

Encoding Toroidal Triangulations

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Lévêque

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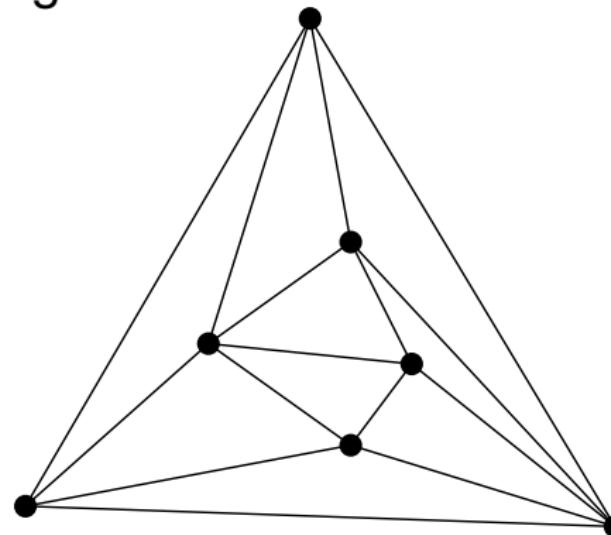
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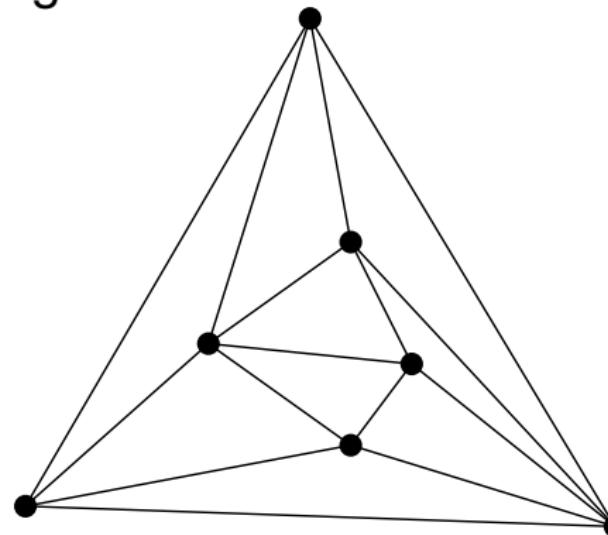
Torus Case

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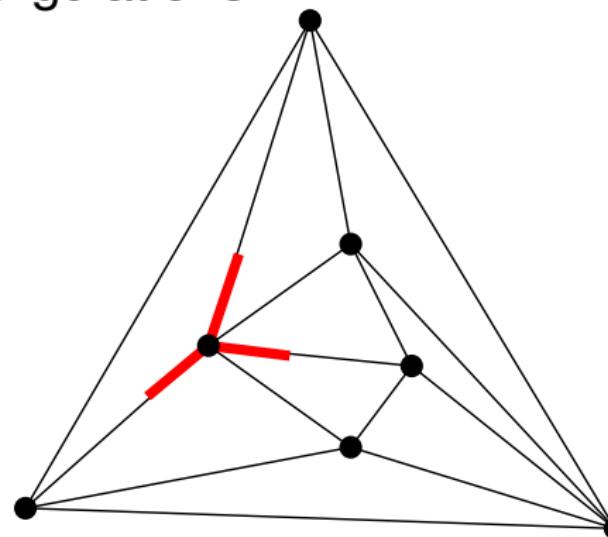
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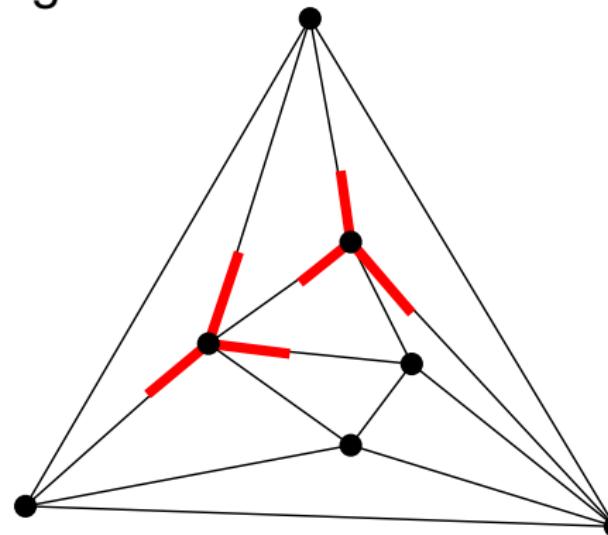


$$\begin{array}{lcl} \text{Euler : } v - e + f = 2 & & e = 3v - 6 \\ \text{Triangulation : } 3f = 2e & \implies & (e - 3) = 3(v - 3) \\ & & e_{int} = 3v_{int} \end{array}$$



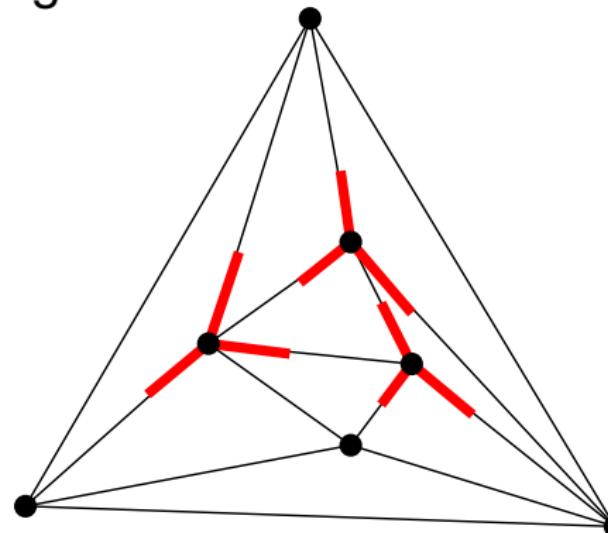
$$\begin{aligned} \text{Euler : } v - e + f &= 2 & e &= 3v - 6 \\ \text{Triangulation : } 3f &= 2e & (e - 3) &= 3(v - 3) \\ && e_{int} &= 3v_{int} \end{aligned}$$

↔ Associate to each internal vertex three incident edges



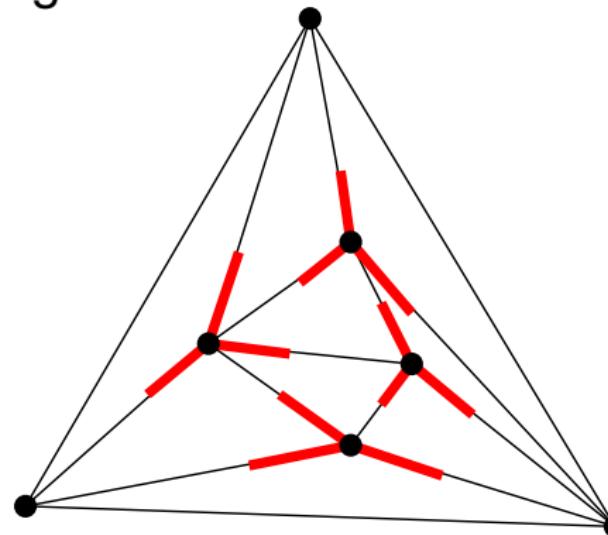
$$\begin{aligned} \text{Euler : } v - e + f &= 2 \\ \text{Triangulation : } 3f &= 2e \quad \Rightarrow \quad e &= 3v - 6 \\ && (e - 3) &= 3(v - 3) \\ && e_{int} &= 3v_{int} \end{aligned}$$

↔ Associate to each internal vertex three incident edges



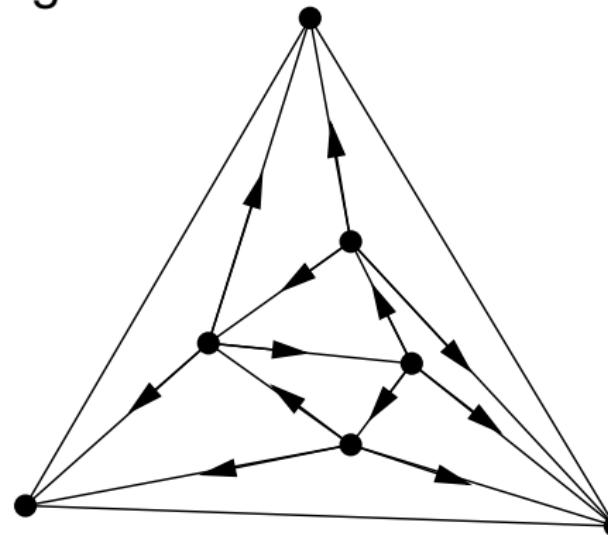
$$\begin{aligned} \text{Euler : } v - e + f &= 2 & e &= 3v - 6 \\ \text{Triangulation : } 3f &= 2e \implies (e - 3) &= 3(v - 3) \\ && e_{int} &= 3v_{int} \end{aligned}$$

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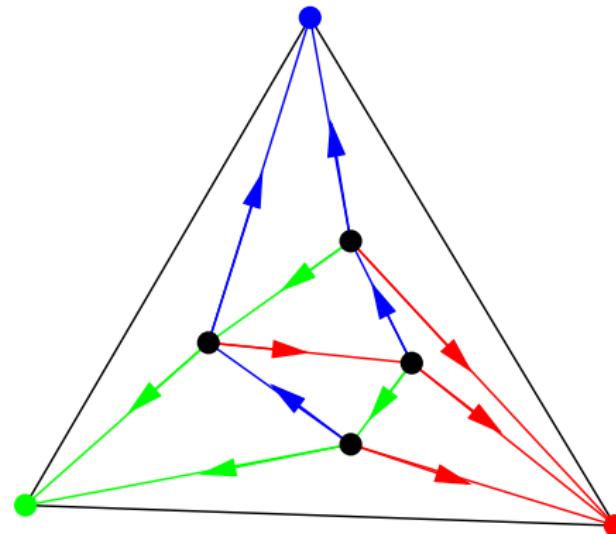
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↔ Associate to each internal vertex three incident edges

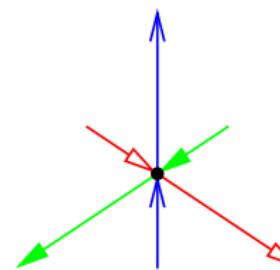


$$\begin{aligned} \text{Euler : } v - e + f &= 2 & e &= 3v - 6 \\ \text{Triangulation : } 3f &= 2e & (e - 3) &= 3(v - 3) \\ &\implies & e_{int} &= 3v_{int} \end{aligned}$$

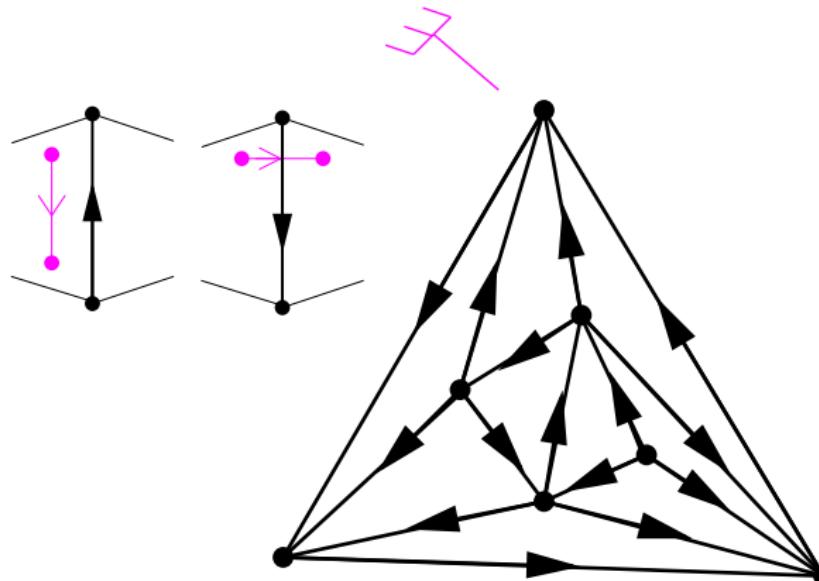
↔ Associate to each internal vertex three incident edges and deduce a 3-orientation



