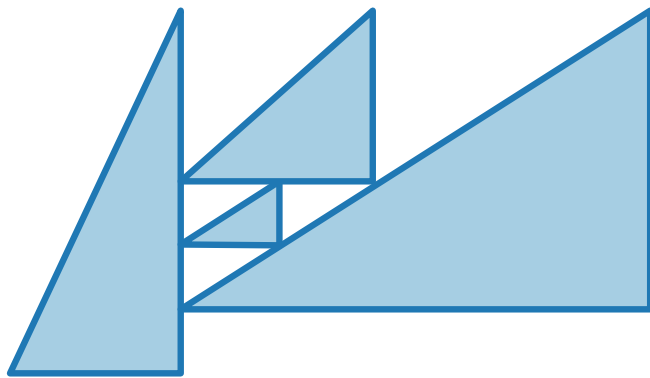


Visualization of Graphs

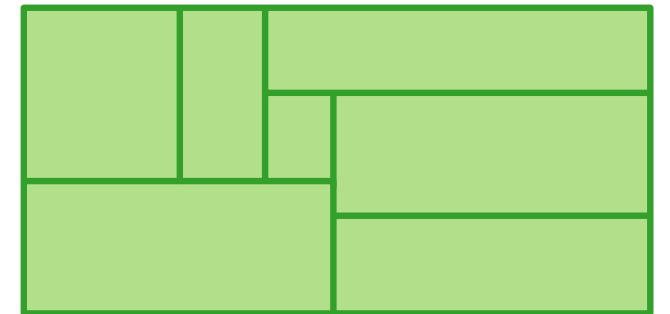
Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



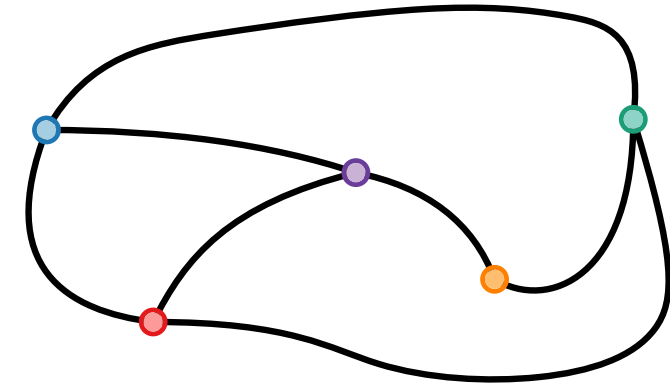
Part I: Geometric Representations

Alexander Wolff



Intersection Representation of Graphs

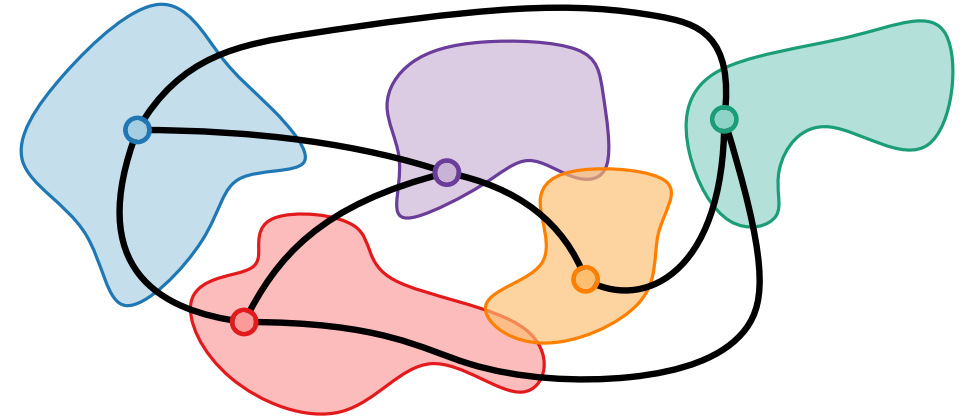
In an **intersection representation** of a graph,
– each vertex is represented by a set



Intersection Representation of Graphs

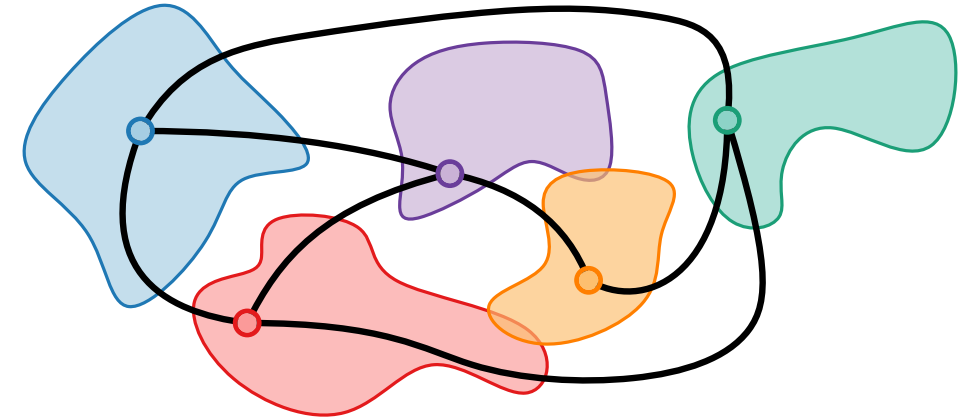
In an **intersection representation** of a graph,

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- such that



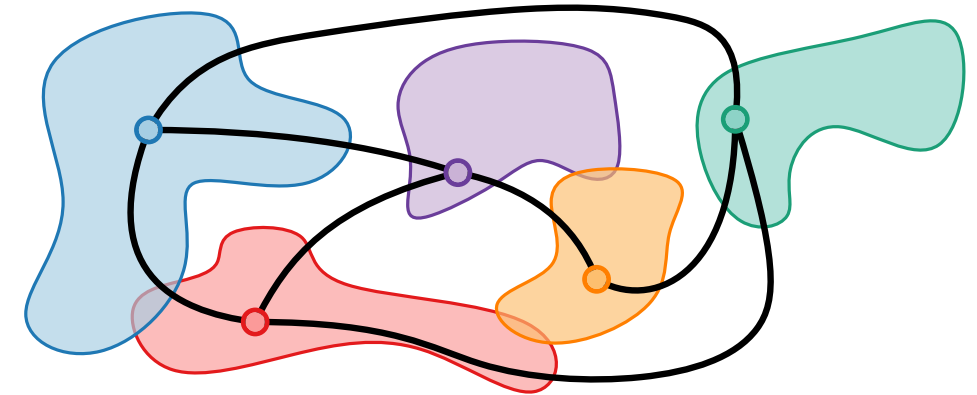
Intersection Representation of Graphs

- In an **intersection representation** of a graph,
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 - such that two sets intersect \Leftrightarrow the corresponding vertices are adjacent.



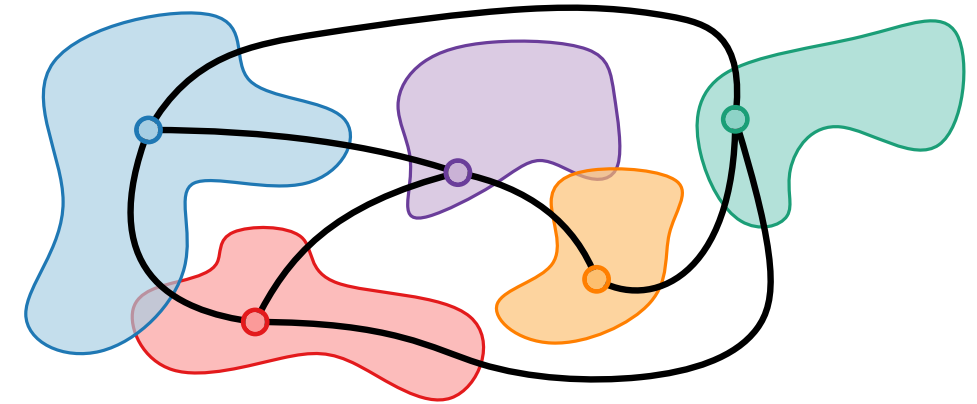
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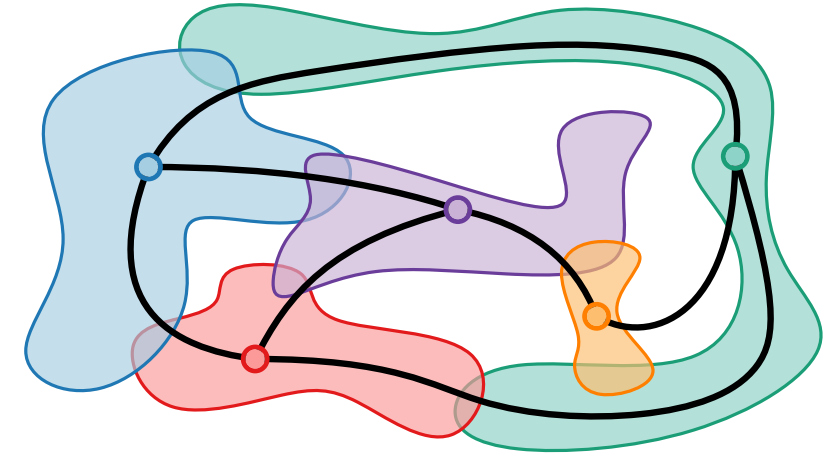
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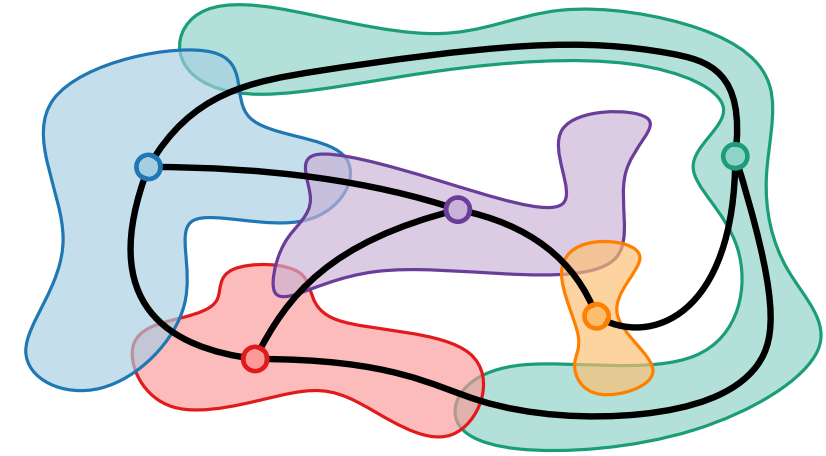


Intersection Representation of Graphs

In an **intersection representation** of a graph,

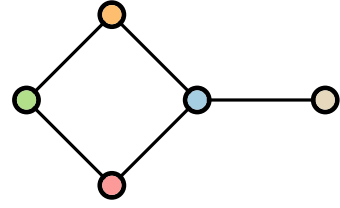
- each vertex is represented by a set
- such that two sets intersect \Leftrightarrow the corresponding vertices are adjacent.

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



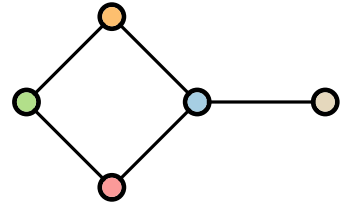
Contact Representation of Graphs

Let G be a graph.



Contact Representation of Graphs

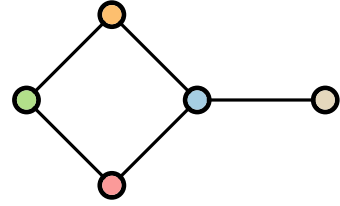
Let G be a graph.



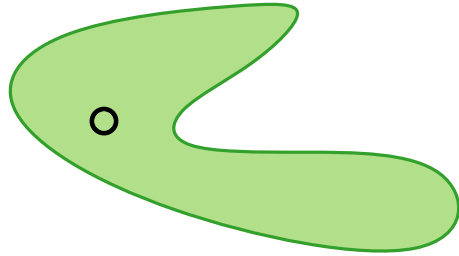
Represent each vertex v by a geometric object $S(v)$

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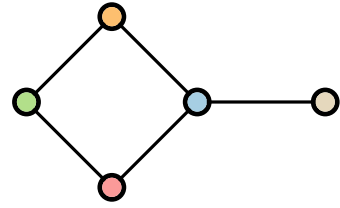


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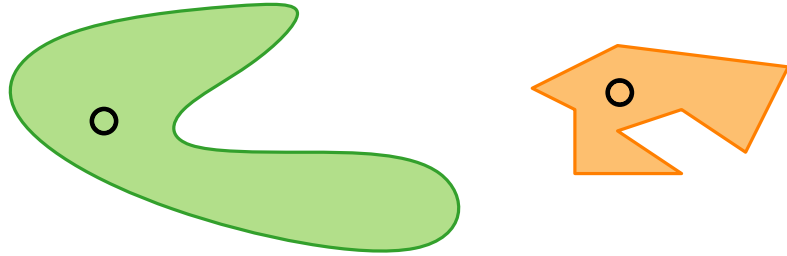


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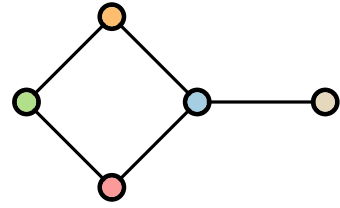


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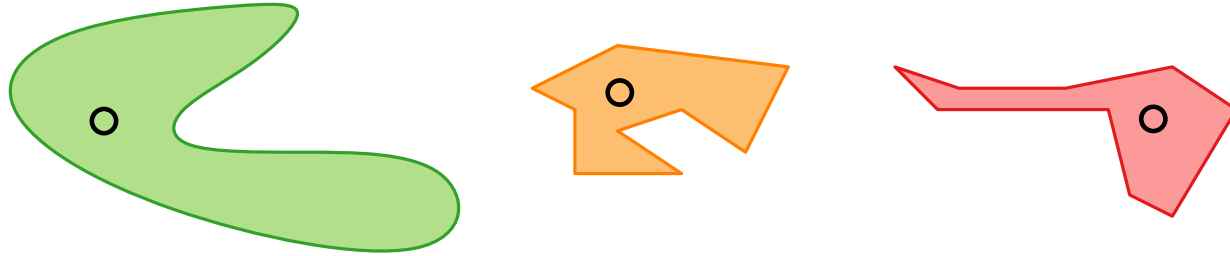


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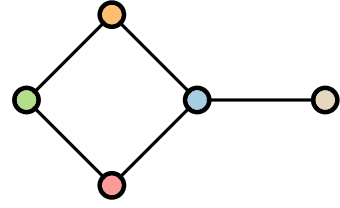


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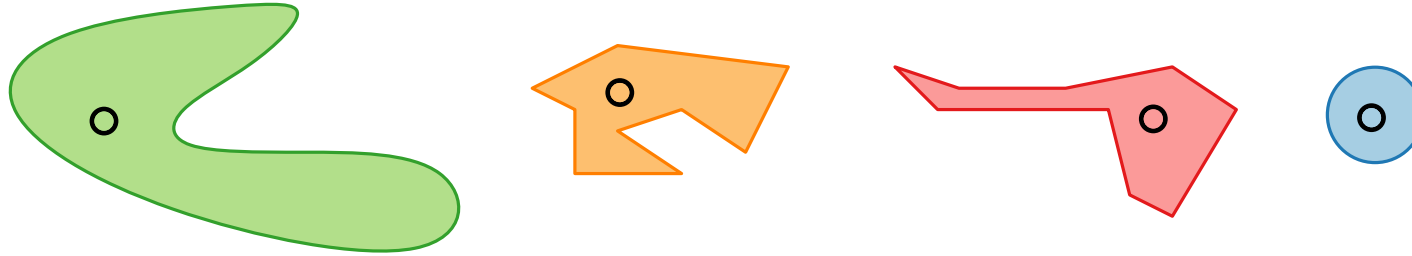


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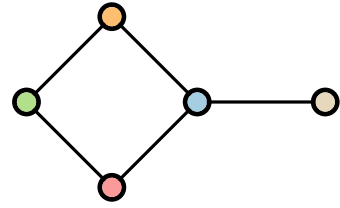


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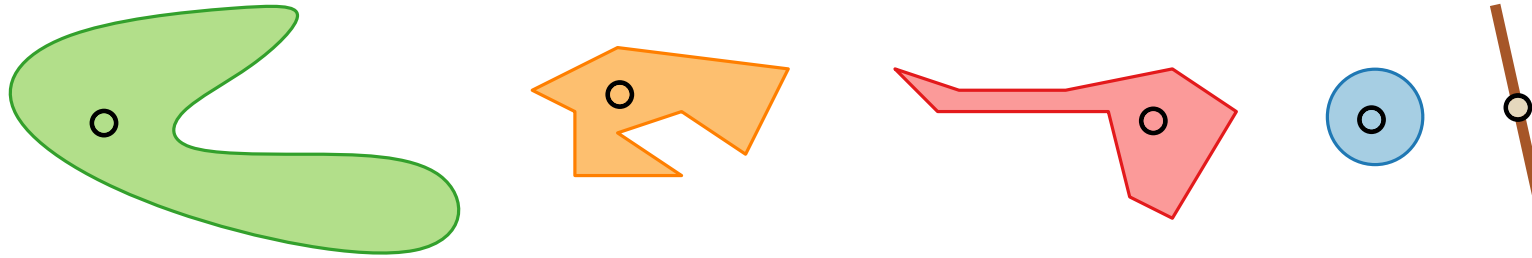


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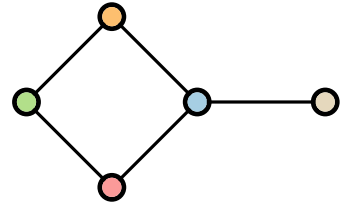


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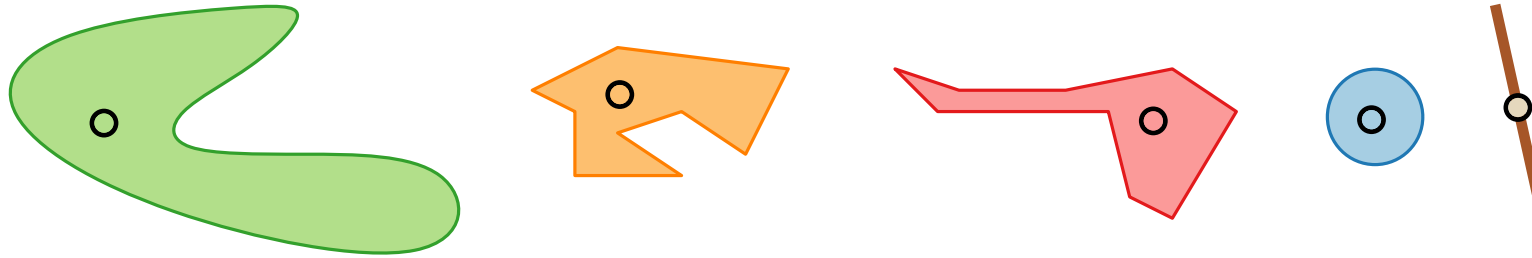


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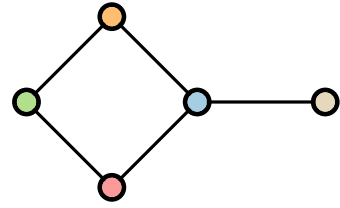
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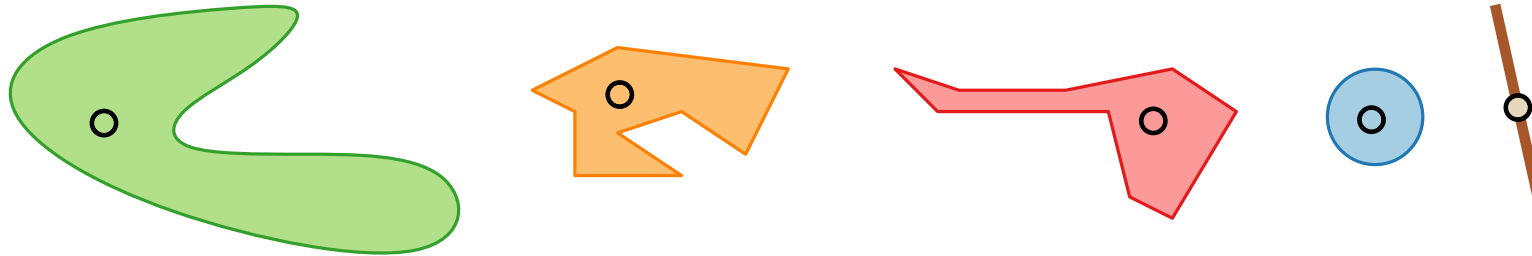
In a **contact representation** of G , $S(u)$ and $S(v)$ *touch* iff $uv \in E$

Contact Representation of Graphs

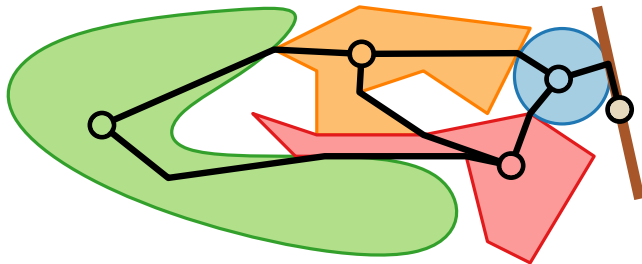
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Represent each vertex v by a geometric object $S(v)$

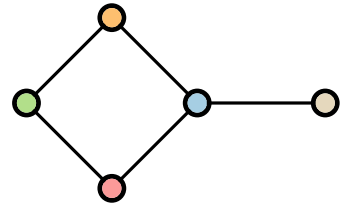


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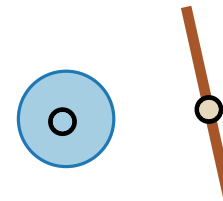
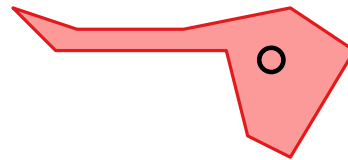
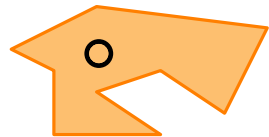
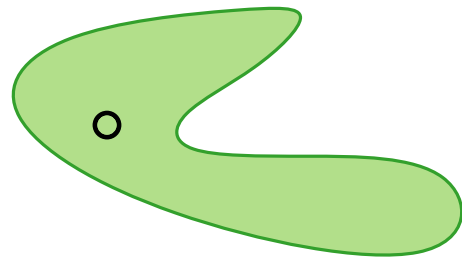
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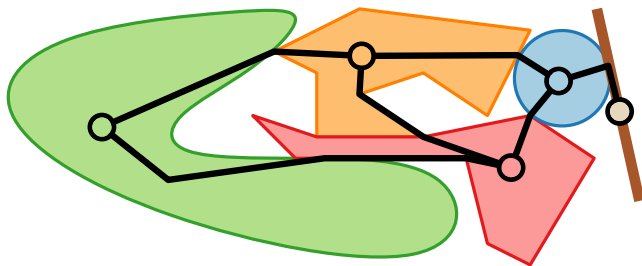


Let \mathcal{S} be a family of geometric objects (e.g., disks).

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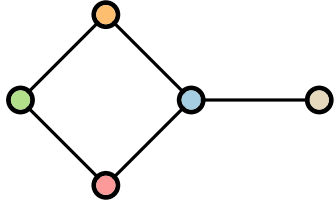


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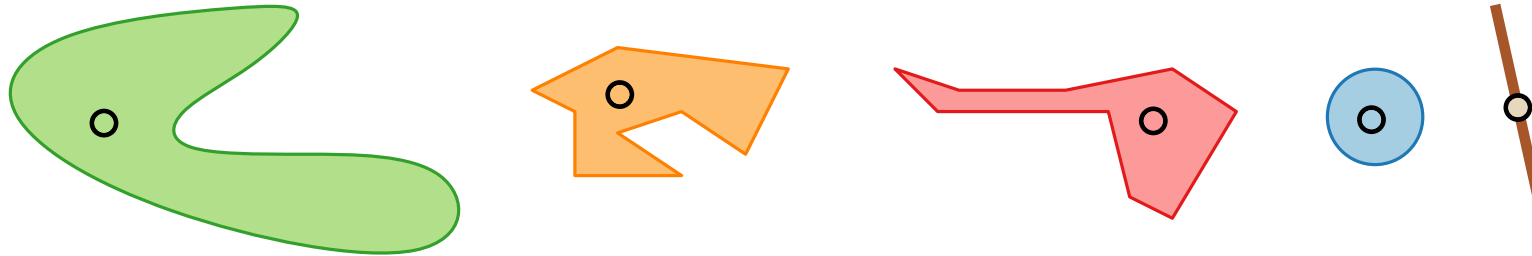
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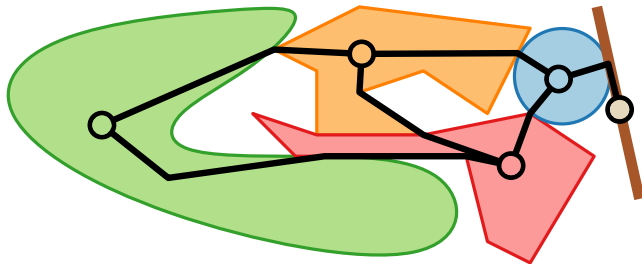


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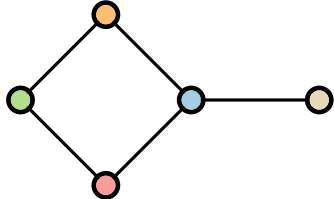


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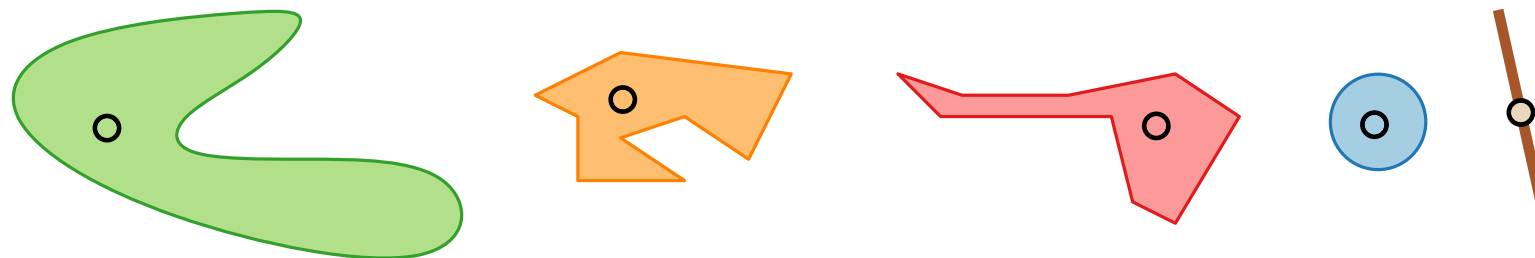
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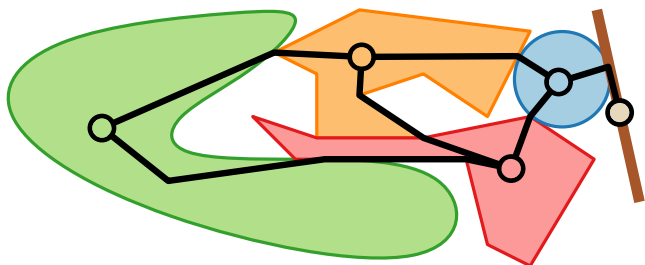


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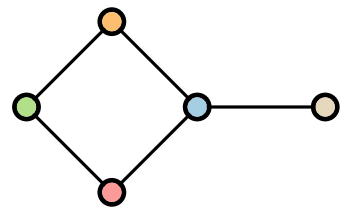


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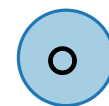
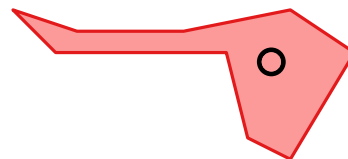
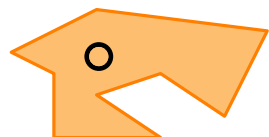
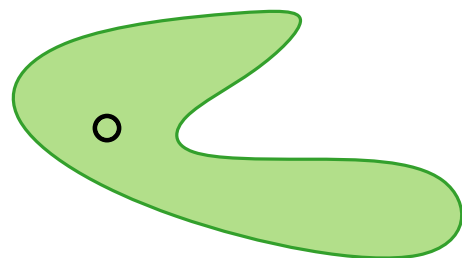
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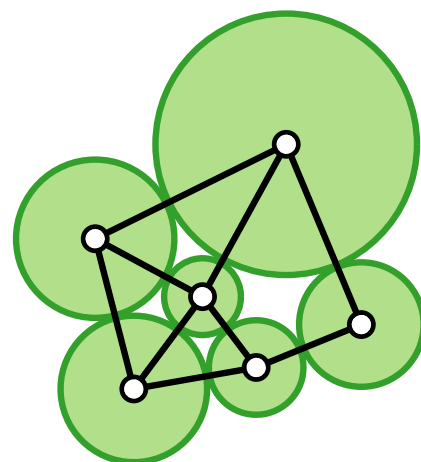
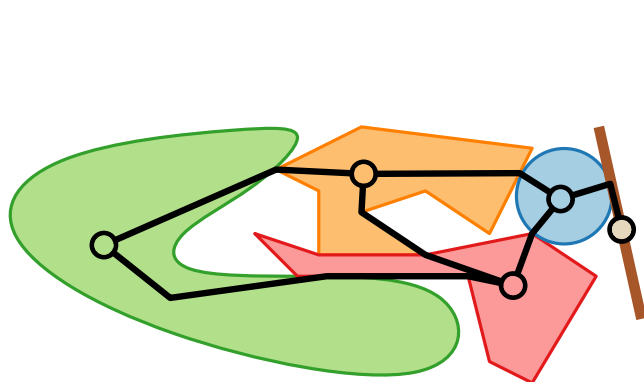


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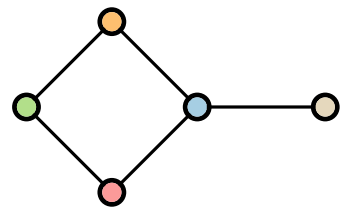
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disks

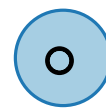
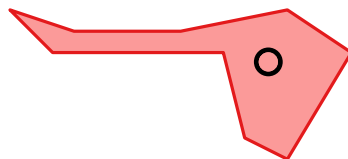
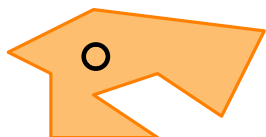
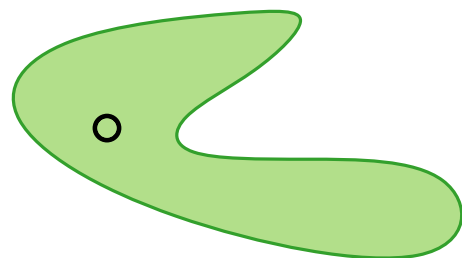
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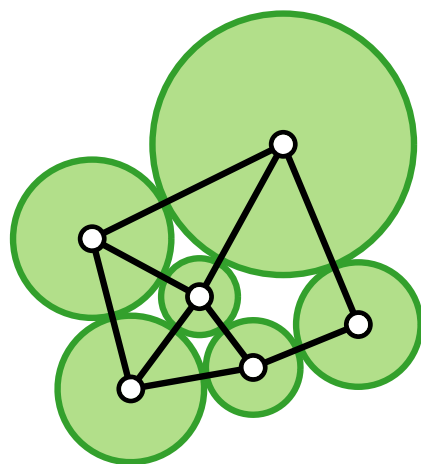
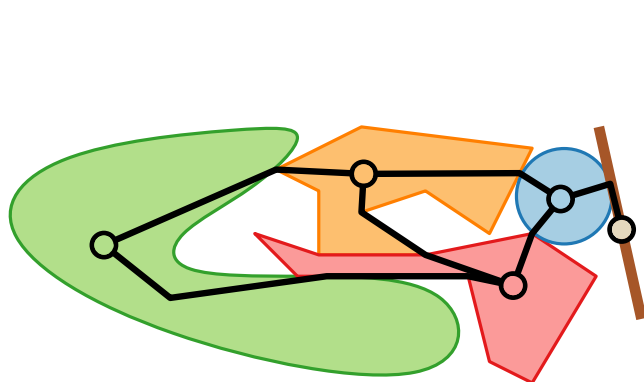


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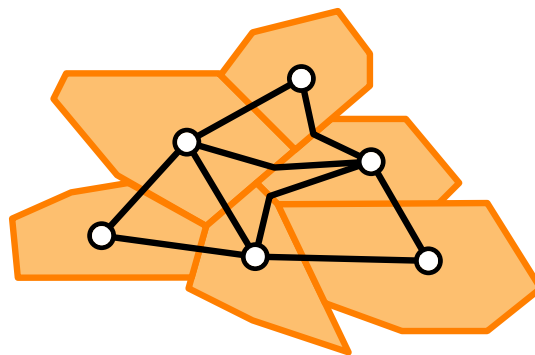
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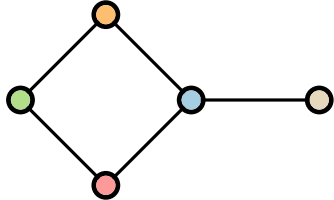
disks



polygons

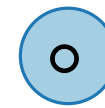
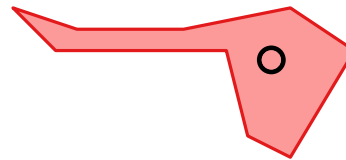
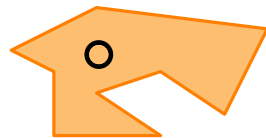
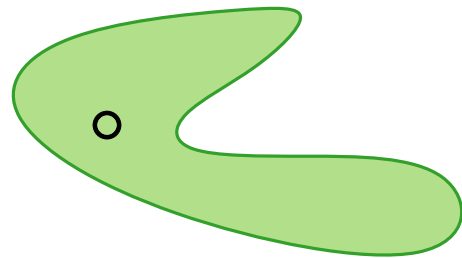
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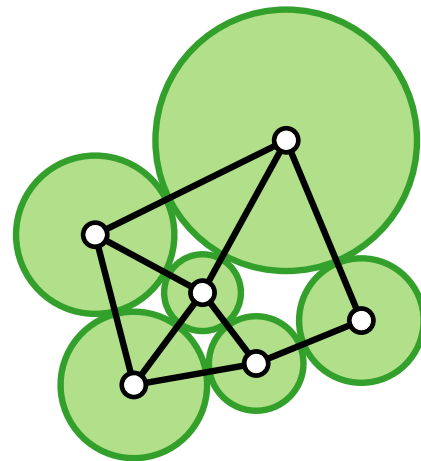
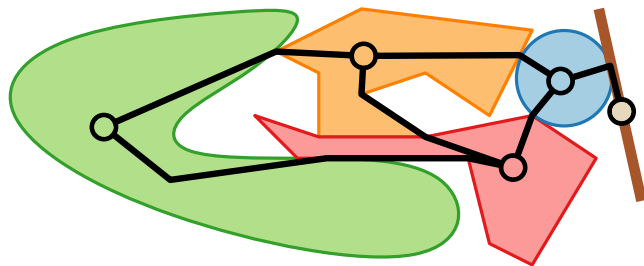
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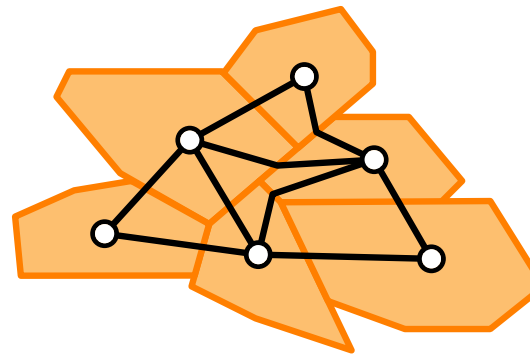


rectangular cuboids

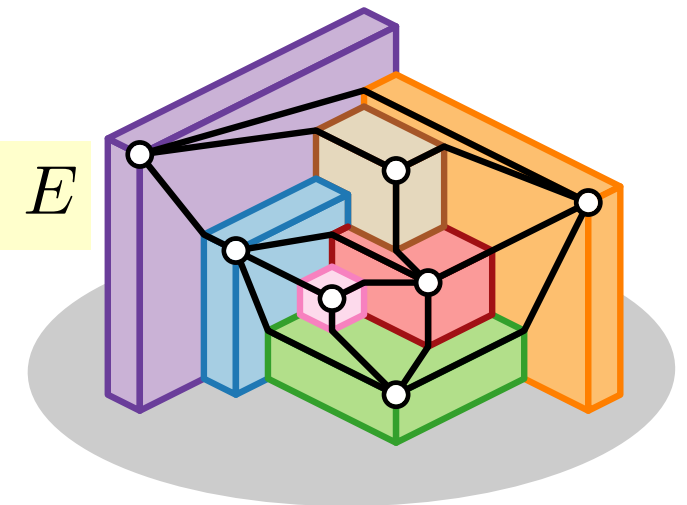
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disks

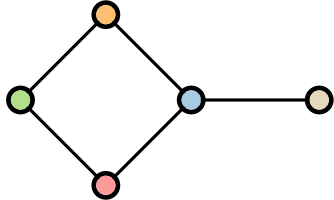


polygons



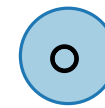
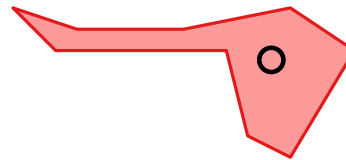
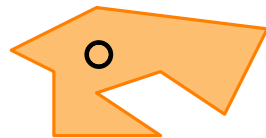
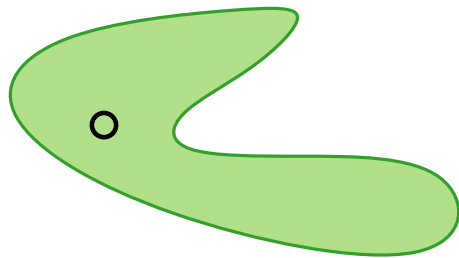
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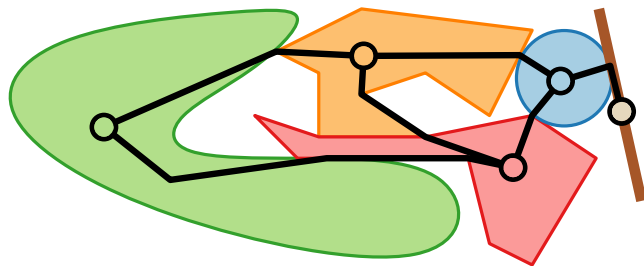
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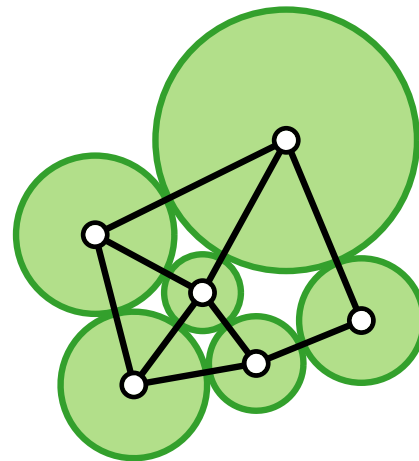


rectangular cuboids

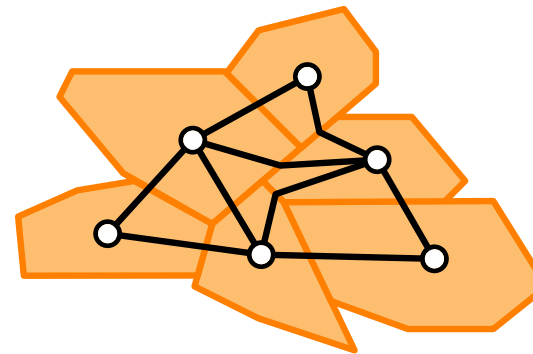
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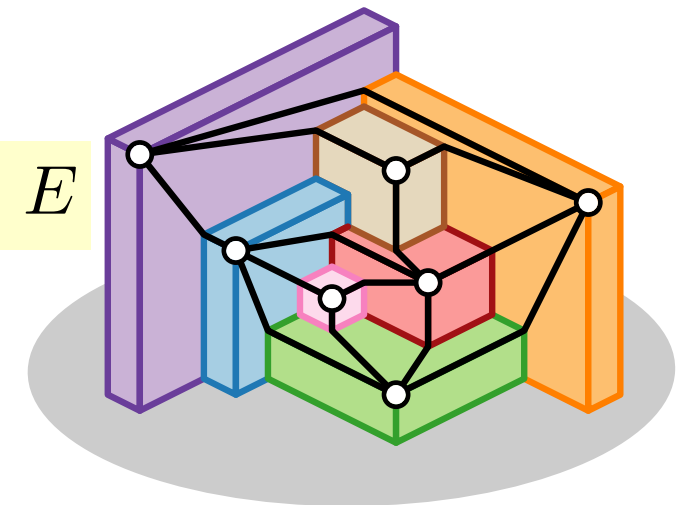
G is planar



disks

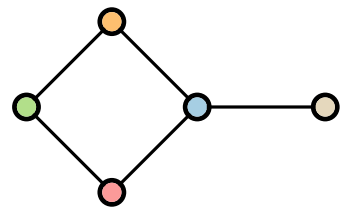


polygons



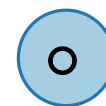
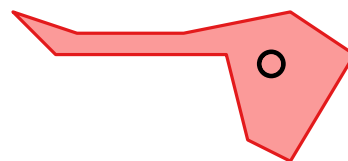
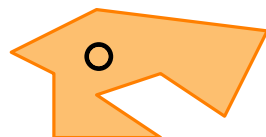
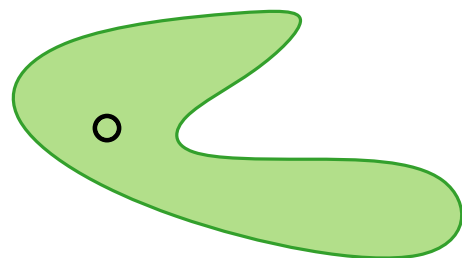
Contact Representation of Graphs

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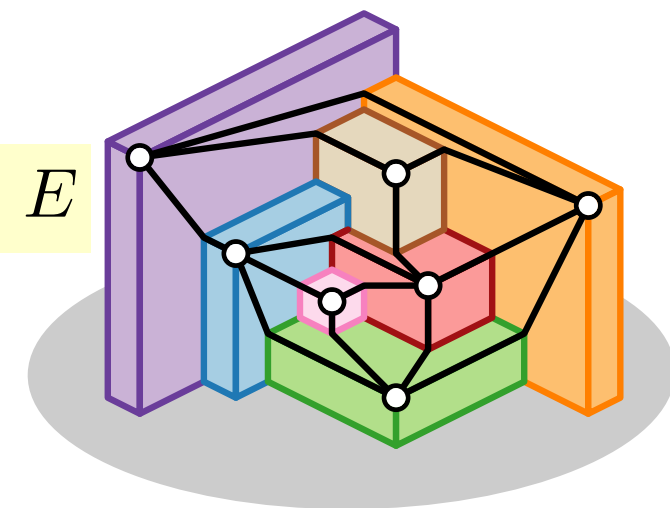
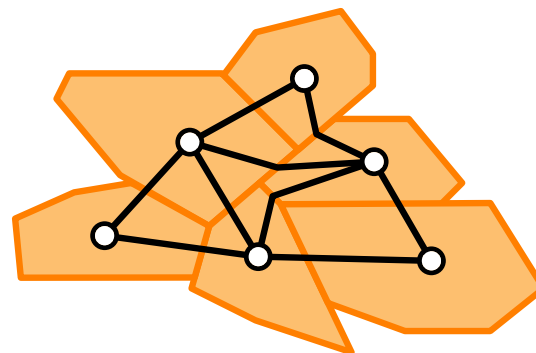
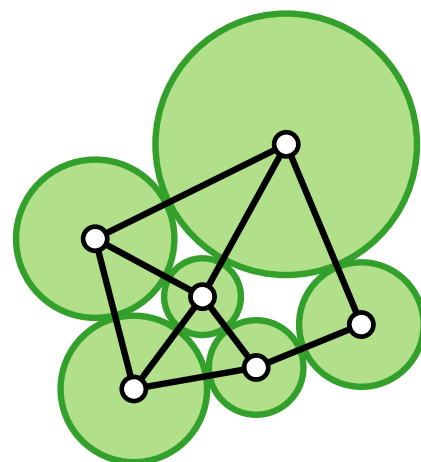
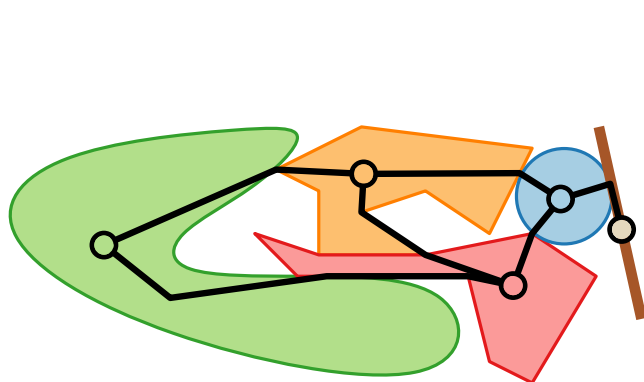
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rectangular cuboids

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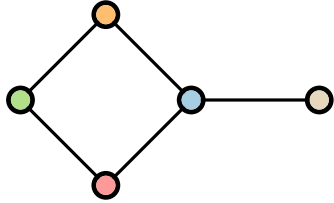


G is planar $\xrightarrow{\text{[Koebe 1936]}}$ disks

polygons

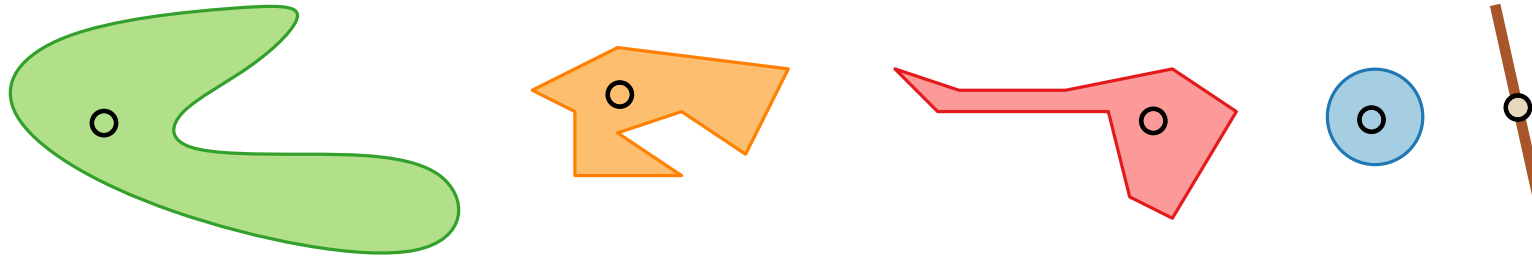
Contact Representation of Graphs

Let G be a graph.



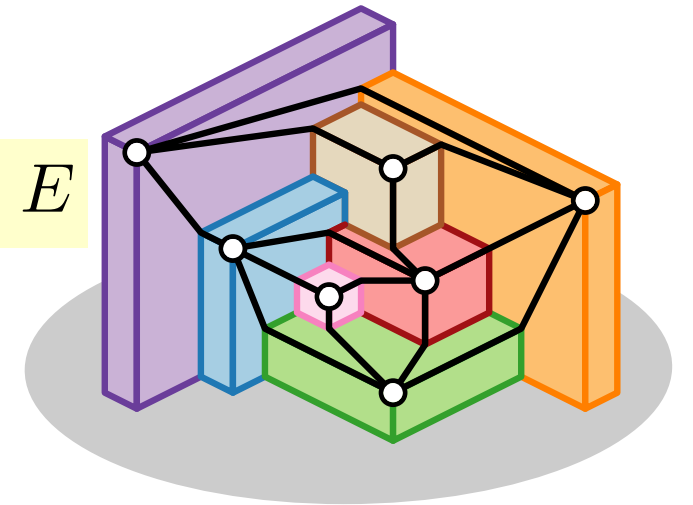
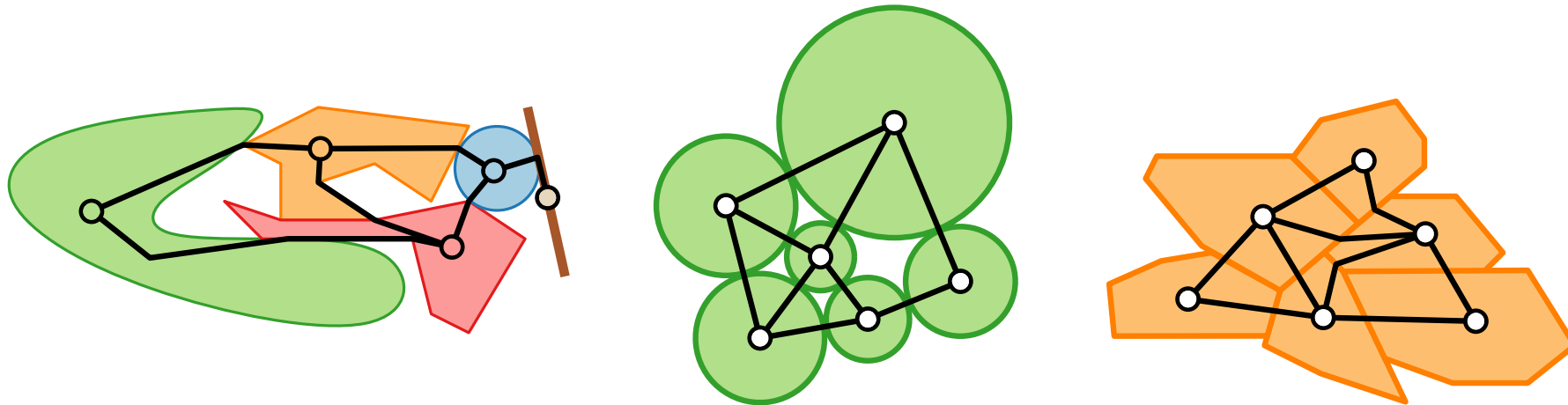
Let \mathcal{S} be a family of geometric objects (e.g., disks).

Represent each vertex v by a geometric object $S(v) \in \mathcal{S}$



rectangular cuboids

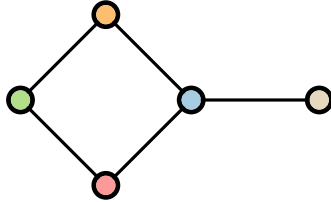
In an **\mathcal{S} -contact representation** of G , $S(u)$ and $S(v)$ *touch* iff $uv \in E$



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

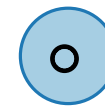
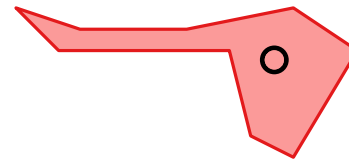
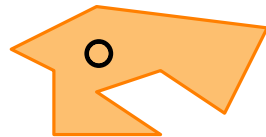
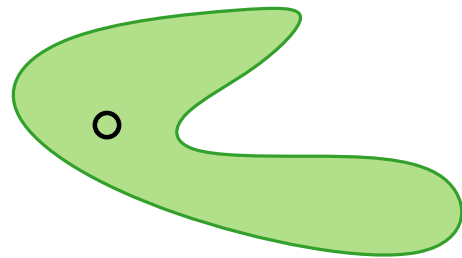
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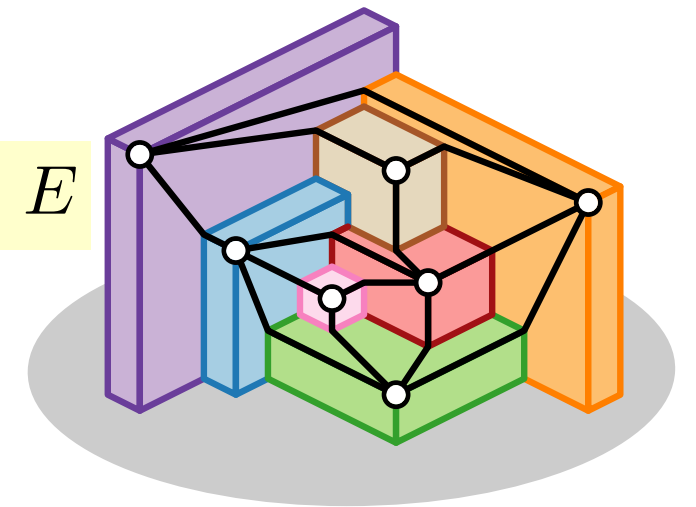


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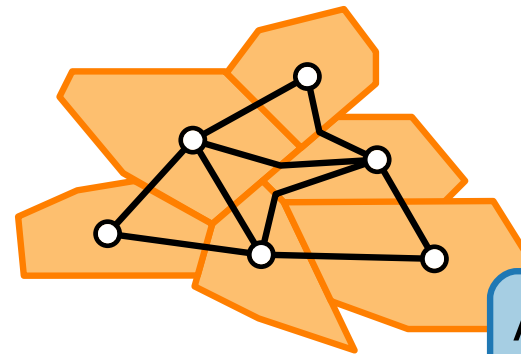
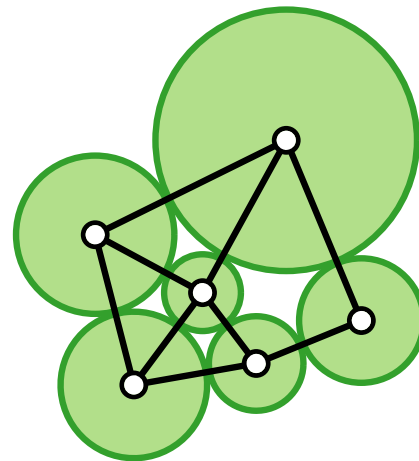
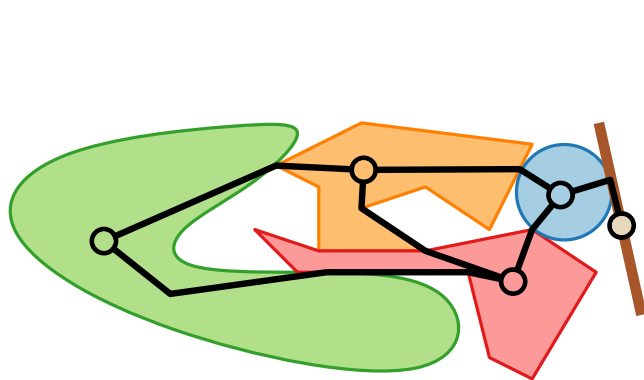
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In an **\mathcal{S} -contact representation** of G , $S(u)$ and $S(v)$ *touch* iff $uv \in E$



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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

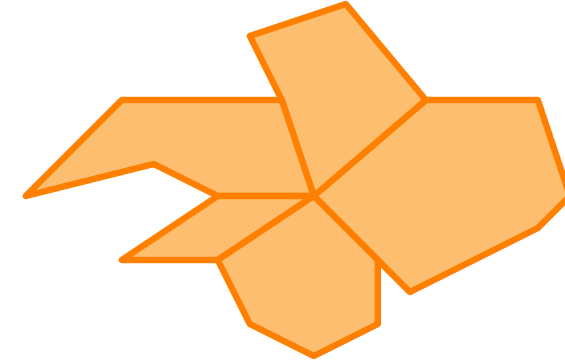
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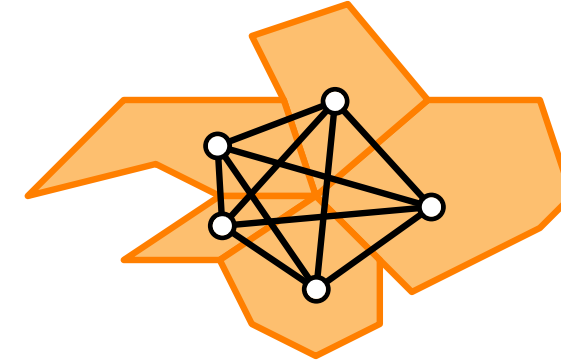
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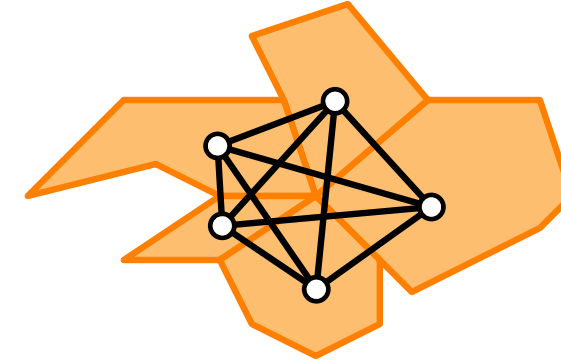


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Some object types are used to represent **special classes** of planar graphs:

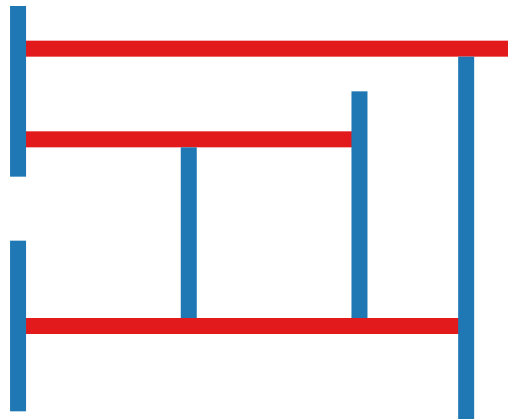
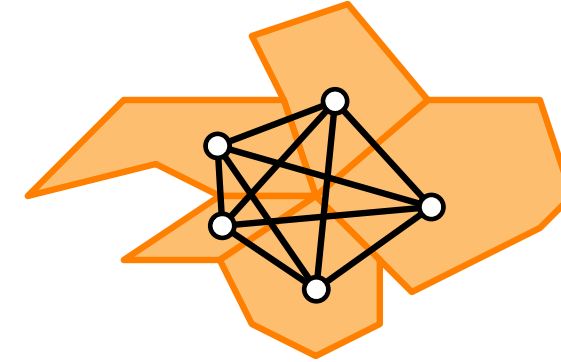


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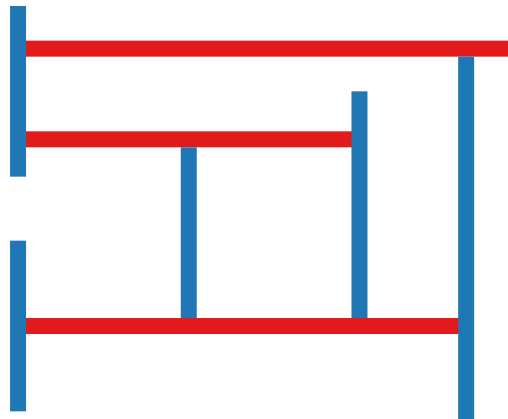
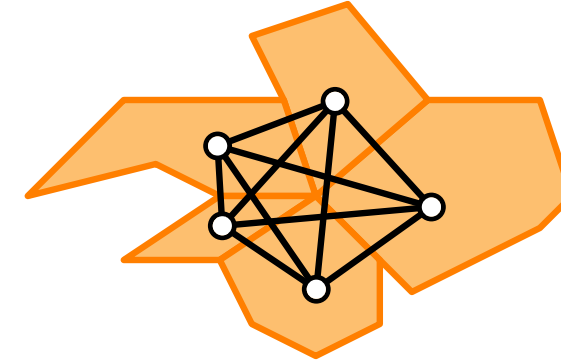
bipartite graphs

Contact Representation of Planar Graphs

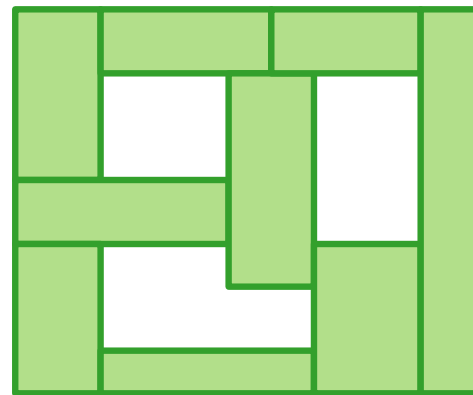
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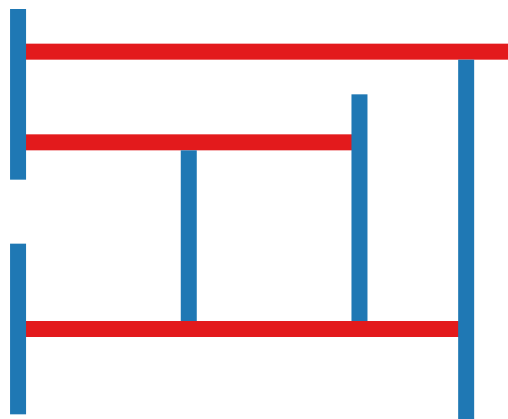
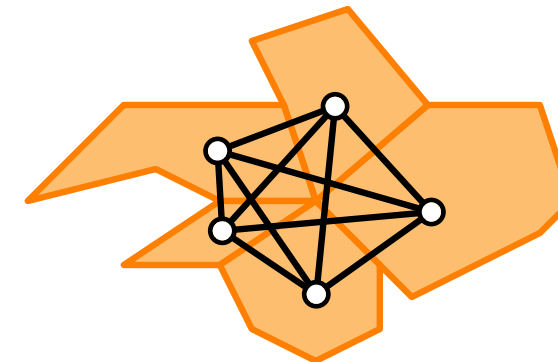
max. triangle-free graphs

Contact Representation of Planar Graphs

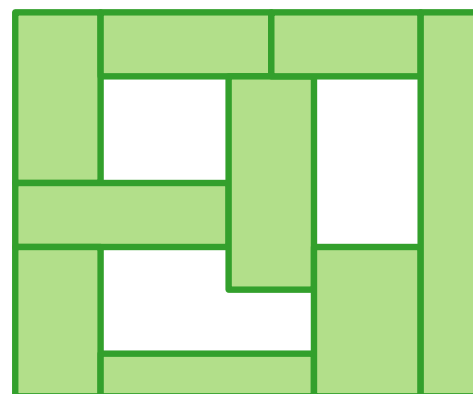
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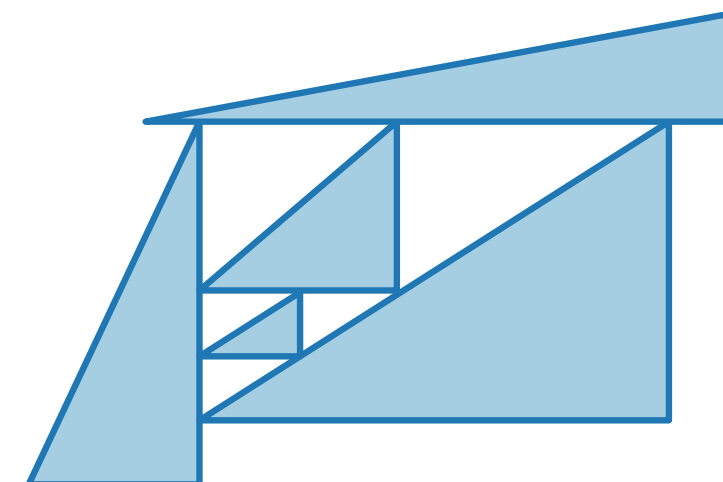
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planar triangulations

General Approach

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

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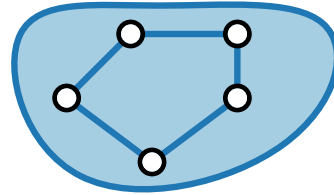
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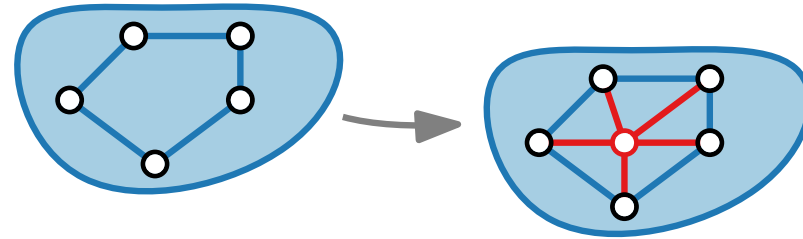
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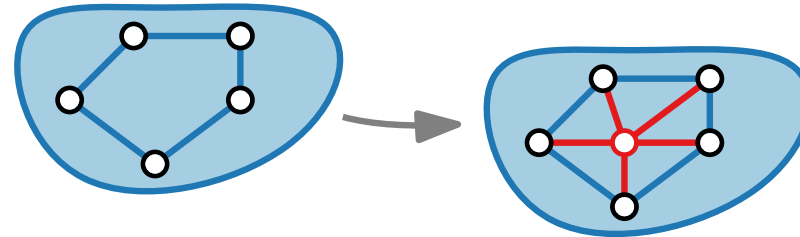
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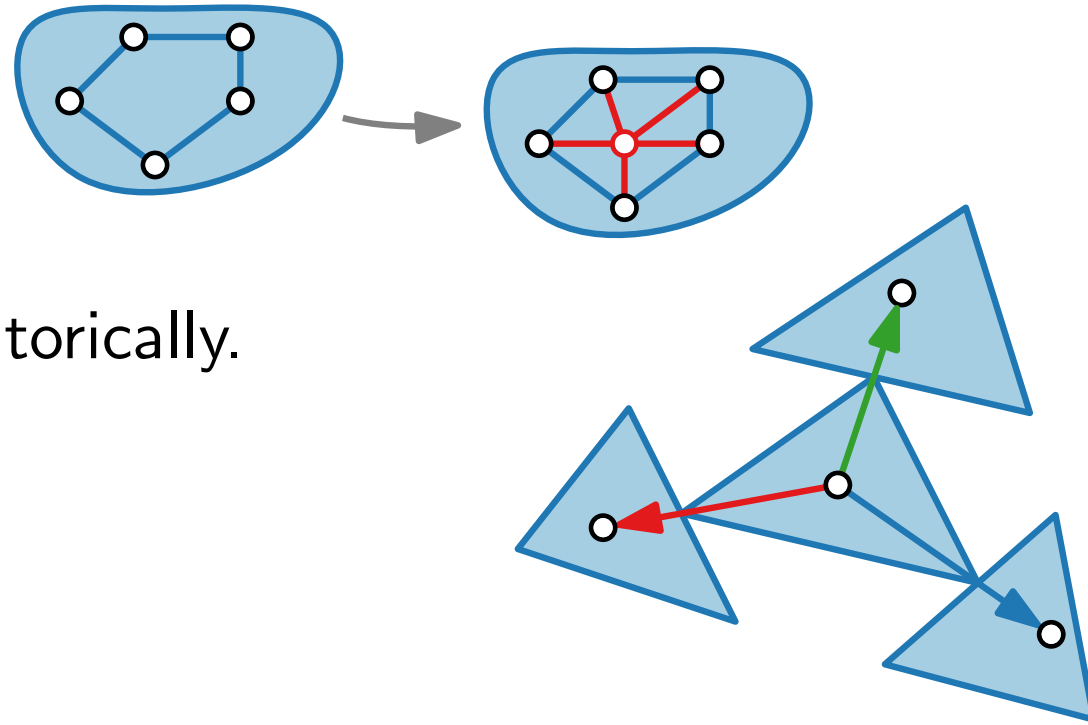
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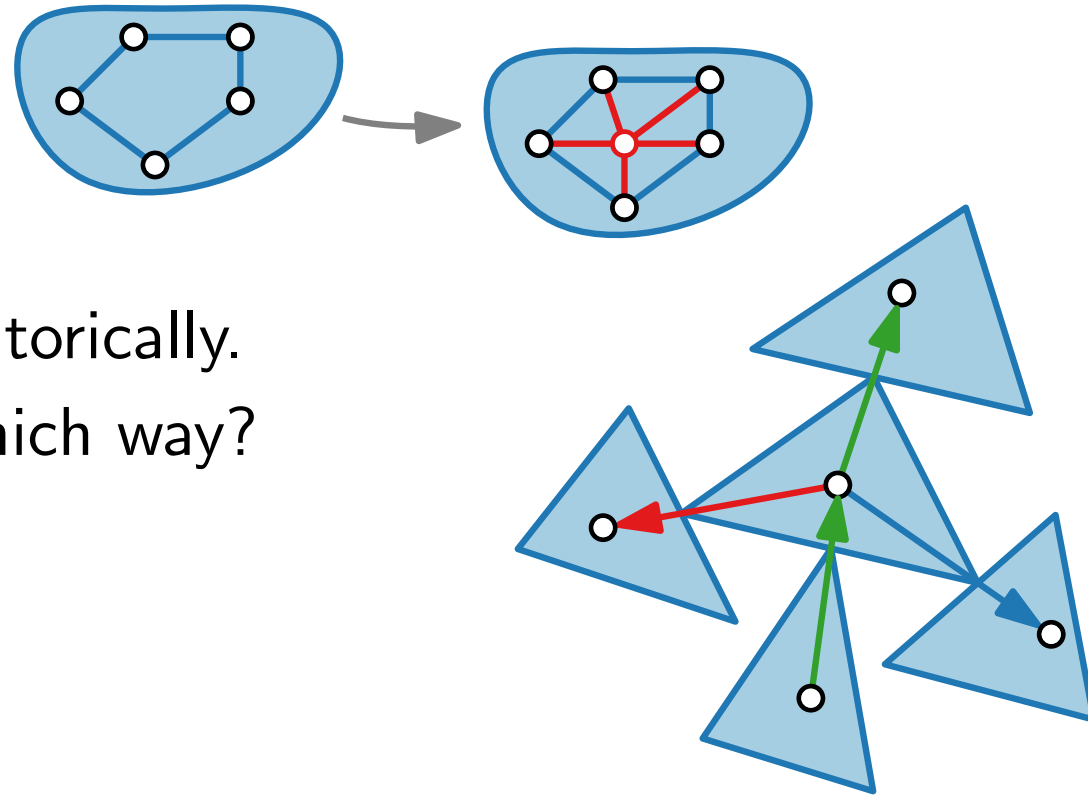
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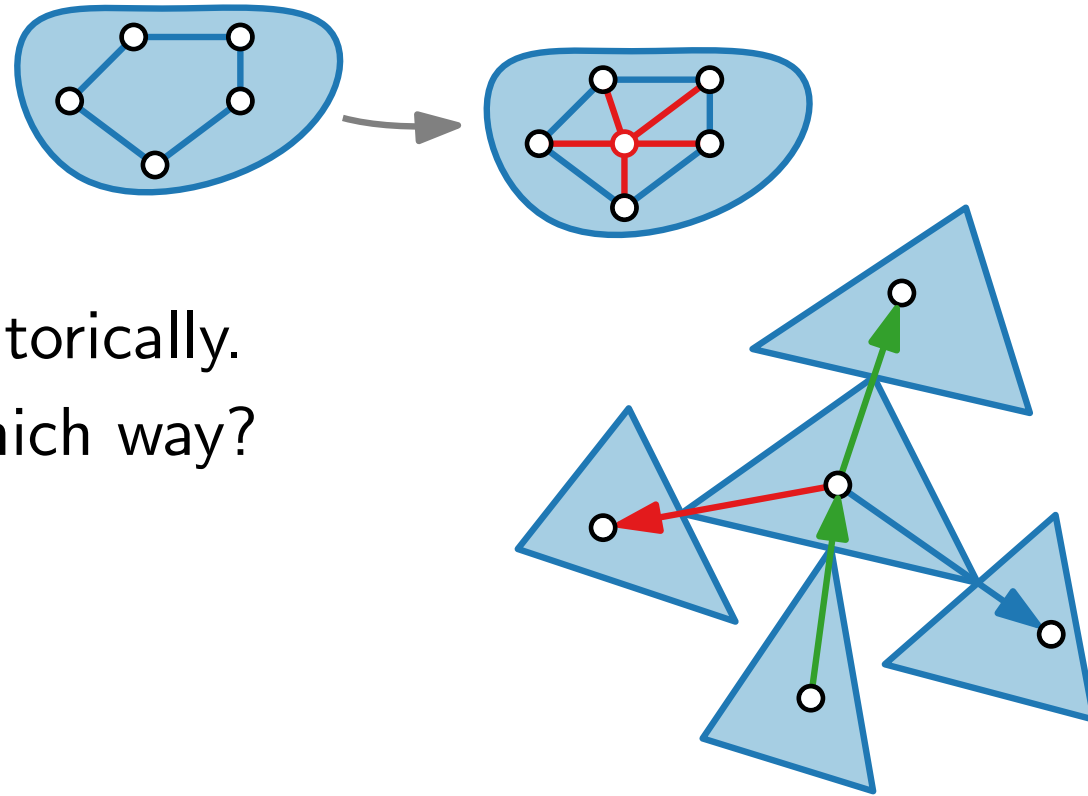
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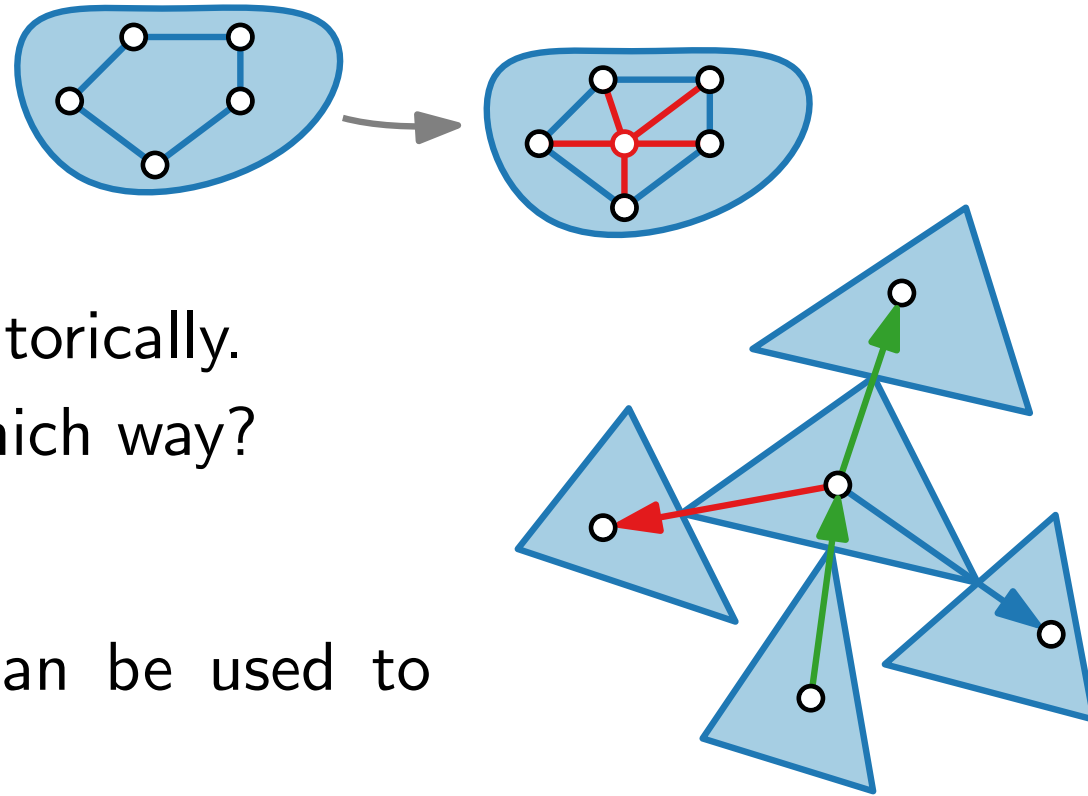
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 - Which objects touch each other in which way?
- Compute combinatorial description.



General Approach

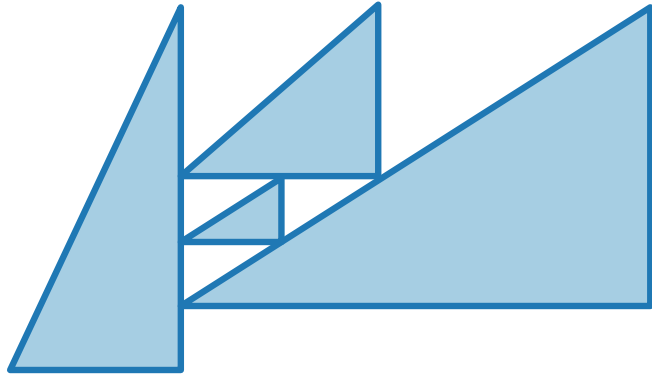
How to compute a contact representation of a given graph G ?

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



This Lecture

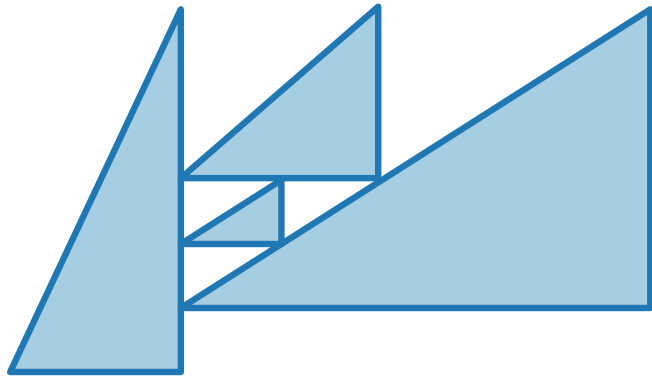
Representation with right-triangles and corner contact:



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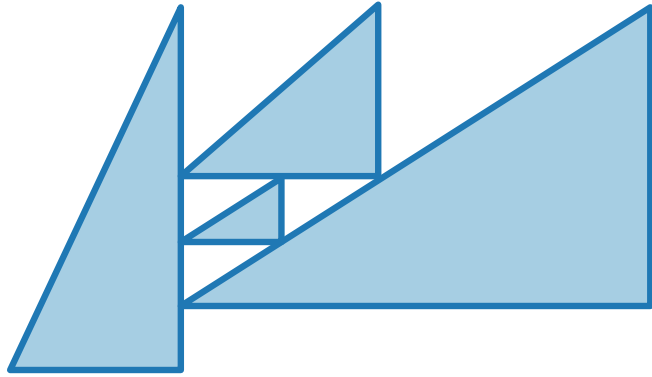
- Use Schnyder realizer to describe contacts between triangles.



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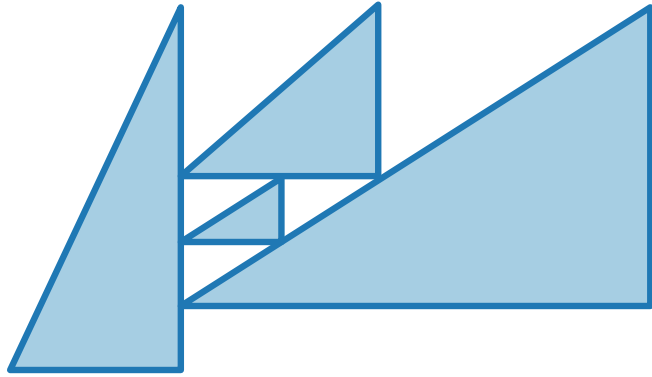
- Use Schnyder realizer to describe contacts between triangles.
- Use canonical order to compute drawing.



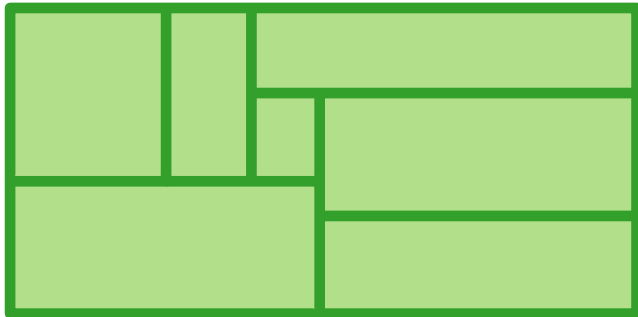
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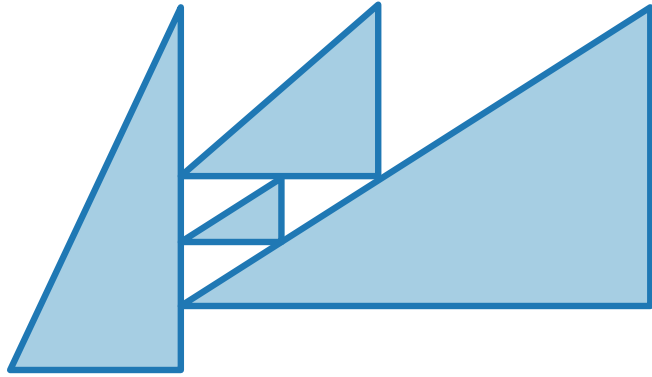
Representation with dissection of a rectangle, called **rectangular dual**:



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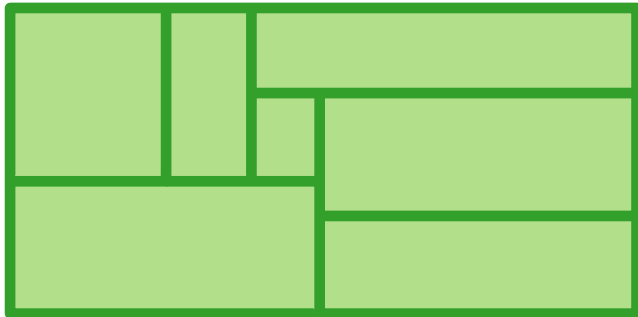
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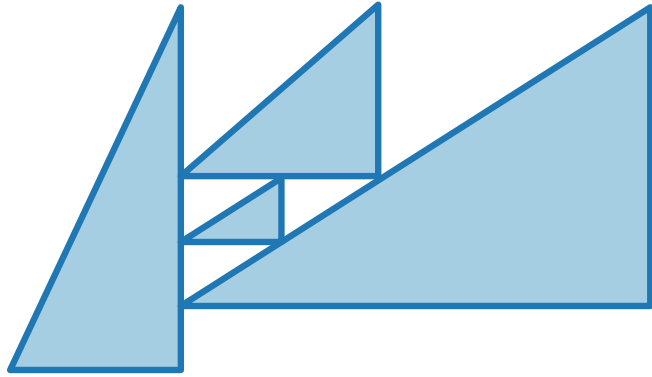
- Find a description similar to a Schnyder realizer for rectangles.



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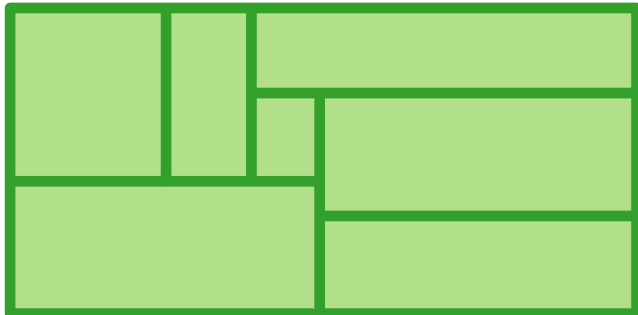
Representation with right-triangles and corner contact:

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

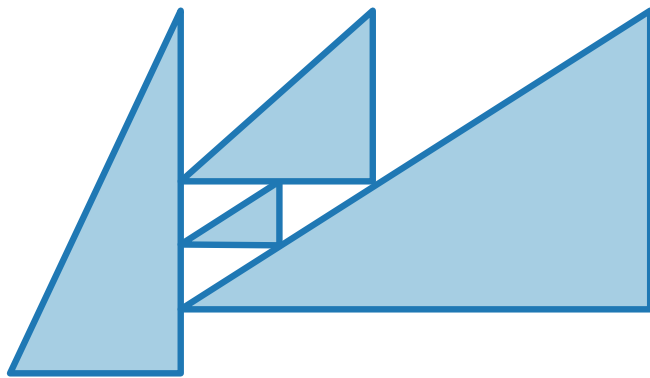
- Find a description similar to a Schnyder realizer for rectangles.
- Construct drawing via st-digraphs, duals, and topological sorting.



Visualization of Graphs

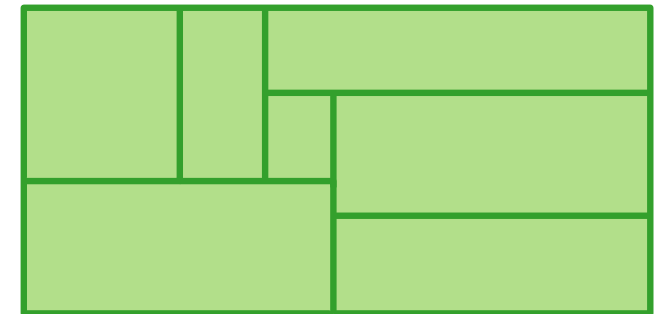
Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



Part II: Triangle Contact Representations

Alexander Wolff



Triangle Corner Contact Representation

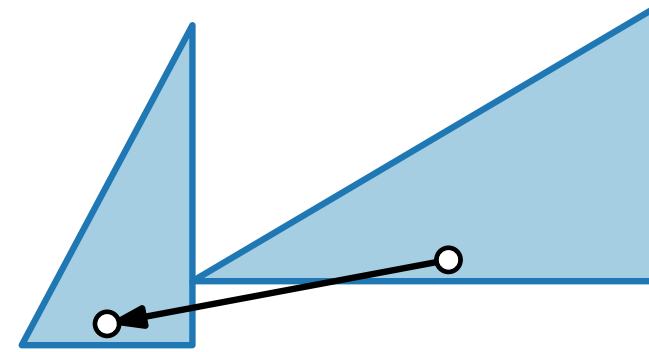
Idea.

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

Triangle Corner Contact Representation

Idea.

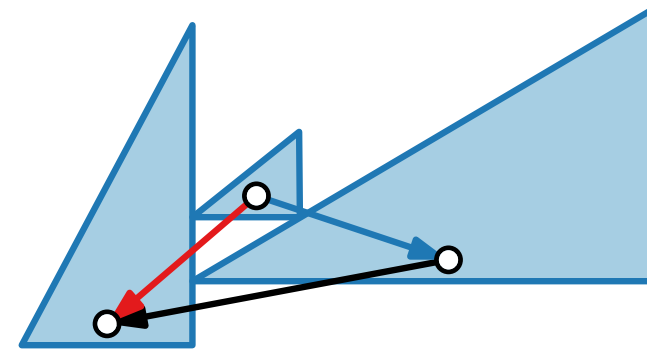
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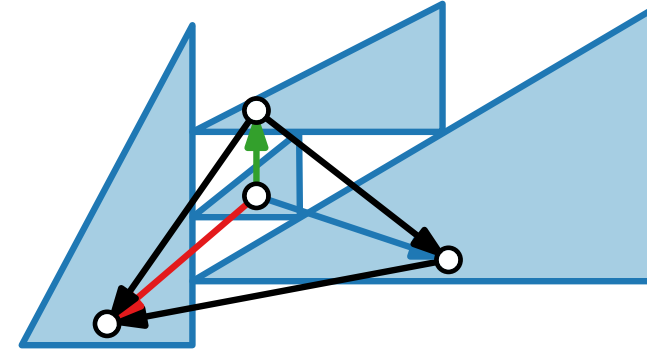
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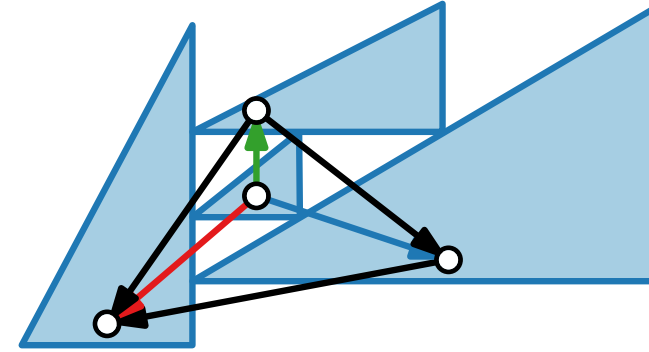
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Use canonical order and Schnyder realizer to find coordinates for triangles.

Observation.

- Can set base of triangle at height equal to position in canonical order.



