Realization of Simply Connected Polygonal Linkages and Recognition of Unit Disk Contact Trees

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unit disk contact trees















































polygonal linkages













































































































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fixed or free embeddings?

















































the problem

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"Given a polygonal linkage / touching disk system with a fixed / free embedding, can we realise this in the plane without overlap?"



a simple algorithm

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a simple hardness proof









































so what makes it hard?














a more complicated (but stronger) hardness proof

































building stable polygons out of disks















open problems



"Given a touching disk system with a free embedding, whose graph is a tree, can we realise this in the plane without overlap?"



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