Using Genetic Algorithm for Drawing Triangulated Planar Graphs

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Abstract: In this paper we report on our experiences with applying a genetic algorithms to the drawing of triangulated planar graphs. Given a plane graph G, we wish to find a drawing of G in the plane such that the vertices of G are represented as grid points, and the edges are represented as straight-line segments between their endpoints without any edge-intersection. Here we introduce a genetic algorithm, which nicely draws planar graphs of moderate size.