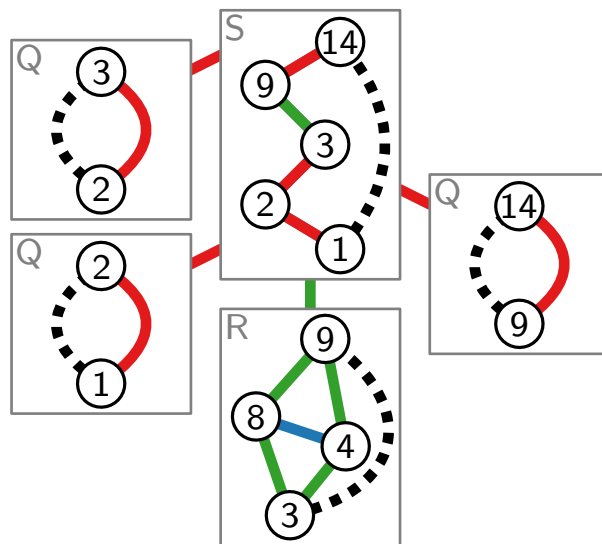


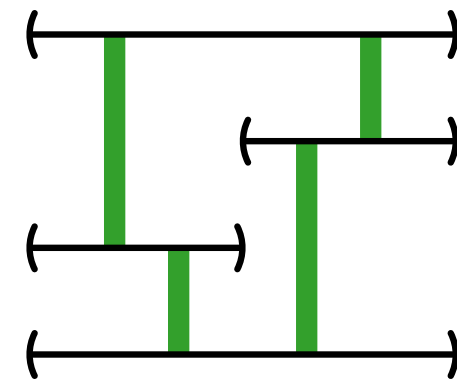
Visualization of Graphs

Lecture 9:

Partial Visibility Representation Extension

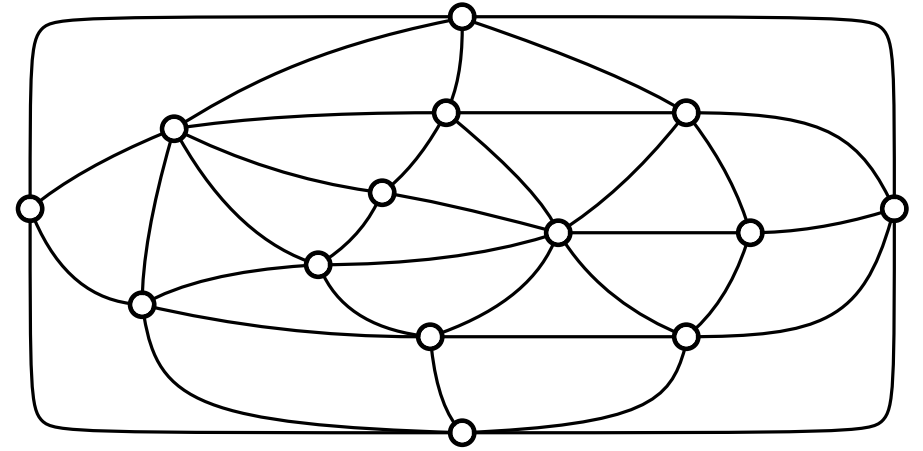


Johannes Zink



Partial Representation Extension Problem

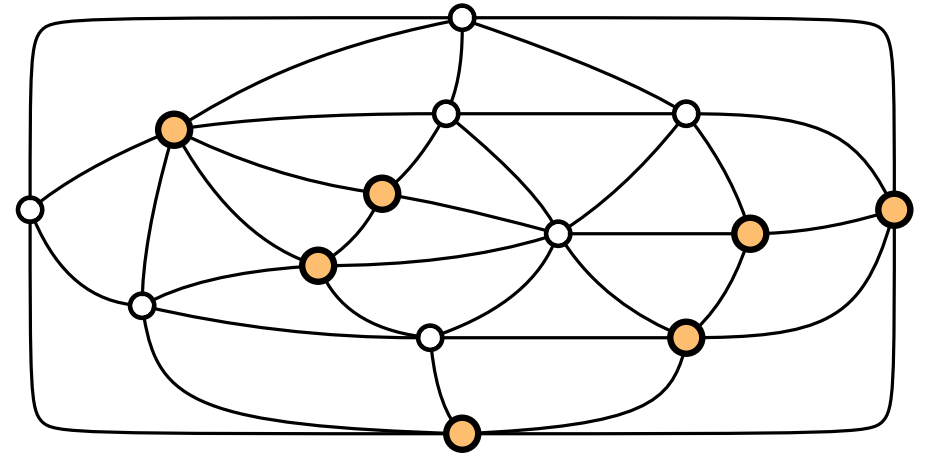
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Partial Representation Extension Problem

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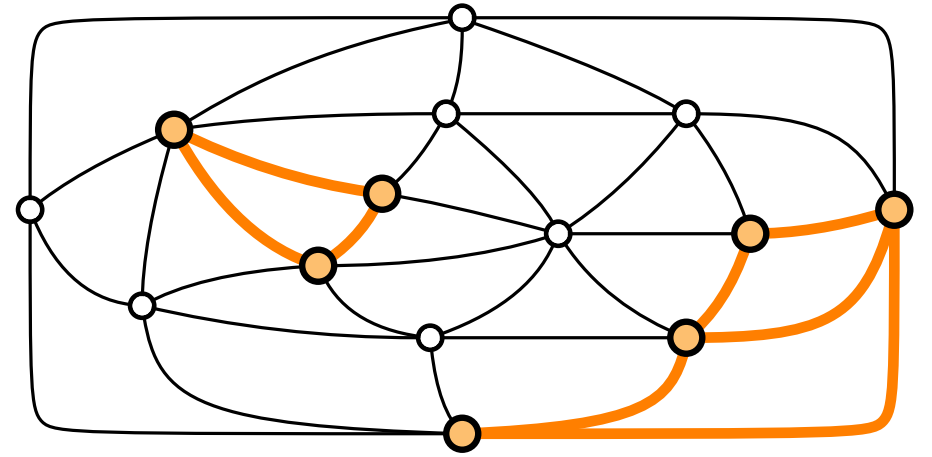
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Partial Representation Extension Problem

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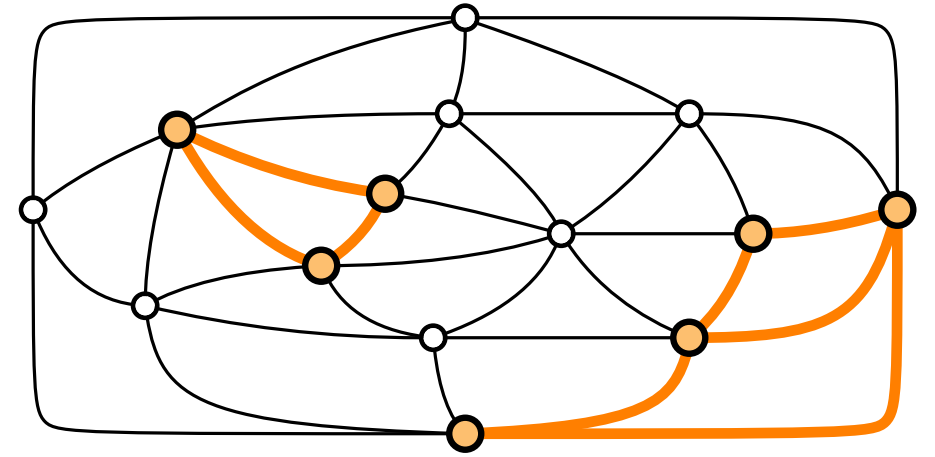


Partial Representation Extension Problem

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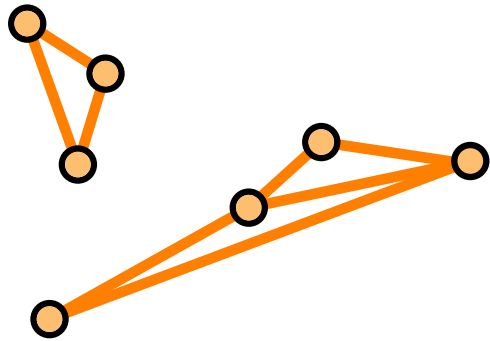
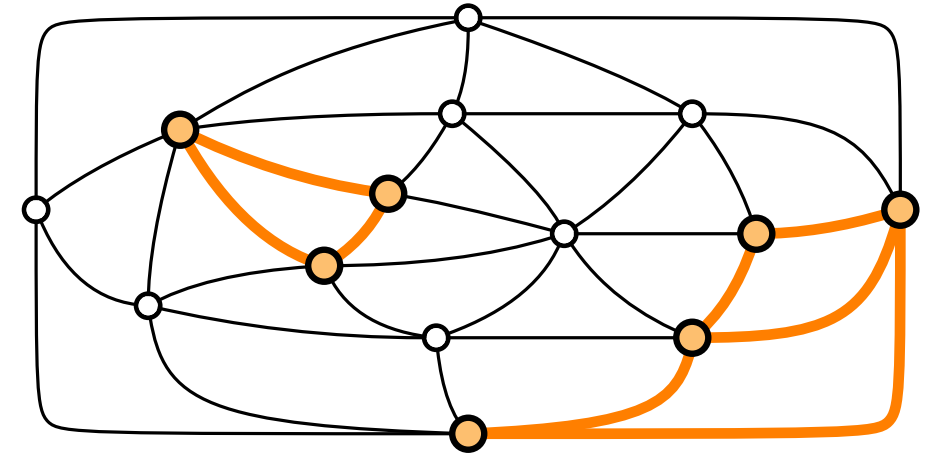
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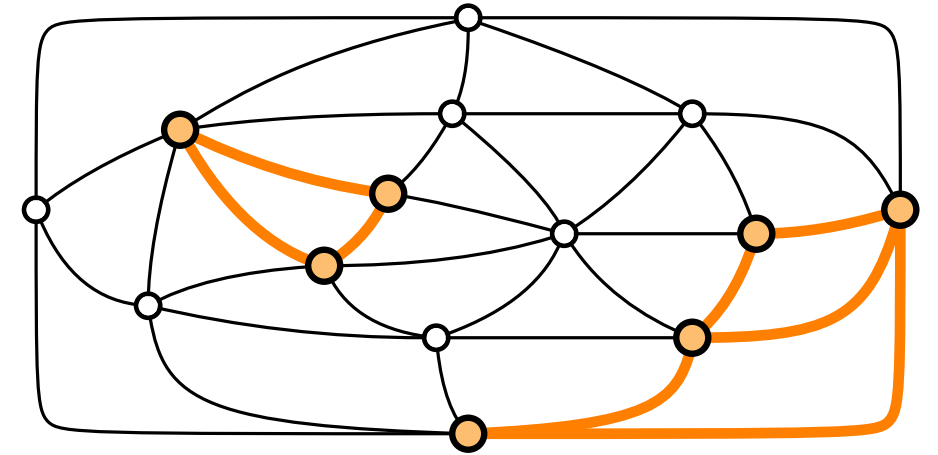
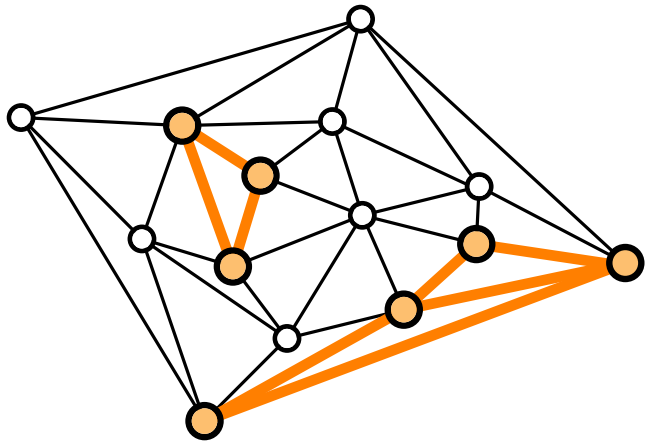
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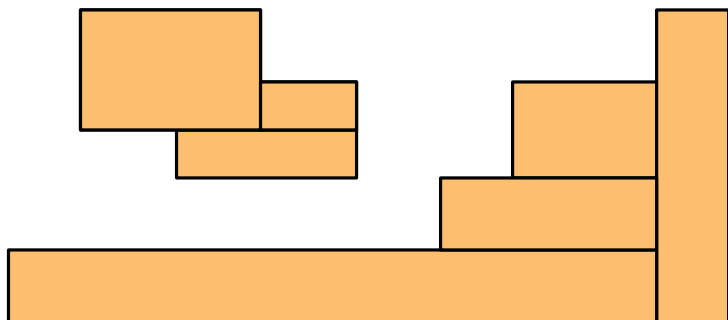
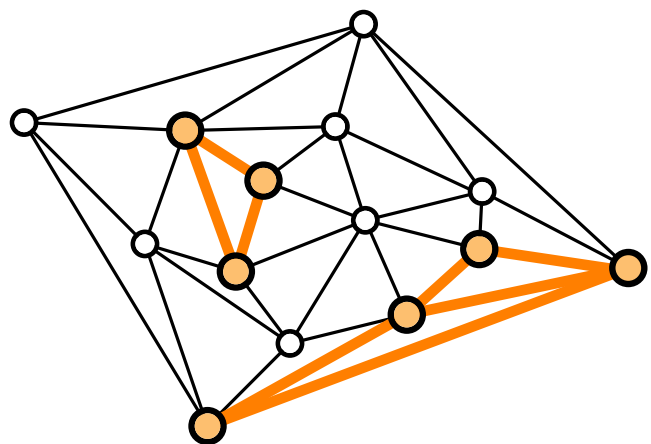
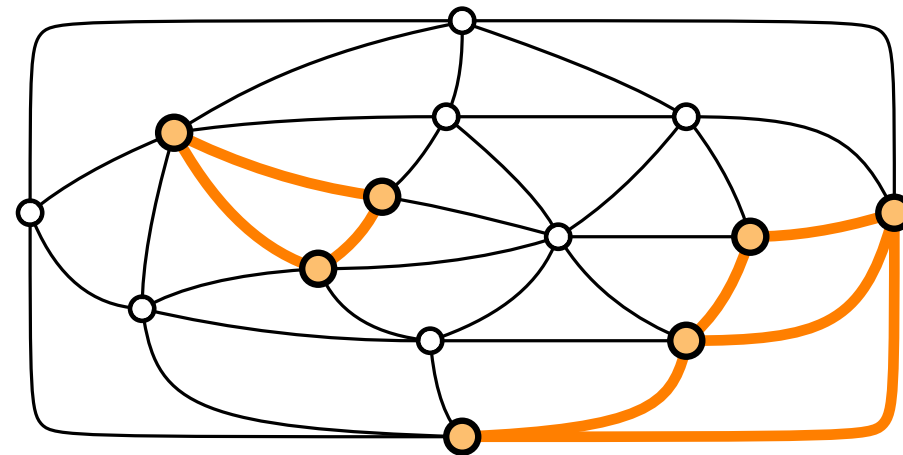
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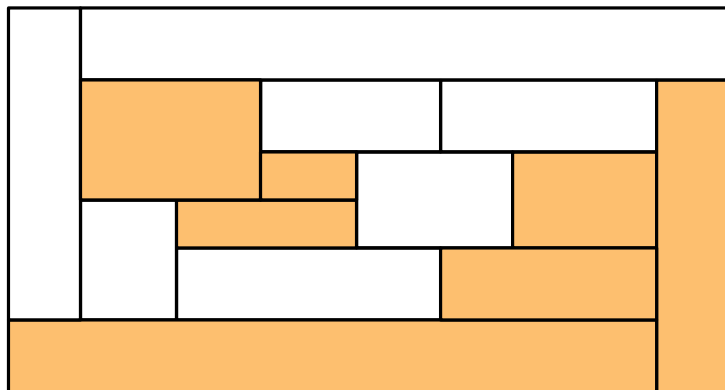
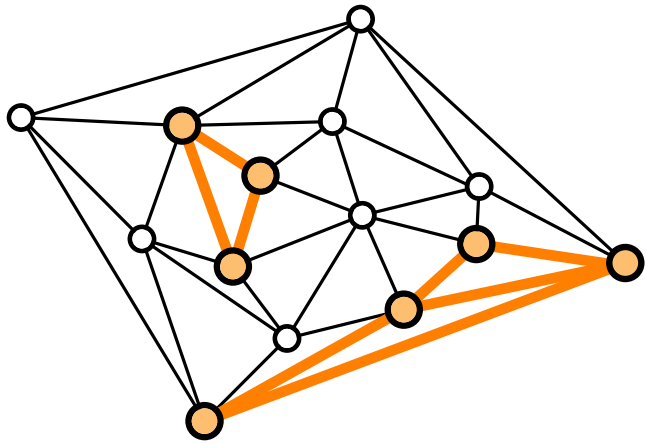
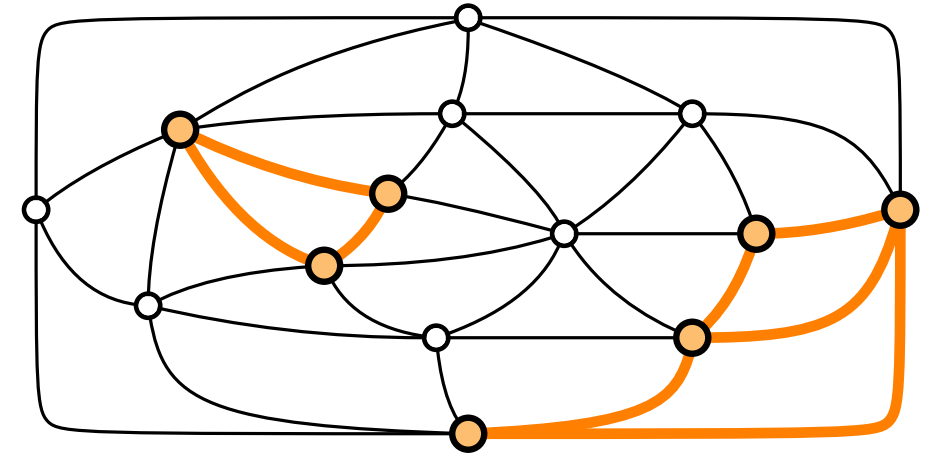
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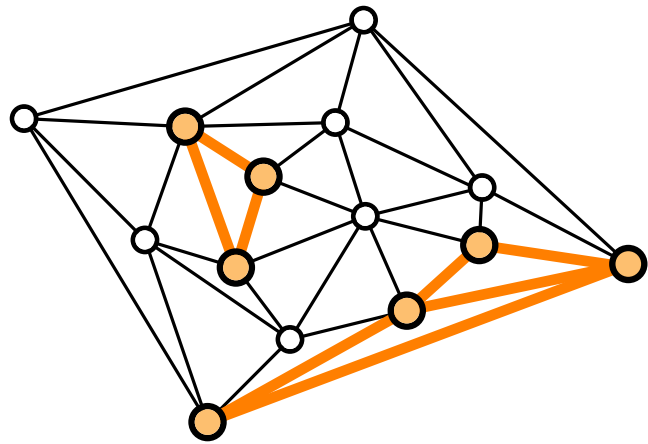
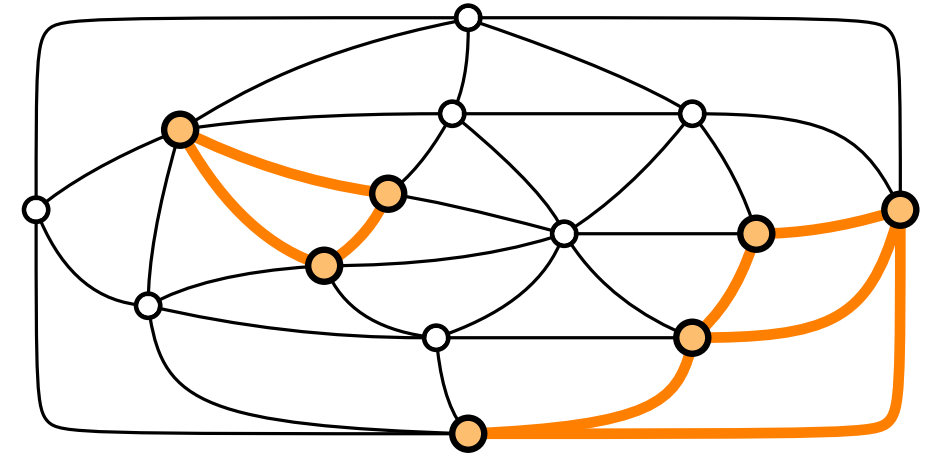
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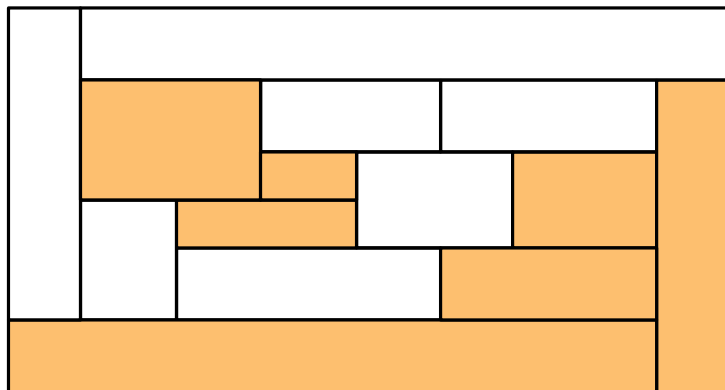
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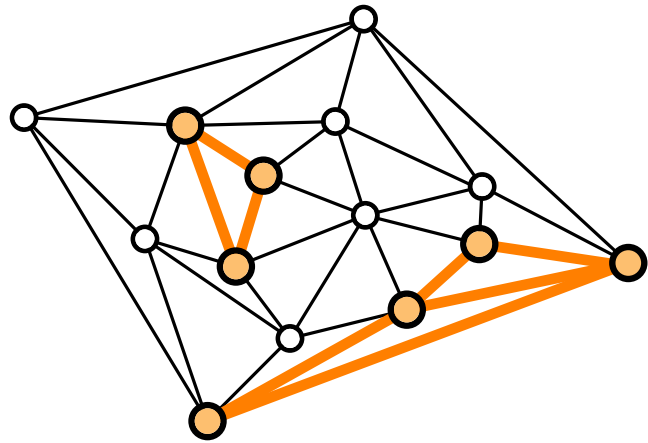
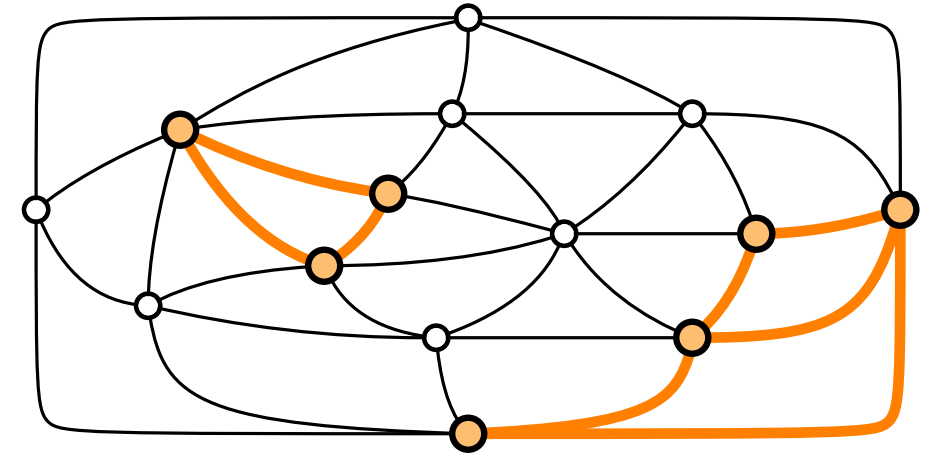
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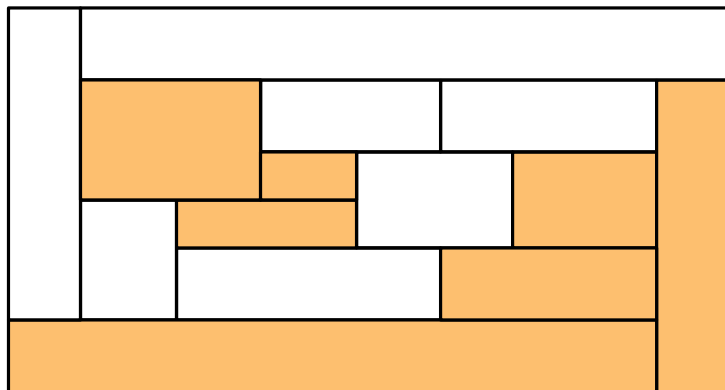
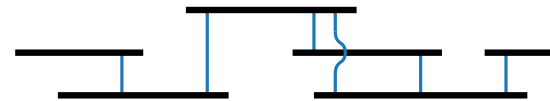
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Polytime for:

■ (unit) interval graphs



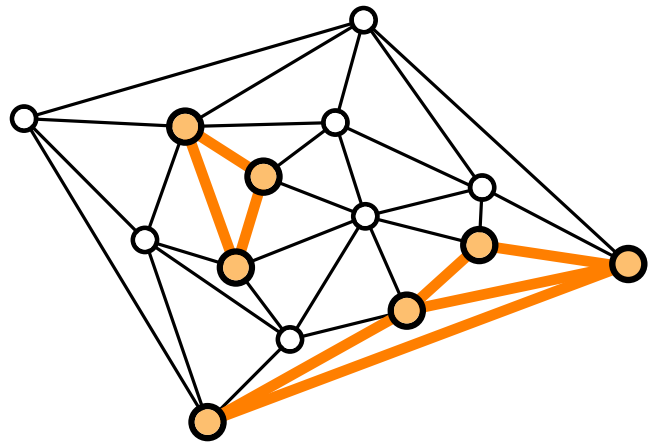
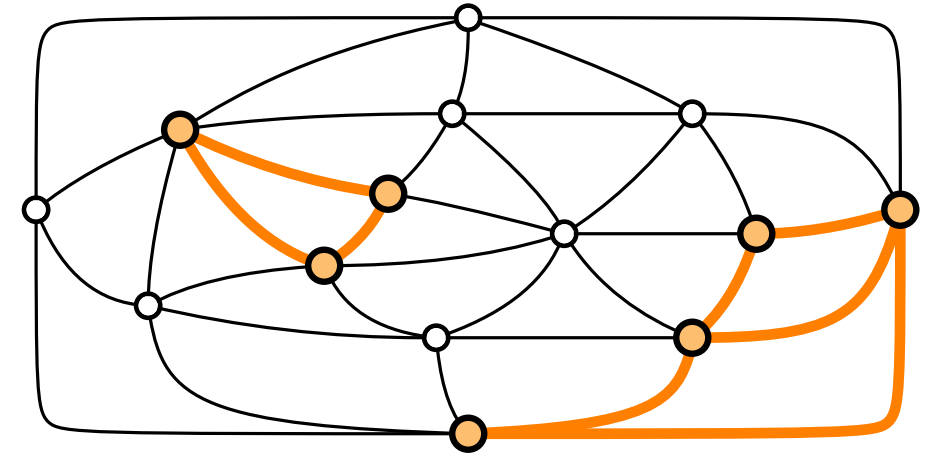
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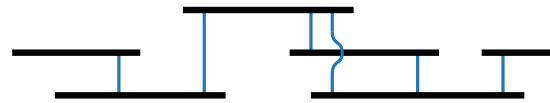
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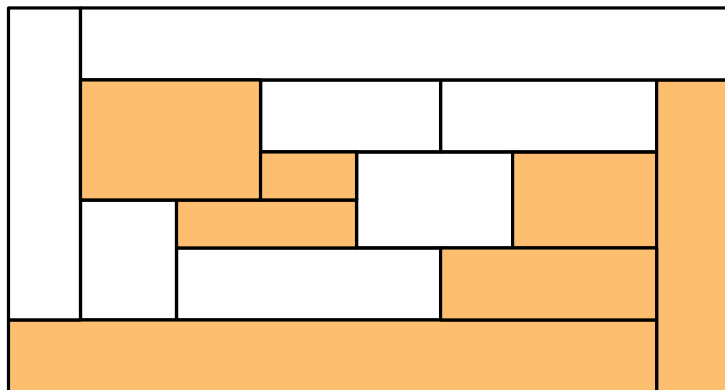
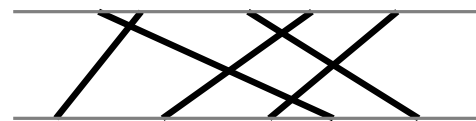


Polytime for:

■ (unit) interval graphs



■ permutation graphs



Partial Representation Extension Problem

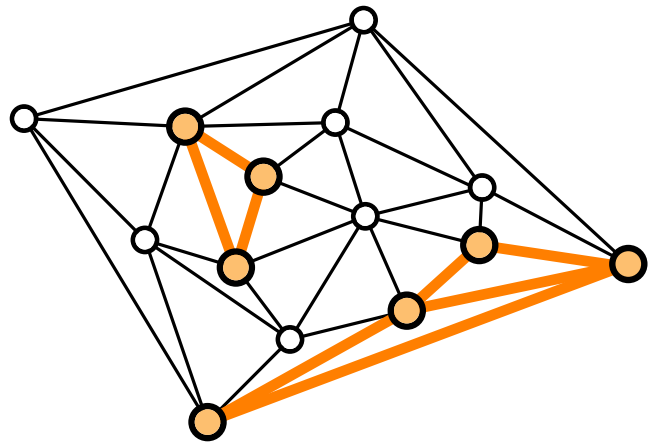
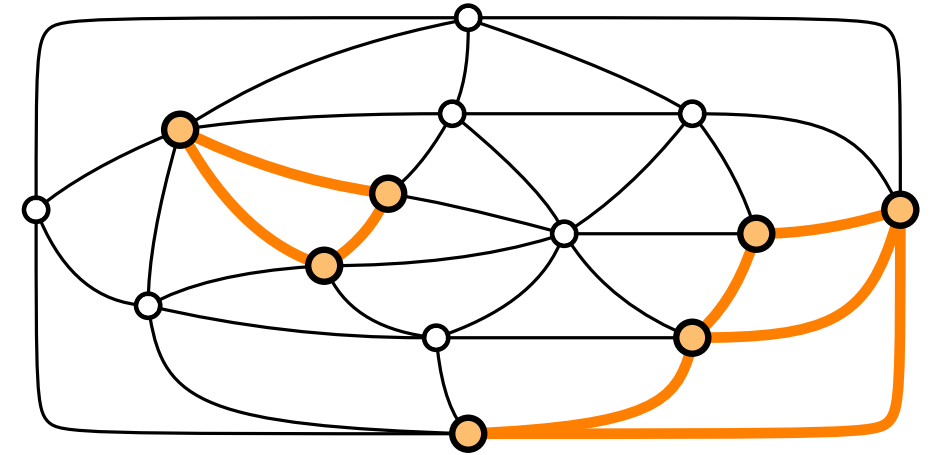
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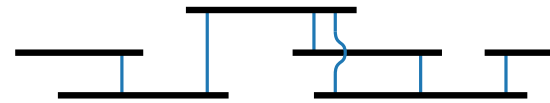
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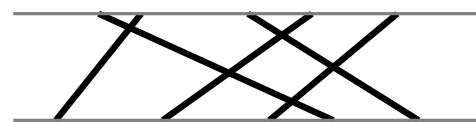


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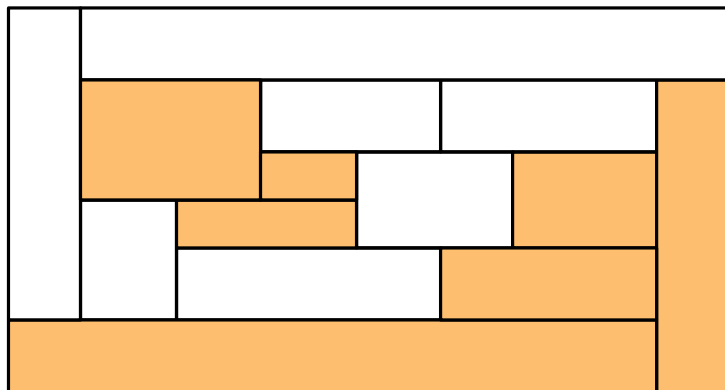
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■ permutation graphs



■ circle graphs



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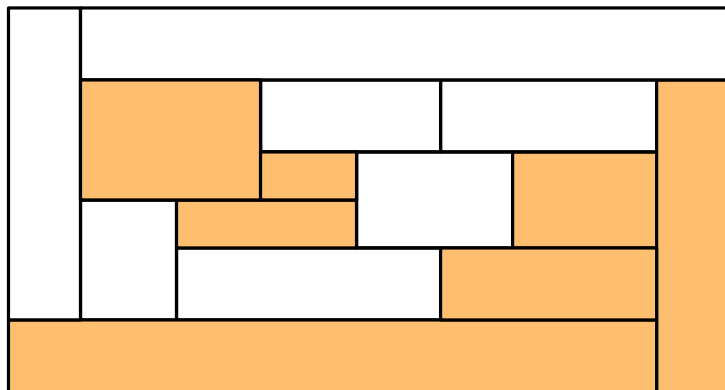
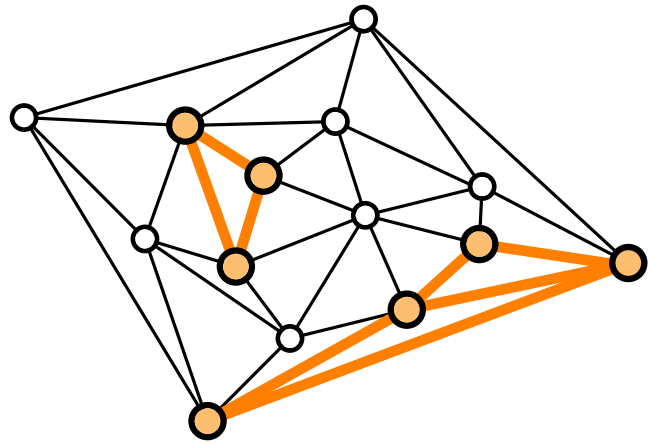
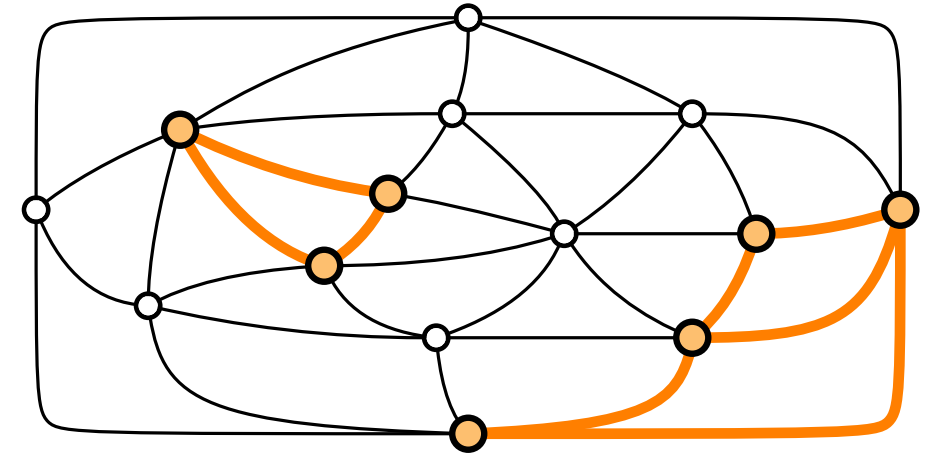
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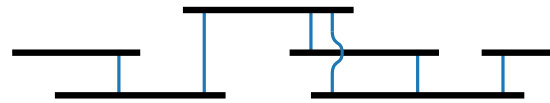
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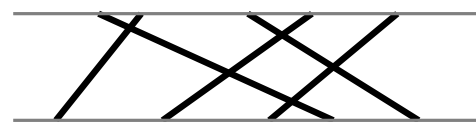


Polytime for:

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■ permutation graphs



■ circle graphs



NP-hard for:

Partial Representation Extension Problem

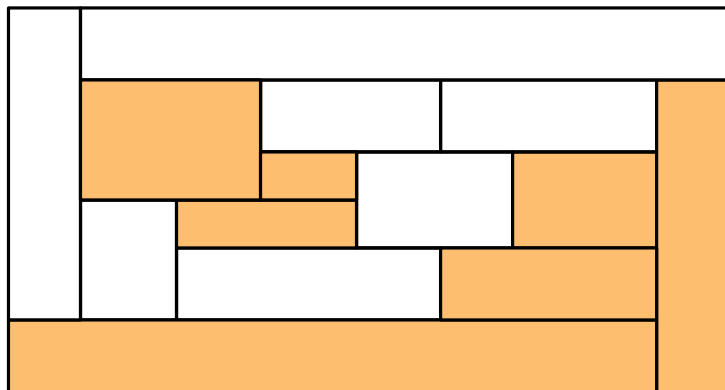
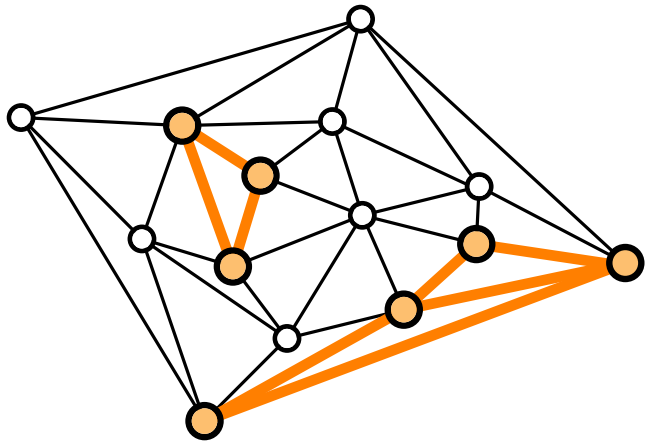
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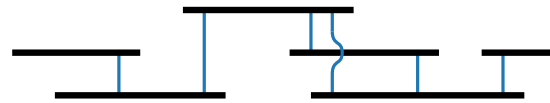
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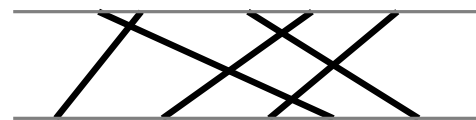


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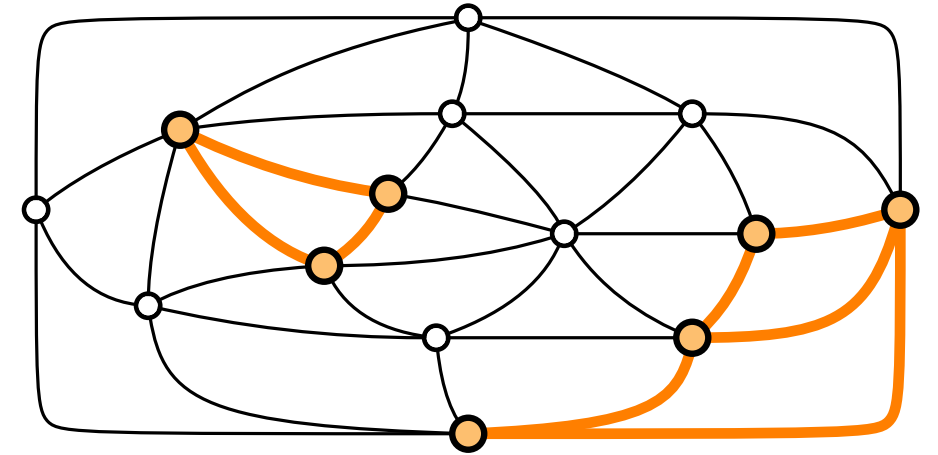
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NP-hard for:

■ planar straight-line drawings

Partial Representation Extension Problem

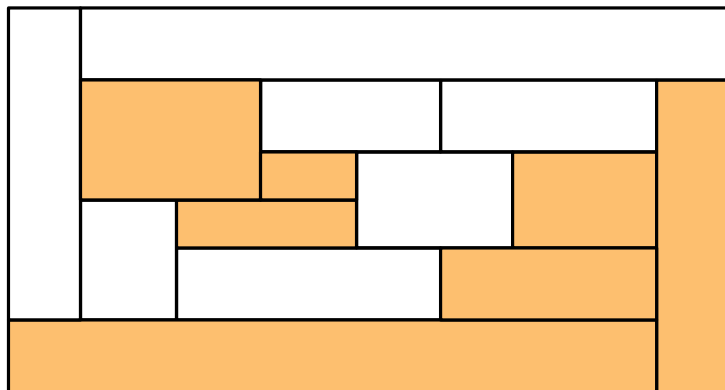
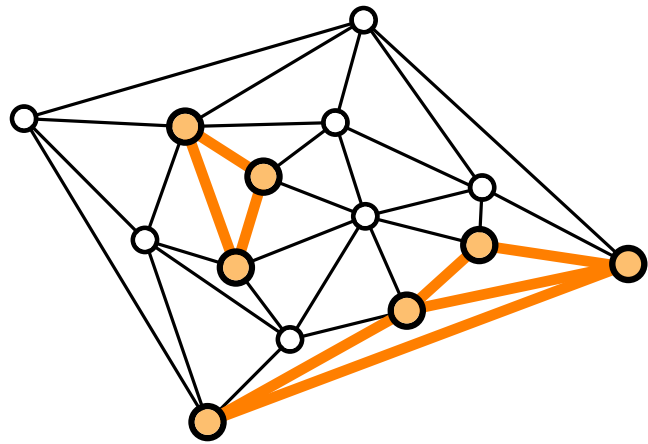
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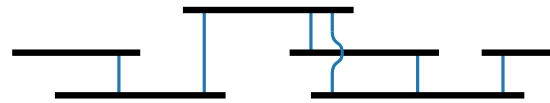
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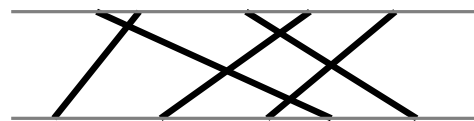


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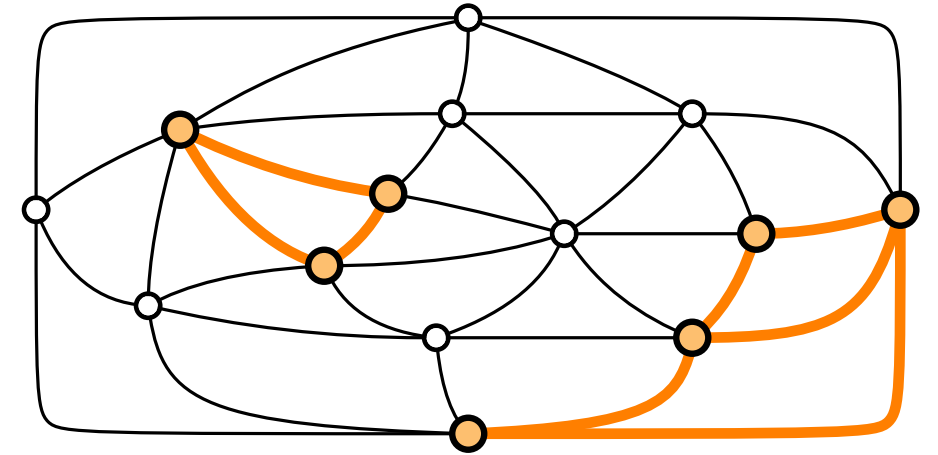
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NP-hard for:

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■ contacts of

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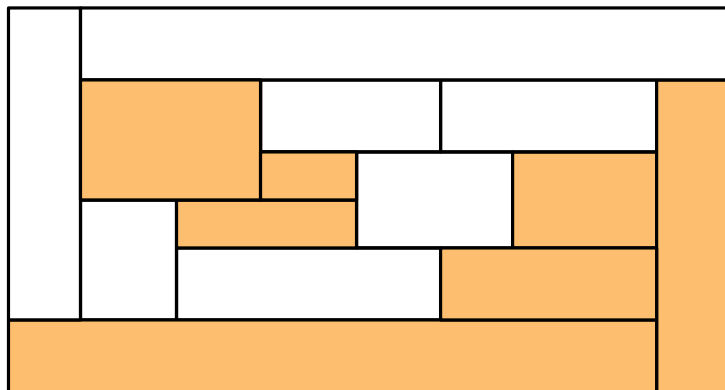
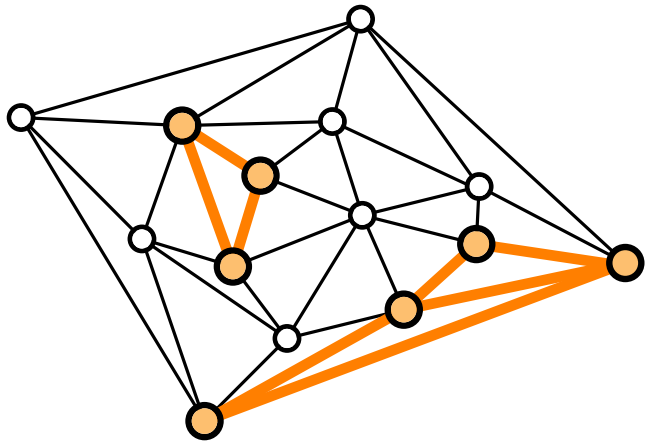
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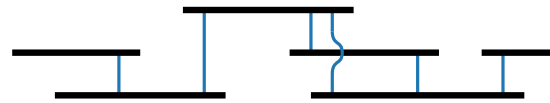
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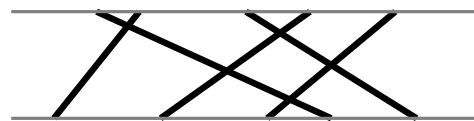


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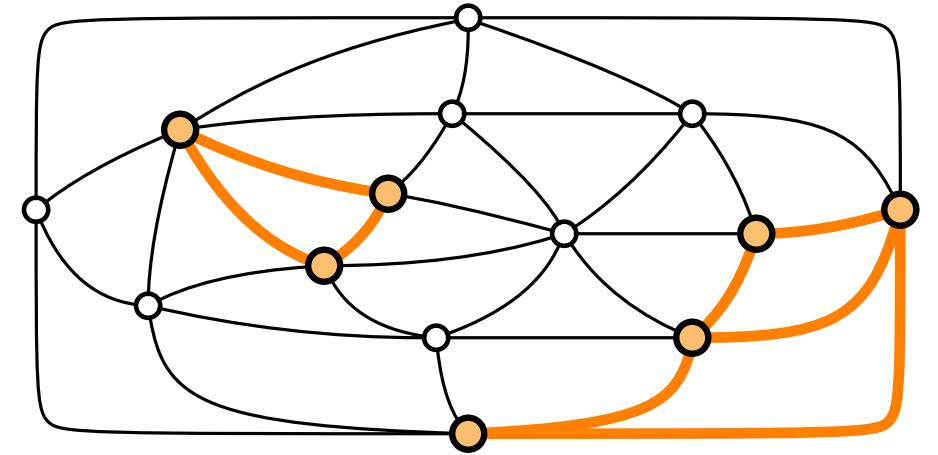
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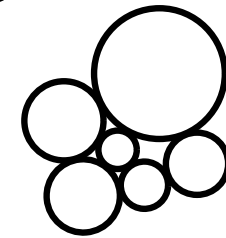


NP-hard for:

■ planar straight-line drawings

■ contacts of

■ disks



Partial Representation Extension Problem

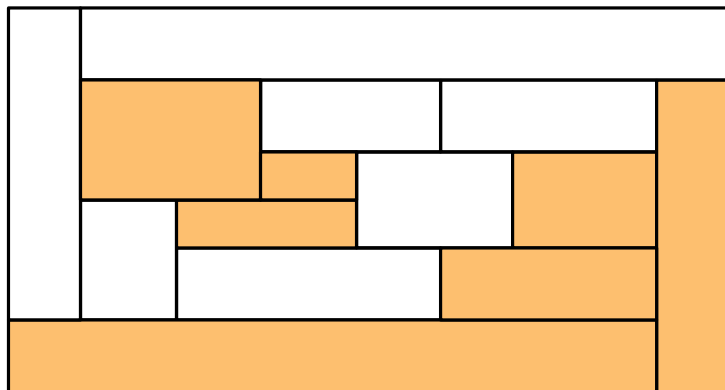
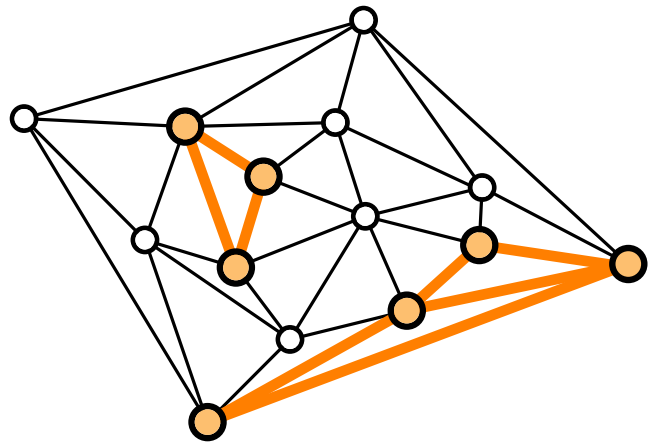
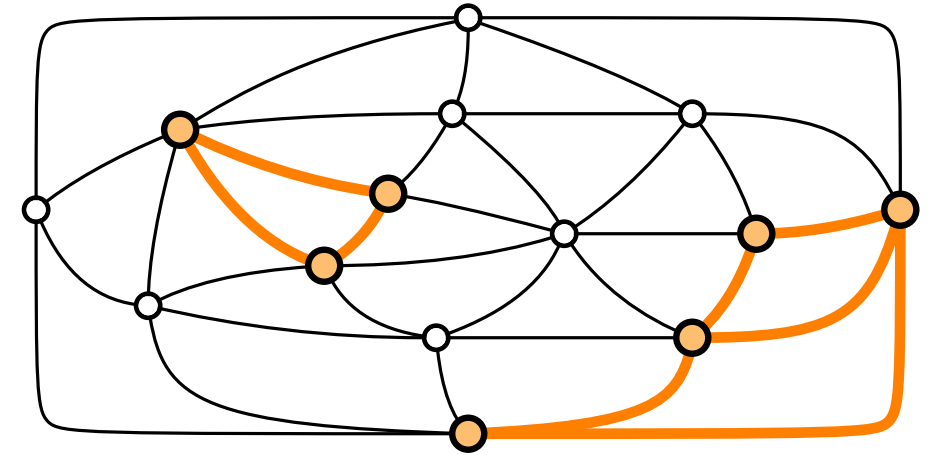
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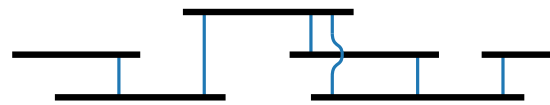
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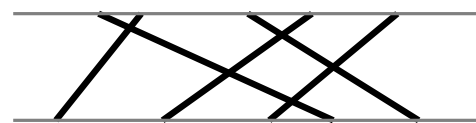


Polytime for:

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■ permutation graphs



■ circle graphs



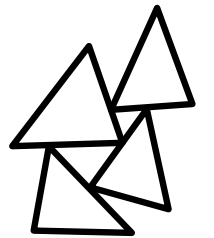
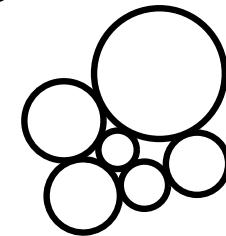
NP-hard for:

■ planar straight-line drawings

■ contacts of

■ disks

■ triangles



Partial Representation Extension Problem

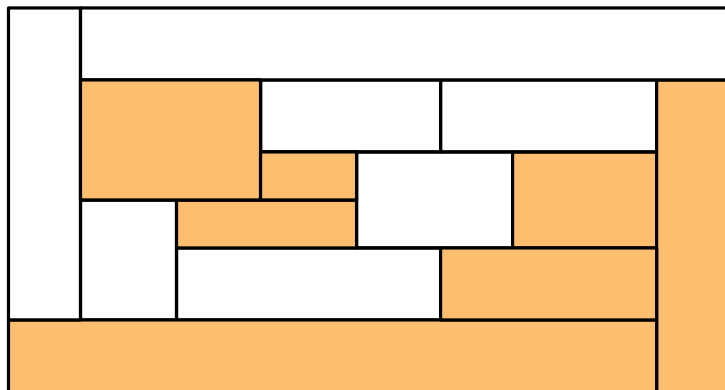
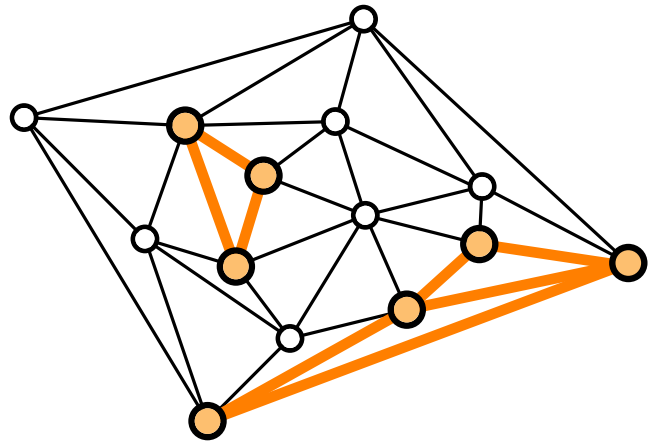
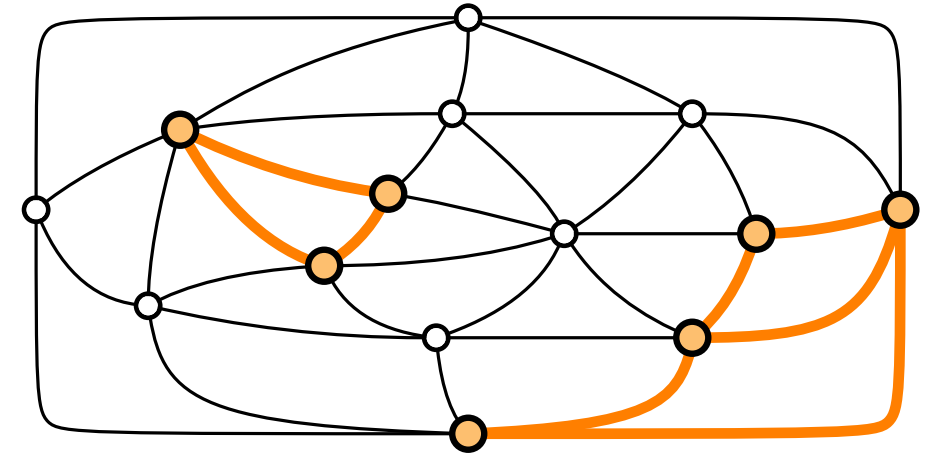
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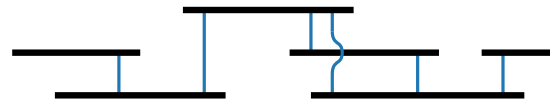
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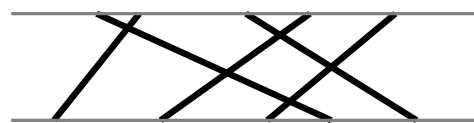


Polytime for:

■ (unit) interval graphs



■ permutation graphs



■ circle graphs

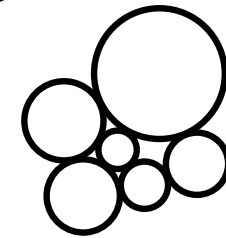


NP-hard for:

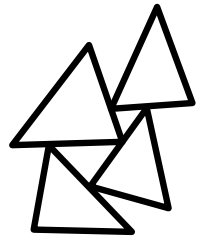
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■ contacts of

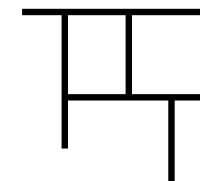
■ disks



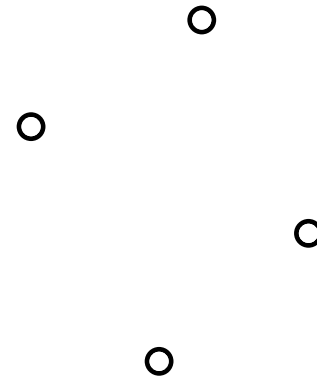
■ triangles



■ orthogonal segments

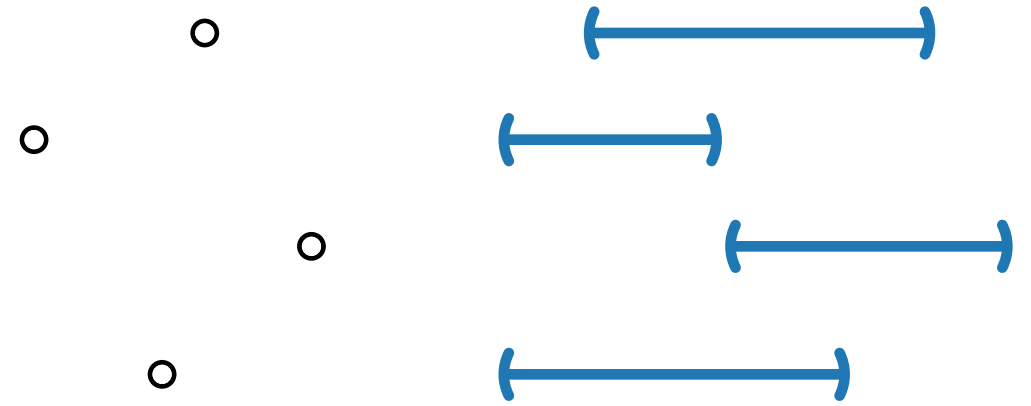


Bar Visibility Representation



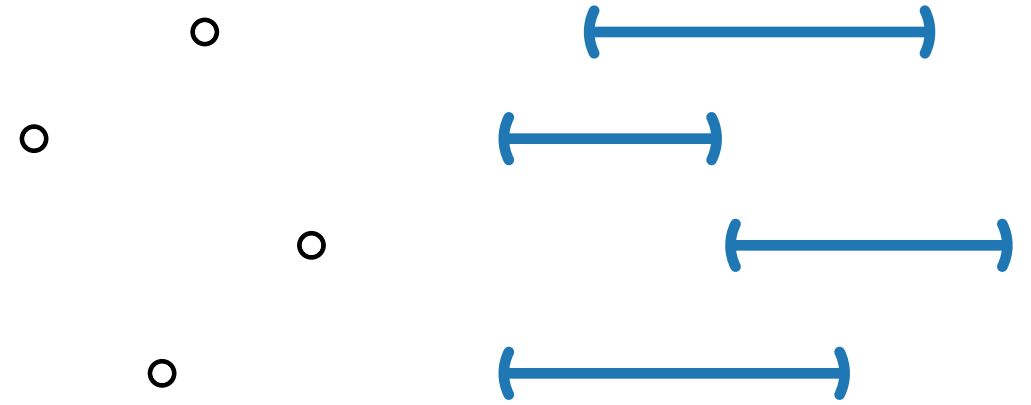
Bar Visibility Representation

- Vertices correspond to horizontal open line segments called **bars**.



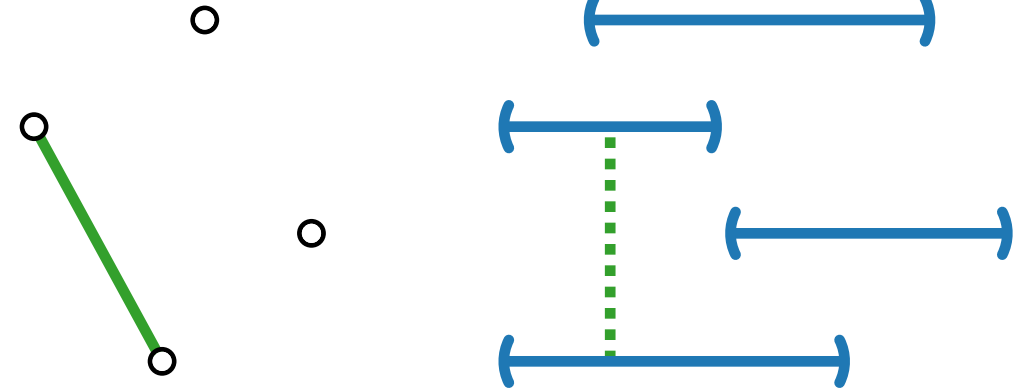
Bar Visibility Representation

- Vertices correspond to horizontal open line segments called **bars**.
- **Edges** correspond to unobstructed vertical lines of sight.



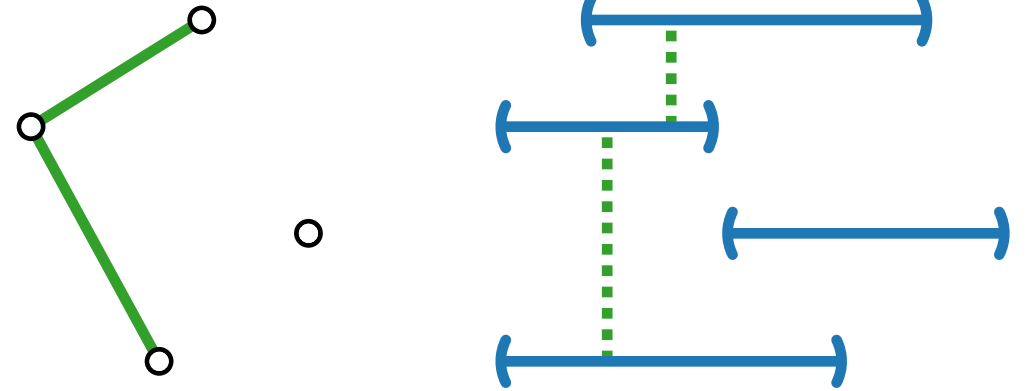
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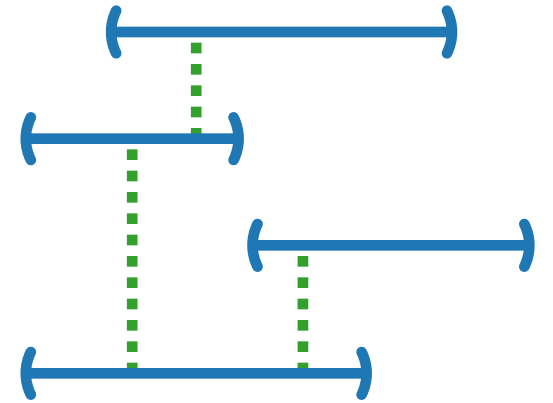
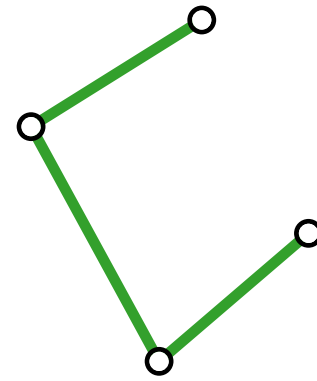
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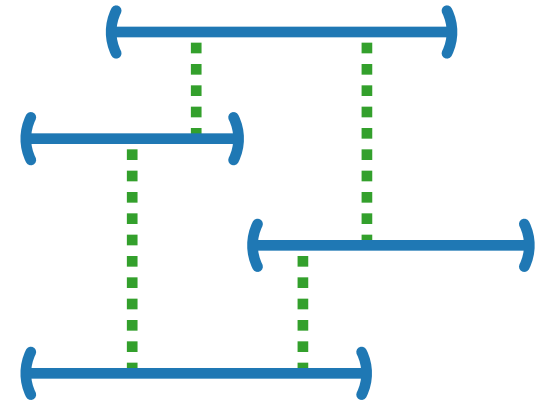
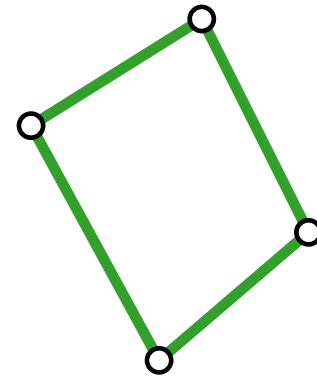
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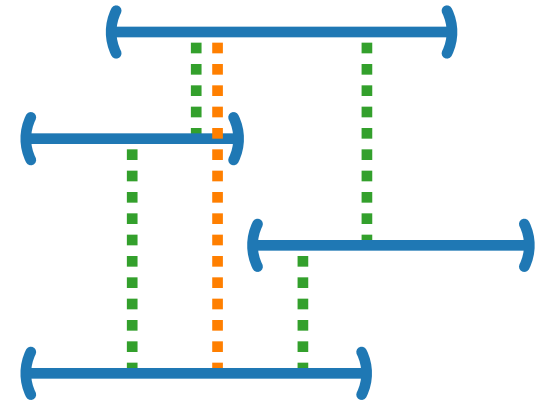
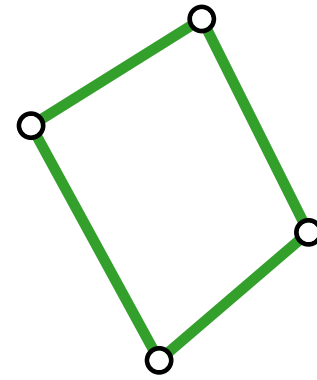
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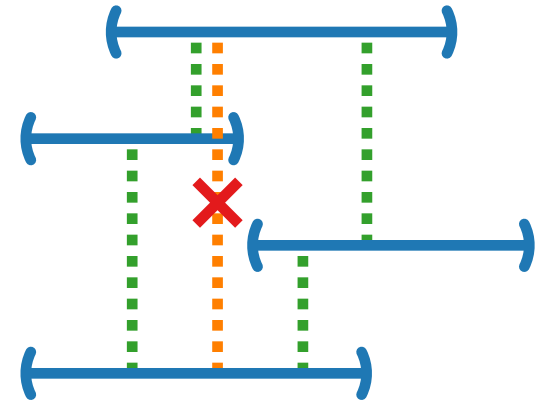
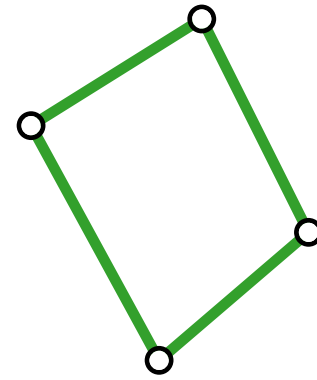
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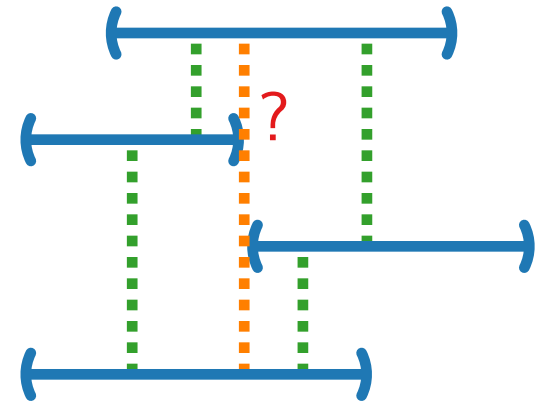
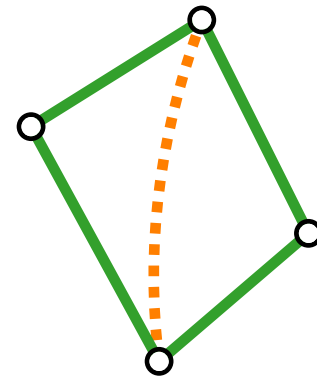
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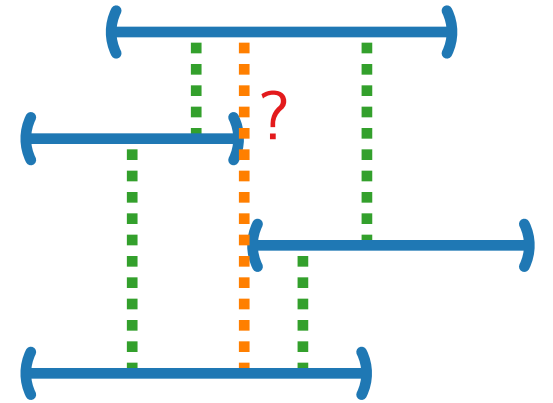
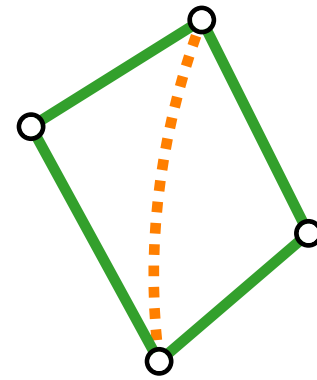
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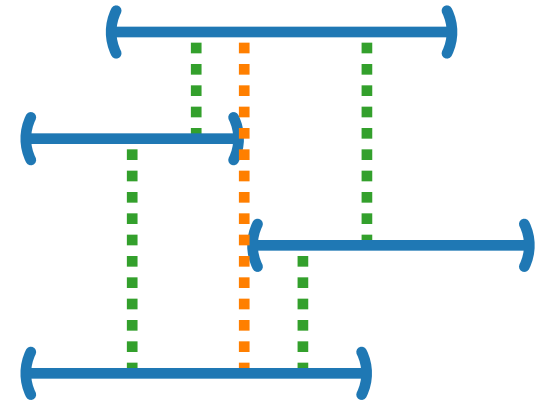
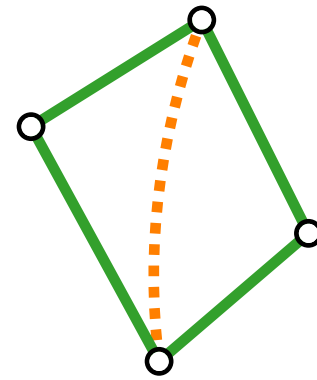
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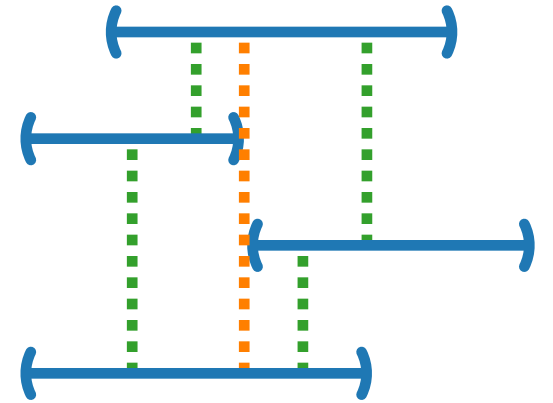
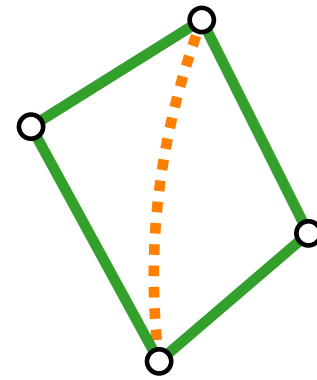
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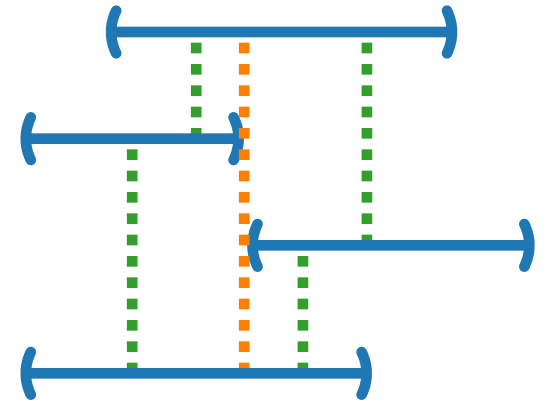
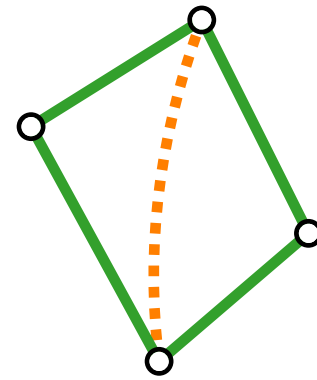


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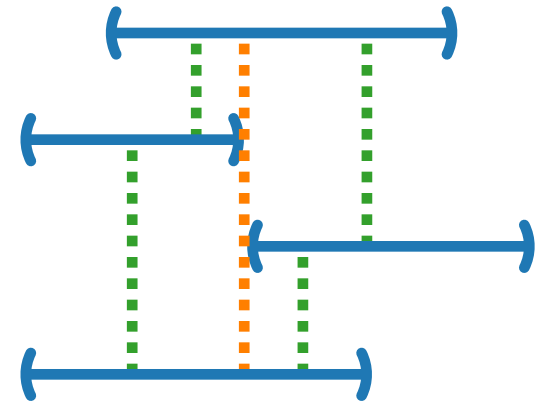
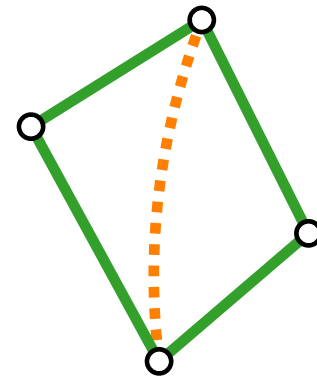


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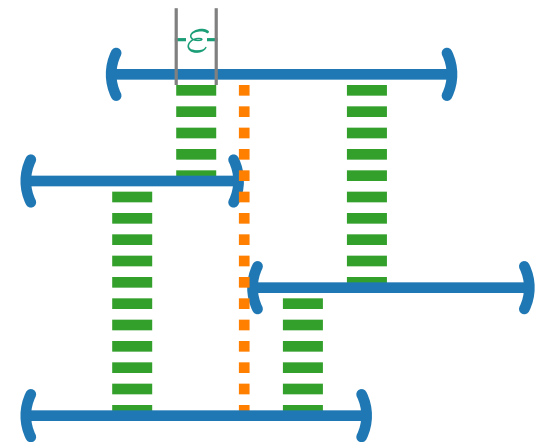
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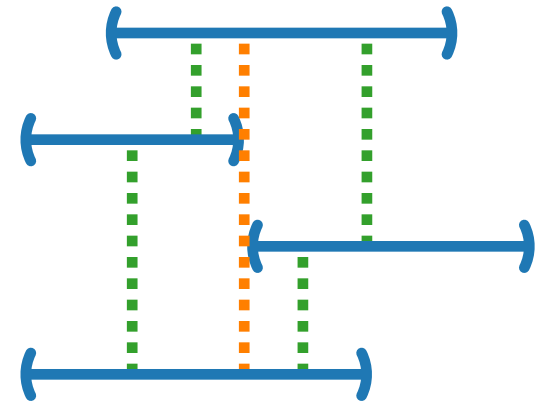
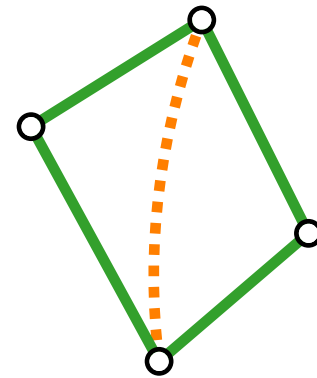
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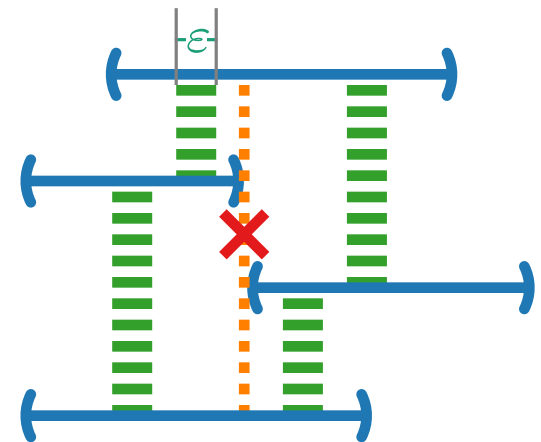
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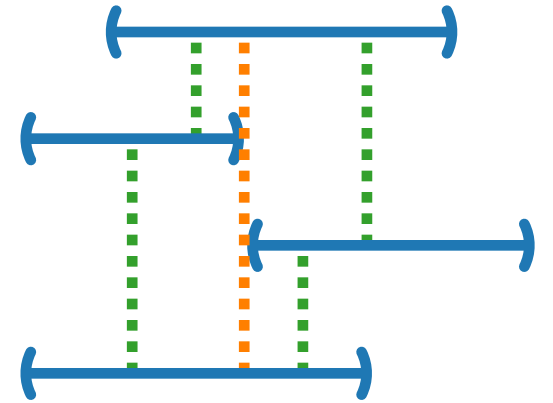
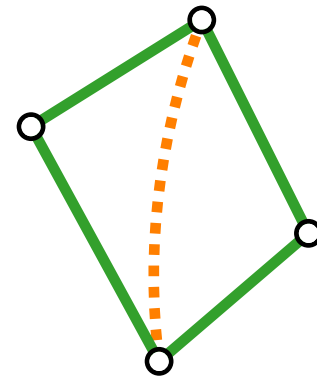
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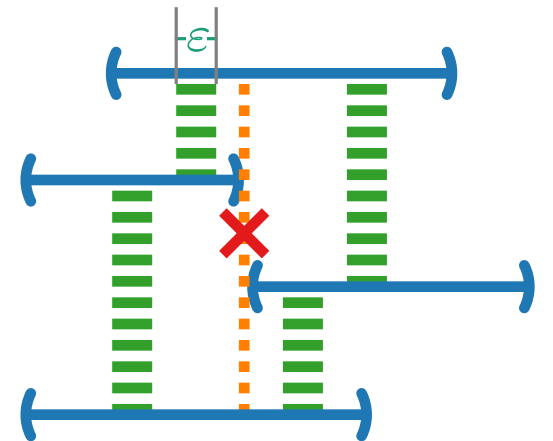
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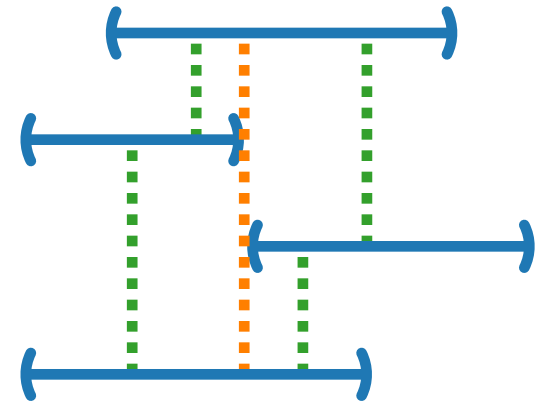
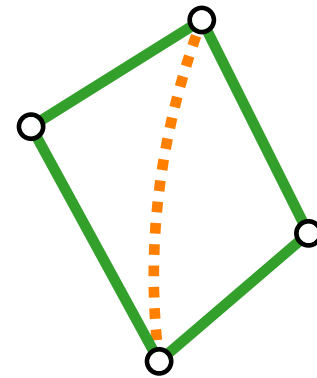
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Edge $uv \Rightarrow$ unobstructed vertical lines of sight exists,
i.e., any subset of *visible* pairs



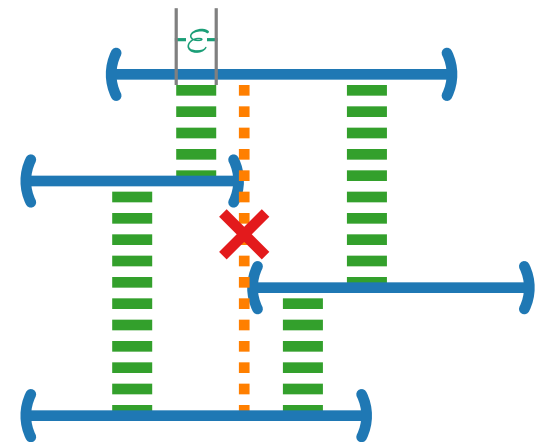
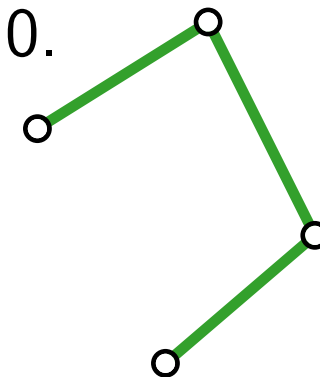
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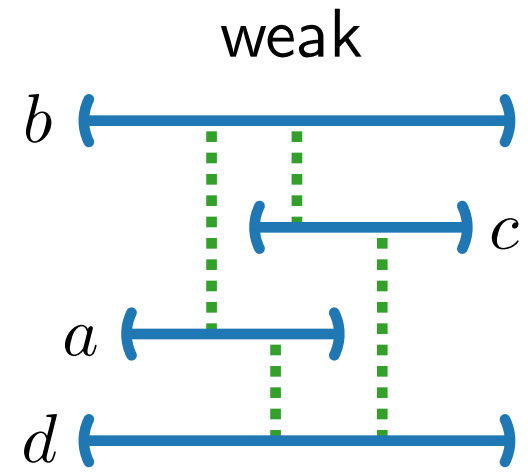
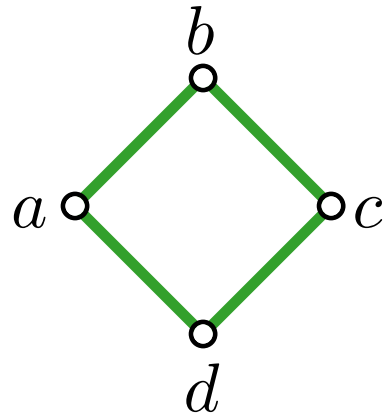


Models.

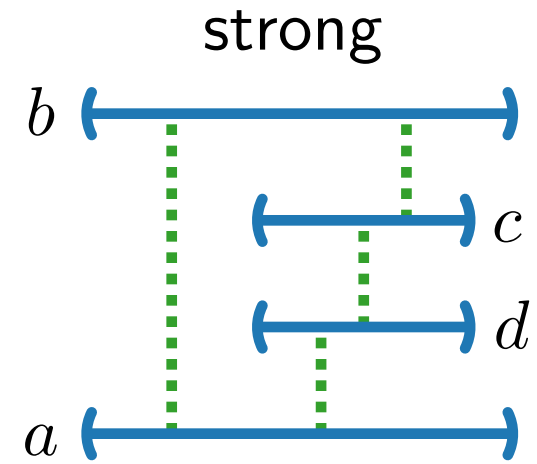
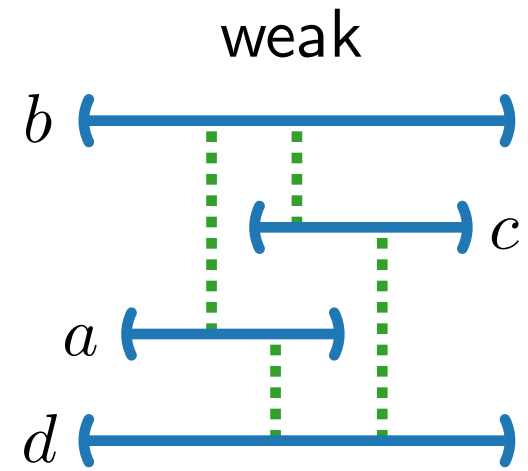
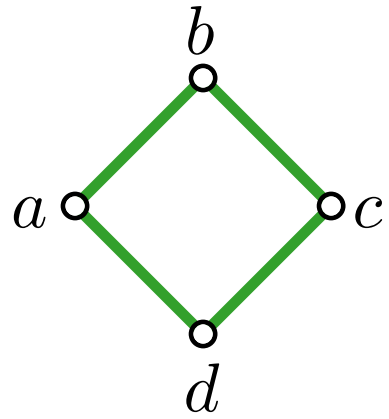
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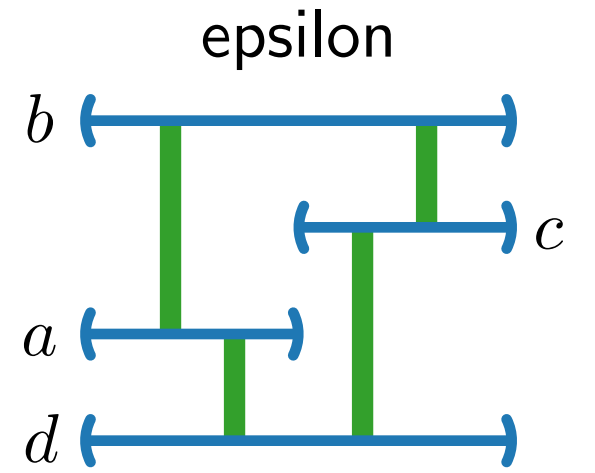
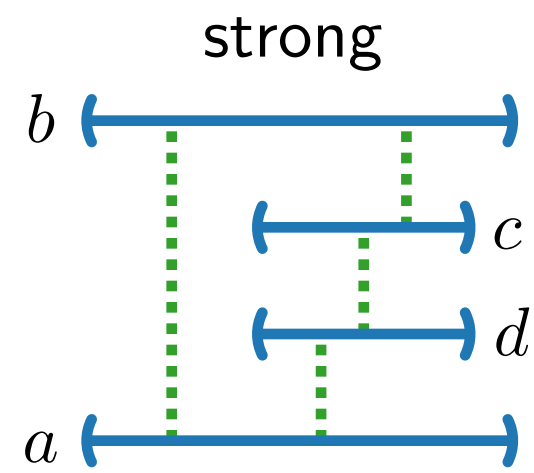
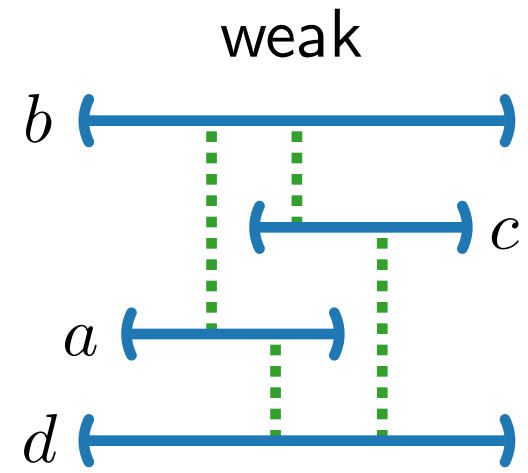
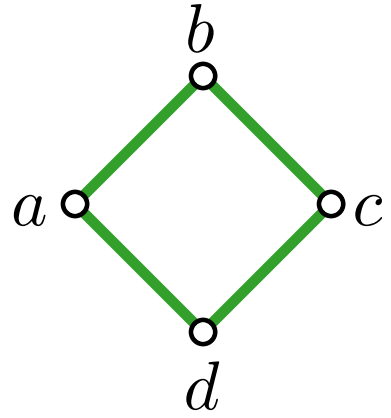
Problems



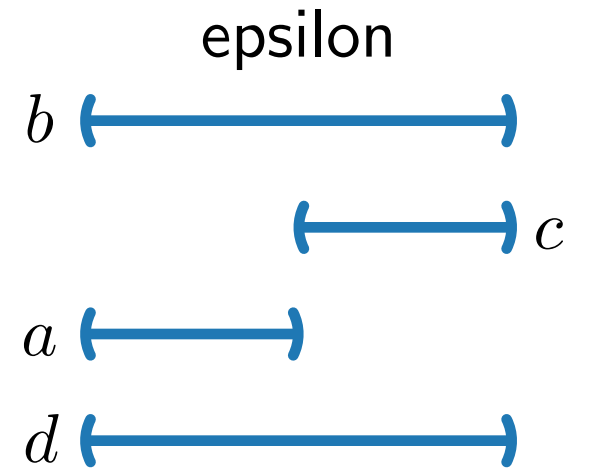
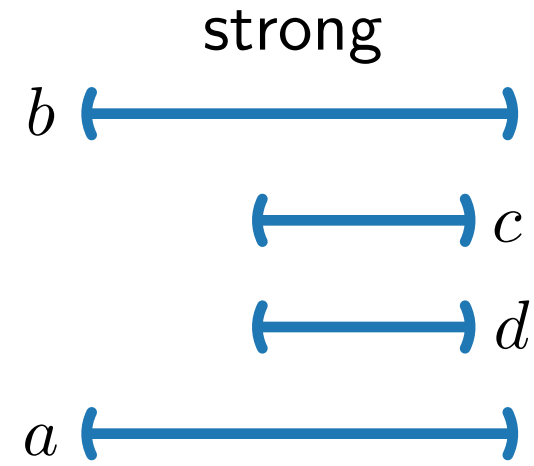
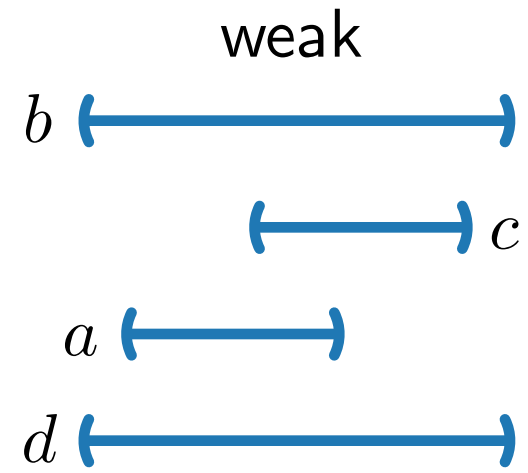
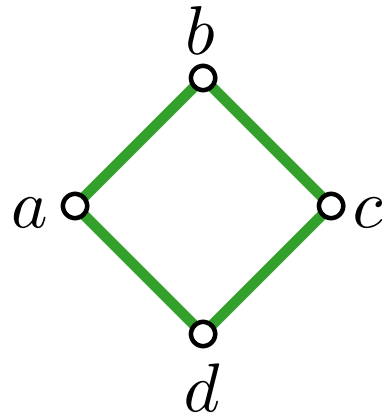
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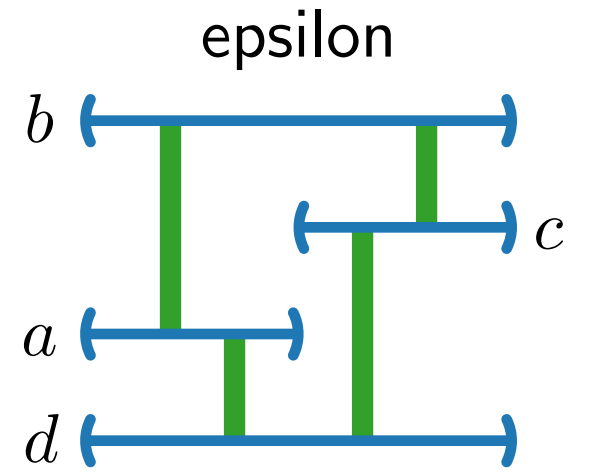
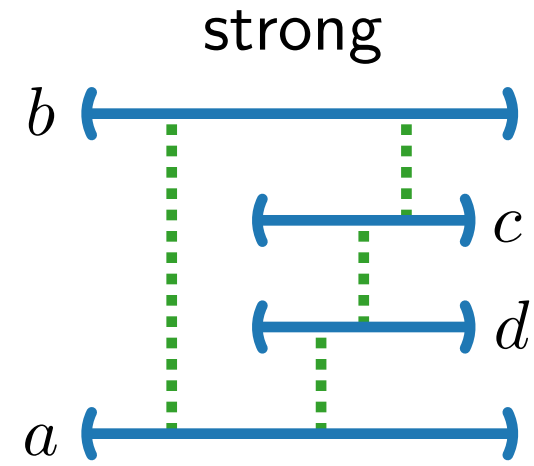
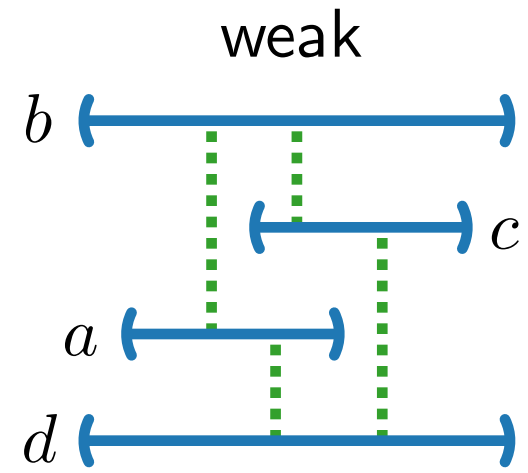
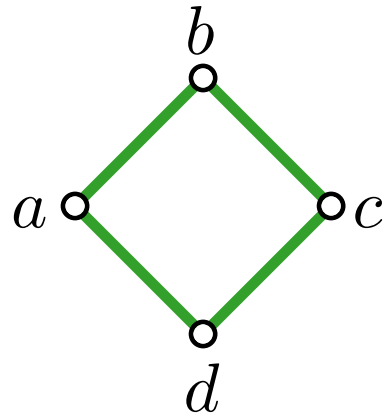
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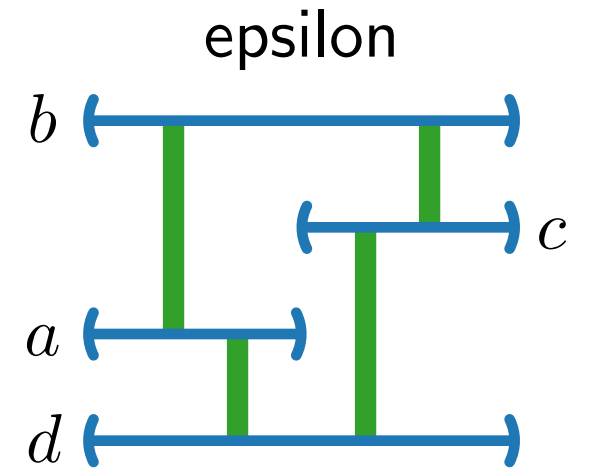
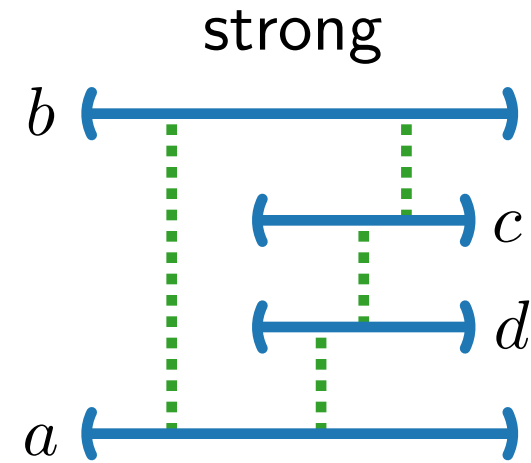
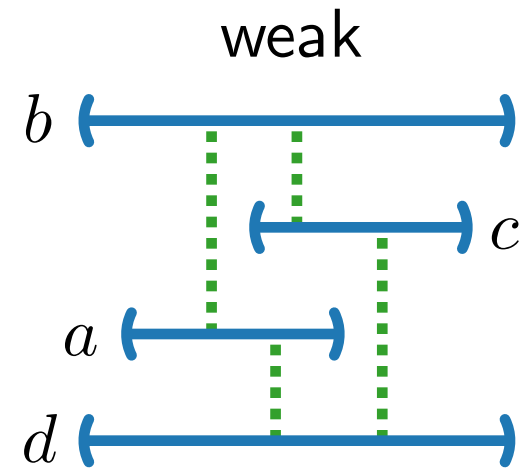
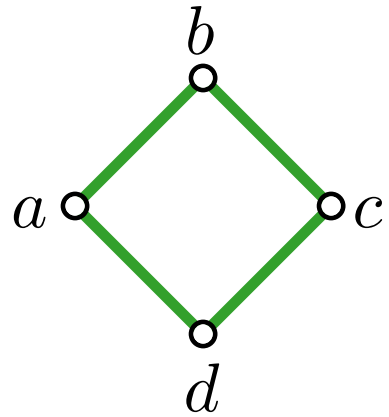
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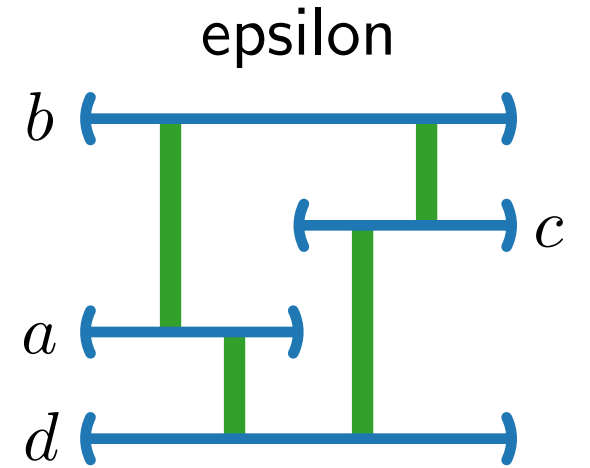
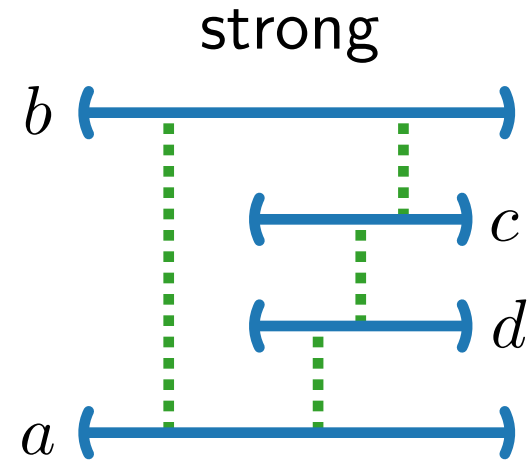
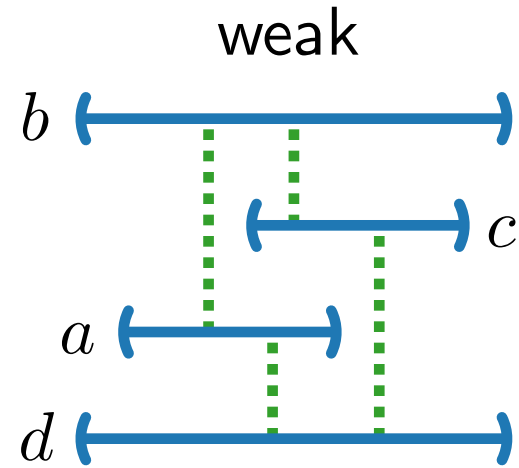
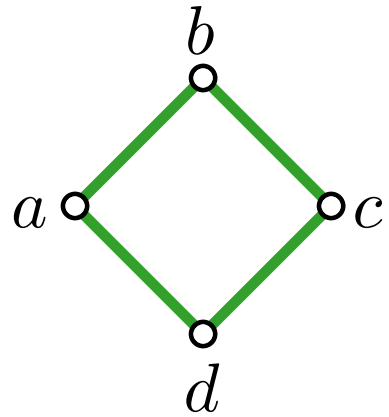
Problems



Recognition Problem.

