

Review: (but without pinning)

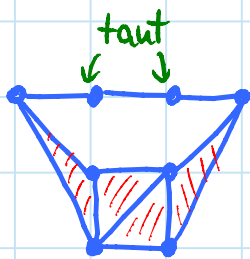
Linkage = graph + lengths of edges  $l: E \rightarrow \mathbb{R}^{\geq 0}$

Configuration of linkage = coordinates for vertices  
 $C: V \rightarrow \mathbb{R}^d$  satisfying edge lengths

Rigidity: a linkage configuration is

- flexible if there's a nontrivial motion starting there
  - positive duration
  - not a rigid motion (translation + rotation)
- rigid otherwise ( $\emptyset$  D.O.F. / isolated point)

Rigidity depends on configuration, not just linkage:



rigid



← flexible square

flexible

Conjecture: testing rigidity is coNP-hard

- by Kapovich & Millson [2002] universality, equivalent to testing whether a given point is isolated in a given algebraic set
- this problem is coNP-hard [Koiran 2000, Thm. 6]
- need to check reduction is efficiently computable (should be)

Generic rigidity: rigidity is usually a property of the graph, not the configuration or linkage

Realization of a graph

= coordinates for vertices  $C: V \rightarrow \mathbb{R}^d$  (= pt. in  $\mathbb{R}^{dn}$ )  
= configuration of a linkage of the graph

Generic realization avoids any "degeneracies":

eg. {  
- 3 points collinear  
- 4 points concyclic, or inducing parallel segs.  
- any nontrivial rational algebraic equation  
    ↳ not universally true - depends on input  
    → lower-dimensional subset of  $\mathbb{R}^{dn}$   
⇒ almost every realization is generic  
i.e. random realization is generic with probability 1  
    or  $\epsilon$ -perturbation

another definition in L4

Rigidity is generic: for any graph, either

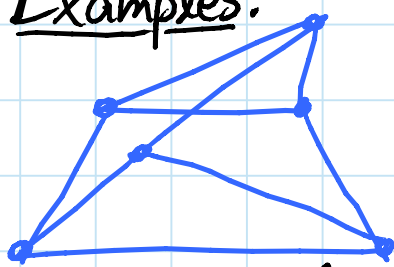
- all generic realizations are rigid

⇒ "generically rigid"

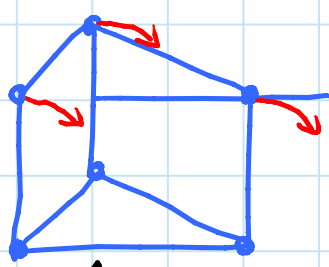
or - all generic realizations are flexible

⇒ "generically flexible"

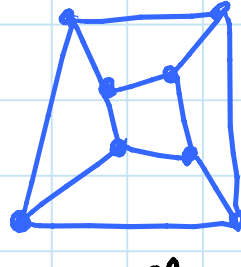
Examples:



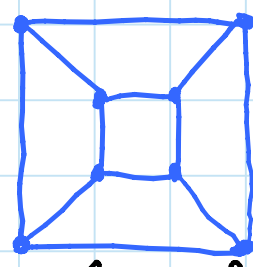
gen. rigid



rarely flex.



gen. flex.



rarely rigid

Minimally generically rigid graph = gen. rigid  
+ removing any edge  $\Rightarrow$  gen. flexible

- characterize these first

- then gen. rigid graphs = supergraphs of these

Degree-of-freedom analysis: min. gen. rigid graph  
in 2D has exactly  $2n-3$  edges ( $n$  vertices)  
& in  $dD$  has exactly  $dn - \frac{d(d+1)}{2}$  edges

Proof: Empty graph has  $dn$  degrees of freedom.  
Rigid graph has  $\frac{d(d+1)}{2}$  degrees of freedom  
for rigid motion (2 transl. + 1 rotation in 2D)

Each edge imposes one algebraic constraint,  
either: = $(dn-1)$ -dim. algebraic surface

