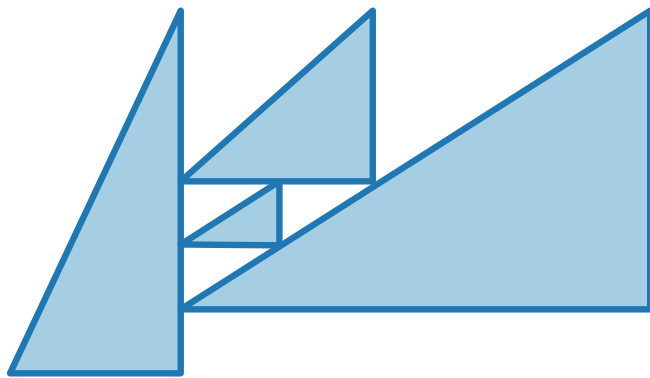


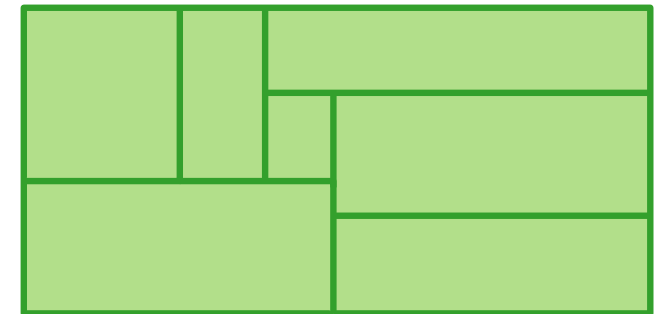
Visualization of Graphs

Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



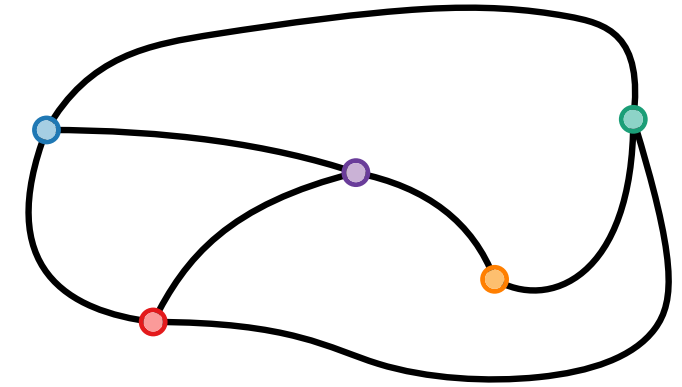
Johannes Zink



Summer semester 2024

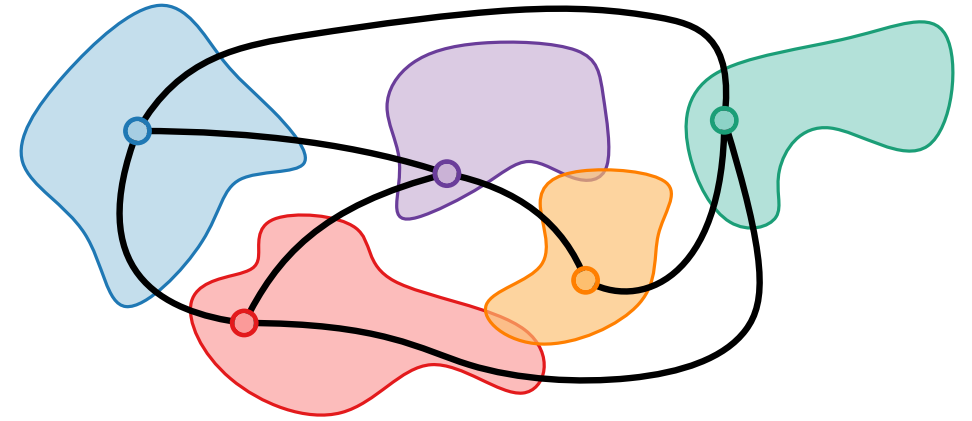
Intersection Representation of Graphs

In an **intersection representation** of a graph,
– each vertex is represented by a set



Intersection Representation of Graphs

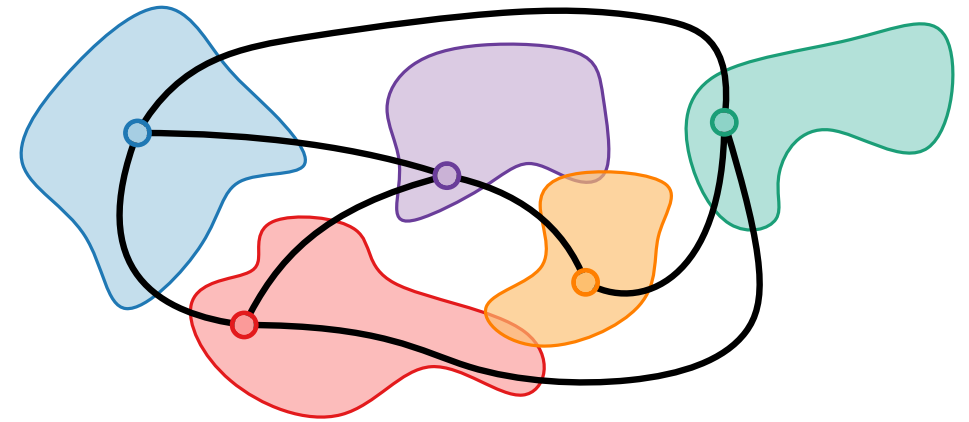
- In an **intersection representation** of a graph,
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 - such that



Intersection Representation of Graphs

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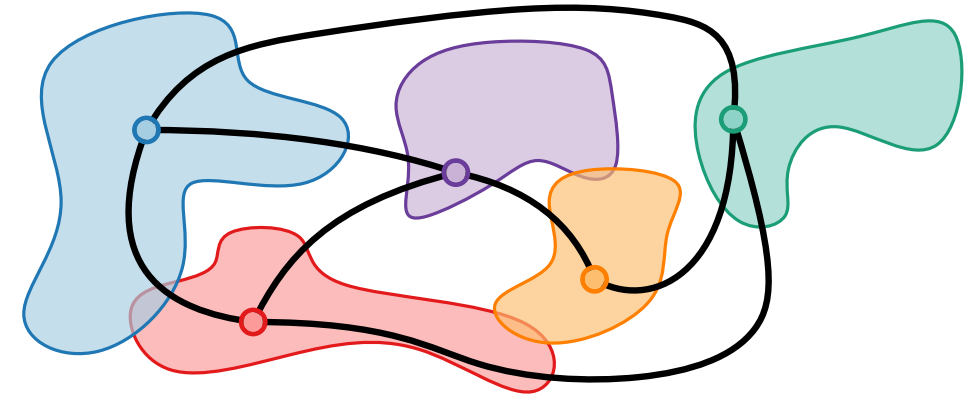
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Intersection Representation of Graphs

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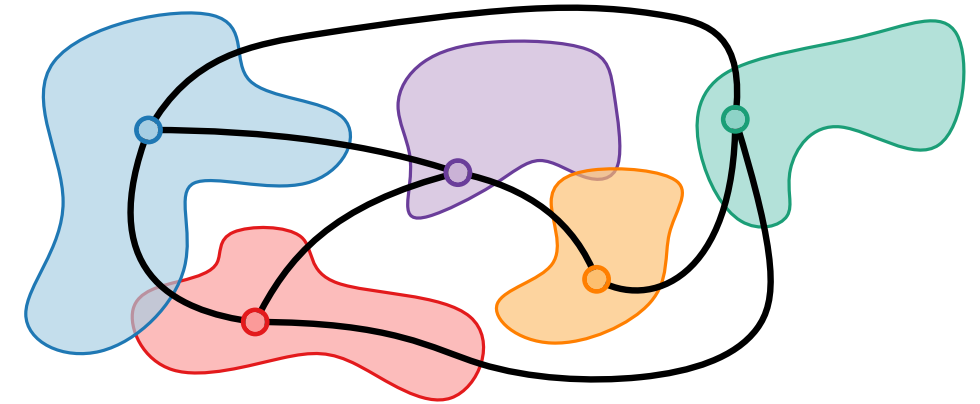
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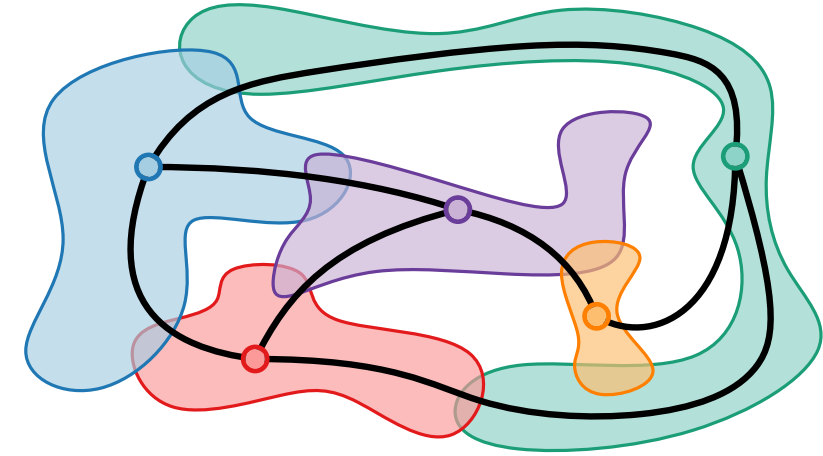
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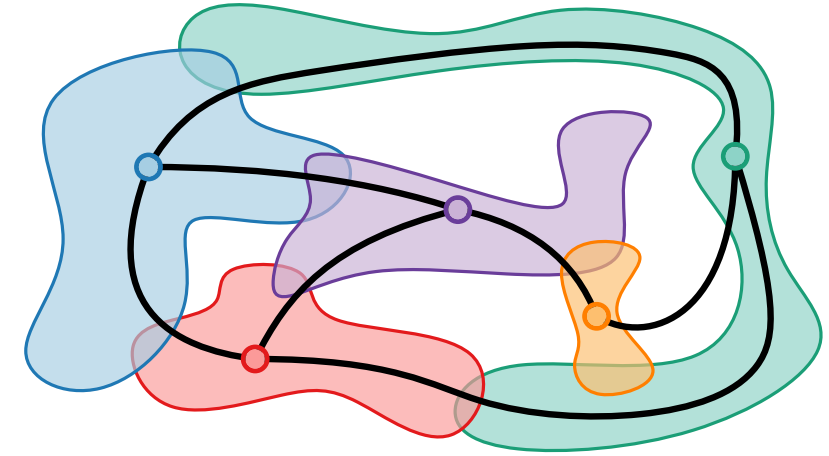


Intersection Representation of Graphs

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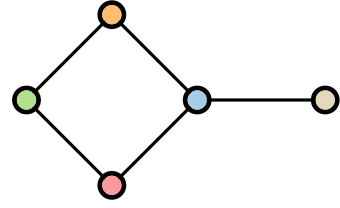
- each vertex is represented by a set
- such that two sets intersect \Leftrightarrow the corresponding vertices are adjacent.

For a collection \mathcal{S} of sets, the **intersection graph** $G(\mathcal{S})$ of \mathcal{S} has vertex set \mathcal{S} and edge set $\{\{S, S'\} : S, S' \in \mathcal{S}, S \neq S', \text{ and } S \cap S' \neq \emptyset\}$.



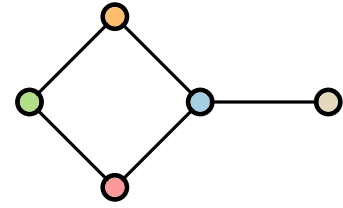
Contact Representation of Graphs

Let G be a graph.



Contact Representation of Graphs

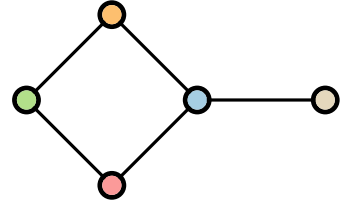
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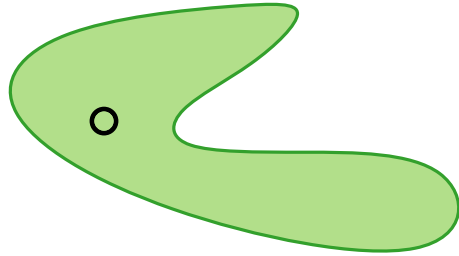
Represent each vertex v by a geometric object $S(v)$

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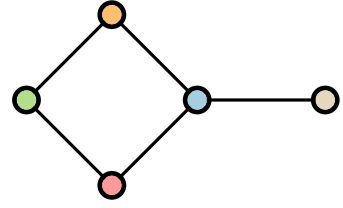


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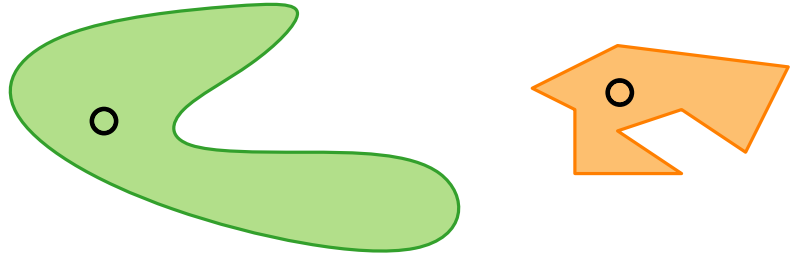


Contact Representation of Graphs

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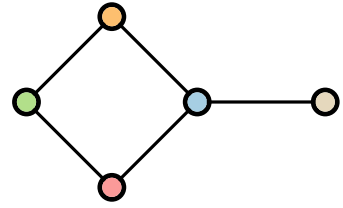


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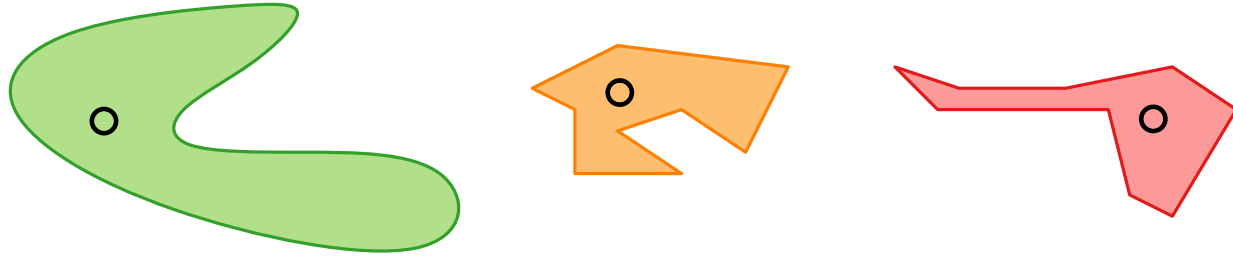


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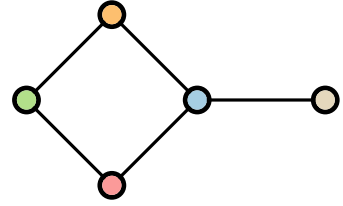


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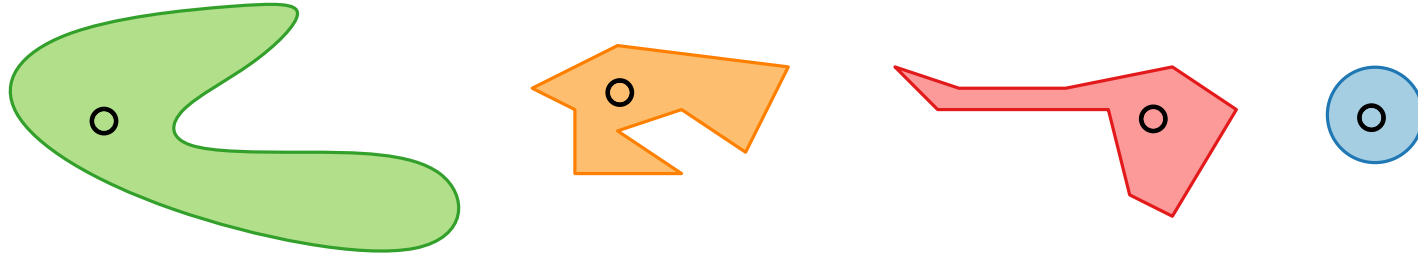


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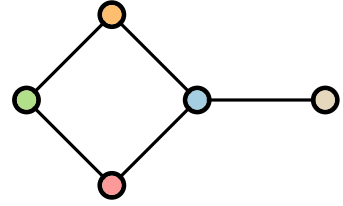


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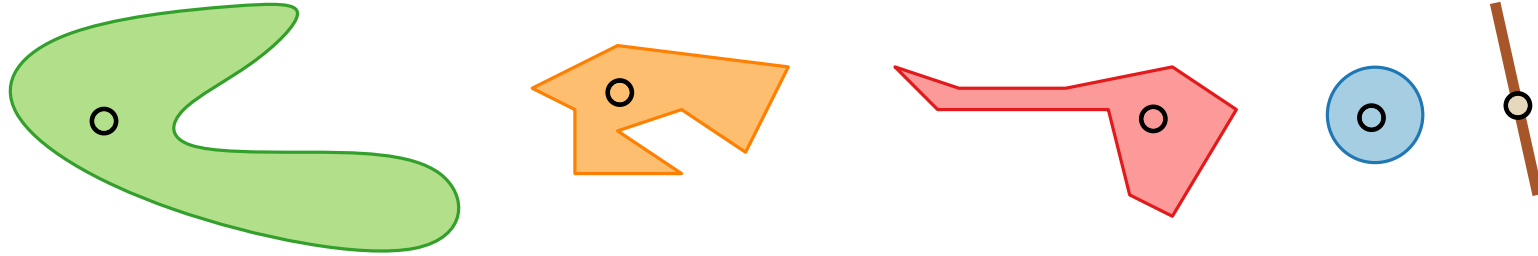


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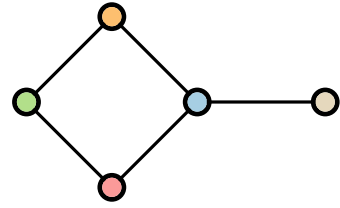


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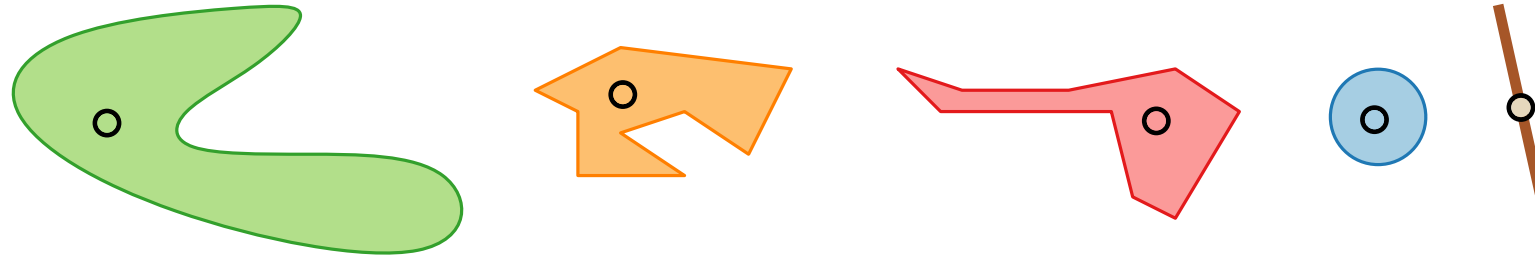


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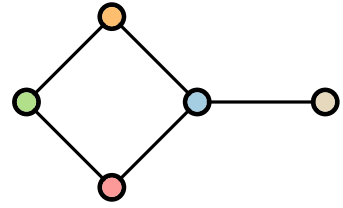
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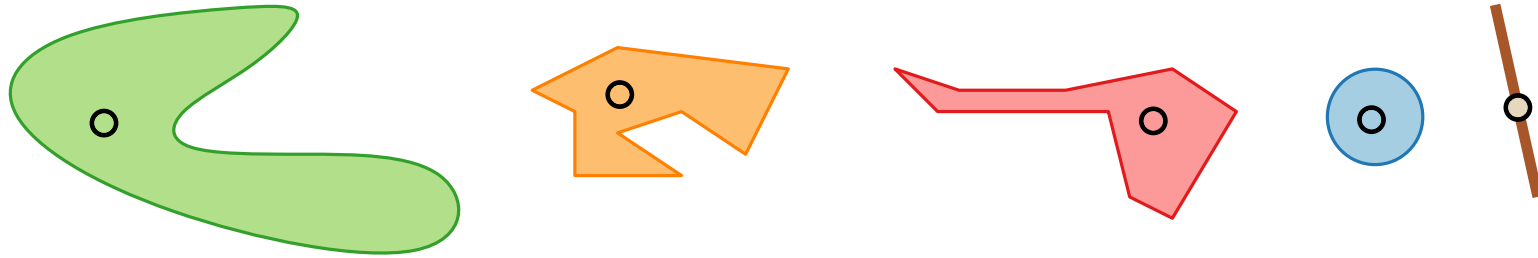
In a **contact representation** of G , $S(u)$ and $S(v)$ *touch* iff $uv \in E$

Contact Representation of Graphs

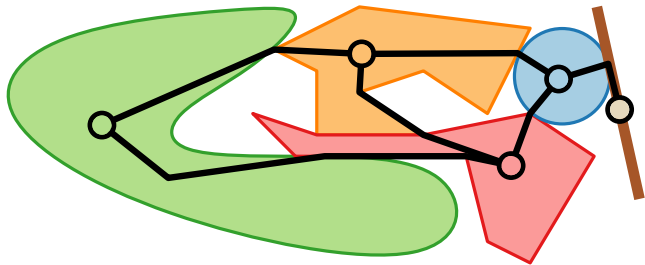
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Represent each vertex v by a geometric object $S(v)$

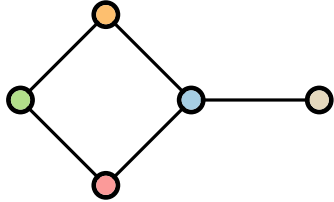


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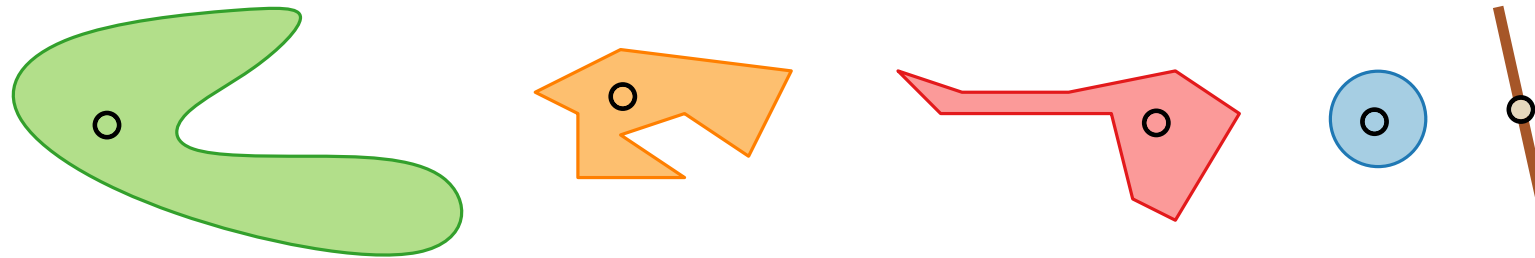
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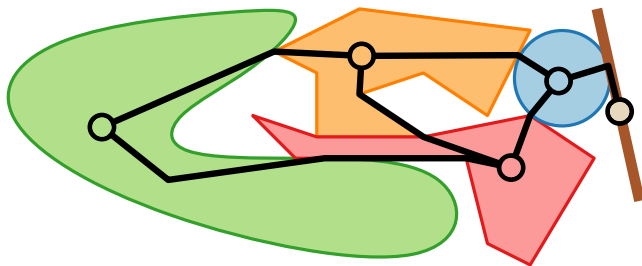


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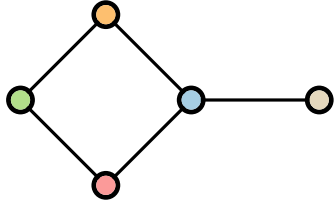


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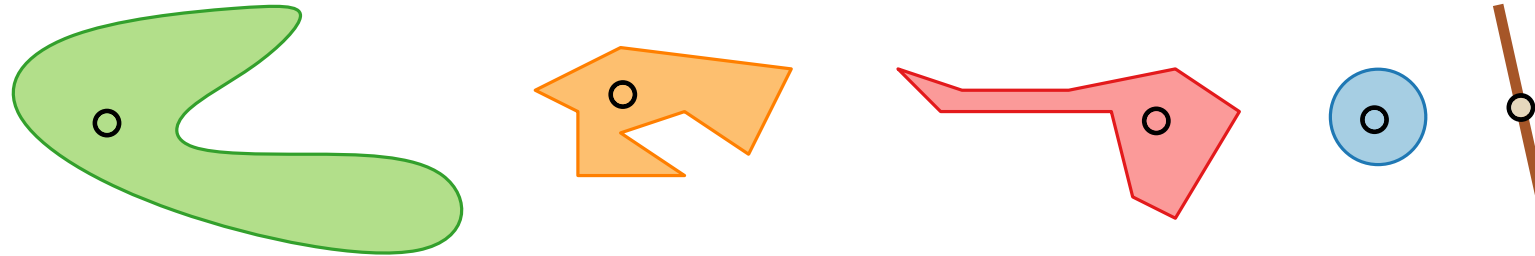
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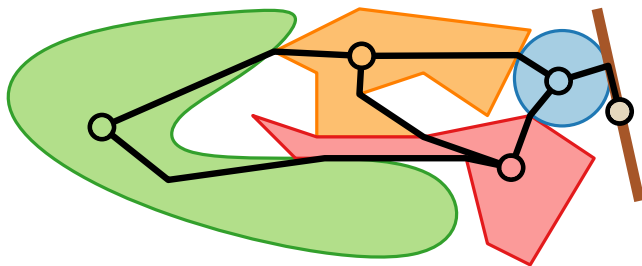


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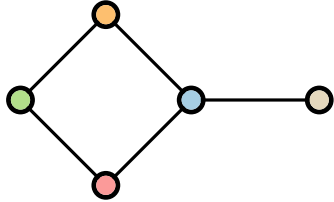


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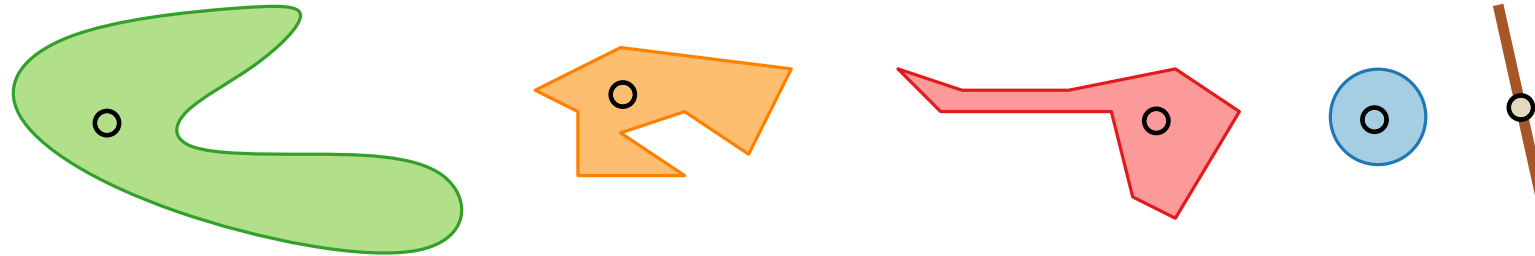
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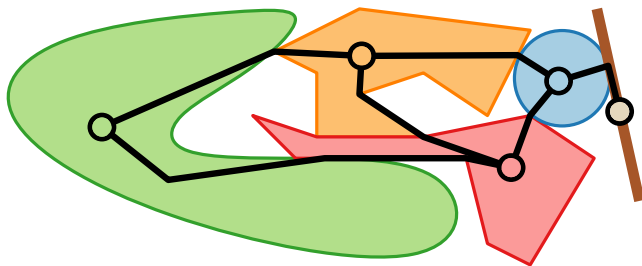


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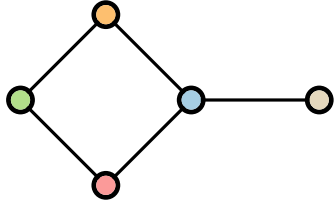


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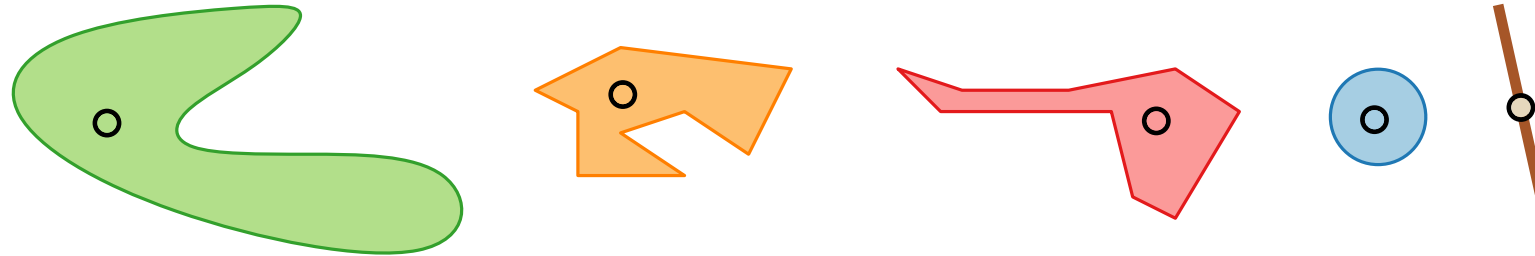
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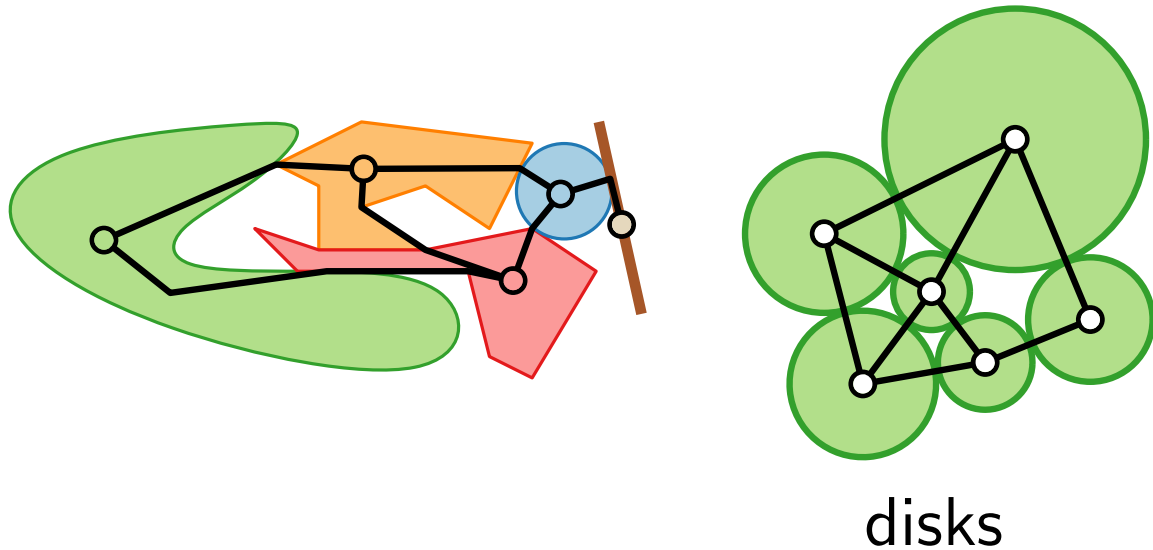


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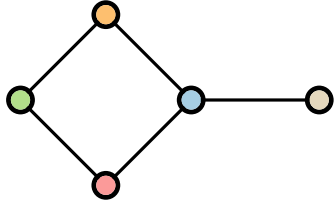


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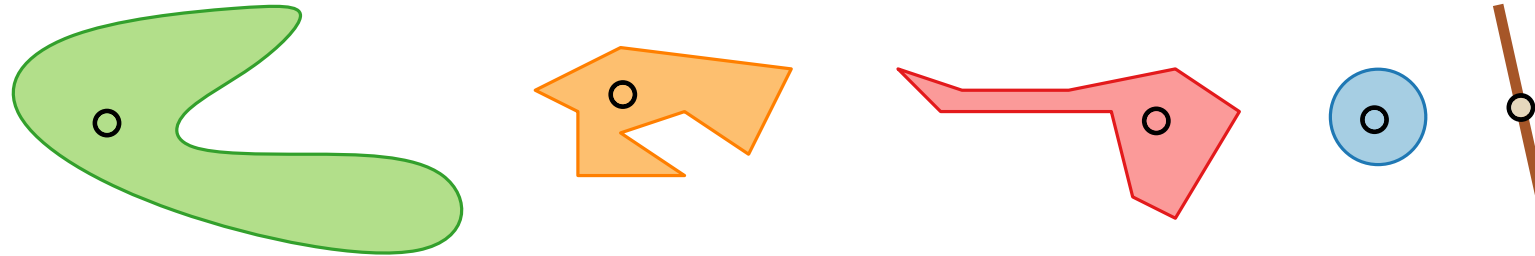
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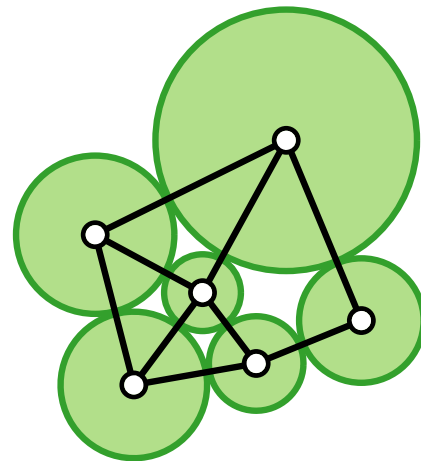
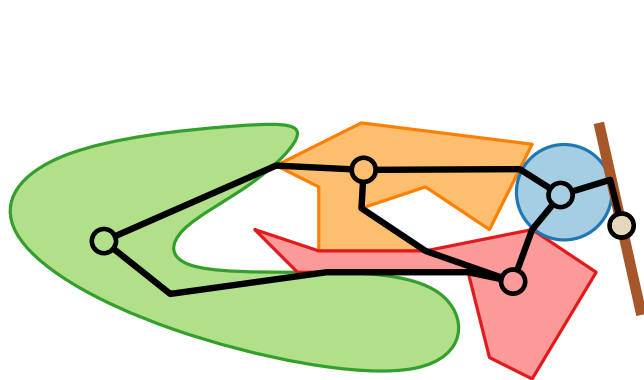


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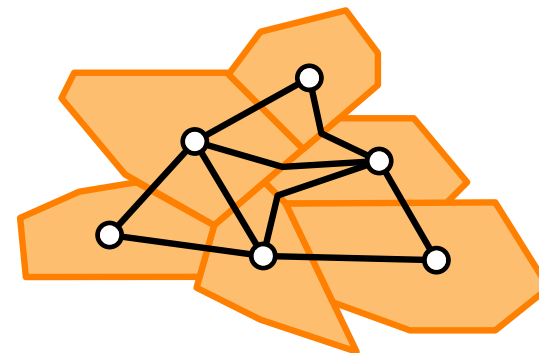
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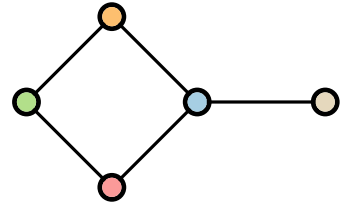
disks



polygons

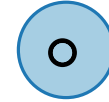
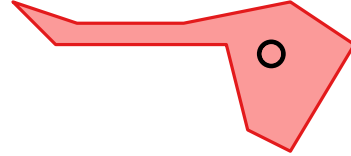
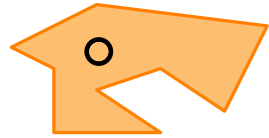
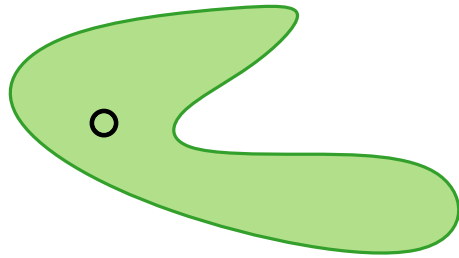
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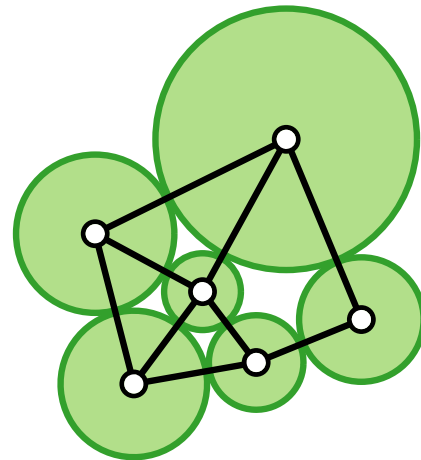
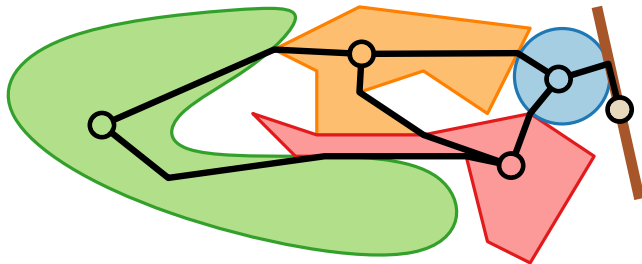
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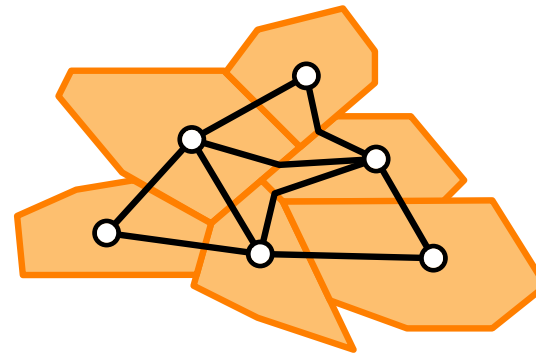


rectangular cuboids

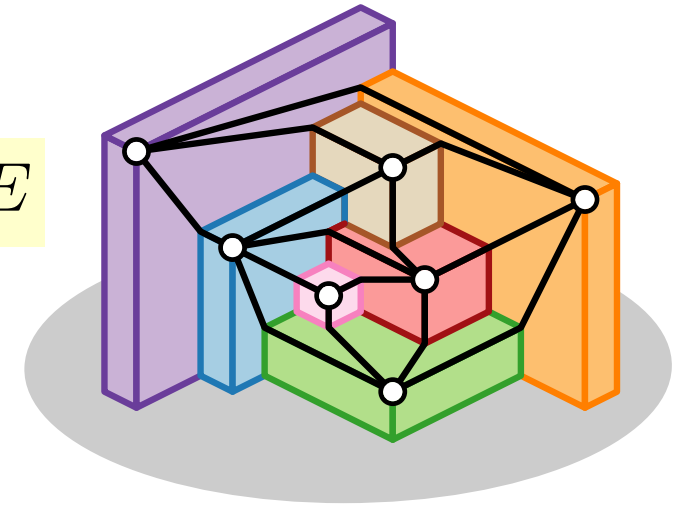
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disks

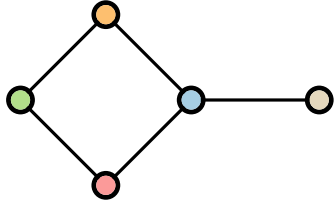


polygons



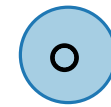
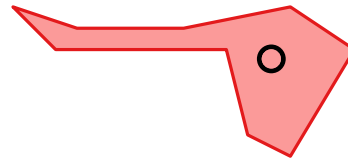
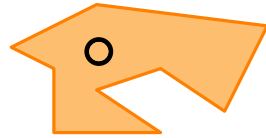
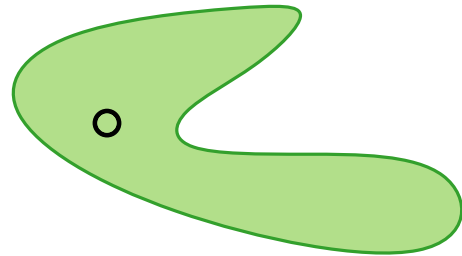
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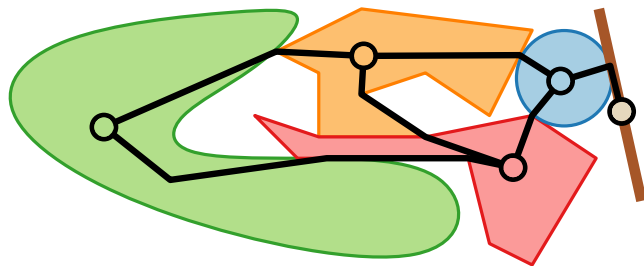
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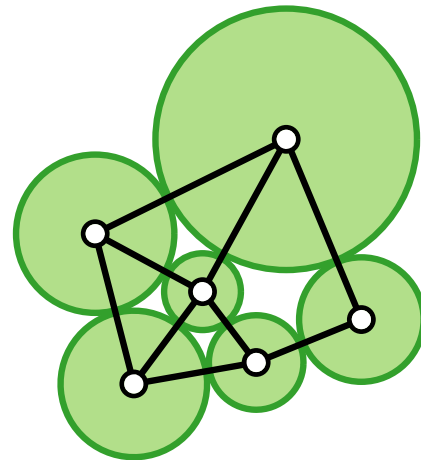


rectangular cuboids

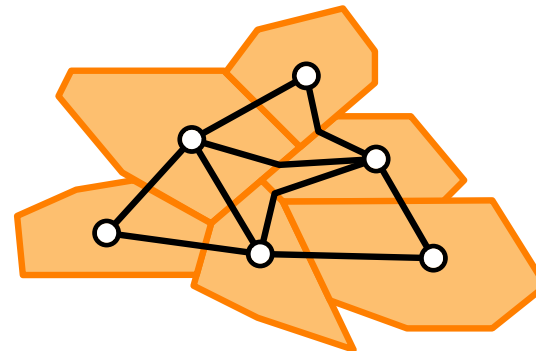
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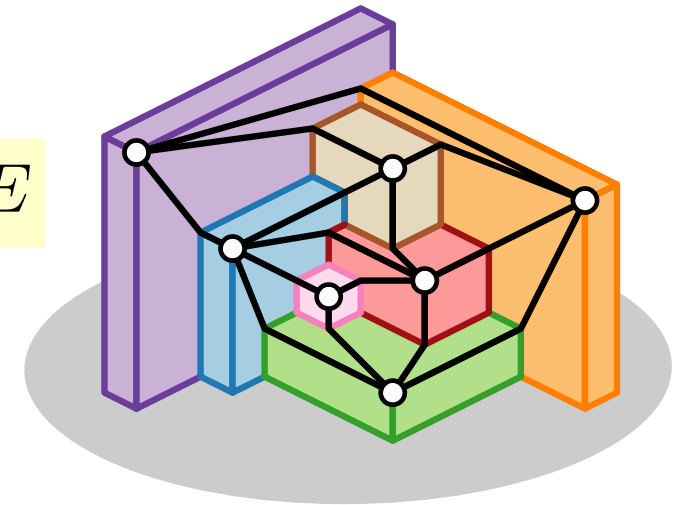
G is planar



disks

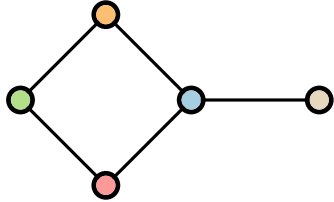


polygons



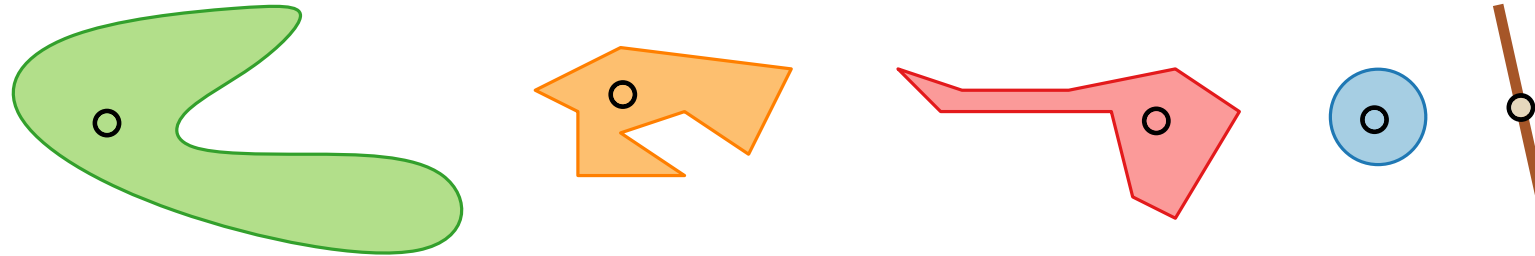
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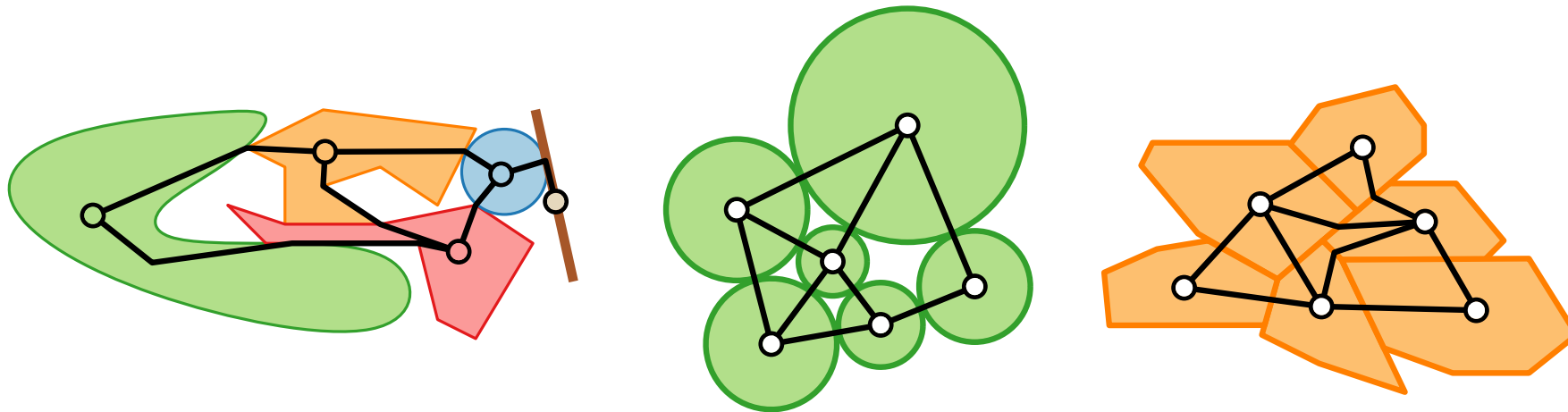
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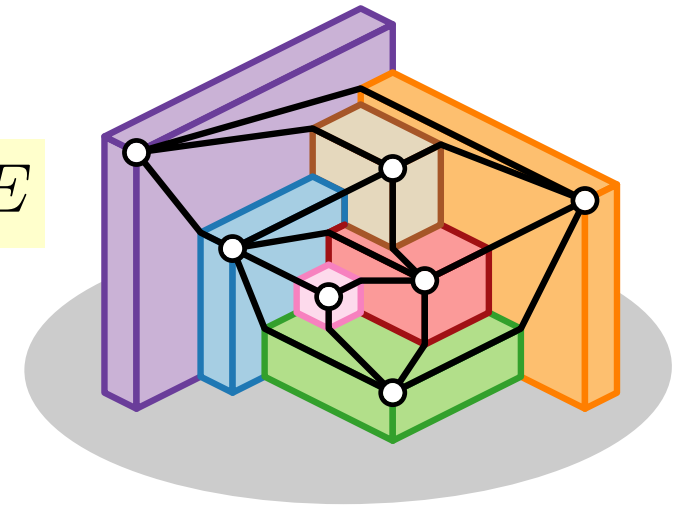
rectangular cuboids

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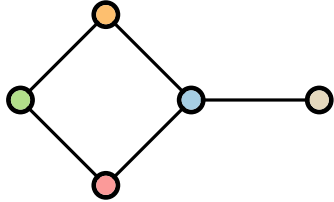
G is planar $\xrightarrow{\text{[Koebe 1936]}}$ disks

polygons



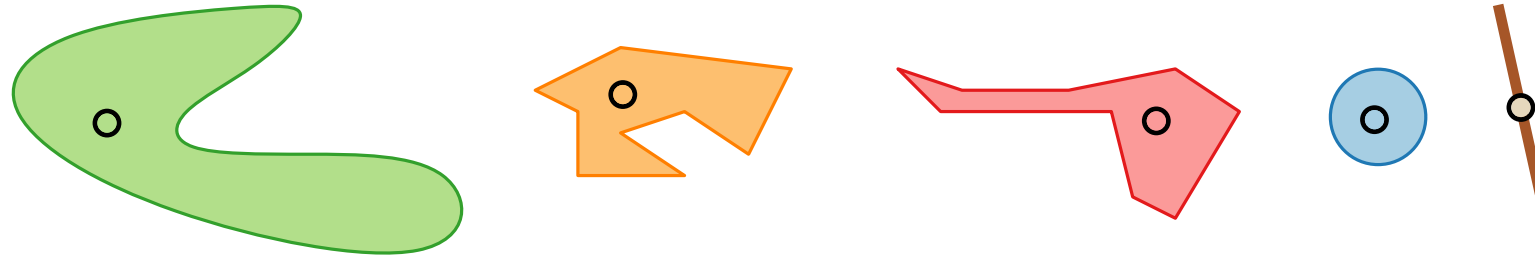
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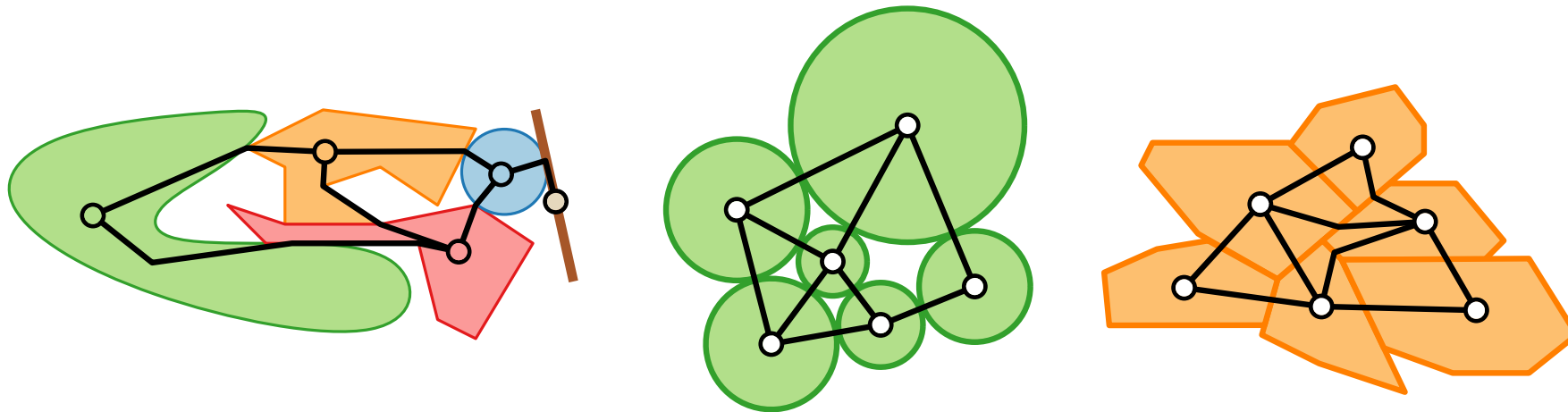
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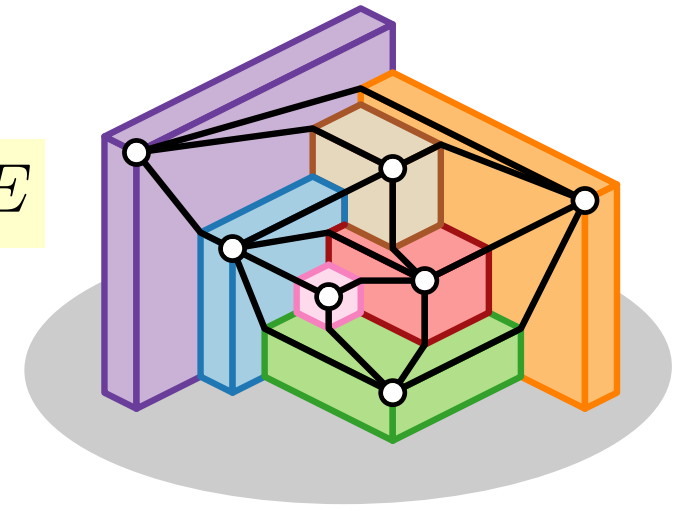


rectangular cuboids

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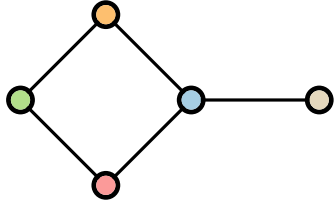


G is planar $\xrightarrow{[\text{Koebe 1936}]}$ disks \longrightarrow polygons



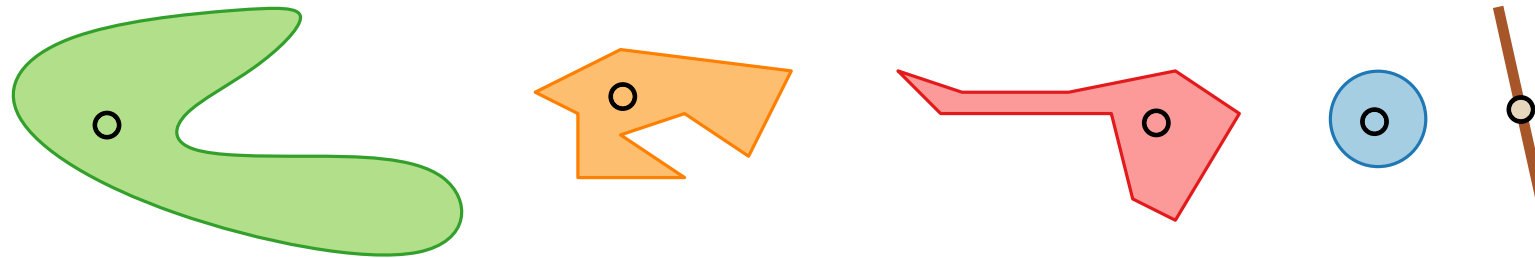
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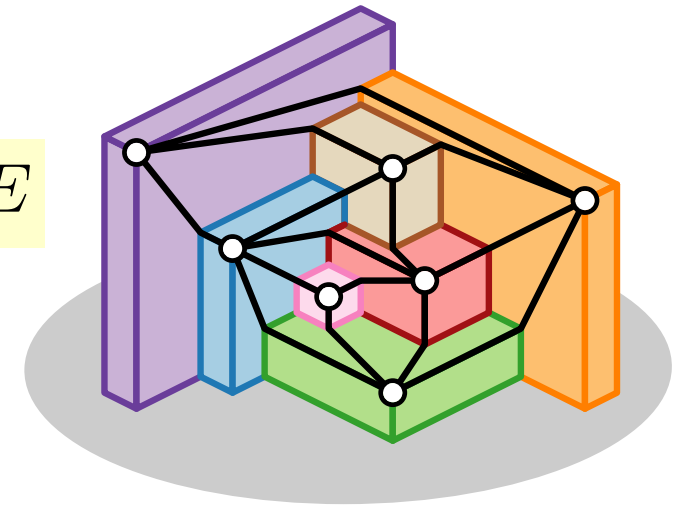


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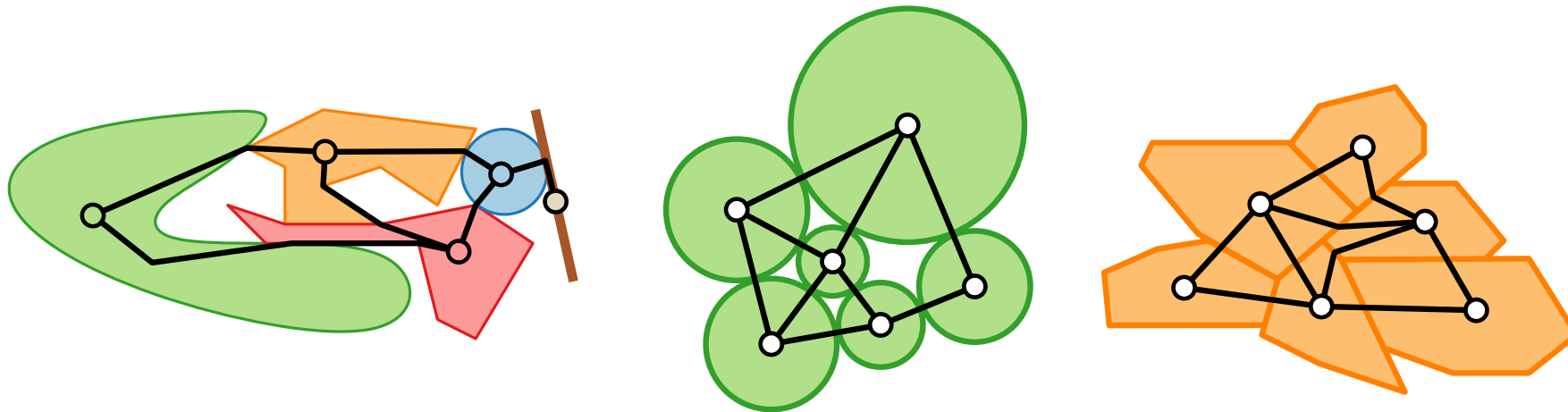
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rectangular cuboids



In an **\mathcal{S} -contact representation** of G , $S(u)$ and $S(v)$ touch iff $uv \in E$



G is planar $\xrightarrow{[\text{Koebe 1936}]}$ disks \longrightarrow polygons

A contact representation is an intersection representation with interior-disjoint sets.

Contact Representation of Planar Graphs

Is the intersection graph of a contact representation always planar?

Contact Representation of Planar Graphs

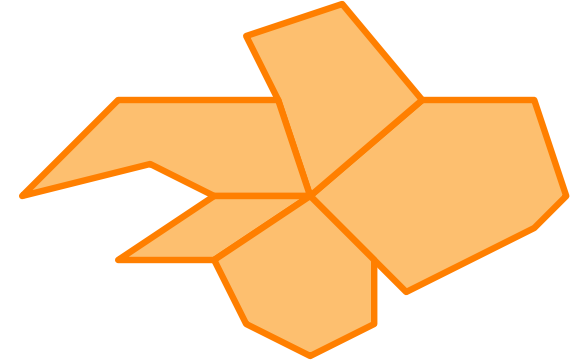
Is the intersection graph of a contact representation always planar?

- No, not even for connected object types in the plane.

Contact Representation of Planar Graphs

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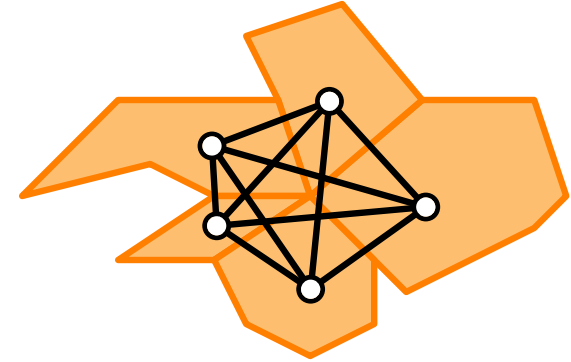
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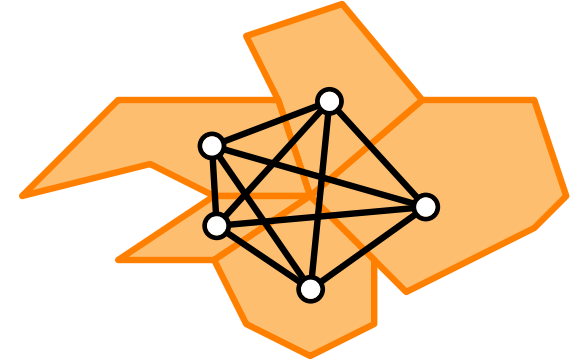


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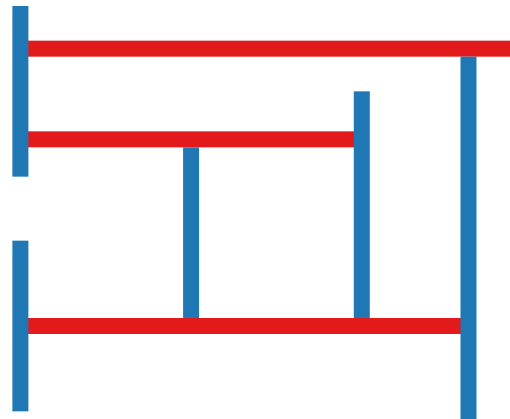
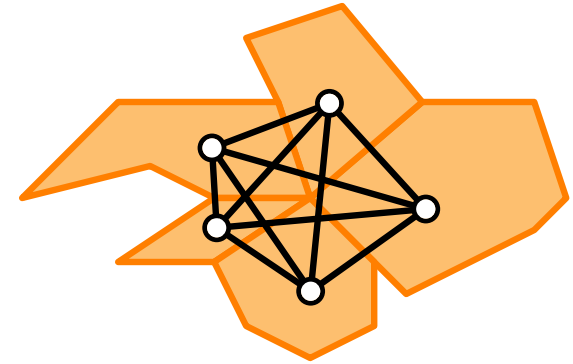


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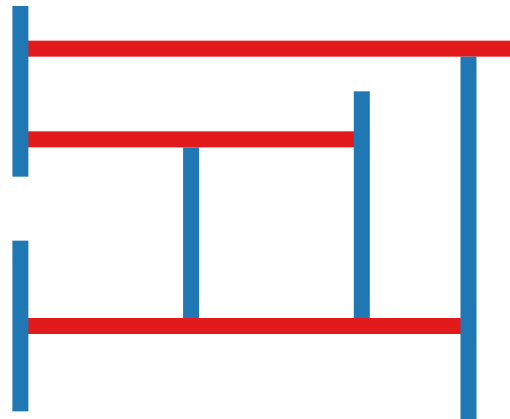
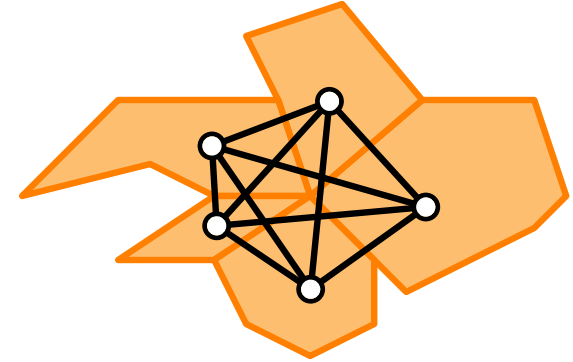
bipartite planar graphs

Contact Representation of Planar Graphs

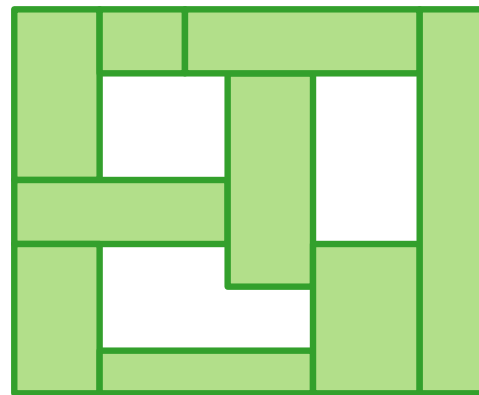
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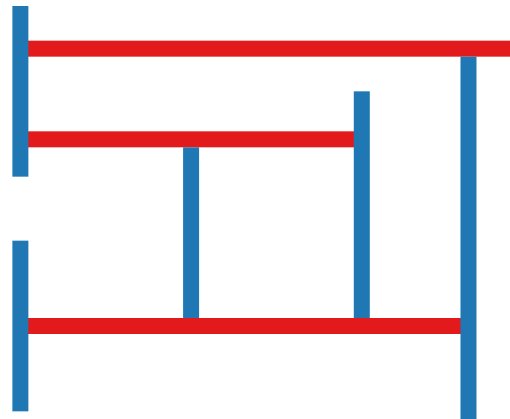
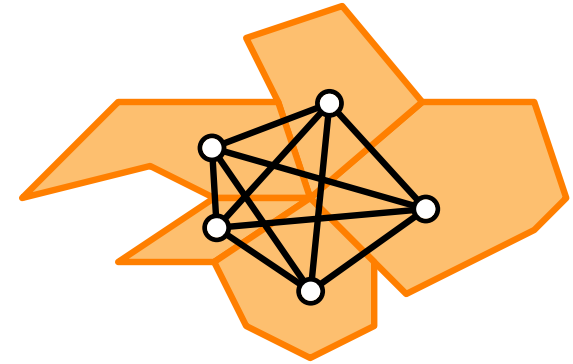
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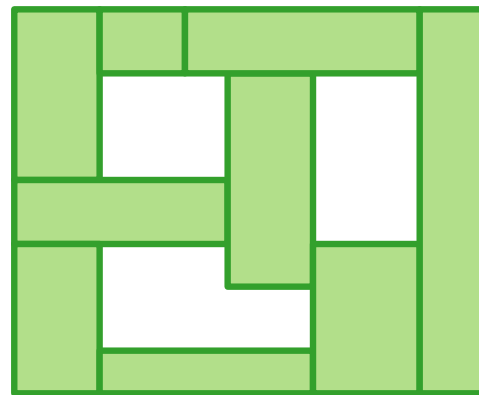
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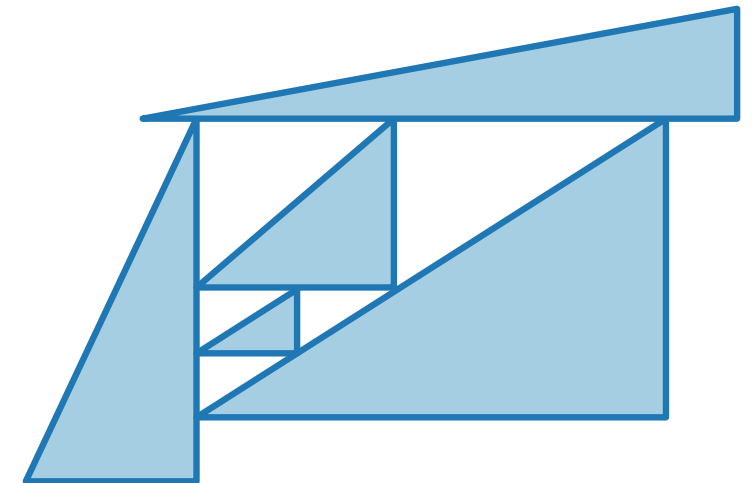
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planar triangulations

General Approach

How to compute a contact representation of a given graph G ?

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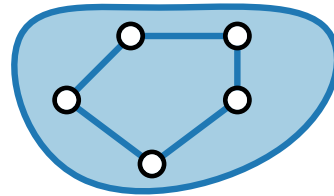
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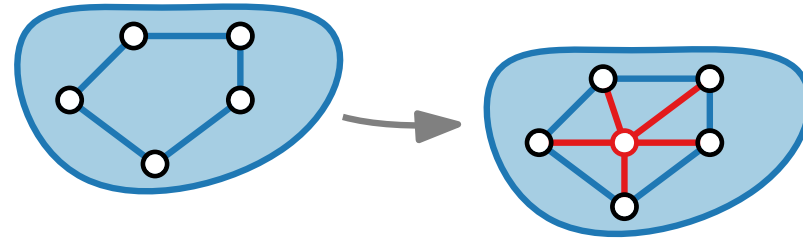
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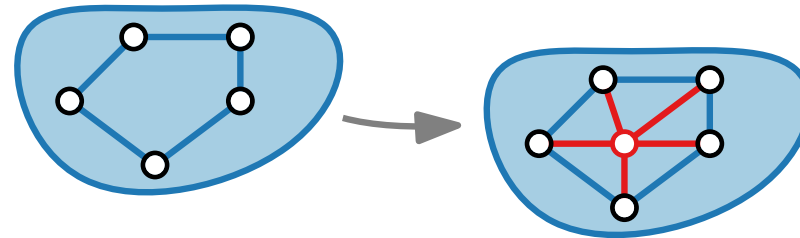
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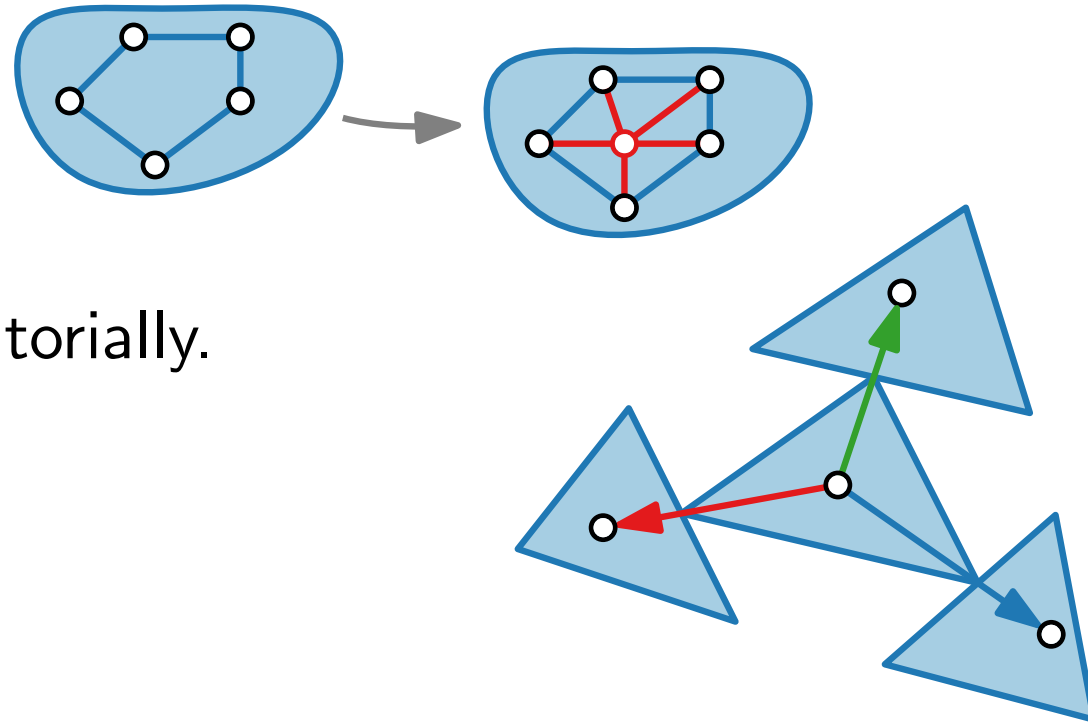
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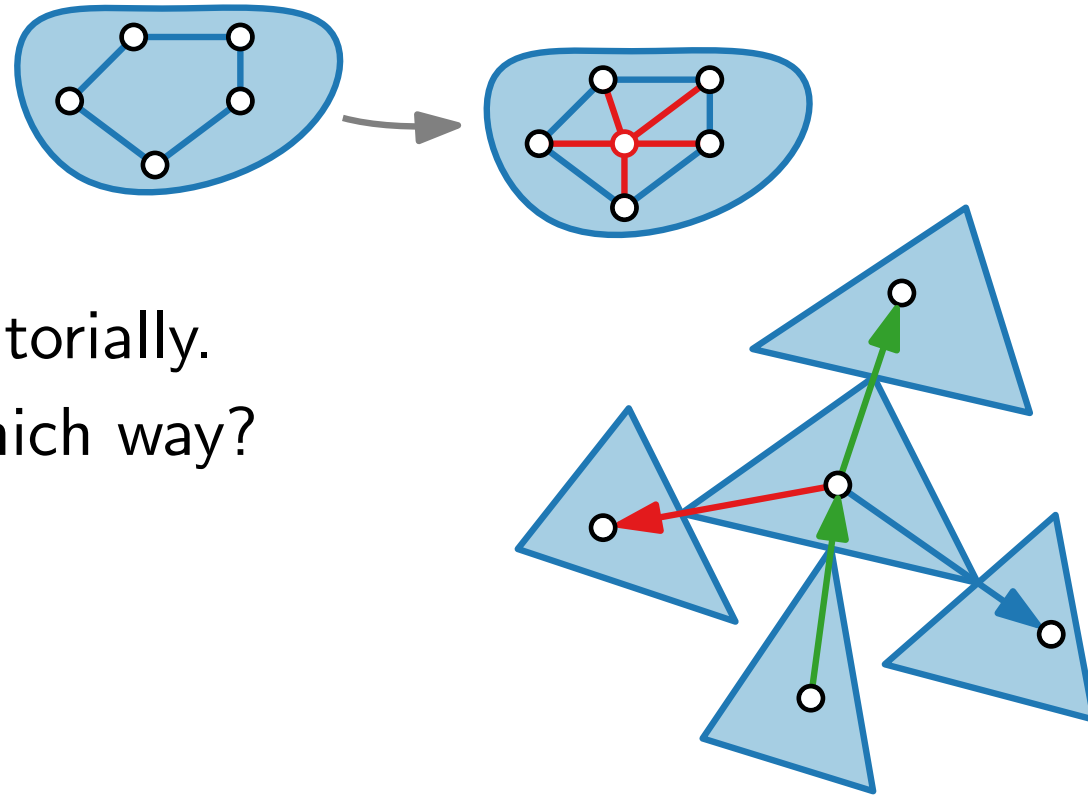
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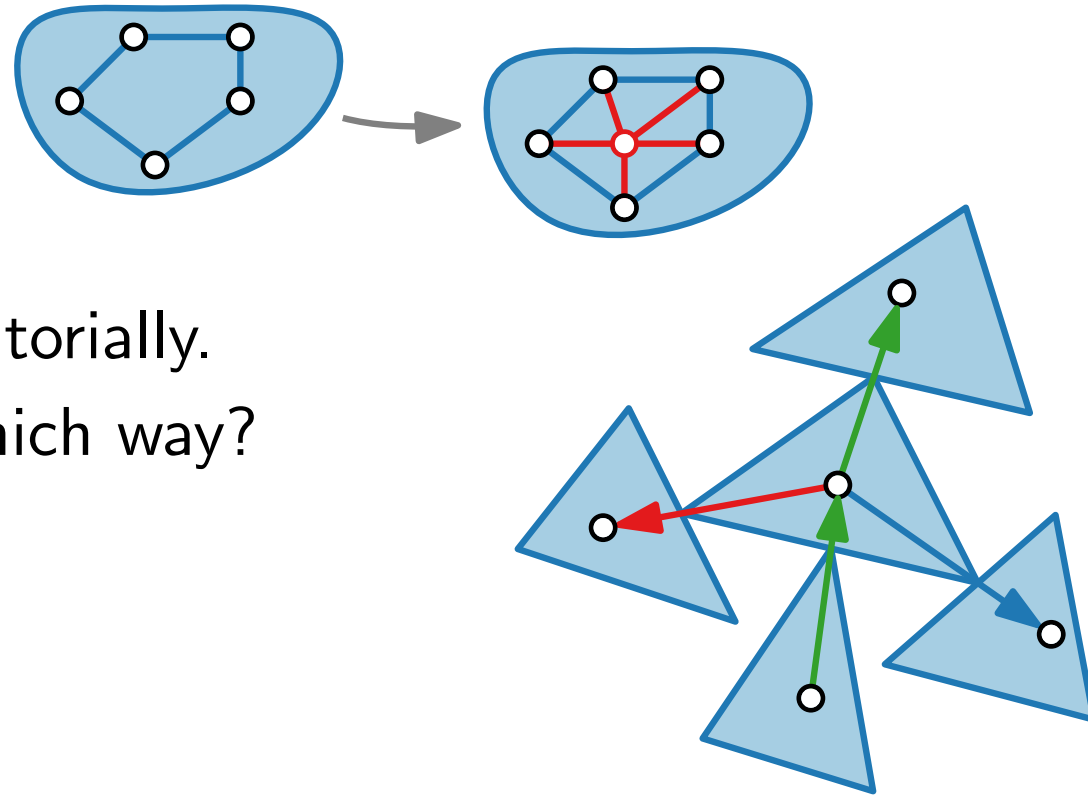
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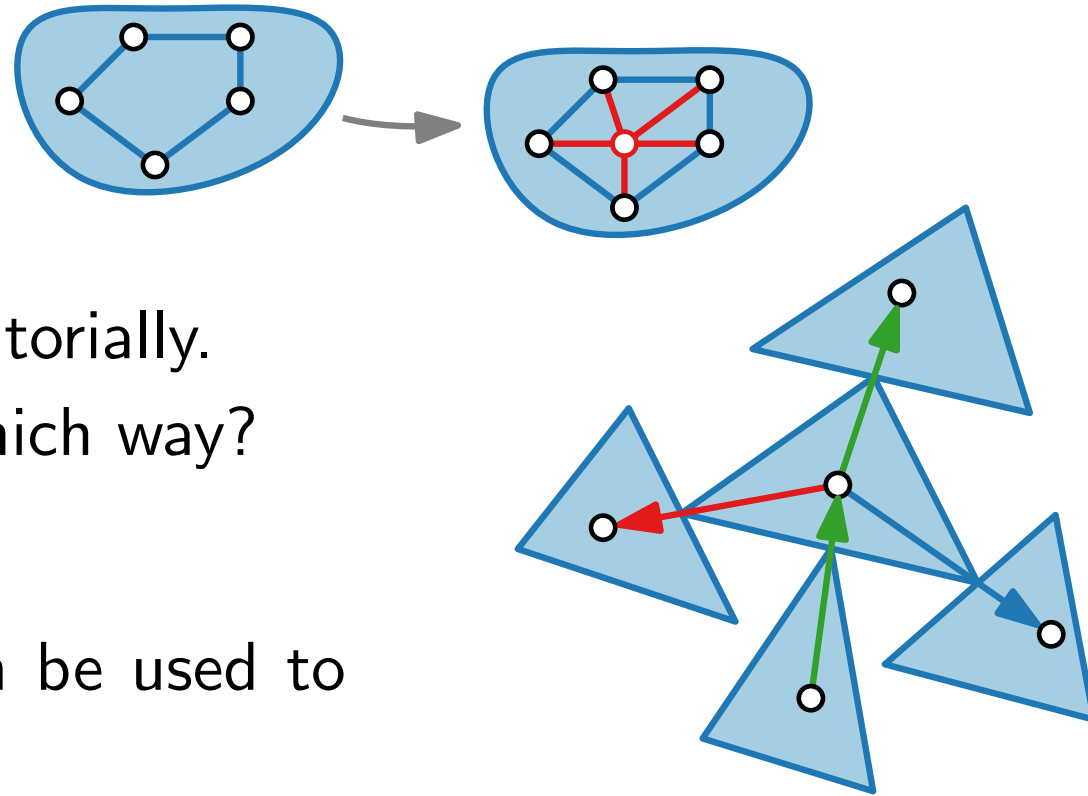
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General Approach

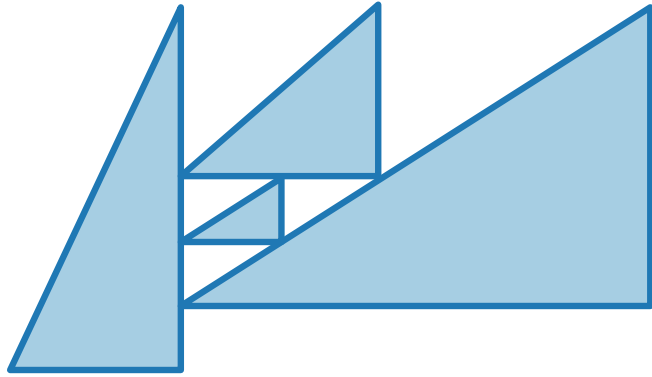
How to compute a contact representation of a given graph G ?

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- Show that combinatorial description can be used to construct drawing.



This Lecture

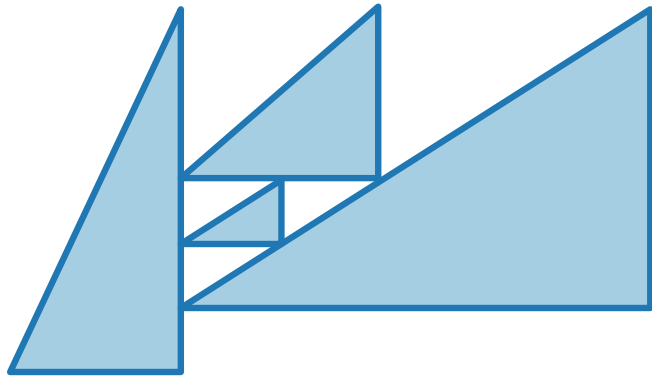
Representation with right-triangles and corner contact:



This Lecture

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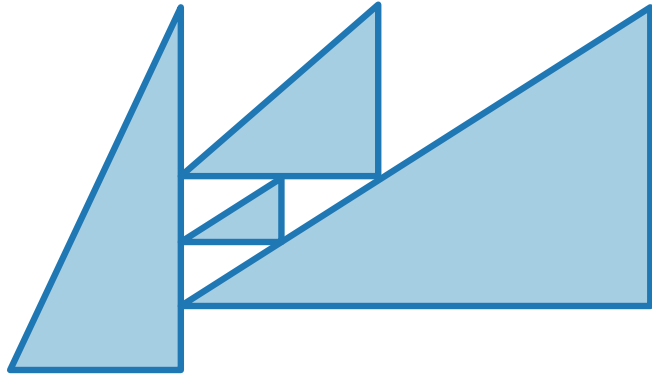
- Use Schnyder realizer to describe contacts between triangles.



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Representation with right-triangles and corner contact:

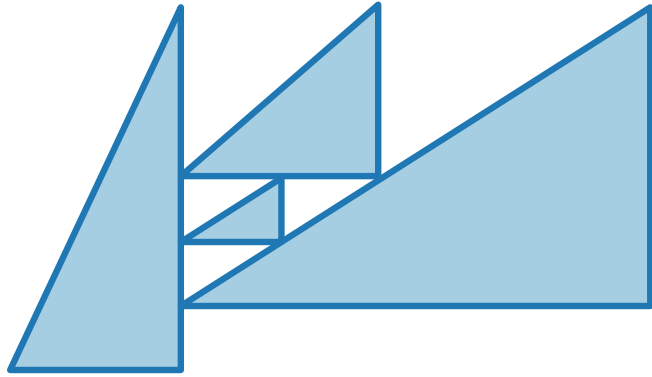
- Use Schnyder realizer to describe contacts between triangles.
- Use canonical order to compute drawing.



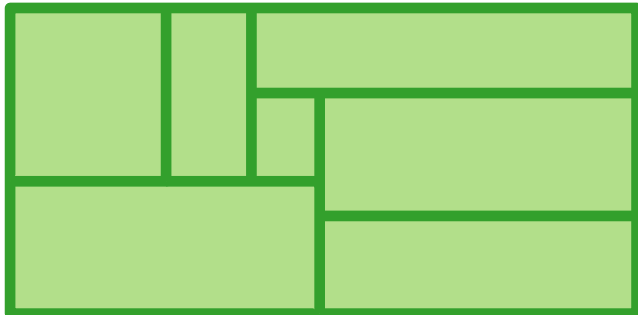
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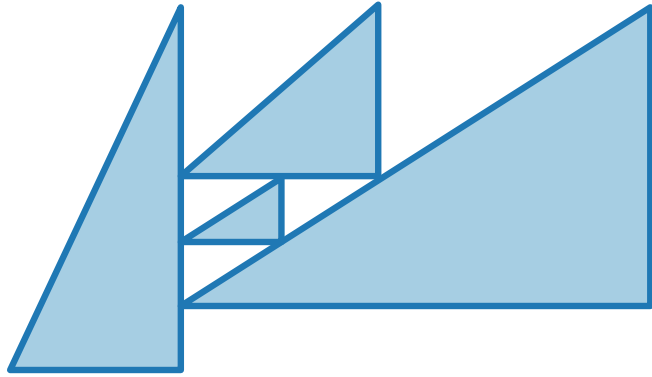
Representation with dissection of a rectangle, called **rectangular dual**:



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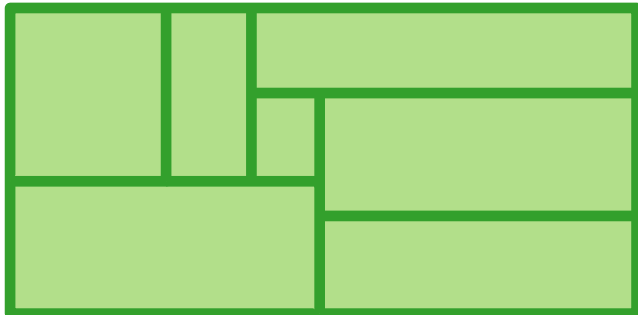
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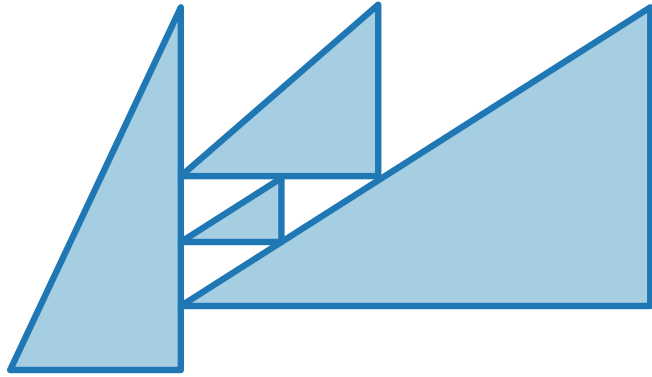
- Find a description similar to a Schnyder realizer for rectangles.



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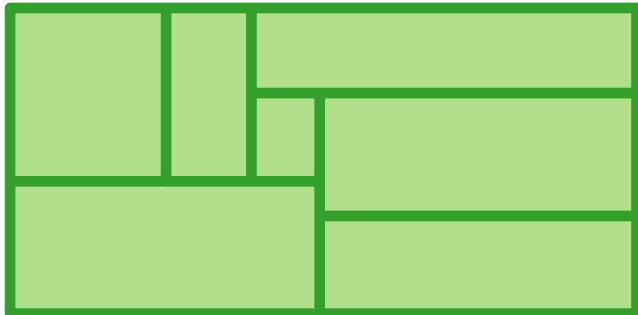
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Representation with dissection of a rectangle, called **rectangular dual**:

- Find a description similar to a Schnyder realizer for rectangles.
- Construct drawing via st-digraphs, duals, and topological sorting.



Triangle Corner Contact Representation

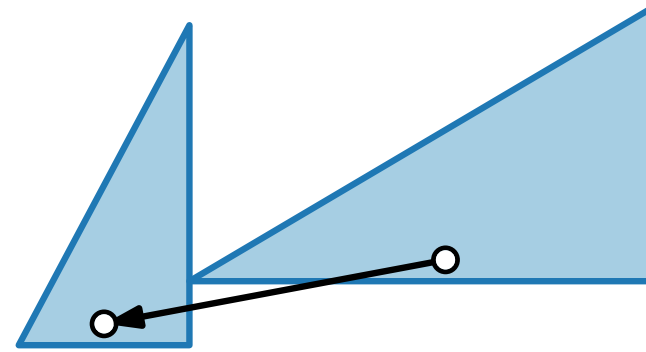
Main Idea.

Use canonical order and Schnyder realizer to find coordinates for triangles.

Triangle Corner Contact Representation

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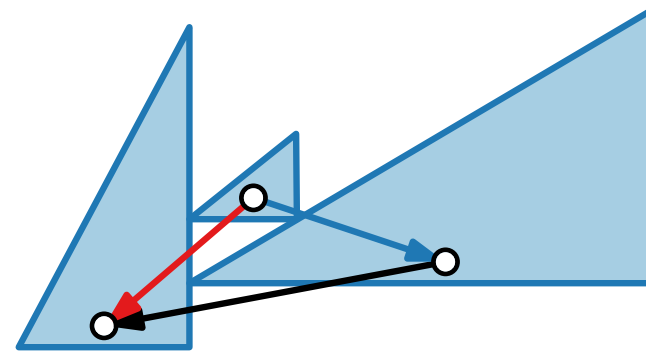
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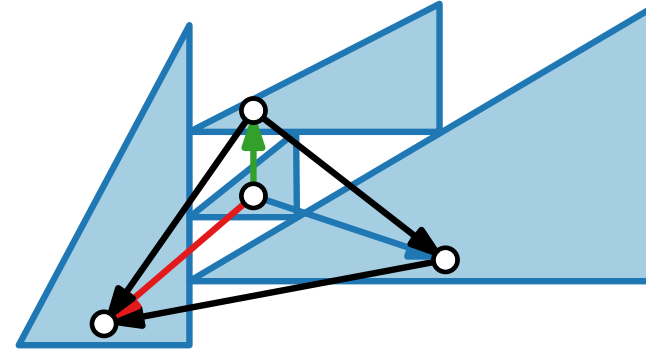
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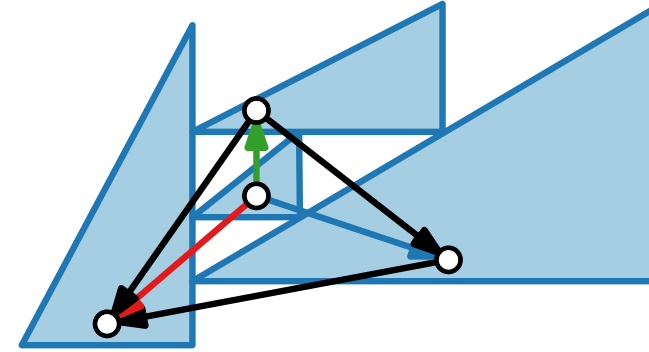
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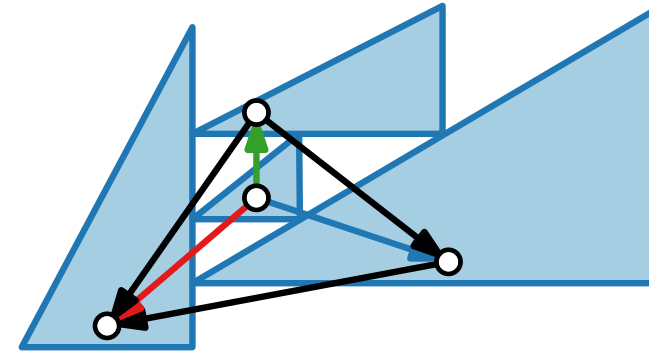
Detailed Idea.

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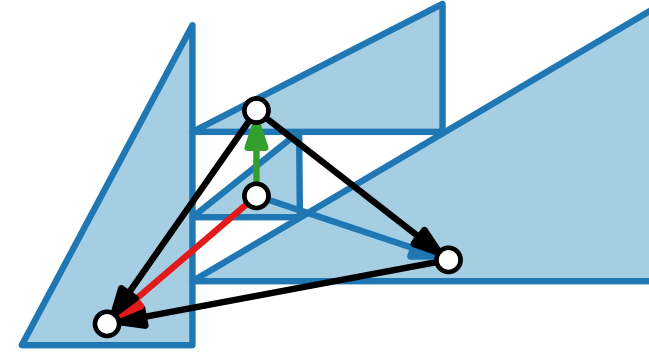
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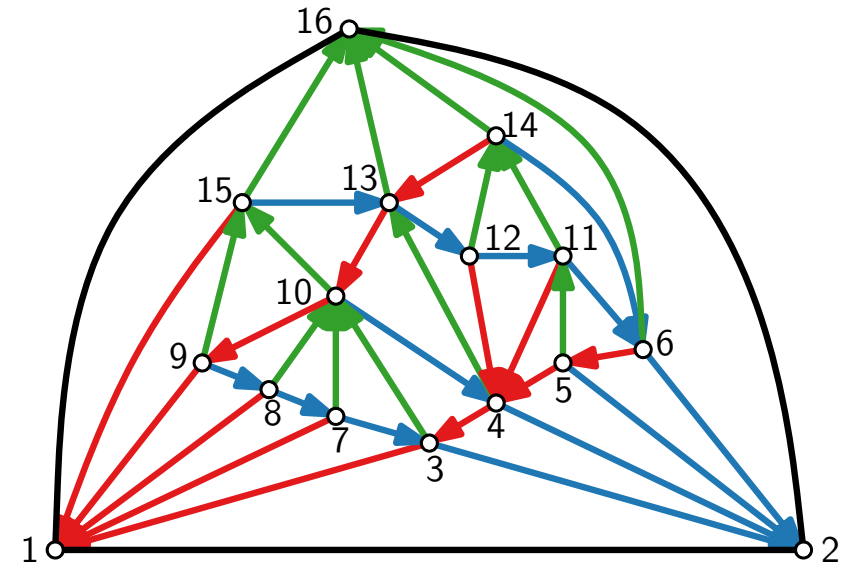
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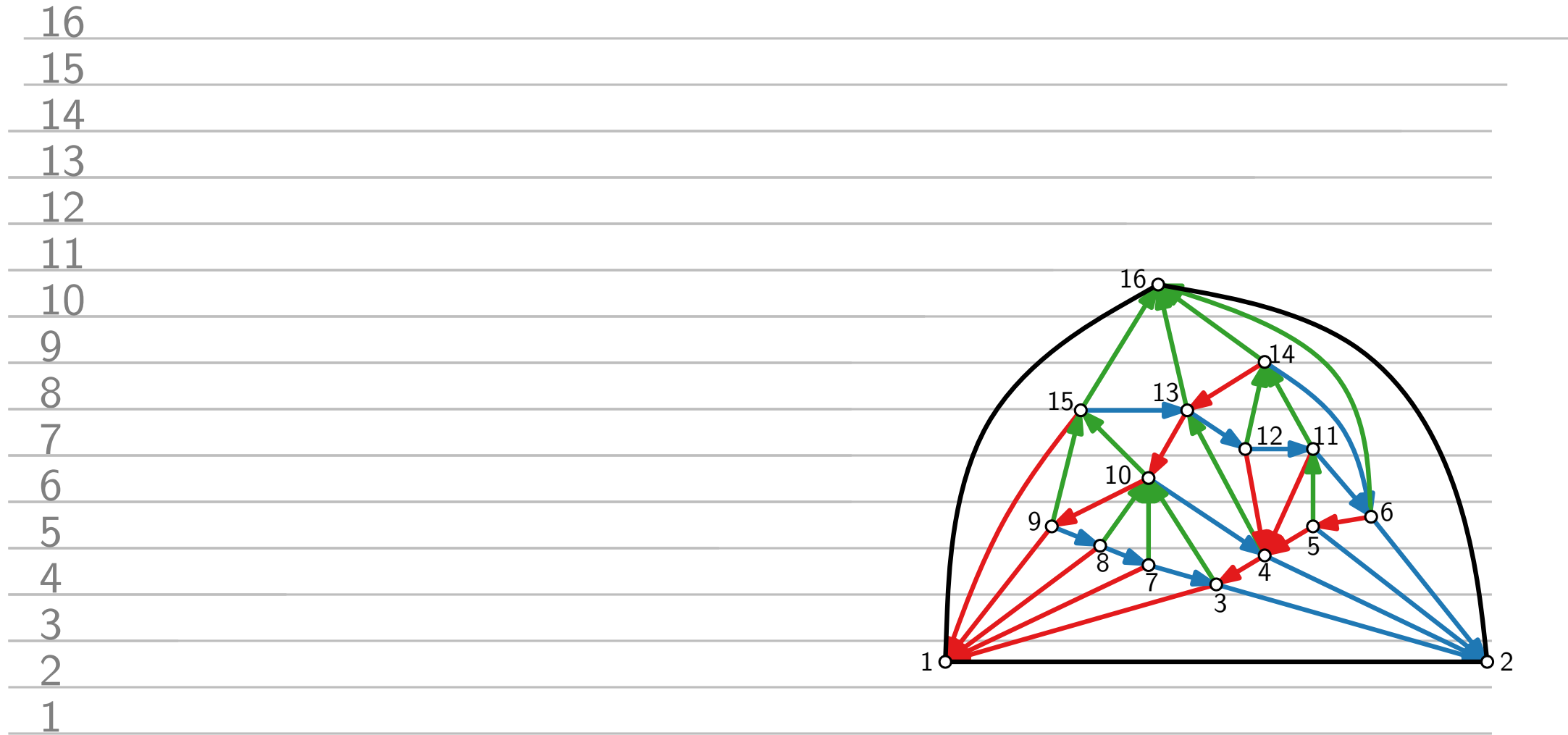
Detailed Idea.

- Place base of triangle at height equal to position in canonical order.
- Triangle tip is precisely at base of triangle corresponding to cover neighbor.
- Outgoing edges in Schnyder forest indicate corner contacts.