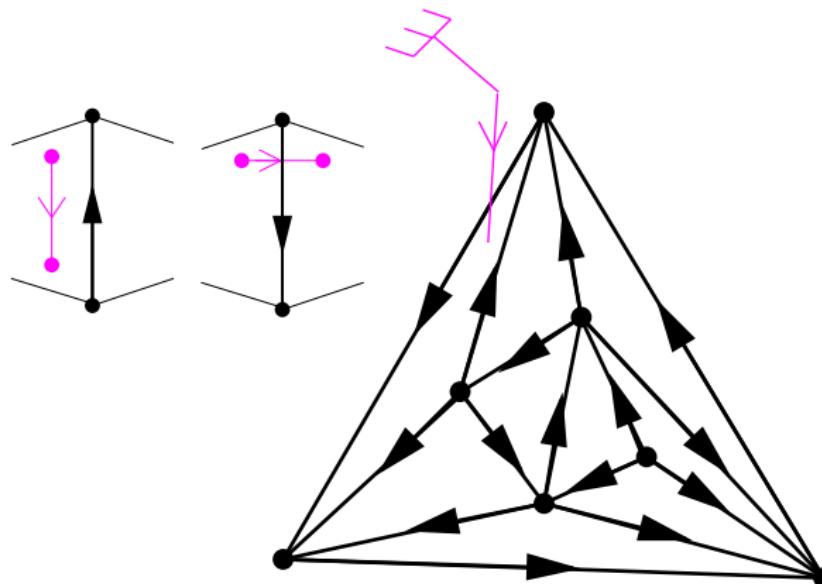
\rightsquigarrow Schnyder wood



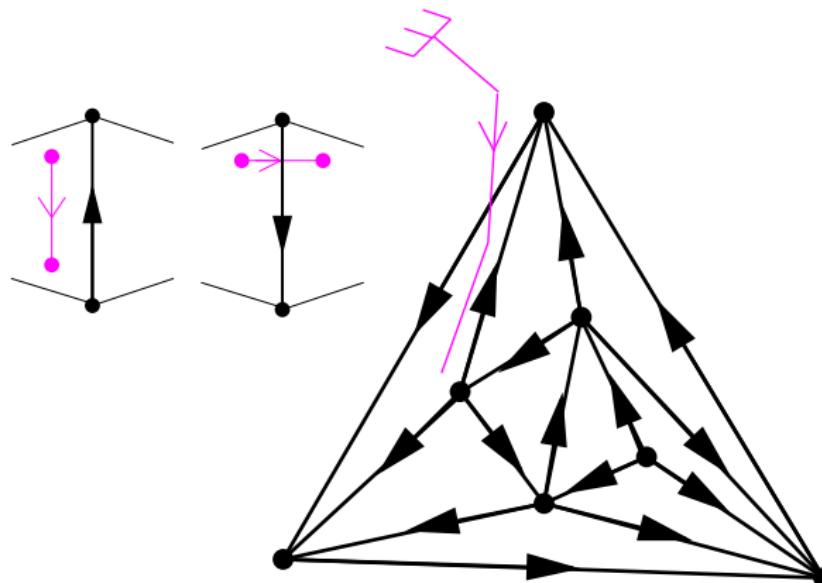
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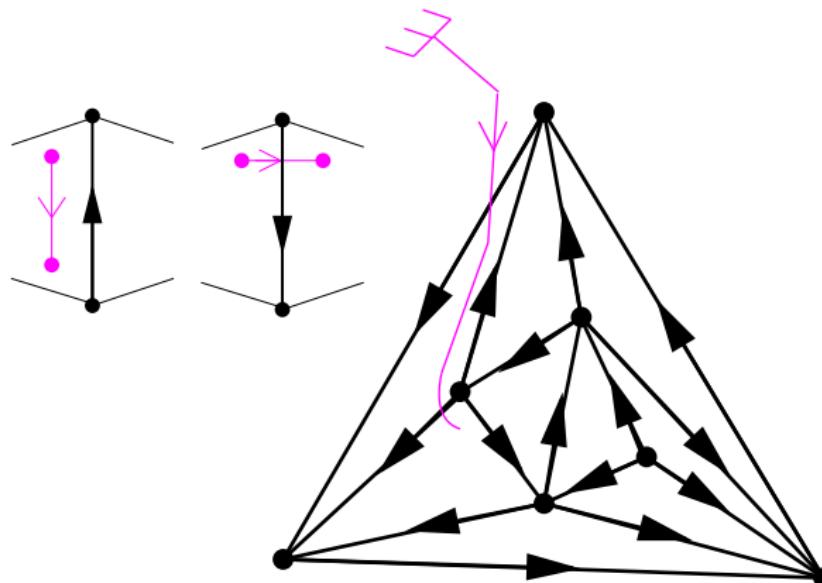
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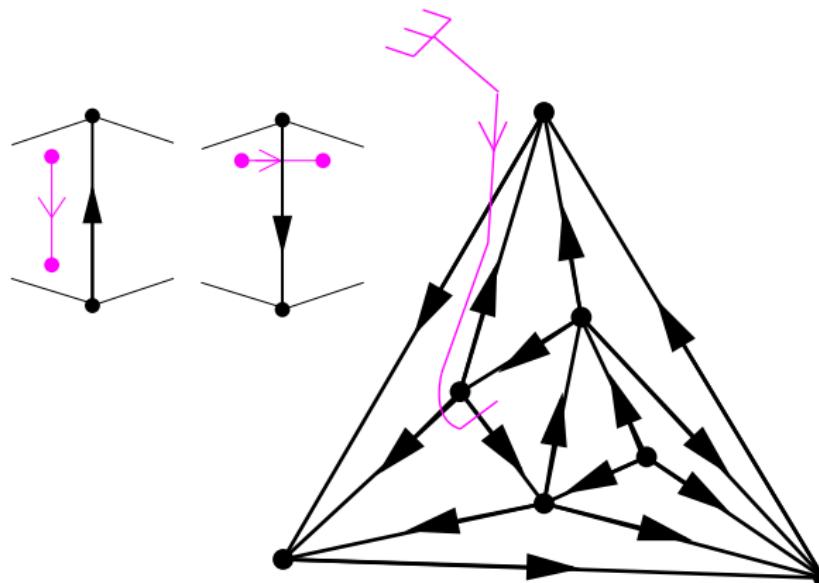
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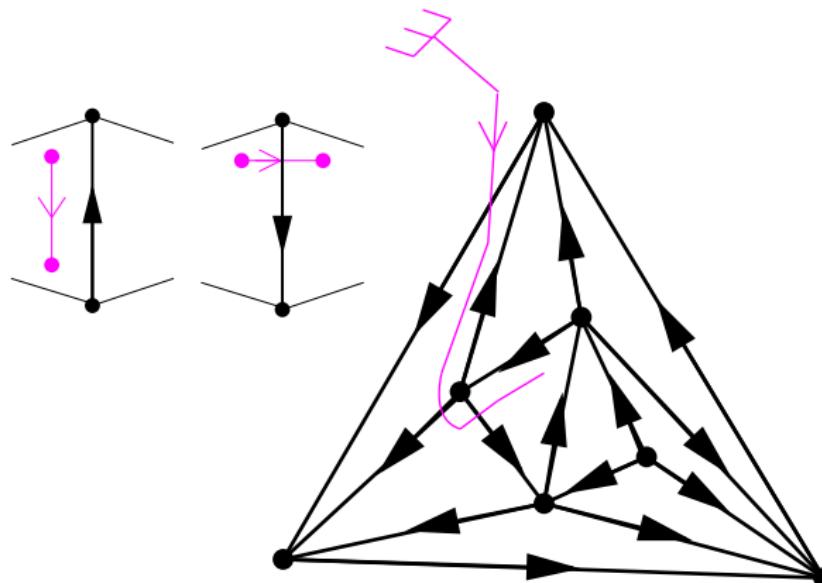
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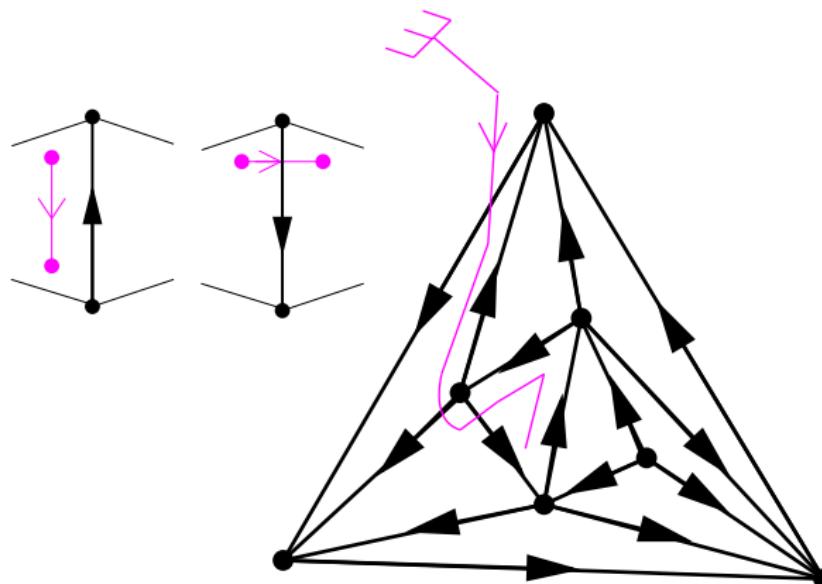
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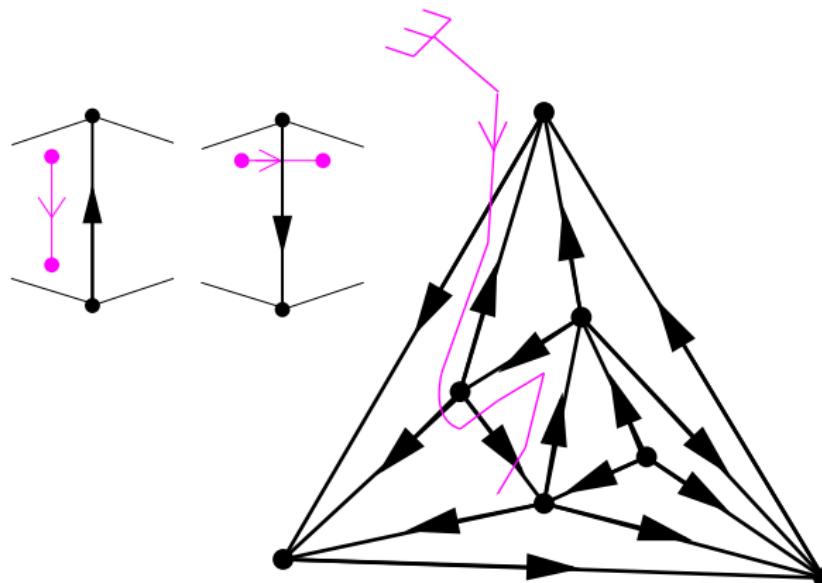
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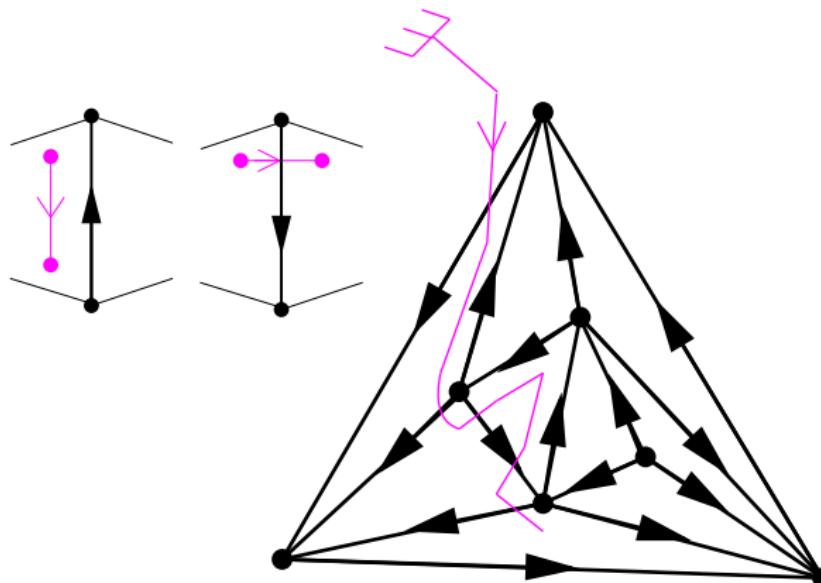
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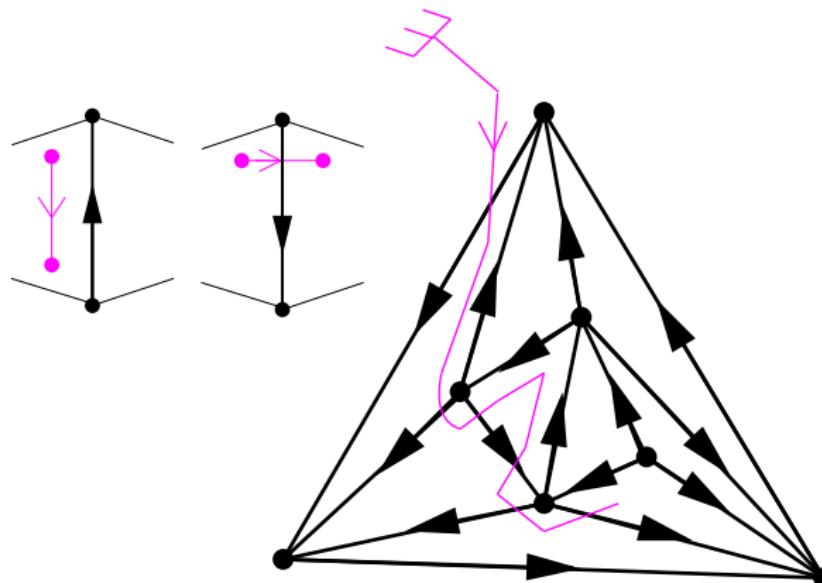
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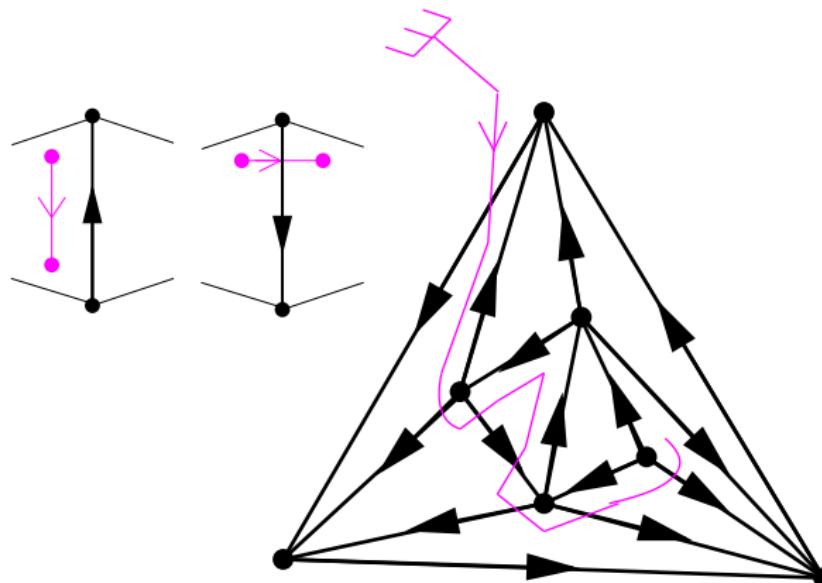
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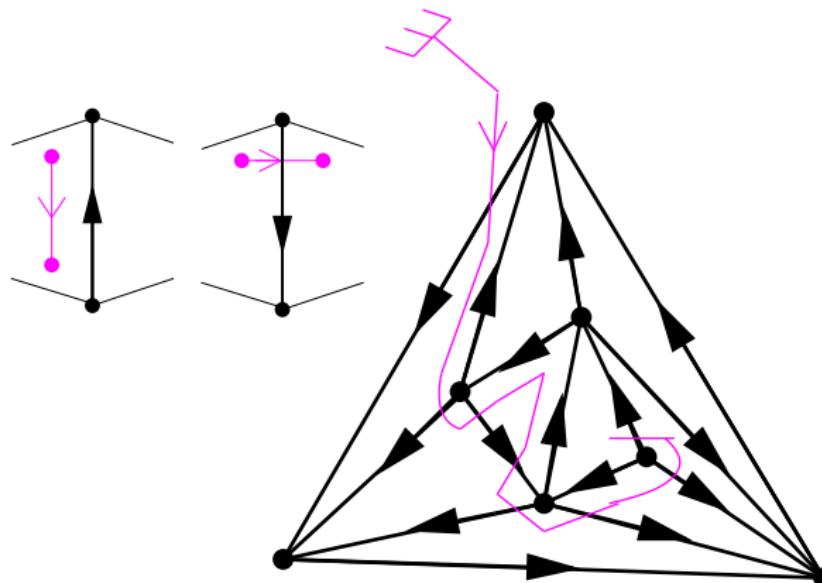
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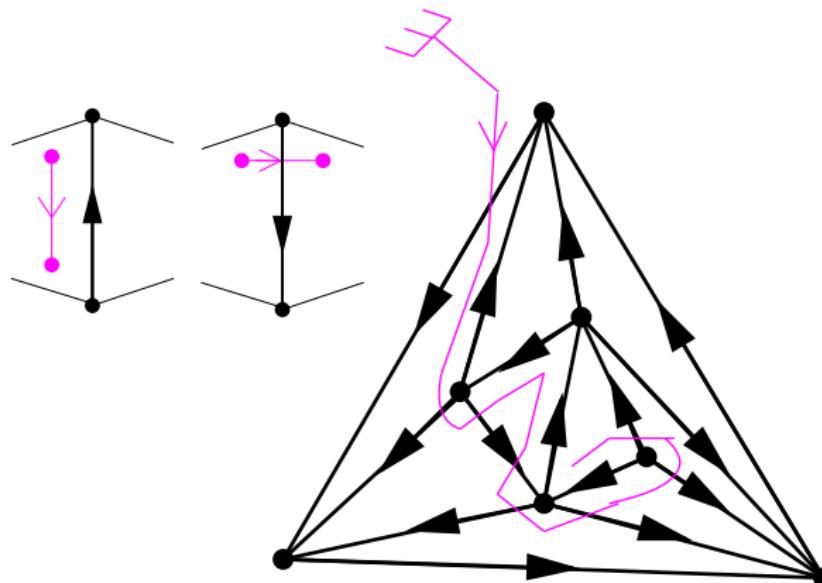
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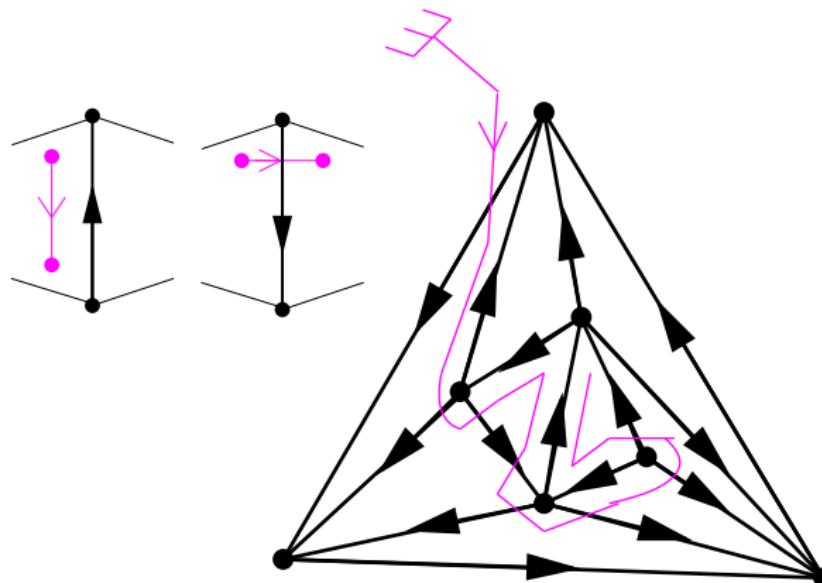
