

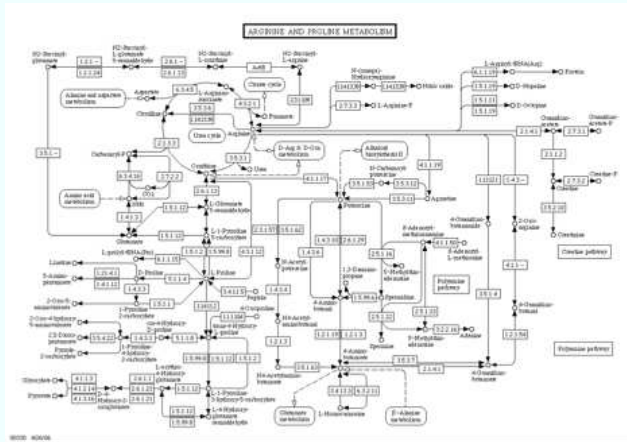
# Dessin de triangulations: algorithmes, combinatoire, et analyse

Éric Fusy

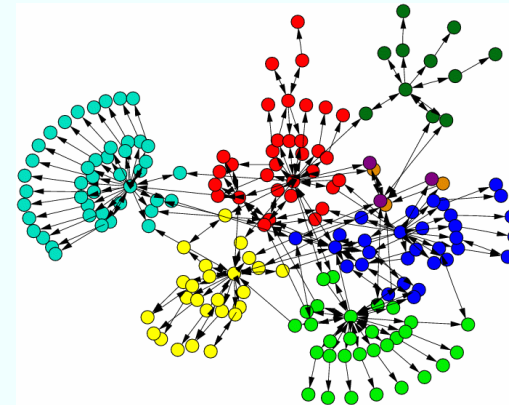
Projet ALGO, INRIA Rocquencourt et LIX, École Polytechnique

# Motivations

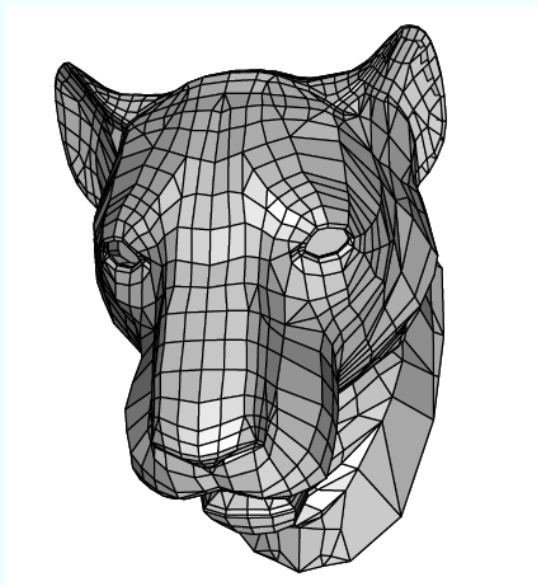
Display of large structures on a planar surface



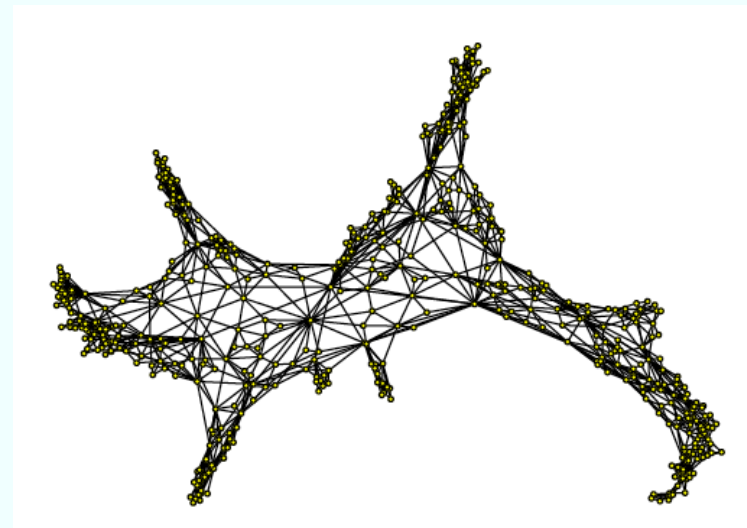
**Metabolism**



**Web site**



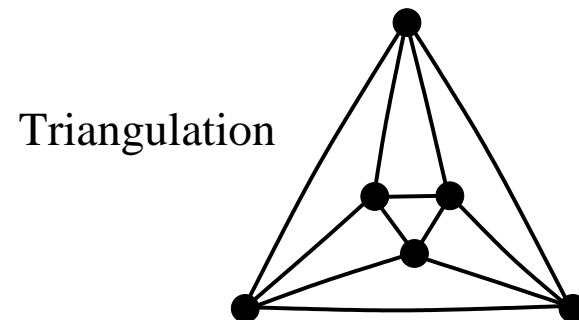
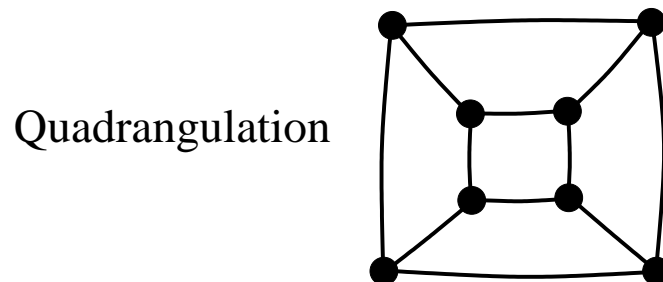
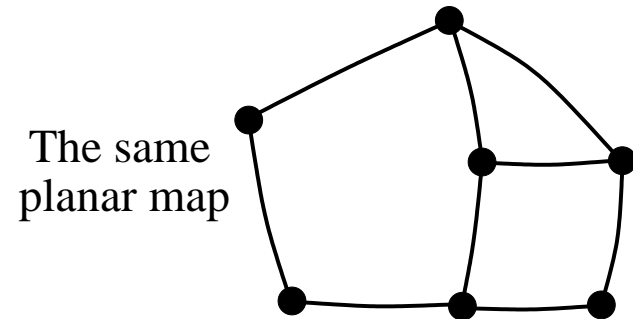
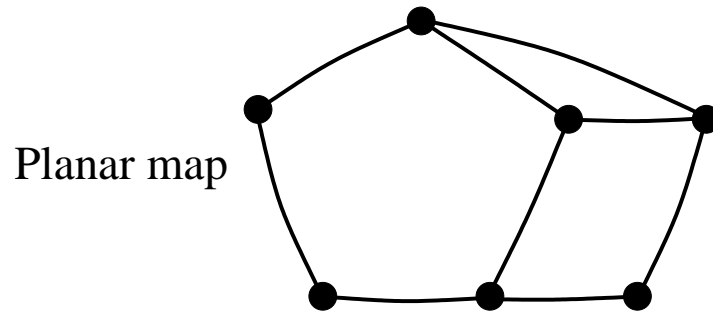
**Meshes**



**Discrete surfaces**

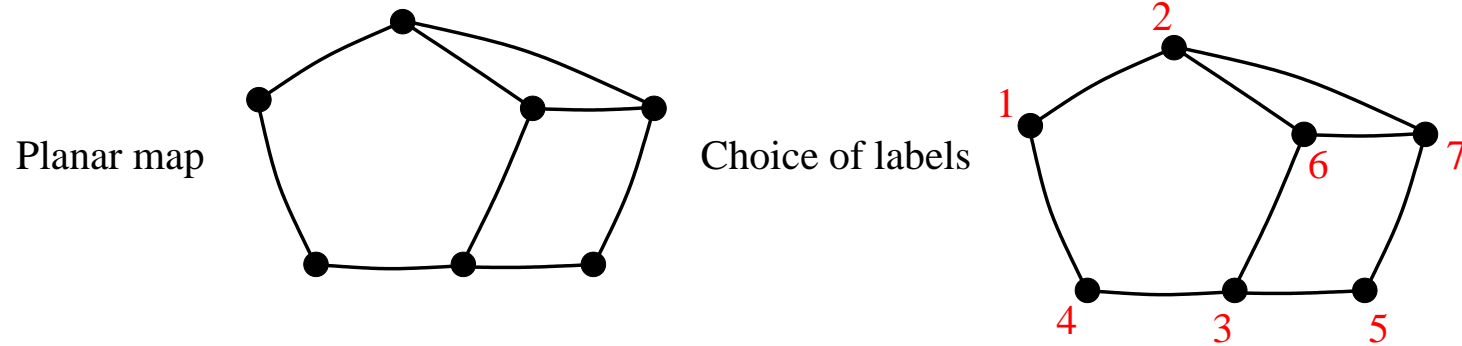
# Planar maps

- A **planar map** is obtained by embedding a planar graph in the plane **without edge crossings**.
- A planar map is defined **up to continuous deformation**



# Planar maps

- Planar maps are **combinatorial** objects
- They can be encoded **without dealing with coordinates**

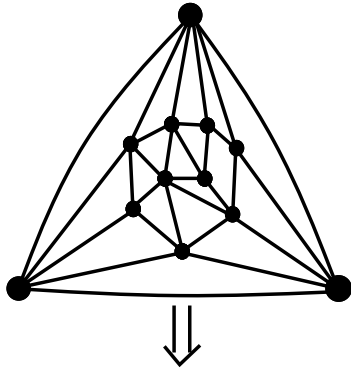


Encoding: to each vertex is associated the (cyclic) list of its neighbours in clockwise order

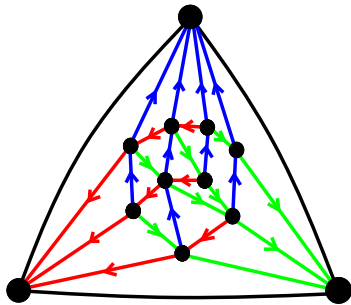
1: (2, 4)  
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# Combinatorics of maps

Triangulations

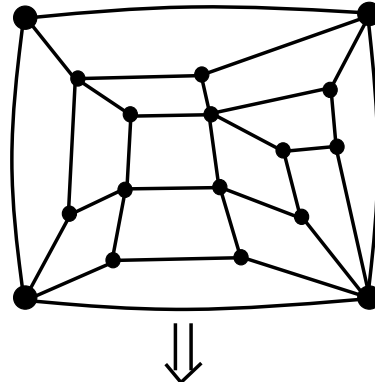


3 spanning trees

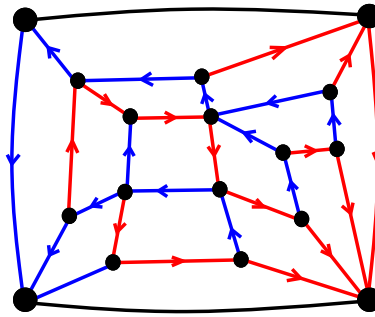


$$|\mathcal{T}_n| = \frac{2(4n-3)!}{n!(3n-2)!}$$

Quadrangulations

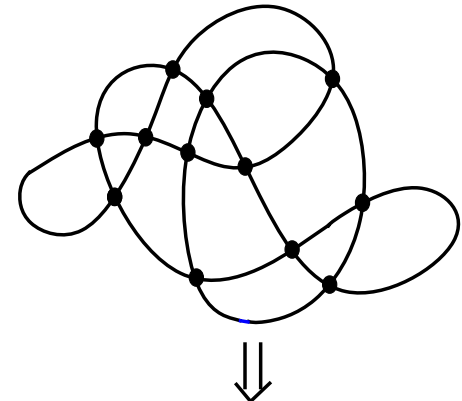


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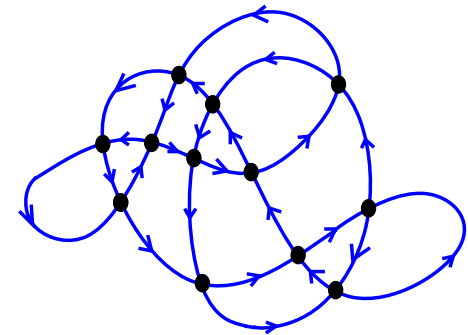


$$|\mathcal{Q}_n| = \frac{2(3n-3)!}{n!(2n-2)!}$$

Tetravalent



eulerian orientation

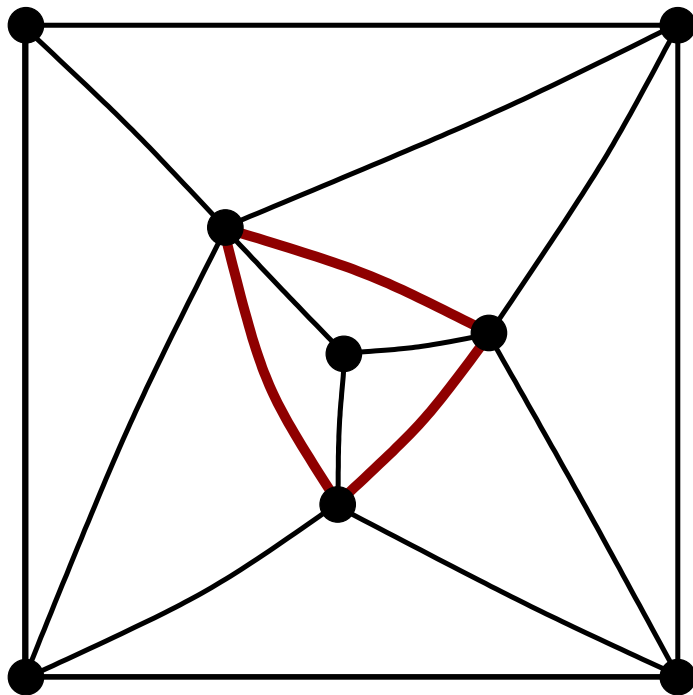


$$|\mathcal{E}_n| = \frac{2 \cdot 3^n (2n)!}{n!(n+2)!}$$

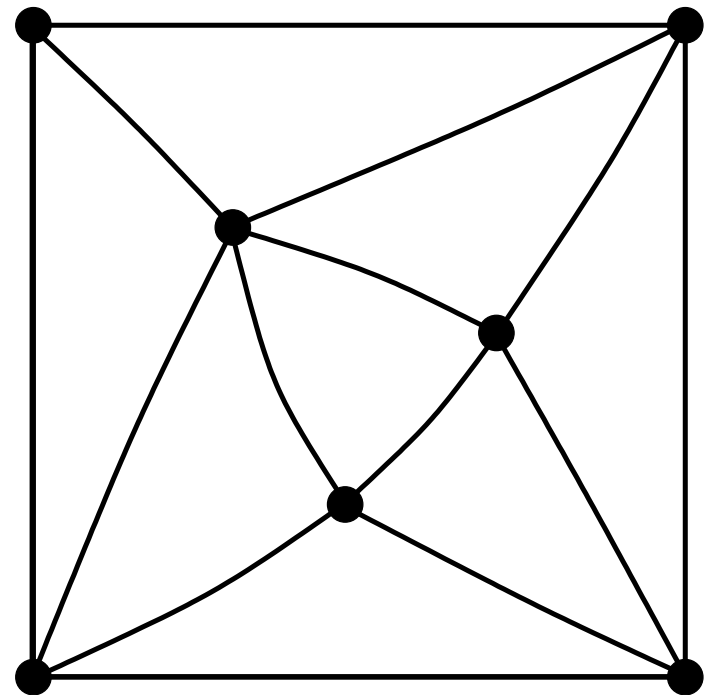
⇒ Tutte, Schaeffer, Schnyder, De Fraysseix et al...

# A particular family of triangulations

- We consider **triangulations of the 4-gon** (the outer face is a quadrangle)
- Each **3-cycle delimits a face** (irreducibility)



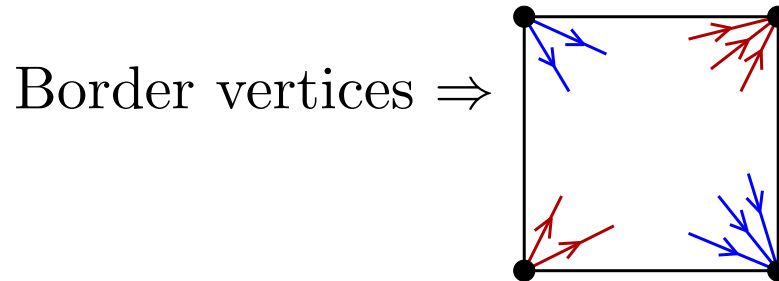
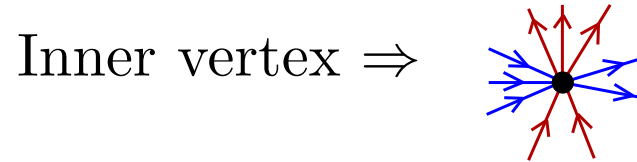
Forbidden



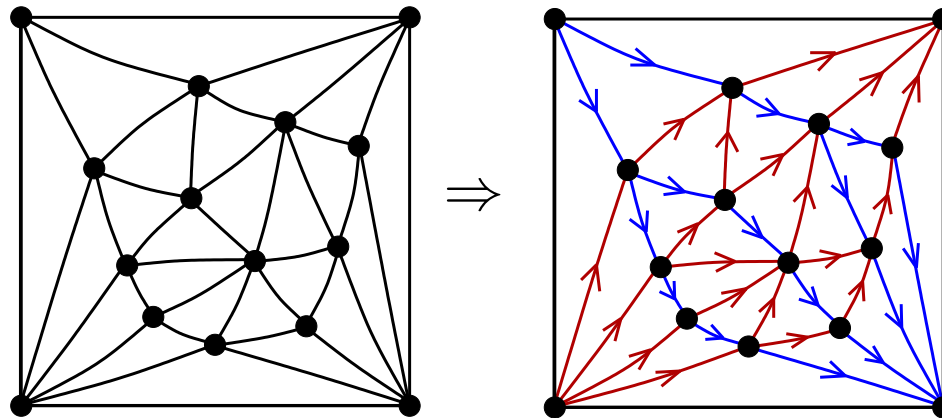
Irreducible

# Transversal structures

We define a **transversal structure** using local conditions  
Inner edges are colored **blue** or **red** and oriented:



Example:

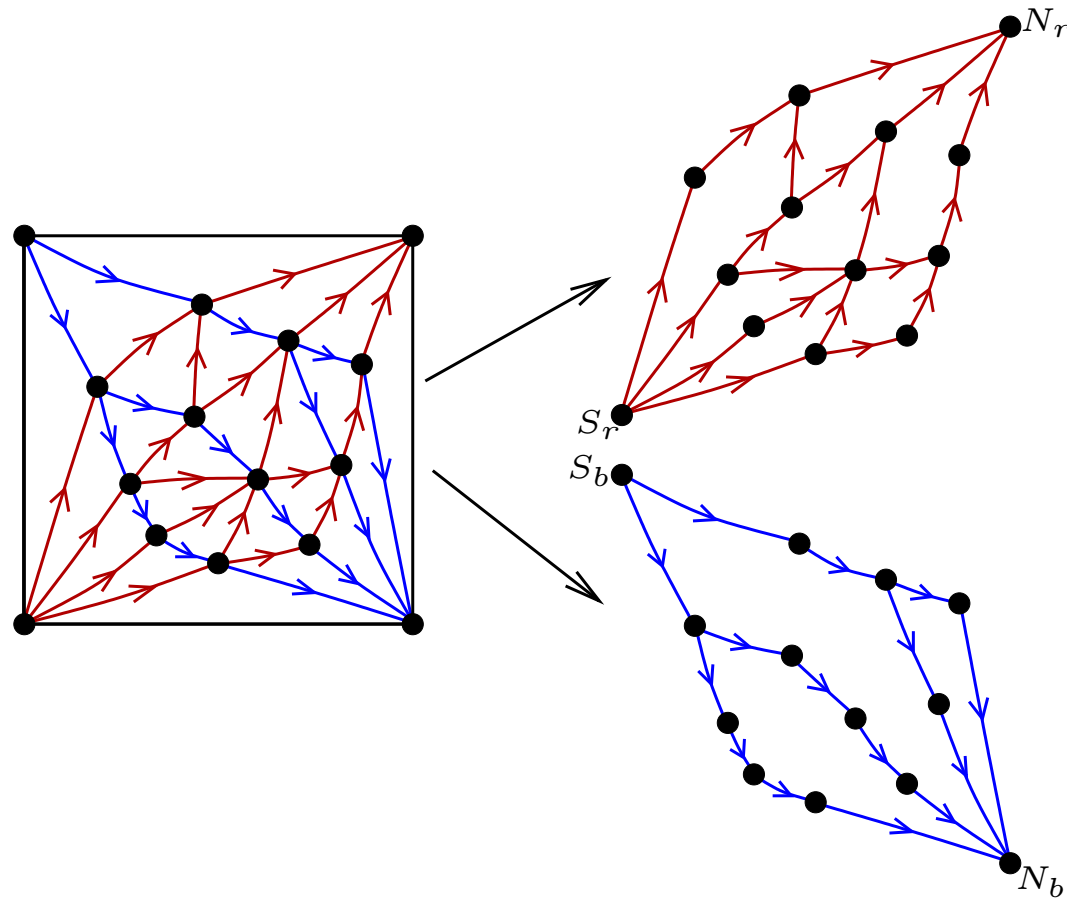


# Link with bipolar orientations

bipolar orientation = acyclic orientation with a unique minimum and a unique maximum

The blue (resp. red) edges give a bipolar orientation

The two bipolar orientations are transversal

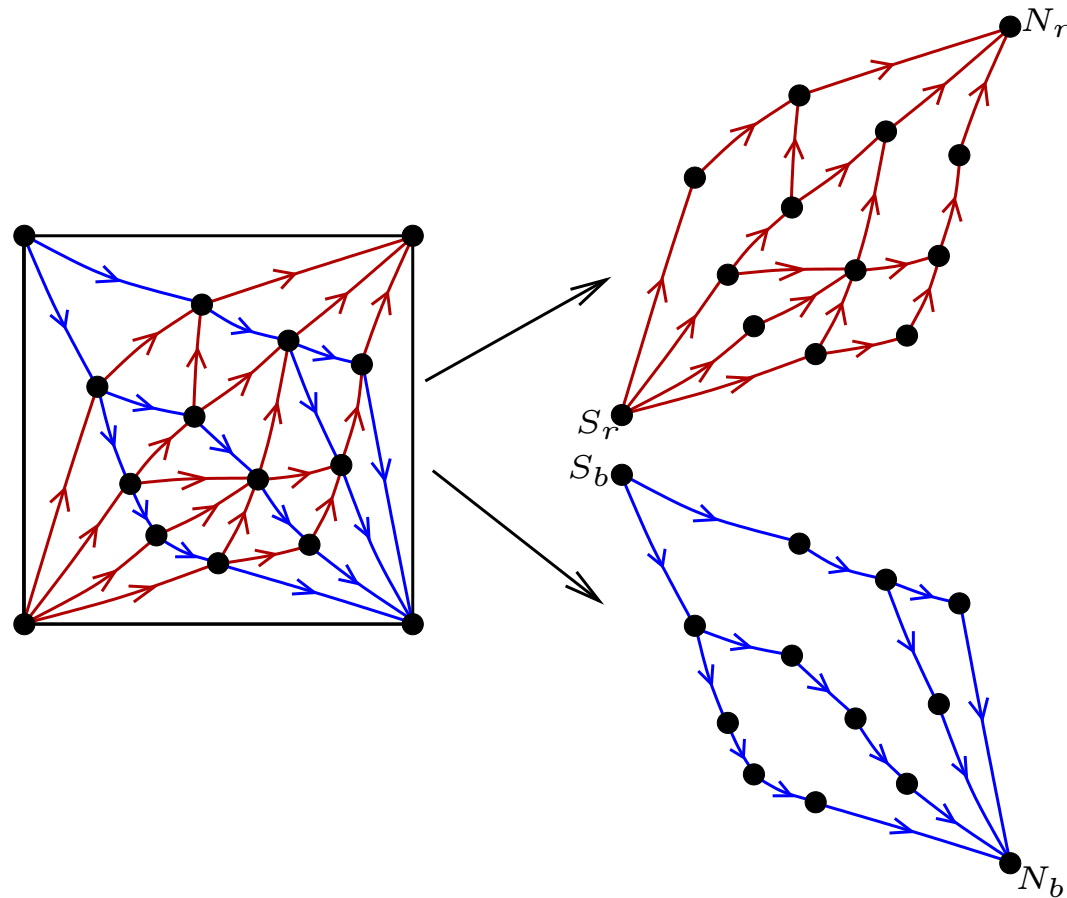


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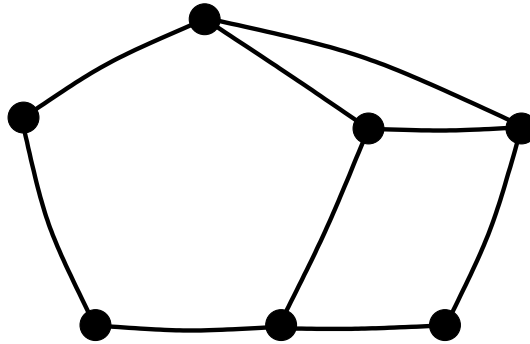


# Definition and properties of transversal structures on triangulations

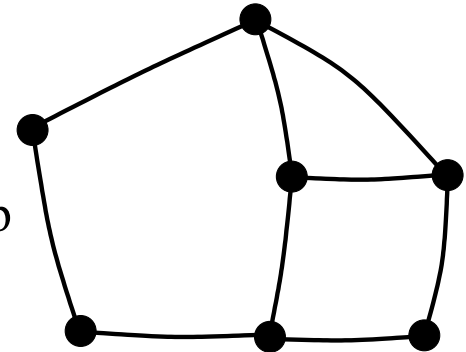
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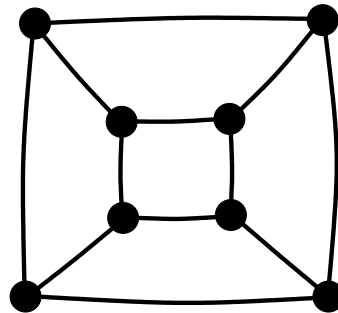
Planar map



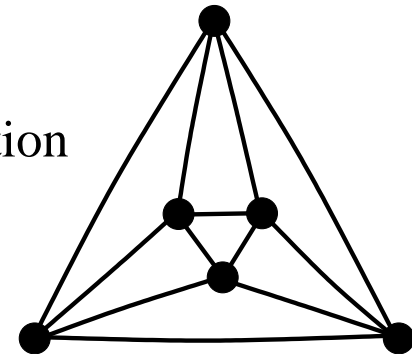
The same planar map



Quadrangulation

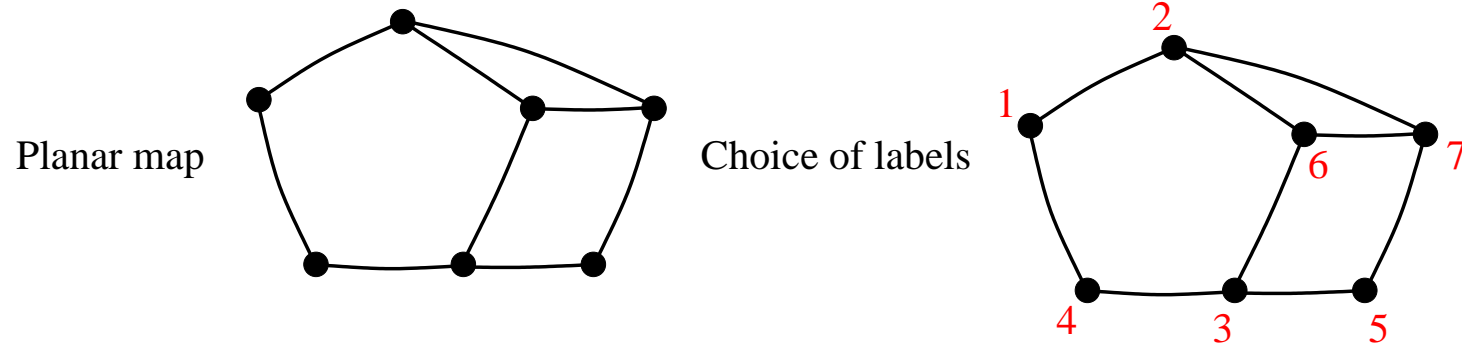


Triangulation



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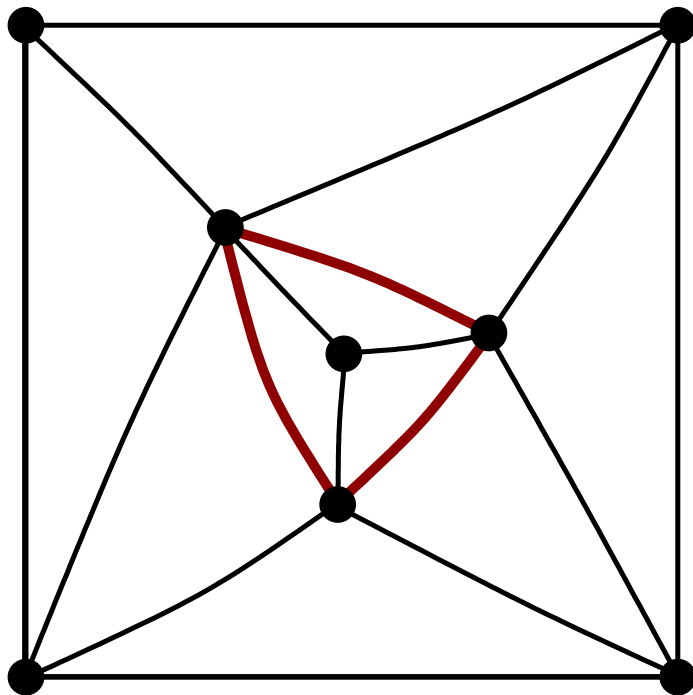