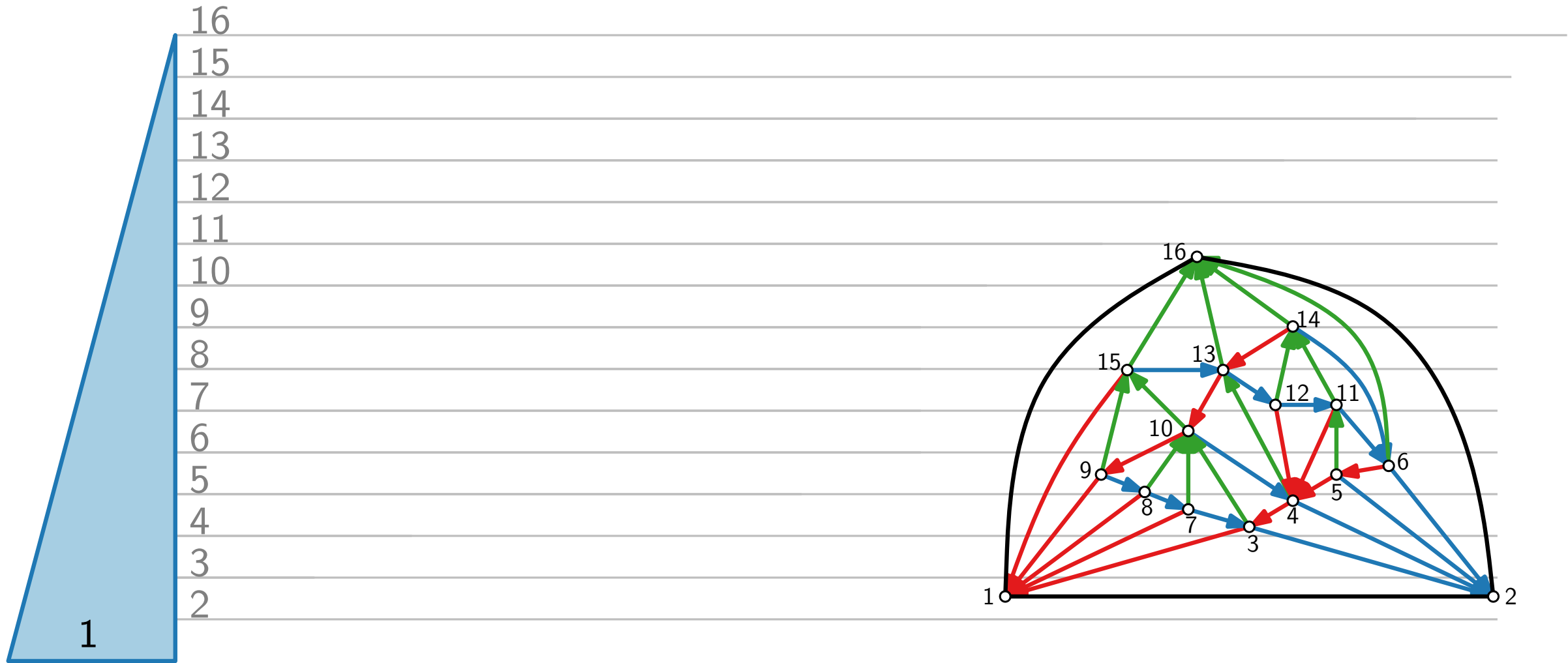
Triangle Contact Representation Example



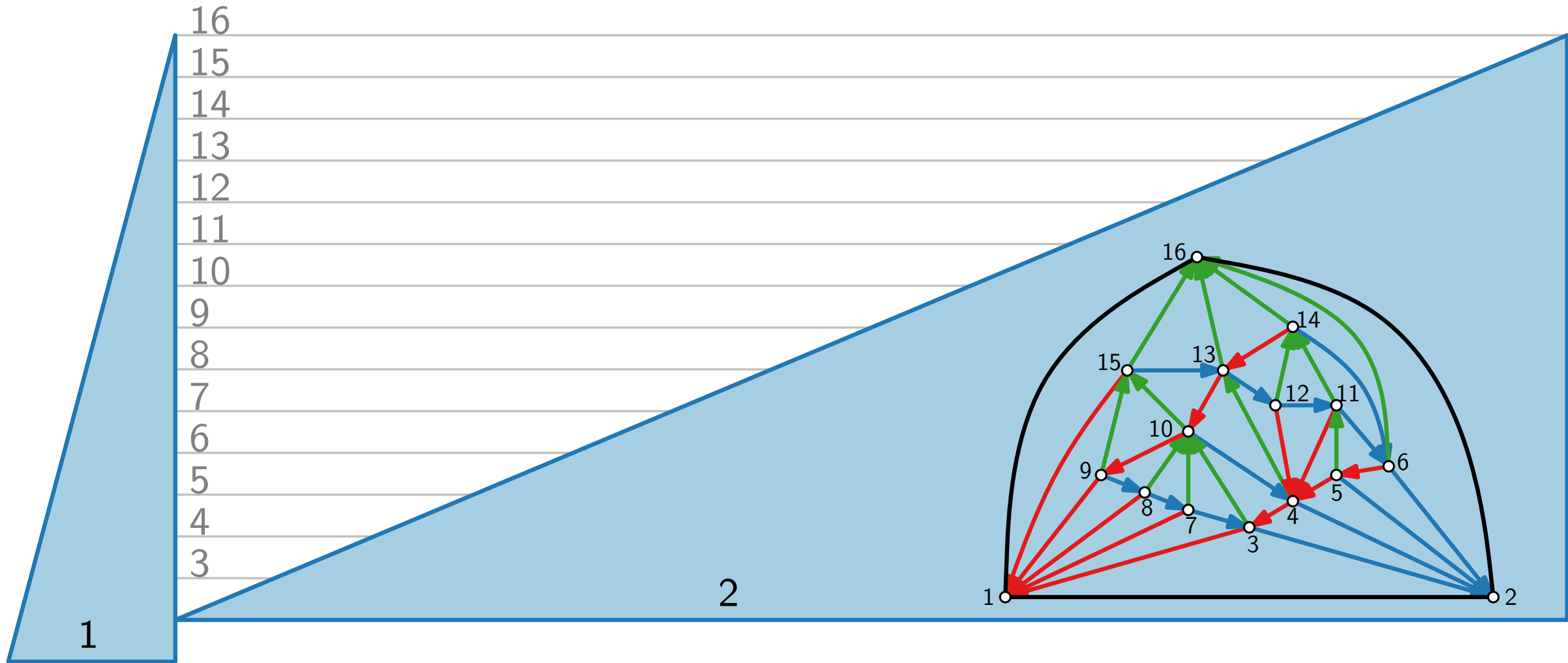
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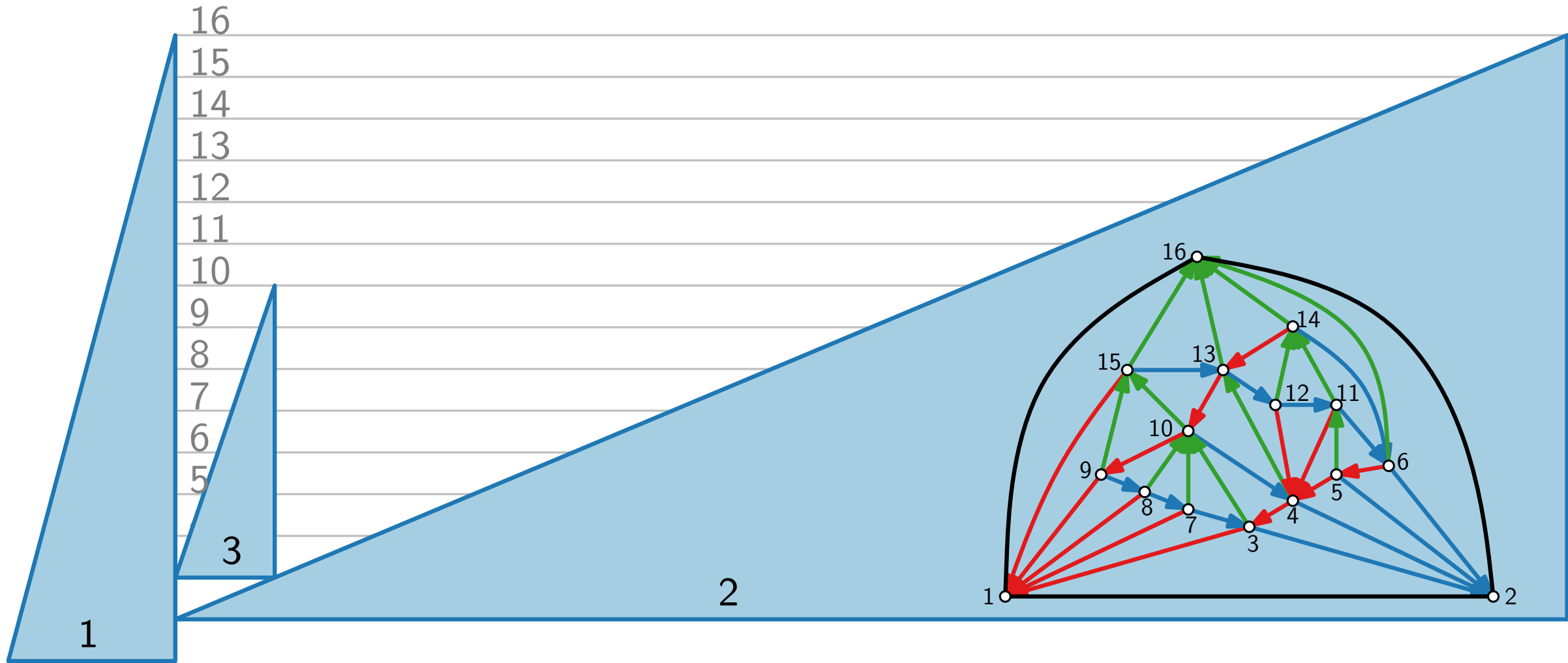
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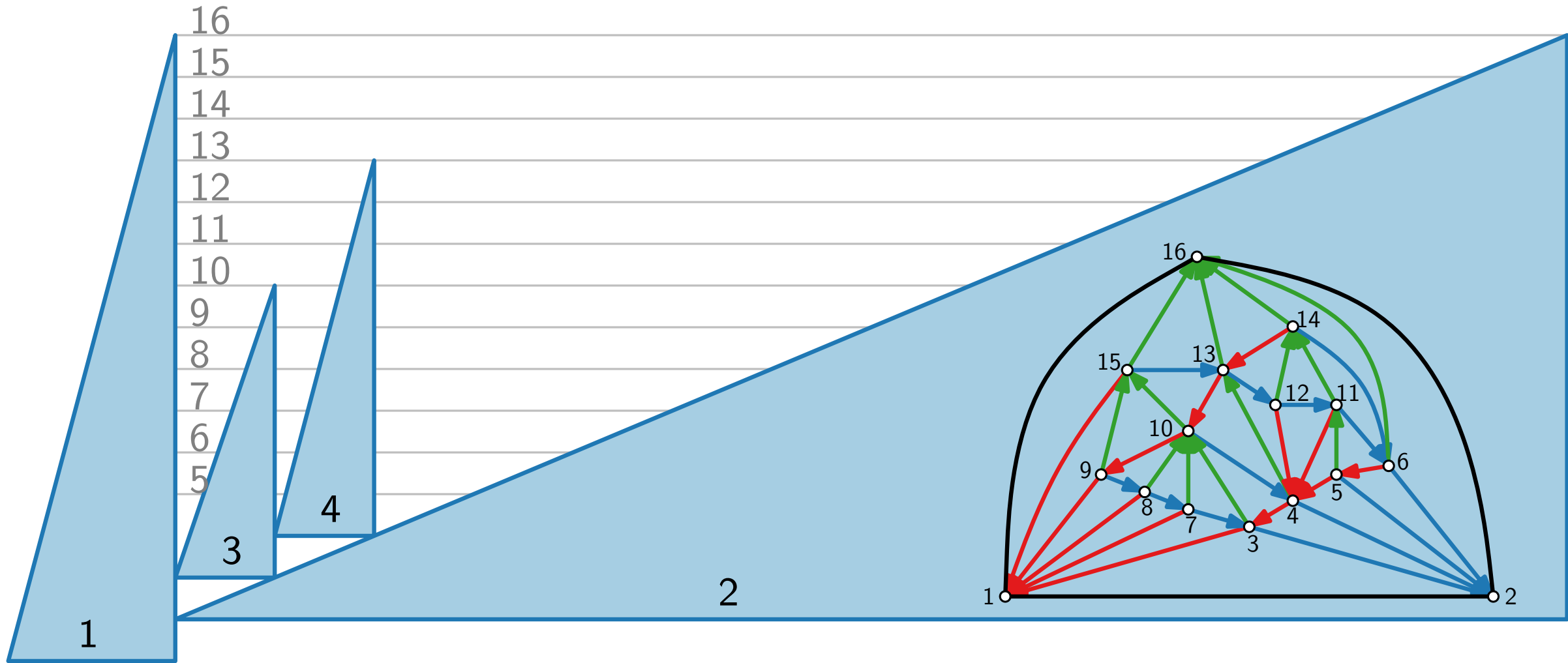
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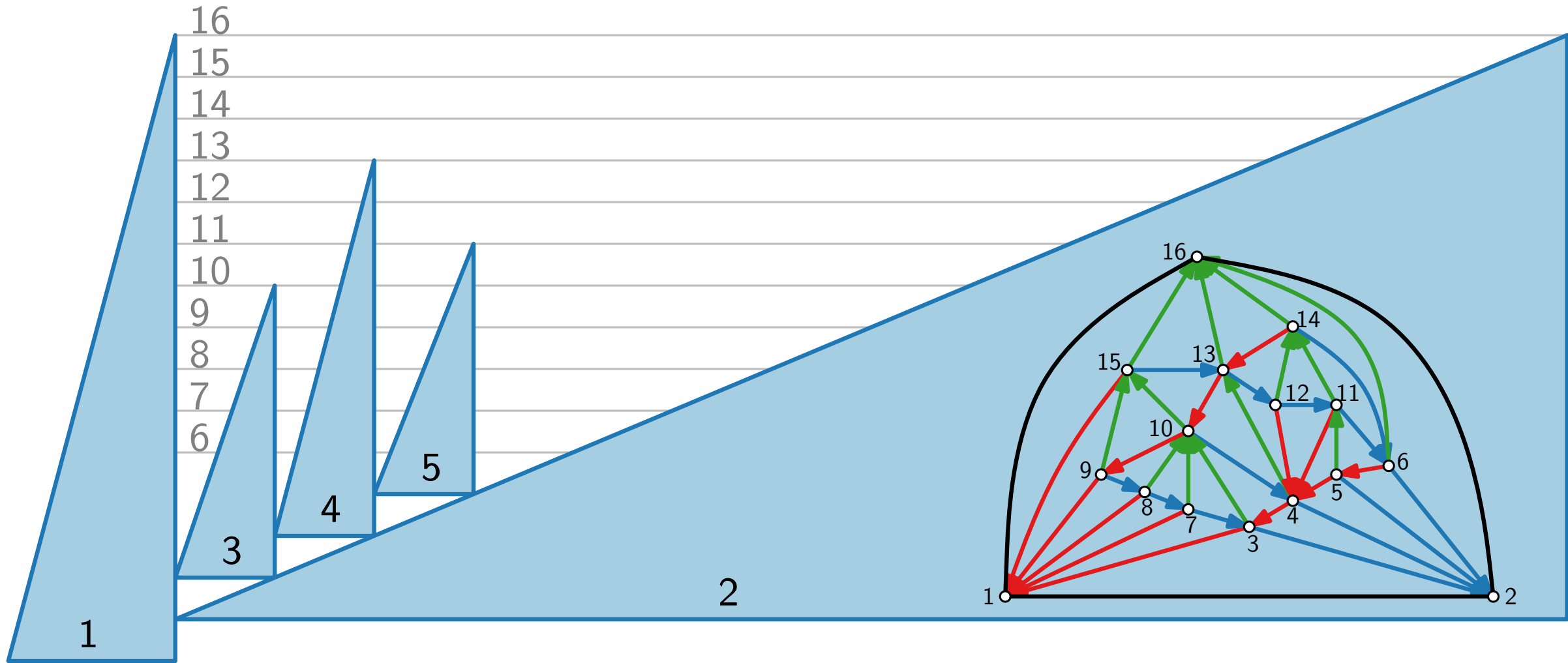
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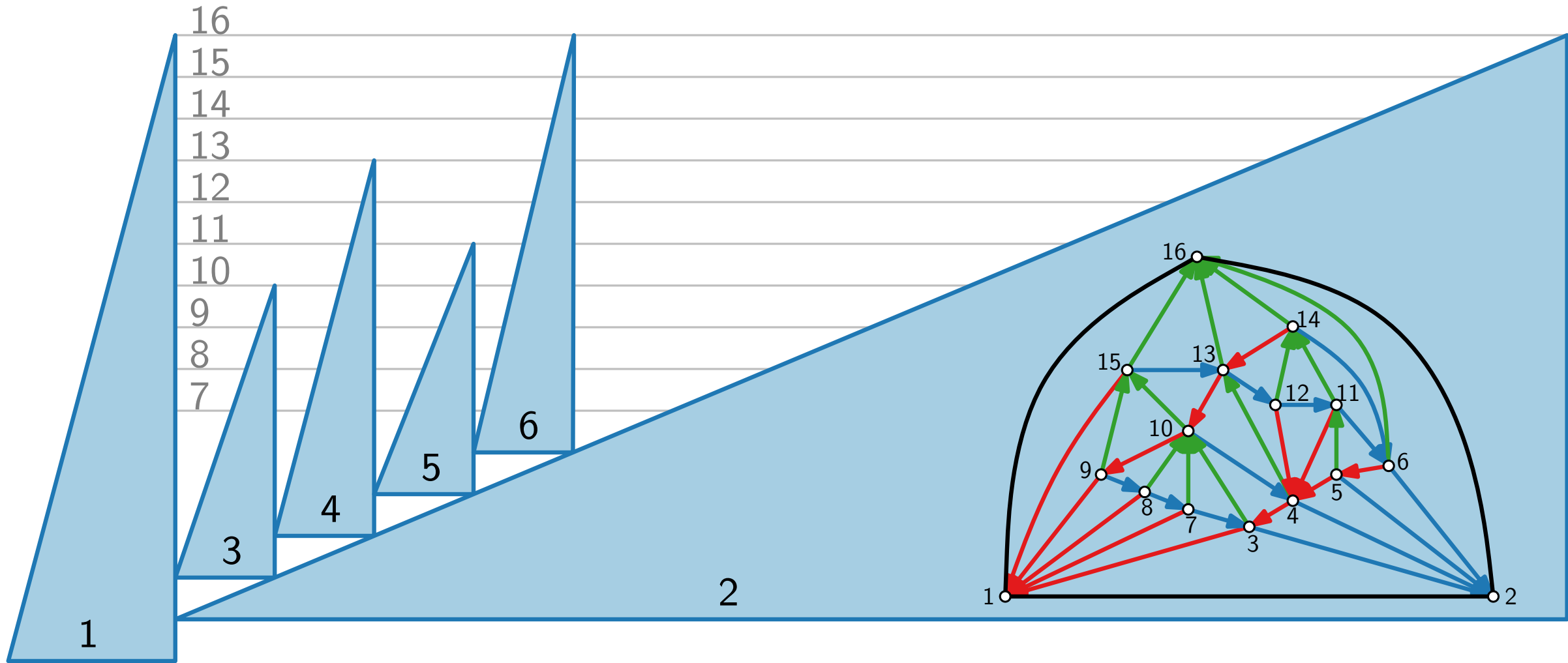
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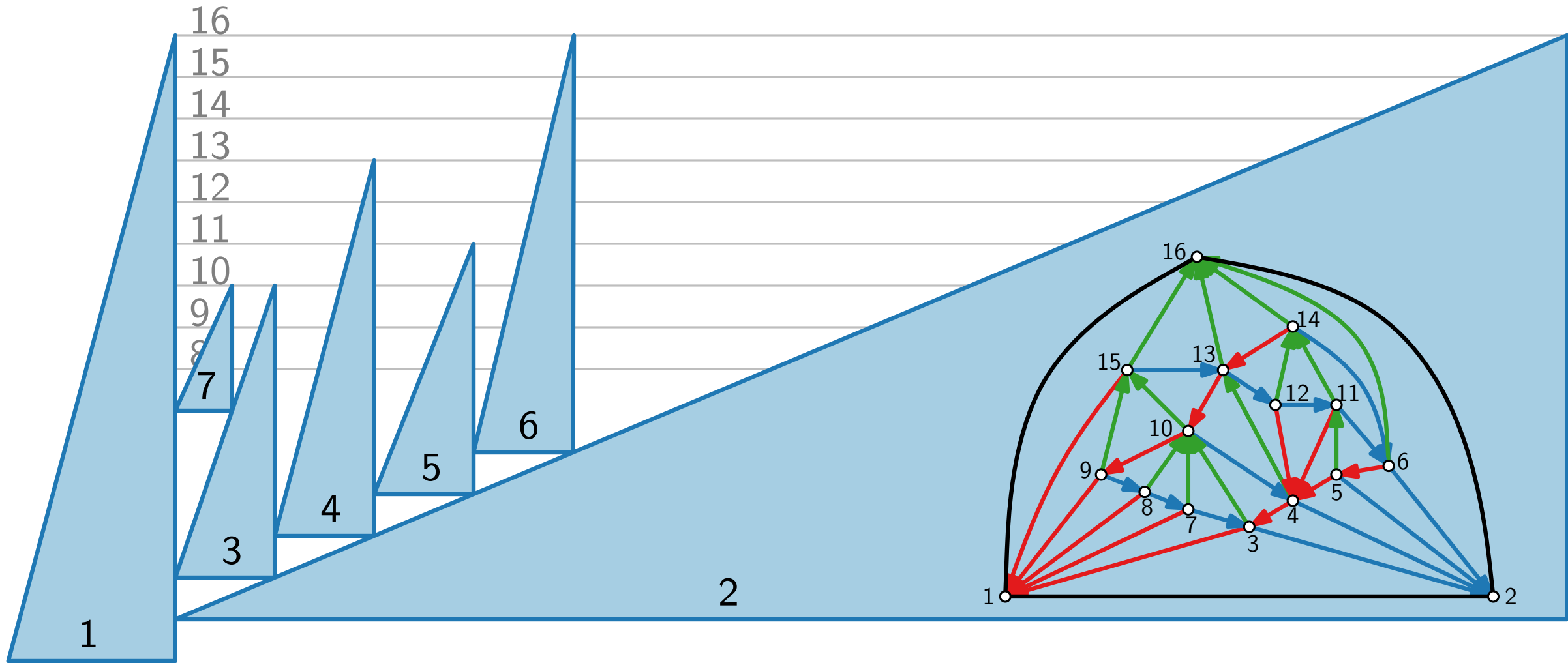
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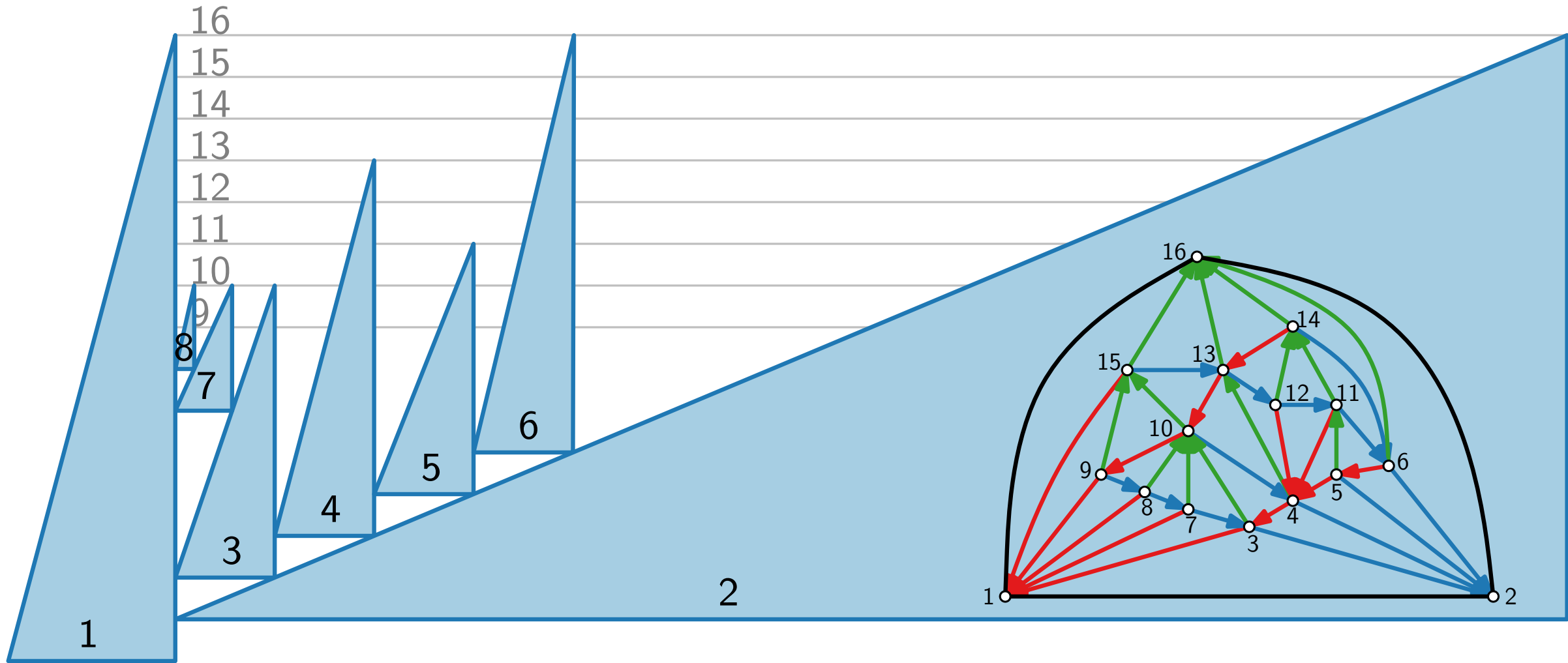
Triangle Contact Representation Example



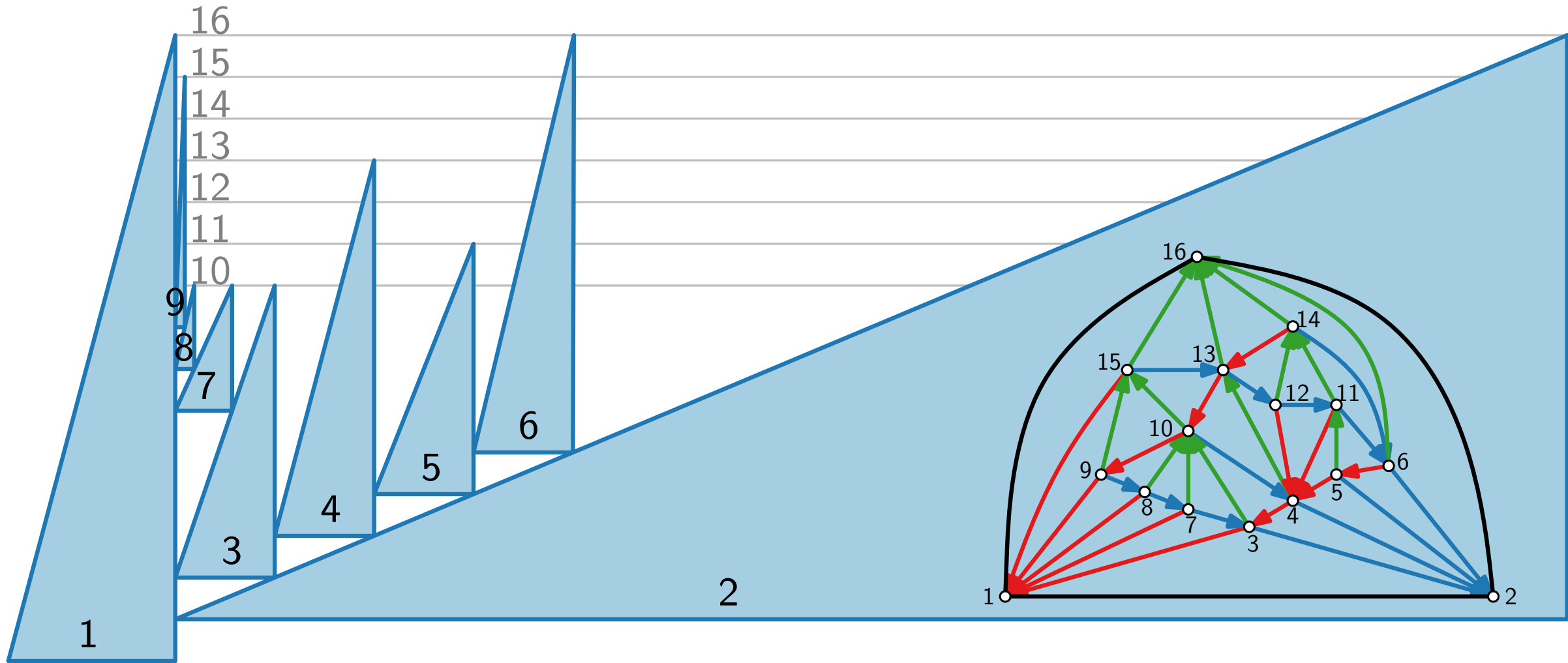
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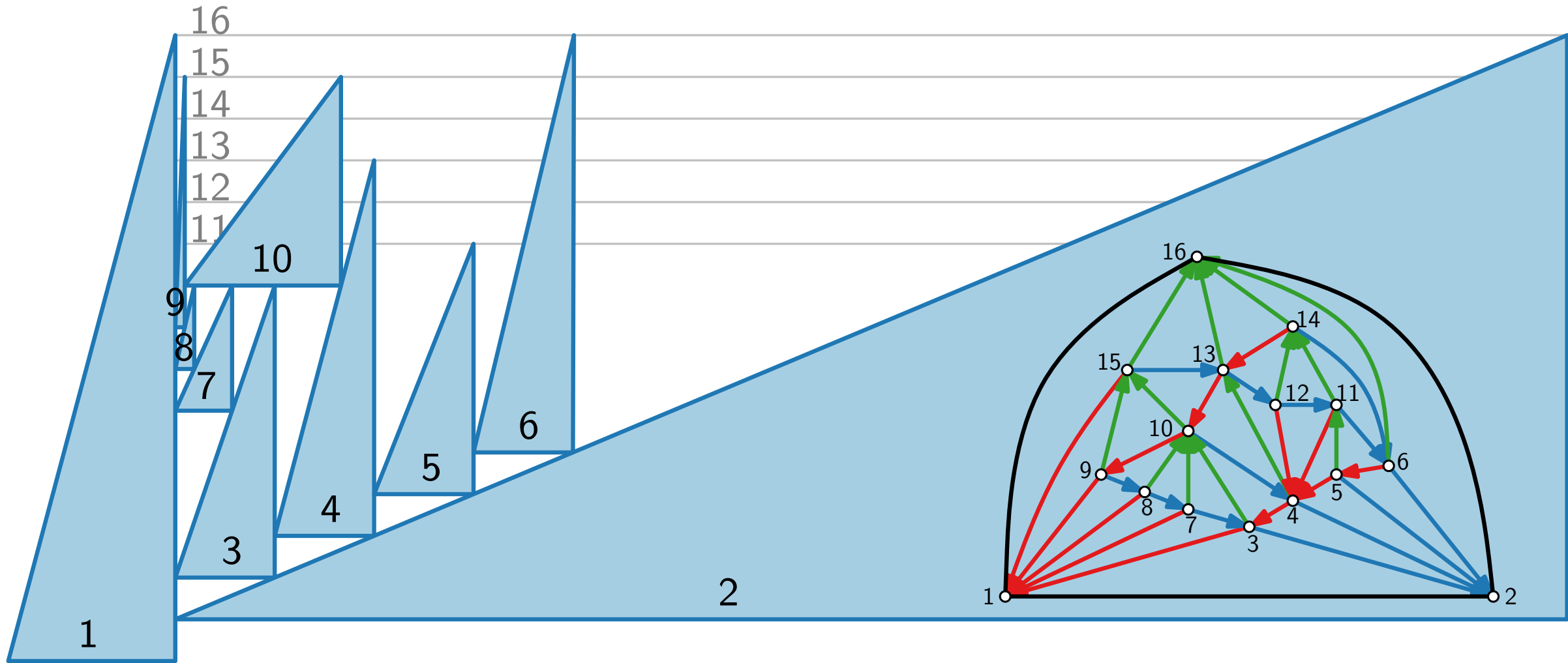
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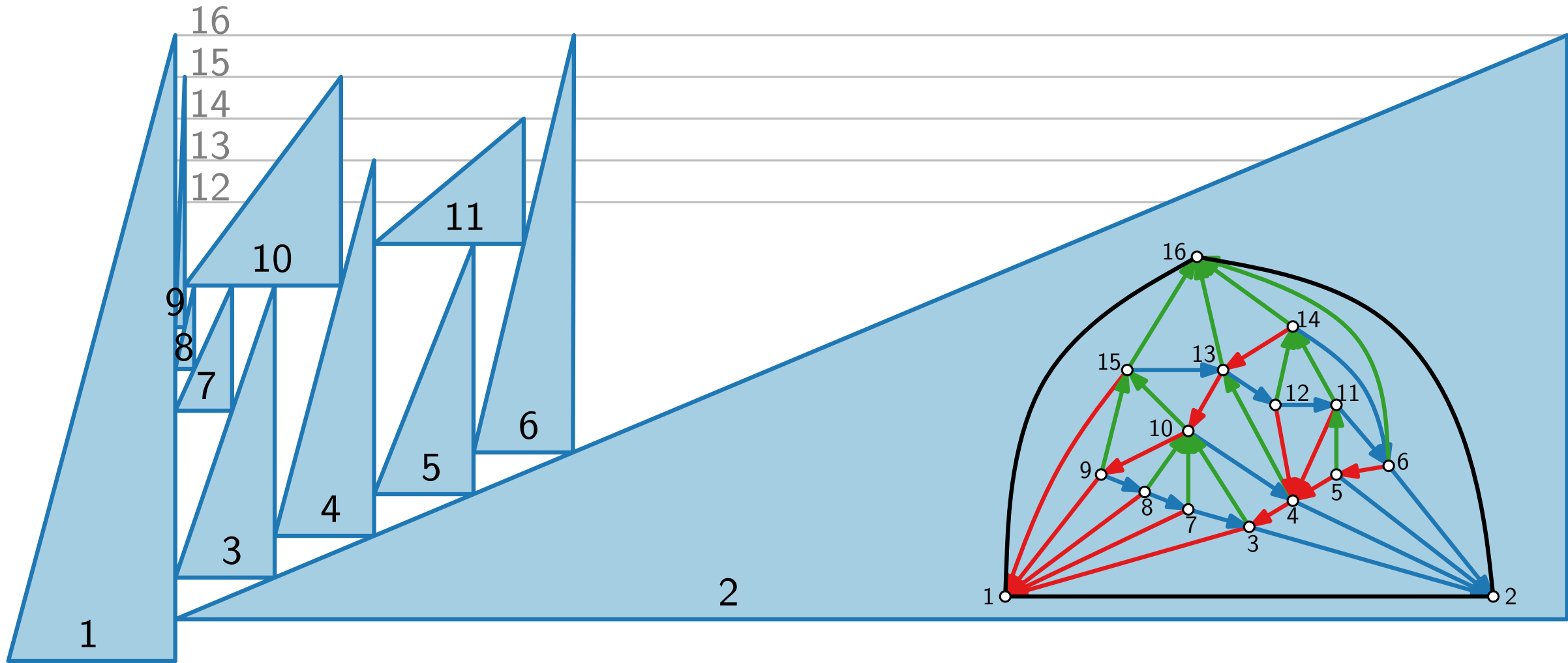
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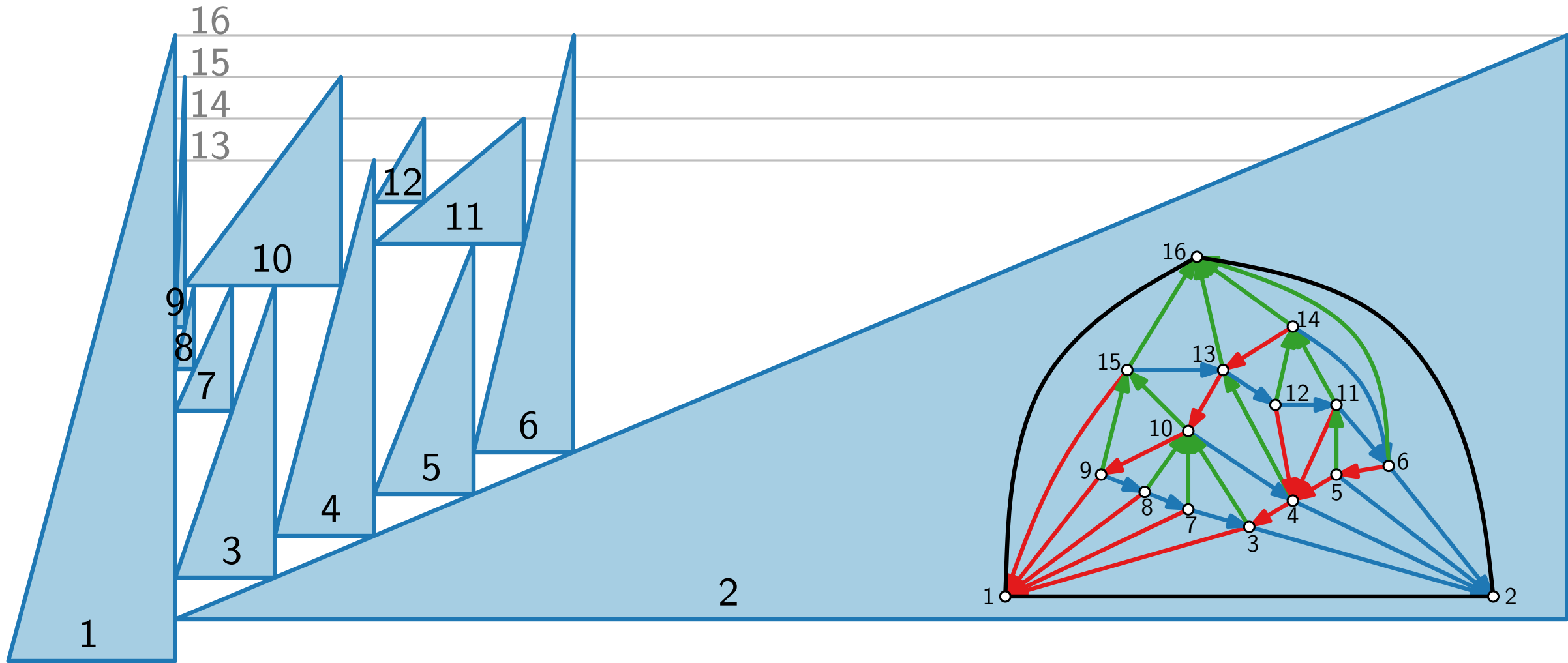
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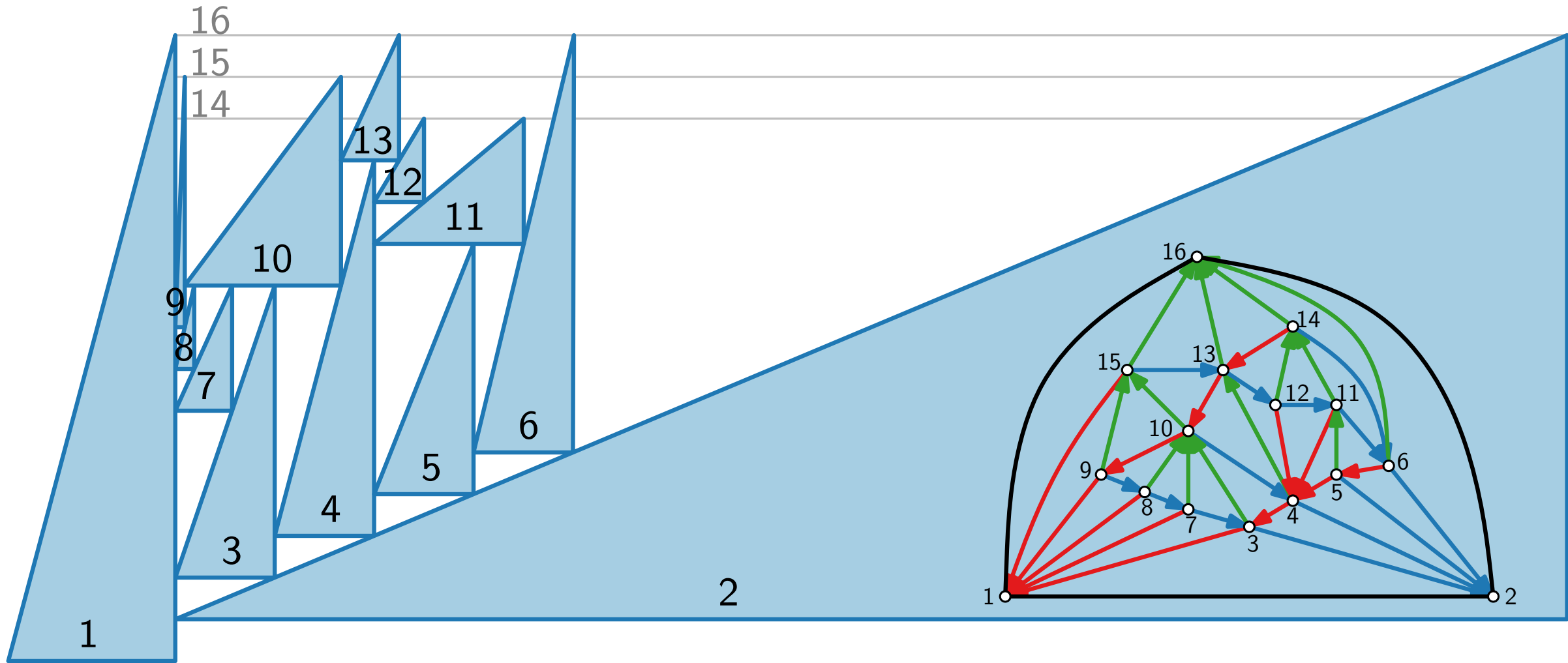
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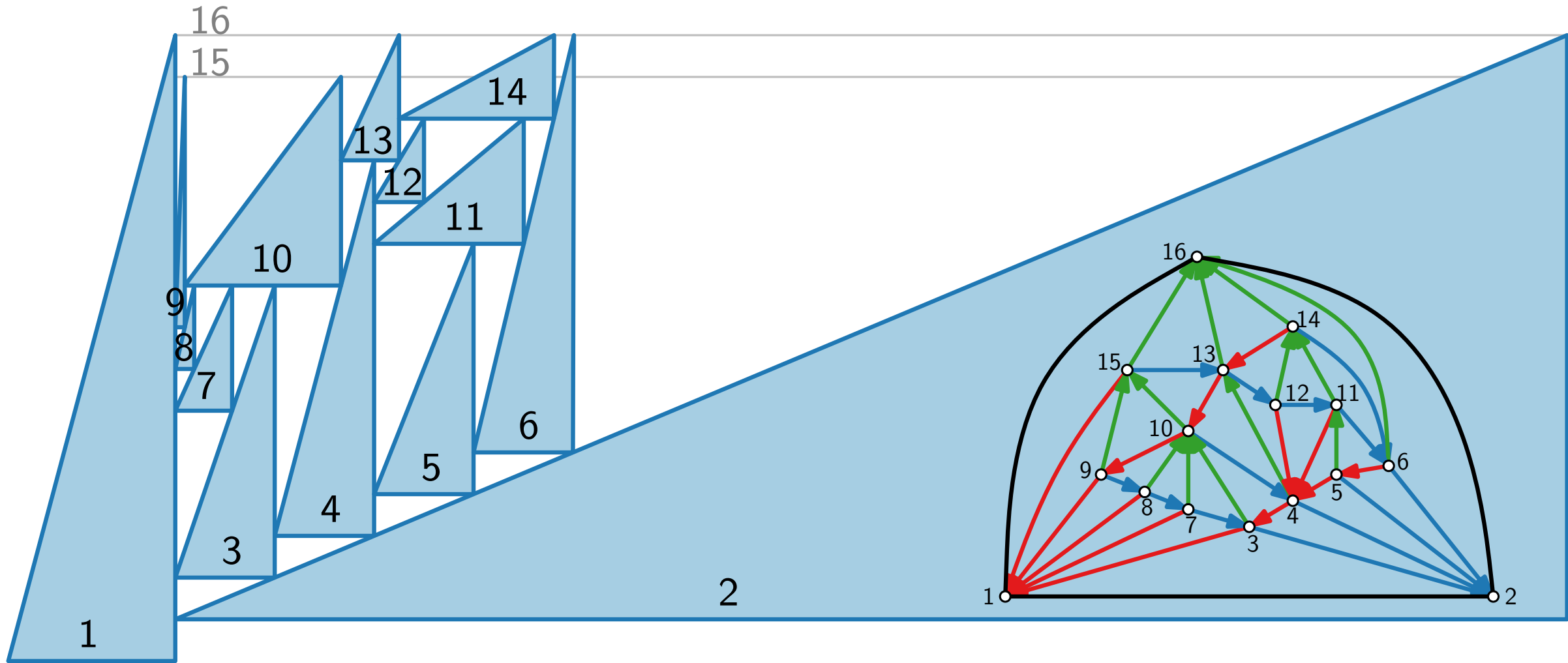
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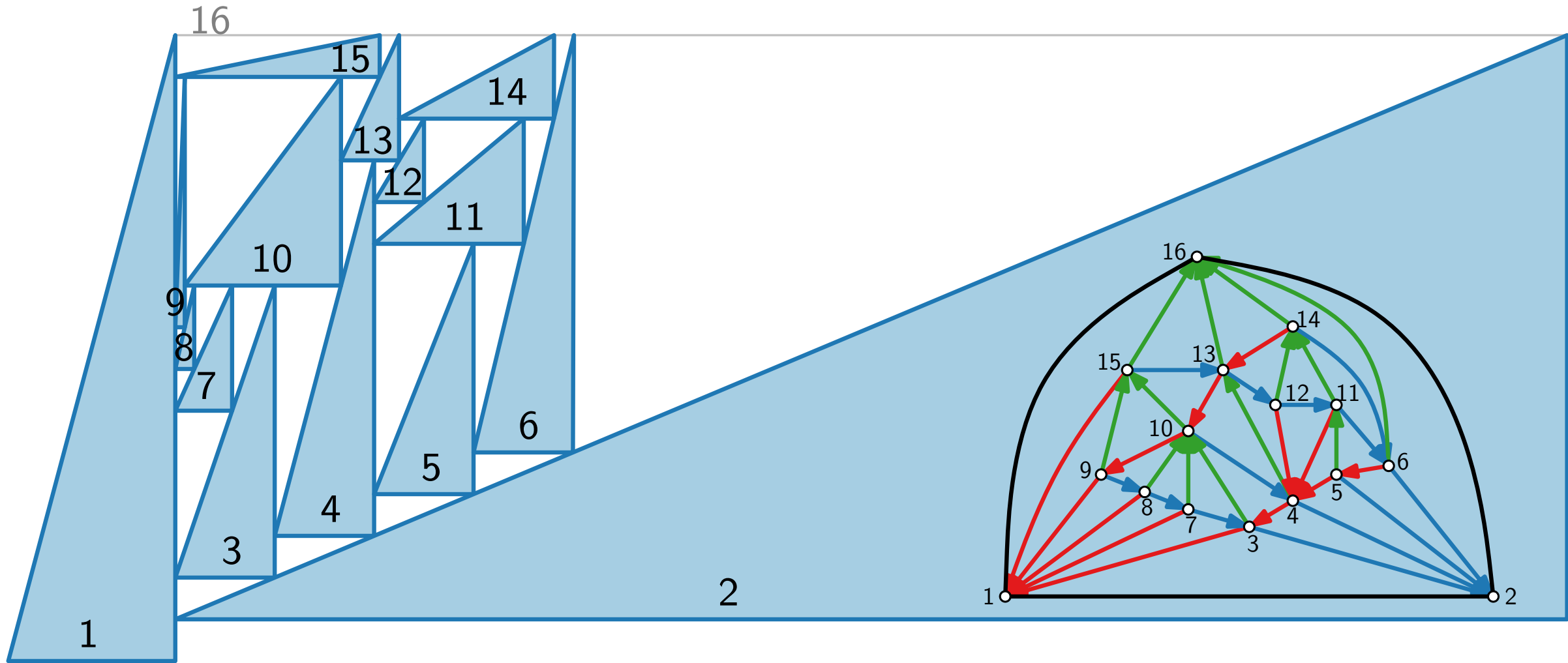
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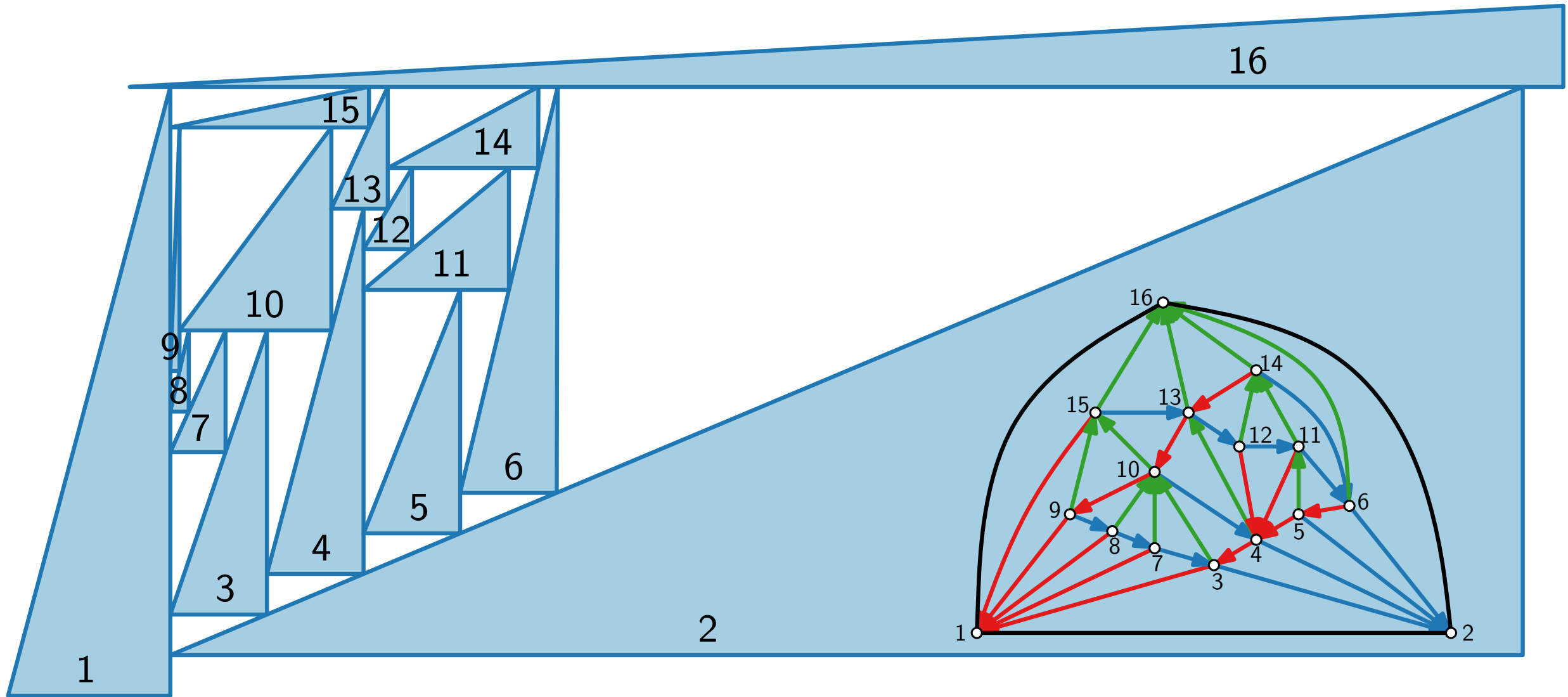
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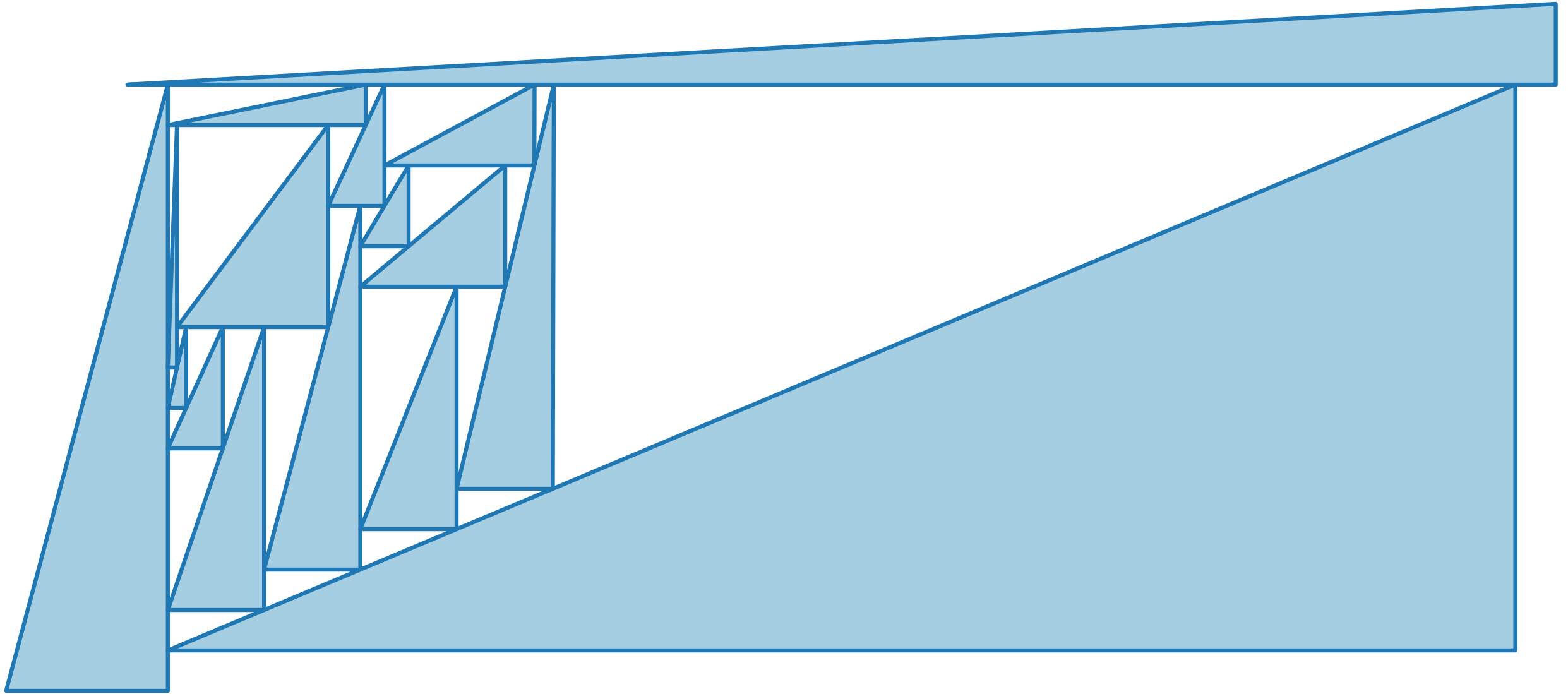
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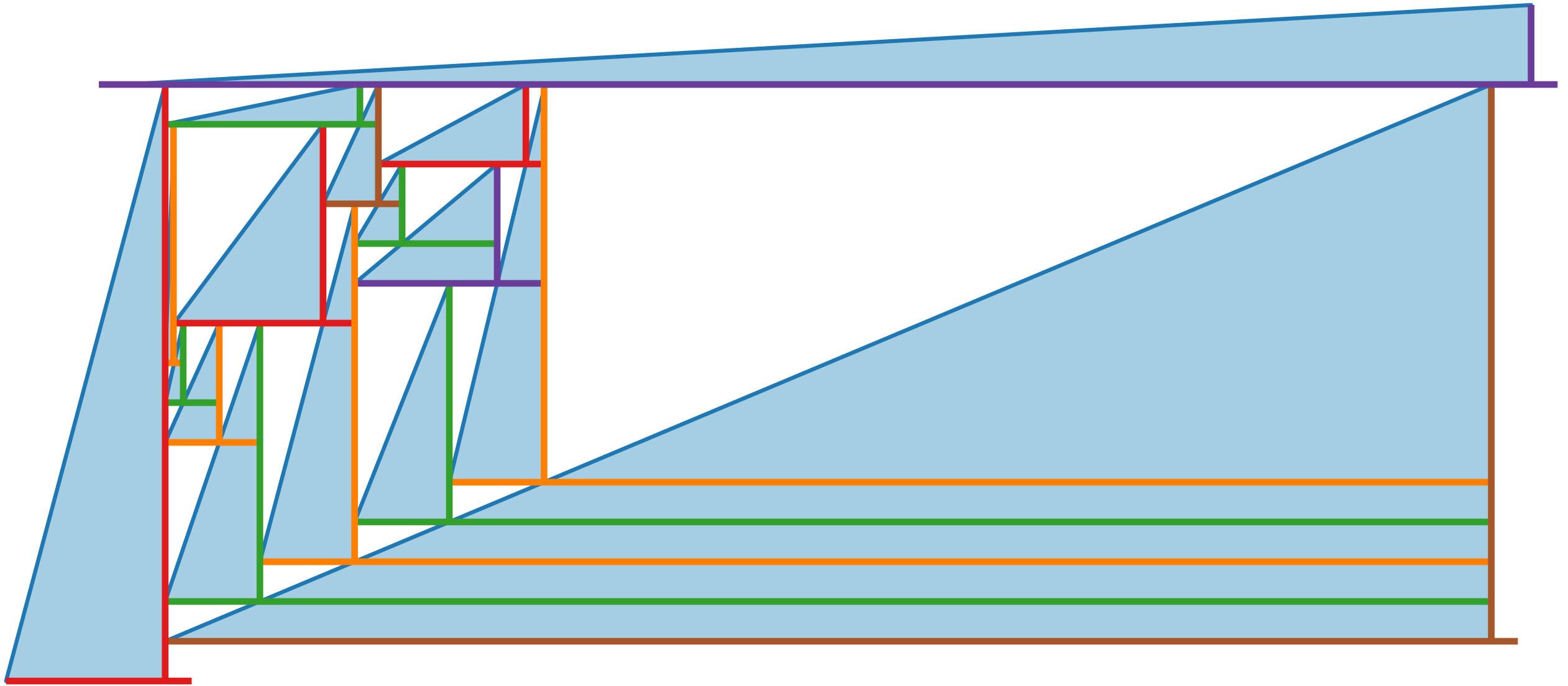
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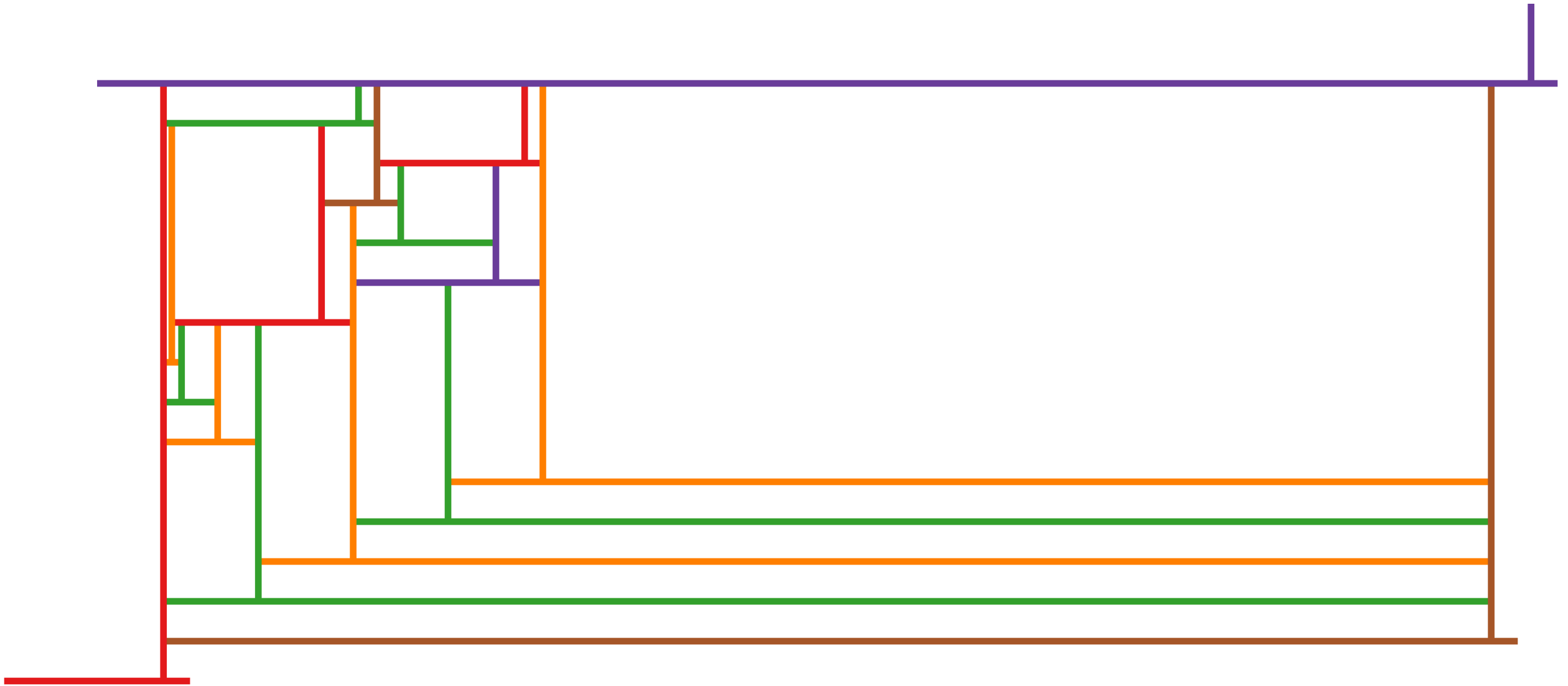
T-shape Contact Representation



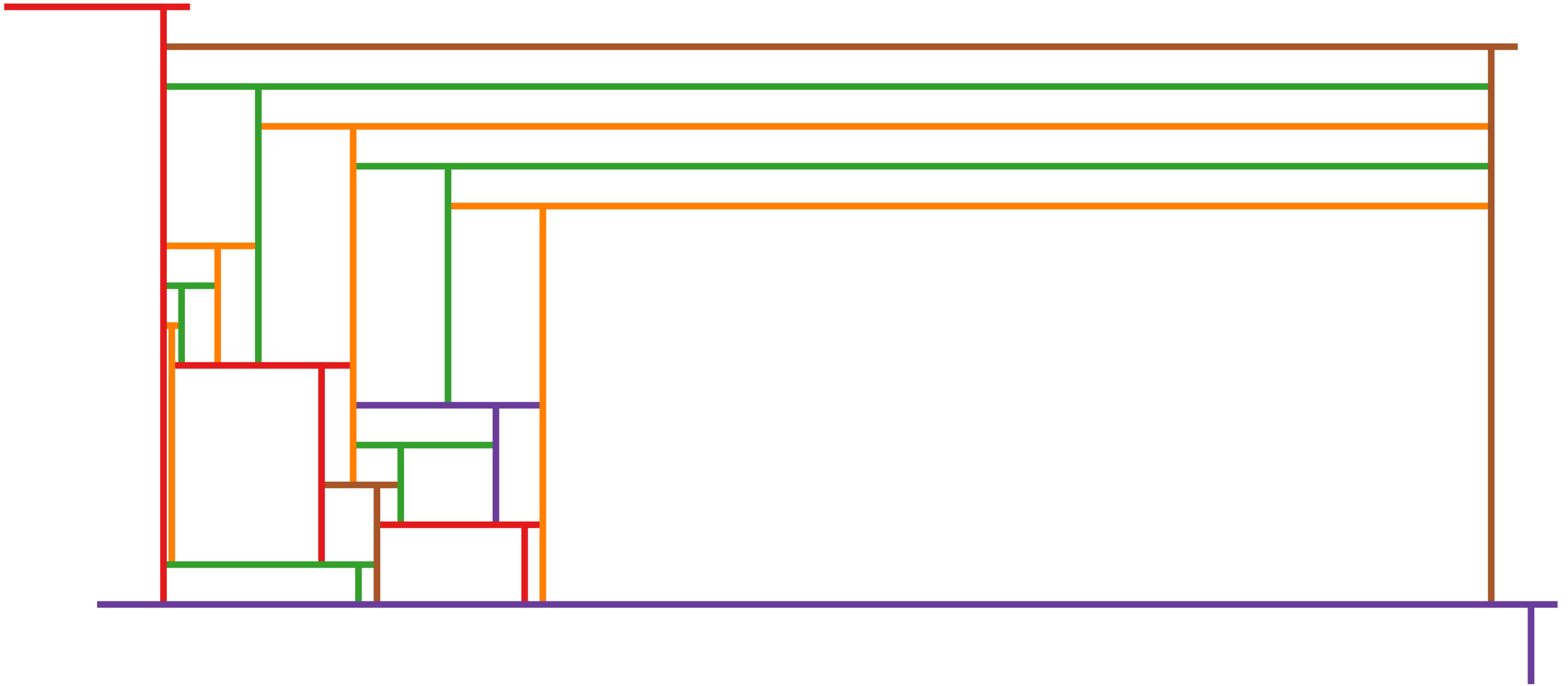
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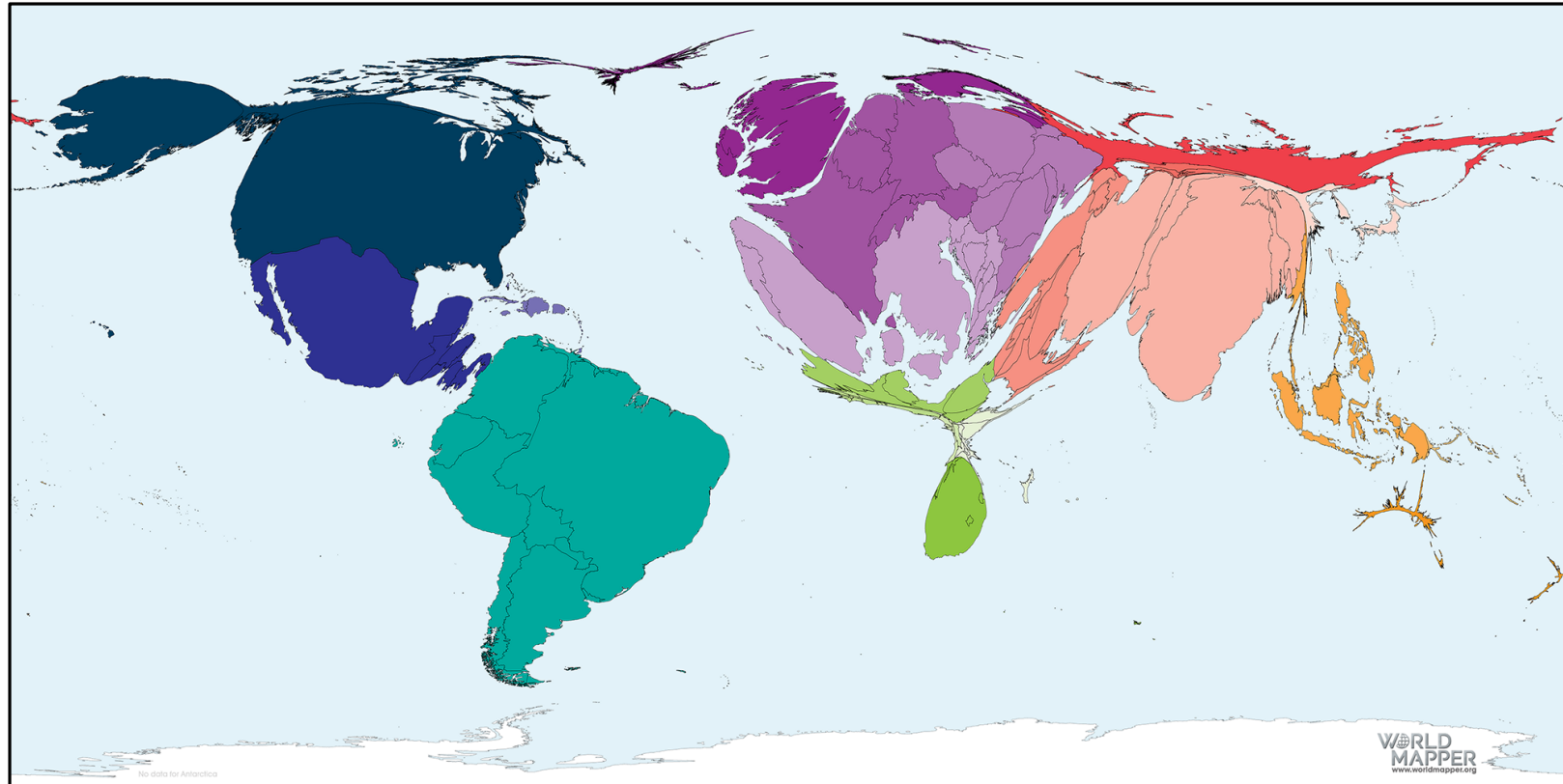


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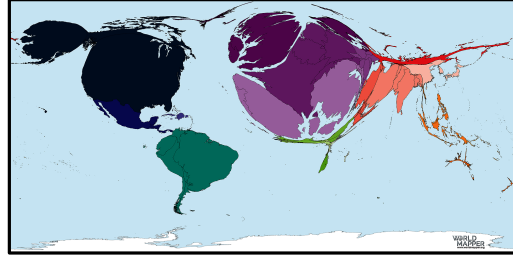
Cartograms

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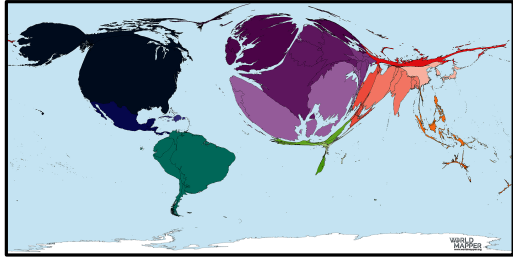
COVID19 reported deaths (January–December 2020)

Cartograms

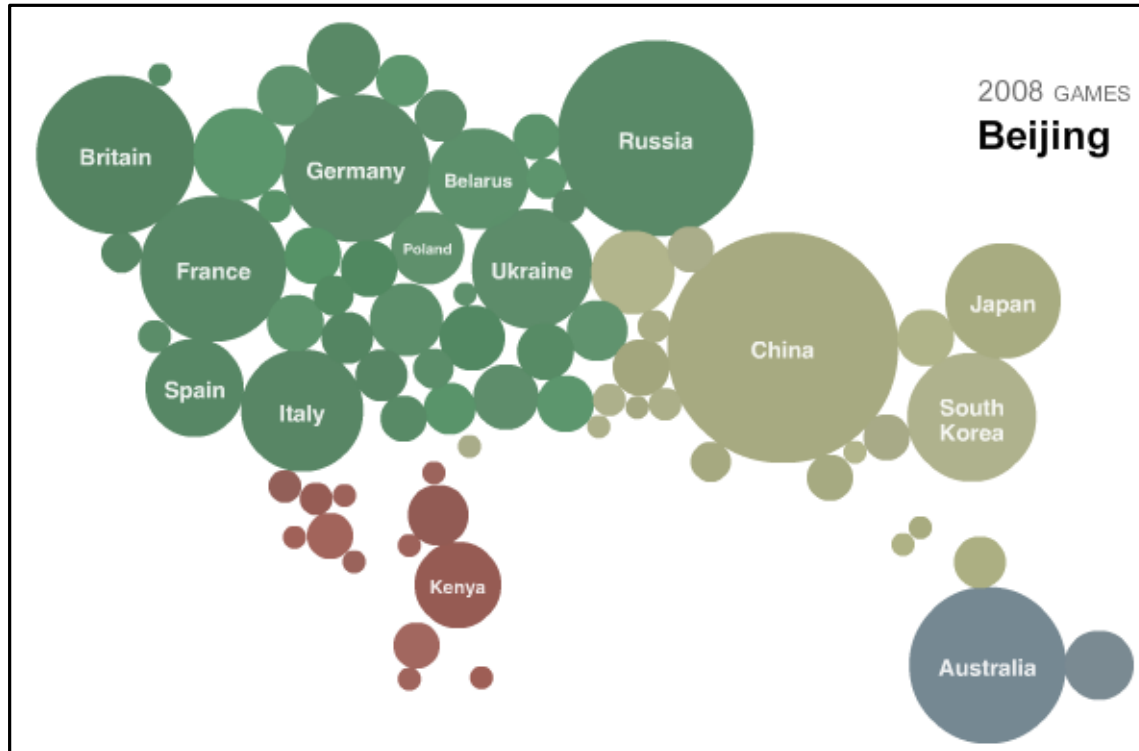


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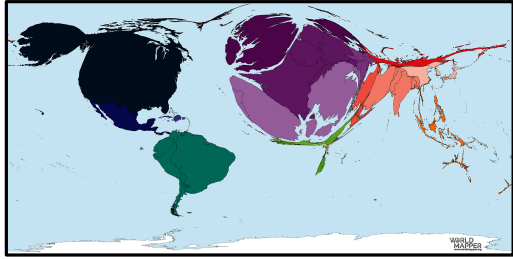
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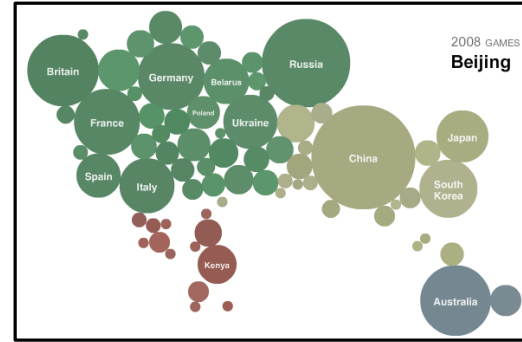
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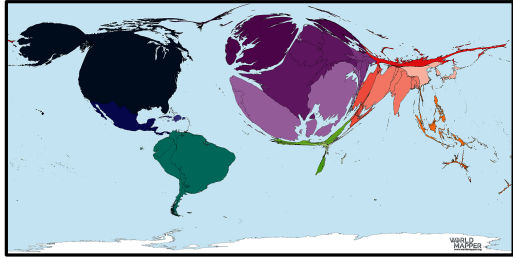


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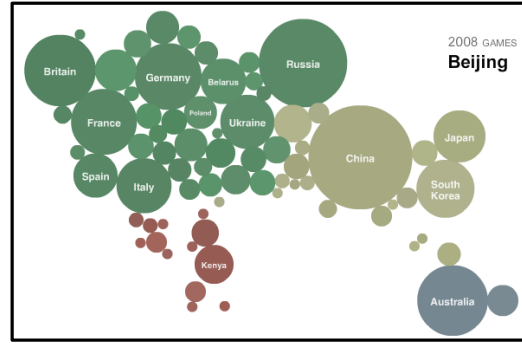


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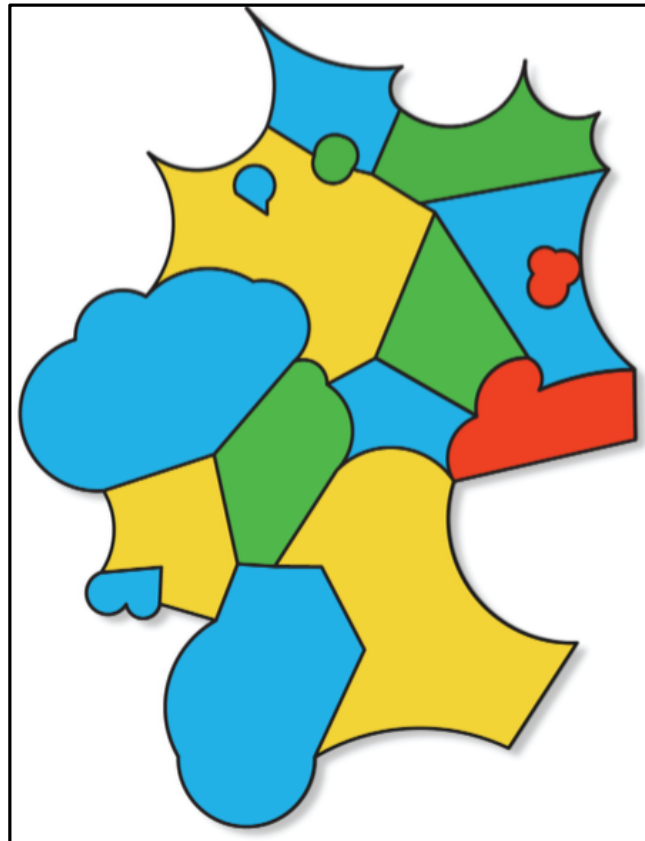
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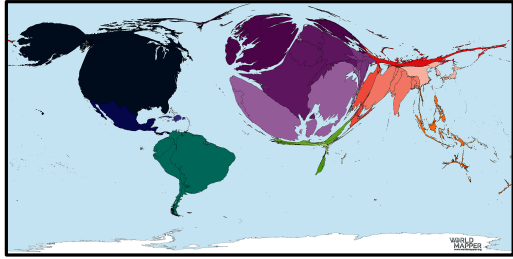
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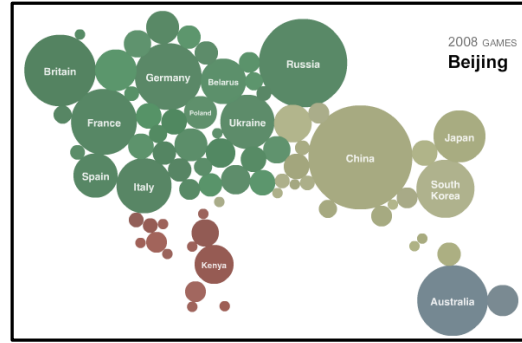
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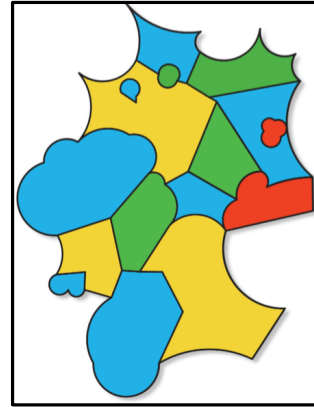
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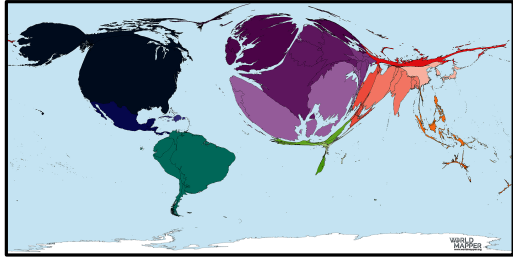
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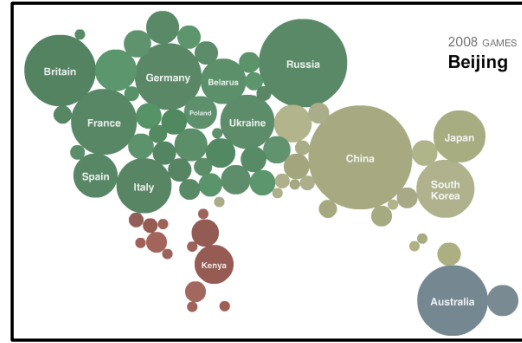
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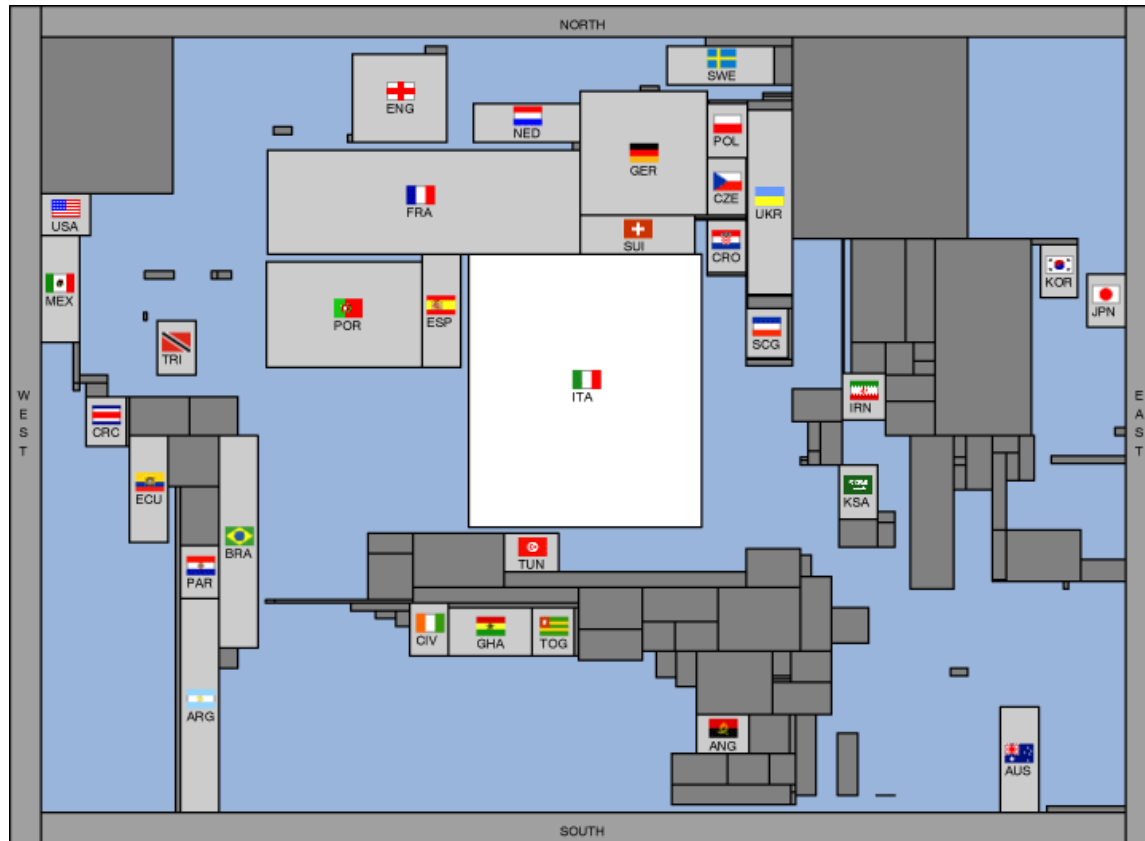
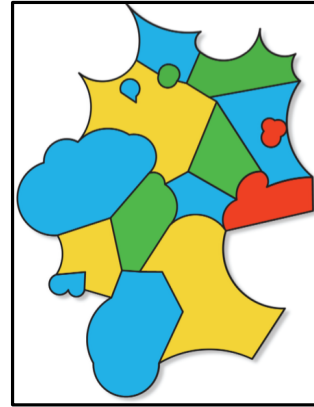
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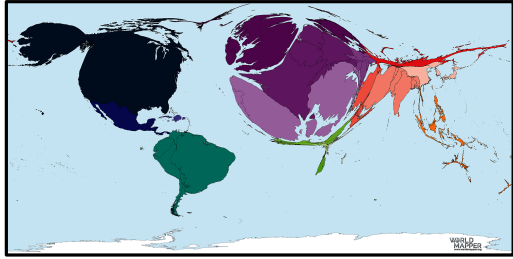
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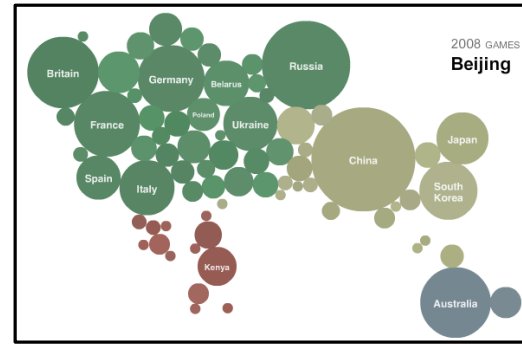
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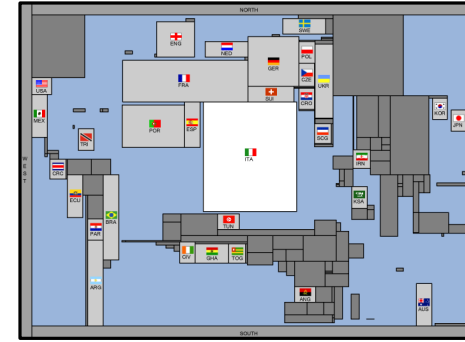
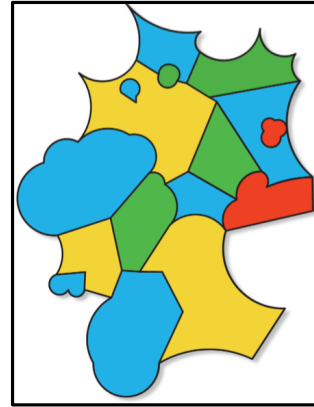
Cartograms



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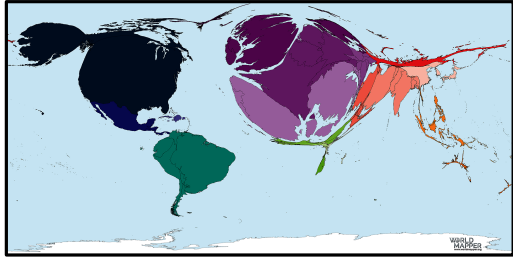


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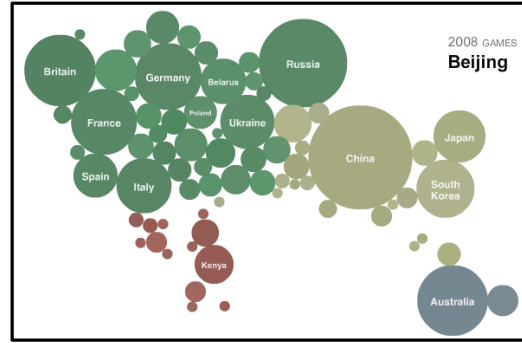


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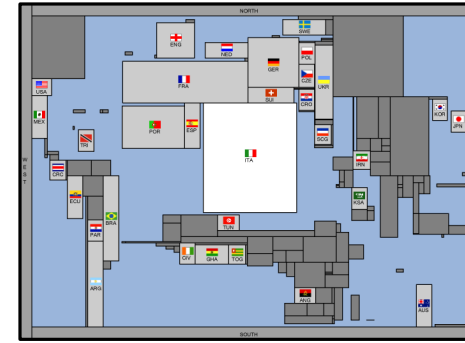
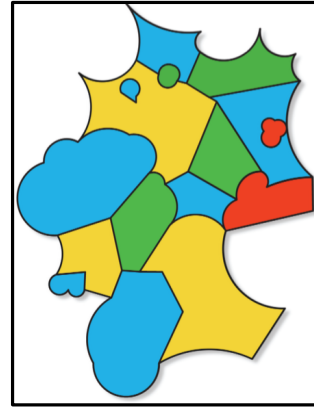
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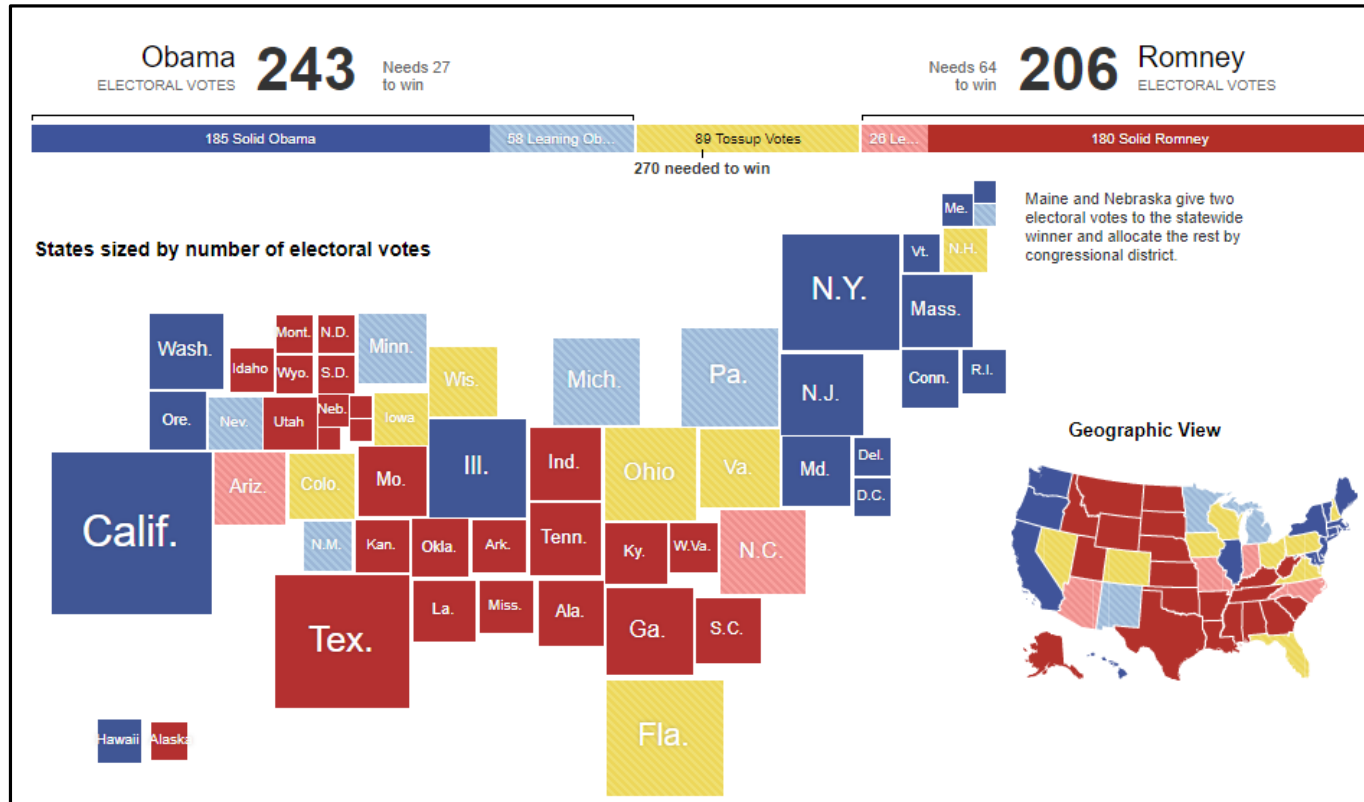
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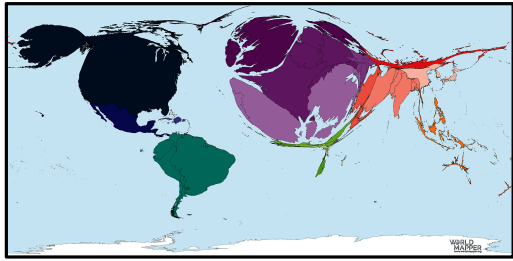
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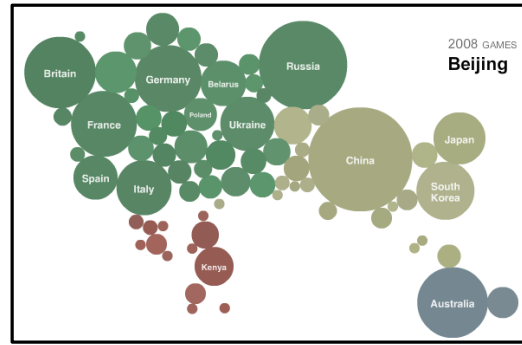
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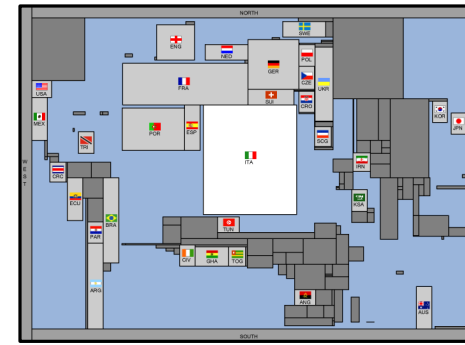
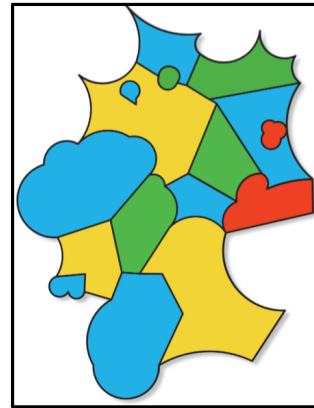
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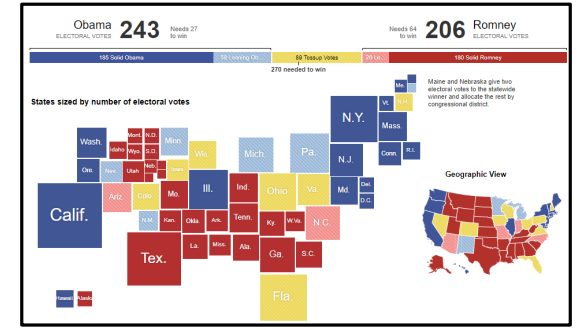
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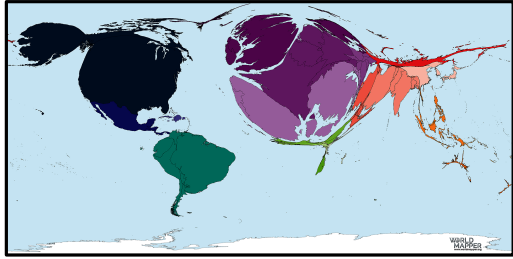


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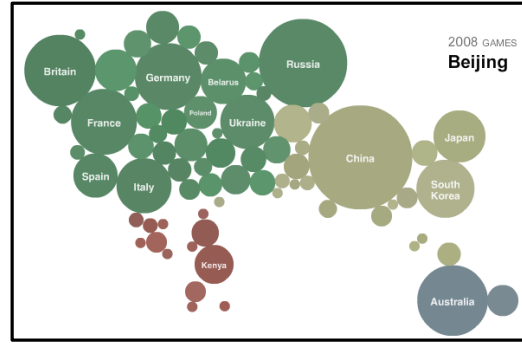


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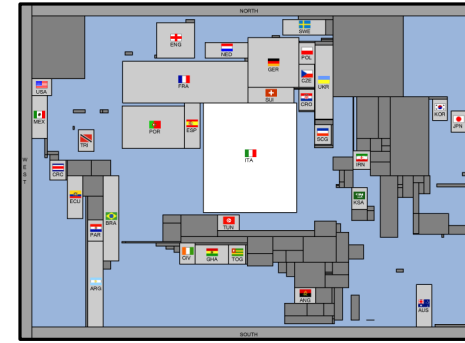
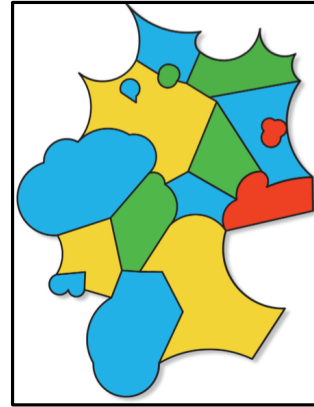
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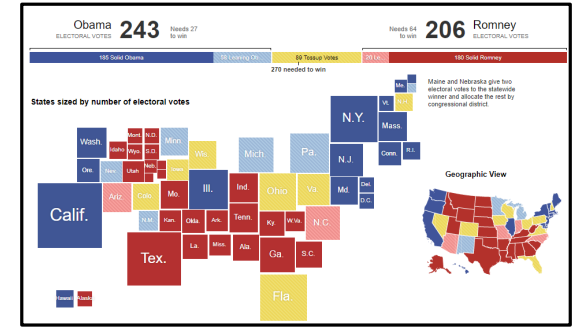
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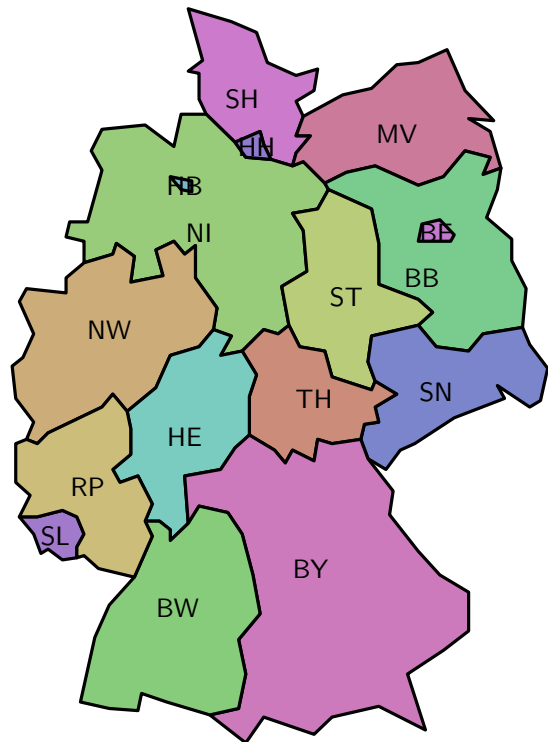
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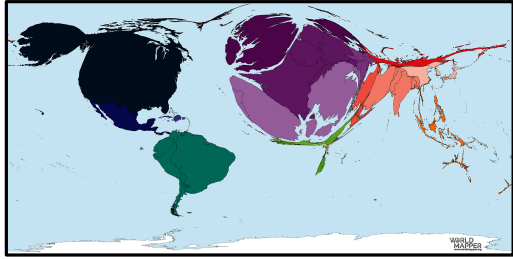
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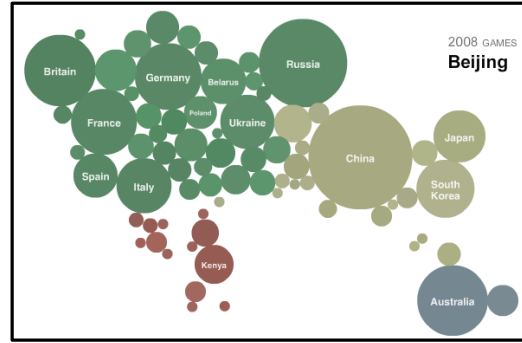
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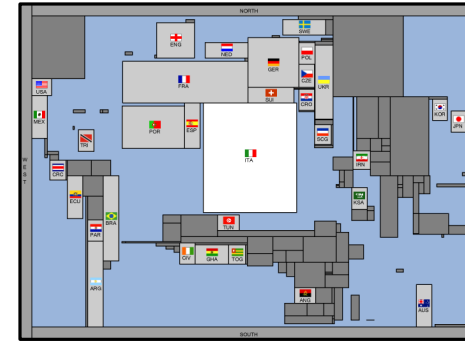
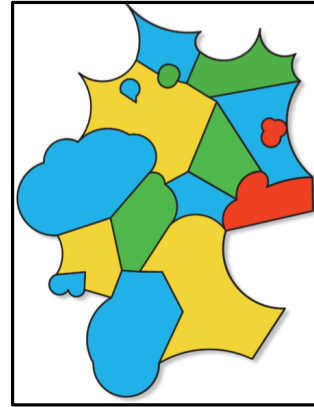
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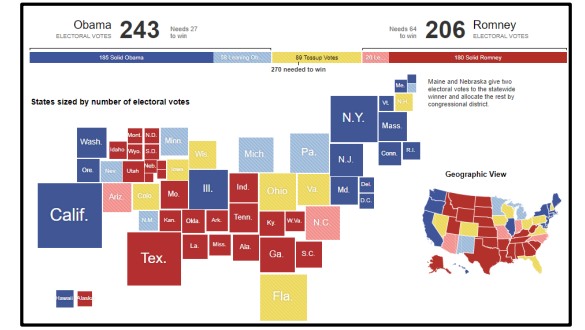
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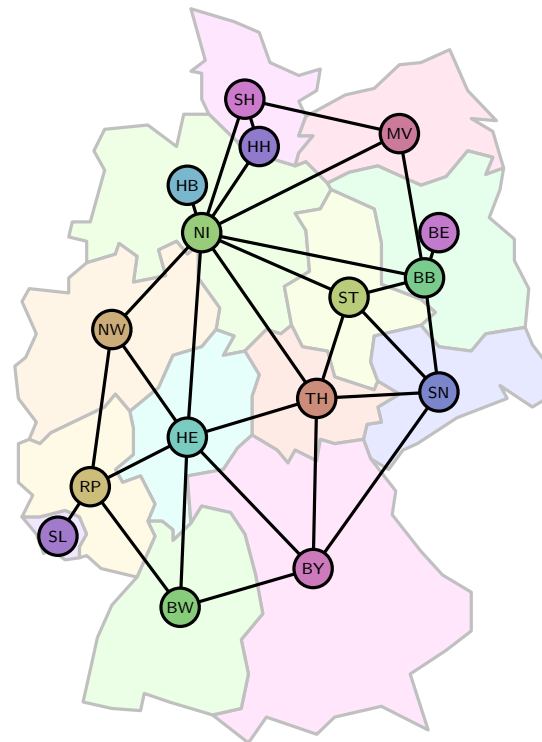
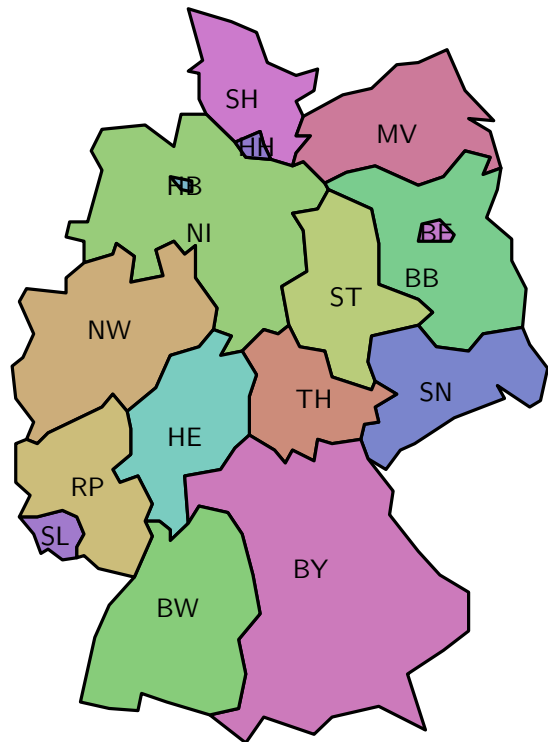
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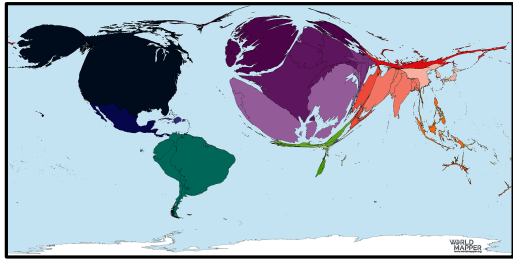
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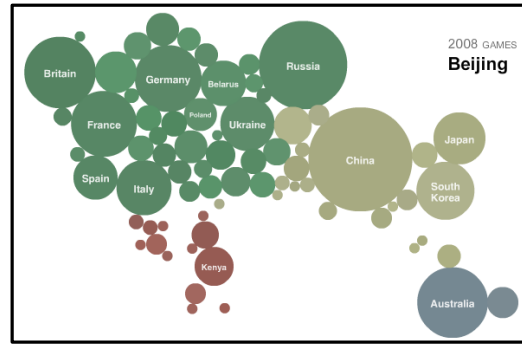
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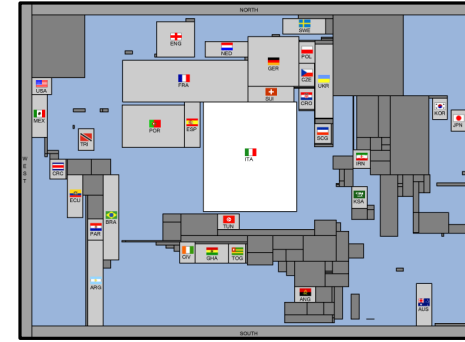
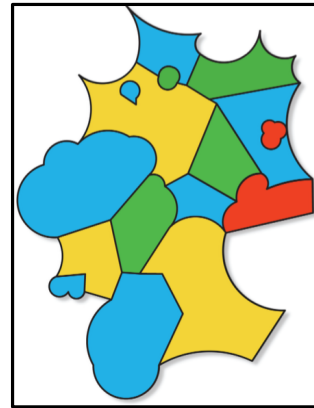
Cartograms



