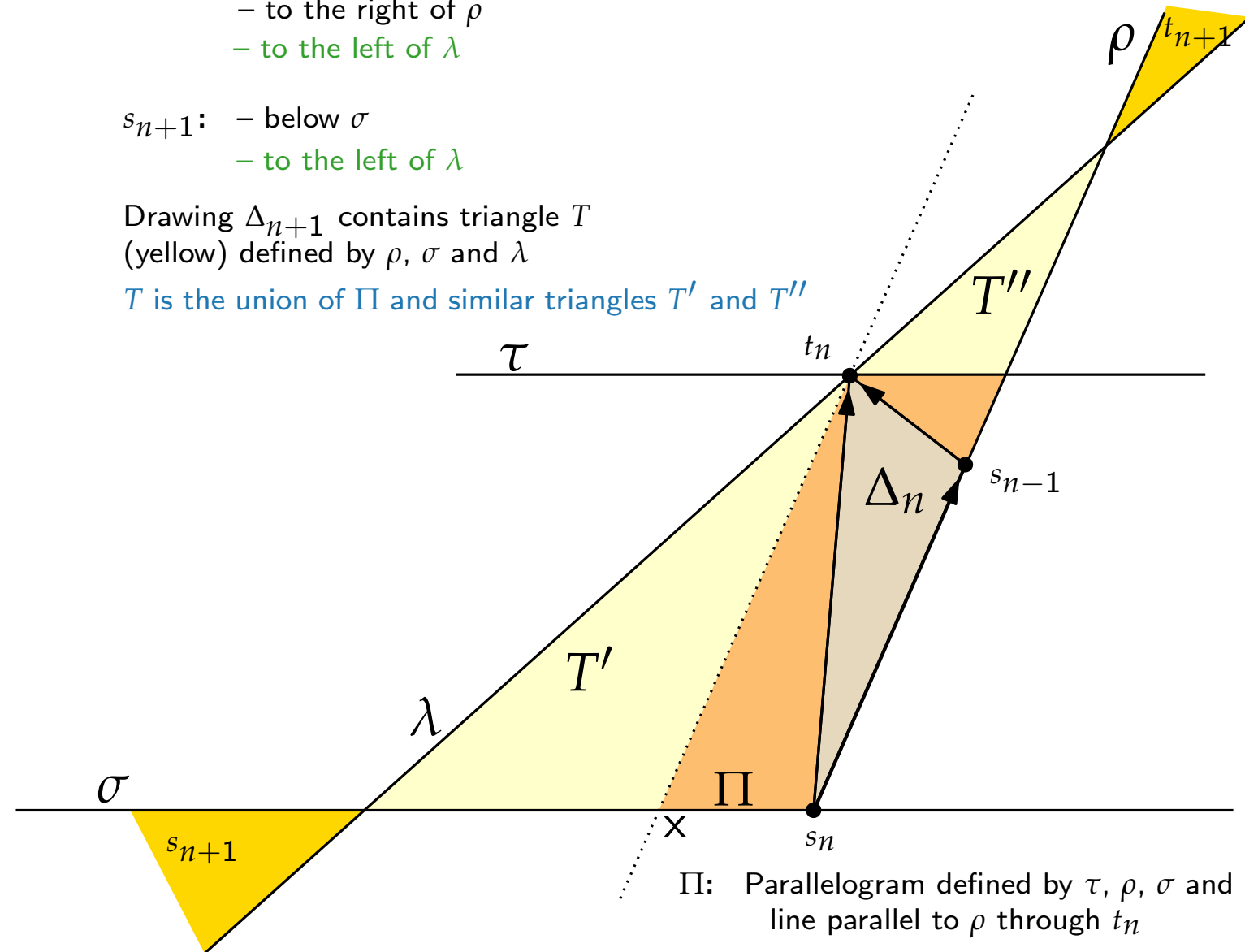
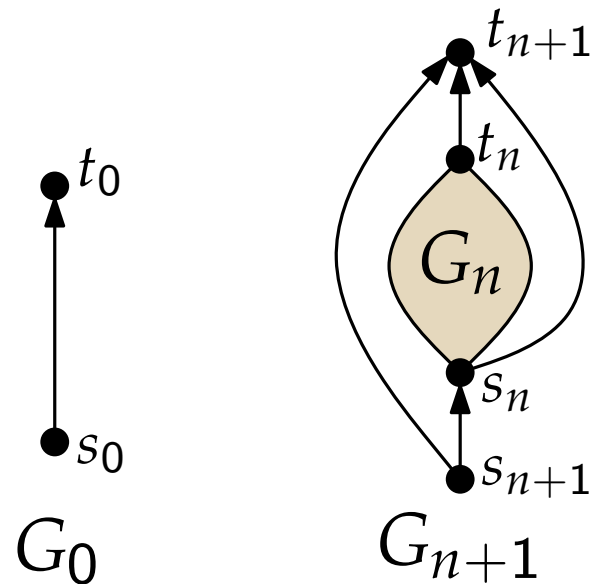
[$\overline{s_n, t_n}$ is the diagonal of Π]

t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T
 (yellow) defined by ρ , σ and λ

T is the union of Π and similar triangles T' and T''



Series-parallel graphs – fixed embedding

Proof:

■ $2 \cdot \text{Area}(\Delta_n) < \text{Area}(\Pi)$

[$\overline{s_n, t_n}$ is the diagonal of Π]

t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

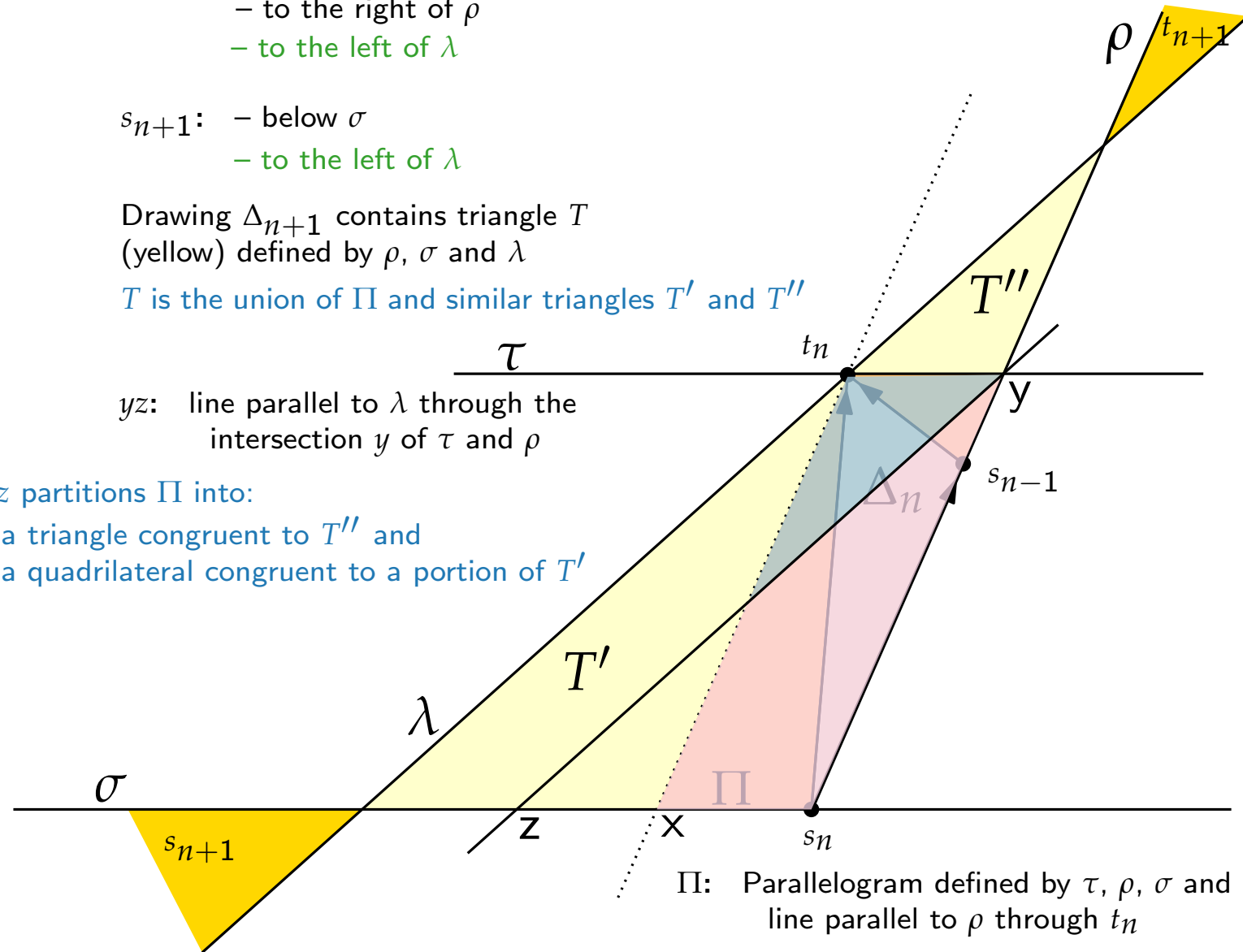
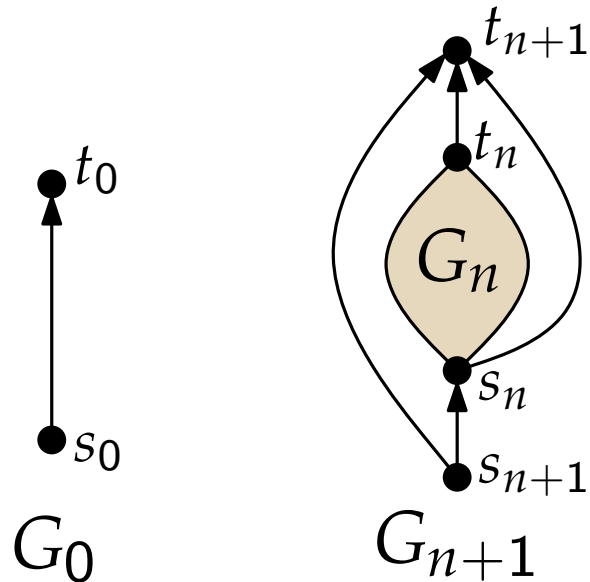
s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T (yellow) defined by ρ , σ and λ