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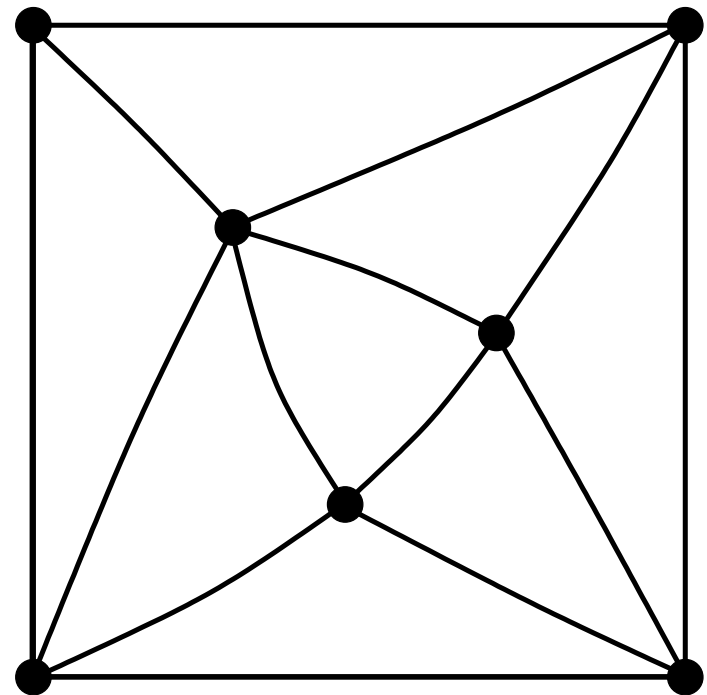
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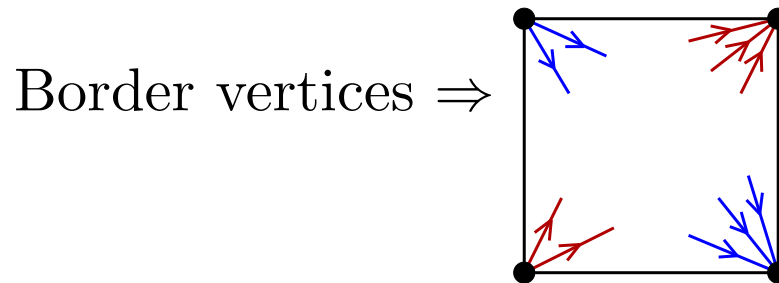
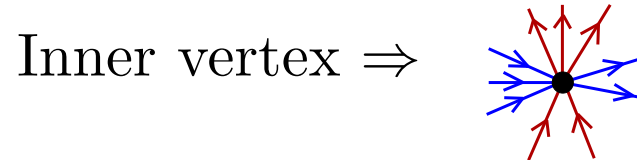
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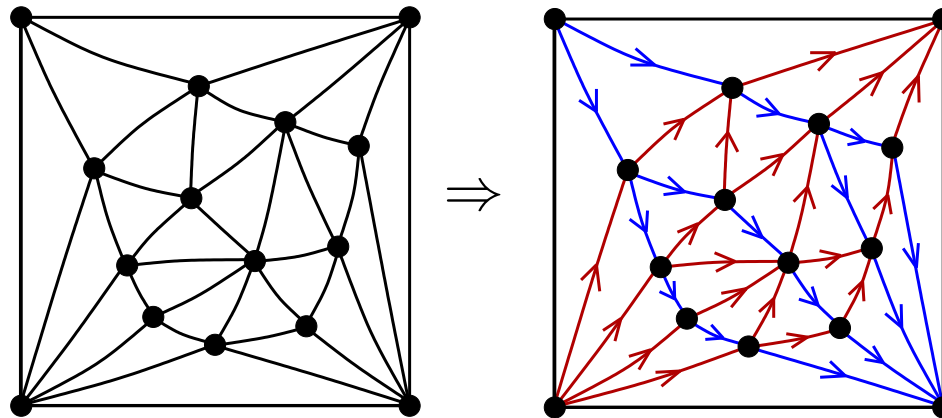
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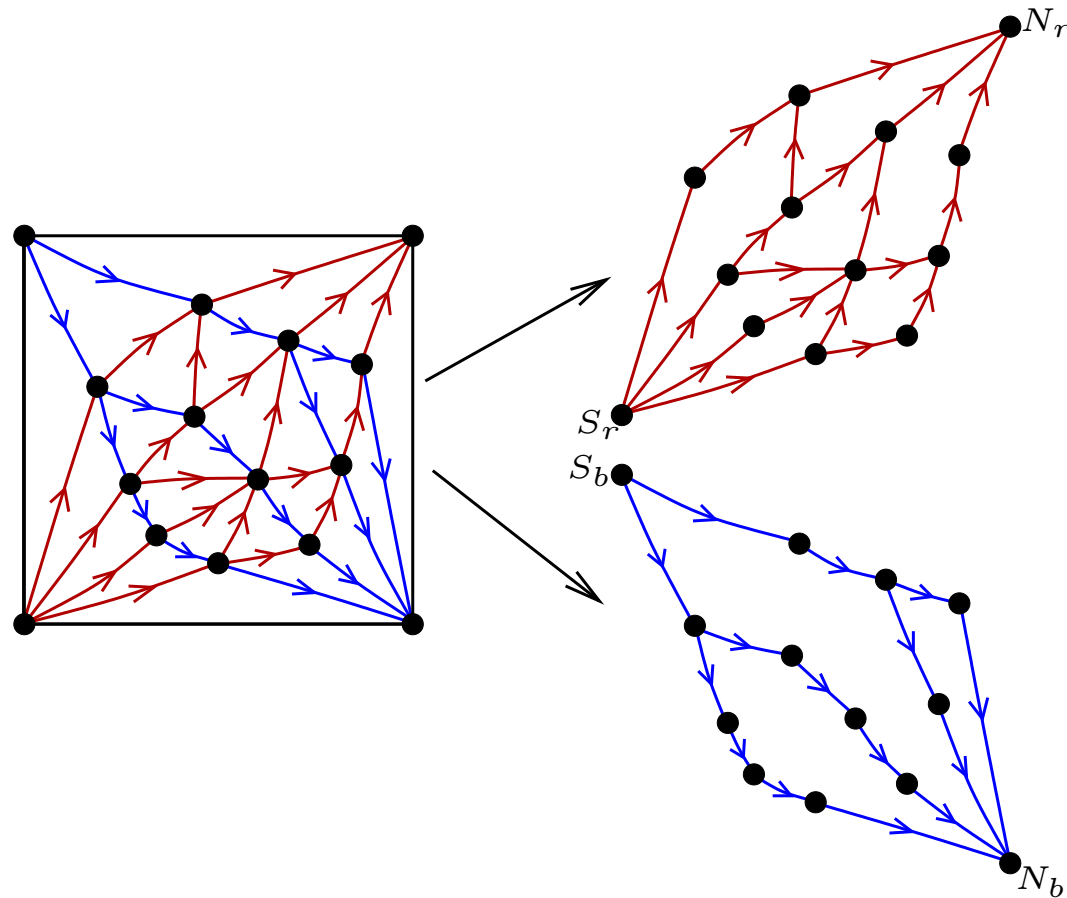
cf Regular edge 4-labelings (Kant, He)

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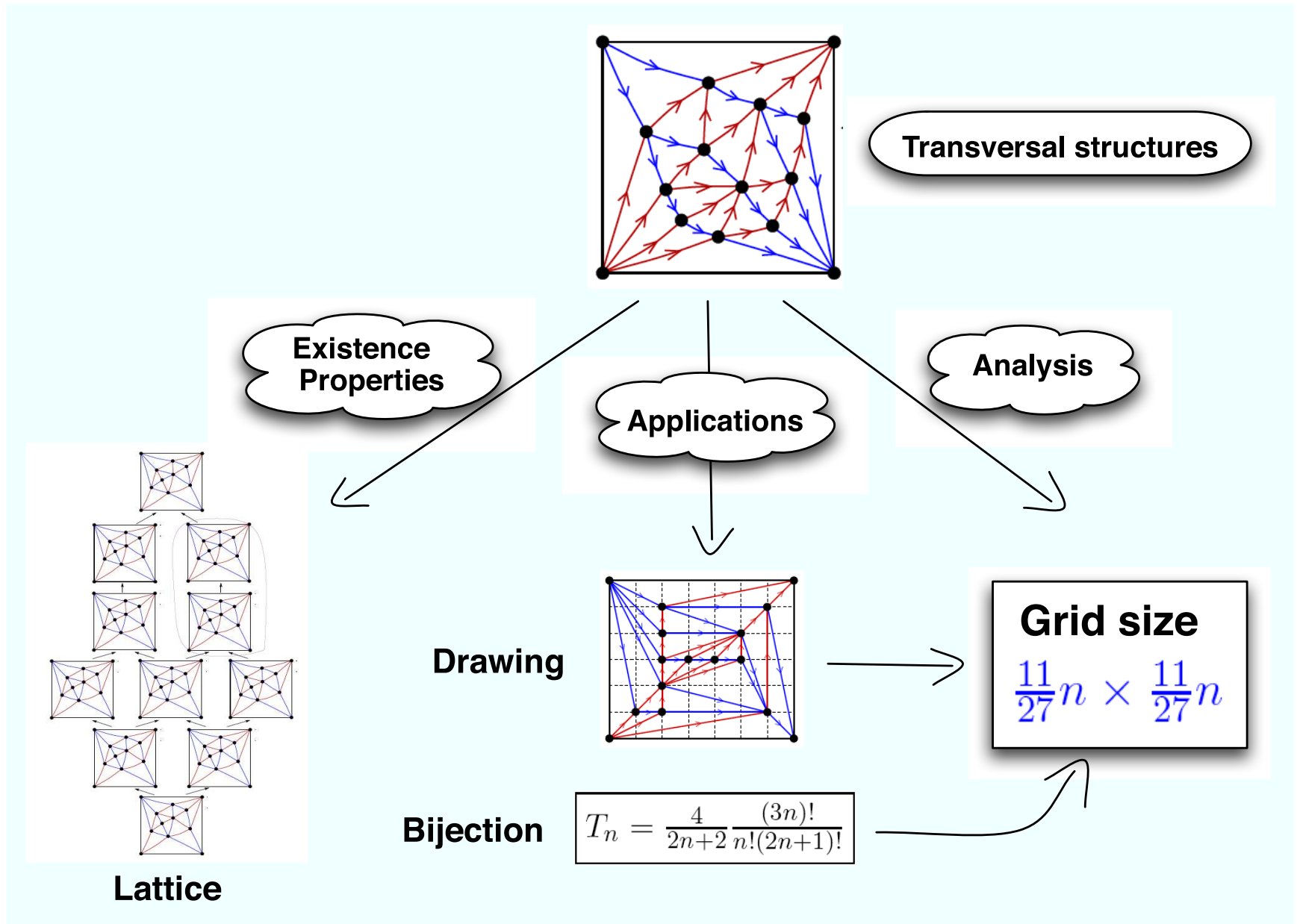
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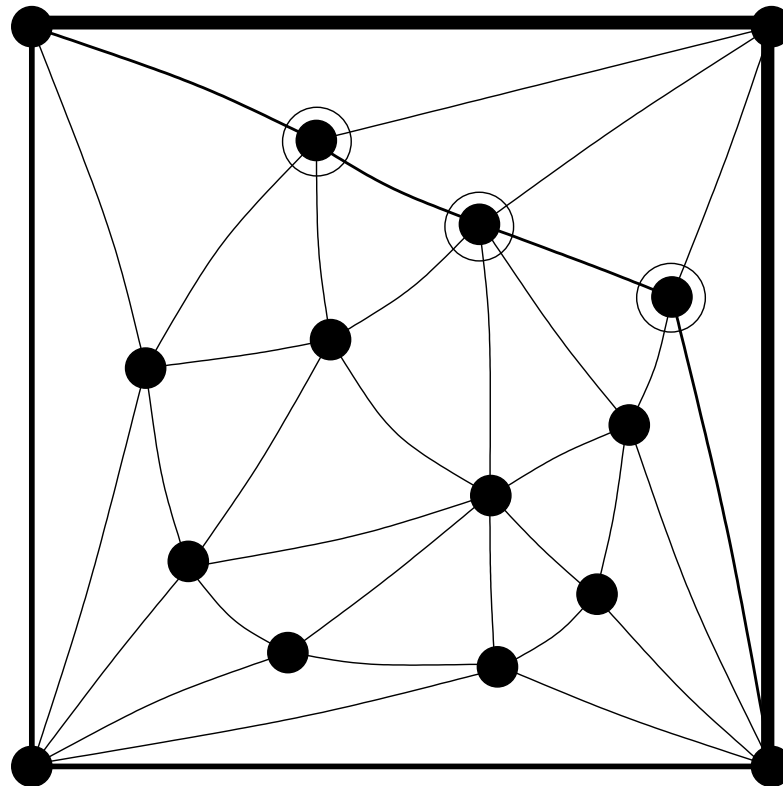
# Overview



# Definition and properties of transversal structures on triangulations

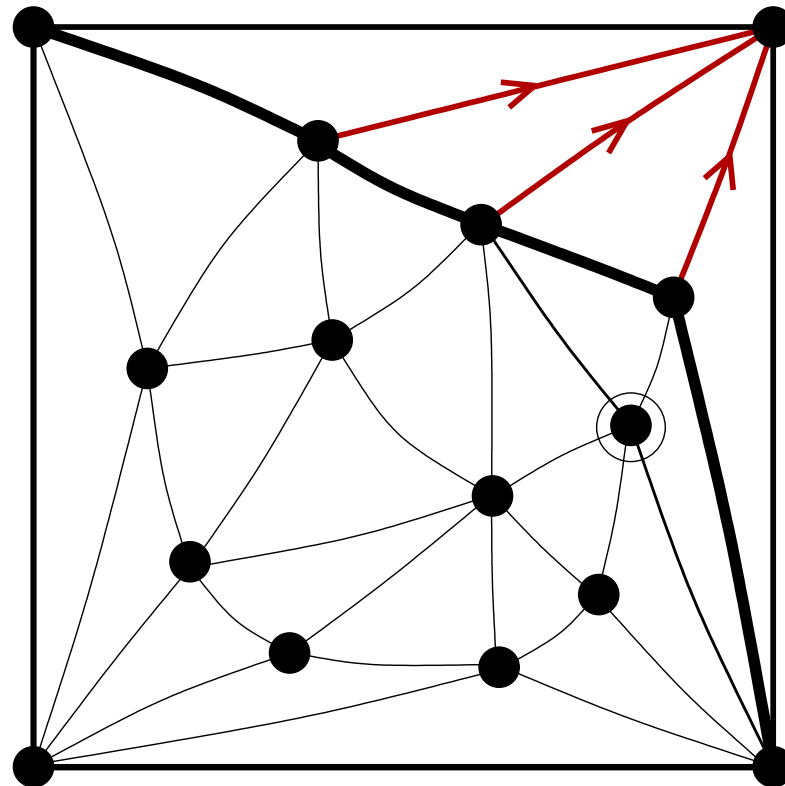
# Existence of transversal structures

- For each triangulation, there **exists a transversal structure** (Kant, He 1997)
- There exists **linear time iterative algorithms** to compute transversal structures



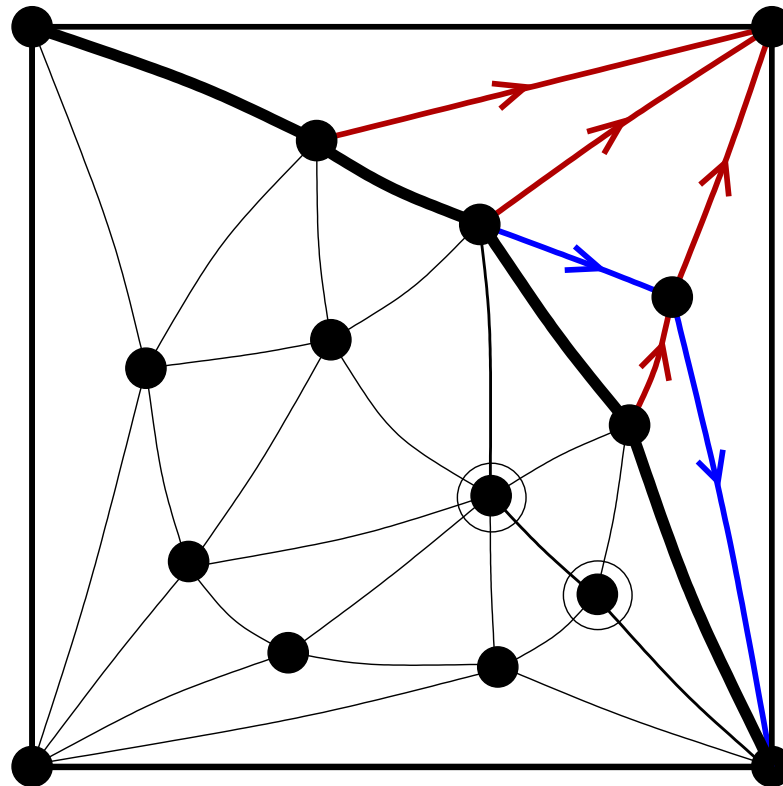
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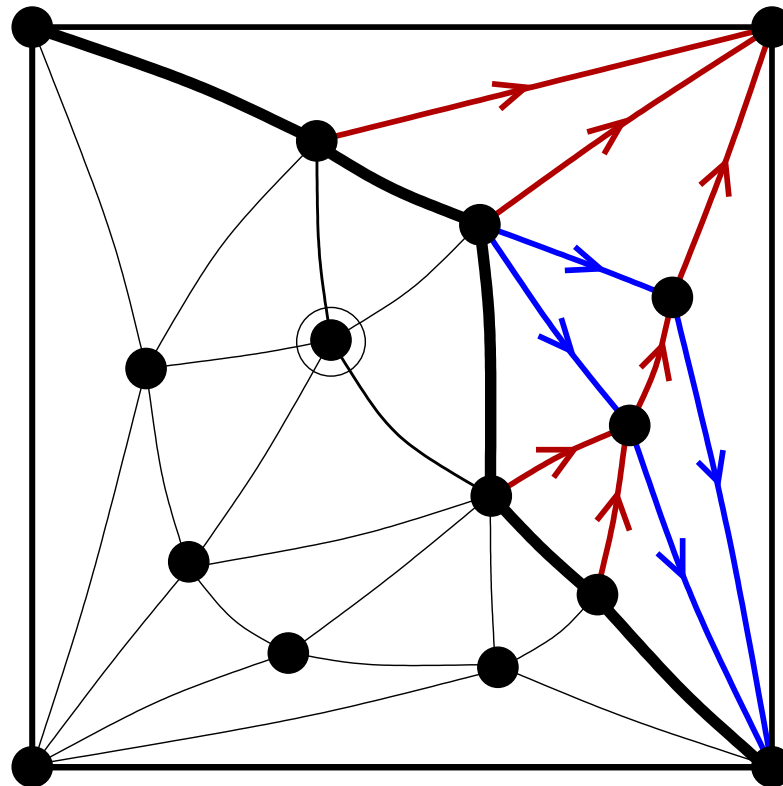
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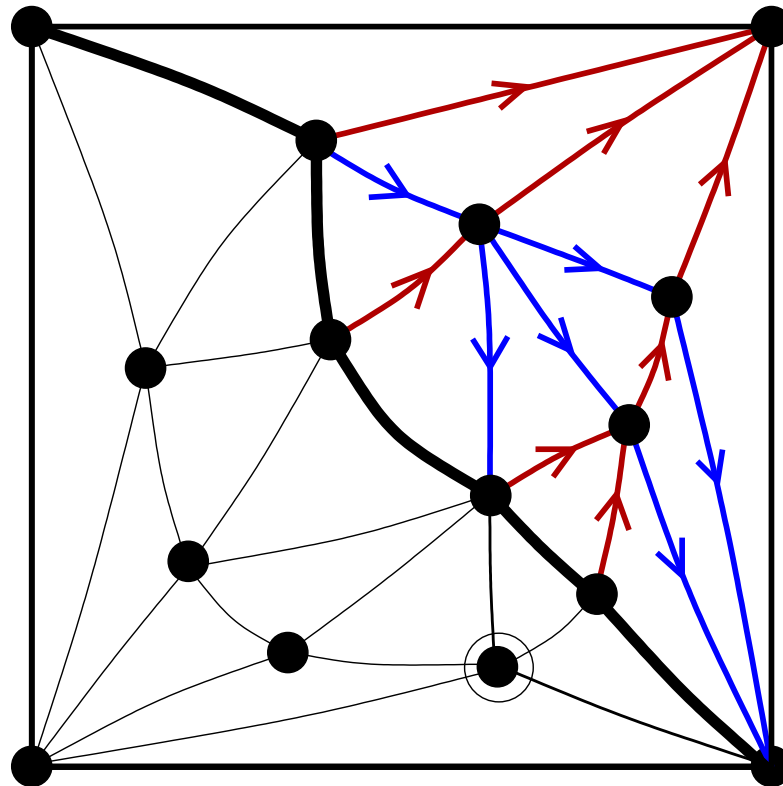
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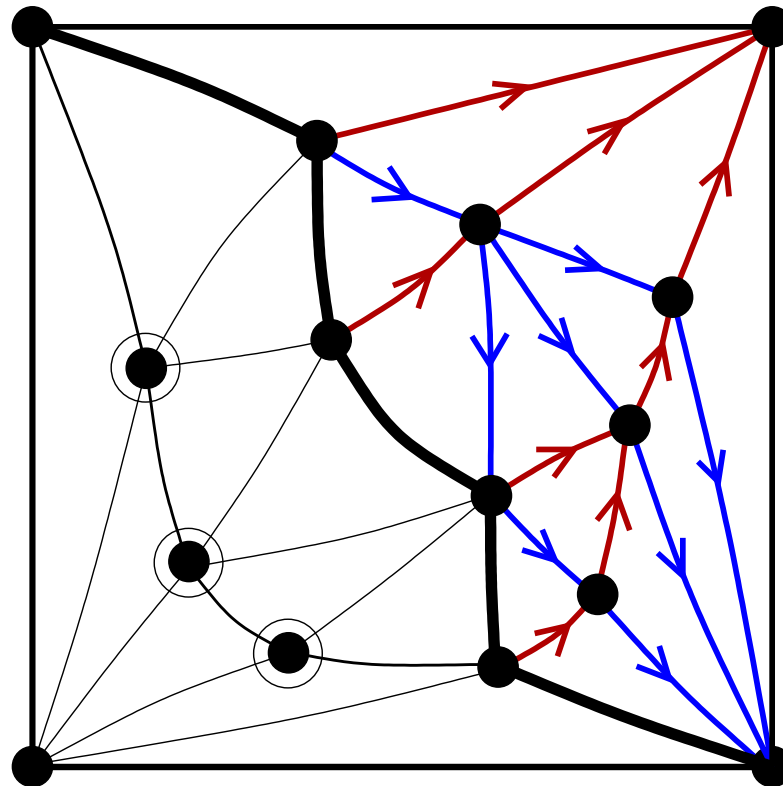
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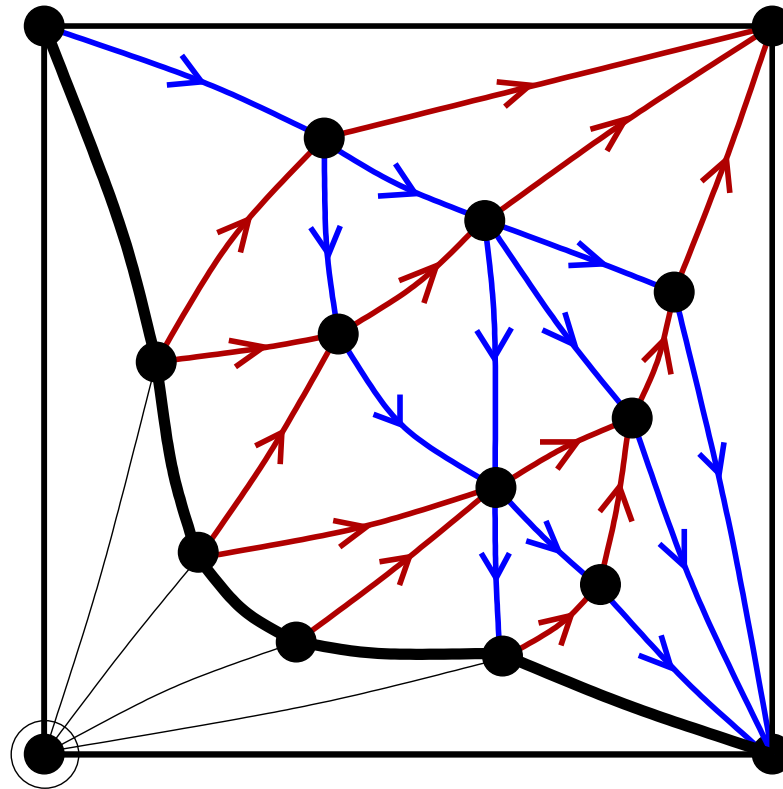
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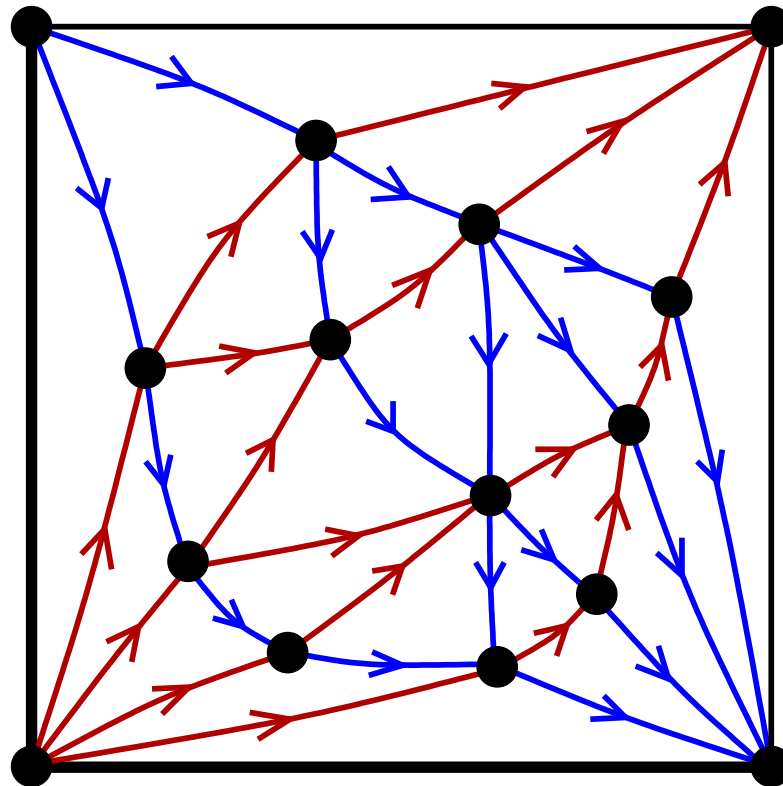
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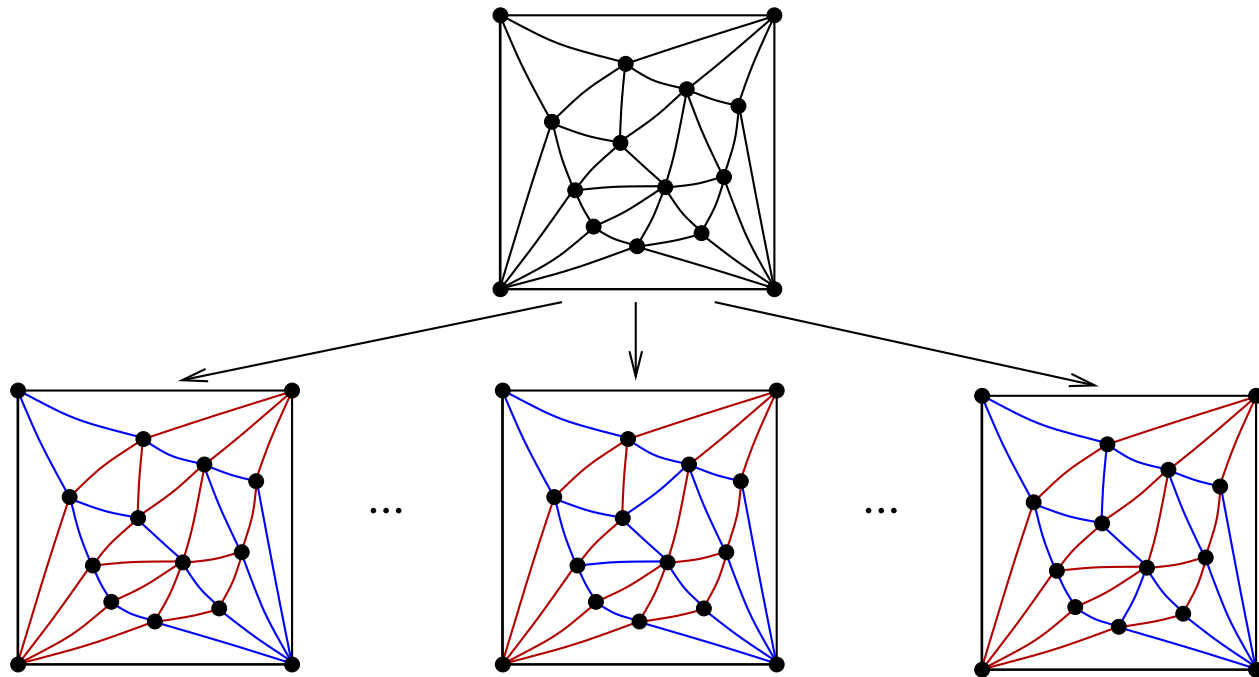
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# The structure of transversal structures

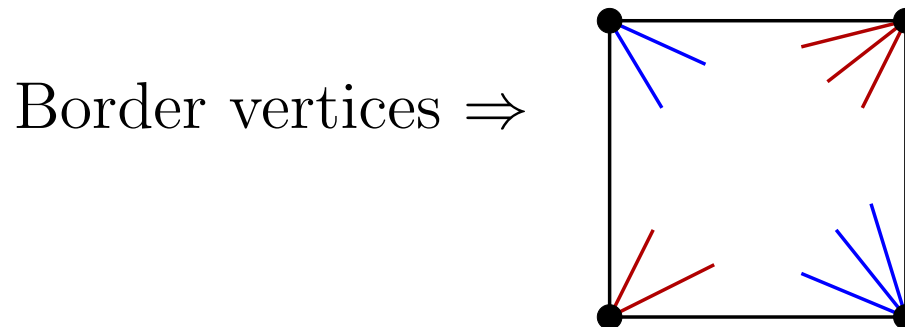
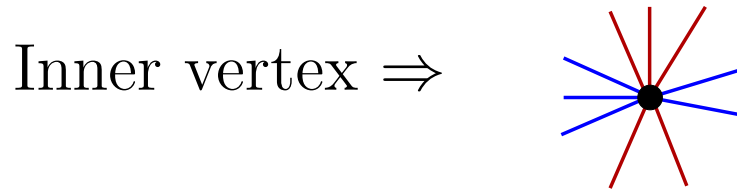
- For each triangulation  $T$ , such transversal structures are not unique
- Let  $X_T$  be the set of transversal bicolorations of  $T$
- What is the structure of  $X_T$  ?



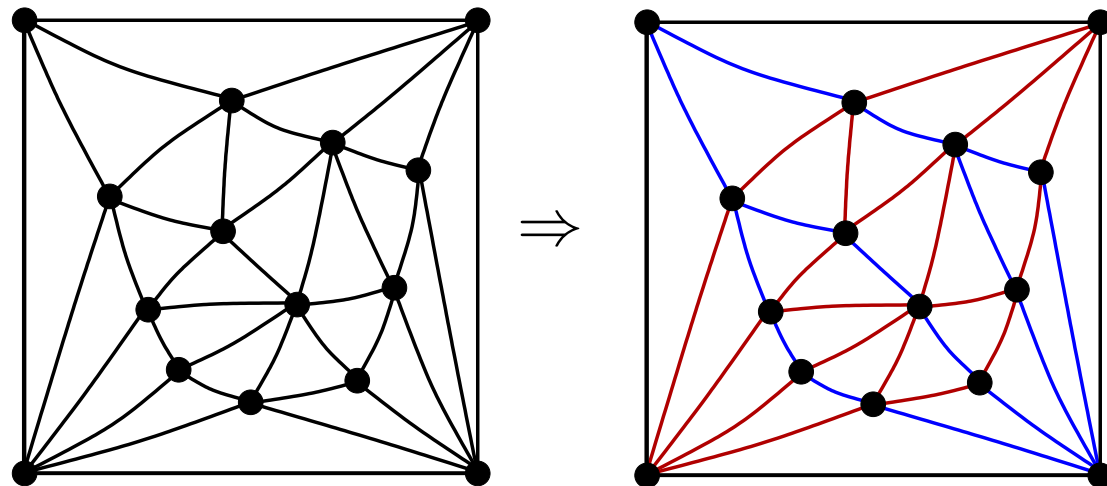
# Without orientations

The orientation of edges are not necessary.

