

# *Navigating in a graph by aid of its spanning tree*

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  - Universidad de Chile, Chile.



# *Navigating in a graph*

- Rules to advance in a graph from a given vertex towards a target vertex along a path close to shortest.
- **Communication networks:** a mechanism that can deliver packets of information from any vertex of a network to any other vertex.

# *Routing from $v$ to $y$ .*

- **A vertex  $v$  needs to decide:**
  - If the packet has reached its destination  $y$ .
  - And if not, to which of its neighbors  $v^*$  forward the packet.
- **Information locally available at  $v$ .**
  - Full knowledge of its neighborhood.
  - A piece of global information; A sense of direction to each destination.
  - Address of the destination vertex  $y$ .

# Routing Strategies

- Full-tables.
  - For each destination  $y$  the next vertex  $v^*$  is known.
  - *Routing is along shortest paths.*
  - $O(n \log(\Delta))$  local memory requirement.
- Routing along shortest needs  $\Omega(n \log(\Delta))$ .
- Low local memory requires
  - *Restricted classes of graphs.*
  - *Routing along sub-optimal paths.*

# Routing Strategies

- *(greedy) Geographic routing* from  $v$  to  $y$ 
  - $v^*$  is chosen as the geographically closest to  $y$ .
  - Coordinates in the underlying physical space are known.
  - No delivery guarantee (existence of lakes).

# Routing Strategies

- *Virtual geographic routing in a metric space  $(X, d)$ .*
  - *Delivery guaranteed* when  $G$  admits a *greedy embedding*:
    - a function  $f$  such that for every  $x$  and  $y$ , there is a neighbor  $u$  of  $x$  such that  $d(f(u), f(y)) < d(f(x), f(y))$ .
  - *Routing using suboptimal paths.*

# Routing Strategies

## Greedy embedding in a metric space $(X, d)$

$X$  a  $d$ -dimensional normed vector spaces.

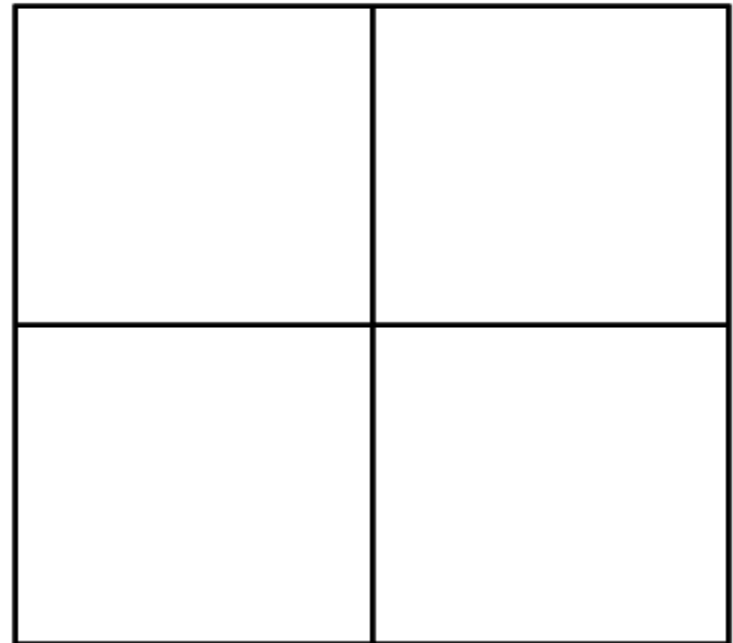
- *Euclidean plane*: some simple graphs have not g.e.
- $d = c \log(n)$  allows greedy embedding for all graph on  $n$  vertices (tight up to a multiplicative factor).

$X$  the *Hyperbolic plane*.

- Every graph admits a greedy embedding.

# *Our approach: Greedy routing by aid of a spanning tree*

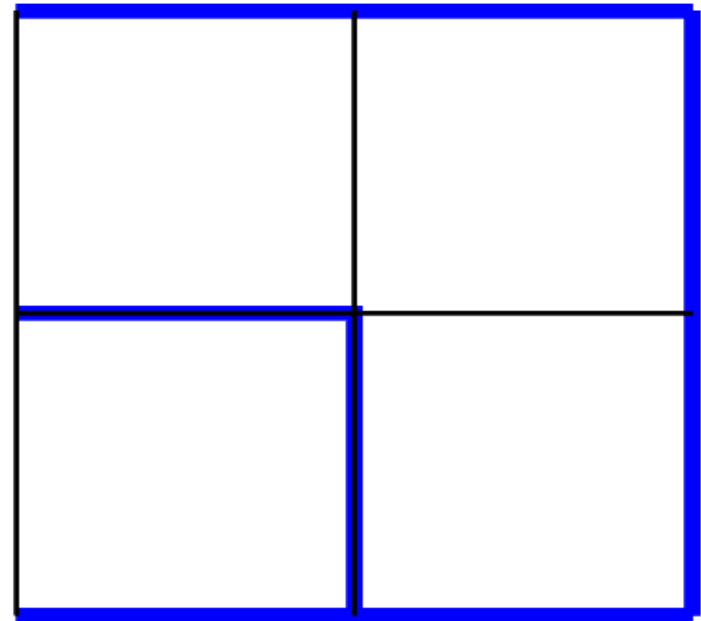
- Given a graph  $G$





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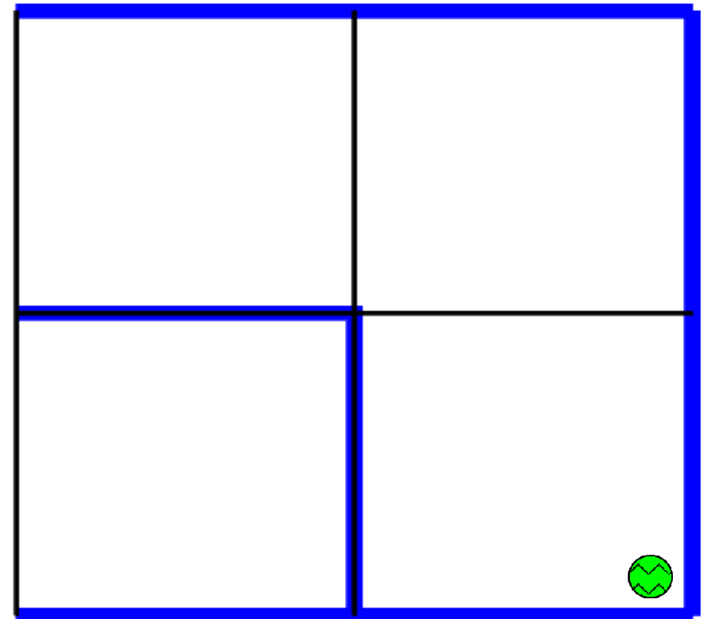
- Given a graph  $G$  and a spanning tree  $T$  of  $G$ .



