

# On local structure of cubicity 2 graphs

Dibyayan Chakraborty

Indian Statistical Institute, Kolkata

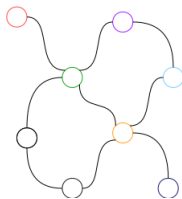
COCOA 2016

\*\* With Sujoy Bhore, Sandip Das, Sagnik Sen.



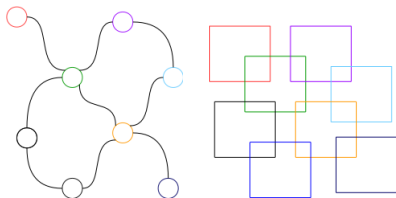
## Cubicity 2 graphs

Intersection graph of unit squares on the plane



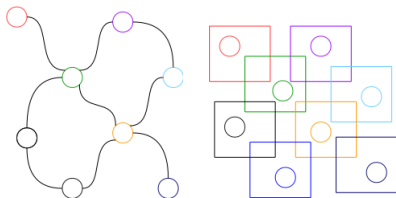
## Cubicity 2 graphs

Intersection graph of unit squares on the plane



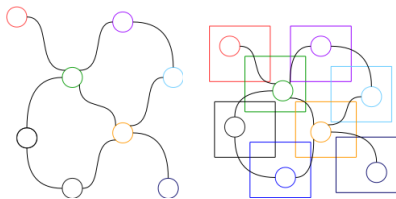
## Cubicity 2 graphs

Intersection graph of unit squares on the plane



## Cubicity 2 graphs

Intersection graph of unit squares on the plane



## Cubicity 2 graphs

Unfortunately, deciding whether an **input graph** is a cubicity 2 graph, is **NP-hard**.

## Cubicity 2 graphs

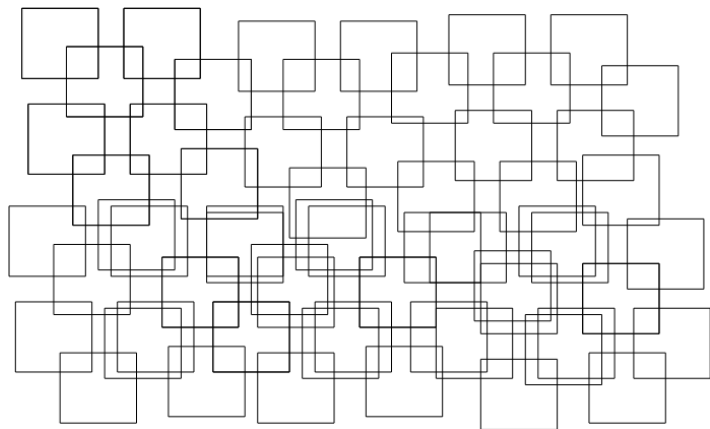
Unfortunately, deciding whether an **input graph** is a cubicity 2 graph, is **NP-hard**.

In fact, the complexity of deciding whether an **input tree** is a cubicity 2 graph, is **unknown**. (LS Chandran 2014 <sup>1</sup>)

Today we shall solve the above problem “locally”.

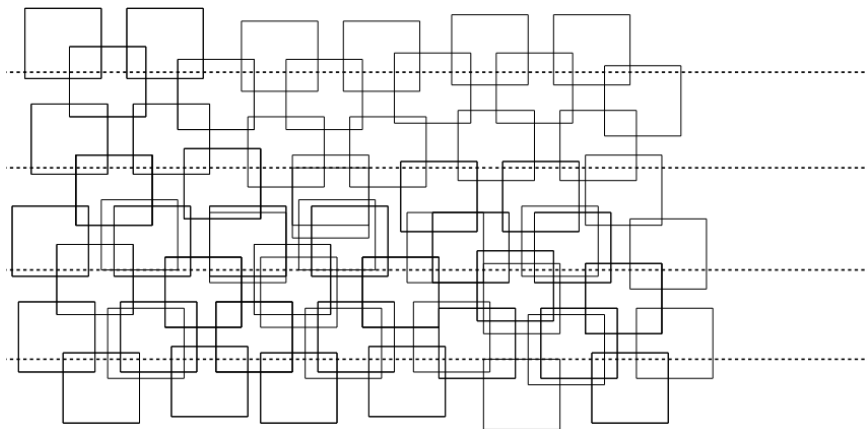
<sup>1</sup>Babu, Jasine, Manu Basavaraju, L. Sunil Chandran, Deepak Rajendraprasad, and Naveen Sivadasan. “Approximating the cubicity of trees.” arXiv preprint (2014).

