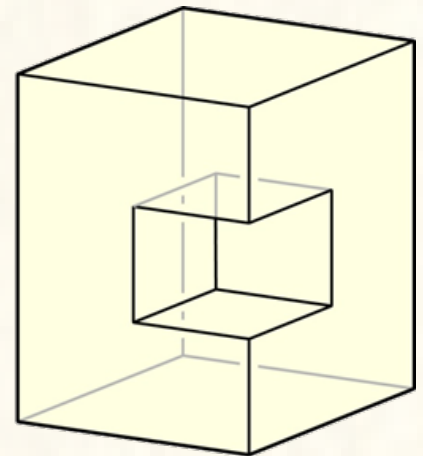
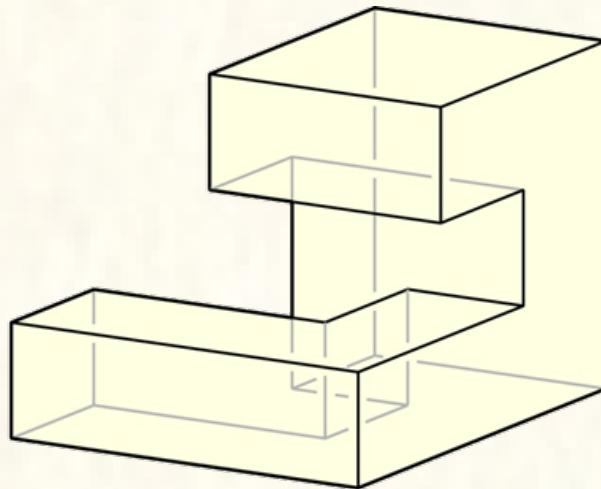
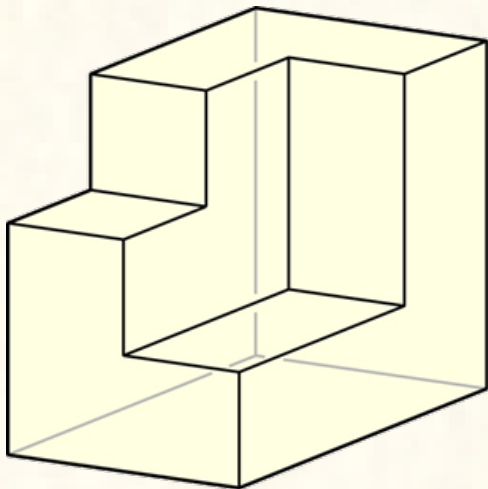


# Steinitz Theorems for Orthogonal Polyhedra

David Eppstein  
and  
Elena Mumford



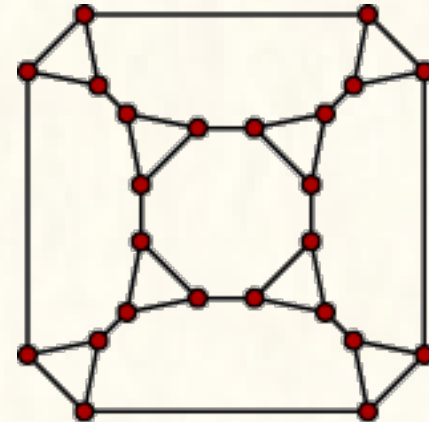
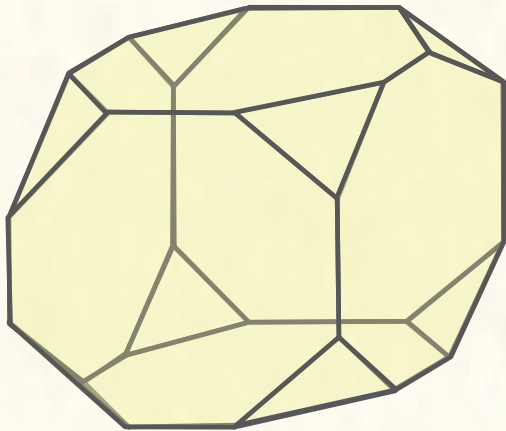
# Steinitz Theorem for Convex Polyhedra

Steinitz:

skeletons of convex  
polyhedra in  $\mathbb{R}^3$

=

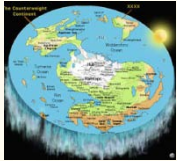
planar  
3-vertex-connected  
graphs



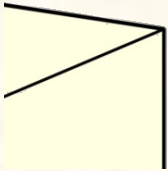
# Simple Orthogonal Polyhedra



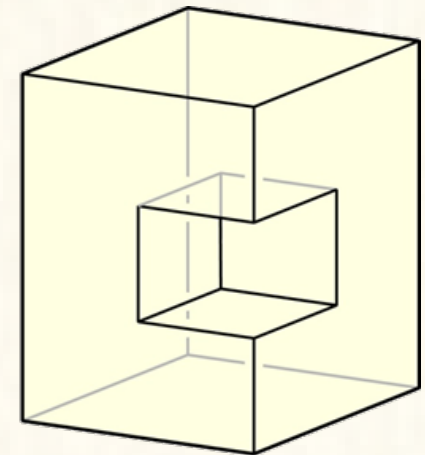
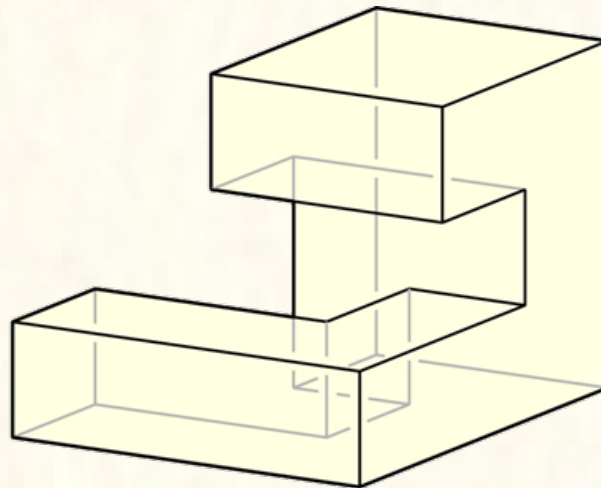
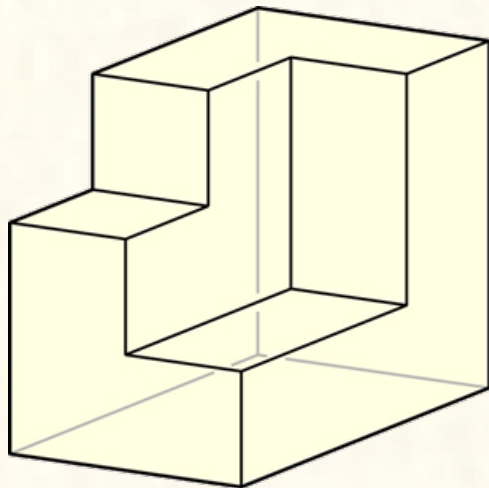
Topology of a sphere