T is the union of Π and similar triangles T' and T''

yz : line parallel to λ through the intersection y of τ and ρ

yz partitions Π into:
 a triangle congruent to T'' and
 a quadrilateral congruent to a portion of T'



Π : Parallelogram defined by τ , ρ , σ and line parallel to ρ through t_n

Series-parallel graphs – fixed embedding

Proof:

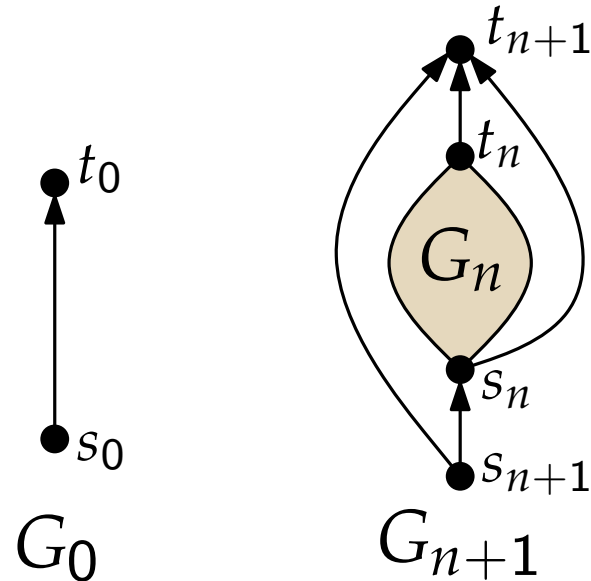
■ $2 \cdot \text{Area}(\Delta_n) < \text{Area}(\Pi)$

[$\overline{s_n, t_n}$ is the diagonal of Π]

■ $2 \cdot \text{Area}(\Pi) \leq \text{Area}(\Delta_{n+1})$

$\text{Area}(T) \leq \text{Area}(\Delta_{n+1})$

$\text{Area}(T) \geq 2 \cdot \text{Area}(\Pi)$



t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

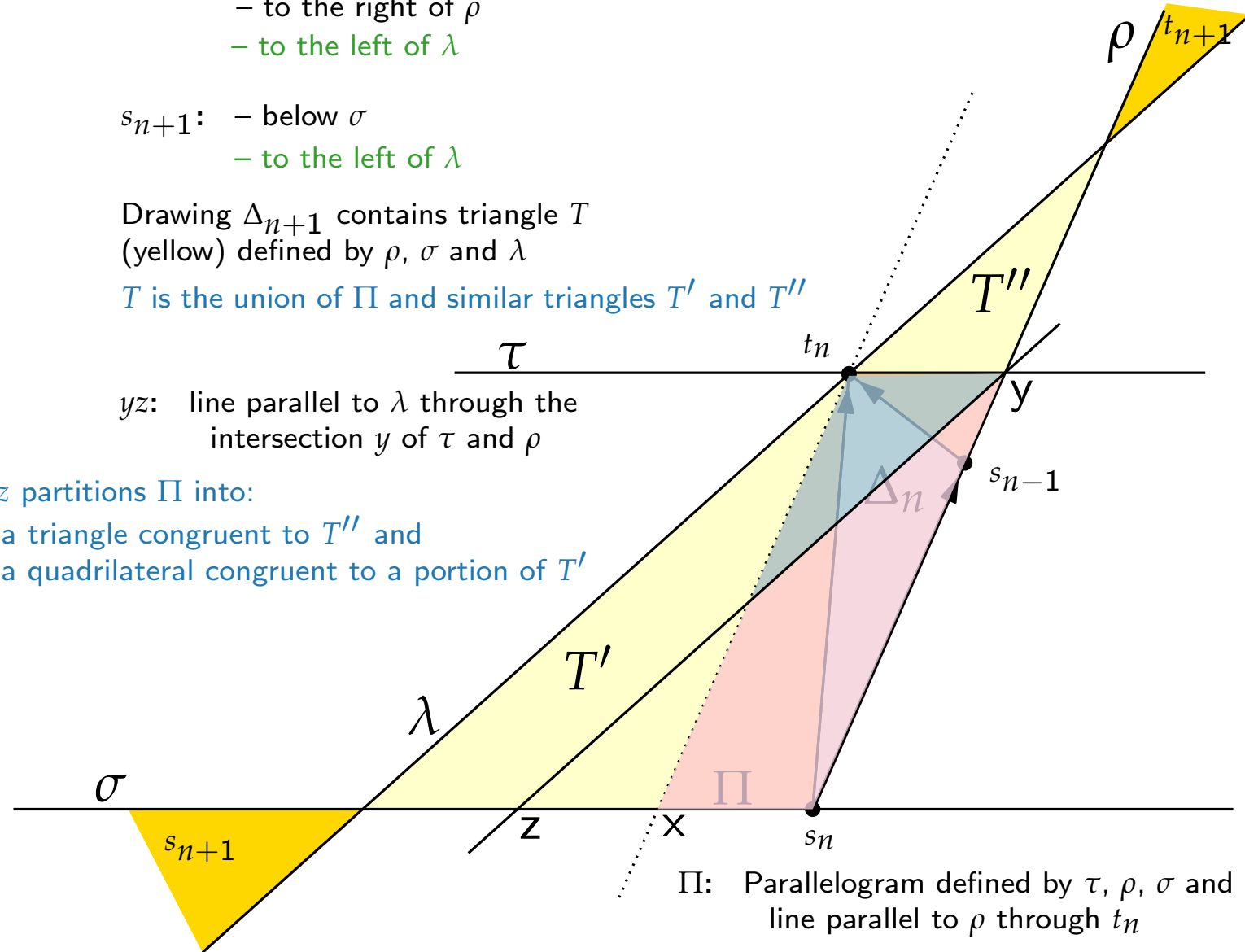
s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T (yellow) defined by ρ , σ and λ

T is the union of Π and similar triangles T' and T''

yz : line parallel to λ through the intersection y of τ and ρ

yz partitions Π into:
 a triangle congruent to T'' and
 a quadrilateral congruent to a portion of T'



Π : Parallelogram defined by τ , ρ , σ and line parallel to ρ through t_n

Series-parallel graphs – fixed embedding

Proof:

■ $2 \cdot \text{Area}(\Delta_n) < \text{Area}(\Pi)$

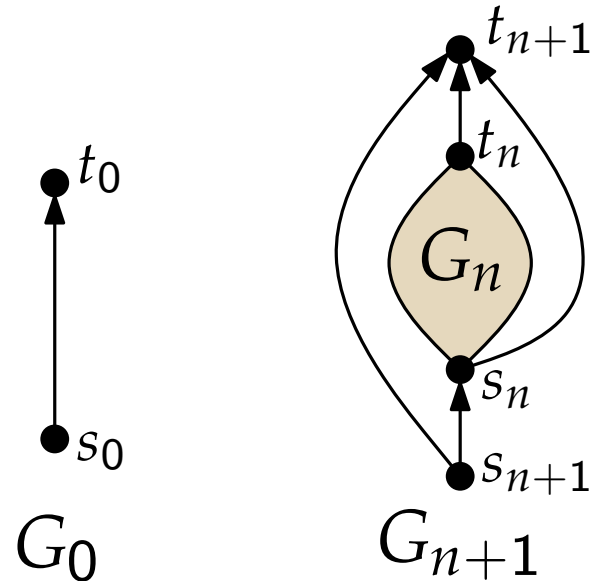
[$\overline{s_n, t_n}$ is the diagonal of Π]

