

Triangle-Free Planar Graphs as Segments Intersection Graphs

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Abstract. We prove that every triangle-free planar graph is the graph of intersection of a set of segments in the plane. Moreover, the segments can be chosen in only three directions (horizontal, vertical and oblique) and in such a way that no two segments cross, i.e., intersect in a common interior point.

1 Introduction

Given a set S of segments in the plane, its *intersection graph* has a vertex for every segment and two vertices are adjacent if the corresponding segments intersect. Intersection graphs of segments and other geometrical objects have been widely studied in the past.

For instance, if the segments are contained in a straight line then we have the *interval graphs* [4], a well-known family of perfect graphs. If the segments are chords of a circle then the intersection graph is called a *circle graph*, see for instance [6,8].

In the general case, there is no satisfactory characterization, but some results are known for planar graphs. The most interesting one is due to de Fraysseix, Osona de Mendez and Pach [3], and independently to Ben-Arroyo Hartman, Newman and Ziv [2], which says that every planar bipartite graph is the intersection graph of a set of horizontal and vertical segments (on the other hand, it is known that the recognition of such graphs is an NP-complete problem [5]).

This result provides a partial answer to a question of Scheinerman [7]: *is every planar graph the intersection graph of a set of segments in the plane?*

The main result in this paper, which is a significant extension of [3], is that every triangle-free planar graph is the intersection graph of a family of segments. Moreover, the segments can be drawn in only three directions and in such a way that they do not cross. This particular class of intersection graphs is also known as *contact graphs*. We call such a representation a *segment representation* of the graph.

*** Partially supported by *DGES-MEC-PB96-0005-C02*

A key point in our proof is Grötszch’s Theorem [9], which guarantees that every planar triangle-free graph is 3-colorable. The sketch of the proof is as follows. Given a triangle-free plane graph G , adding new vertices and (induced) paths between the vertices of G we can obtain a new triangle-free plane graph which is a subdivision of a 3-connected graph. Starting with a 3-coloring, a segment representation in three directions is obtained for this new graph using several technical lemmas. Finally, removing the dummy vertices and paths, we obtain a segment representation of the graph G . The three directions considered are horizontal, vertical and oblique (parallel to the bisector of the second quadrant of the plane).

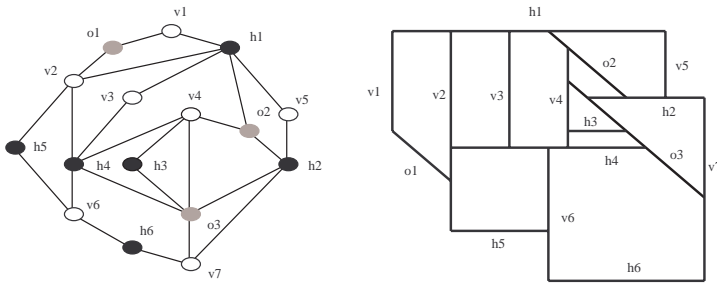


Fig. 1. A segment representation of a planar graph.

2 Convex Faces with Three Directions

Let I_G be a segment representation of a plane graph G . A *segment path* of length n is a sequence of segments $P = \{s_1, \dots, s_n\}$ such that segment s_i is adjacent to s_{i-1} and s_{i+1} for $1 < i < n$. The representation I_G divides the plane into regions that we call *faces* of the representation and which correspond to the faces of G . A face F of a segment representation is *convex* if its boundary can be divided into four paths (clockwise) P_1, P_2, P_3 and P_4 such that if s is a segment with extremes in the points (x_1, y_1) and (x_2, y_2) then:

1. if s is in P_1 , then $x_1 < x_2$ if s is horizontal, $y_1 > y_2$ if s is vertical and $x_1 < x_2$ and $y_1 > y_2$ if s is oblique;
2. if s is in P_2 , then $x_1 > x_2$ if s is horizontal, $y_1 > y_2$ if s is vertical and $x_1 > x_2$ and $y_1 < y_2$ if s is oblique;
3. if s is in P_3 , then $x_1 > x_2$ if s is horizontal, $y_1 < y_2$ if s is vertical and $x_1 > x_2$ and $y_1 < y_2$ if s is oblique;
4. if s is in P_4 , then $x_1 < x_2$ if s is horizontal, $y_1 < y_2$ if s is vertical and $x_1 < x_2$ and $y_1 > y_2$ if s is oblique.