The local conditions can be defined **just with the bicoloration**:

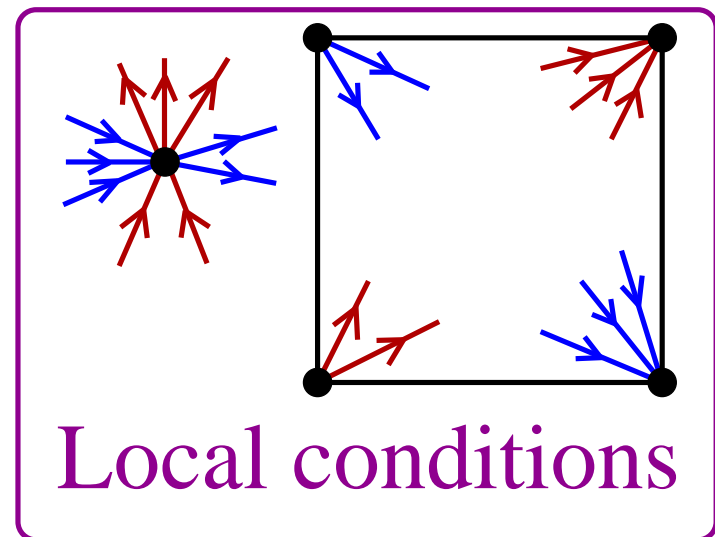
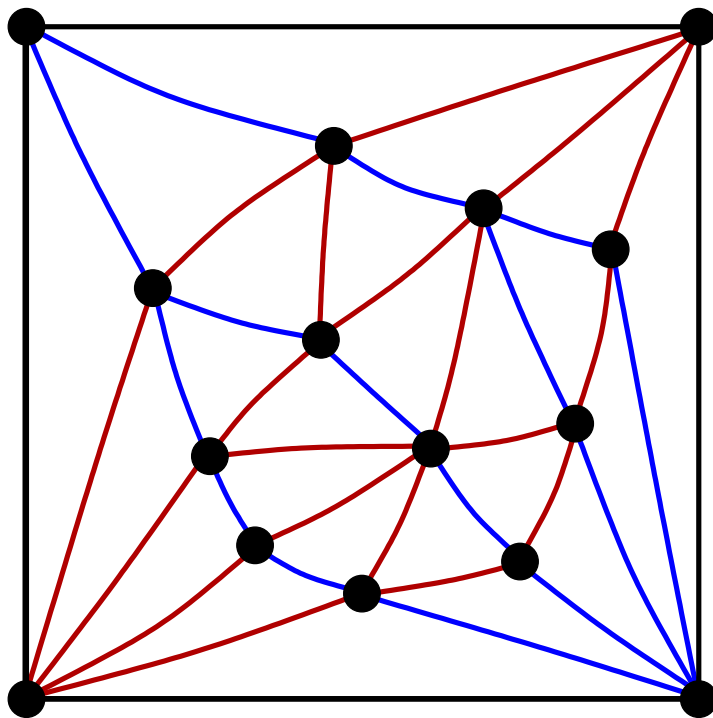


Example:



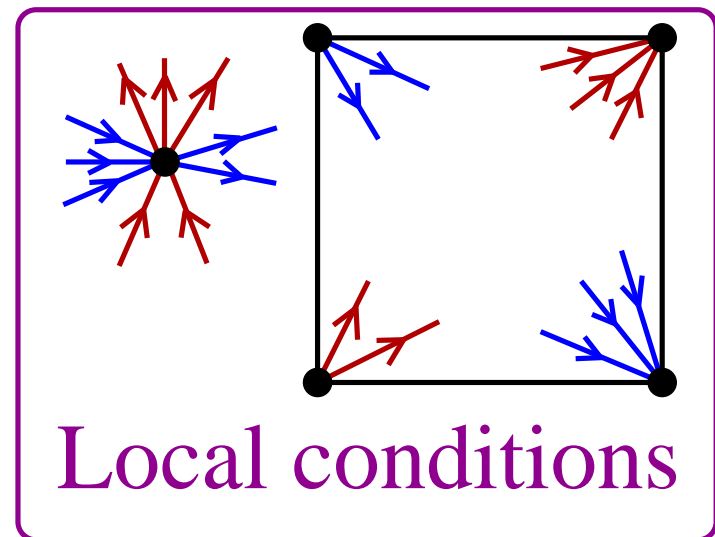
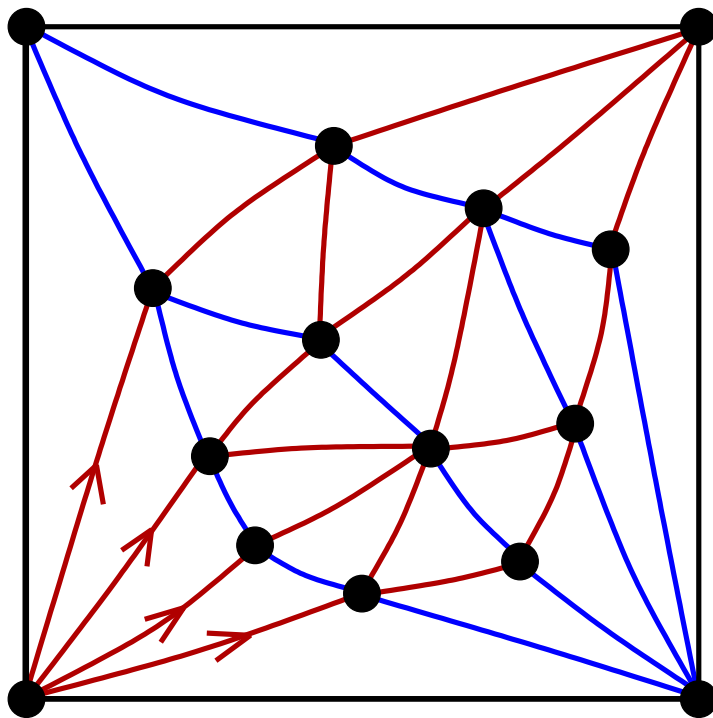
# The two definitions are equivalent

The orientations of edges can be recovered in a unique way  
 $\Rightarrow$  **bijection** between the two structures



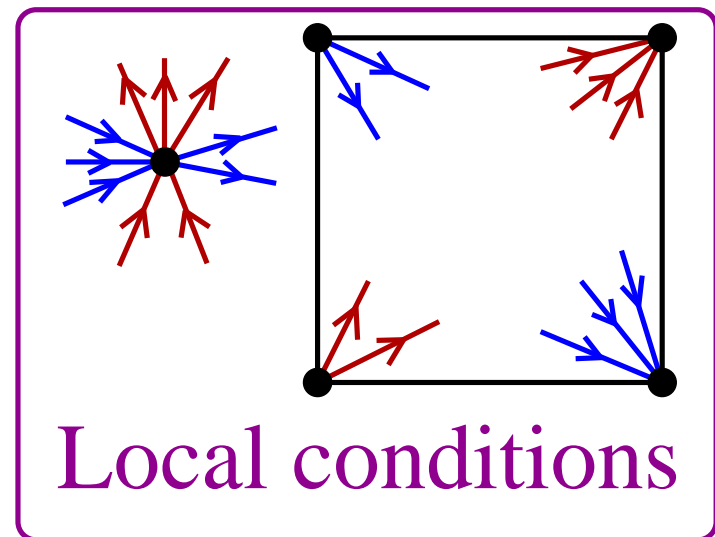
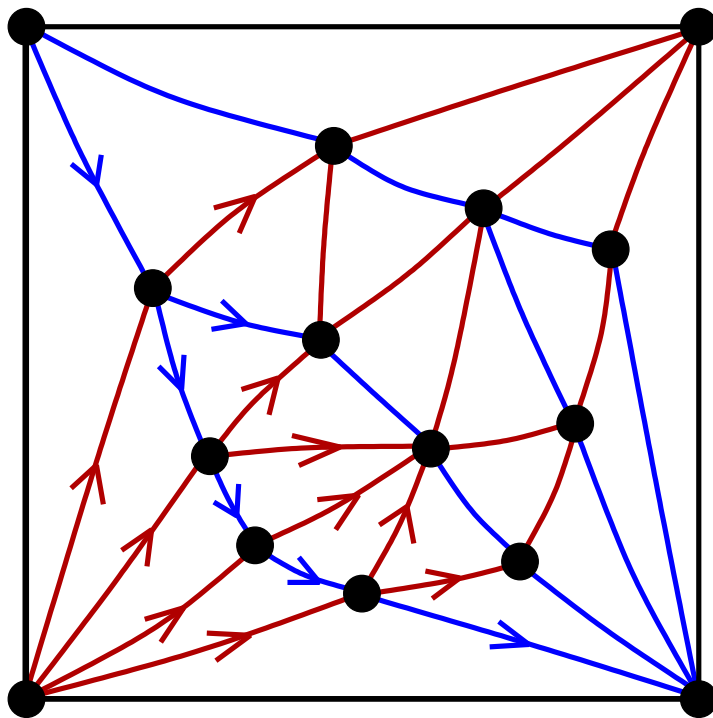
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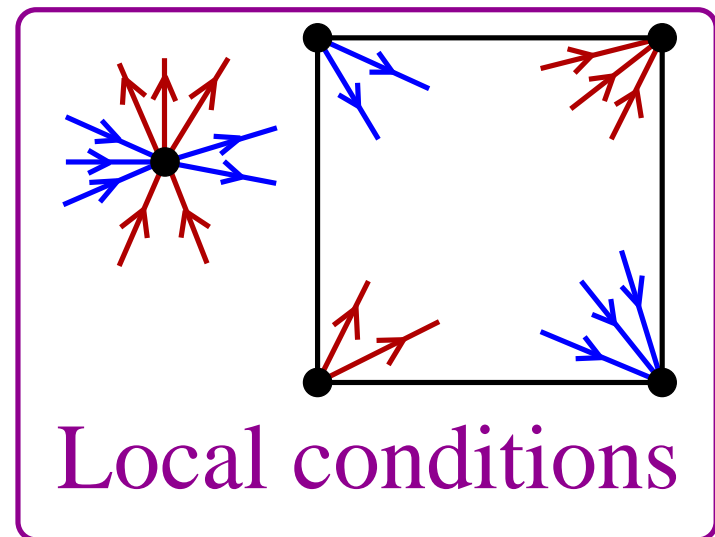
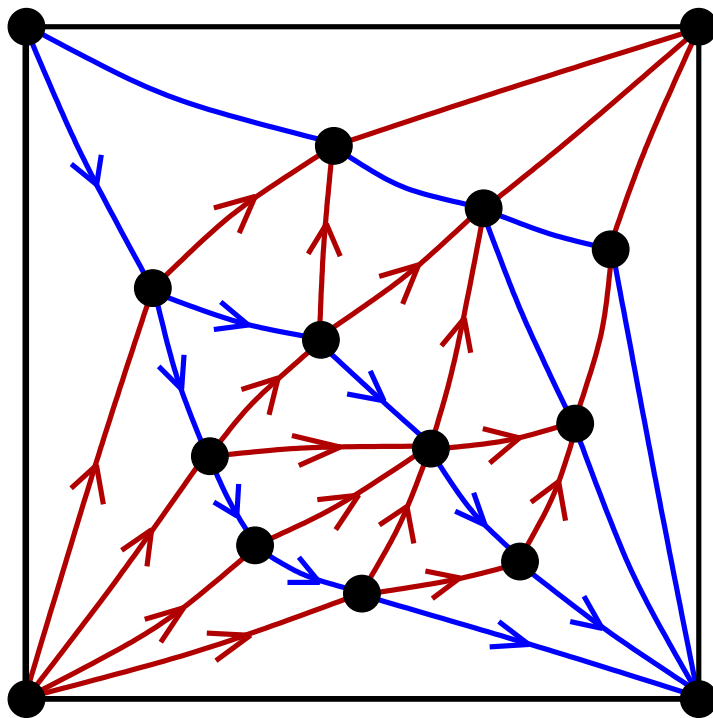
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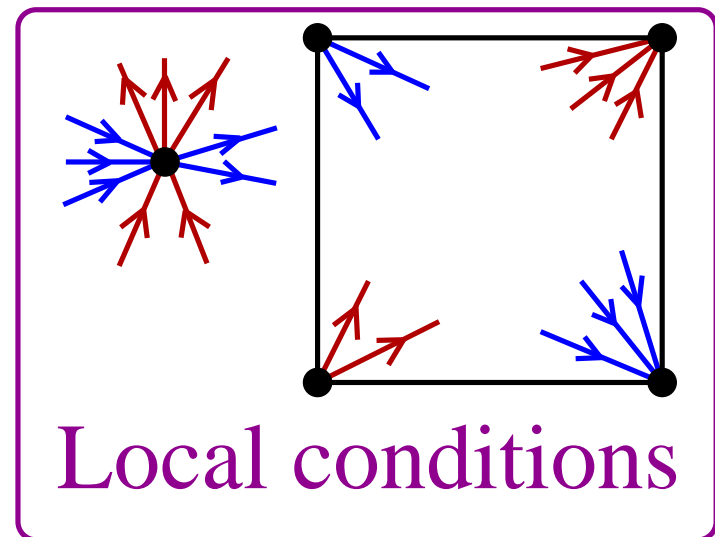
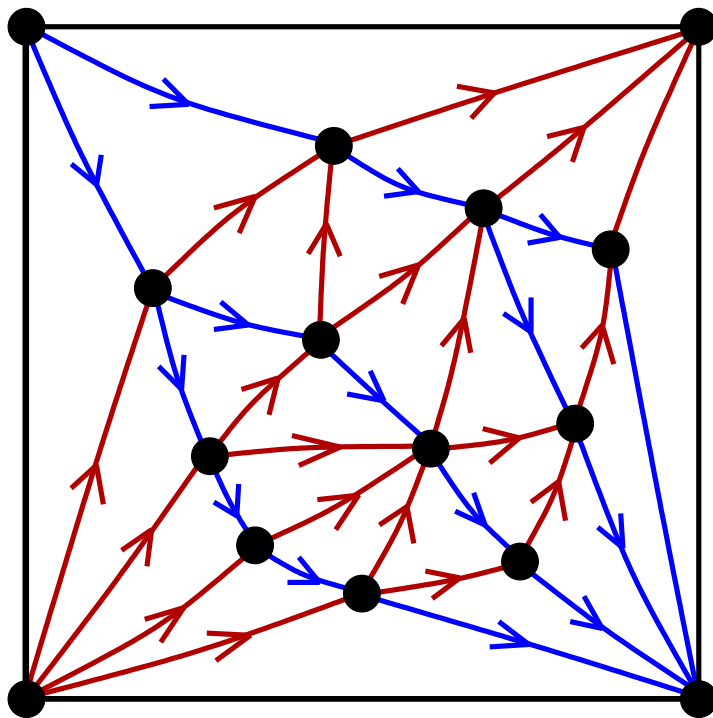
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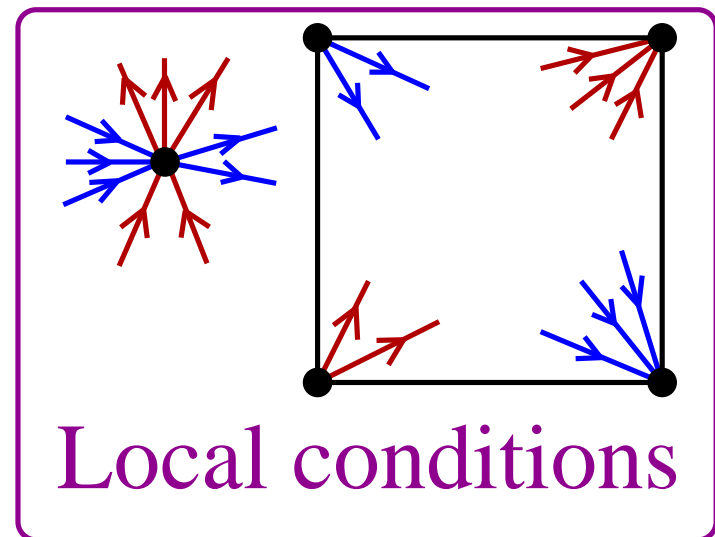
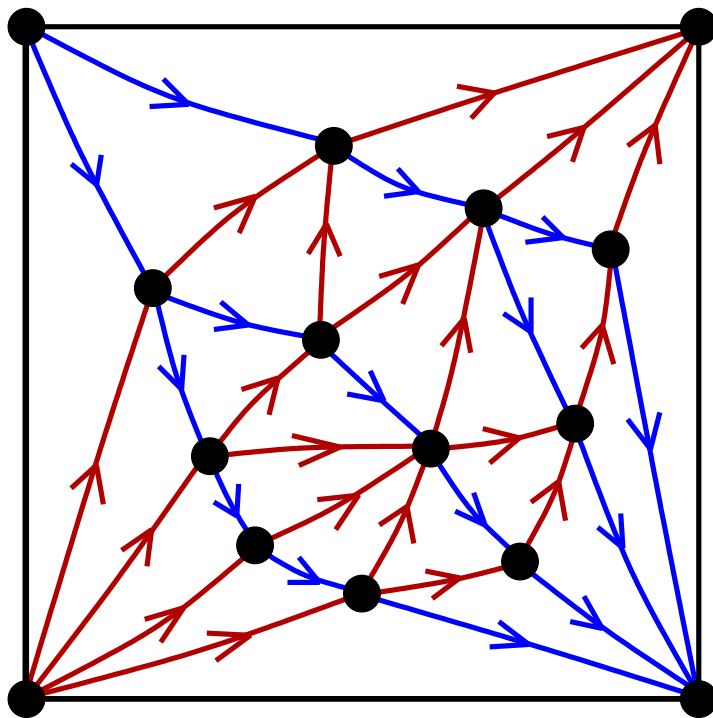
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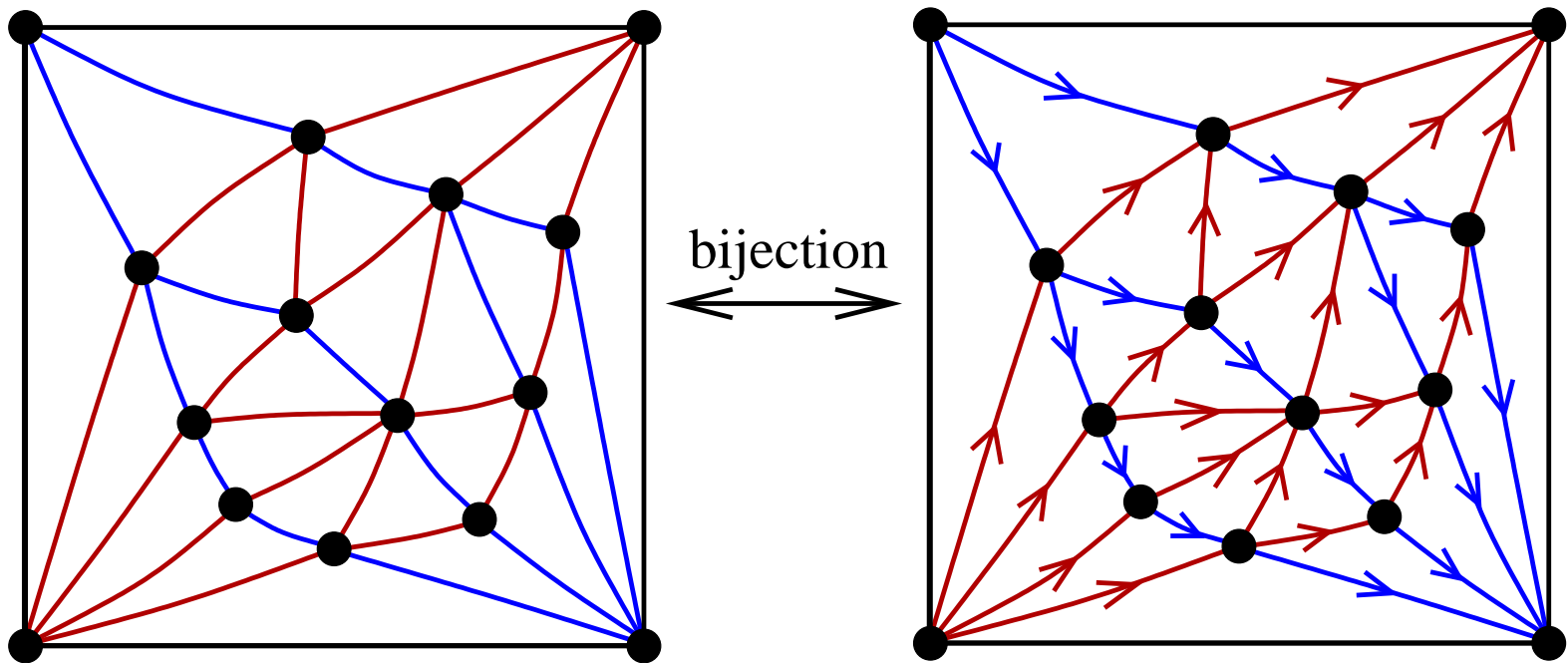
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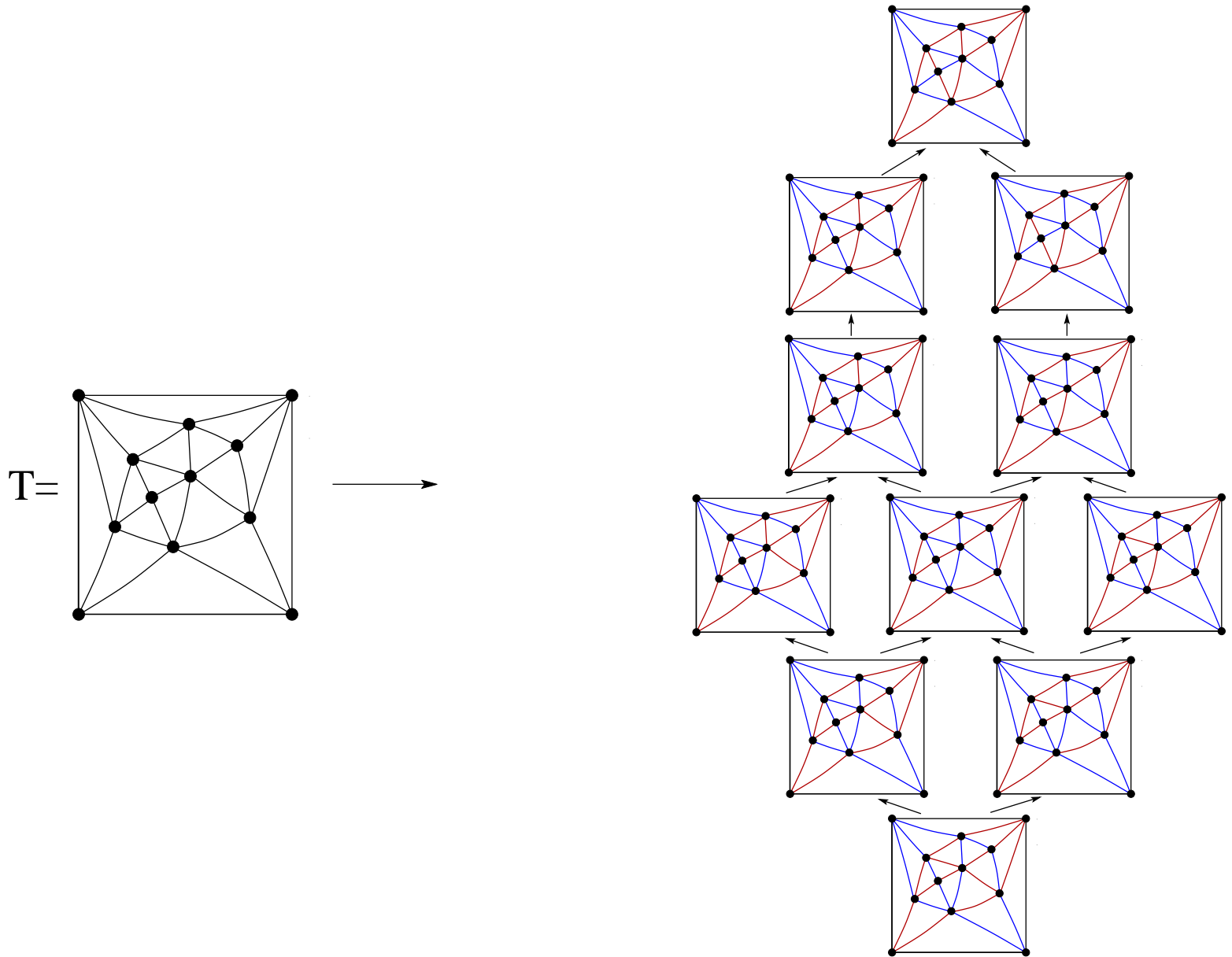


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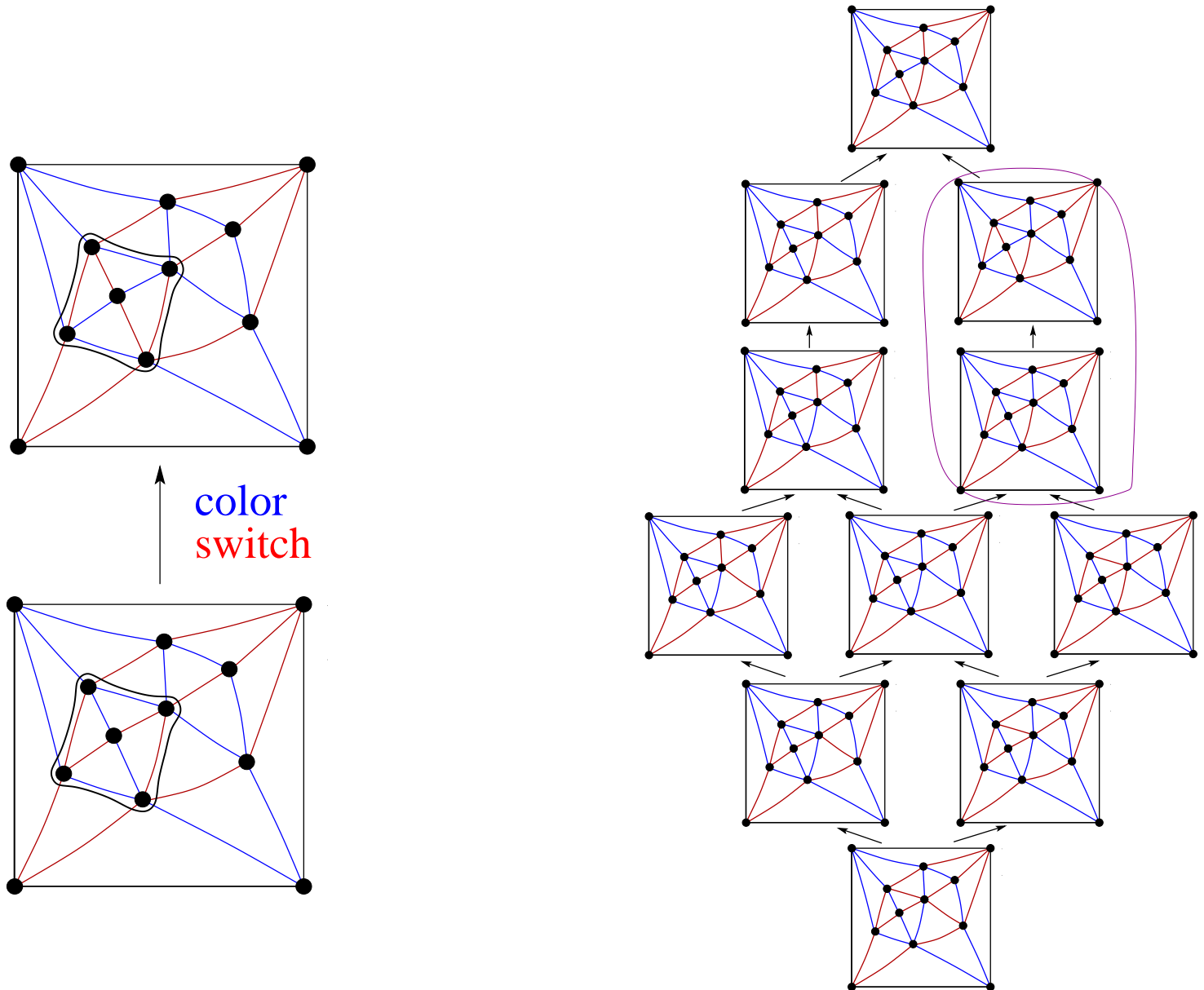
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# The set $X_T$ is a distributive lattice



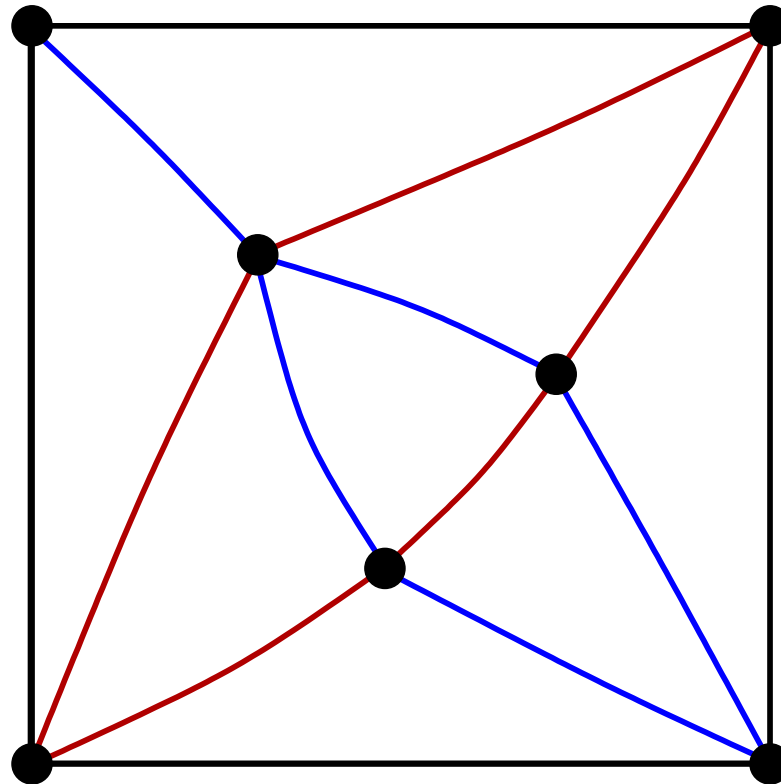
# The set $X_T$ is a distributive lattice



# Angular graph of $T$

We associate to  $T$  an angular graph  $Q(T)$ :