■ $2 \cdot \text{Area}(\Pi) \leq \text{Area}(\Delta_{n+1})$

$\text{Area}(T) \leq \text{Area}(\Delta_{n+1})$

$\text{Area}(T) \geq 2 \cdot \text{Area}(\Pi)$

■ $4 \cdot \text{Area}(\Delta_n) \leq \text{Area}(\Delta_{n+1})$



t_{n+1} : – above τ
 – to the right of ρ
 – to the left of λ

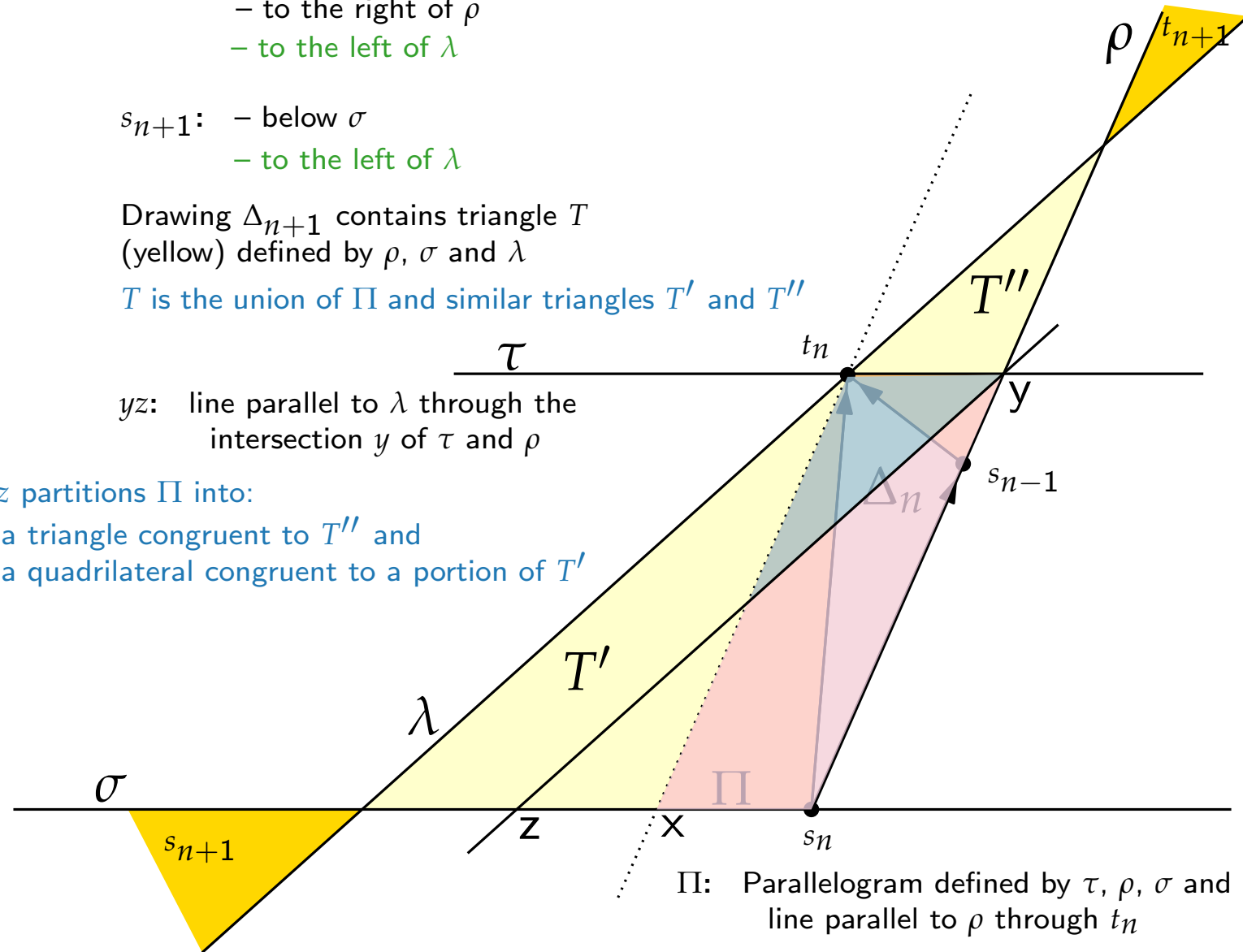
s_{n+1} : – below σ
 – to the left of λ

Drawing Δ_{n+1} contains triangle T (yellow) defined by ρ , σ and λ

T is the union of Π and similar triangles T' and T''

yz : line parallel to λ through the intersection y of τ and ρ

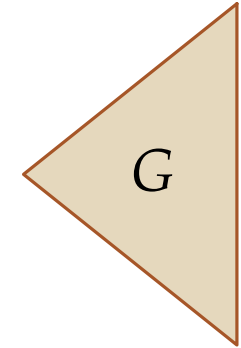
yz partitions Π into:
 a triangle congruent to T'' and
 a quadrilateral congruent to a portion of T'



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

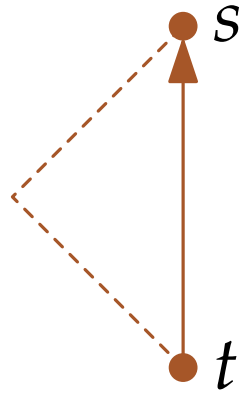
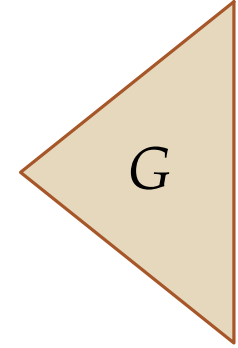


Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

Base case: Q-nodes



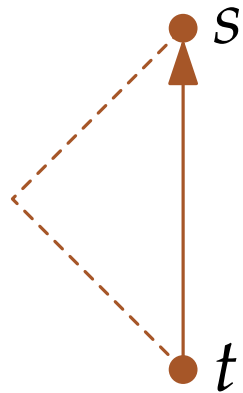
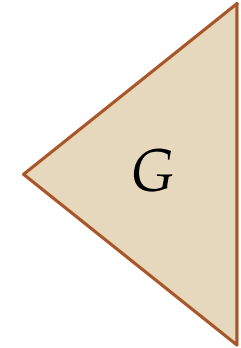
Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

Base case: Q-nodes

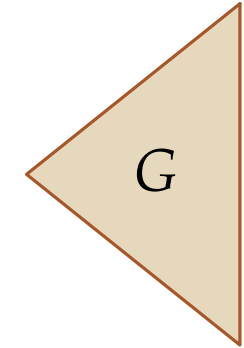
Divide: Draw G_1 and G_2 first



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

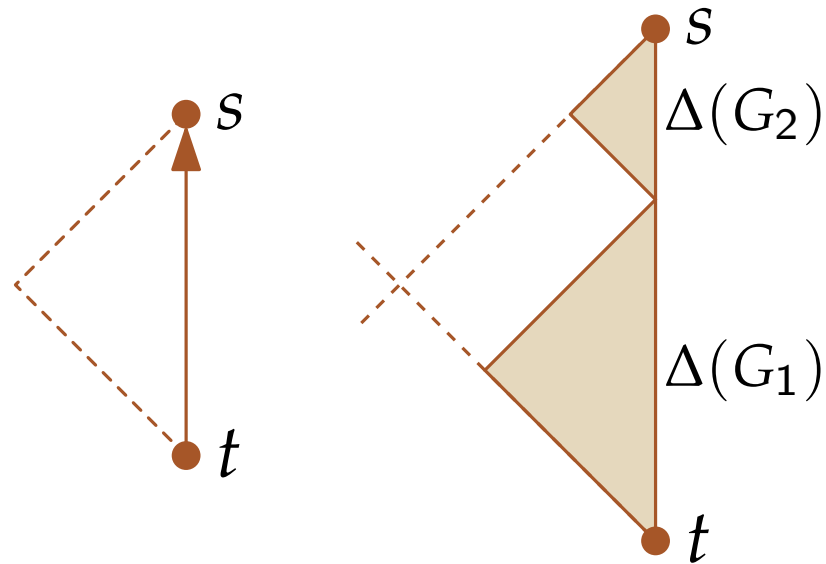


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

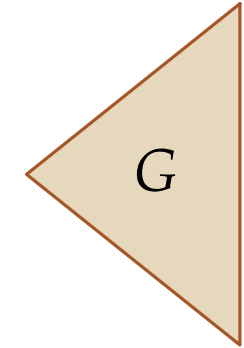
- S-nodes / series composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

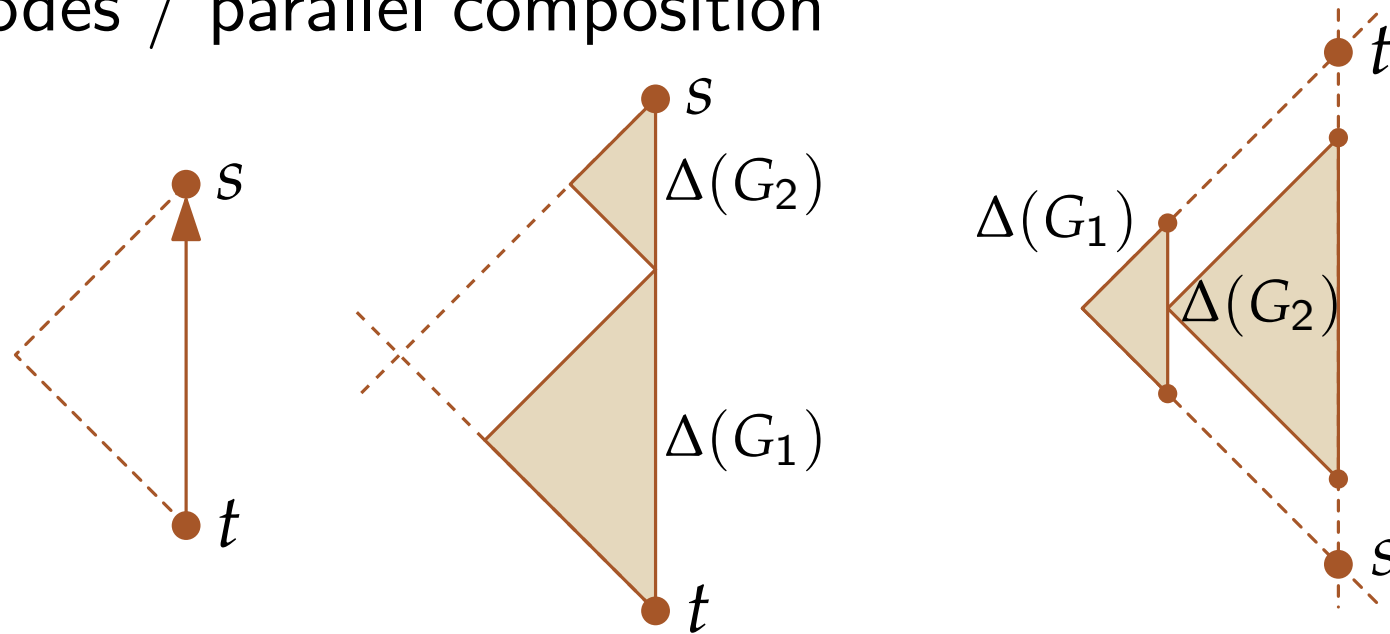


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

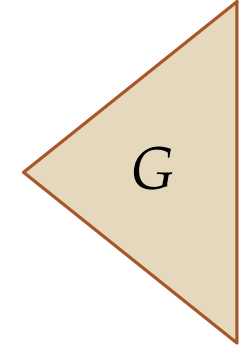
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