Simply connected faces

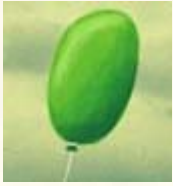


Three mutually perpendicular edges at every vertex

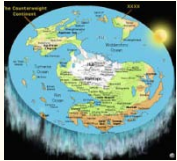


simple orthogonal polyhedra

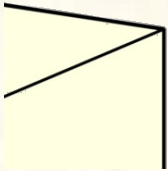
# Simple Orthogonal Polyhedra



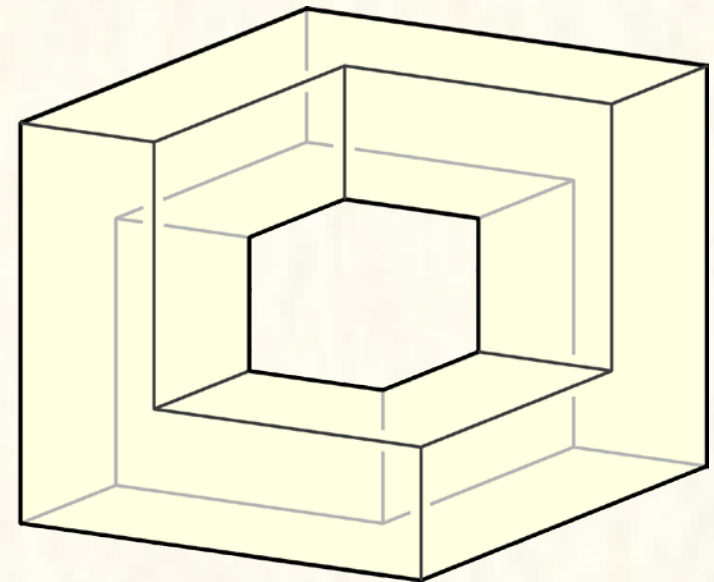
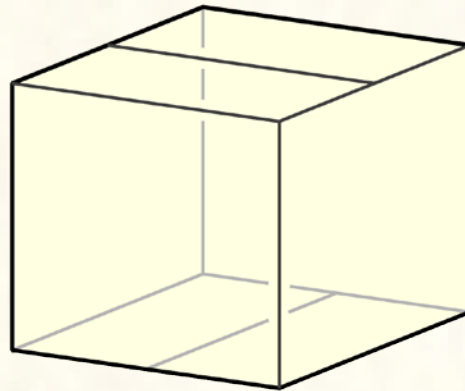
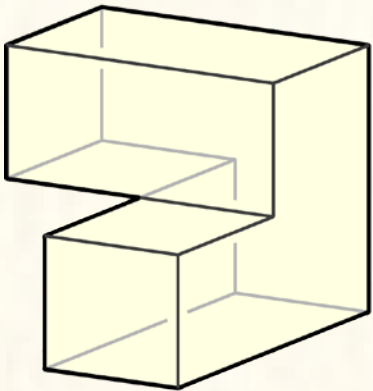
Topology of a sphere



Simply connected faces



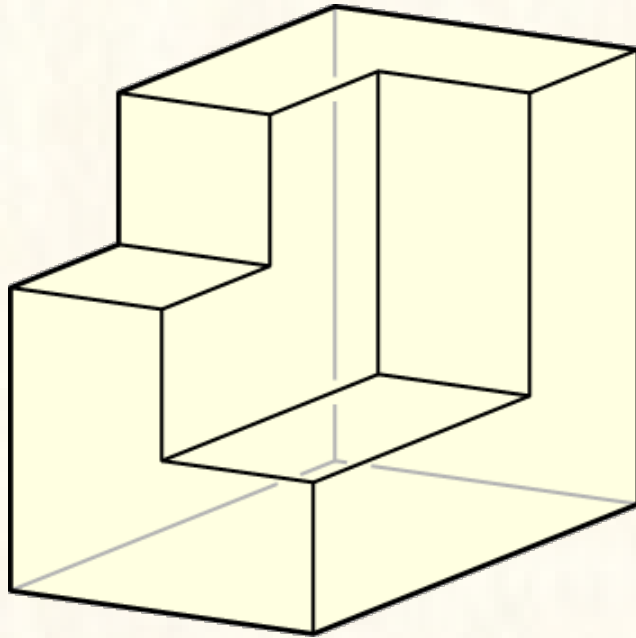
Three mutually perpendicular edges at every vertex



Orthogonal polyhedra that are NOT simple

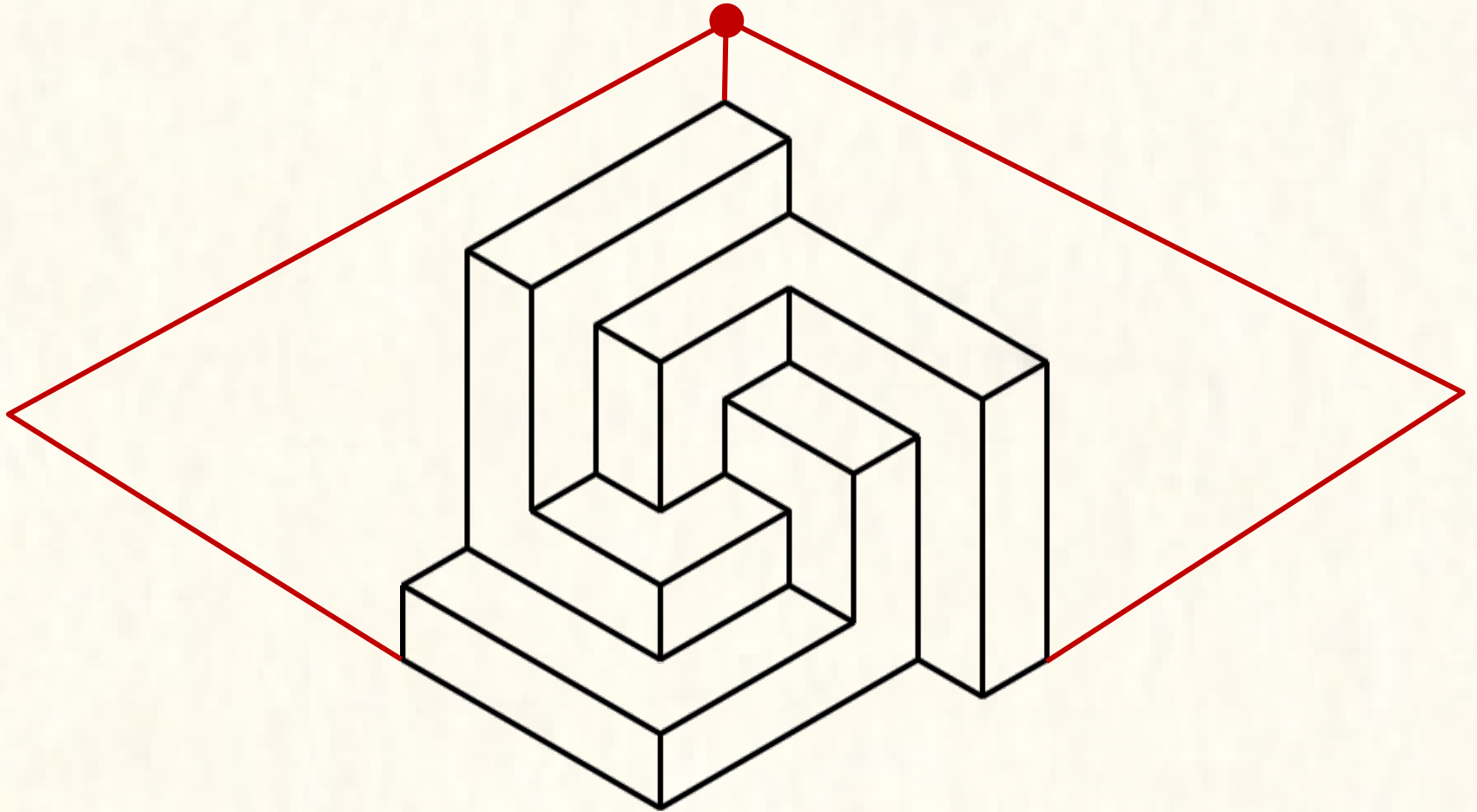
## Corner polyhedra

All but 3 faces are oriented towards vector  $(1,1,1)$



= Only three faces are "hidden"