Given a graph G , **decide** whether there exists a weak/strong/ ϵ bar visibility representation ψ of G .

Problems



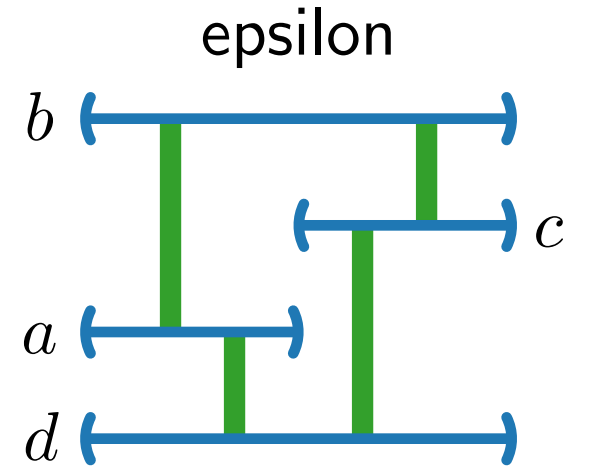
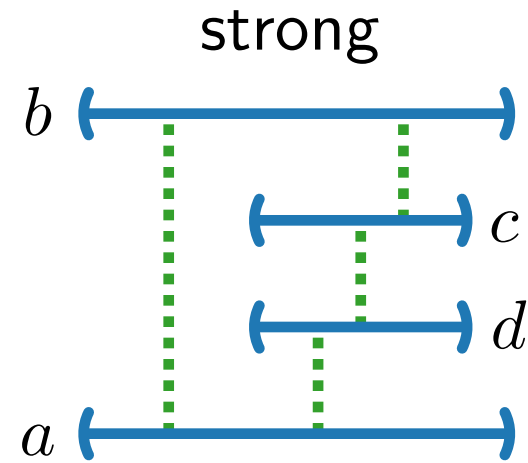
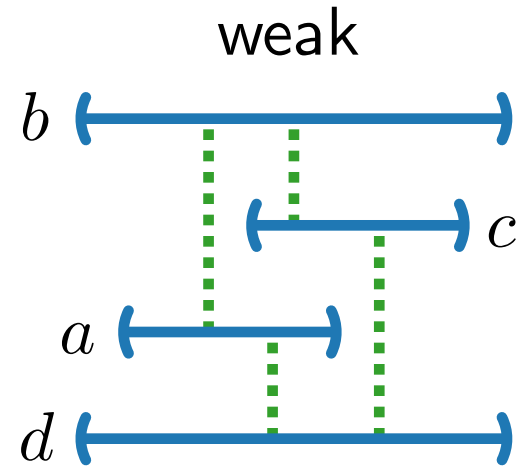
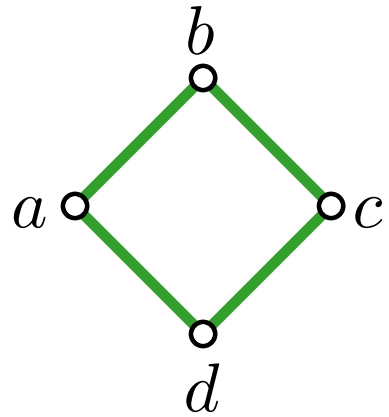
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Given a graph G , **construct** a weak/strong/ ϵ bar visibility representation ψ of G – if one exists.

Problems



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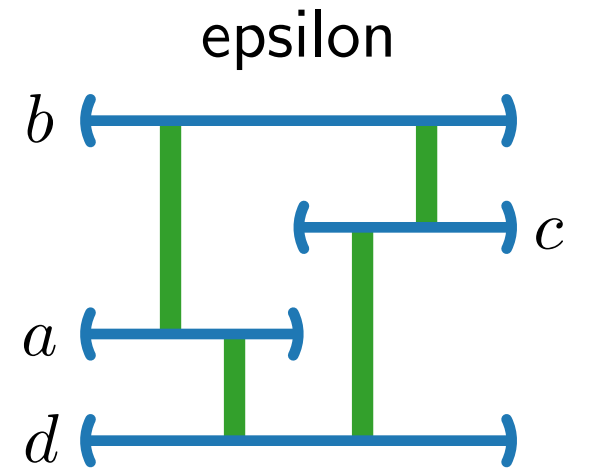
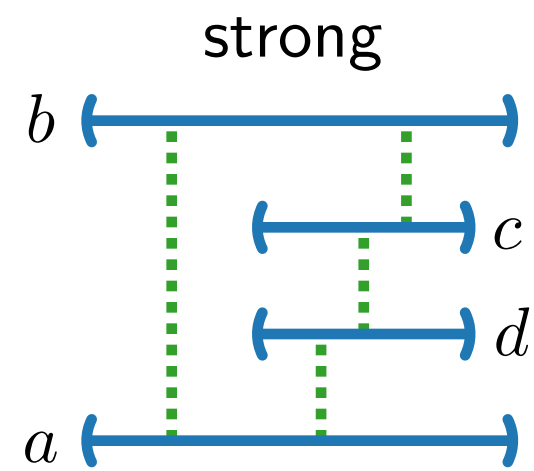
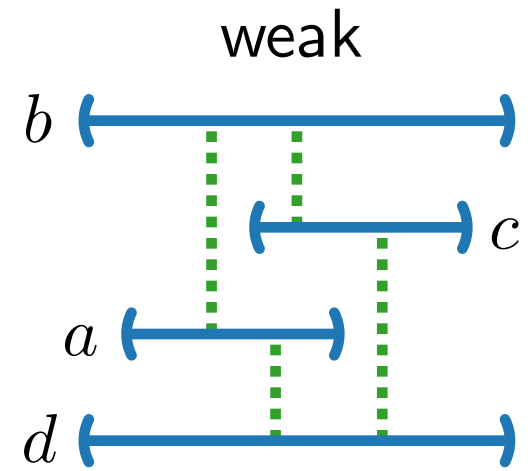
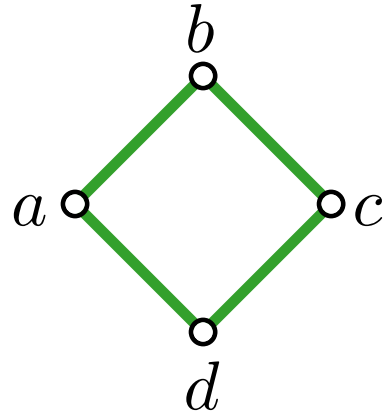
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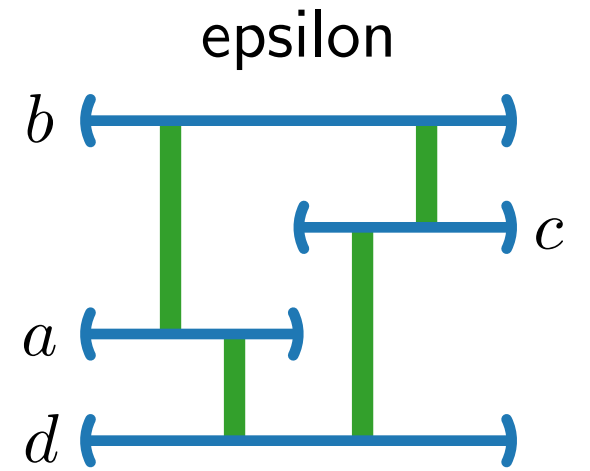
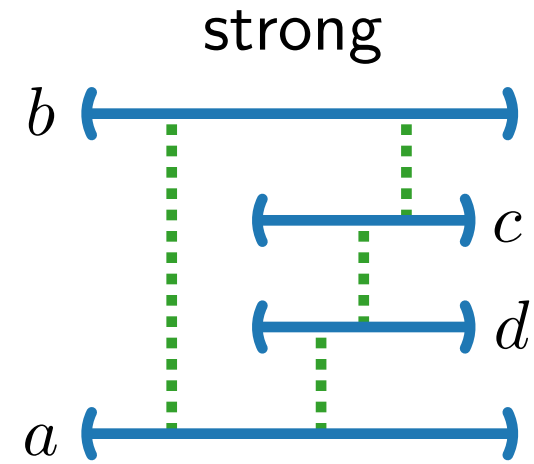
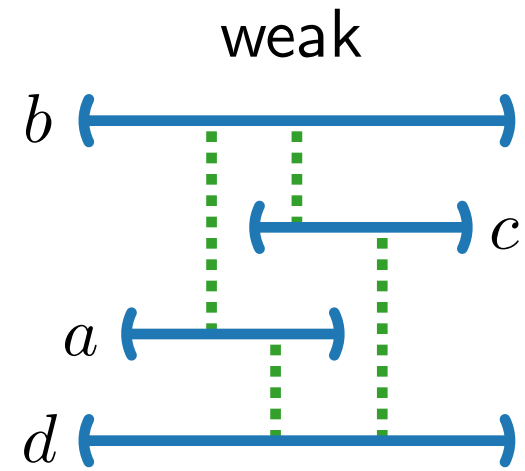
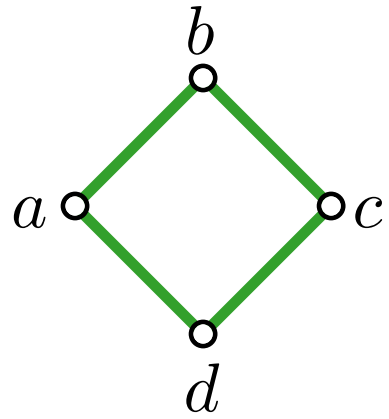
Partial Representation Extension Problem.

Given a graph G and a **set of bars** ψ' of $V' \subseteq V(G)$, **decide** whether there exists a weak/strong/ ε bar visibility representation ψ of G **where** $\psi|_{V'} = \psi'$ (and **construct** ψ if a representation exists).

Background

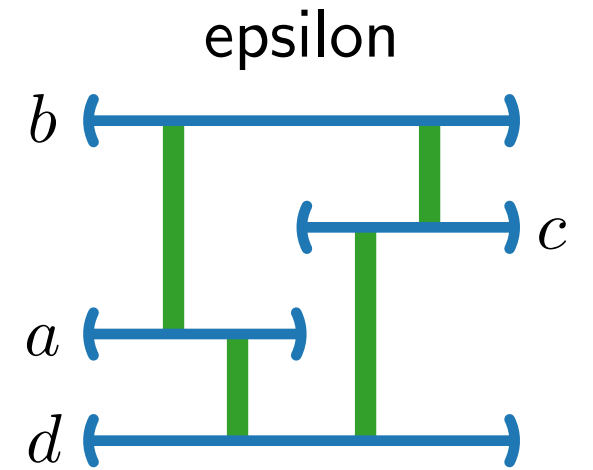
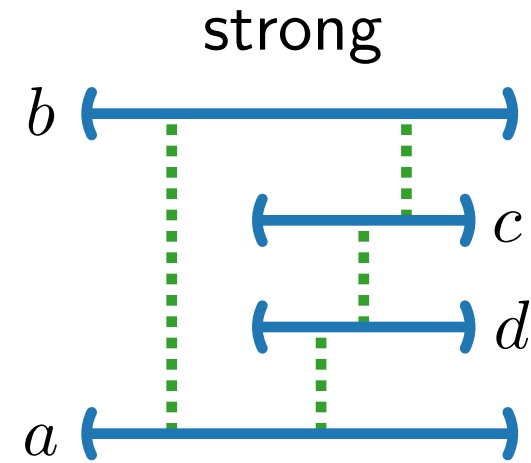
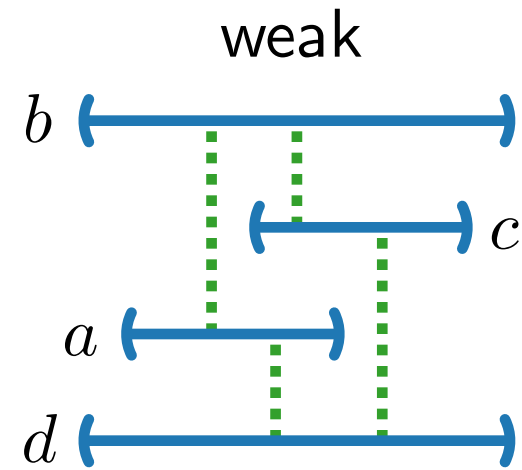
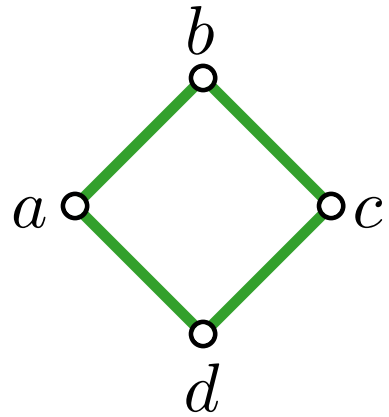


Background



Weak Bar Visibility.

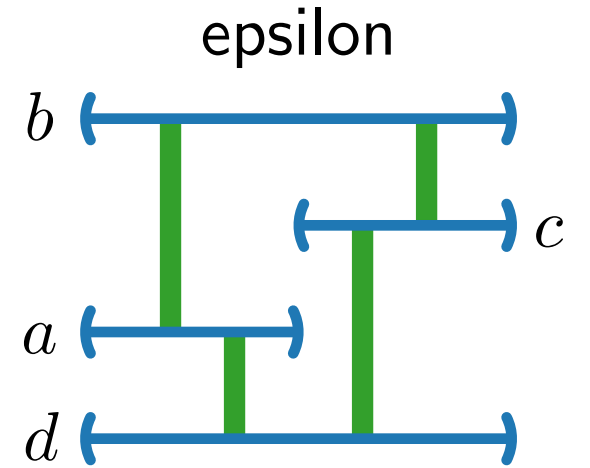
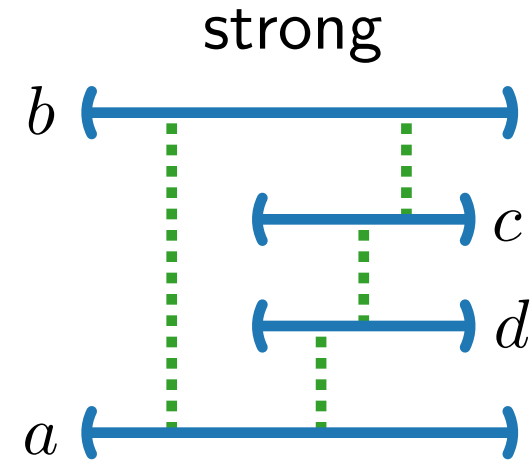
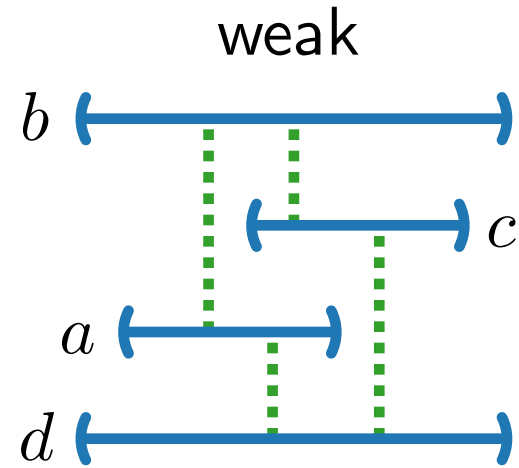
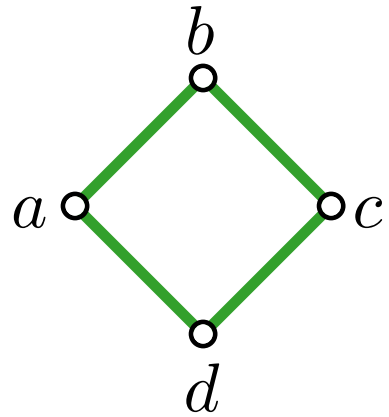
Background



Weak Bar Visibility.

- Exactly all planar graphs [Tamassia & Tollis '86; Wismath '85]

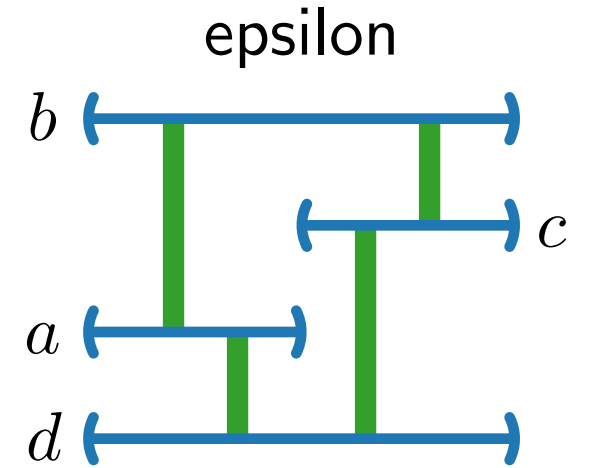
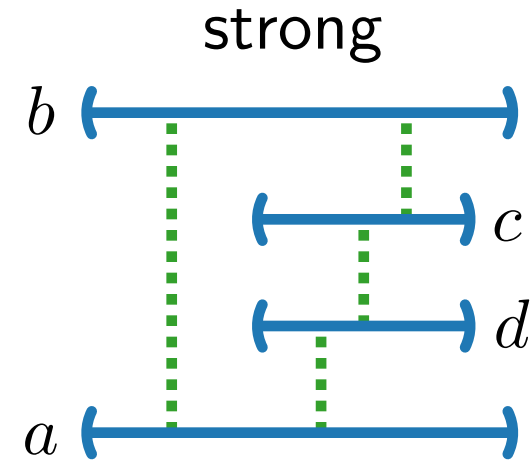
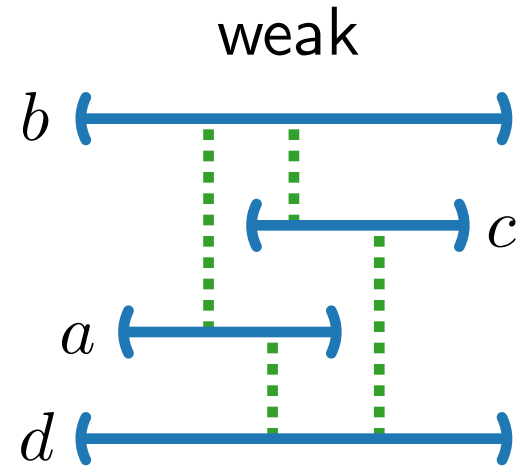
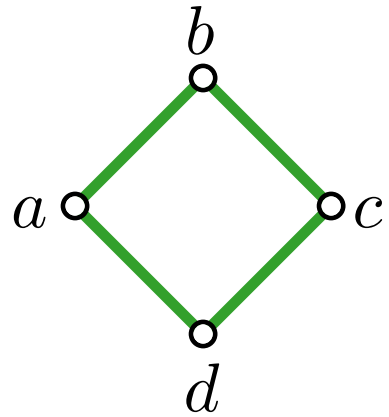
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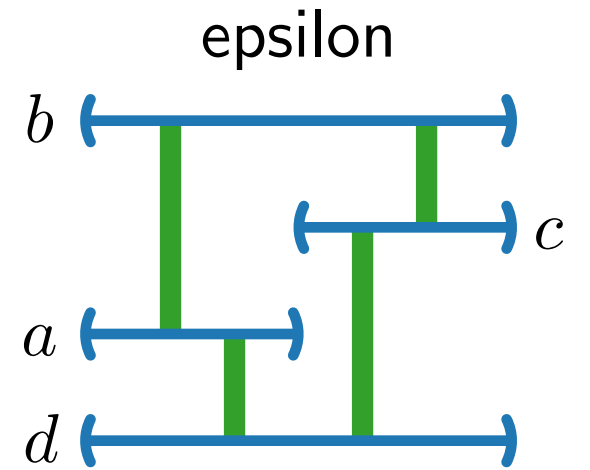
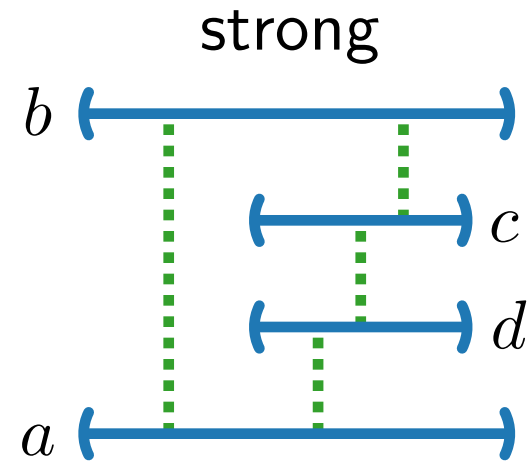
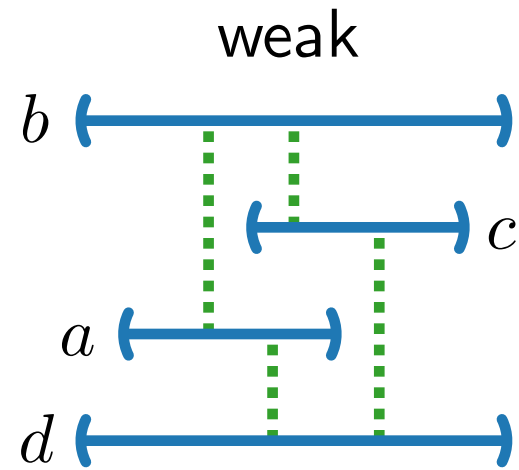
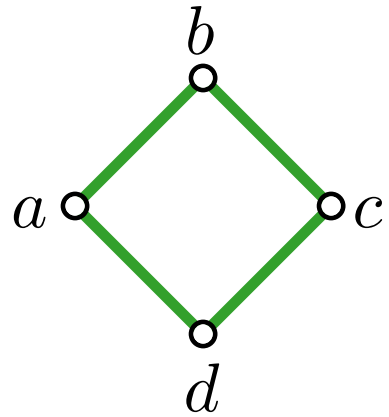
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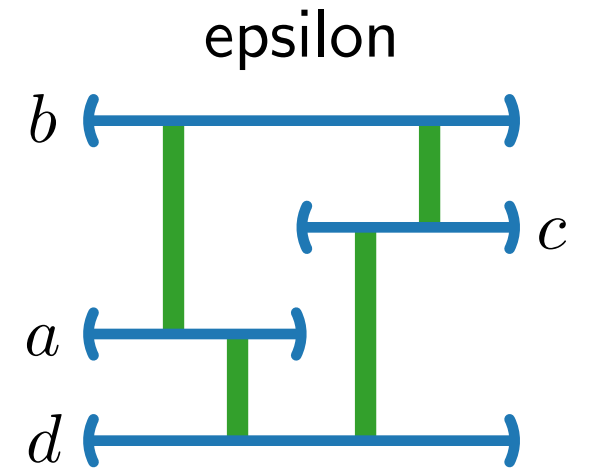
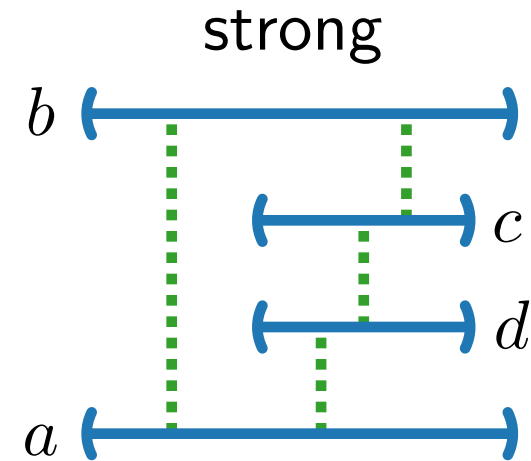
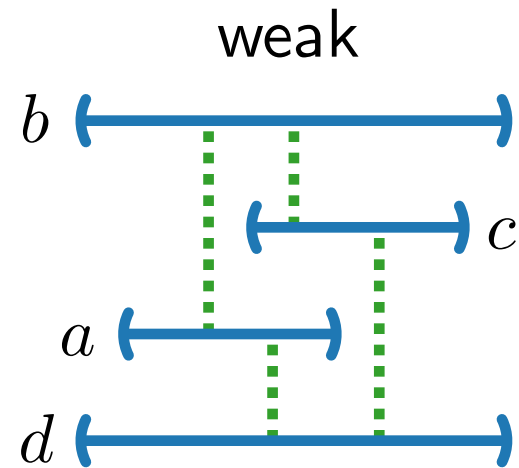
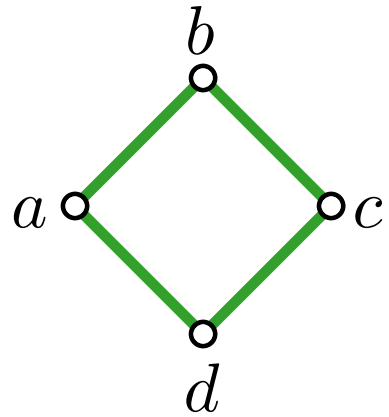


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Strong Bar Visibility.

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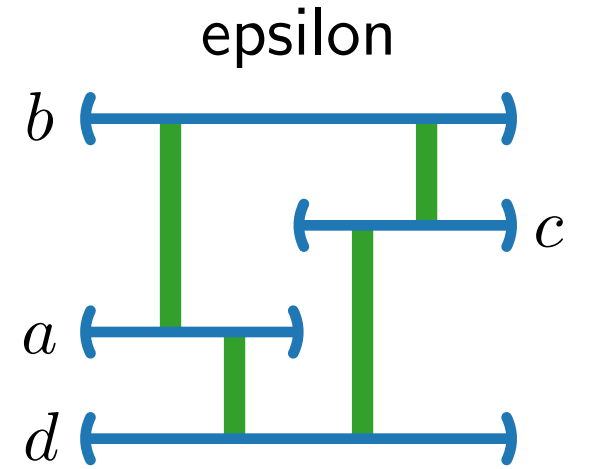
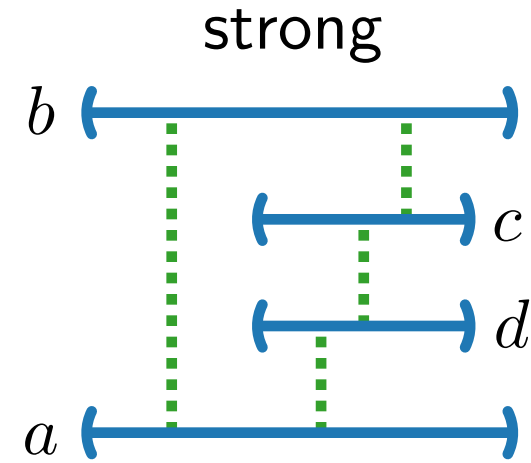
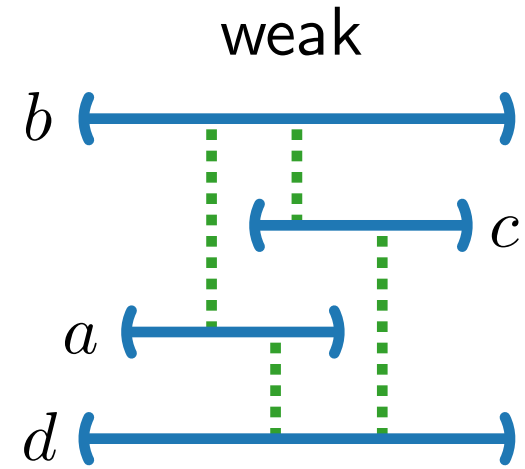
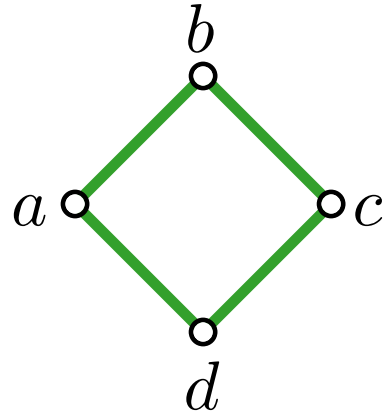
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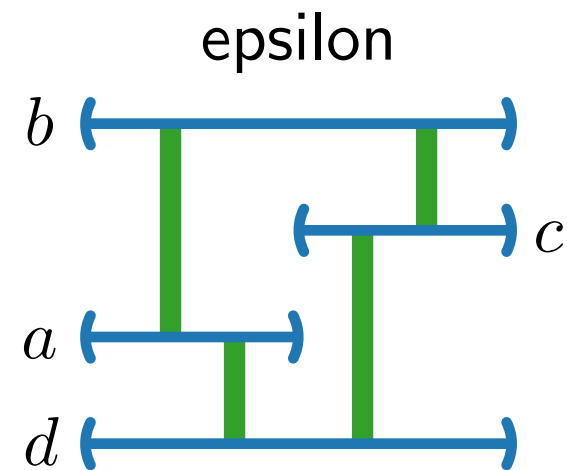
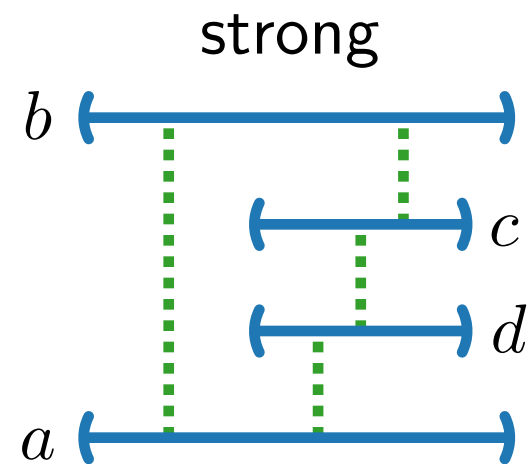
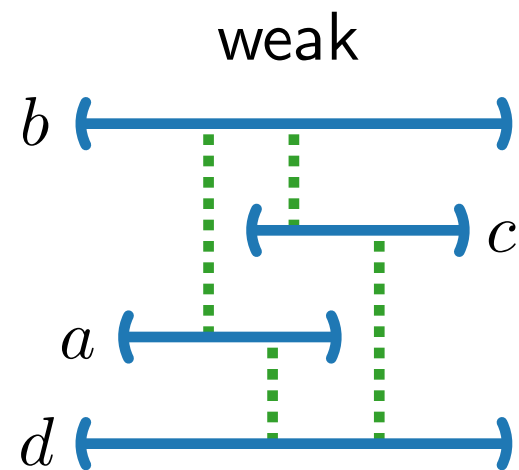
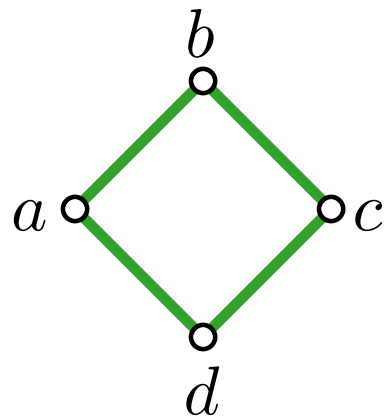
- NP-complete to recognize [Andreae '92]

Background



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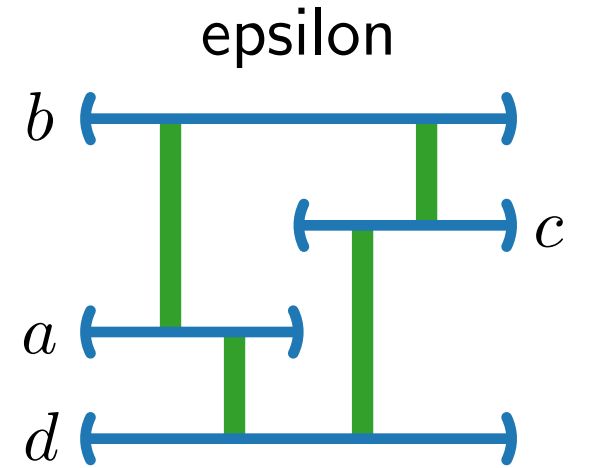
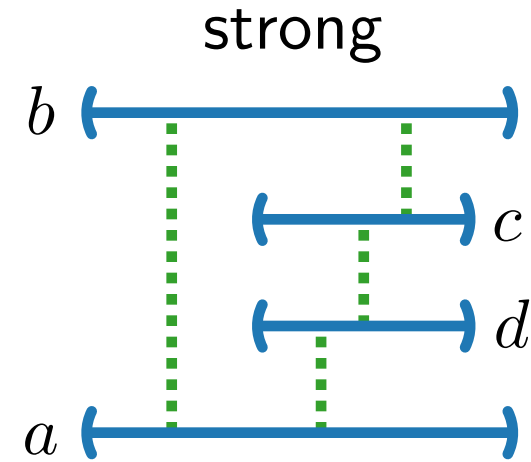
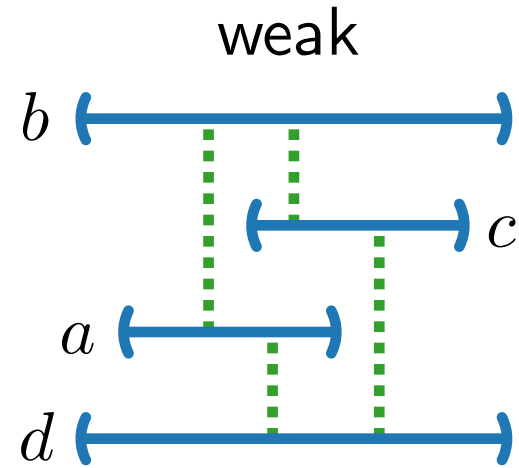
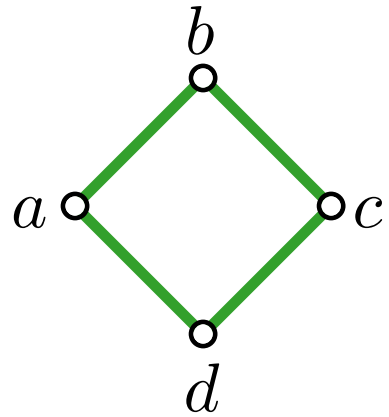
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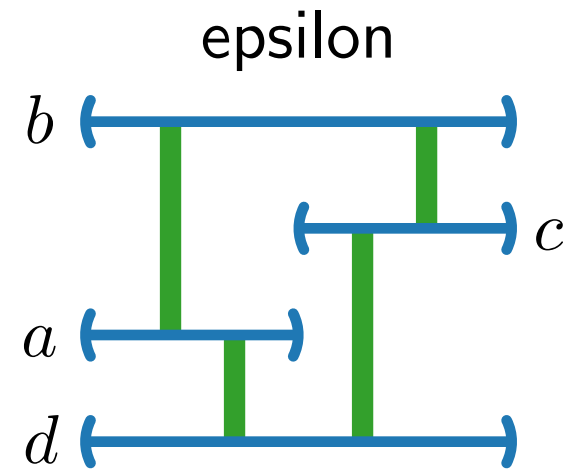
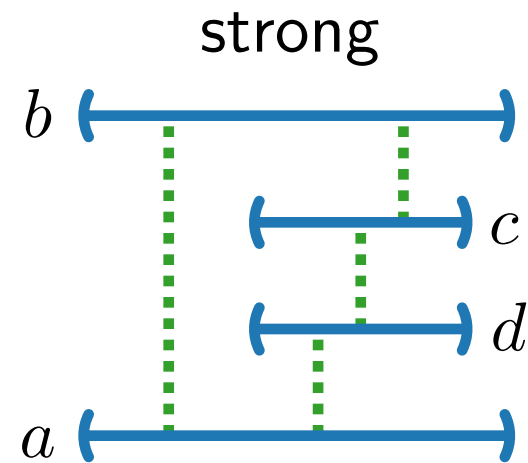
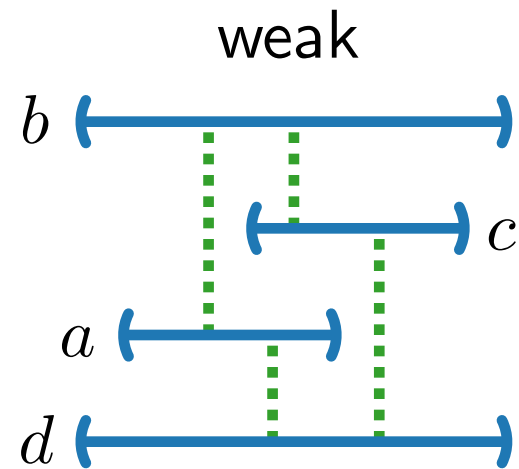
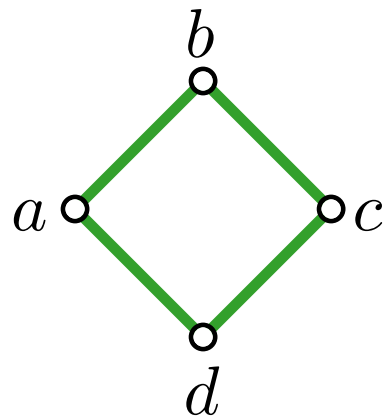
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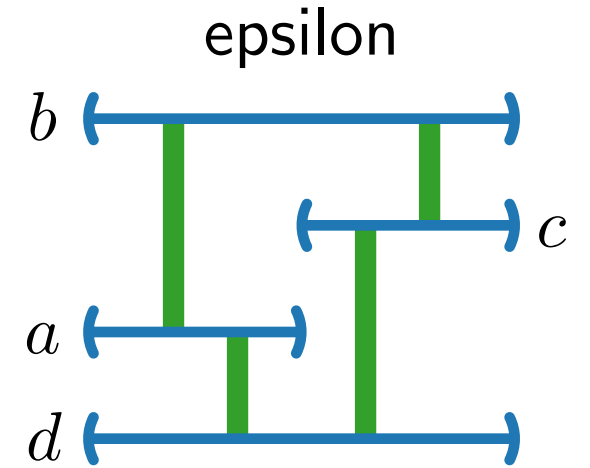
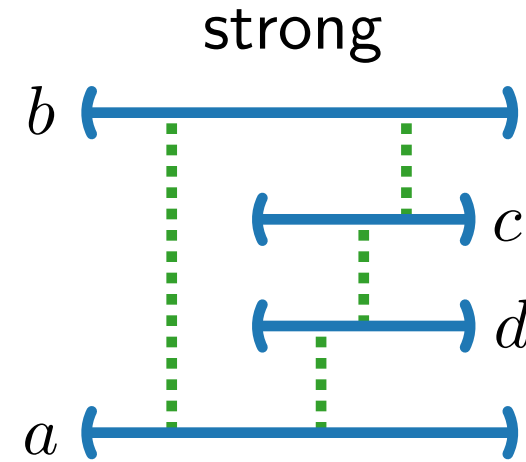
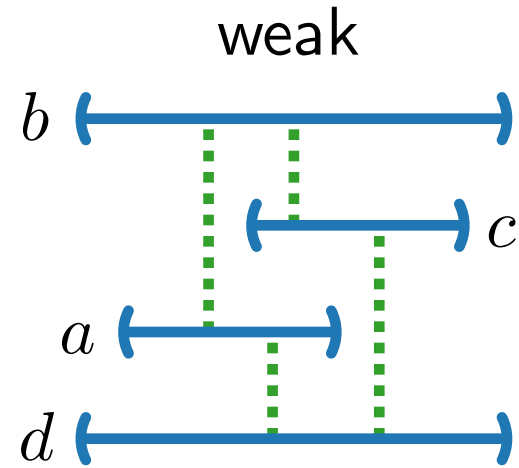
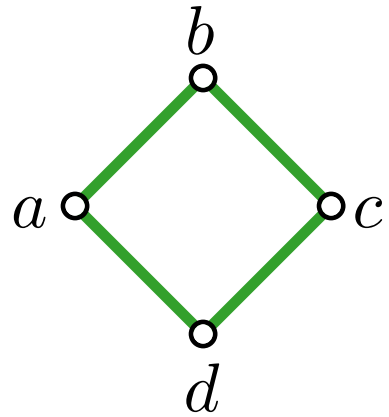
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Bar Visibility Representation of Digraphs

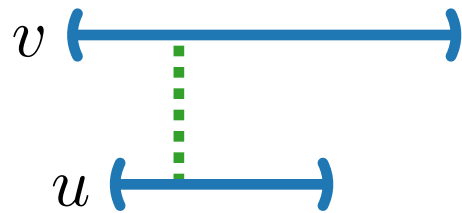
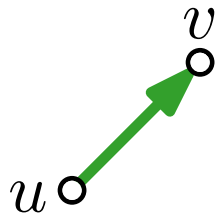
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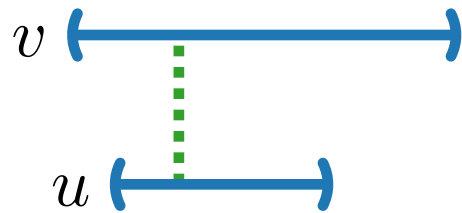
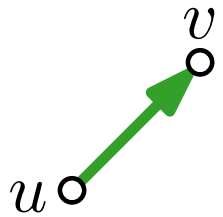
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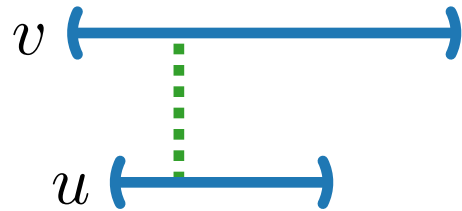
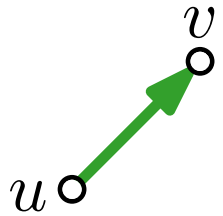
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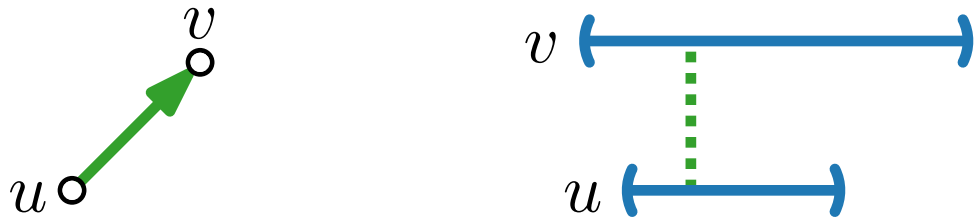


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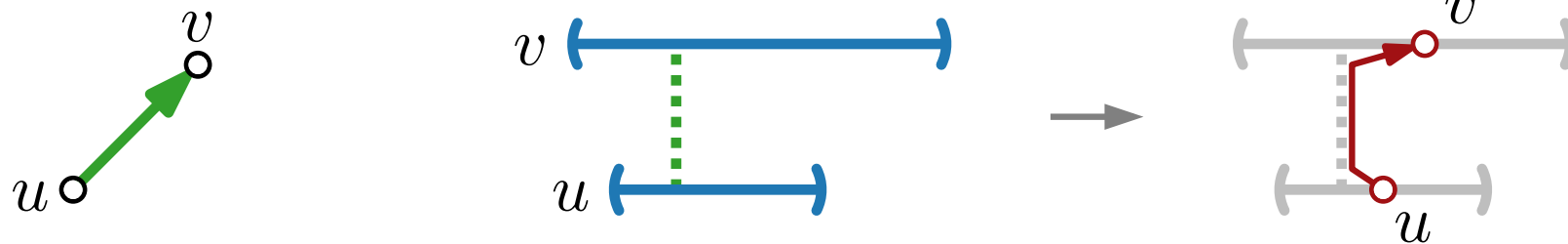


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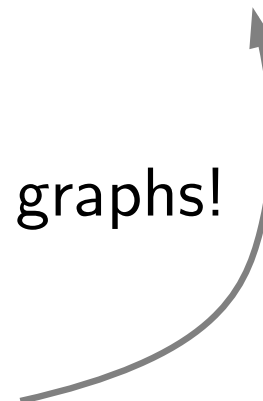
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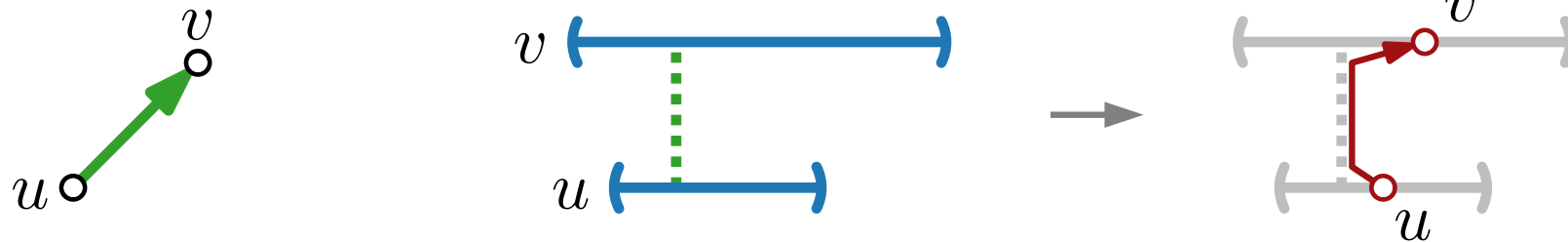
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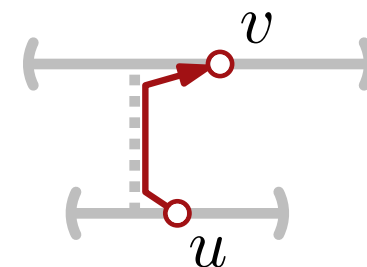
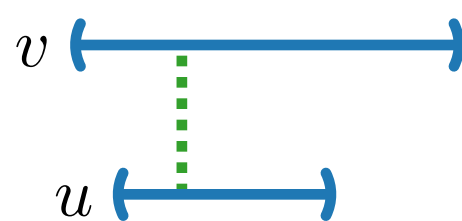
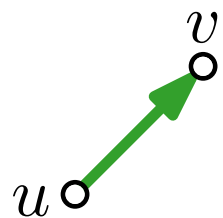
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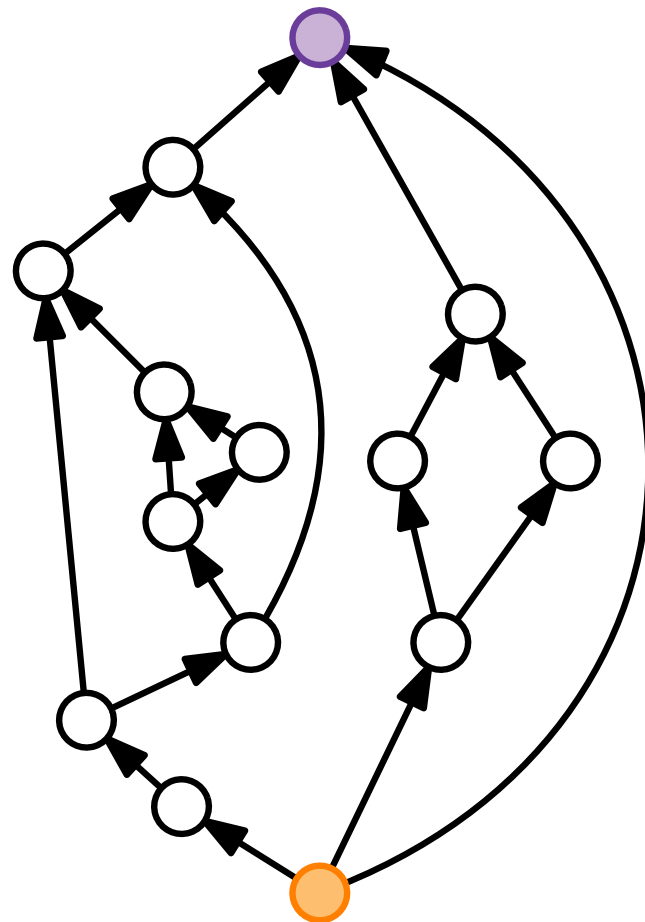
Next, we consider ε -bar visibility representations of specific directed graphs ($\rightarrow st$ -graphs)

ε -Bar Visibility and st -Graphs

Recall that an **st -graph** is a planar digraph G with exactly one **source** s and one **sink** t where s and t occur on the outer face of an embedding of G .

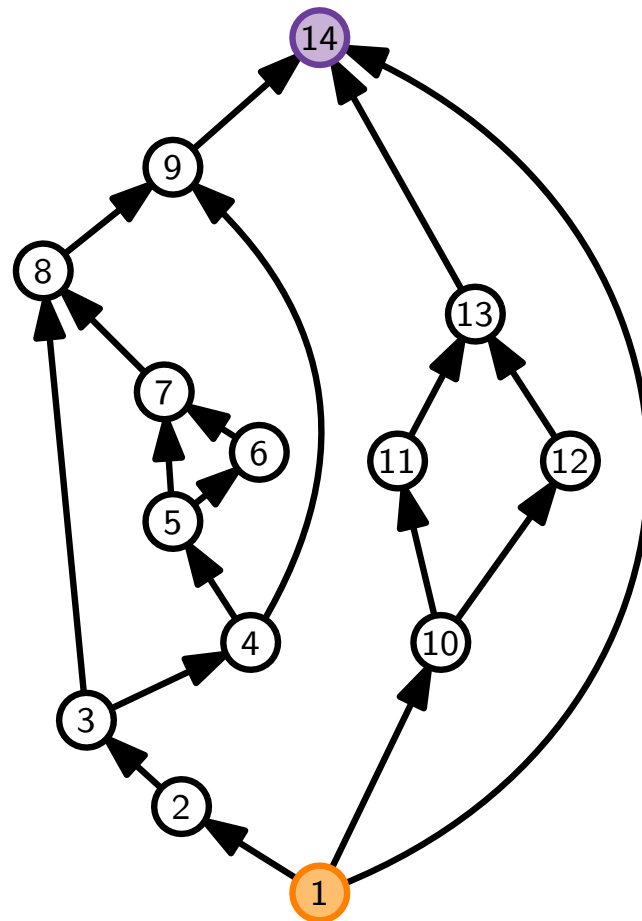
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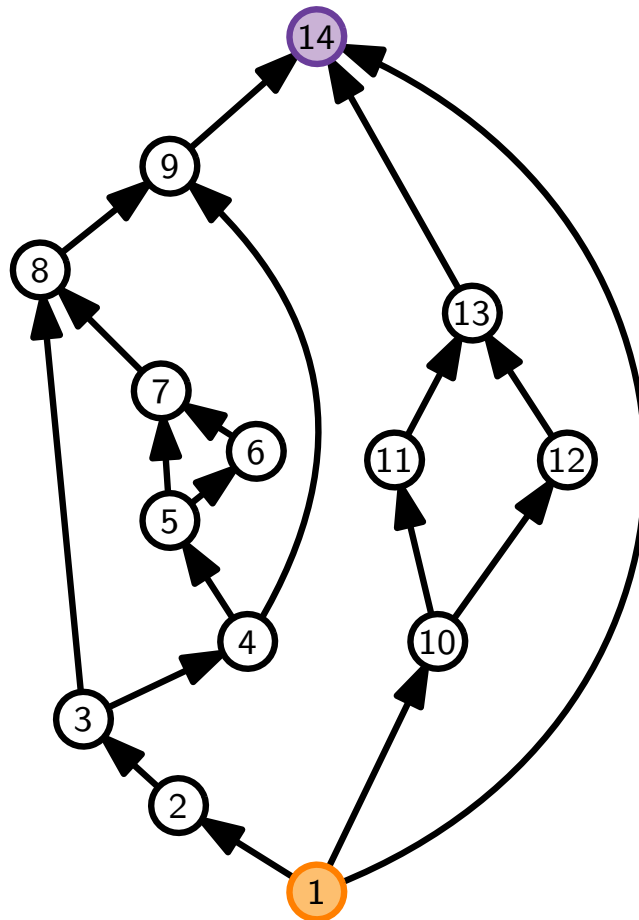


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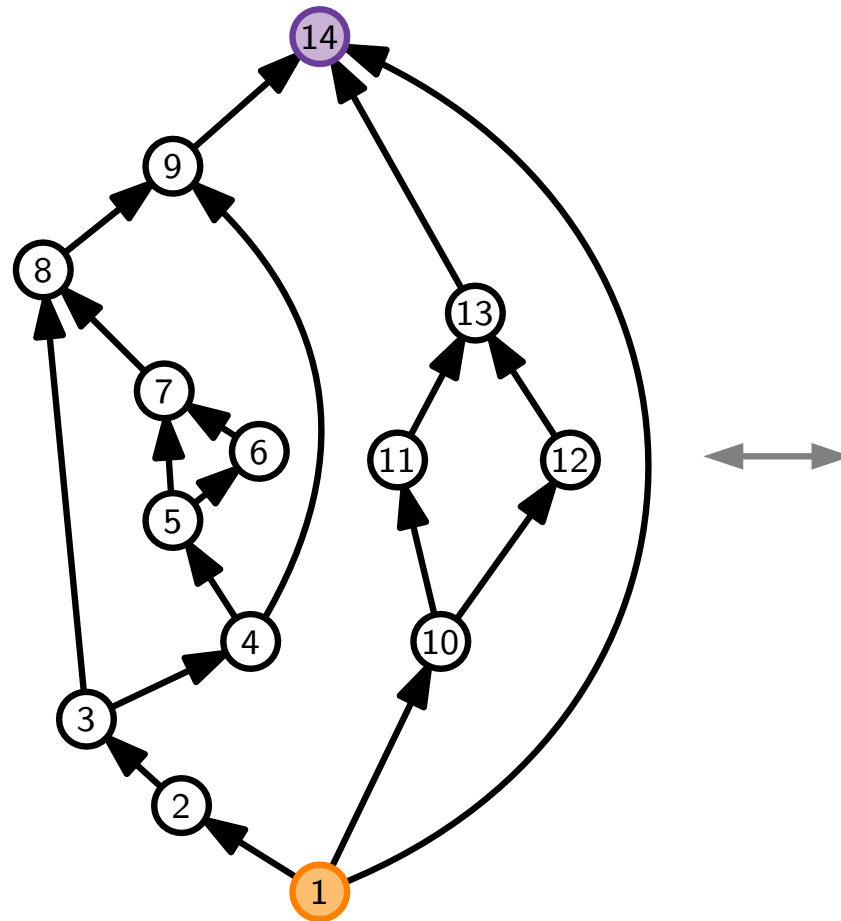


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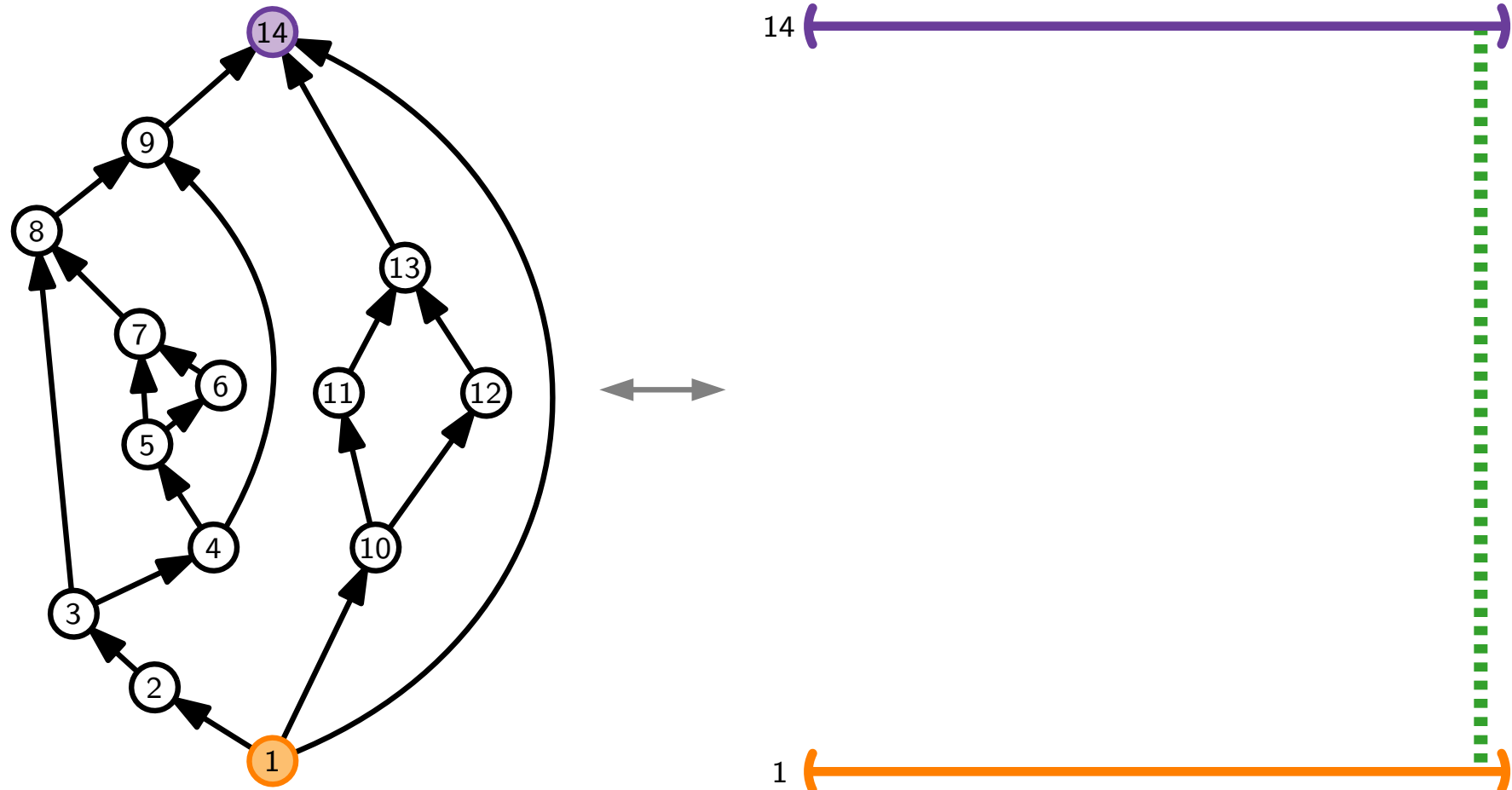


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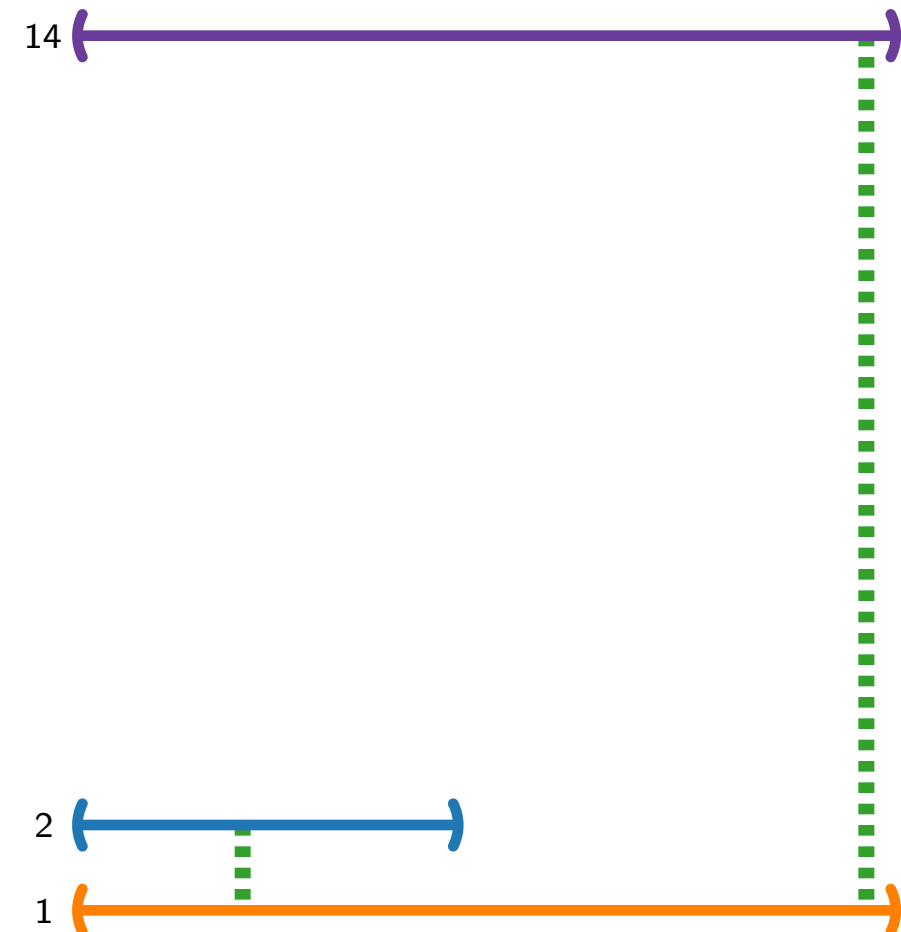
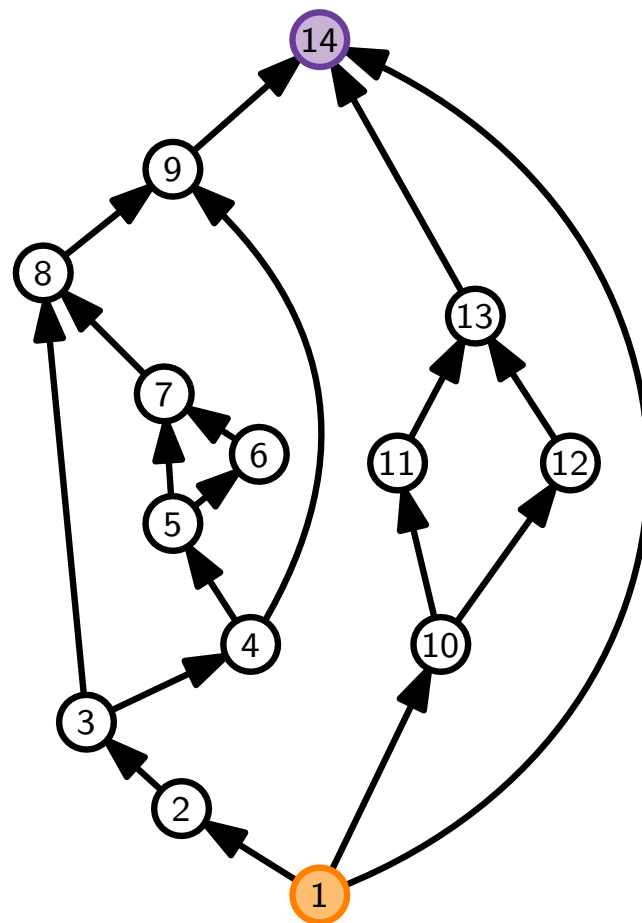


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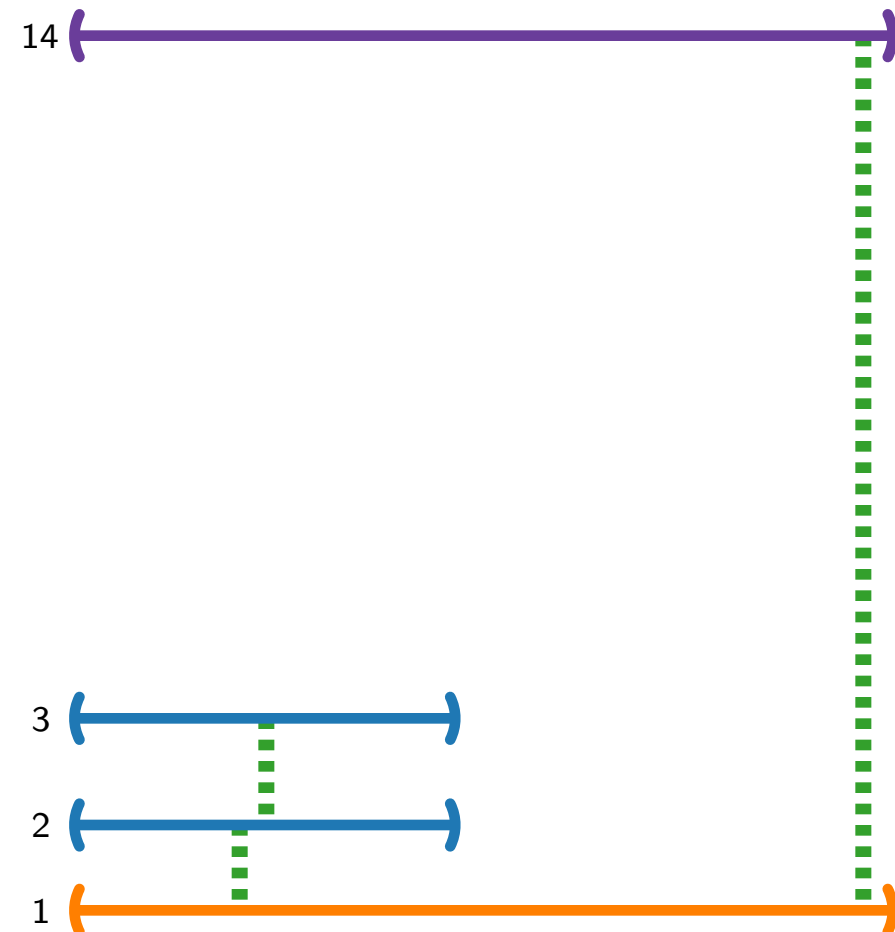
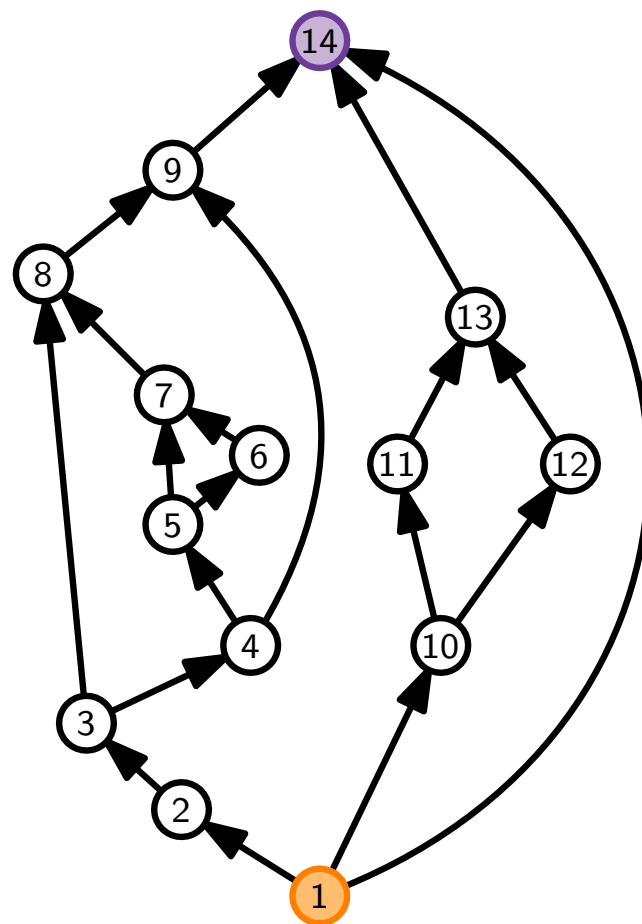


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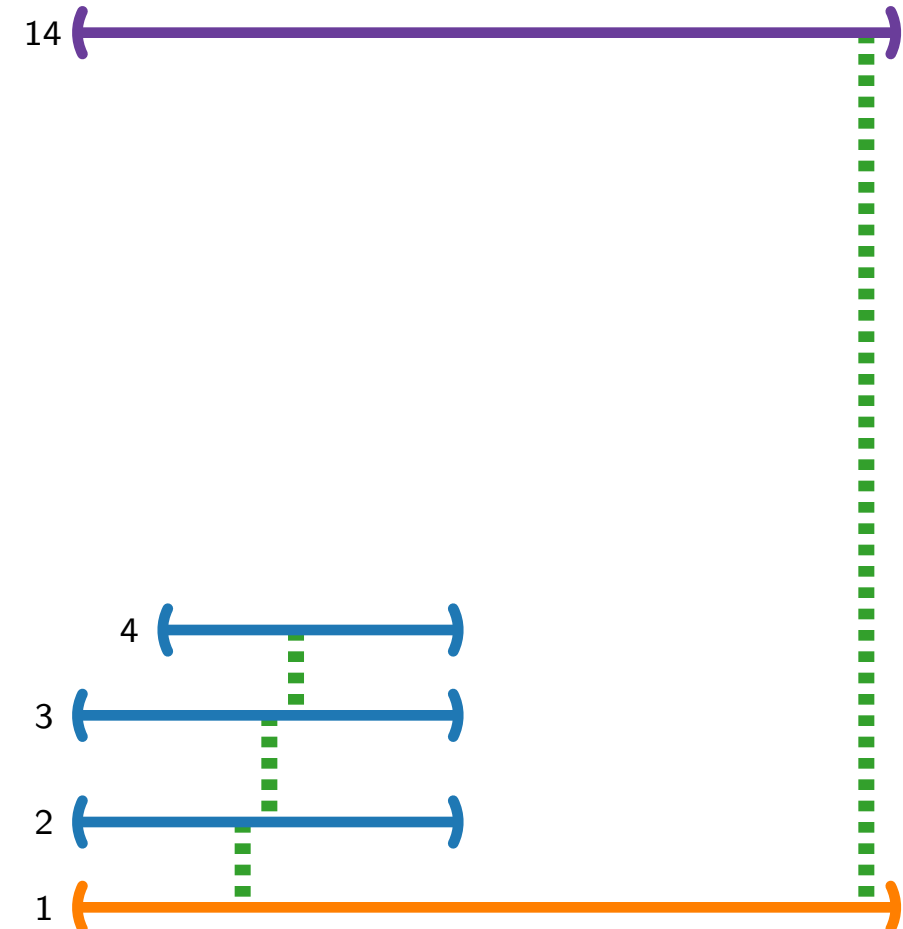
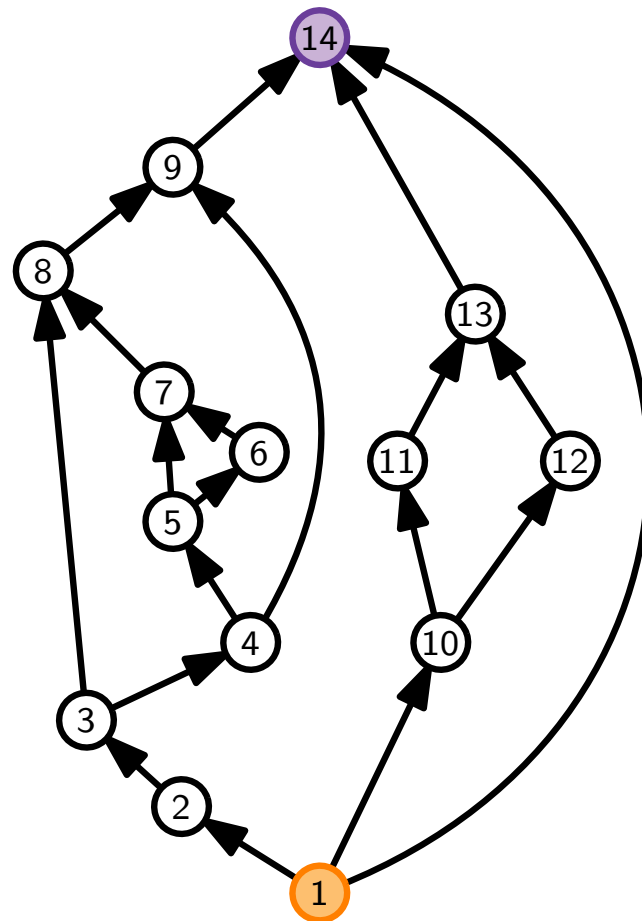


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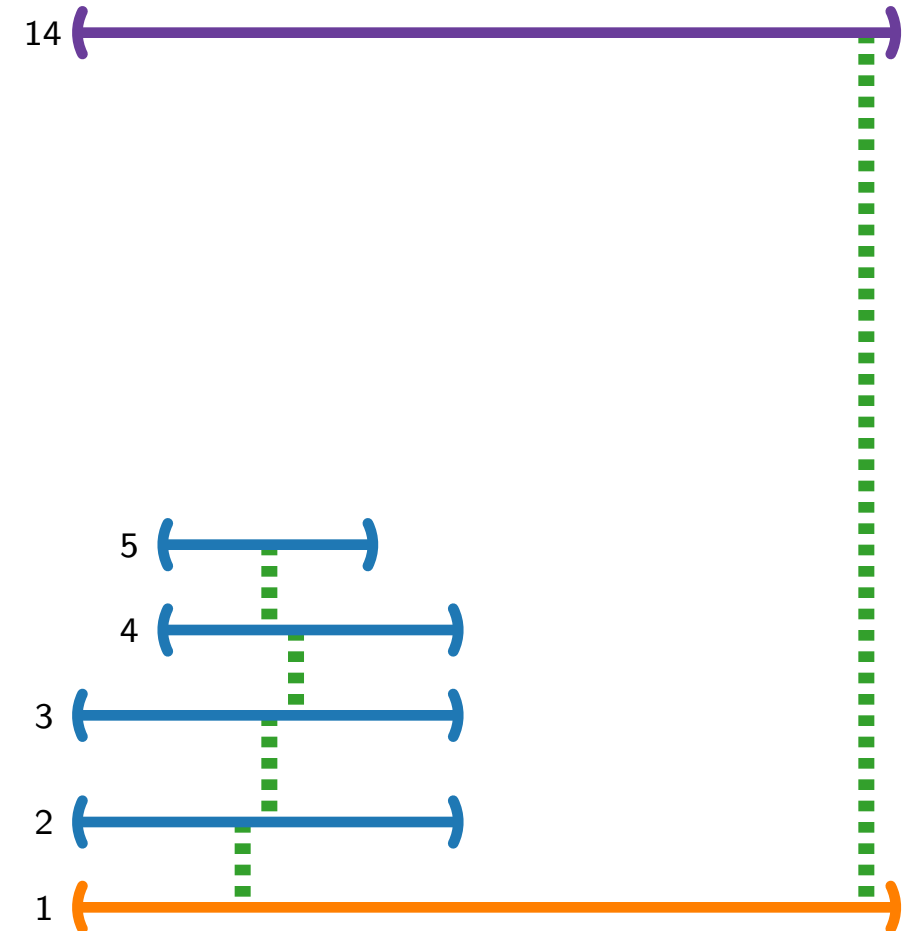
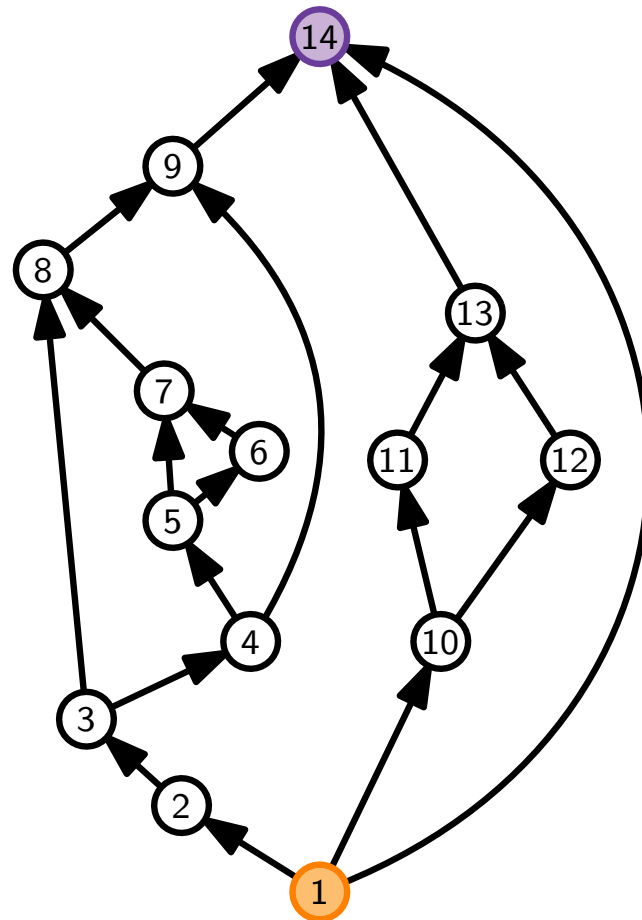


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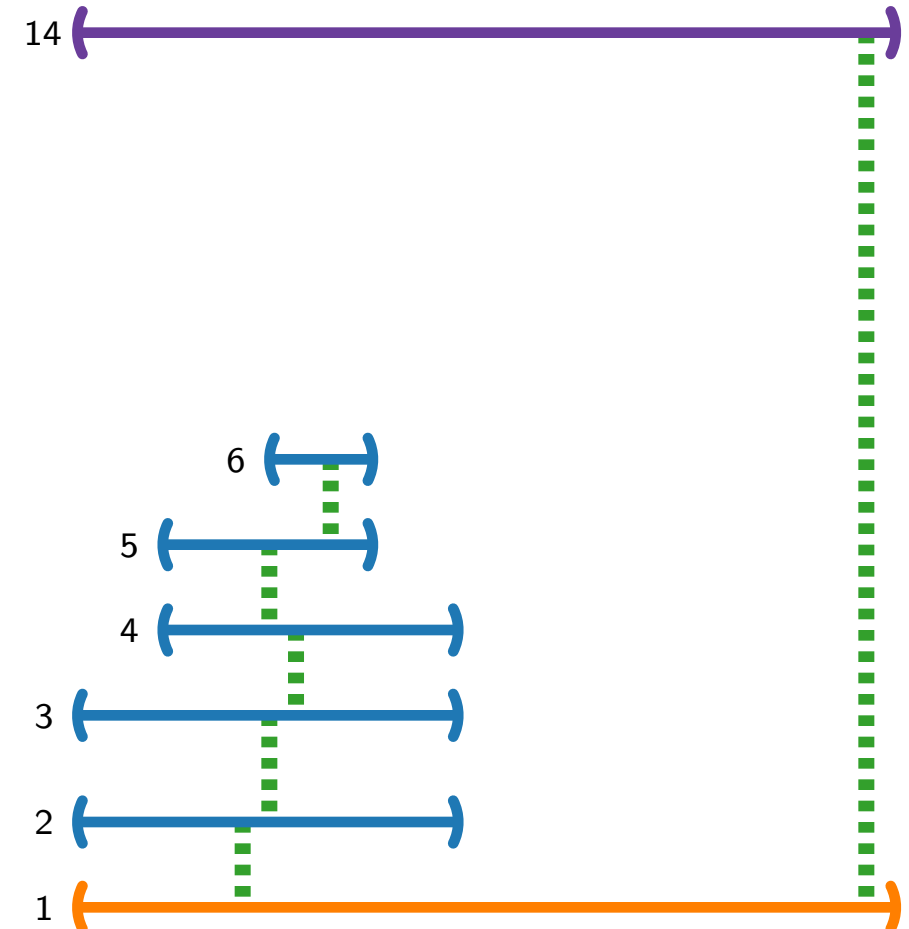
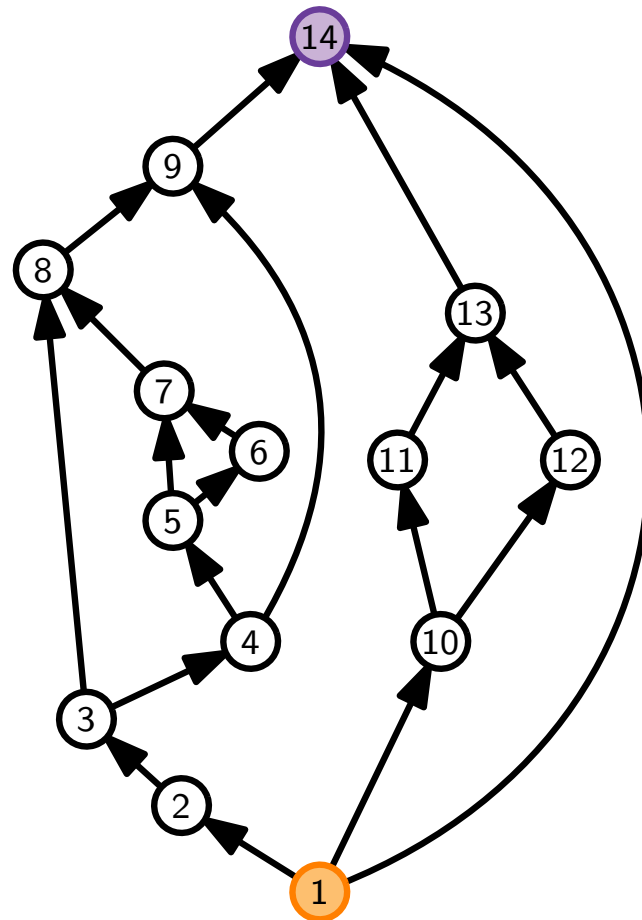


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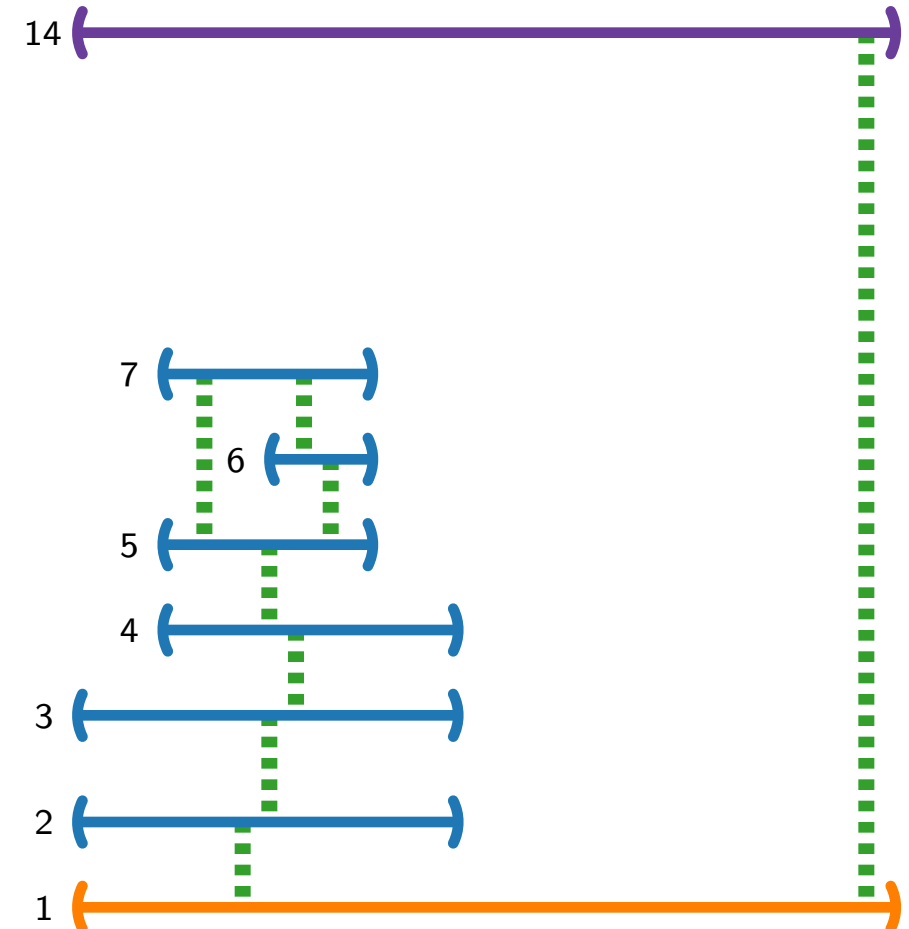
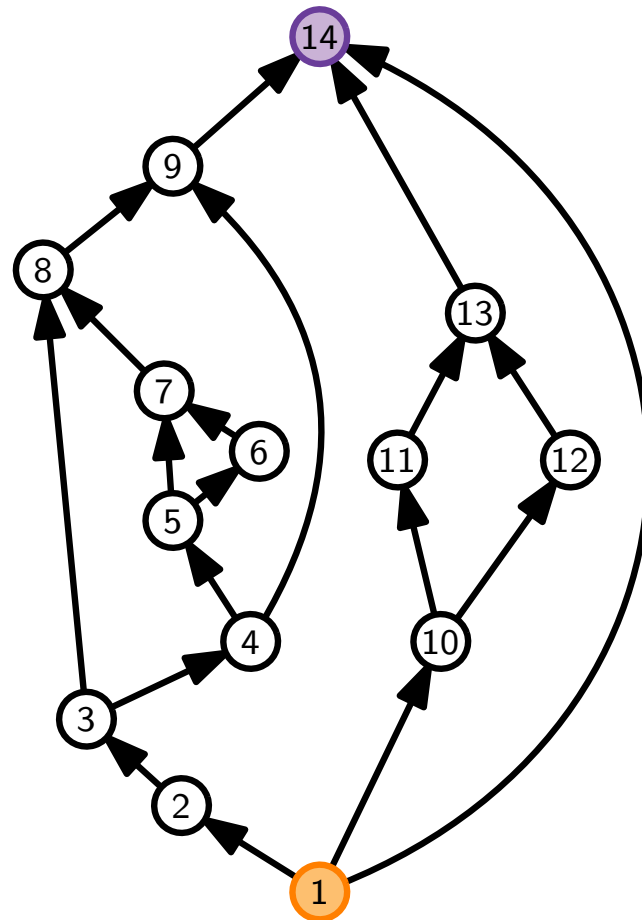


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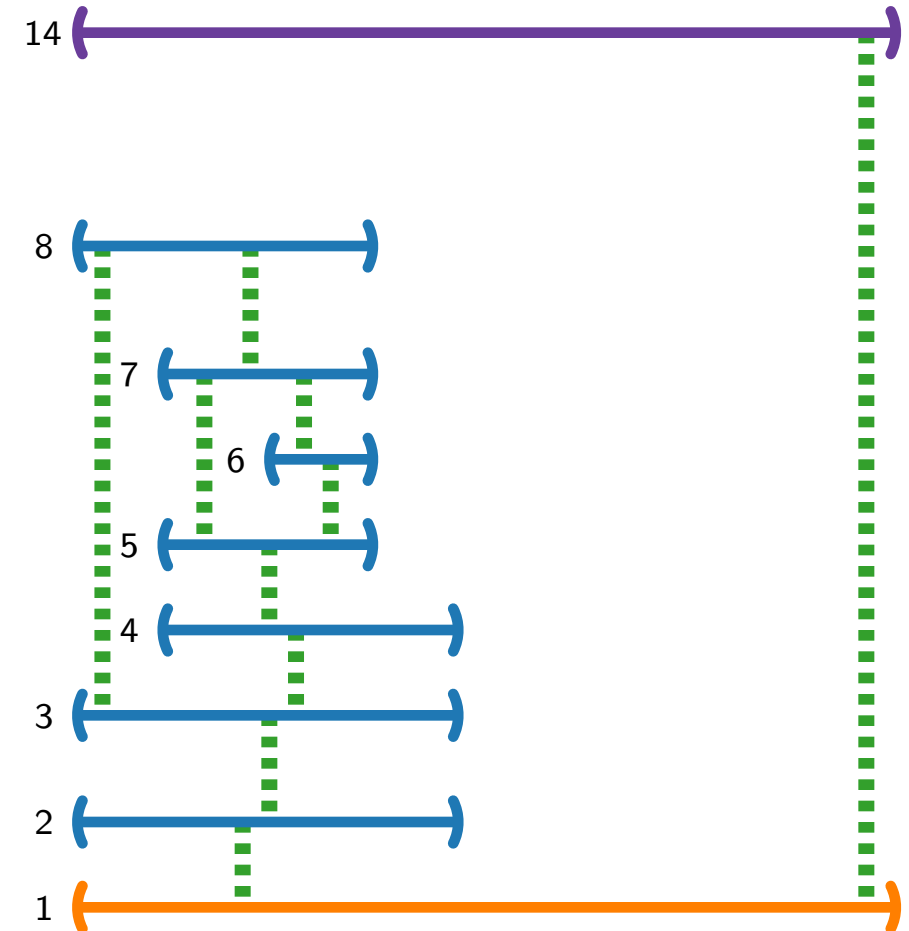
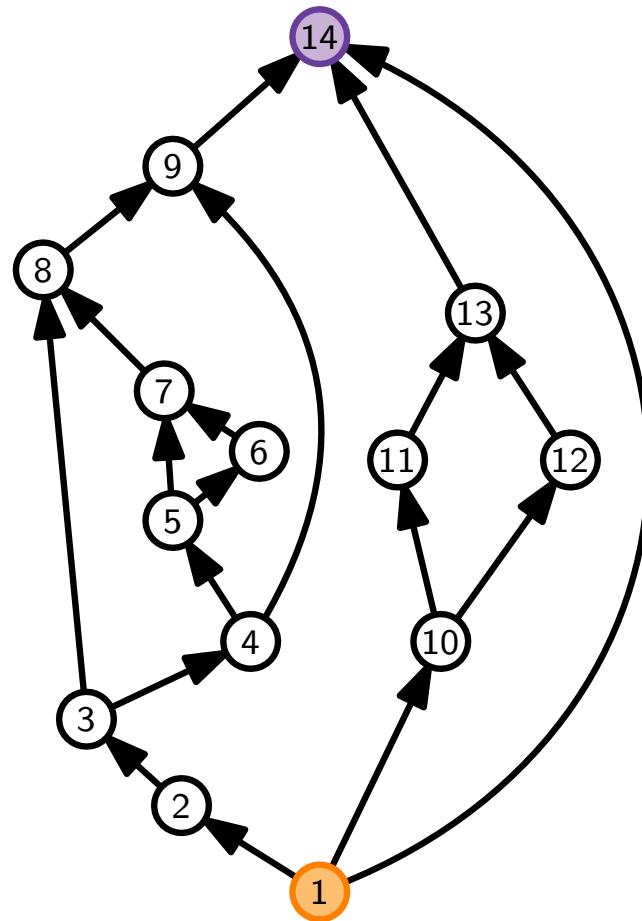