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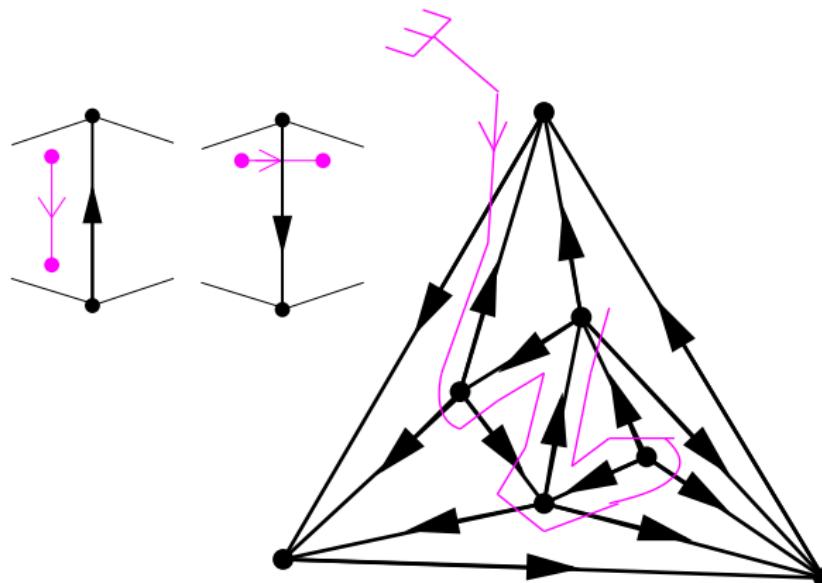
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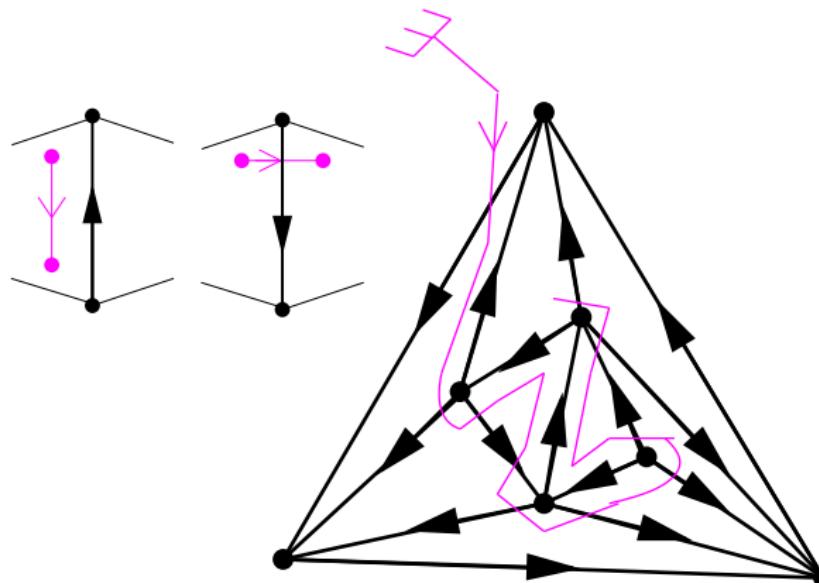
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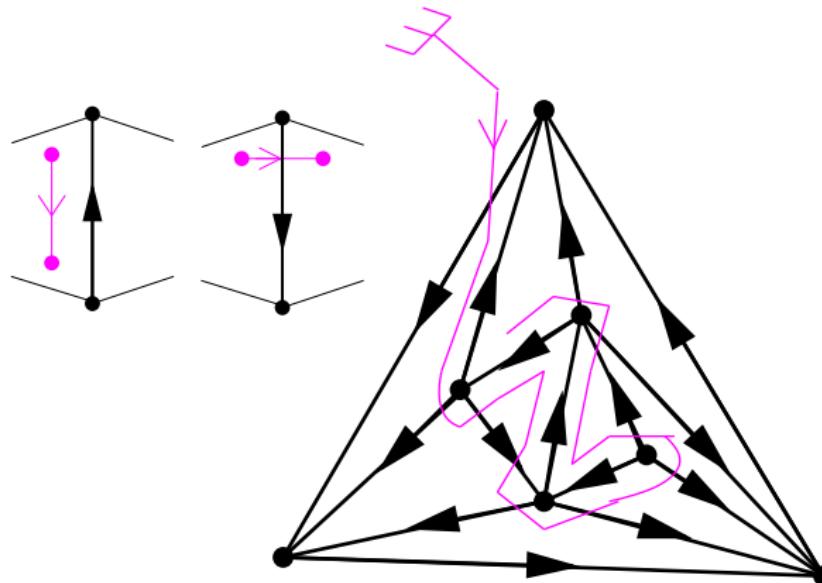
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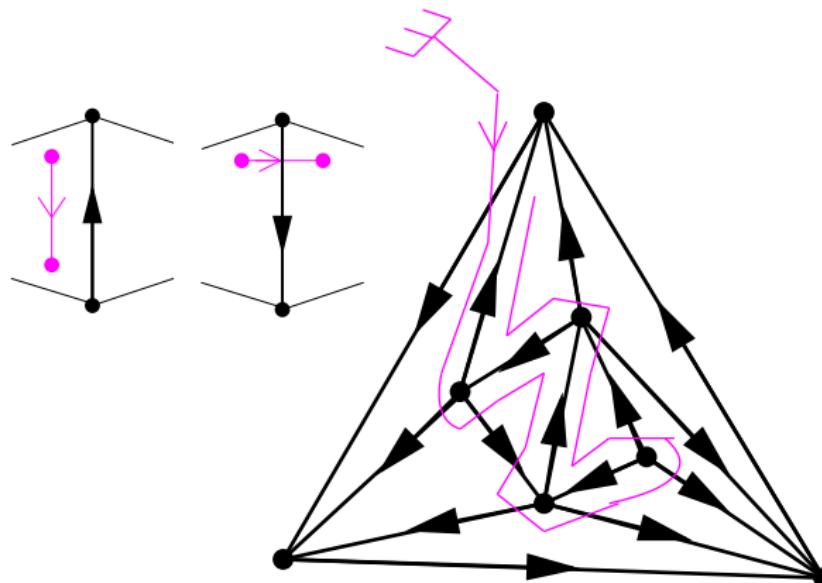
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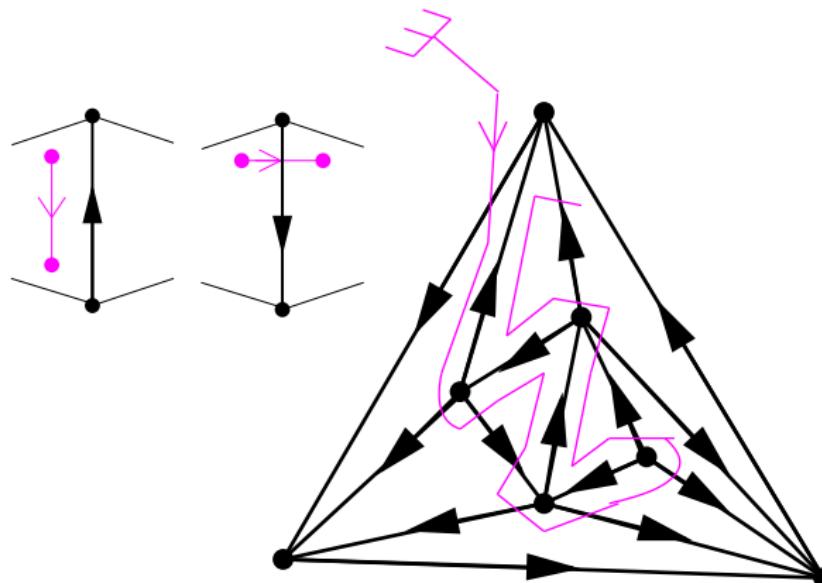
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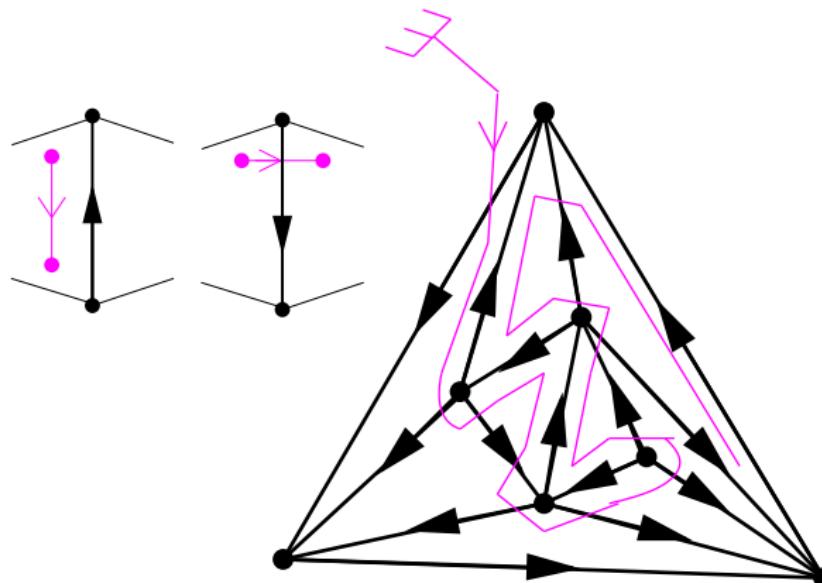
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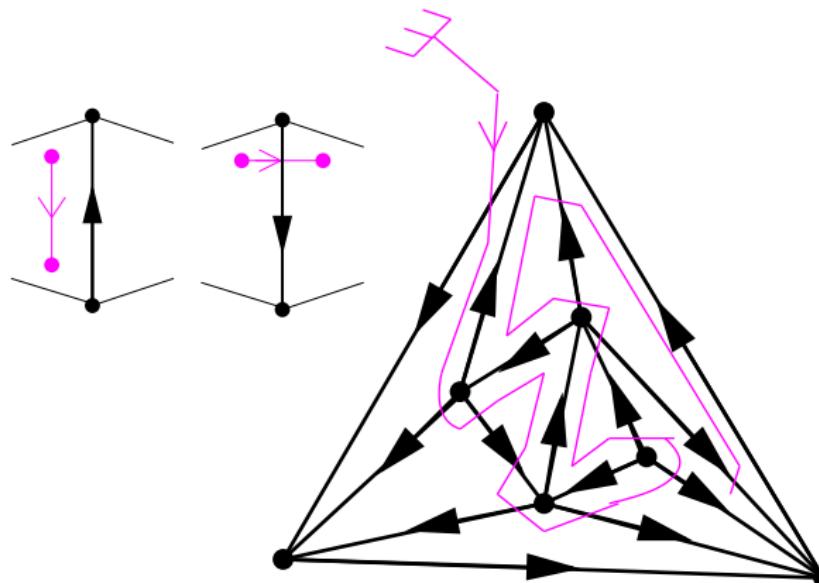
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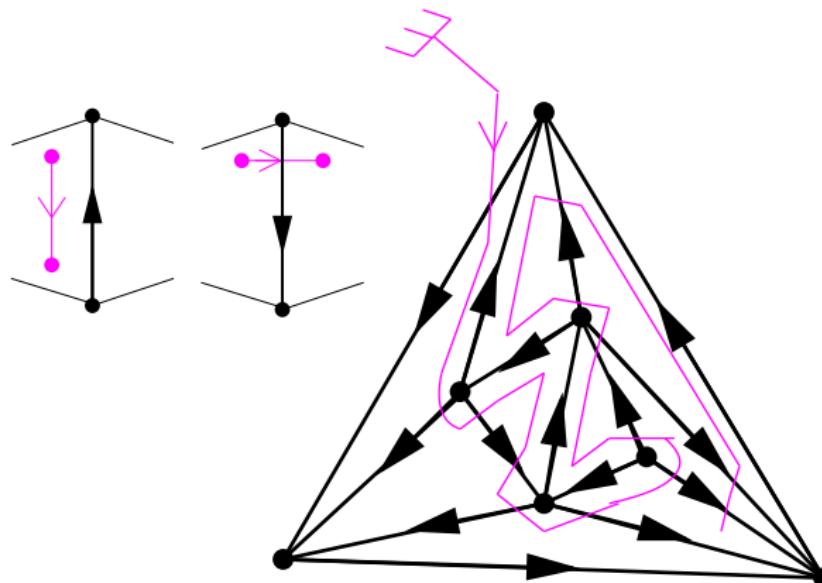
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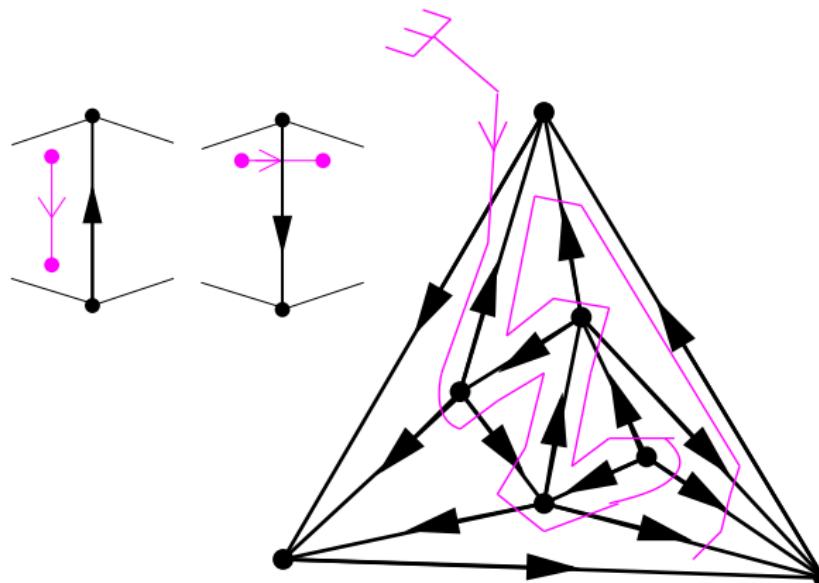
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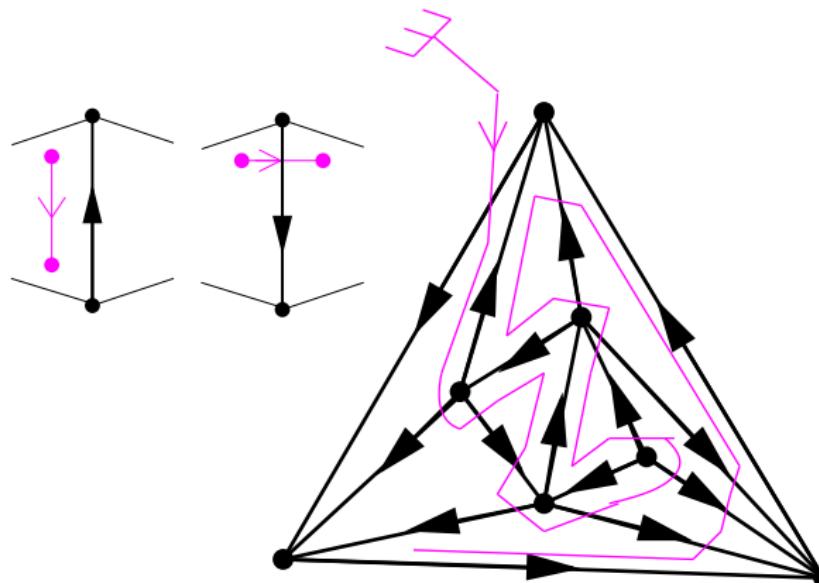
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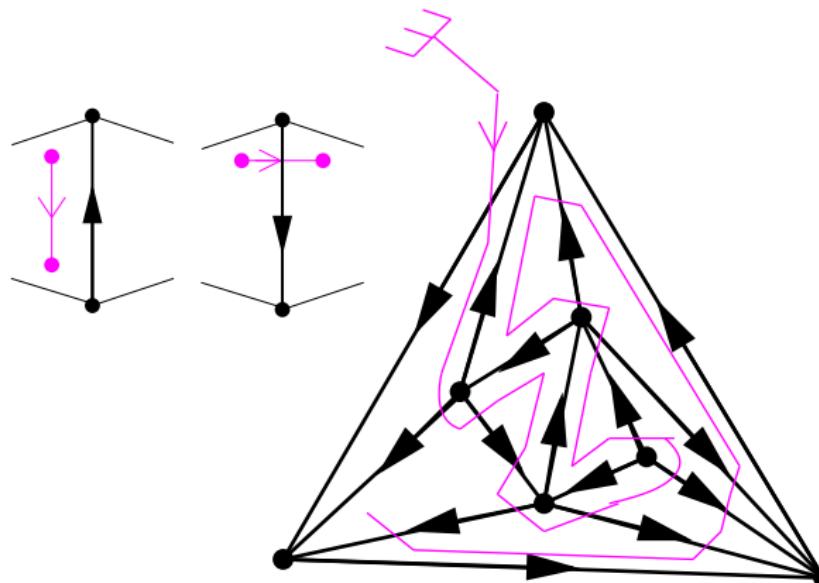
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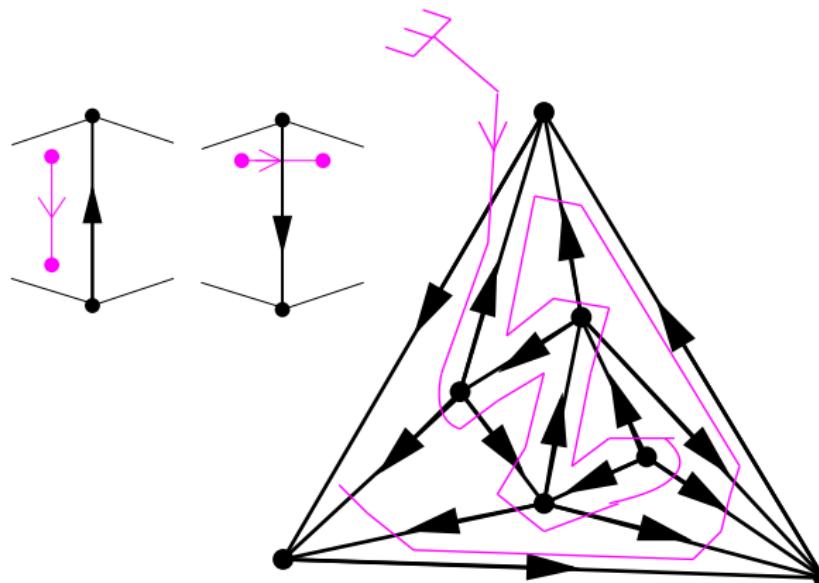
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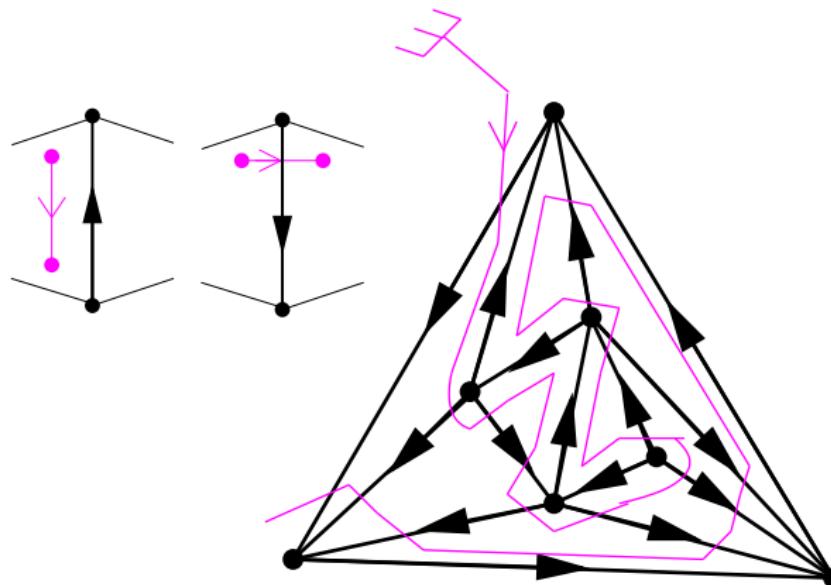