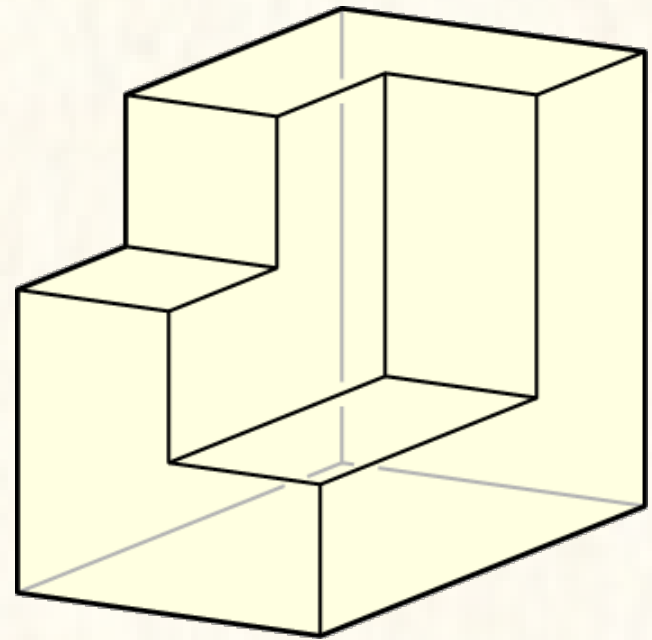
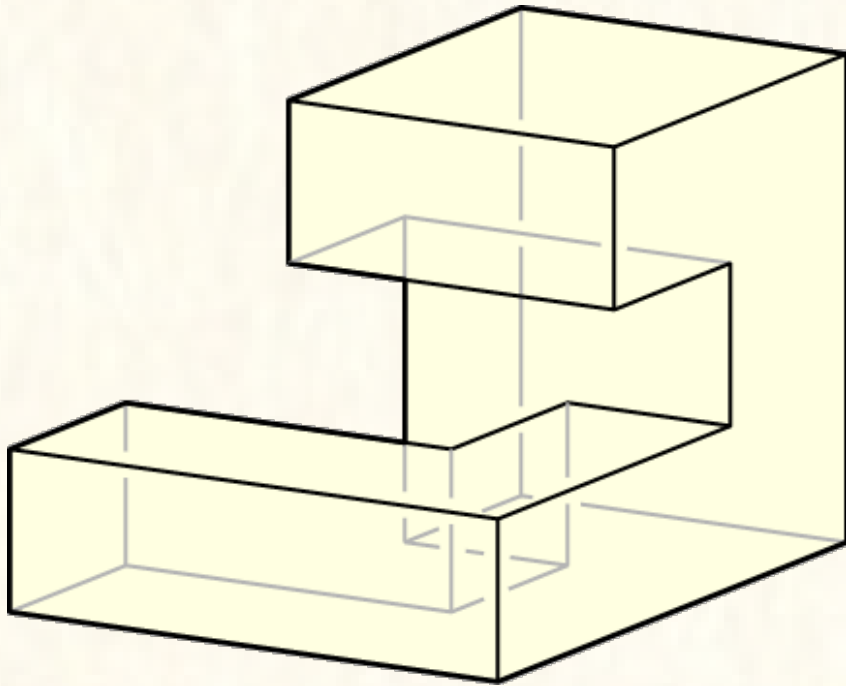
# Corner polyhedra



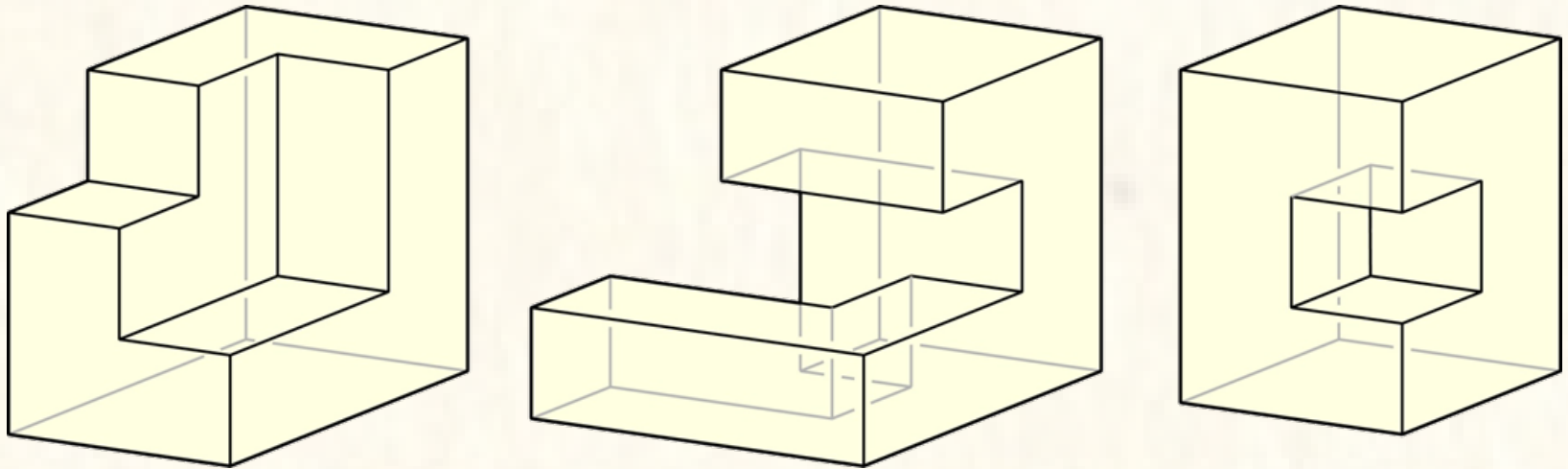
Hexagonal grid drawings with two bends in total

## XYZ polyhedra

Any axis parallel line contains at most two vertices of the polyhedron



# Skeletons of Simple Orthogonal Polyhedra

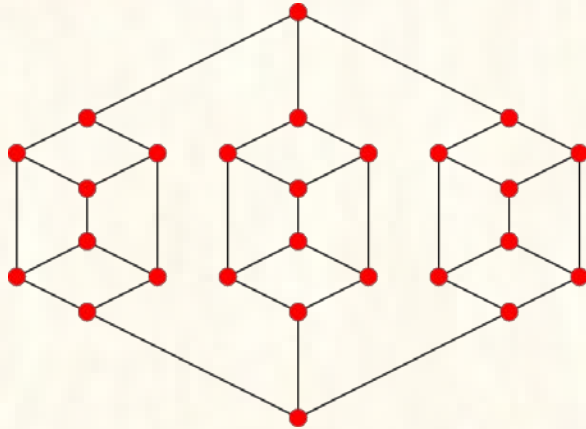


are exactly

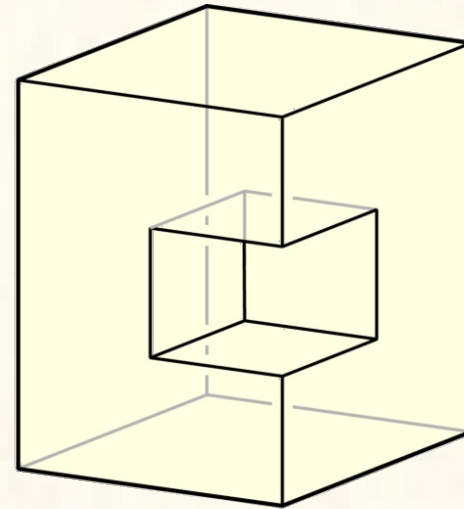
Cubic bipartite planar 2-connected graphs  
such that the removal of any two vertices  
leaves at most 2 connected components



