

# On Strict (Outer-)Confluent Graphs

Henry Förster, Robert Ganian, Fabian Klute, Martin Nöllenburg  
Graph Drawing 2019 · September 18, 2019



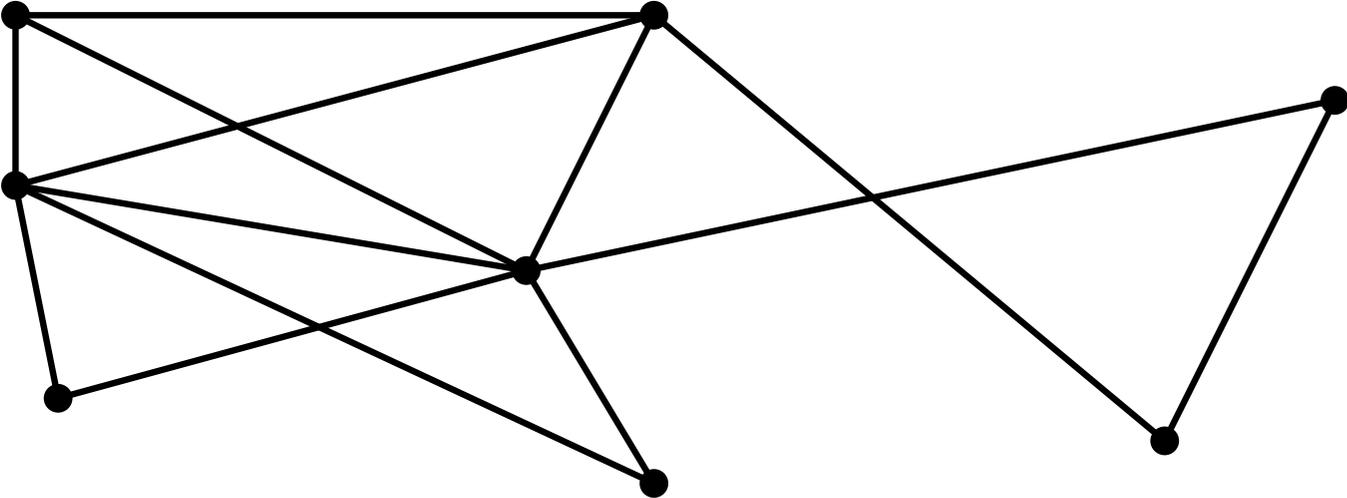
ALGORITHMS AND  
COMPLEXITY GROUP

EBERHARD KARLS  
UNIVERSITÄT  
TÜBINGEN



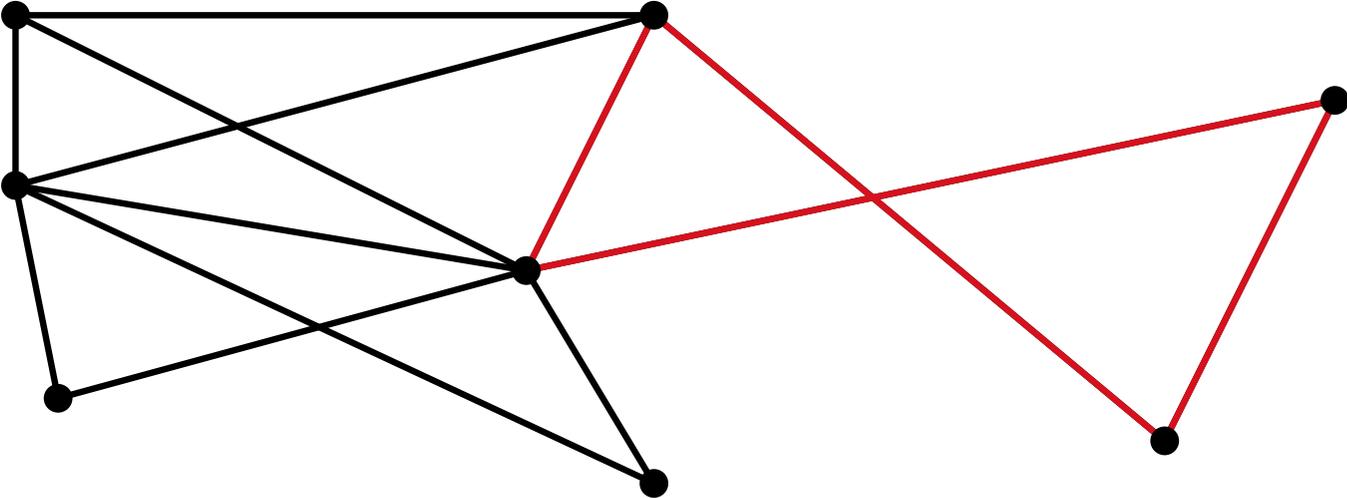
# Confluence

Technique to bundle edges



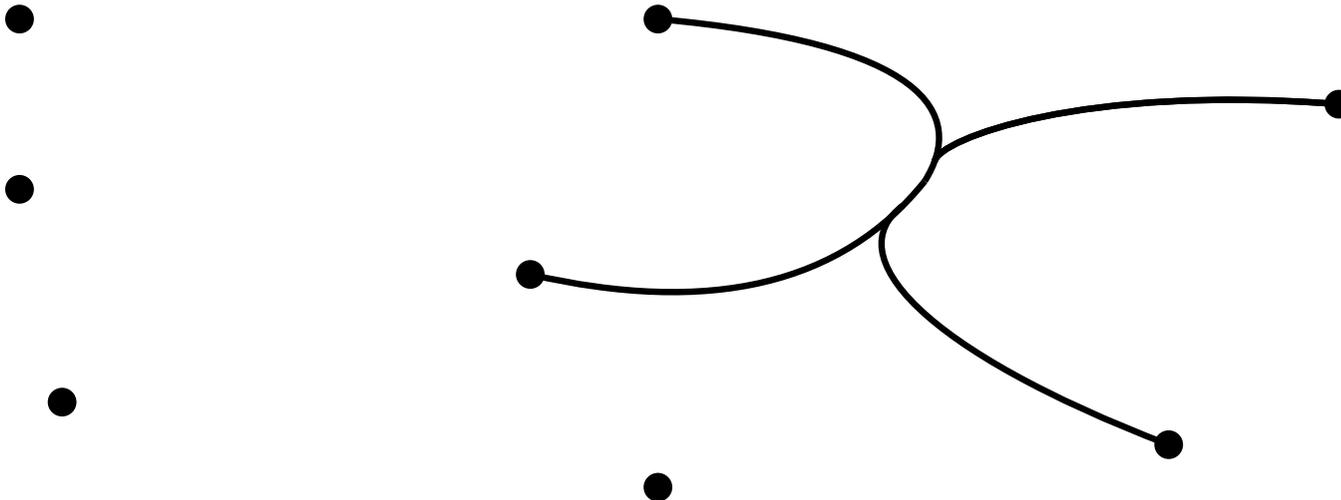
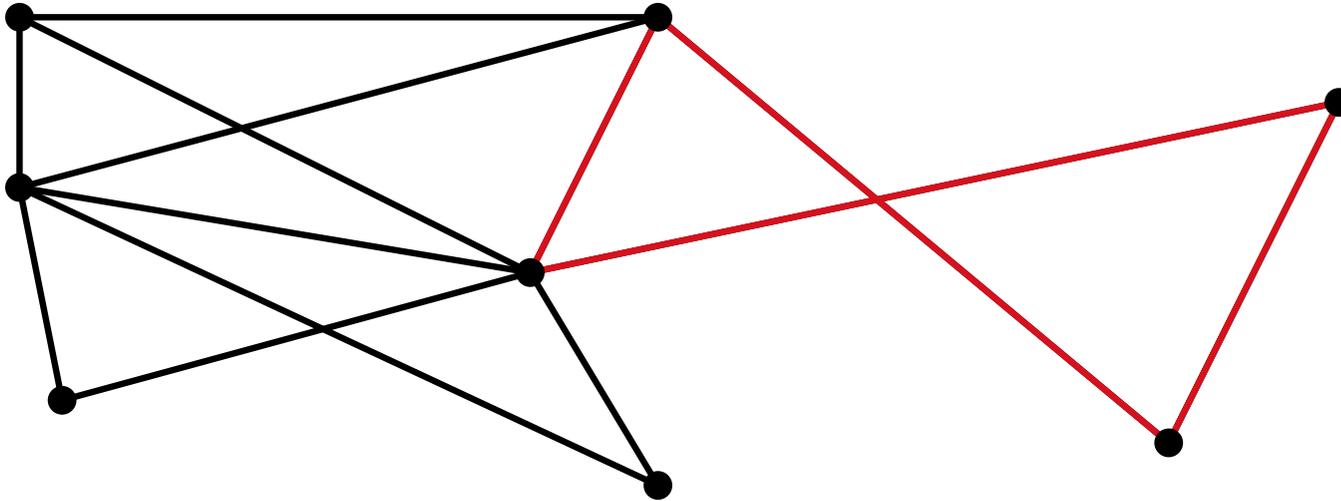
# Confluence

Technique to bundle edges



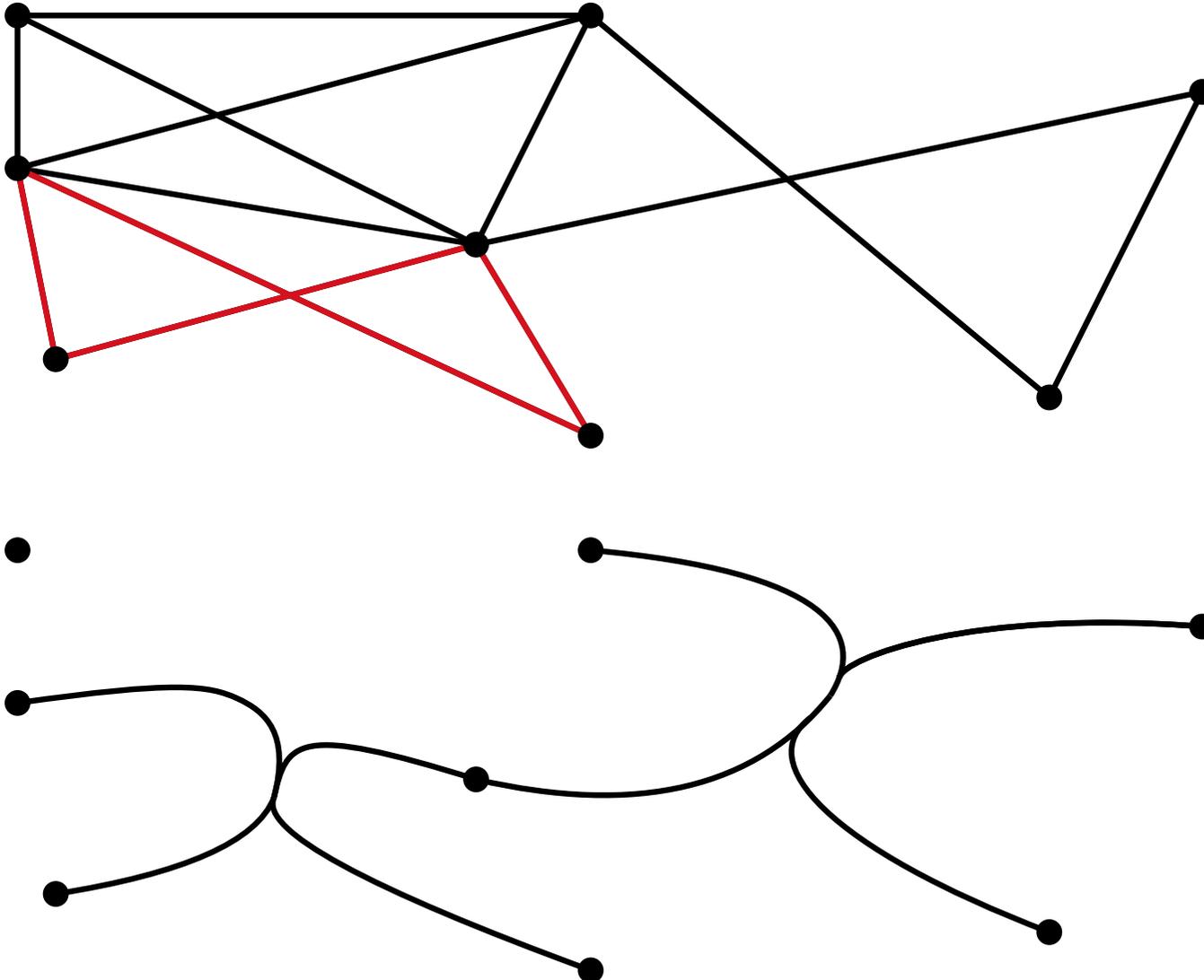
# Confluence

Technique to bundle edges



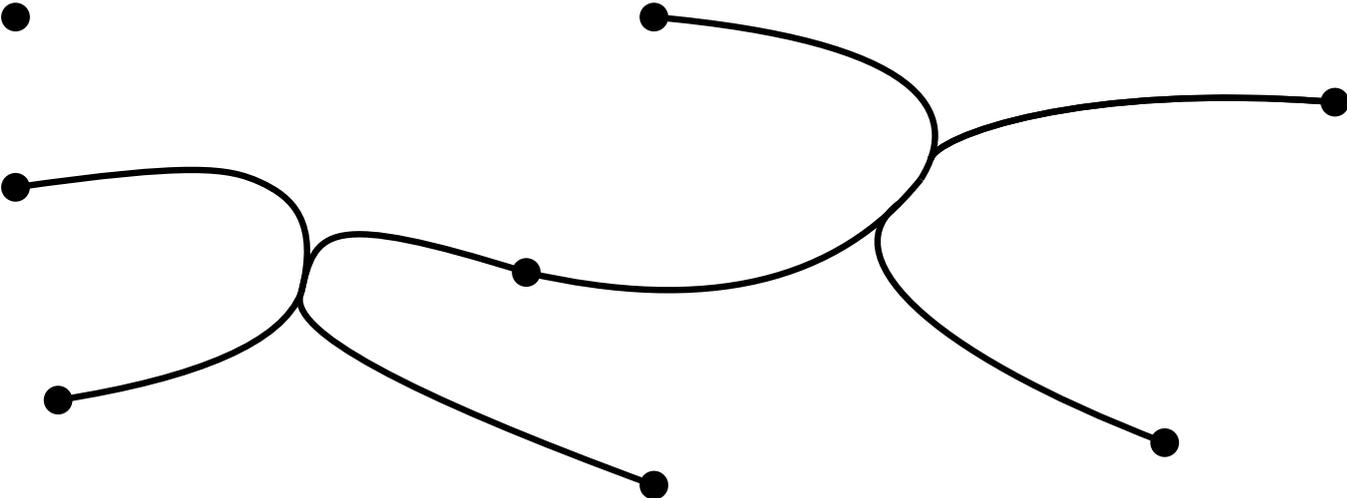
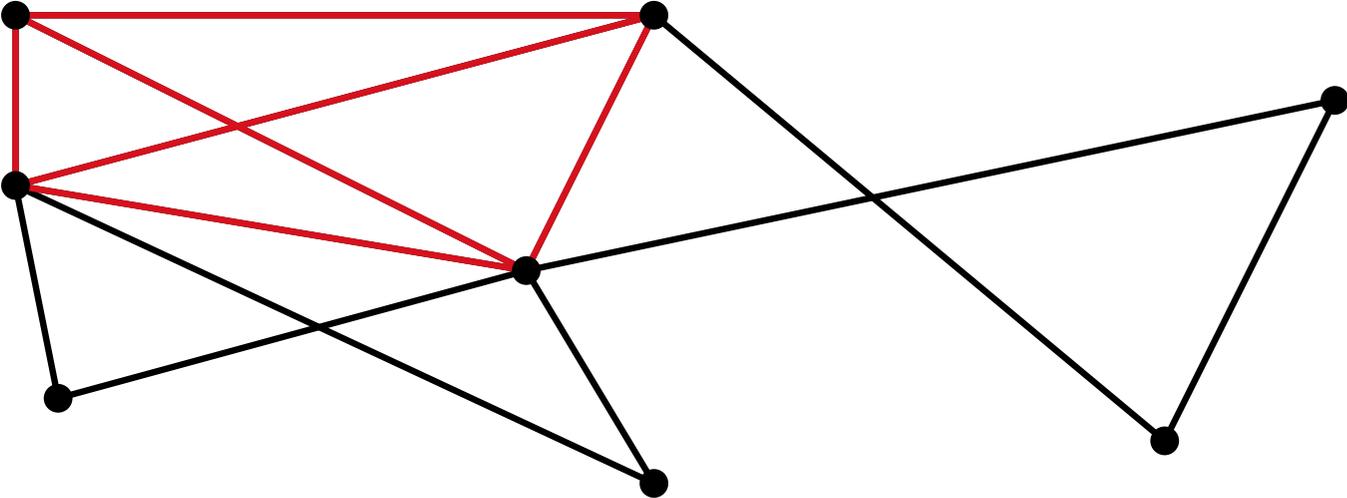
# Confluence

Technique to bundle edges



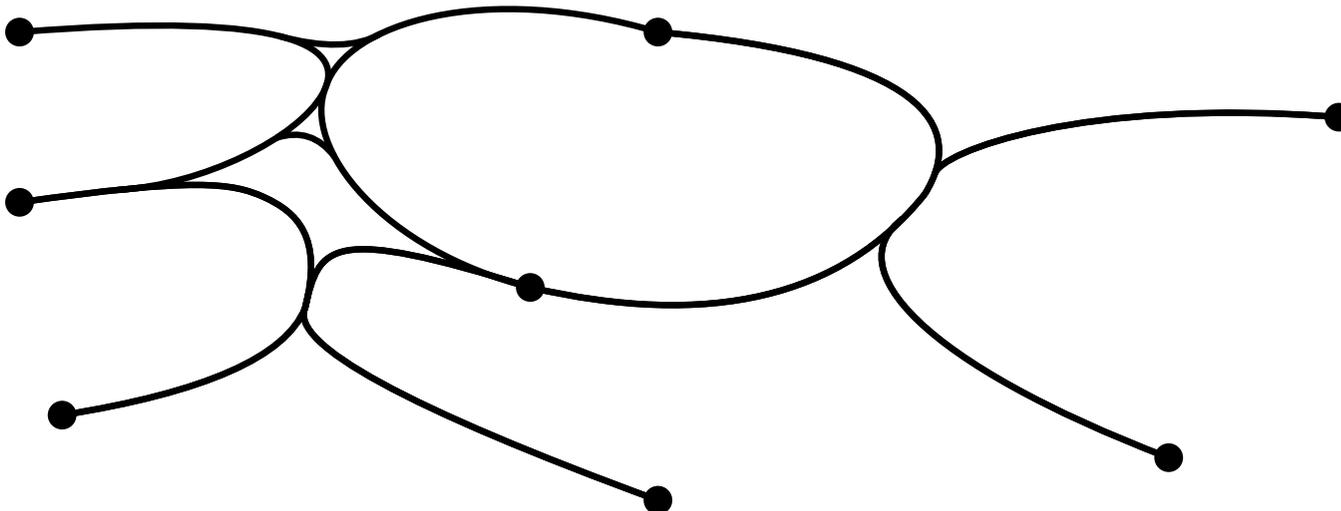
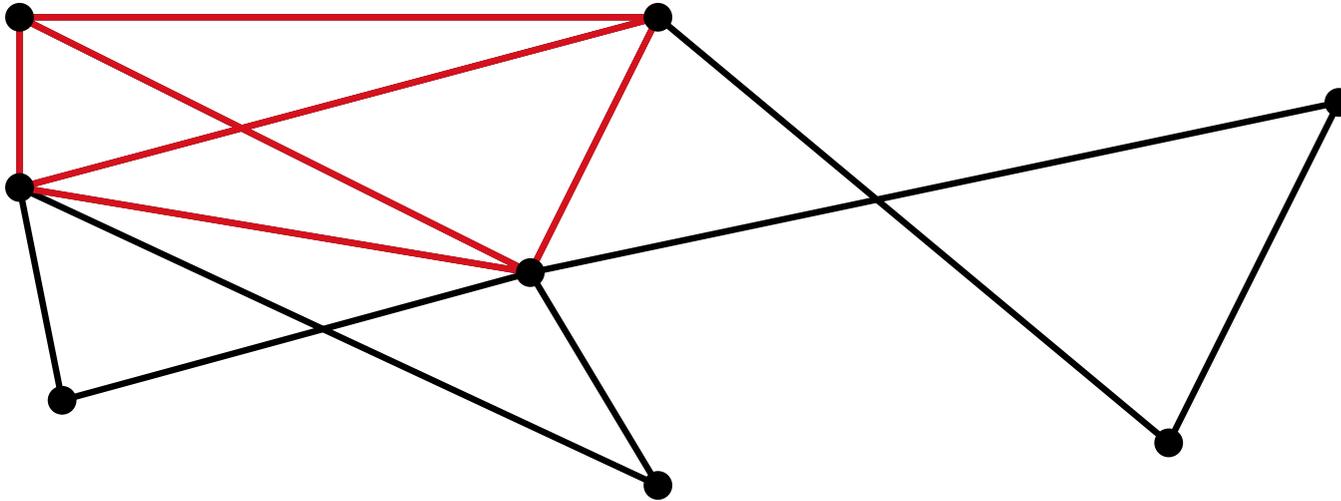
# Confluence

Technique to bundle edges

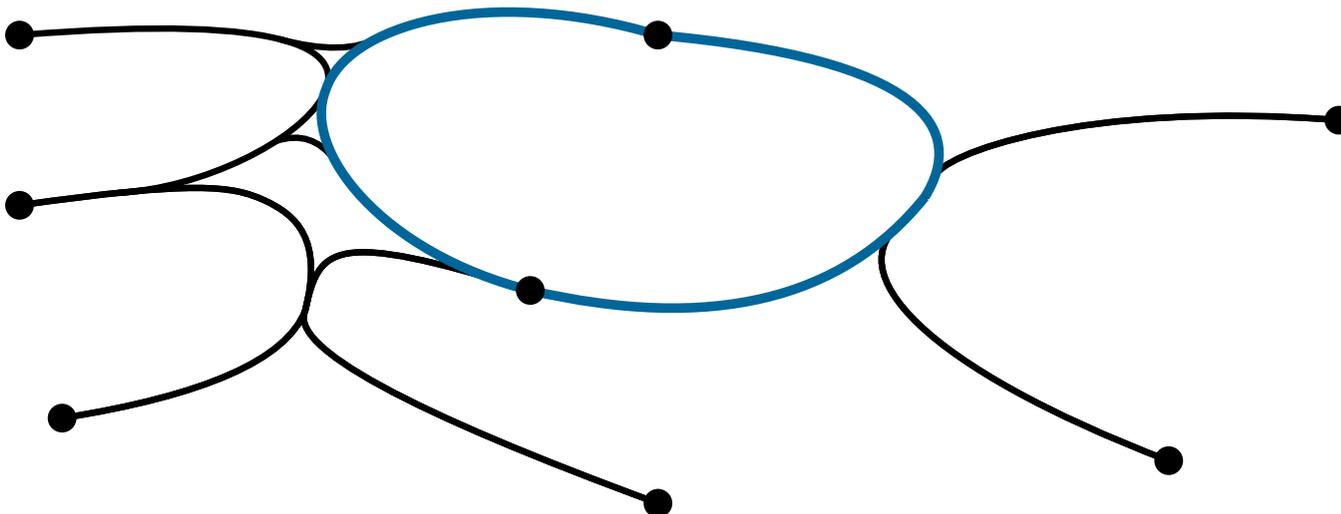
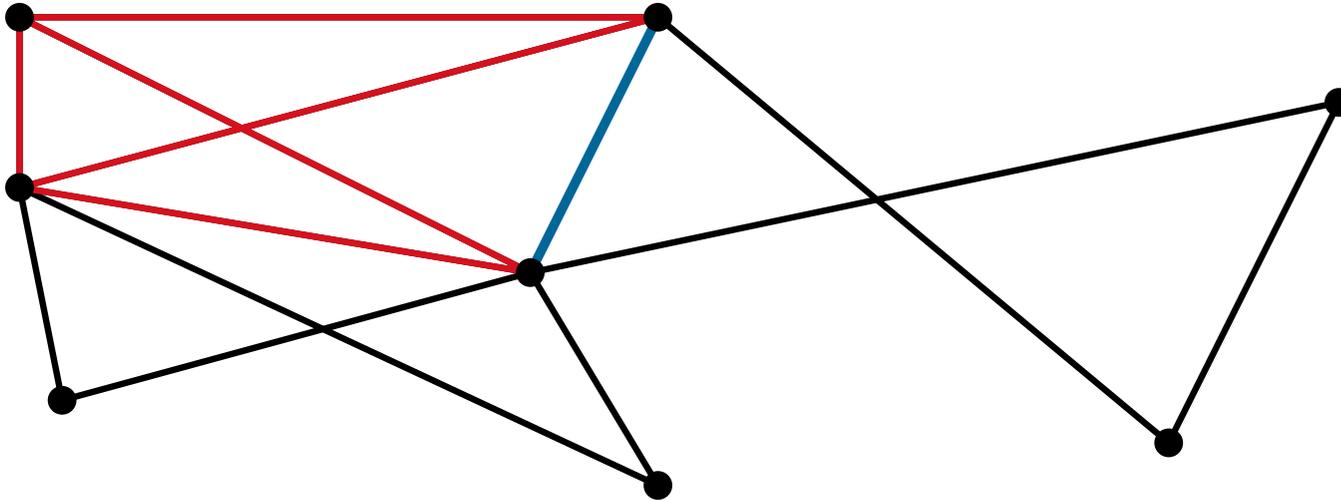


# Confluence

Technique to bundle edges

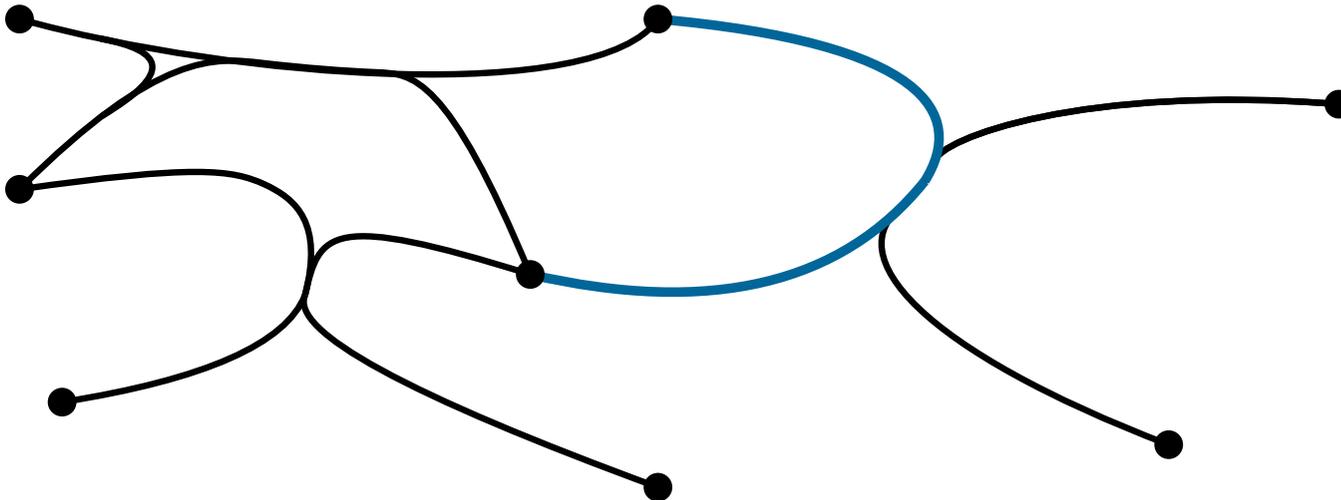
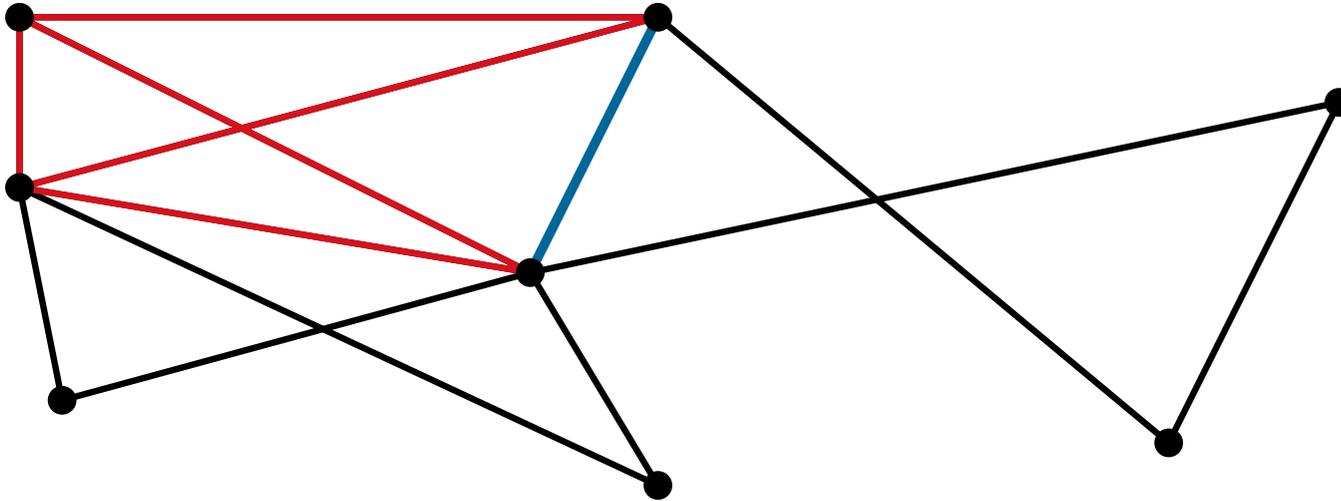


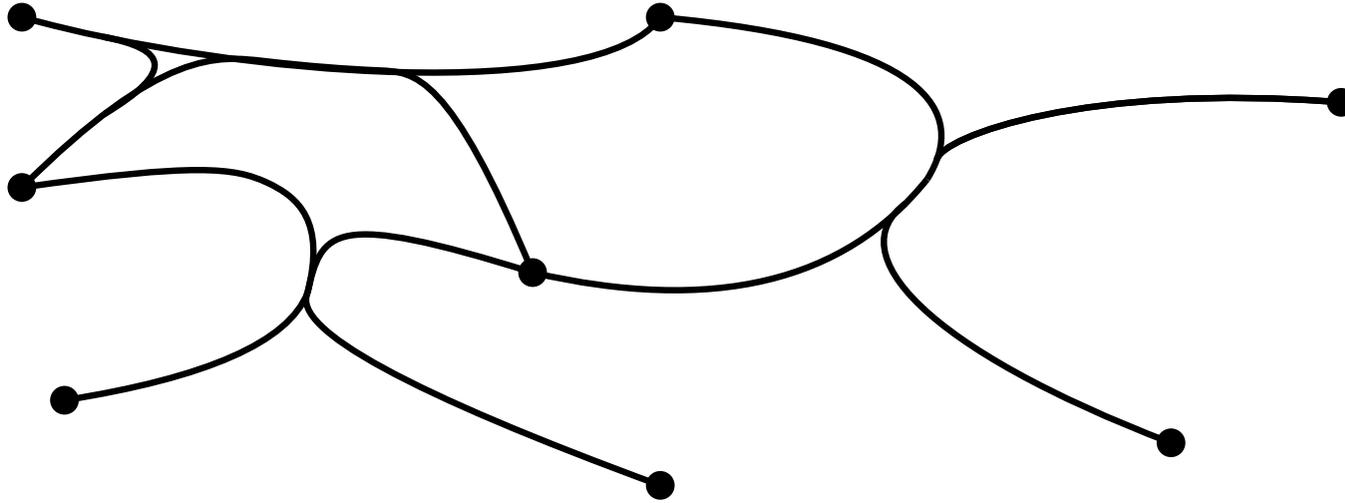
Technique to bundle edges



# Confluence

Technique to bundle edges



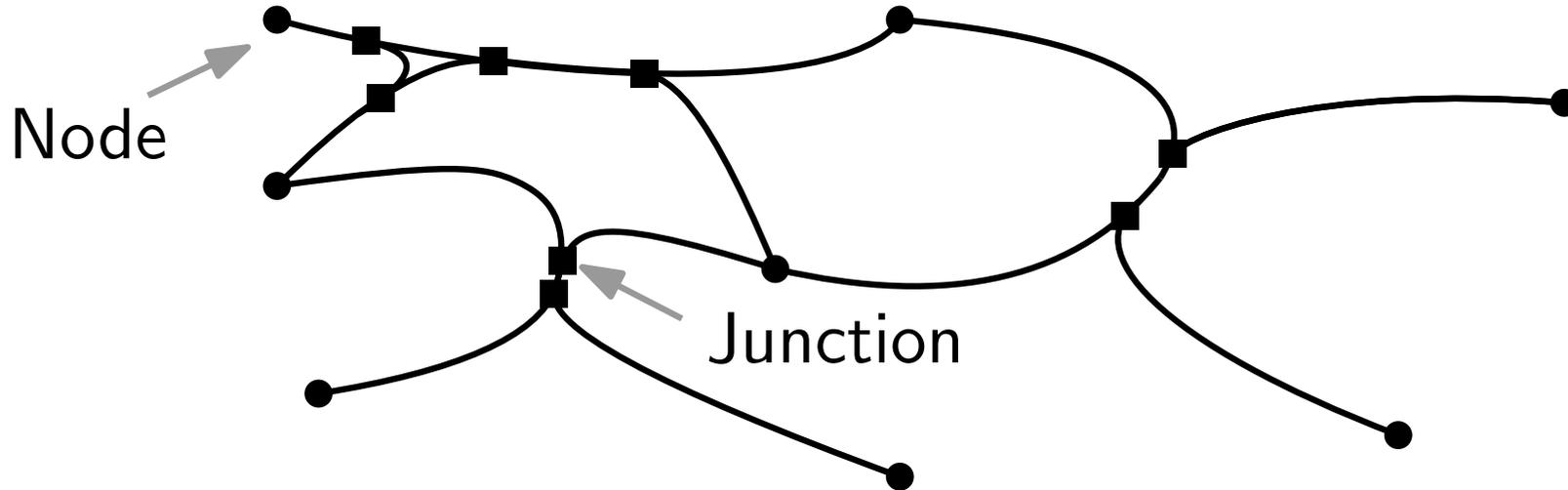


Plane drawing, i.e. no “real” intersections

No wrong adjacencies

No double paths  $\Rightarrow$  strict confluency

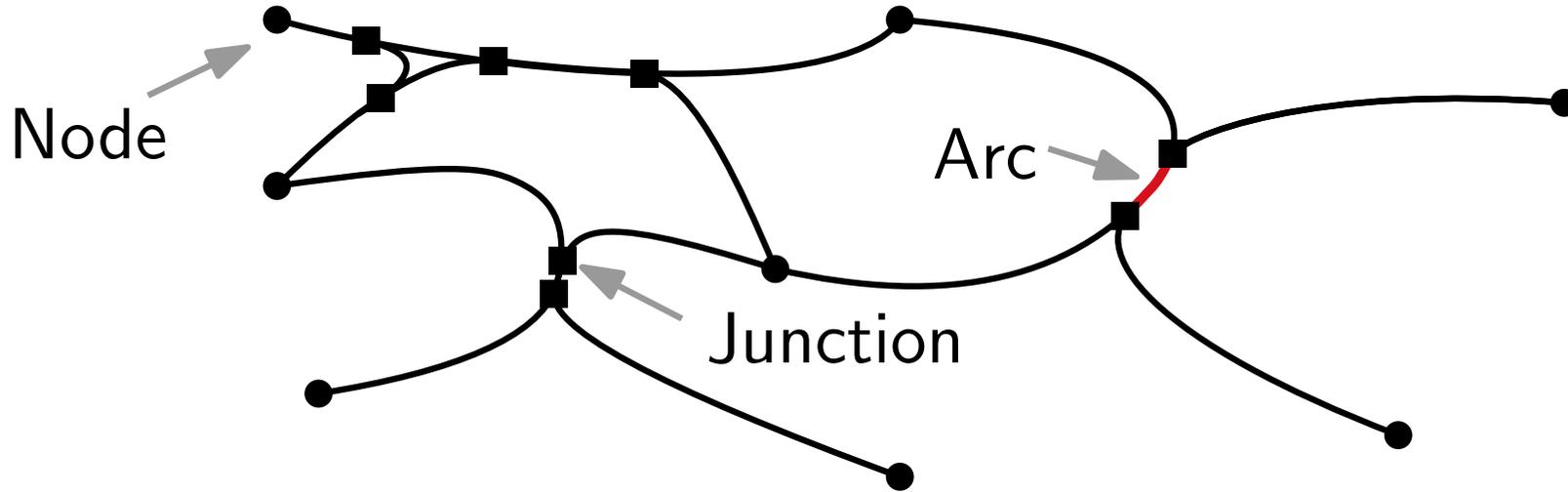
All vertices on a circle  $\Rightarrow$  outer confluency



Plane drawing, i.e. no “real” intersections  
No wrong adjacencies

No double paths  $\Rightarrow$  strict confluency

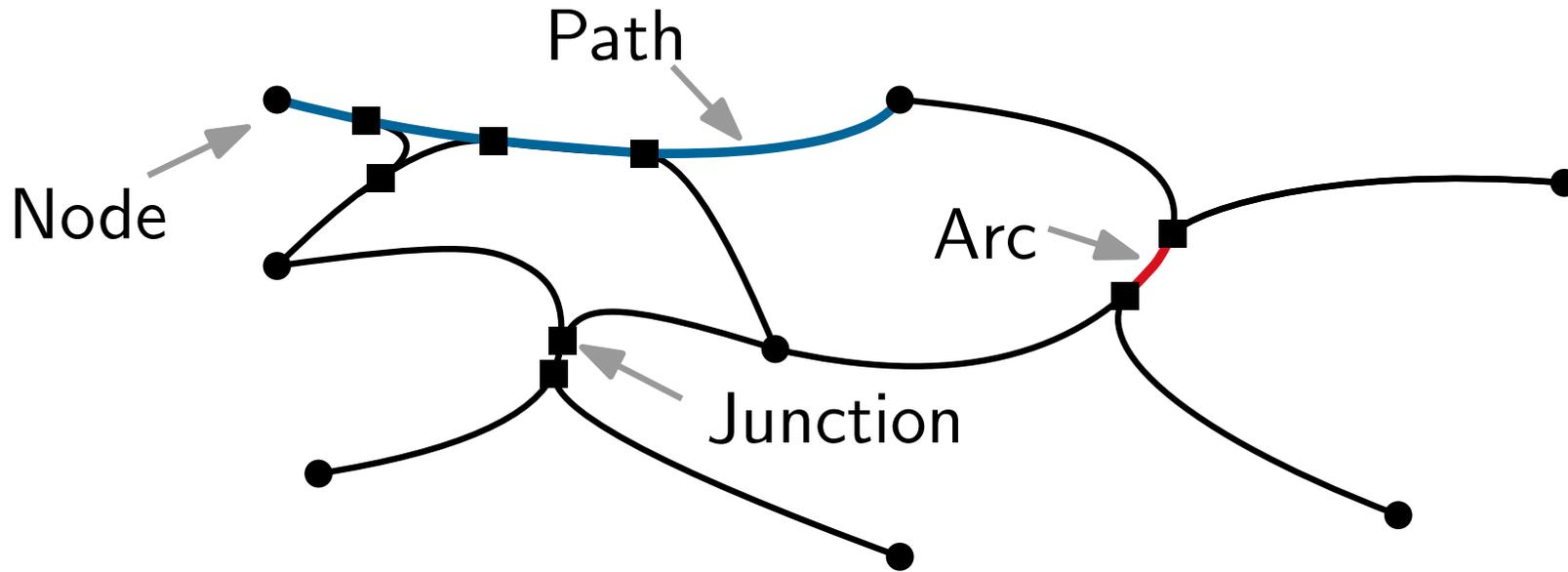
All vertices on a circle  $\Rightarrow$  outer confluency



Plane drawing, i.e. no “real” intersections  
No wrong adjacencies

No double paths  $\Rightarrow$  strict confluency

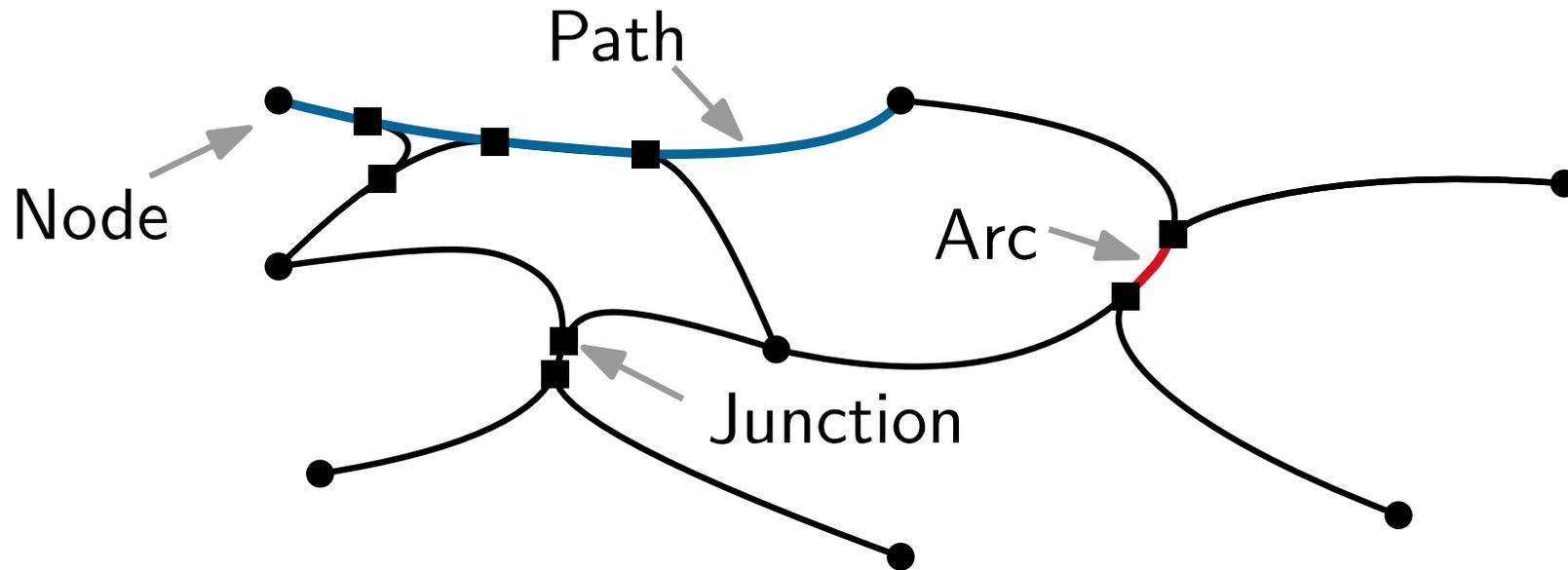
All vertices on a circle  $\Rightarrow$  outer confluency



Plane drawing, i.e. no “real” intersections  
No wrong adjacencies

No double paths  $\Rightarrow$  strict confluency

All vertices on a circle  $\Rightarrow$  outer confluency



Plane drawing, i.e. no “real” intersections  
No wrong adjacencies

No double paths  $\Rightarrow$  strict confluency

All vertices on a circle  $\Rightarrow$  outer confluency

Every plane drawing is (strict) confluent

$\Rightarrow$  Questions mainly interesting for non-planar graphs

Does a graph  $G$  admit a confluent drawing?

- Only known for a few classes of graphs  
E.g. Interval graphs, bipartite permutation graphs  
[Dickerson et al 2005, Hui et al. 2007]
- Negative case also only known for a few classes of graphs  
E.g. Petersen graph, Chordal graphs [Dickerson et al. 2005]
- Recognizing strict-confluent graphs is NP-hard  
[Eppstein et al. 2016]

Does a graph  $G$  admit a confluent drawing?

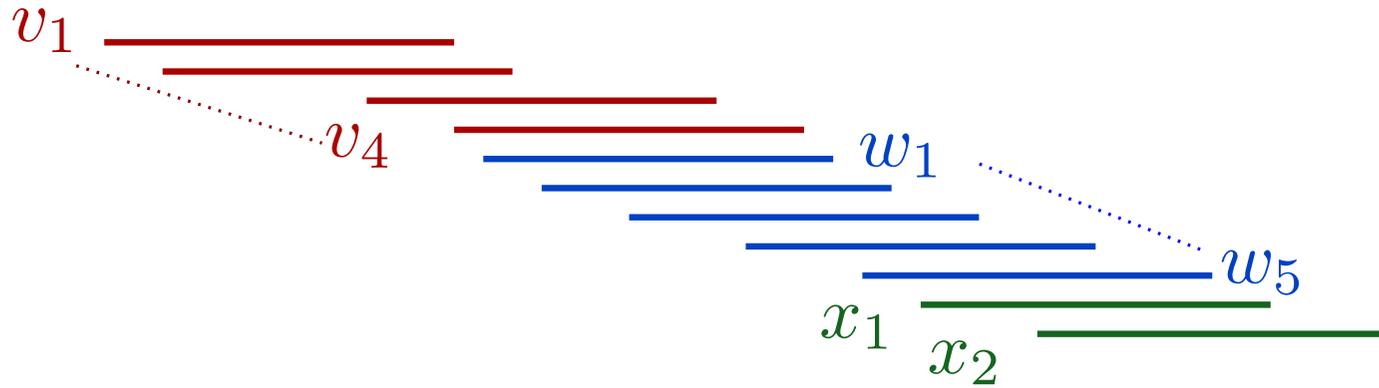
- Only known for a few classes of graphs  
E.g. Interval graphs, bipartite permutation graphs  
[Dickerson et al 2005, Hui et al. 2007]
- Negative case also only known for a few classes of graphs  
E.g. Petersen graph, Chordal graphs [Dickerson et al. 2005]
- Recognizing strict-confluent graphs is NP-hard  
[Eppstein et al. 2016]

One main open question

Which graphs have a strict outer-confluent drawing?