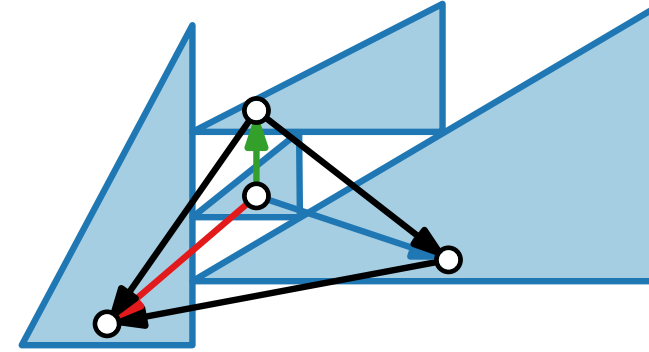
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Use canonical order and Schnyder realizer to find coordinates for triangles.

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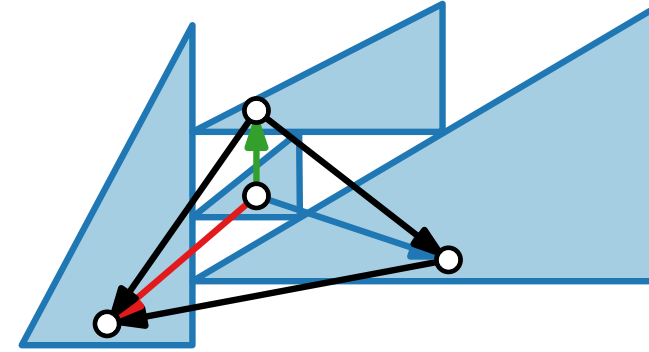
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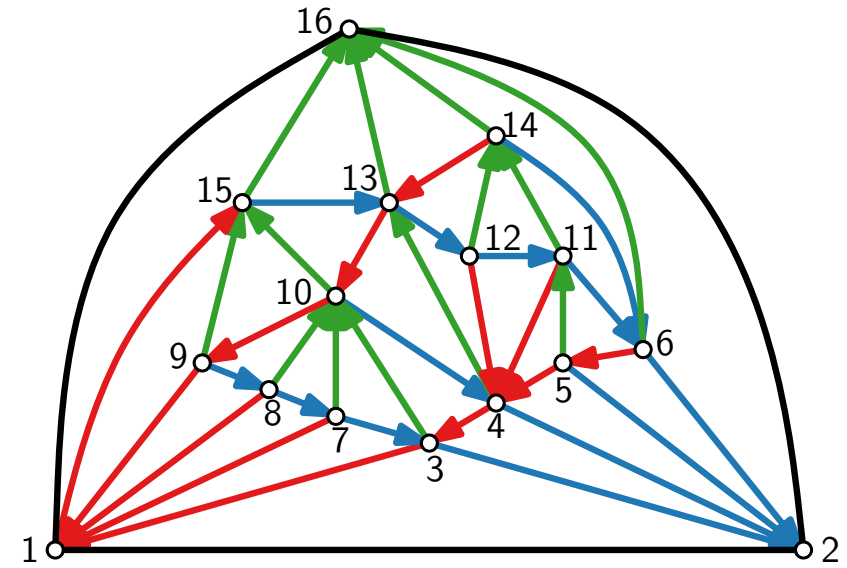
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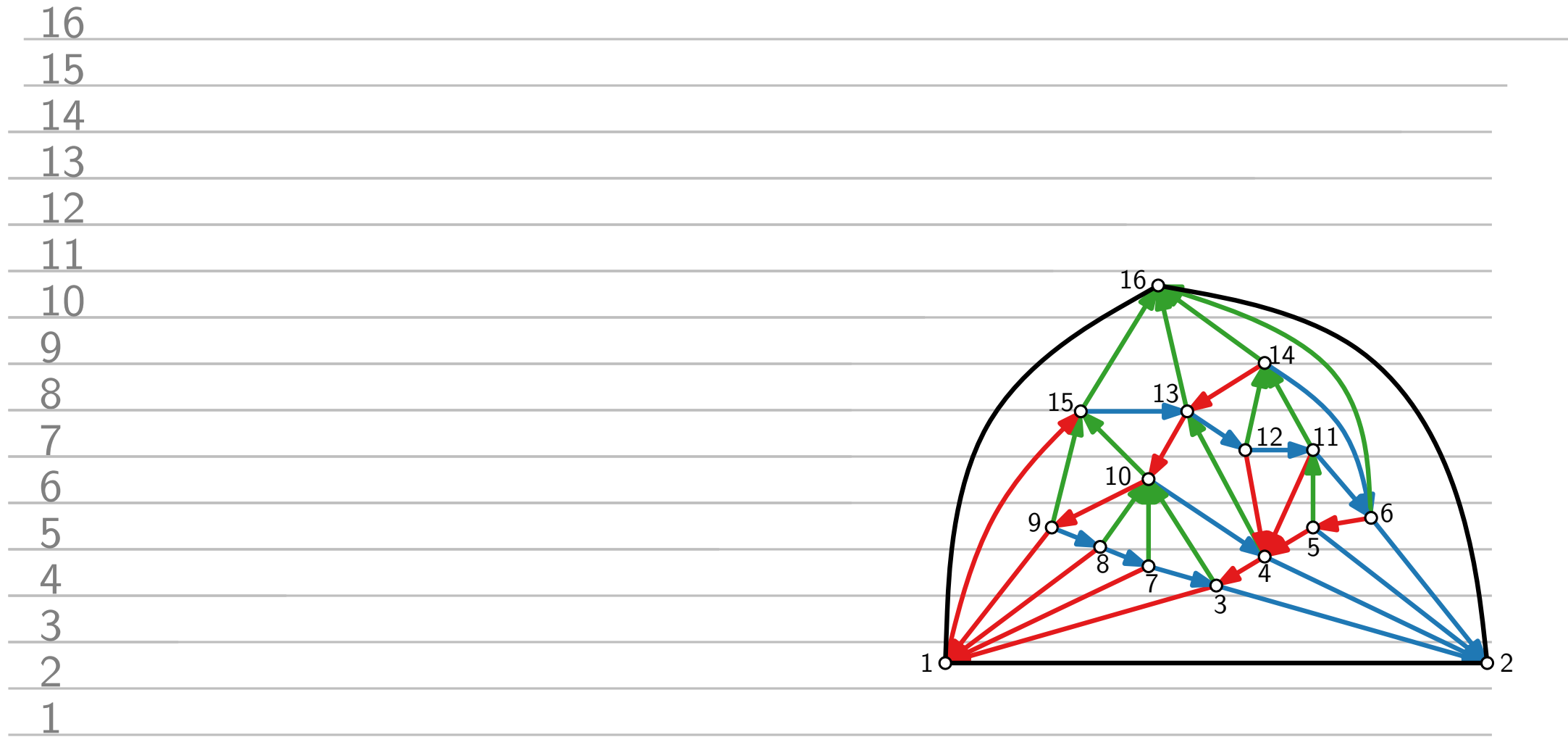
Observation.

- Can set 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.

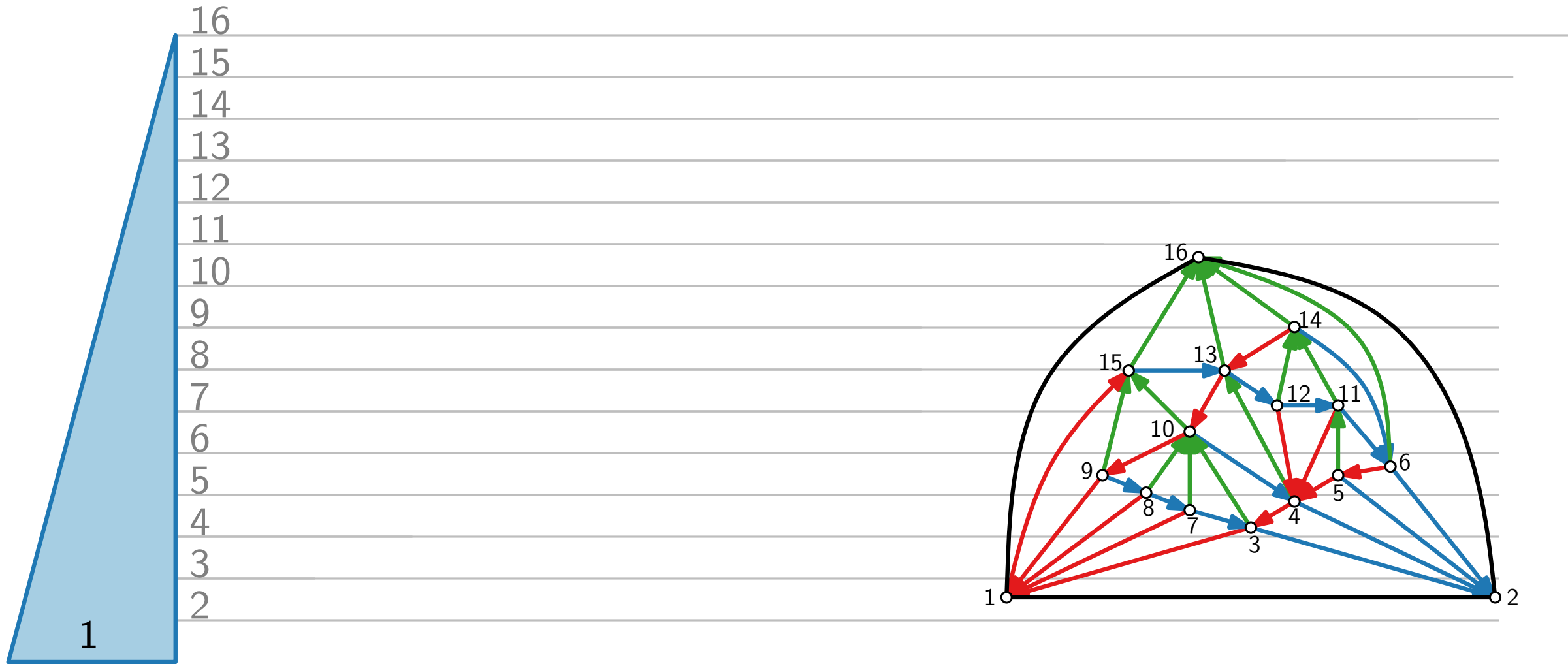


Triangle Contact Representation Example

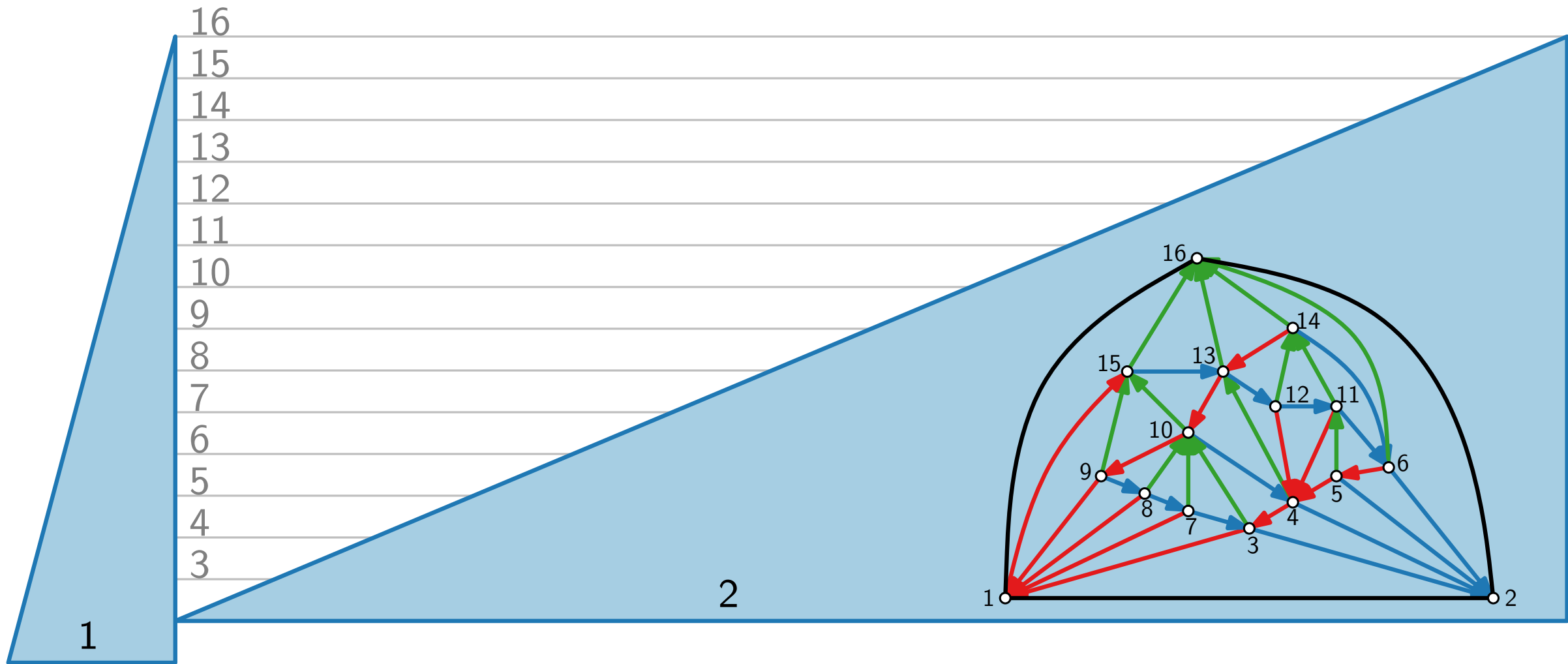




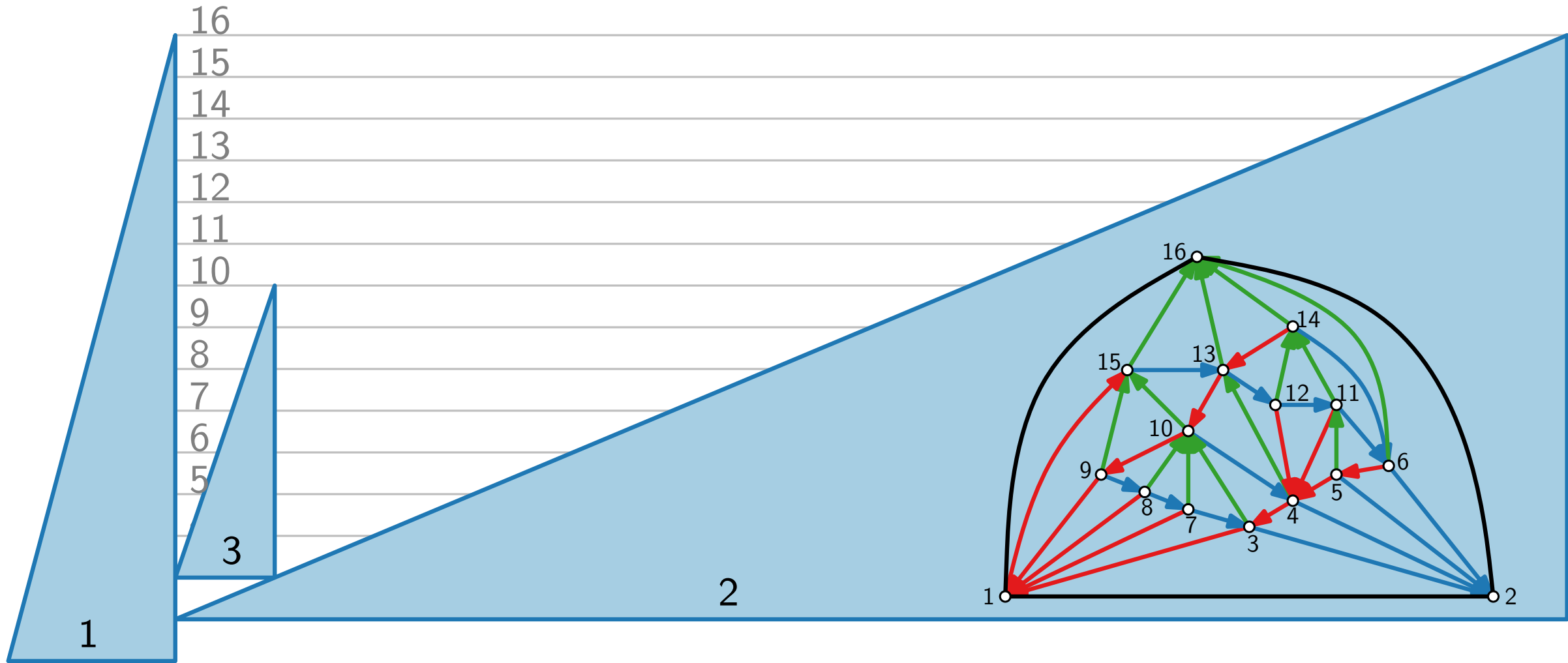
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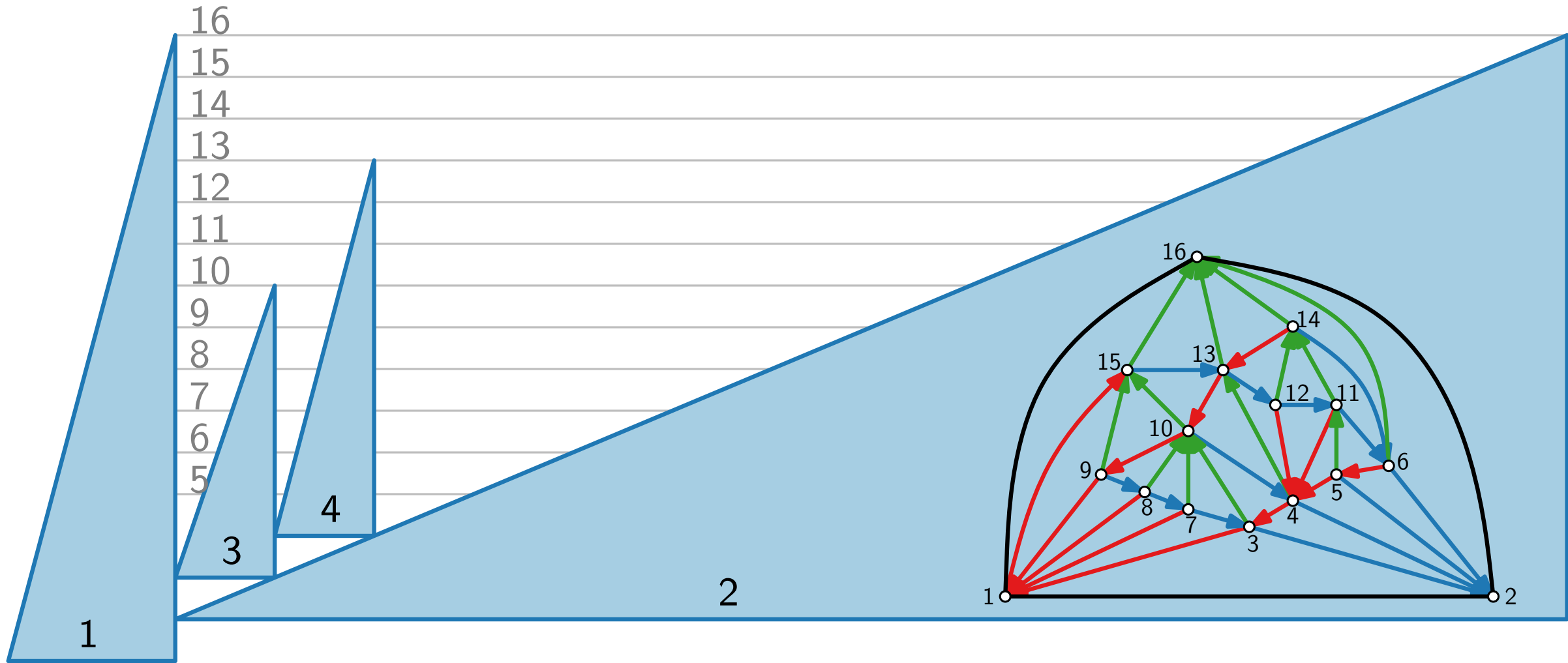
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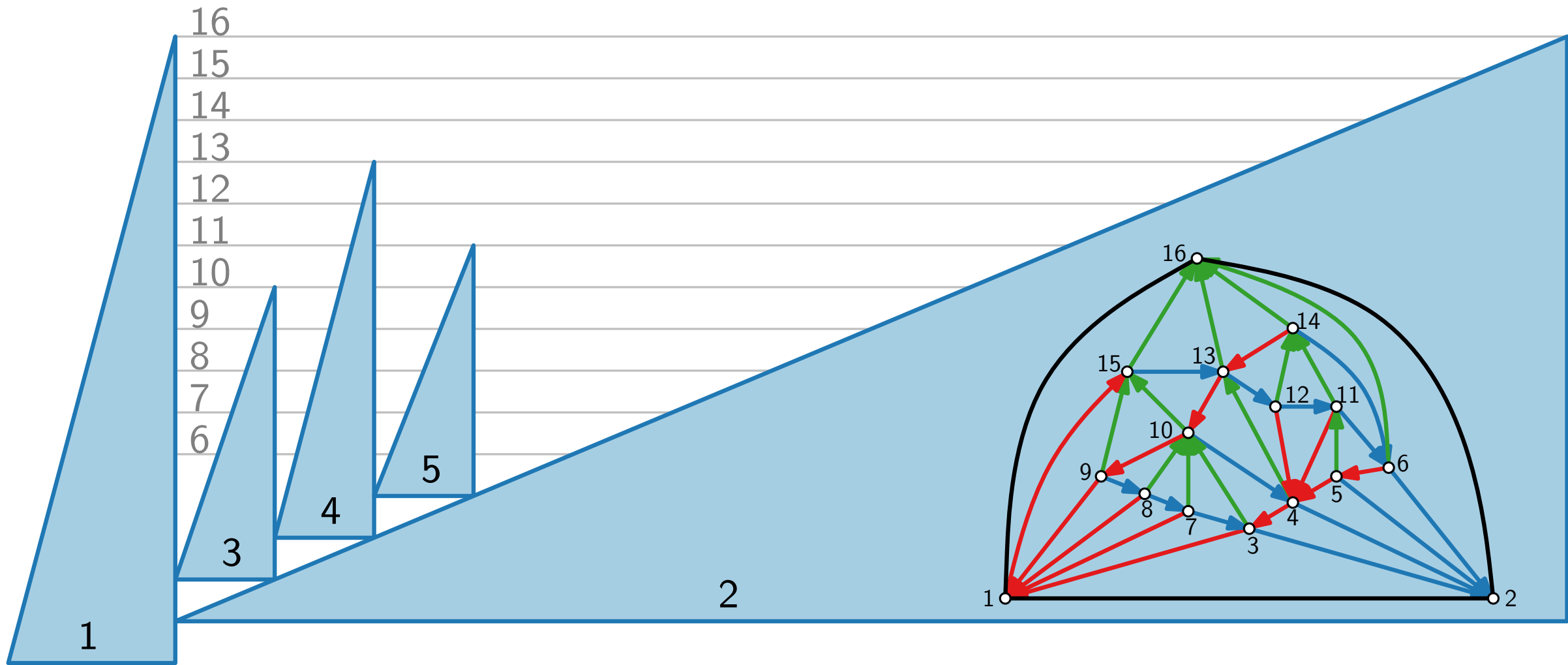
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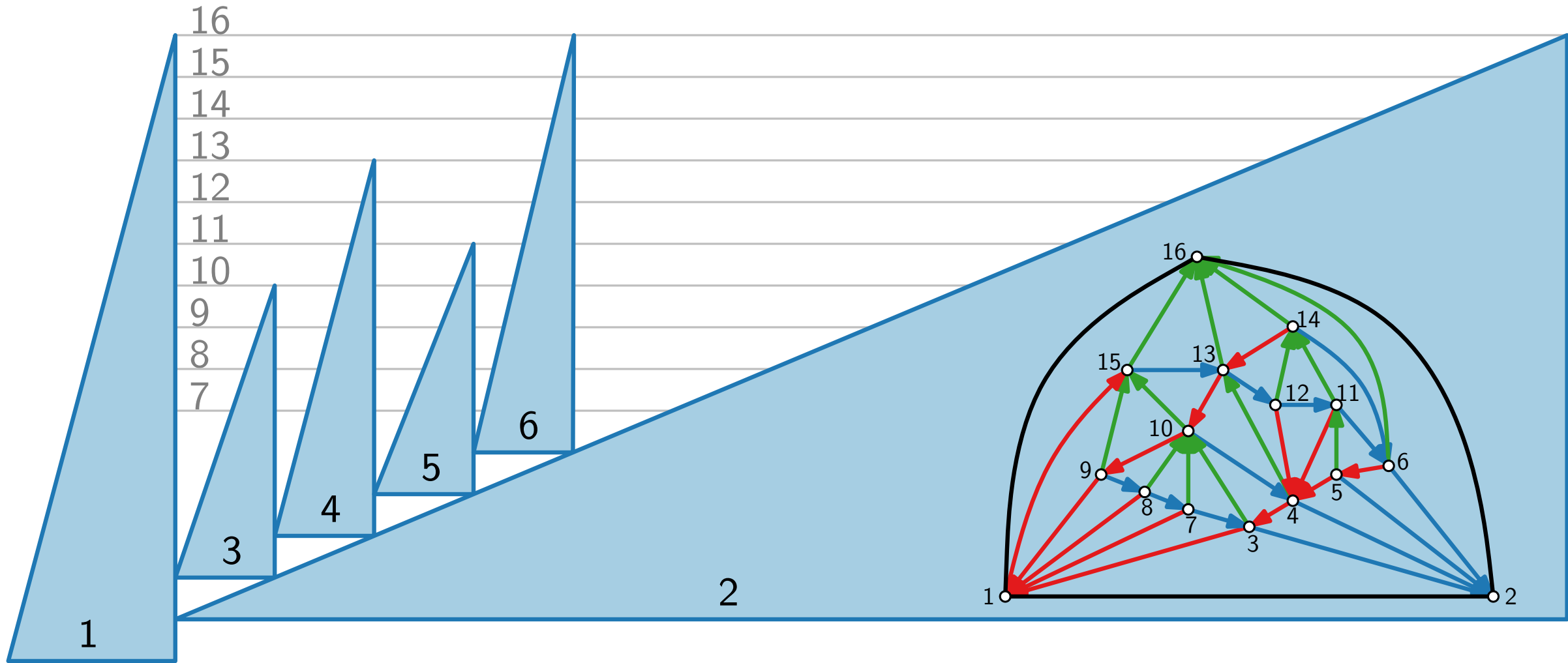
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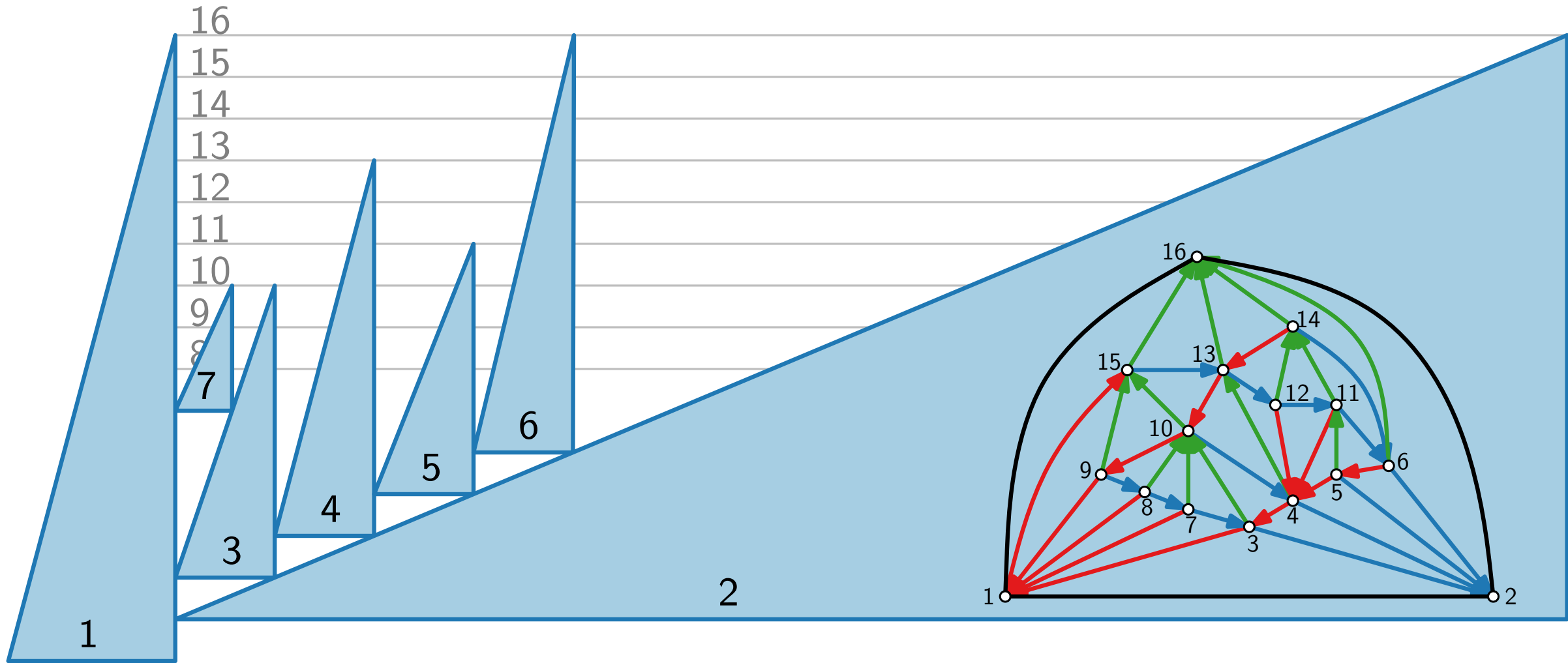
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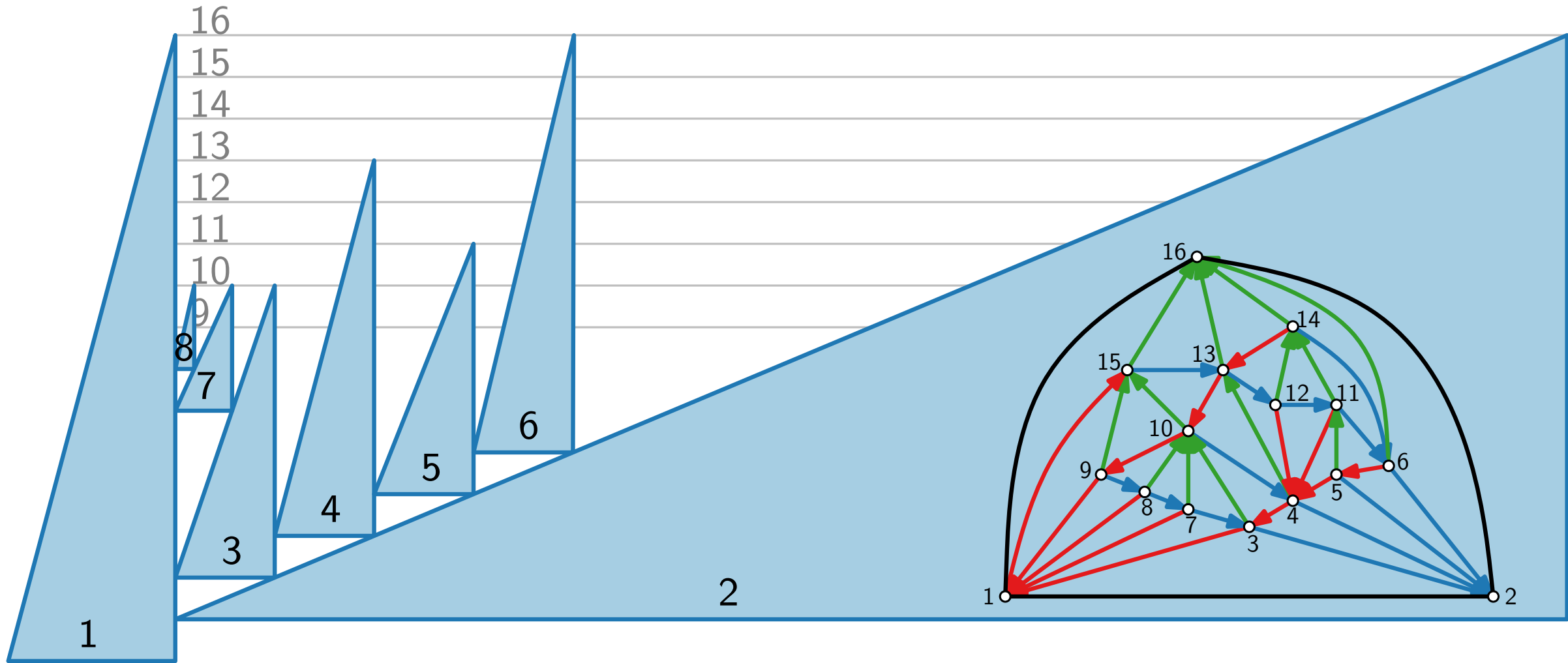
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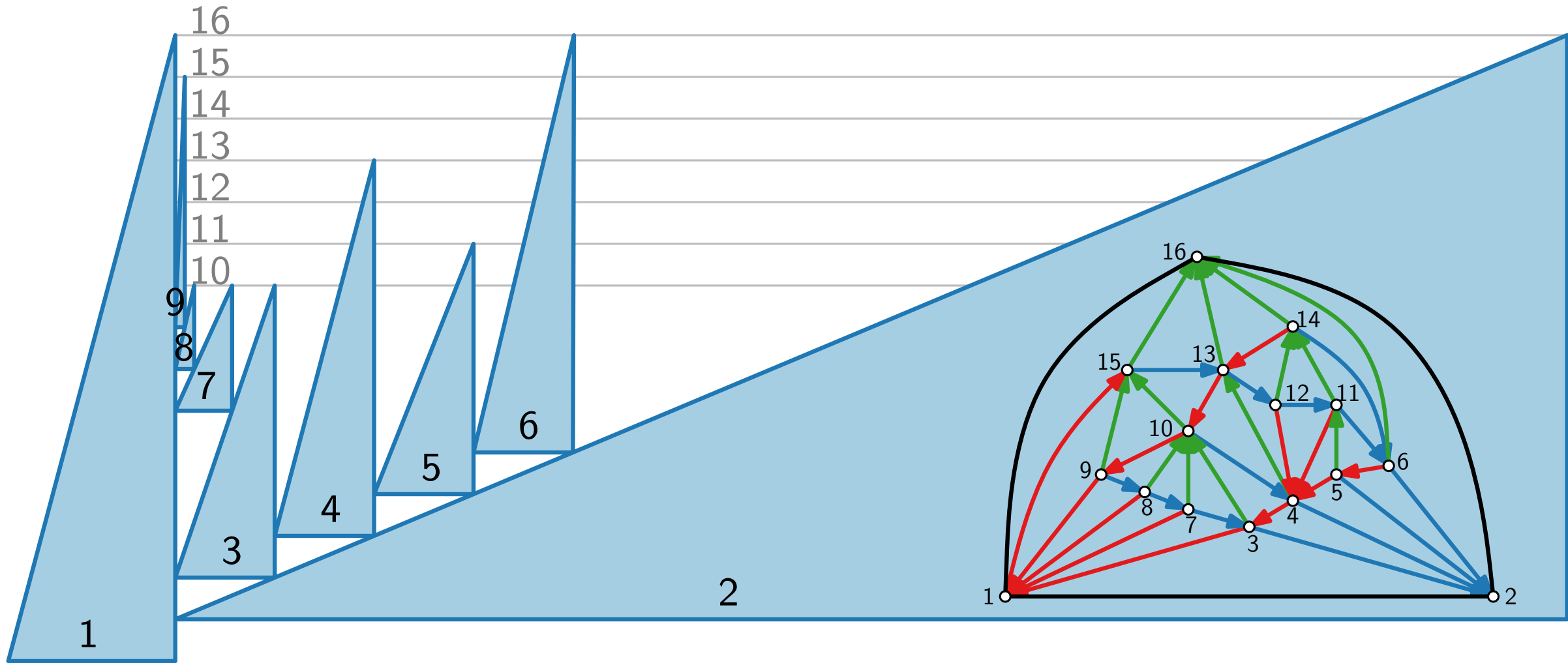
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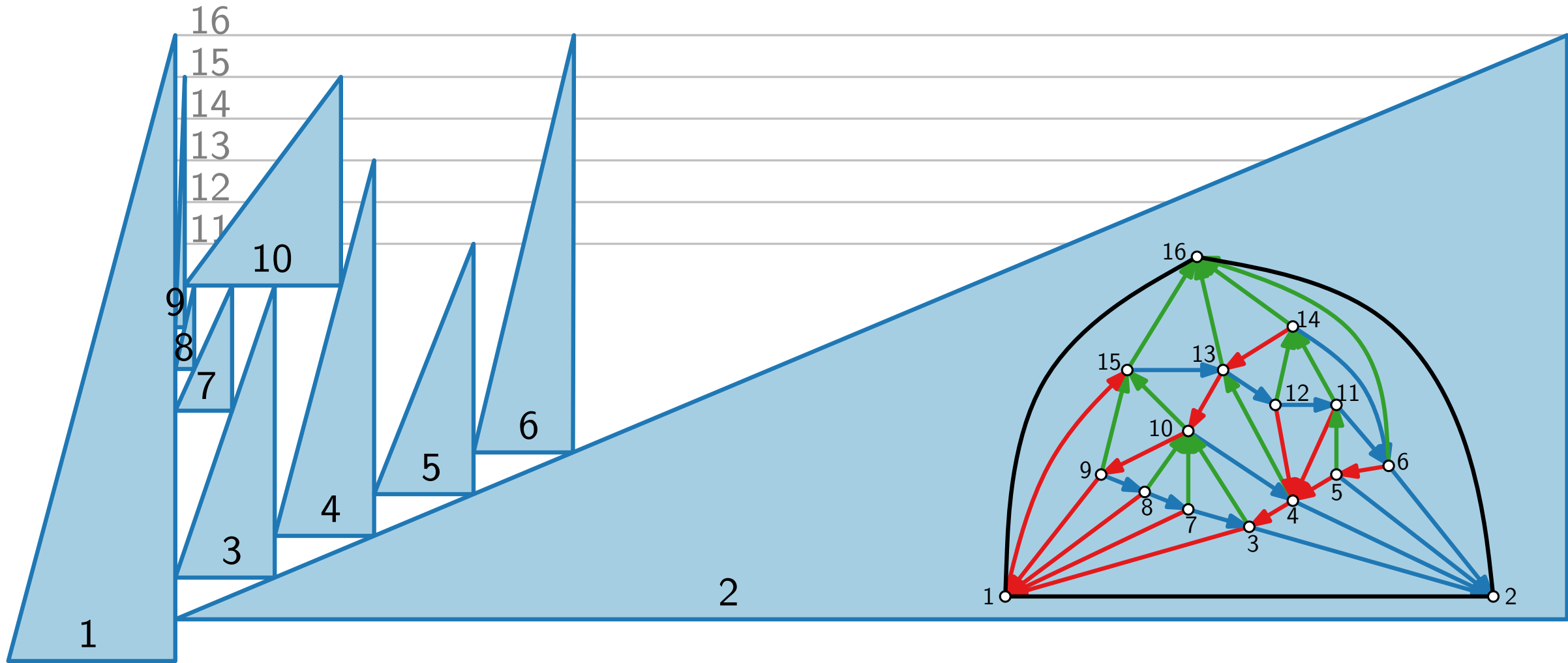
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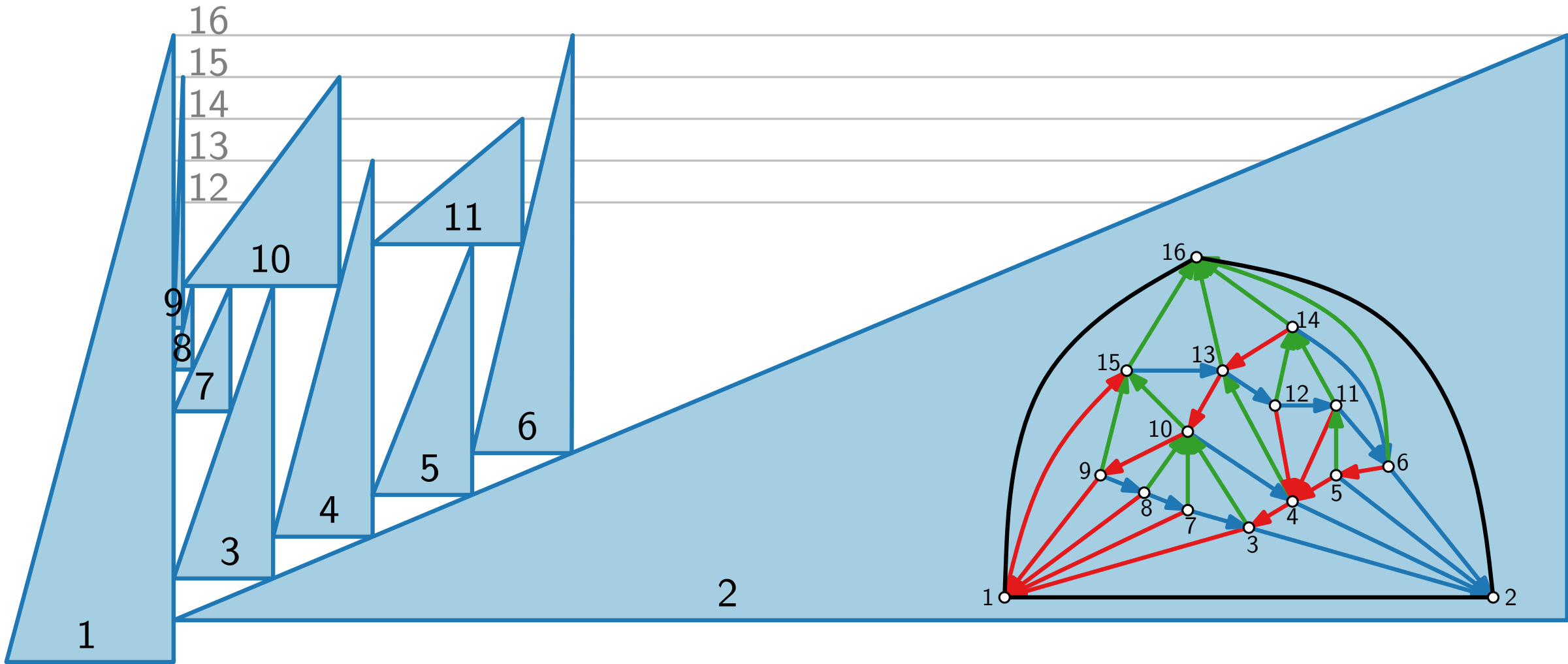
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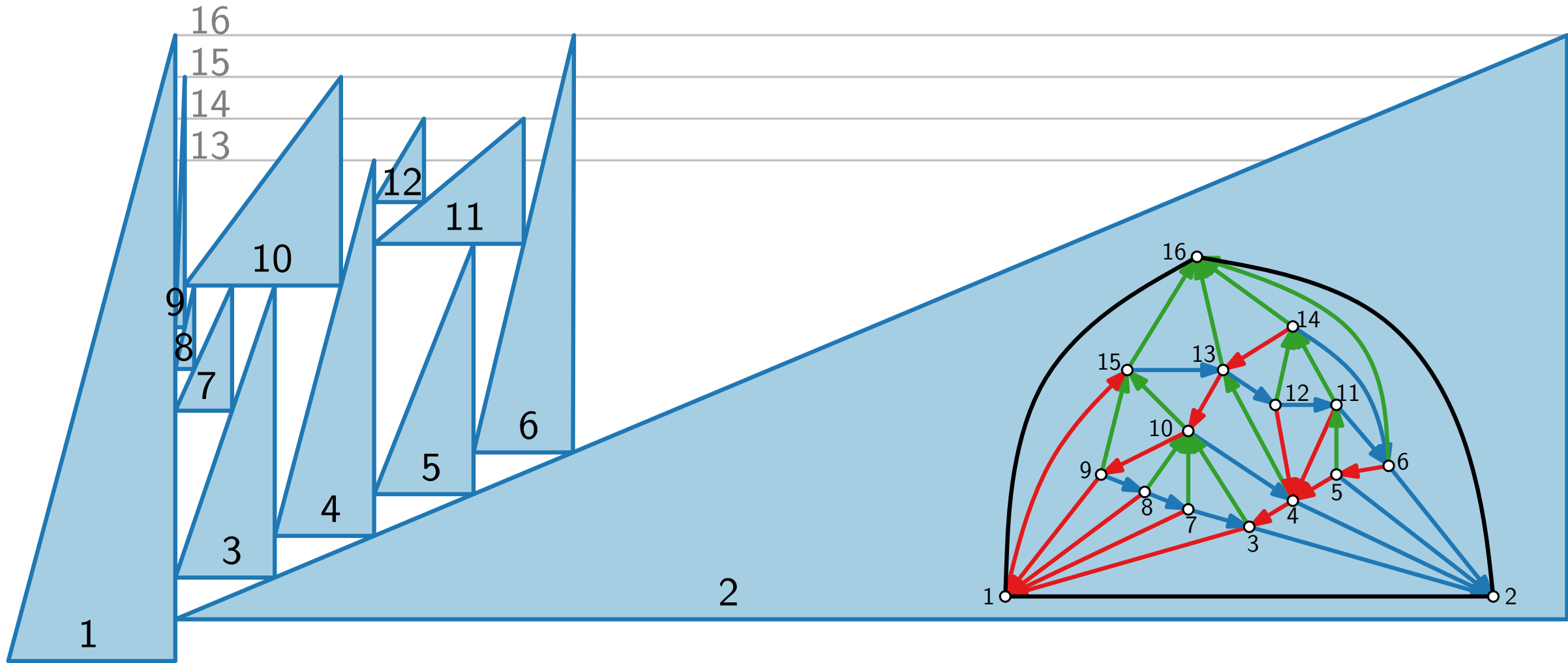
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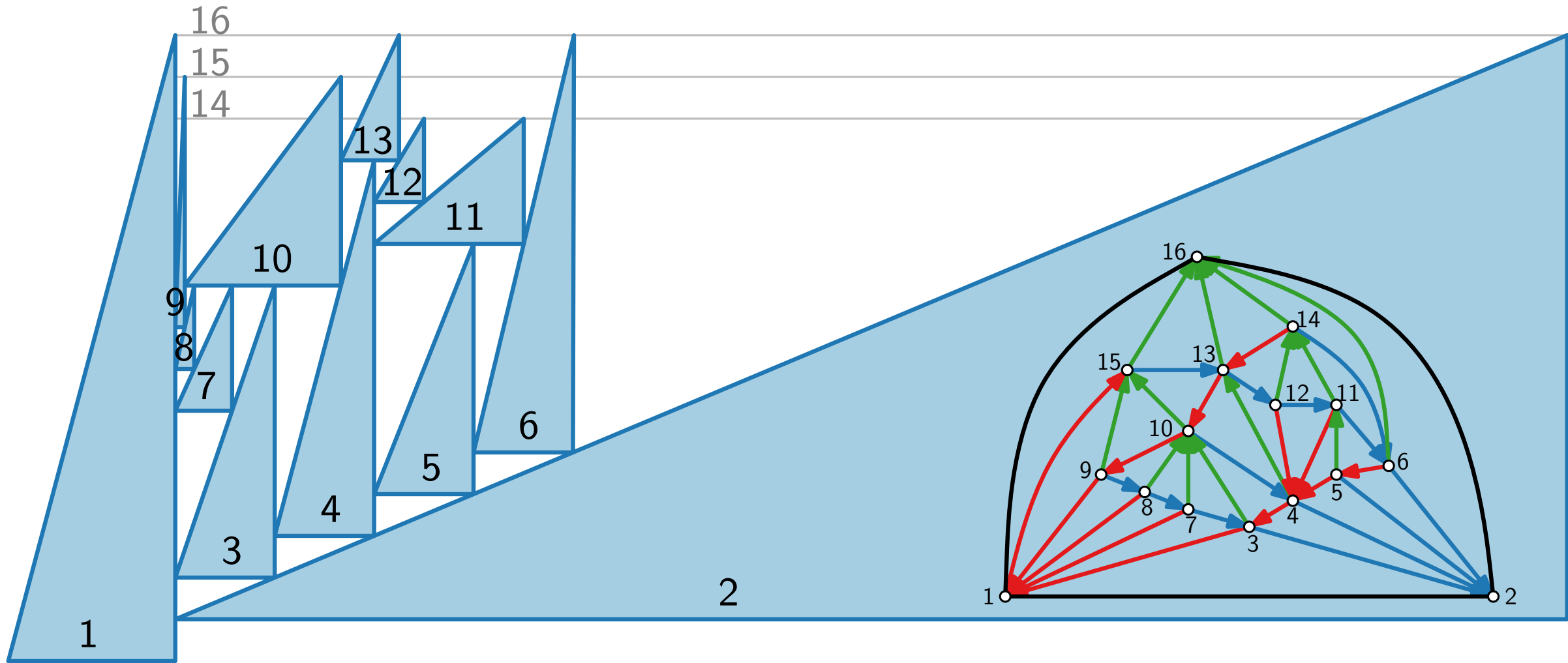
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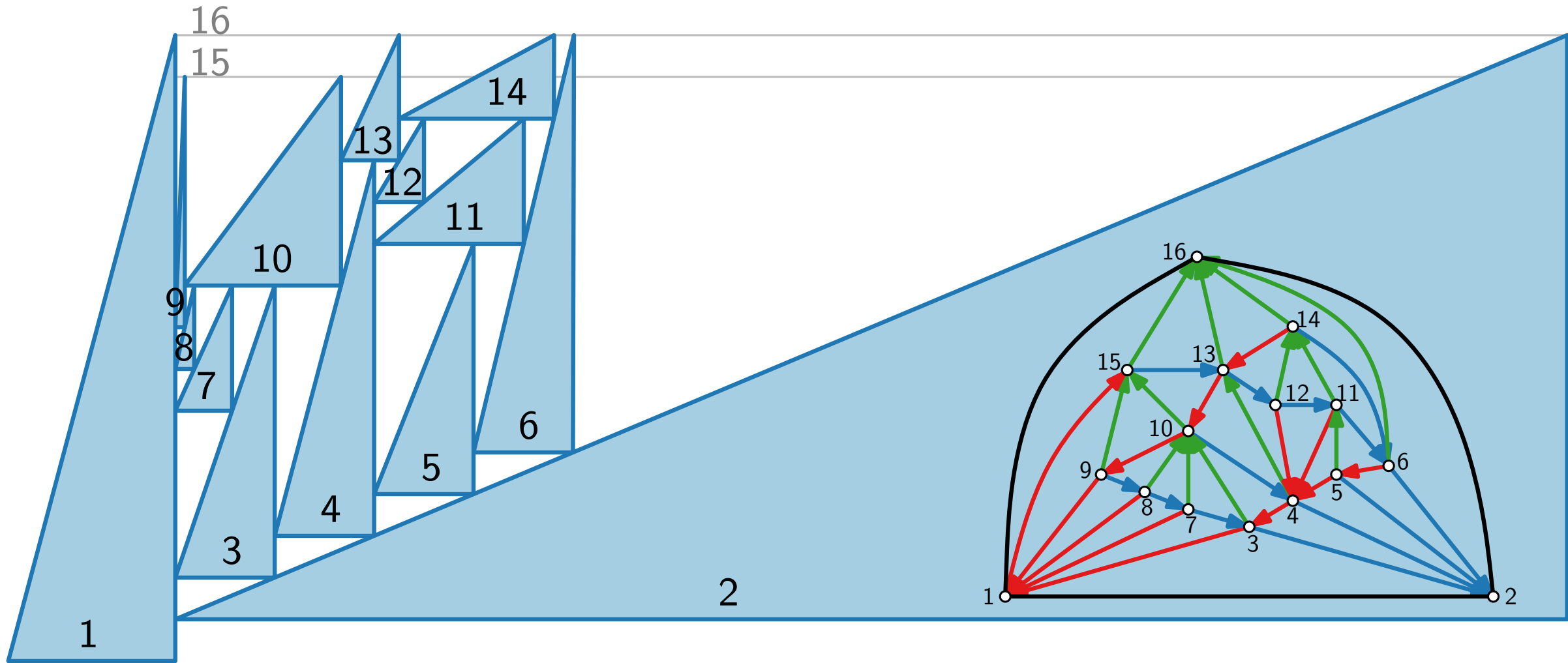
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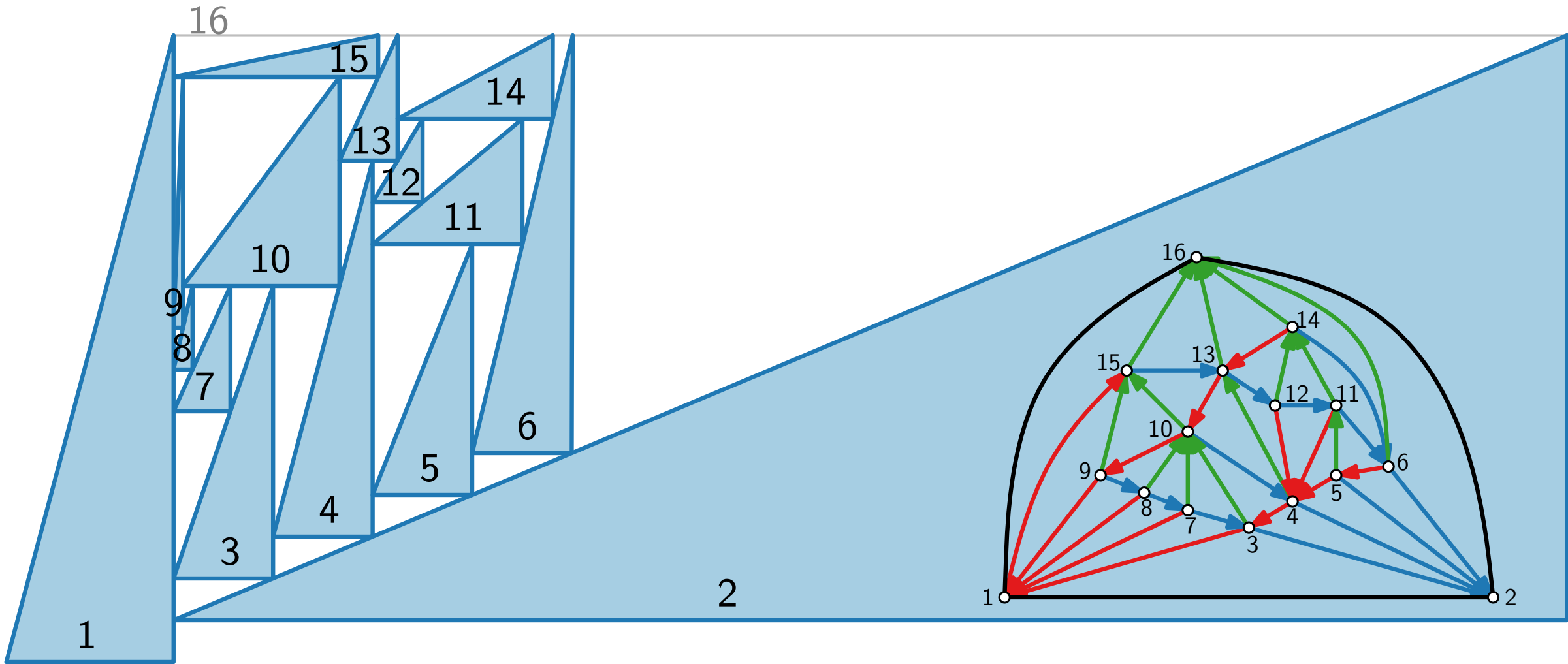
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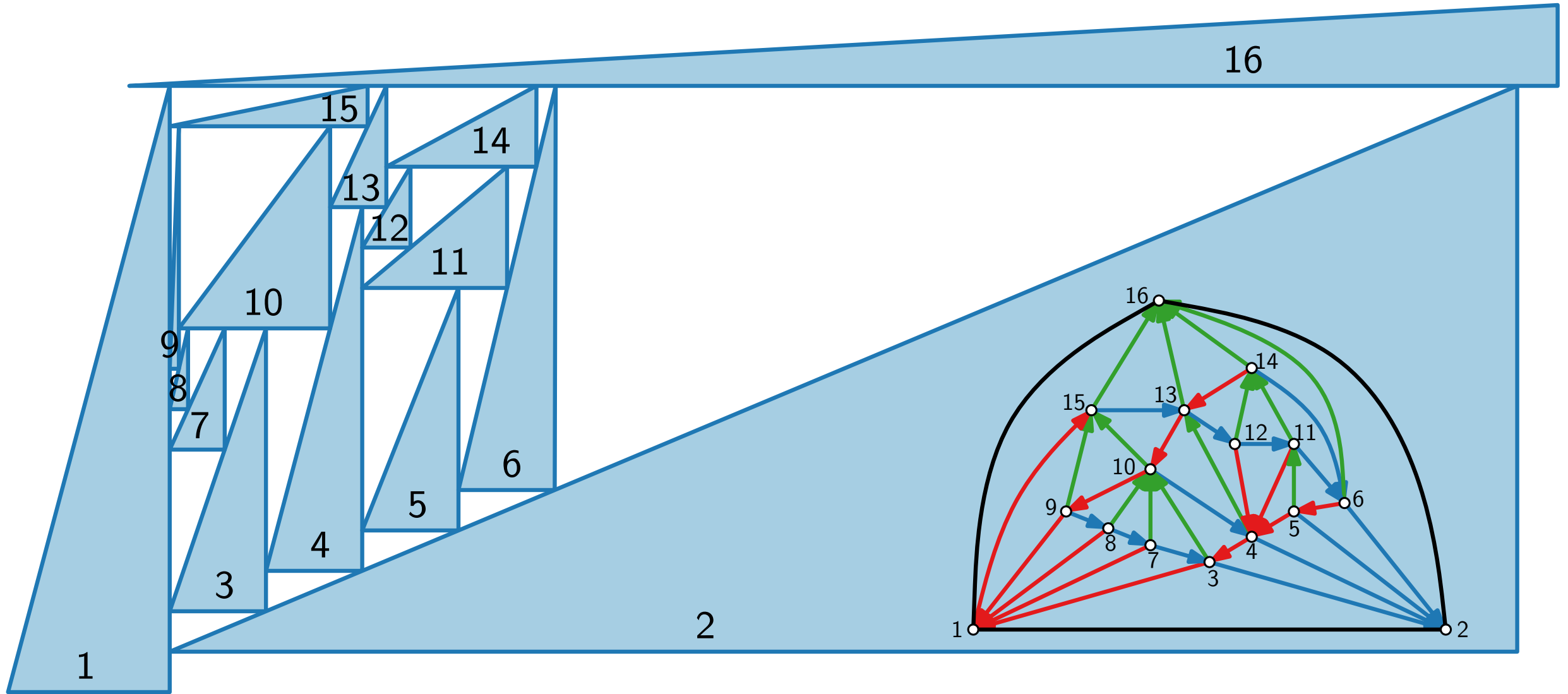
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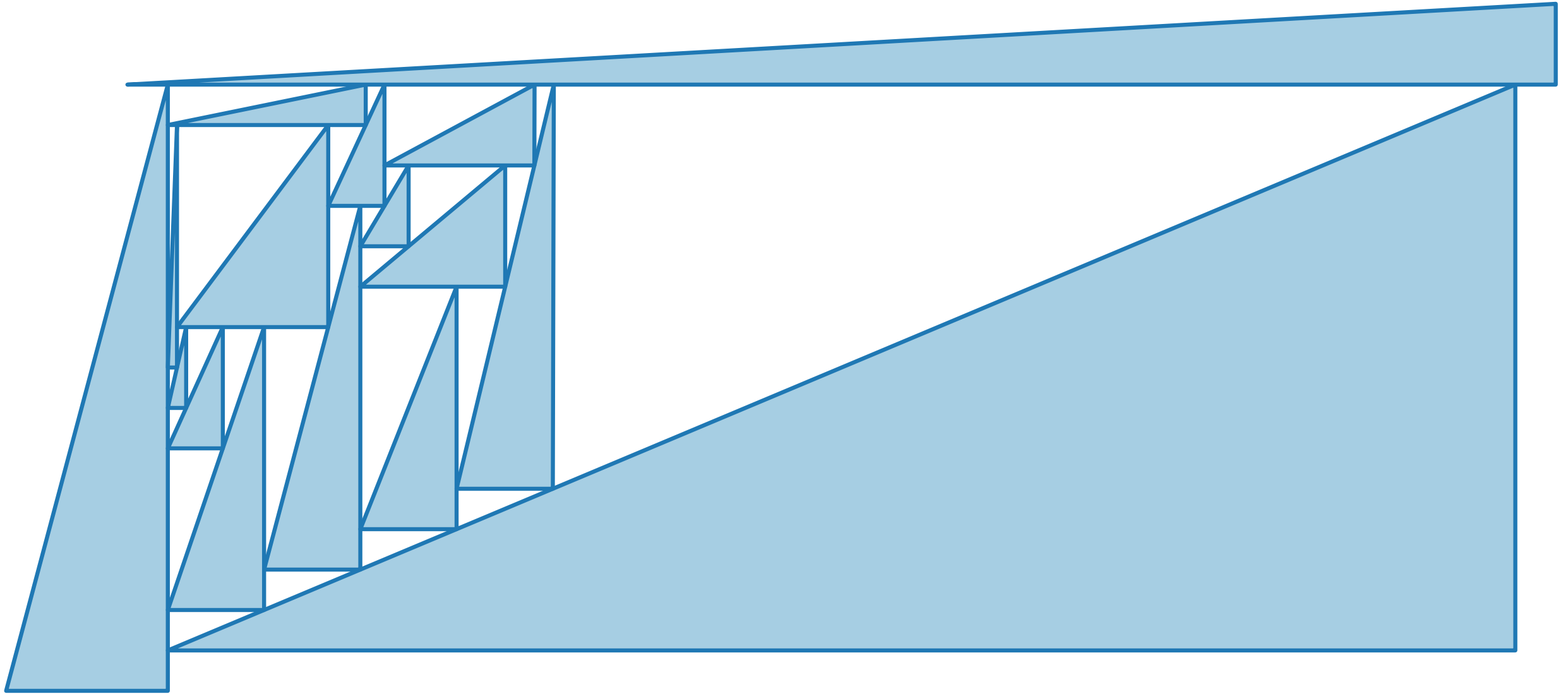
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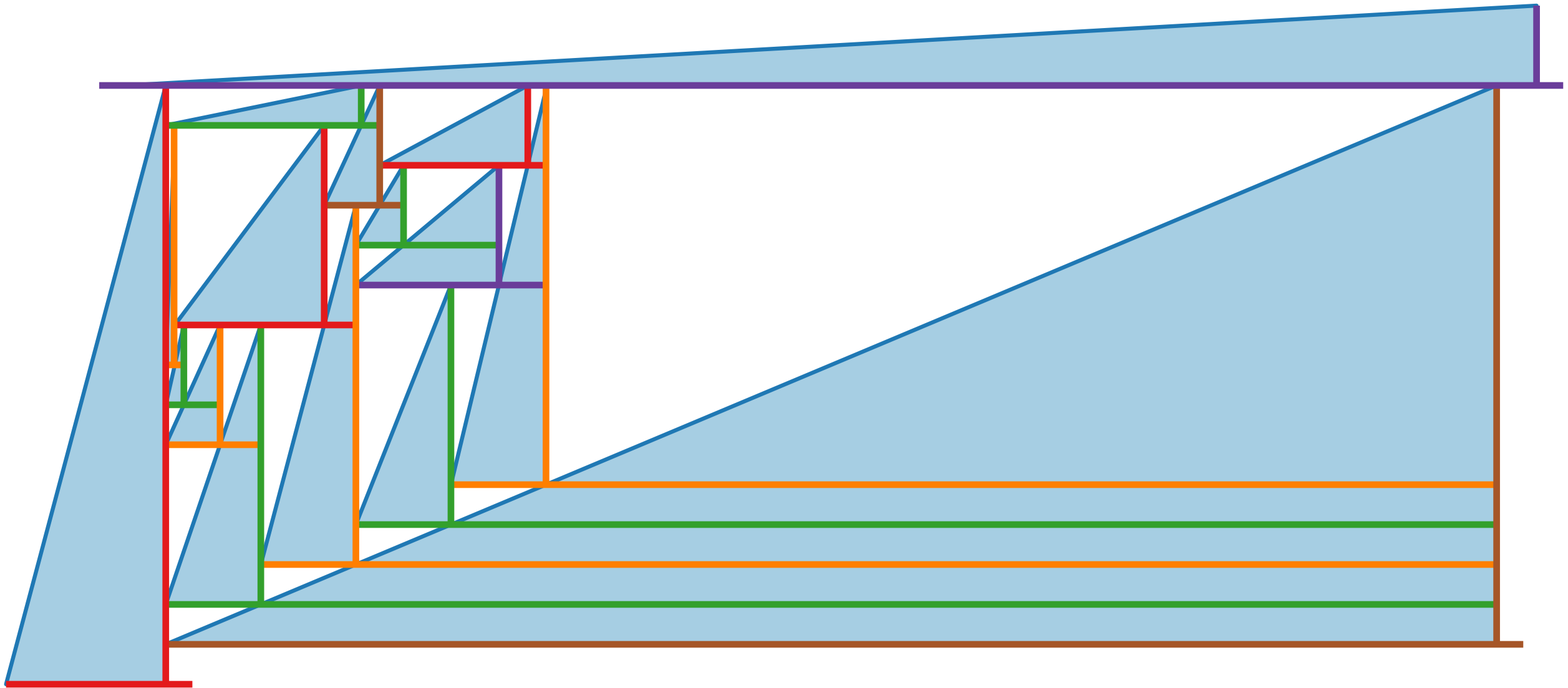
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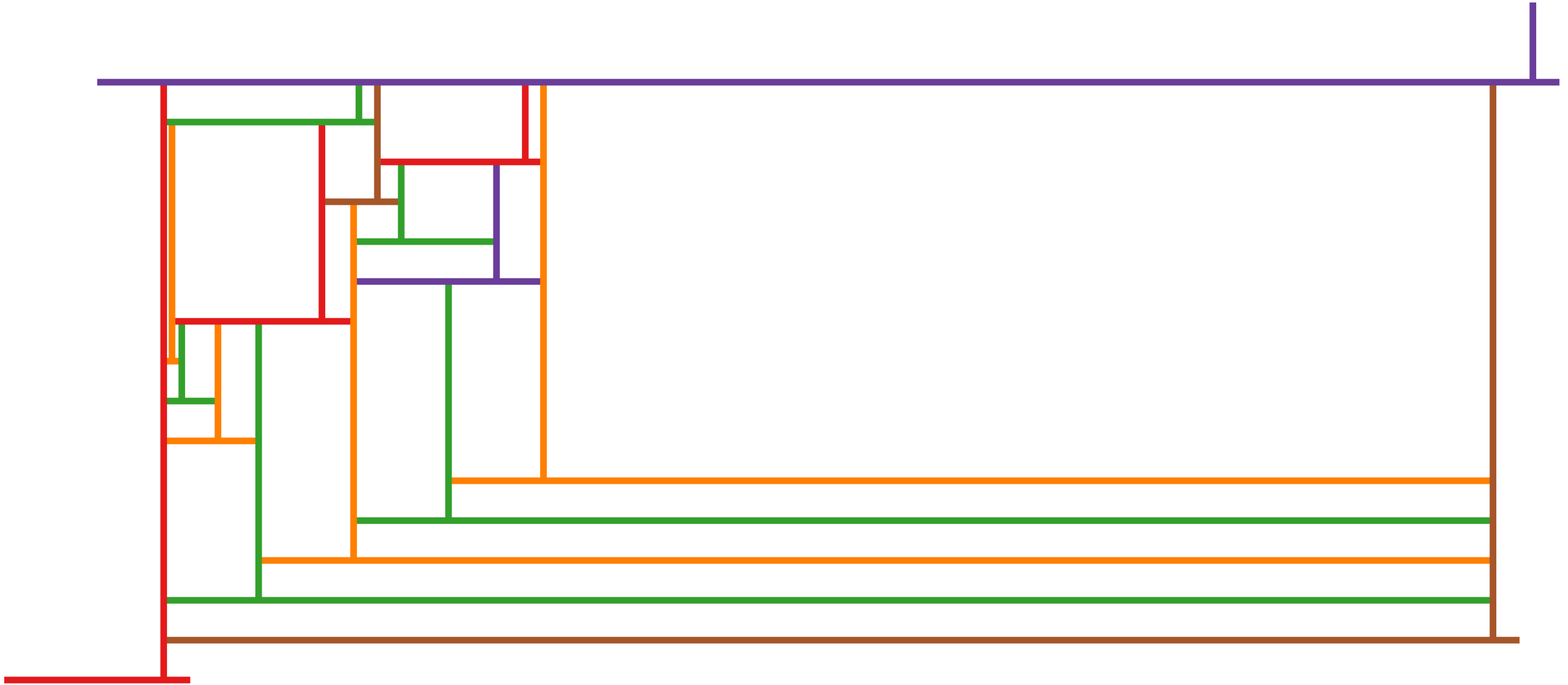
T-shape Contact Representation



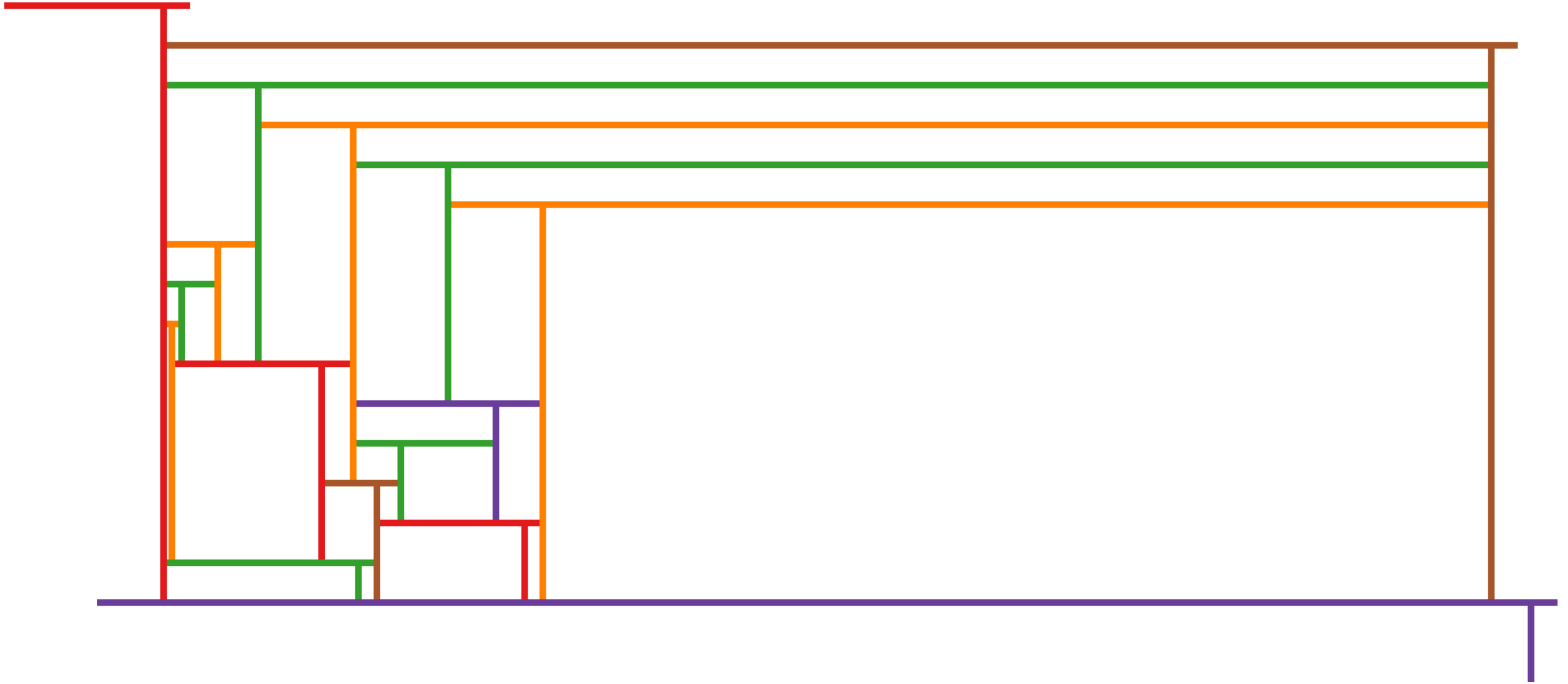
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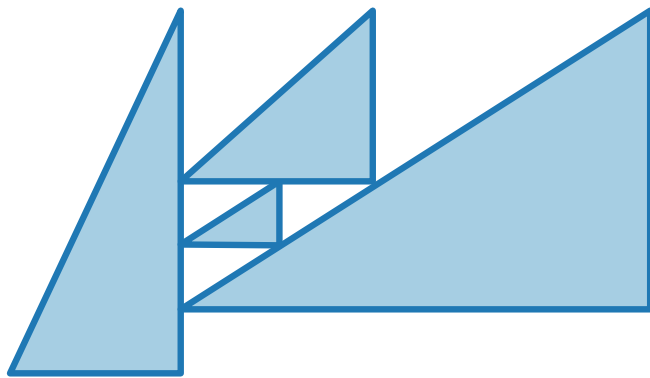
T-shape Contact Representation



Visualization of Graphs

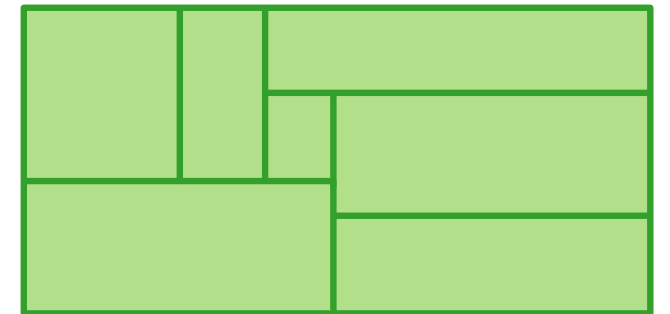
Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



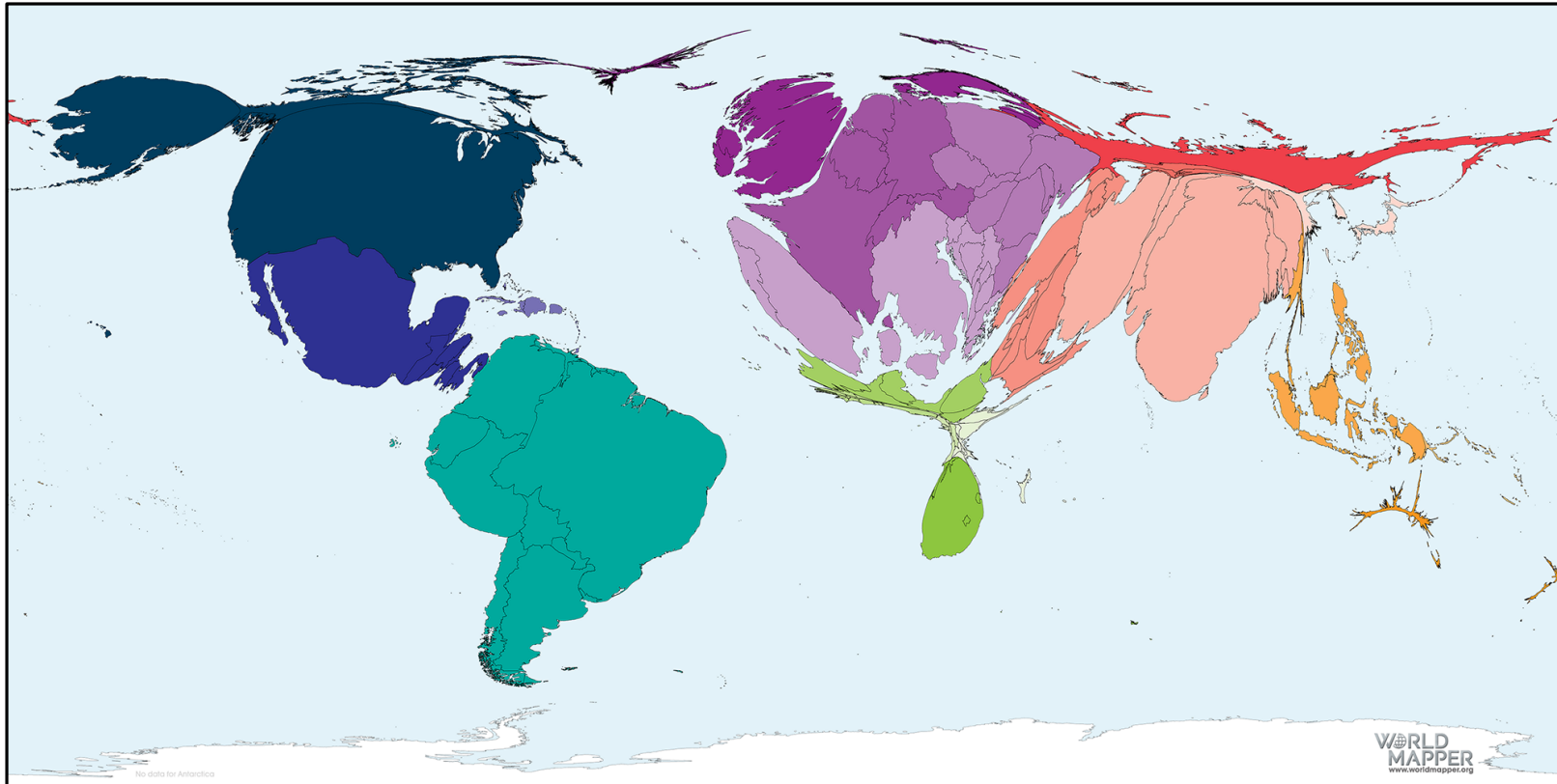
Part III: Rectangular Duals

Alexander Wolff



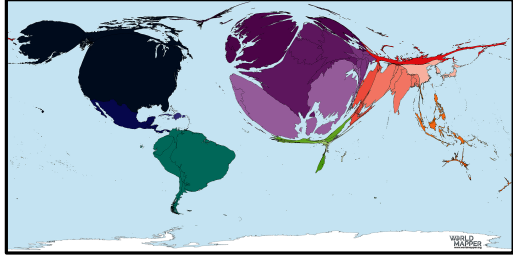
Cartograms

Cartograms



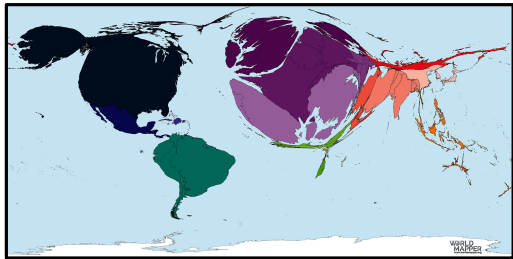
COVID19 reported deaths (January 1, 2021)

Cartograms

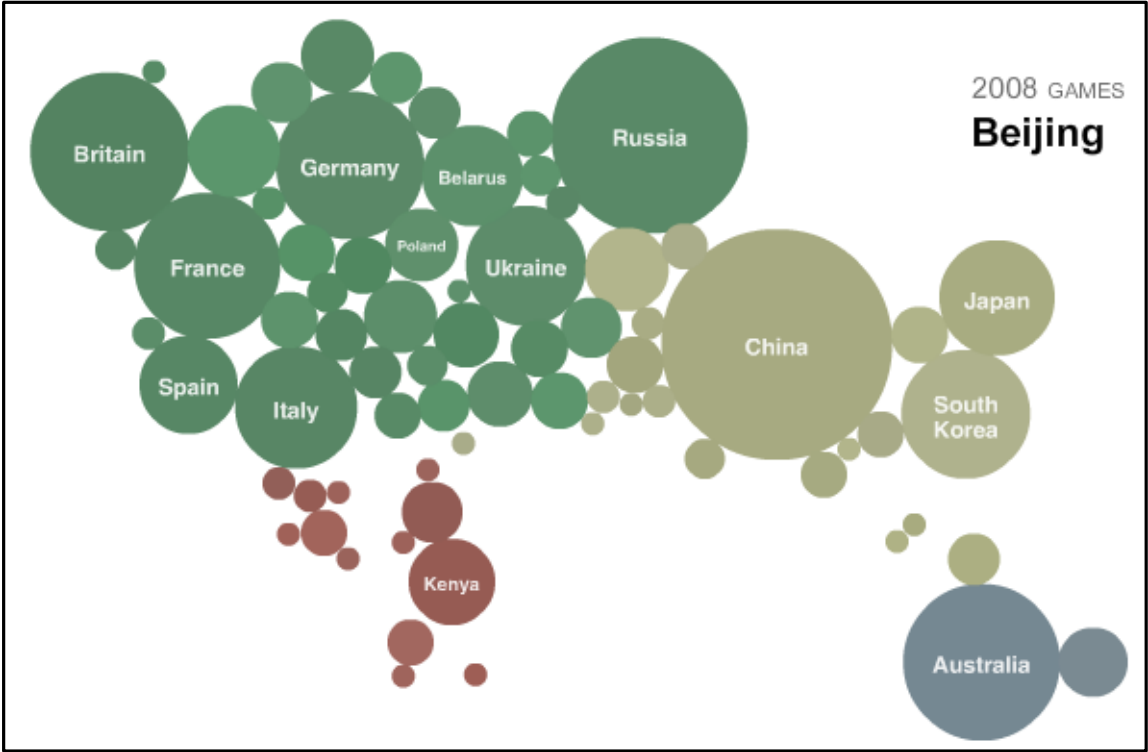


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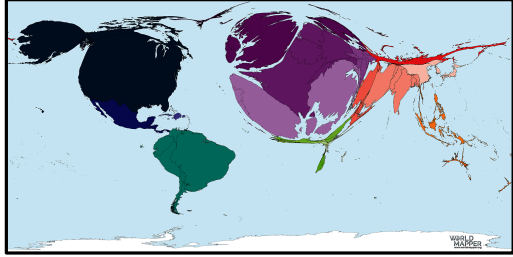
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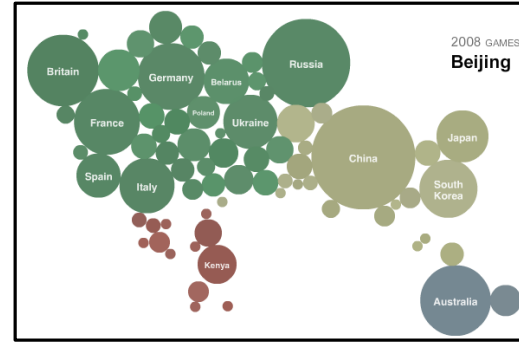
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Cartograms

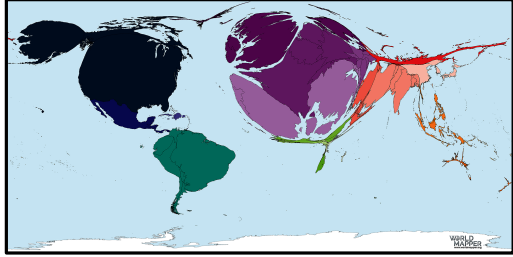


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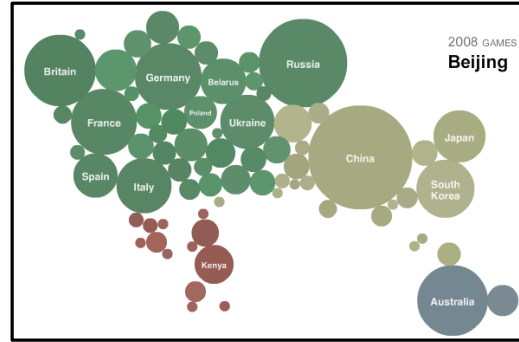