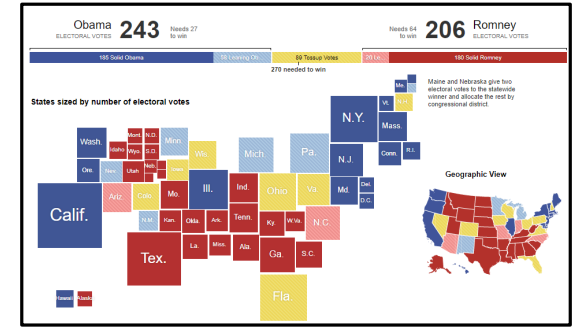
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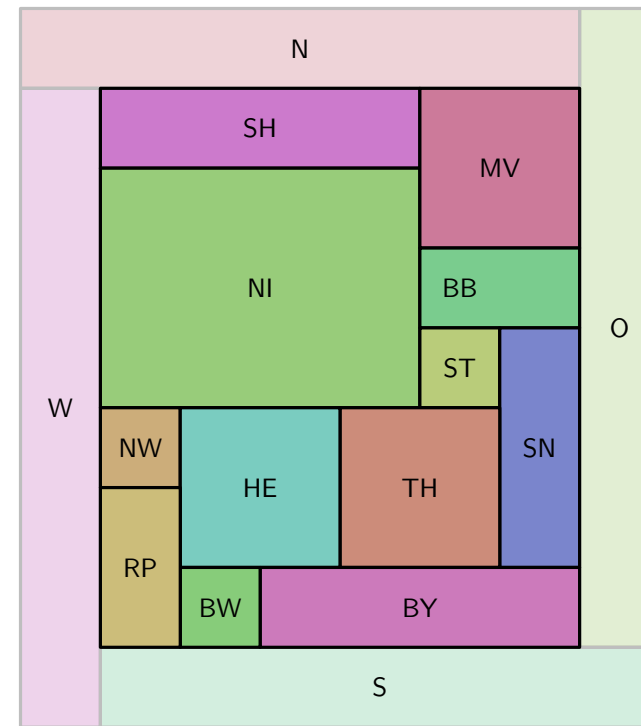
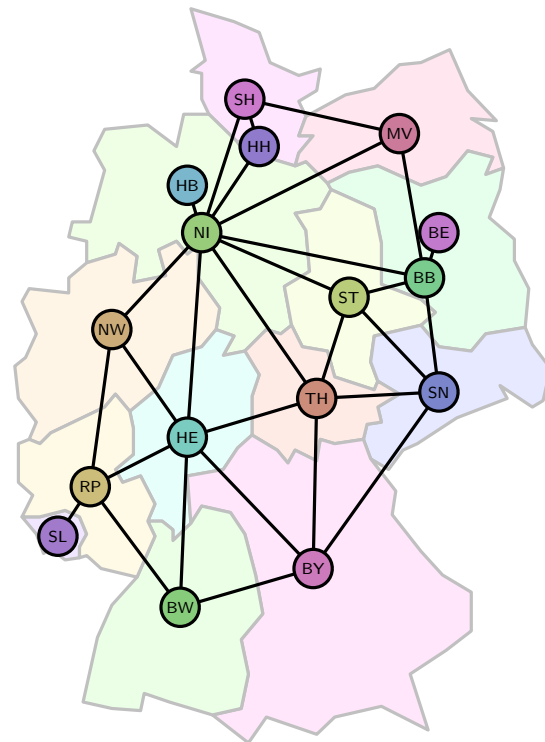
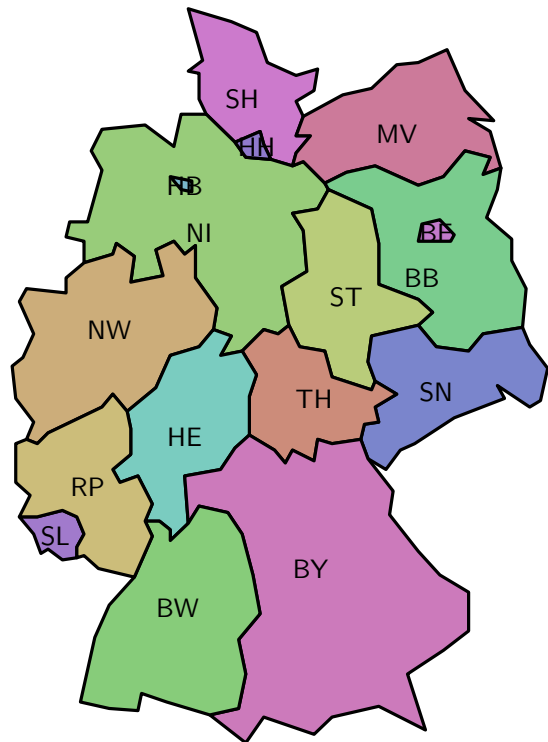
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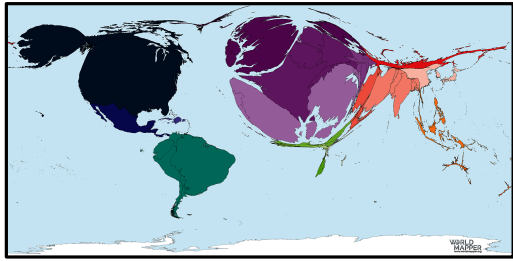
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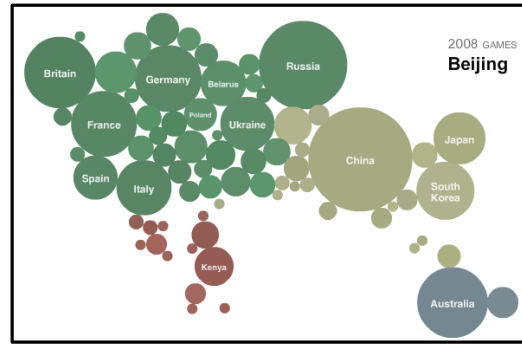
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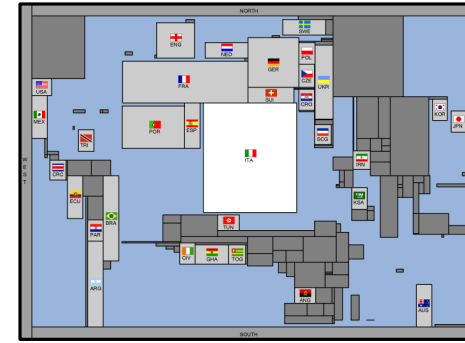
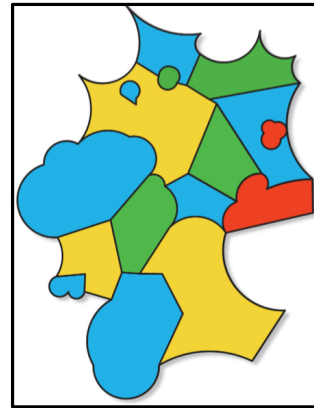
Cartograms



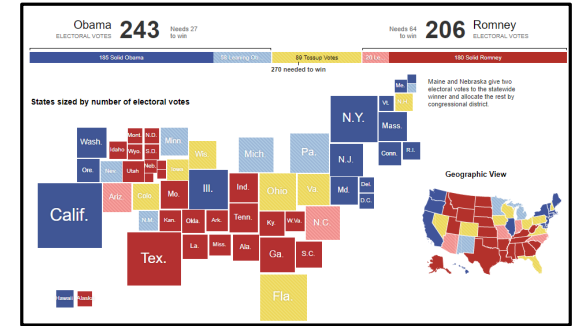
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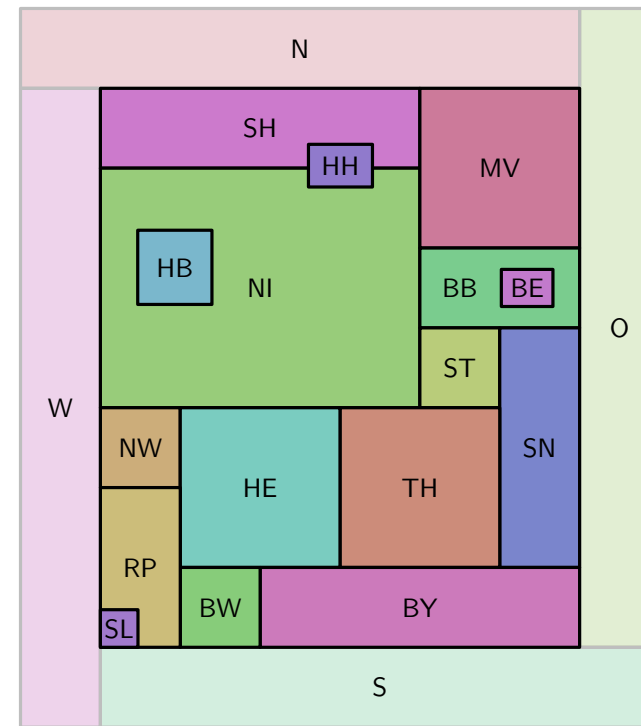
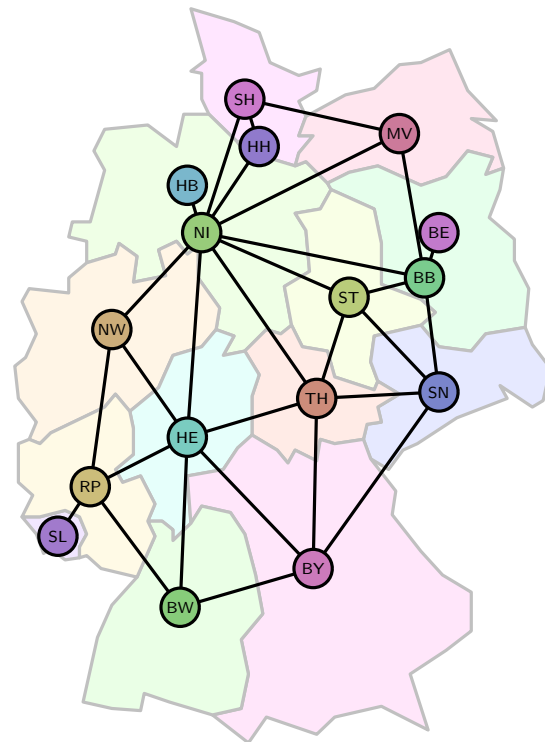
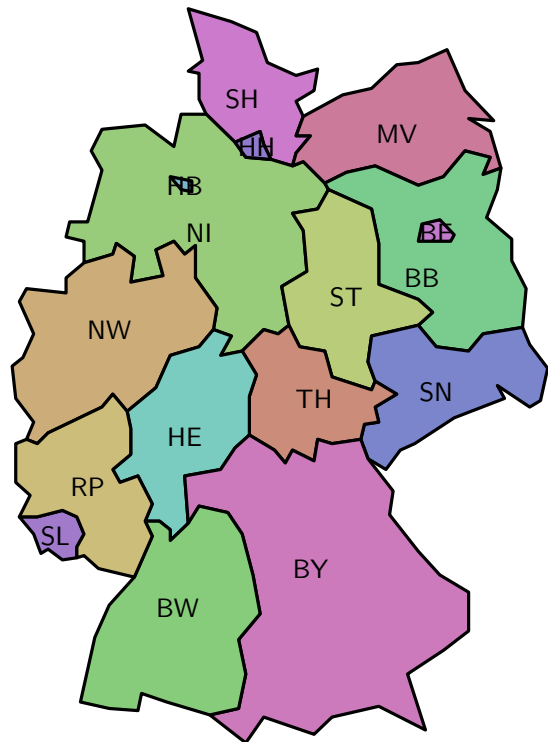
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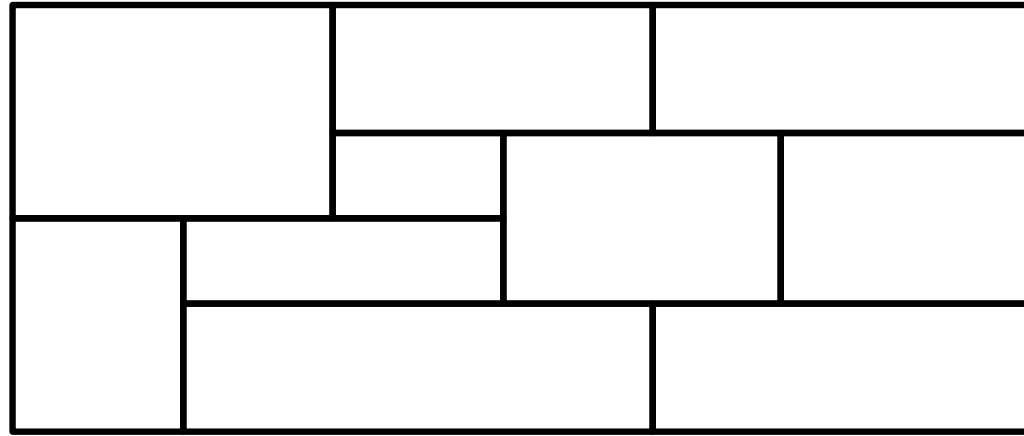
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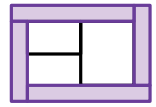
Rectangular Dual



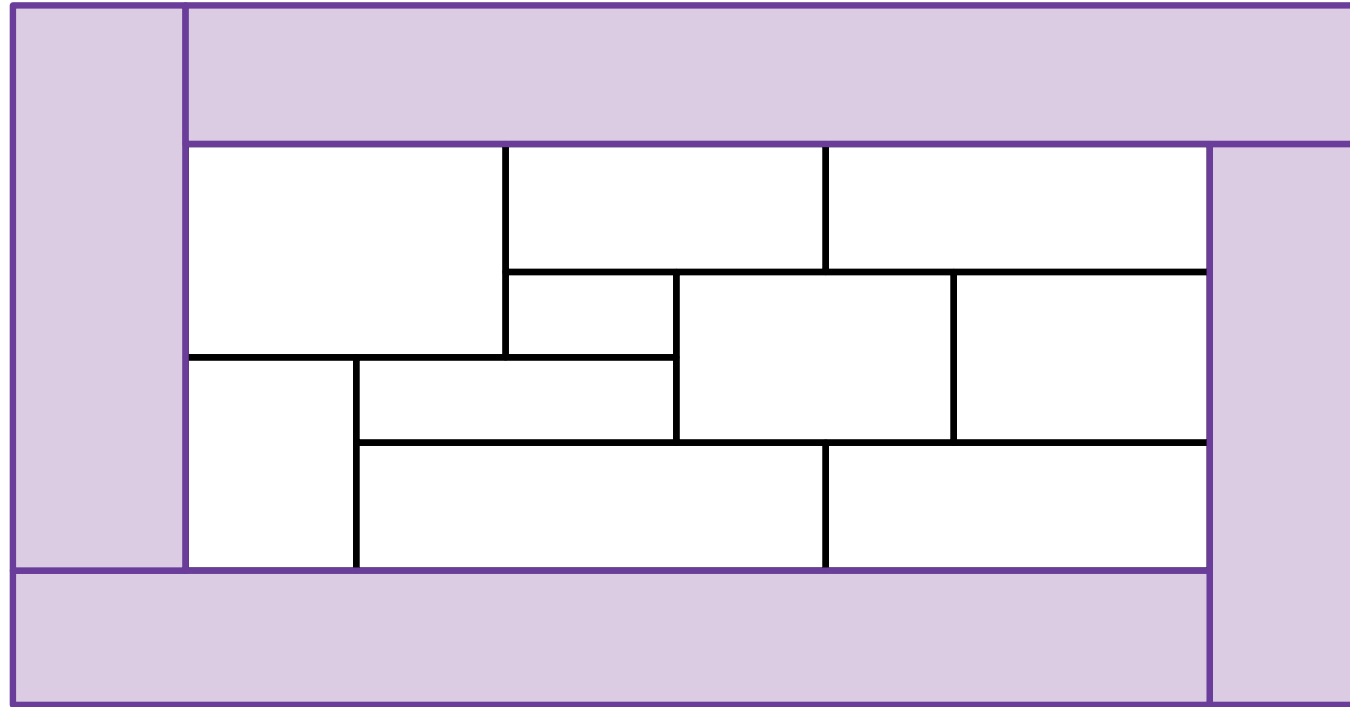
Rectangular Dual



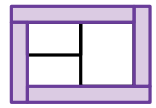
Rectangular Dual



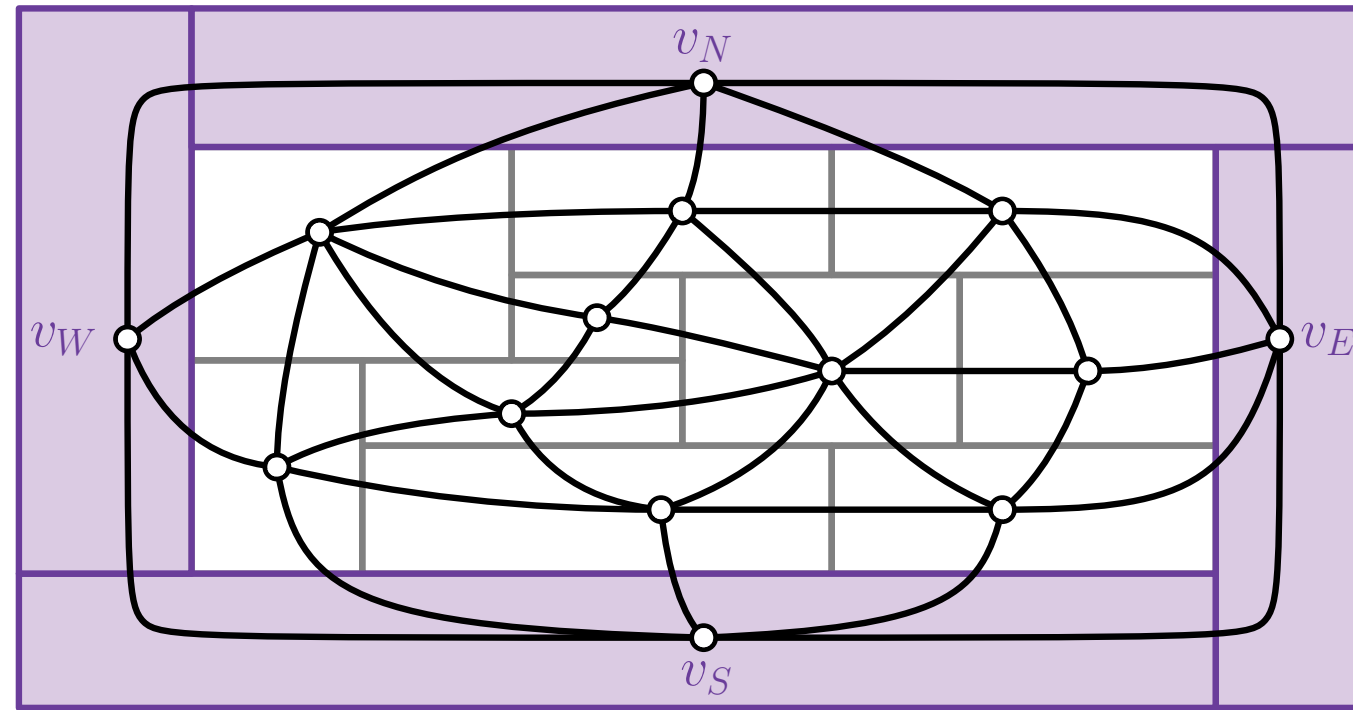
RD

Rectangular Dual \mathcal{R} 

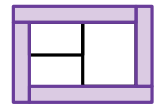
Rectangular Dual



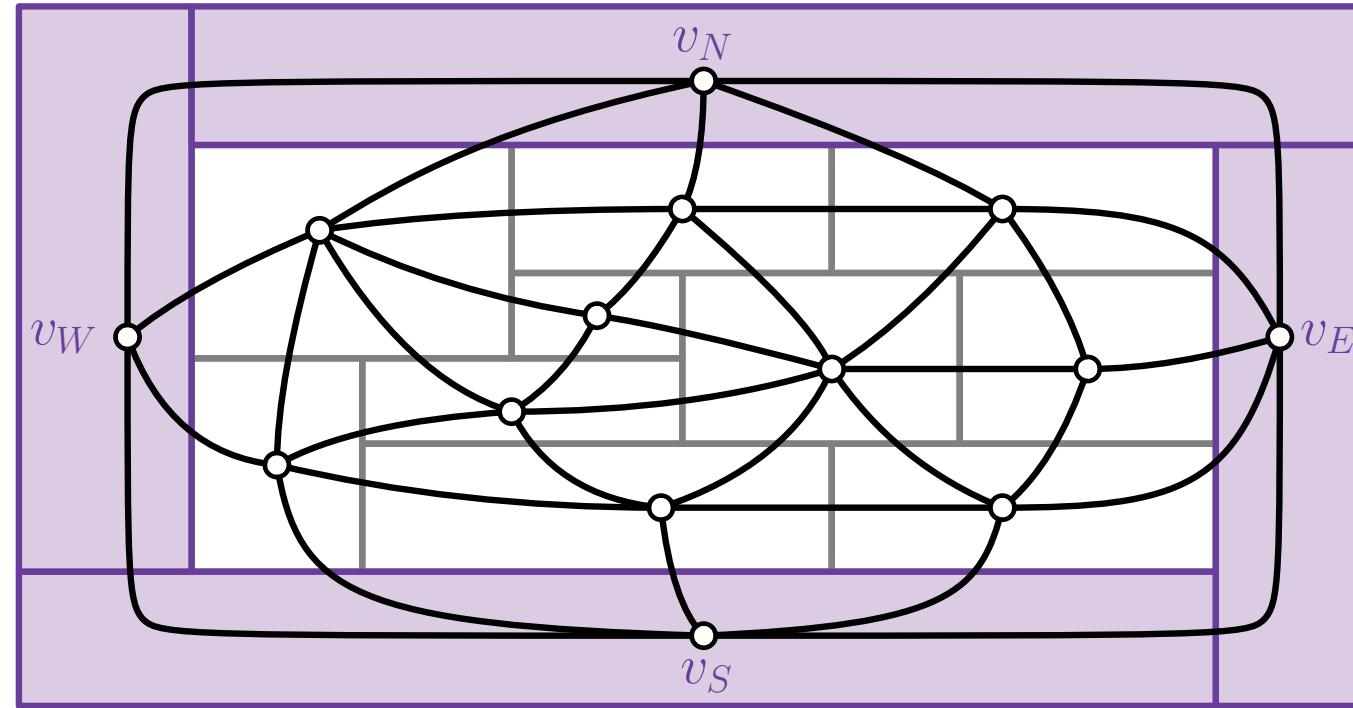
RD

Rectangular Dual \mathcal{R} 

Rectangular Dual

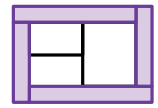


RD

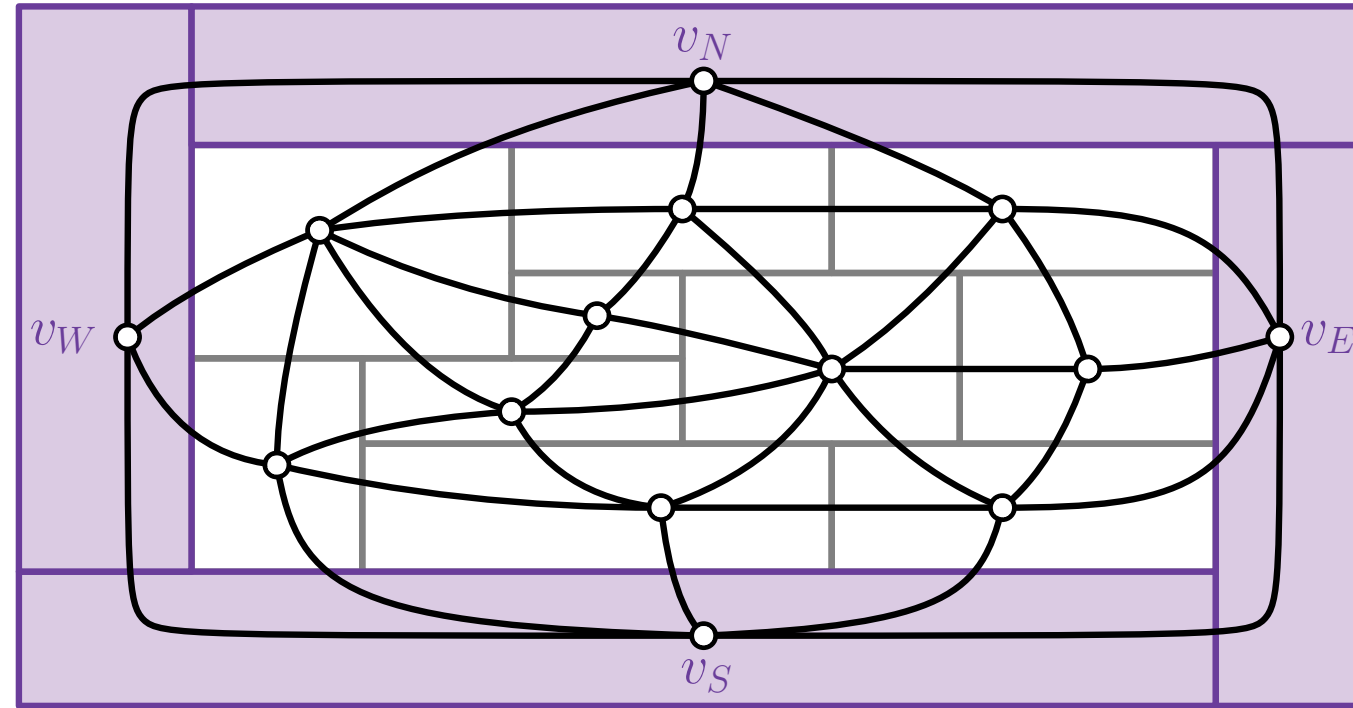
Rectangular Dual \mathcal{R} 

A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

Rectangular Dual

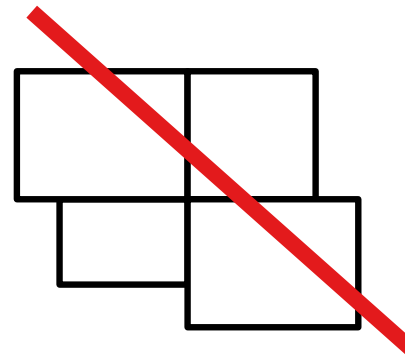


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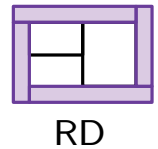
Rectangular Dual \mathcal{R} 

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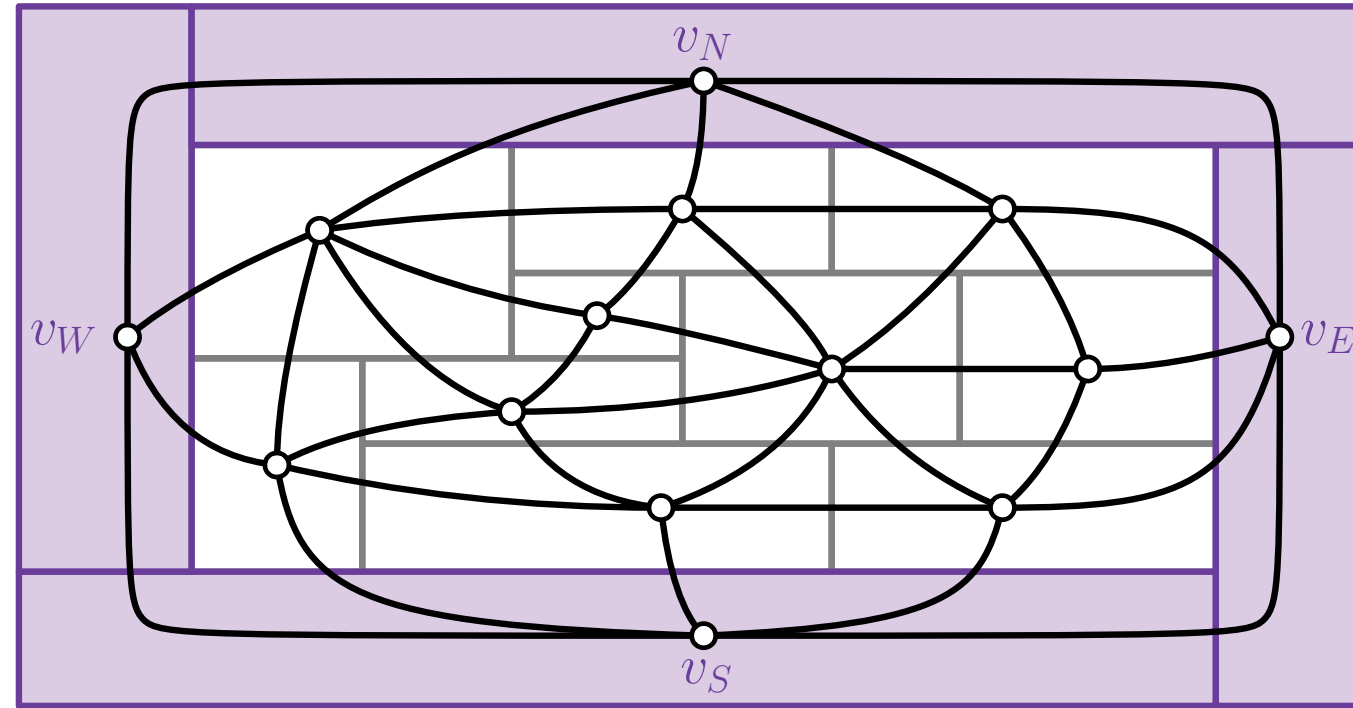
- no four rectangles share a point,



Rectangular Dual

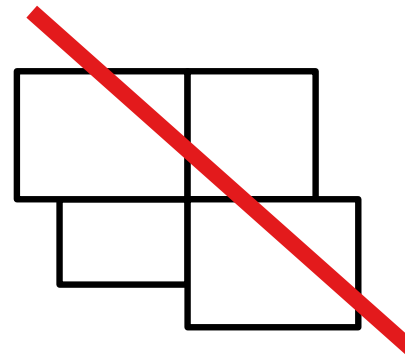


RD

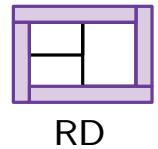
Rectangular Dual \mathcal{R} 

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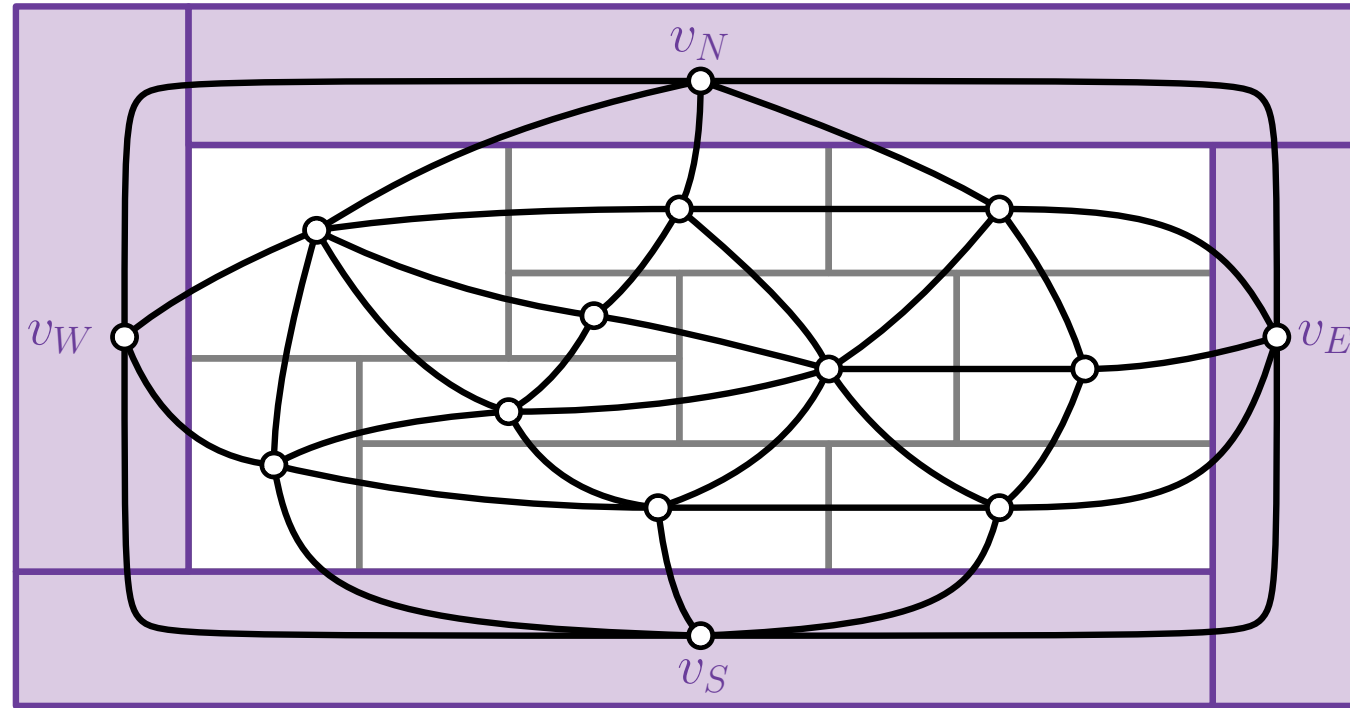
- no four rectangles share a point, and
- the union of all rectangles is a rectangle



Rectangular Dual

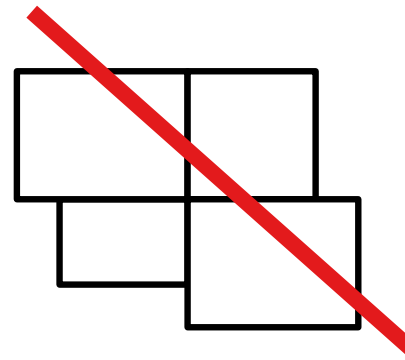


Rectangular Dual \mathcal{R}



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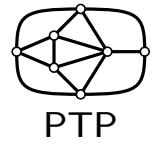


Theorem.

A graph G has a rectangular dual if and only if G is a PTP graph.

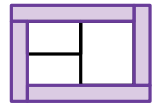
[Kozłmiński, Kinnen '85]

Rectangular Dual



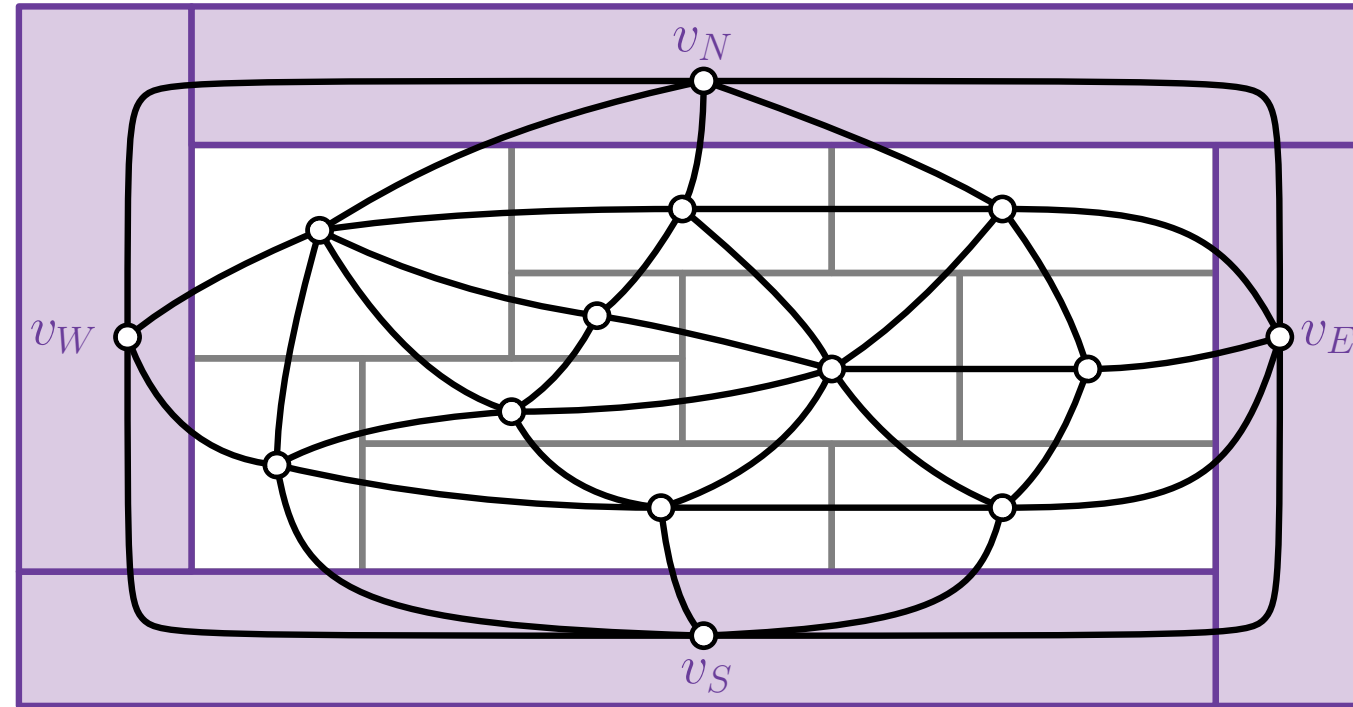
Properly Triangulated
Planar Graph G

PTP



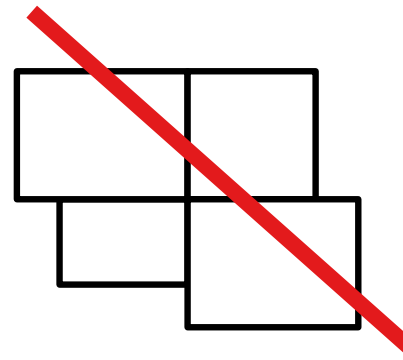
Rectangular Dual \mathcal{R}

RD



A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

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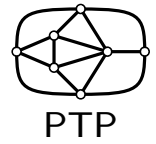


Theorem.

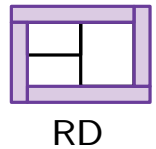
A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłmiński, Kinnen '85]

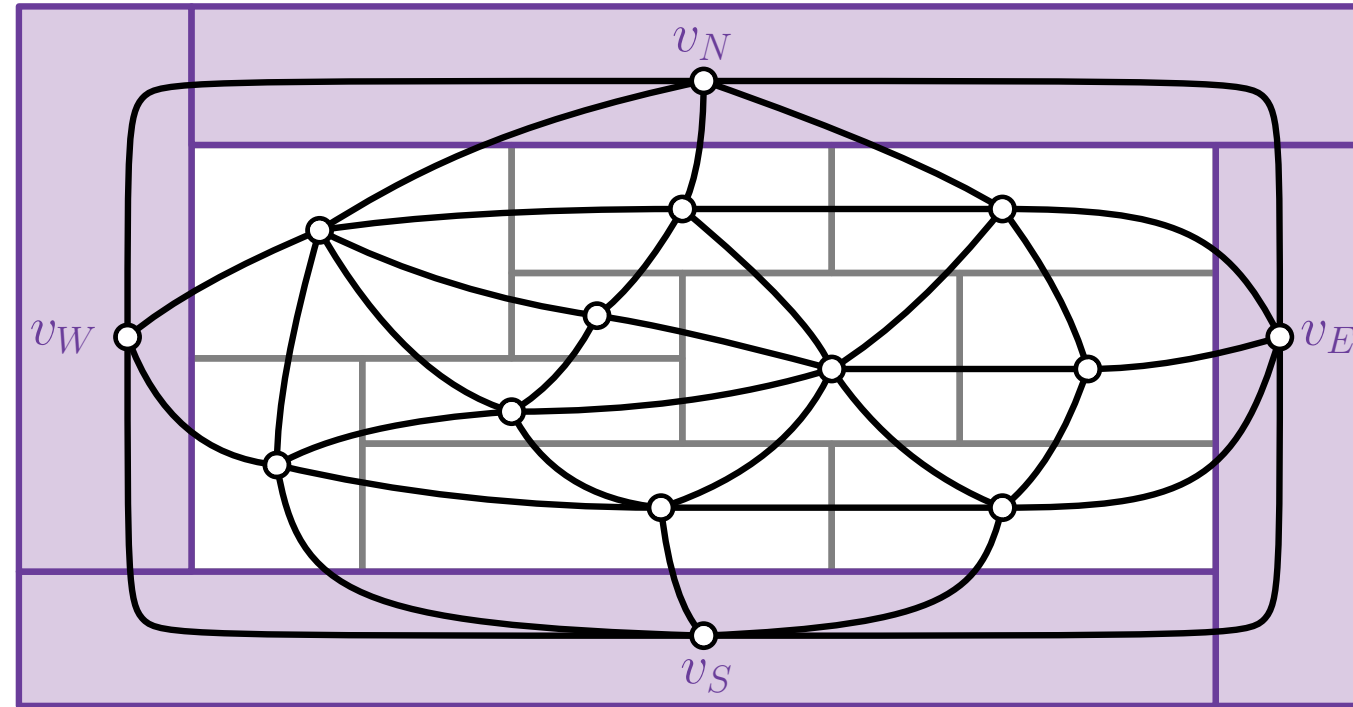
Rectangular Dual



Properly Triangulated
Planar Graph G

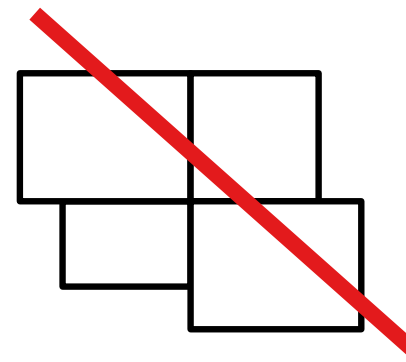


Rectangular Dual \mathcal{R}



A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

- no four rectangles share a point, and
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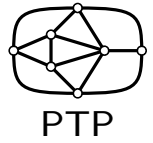


Theorem.

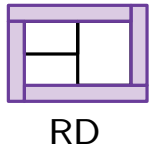
A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłowski, Kinnen '85]

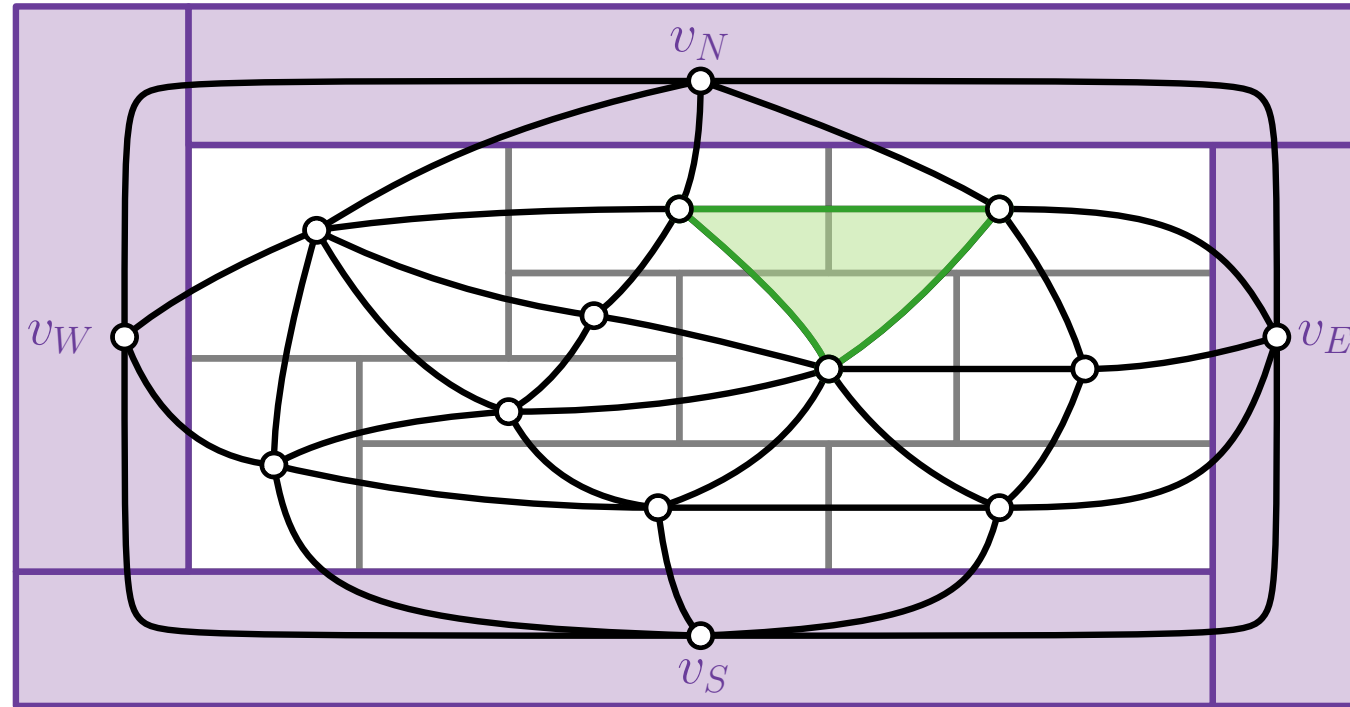
Rectangular Dual



Properly Triangulated
Planar Graph G

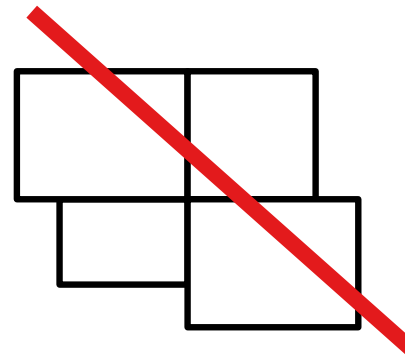


Rectangular Dual \mathcal{R}



A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

- no four rectangles share a point, and
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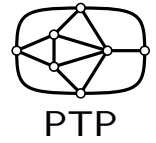


Theorem.

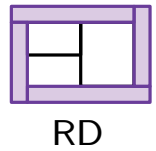
A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłmiński, Kinnen '85]

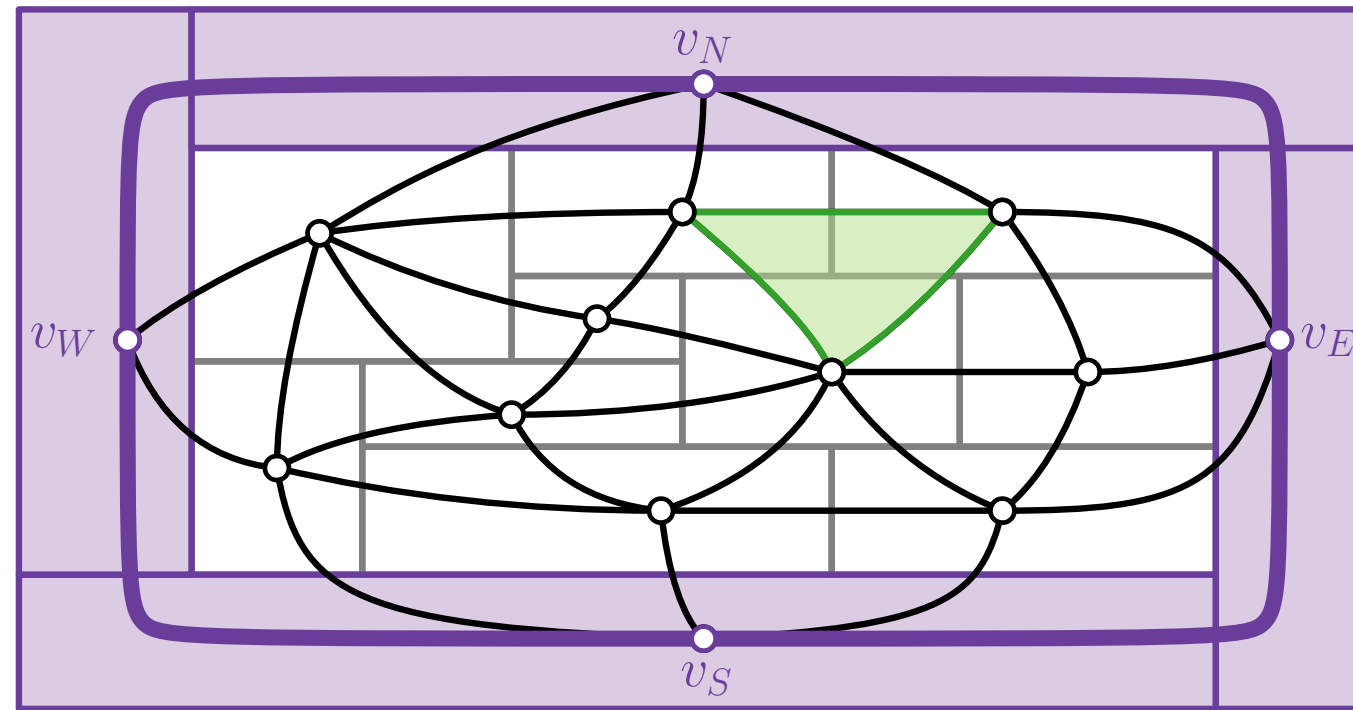
Rectangular Dual



Properly Triangulated
Planar Graph G

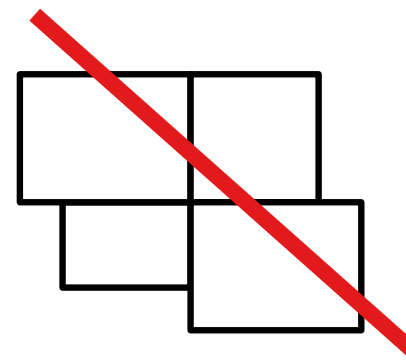


Rectangular Dual \mathcal{R}



A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

- no four rectangles share a point, and
- the union of all rectangles is a rectangle



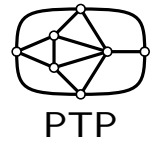
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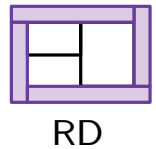
[Kozłmiński, Kinnen '85]

Rectangular Dual

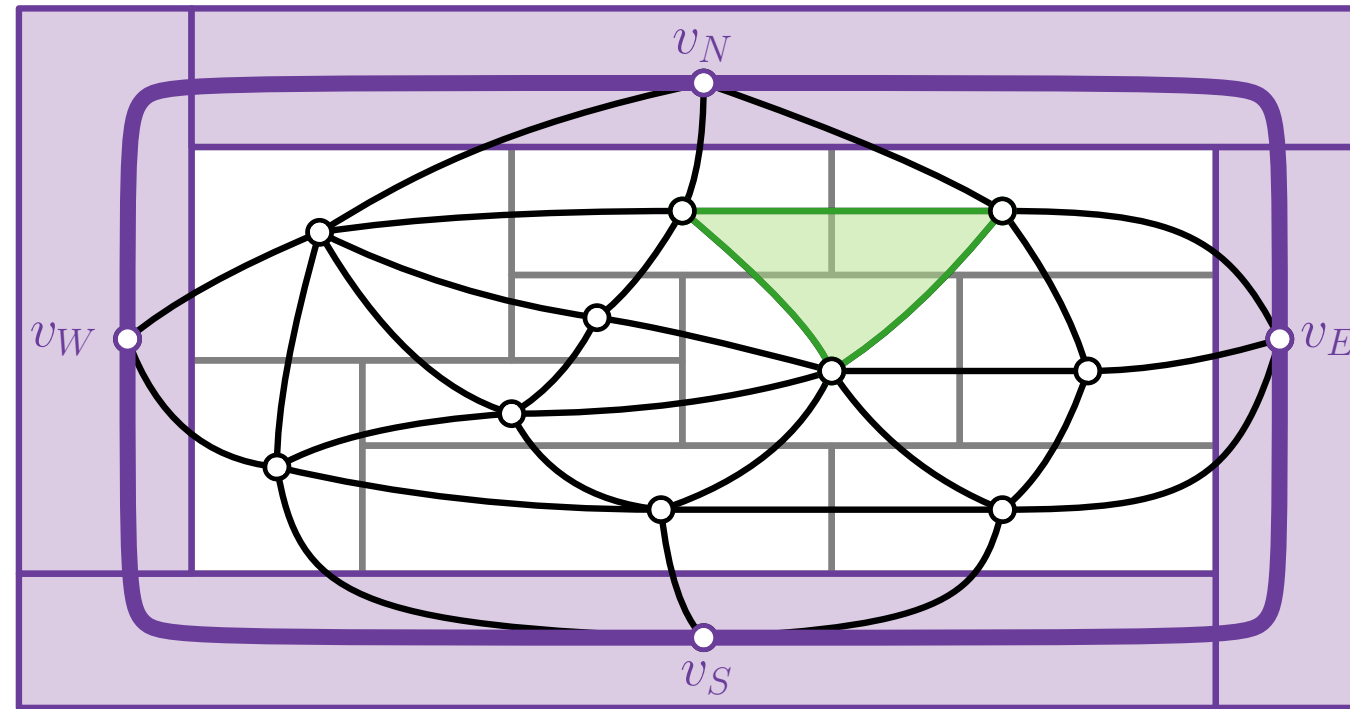
Exactly four vertices on the outer face.



Properly Triangulated
Planar Graph G

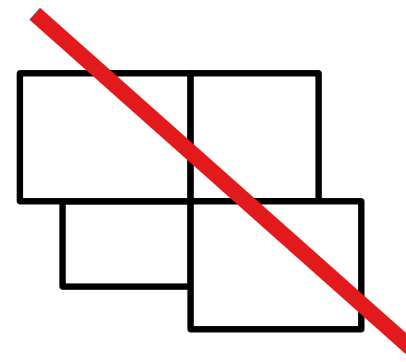


Rectangular Dual \mathcal{R}



A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

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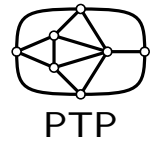
Theorem.

A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłmiński, Kinnen '85]

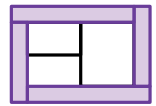
Rectangular Dual

Exactly four vertices on the outer face.



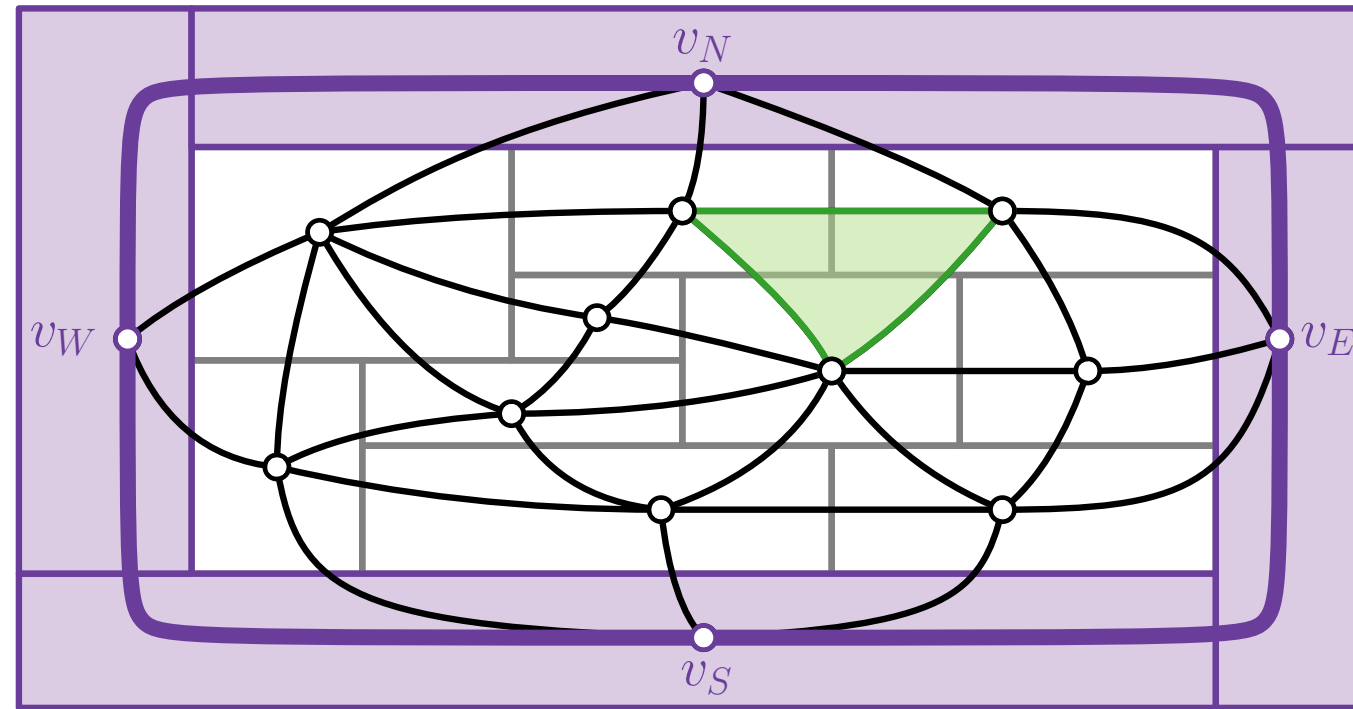
PTP

Properly Triangulated
Planar Graph G



RD

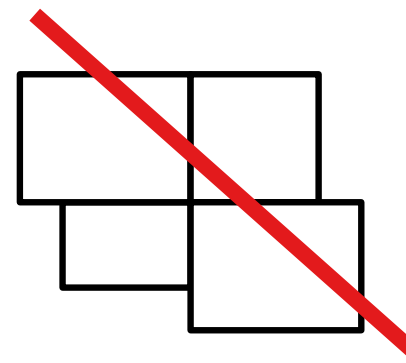
Rectangular Dual \mathcal{R}



No separating
triangle!

A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

- no four rectangles share a point, and
- the union of all rectangles is a rectangle



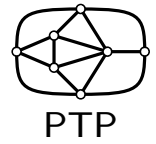
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A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłmiński, Kinnen '85]

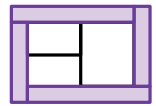
Rectangular Dual

Exactly four vertices on the outer face.



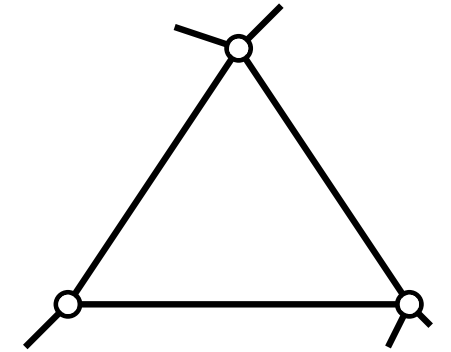
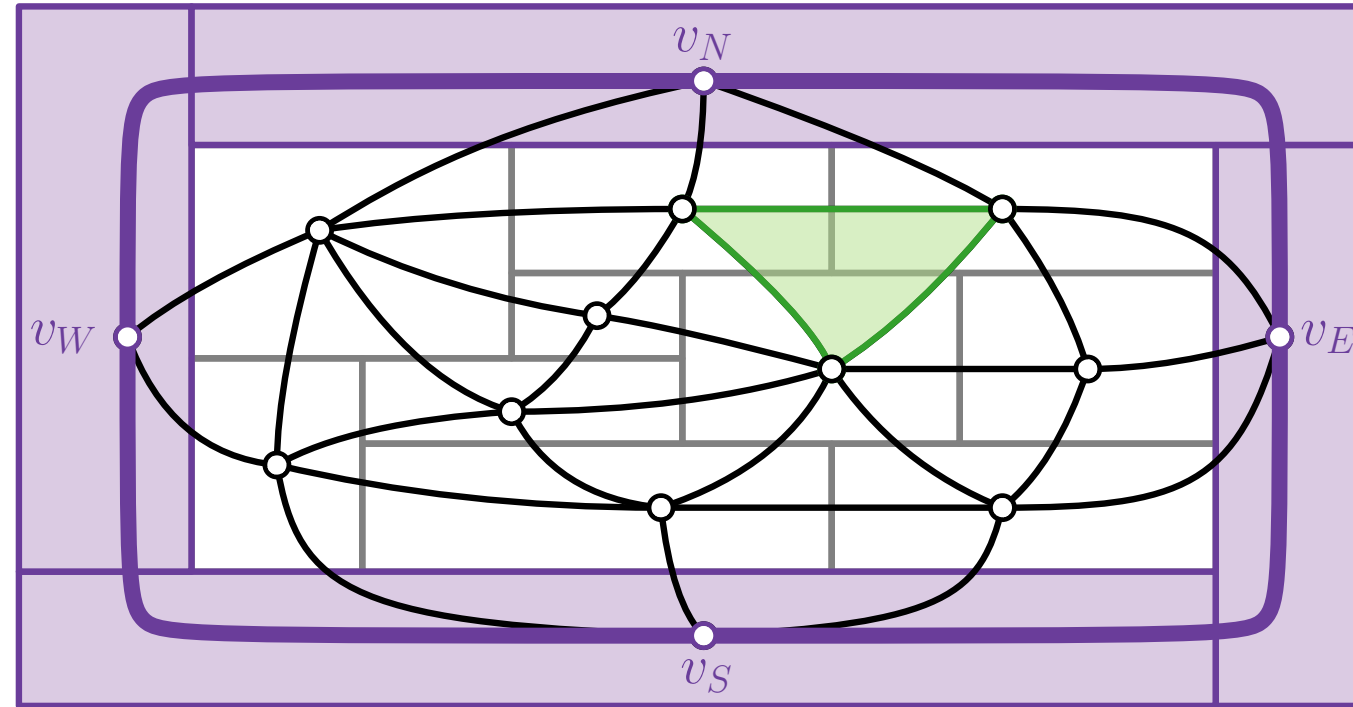
PTP

Properly Triangulated
Planar Graph G



RD

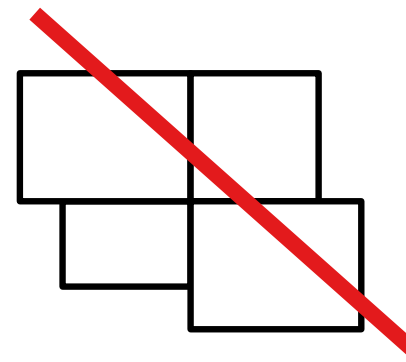
Rectangular Dual \mathcal{R}



No separating
triangle!

A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

- no four rectangles share a point, and
- the union of all rectangles is a rectangle



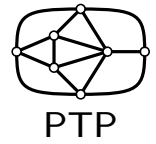
Theorem.

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[Kozłmiński, Kinnen '85]

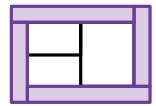
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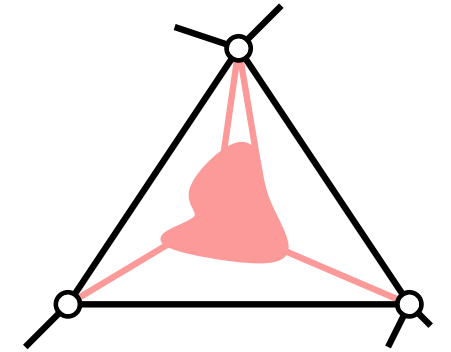
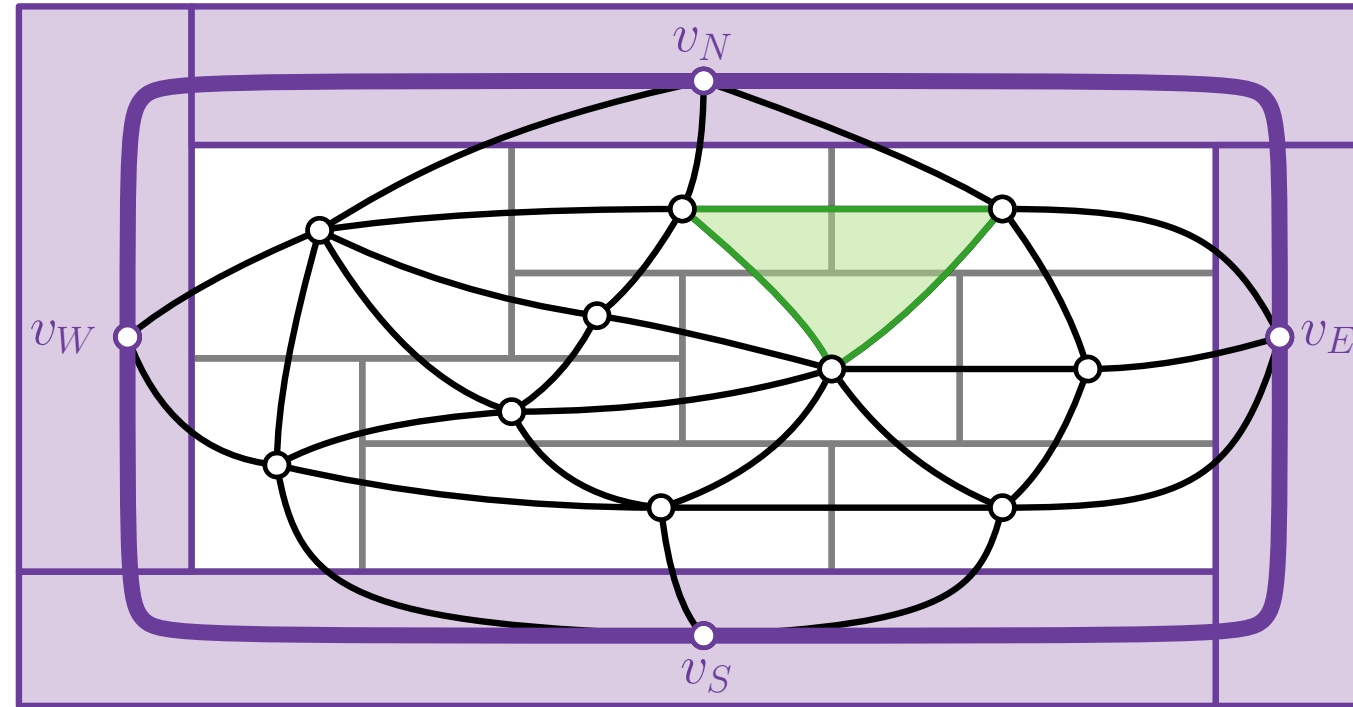
PTP

Properly Triangulated
Planar Graph G



RD

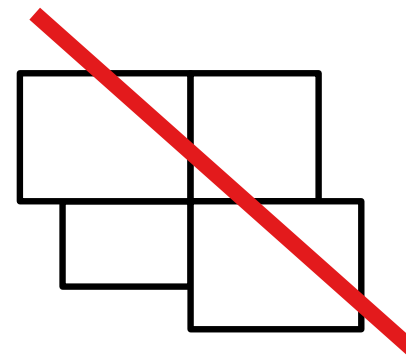
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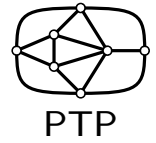
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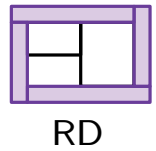
[Kozłmiński, Kinnen '85]

Rectangular Dual

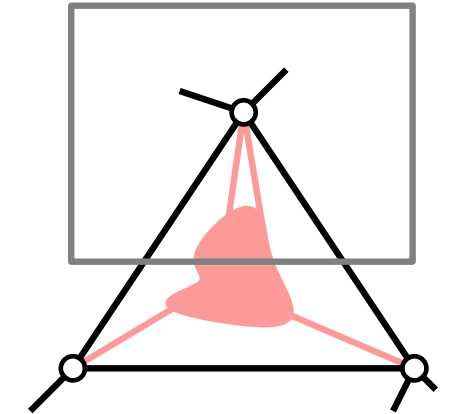
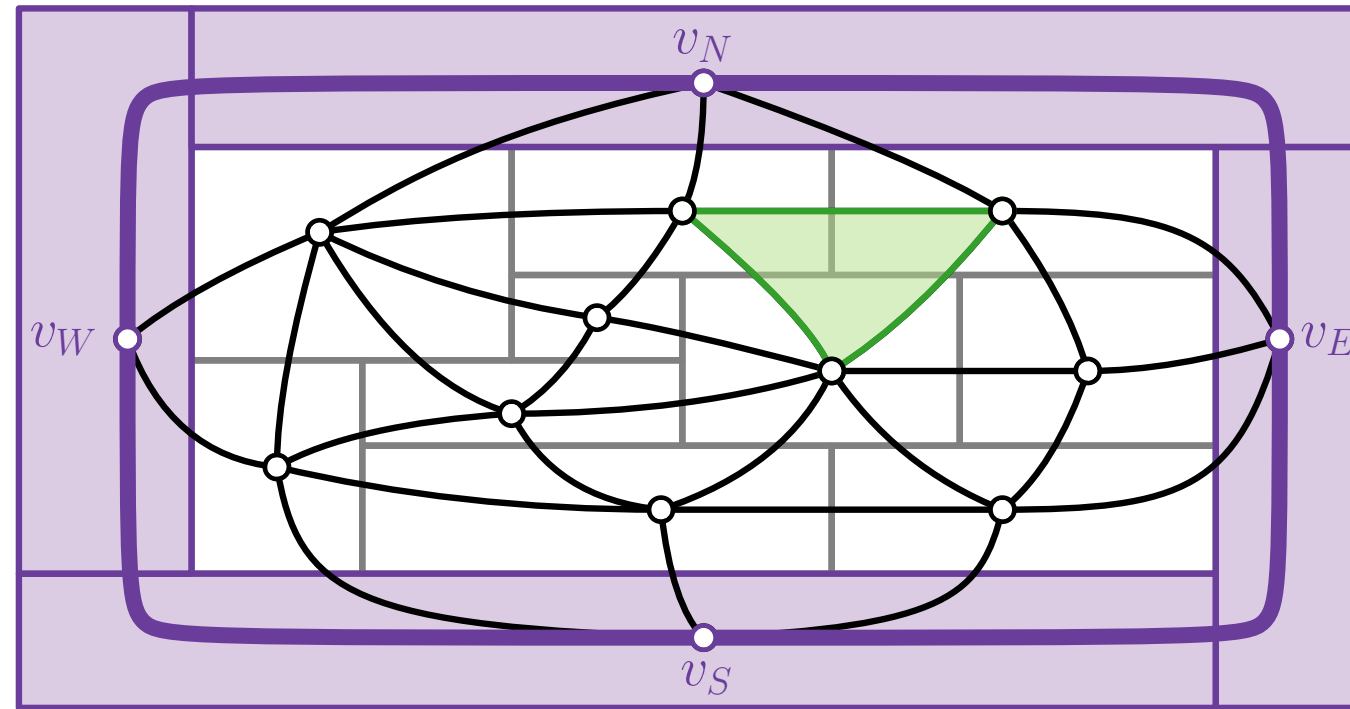
Exactly four vertices on the outer face.



Properly Triangulated
Planar Graph G



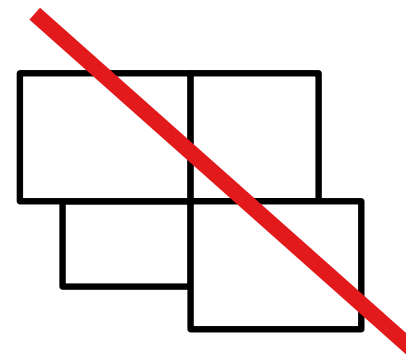
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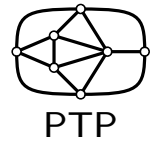
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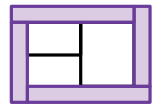
Rectangular Dual

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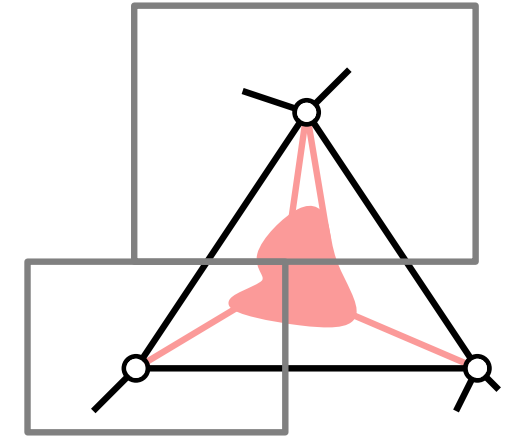
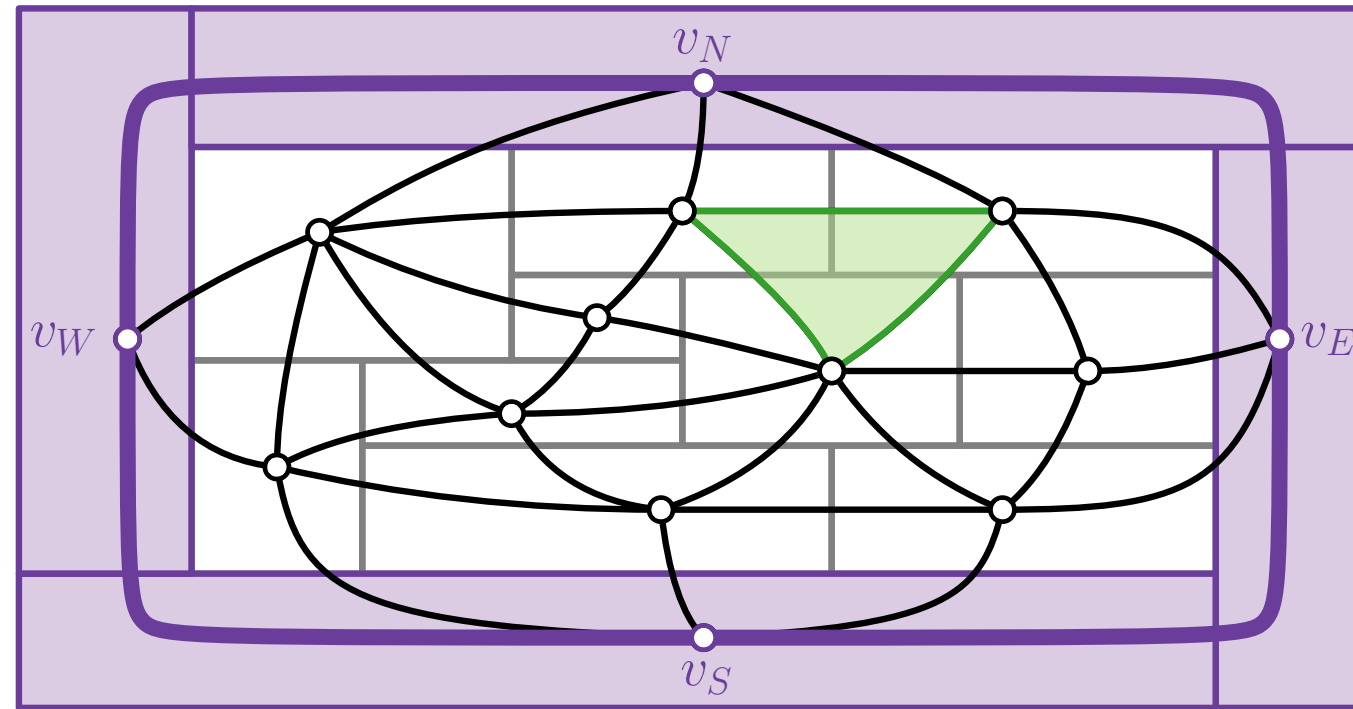
PTP

Properly Triangulated
Planar Graph G



RD

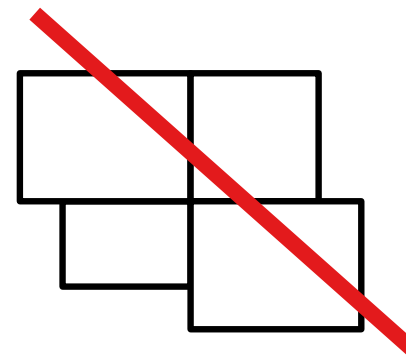
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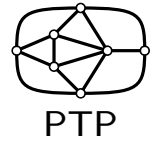
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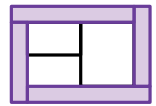
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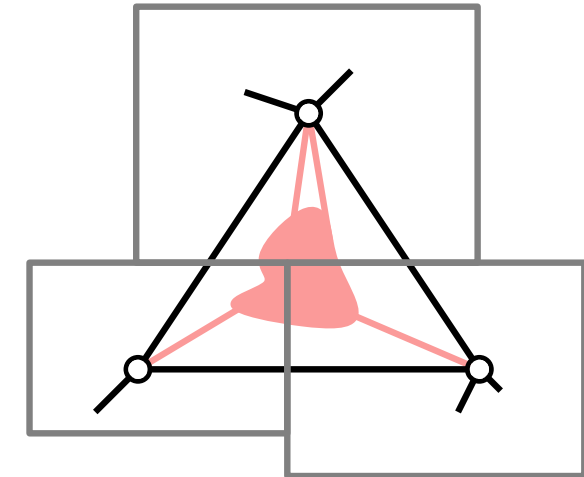
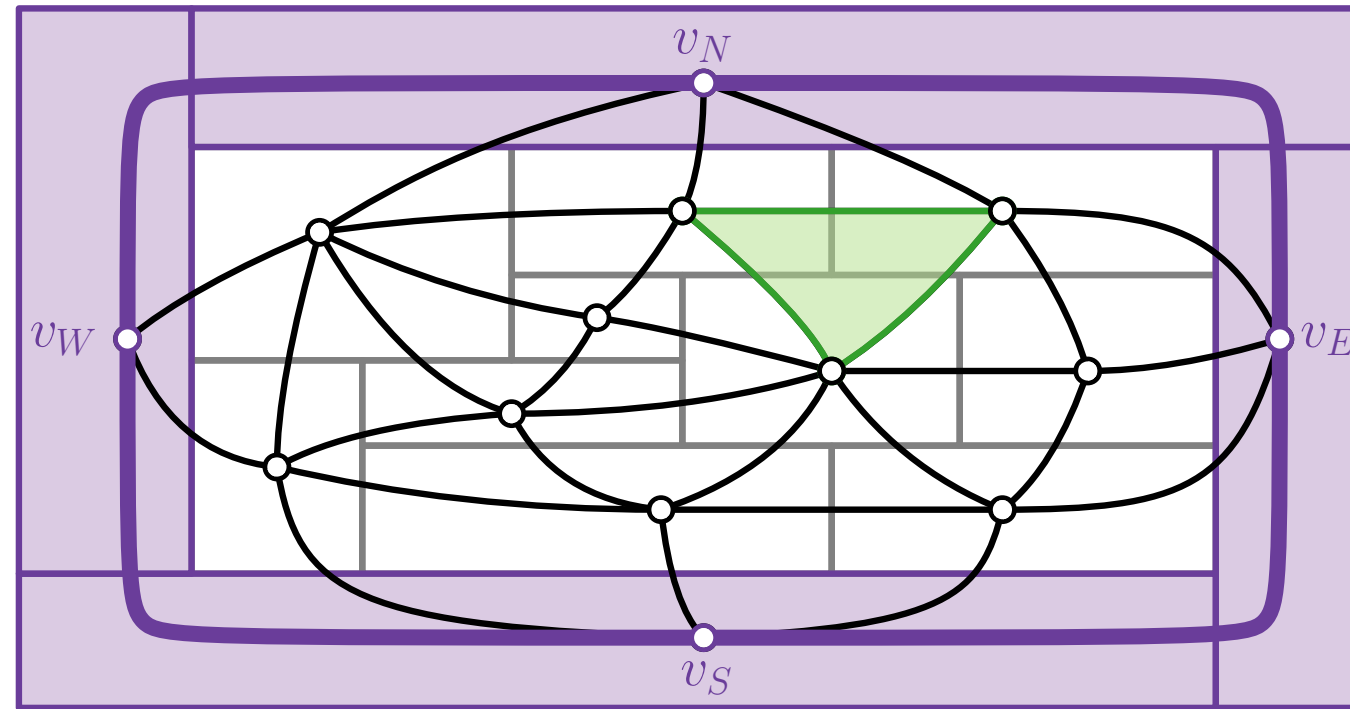
PTP

Properly Triangulated
Planar Graph G



RD

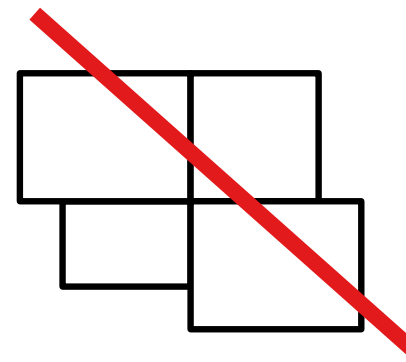
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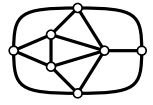


Theorem.

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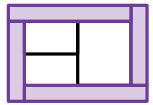
[Kozłowski, Kinnen '85]

Regular Edge Labeling



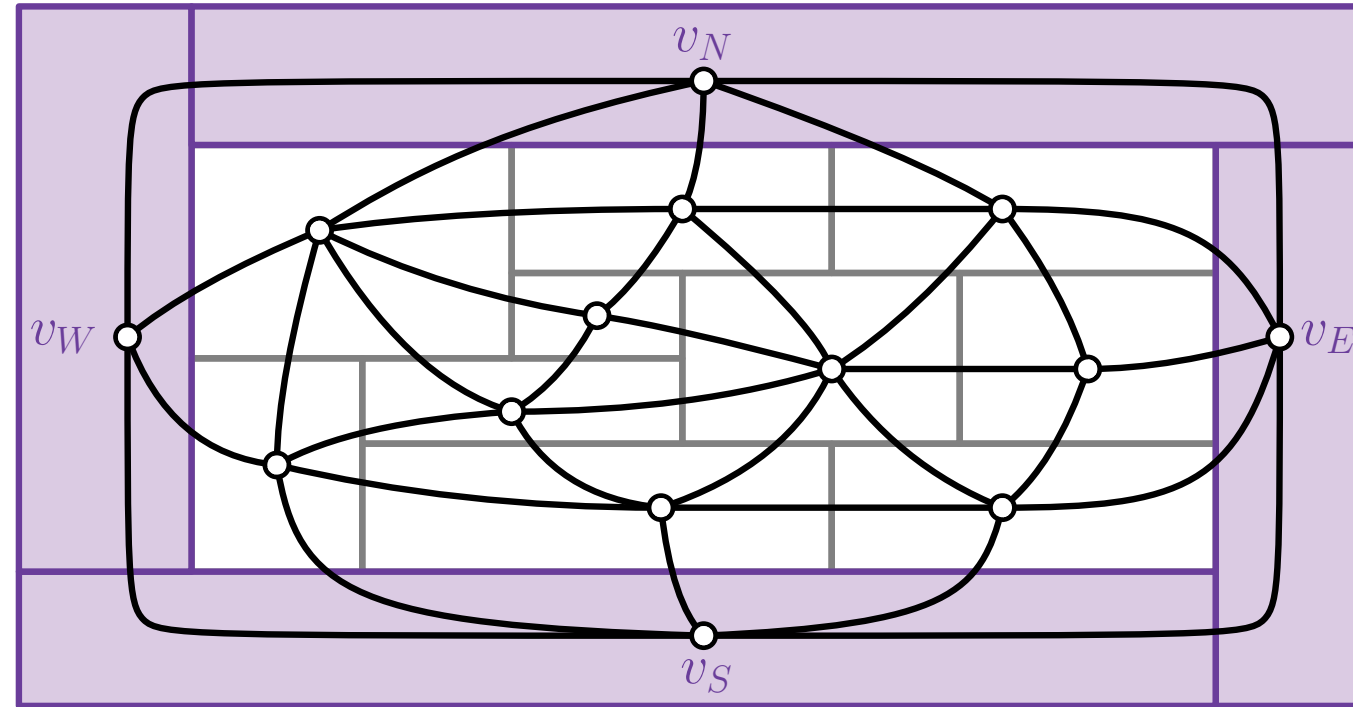
PTP

Properly Triangulated
Planar Graph G

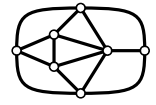


RD

Rectangular Dual \mathcal{R}

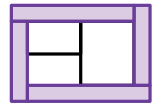


Regular Edge Labeling



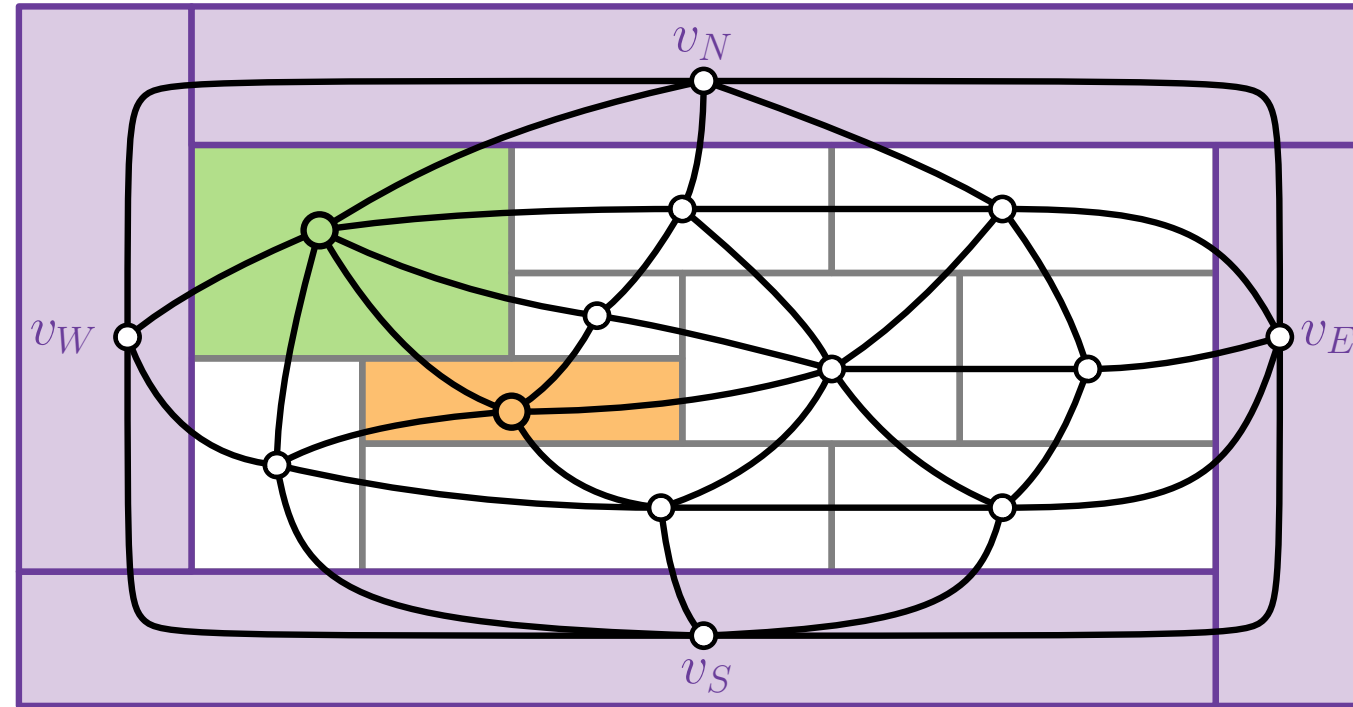
PTP

Properly Triangulated
Planar Graph G

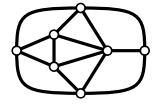


RD

Rectangular Dual \mathcal{R}

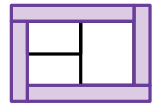


Regular Edge Labeling



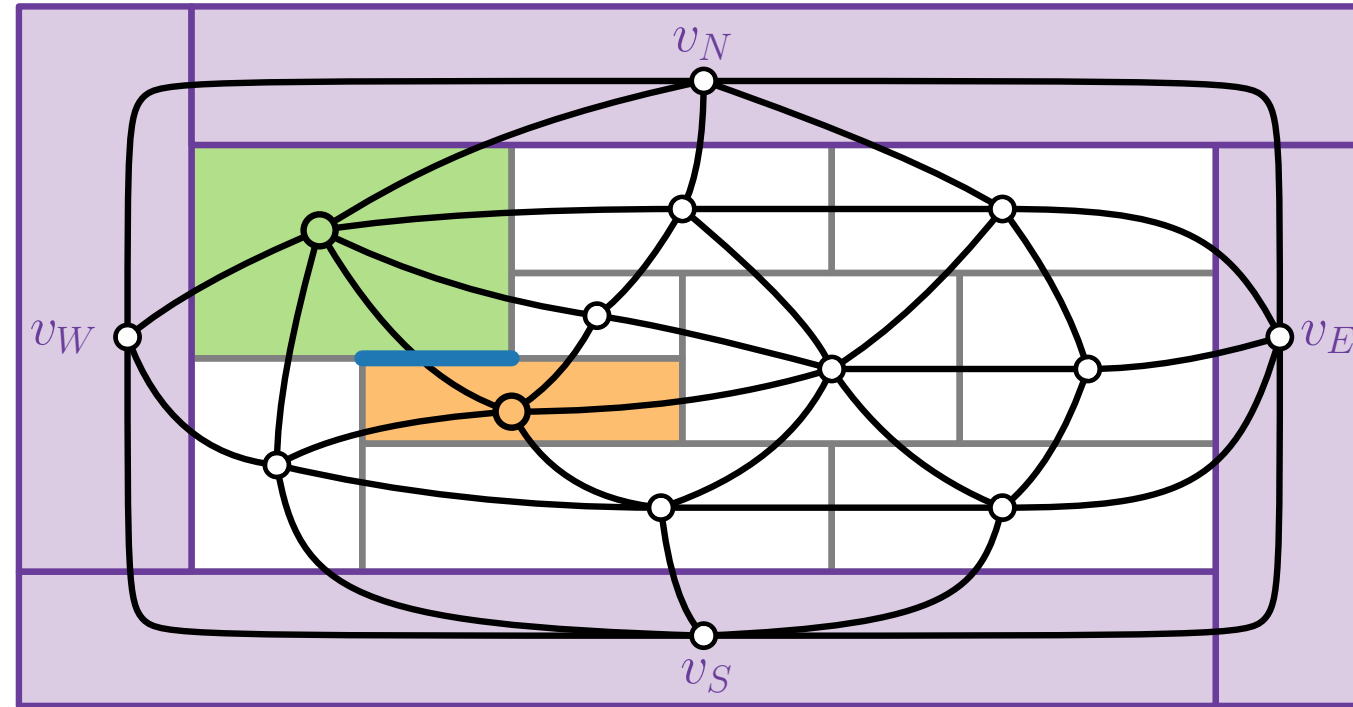
PTP

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Planar Graph G

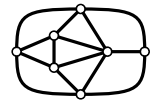


RD

Rectangular Dual \mathcal{R}

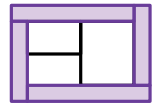


Regular Edge Labeling



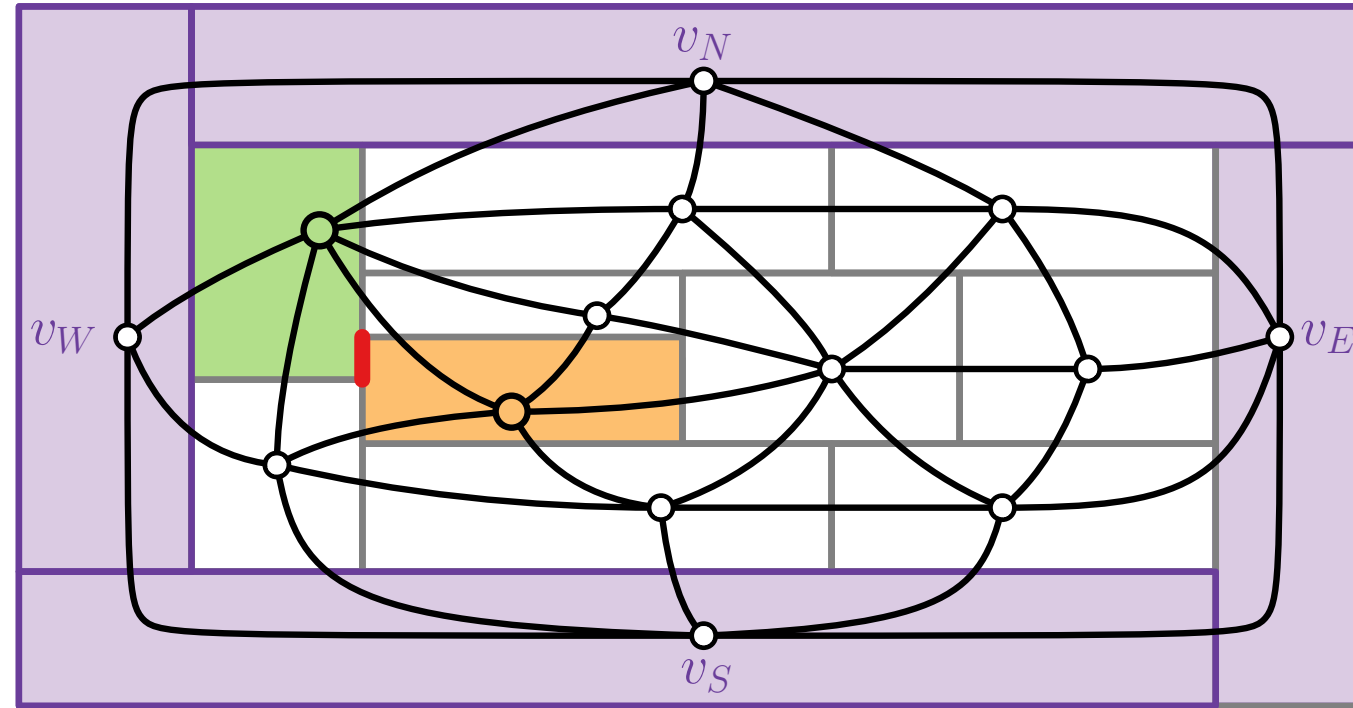
PTP

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Planar Graph G

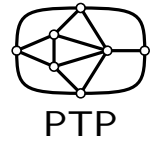


RD

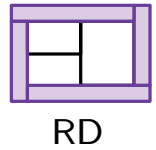
Rectangular Dual \mathcal{R}



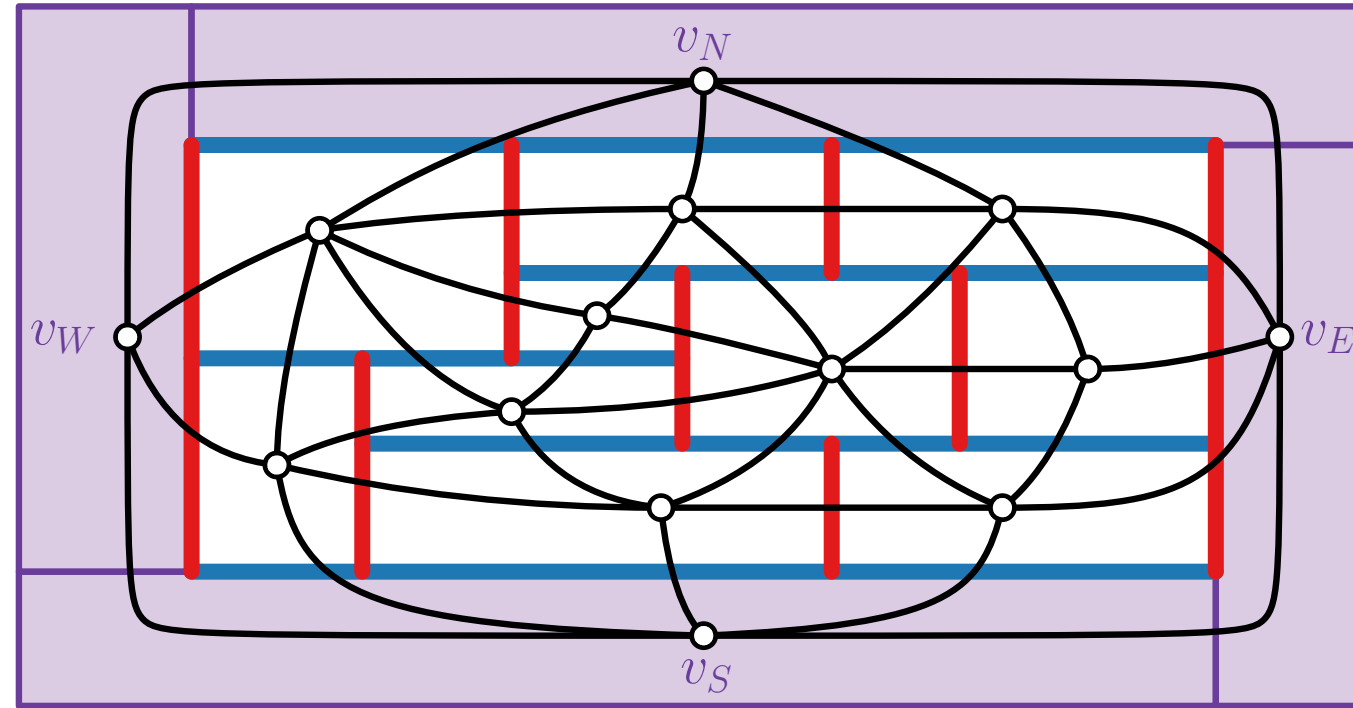
Regular Edge Labeling



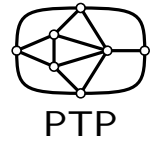
Properly Triangulated
Planar Graph G



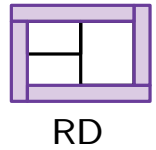
Rectangular Dual \mathcal{R}



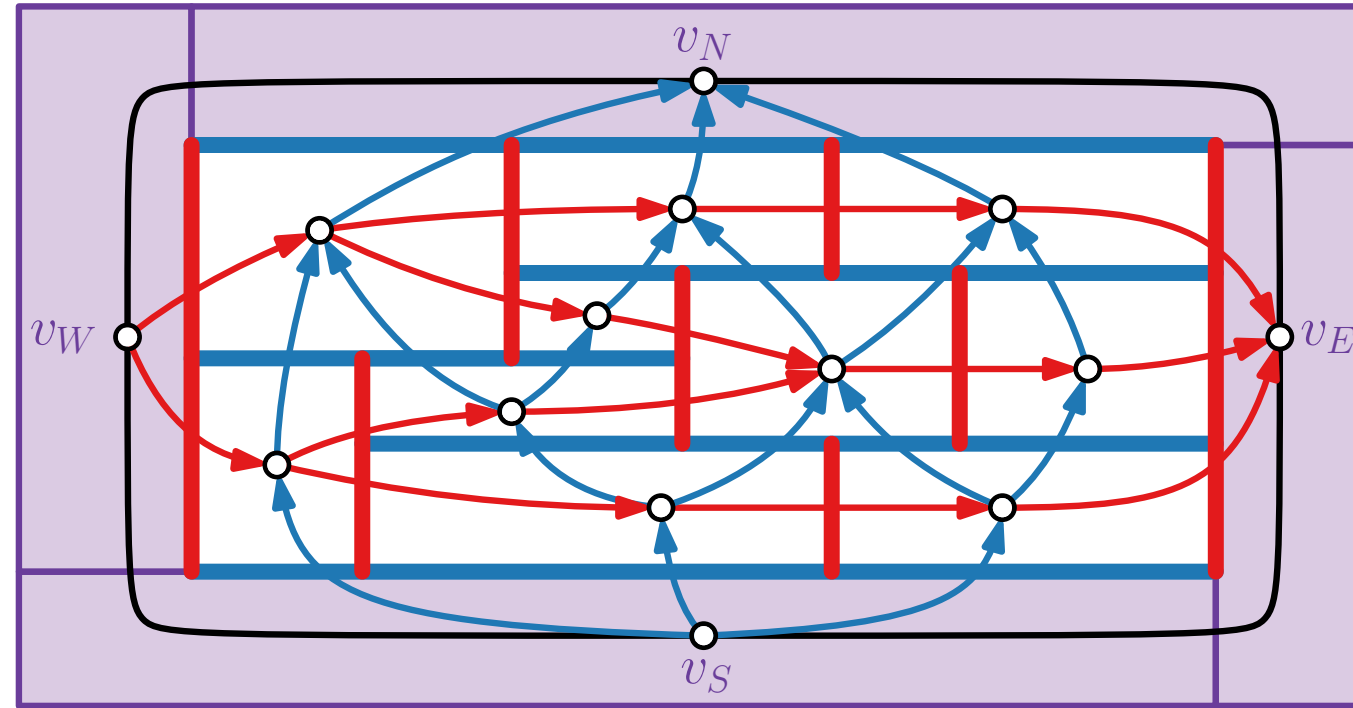
Regular Edge Labeling



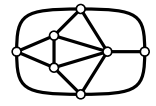
Properly Triangulated
Planar Graph G



Rectangular Dual \mathcal{R}

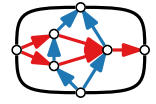


Regular Edge Labeling



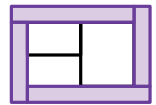
PTP

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Planar Graph G



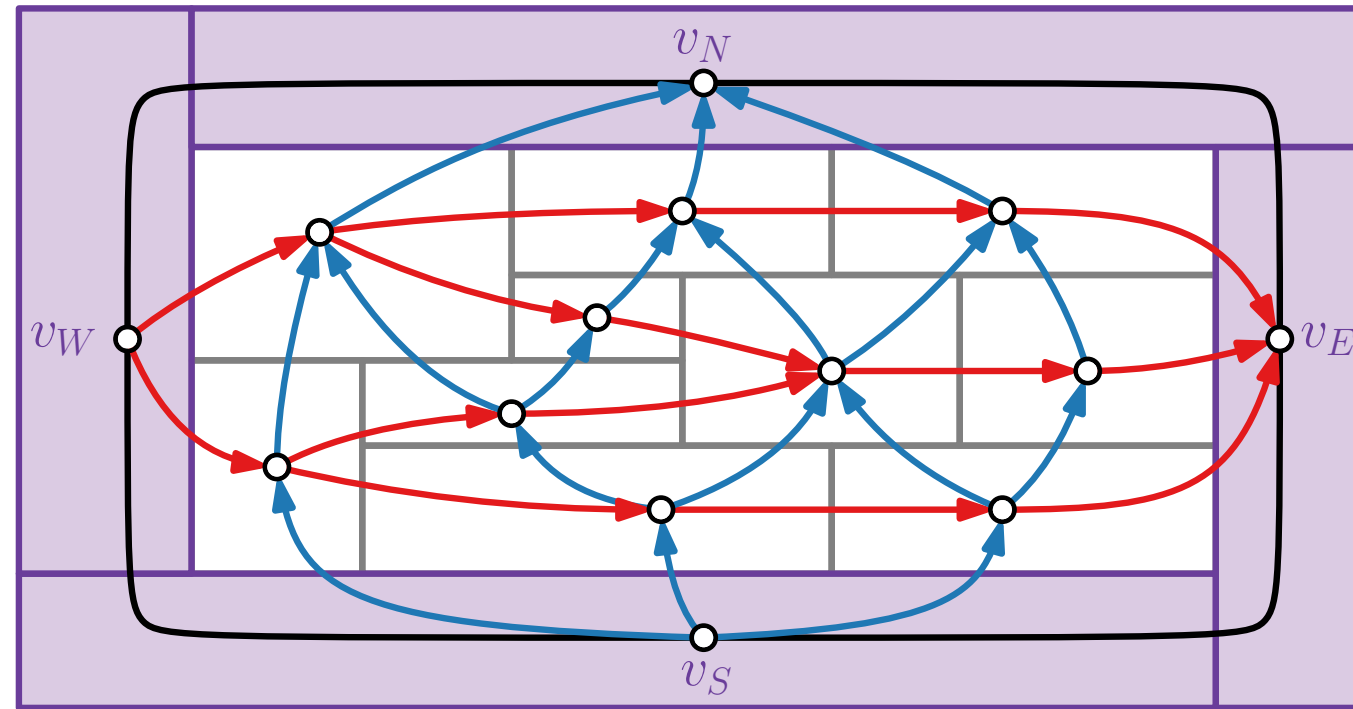
REL

Regular Edge Labeling



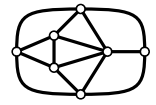
RD

Rectangular Dual \mathcal{R}



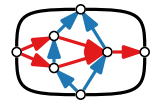
Regular Edge Labeling

Properties:



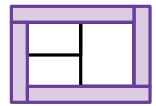
PTP

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Planar Graph G



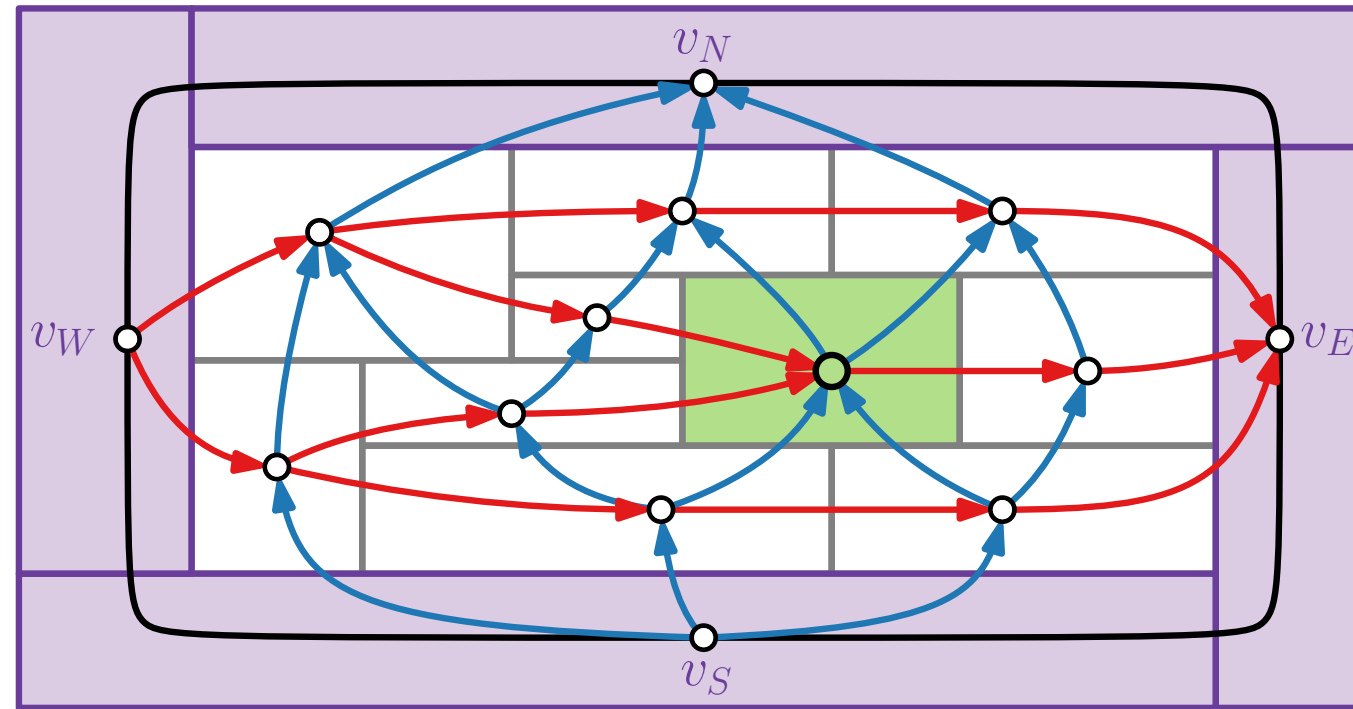
REL

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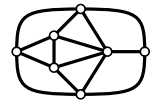
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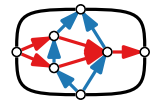
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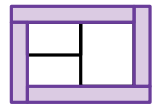
PTP

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Planar Graph G



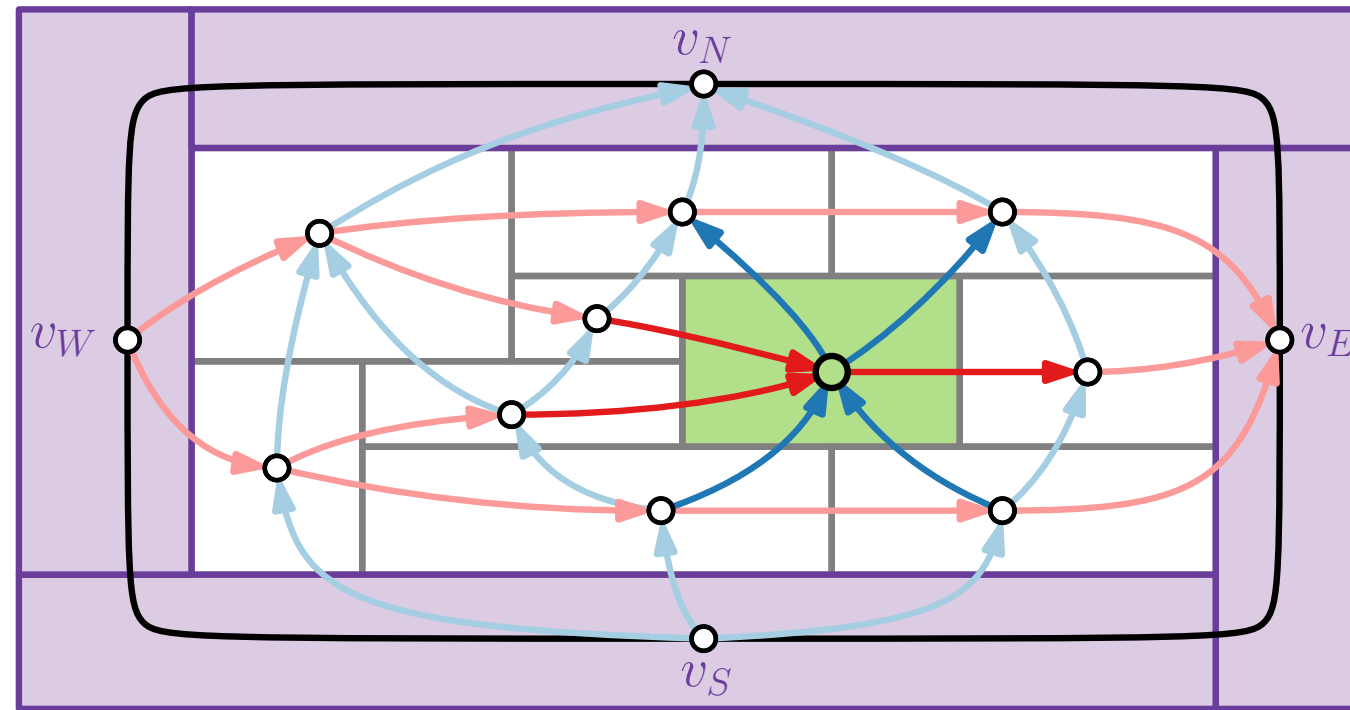
REL

Regular Edge Labeling

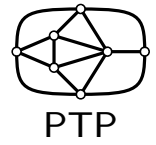


RD

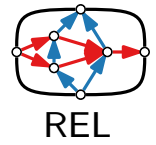
Rectangular Dual \mathcal{R}



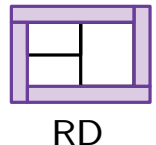
Regular Edge Labeling



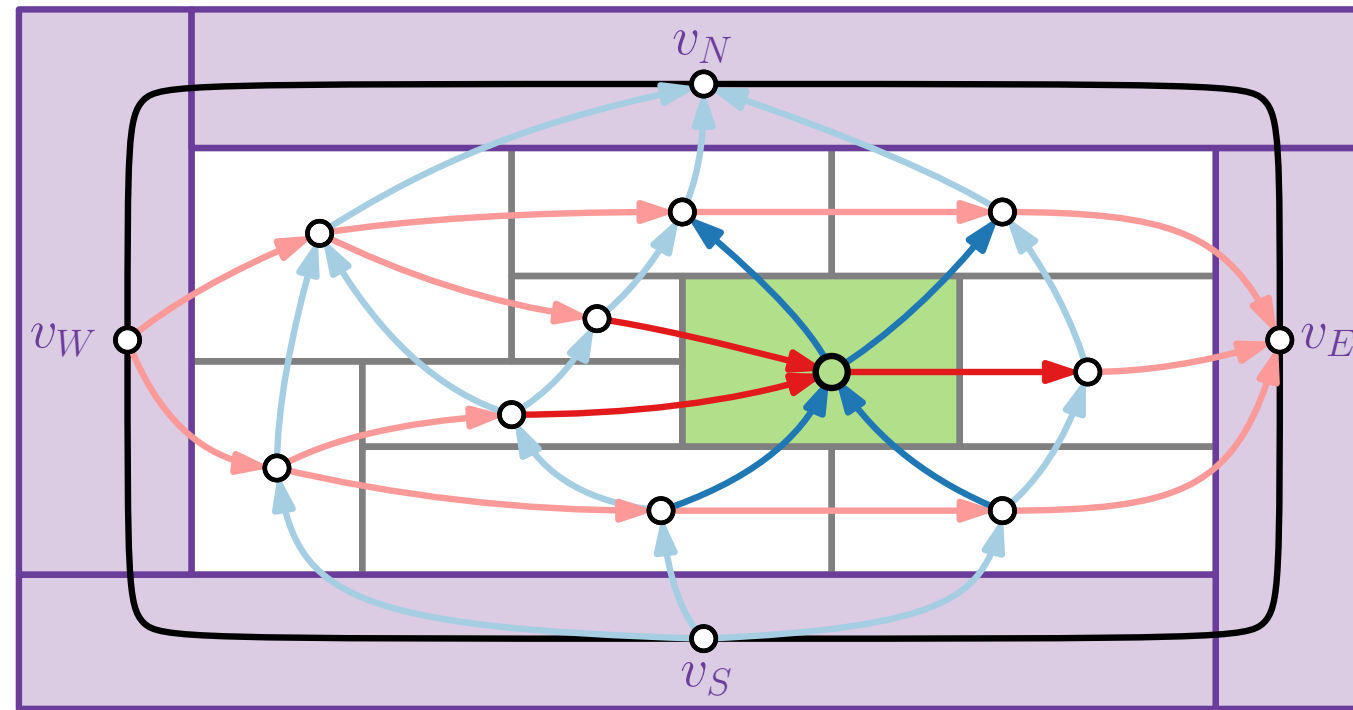
Properly Triangulated
Planar Graph G



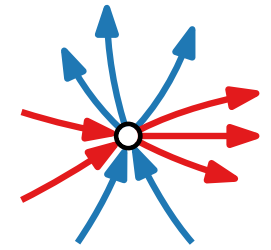
Regular Edge Labeling



Rectangular Dual \mathcal{R}

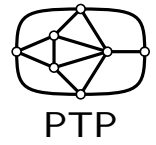


Properties:

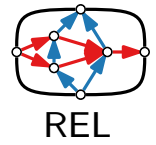


for every
inner vertex

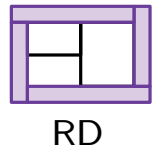
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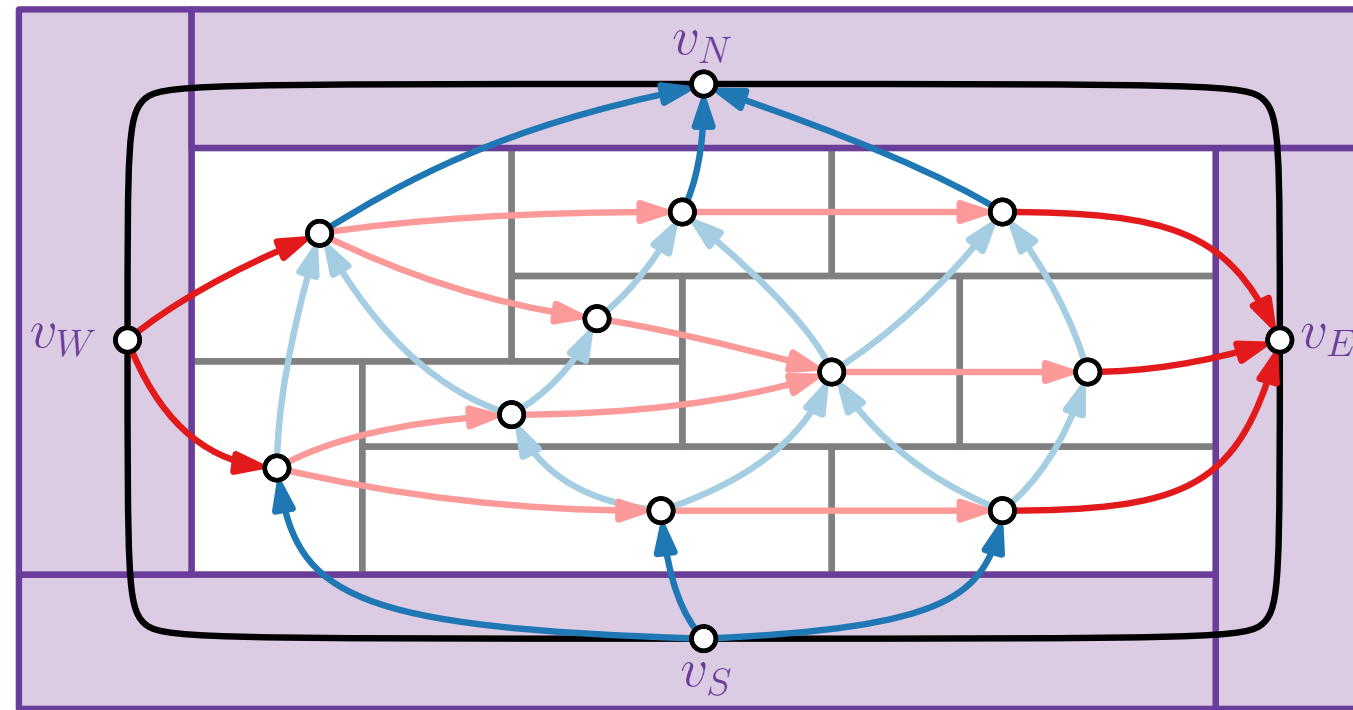
Properly Triangulated
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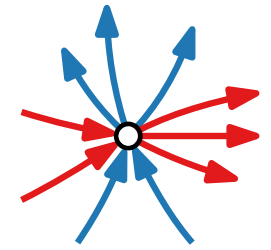
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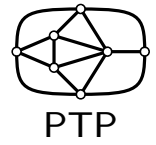


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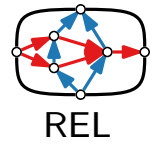


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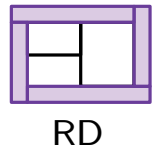
Regular Edge Labeling



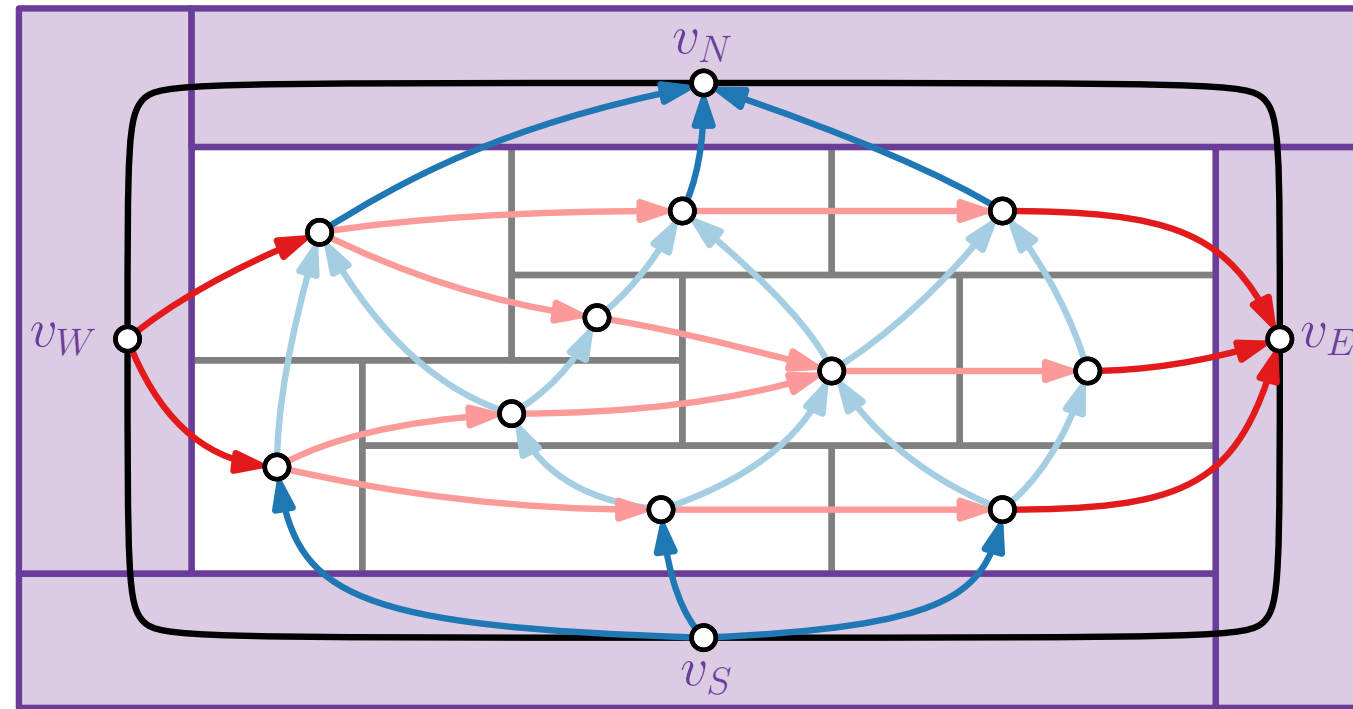
Properly Triangulated
Planar Graph G



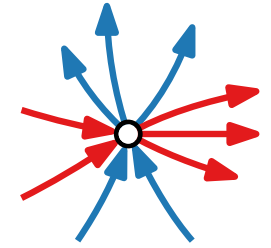
Regular Edge Labeling



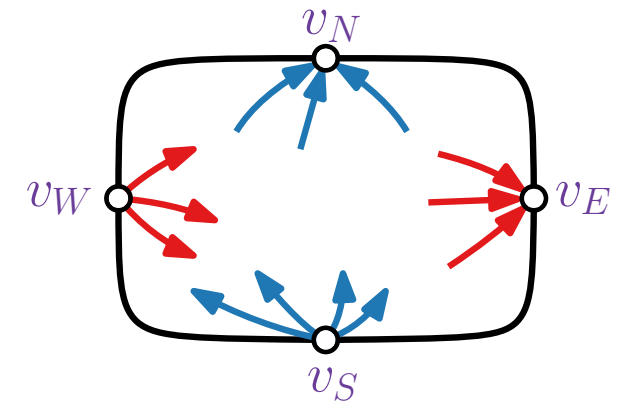
Rectangular Dual \mathcal{R}



Properties:

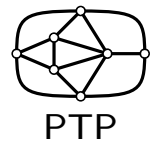


for every
inner vertex



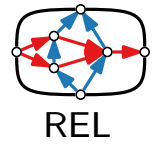
for four
outer vertices

Regular Edge Labeling



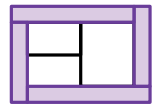
Properly Triangulated Planar Graph G

PTP



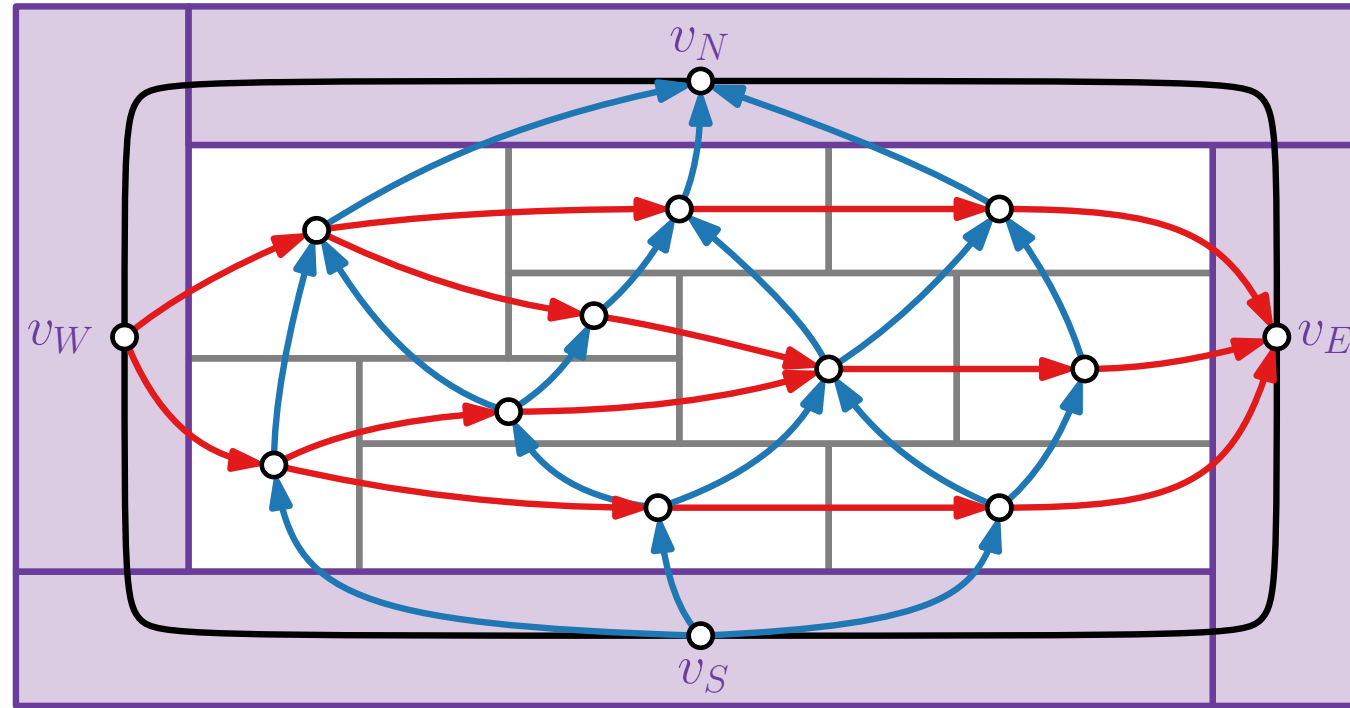
Regular Edge Labeling

REL

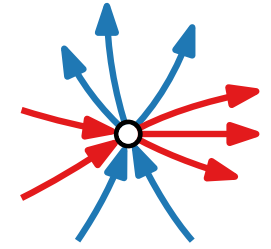


Rectangular Dual \mathcal{R}

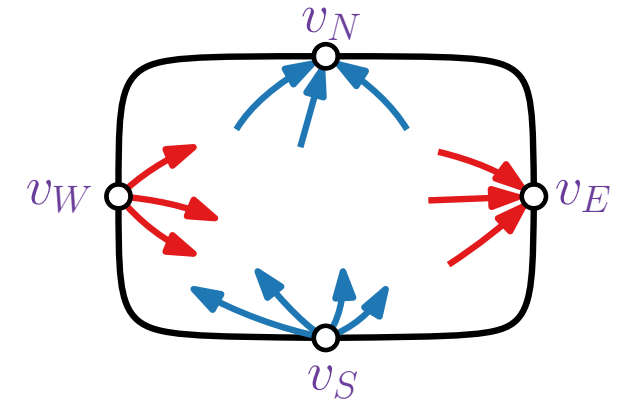
RD



Properties:

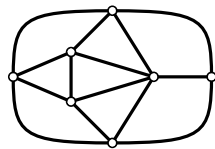


for every inner vertex



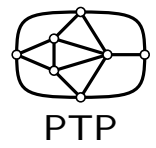
for four outer vertices

[Kant, He '94]:



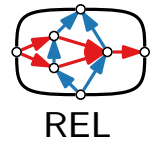
PTP

Regular Edge Labeling



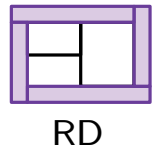
Properly Triangulated Planar Graph G

PTP



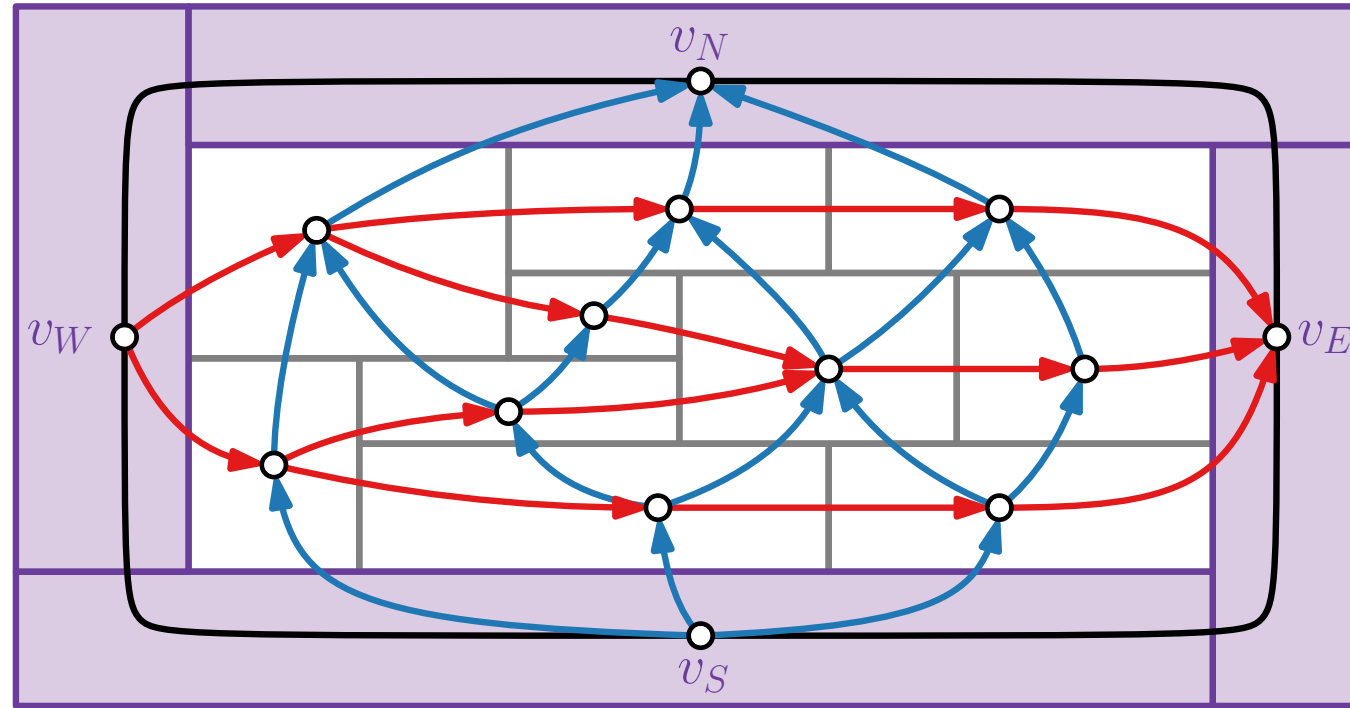
Regular Edge Labeling

REL

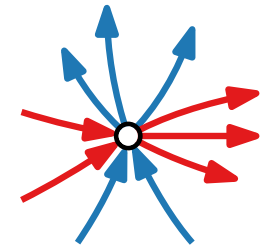


Rectangular Dual \mathcal{R}

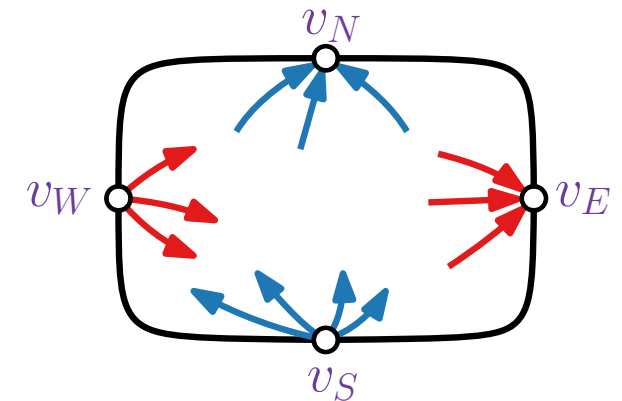
RD



Properties:

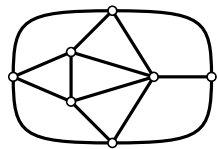


for every inner vertex

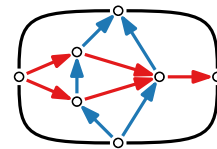
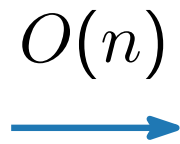


for four outer vertices

[Kant, He '94]:

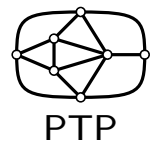


PTP



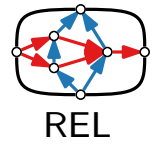
REL

Regular Edge Labeling



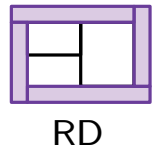
Properly Triangulated Planar Graph G

PTP



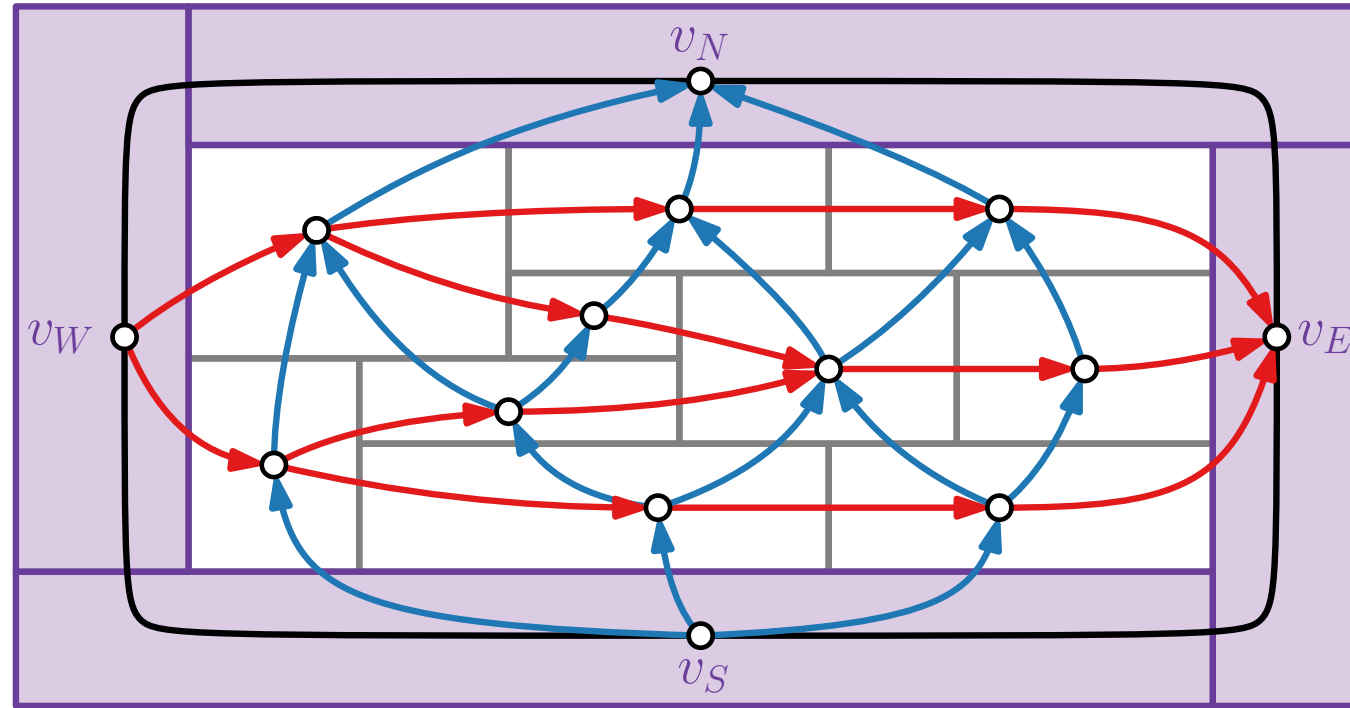
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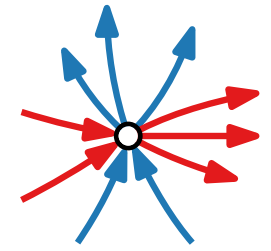


Rectangular Dual \mathcal{R}

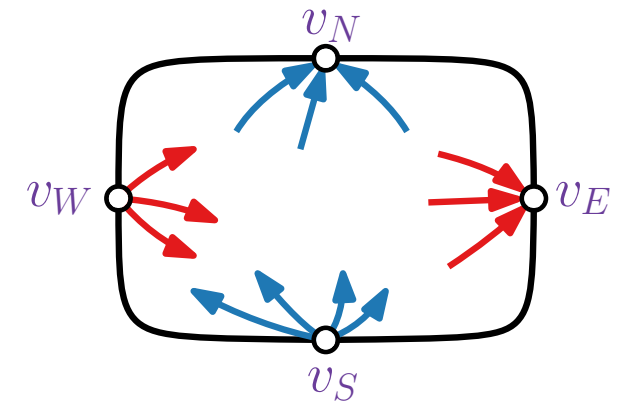
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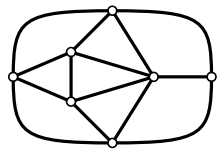


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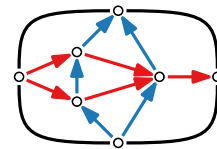
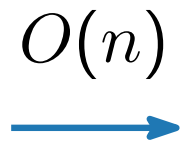


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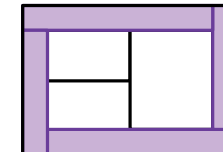
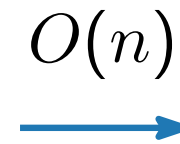
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PTP



REL



RD

Refined Canonical Order

Theorem.

Let G be a PTP graph that is embedded in its unique planar embedding with counter-clockwise outer face $\langle v_W, v_S, v_E, v_N \rangle$.

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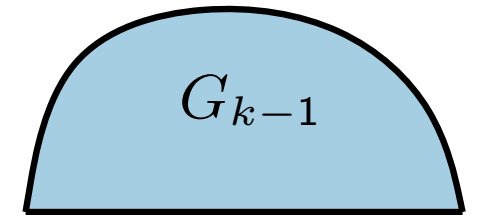
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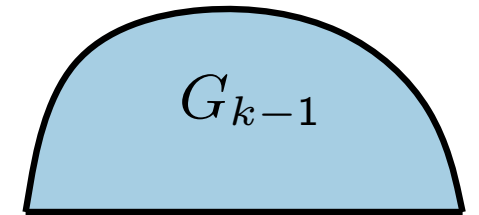


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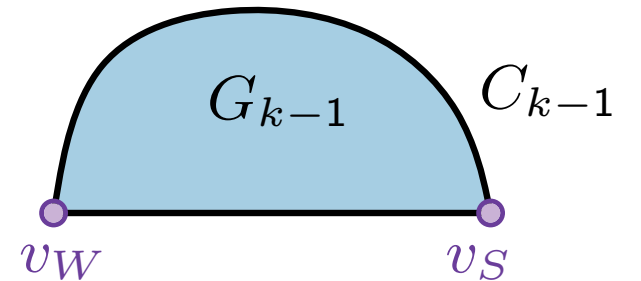


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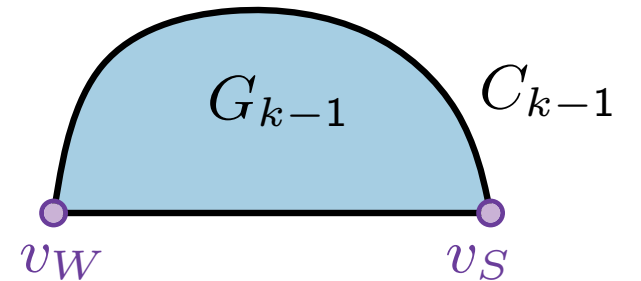


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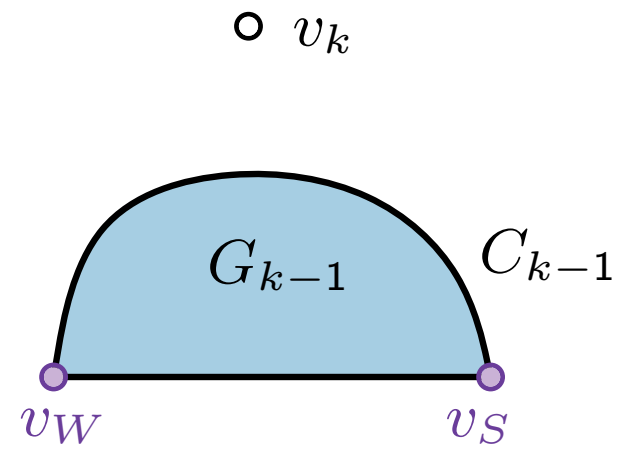


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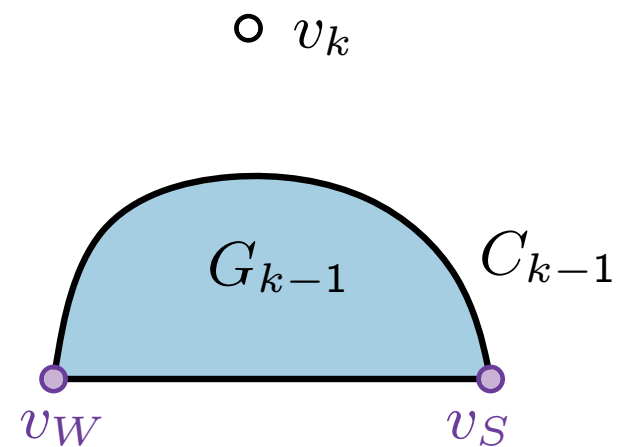


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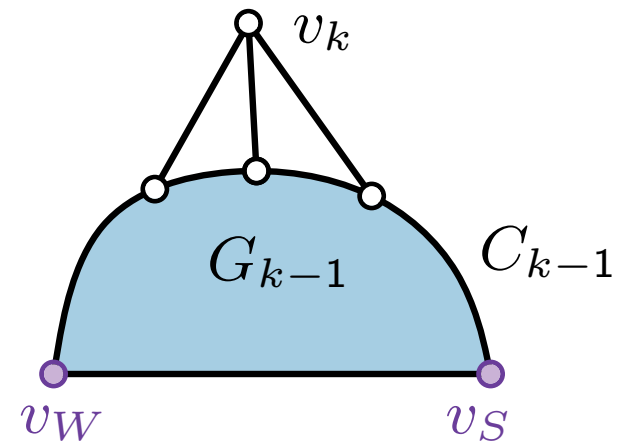


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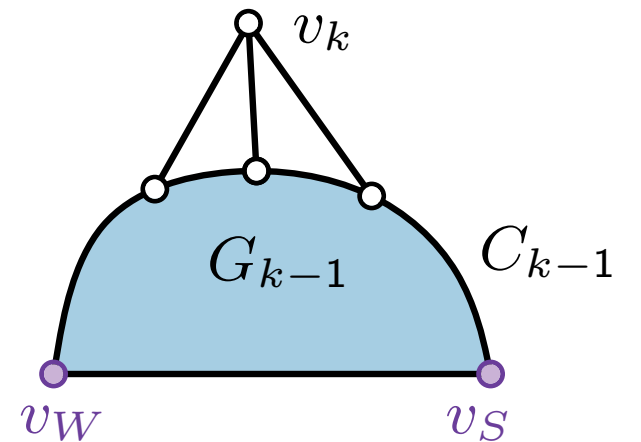


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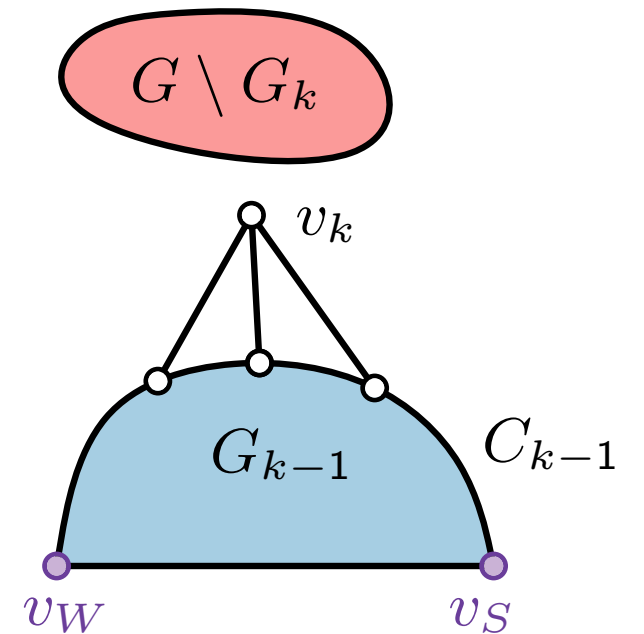


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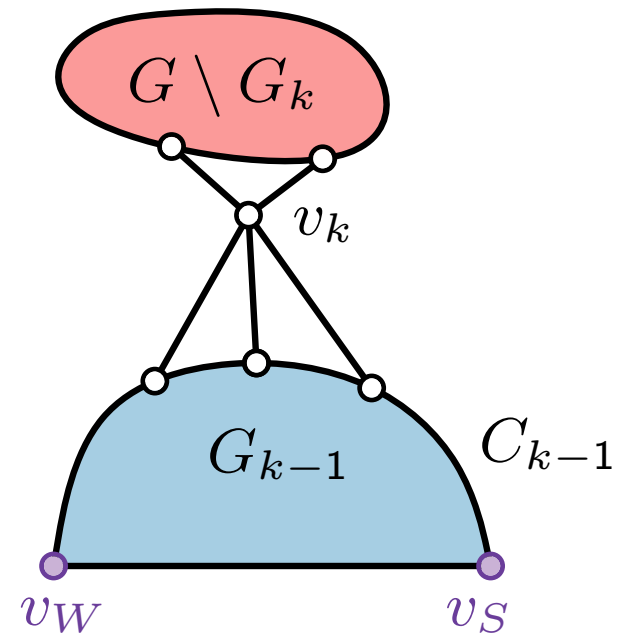


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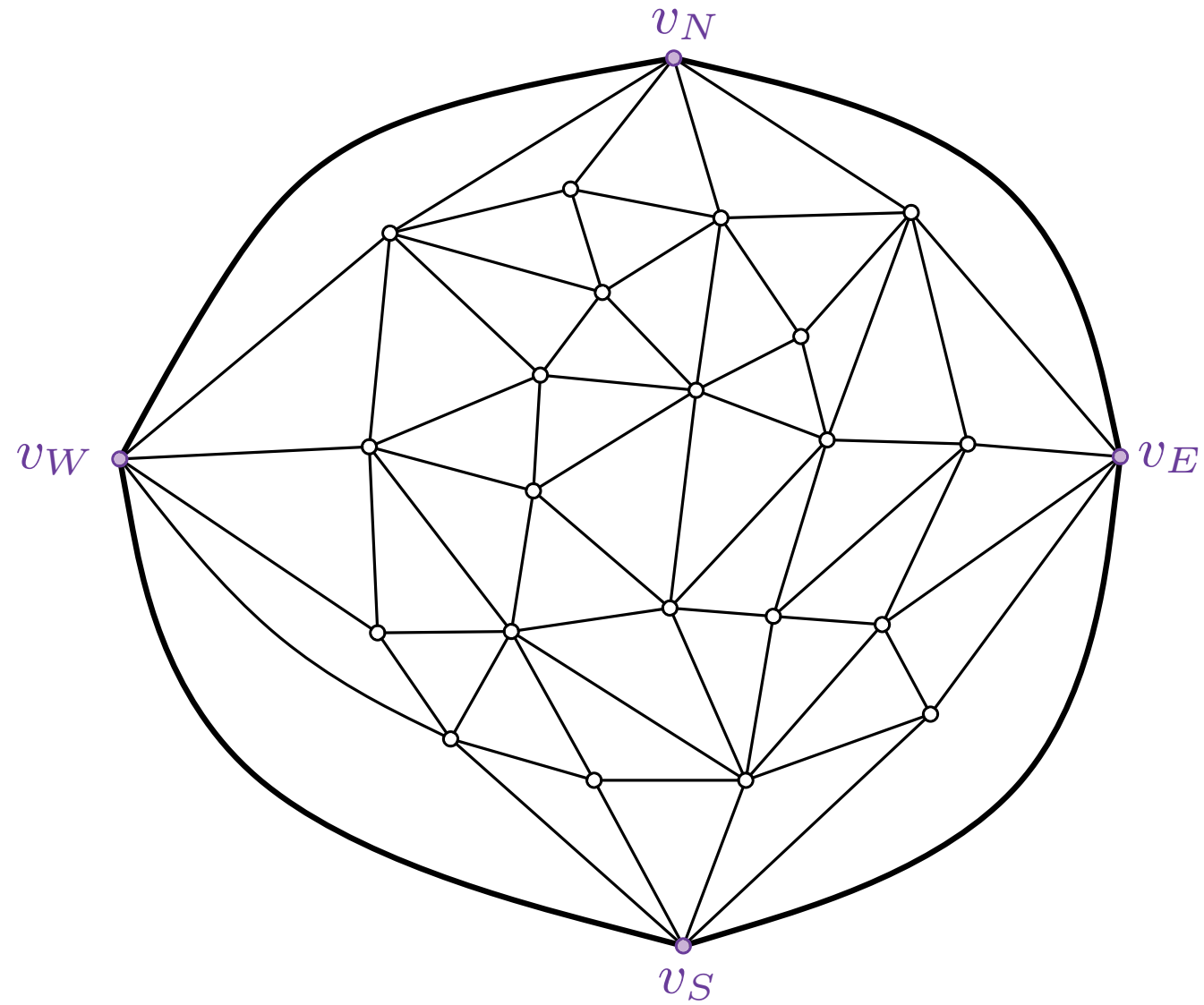
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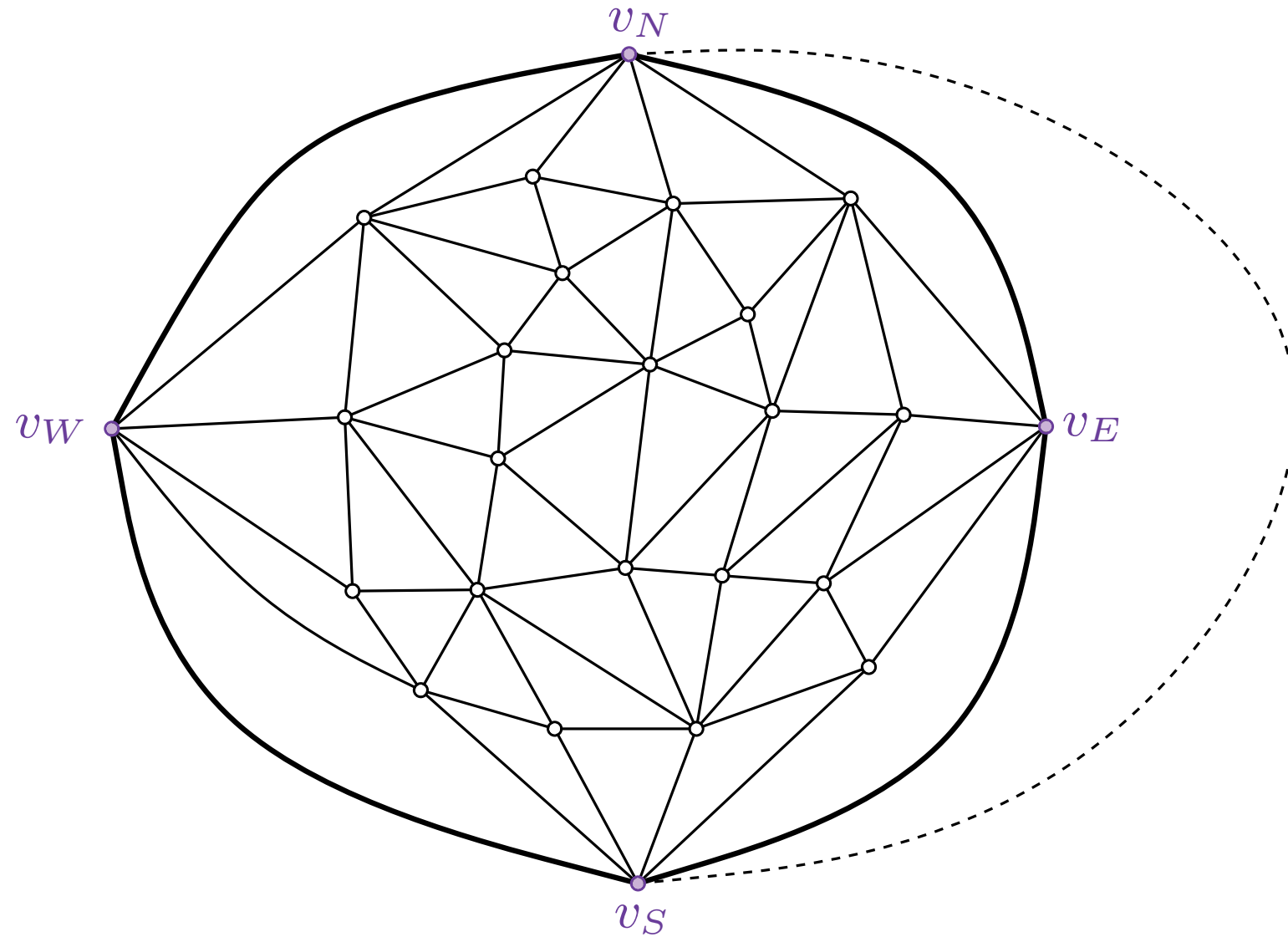
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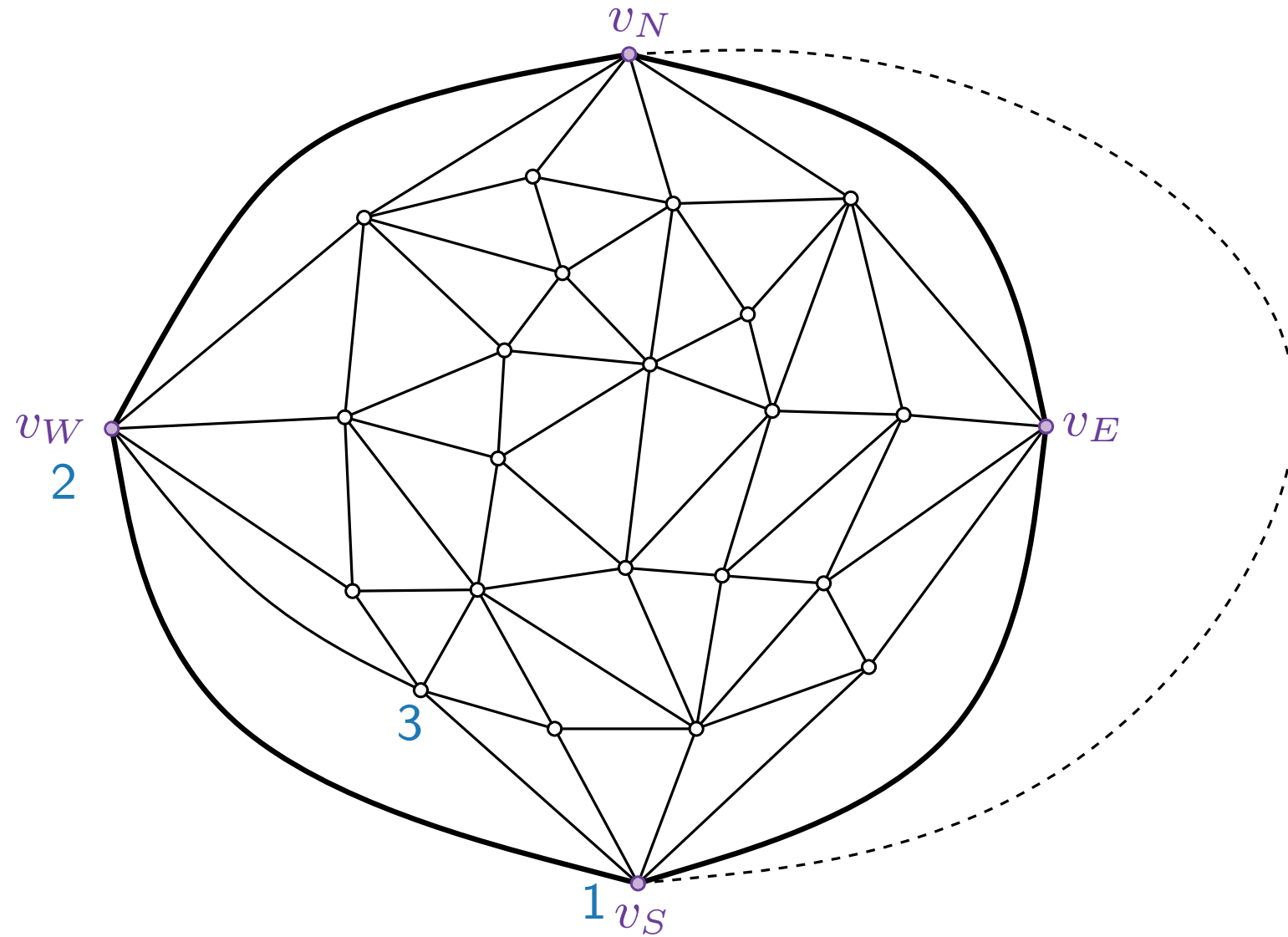
Refined Canonical Order Example