## Local structure of cubicity 2 graphs

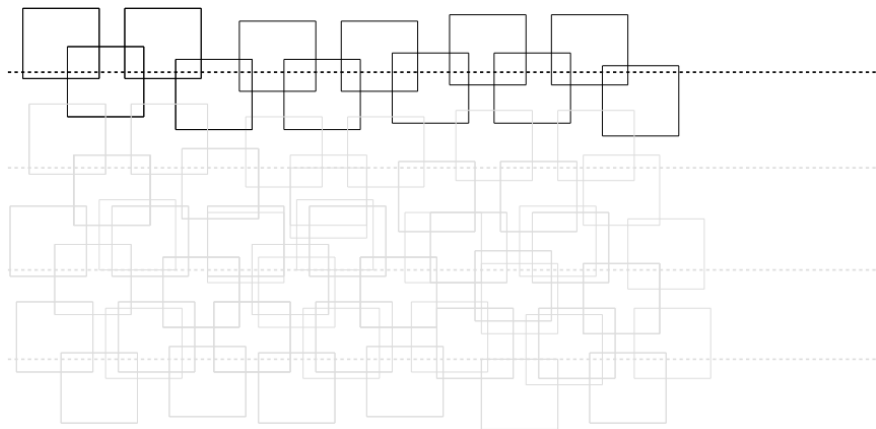




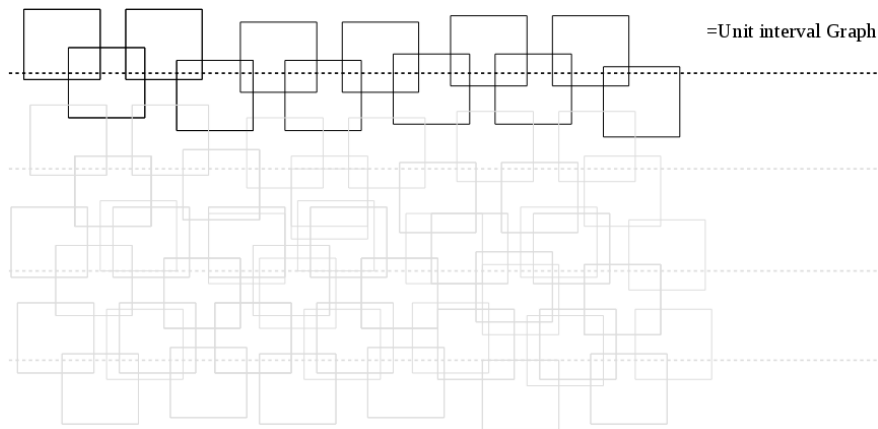
## Local structure of cubicity 2 graphs



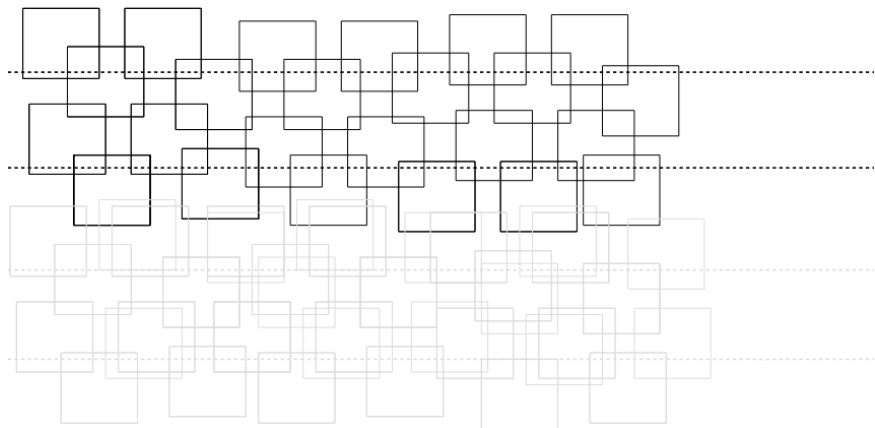
## Local structure of cubicity 2 graphs



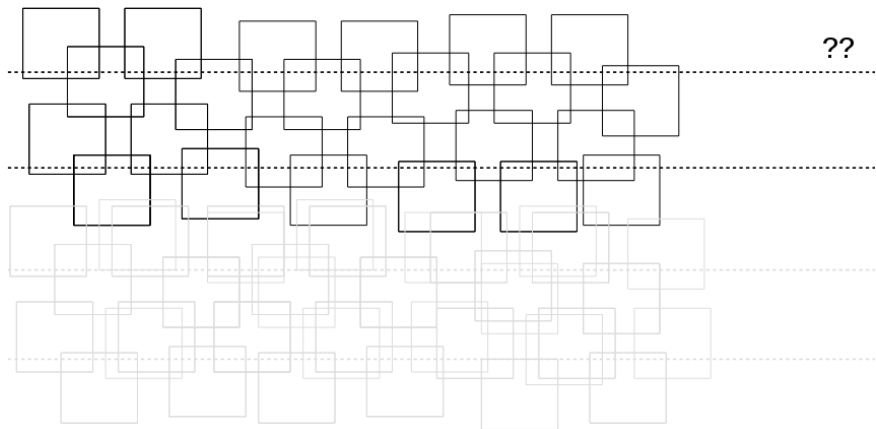
## Local structure of cubicity 2 graphs



## Local structure of cubicity 2 graphs



## Local structure of cubicity 2 graphs



## 2SUIG graphs (2-stab unit interval graph)

A graph is a 2SUIG graph if it has intersection representation such that

- Two stab lines in  $1 + \epsilon$  distance apart.

## 2SUIG graphs (2-stab unit interval graph)

A graph is a 2SUIG graph if it has intersection representation such that

- Two stab lines in  $1 + \epsilon$  distance apart.