- algebraically dependent: (redundant edge)  
always holds given previous constraints  
 $\Rightarrow$  configuration space unchanged

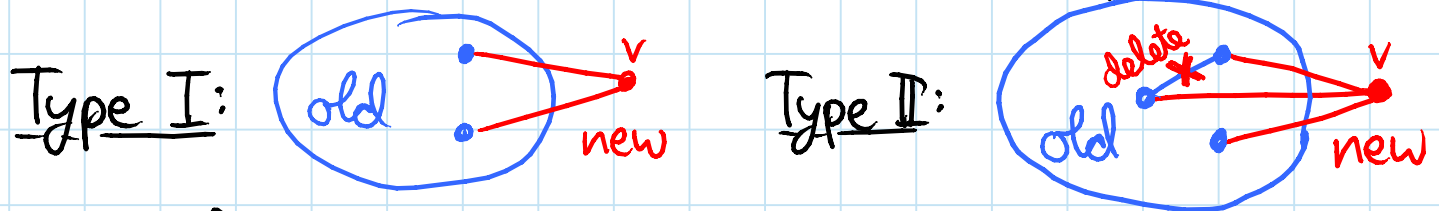
or - algebraically independent:  
almost never holds (only if degenerate)  
 $\Rightarrow$  decreases dimension by 1

(in degenerate cases, can reduce  
dimension by 0 or more than 1:  
surfaces meeting degenerately in  
fewer dimensions)  $\square$



# Henneberg characterization: [Henneberg 1911]

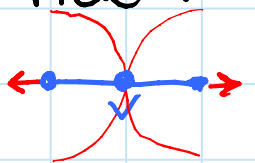
a graph is minimally generically rigid in 2D  $\Leftrightarrow$   
it can be built from  $\bullet \rightarrow \bullet$  using two operations:



Proof:  $(\Leftarrow)$  holds in any dimension  $\sim$  degrees  $d$  &  $d+1$

①  $G$  gen. rigid  $\Leftrightarrow G'$  resulting from Type I is  
 $(\Leftarrow)$  if  $G$  is gen. flexible

then  $v$  can "come for the ride":  
generically  $v$  won't be taut:



$(\Rightarrow)$  if  $G'$  is gen. flexible

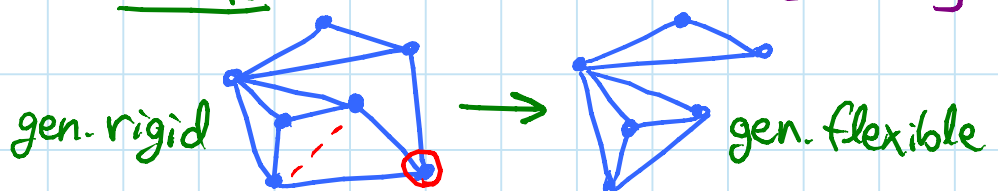
then so is  $G$ : just ignore  $v$ 's motion  
Motion is nontrivial: can't just move  $v$

②  $G$  min. gen. rigid  $\Leftrightarrow G'$  from Type I is  
- similar: prove  $G-e$  flexible for all  $e$   
 $\Leftrightarrow G'-e$  flexible for all  $e$

③  $G$  min. gen. rigid  $\Rightarrow G'$  from Type II is  
- harder: need infinitesimal rigidity [L4]

④  $G'$  min. gen. rigid with degree-3 vertex  $v$   
 $\Rightarrow G'$  is result of Type II of some min. gen. rigid  $G$   
- ditto

