Dominators Algorithm

link(v,w): make v the parent of w

eval (v): return u with min sdom(u) along tree path to v

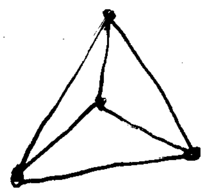
Initially all vertices in singleton sets, sdom$(v) = v$ $\forall v$, bucket$(v) = \emptyset$

For $w \neq r$ in reverse preorder do
{for (v,w) do
{semi(w) = min{semi(w), semi(eval(v))}};
add w to bucket(semi(w));
link$(p(w), w)$;
for $v \in$ bucket$(p(w))$ do
{u = eval(v);
idom(v) = if semi(u) < semi(v) then u else $p(w)$}}

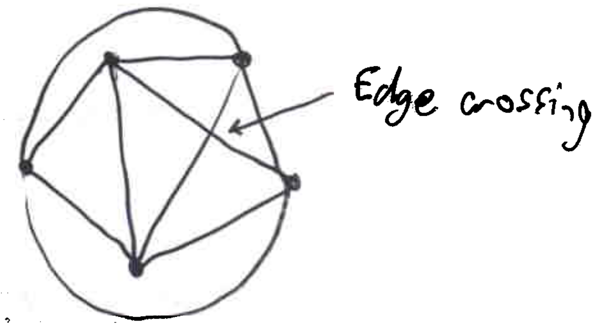
For $w \neq r$ in preorder do
if idom$(w) \neq$ sdom(w) then idom(w) = idom(idom(w))

Planar Graphs

"Embeddable" in the plane



Yes



No

What is an embedding?

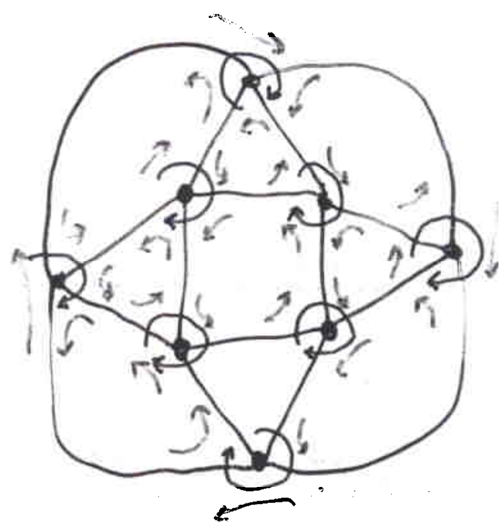
1. A (straight-line) drawing connecting (lattice) points

   (Yes, even integer coordinates $O(n)$)

2. A circular ordering of edges around each vertex specifying faces, satisfying Euler's formula

$$V + F = E + 2$$

Face = a connected region bounded by vertices and edges



(n) $V = 8$

$F = 10$

(m) $E = 16$

$V + F = E + 2$ (connected planar graph; formula must be modified for # components)

Proof by induction

True for a tree $F = 1$

$E = V - 1$

$E + 2 = V + 1 = V + F$

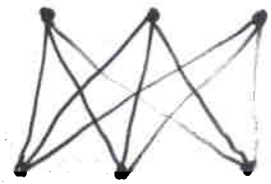
Start with a spanning tree

Adding one edge adds one to E and one to F, preserving the equality

Kuratowski's Theorem

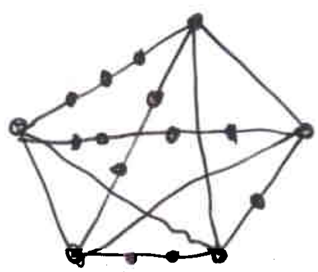
Planar iff no extended K_5 or $K_{3,3}$ as a subgraph

K_5



$K_{3,3}$

"extended": each edge is a path, vertex-disjoint except for ends (add vertices along edges)



extended K_5

Planar graphs are sparse:

$E \leq 3V - 6$ for $V \geq 3$ from Euler's formula

$\Rightarrow$ are degree < 6

Planarity is preserved by edge deletion or edge contraction

Planar graphs are 5-colorable (easy)

Planar graphs are 4-colorable (hard)

Planar graphs have small separators:

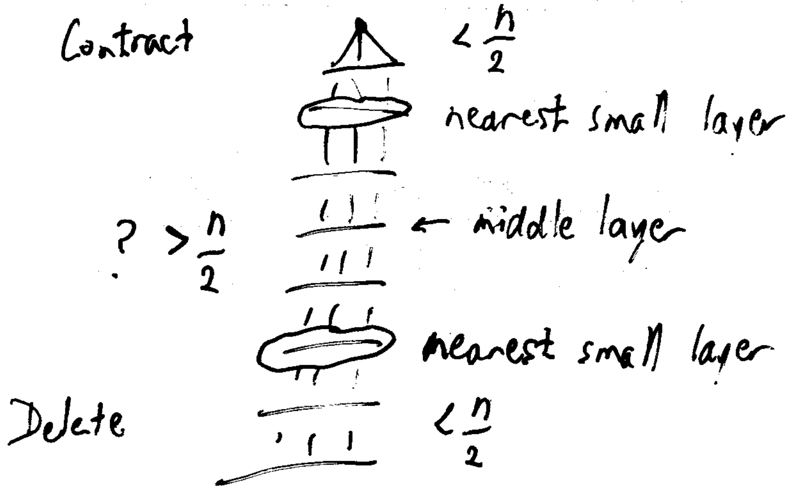
removal of $O(\sqrt{n})$ vertices leaves no connected component exceeding $(2/3)n$ vertices

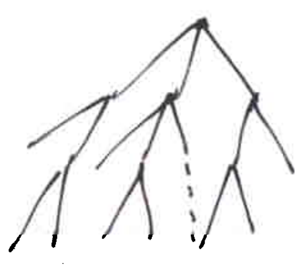
separator can be found in $O(n)$ time

Planarity can be tested, and an embedding found, in $O(n)$ time

Proof of separator theorem

Breadth-first search





Shallow spanning tree

Each nontree edge defines a cycle.

Such a cycle partitions graph between inside, outside. One such cycle gives a 2/3 - 1/3 or better split.

Two linear-time planarity algorithms

Via depth-first search, path decomposition, tracking embedding possibilities via stack of stacks

Via bipolar order, vertex-by-vertex, tracking embedding possibilities via PQ tree