- Axes-parallel unit squares.

## 2SUIG graphs (2-stab unit interval graph)

A graph is a 2SUIG graph if it has intersection representation such that

- Two stab lines in  $1 + \epsilon$  distance apart.
- Axes-parallel unit squares.
- Each unit square intersects exactly one stab line.

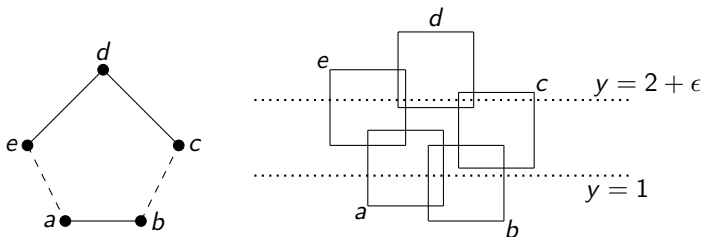


Figure: A representation (right) of a 2SUIG graph (left).



So, let us try to recognize  $\text{Tree} \cap 2\text{SUIG} = \text{Tree-2SUIG}$  graphs

In fact we prove that  $\dots$

# Tree-2SUIG recognition Algorithm: Overview

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

# Tree-2SUIG recognition Algorithm: Overview

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

Prove a set of **necessary conditions** for trees to have a 2SUIG representation.