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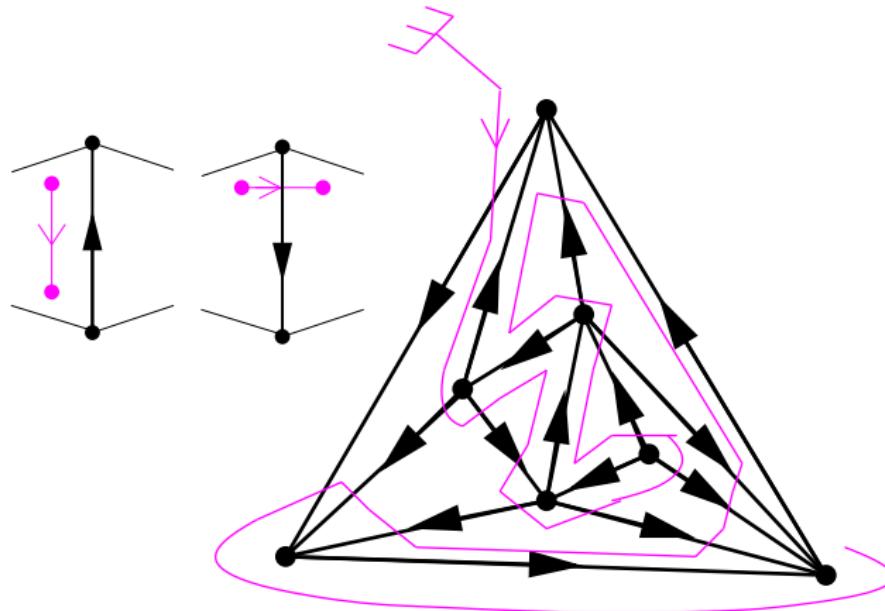
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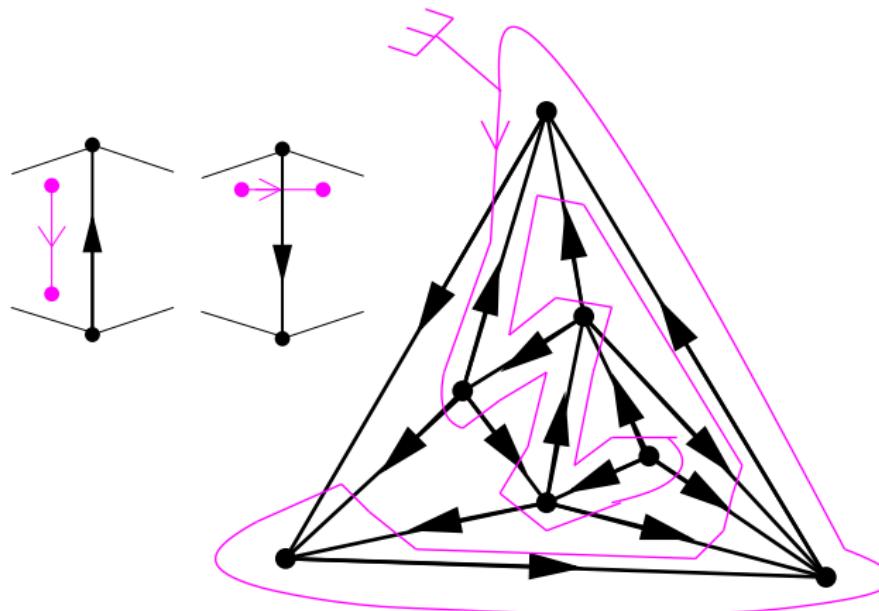
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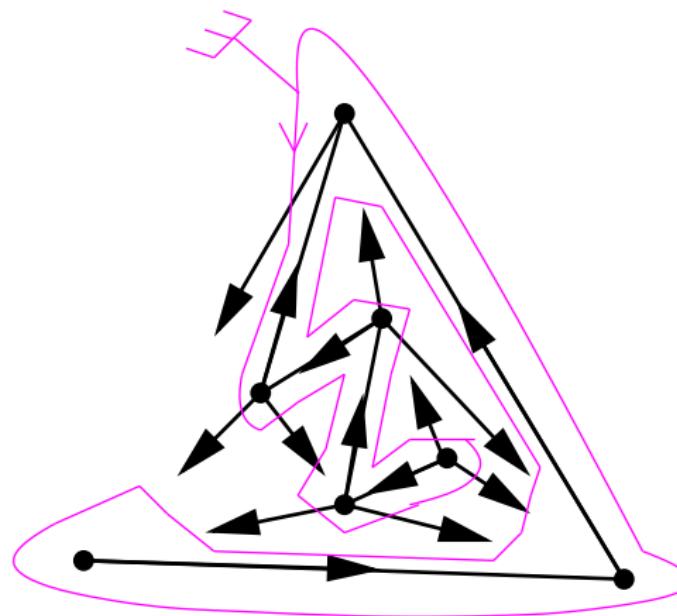
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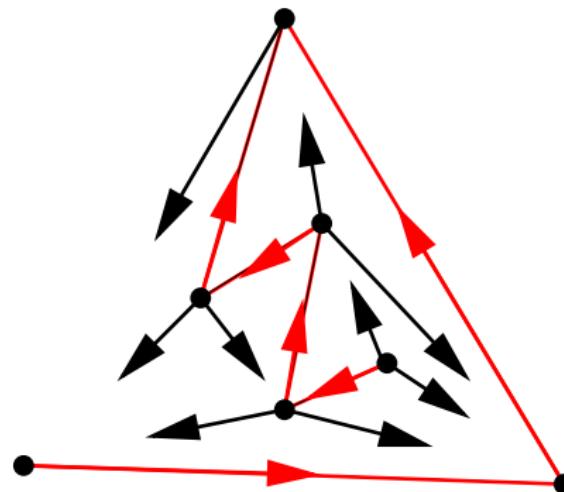
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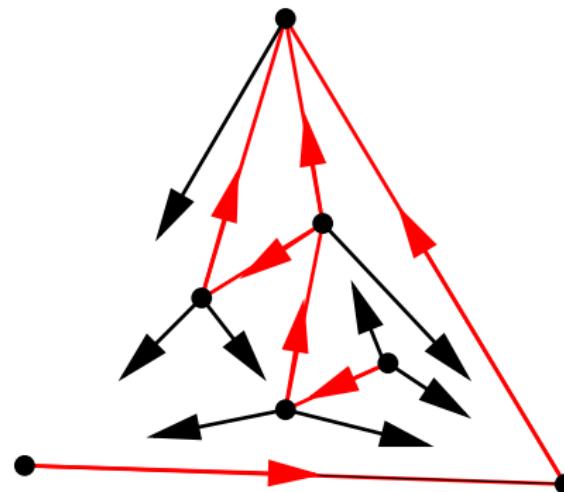
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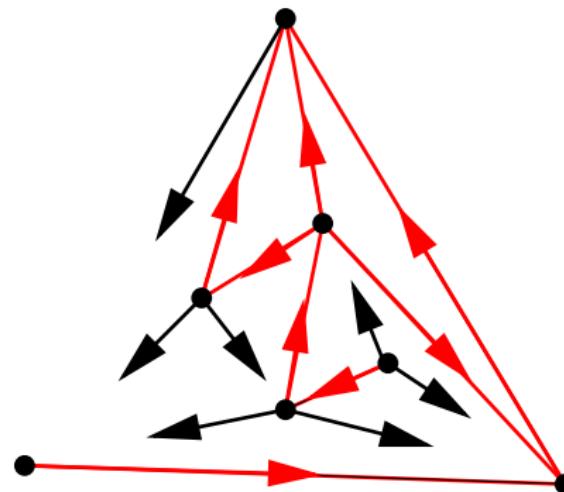
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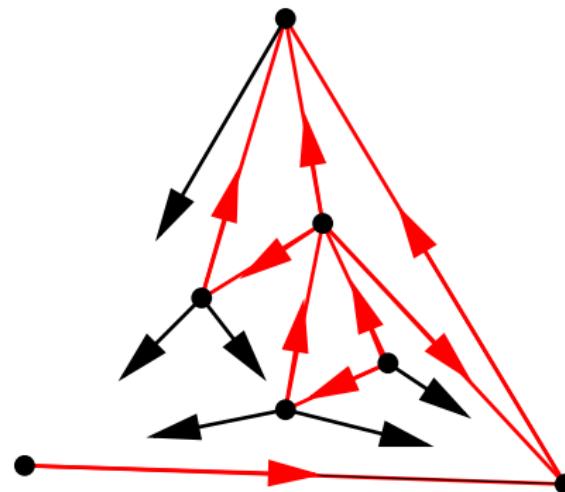
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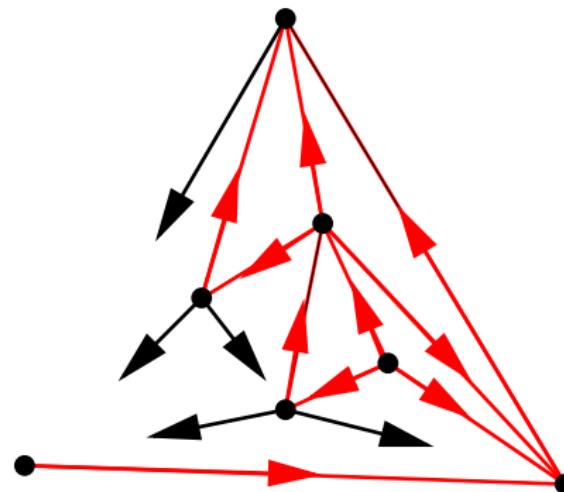
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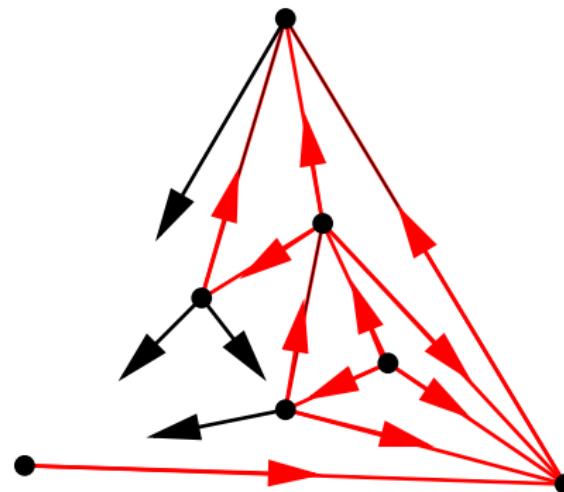
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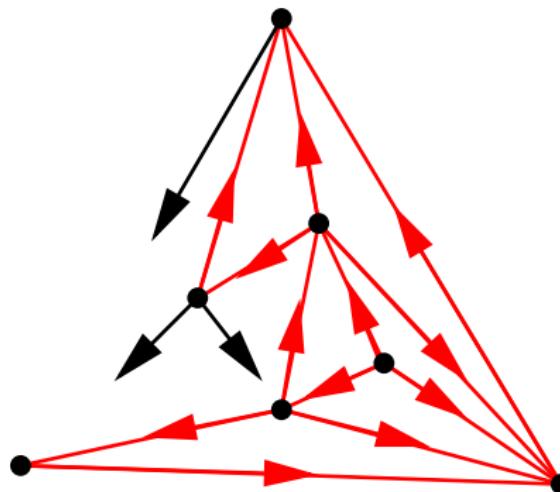
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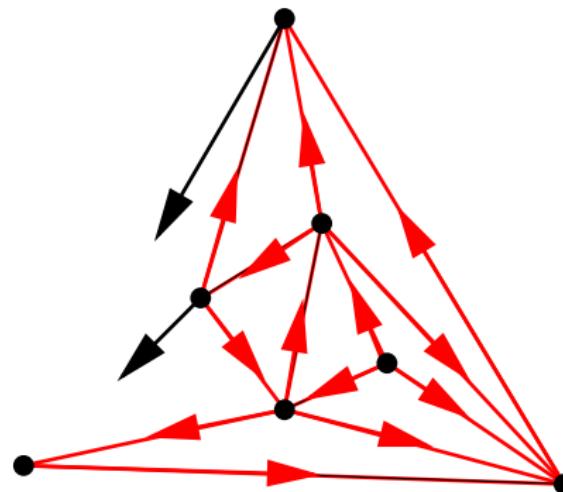
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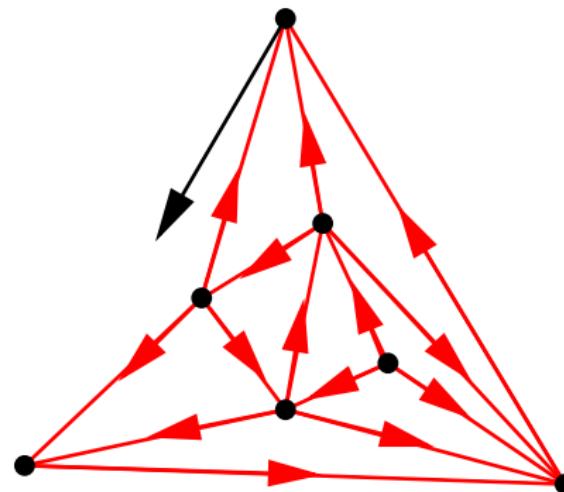
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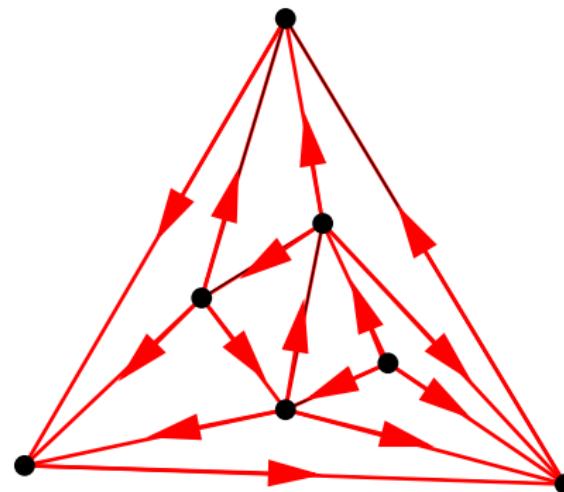
