

Representing Graphs and Hypergraphs by Touching Polygons in 3D

Paweł Rzażewski, Noushin Saeedi

joint work with William Evans, Chan-Su Shin, and Alexander Wolff

How to draw a graph? (in 2d)

- ▶ non-crossing drawings

How to draw a graph? (in 2d)

- ▶ non-crossing drawings → planar graphs, polynomial-time

How to draw a graph? (in 2d)

- ▶ non-crossing drawings → planar graphs, polynomial-time

- ▶ intersection representations
 - ▶ segments
 - ▶ convex sets

How to draw a graph? (in 2d)

- ▶ non-crossing drawings → planar graphs, polynomial-time

- ▶ intersection representations
 - ▶ segments → SEG, $\exists\mathbb{R}$ -complete
 - ▶ convex sets → CONV, $\exists\mathbb{R}$ -complete

How to draw a graph? (in 2d)

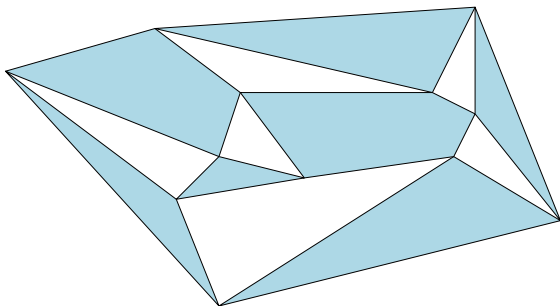
- ▶ non-crossing drawings → planar graphs, polynomial-time
- ▶ contact representations
- ▶ intersection representations
 - ▶ segments → SEG, $\exists\mathbb{R}$ -complete
 - ▶ convex sets → CONV, $\exists\mathbb{R}$ -complete

Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point
- ▶ G admits a contact representation $\rightarrow G$ planar

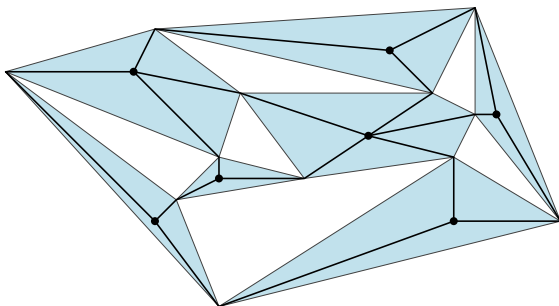
Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point
- ▶ G admits a contact representation $\rightarrow G$ planar



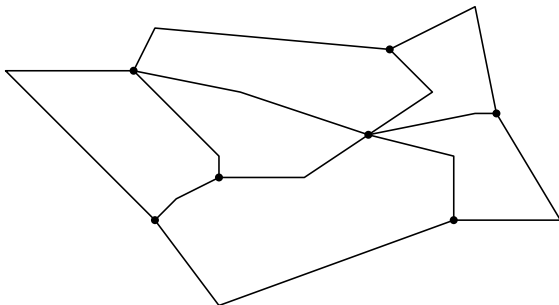
Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point
- ▶ G admits a contact representation $\rightarrow G$ planar



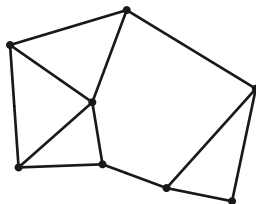
Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point
- ▶ G admits a contact representation $\rightarrow G$ planar



Contact representations by polygons in 2d

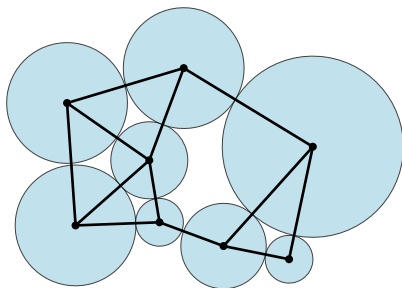
- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point
- ▶ G admits a contact representation $\rightarrow G$ planar
- ▶ G planar $\rightarrow G$ admits a contact representation



Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point

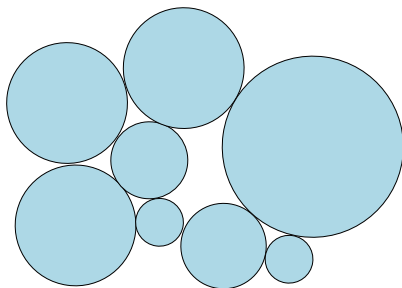
- ▶ G admits a contact representation $\rightarrow G$ planar
- ▶ G planar $\rightarrow G$ admits a contact representation



Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point

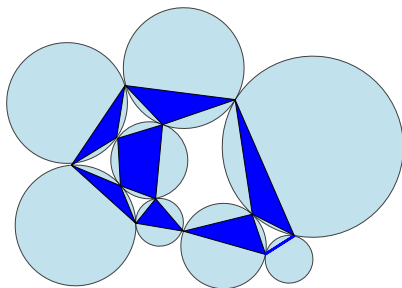
- ▶ G admits a contact representation $\rightarrow G$ planar
- ▶ G planar $\rightarrow G$ admits a contact representation



Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point

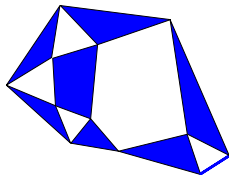
- ▶ G admits a contact representation $\rightarrow G$ planar
- ▶ G planar $\rightarrow G$ admits a contact representation



Contact representations by polygons in 2d

- ▶ polygons are interior-disjoint
- ▶ at most two polygons touch in one point

- ▶ G admits a contact representation $\rightarrow G$ planar
- ▶ G planar $\rightarrow G$ admits a contact representation



How to draw a graph? (in 2d)

- ▶ non-crossing drawings → planar graphs, polynomial-time
- ▶ contact representations → planar graphs, polynomial-time
- ▶ intersection representations
 - ▶ segments → SEG, $\exists\mathbb{R}$ -complete
 - ▶ convex sets → CONV, $\exists\mathbb{R}$ -complete

How to draw a graph? (in 3d)

- ▶ non-crossing drawings
- ▶ contact representations
- ▶ intersection representations
 - ▶ segments
 - ▶ convex sets

How to draw a graph? (in 3d)

- ▶ non-crossing drawings → every graph, trivial
- ▶ contact representations
- ▶ intersection representations
 - ▶ segments
 - ▶ convex sets

How to draw a graph? (in 3d)

- ▶ non-crossing drawings → every graph, trivial
- ▶ contact representations
- ▶ intersection representations
 - ▶ segments → $\exists\mathbb{R}$ -complete
 - ▶ convex sets

Theorem. Recognizing segment intersection graphs in 3d is $\exists\mathbb{R}$ -complete.

How to draw a graph? (in 3d)

- ▶ non-crossing drawings → every graph, trivial
- ▶ **contact representations**
- ▶ intersection representations
 - ▶ segments → $\exists\mathbb{R}$ -complete
 - ▶ convex sets

Theorem. Recognizing segment intersection graphs in 3d is $\exists\mathbb{R}$ -complete.

Contact representations by touching polygons

Theorem. Every graph can be represented by touching convex polygons in 3d.

- ▶ in particular, this is an intersection representation by convex sets

Key lemma

Lemma. For every $n \geq 3$ there is an arrangement of lines $\ell_1, \ell_2, \dots, \ell_n$, such that:

- a) ℓ_i intersects $\ell_1, \ell_2, \dots, \ell_n$ in this ordering ($p_{i,j} := \ell_i \cap \ell_j$),
- b) distances decrease exponentially: for every i, j we have

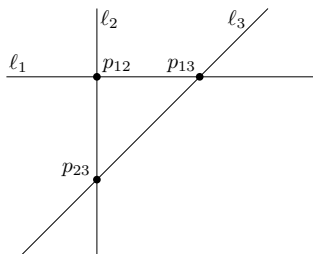
$$\text{dist}(p_{i,j-1}, p_{i,j}) \geq 2\text{dist}(p_{i,j}, p_{i,j+1}).$$

Key lemma

Lemma. For every $n \geq 3$ there is an arrangement of lines $\ell_1, \ell_2, \dots, \ell_n$, such that:

- ℓ_i intersects $\ell_1, \ell_2, \dots, \ell_n$ in this ordering ($p_{i,j} := \ell_i \cap \ell_j$),
- distances decrease exponentially: for every i, j we have

$$\text{dist}(p_{i,j-1}, p_{i,j}) \geq 2 \text{dist}(p_{i,j}, p_{i,j+1}).$$

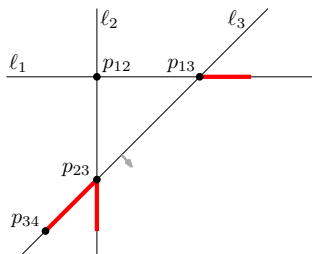


Key lemma

Lemma. For every $n \geq 3$ there is an arrangement of lines $\ell_1, \ell_2, \dots, \ell_n$, such that:

- ℓ_i intersects $\ell_1, \ell_2, \dots, \ell_n$ in this ordering ($p_{i,j} := \ell_i \cap \ell_j$),
- distances decrease exponentially: for every i, j we have

$$\text{dist}(p_{i,j-1}, p_{i,j}) \geq 2 \text{dist}(p_{i,j}, p_{i,j+1}).$$

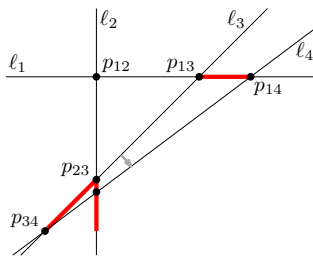


Key lemma

Lemma. For every $n \geq 3$ there is an arrangement of lines $\ell_1, \ell_2, \dots, \ell_n$, such that:

- ℓ_i intersects $\ell_1, \ell_2, \dots, \ell_n$ in this ordering ($p_{i,j} := \ell_i \cap \ell_j$),
- distances decrease exponentially: for every i, j we have

$$\text{dist}(p_{i,j-1}, p_{i,j}) \geq 2 \text{dist}(p_{i,j}, p_{i,j+1}).$$

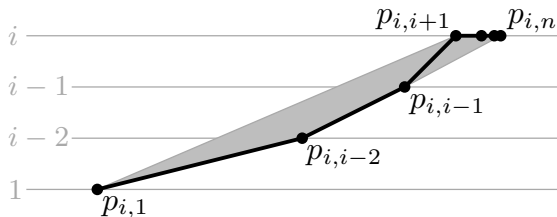


Representing graphs

- ▶ assume G is complete
- ▶ set height of $p_{i,j}$ to $\min(i, j)$
- ▶ v_i is represented by convex hull of $p_{i,j}$'s

Representing graphs

- ▶ assume G is complete
- ▶ set height of $p_{i,j}$ to $\min(i,j)$
- ▶ v_i is represented by convex hull of $p_{i,j}$'s

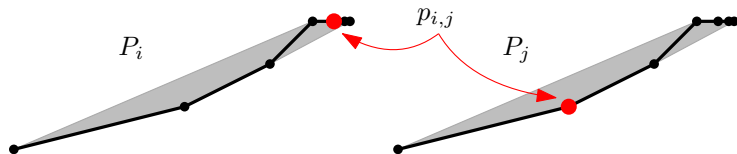


Representing graphs

- ▶ assume G is complete
- ▶ set height of $p_{i,j}$ to $\min(i, j)$
- ▶ v_i is represented by convex hull of $p_{i,j}$'s
- ▶ consider $i < j$: $p_{i,j}$ is the touching point

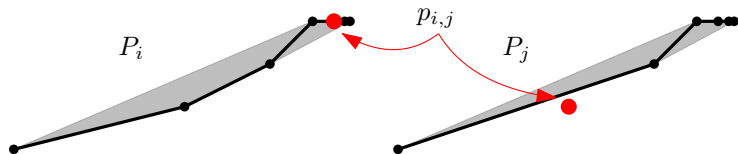
Representing graphs

- ▶ assume G is complete
- ▶ set height of $p_{i,j}$ to $\min(i,j)$
- ▶ v_i is represented by convex hull of $p_{i,j}$'s
- ▶ consider $i < j$: $p_{i,j}$ is the touching point
- ▶ P_i and P_j are interior-disjoint



Representing graphs

- ▶ assume G is complete
- ▶ set height of $p_{i,j}$ to $\min(i,j)$
- ▶ v_i is represented by convex hull of $p_{i,j}$'s
- ▶ consider $i < j$: $p_{i,j}$ is the touching point
- ▶ P_i and P_j are interior-disjoint
- ▶ for arbitrary graphs: if $v_i v_j$ is a non-edge, remove $p_{i,j}$ from P_i and P_j