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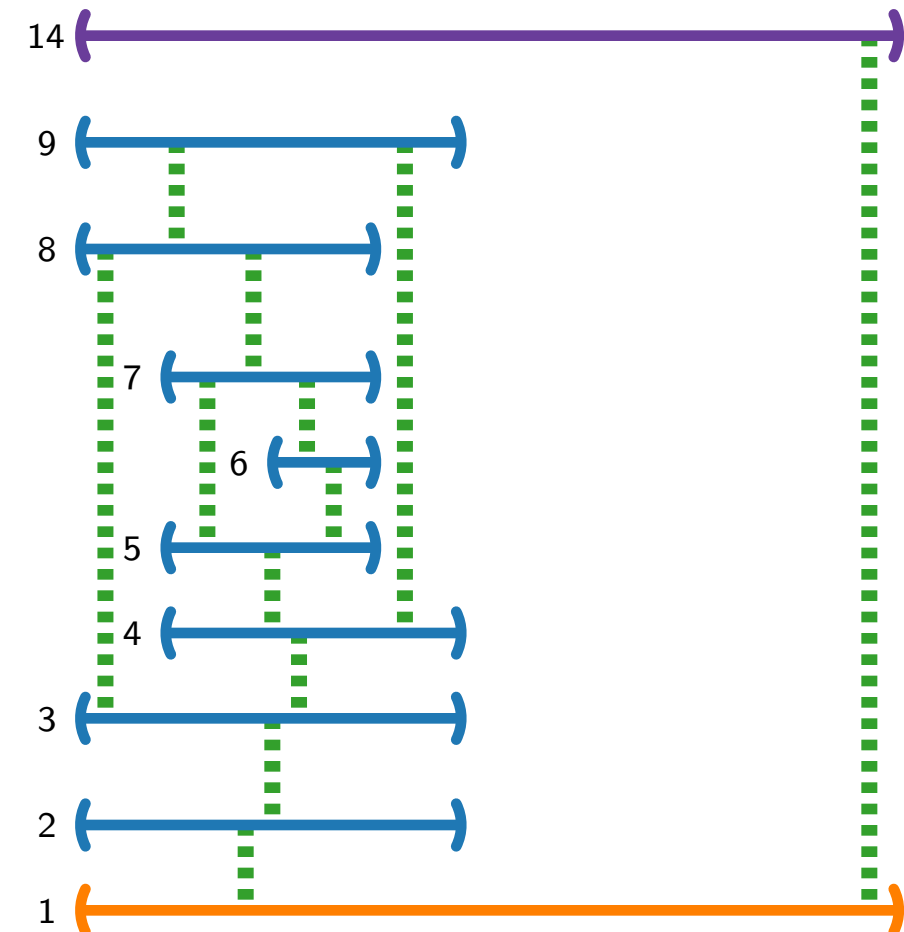
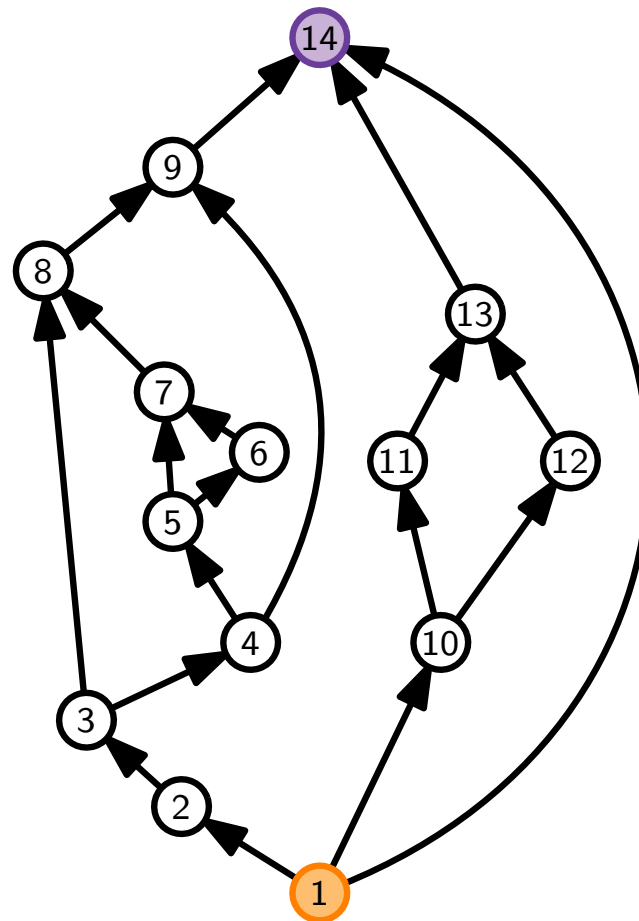


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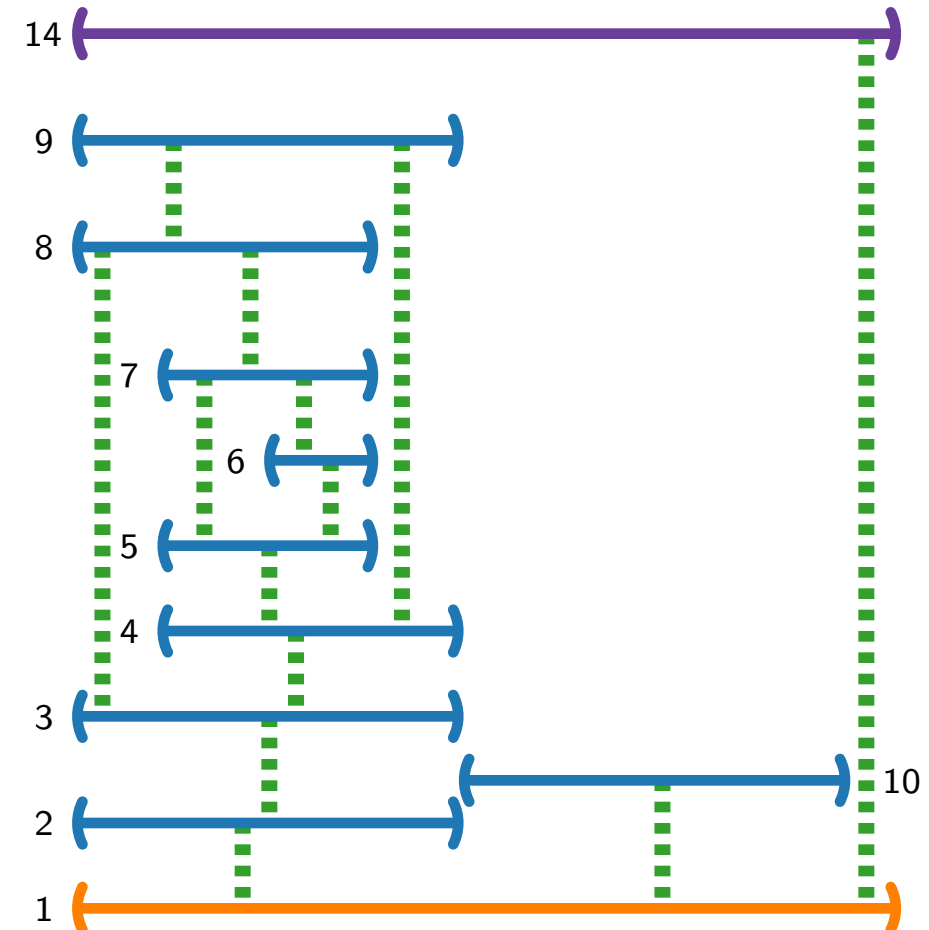
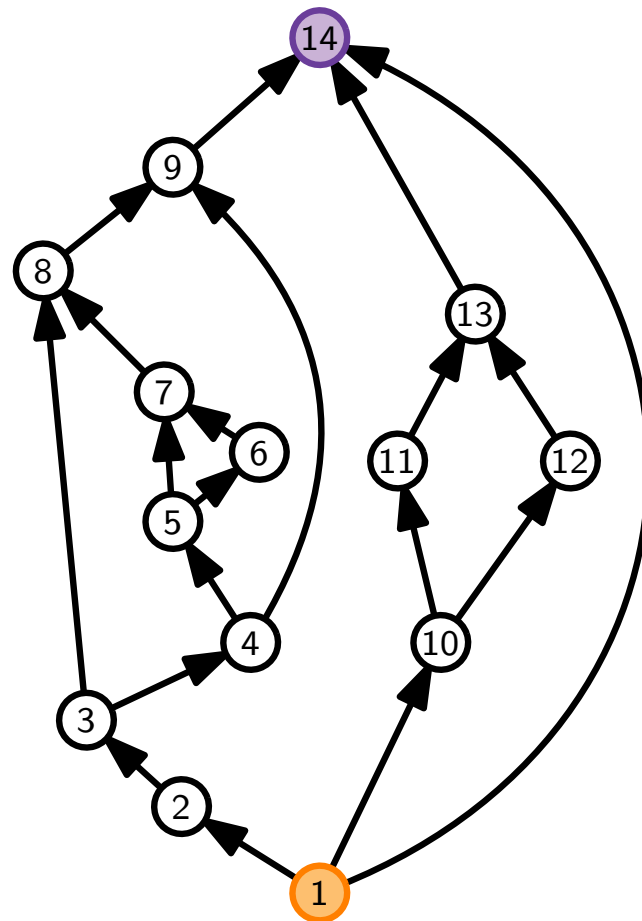


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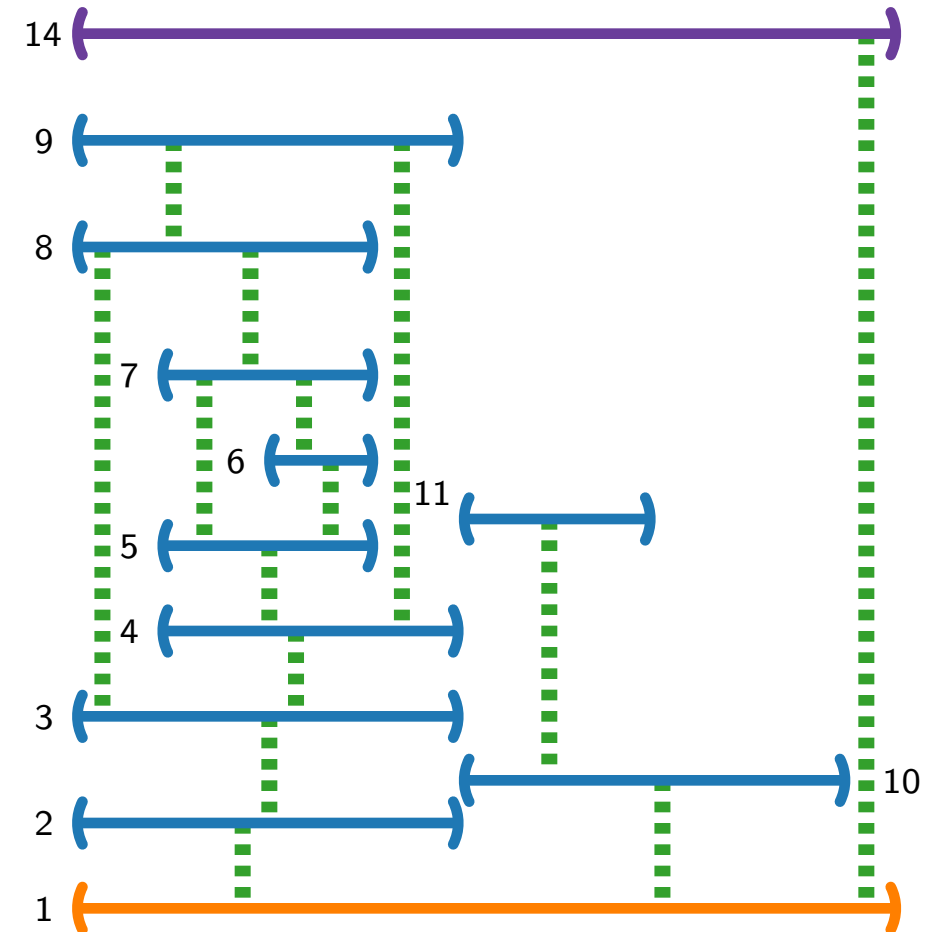
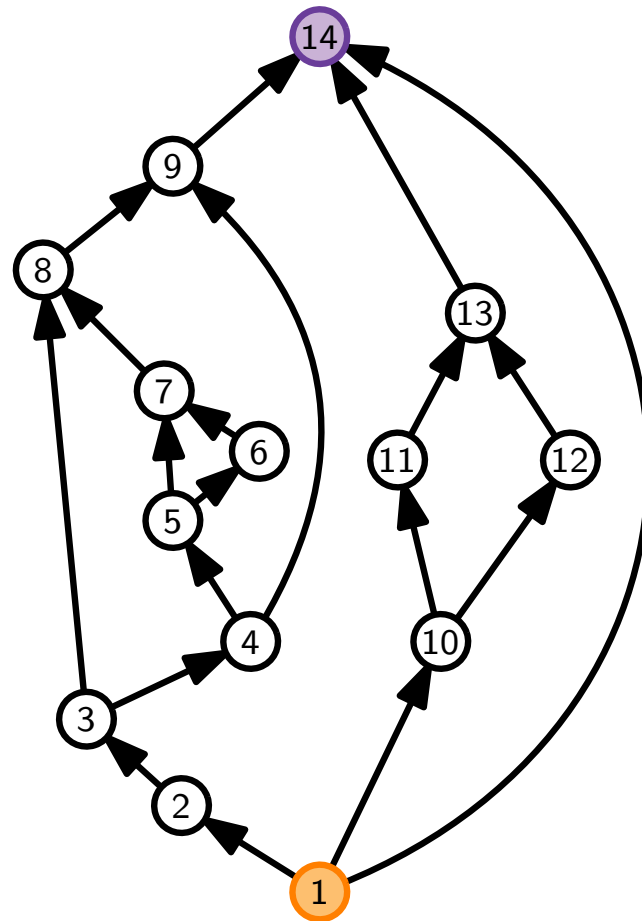


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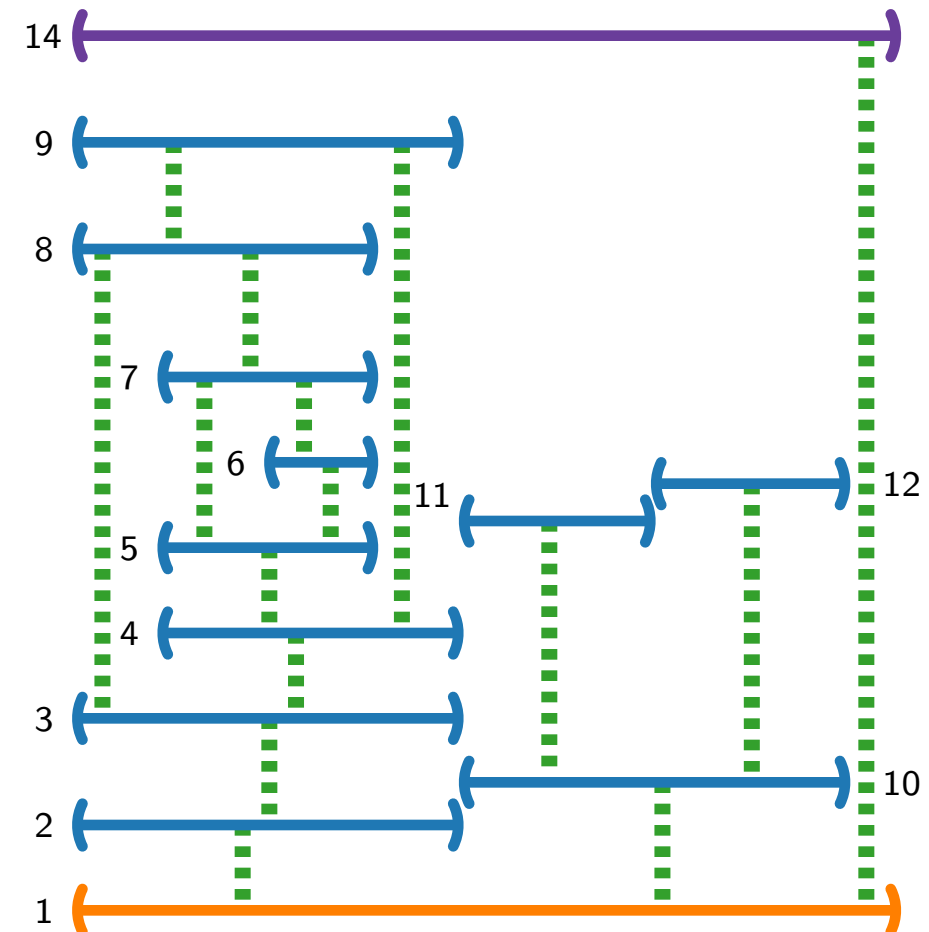
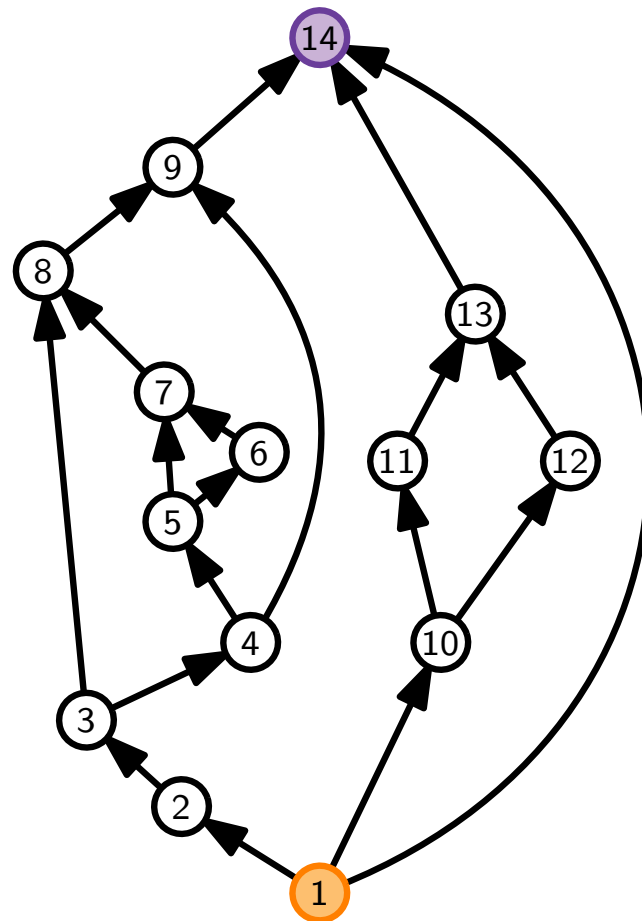


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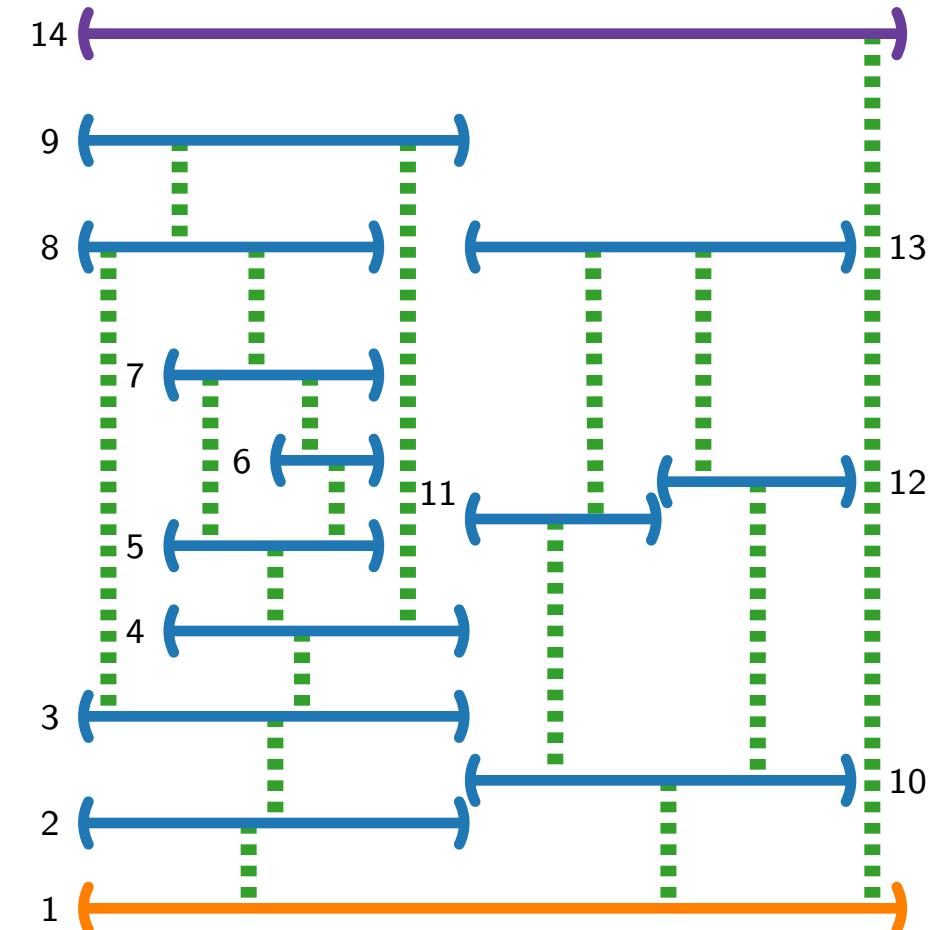
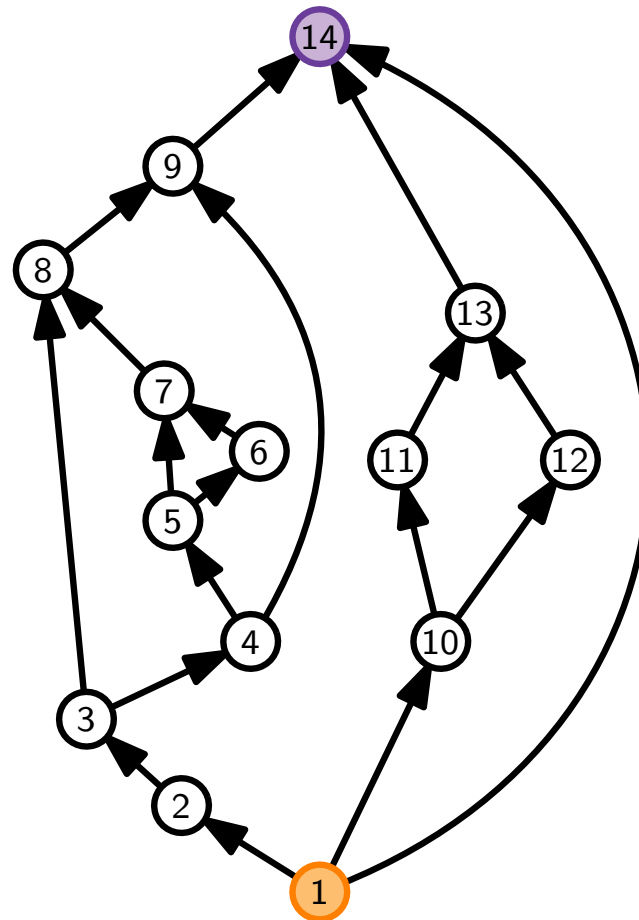


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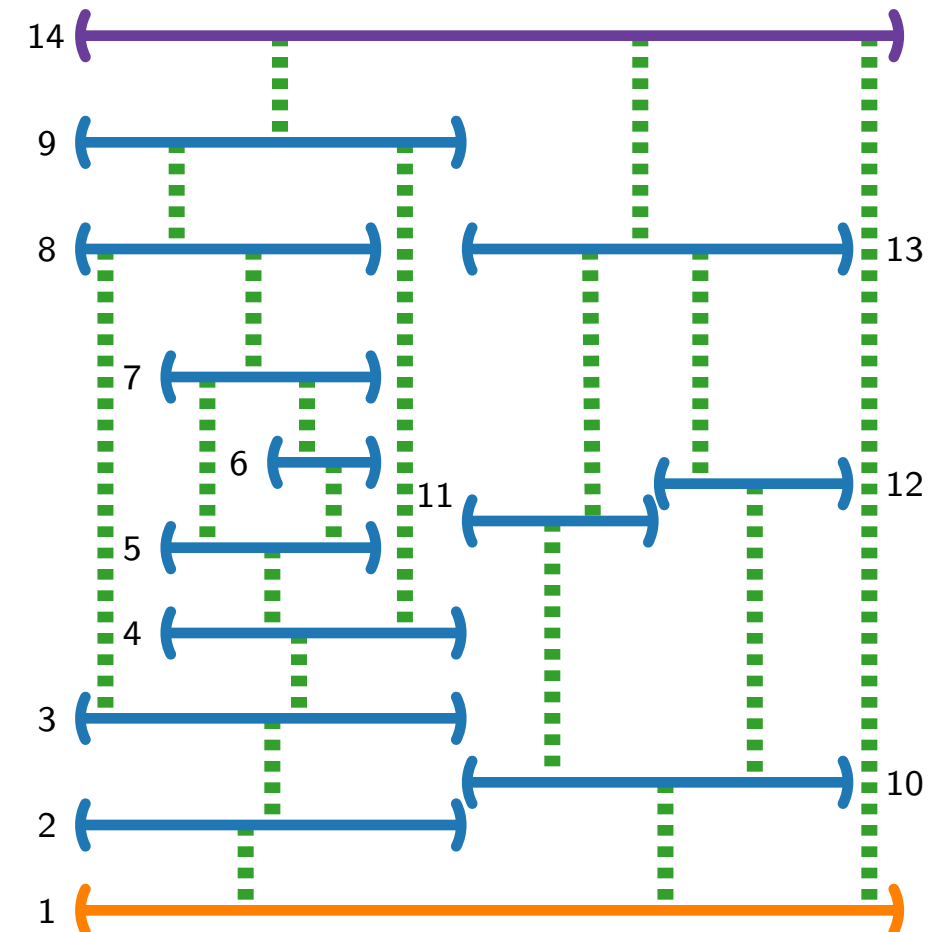
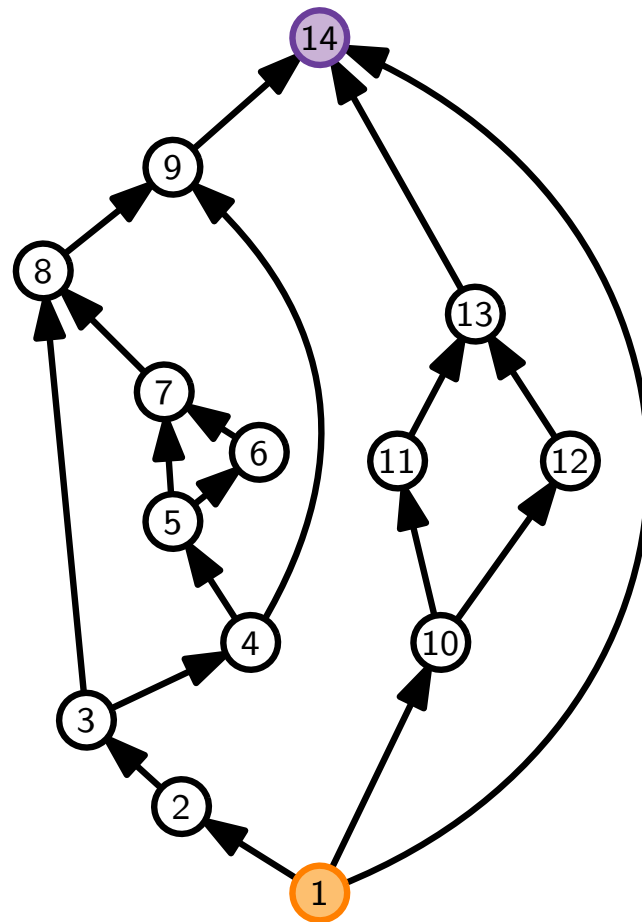


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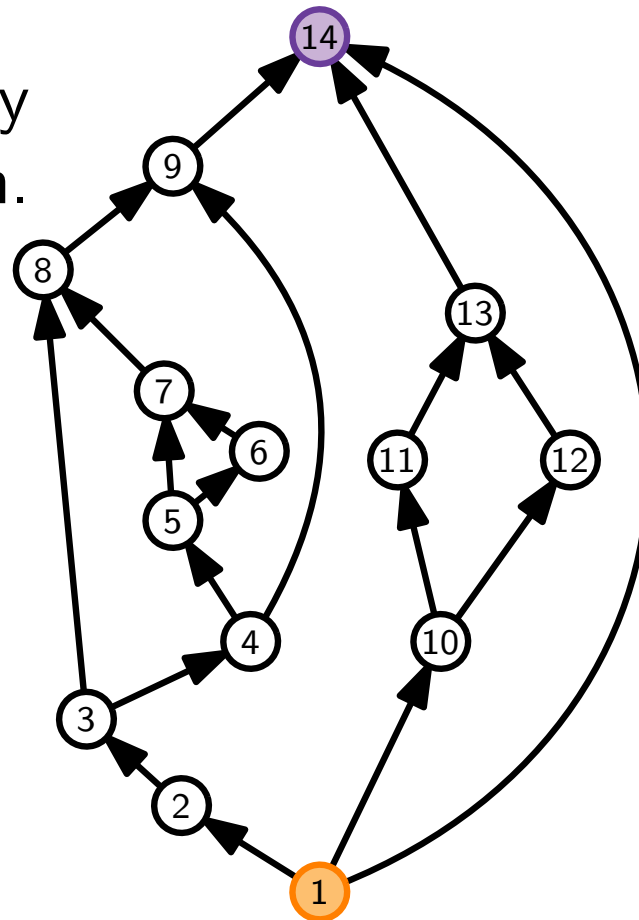
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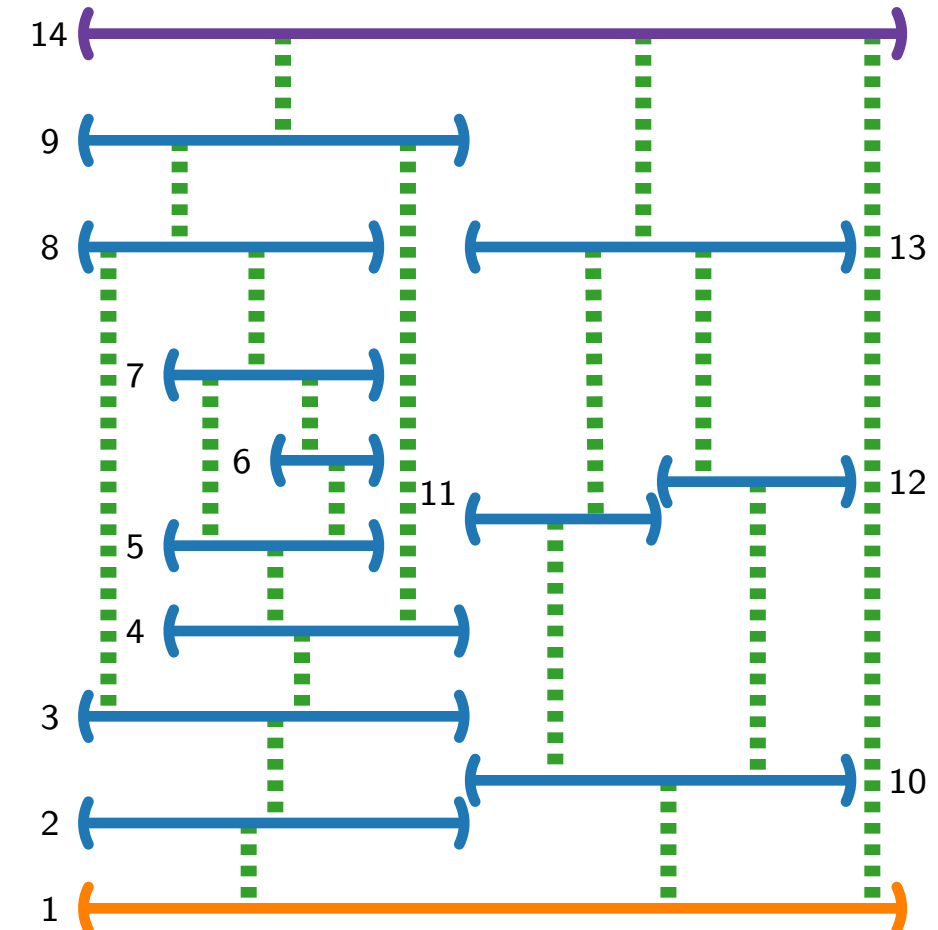
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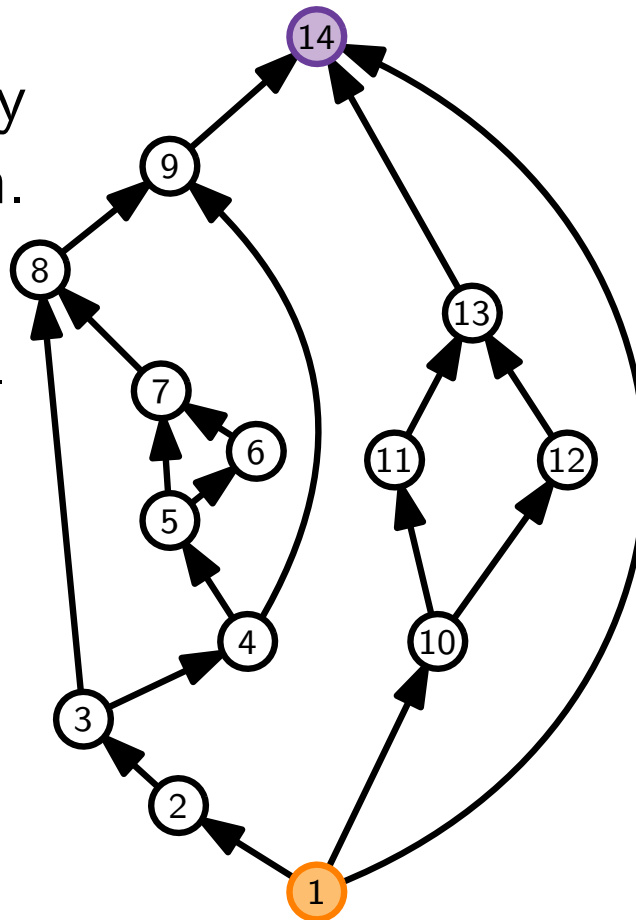
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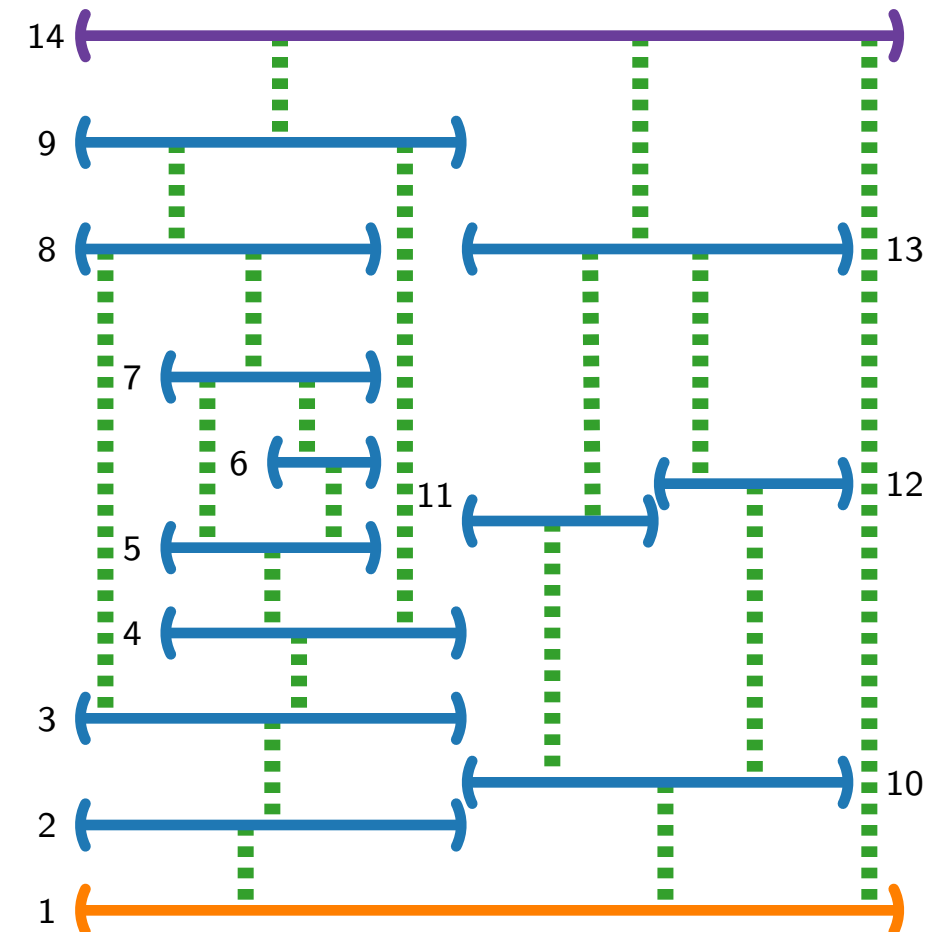
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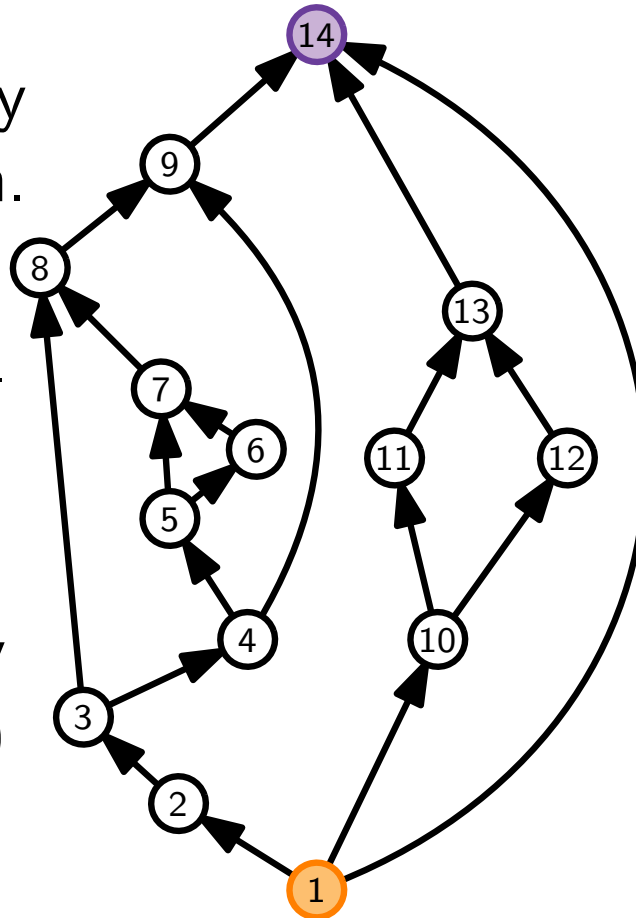
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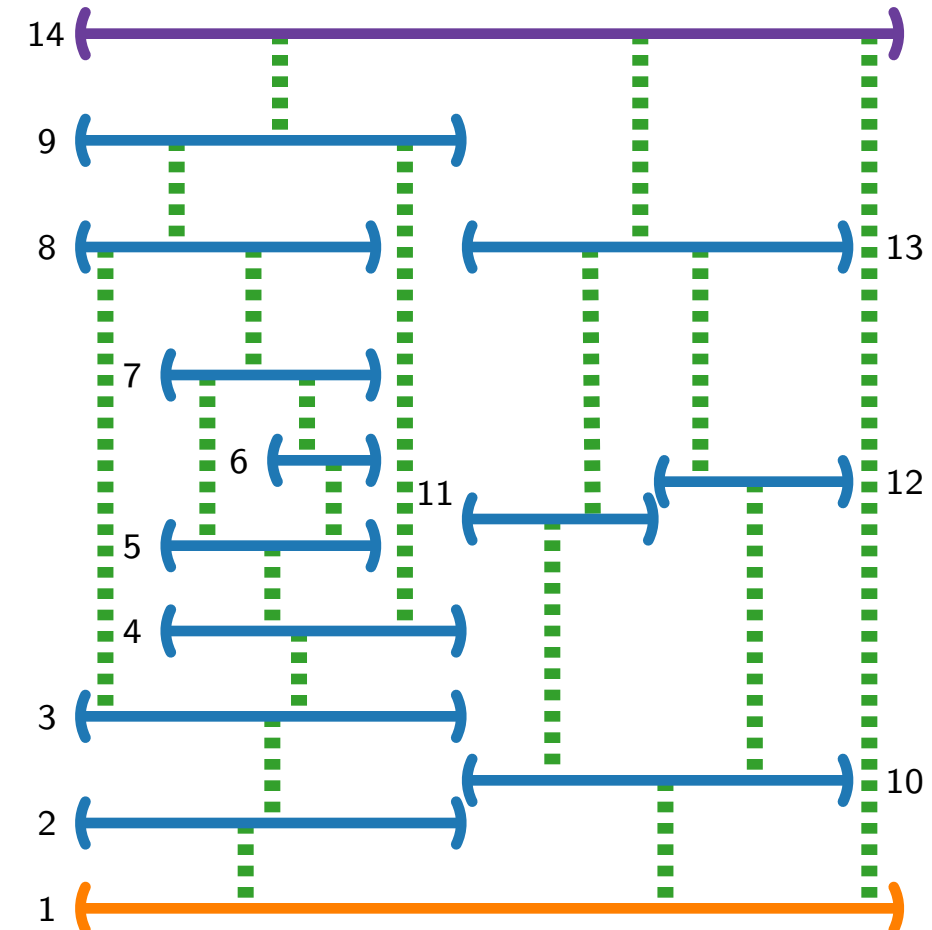
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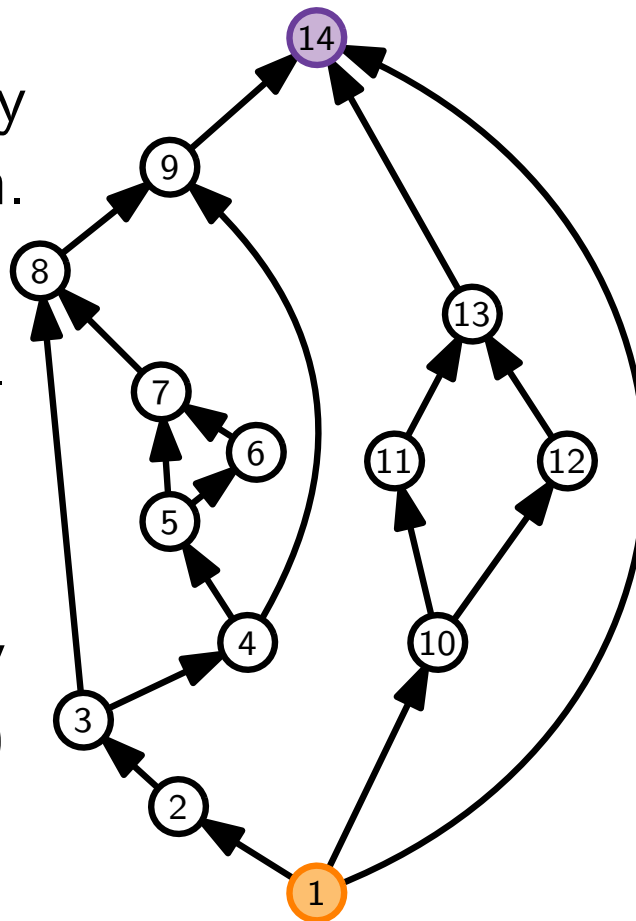
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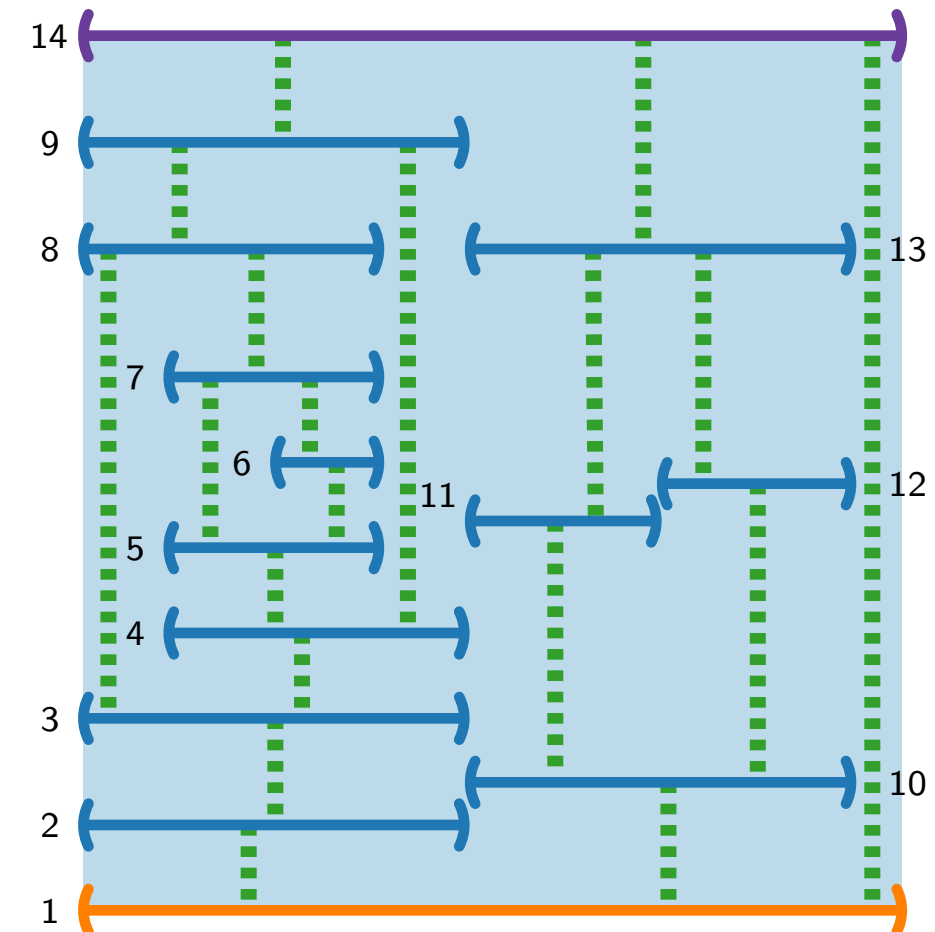
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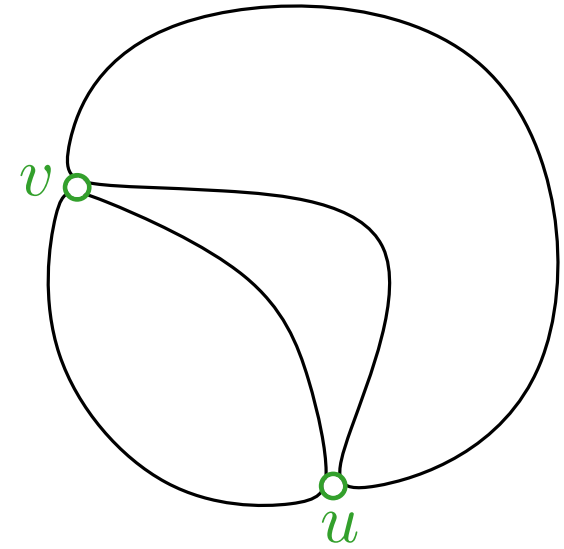
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SPQR-Tree

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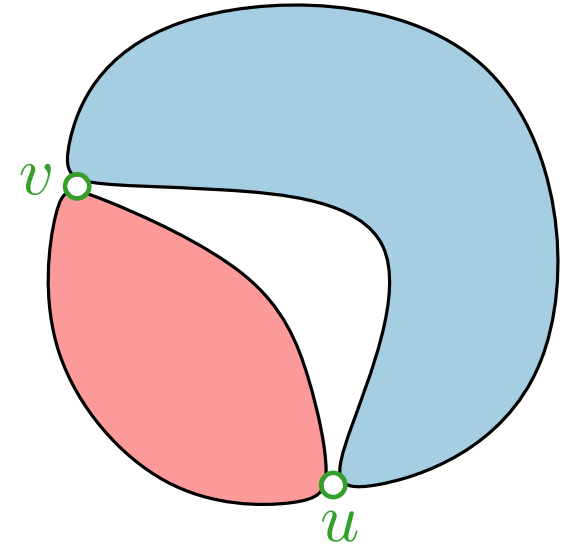
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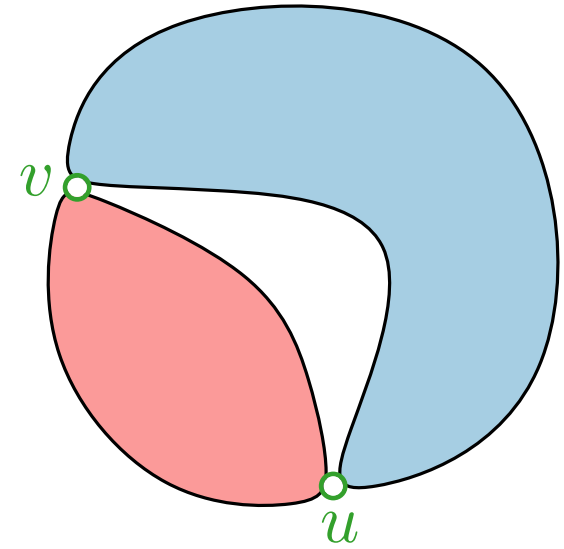
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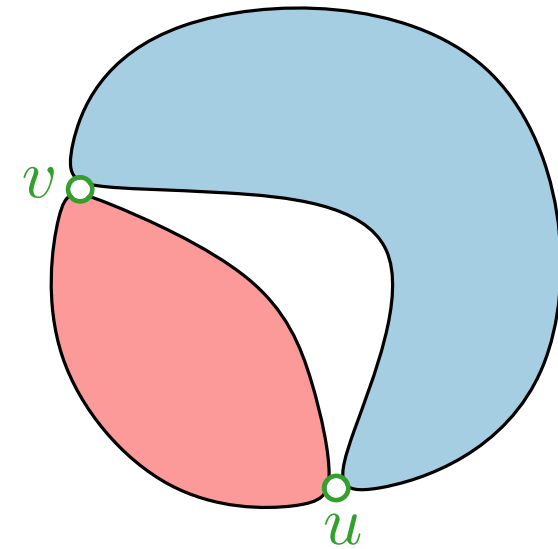
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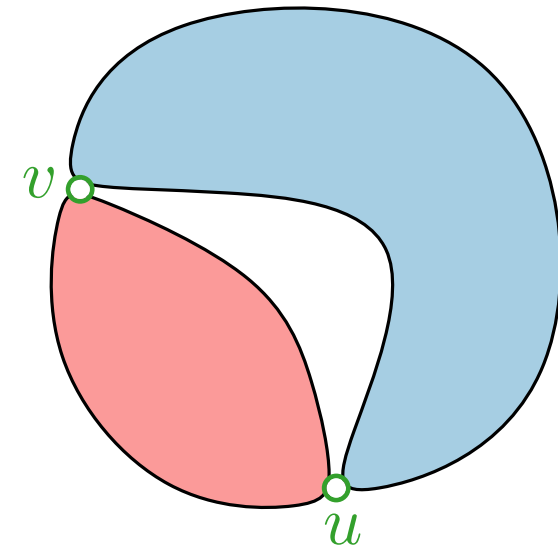
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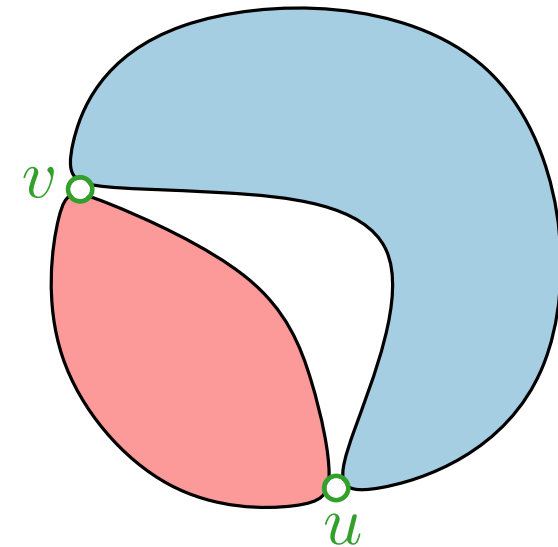
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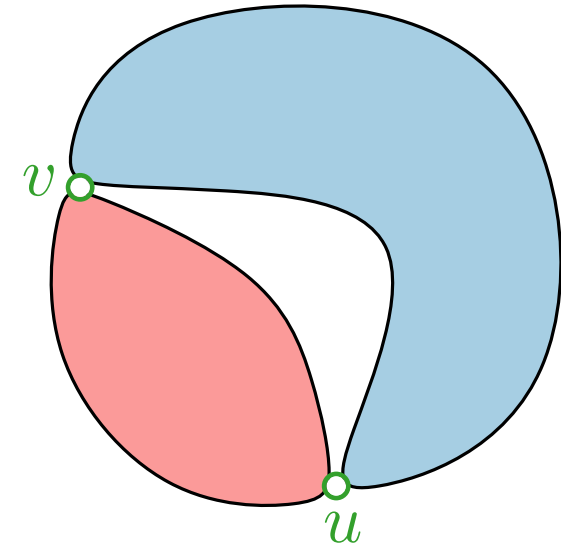
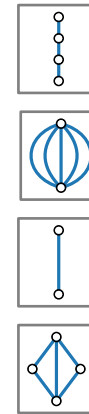
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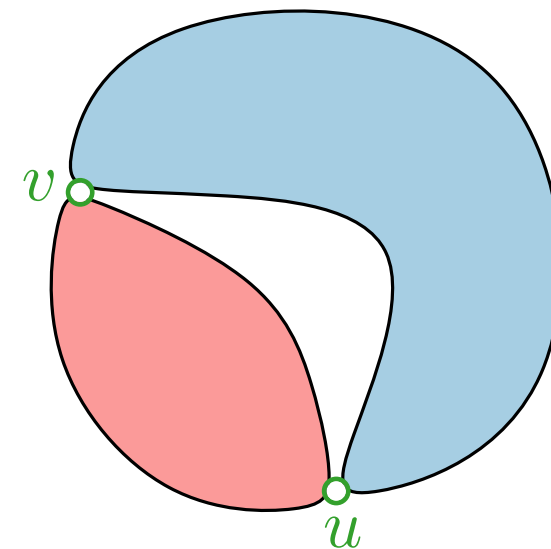
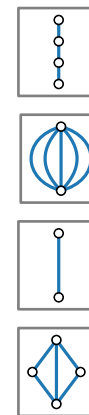
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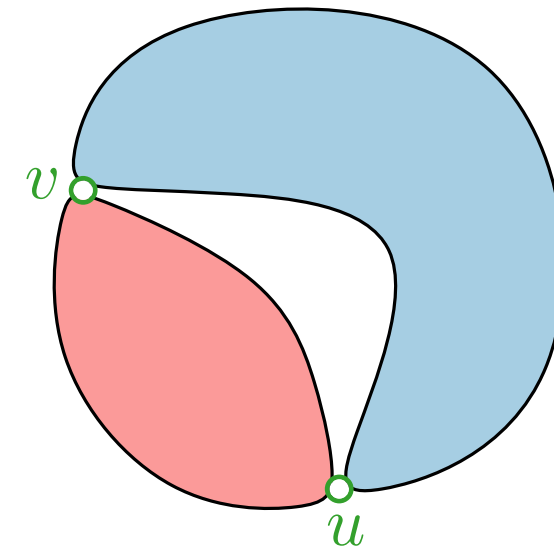
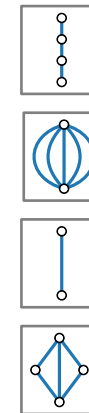
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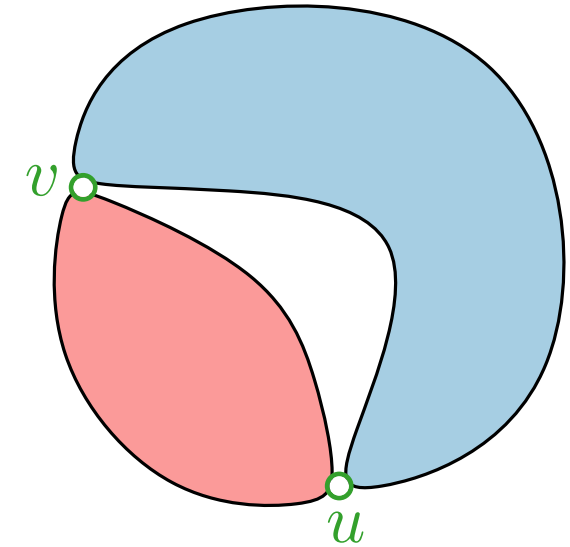
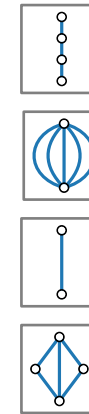
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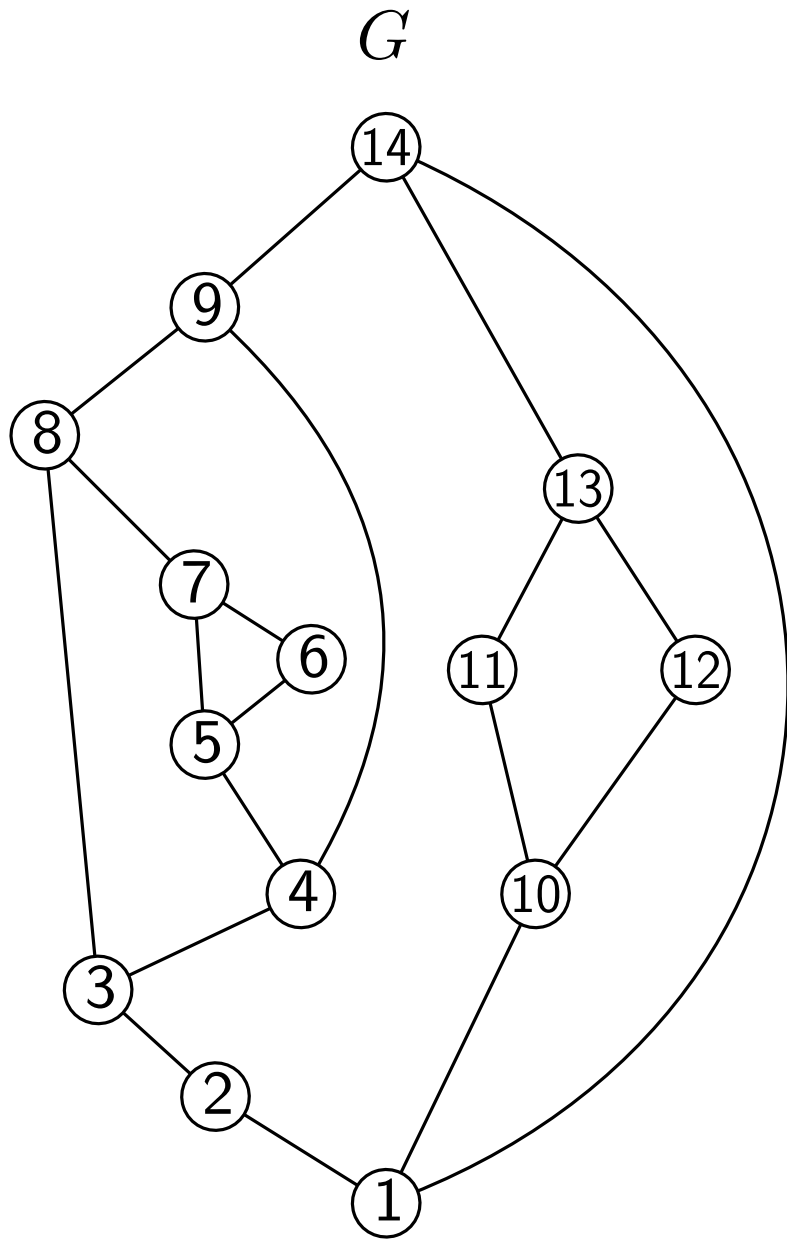