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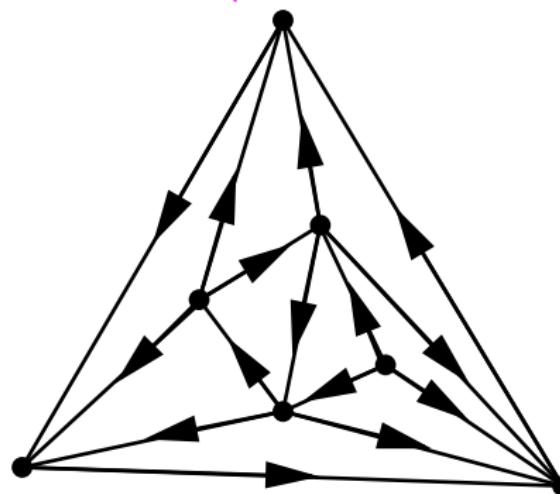
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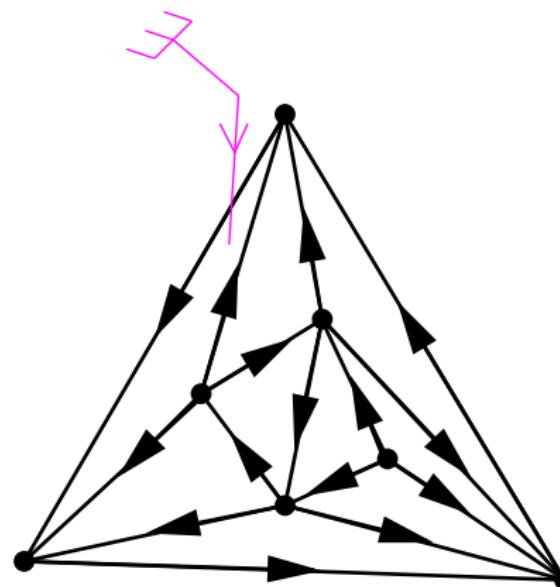
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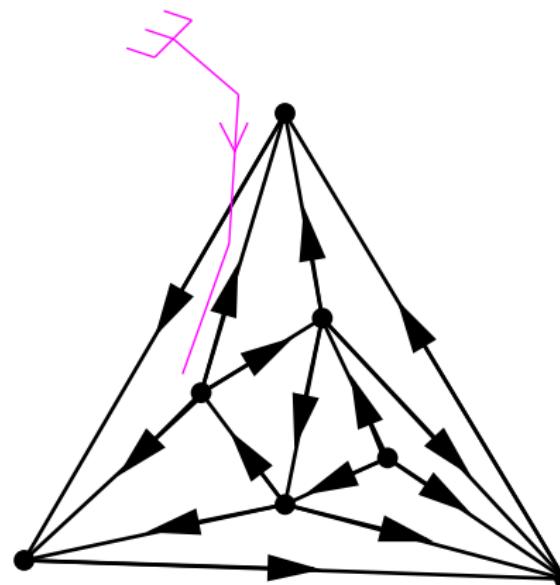
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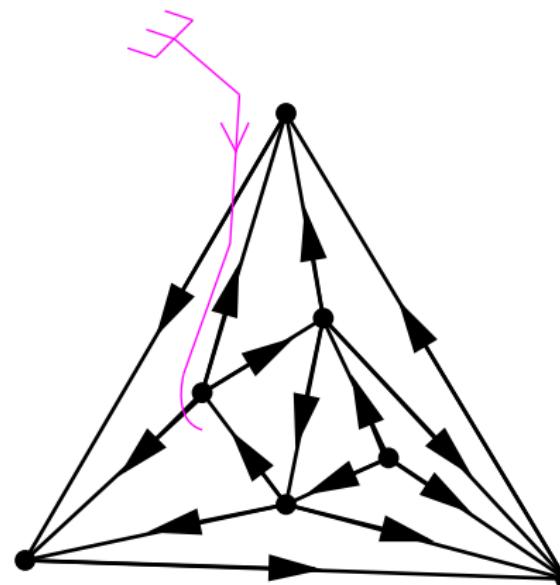
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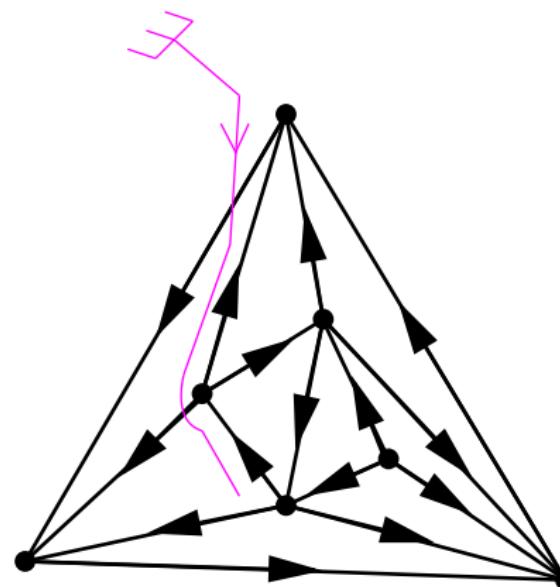
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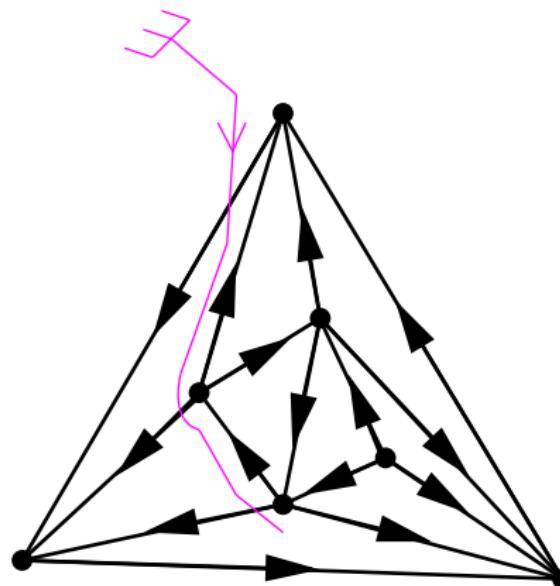
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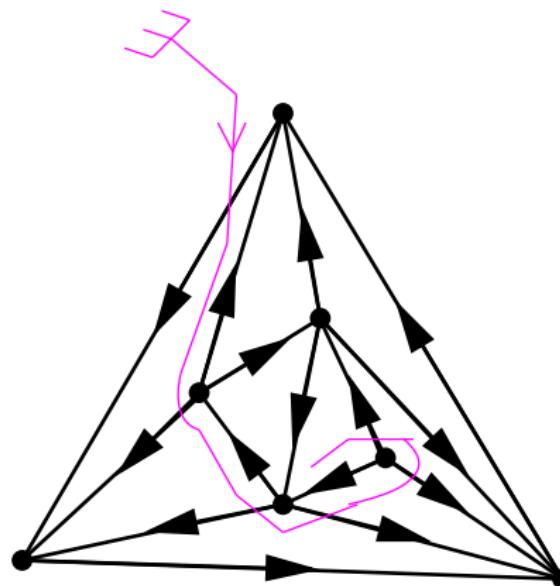
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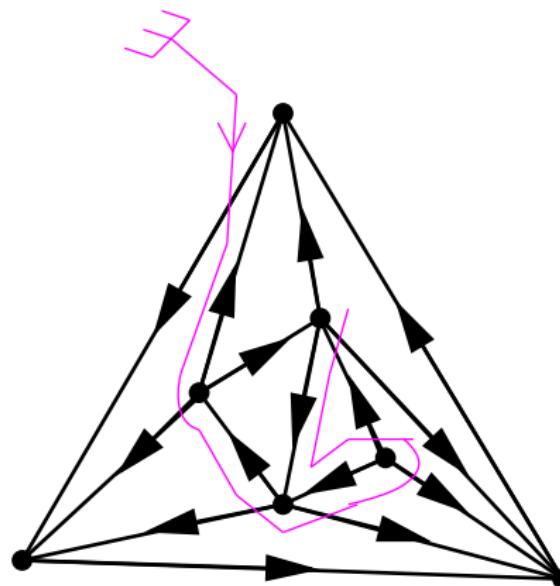
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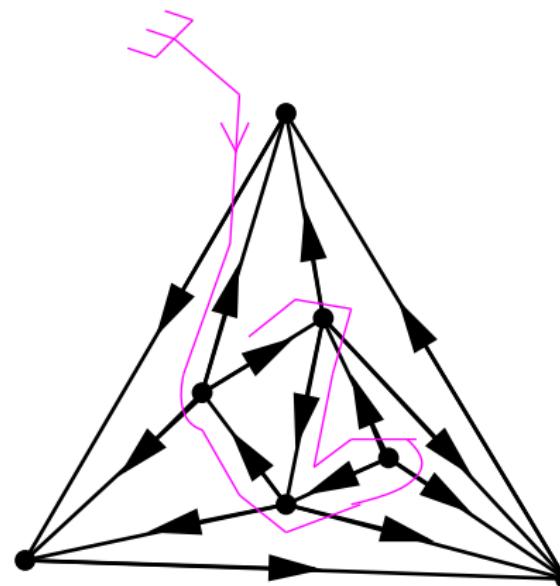
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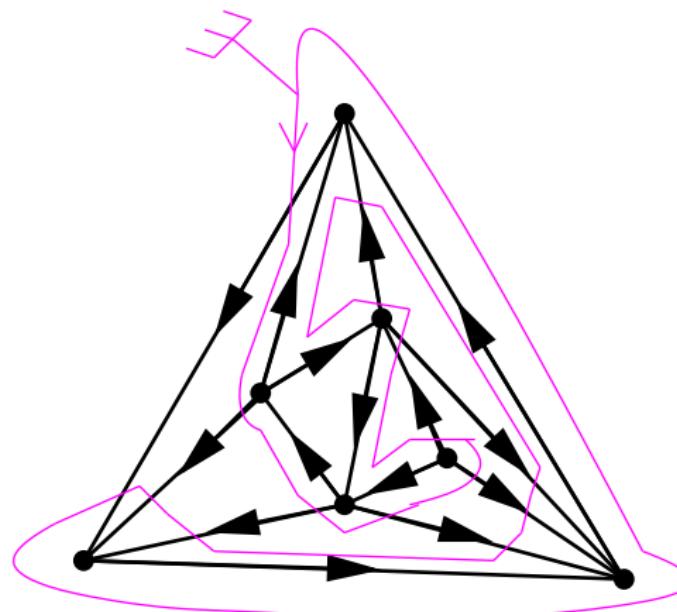
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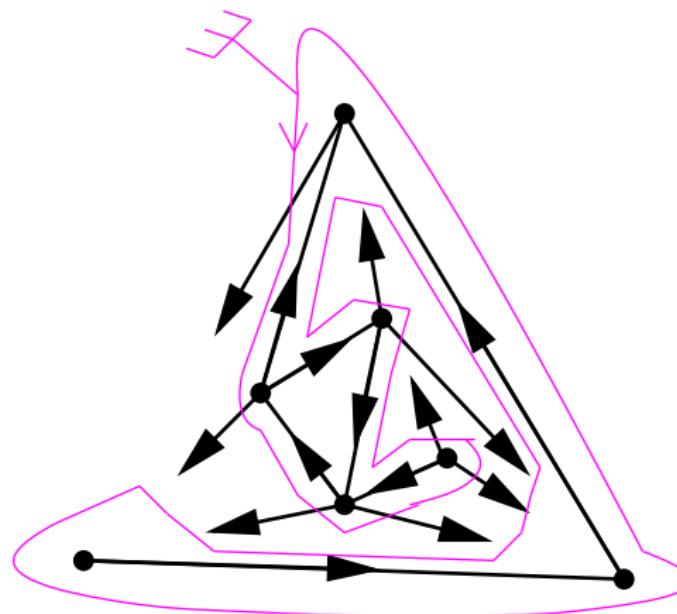
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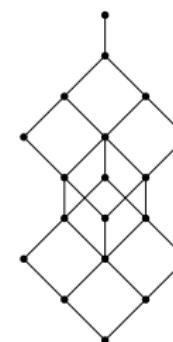
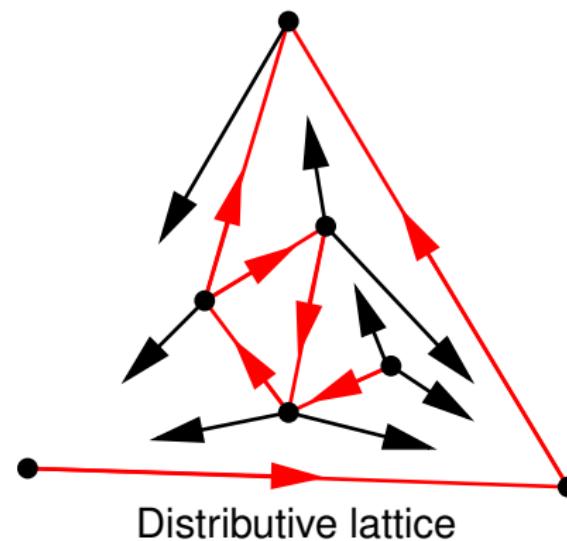
Torus Case