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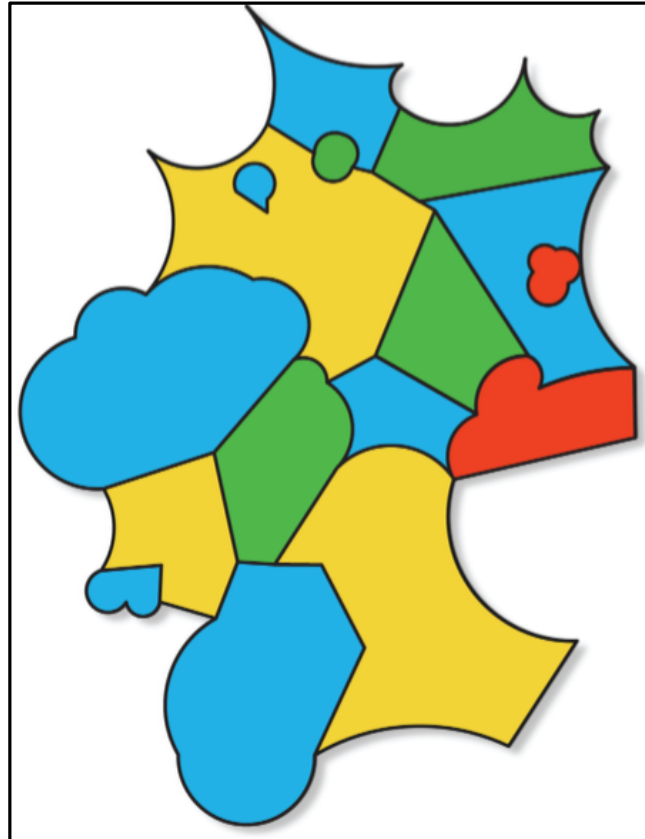
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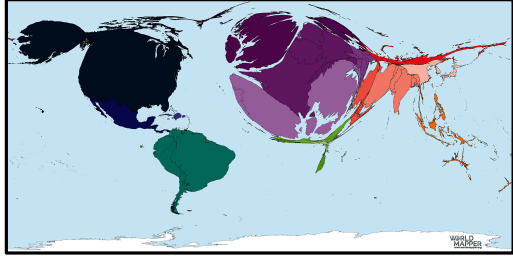
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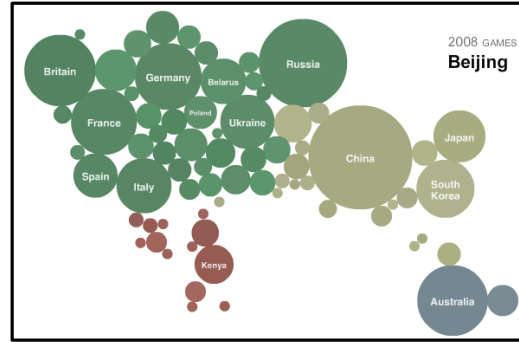
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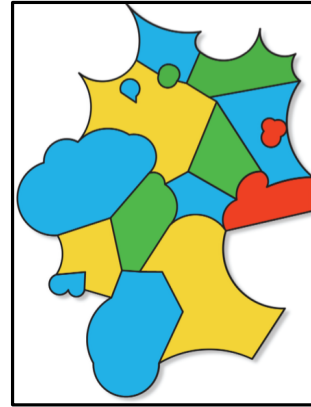
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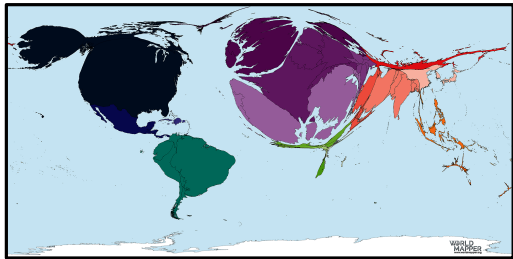
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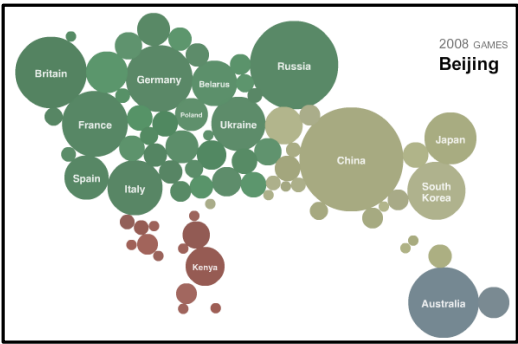
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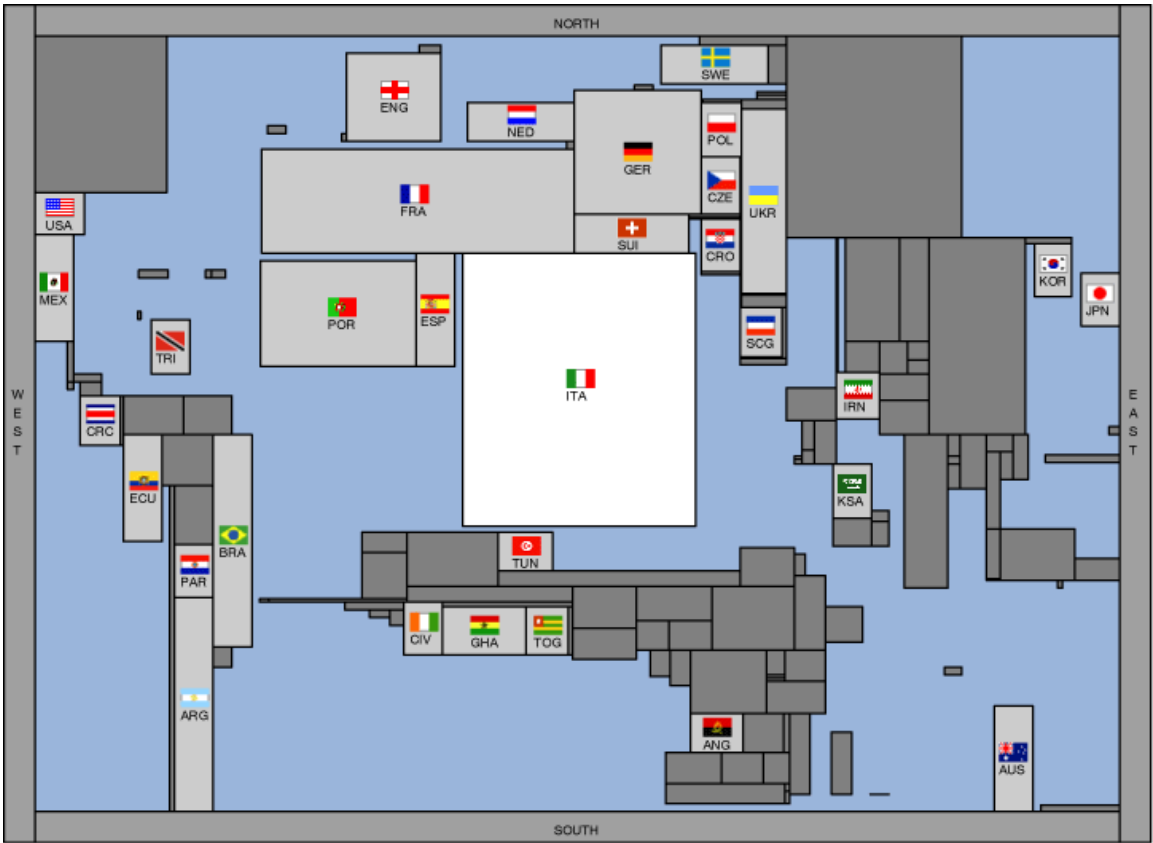
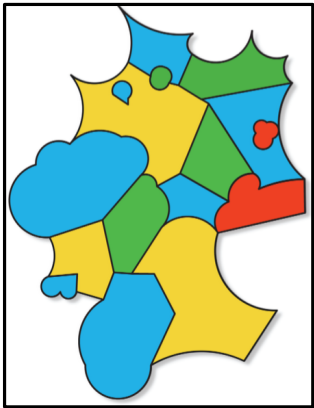
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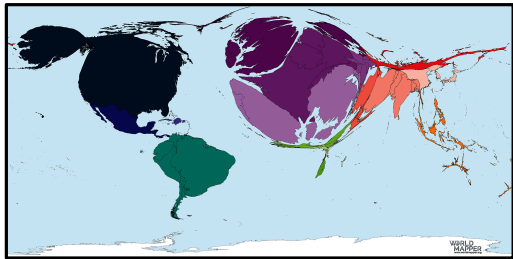
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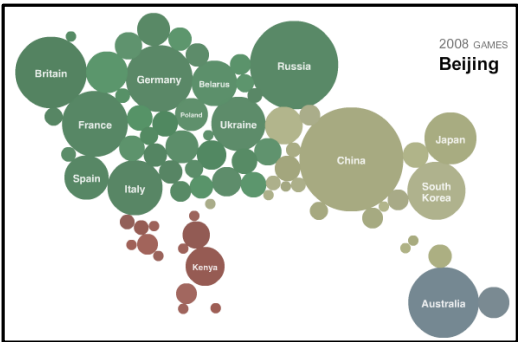
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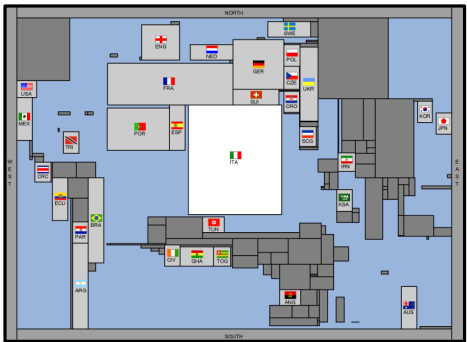
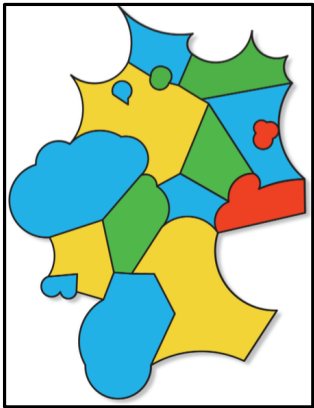
Cartograms



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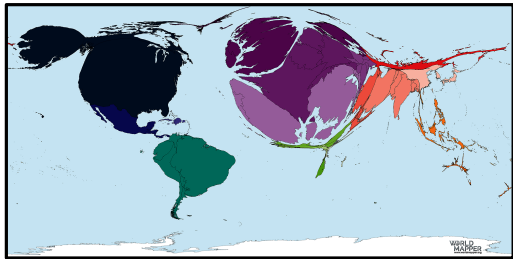


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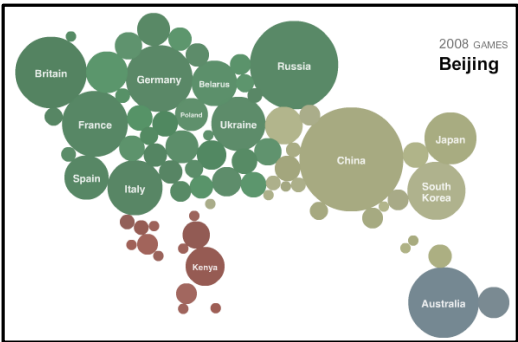


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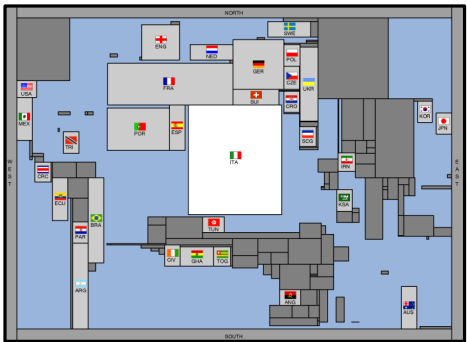
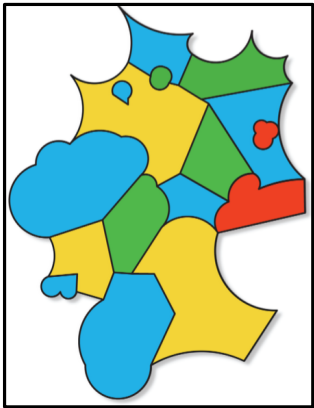
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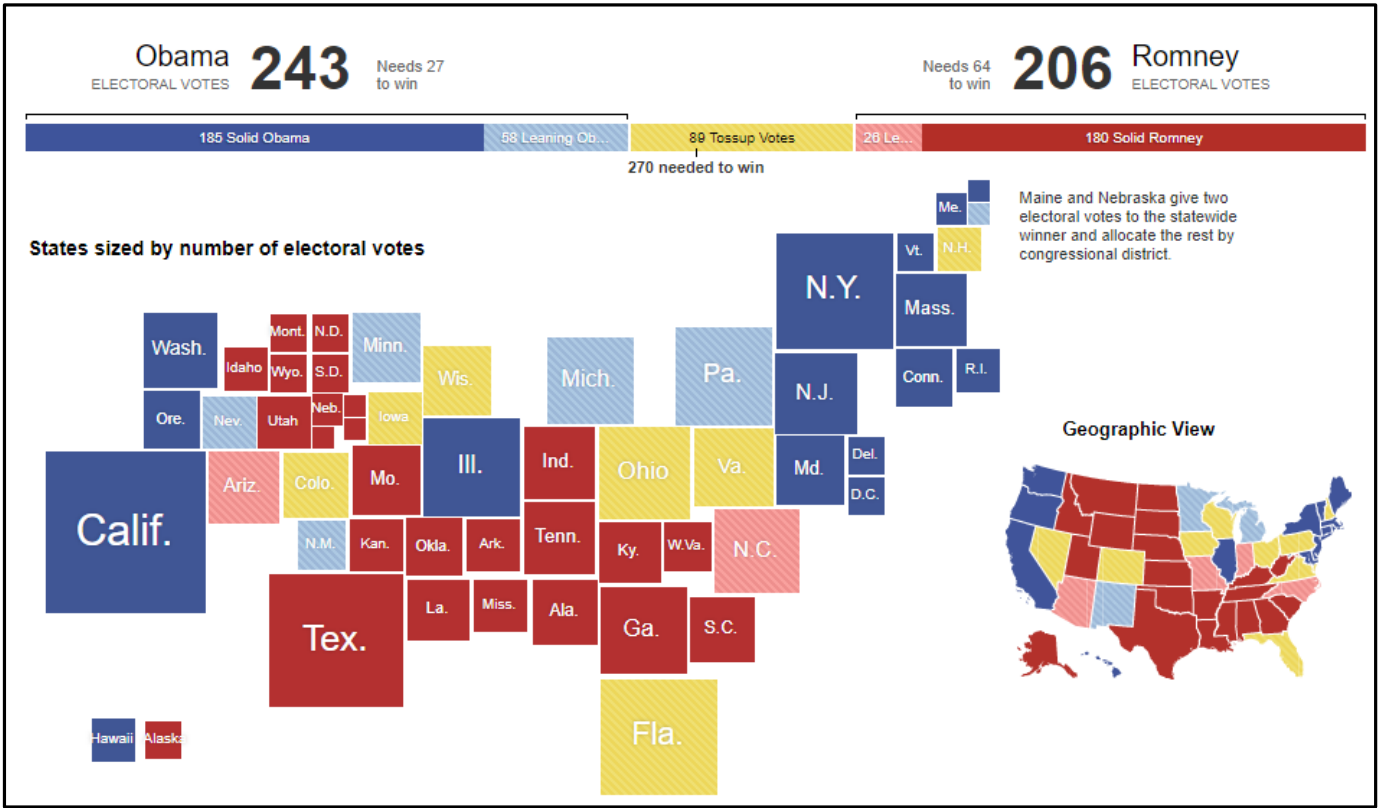
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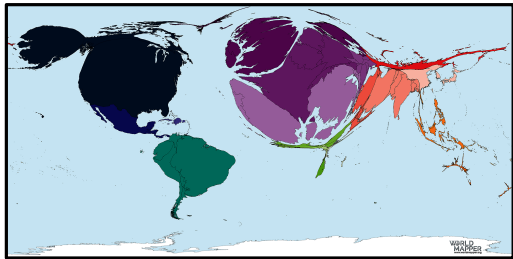
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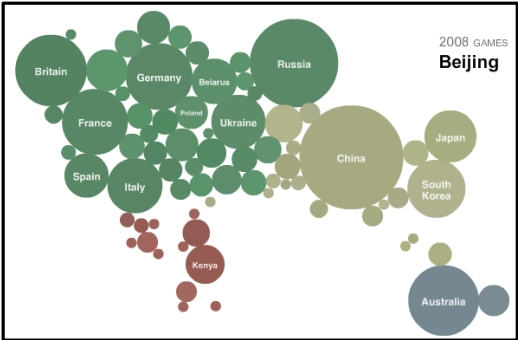
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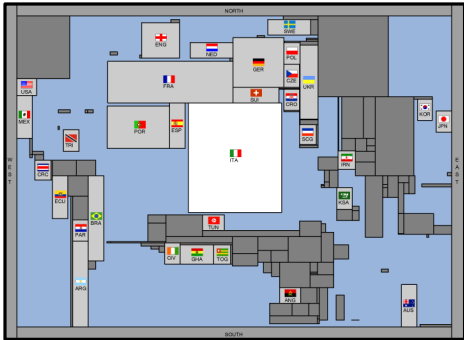
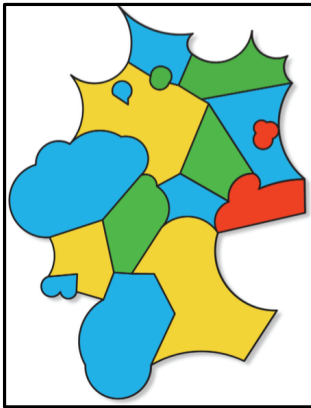
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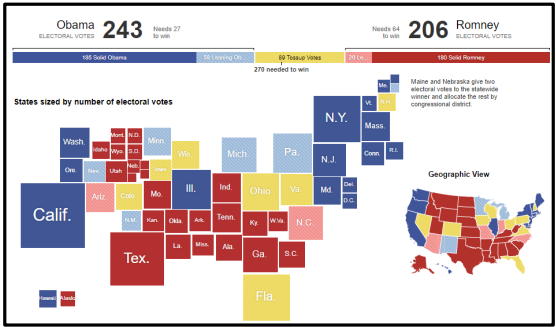
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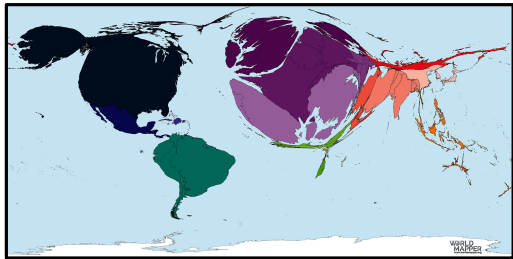


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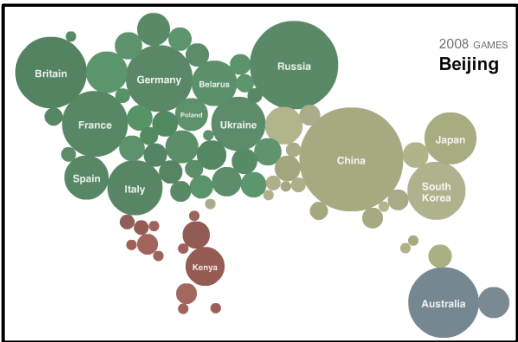


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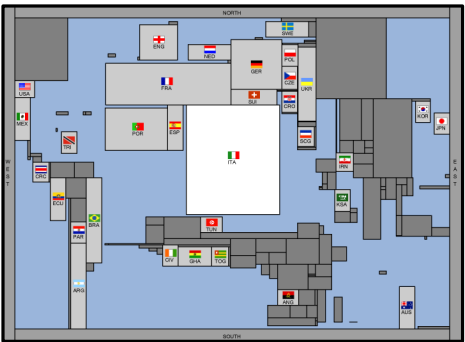
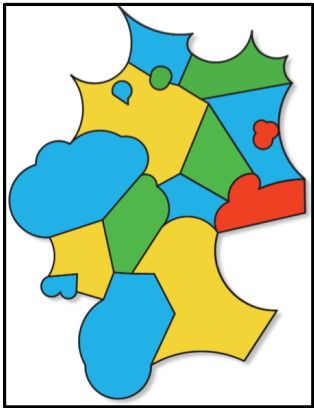
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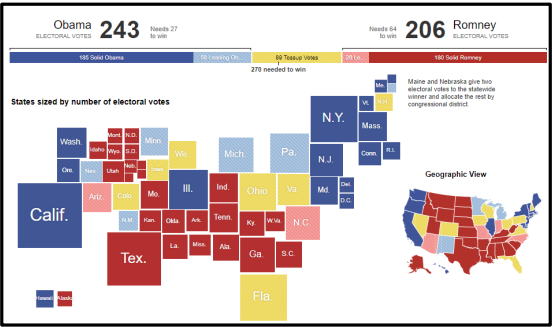
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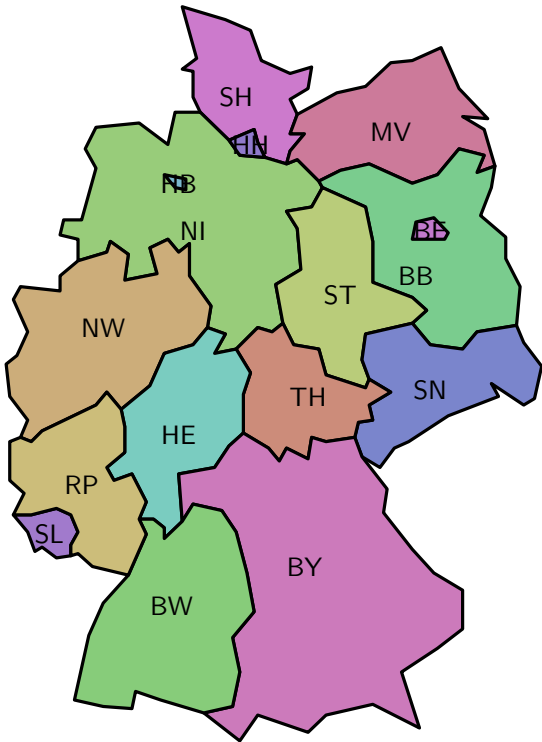
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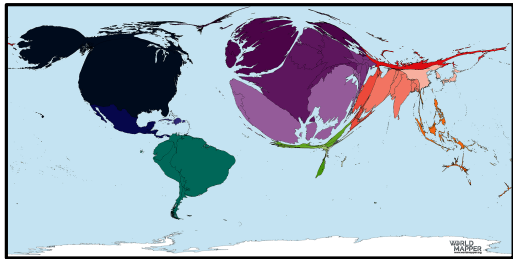
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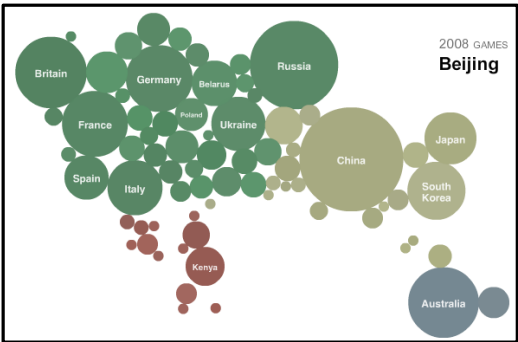
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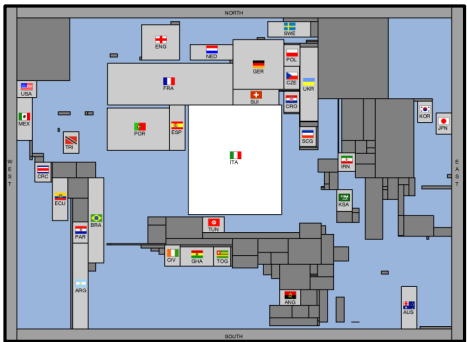
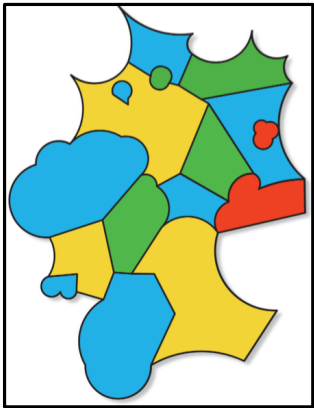
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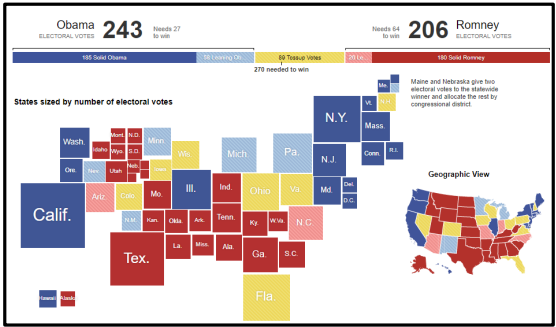
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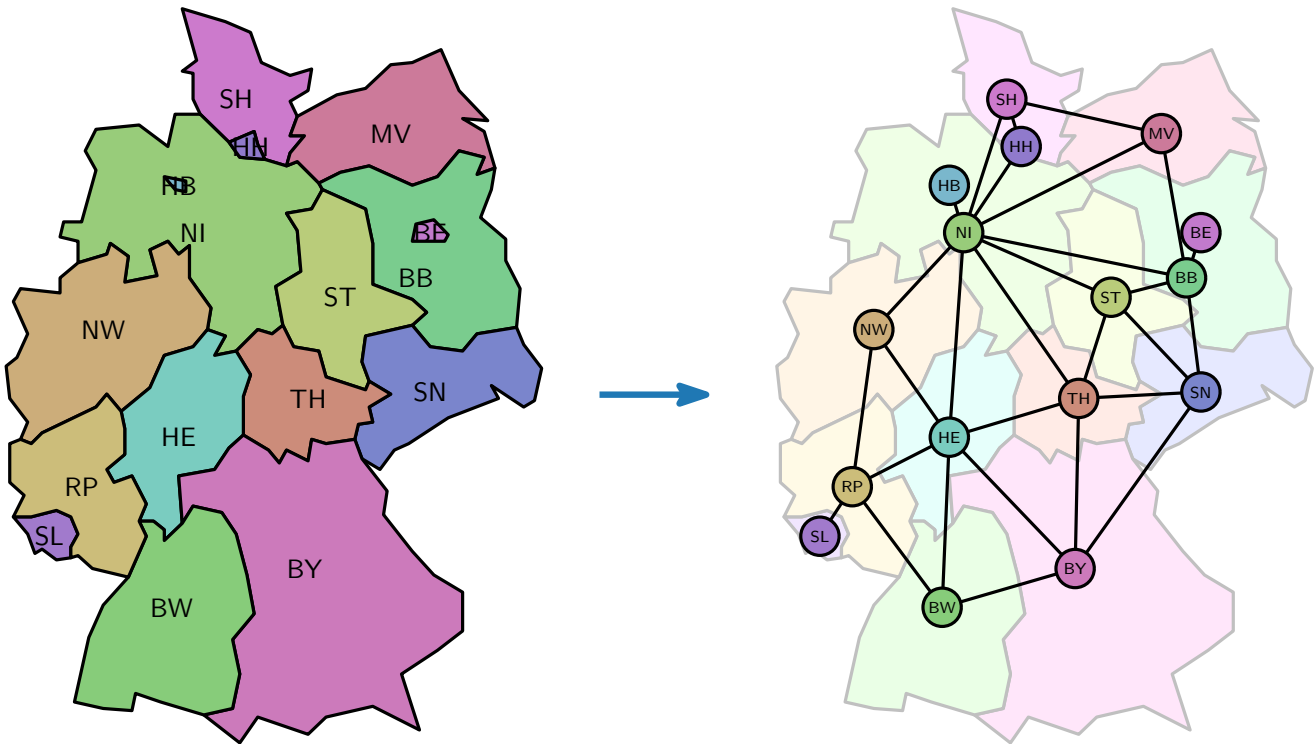
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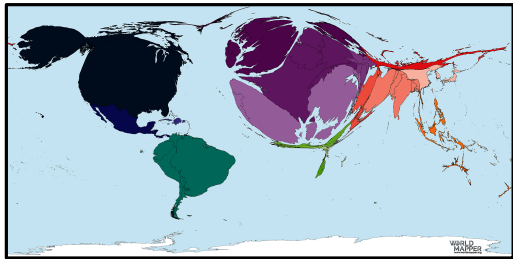
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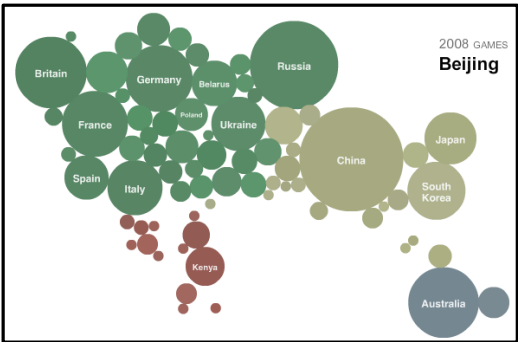
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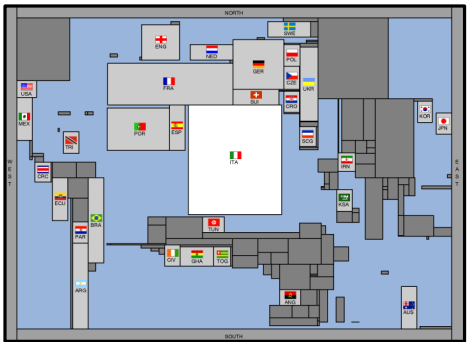
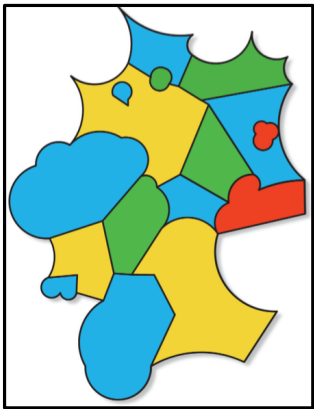
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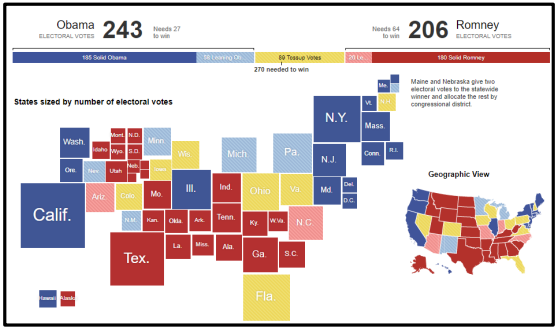
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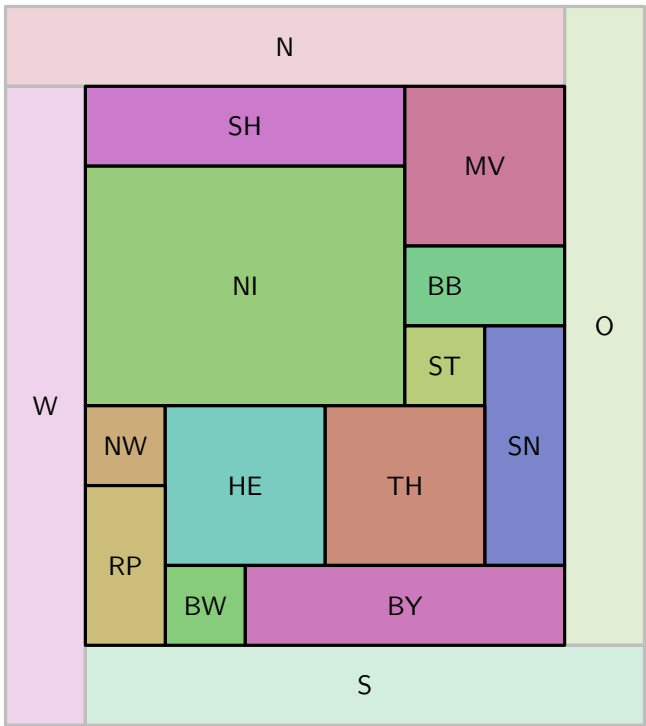
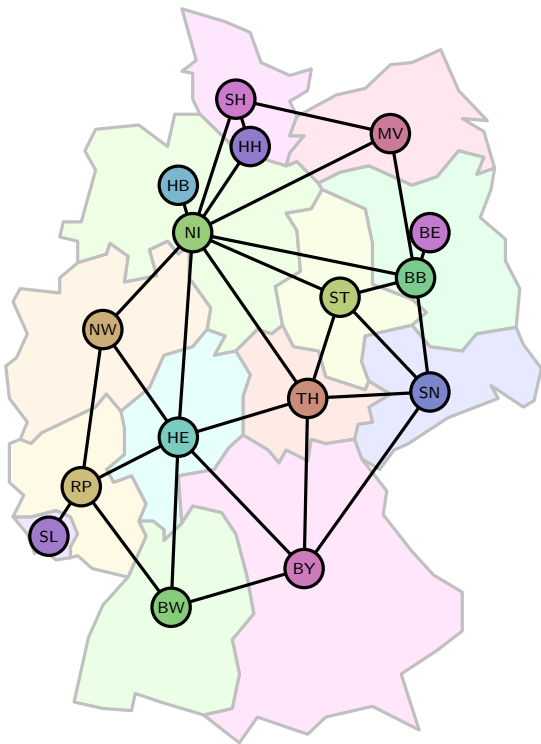
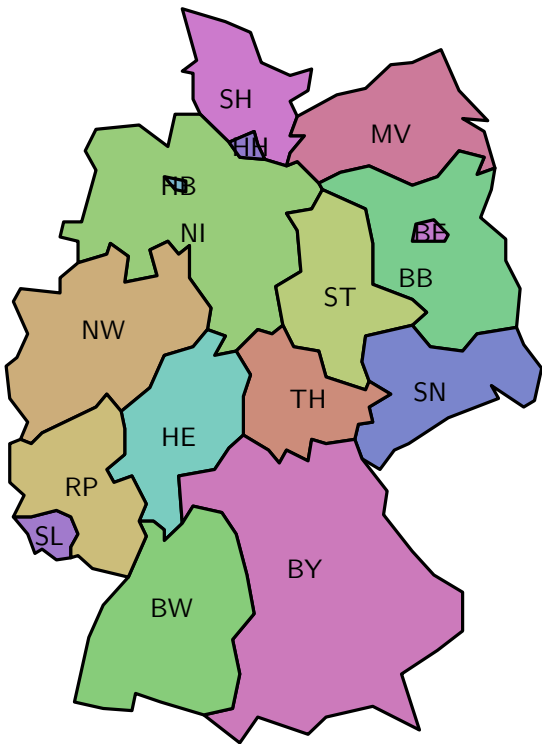
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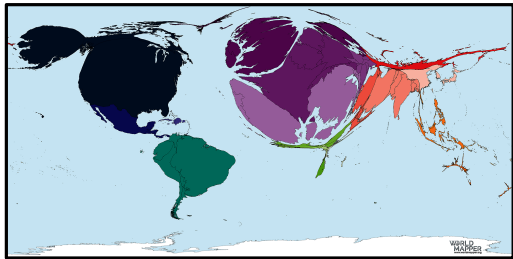
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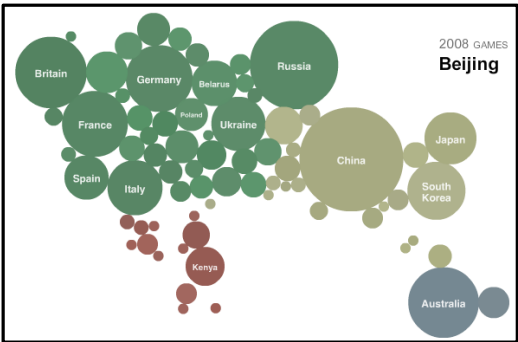
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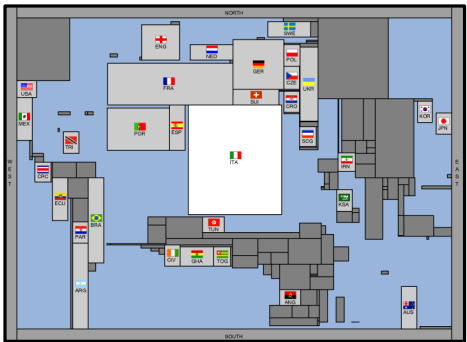
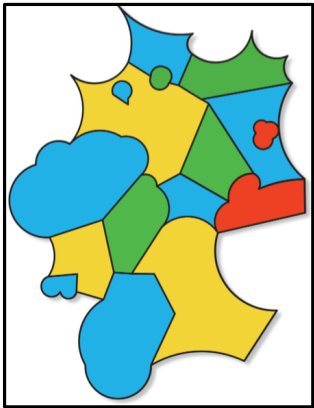
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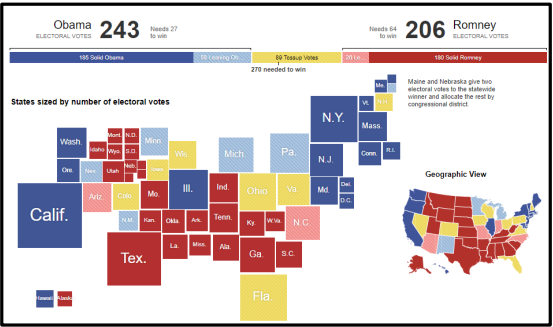
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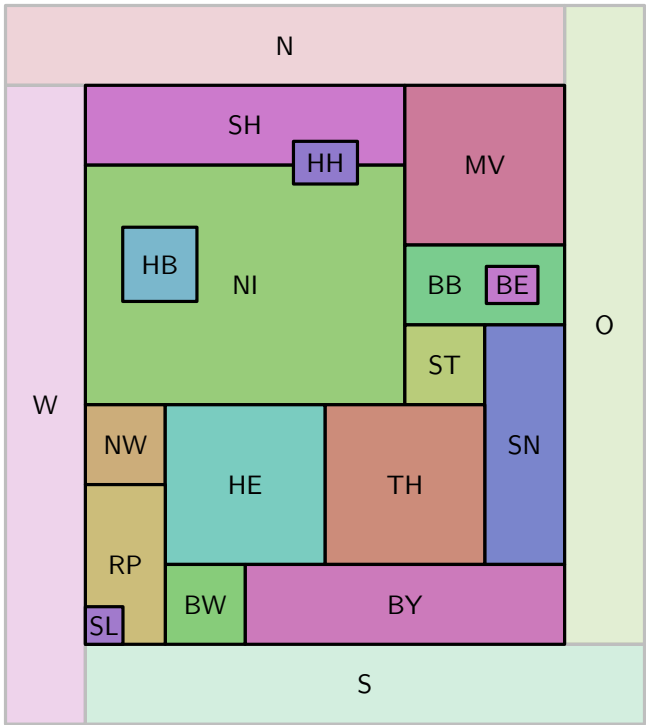
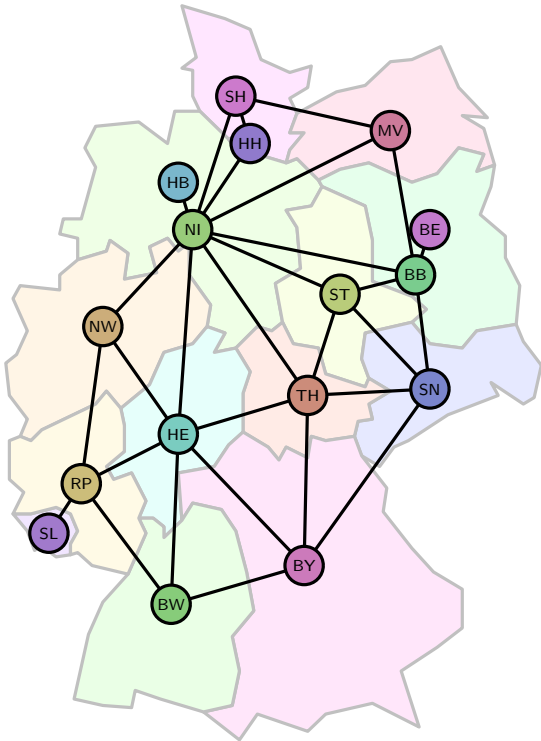
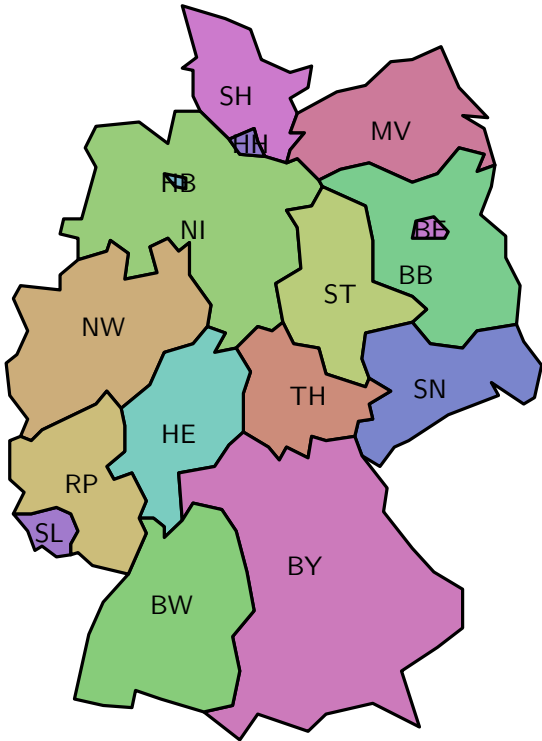
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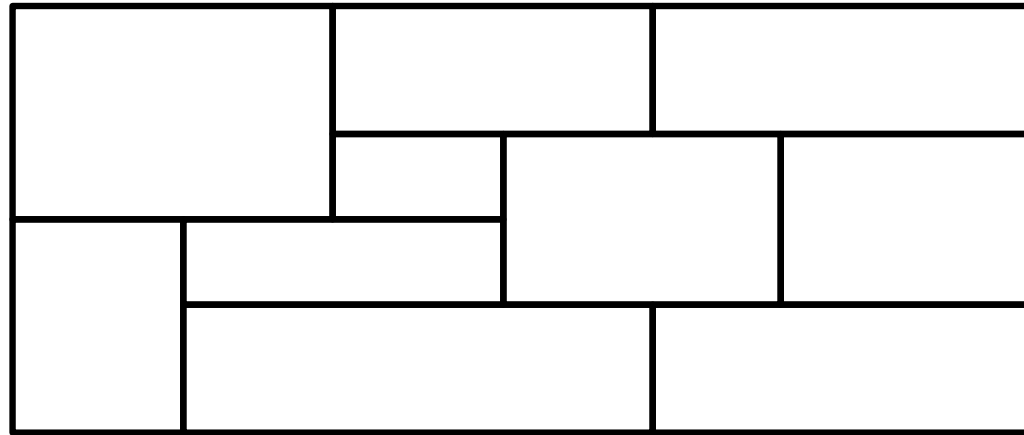
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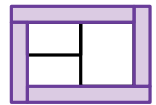
Rectangular Dual



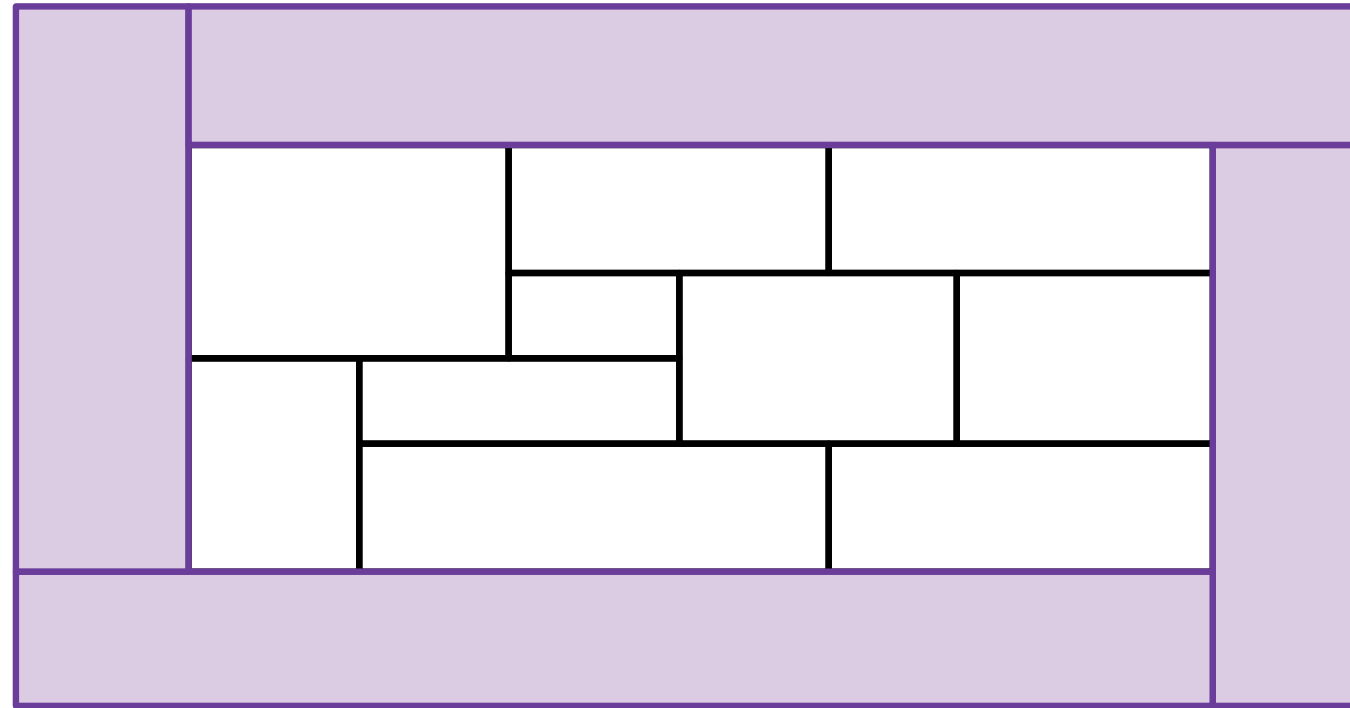
Rectangular Dual



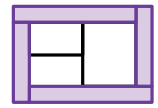
Rectangular Dual



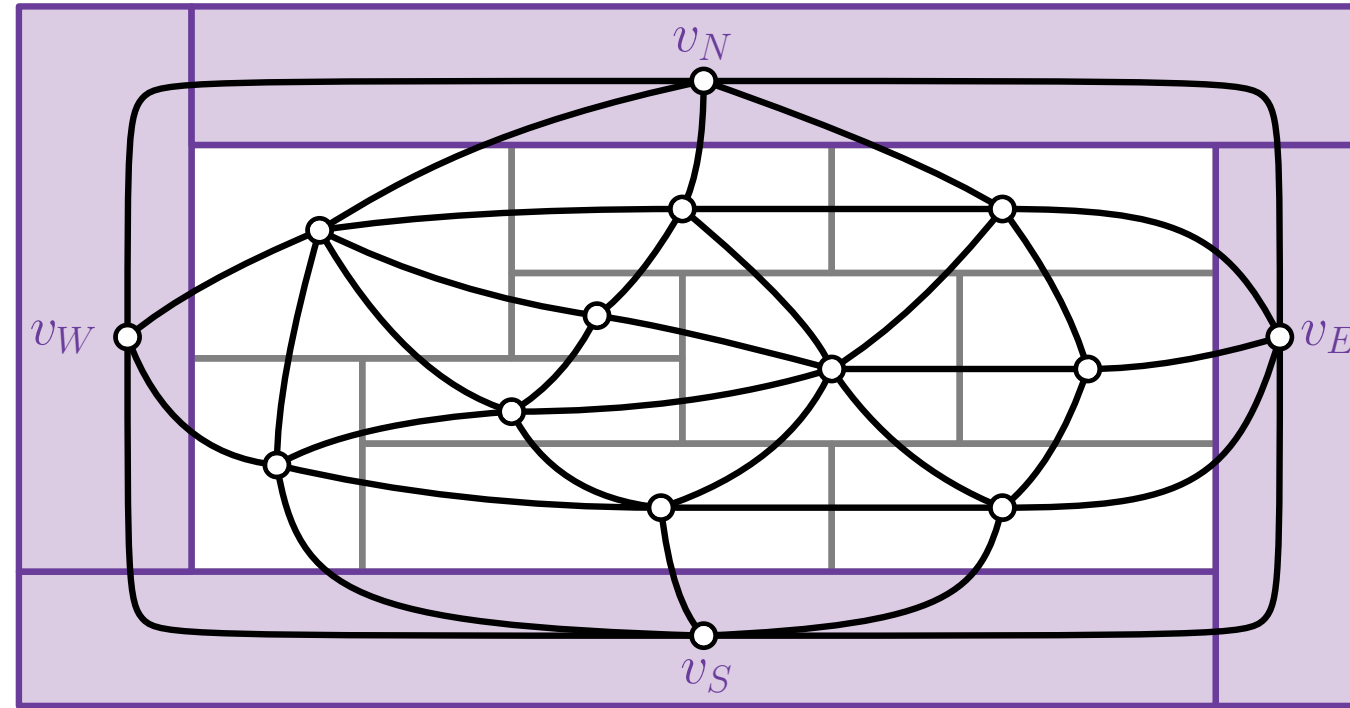
RD

Rectangular Dual \mathcal{R} 

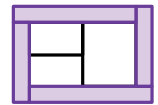
Rectangular Dual



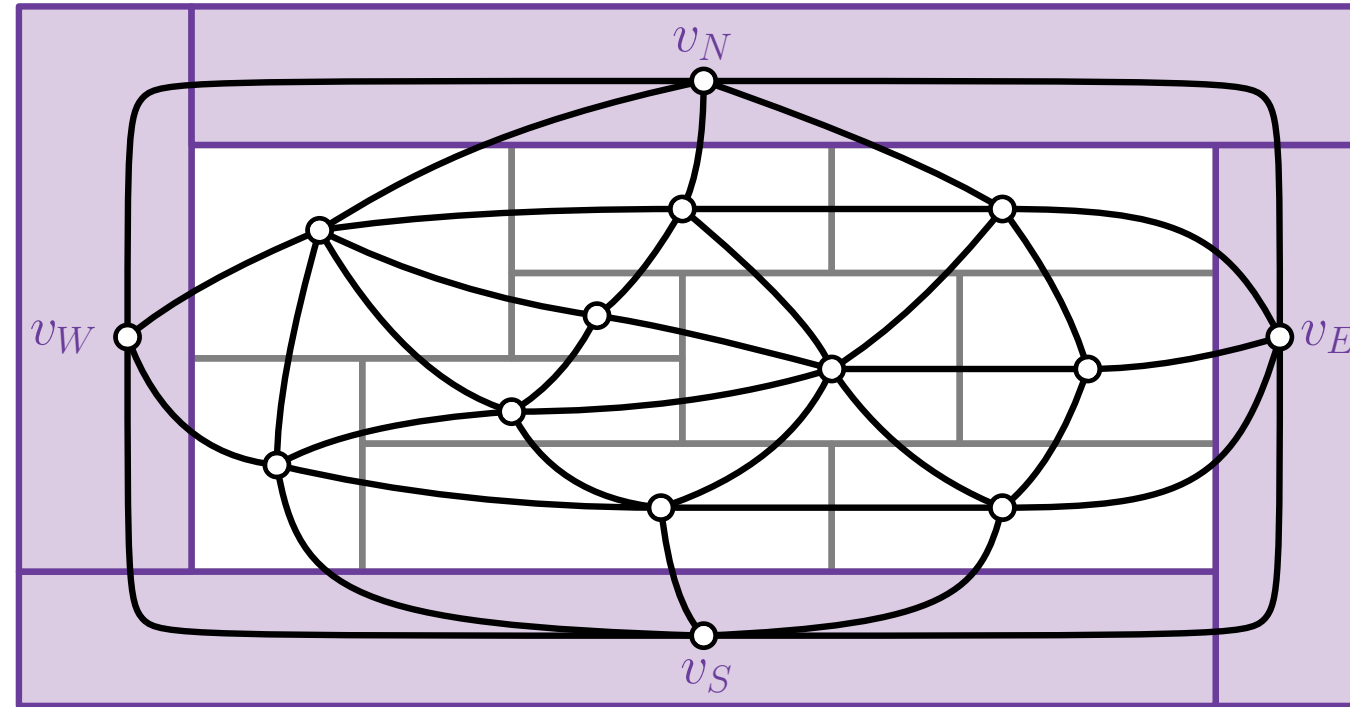
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Rectangular Dual \mathcal{R} 

Rectangular Dual

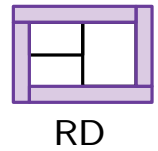


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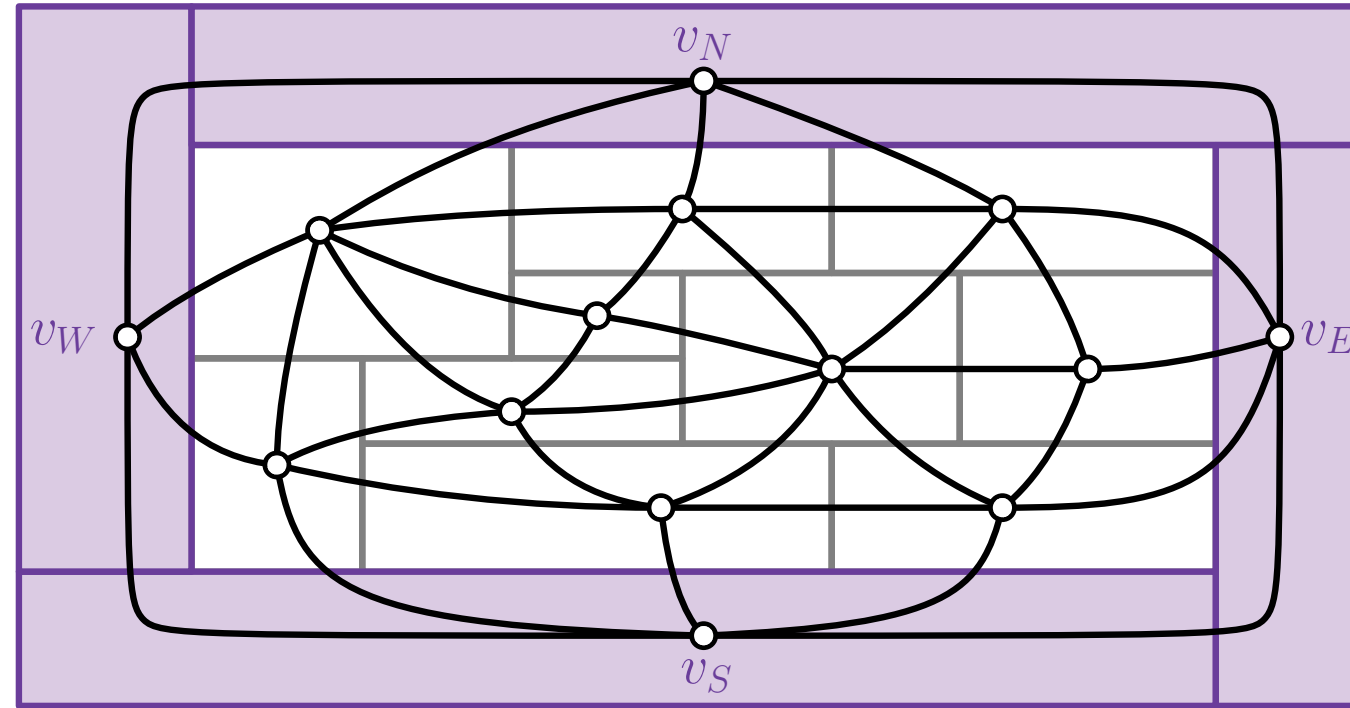
Rectangular Dual \mathcal{R} 

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

Rectangular Dual

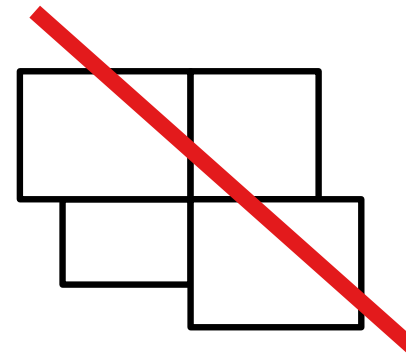


Rectangular Dual \mathcal{R}

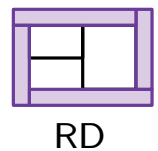


A **rectangular dual** of a graph G is a contact representation with axis-aligned rectangles s.t.

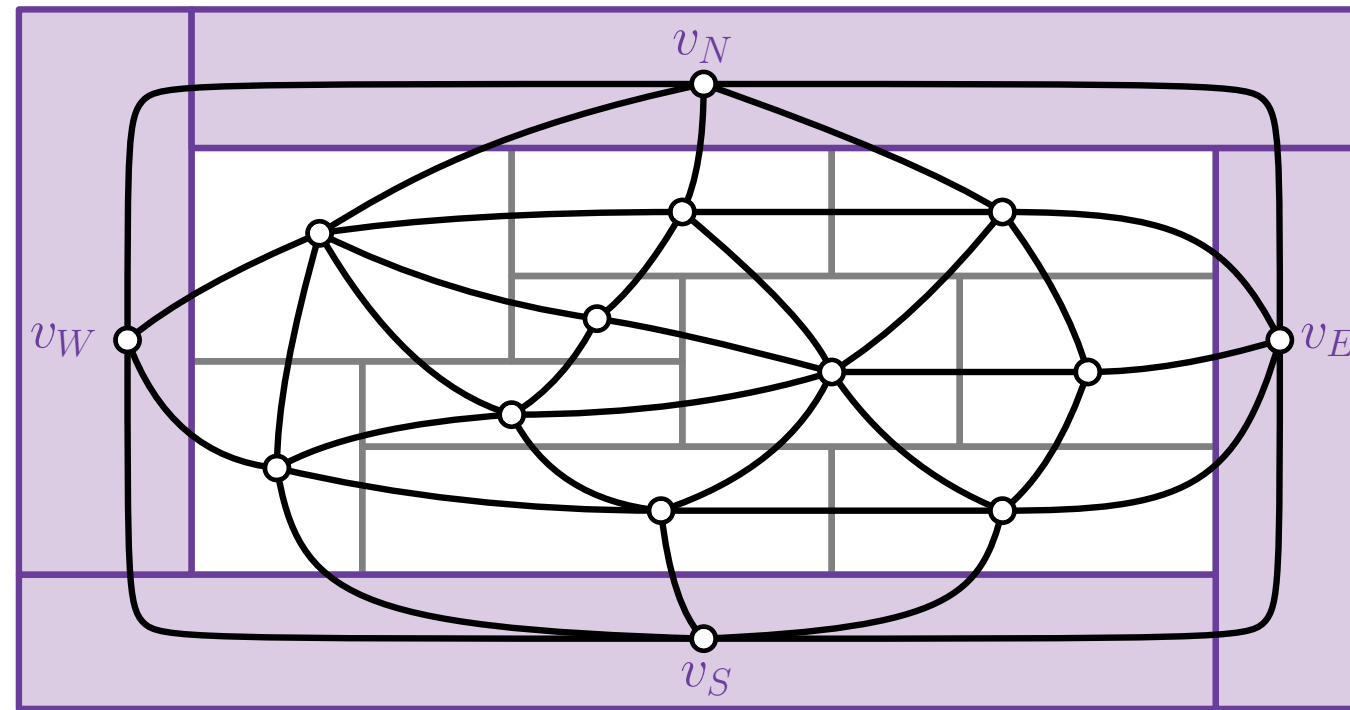
- no four rectangles share a point,



Rectangular Dual

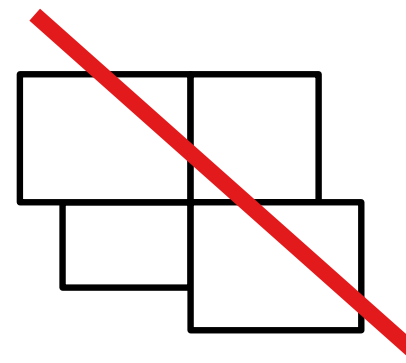


Rectangular Dual \mathcal{R}

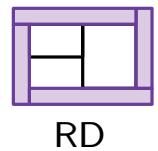


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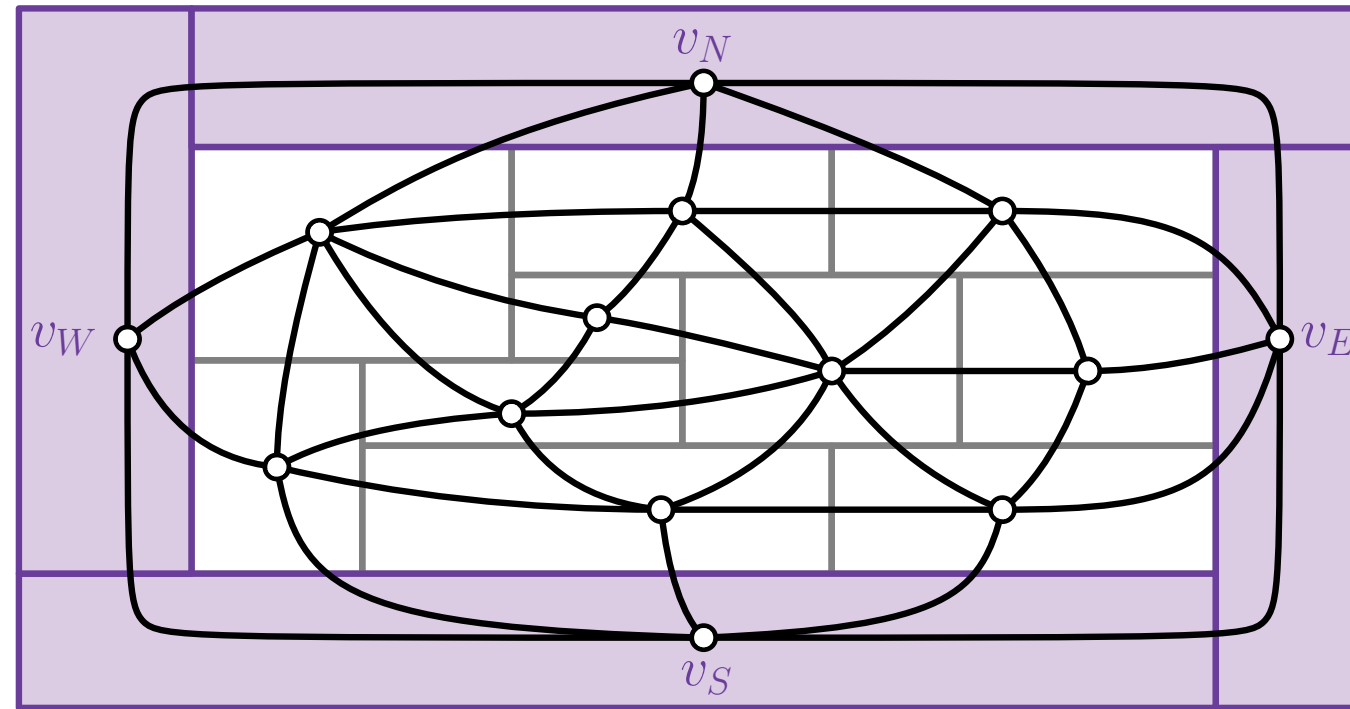
- no four rectangles share a point, and
- the union of all rectangles is a rectangle



Rectangular Dual

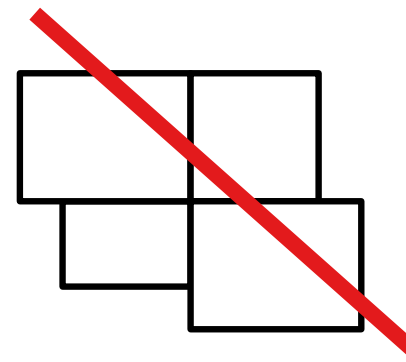


Rectangular Dual \mathcal{R}



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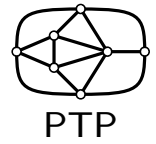


Theorem.

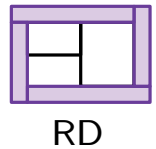
A graph G has a rectangular dual \mathcal{R} if and only if G is a PTP graph.

[Koźmiński, Kinnen '85]

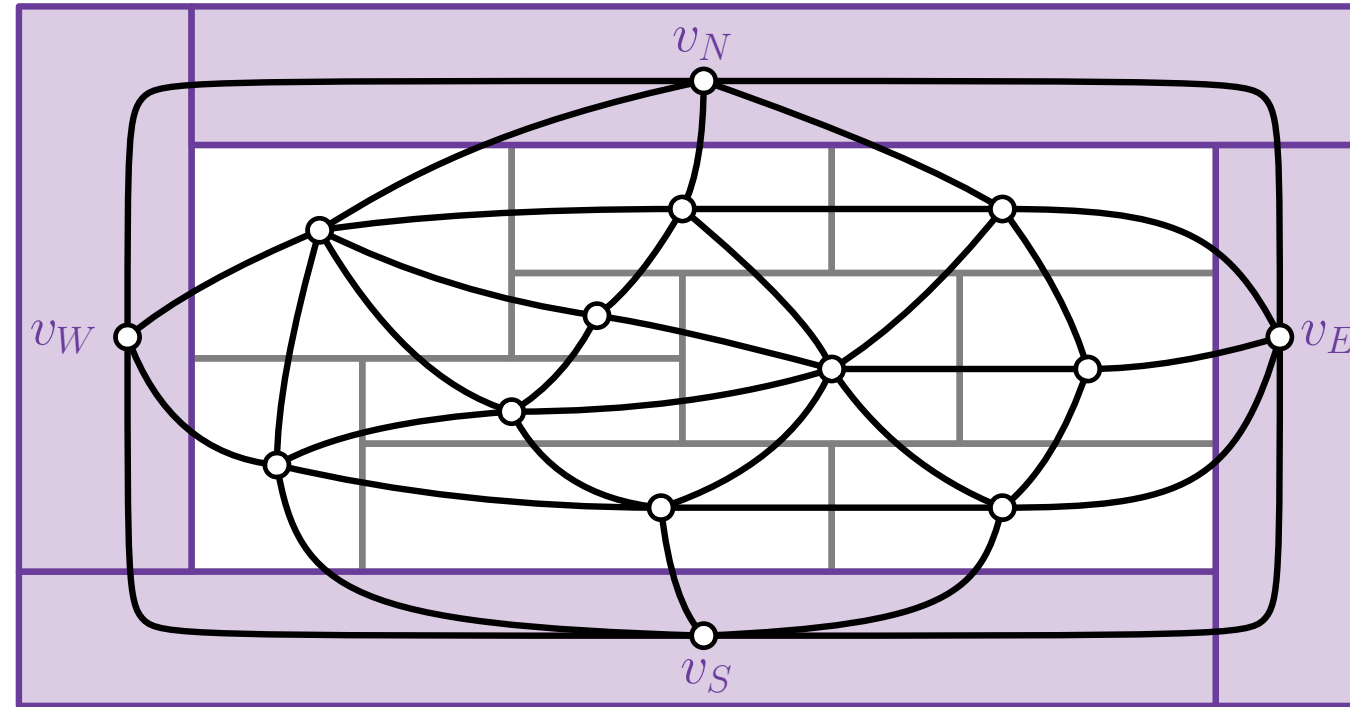
Rectangular Dual



Properly Triangulated
Planar Graph G

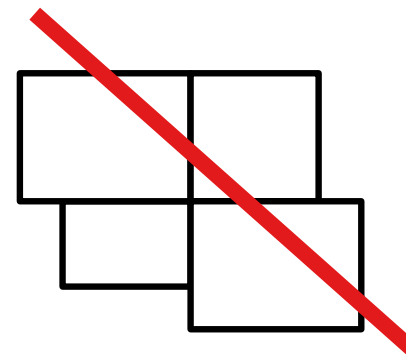


Rectangular Dual \mathcal{R}



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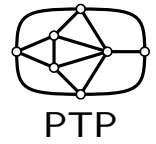


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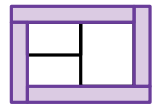
[Koźmiński, Kinnen '85]

Rectangular Dual



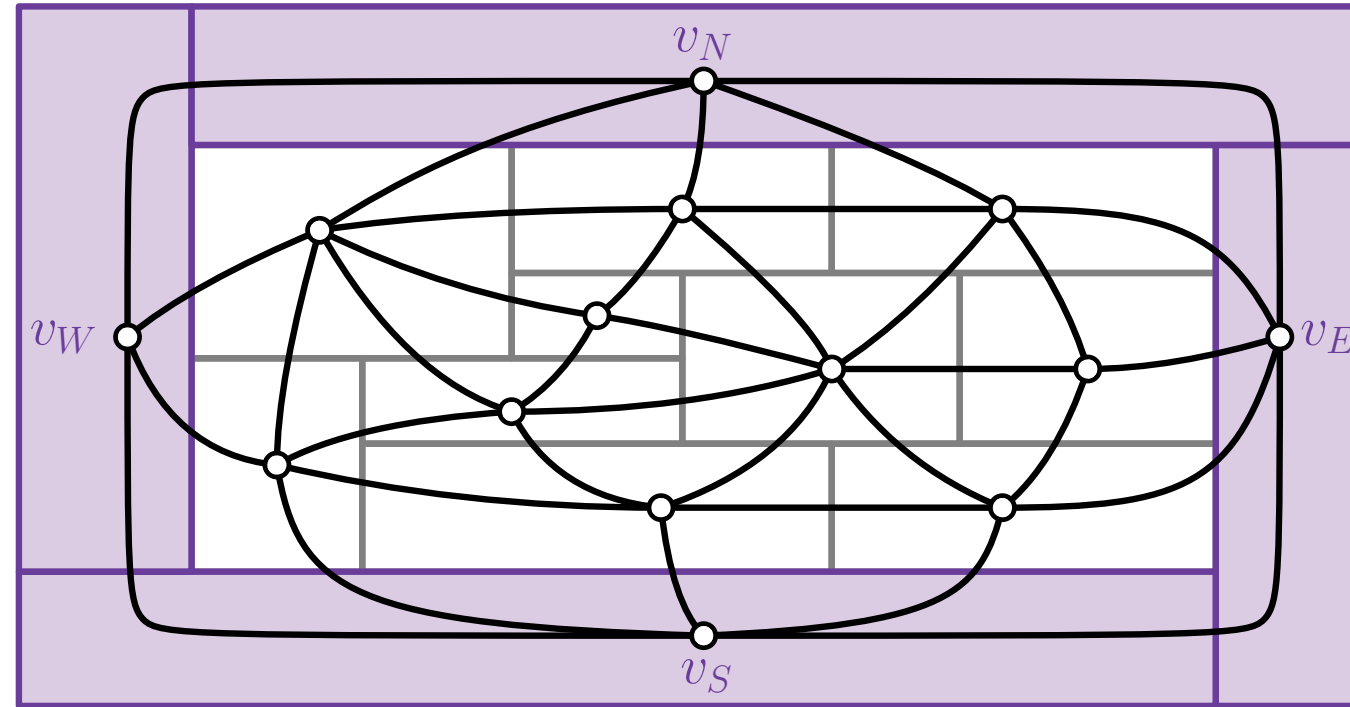
PTP

Properly Triangulated
Planar Graph G



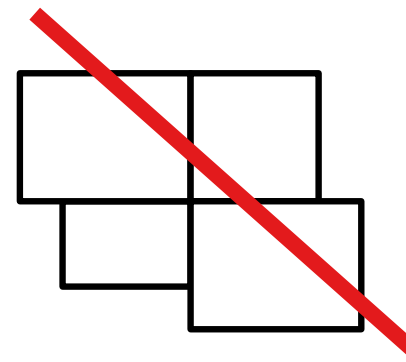
RD

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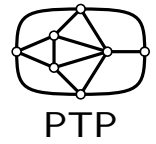


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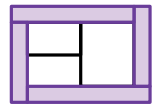
[Koźmiński, Kinnen '85]

Rectangular Dual



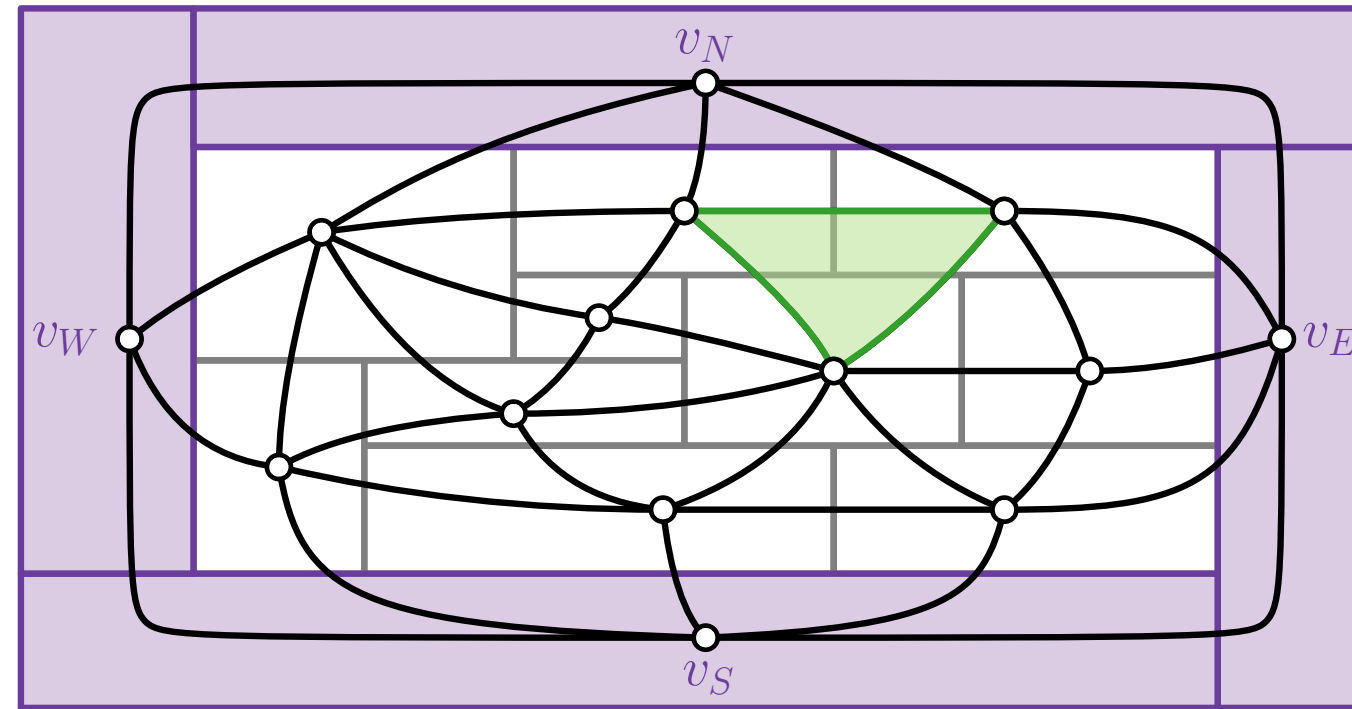
PTP

Properly Triangulated
Planar Graph G



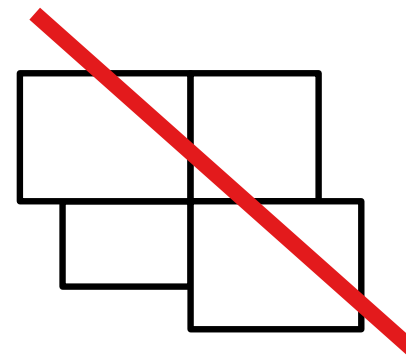
RD

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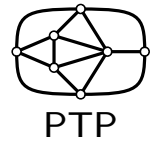


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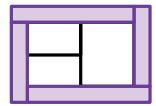
[Kozłowski, Kinnen '85]

Rectangular Dual



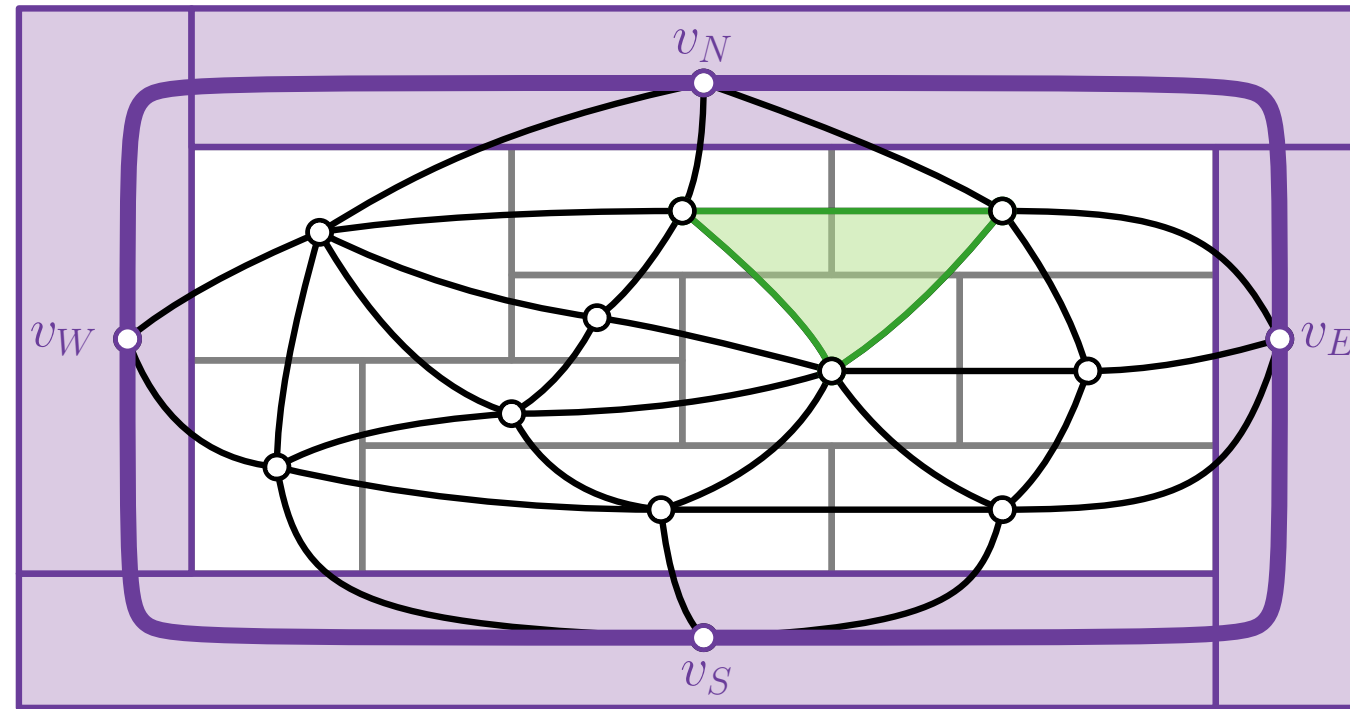
PTP

Properly Triangulated
Planar Graph G



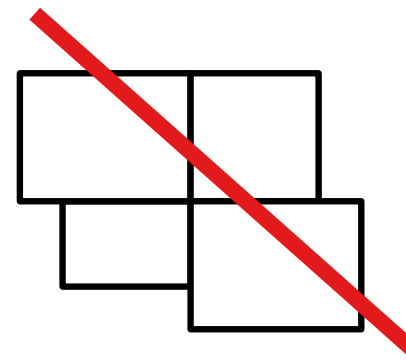
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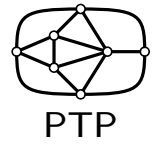


Theorem.

A graph G has a rectangular dual \mathcal{R} if and only if G is a PTP graph.

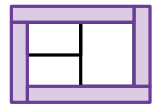
[Koźmiński, Kinnen '85]

Rectangular Dual



PTP

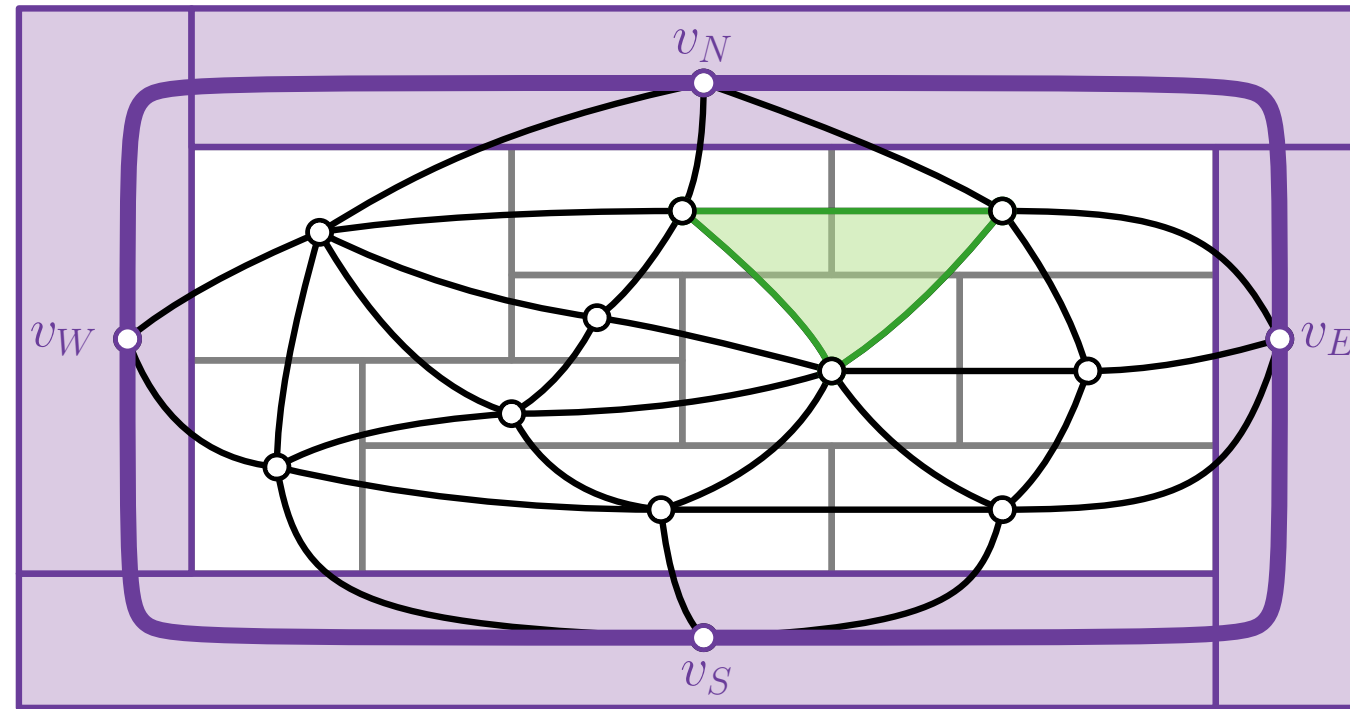
Properly Triangulated
Planar Graph G



RD

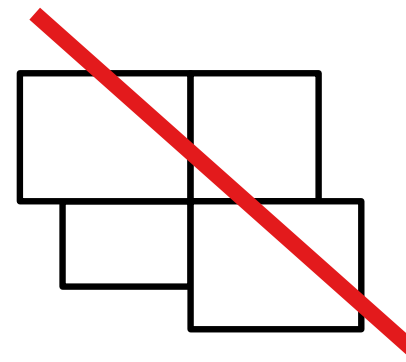
Rectangular Dual \mathcal{R}

Exactly 4 vertices on outer face



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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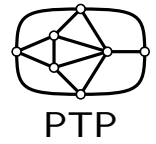


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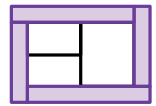
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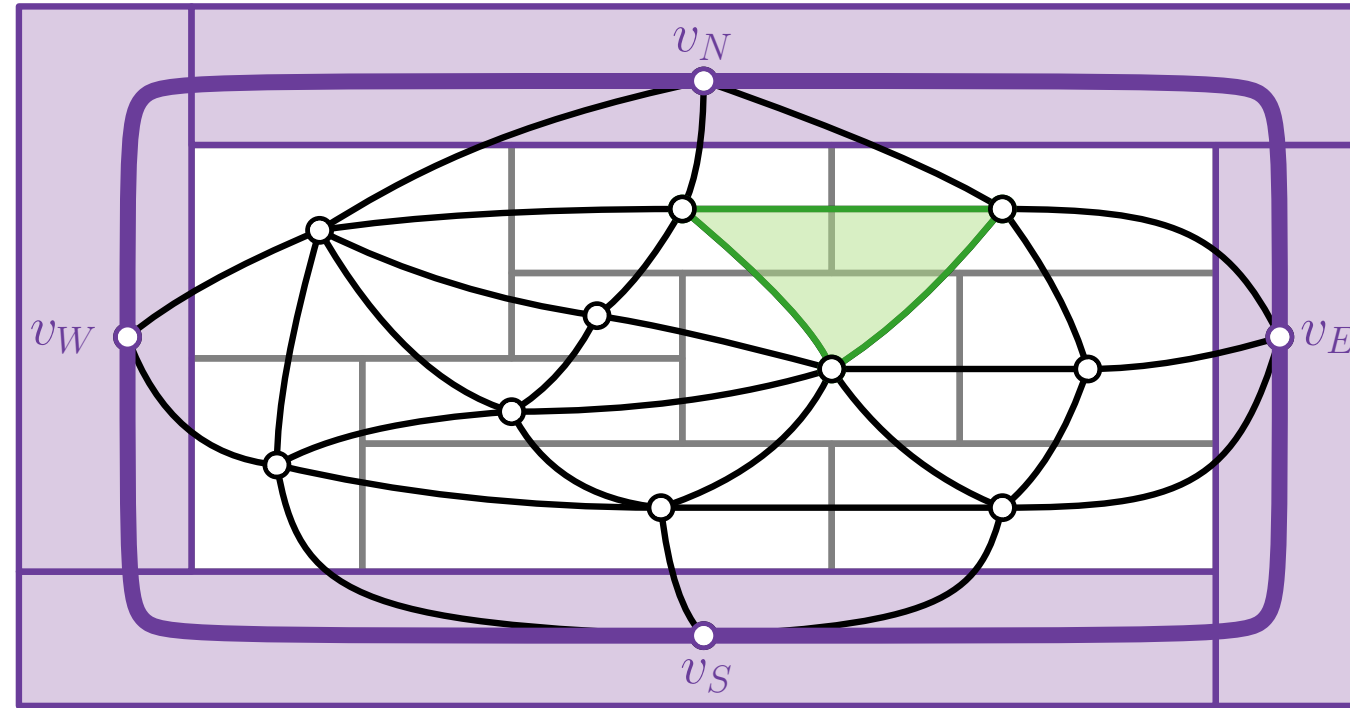
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

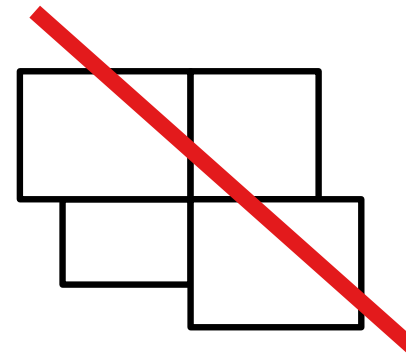
Exactly 4 vertices on outer face



no separating
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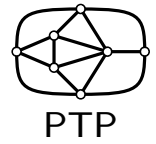


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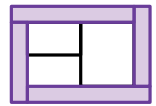
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Rectangular Dual



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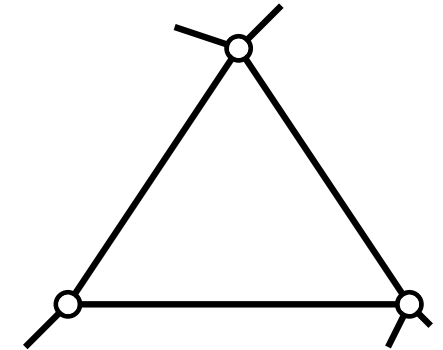
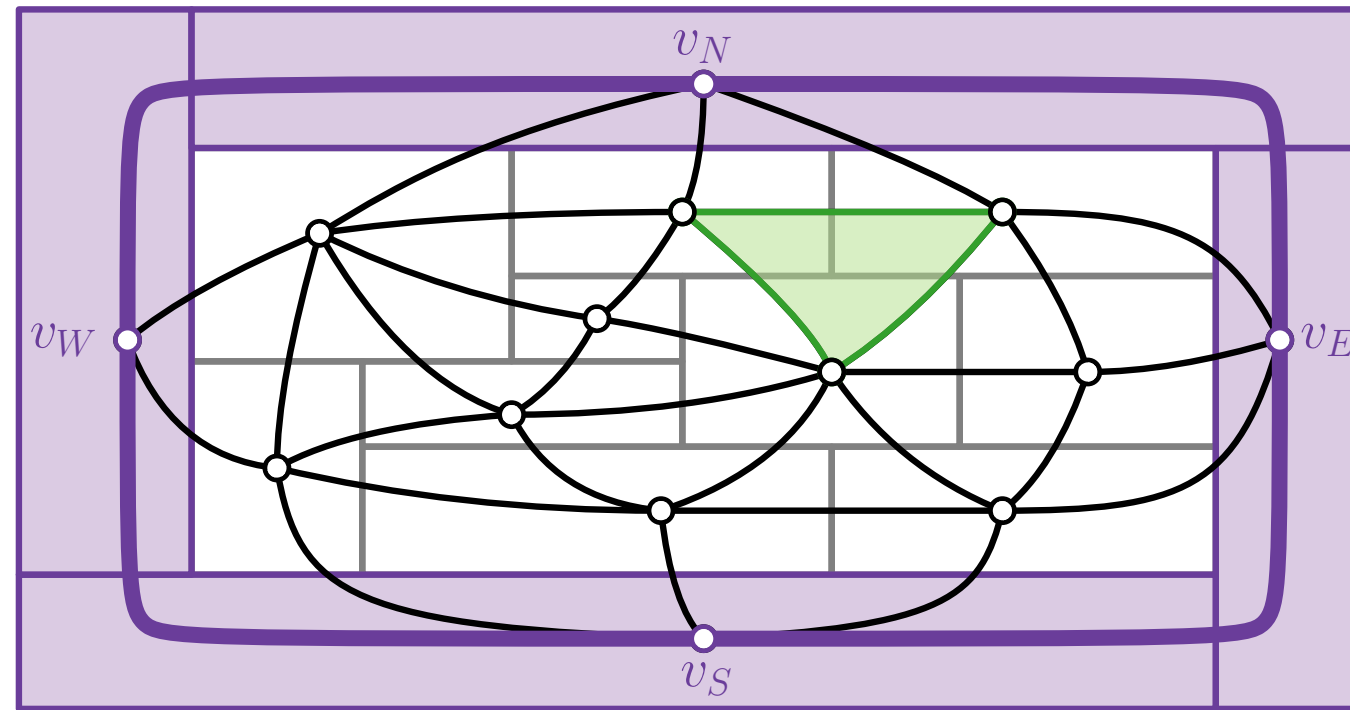
Properly Triangulated
Planar Graph G



RD

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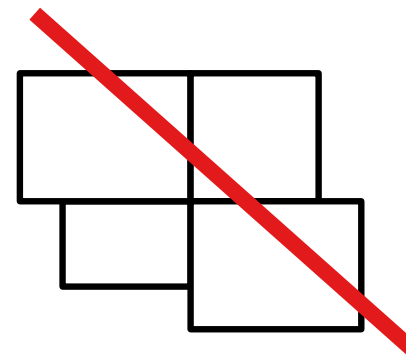
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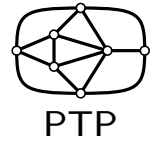