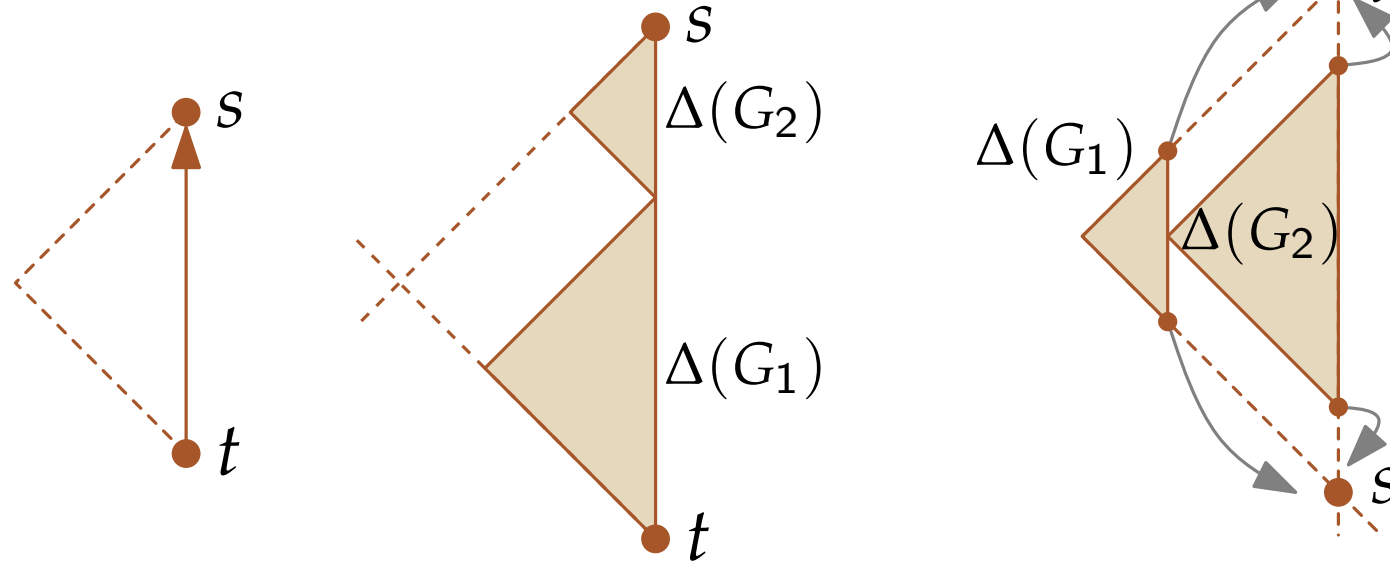


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

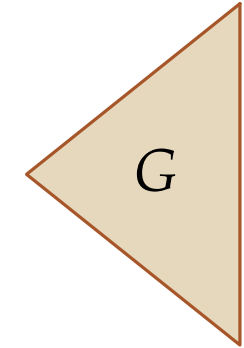
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

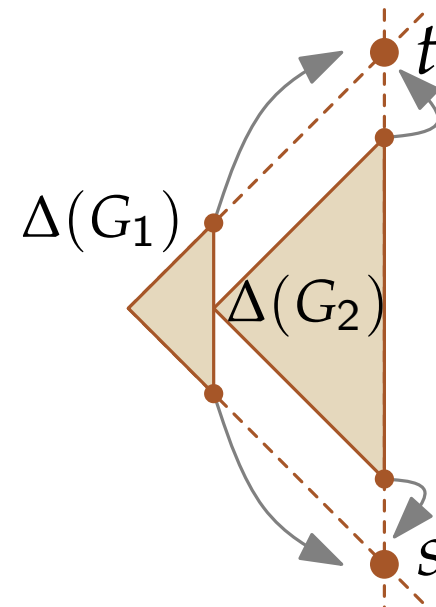
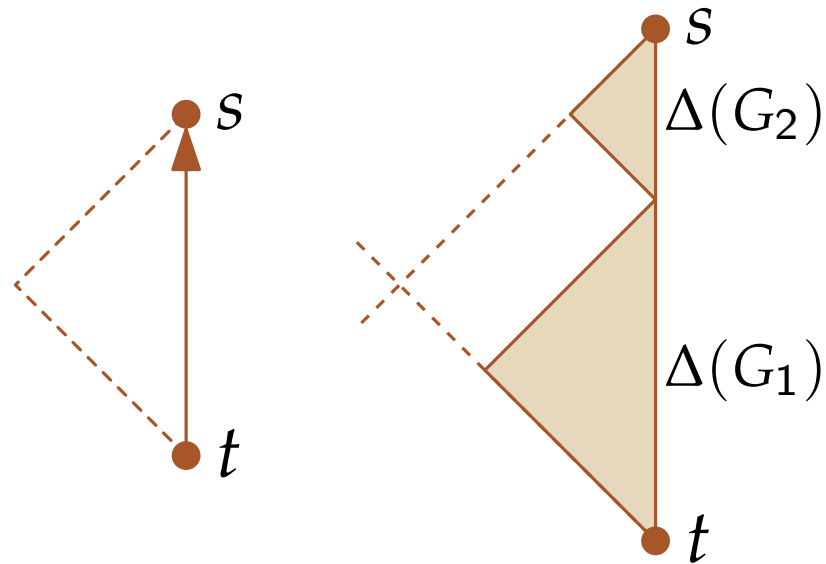


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

- S-nodes / series composition
- P-nodes / parallel composition

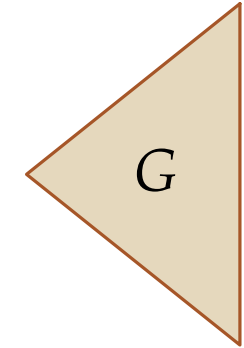


Do you see any problem?

Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

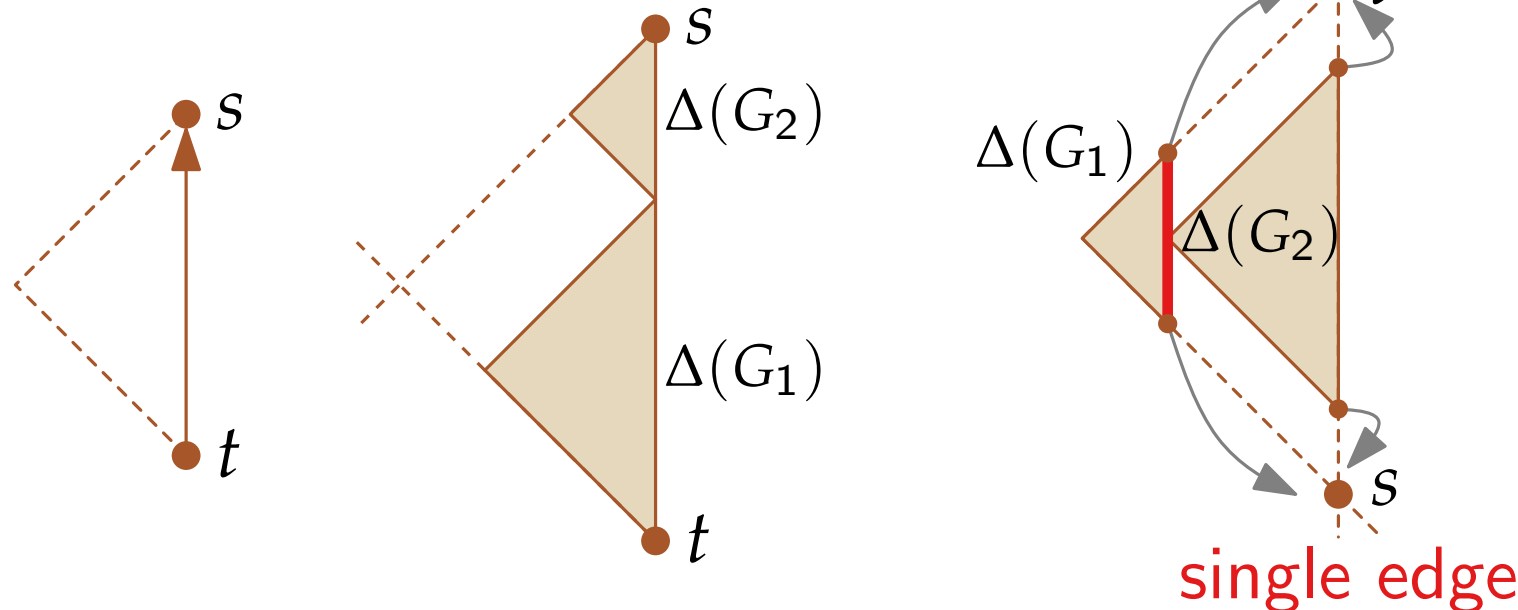


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

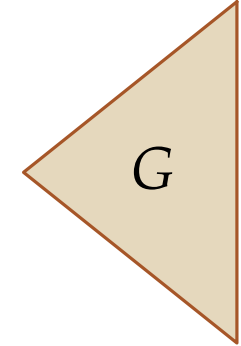
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

