Representing Hypergraphs by Point-Line Incidences

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Jniversity

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Hypergraph Visualizations



Hypergraph Visualizations

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MetroSets

Hypergraph
$$H = (V, E)$$

 $V \dots$ elements/vertices
 $E \dots$ sets/hyperedges



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Many bends can happen Can we find representations without bends/with few bends?

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Hypergraphs Visualizations as Point-Line Incidences

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Our setting:

Realize vertices with points in the plane





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Why infinite lines? - because we can use point-line incidence theory of Pappus, Möbius, Kantor, Steinitz, Grünbaum, ...





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Questions:

- Which hypergraphs can be realized without bends?
- Upper/lower bounds on required bends?
- Complexity of deciding if zero bends possible?





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[linear HG: $\forall e_1, e_2 \in E : |e_1 \cap e_2| \leq 1$]

Zero bends: only linear hypergraphs possible



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|E| lines in general position
place degree-2 vertices at unique intersection of incident lines/hyperedges



Theorem. [Steinitz 1894] Every connected 3-uniform 3-regular linear hypergraph can be realized with zero bends, except for one line with one bend.

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Example: Fano-plane (Fano-configuration, Fano hypergraph)



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An Old and Wrong Result by Steinitz

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Result is wrong! Pointed out by [Grünbaum 2009]

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Realization of hypergraph P:



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Hypergraph $H = P \cup P' \cup$ hyperedges $e_P = \{v_4, v_5, v'_6\}$ and $e_{P'} = \{v'_4, v'_5, v_6\}$

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Proof. P realized without bends $\Rightarrow e_P$ requires bend P' realized without bends $\Rightarrow e_{P'}$ requires bend

A General Construction



Hypergraph H_5



A General Construction





Theorem. For each $k \in \mathbb{N}$ there exists a linear 3-regular 3-uniform hypergraph H_k such that at least k hyperedges need to be realized with bends.

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Proof idea. Reduction from MATROID REALIZABILITY [Kim, Mesmay, Miltzow, 2023]



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Line segments instead of infinite lines

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Many open questions for infinite lines: approximate bends, complexity of constant rank/degree hypergraphs ...







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Questions