

# Finding k-angulations on point sets.

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## A general type of question

Q: Given a point set  $P$  and a graph  $G$ , is it possible to draw  $G$  on  $P$ ?

▷ All point sets are in general position in the plane.

▷ All graphs are drawn with straight edges and no crossings.

A little more precisely...

▷ A plane graph  $G$  is a planar graph together with a drawing in the plane.

▷ A point set  $P$  admits a plane graph  $G$  if there is a drawing of  $G$  with vertex set  $P$  that has the same facial structure, including the same outer face.

Q: Given a class of plane graphs  $\mathcal{C}$ , which point sets admit a graph from  $\mathcal{C}$ ?

## Previous Work

▷ [Gritzmann, Mohar, Pach & Pollack '91]

Every point set  $P$  admits every outer-planar graph with  $|P|$  vertices.

▷ [Bose & Toussaint '97]

It is always possible to  $k$ -angulate  $\text{conv}(P)$  if permitted to add up to  $k-3$  points.

# K-angulations

A  $k$ -angulation is a 2-connected plane graph in which every internal face is a  $k$ -gon. ( $k \geq 3$ )

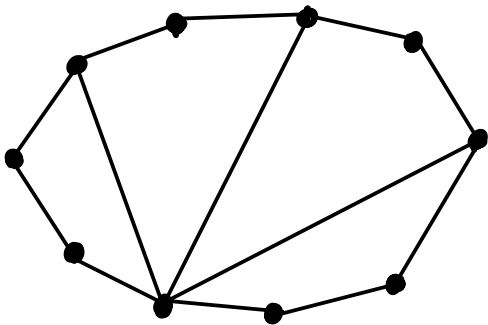
▷ 2-connectedness ensures every face is bounded by a cycle and every edge is in two faces.

For  $|P| \geq 3k^2$ , we characterise the point sets  $P$  which admit a  $k$ -angulation.

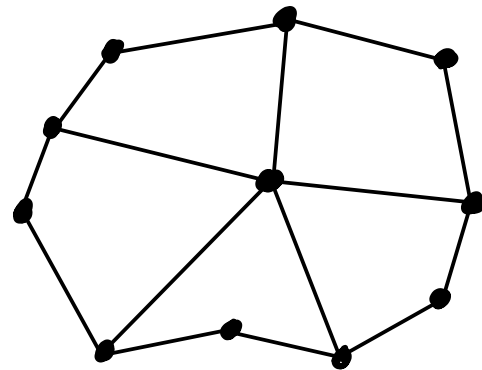
Theorem: Let  $n \geq 3k^2$  and  $j \equiv_{k-2} 2-n$  with  $0 \leq j \leq k-3$ . A set of  $n$  points admits a  $k$ -angulation if and only if it has at least  $j$  interior points.

Examples  $k=3$ : no restriction

$k=4$ ,  $n$  even:



$k=4$ ,  $n$  odd:  
need 1 interior point.



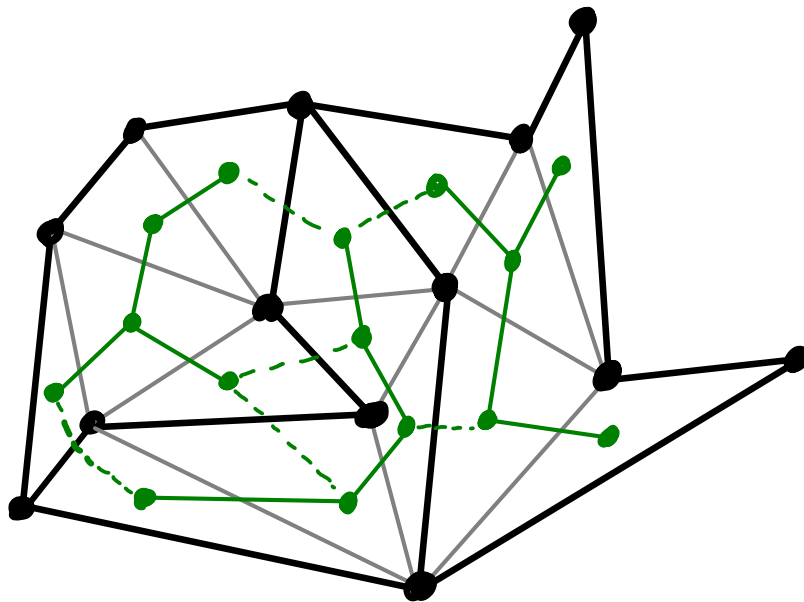
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Proof ( $\Rightarrow$ ):