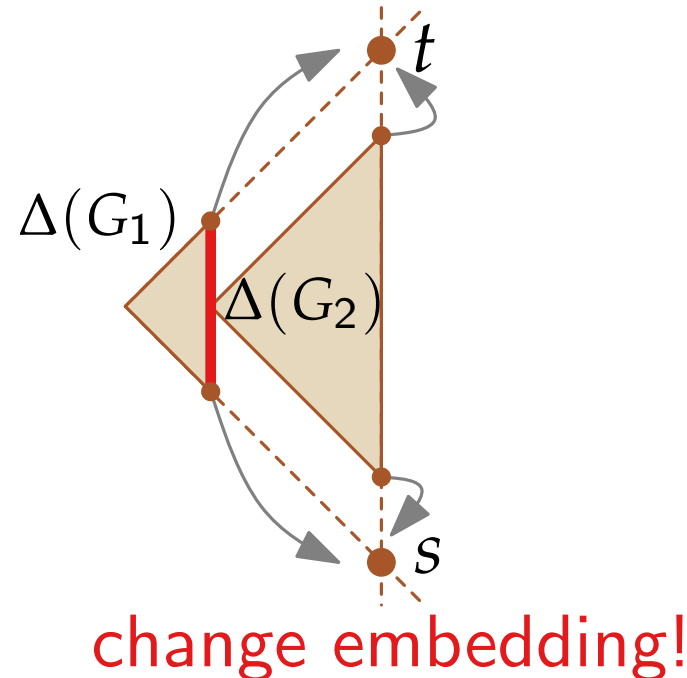
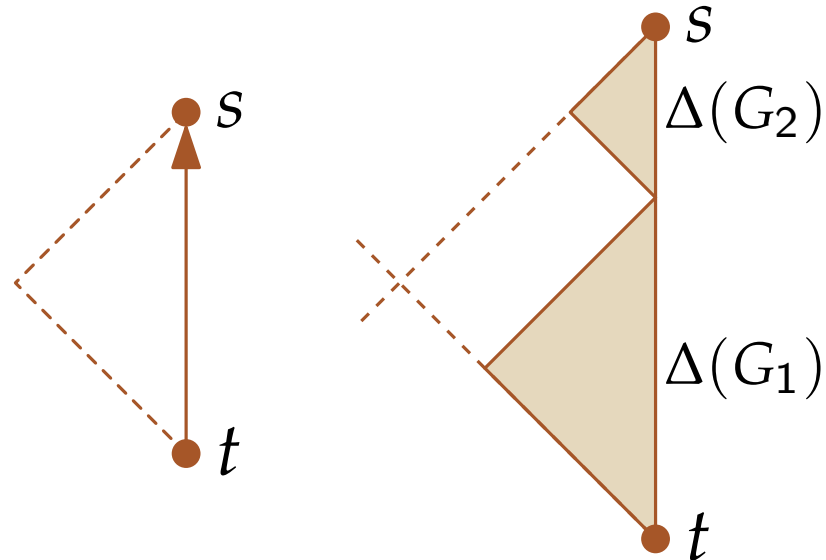


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

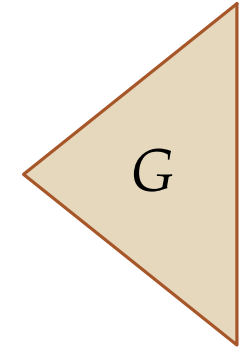
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

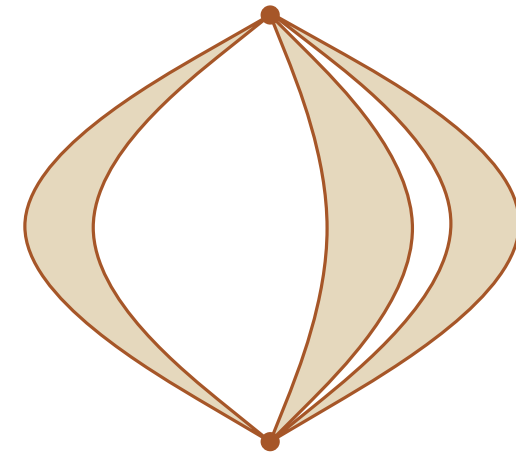
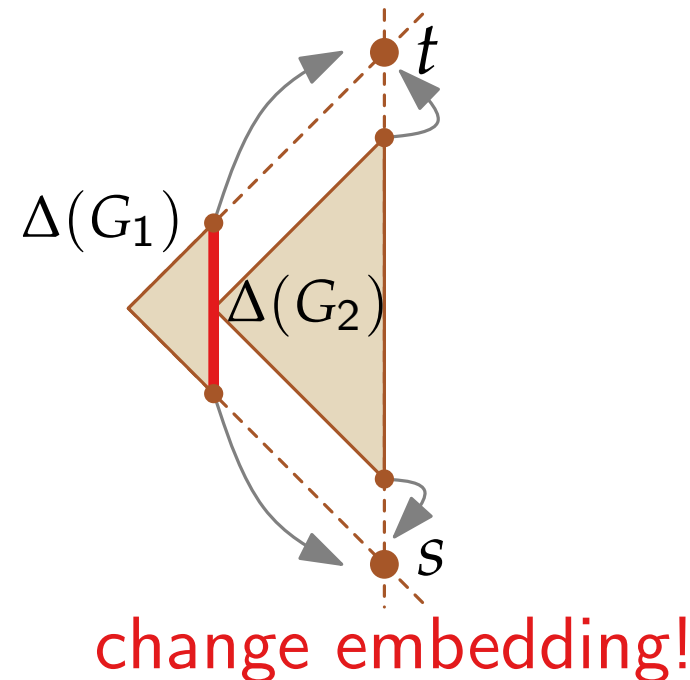
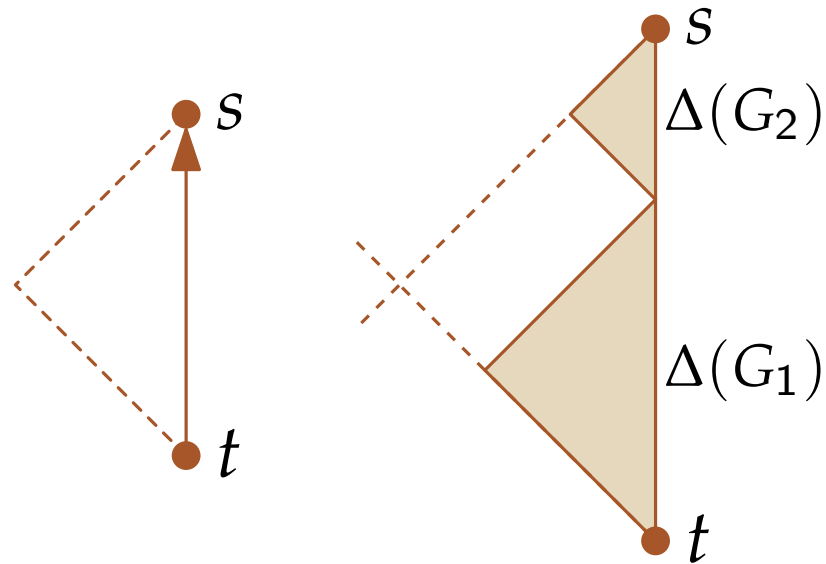


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

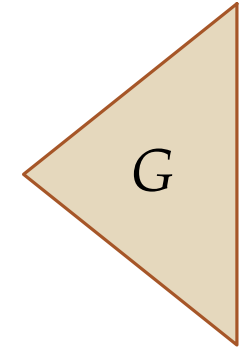
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

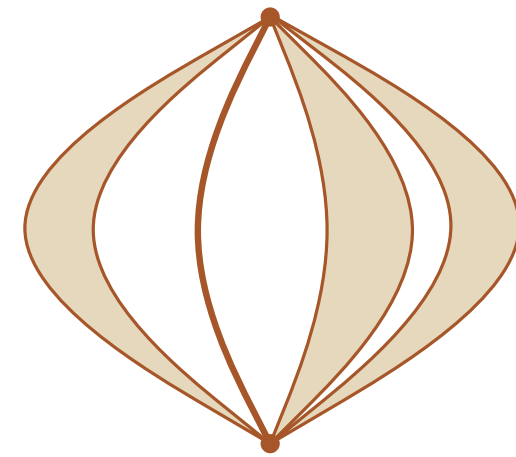
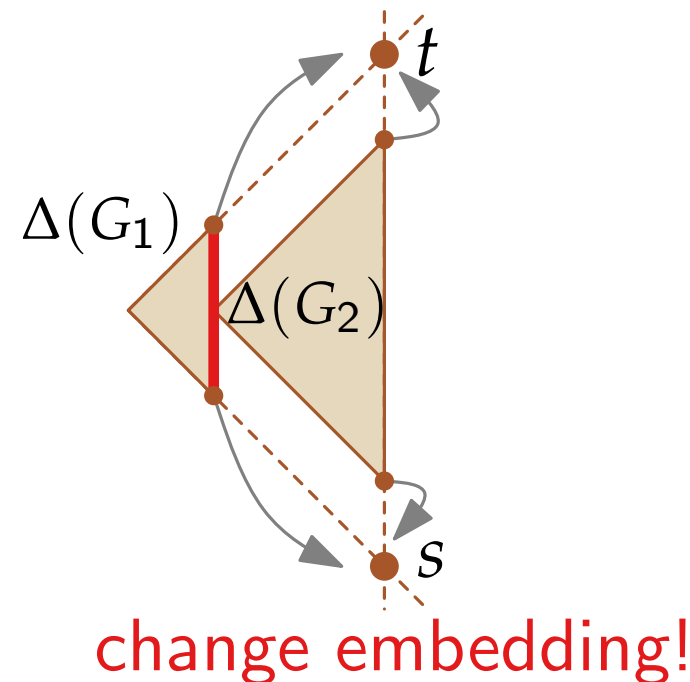
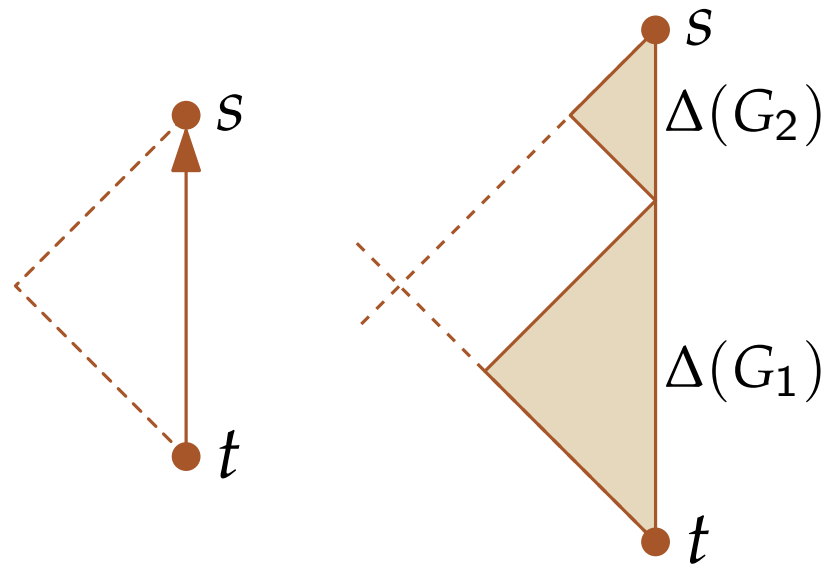