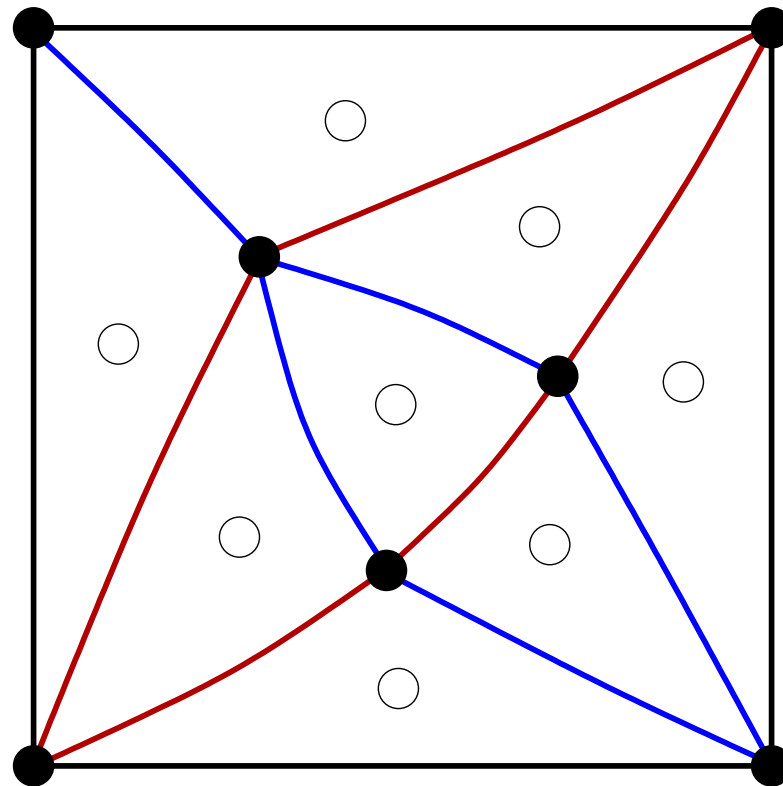
- The **black** vertices of  $Q(T)$  are the vertices of  $T$



# Angular graph of $T$

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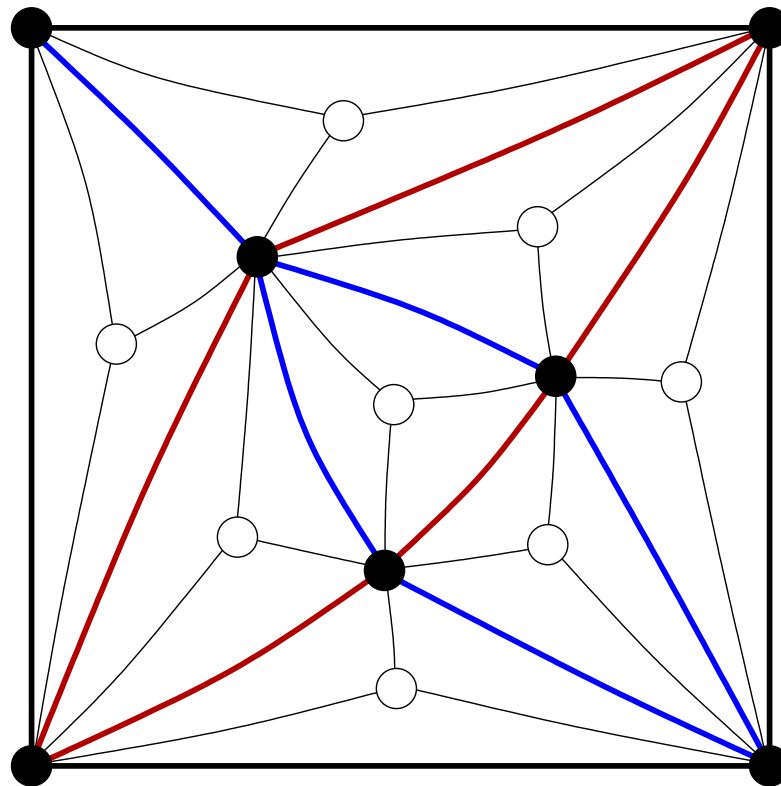
- There is a **white vertex** of  $Q(T)$  in each face of  $T$



# Angular graph of $T$

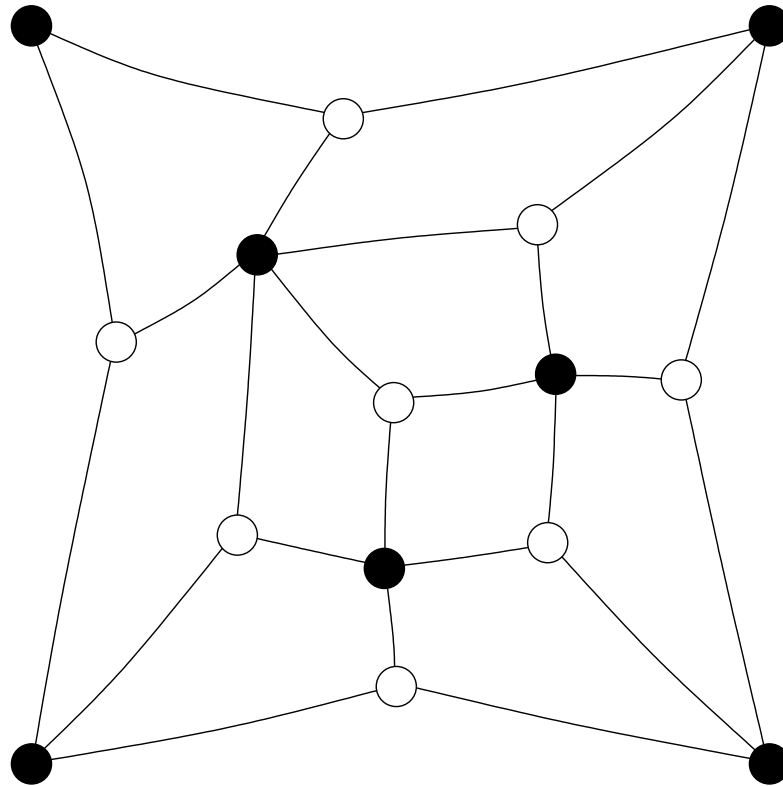
We associate to  $T$  an angular graph  $Q(T)$ :

- To each angle of  $T$  corresponds an edge of  $Q(T)$



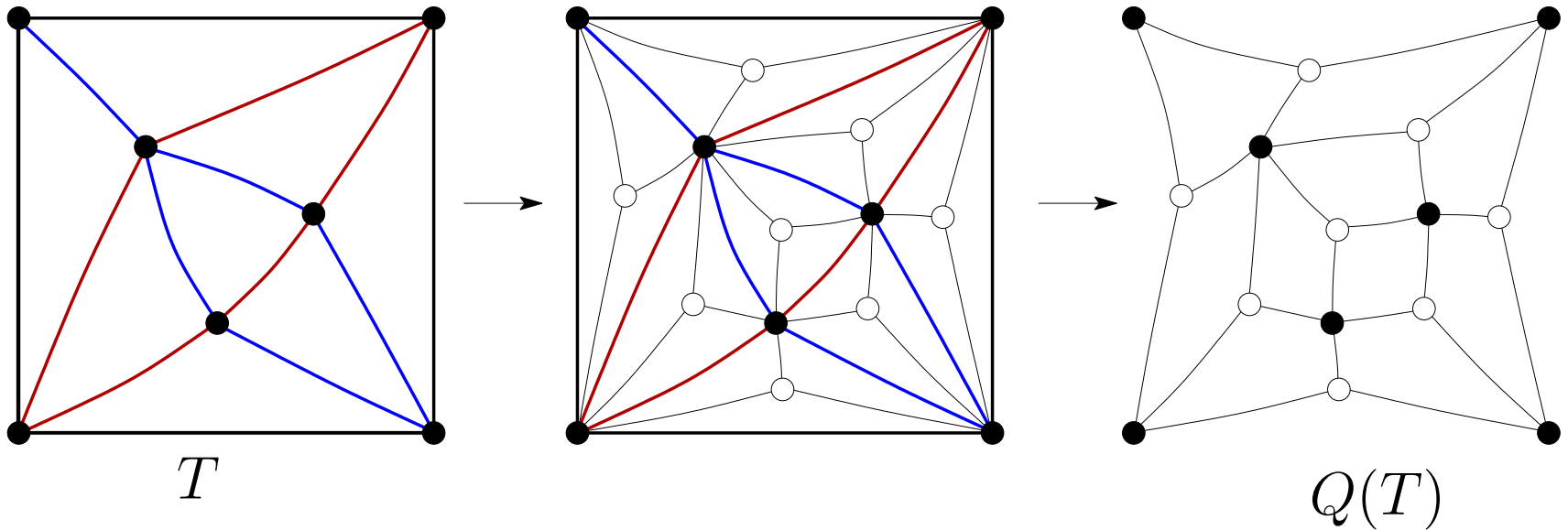
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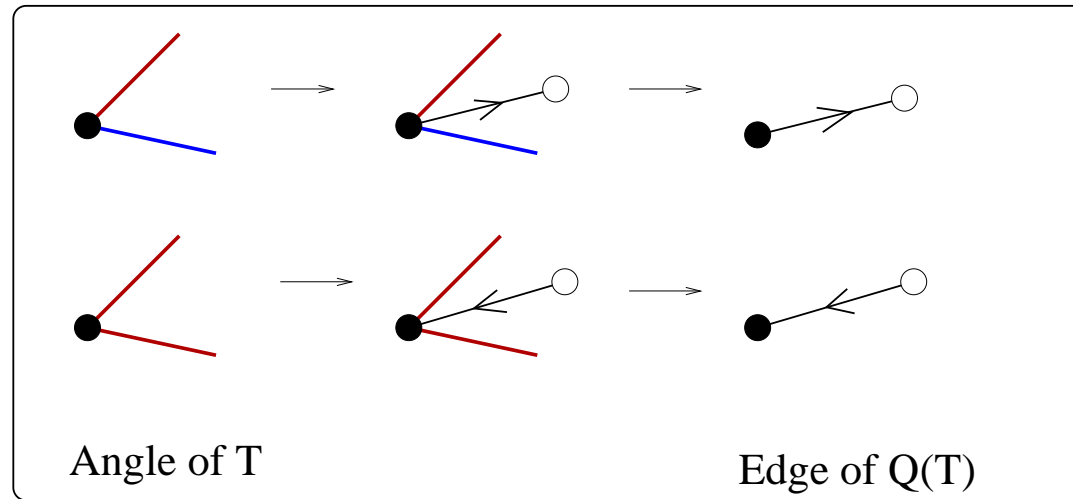


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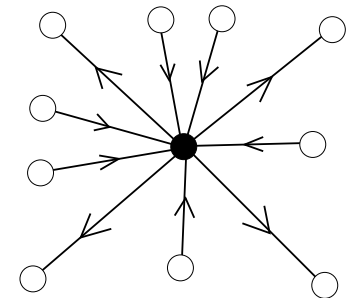
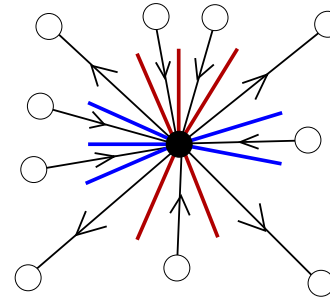
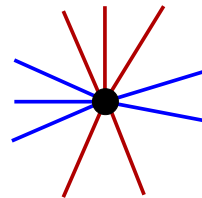
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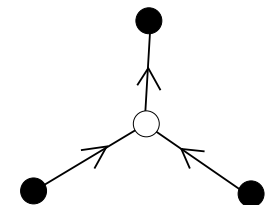
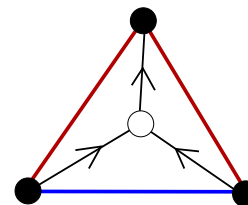
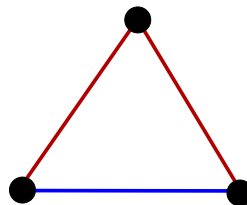
# Induced orientation on $Q(T)$



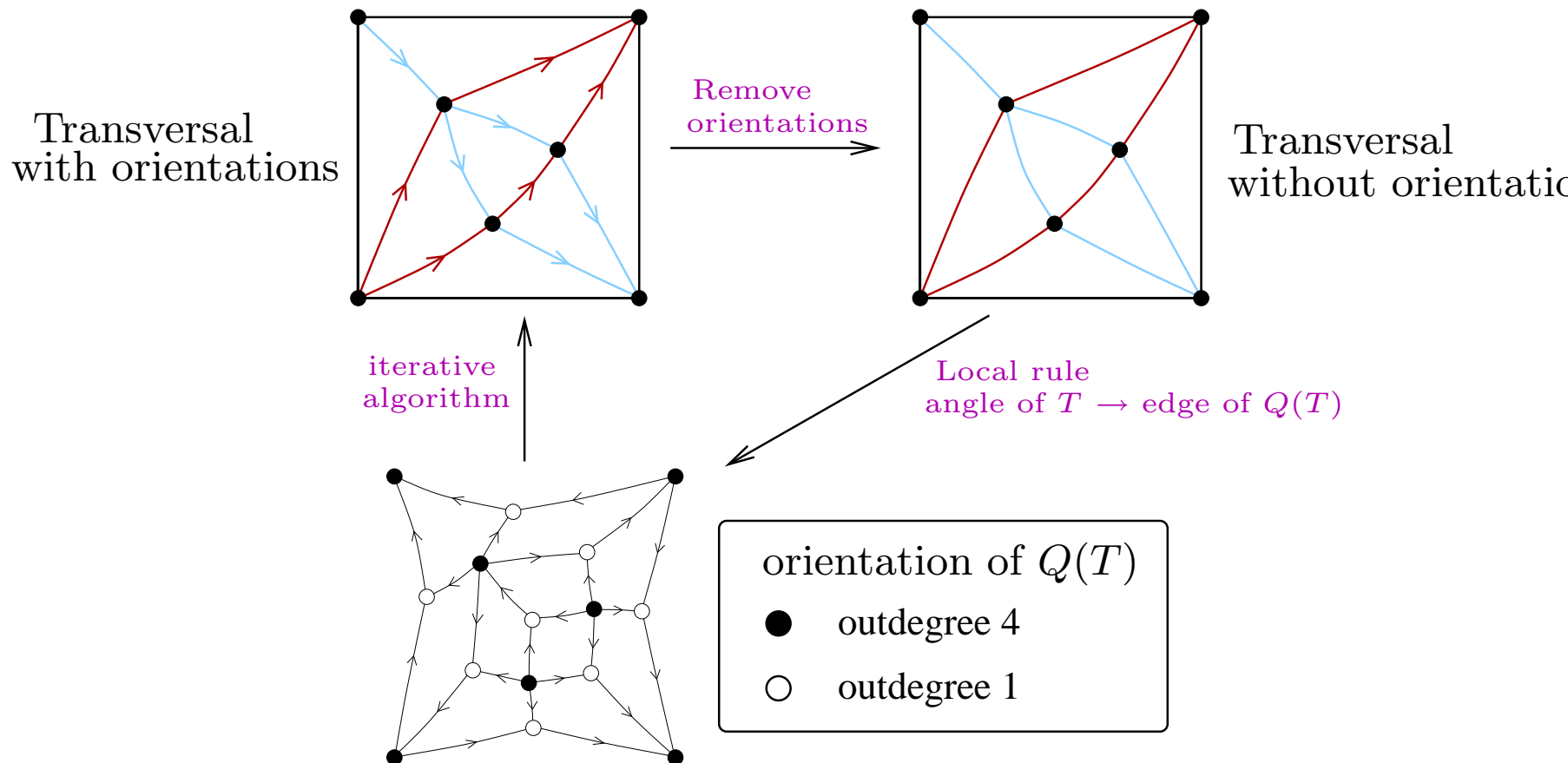
Vertex-condition:



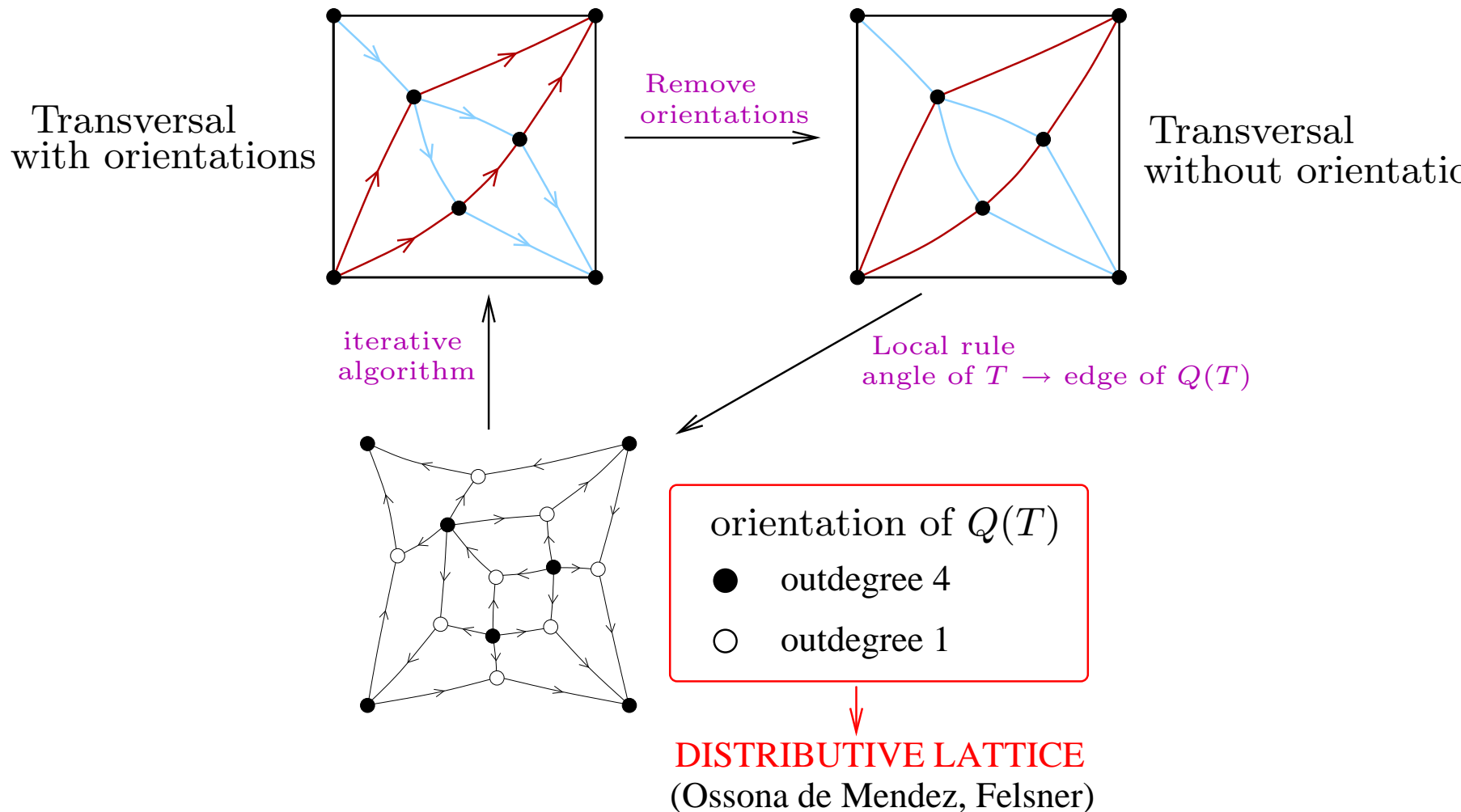
Face-condition:



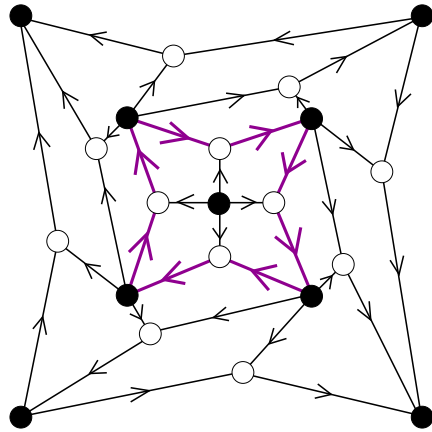
# Bijjective correspondences



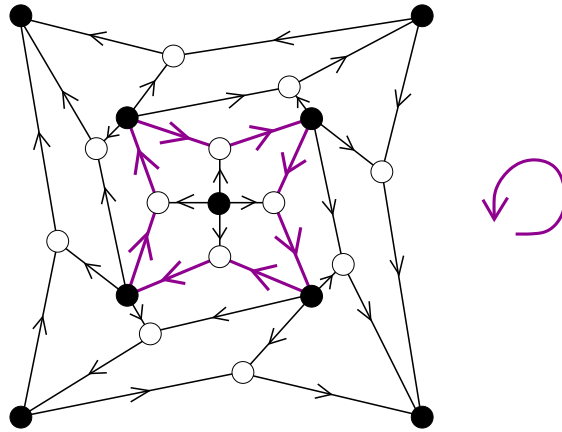
# Bijjective correspondences



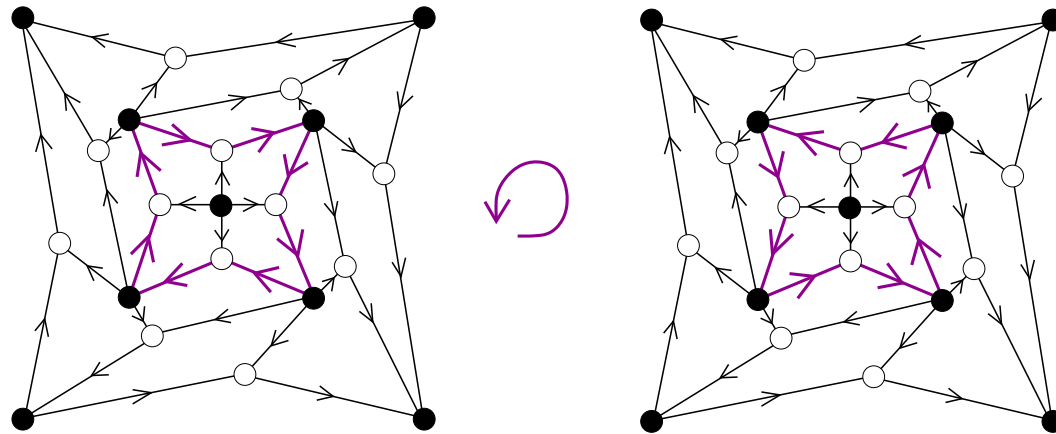
# Flip on $Q(T)$ and then on $T$



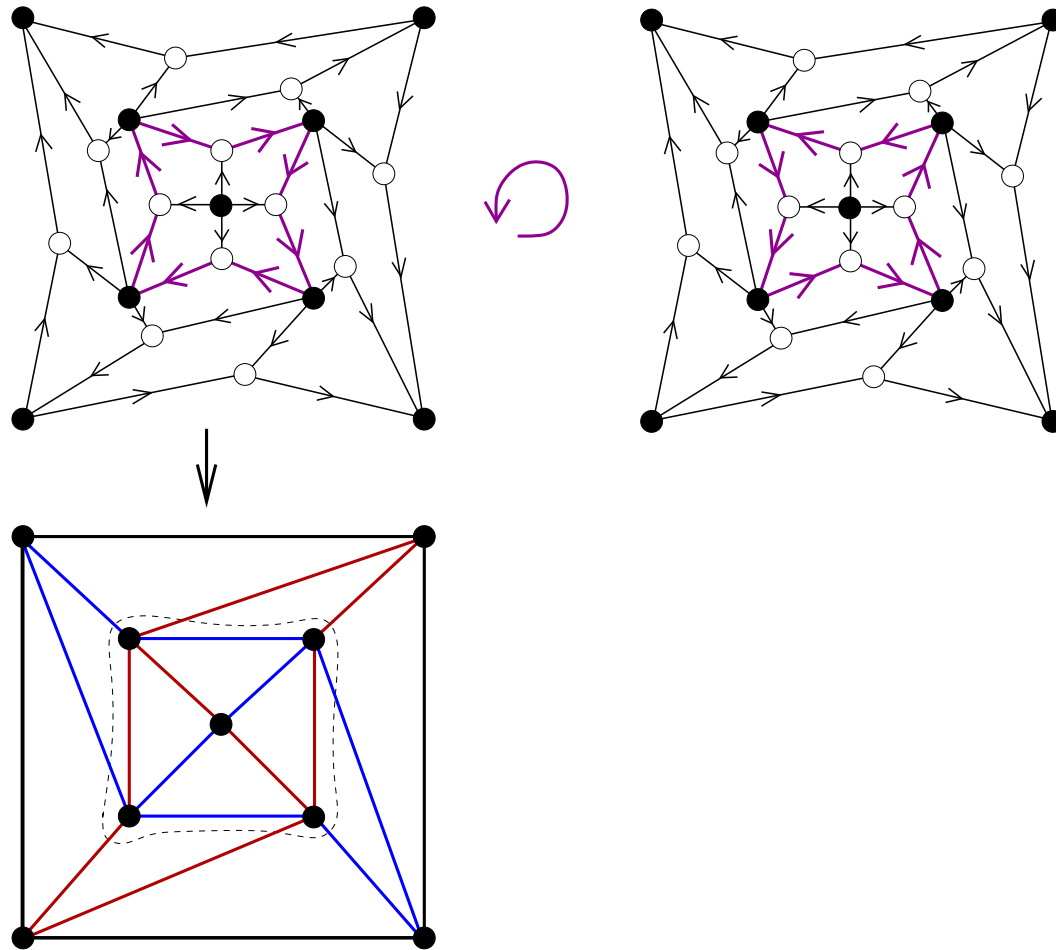
# Flip on $Q(T)$ and then on $T$



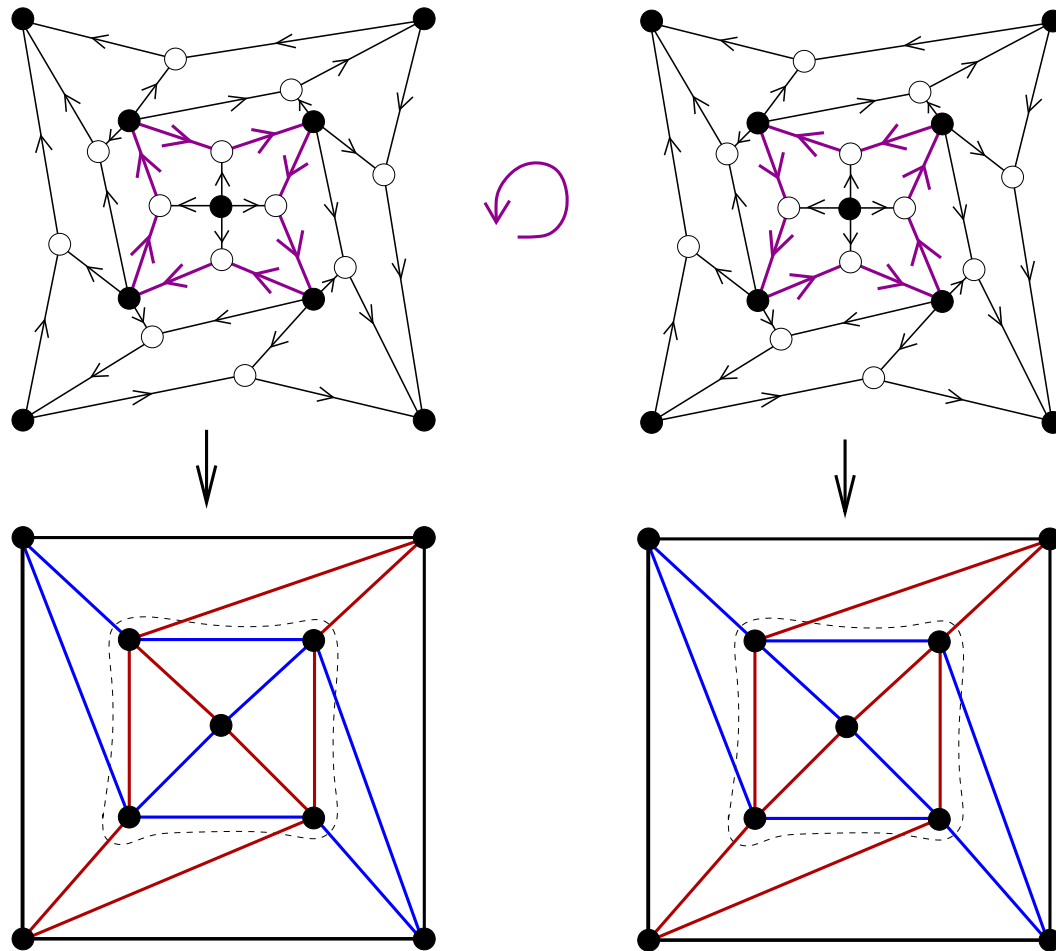
# Flip on $Q(T)$ and then on $T$



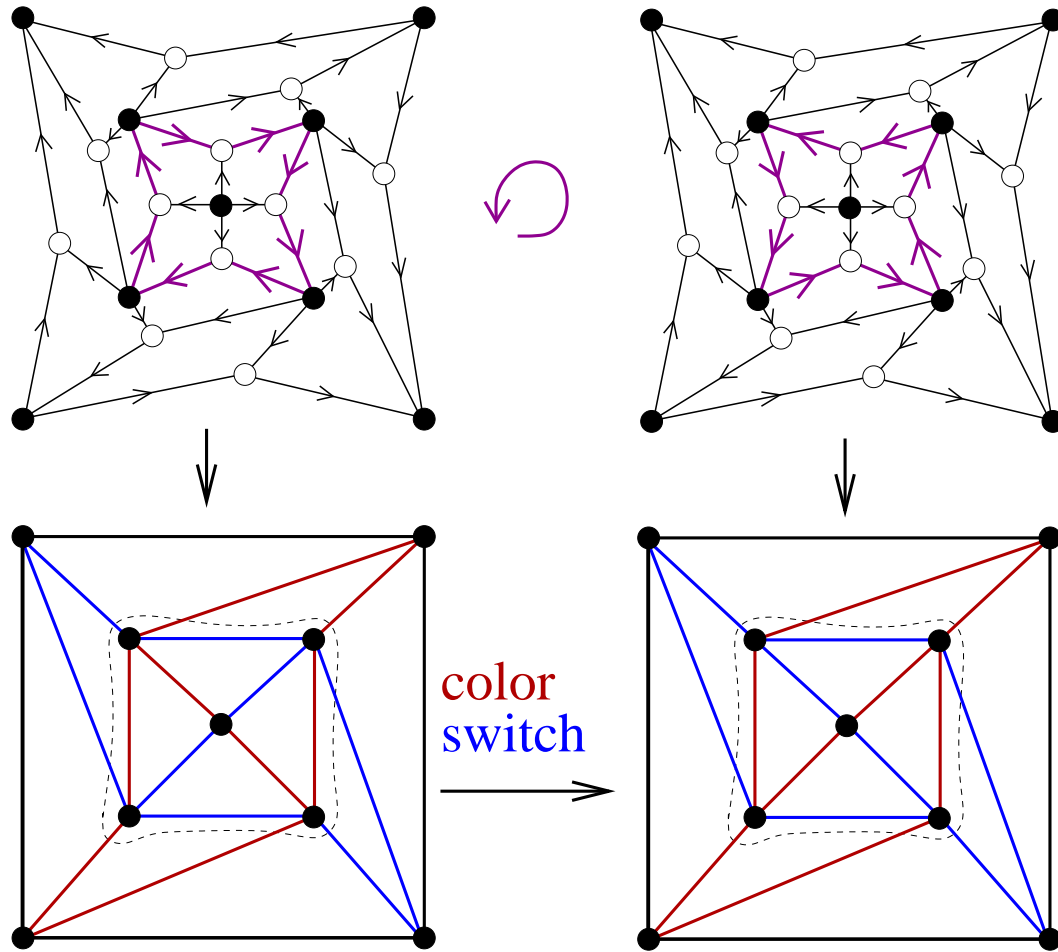
# Flip on $Q(T)$ and then on $T$



# Flip on $Q(T)$ and then on $T$



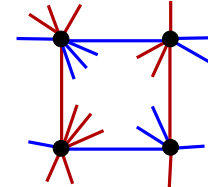
# Flip on $Q(T)$ and then on $T$



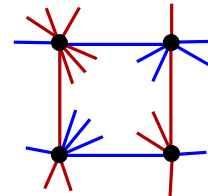
# The set $X_T$ is a distributive lattice