It can be seen that the partition of a convex face into P_1, P_2, P_3 and P_4 is not unique, for instance in the example of Figure 2 the first segment of P_1 could be in P_4 . If the segments s_1, \dots, s_n are the intersection between two convex faces F and G , we will assign those segments to only one path in each face, following the newt rule: if this segments belongs to P_1 in F , then they belongs to P_3 in G and reciprocally. Analogously if they belongs to P_2 in F , then they are in P_4 of G and reciprocally. This rule allow us to fix the partition of a convex face into the four paths depending on the adjacent faces if the partition is not unique.

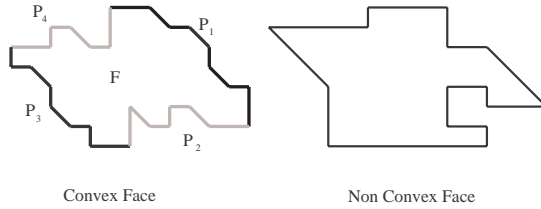


Fig. 2. The four paths of a convex face.

Lemma 1. *Let I_G be a segment representation of a plane graph G such that all its faces are convex, let k be a positive real number and let s be a segment of length l in a face F of I_G . Then, I_G can be transformed into another segment representation I'_G satisfying:*

1. I_G and I'_G have the same faces and face boundaries as G , and the faces of I'_G are convex;
2. the length of s in I'_G is $k + l$;
3. at most two segments of F (other than s) have different length in I_G and I'_G .

Proof. Let P_1, P_2, P_3 and P_4 denote the paths which make F convex. Call the upper part (the lower part) of the face the union of the paths P_4 and P_1 (P_2 and P_3 , respectively). Similarly, the right part (the left part) is the union of the paths P_1 and P_2 (P_3 and P_4 , respectively).

The proof is by induction on the number of faces of the graph G . Suppose that I_G is just the cycle F and let s be the segment of F we want to enlarge. Without loss of generality we can suppose that s is a horizontal segment.

If s is in the upper part of F , we seek another horizontal segment s' in the lower part of F . If there exists such a segment, we enlarge s and s' by the same amount and we make a translation of all the segments between s and s' , transforming F into other convex face (see Figure 3). Otherwise, there must exist a vertical segment s' and an oblique segment s'' in the lower part of F , because the boundary of F is a closed path. In this case, we increase the length of s, s' and s'' and we make a translation of the rest of the segments (see Figure 3).

According to the above remark, we suppose in the rest of the proof that there exists a segment parallel to s in the opposite part of F .

Suppose now that I_G has two convex faces F and F' sharing the segments s_1, \dots, s_n . First of all, by the convexity of F and F' , observe that if s_1, \dots, s_n are segments of P_1 (P_2), then s_1, \dots, s_n form part of P'_3 (P'_4 , respectively). Thus, suppose that s_1, \dots, s_n belong to P_1 in F and to P'_3 in F' . If s is in the upper part of F , we seek another horizontal segment s' in the lower part of F and we proceed as before, increasing the length of s and s' .

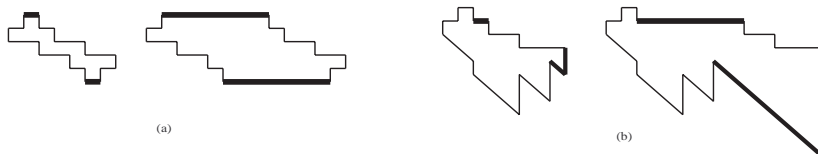


Fig. 3. How to enlarge a segment of a convex face by any amount, (a) using parallel segments or (b) using three segments.

Obviously, if s is not one of the s_i , the transformation in F does not affect the segments of F' . But, if s is one of the s_i then, on account of the first case, we consider a horizontal segment s' in the lower part of F and a horizontal segment s'' in the upper part of F' . Increasing the length of s , s' and s'' , and making a translation of all the segments of F between s and s' , and all the segments of F' between s and s'' , we obtain a new segment representation with the same convex faces as I_G .

Suppose now that I_G has n convex faces, F_1, \dots, F_n , and let s be a segment of a face $F \neq F_n$, where F_n lies in the outer face of I_G , i.e., the vertices v_1, \dots, v_k of G , corresponding to the segments s_1, \dots, s_k of F_n , lie on the outer face, and v_2, \dots, v_{k-1} are of degree two. Let us consider the graph $G_1 = G - \{v_2, \dots, v_{k-1}\}$. Removing the segments of I_G corresponding to v_2, \dots, v_{k-1} , we obtain a segment representation I_{G_1} of G_1 .