Base case: Q-nodes

Divide: Draw G_1 and G_2 first

Conquer:

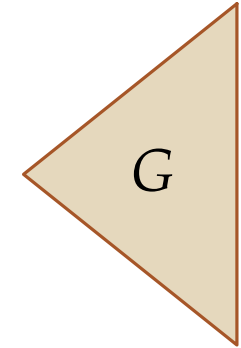
- S-nodes / series composition
- P-nodes / parallel composition



Series-parallel graphs – straight-line drawings

Divide & conquer algorithm using the decomposition tree

- Draw G inside a right-angled isosceles bounding triangle $\Delta(G)$ with no vertex placed at its right corner

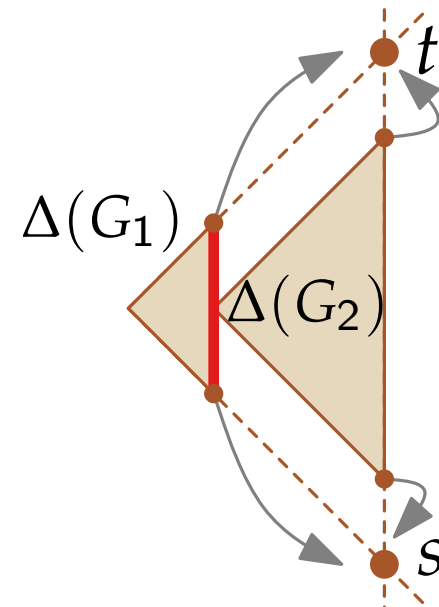
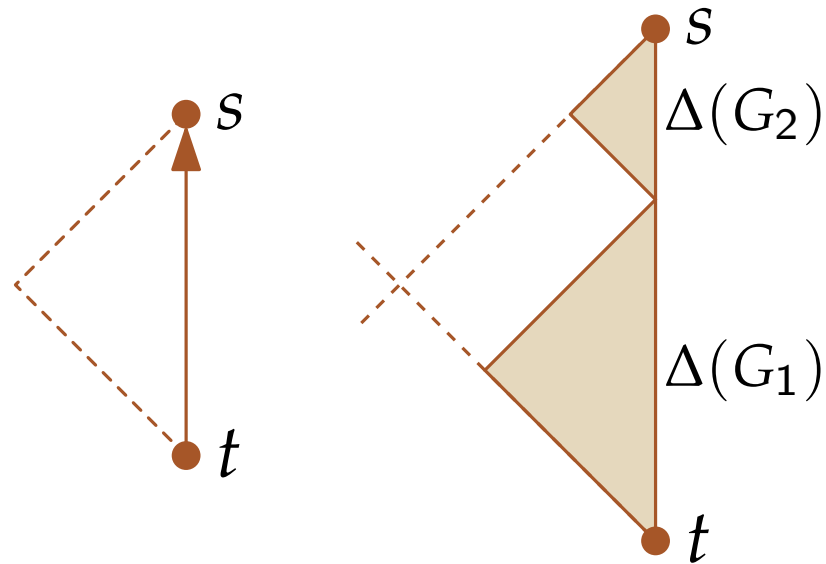


Base case: Q-nodes

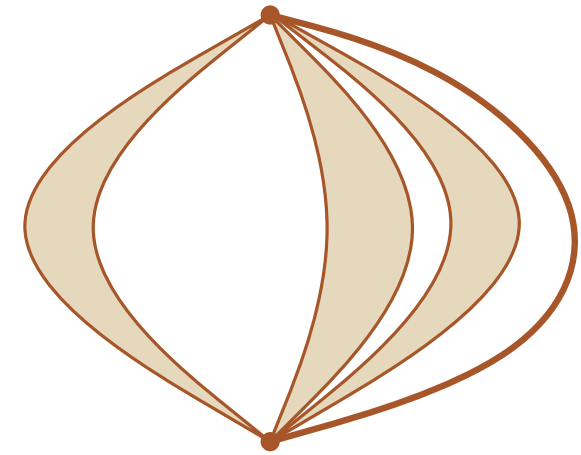
Divide: Draw G_1 and G_2 first

Conquer:

- S-nodes / series composition
- P-nodes / parallel composition

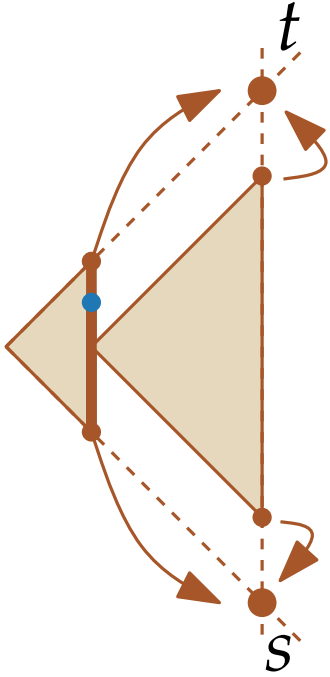


change embedding!



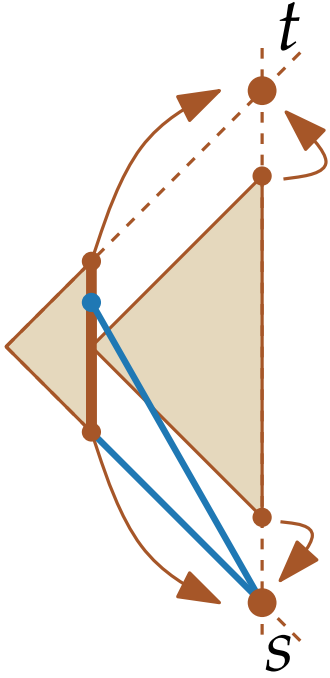
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



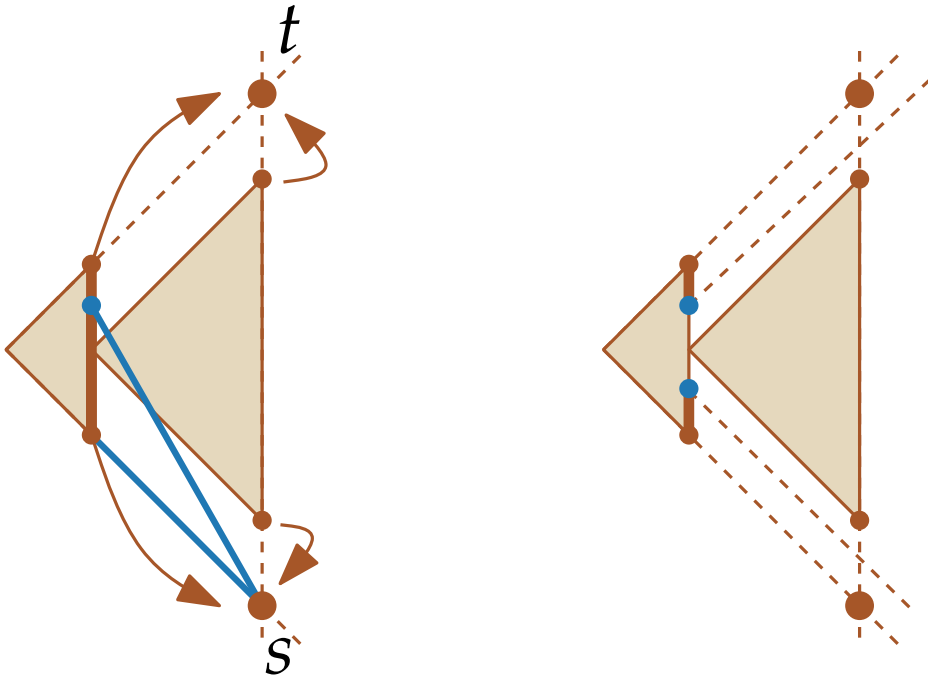
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