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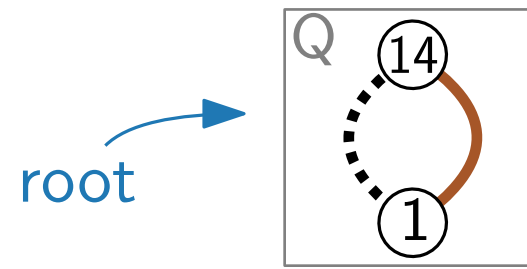
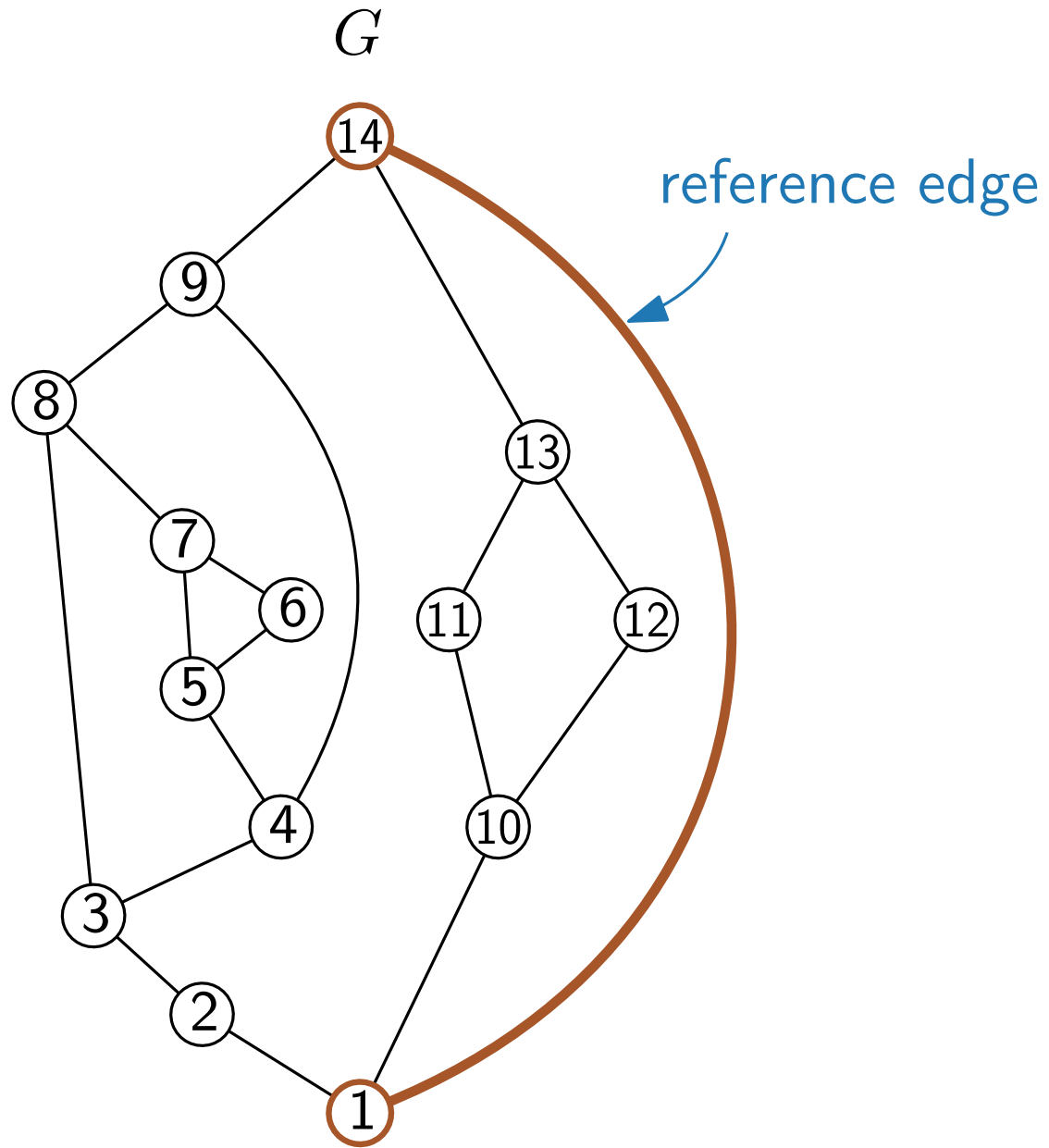
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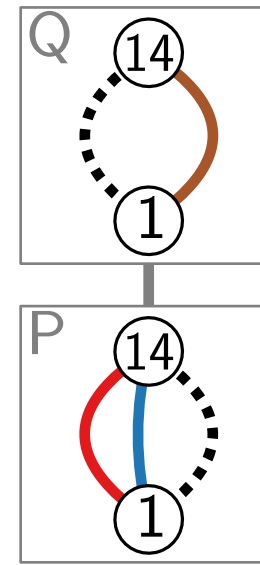
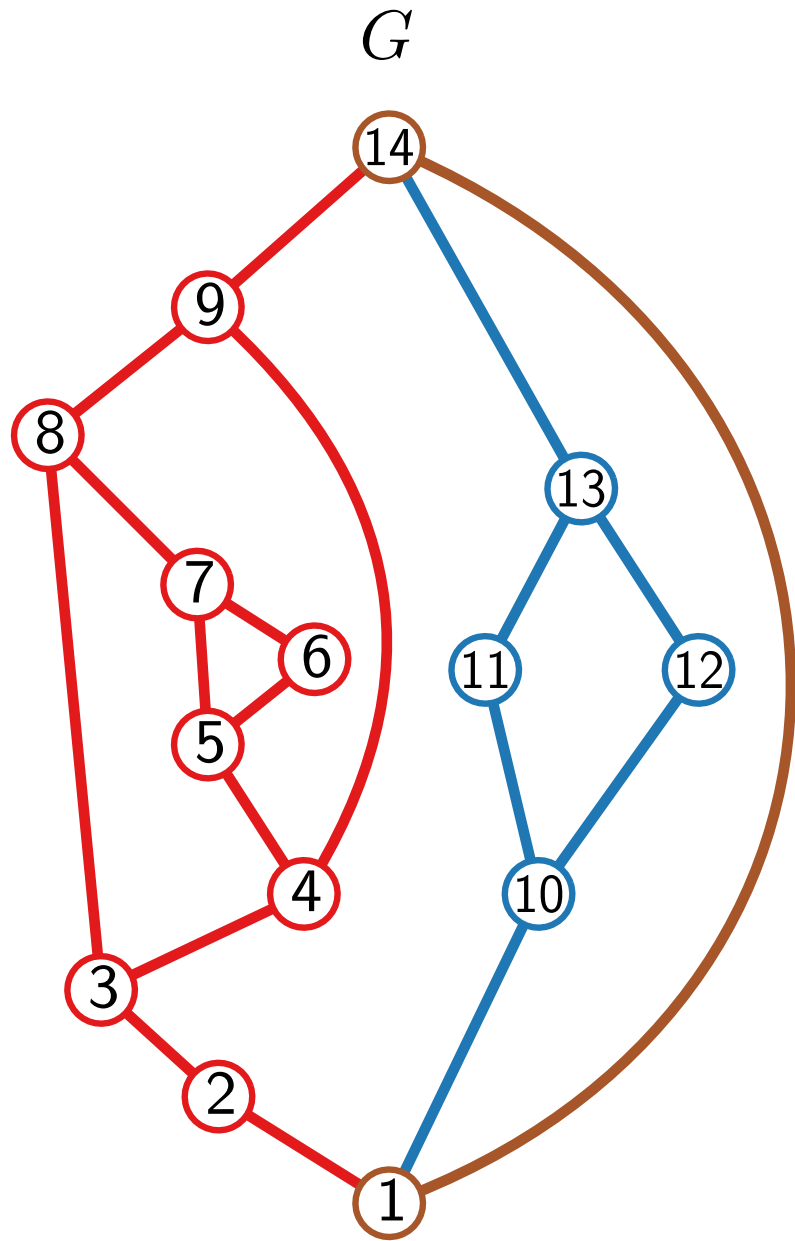
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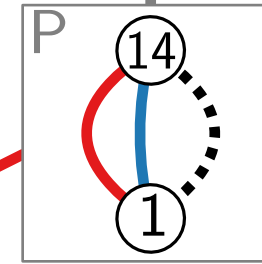
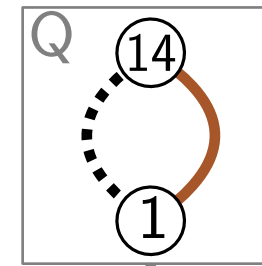
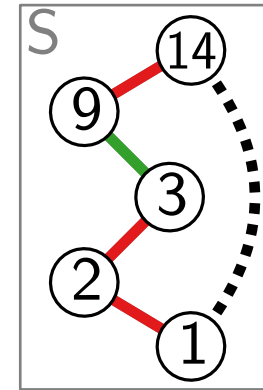
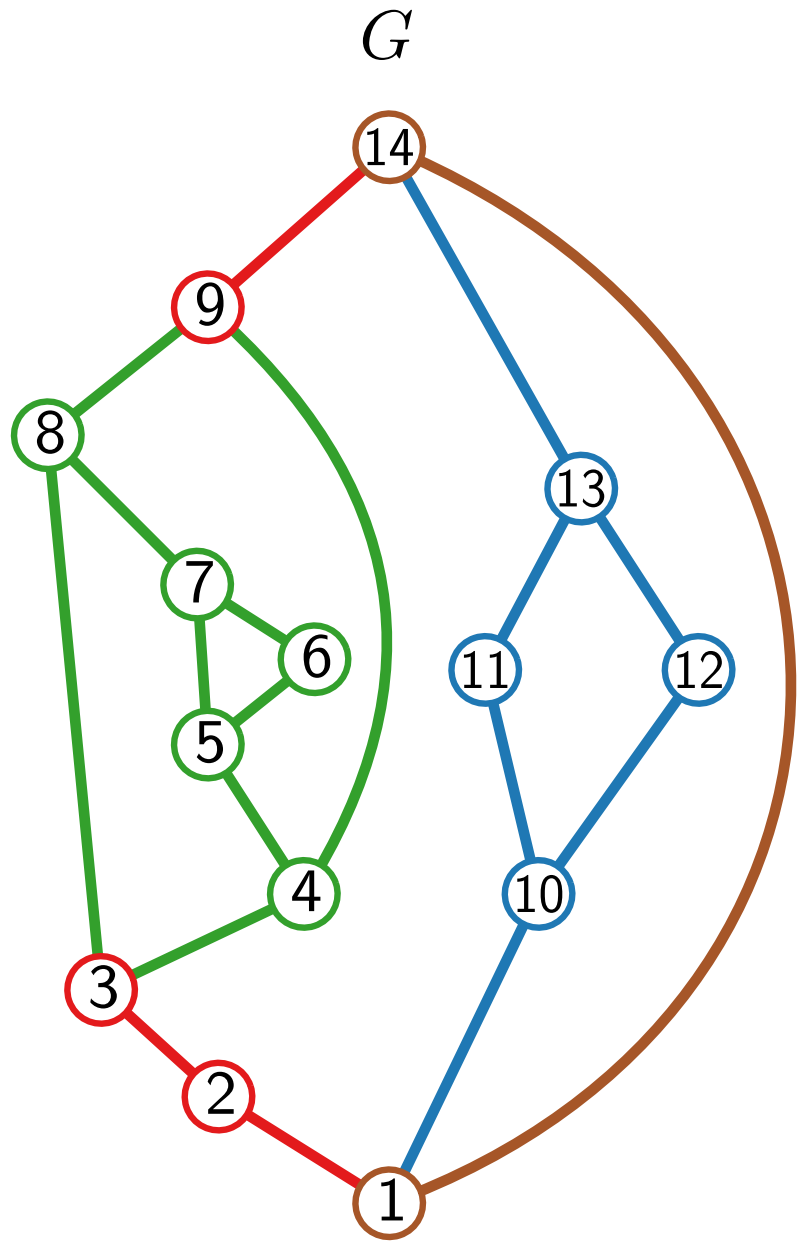
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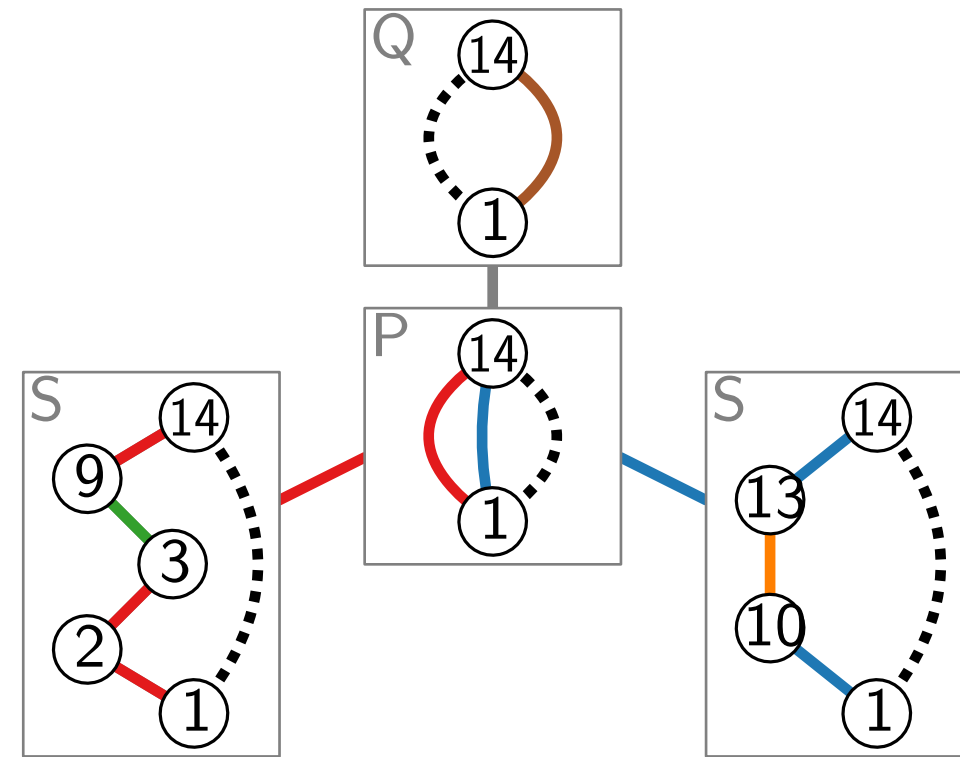
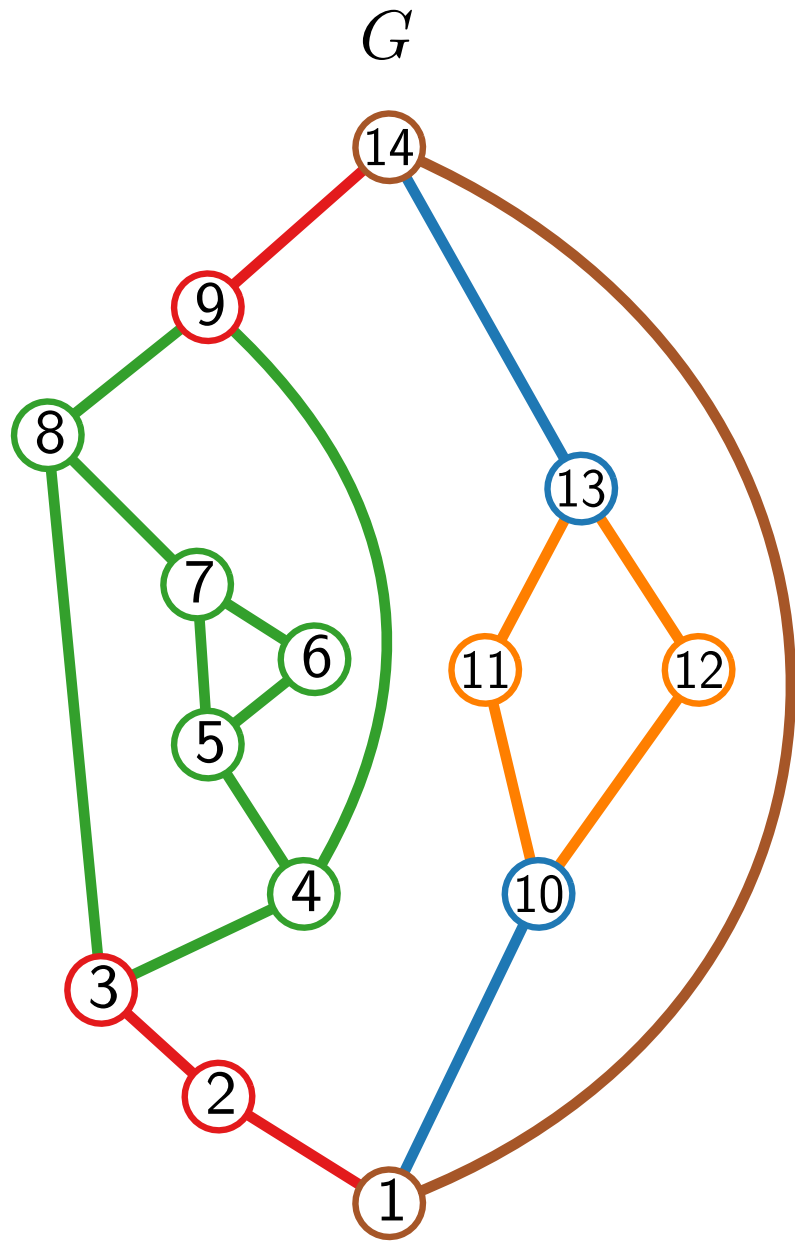
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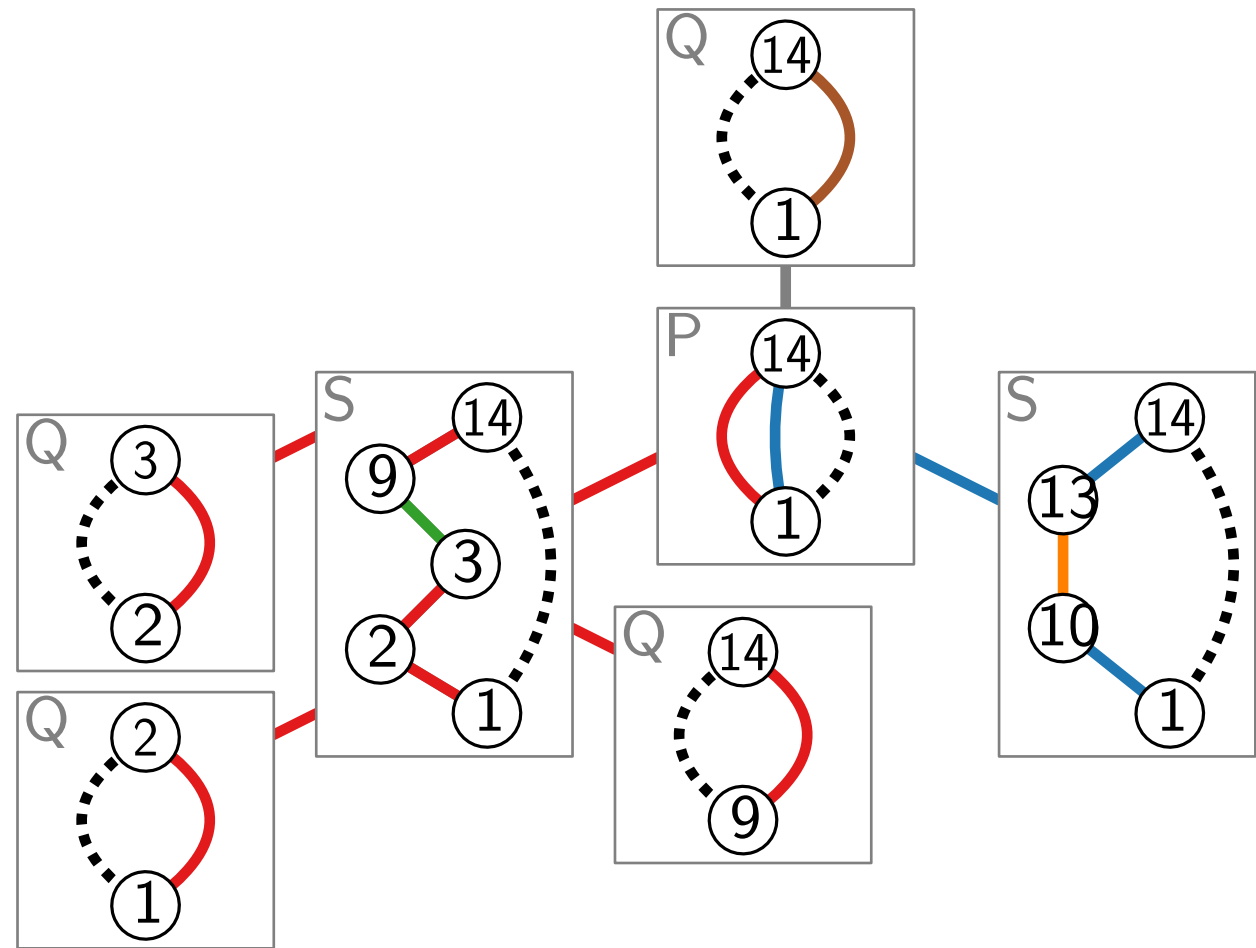
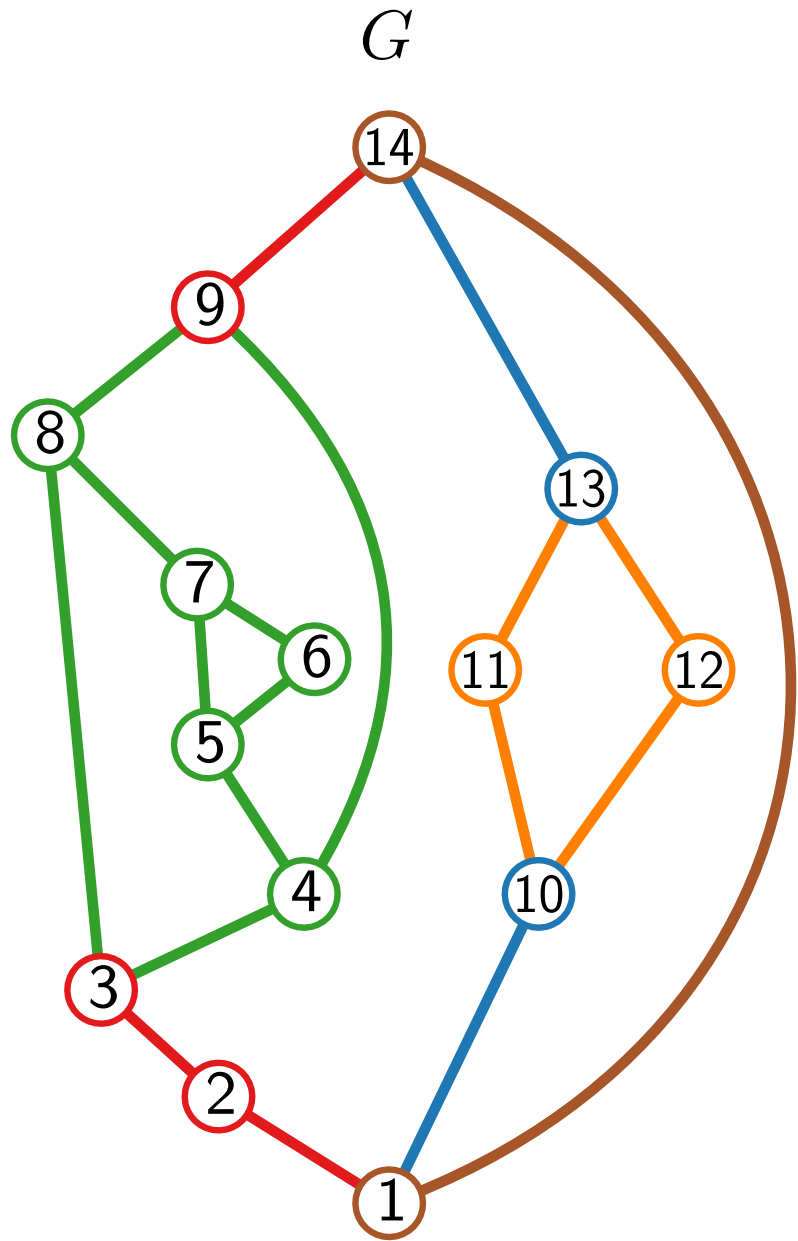
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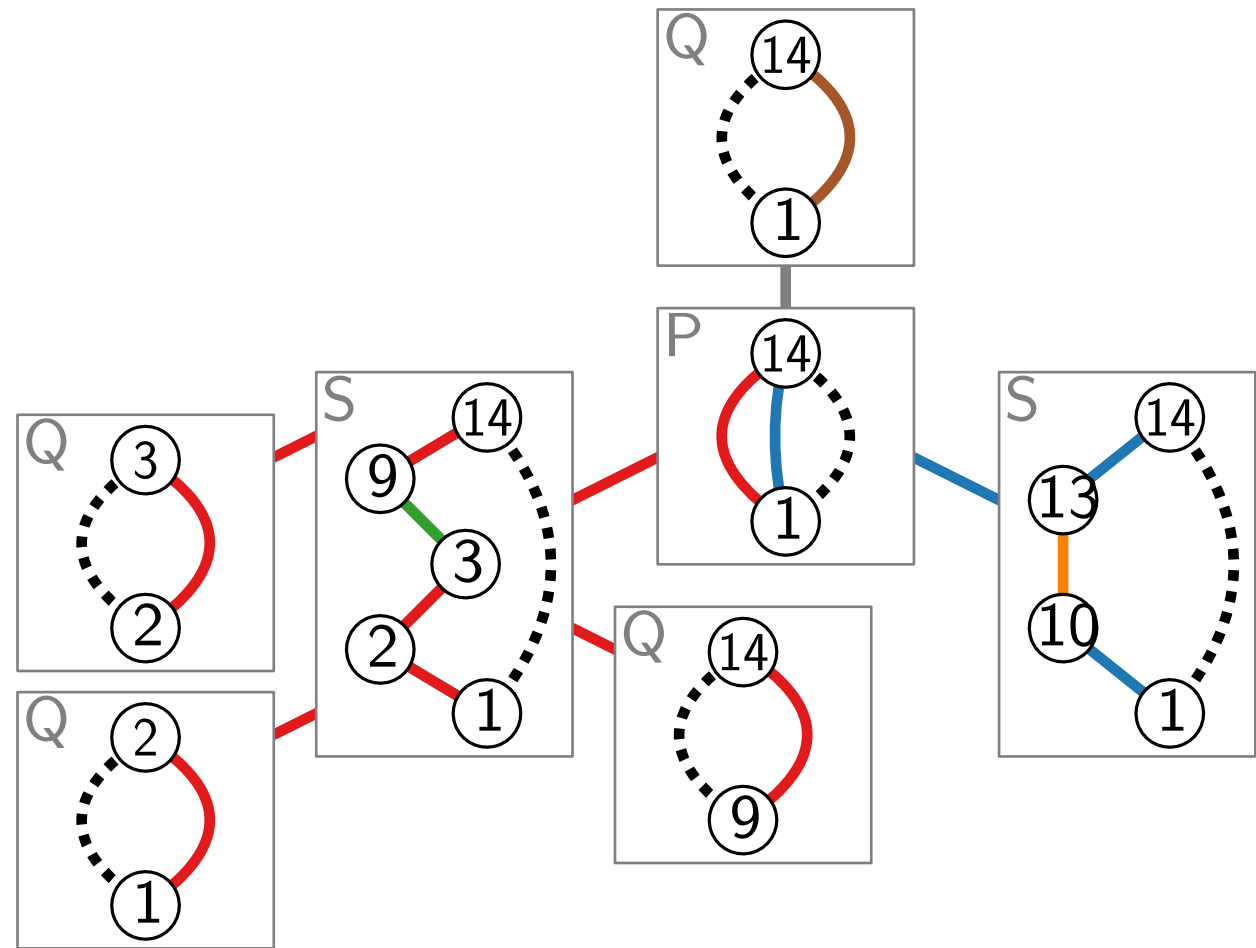
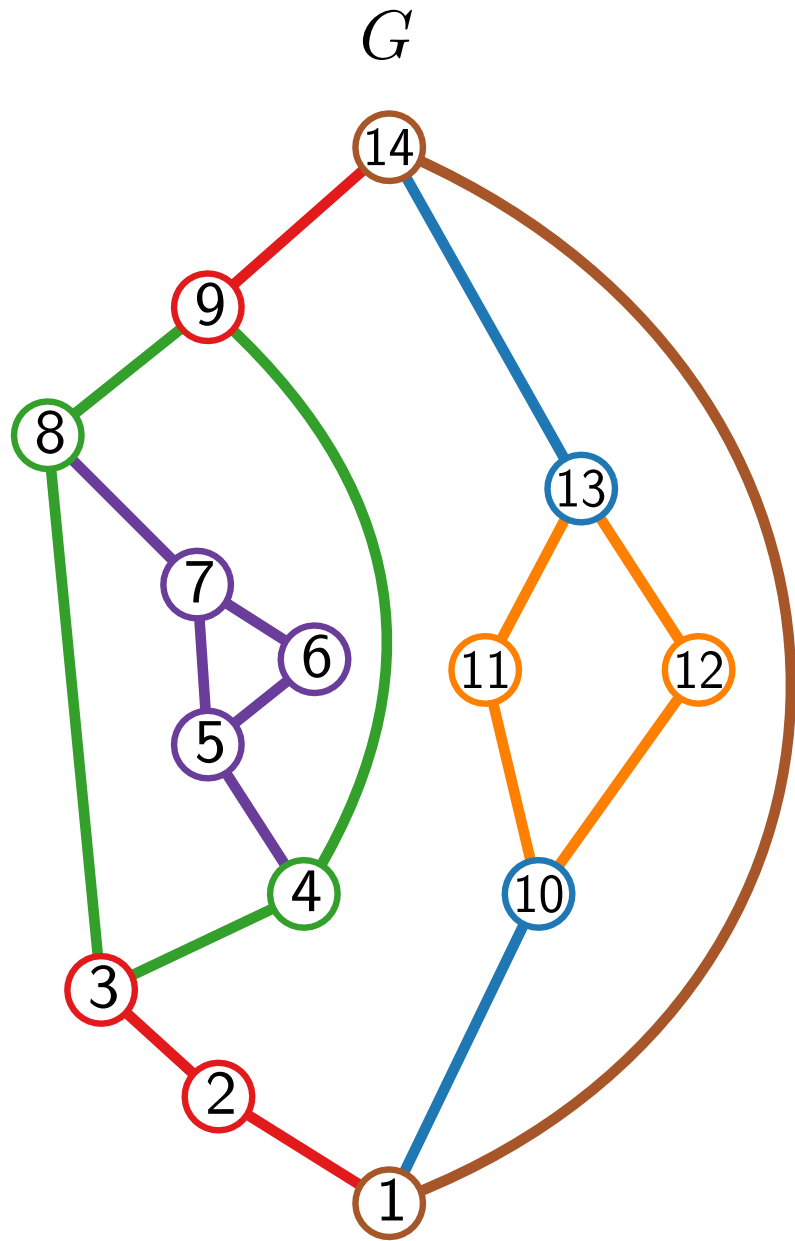
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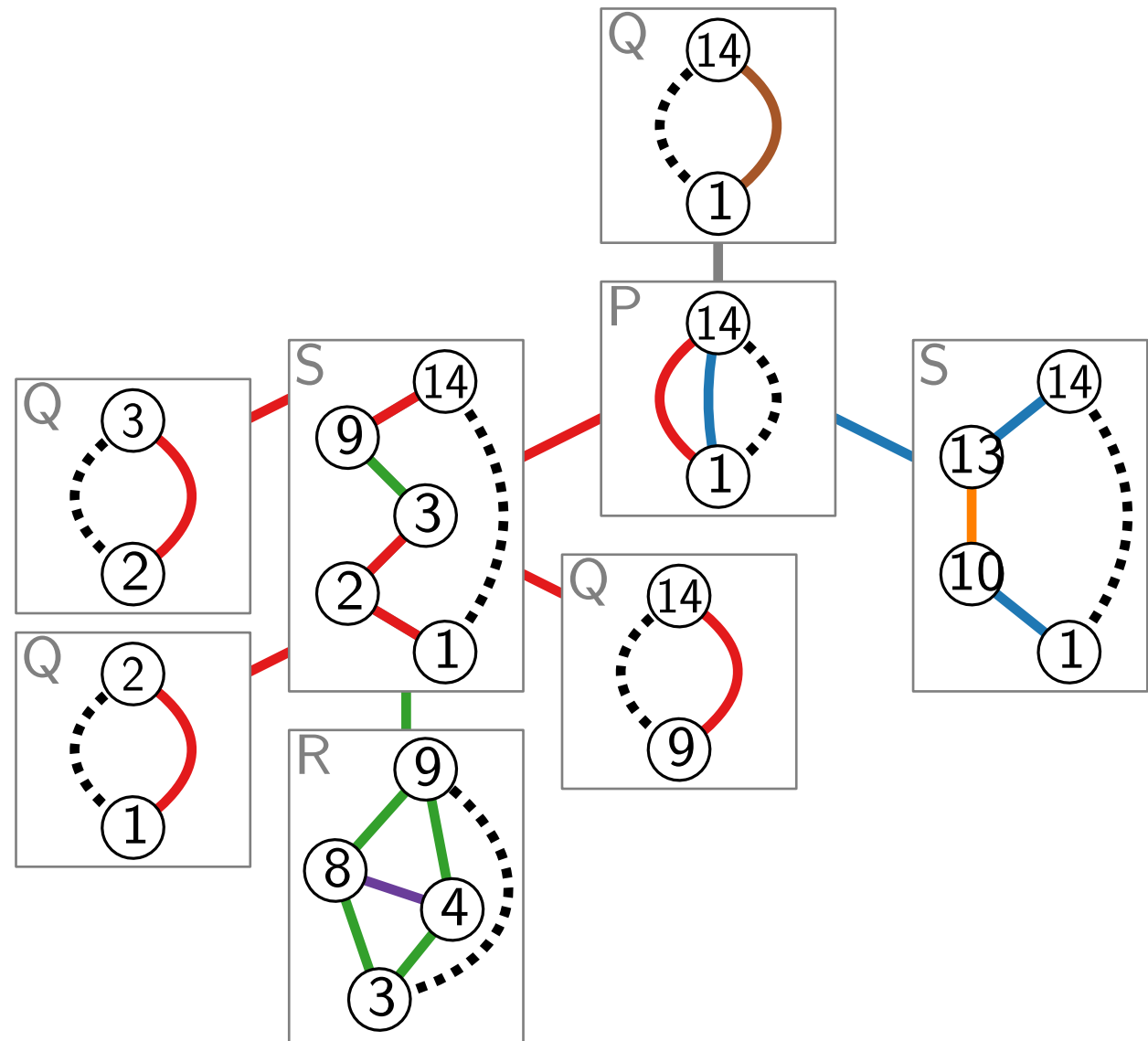
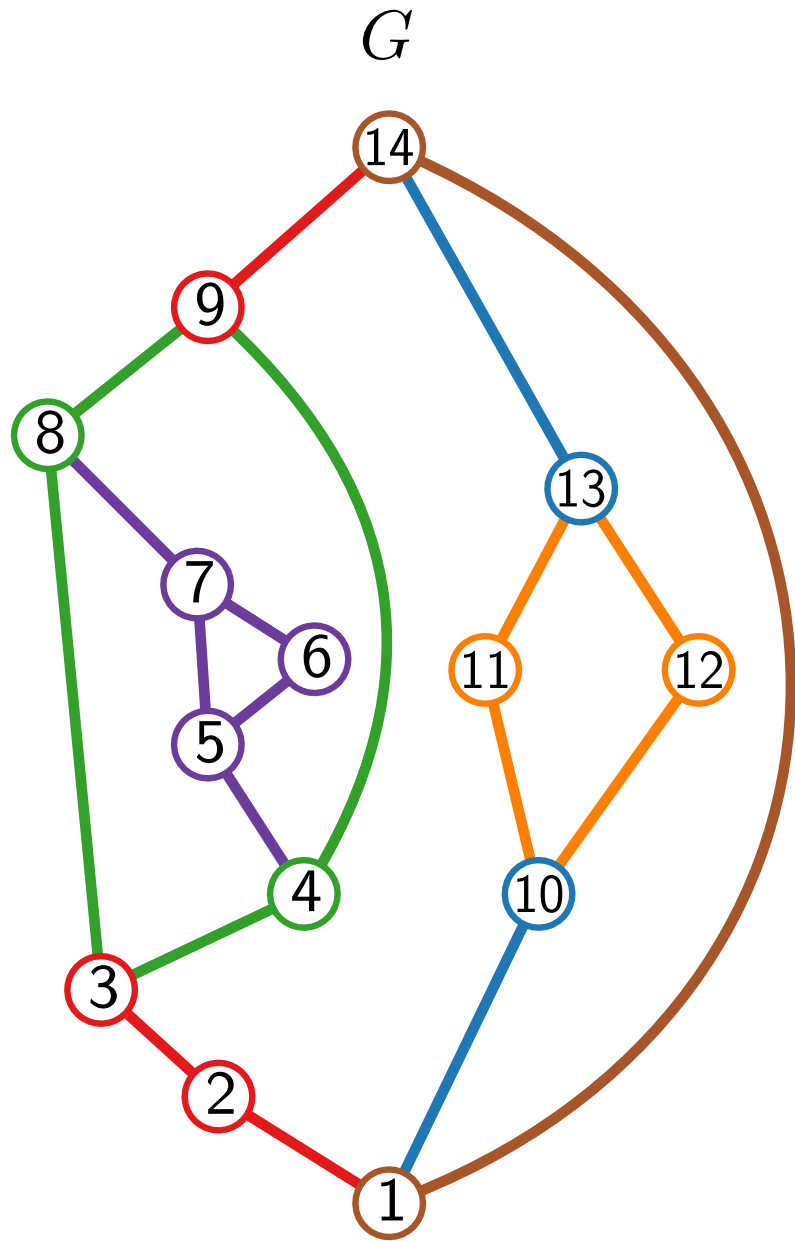
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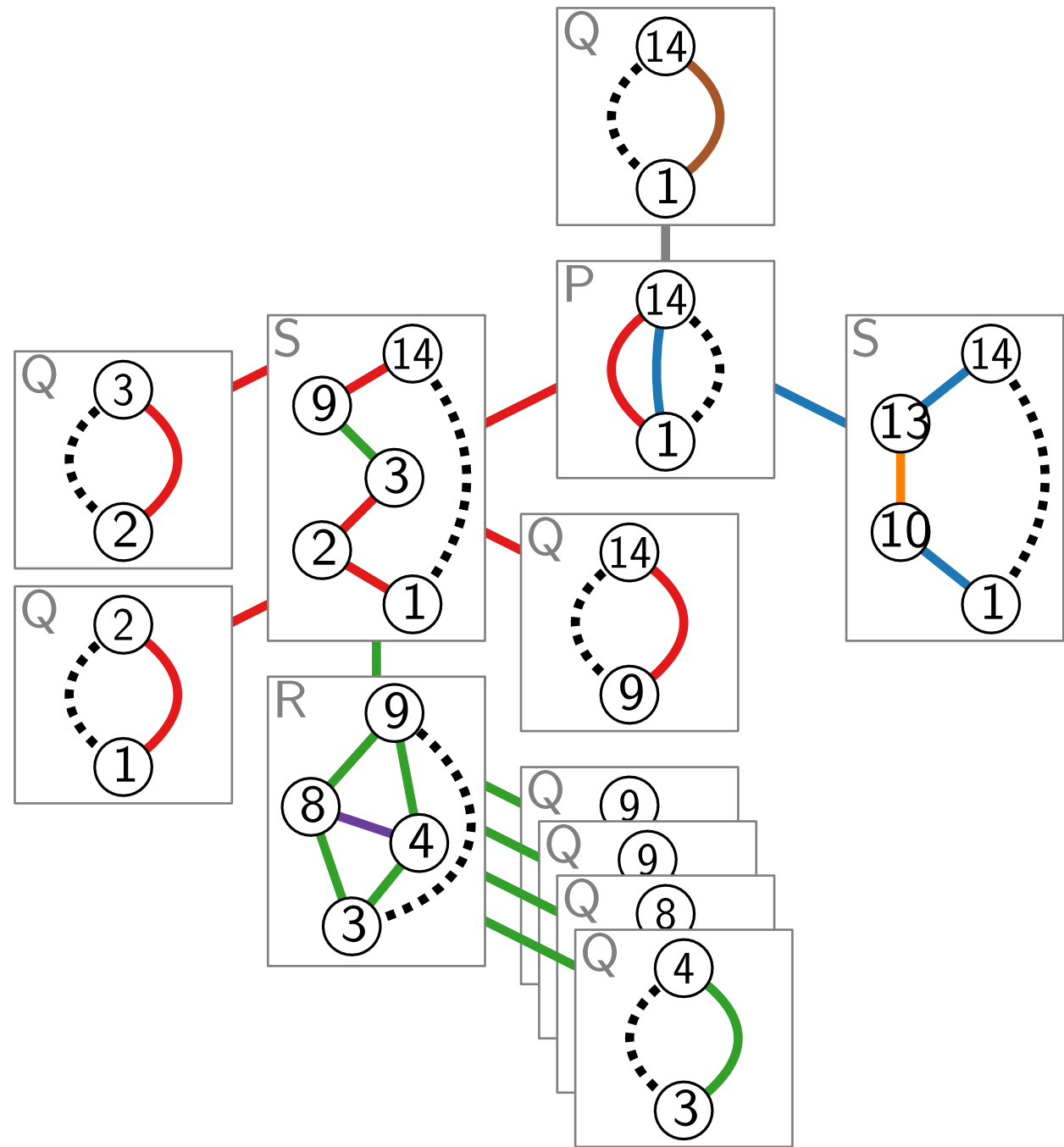
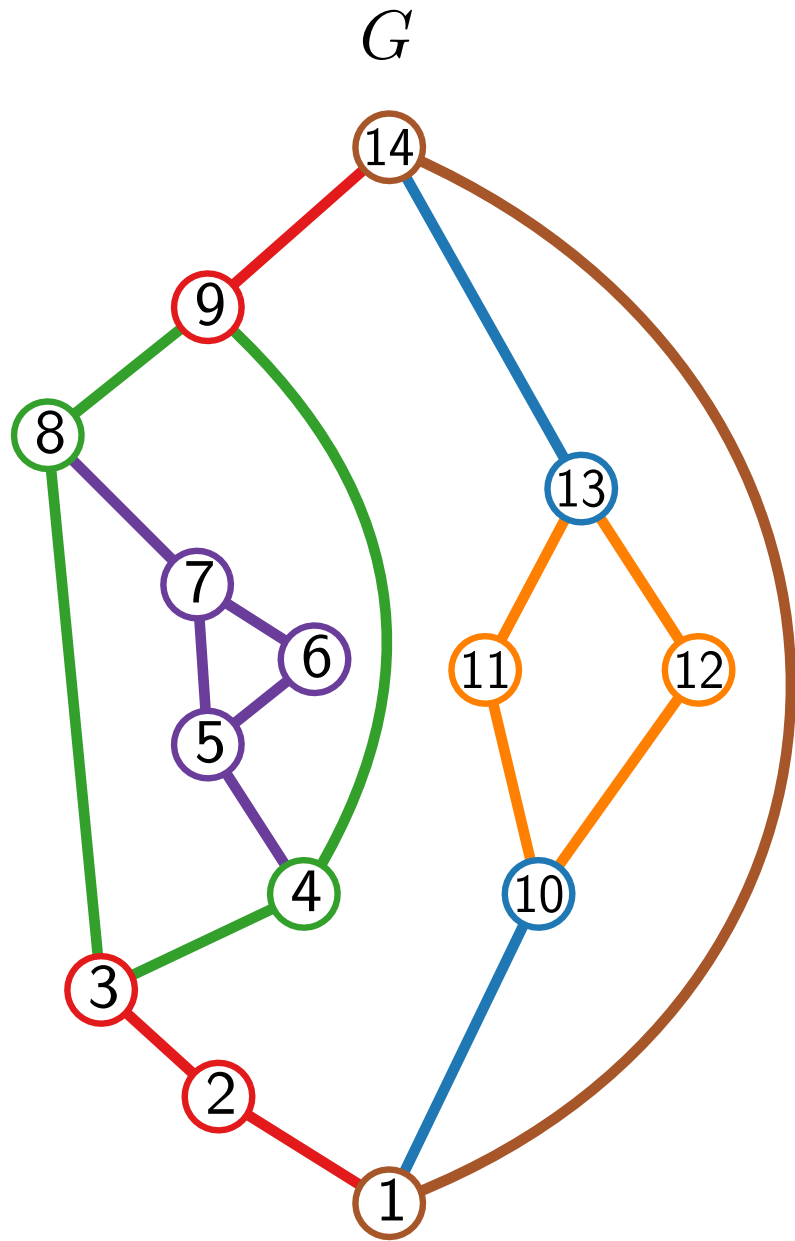
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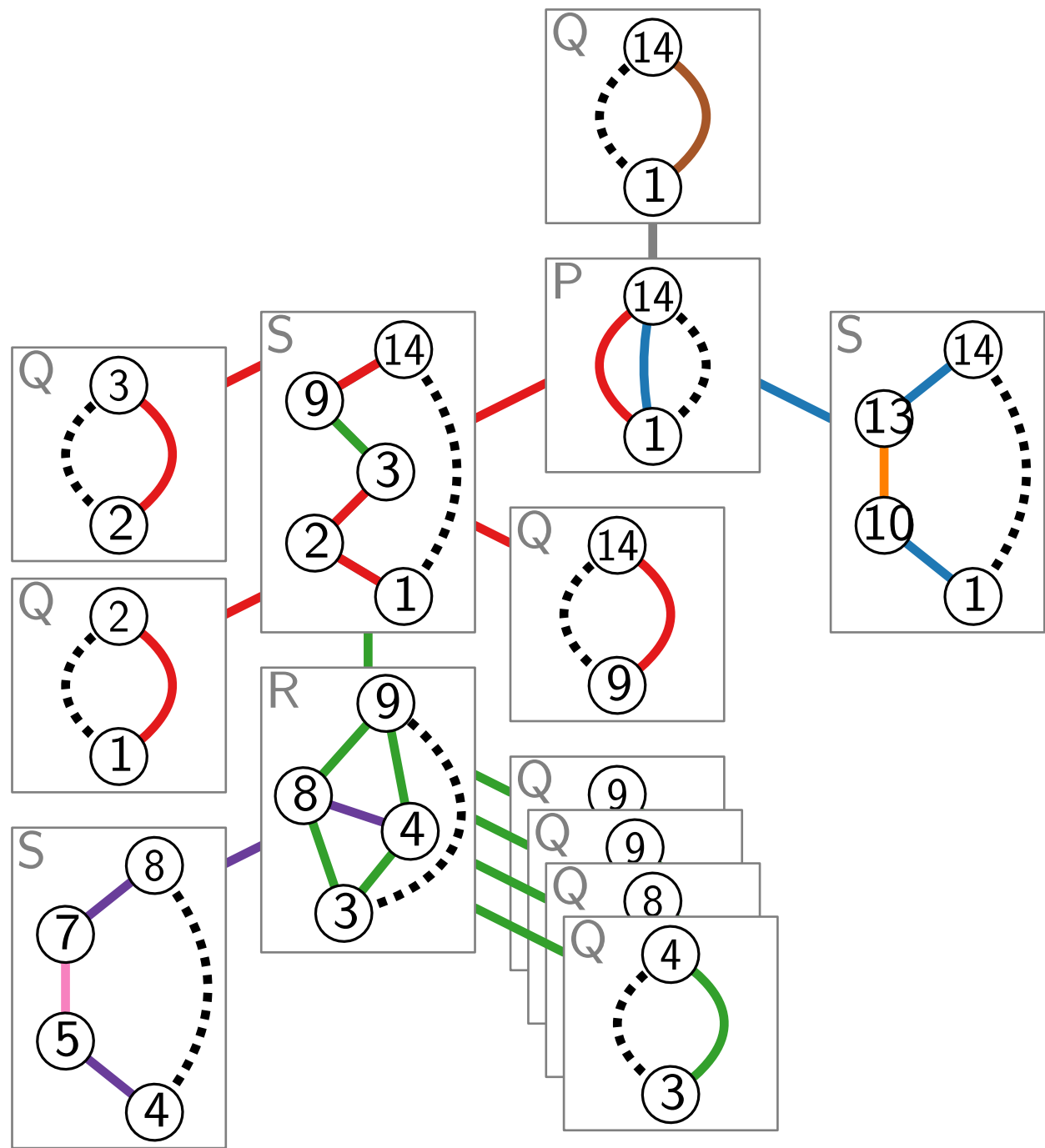
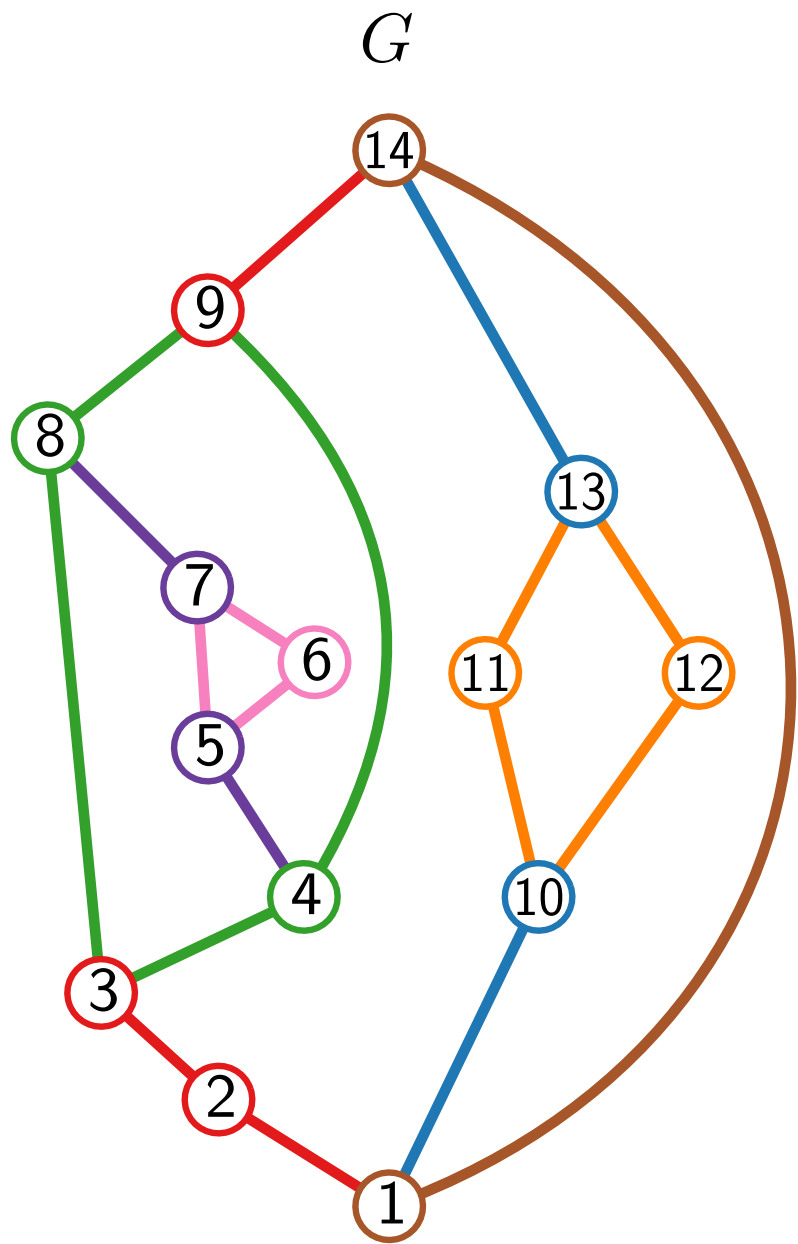
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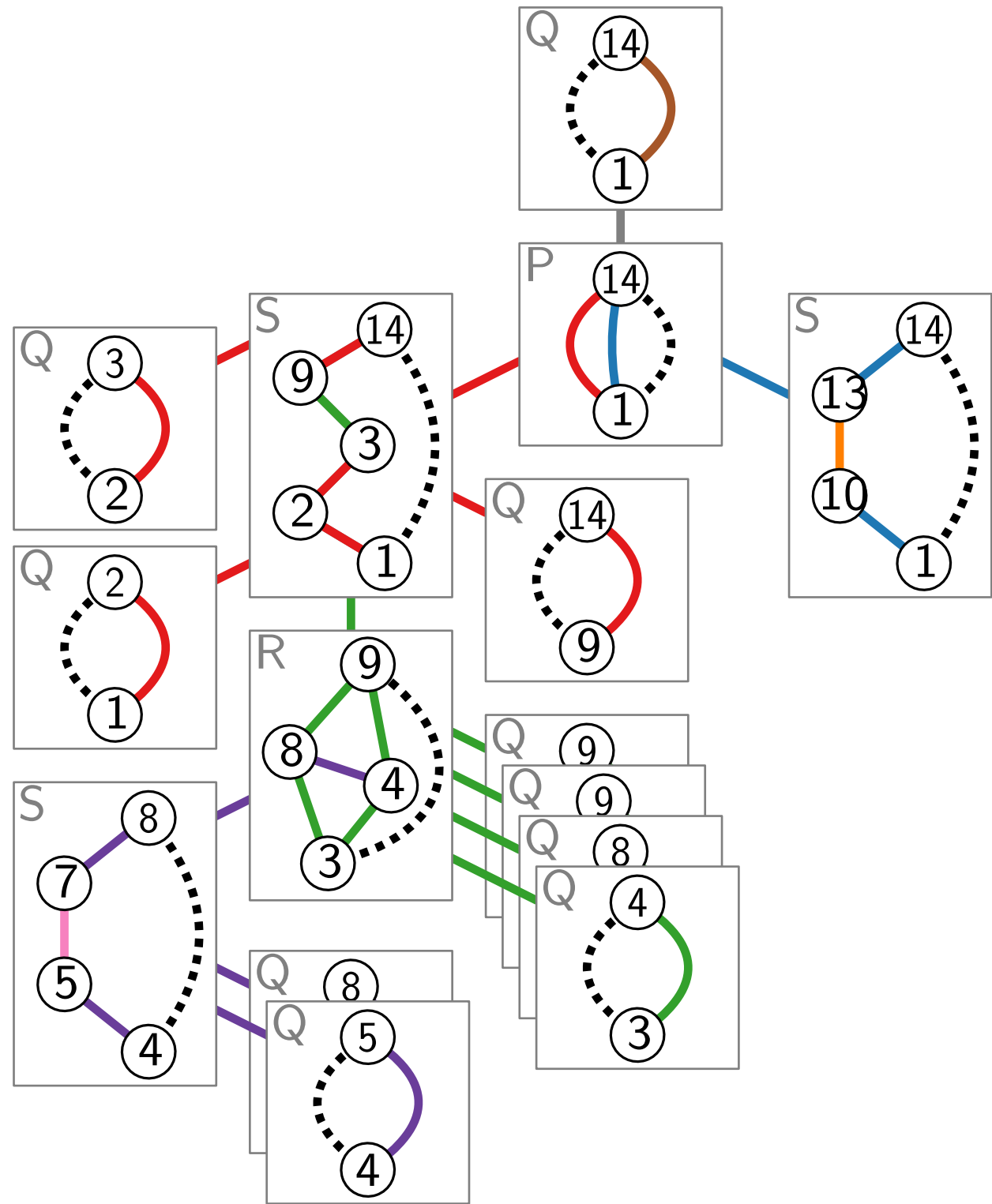
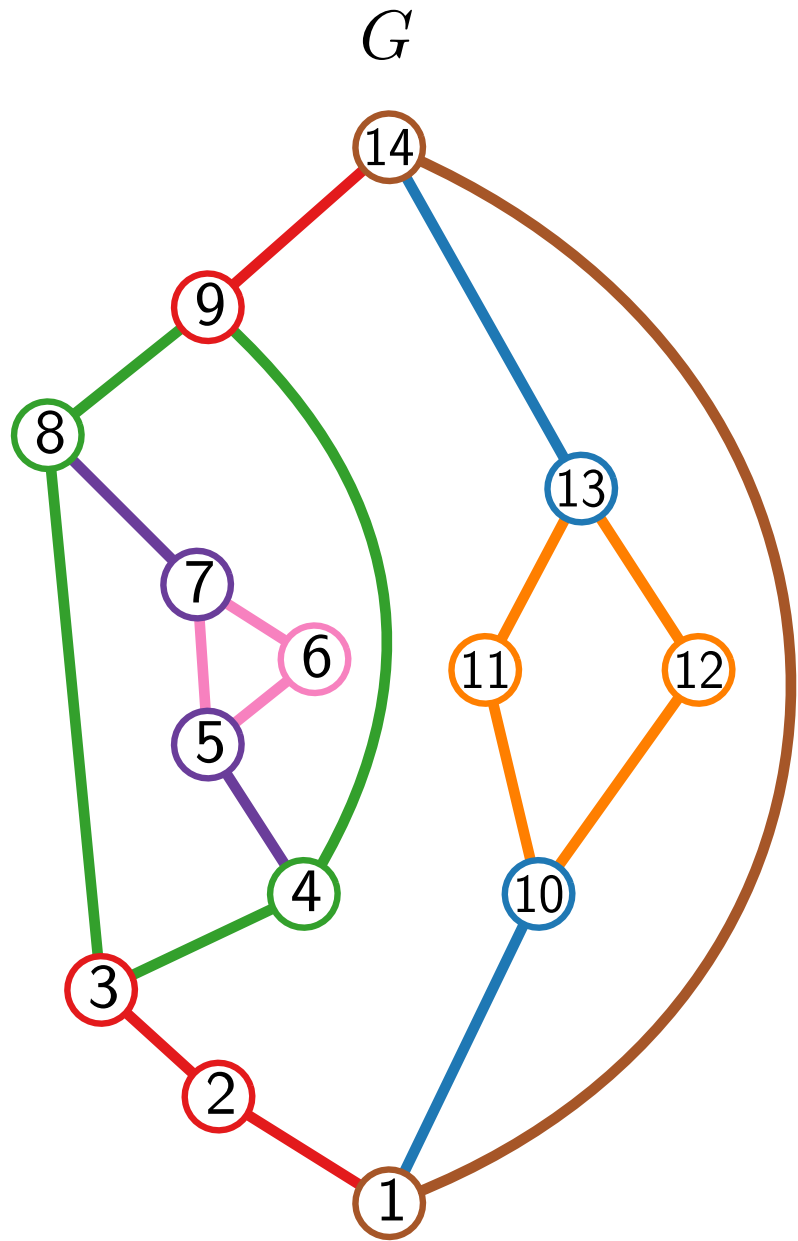
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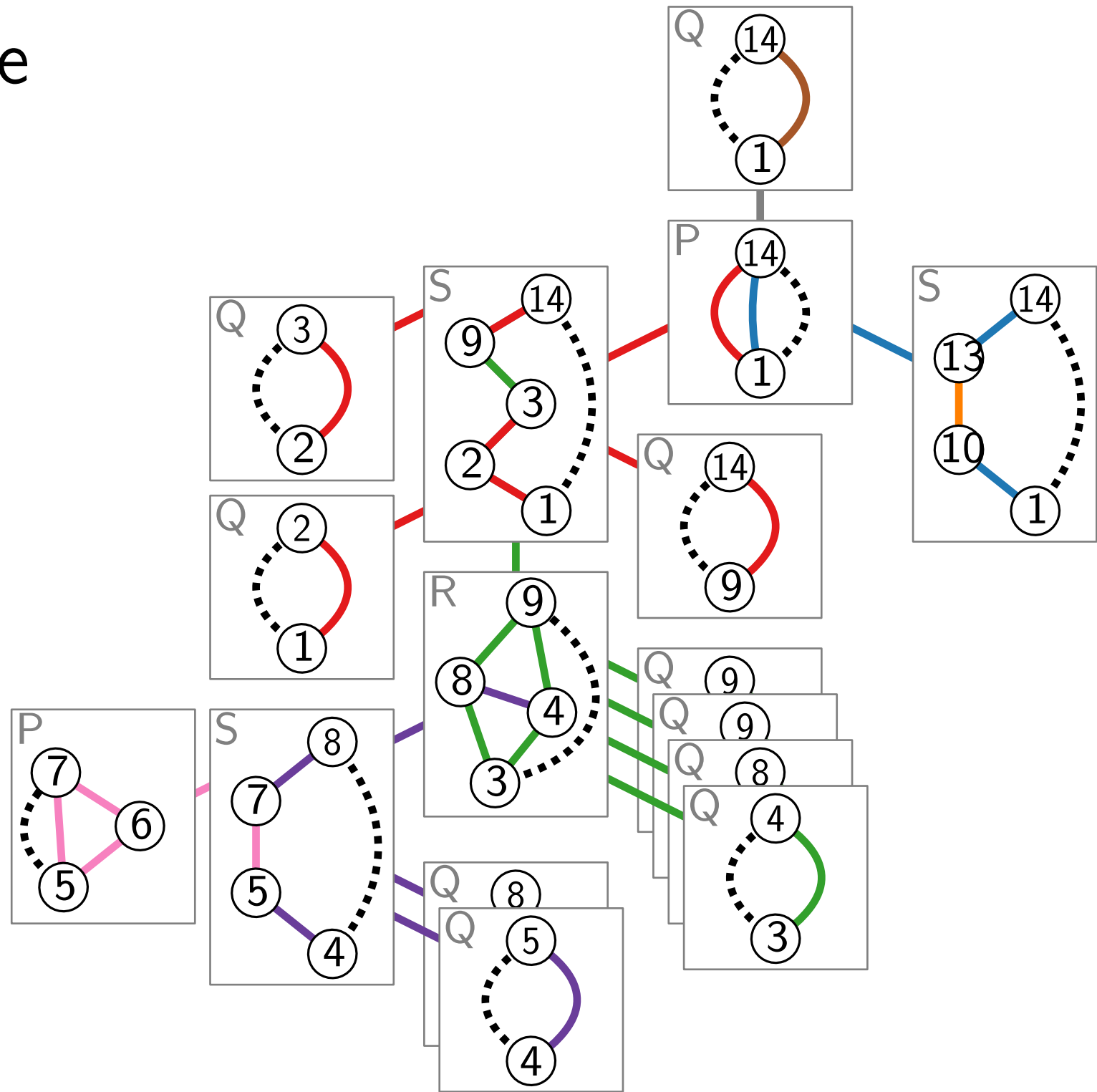
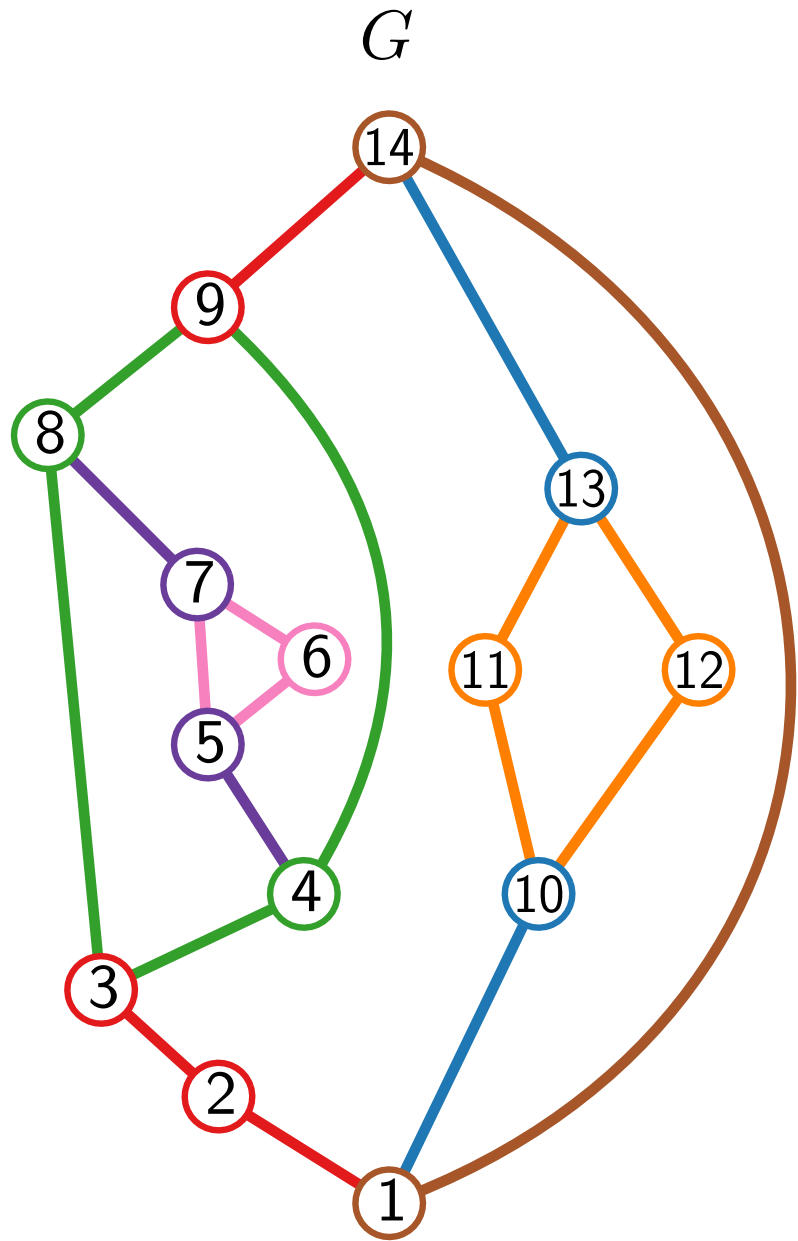
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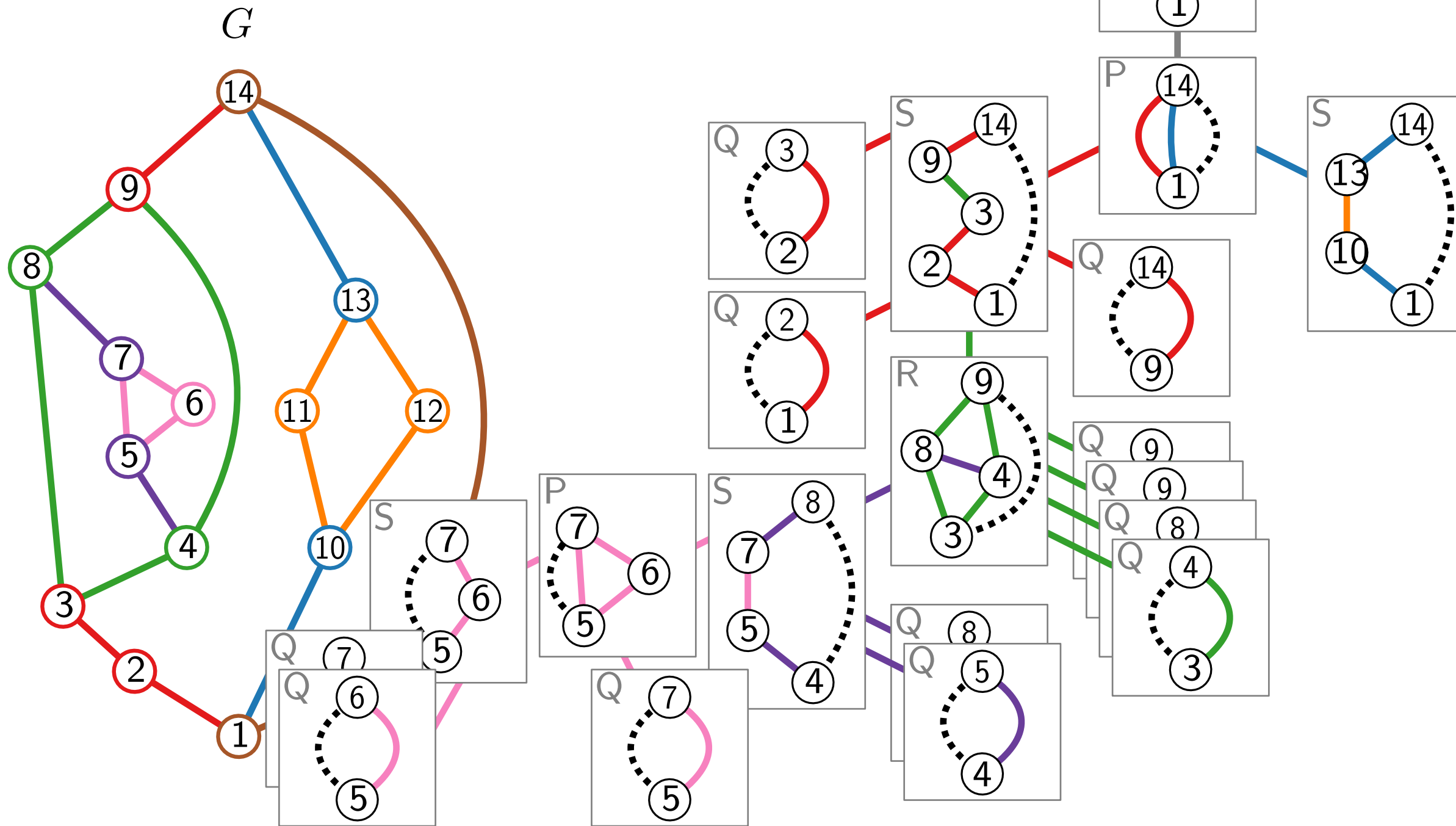
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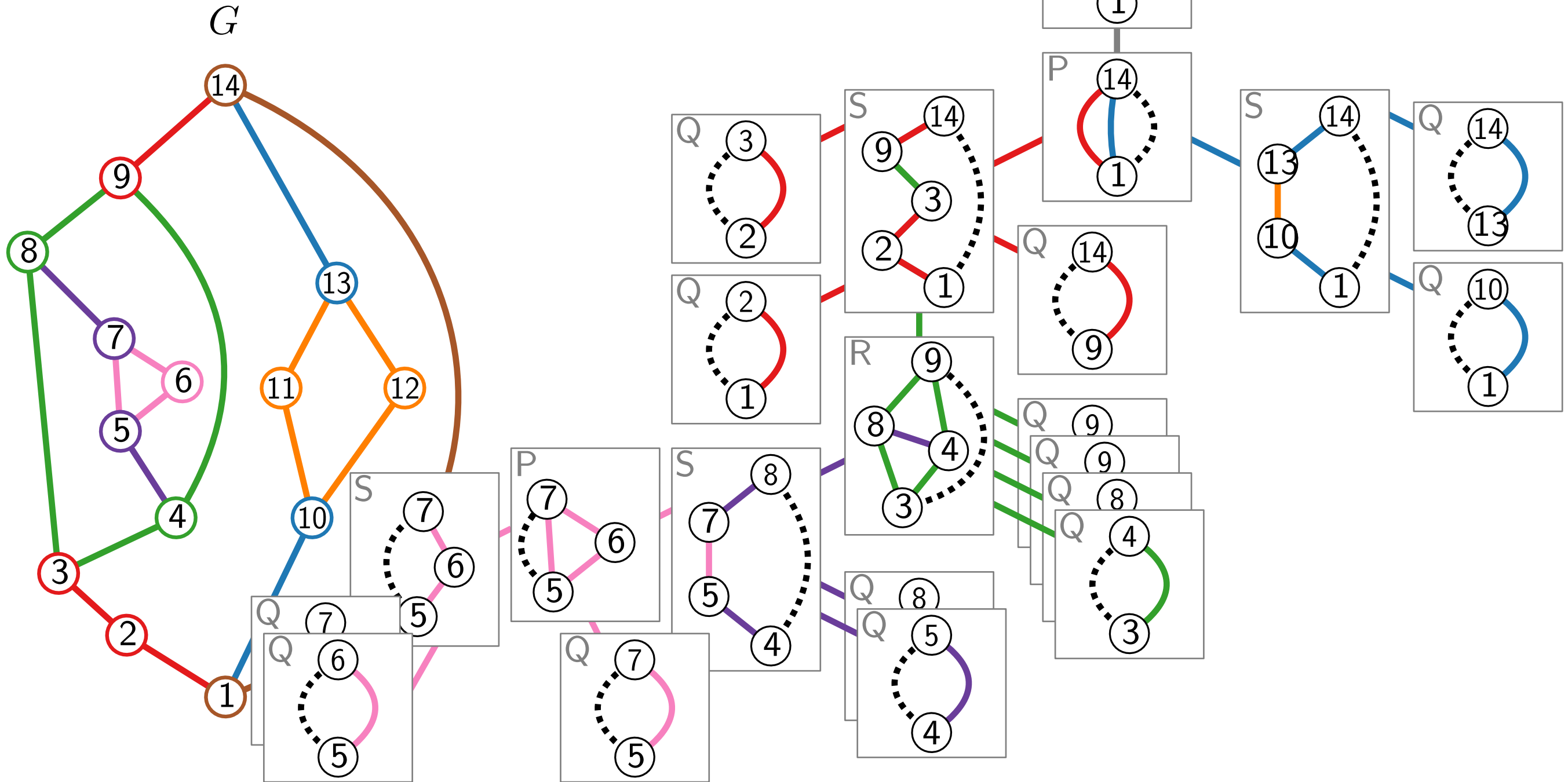
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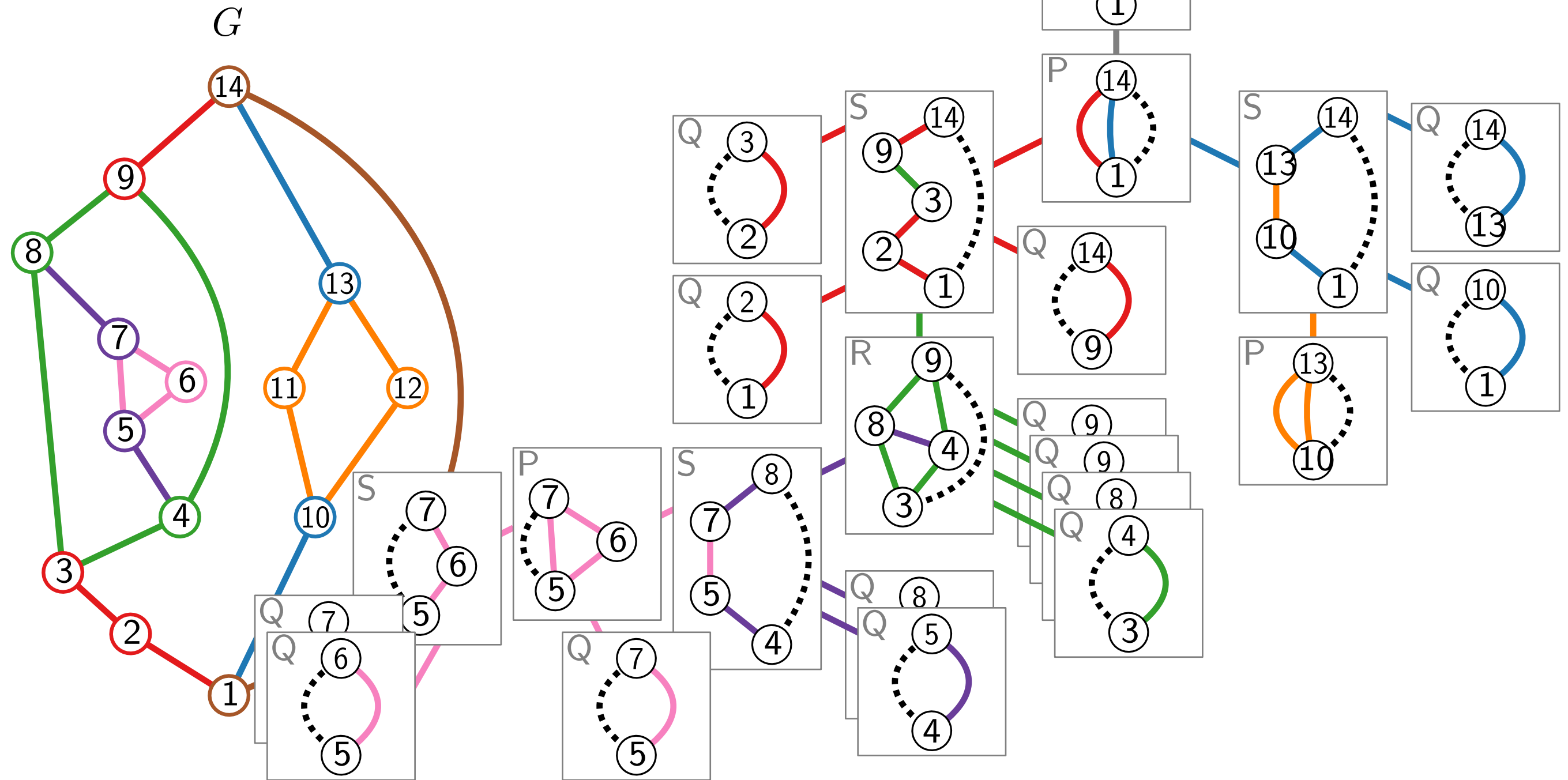
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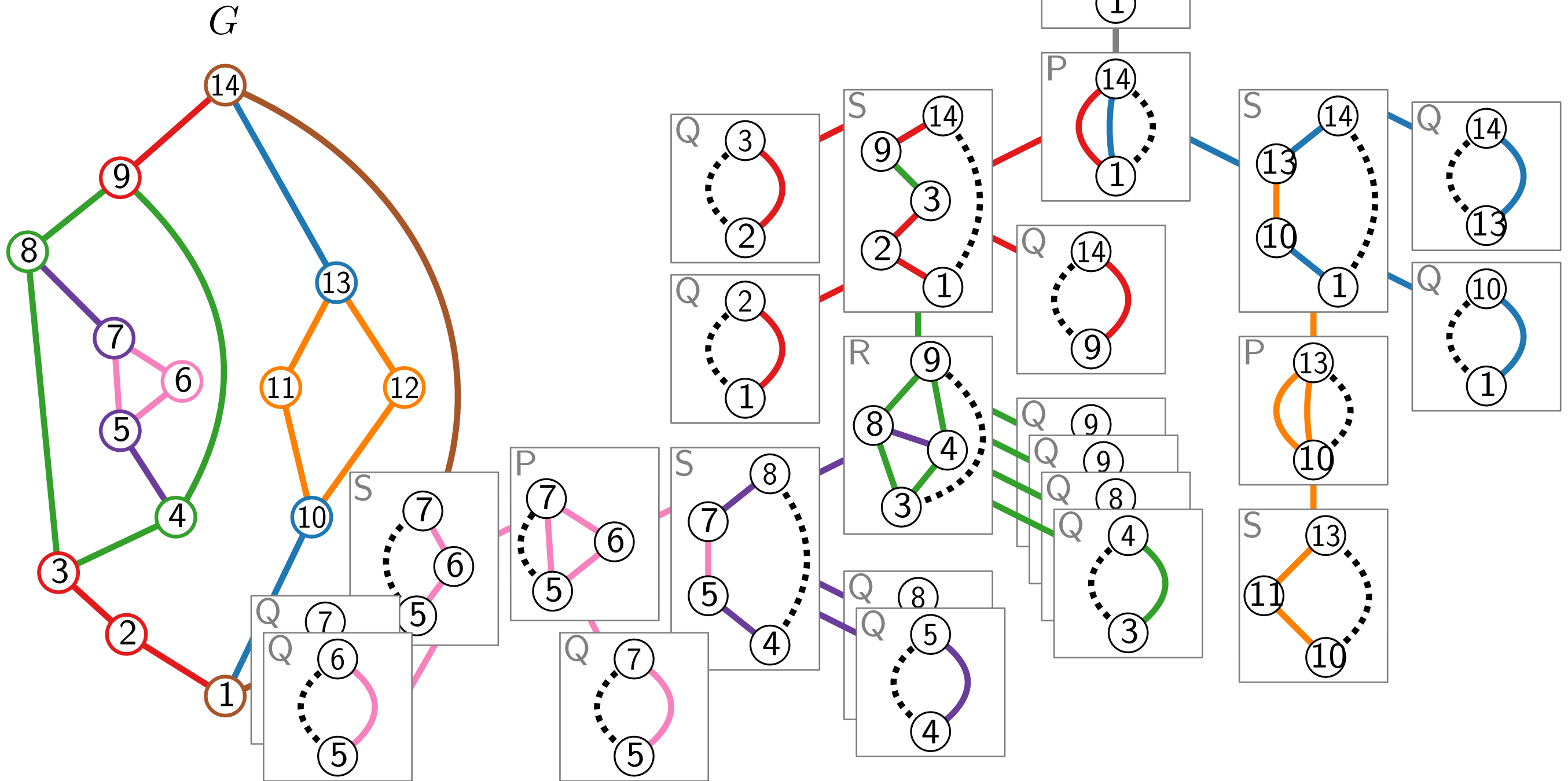
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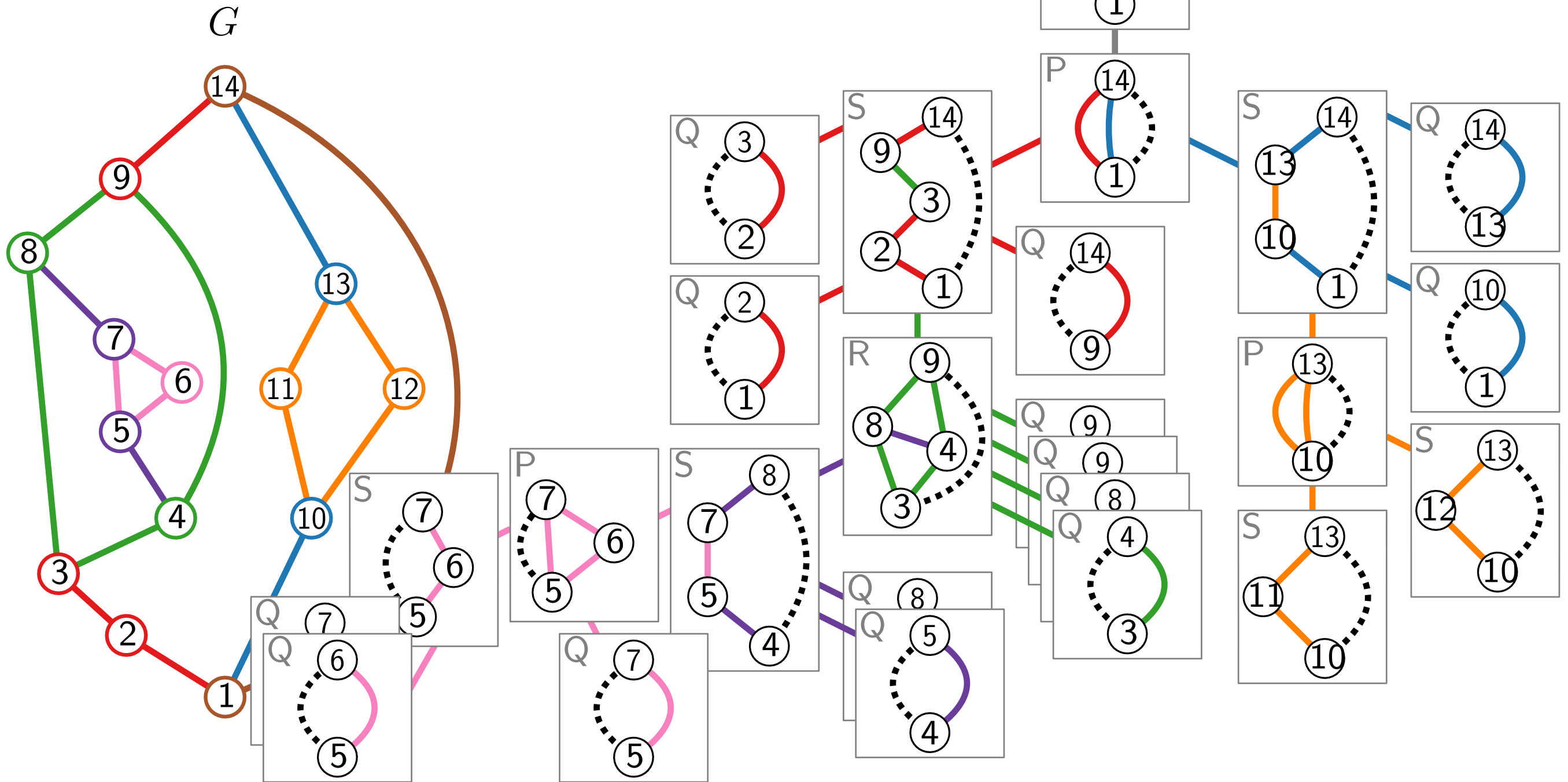
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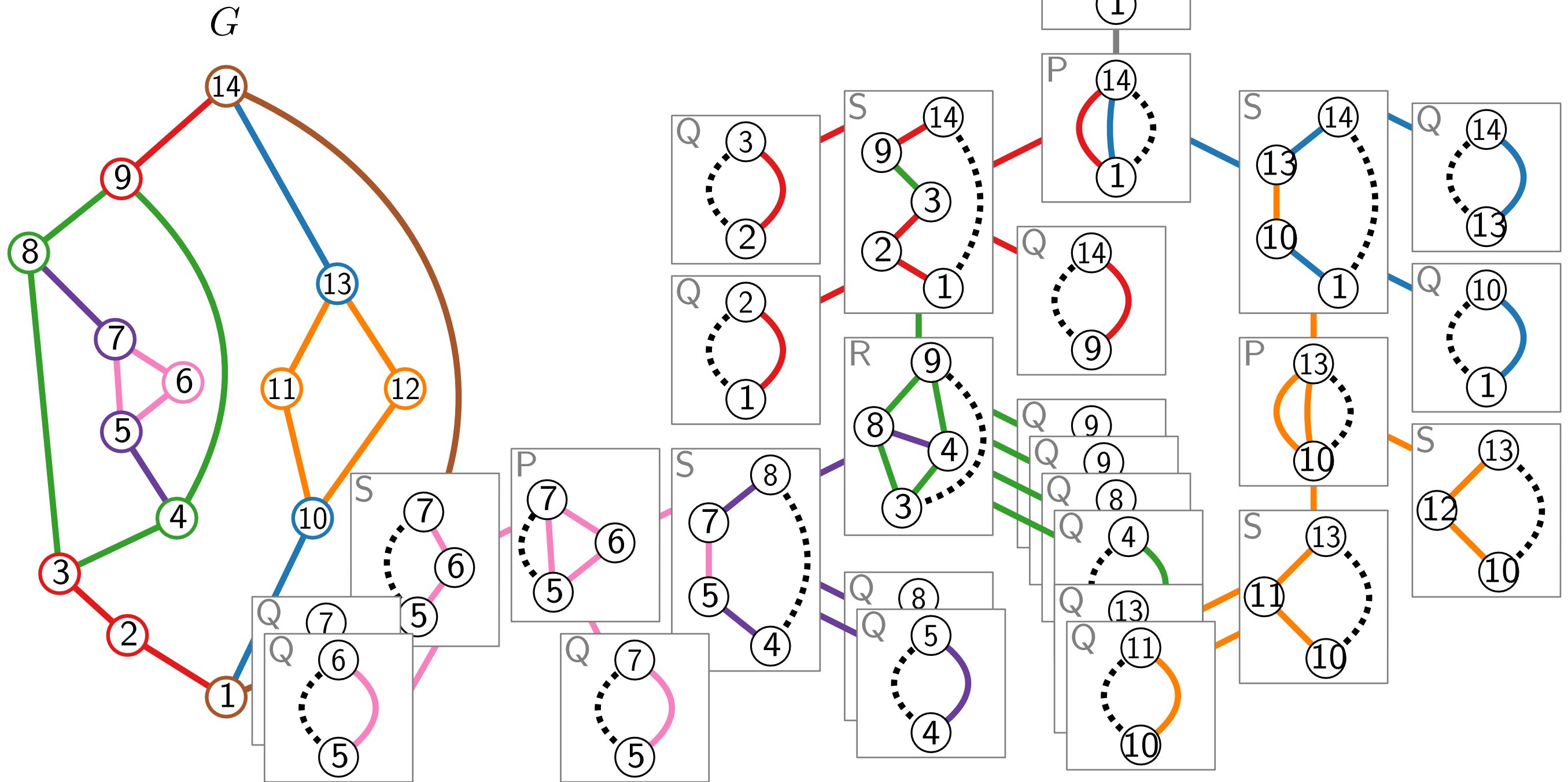
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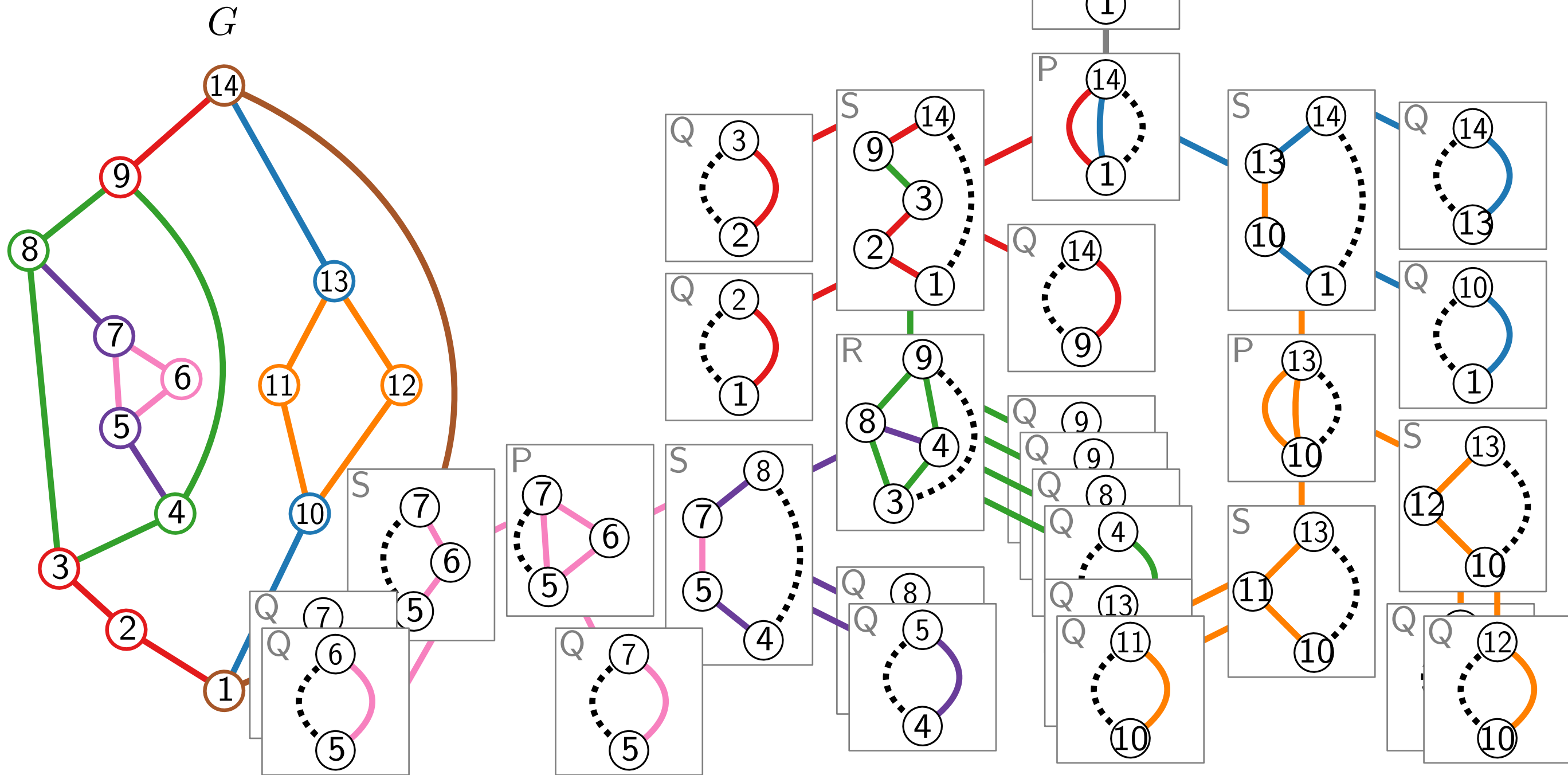
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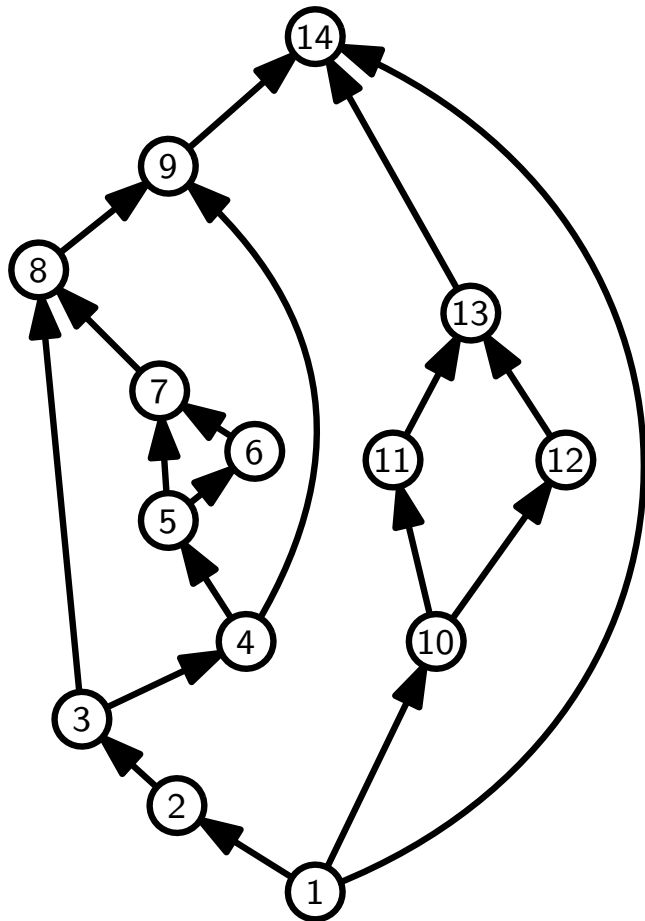
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Representation Extension for st-Graphs

Theorem 1'.

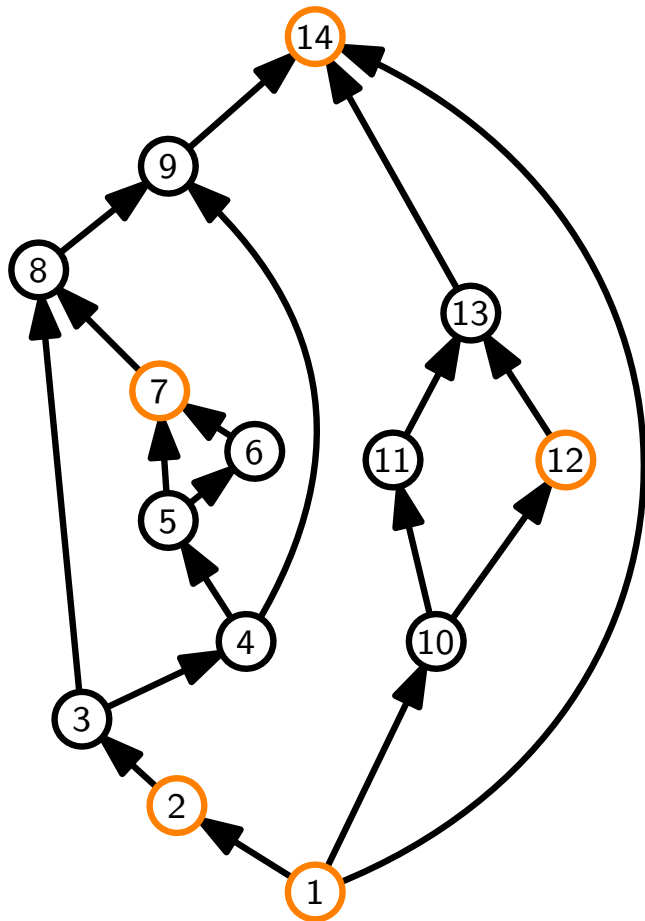
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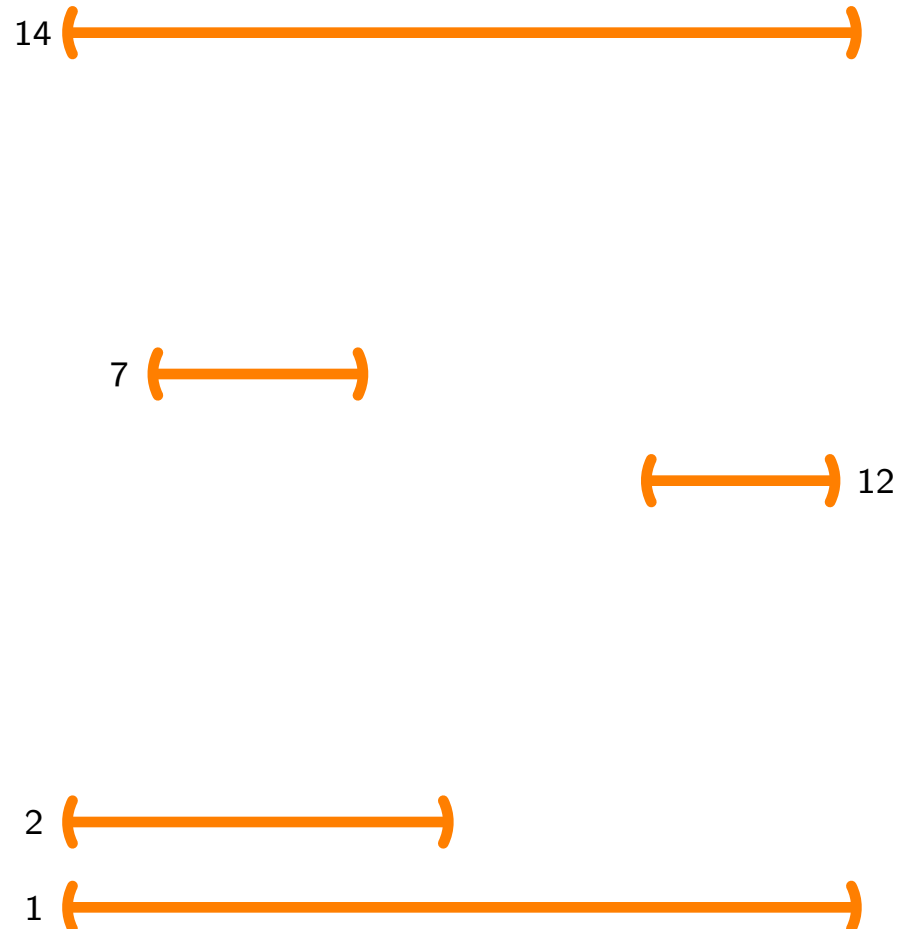
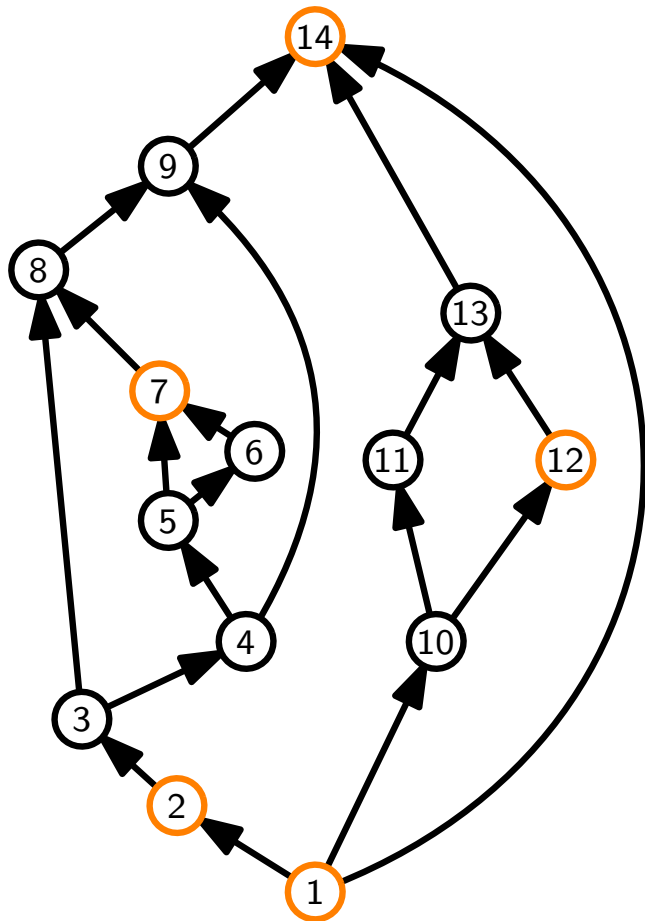
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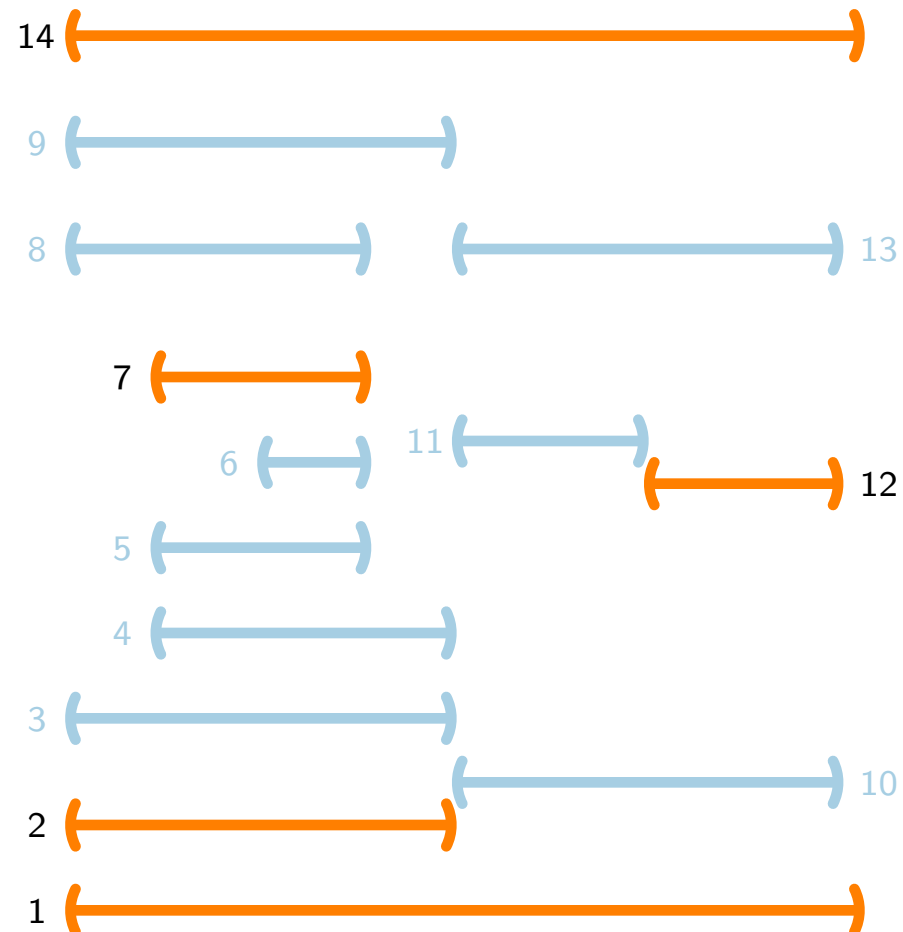
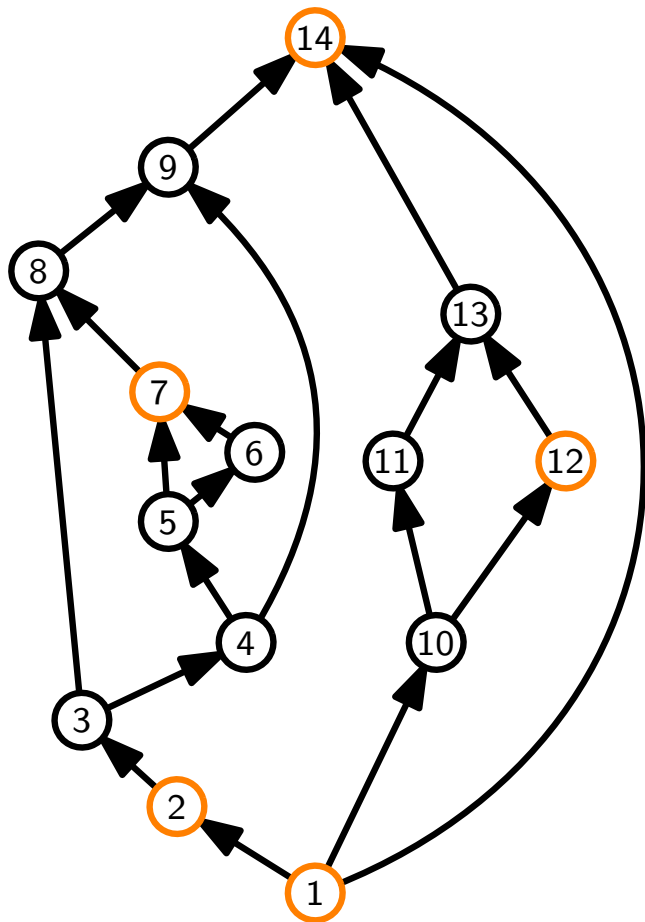
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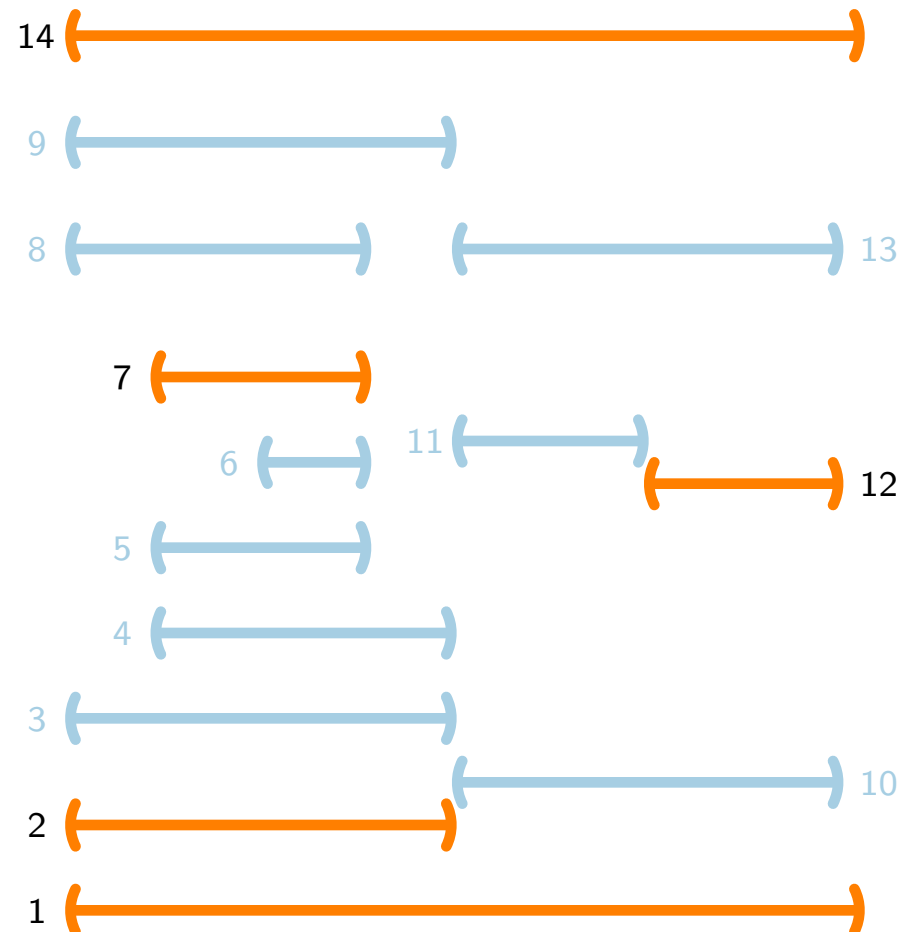
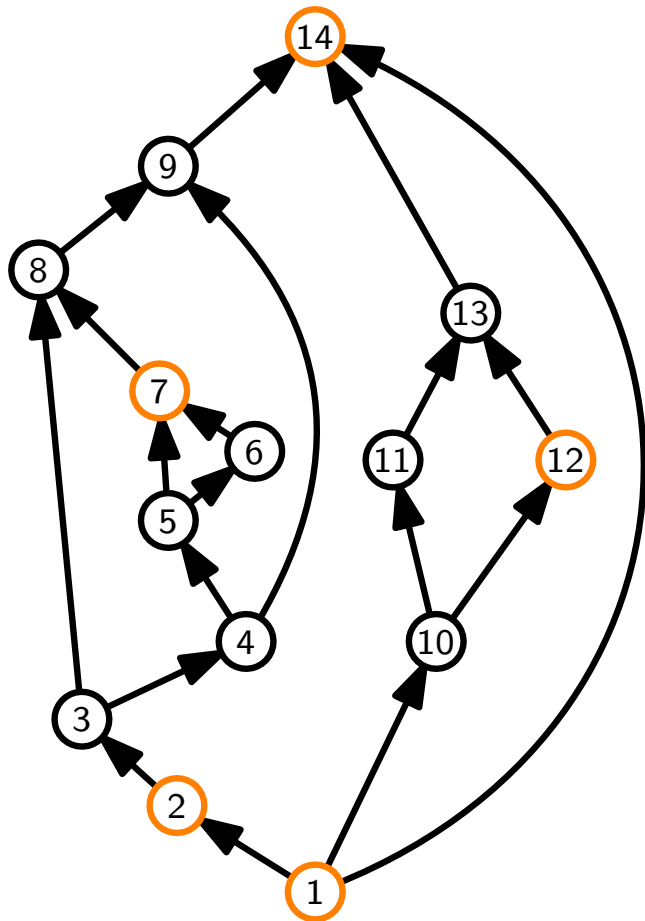
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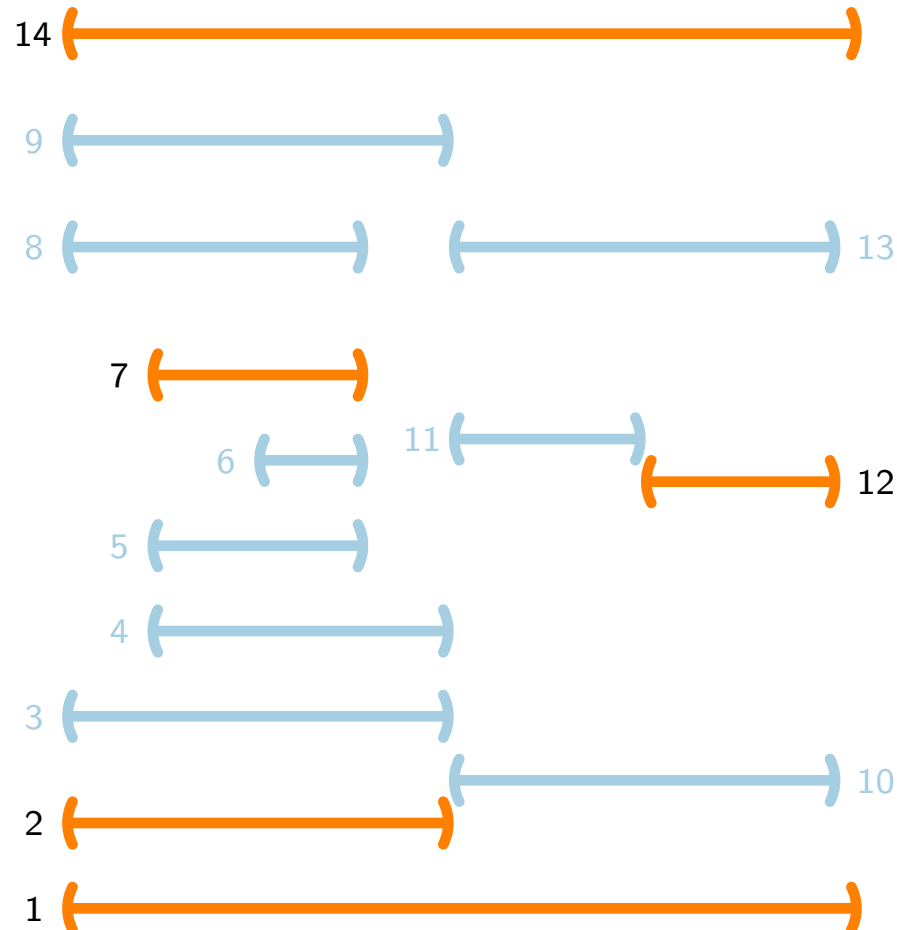
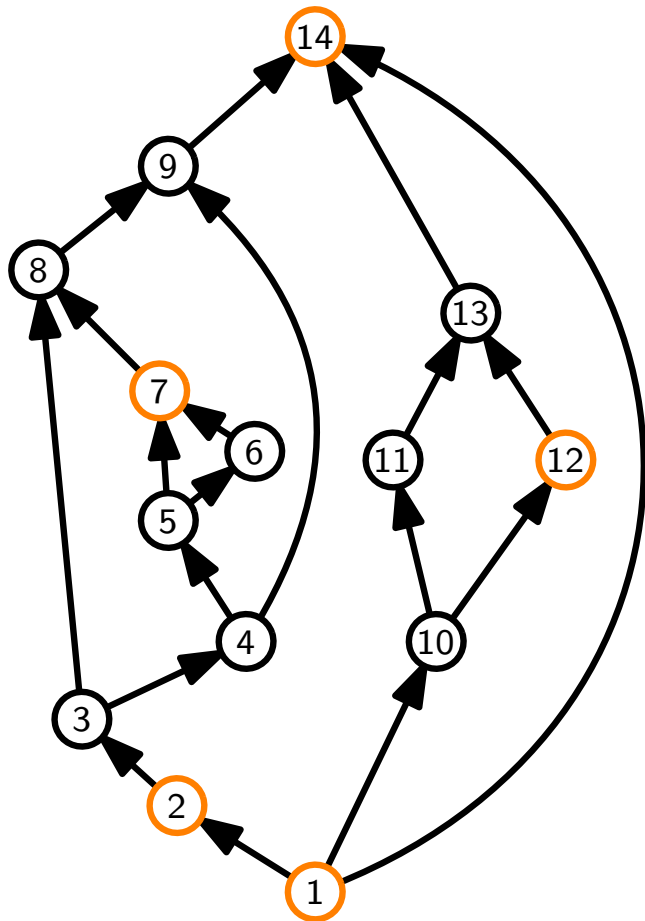


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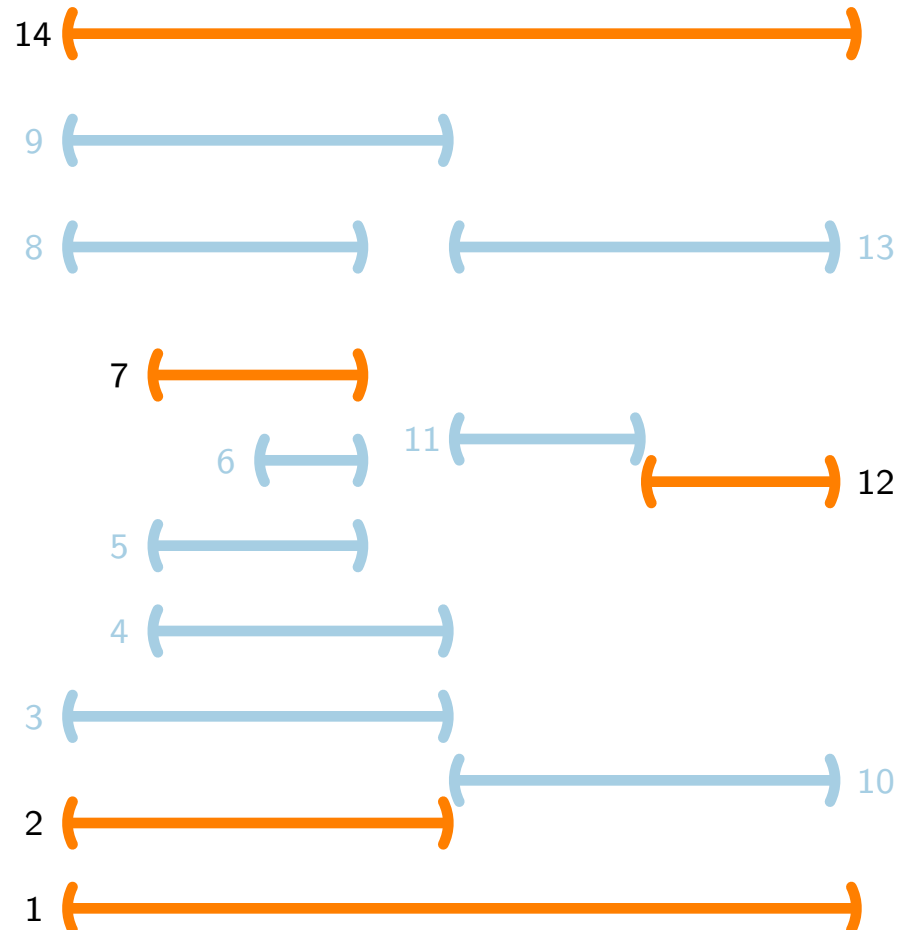
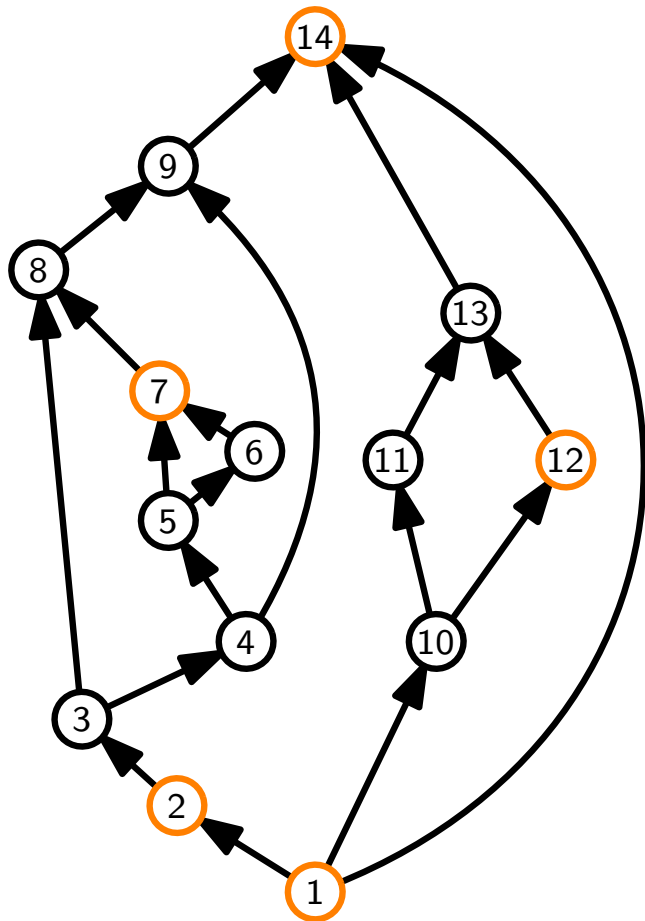


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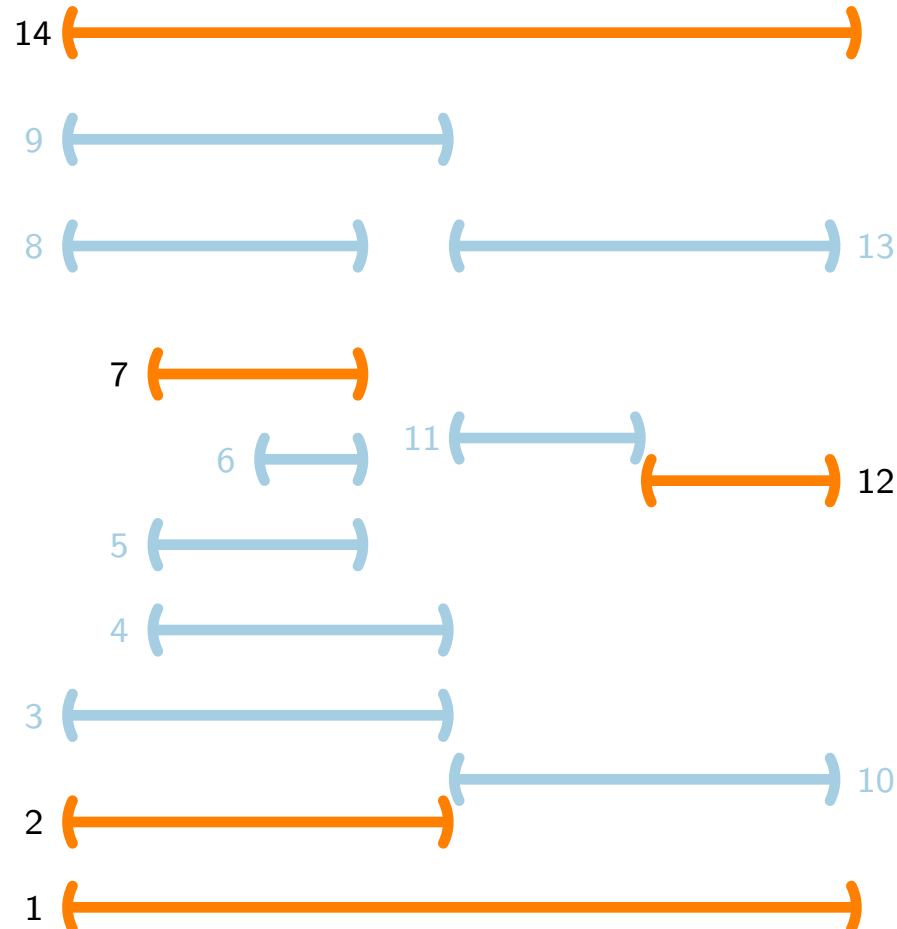
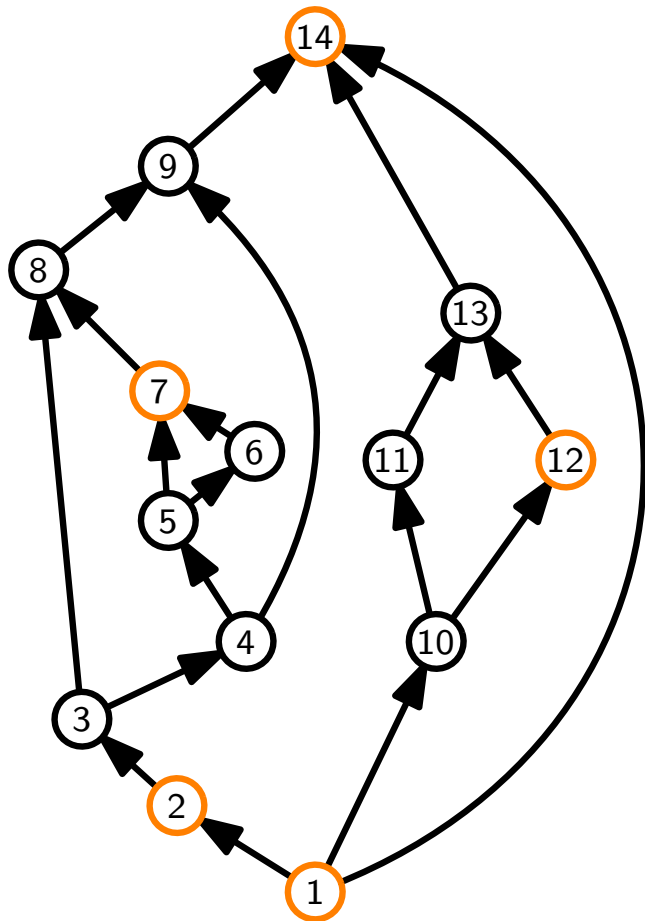


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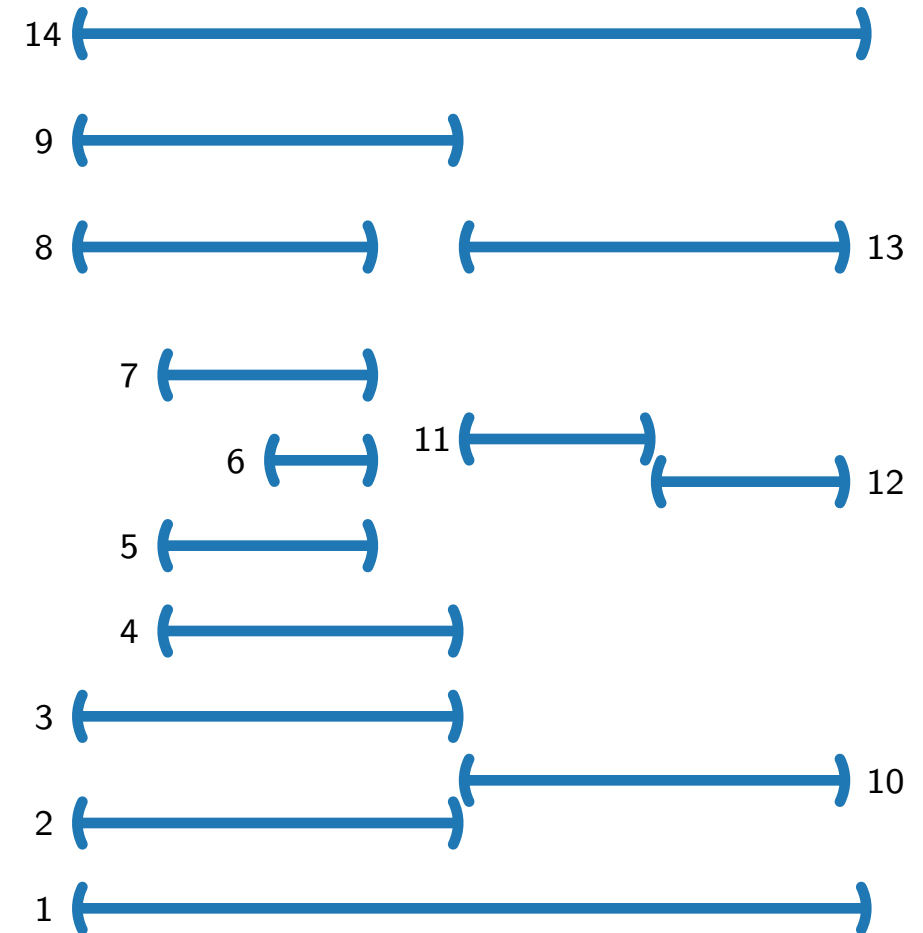
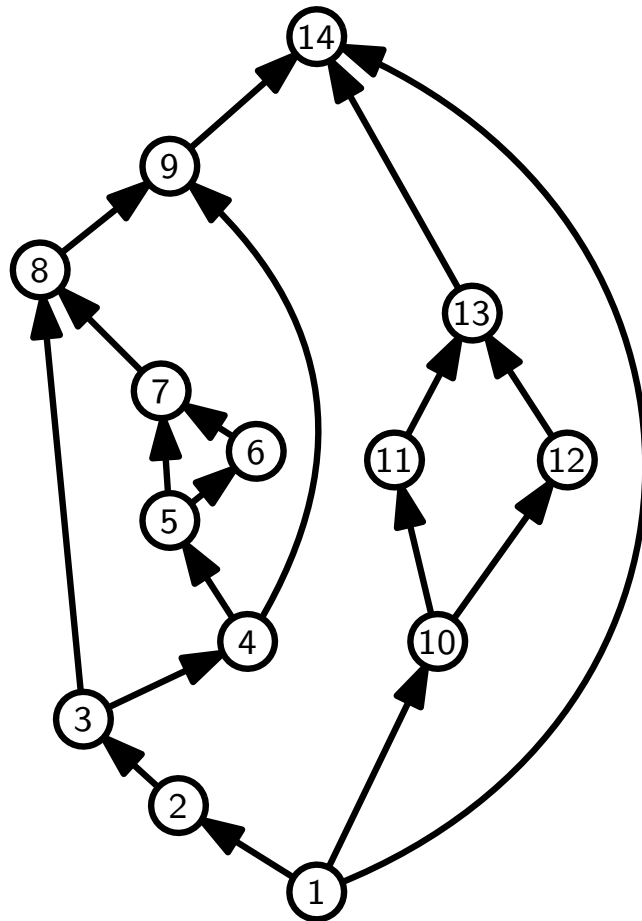
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We can now assume that all
y-coordinates are given!