Since I_{G_1} has $n - 1$ faces, we can transform its segment representation into another representation which has the same convex faces, enlarging in any amount some of the segments. To obtain this new representation, we have to enlarge other segments in I_{G_1} besides s , but we have preserved the structure of the segments in the representation, so we are able to represent again the segments corresponding to v_2, \dots, v_{k-1} enlarging the length of one (or two) of them if necessary, obtaining a segment representation of G . □

3 Triangle-Free Graphs

Using the results of Barnette in [1], it can be deduced easily that every planar triangle-free graph which is a subdivision of a 3-connected graph can be reduced, by deleting edges and paths with internal vertices of degree two, to a subdivision of the complete graph K_4 in such a way that in each step we have a subdivision of a 3-connected graph. Moreover, if we fix a subgraph of G which is a subdivision of K_4 , G can be reduced, by deleting edges and paths, to this subgraph. This result will allow us to build a segment representation in three directions of subdivisions of 3-connected graphs as follows. Firstly we build a segment representation of a subdivision of K_4 and then insert, in reverse order, the edges and paths that were removed to obtain from G the subdivision of K_4 .

In order to do this, we need two basic operations: (1) insert a path between two segments of the same face and (2) join two segments of the same face. The second operation is, at least, as difficult as the first one, so we will concentrate only in the second operation.

We can see, using Lemma 1, that by enlarging some segments, a segment representation with convex faces can be transformed into another one preserving the topology of the embedding. But this is not sufficient to carry on the second operation, so we need another kind of transformation. Fixing an index i and changing the drawing of the segments of the path P_i of a face F , it is possible to draw a new convex face F' where the segments that were in P_i belong now to P'_{i+1} or P'_{i-1} . The rest of the paths of F' only change in the length of some of the segments (see Figure 4).

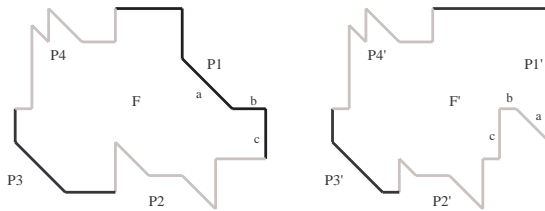


Fig. 4. How to restructure a face through the path P_1 .

In the segment representation, the change of the face F to F' produces some changes in the faces adjacent to F along the path P_i , and we obtain another segment representation with convex faces as in the proof of Lemma 1 (see Figure 5). When we change the drawing in the manner described above, we say that the face F is *restructured* through the path P_i .

We need at this point some new definitions. Given a 3-colored plane graph G with colors $\{h, o, v\}$, a path $P = \{u_1, \dots, u_n\}$ of G is *rare* if it verifies one of the following conditions:

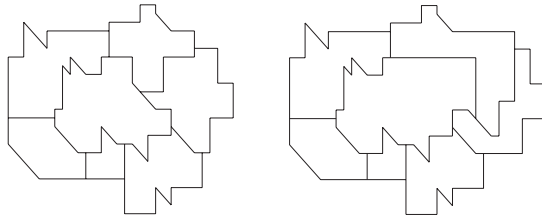


Fig. 5. How to restructure the faces adjacents to the restructured face F .

- Case 1. u_1 is colored as h , u_2 as o , and u_n as v .
- Case 2. u_1 is colored as v , u_{n-1} as h , and u_n as o .
- Case 3. u_1 is colored as h , u_2 as o , u_{n-1} as h , and u_n as o .
- Case 4. u_1 is colored as o , u_2 as v , u_{n-1} as v , and u_n as h .

A face of a graph is called *rare* if there exists a path P_i , with $i = 1, \dots, 4$, containing a rare subpath. We say that a rare face is *repaired* if we subdivide its rare path with a new vertex colored as v between u_1 and u_2 in the first and the third case, and between u_{n-1} and u_n in the second case, or a new vertex colored as h between u_1 and u_2 in the fourth case.

On the other hand, notice that the vertical segments (except the last segment of P_1 and the last of P_3) can be extended to the interior of a convex face F , the horizontal segments too if they are in P_1 or P_3 (except the first of P_1 and the first of P_3), and the oblique segments if they are in P_2 or P_4 (except the first one of P_1 and P_3 , and the last one of P_1 and P_3). Moreover, the horizontal segments in P_2 or P_4 can be extended to the interior of F if there is a vertical segment to the right or an oblique segment to the left of them; and the oblique segments in P_1 or P_3 can be extended to the interior of F if there is a horizontal segment to the right or a vertical to the left of them (see Figure 2). So, restructuring the paths and applying Lemma 1, we can transform the face F in such a way that these transformations allow us to extend two segments inside F to produce a new adjacency between them.