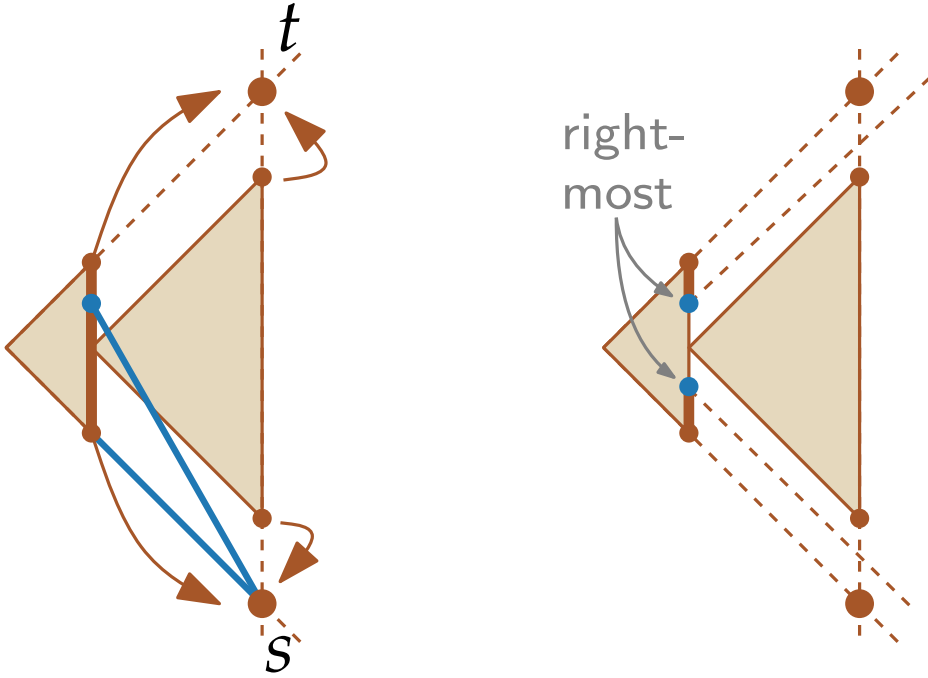
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



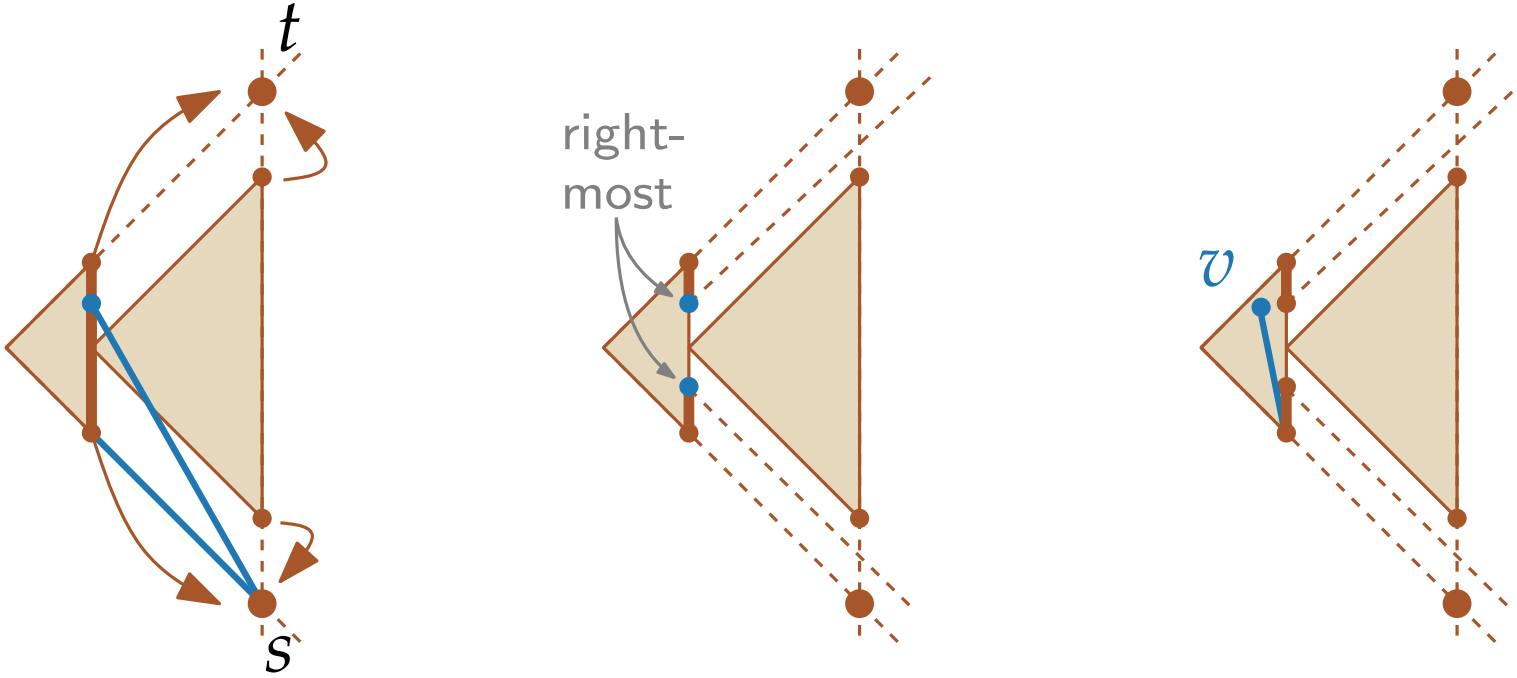
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



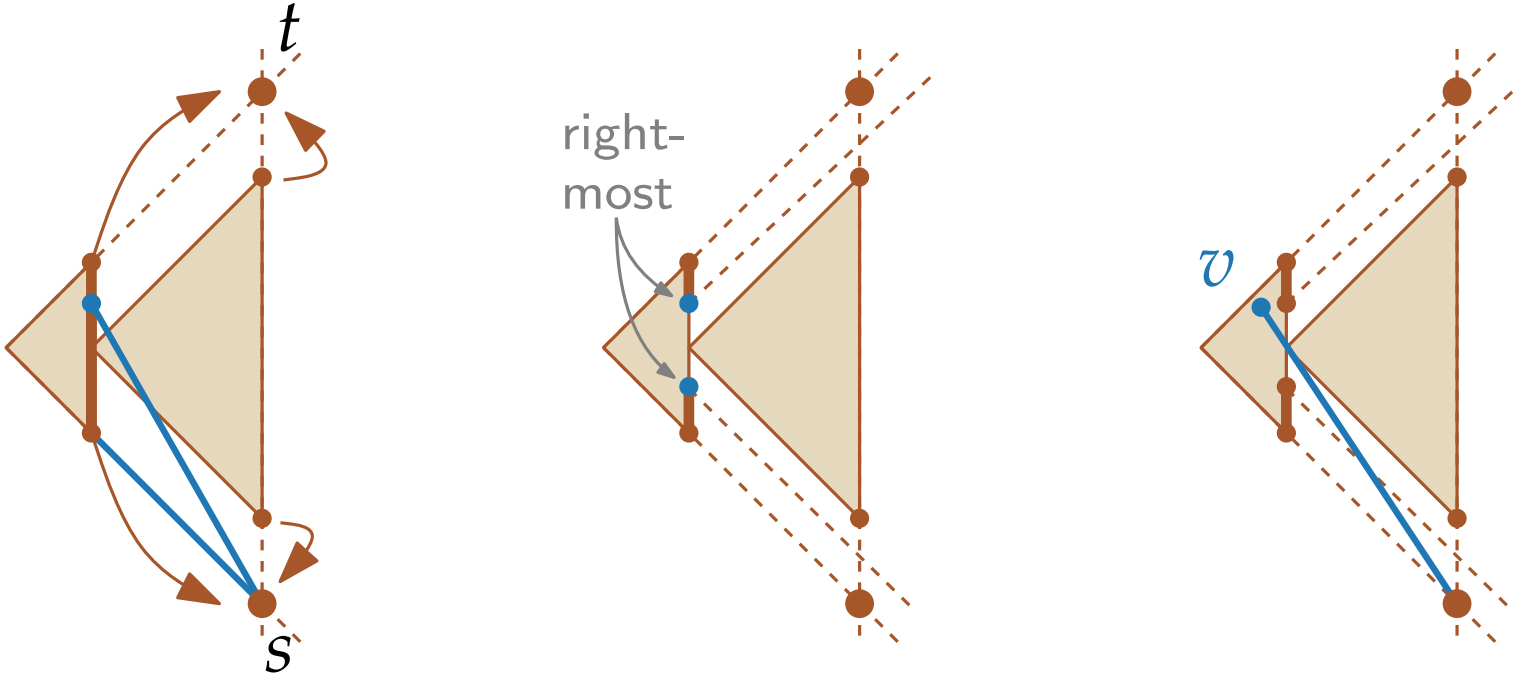
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



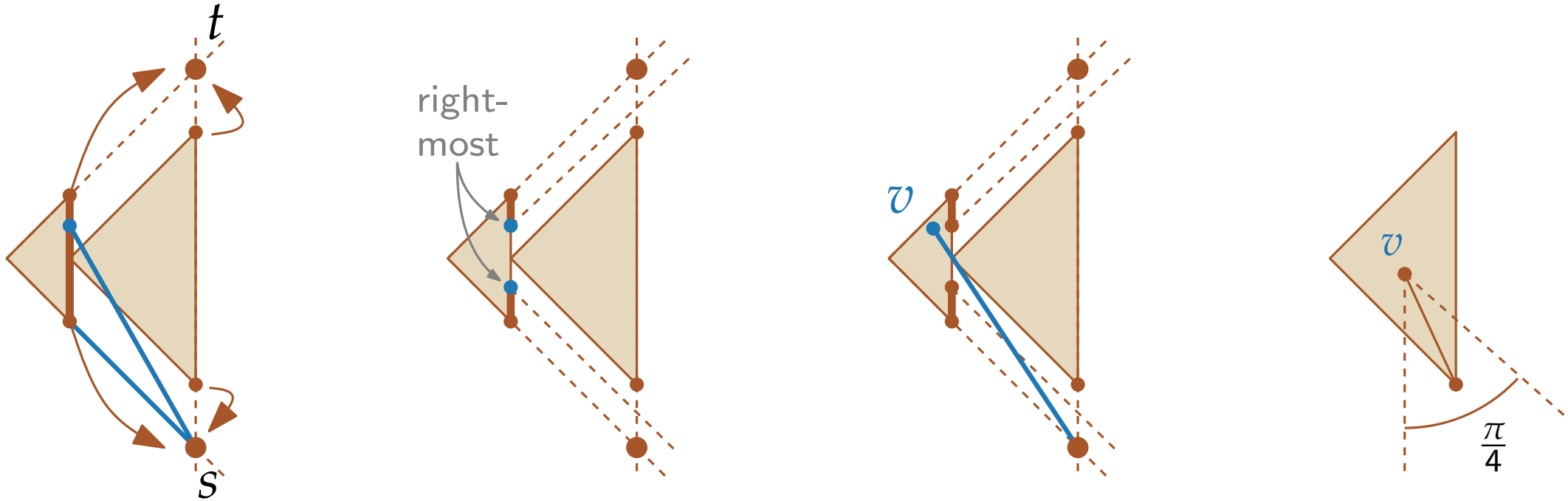
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