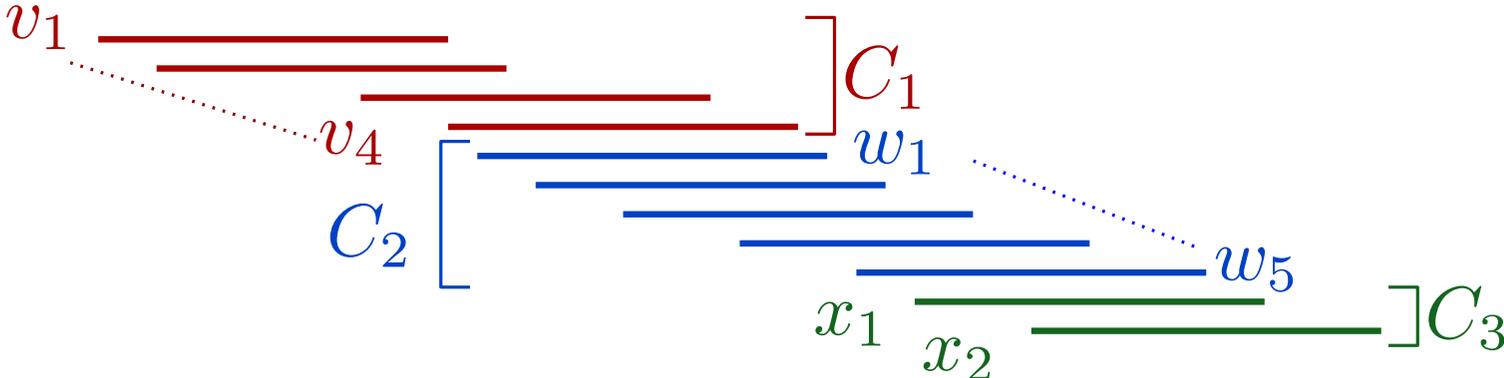
# SC Drawings of Unit Interval Graphs

Graphs that can be represented as intersection of unit intervals



# SC Drawings of Unit Interval Graphs

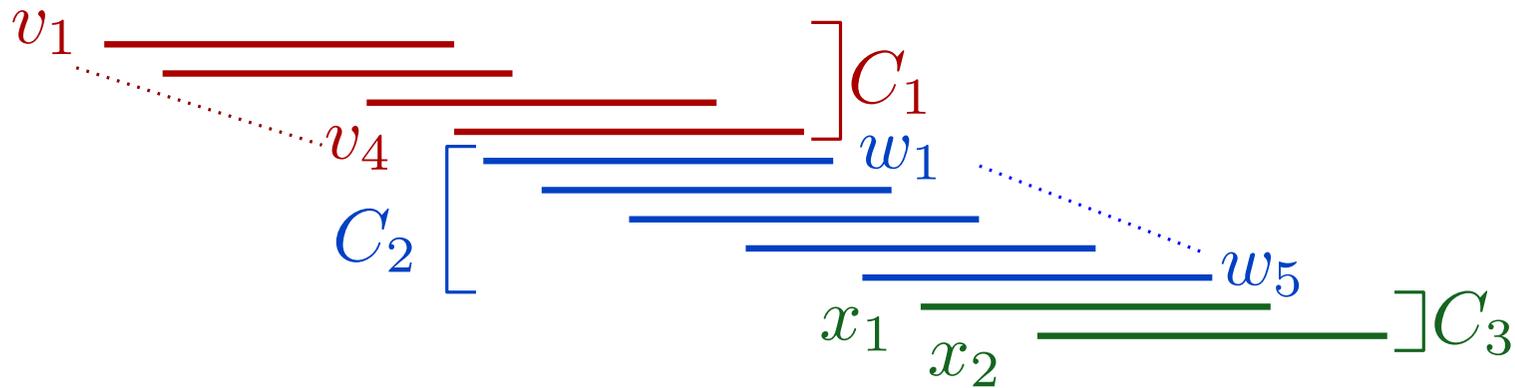
Graphs that can be represented as intersection of unit intervals



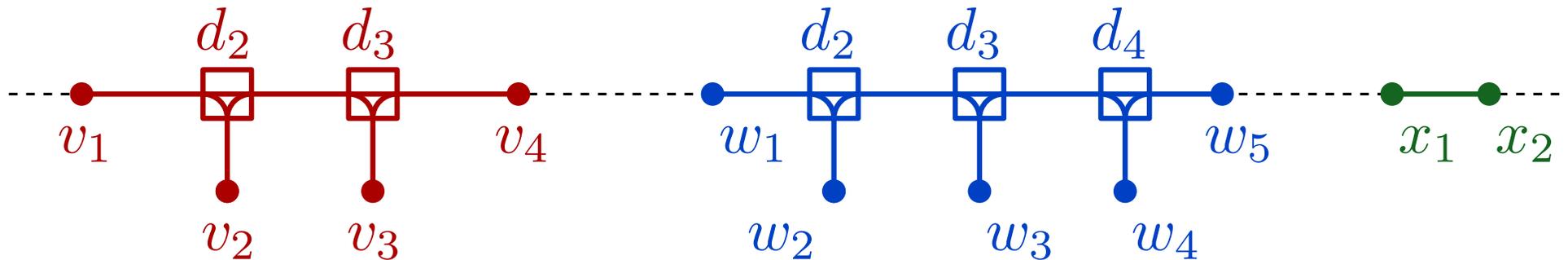
Decompose into cliques

# SC Drawings of Unit Interval Graphs

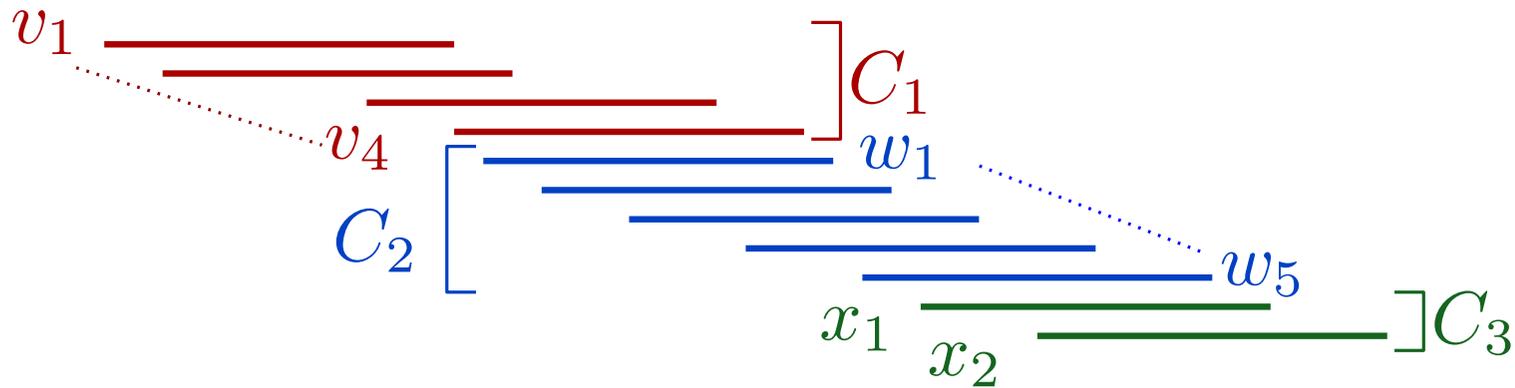
Graphs that can be represented as intersection of unit intervals



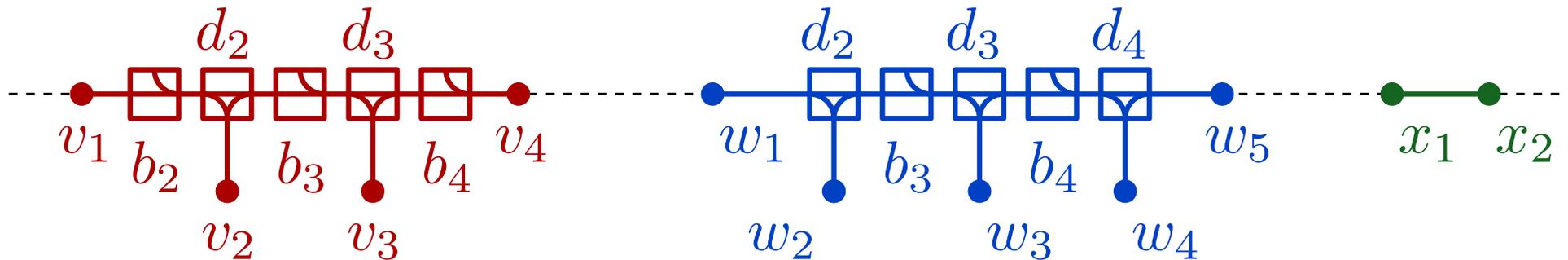
Decompose into cliques



Graphs that can be represented as intersection of unit intervals

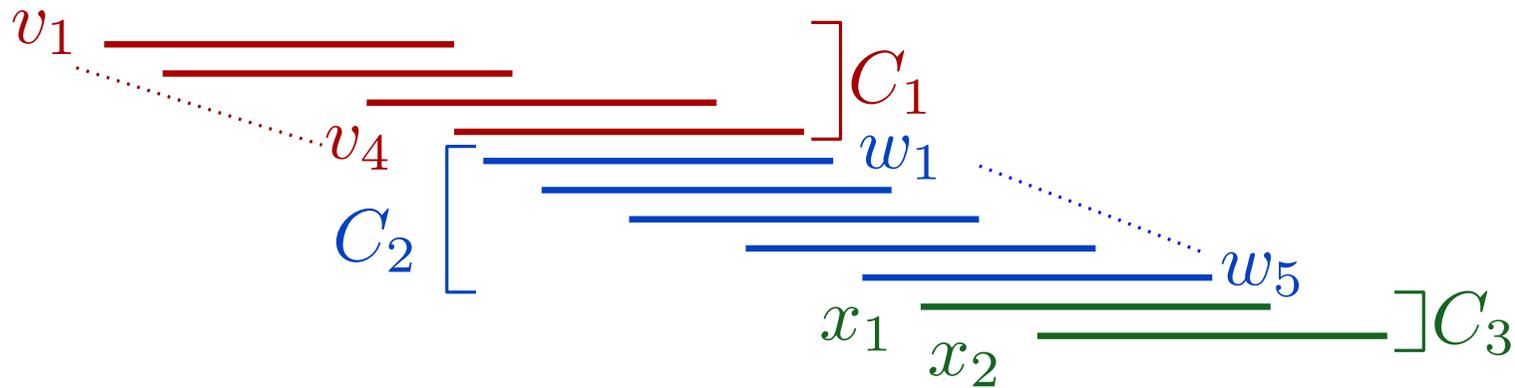


Decompose into cliques



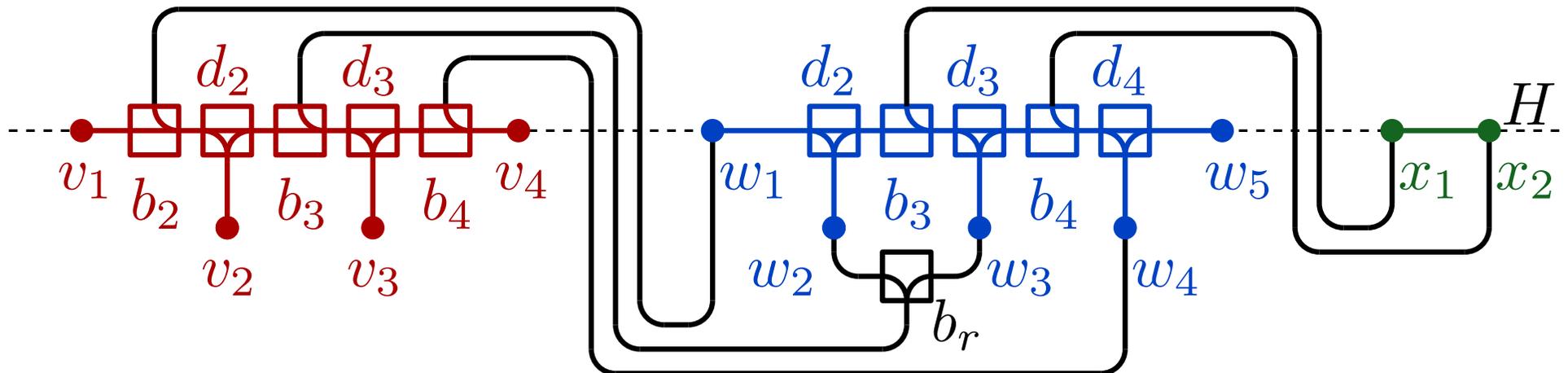
# SC Drawings of Unit Interval Graphs

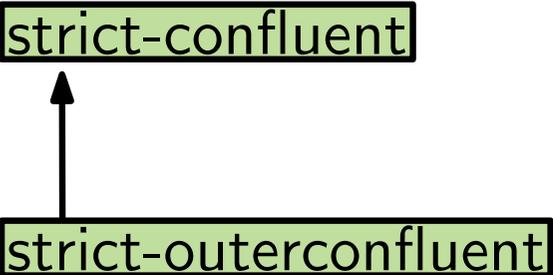
Graphs that can be represented as intersection of unit intervals



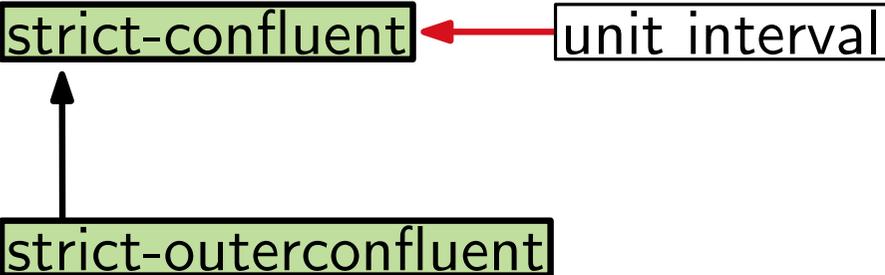
Decompose into cliques

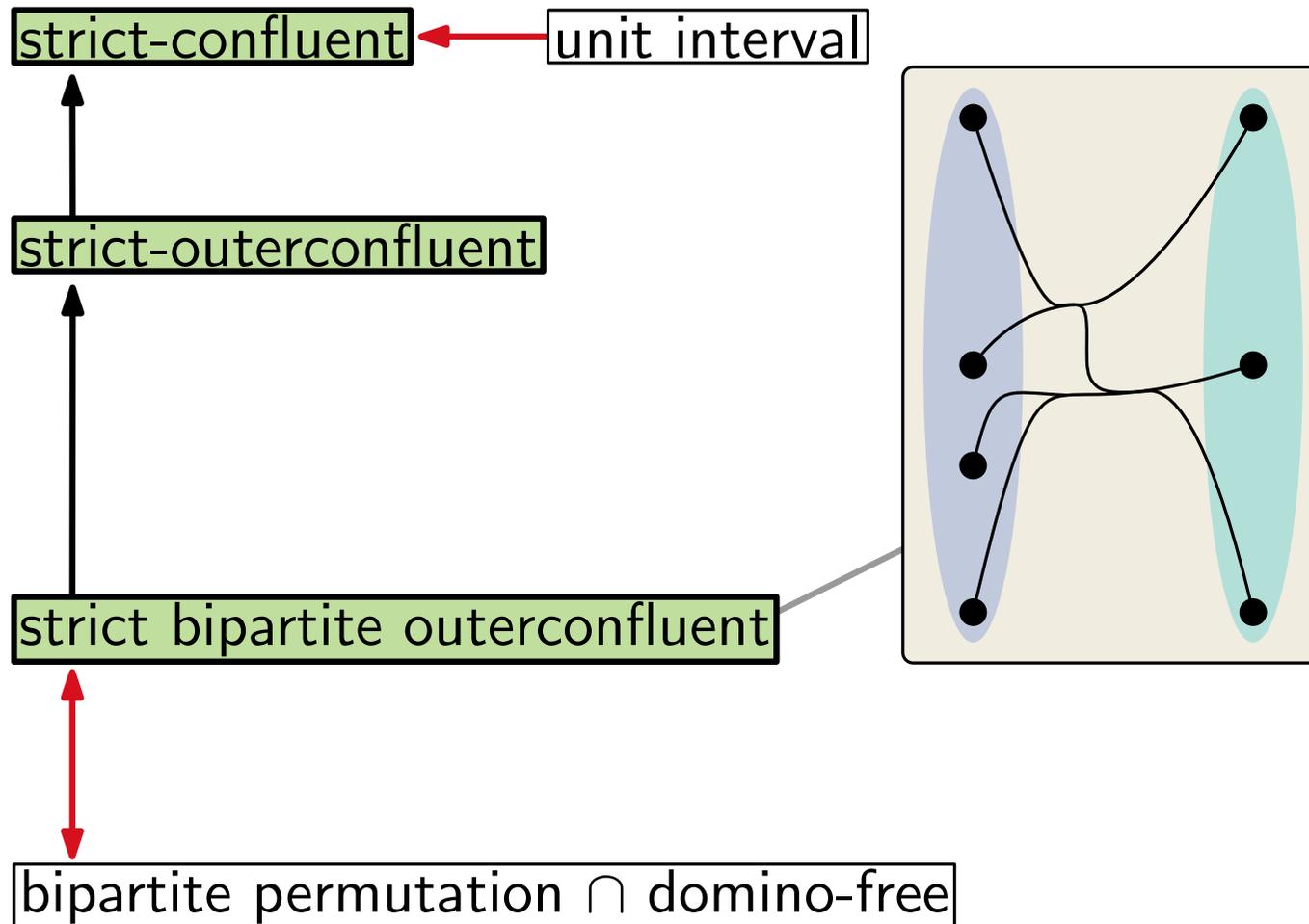
Connect the cliques with confluent paths