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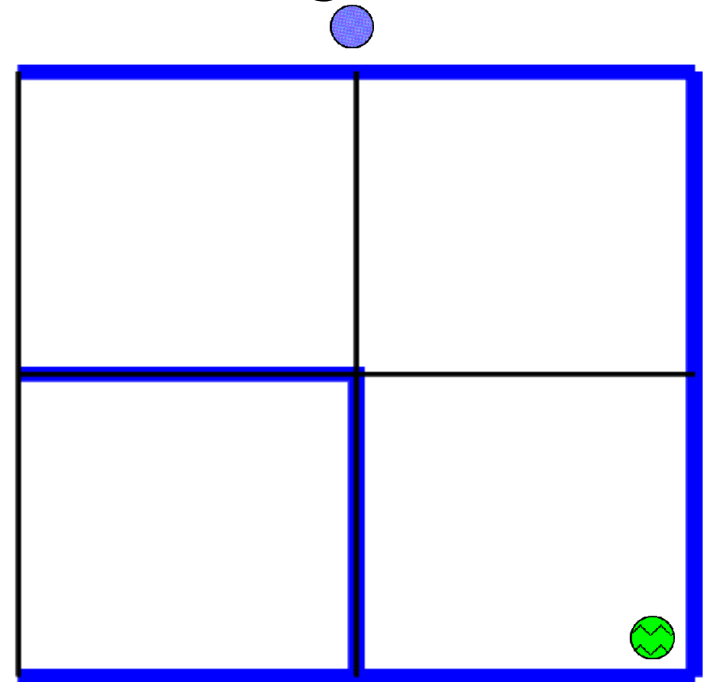
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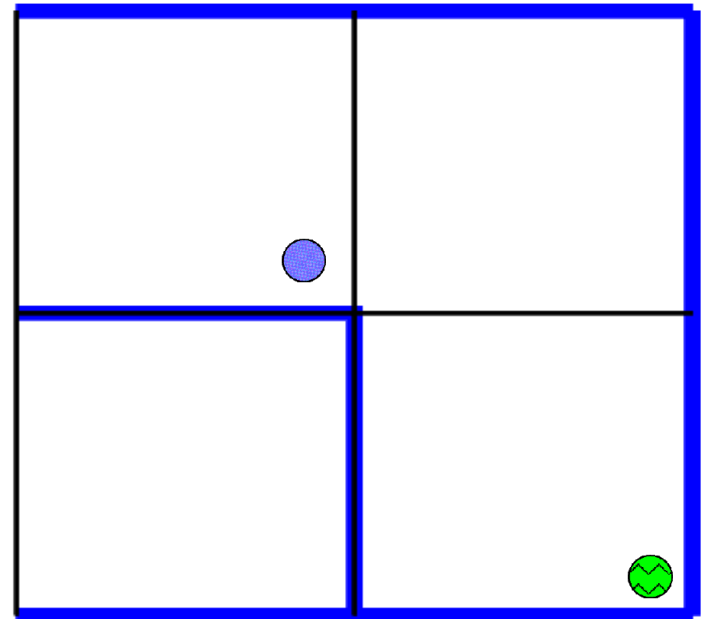
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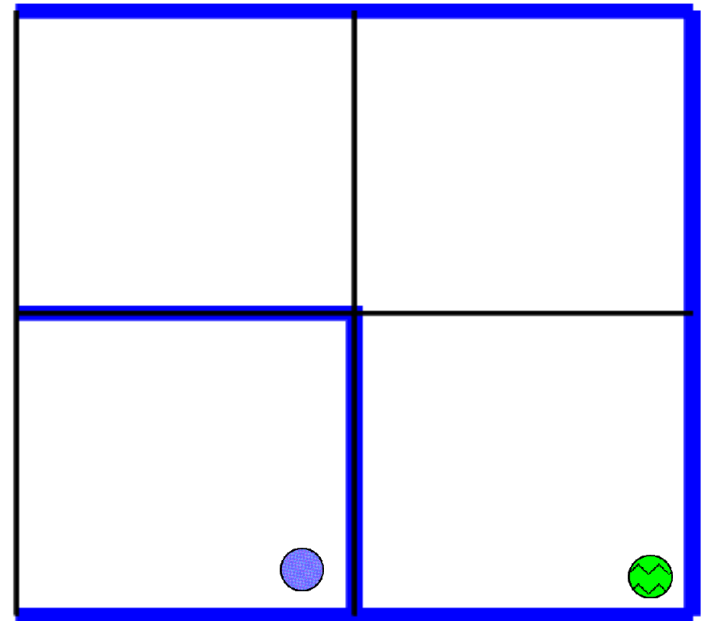
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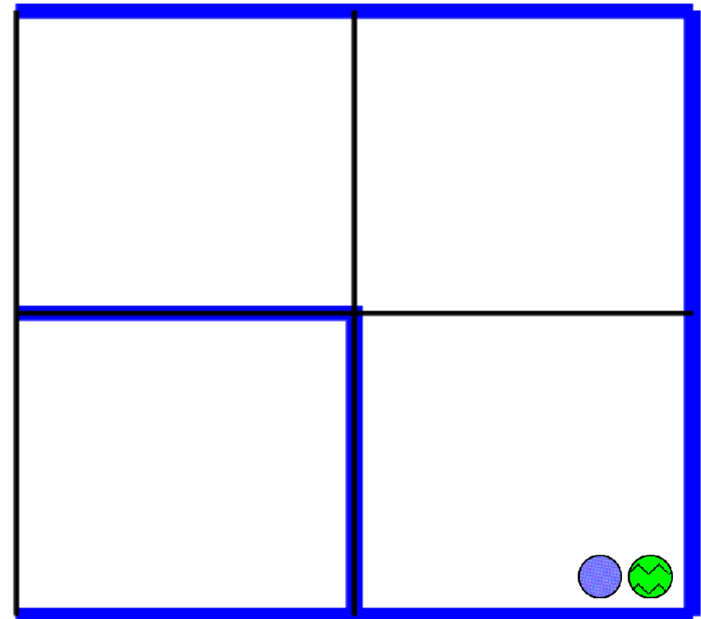


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Routing stops when  $v=y$ .