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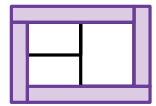
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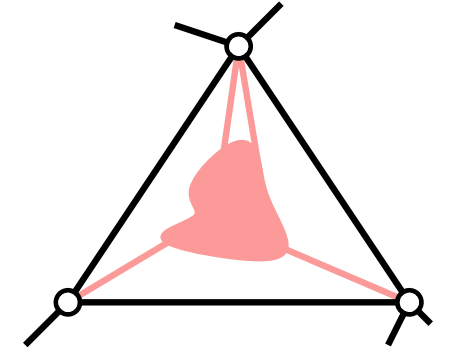
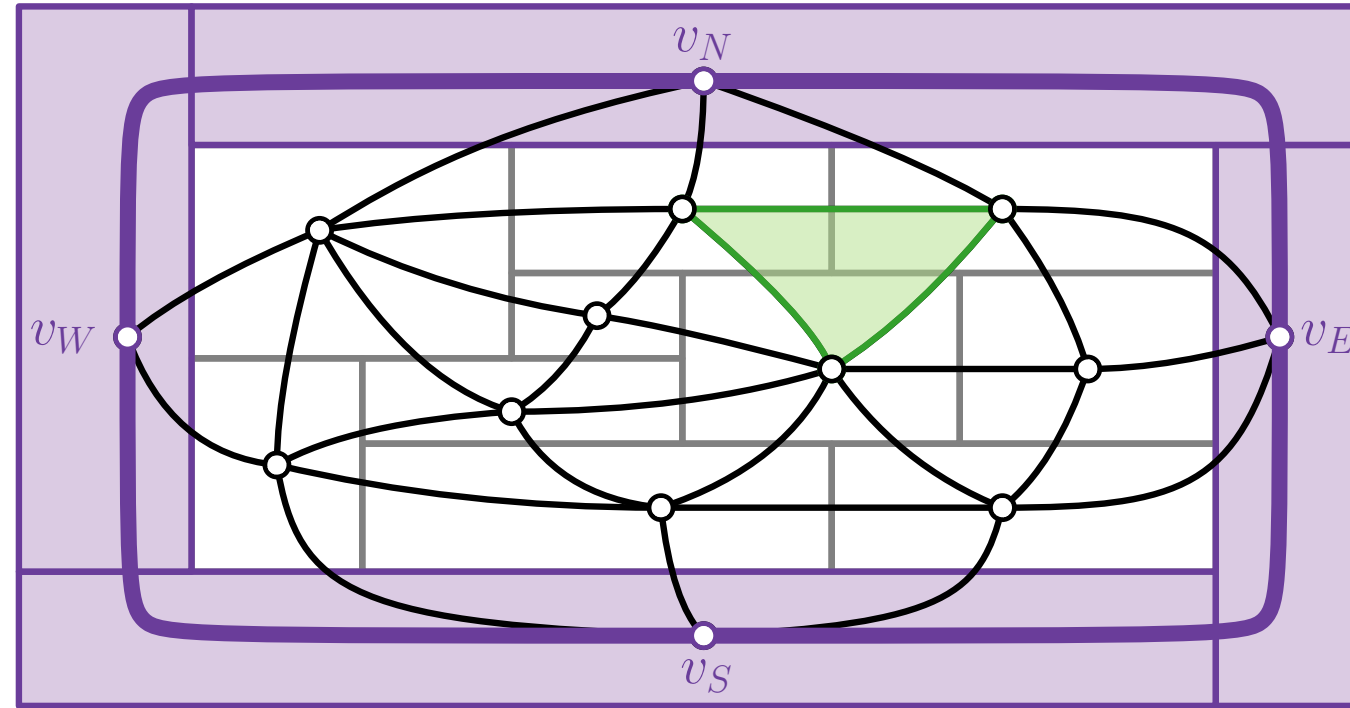
Properly Triangulated
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RD

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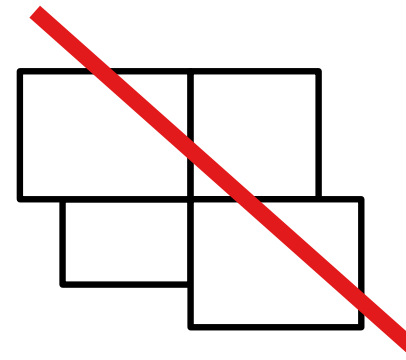
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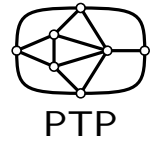


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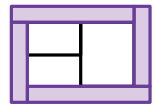
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PTP

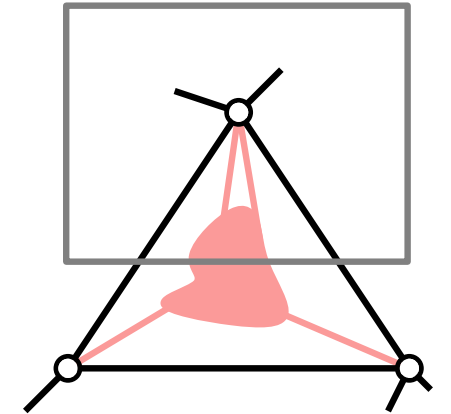
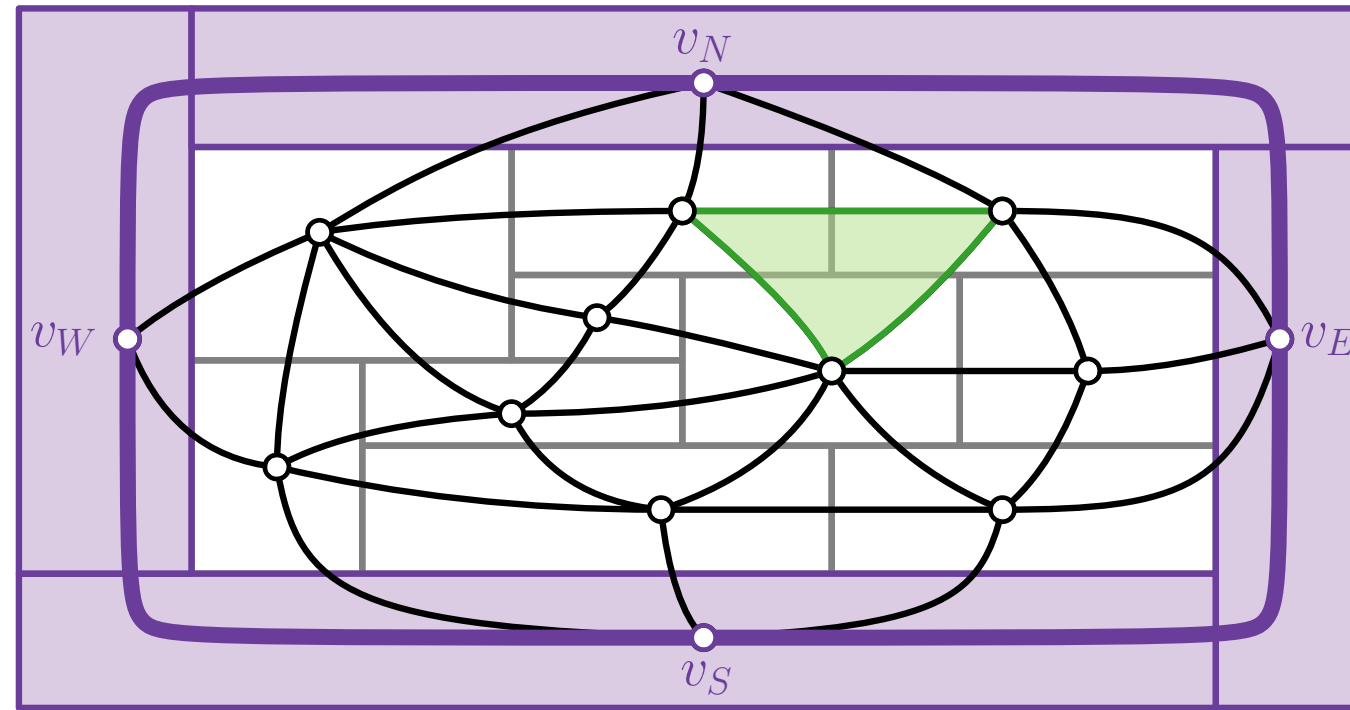
Properly Triangulated
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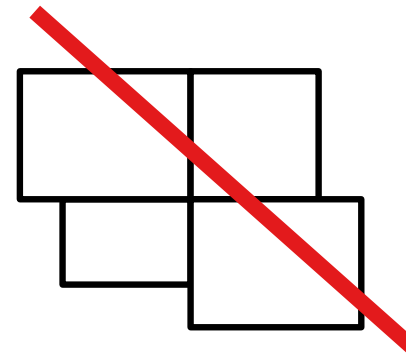
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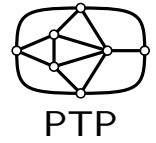


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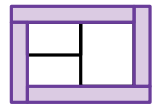
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Rectangular Dual



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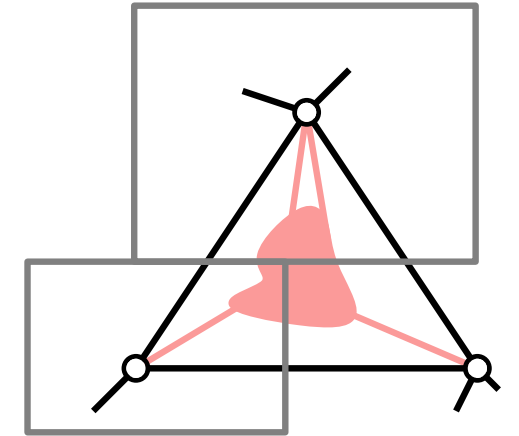
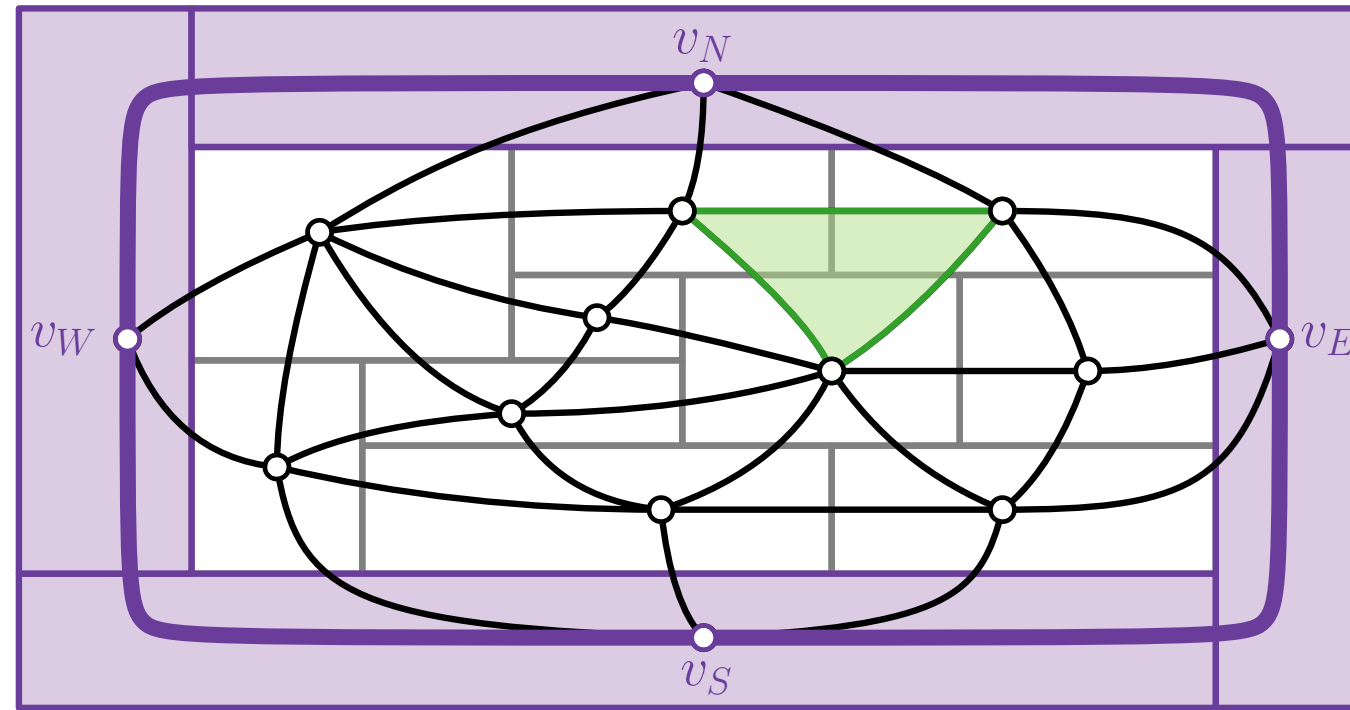
Properly Triangulated
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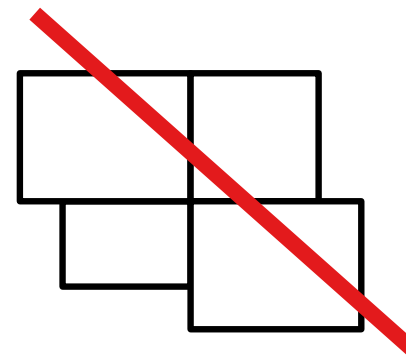
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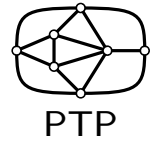


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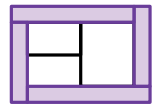
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Rectangular Dual



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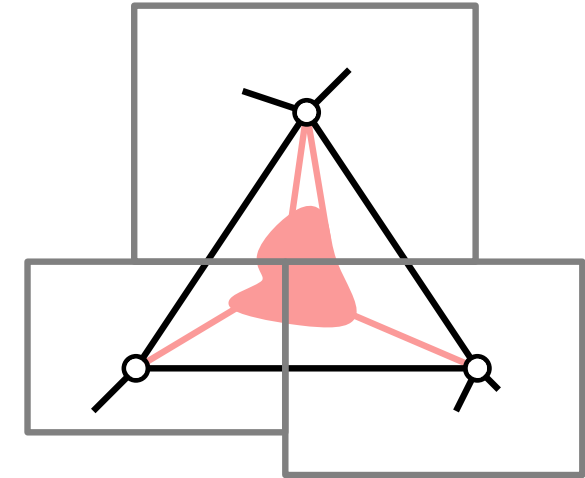
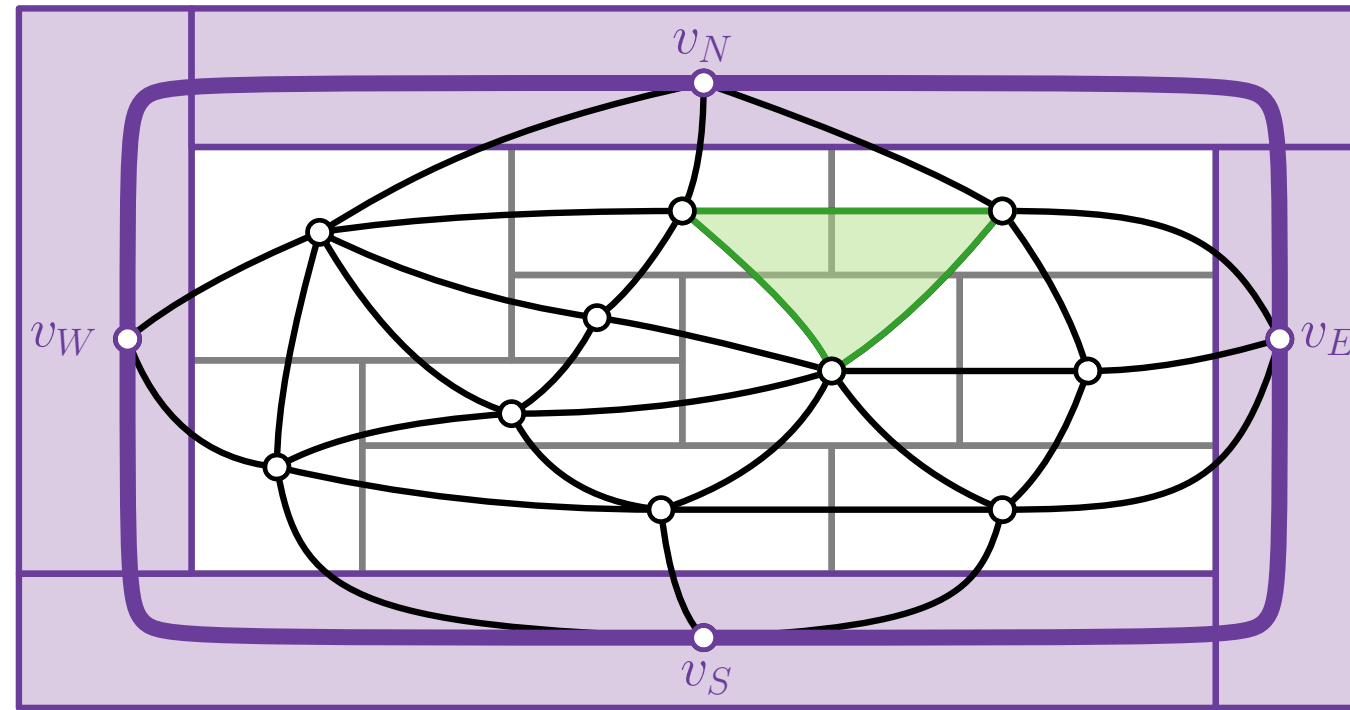
Properly Triangulated
Planar Graph G



RD

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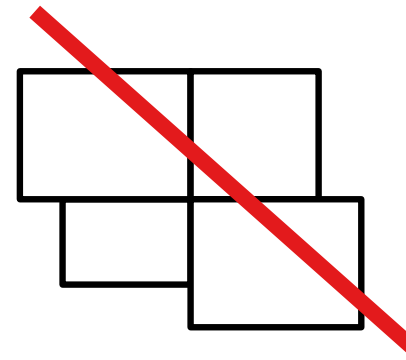
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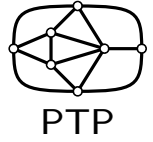


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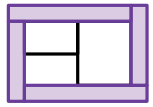
[Kozłmiński, Kinnen '85]

Regular Edge Labeling



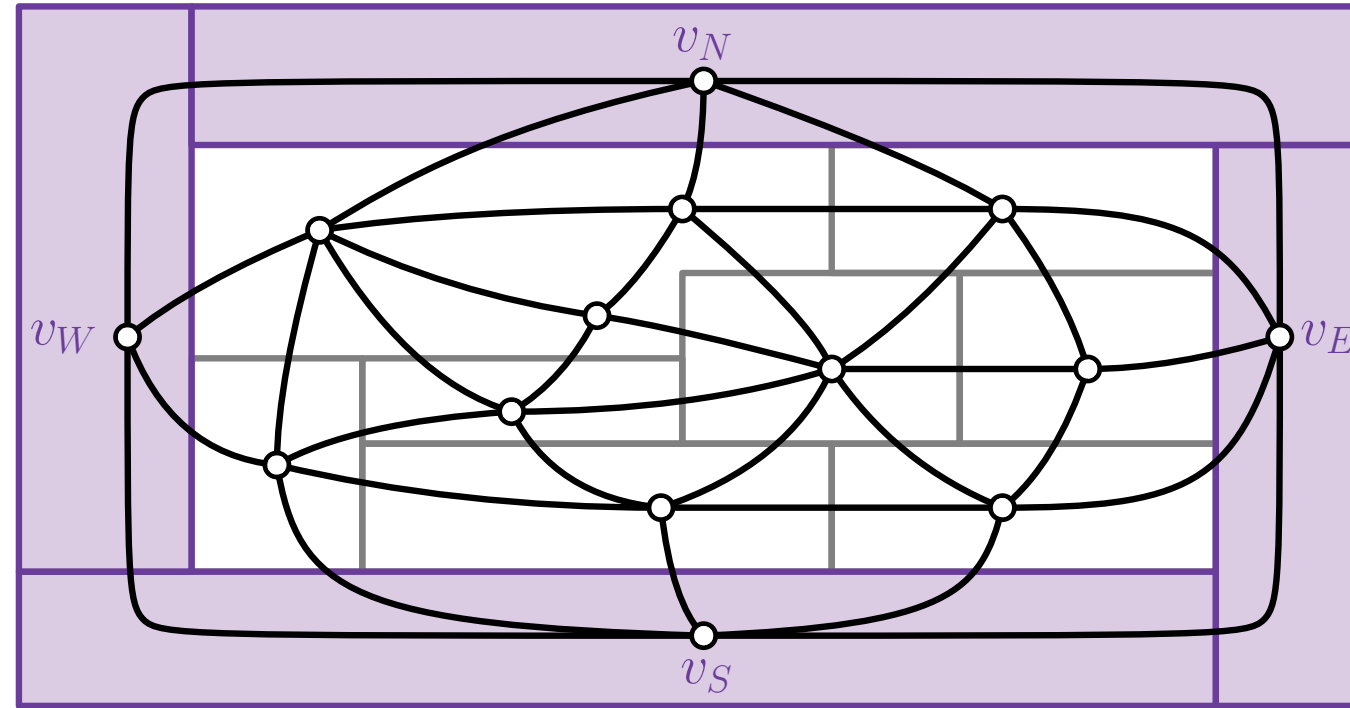
PTP

Properly Triangulated
Planar Graph G

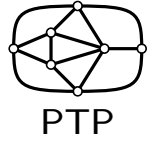


RD

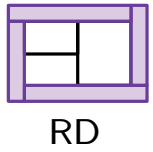
Rectangular Dual \mathcal{R}



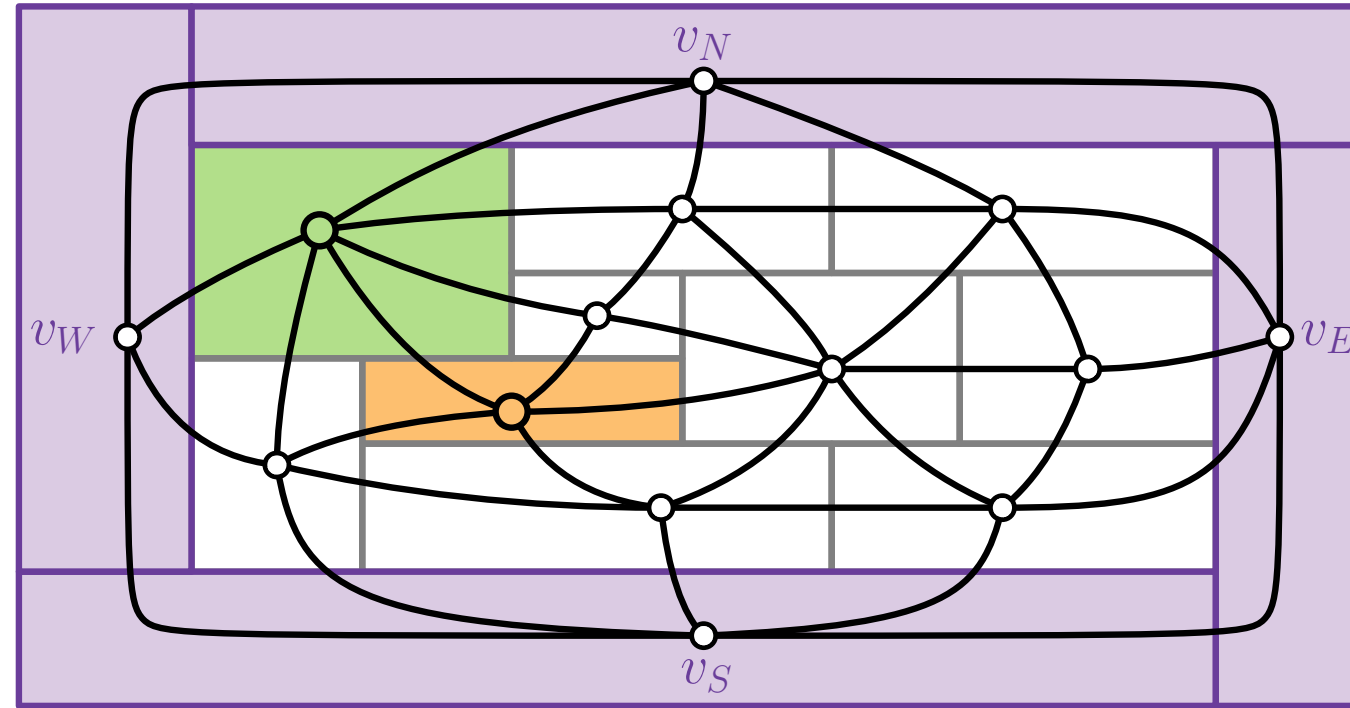
Regular Edge Labeling



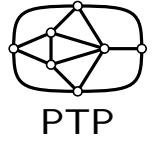
Properly Triangulated
Planar Graph G



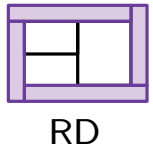
Rectangular Dual \mathcal{R}



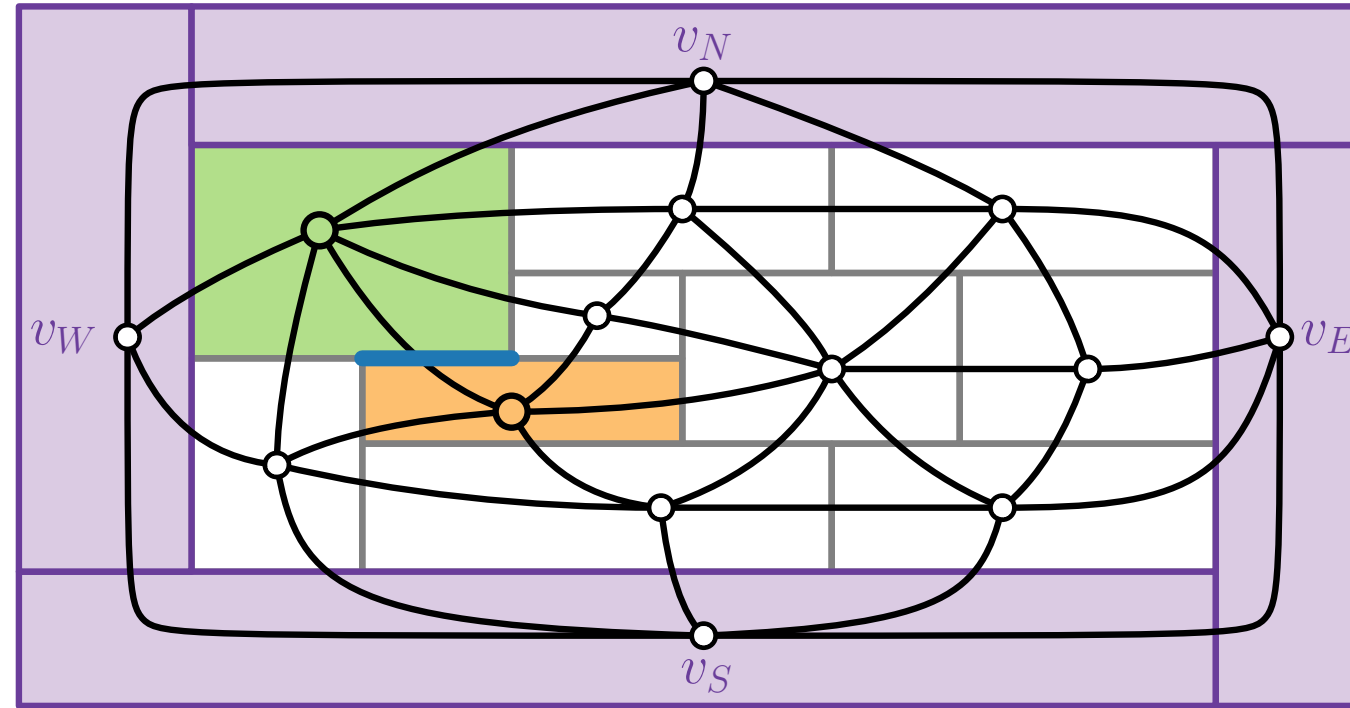
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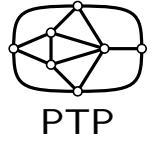
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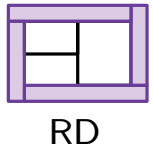
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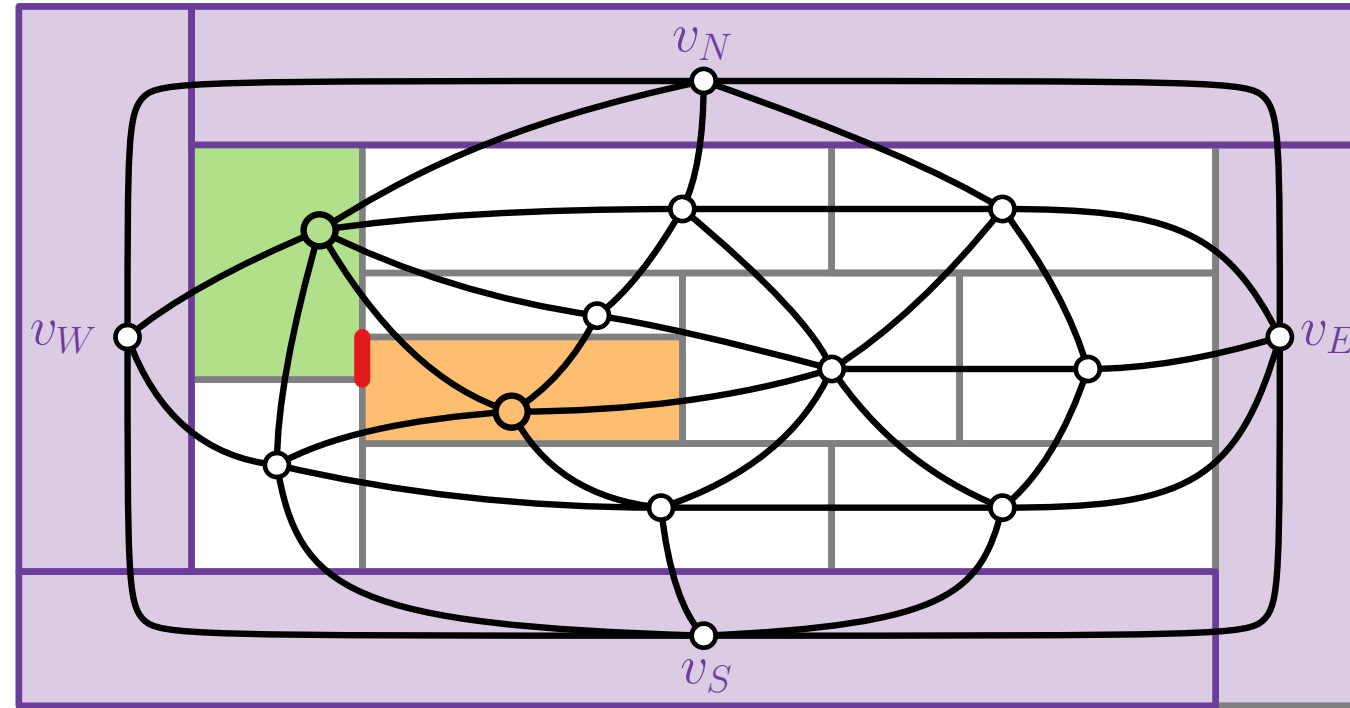
Regular Edge Labeling



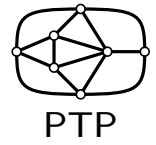
Properly Triangulated
Planar Graph G



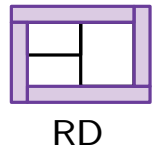
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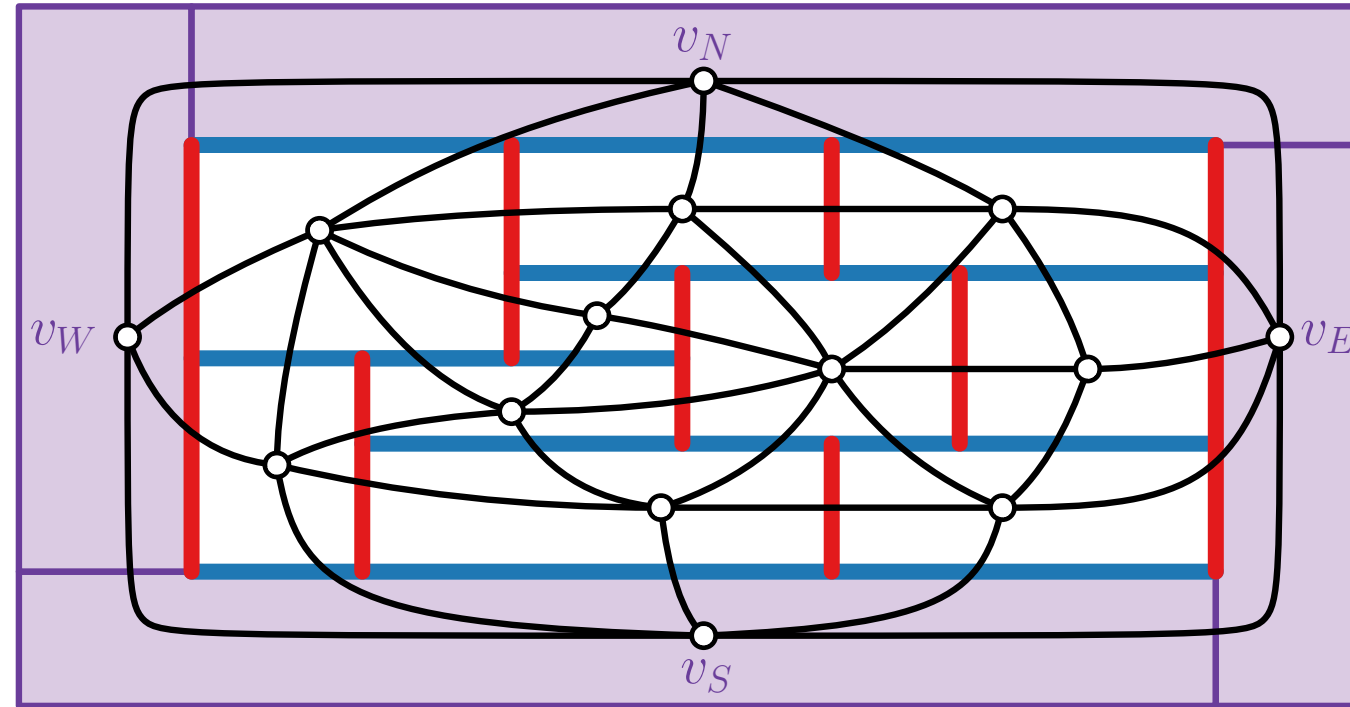
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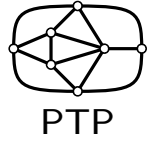
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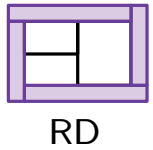
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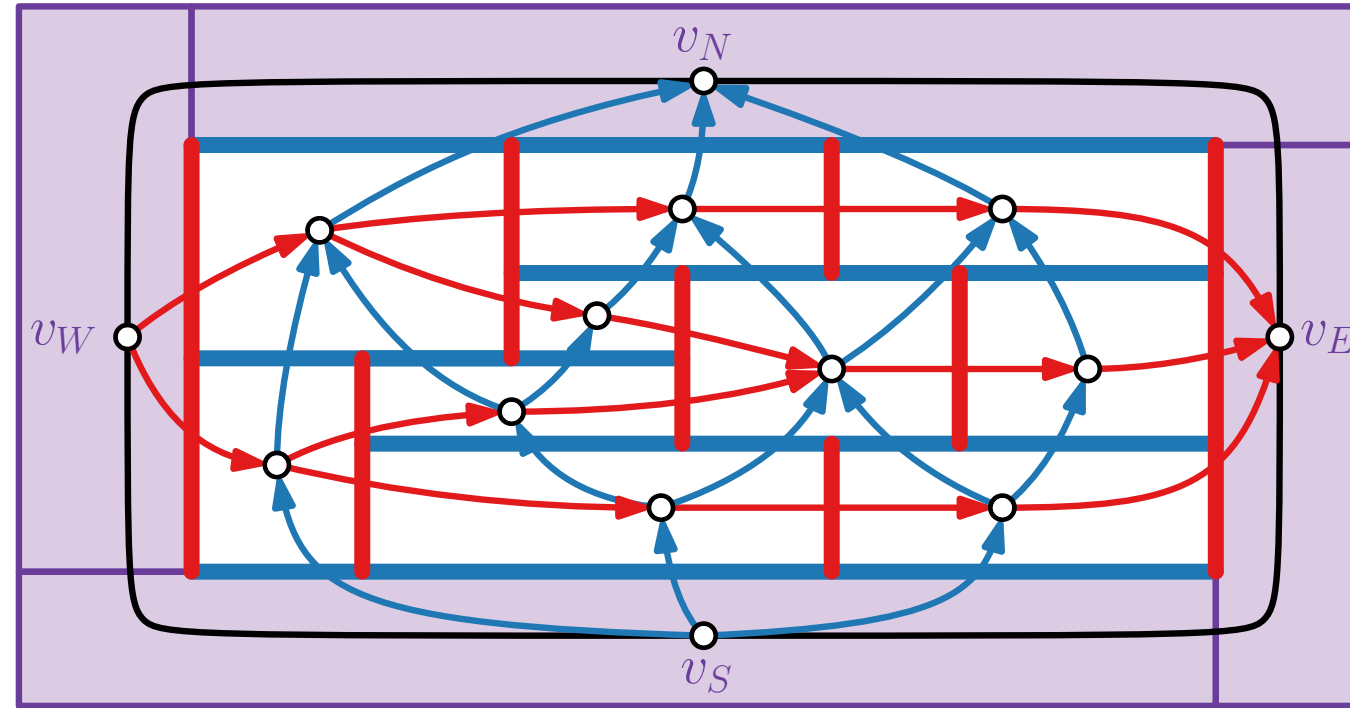
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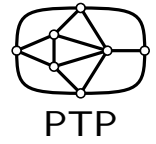
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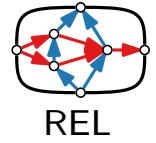
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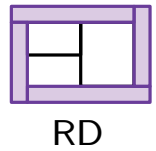
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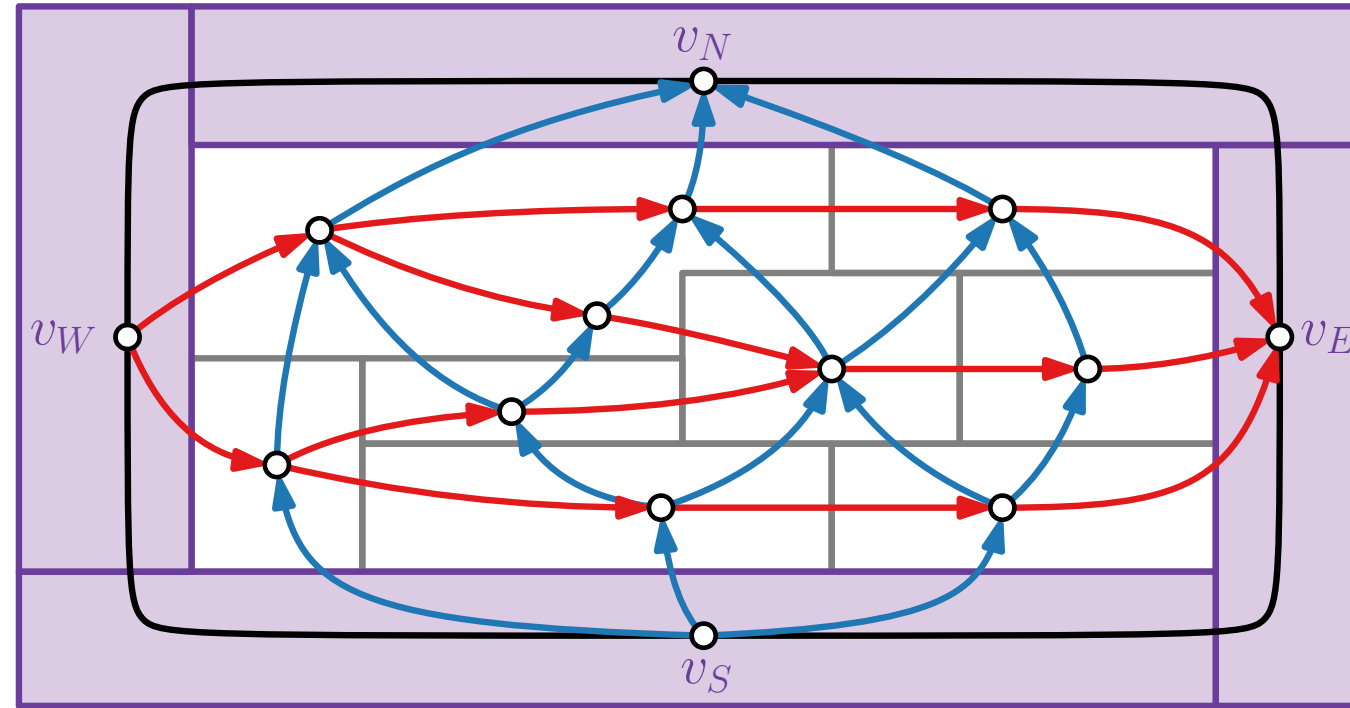
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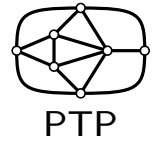
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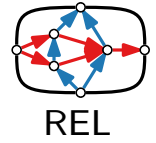
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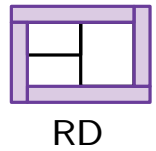
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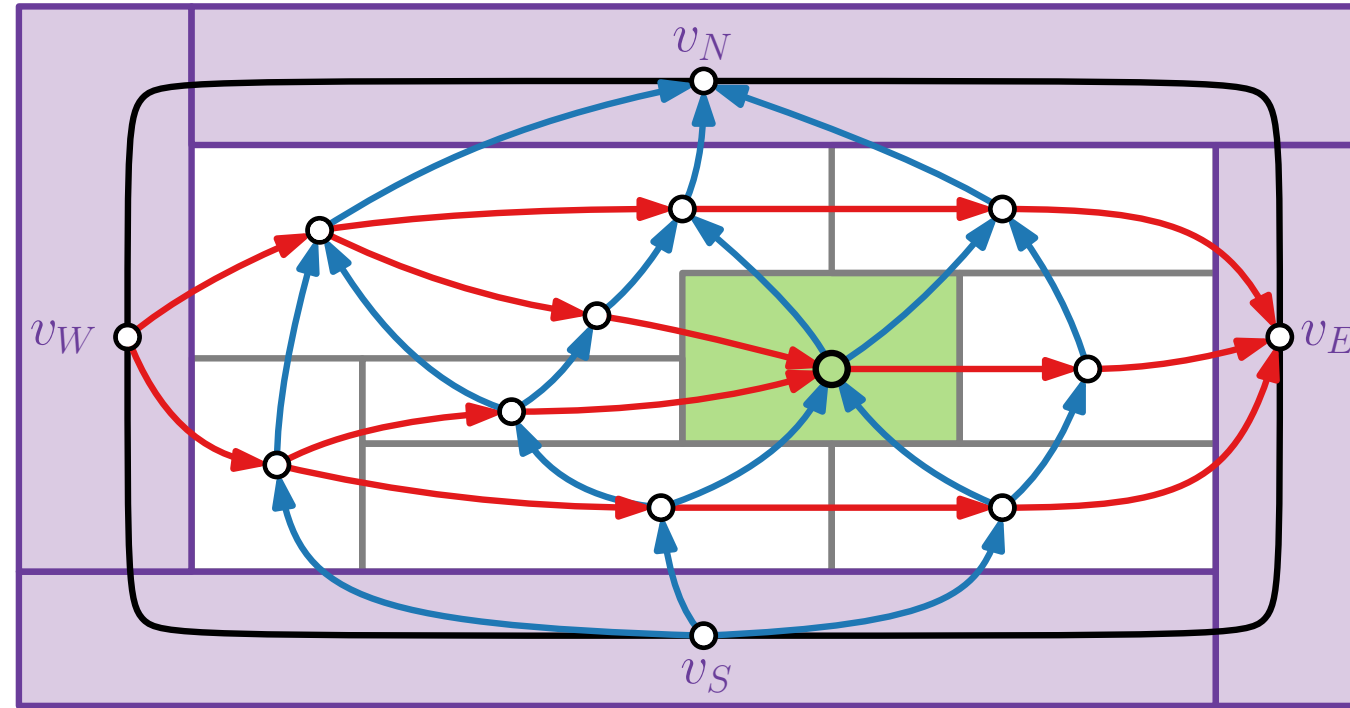
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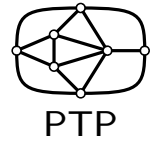
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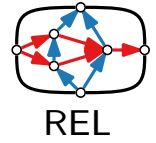
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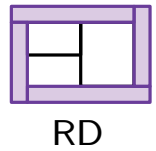
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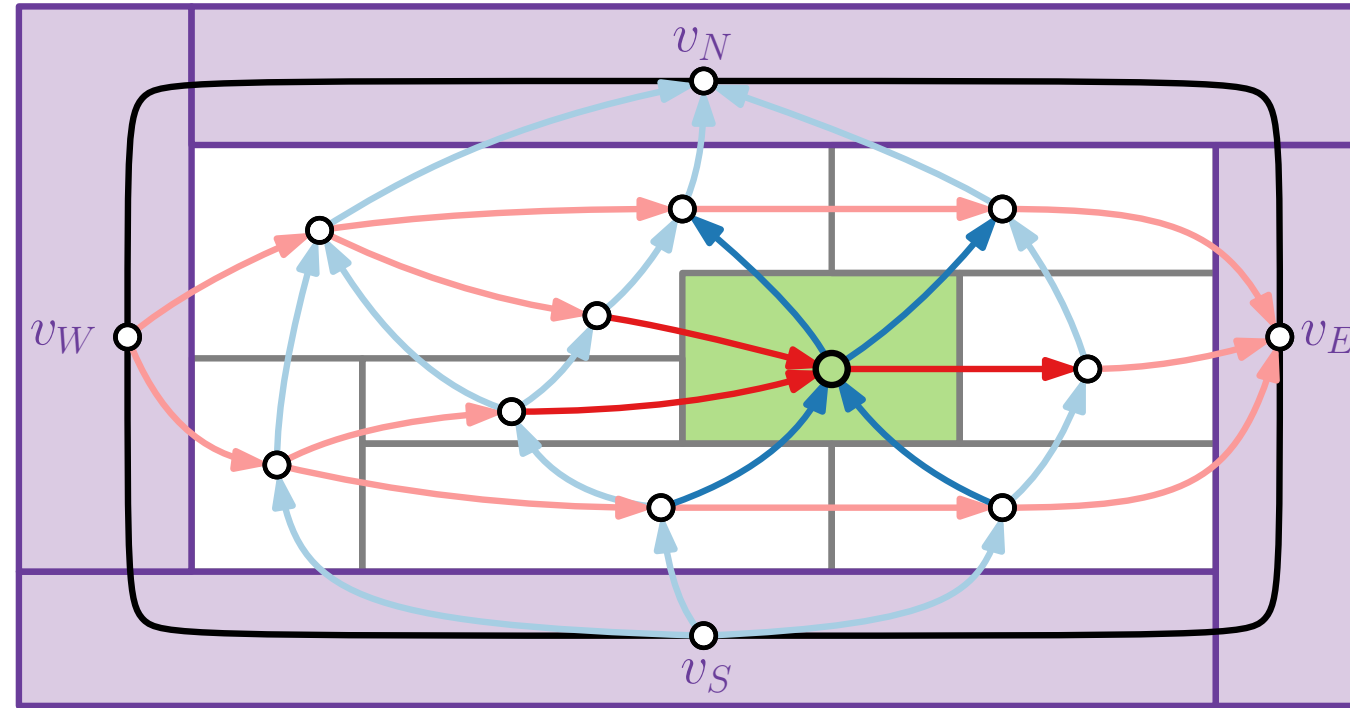
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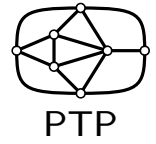
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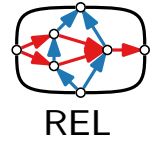
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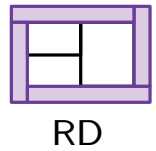
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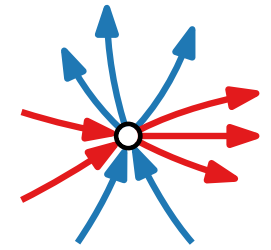
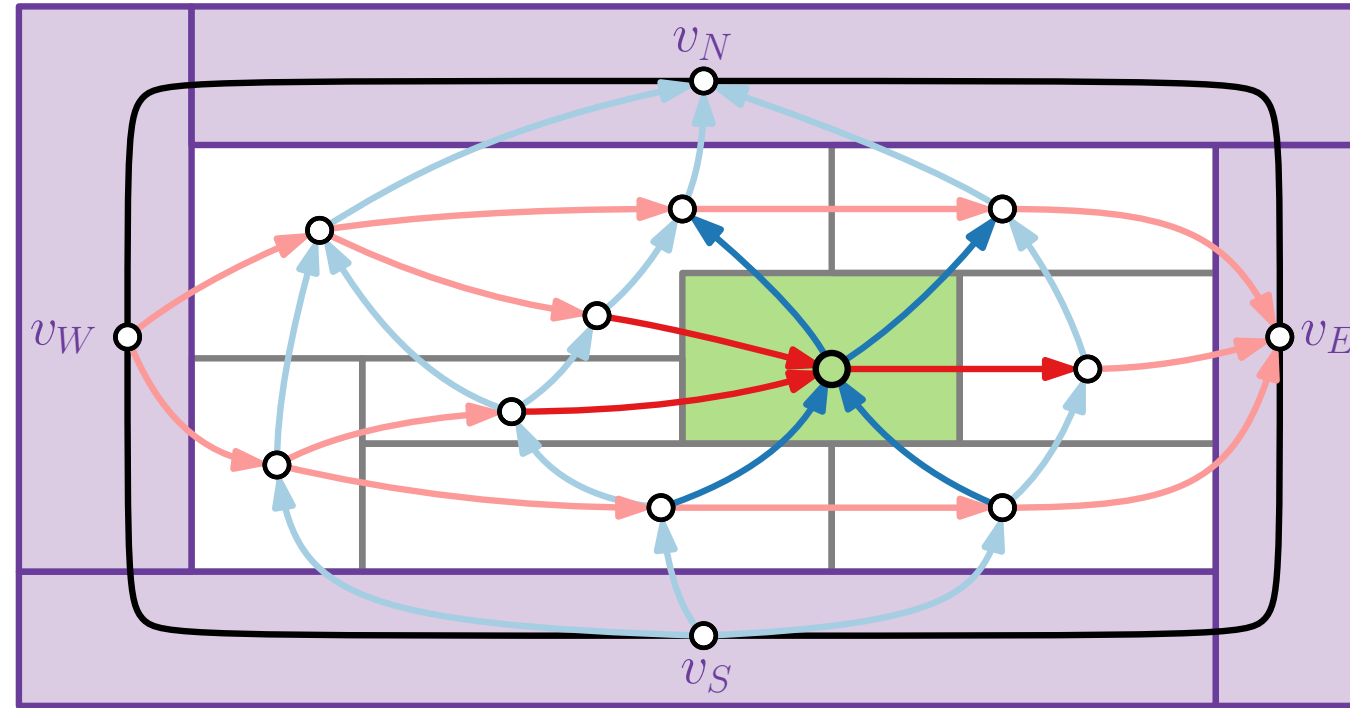
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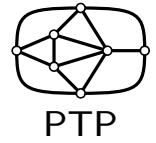


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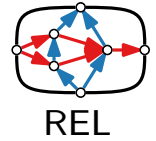
for every
inner vertex

Regular Edge Labeling



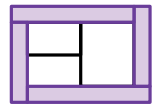
PTP

Properly Triangulated
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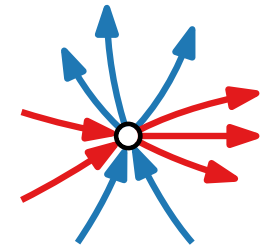
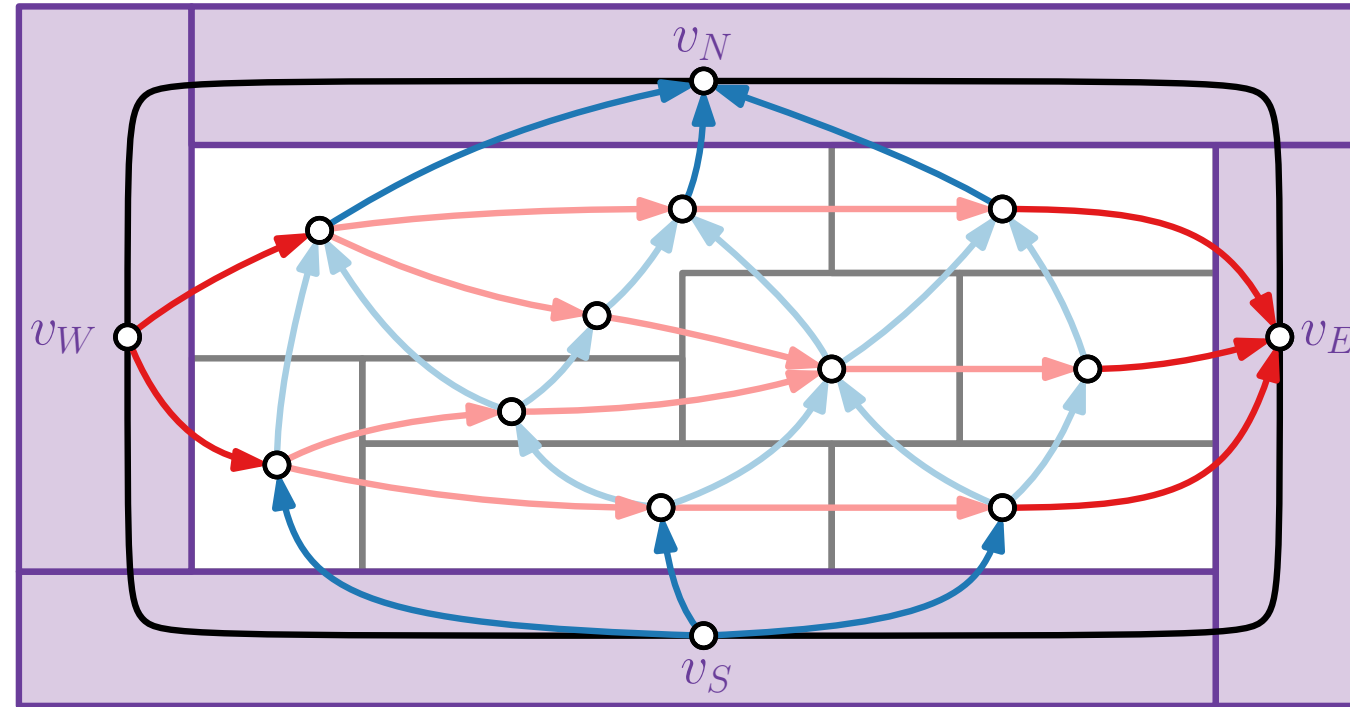
REL

Regular Edge Labeling



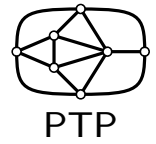
RD

Rectangular Dual \mathcal{R}

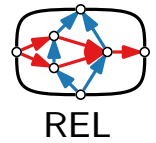


for every
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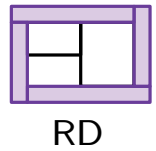
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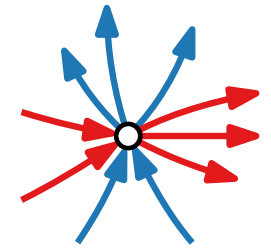
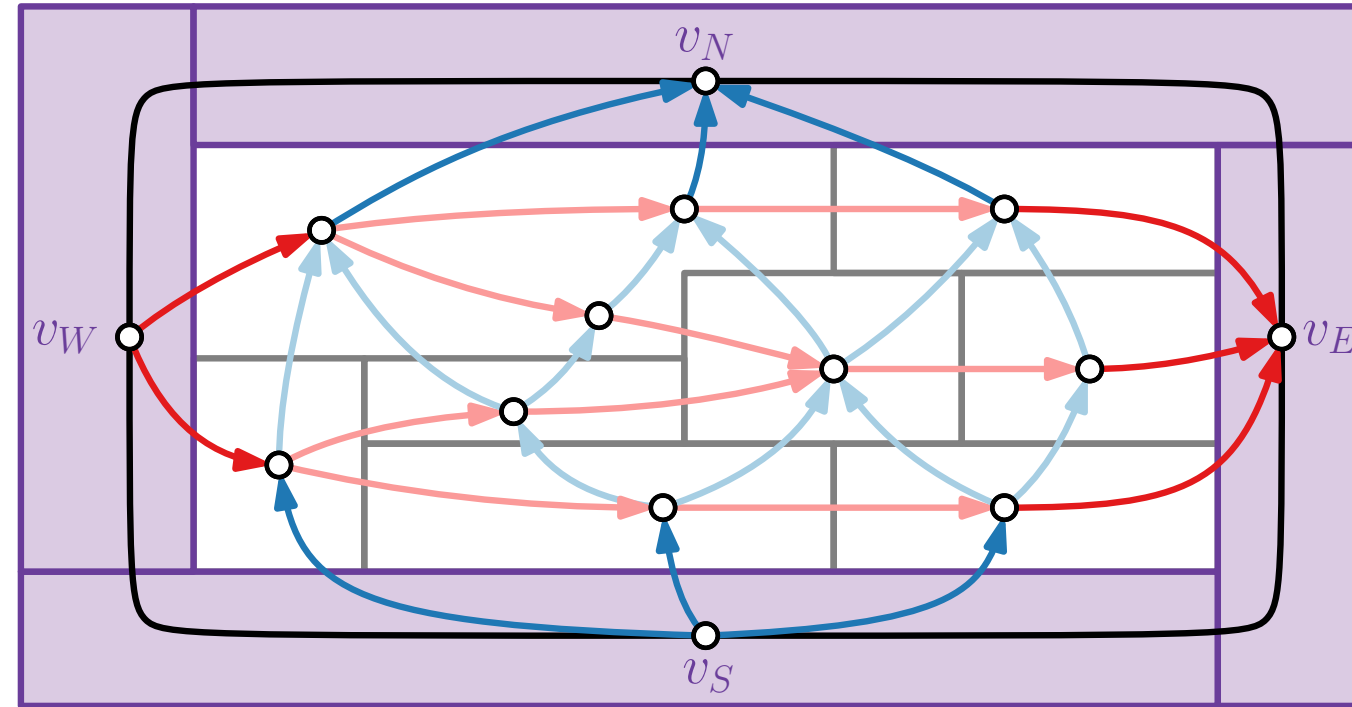
Properly Triangulated
Planar Graph G



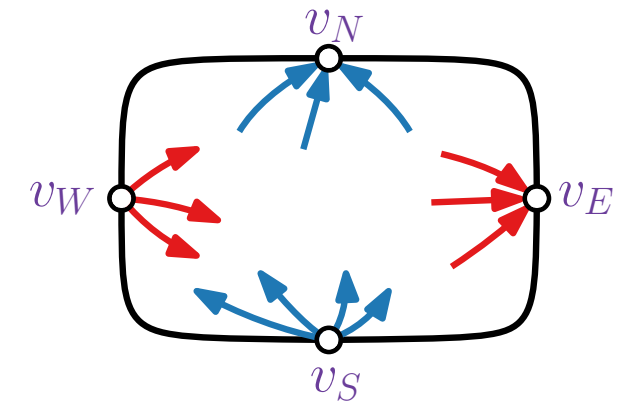
Regular Edge Labeling



Rectangular Dual \mathcal{R}

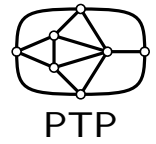


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inner vertex

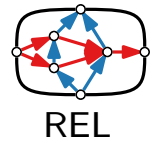


for four
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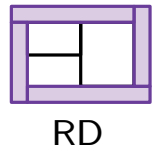
Regular Edge Labeling



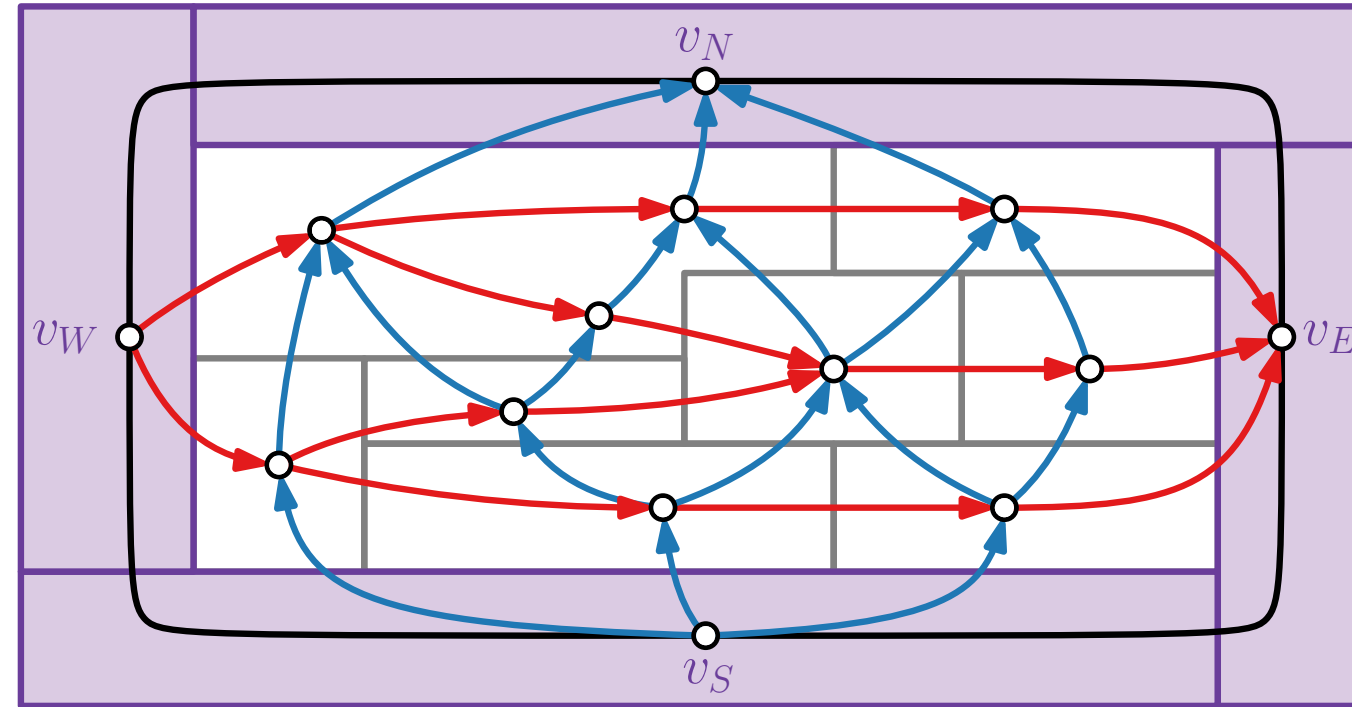
Properly Triangulated
Planar Graph G



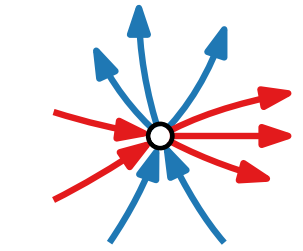
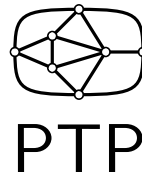
Regular Edge Labeling



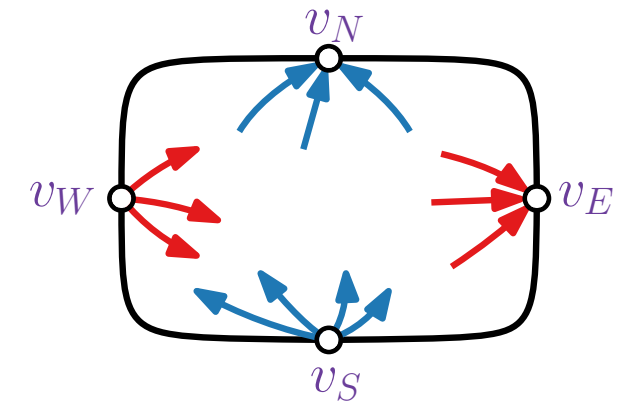
Rectangular Dual \mathcal{R}



[Kant, He '94]: In linear time

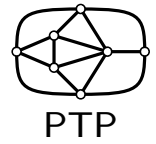


for every
inner vertex

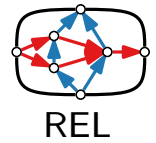


for four
outer vertices

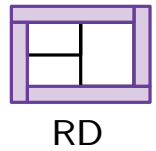
Regular Edge Labeling



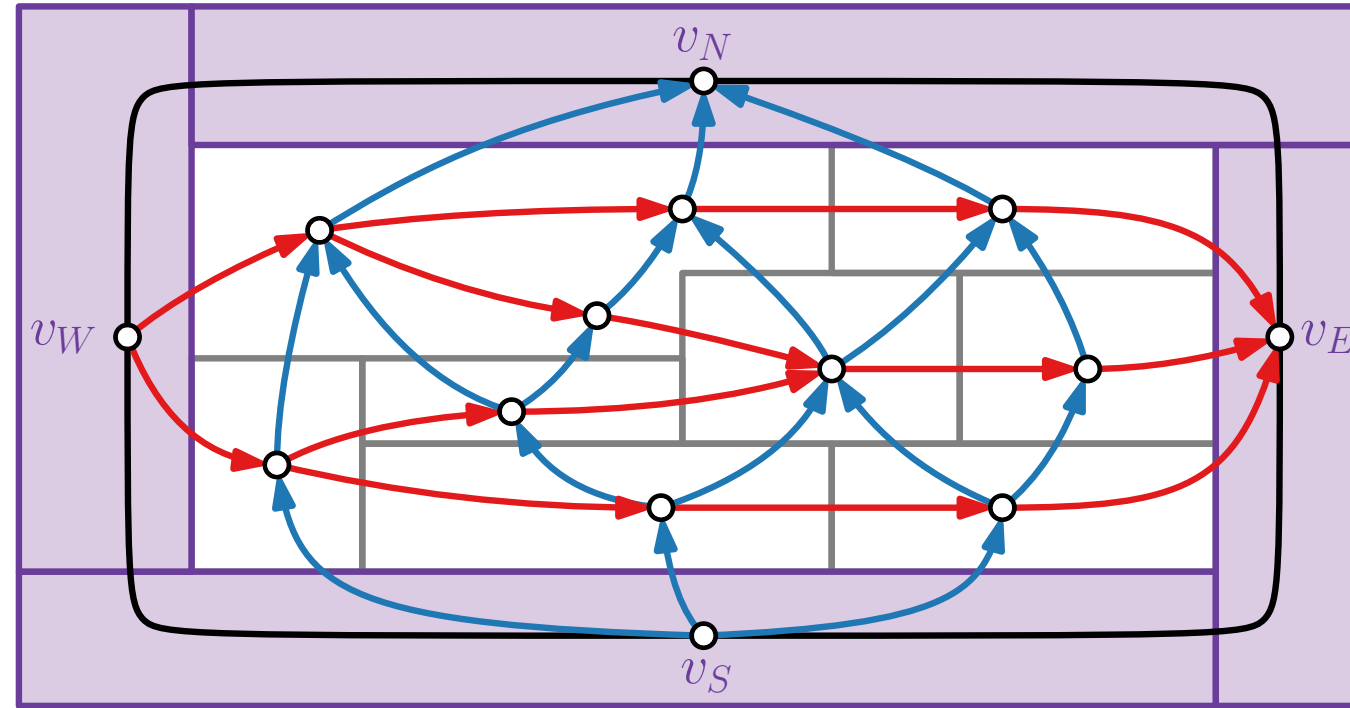
Properly Triangulated
Planar Graph G



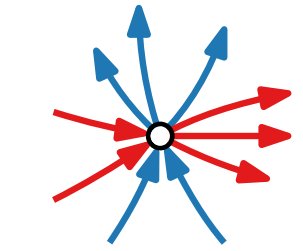
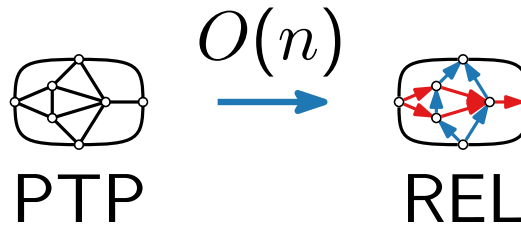
Regular Edge Labeling



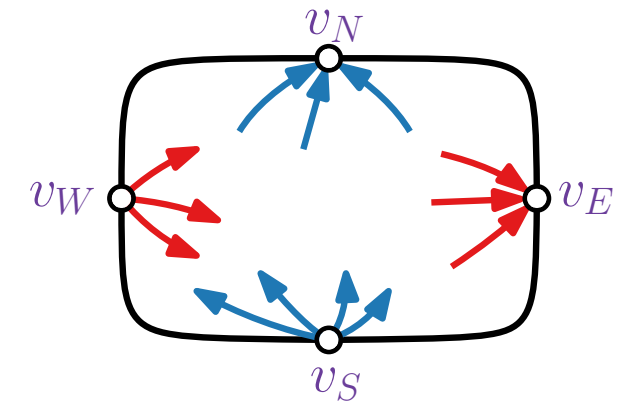
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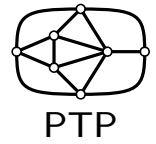


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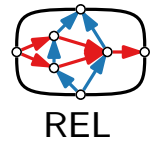


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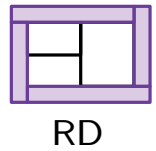
Regular Edge Labeling



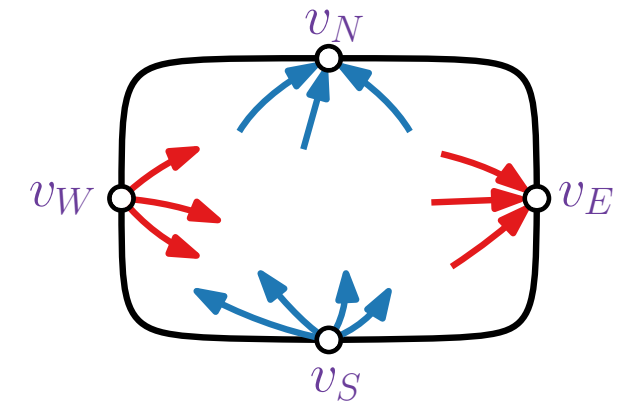
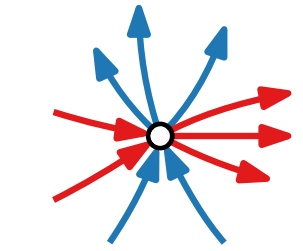
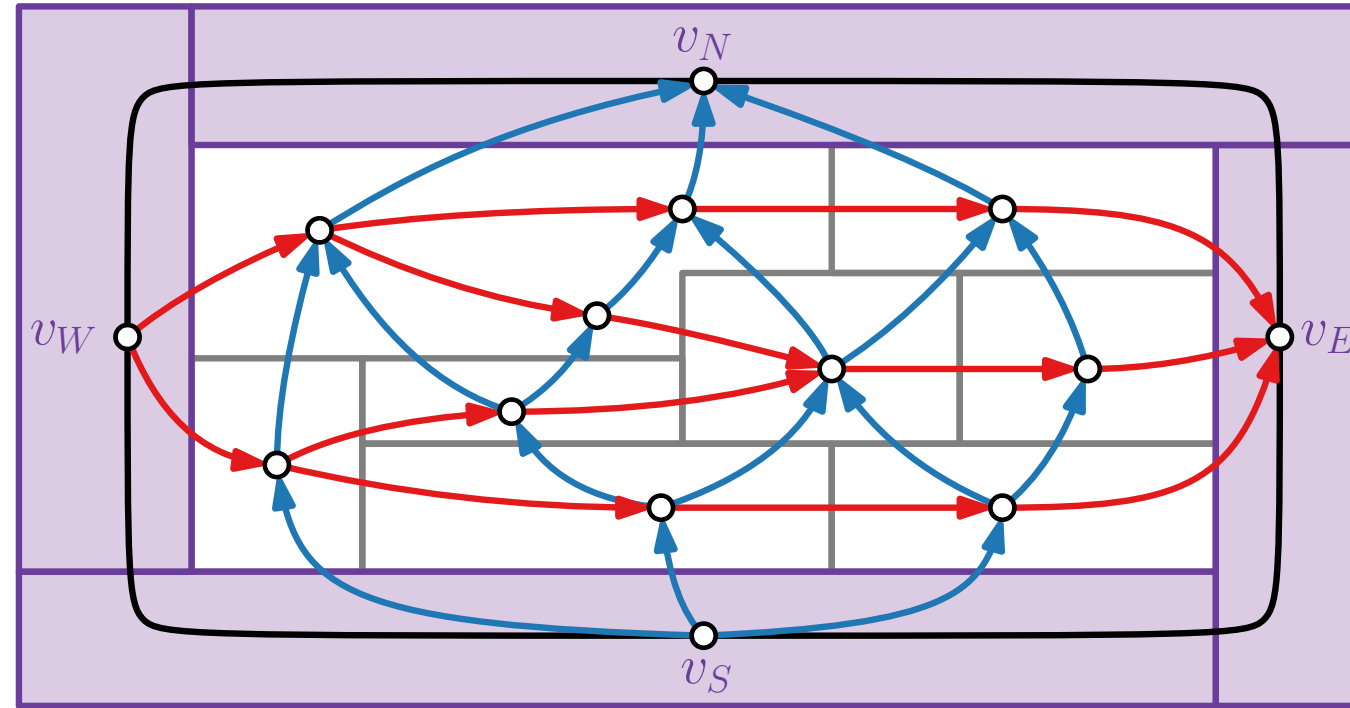
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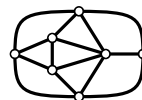
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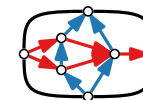
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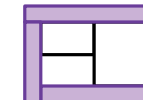
[Kant, He '94]: In linear time



$O(n)$



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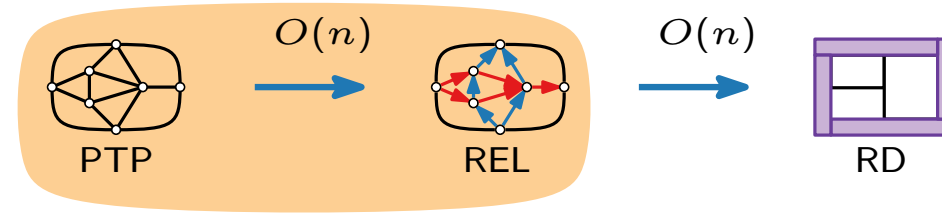


PTP

REL

RD

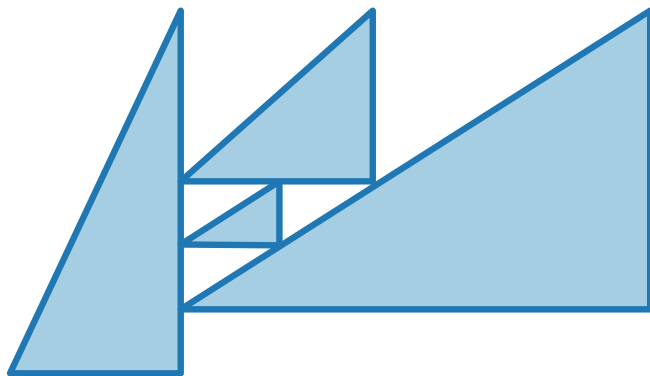
[Kant, He '94]:



Visualization of Graphs

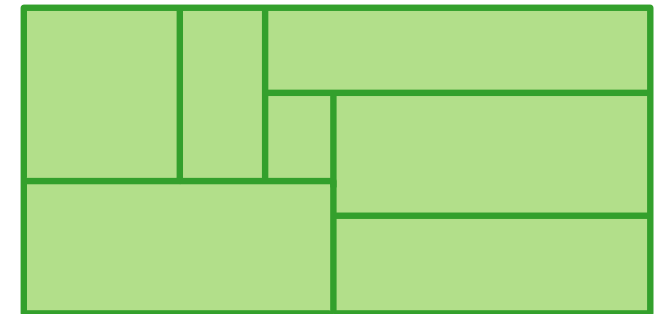
Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



Part IV: Computing a REL

Alexander Wolff



Refined Canonical Order

Theorem.

Let G be a PTP graph.