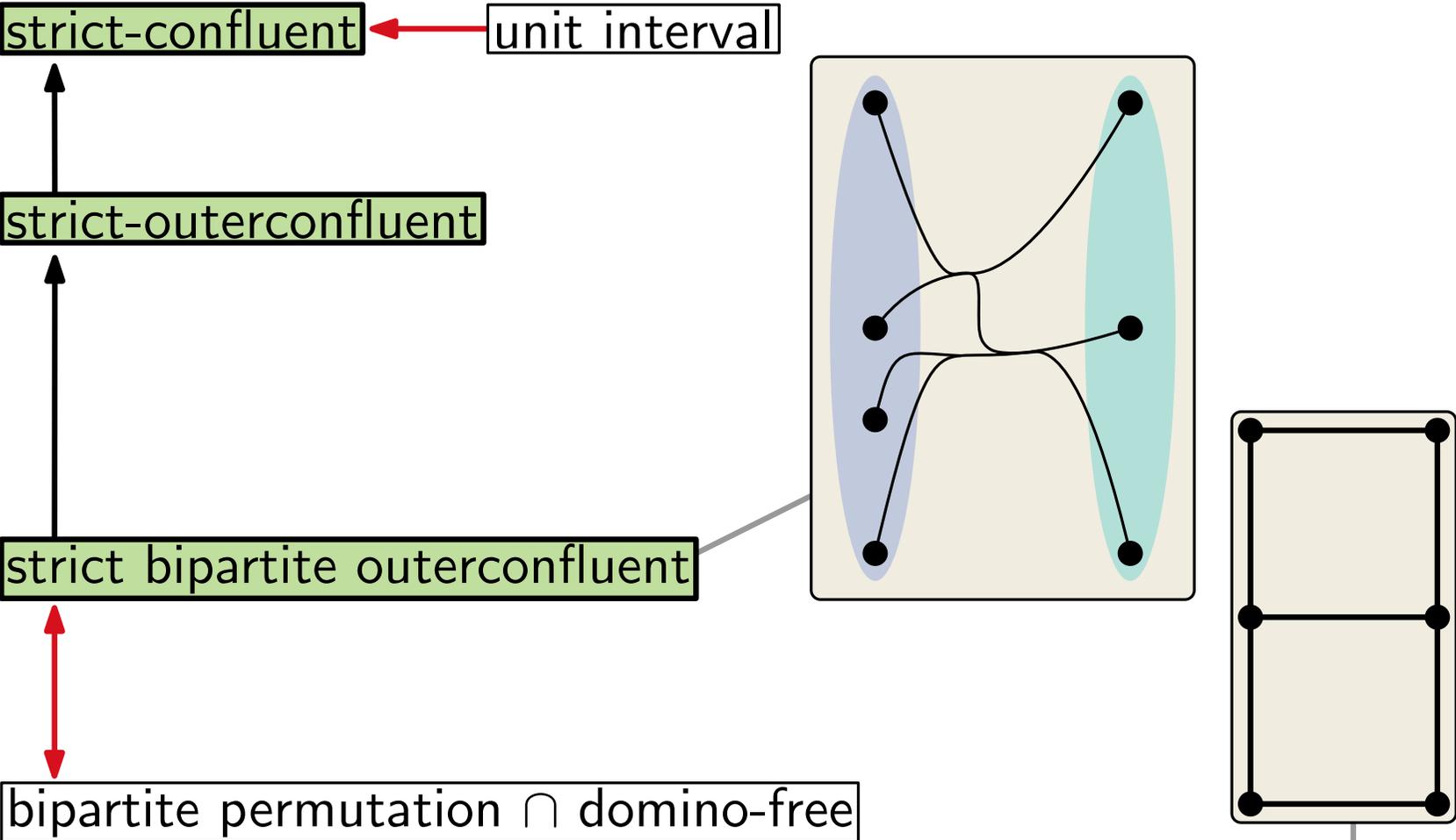


# Our Results

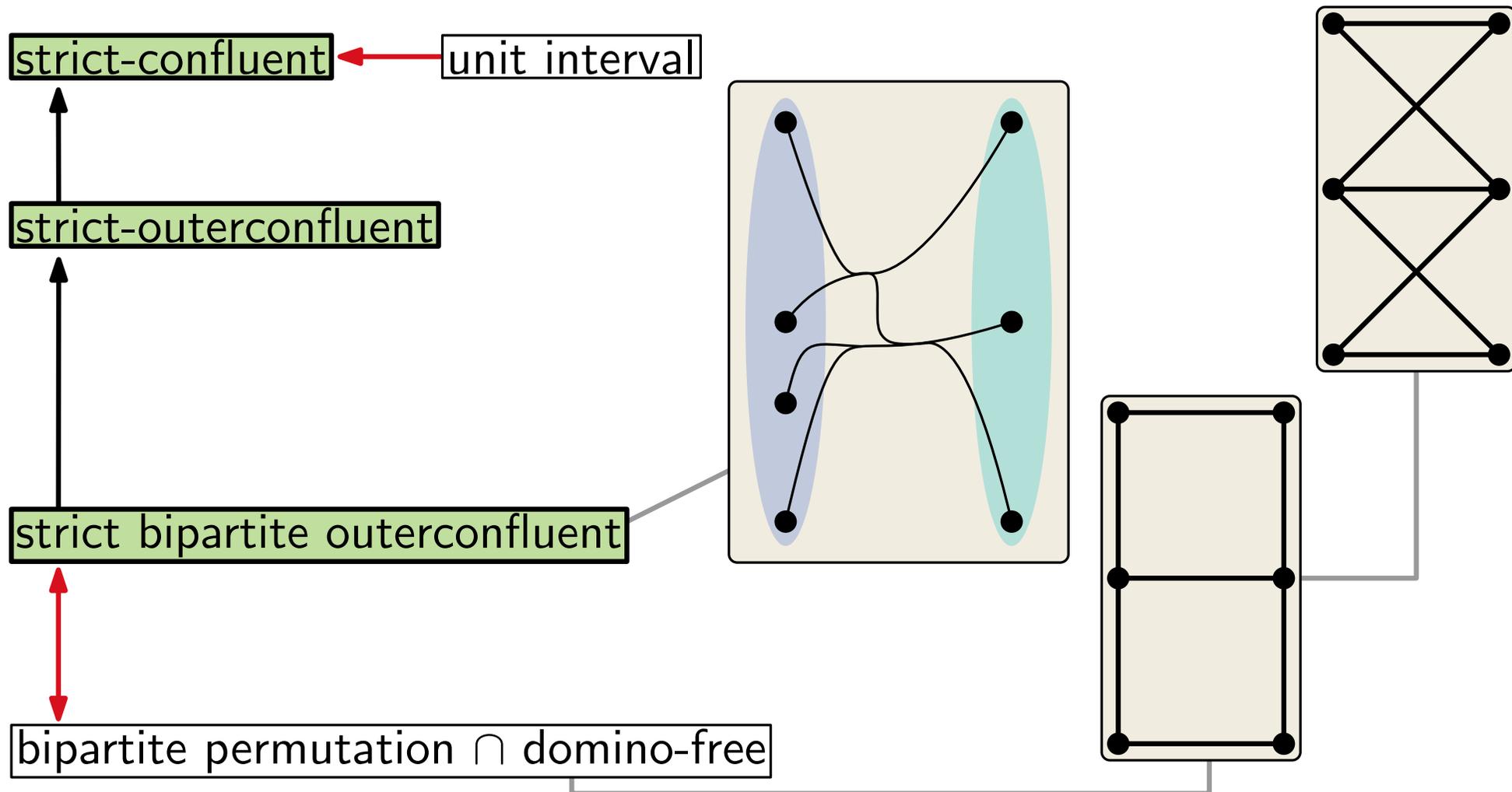




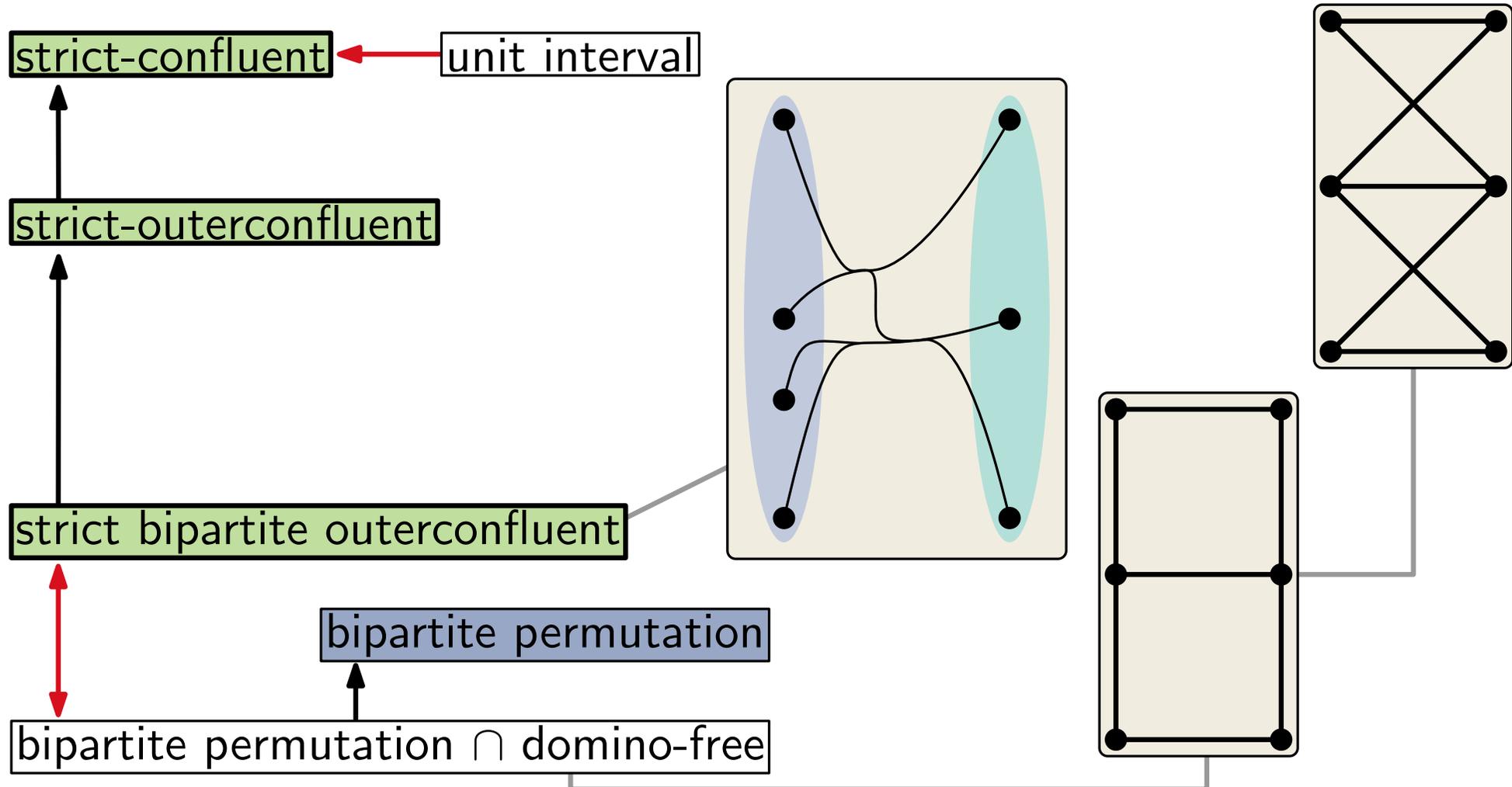
# Our Results



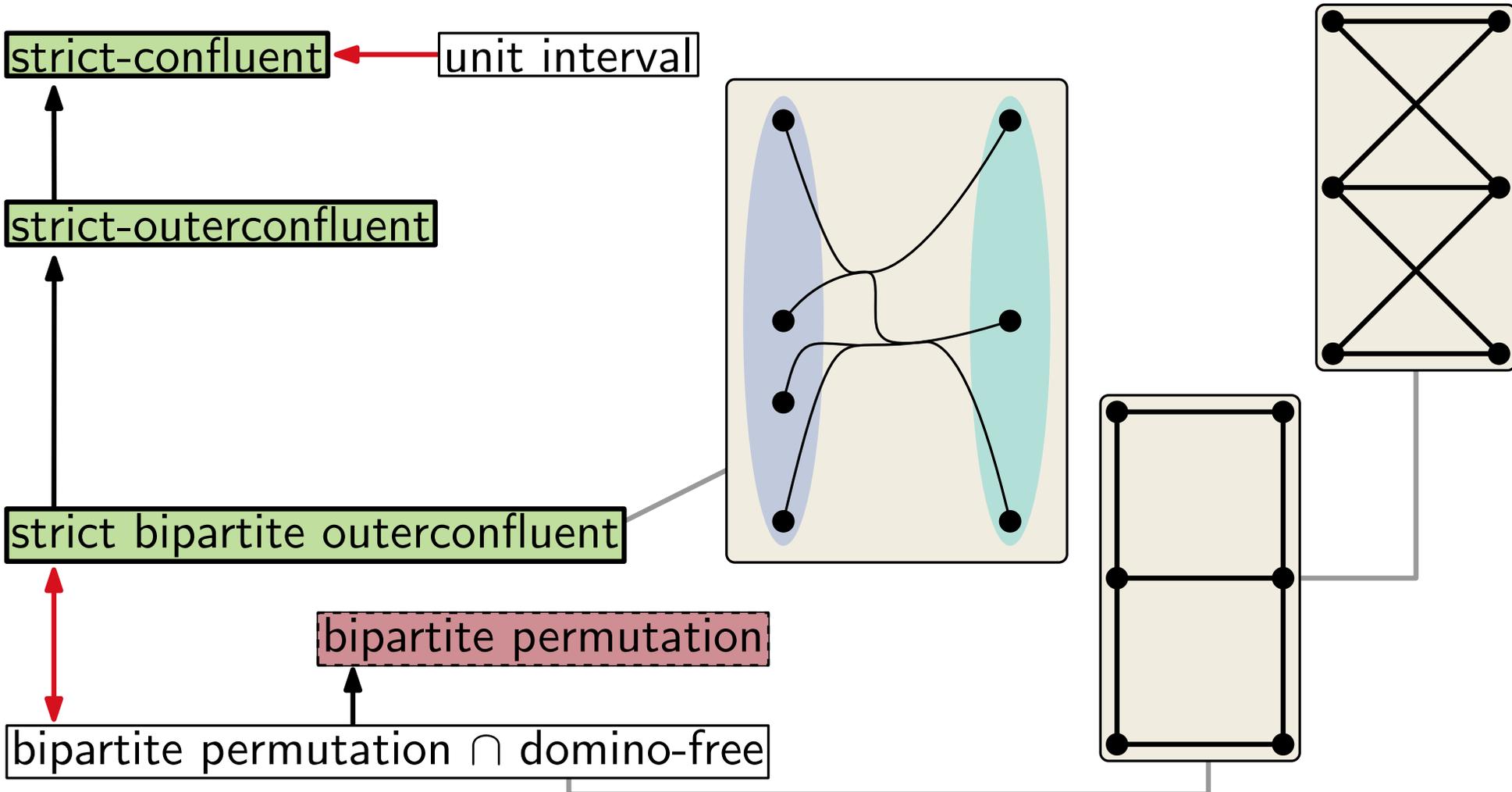
# Our Results

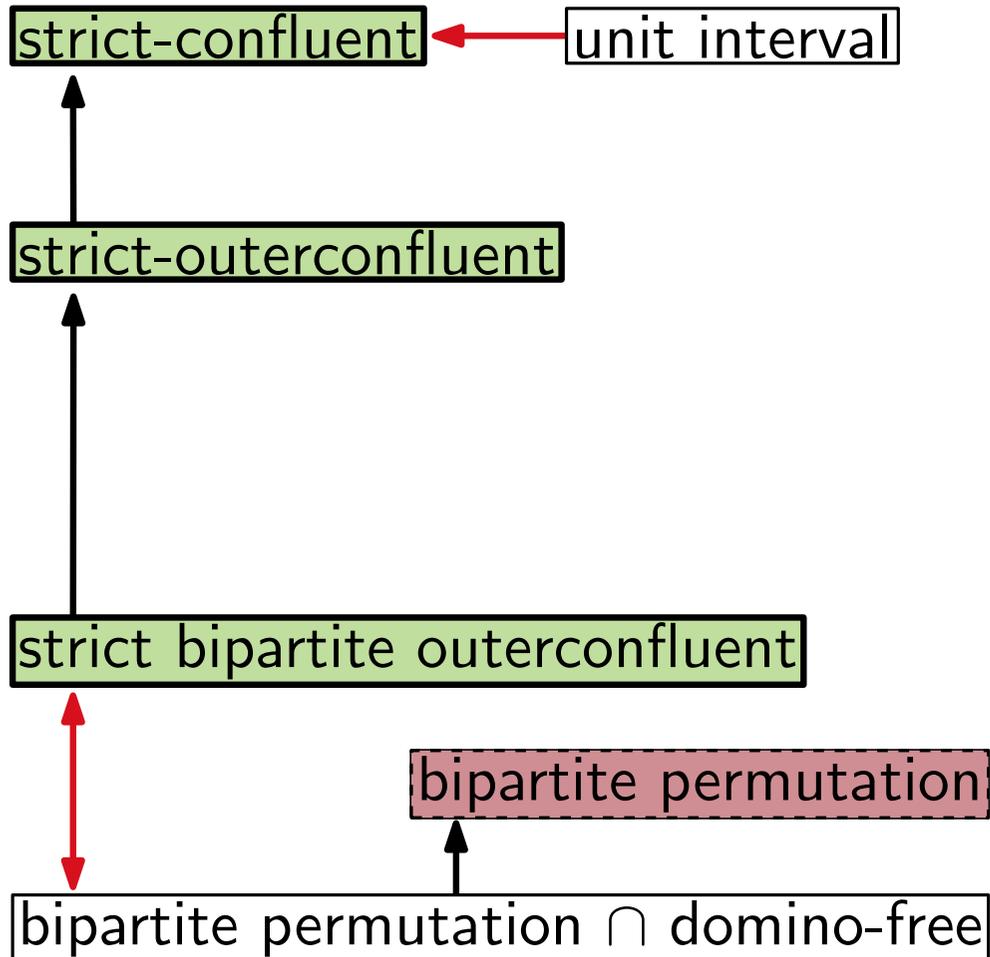


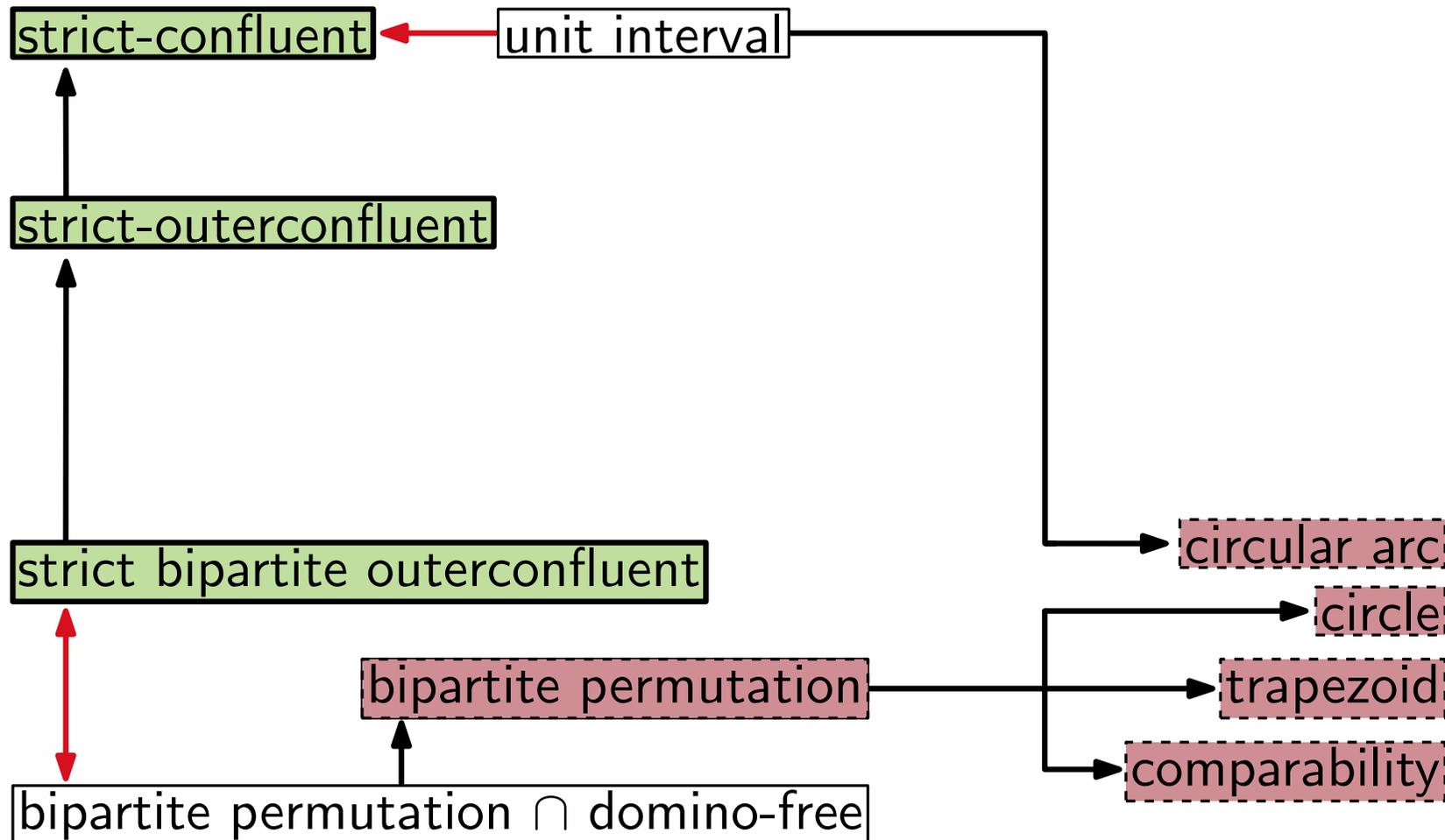
# Our Results

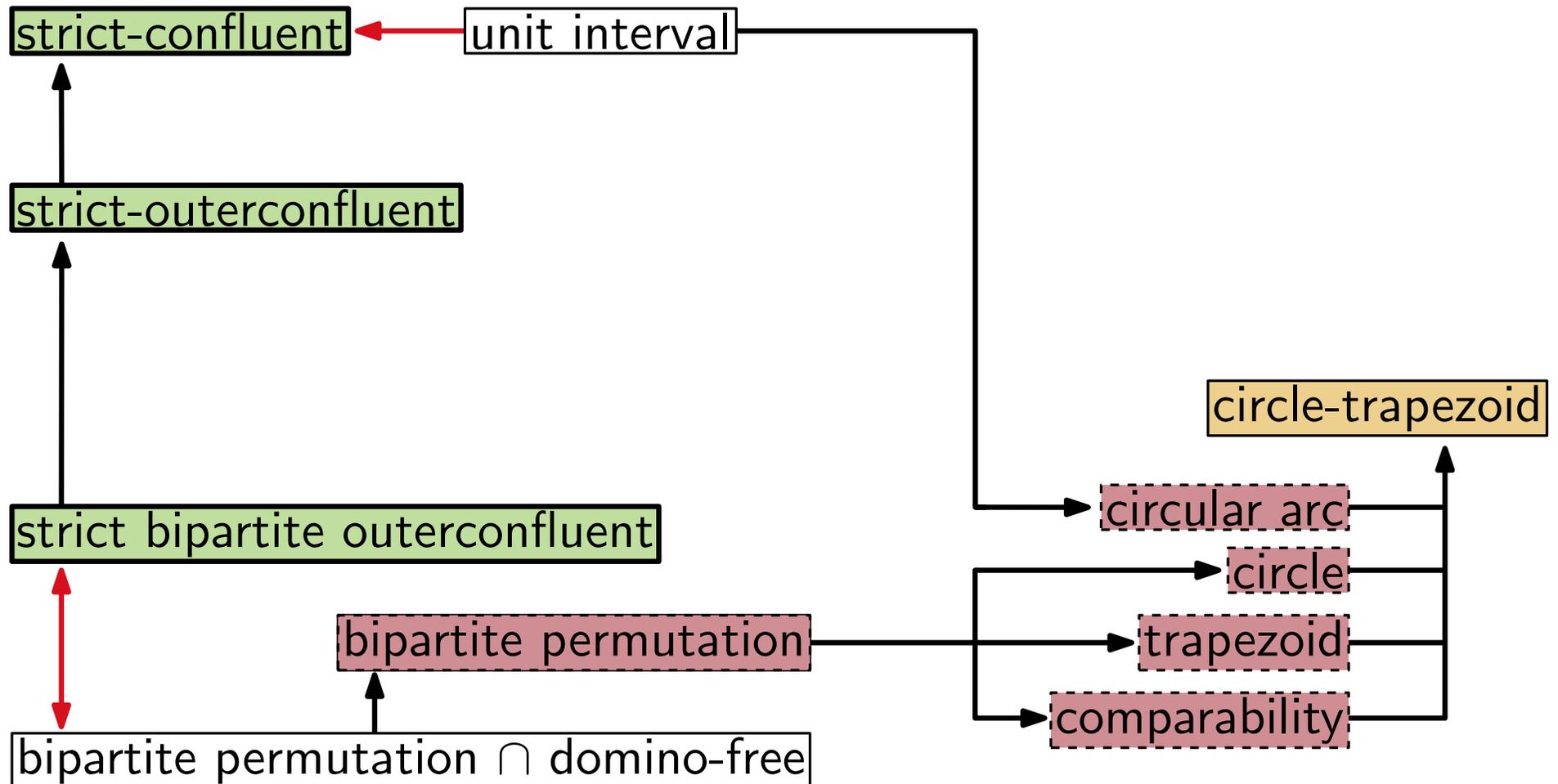


# Our Results



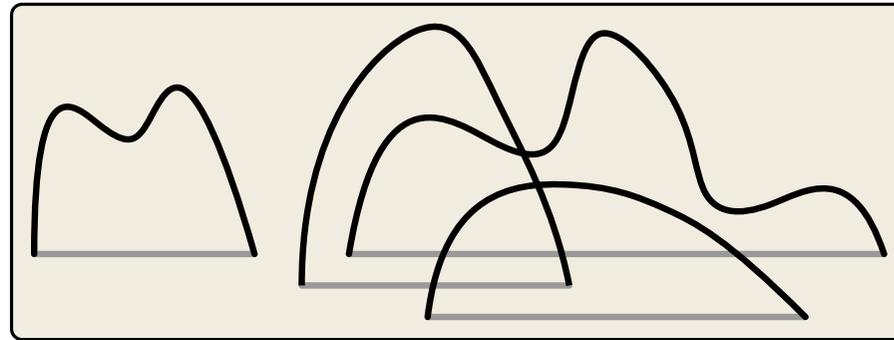




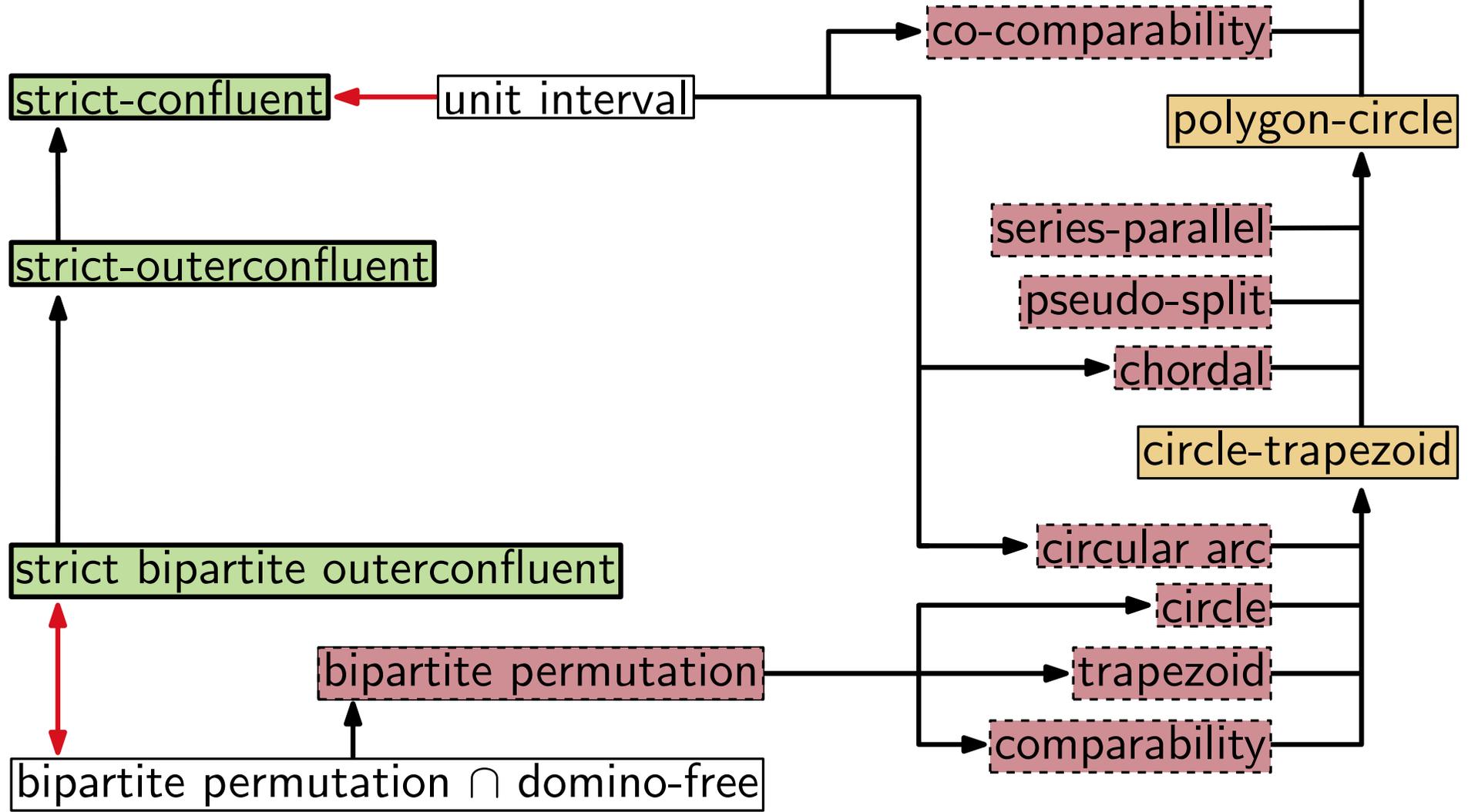




# Our Results

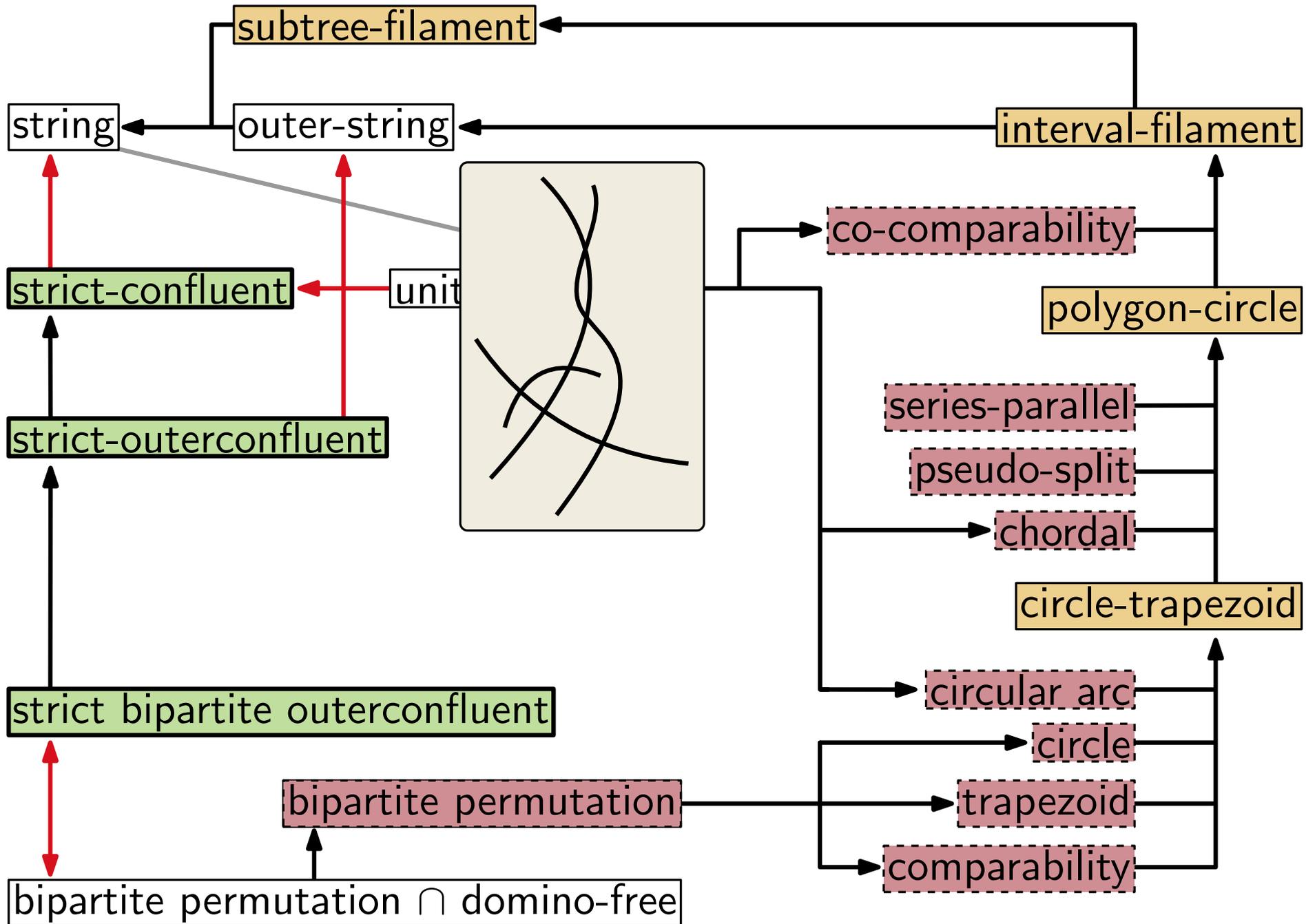


interval-filament

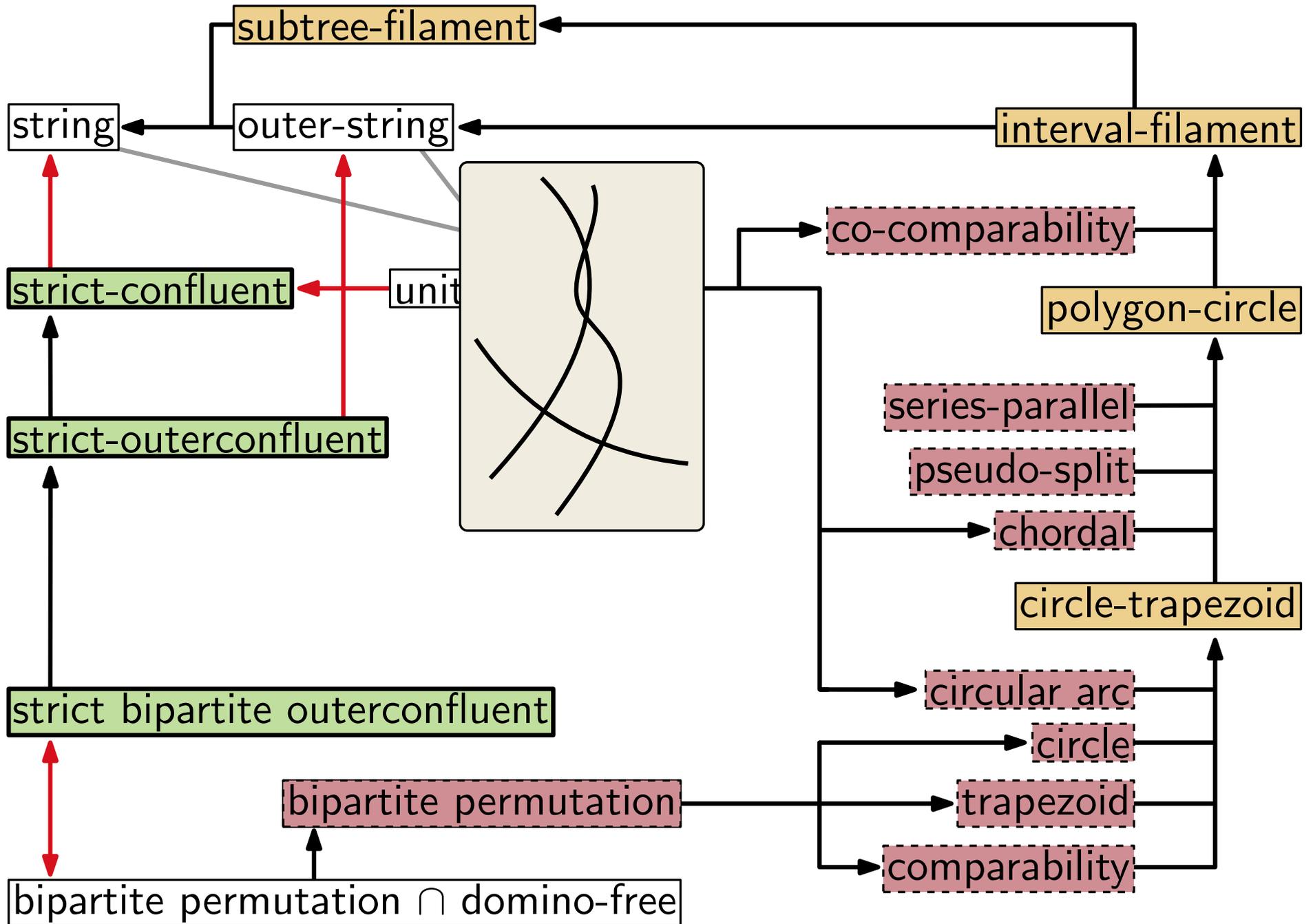




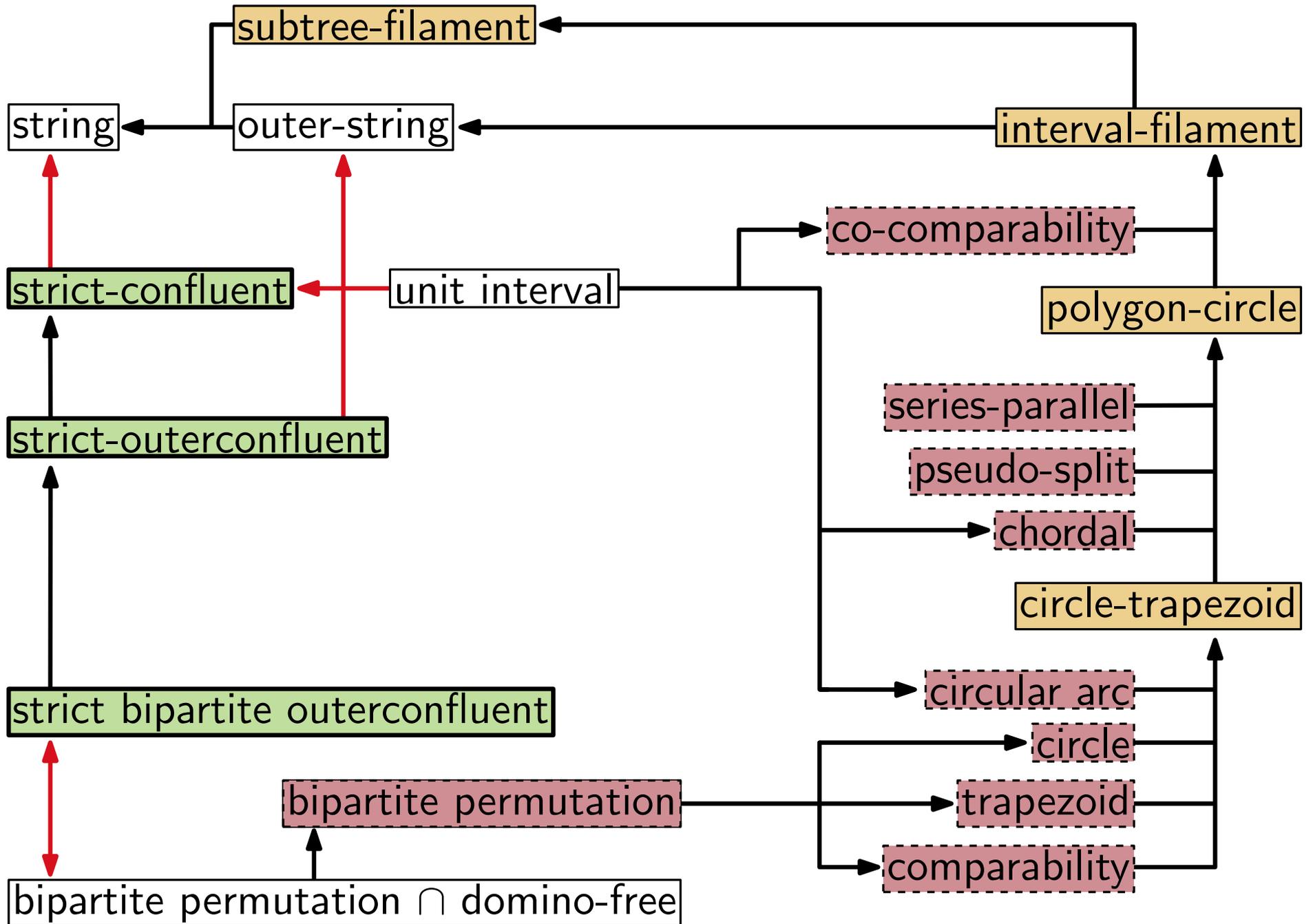
# Our Results



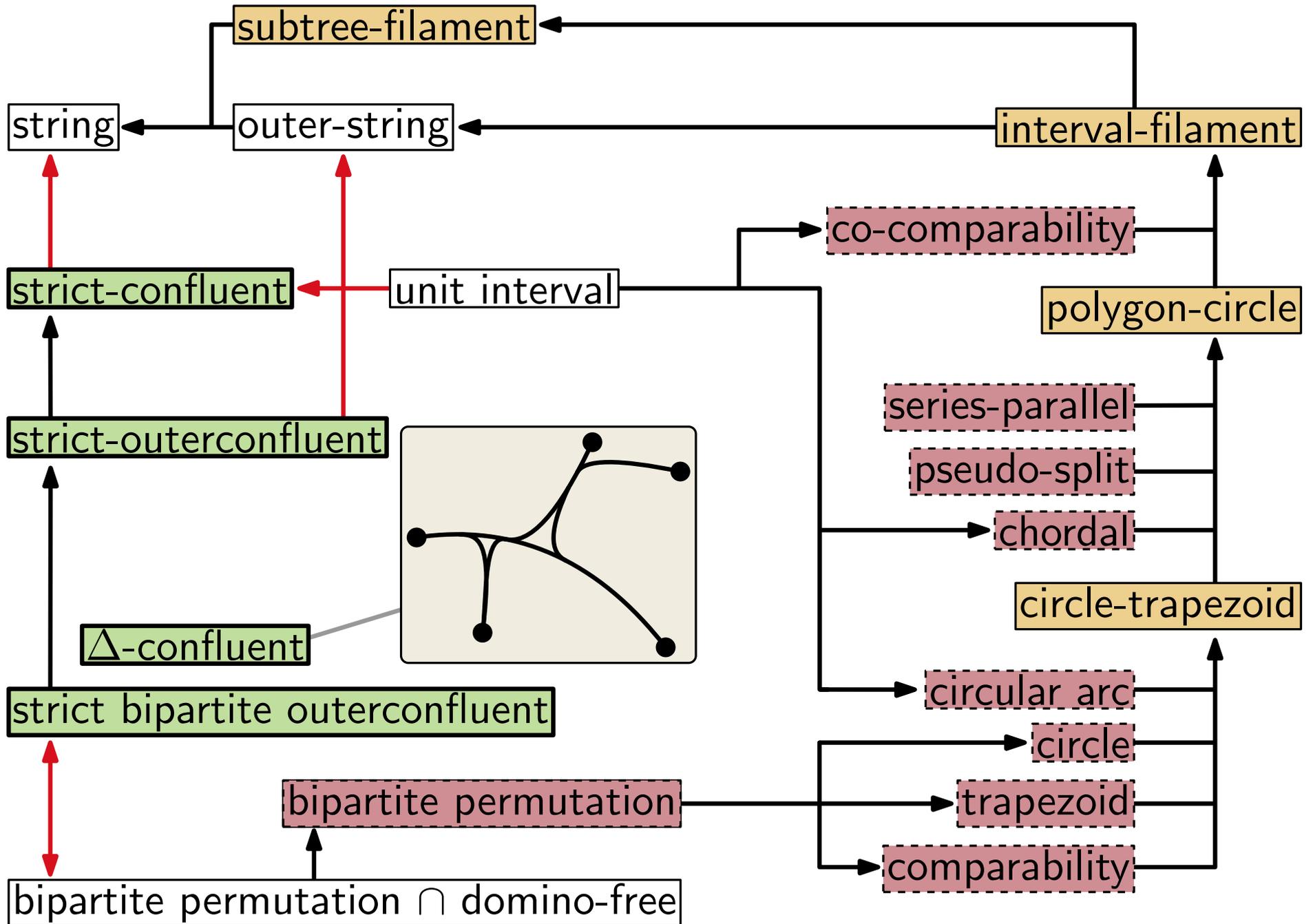
# Our Results



# Our Results

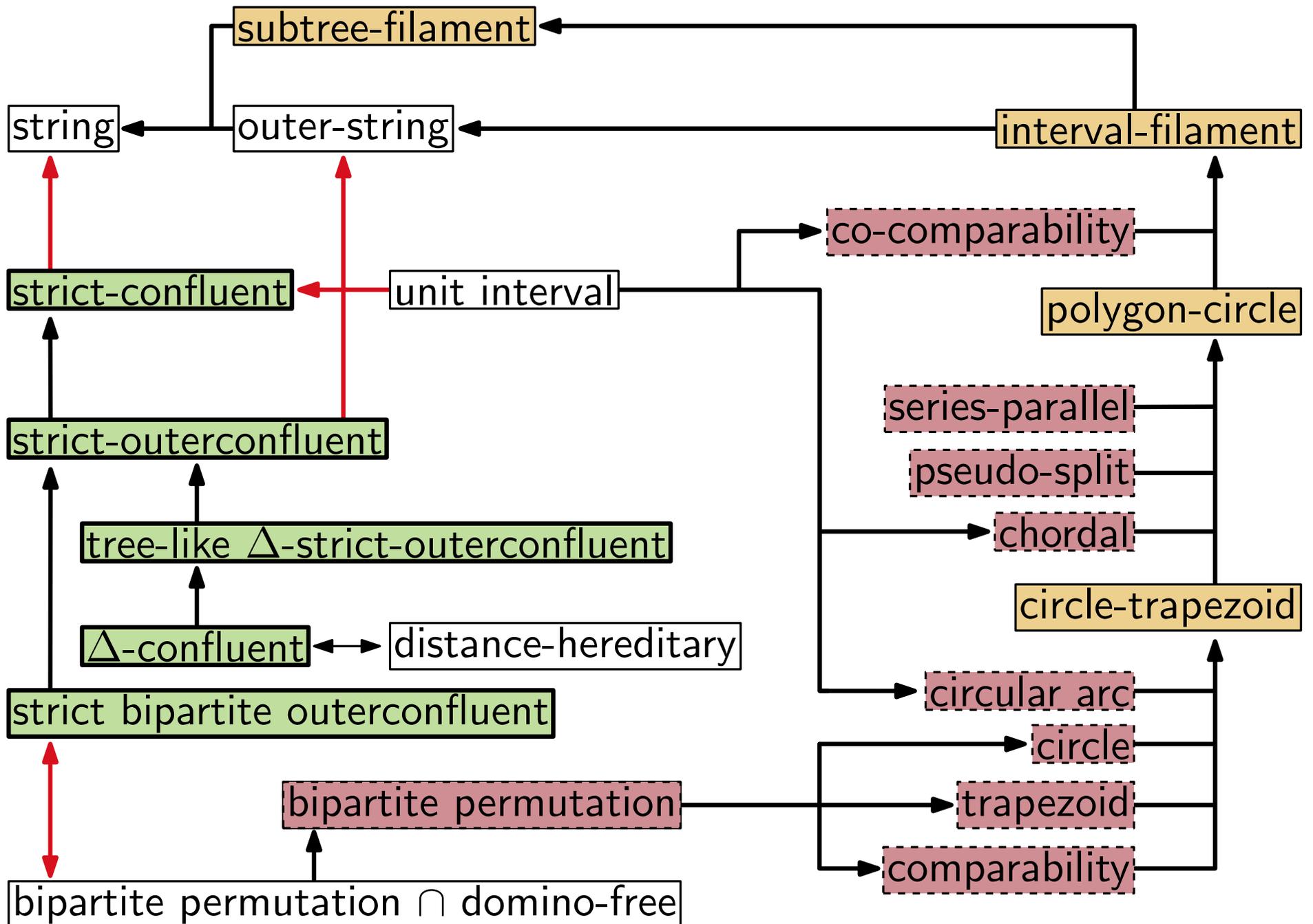


# Our Results



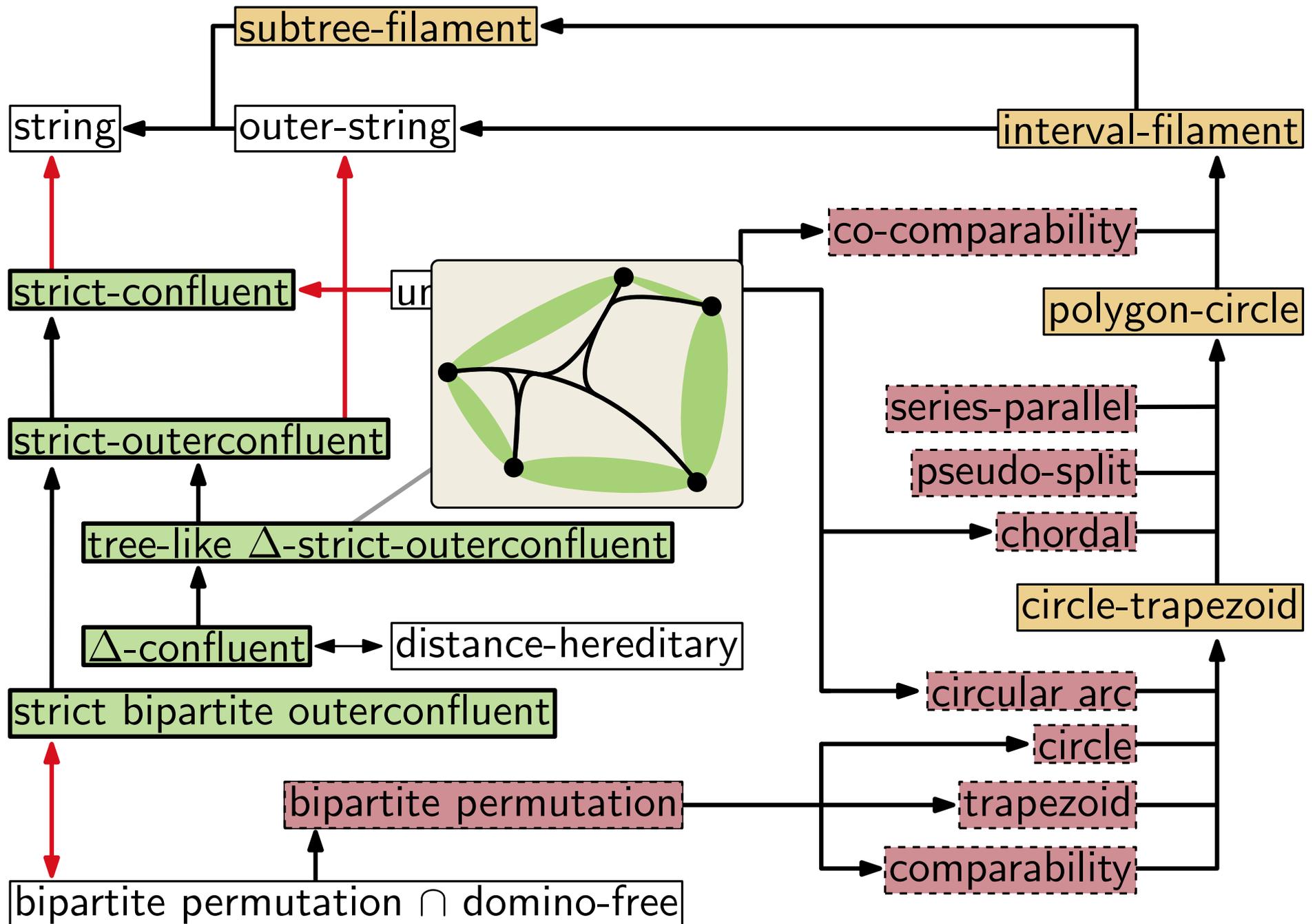


# Our Results

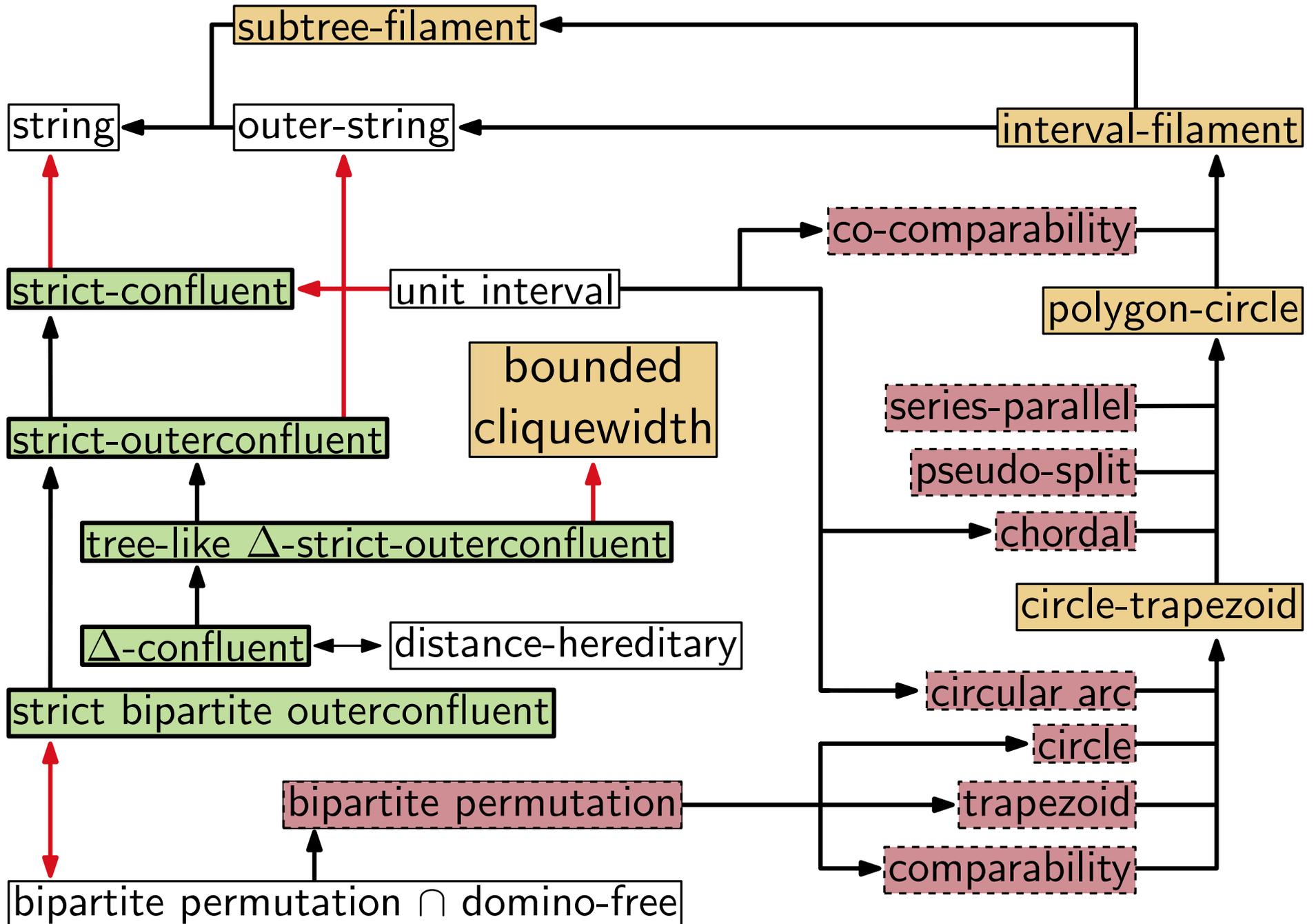




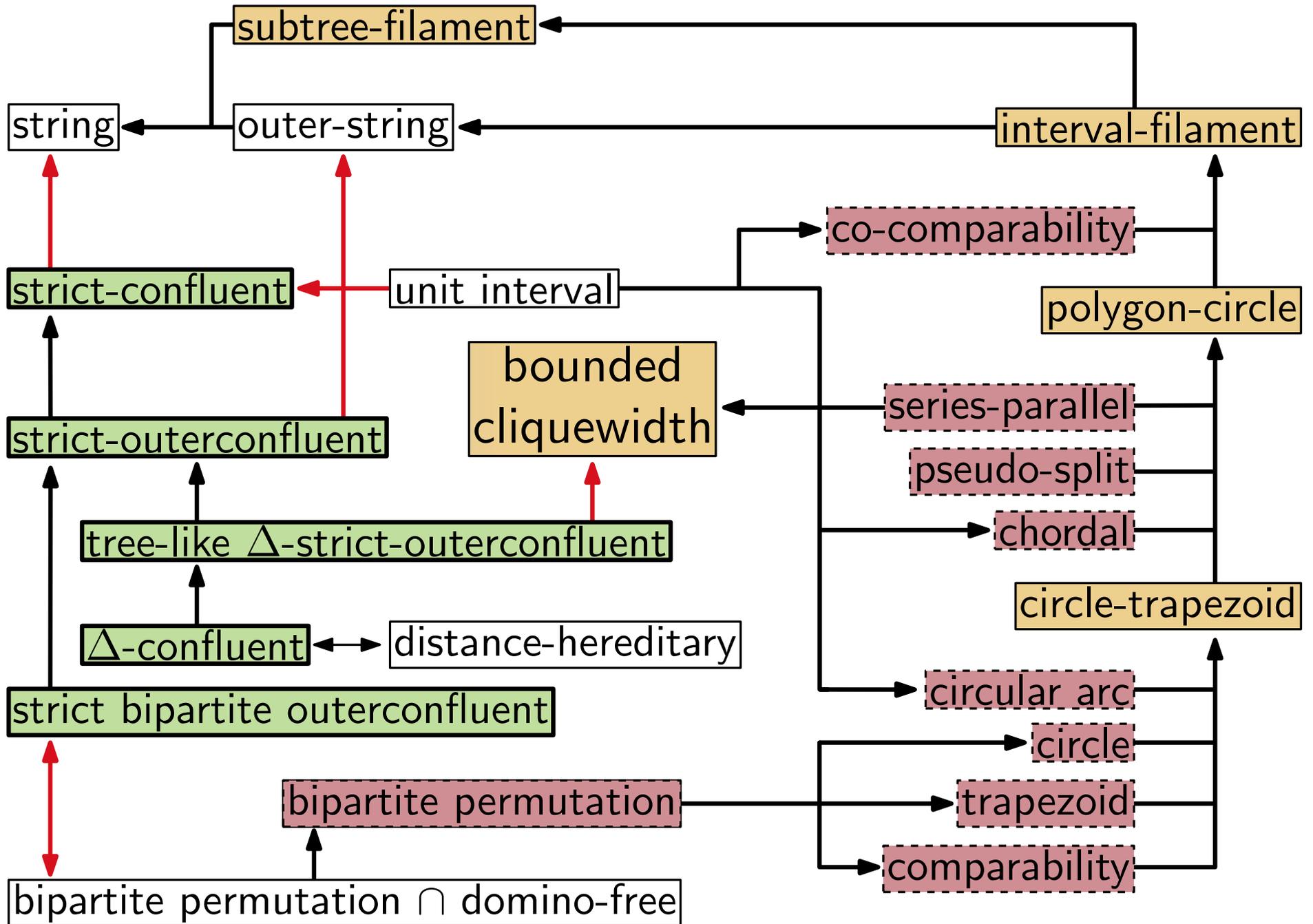
# Our Results



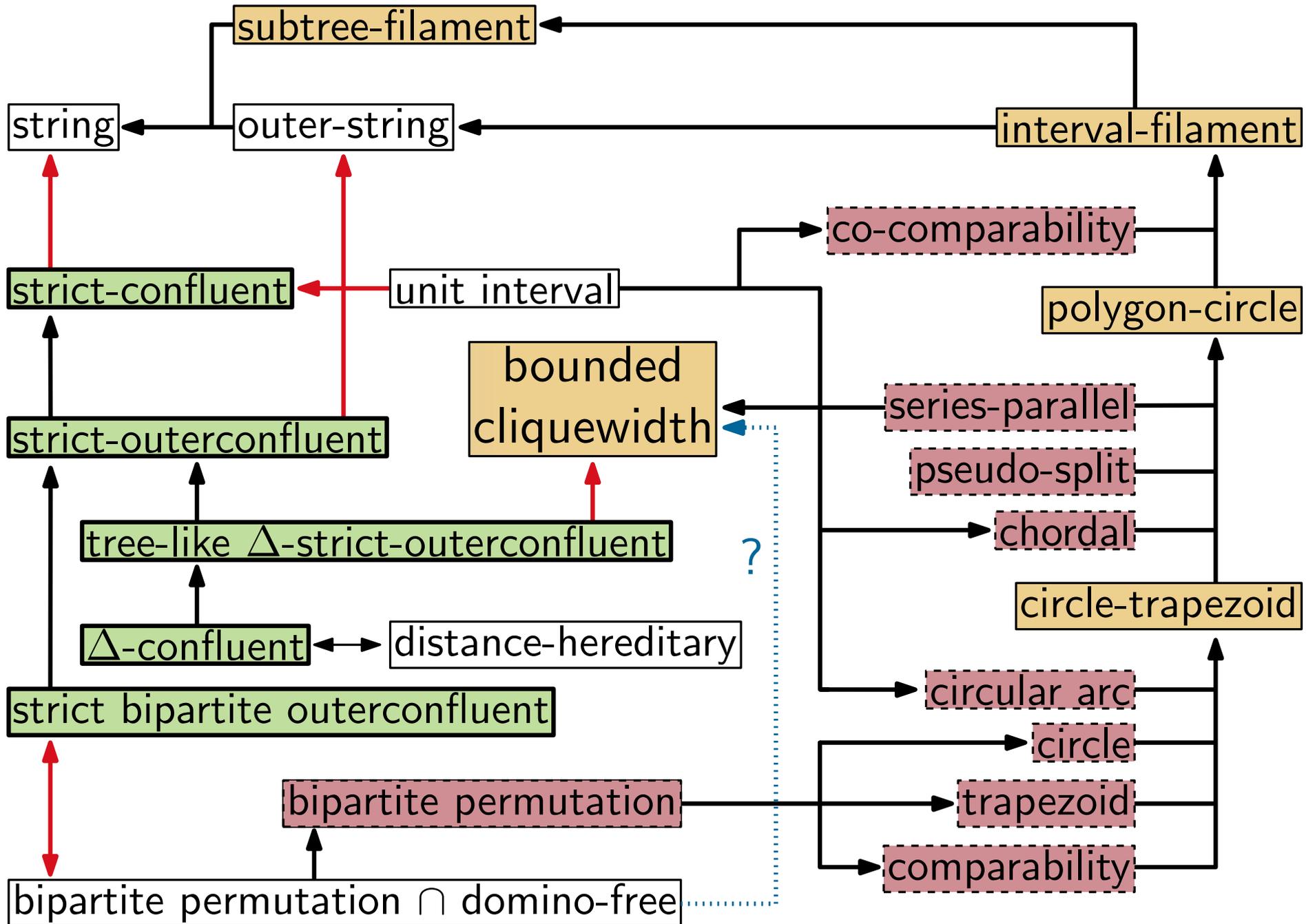
# Our Results



# Our Results

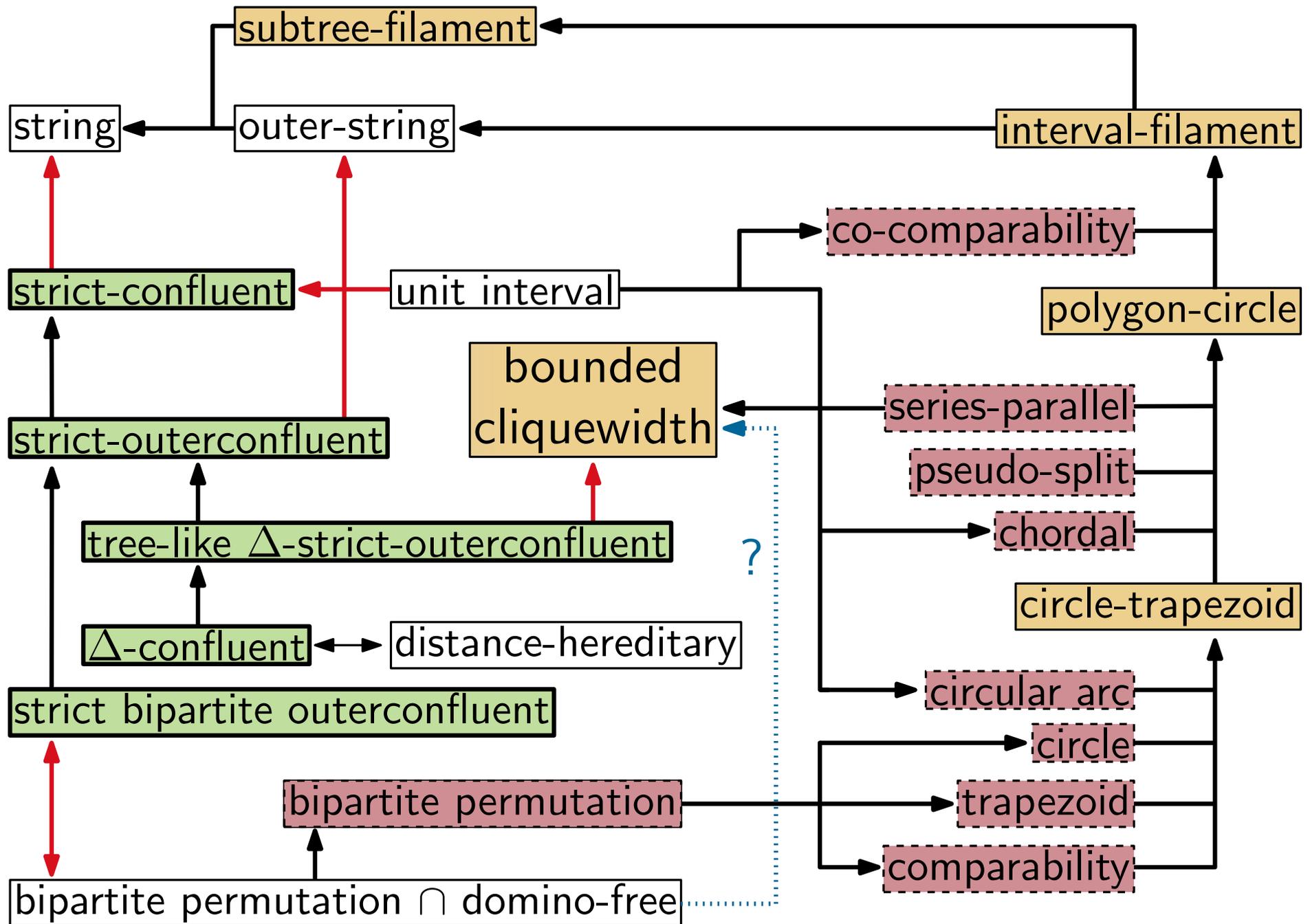


# Our Results



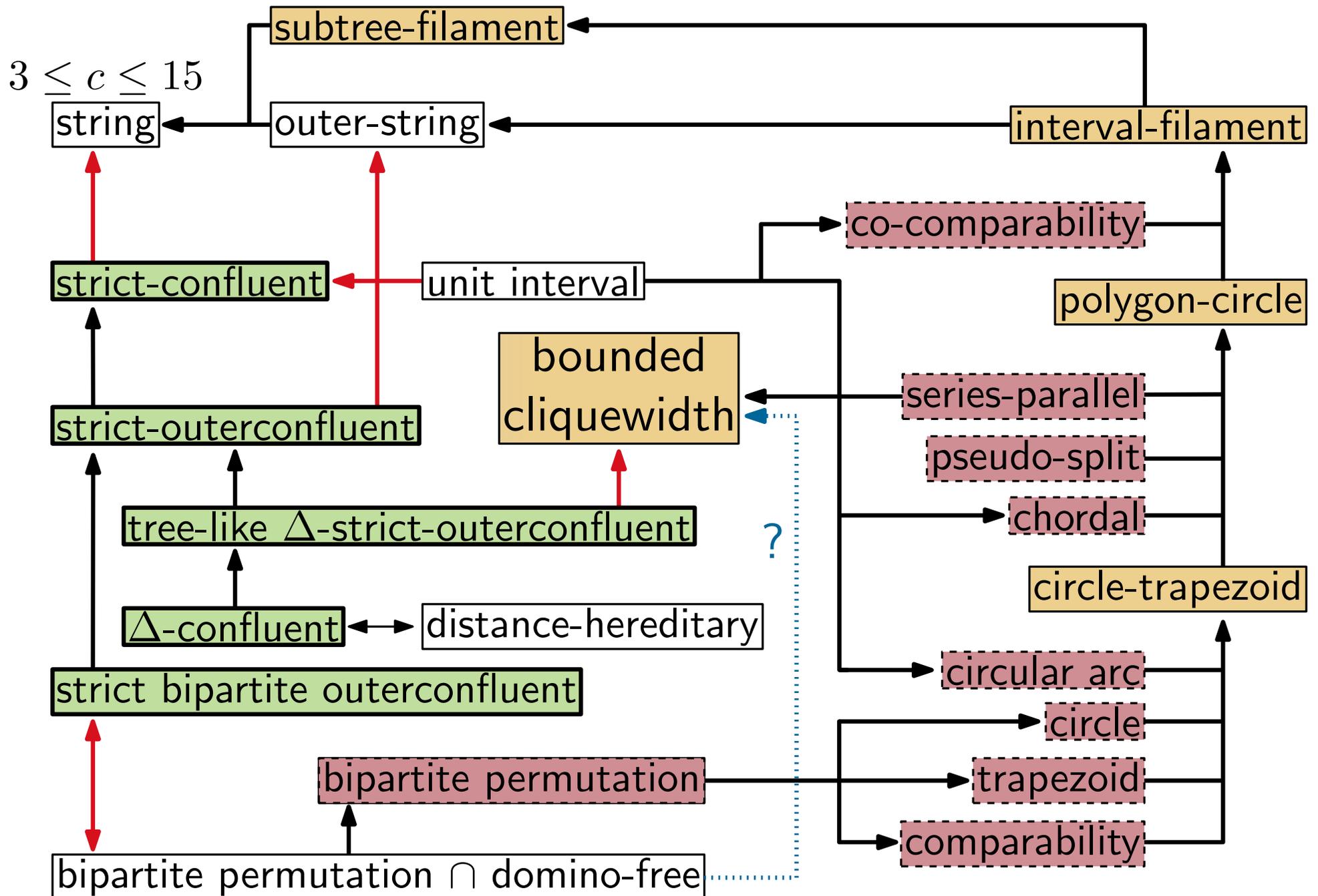
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



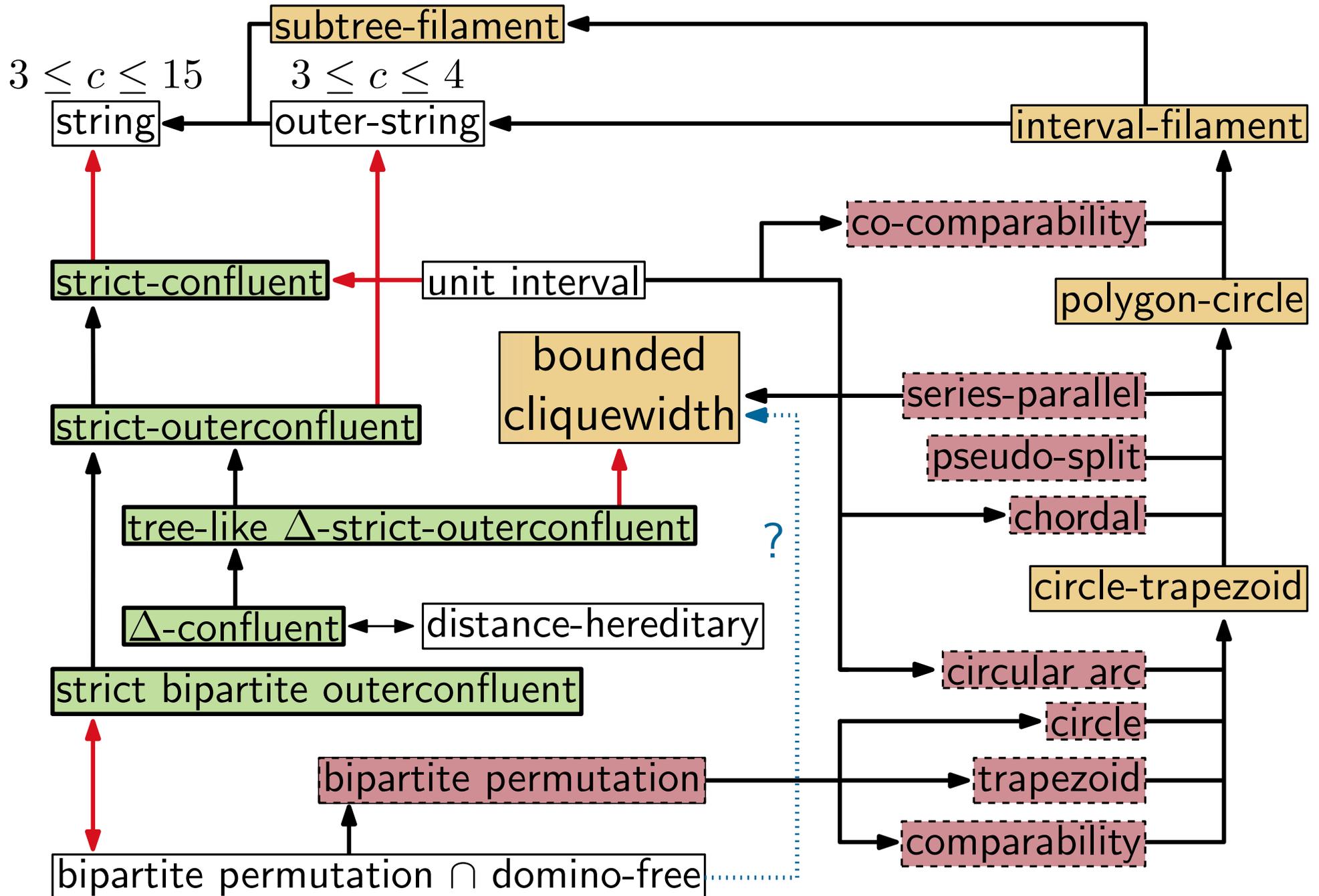
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