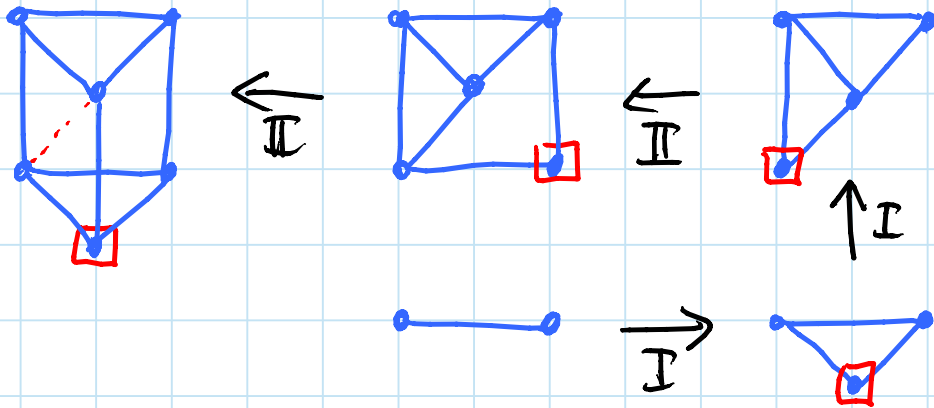
Careful: not all work! [Abbott]



# Proof of Henneberg characterization: (cont'd)

- ( $\Rightarrow$ ) holds only in 2D
- DOF analysis  $\Rightarrow 2n-3$  edges
  - Handshaking Lemma: in any graph,  
 $\sum \text{vertex degrees} = 2(\# \text{edges})$
- $\Rightarrow$  average degree  $= 4 - \frac{6}{n} < 4$
- $\Rightarrow$  some vertex  $v$  of degree  $< 4$
- can't be degree 1 or else flexible
  - if degree 2: delete  $v$  (anti-Type I op.)  
②  $\Rightarrow$  still min. gen. rigid induct
  - if degree 3: ④  $\Rightarrow$  anti-type II op. induct

Example:



## Laman's characterization: [Laman 1970]

a graph is minimally generically rigid in 2D  $\Leftrightarrow$   
it has  $2n-3$  edges ( $n > 1$  vertices)  
& every subset of  $k$  vertices induces  $\leq 2k-3$  edges

Proof: [based on Jack Graver's *Counting on Frameworks*]


( $\Rightarrow$ ) Consider Henneberg construction.

Each operation adds one vertex ( $n \nearrow 1$ ),

increases # edges by 2, and

any subset of vertices either

- excludes  $v \Rightarrow$  # edges  $\downarrow 0$  or  $1$
- or - includes  $v \Rightarrow k \nearrow 1$ , # edges  $\nearrow \leq 2$

Base case: 

( $\Leftarrow$ )  $2n-3$  edges, so again

there is a vertex  $v$  of degree  $< 4$

- can't be degree 1: then remaining  $n-1$  vertices induce  $2n-4$  edges

- if degree 2:

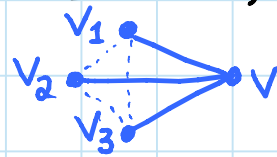
- delete  $v$  (anti-Type I op.)

- every subset of remaining vertices induces same # edges as before

$\Rightarrow$  still Laman

- induct & use ②

# Proof of Laman characterization: (cont'd)



( $\Leftarrow$ ) - if degree 3:

- some edge is missing among  $v$ 's neighbors:  
4 vertices induce  $\leq 2 \cdot 4 - 3 = 5$  out of 6 edges
- need to find anti-Type II op. preserving Laman
- any  $k$  vertices including  $v_1, v_2, v_3$  & not  $v$  must have  $< 2k - 3$  edges ( $\Rightarrow$  room for 1 more):  
adding  $v$  increases  $k \uparrow 1$ , #edges  $\uparrow 3$
- suppose there are  $k_i$  vertices  $S_i$  ( $i=1, 2, 3$ ) containing  $v_{i+1}, v_{i+2}$  but not  $v$  & inducing  $2k_i - 3$  edges
- Inclusion-Exclusion principle:

$$\begin{aligned} E(S_1 \cup S_2) &\geq E(S_1) + E(S_2) - E(S_1 \cap S_2) \\ &= 2(k_1 + k_2) - 6 - E(S_1 \cap S_2) \\ &\geq 2(k_1 + k_2 - |S_1 \cap S_2|) - 3 \\ &= 2|S_1 \cup S_2| - 3 \end{aligned}$$