Refined Canonical Order

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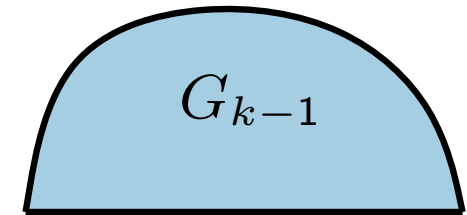
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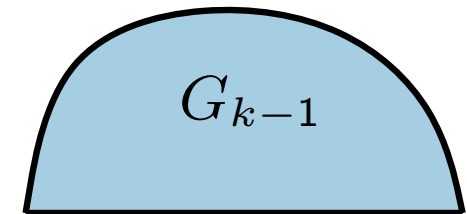


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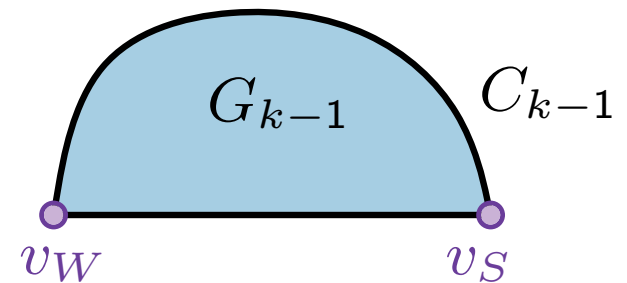


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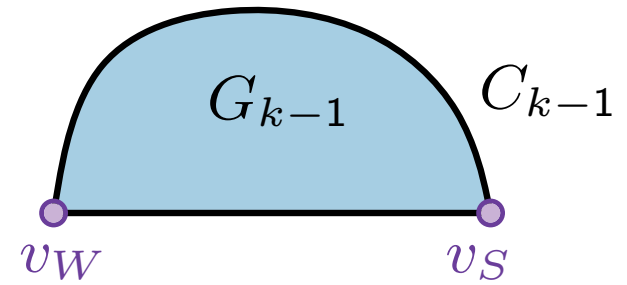


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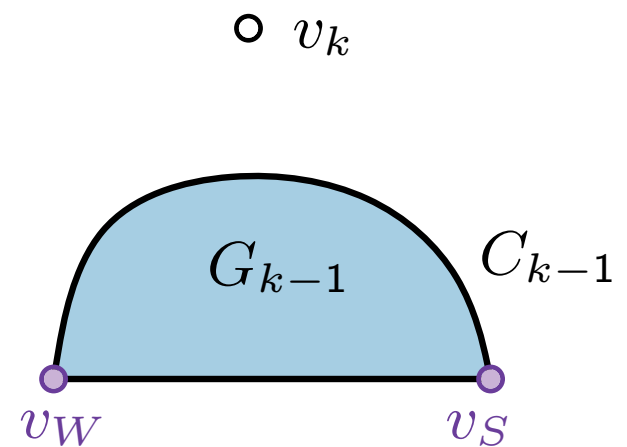


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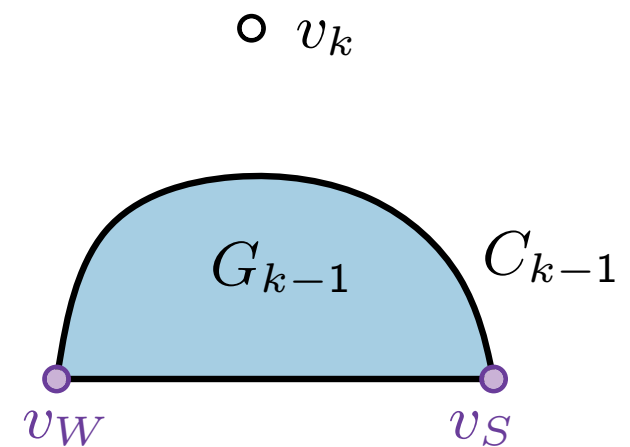


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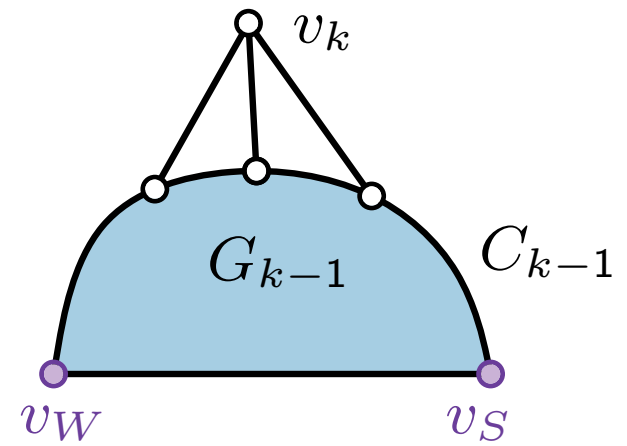


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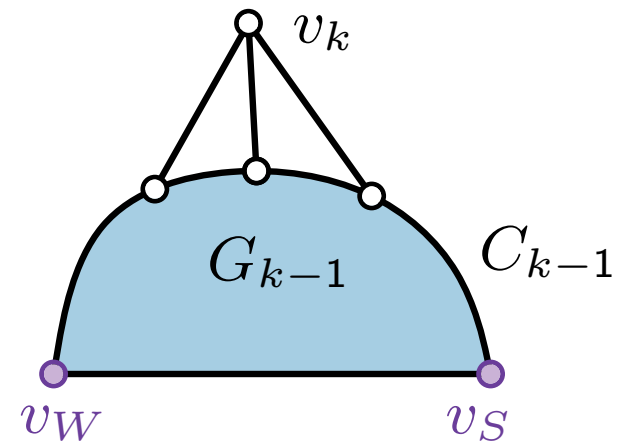


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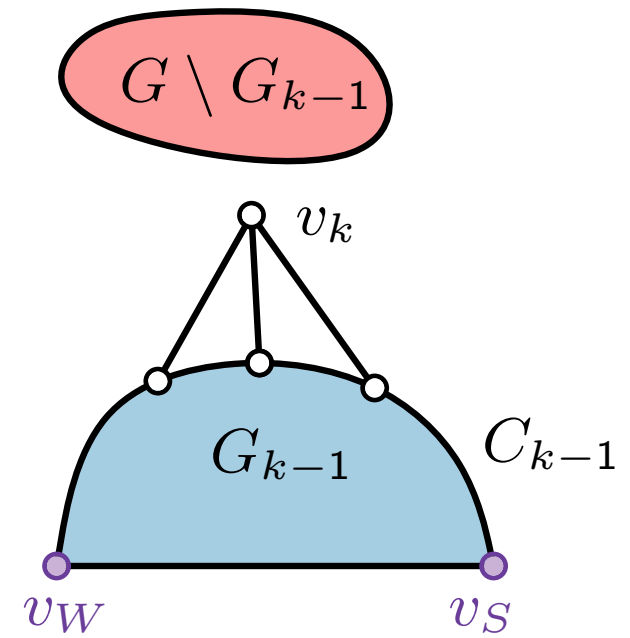


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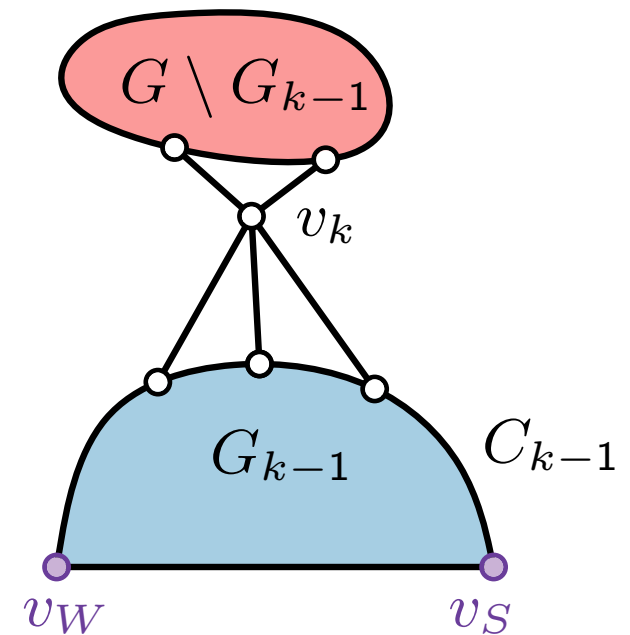


Refined Canonical Order

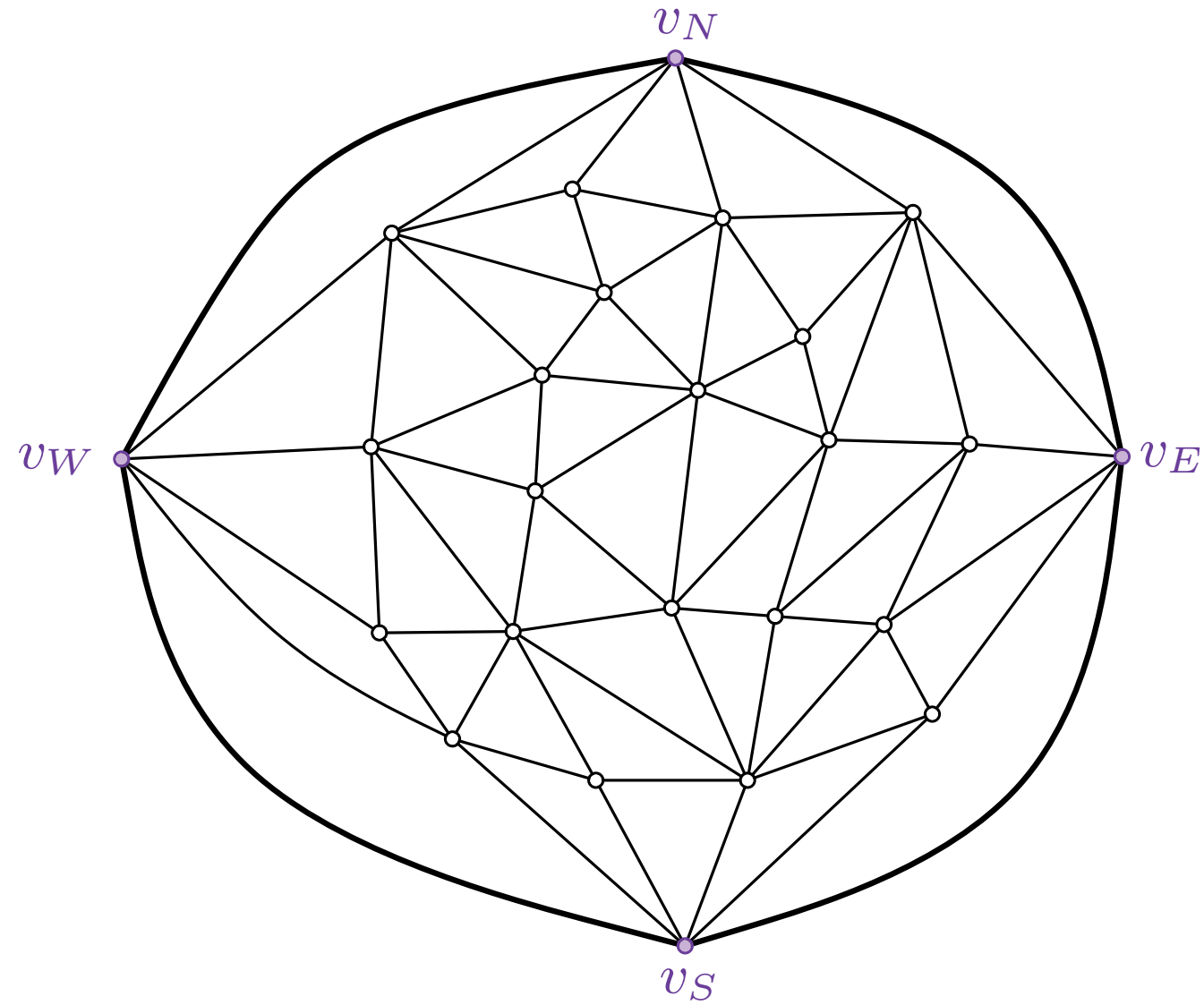
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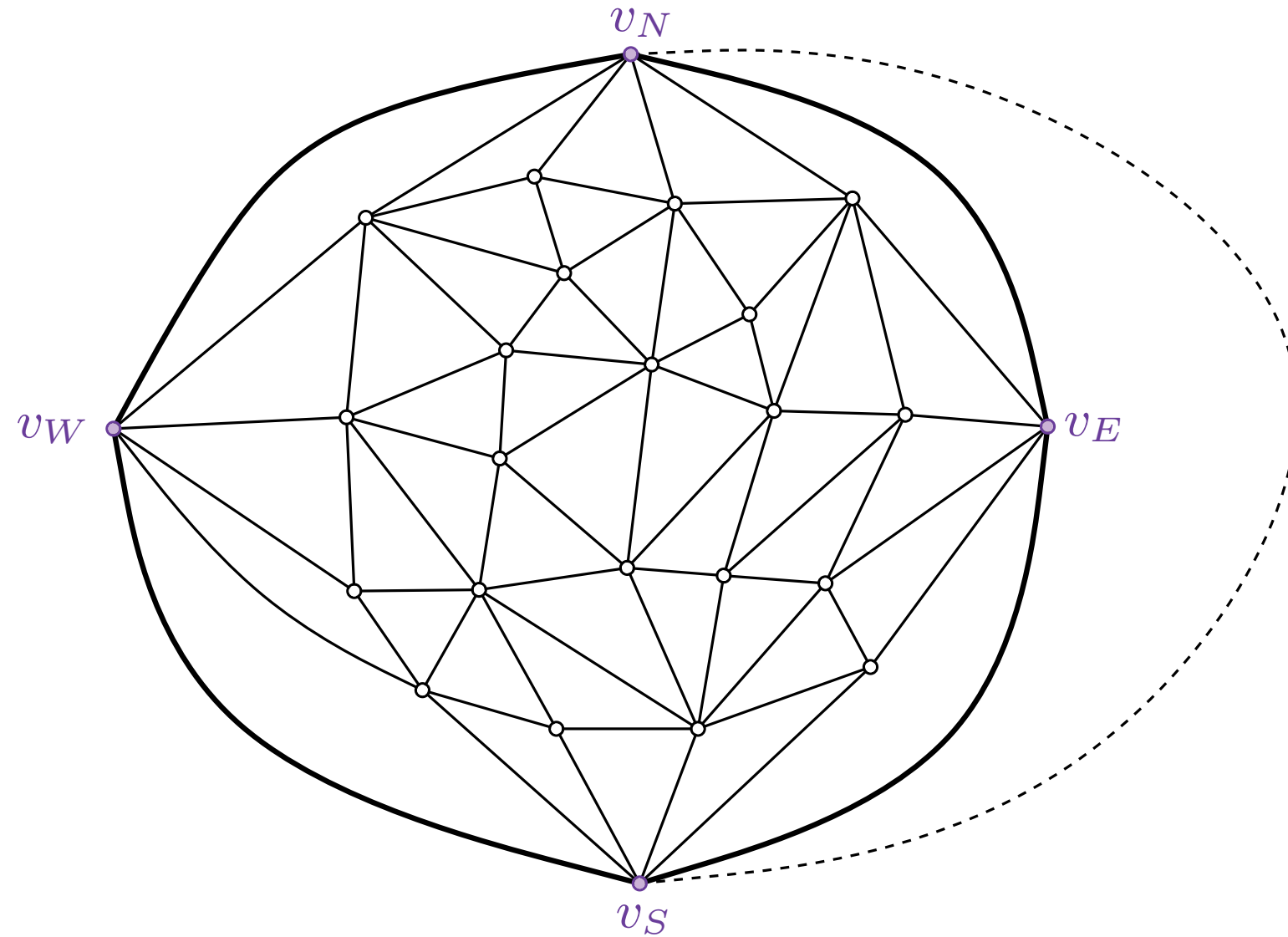
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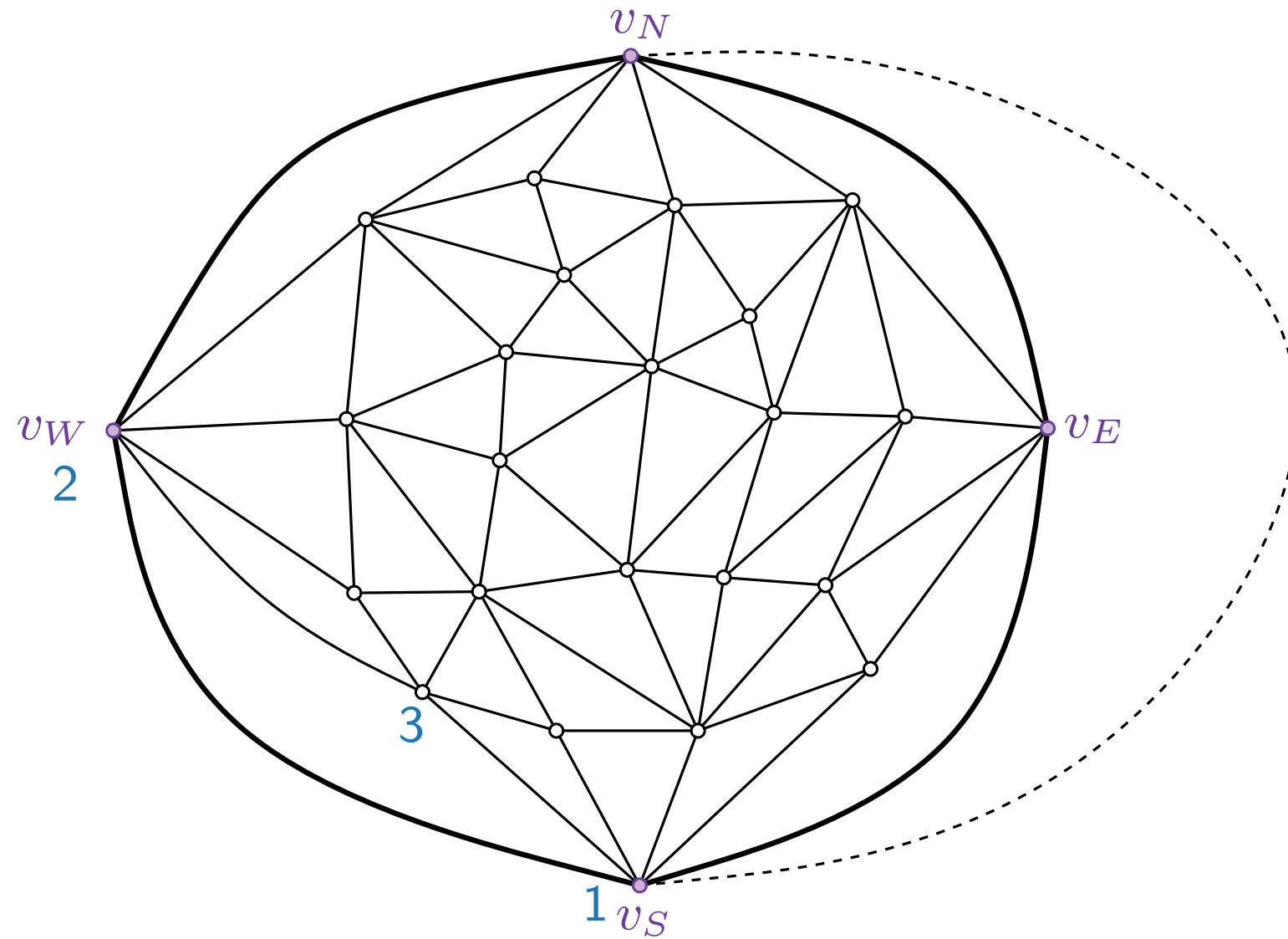
Refined Canonical Order Example



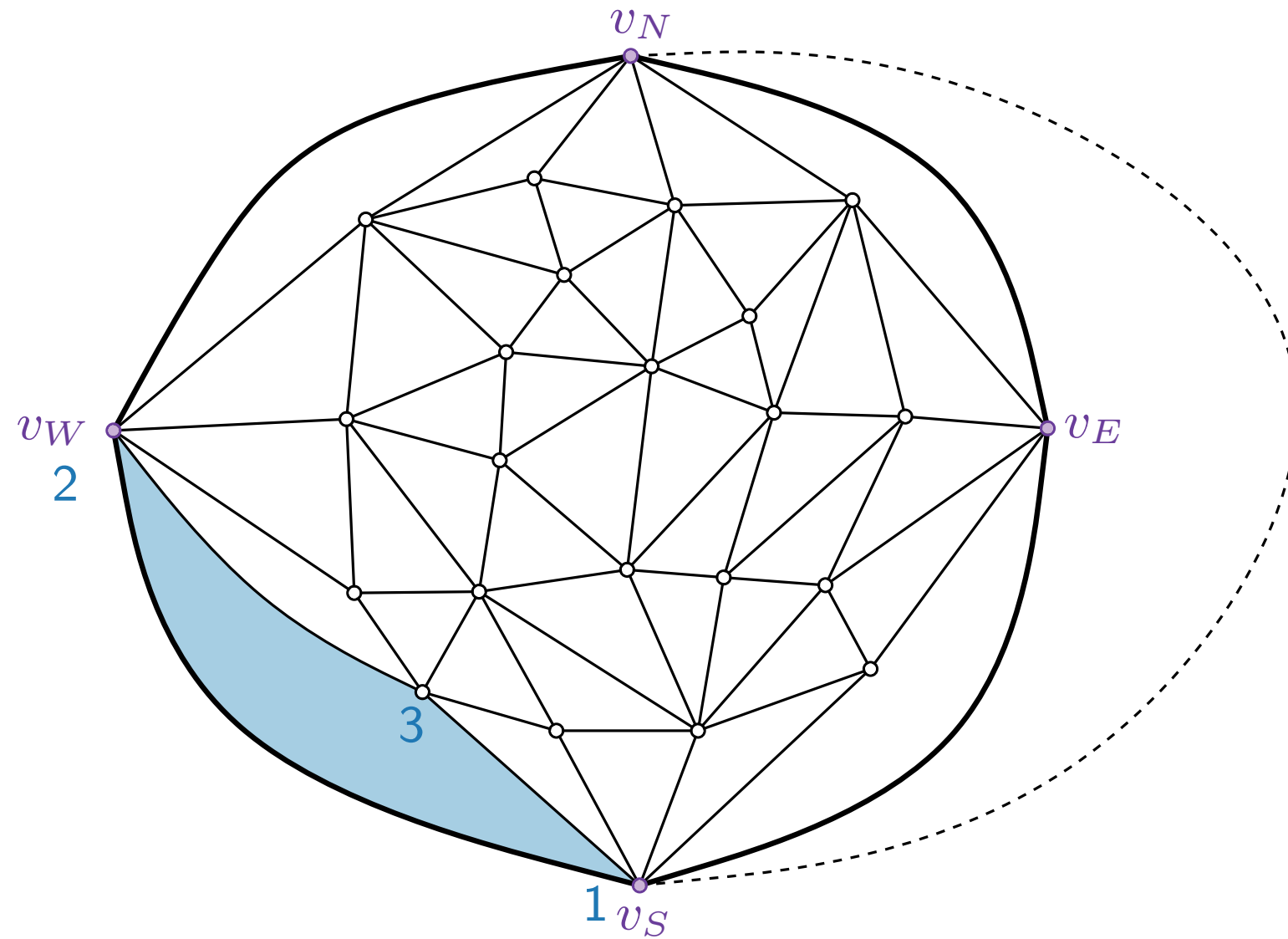
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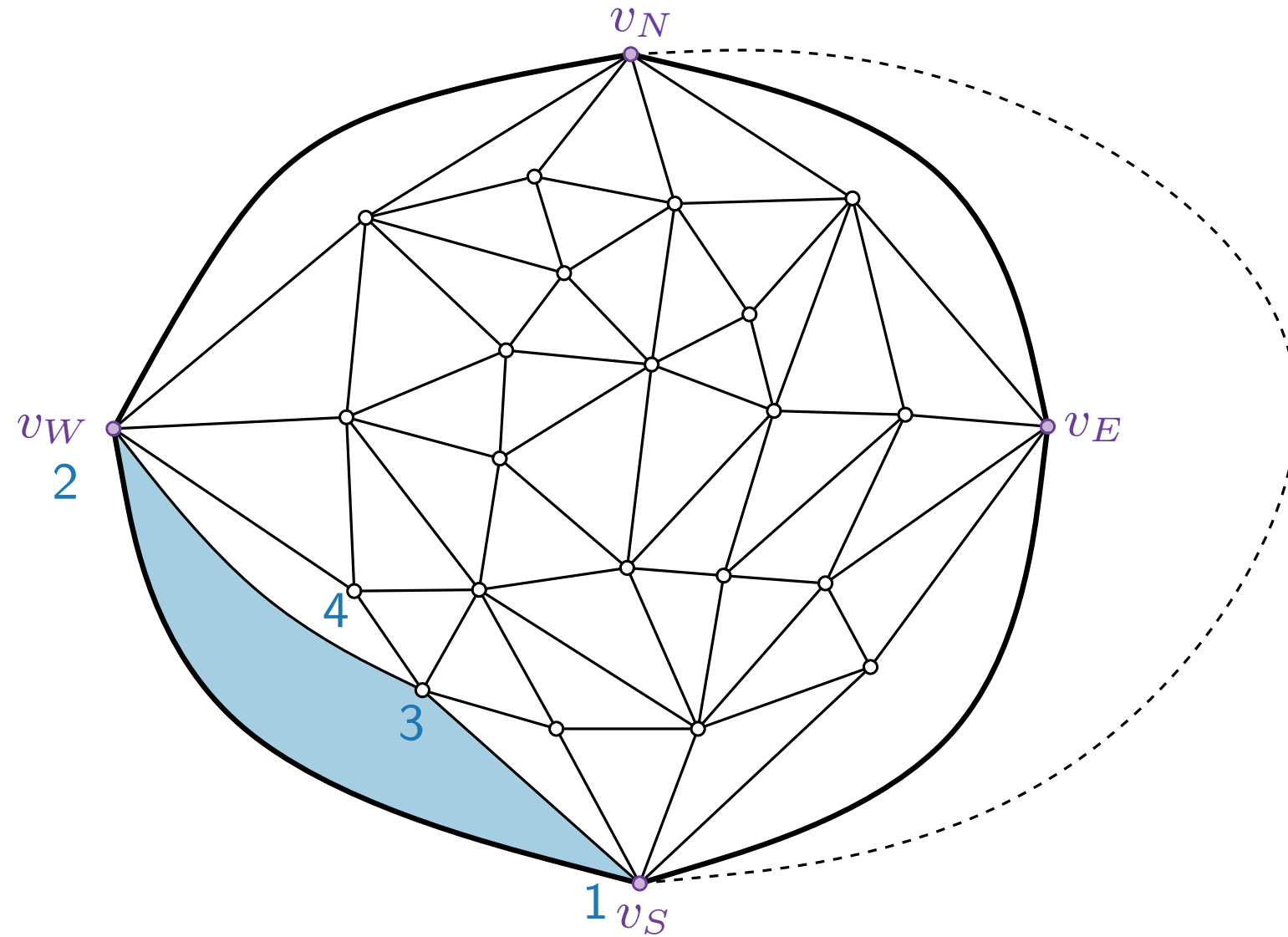
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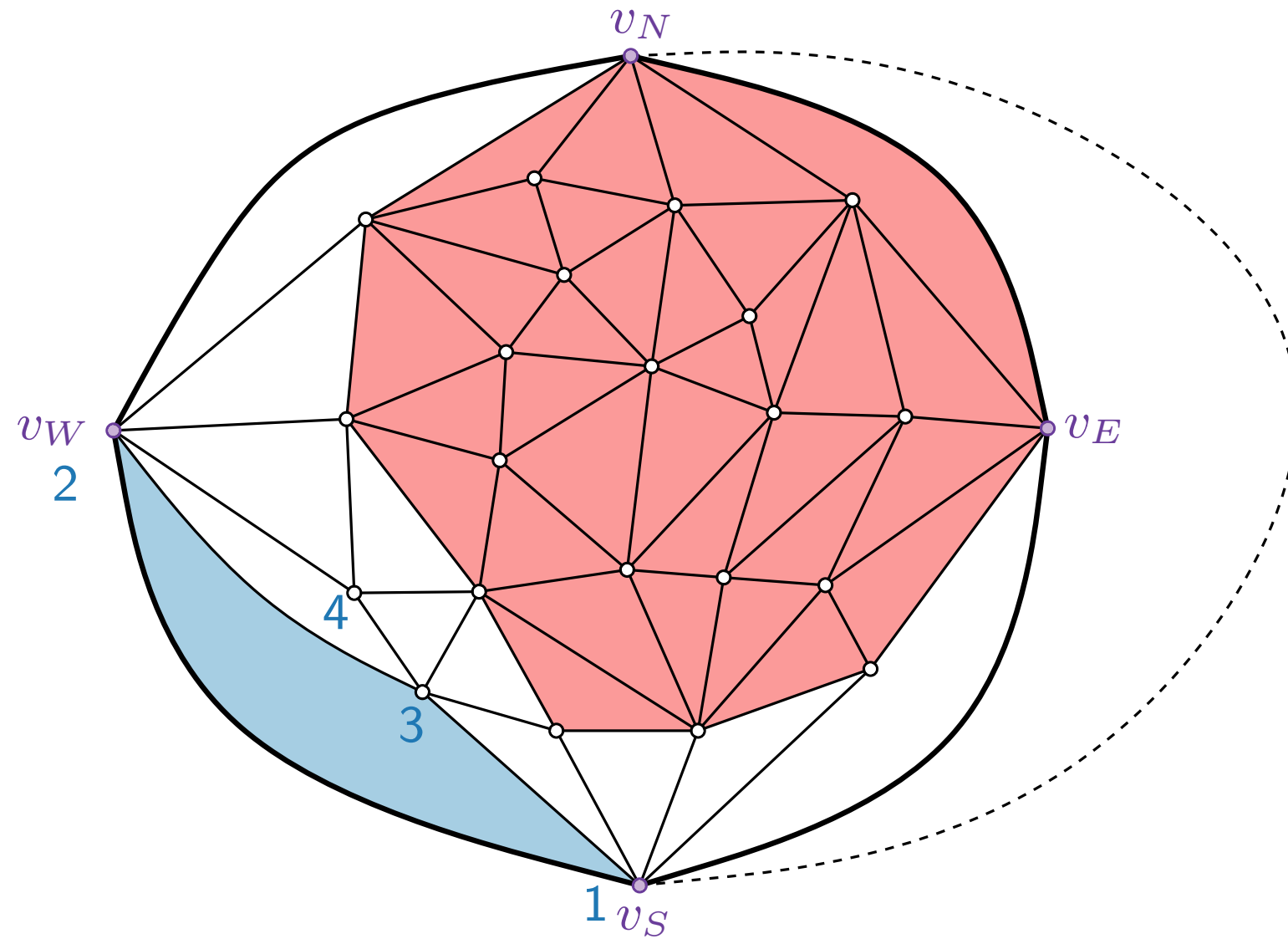
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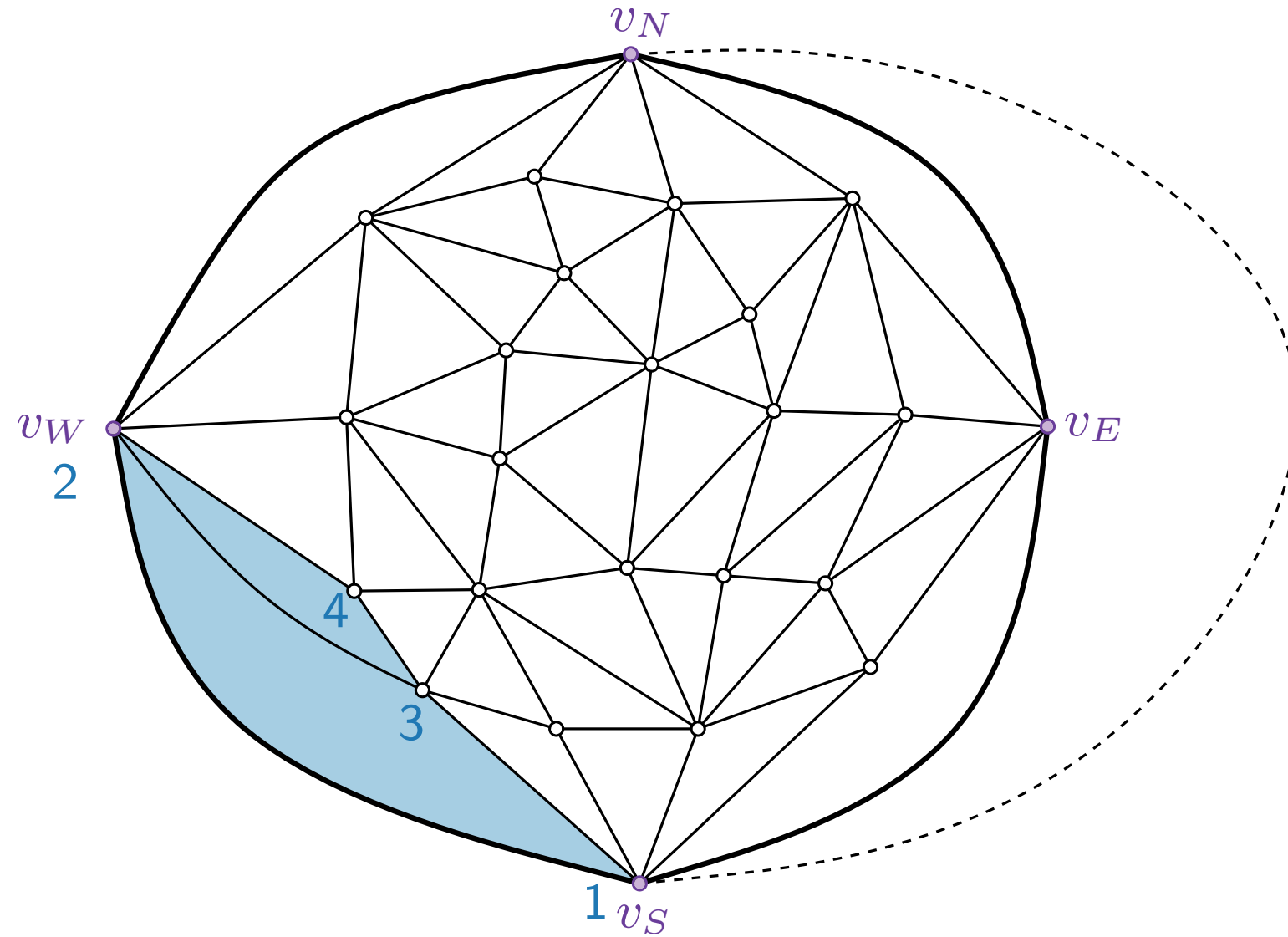
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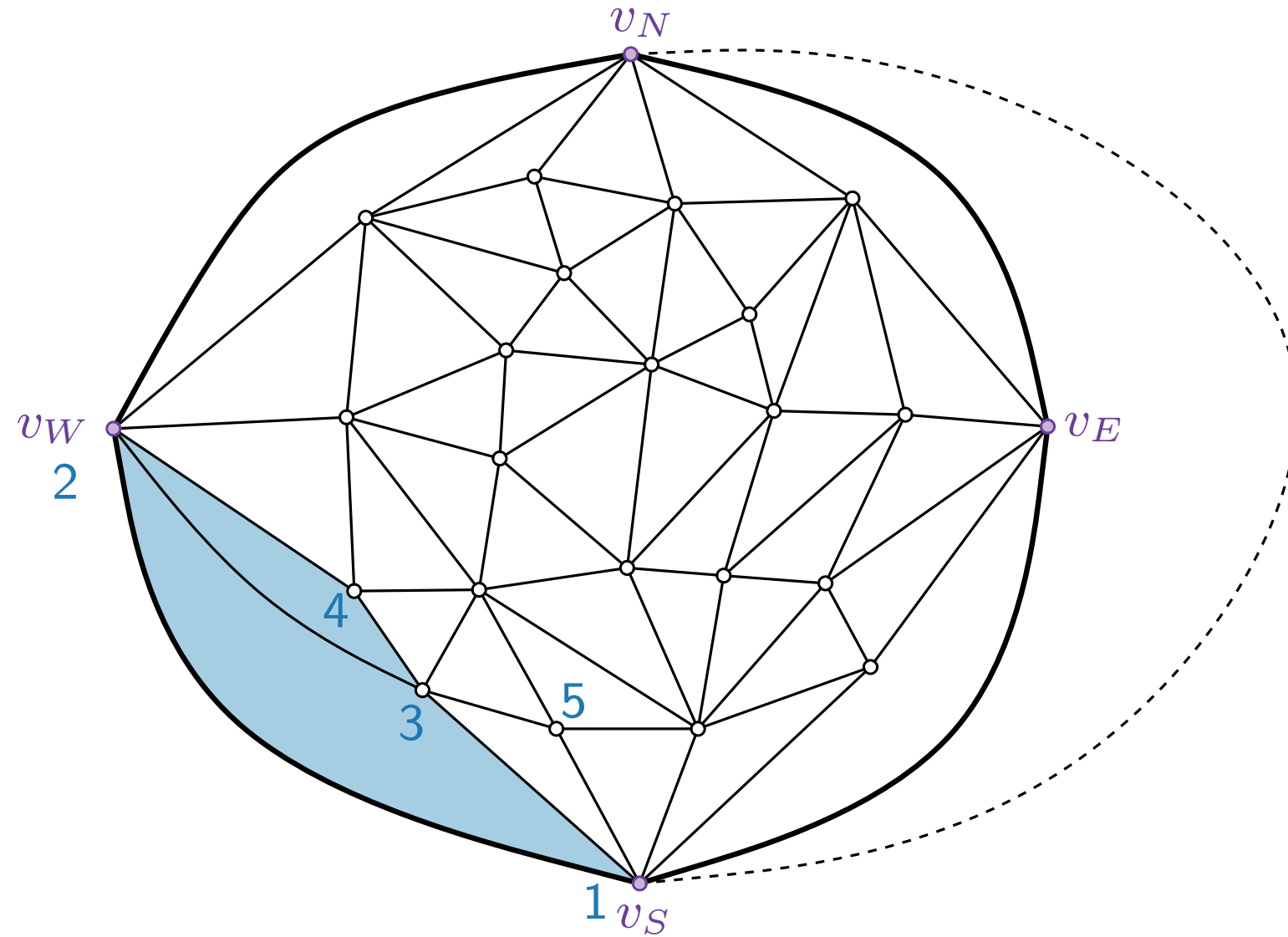
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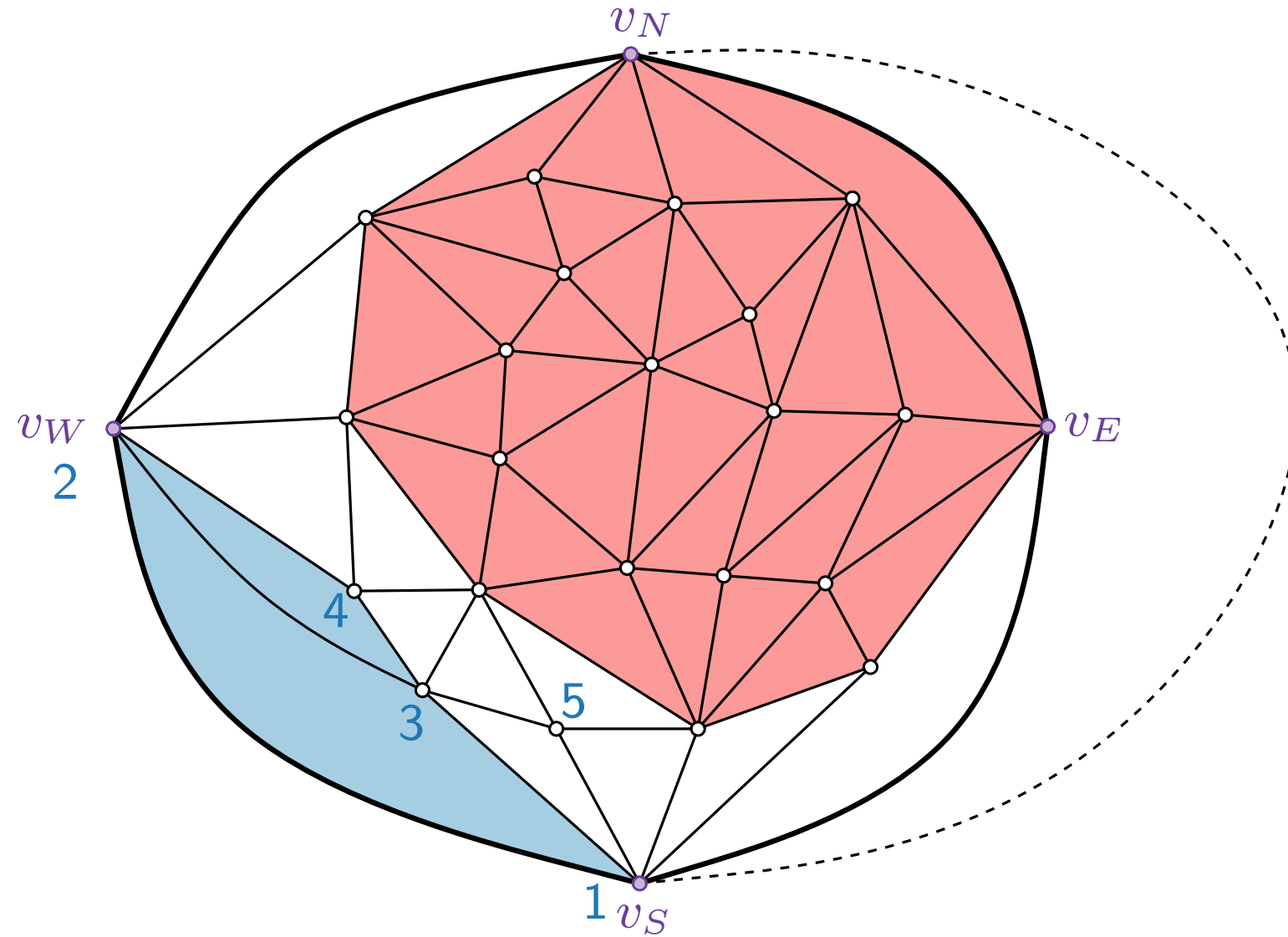
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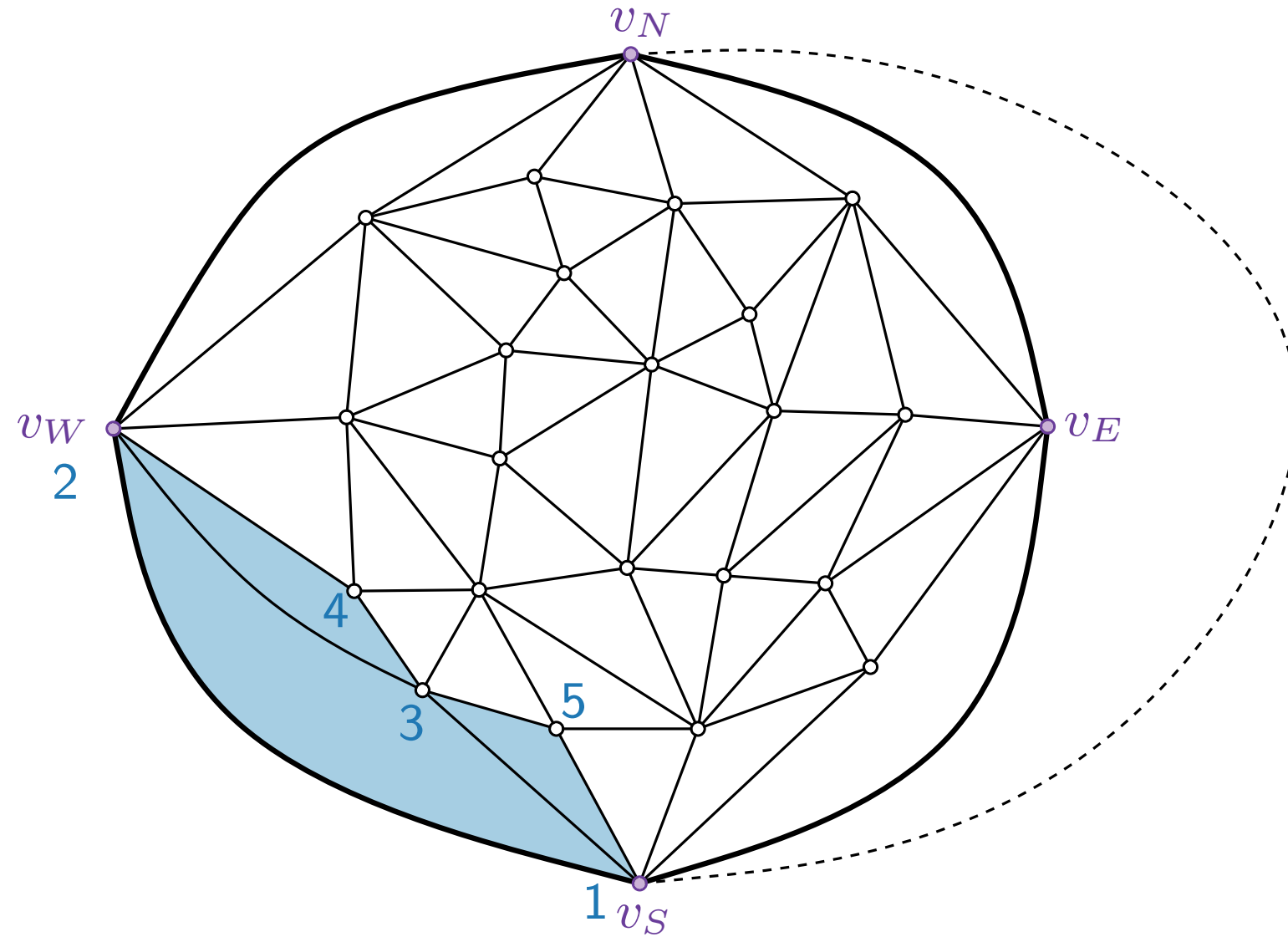
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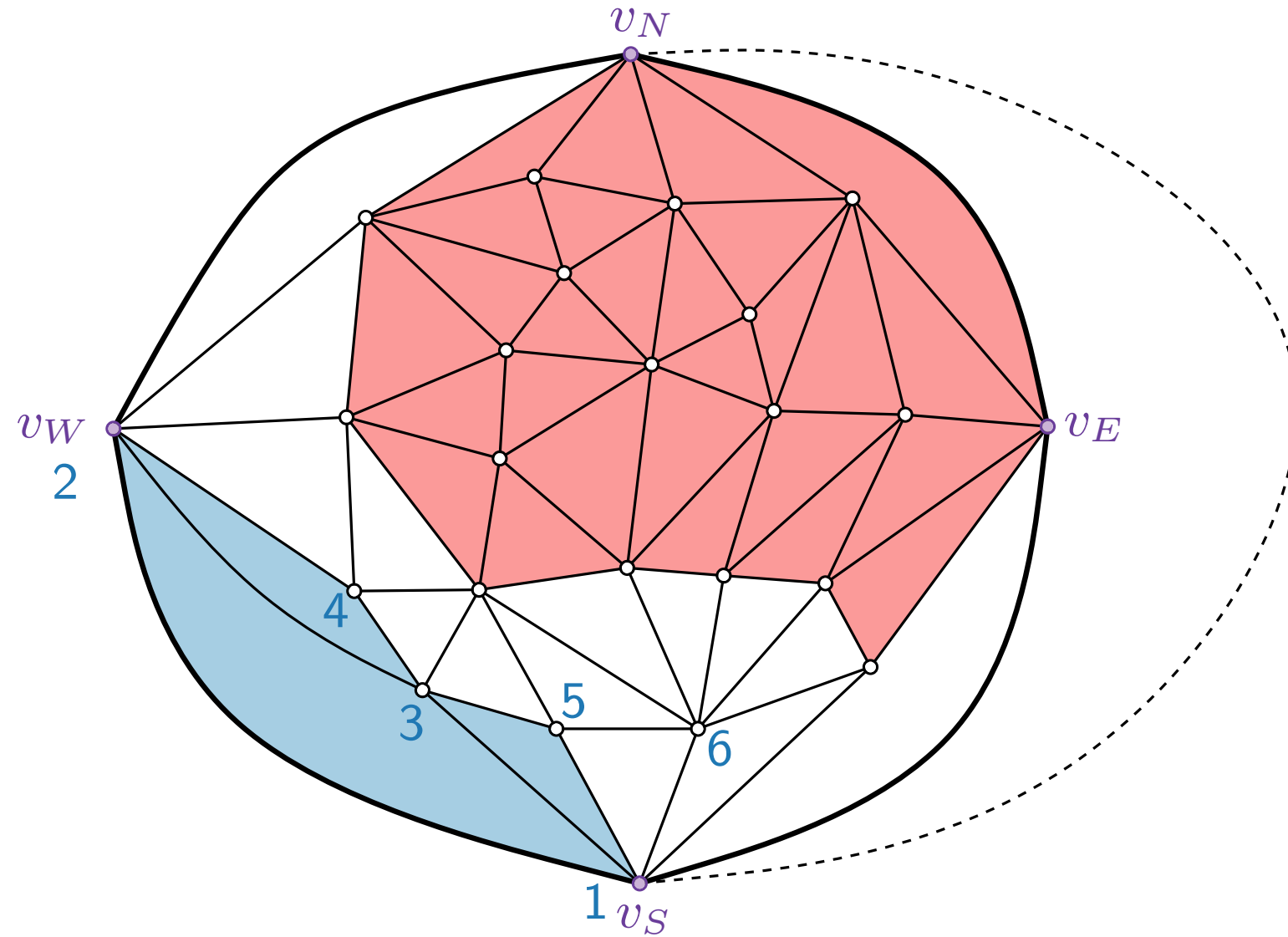
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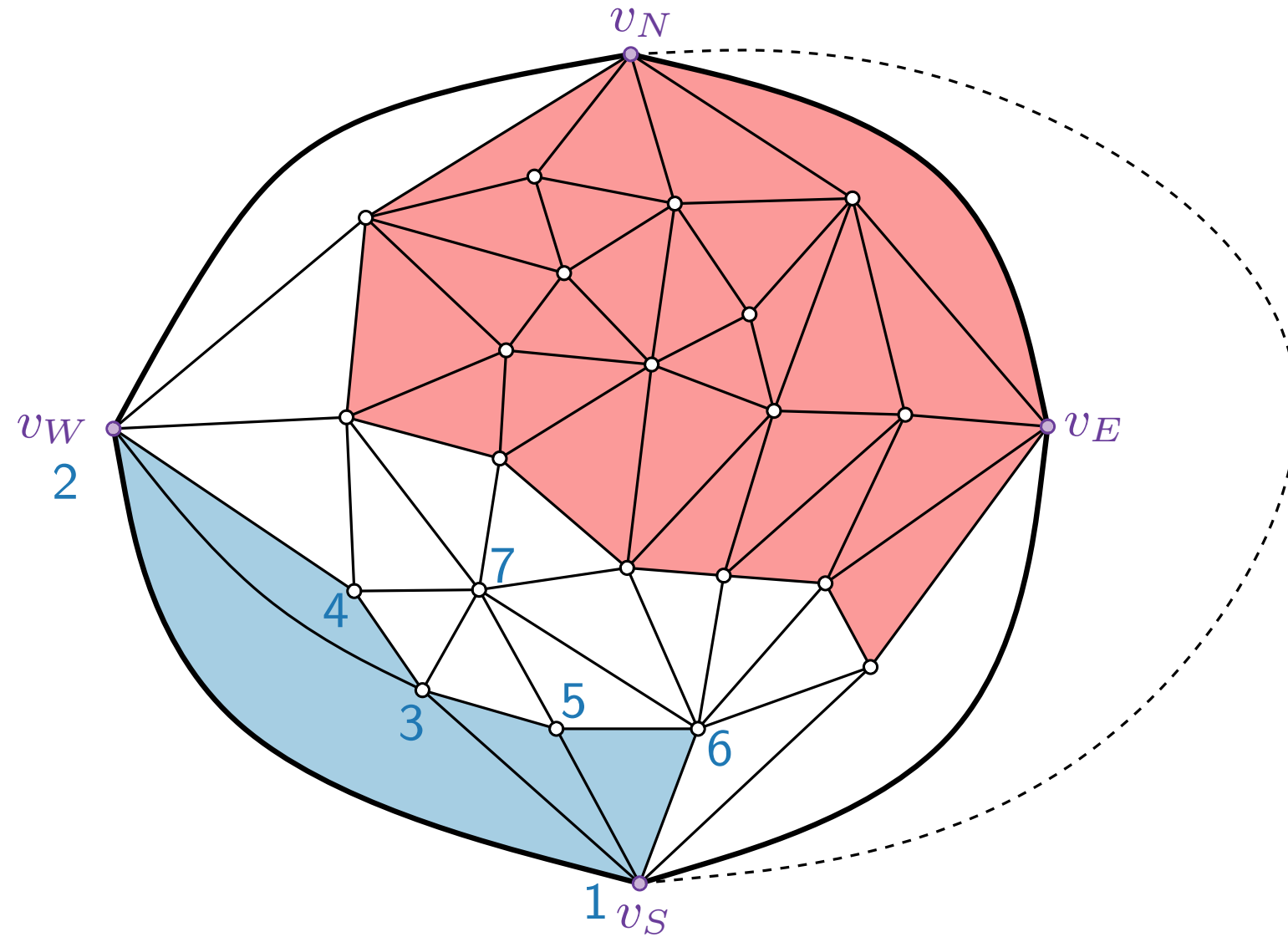
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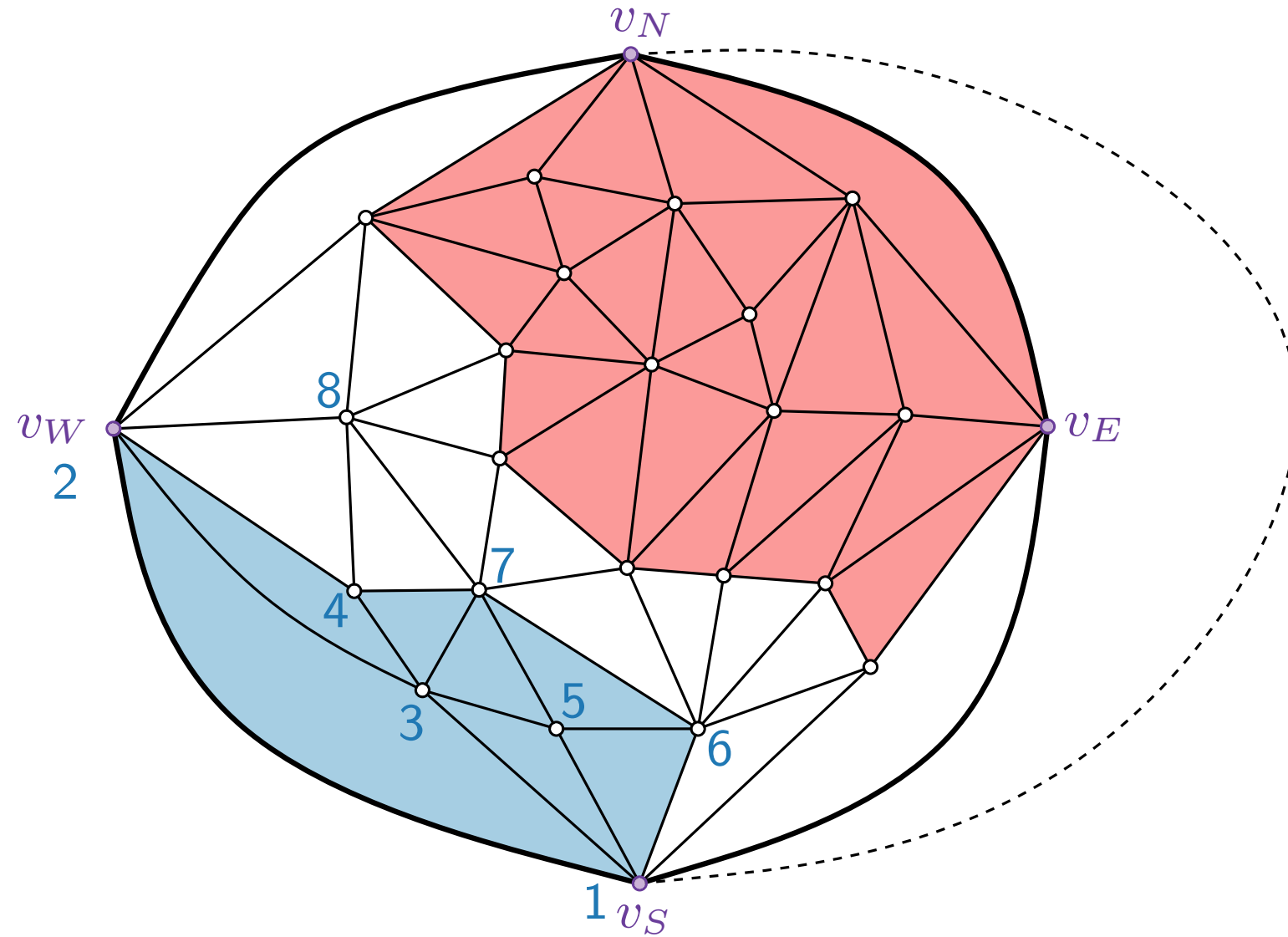
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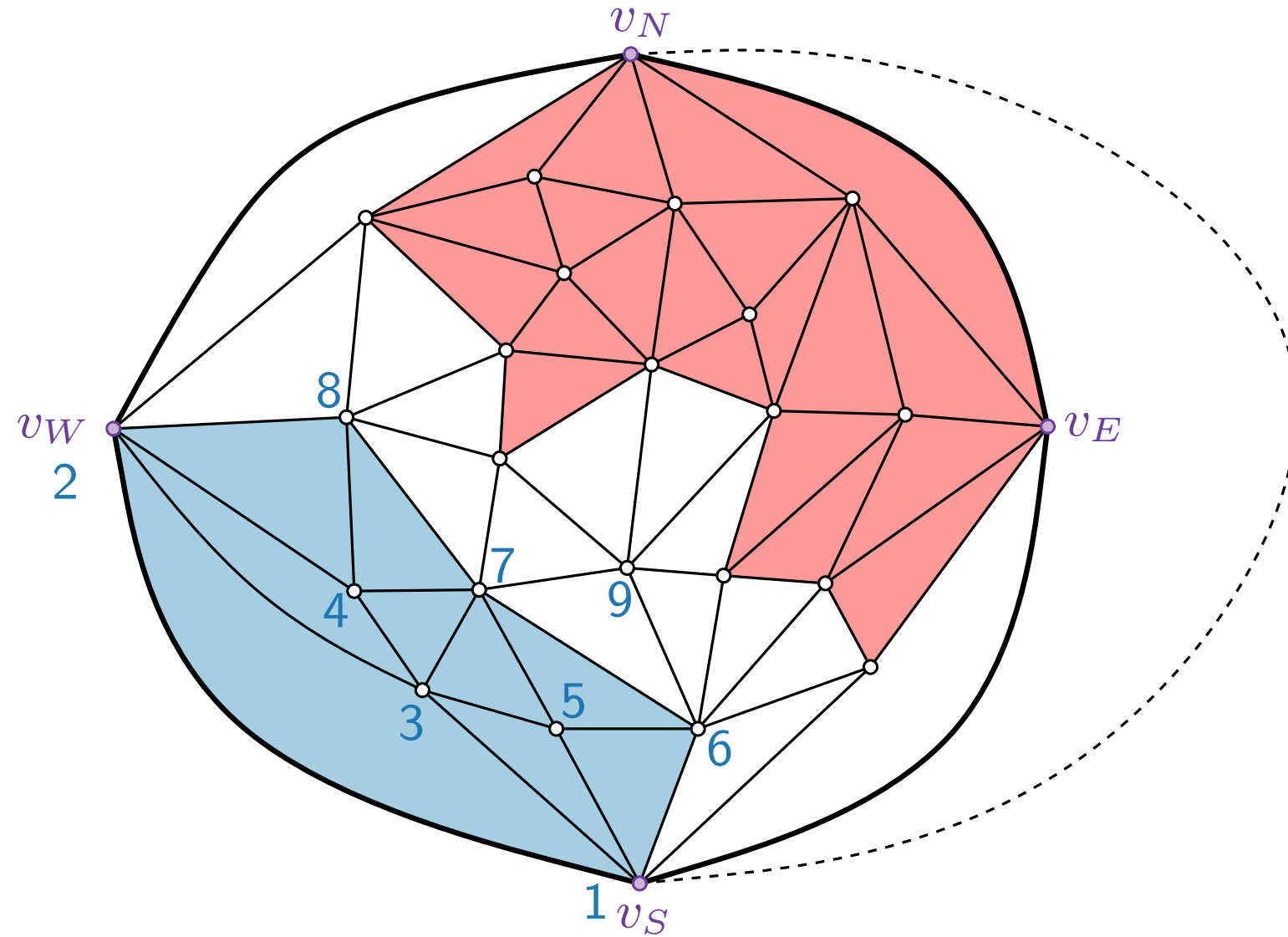
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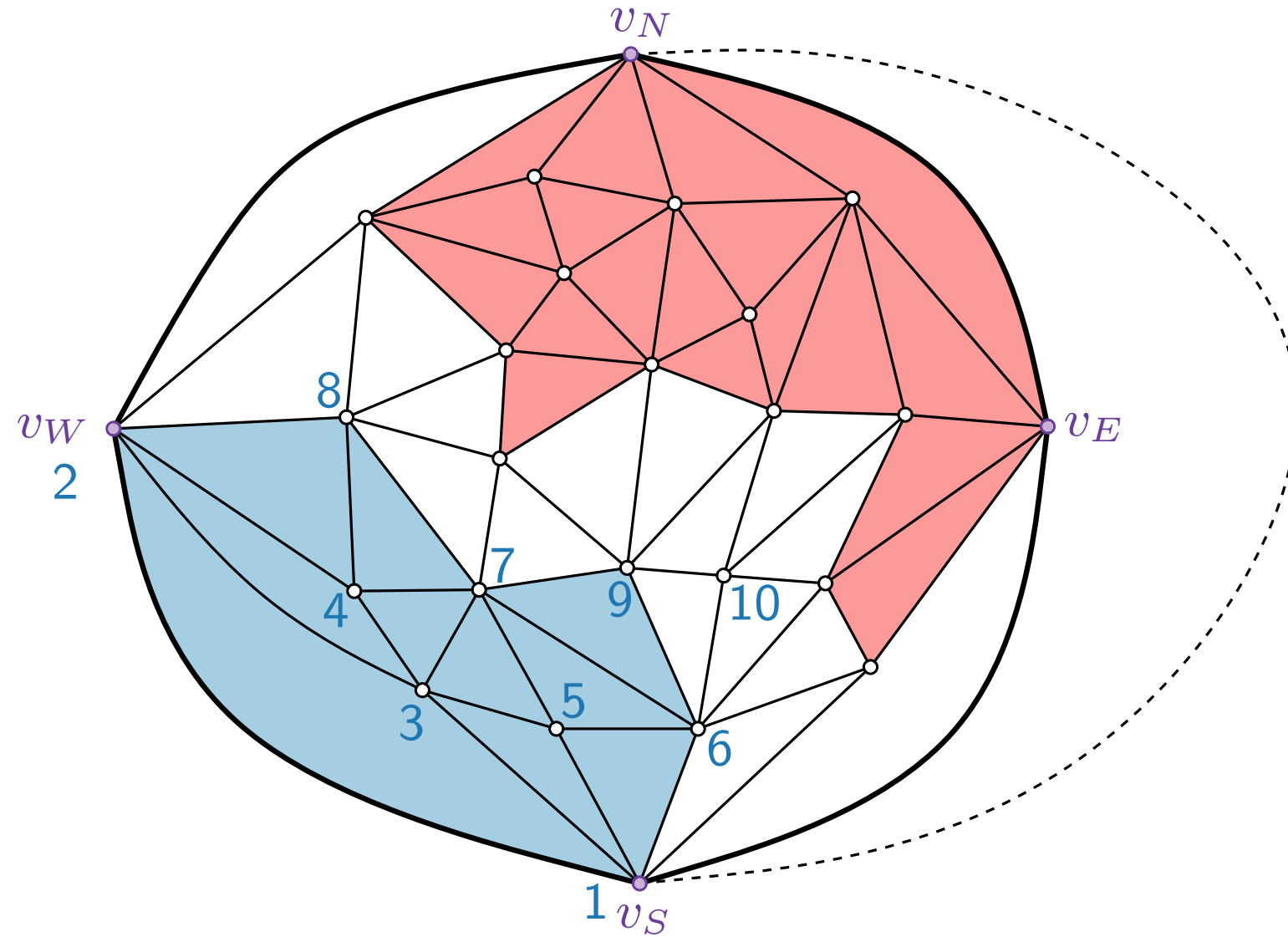
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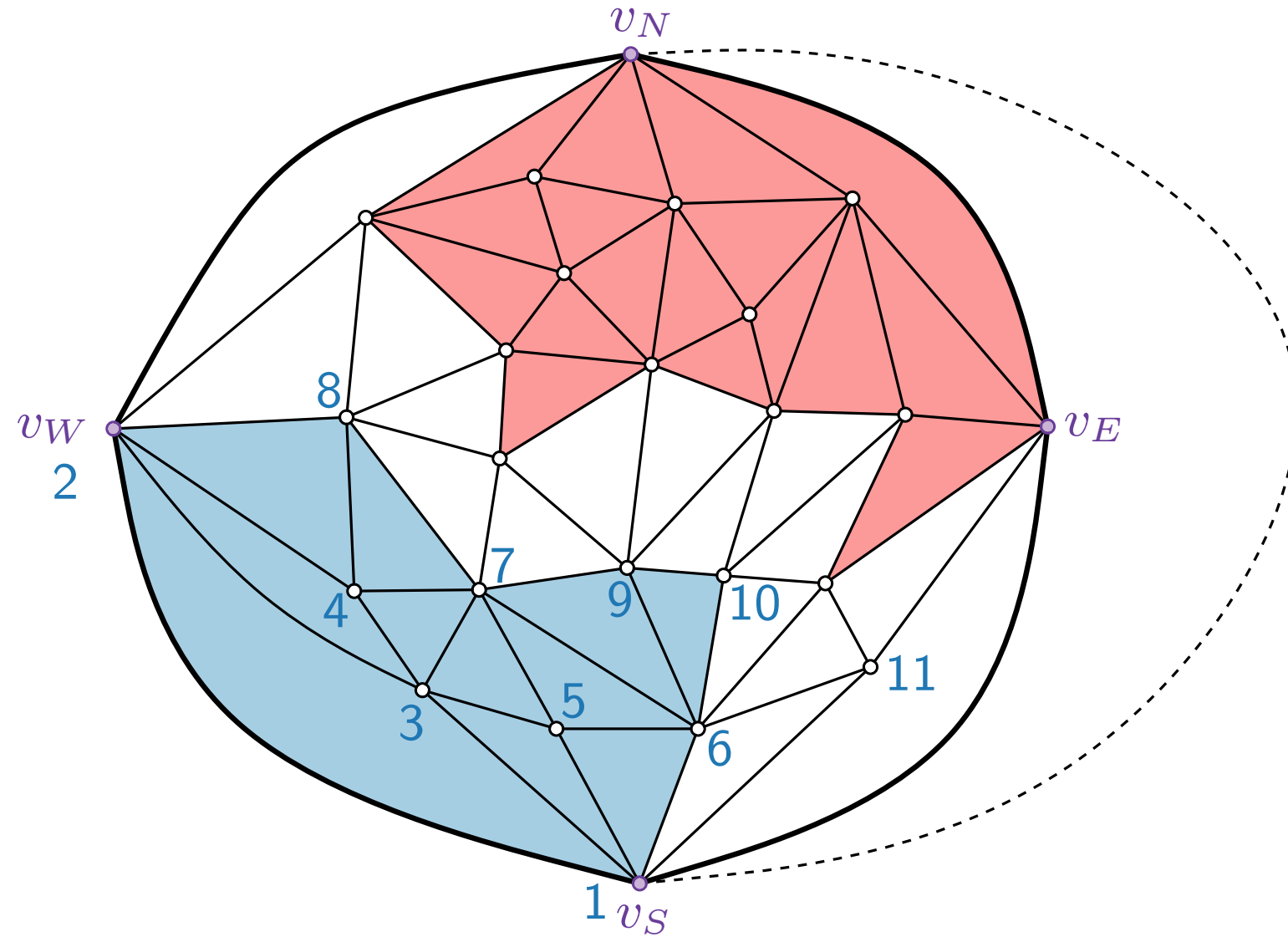
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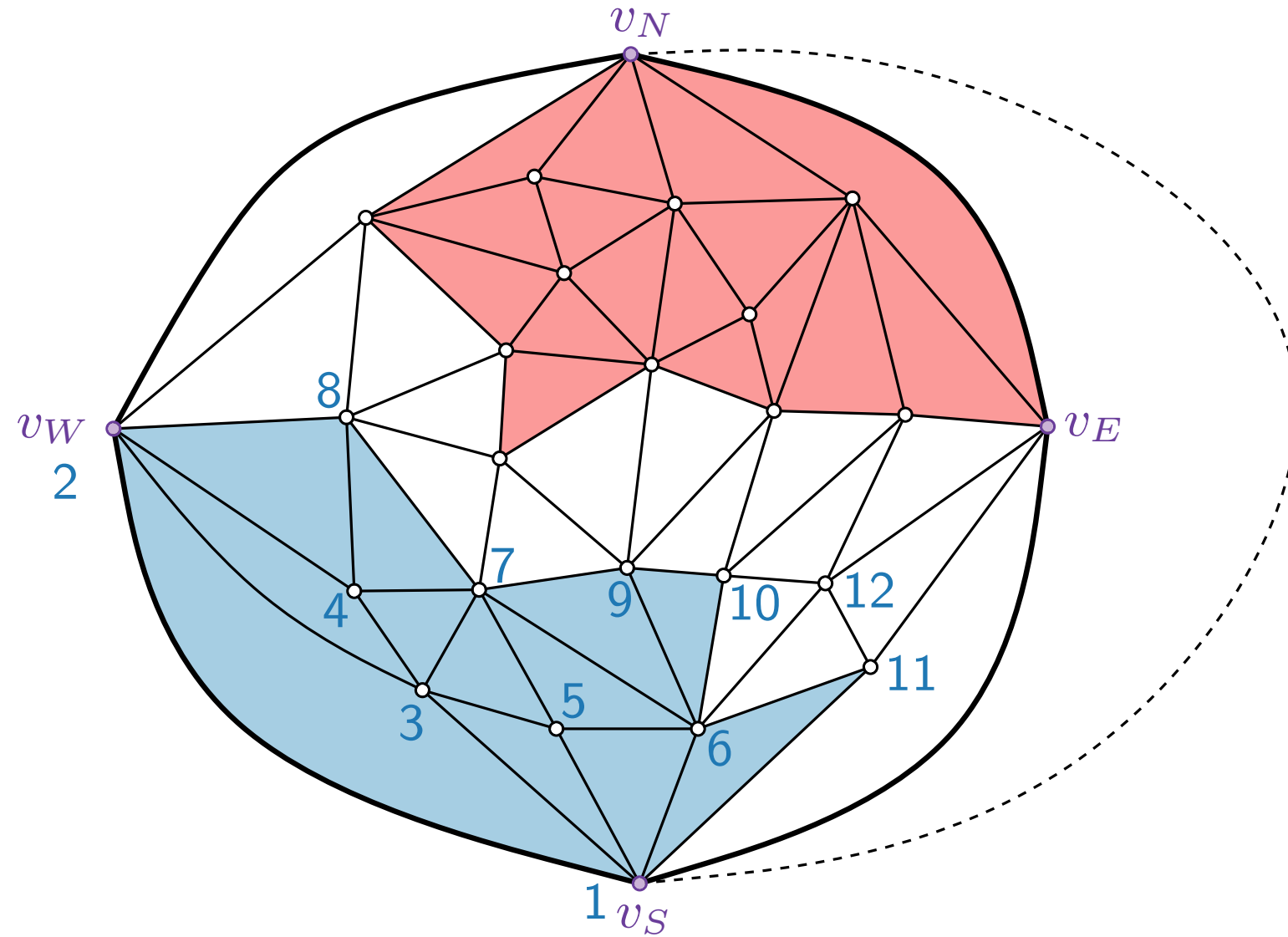
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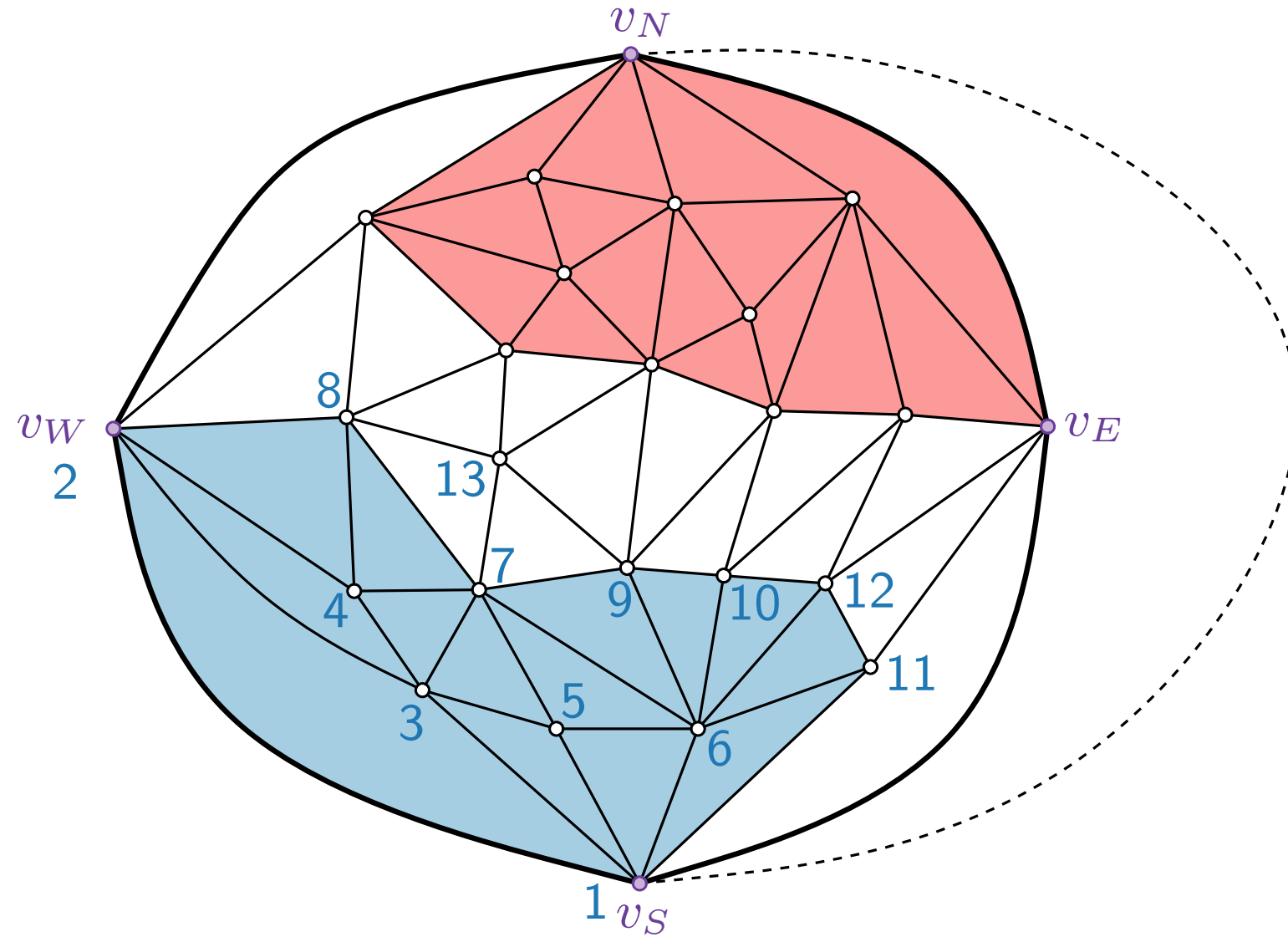
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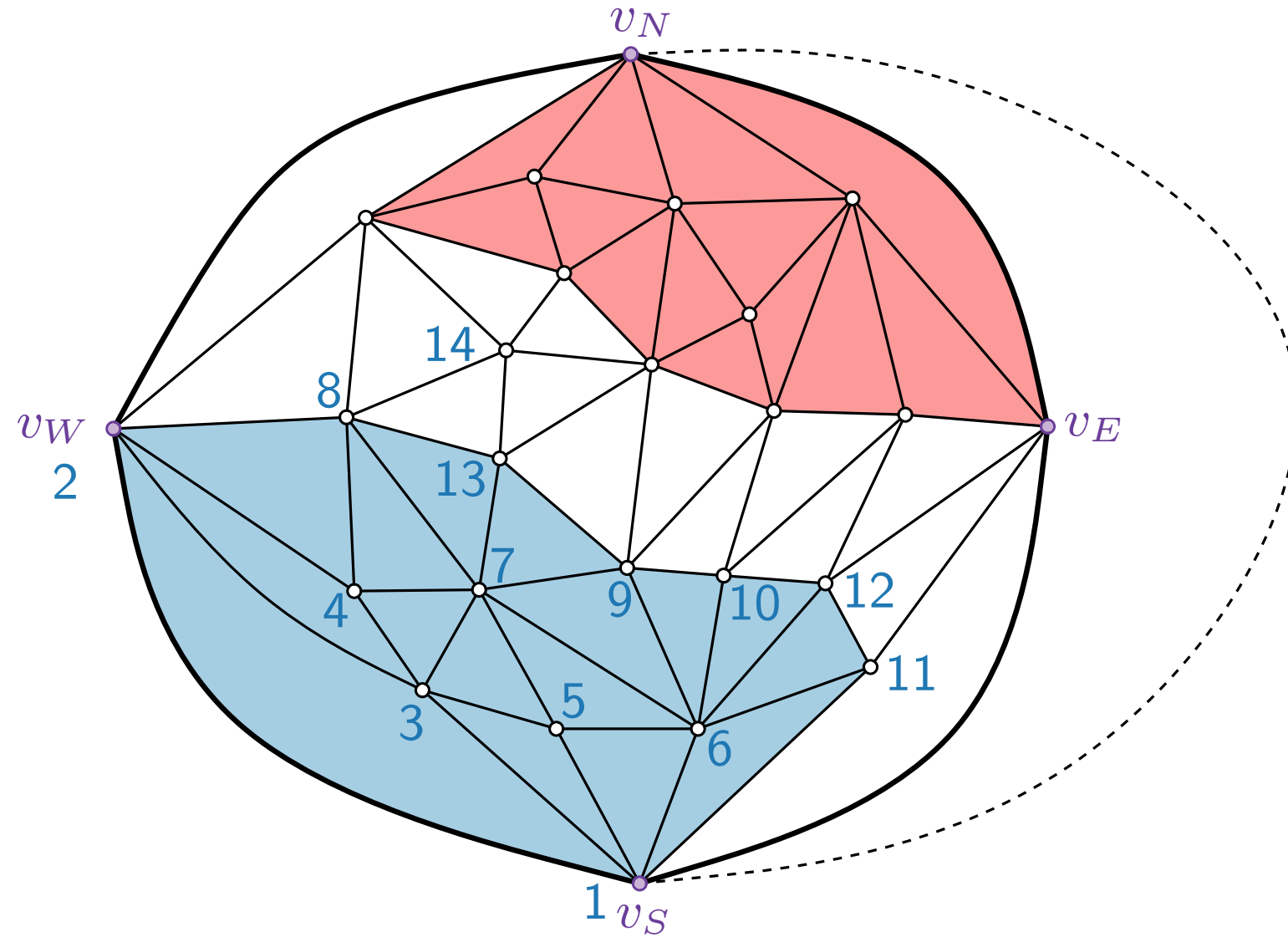
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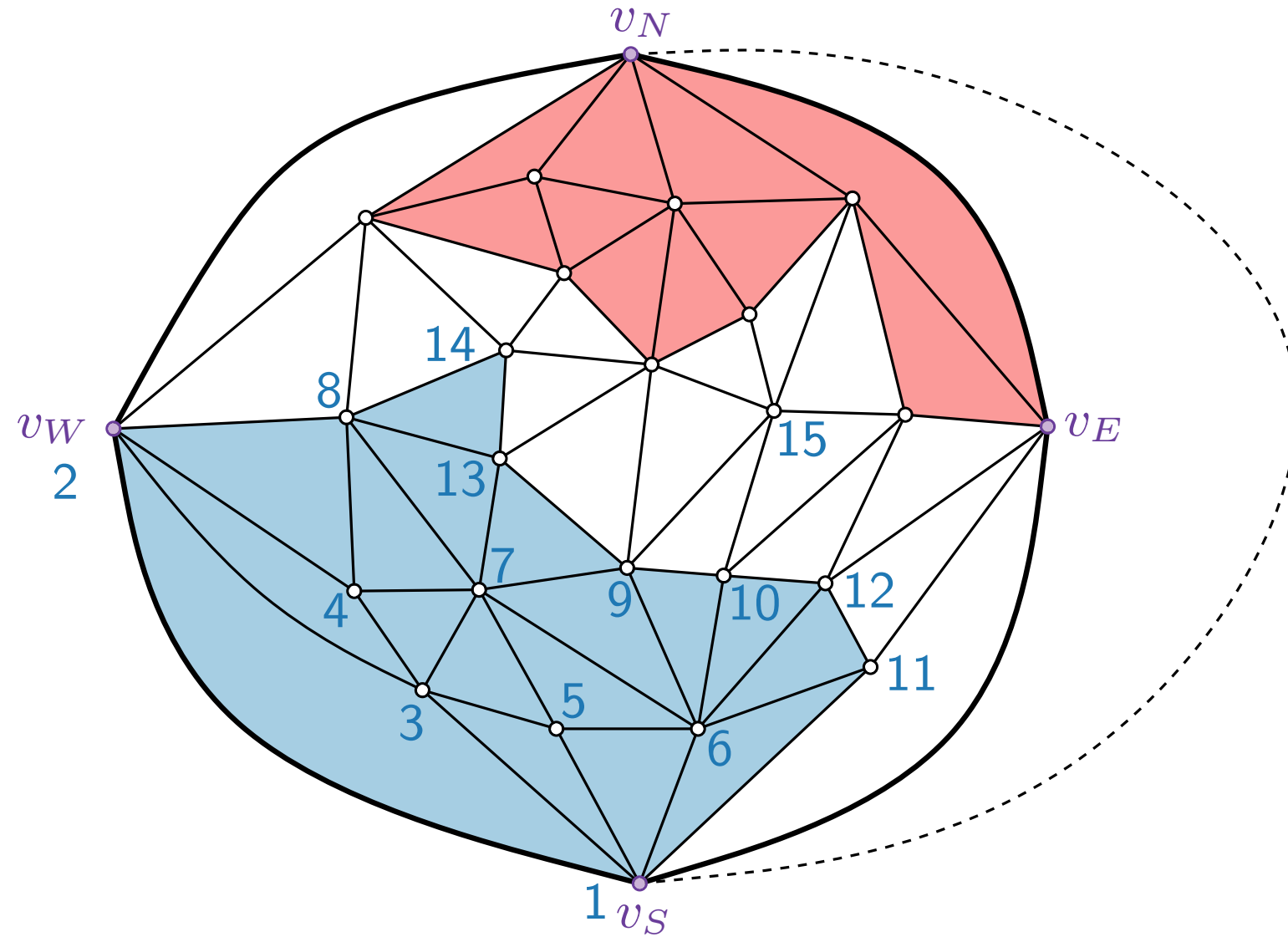
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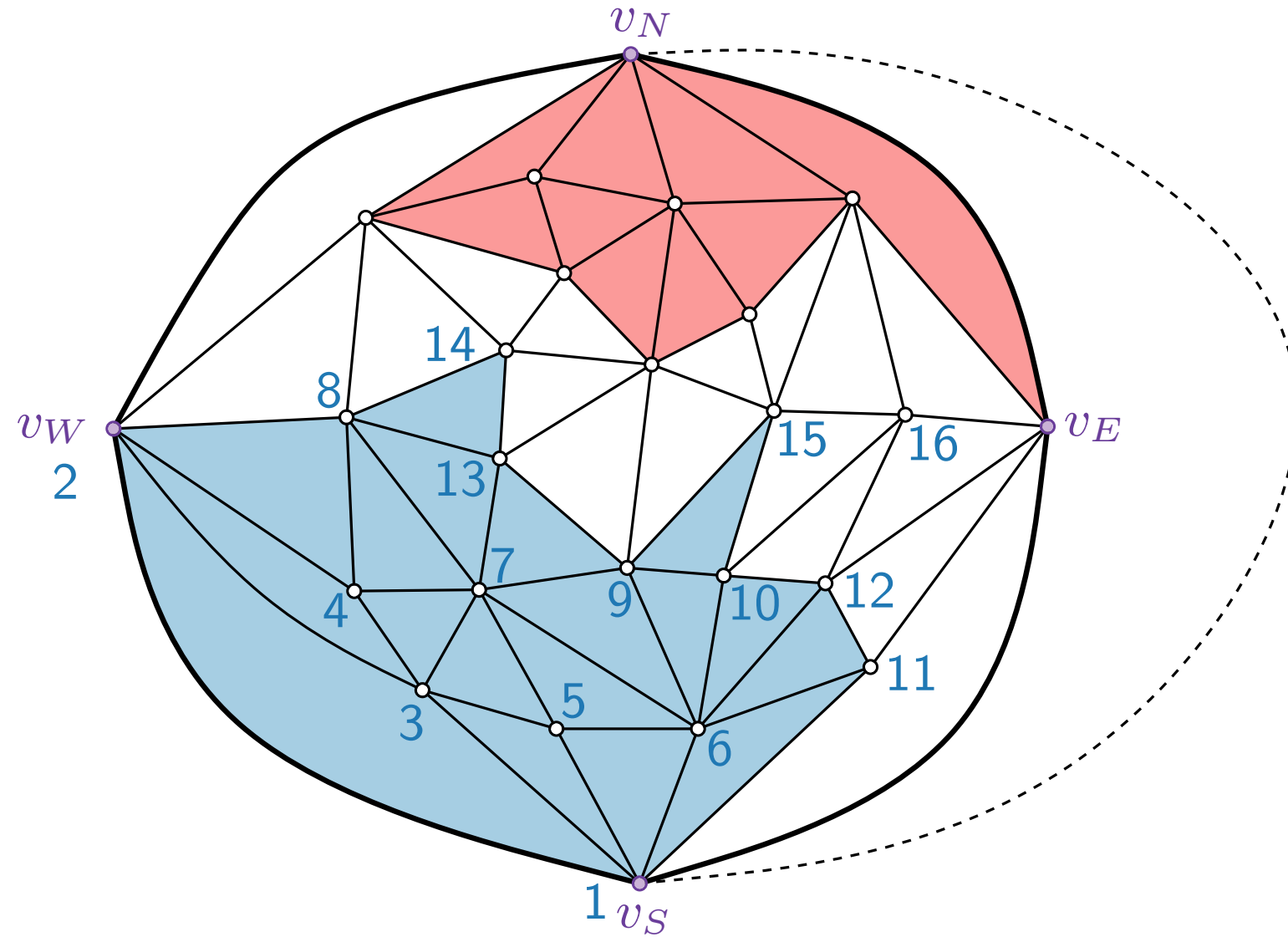
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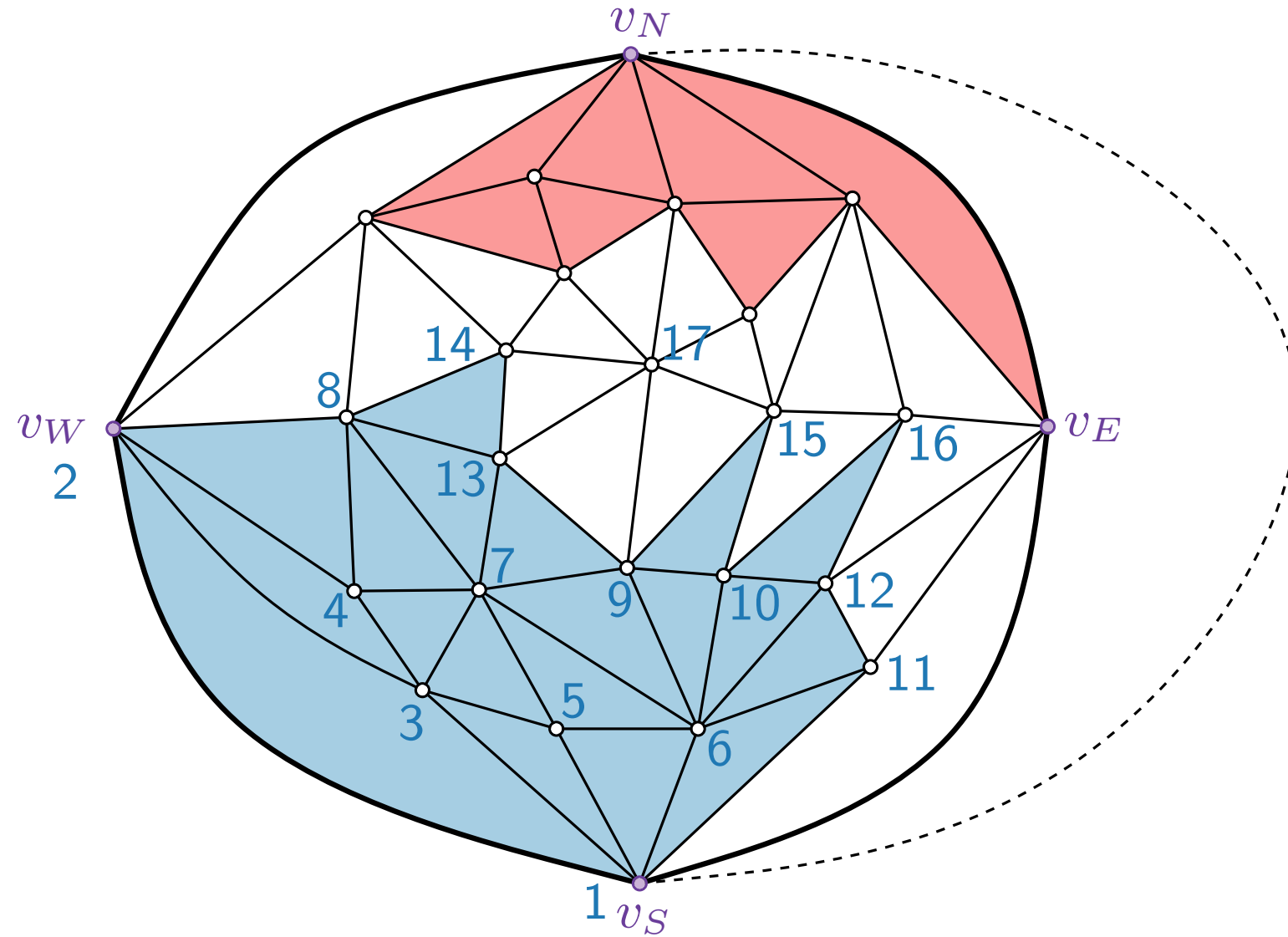
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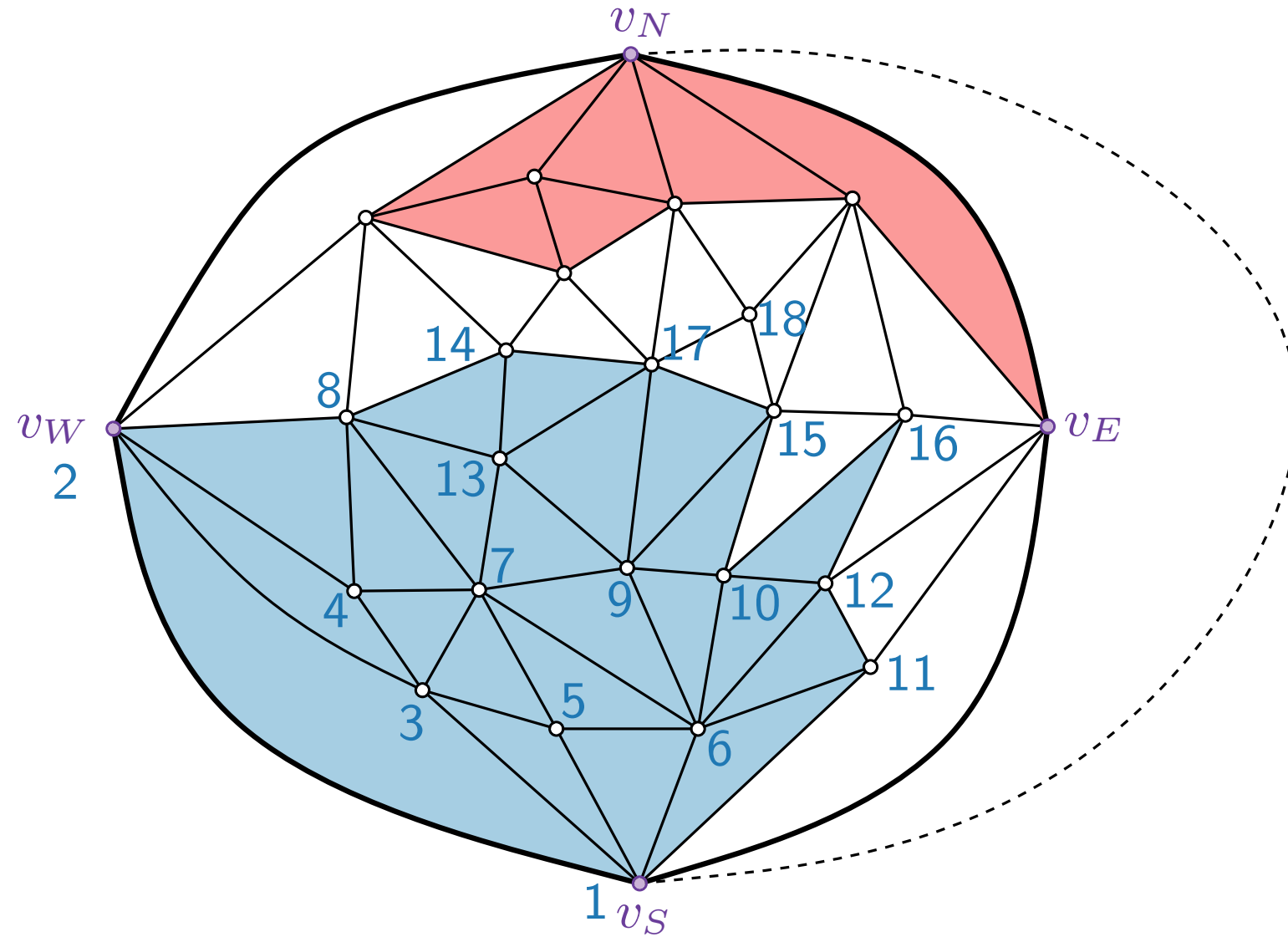
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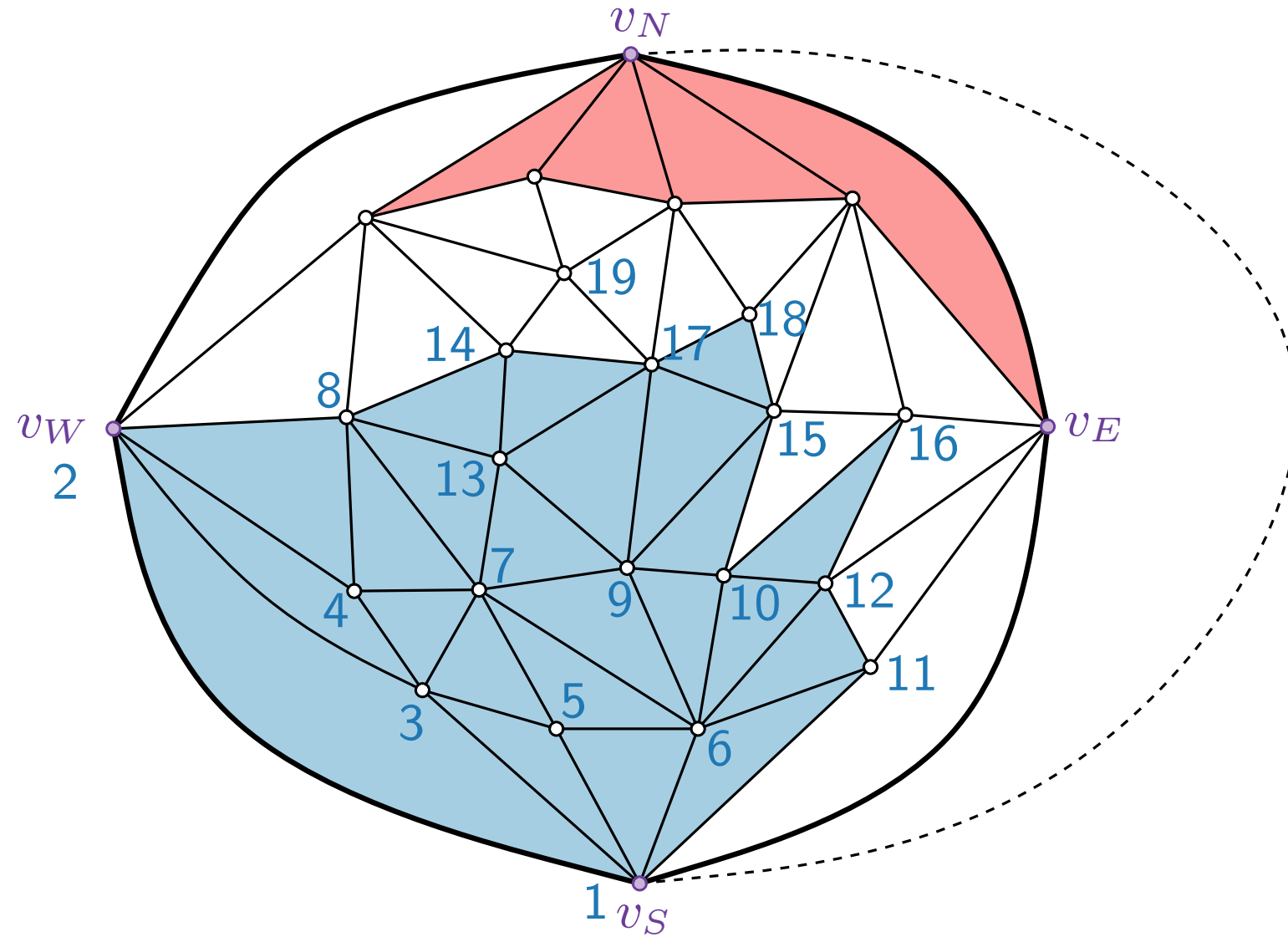
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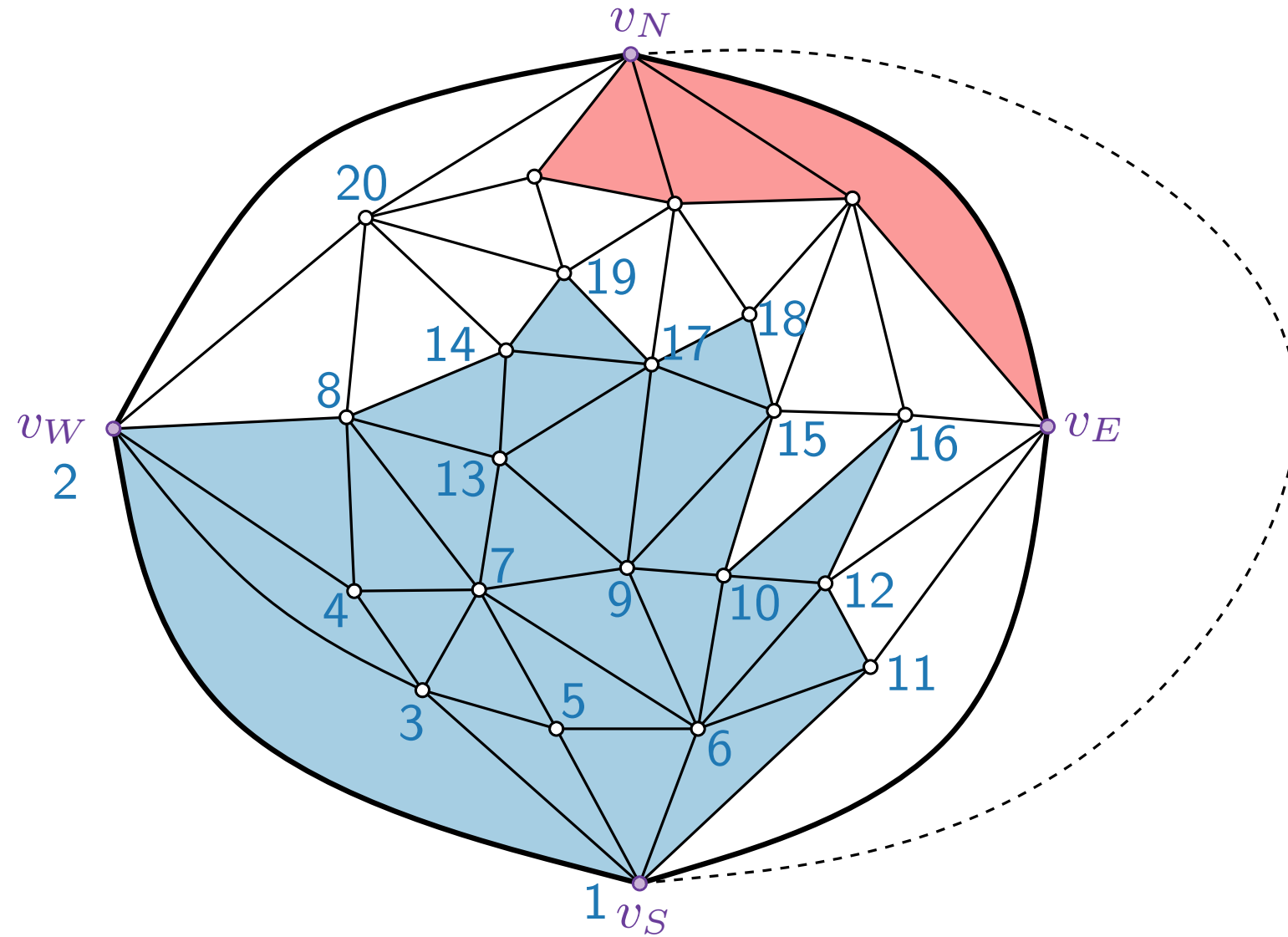
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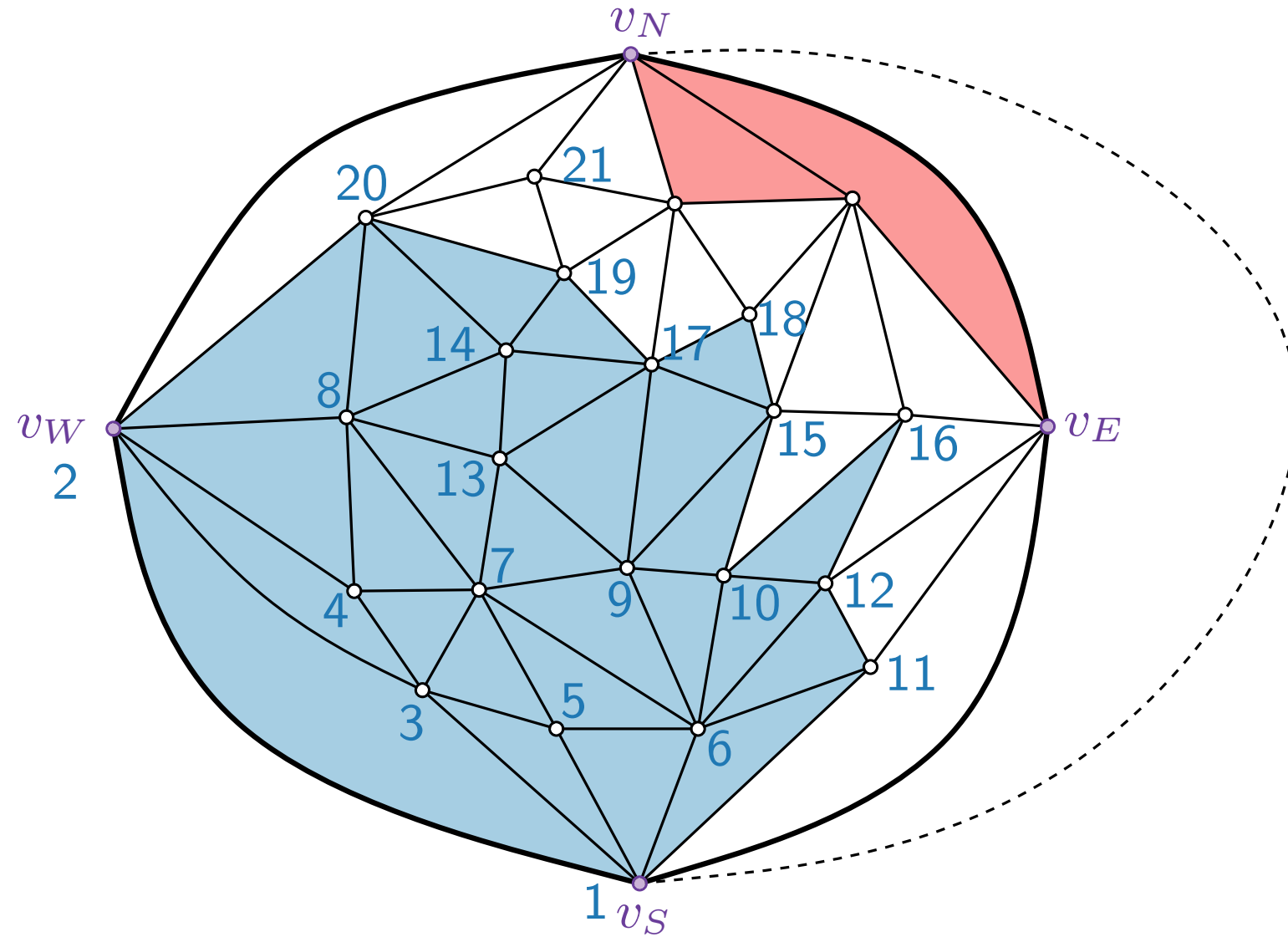
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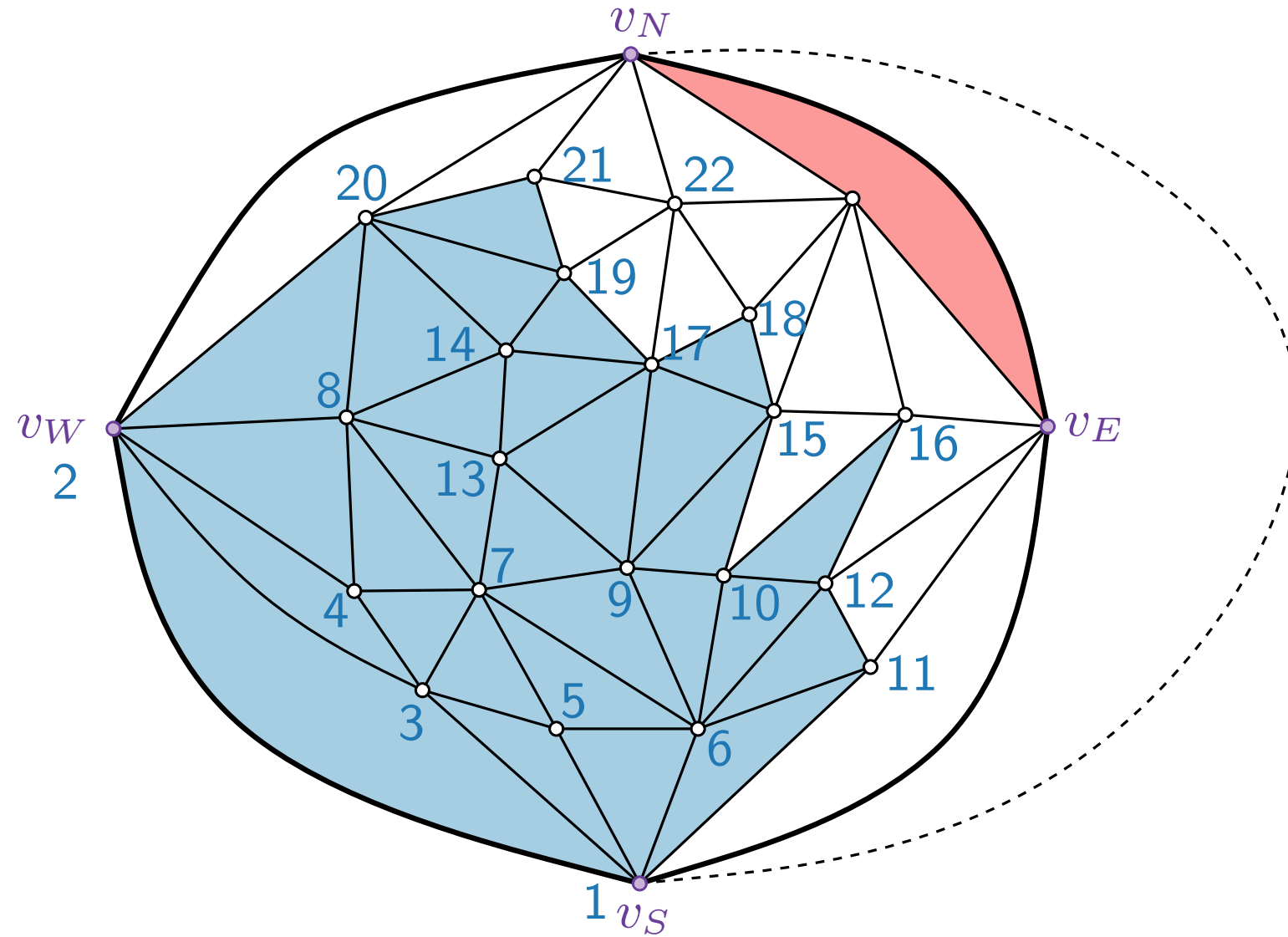
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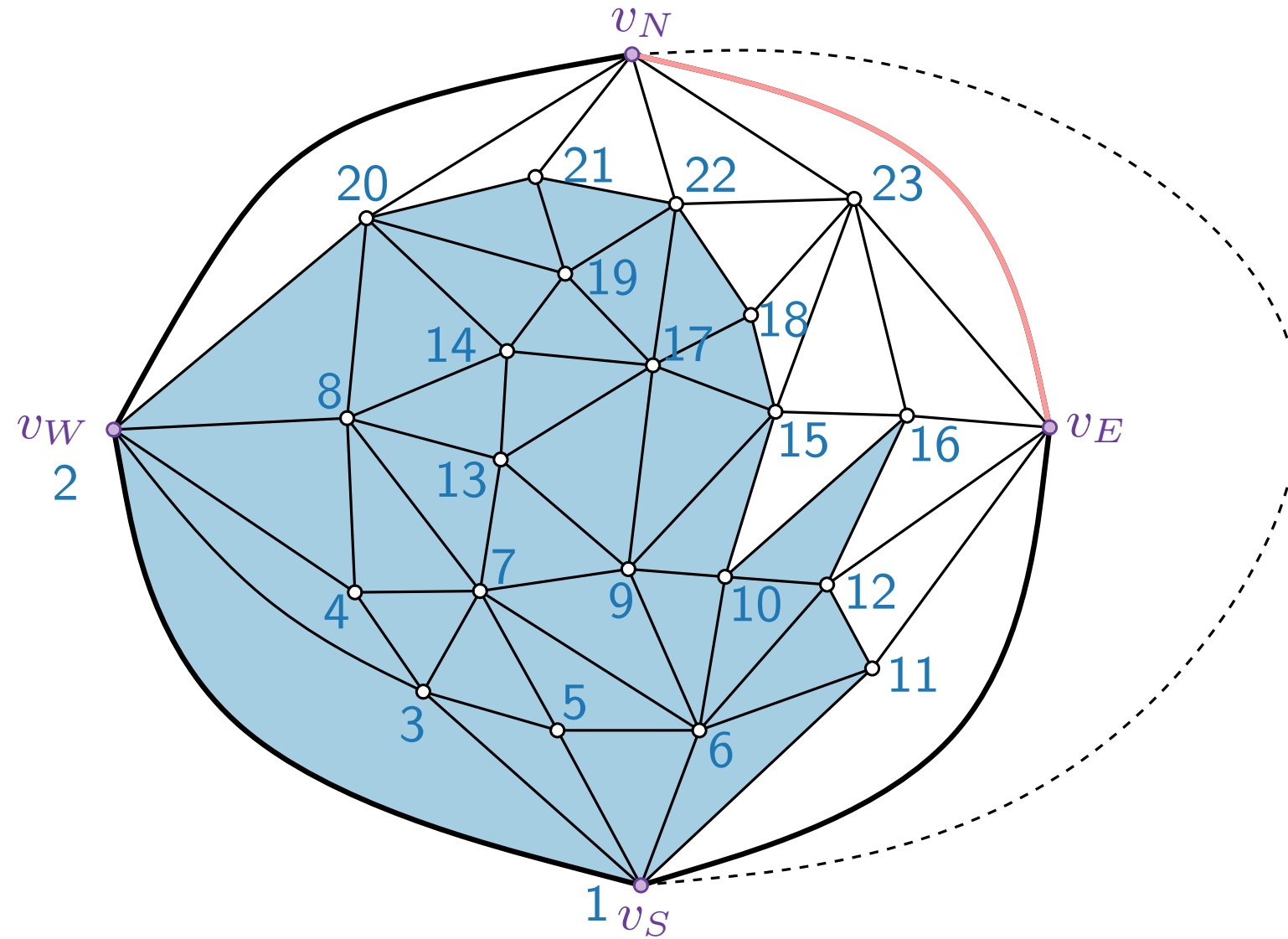
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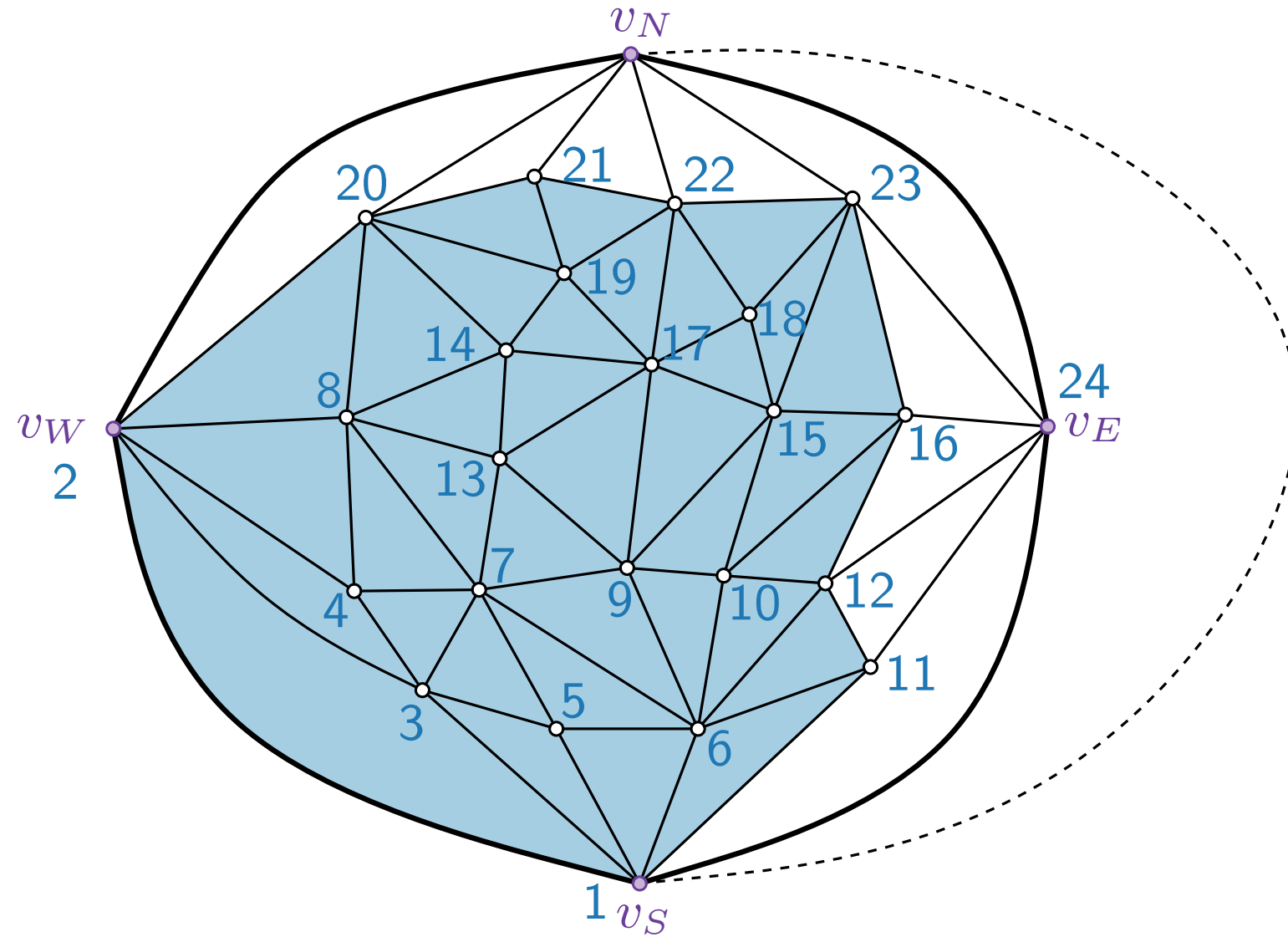
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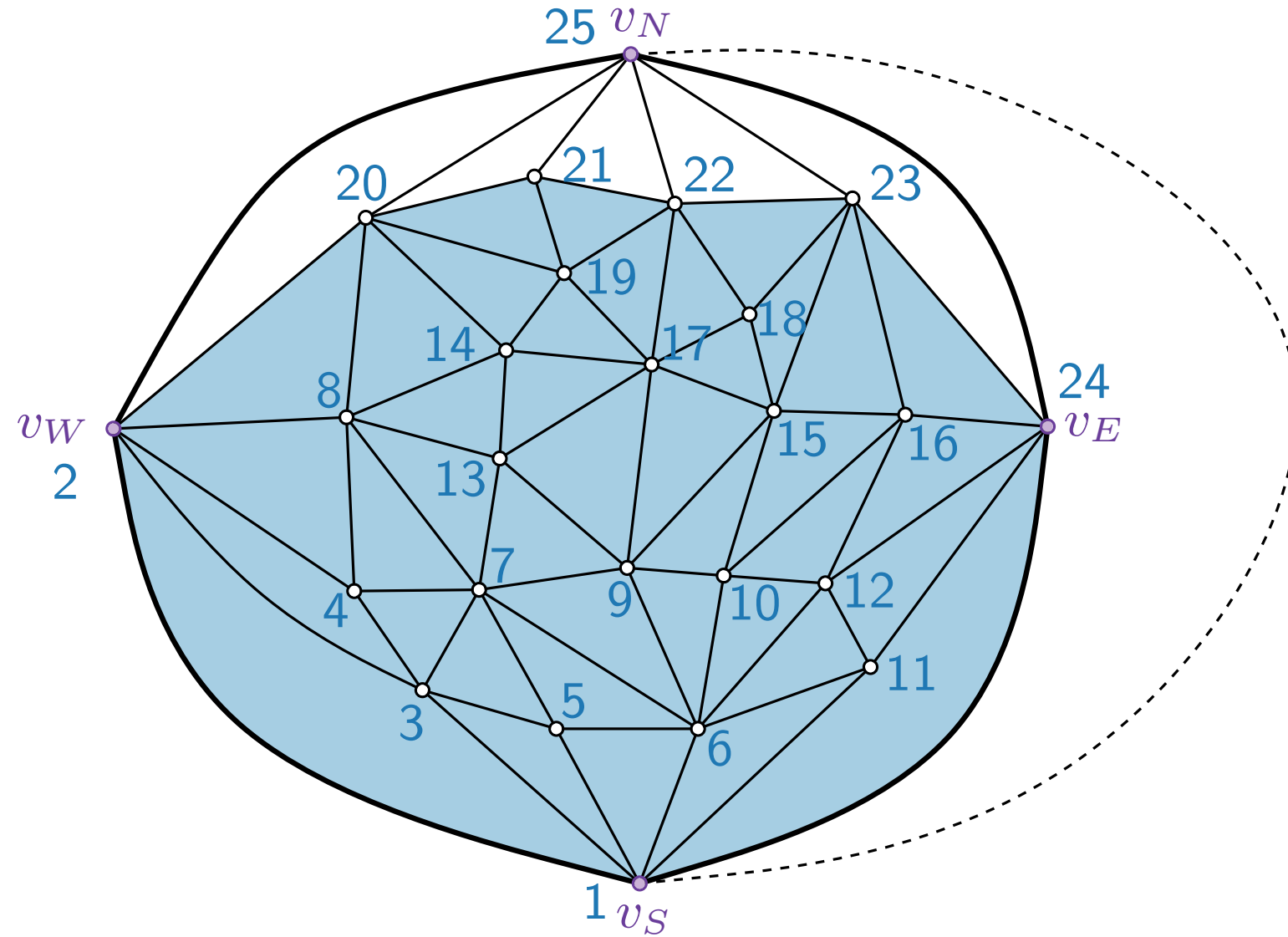
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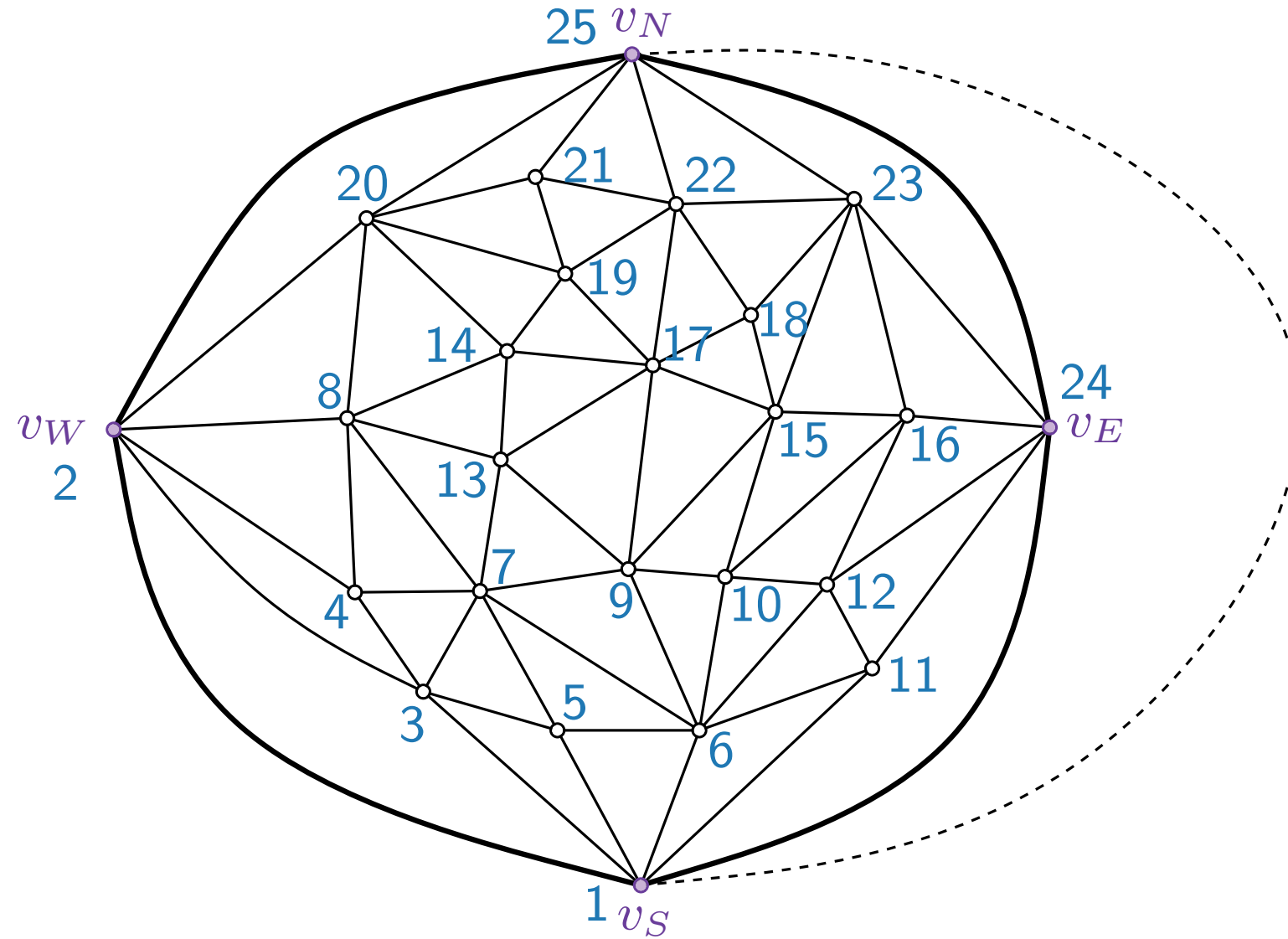
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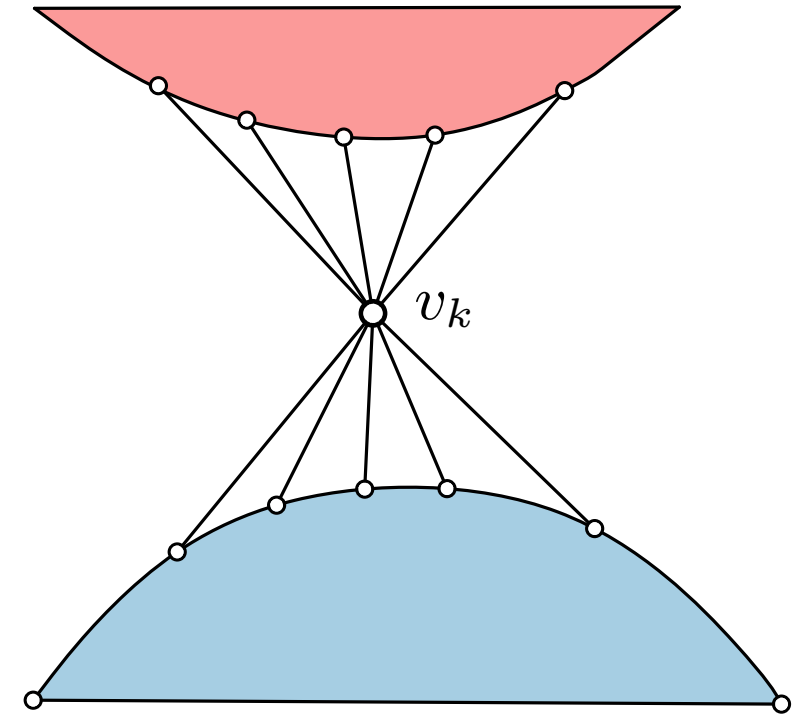