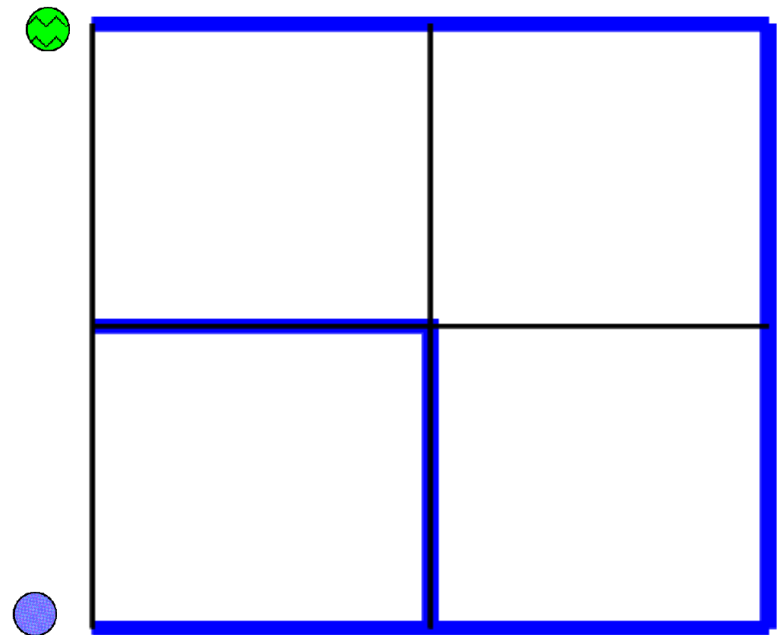
Routing steps =  
distance in  $G$



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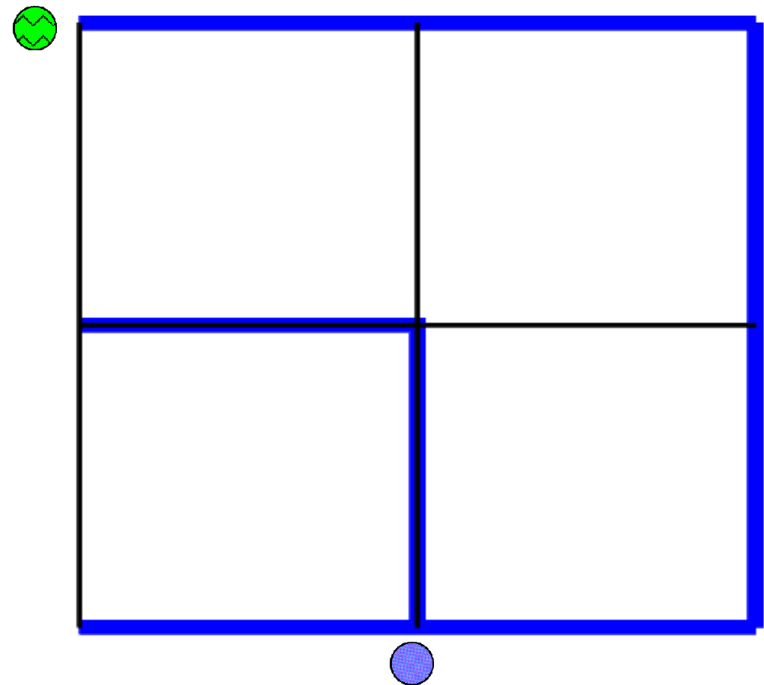
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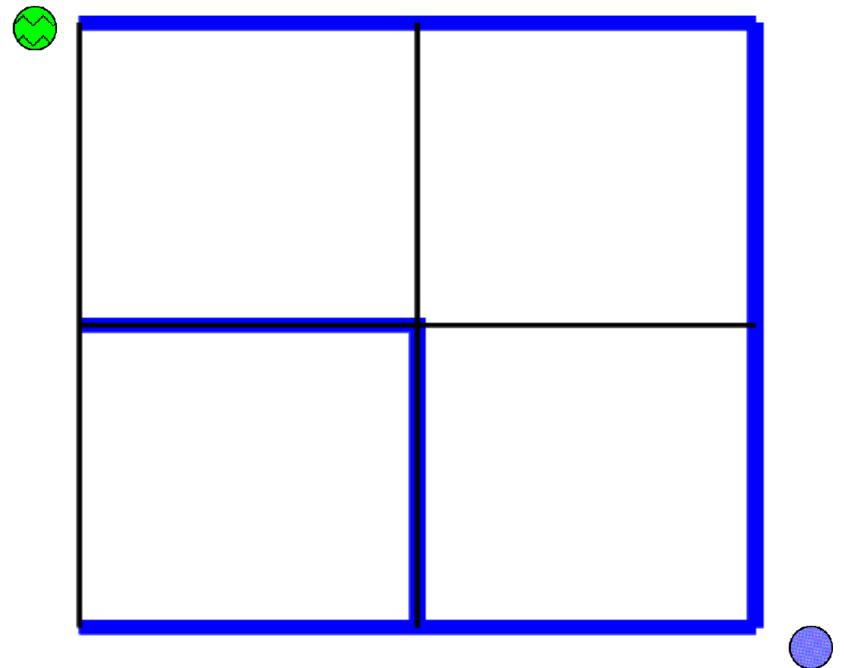