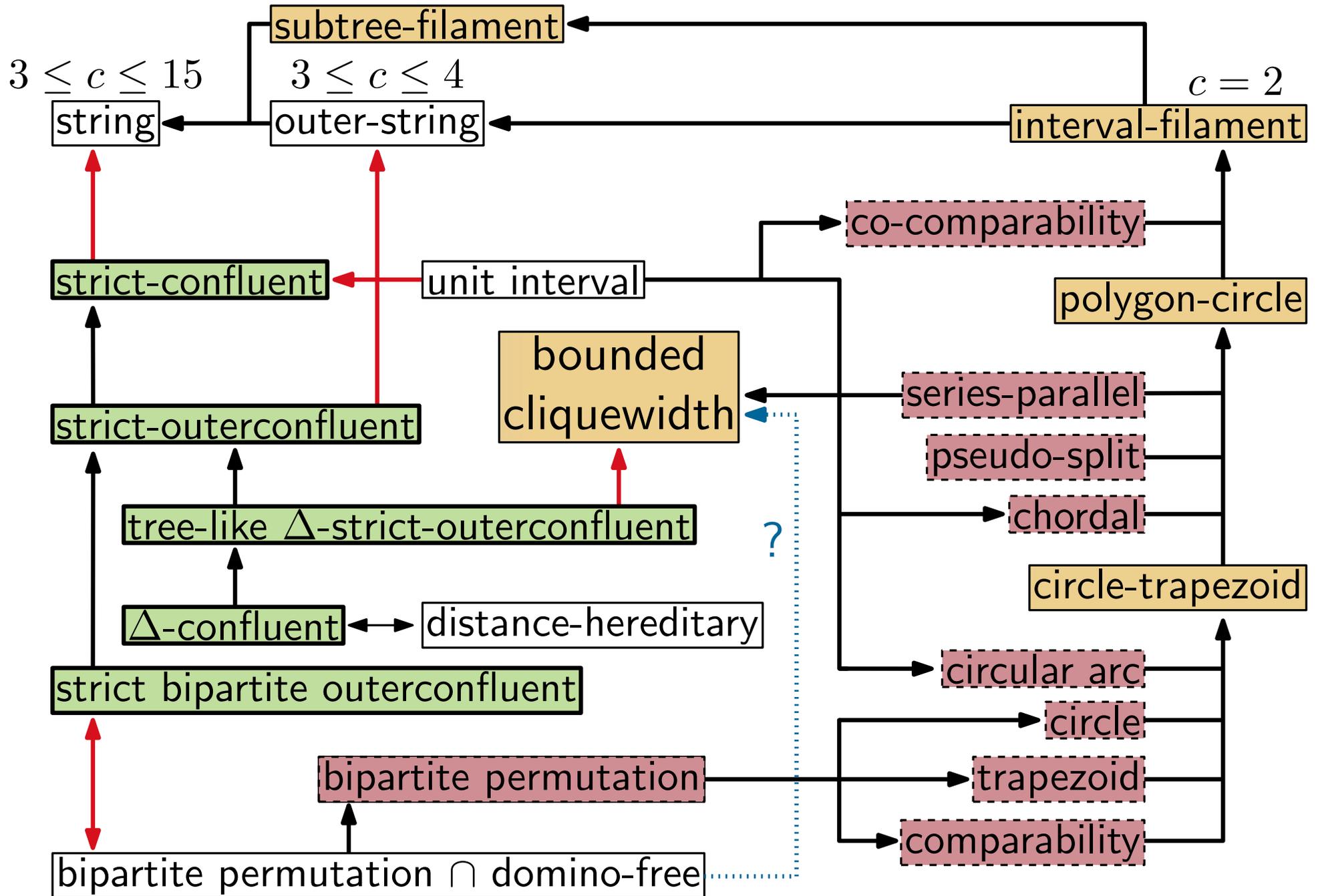
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



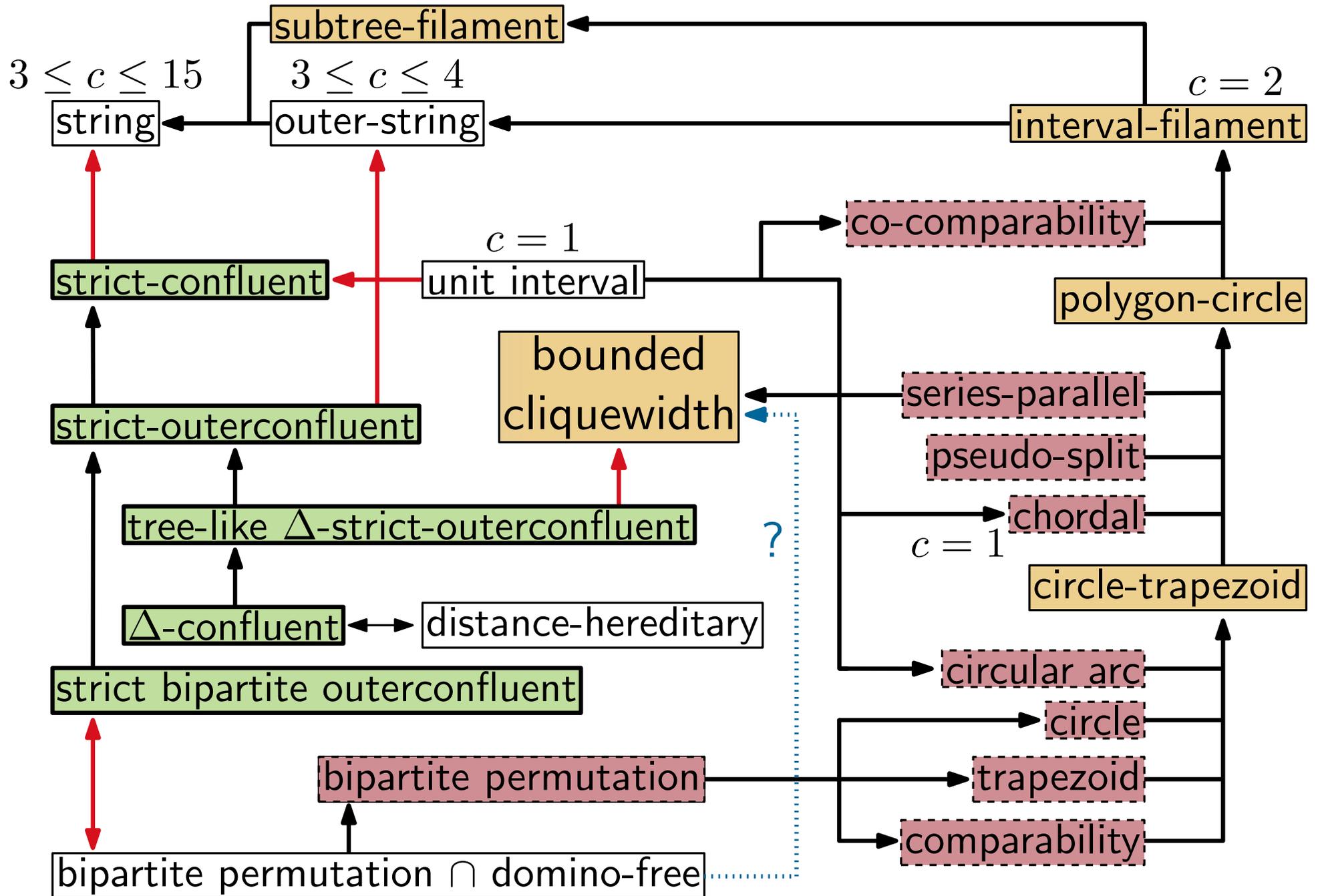
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



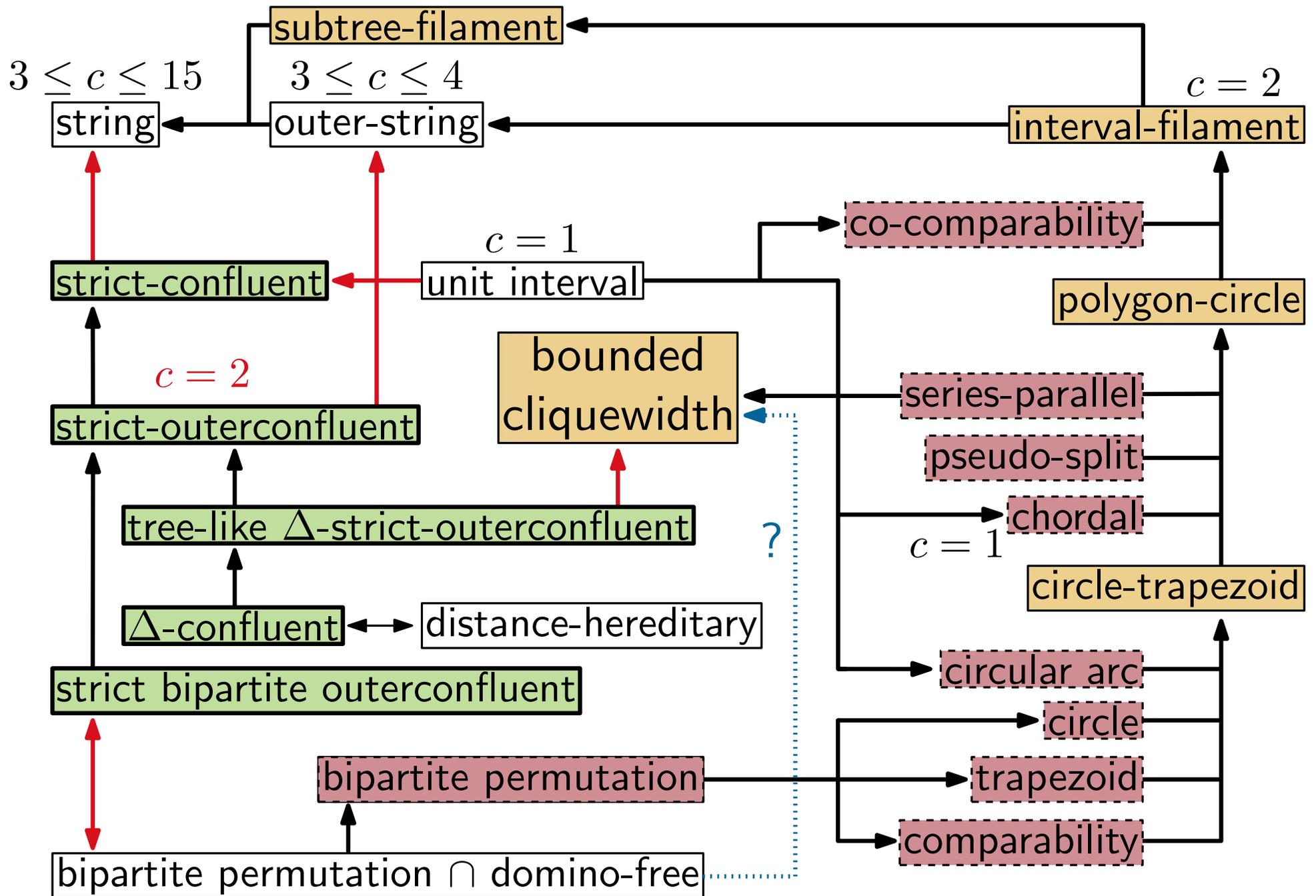
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



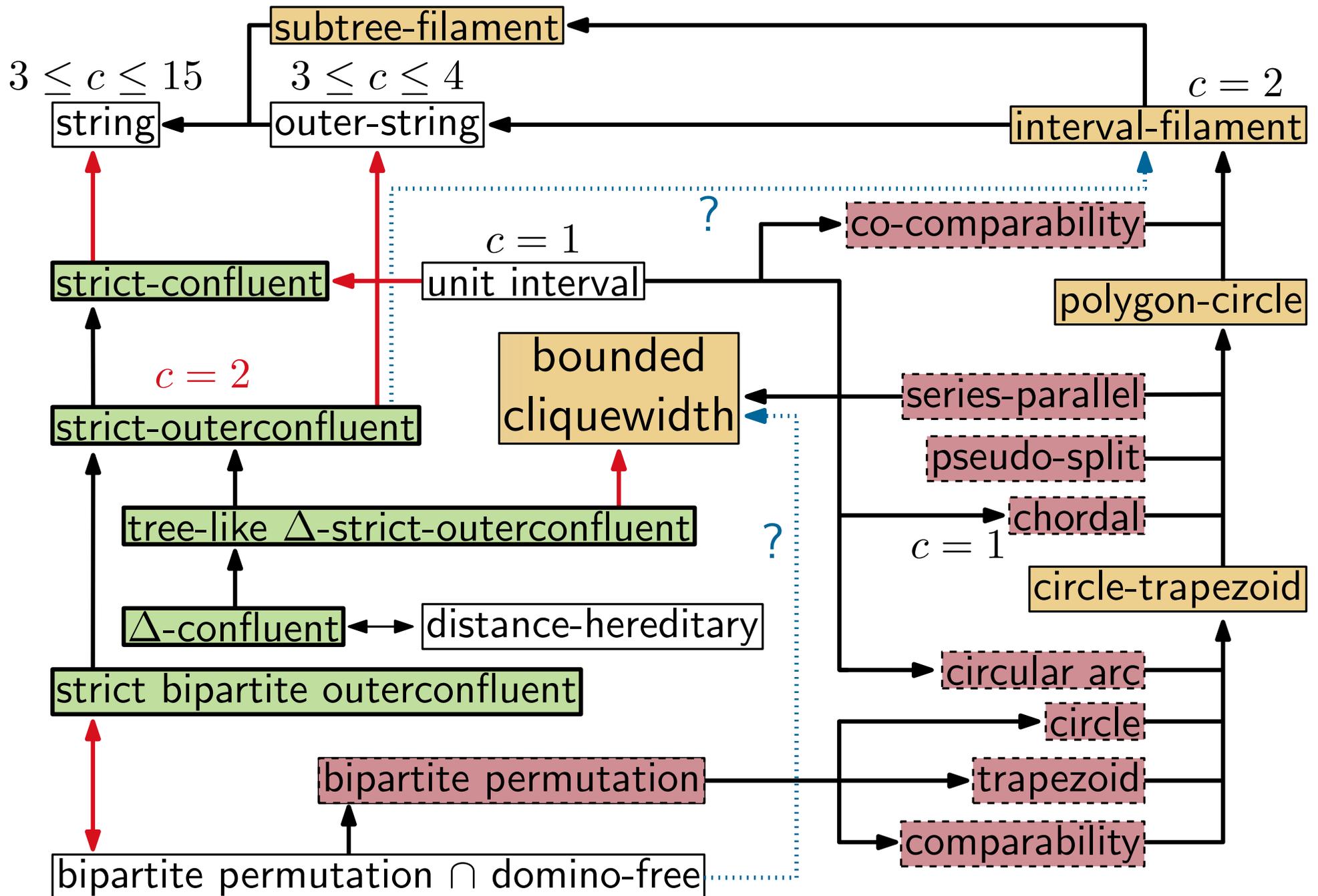
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



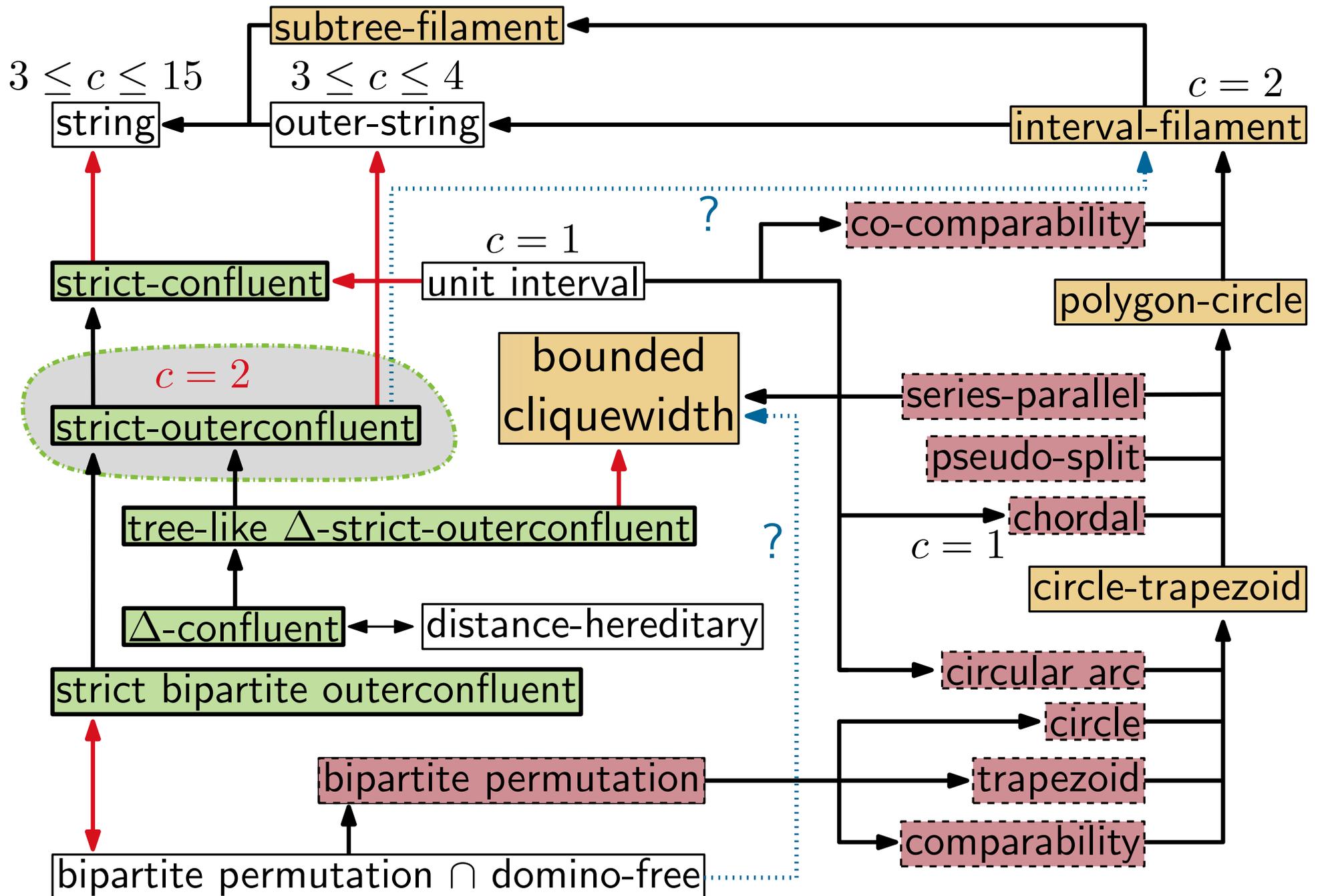
# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



# Our Results

Cop number:  $c$  [Gavenčiak et al. 18]



# Cops and Robbers

Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop

**Cop-number:** What is the smallest  $k$  such that cop player wins?

# Cops and Robbers

Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop

**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

Simple two player game on a graph



- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop

**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

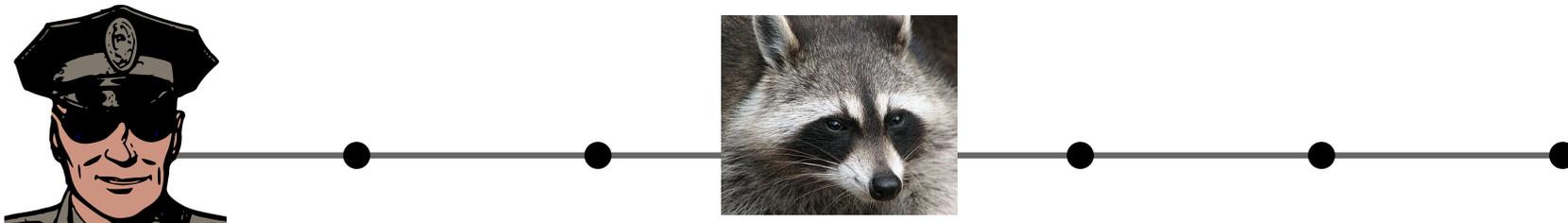
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

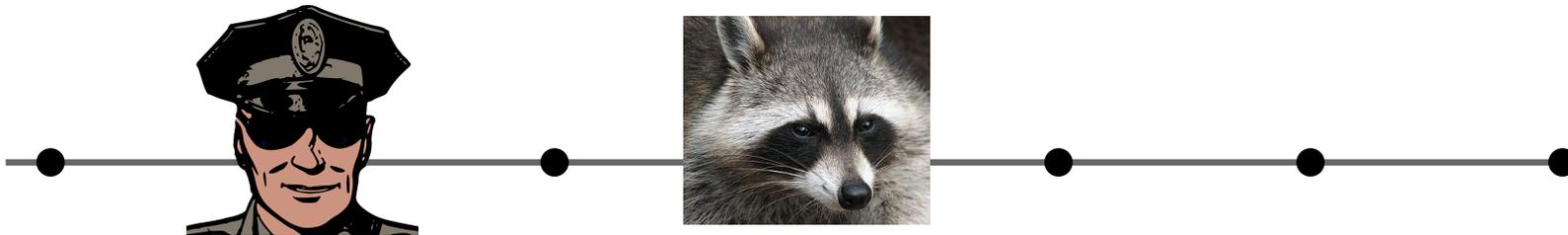
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

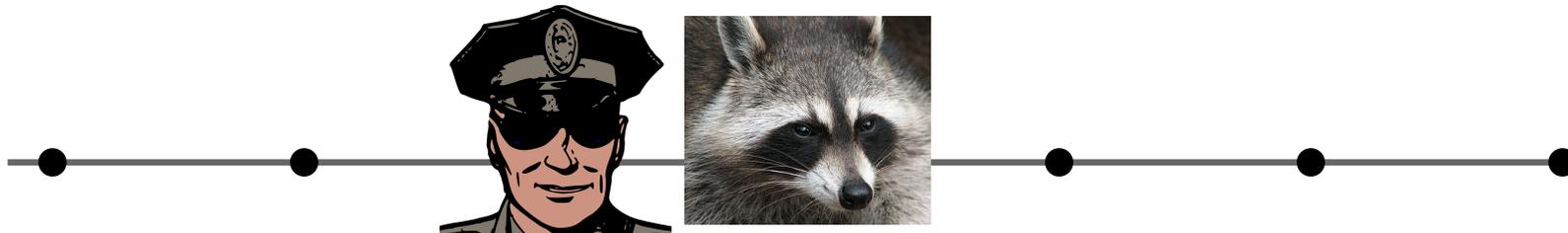
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

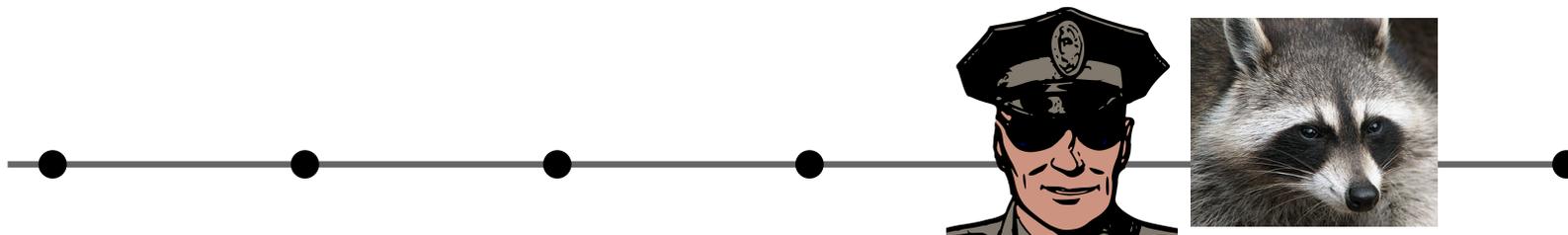
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

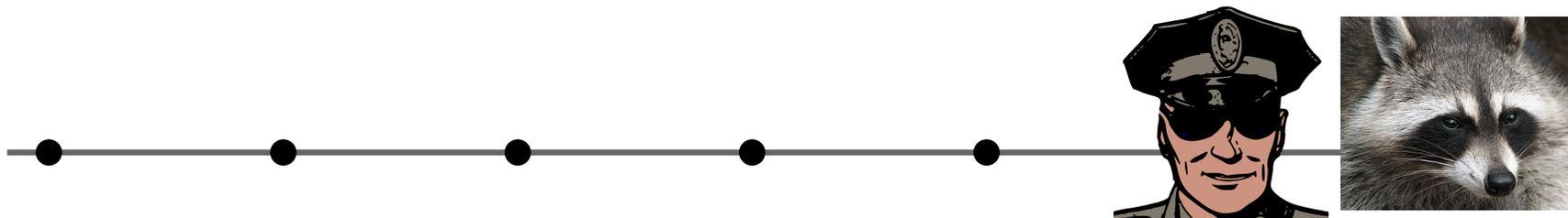
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

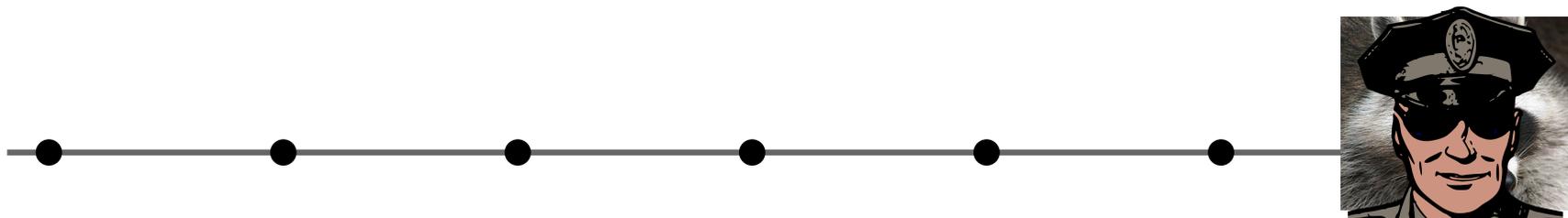
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A path



# Cops and Robbers

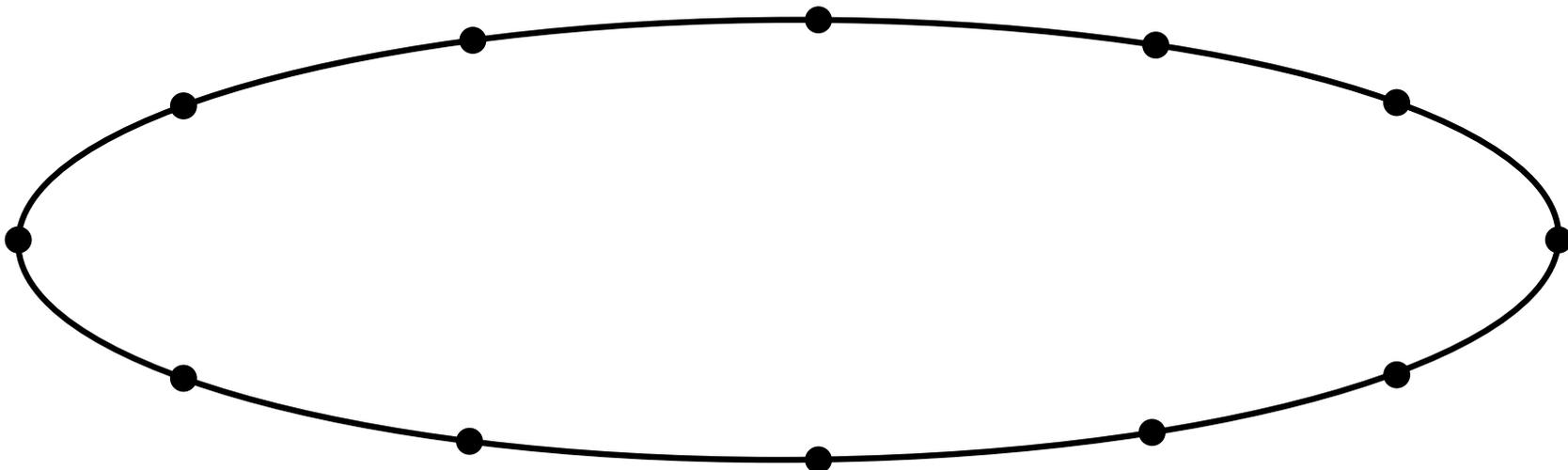
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

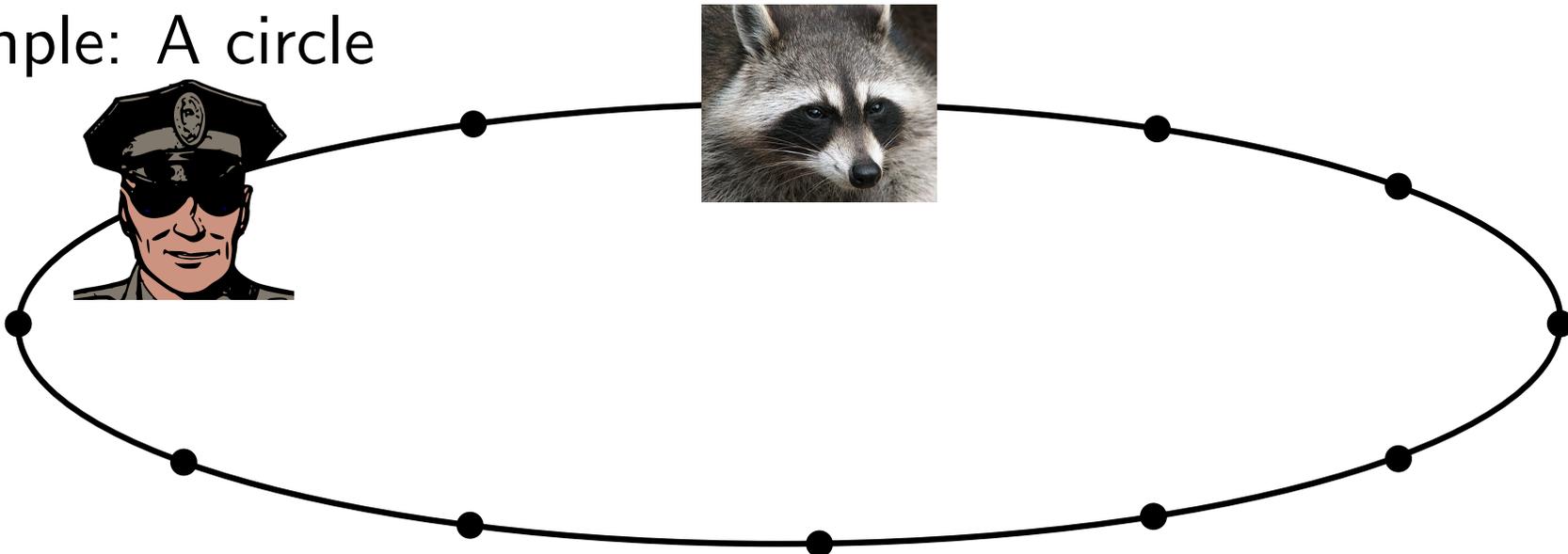
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

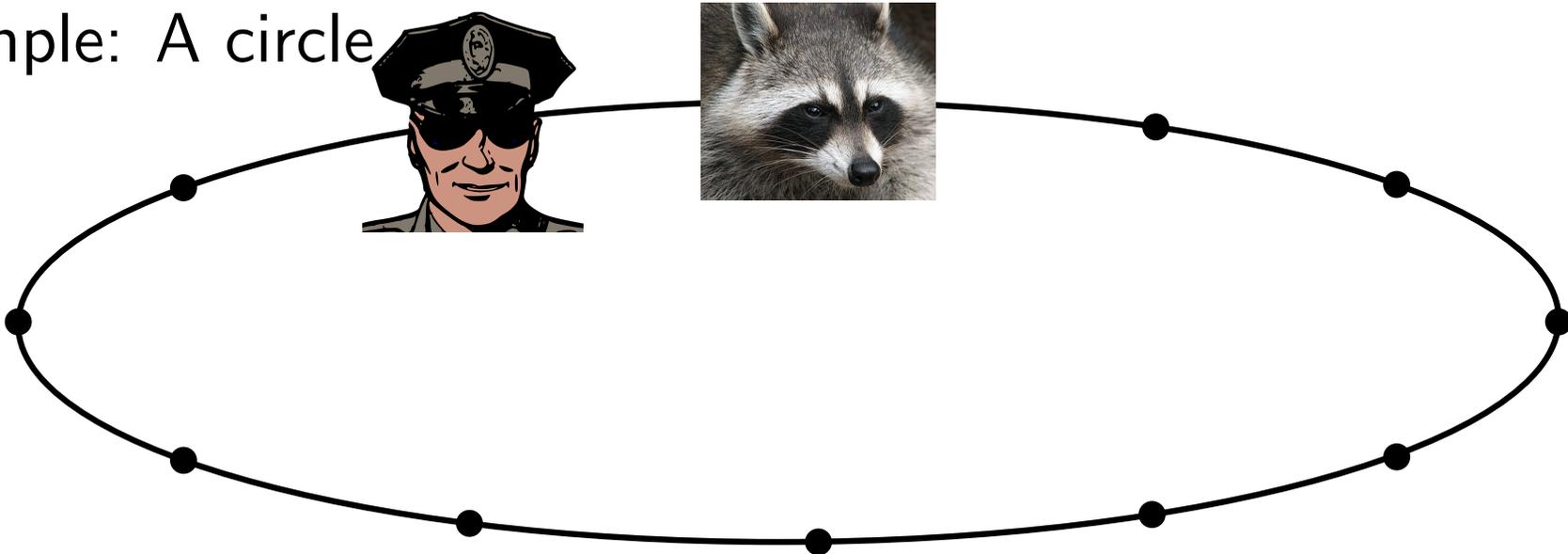
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

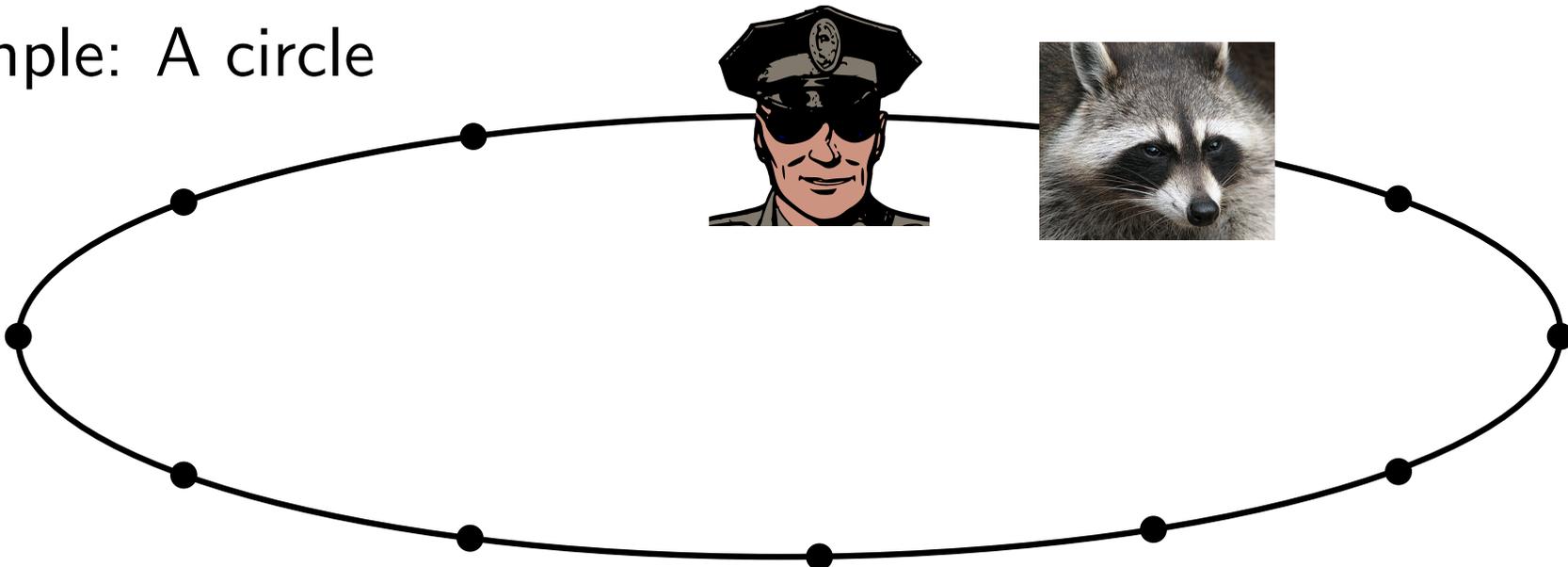
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

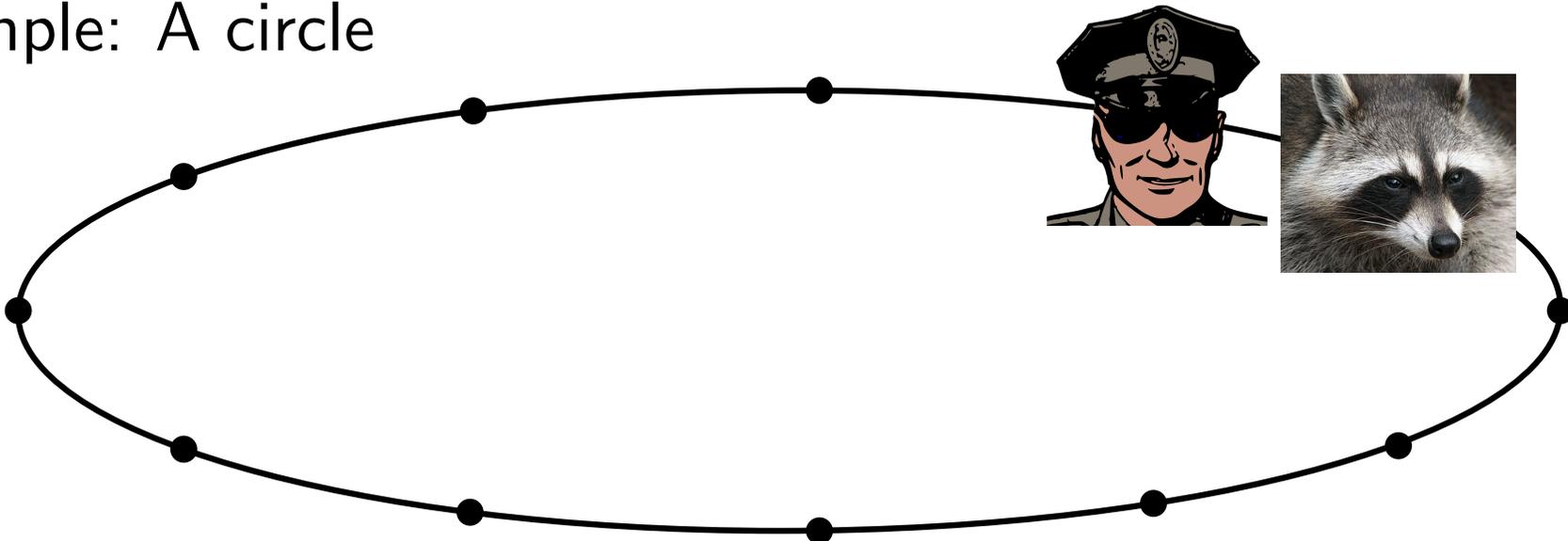
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

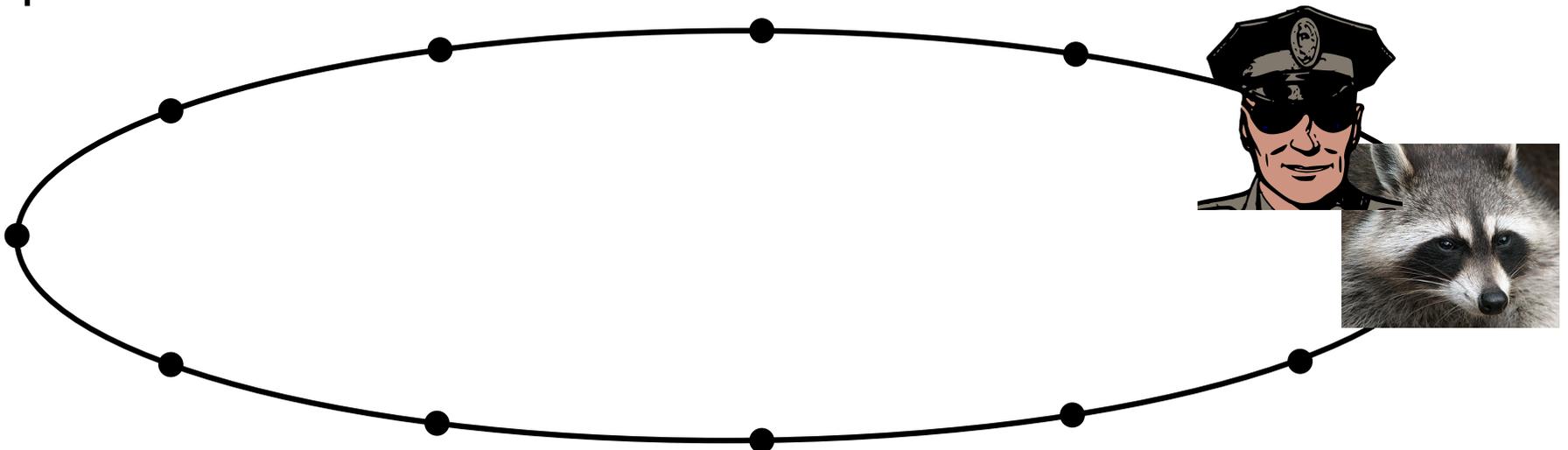
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

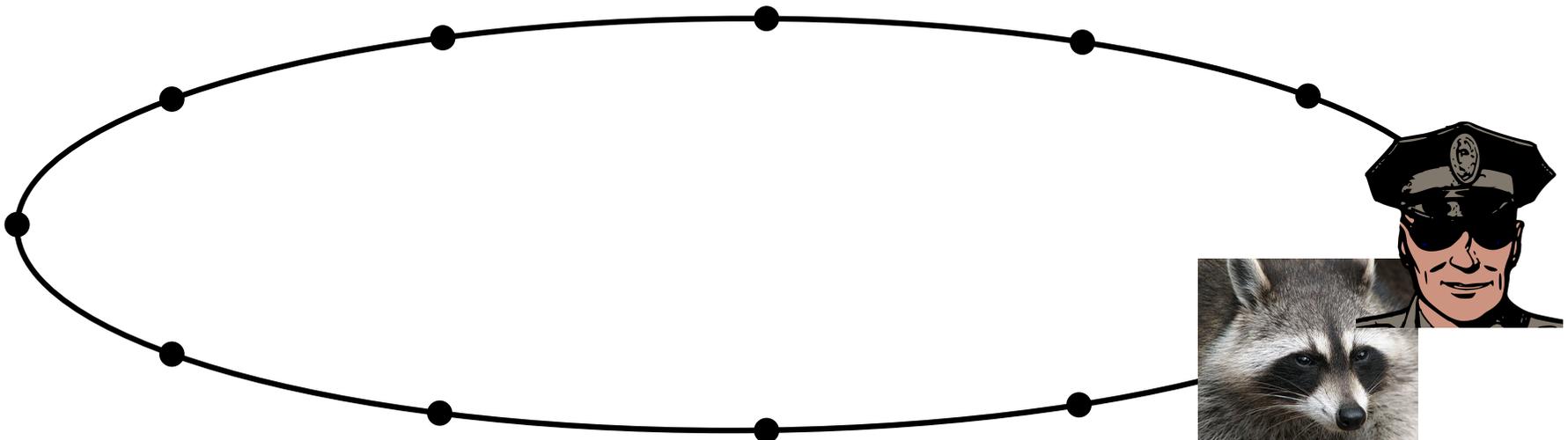
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

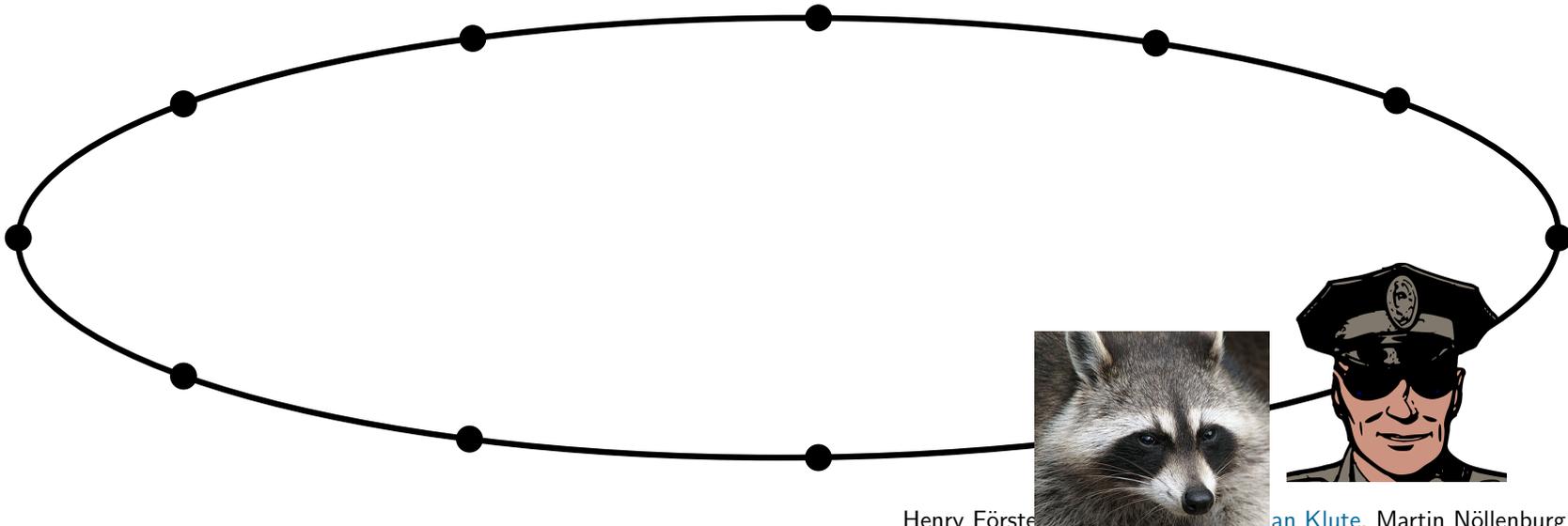
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

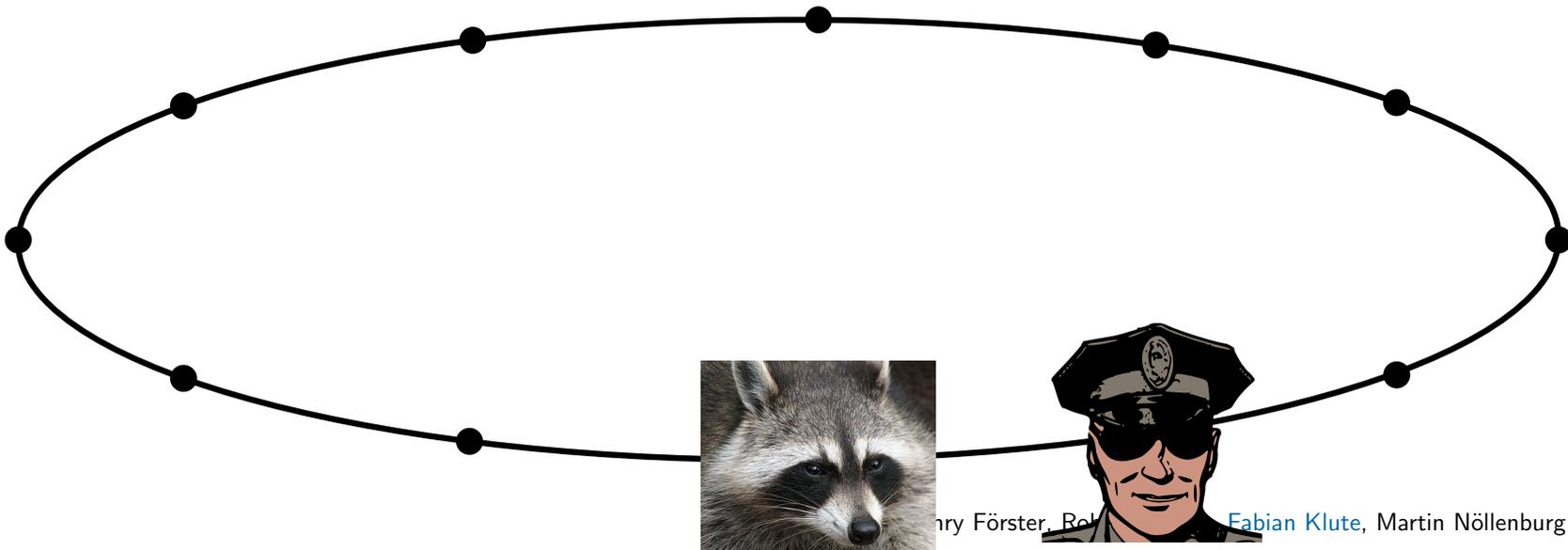
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