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Encoding

Future Sight



Planar Case

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Orientations

Structure

Summary

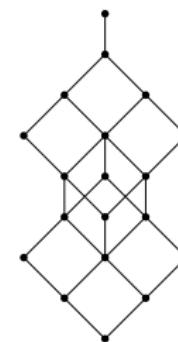
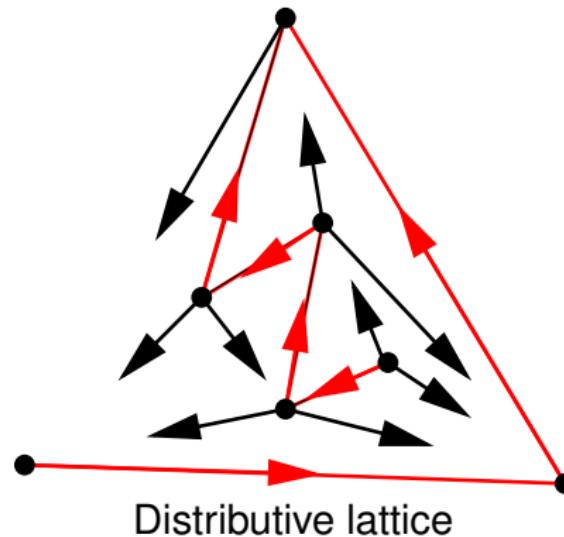
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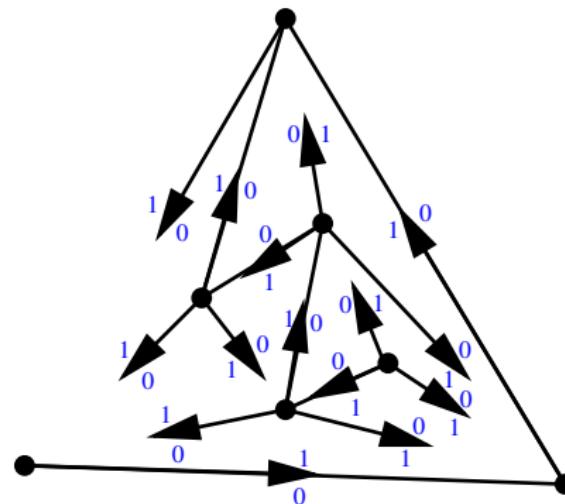
Torus Case

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101101011101011010001010001100

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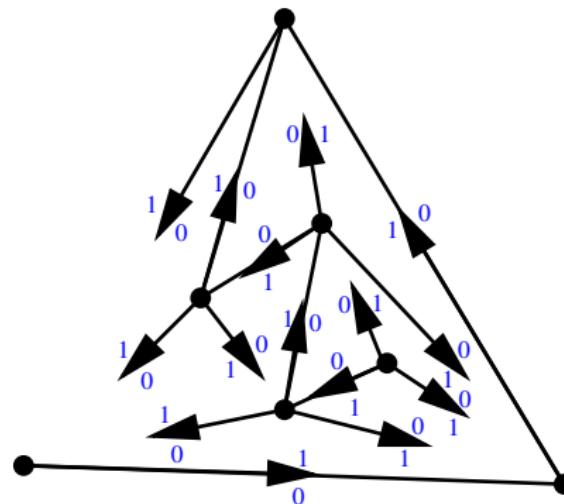
Torus Case

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101101011101011010001010001100 \rightsquigarrow 6n bits

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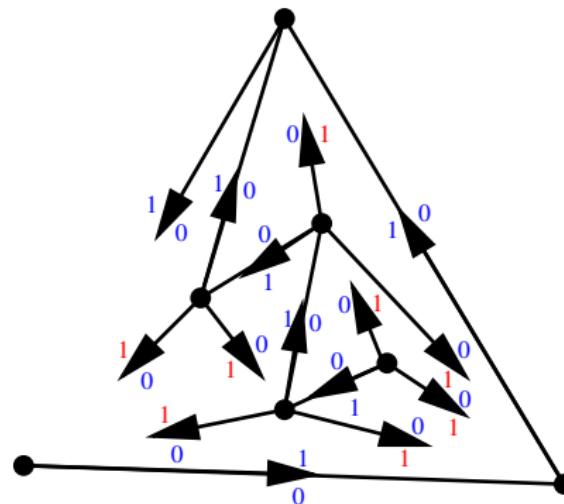
Torus Case

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101101011101011010001010001100 \rightsquigarrow 6n bits

Encoding the Tree

Vincent
DESPRE

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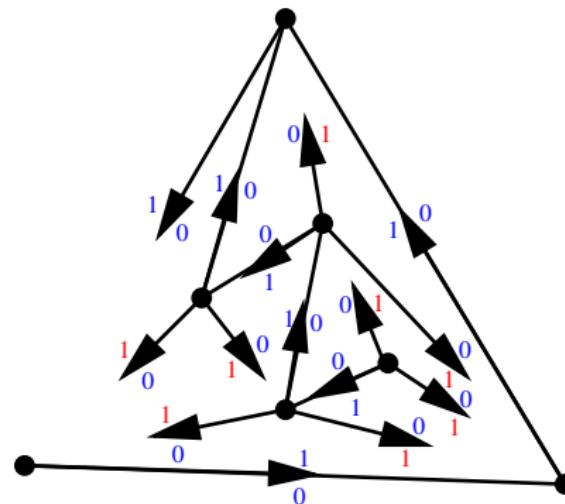
Torus Case

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101101011101011010001010001100

Encoding the Tree

Vincent
DESPRE

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Summary

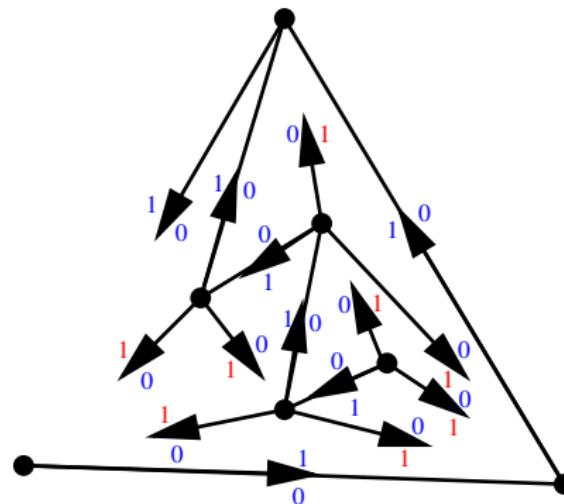
Torus Case

Algorithm

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1010011001000000001100

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Summary

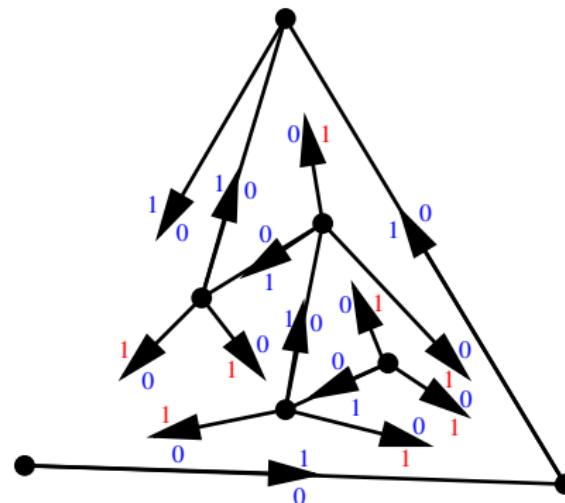
Torus Case

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1010011001000000001100 \rightsquigarrow 4n bits

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Summary

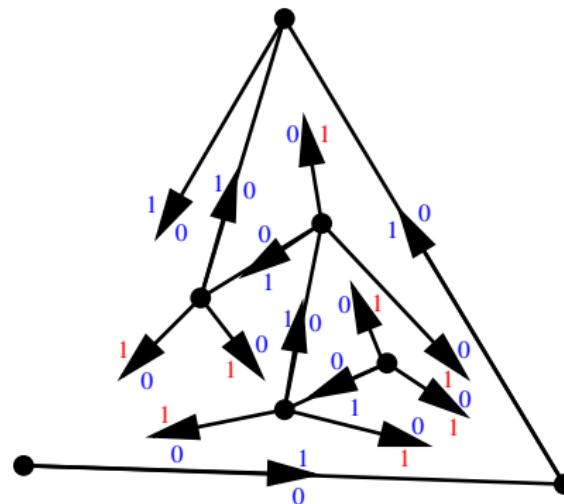
Torus Case

Algorithm

Structure

Encoding

Future Sight



1010011001000000001100 \rightsquigarrow 4n bits ($n \times 1$)

Encoding the Tree

Vincent
DESPRE

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Summary

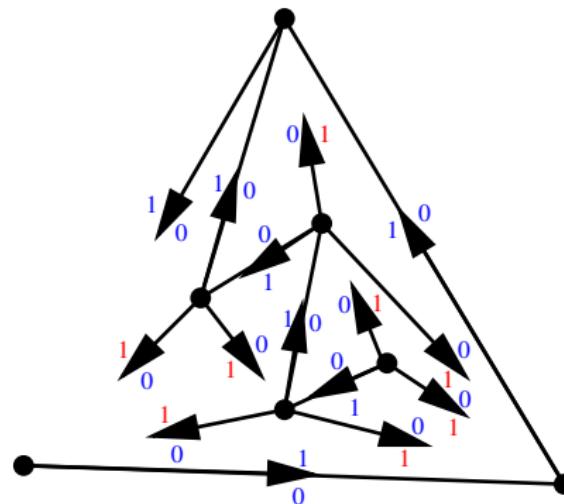
Torus Case

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Future Sight



$101001100100000001100 \rightsquigarrow 4n \text{ bits } (n \times 1) \rightsquigarrow 3,25n \text{ bits}$
OPTIMAL !

Steps of the Algorithm

In addition it gives a new proof of Tutte's formula:

$$\mathcal{T}_{n+2} = \frac{2(4n-3)!}{n!(3n-1)!}$$

$$\log(\mathcal{T}_{n+2}) \sim \log\left(\frac{256}{27}\right)n \simeq 3.25n$$

INPUT: A triangulation of the plane.

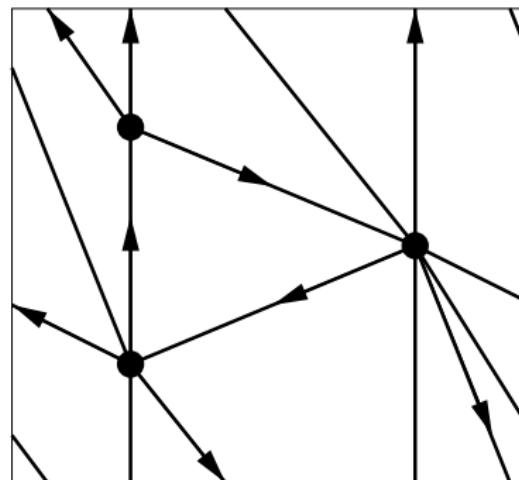
OUTPUT: The corresponding encoding.

- i/ Choose an orientation.
- ii/ Go down in the lattice to find the minimum element.
- iii/ Run Poulalhon and Schaeffer's algorithm.
- iv/ Encode.

Triangulations on Oriented Surfaces

Euler's formula in genus g : $v - e + f = 2 - 2g$

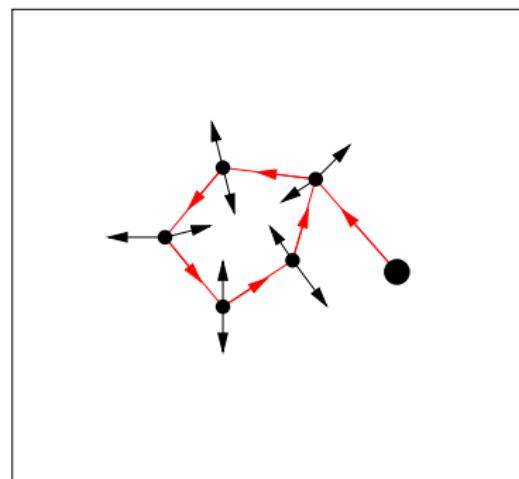
	Genus	Triangulation
Plane	0	$e = 3v - 6$
Torus	1	$e = 3v$



Triangulations on Oriented Surfaces

Euler's formula in genus g : $v - e + f = 2 - 2g$

	Genus	Triangulation
Plane	0	$e = 3v - 6$
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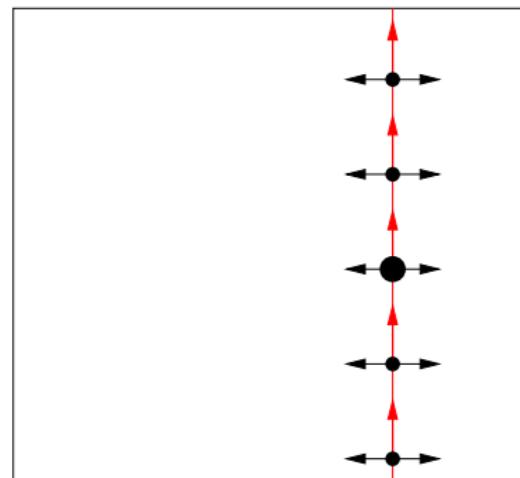
Encoding

Future Sight

Triangulations on Oriented Surfaces

Euler's formula in genus g : $v - e + f = 2 - 2g$

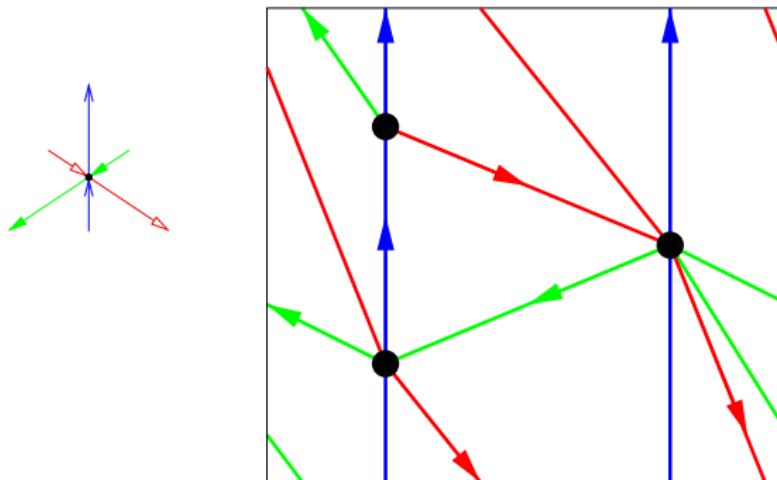
	Genus	Triangulation
Plane	0	$e = 3v - 6$
Torus	1	$e = 3v$



Triangulations on Oriented Surfaces

Euler's formula in genus g : $v - e + f = 2 - 2g$

	Genus	Triangulation
Plane	0	$e = 3v - 6$
Torus	1	$e = 3v$



Triangulations on Oriented Surfaces

Euler's formula in genus g : $v - e + f = 2 - 2g$

	Genus	Triangulation
Plane	0	$e = 3v - 6$
Torus	1	$e = 3v$

Theorem (Barát and Thomassen 2006)

Triangulation on a surface \implies
orientation of the edges such that $d^+(v) \equiv 0 \pmod{3}$.