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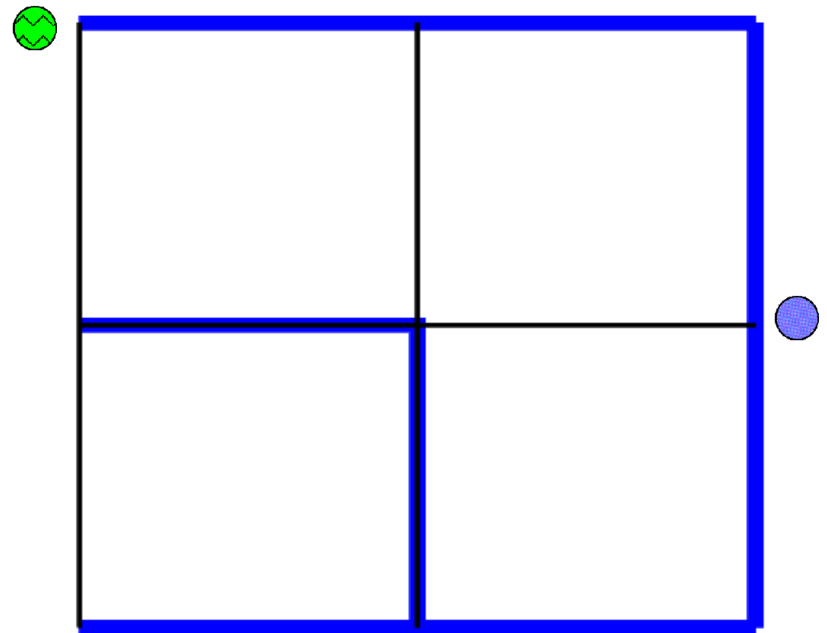
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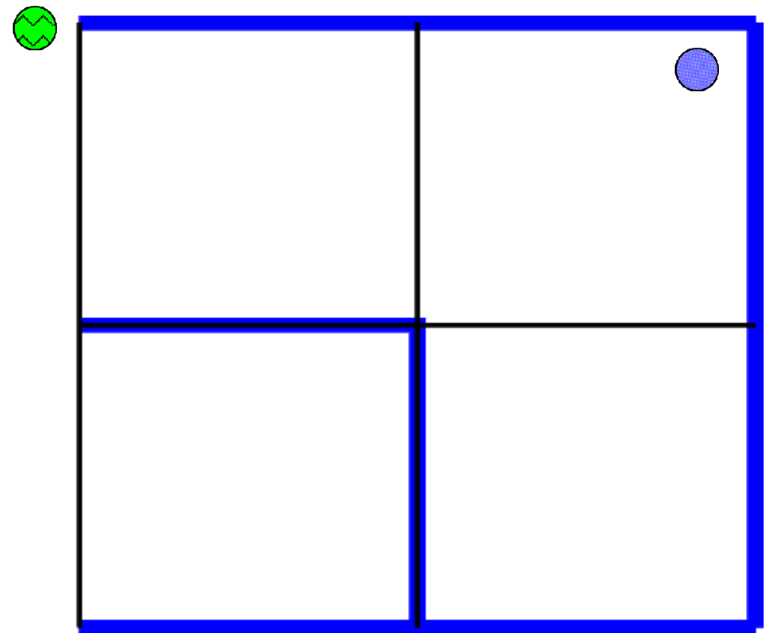
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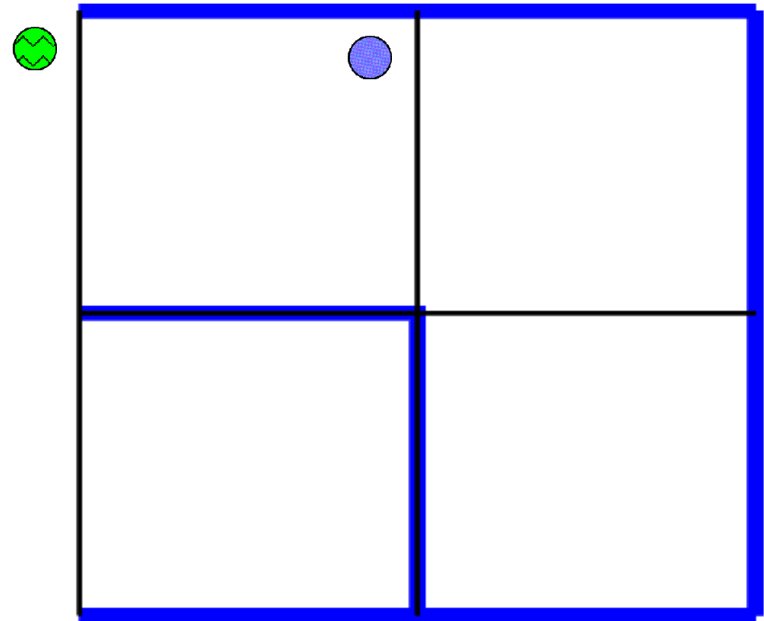
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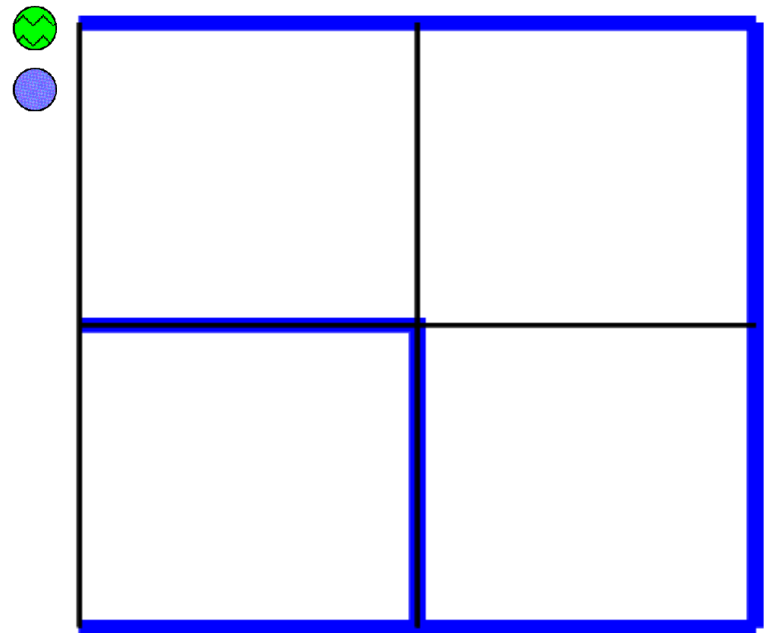


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Routing steps  $\neq$   
distance in  $G$ .



# *Greedy routing by aid of a spanning tree*

- *Greedy routing by aid of a spanning tree* is a virtual geographic routing in the metric space  $(V(G), d_T)$ , where  $d_T$  is the distance defined by the spanning tree  $T$  of  $G$ .

# *Greedy routing by aid of a spanning tree*

- *Delivery is guarantee:*
  - Canonical injection is a greedy embedding.
- *Full local knowledge:*
  - Each vertex knows its whole neighborhood.
- *Global (metric) information:*
  - Distances in a spanning tree.

# *Greedy routing by aid of a spanning tree*

- Definition: *Greedy Routing Path (T-GRP)*
  - A path generated by greedy routing by aid of a spanning tree *T*.
- Properties:
  - *T-GRPs* are induced paths.
  - A tale of a *T-GRP* is a *T-GRP*.



