

Planarity Testing (1976; Booth, Lueker)

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INDEX TERMS: planarity testing, planar graph, planar embedding.

SYNONYMS: planarity testing, planar embedding.

1 PROBLEM DEFINITION

The problem is to determine whether or not the input graph G is planar. The definition pertinent to planarity-testing algorithms is: G is planar if there is an *embedding* of G into the plane (vertices of G are mapped to distinct points and edges of G are mapped to curves between their respective endpoints) such that edges do not cross. Algorithms that test the planarity of a graph can be modified to obtain such an embedding of the graph.

2 KEY RESULTS

Theorem 1. *There is an algorithm that given a graph G with n vertices, determines whether or not G is planar in $O(n)$ time.*

The first linear-time algorithm was obtained by Hopcroft and Tarjan [5] by analyzing an iterative version of a recursive algorithm suggested by Auslander and Parter [1] and corrected by Goldstein [4]. The algorithm is based on the observation that a connected graph is planar if and only if all its biconnected components are planar. The recursive algorithm works with each biconnected component in turn: find a separating cycle C and partition the edges of G not in C ; define a component of the partition as consisting of edges connected by a path in G that does not use an edge of C ; and, recursively consider each cyclic component of the partition. If each component of the partition is planar and the components can be combined with C to give a planar graph, then G is planar.

Another method for determining planarity was suggested by Lempel, Even, and Cederbaum [6]. The algorithm starts with embedding a single vertex and the edges adjacent to this vertex. It then considers a vertex adjacent to one of these edges. For correctness, the vertices must be considered in a particular order. This algorithm was first implemented in $O(n)$ time by Booth and Lueker [2] using an efficient implementation of the PQ-trees data structure. Simpler implementations of this algorithm have been given by Boyer and Myrvold [3] and Shih and Hsu [8].

Tutte gave an algebraic method for giving a *straight-line embedding* of a graph that, if the input graph is 3-connected and planar, is guaranteed to generate a planar embedding. The key idea is to fix the vertices of one face of the graph to be the corners of a convex polygon and then embed every other vertex as the geometric average of its neighbors.

3 APPLICATIONS

Planarity testing has applications to computer-aided circuit design and VLSI layout by determining whether a given network can be realized in the plane.

4 OPEN PROBLEMS

None is reported.

5 EXPERIMENTAL RESULTS

None is reported.

6 DATA SETS

None is reported.

7 URL to CODE

LEDA has an efficient implementation of the Hopcroft and Tarjan planarity testing algorithm [7]: http://www.algorithmic-solutions.info/leda_guide/graph_algorithms/planar_kuratowski.html

8 CROSS REFERENCES

Entry editors, please consider the following: PQ-Trees, planar embedding, fully dynamic planarity testing, parallel planarity testing, straight-line embedding

9 RECOMMENDED READING

References

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