Theorem (Albar, Gonçalves and Knauer 2014)

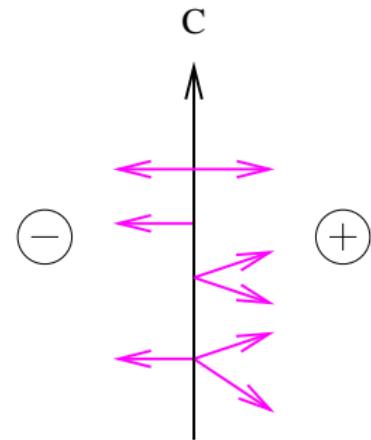
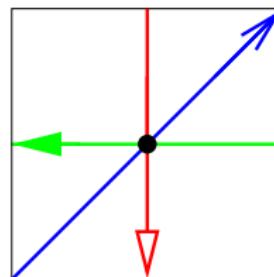
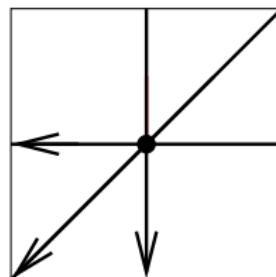
Triangulation on a surface $g \geq 1 \implies$
orientation of the edges such that $d^+(v) \equiv 0 \pmod{3}$,
 $d^+(v) > 0$

Characterization

$g = 0$: Schnyder wood \iff 3-orientation

$g > 0$: Schnyder wood \iff $(0 \bmod 3)$ -orientation ?

False !



$$\gamma(C) = \#\rightarrow - \#\leftarrow$$

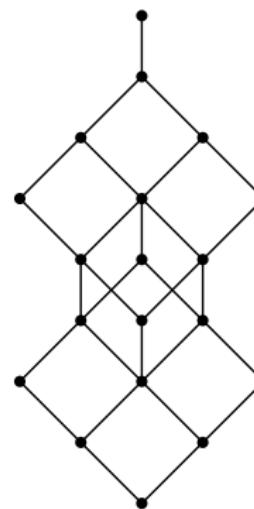
Theorem (Gonçalves, Knauer and Lévêque 2014)

Schnyder wood \iff $(0 \bmod 3)$ -orientation and
for every cycle C , $\gamma(C) = 0 \bmod 3$

Lattice structure

Theorem (Gonçalves, Knauer and Lévêque 2015)

Homologous orientations of a map on an orientable surface
+ Fix a face \rightsquigarrow distributive lattice



Related to older results of Propp (1993), Ossona de Mendez (1994), Felsner (2004)

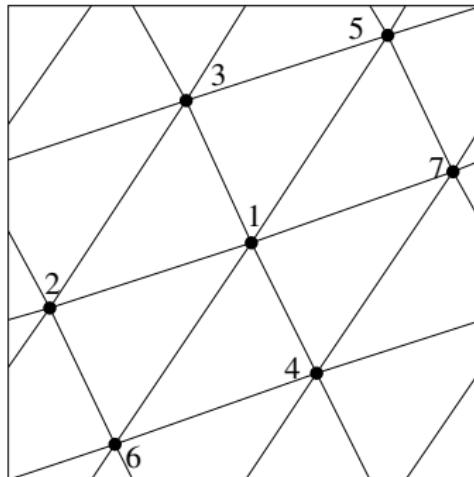
Steps of the Algorithm

INPUT: A triangulation of the torus.

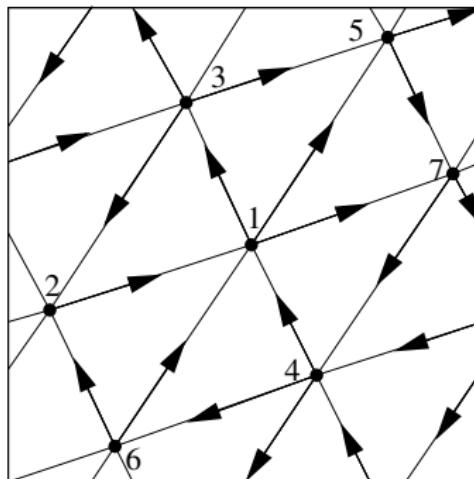
OUTPUT: The corresponding encoding.

- i/ Choose an orientation.
- ii/ Go in the good lattice.
- iii/ Go down in the lattice to find the minimum element.
- iv/ Run Poulalhon and Schaeffer's algorithm.
- v/ Encode.

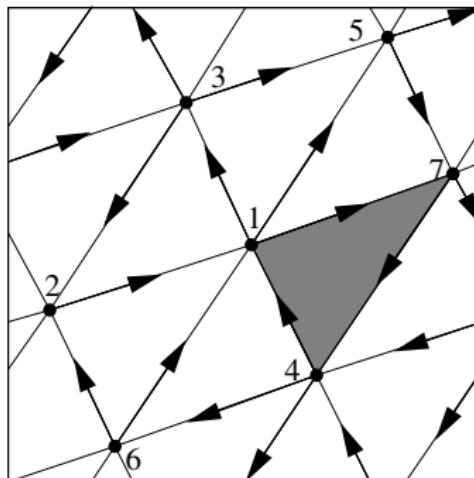
Poulalhon-Schaeffer's Algorithm on the Torus



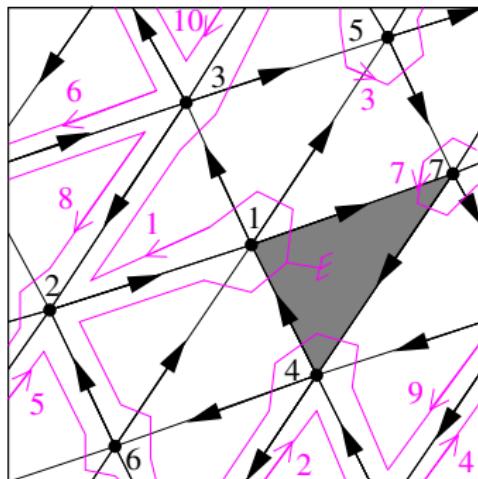
Poulalhon-Schaeffer's Algorithm on the Torus



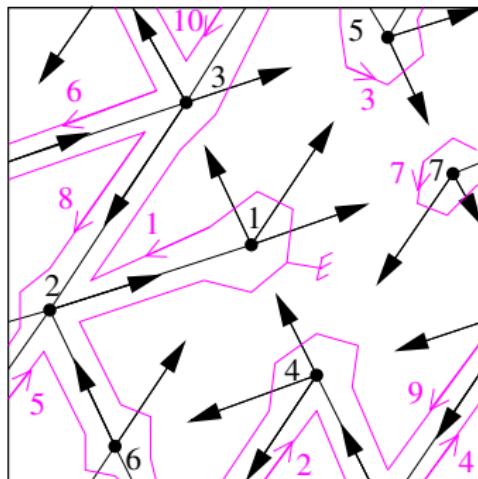
Poulalhon-Schaeffer's Algorithm on the Torus



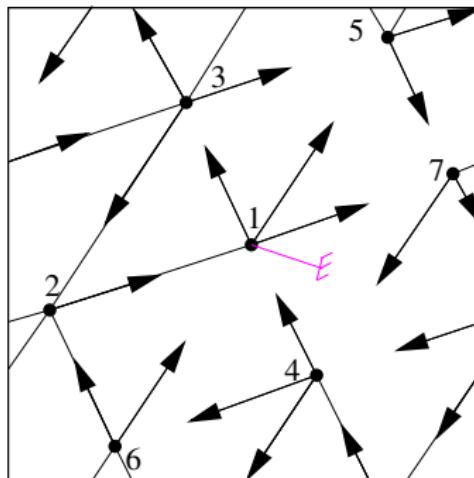
Poulalhon-Schaeffer's Algorithm on the Torus



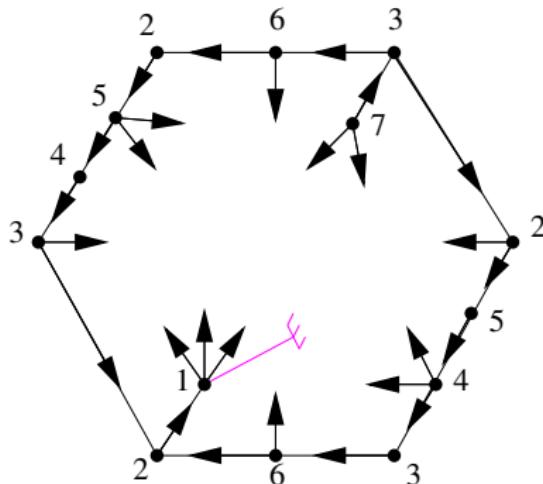
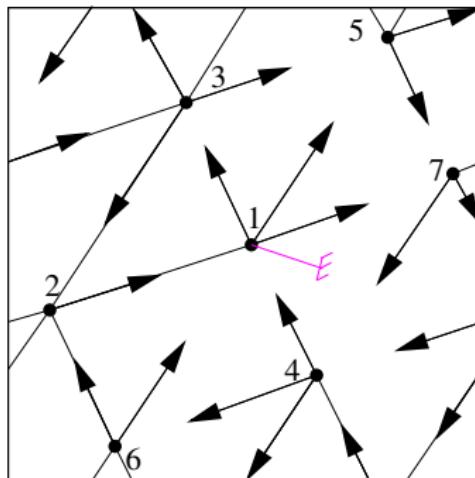
Poulalhon-Schaeffer's Algorithm on the Torus



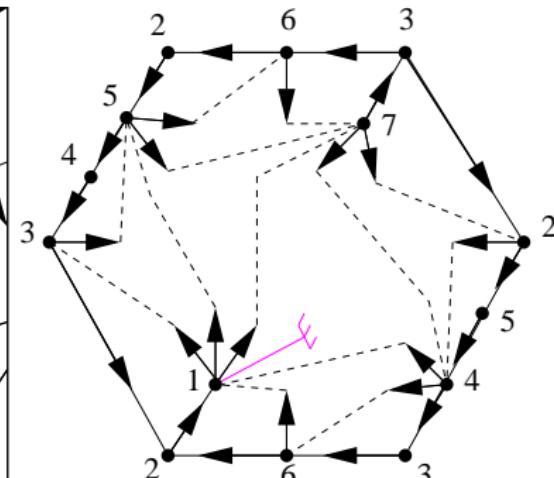
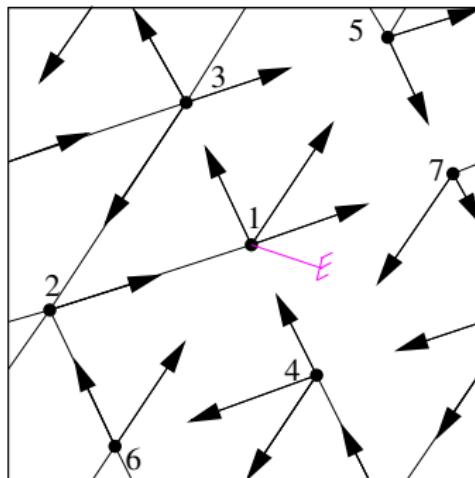
Poulalhon-Schaeffer's Algorithm on the Torus



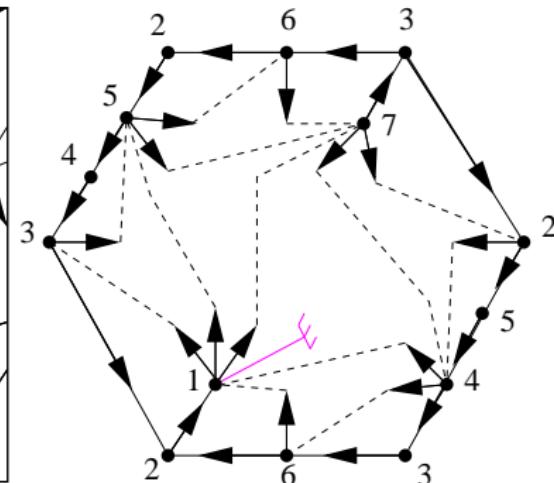
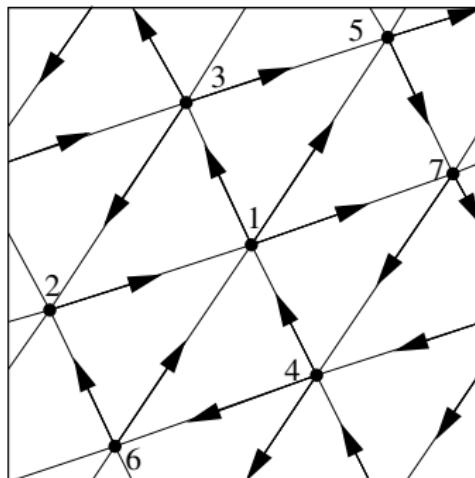
Poulalhon-Schaeffer's Algorithm on the Torus



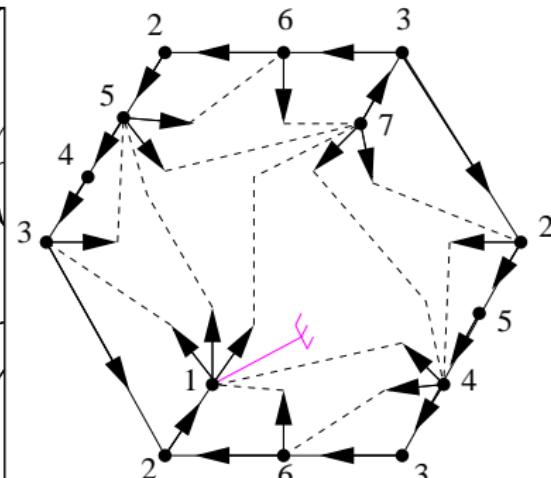
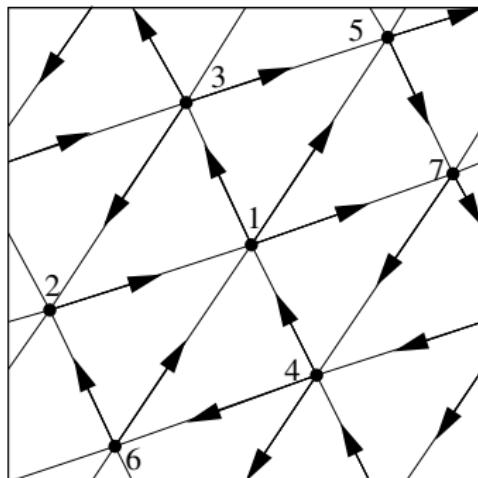
Poulalhon-Schaeffer's Algorithm on the Torus



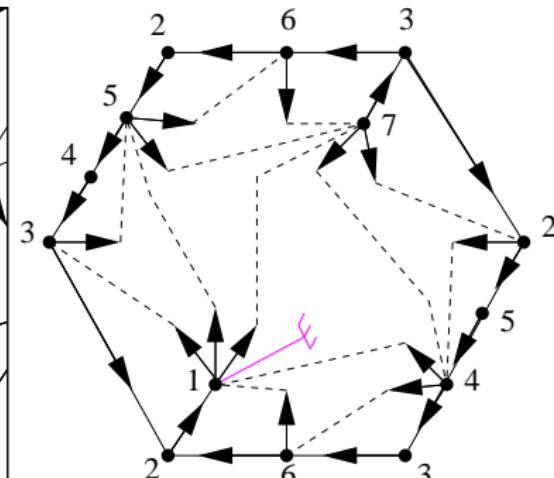
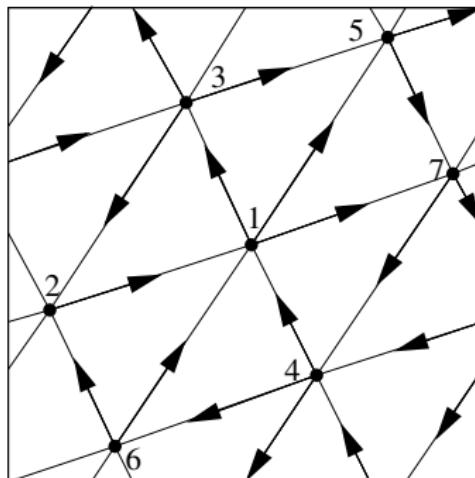
Poulalhon-Schaeffer's Algorithm on the Torus



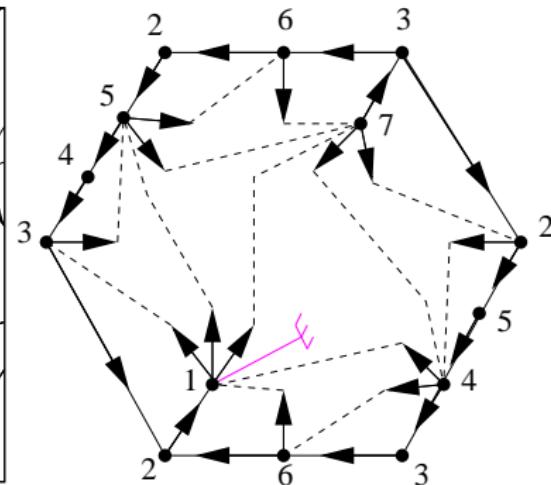
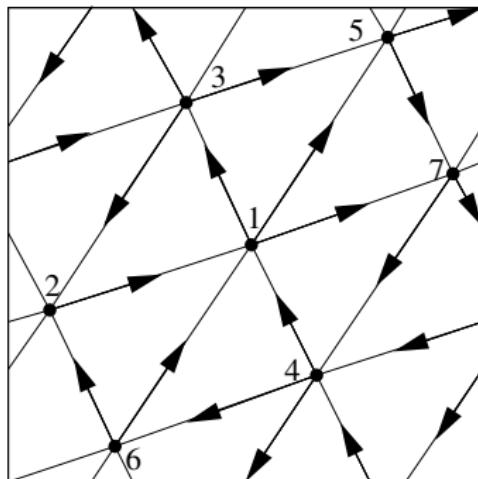
Poulalhon-Schaeffer's Algorithm on the Torus



Poulalhon-Schaeffer's Algorithm on the Torus



Poulalhon-Schaeffer's Algorithm on the Torus



Theorem (D., Gonçalves and Lévéque 2015)

Applied on the minimal γ_0 -Schnyder wood, Poulalhon and Schaeffer's algorithm outputs a spanning unicellular map.