# Greedy routing by aid of a spanning tree

- Definition: Greedy length:  $gr_T(x,y)$ .
  - Length of a longest *T-GRP* from  $x$  to  $y$  using tree  $T$ .
- Property:
  - $gr_T(v,y) \leq d_T(v,y)$ , for every  $v,y$ : *Not worse than  $T$ .*

# Carcasses

- Definition: An spanning tree  $T$  is a  *$r$ -additive carcass* if

$$gr_T(x,y) \leq d_G(x,y)+r, \text{ for every pair } x \text{ and } y.$$

When  $r=0$  the tree  $T$  is an *optimal carcass*.

# Carcasses

- Theorem

*The following classes of graphs admits additive  $r$ -carcass.*

- Chordal bipartite graphs:  $r=4$ .
- 3-sun-free chordal graphs:  $r=4$ .
- Chordal graphs:
  - $r=w(G)+1$ ,  $w(G)$  size of the maximum clique of  $G$ .
  - In particular,  $k$ -trees:  $r=k+2$ .

# Carcasses

- Theorem

*The following classes of graphs admits an optimal carcass.*

- Distance-hereditary graphs.
- Grids.
- Hypercubes.
- Dually chordal.

# *Distance Hereditary graphs*

## Theorem

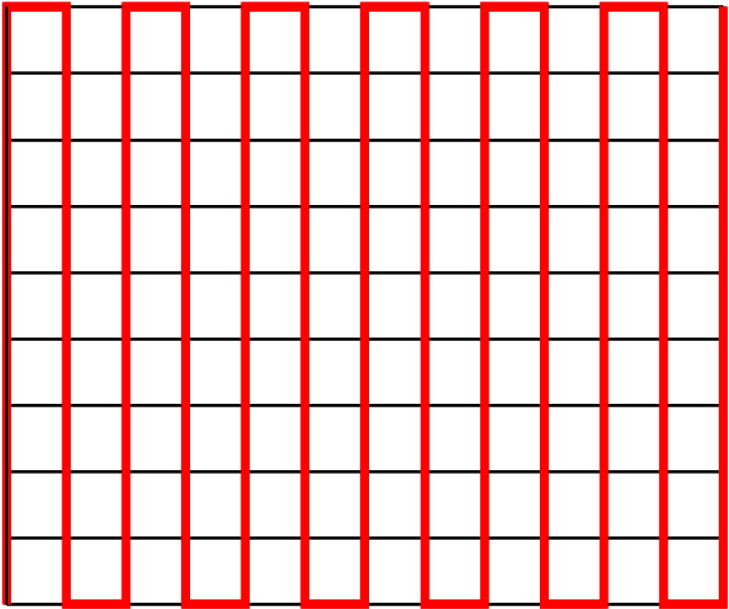
*Every spanning tree is an optimal carcass for a distance hereditary graph  $G$ .*

## Proof

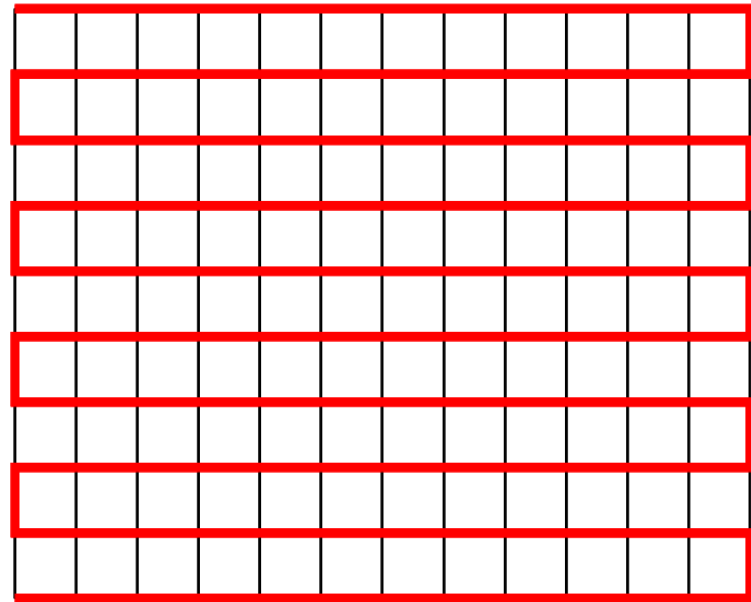
- In  $G$  every induced path is a shortest path.
- **GRPs** are induced paths.

# Grids

Two special Hamiltonian paths



By columns



By rows

# Grids

Theorem: *row and column Hamiltonian paths are optimal carcasses for a grid.*

Proof (Row Hamiltonian path)

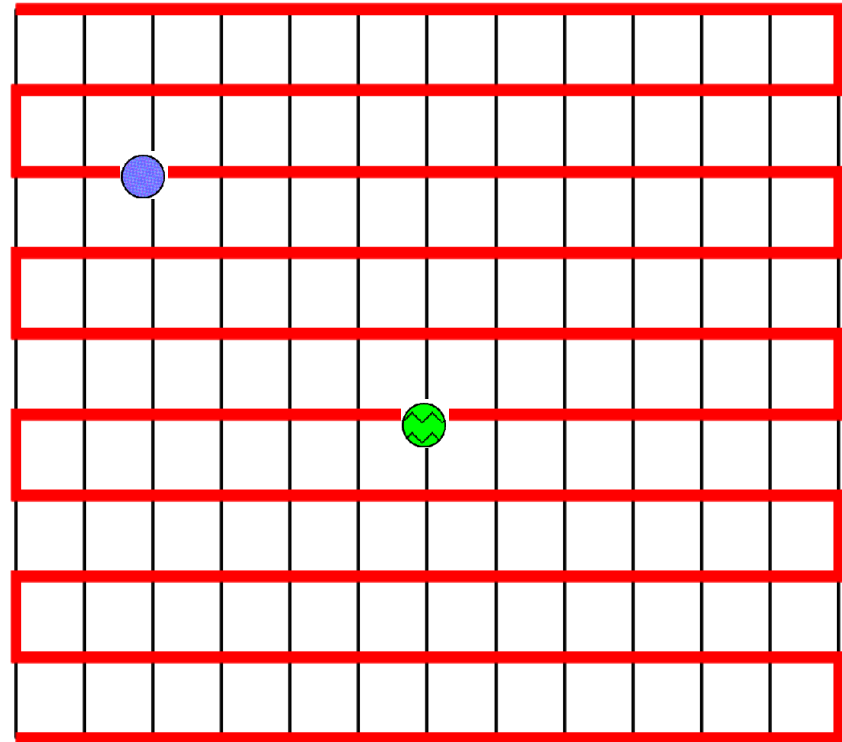


$y$  and  $v$  are in different columns.

