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Kyoto University
A Simple Near Optimal Parallel Algorithm for Recognizing Outerplanar Graphs

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Abstract. An outerplanar graph is a graph which can be embedded in the plane so that all vertices lie on the boundary of the exterior face. In this paper, we propose a simple near optimal parallel algorithm for recognizing whether a given graph $G$ is outerplanar in $O(\log n)$ time using $O(n\alpha(l, n)/\log n)$ processors on an arbitrary-CRCW PRAM where $n$ is the number of vertices in $G$, $\alpha(l, n)$ is the inverse Ackermann function, which grows extremely slowly with respect to $l$ and $n$\cite{9} and $l = O(n)$. Although a near optimal parallel algorithm for general graphs can also be obtained by combining the algorithm in \cite{3} with the algorithm for finding biconnected components\cite{4,9}, our algorithm uses methods completely different from the algorithm in \cite{3}'s and is much simpler than \cite{3}'s.

1 Introduction

An outerplanar graph is an undirected graph which can be embedded in the plane in such a way that all vertices lie on the exterior face\cite{13}. A graph always denotes an undirected graph throughout this paper, except when it is specified to be directed. For outerplanar graphs, several efficient algorithms for solving important problems e.g., vertex-coloring, edge-coloring, longest path, are known \cite{5,9}. Furthermore, it is well-known that a given graph is outerplanar if and only if a given graph has page number one, where graph $G$ has page number one if there exists a linear arrangement of vertices so that no pair of edges is crossing when they are drawn on the same side of the linear arrangement of the vertices \cite{13,11}. The problem of deciding whether a given graph has page number one is the special case of the book embedding, whose application to fault-tolerant VLSI design is described e.g., in the introduction of \cite{13}. Thus, it is useful to develop efficient algorithms for recognizing whether a given graph is outerplanar or not.

Mitchell \cite{10} proposed an $O(n)$ sequential algorithm for recognizing outerplanar graphs where $n$ is the number of vertices in $G$. The sequential algorithm removes a vertex $v$ satisfying some properties from a given graph $G$ step by step, and cannot straightforwardly be applied to develop an efficient parallel algorithm. Diks, Hagerup and Rytter \cite{3} developed a parallel algorithm for recognizing outerplanar graphs. When an input graph is biconnected, the algorithm \cite{3} runs in $O(\log n)$.
time using $O(n \log n)$ processors on a CRCW PRAM (see e.g., [8]), where $n$ is the number of vertices in $G$. However, when an input graph is a general graph, we need to find biconnected components before applying the algorithm [3] to each biconnected component. The best known parallel algorithm for finding biconnected components runs in $O(\log n)$ time using $O((n + m) \alpha(m, n) \log n)$ processors on the arbitrary-CRCW PRAM [4][9] where $m$ is the number of edges and $\alpha(m, n)$ is the inverse Ackermann function, which grows extremely slowly with respect to $m$ and $n$ [9].

The arbitrary-CRCW PRAM is defined by the property that when several processors try to write to the same memory cell in the same step, then exactly one of them succeeds [8]. As outerplanar graphs have at most $2n - 3$ edges [10], by checking this fact first, we can find biconnected components in $O(\log n)$ time using $O(n \alpha(l, n) \log n)$ processors on the arbitrary-CRCW PRAM where $l = O(n)$. Thus, the algorithm [3] combined with the algorithm for finding biconnected components [4][9] together, in total, $O(\log n)$ time using $O(n \alpha(l, n) \log n)$ processors on the arbitrary-CRCW PRAM, when applied to general graphs. Similarly, on a CREW PRAM (see e.g., [8]), the complexity of parallel algorithm [3] is dominated by finding biconnected components, when applied to general graphs.

In this paper, we present a simple near optimal parallel algorithm for recognizing outerplanar graphs in $O(\log n)$ time using $O(n \alpha(l, n) \log n)$ processors on the arbitrary-CRCW PRAM, in the sense that $O(\log n) \times O(n \alpha(l, n) \log n) = O(n \alpha(l, n))$ is almost linear with respect to $n$. Although a near optimal parallel algorithm for general graphs can also be obtained by combining the algorithm in [3] with the algorithm in [4][9], our algorithm uses methods completely different from the algorithm in [3]'s, e.g., the well known $st$-numbering, and is much simpler than [3]'s.