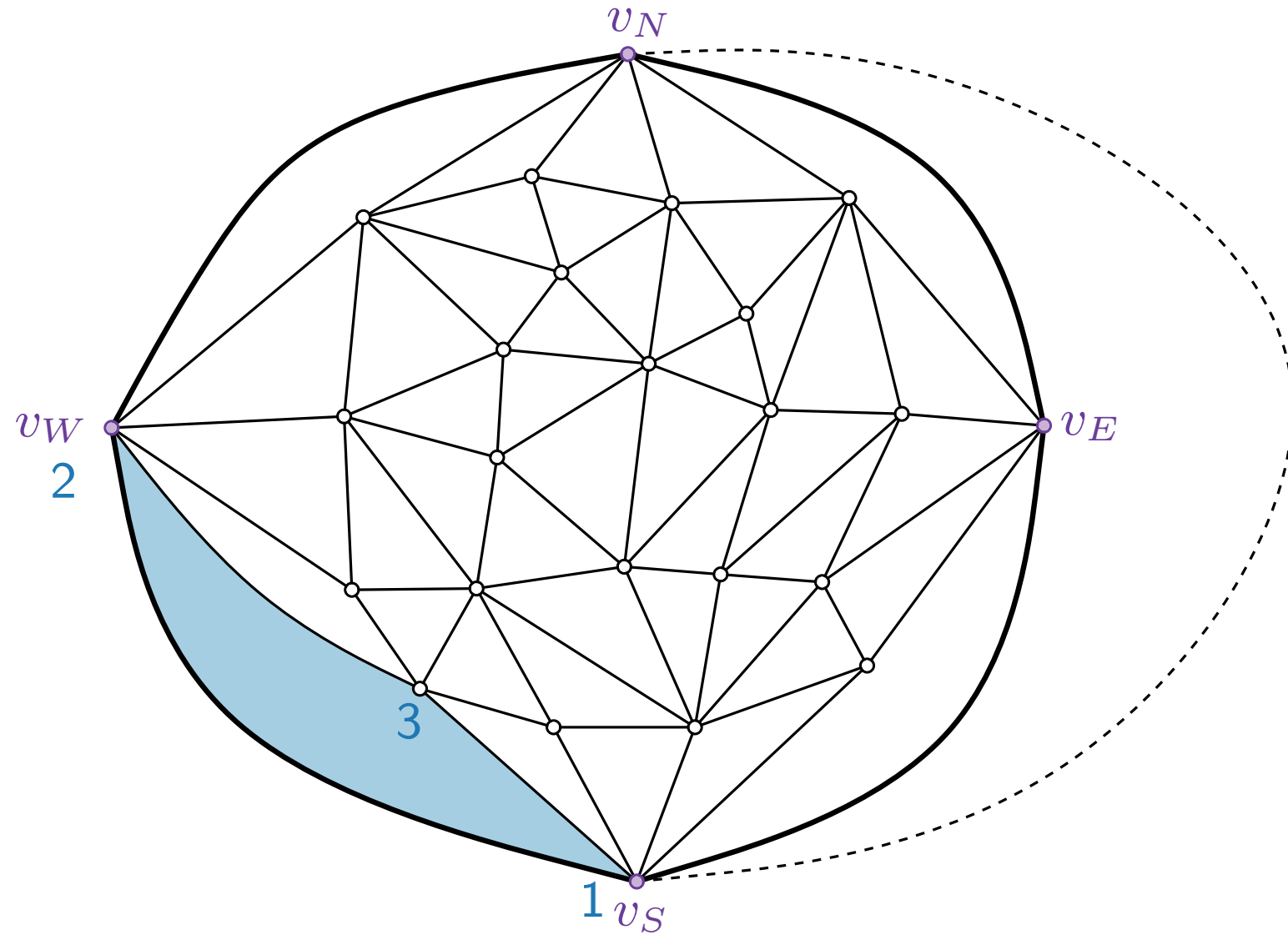
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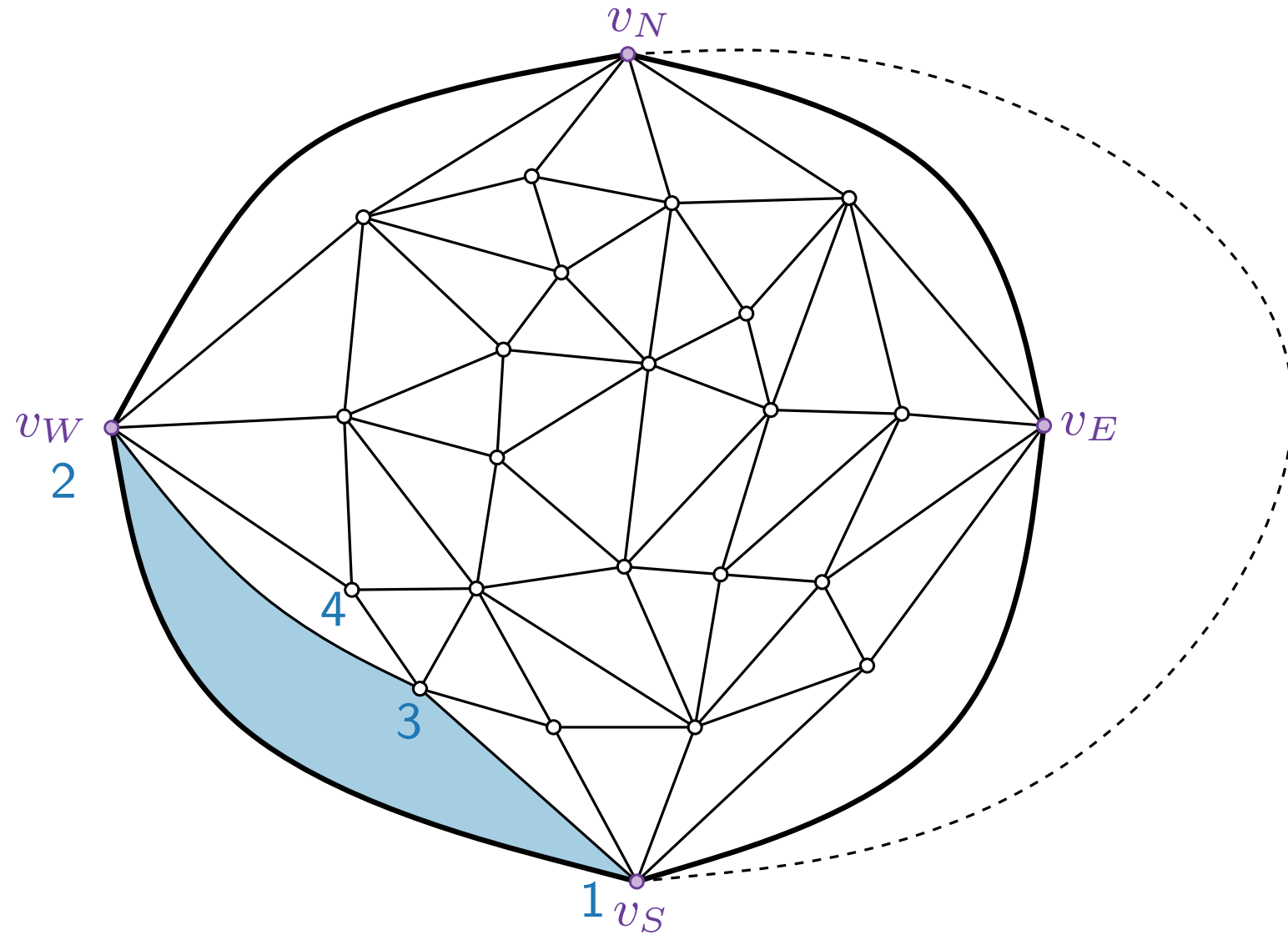
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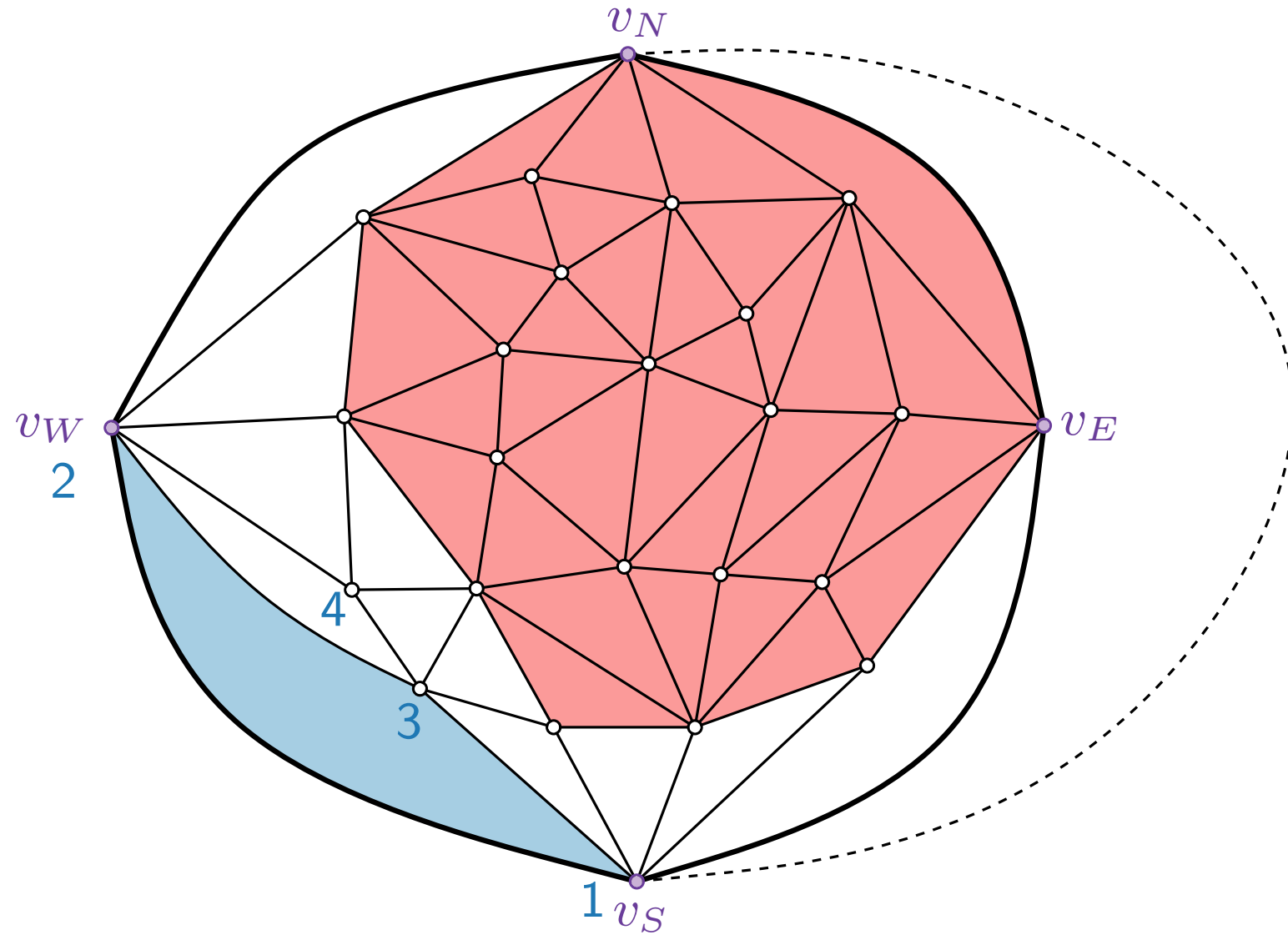
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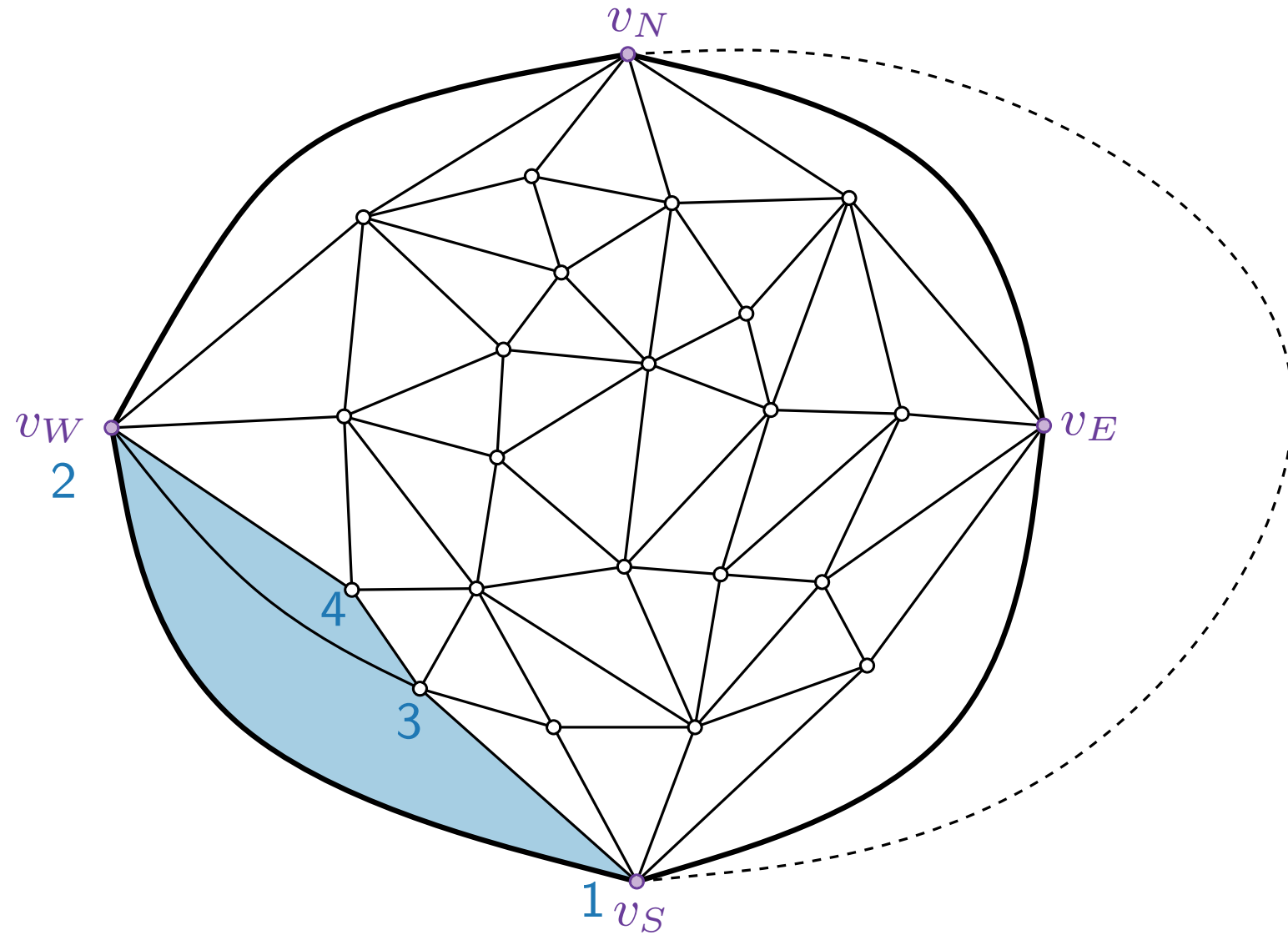
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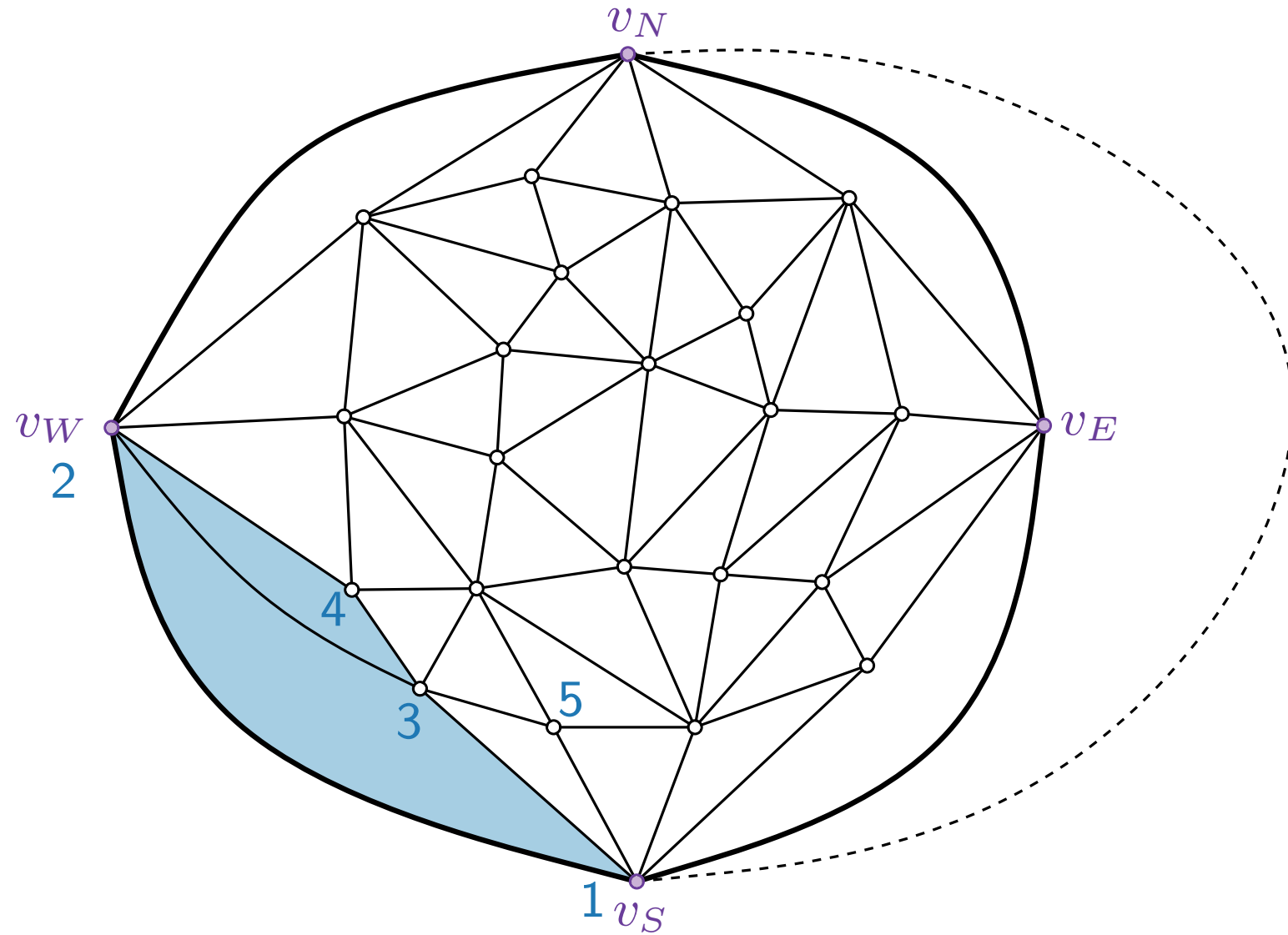
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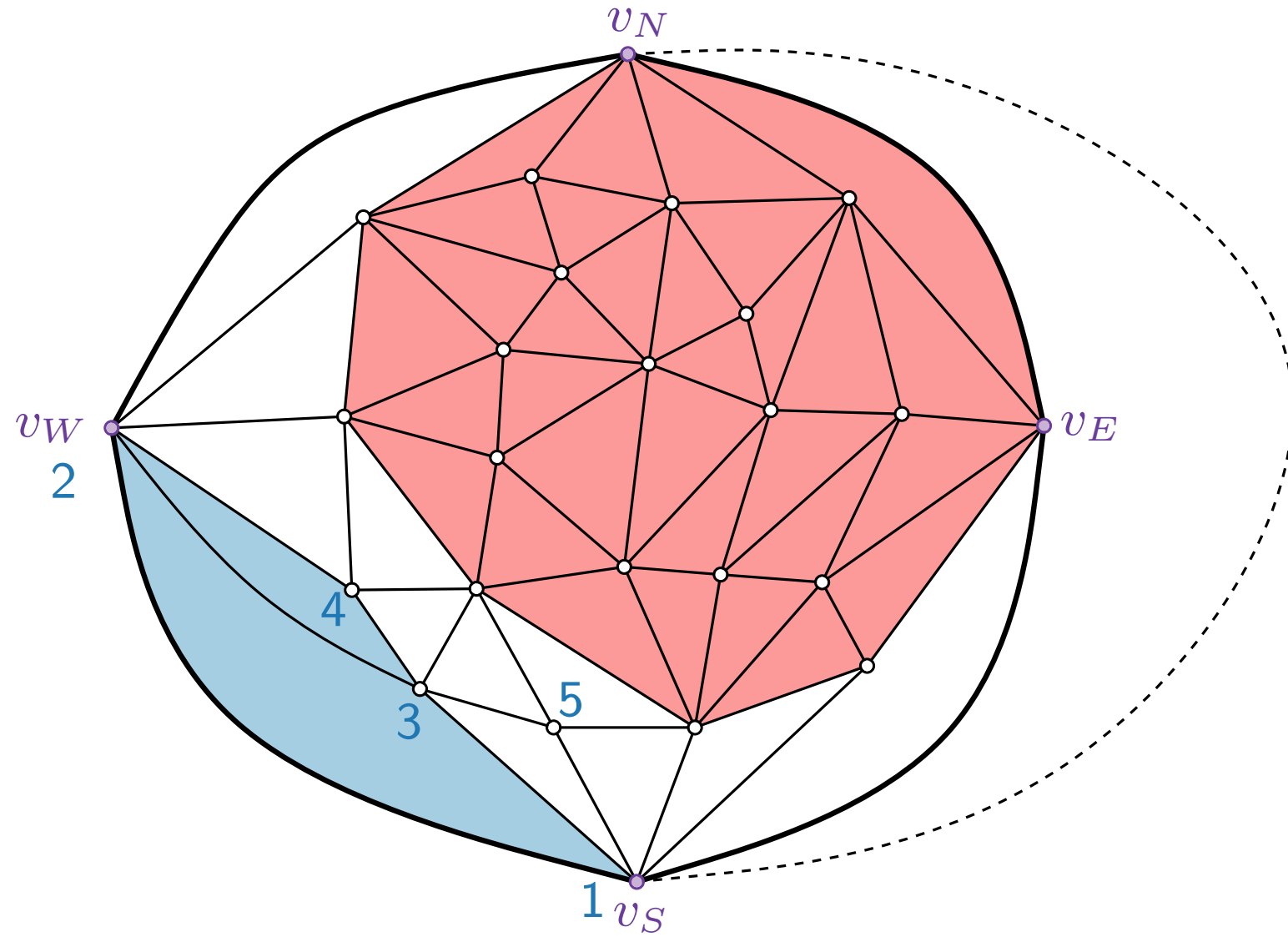
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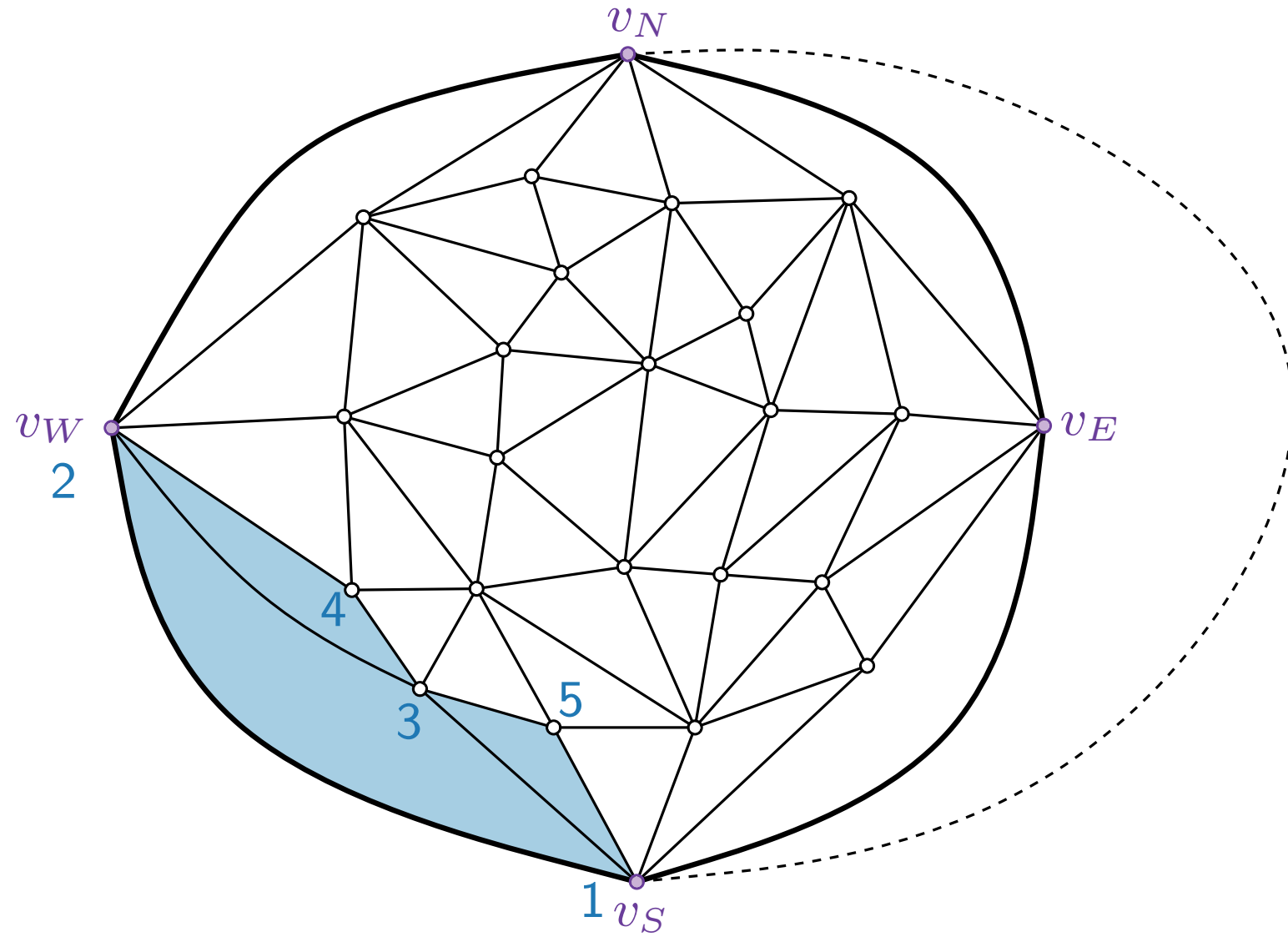
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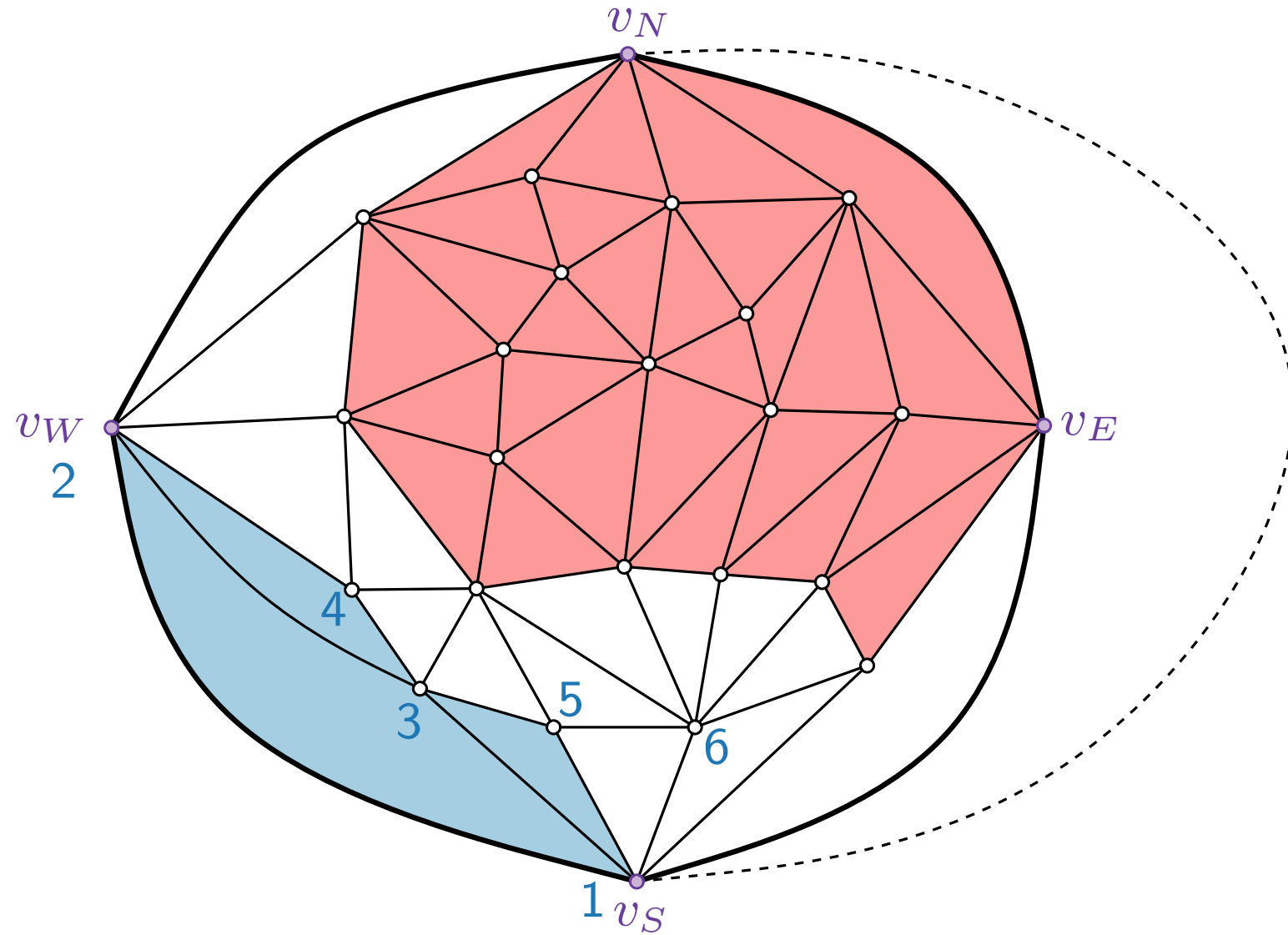
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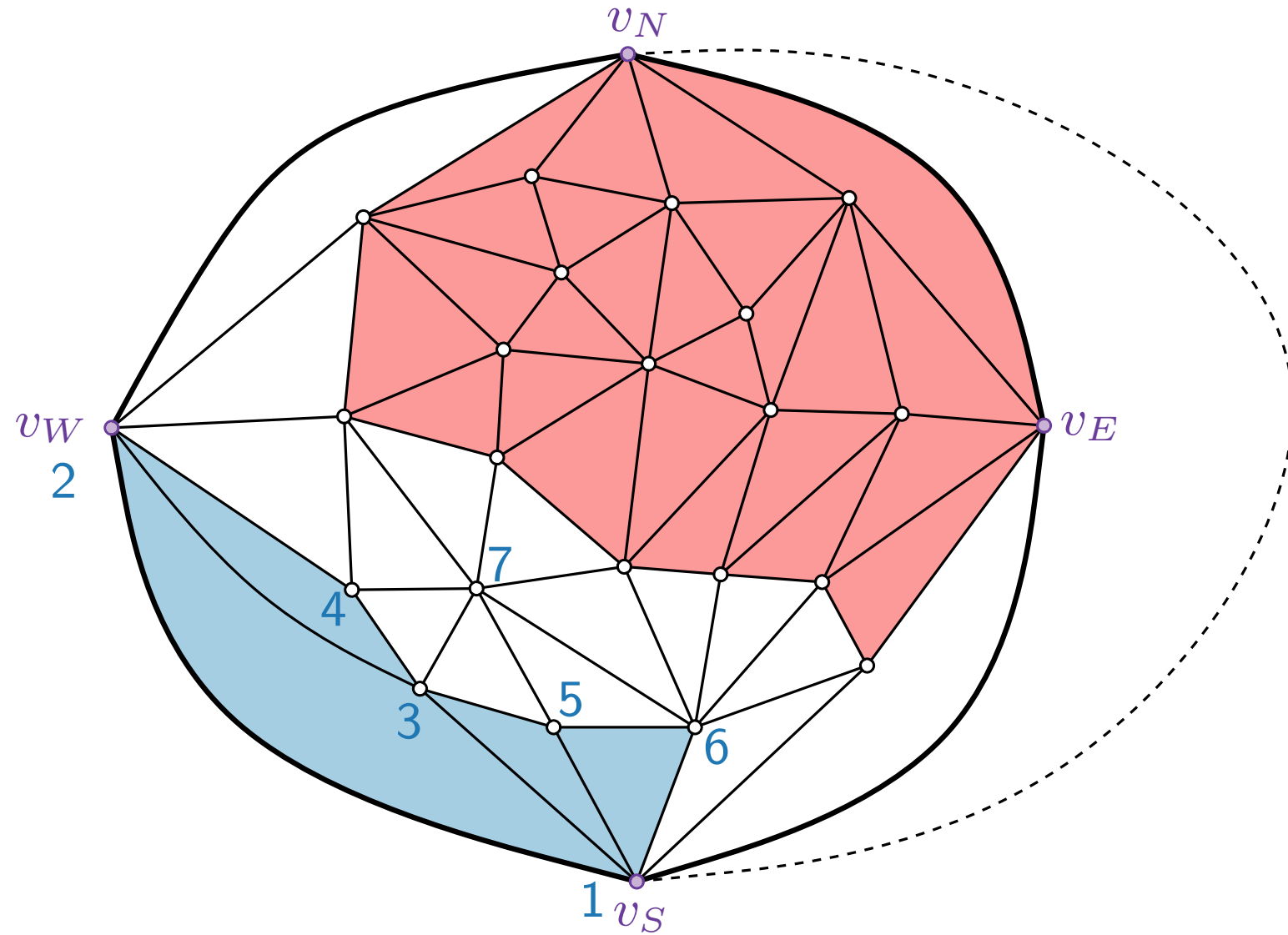
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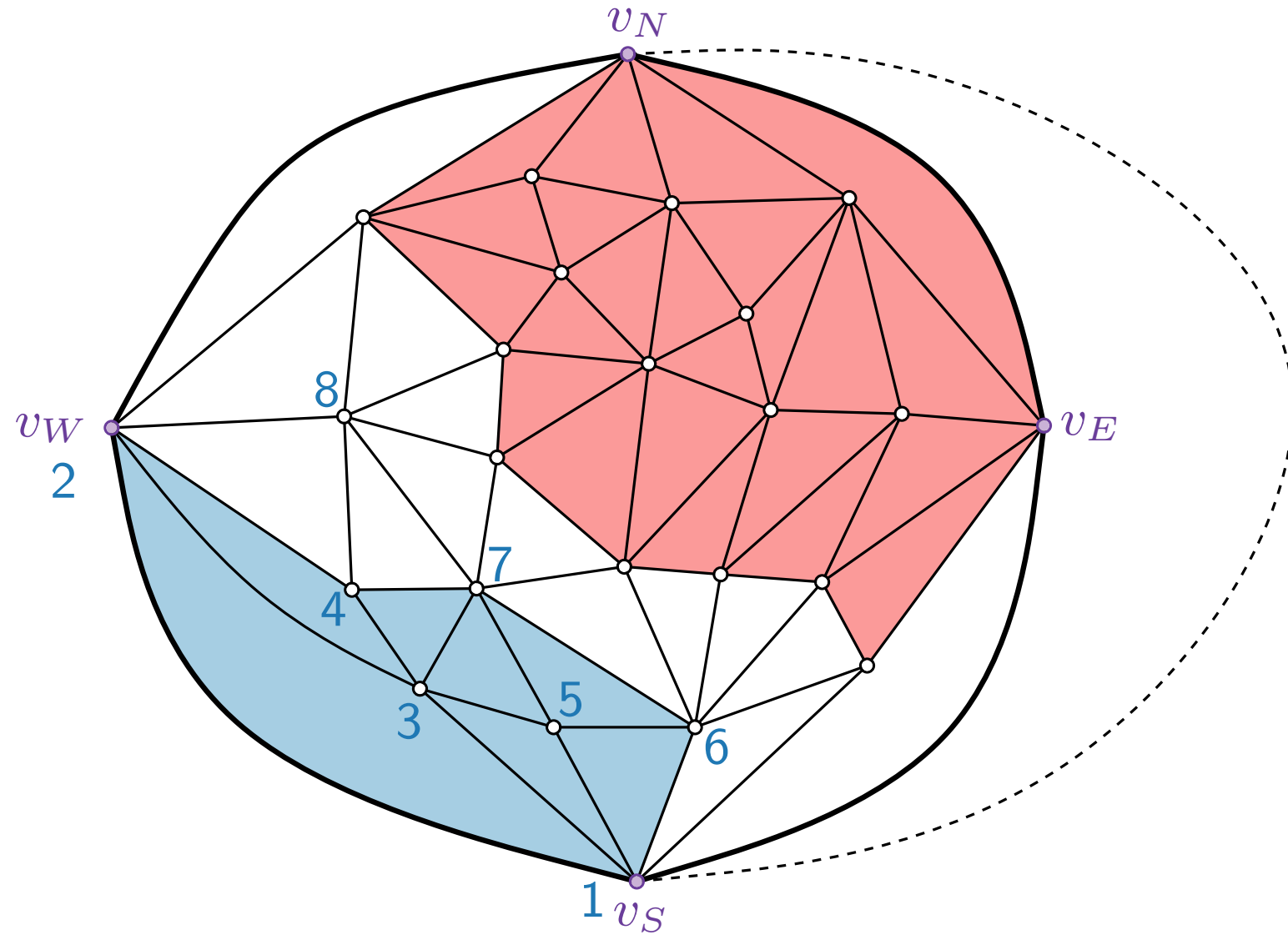
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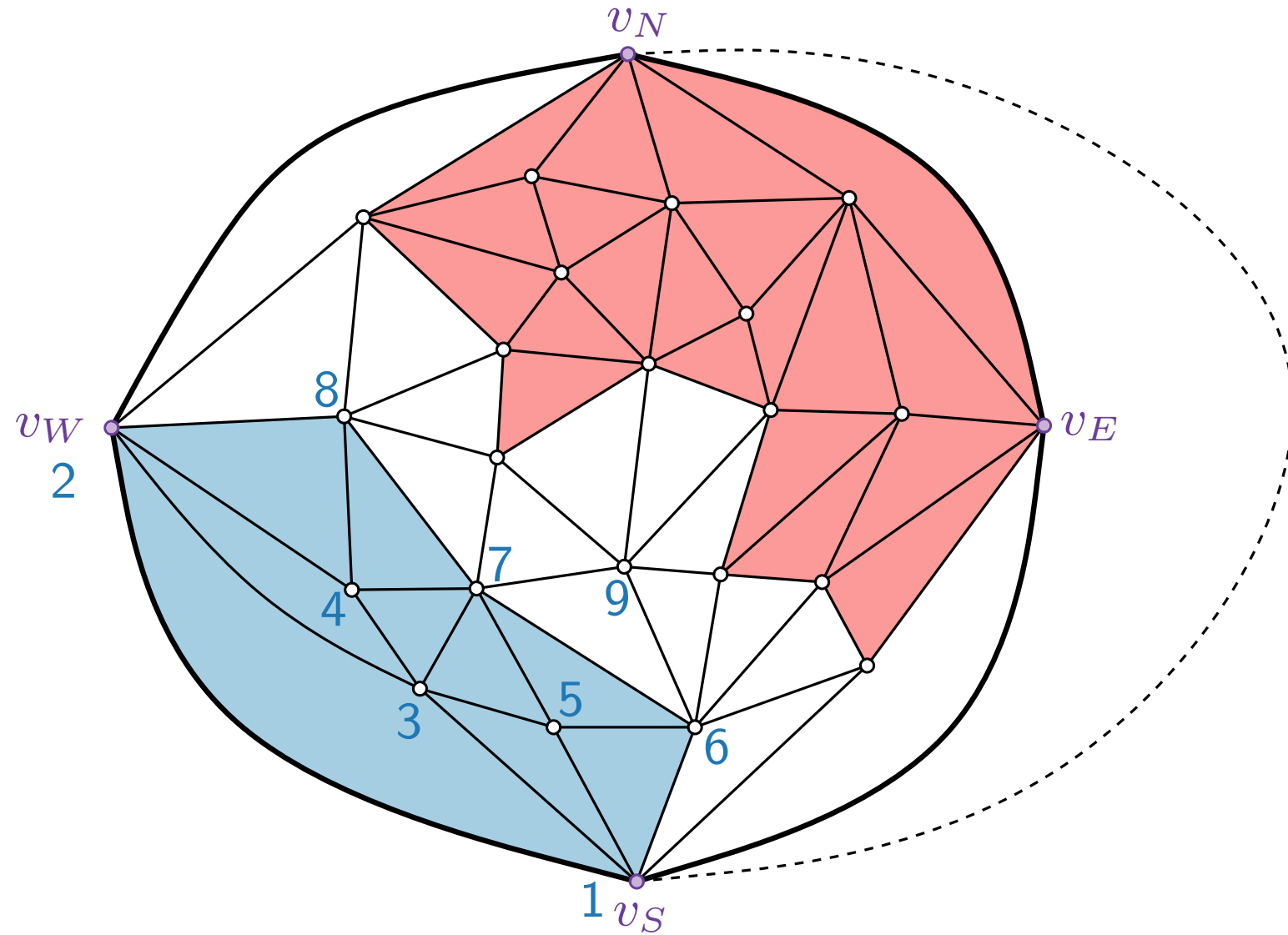
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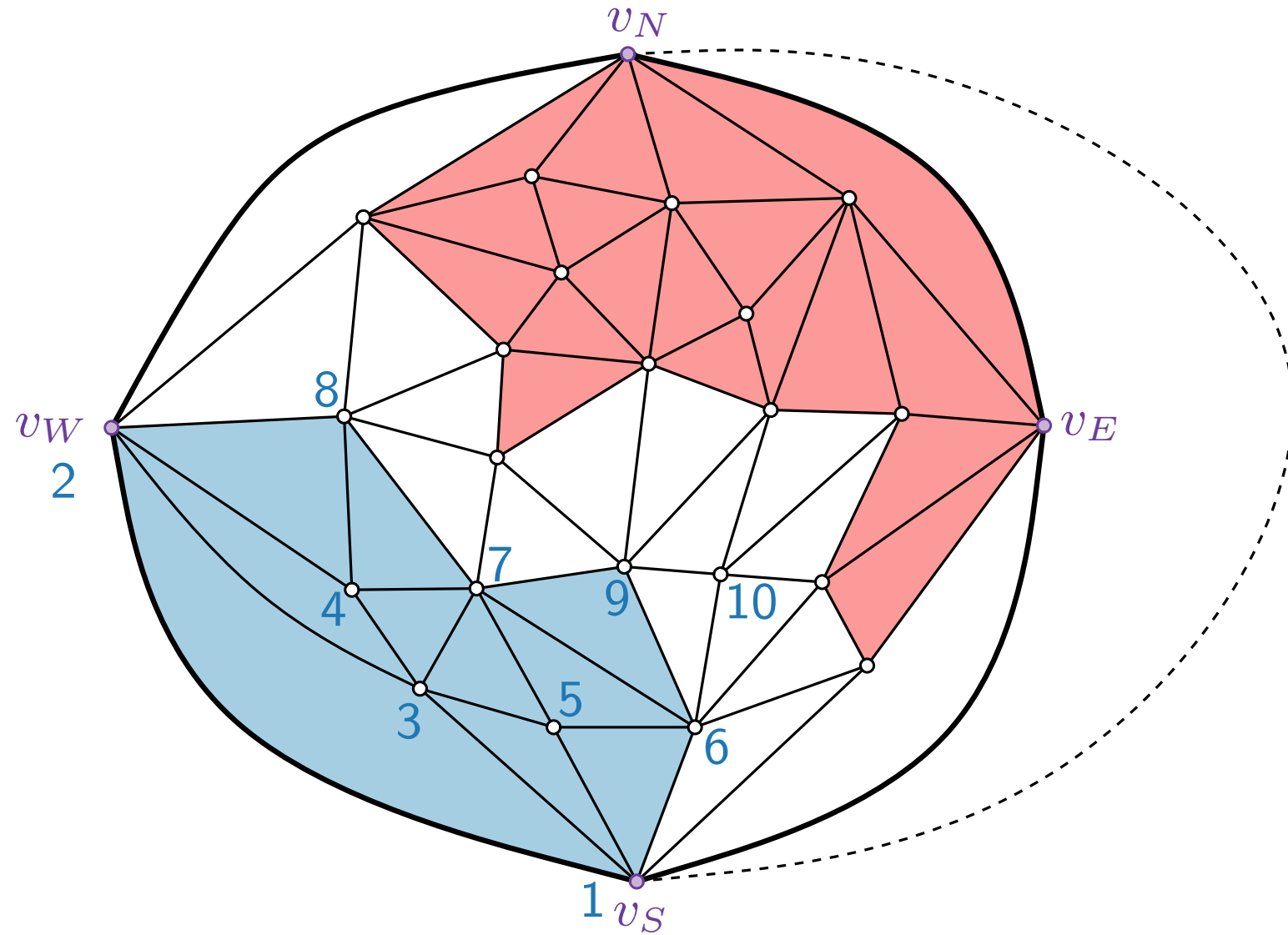
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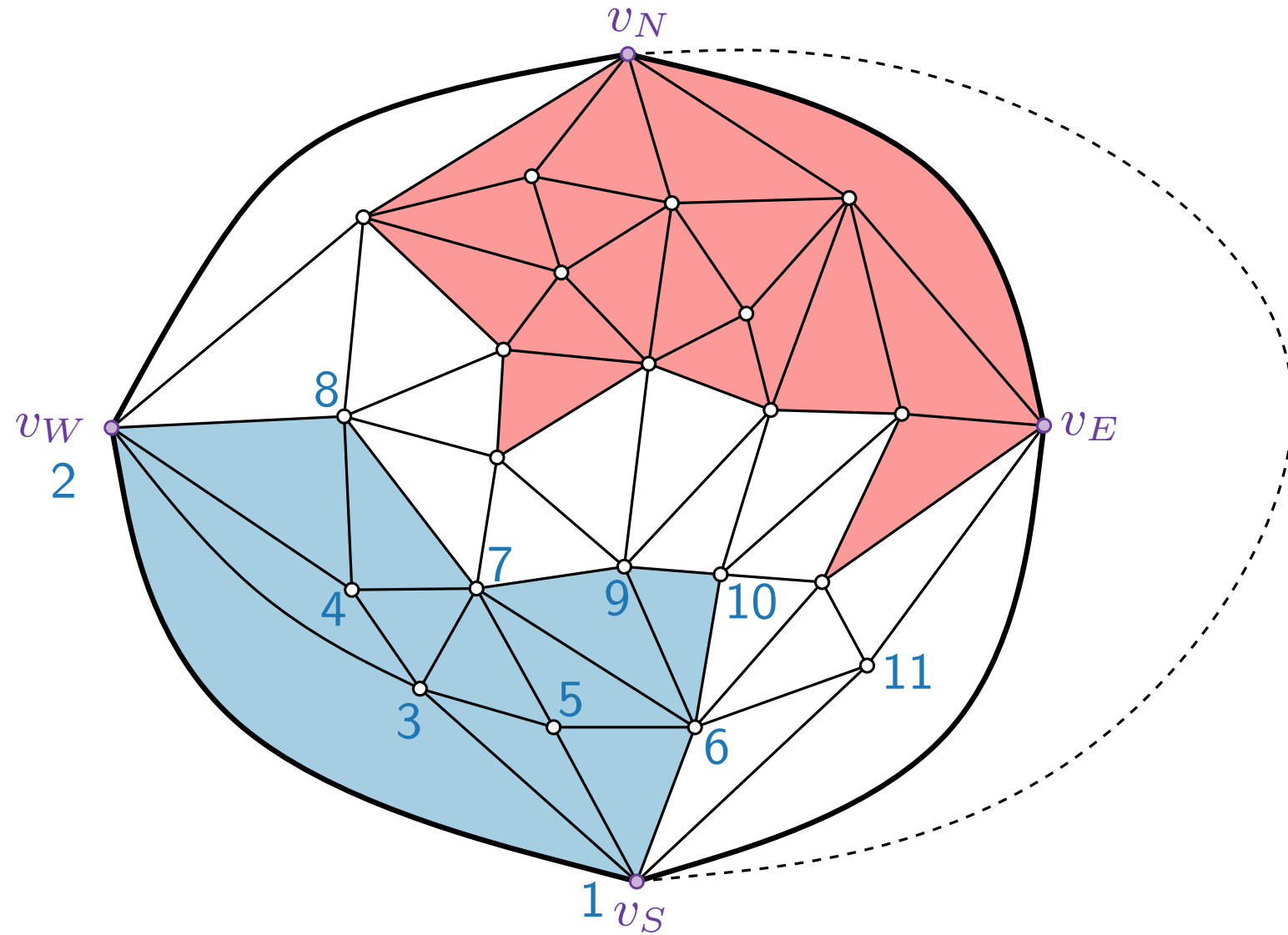
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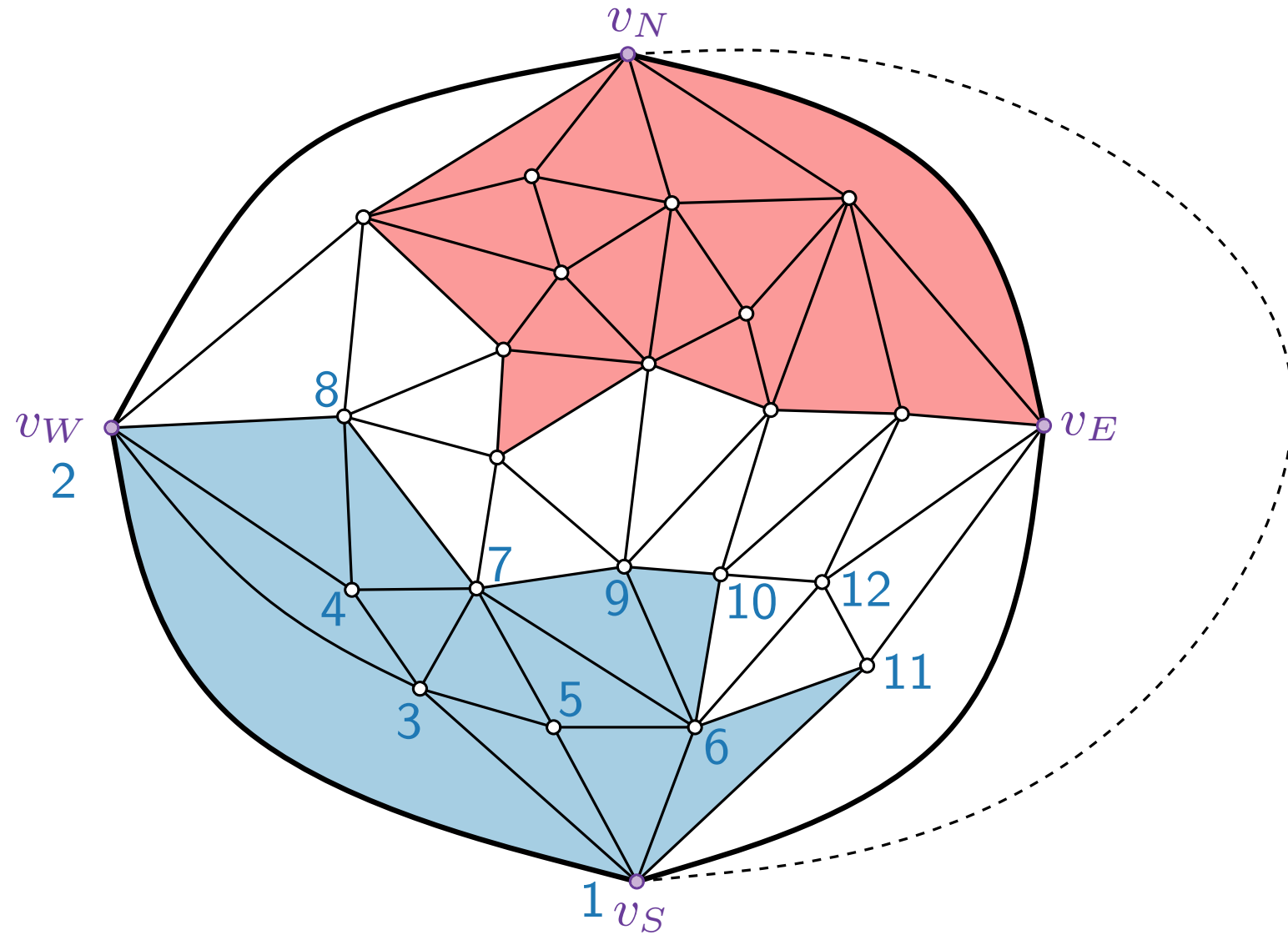
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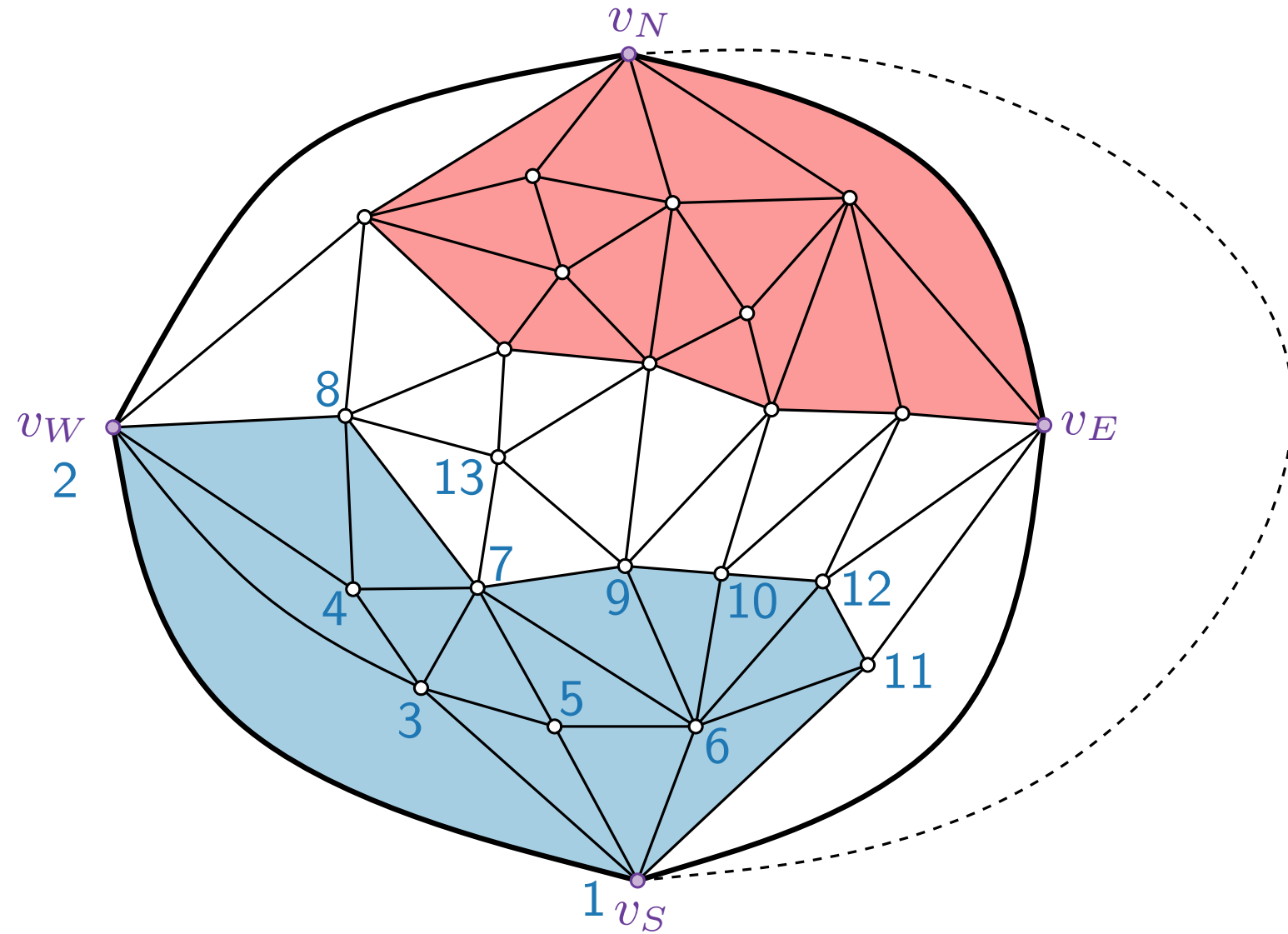
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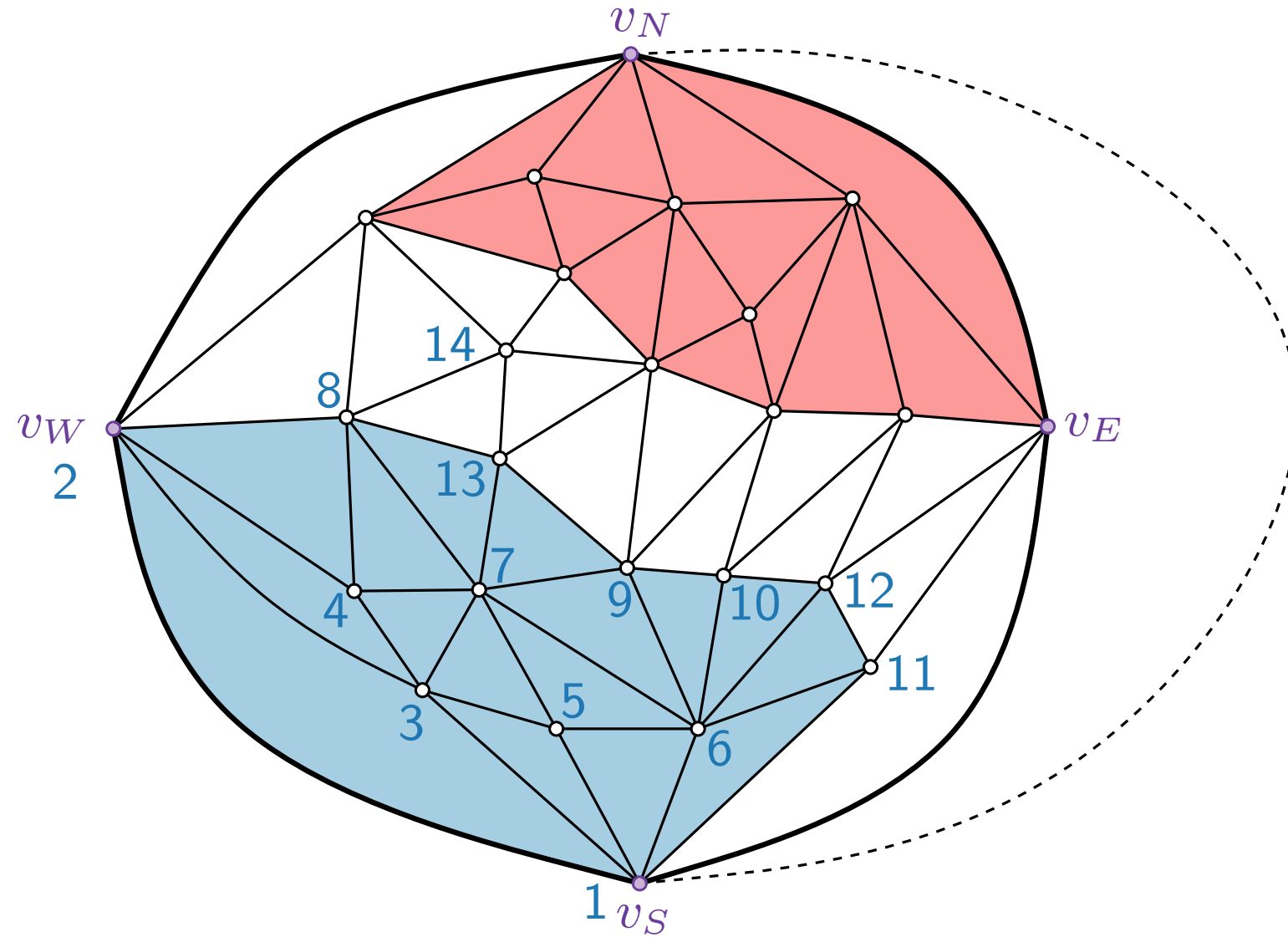
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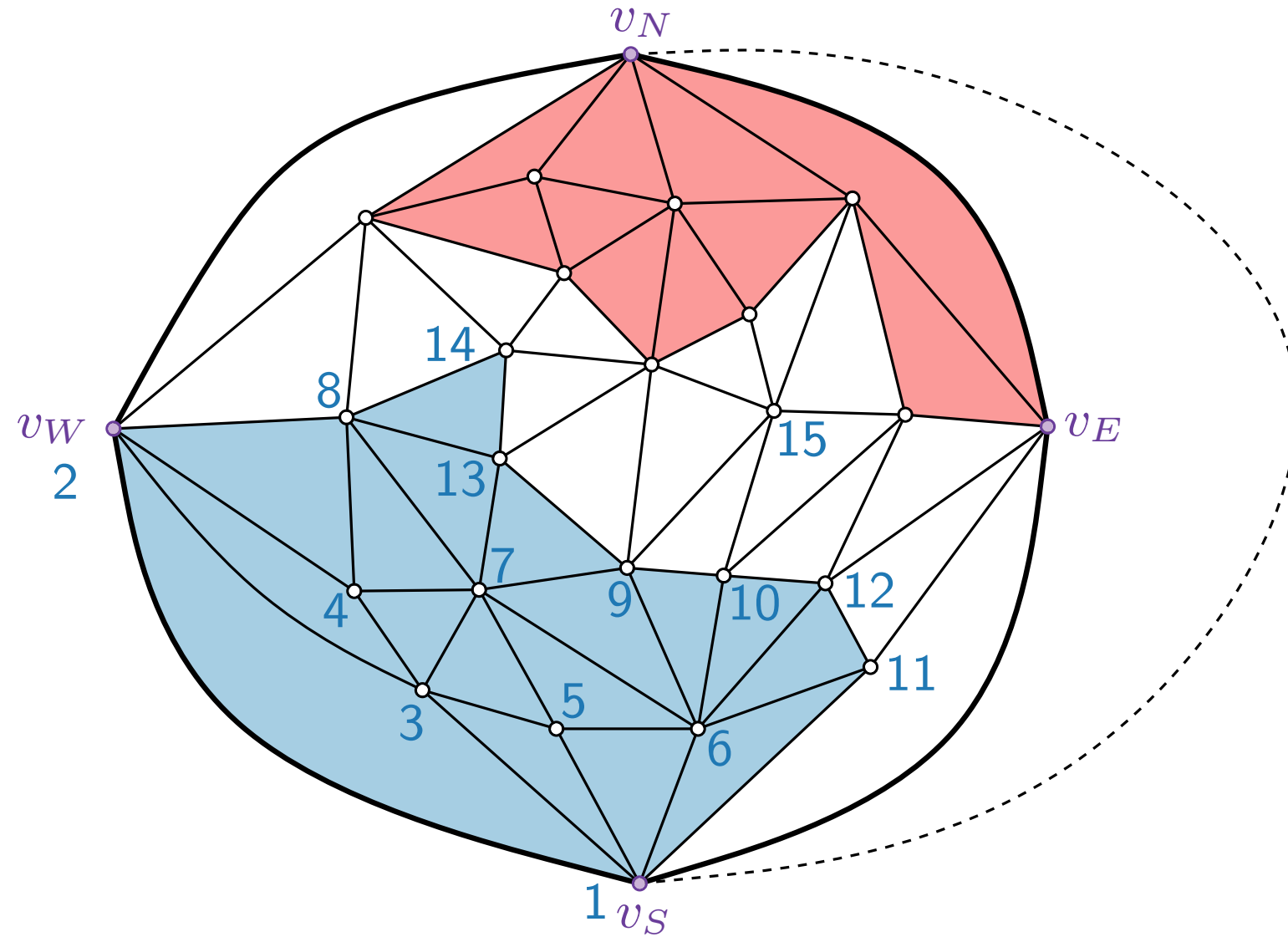
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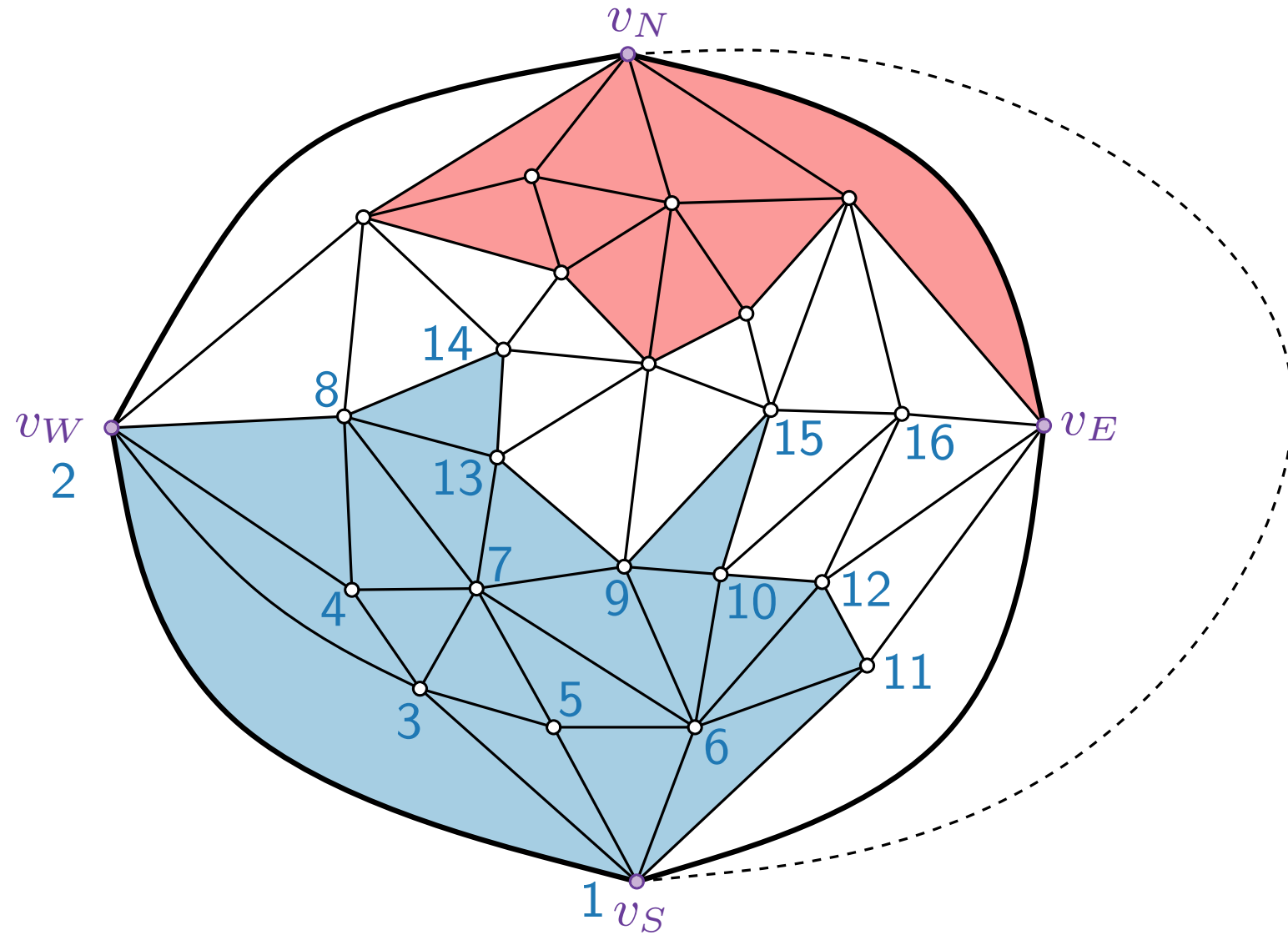
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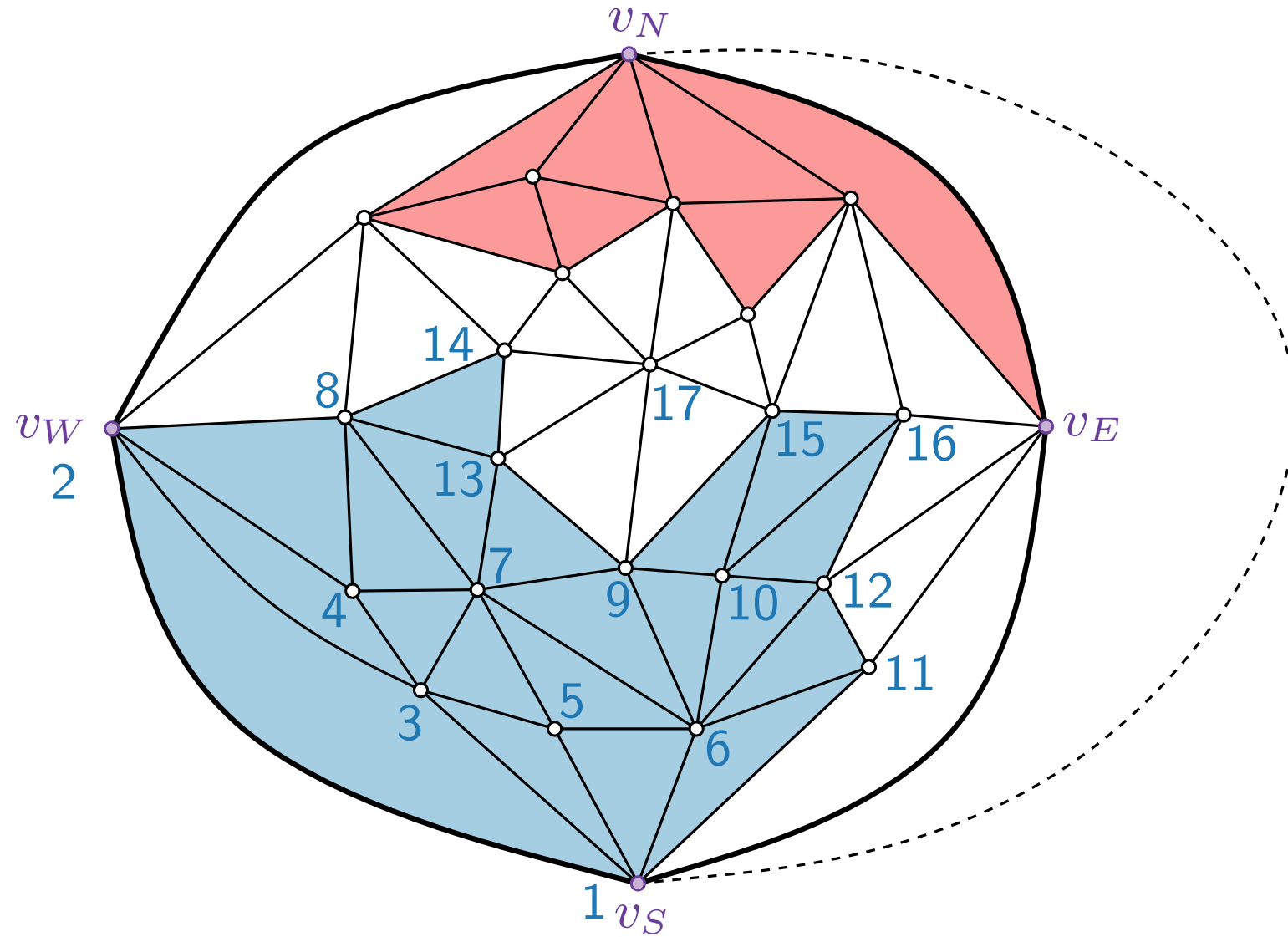
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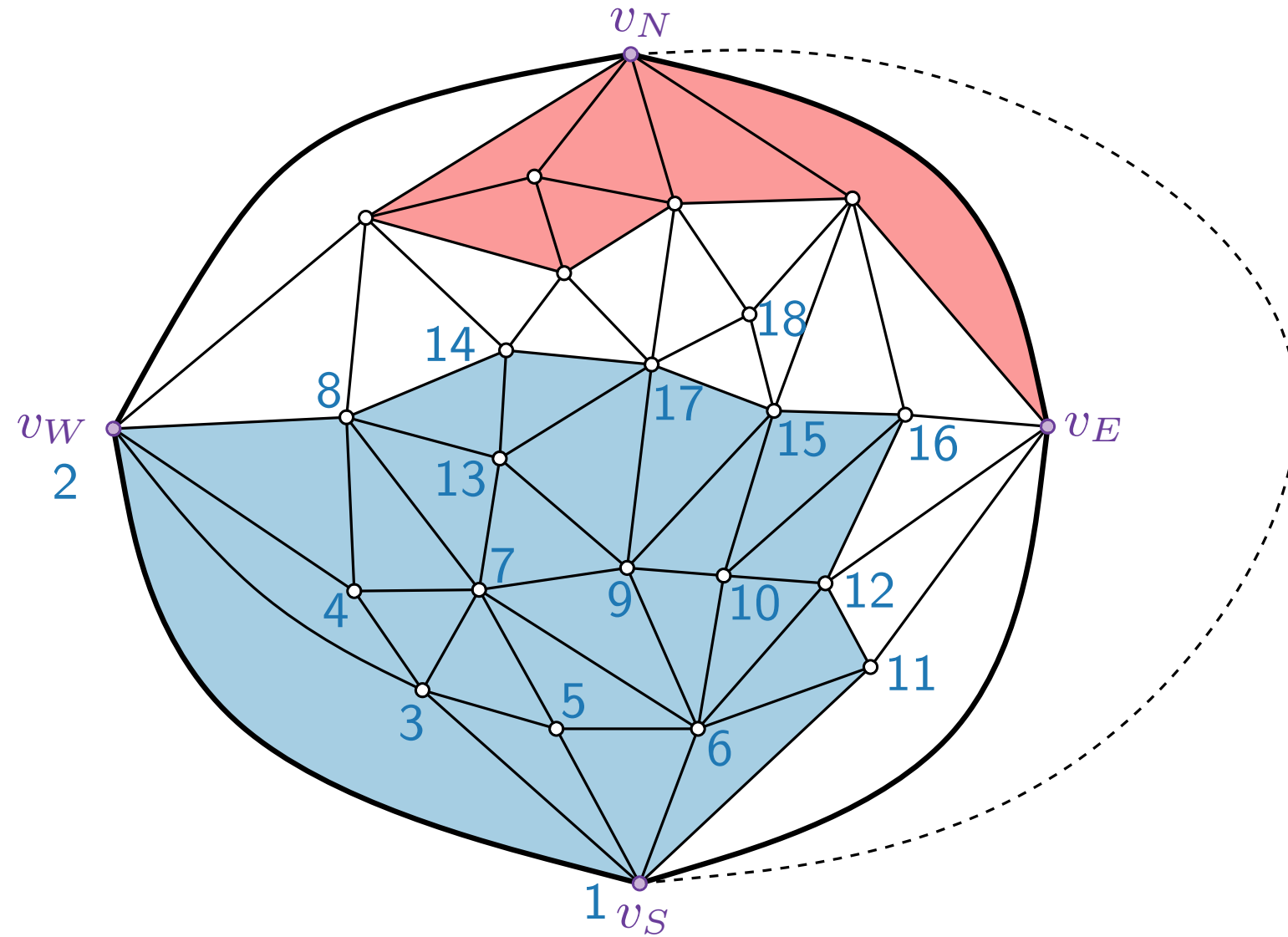
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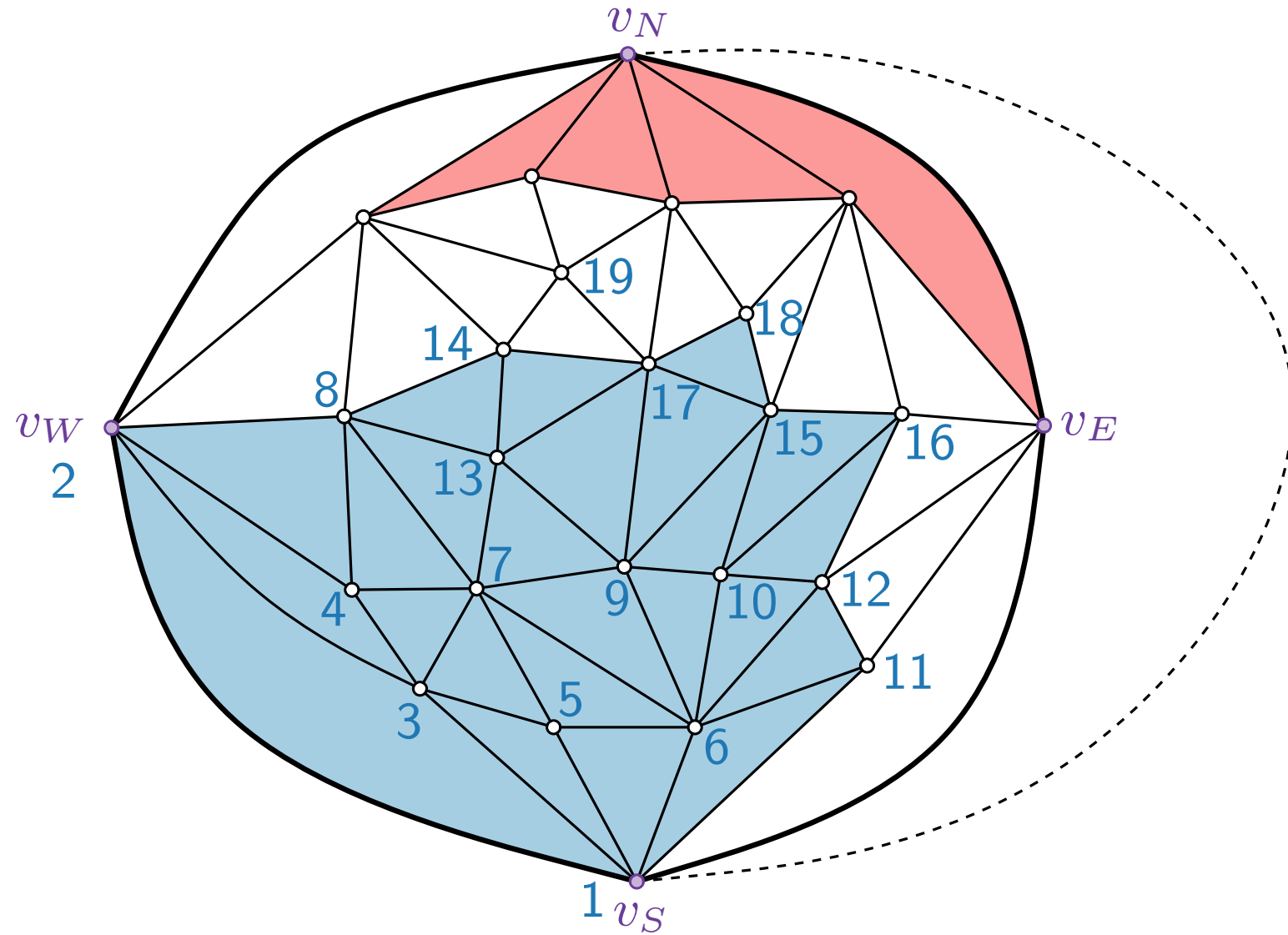
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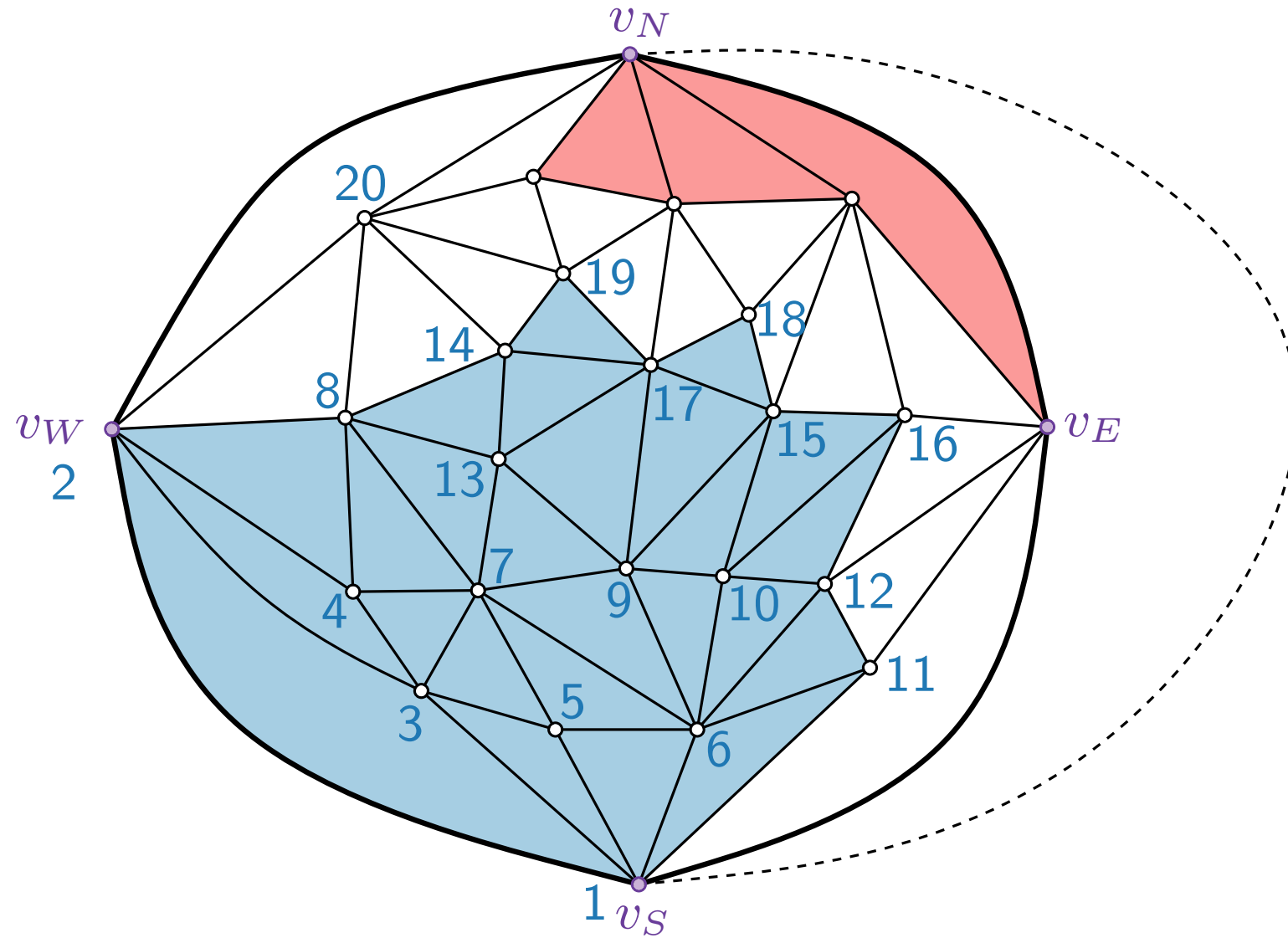
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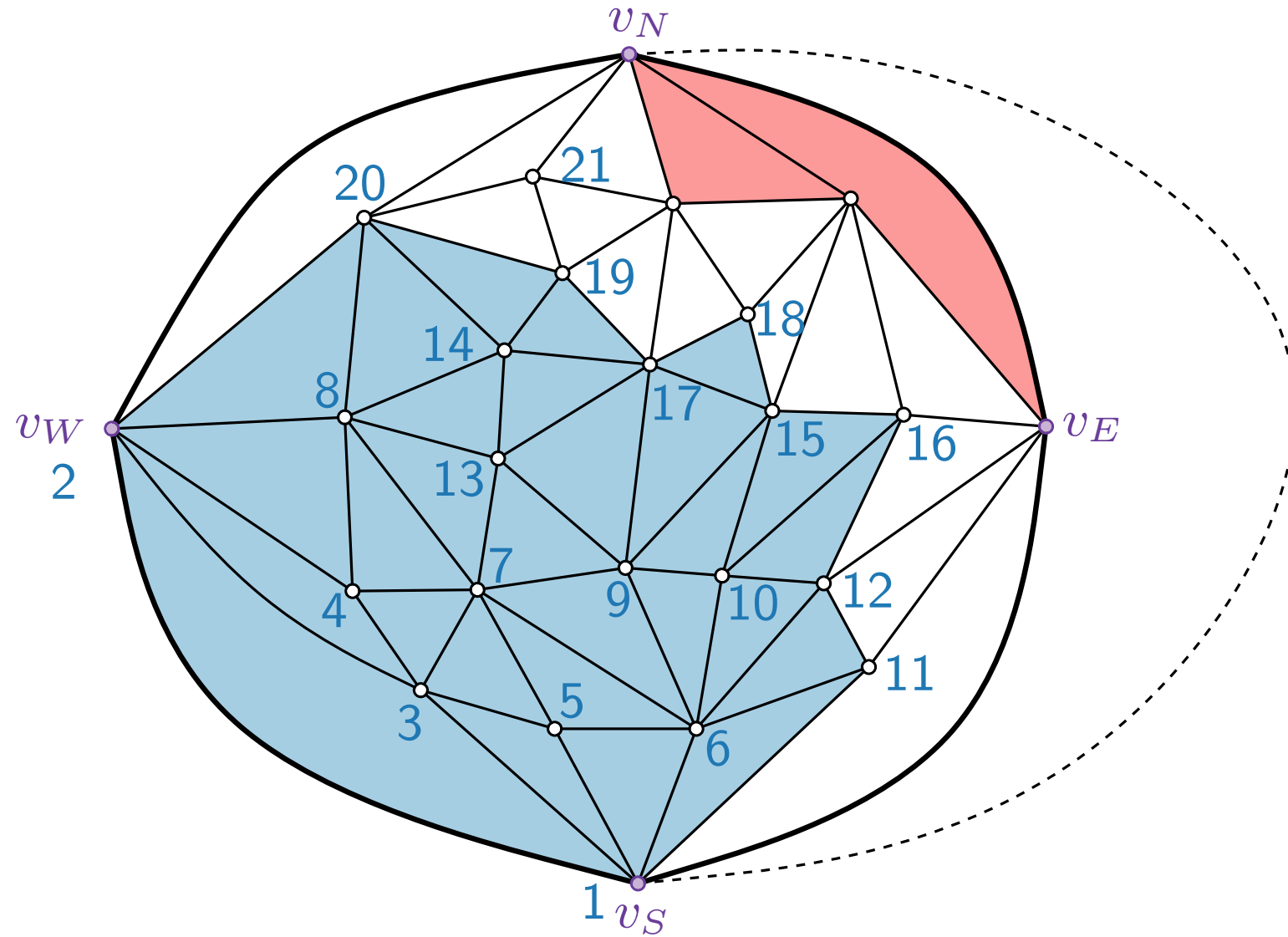
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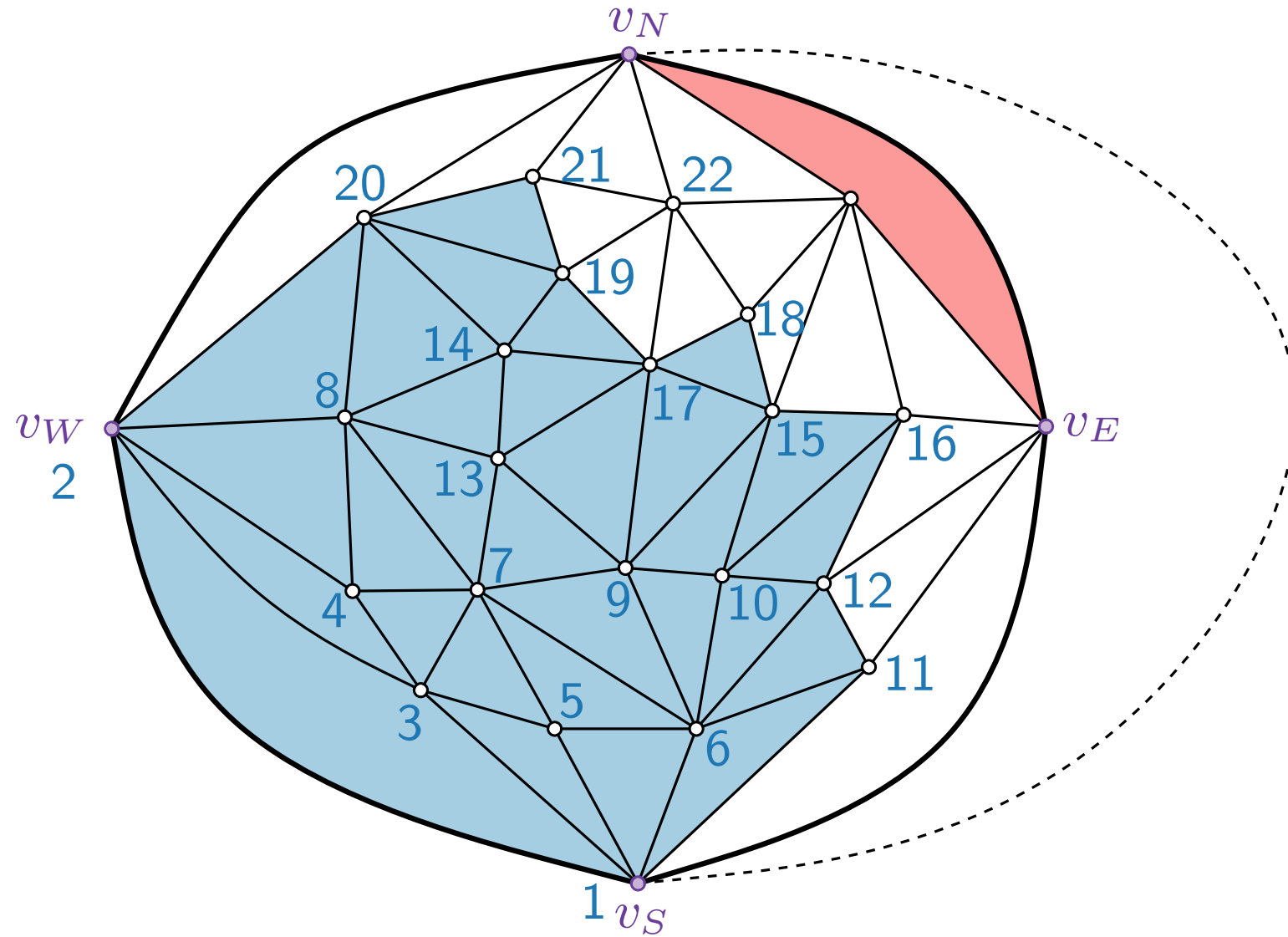
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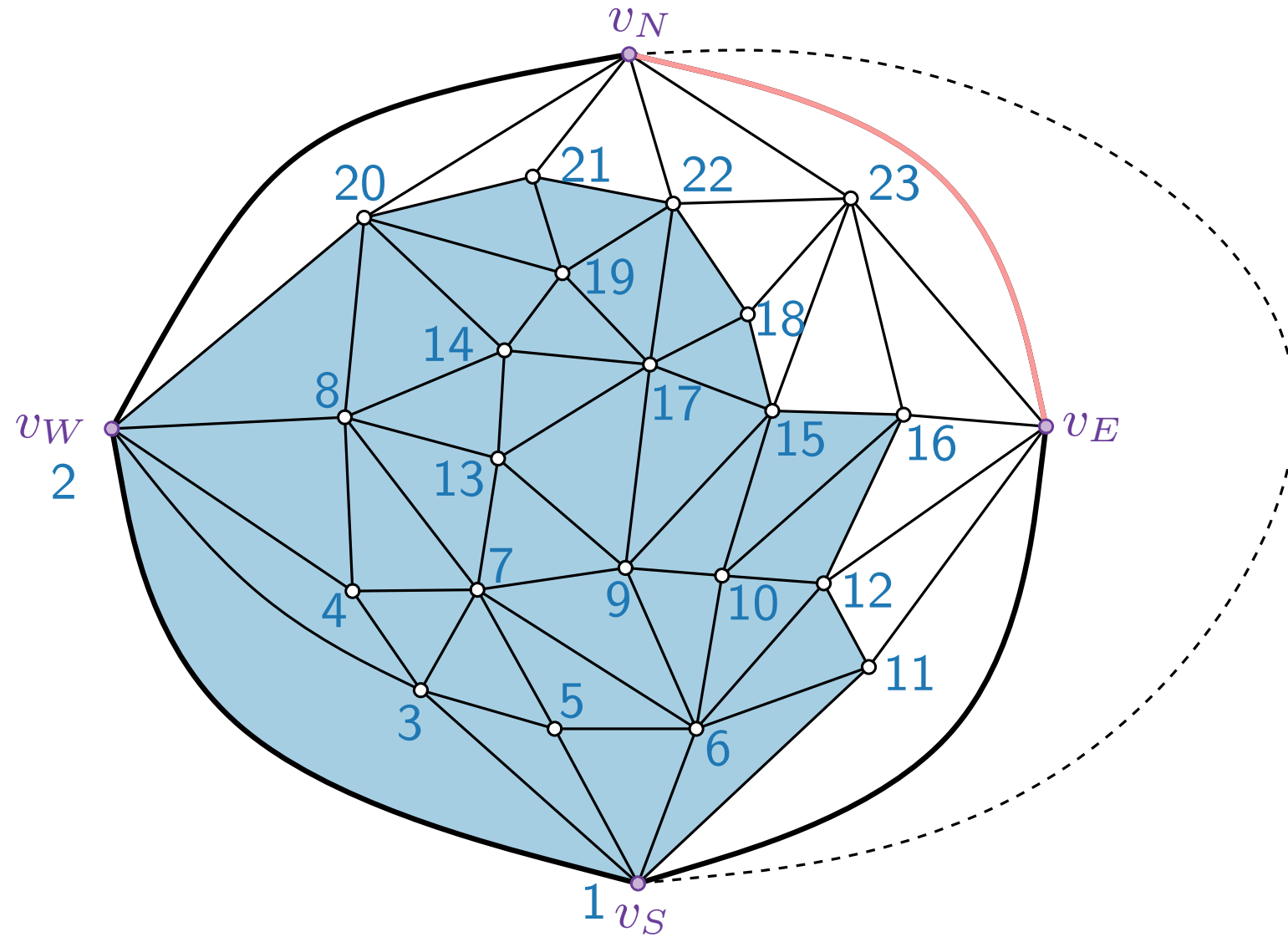
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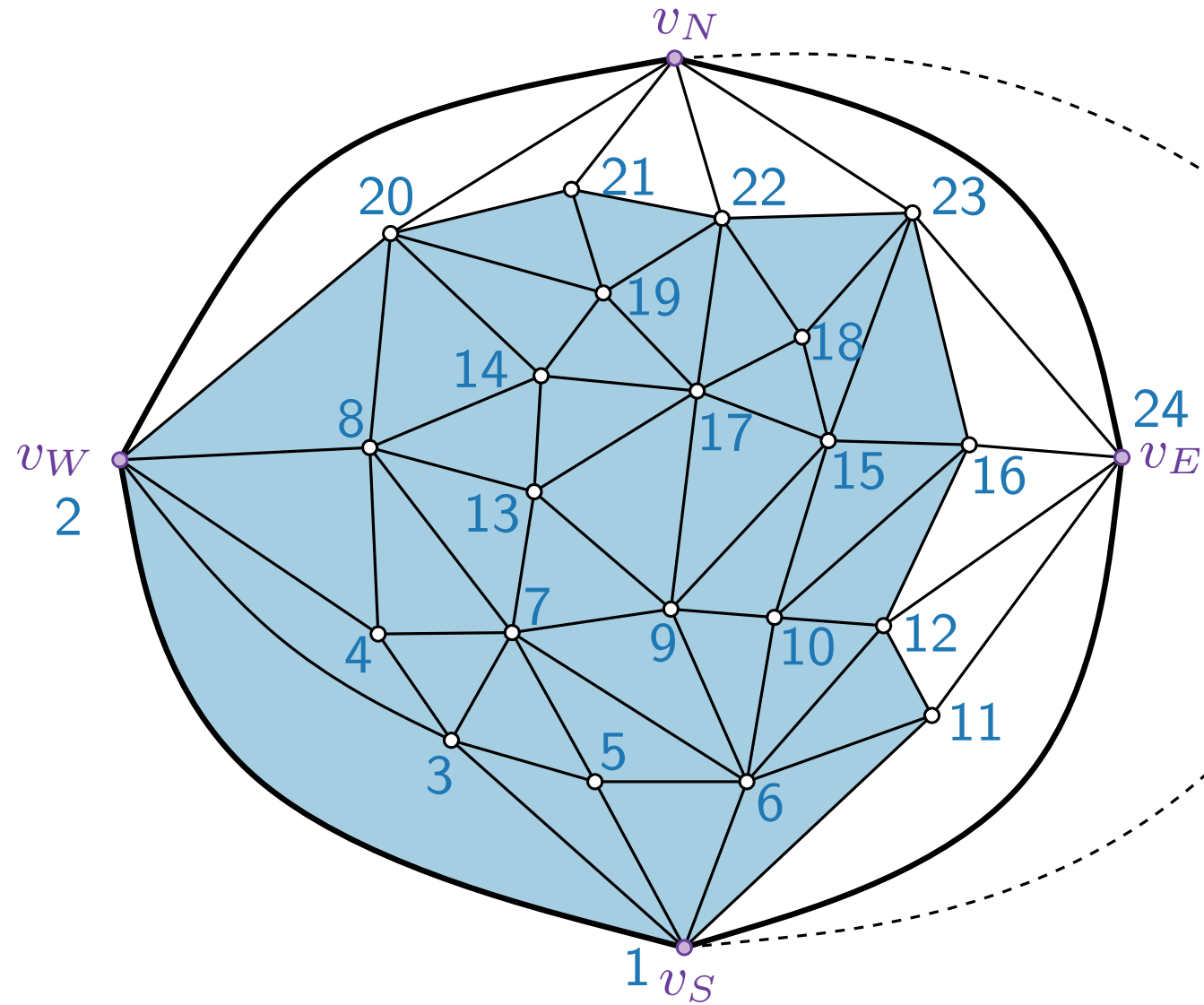
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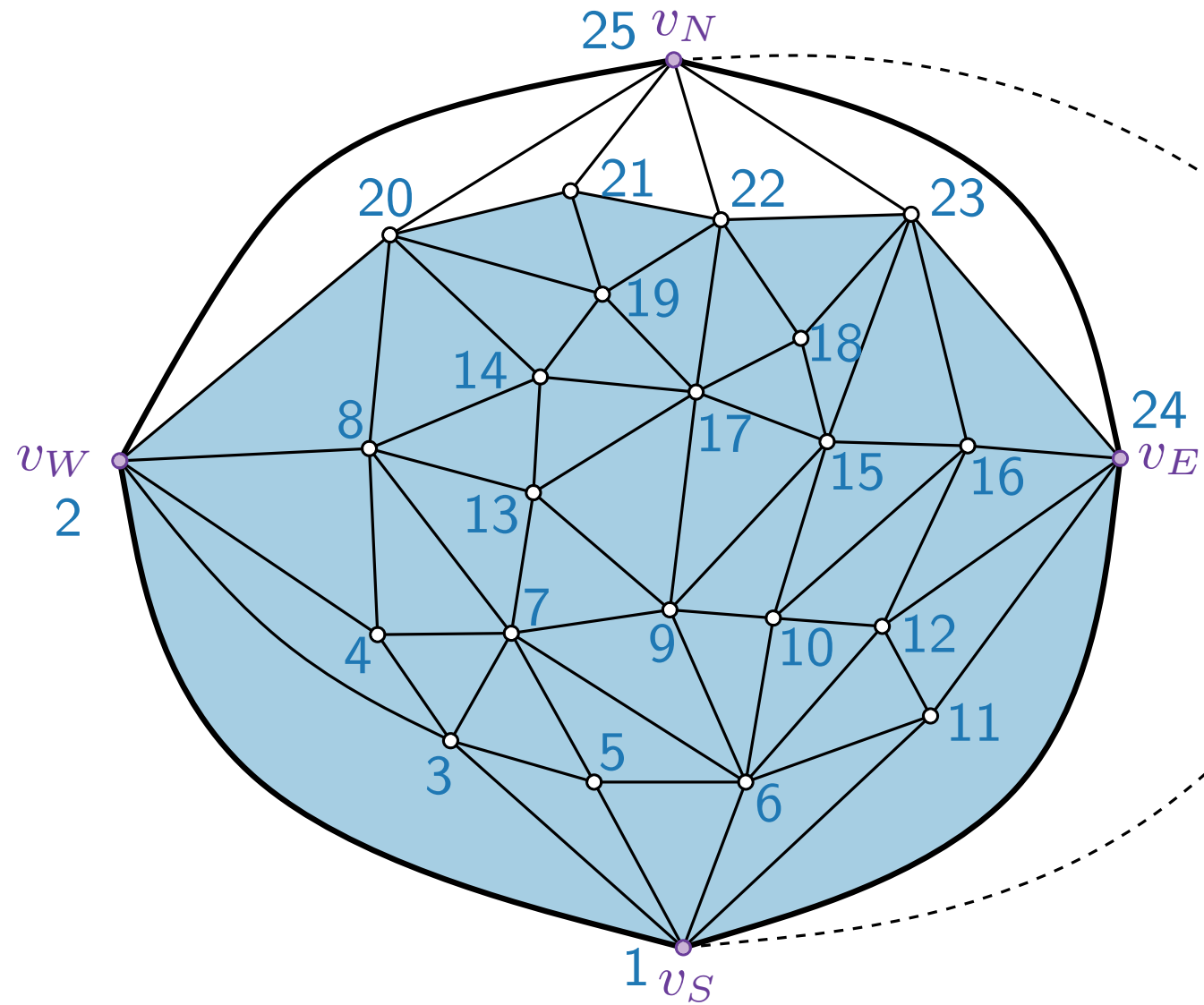
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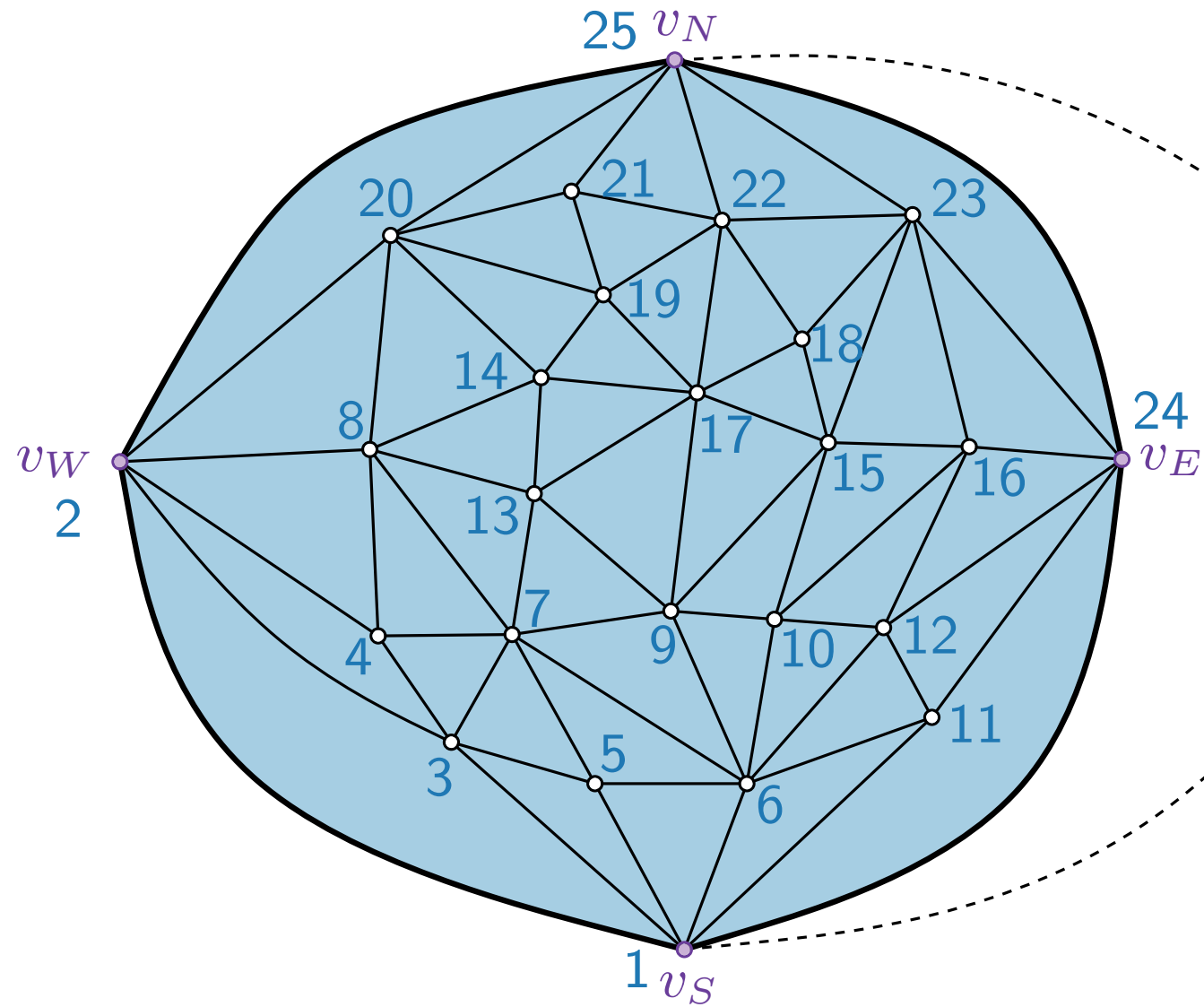
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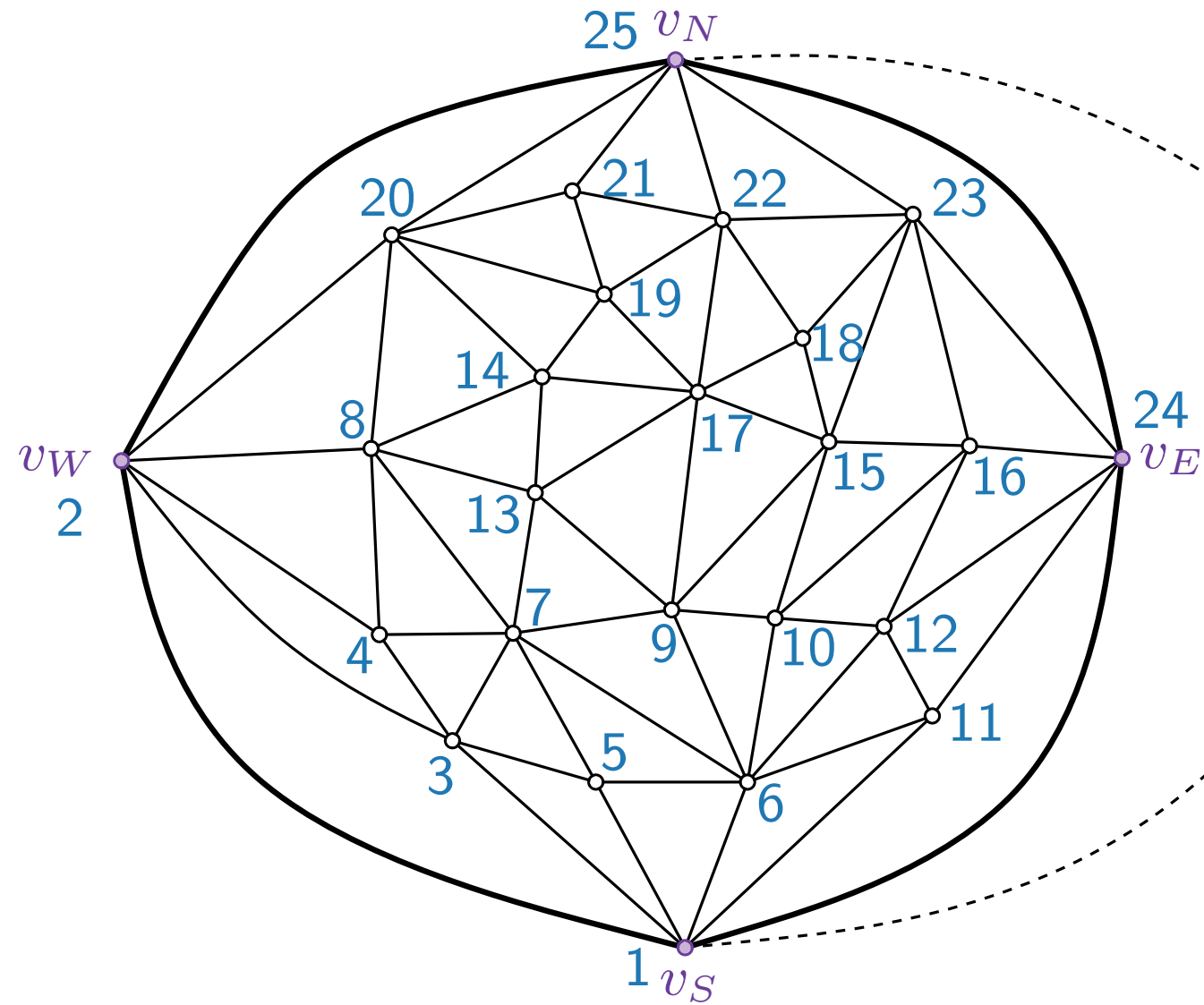
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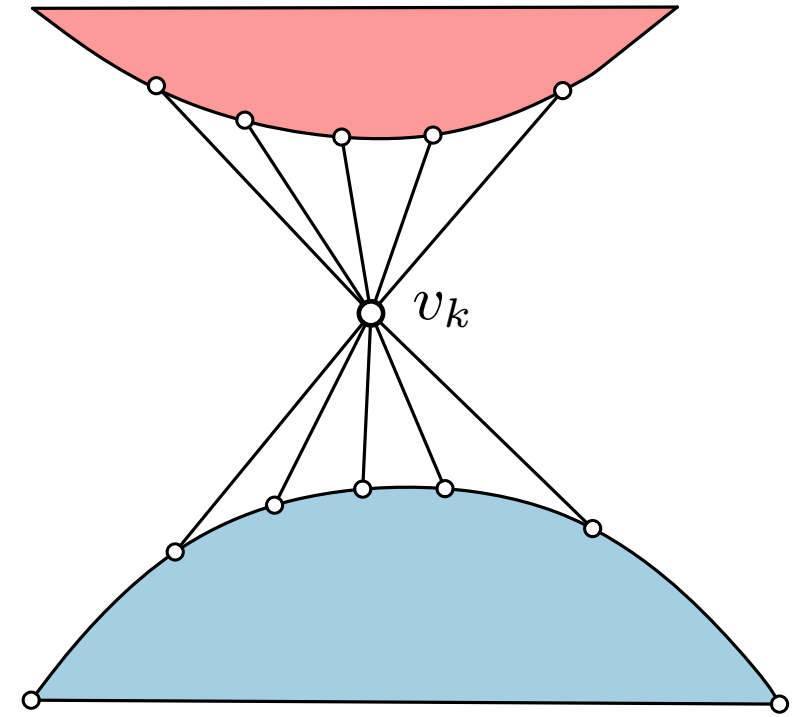


Refined Canonical Order Example



Refined Canonical Order \rightarrow REL

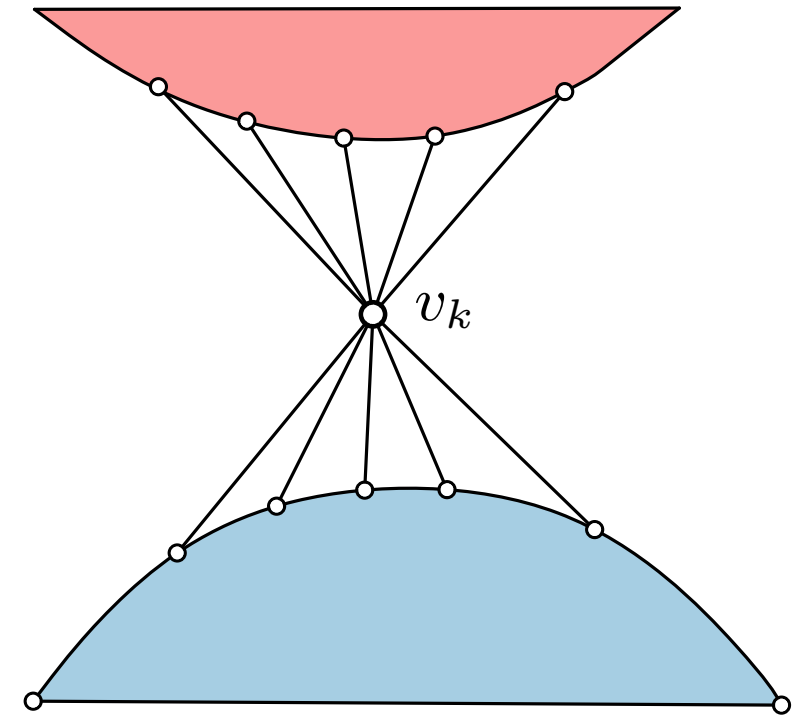
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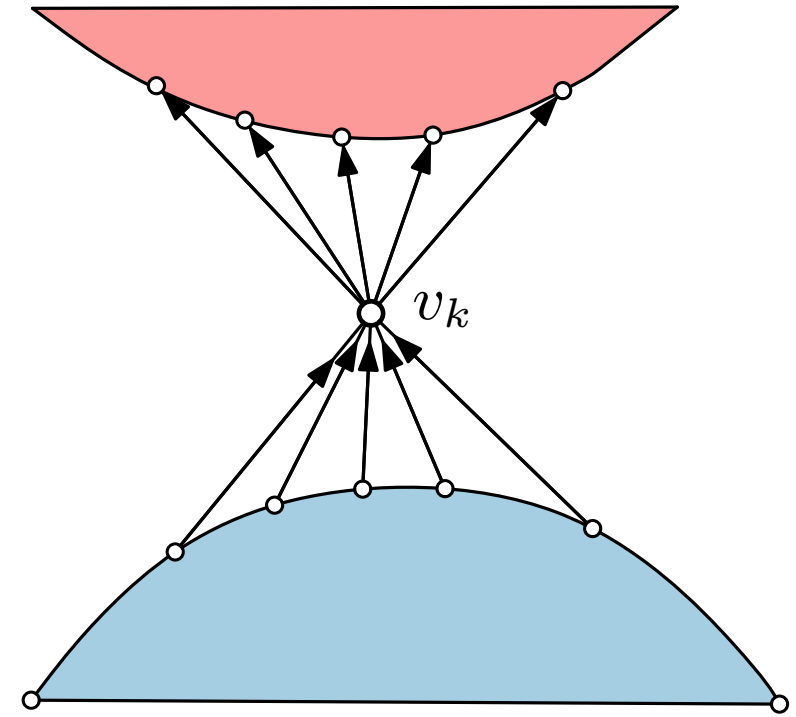
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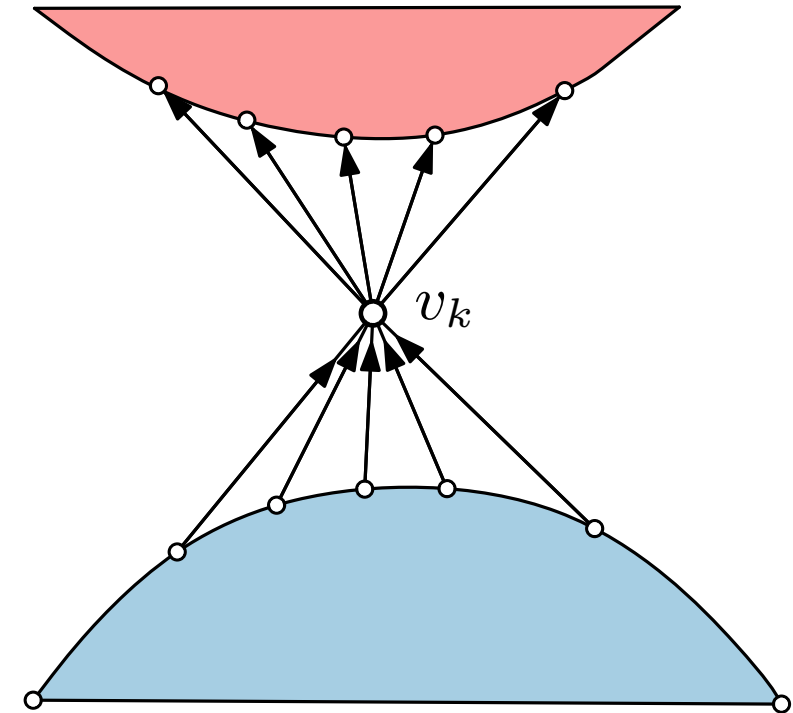
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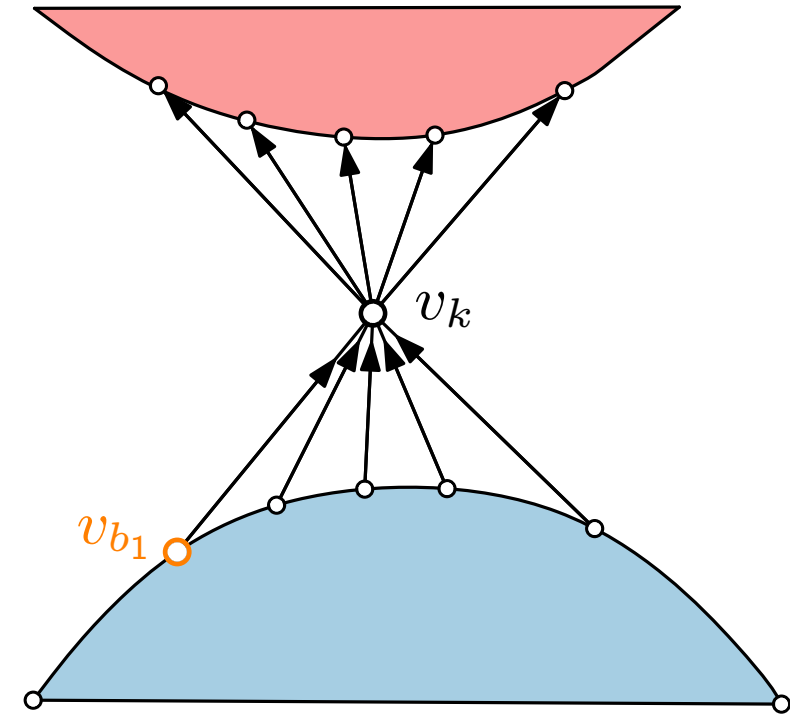
- For $i < j$, orient (v_i, v_j) from v_i to v_j ;
- If v_k has incoming edges from v_{b_1}, \dots, v_{b_l} , we say that v_{b_1} is the **left point** of v_k and v_{b_l} is the **right point** of v_k .



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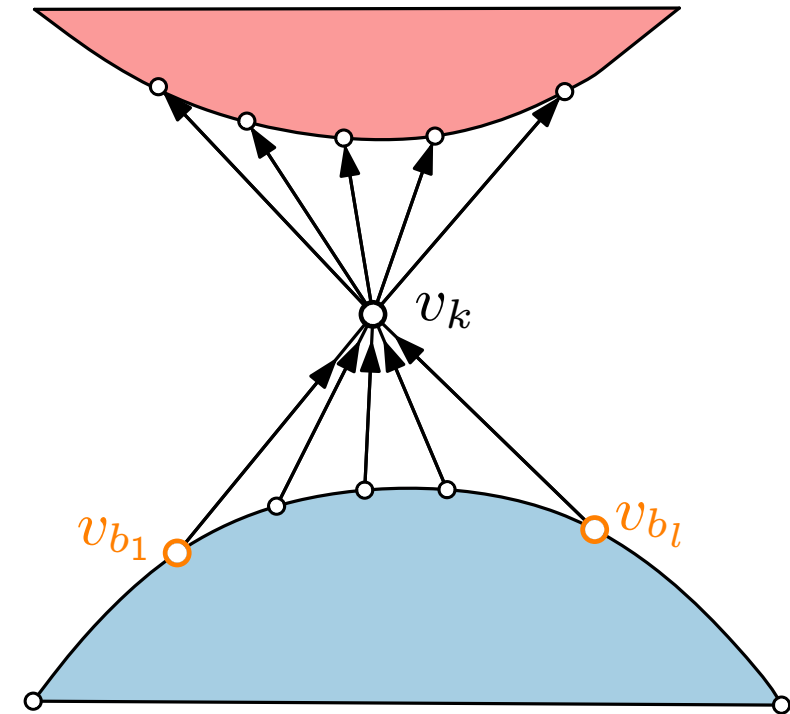
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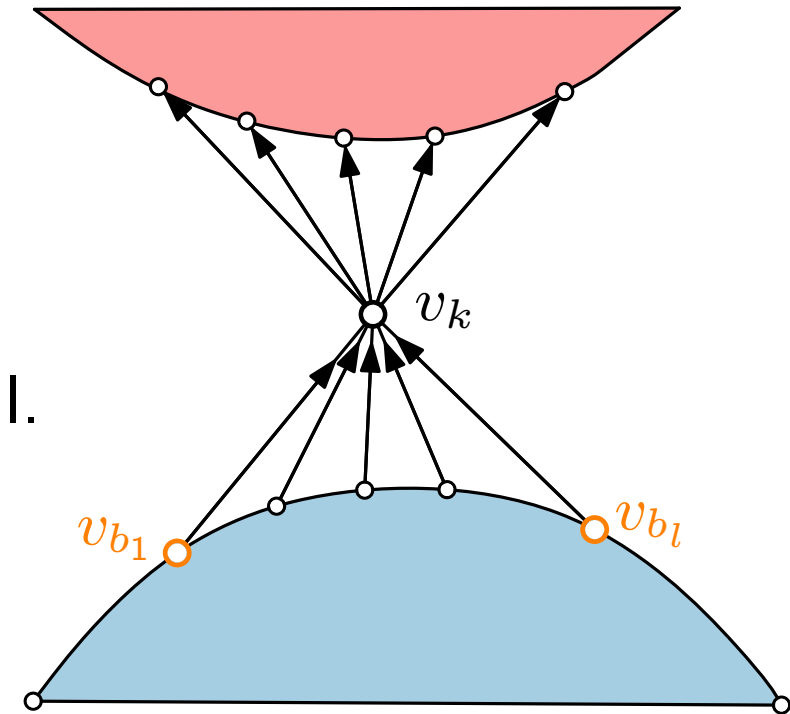
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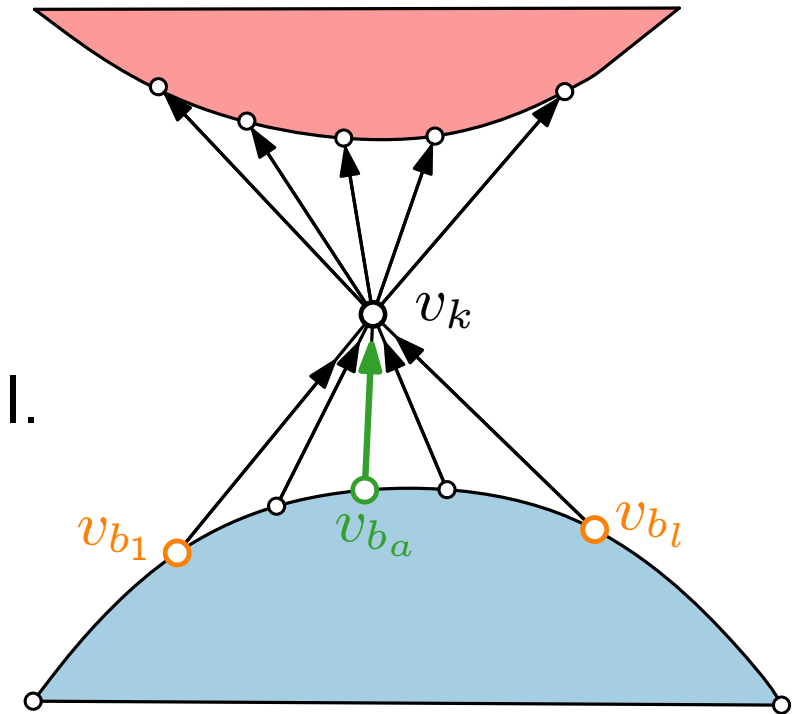
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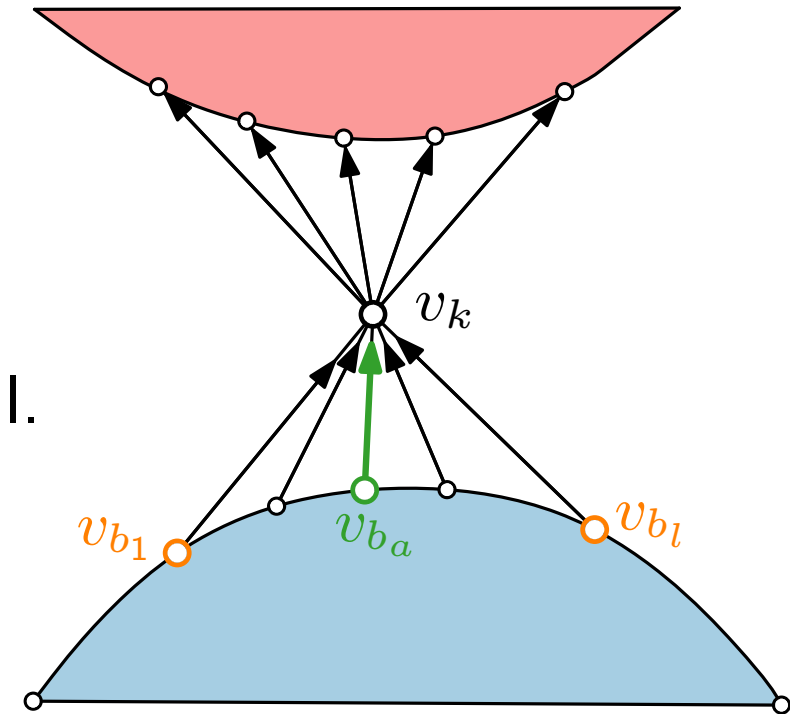
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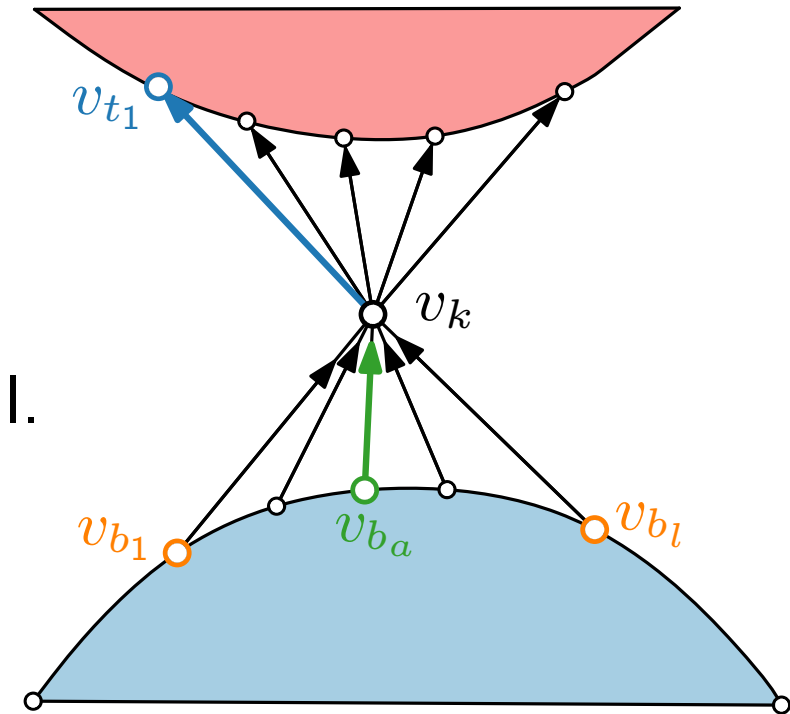
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- If v_{t_1}, \dots, v_{t_o} are higher numbered neighbors of v_k , we call (v_k, v_{t_1}) **left edge** and (v_k, v_{t_o}) **right edge** of v_k .



Refined Canonical Order \rightarrow REL

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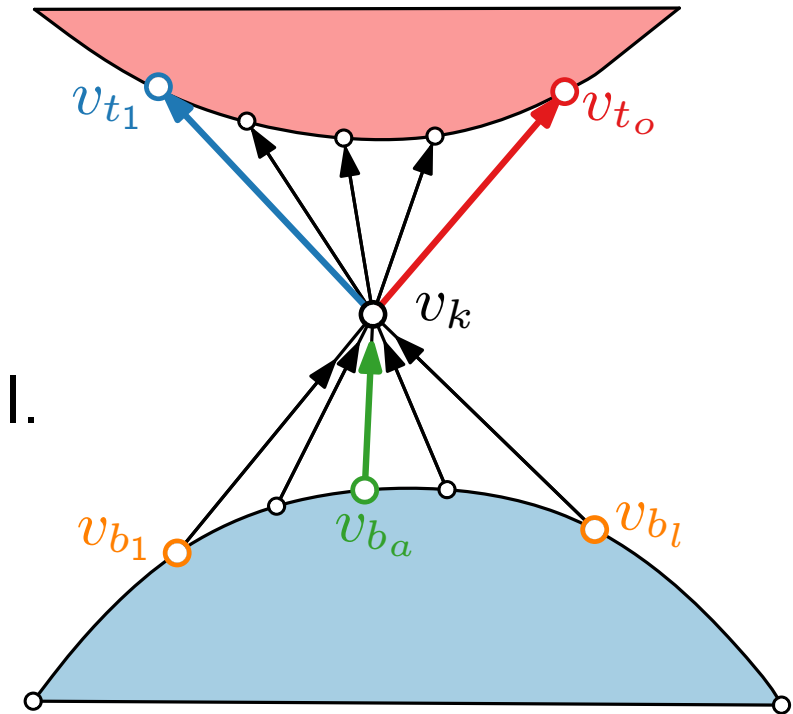
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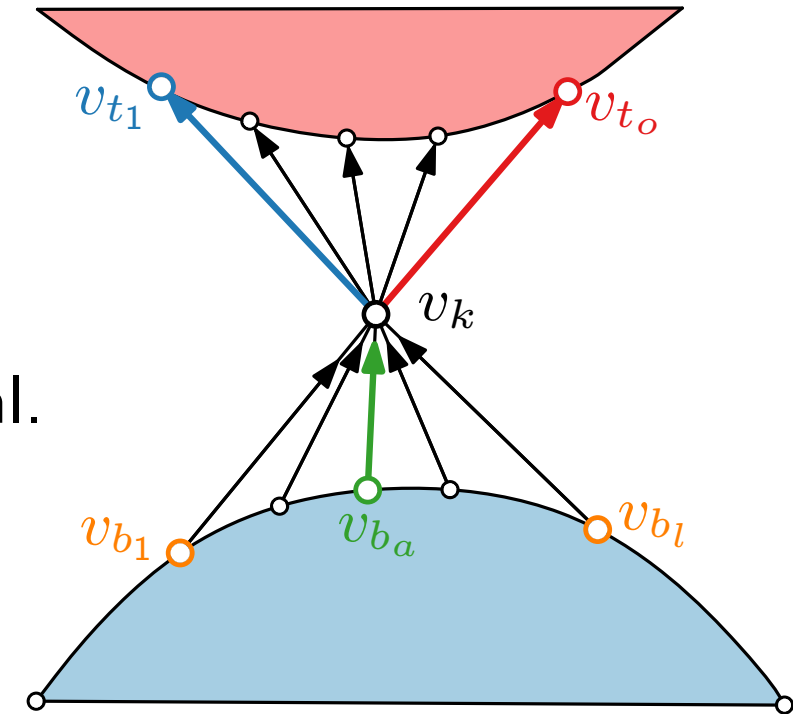
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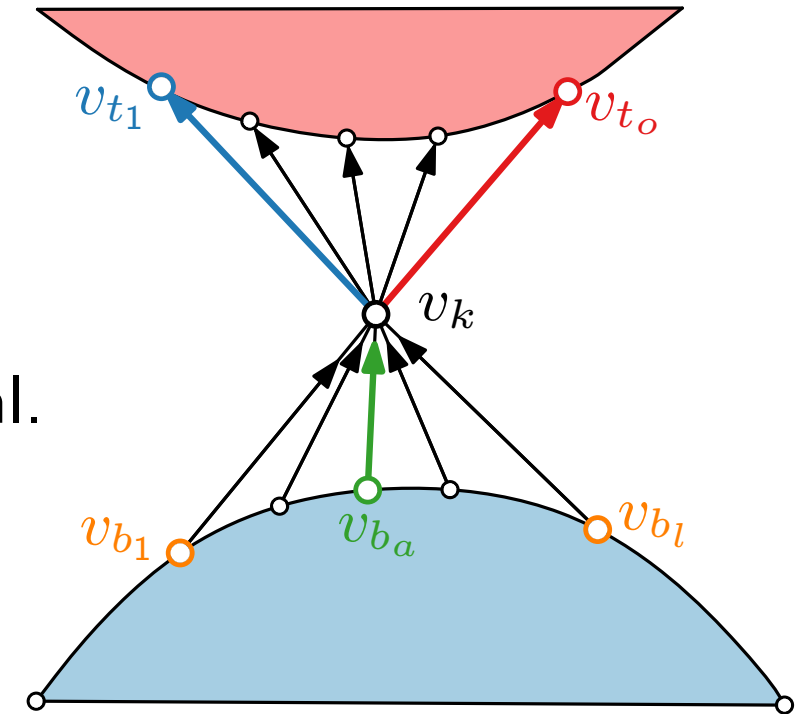
Lemma 1.

A left edge or right edge cannot be a base edge.

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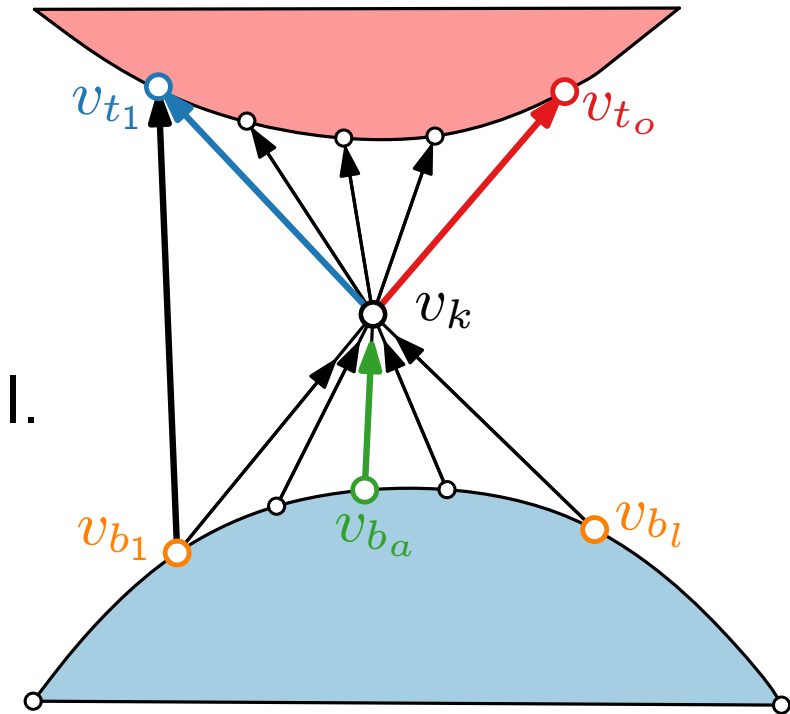
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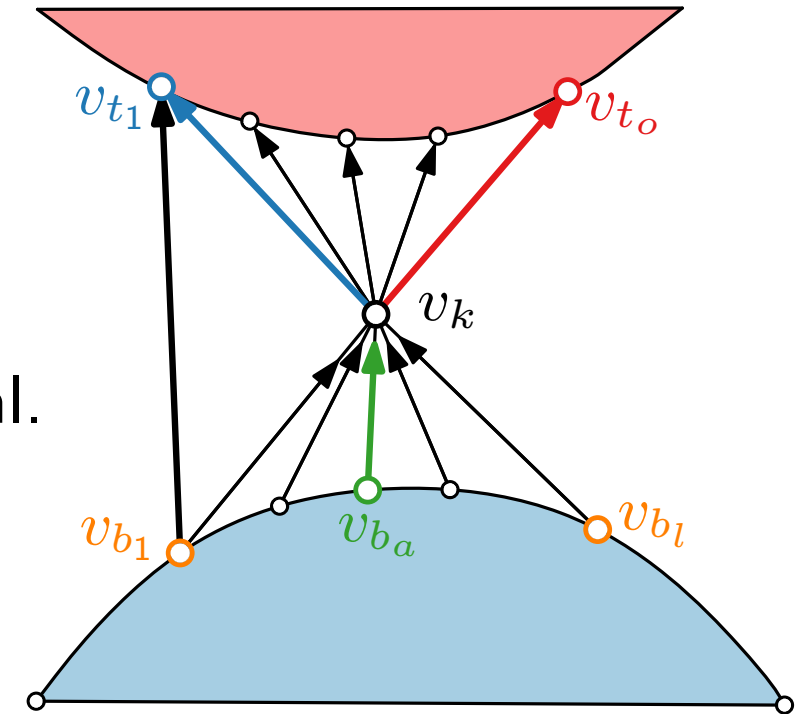
A left edge or right edge cannot be a base edge.

Proof. Suppose that the left edge (v_k, v_{t_1}) is the base edge of v_{t_1} . Since G is triangulated, $(v_{b_1}, v_{t_1}) \in E(G)$.

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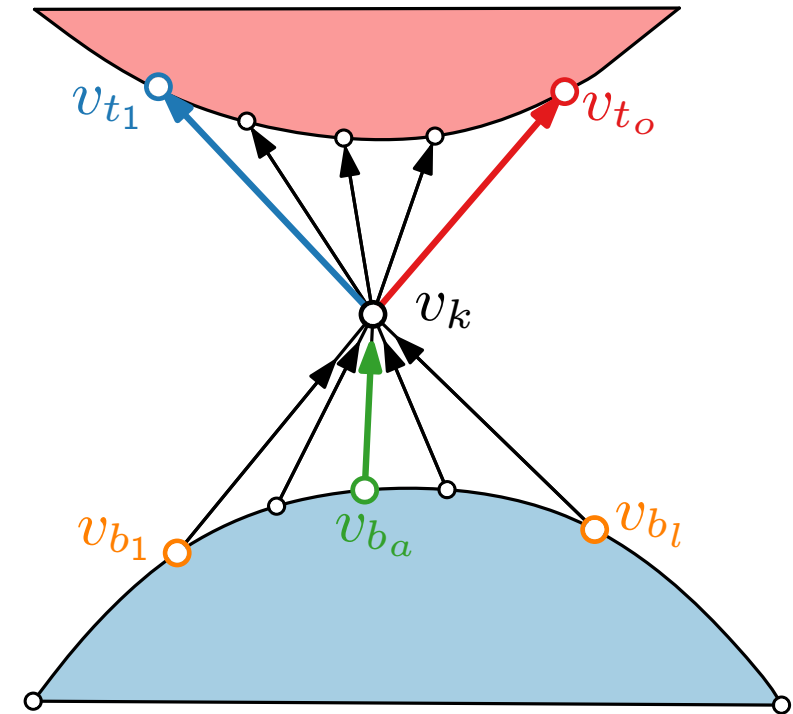
A left edge or right edge cannot be a base edge.

Proof. Suppose that the left edge (v_k, v_{t_1}) is the base edge of v_{t_1} . Since G is triangulated, $(v_{b_1}, v_{t_1}) \in E(G)$. Contradiction since $k > b_1$.

Refined Canonical Order \rightarrow REL

Lemma 2.

Every edge is either a **left edge**, a **right edge** or a **base edge**.



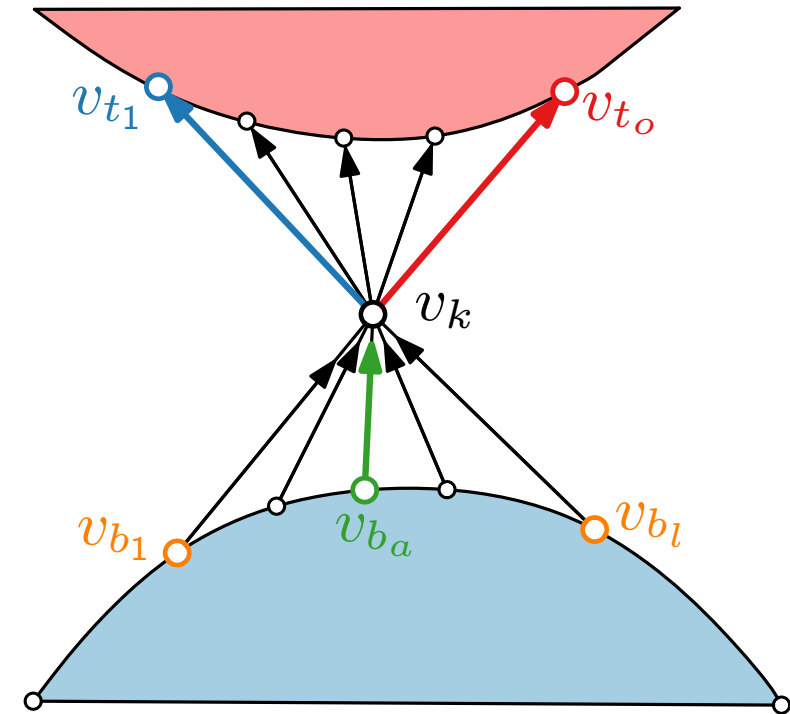
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- Exclusive “or” follows from Lemma 1.