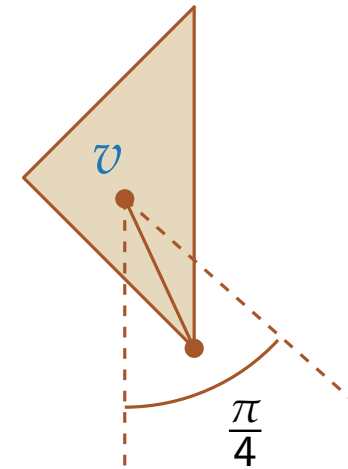
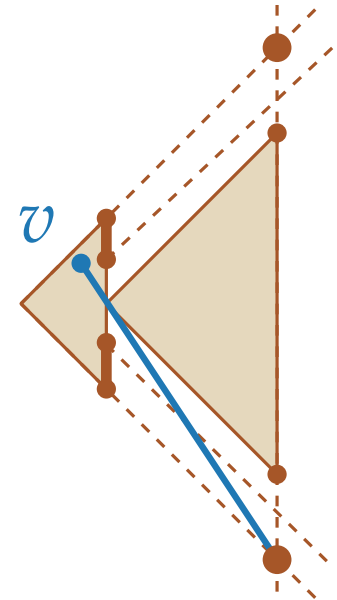
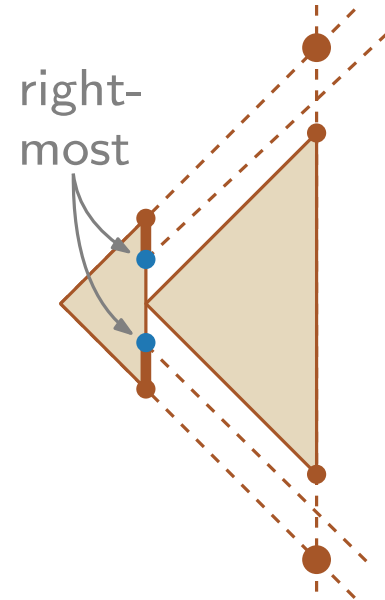
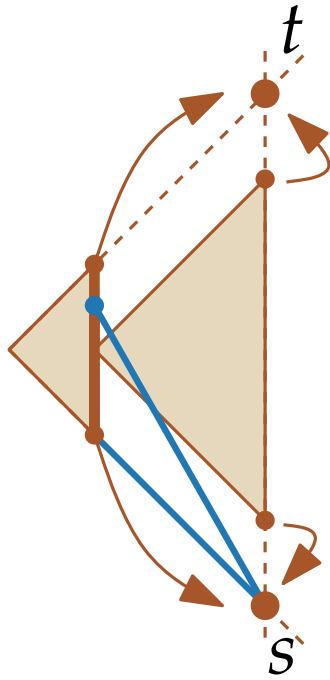
Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



Series-parallel graphs – straight-line drawings

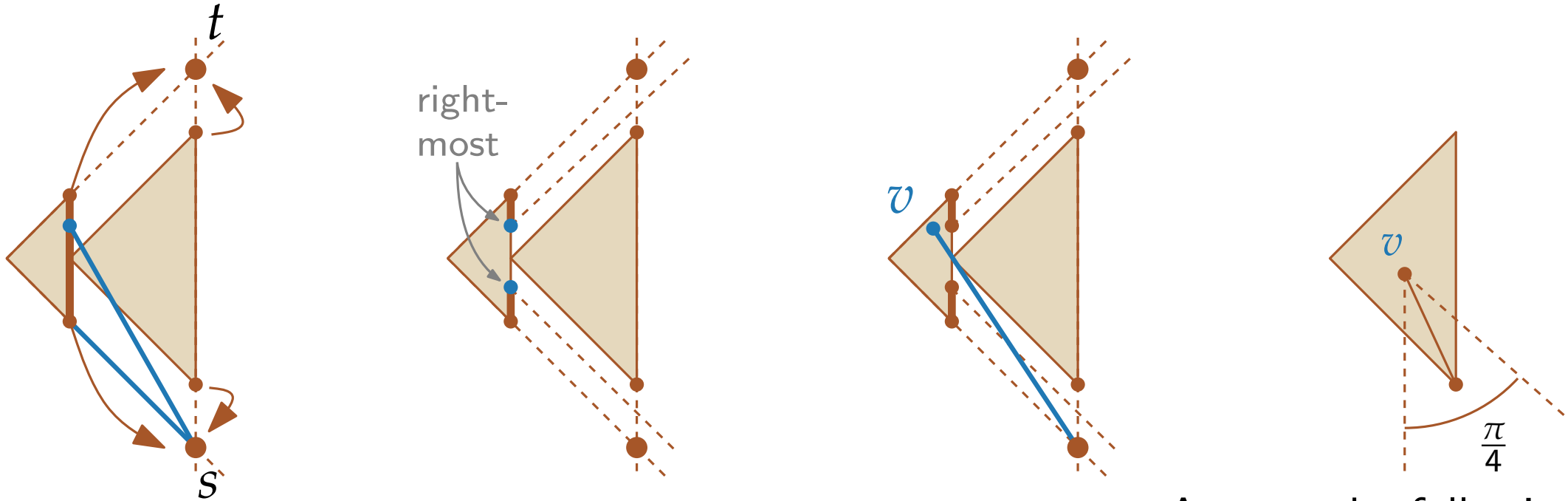
- What makes parallel composition possible without creating crossings?



Assume the following holds:
the only vertex in $\text{angle}(v)$ is s

Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?

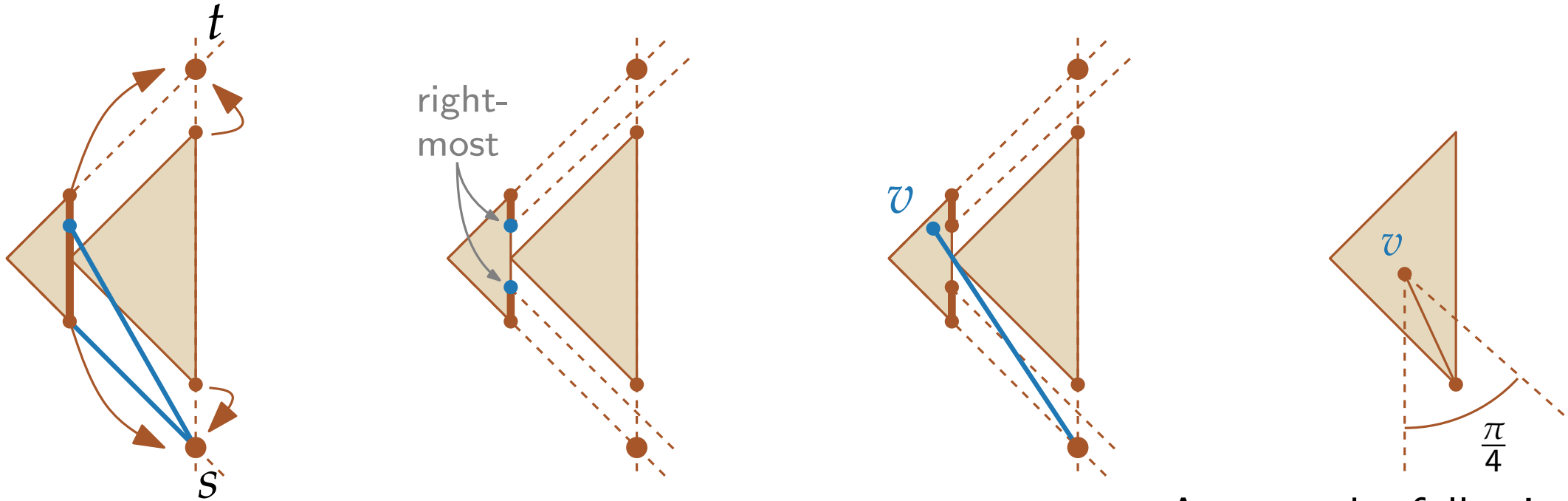


Assume the following holds:
the only vertex in $\text{angle}(v)$ is s

- This condition is preserved during the induction step.

Series-parallel graphs – straight-line drawings

- What makes parallel composition possible without creating crossings?



Assume the following holds:
the only vertex in $\text{angle}(v)$ is s

- This condition is preserved during the induction step.

Lemma.

The drawing produced by the algorithm is planar.

Series-parallel graphs – result

Theorem.

Let G be a series-parallel graph. Then G (with **variable embedding**) admits a drawing Γ that

- is upward planar and
- a straight-line drawing
- with area in $\mathcal{O}(n^2)$
[$m \times 2m$, where m is the number of edges of G]
- Isomorphic components of G have congruent drawings up to translation.

Γ can be computed in $\mathcal{O}(n)$ time.

Literature

- [GD Ch. 3.2] for divide and conquer methods for series-parallel graphs.
- [BC+94] Bertolazzi, Cohen, Di Battista, Tamassia and Tollis, "How to draw a series-parallel digraph", Int. J. of Computational Geometry and Applications, Vol. 4, pp. 385-402, 1994.