We distinguish:

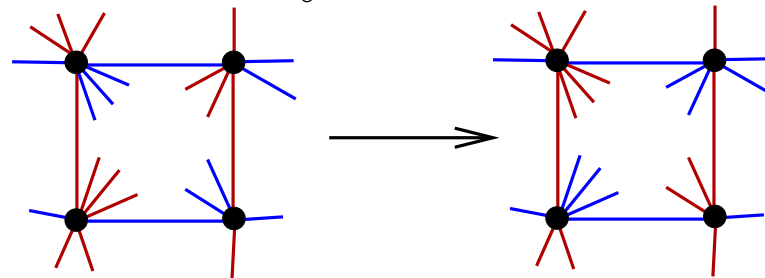
**left** alternating 4-cycles



**right** alternating 4-cycles



Flip operation: **switch** colors inside a right alternating 4-cycle

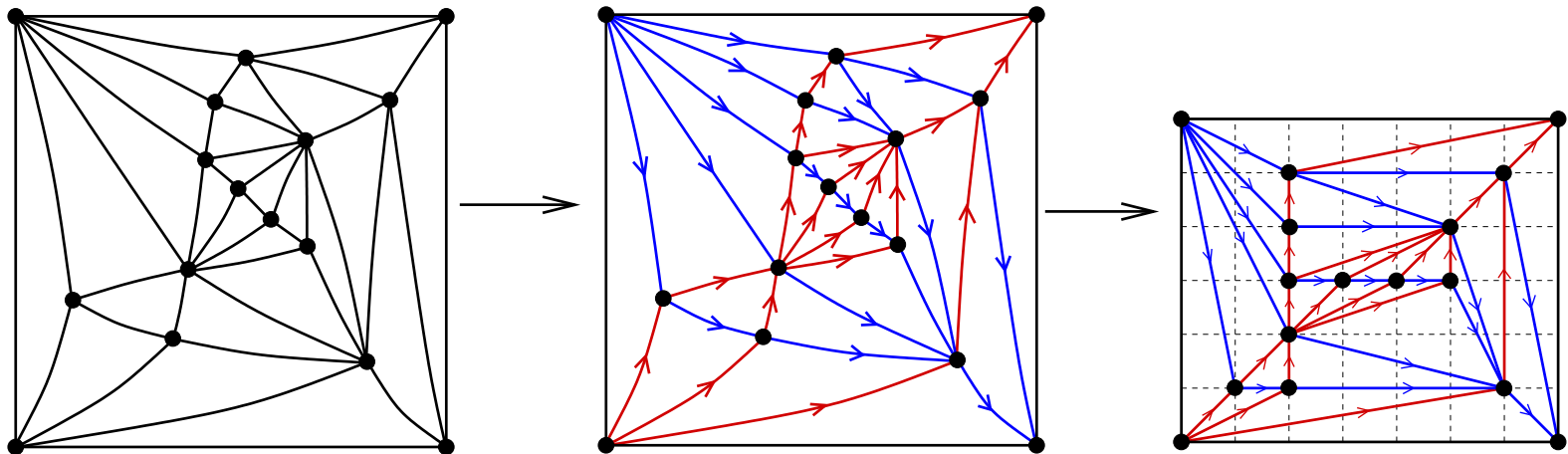


The unique transversal bicolouration of  $T$  without right alternating 4-cycle is said **minimal**

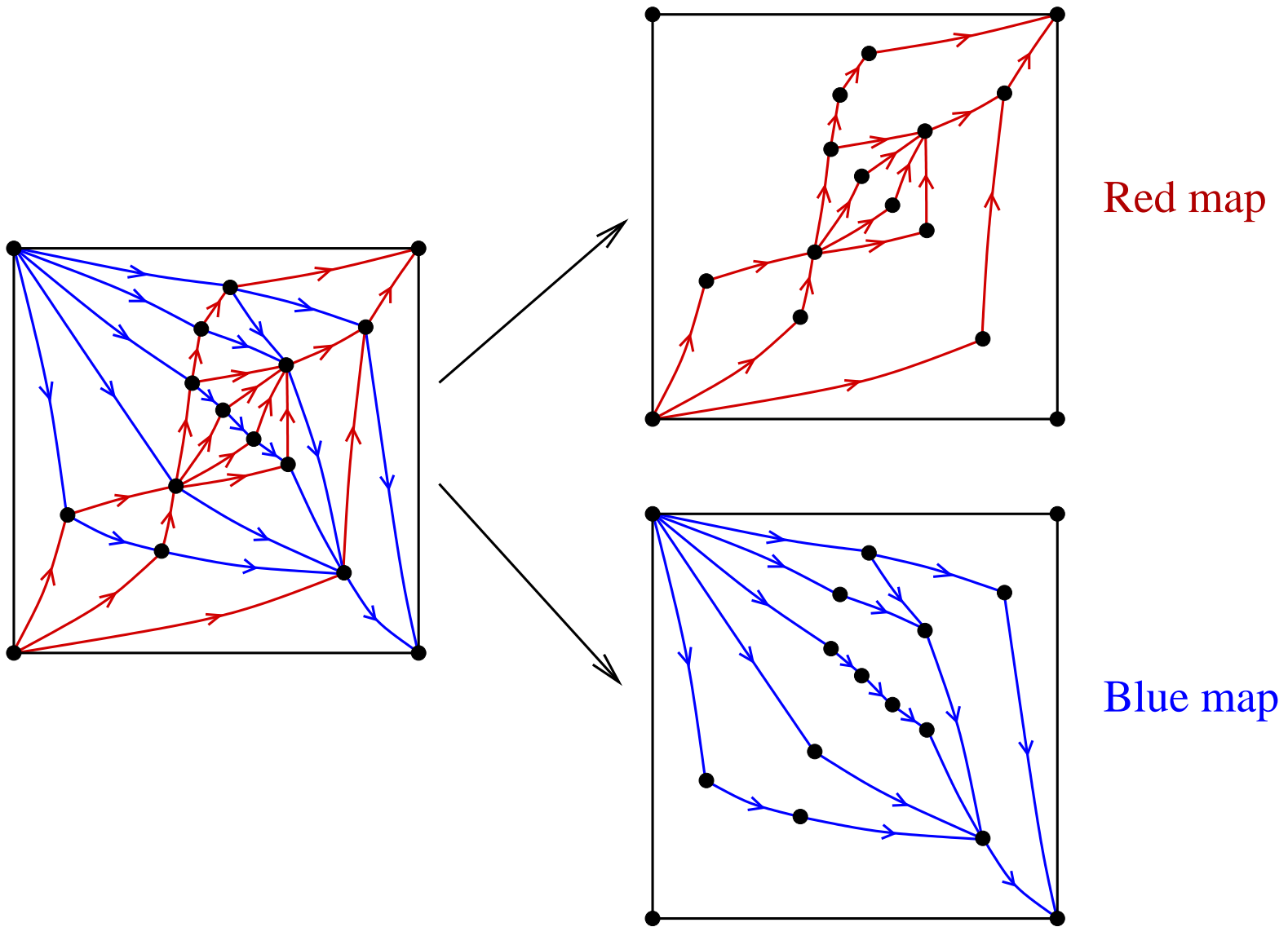
# Straight-line drawing algorithm from the transversal structures

# Application to graph drawing

The transversal structure can be used to produce a **planar drawing** on a regular grid



# The red map and the blue map of $T$

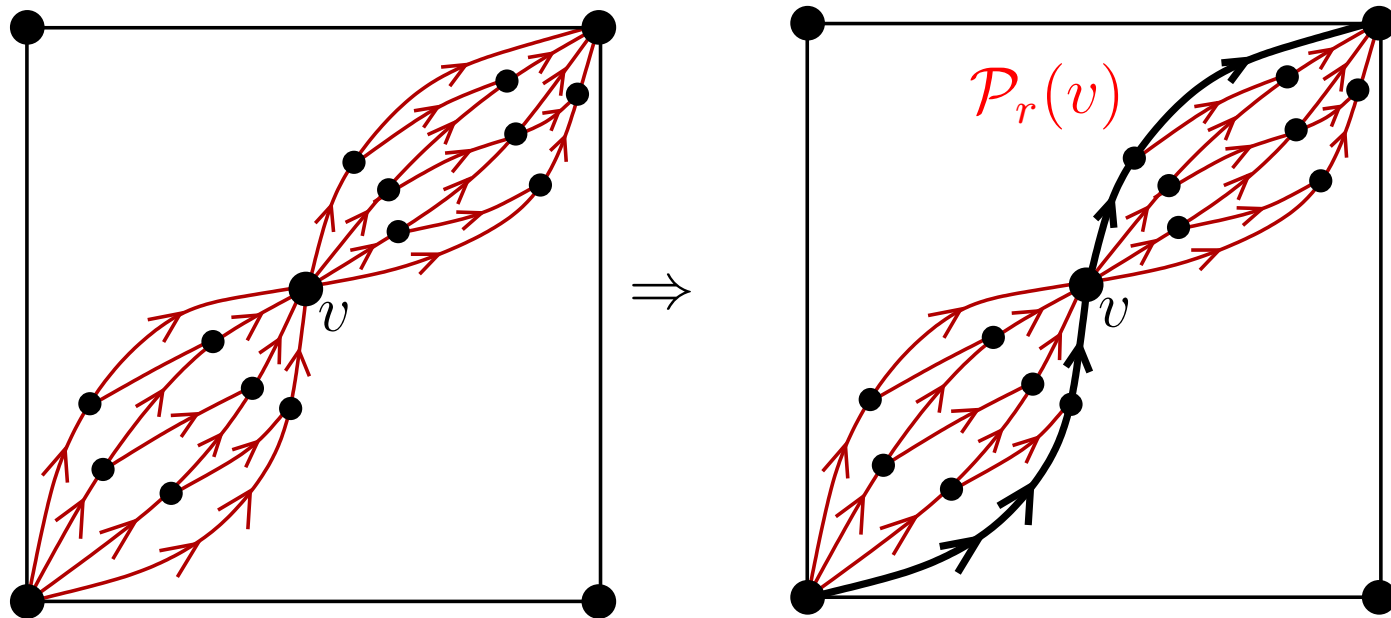


# The red map gives abscissas (1)

Let  $v$  be an inner vertex of  $T$

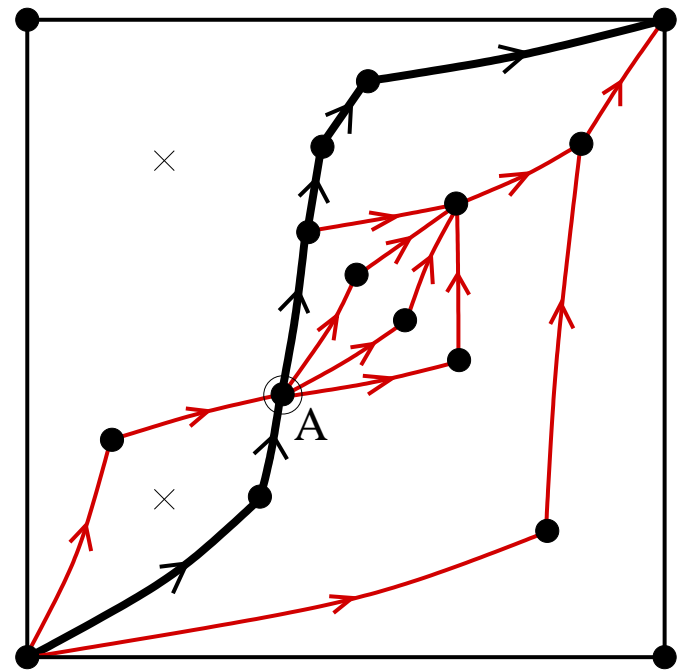
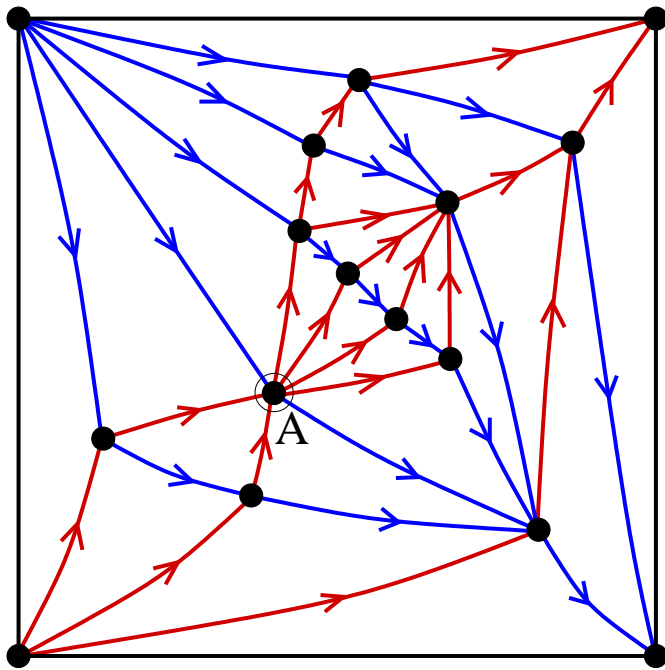
Let  $\mathcal{P}_r(v)$  be the unique path passing by  $v$  which is:

- the **rightmost** one before arriving at  $v$
- the **leftmost** one after leaving  $v$



# The red map gives abscissas (2)

The **absciss** of  $v$  is the number of faces of the red map on the left of  $\mathcal{P}_r(v)$

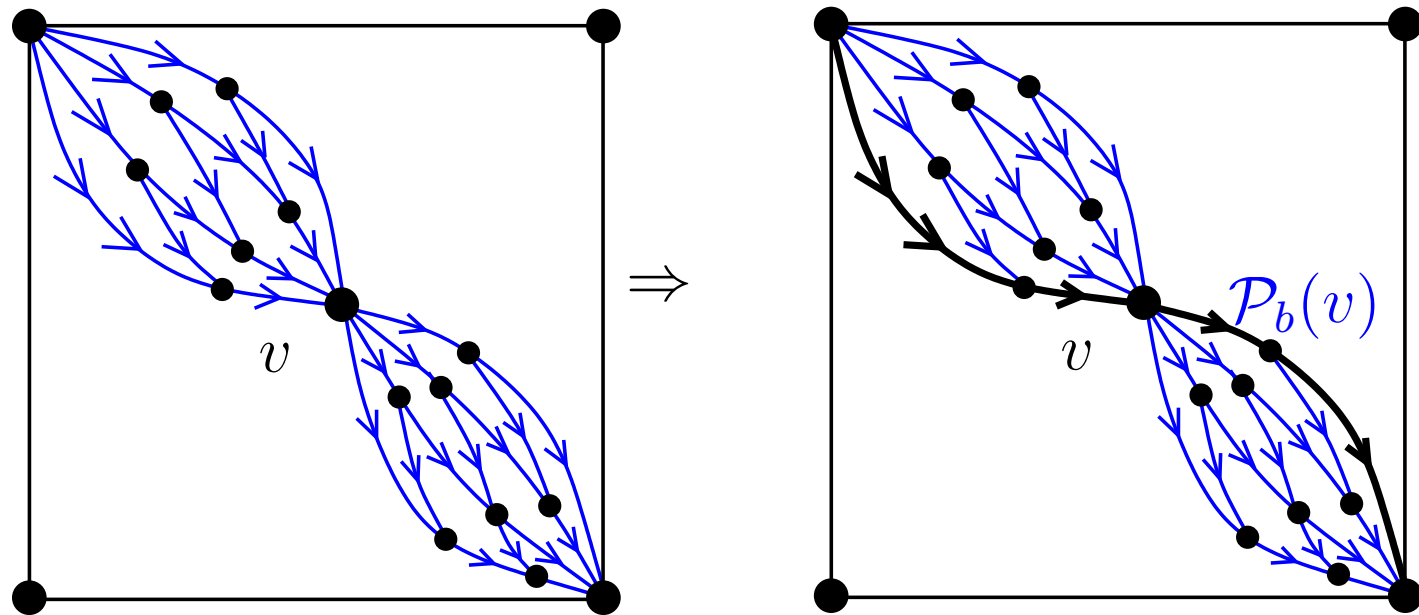


$\Rightarrow$  A has absciss 2

# The blue map gives ordinates (1)

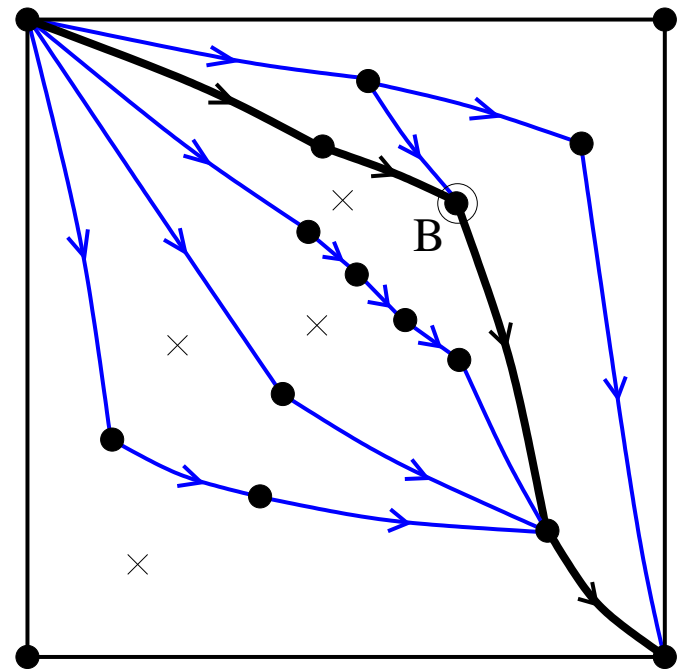
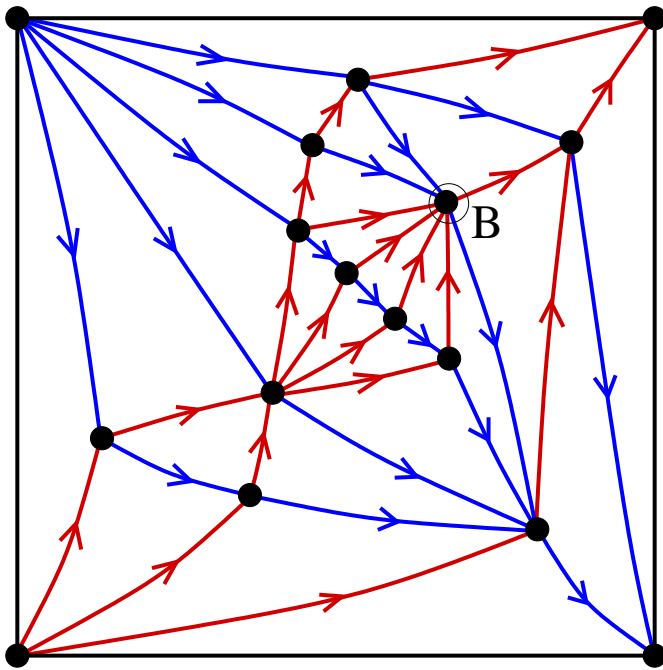
Similarly we define  $\mathcal{P}_b(v)$  the unique blue path which is:

- the **rightmost** one before arriving at  $v$
- the **leftmost** one after leaving  $v$



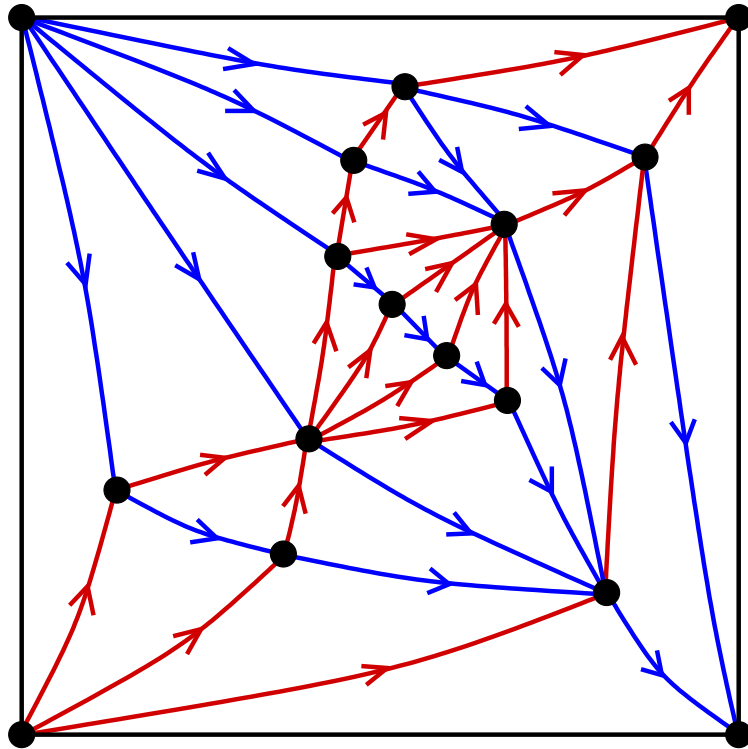
# The blue map gives ordinates (2)

The **ordinate** of  $v$  is the number of faces of the blue map below  $\mathcal{P}_b(v)$



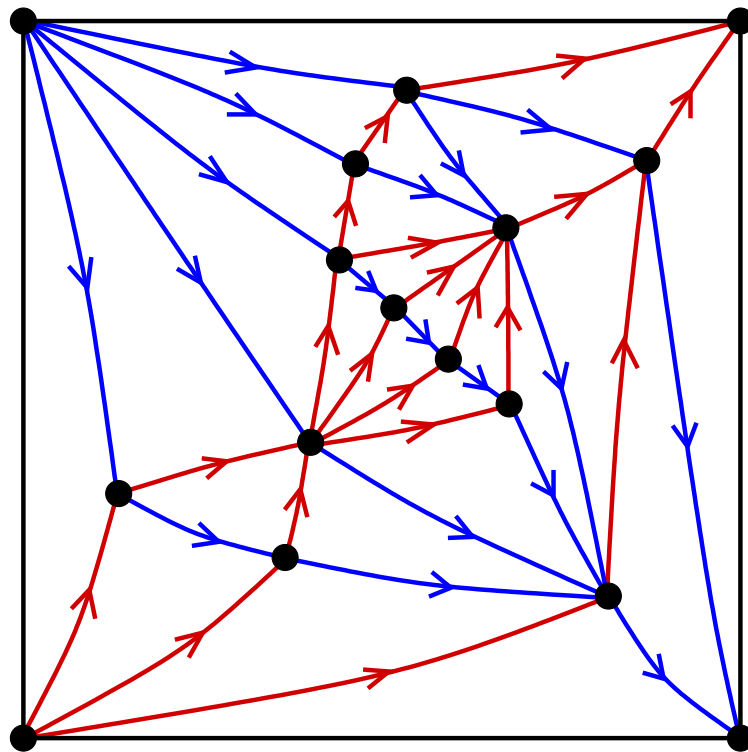
$\Rightarrow B$  has ordinate 4

# Execution of the algorithm

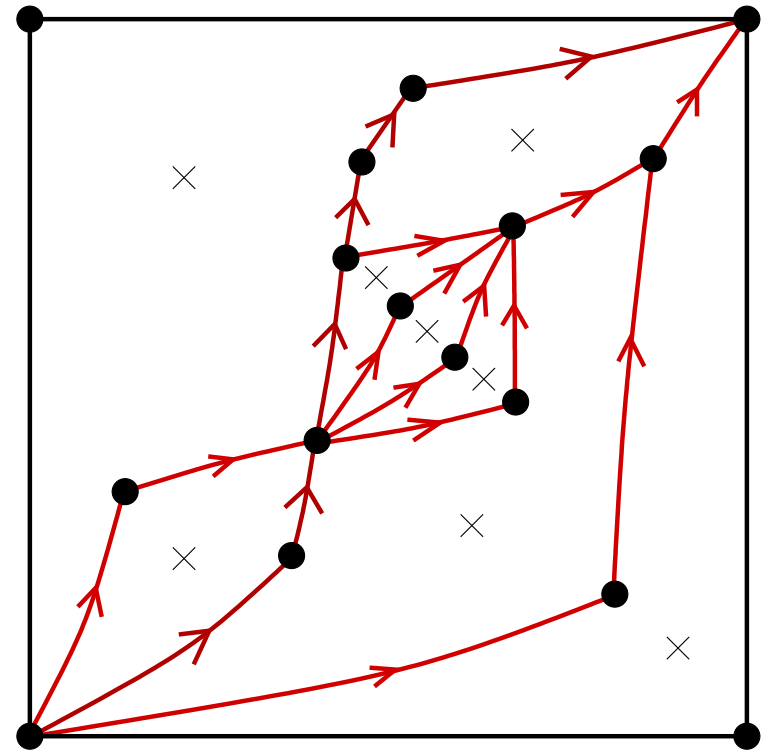


# Execution of the algorithm

Let  $f_r$  be the number of faces of the red map

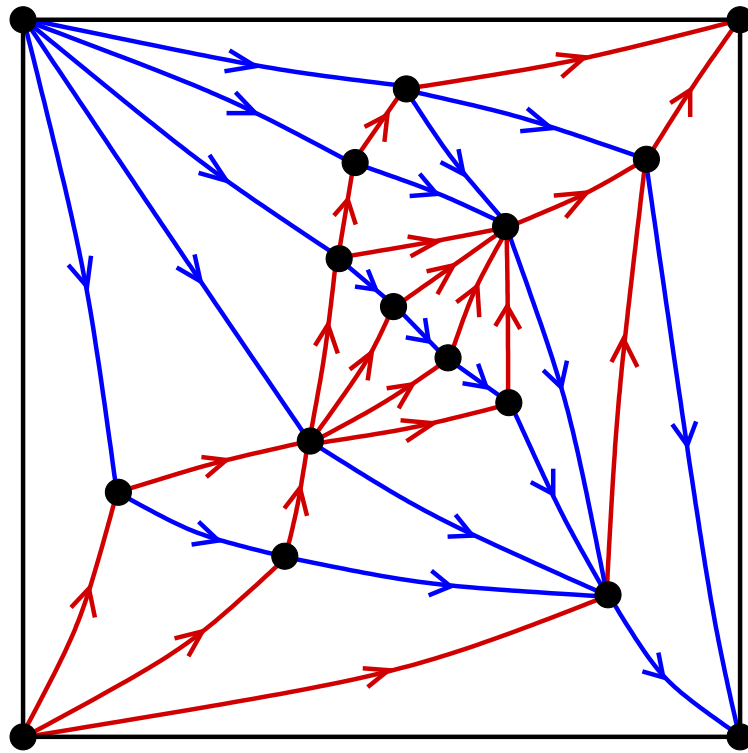


$$f_r = 8$$

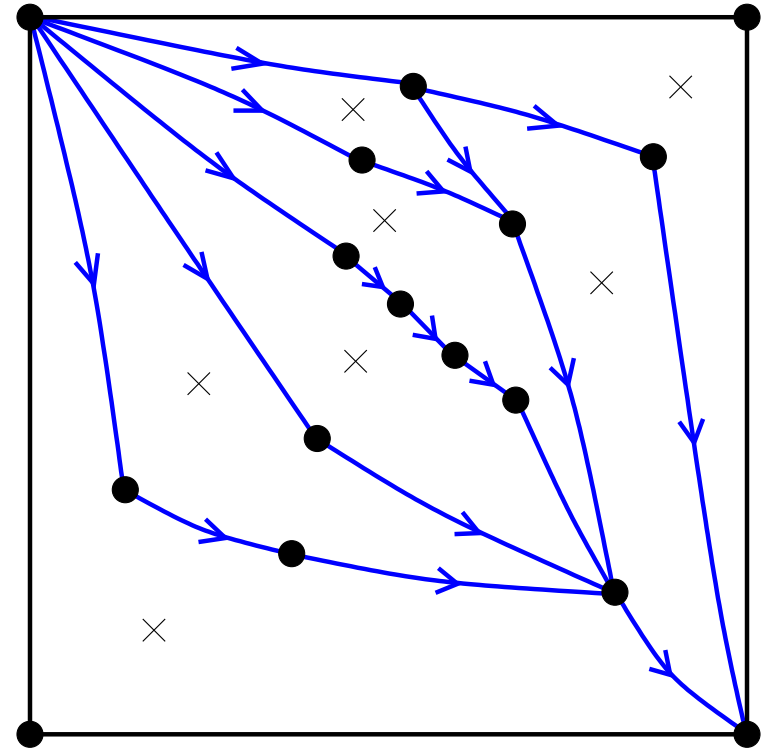


# Execution of the algorithm

Let  $f_b$  be the number of faces of the blue map

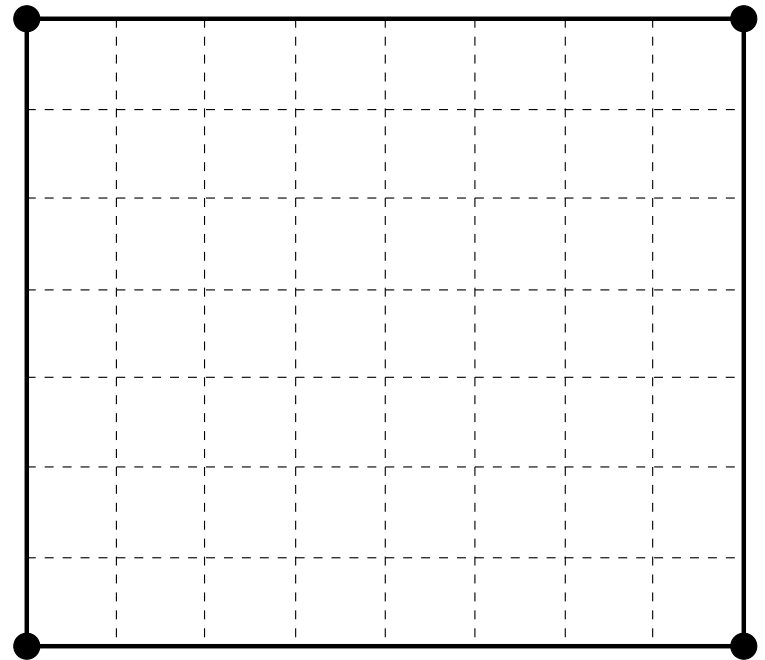
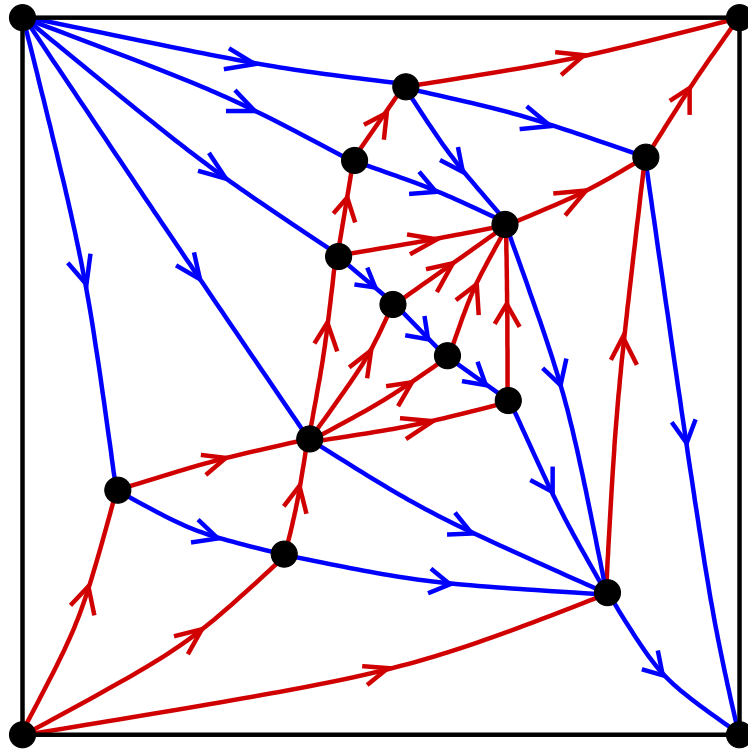