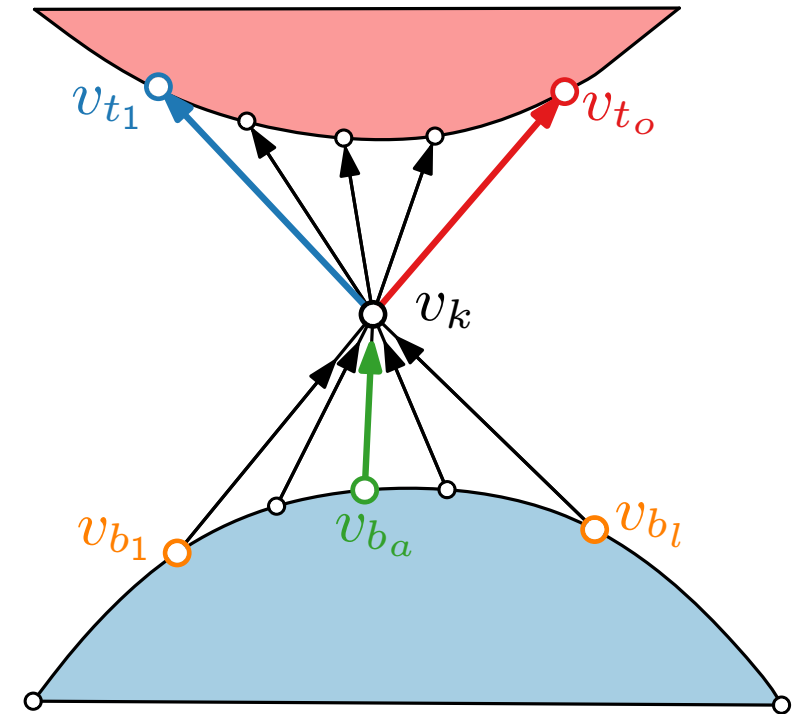
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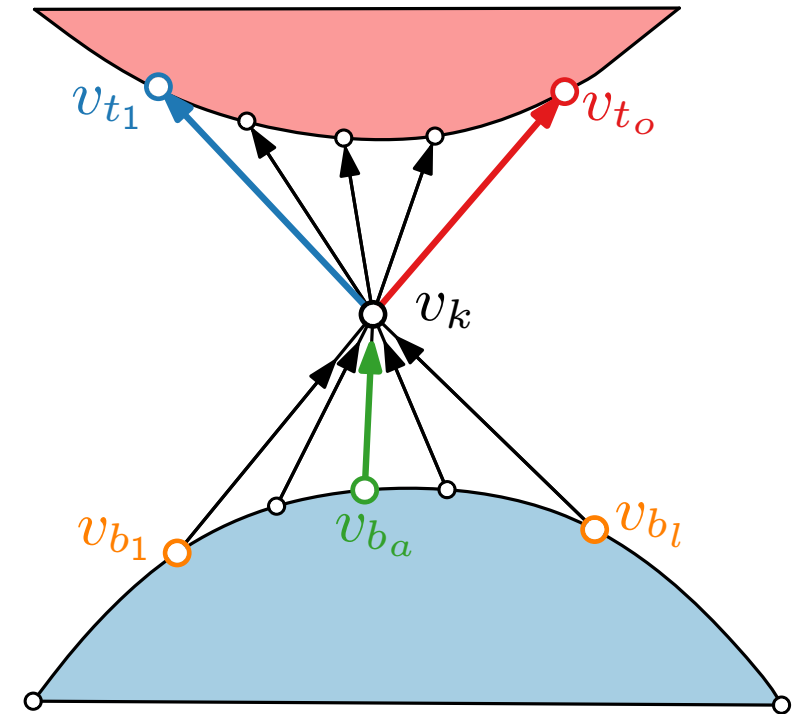
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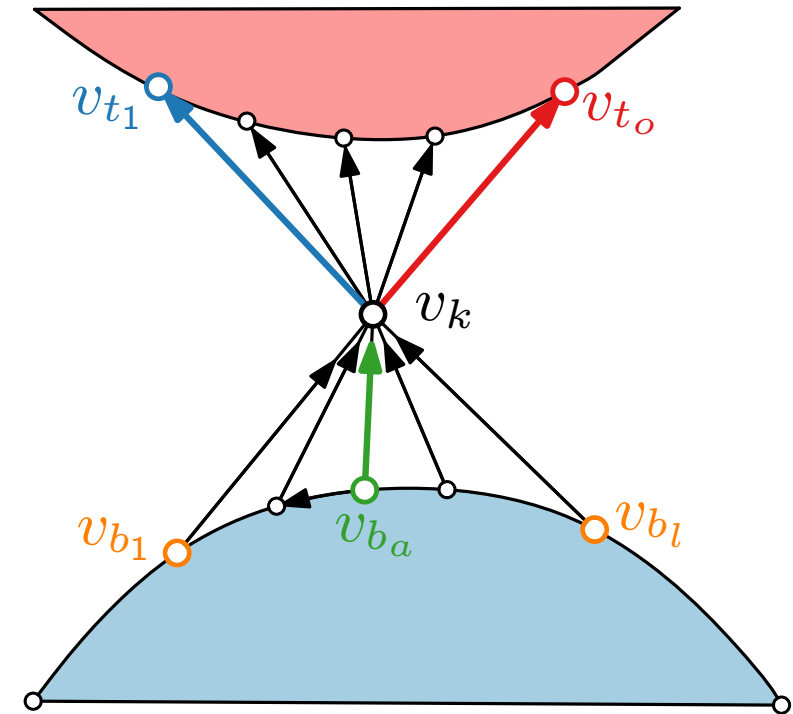
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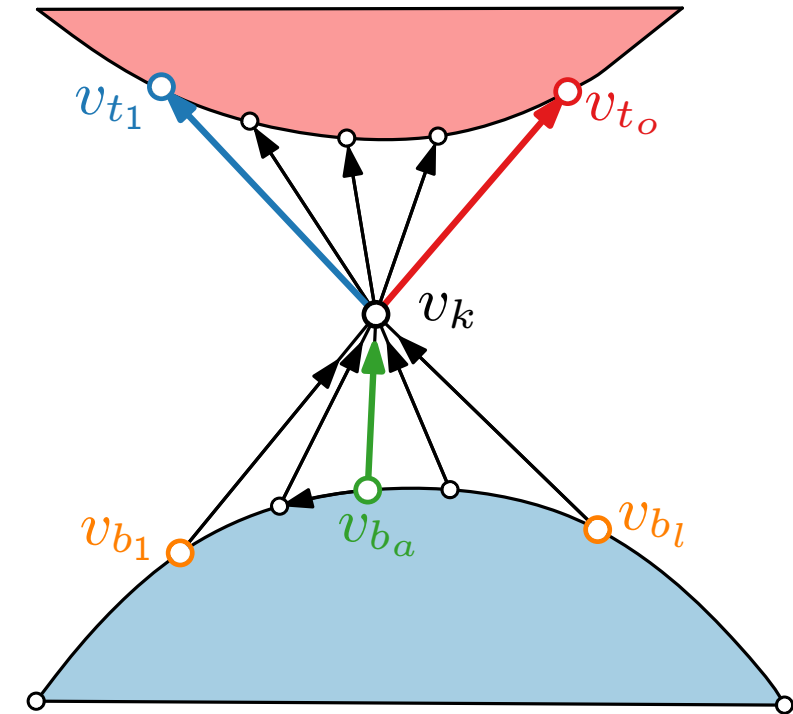
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 - v_{b_i} has at least two higher-numbered neighbors.



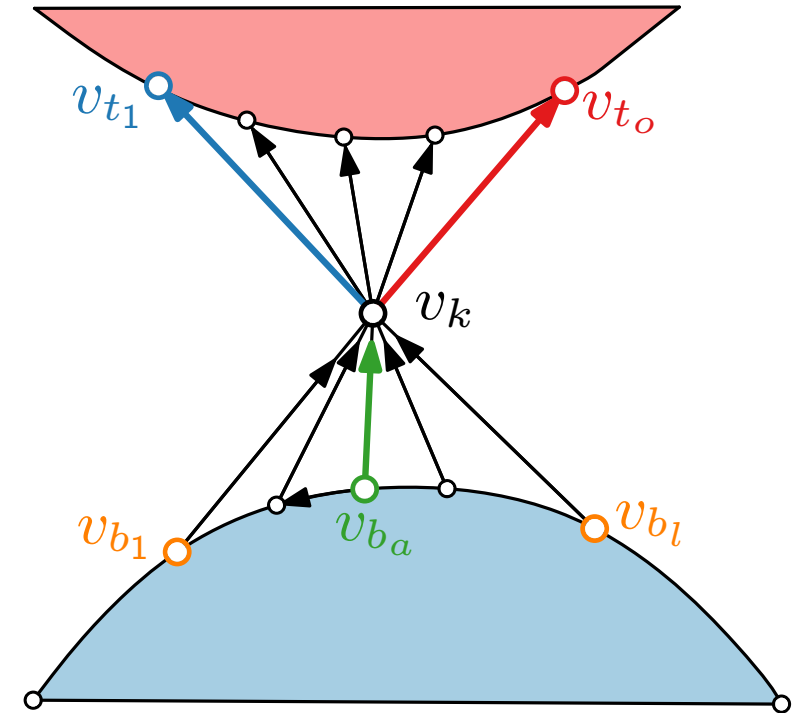
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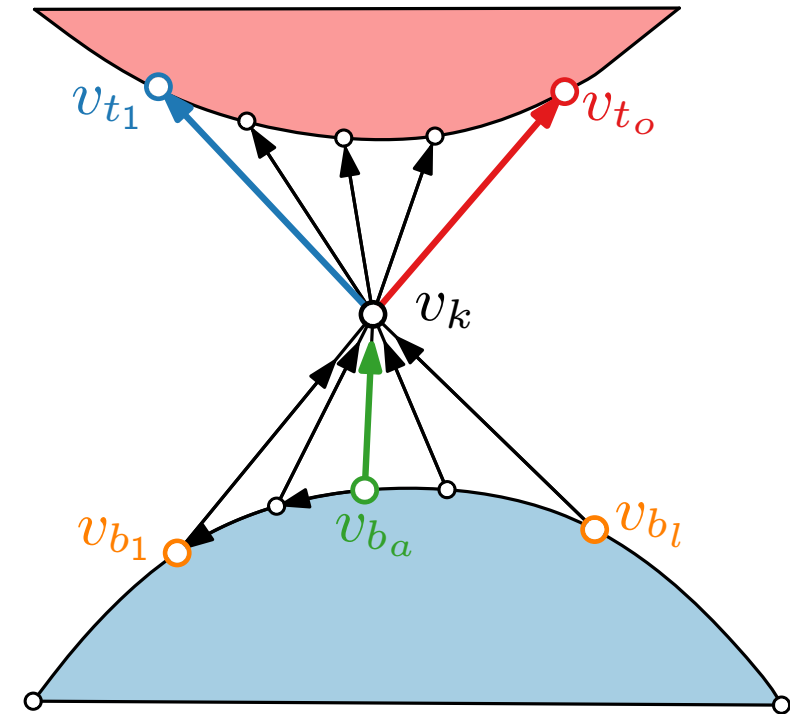
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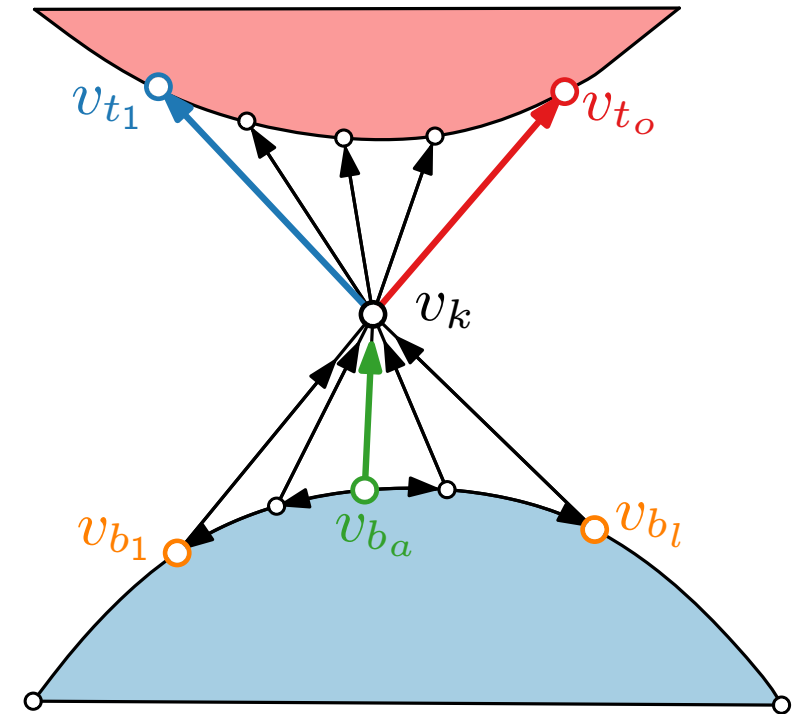
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 - For $1 \leq i < a - 1$, it is $v_{b_{i-1}}$. Thus, v_{b_i} is the right point of $v_{b_{i-1}}$.
- Analogously, v_{b_i} is the **left point** of $v_{b_{i+1}}$ for $i \geq a$.



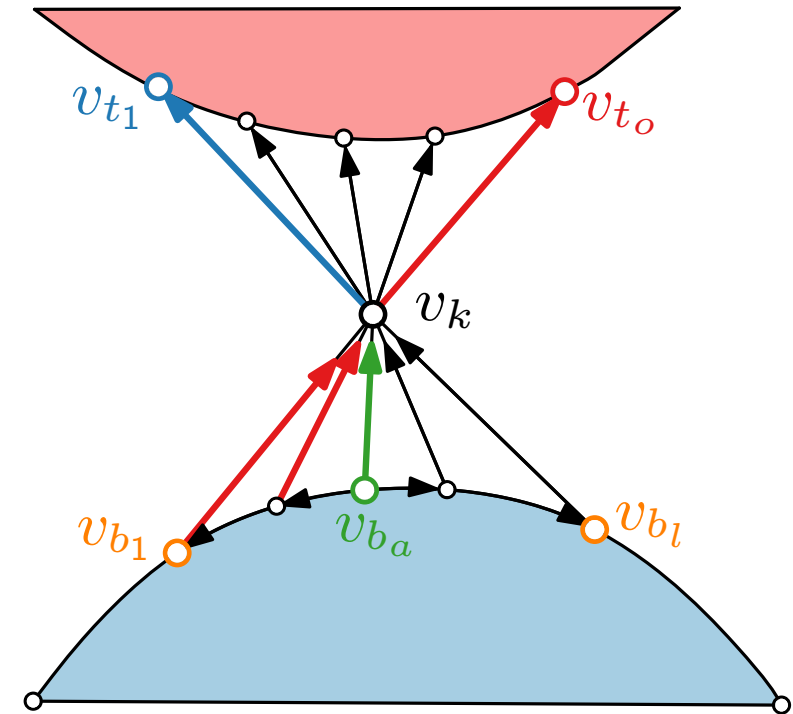
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- Analogously, v_{b_i} is the **left point** of $v_{b_{i+1}}$ for $i \geq a$.
- Edges (v_{b_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.



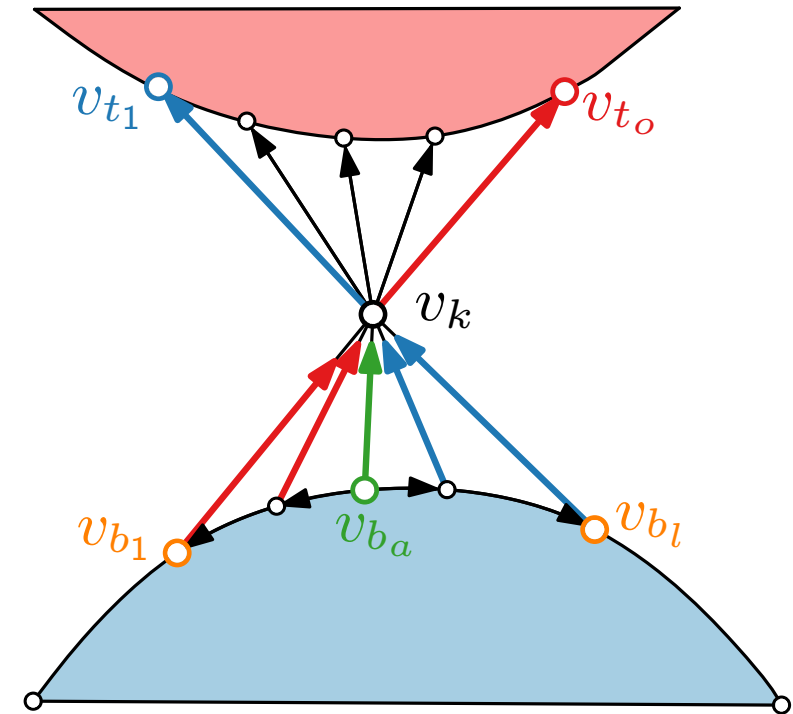
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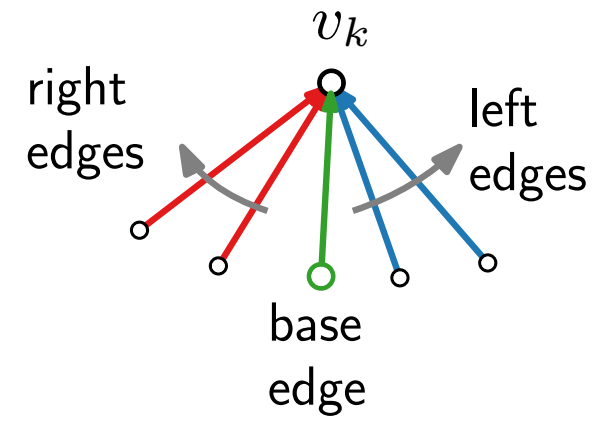
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- Analogously, v_{b_i} is the **left point** of $v_{b_{i+1}}$ for $i \geq a$.
- Edges (v_{b_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.
- Similarly, (v_{b_i}, v_k) , for $a + 1 \leq i \leq l$, are **left edges**.



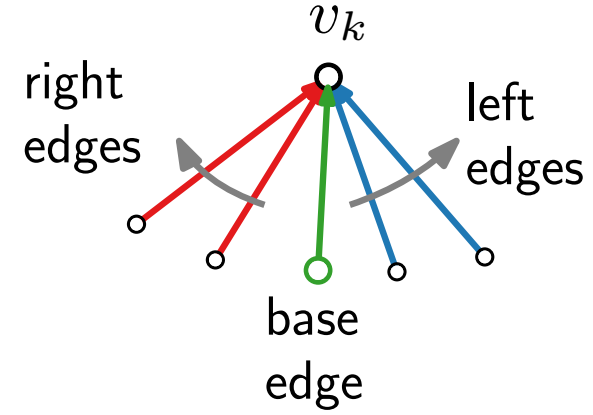
Refined Canonical Order \rightarrow REL



Refined Canonical Order \rightarrow REL

Coloring.

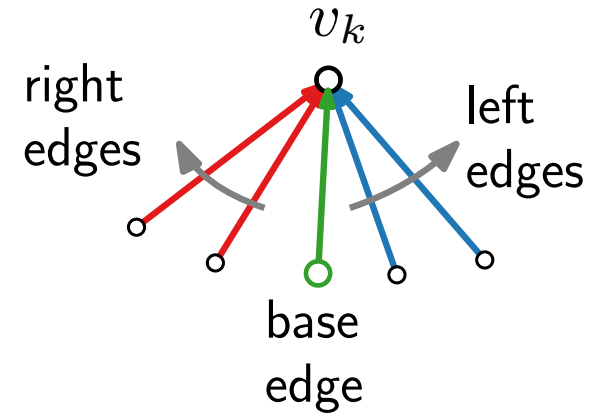
- Color **right** (**left**) edges in **red** (**blue**).



Refined Canonical Order \rightarrow REL

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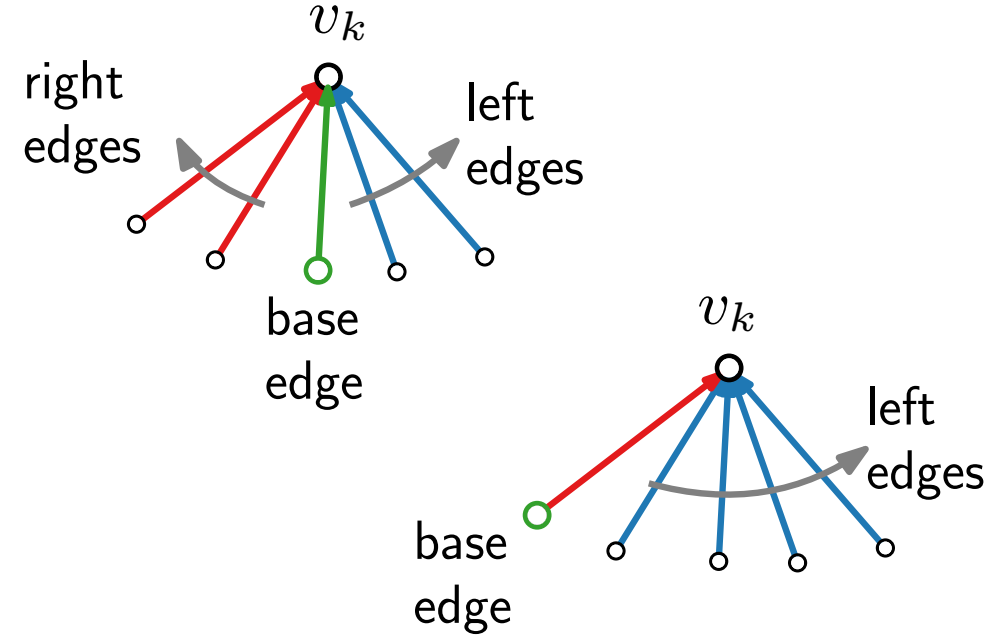
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Refined Canonical Order \rightarrow REL

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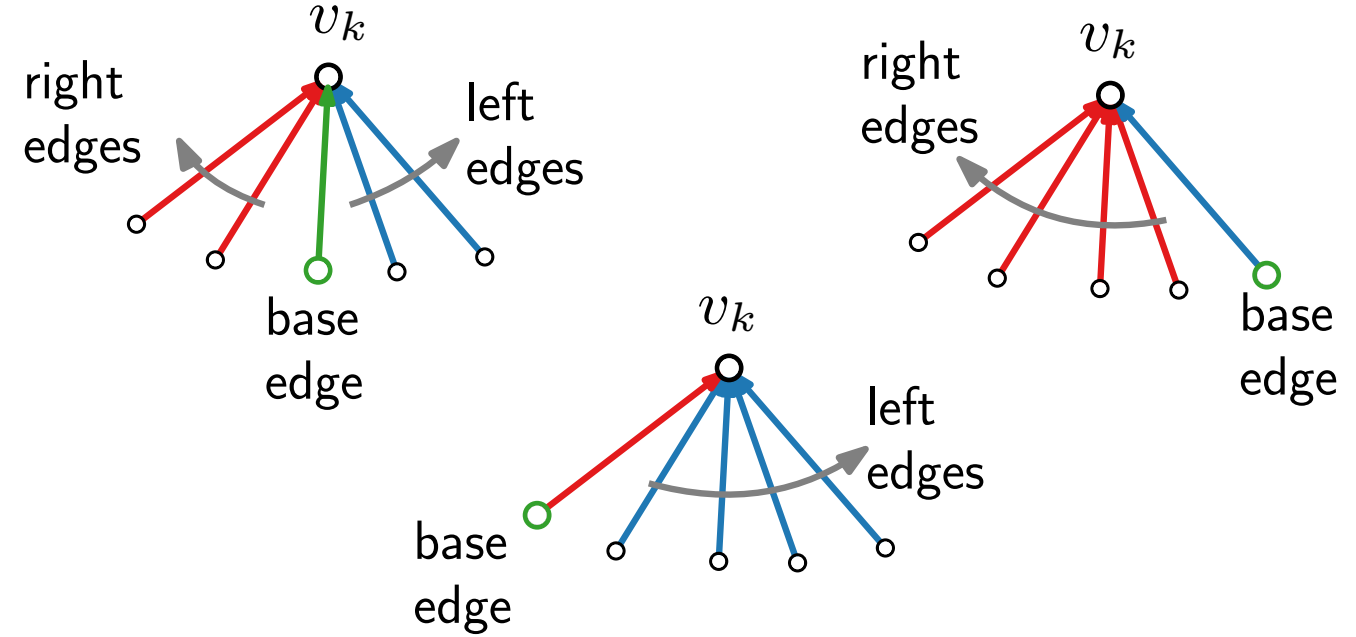
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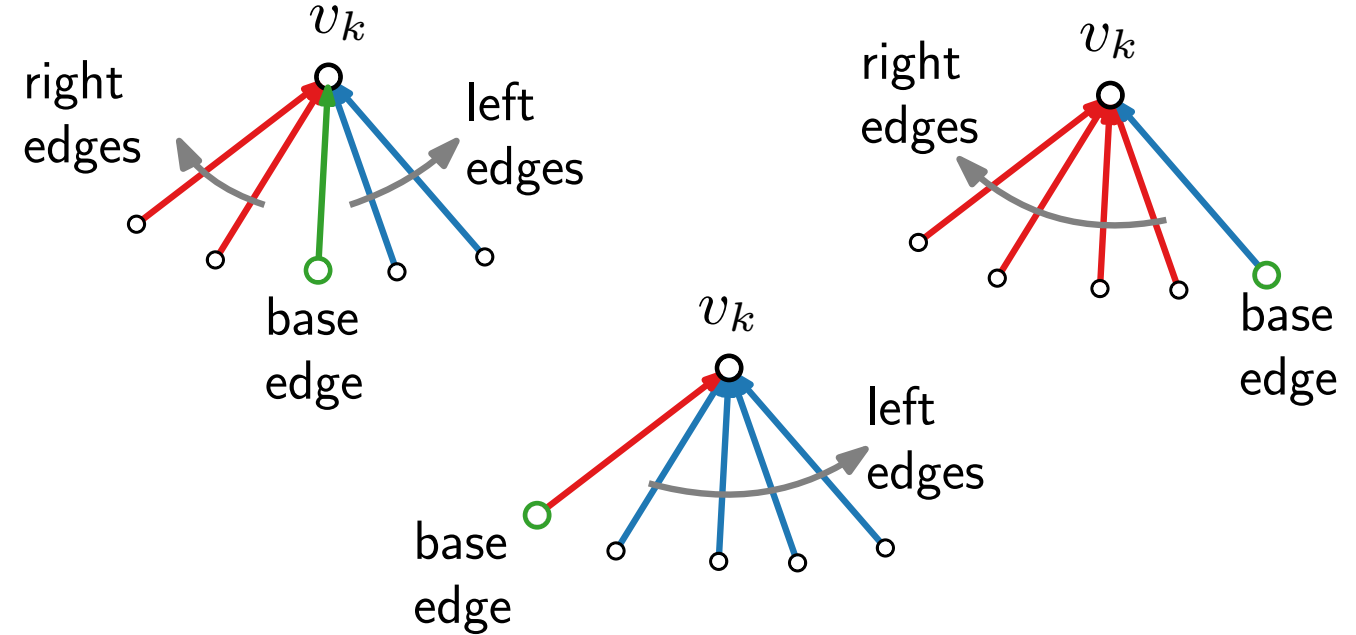


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Let T_r be the red edges and T_b the blue edges.



Refined Canonical Order \rightarrow REL

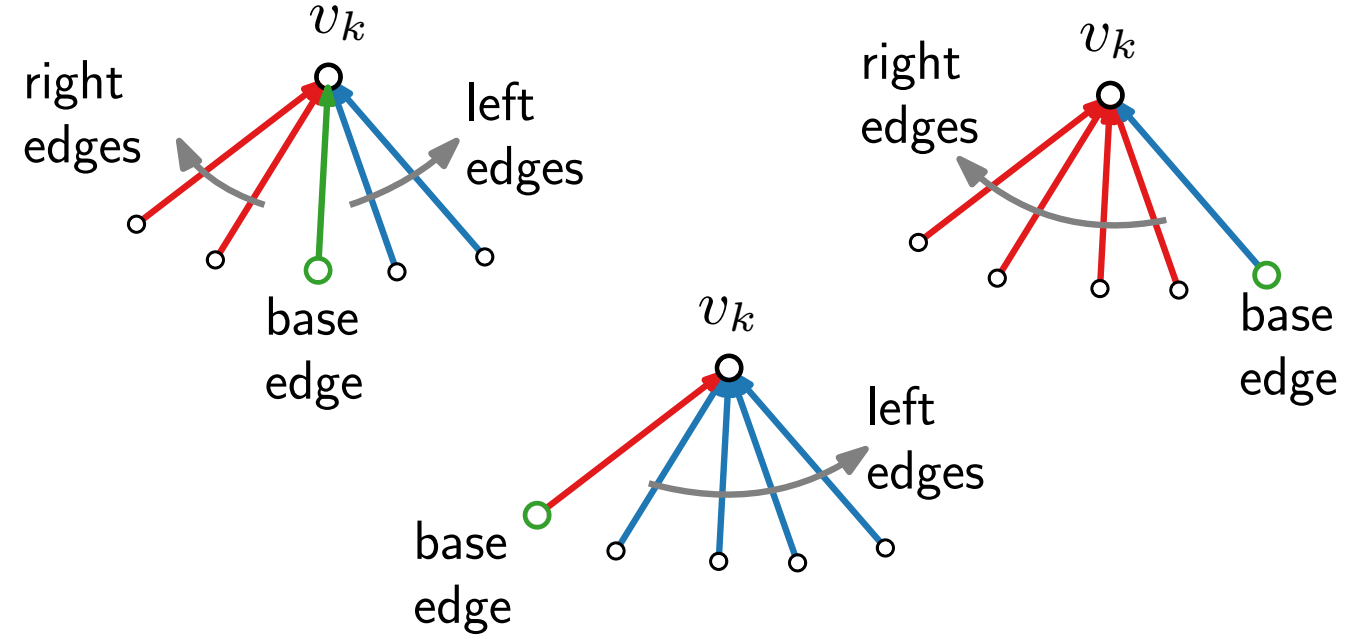
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Lemma 3.

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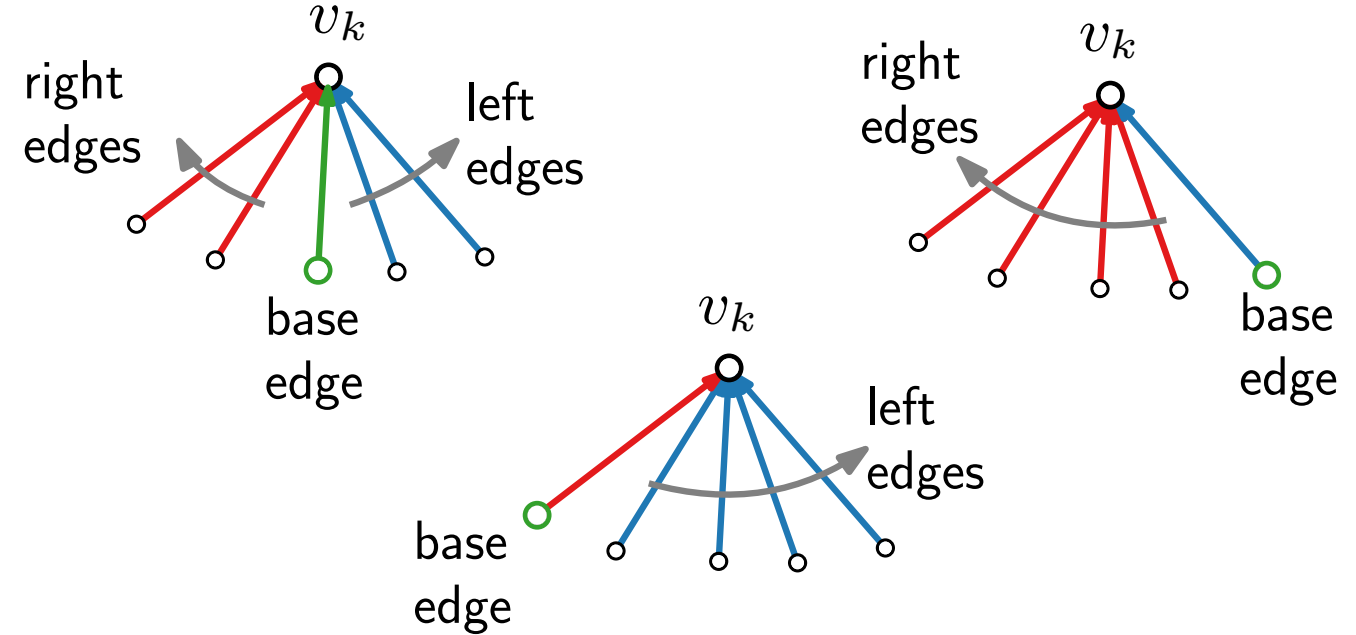
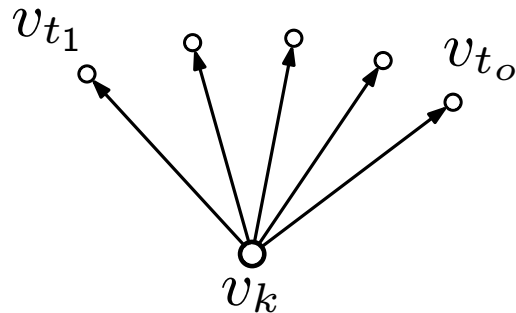
Let T_r be the red edges and T_b the blue edges.

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Proof.

$$t_o \geq 2$$



Refined Canonical Order \rightarrow REL

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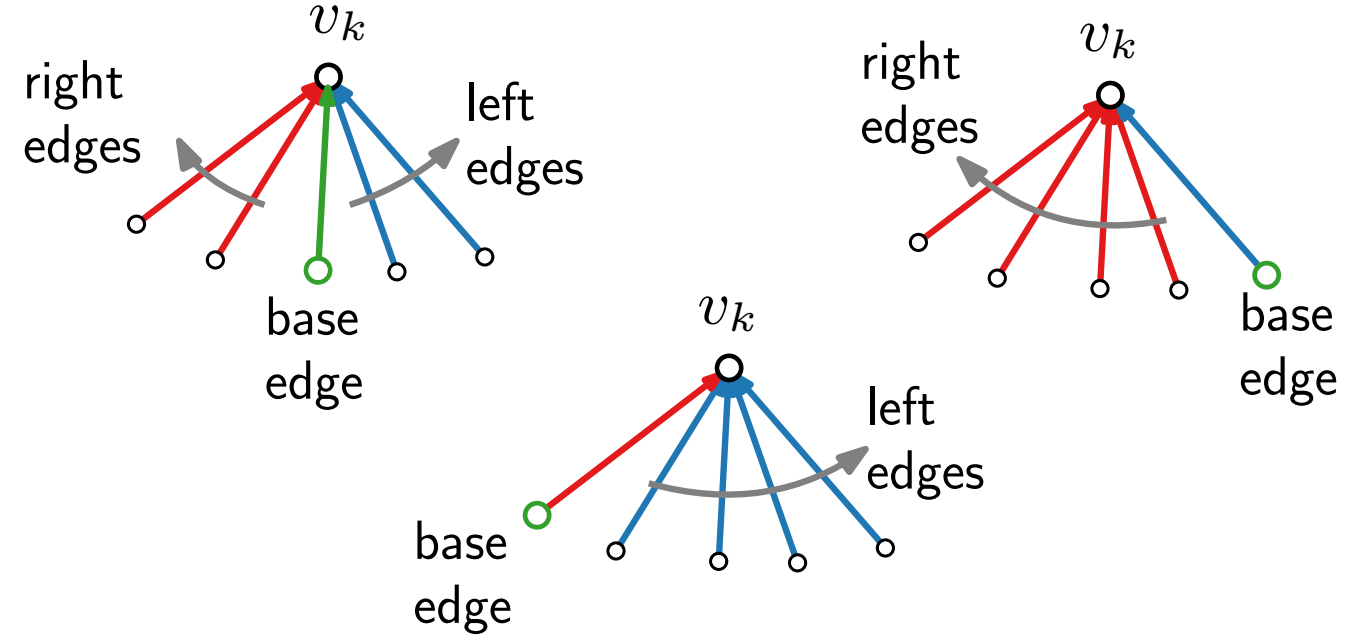
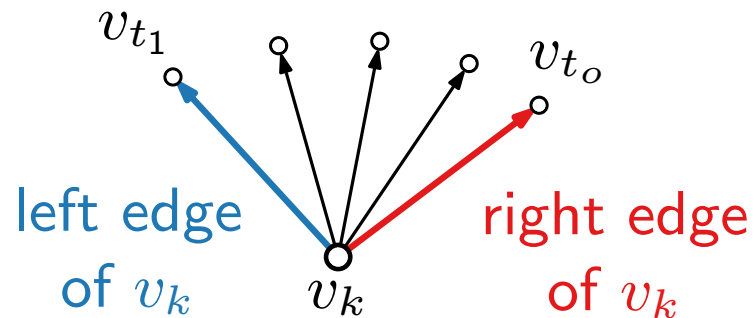
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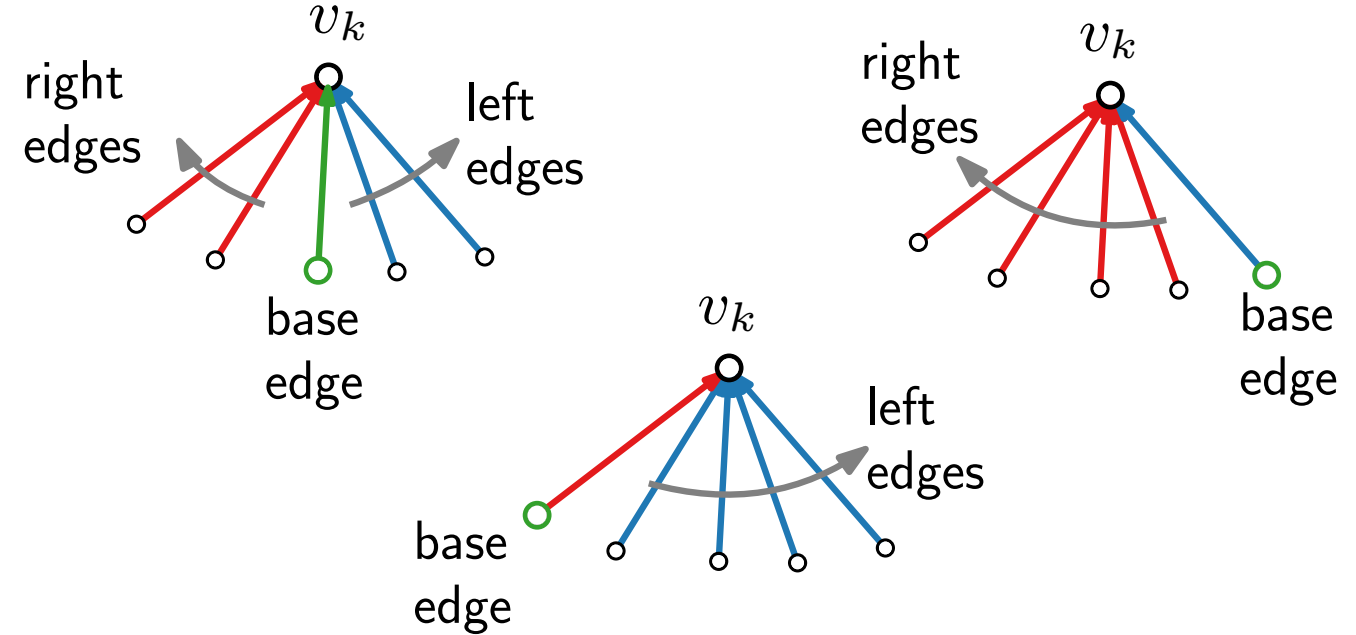
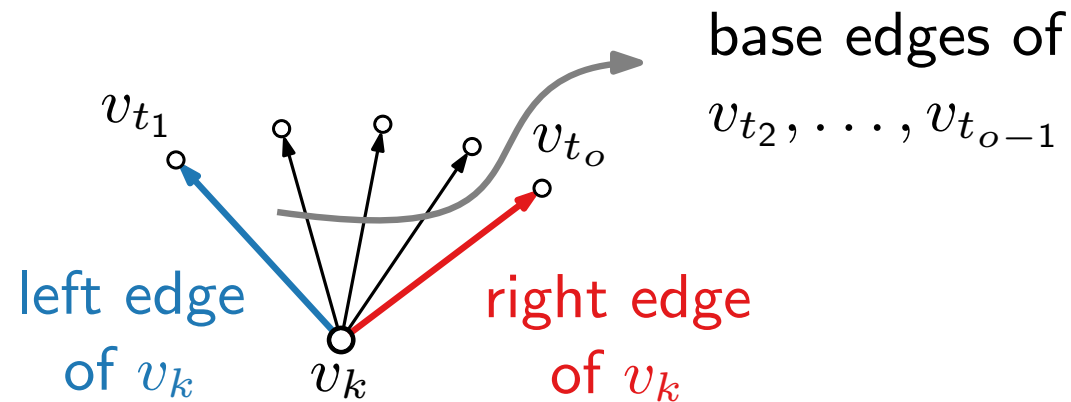
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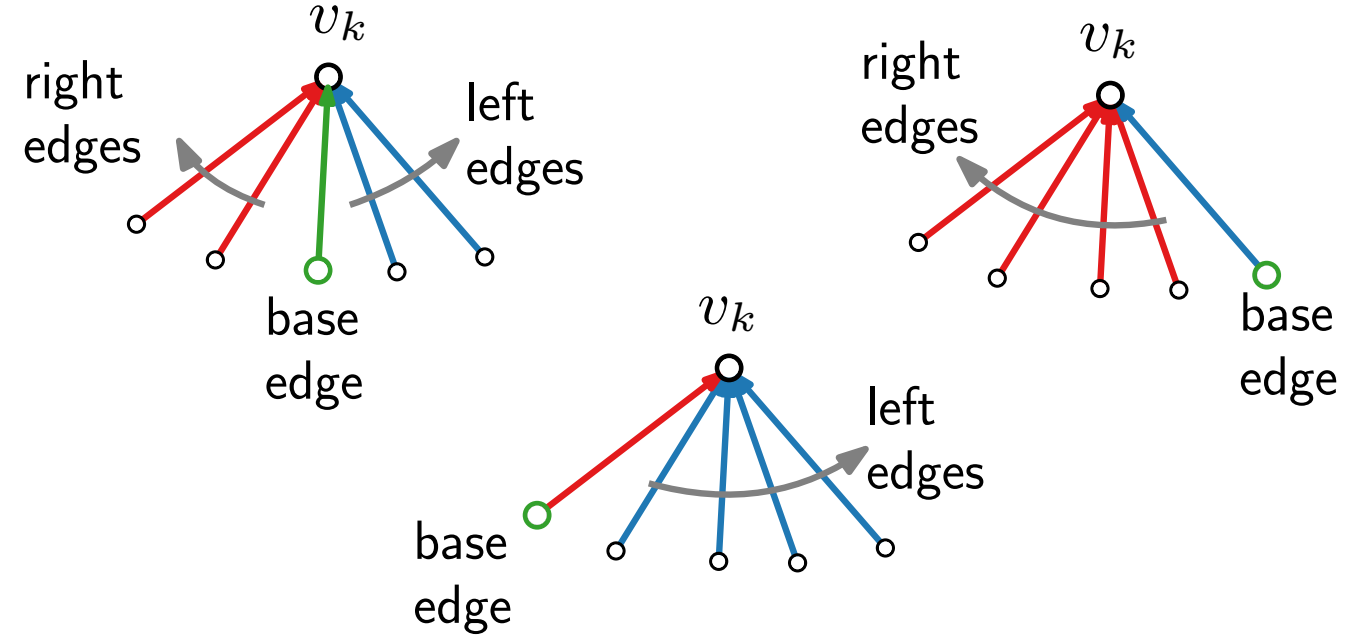
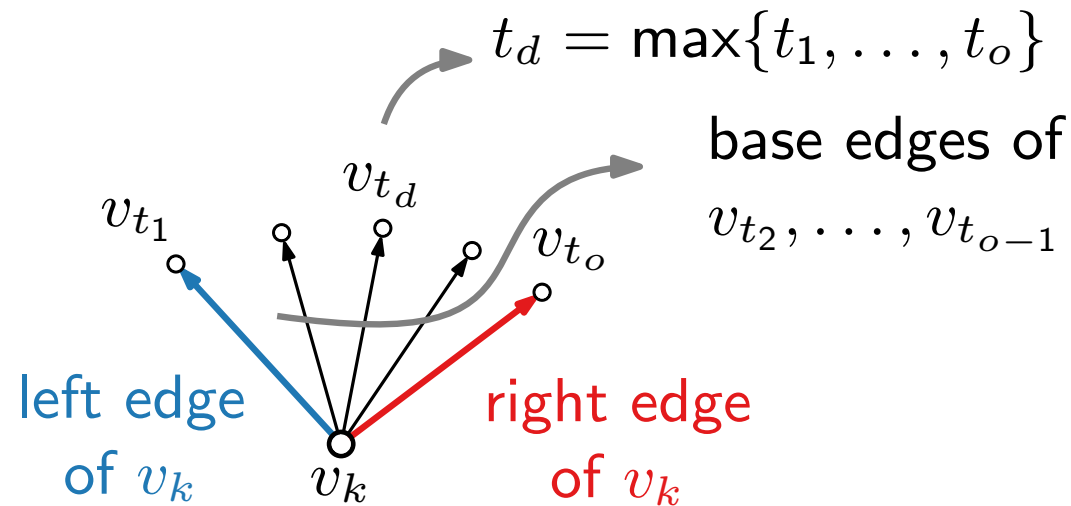
Let T_r be the red edges and T_b the blue edges.

Lemma 3.

$\{T_r, T_b\}$ is a regular edge labeling.

Proof.

$$t_o \geq 2$$



Refined Canonical Order \rightarrow REL

Coloring.

- Color **right** (**left**) edges in **red** (**blue**).
- Color a **base edge** (v_{b_i}, v_k) **red** if $i = 1$ and **blue** if $i = l$ and otherwise arbitrarily.

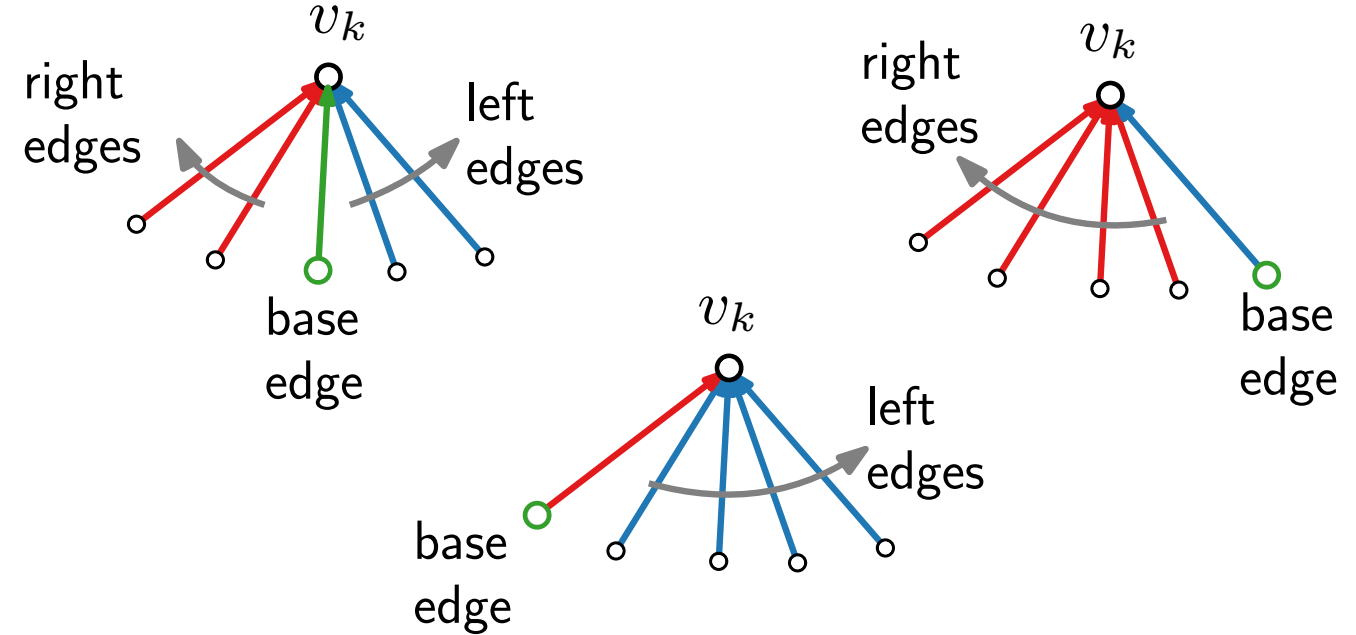
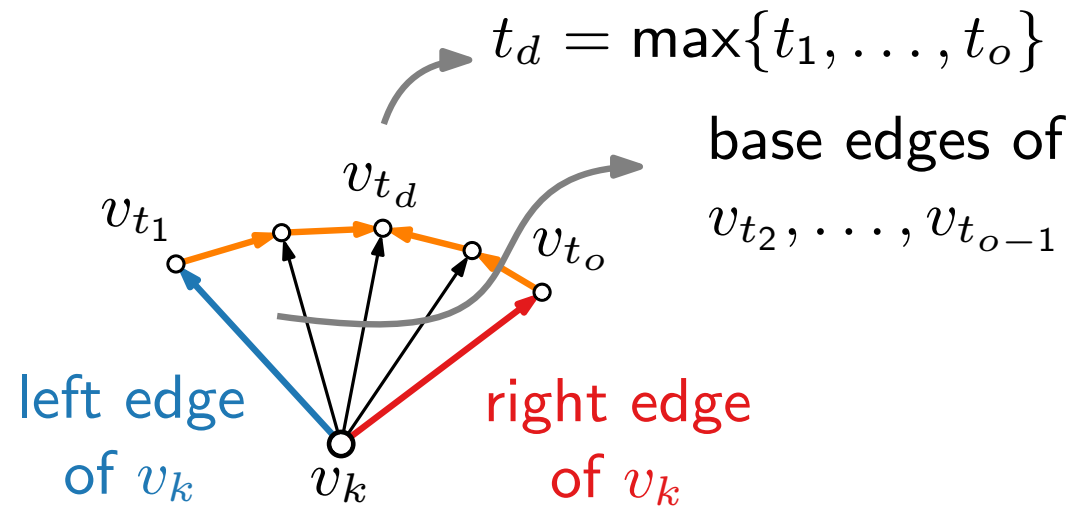
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- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$

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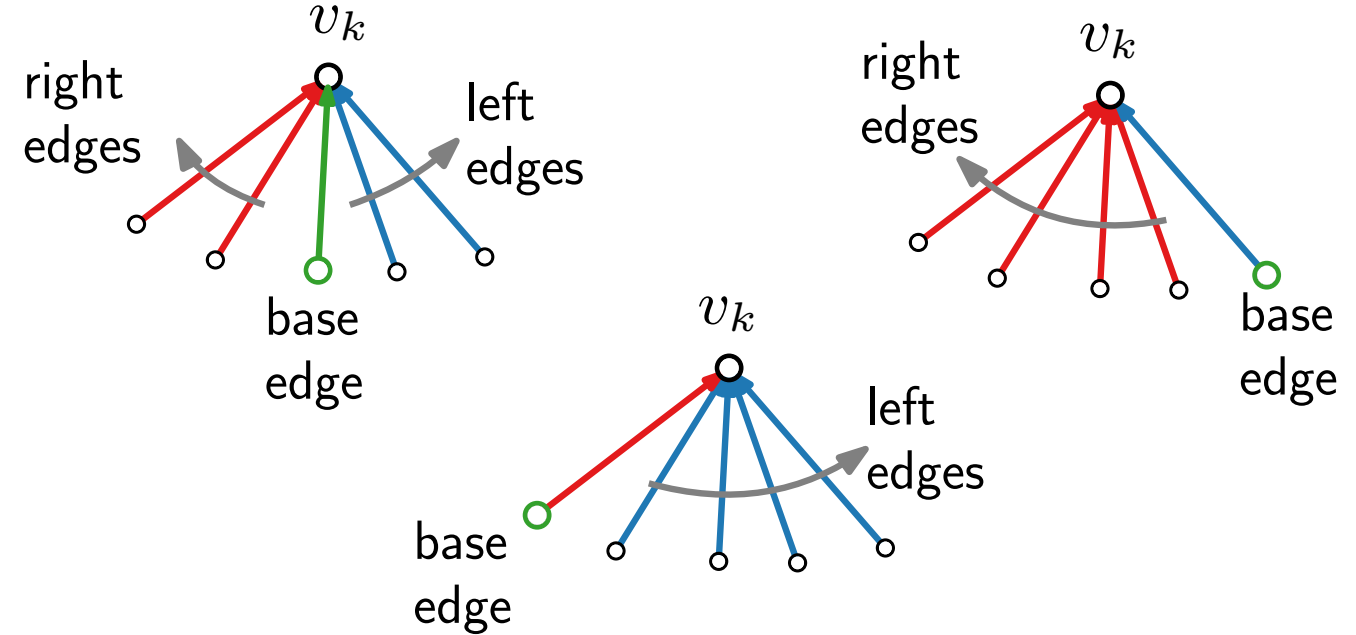
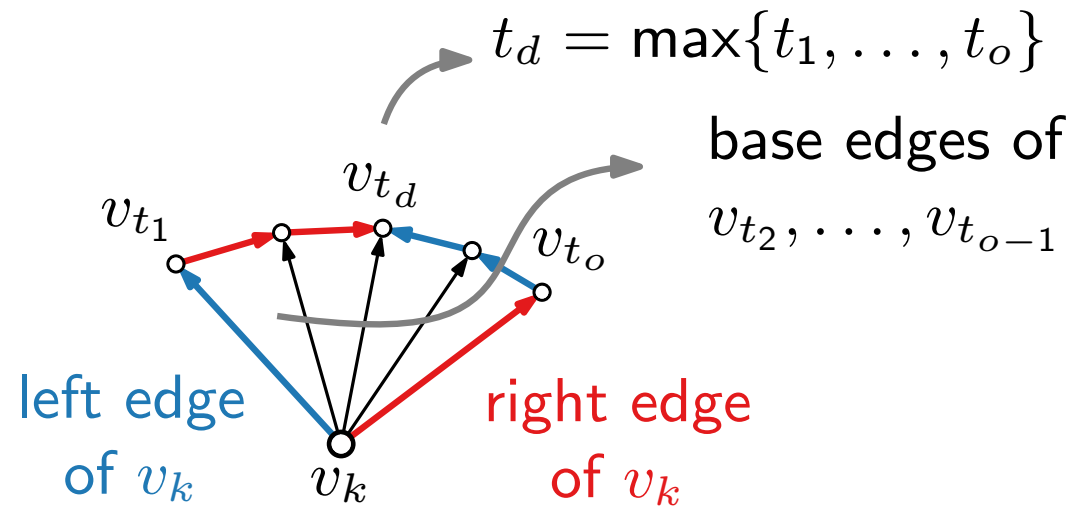
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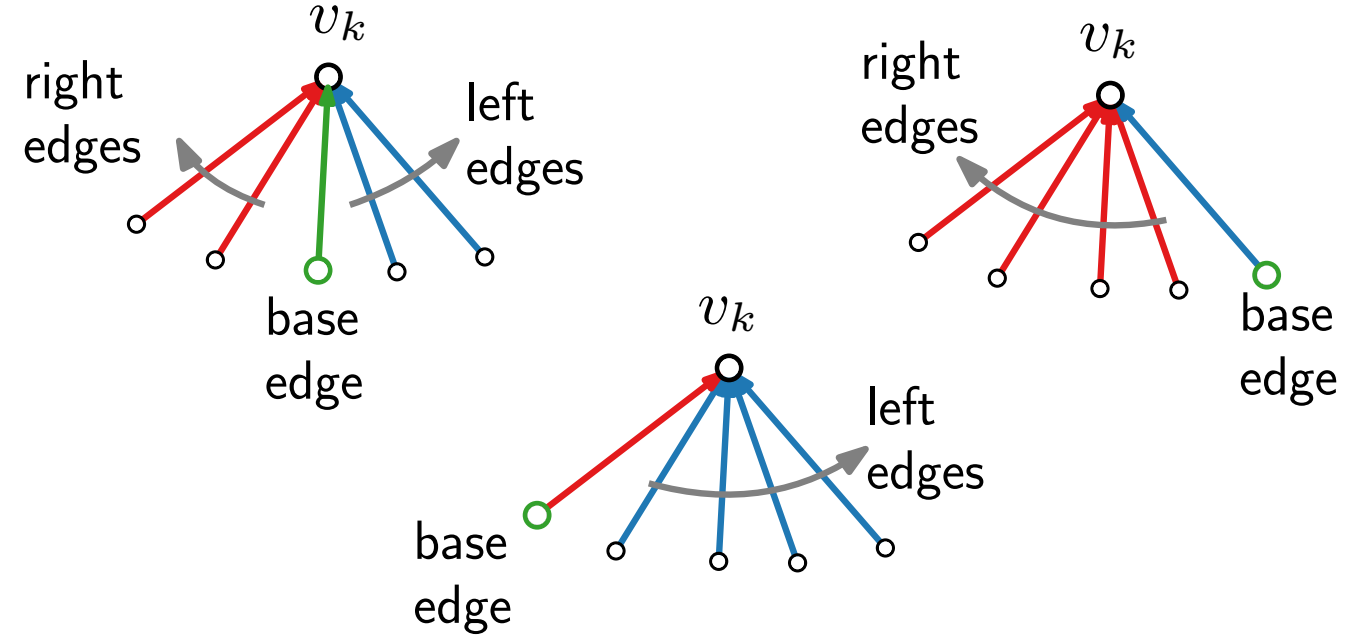
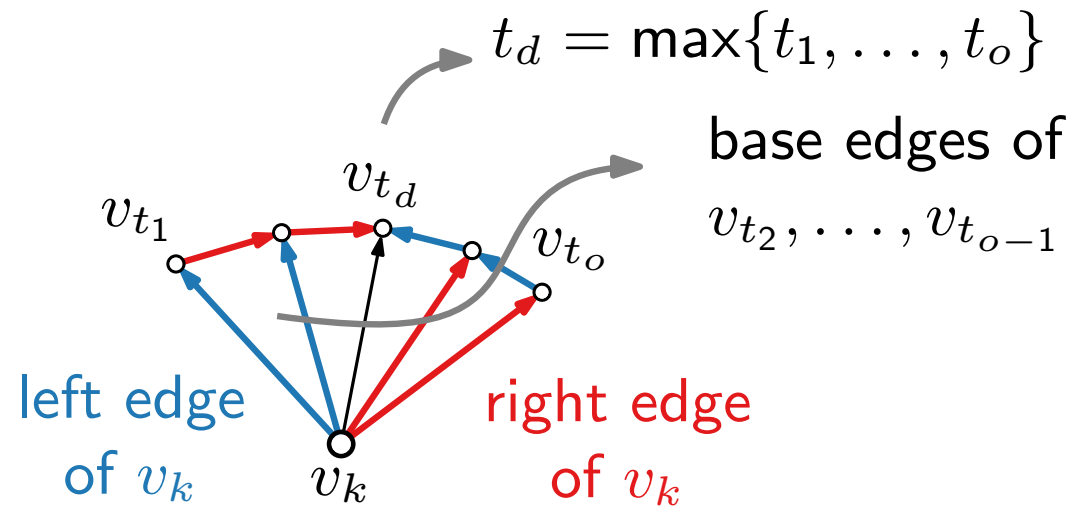
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- $(v_k, v_{t_i}), 2 \leq i \leq d - 1$ are **blue**
- $(v_k, v_{t_i}), d + 1 \leq i \leq o - 1$ are **red**

Refined Canonical Order \rightarrow REL

Coloring.

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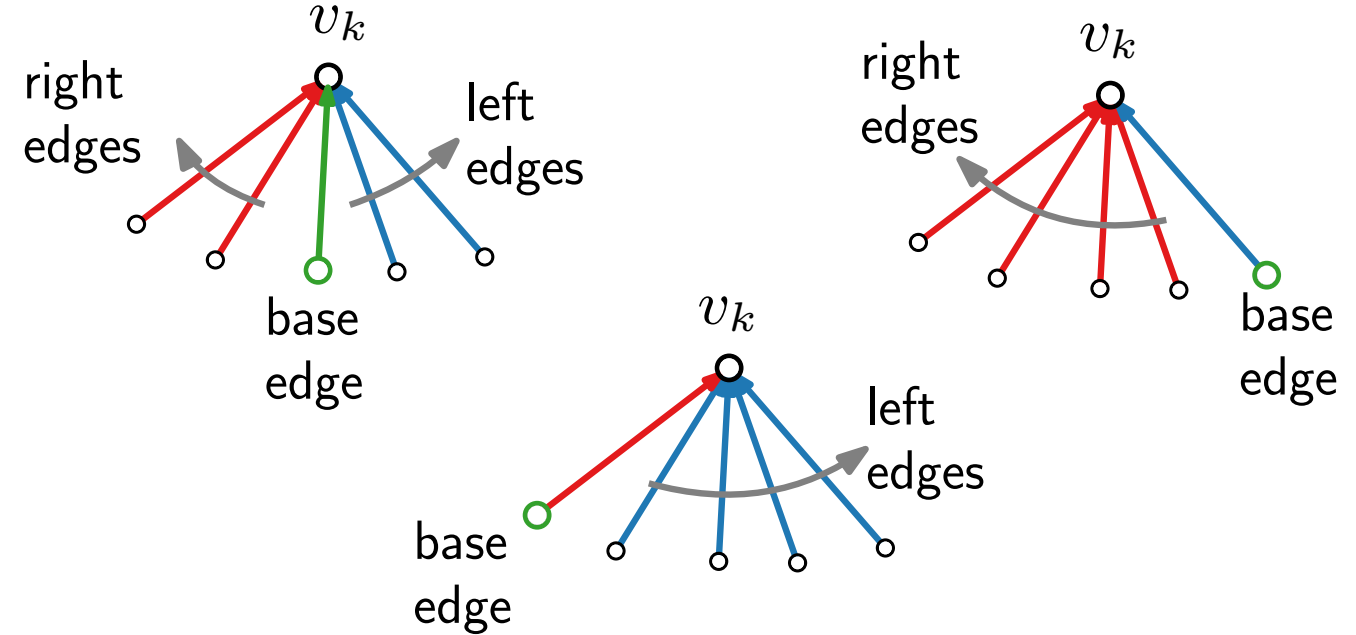
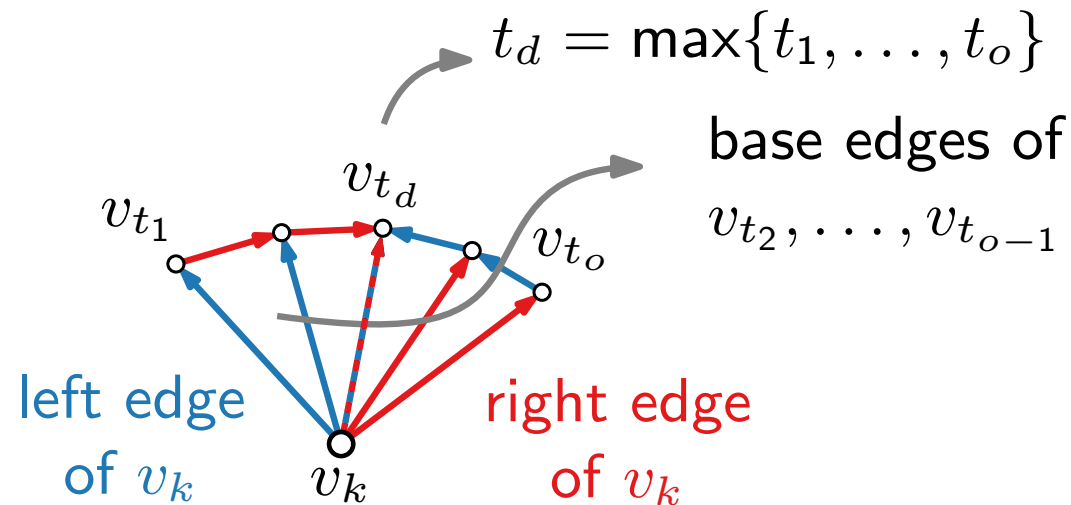
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- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$
- $(v_k, v_{t_i}), 2 \leq i \leq d - 1$ are **blue**
- $(v_k, v_{t_i}), d + 1 \leq i \leq o - 1$ are **red**
- (v_k, v_{t_d}) is either **red** or **blue**

Refined Canonical Order \rightarrow REL

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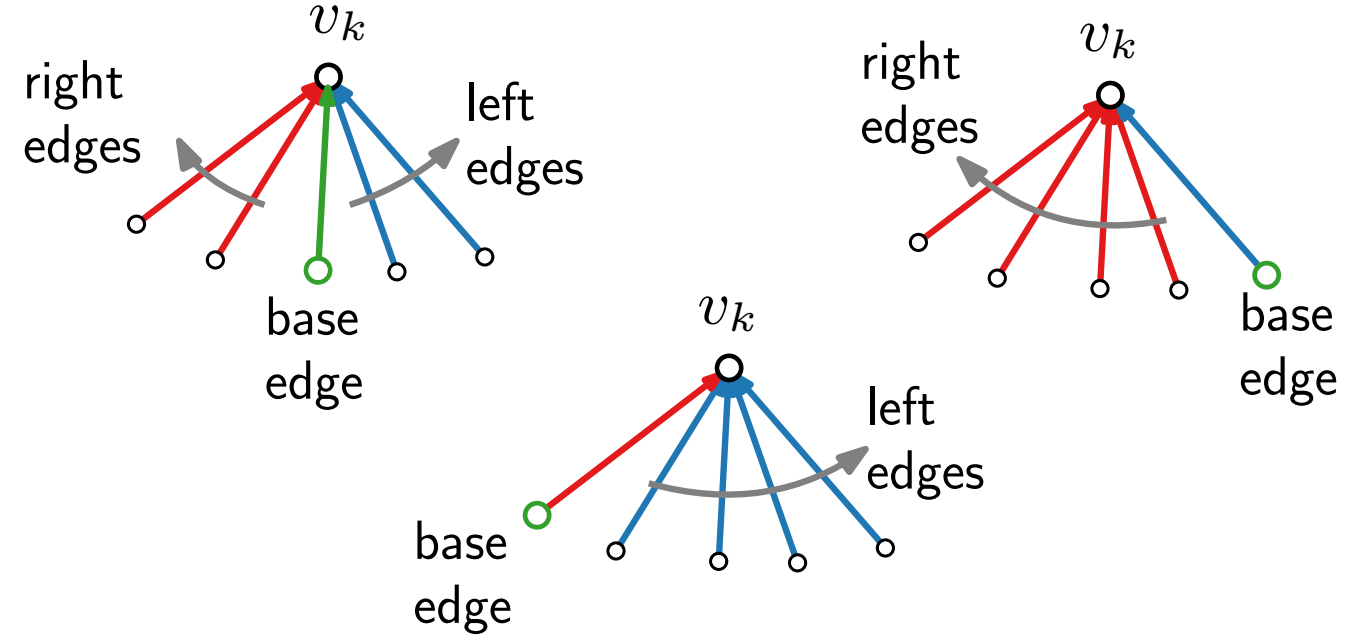
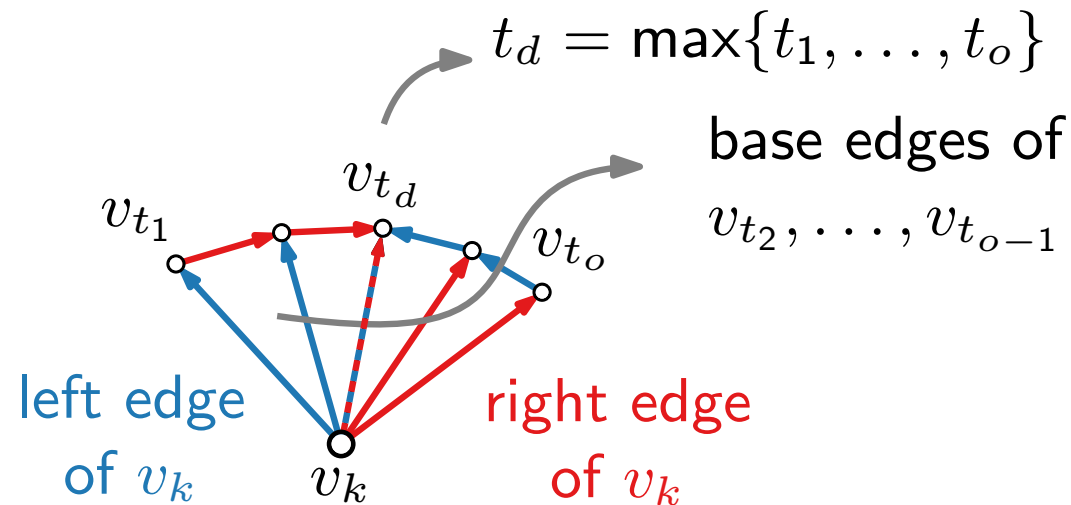
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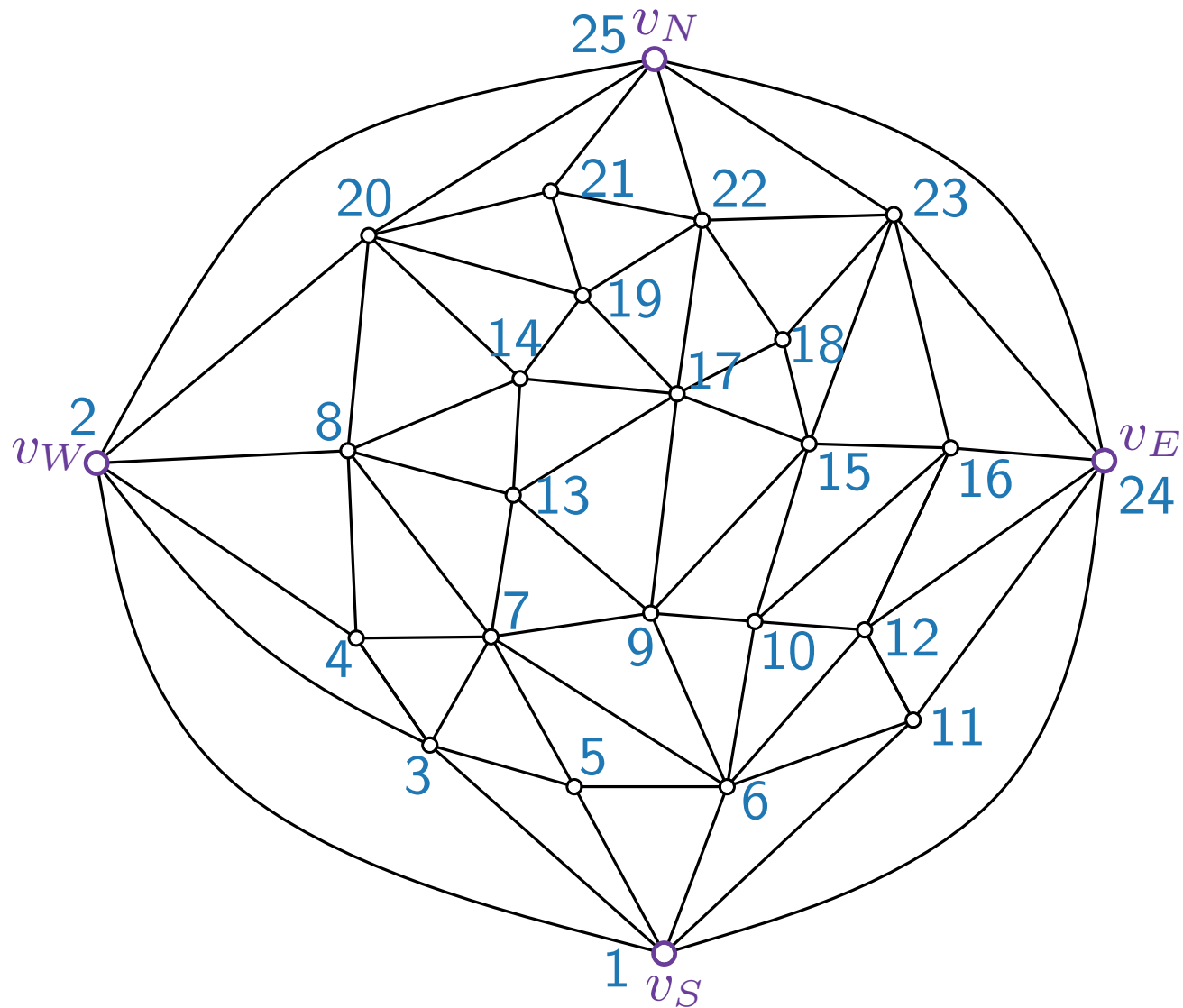
Proof.

$$t_o \geq 2$$

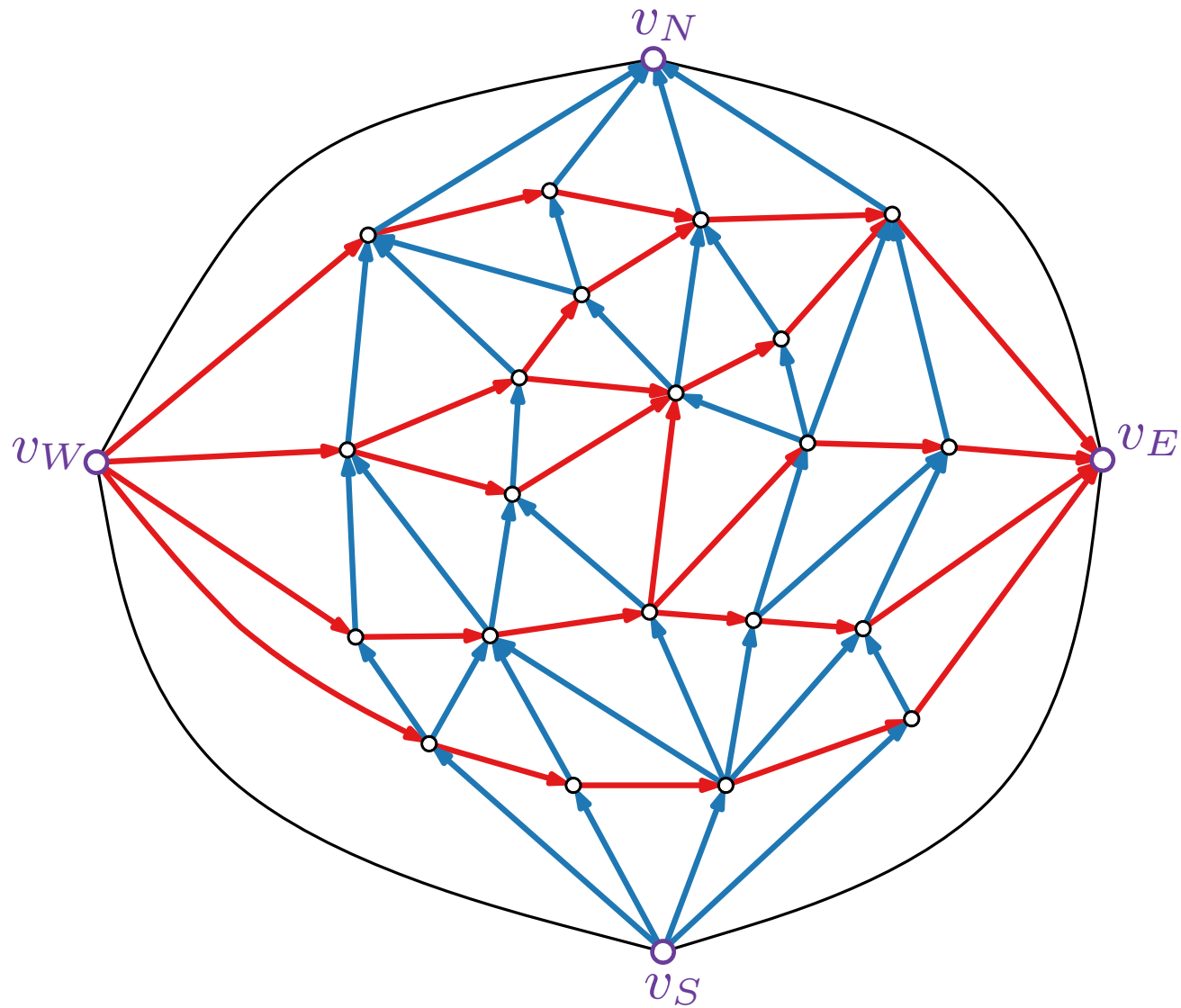


- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$
 - $(v_k, v_{t_i}), 2 \leq i \leq d - 1$ are **blue**
 - $(v_k, v_{t_i}), d + 1 \leq i \leq o - 1$ are **red**
 - (v_k, v_{t_d}) is either **red** or **blue**
- \Rightarrow Circular order of outgoing edges at v_k correct.

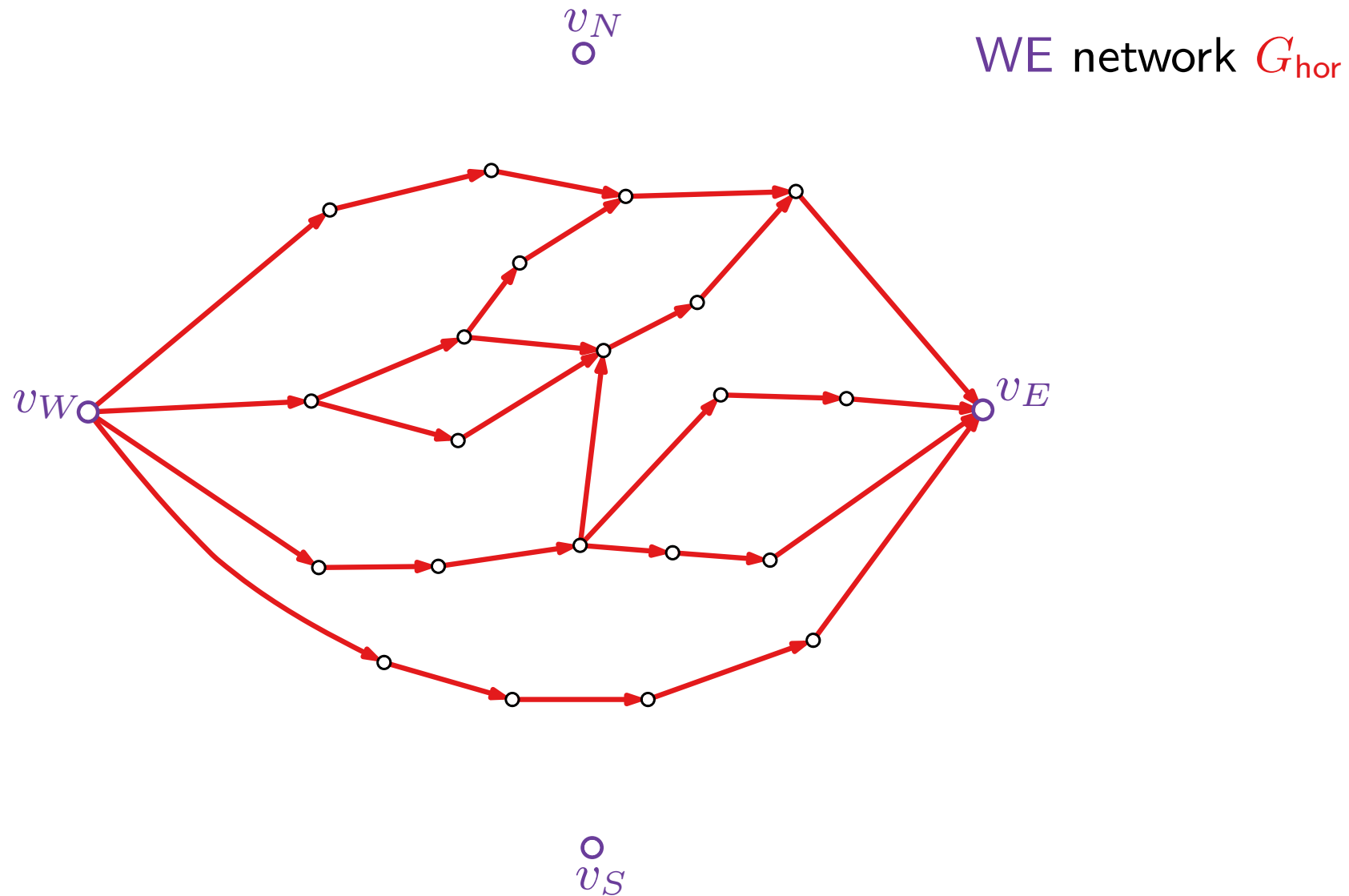
From REL to st -Digraphs to Coordinates



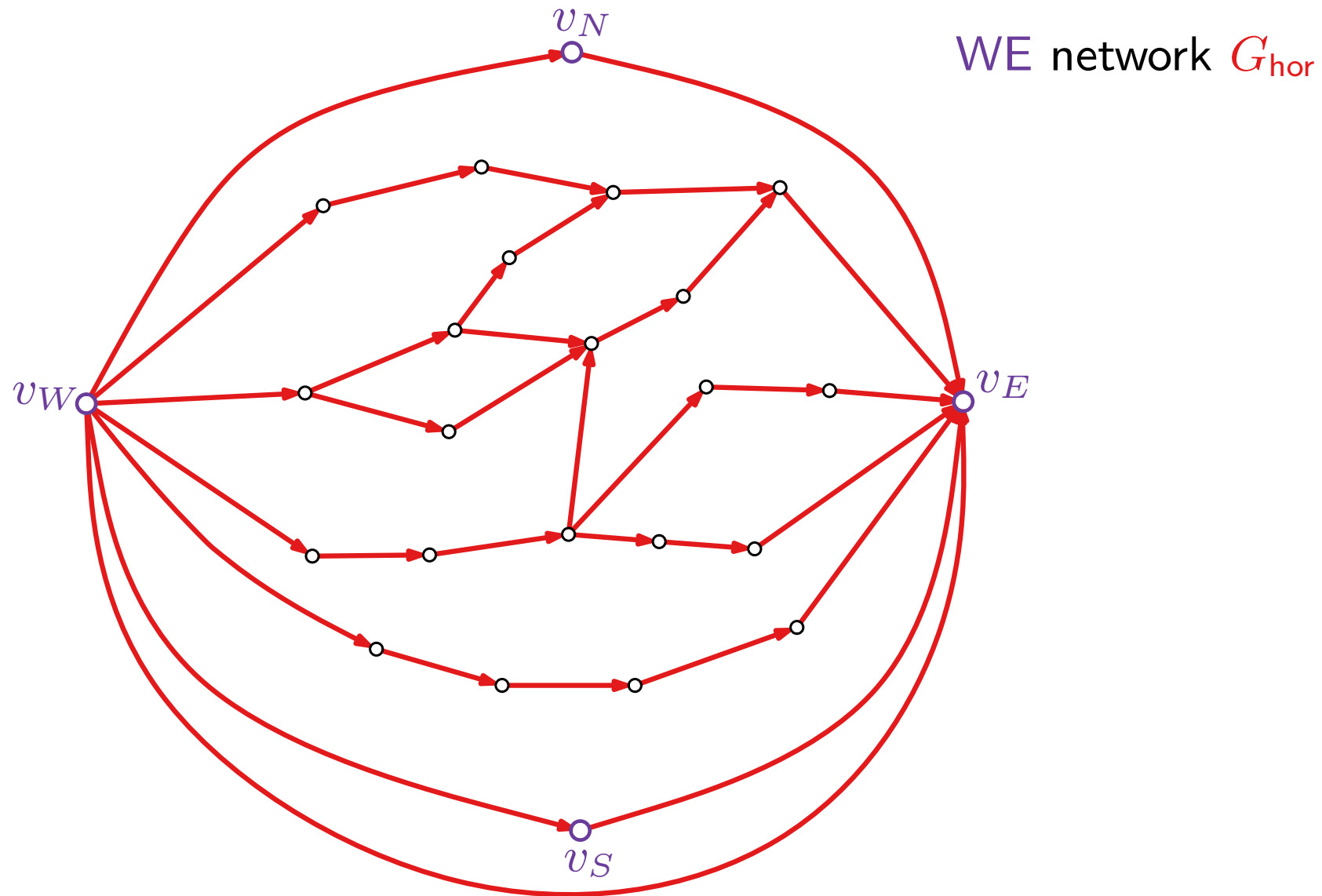
From REL to *st*-Digraphs to Coordinates



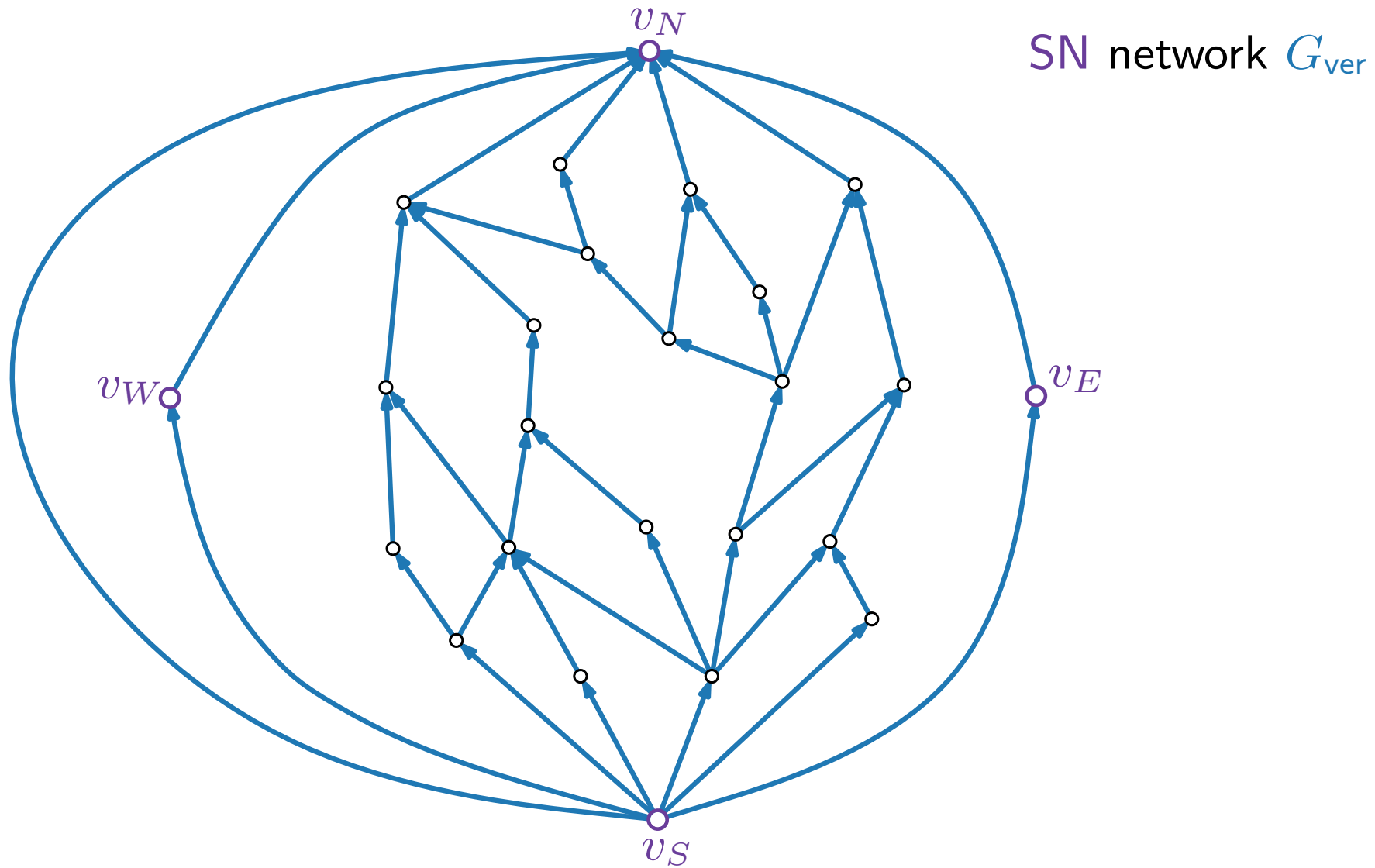
From REL to st -Digraphs to Coordinates



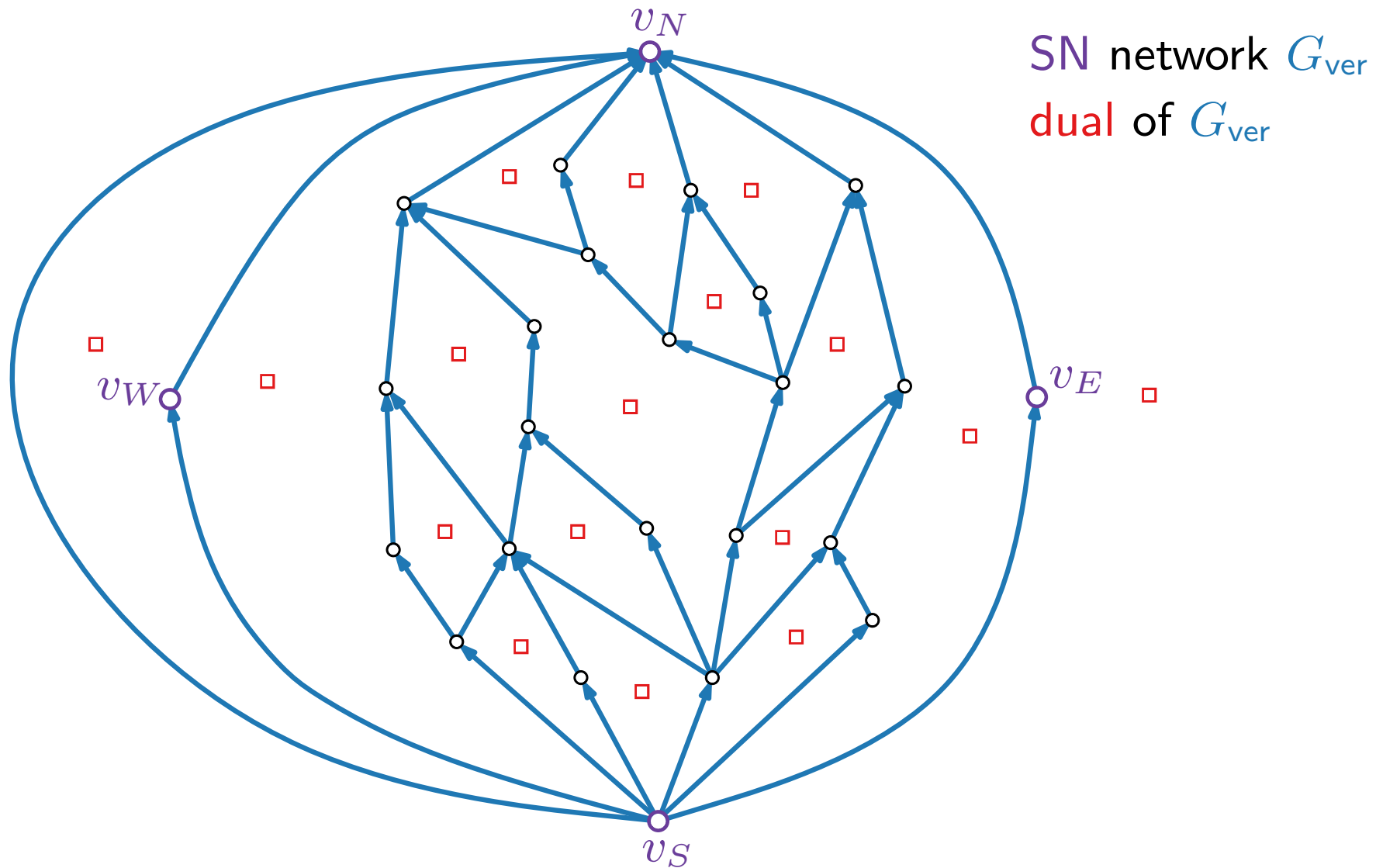
From REL to *st*-Digraphs to Coordinates



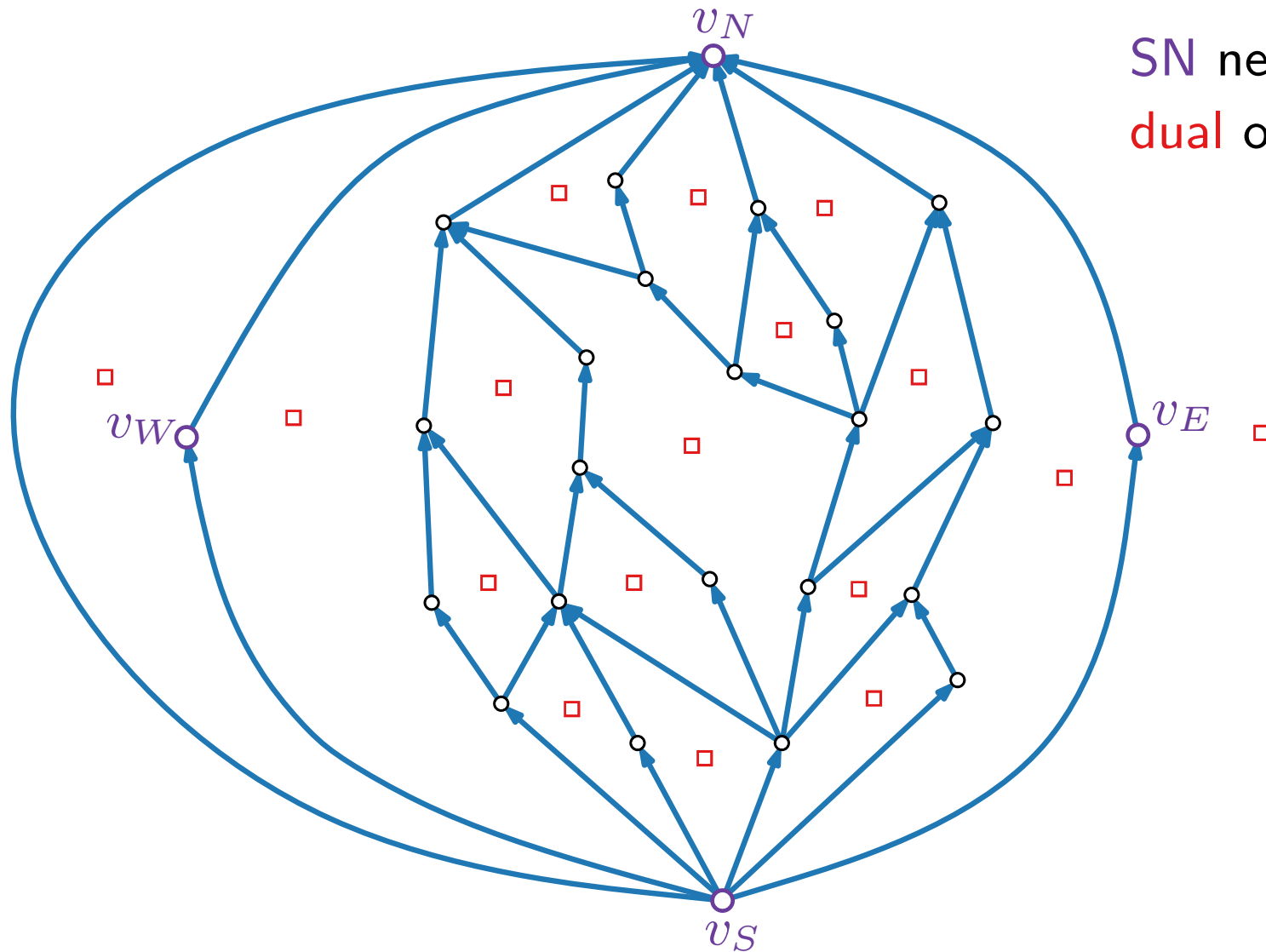
From REL to st -Digraphs to Coordinates



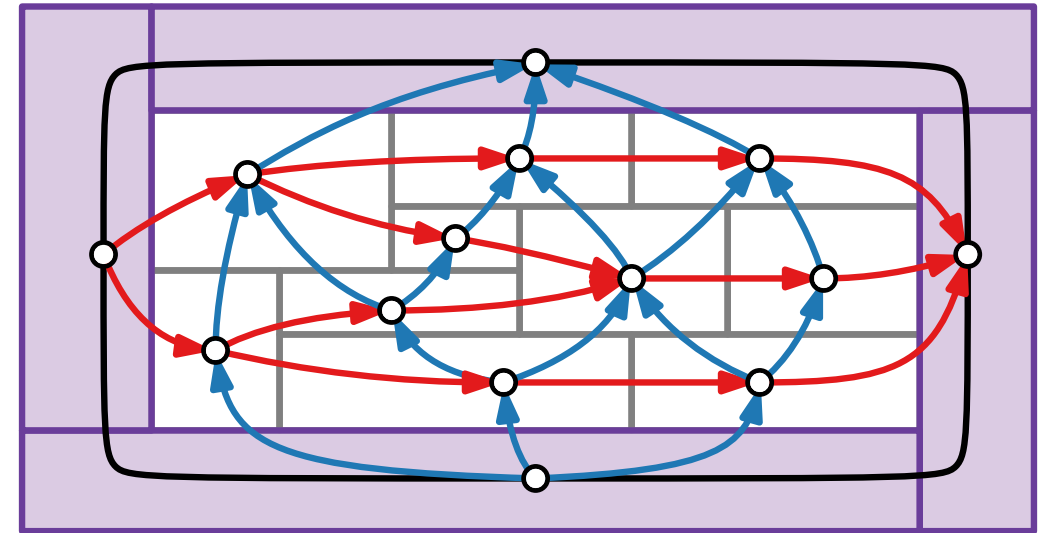
From REL to st -Digraphs to Coordinates



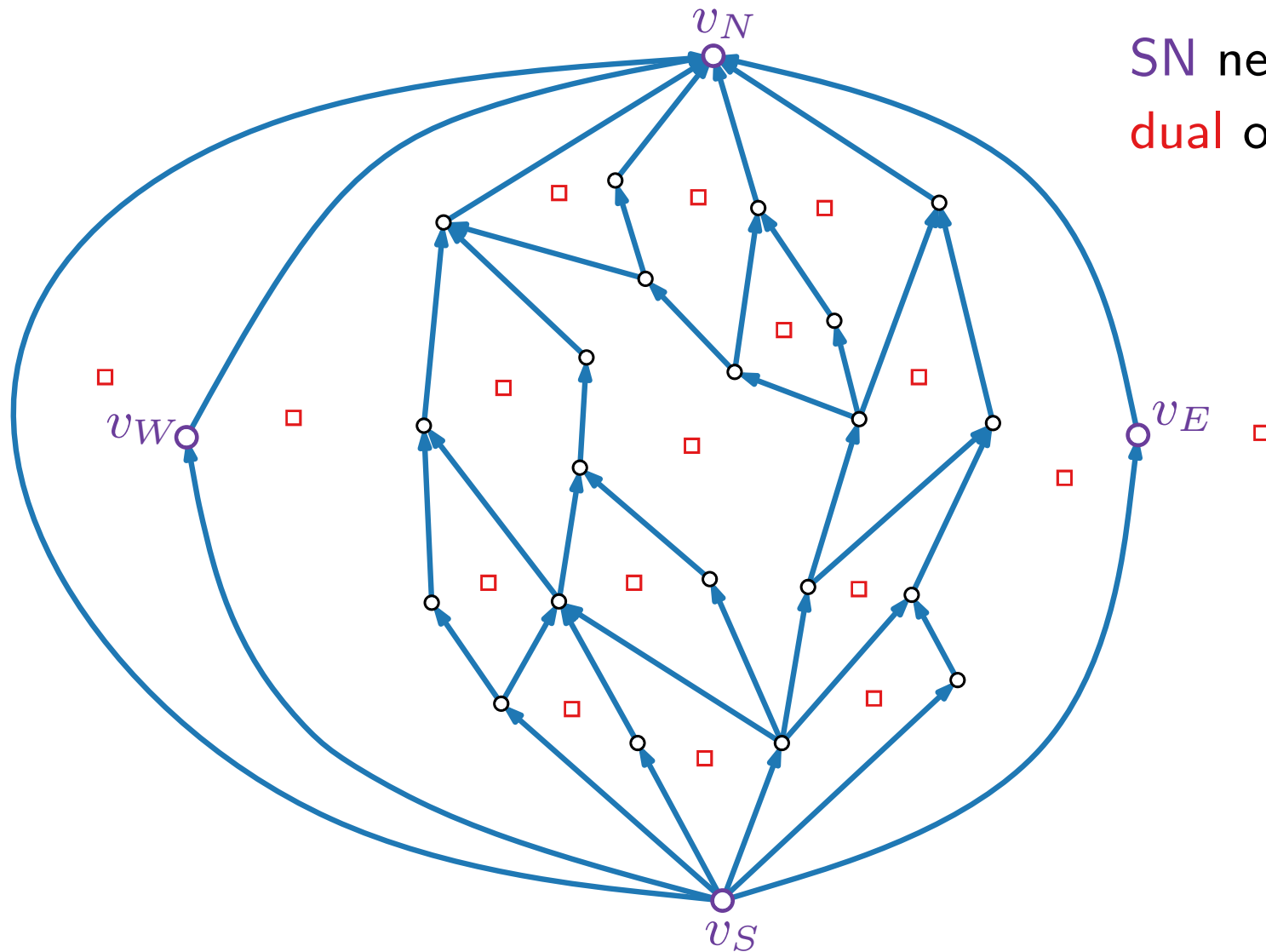
From REL to *st*-Digraphs to Coordinates