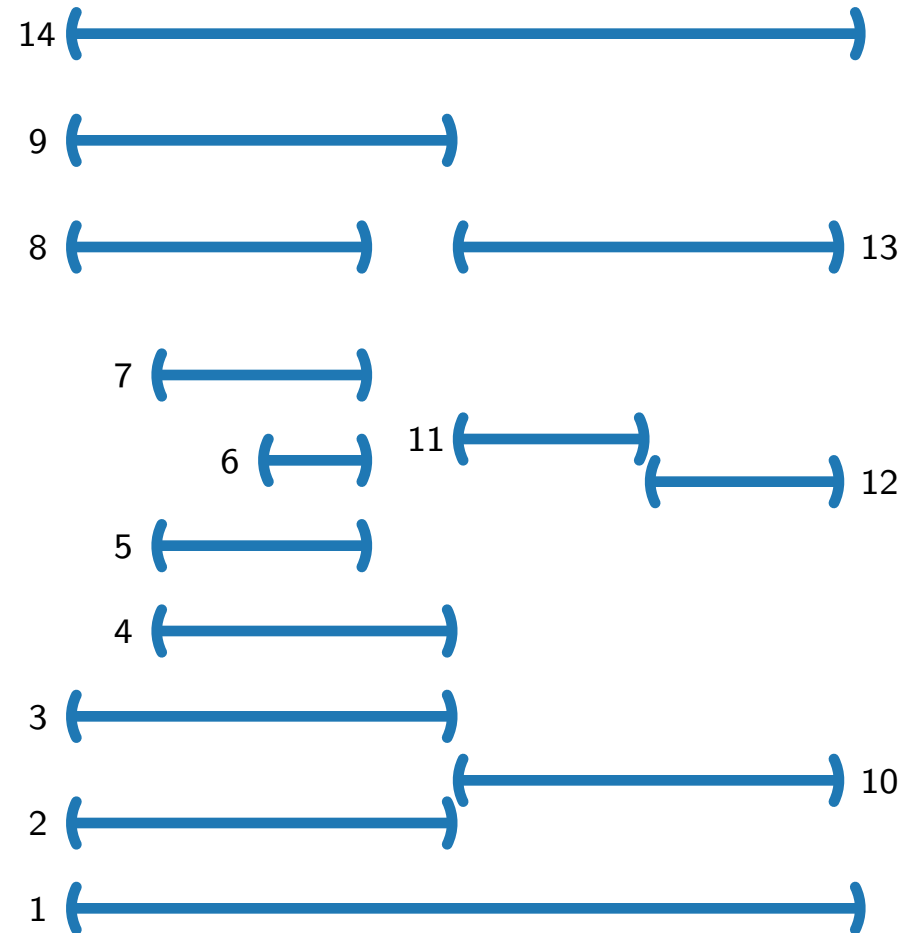
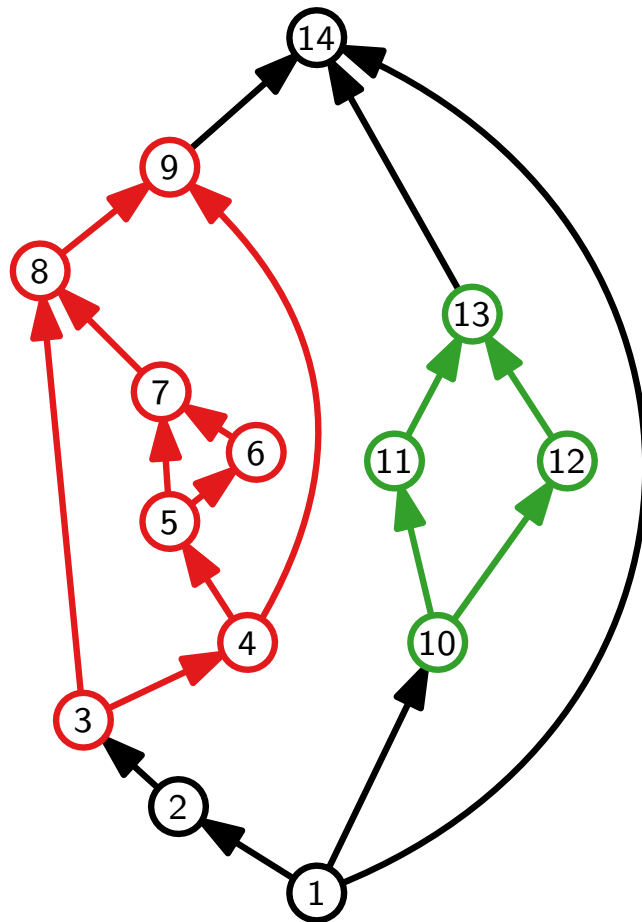
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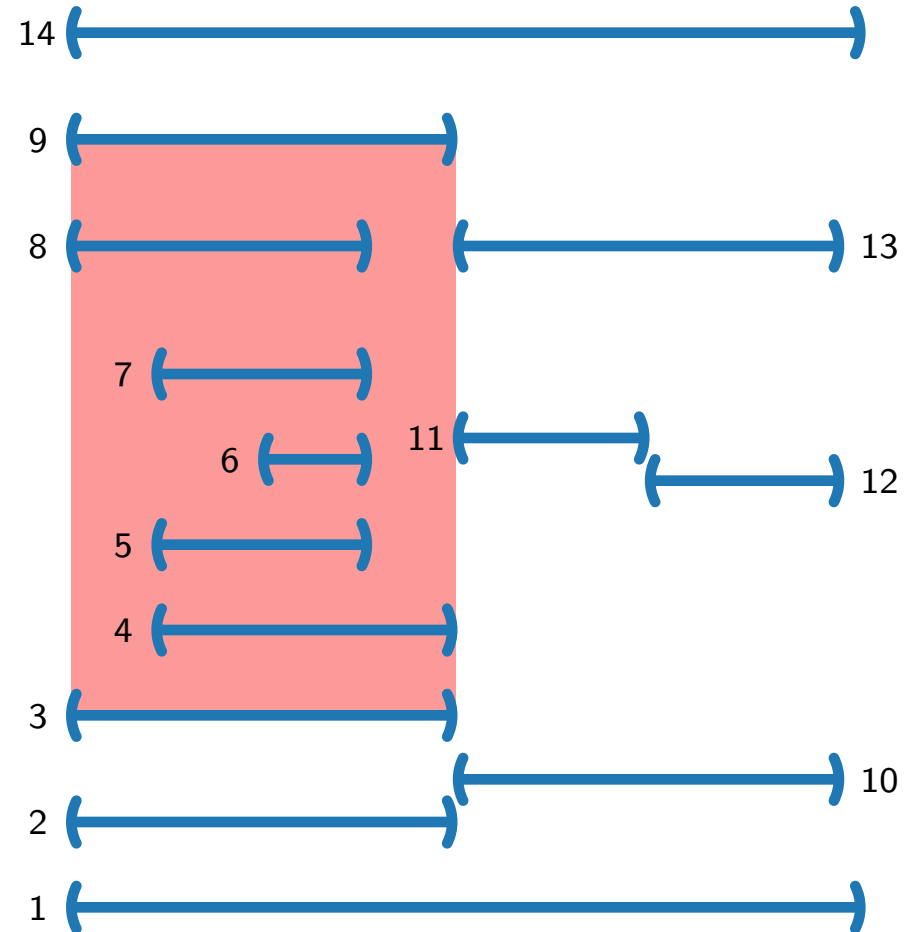
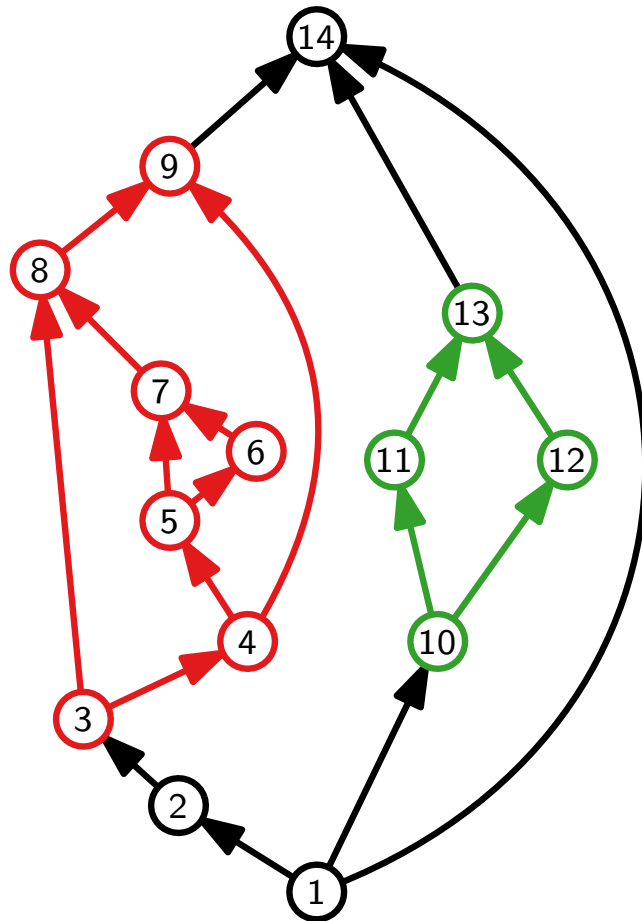
But Why Do SPQR-Trees Help?



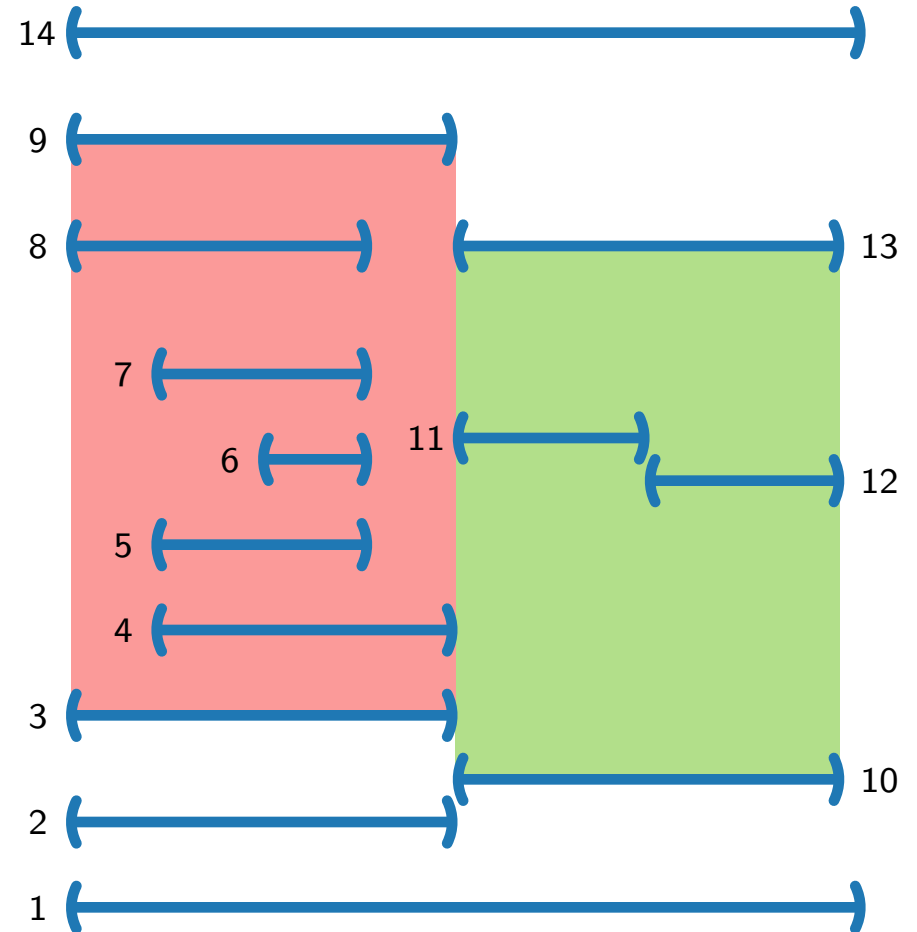
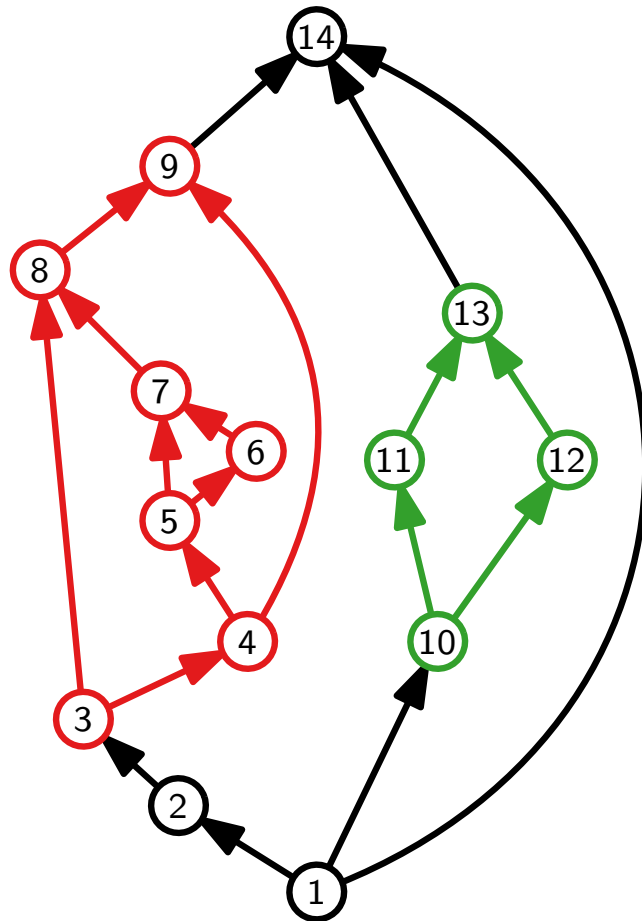
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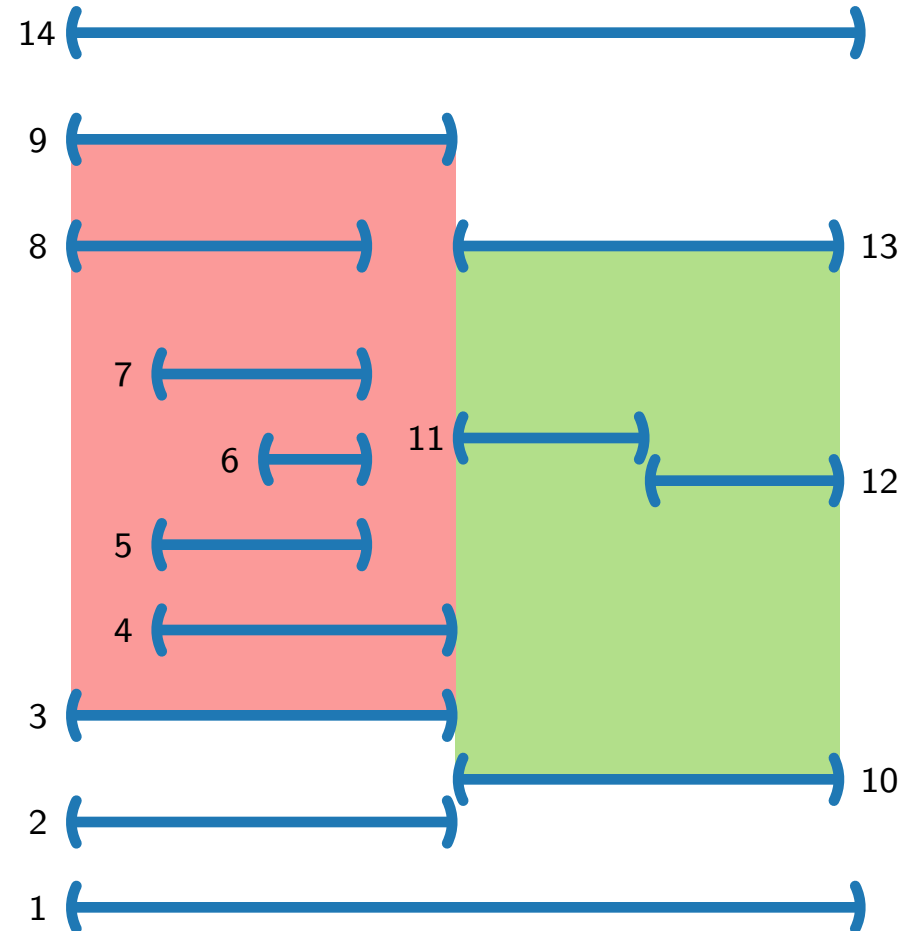
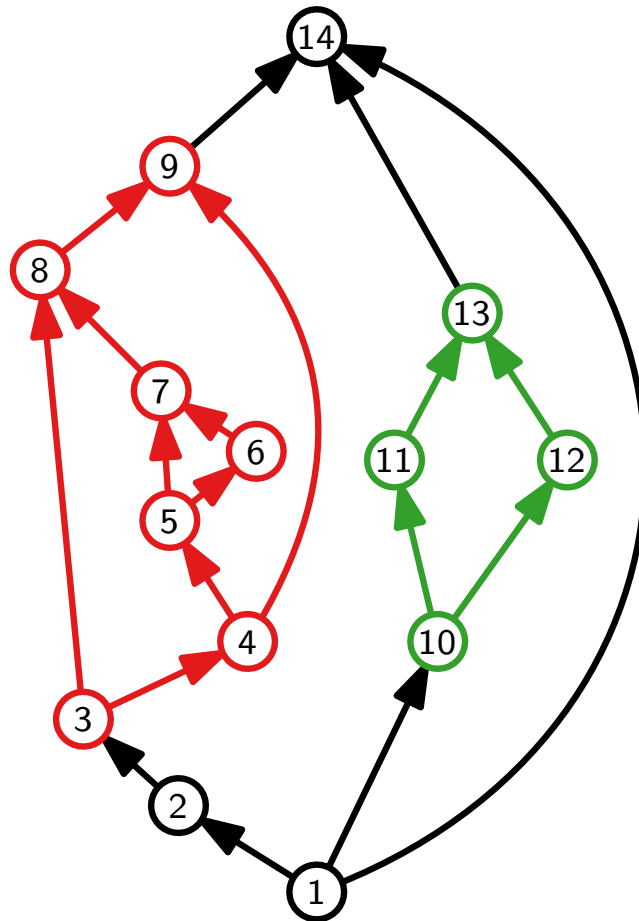
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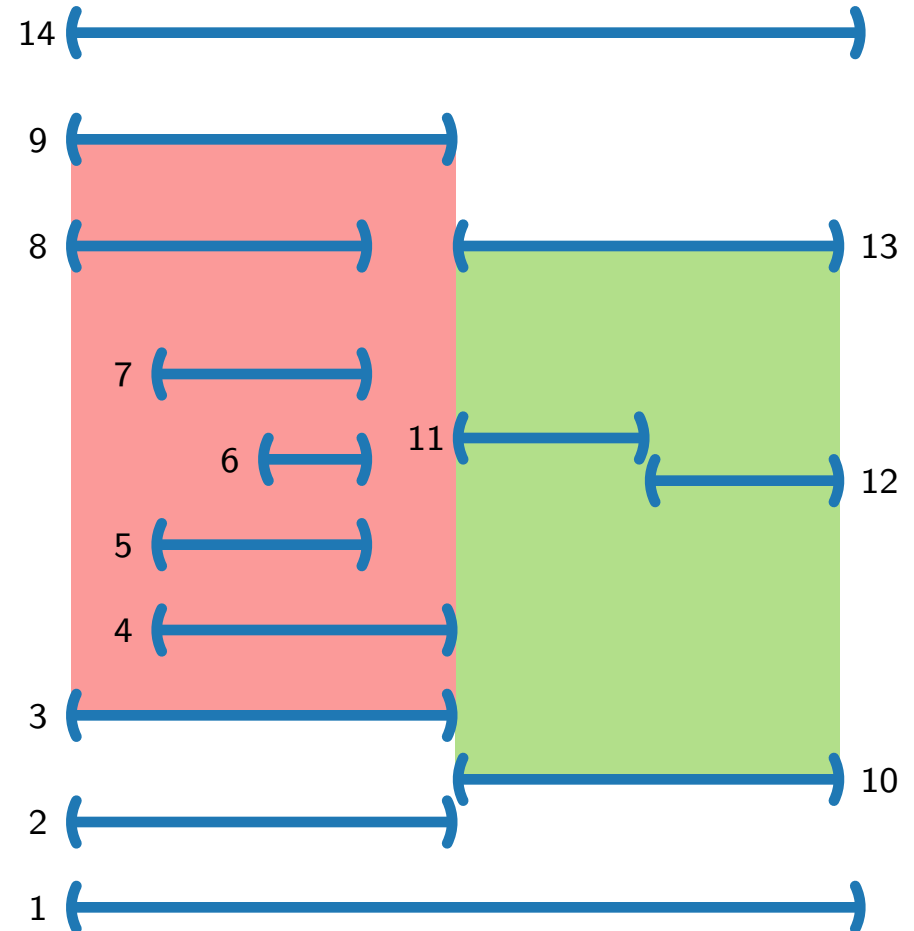
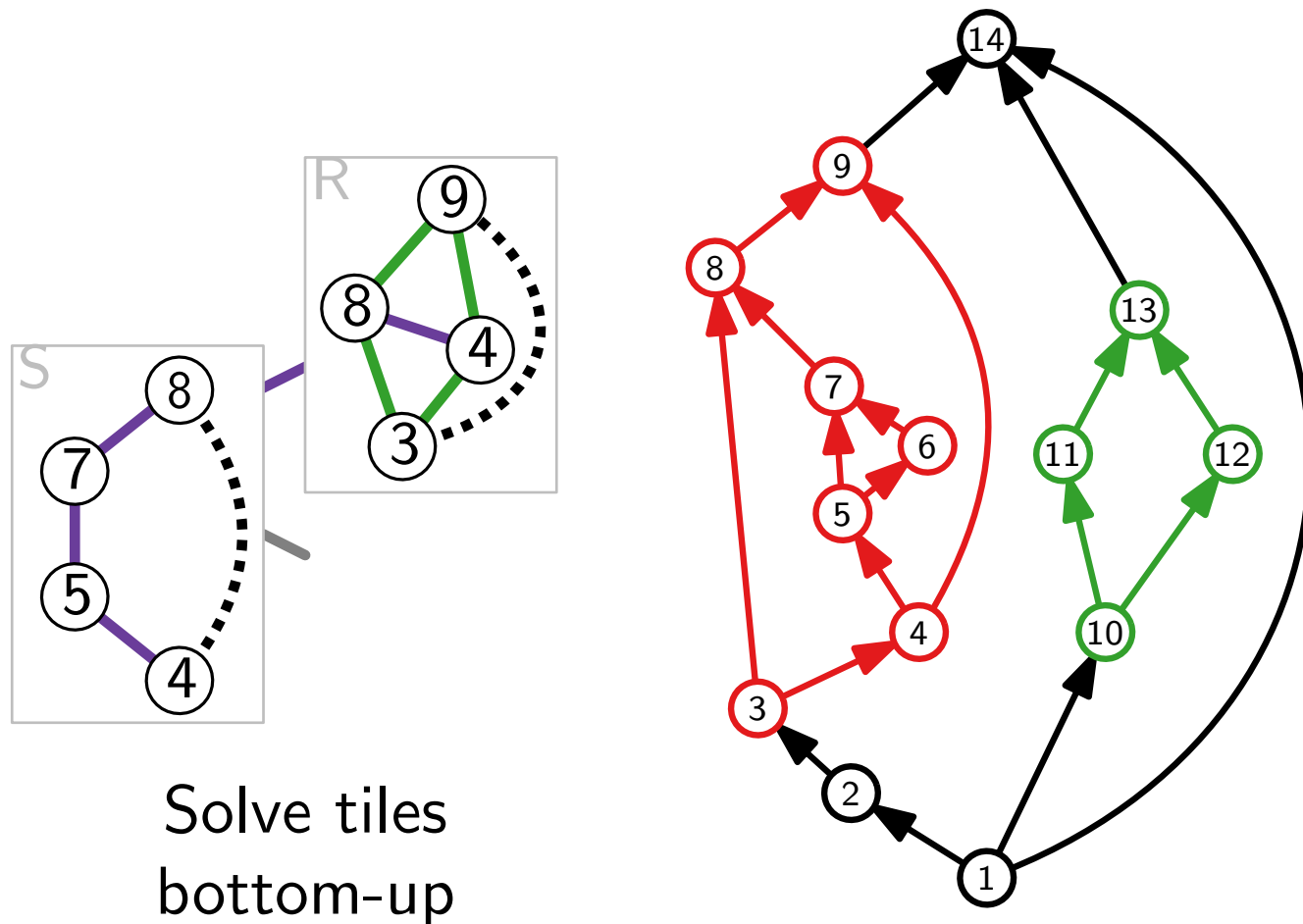
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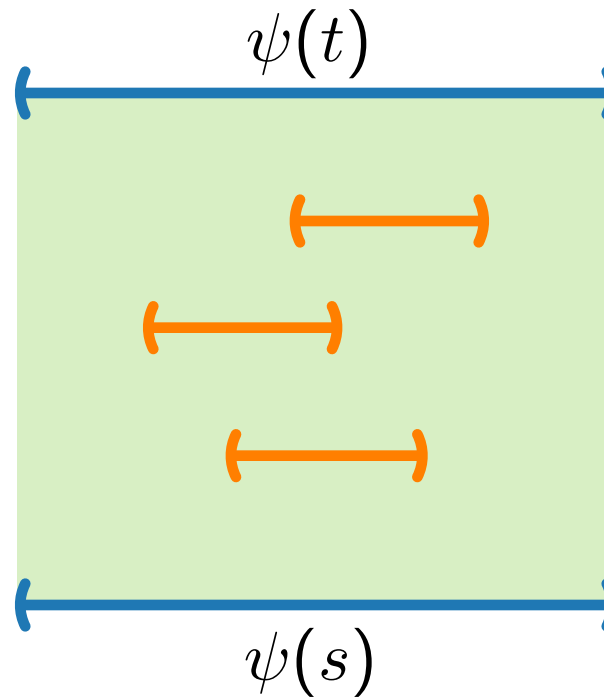
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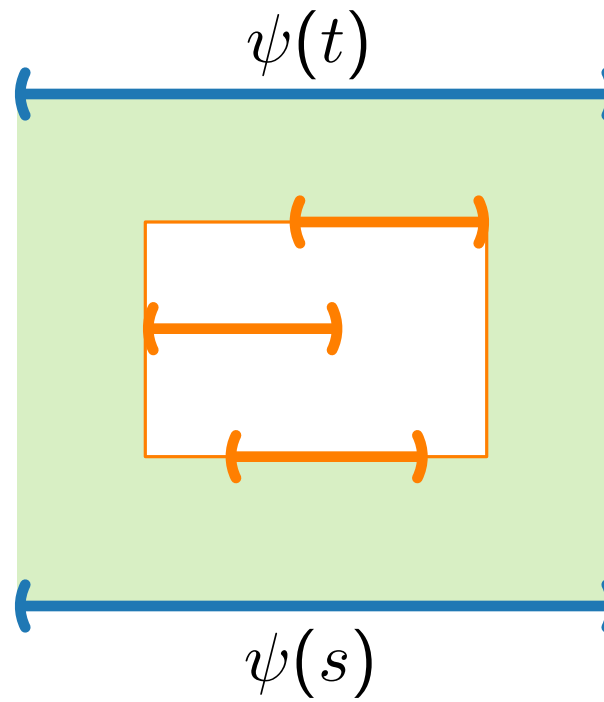
Tiles

Convention. Orange bars are from the partial representation



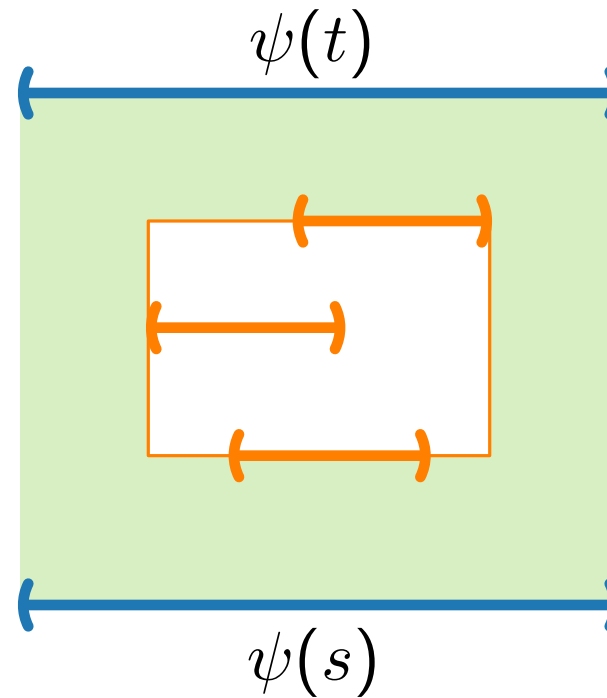
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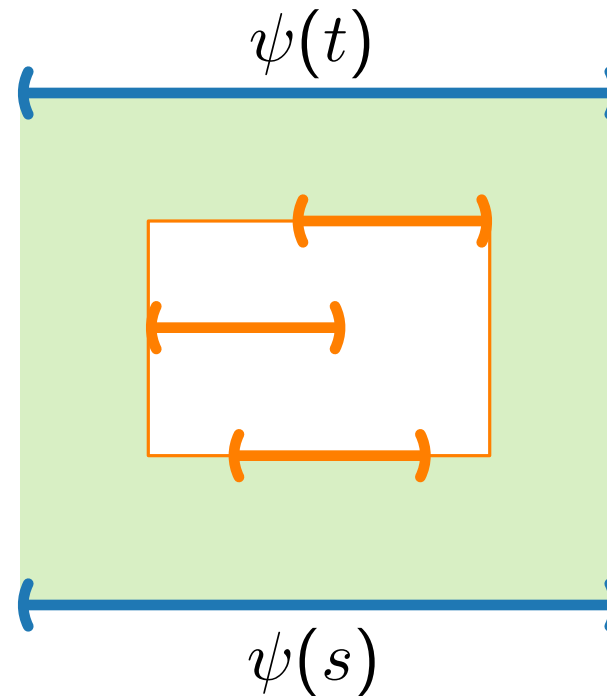


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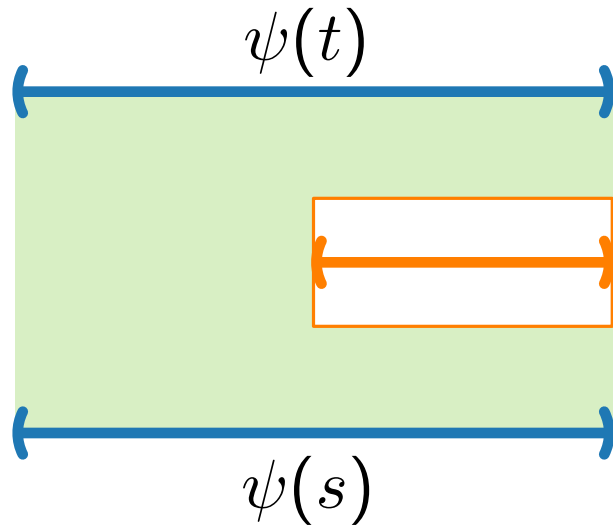


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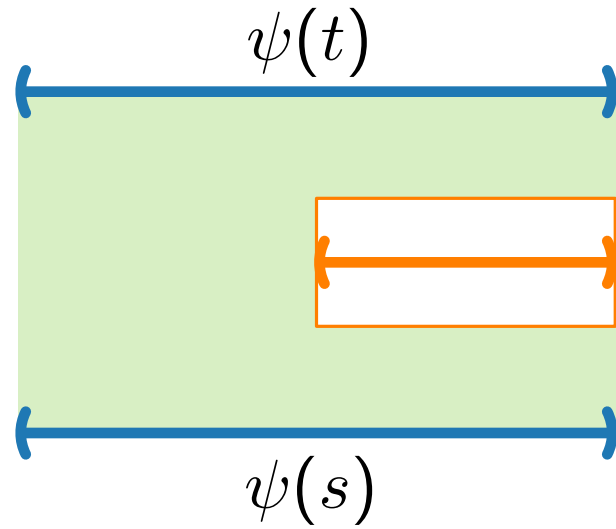
How many different **types** of tiles are there?

Types of Tiles



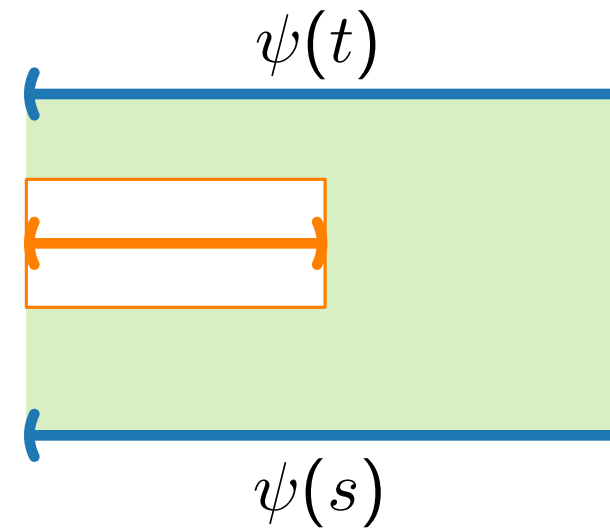
- Right **F**ixed – due to the orange bar
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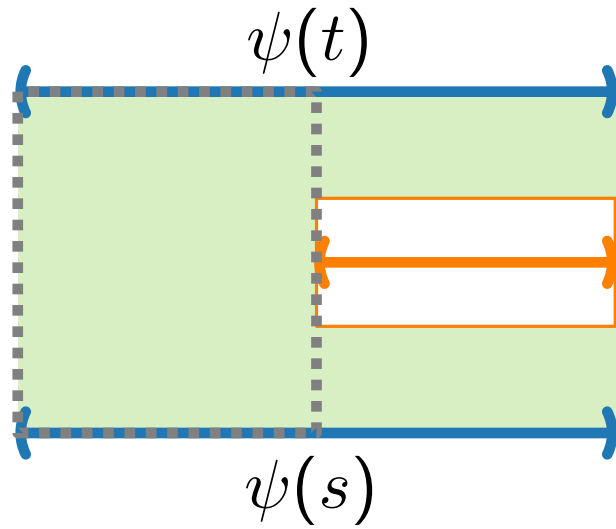


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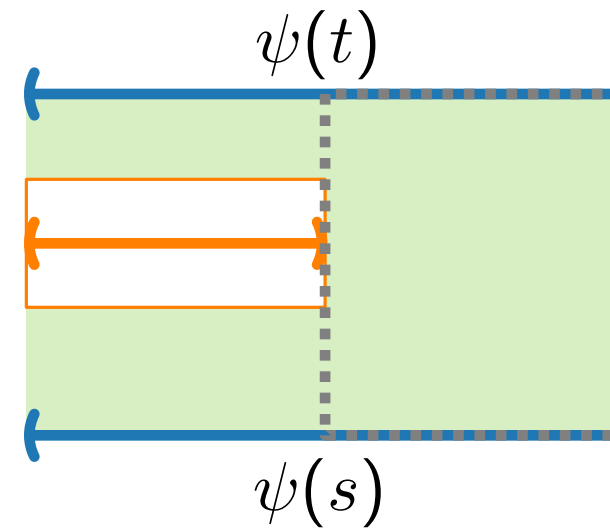


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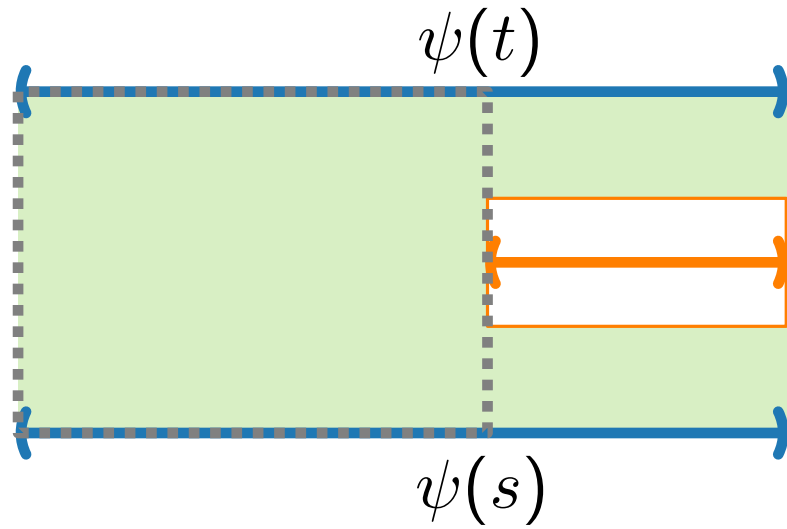


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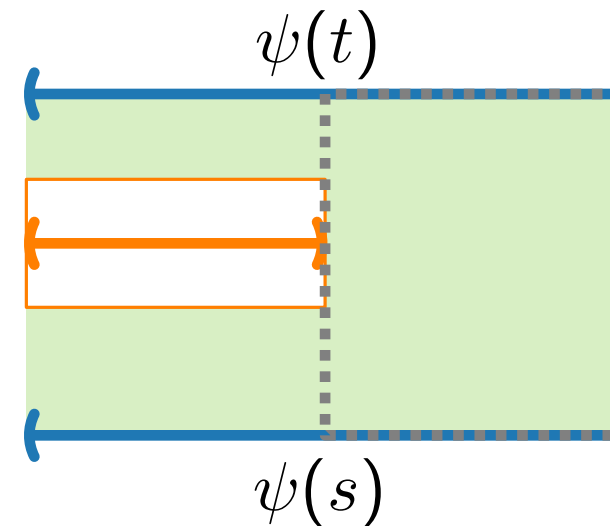


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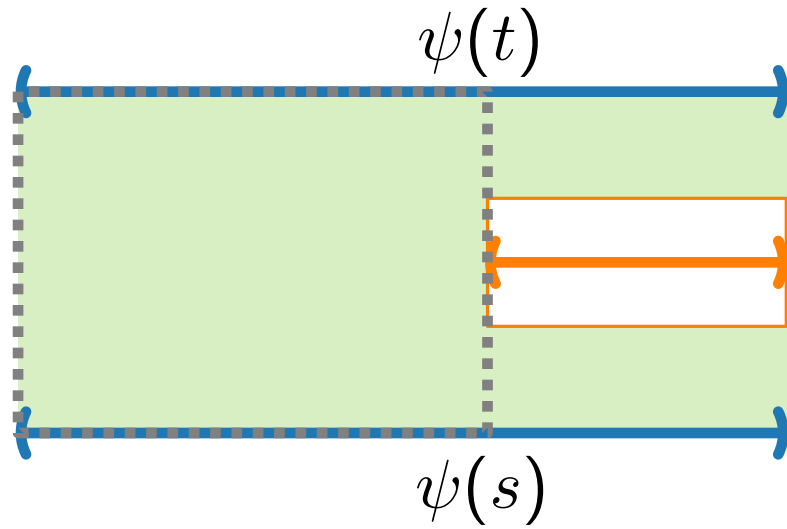


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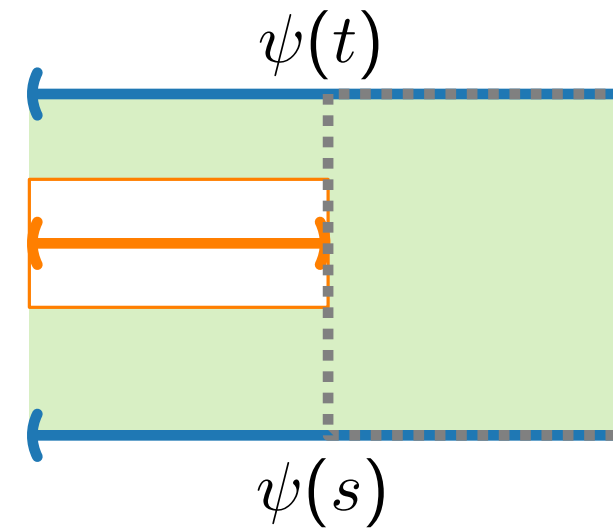


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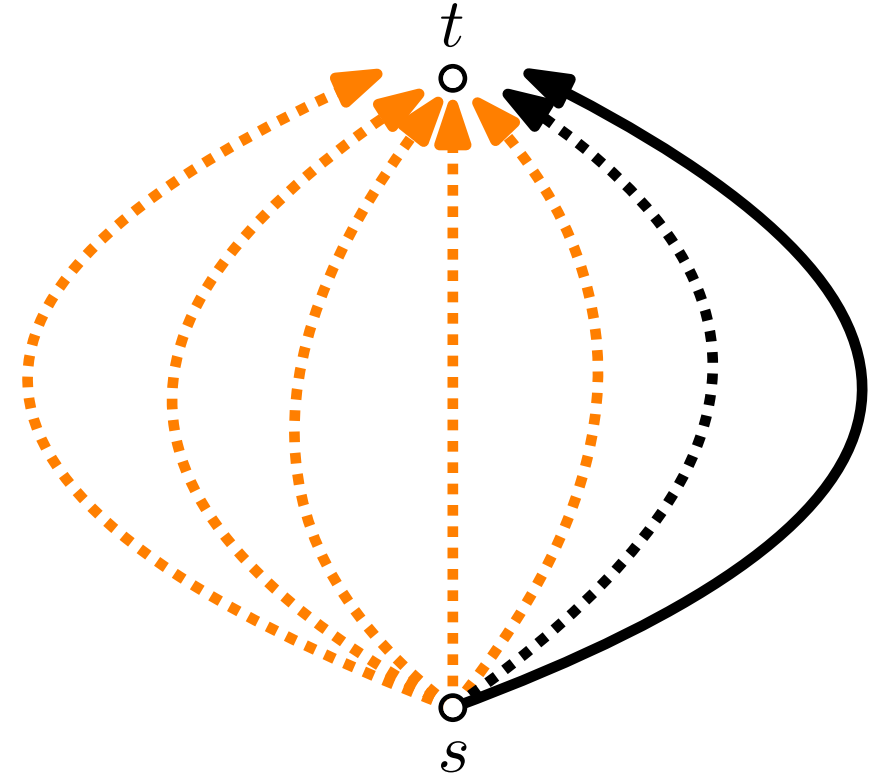
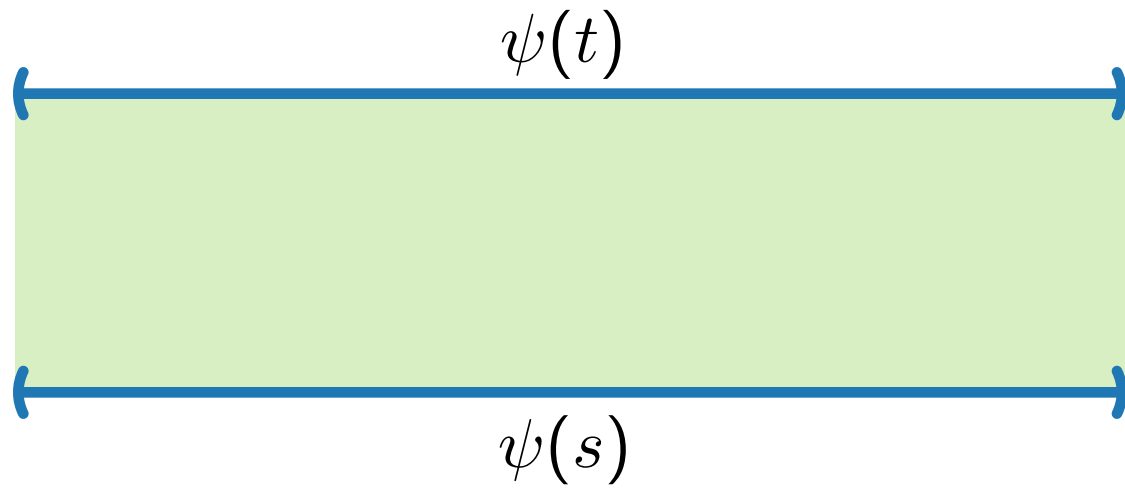
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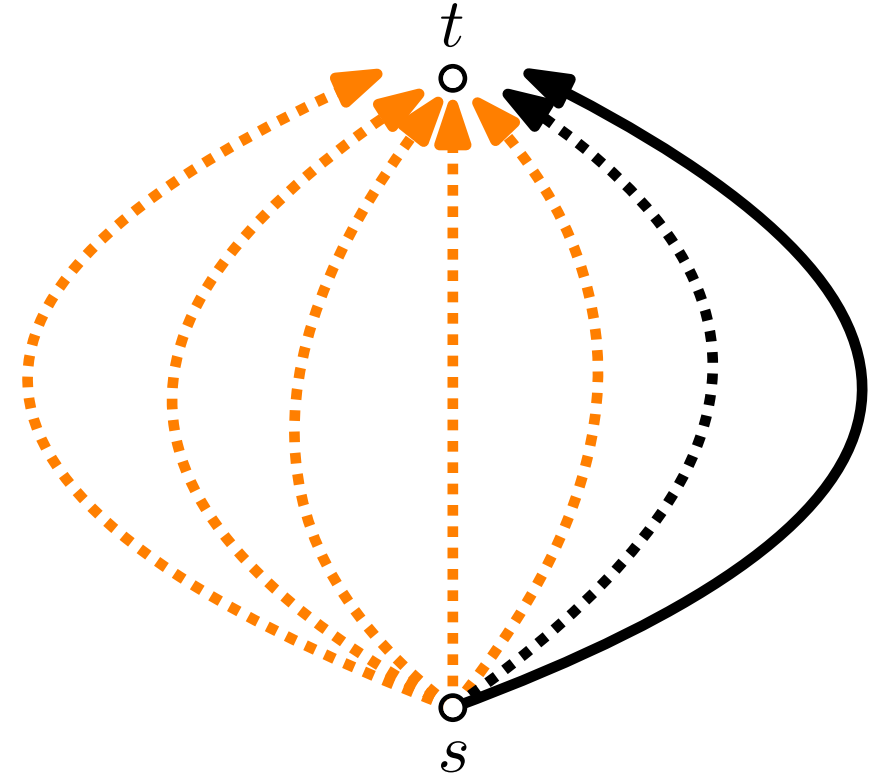
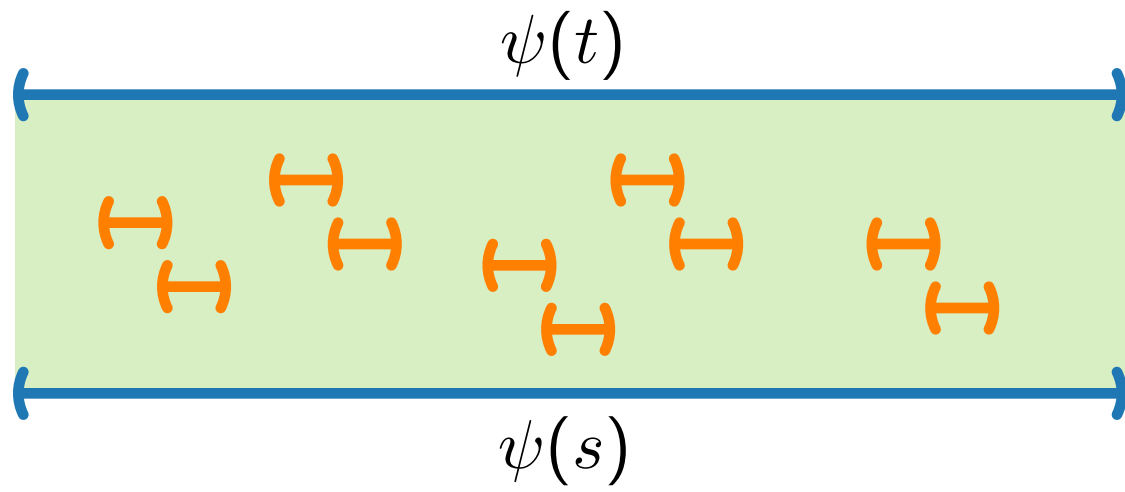


Four different types: **FF**, **FL**, **LF**, **LL**

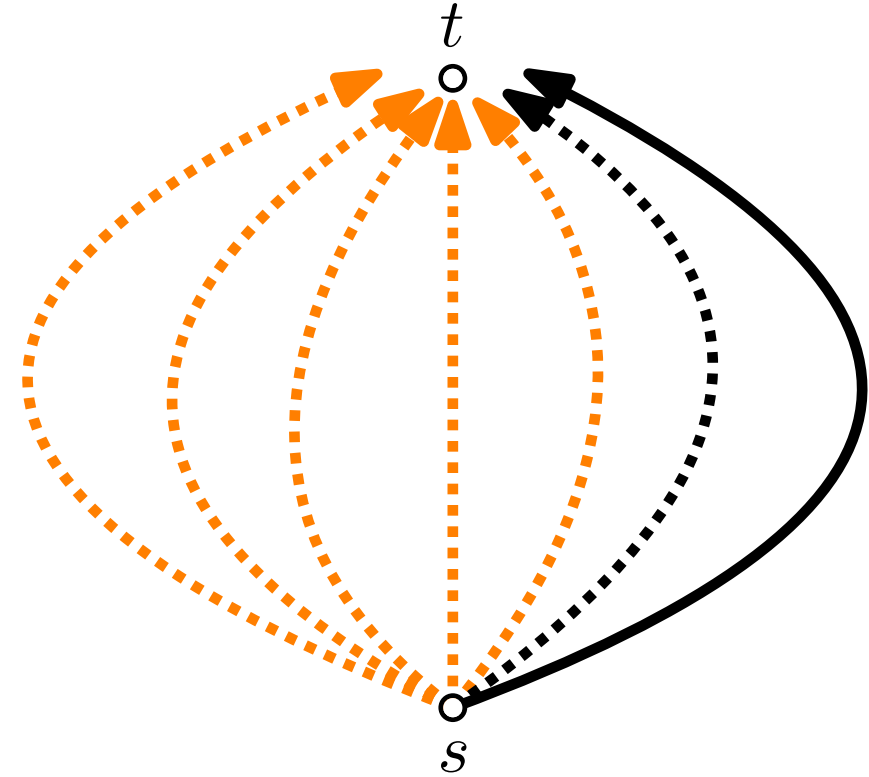
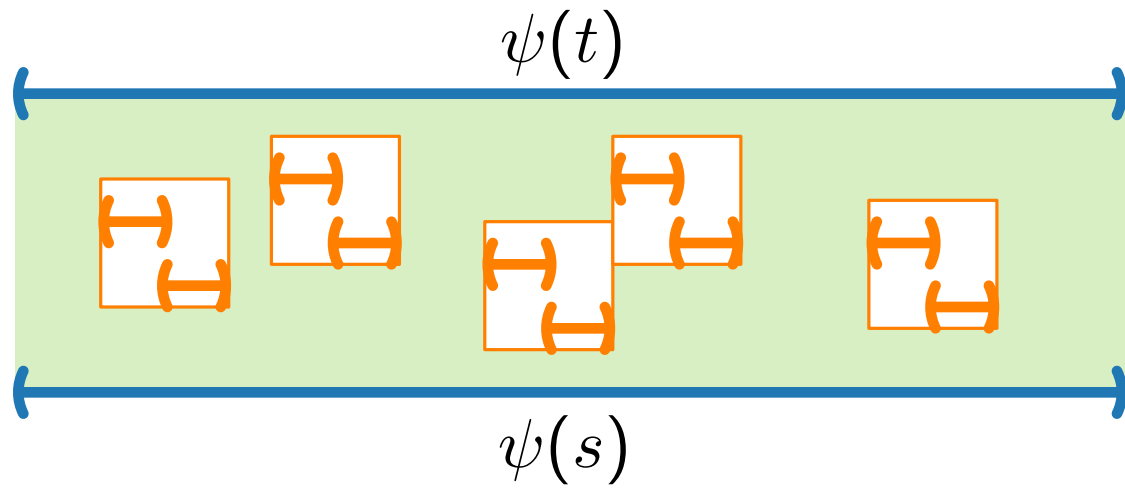
P-Nodes



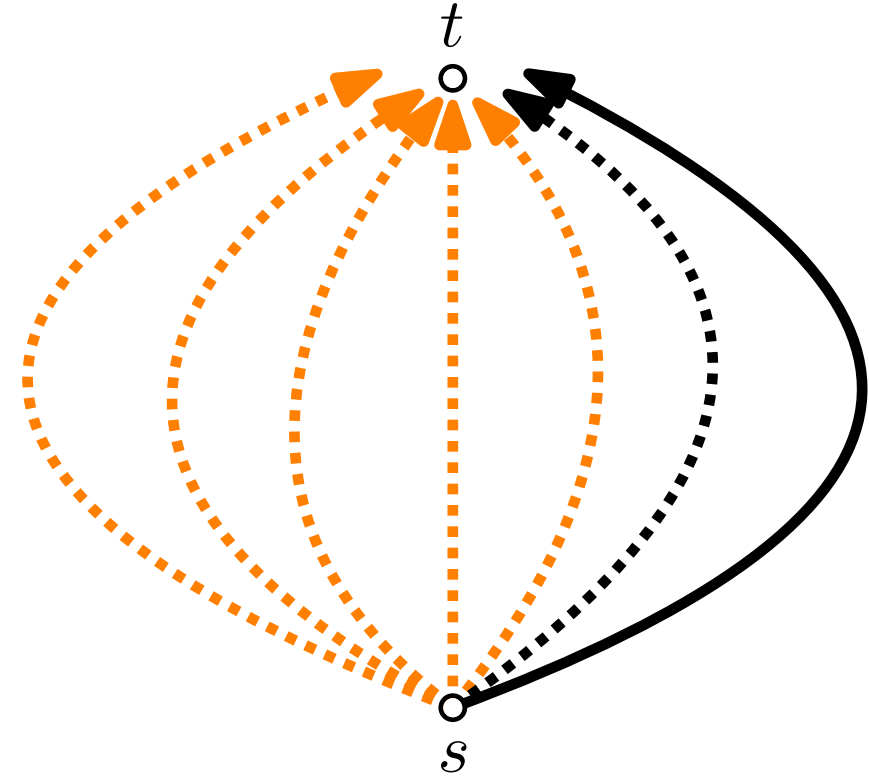
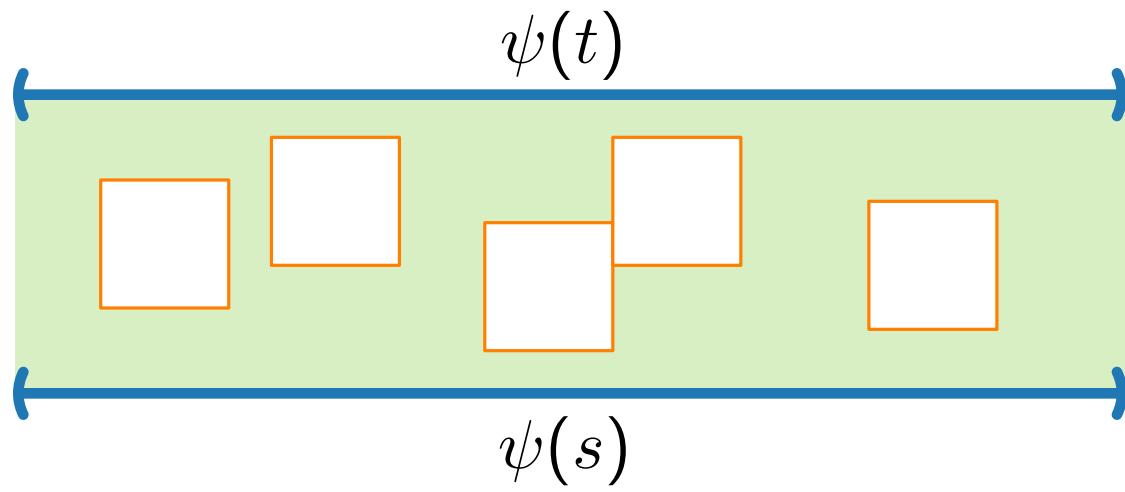
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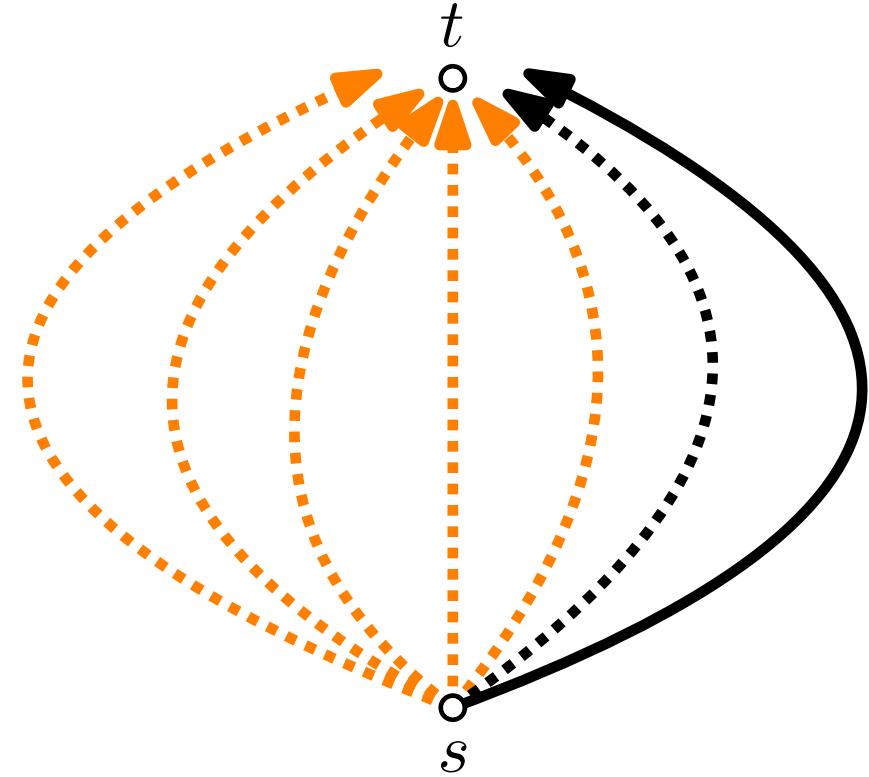
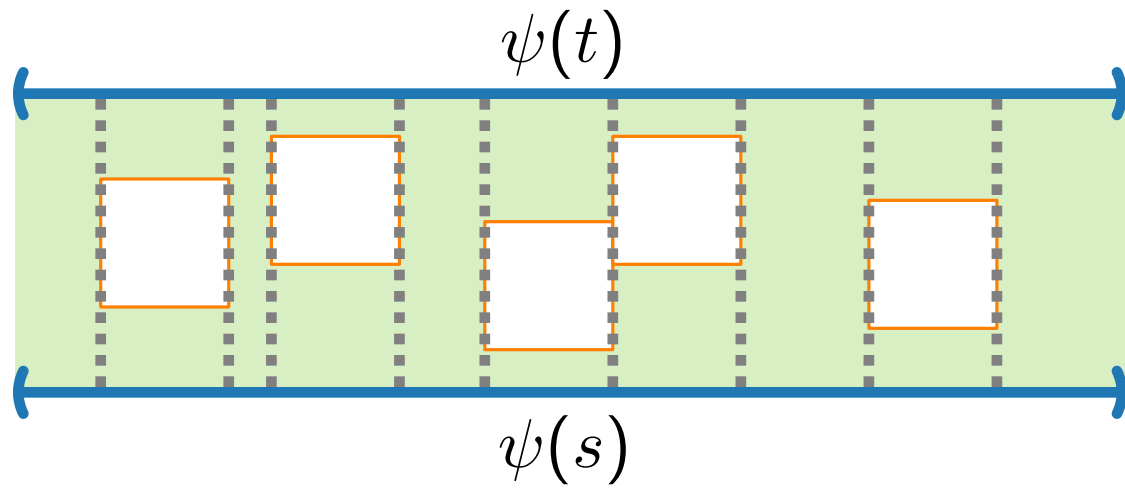
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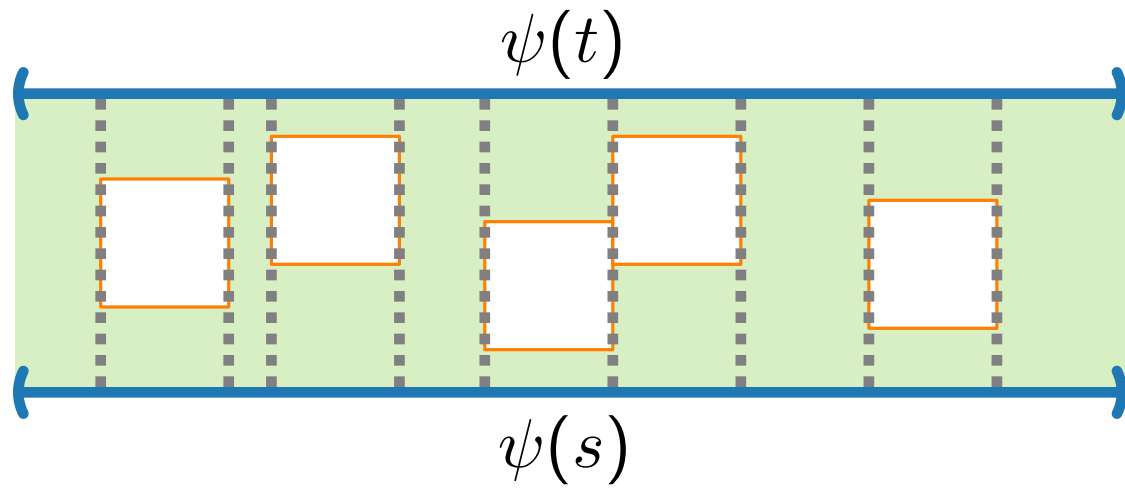
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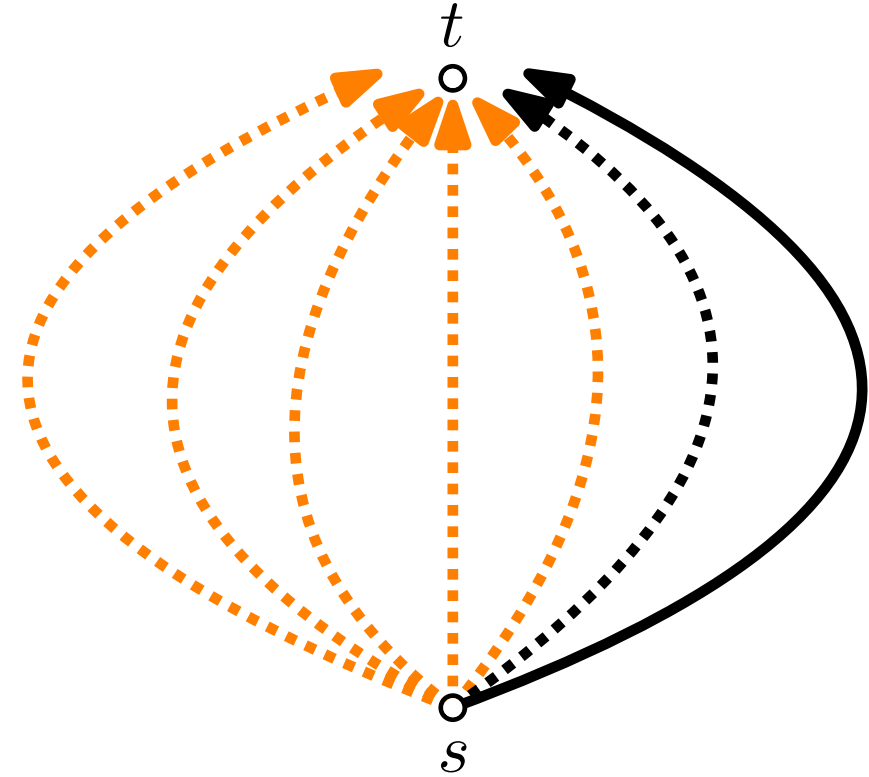
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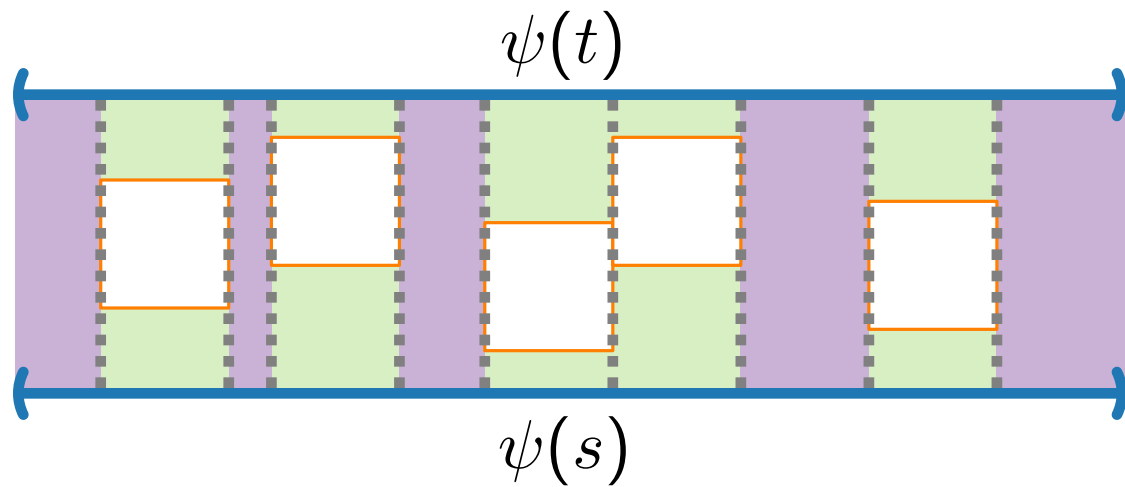
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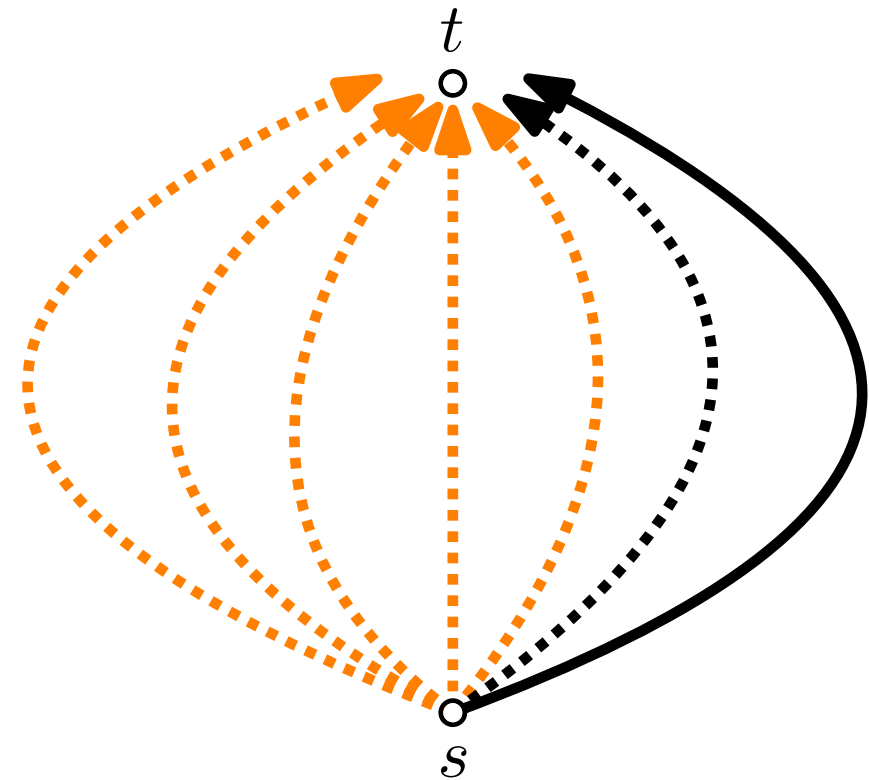
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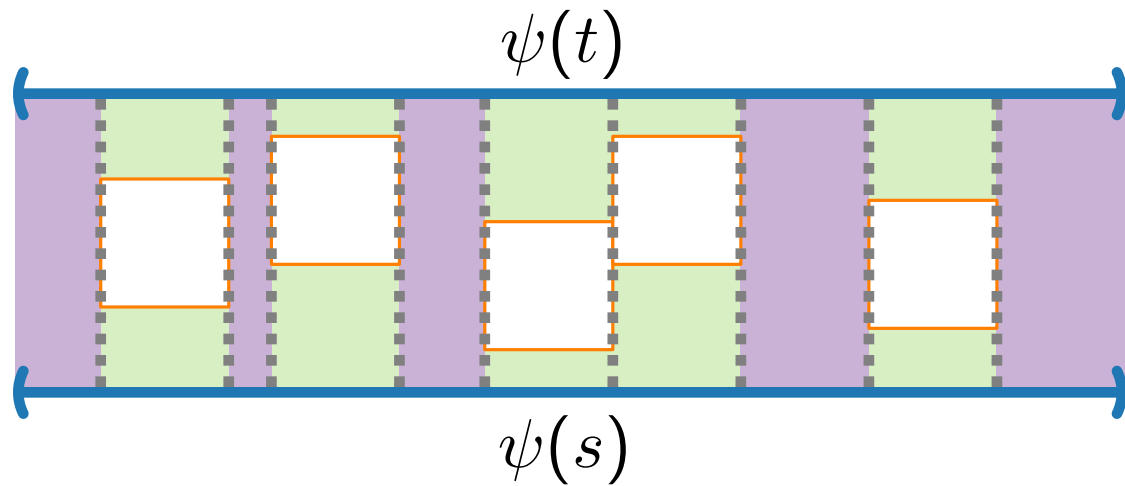
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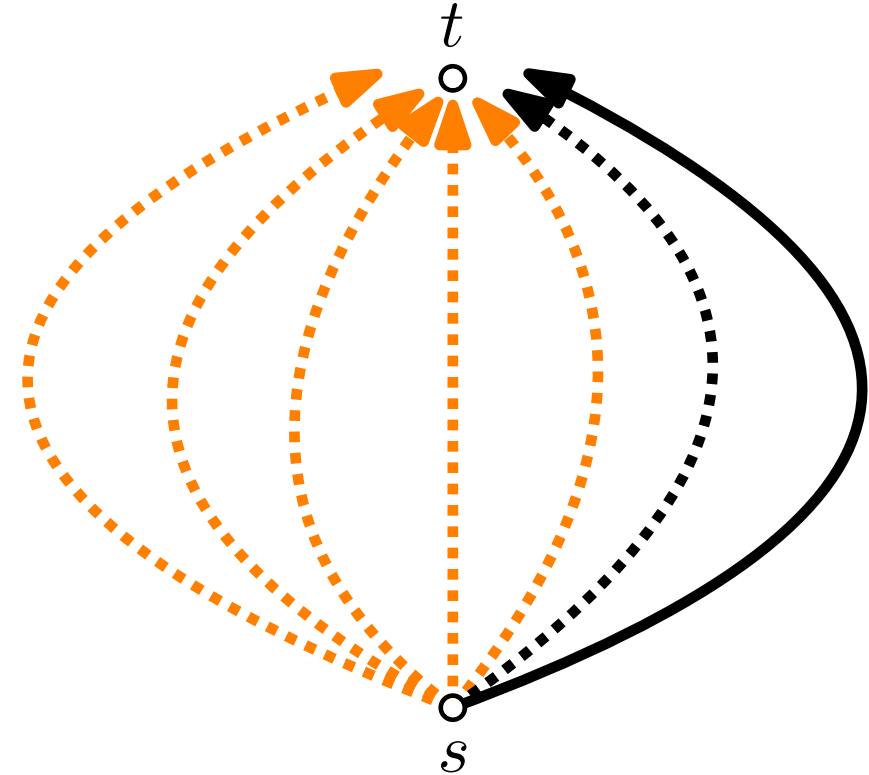
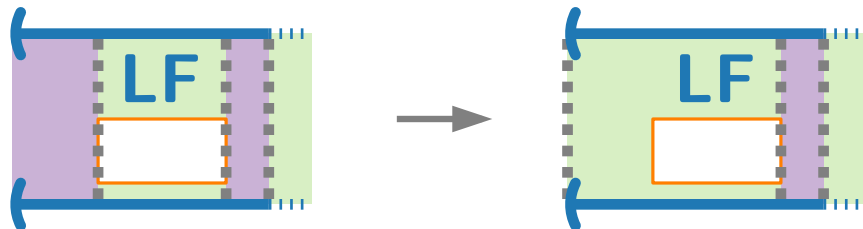
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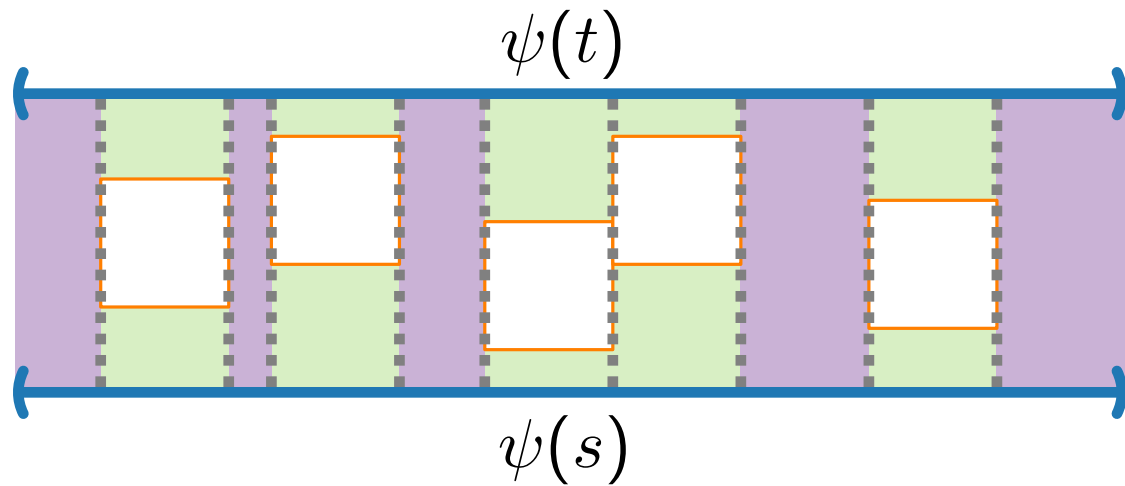
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Greedy *fill* the **gaps** by preferring to “stretch” the children with prescribed bars.



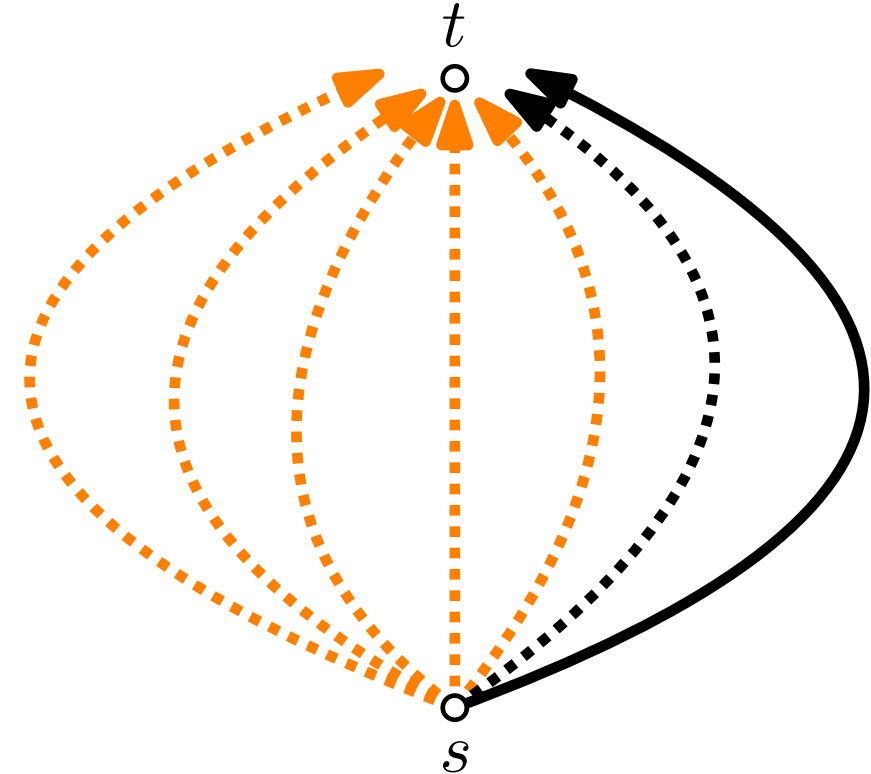
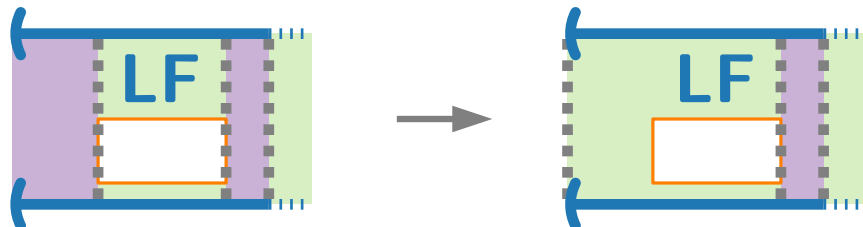
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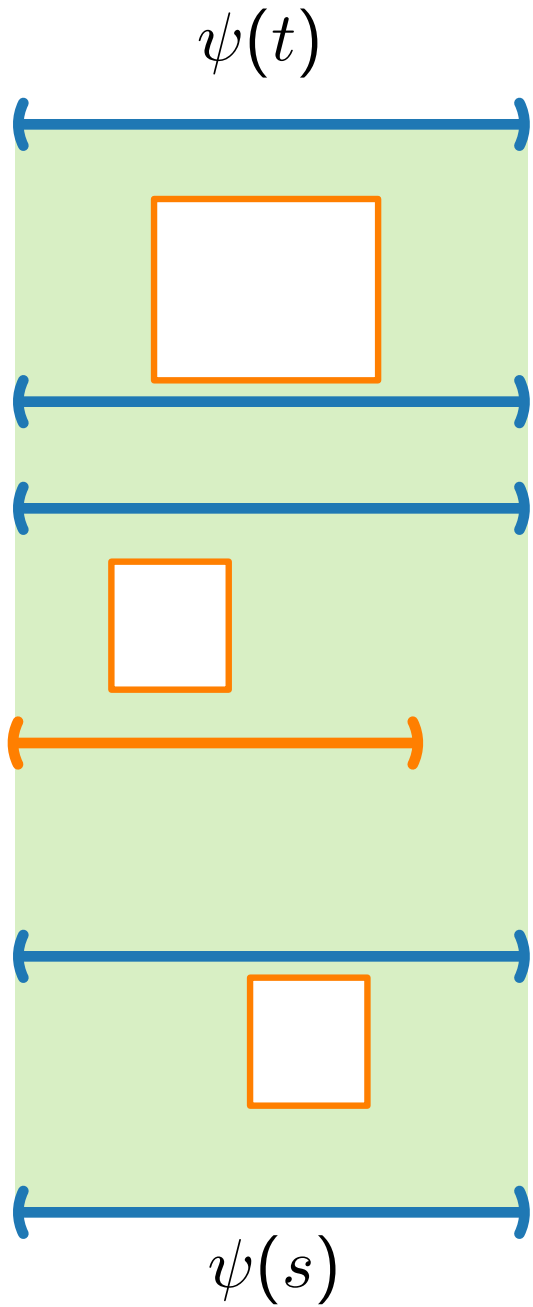
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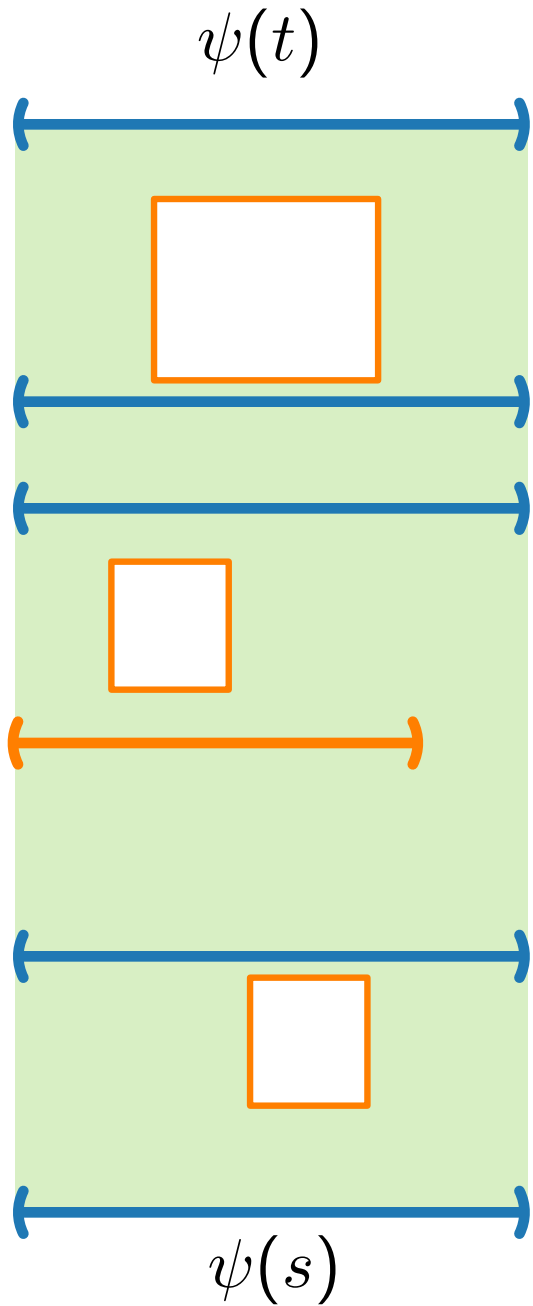
Outcome.

After processing, we must know the valid types for the corresponding subgraphs.

S-Nodes

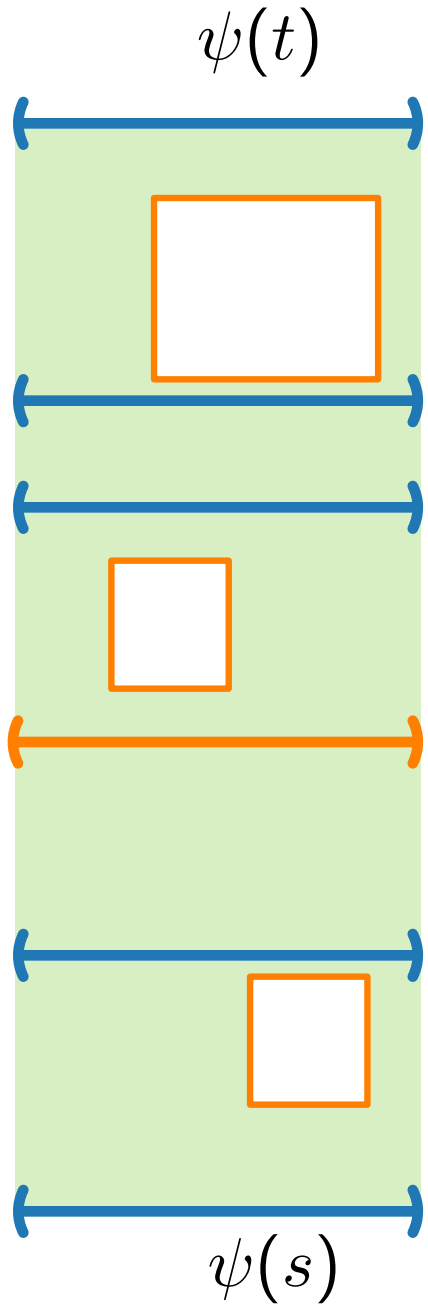


S-Nodes



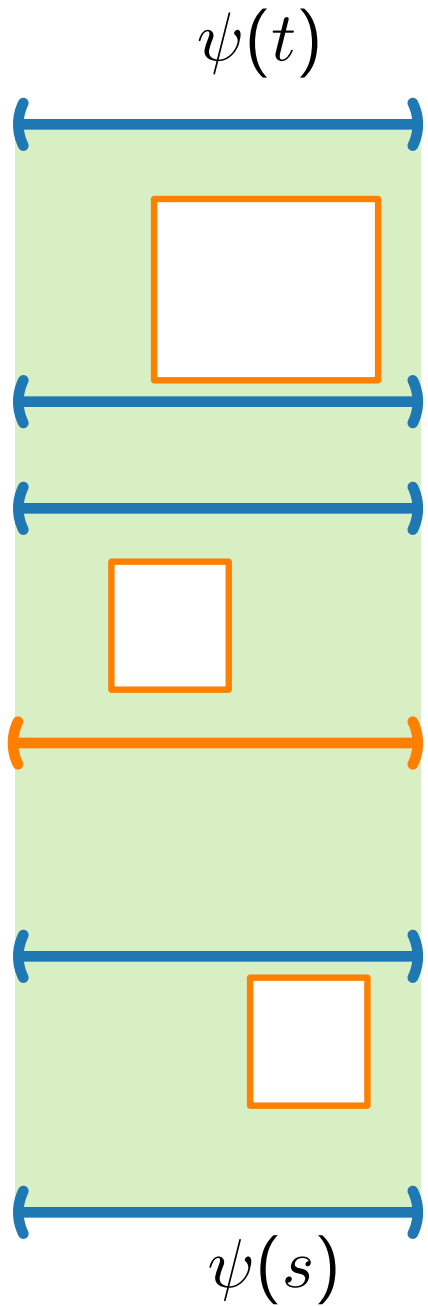
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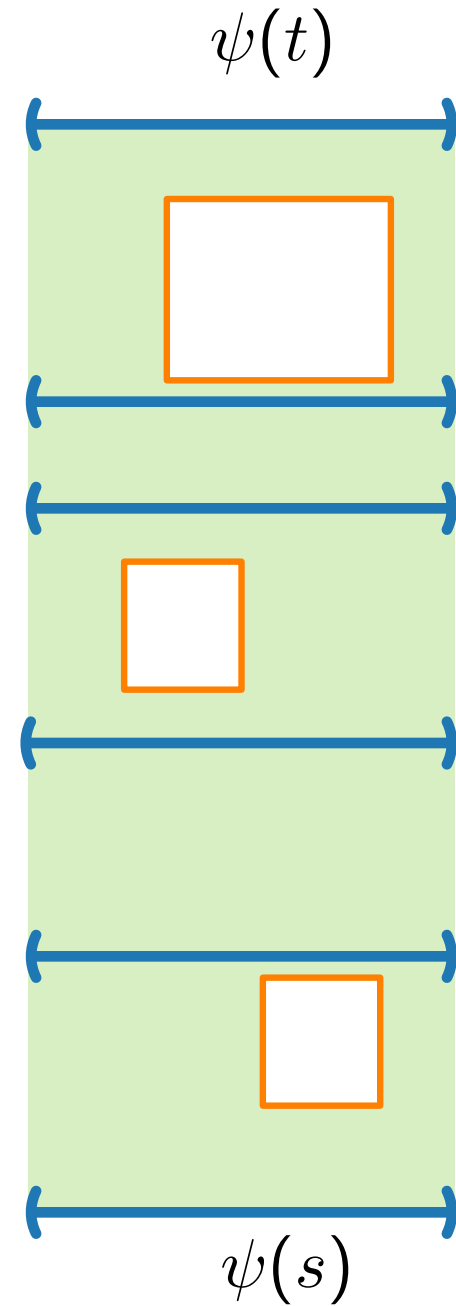


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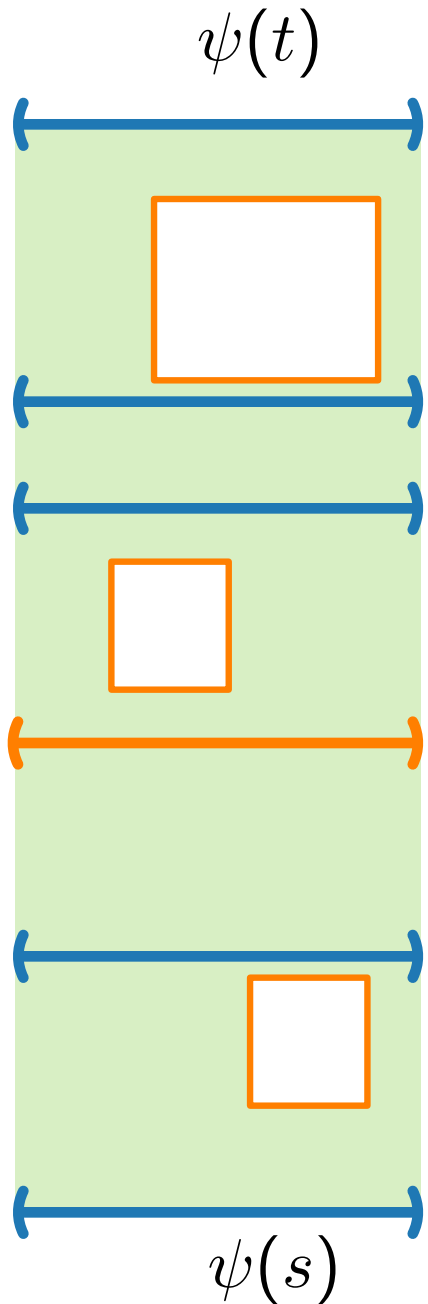
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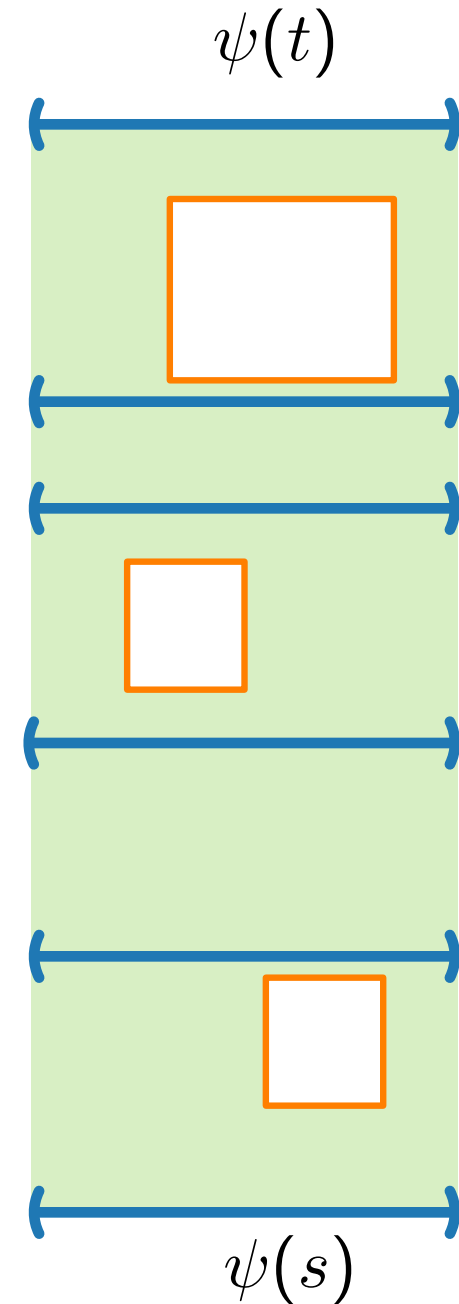
S-Nodes



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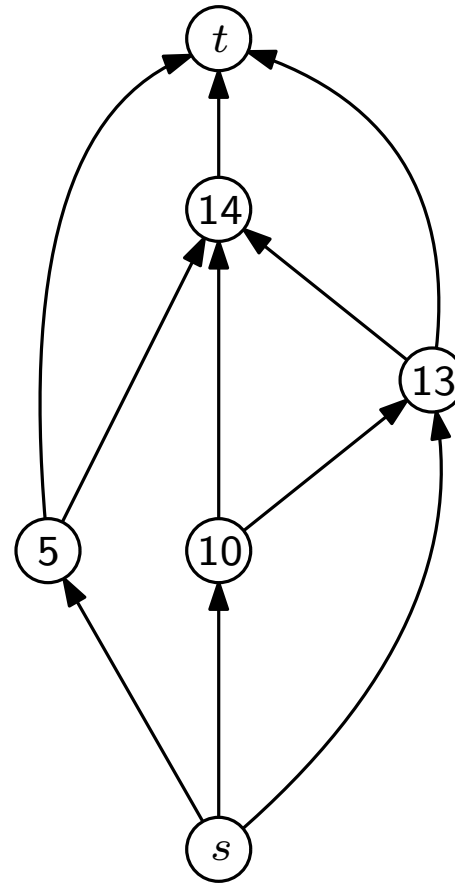
Here we have a chance to make all (**LL**, **FL**, **LF**, **FF**) types.