$$\begin{aligned} f_r &= 8 \\ f_b &= 7 \end{aligned}$$



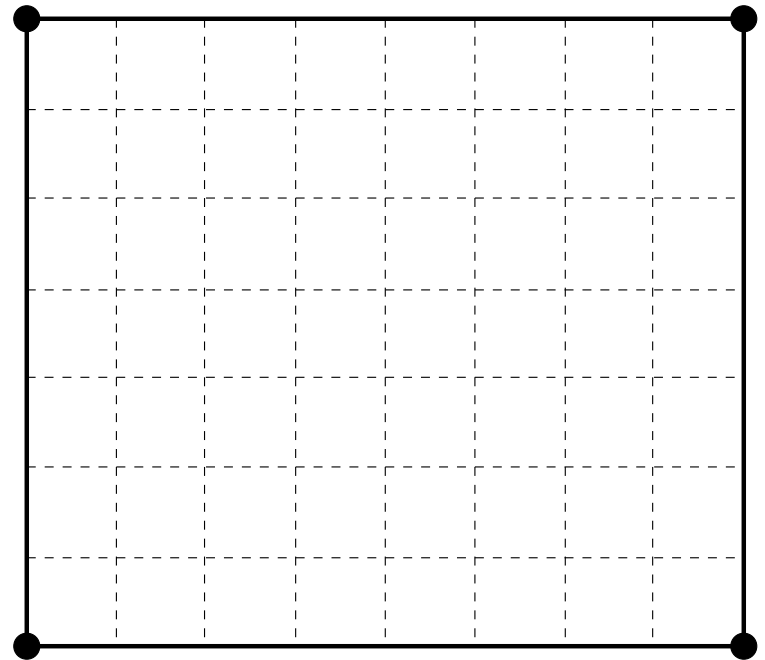
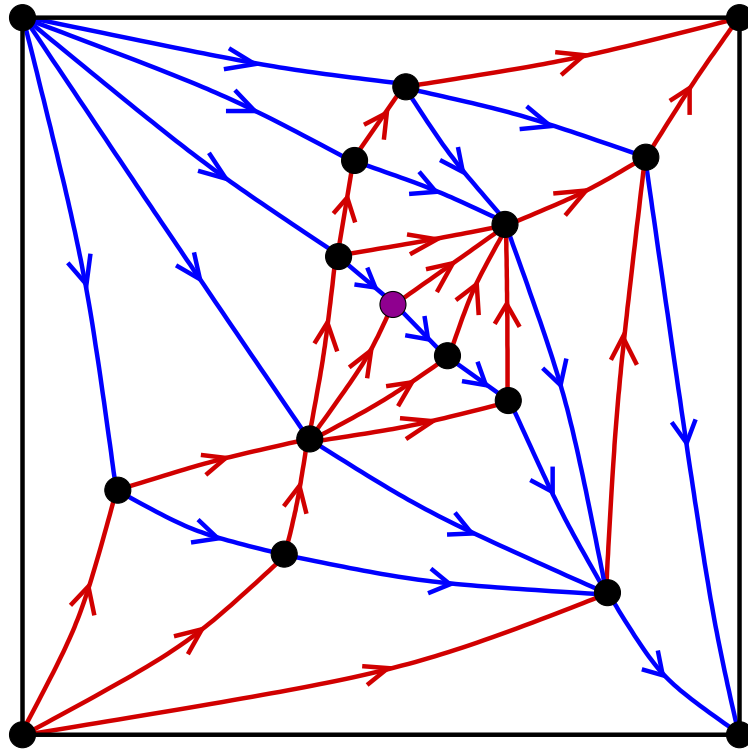
# Execution of the algorithm

Take a regular grid of **width**  $f_r$  and **height**  $f_b$  and place the 4 border vertices of  $T$  at the 4 corners of the grid



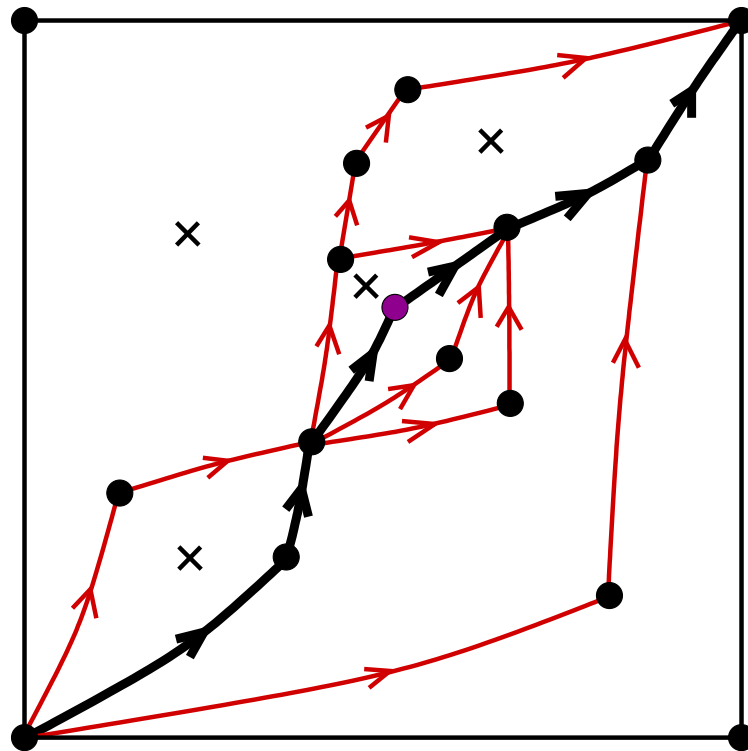
# Execution of the algorithm

Place all other points using the **red path for absciss** and **the blue path for ordinate**

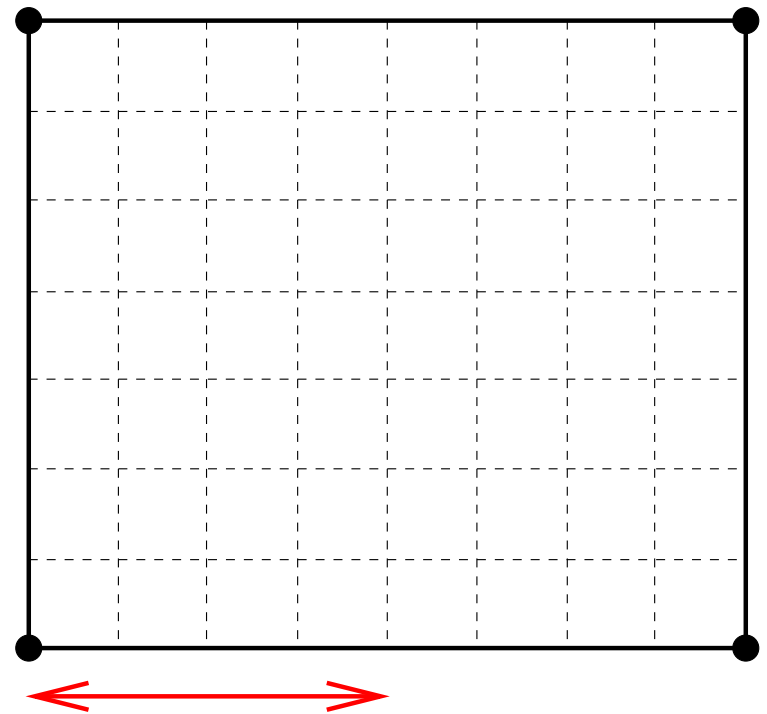


# Execution of the algorithm

Place all other points using the **red path** for absciss and **the blue path** for ordinate

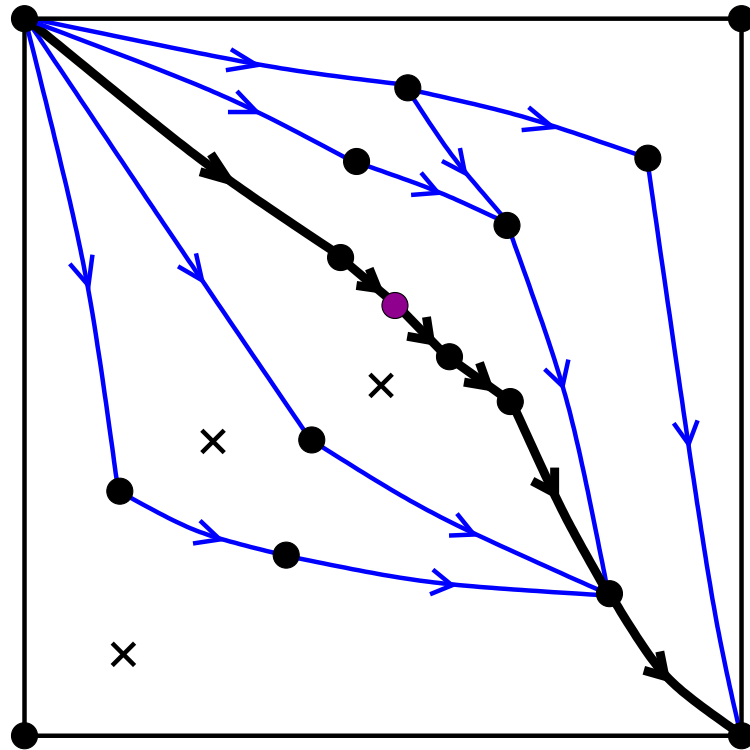


4 faces on the left

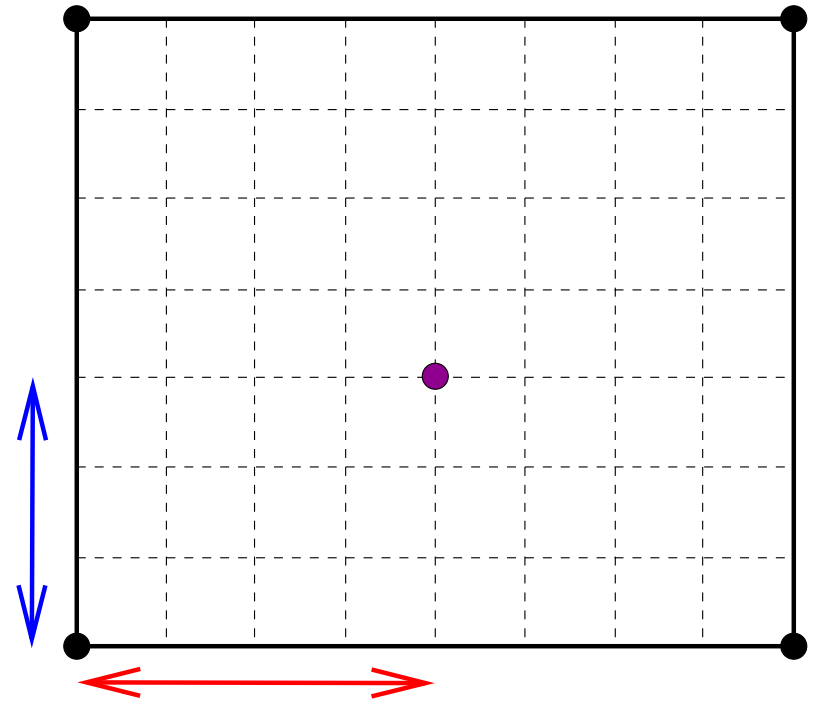


# Execution of the algorithm

Place all other points using the **red path** for absciss and **the blue path** for ordinate

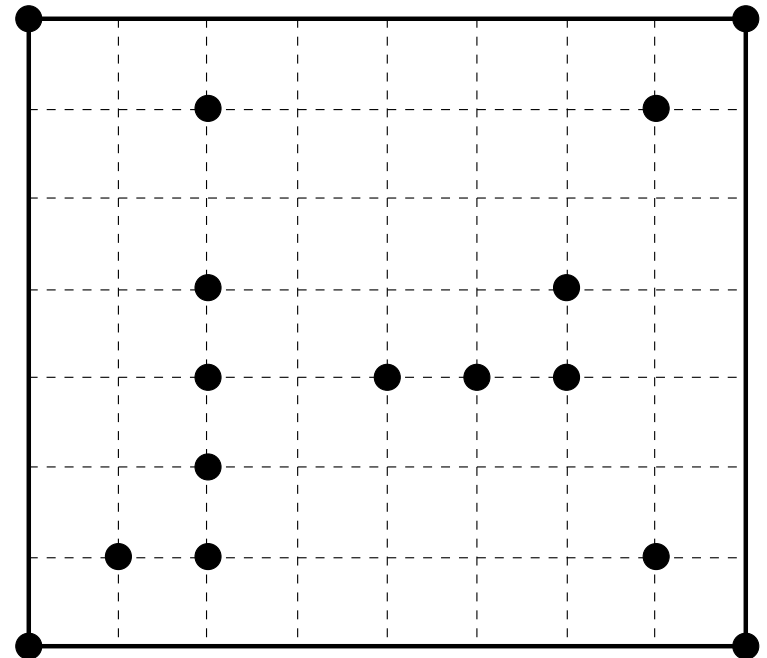
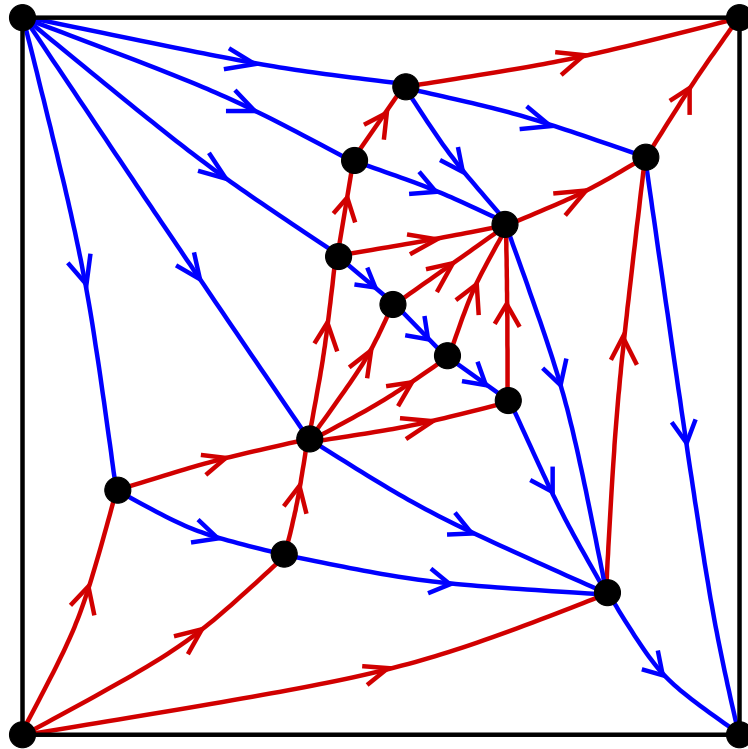


3 faces below



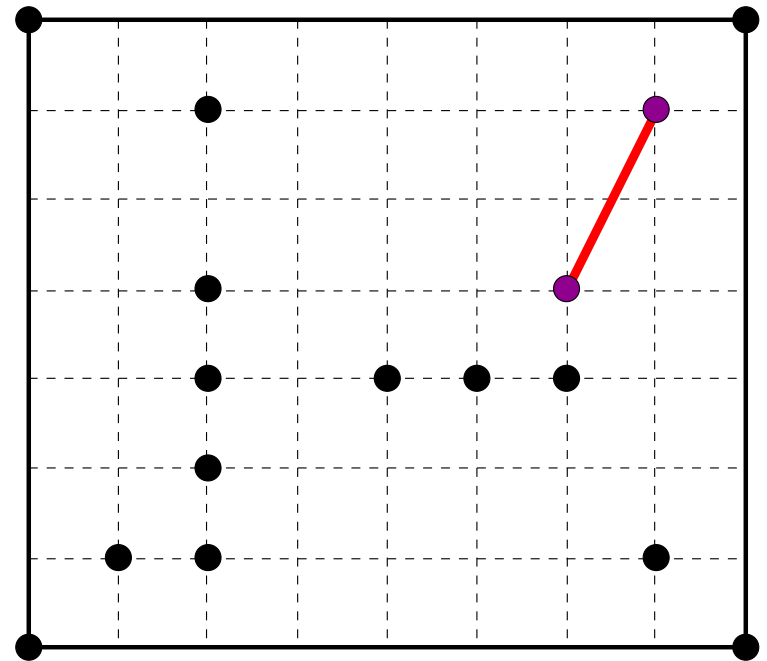
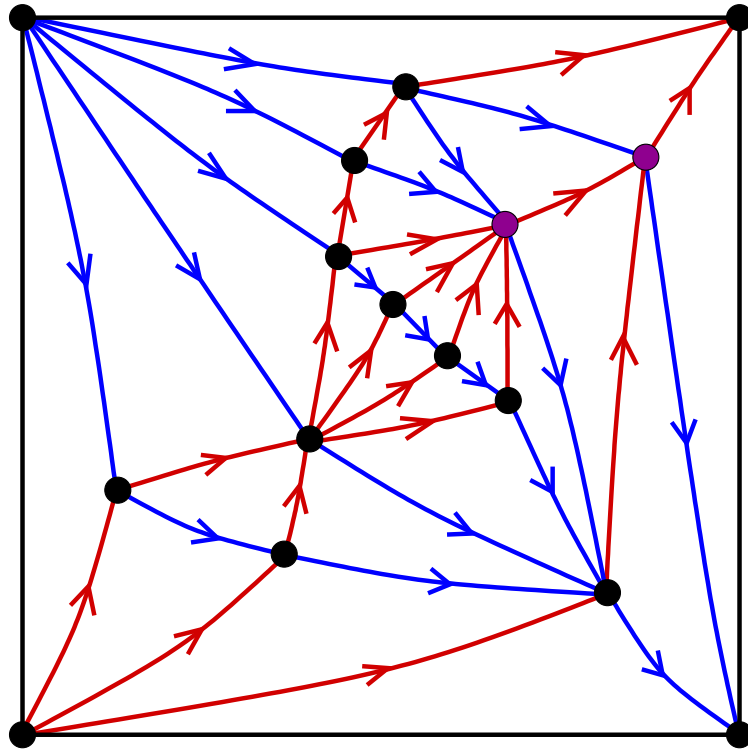
# Execution of the algorithm

Place all other points using the **red path for absciss** and **the blue path for ordinate**

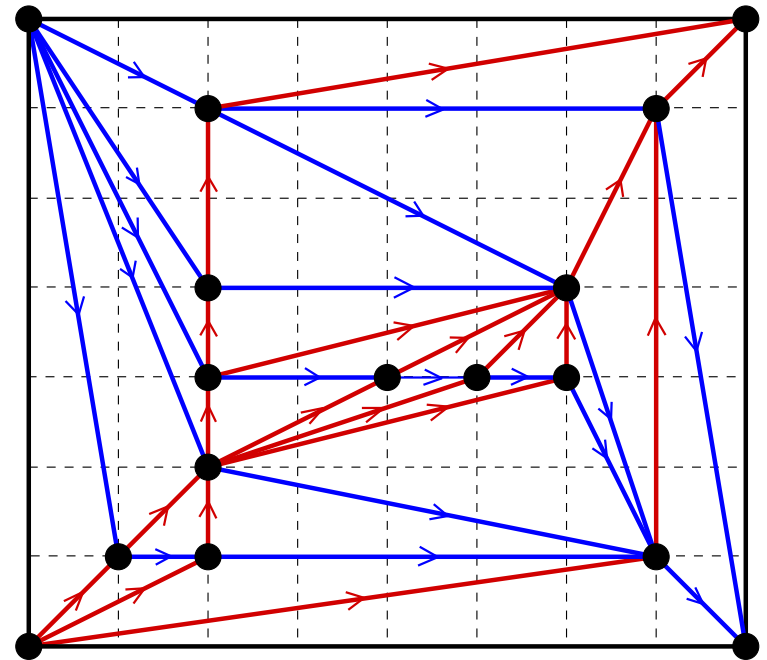
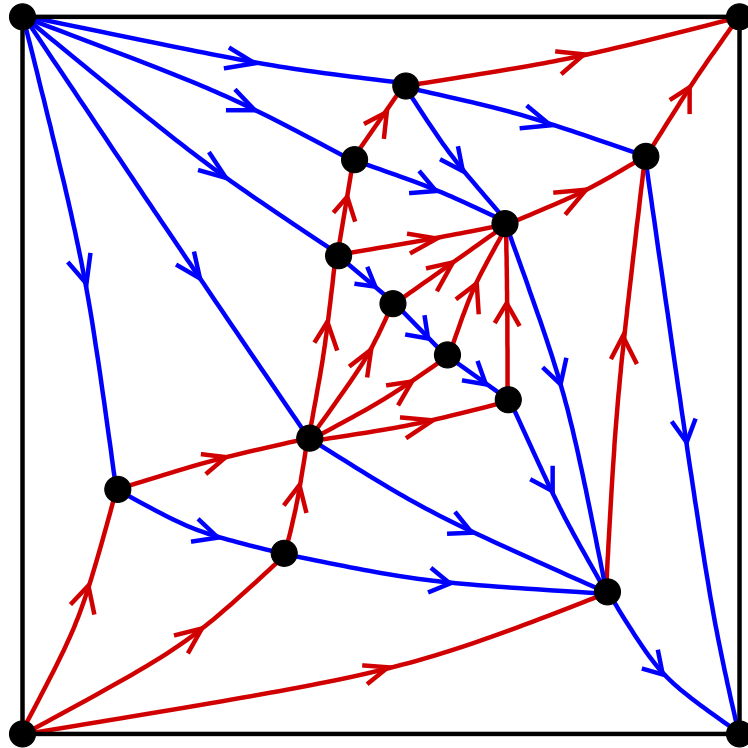


# Execution of the algorithm

Link each pair of adjacent vertices by a segment



# Execution of the algorithm



# Results

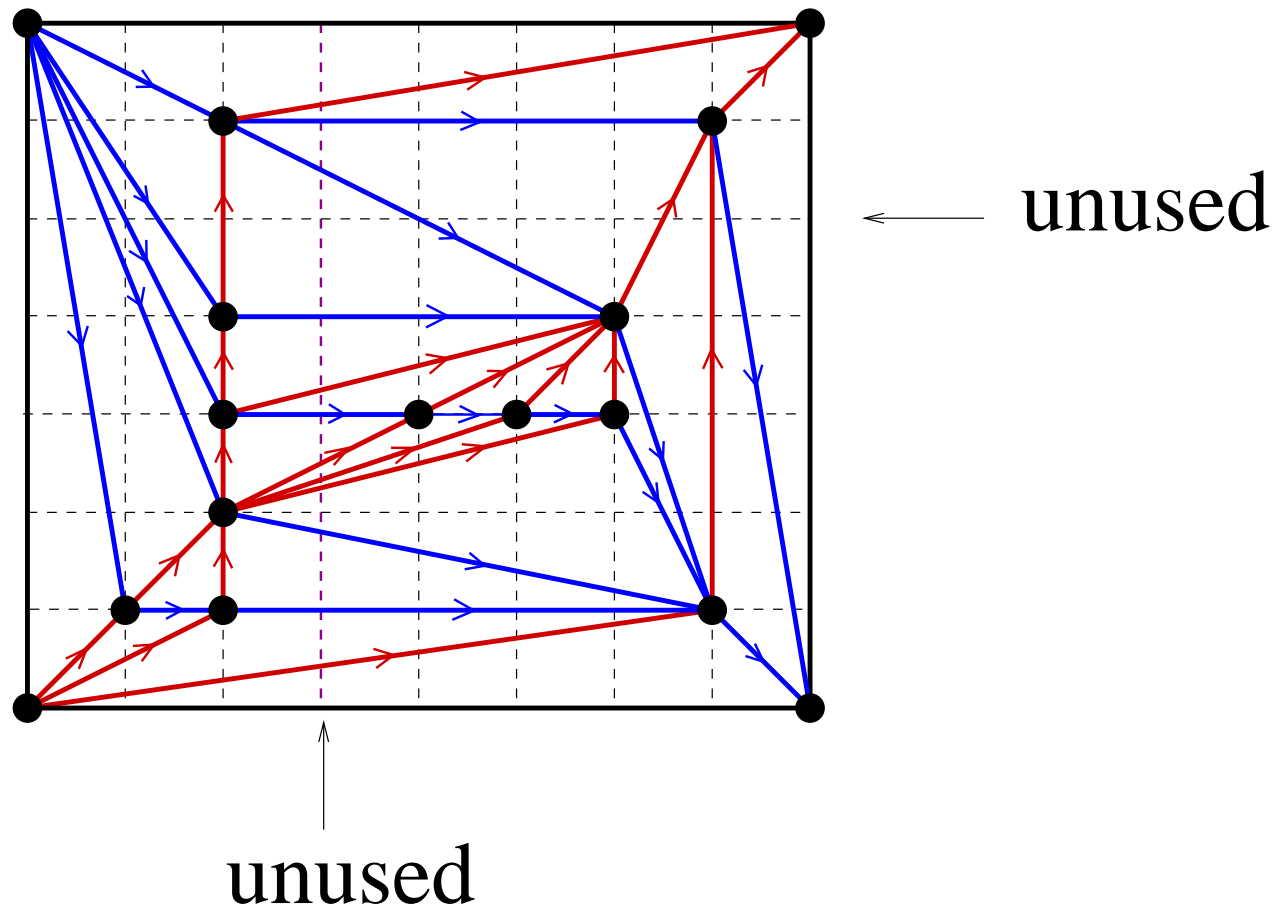
- The obtained drawing is a **straight line embedding**
- The drawing **respects the transversal structure**:
  - **Red edges** are oriented from **bottom-left to top-right**
  - **Blue edges** are oriented from **top-left to bottom-right**
- If  $T$  has  $n$  vertices, the width  $W$  and height  $H$  verify  

$W + H = n - 1$

  
similar grid size as He (1996) and Miura et al (2001)

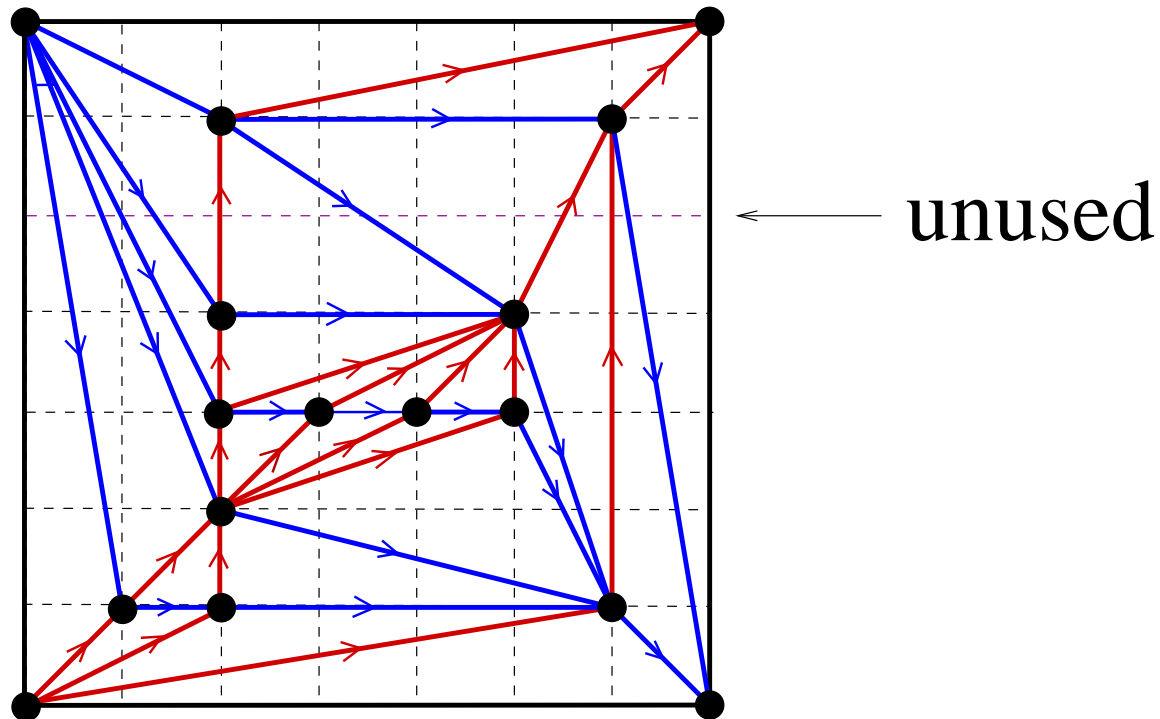
# Compaction step

- Some abscissas and ordinates are not used
- The **deletion** of these unused coordinates keeps the drawing planar



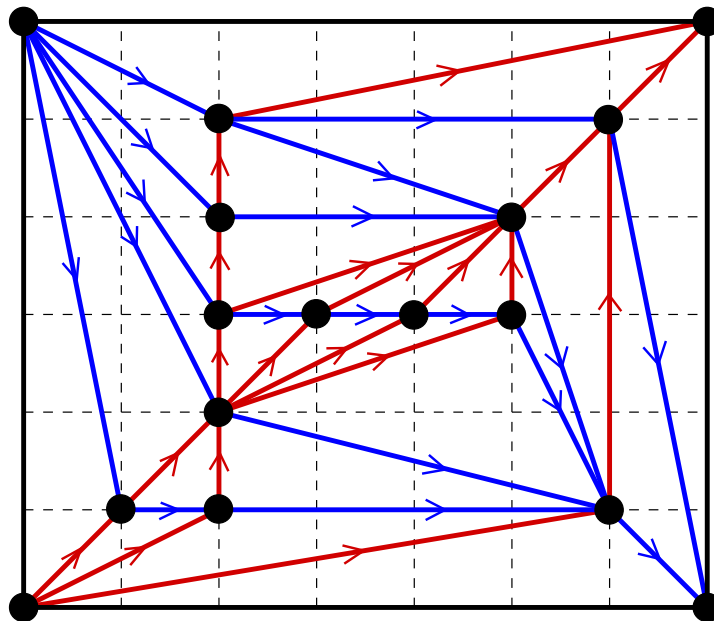
# Compaction step

- Some abscissas and ordinates are not used
- The **deletion** of these unused coordinates keeps the drawing planar