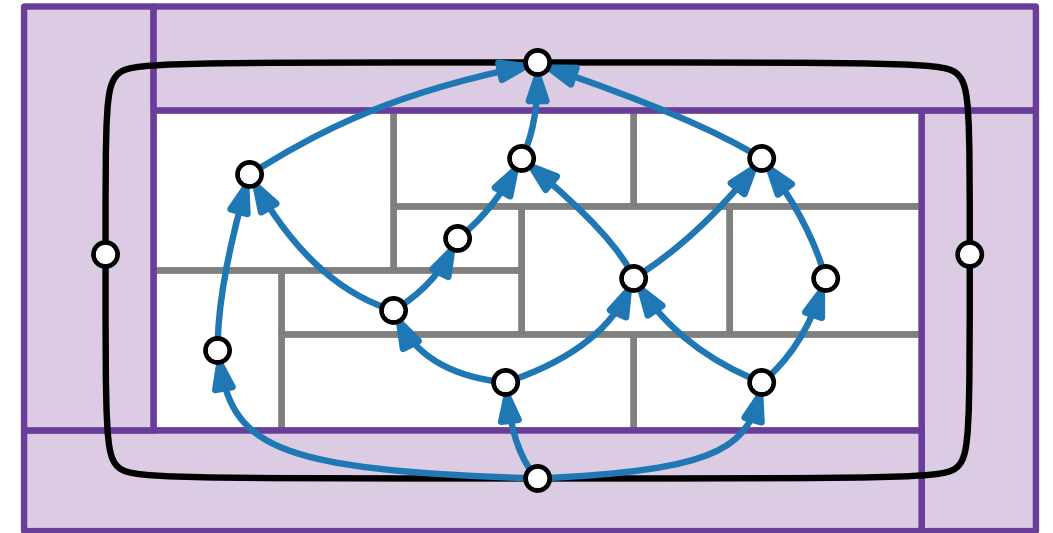
SN network G_{ver}
 dual of G_{ver}



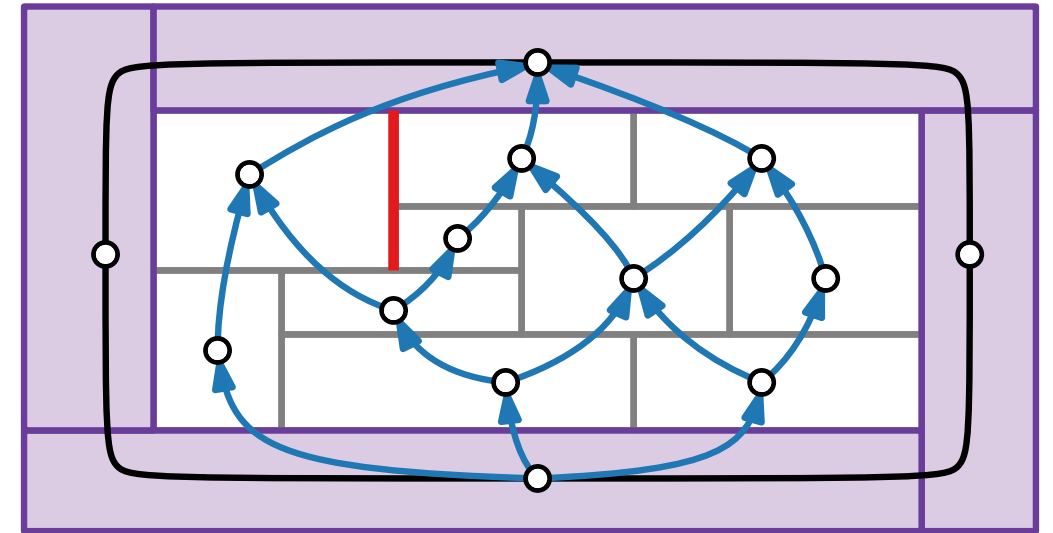
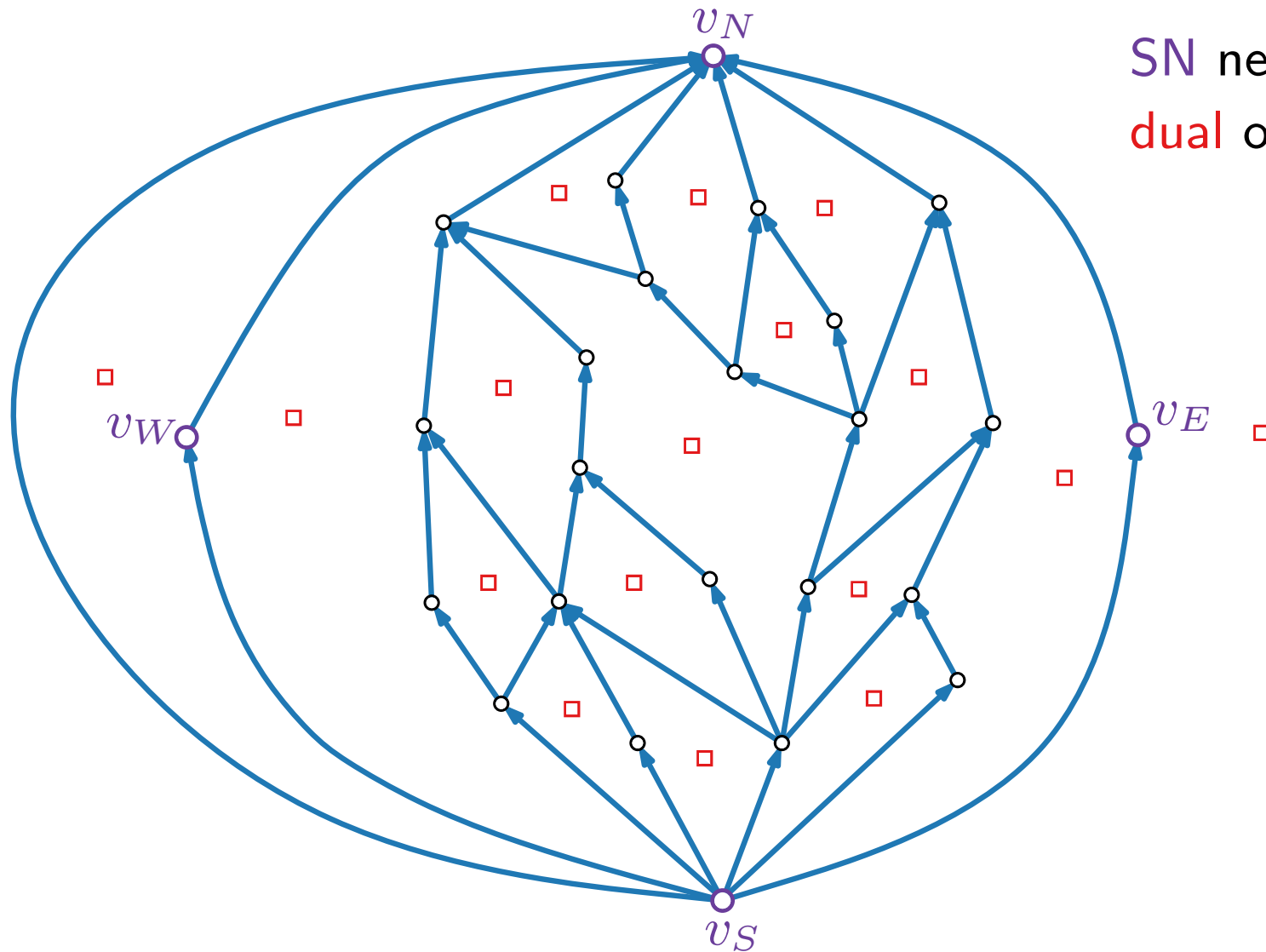
From REL to st -Digraphs to Coordinates



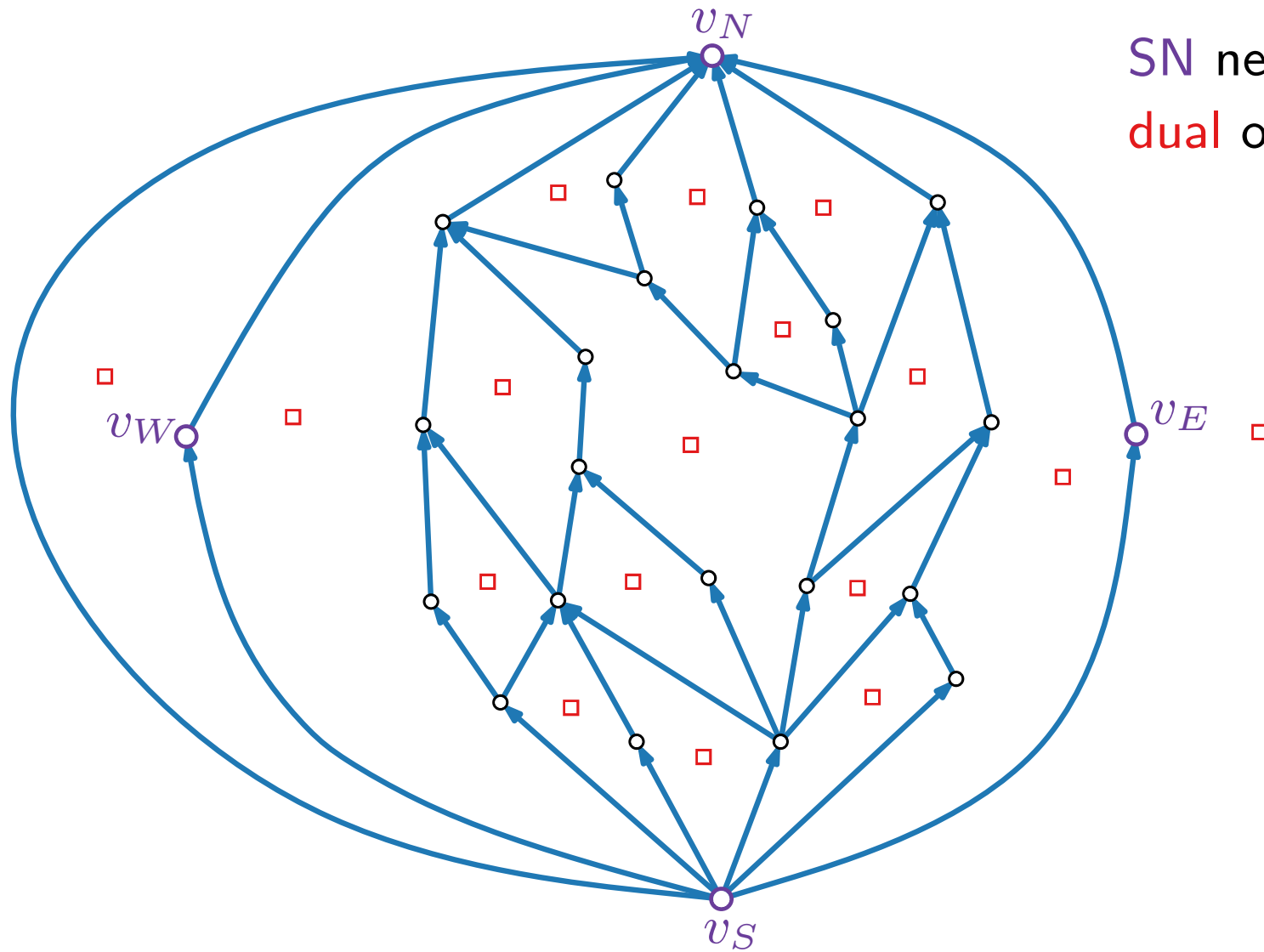
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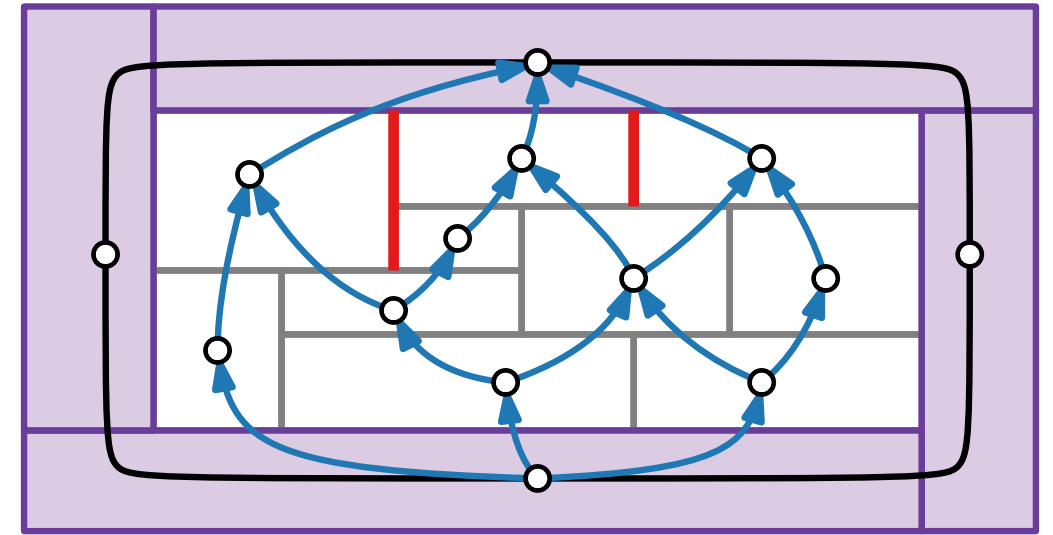
From REL to *st*-Digraphs to Coordinates



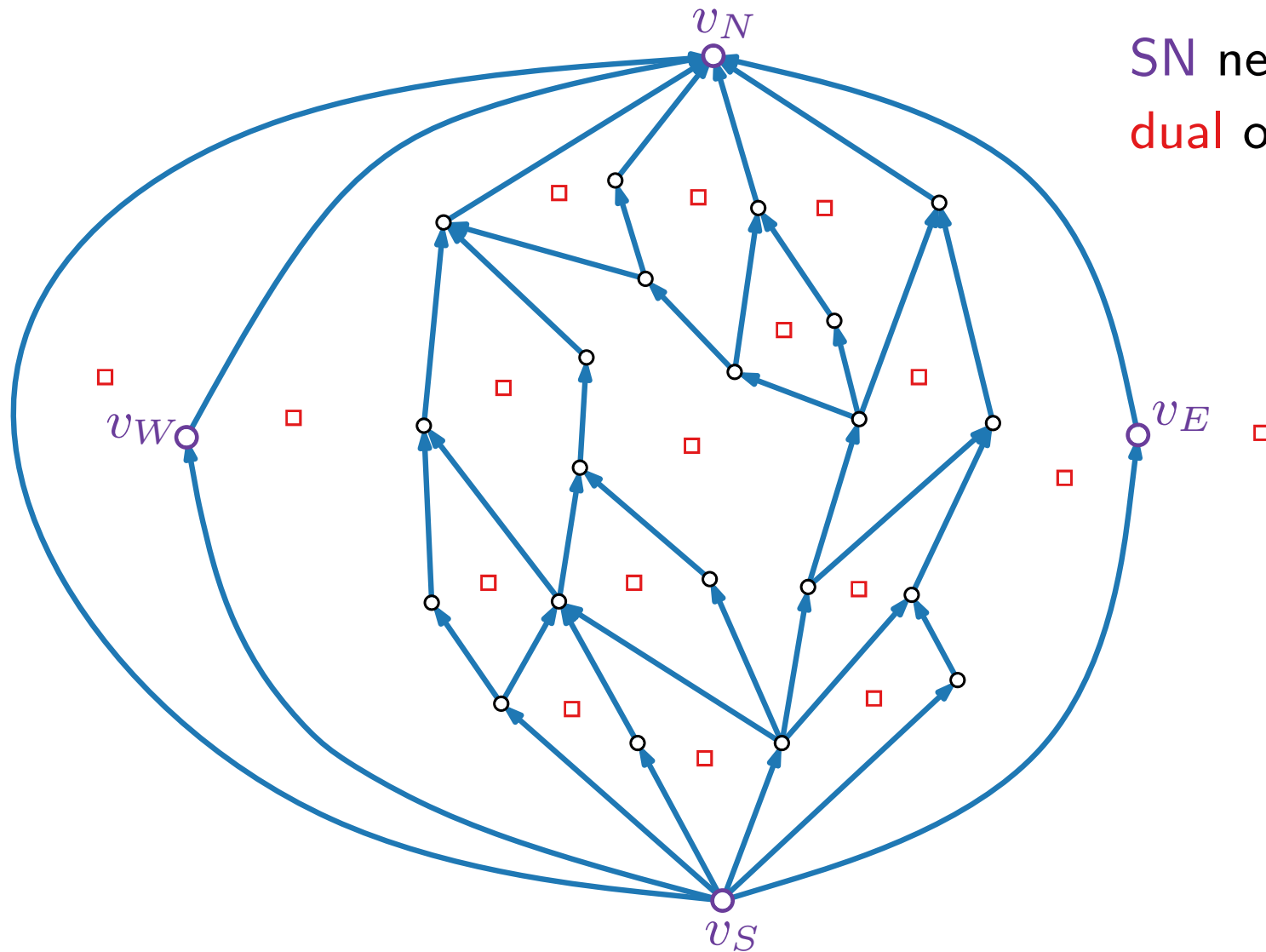
From REL to *st*-Digraphs to Coordinates



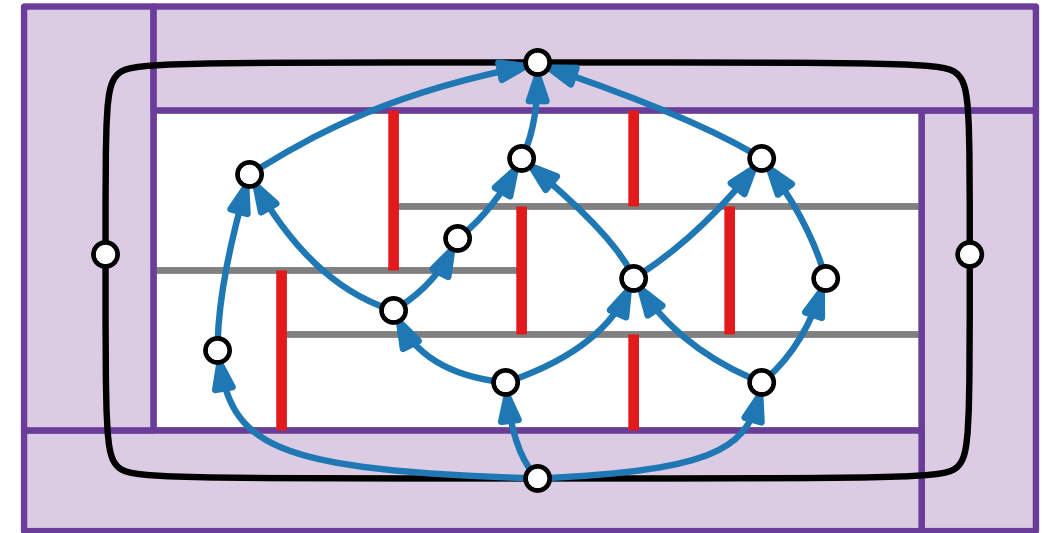
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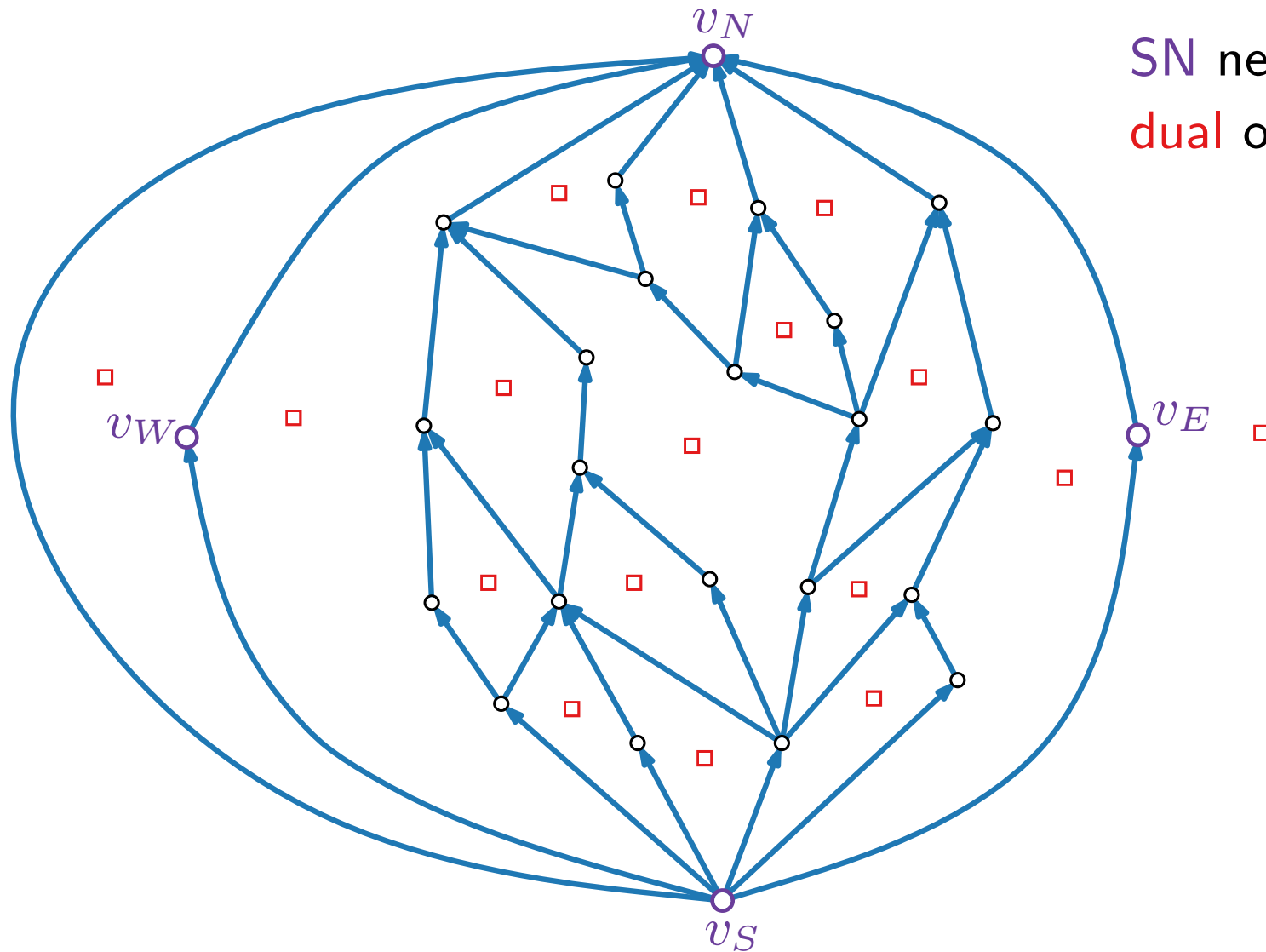
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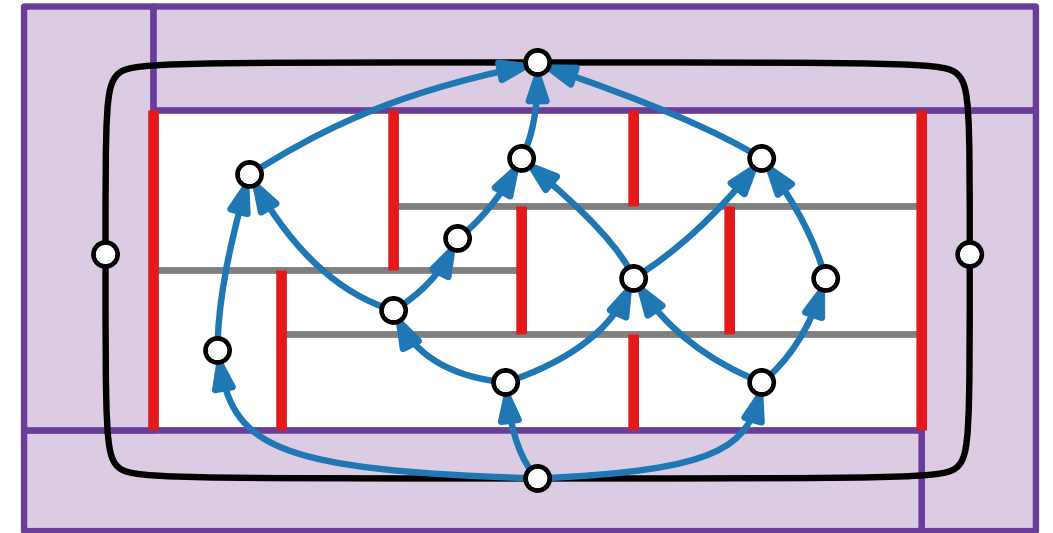
SN network G_{ver}
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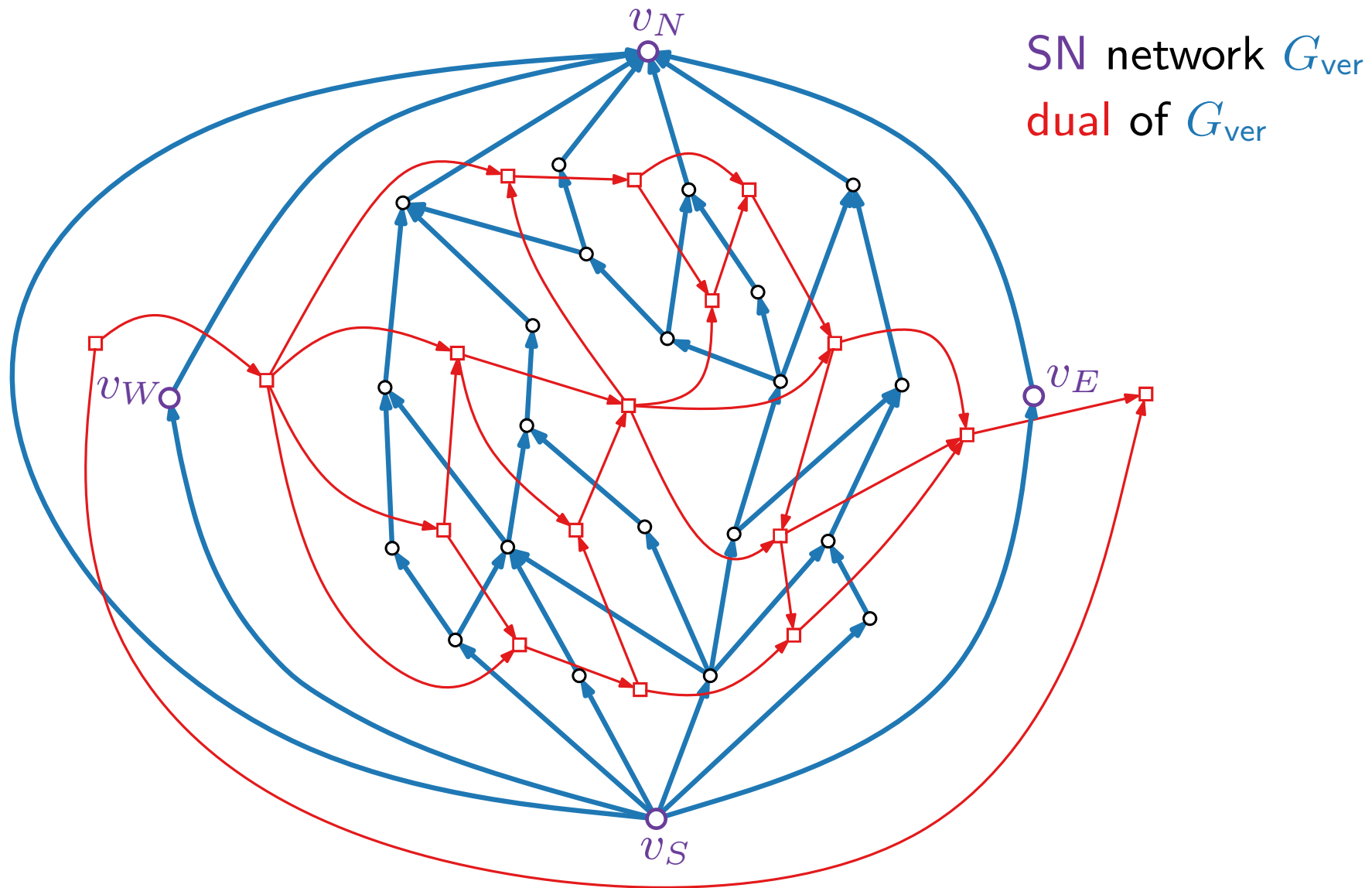
From REL to *st*-Digraphs to Coordinates



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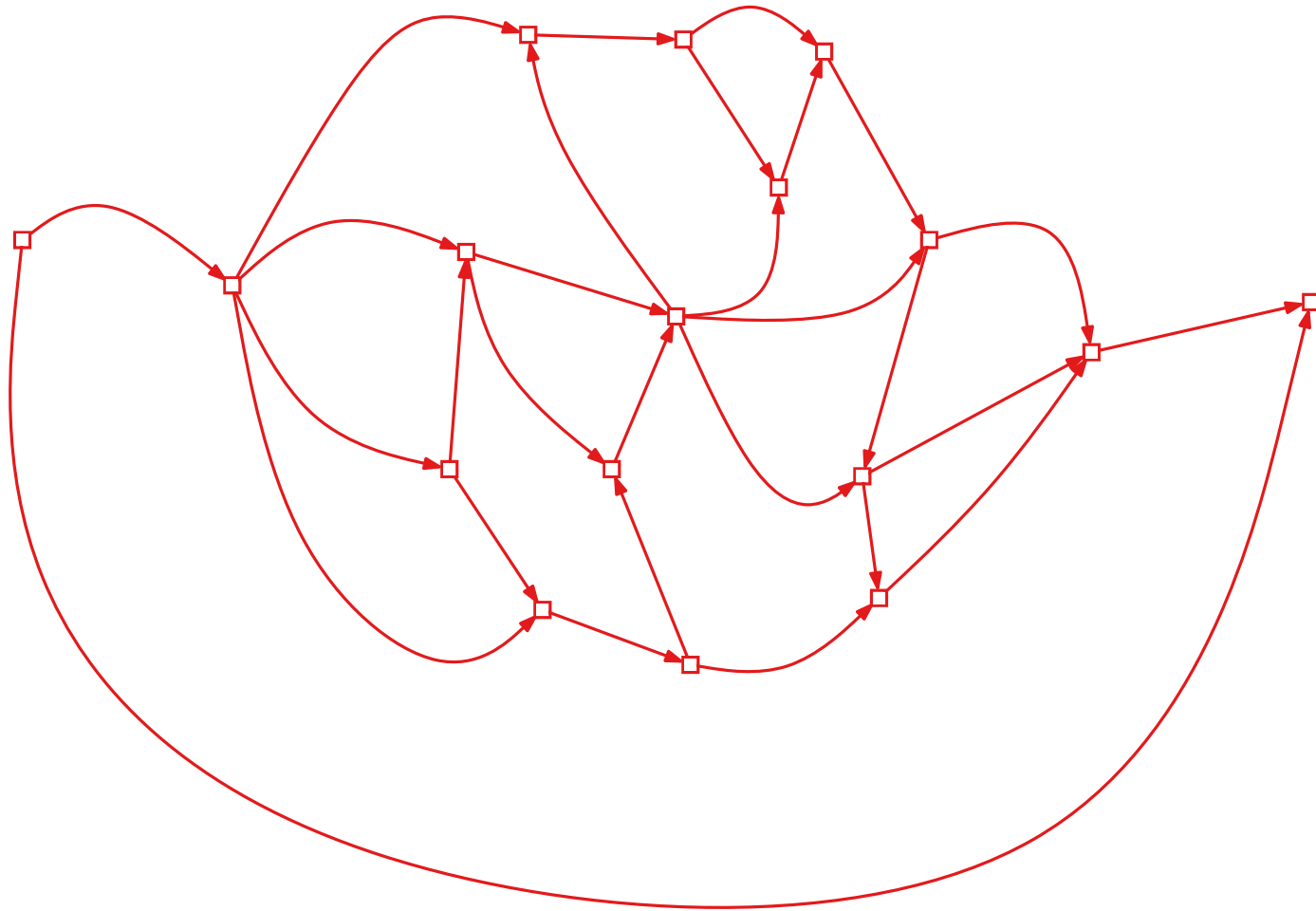


From REL to *st*-Digraphs to Coordinates

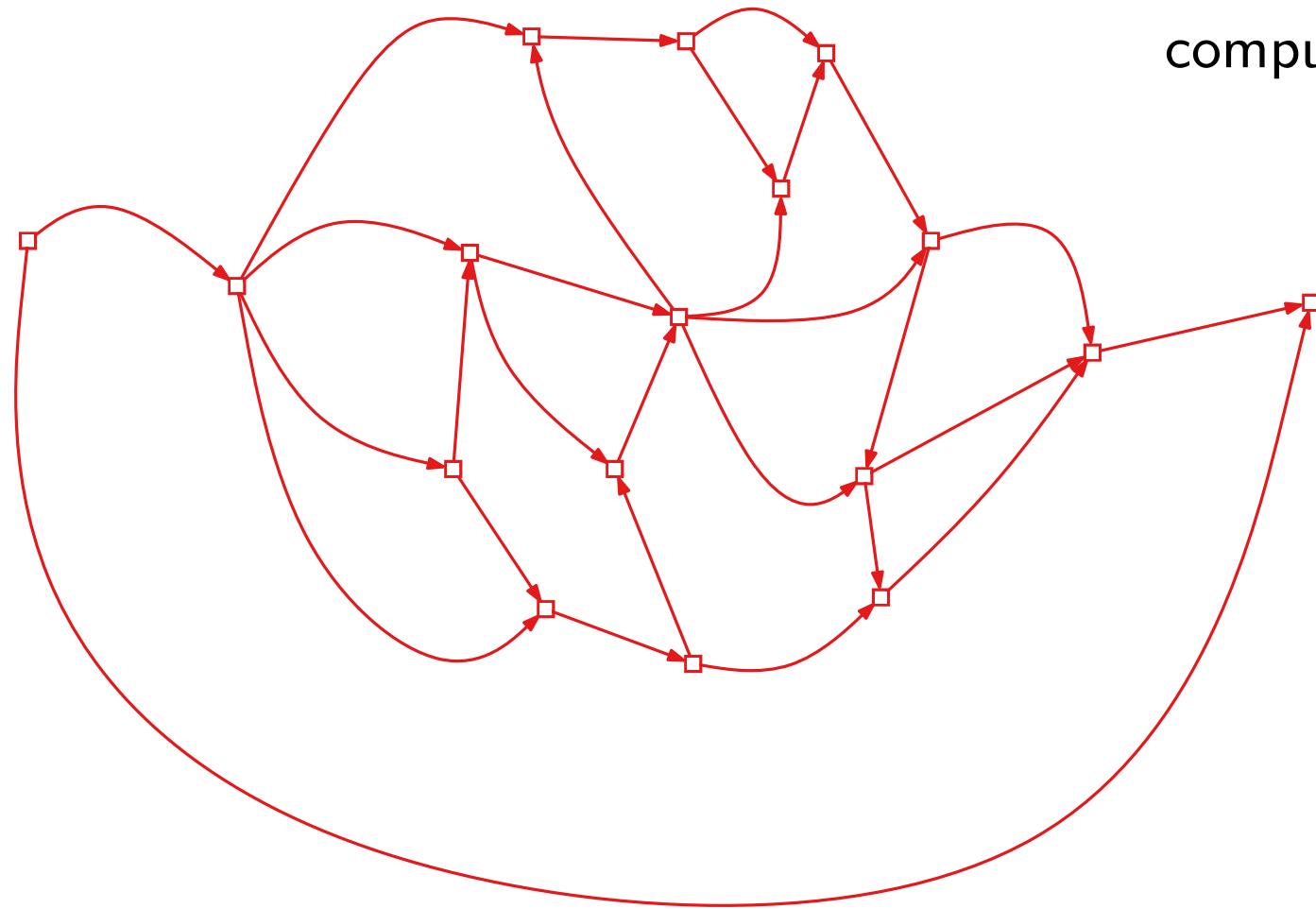


From REL to st -Digraphs to Coordinates

dual of G_{ver}



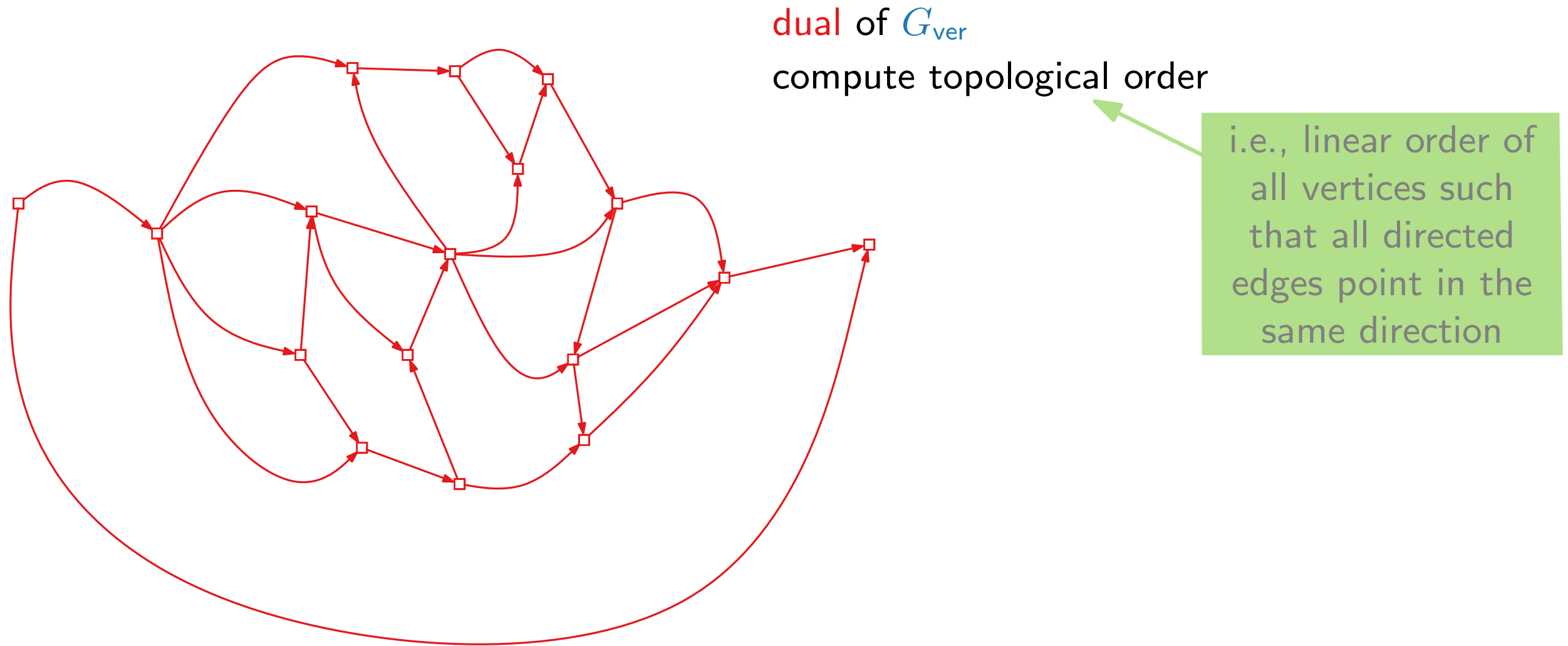
From REL to *st*-Digraphs to Coordinates



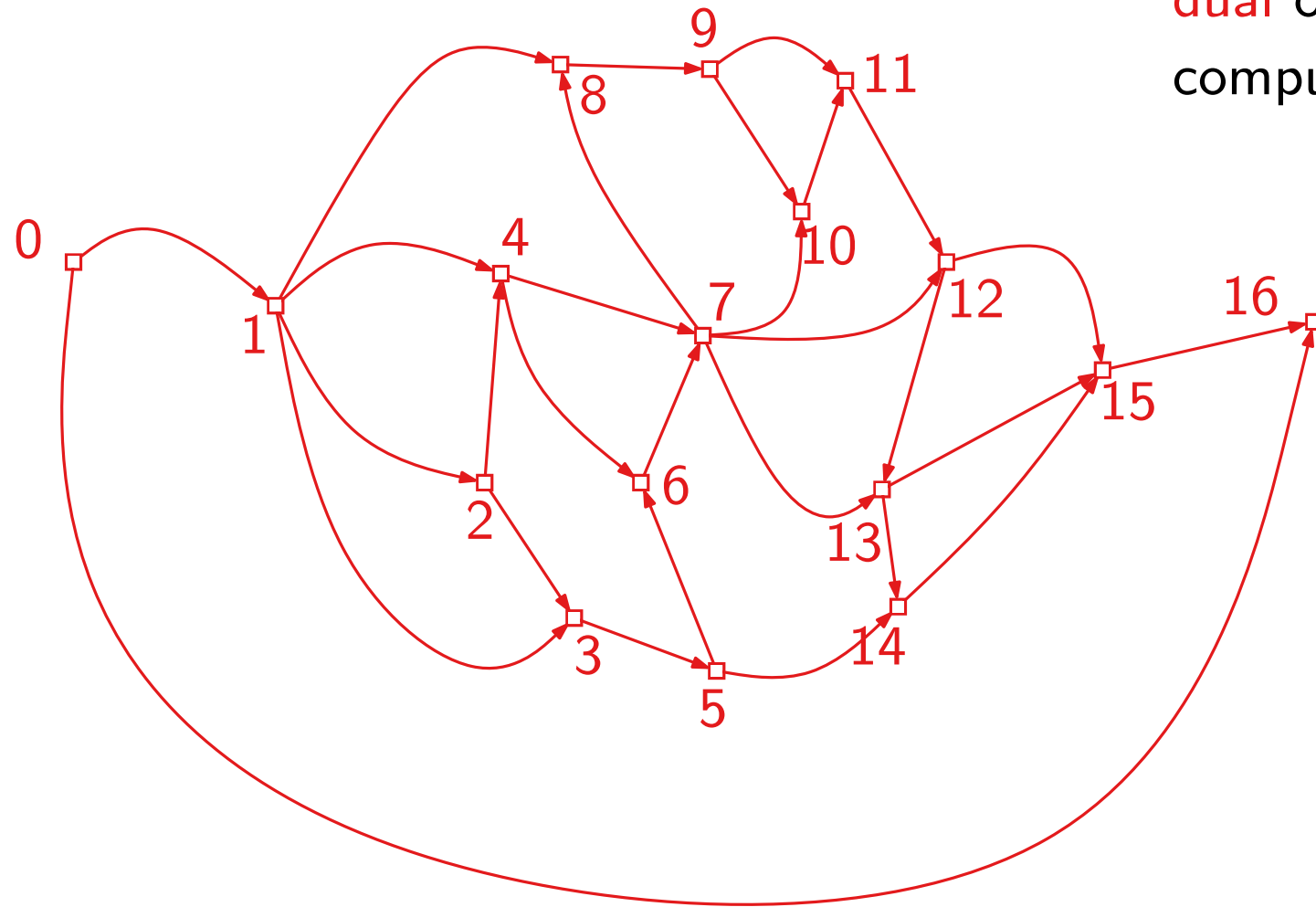
dual of G_{ver}

compute topological order

From REL to *st*-Digraphs to Coordinates



From REL to *st*-Digraphs to Coordinates

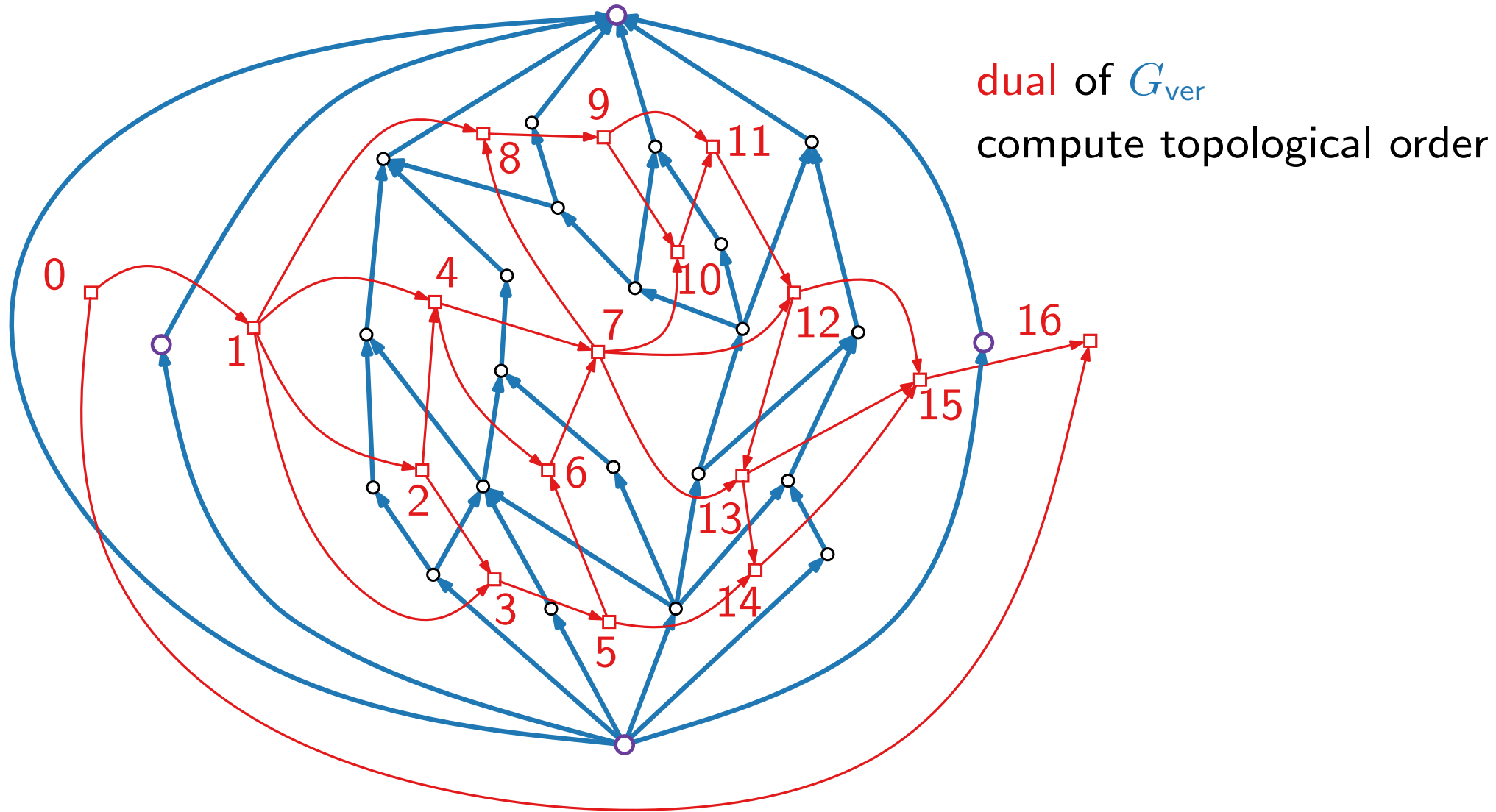


dual of G_{ver}

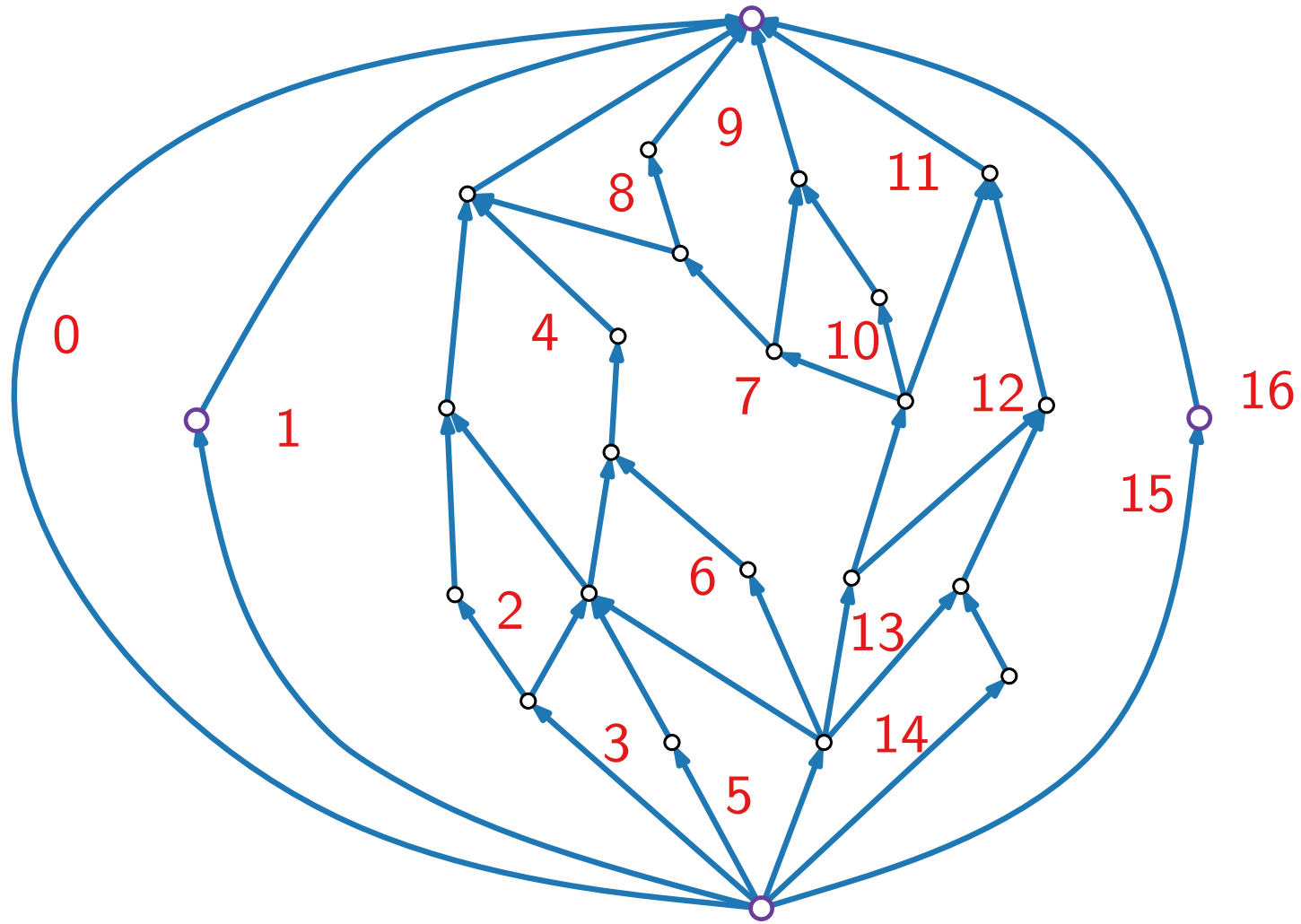
compute topological order

i.e., linear order of all vertices such that all directed edges point in the same direction

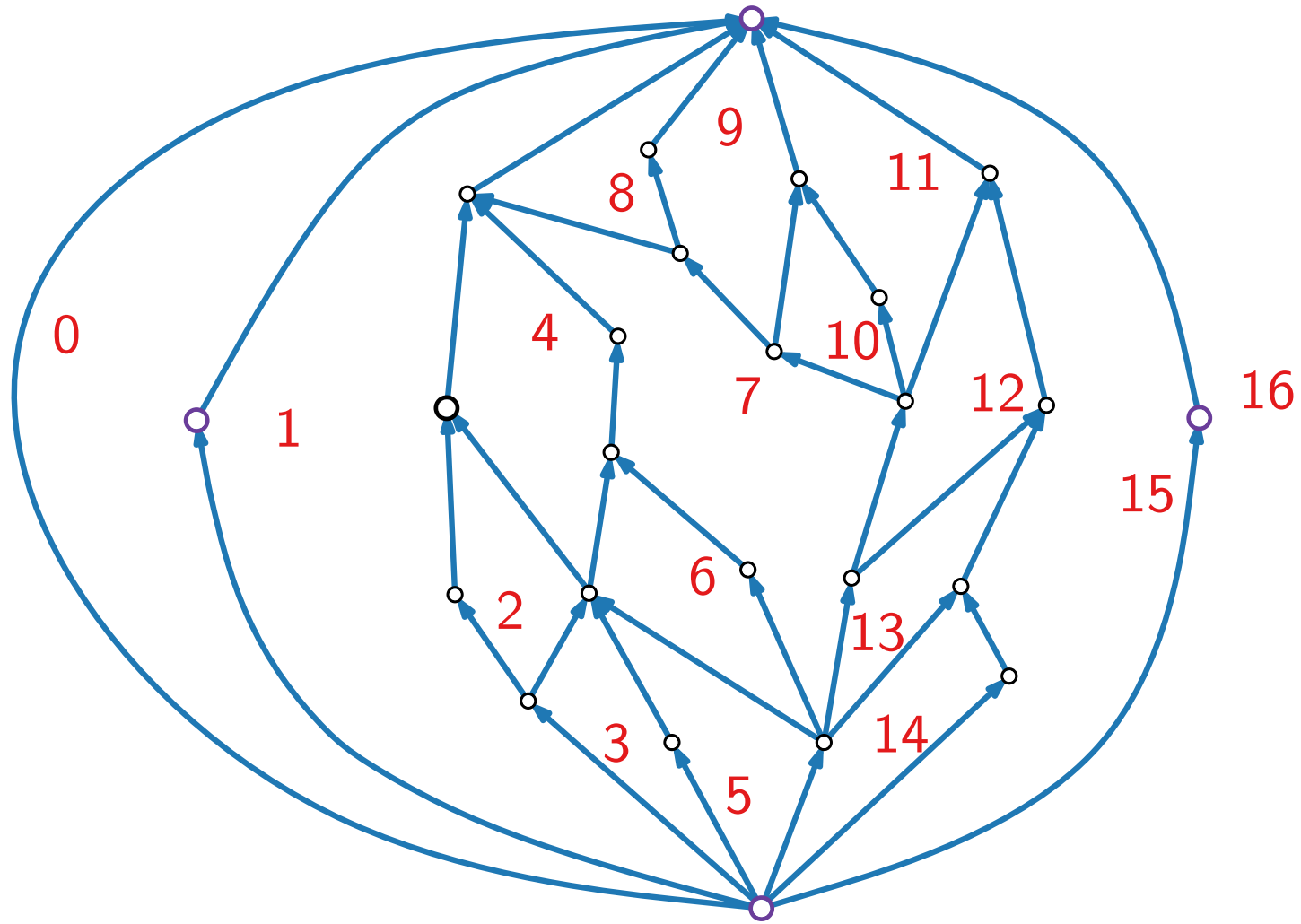
From REL to *st*-Digraphs to Coordinates



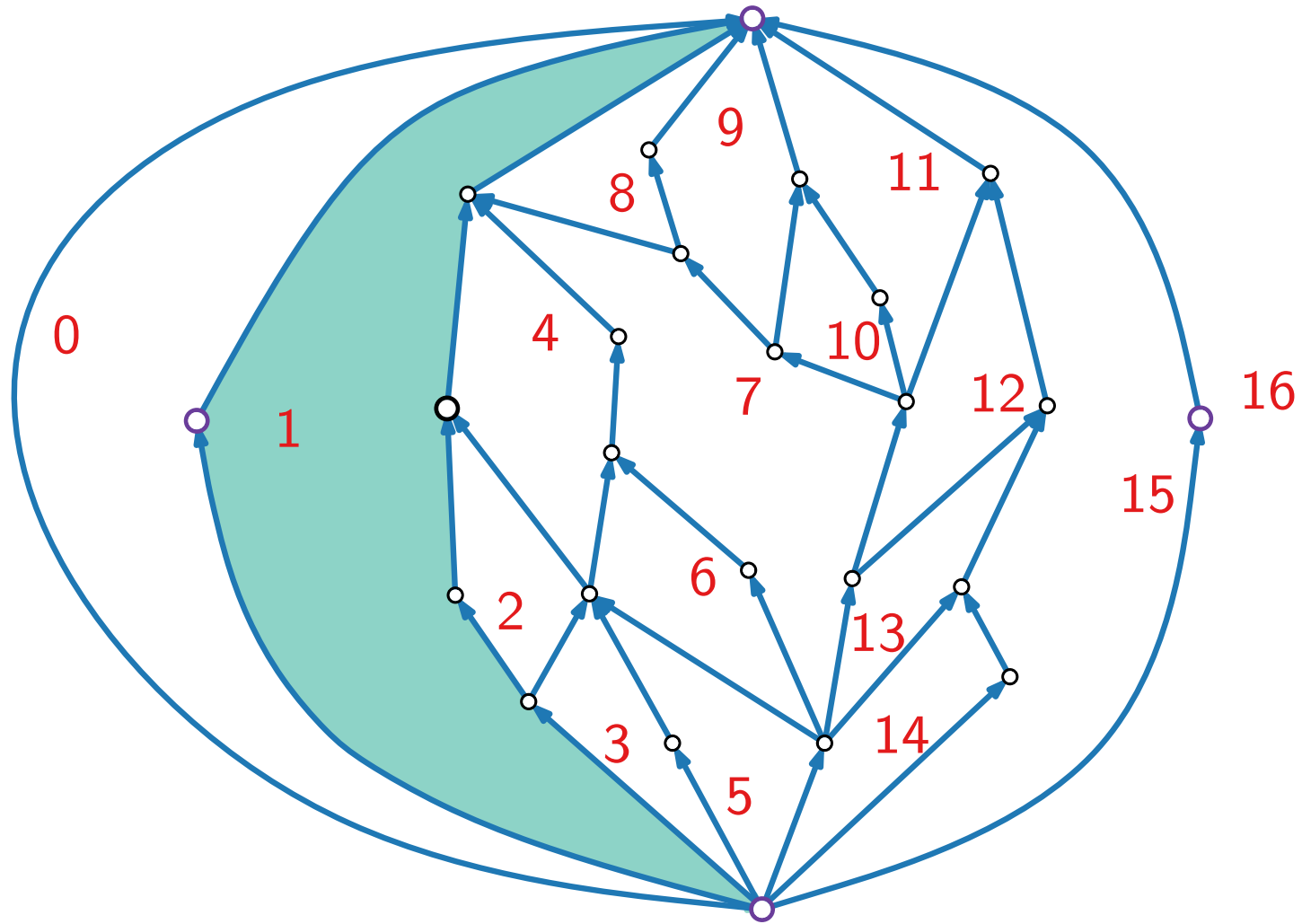
From REL to *st*-Digraphs to Coordinates



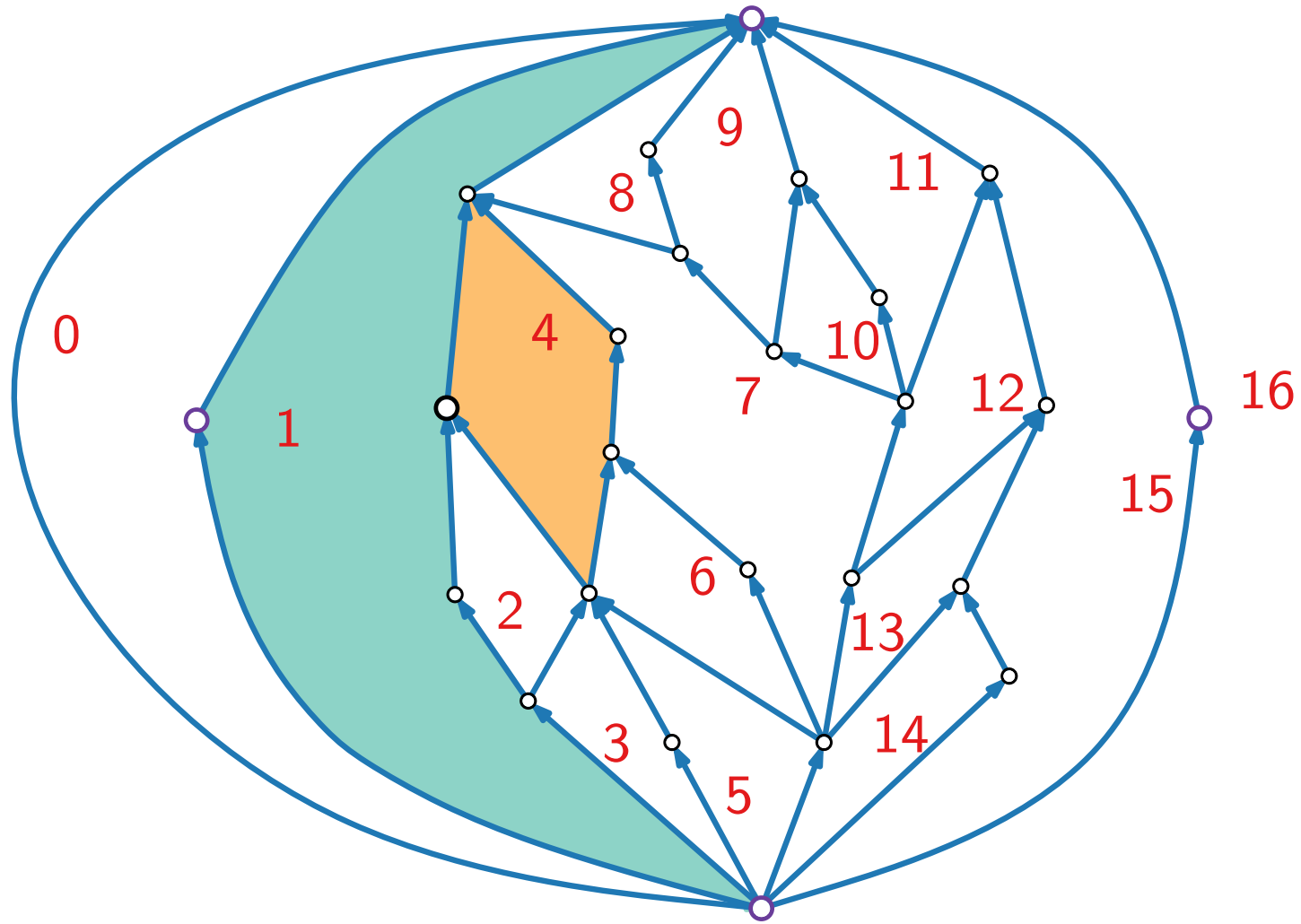
From REL to *st*-Digraphs to Coordinates



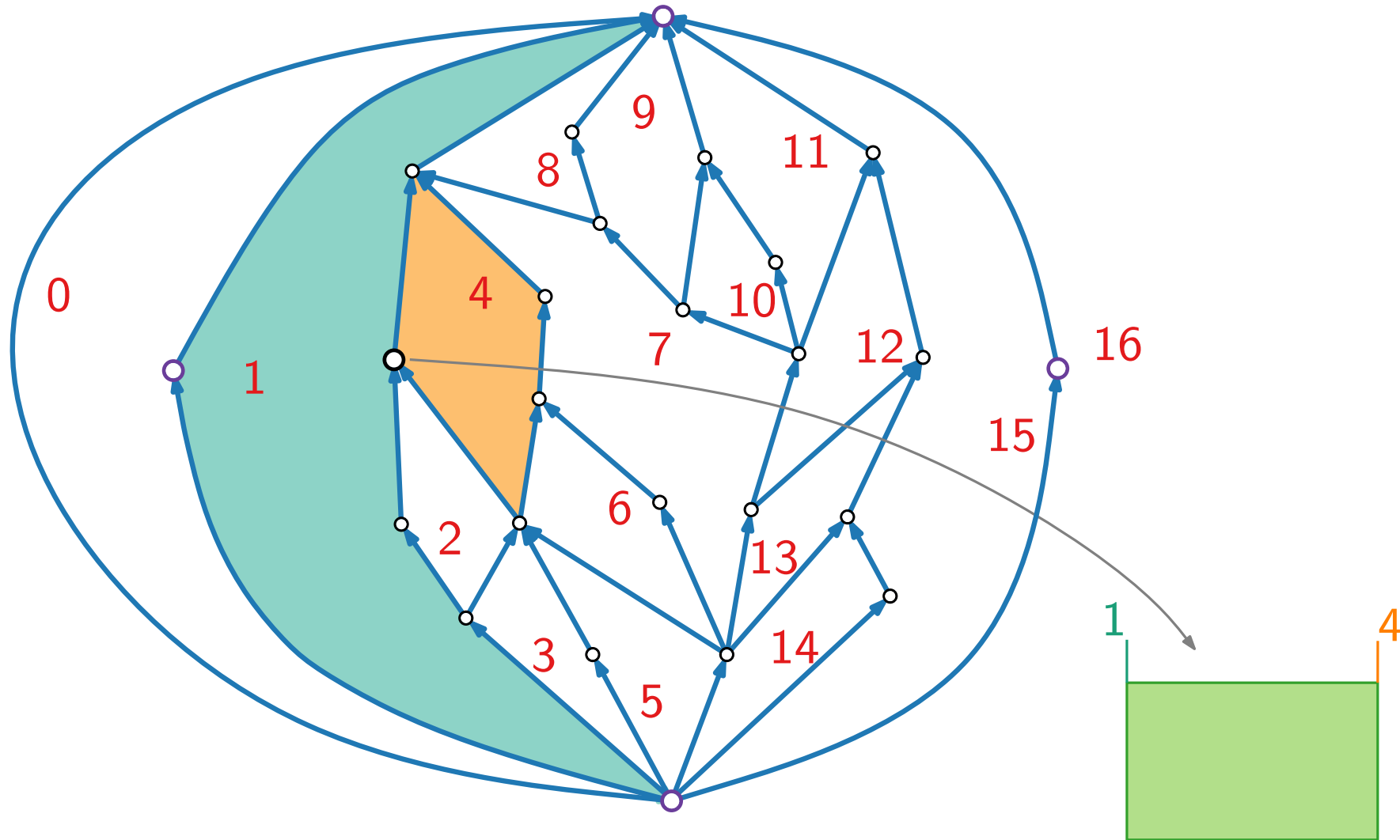
From REL to *st*-Digraphs to Coordinates



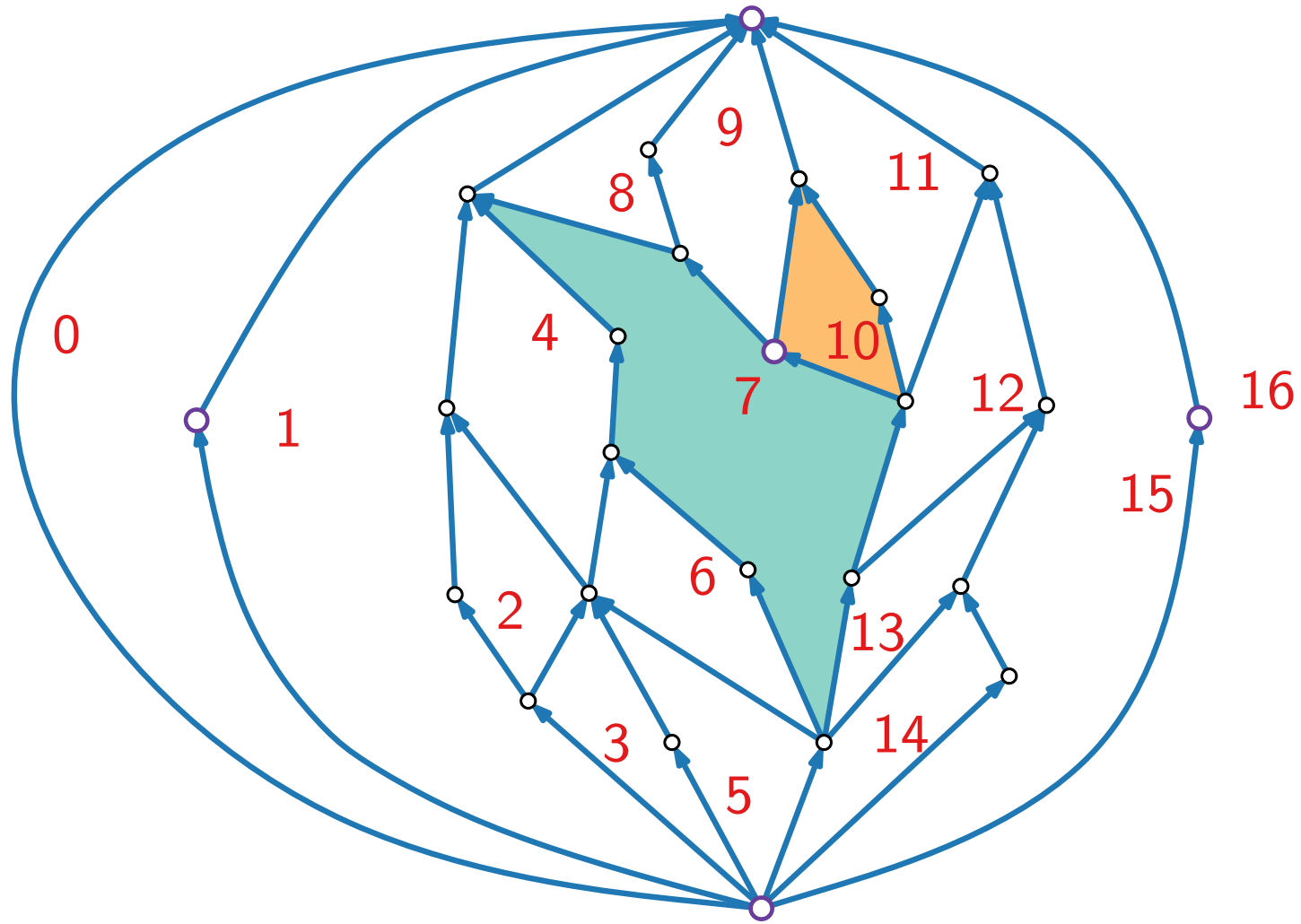
From REL to *st*-Digraphs to Coordinates



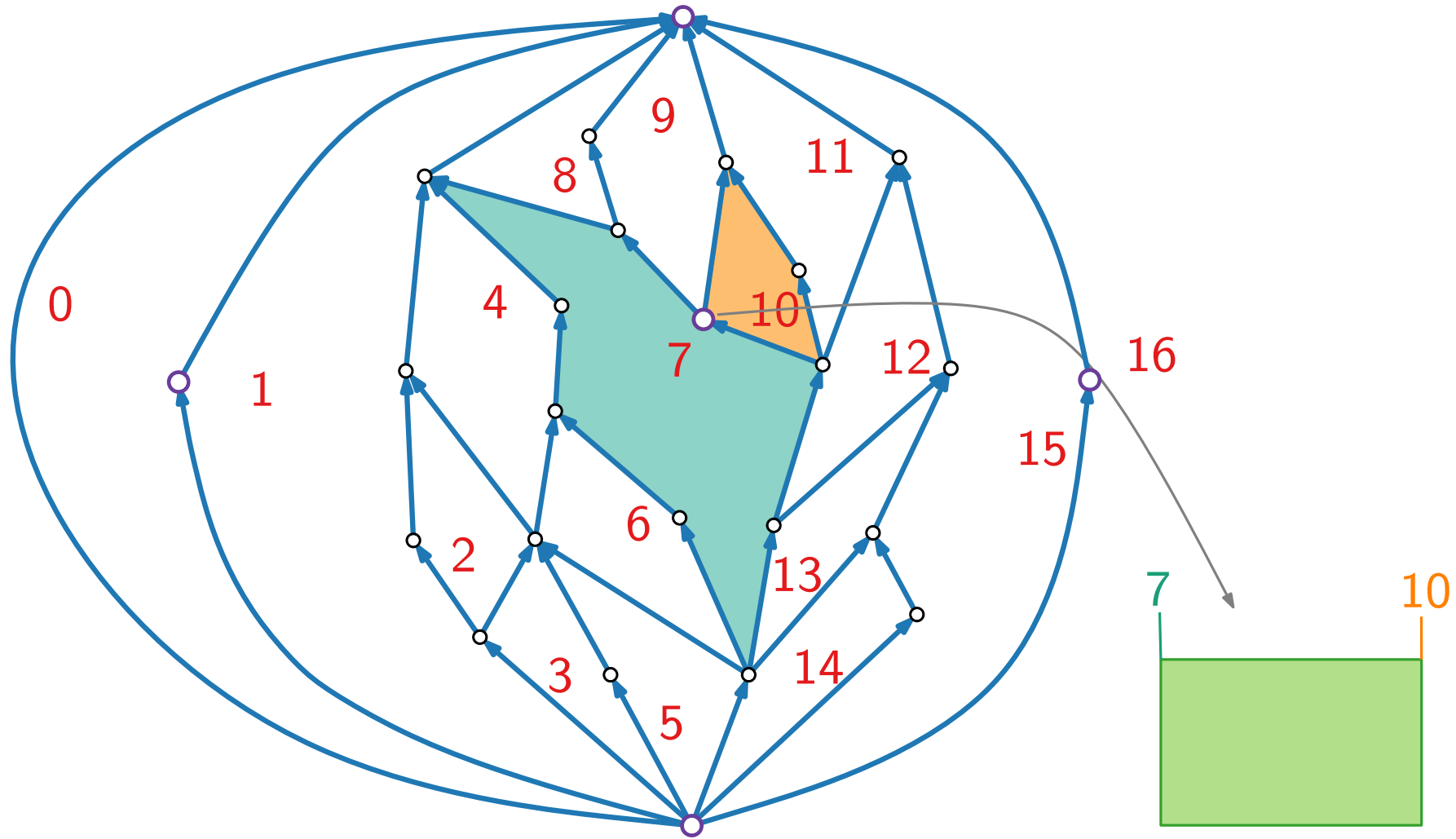
From REL to *st*-Digraphs to Coordinates



From REL to st -Digraphs to Coordinates



From REL to *st*-Digraphs to Coordinates



Rectangular Dual Algorithm

For a PTP graph G :

Rectangular Dual Algorithm

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- Find a REL $\{T_r, T_b\}$ of G .

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Set $x_1(v) = f_{\text{ver}}(g)$ and $x_2(v) = f_{\text{ver}}(h)$.

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Set $x_1(v) = f_{\text{ver}}(g)$ and $x_2(v) = f_{\text{ver}}(h)$.
- Define $x_1(v_N) = 0, x_1(v_S) = 1$ and $x_2(v_N) = \max f_{\text{ver}} - 1, x_2(v_S) = \max f_{\text{ver}}$.

Rectangular Dual Algorithm

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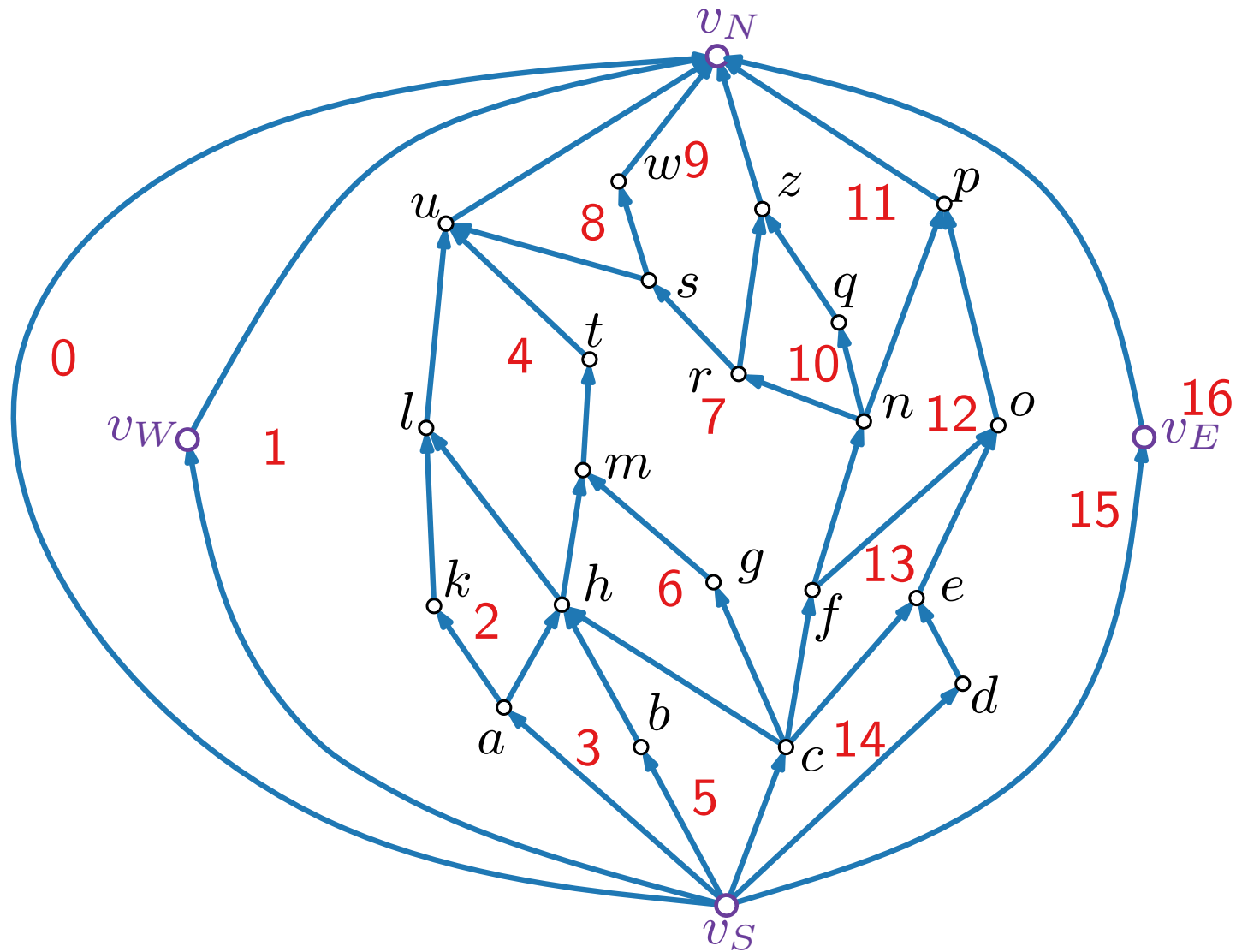
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- Analogously compute y_1 and y_2 with G_{hor} .

Rectangular Dual Algorithm

For a PTP graph G :

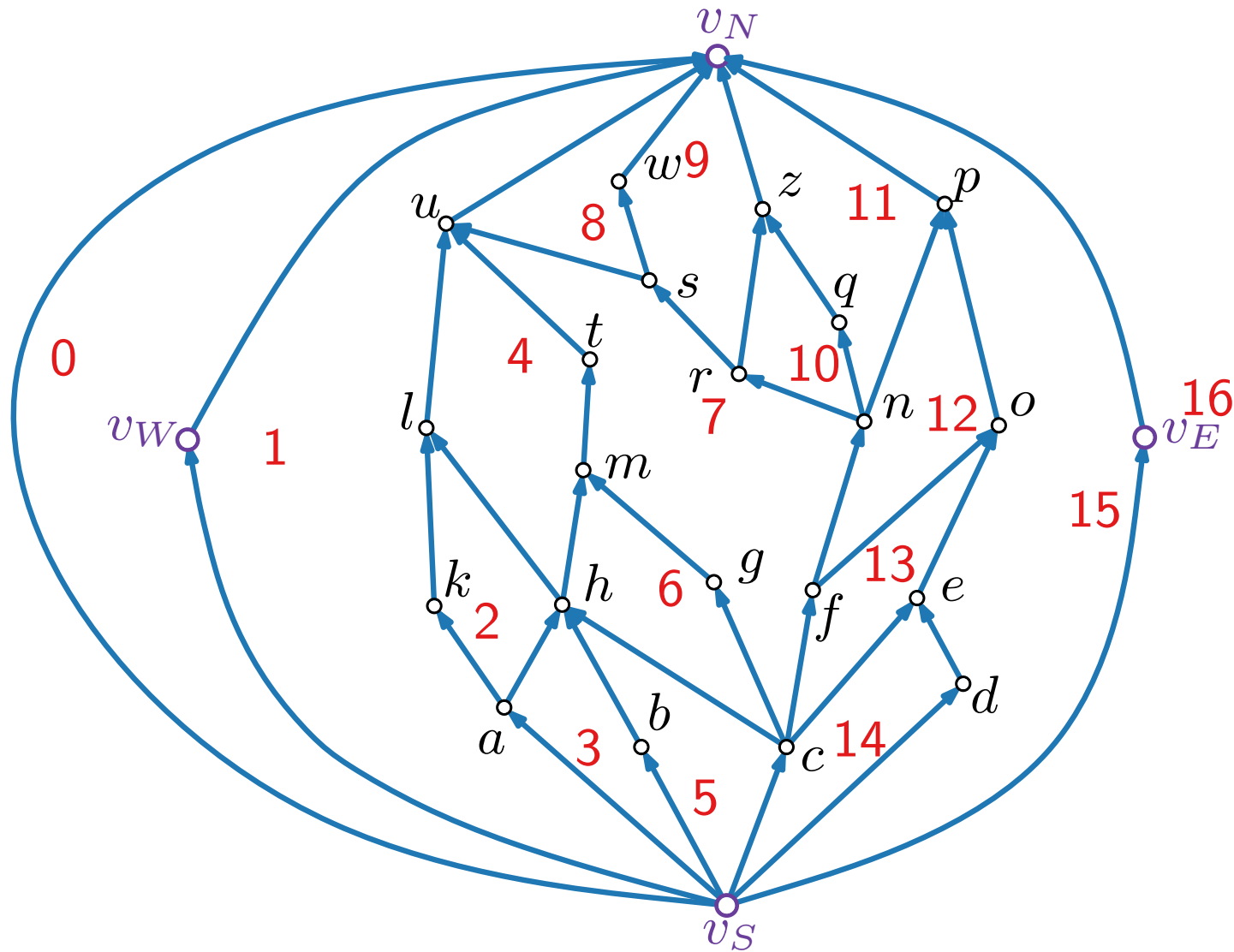
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- Analogously compute y_1 and y_2 with G_{hor} .
- For each vertex v of G , let $R(v) = [x_1(v), x_2(v)] \times [y_1(v), y_2(v)]$.

Reading off Coordinates to Get Rectangular Dual



Reading off Coordinates to Get Rectangular Dual

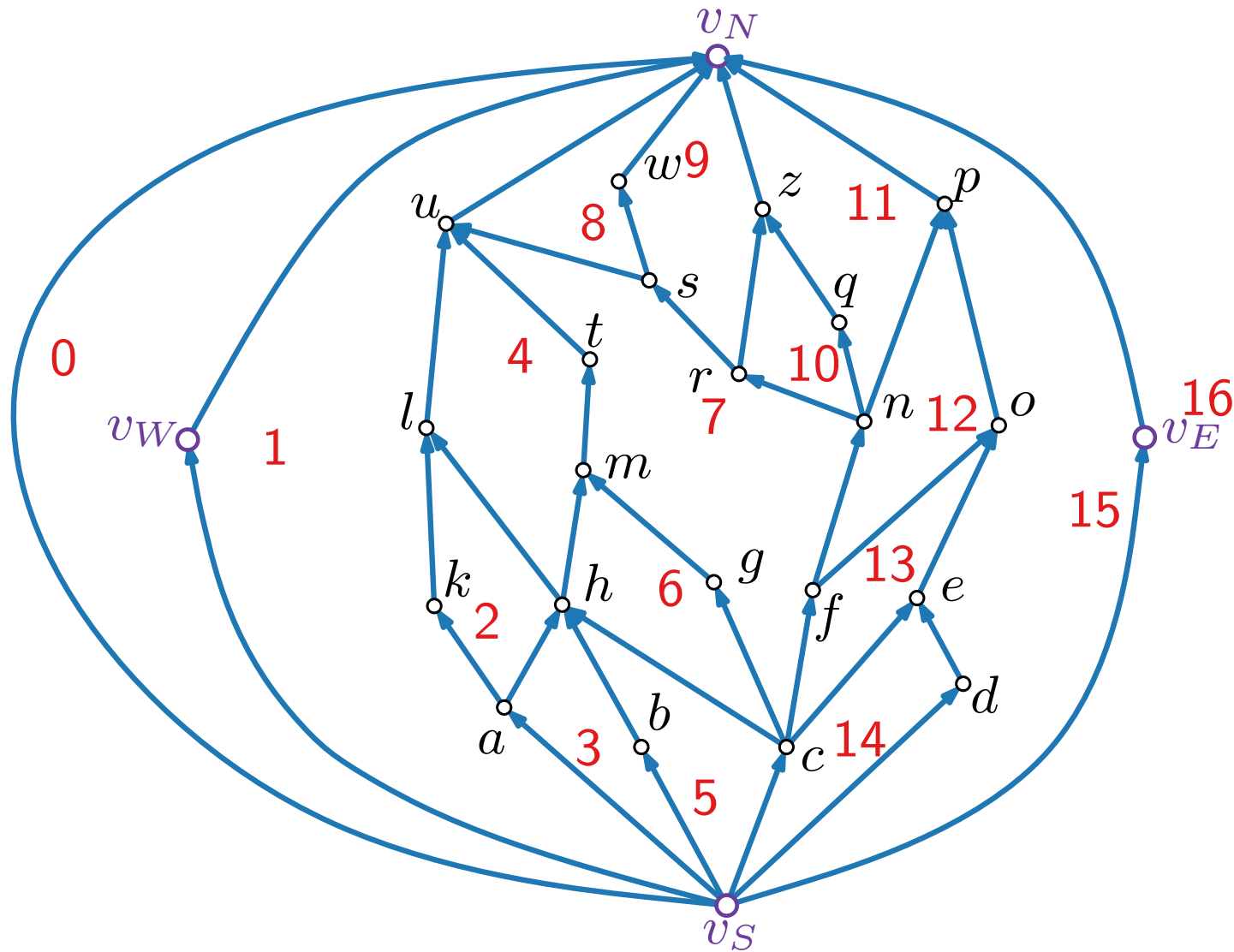
$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$



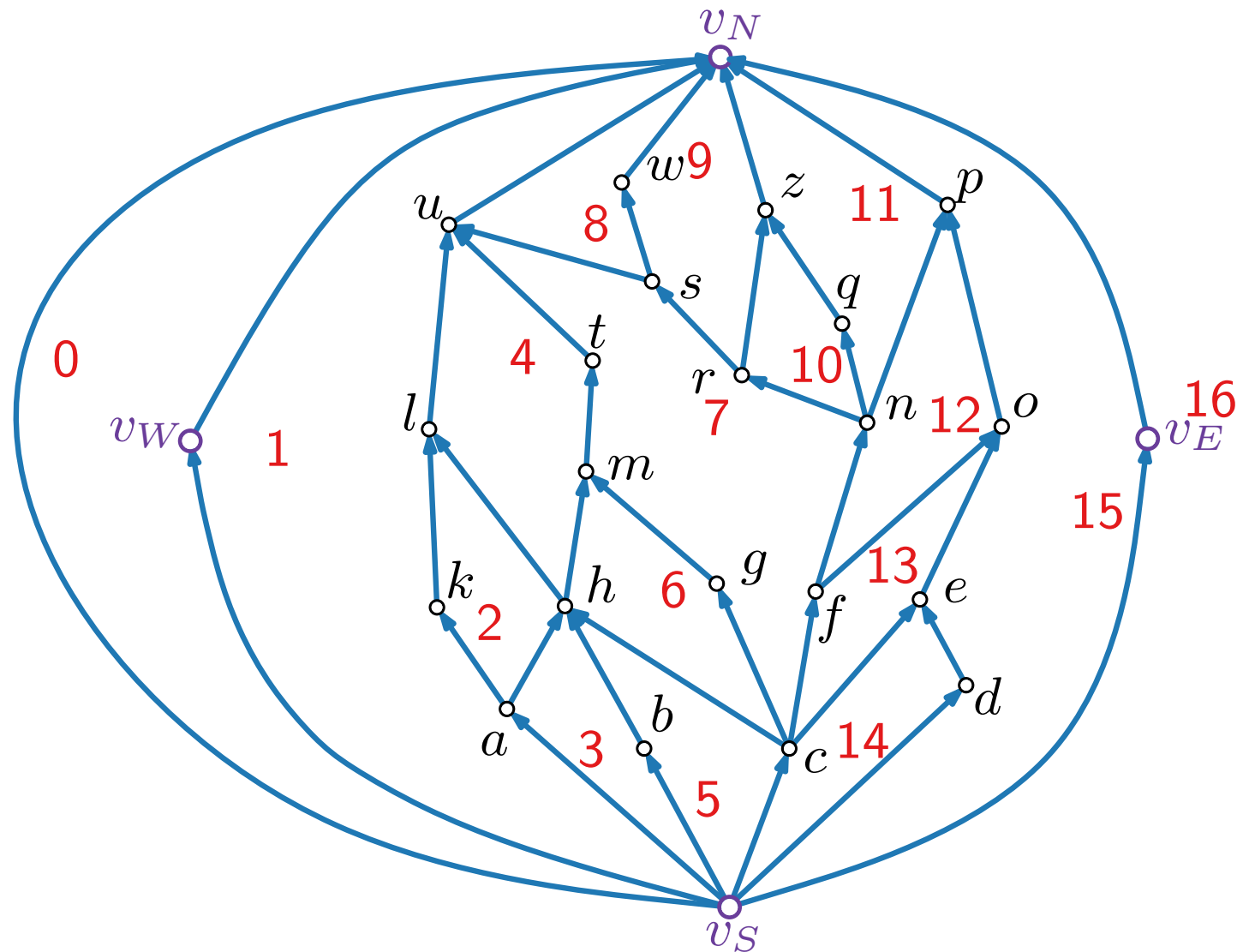
Reading off Coordinates to Get Rectangular Dual

$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$



Reading off Coordinates to Get Rectangular Dual

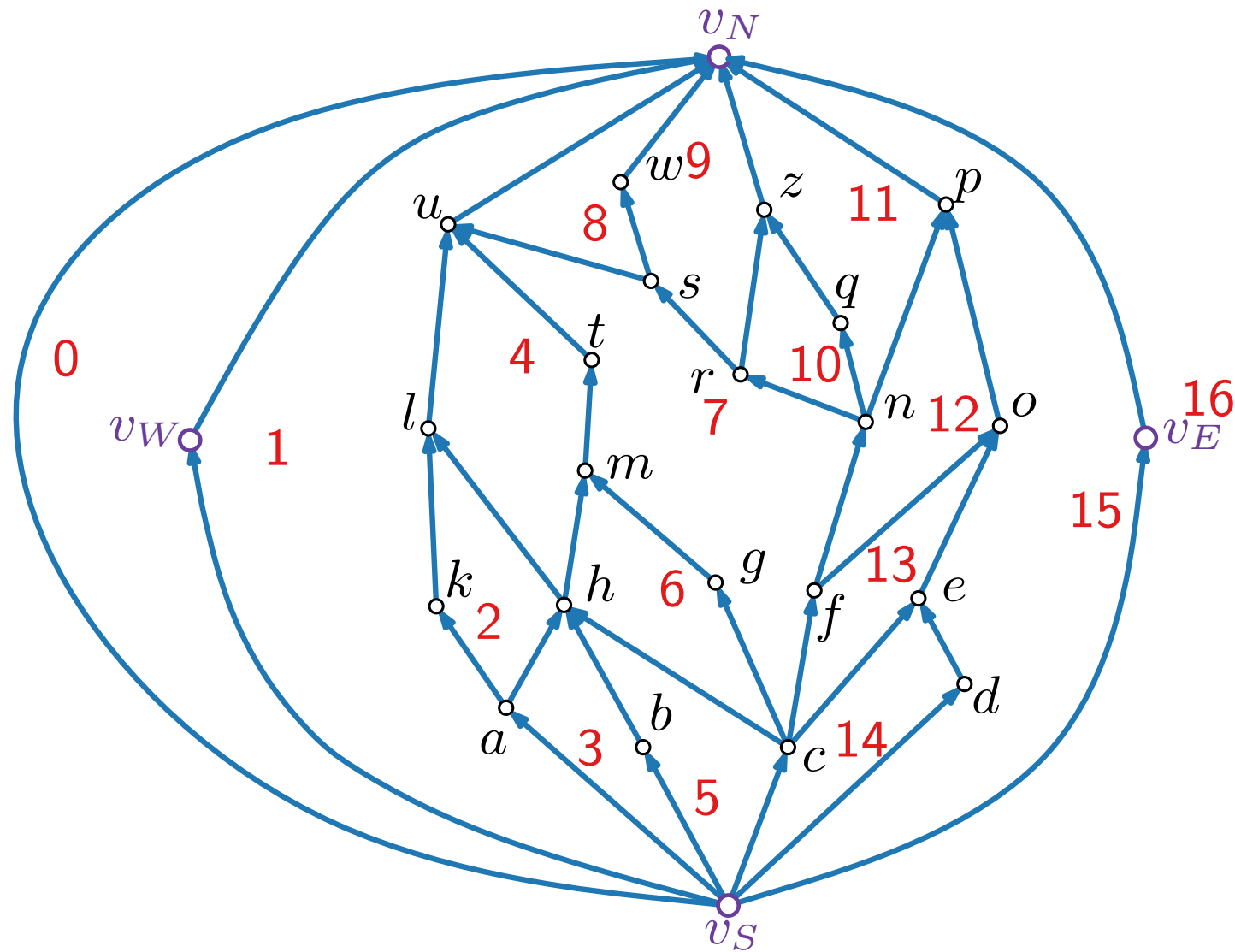


$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

Reading off Coordinates to Get Rectangular Dual



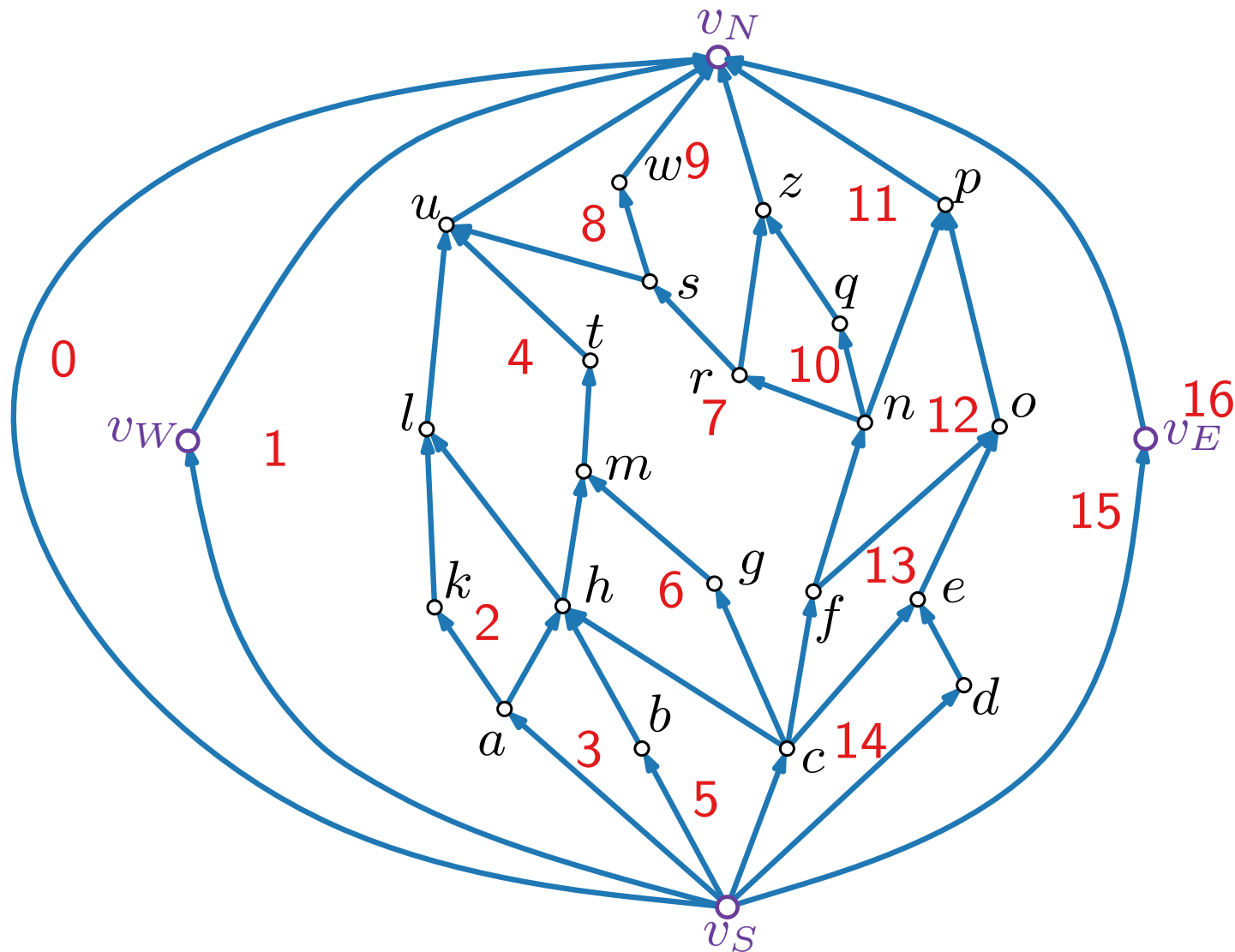
$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

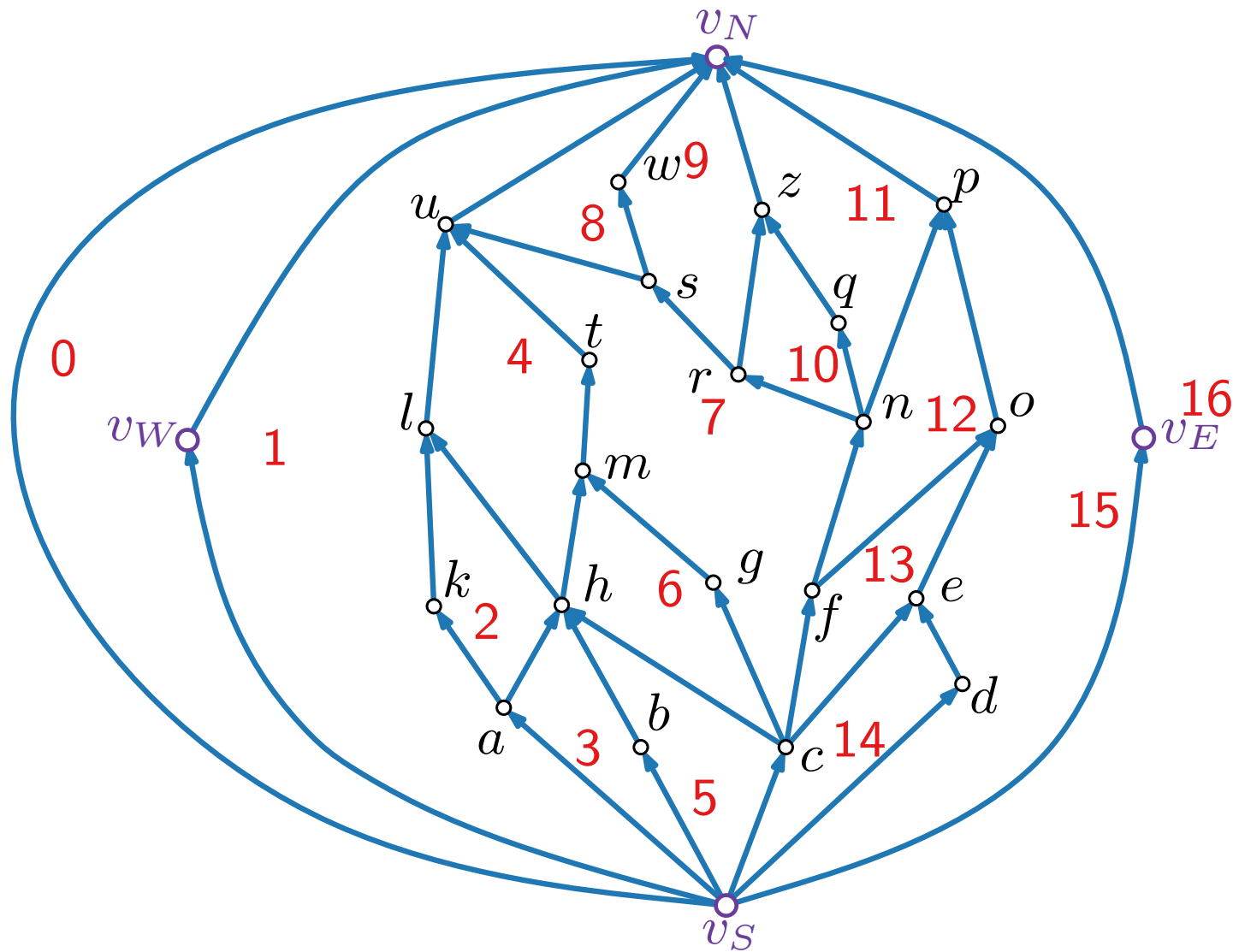
$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