## 2 Definitions

Given an undirected connected graph $G = (V, E)$ having no multiple edges. A path $P$ from $v_0$ to $v_k$ in $G$ is a finite non-null sequence $v_0, e_1, v_1, e_2, v_2, \ldots, e_k, v_k$, $v_i \in V$, $i = 0, 1, \ldots, k$, $e_j \in E$, $j = 1, 2, \ldots, k$, such that, for $1 \leq i \leq k$, the end vertices of $e_i$ are $v_{i-1}$ and $v_i$, respectively. If $v_0 = v_k$, then path $P$ is a circuit.

A biconnected graph $G$ is a connected graph which has no vertex $v$ such that $G - v$ (the graph obtained by removing $v$ from $G$) has at least two connected components. A biconnected outerplanar graph has a planar embedding consisting of a circuit bounding the exterior face, where (possibly) a number of non-crossing edges are embedded within the interior region of this circuit [5]. Edges on the boundary of the exterior face are called sides, while the other edges are called diagonals [5].

Next, we describe the $st$-numbering used in our parallel algorithm.

**Definition 1** [12] An $st$-numbering is a one-to-one function $f$ from $V$ to $\{1, \cdots, n\}$ satisfying the following two conditions:

(i) $f(s) = 1$ and $f(t) = n$,
(ii) for each \( v \in V - \{s, t\} \), there exist adjacent vertices \( v_1 \) and \( v_2 \) such that \( f(v_1) < f(v) < f(v_2) \).

Fig. 2 illustrates \( st \)-numbering. The \( st \)-numbering is used as an indispensable component in several algorithms [12]. We have the following theorem.

**Theorem 1** [12] A graph \( G \) is biconnected if and only if it has an \( st \)-numbering by letting \( s = u \) and \( t = v \) for each edge \( (u, v) \).

(Note 2.1) If graph \( G \) is biconnected, its \( st \)-numbering can be obtained in \( O(\log n) \) time using \( O((n + m)\alpha(m, n)/\log n) \) processors [4] where \( n \) (resp., \( m \)) is the number of vertices (resp., edges) in \( G \) and \( \alpha(m, n) \) is the inverse Ackermann function.

## 3 The Parallel Algorithm

We first assume that the given graph \( G \) is biconnected. We shall describe how to treat general graphs at the end of this section. The following theorems characterize outerplanar graphs.

**Theorem 2** [6] Given graph \( G = (V, E) \), \( G \) is outerplanar if and only if \( G \) has no subgraph homeomorphic to either \( K_4 \) or \( K_{2,3} \), where \( K_4 \) is the complete graph on four vertices and \( K_{2,3} \) is the graph illustrated in Fig. 3. \( \square \)

**Theorem 3** [10] An outerplanar graph \( G \) with \( n \geq 3 \) vertices has

(i) at most \( 2n - 3 \) edges,

(ii) at least two vertices of degree 2. \( \square \)

Our parallel algorithm first checks, based on Theorem 3, if \( G \) has at most \( 2n - 3 \) edges and at least two vertices of degree 2. Then, this algorithm chooses a vertex \( v \) of degree 2 and a vertex \( v' \) incident to \( v \); regards \( v \) (resp., \( v' \)) as \( s \) (resp., \( t \)) and finds \( st \)-numbering of \( G \). Note that, by Note 2.1 just after Theorem 1, we can find \( st \)-numbering of \( G \) because \( G \) is assumed to be biconnected. When \( G \) is outerplanar, exactly one Hamiltonian circuit always exists in \( G \), and the edges constructing the Hamiltonian circuit can be regarded as sides of the outerplanar graph [2][5]. Consequently, the above process finds the sides by the following lemma. In the following, suppose that the vertices in \( G \) are numbered from 1 to \( n \) by \( st \)-numbering where \( s \) is a vertex of degree 2 and \( t \) is a vertex incident to \( s \) and each vertex in \( G \) is identified with its vertex number.

**Lemma 1** If \( G \) is outerplanar, then all edges \((i, i + 1), i = 1, \cdots, n - 1, \) are in \( G \).

(proof) We shall show that, if \( G \) does not have some edge among \((i, i + 1), i = 1, \cdots, n - 1, \) then \( G \) is not outerplanar. Assume that vertex \( i \) is not incident to vertex \( i+1 \). By the definition of \( st \)-numbering, each vertex \( x, x = 2, \cdots, n - 1 \), must be incident to a vertex whose number is less than \( x \) and to a vertex whose number is more than \( x \), respectively. By this fact and the connectivity of \( G \), \( G \) has simple path \( P_{1,s} = i, j_1, j_2, \cdots, j_l, s, (l \geq 1) \) where \( i > j_1 > j_2 > \cdots > j_l > 1(= s) \). Vertex 1 (=s) is adjacent to exactly two vertices \( n (= t) \) and 2 by definition, so \( j_l \) of \( P_{1,s} \) must be 2, (see Fig. 4). Similarly, for \( i+1, \) simple path \( P_{i+1,s} = i + 1, j_1', j_2', \cdots, j_l', s, (l' \geq 1) \) where \( i + 1 > j_1' > j_2' > \cdots > 2(= j_l') > 1(= s) \) exists.