# Tree-2SUIG recognition Algorithm: Overview

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

Prove a set of **necessary conditions** for trees to have a 2SUIG representation.

Prove that checking those conditions can be done in **linear time**.

# Tree-2SUIG recognition Algorithm: Overview

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

Prove a set of **necessary conditions** for trees to have a 2SUIG representation.

Prove that checking those conditions can be done in **linear time**.

If the input tree satisfies all those conditions, output a **2SUIG representation** of the tree.

# Tree-2SUIG recognition Algorithm: Overview

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

Prove a set of **necessary conditions** for trees to have a 2SUIG representation.

Prove that checking those conditions can be done in **linear time**.

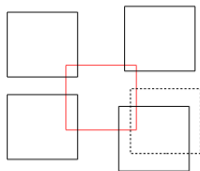
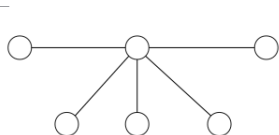
If the input tree satisfies all those conditions, output a **2SUIG representation** of the tree.

Otherwise, **output a subtree** that violets a particular condition.

# Tree-2SUIG recognition Algorithm: Overview

## Lemma

*If a tree  $T$  has a 2SUIG representation then  $\Delta(T) \leq 4$ ,  $\Delta(T)$  is the maximum degree of  $T$ .*



## Tree-2SUIG recognition Algorithm: Overview

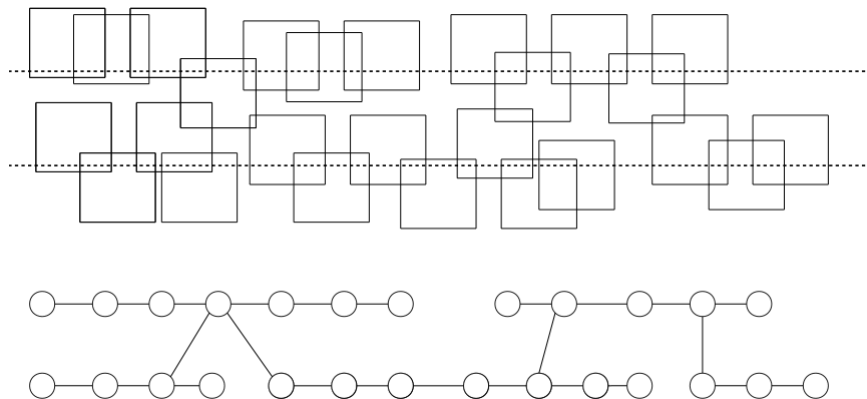


Figure: A typical tree-2SUIG.



## Tree-2SUIG recognition Algorithm: Overview

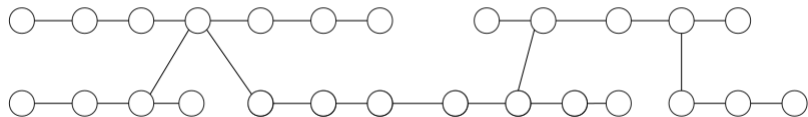
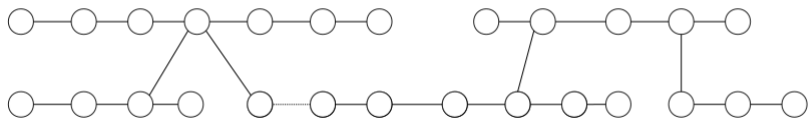


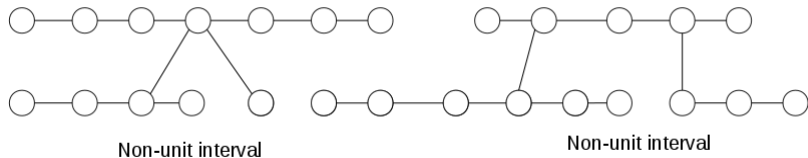
Figure: A typical tree-2SUIG.