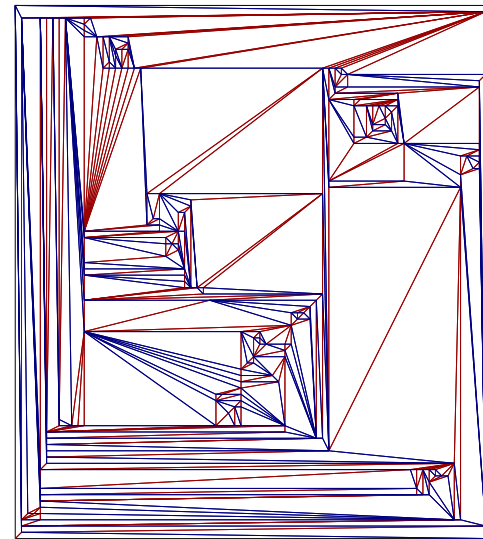
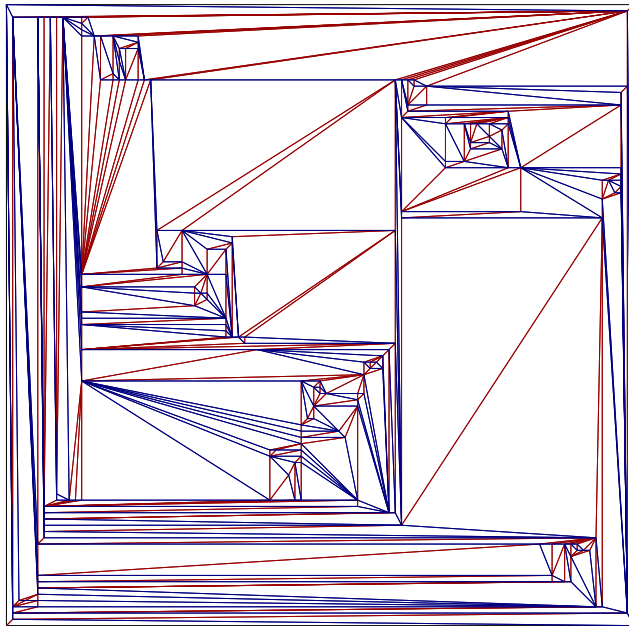
# Compaction step

- Some abscissas and ordinates are not used
- The **deletion** of these unused coordinates keeps the drawing planar



# Size of the grid after deletion

- If the transversal structure is the **minimal** one, the number of deleted coordinates can be analyzed:
- After deletion, the grid has size  $\frac{11}{27}n \times \frac{11}{27}n$  “almost surely”
- Reduction of  $\frac{5}{27} \approx 18\%$  compared to He and Miura et al



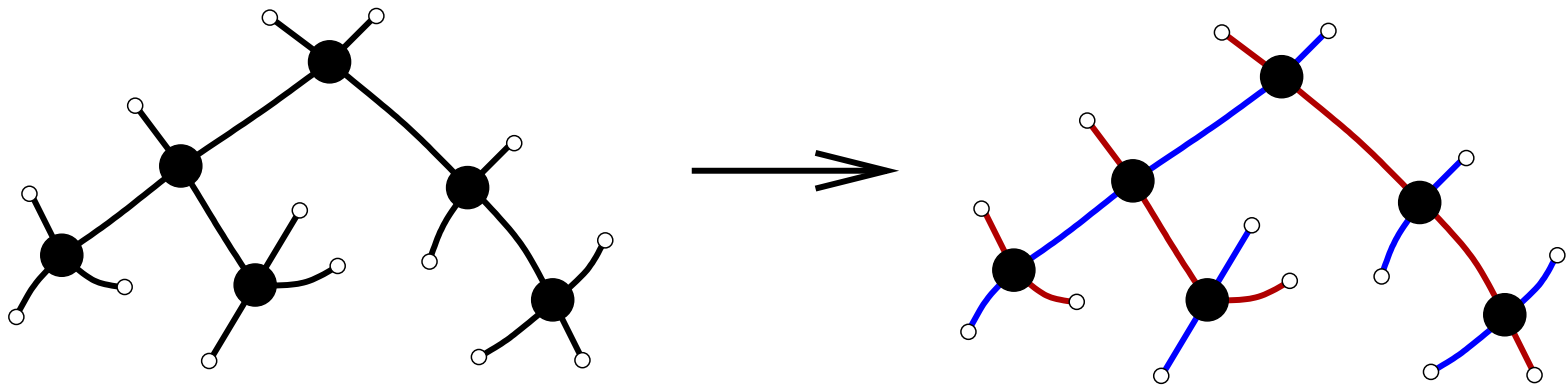
# Bijection between triangulations and ternary trees

# Ternary trees

A ternary tree is a plane tree with:

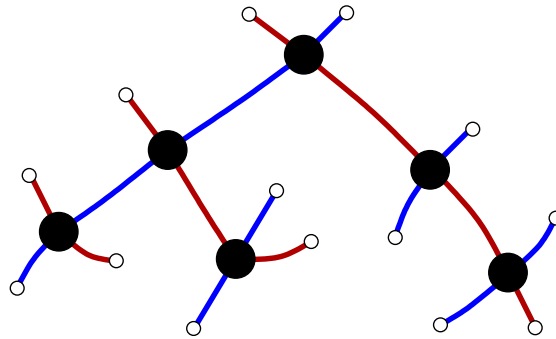
- Vertices of degree 4 called inner nodes
- Vertices of degree 1 called leaves
- An edge connected two inner nodes is called **inner edge**
- An edge incident to a leaf is called a **stem**

A ternary tree can be endowed with a transversal structure



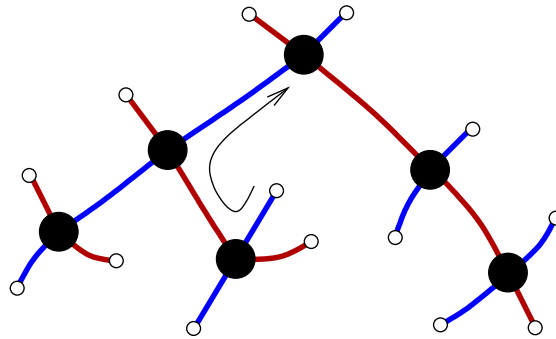
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



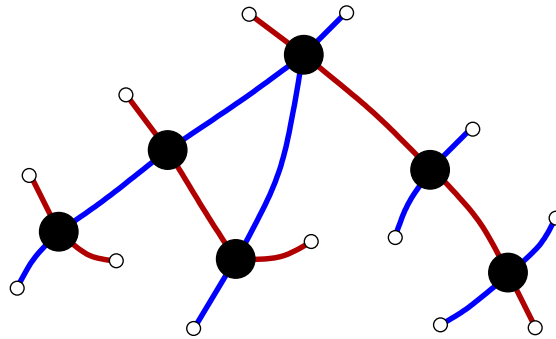
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



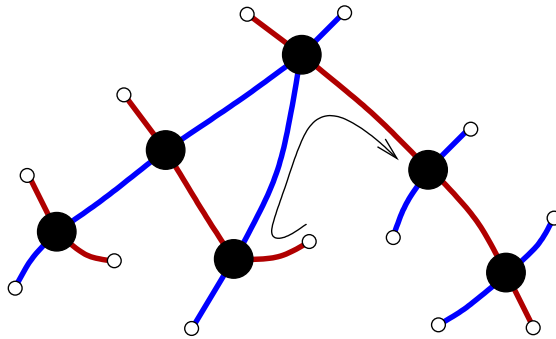
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



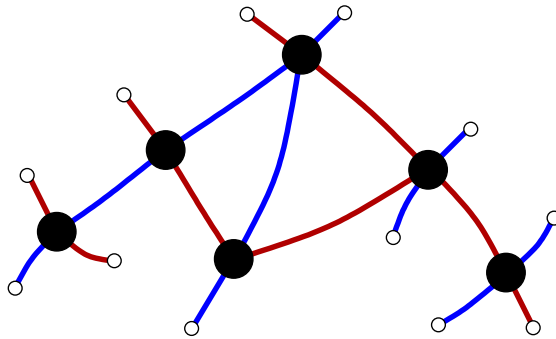
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



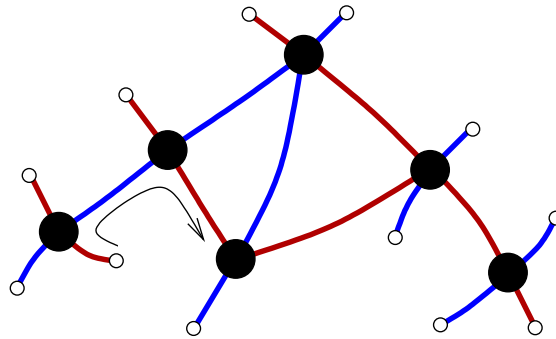
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



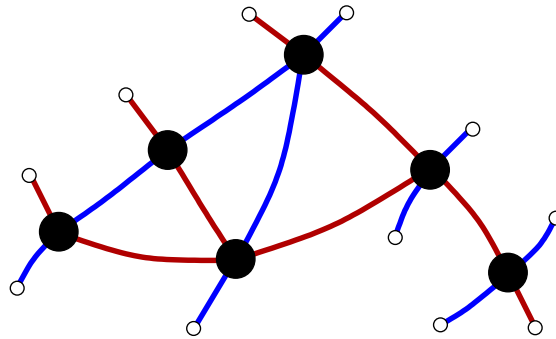
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



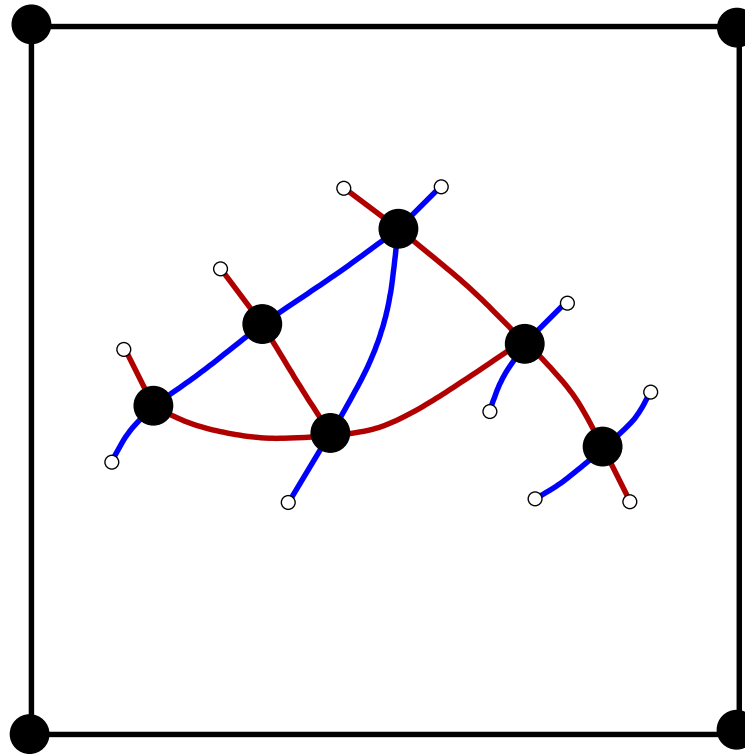
# From a ternary tree to a triangulation

Local operations to “close” triangular faces



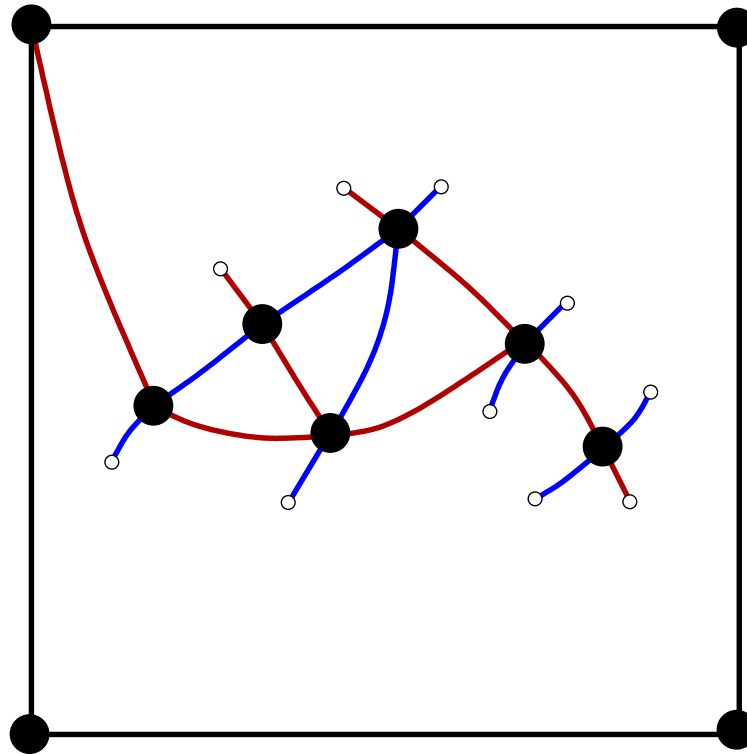
# From a ternary tree to a triangulation

Draw a quadrangle outside of the figure



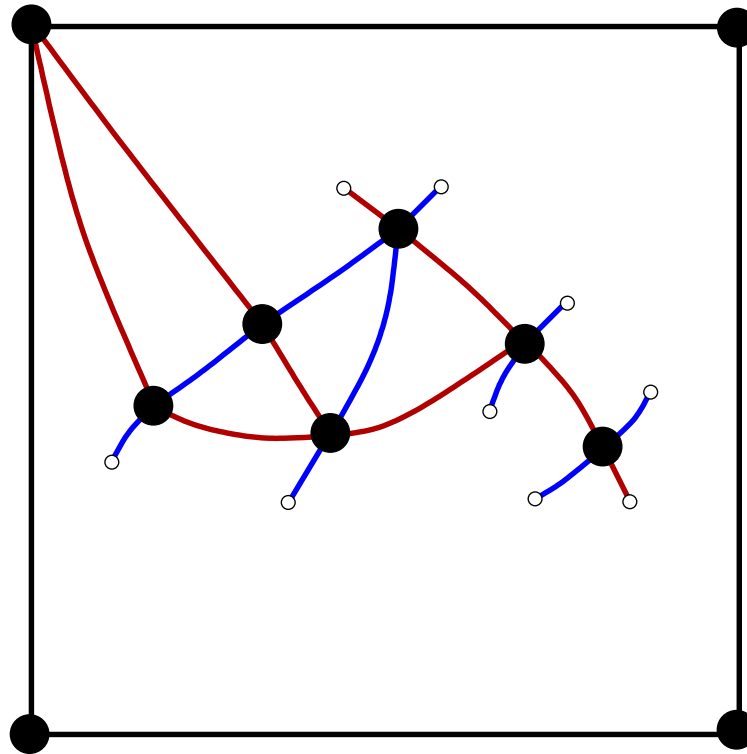
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



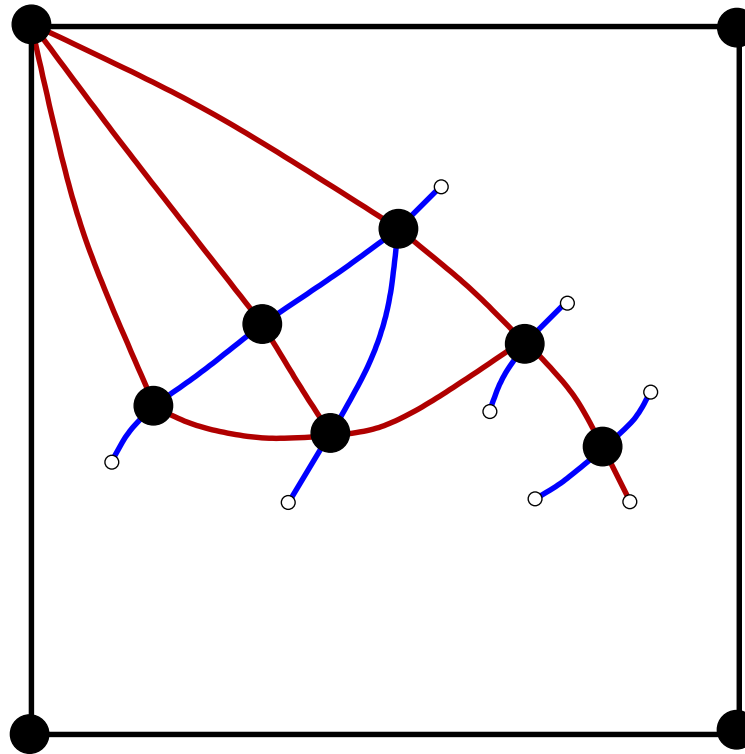
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



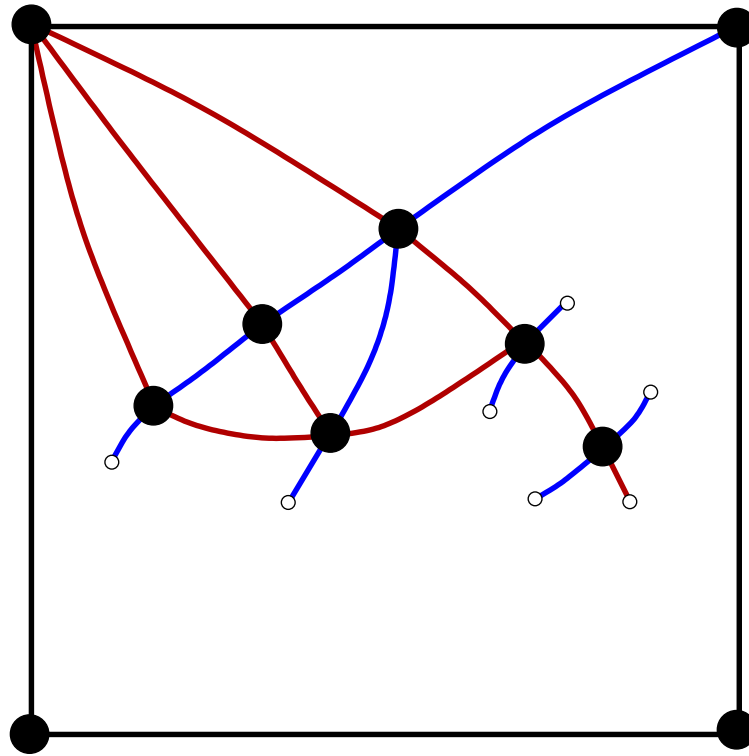
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



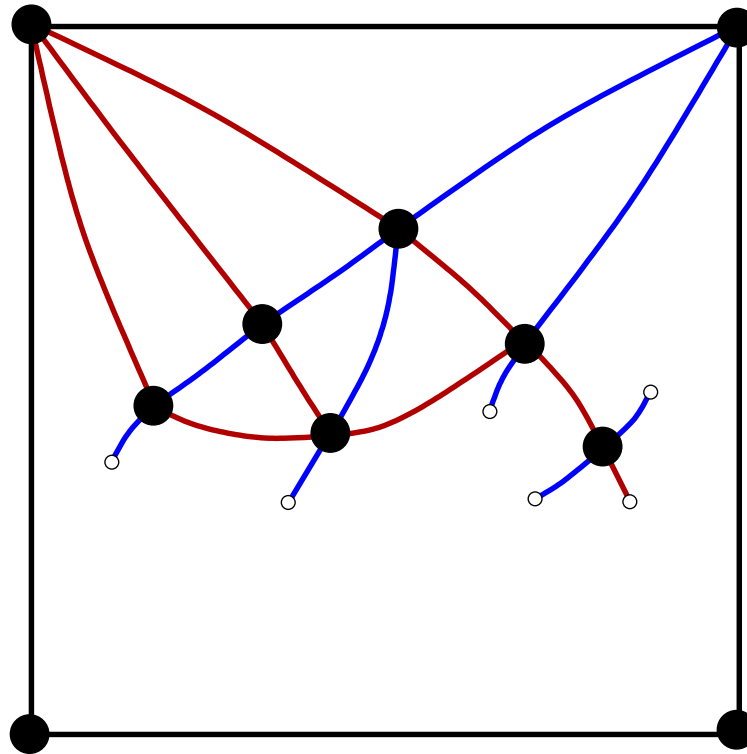
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



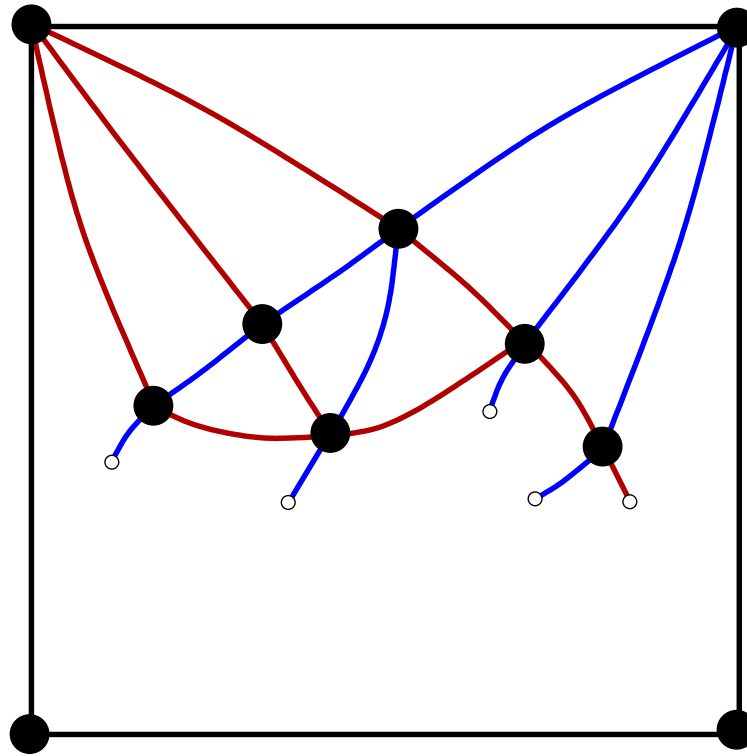
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



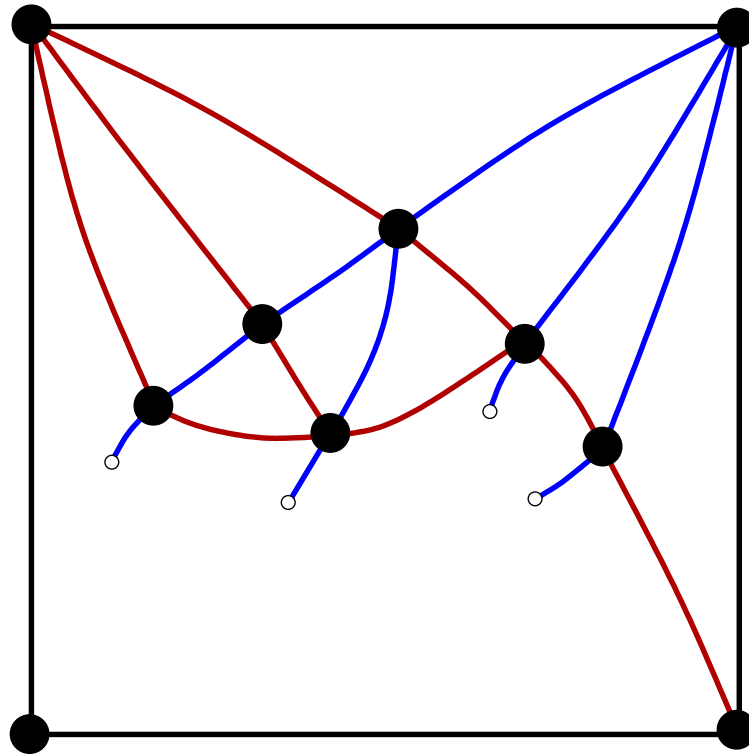
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



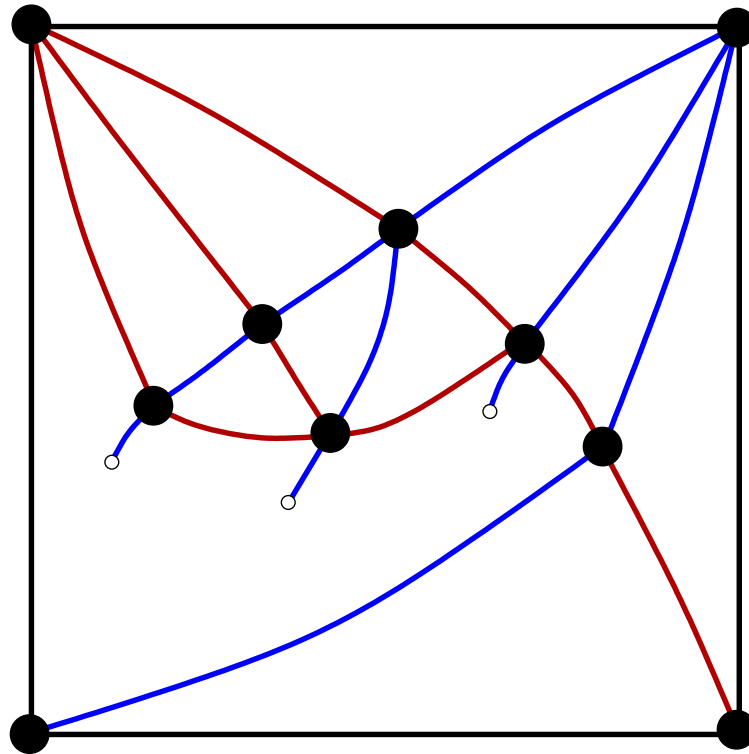
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



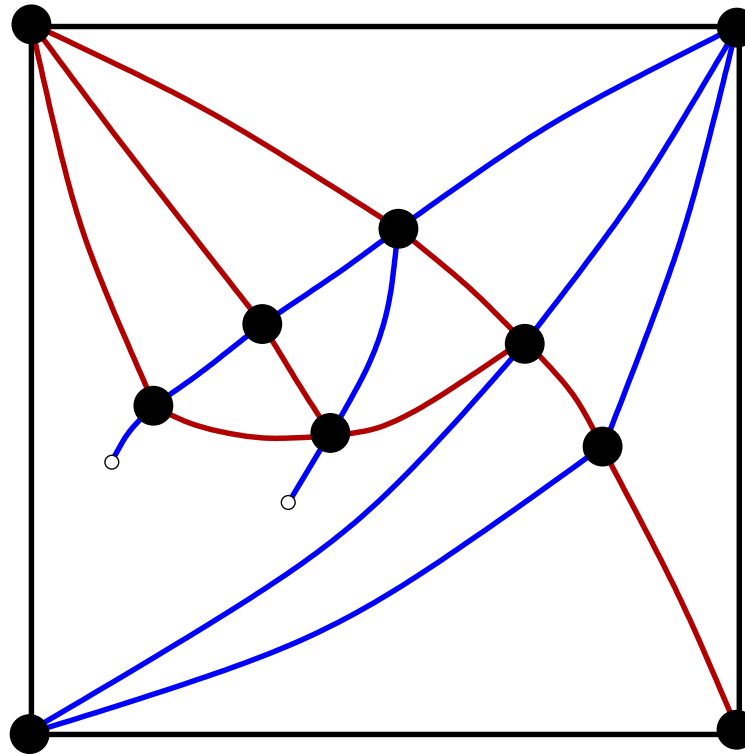
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



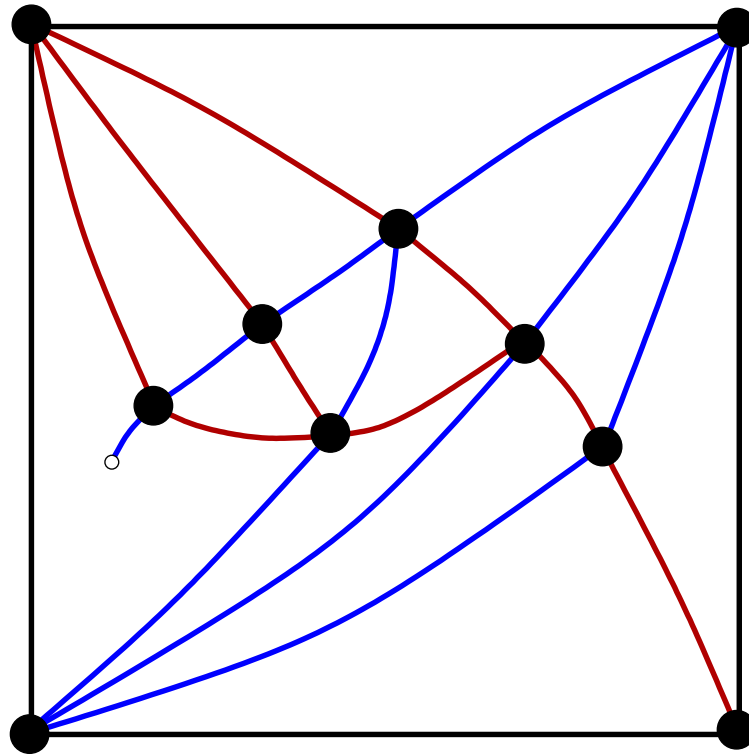
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



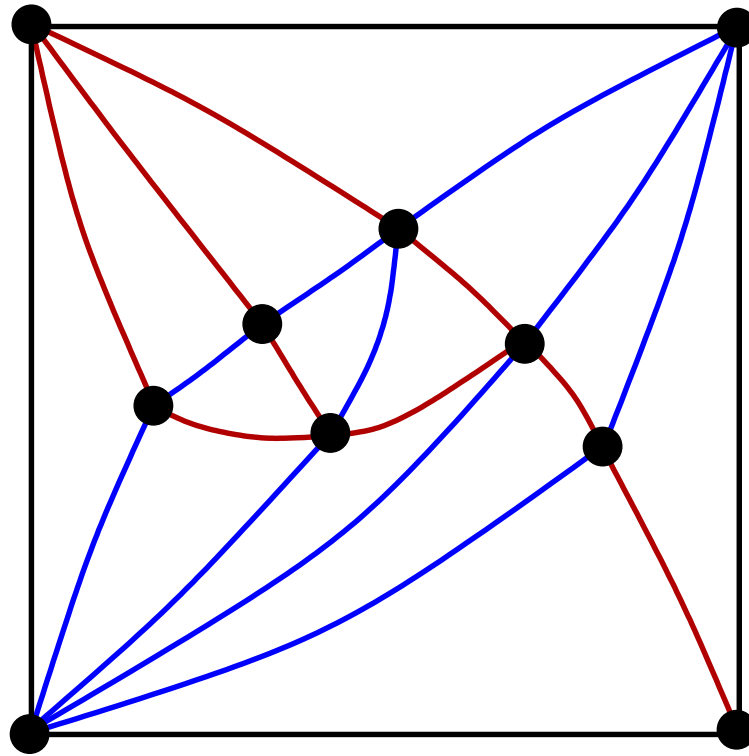
# From a ternary tree to a triangulation