How to draw a graph? (in 3d)

- ▶ non-crossing drawings → every graph, trivial
- ▶ contact representations → every graph, non-trivial
- ▶ intersection representations
 - ▶ segments → $\exists \mathbb{R}$ -complete
 - ▶ convex sets → every graph, non-trivial

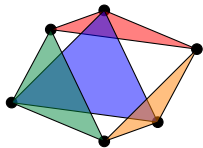
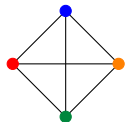
Grid size

- ▶ our representation requires exponential-sized grid
- ▶ we consider also special classes of graphs

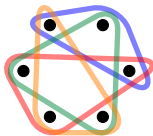
Graph class	general	bipartite	1-plane cubic	subcubic
Grid volume	super-poly	$O(n^4)$	$O(n^2)$	$O(n^3)$
Running time	$O(n^2)$	linear	linear	$O(n \log^2 n)$

Drawing Hypergraphs

Graph $G = (V, E)$



Hypergraph $H = (V, E)$

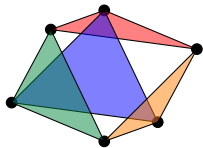
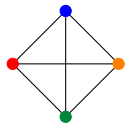


Drawing Hypergraphs

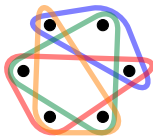
Graph $G = (V, E)$

Polygons

Contact points



Hypergraph $H = (V, E)$

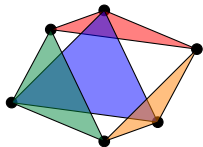
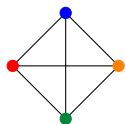


Drawing Hypergraphs

Graph $G = (V, E)$

Polygons

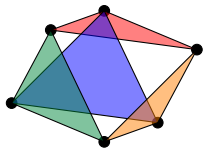
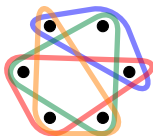
Contact points



Hypergraph $H = (V, E)$

Contact points

Polygons



Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in $3d$.

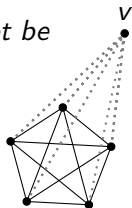
Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in 3d.

- ▶ The **link graph** of a simplicial 2-complex at a vertex v has
 - ▶ a node for every segment at v , and
 - ▶ an arc between two nodes if they share a face at v .



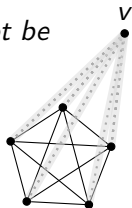
Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in 3d.

- ▶ The **link graph** of a simplicial 2-complex at a vertex v has
 - ▶ a node for every segment at v , and
 - ▶ an arc between two nodes if they share a face at v .



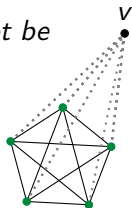
Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in 3d.

- ▶ The **link graph** of a simplicial 2-complex at a vertex v has
 - ▶ a node for every segment at v , and
 - ▶ an arc between two nodes if they share a face at v .



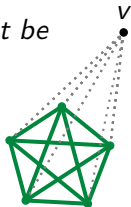
Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in 3d.

- ▶ The **link graph** of a simplicial 2-complex at a vertex v has
 - ▶ a node for every segment at v , and
 - ▶ an arc between two nodes if they share a face at v .



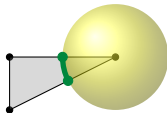
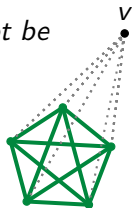
Complete 3-uniform Hypergraphs

A hypergraph is **3-uniform** if all its hyperedges are of cardinality 3.

Theorem (Carmesin [ArXiv'19])

Complete 3-uniform hypergraphs with $n \geq 6$ vertices cannot be realized by non-crossing triangles in $3d$.

- ▶ The **link graph** of a simplicial 2-complex at a vertex v has
 - ▶ a node for every segment at v , and
 - ▶ an arc between two nodes if they share a face at v .
- ▶ If there is a non-crossing drawing, the link graph at any vertex must be planar.



Steiner Systems

A **Steiner system** $S(t, k, n)$ is an n -element set S together with a set of k -element subsets of S , called **blocks**, such that each t -element subset of S is contained in exactly one block.