## Tree-2SUIG recognition Algorithm: Overview



Take an edge and delete it.

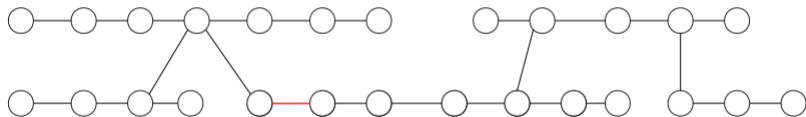
## Tree-2SUIG recognition Algorithm: Overview



Take an edge and delete it.

If both sub trees are **non-unit interval**,

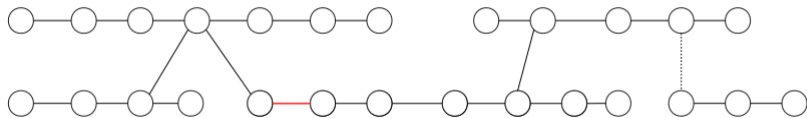
## Tree-2SUIG recognition Algorithm: Overview



Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

## Tree-2SUIG recognition Algorithm: Overview

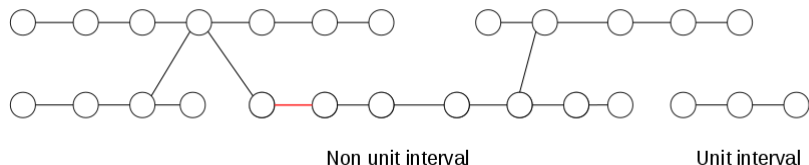


Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

Take another edge and delete it.

## Tree-2SUIG recognition Algorithm: Overview



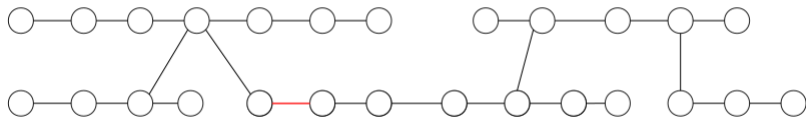
Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

Take another edge and delete it.

In this case,

## Tree-2SUIG recognition Algorithm: Overview



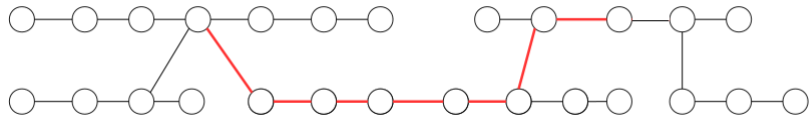
Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

Take another edge and delete it.

In this case, do **nothing**.

## Tree-2SUIG recognition Algorithm: Overview



Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

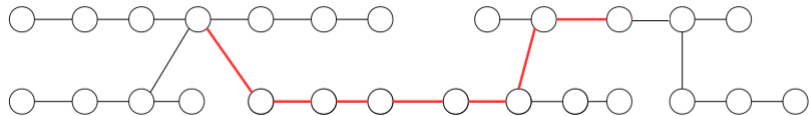
Take another edge and delete it.

In this case, do **nothing**.

Get the set of all red edges.



## Tree-2SUIG recognition Algorithm: Overview



Take an edge and delete it.

If both sub trees are **non-unit interval**, call that edge as **red edge**.

Take another edge and delete it.

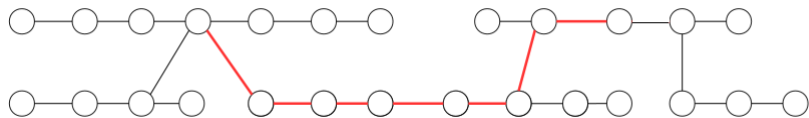
In this case, do **nothing**.

Get the set of all red edges.

### Lemma

*If a tree  $T$  has a 2SUIG representation, the set of red edges induces a **connected path**.*

## Tree-2SUIG recognition Algorithm: Overview



Delete the vertices incident to a red edge.

