## **Approximating the Crossing Number of Apex Graphs**

Markus Chimani<sup>1</sup>, Petr Hliněný<sup>2,\*</sup>, and Petra Mutzel<sup>1</sup>

<sup>1</sup> Faculty of CS, Dortmund University of Technology, Germany {markus.chimani,petra.mutzel}@tu-dortmund.de <sup>2</sup> Faculty of Informatics, Masaryk University, Brno, Czech Republic hlineny@fi.muni.cz

**Abstract.** We show that the crossing number of an apex graph, i.e. a graph G from which only one vertex v has to be removed to make it planar, can be approximated up to a factor of  $\Delta(G-v)\cdot d(v)/2$  by solving the *vertex inserting* problem, i.e. inserting a vertex plus incident edges into an optimally chosen planar embedding of a planar graph. Due to a recently developed polynomial algorithm for the latter problem, this establishes the first polynomial fixed-constant approximation algorithm for the crossing number problem of apex graphs with bounded degree.

**Keywords:** Crossing number, apex graph, vertex insertion.

## 1 Edge and Vertex Insertion Problems

We assume that the reader is familiar with the standard notation of terminology of graph theory, and especially with topological graphs, see [5]. A graph G is called an apex graph if there is a vertex v such that G-v is planar. The crossing number cr(G) of a graph G is the minimum number of pairwise edge crossings in a drawing of G in the plane. Determining the crossing number of a given graph is an NP-complete problem, and exact crossing numbers are in general extremely difficult to compute.

A common heuristic way of finding a drawing of a graph G with few crossings starts with a planar subgraph of G, and then re-inserts the remaining edges one by one in a locally optimal way. The edge insertion problem can be solved to optimality by a linear-time algorithm [3]. A subsequent result [4] uses that algorithm to give an approximation of the crossing number of almost planar graphs (i.e. those made planar by removing one edge) up to a factor of  $\Delta(G)$  (recently improved to the best possible  $\Delta(G)/2$  in [1]).

A natural generalization of the previous results is to consider the problem of *inserting a vertex* with a specified neighbourhood into a planar embedding of a graph G, with the least number of crossings. Although this shows to be a much harder question than that of edge insertion, a very recent result of [2] reads:

**Theorem 1** (Chimani, Gutwenger, Mutzel, and Wolf). The vertex insertion problem for a planar graph can be optimally solved in polynomial time.

<sup>\*</sup> Supported by the Institute for Theoretical Computer Science ITI, project 1M0545.

I.G. Tollis and M. Patrignani (Eds.): GD 2008, LNCS 5417, pp. 432-434, 2009.

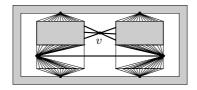


Fig. 1. An example of a vertex v insertion instance requiring many crossings, eventhough the crossing number of the graph is small. The gray regions denote dense subgraphs.

## 2 Crossing Number Approximation

We can apply Theorem 1 to approximate the crossing number of apex graphs.

**Theorem 2.** Let G be a graph and v its vertex such that G - v is planar, the maximum degree in G - v is  $\Delta$ , and v has degree d in G. Then the vertex insertion problem of v back into a planar embedding of G - v has a solution with at most  $d \cdot \lfloor \Delta/2 \rfloor \cdot \operatorname{cr}(G)$  crossings.

This new result immediately gives us a polynomial approximation algorithm for the crossing number of an apex graph G up to factor  $d \cdot \lfloor \Delta/2 \rfloor$ . On the other hand, it is possible to construct examples for which optimal solutions to the vertex insertion problem require up to  $d \cdot \Delta \cdot \operatorname{cr}(G)/4$  crossings, cf. Fig. 1.

The idea of the proof is as follows (compare to [4]): Assume  $\Gamma$  is a plane embedding of the graph G-v achieving optimality in the vertex v insertion problem,  $\Gamma'$  is a crossing-optimal drawing of the graph G, and let F be a minimal edge set such that  $\Gamma'-v-F$  is a plane embedding. Then  $|F| \leq \operatorname{cr}(G)$  and the embedding  $\Gamma'-v-F$  can be turned into  $\Gamma-F$  by a sequence of 1- and 2-flips (Whitney flips), which allows to re-embed the edges F without crossings in G-v. The central argument is that the number of new crossings introduced on the edges of v is limited by an iteration of the following claim over all  $f \in F$ :

**Lemma 3.** Let H be an apex graph with a vertex v, having a drawing with  $\ell$  crossings in which H-v is connected and plane embedded. Let an edge f connect vertices of H-v. If (H-v)+f is planar, then there is a drawing of H+f with plane embedded (H-v)+f having at most  $\ell+d(v)\cdot |\Delta(H-v)/2|$  crossings.

In contrast to [4], establishing Theorem 2 using this lemma requires a careful consideration of non-biconnected graphs and the fact that the position of the newly introduced vertex v is unknown and probably different between  $\Gamma$  and  $\Gamma'$ .

## References

- Cabello, S., Mohar, B.: Crossing and weighted crossing number of near planar graphs. In: GD 2008. LNCS, vol. 5417. Springer, Heidelberg (to appear, 2009)
- 2. Chimani, M., Gutwenger, C., Mutzel, P., Wolf, C.: Inserting a vertex into a planar graph. In: ACM-SIAM Symposium on Discrete Algorithms (to appear, 2009)

- 3. Gutwenger, C., Mutzel, P., Weiskircher, R.: Inserting an edge into a planar graph. Algorithmica 41, 289–308 (2005)
- 4. Hliněný, P., Salazar, G.: On the Crossing Number of Almost Planar Graphs. In: Kaufmann, M., Wagner, D. (eds.) GD 2006. LNCS, vol. 4372, pp. 162–173. Springer, Heidelberg (2007)
- 5. Mohar, B., Thomassen, C.: Graphs on surfaces. Johns Hopkins Studies in the Mathematical Sciences. Johns Hopkins University Press, Baltimore MD, USA (2001)