# Skeletons of Simple Orthogonal Polyhedra



a graph that is NOT  
a skeleton of a simple  
orthogonal polyhedron

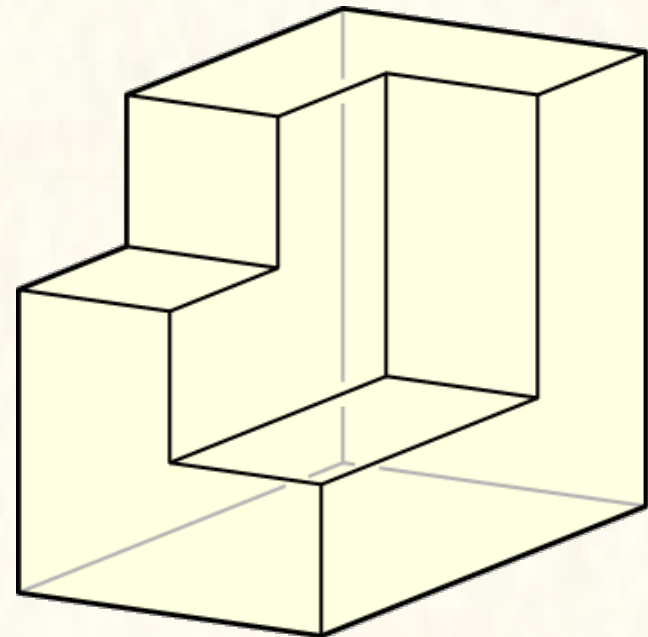
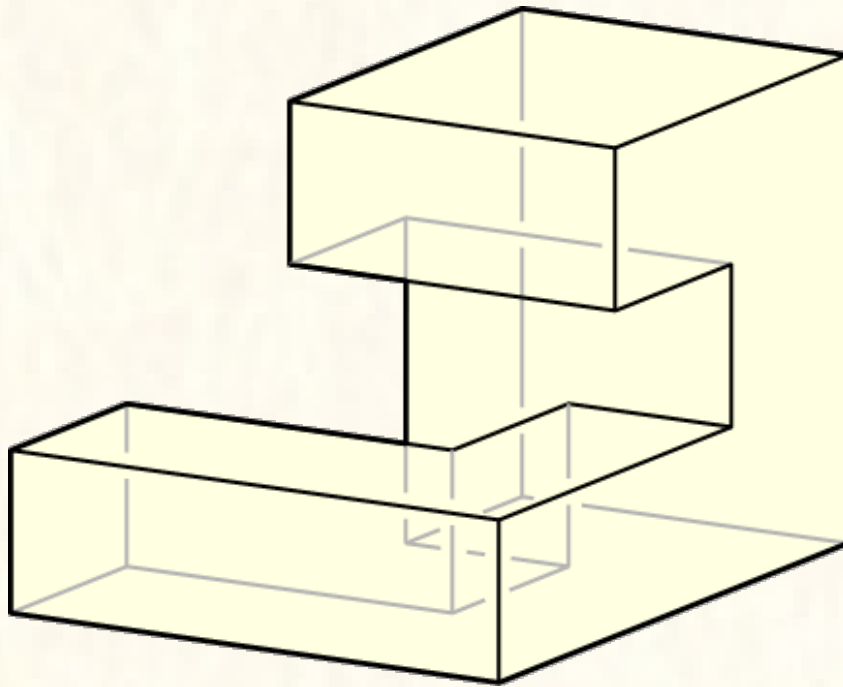


are exactly

Cubic bipartite planar 2-connected graphs  
such that the removal of any two vertices  
leaves at most 2 connected components