$v^* =$

down neighbor of  $v$  if  $y$  is below  $v$ .

up neighbor of  $v$  if  $y$  is above  $v$ .



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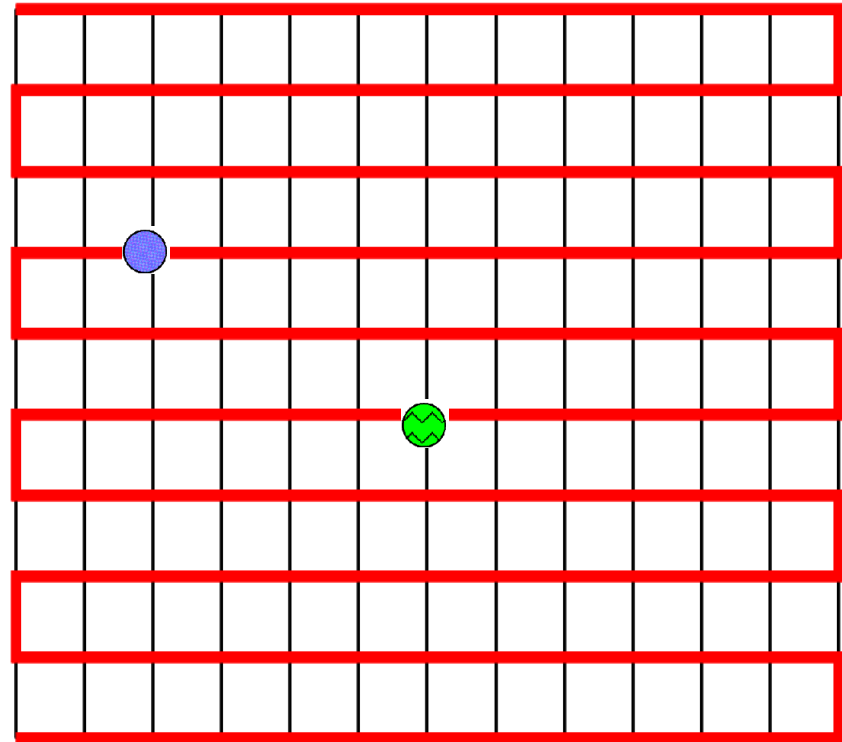
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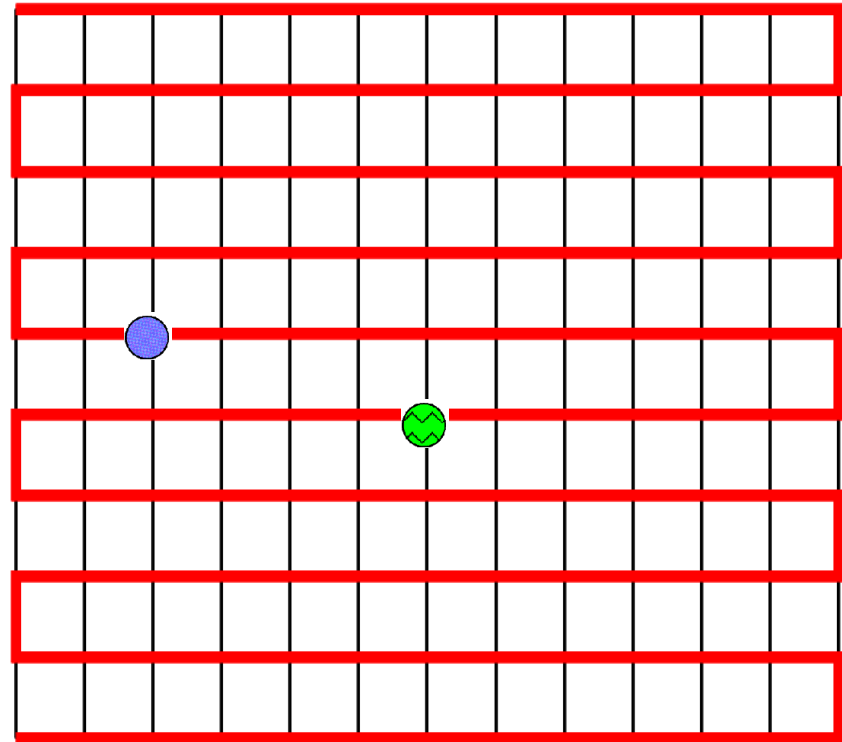
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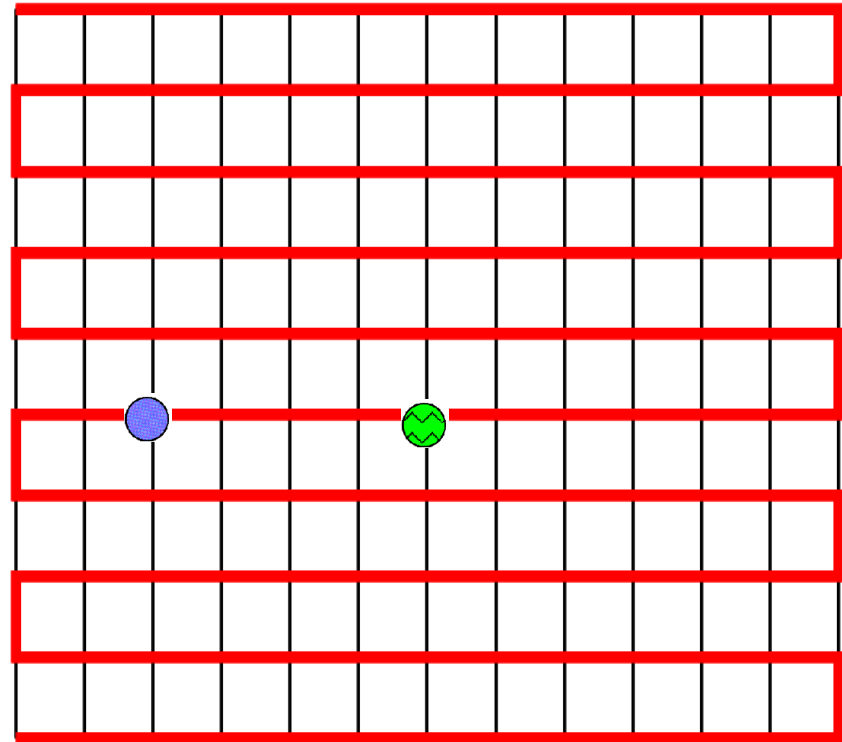
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$y$  and  $v$  are in the same column.