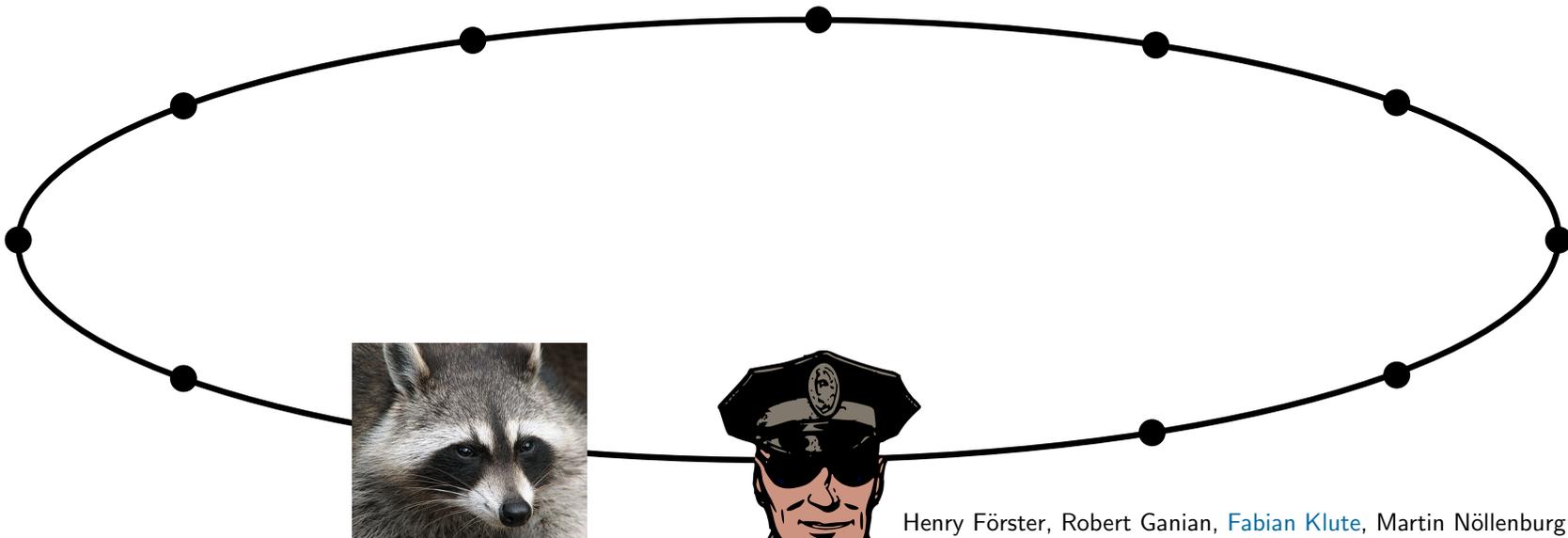
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

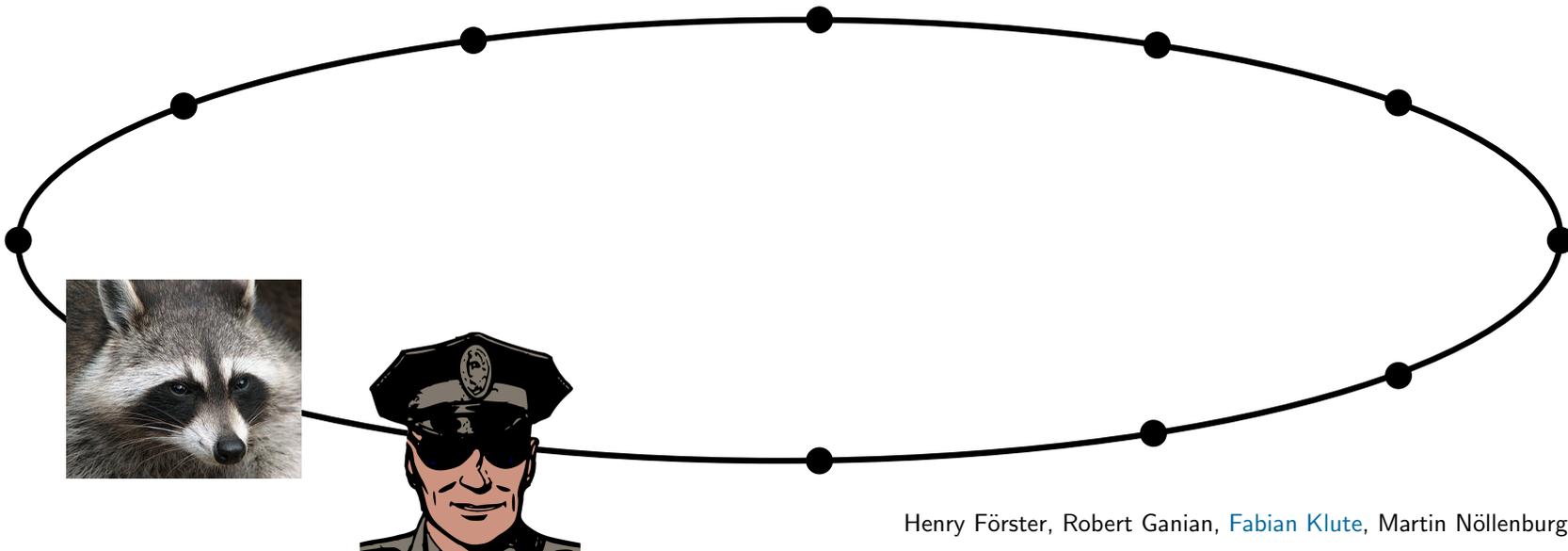
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

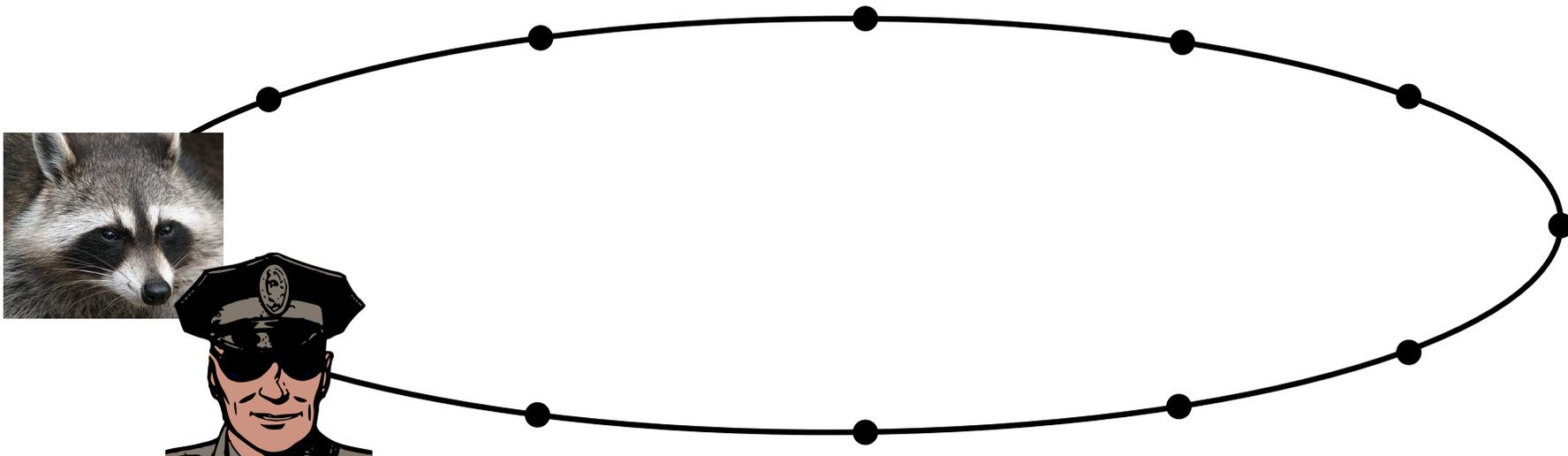
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

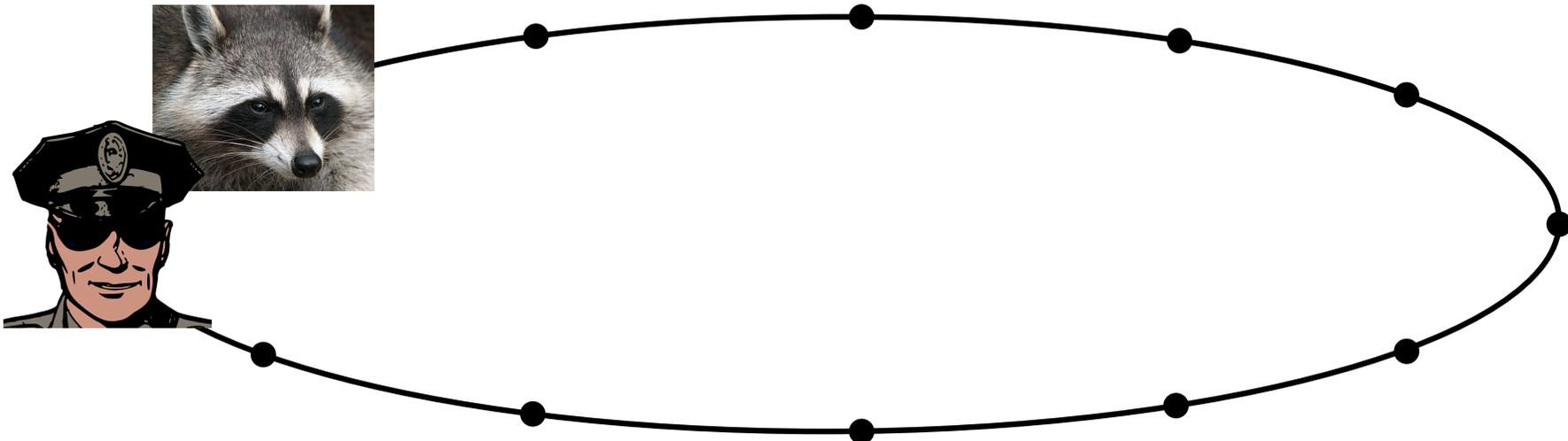
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

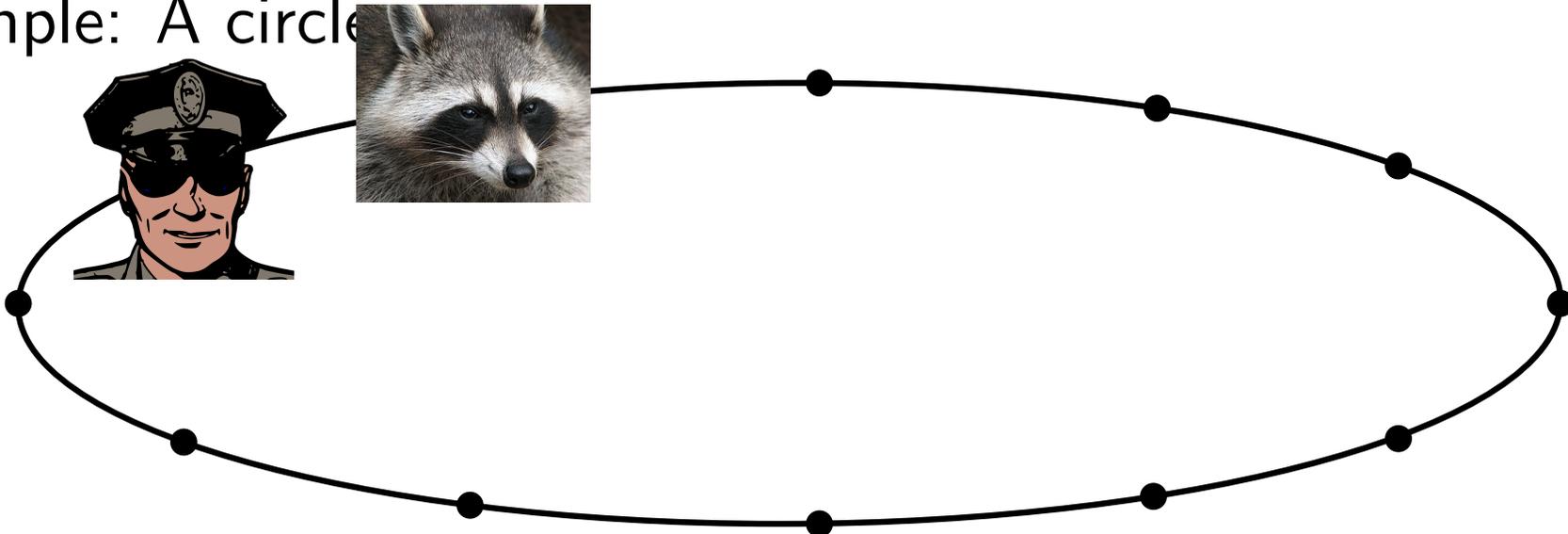
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

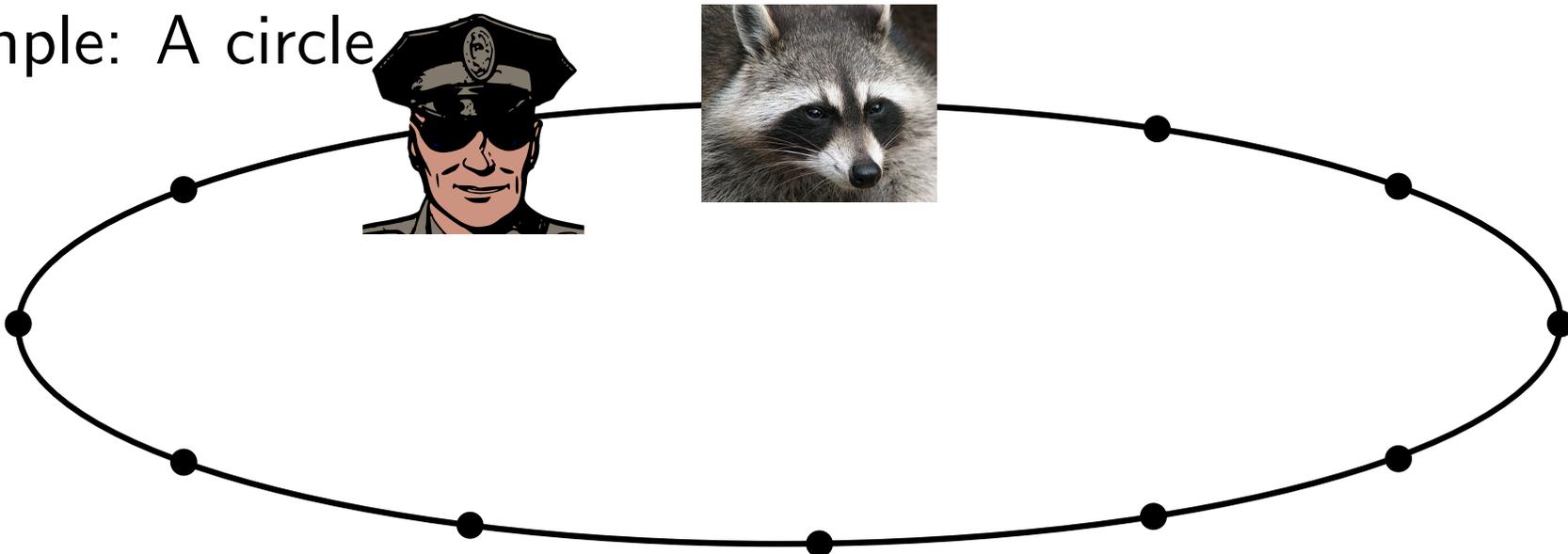
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

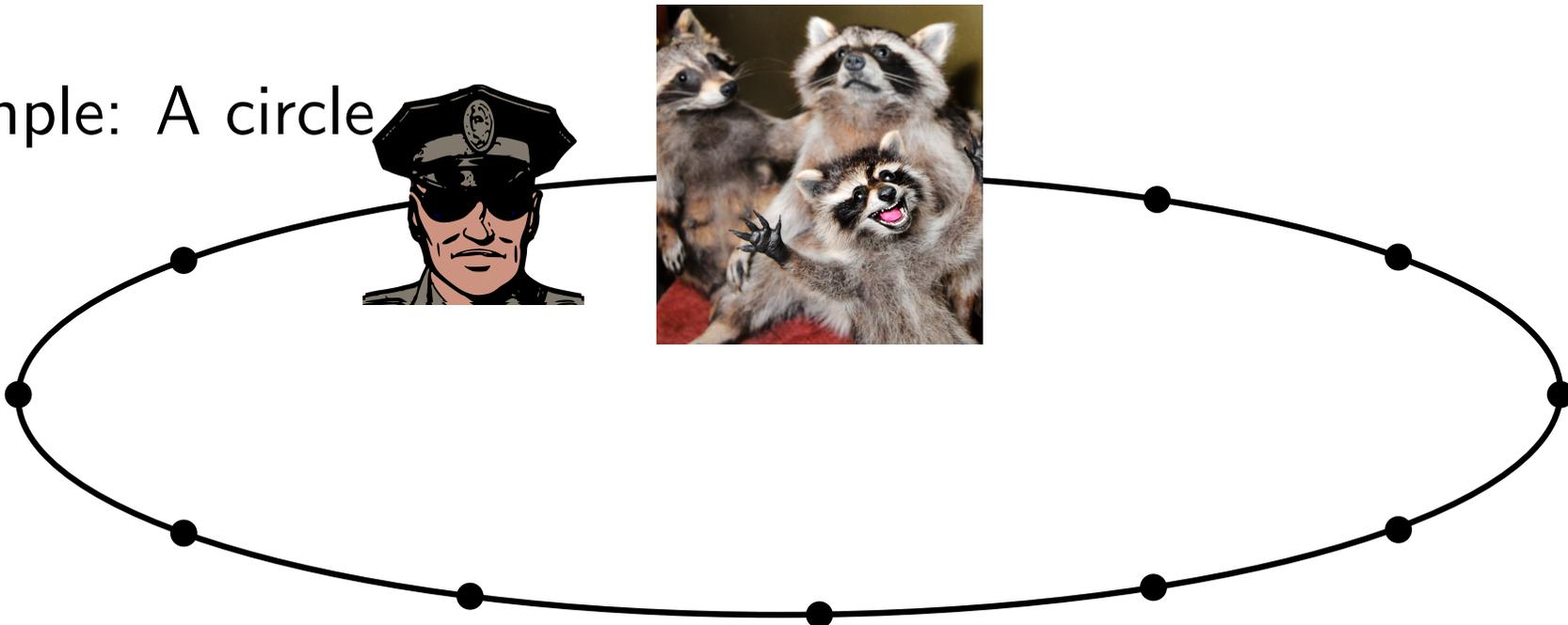
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

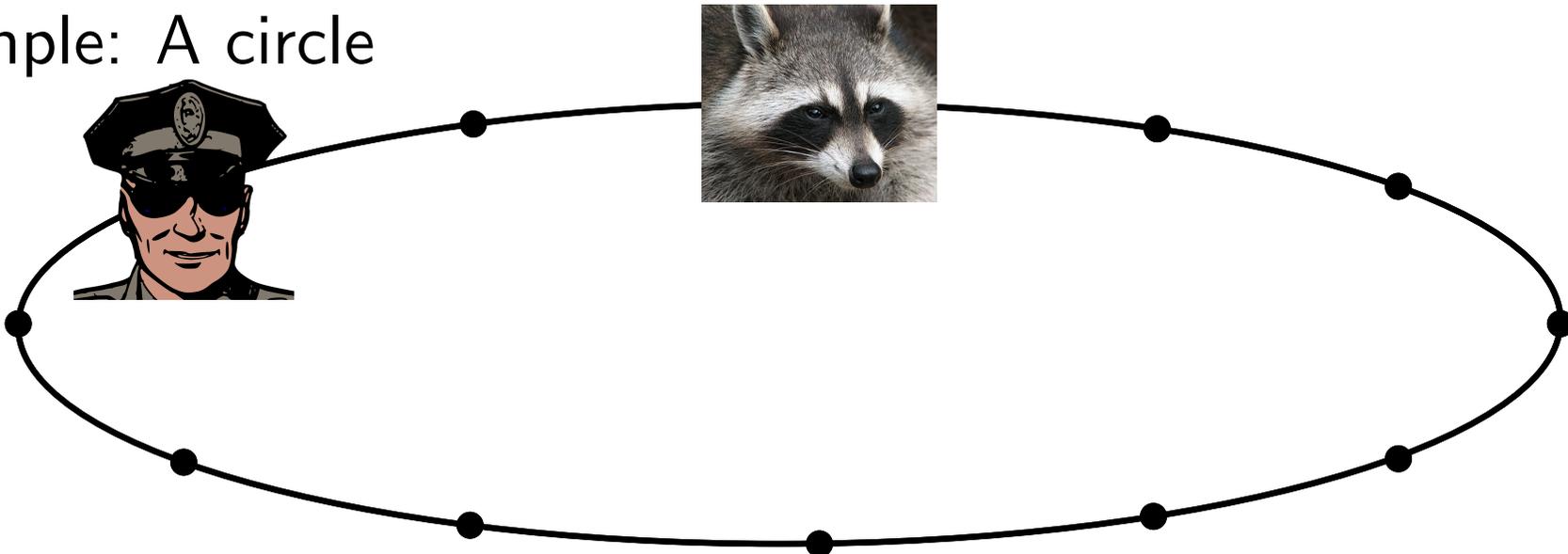
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

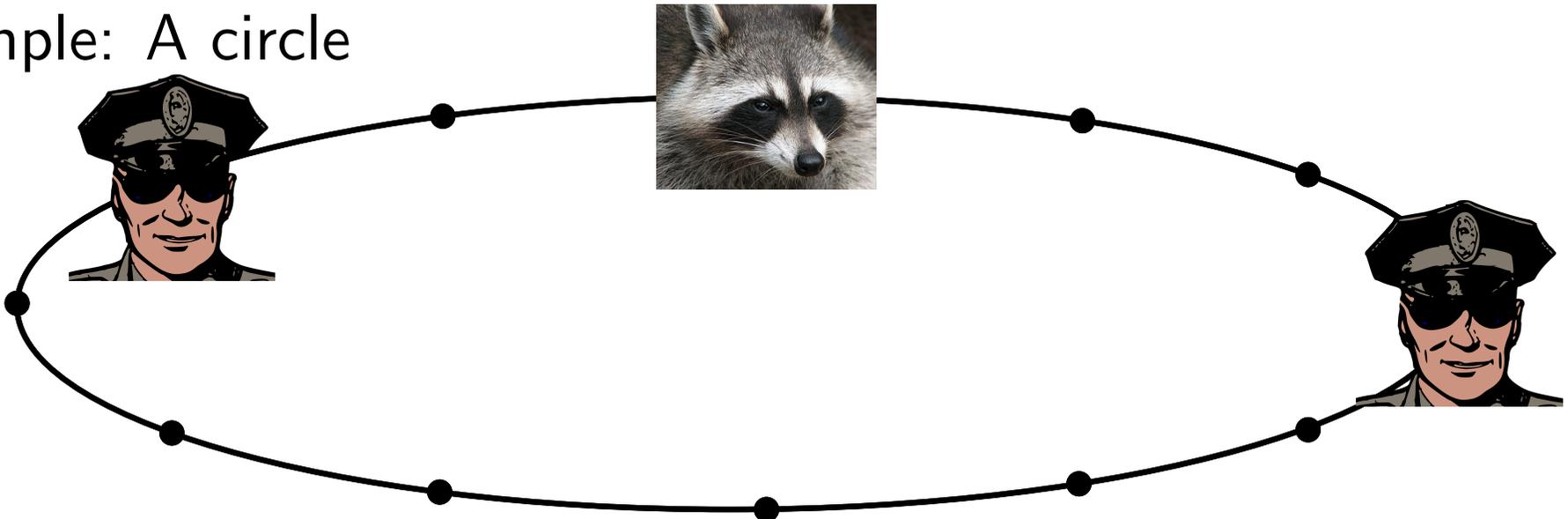
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

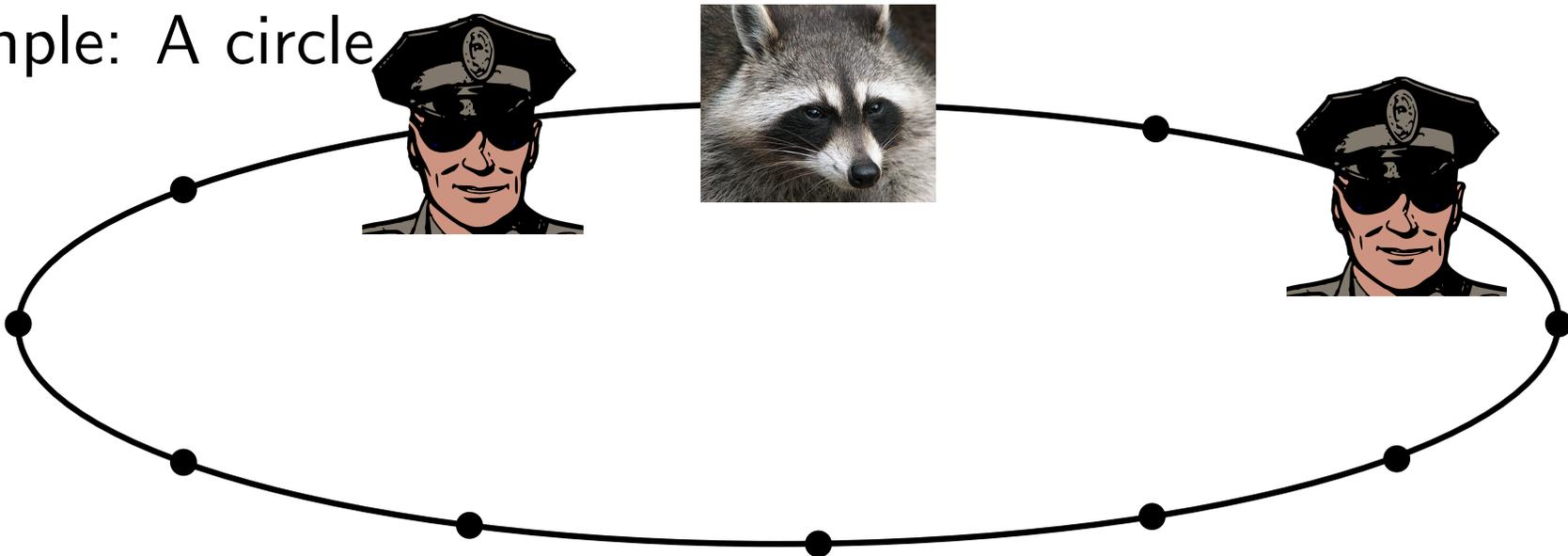
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

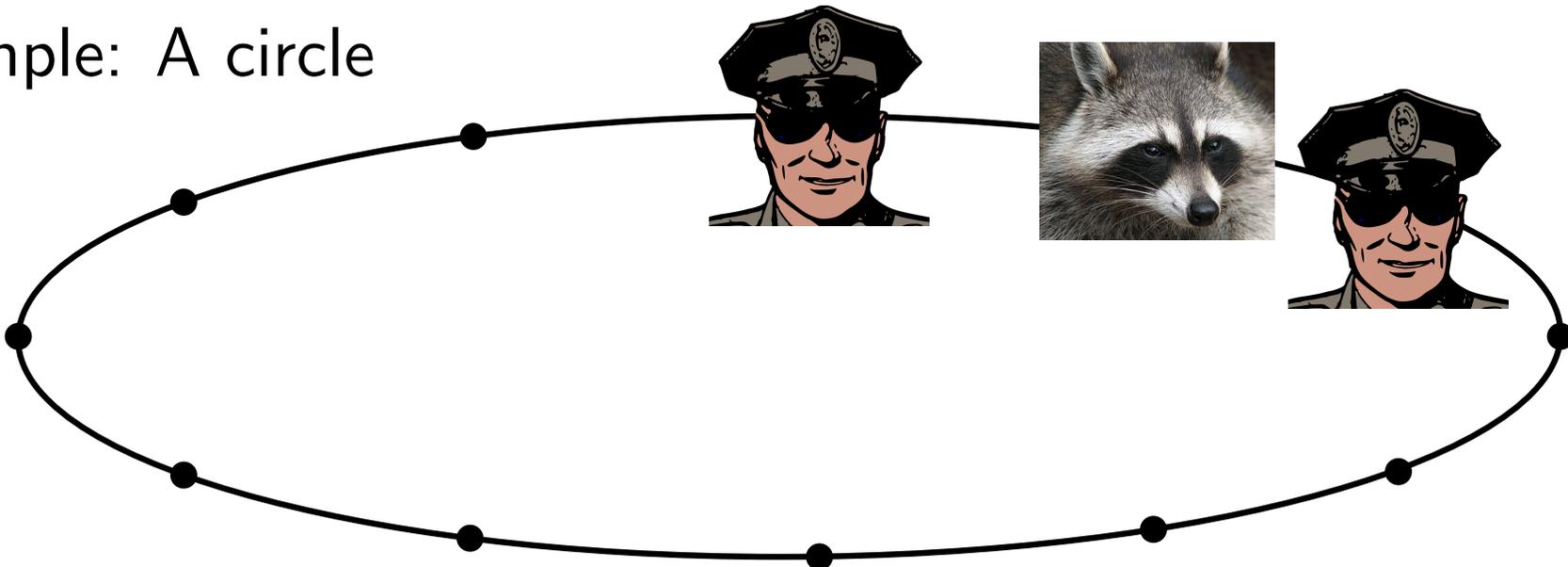
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

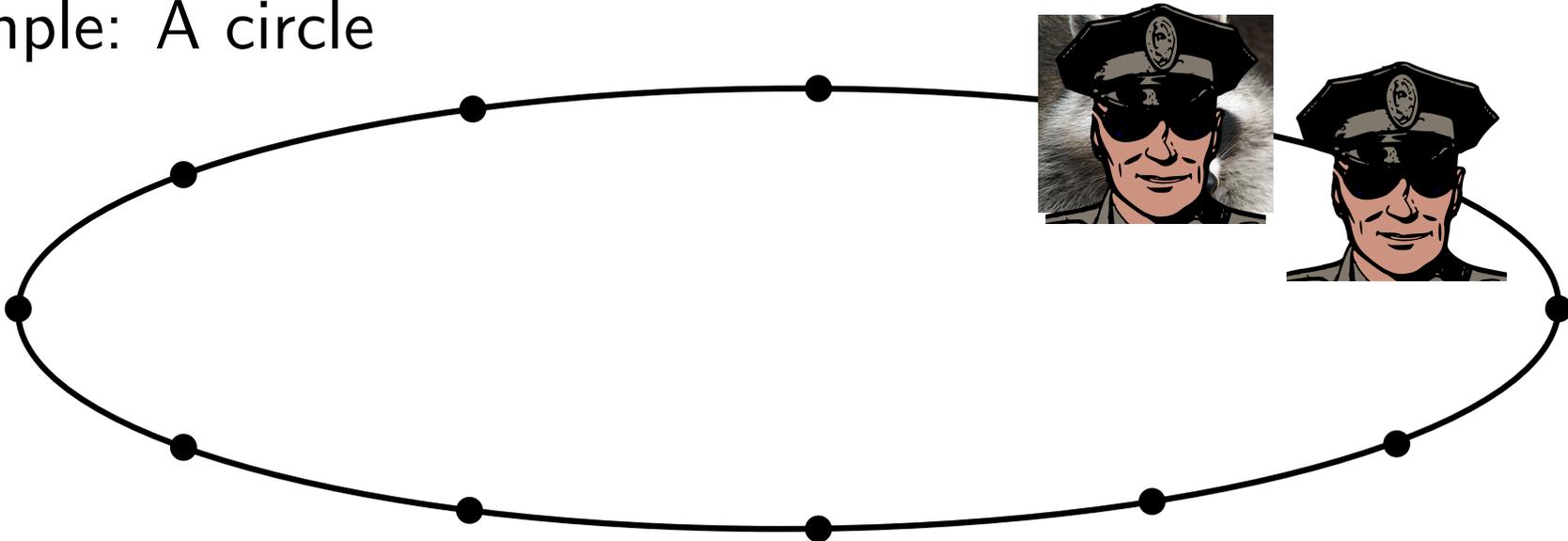
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



# Cops and Robbers

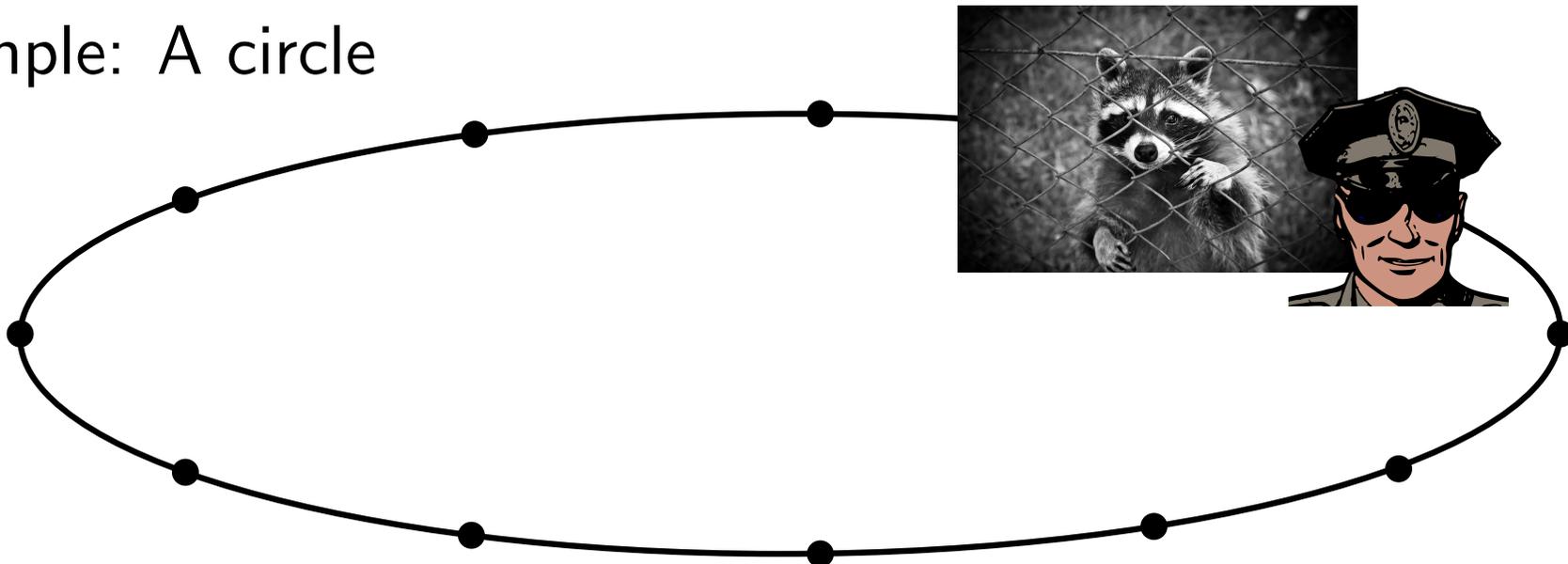
Simple two player game on a graph

- Cop player has  $k$  cop tokens
- Robber player has 1 robber token
- In a turn player can move their token to adjacent vertices
- Robber is caught if it coincides with a cop



**Cop-number:** What is the smallest  $k$  such that cop player wins?

Example: A circle



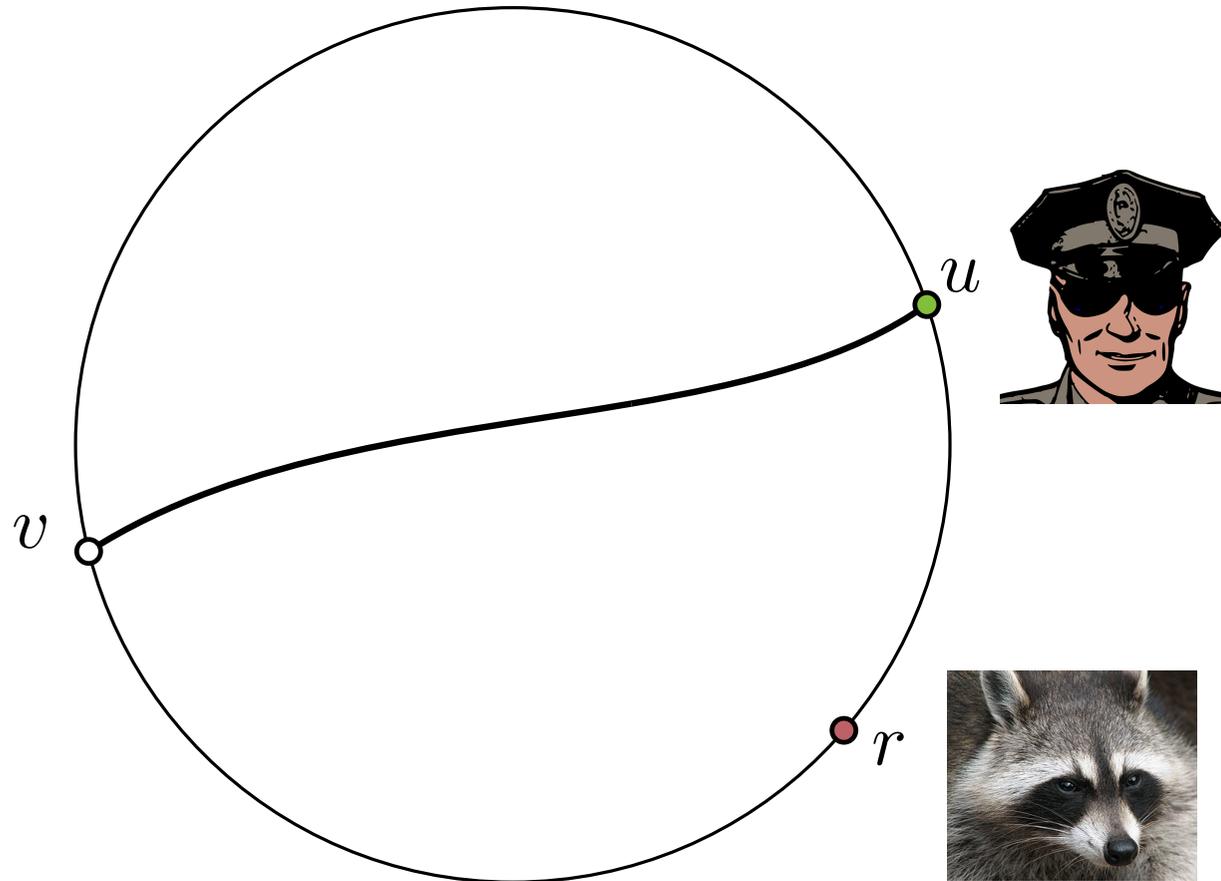
# Cops and Robbers meeting SOC Graphs



Result: Strict outer-confluent graphs have cop-number 2

# Cops and Robbers meeting SOC Graphs

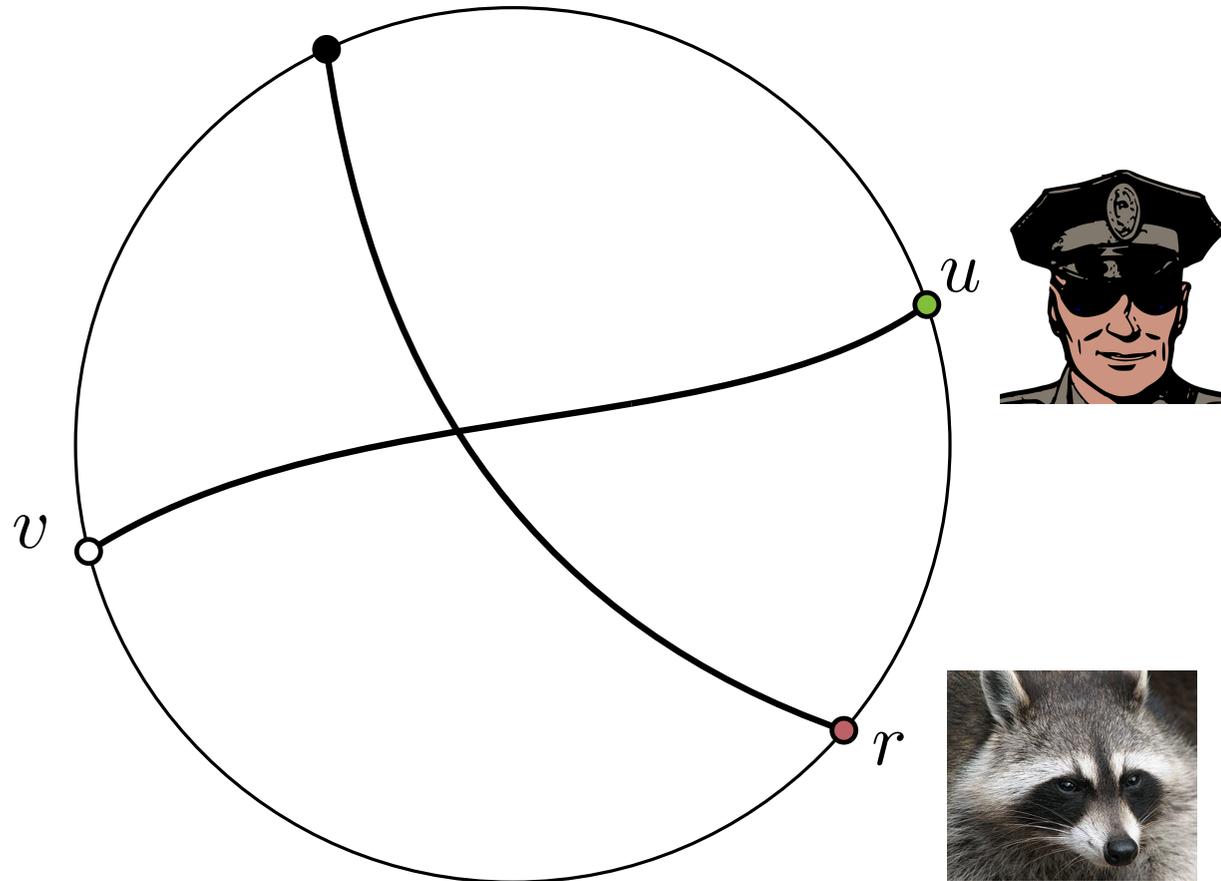
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

Result: Strict outer-confluent graphs have cop-number 2

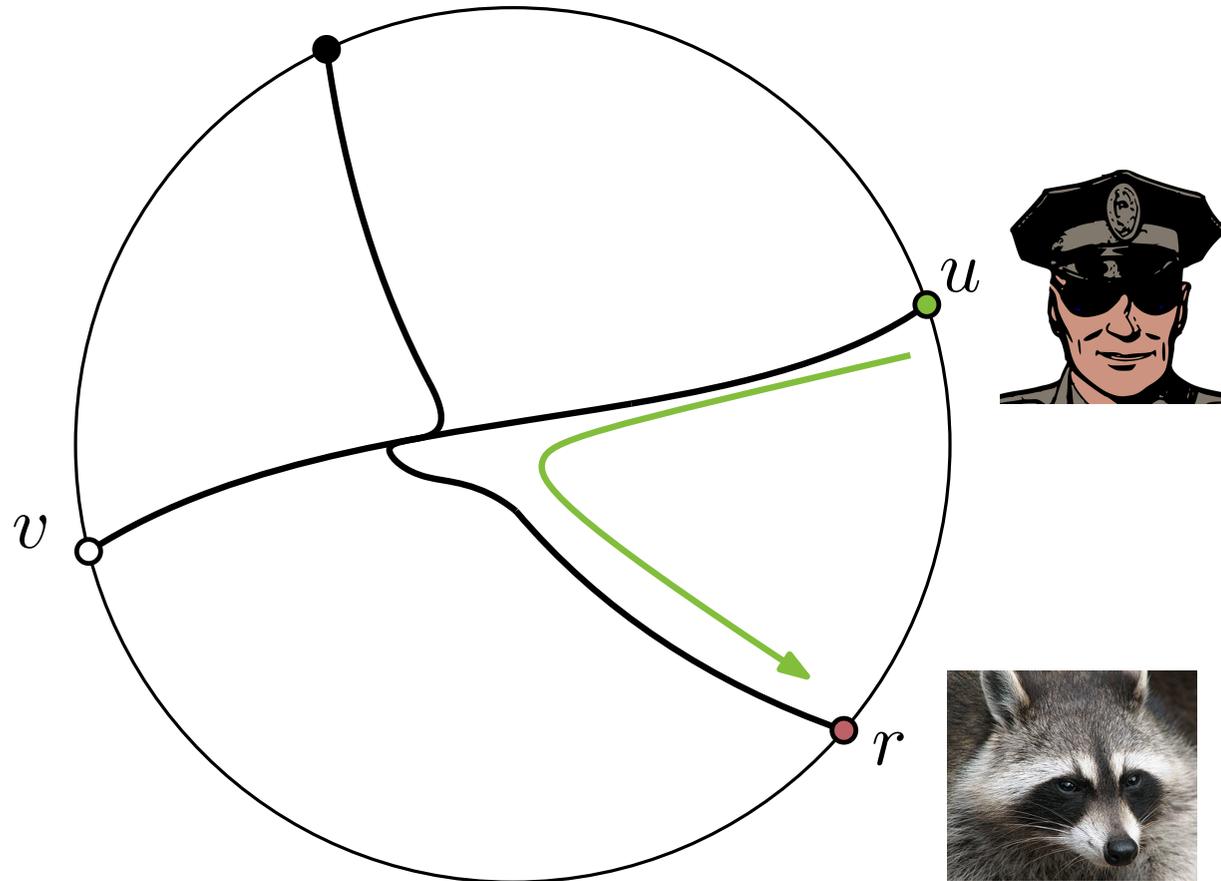


Using one cop, robber is “locked” between  $u$  and  $v$



# Cops and Robbers meeting SOC Graphs

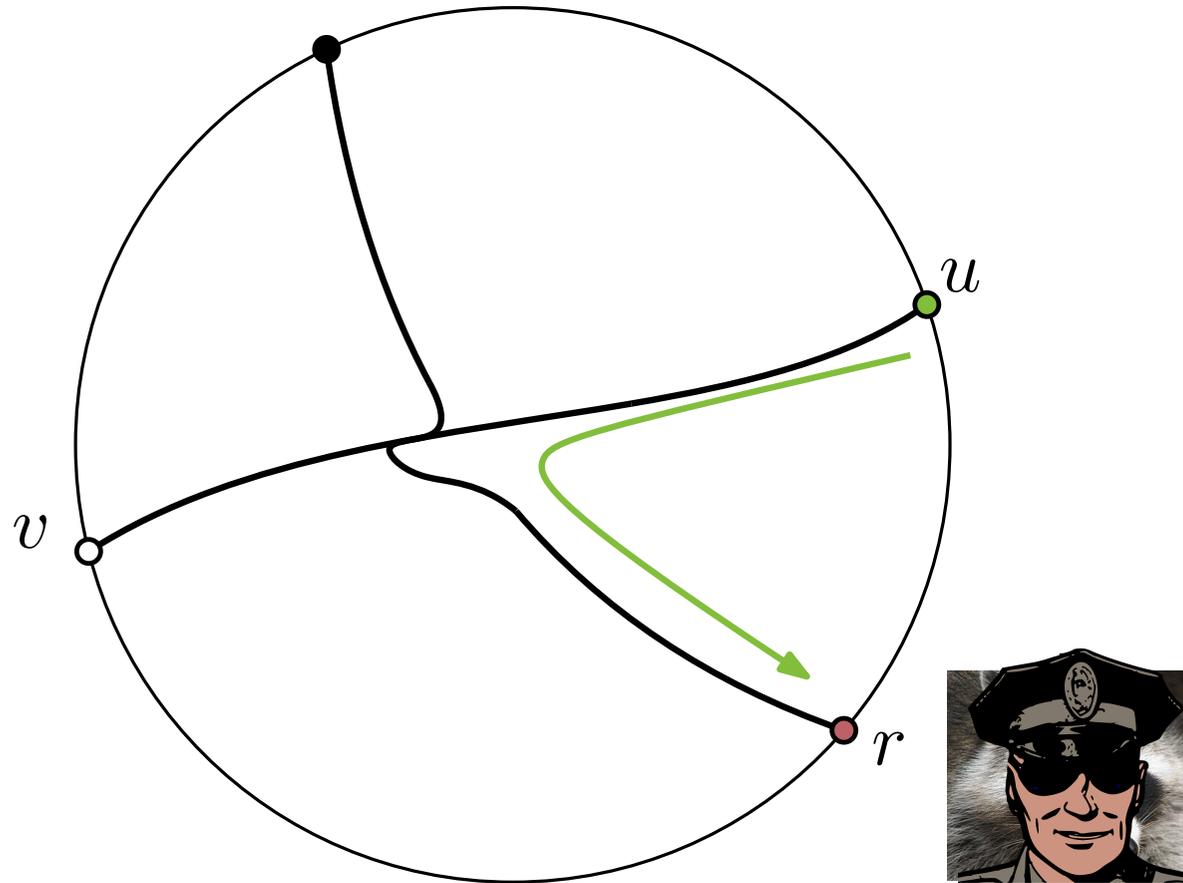
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