Refined Canonical Order Example



Refined Canonical Order \rightarrow REL

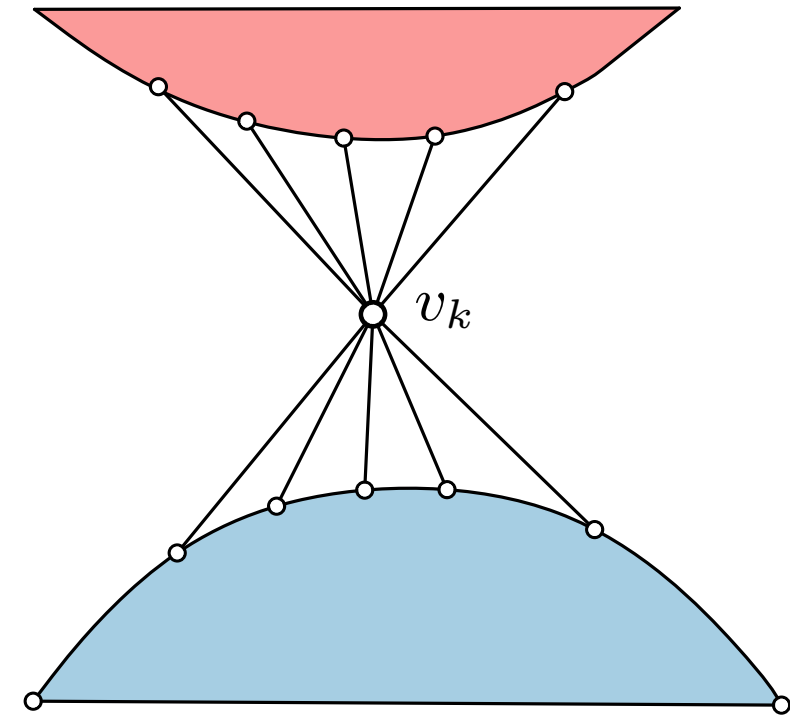
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Refined Canonical Order \rightarrow REL

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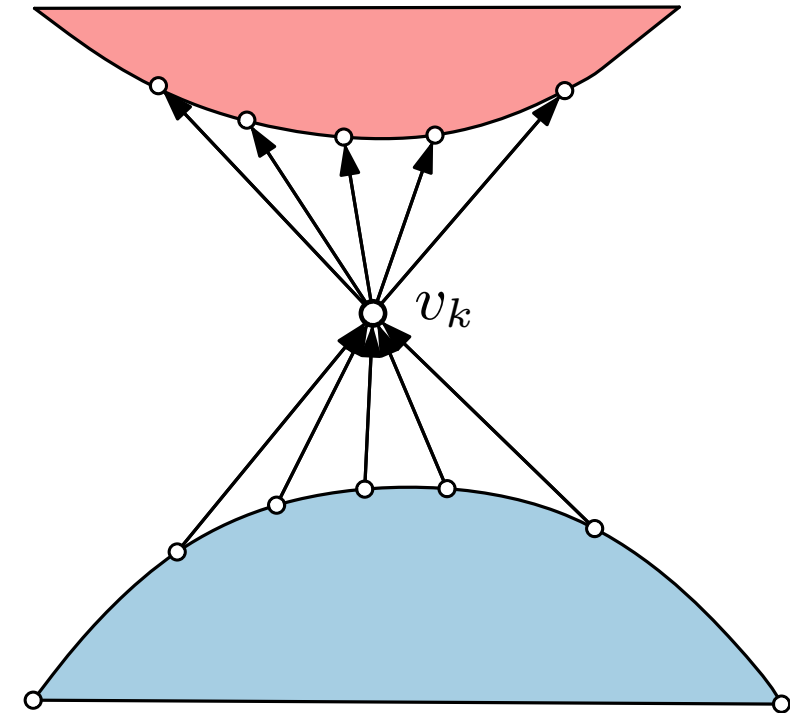
- For $i < j$, orient (v_i, v_j) from v_i to v_j ;



Refined Canonical Order \rightarrow REL

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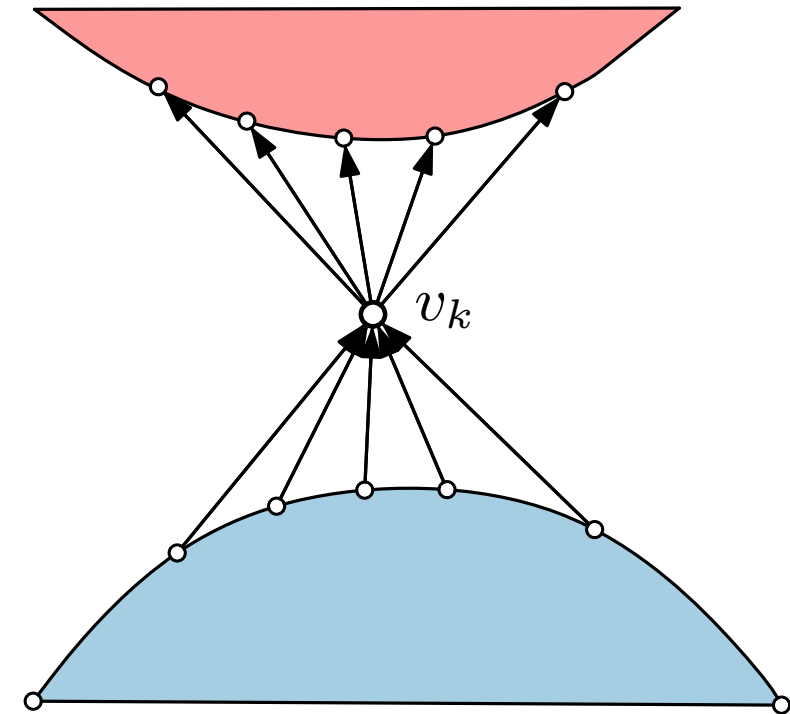
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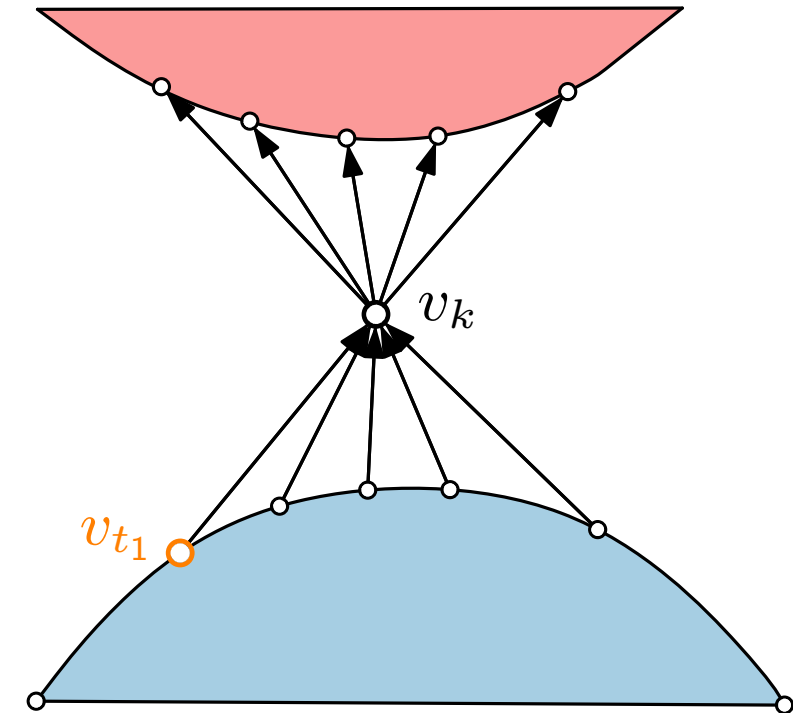
- For $i < j$, orient (v_i, v_j) from v_i to v_j ;
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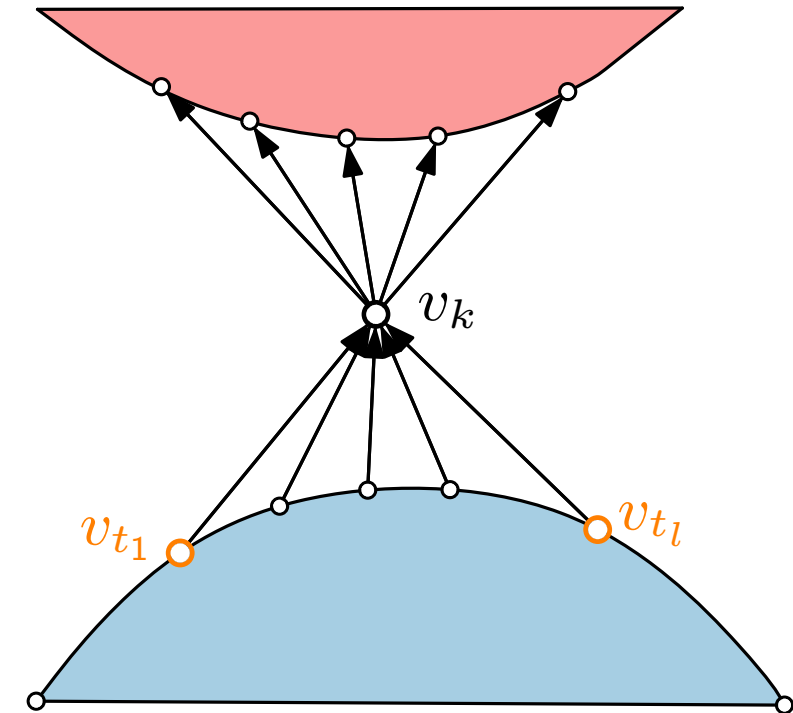
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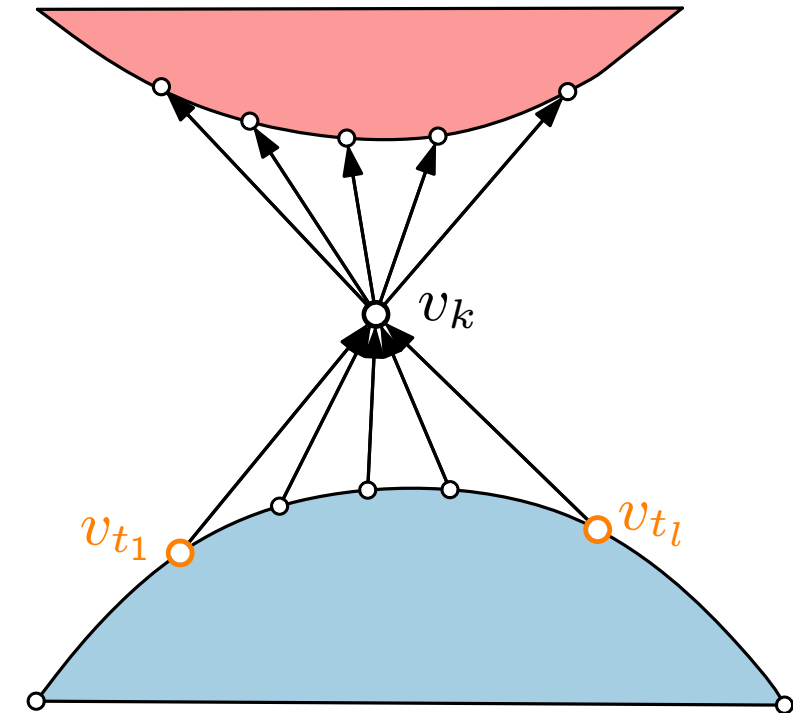
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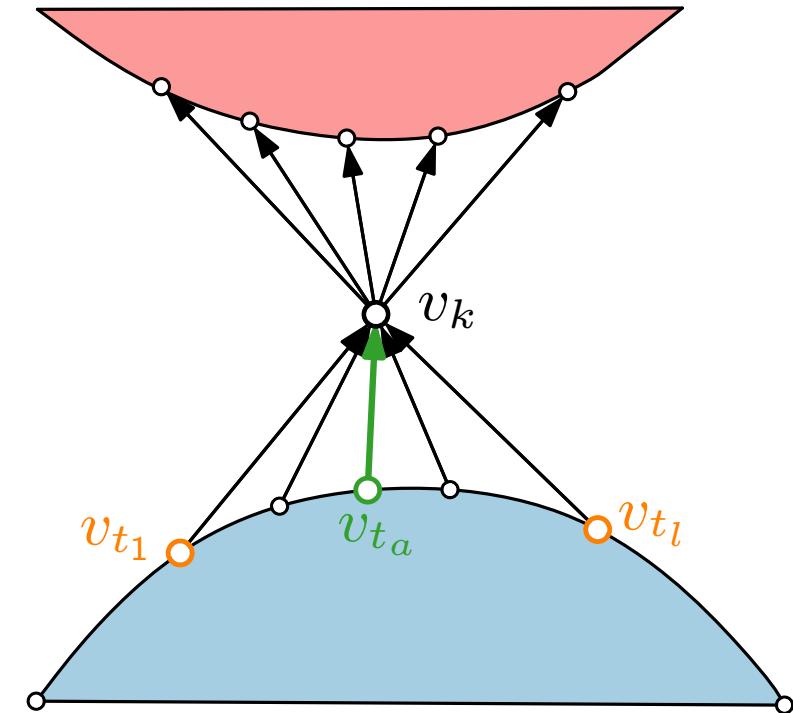
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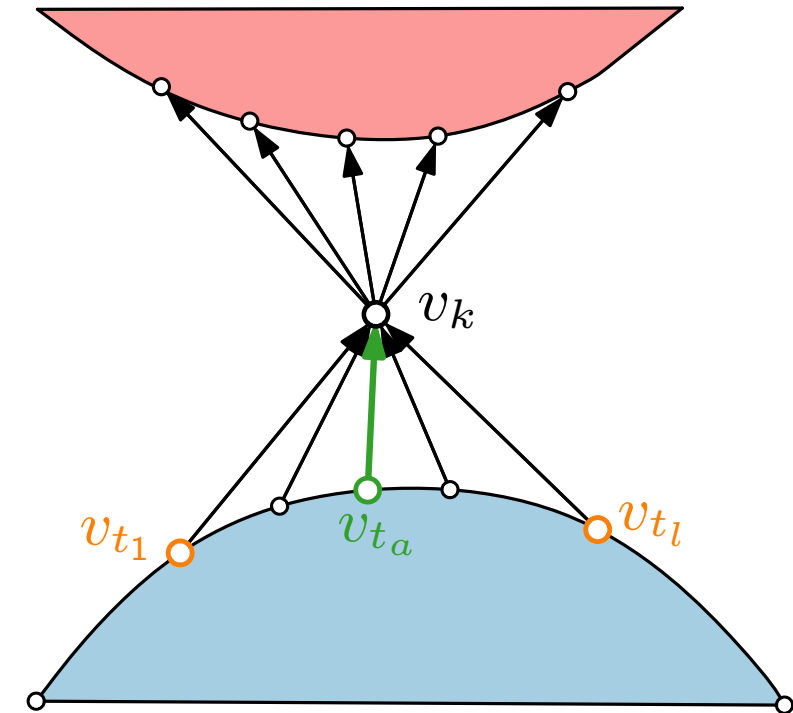
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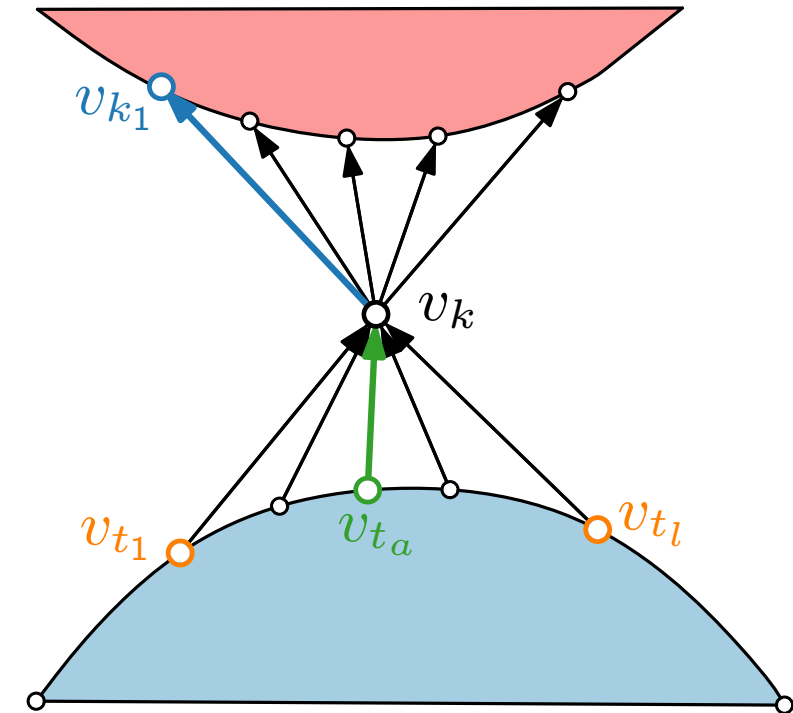
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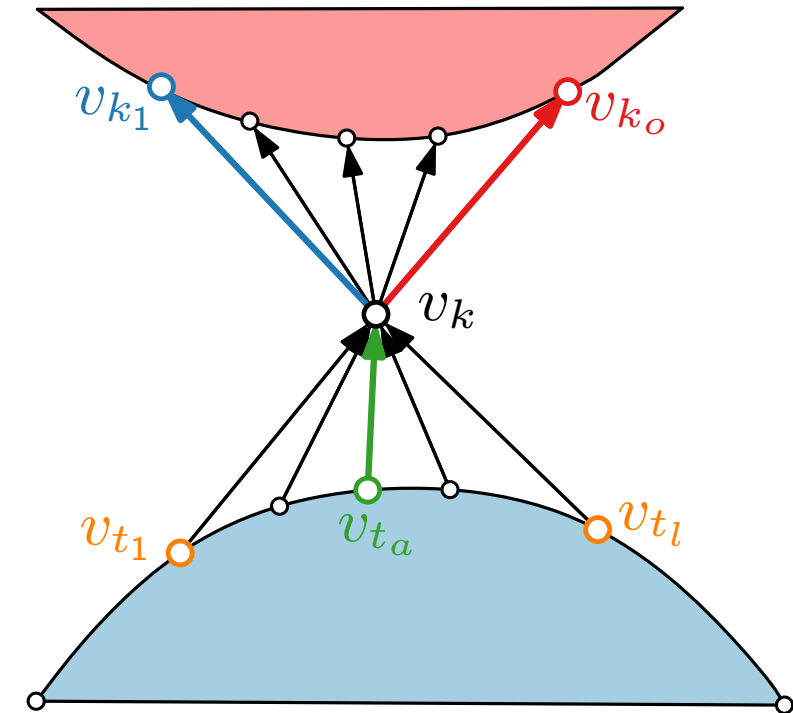
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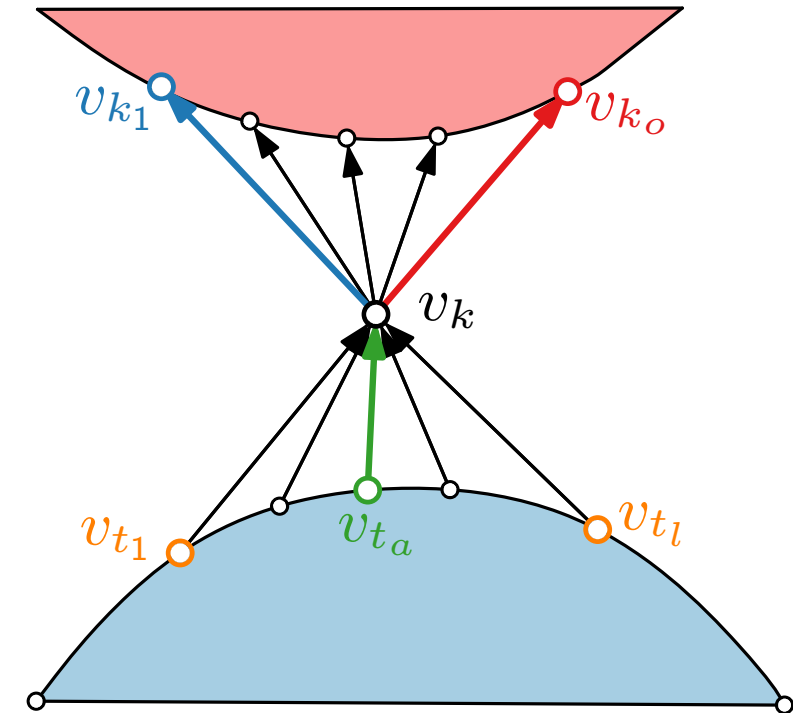
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Lemma 1.

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



Refined Canonical Order \rightarrow REL

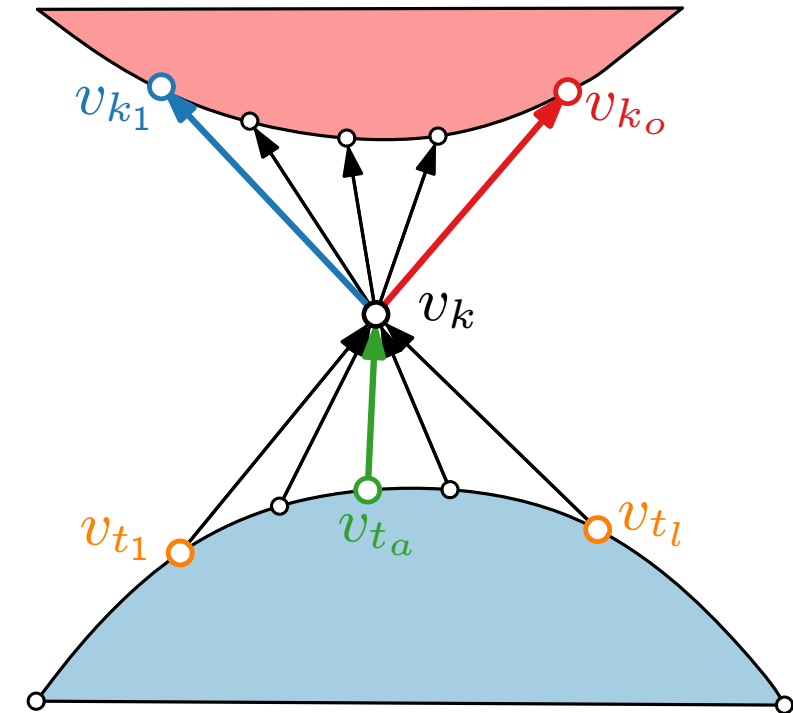
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Refined Canonical Order \rightarrow REL

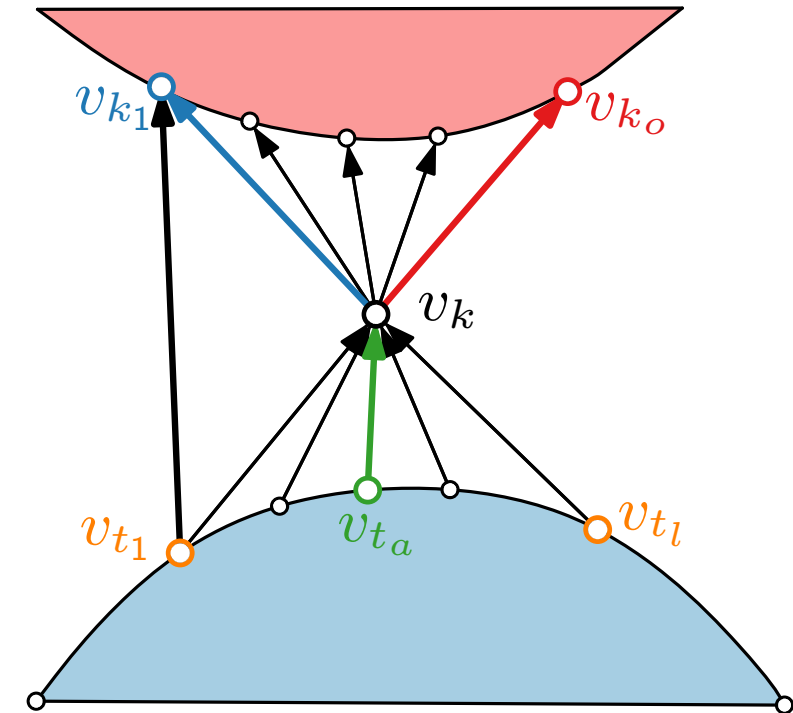
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Refined Canonical Order \rightarrow REL

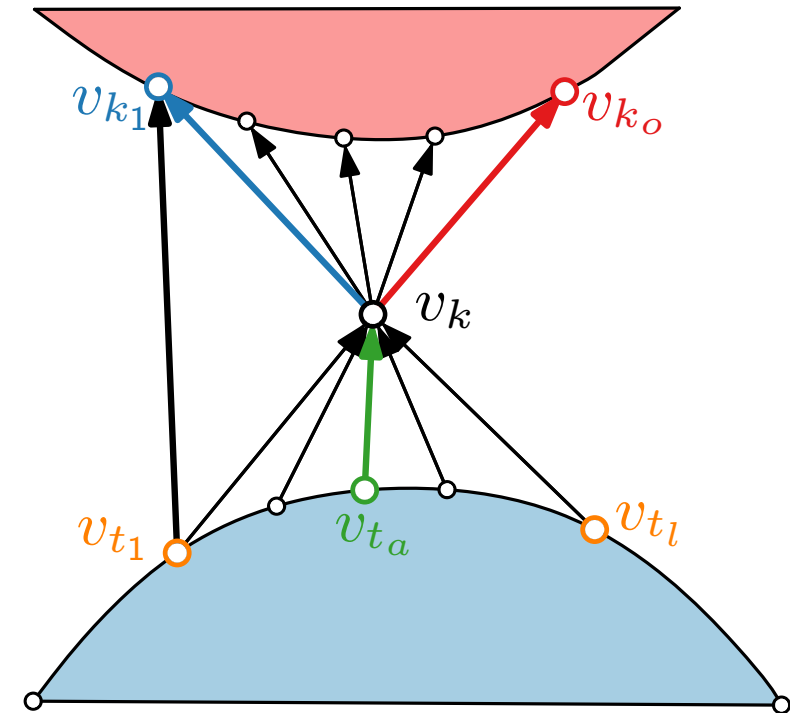
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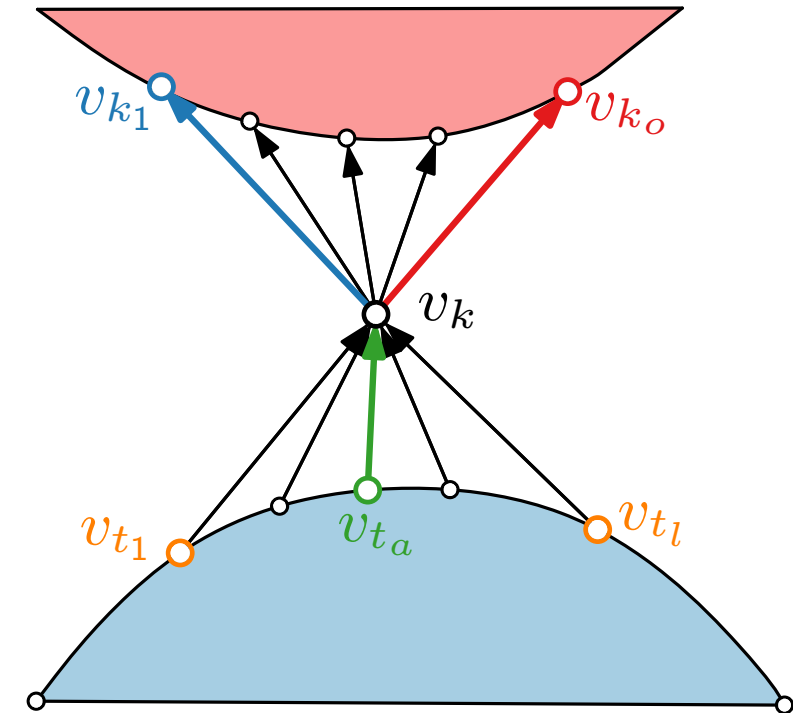
Proof. Suppose left edge (v_k, v_{k_1}) is base edge of v_{k_1} .
 Since G triangulated, $(v_{t_1}, v_{k_1}) \in E(G)$.
 Contradiction since $k > t_1$.



Refined Canonical Order \rightarrow REL

Lemma 2.

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



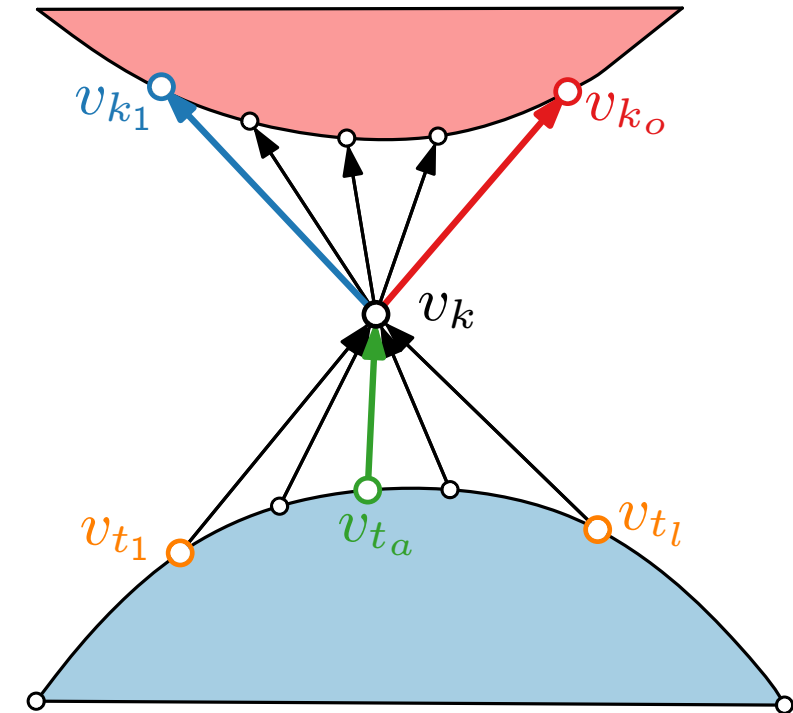
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- Exclusive “or” follows from Lemma 1.



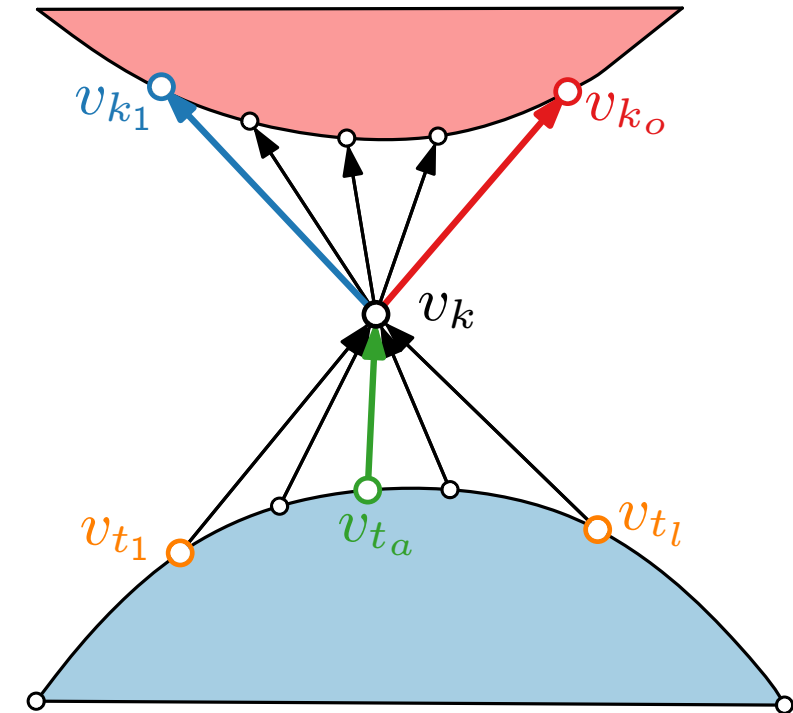
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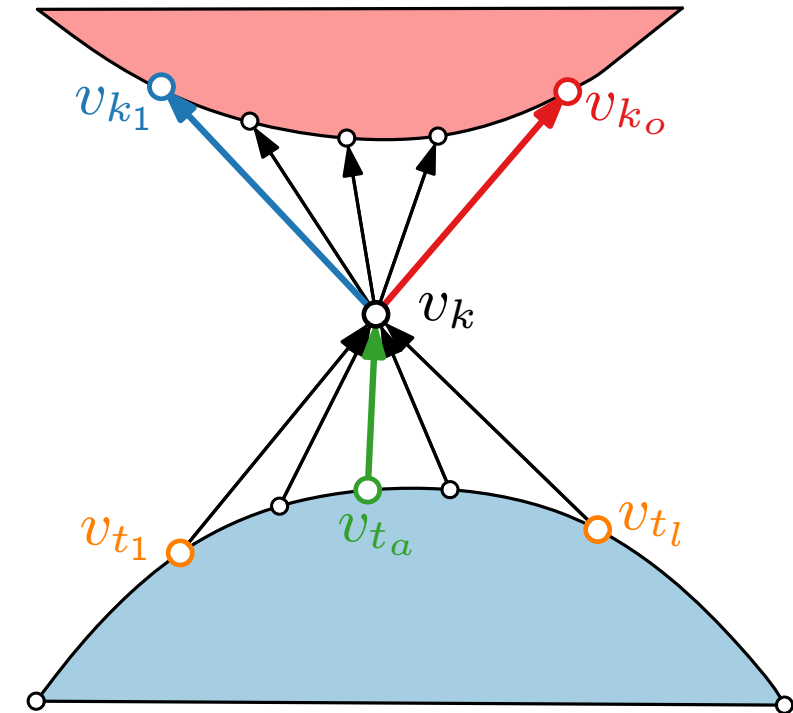
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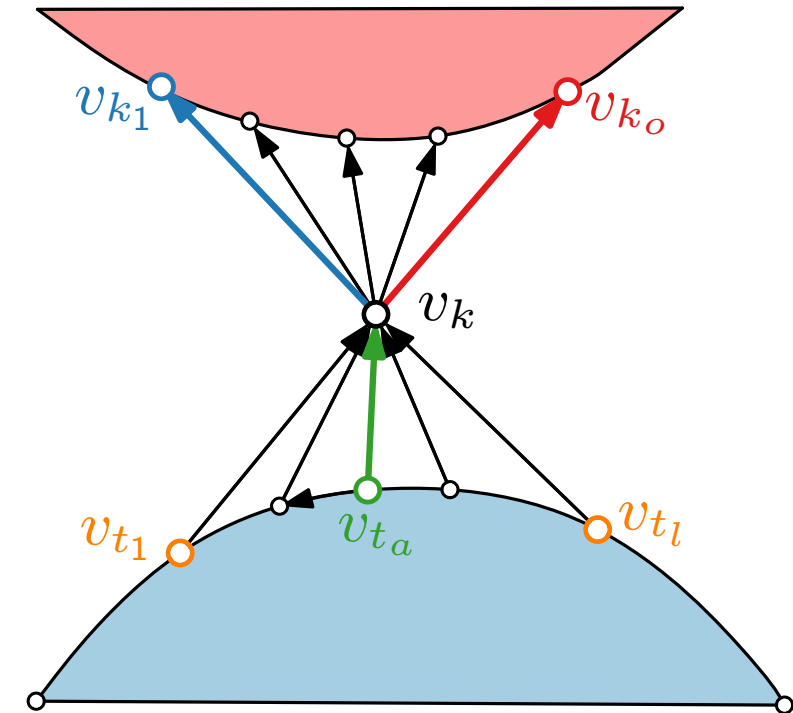
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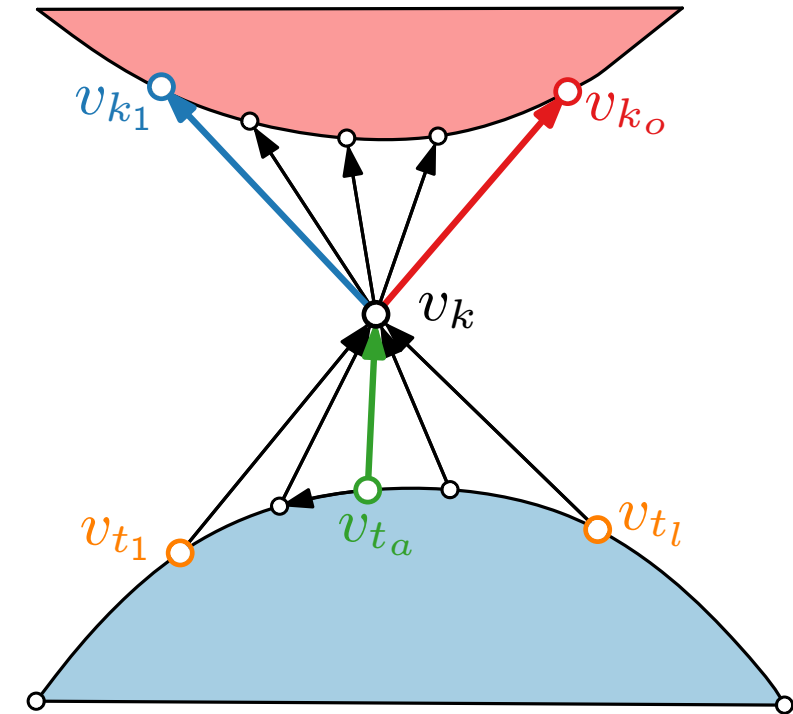
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An edge is either a **left edge**, a **right edge** or a **base edge**.

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- Exclusive “or” follows from Lemma 1.
- Let (v_{t_a}, v_k) be **base edge** of v_k .
- v_{t_a} is **right point** of v_{t_a-1} .
 - v_{t_i} has at least two higher-numbered neighbors.



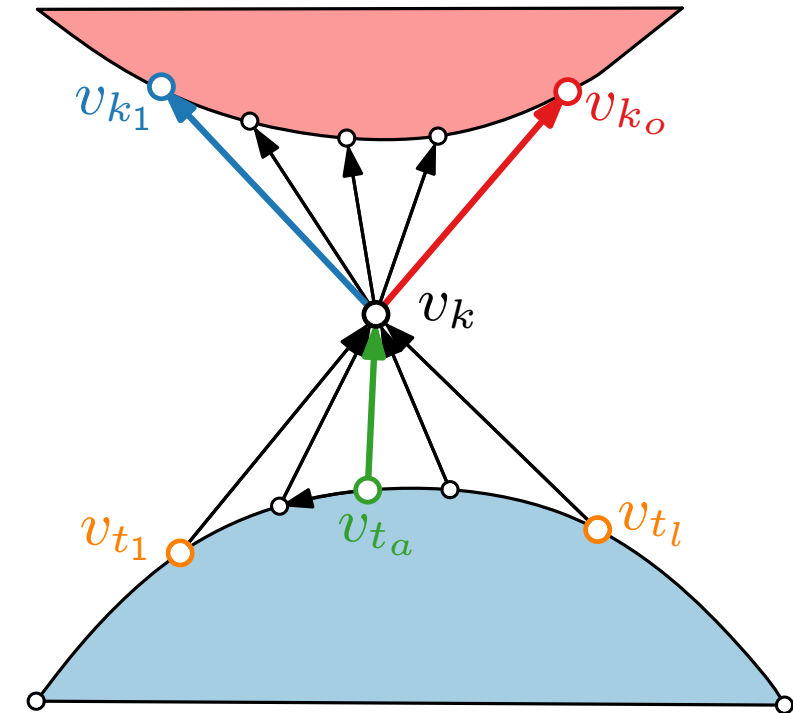
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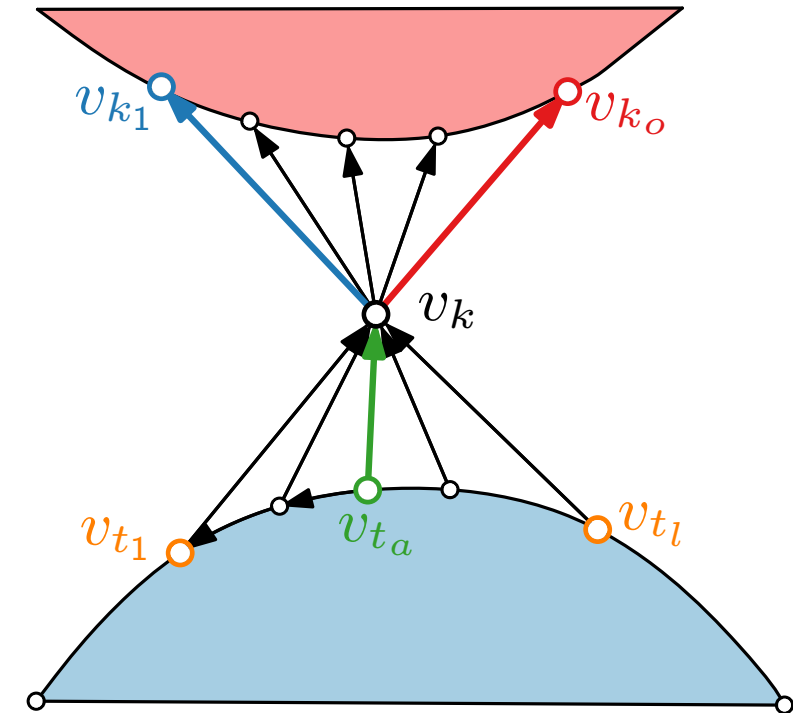
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 - One of them is v_k ; the other one is either $v_{t_{i-1}}$ or $v_{t_{i+1}}$.
 - For $1 \leq i < a - 1$, it is $v_{t_{i-1}}$. Thus, v_{t_i} is right point of $v_{t_{i-1}}$.



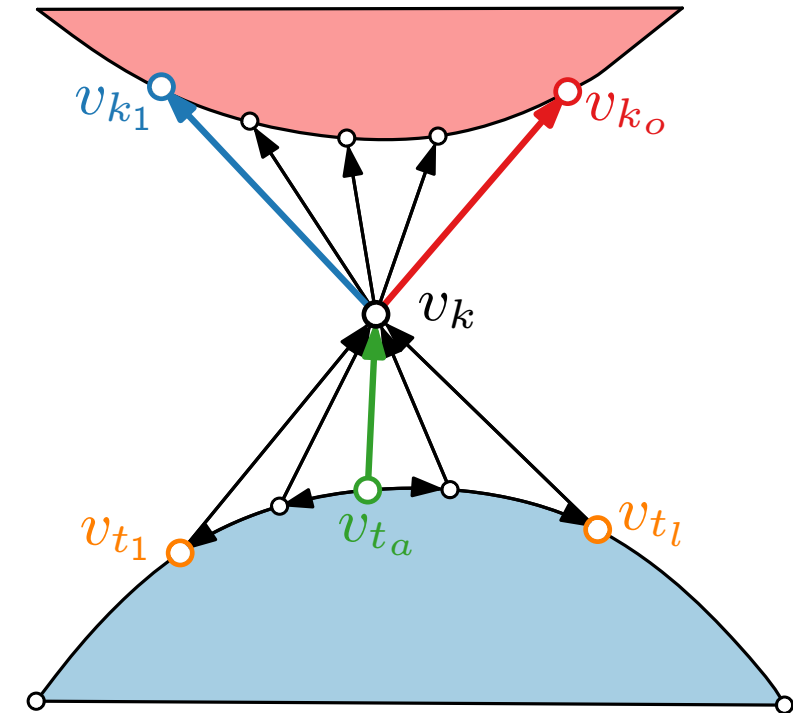
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 - For $1 \leq i < a - 1$, it is $v_{t_{i-1}}$. Thus, v_{t_i} is right point of $v_{t_{i-1}}$.
- Analogously, v_{t_i} is **left point** of $v_{t_{i+1}}$ for $i \geq a$.



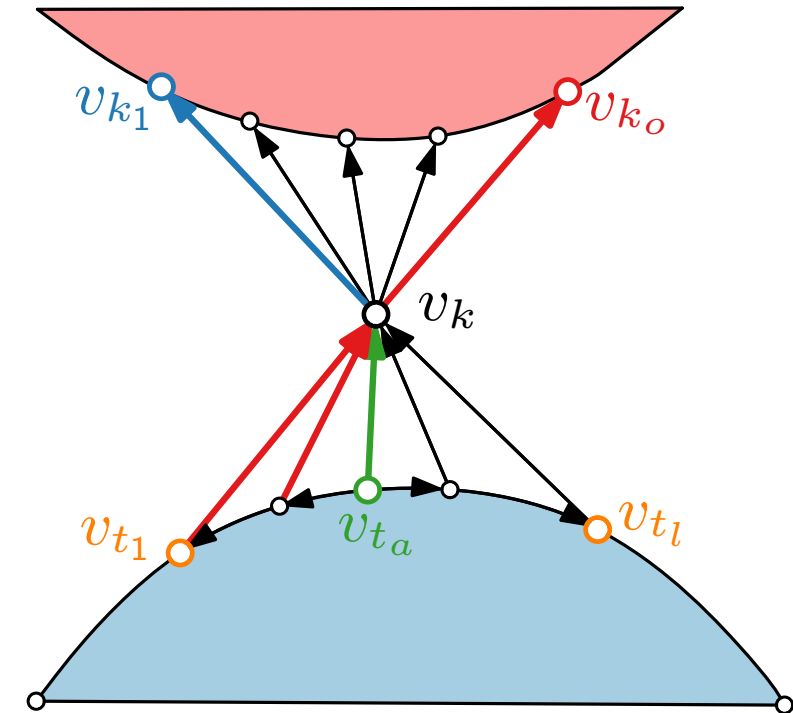
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- Analogously, v_{t_i} is **left point** of $v_{t_{i+1}}$ for $i \geq a$.
- Edges (v_{t_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.



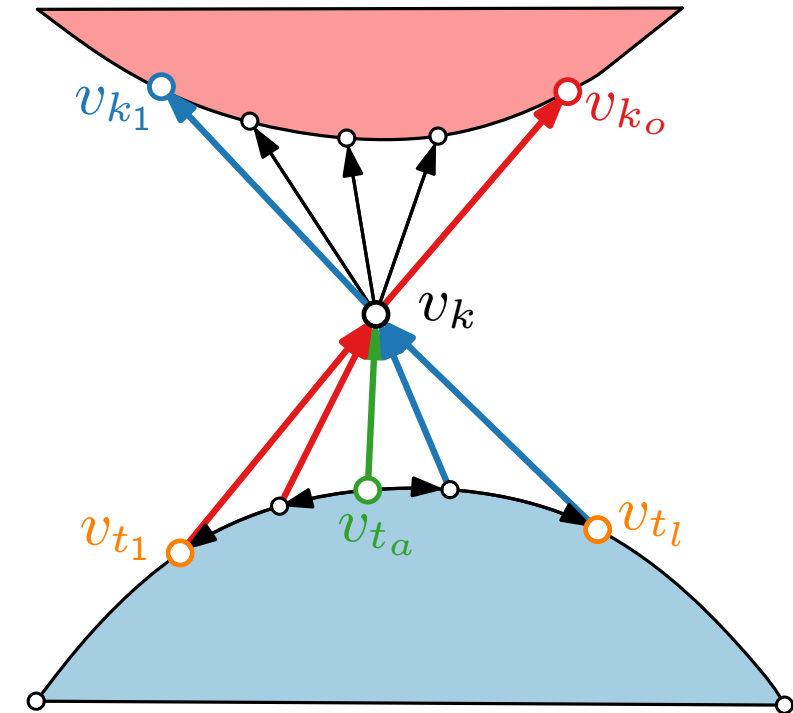
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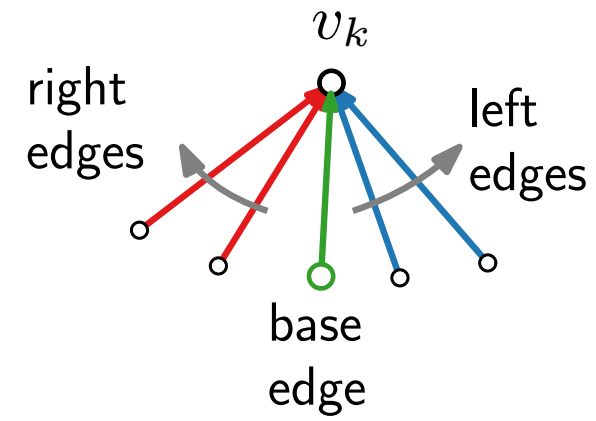
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- Analogously, v_{t_i} is **left point** of $v_{t_{i+1}}$ for $i \geq a$.
- Edges (v_{t_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.
- Similarly, (v_{t_i}, v_k) , for $a + 1 \leq i \leq l$, are **left edges**.



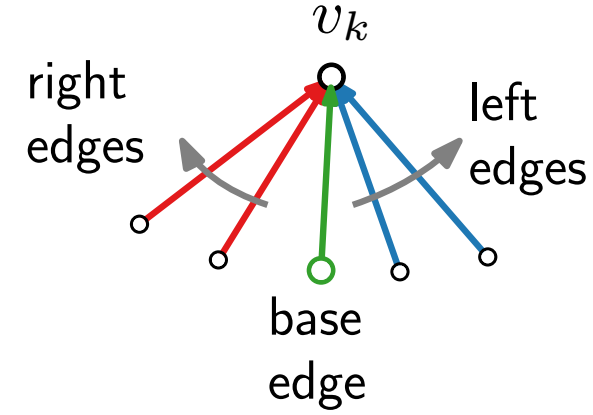
Refined Canonical Order \rightarrow REL



Refined Canonical Order \rightarrow REL

Coloring.

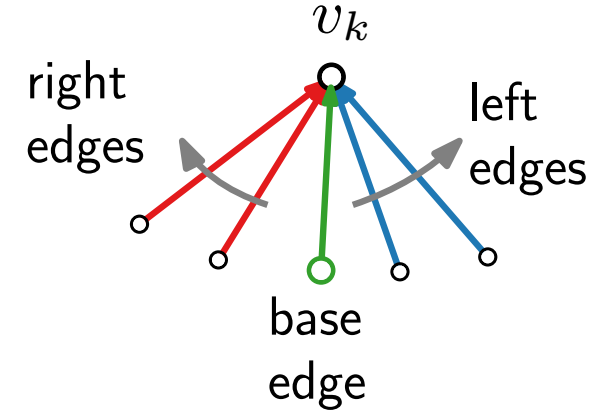
- Color **right** (**left**) edges in **red** (**blue**).



Refined Canonical Order \rightarrow REL

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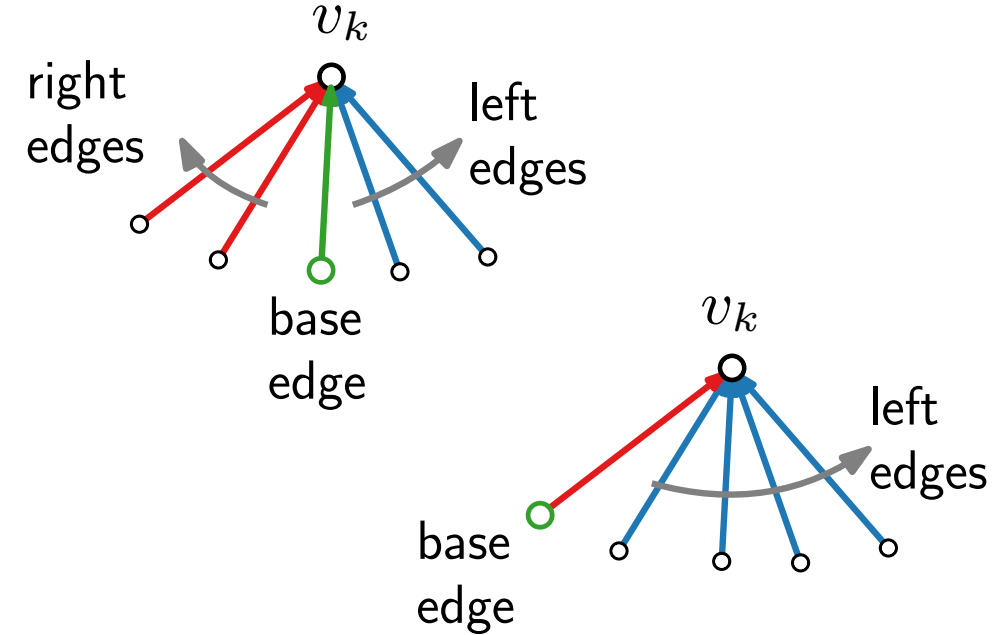
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Refined Canonical Order \rightarrow REL

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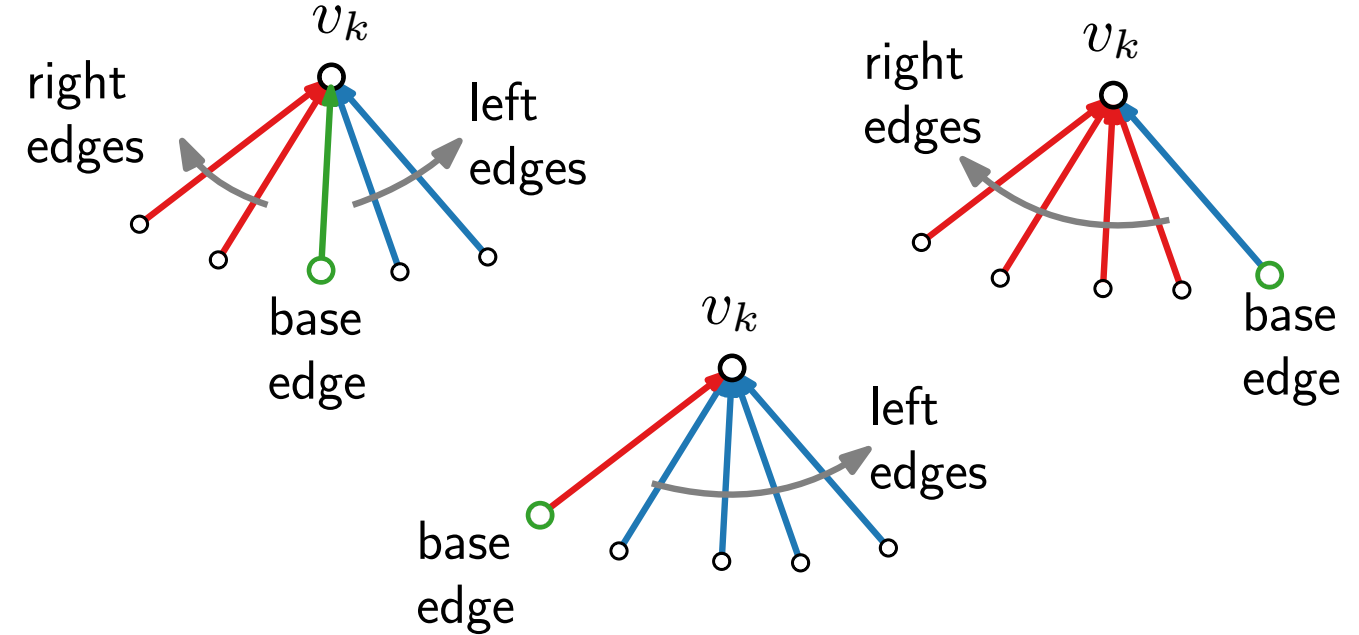
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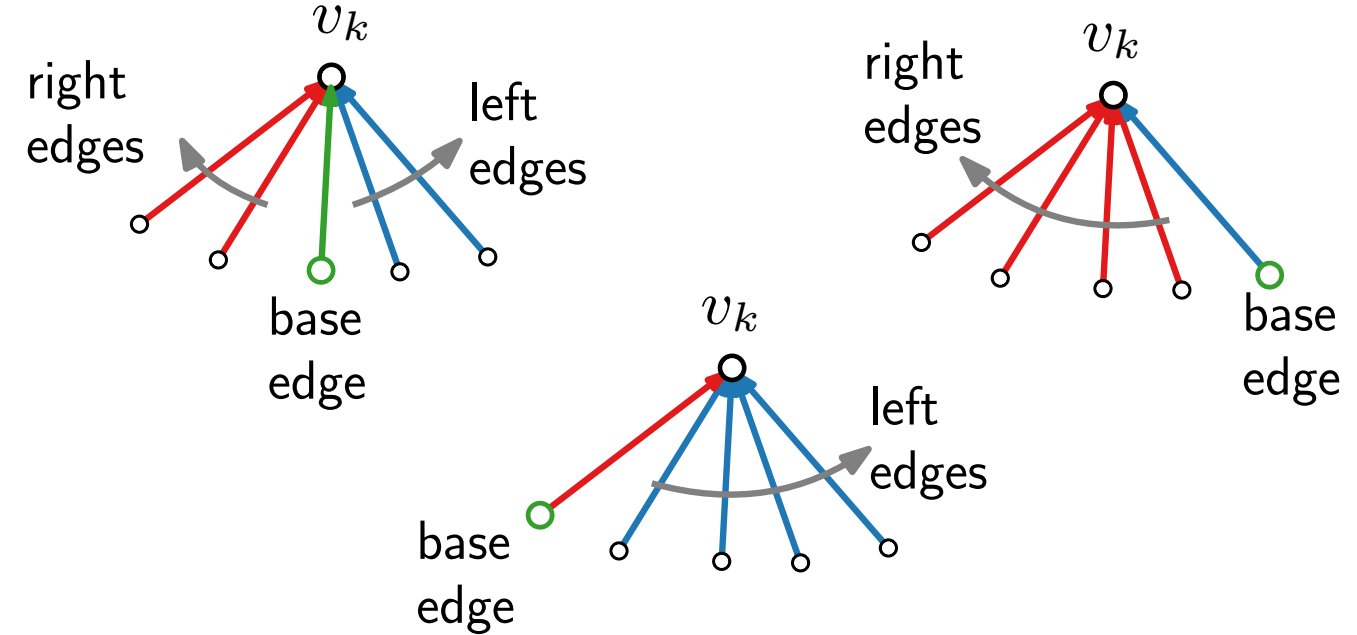


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Let T_r be the red edges and T_b the blue edges.



Refined Canonical Order \rightarrow REL

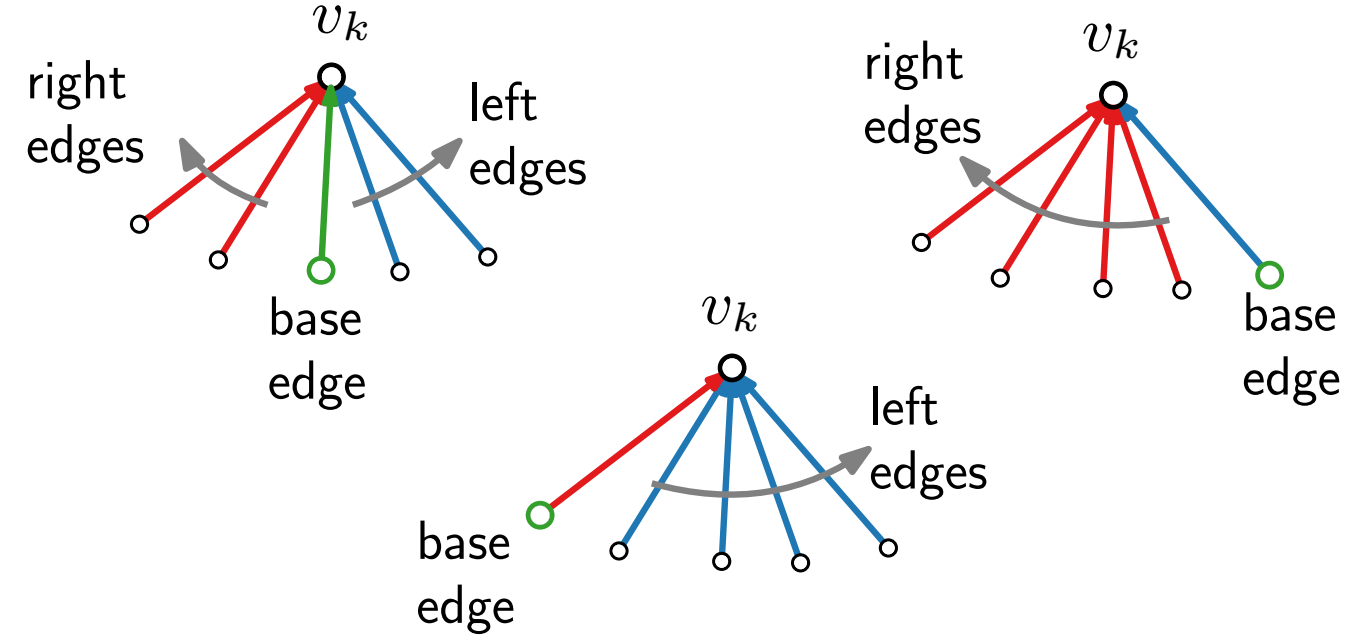
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Lemma 3.

