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To cite this version:
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HAL Id: ujm-00411610
https://hal-ujm.archives-ouvertes.fr/ujm-00411610
Submitted on 9 Jun 2011

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A Polynomial Algorithm for Subisomorphism of Holey Plane Graphs

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Abstract

We address the problem of searching for a pattern in a plane graph, that is, a planar drawing of a planar graph. We define plane subgraph isomorphism and give a polynomial algorithm for this problem. We show that this algorithm may be used even when the pattern graph has holes.

1. Introduction

Many applications involve mining graphs in order to discover frequent connected subgraphs. If this problem may be solved in output-polynomial time for some specific classes of graphs such as trees (Chi et al., 2005), tenuous outerplanar graphs (Horvath et al., 2006), or bounded treewidth graphs (Horvath & Ramon, 2008), it remains challenging in the general case. This mainly comes from the fact that subgraph isomorphism is \( \mathcal{NP} \)-complete in the general case.

In this paper, we extend Damiand et al. (2009)'s algorithm to solve the sub-isomorphism problem for plane graphs with holes.

2. Plane Graphs

A graph is a pair \( G = (V, E) \) where \( V \) is a set of vertices and \( E \) is a set of edges. Below, all the graphs are supposed connected, that is, every pair of vertices is linked by a sequence of edges.

A planar embedding of a graph \( G \) is an injective mapping \( \phi \) that assigns 2D points to vertices, and 2D curves to edges. \( G \) is planar if an embedding exists such that no two embedded edges intersect, except at their endpoints. A theorem by Fáry (1948) states that given a non-crossing representation of a planar graph, it is always possible to move the vertices so that the edges are drawn with straight-line segments. Hence, we only consider planar embeddings such that embedded edges are straight-line segments that are defined by the 2D embedding of their endpoint vertices.

Several embeddings may however exist for a graph. A plane graph is a triple \( G = (V, E, \phi) \) such that \( (V, E) \) is

Figure 1. Two cups that should be modelled by holey graphs in order to remove the background which is visible through the handle.

A planar graph and \( \phi : V \rightarrow \mathbb{R}^2 \) is an embedding of the vertices such that no two embedded edges intersect, except at their endpoints.

A plane graph is made of (bounded or unbounded) faces: when considering the planar embedding, the complement of the set of edges is a disjoint union of simply connected regions called faces. For instance, the plane graph of Fig. 2 is made of 9 faces: Faces \( A \) to \( H \) are bounded whereas the white face is unbounded. Let \( \text{faces}(G) \) denote the set of faces defined by plane graph \( G = (V, E, \phi) \). For each \( f, g \in \text{faces}(G) \), we note \( \text{boundary}(f) \) the sequence of vertices encountered when walking along the boundary of \( f \), having \( f \) on the right hand side. This boundary is unique up to cyclic permutations.

We finally introduce face-connectivity, that is based on sequences of faces that share common edges. Formally, two faces \( f, g \in \text{faces}(G) \) are sewn if there exists an edge \( \{i, j\} \in E \) which belongs both to \( \text{boundary}(f) \) and \( \text{boundary}(g) \). Graph \( G \) is face-connected if for each \( f, g \in \text{faces}(G) \), there exists a sequence of faces \( f_1, f_2, \ldots, f_n \) such that \( f = f_1, g = f_n \), and faces \( f_i \) and \( f_{i+1} \) are pairwise sewn, for all \( 1 \leq i \leq n - 1 \).

3. Compact Plane Subgraph
Isomorphism and Combinatorial Maps

A compact plane subgraph isomorphism problem between a pattern plane graph \( G_p = (V_p, E_p, \phi_p) \) and a target plane graph \( G_t = (V_t, E_t, \phi_t) \) consists in deciding whether \( G_p \) is isomorphic to some subgraph of \( G_t \) which is obtained from \( G_t \) by iteratively removing nodes and edges that are adjacent to the unbounded face (see Fig. 3). More precisely, one should find a mapping \( h : V_p \rightarrow V_t \) such that (i) \( h \) is injective, (ii) \( h \) preserves the edges, i.e., \( \forall \{x, y\} \in E_p \), one has \( \{h(x), h(y)\} \in E_t \), and (iii) \( h \) preserves the faces, i.e., for every face \( f \in \text{faces}(G_p) \), there exists a face \( g \in \text{faces}(G_t) \) such that for every edge \( \{x, y\} \in \text{boundary}(f) \), one has \( \{h(x), h(y)\} \in \text{boundary}(f) \).

In (Damiand et al., 2009), we have proposed a polynomial algorithm for the plane subgraph isomorphism problem where the pattern graph \( G_p \) must be face-connected. This algorithm is derived from an algorithm that solves the sub-isomorphism problem for combinatorial maps. Combinatorial maps were introduced in the early 60’s to efficiently implement plane graphs (Edmonds, 1960; Tutte, 1963). They describe the topological organisation of plane graphs by decomposing every edge \( \{i, j\} \) into two darts \((i \rightarrow j)\) and \((j \rightarrow i)\), and by using two functions \( \beta_1 \) and \( \beta_2 \) which respectively define dart successions in face boundaries and face connectivity (see Fig. 4).

The algorithm proposed in (Damiand et al., 2009) for solving the submap isomorphism problem is based on the fact that, given any starting dart, the traversal of a combinatorial map (that is, the order in which darts are discovered) is unique, provided that one has fixed (1) the strategy used to memorize darts that were discovered but not exploited yet (e.g., Last In First Out / LIFO), and (2) the order in which \( \beta_1 \) and \( \beta_2 \) are used to discover new darts (e.g., \( \beta_1 \) before \( \beta_2 \)).
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Figure 5. Finding a car in an image: The original image, coming from the MoVi dataset (Luo et al., 2003), is on the left. The plane graph obtained after segmentation is on the middle. The car has been extracted and rotated on the right. It is found again in the original image using Damiand et al. (2009)’s algorithm.