Steiner Triple Systems¹

$S(2, 3, 7)$	$S(2, 3, 9)$	
1 2 3	1 2 3	1 5 9
1 4 7	4 5 6	2 6 7
1 5 6	7 8 9	3 4 8
2 4 6	1 4 7	1 6 8
2 5 7	2 5 8	2 4 9
3 4 5	3 6 9	3 5 7
3 6 7		

Steiner Quadruple System

$S(3, 4, 8)$	
1 2 4 8	3 5 6 7
2 3 5 8	1 4 6 7
3 4 6 8	1 2 5 7
4 5 7 8	1 2 3 6
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

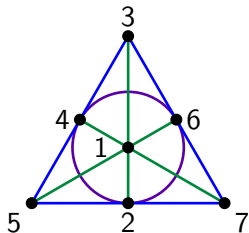
¹Ossona de Mendez [JGAA'02] shows that any 3-uniform hypergraph with incidence poset dimension 4 has a non-crossing drawing with triangles. This implies the existence of 3d representations (with exponential coordinates) for the two smallest Steiner triple systems.

Steiner Triple Systems

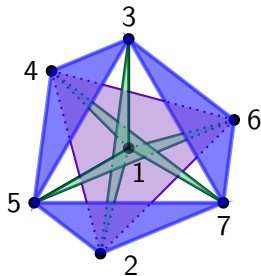
Theorem

The Fano plane $S(2, 3, 7)$ has a non-crossing drawing.

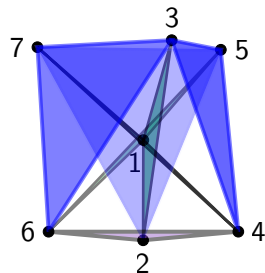
$S(2, 3, 7)$		
1	2	3
1	4	7
1	5	6
2	4	6
2	5	7
3	4	5
3	6	7



2d drawing

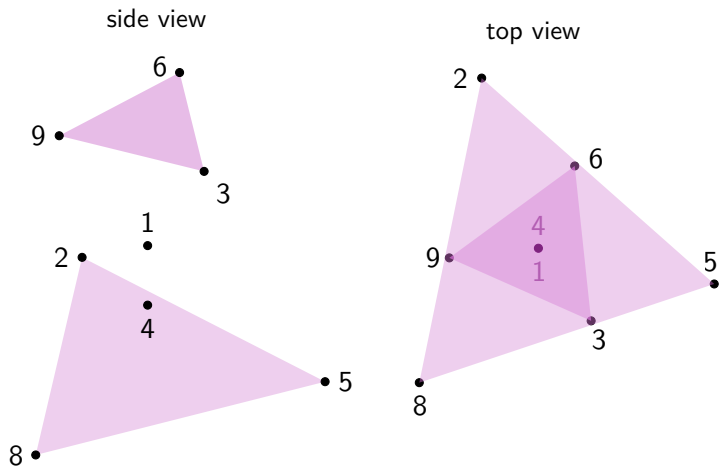


top 3d view



side 3d view

Steiner Triple Systems (cont.)

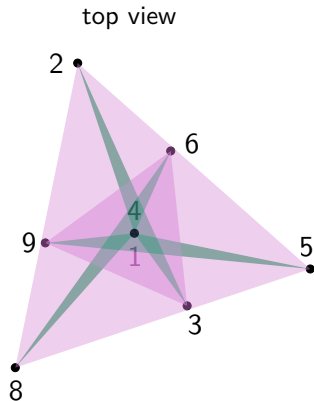
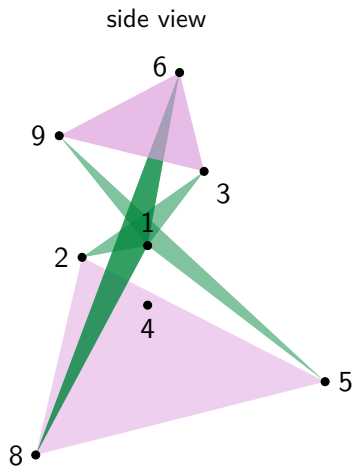


$S(2, 3, 9)$		
1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7

Theorem

The Steiner triple system $S(2, 3, 9)$ has a non-crossing drawing.