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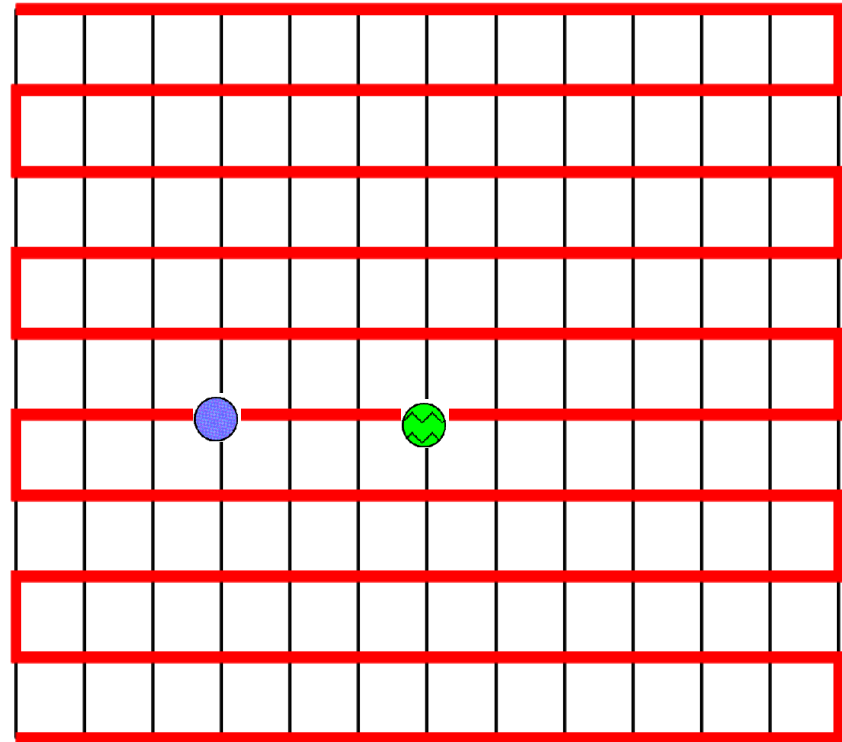
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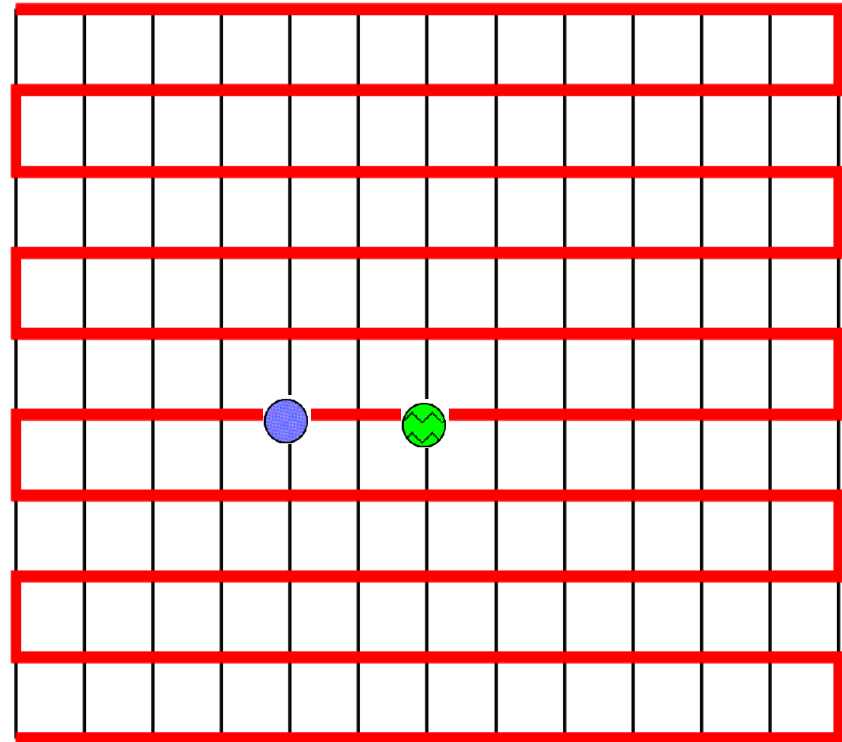
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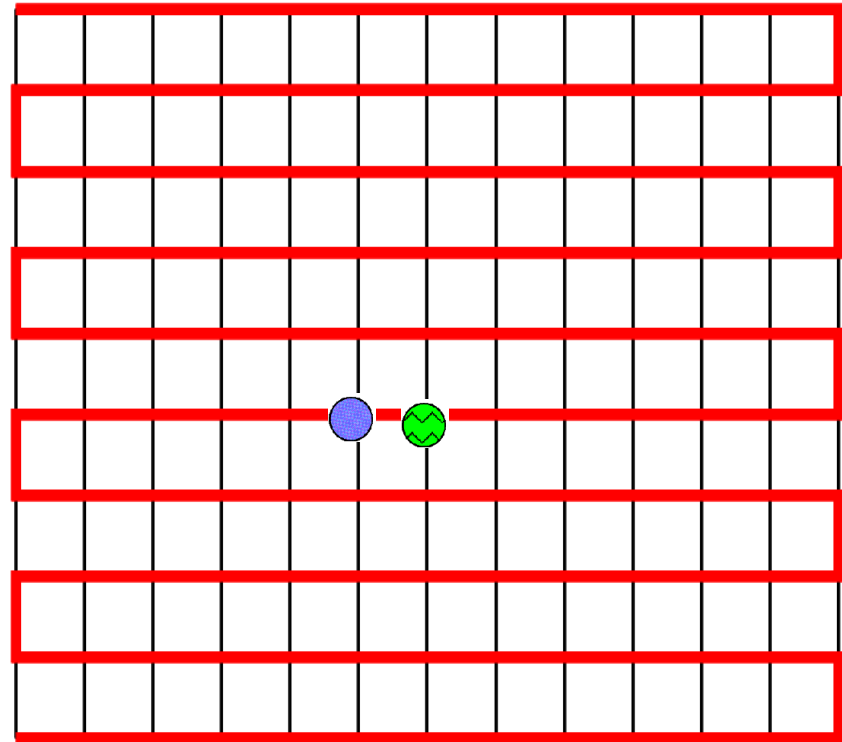
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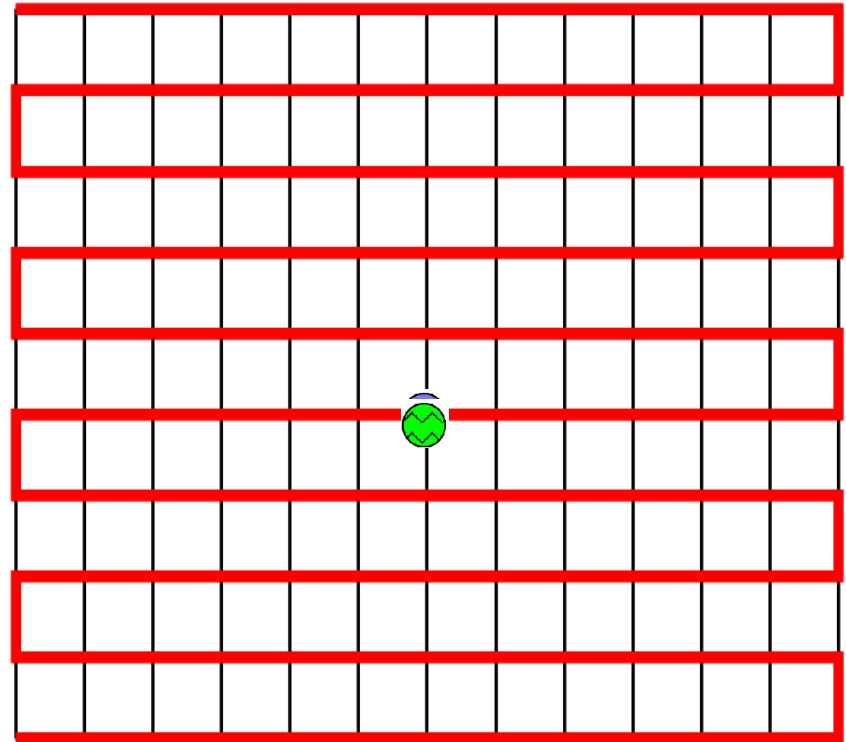