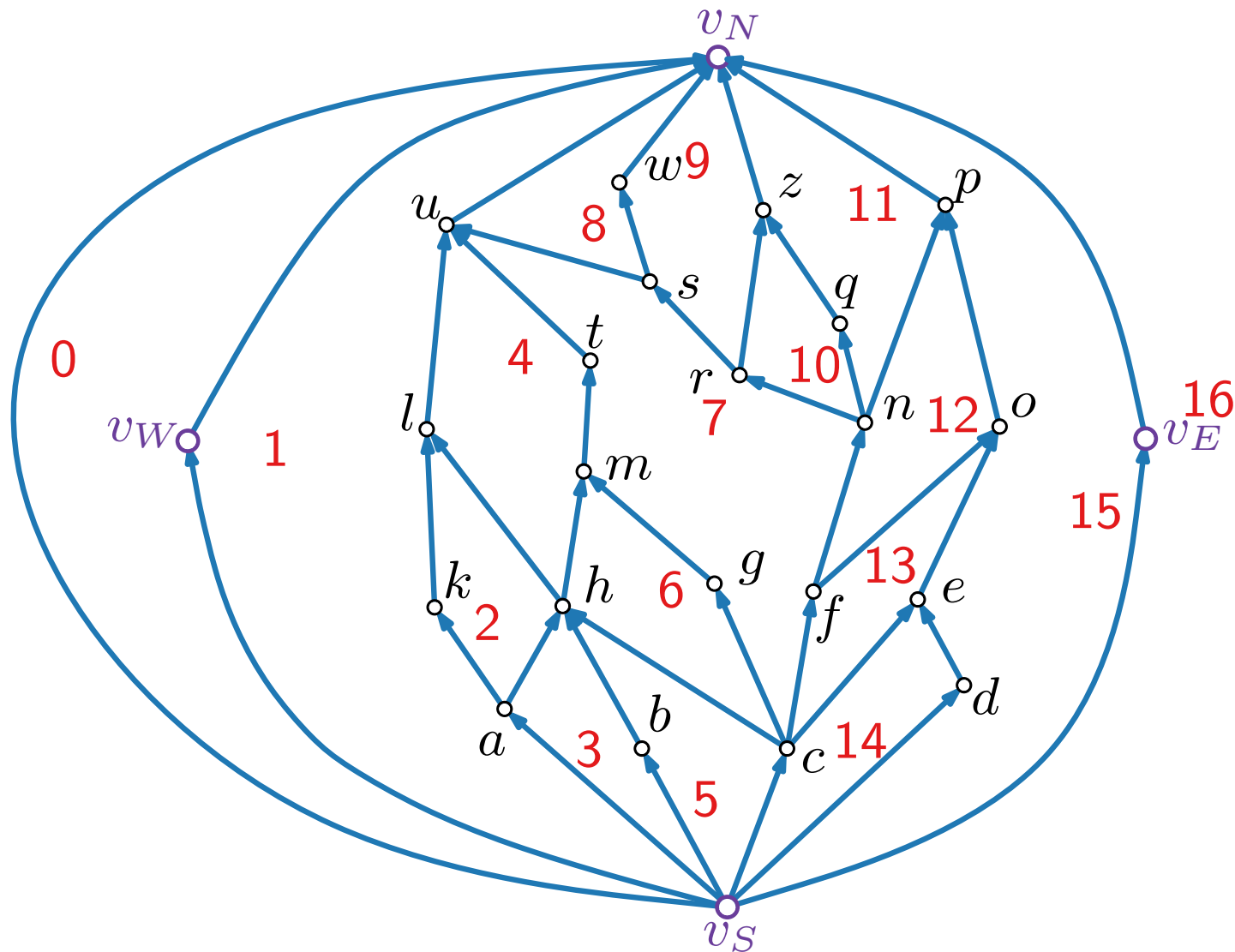
$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

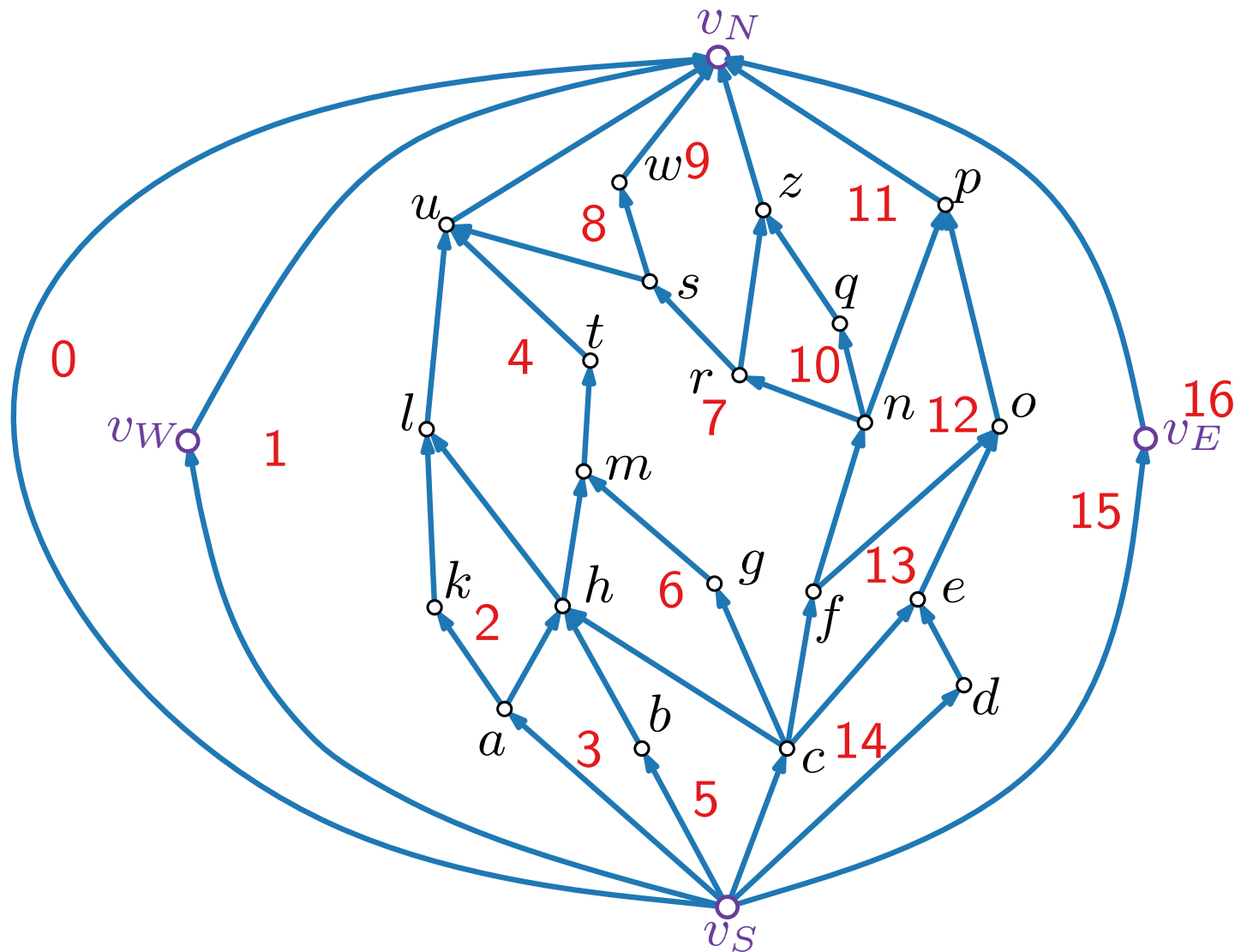
$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

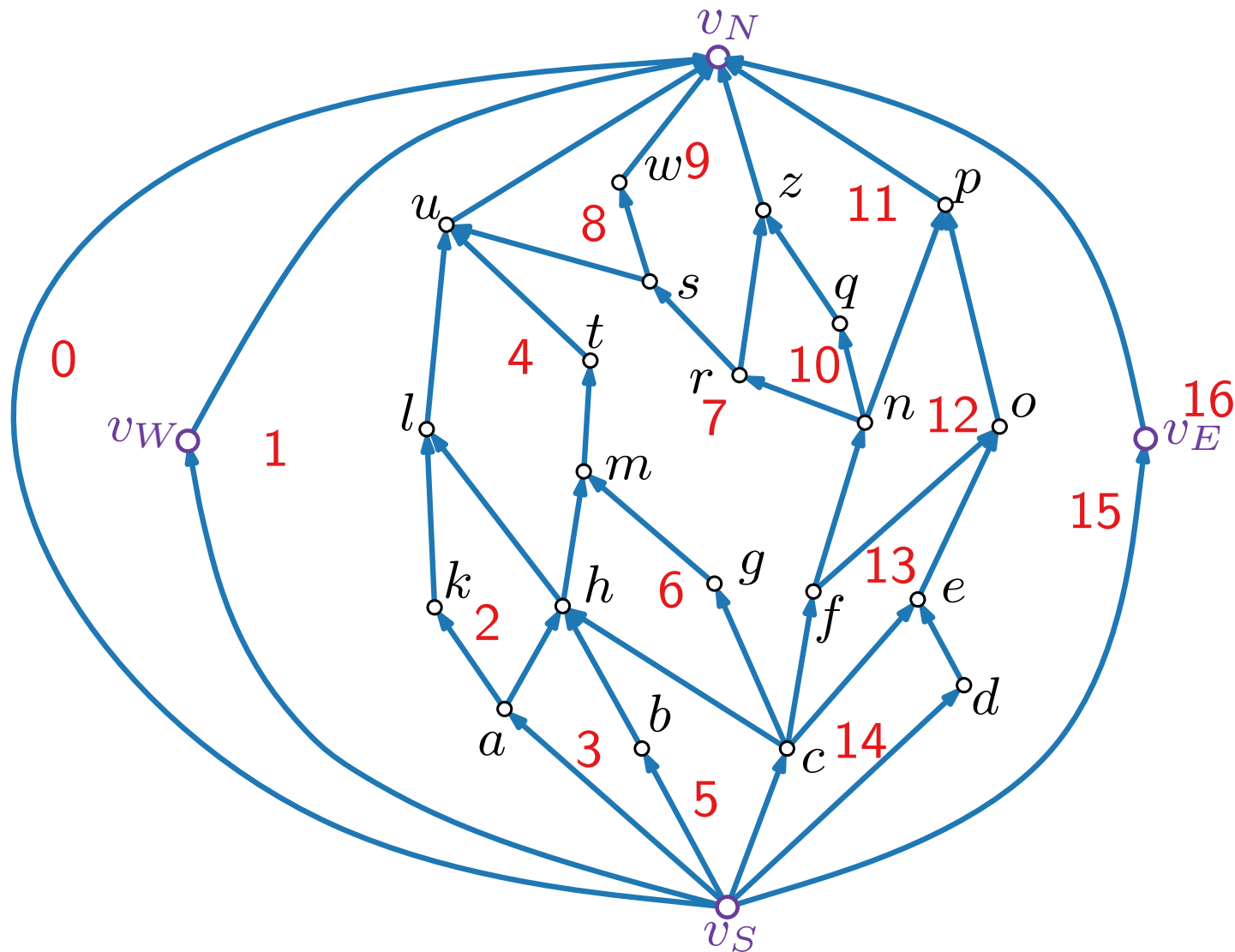
$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

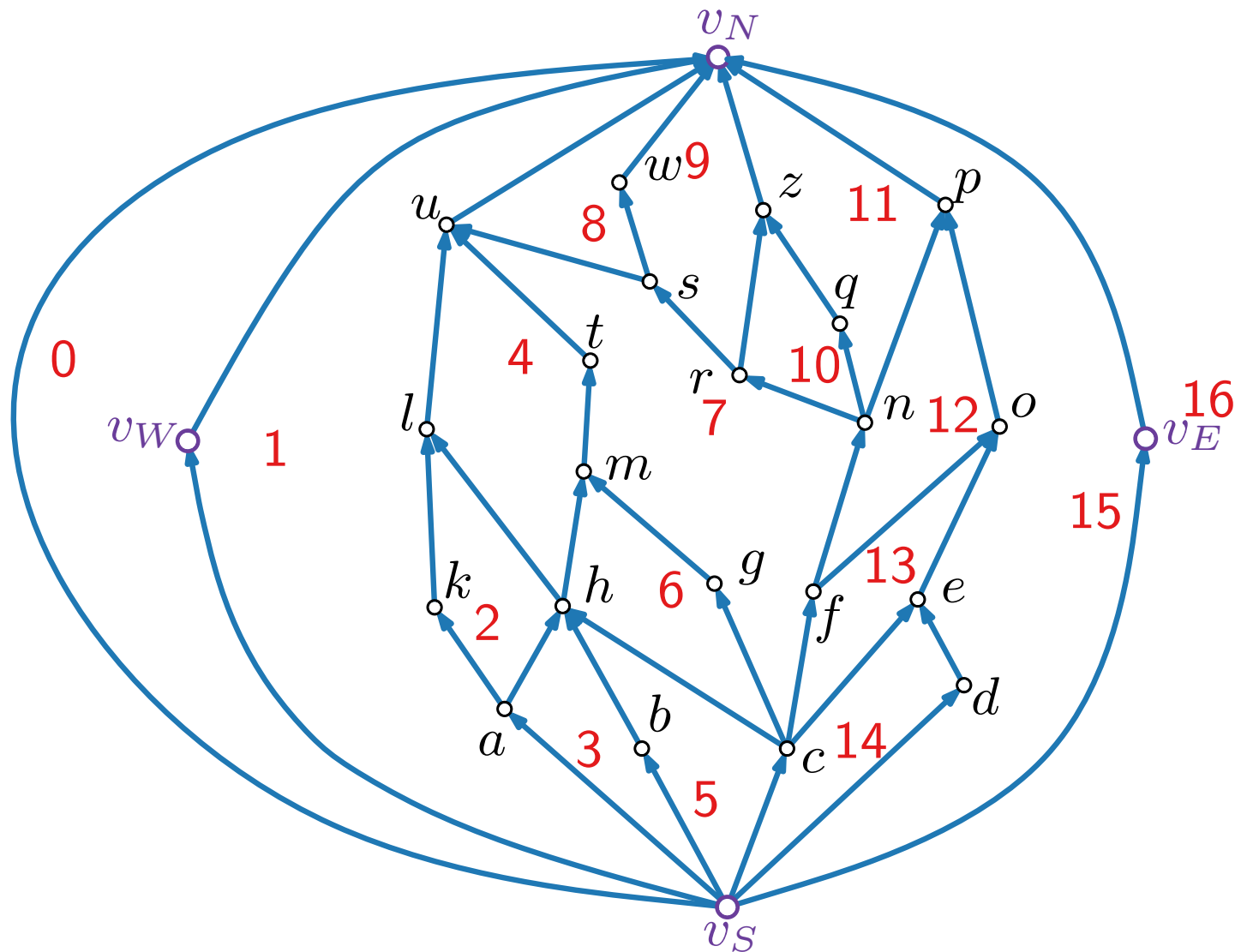
$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

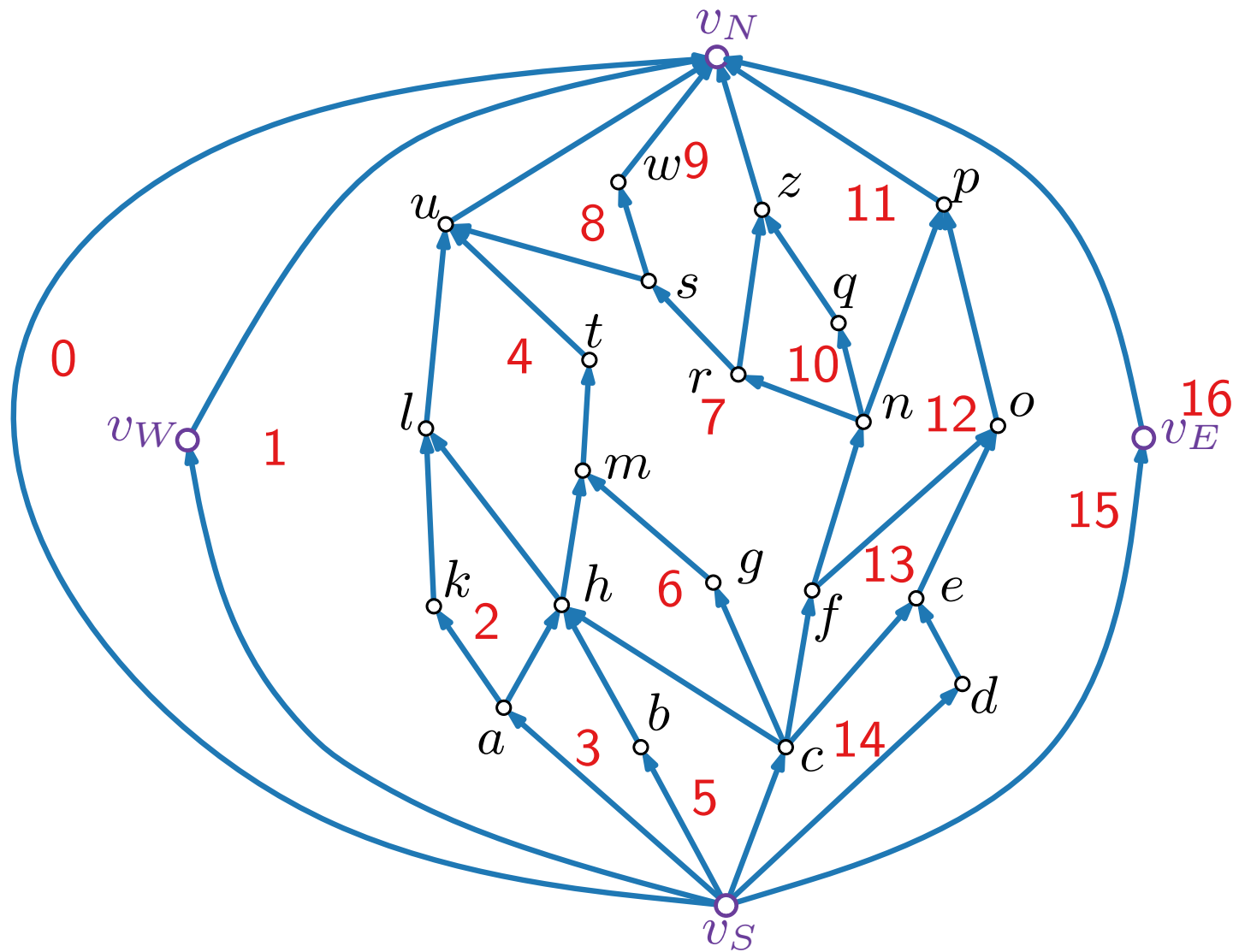
$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

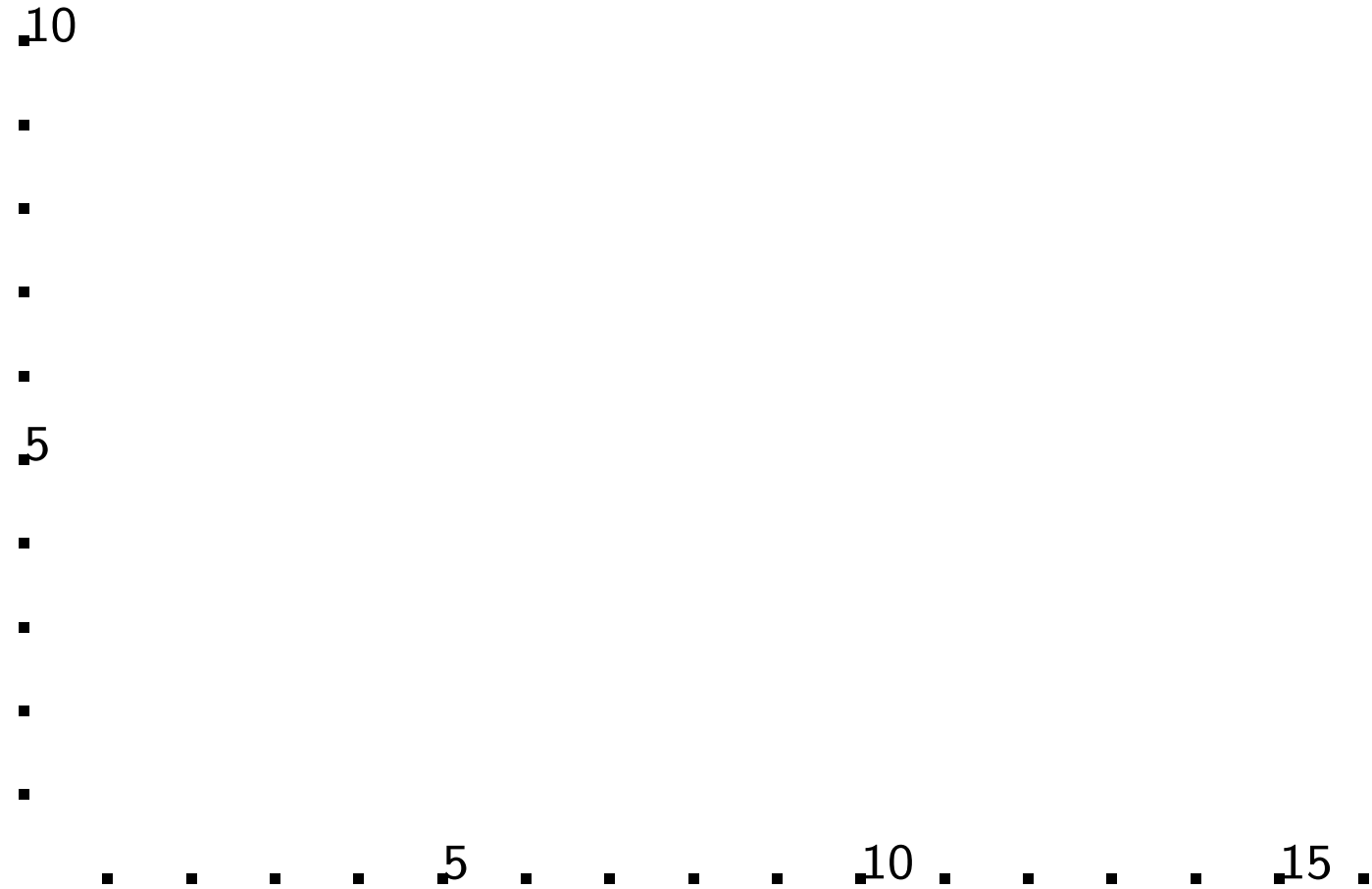
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

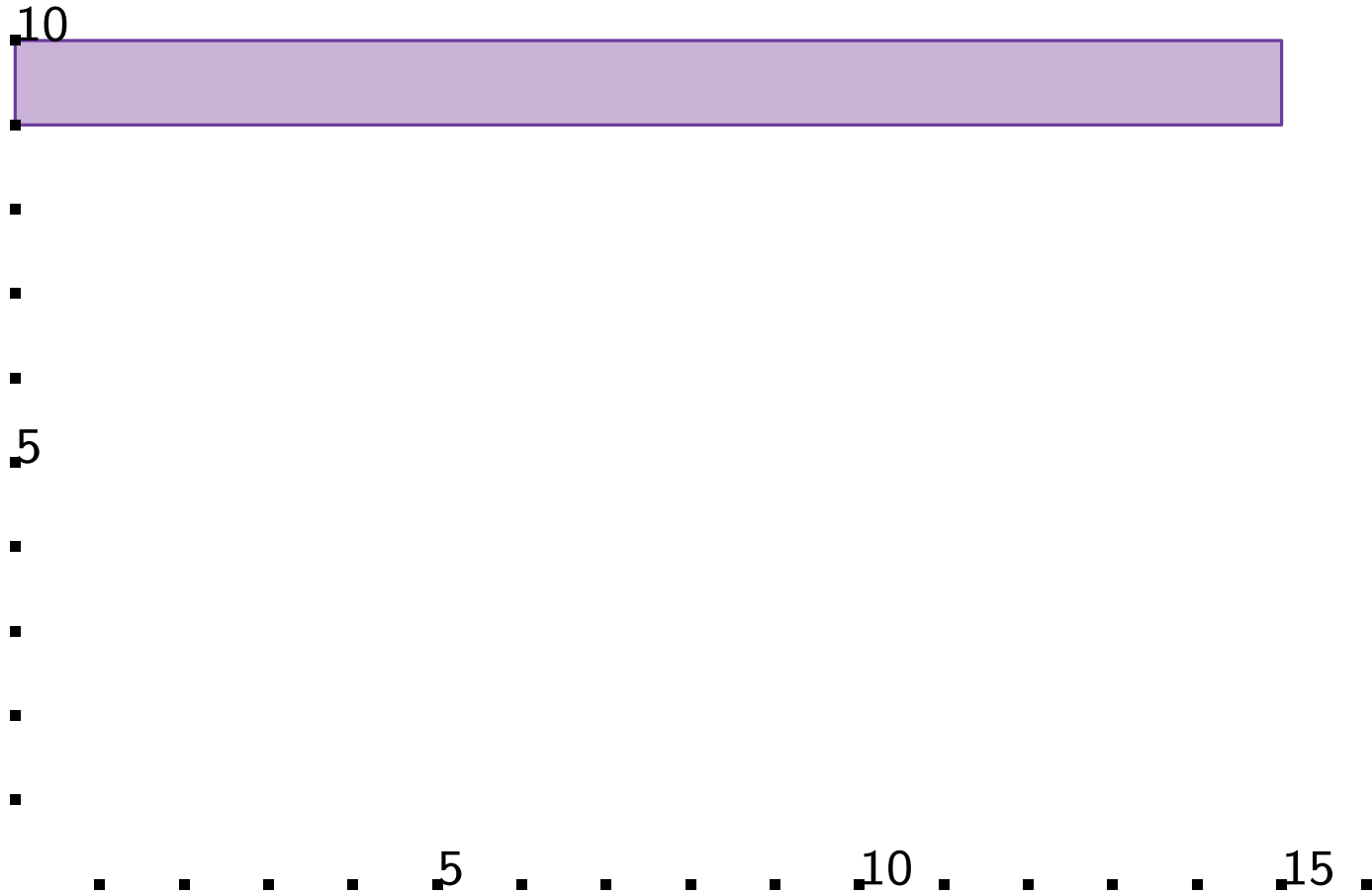
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

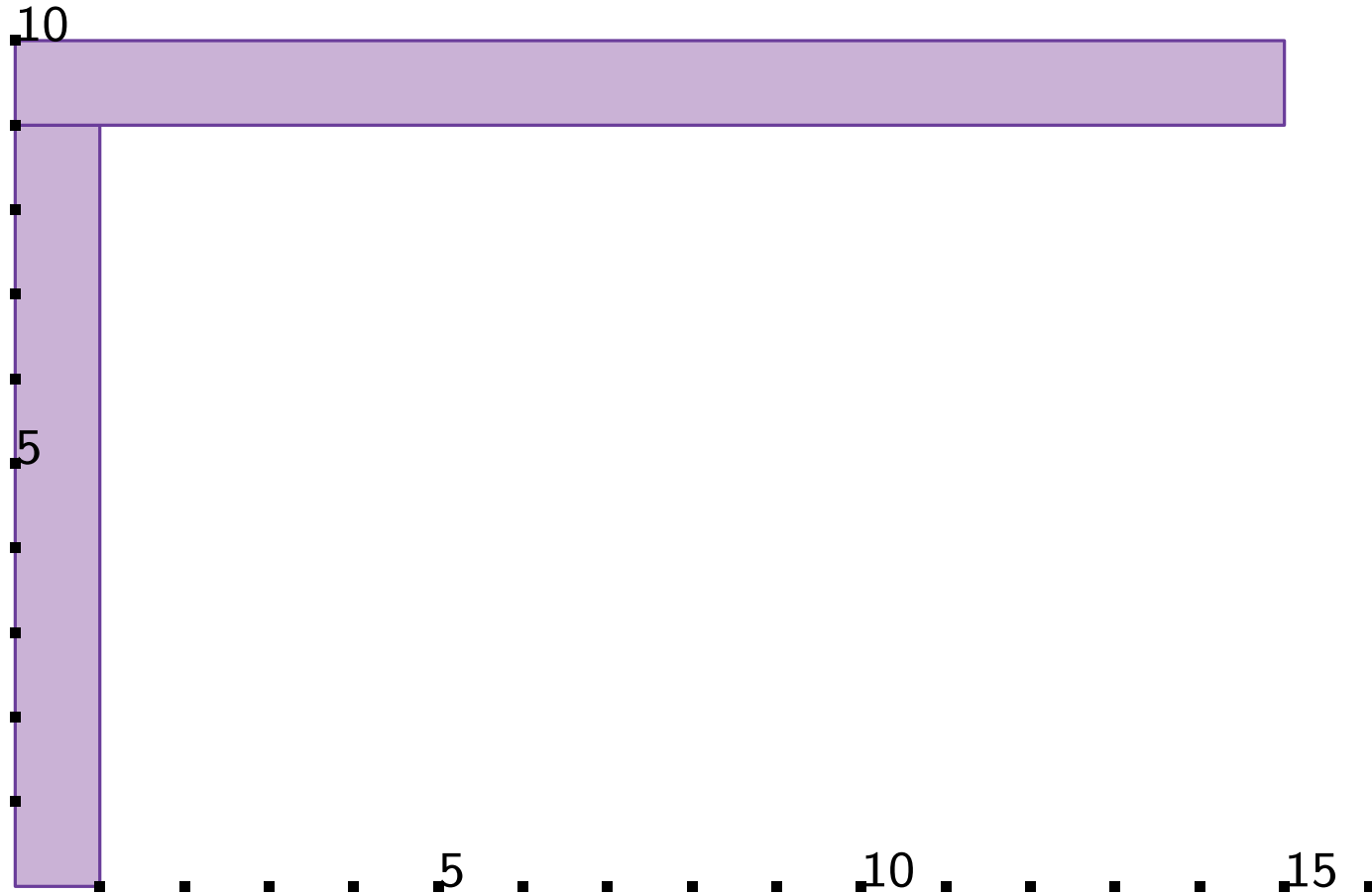
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

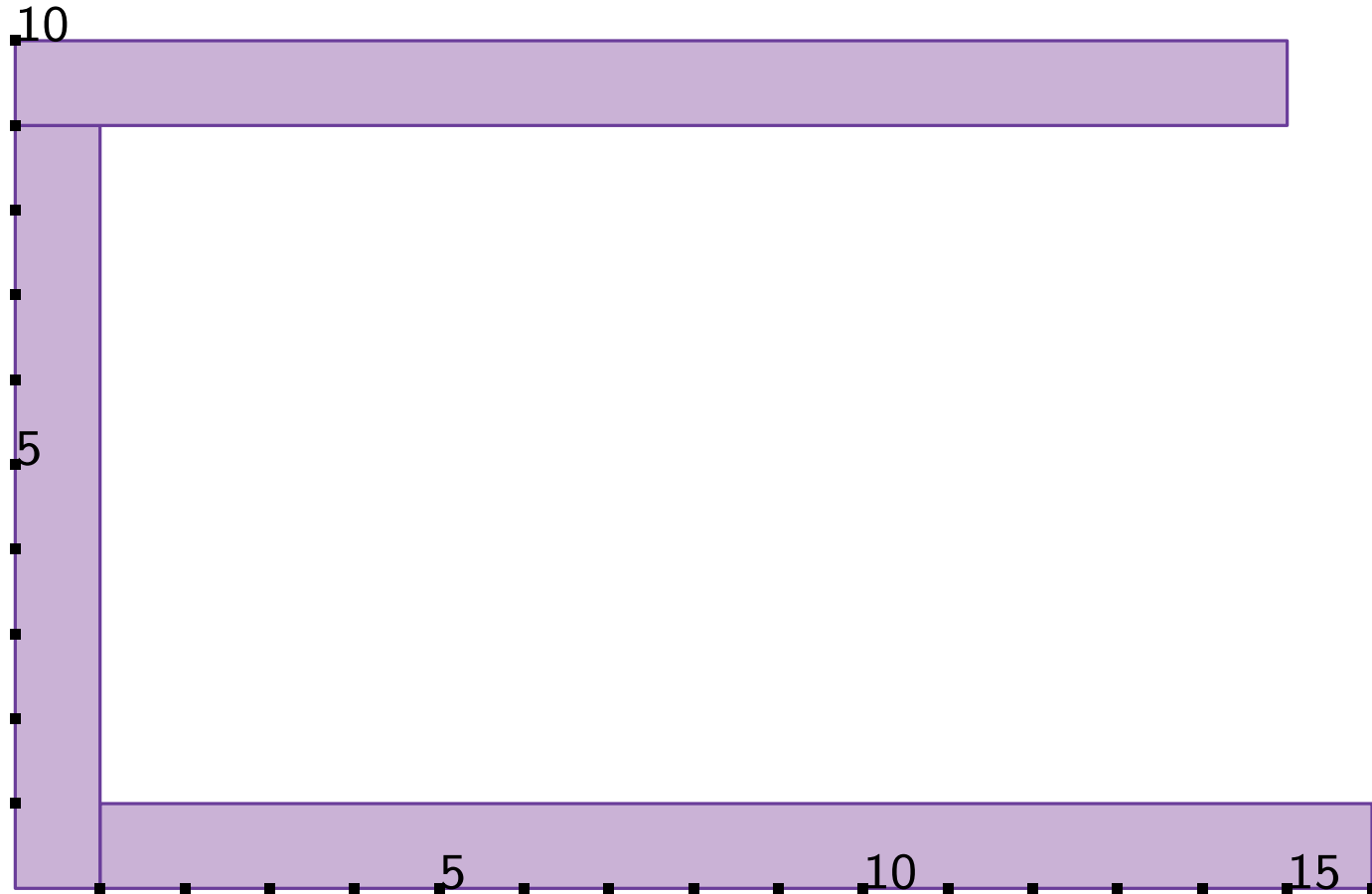
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

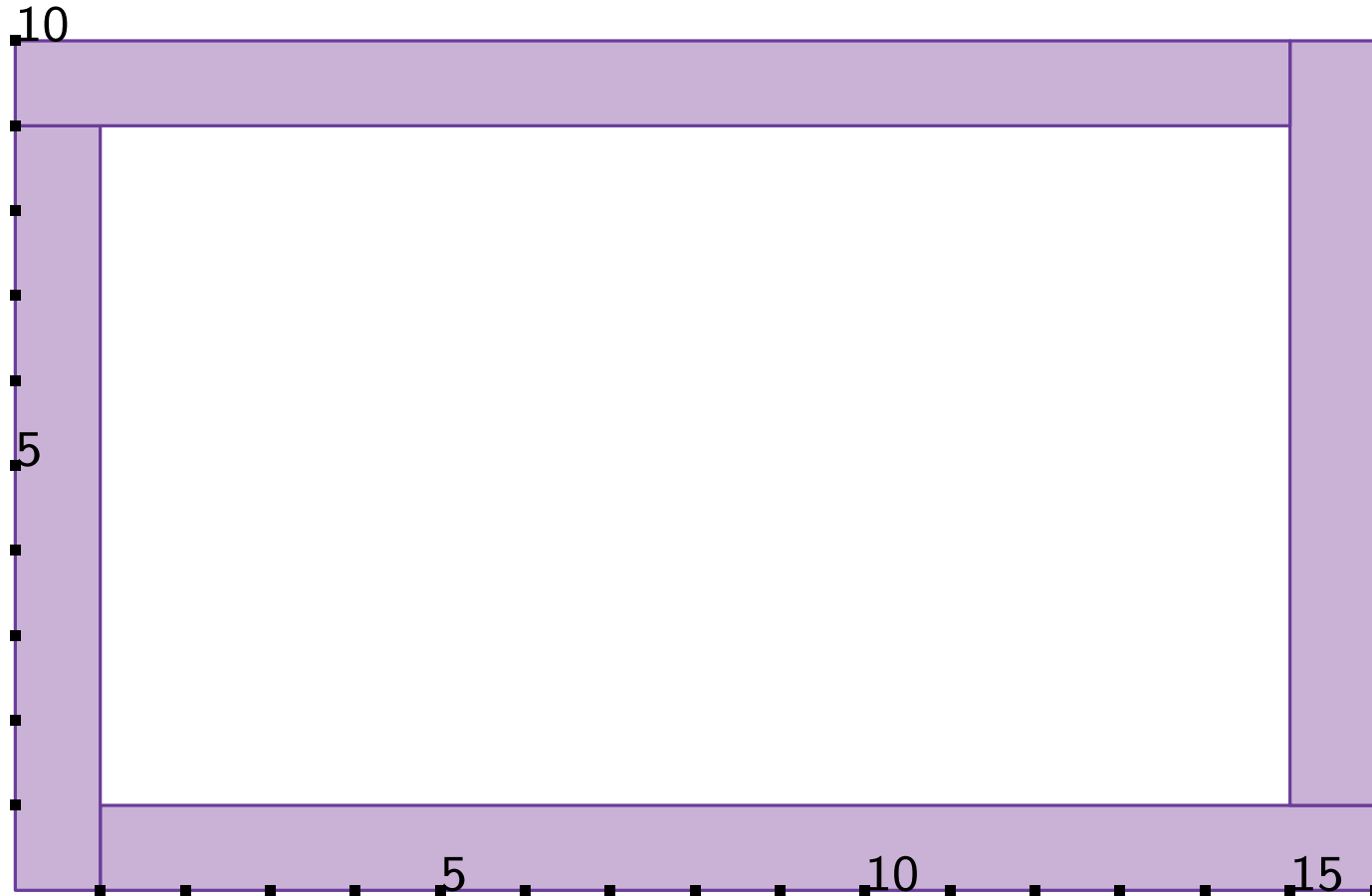
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

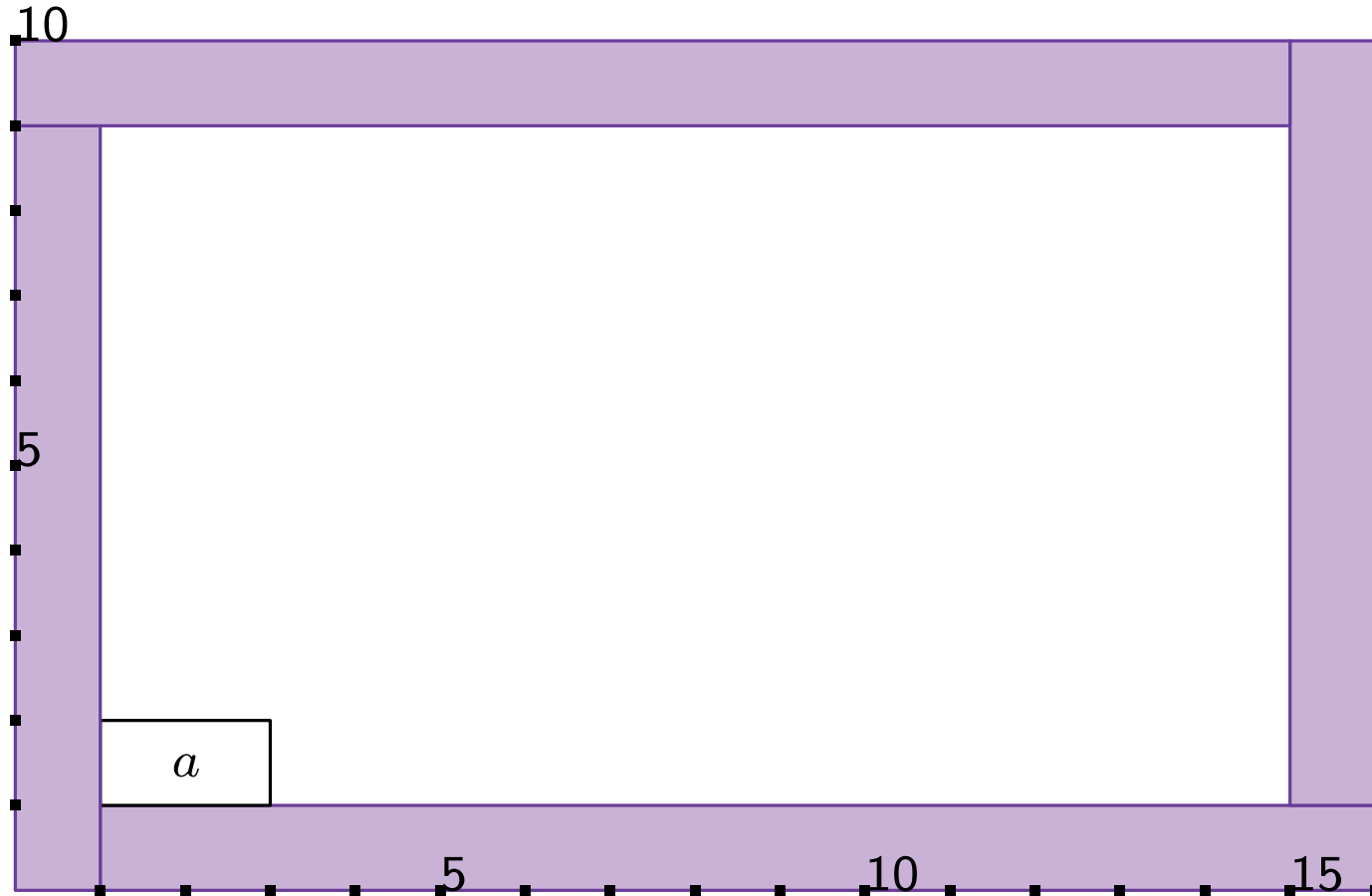
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

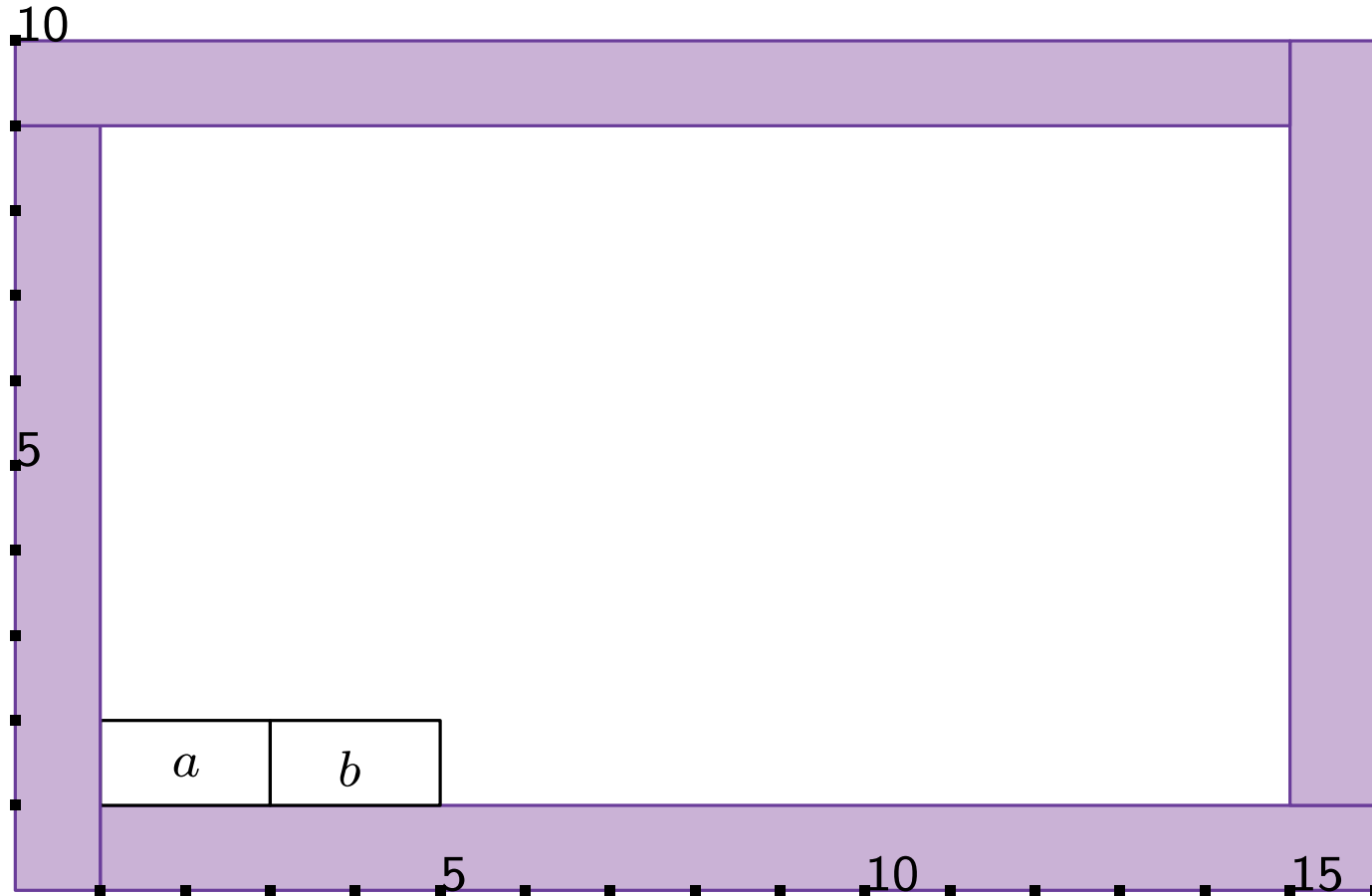
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

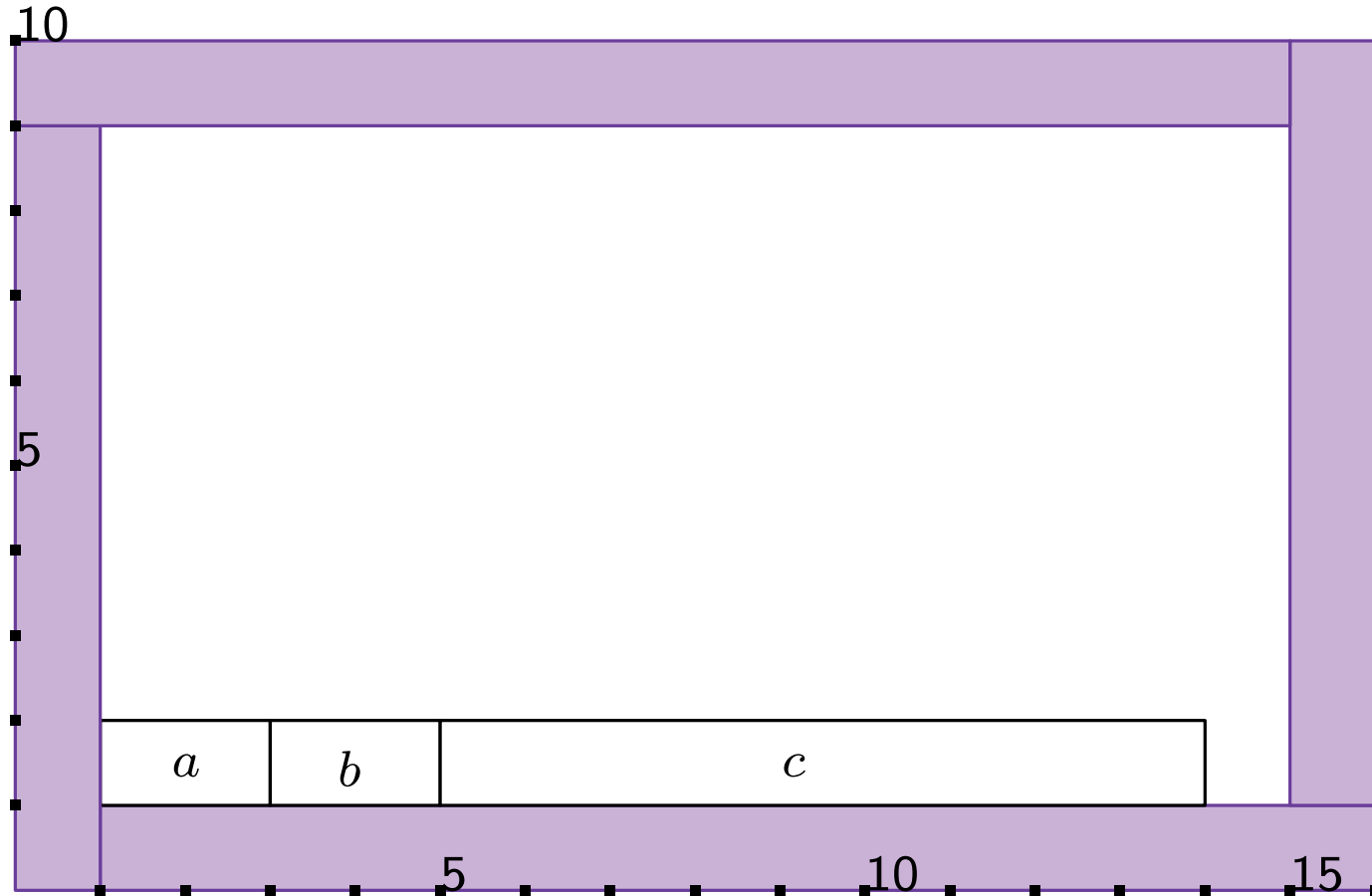
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

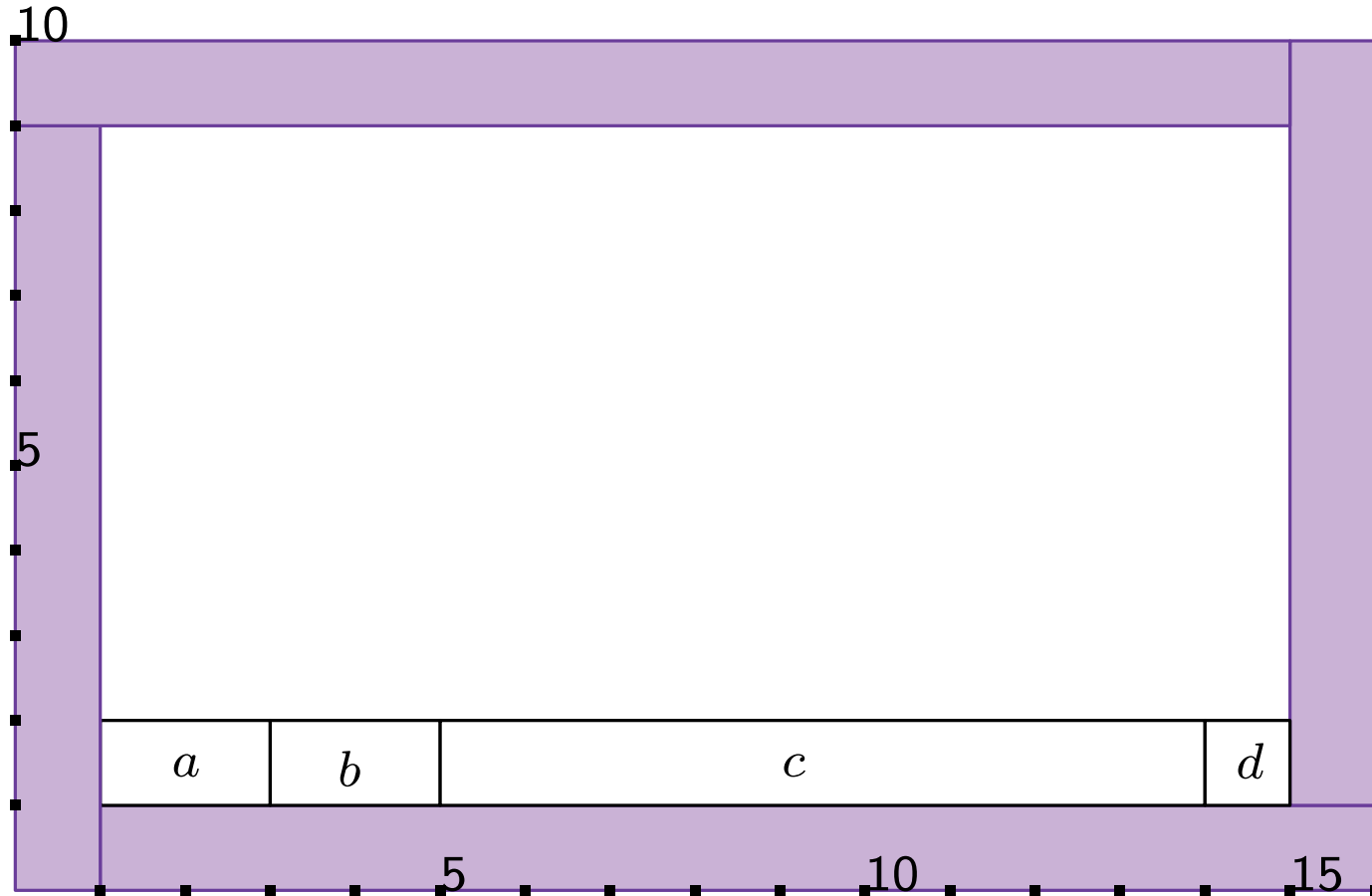
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

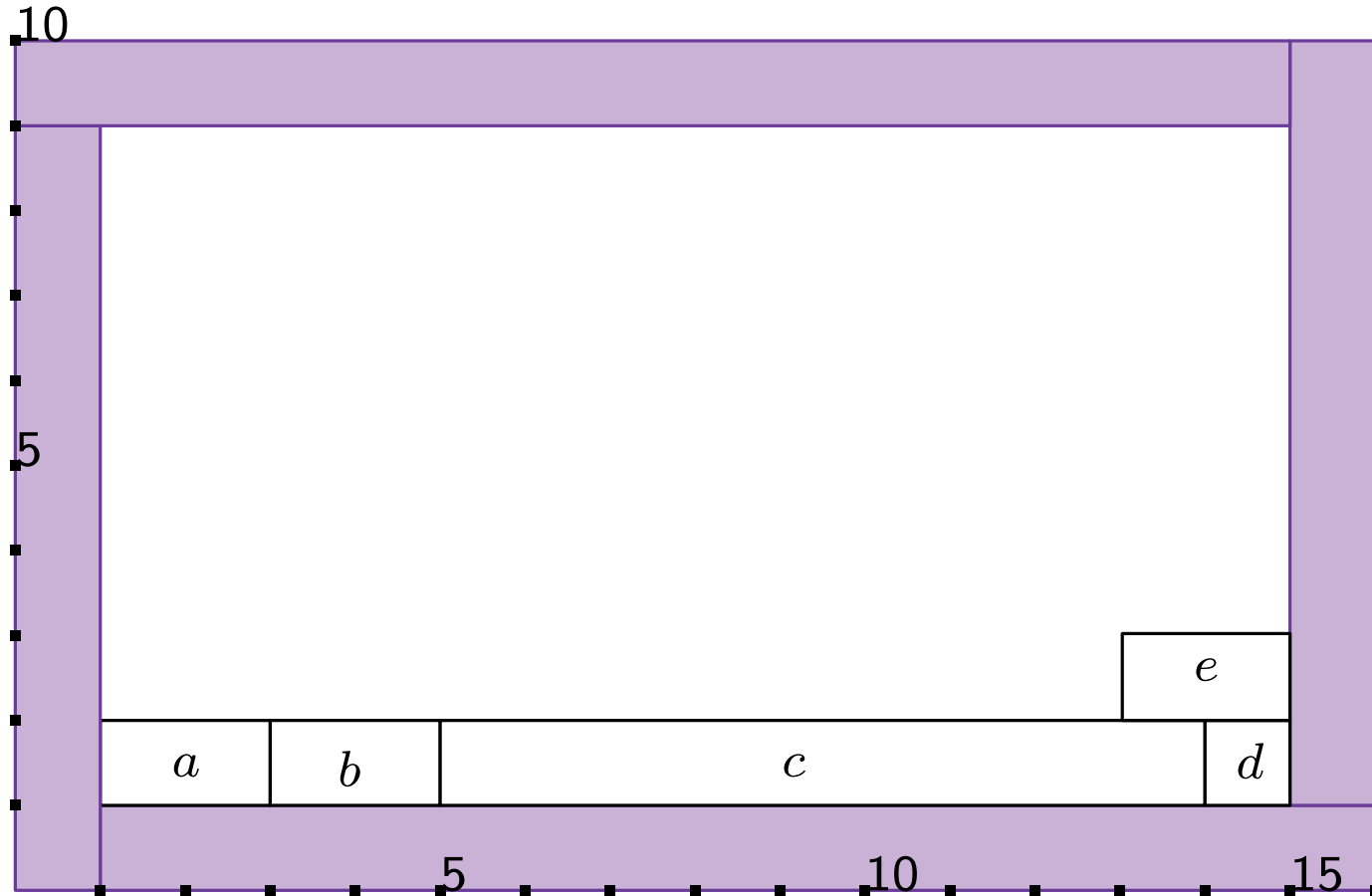
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

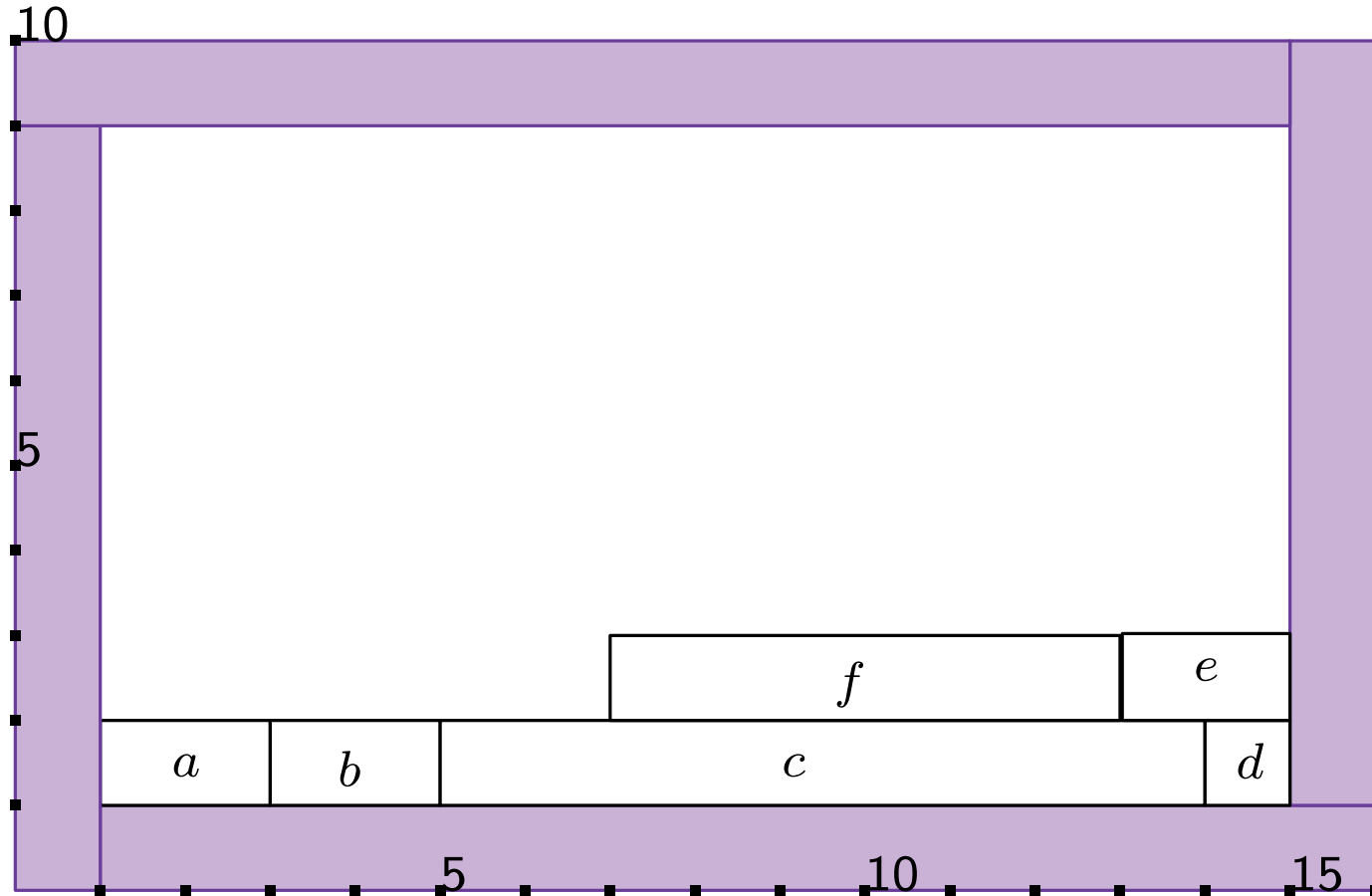
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

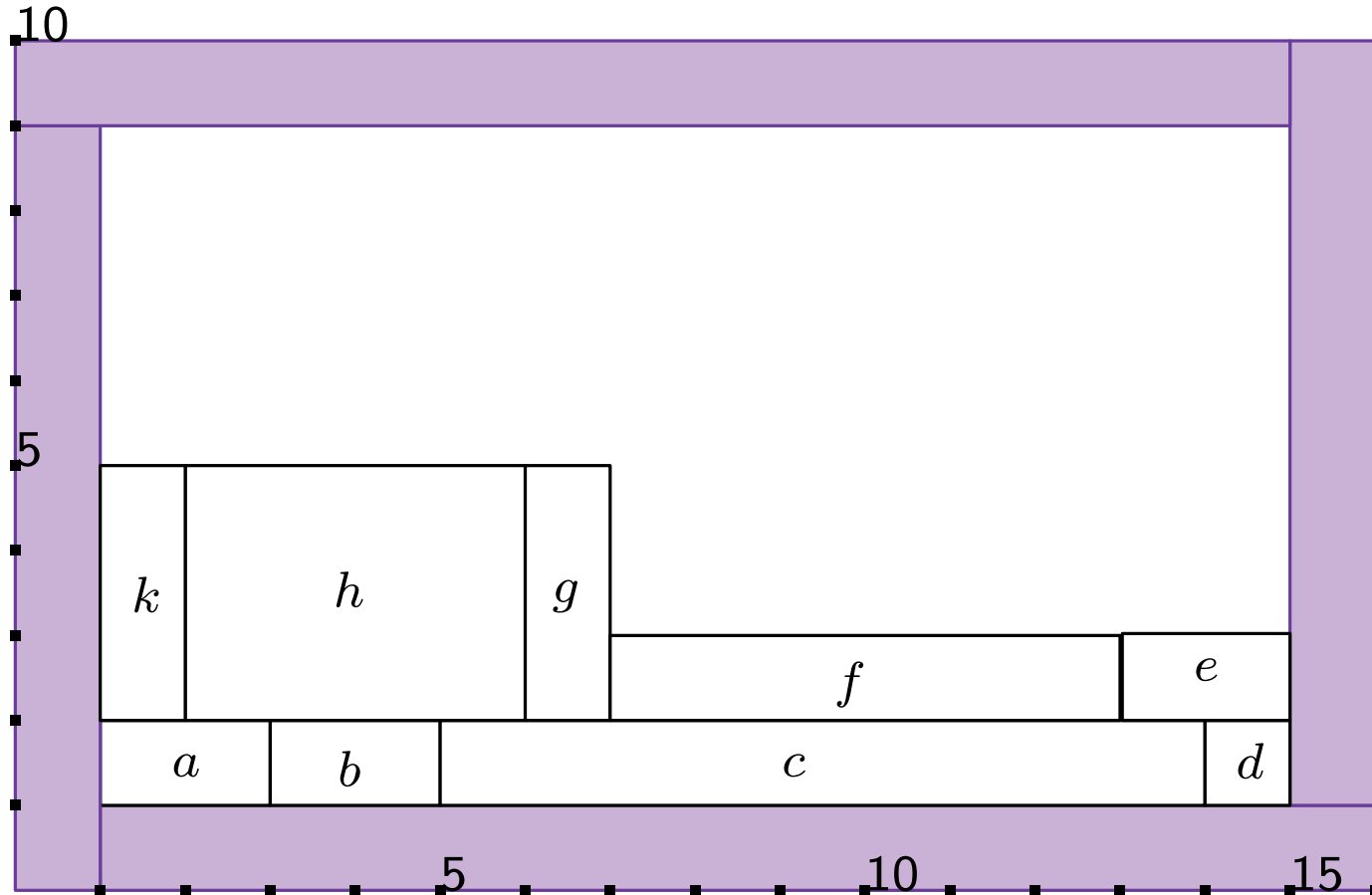
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

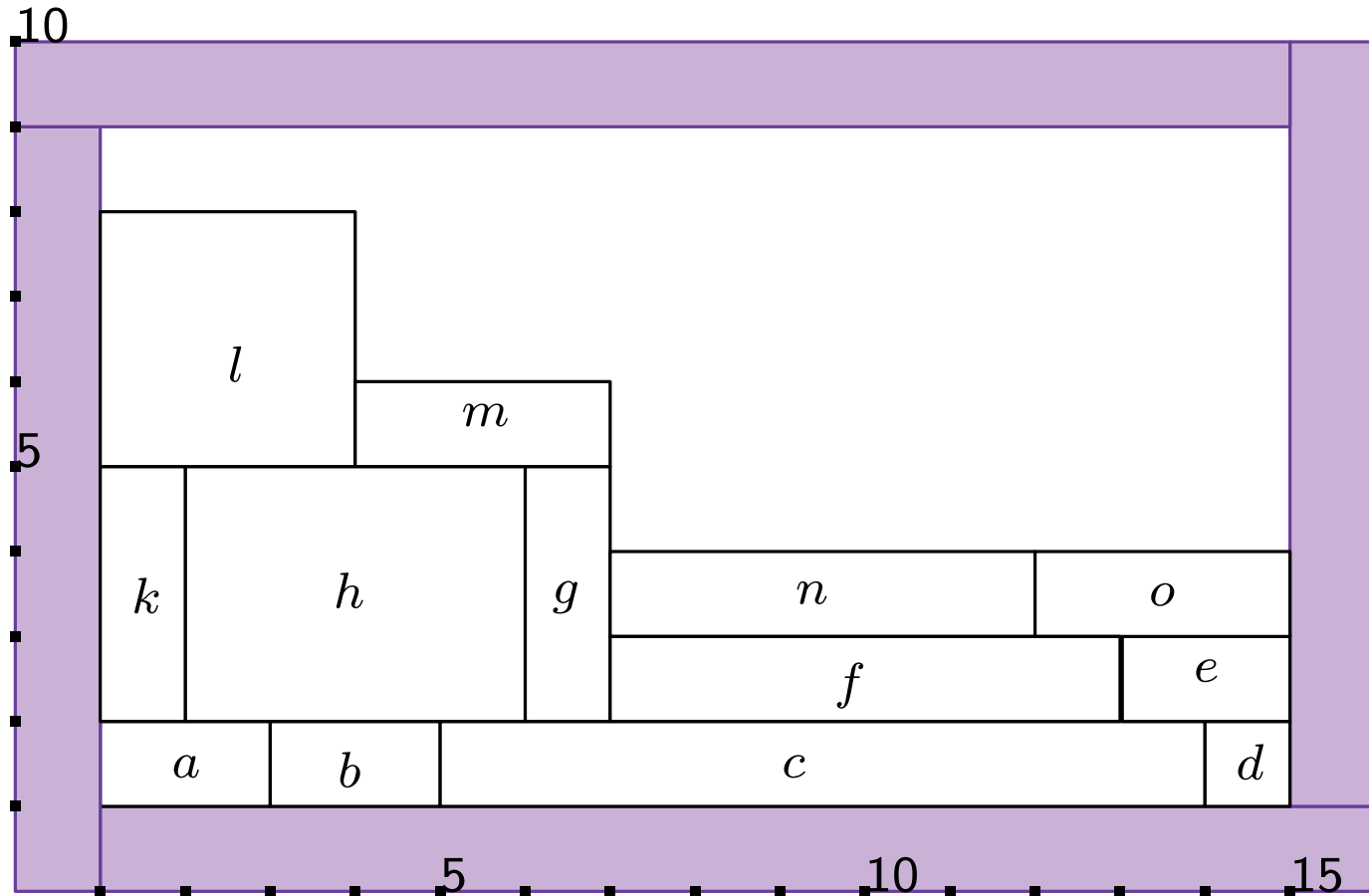
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

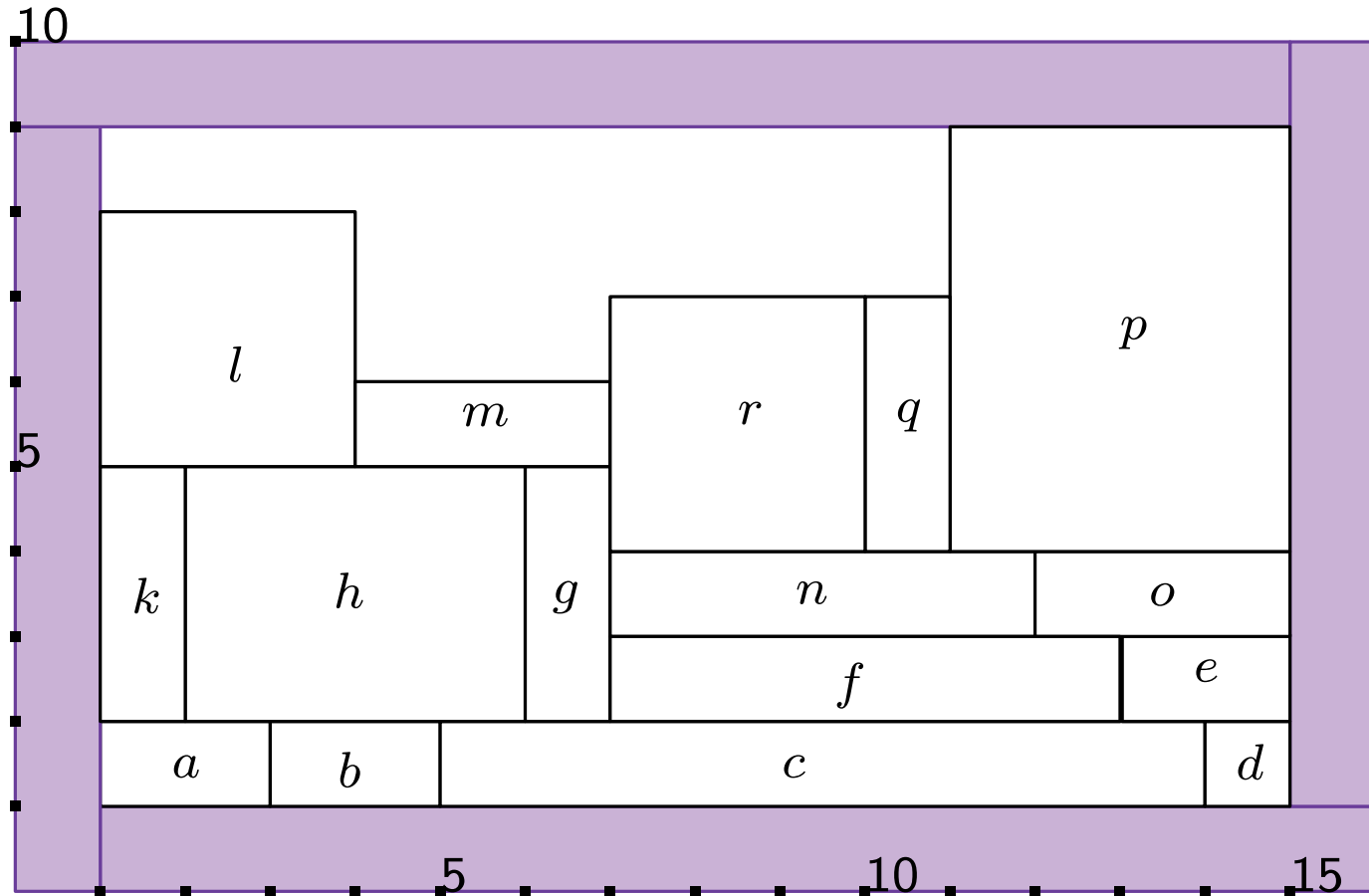
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

$$y_1(v_E) = 1, \quad y_2(v_E) = 10$$

$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

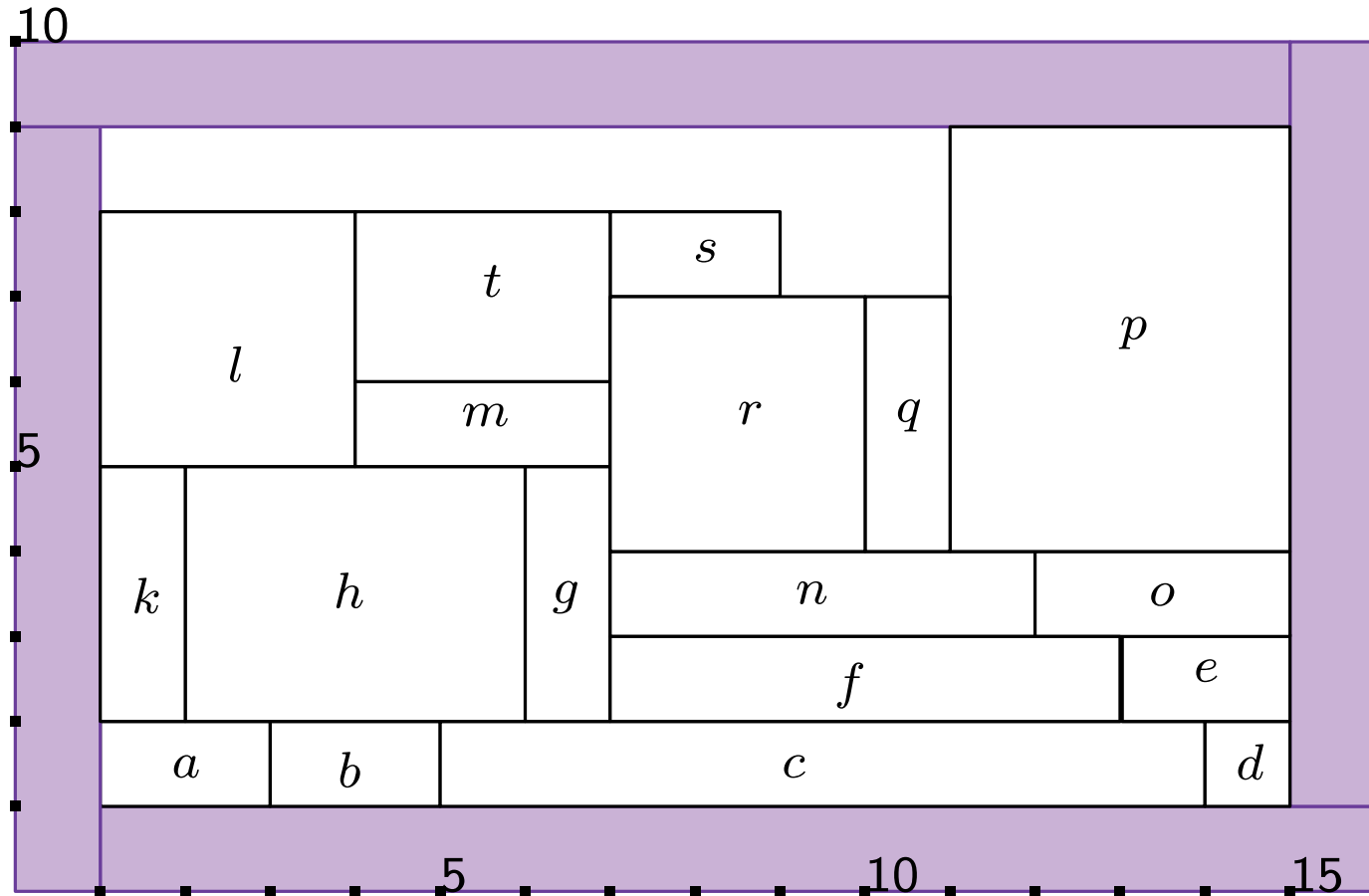
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

$$y_1(a) = 1, \quad y_2(a) = 2$$

$$y_1(b) = 1, \quad y_2(b) = 2$$

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

$$x_1(a) = 1, \quad x_2(a) = 3$$

$$x_1(b) = 3, \quad x_2(b) = 5$$

$$x_1(c) = 5, \quad x_2(c) = 14$$

$$x_1(d) = 14, \quad x_2(d) = 15$$

$$x_1(e) = 13, \quad x_2(e) = 15$$

...

$$y_1(v_W) = 0, \quad y_2(v_W) = 9$$

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$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

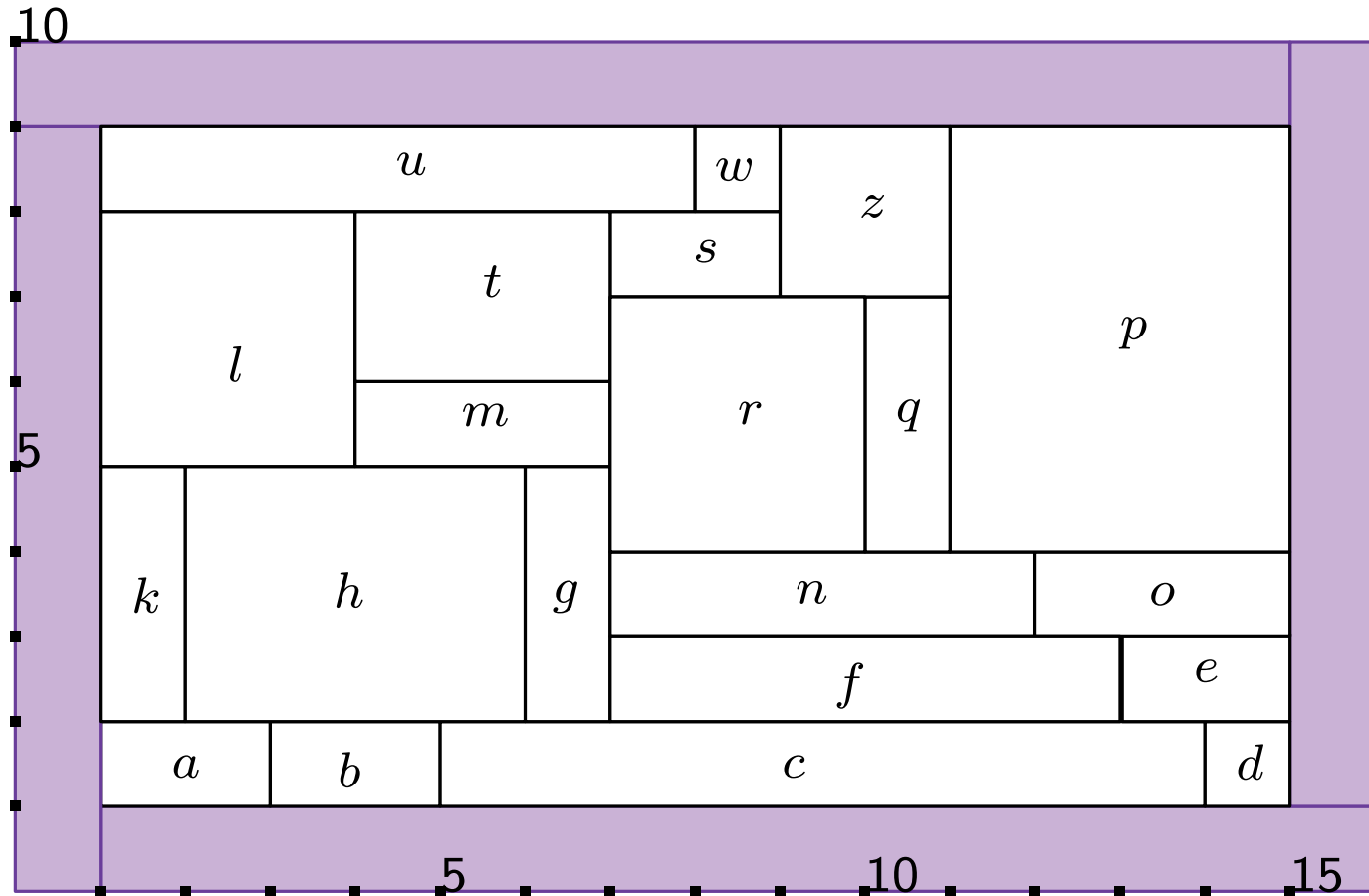
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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Reading off Coordinates to Get Rectangular Dual



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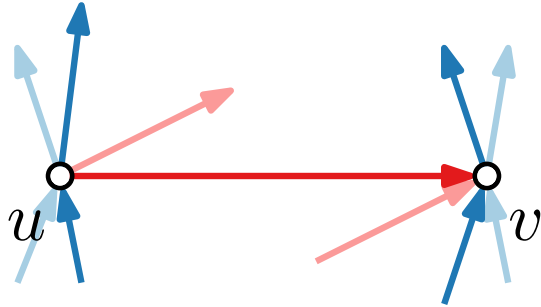
Correctness of Algorithm (Sketch)

- If edge (u, v) exists, then $x_2(u) = x_1(v)$



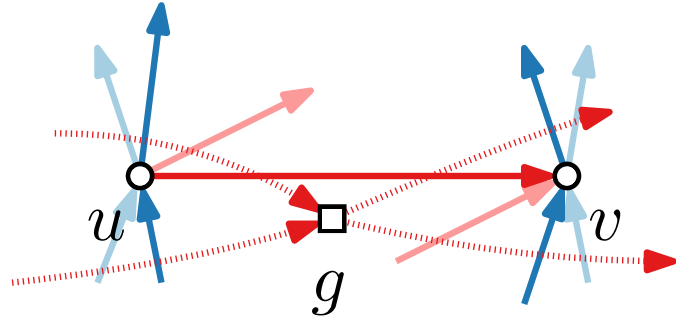
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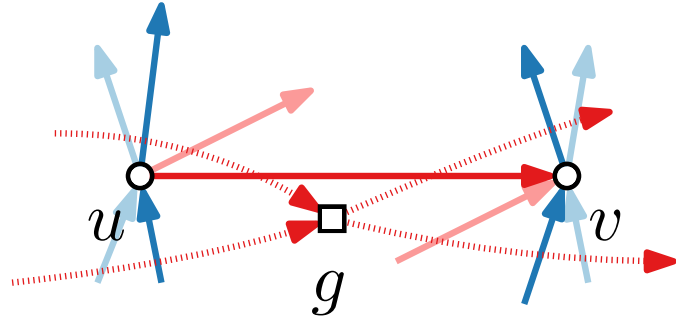
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$$x_2(u) = f_{\text{ver}}(g) = x_1(v)$$

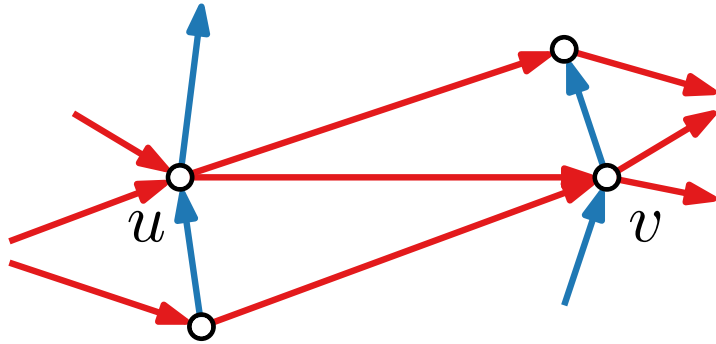
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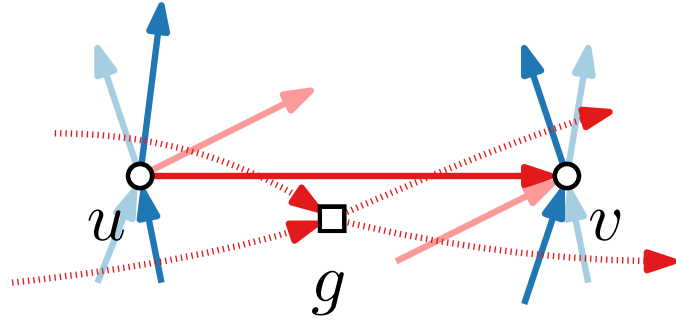
$$x_2(u) = f_{\text{ver}}(g) = x_1(v)$$

- ... and the vertical segments of their rectangles overlap.



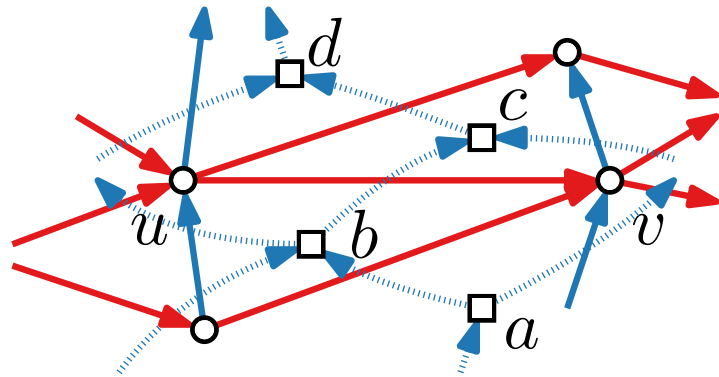
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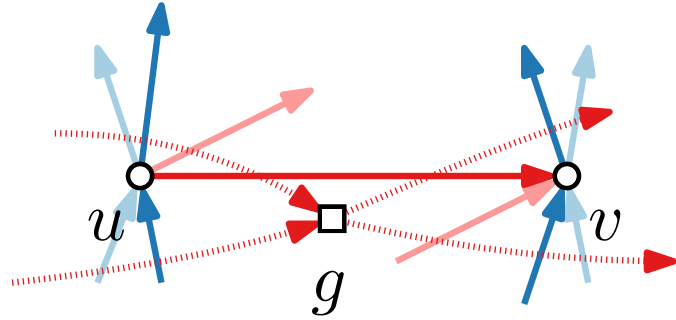
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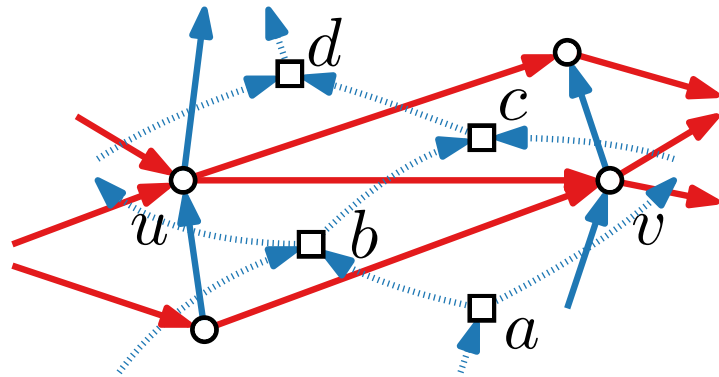
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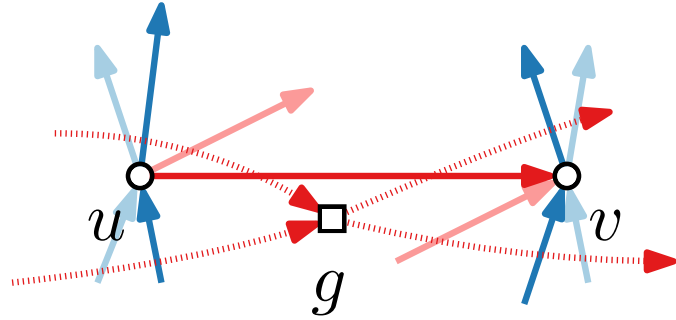
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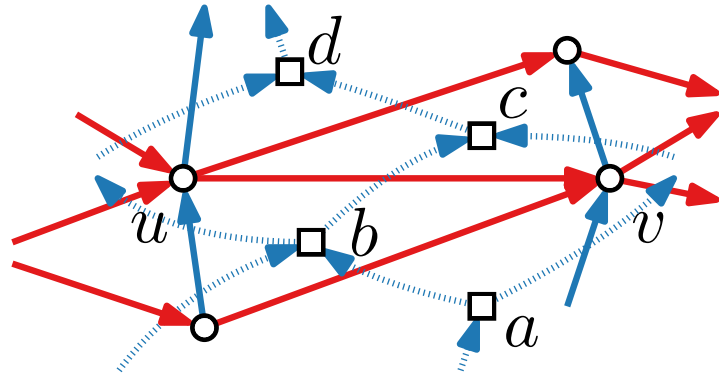
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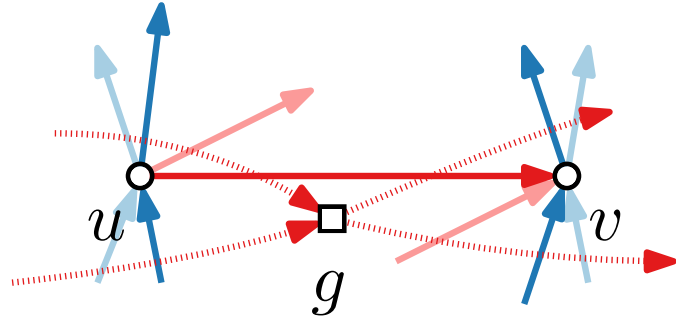
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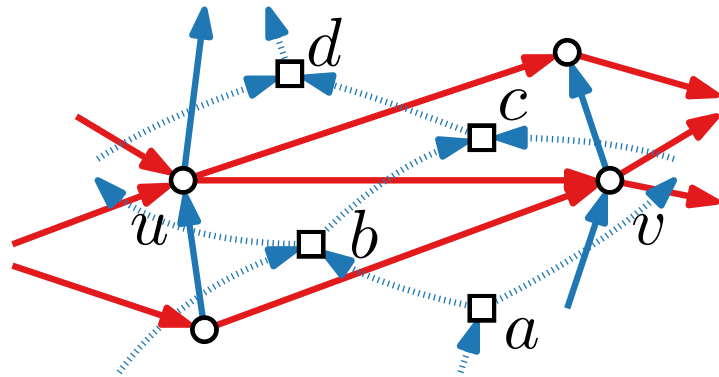
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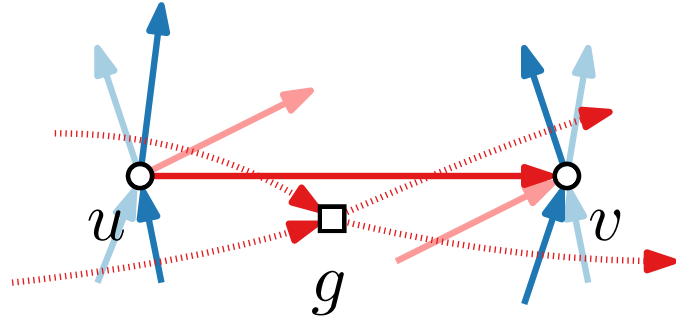
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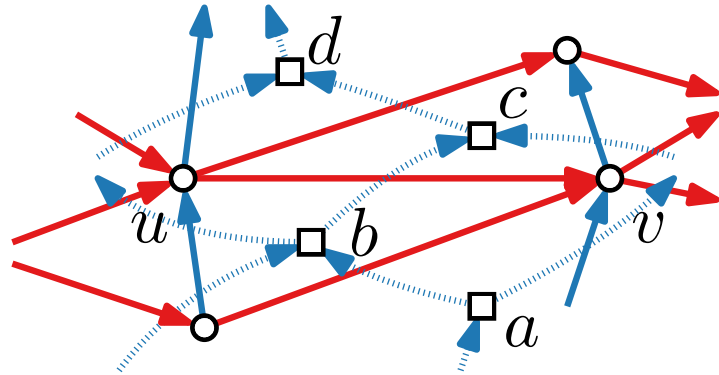
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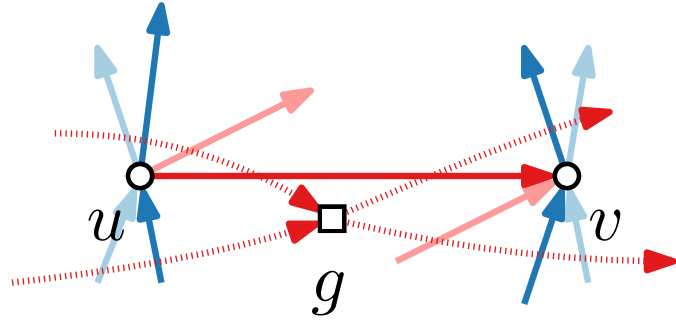
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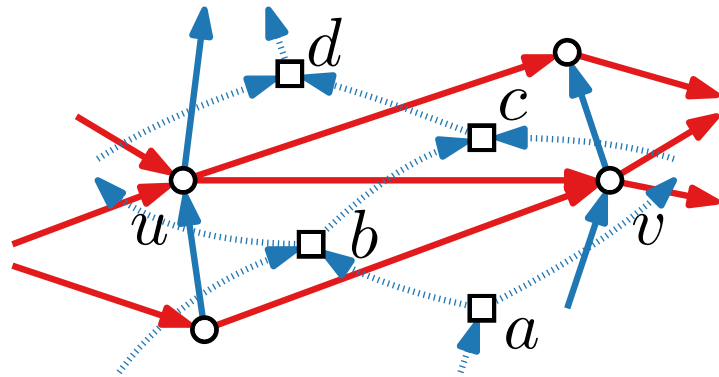
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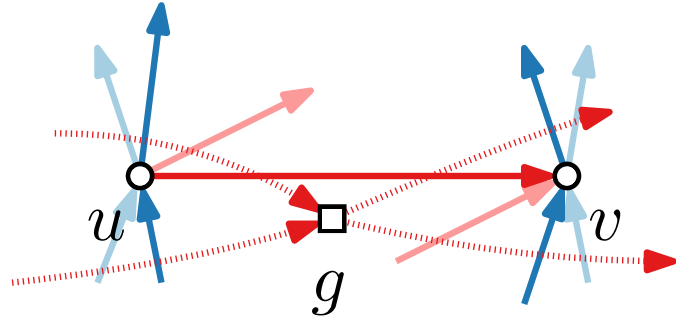


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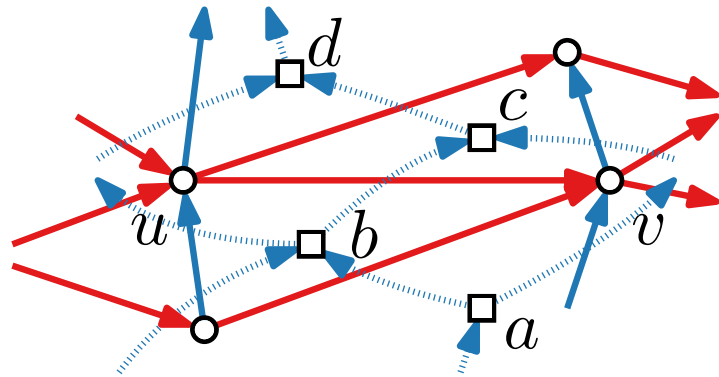
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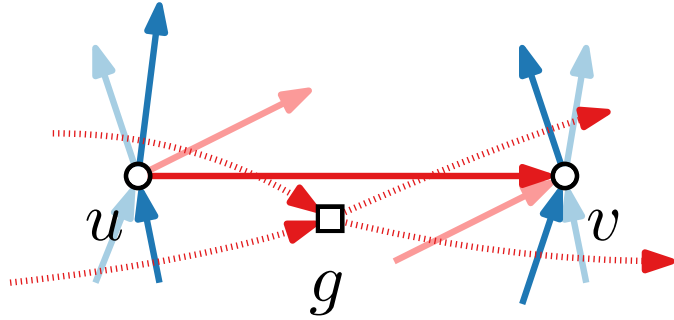


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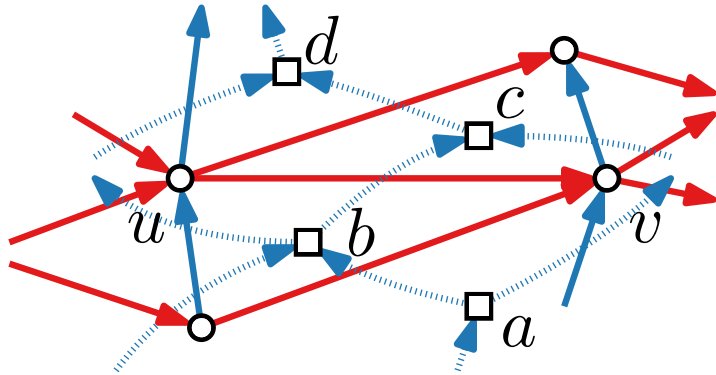
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- For details, see [He '93].

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Every PTP graph G has a rectangular dual.

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- Assign coordinates to the rectangles representing vertices.

Discussion

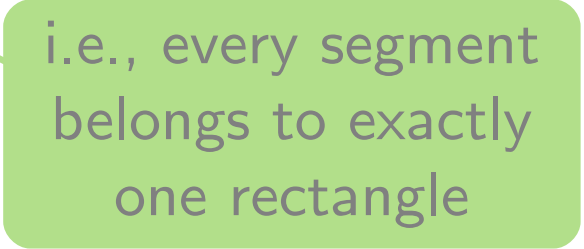
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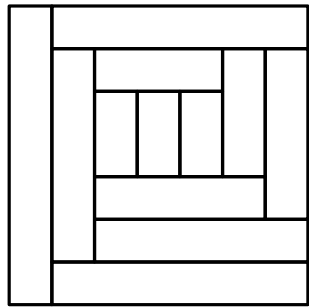


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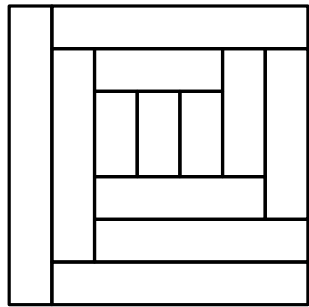


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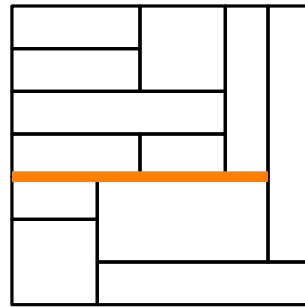
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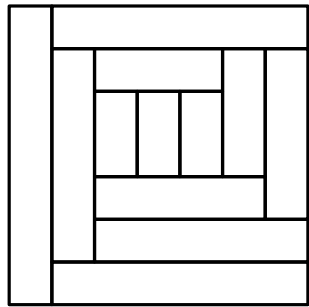
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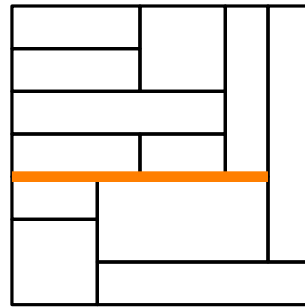
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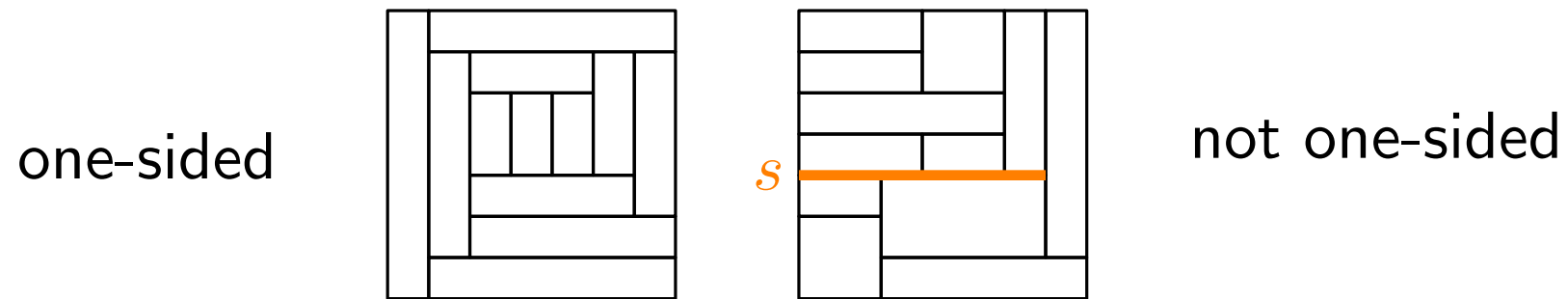
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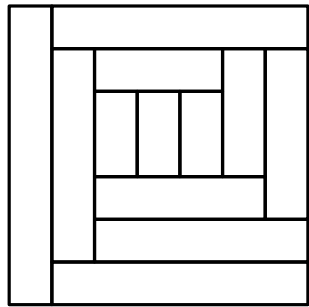
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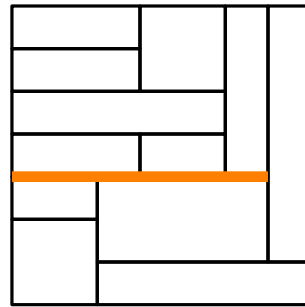
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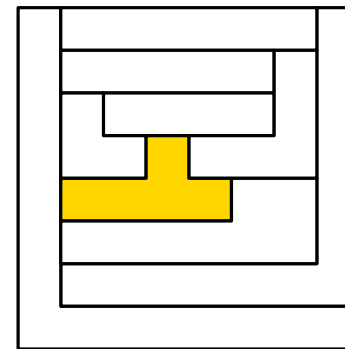
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Literature

Construction of triangle contact representations based on

- [de Fraysseix, Ossona de Mendez, Rosenstiehl '94] On Triangle Contact Graphs

Construction of rectangular dual based on

- [He '93] On Finding the Rectangular Duals of Planar Triangulated Graphs
- [Kant, He '94] Two algorithms for finding rectangular duals of planar graphs

and originally from

- [Kozłmiński, Kinnen '85] Rectangular Duals of Planar Graphs