Counter-examples

Vincent
DESPRE

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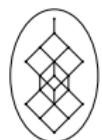
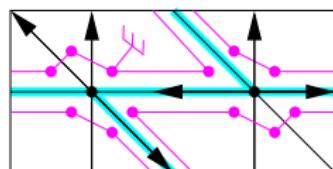
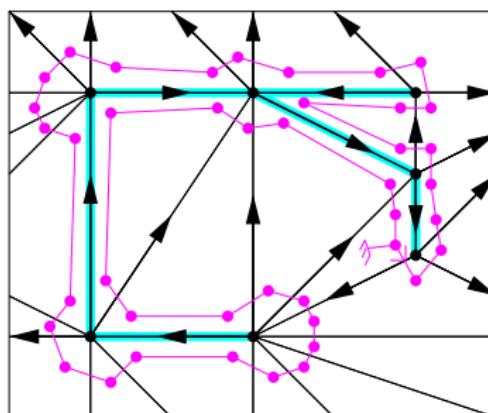
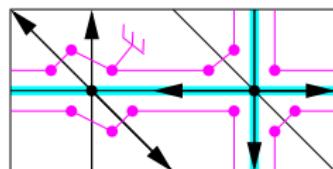
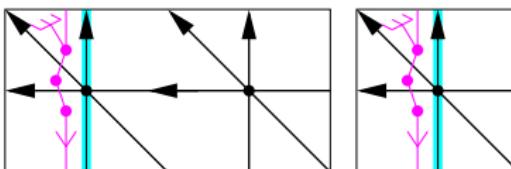
Torus Case

Algorithm

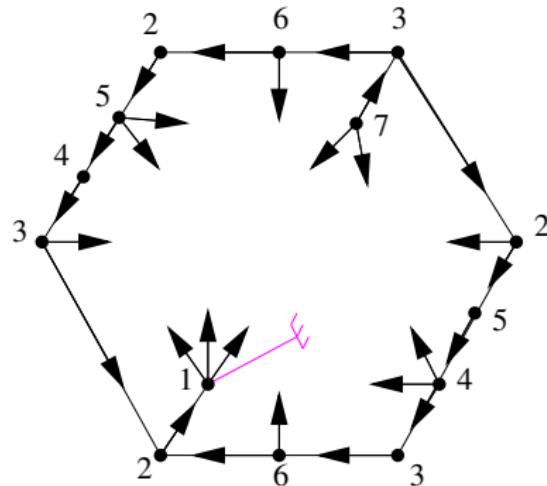
Structure

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Encoding



Encoding

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Triangulations

Vincent
DESPRE

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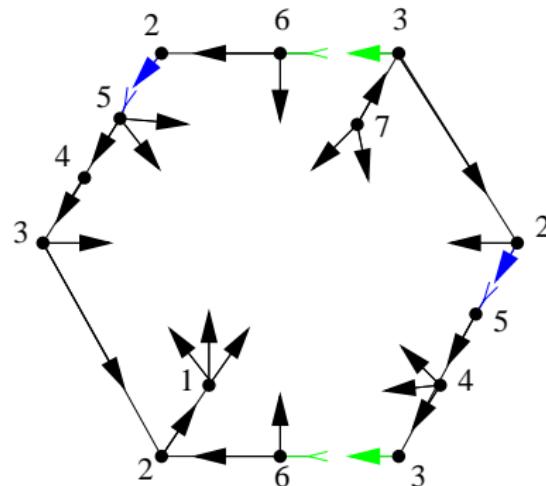
Torus Case

Algorithm

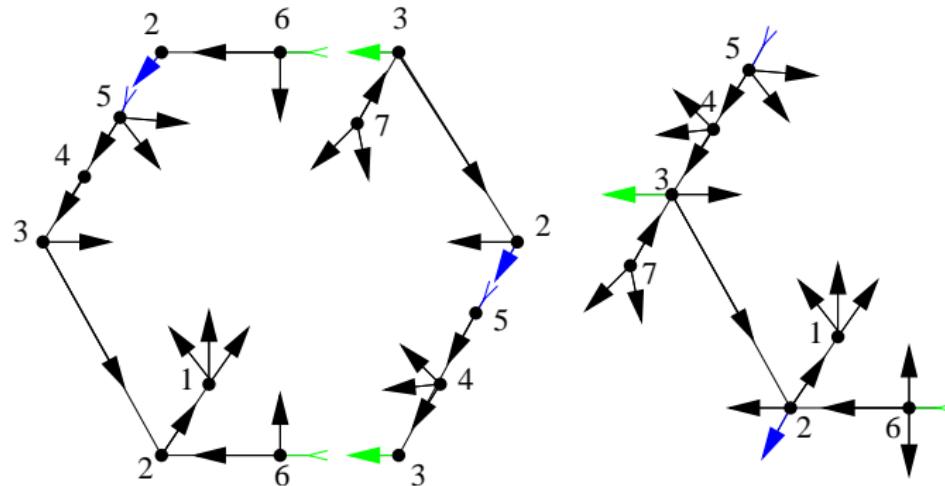
Structure

Encoding

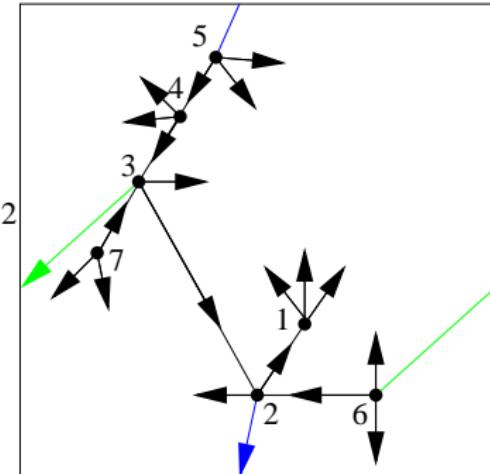
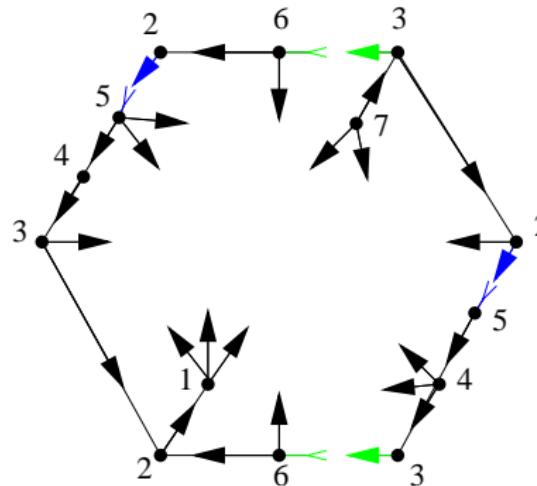
Future Sight



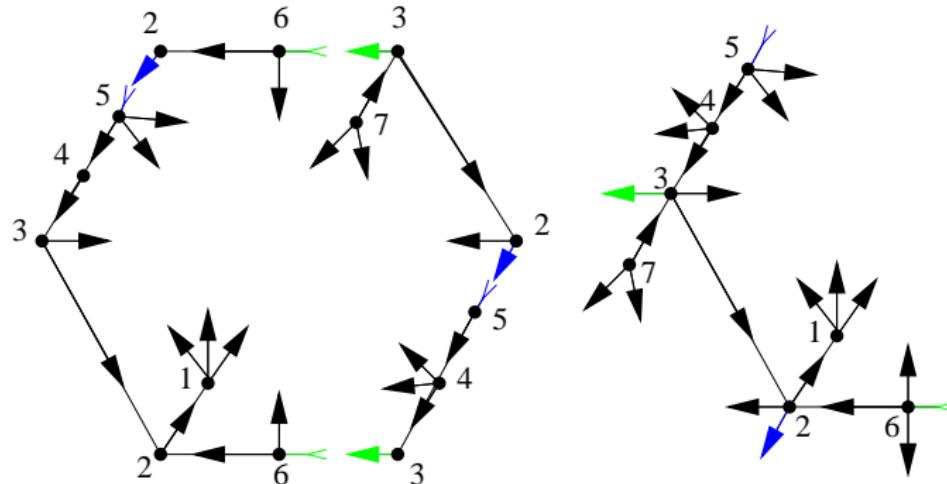
Encoding



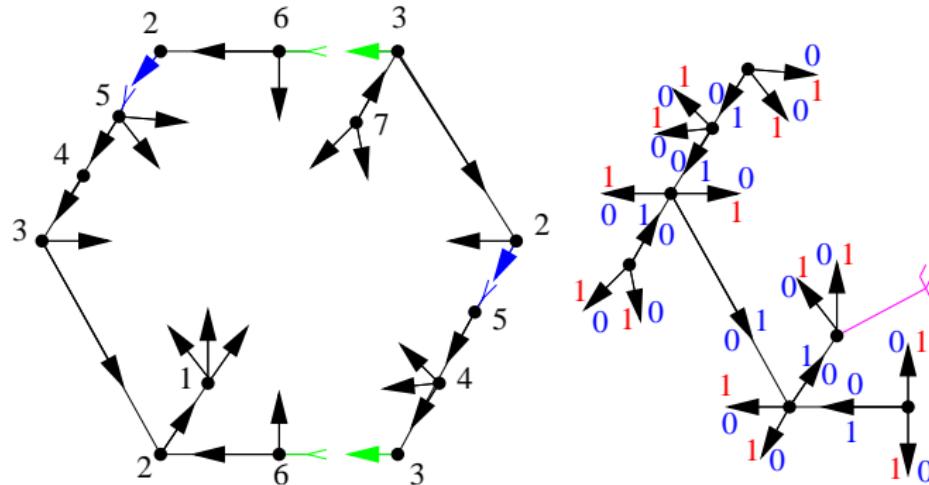
Encoding



Encoding



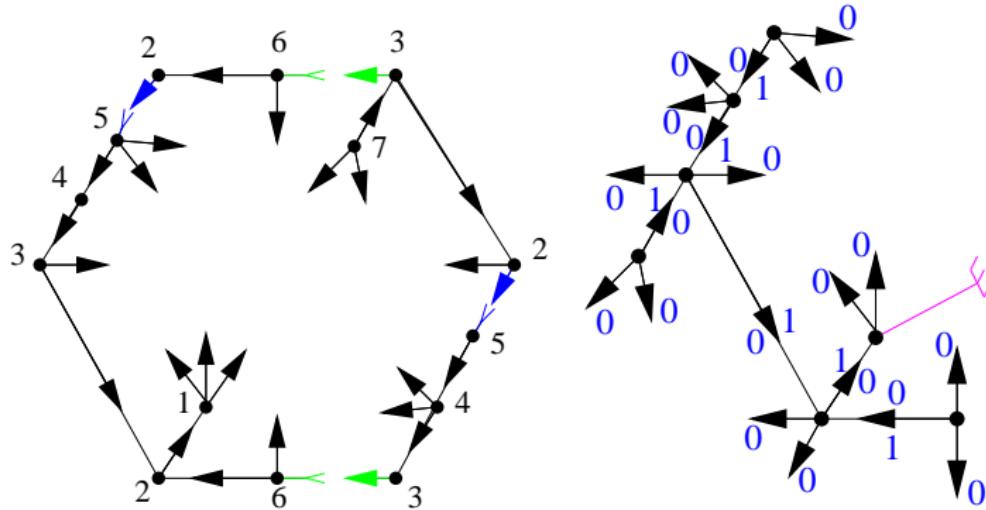
Encoding



1010111011101001010010110100010101101000

$\rightsquigarrow 6n$ bits

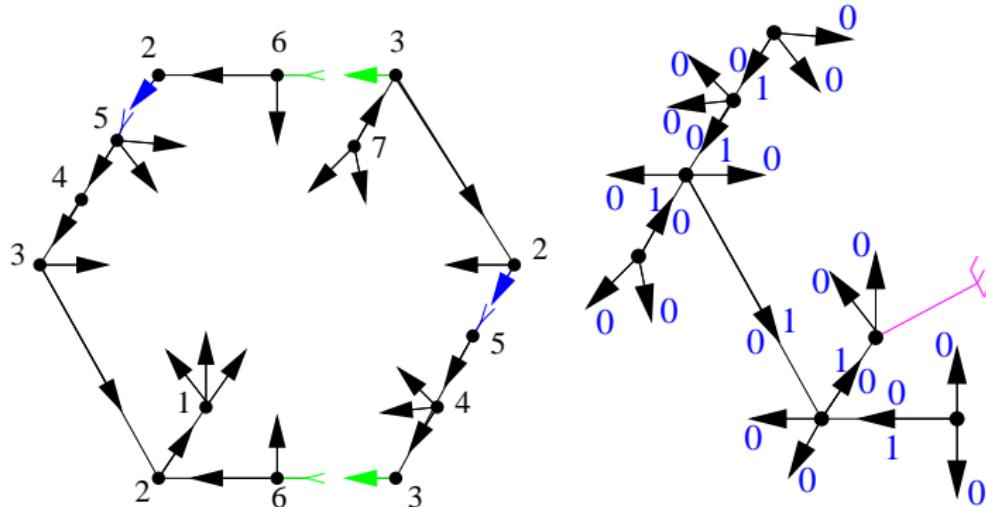
Encoding



00110110000000100000010000

↔ 4n bits (n bits 1) ↔ 3,25n bits

Encoding



00110110000000100000010000

$\rightsquigarrow 4n$ bits (n bits 1) $\rightsquigarrow 3,25n$ bits

Optimal, linear and bijective !

Future Sight

- » Counting and sampling.
- » bijections for other toroidal maps : d-angulations, 3-connected maps, 4-connected triangulations, etc.
- » Higher genus : Is the generalization of the γ_0 property possible?

Conjecture

Triangulation on a surface $g \geq 1 \implies$ orientation of the edges such that $d^+(v) = 0 \pmod{3}$, $d^+(v) > 0$ and no oriented non-contractible cycle in the dual.