Moreover, by the fact that each vertex \( x, x = 2, \cdots, n - 1, \) must be incident to the vertex
whose number is more than \( x \), \( G \) has simple paths \( P_{i,t} = i, k_{1}, k_{2}, \ldots, t \), where \( i < k_{1} < k_{2} < \cdots < t(= n) \), and \( P_{i+1,t} = i + 1, k_{1}', k_{2}', \ldots, t \), where \( i + 1 < k_{1}' < k_{2}' < \cdots < t(= n) \).

Since \( t > \cdots > k_{2} > k_{1} > i > j_{1} > j_{2} > \cdots > j_{l} > 1(= s) \), \( P_{i,t} \) and \( P_{i,s} \) share no vertex except \( i \). Similarly, \( P_{i,t} \) and \( P_{i+1,s} \), \( P_{i+1,t} \) and \( P_{i,s}, P_{i+1,t} \) and \( P_{i+1,s} \) share no vertex except \( i \), \( i + 1 \). \( G^* \), constructed by \( P_{i,s}, P_{i+1,s}, P_{i,t} \) and \( P_{i+1,t} \), has a subgraph homeomorphic to \( K_{2,3} \) (see Fig 4). Hence, \( G \) is not outerplanar by Theorem 2, which however contradicts the assumption that \( G \) is outerplanar. Thus we have shown that if \( G \) is outerplanar, then \( G \) has all edges \( (i, i+1), i = 1, \ldots, n - 1 \). \( \square \)

By Lemma 1, if at least one edge among \( (i, i+1), i = 1, \ldots, n - 1 \), does not exist in \( G \), then the algorithm stops since \( G \) is not outerplanar, otherwise the edges \( (i, i+1), i = 1, \ldots, n - 1 \), and \( (n, 1) \) construct a Hamiltonian circuit \( C \). We regard the edges constructing \( C \) as sides of the outerplanar graph. (Note that if \( G \) is outerplanar, Hamiltonian circuit \( C \) is unique [5].)

We assume that \( C \) is embedded in the plane so that each edge of \( C \) bound the exterior face and the edges of \( G - C \) \((G - C \) denotes the graph obtained by removing edges of \( C \) from \( G \)) are embedded within the interior region of \( C \). The edges of \( G - C \) are called diagonals of \( G \). If the diagonals do not intersect each other on such embedded edges, then \( G \) is outerplanar, otherwise \( G \) is not outerplanar.

To see this, we execute the following process. Hereafter, we identify each vertex with its vertex number assigned by \( st \)-numbering.

Let \( M(i), i = 1, \ldots, n \), be an array such that \( M(i) \) contains vertex \( j_{0} \) where \( j_{0} \equiv \min \{ j \mid j \) is the endpoint of diagonals adjacent to \( i \} \). If there is no diagonal incident to \( i \), \( M(i) \) has a value \( +\infty \) where \( +\infty \) is a sufficiently large number satisfying \( +\infty > n \). For each diagonal \( (x, y) \) such that \( x < y \), we execute \( \mathrm{val}(x, y) \leftarrow \min \{ M(i) \mid x \leq i \leq y \} \) and regard \( \mathrm{val}(x, y) \) as the value of diagonal \( (x, y) \). On the value \( \mathrm{val}(x, y) \) for each diagonal \( (x, y) \), we obtain the following lemma.

**Lemma 2** Assume that Hamiltonian circuit \( C \) is embedded in the plane so that each edge of \( C \) bounds the exterior face and diagonals are embedded within the interior region of \( C \).

The diagonals intersect each other if and only if there is a diagonal \( (x, y) \), where \( x < y \), such that the value \( \mathrm{val}(x, y) \) is less than vertex number \( x \).

(proof) \( \Rightarrow \) Assume that there is a pair of diagonals which intersect each other. Let \( (x, y), (x', y') \), where \( x < y, x' < y' \) and \( x' < x \), be a pair of intersecting diagonals. As these two diagonals intersect each other, vertex \( y' \) satisfies \( x < y' < y \) and is adjacent to diagonal \( (x', y') \) where \( x' < x \) (see Fig. 6(a)). Hence, \( \mathrm{val}(x, y) = \min \{ M(i) \mid x \leq i \leq y \} < x \).