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



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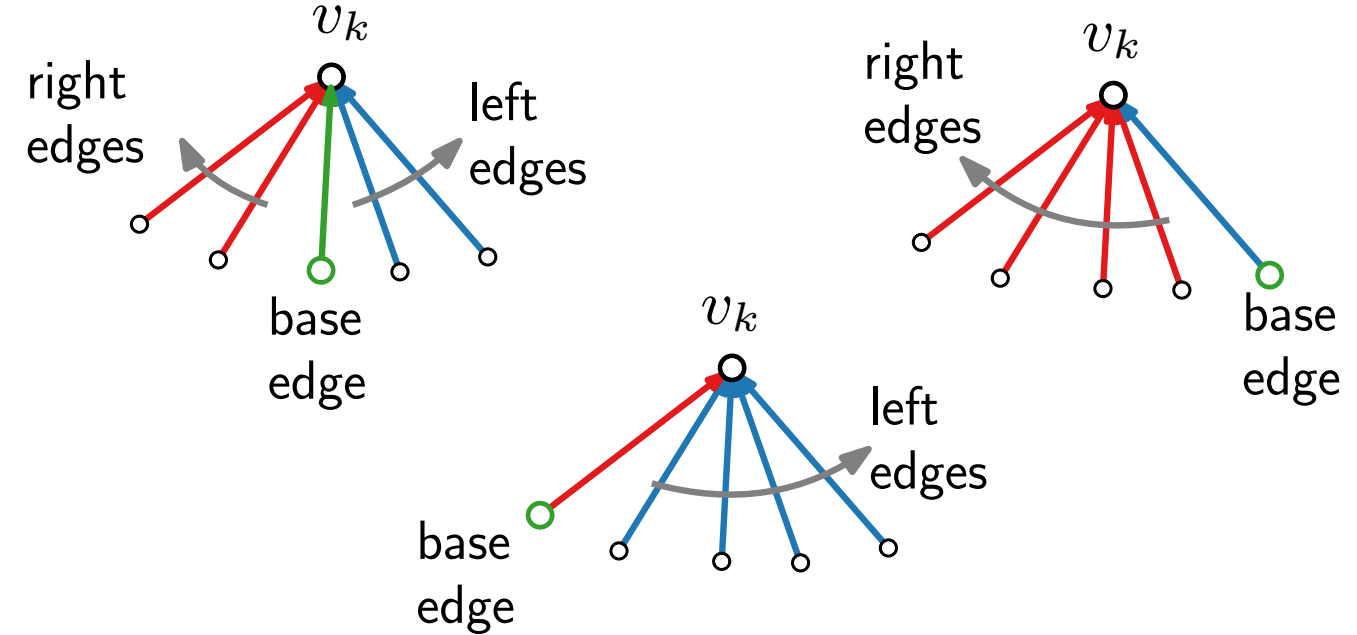
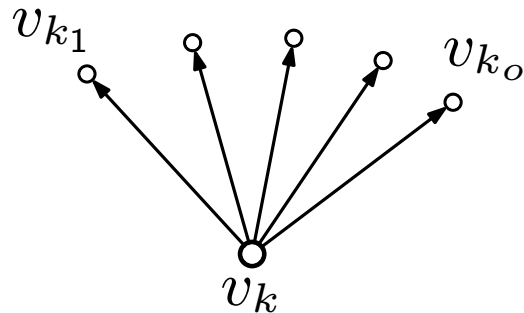
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Proof.

$$k_o \geq 2$$



Refined Canonical Order \rightarrow REL

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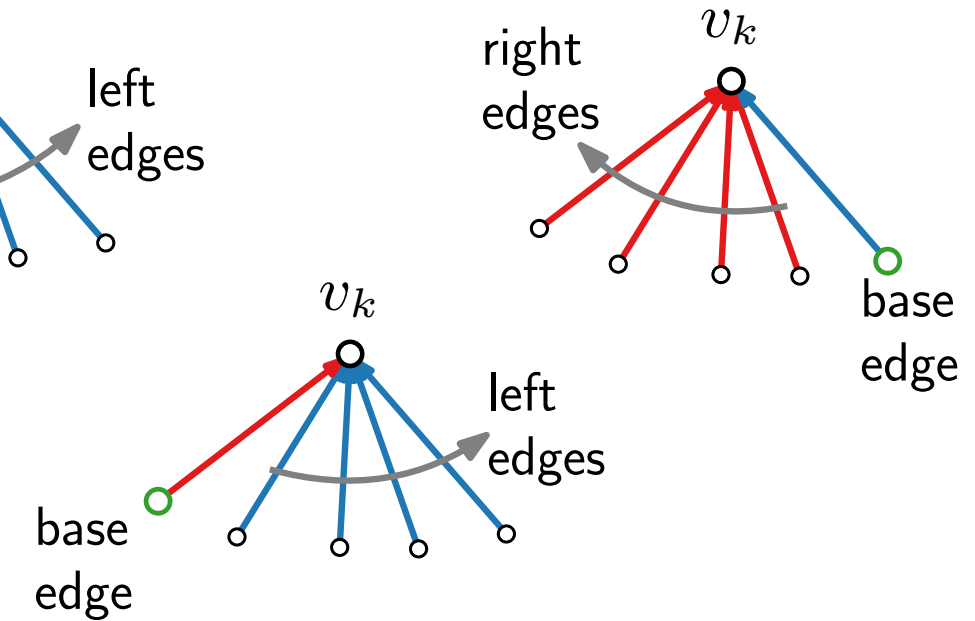
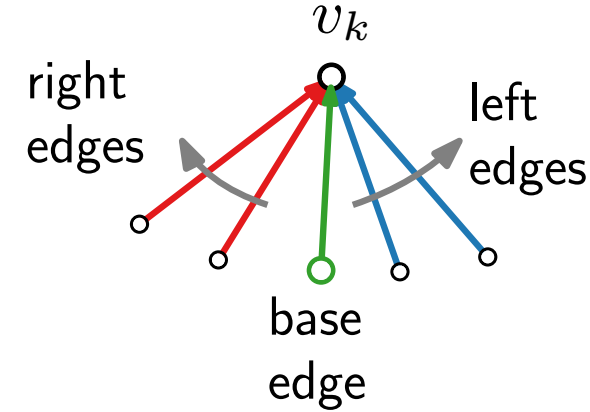
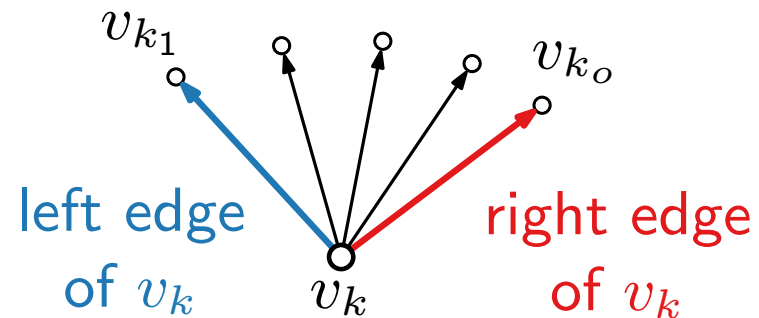
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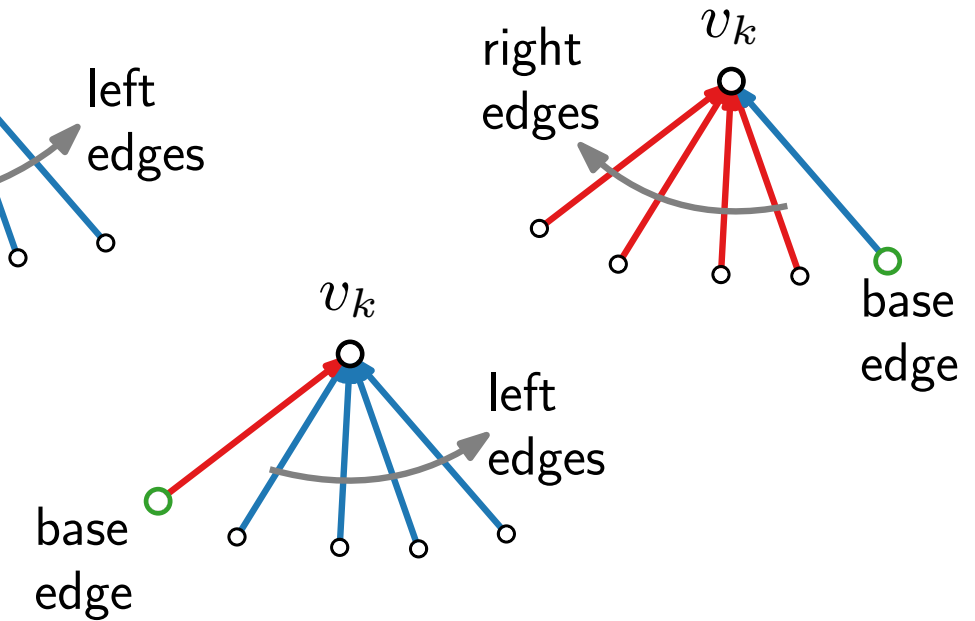
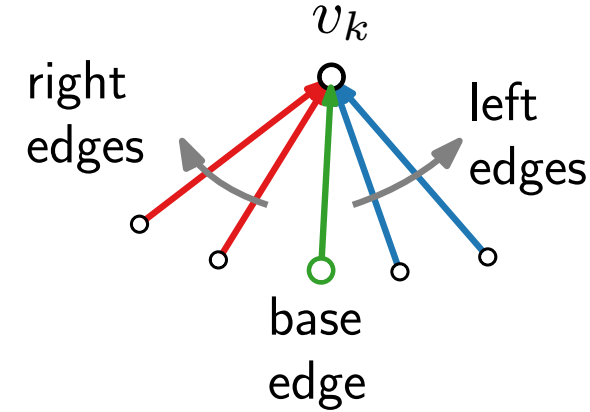
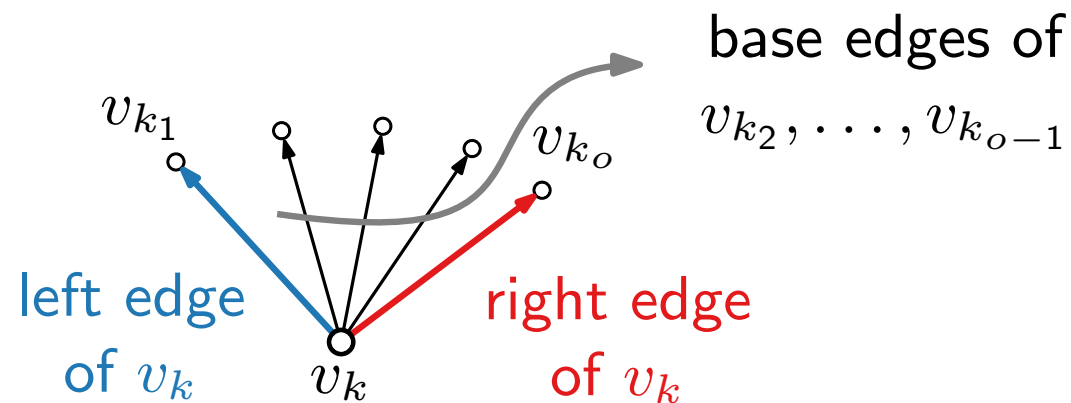
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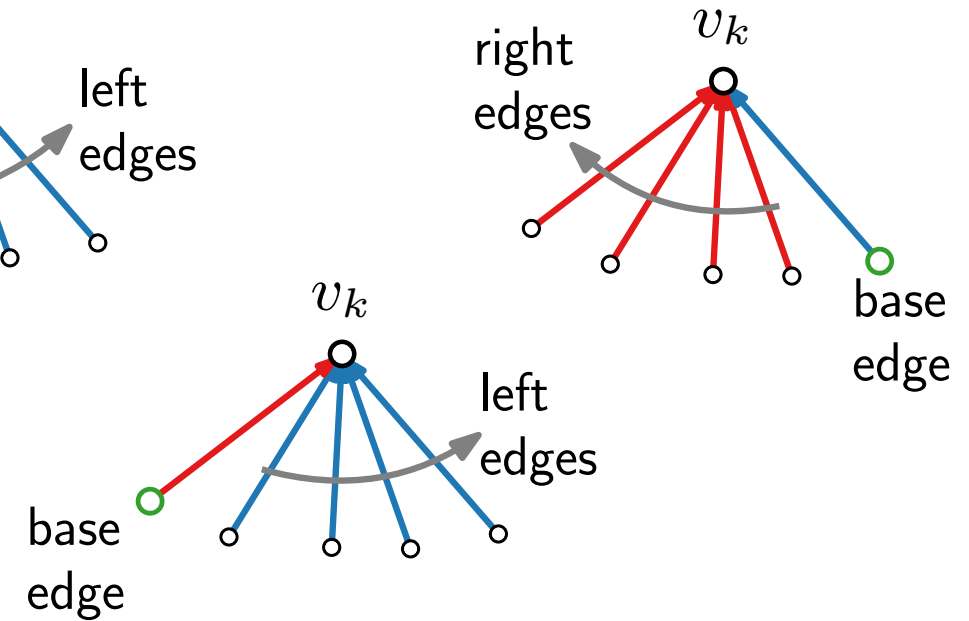
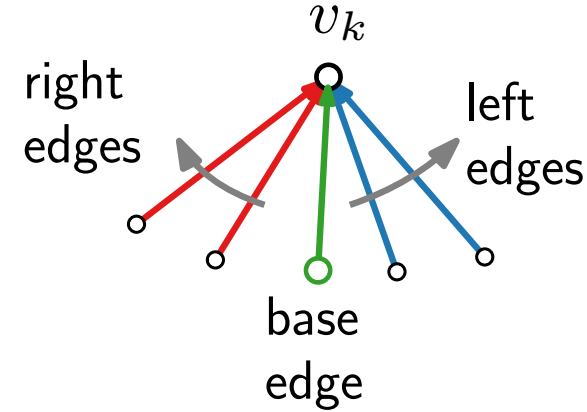
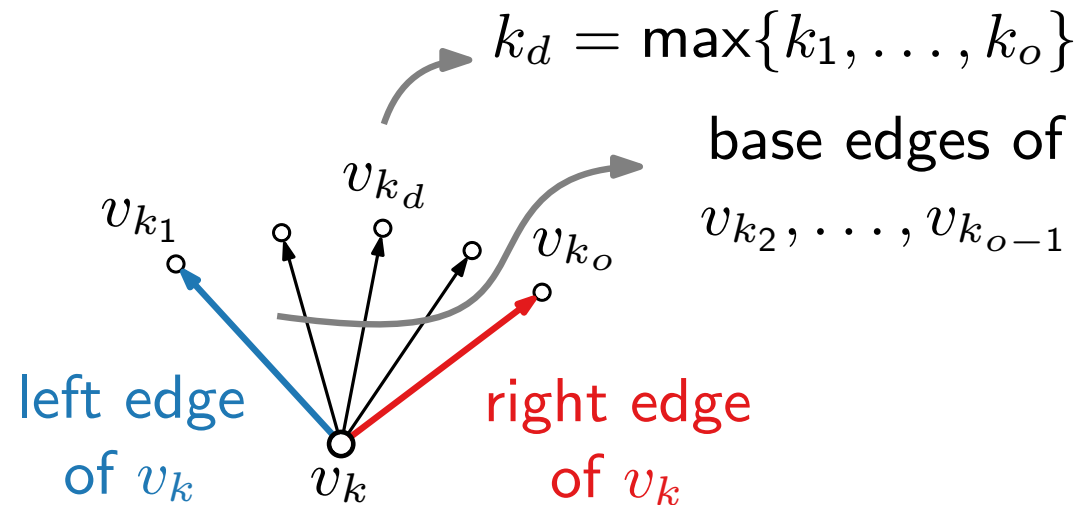
Let T_r be the red edges and T_b the blue edges.

Lemma 3.

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

Proof.

$$k_o \geq 2$$



Refined Canonical Order \rightarrow REL

Coloring.

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

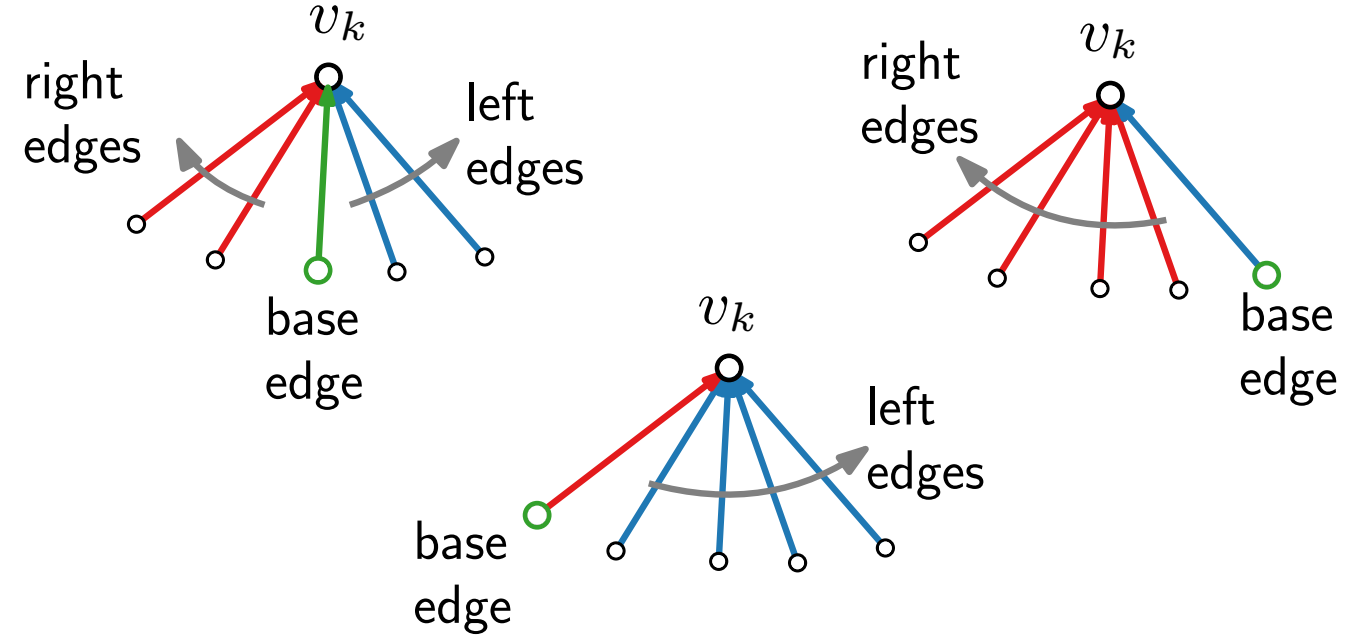
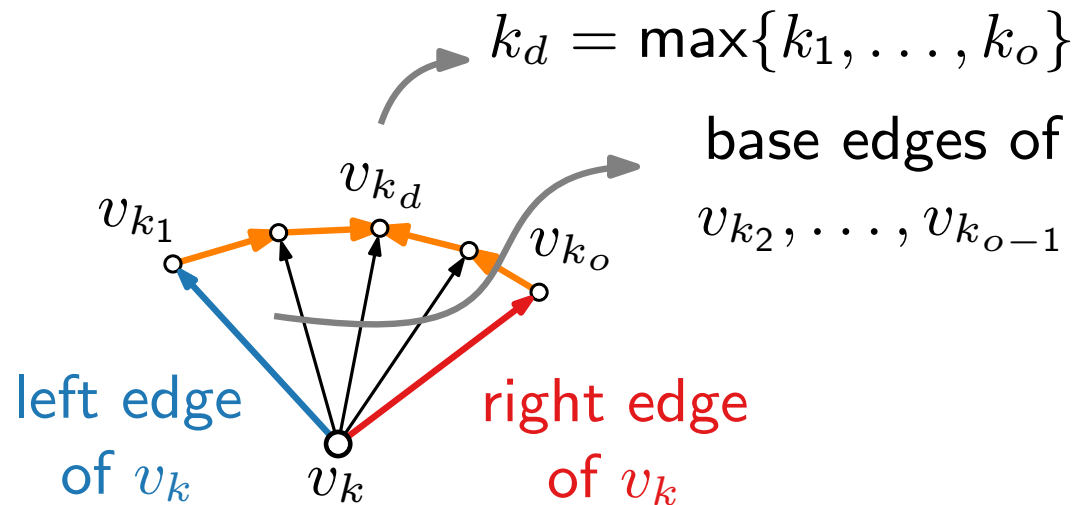
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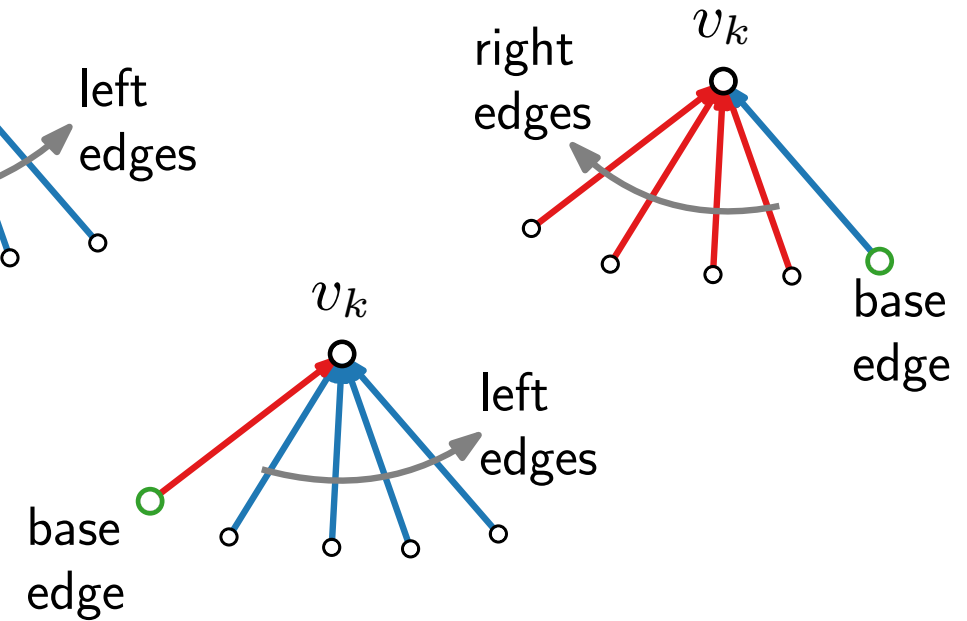
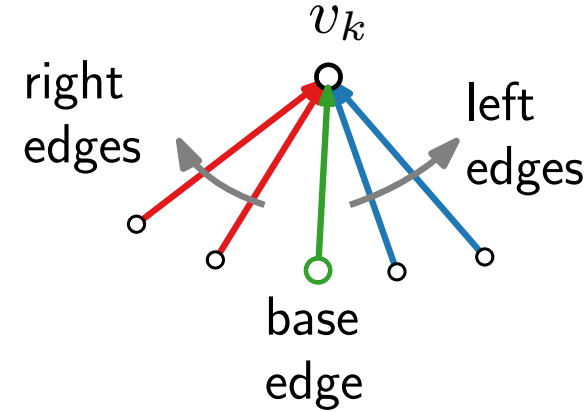
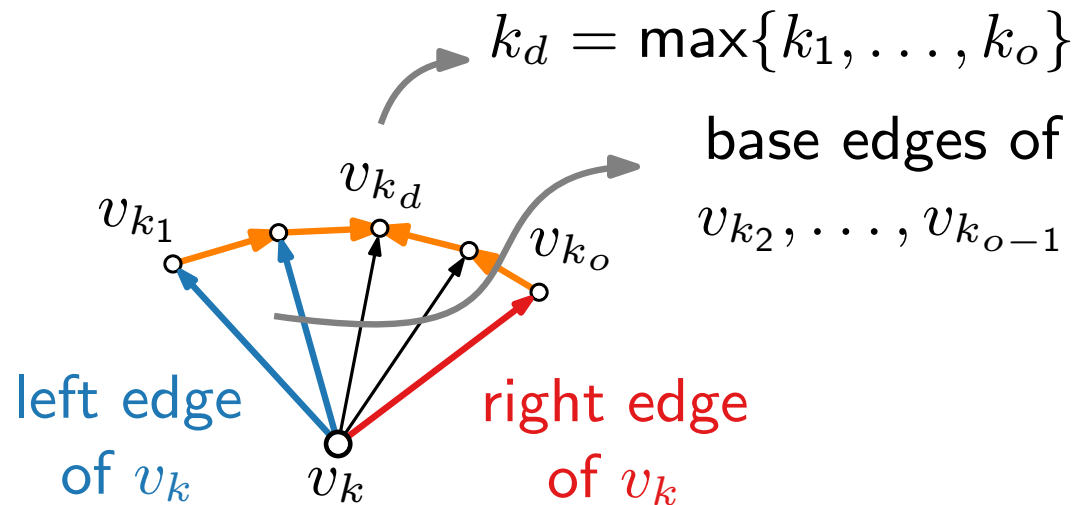
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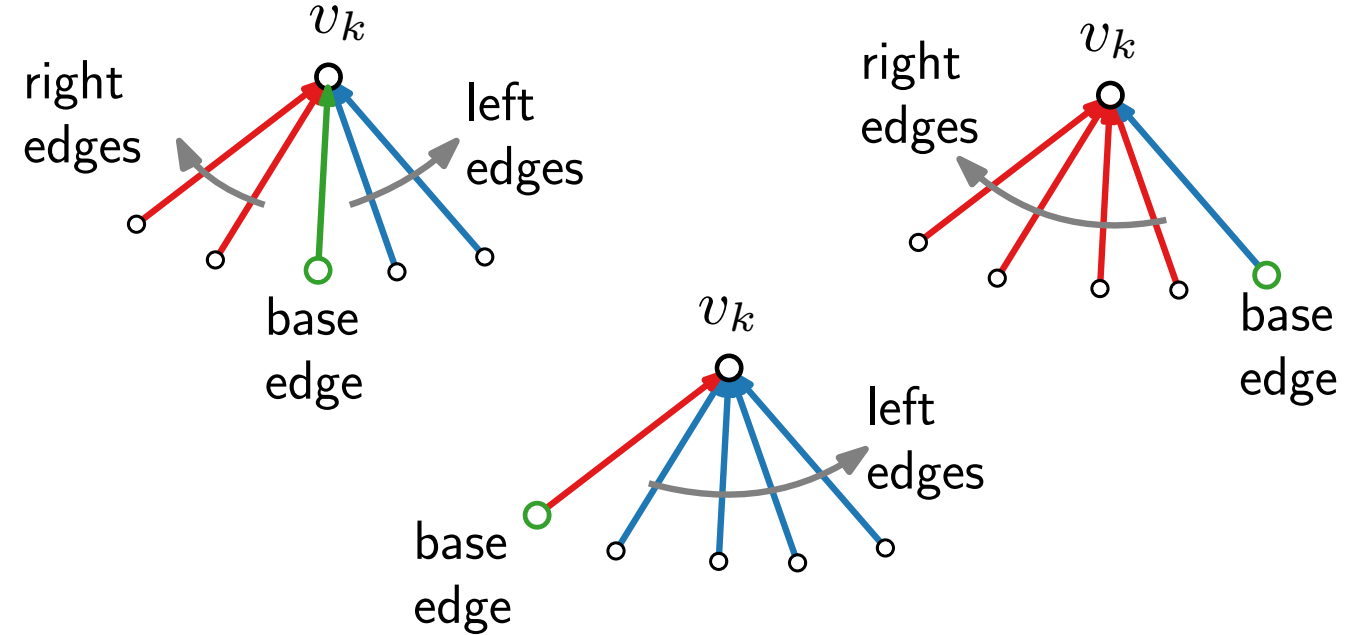
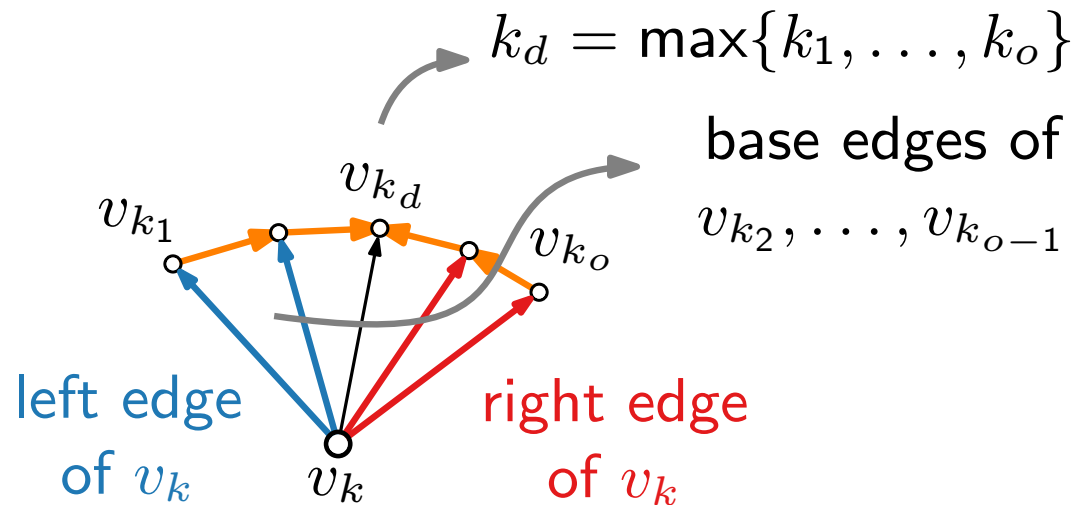
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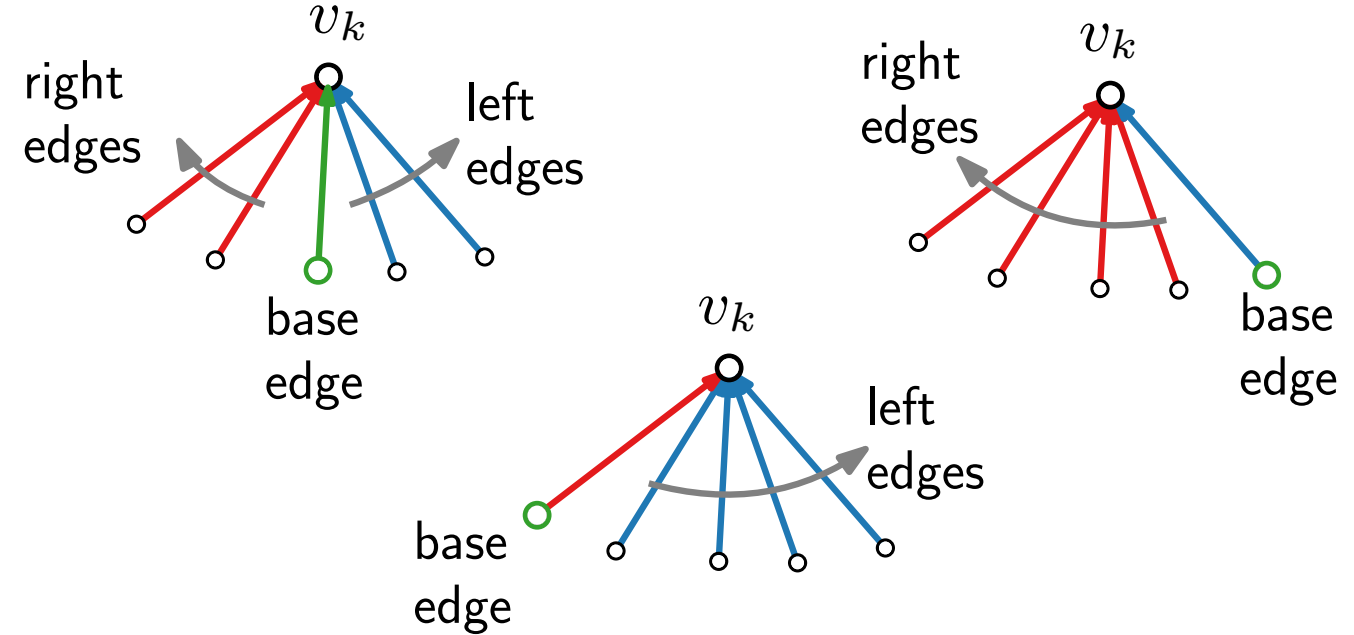
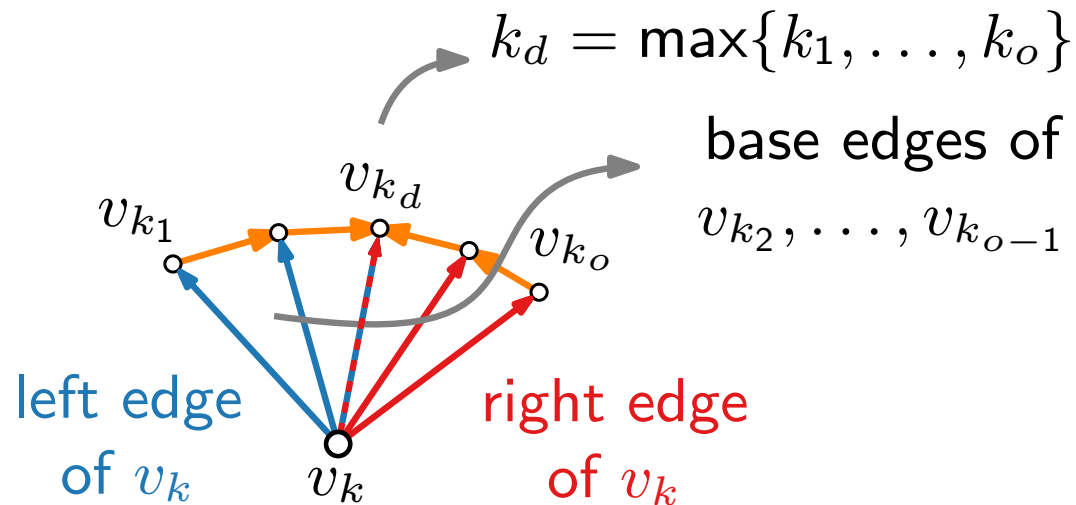
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Refined Canonical Order \rightarrow REL

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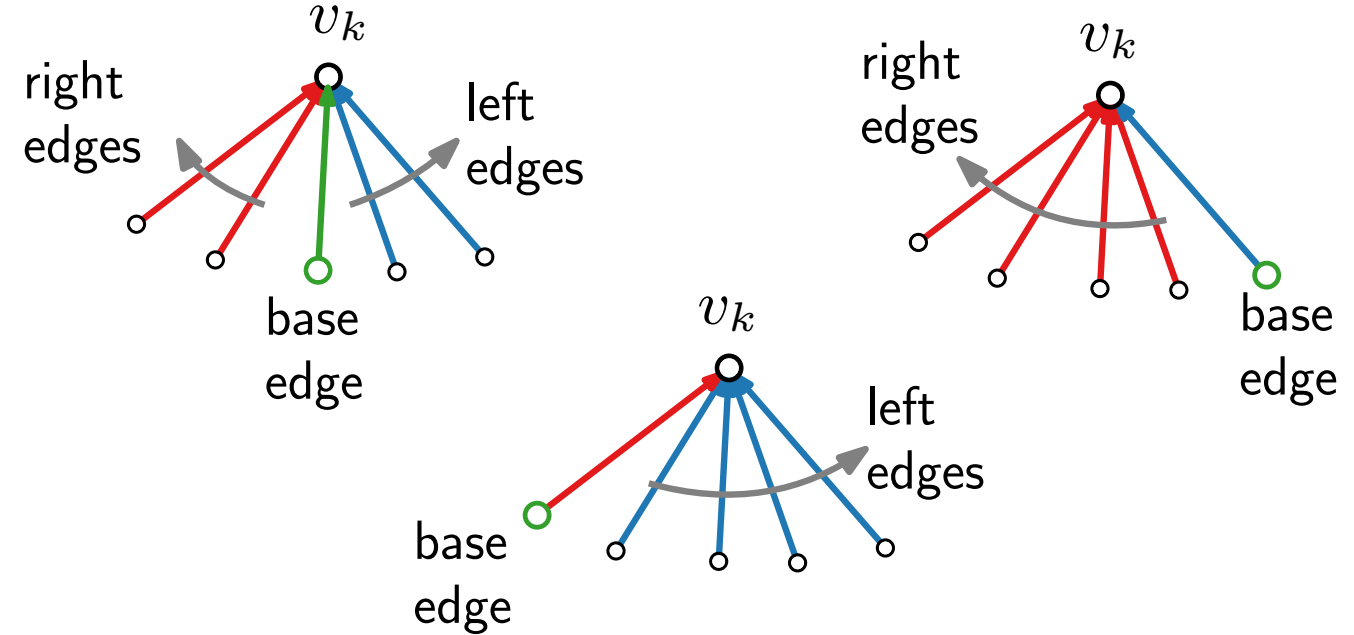
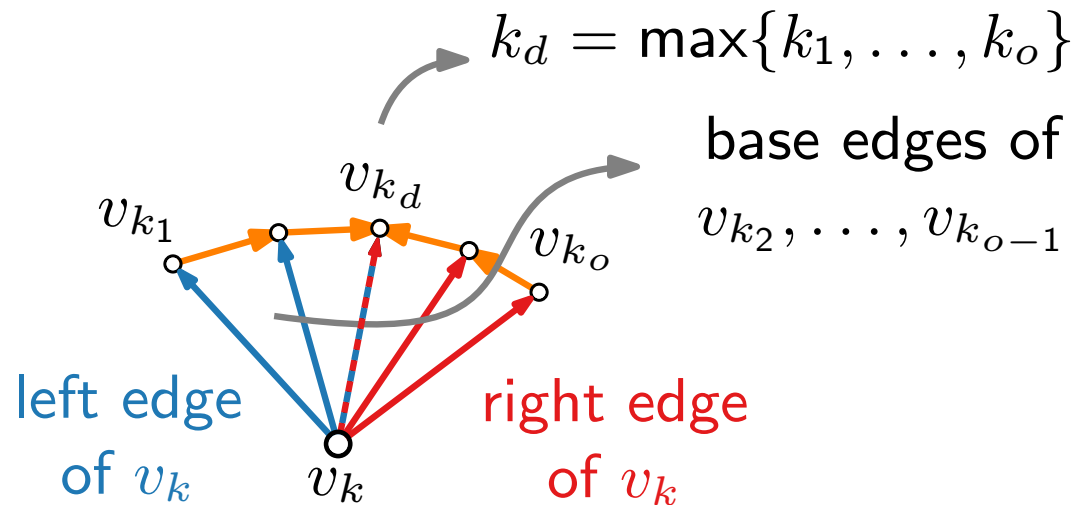
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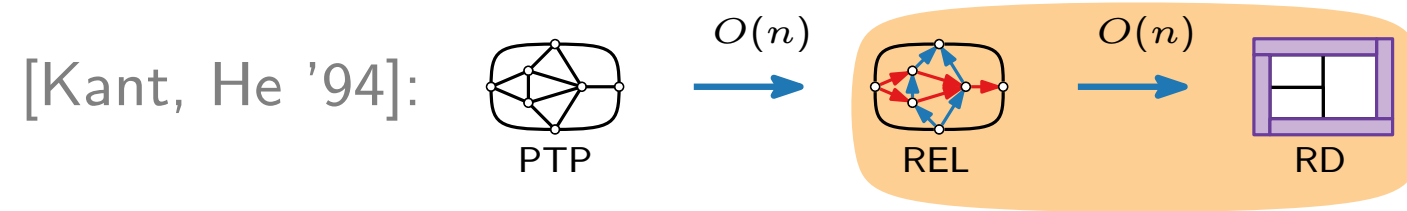
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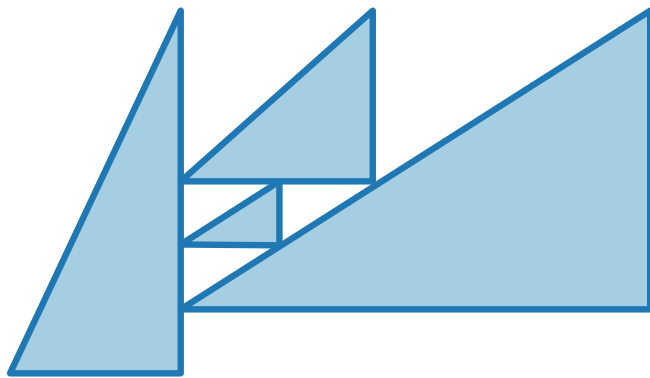
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 - (v_k, v_{k_d}) is either **red** or **blue**
- \Rightarrow Circular order of outgoing edges at v_k correct.



Visualization of Graphs

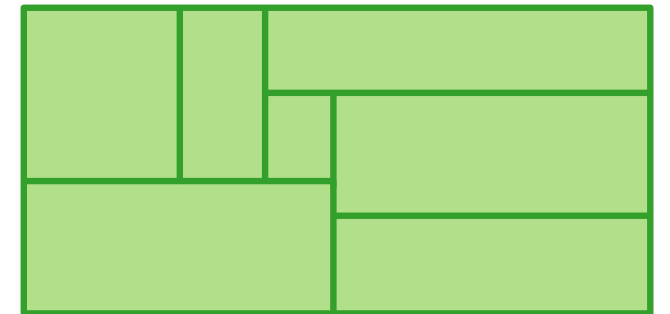
Lecture 8:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals