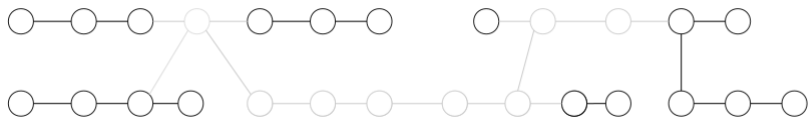
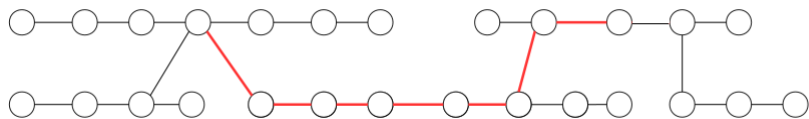


Figure: Only paths are left.

## Tree-2SUIG recognition Algorithm: Overview



Delete the vertices incident to a red edge.

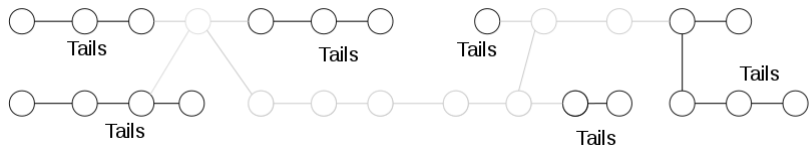


Figure: Only paths are left

# Tree-2SUIG recognition Algorithm: Overview

Assuming there are red edges,

Represent the red path **appropriately**.

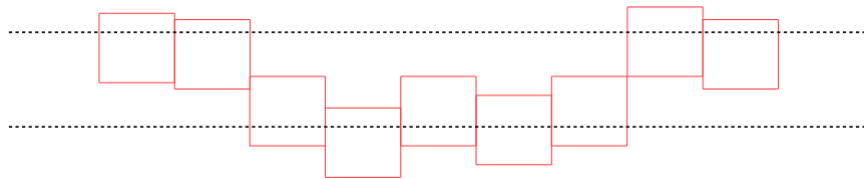


Figure: Stretched representation of red path.

## Tree-2SUIG recognition Algorithm: Overview

Assuming there are red edges,

Represent the red path (**Stretched representation**).

Represent the tails appropriately (**Shrunk representation**).

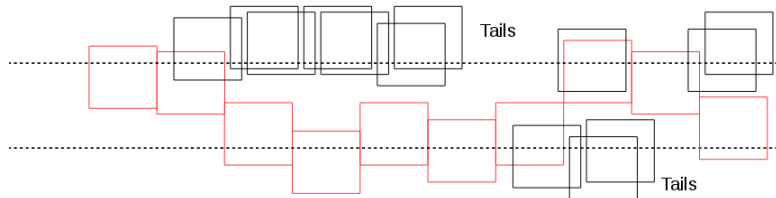


Figure: Shrinked representation of tails.

Length of the tails imposes restriction.

# Tree-2SUIG recognition Algorithm: Overview

Assuming there are red edges,

Stretched representation of the red path.

+

Shrunked representation of the tails.



Canonical representation of tree-2SUIG.

# Tree-2SUIG recognition Algorithm: Overview

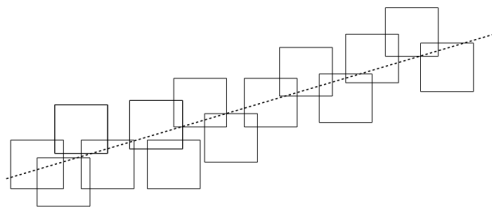
Idea is similar, even when there are no red edges.

## Theorem

*There is a  $O(n)$  time algorithm to recognize tree-2SUIG graphs.*

## Open problems

1. Determine the complexity of recognizing trees with cubicity 2.
2. Recognize those graphs whose intersection representation consists of squares, intersecting a common line, not necessarily axes parallel.



3. Recognize 2SUIG graphs.



Thank You