In the following lemma, when we say that two segments s and t can be joined by a path length k , it means a path $s, s_1, s_2, \dots, s_k, t$.

Lemma 2. *Let I_G be a segment representation of a plane graph G and let s_1 and s_2 be two distinct segments in a convex non-rare face F . Then I_G can be transformed into another segment representation I'_G satisfying*

1. I_G and I'_G have the same faces and face boundaries as G , and the faces of I'_G are convex;
2. s_1 can be joined to s_2 by a segment path of length k , for all $k > 0$, and directly if s_1 and s_2 have not the same direction inside the convex face F' , corresponding to F .

Proof. The proof falls naturally into two cases: the segments have the same direction, or they do not. In both cases, we have divided the proof in a sequence of subcases.

Case 1: s_1 and s_2 have not the same direction.

In this case, we can suppose that s_1 is vertical and s_2 is horizontal (similar arguments apply to the other configurations on the directions of the segments s_1 and s_2). The subcases are the following:

1. s_1 and s_2 are in the same path P_i .
 - a) s_1 and s_2 are in P_2 (respectively in P_4).
 - i. s_1 appears (clockwise) before s_2 . If an oblique segment precedes s_2 , by Lemma 1 the segments can be joined directly. Otherwise, the face must be restructured transforming P_2 into P'_3 (respectively, P_4 into P'_1).
 - ii. s_2 appears (clockwise) before s_1 . Since the face is not rare, s_2 precedes a vertical segment. Then, by Lemma 1, the segments can be joined directly.
 - b) s_1 and s_2 are in P_1 (respectively in P_3). If s_1 appears (clockwise) before s_2 , by Lemma 1 the segments can be joined directly. If s_2 appears (clockwise) before s_1 , the face must be restructured transforming P_1 into P'_2 (respectively, P_3 into P'_4).
2. s_1 and s_2 are in different paths. If s_2 is in P_2 (respectively in P_4) and it precedes an oblique segment and s_1 is in P_3 (respectively P_1), the face must be restructured transforming P_2 into P'_1 (respectively, P_4 into P'_3). Otherwise, by Lemma 1 the segments can be joined directly.

Case 2: s_1 and s_2 have the same direction.

In this case, it suffices to join the segments by a path of length 1, because this path can be substituted by any other of length greater than 1. Again there are several subcases:

1. Both are vertical segments. In this case, the segments can be joined by a path of length 1 directly using Lemma 1.
2. Both are horizontal segments. If the segments are in P_2 (respectively in P_4) and the first one precedes an oblique segment, and a vertical segment precedes the second one, then the face must be restructured transforming P_2 into P'_3 (respectively, P_4 into P'_1). Otherwise, using Lemma 1 the segments can be joined directly.
3. Both are oblique segments. If the segments are in P_1 (respectively in P_3), the first one precedes a vertical segment, and a horizontal segment precedes the second one, then the face must be restructured transforming P_1 into P'_2 (respectively, P_3 into P'_4). Otherwise, they can be joined directly by Lemma 1. □

Now we prove:

Lemma 3. *Any triangle-free plane graph which is a subdivision of a 3-connected graph can be represented by segments in three directions.*

Proof. As G is a triangle-free plane graph, in virtue of Grötzsch's Theorem [9], G admits a 3-coloring with the colors h, v and o (horizontal, vertical and oblique, respectively). Since G is a subdivision of a 3-connected graph, we can find a vertex, not in the outer face of G , connected by three disjoint paths to three vertices in the outer face. These paths and the outer face determine a graph K , which is a subdivision of K_4 .

Using Barnette's results in [1] it is possible to build a sequence of graphs G_1, \dots, G_n and a sequence of paths Q_1, \dots, Q_n such that $G_1 = G$, G_i is a subdivision of a 3-connected plane graph, G_i is obtained from G_{i-1} by deleting the path Q_{i-1} , and the graph obtained from G_n deleting Q_n is K .

When the path Q_i is deleted, a new face F appears in G_{i+1} as the union of two faces in G_i . The boundary of F can be divided into two paths; on the one hand the path beginning in the first vertex of Q_i and ending in the last one and, on the other hand, the rest of the boundary. If one of them is rare, we must repair F subdividing an edge with a new vertex (that we label as a *repaired* vertex), to make the face F non-rare. So, we can construct another sequence G'_1, \dots, G'_n where G'_i is G_i with a new repaired vertex, if necessary.