suppose  $> 1$  vertex

but  $S_1 \cup S_2$  contains  $v_1, v_2, v_3$  & not  $v \Rightarrow$  impossible  
 $\Rightarrow S_1 \cap S_2 = \{v_3\}, S_2 \cap S_3 = \{v_1\}, S_1 \cap S_3 = \{v_2\}$

$$\Rightarrow |S_1 \cup S_2 \cup S_3| = k_1 + k_2 + k_3 - 3$$

$$\begin{aligned} \& E(S_1 \cup S_2 \cup S_3) &\geq E(S_1) + E(S_2) + E(S_3) \\ &= 2(k_1 + k_2 + k_3) - 9 \\ &= 2|S_1 \cup S_2 \cup S_3| - 3 \end{aligned}$$

but  $S_1 \cup S_2 \cup S_3$  contains  $v_1, v_2, v_3$  & not  $v$   
 $\Rightarrow$  can add some edge among  $v_1, v_2, v_3$   
& delete  $v$  & preserve Laman; induct.  $\square$

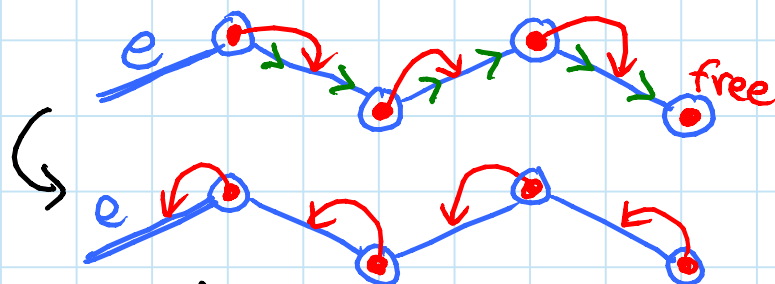
$O(nm)$  algorithm: ( $n$  vertices,  $m$  edges)  
[Jacobs & Hendrickson 1997]

Edge set  $E$  is independent if,  
for each edge  $e$  & for each subset of  $k$  vertices,  
# induced edges + 3 copies of  $e \leq 2k$ .

Equivalent formulation of Laman: a graph is  
generically rigid  $\Leftrightarrow$  has  $2n-3$  independent edges  
(forming minimally generically rigid subgraph)

Pebble algorithm:

- repeatedly try to add edge to independent set  
(outer loop of  $m$  iterations)
- give each vertex 2 pebbles,  
assignable to any 2 incident edges
- to see whether edge  $e$  can be added to indep. set:
  - add 4 copies of  $e \sim$  unpebbled
  - try to get a pebble on every edge by  
searching for directed path from  $e$  to free pebble:



directed graph  
connectivity -  
 $O(n)$  time

- succeed precisely if  $e$  is independent
- otherwise  $e$  is redundant: discard

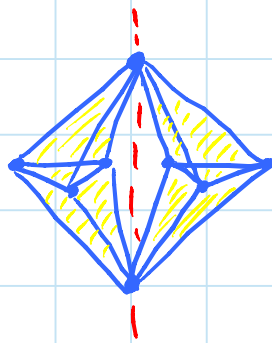


OPEN: fastest 2D generic rigidity test?

- best so far:  $O(n^2)$  [Hendrickson 1992]
- similar to above, using bipartite matching
- can we use faster matching algorithms?  
( $O(m\sqrt{n})$ )
- can we use dynamic connectivity data structures?

OPEN: combinatorial test for 3D generic rigidity

- Laman condition ( $3n-6$ ) still necessary but insufficient:



double  
bananas

PROJECT: implement Laman and/or Henneberg

- color code over/underbracing, min. rigid subgraph
- show Henneberg construction

PROJECT: Henneberg computer game

- player starts from  $\bullet \rightarrow \bullet$  & tries to build target min. gen. rigid graph by Henneberg ops.
- fairly easy backwards; hard forwards!