This **fixed vertex** means we can only make a **Fixed-Fixed** representation!

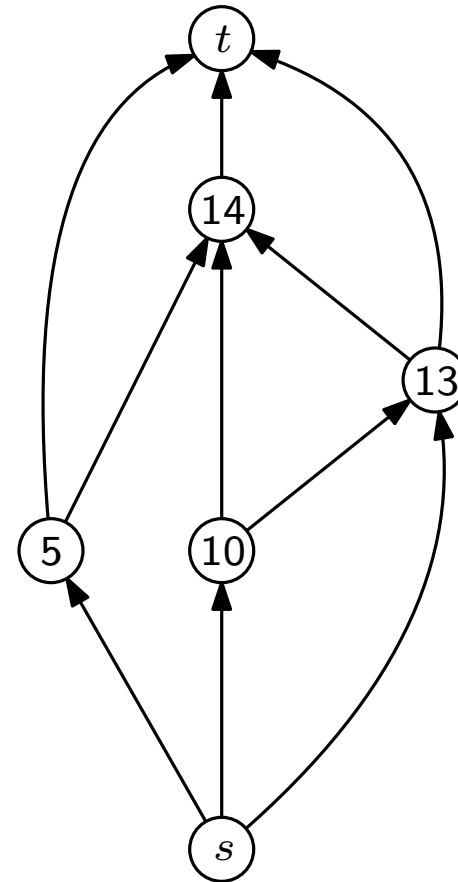
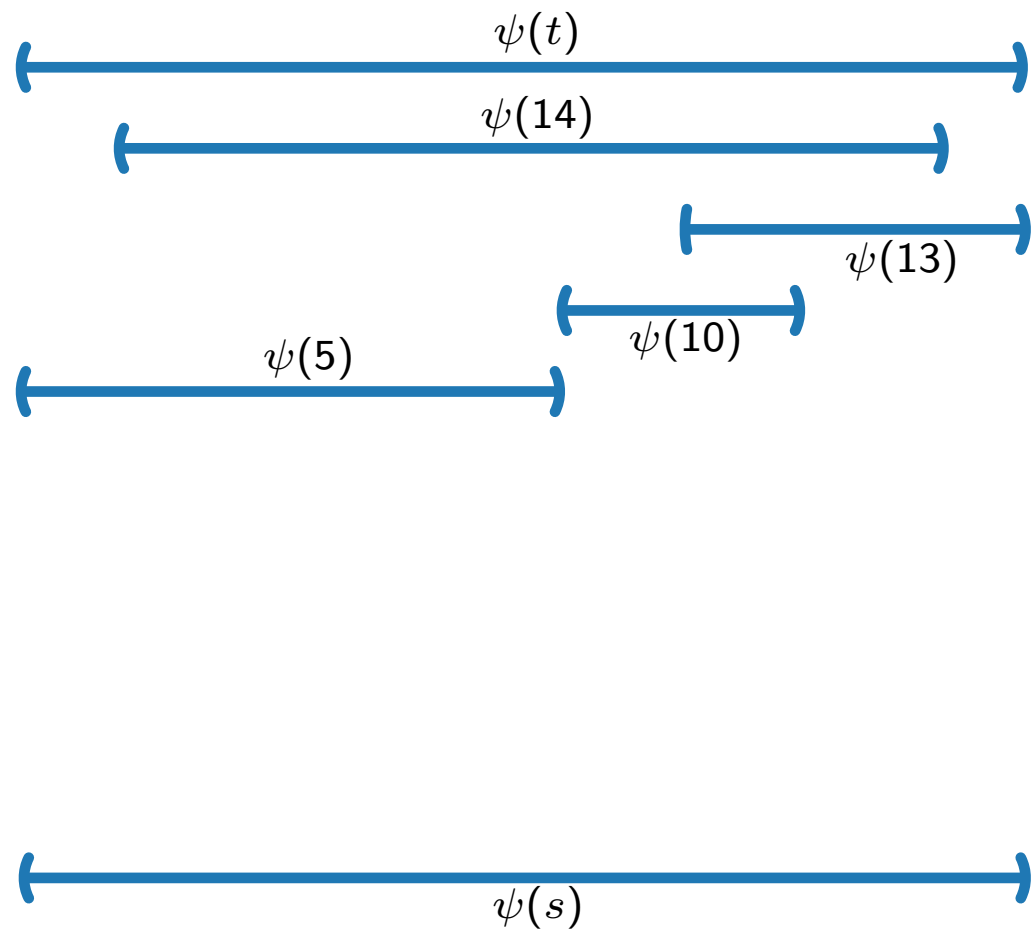


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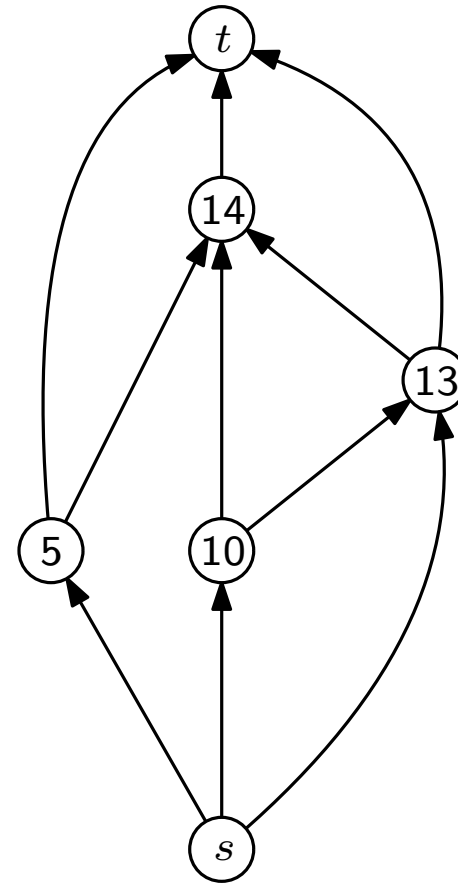
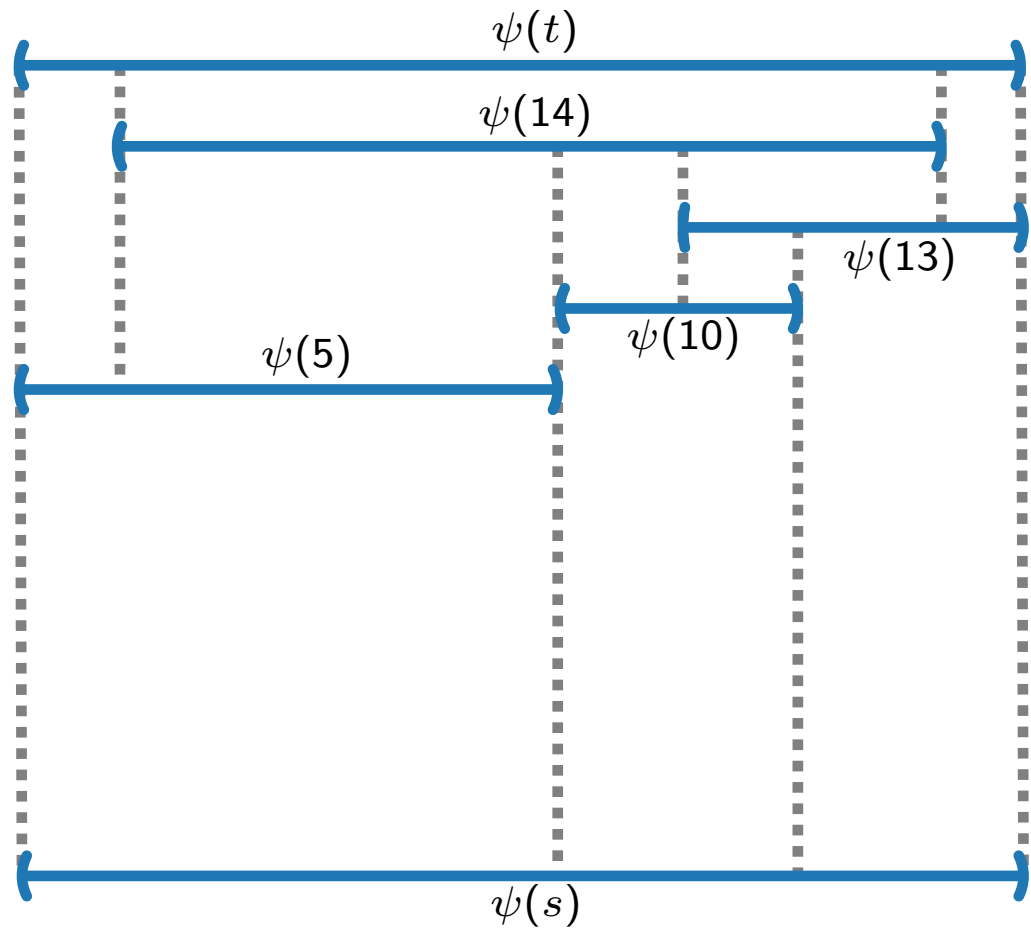
R-Nodes



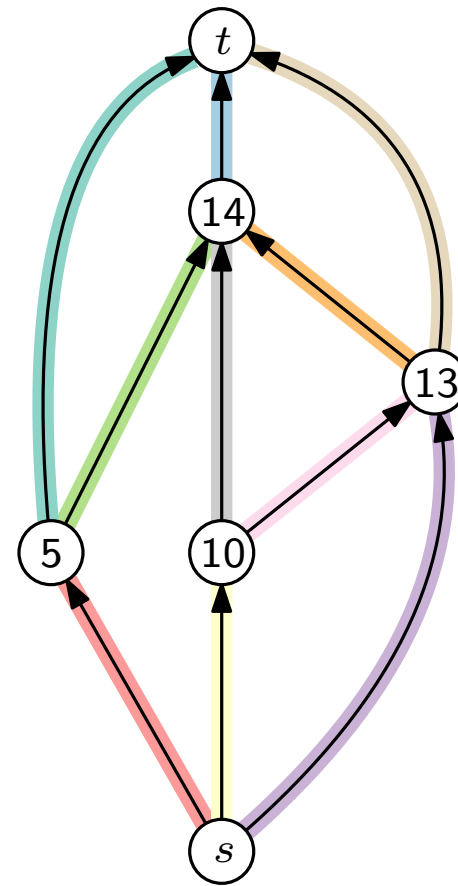
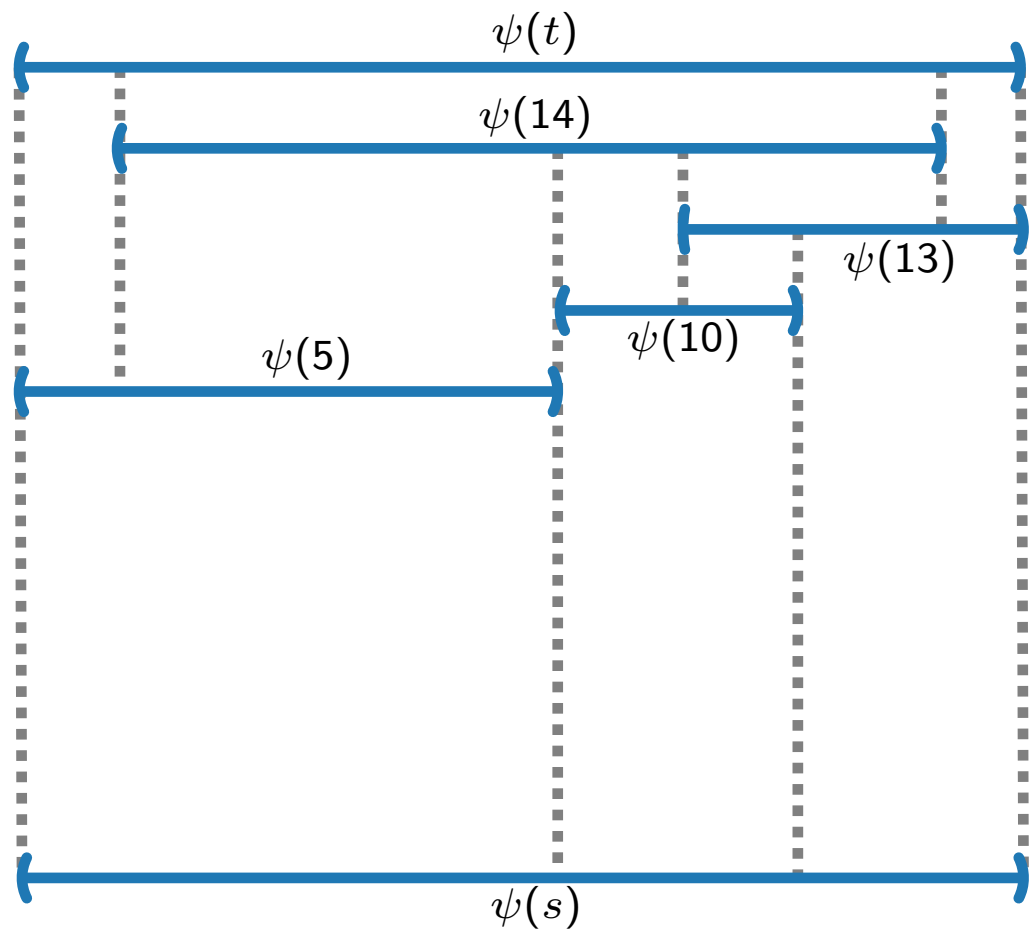
R-Nodes



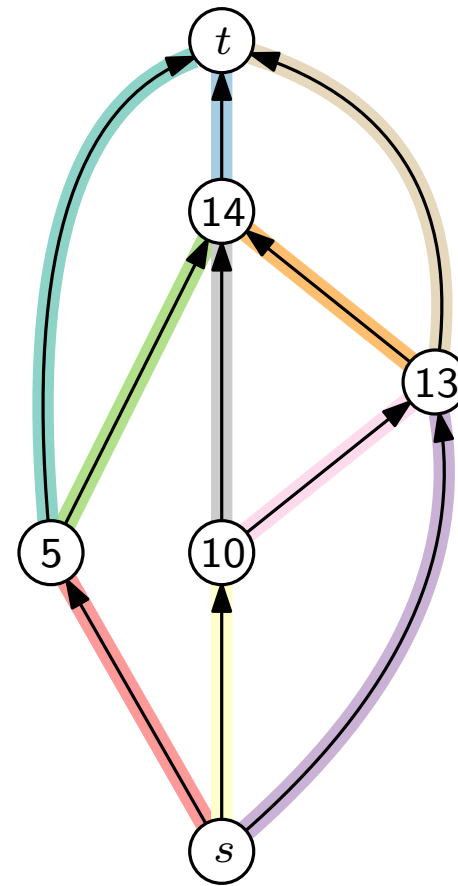
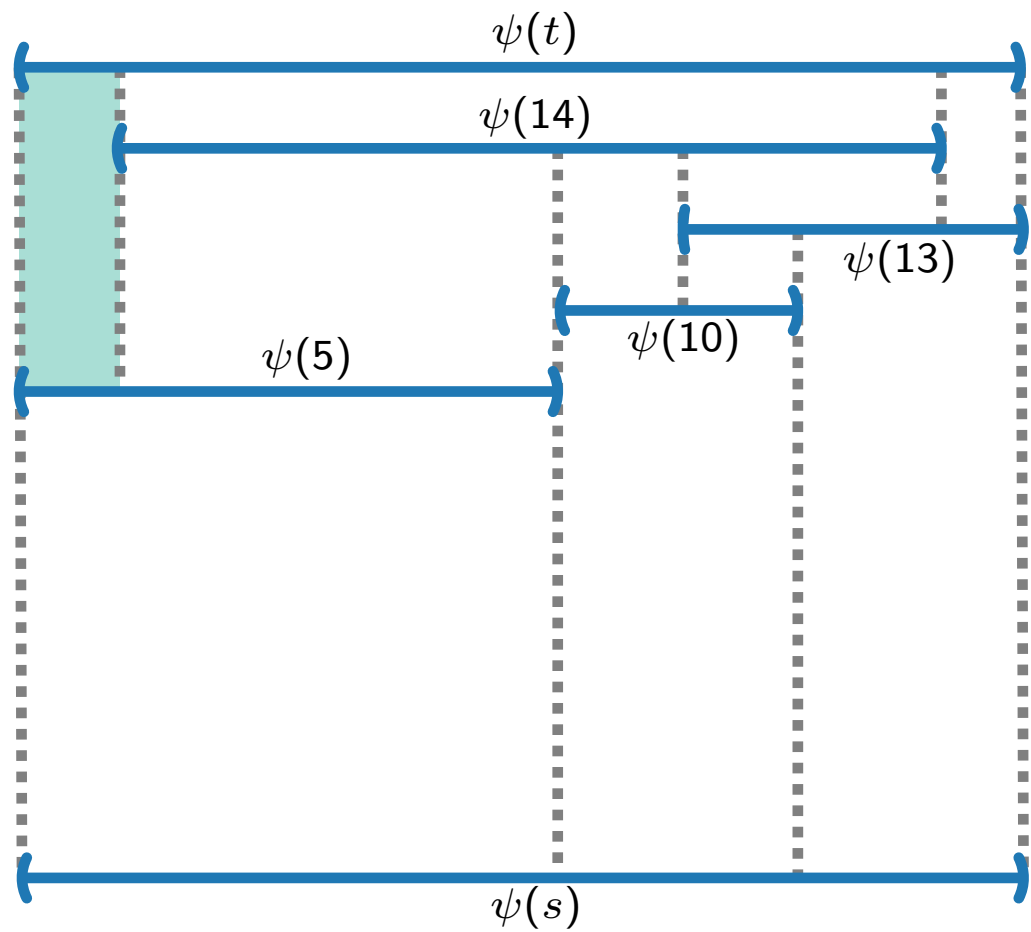
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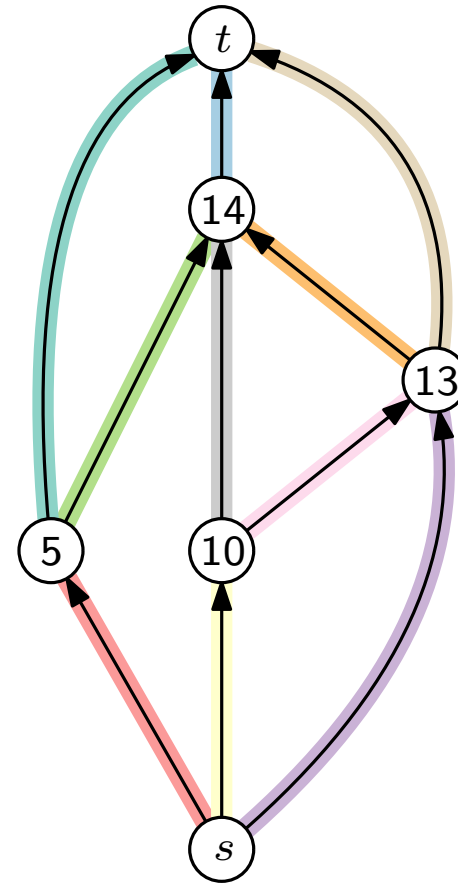
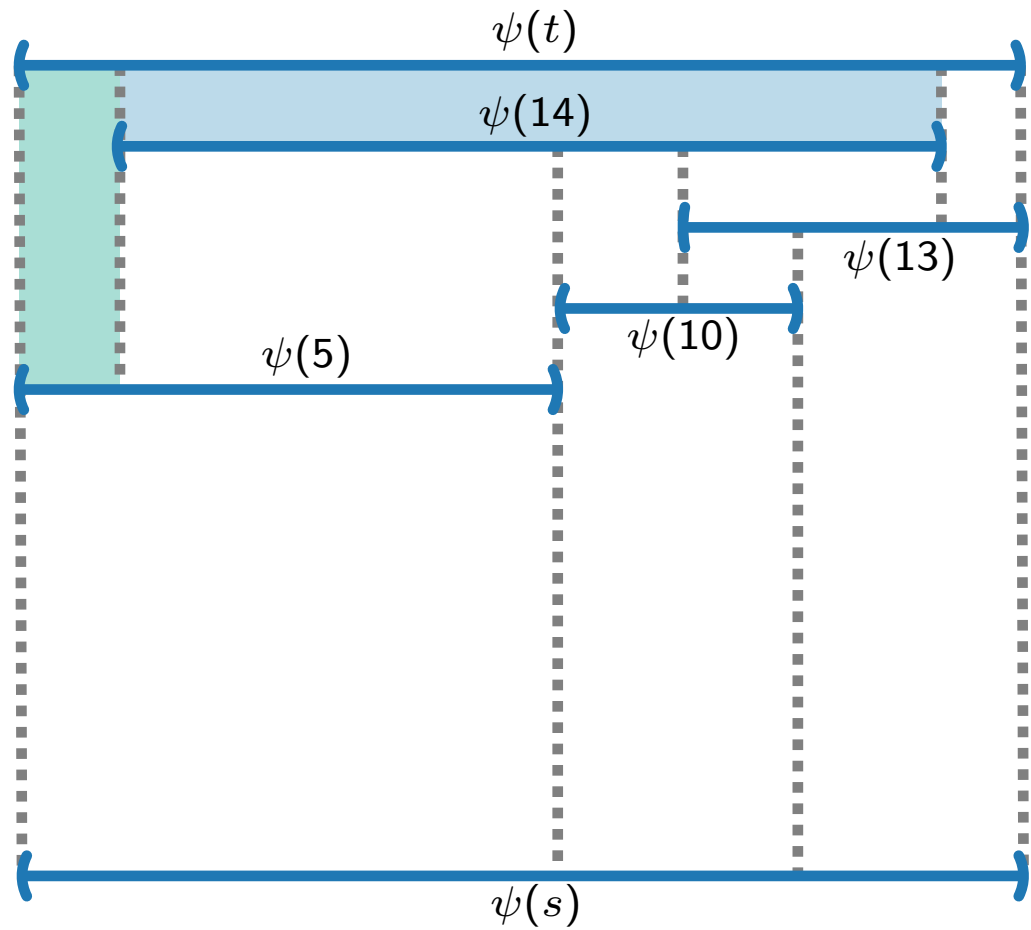
R-Nodes



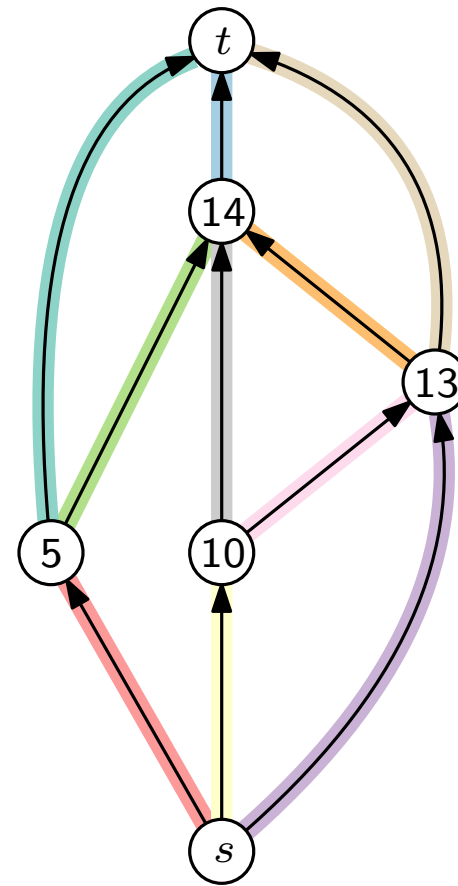
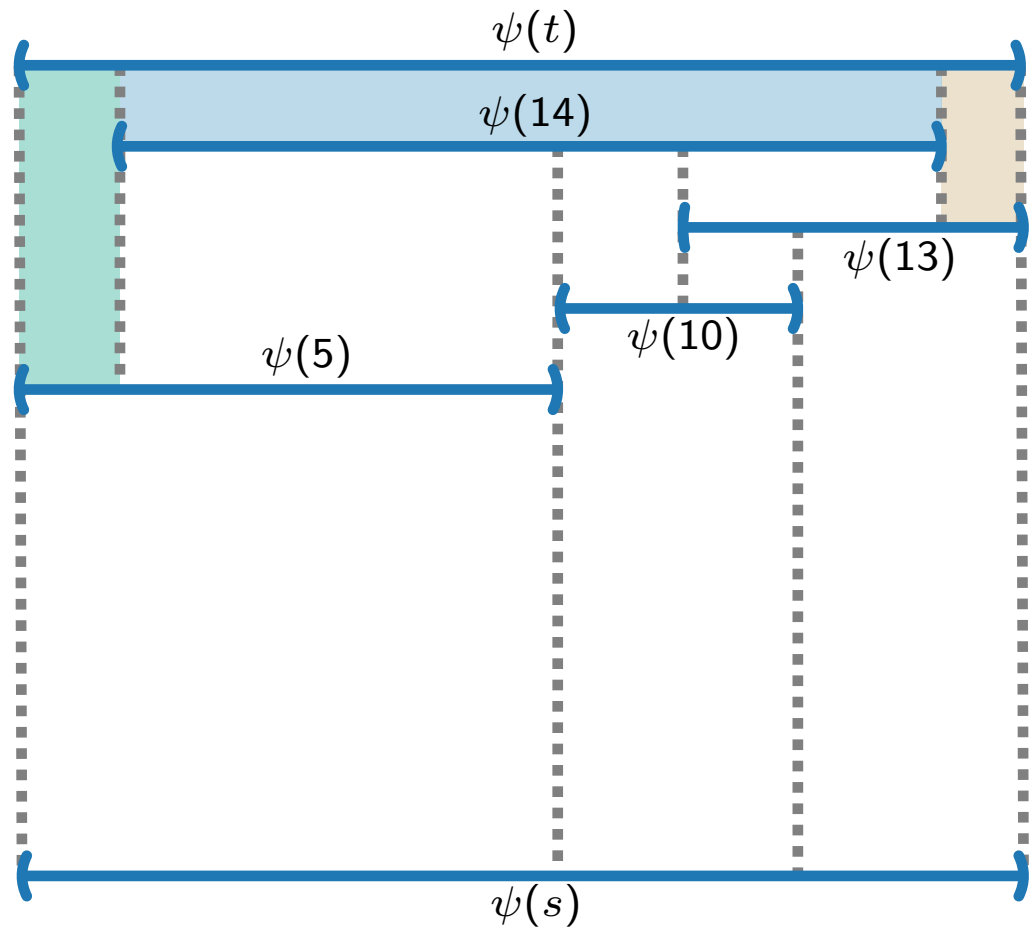
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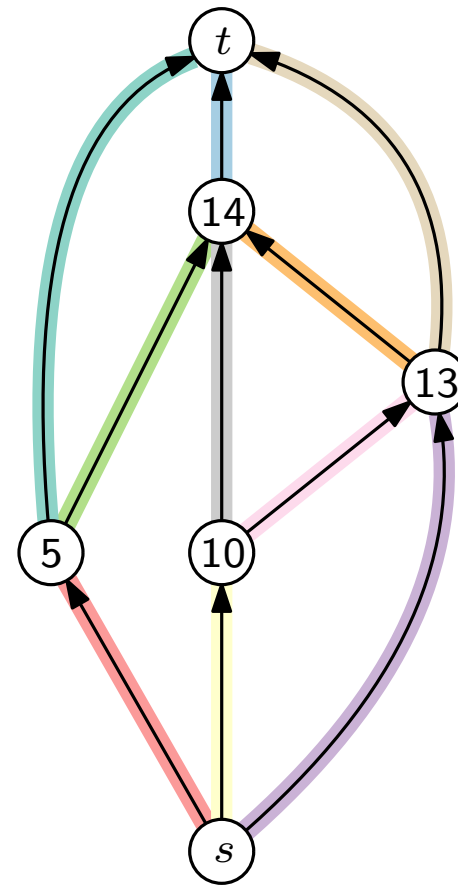
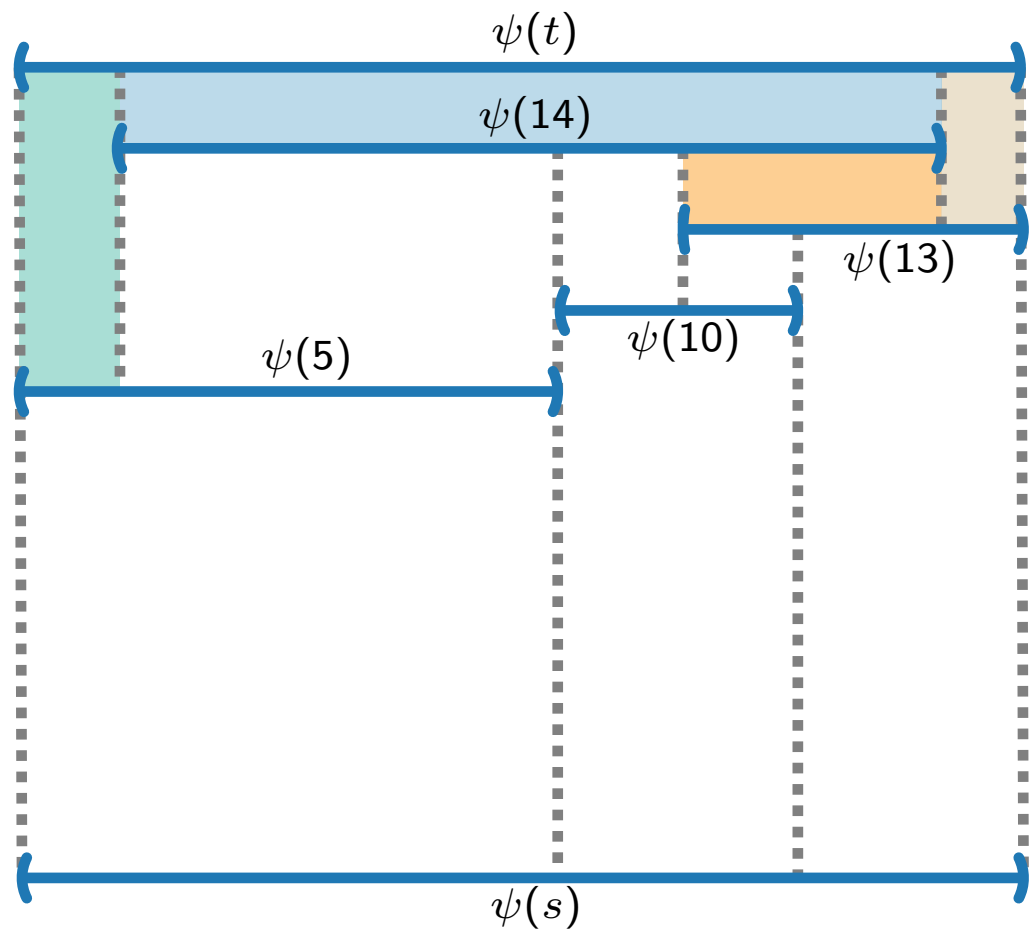
R-Nodes



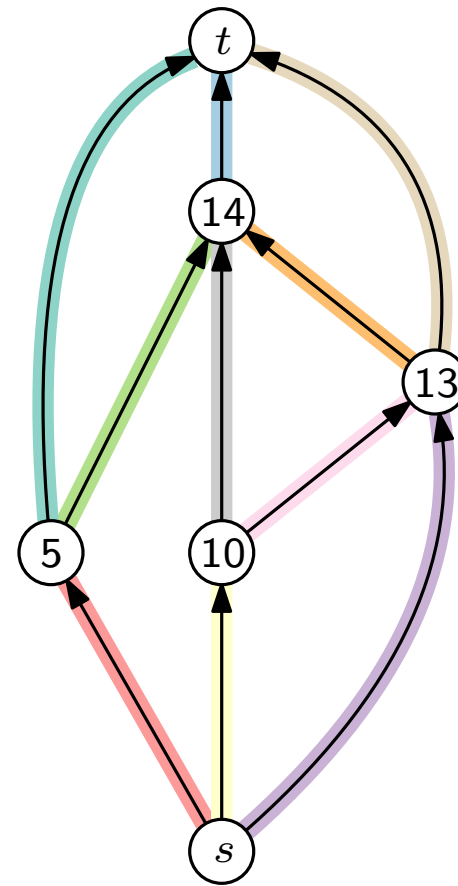
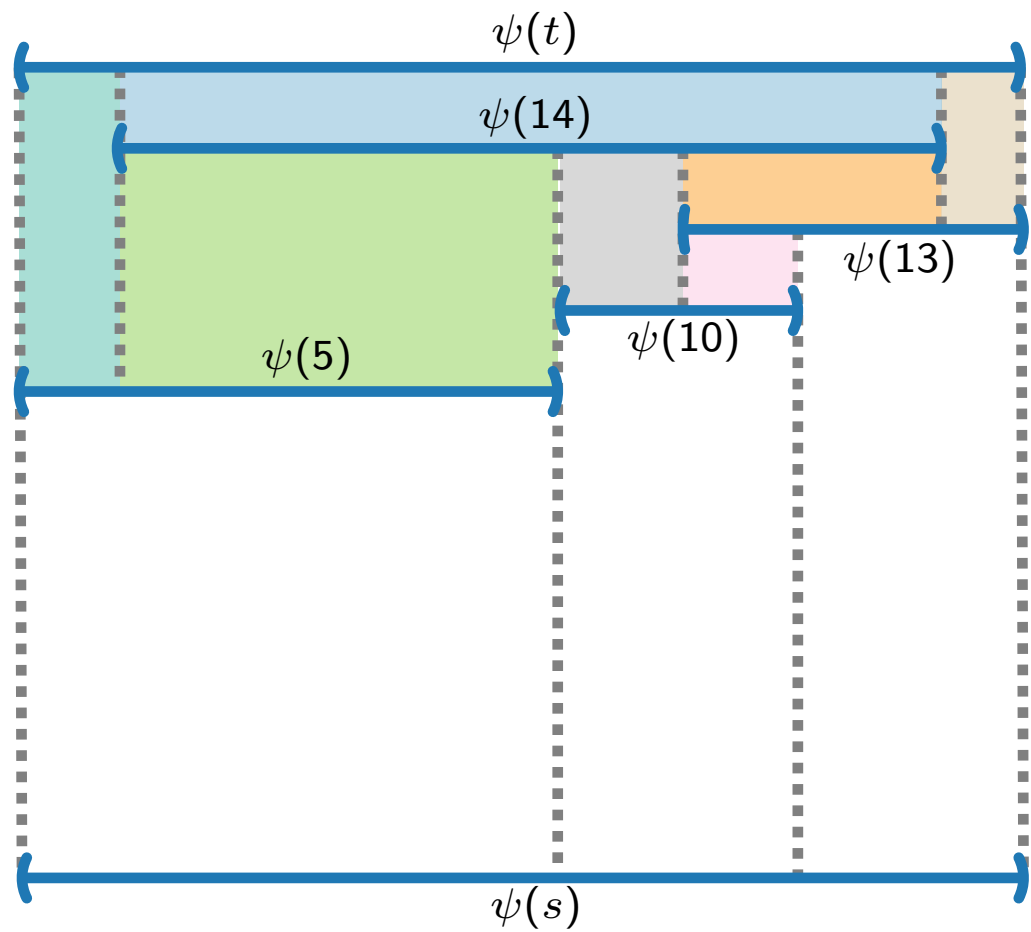
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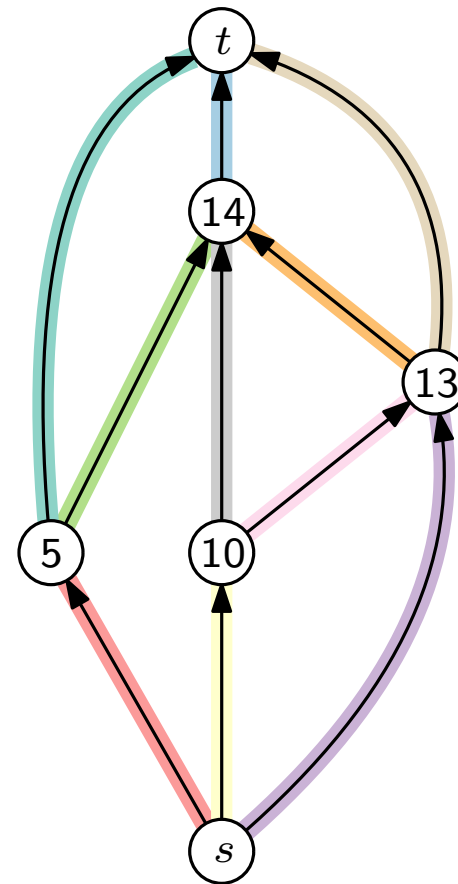
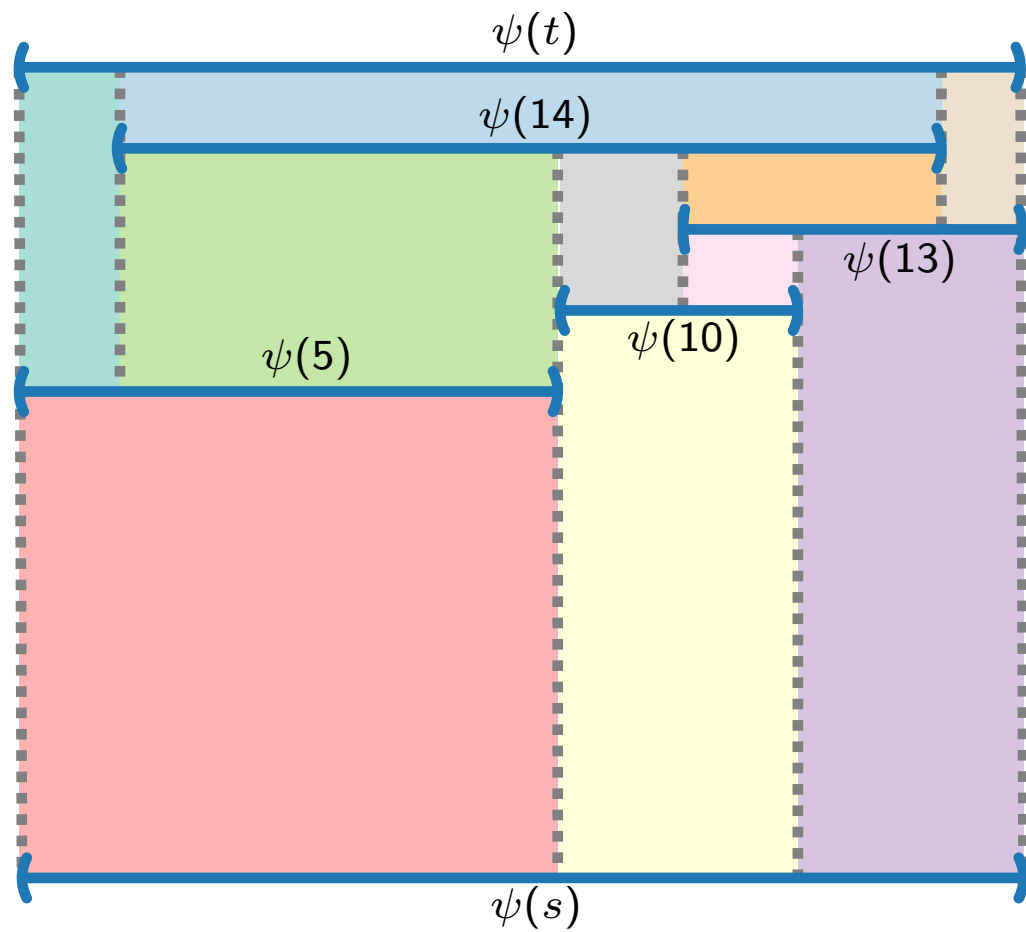
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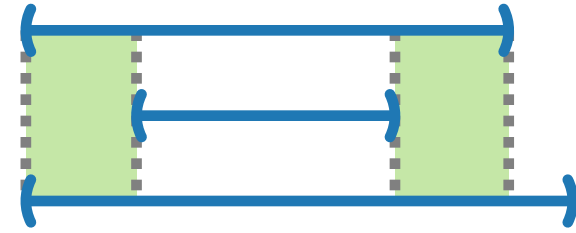
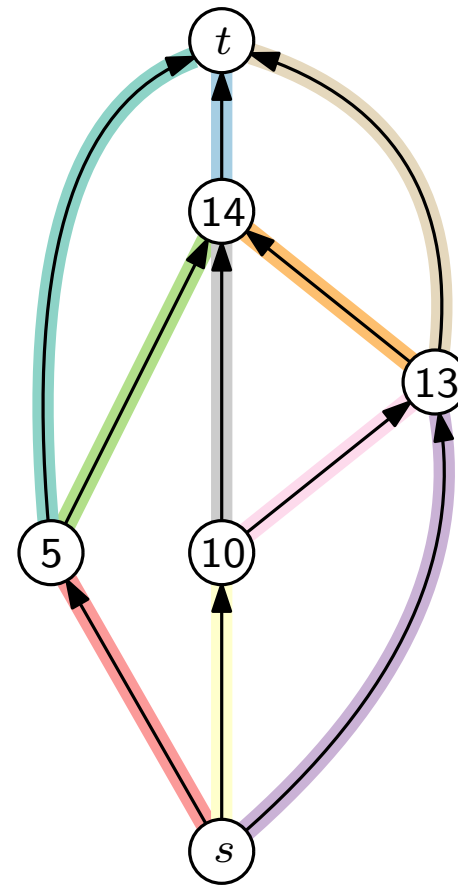
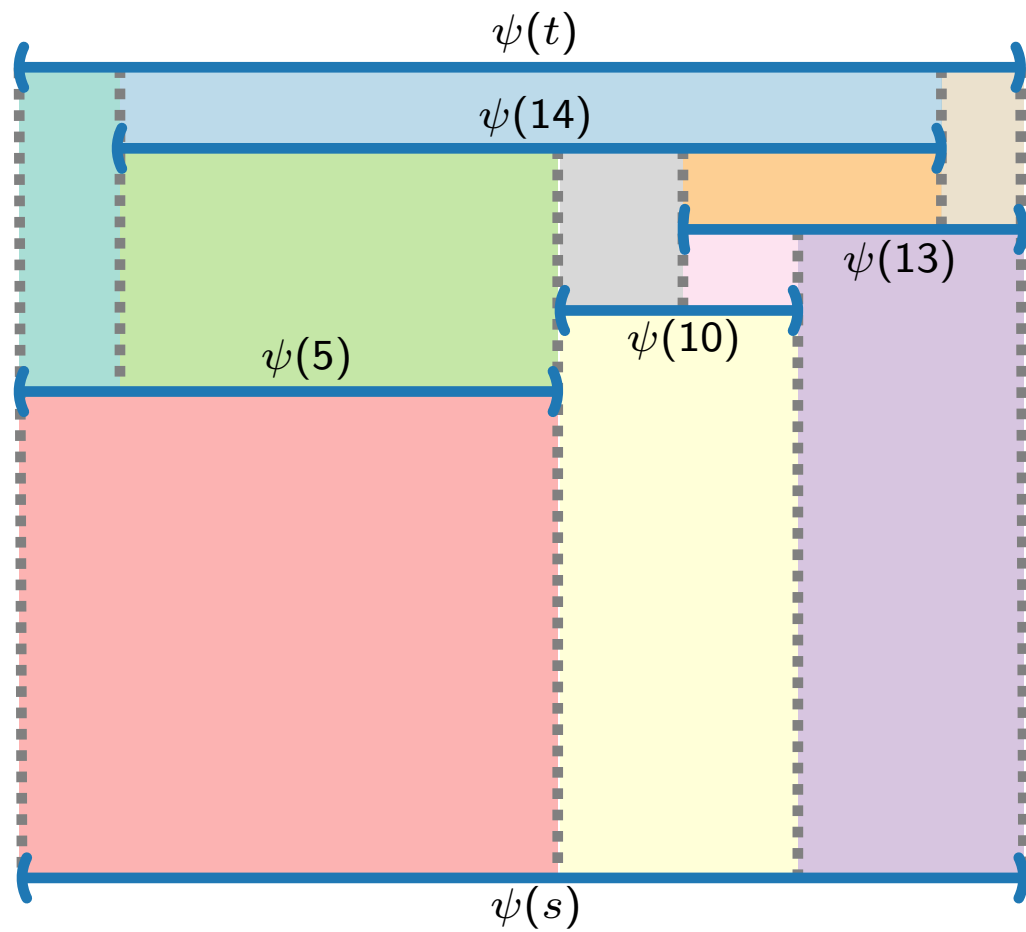
R-Nodes



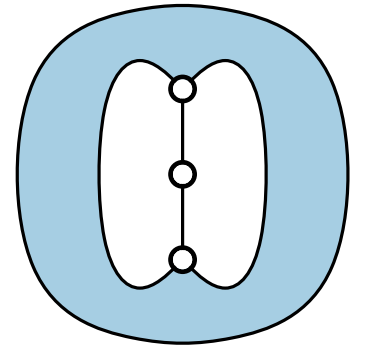
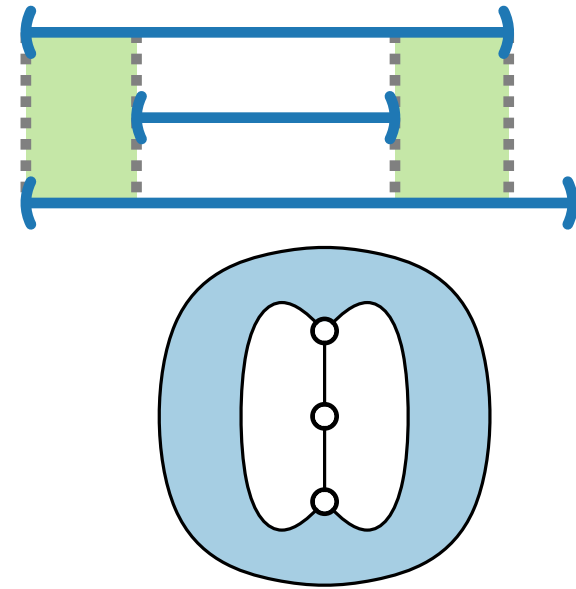
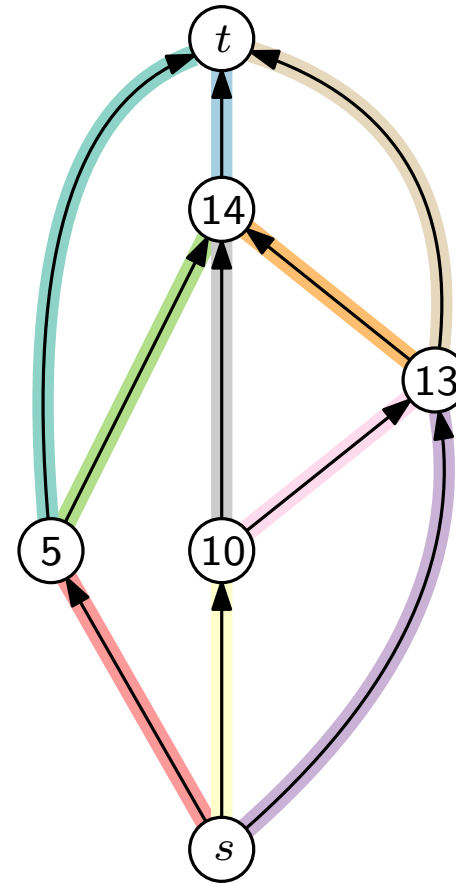
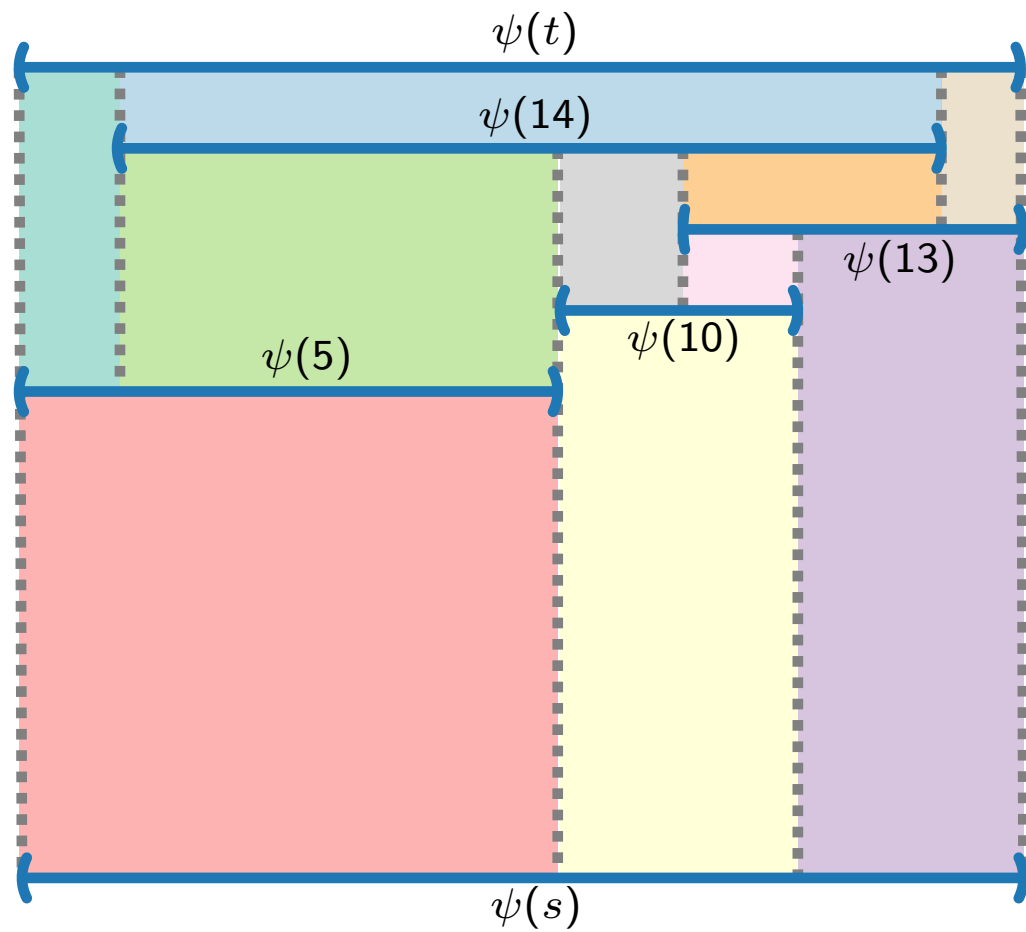
R-Nodes



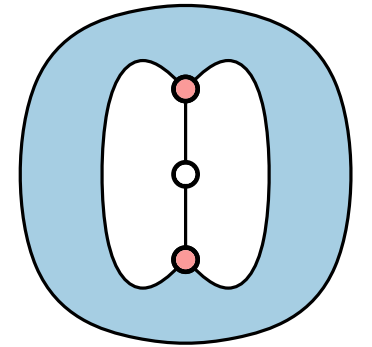
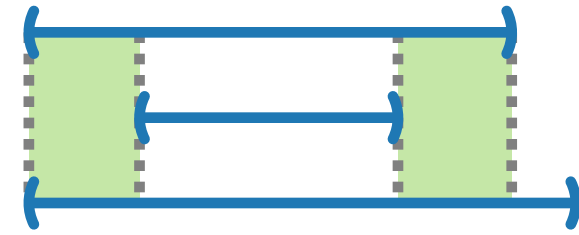
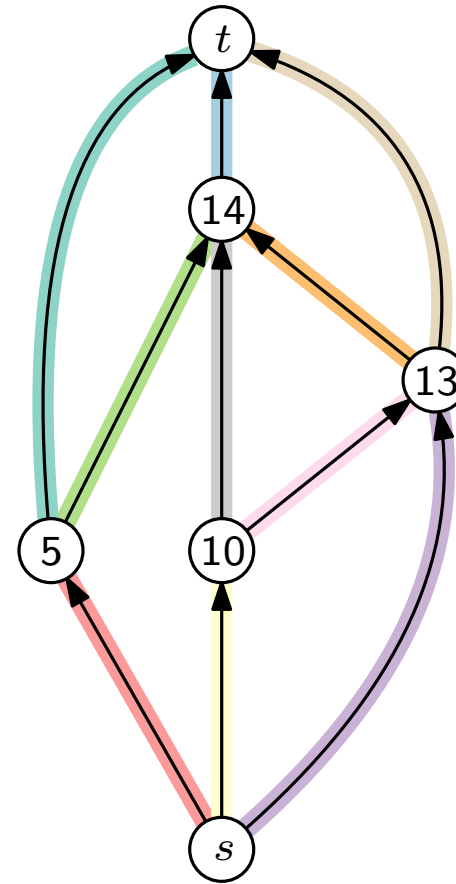
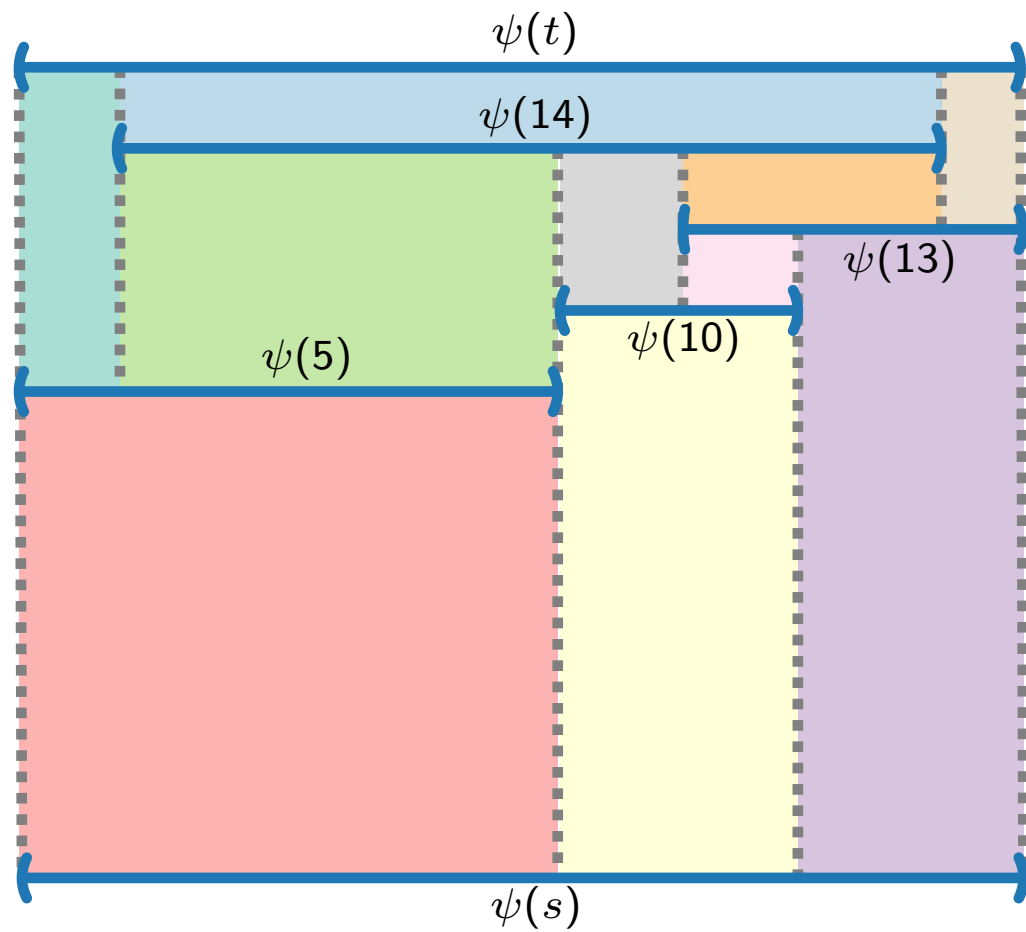
R-Nodes



R-Nodes

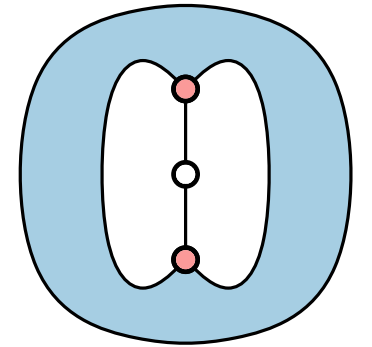
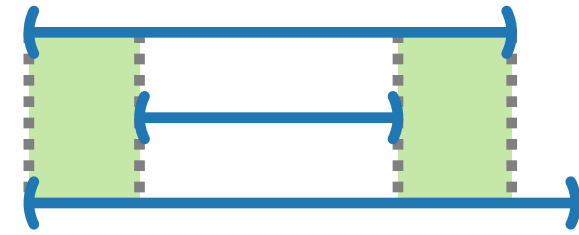
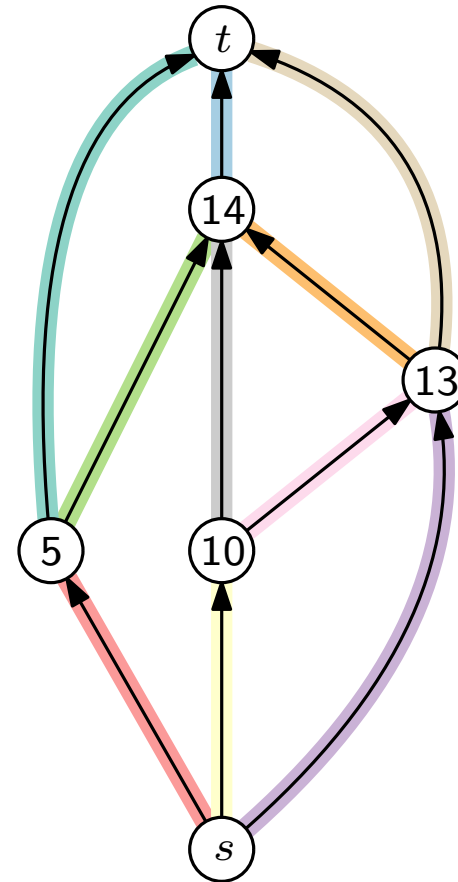
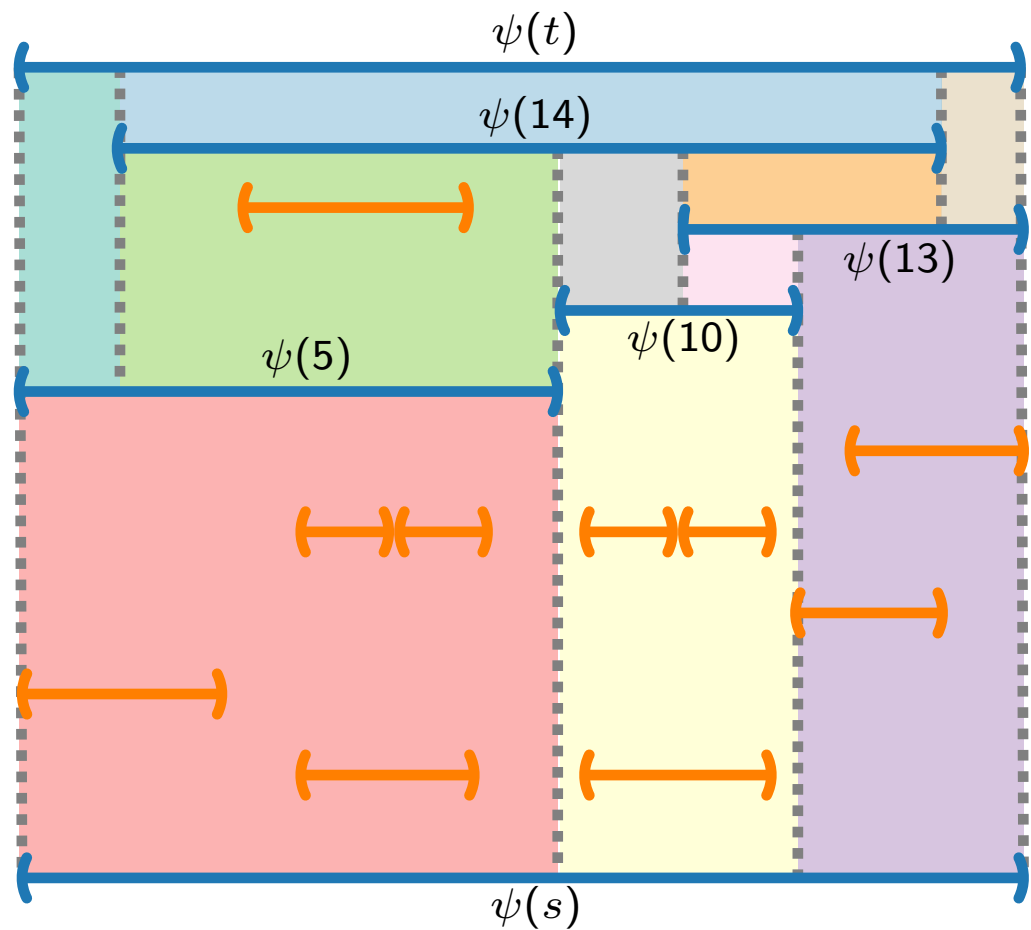


R-Nodes



separation pair!

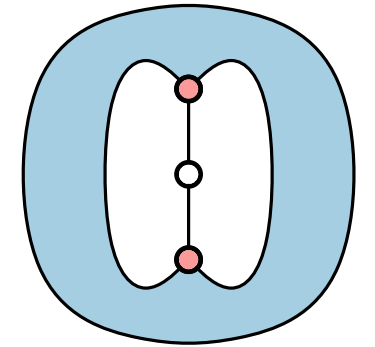
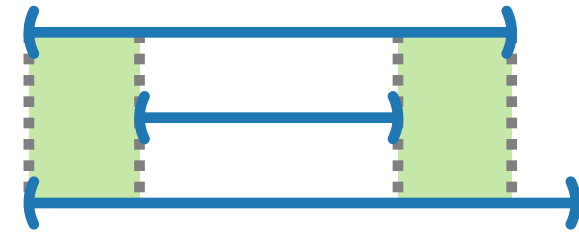
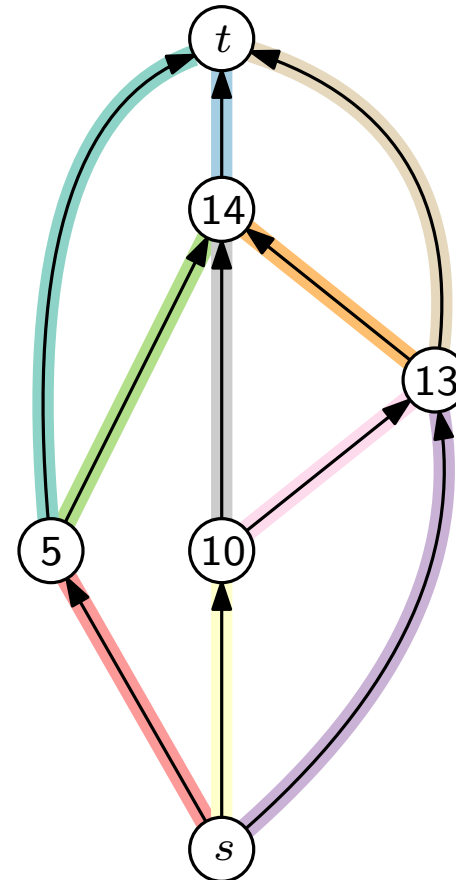
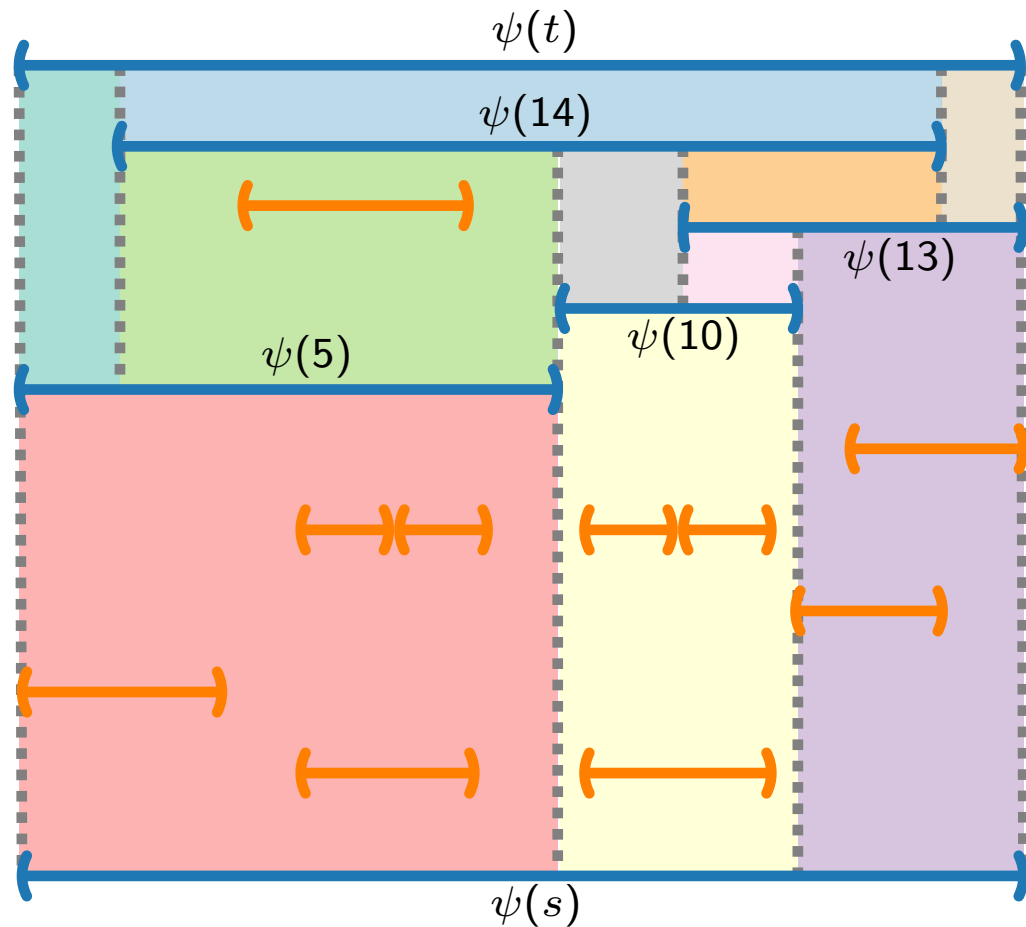
R-Nodes



separation pair!

R-Nodes

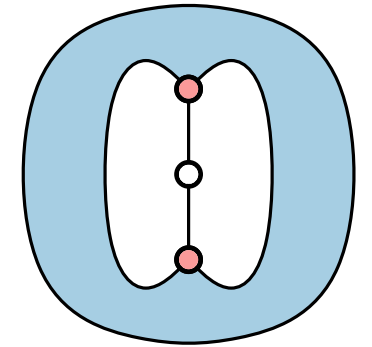
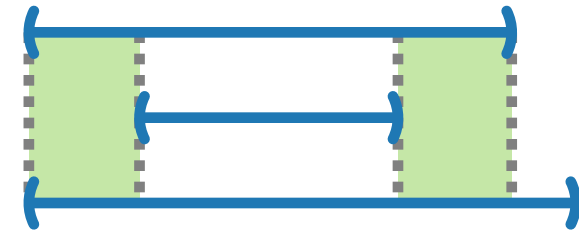
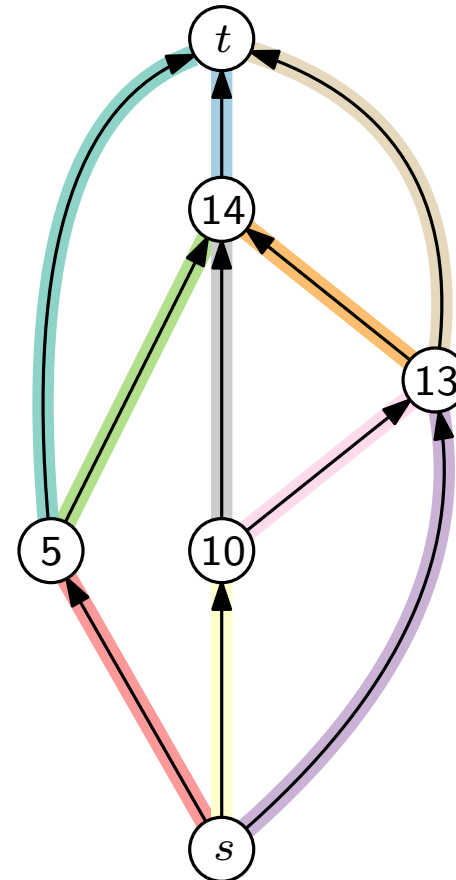
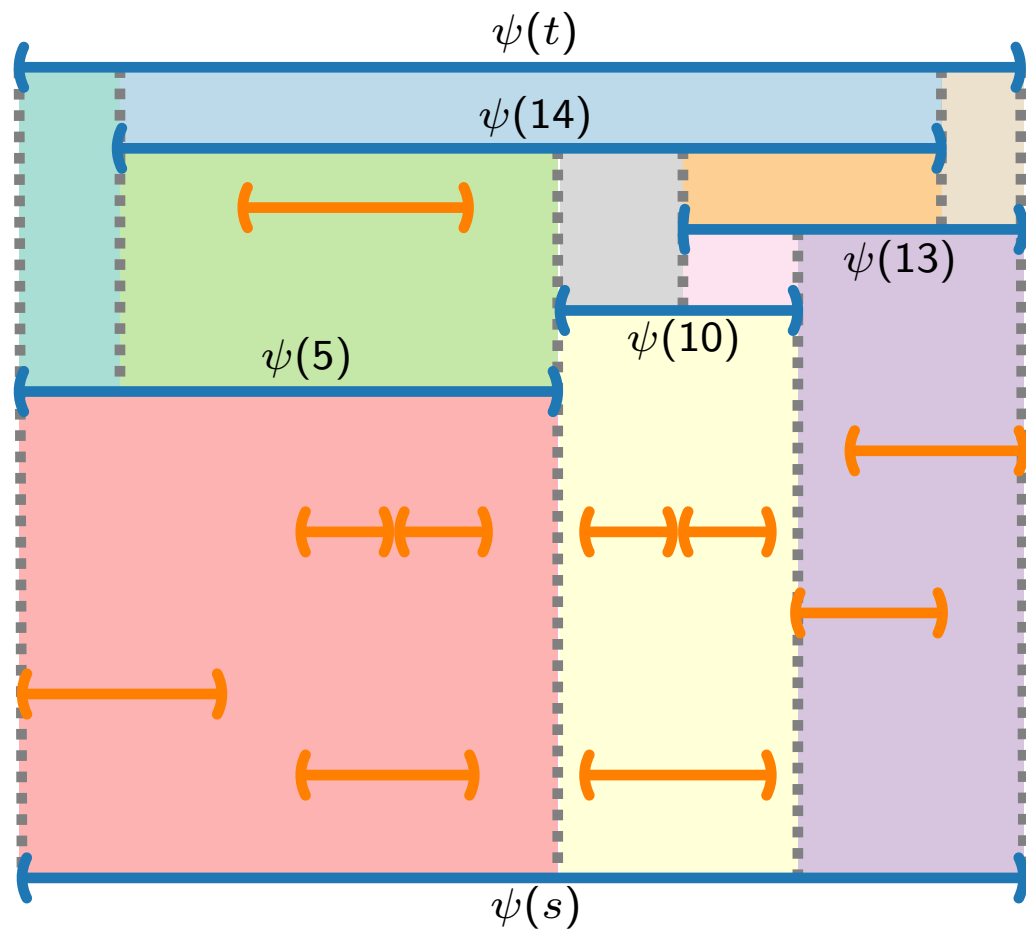
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separation pair!

R-Nodes

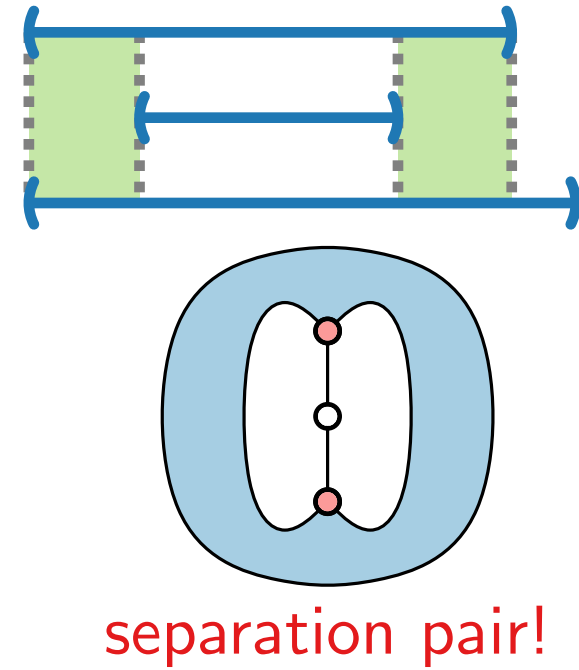
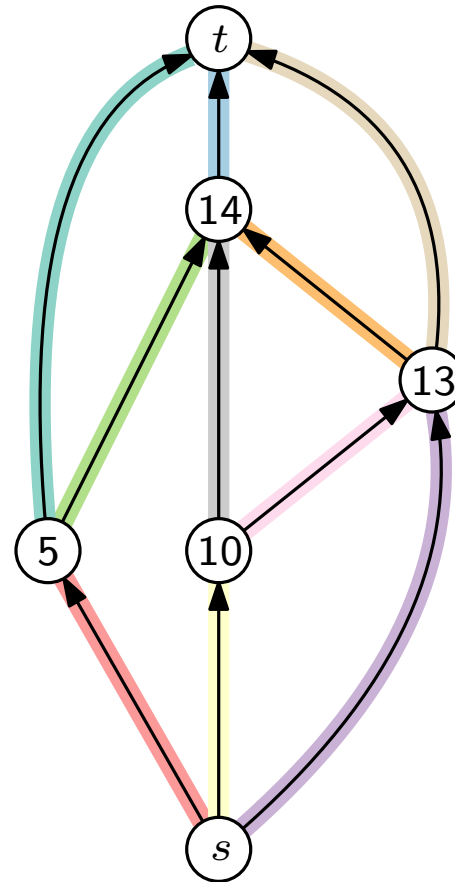
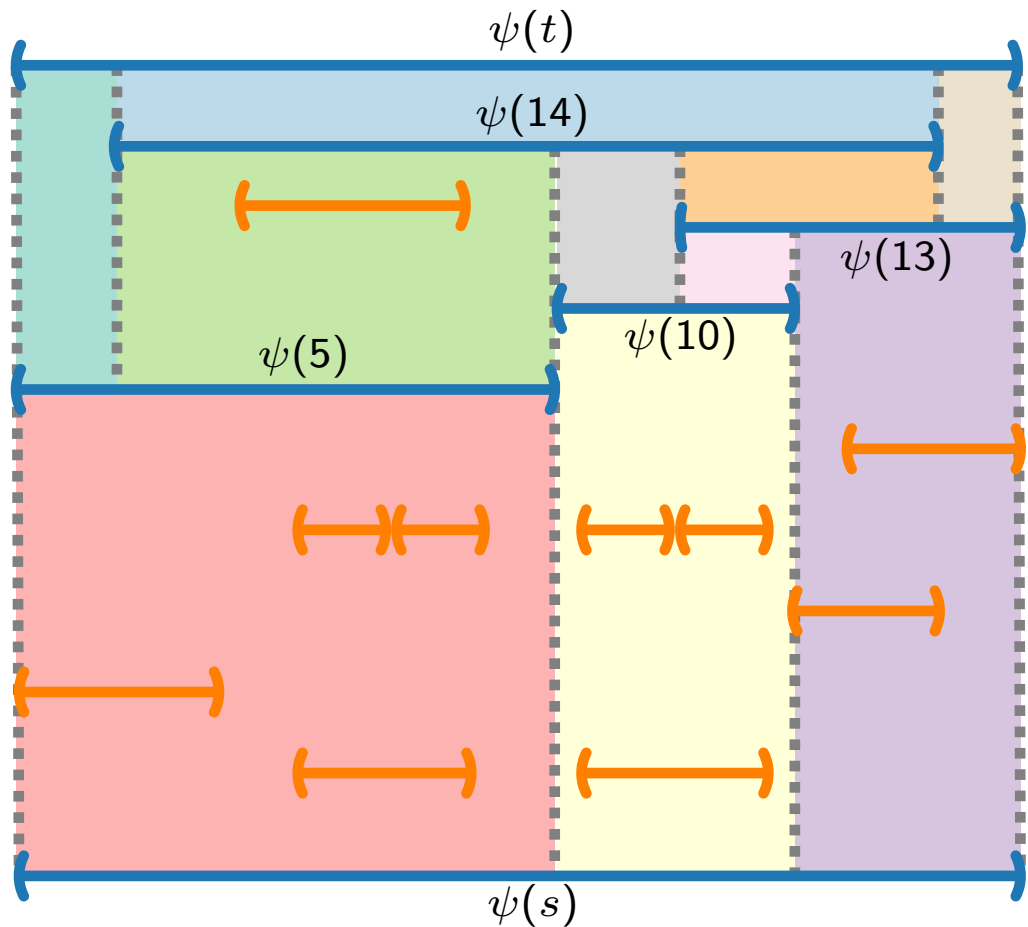
- for each child (edge) e :
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separation pair!