(\( \Leftarrow \)) Assume that no diagonals intersect each other. Since no diagonals intersect each other, each vertex \( j \) adjacent to vertex \( i \), where \( x \leq i \leq y \), satisfies \( x \leq j \leq y \) for each diagonal \( (x, y) \) where \( x < y \) (see Fig. 6(b)). Hence, \( \mathrm{val}(x, y) = \min \{ M(i) \mid x \leq i \leq y \} \geq x \). \( \square \)

In the following, we introduce Procedure Recognition for recognizing whether a given graph is outerplanar.
Procedure Recognition
begin
(Step 1) if \( m > 2n - 3 \),
then print "\( G \) is not outerplanar" and stop.
(Step 2) if \( G \) does not have at least two vertices of degree 2,
then print "\( G \) is not outerplanar" and stop.
(Step 3) Choose a vertex \( v \) of degree 2 and a vertex \( v' \) incident to \( v \); regard \( v \) and \( v' \) as \( s \) and \( t \), respectively, and find an \( st \)-numbering of \( G \) [12][4].
(Step 4) if \( G \) does not have at least one edge among \( (i, i+1) \) for all \( i, 1 \leq i \leq n - 1 \), where \( i, i + 1 \) are the vertex numbers assigned by Step 3,
then print "\( G \) is not outerplanar" and stop.
(Step 5) For each vertex \( i, i = 1, \ldots, n \),
\( M(i) \leftarrow \min \{ j \mid j \text{ is the endpoint of diagonals adjacent to } i \} \).
(Step 6) For each diagonal \( e_j = (x, y) \) where \( x < y \),
\( \text{val}(x, y) \leftarrow \min \{ M(i) \mid x \leq i \leq y \} \).
(Step 7) if there is a diagonal \( (x, y) \), where \( x < y \), such that \( \text{val}(x, y) < x \),
then print "\( G \) is not outerplanar",
else print "\( G \) is outerplanar".
end.

The correctness of Procedure Recognition is obvious by Theorem 3 and Lemmas 1 and 2. We then analyze the computation time and the number of processors required.

The complexity analysis is done under the assumption that each vertex of the input graph \( G \) has a pointer to its predefined adjacency list, that is, for each vertex \( v \in V \), the vertices adjacent to vertex \( v \) are given in a linked list, say, \( L[v] = \langle u_1, u_2, \ldots, u_d \rangle \), in some order, where \( d \) is the degree of \( v \) (Fig. 5(a)). Recall that the arbitrary-CRCW PRAM is used as a parallel computation model in this paper.

The list ranking algorithm [8] can handle steps 1, 2 in \( O(\log n) \) time using \( O(n/\log n) \) processors.

Note that \( m = O(n) \) in the following analysis, as steps 3-7 are executed only when \( m \leq 2n - 3 \) by step 1.

The parallel algorithm for finding \( st \)-numbering runs in \( O(\log n) \) time using \( O((n+m)\alpha(m, n)/\log n) \) processors [4] where \( n \) (resp., \( m \)) is the number of vertices (resp., edges) in input graphs and \( \alpha(m, n) \) is the inverse Ackermann function. Thus, in step 3, finding \( st \)-numbering of \( G \) requires \( O(\log n) \) time using \( O(n\alpha(l, n)/\log n) \) processors where \( l = O(n) \).

After finding the \( st \)-numbering, each of the initial vertex numbers in the adjacency lists \( L[i] \)'s is replaced by its number assigned by the \( st \)-numbering. For this process, we first transform the adjacency lists \( L[i] \)'s into a linked list \( L' \) as follows. Let a vertex \( u'_i \) be the last element in the adjacency list \( L[i] \) of vertex \( i \) and a vertex \( u_{i+1} \) the first element in \( L[i + 1] \). Each vertex \( u'_i \) has a pointer to \( u_{i+1} \), for \( i = 1, \ldots, n - 1 \), (See Fig. 5(b)). We then convert the linked list \( L' \) into an array \( A \) by applying the list ranking algorithm [8] which runs in \( O(\log n) \) time using \( O(n/\log n) \) processors. And we replace each of the initial vertex numbers by its number assigned by \( st \)-numbering using a standard technique used to implement Brent's scheduling principle[5][8] as follows. Partition elements of \( A \) into equal-sized blocks \( E_i, i = 1, \ldots, |A|/\log n \), where each size is \( O(\log n) \). Treat each block \( E_i \) separately, and sequentially replace each of the initial vertex numbers belonging to block \( E_i \) by its number assigned by \( st \)-numbering. This process runs in \( O(\log n) \) time using \( O(n/\log n) \) processors.
Step 4 runs in \( O(\log n) \) time using \( O(n/\log n) \)
processors by applying Brent’s scheduling principle[5][8] stated in step 3.