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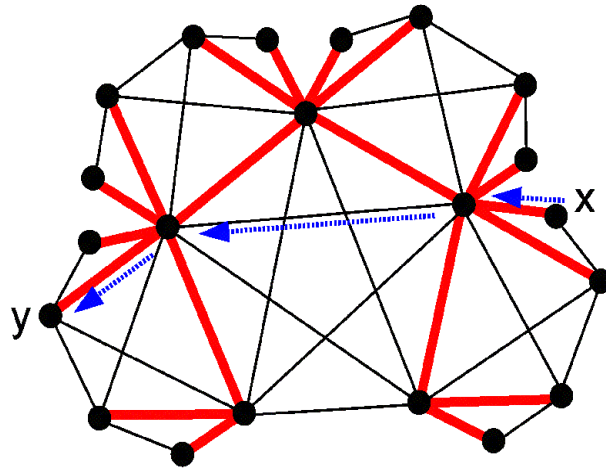
Proof (Row Hamiltonian path)

*Routing stops when  $v^*=y$*



# *Locally connected spanning trees*

An spanning tree  $T$  is *locally connected* if the neighborhood of each vertex induces a subtree of  $T$ .



# Locally connected spanning trees

Theorem: *Every locally connected spanning tree is an optimal carcass.*

Proof: By induction we prove that  $v^*$  belongs to a  $v$ - $y$  shortest path.




- Let  $P=(v,a,b,\dots,y)$  a shortest  $v$ - $y$  path.
- By assuming that  $b^*$  belong to a  $b$ - $y$  shortest path, we prove that  $v^* \sim b$ .



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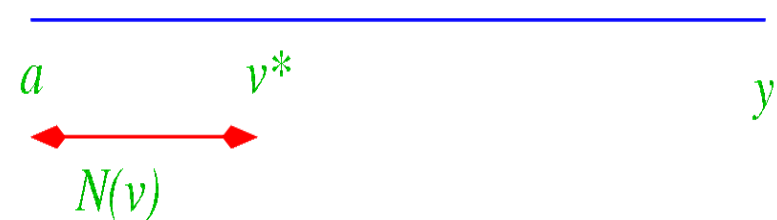
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•  $b^*$  belongs to  $v^*Ty$ :

–  $a \sim v$  and  $v^* \sim v$ . Then,  $aTv^*$  is included in  $N(v)$ . ( $T$  is l.c.)

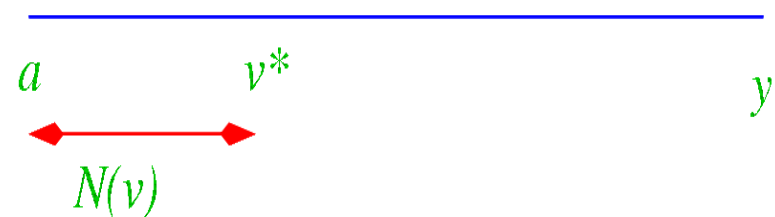


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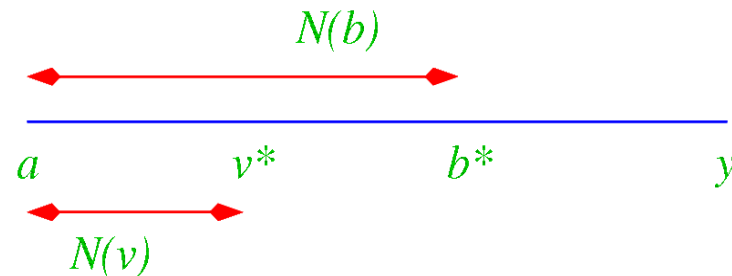
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- $a \sim b$ ,  $b^* \sim b$  and  $v^*$  belongs to  $aTb^*$ . Then  $v^* \sim b$ . ( $T$  is l.c.)



# *Dually chordal graphs and locally connected spanning trees*

Definition: A graph is dually chordal if it is the intersection graph of maximal cliques of a chordal graph.

Theorem: A graph is dually chordal if and only if it admits a locally connected spanning tree.

Corollary: *Dually chordal graphs admit optimal carcass.*

*An invitation to SouthAmerica*

*LAGOS 2009*

*Gramados, Brazil,*

*November 2009.*

*THANKS!*