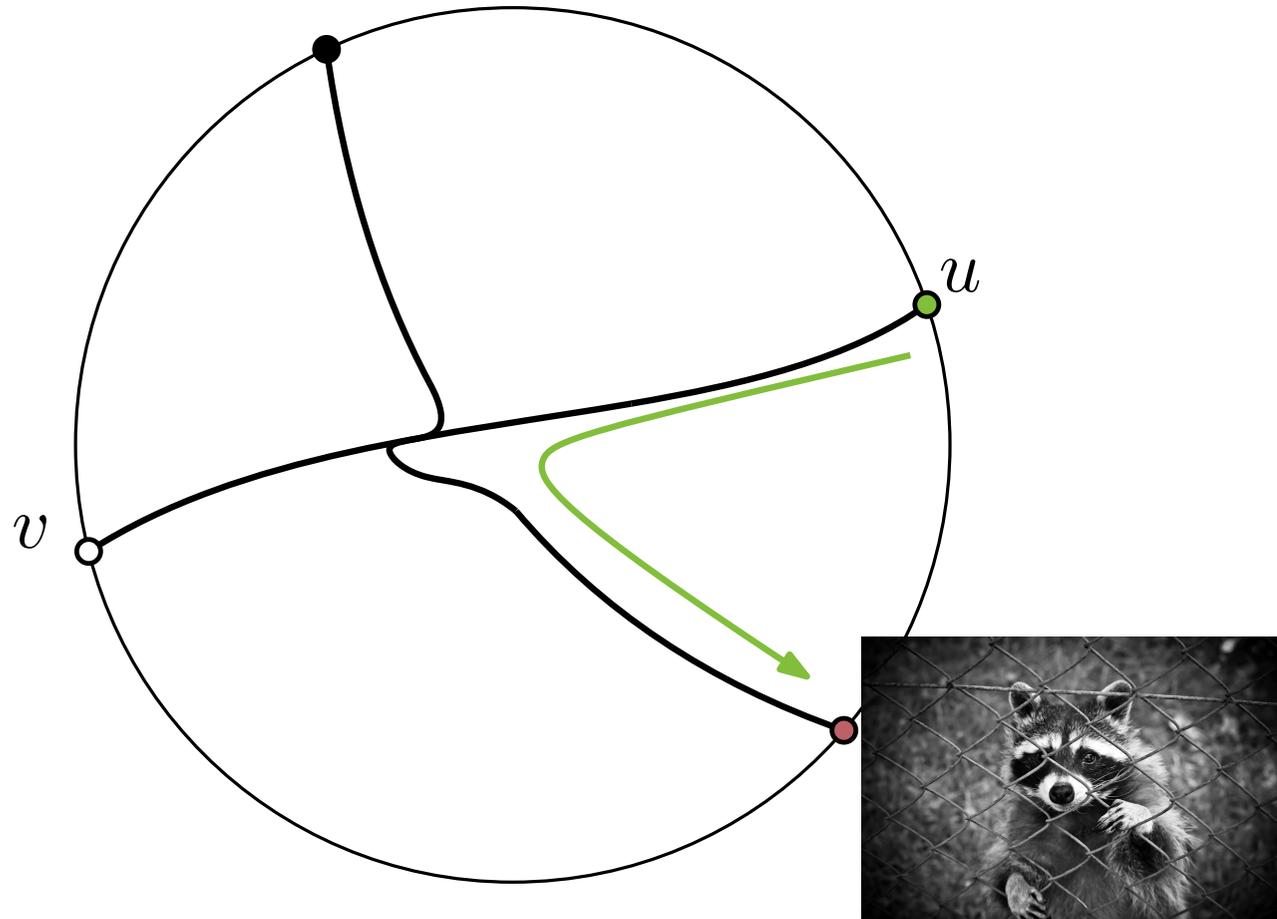
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

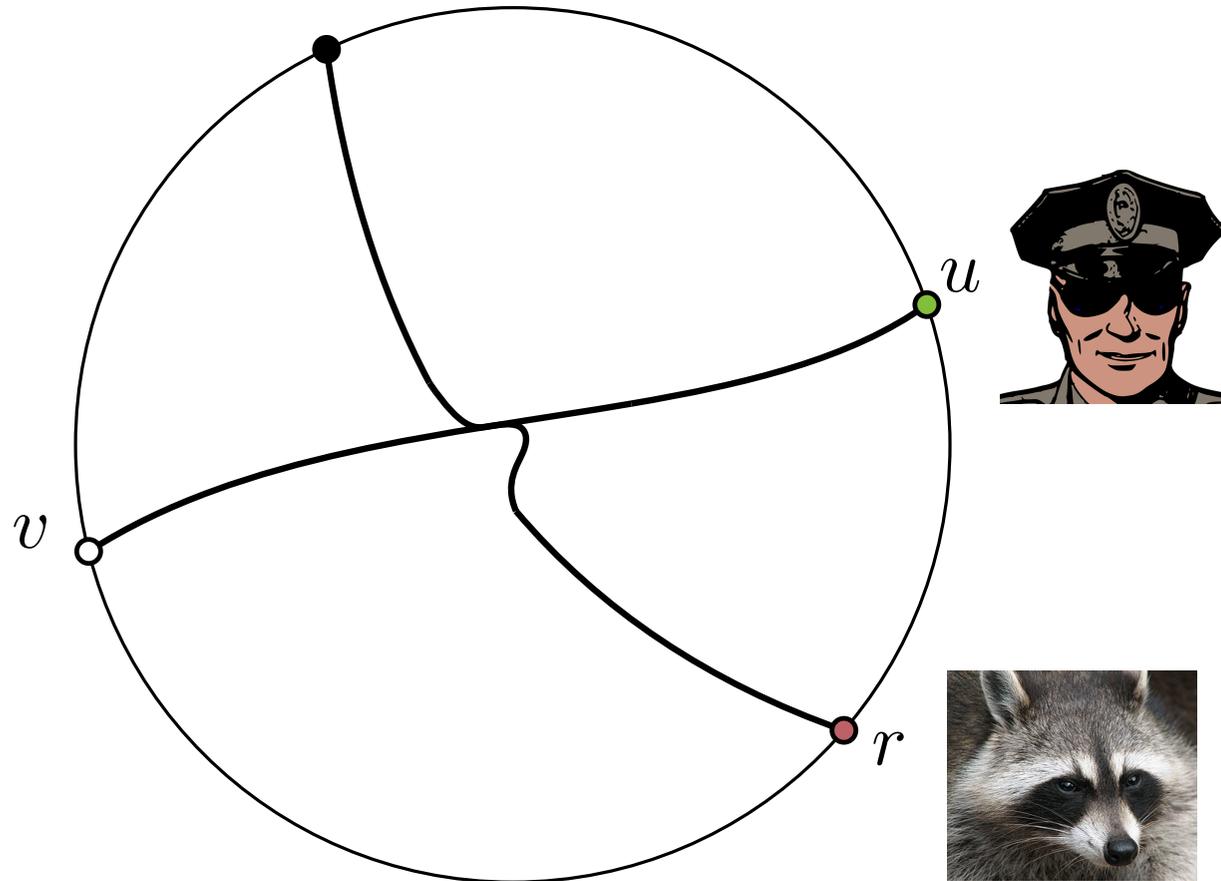
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

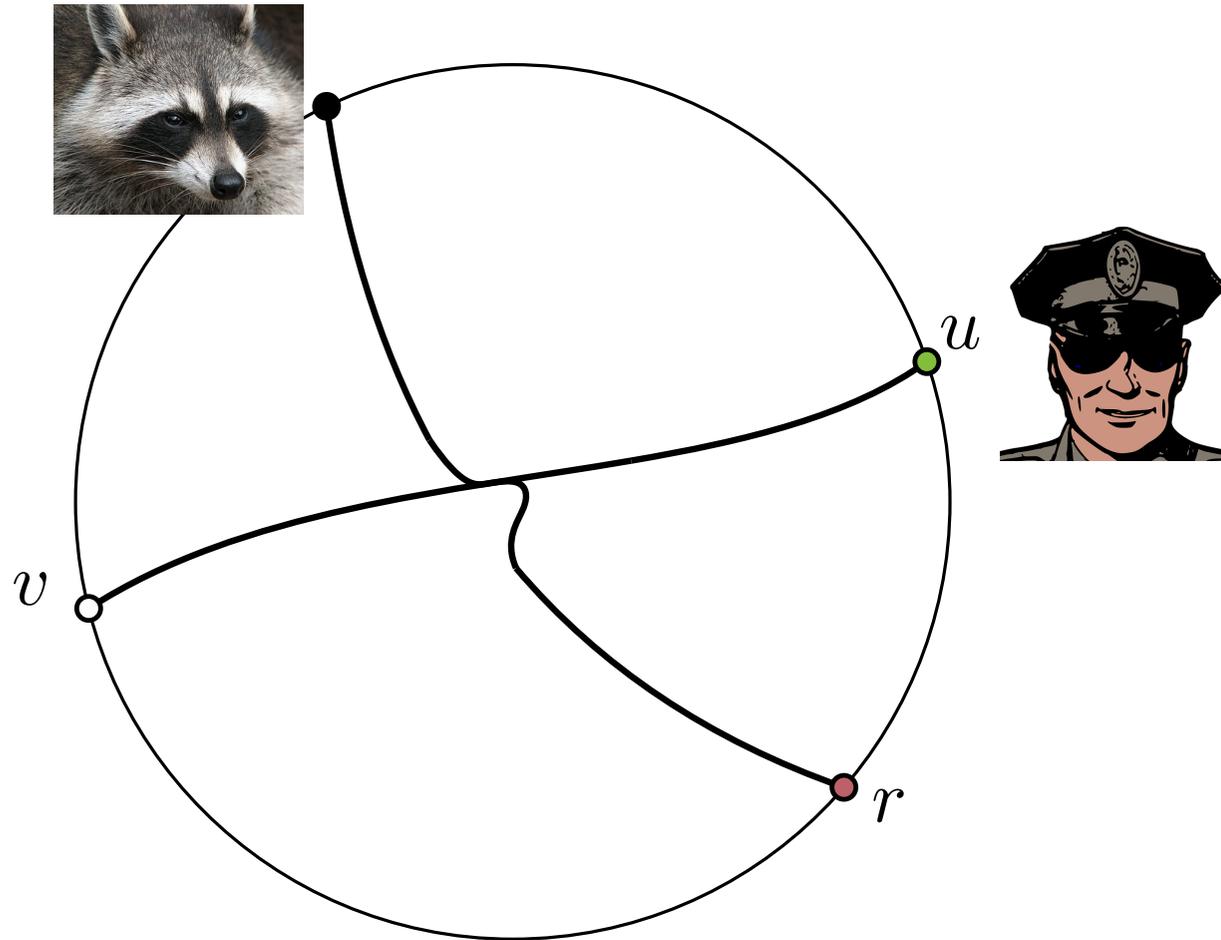
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

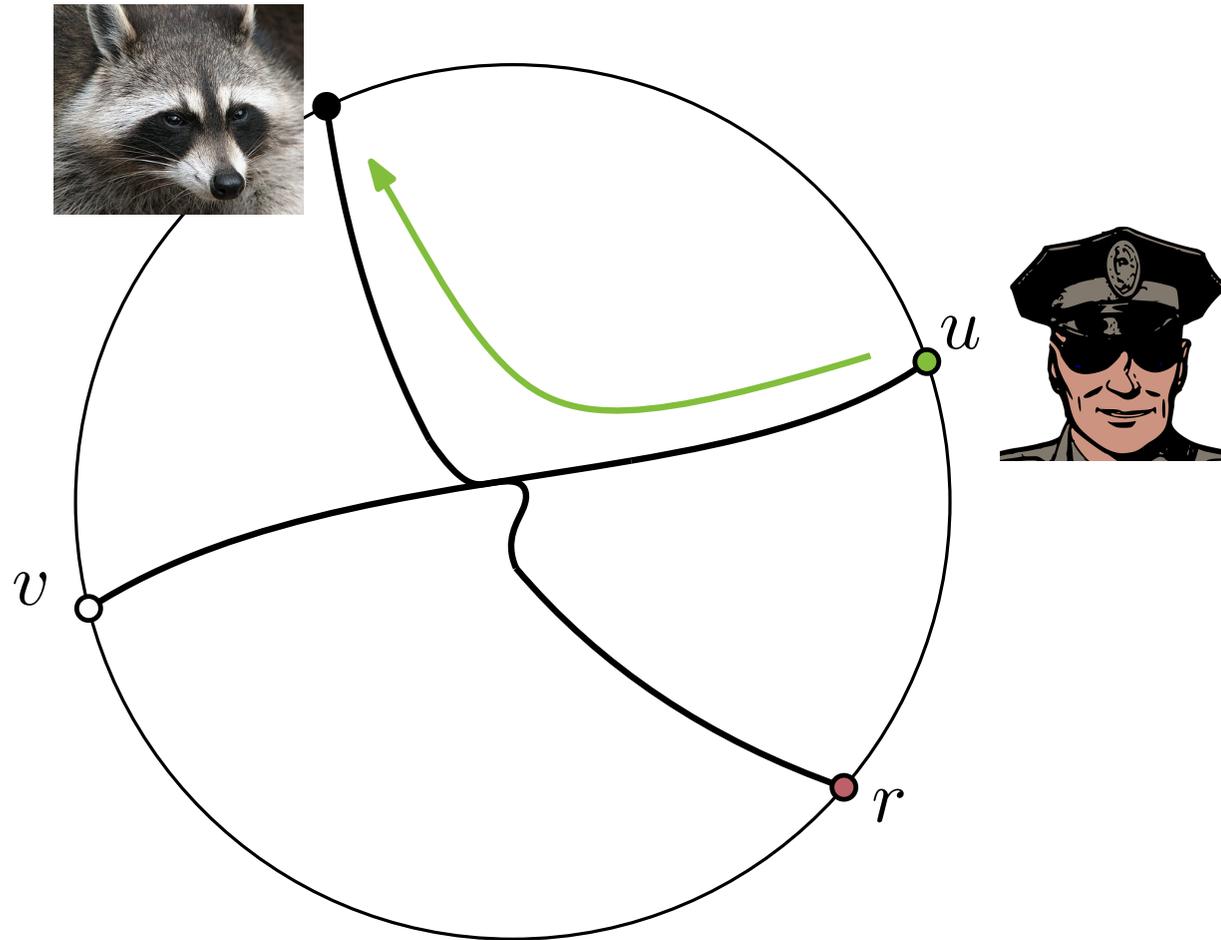
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

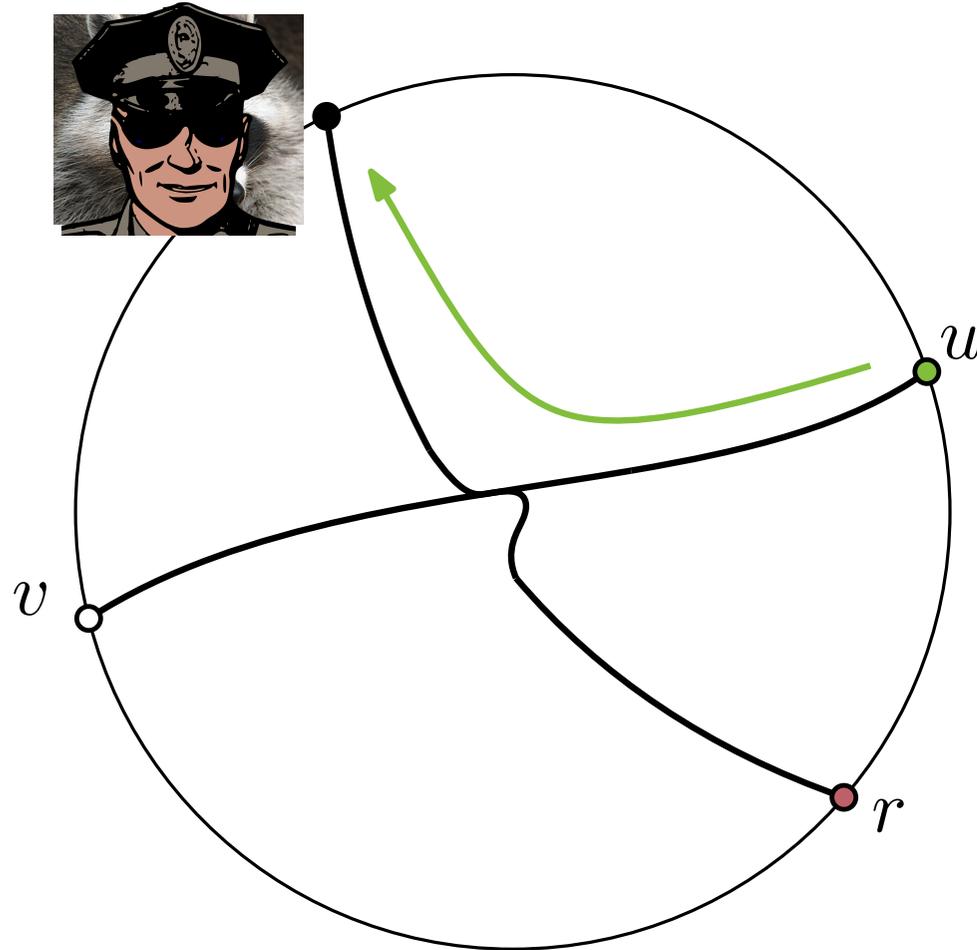
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

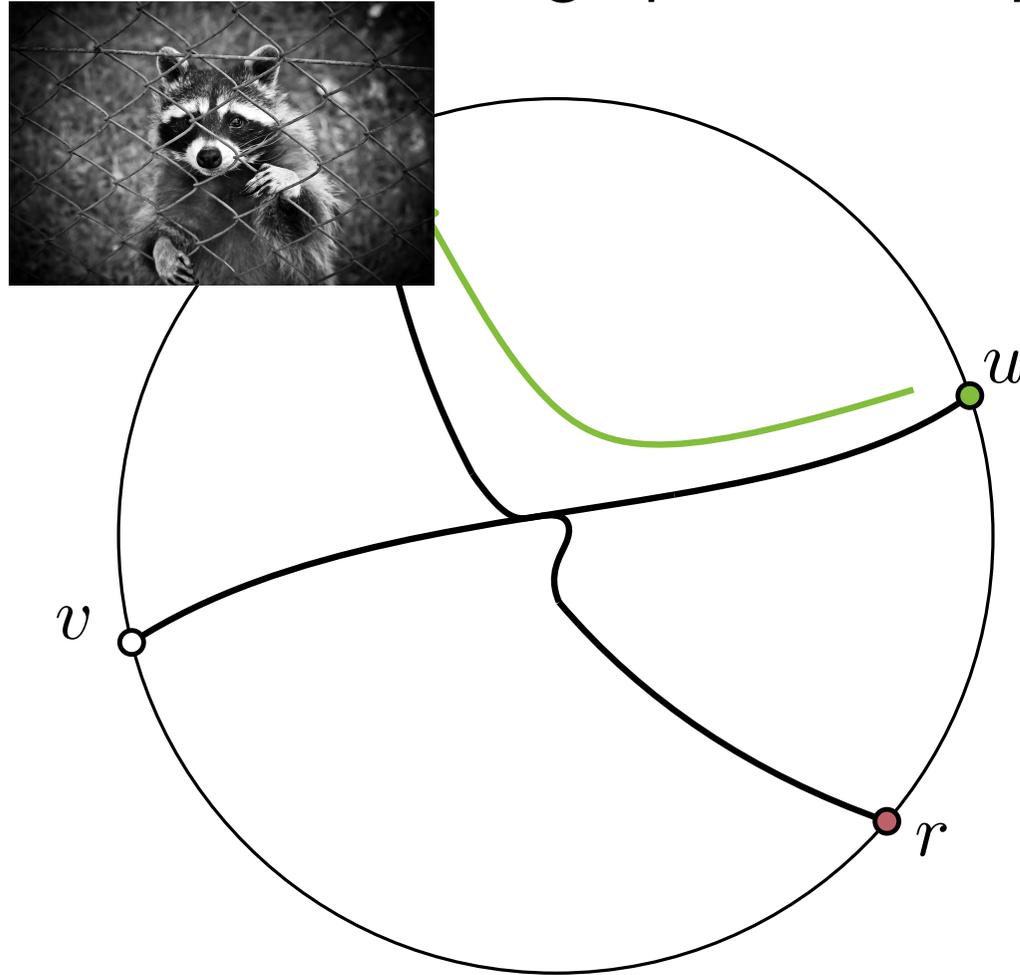
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

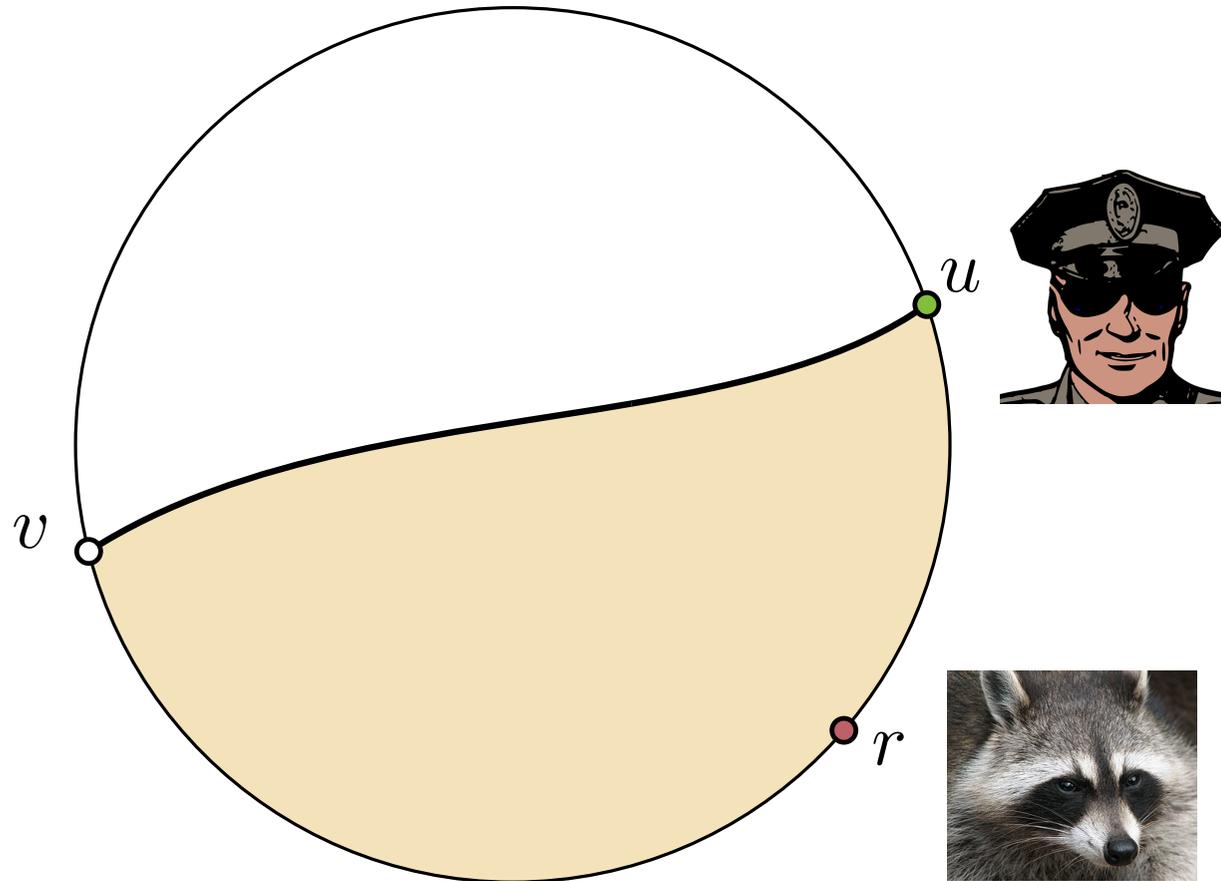
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

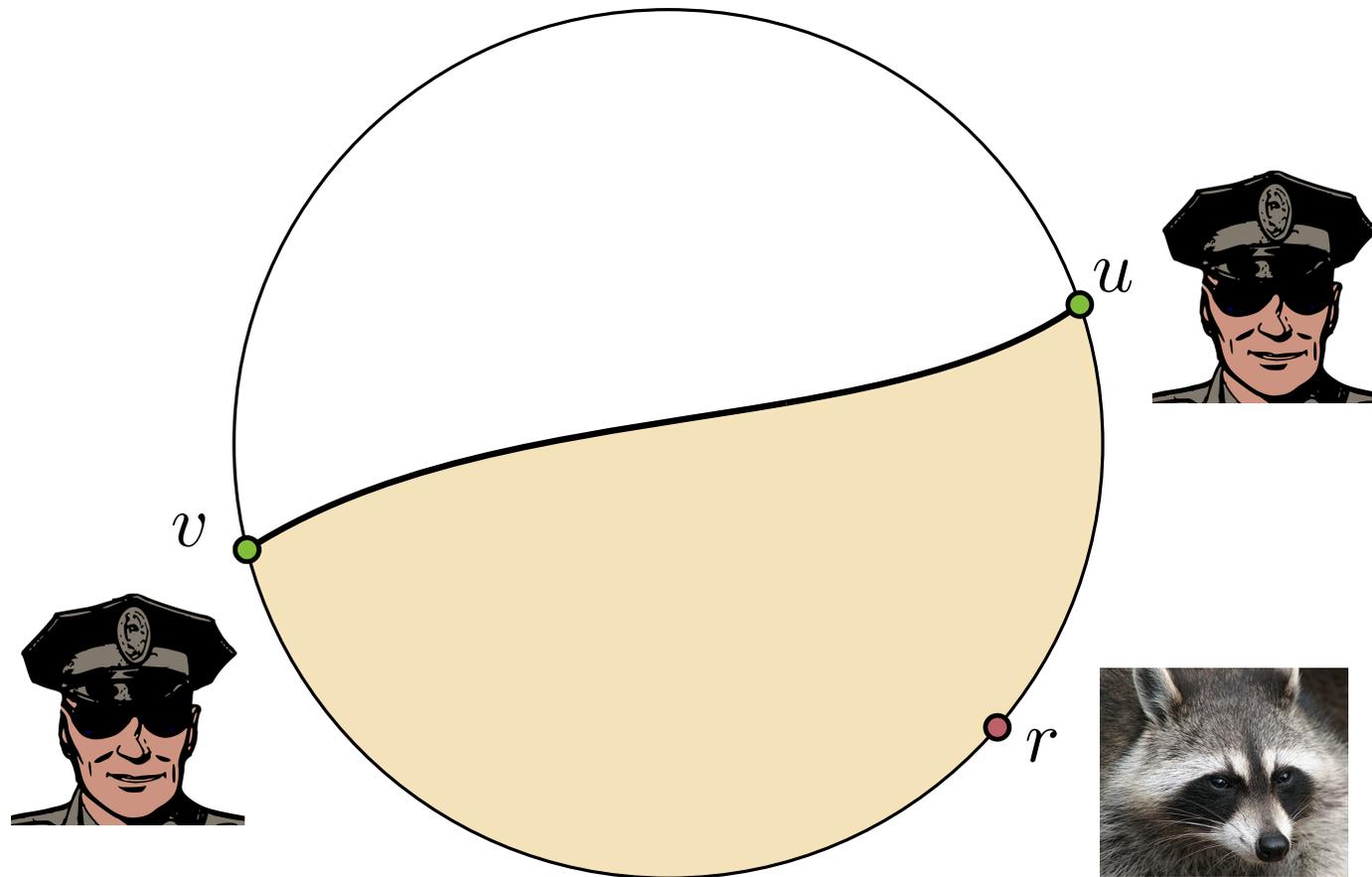
Result: Strict outer-confluent graphs have cop-number 2



Using one cop, robber is “locked” between  $u$  and  $v$

# Cops and Robbers meeting SOC Graphs

Result: Strict outer-confluent graphs have cop-number 2

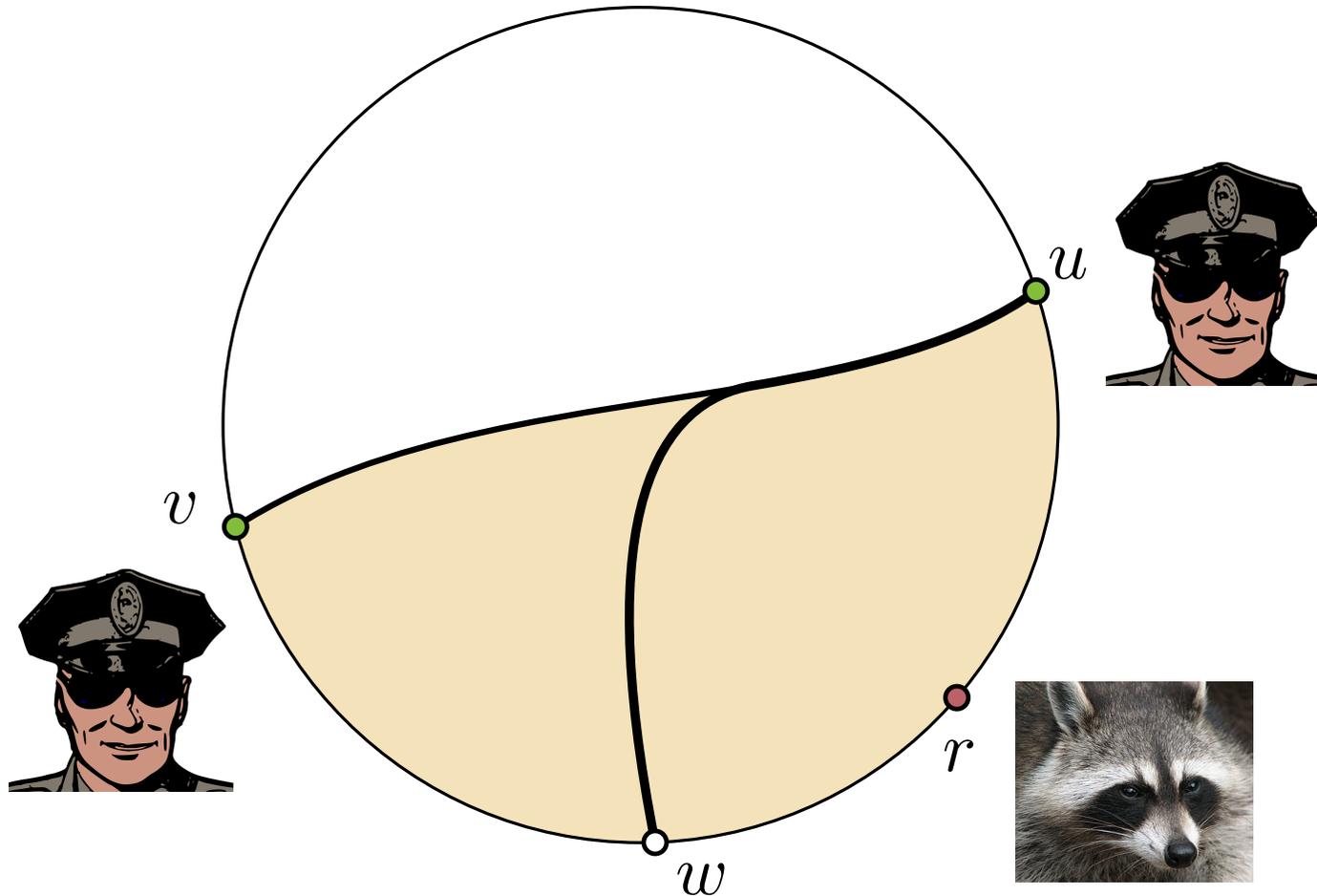


Using one cop, robber is “locked” between  $u$  and  $v$

How to lock robber to smaller set of vertices?

# Moving cops – Case 1

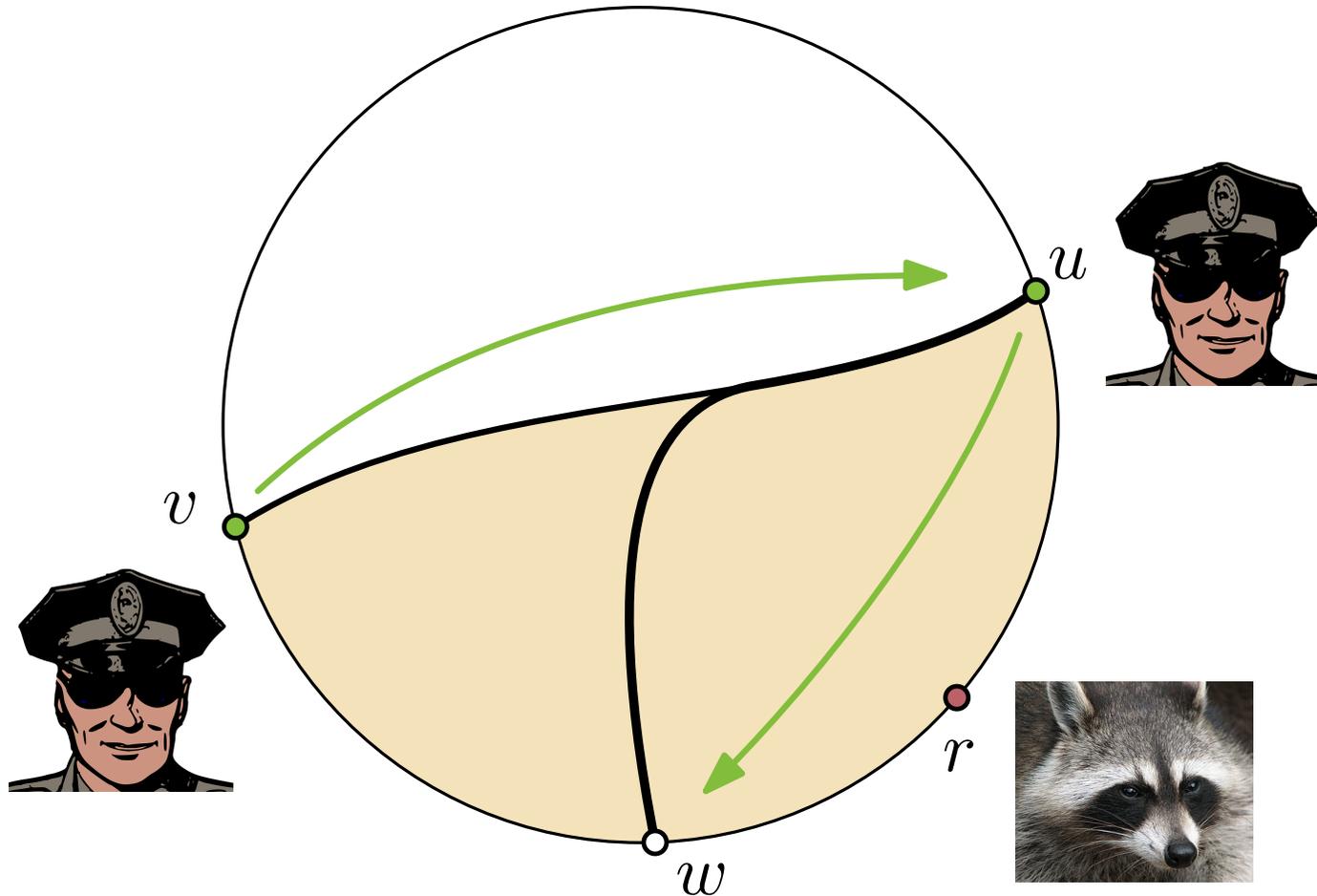
Result: Strict outer-confluent graphs have cop-number 2



$\exists uw$ -path under which we can lock the robber

# Moving cops – Case 1

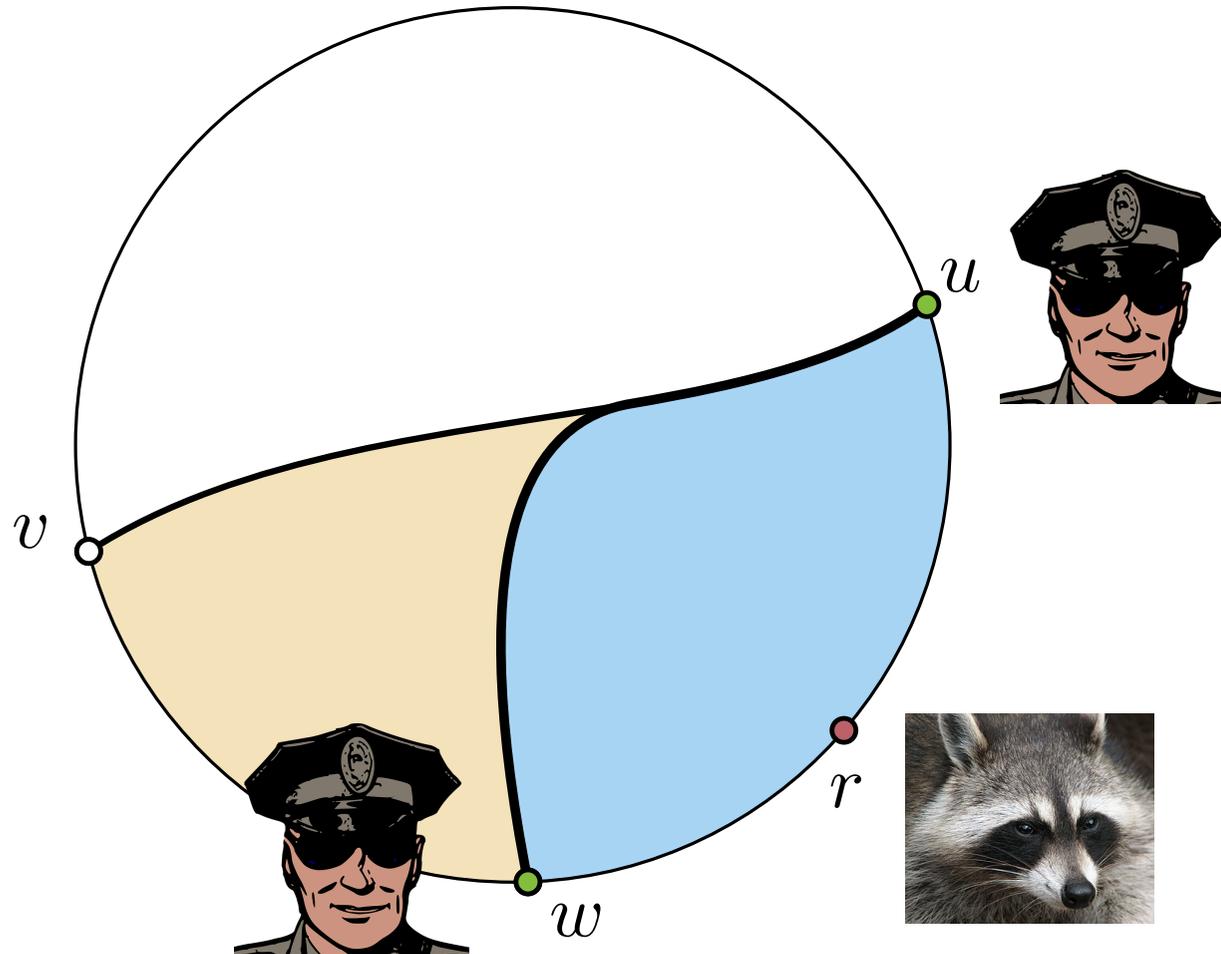
Result: Strict outer-confluent graphs have cop-number 2



$\exists uw$ -path under which we can lock the robber

# Moving cops – Case 1

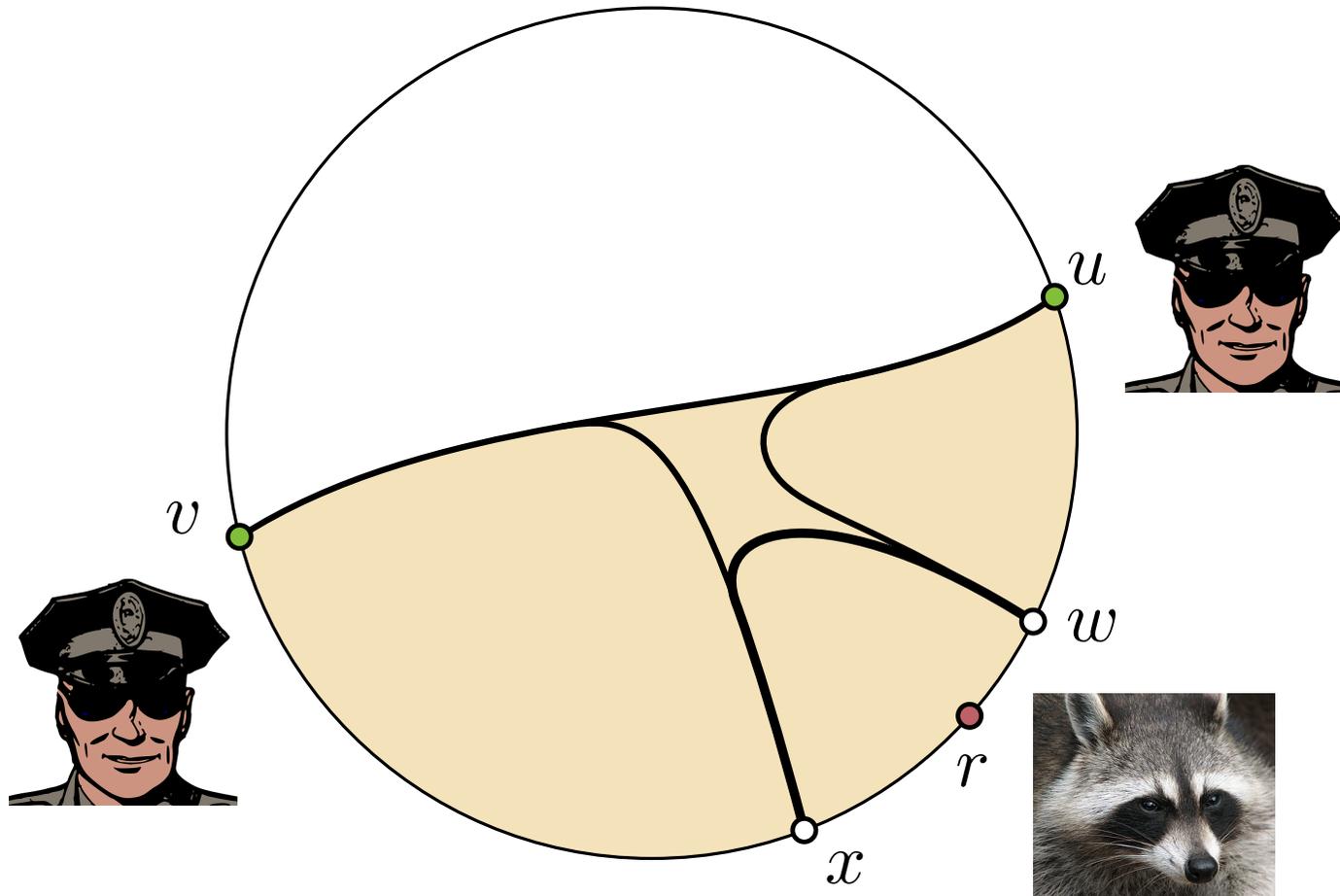
Result: Strict outer-confluent graphs have cop-number 2



$\exists uw$ -path under which we can lock the robber

# Moving Cops – Case 2

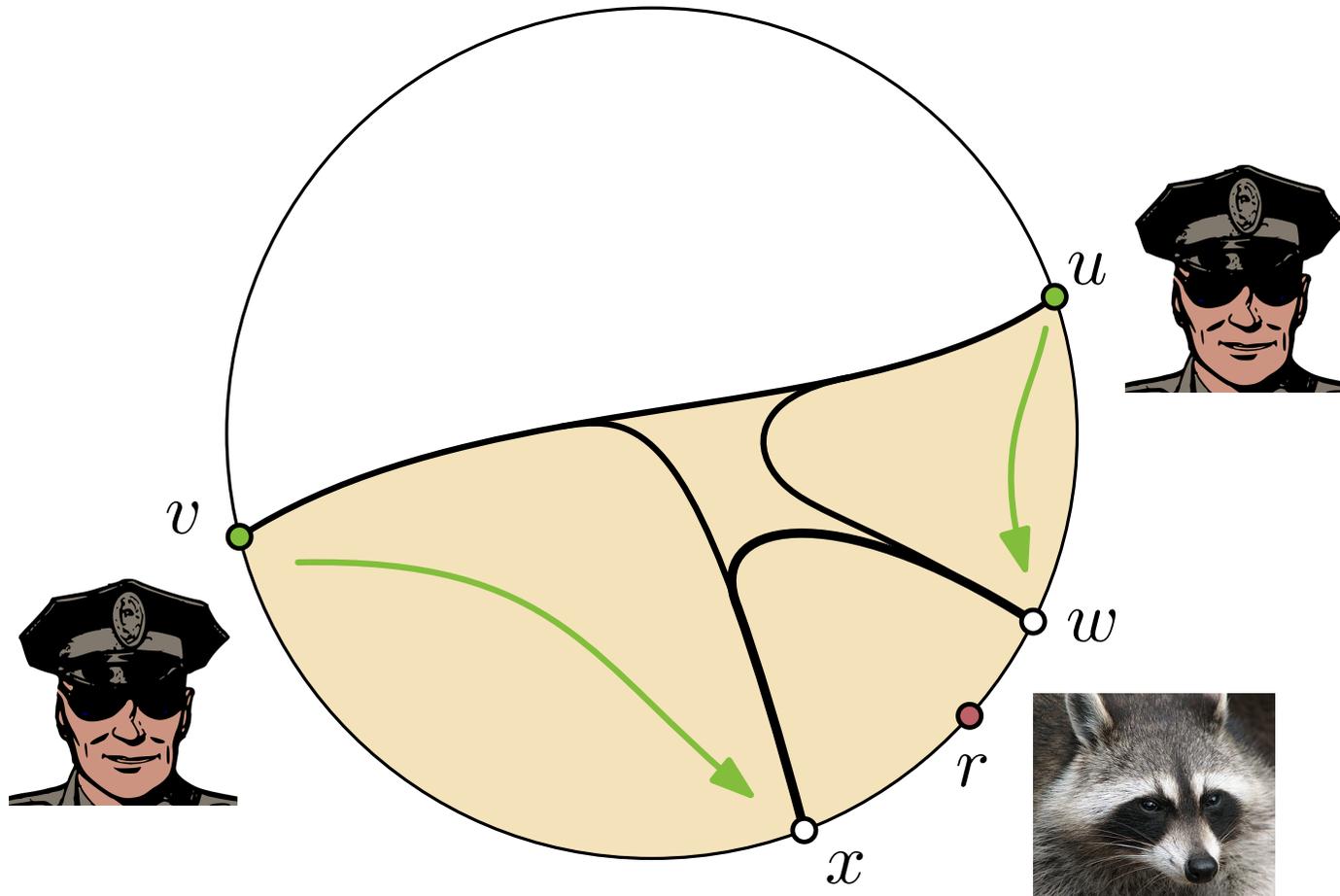
Result: Strict outer-confluent graphs have cop-number 2