Steiner Triple Systems (cont.)

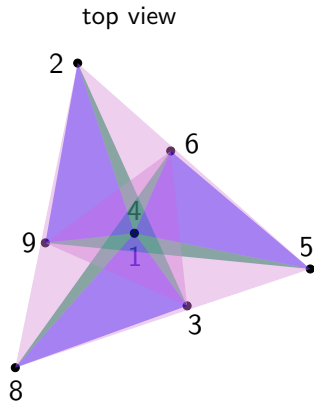
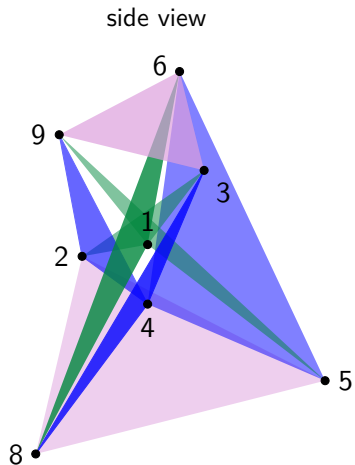


$S(2,3,9)$		
1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7

Theorem

The Steiner triple system $S(2,3,9)$ has a non-crossing drawing.

Steiner Triple Systems (cont.)

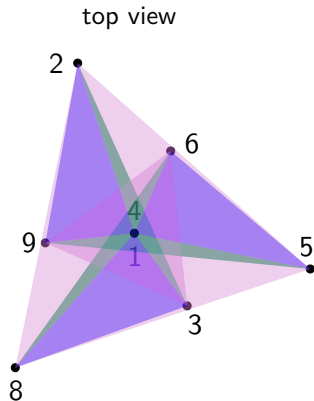
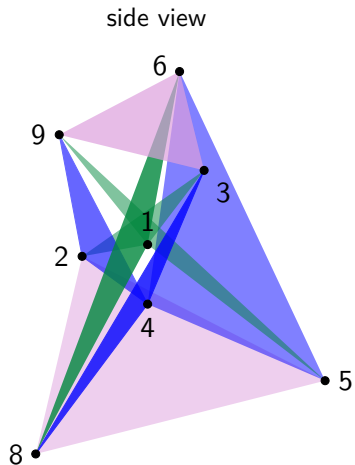


$S(2,3,9)$		
1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7

Theorem

The Steiner triple system $S(2,3,9)$ has a non-crossing drawing.

Steiner Triple Systems (cont.)

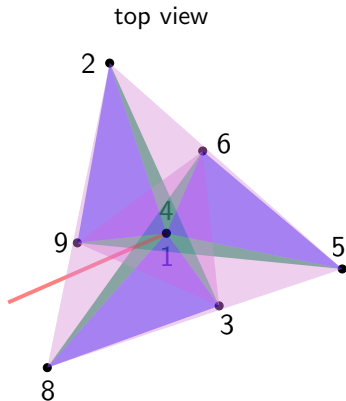
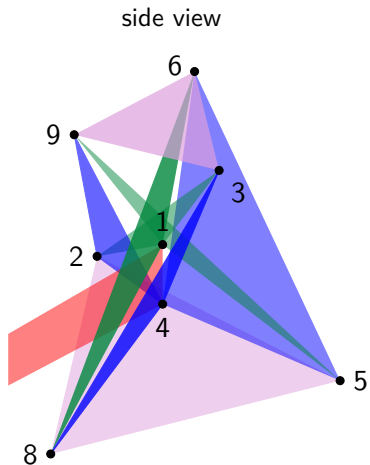


$S(2,3,9)$		
1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7

Theorem

The Steiner triple system $S(2,3,9)$ has a non-crossing drawing.

Steiner Triple Systems (cont.)