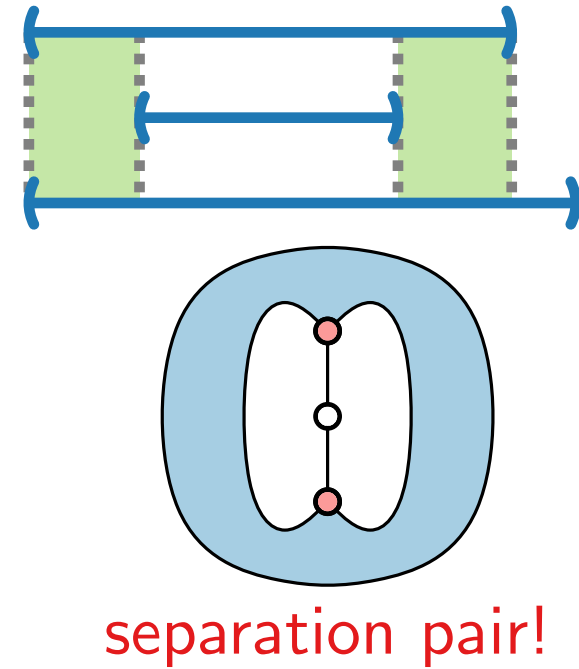
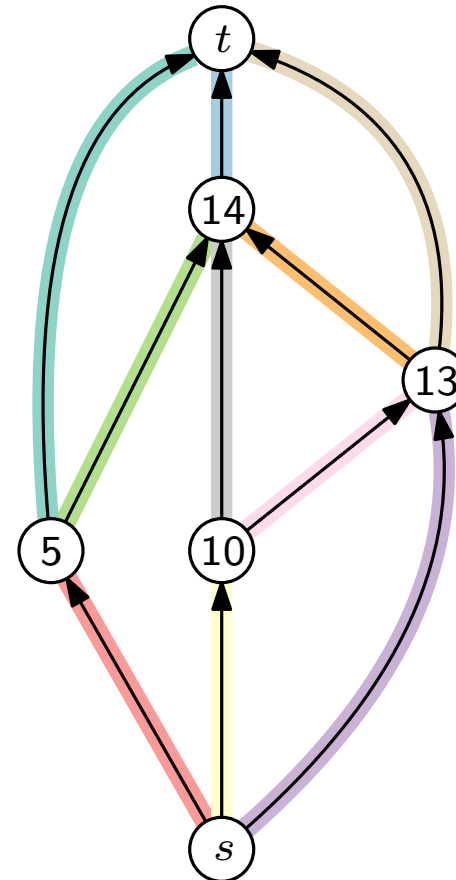
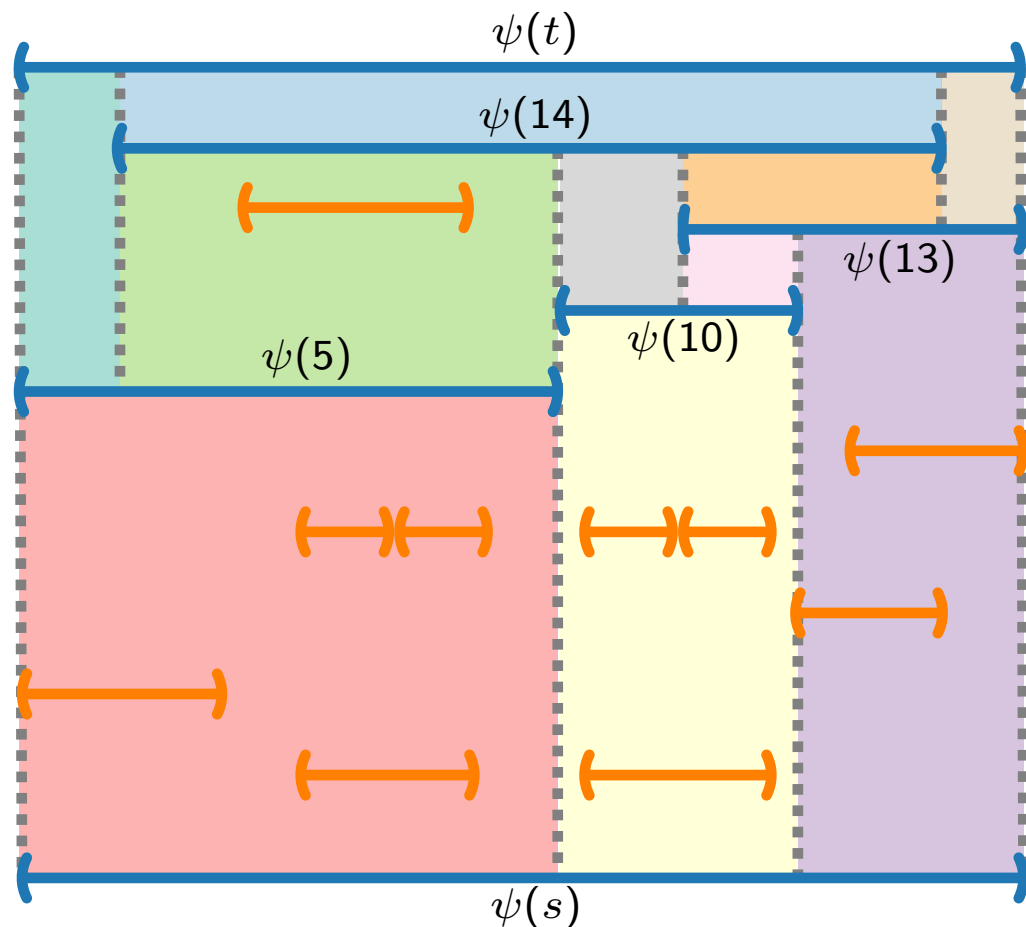
R-Nodes with 2-SAT Formulation

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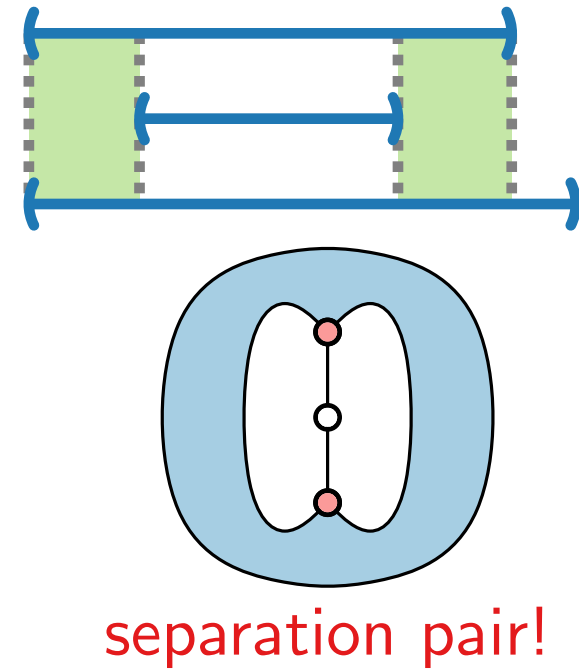
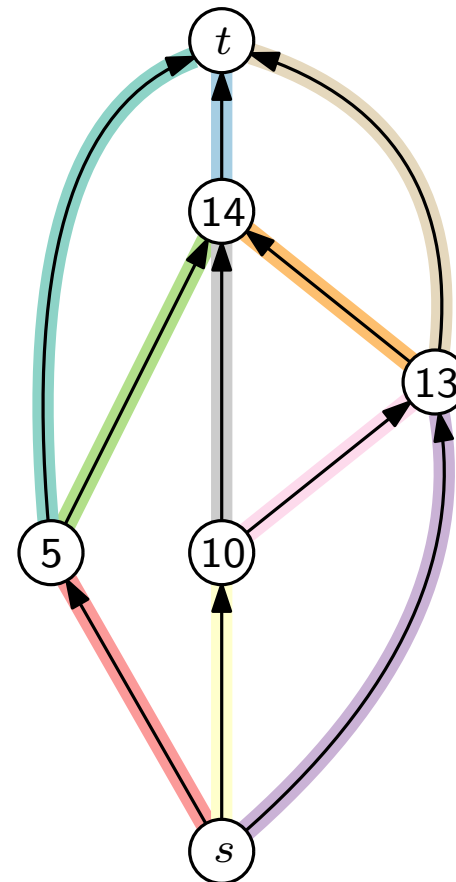
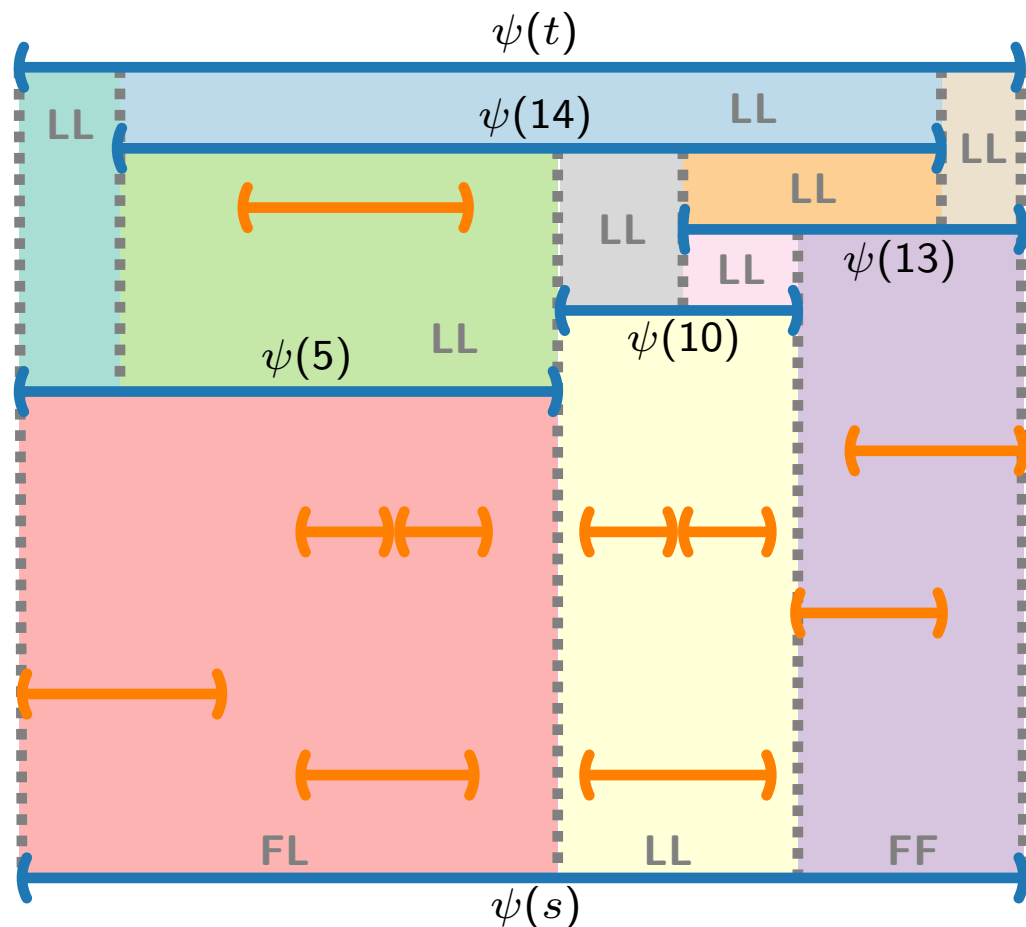
R-Nodes with 2-SAT Formulation

- for each child (edge) e :
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 - 2 variables l_e, r_e encoding fixed/loose type of its tile



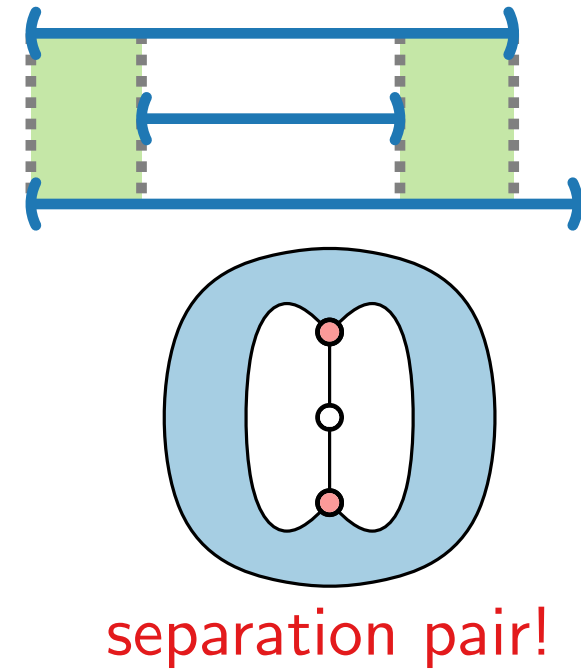
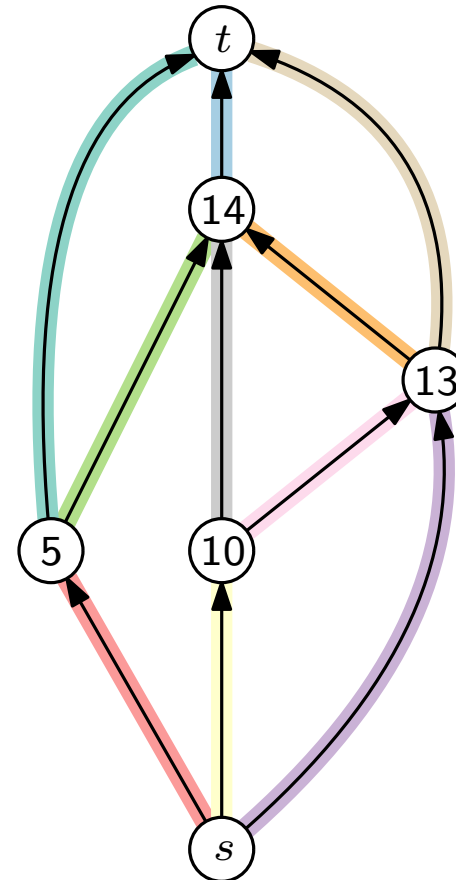
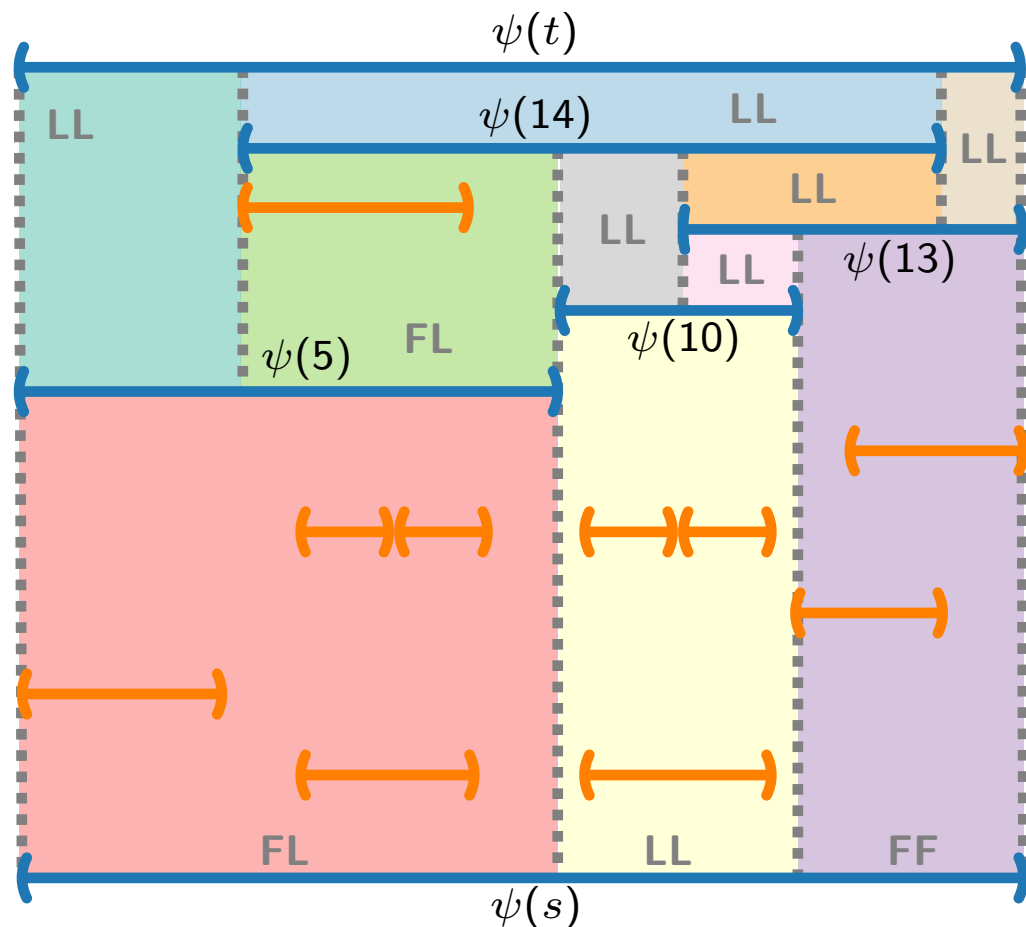
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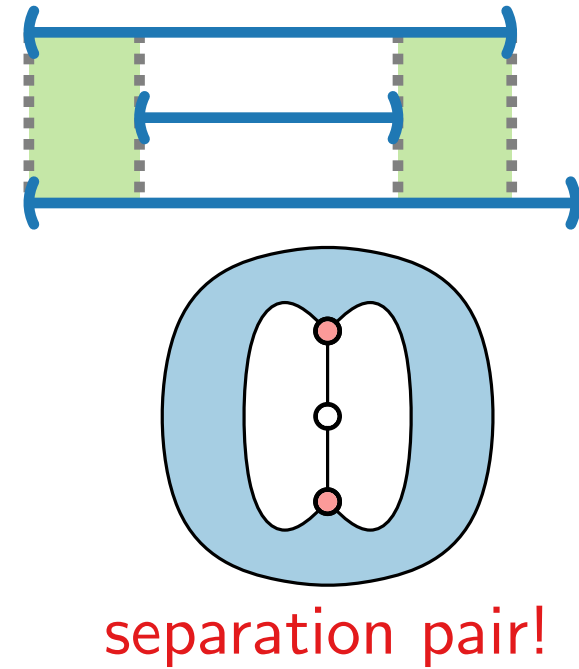
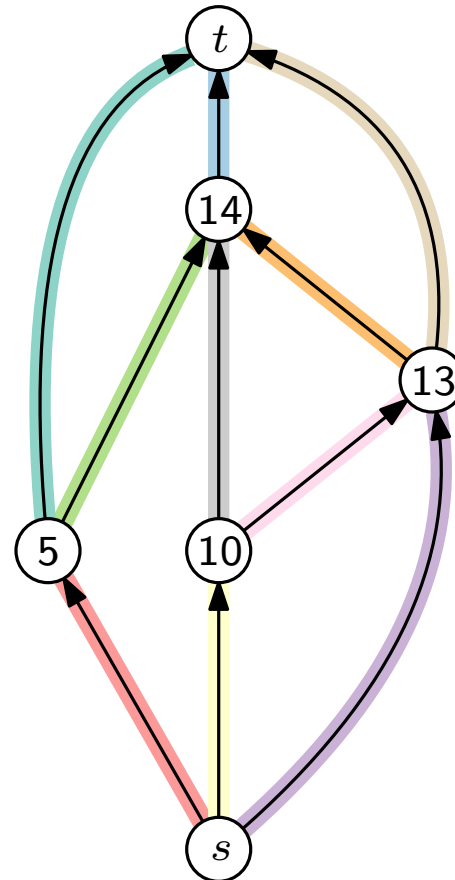
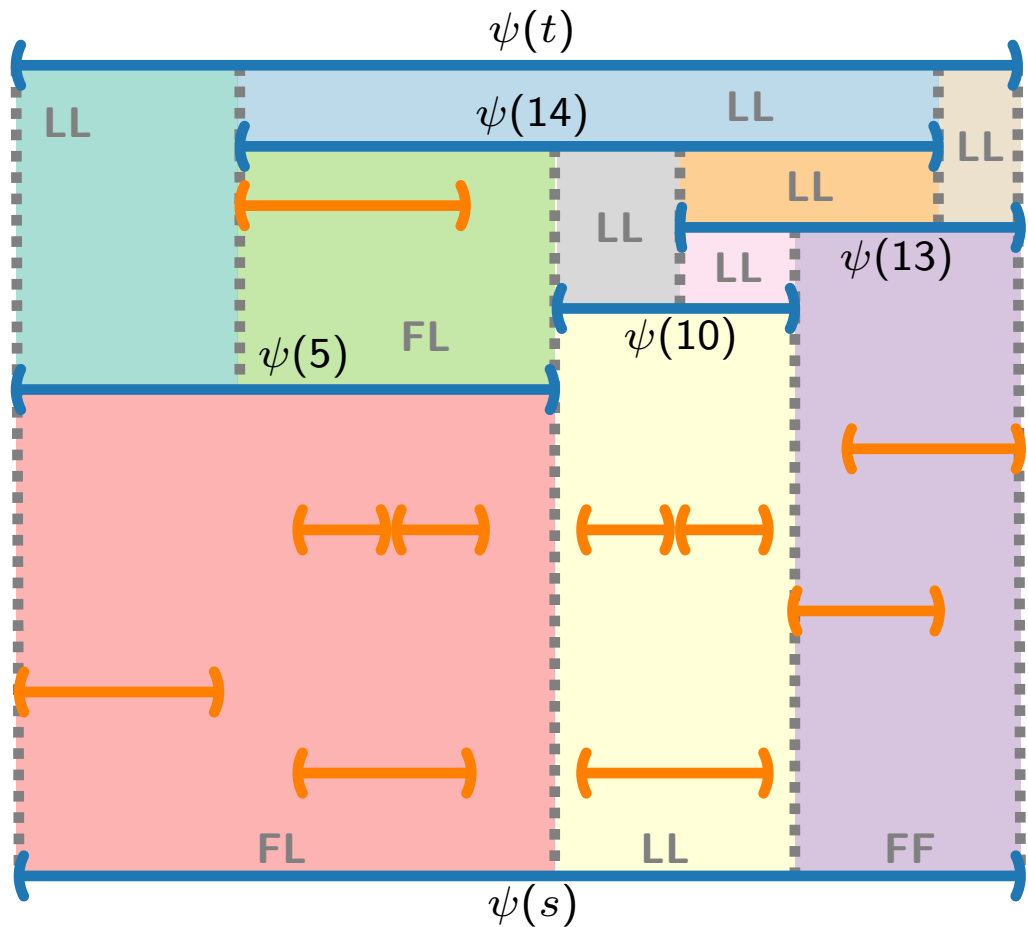
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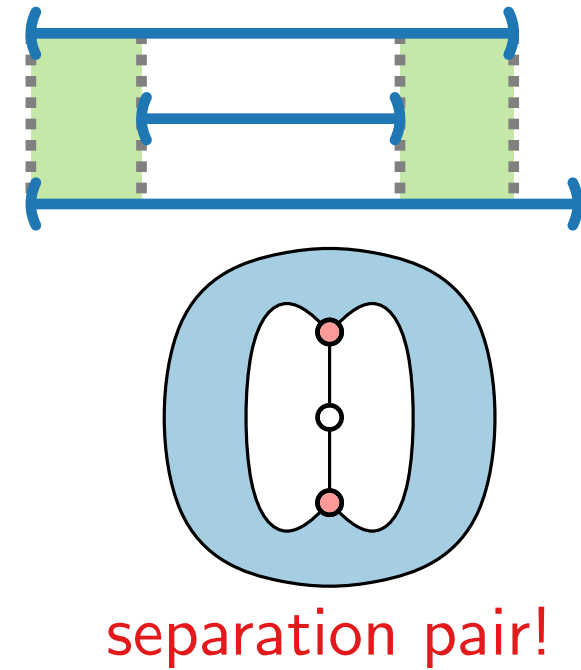
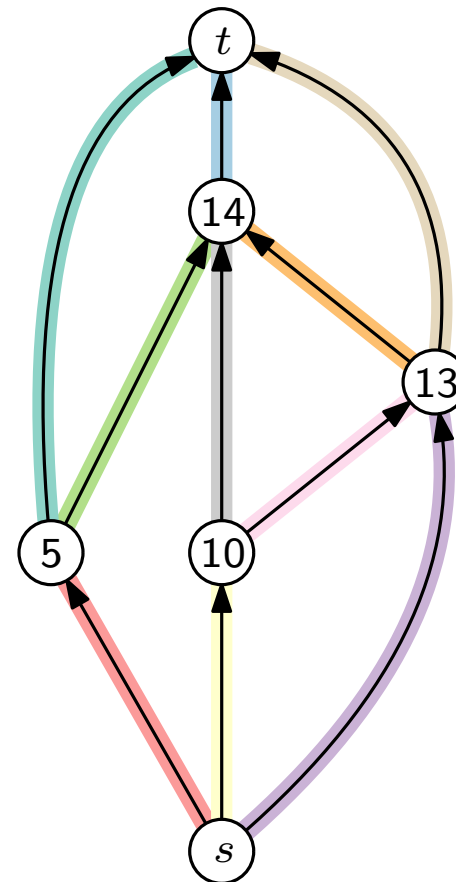
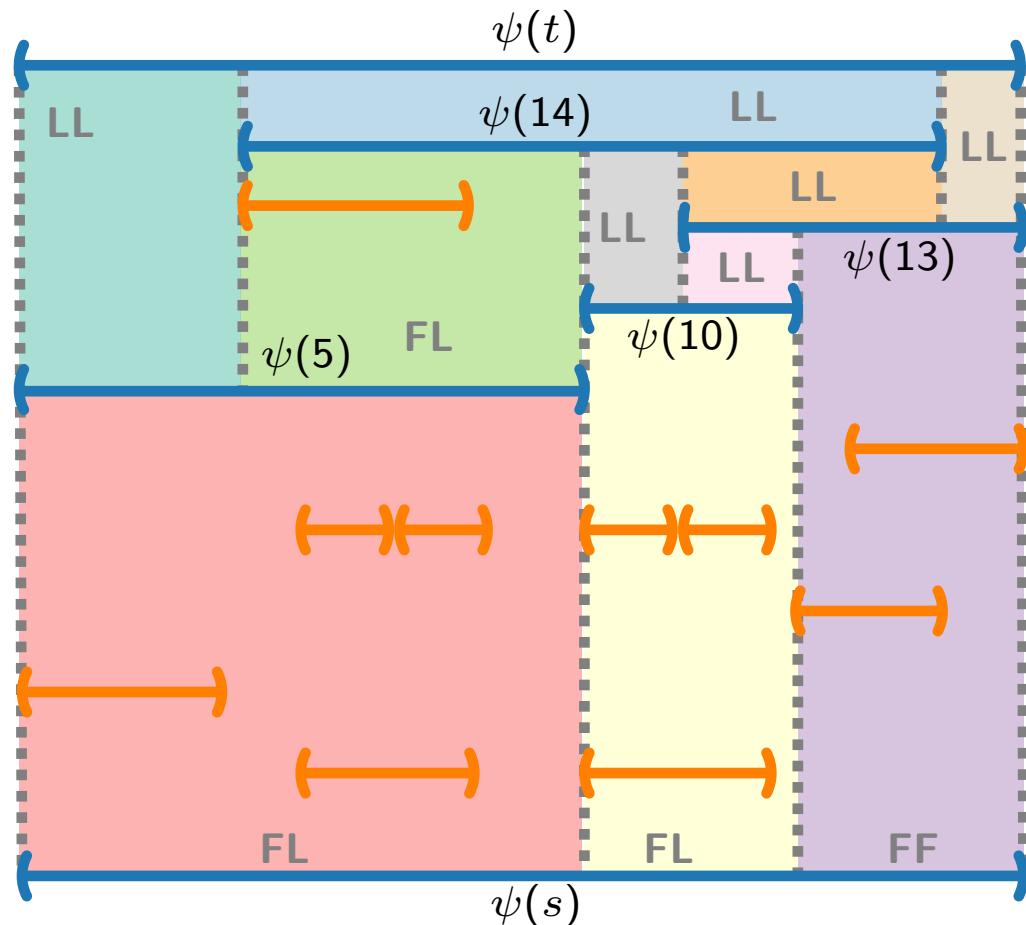
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- for each child (edge) e :
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 - consistency clauses



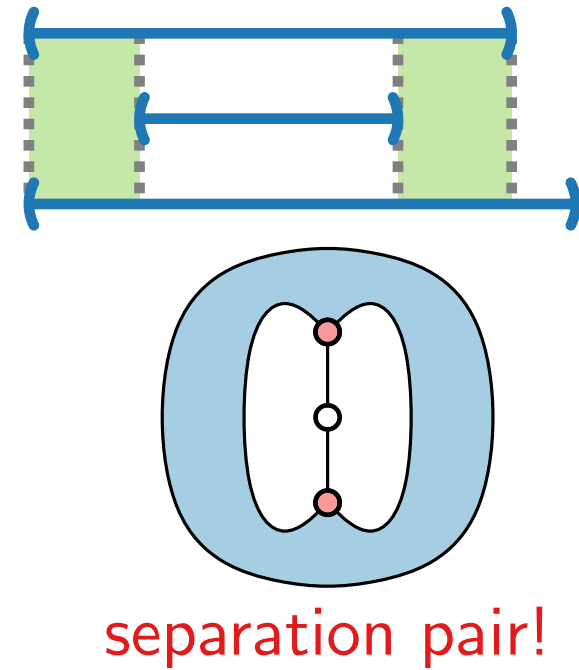
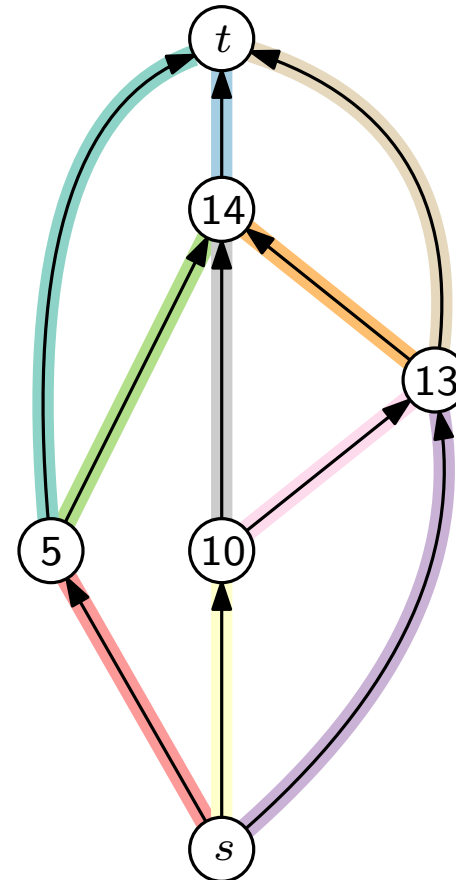
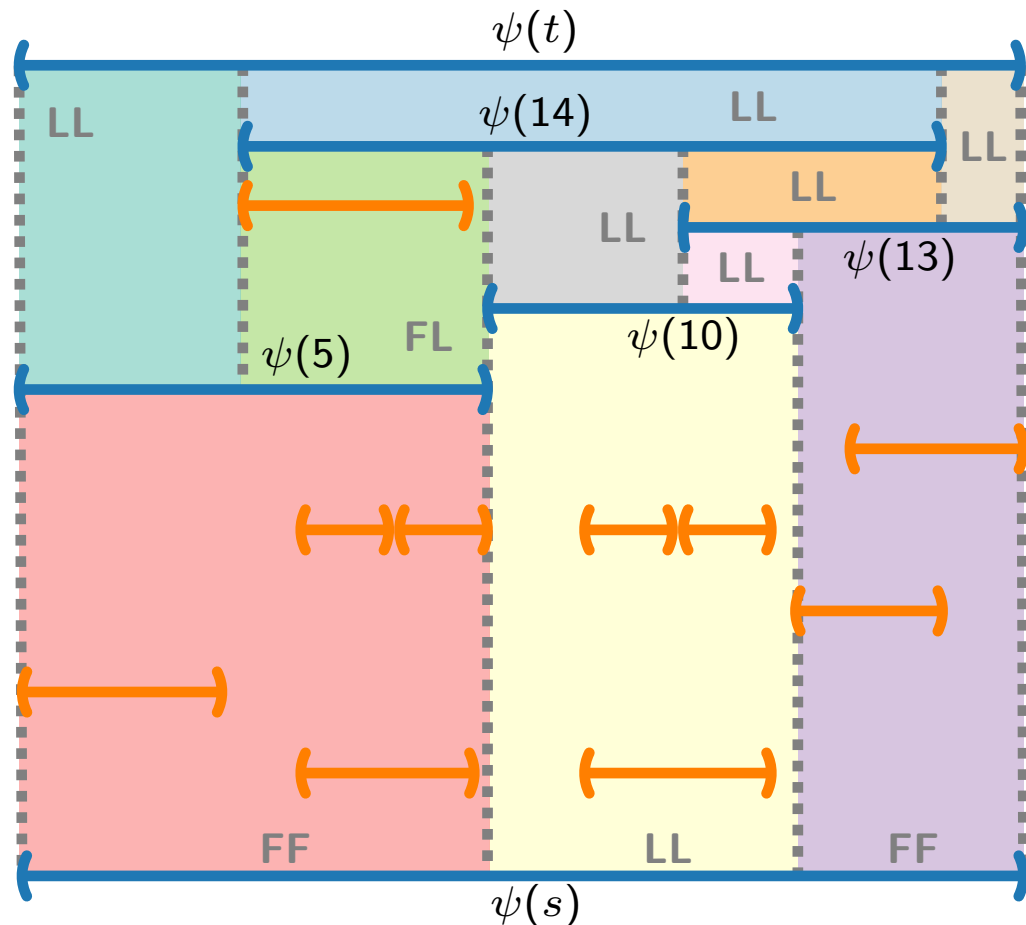
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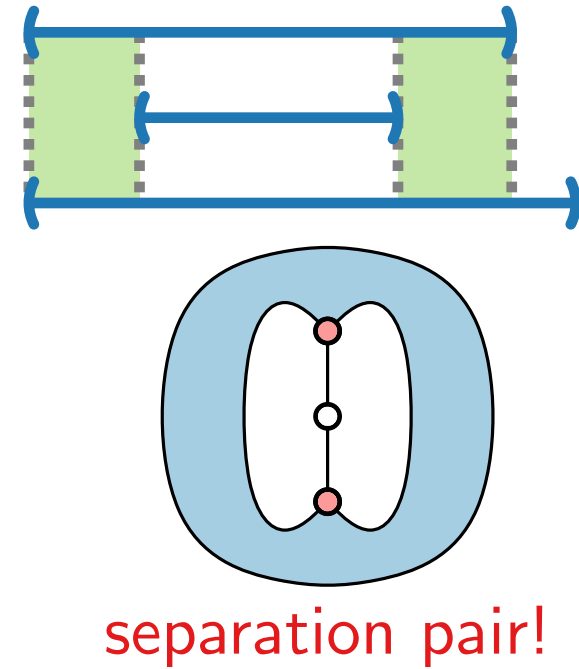
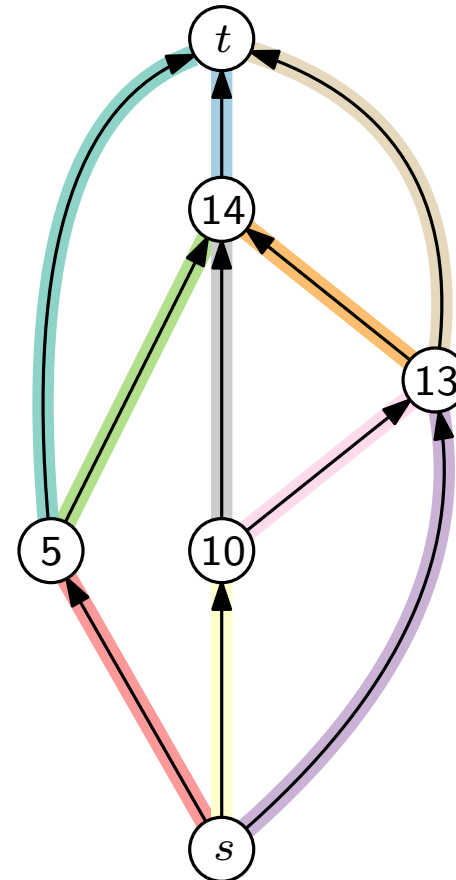
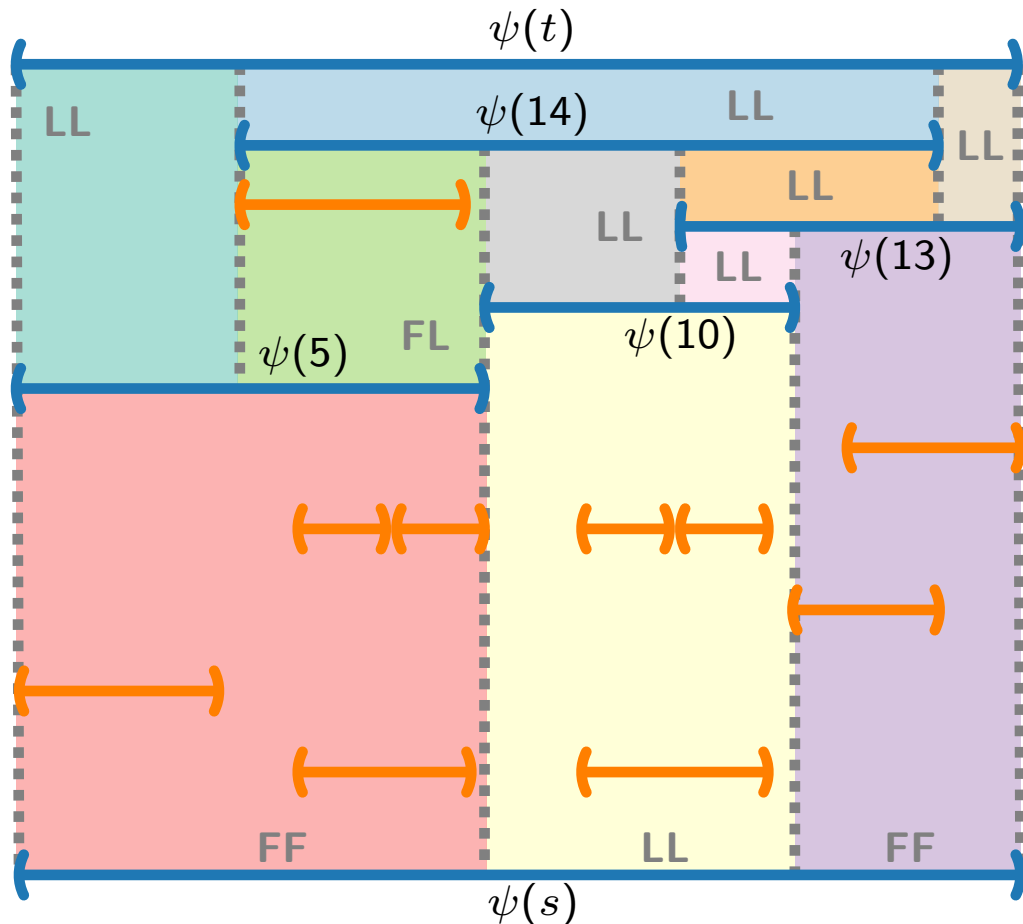
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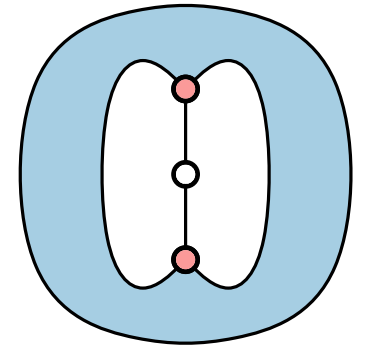
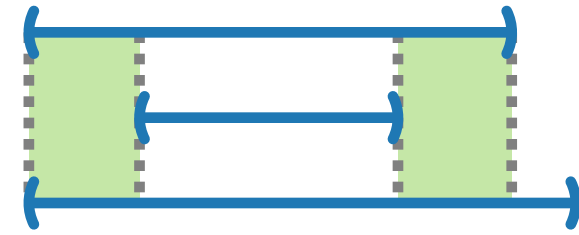
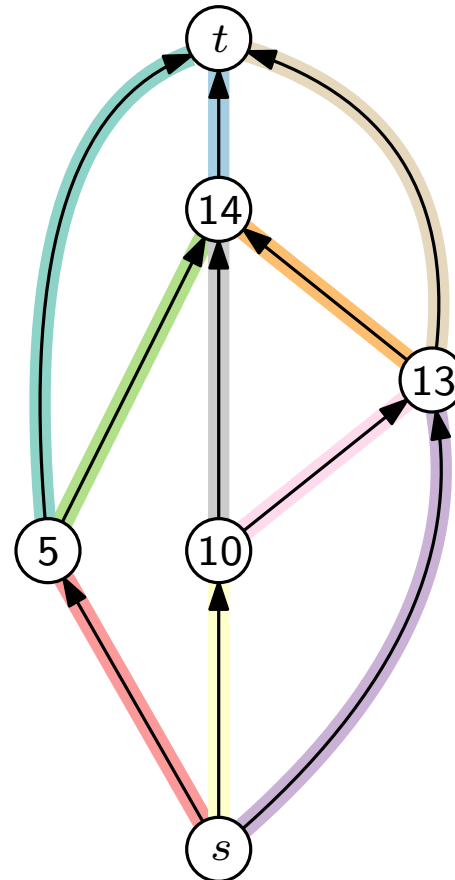
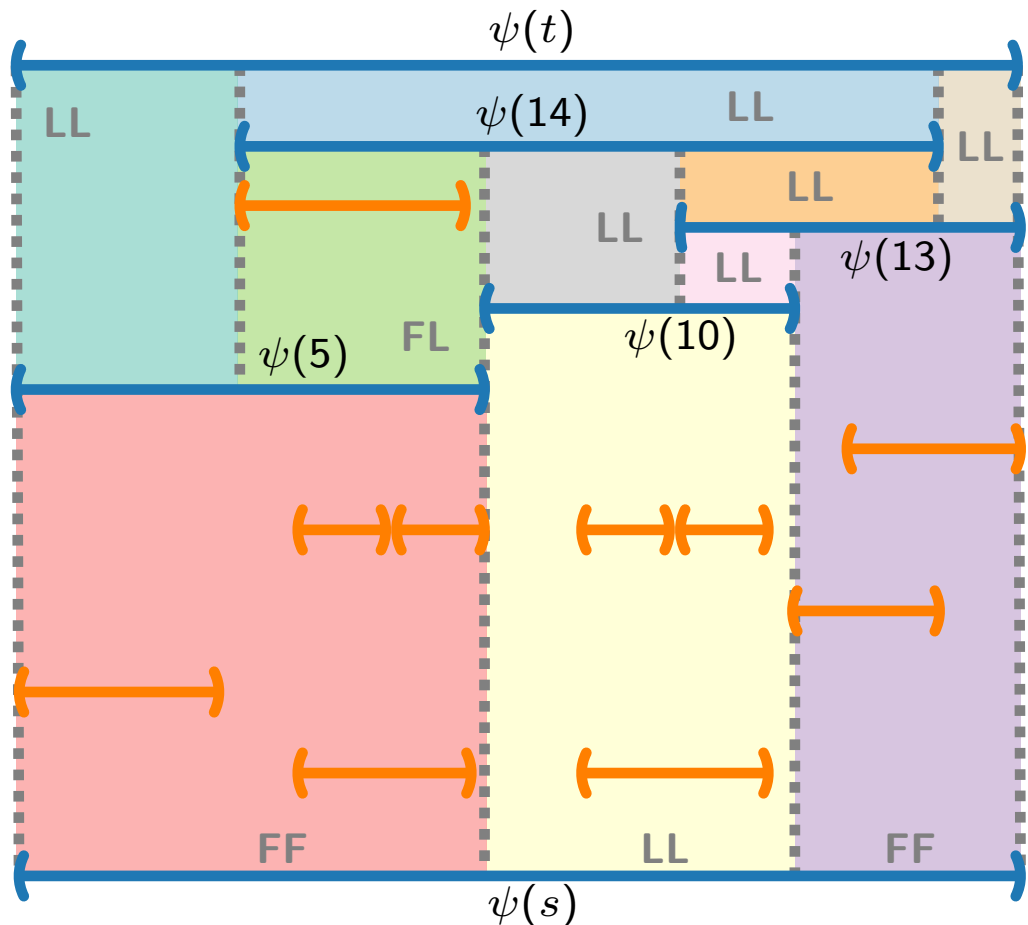
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R-Nodes with 2-SAT Formulation

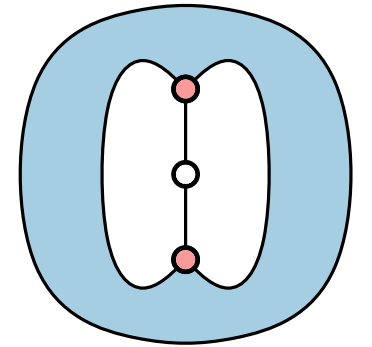
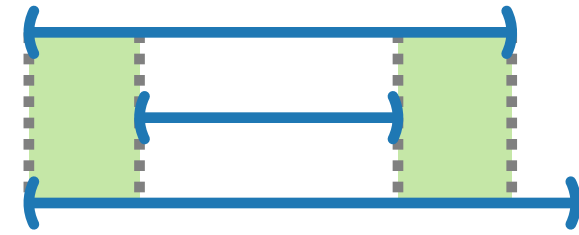
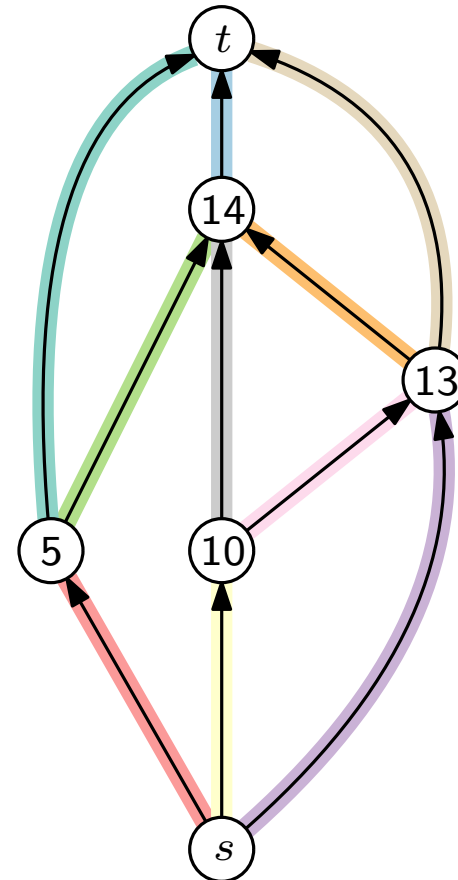
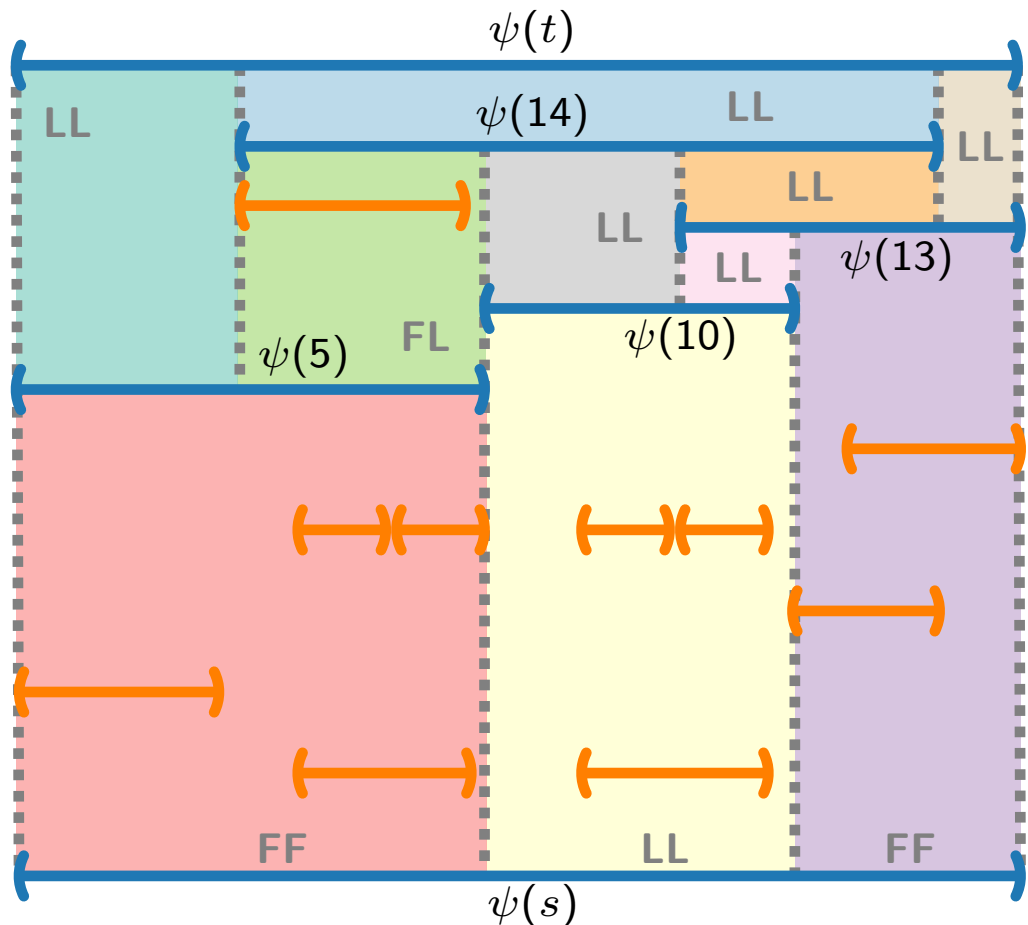
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separation pair!

R-Nodes with 2-SAT Formulation

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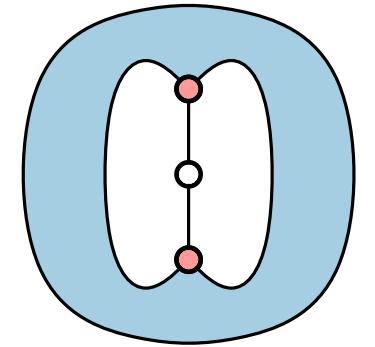
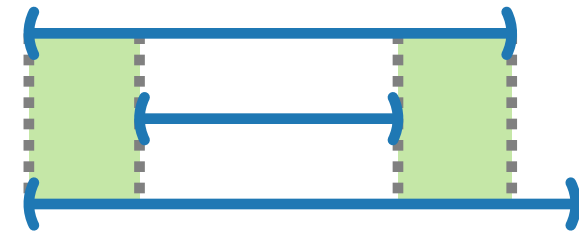
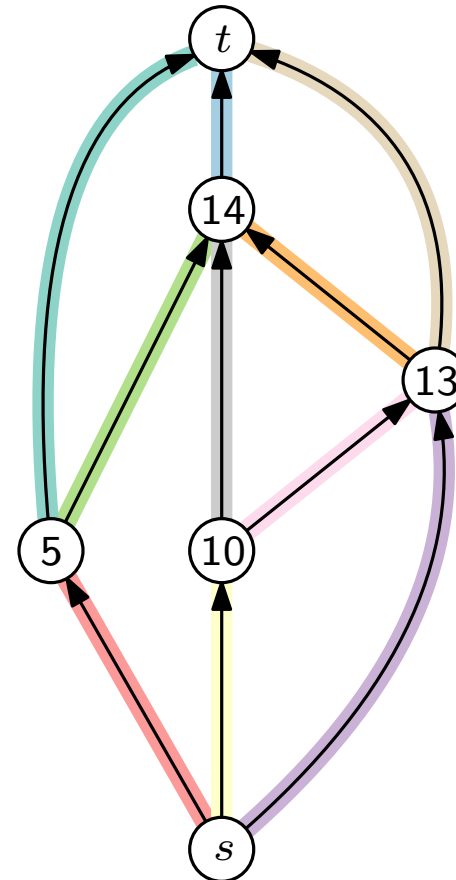
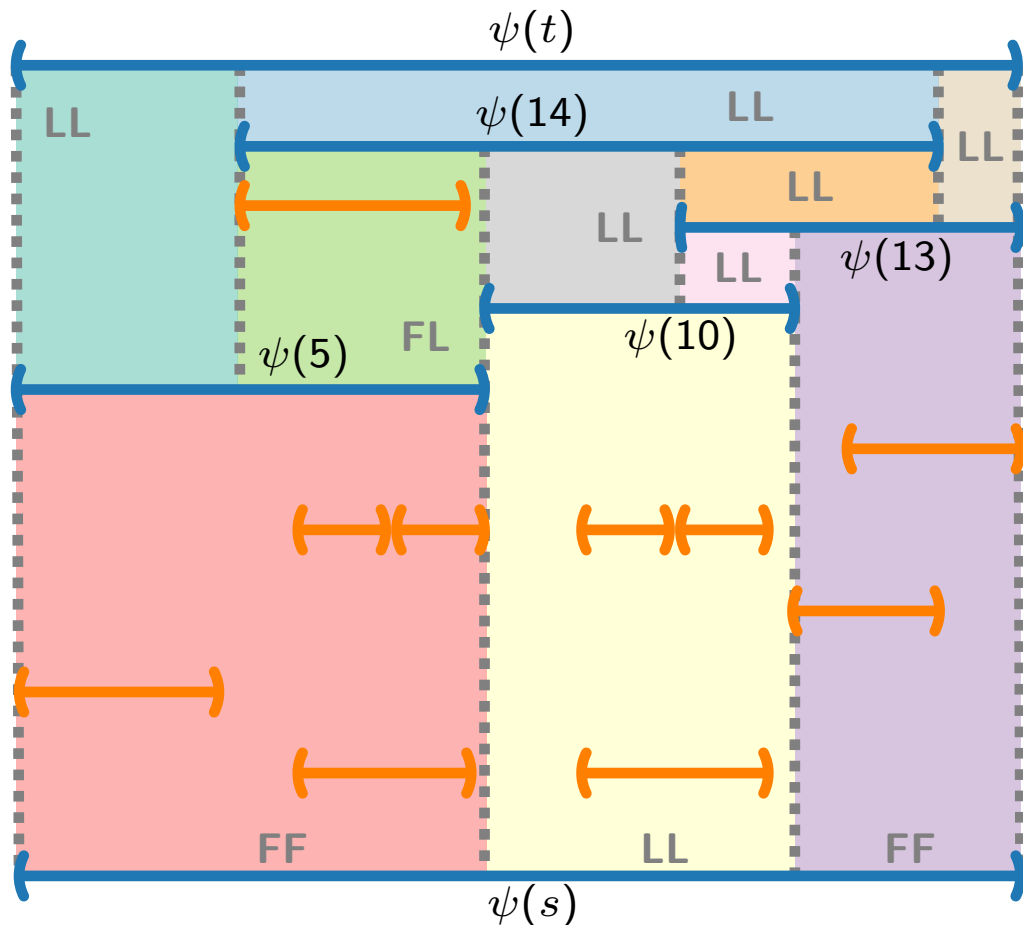


separation pair!

- Finding a satisfying assignment of a 2-SAT formula can be done in linear time!

R-Nodes with 2-SAT Formulation

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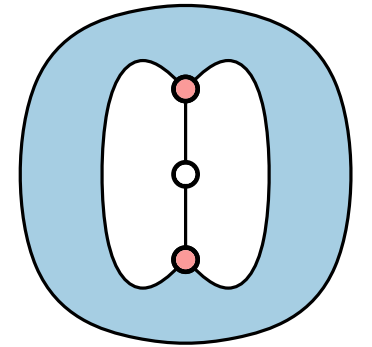
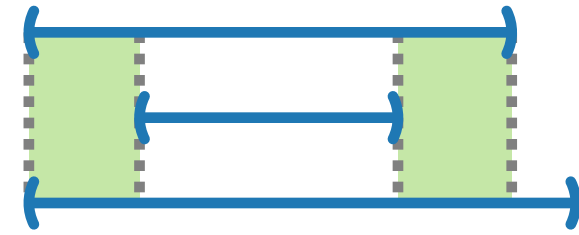
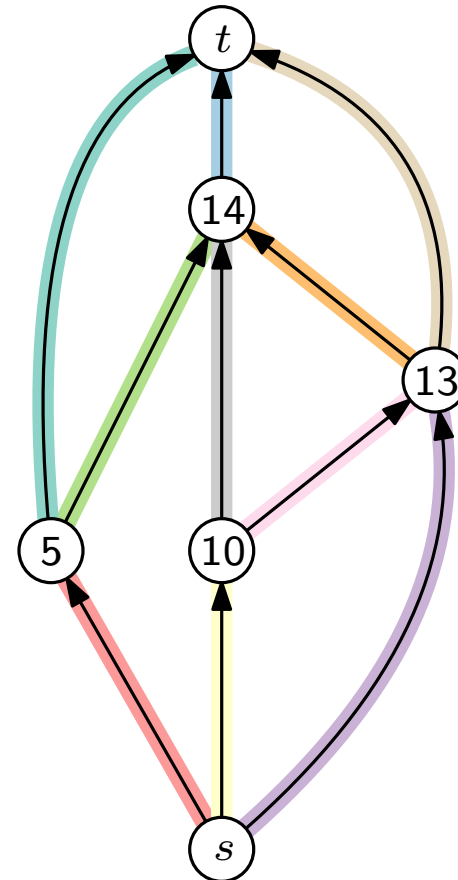
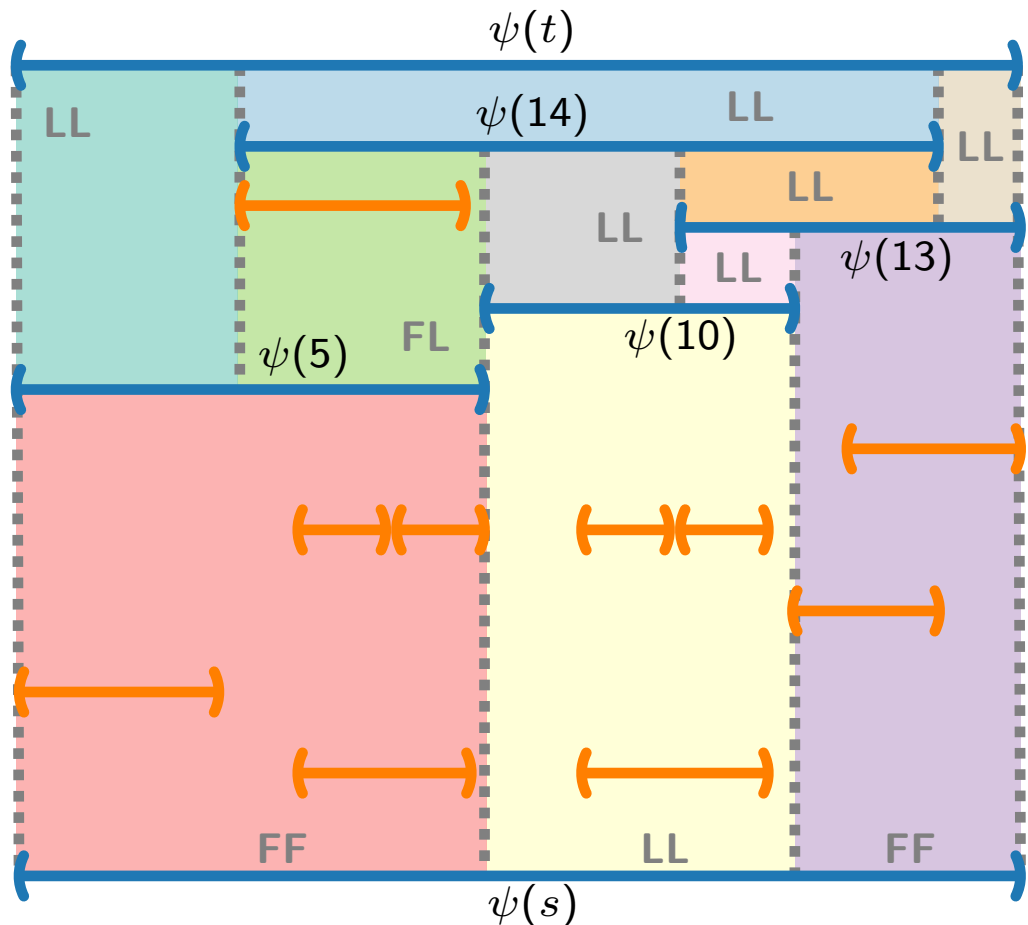


separation pair!

- Finding a satisfying assignment of a 2-SAT formula can be done in linear time!
 $\Rightarrow O(n^2)$ time in total

R-Nodes with 2-SAT Formulation

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 - find all types of $\{\mathbf{FF}, \mathbf{FL}, \mathbf{LF}, \mathbf{LL}\}$ that admit a drawing
 - 2 variables l_e, r_e encoding fixed/loose type of its tile
 - consistency clauses – $O(n^2)$ many, but can be reduced to $O(n \log^2 n)$



separation pair!

- Finding a satisfying assignment of a 2-SAT formula can be done in linear time!
 $\Rightarrow O(n^2)$ time in total
 or $O(n \log^2 n)$

NP-Hardness of RepExt in the General Case

Theorem 2.

ε -Bar visibility representation extension is NP-complete.

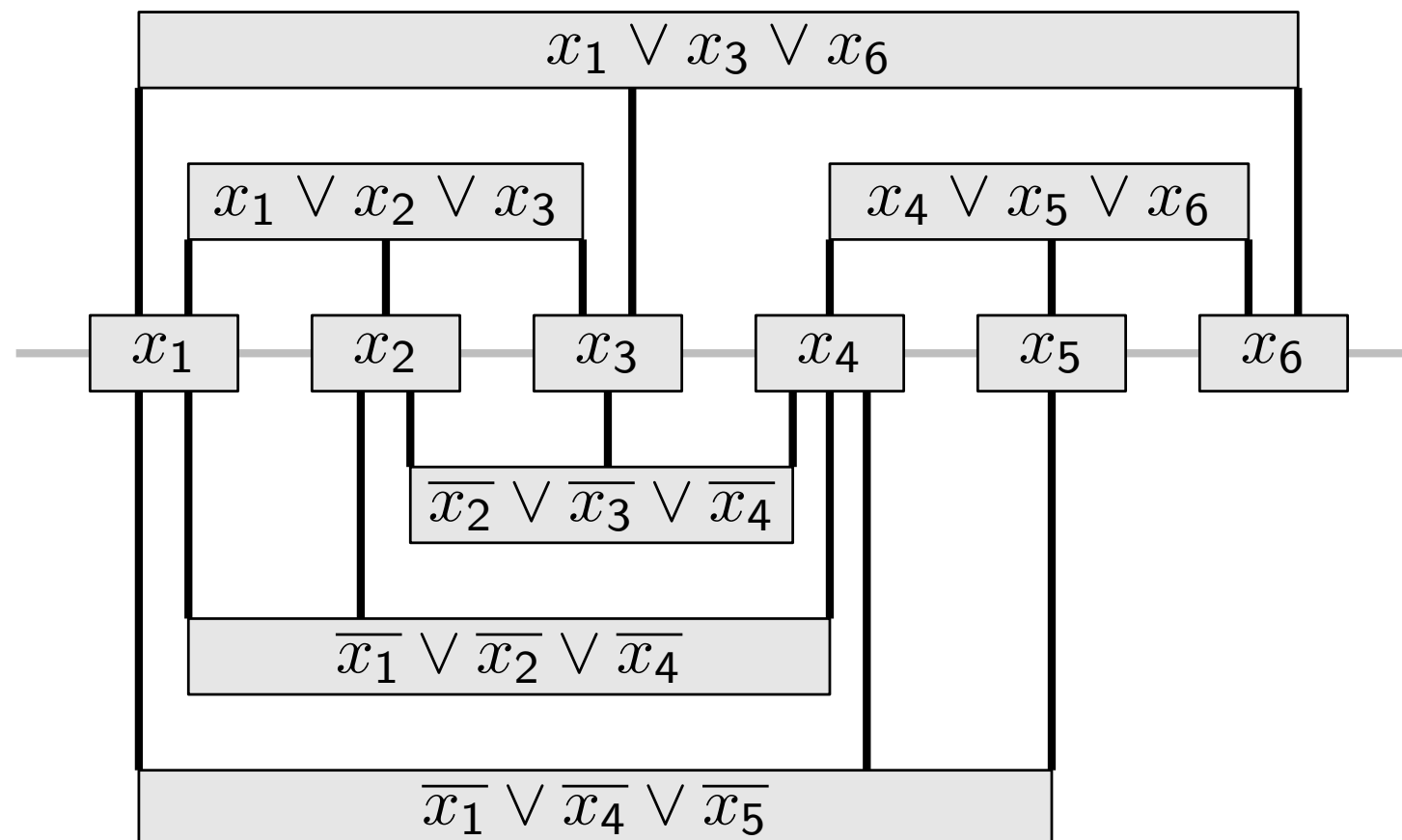
- Reduction from planar monotone 3-SAT

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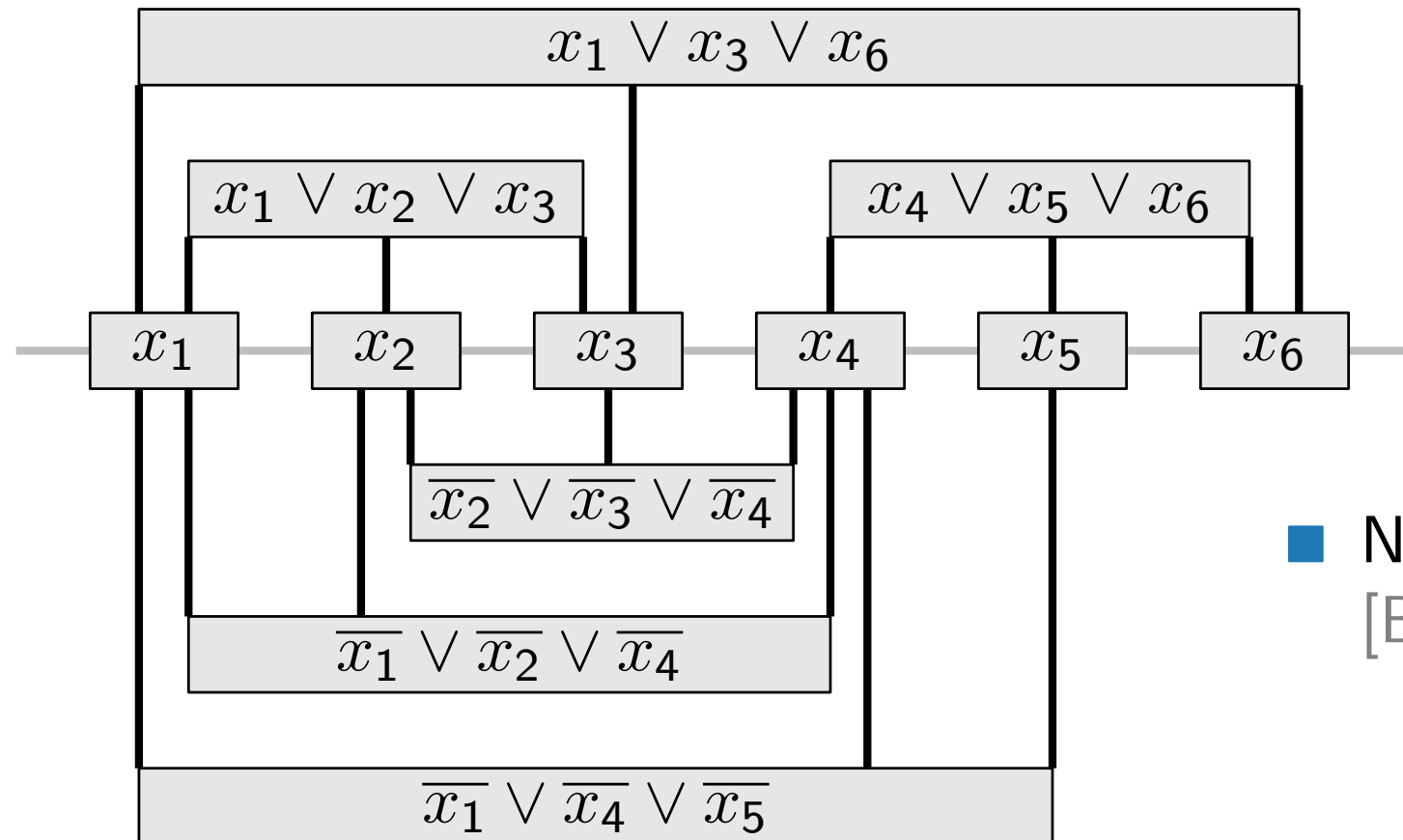


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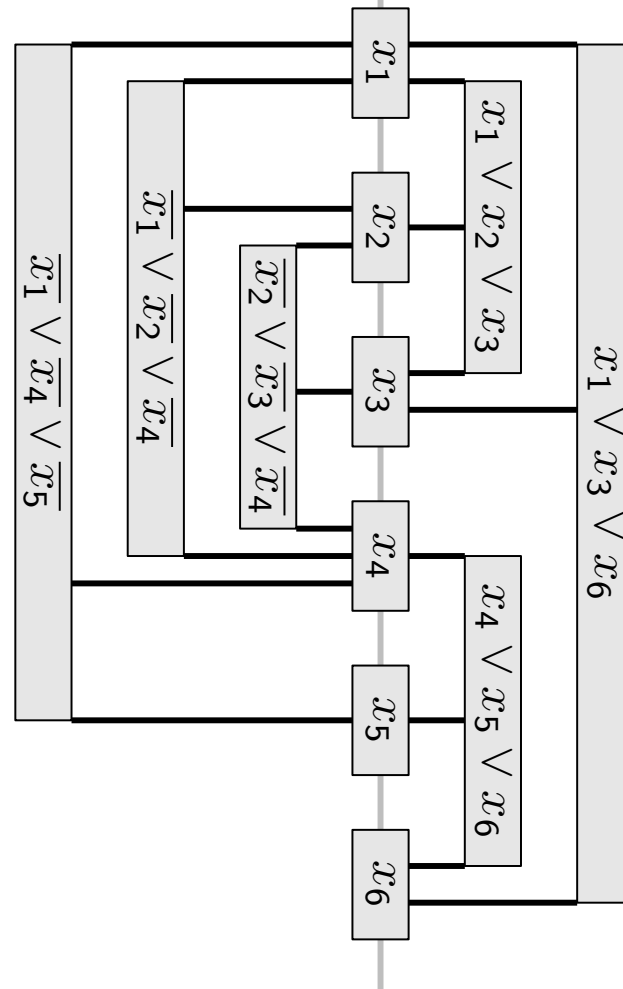
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[Berg & Khosravi '10]

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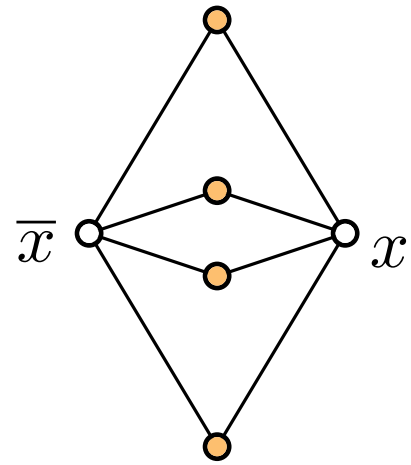
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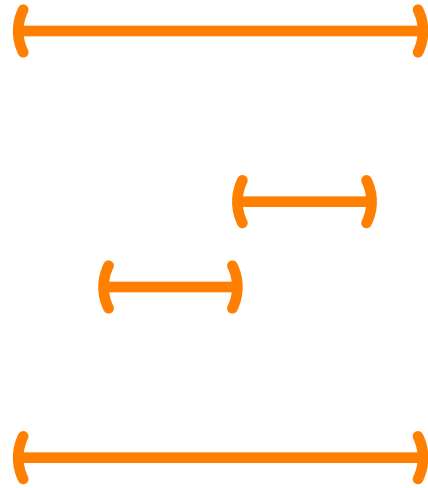
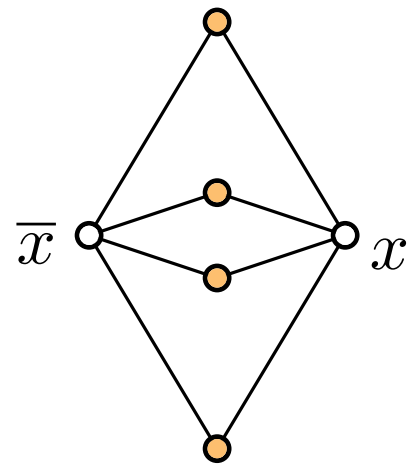


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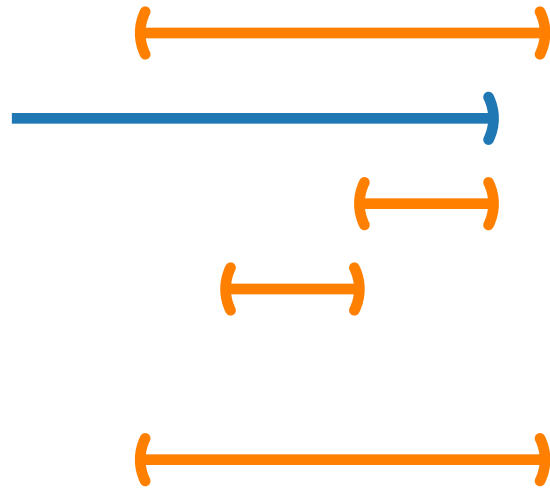
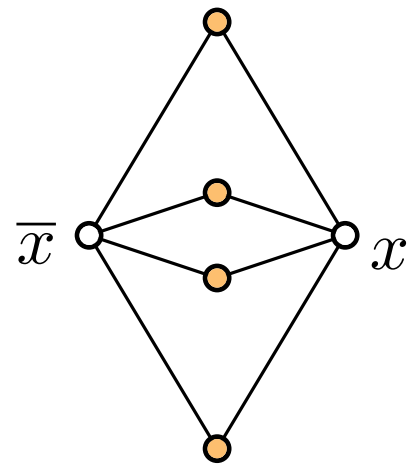
Variable Gadget



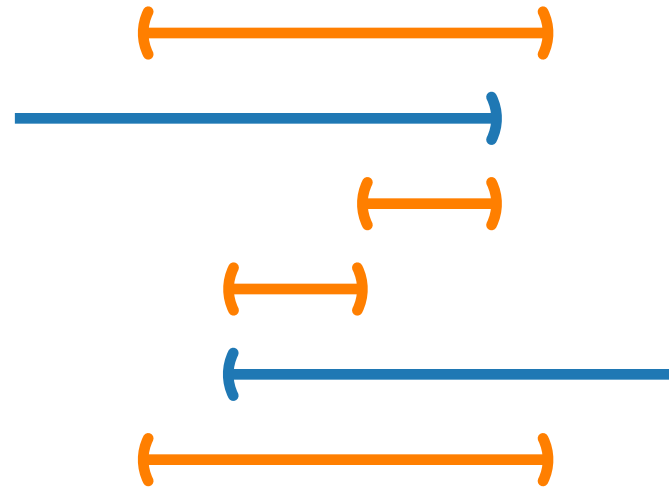
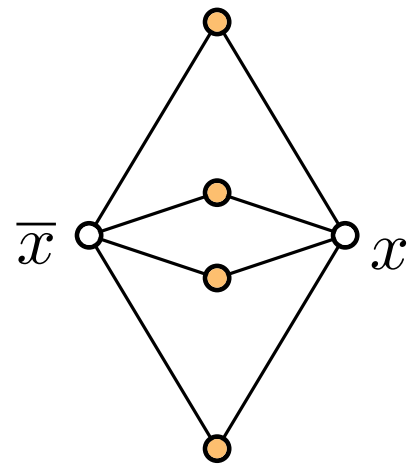
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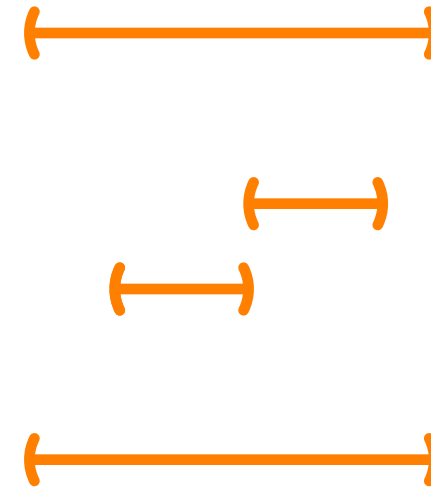
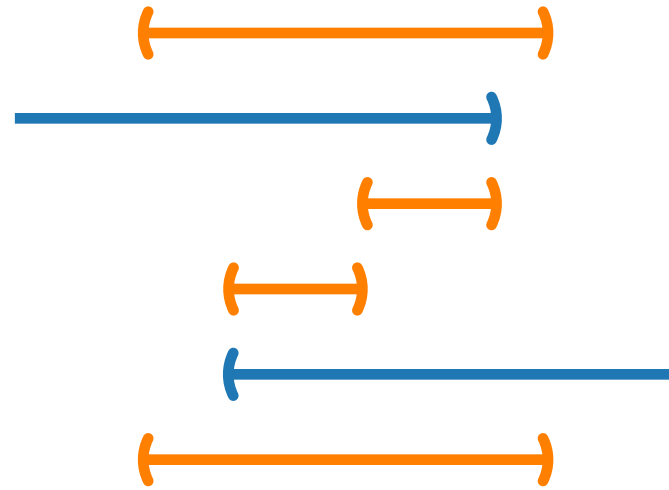
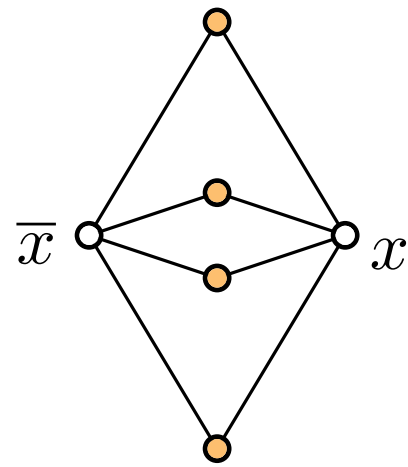
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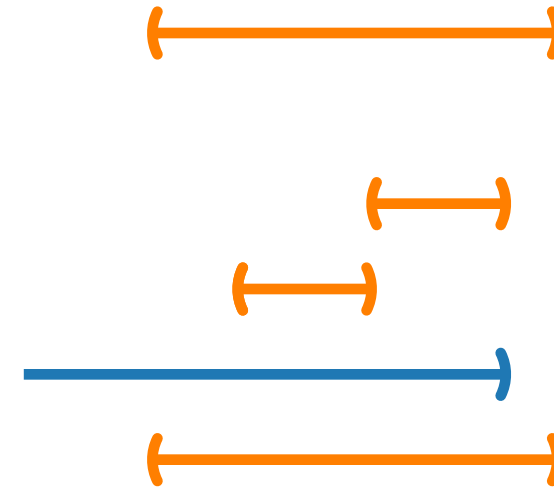
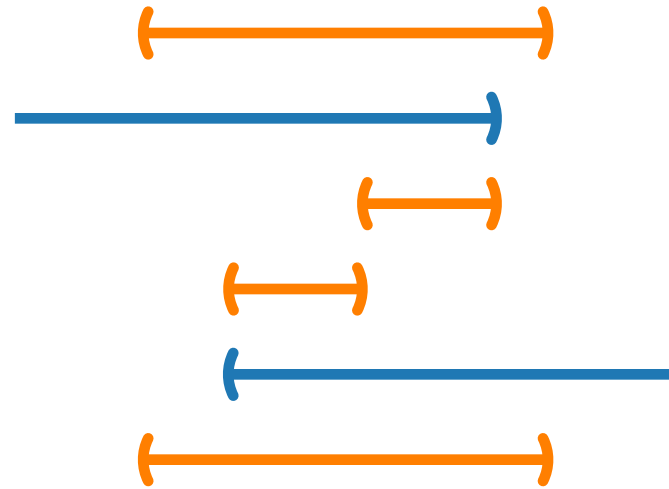
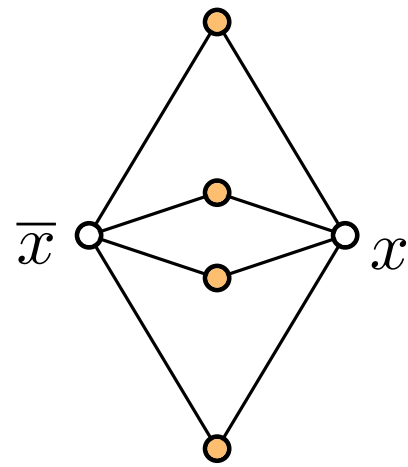
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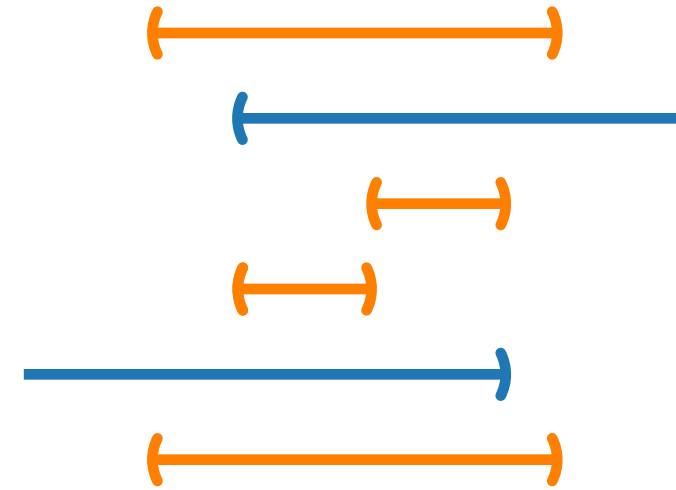
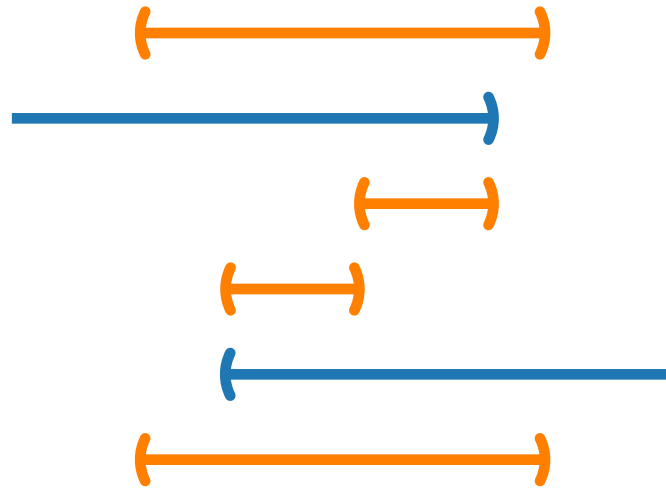
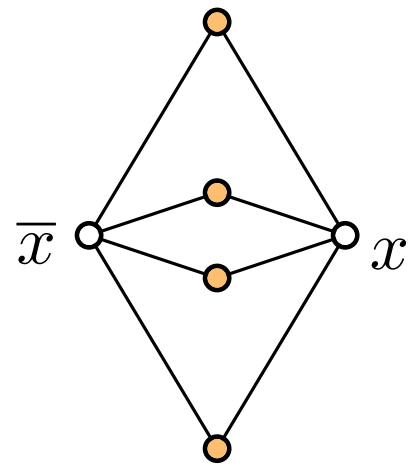
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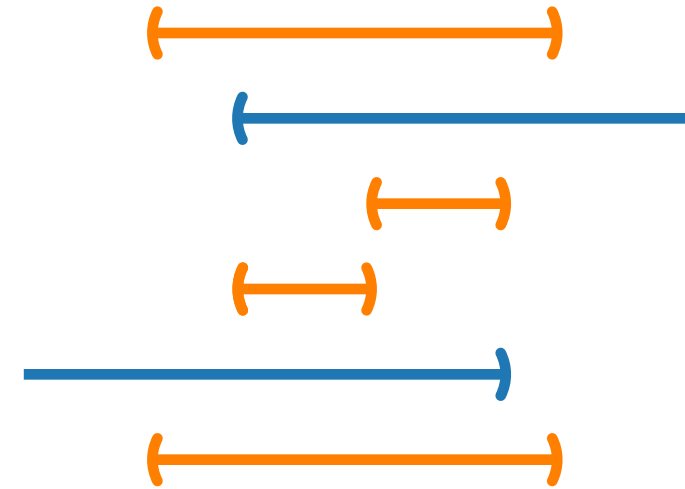
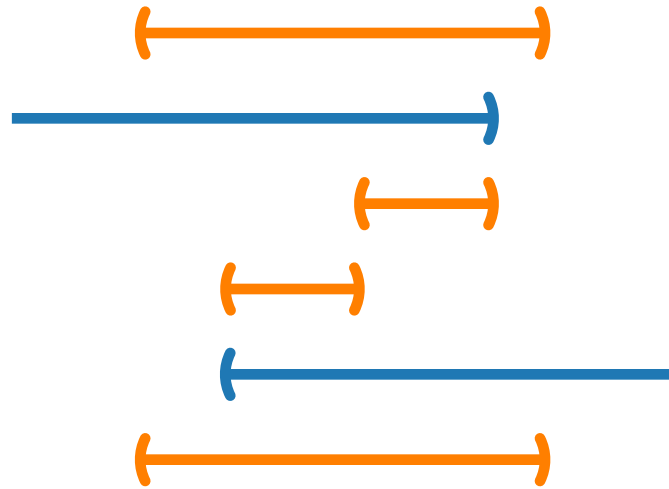
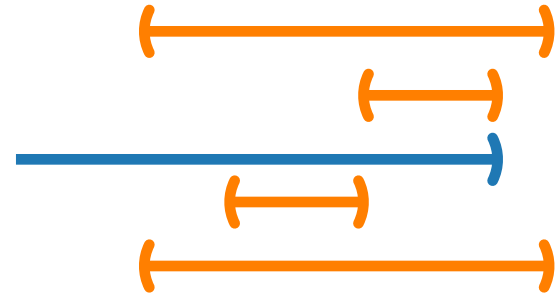
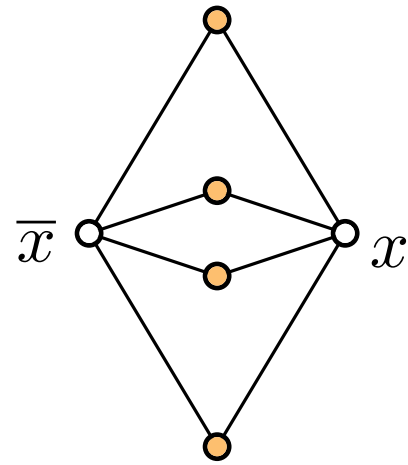
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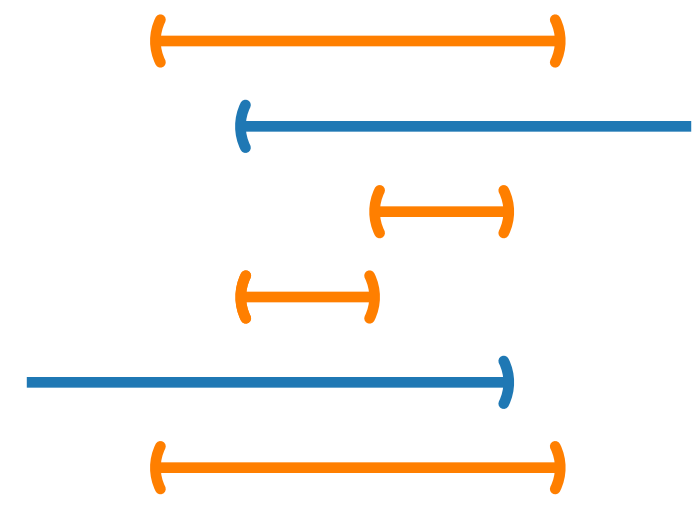
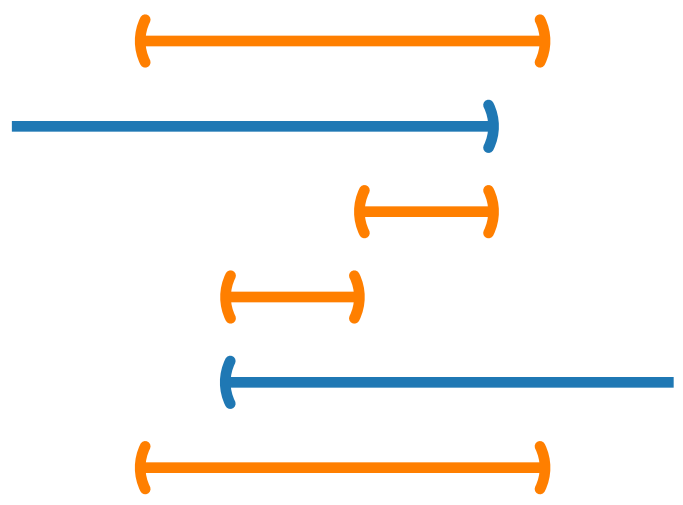
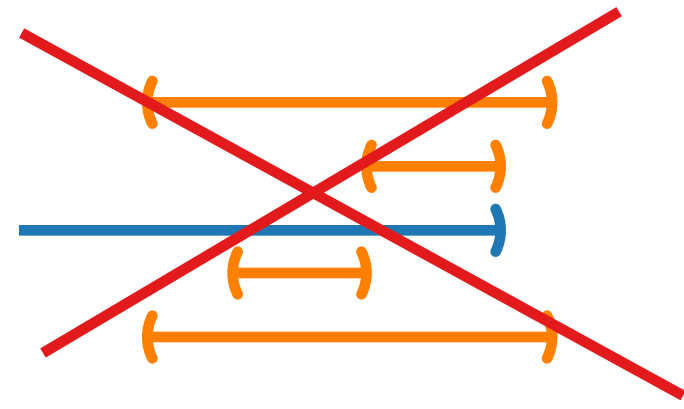
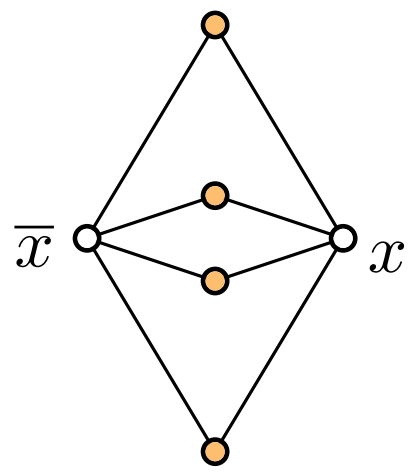
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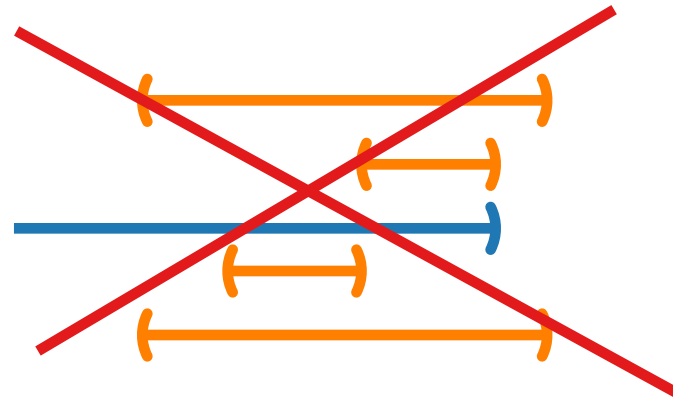
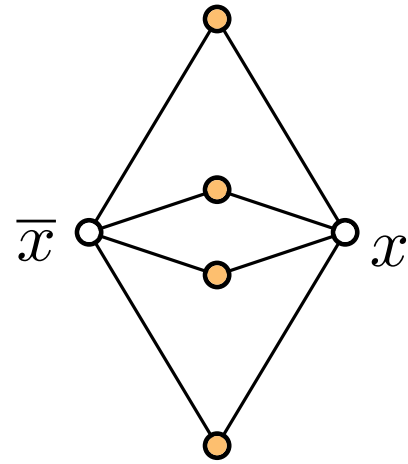
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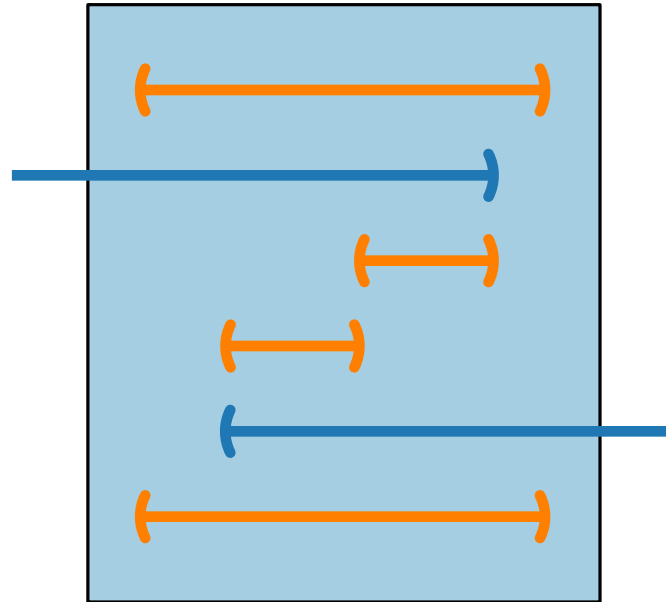
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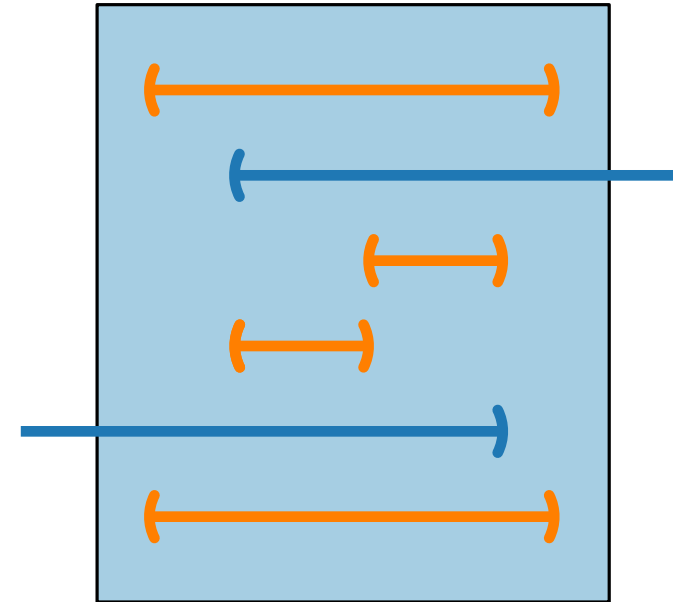
Variable Gadget