$\exists xw$ -path with  $x, w$  neighbors of  $u, v$  under which we can lock the robber

# Moving Cops – Case 2

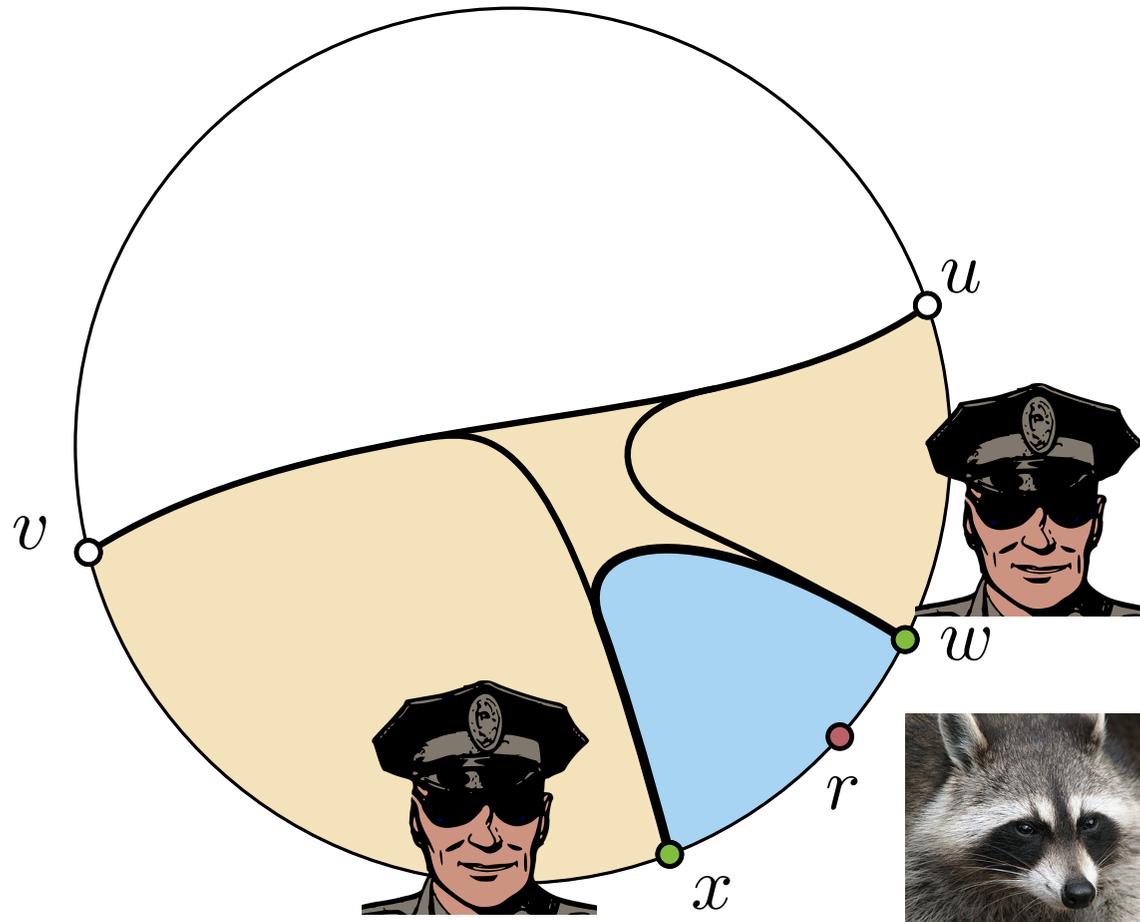
Result: Strict outer-confluent graphs have cop-number 2



$\exists xw$ -path with  $x, w$  neighbors of  $u, v$  under which we can lock the robber

# Moving Cops – Case 2

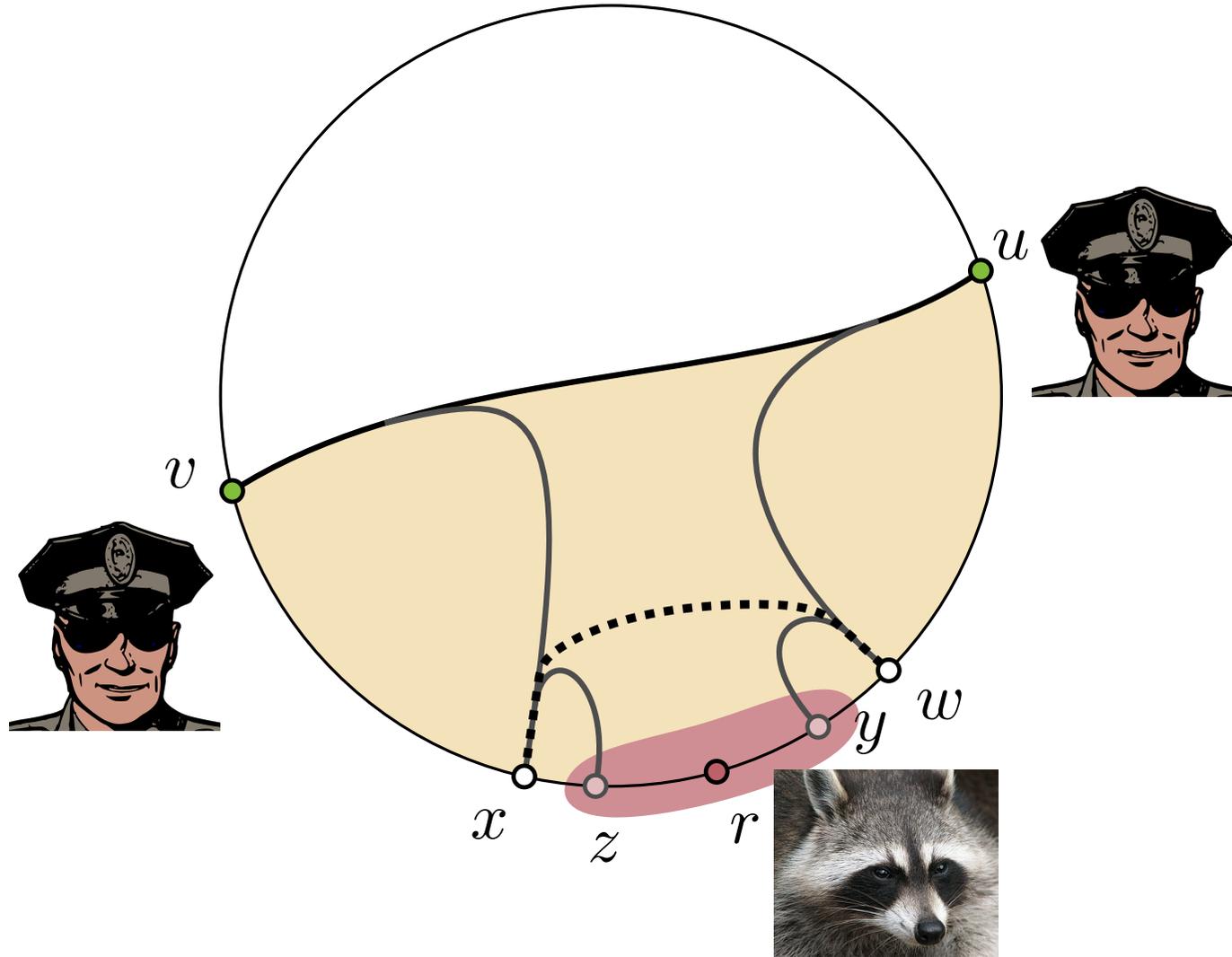
Result: Strict outer-confluent graphs have cop-number 2



$\exists xw$ -path with  $x, w$  neighbors of  $u, v$  under which we can lock the robber

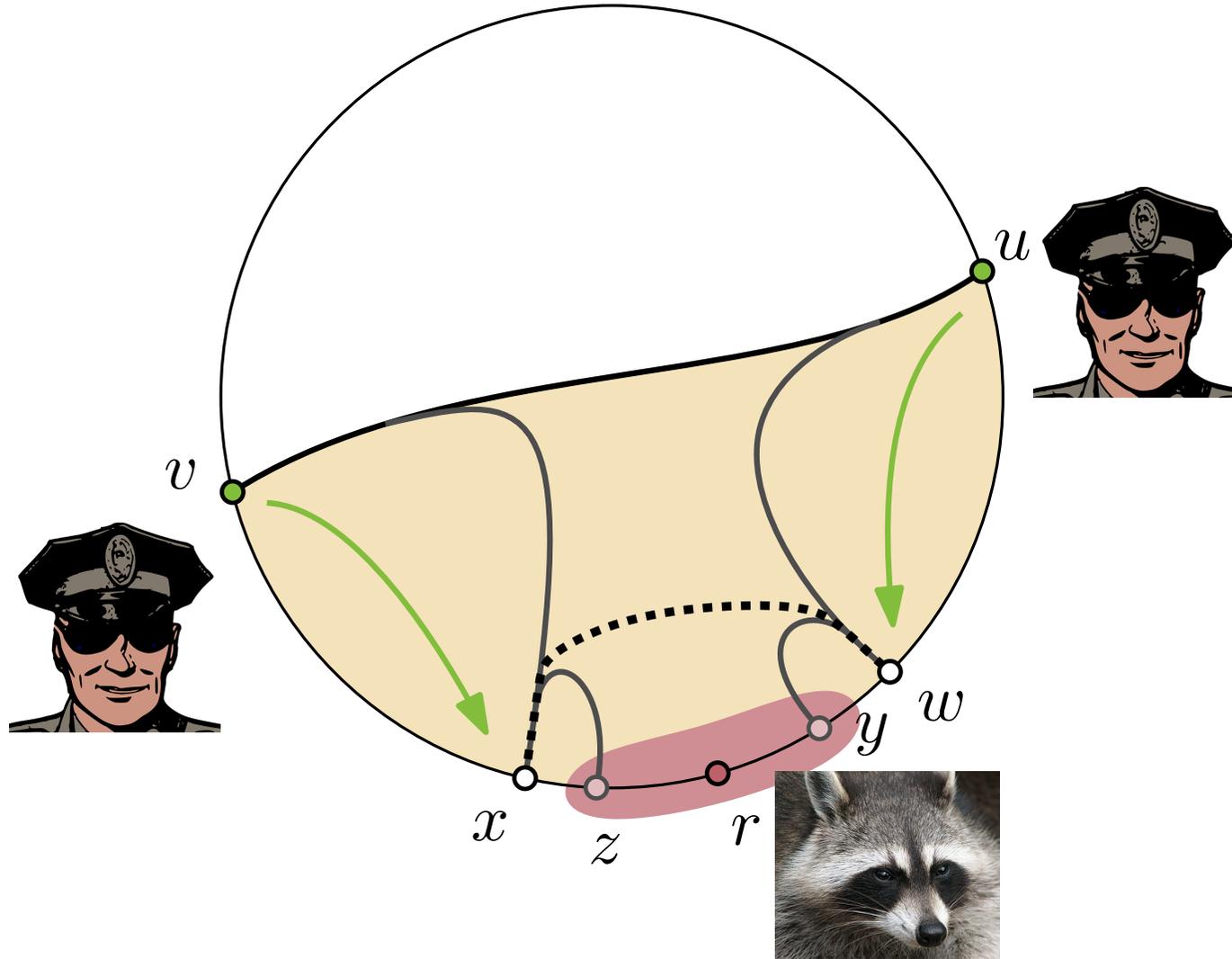
# Moving Cops – Case 3

Result: Strict outer-confluent graphs have cop-number 2



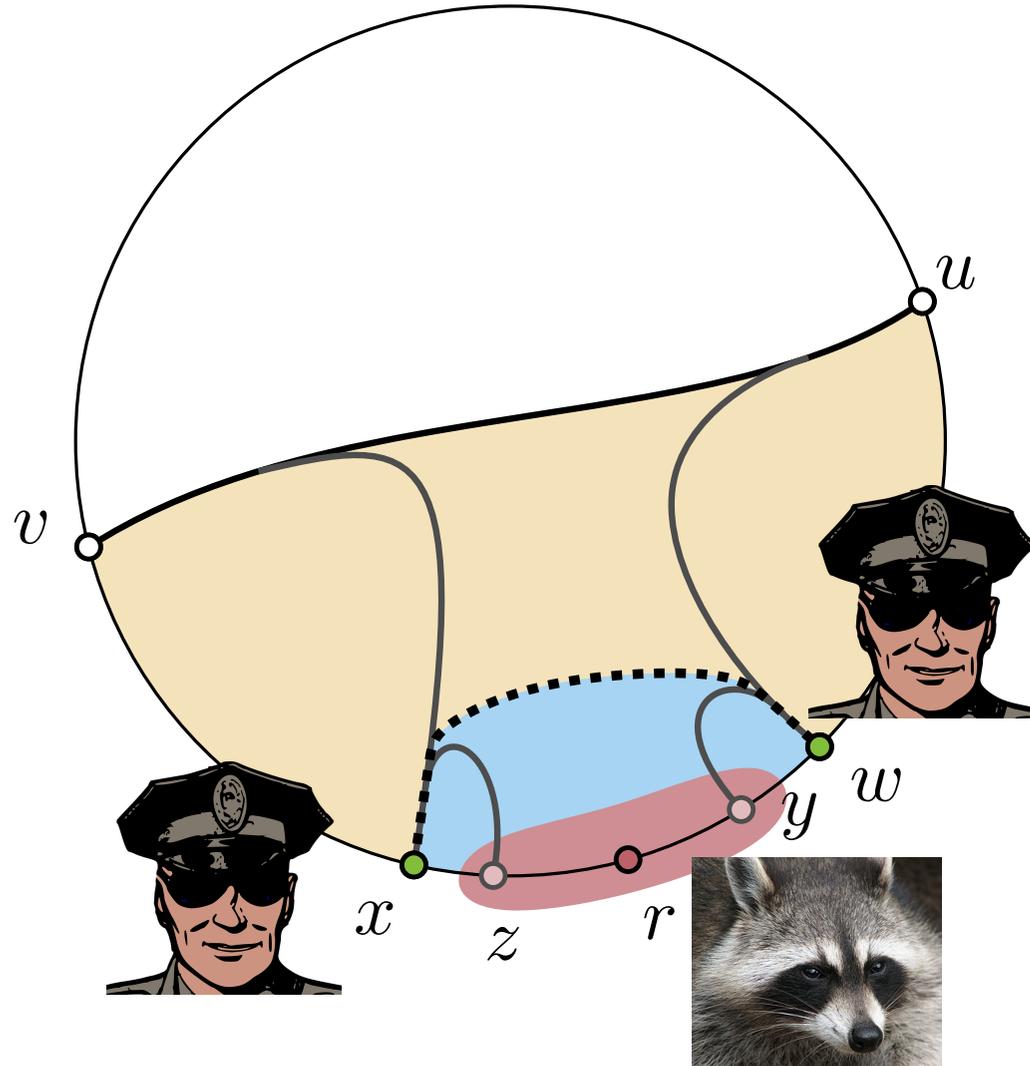
# Moving Cops – Case 3

Result: Strict outer-confluent graphs have cop-number 2



# Moving Cops – Case 3

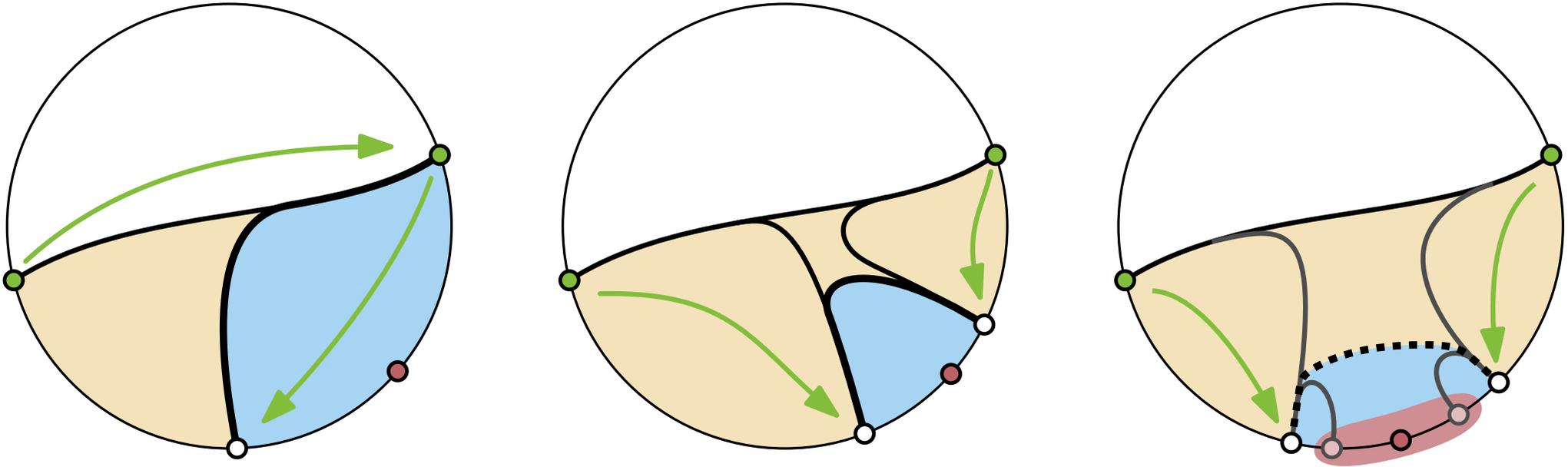
Result: Strict outer-confluent graphs have cop-number 2



If no  $wx$ -path exists, we find  $y, z$  such that we can lock a robber that is inside the red region

# Catching the Robber

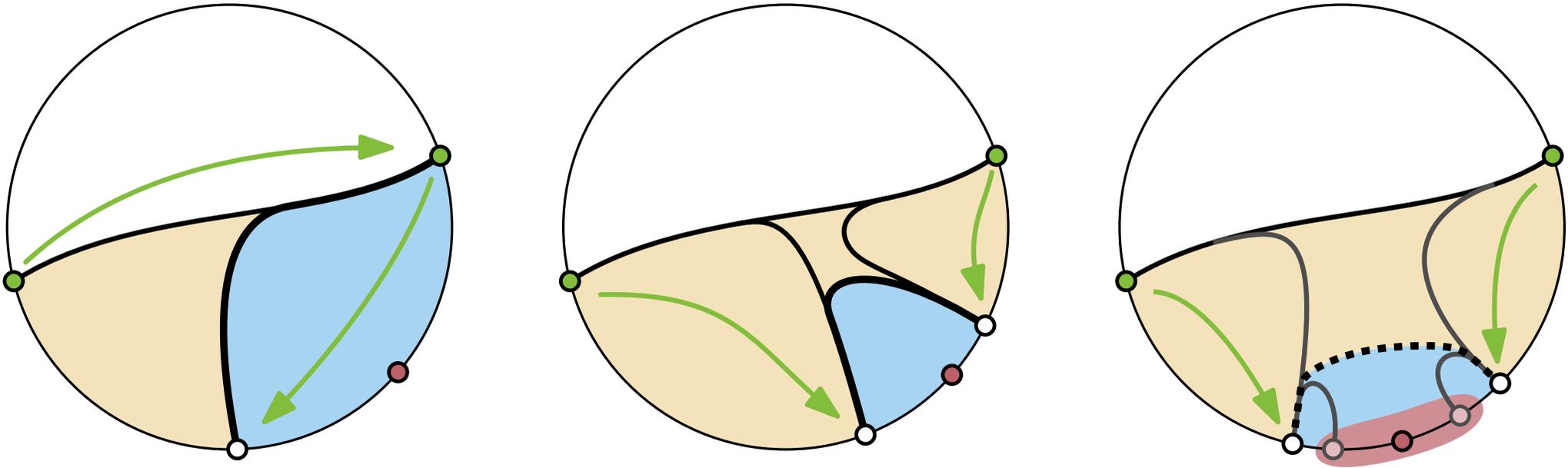
Result: Strict outer-confluent graphs have cop-number 2



Each case makes the set of nodes the robber can use smaller

# Catching the Robber

Result: Strict outer-confluent graphs have cop-number 2



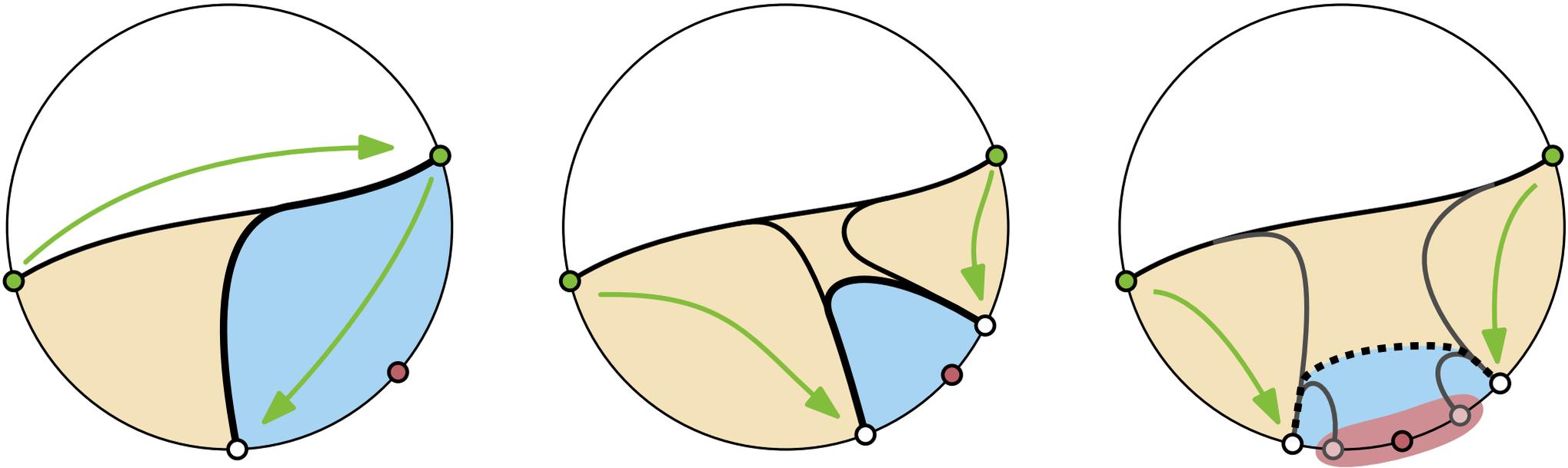
Each case makes the set of nodes the robber can use smaller

We show that one case always applies

⇒ Two cops suffice to catch the roober

# Catching the Robber

Result: Strict outer-confluent graphs have cop-number 2



Each case makes the set of nodes the robber can use smaller

We show that one case always applies

⇒ Two cops suffice to catch the roober



One main open question

Which graphs have a strict outer-confluent drawing?

One main open question

Which graphs have a strict outer-confluent drawing?

The question remains open

Not even good intuition if the problem is in P or NP-hard

One main open question

Which graphs have a strict outer-confluent drawing?

The question remains open

Not even good intuition if the problem is in P or NP-hard

Many other questions

Do strict outer-confluent graphs have bounded cliquewidth?

Complexity of other types of confluence?

What other graph classes admit (strict) confluent drawings?

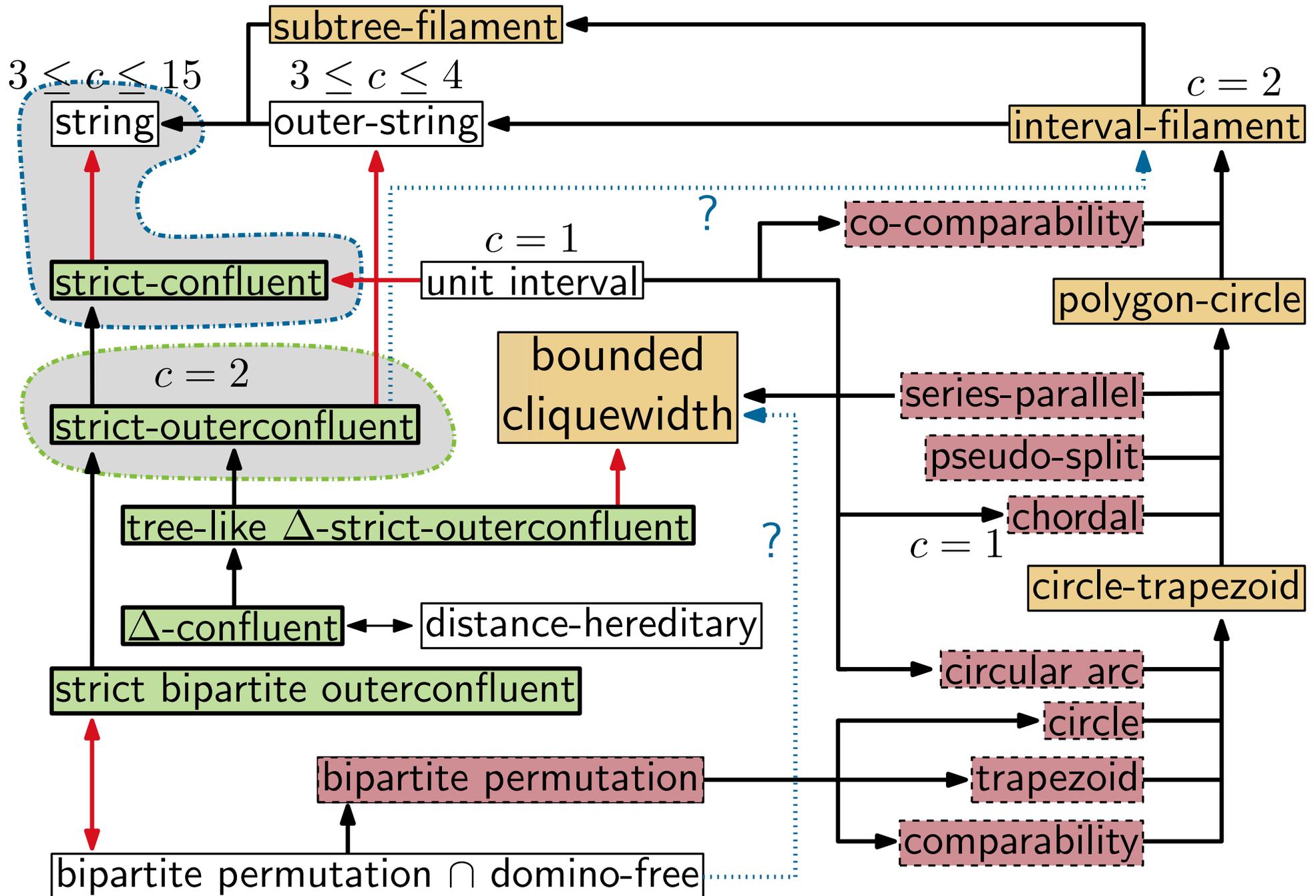
Confluence, but with some allowed crossings? [Bach et al. 16]





# Our Results

Cop number:  $c$



# Construction of Traces

Given strict confluent drawing  $D$

For each  $u$  define trace  $t(u)$  (these will be the strings)

Each trace starts at  $u$  in  $D$

Viewed from  $u$ ,  $t(u)$  stays on the left side of the paths

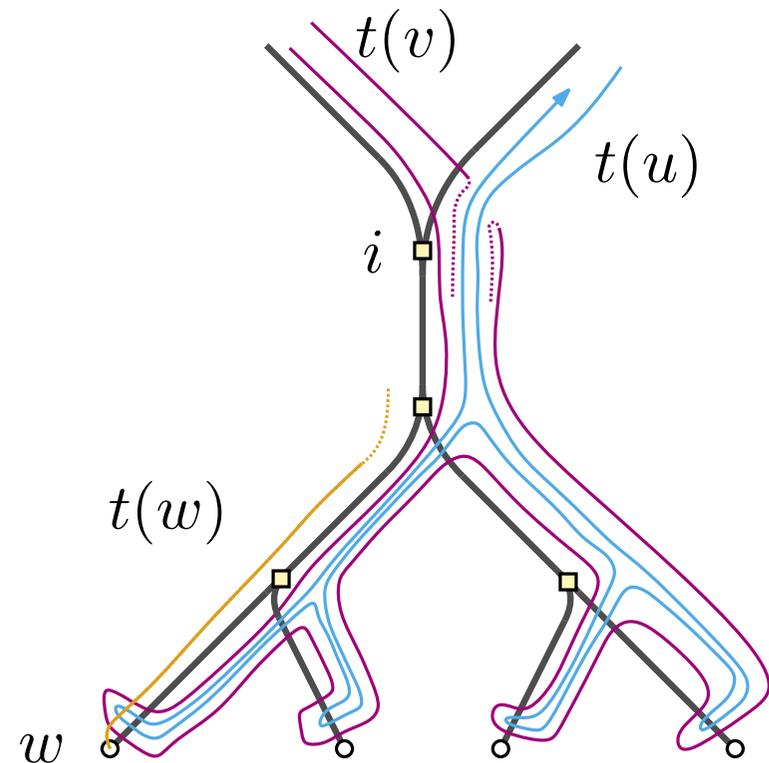
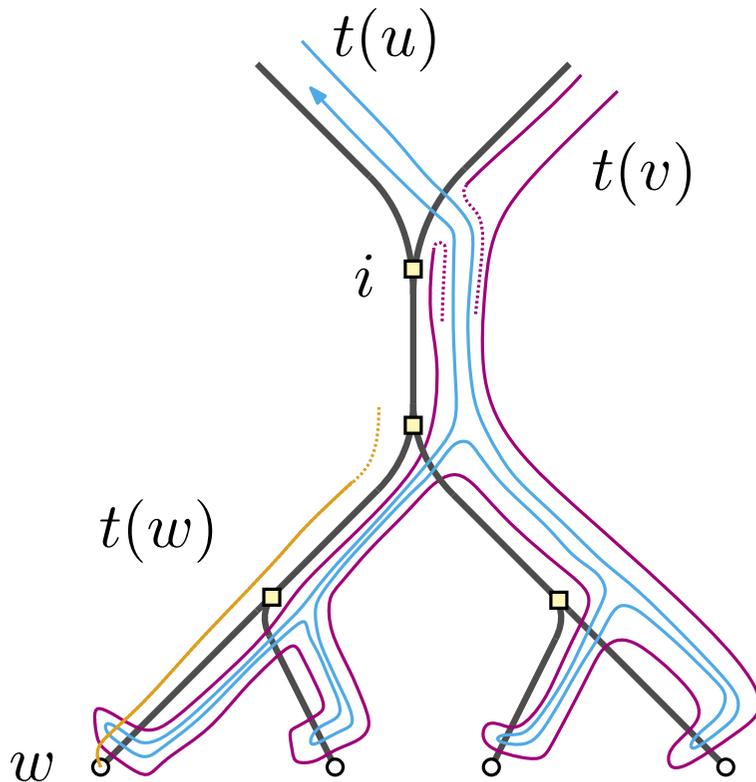
# Construction of Traces

Given strict confluent drawing  $D$

For each  $u$  define trace  $t(u)$  (these will be the strings)

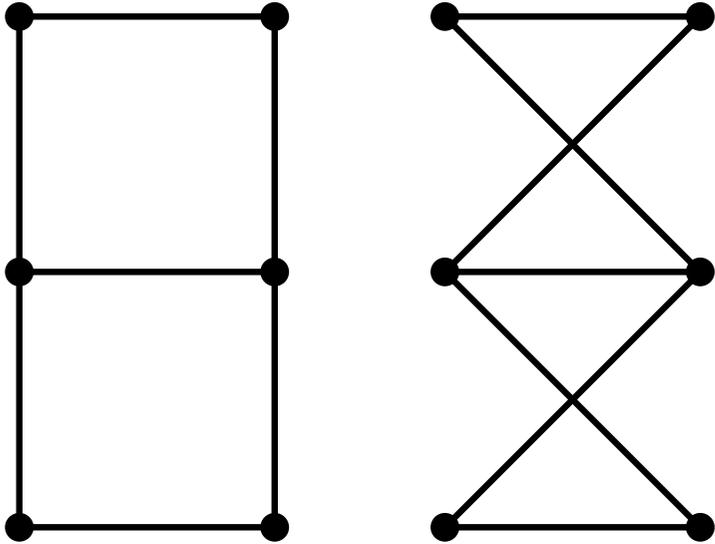
Each trace starts at  $u$  in  $D$

Viewed from  $u$ ,  $t(u)$  stays on the left side of the paths



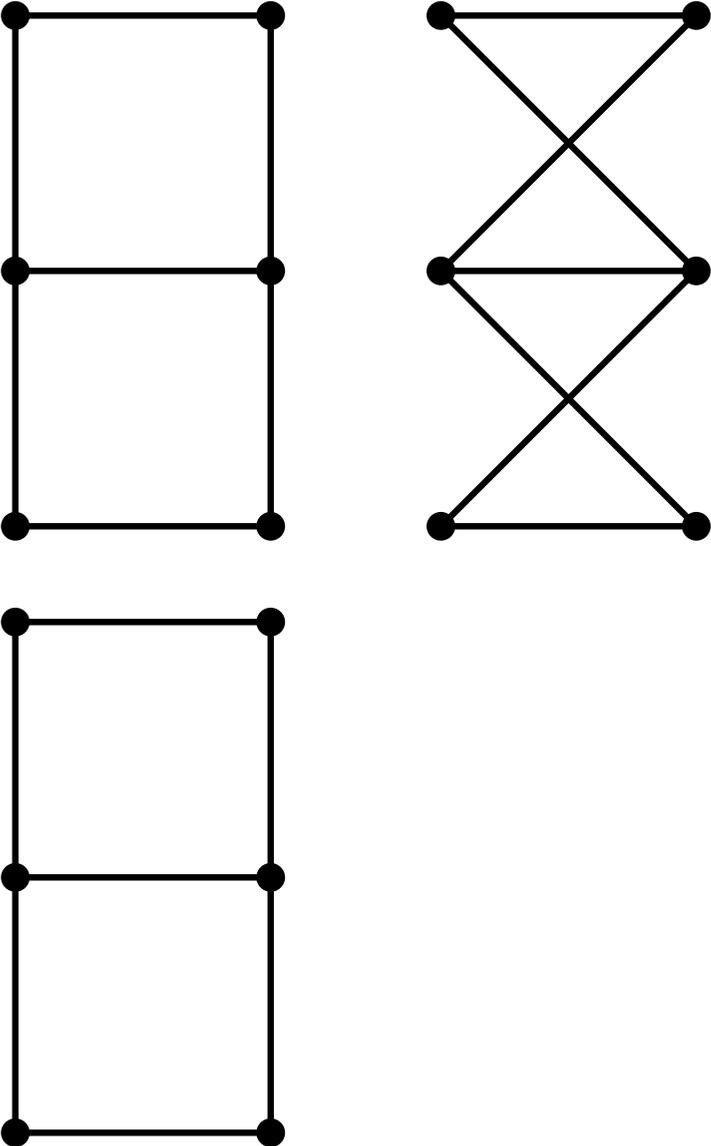
# Two Problems for Strictness

Domino



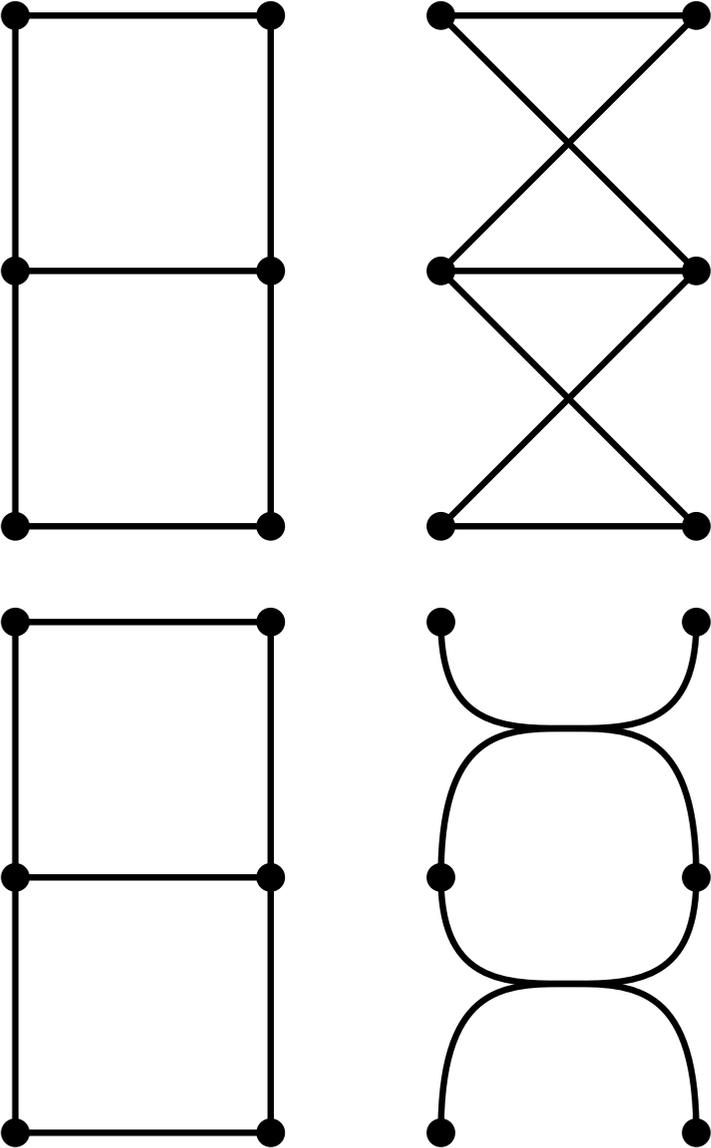
# Two Problems for Strictness

Domino



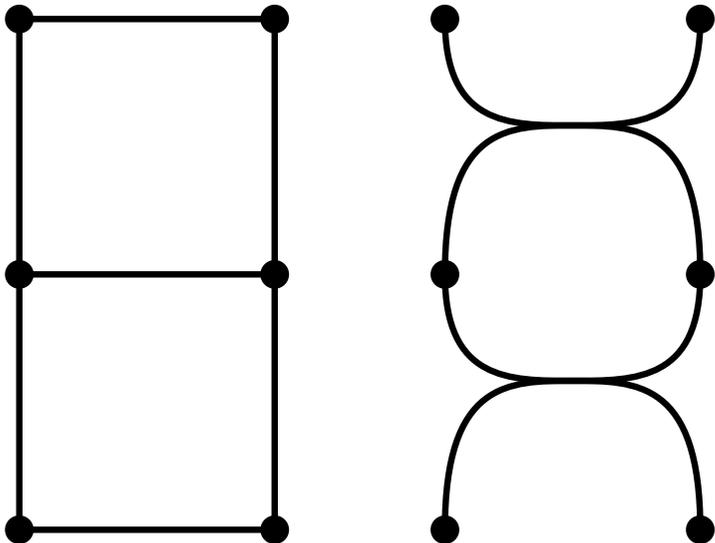
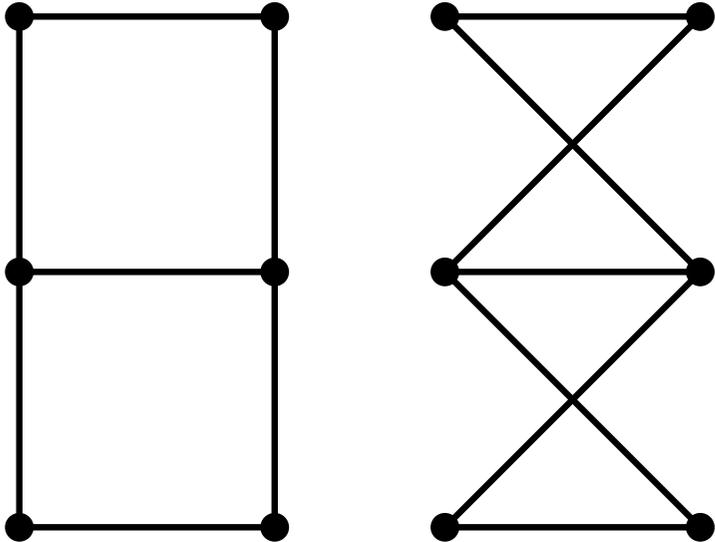
# Two Problems for Strictness