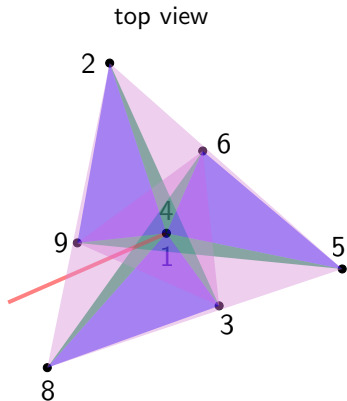
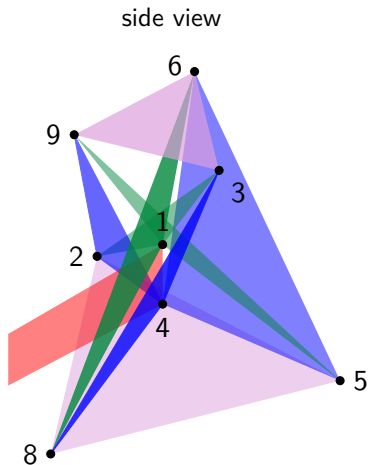


$S(2,3,9)$		
1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7

Theorem

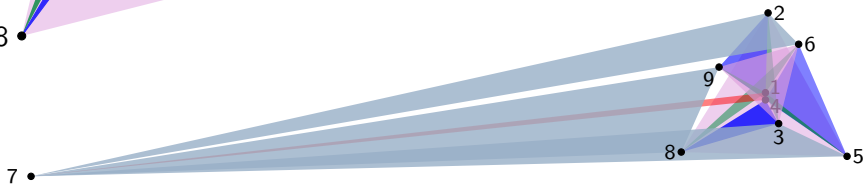
The Steiner triple system $S(2,3,9)$ has a non-crossing drawing.

Steiner Triple Systems (cont.)



$S(2,3,9)$

1	2	3
4	5	6
7	8	9
1	4	7
2	5	8
3	6	9
1	5	9
2	6	7
3	4	8
1	6	8
2	4	9
3	5	7



Steiner Quadruple Systems

Theorem

The Steiner quadruple system $S(3, 4, 8)$ does not have a non-crossing drawing.

$S(3, 4, 8)$	
1 2 4 8	3 5 6 7
2 3 5 8	1 4 6 7
3 4 6 8	1 2 5 7
4 5 7 8	1 2 3 6
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

Steiner Quadruple Systems

Theorem

The Steiner quadruple system $S(3, 4, 8)$ does not have a non-crossing drawing.

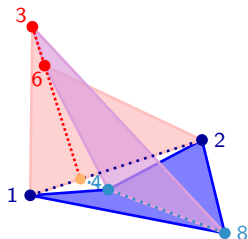
$S(3, 4, 8)$	
1 2 4 8	3 5 6 7
2 3 5 8	1 4 6 7
3 4 6 8	1 2 5 7
4 5 7 8	1 2 3 6
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

Steiner Quadruple Systems

Theorem

The Steiner quadruple system $S(3, 4, 8)$ does not have a non-crossing drawing.

$$\boxed{1248} \boxed{36} \quad P_{1236} \cap P_{3468} = l_{36} \quad \text{and} \quad l_{12} \cap l_{48} \in l_{36}$$



$S(3, 4, 8)$	
$\boxed{1\ 2\ 4\ 8}$	3 5 6 7
2 3 5 8	1 4 6 7
$\boxed{3\ 4\ 6\ 8}$	1 2 5 7
4 5 7 8	$\boxed{1\ 2\ 3\ 6}$
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

Steiner Quadruple Systems

Theorem

The Steiner quadruple system $S(3, 4, 8)$ does not have a non-crossing drawing.

$$\boxed{1248} \boxed{36} \quad P_{1236} \cap P_{3468} = l_{36} \text{ and } l_{12} \cap l_{48} \in l_{36}$$

$$\boxed{1248} \boxed{37} \quad P_{1378} \cap P_{2347} = l_{37} \text{ and } l_{18} \cap l_{24} \in l_{37}$$

$$\boxed{1248} \boxed{67} \quad P_{1467} \cap P_{2678} = l_{67} \text{ and } l_{14} \cap l_{28} \in l_{67}$$

$S(3, 4, 8)$	
$\boxed{1248}$	$\boxed{3567}$
2 3 5 8	1 4 6 7
3 4 6 8	1 2 5 7
4 5 7 8	1 2 3 6
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

If there is a drawing,

▶ 3, 6, and 7 are all placed at the same point.

▶ 3567 is degenerate; a contradiction.

(In fact, we can show that 3567 is just a point.)