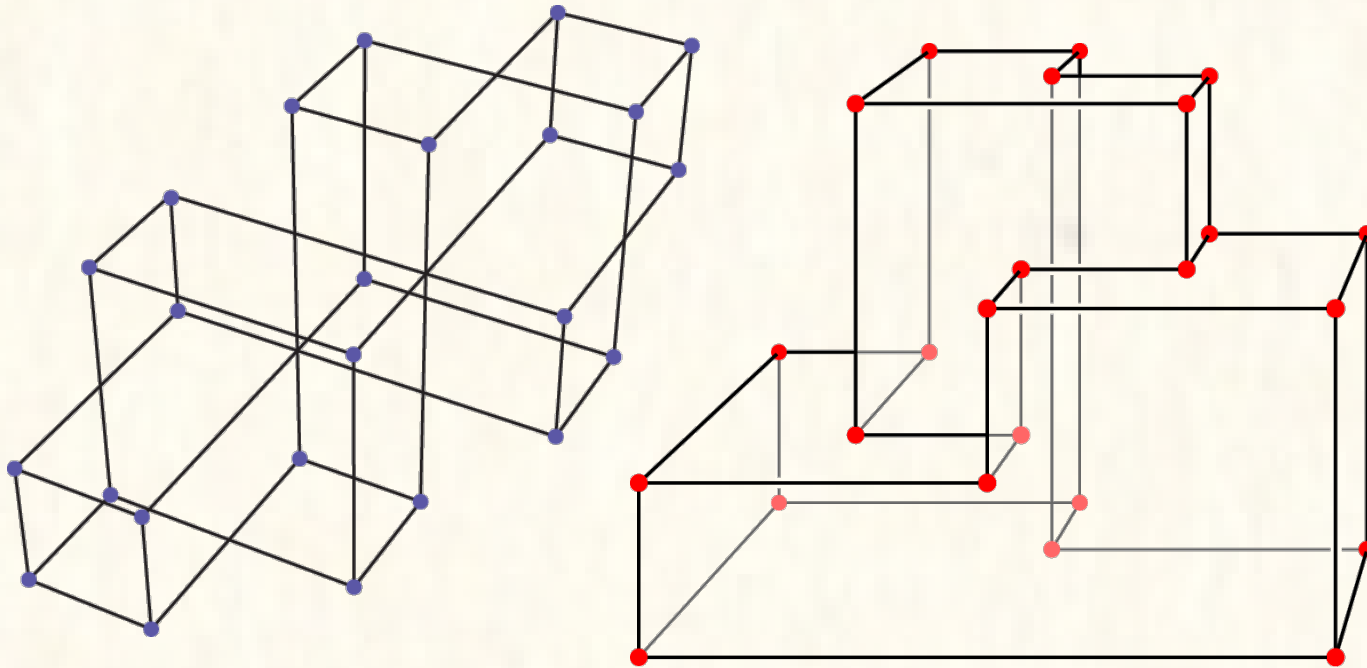
# Skeletons of XYZ polyhedra

are exactly  
cubic bipartite planar 3-connected graphs



# Skeletons of XYZ polyhedra

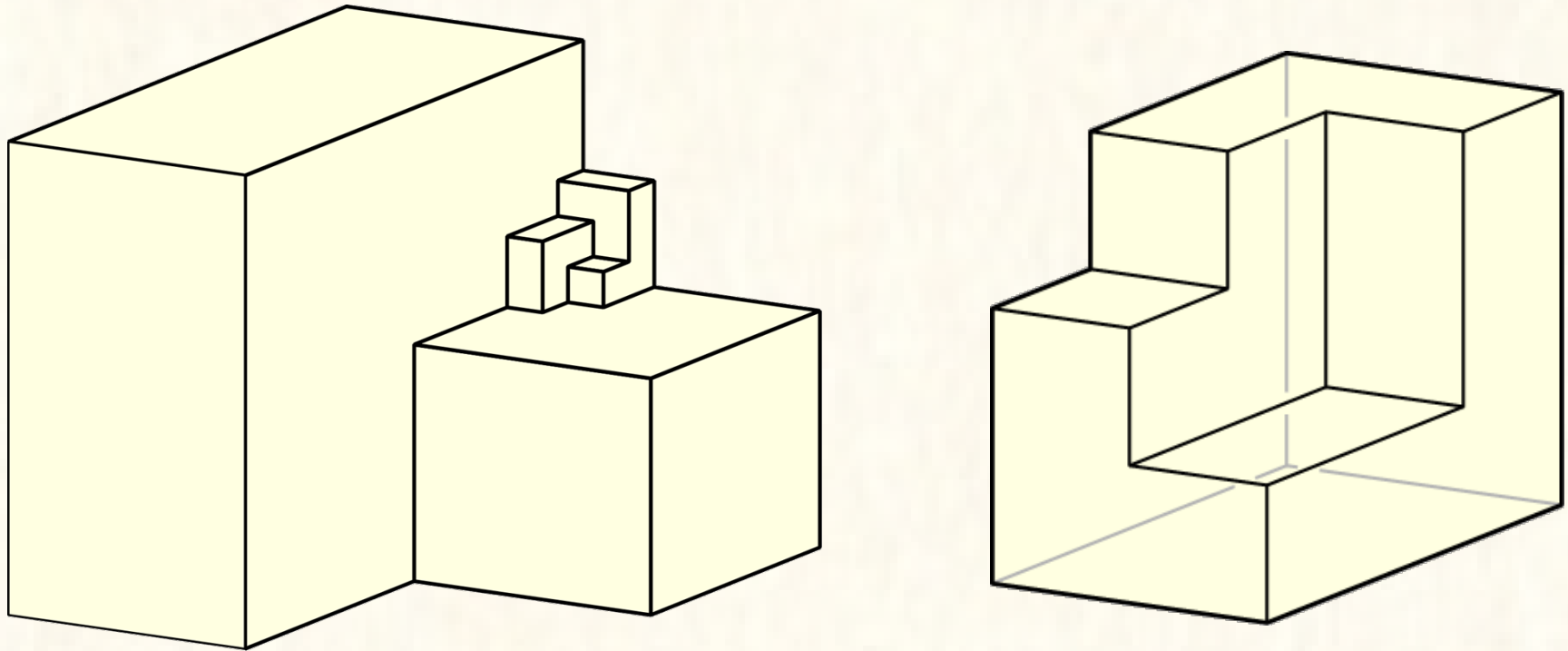
are exactly  
cubic bipartite planar 3-connected graphs



**Eppstein GD'08**

A planar graph  $G$  is an xyz graph if and only if  $G$  is bipartite, cubic, and 3-connected.

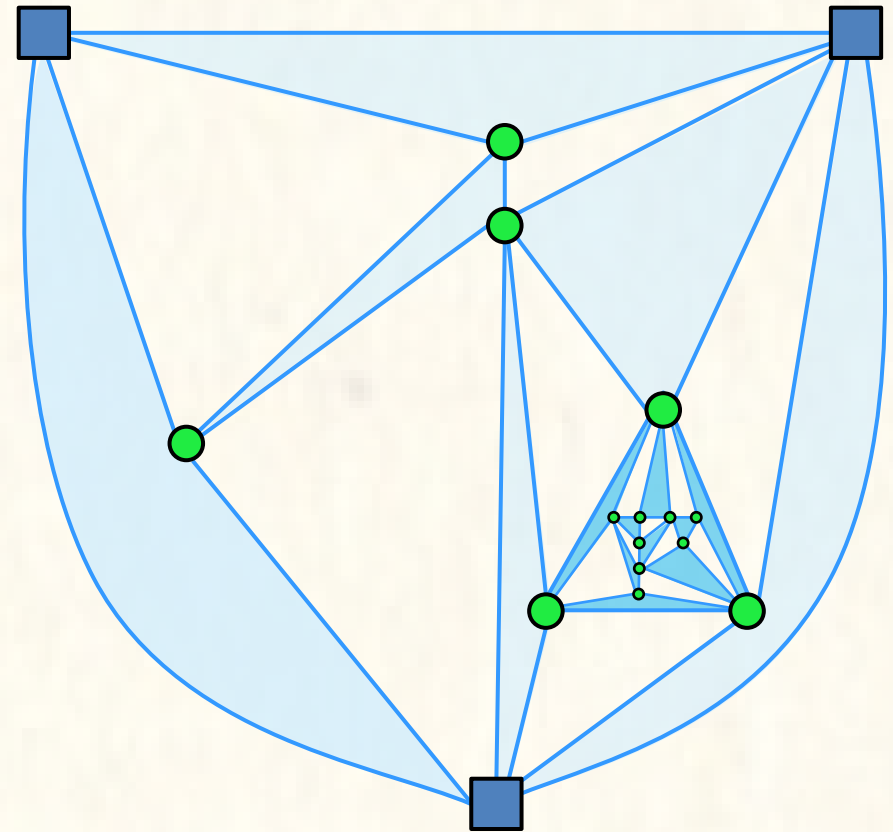
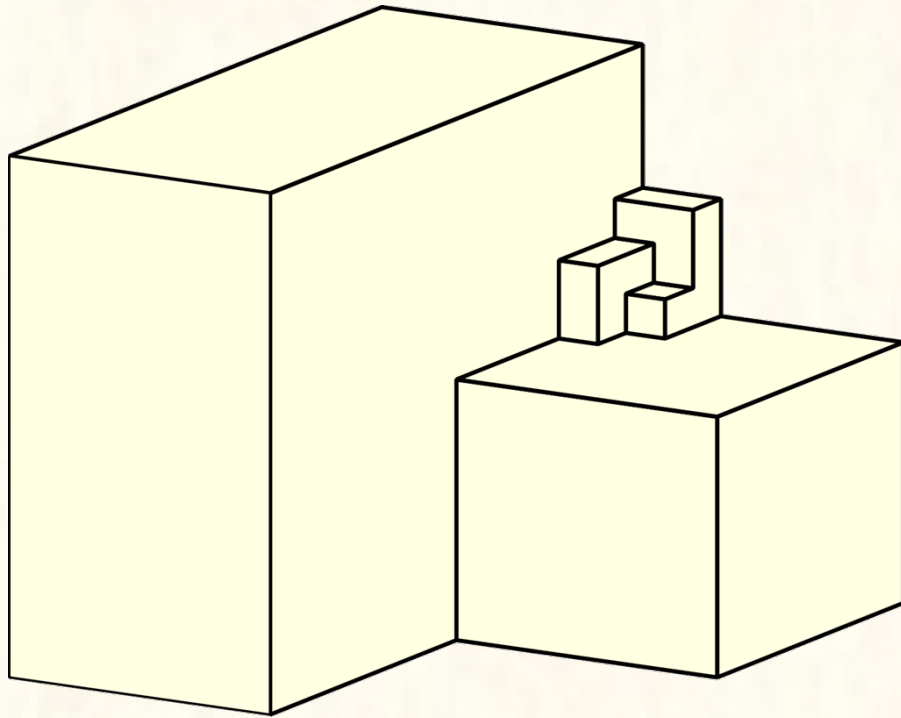
## Skeletons of Corner Polyhedra



are exactly

cubic bipartite planar 3-connected graphs s.t.  
every separating triangle of the planar dual  
graph has the same parity.