Merge remaining stems to form triangles



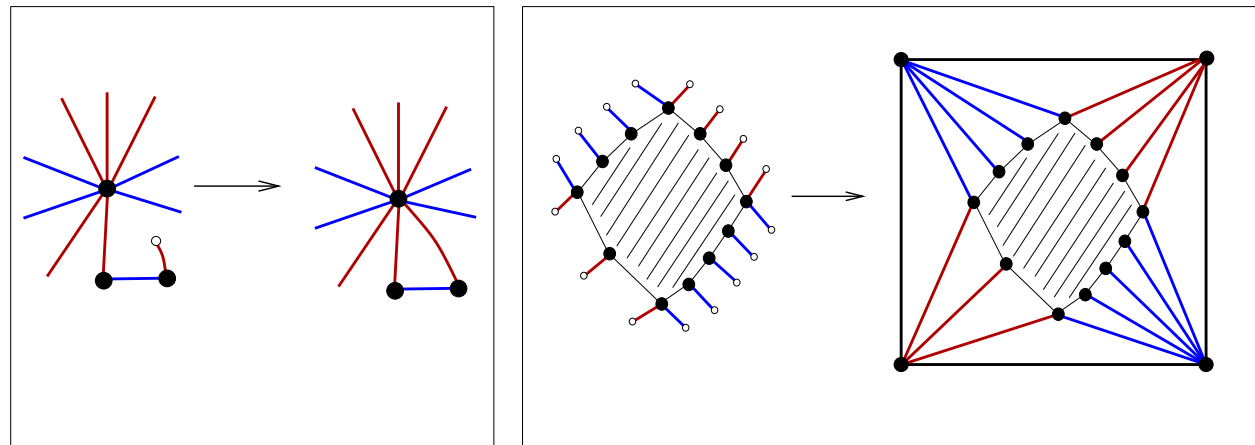
# From a ternary tree to a triangulation

Merge remaining stems to form triangles

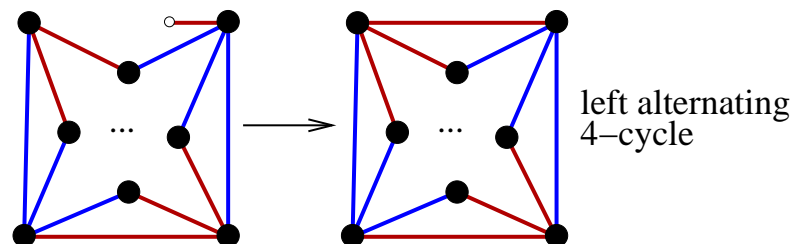


# Properties of the closure-mapping

- The closure mapping is a **bijection** between ternary trees with  $n$  inner nodes and triangulations with  $n$  inner vertices.
- The closure **transports the transversal structure**

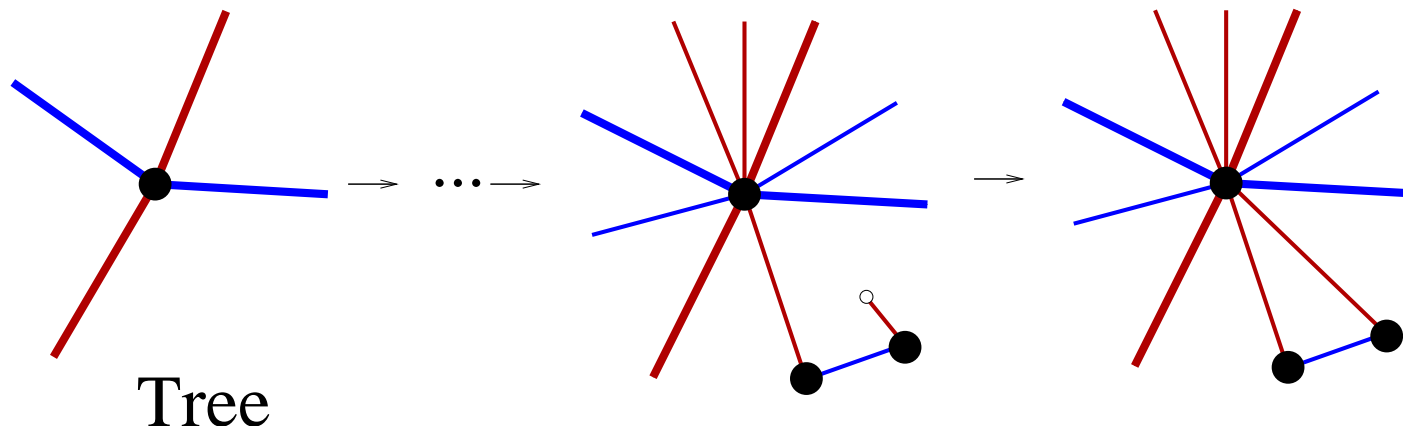


- The obtained transversal structure on  $T$  is **minimal**



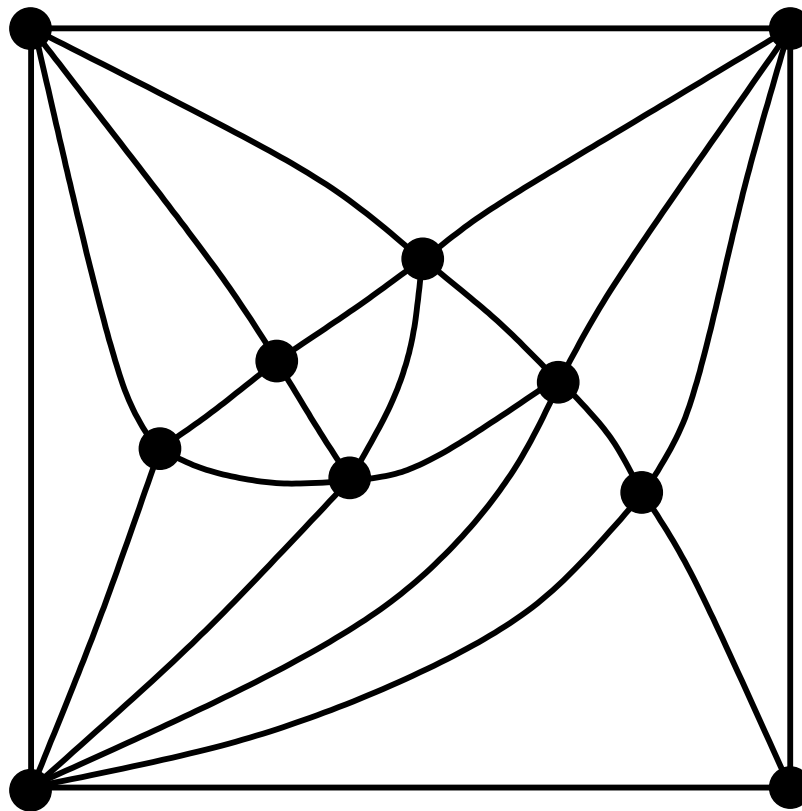
# Observation to find the inverse mapping

The original 4 incident edges of each inner vertex of  $T$  remain the **clockwise-most edge in each bunch**

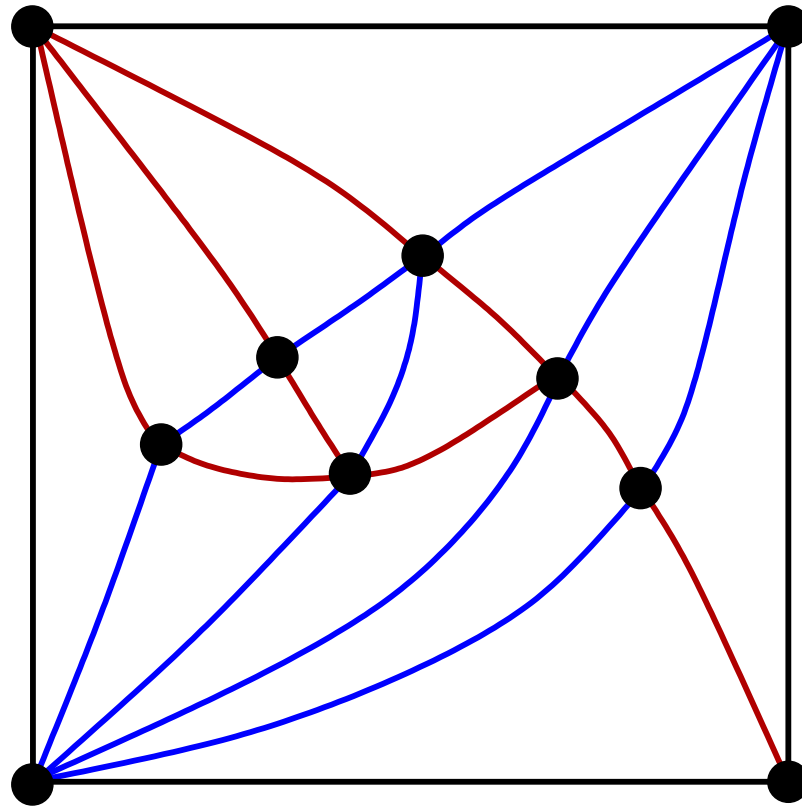


# Recover the tree

Compute the minimal transversal structure

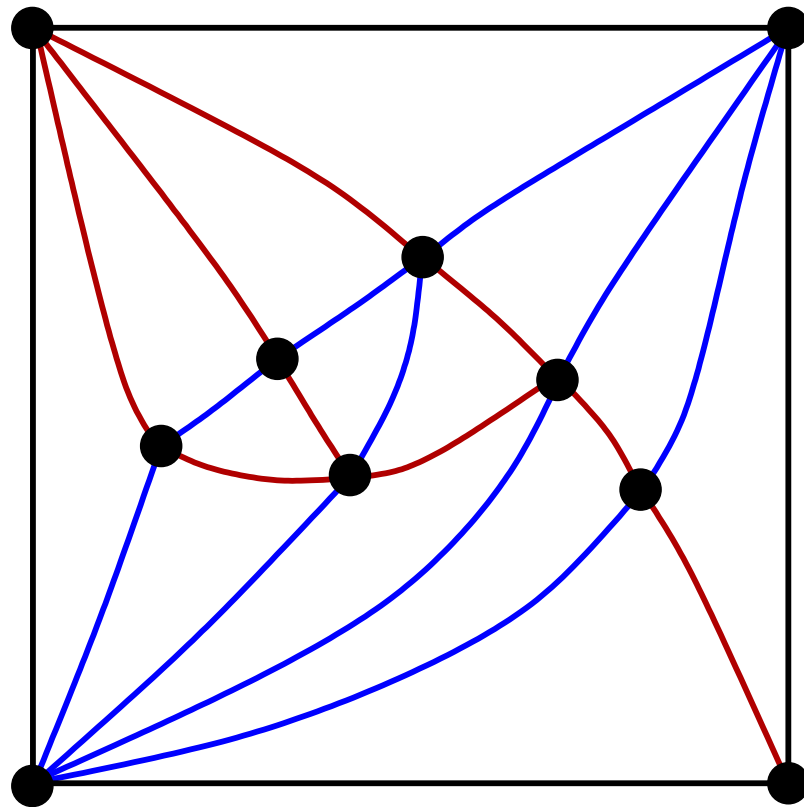


# Recover the tree

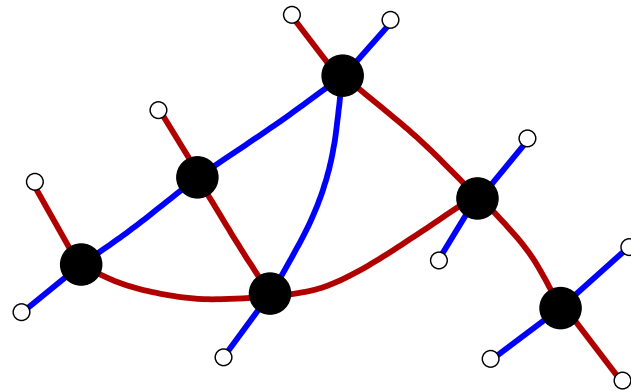


# Recover the tree

Remove quadrangle

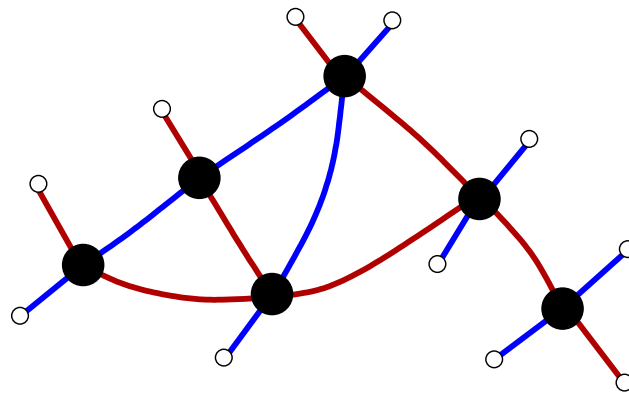
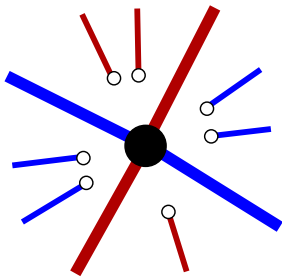
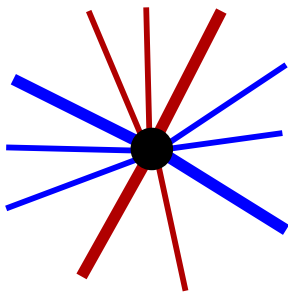


# Recover the tree

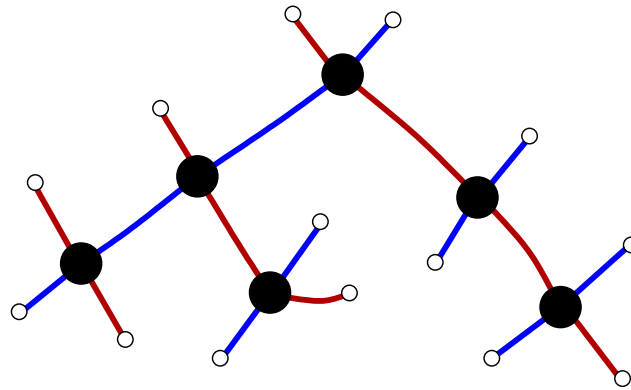
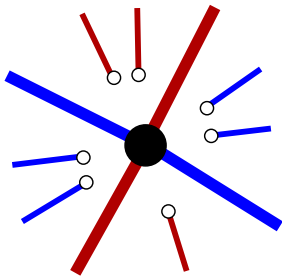
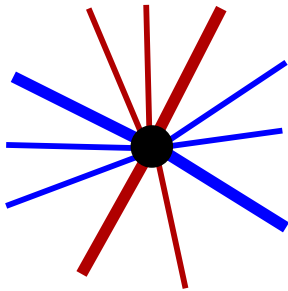


# Recover the tree

Keep the clockwisemost edge in each bunch

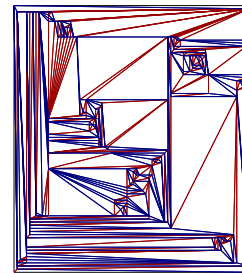
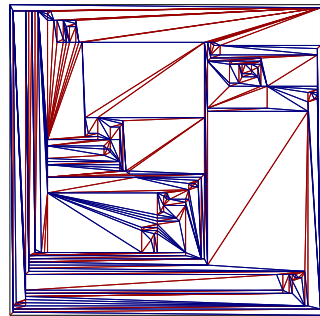


# Recover the tree



# Applications of the bijection

- Enumeration:  $\Rightarrow T_n = \frac{4}{2n+2} \frac{(3n)!}{n!(2n+1)!}$
- Random generation: linear-time uniform random sampler of triangulations with  $n$  vertices



- Analysis of the grid size: almost surely  $5n/27$  deleted coordinates for a random triangulation with  $n$  vertices

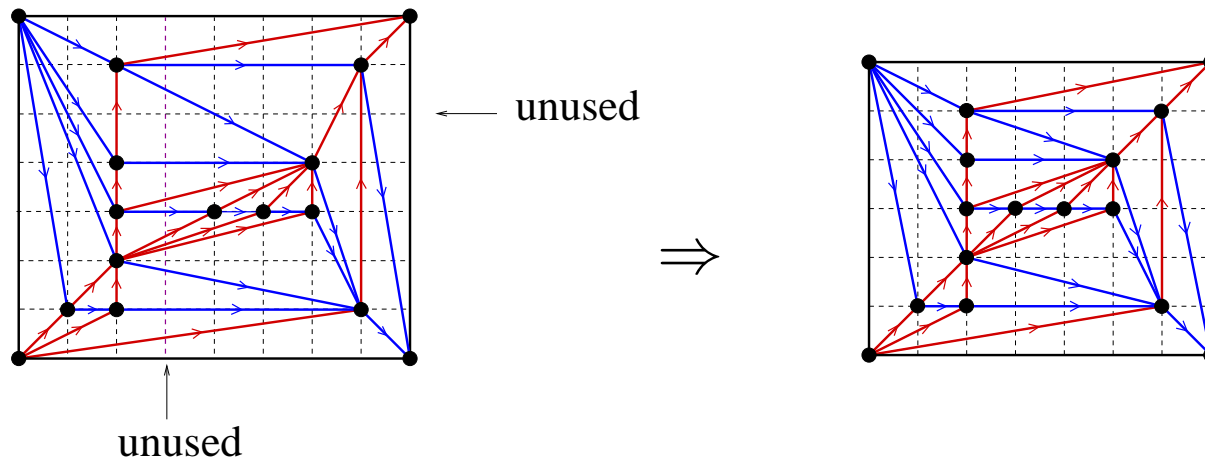
# Analysis of the size of the grid using the bijection

# Size of the compact drawing ?

Let  $T$  be a triangulation with  $n$  vertices endowed with its **minimal** transversal structure

- Unoptimized drawing:  $W + H = n - 1$
- Delete **unused coordinates**  $\Rightarrow$  Compact drawing:

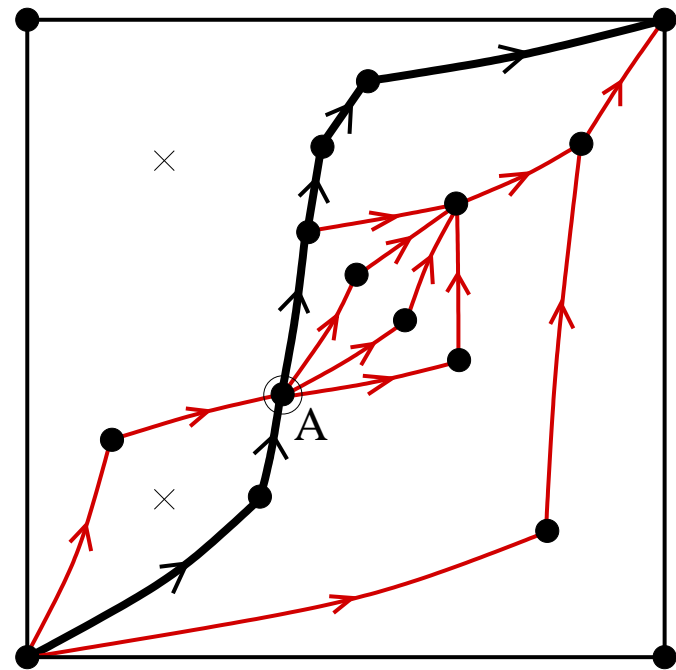
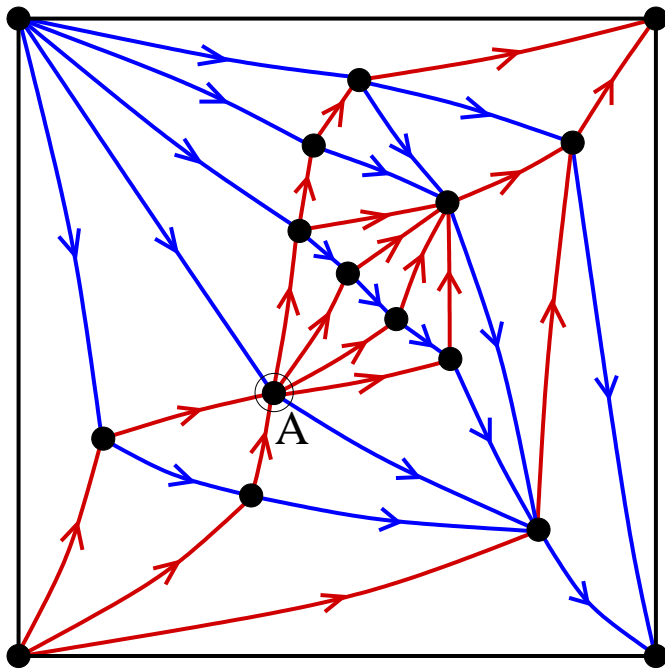
$$W_c + H_c = n - 1 - \#(\text{unused coord.})$$



Theorem:  $\#(\text{unused coord.}) \sim \frac{5n}{27}$  almost surely

# Rule to give abscissa

The **absciss** of  $v$  is the number of faces of the red map on the left of  $\mathcal{P}_r(v)$



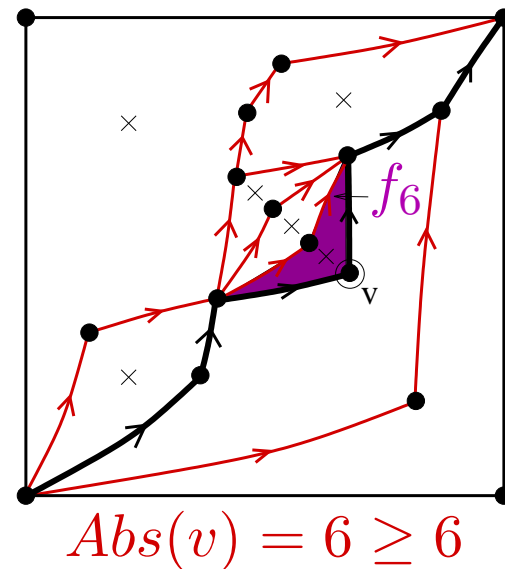
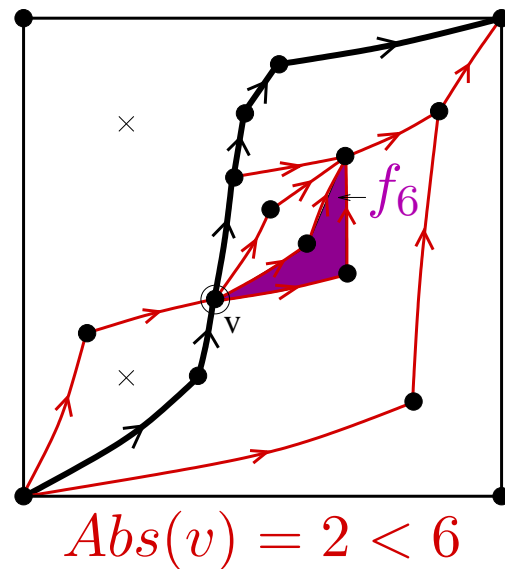
$\Rightarrow$  A has absciss 2

# Absciss $\leftrightarrow$ face of the red-map

- Let  $f_r$  be the number of faces of the red-map
- Let  $i \in [1, f_r]$  be an **absciss-candidate**
- There exists a face  $f_i$  of the red-map such that:

$$Abs(v) \geq i \iff f_i \text{ is on the left of } \mathcal{P}_r(v)$$

Example:  $i = 6$



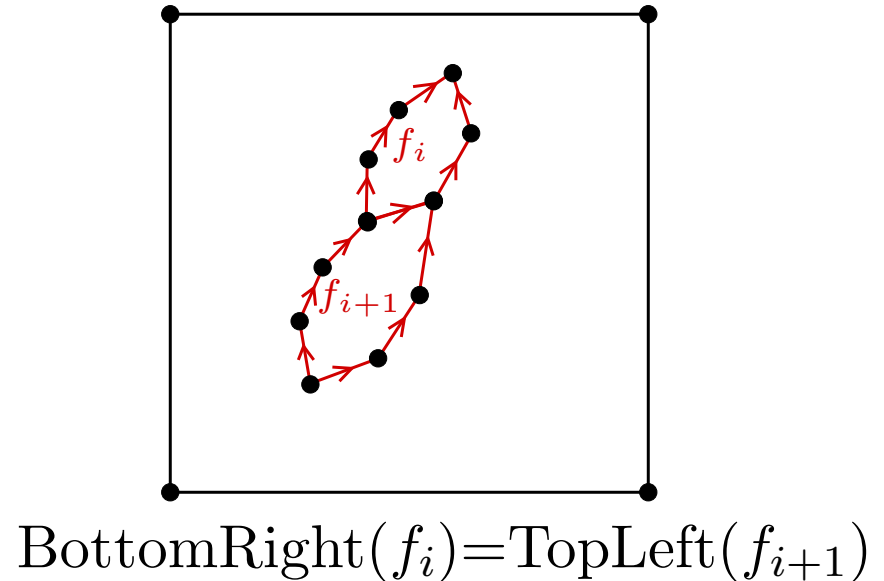
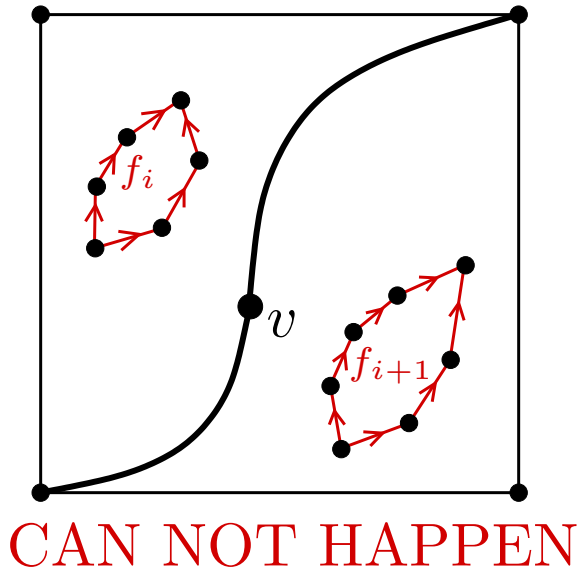
# Unused abscissa

An **absciss-candidate**  $i \in [1, f_r]$  is **unused** iff:

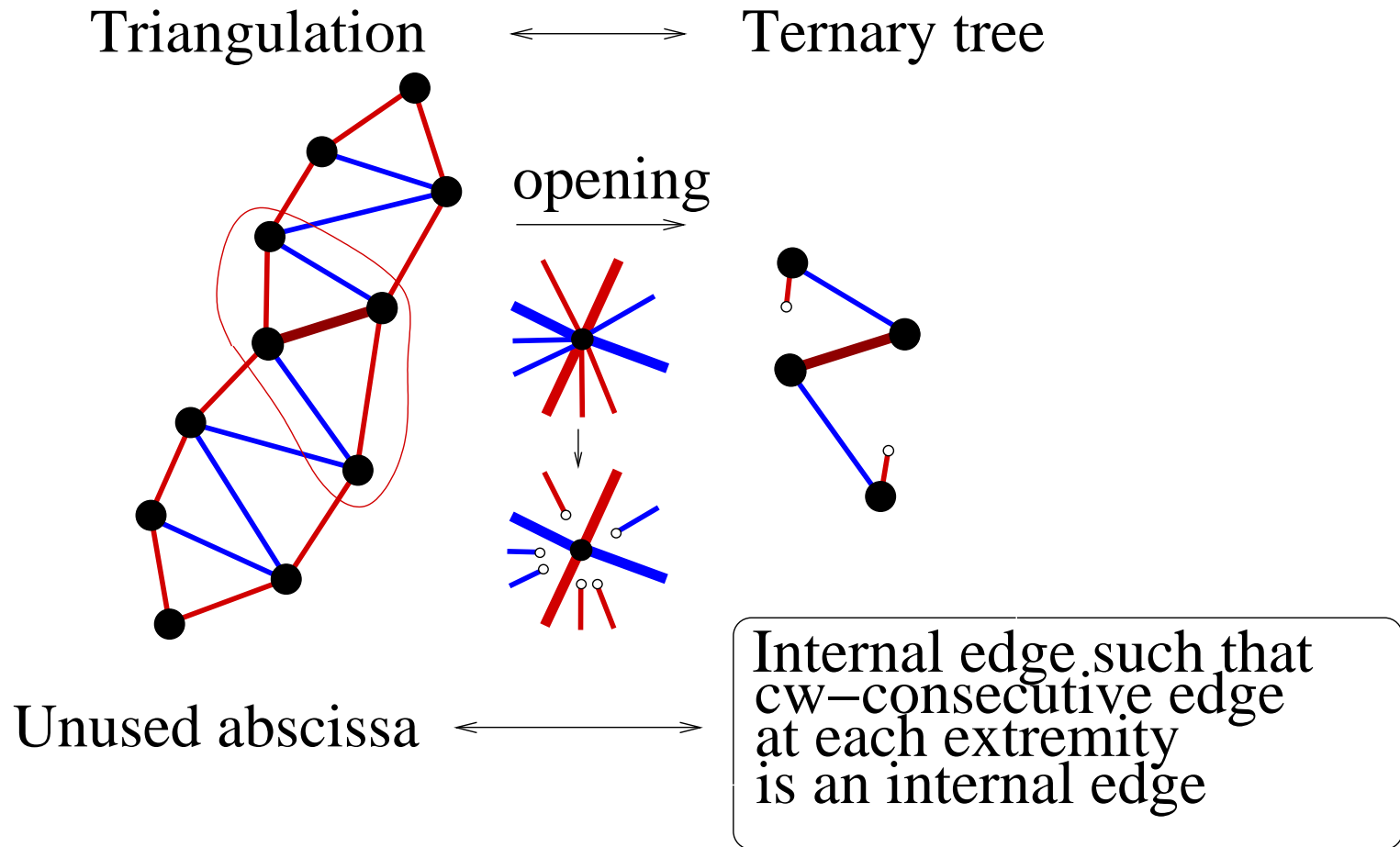
$$Abs(v) \geq i \Rightarrow Abs(v) \geq i + 1$$

$\Rightarrow$  Faces  $f_i$  and  $f_{i+1}$  **can not be separated** by a path  $\mathcal{P}_r(v)$

$\Rightarrow f_i$  and  $f_{i+1}$  are **contiguous**



# Unused abscissa and opening



# Reduction to a tree-problem

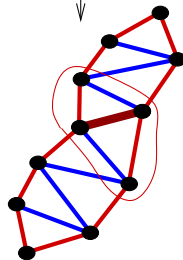
Width of the grid of the compact drawing ?



How many unused abscissas in a random triangulation



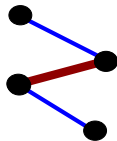
How many



in a random triangulation



How many



in a random ternary tree



$\Rightarrow \boxed{\sim \frac{1}{2} \frac{5n}{27}}$  (using generating functions)

# Analysis of the tree parameter

## Ternary trees

- **One-variable** grammar  $\Rightarrow T(z) = \sum_n T_n z^n$


$$\mathcal{T} = \mathcal{Z} \times (1 + \mathcal{T})^3 \Rightarrow T(z) = z(1 + T(z))^3$$

- **Two-variables** grammar  $\Rightarrow T(z, u) = \sum_{n,k} T_{n,k} z^n u^k$

node marked by  $z$   marked by  $u$

- Use quasi-power theorem (Hwang, Flajolet Sedgewick)

$$\rho(u) := \text{Sing}(u \rightarrow T(z, u)) \quad -\frac{\rho'(1)}{\rho(1)} = \frac{5}{27}$$

$\Rightarrow$  The number of  is  $\sim \frac{5n}{27}$  almost surely