Domino

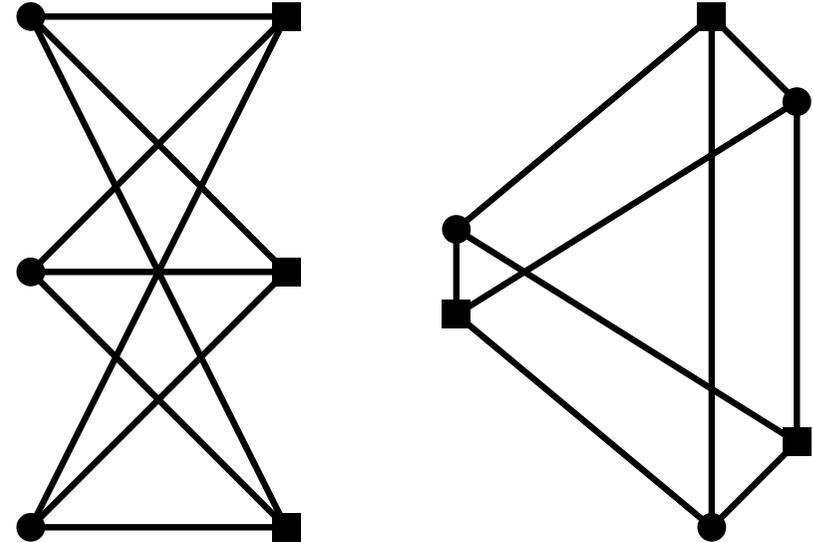


# Two Problems for Strictness

Domino

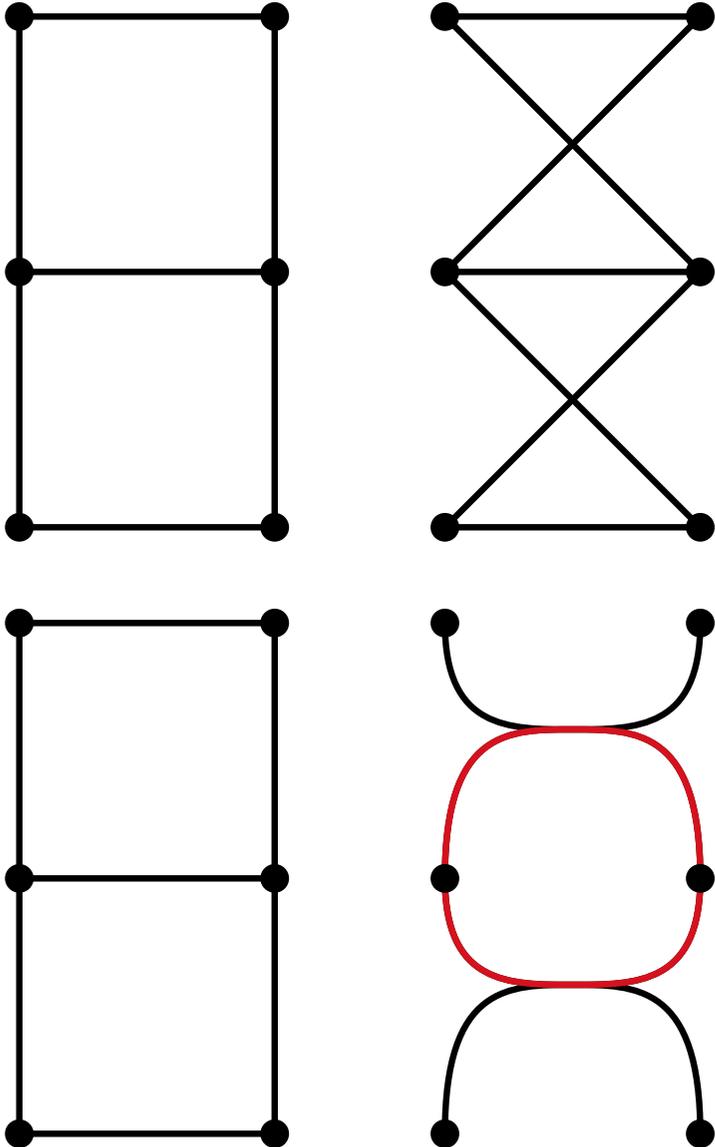


$K_{3,3}$

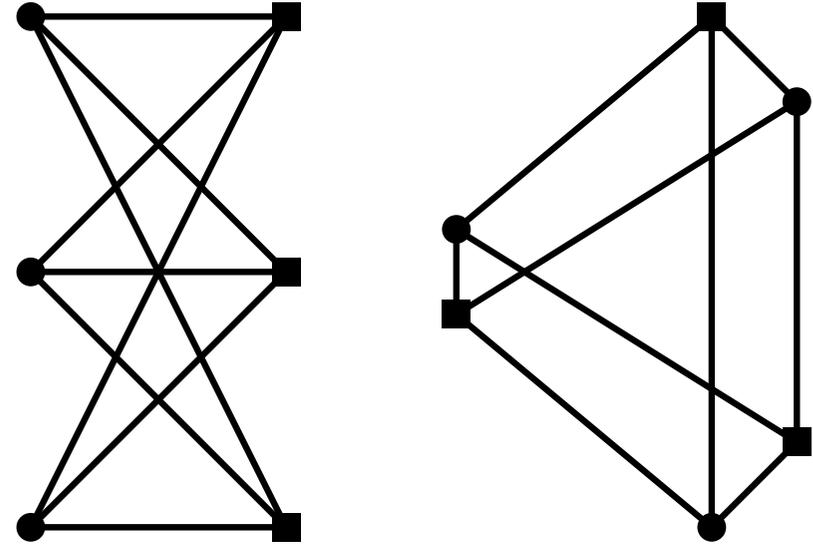


# Two Problems for Strictness

Domino

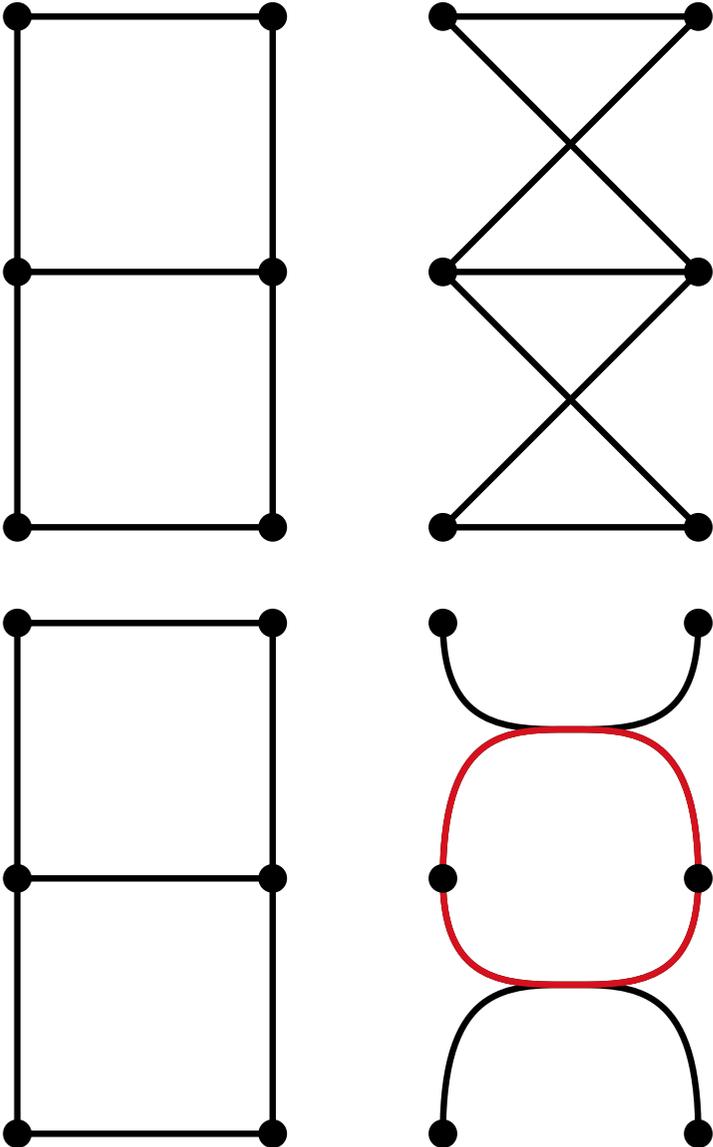


$K_{3,3}$

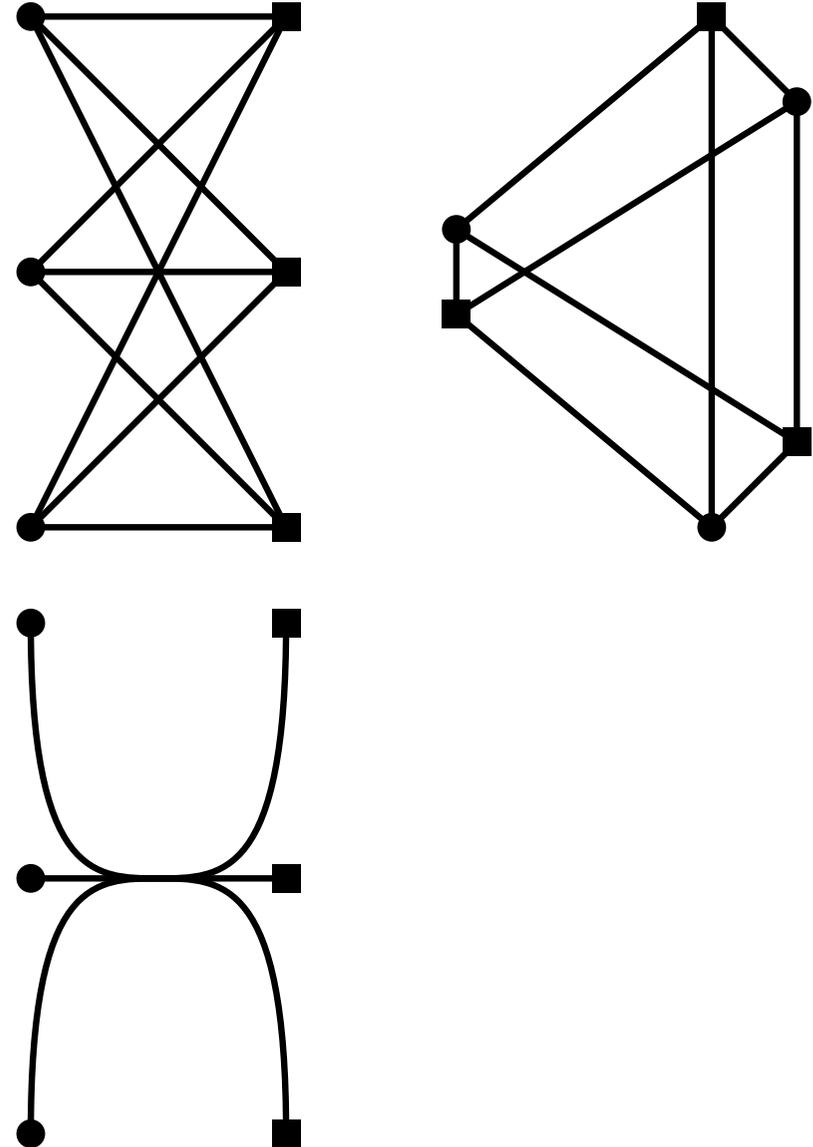


# Two Problems for Strictness

Domino

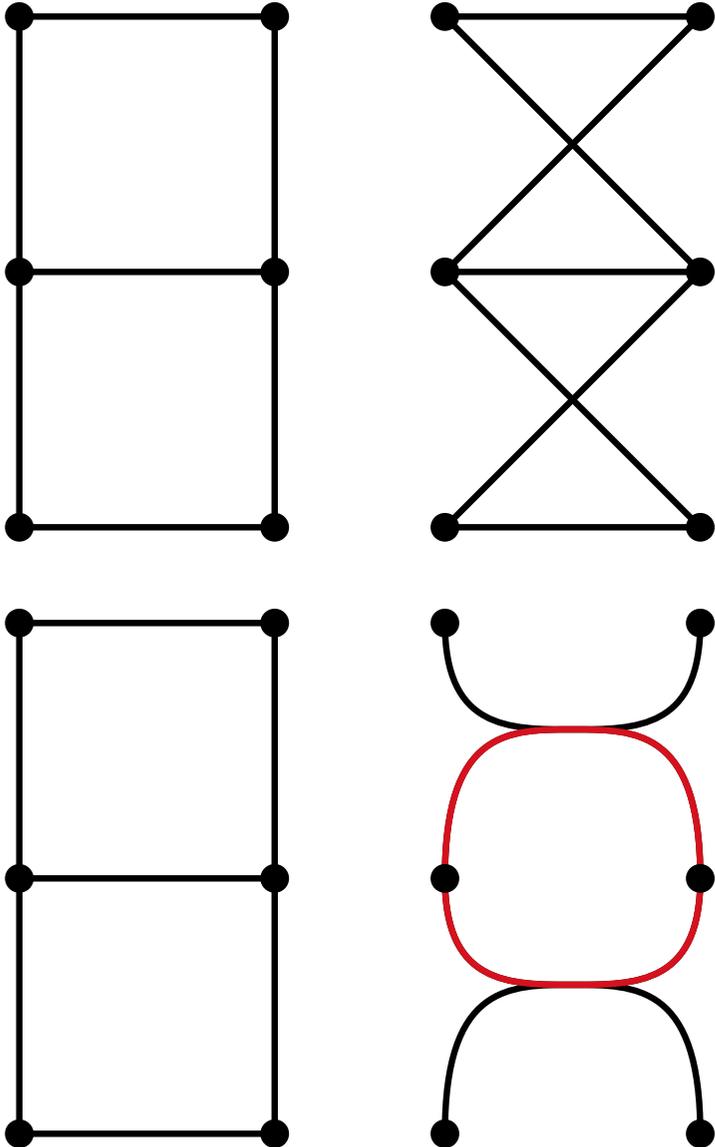


$K_{3,3}$

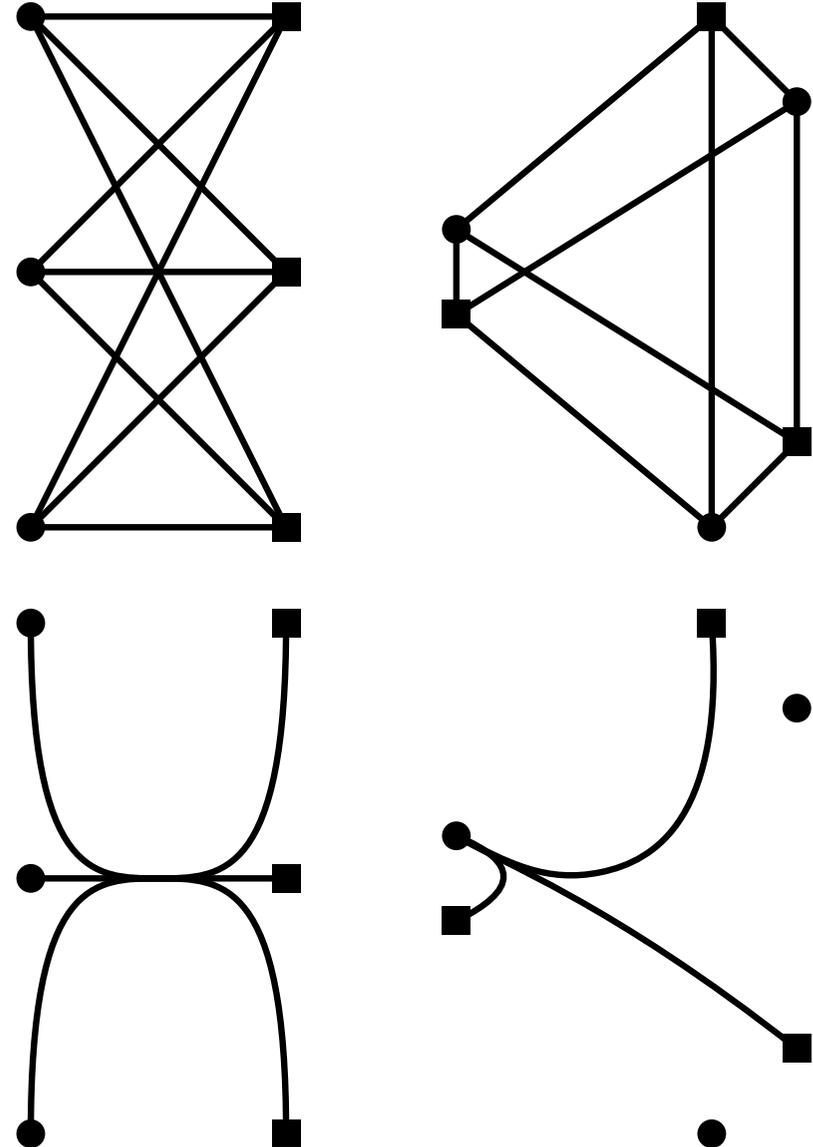


# Two Problems for Strictness

Domino

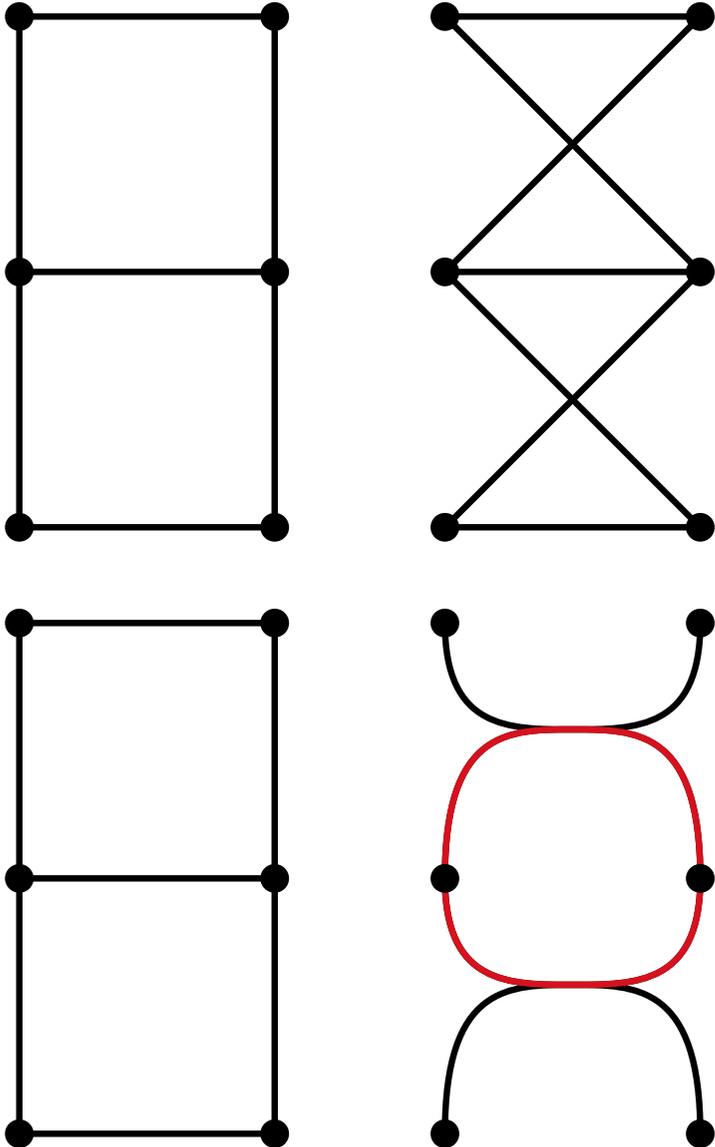


$K_{3,3}$

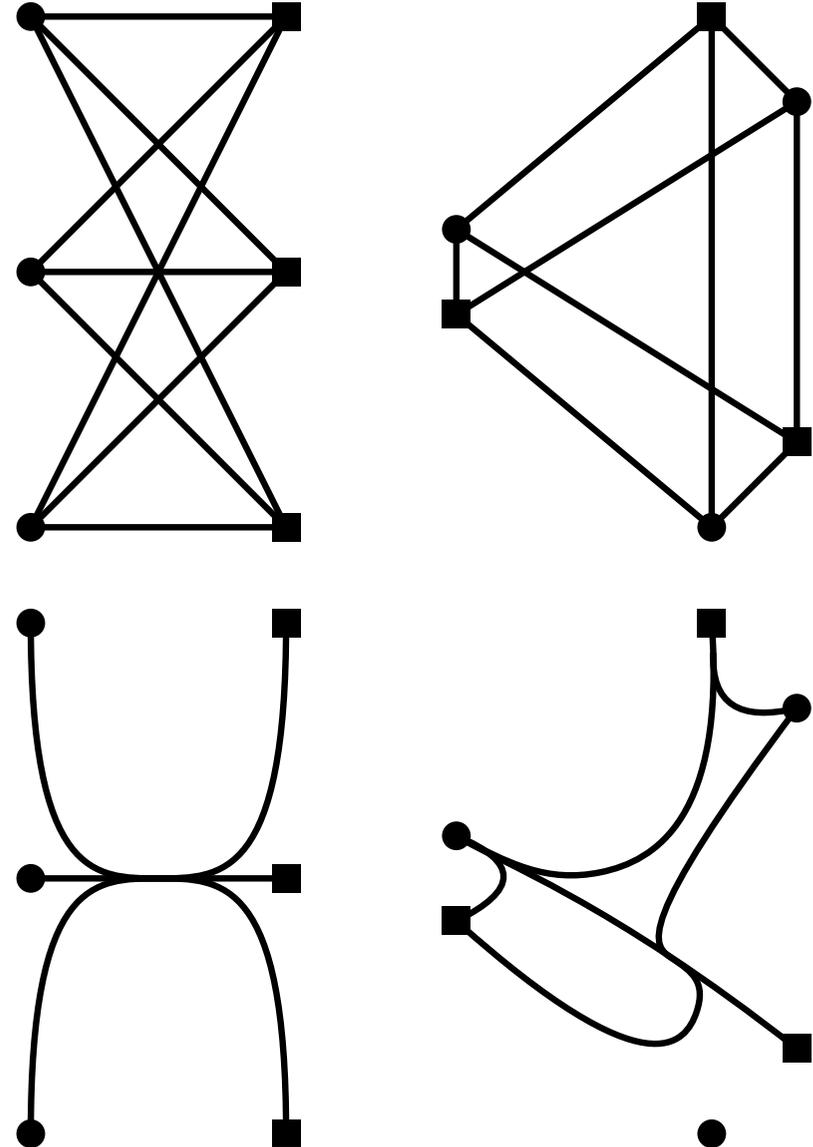


# Two Problems for Strictness

Domino

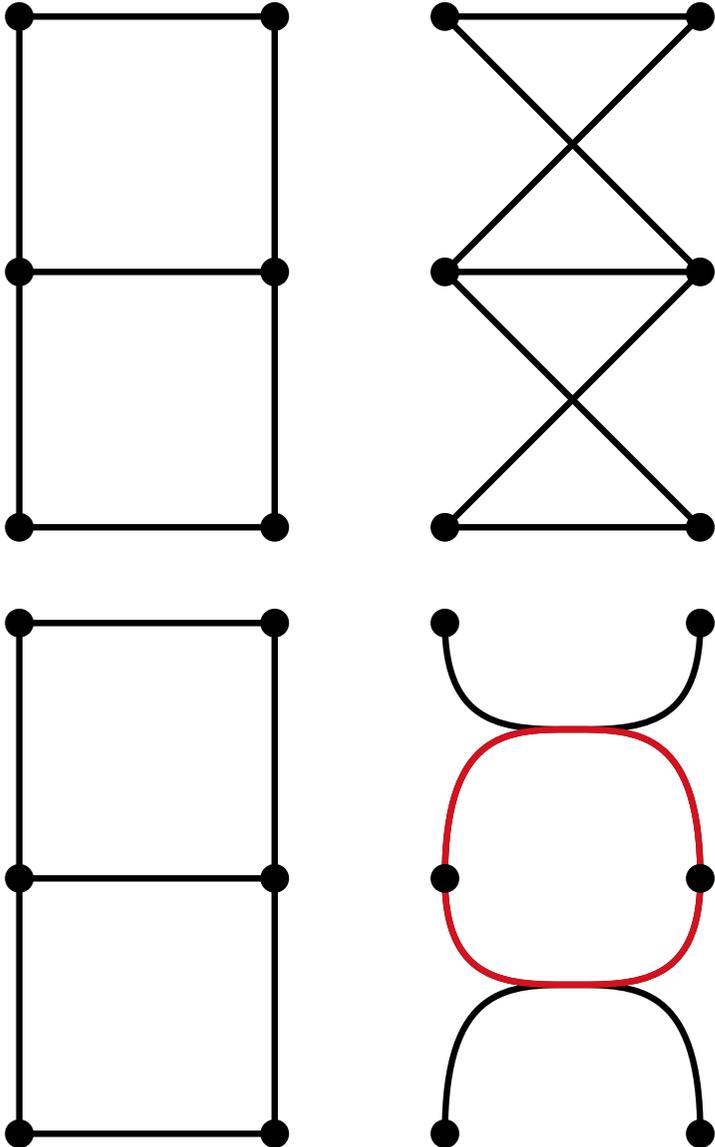


$K_{3,3}$

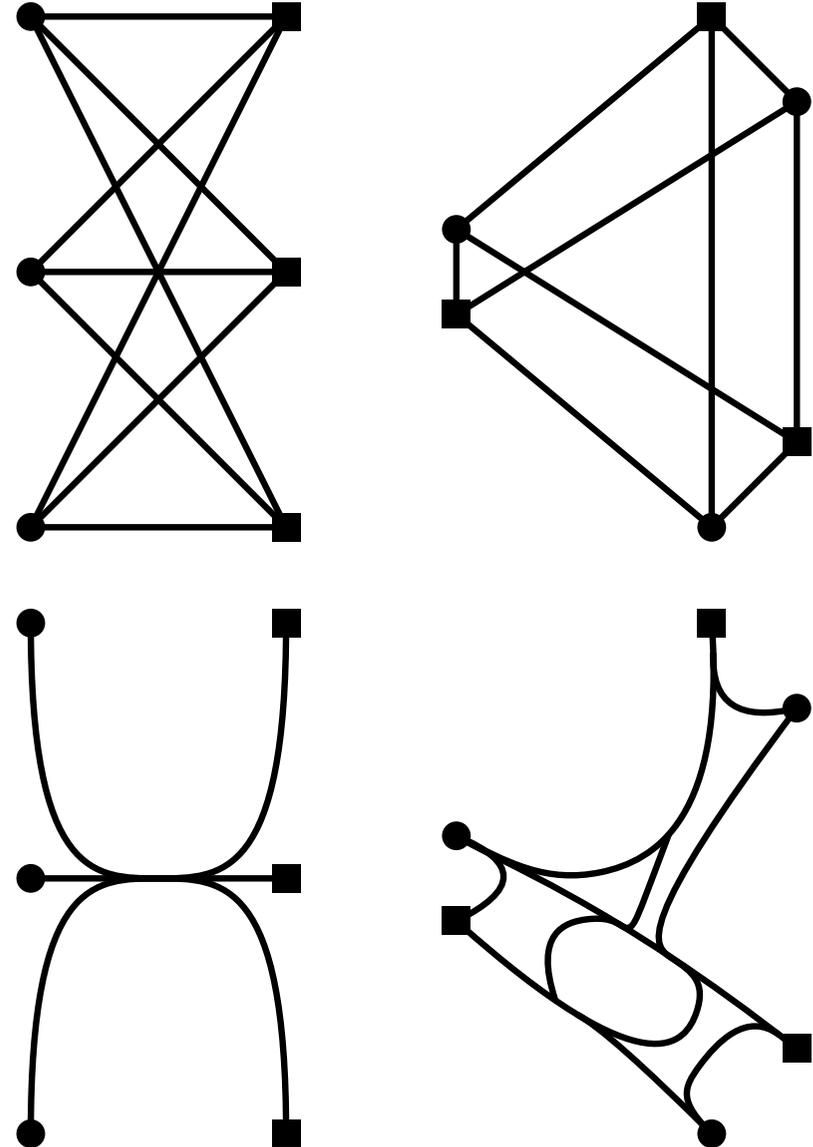


# Two Problems for Strictness

Domino

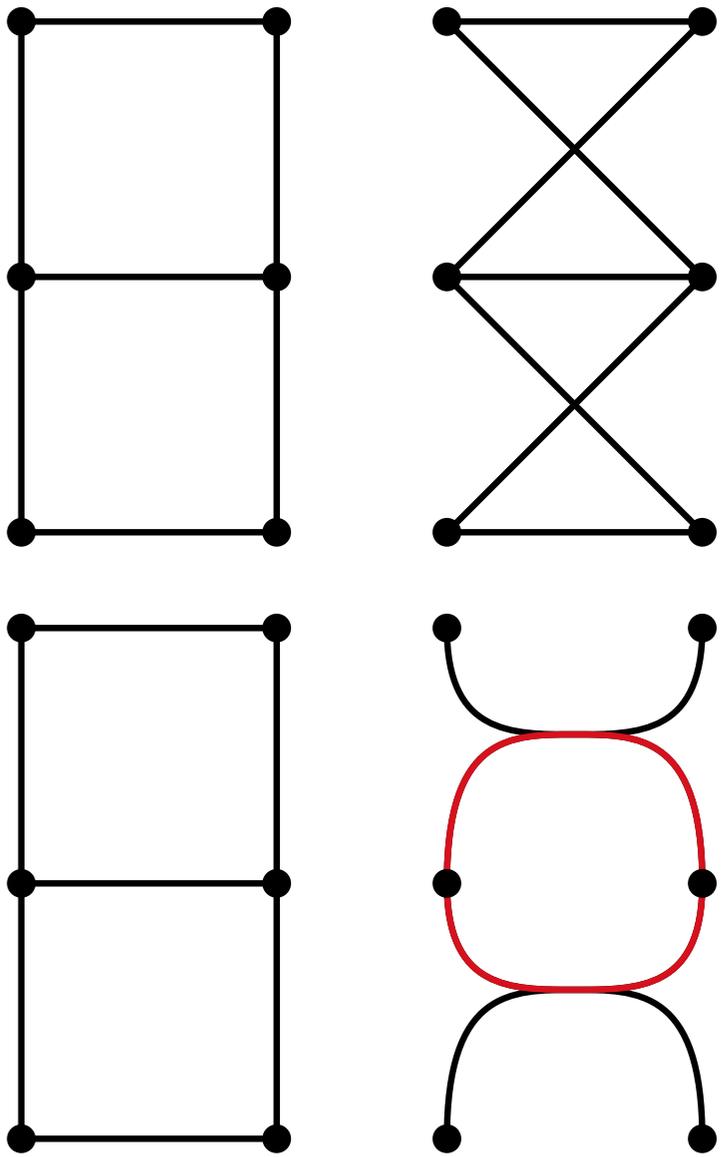


$K_{3,3}$

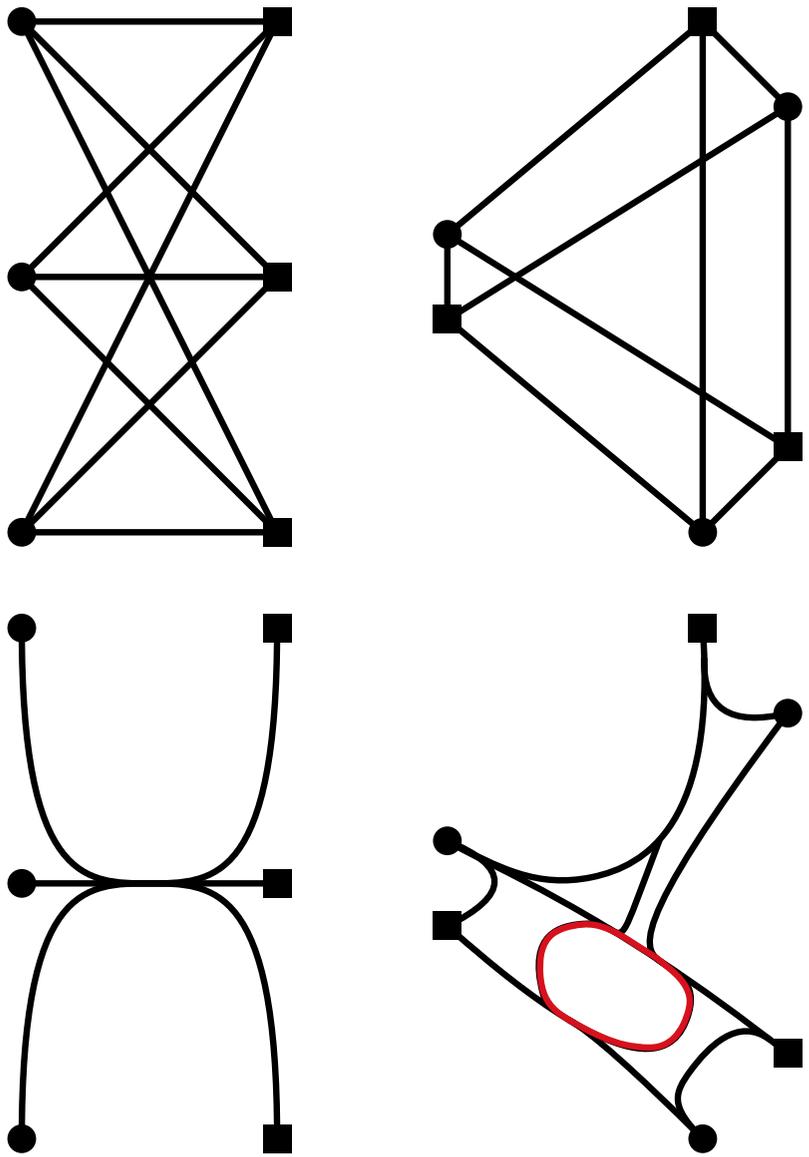


# Two Problems for Strictness

Domino

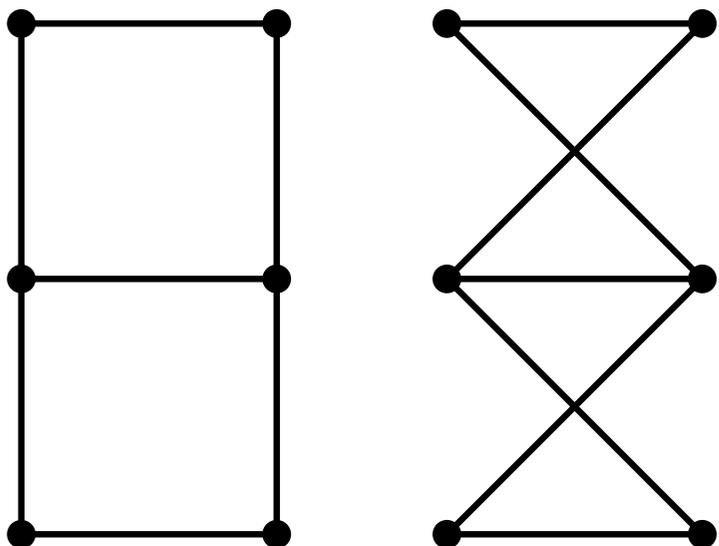


$K_{3,3}$

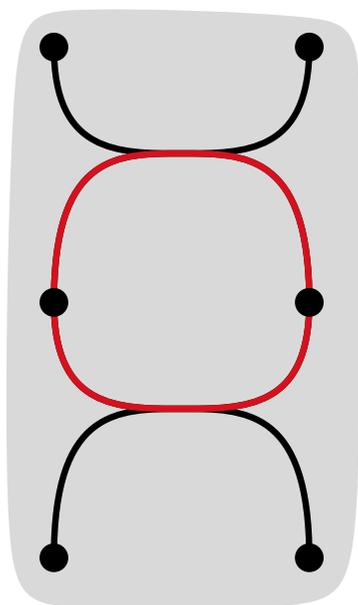
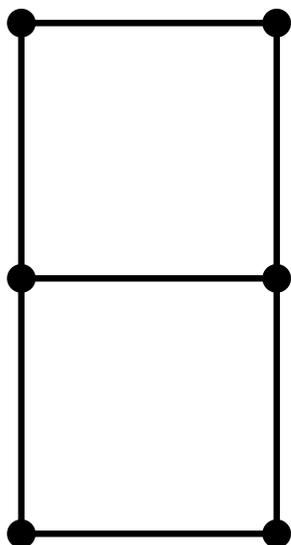
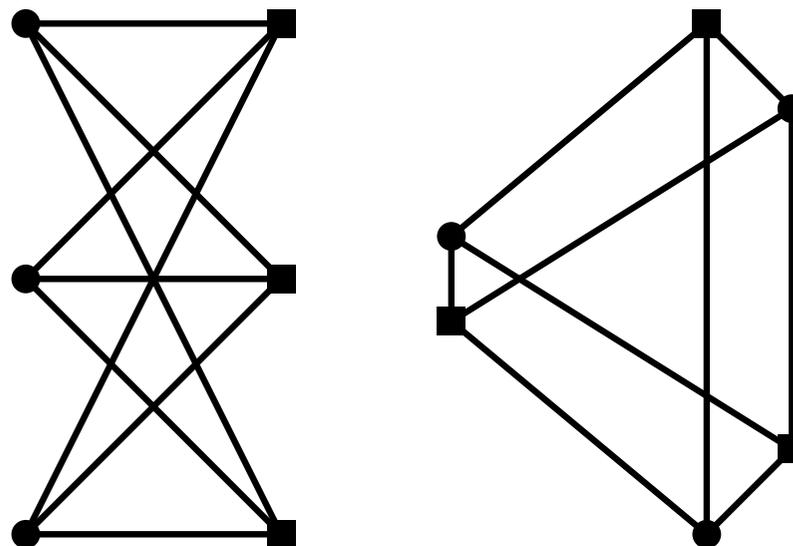


# Two Problems for Strictness

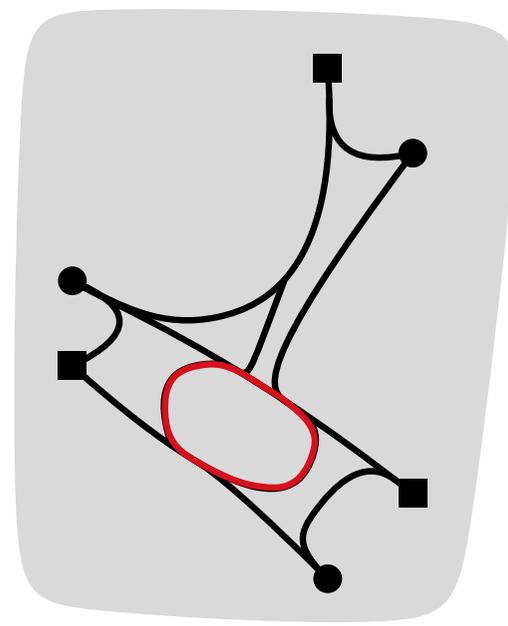
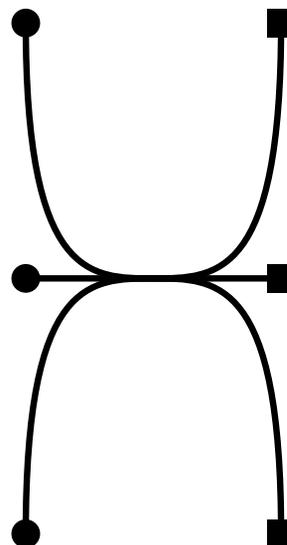
Domino



$K_{3,3}$



Twisted domino



Alternating  $K_{3,3}$

# SOC Drawings of Bipartite Permutation Graphs



Bipartite Permutation graphs (BP) are graphs that are

Bipartite Permutation graphs (BP) are graphs that are

- Bipartite

Bipartite Permutation graphs (BP) are graphs that are

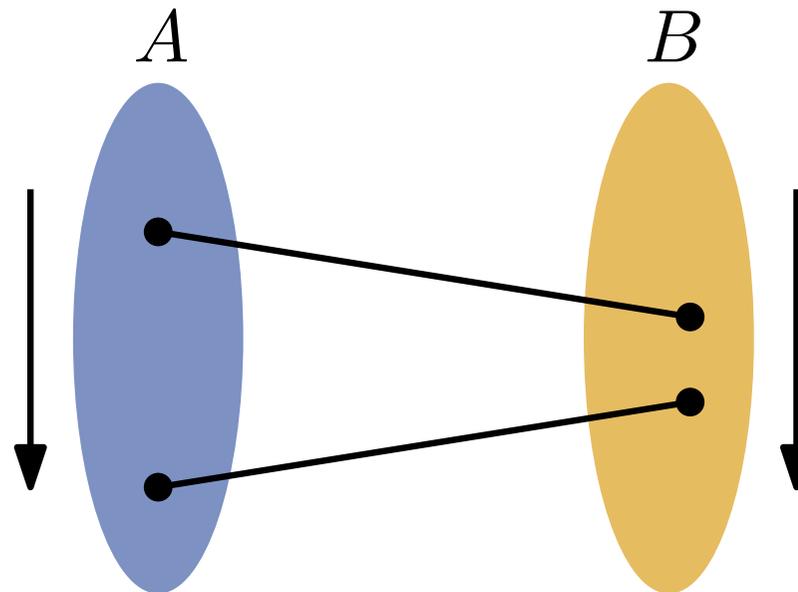
- Bipartite
- Permutation

# SOC Drawings of Bipartite Permutation Graphs

Bipartite Permutation graphs (BP) are graphs that are

- Bipartite
- Permutation

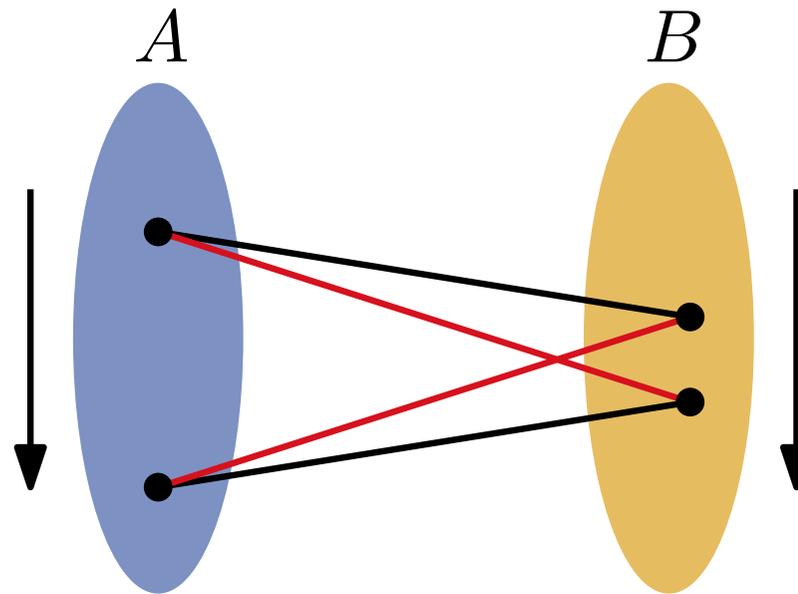
Better characterization for us:



Bipartite Permutation graphs (BP) are graphs that are

- Bipartite
- Permutation

Better characterization for us:



⇒ Confluent drawing easily possible (Formal proof [Hui et al. 09])

Domino graph is a Bipartite Permutation graph ⇒ strictness?

# BP Without Dominos

BP without dominos have soc drawings

# BP Without Dominos

BP without dominos have soc drawings

Draw given graph with algorithm by Hui et al.

# BP Without Dominos

BP without dominos have soc drawings

Draw given graph with algorithm by Hui et al.

Observations:

- $K_{3,3}$  is never alternating
- Dominos might be twisted

# BP Without Dominos

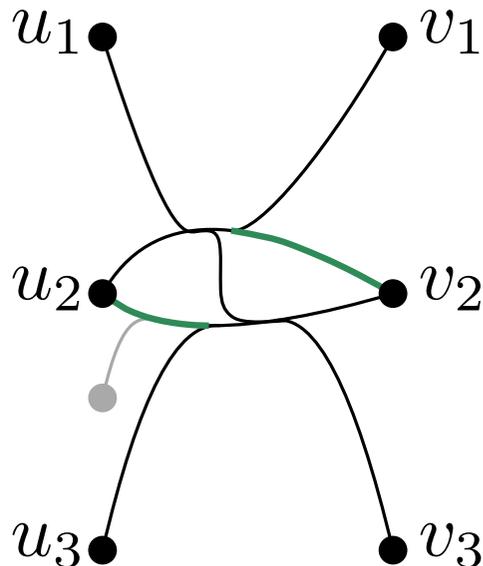
BP without dominos have soc drawings

Draw given graph with algorithm by Hui et al.

Observations:

- $K_{3,3}$  is never alternating
- Dominos might be twisted

We can always untwist dominos



# BP Without Dominos

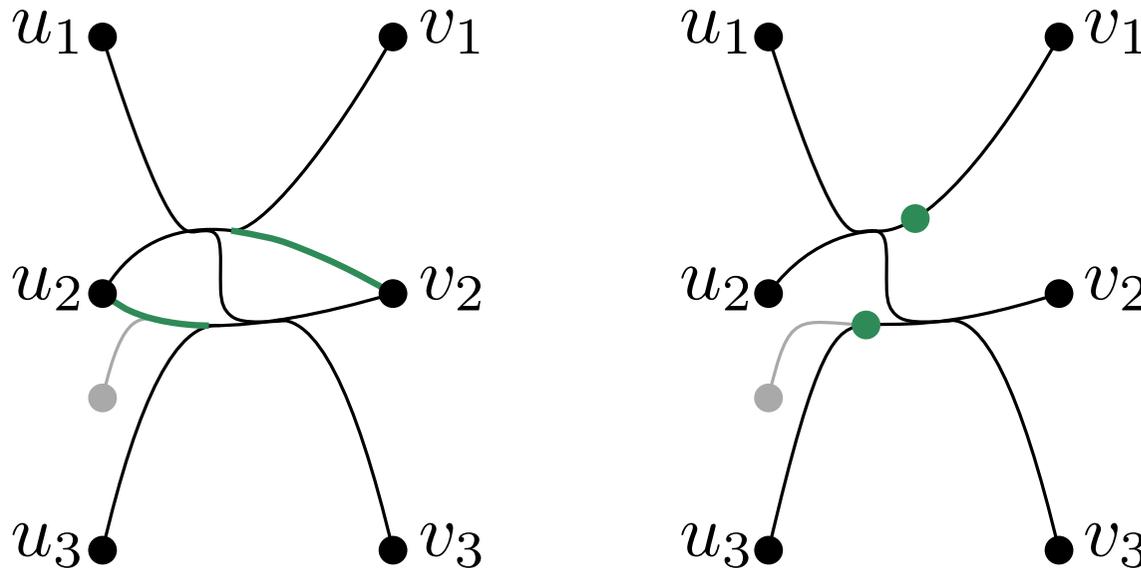
BP without dominos have soc drawings

Draw given graph with algorithm by Hui et al.

Observations:

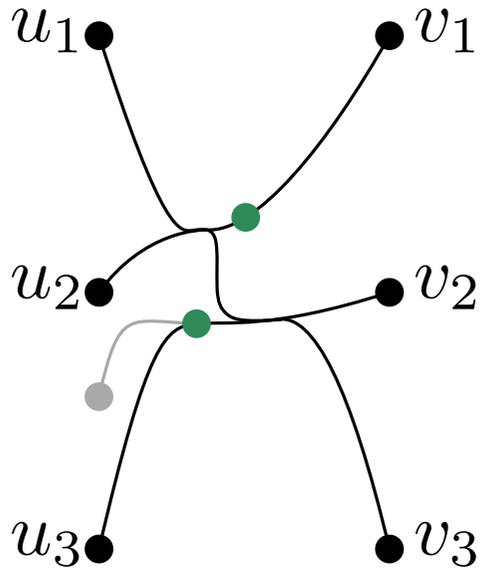
- $K_{3,3}$  is never alternating
- Dominos might be twisted

We can always untwist dominos



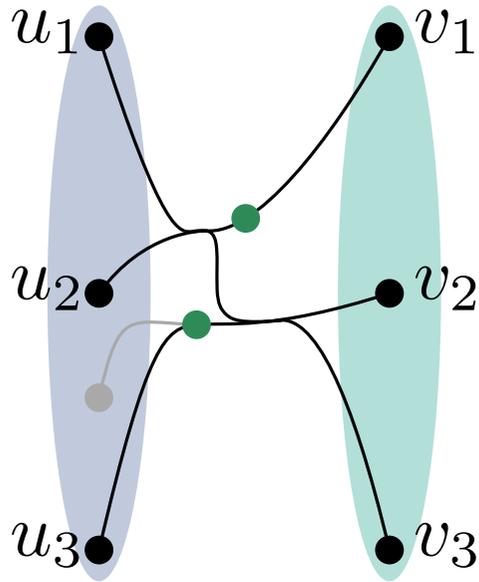
# Bipartite Strict Confluent Drawings

Drawings such that



# Bipartite Strict Confluent Drawings

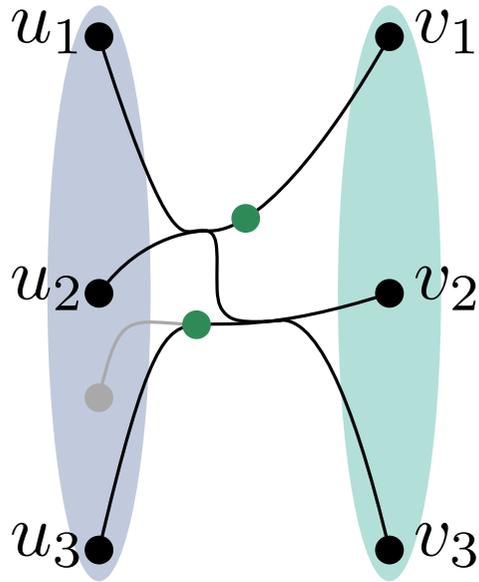
Drawings such that



■ Vertices drawn in bipartite “manner”

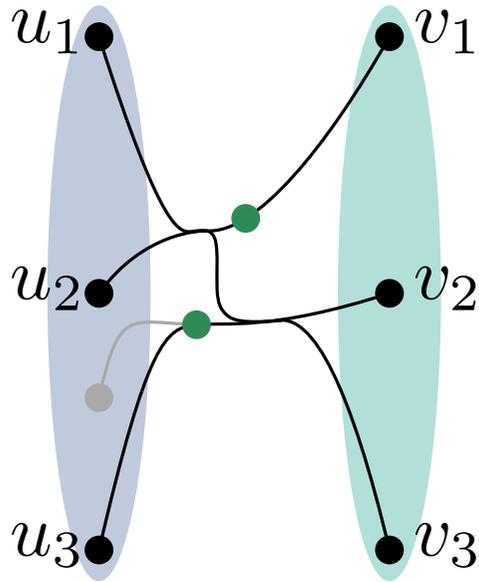
# Bipartite Strict Confluent Drawings

Drawings such that



- Vertices drawn in bipartite “manner”
- Edges drawn as strict confluent network between them

Drawings such that

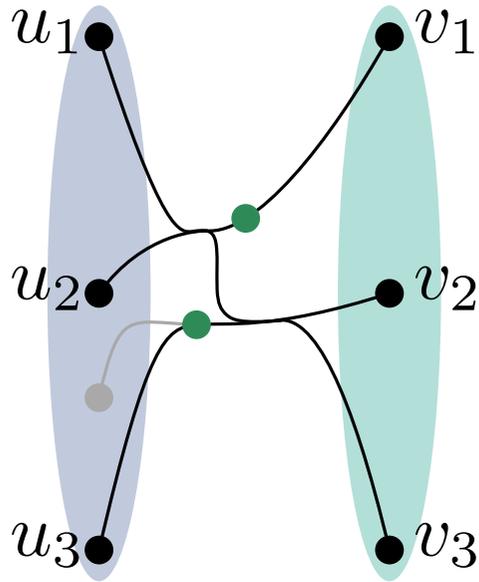


- Vertices drawn in bipartite “manner”
- Edges drawn as strict confluent network between them

Slide before

Bipartite permutation graphs without domino have such drawings

Drawings such that



- Vertices drawn in bipartite “manner”
- Edges drawn as strict confluent network between them

Slide before

Bipartite permutation graphs without domino have such drawings

Such drawings are bipartite permutation graphs without dominos:

- Twisted domino is only order admitting bipartite confluent drawing
- But twisted domino can not be drawn strict outer-confluent

# Counterexample for $BP \subset SOC$