$x = \text{FALSE}$

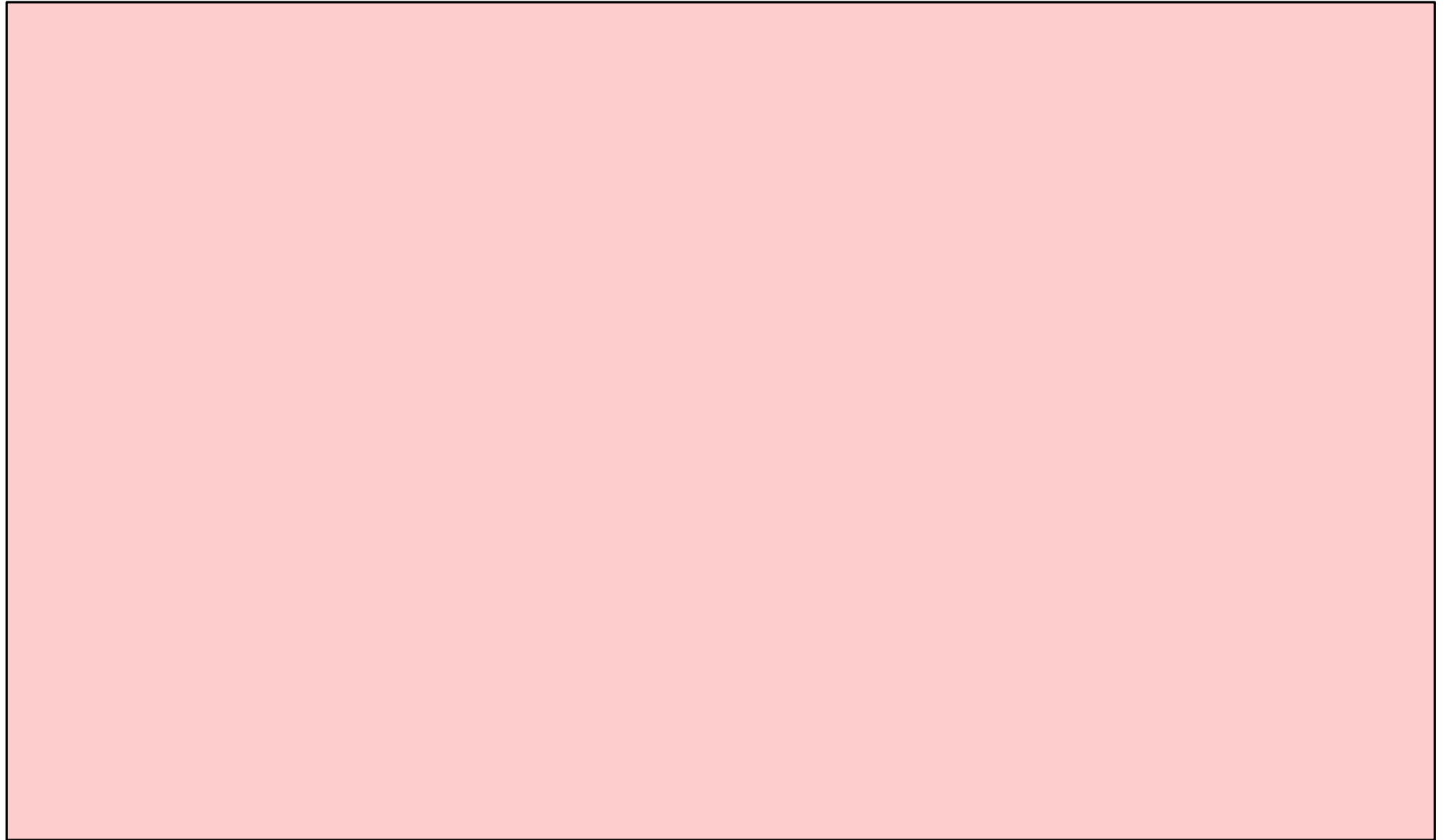


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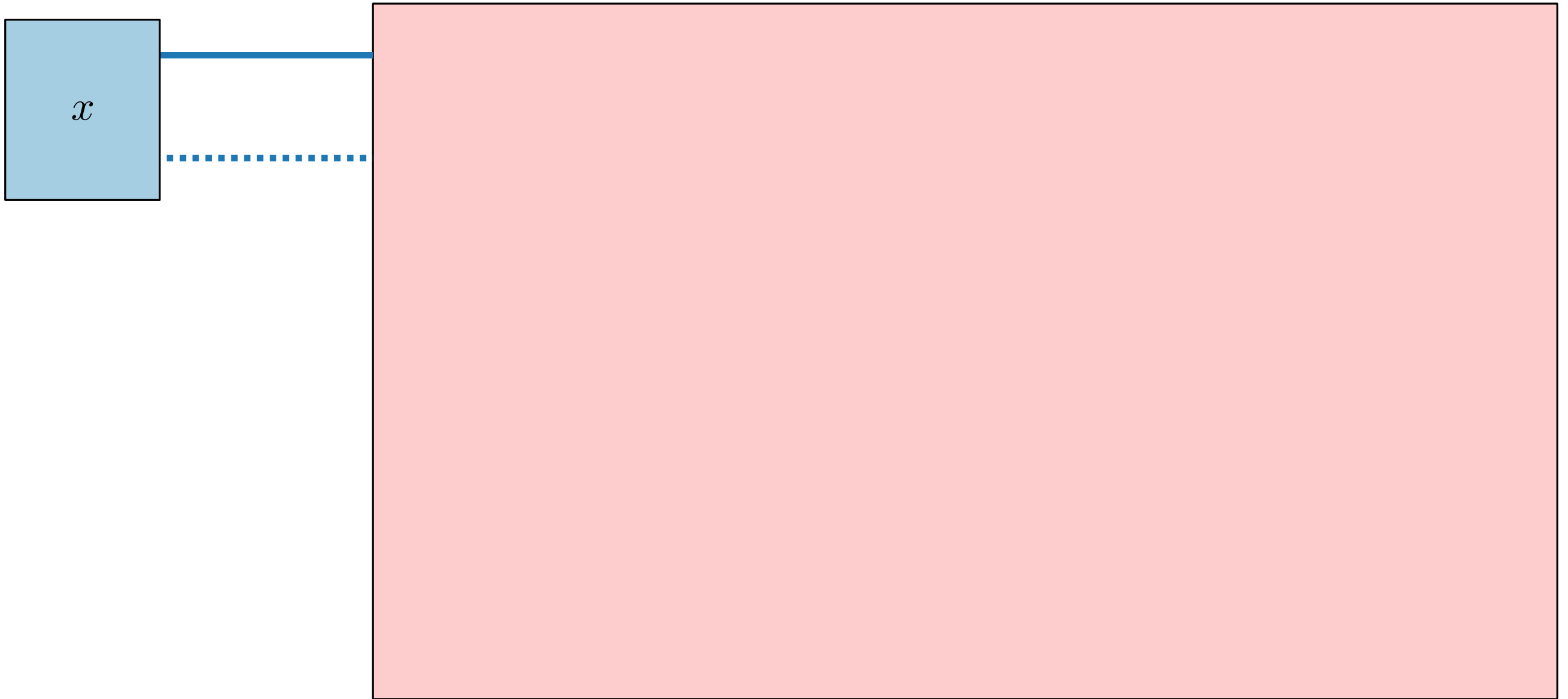
Clause Gadget

$$x \vee y \vee z$$



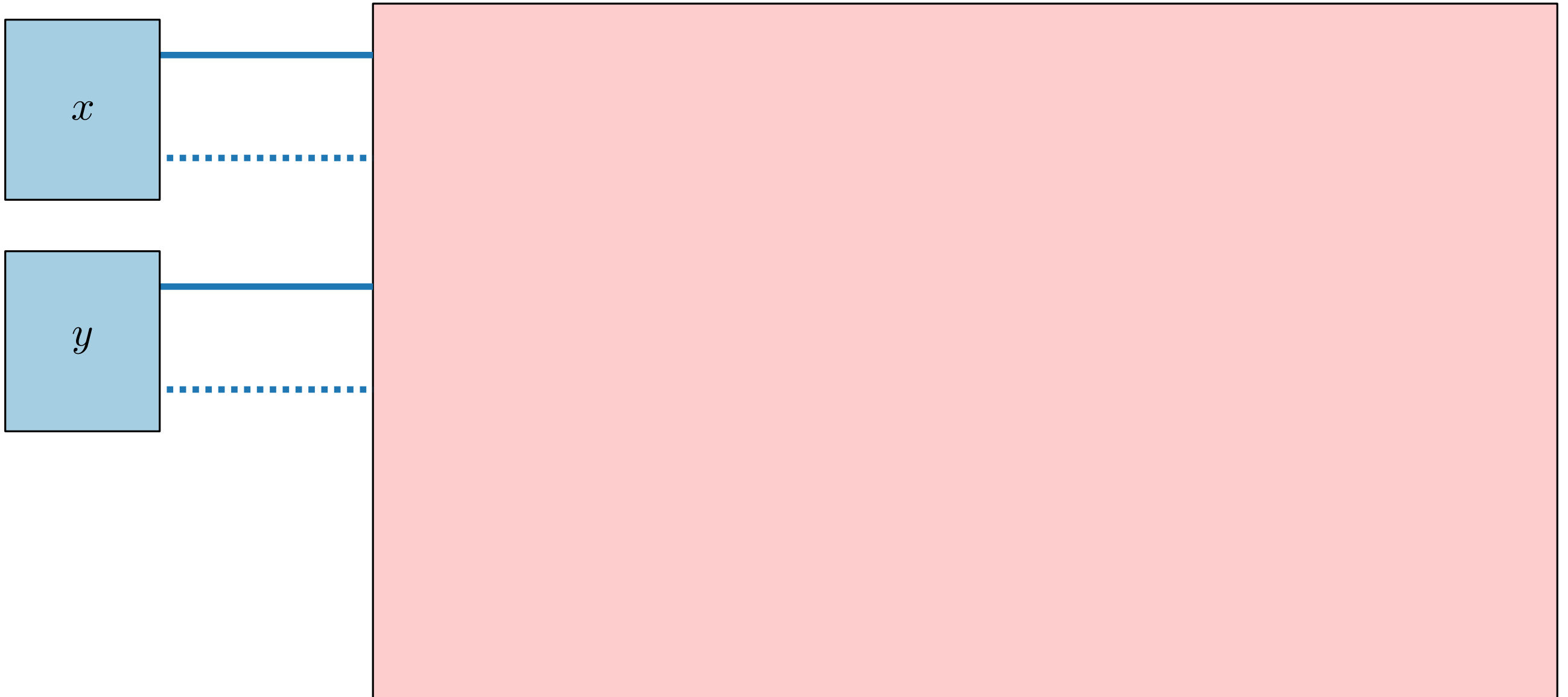
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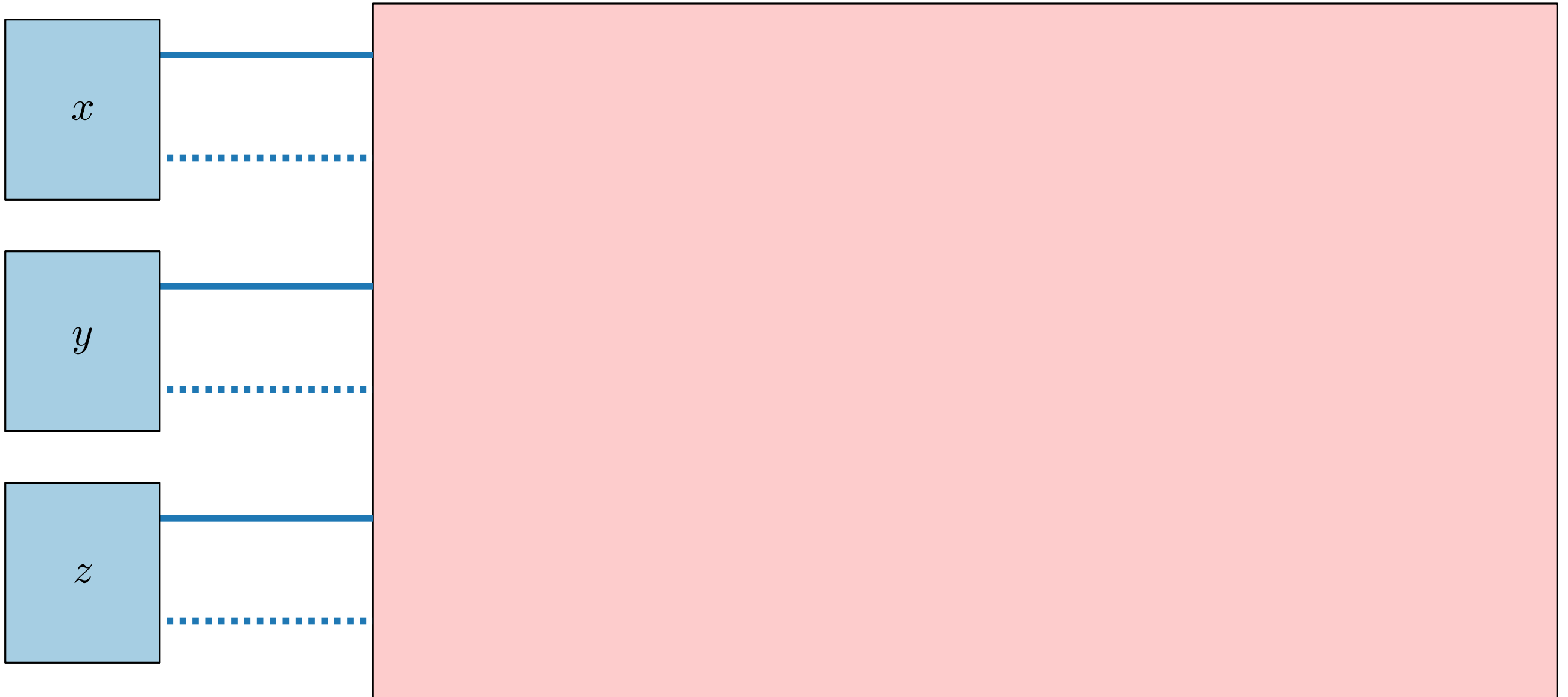
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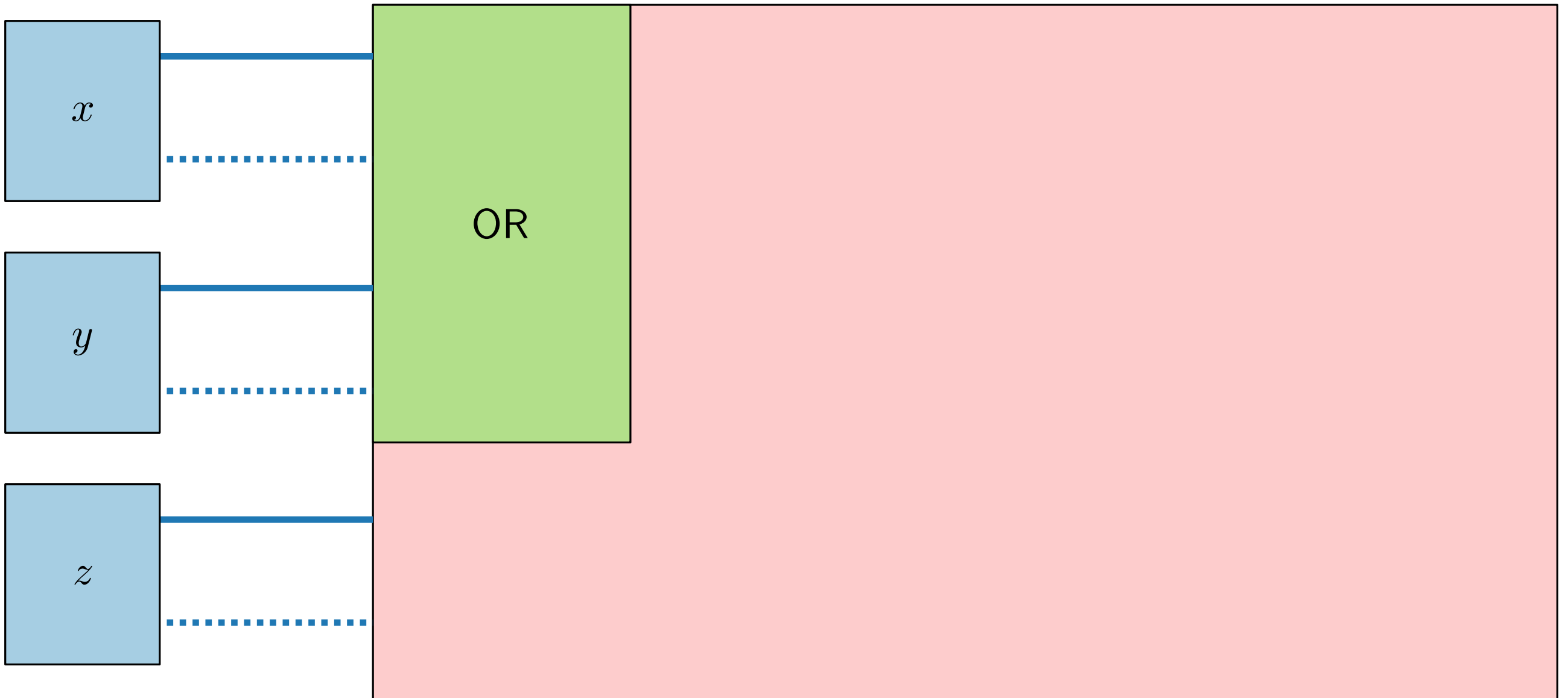
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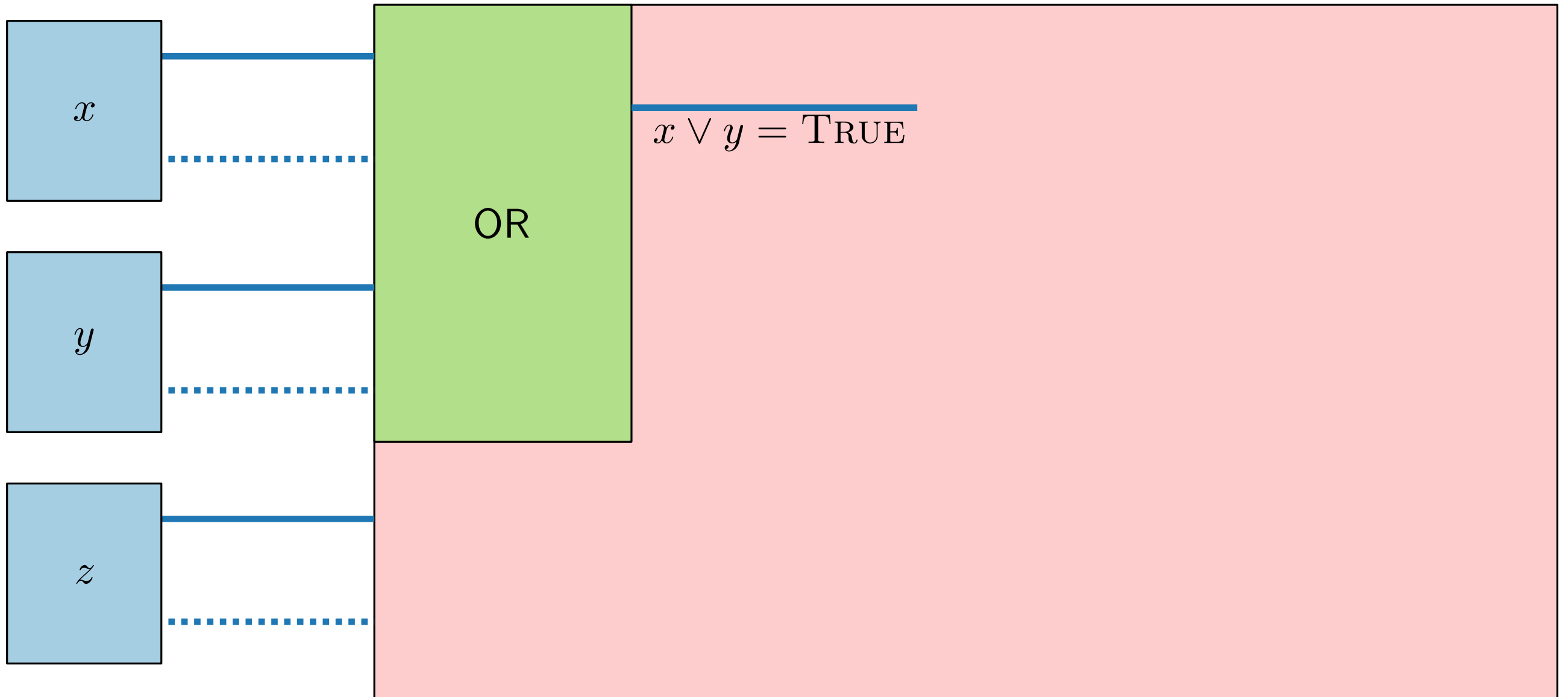
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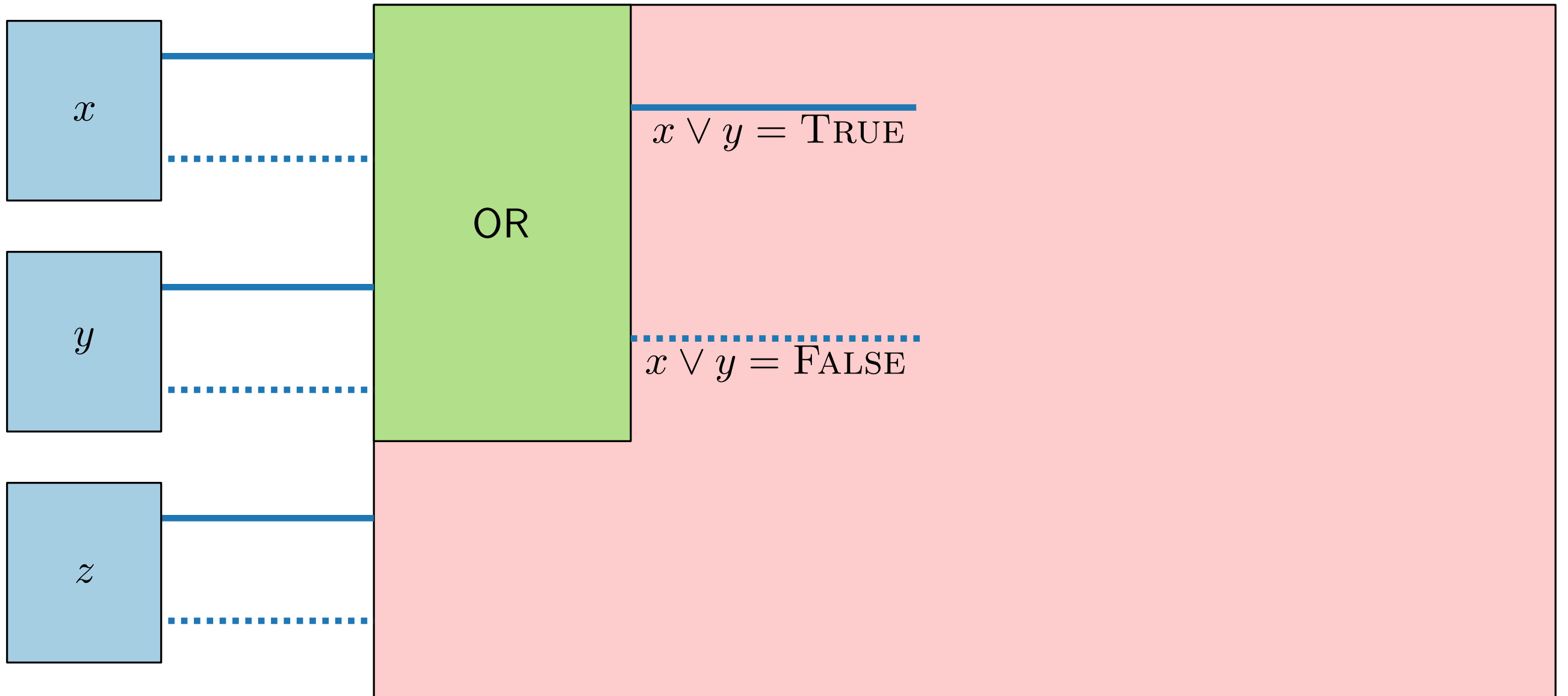
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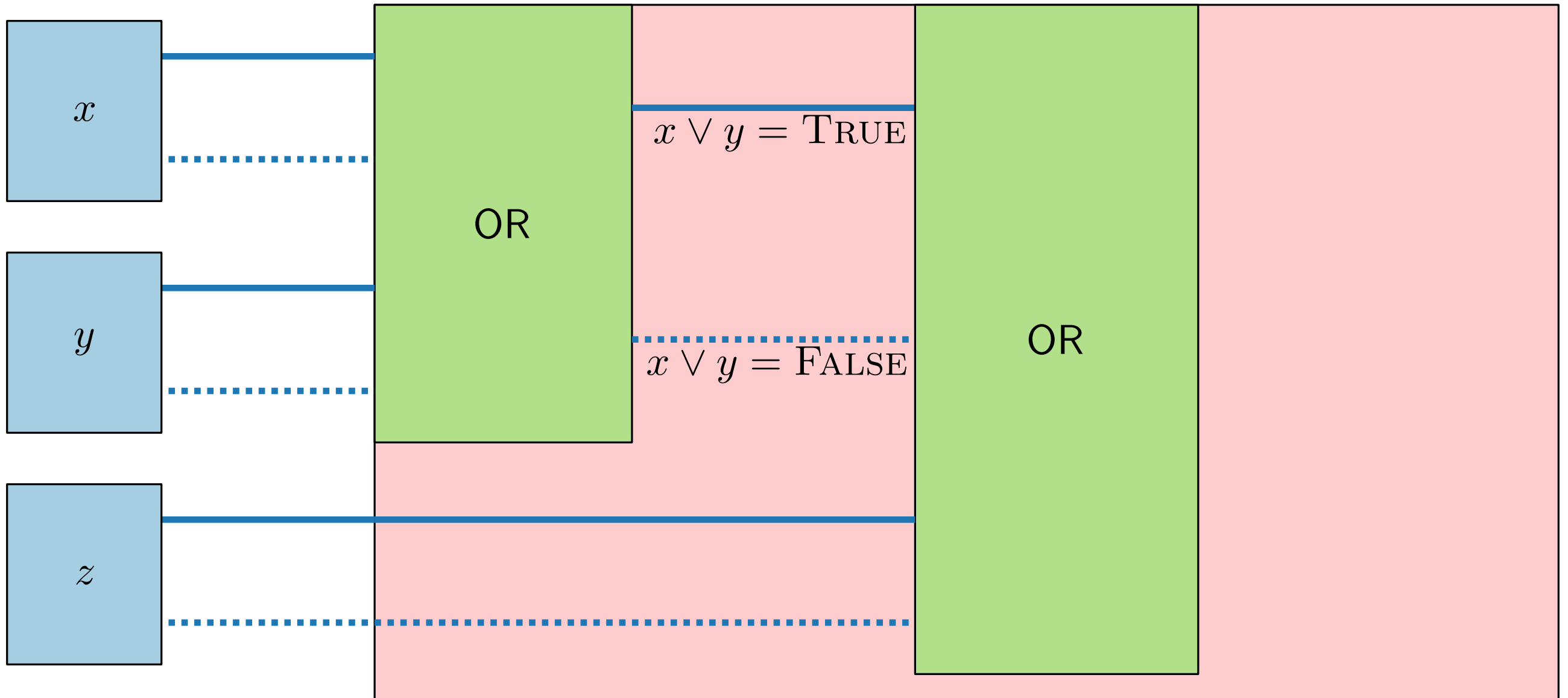
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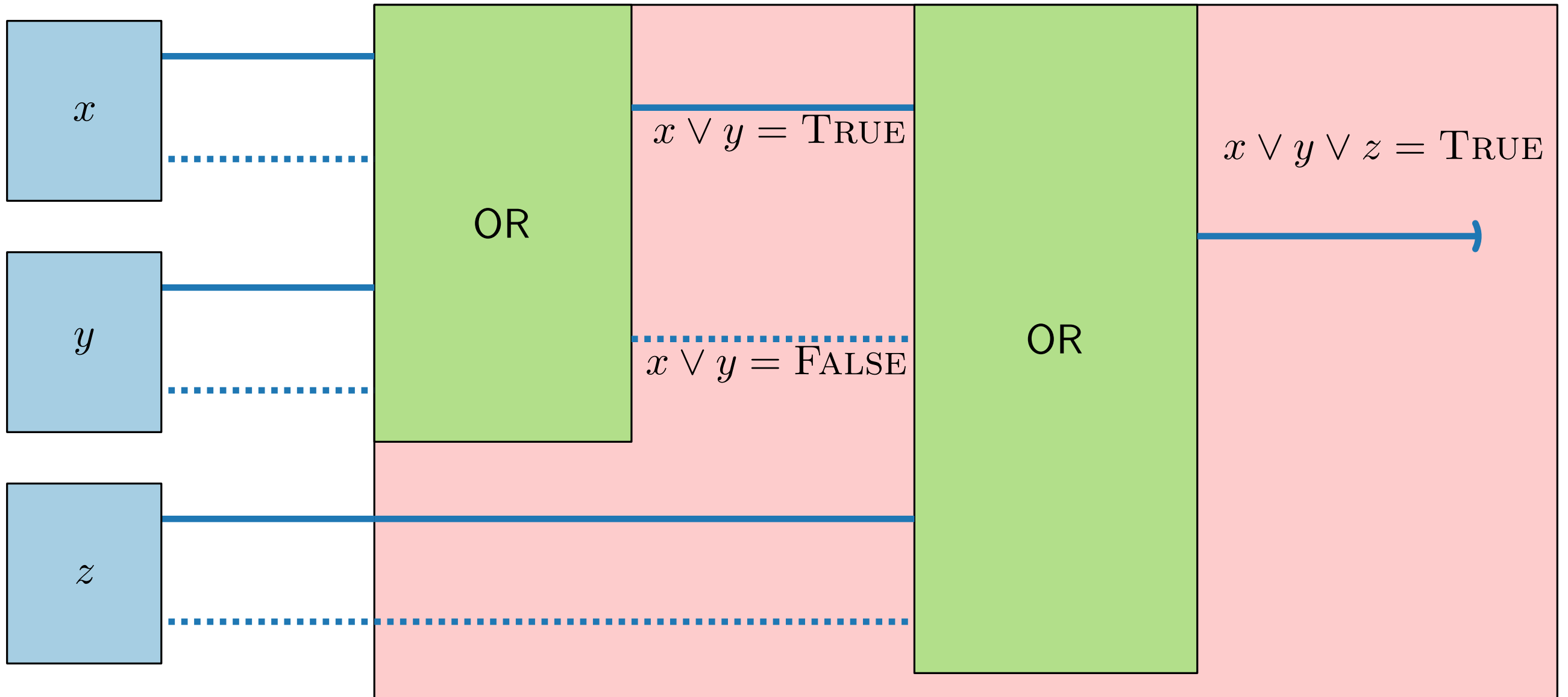
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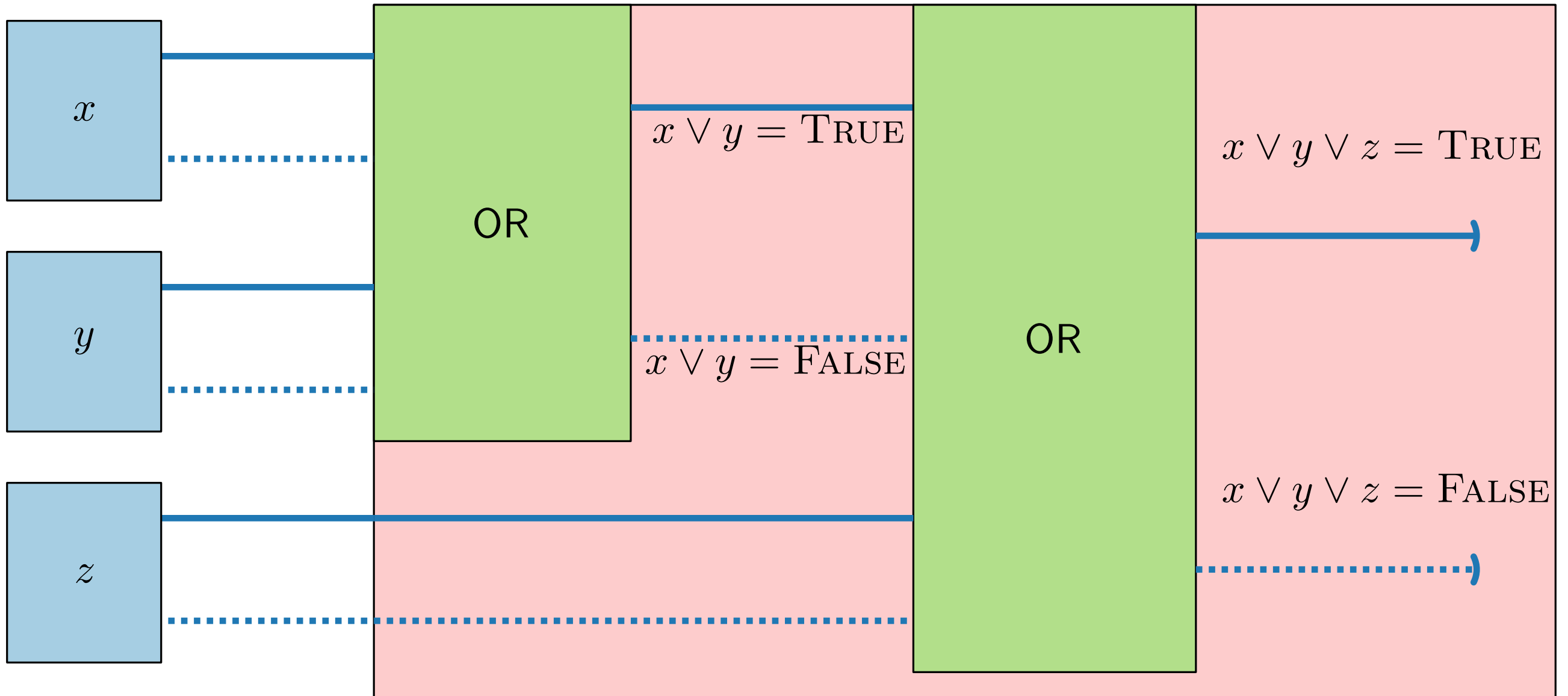
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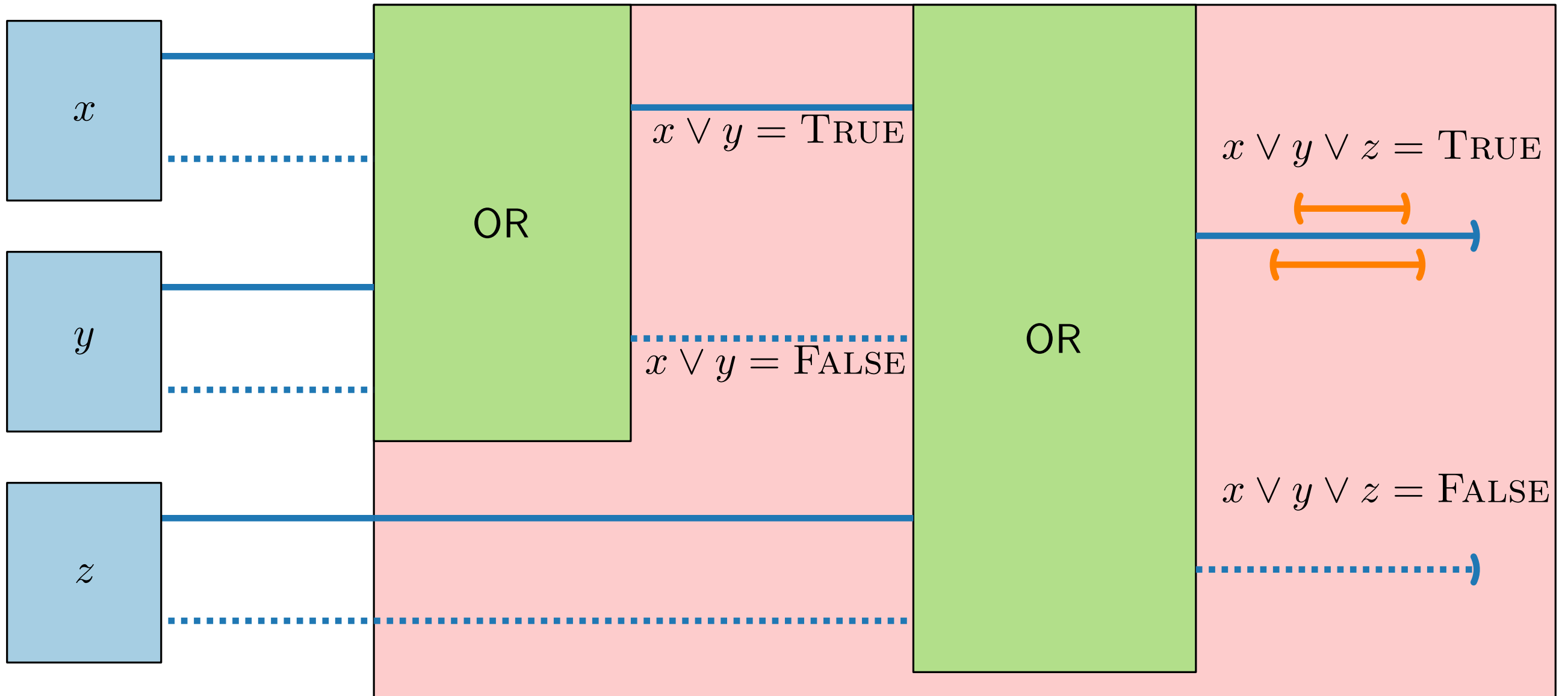
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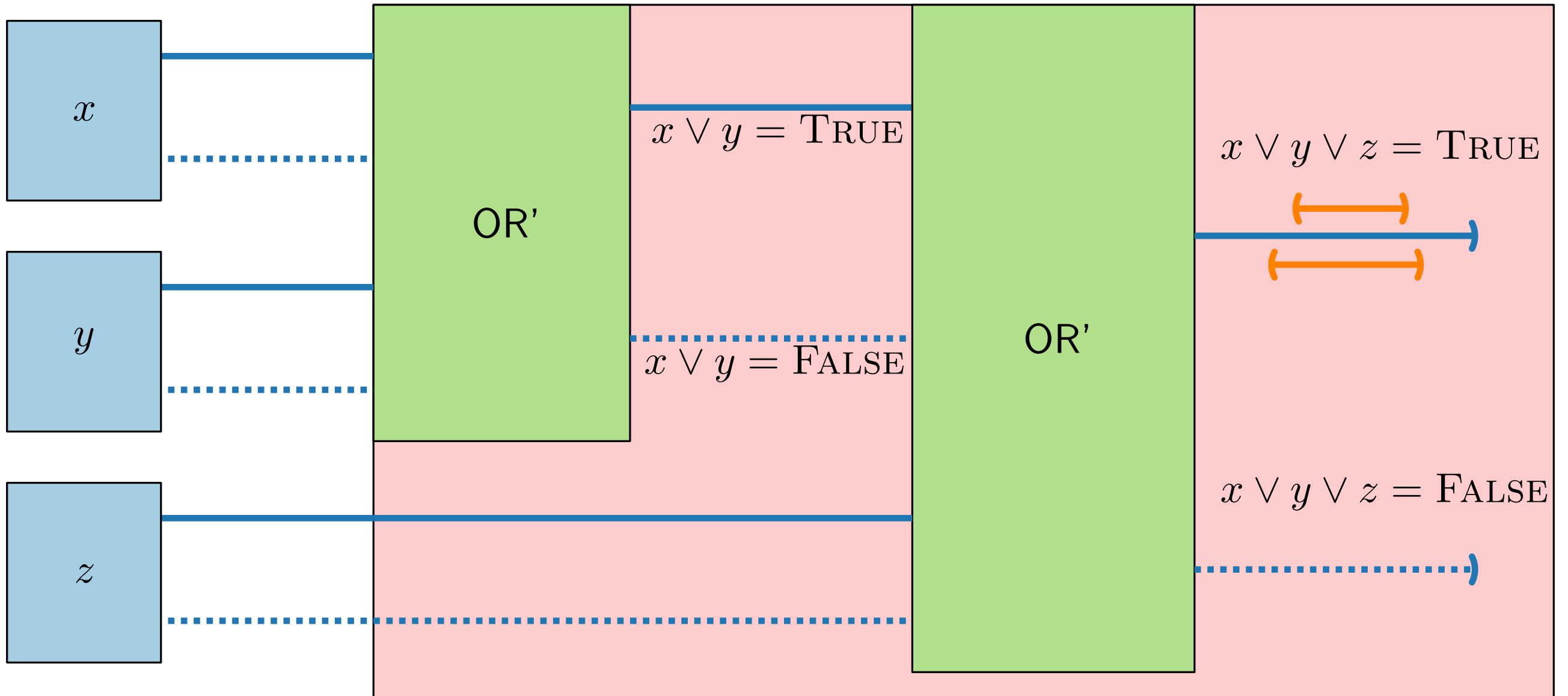
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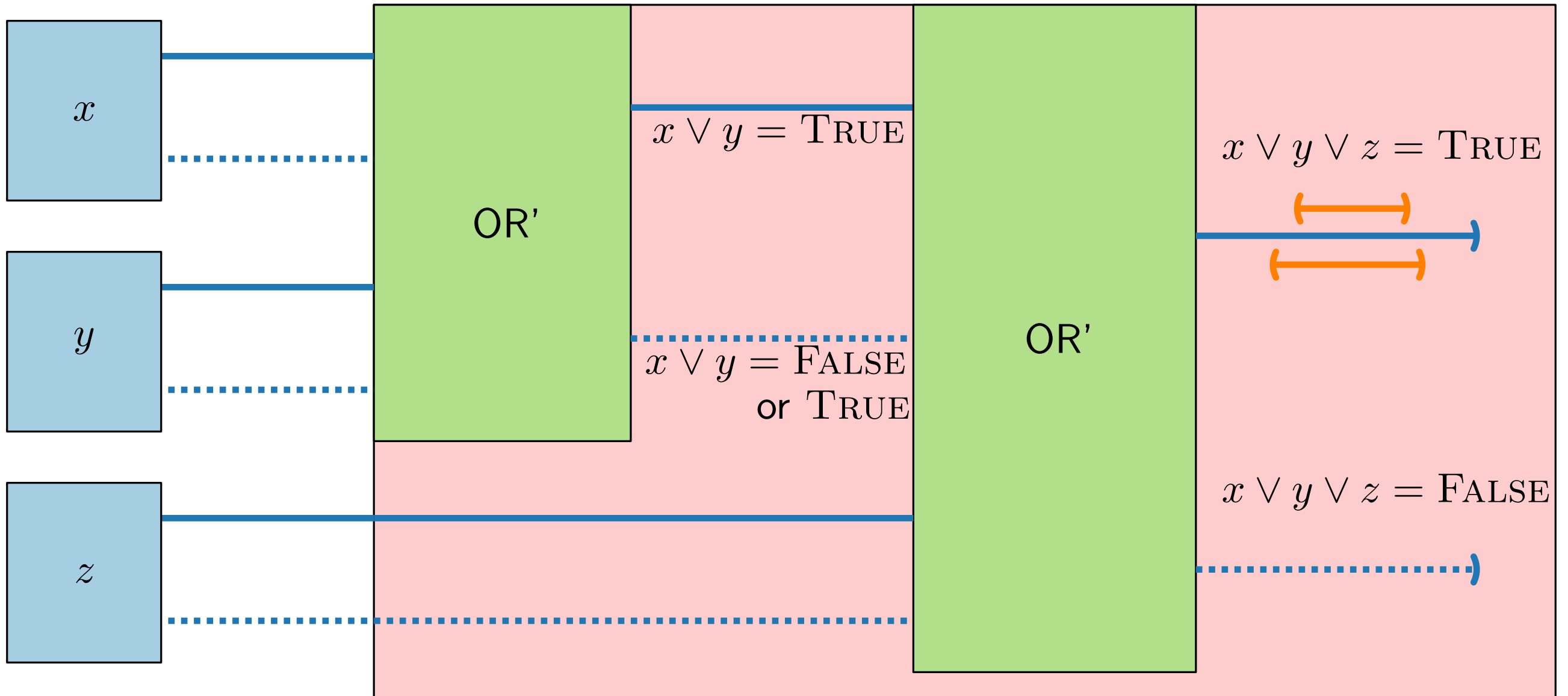
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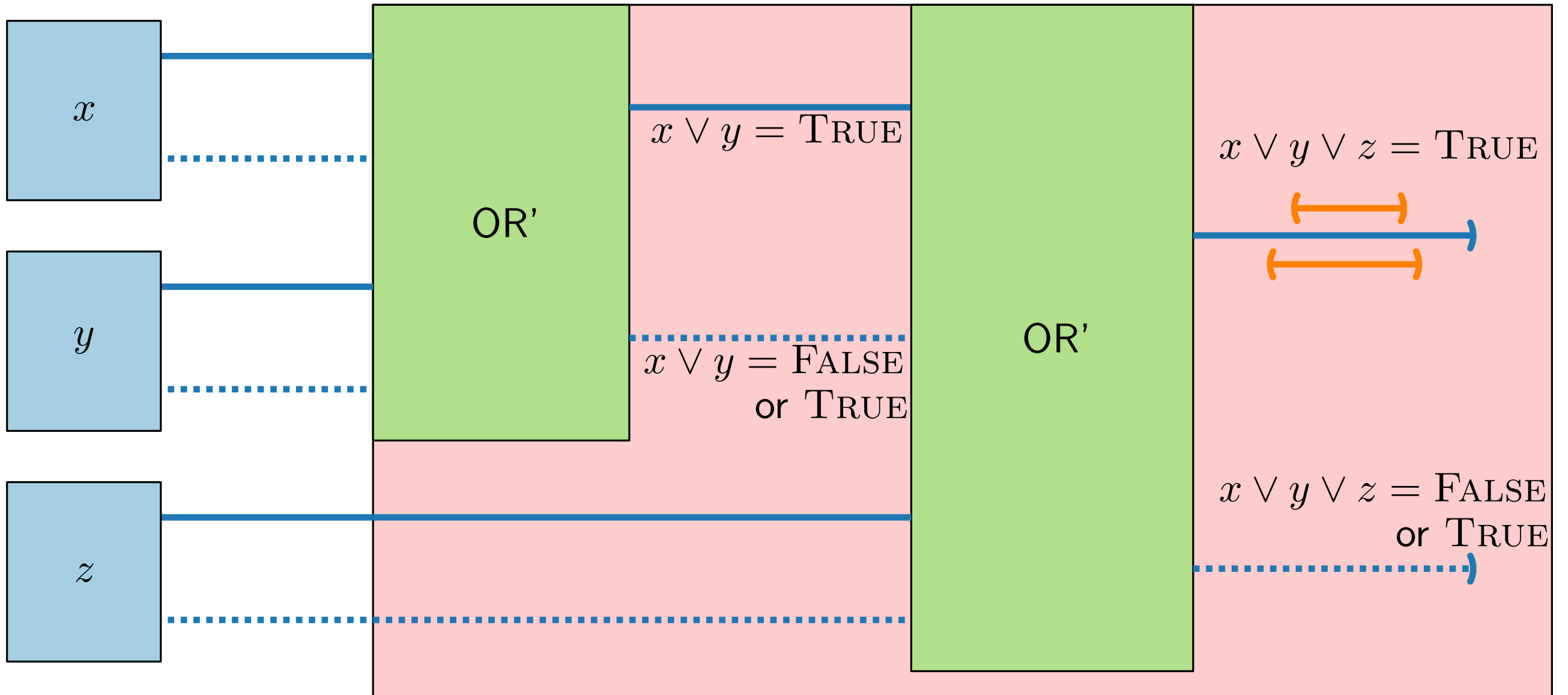
Clause Gadget

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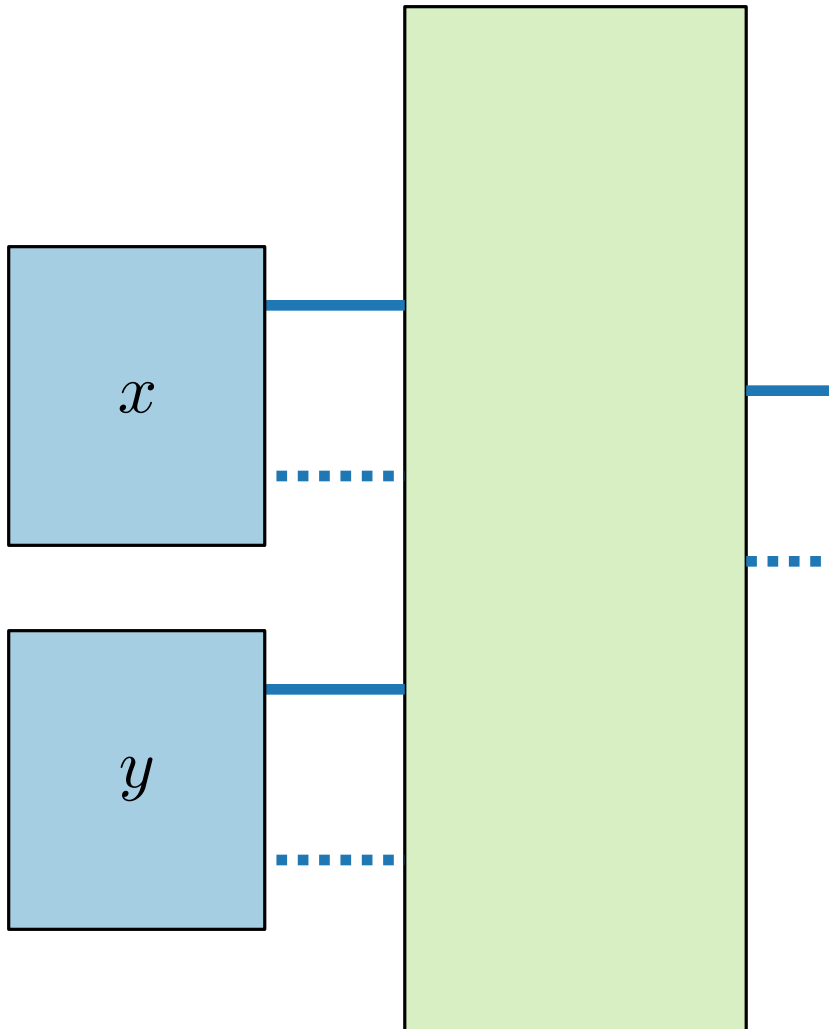


Clause Gadget

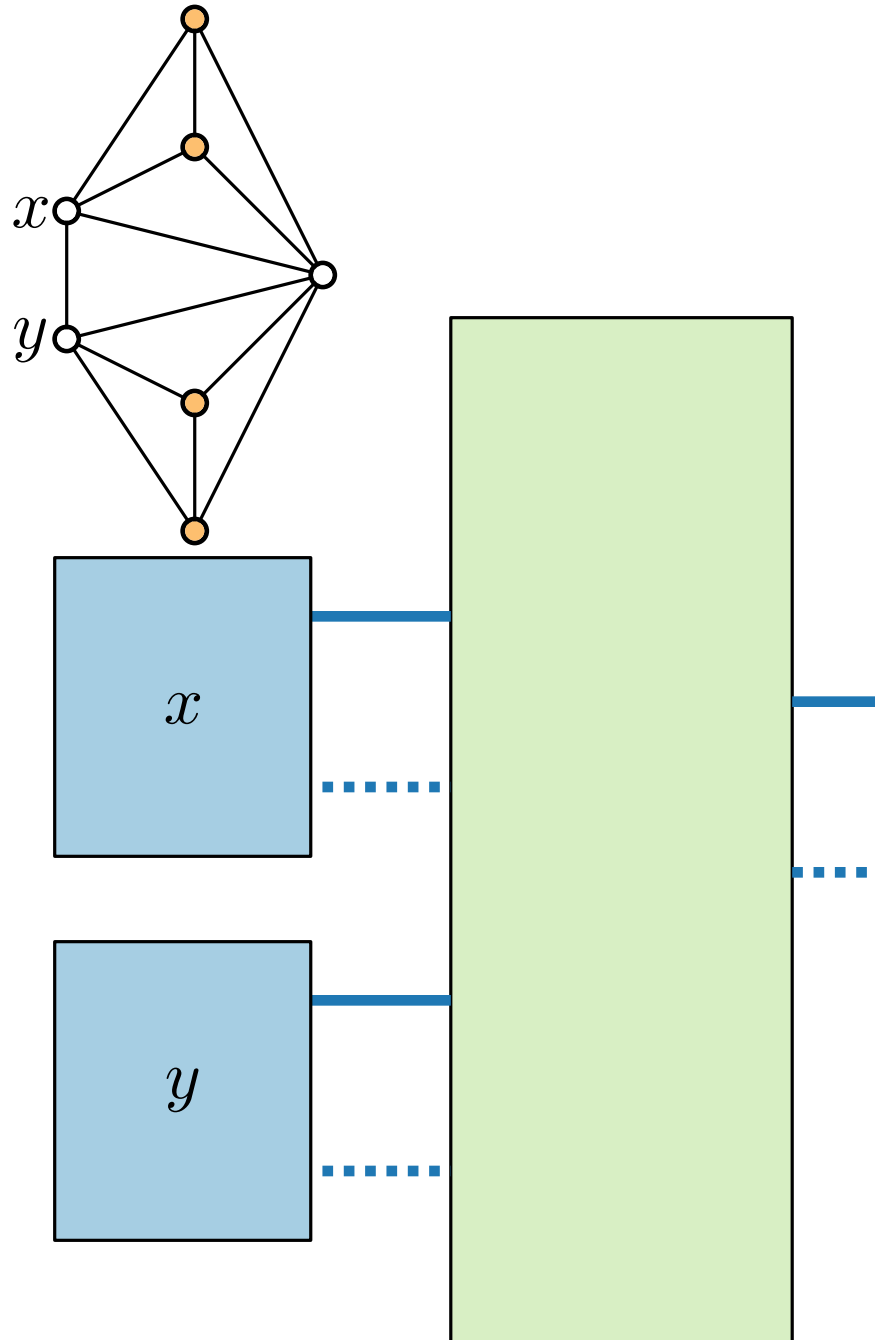
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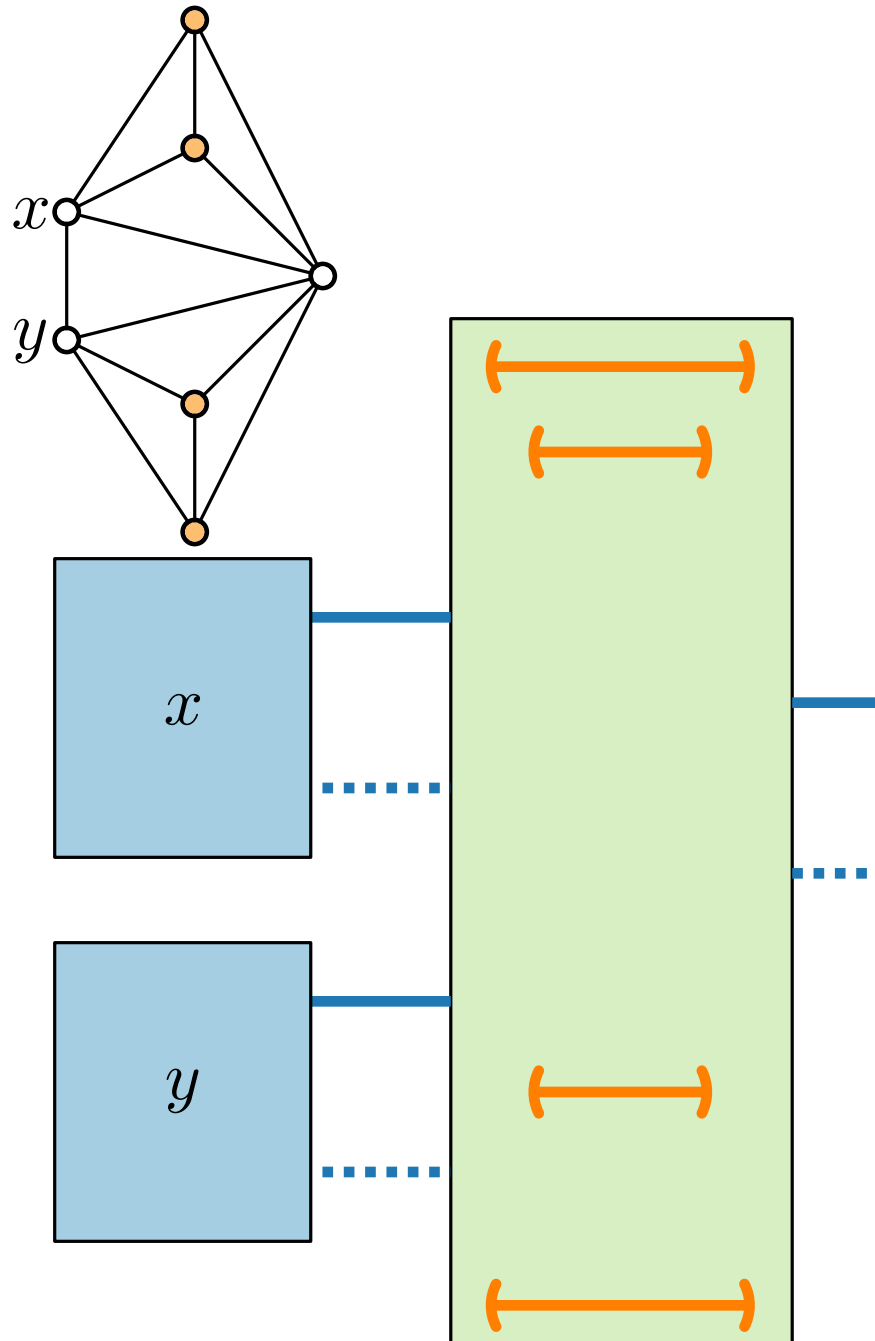
OR' Gadget



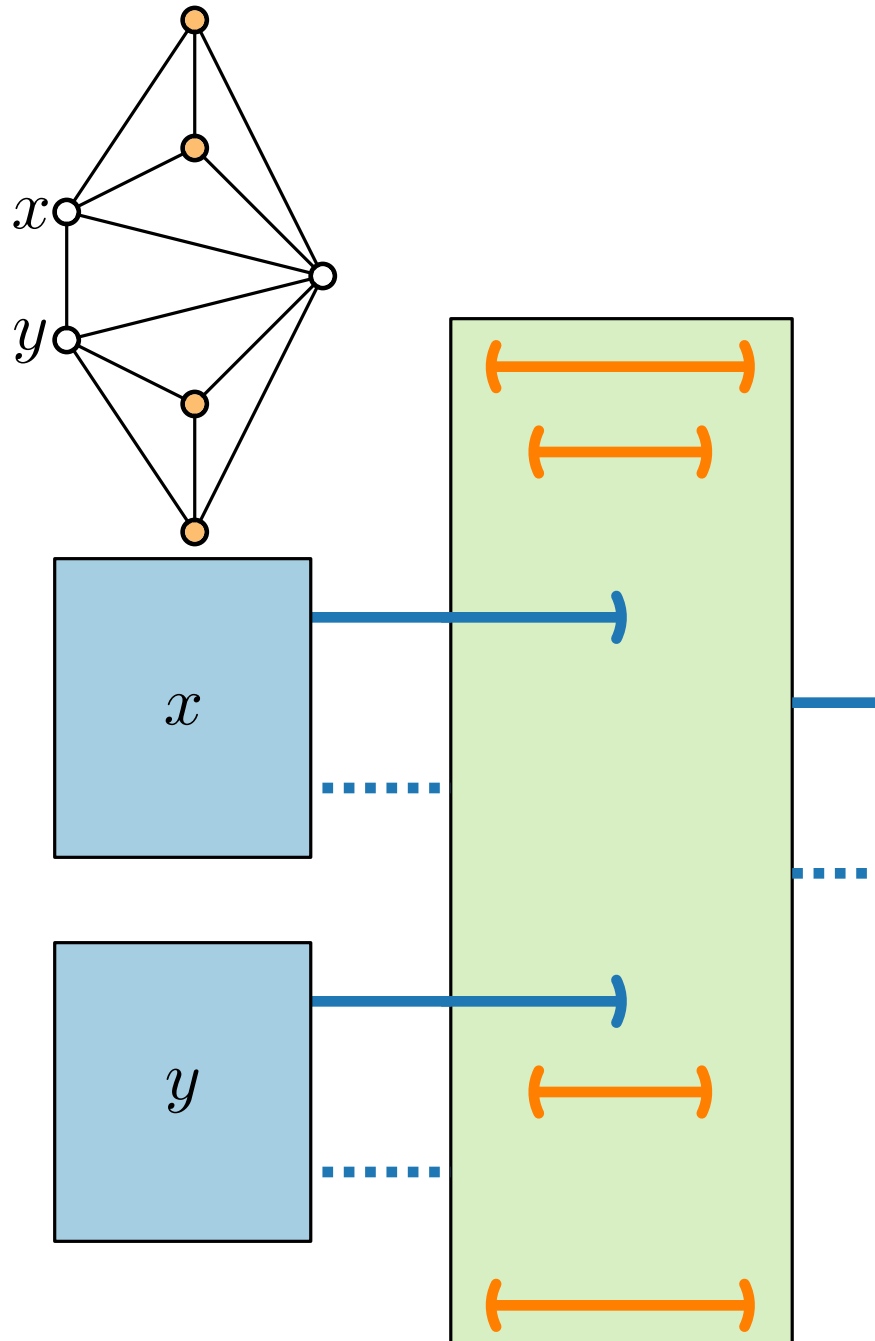
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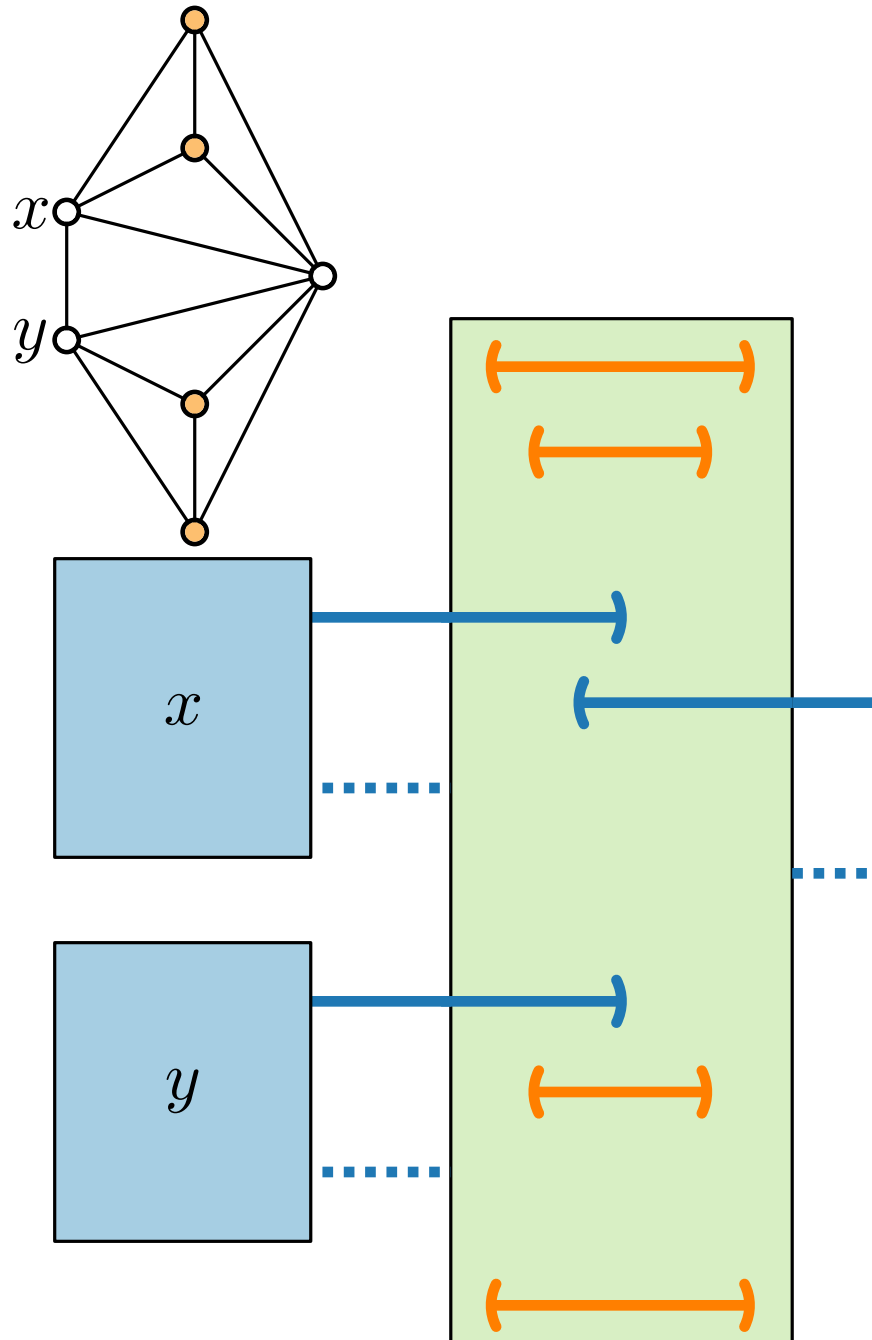
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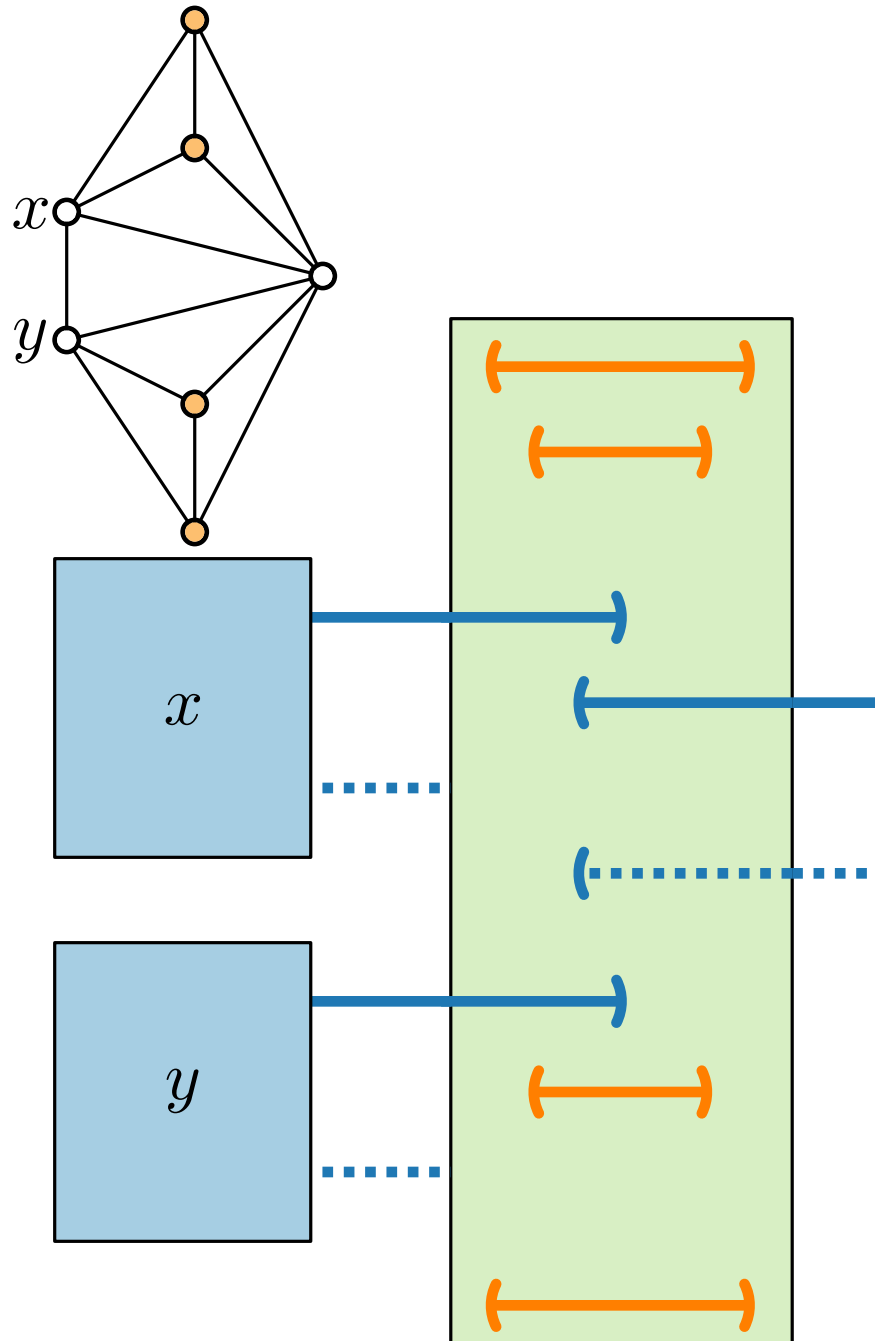
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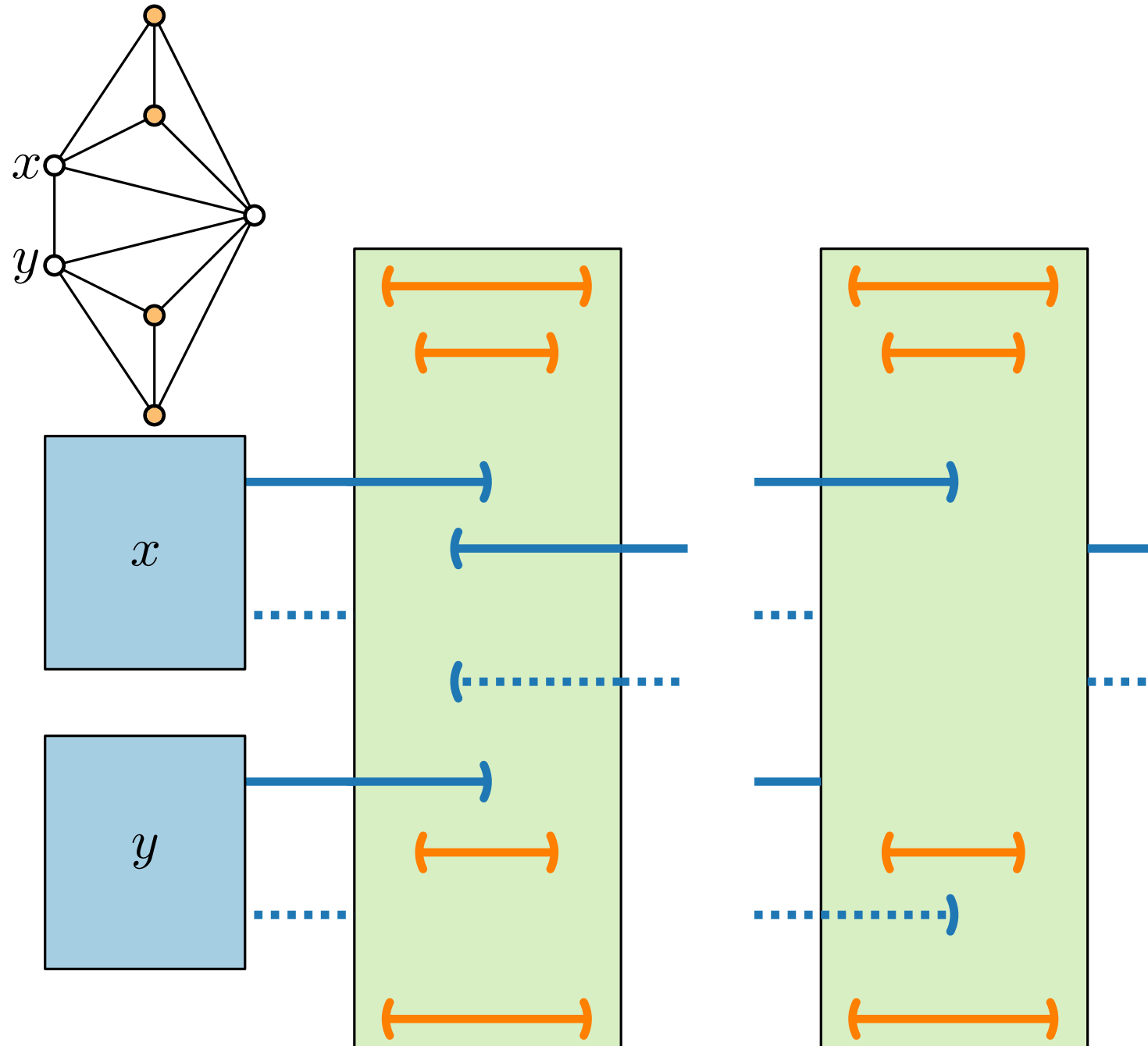
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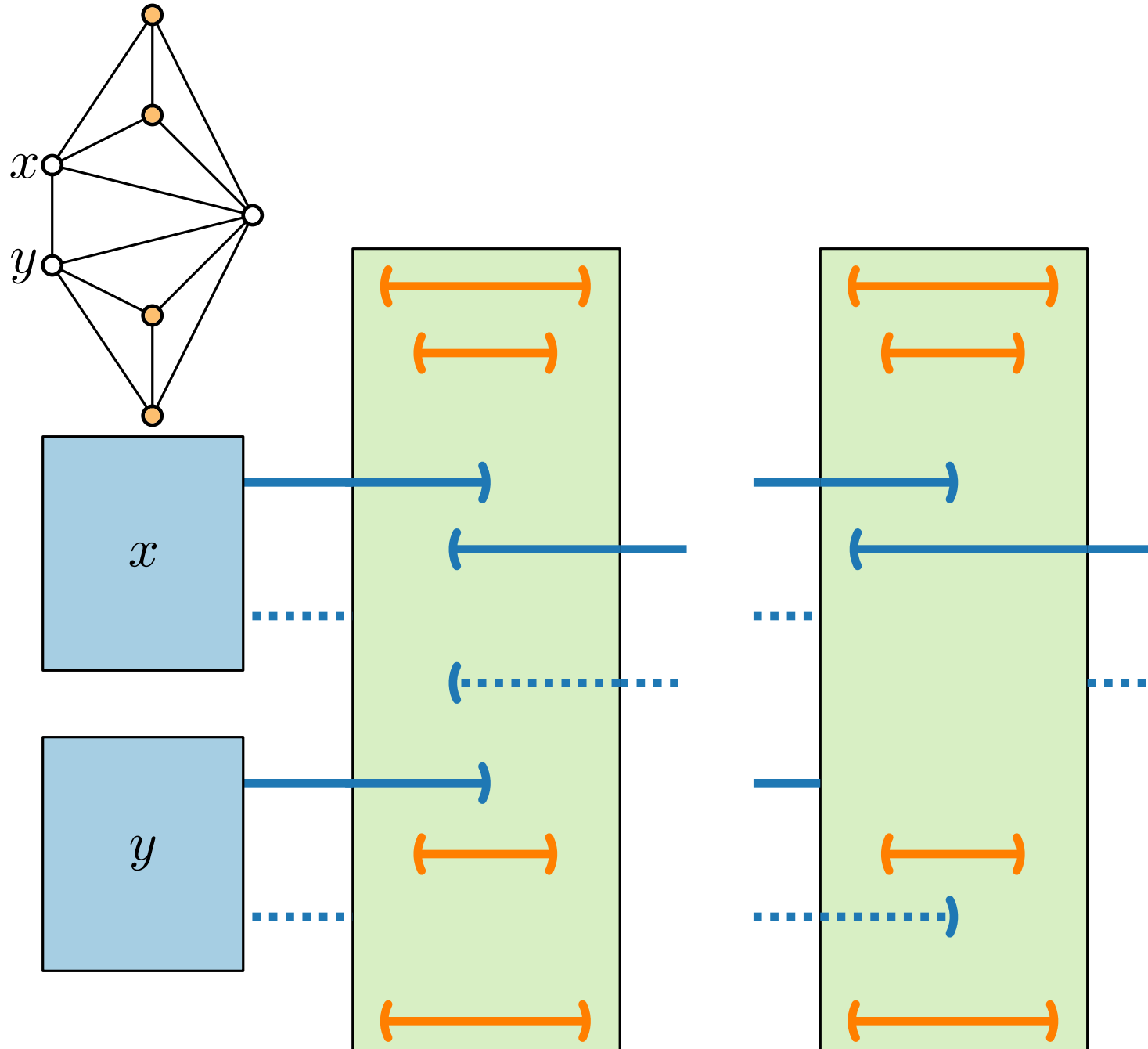
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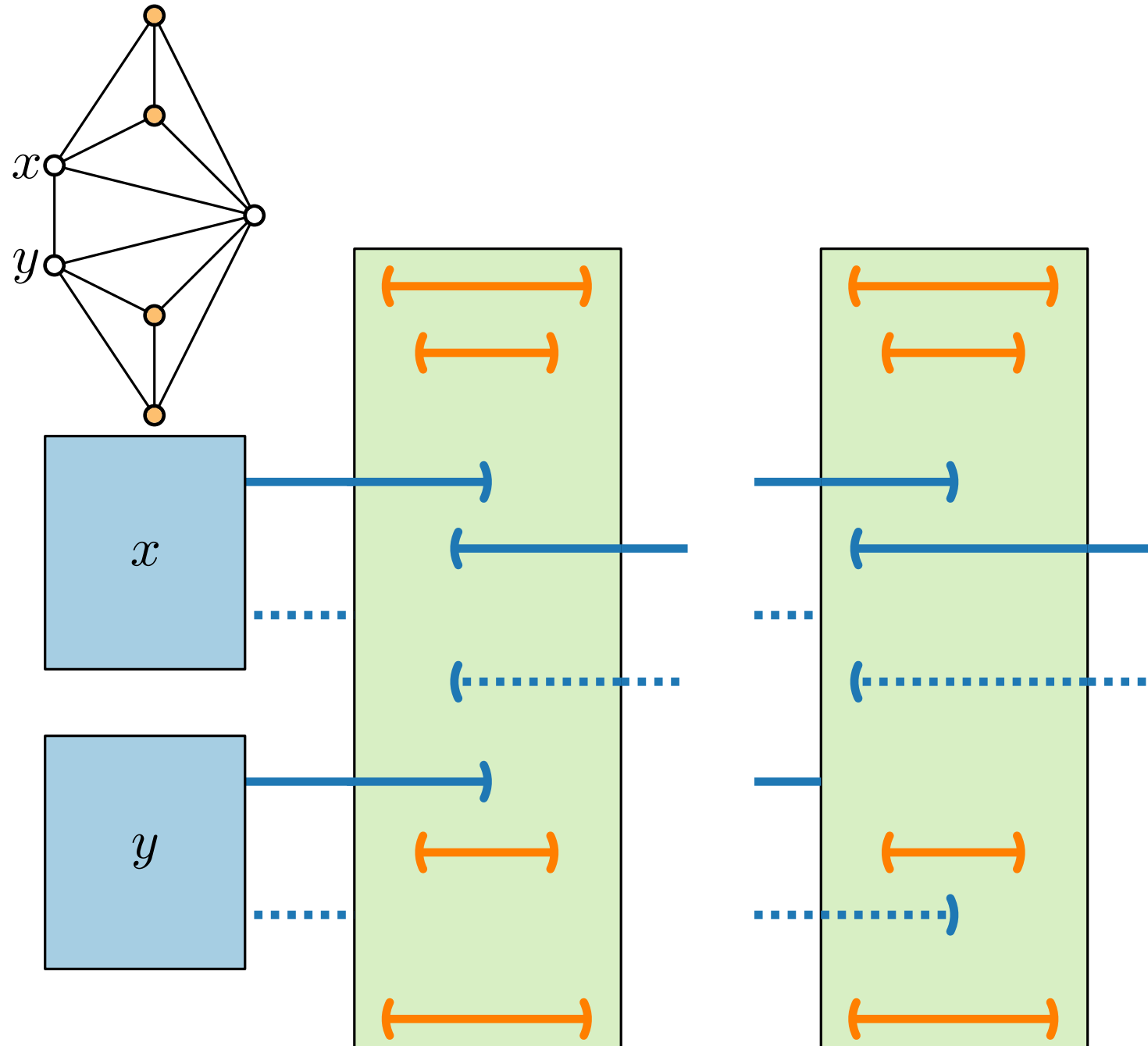
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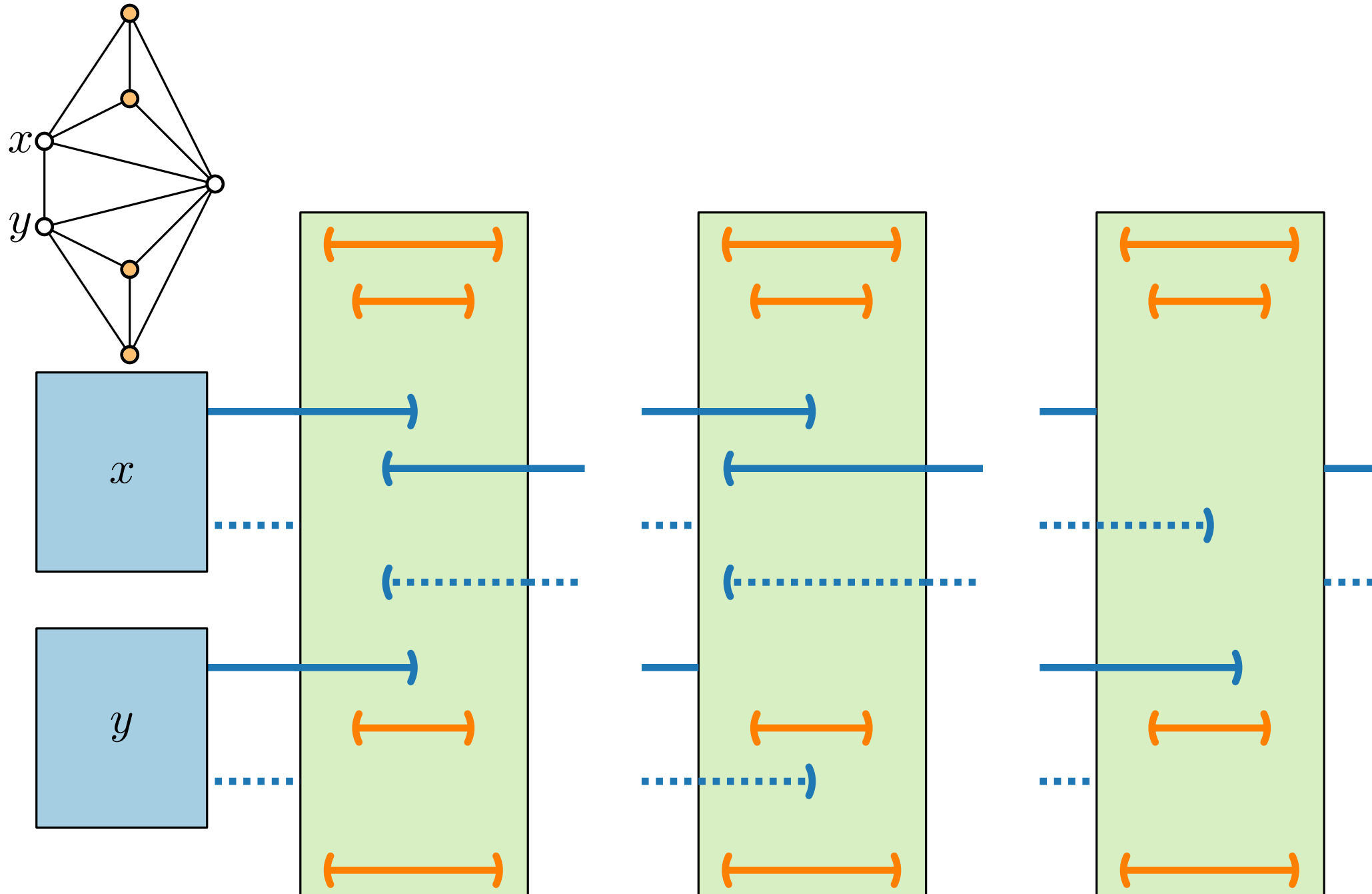
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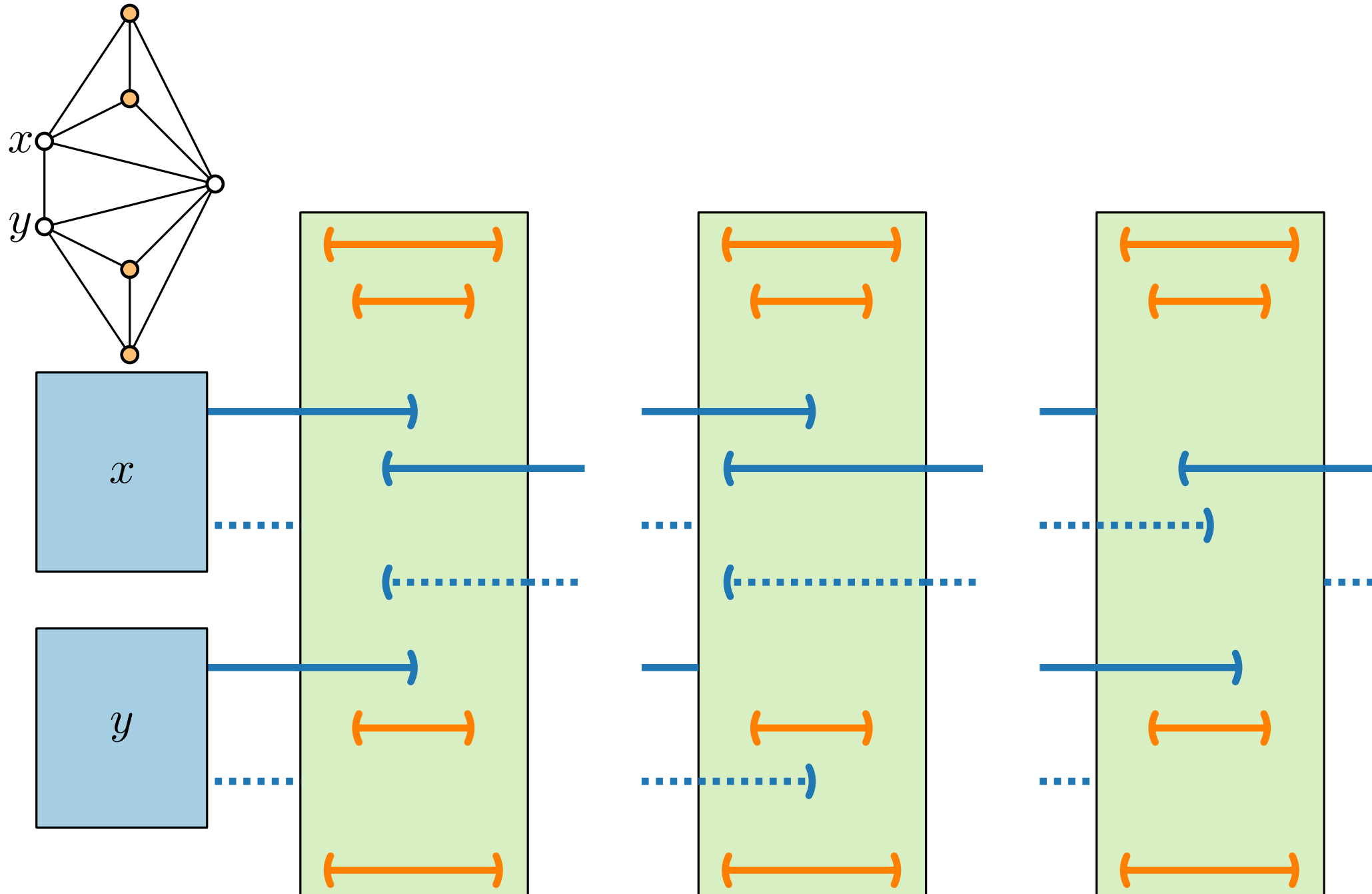
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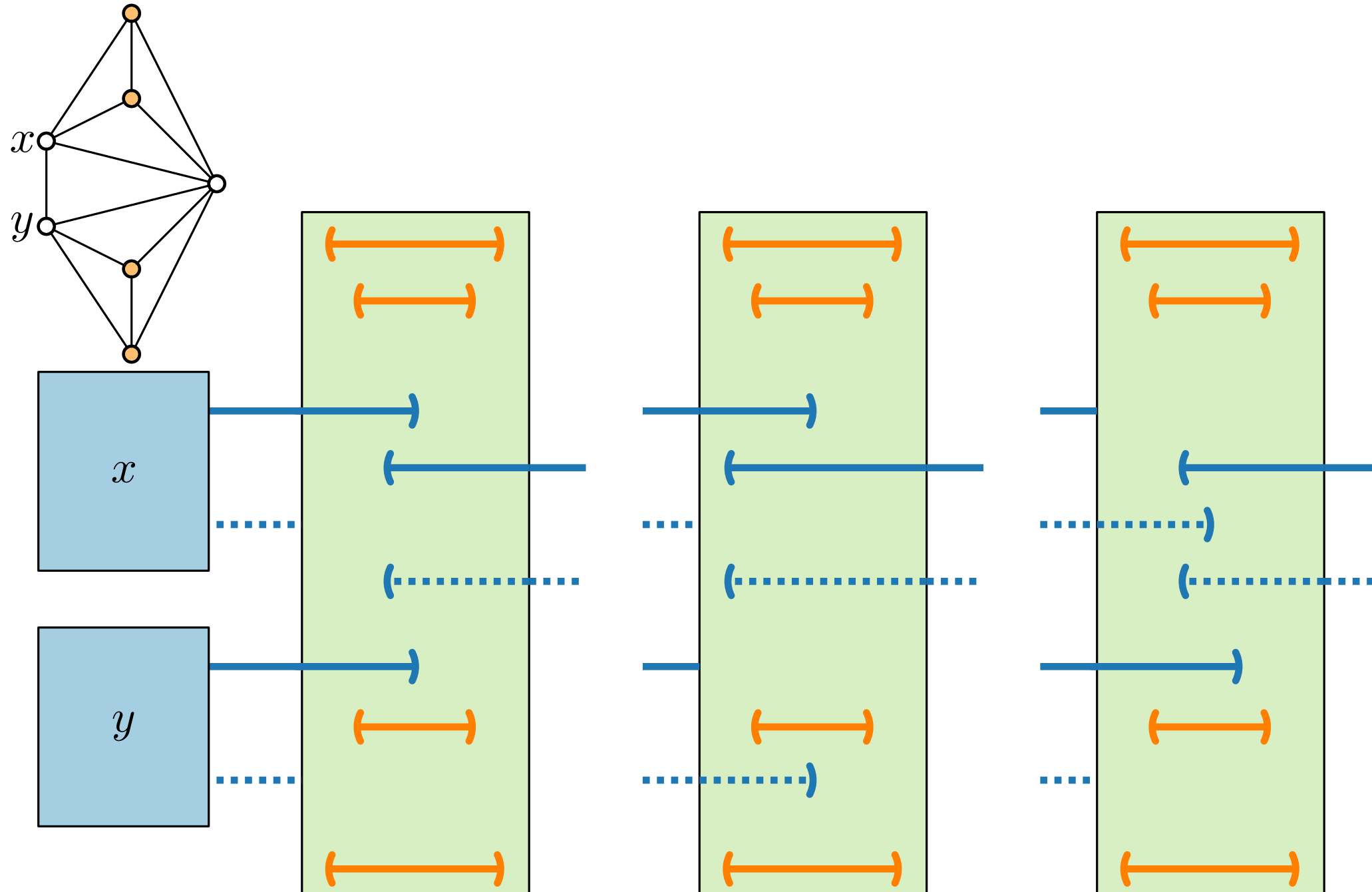
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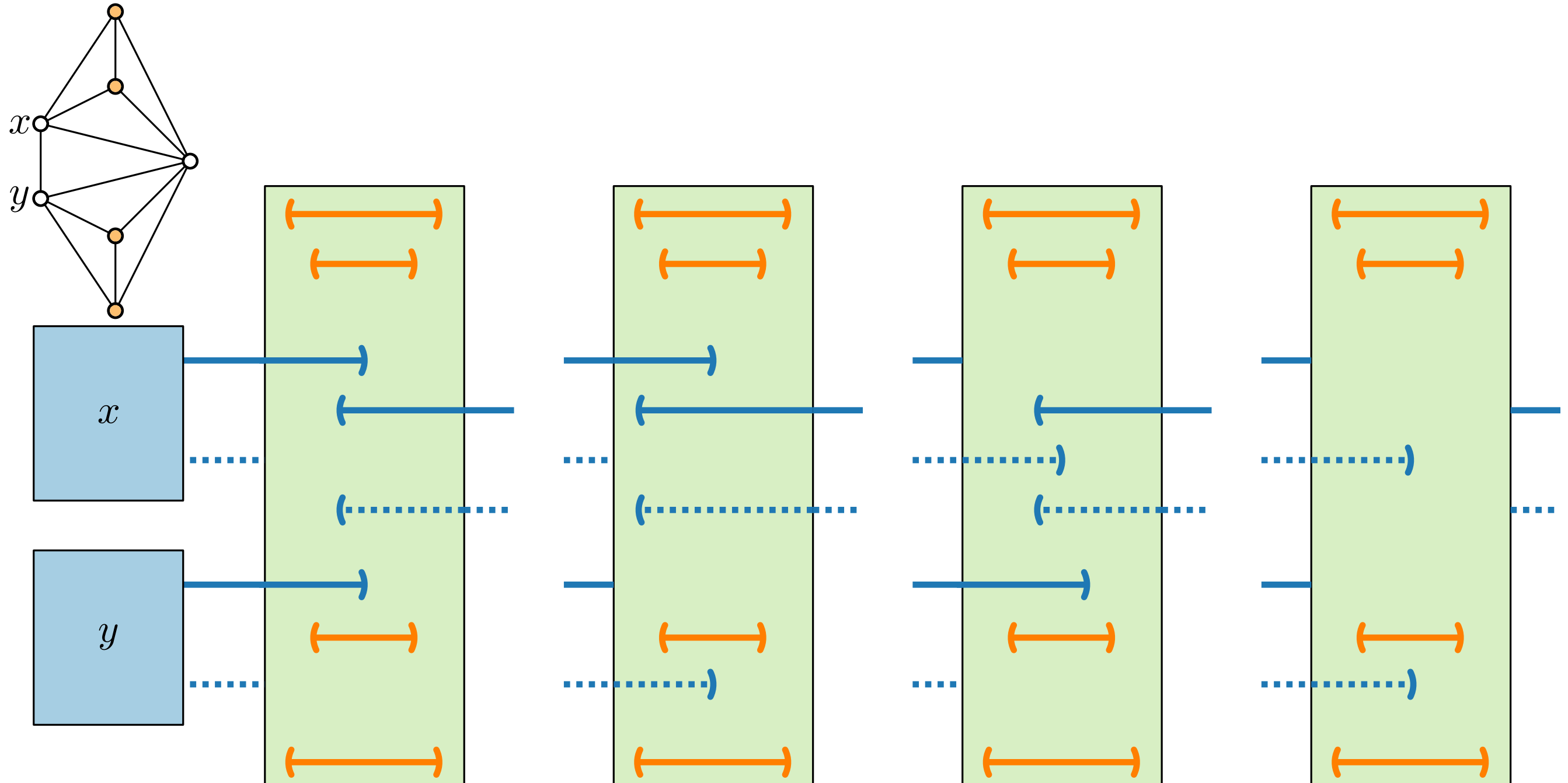
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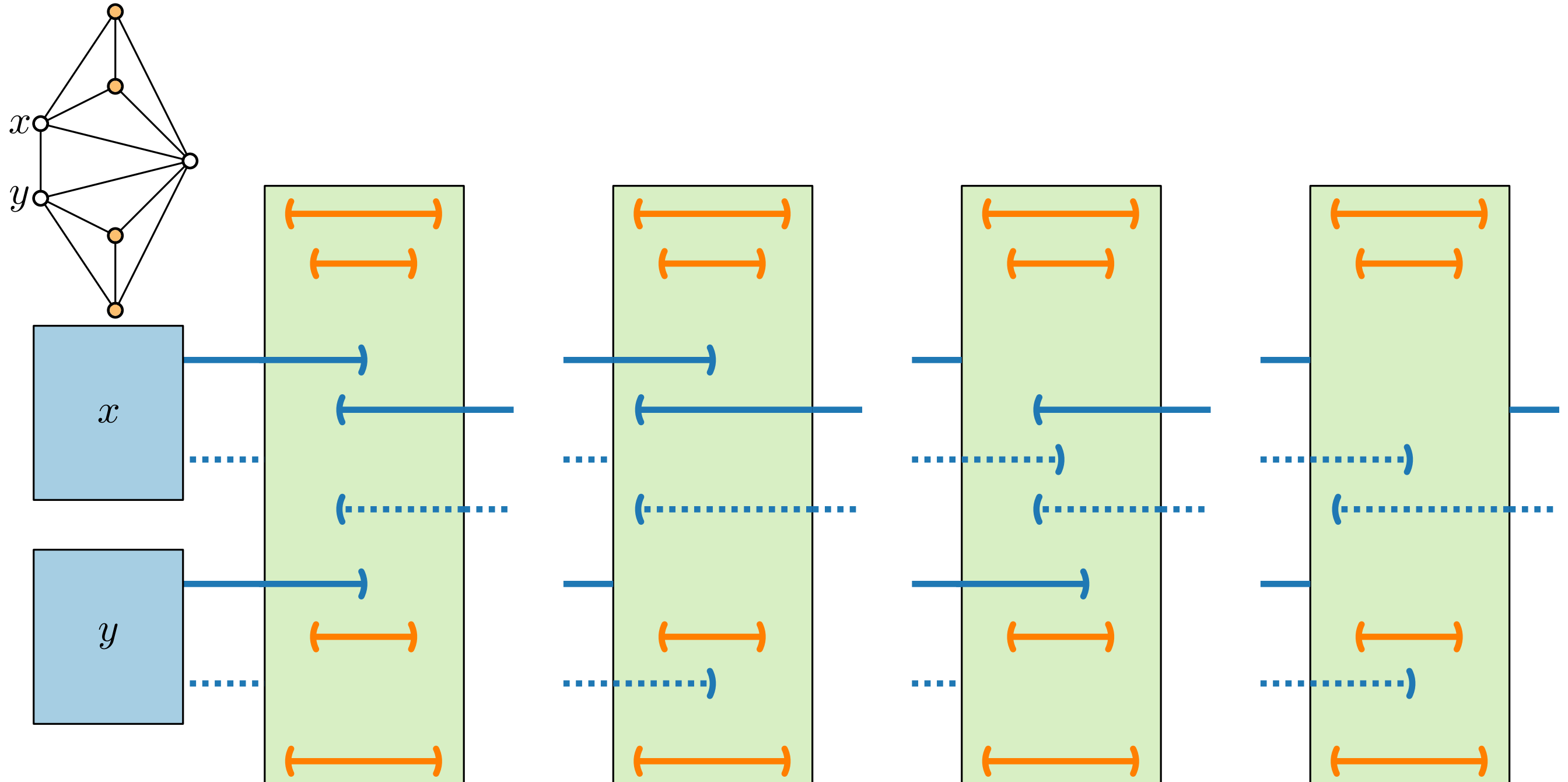
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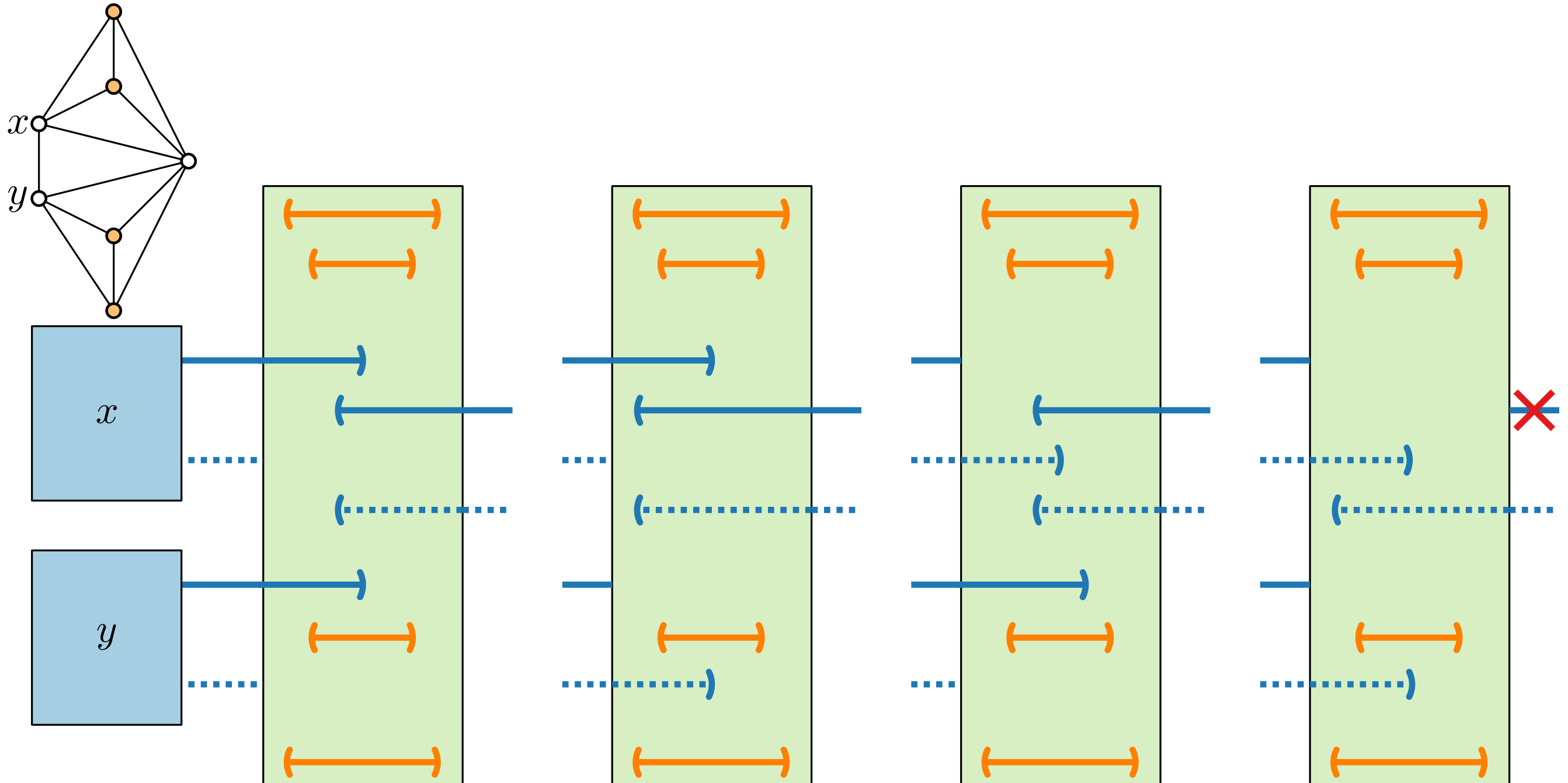
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Discussion

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- Can **strong** bar visibility recognition / representation extension be solved in polynomial time for *st*-graphs?

Literature

Main source:

- [Chaplick, Guśpiel, Gutowski, Krawczyk, Liotta '18]
The Partial Visibility Representation Extension Problem

Referenced papers:

- [Gutwenger, Mutzel '01] A Linear Time Implementation of SPQR-Trees
- [Wismath '85] Characterizing bar line-of-sight graphs
- [Tamassia, Tollis '86] Algorithms for visibility representations of planar graphs
- [Andreae '92] Some results on visibility graphs
- [Chaplick, Dorbec, Kratchovíl, Montassier, Stacho '14]
Contact representations of planar graphs: Extending a partial representation is hard