Let \( A[k, k'], 1 \leq k < k' \leq |A| (= O(n)) \) be an interval between \( k \) and \( k' \) in \( A \). Note that the elements in \( A \) are numbers assigned by st-numbering. As the degree of each vertex is found in step 2, we can recognize the vertices adjacent to vertex \( v \) as the element in interval \( A[k, k'] \) where \( 1 \leq k < k' \leq |A| \). For example, assume that \( d_i \) is the degree of vertex \( i \), the vertices adjacent to vertex \( 1 \) are the elements in \( A[1, d_i] \), the vertices adjacent to vertex \( 2 \) are the elements in \( A[d_1 + 1, d_1 + d_2] \), and so on. (Note: Given the degree of each vertex, the intervals in \( A \) corresponding to vertex \( i \) for \( i = 1, \ldots, n \), are found in \( O(\log n) \) time using \( O(n/\log n) \) processors by applying prefix-sums algorithm [8].) Hence, in step 5, finding each minimum vertex number adjacent to vertex \( i \) for \( i = 1, \ldots, n \), can be done by computing the minimum of interval in \( A \) corresponding to vertex \( i \). As described in [8](pp. 131-136), after executing a preprocessing algorithm (ALGORITHM 3.8 in [8]) which runs in \( O(\log n) \) time using \( O(n/\log n) \) processors, we can compute the minimum \( A_{\min}[k_i, k_i'] \) of \( A[k_i, k_i'] \), that is, \( \min\{A(k_i), A(k_i + 1), \ldots, A(k_i')\} \), where \( 1 \leq k_i < k_i' \leq |A| \), in \( O(1) \) time using \( O(1) \) processors. We need to compute the minimum \( A_{\min}[k_i, k_i'] \)'s corresponding to vertex \( i, i = 1, \ldots, n \). Hence, by Brent’s scheduling principle[5][8], we can compute the minimum \( A_{\min}[k_i, k_i'] \)'s for \( i = 1, \ldots, n \), in \( O(\log n) \) time using \( O(n/\log n) \) processors. The total complexity in step 5 is \( O(\log n) \) time using \( O(n/\log n) \) processors.

In step 6, we compute \( \min\{ M(i) \mid x \leq i \leq y \} \), where \( x < y \), for each diagonal \( e_j = (x, y), j = 1, \ldots, k (= O(n)) \). Since this process is equivalent to the process described in step 5, this can be done in \( O(\log n) \) time using \( O(n/\log n) \) processors.

Step 7 takes \( O(\log n) \) time using \( O(n/\log n) \) processors.

Having assumed that the input graph \( G \) is a biconnected graph so far, we shall describe, before closing this section, how to decide whether \( G \) is outerplanar when \( G \) is a general graph.

We first check if \( G \) has at most \( 2n - 3 \) edges. We next find biconnected components, that is, blocks \( B_1, B_2, \ldots, B_k \) of \( G \) by applying the algorithm of finding biconnected components in [4] [9], which runs in \( O(\log n) \) time using \( O(n\alpha(l, n)/\log n) \) processors. If \( G \) is outerplanar, then each of blocks \( B_1, B_2, \ldots, B_k \) is also outerplanar [2]. Thus, we independently execute Procedure Recognition for each of these blocks \( B_1, B_2, \ldots, B_k \). If a block \( B_i \) is an edge, then Procedure Recognition tells that \( B_i \) is outerplanar. When each block \( B_i, i = 1, \ldots, k \), is outerplanar, we print “\( G \) is outerplanar” and stop. By the above-mentioned statements, we have the following theorem.

**Theorem 4** Given a graph \( G \) with \( n \) vertices and \( m \) edges, whether \( G \) is outerplanar or not can be decided in \( O(\log n) \) time using \( O(n\alpha(l, n)/\log n) \) processors on the arbitrary-CRCW PRAM where \( \alpha(l, n) \) is the inverse Ackermann function, which grows extremely slowly with respect to \( l \) and \( n \) [9] and \( l = O(n) \). ☐
References


Figure 1: An example of an outerplanar graph.

Figure 2: An example of st-numbering.
图 3: $K_{2,3}$.

图 4: Illustration of the proof of Lemma 1.

图 5: Adjacency lists $L(i), i = 1, \cdots, n$, and linked list $L'$.

图 6: Illustration of the proof of Lemma 2.