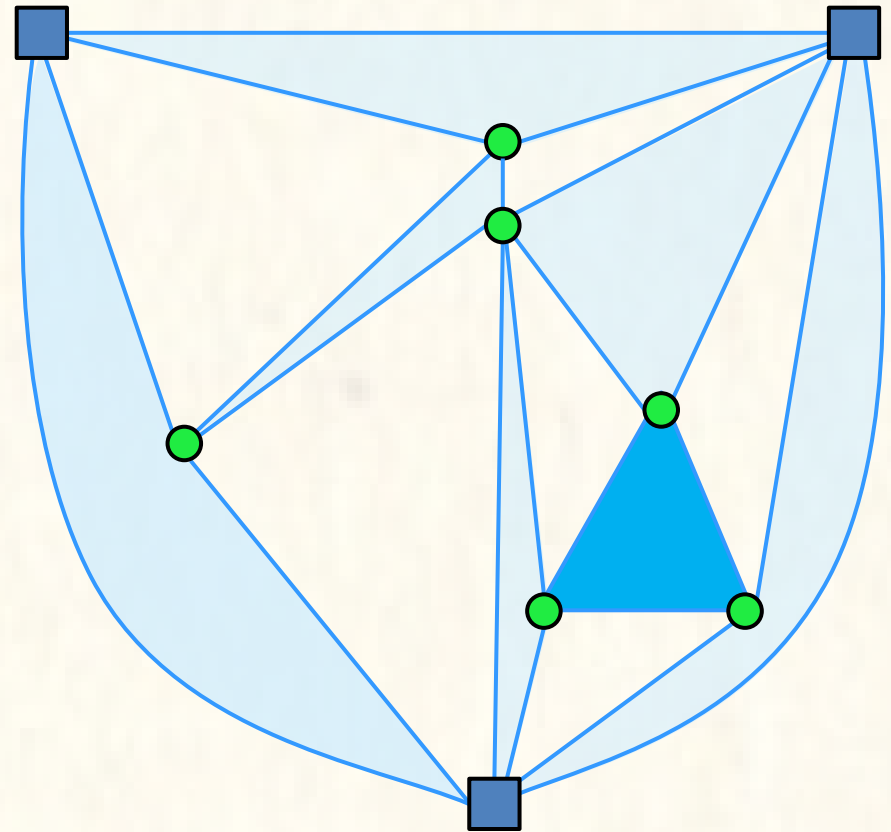
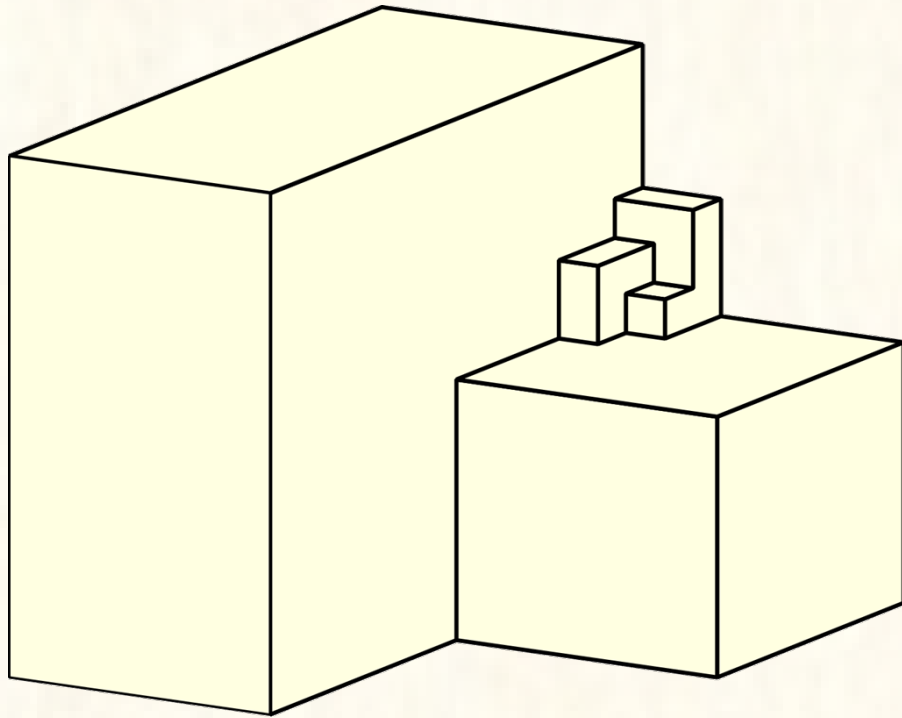
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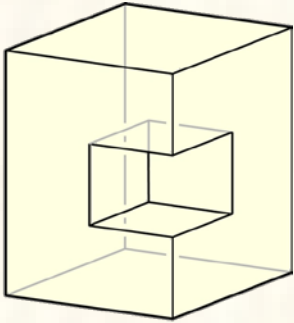
# Skeletons of Corner Polyhedra



are exactly

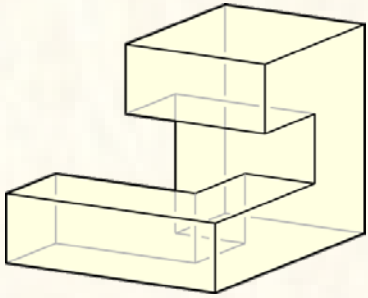
cubic bipartite planar 3-connected graphs s.t.  
every separating triangle of the planar dual  
graph has the same parity.

## Skeletons of...



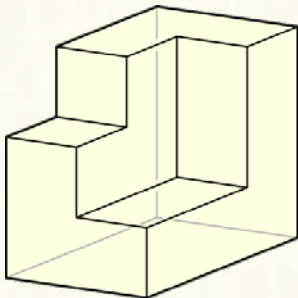
...**simple orthogonal polyhedra**

are cubic bipartite planar 2-connected graphs s.t. the removal of any two vertices leaves at most 2 connected components



...**XYZ polyhedra**

cubic bipartite planar 3-connected graphs

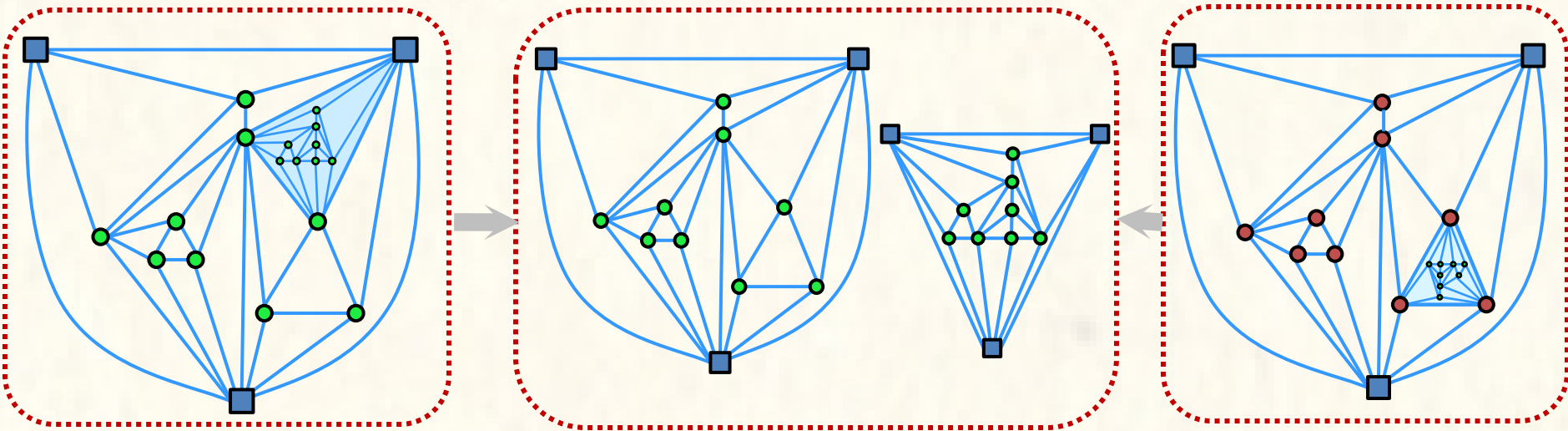


...**corner polyhedra**

cubic bipartite planar 3-connected graphs s.t. every separating triangle of the planar dual graph has the same parity.