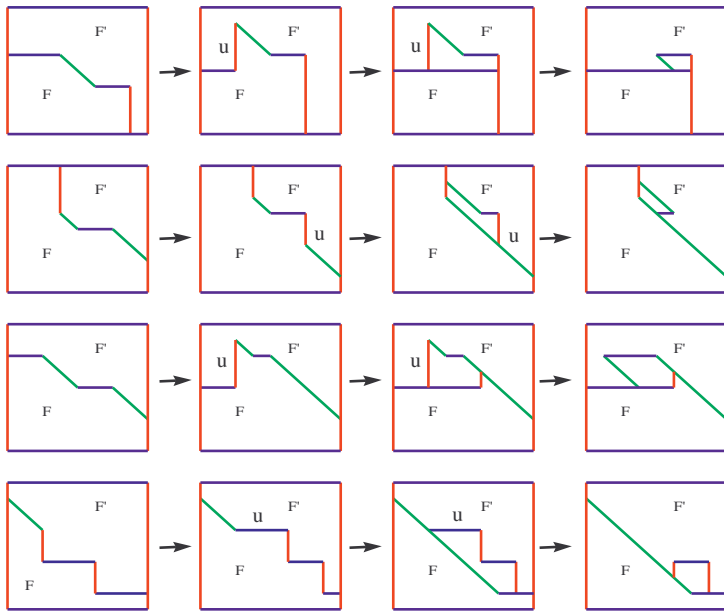


Fig. 6. How to remove the repaired vertex u in the four cases.

It is easy to give a segment representation of K' with all its faces convex. It suffices to represent convexly the outer face of K' and proceed according to the

above remark. Using Lemma 2 it is possible to add the path Q_i to the segment representation of G'_{i+1} to obtain a convex face representation of G'_i . In order to obtain a segment representation of the graph G , we must remove the repaired vertices. These vertices cannot be removed directly, so it is necessary to modify the representation. The four possible cases are illustrated in Figure 6.

Notice that we could not remove the repaired vertices if the rare path would have exactly three segments u_1, u_2 and u_3 , but this case it is not possible because joining u_1 with u_3 it will be form a triangle, and G was a triangle-free graph. \square

We can now formulate our main result as follows:

Theorem 1. *Every triangle-free planar graph is the intersection graph of a set of segments in three directions.*

Proof. Let G be a triangle-free plane graph. Since G has no triangles, we can obtain a 3-coloring of G using Grötszsch's Theorem [9]. The colors will be labeled as h, v and o (horizontal, vertical and oblique, respectively). We can build a new triangle-free plane graph G_1 , subdivision of a 3-connected graph, which contains G as a subgraph, adding new vertices and edges joining the blocks of G , possibly subdividing some edges of the blocks of G using new vertices. If this is the case, these vertices are labeled as *dummy* vertices. When an added edge produces a triangle, we subdivide it, and when a new edge joins two vertices with the same color, we subdivide it too. We call these new vertices and edges *virtual*. All the new vertices (dummy and virtual) can be colored so that the 3-coloring is preserved .

By Lemma 3, G_1 admits a segment representation. Out of this segment representation we must remove all the vertices and edges added.

A virtual edge (or a path built with virtual edges and vertices) in the segment representation of G_1 is an adjacency between two segments (or a virtual path joining two segments). It suffices to break this adjacency and to shorten these segments (note that the segments do not cross, they only contact). The dummy vertices are removed as the repaired vertices in Lemma 3. \square

4 Concluding Remarks

The hypothesis that the graph has no triangles can be relaxed in some cases. No doubt there exist planar graphs with triangles that admits segment representations (see Figure 1). The problem lies in the fact that we have followed a constructive proof to obtain a segment representation using the convex faces representation of a subdivision of a 3-connected graph. This construction would not be possible in general if the graph contains triangles, because if we fix the three directions of the segments we can observe that the graph in Figure 7 cannot be represented by non-crossing segments.

In this example we see that a segment representation contains faces that do not correspond to faces of the embedding of the graph. So, the topology of the embedding of the plane graph cannot be preserved. This problem admits a

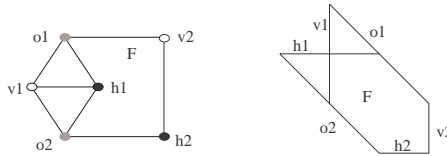


Fig. 7. Two segments must cross.

partial solution as follows. A 3-coloring of a plane graph G with colors $\{h, v, o\}$ is *good* if all the triangles of G are colored, in clockwise order, as $h - v - o$.

The proof of Theorem 1 can be adapted yielding the following result:

Theorem 2. *Let G be a 3-colored plane graph. The coloring is good if and only if exists a segment representation I_G verifying that the faces of G correspond to faces of I_G , and the boundaries of the faces are preserved.*

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