- ▷ Suppose  $P$  admits a  $k$ -angulation  $G$ .
  - ▷ Let  $r$  be the size of the outer face of  $G$ .
  - ▷ Vertices of  $\text{conv}(P)$  must lie in the outerface, so there are at least  $n-r$  interior points.
  - ▷ Edges:  $2e = k(f-1) + r$  Euler:  $n - e + f = 2$ .
- Combine:  $n - r = n - 2(n + f - 2) + k(f - 1)$
- $$= 2 - n + (f - 1)(k - 2) \equiv_{k-2} 2 - n. \quad \square$$

## More definitions

- ▷ The **weak dual graph** of  $G$  is obtained by deleting the external face vertex in the planar dual.
- ▷ We seek a triangulation which breaks into  $k$ -gons. The weak dual must decompose into induced trees of order  $k-2$ . We call these **blocks**.



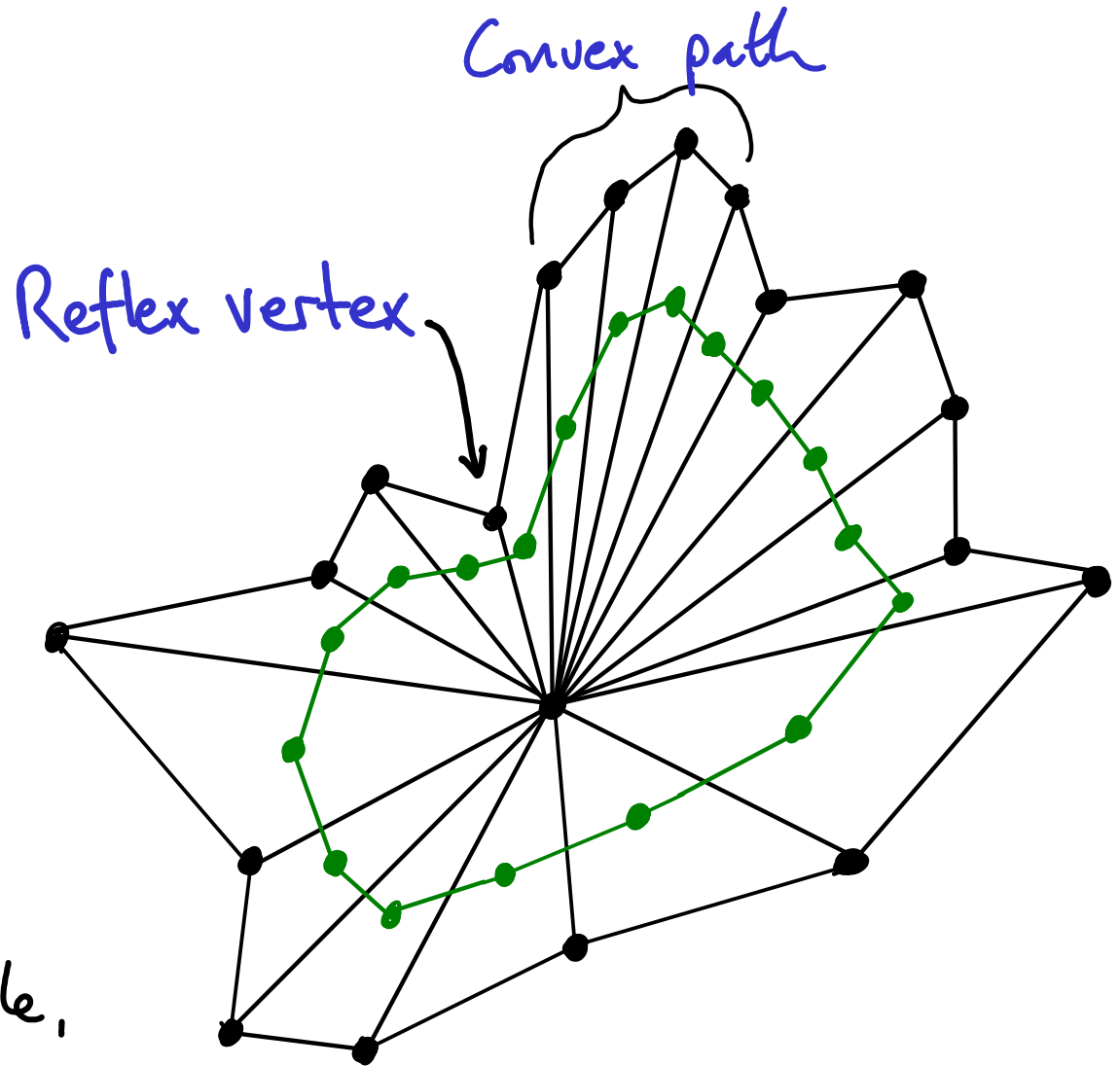
# Interior star triangulation

Outer cycle  $C$

Dual cycle  $Z$

General idea for our construction:

- ▷ Begin with i.s.t.,
- ▷ add triangles on the outside,
- ▷ retriangulate a little,
- ▷ decompose into blocks.

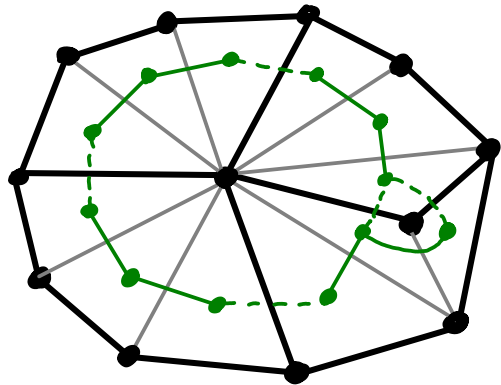


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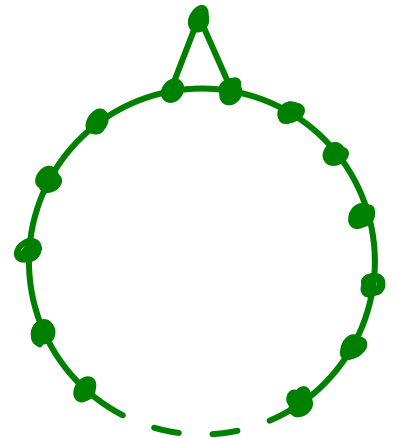
Proof ( $\Leftarrow$ ):  $j=0$ :  $n-2 \equiv 0$  triangles in an outer planar triangulation.

$j=1$ : Interior star triangulation has  $n-1 \equiv 0$  triangles. Break cycle  $Z$  into paths.

$j=2$ :

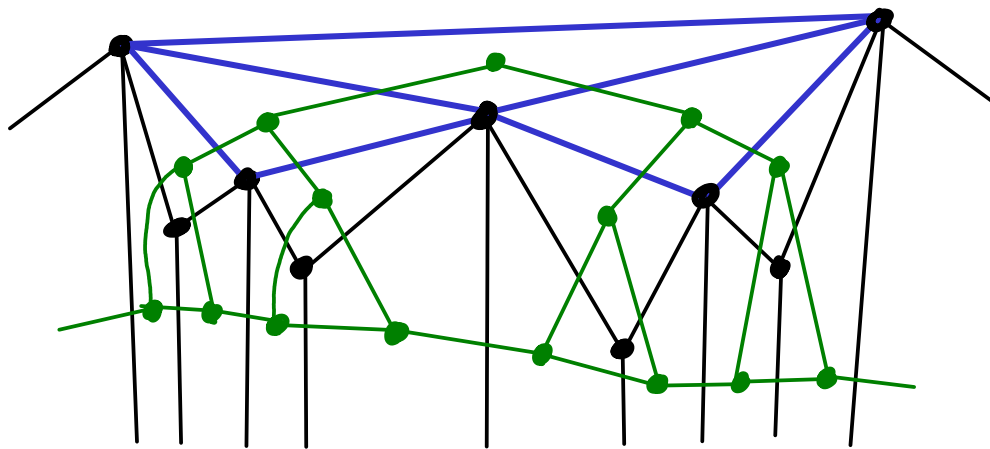


Add one triangle.  
Dual looks like:

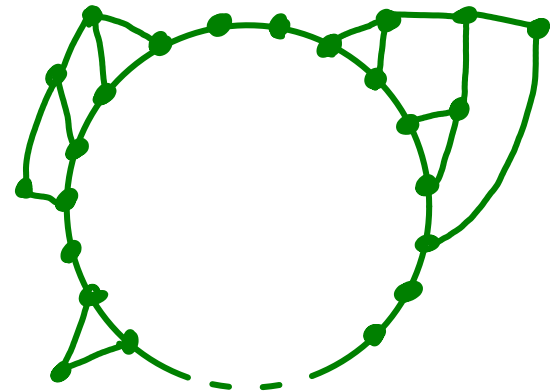


- $2 \leq j \leq k-3$ :  $\triangleright$  Begin with interior star triangulation and add  $m := j-1$  triangles to the outside.
- $\triangleright$  Use a selection algorithm which ensures that:
- $\triangleright$  there are no reflex vertices between the triangles,
  - $\triangleright$  the triangles are as close to  $Z$  as possible in the dual.

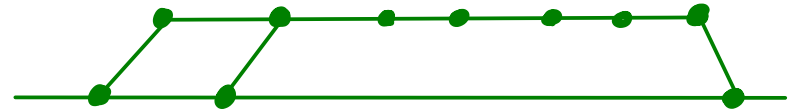
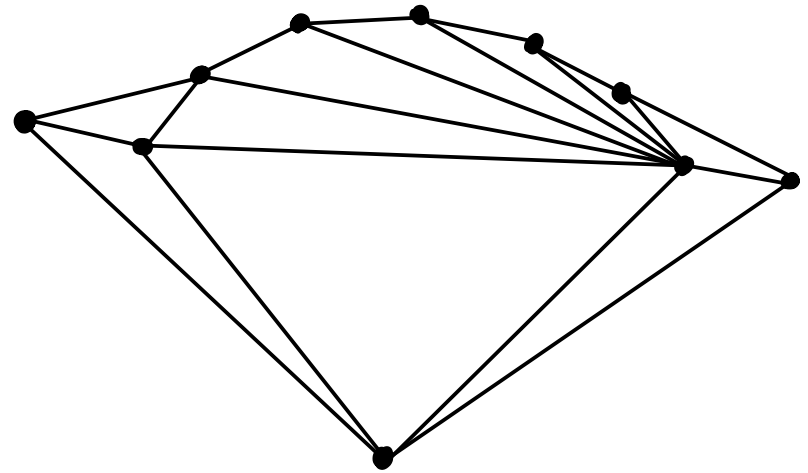
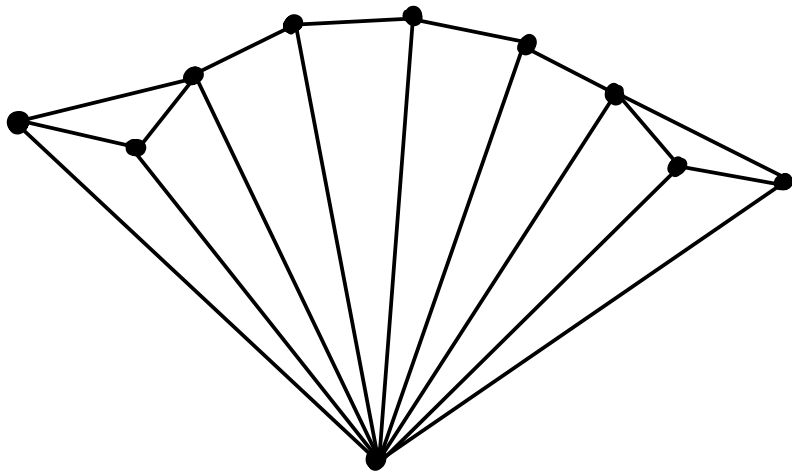
## Examples



- $\triangleright$  Dual becomes cycle + trees:

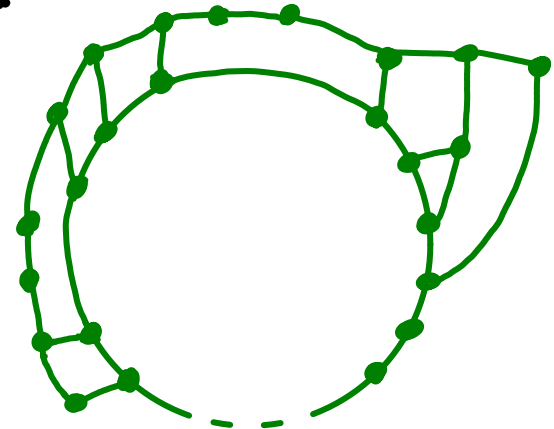


Next, build pontoons:

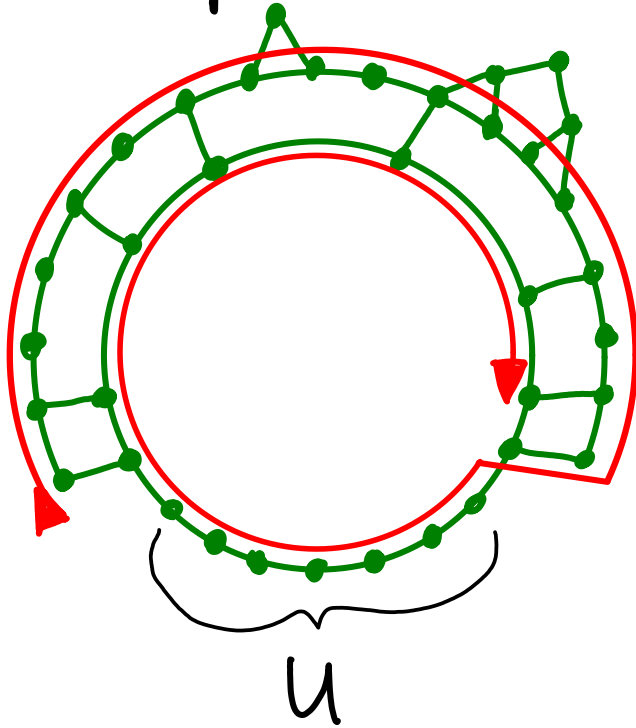


▷ Build pontoons over each convex path between added triangles except one.

▷ New dual looks like:



▷ Decompose the dual along a 'spiral path'



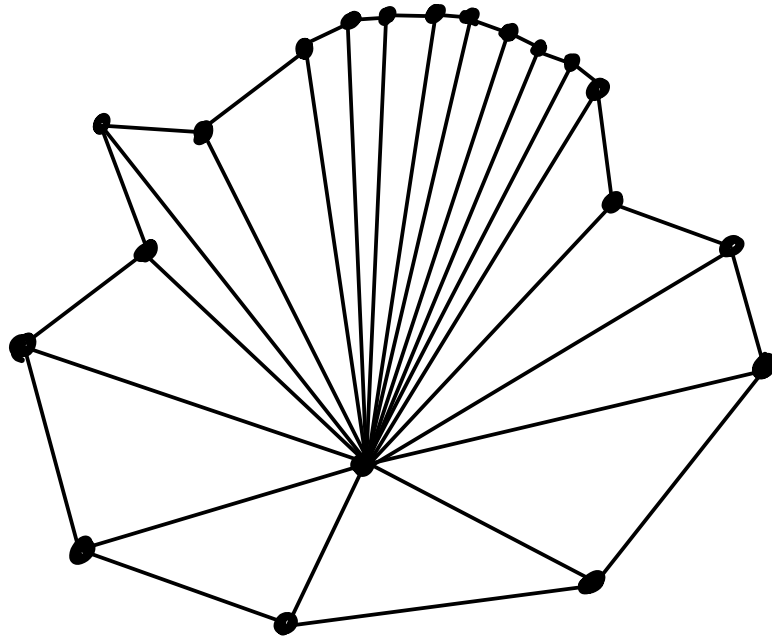
▷ If the choice of added triangles and pontoons was good, then  $U$  is large. (Thus blocks are induced trees.)

▷ Added trees may cause problems. Avoid these with a 'launch pad'

▷  $n \geq 3k^2$  ensures large  $U$  and space for launch pad.

Q: Where's the problem?

Hint: Where can you build pontoons?



The End