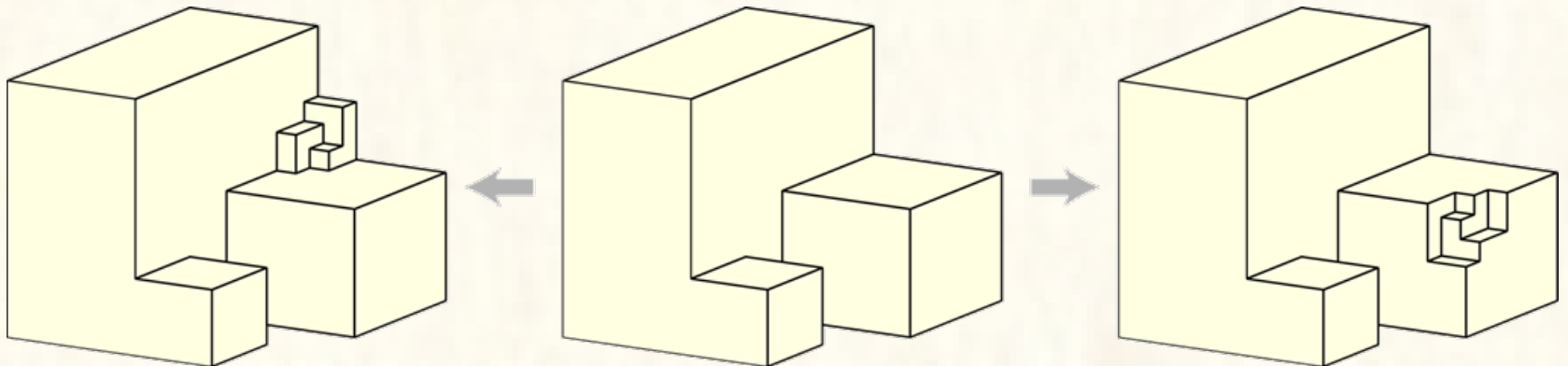
# Rough outline for a 3-connected graph

1. Split the dual along separating triangles



2. Construct polyhedra for 4-connected triangulations

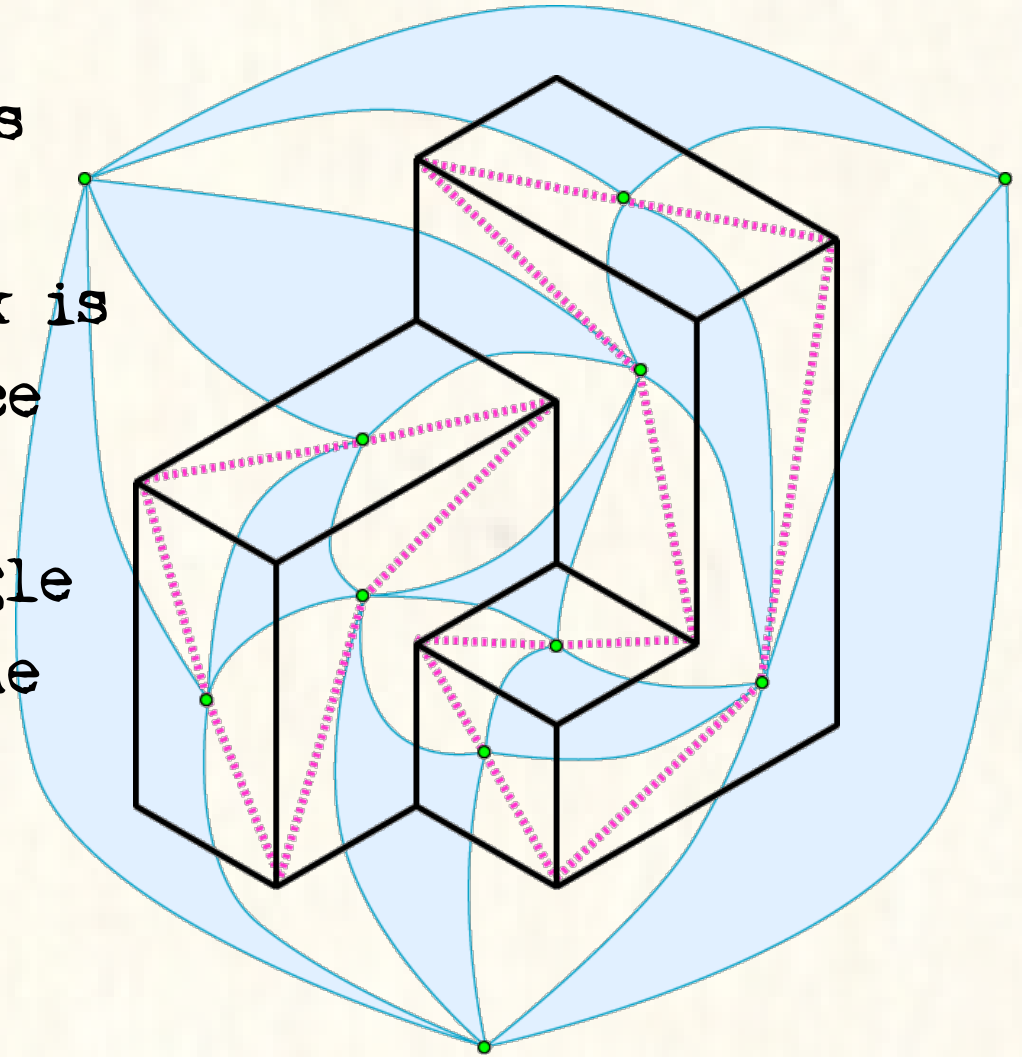
3. Glue them together:





## Rooted cycle covers

1. Collection of cycles
2. Every inner vertex is covered exactly once
3. Every white triangle contains exactly one edge of the cycle