Steiner Quadruple Systems

Theorem

The Steiner quadruple system $S(3, 4, 8)$ does not have a non-crossing drawing.

$$\boxed{1248} \boxed{36} \quad P_{1236} \cap P_{3468} = l_{36} \text{ and } l_{12} \cap l_{48} \in l_{36}$$

$$\boxed{1248} \boxed{37} \quad P_{1378} \cap P_{2347} = l_{37} \text{ and } l_{18} \cap l_{24} \in l_{37}$$

$$\boxed{1248} \boxed{67} \quad P_{1467} \cap P_{2678} = l_{67} \text{ and } l_{14} \cap l_{28} \in l_{67}$$

$S(3, 4, 8)$	
$\boxed{1248}$	$\boxed{3567}$
2 3 5 8	1 4 6 7
3 4 6 8	1 2 5 7
4 5 7 8	1 2 3 6
1 5 6 8	2 3 4 7
2 6 7 8	1 3 4 5
1 3 7 8	2 4 5 6

If there is a drawing,

▶ 3, 6, and 7 are all placed at the same point.

▶ 3567 is degenerate; a contradiction.

(In fact, we can show that 3567 is just a point.) □

Theorem

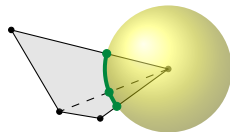
The Steiner quadruple system $S(3, 4, 10)$ cannot be drawn using all convex or all non-convex non-crossing quadrilaterals.

Steiner Quadruple Systems (cont.)

Theorem

No Steiner quadruple system can be drawn using convex quadrilaterals².

- ▶ Any vertex v is incident to $\frac{(n-1)(n-2)}{6}$ quadrilaterals.
- ▶ Add the diagonals incident to v to get a simplicial 2-complex.
- ▶ The link graph at v has $\frac{(n-1)(n-2)}{3}$ edges and $n - 1$ vertices.
- ▶ For $n > 8$, the link graph is not planar.



²We thank Arnaud de Mesmay and Eric Sedgwick for pointing us to a lemma of Dey and Edelsbrunner [DCG'94], which uses the same proof idea.

Steiner Quadruple Systems (cont.)

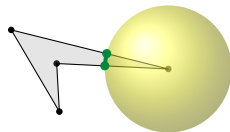
Theorem

No Steiner quadruple system can be drawn using convex quadrilaterals².

- ▶ Any vertex v is incident to $\frac{(n-1)(n-2)}{6}$ quadrilaterals.
- ▶ Add the diagonals incident to v to get a simplicial 2-complex.
- ▶ The link graph at v has $\frac{(n-1)(n-2)}{3}$ edges and $n - 1$ vertices.
- ▶ For $n > 8$, the link graph is not planar.

Theorem

No Steiner quadruple system with 20 or more vertices can be drawn using quadrilaterals.



²We thank Arnaud de Mesmay and Eric Sedgwick for pointing us to a lemma of Dey and Edelsbrunner [DCG'94], which uses the same proof idea.

Steiner Quadruple Systems (cont.)

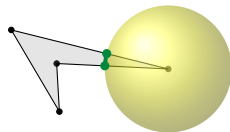
Theorem

No Steiner quadruple system can be drawn using convex quadrilaterals².

- ▶ Any vertex v is incident to $\frac{(n-1)(n-2)}{6}$ quadrilaterals.
- ▶ Add the diagonals incident to v to get a simplicial 2-complex.
- ▶ The link graph at v has $\frac{(n-1)(n-2)}{3}$ edges and $n - 1$ vertices.
- ▶ For $n > 8$, the link graph is not planar.

Theorem

No Steiner quadruple system with 20 or more vertices can be drawn using quadrilaterals.



Conjecture

No Steiner quadruple system can be drawn using non-crossing quadrilaterals.

²We thank Arnaud de Mesmay and Eric Sedgwick for pointing us to a lemma of Dey and Edelsbrunner [DCG'94], which uses the same proof idea.

Open problems

- | | |
|-------------------|---|
| Other hypergraphs | Larger Steiner triple systems/projective planes. |
| Hardness | Is deciding whether a 3-uniform hypergraph has a non-crossing drawing with triangles NP-hard? |
| Grid size | Can any graph be represented with convex polygons on a polynomial sized grid? |
| Nicer drawings | Small aspect ratio, large angle resolution, etc. |