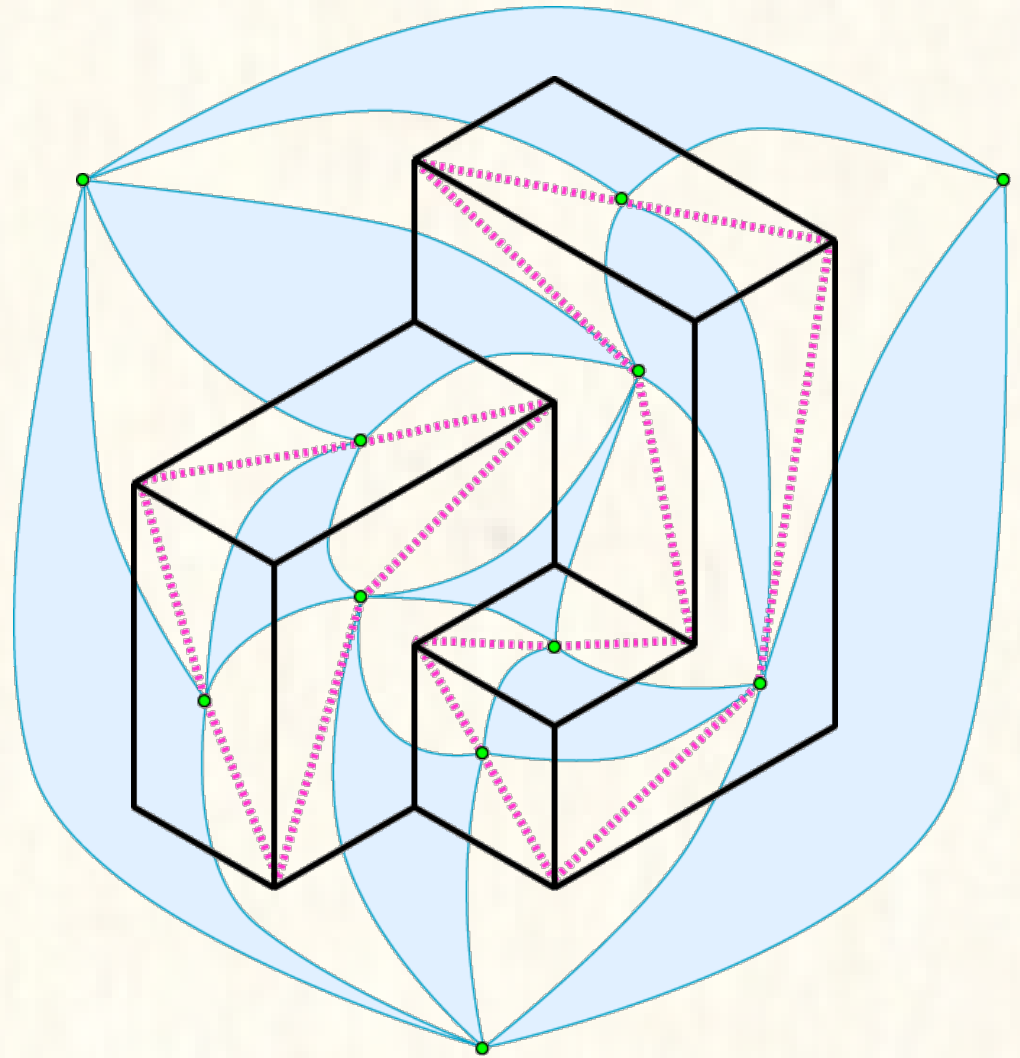


# Rooted cycle covers

Rooted cycle cover

=

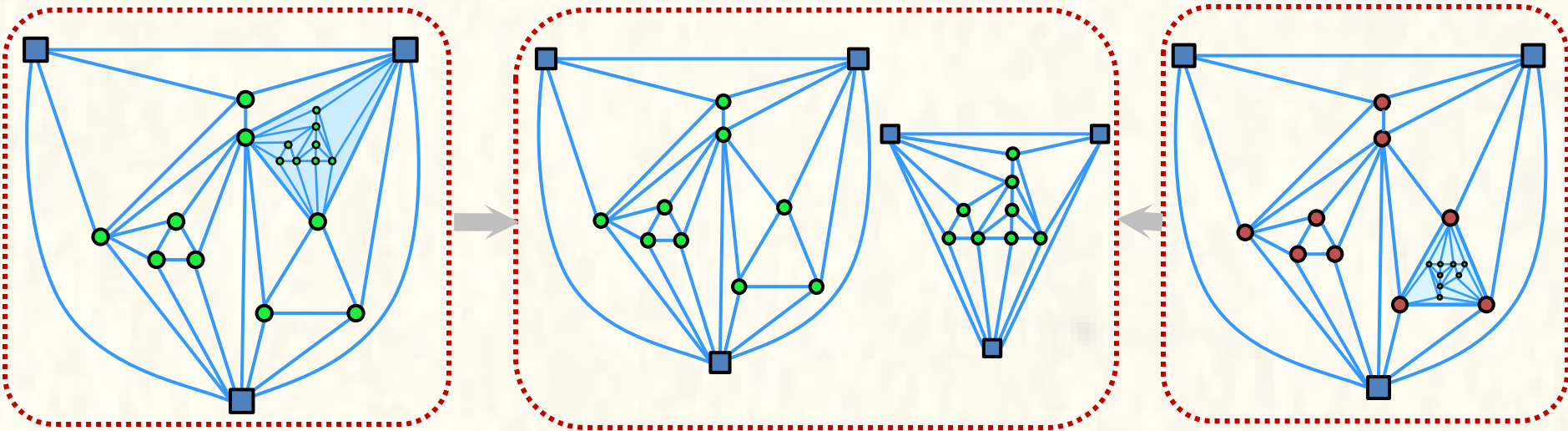
embedding  
as a corner  
polyhedron



Every 4-connected Eulerian triangulation has  
a rooted cycle cover

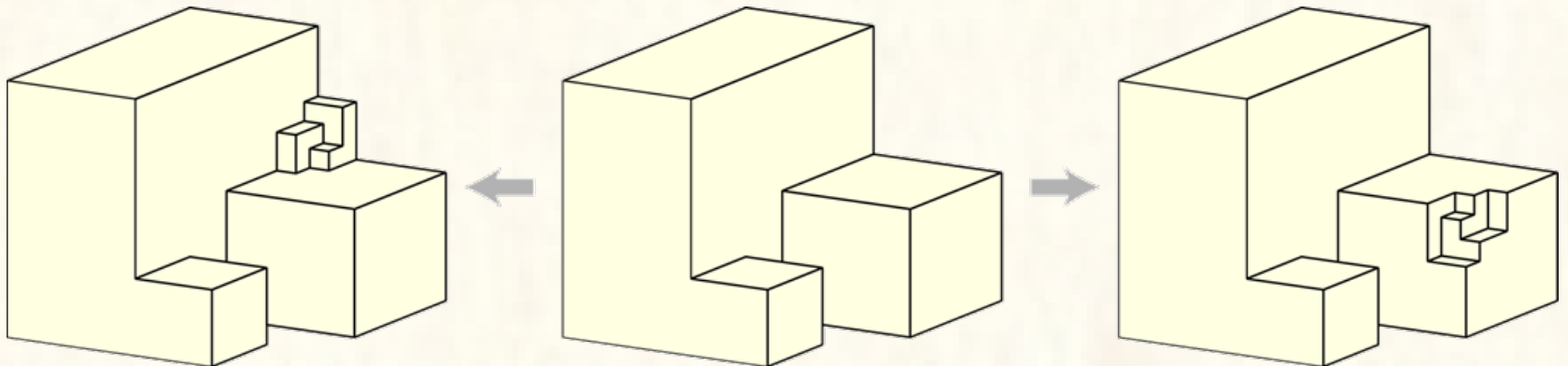
# Rough outline for a 3-connected graph

1. Split the dual along separating triangles



2. Construct polyhedra for 4-connected triangulations

3. Glue them together:



## Results

- Combinatorial characterizations of skeletons of **simple orthogonal** polyhedra, **corner** polyhedra and **XYZ** polyhedra.
- Algorithms to test a cubic 2-connected graph for being such a skeleton in  $O(n)$  randomized expected time or in  $O(n (\log \log n)^2 / \log \log \log n)$  deterministically with  $O(n)$  space.
- Four simple rules to reduce 4-connected Eulerian triangulation to a simpler one while preserving 4-connectivity.

Questions?