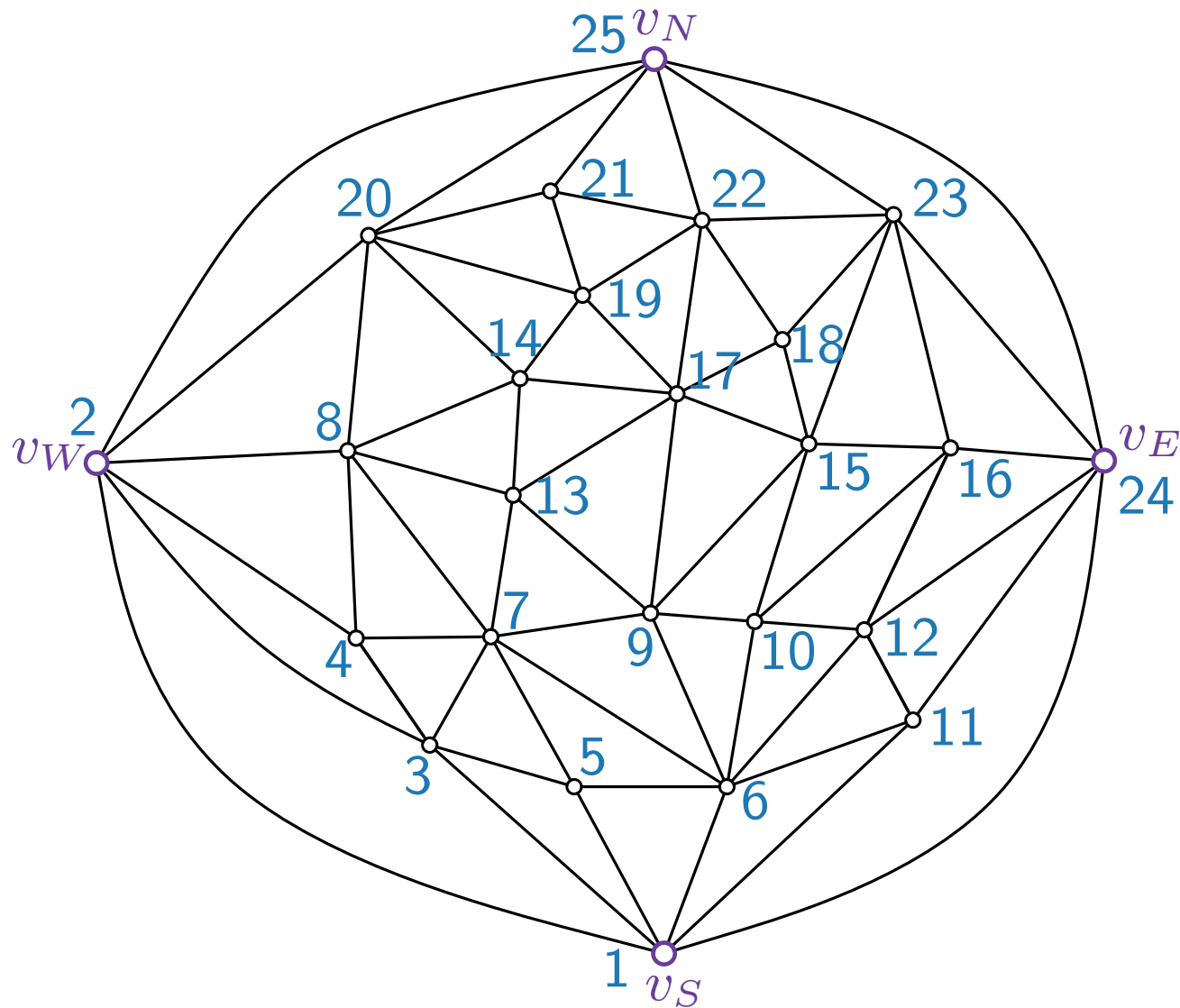


Part V: Computing the Coordinates

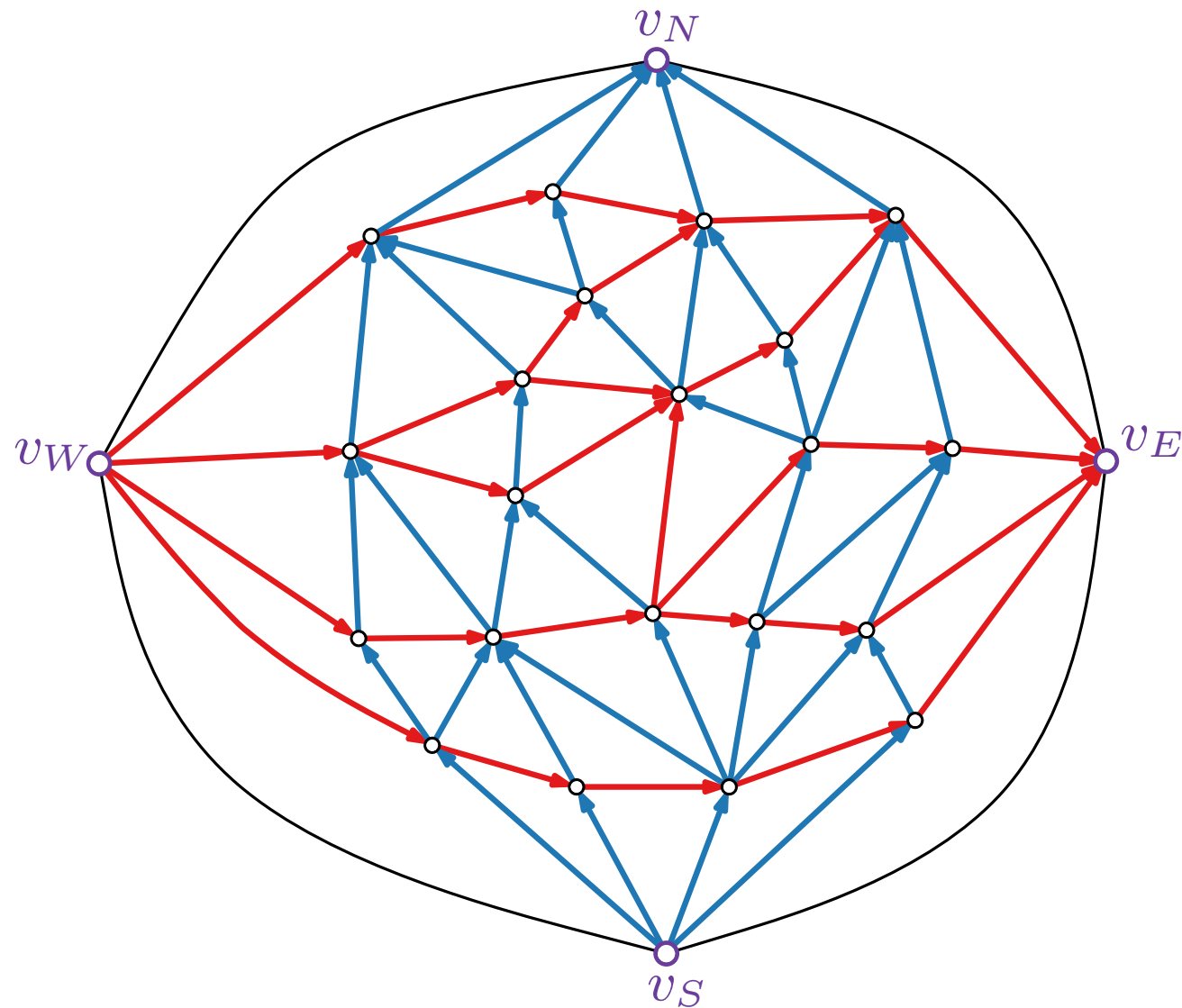
Alexander Wolff



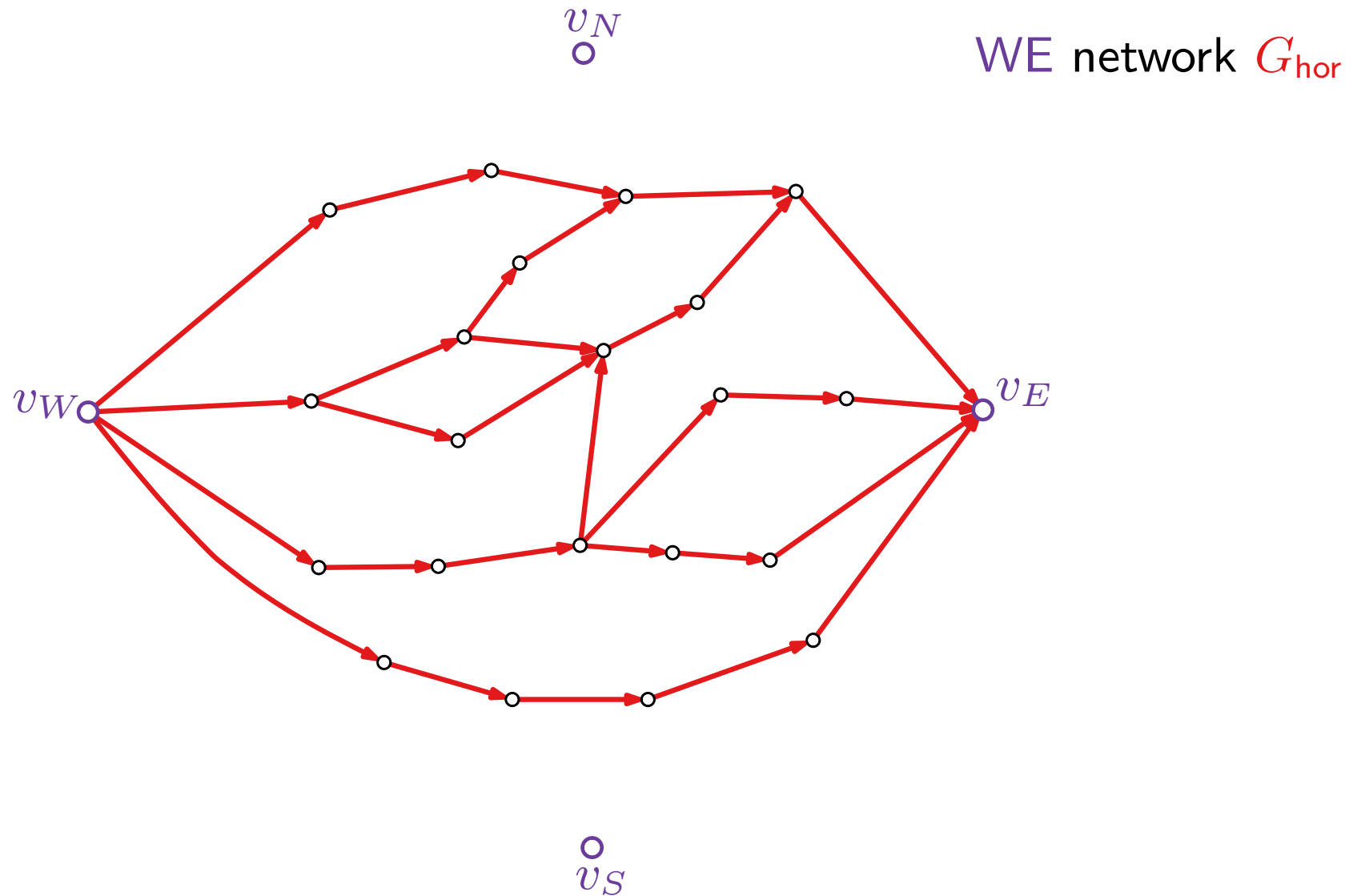
From REL to st-Digraphs to Coordinates



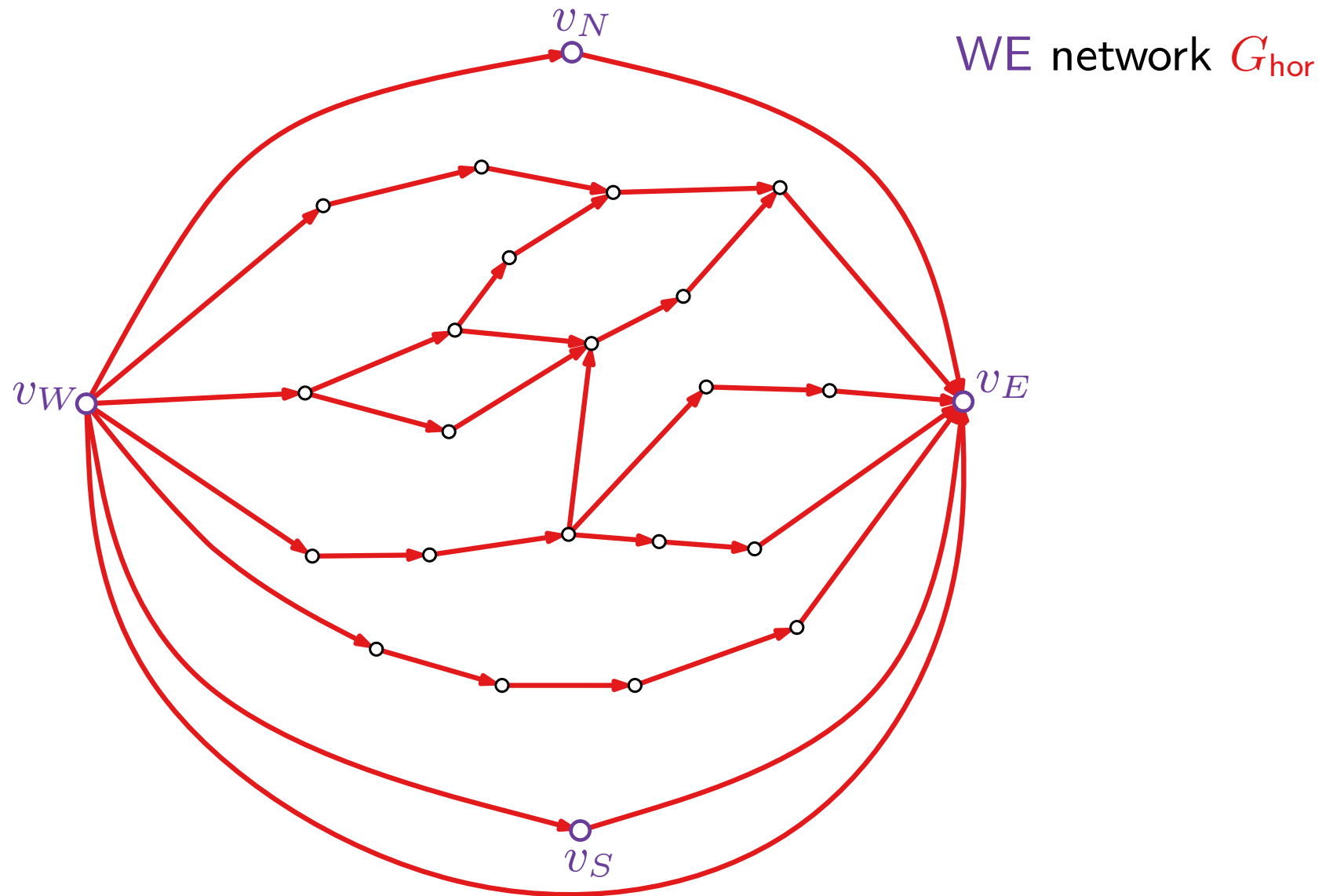
From REL to st-Digraphs to Coordinates



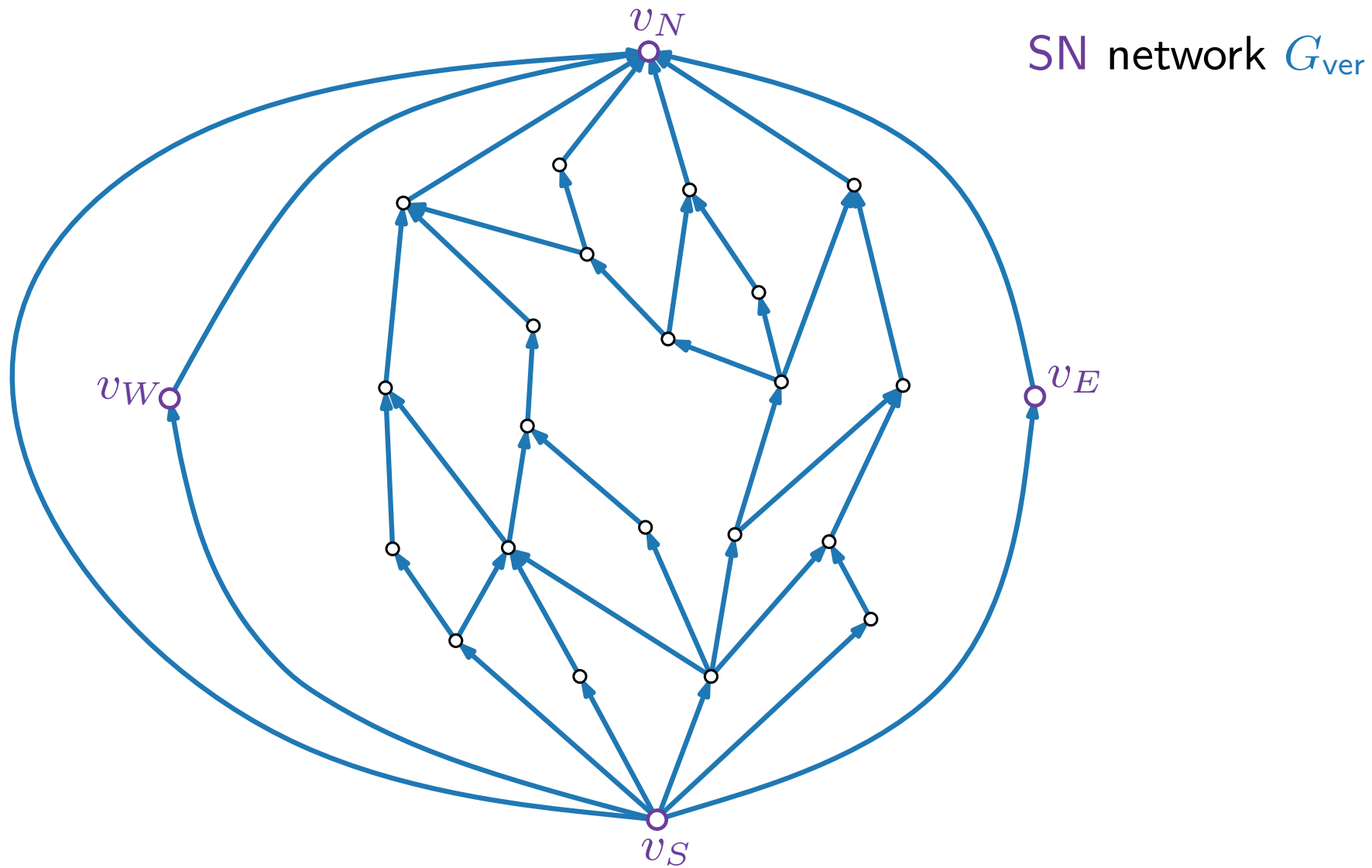
From REL to st-Digraphs to Coordinates



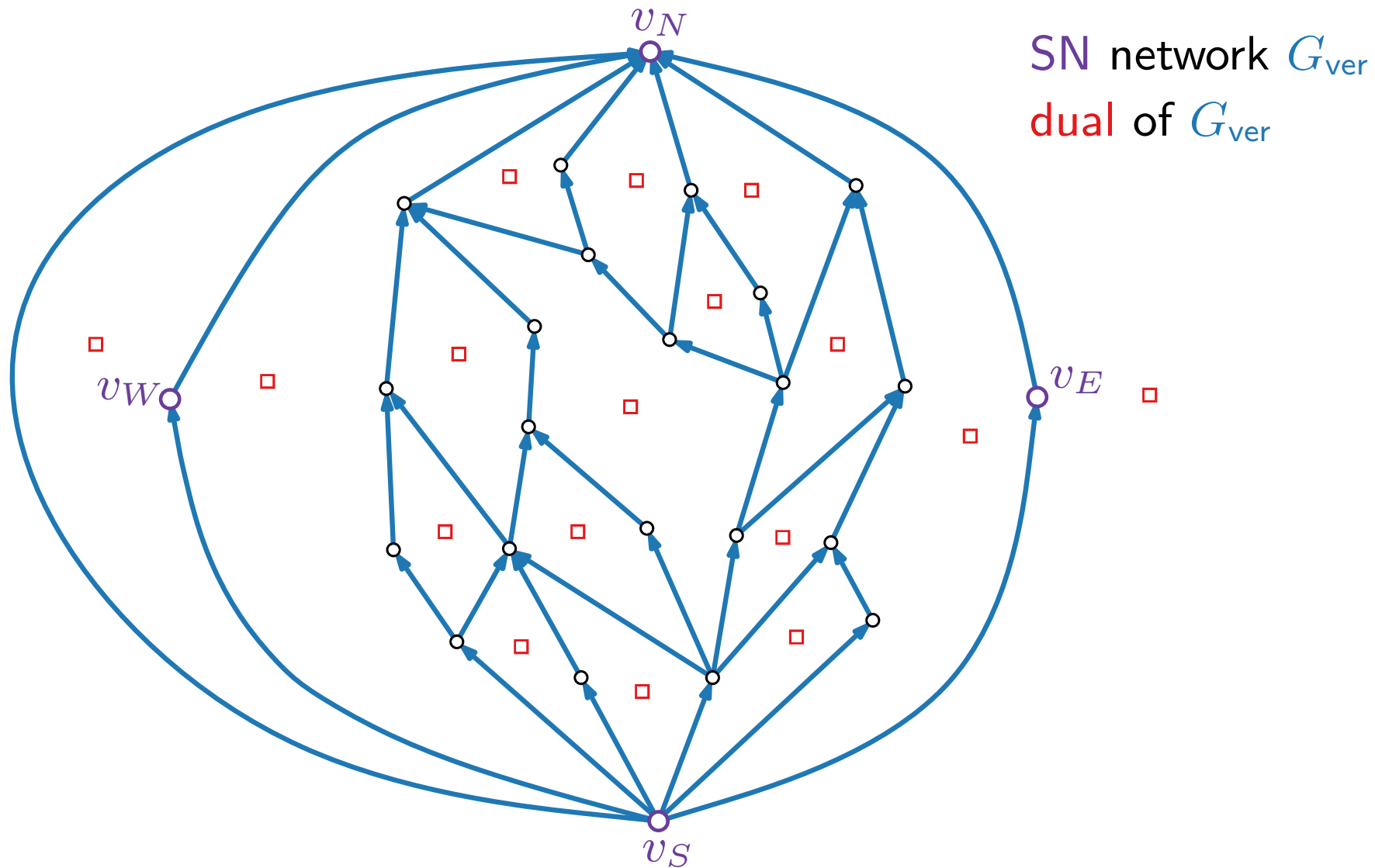
From REL to st-Digraphs to Coordinates



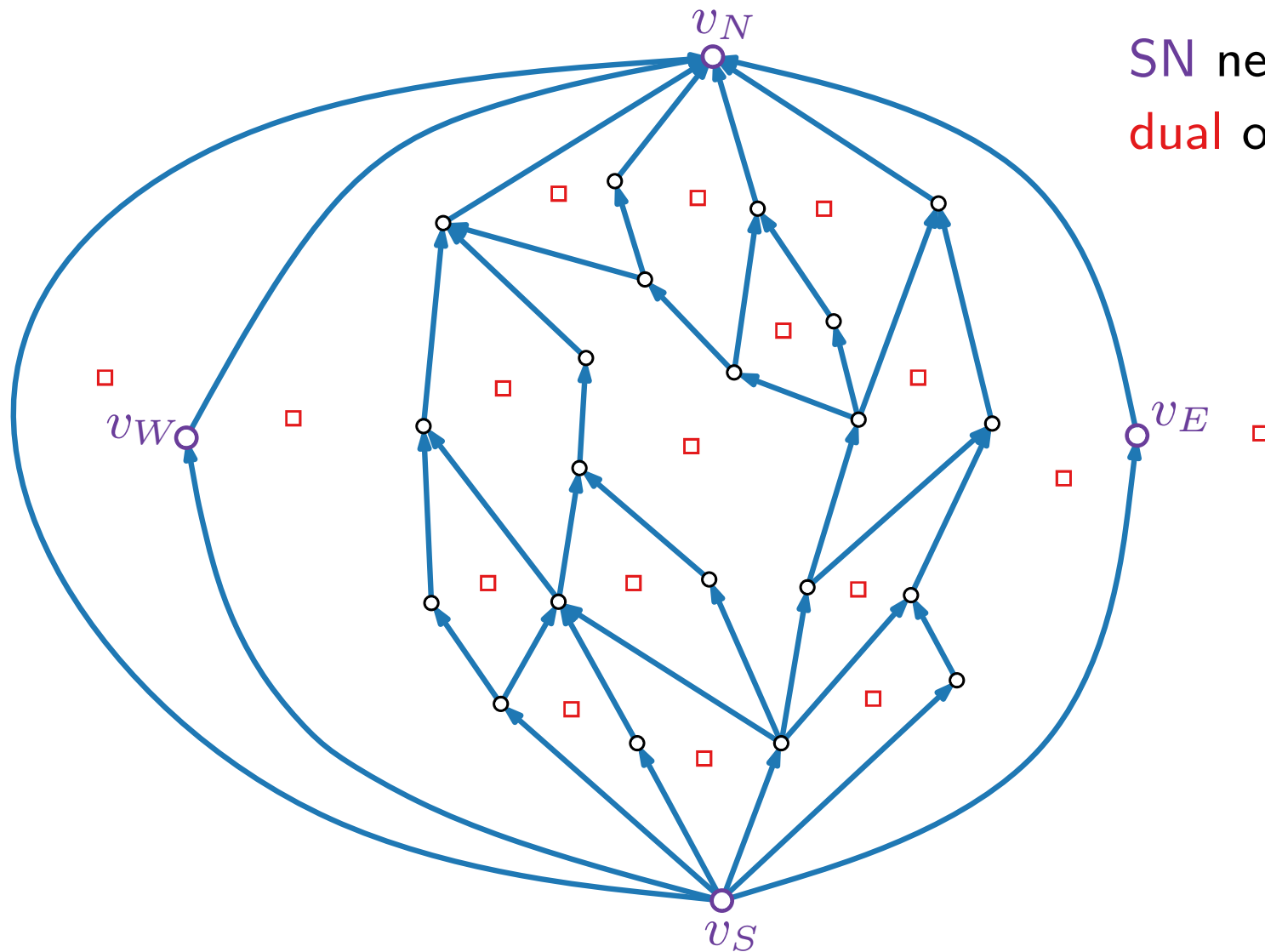
From REL to st-Digraphs to Coordinates



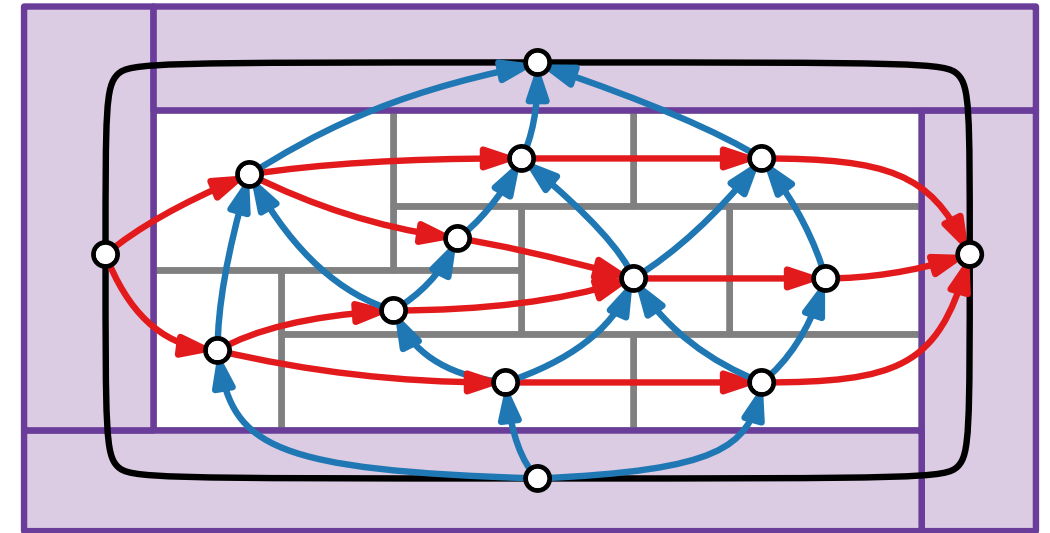
From REL to st-Digraphs to Coordinates



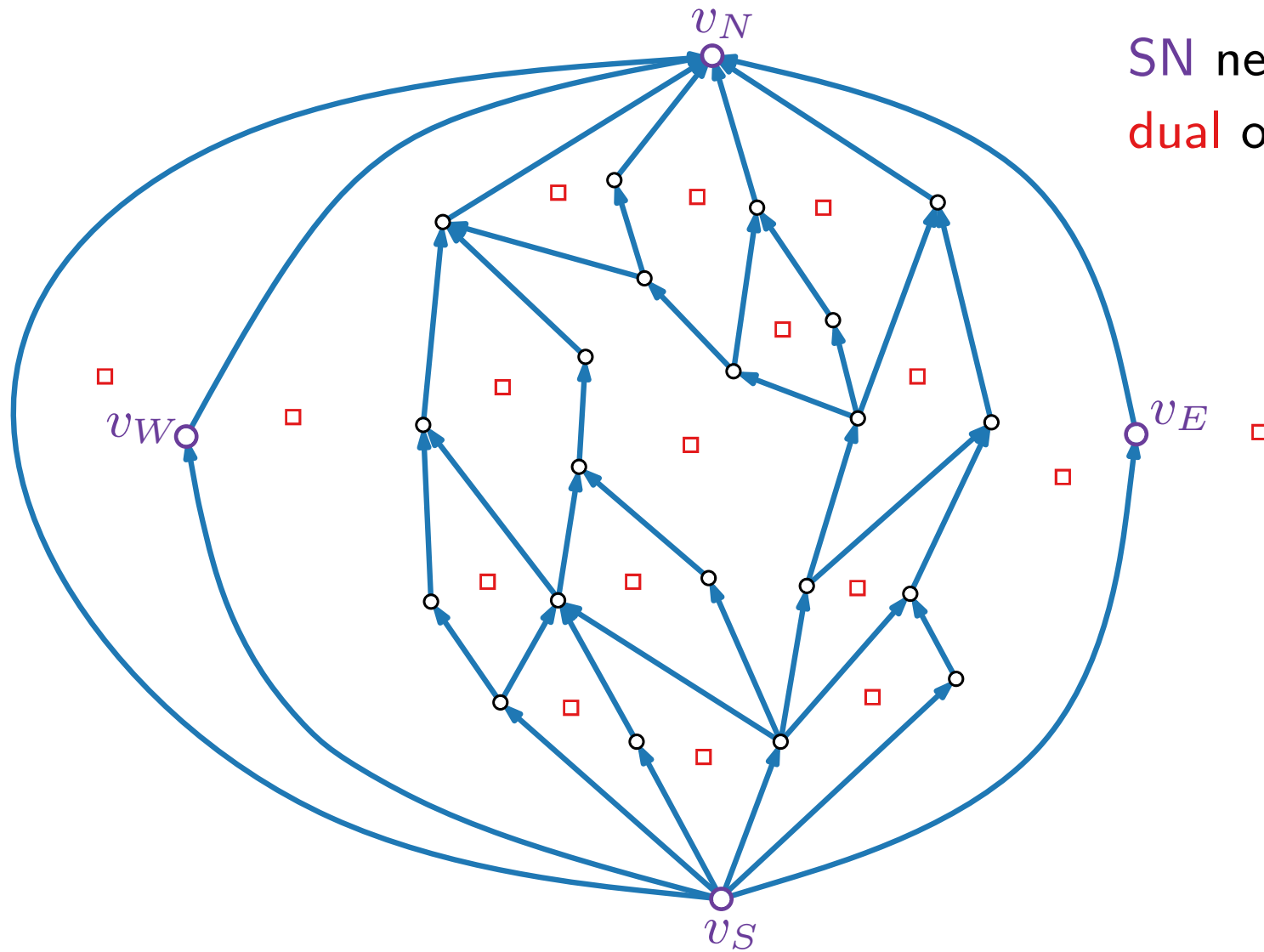
From REL to st-Digraphs to Coordinates



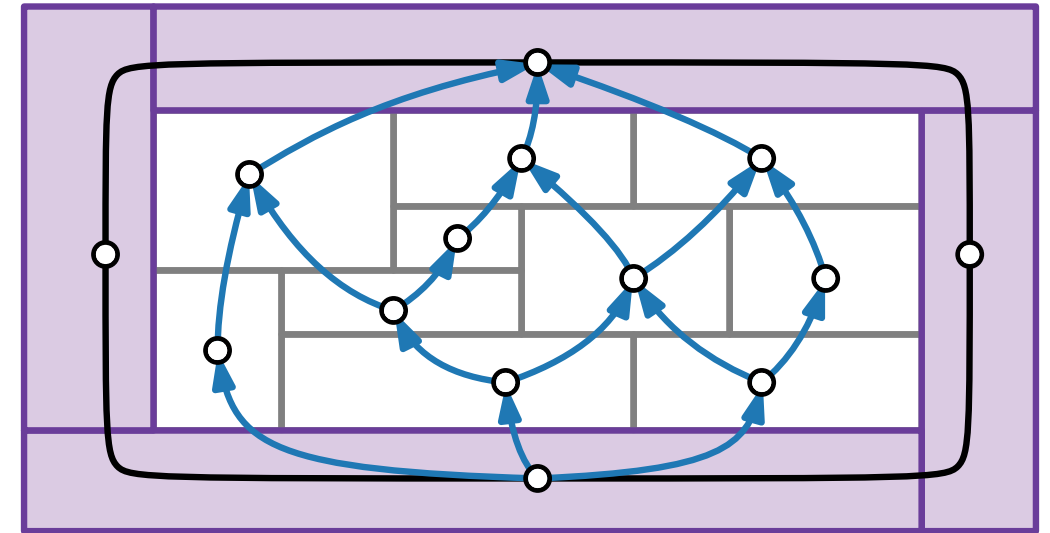
SN network G_{ver}
 dual of G_{ver}



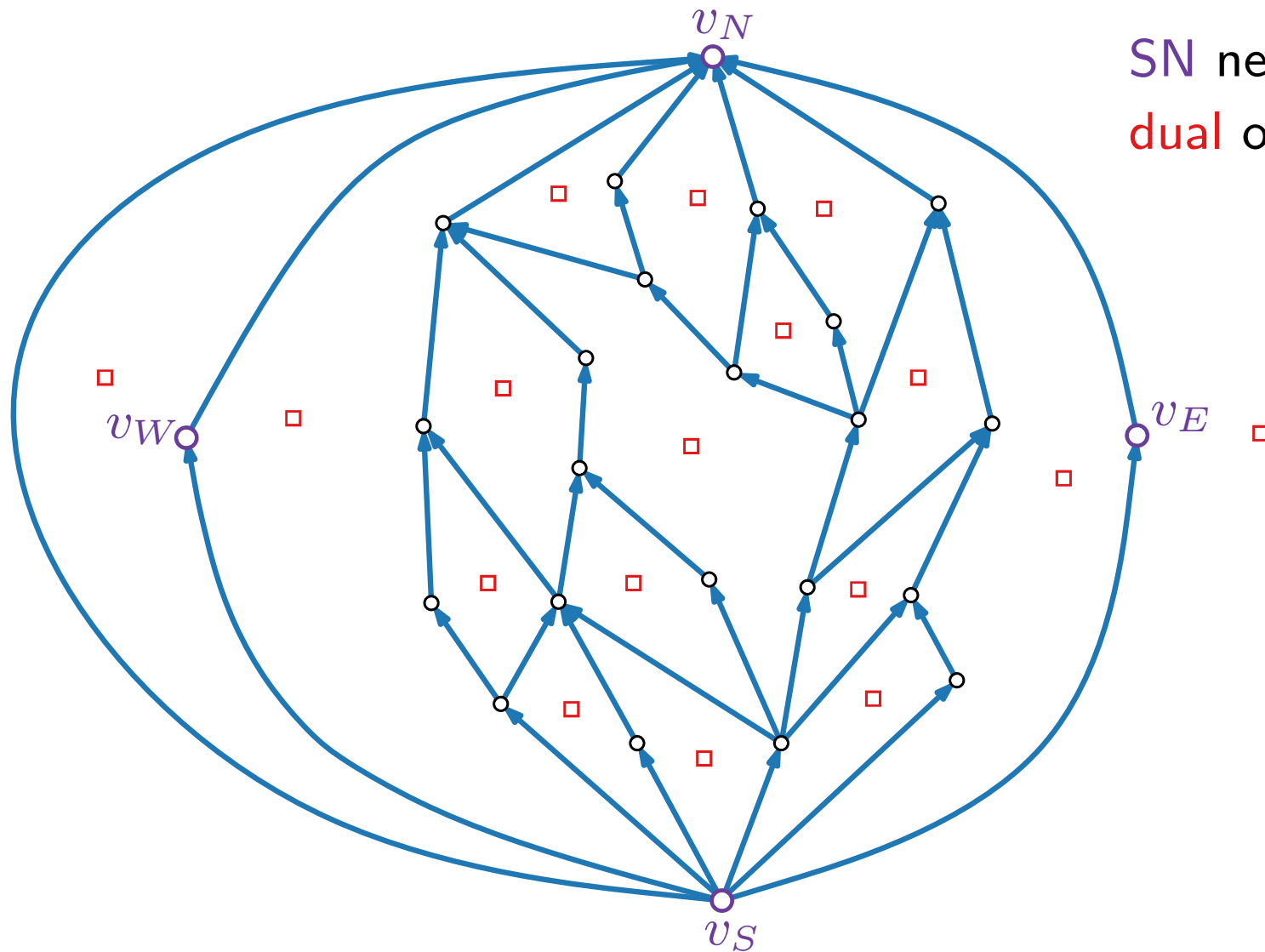
From REL to st-Digraphs to Coordinates



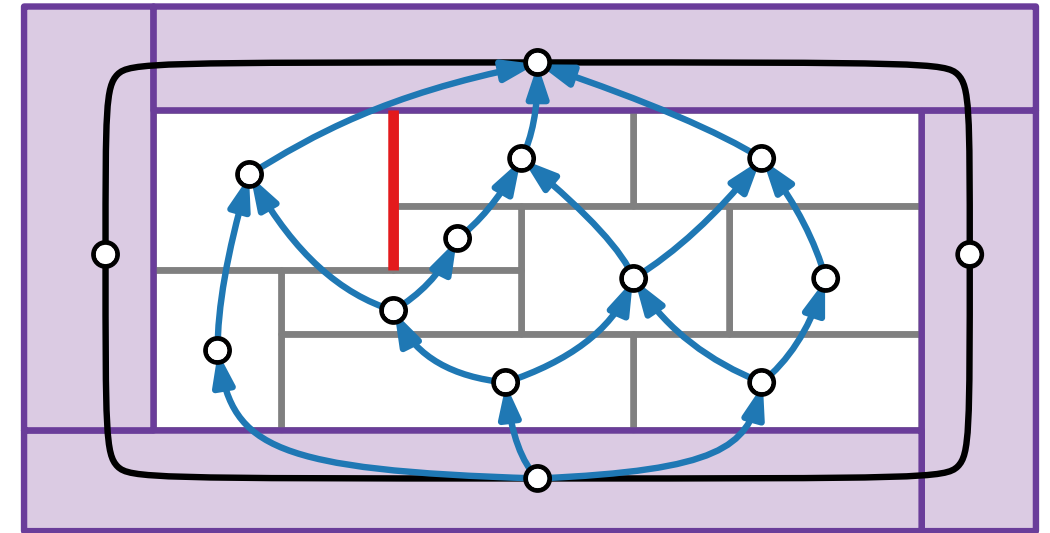
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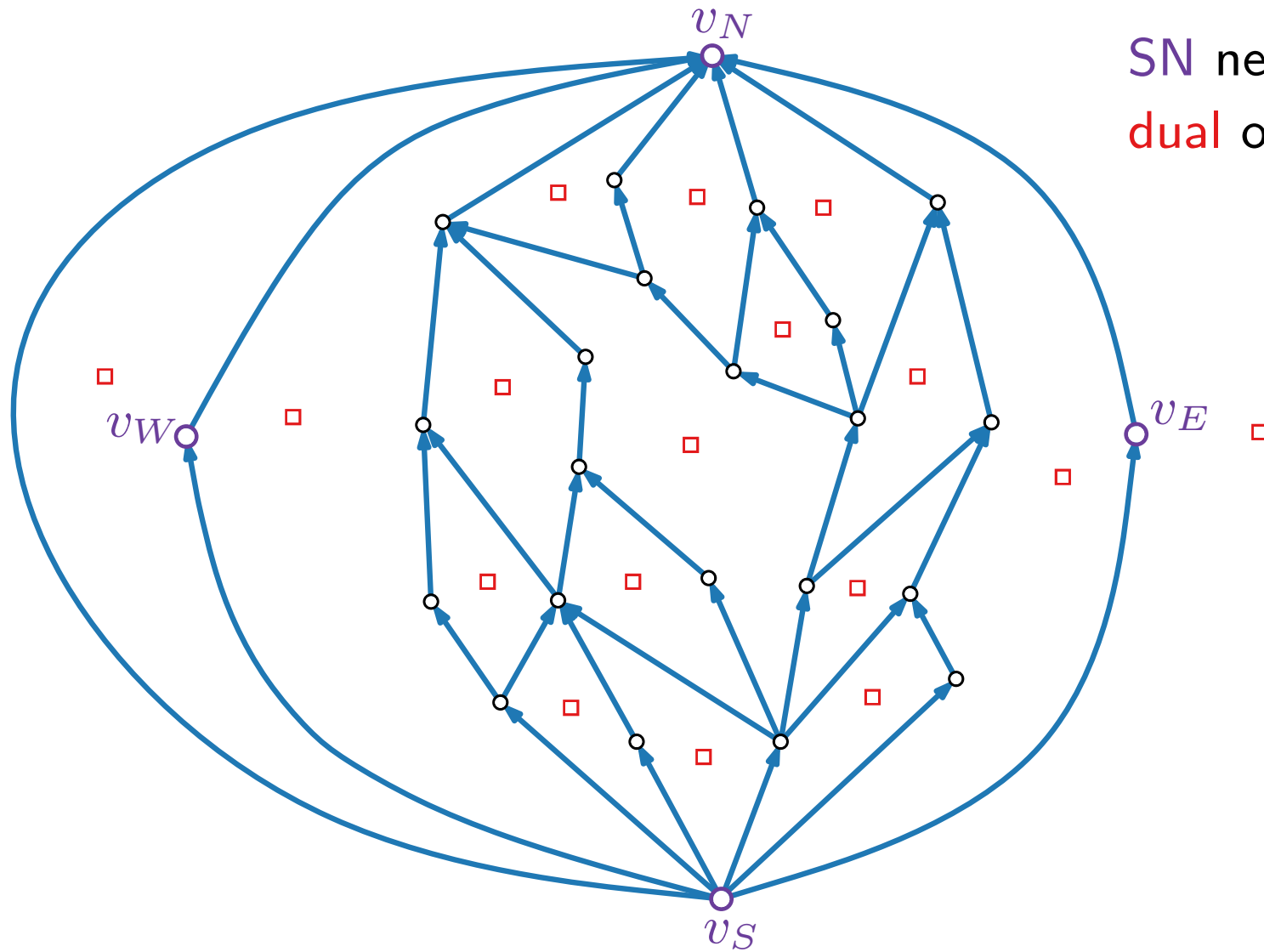
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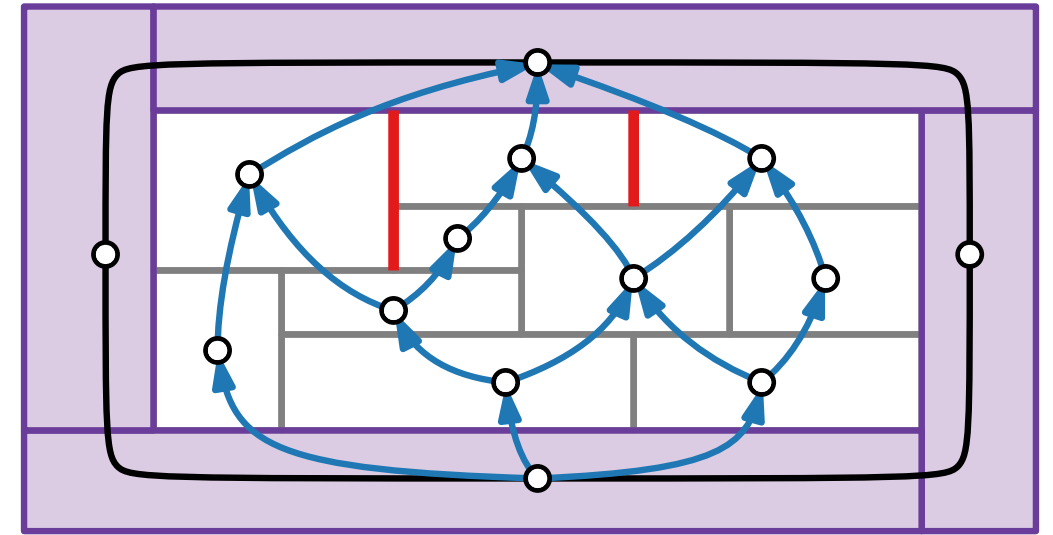
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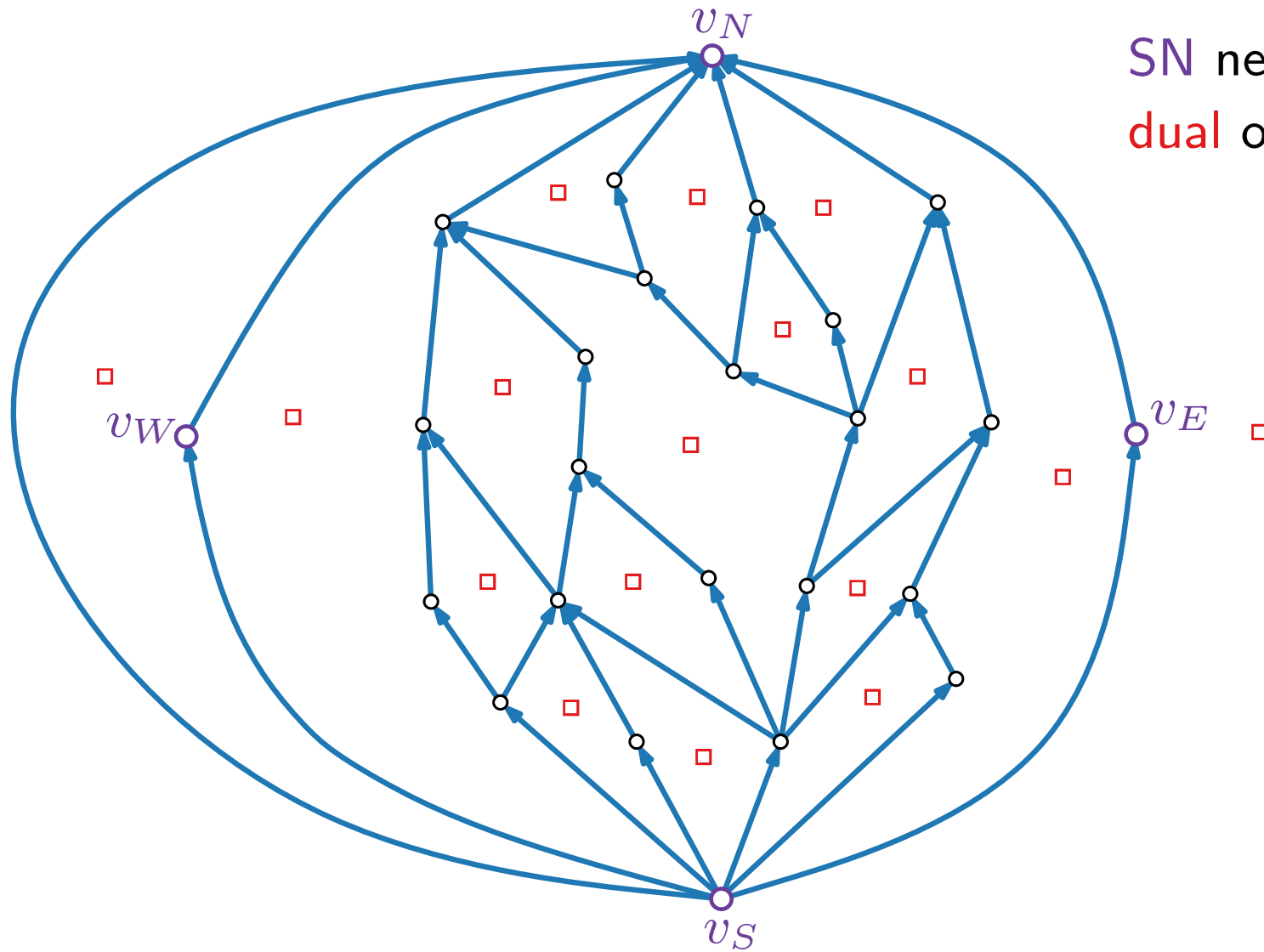
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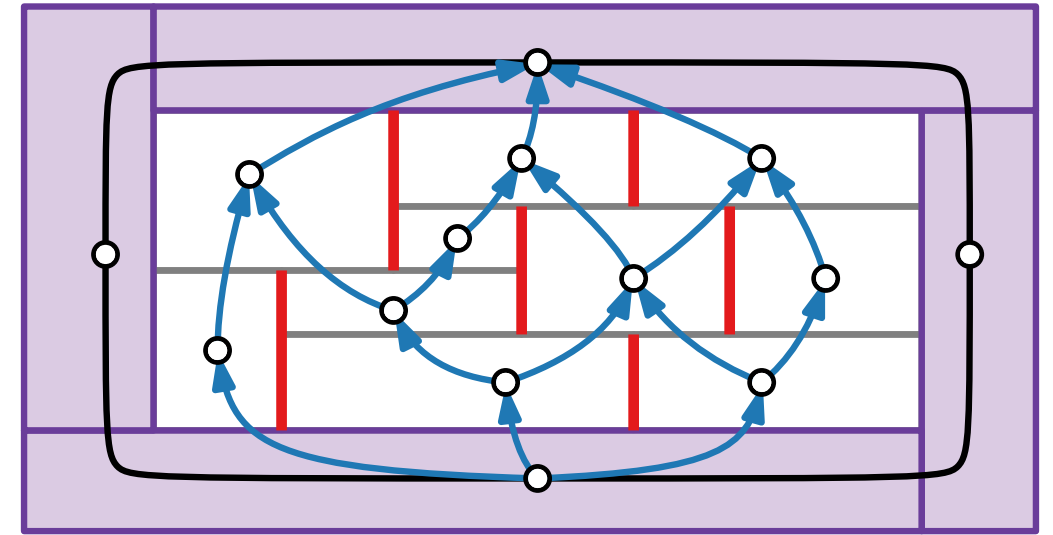
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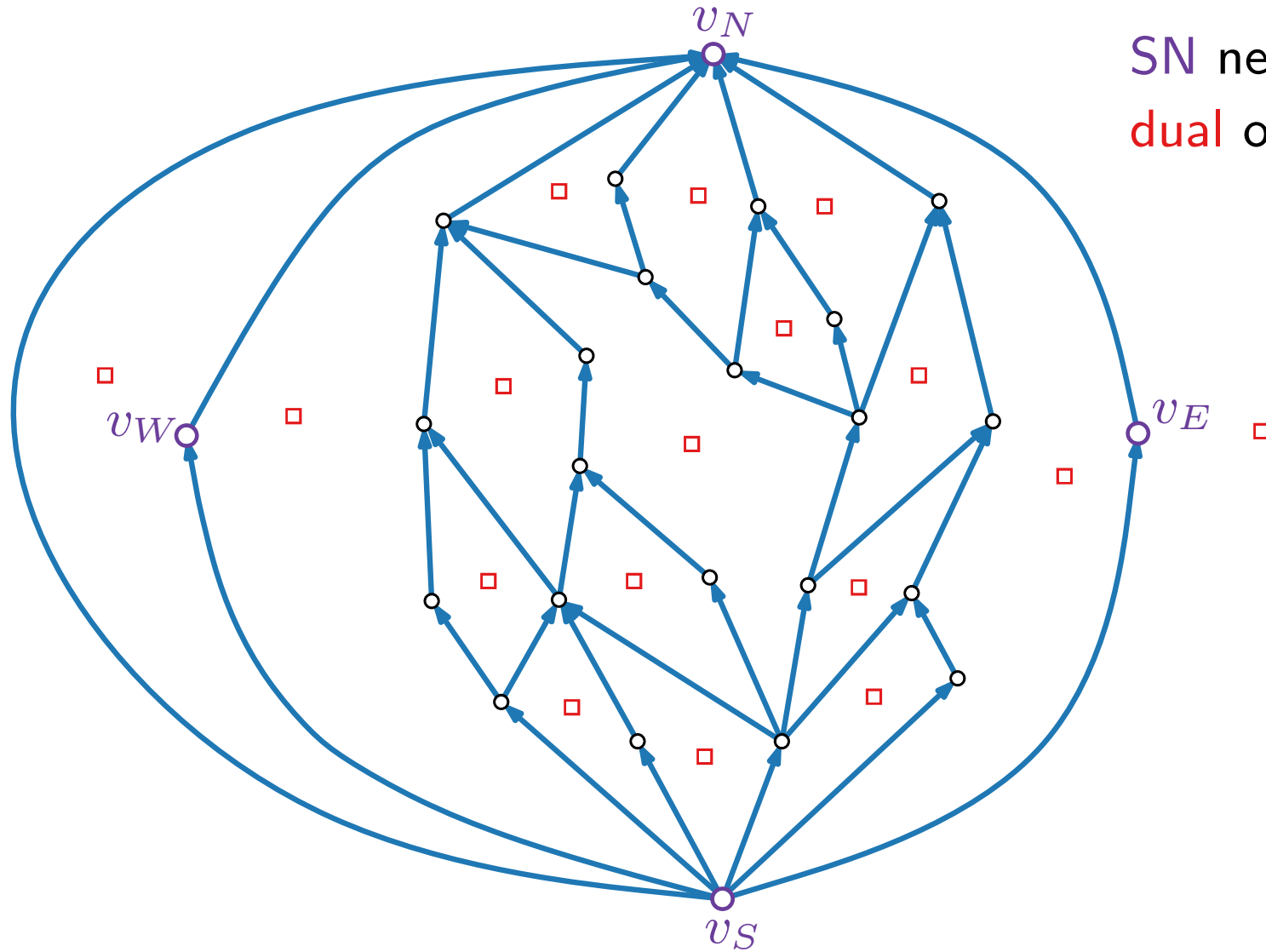
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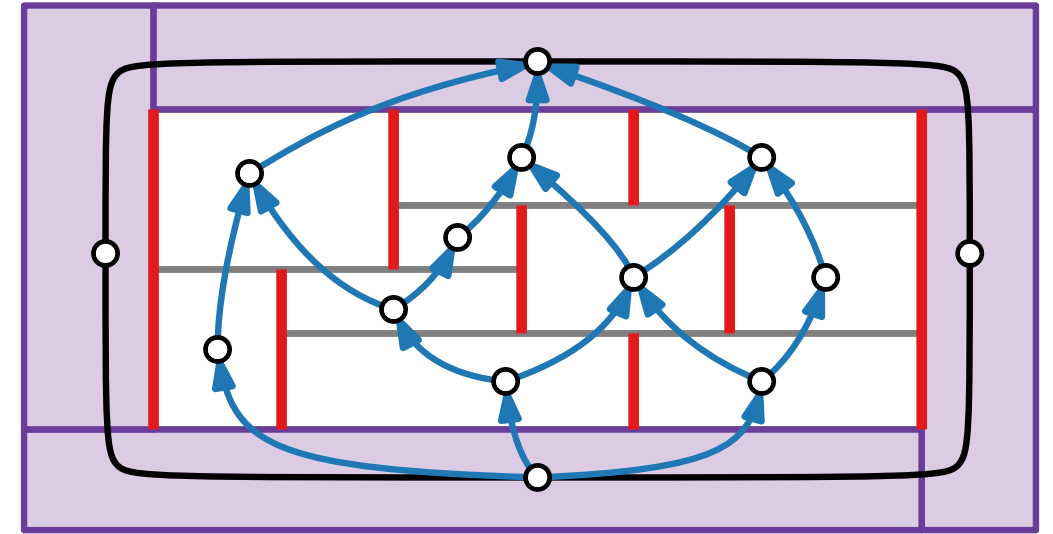
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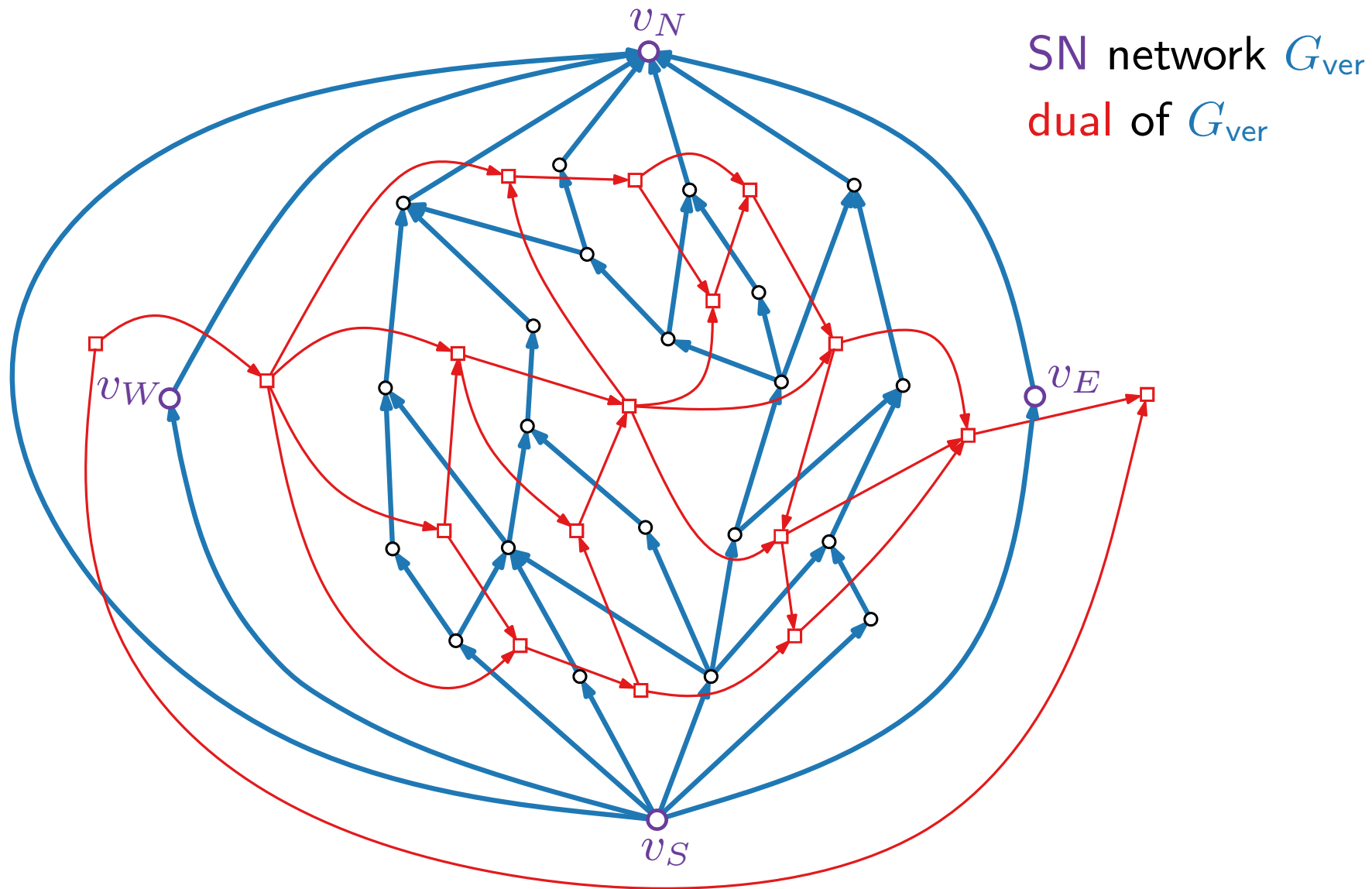
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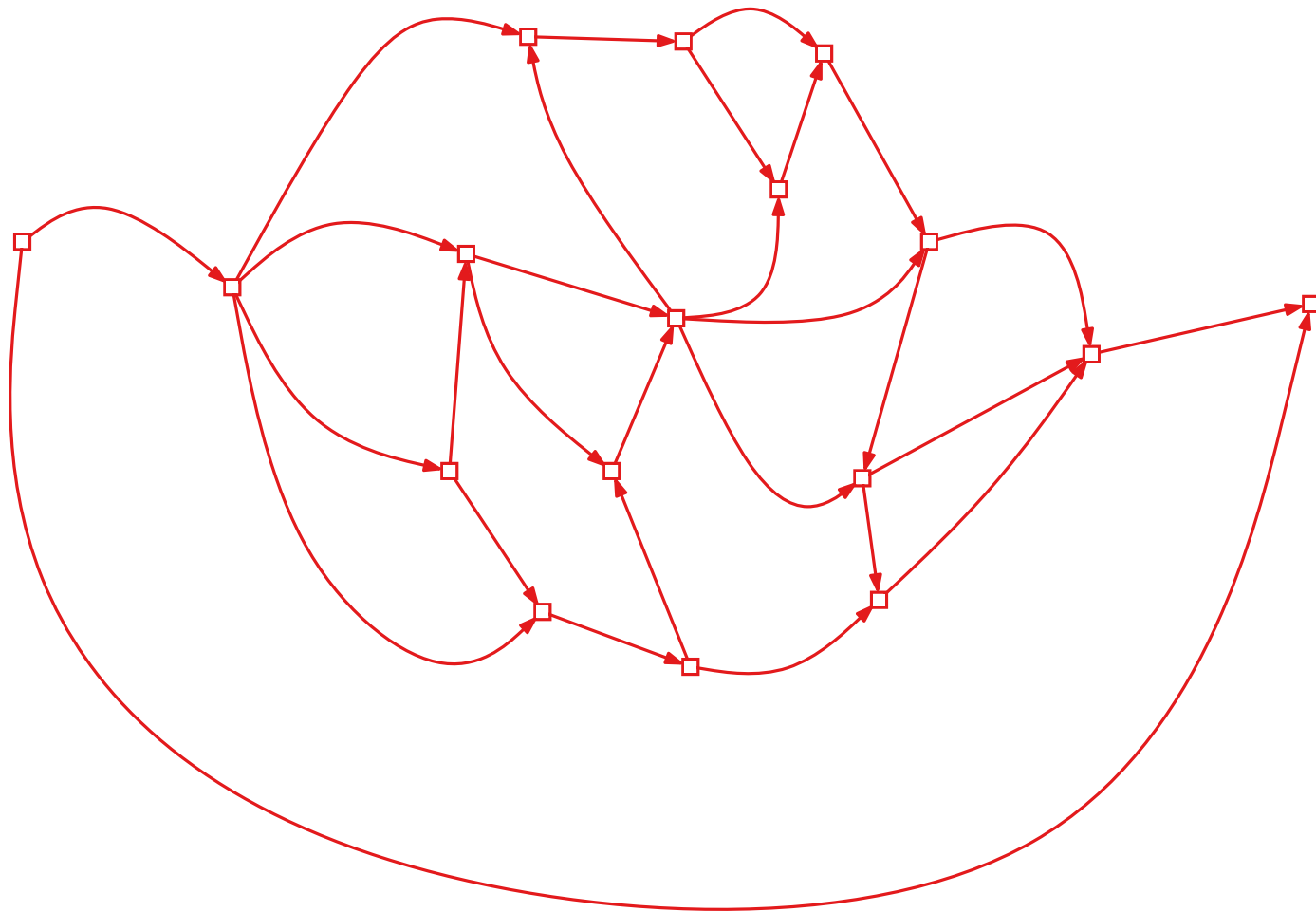


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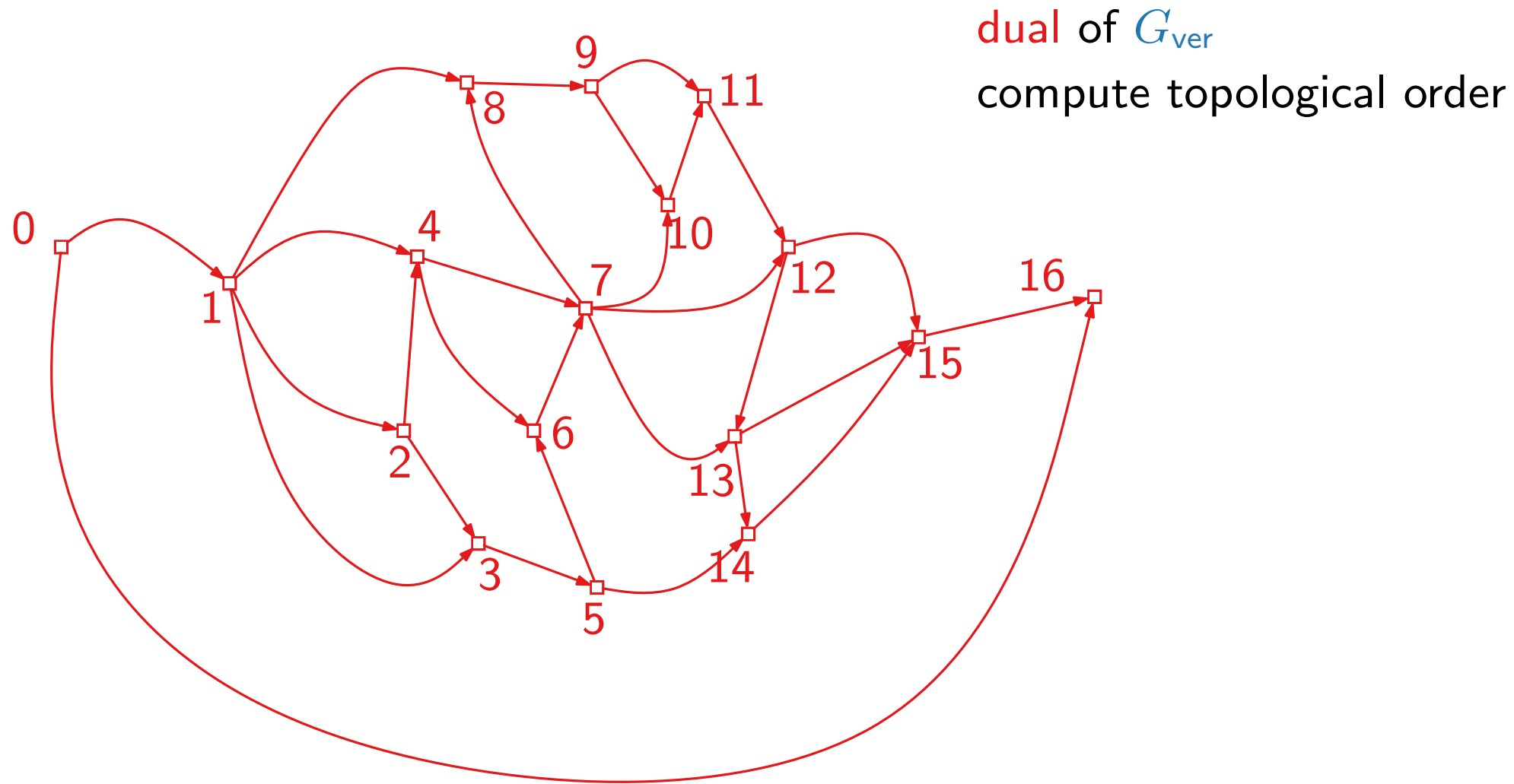


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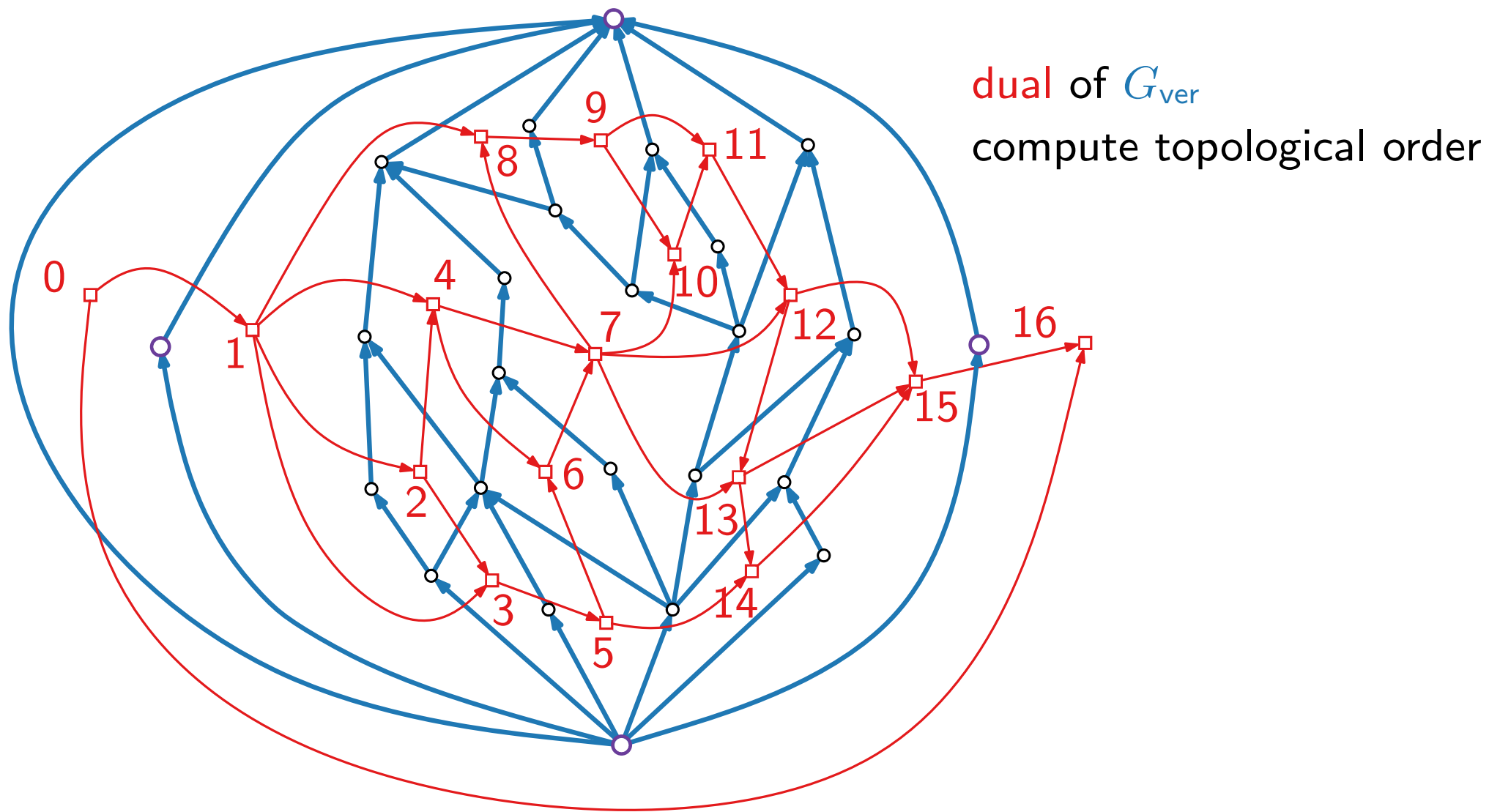
dual of G_{ver}



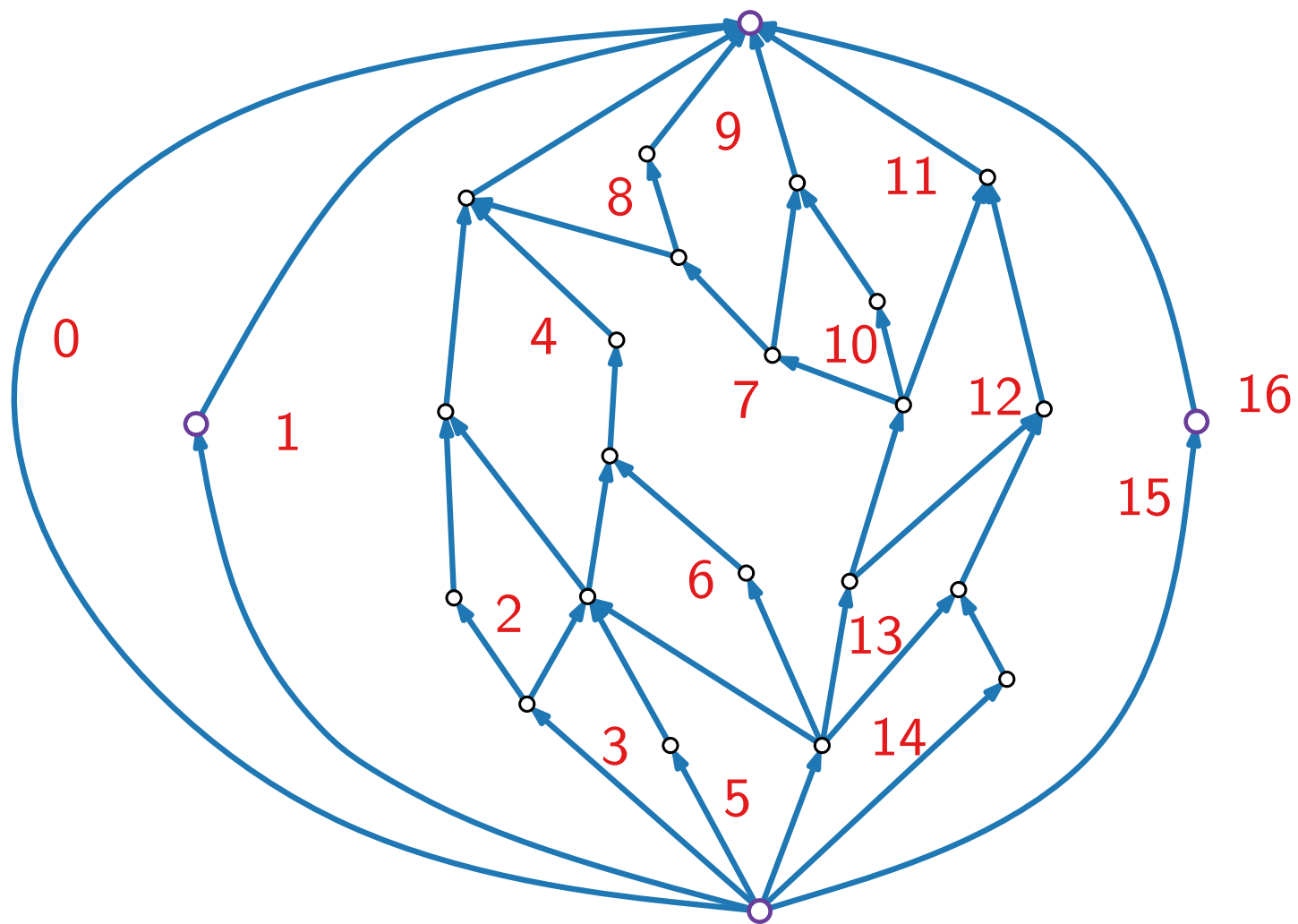
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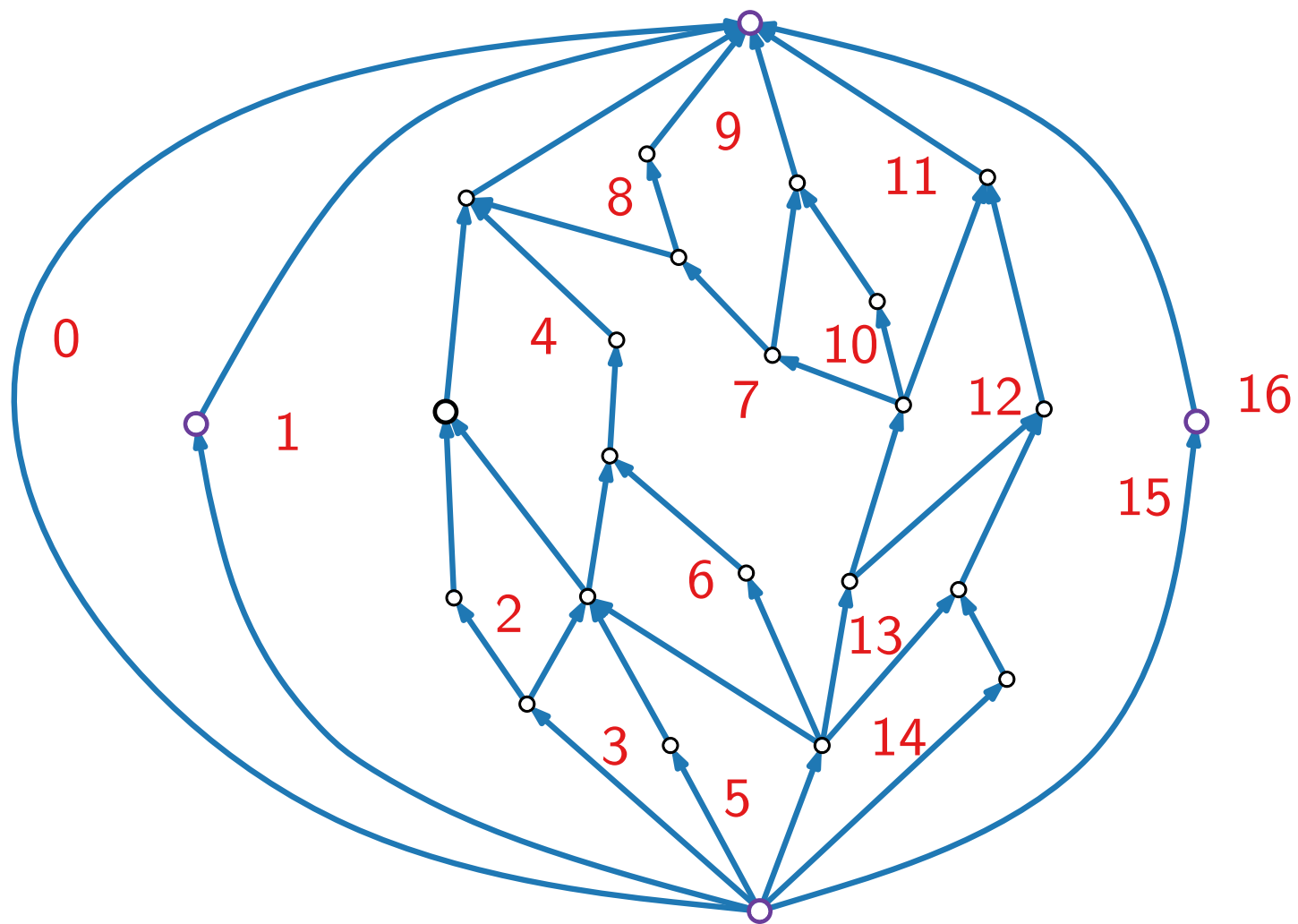
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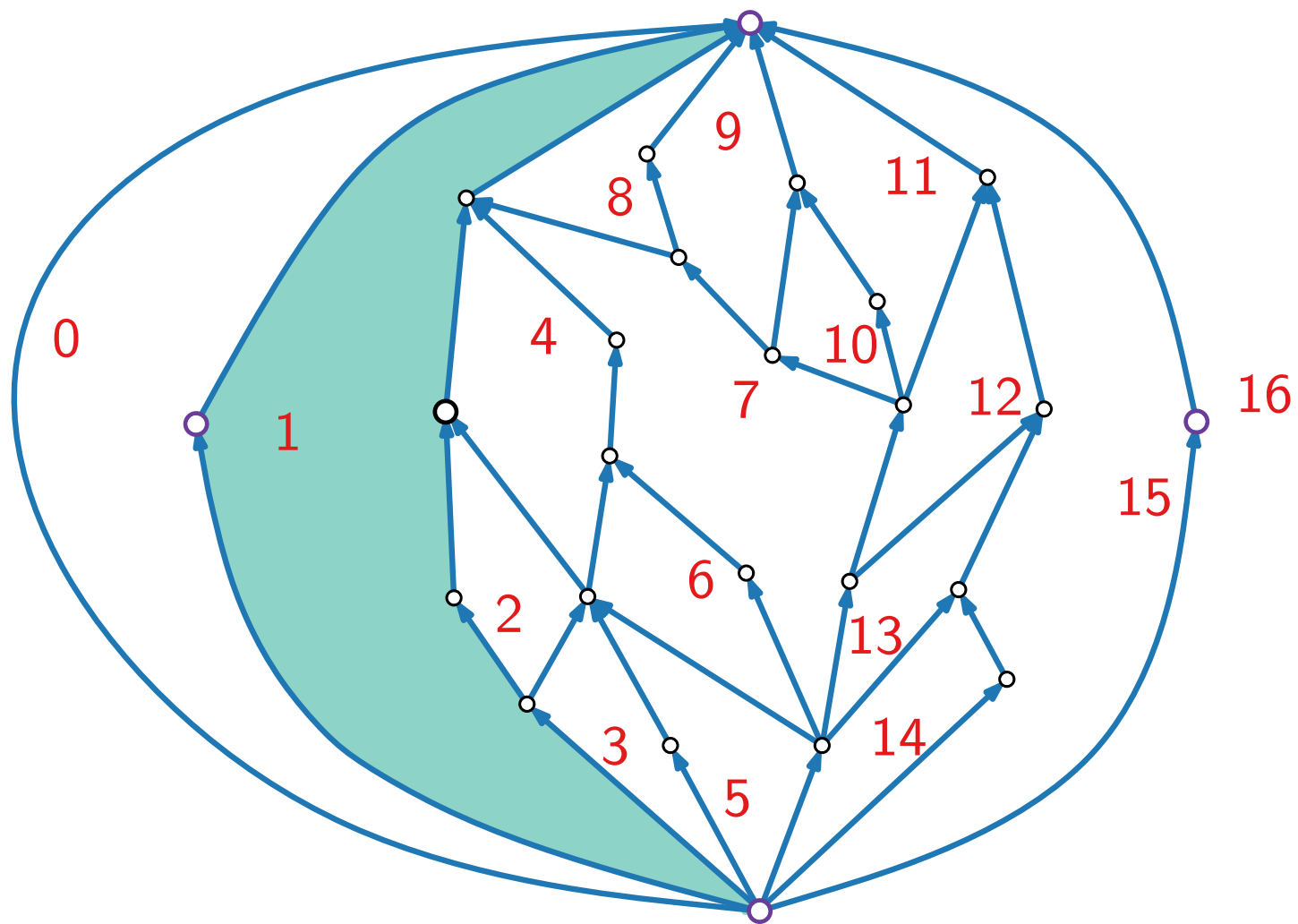
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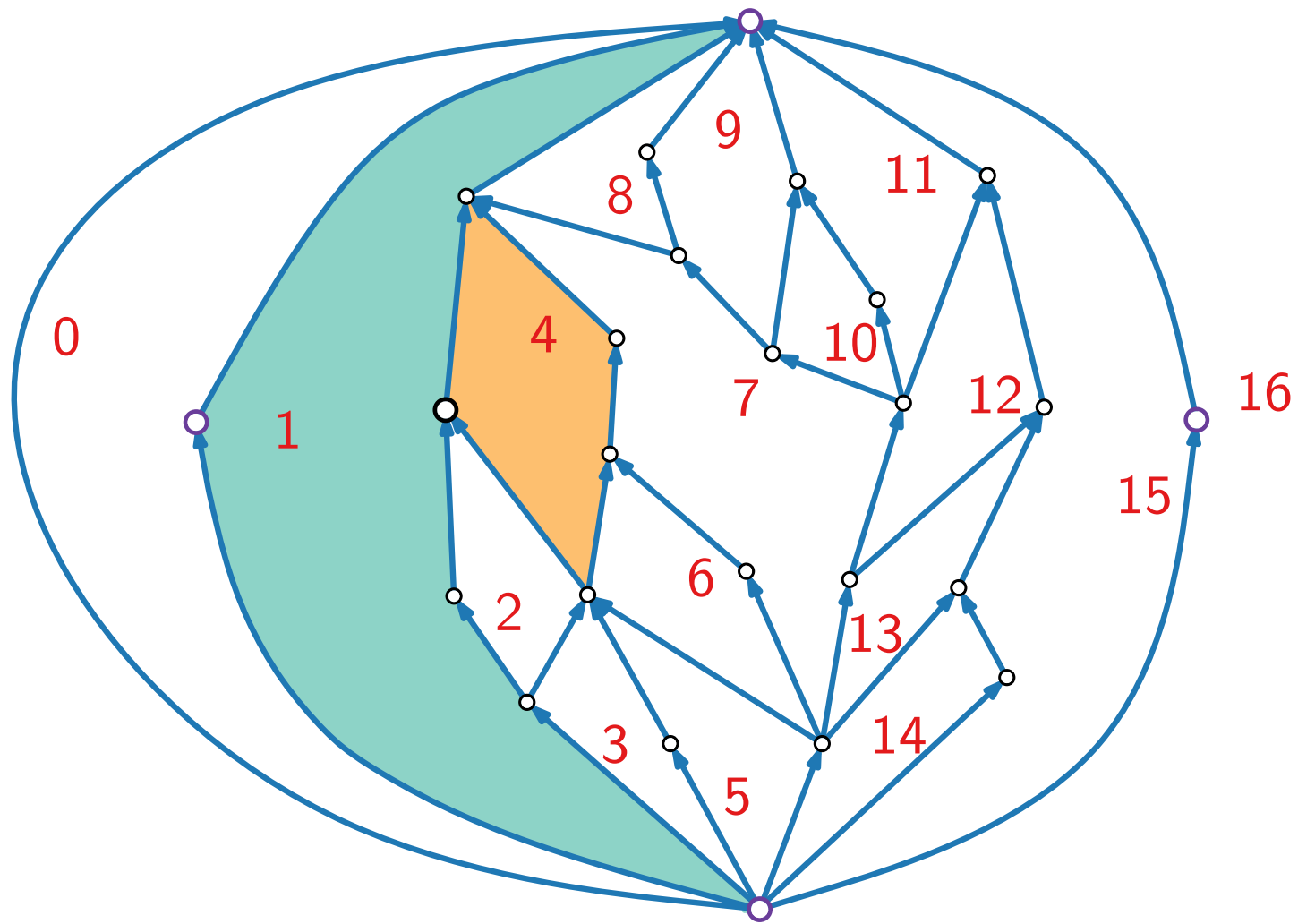
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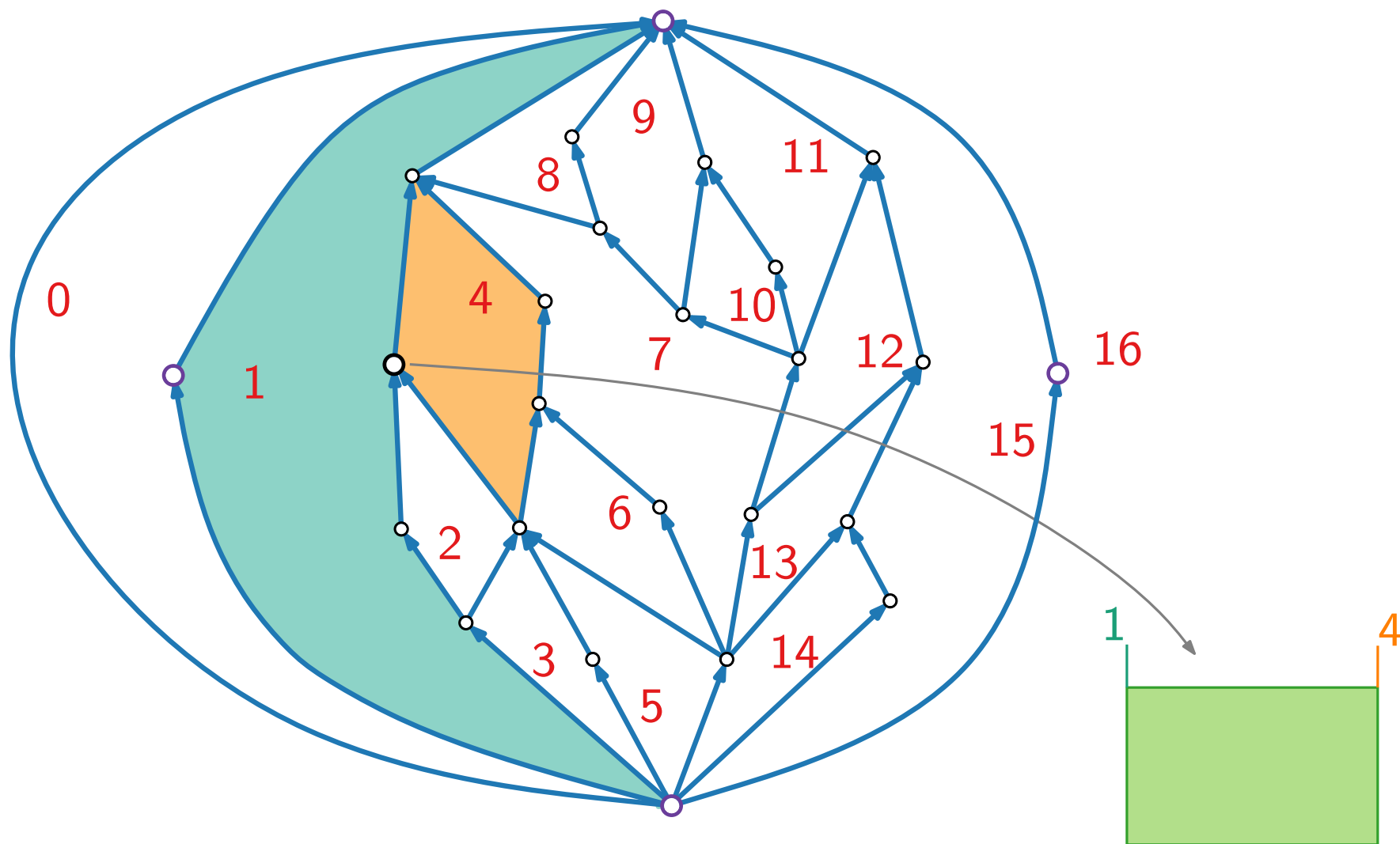
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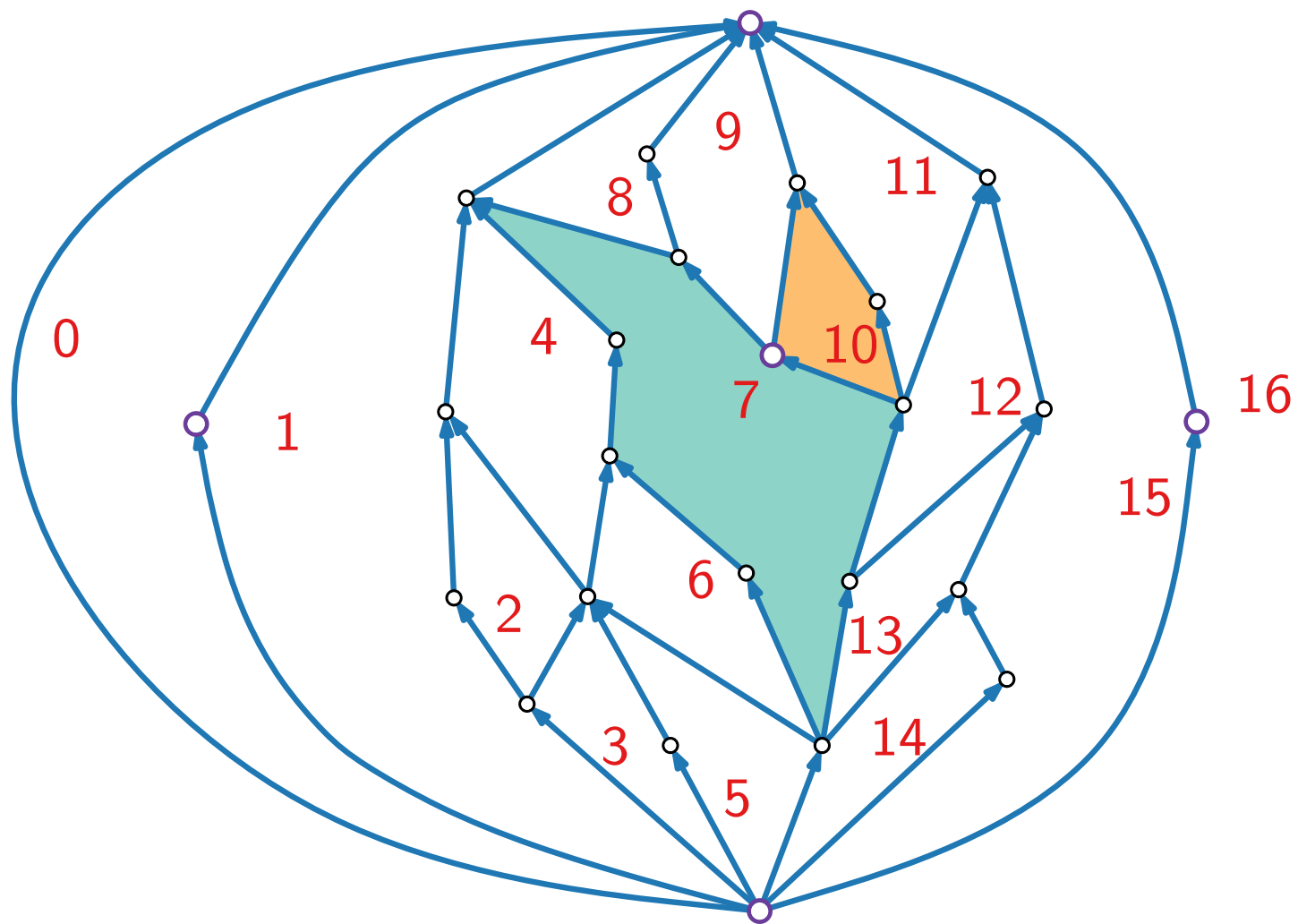
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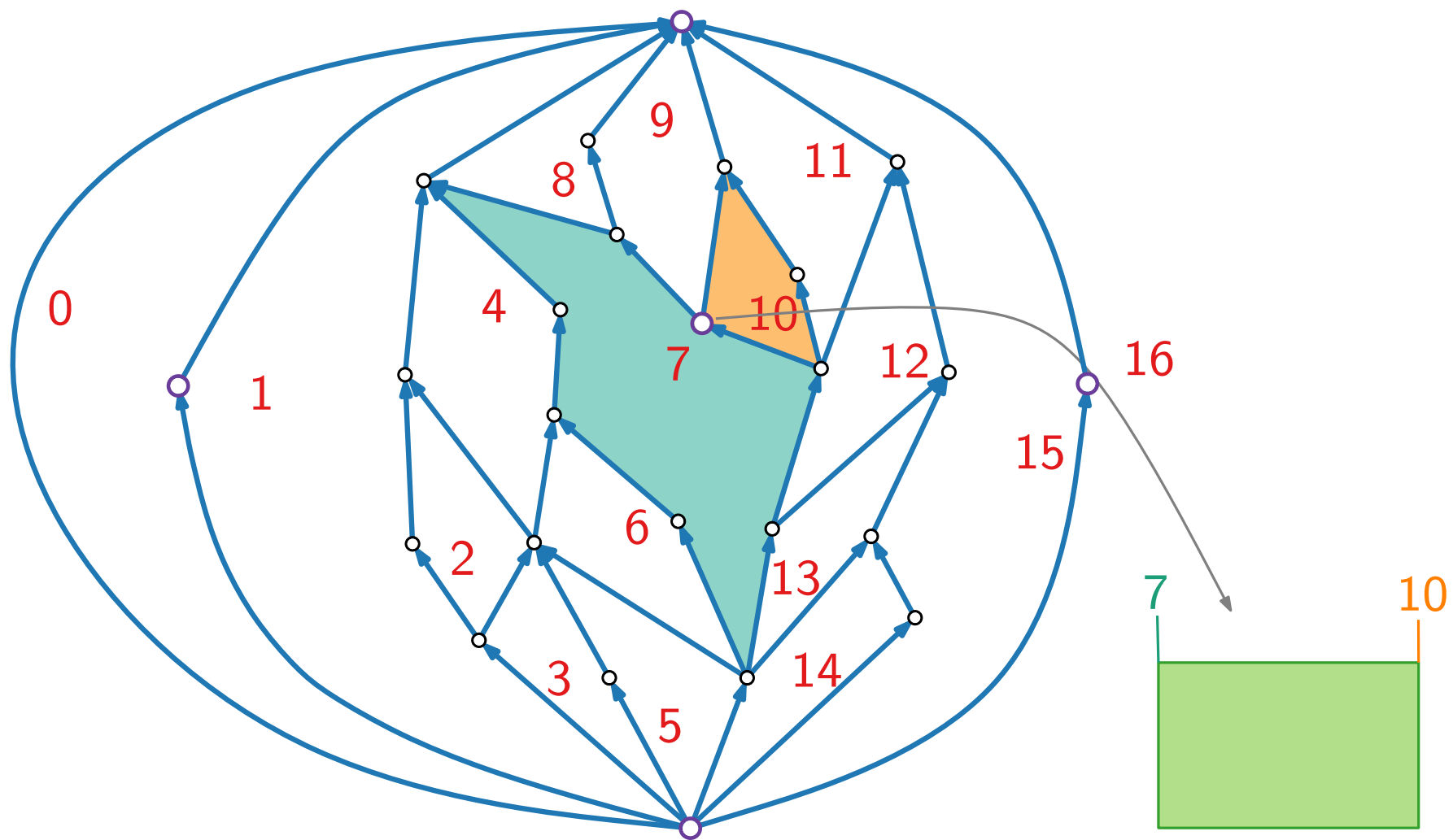
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From REL to st-Digraphs to Coordinates



Rectangular Dual Algorithm

For a PTP graph $G = (V, E)$:

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Rectangular Dual Algorithm

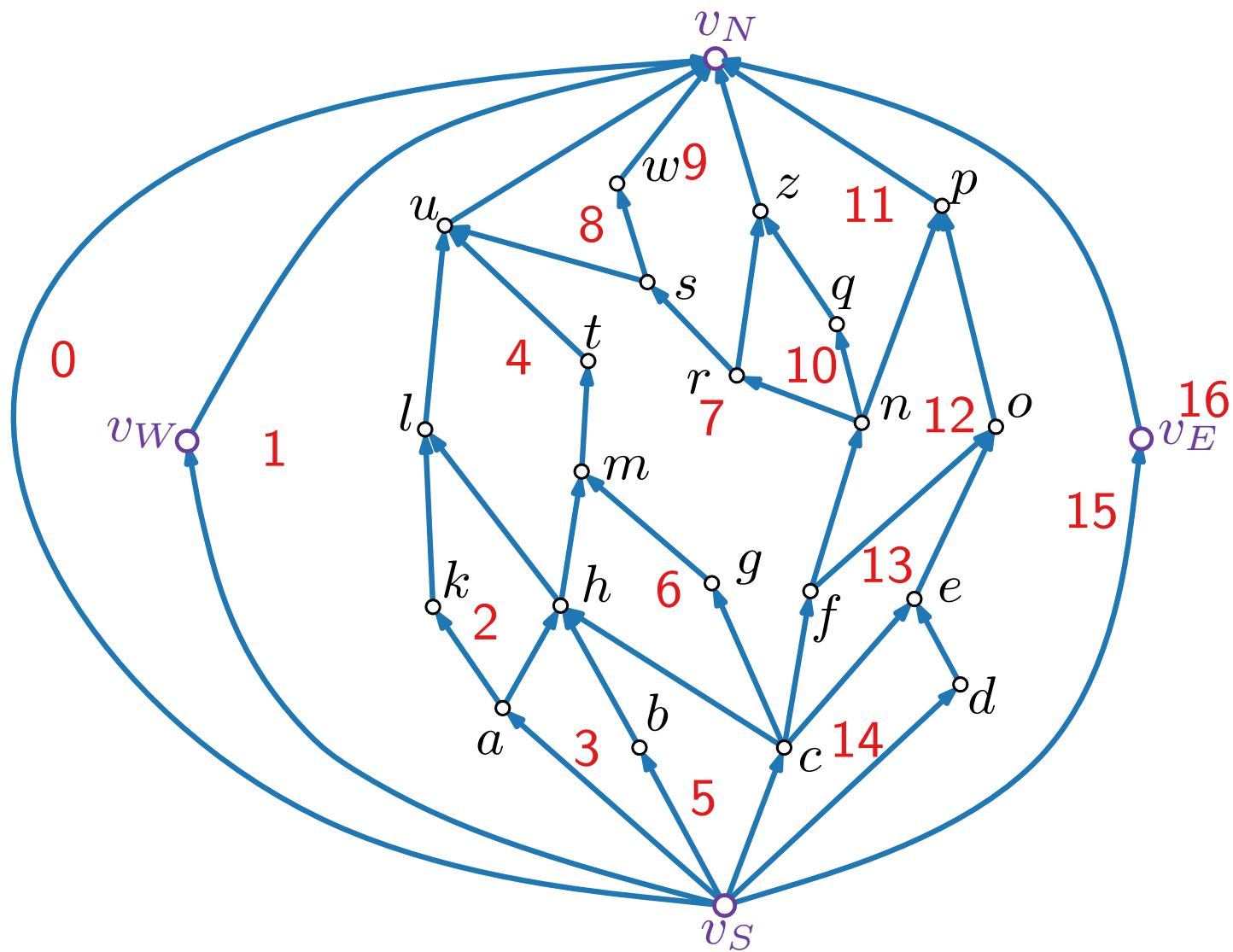
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Rectangular Dual Algorithm

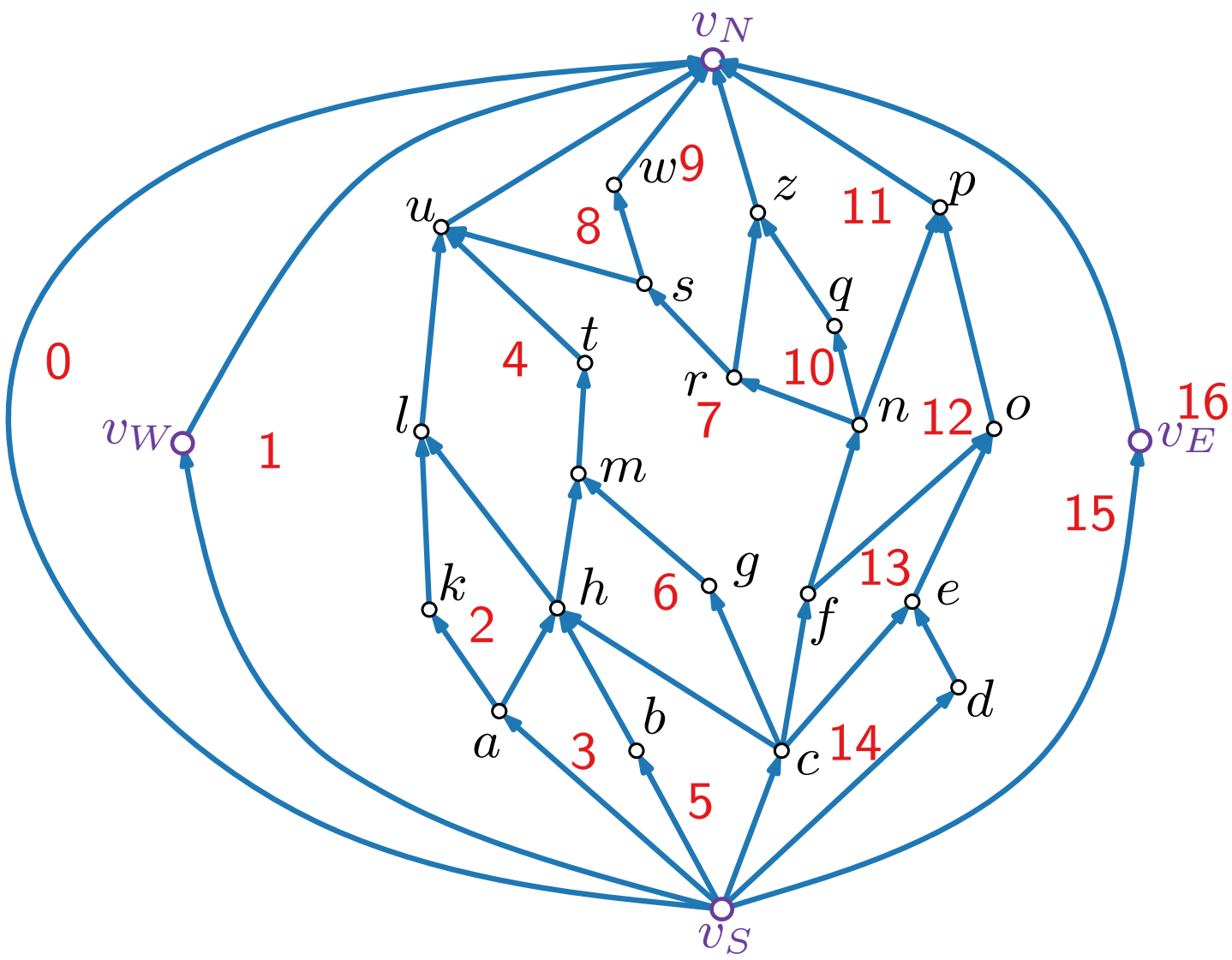
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- For each $v \in V$, let $R(v) = [x_1(v), x_2(v)] \times [y_1(v), y_2(v)]$.



Reading off Coordinates to Get Rectangular Dual

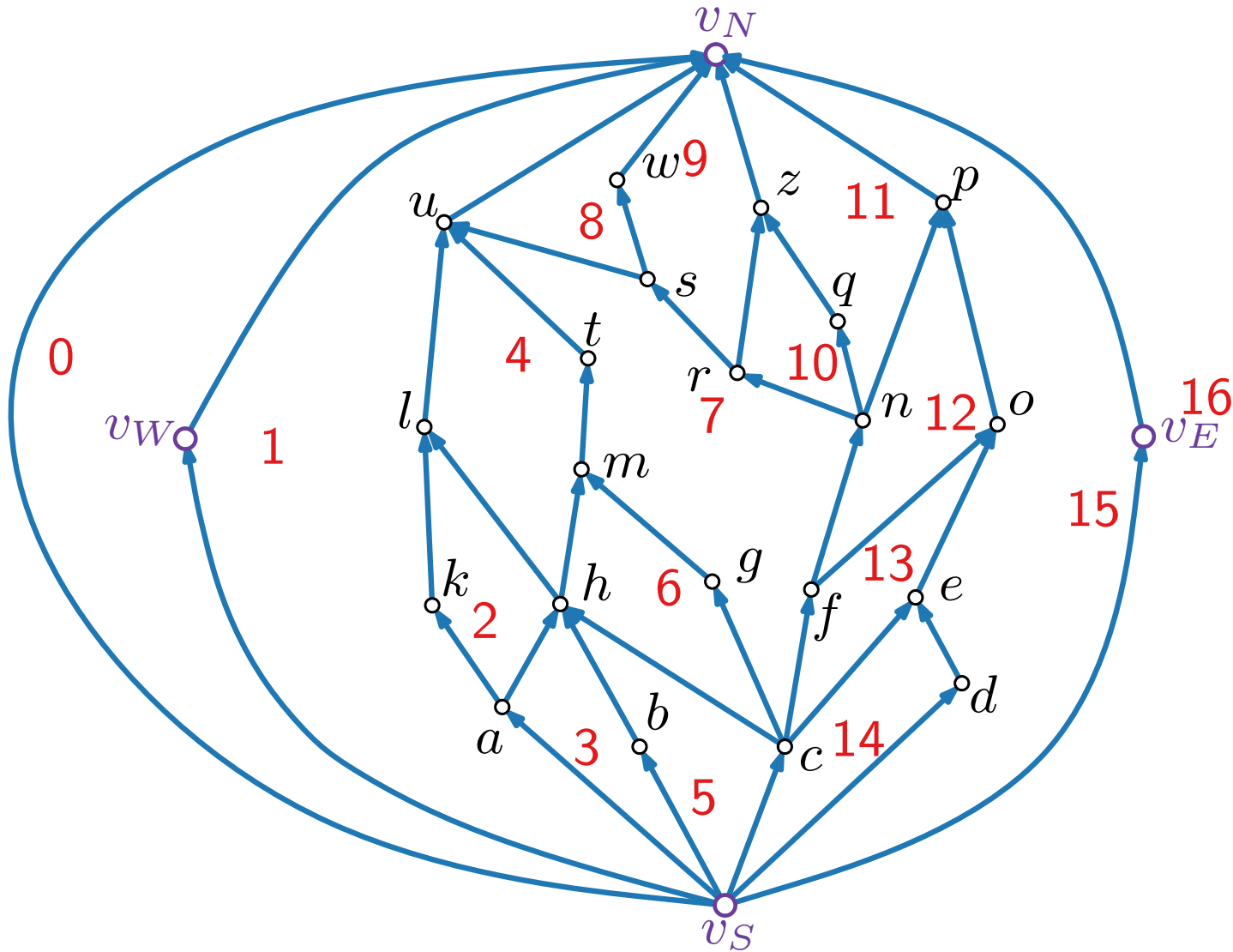
$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$



Reading off Coordinates to Get Rectangular Dual

$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

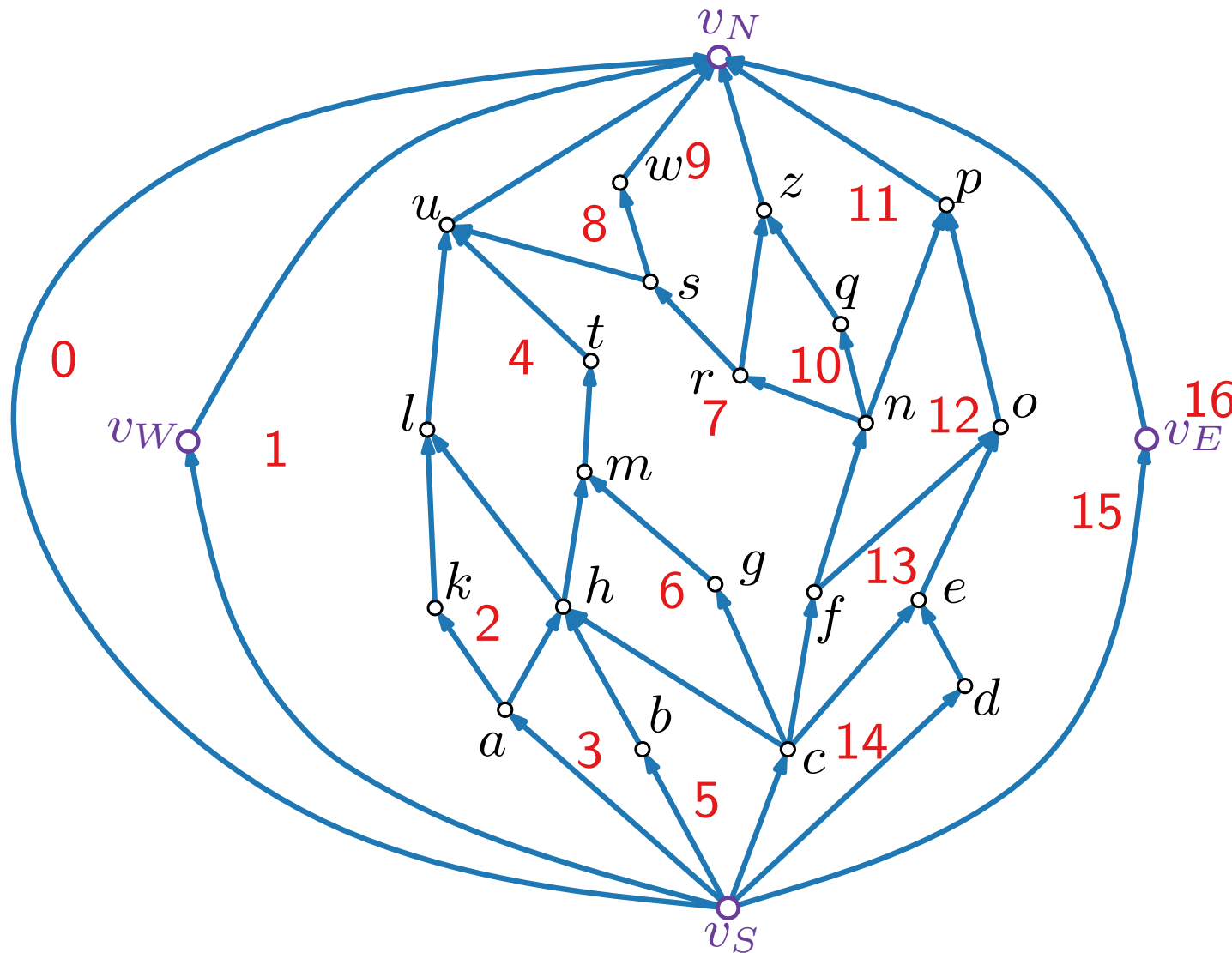


Reading off Coordinates to Get Rectangular Dual

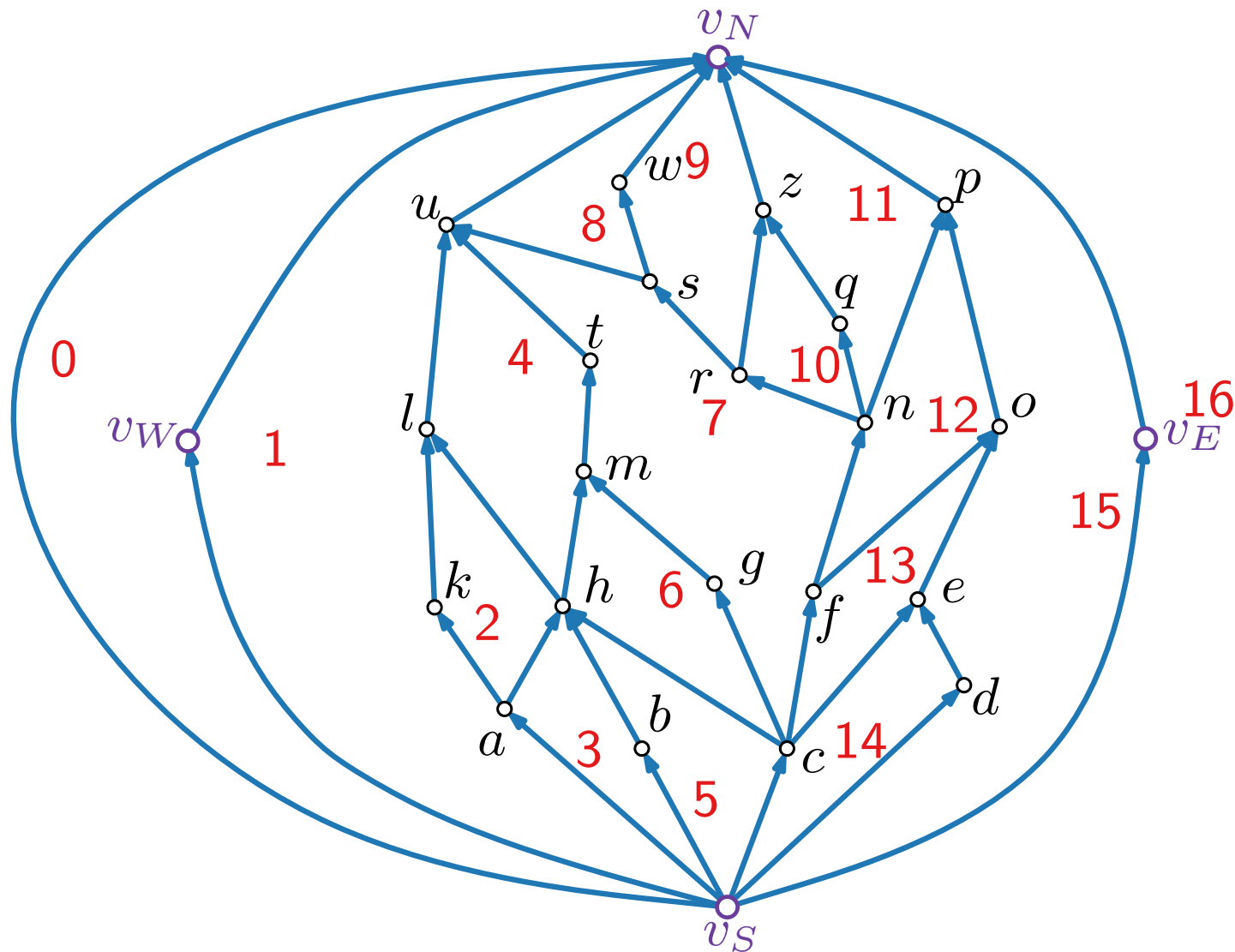
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$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$



Reading off Coordinates to Get Rectangular Dual



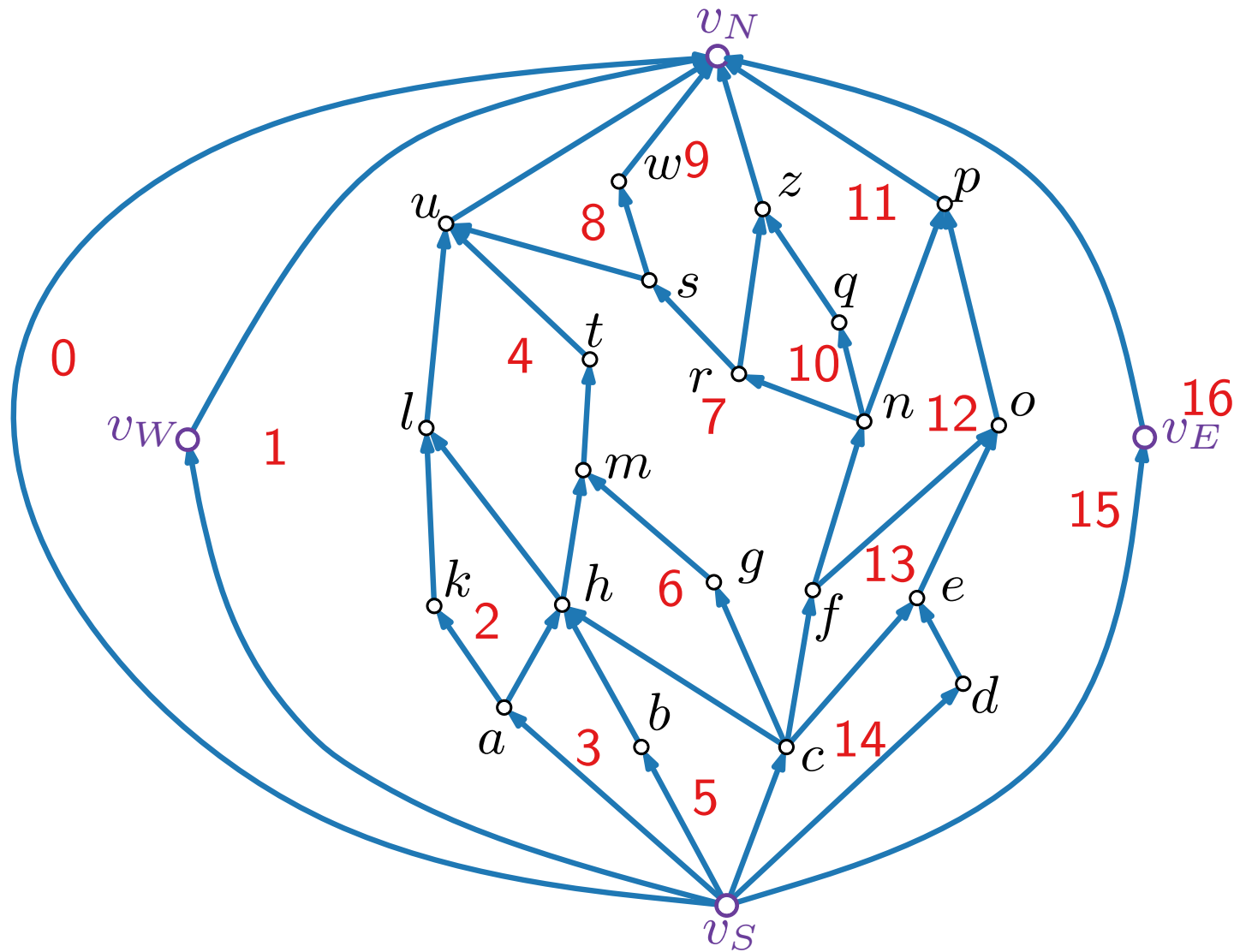
$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

Reading off Coordinates to Get Rectangular Dual



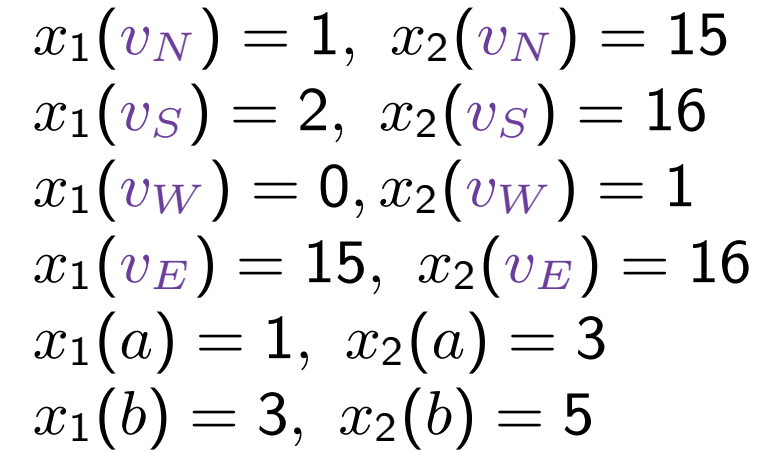
$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

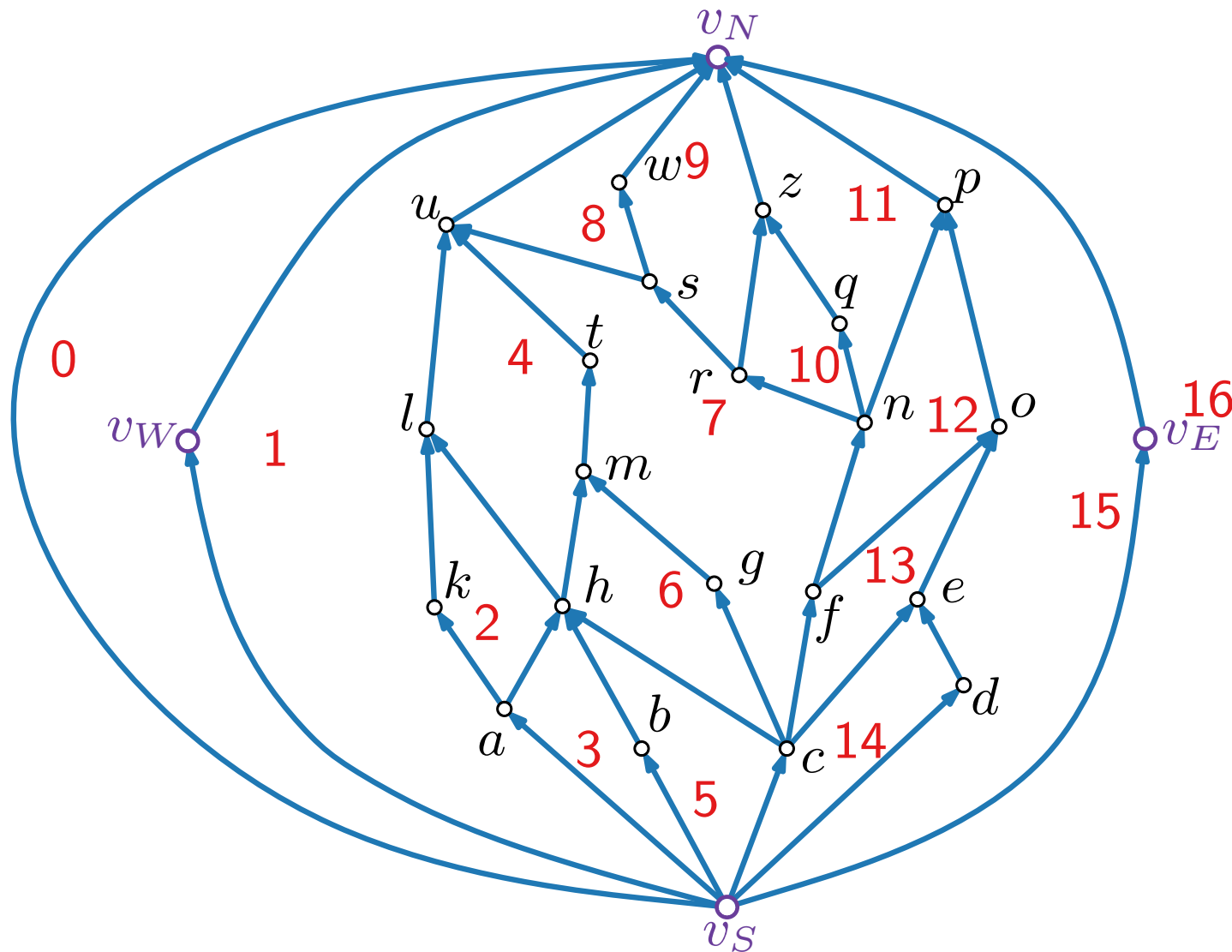
$$x_1(v_W) = 0, x_2(v_W) = 1$$

$$x_1(\textcolor{violet}{v}_E) = 15, \ x_2(\textcolor{violet}{v}_E) = 16$$

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

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

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

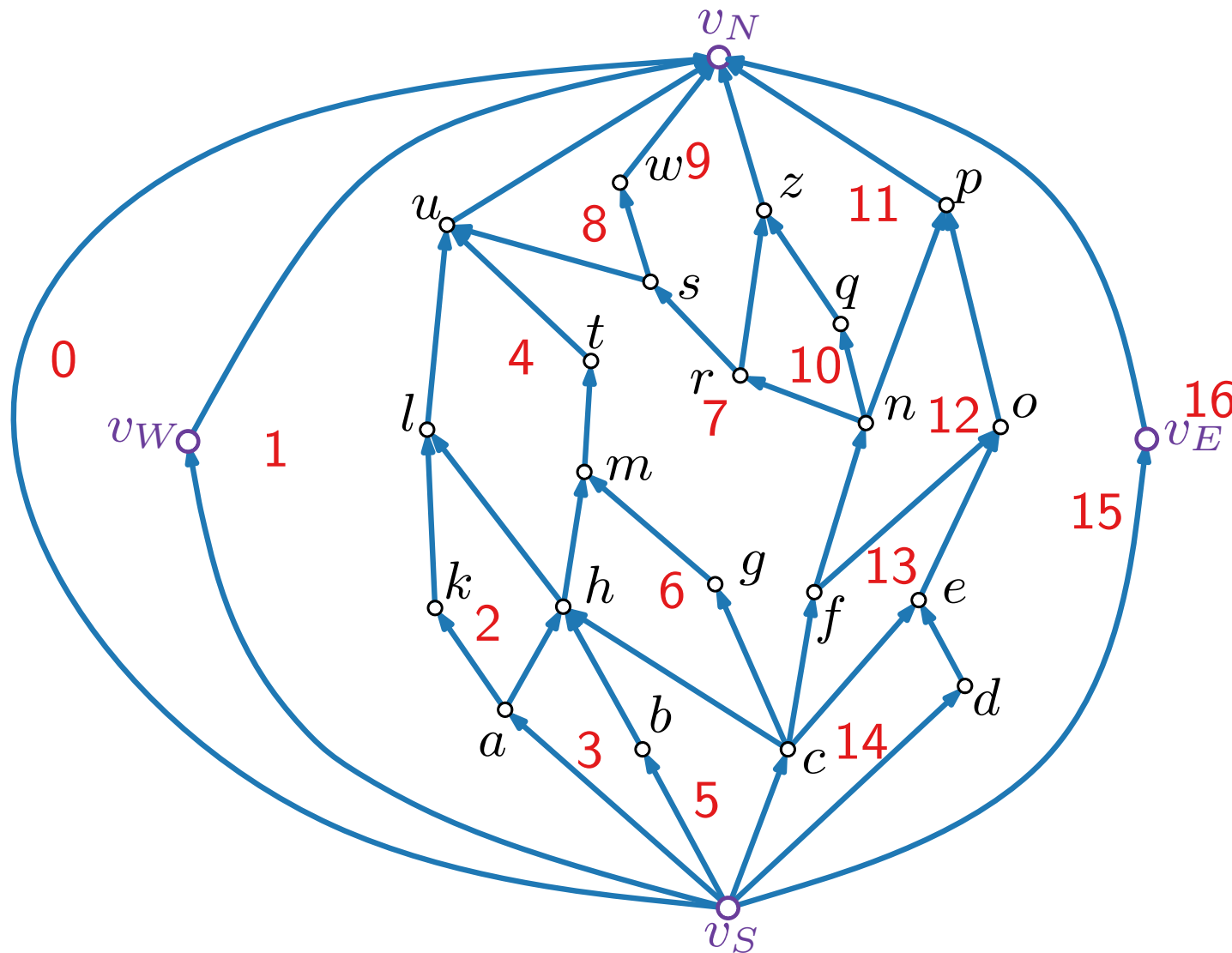
$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

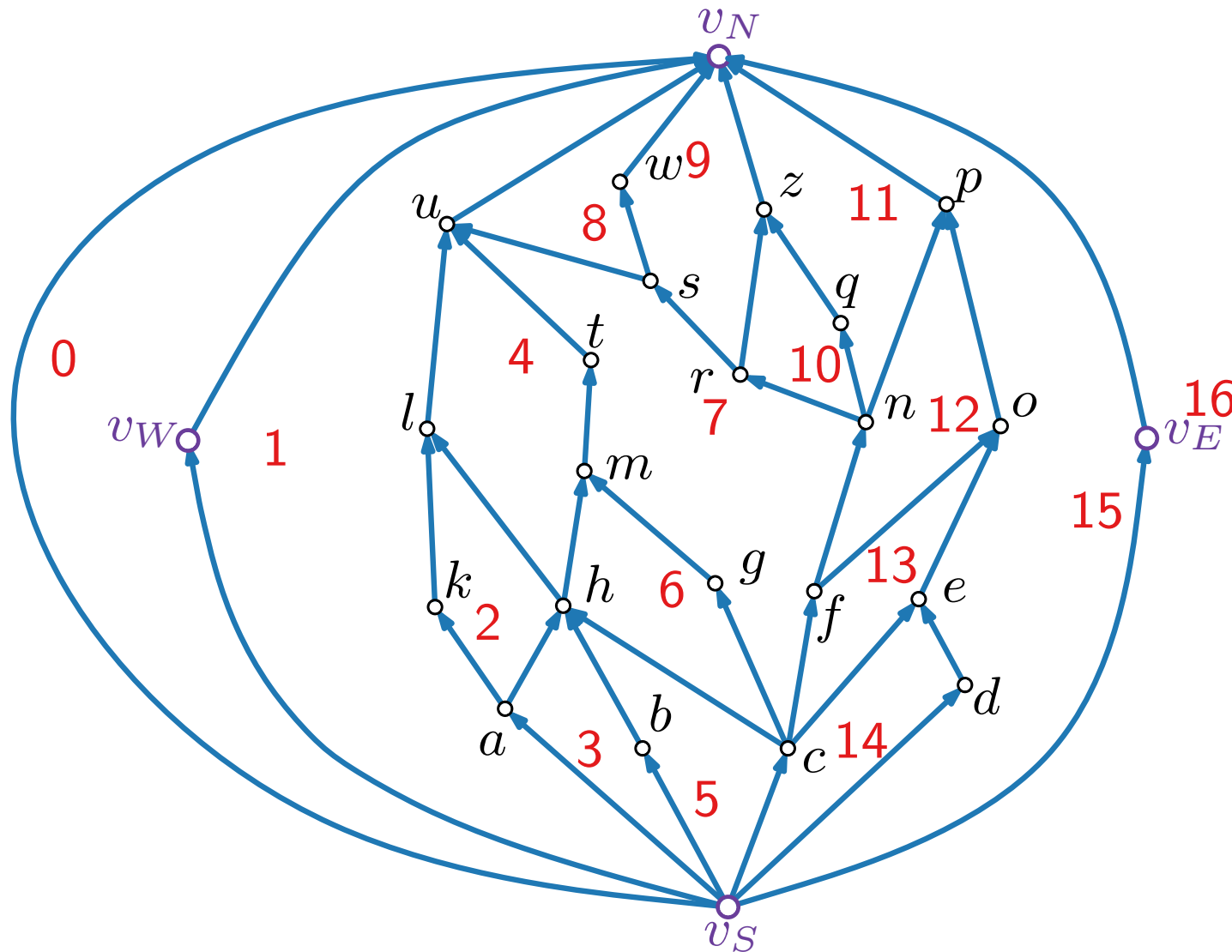
$$x_1(a) = 1, \quad x_2(a) = 3$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

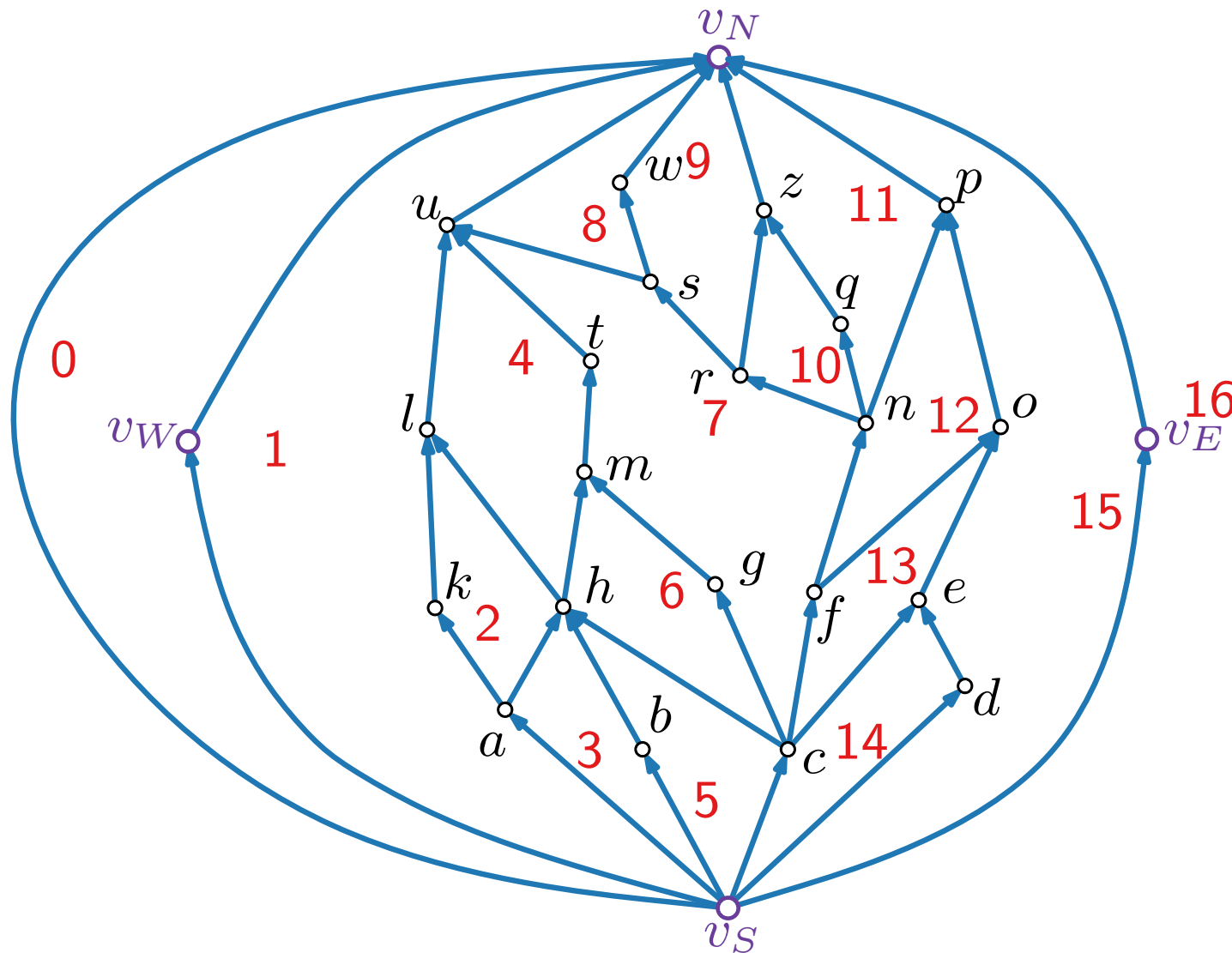
$$x_1(b) = 3, \quad x_2(b) = 5$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

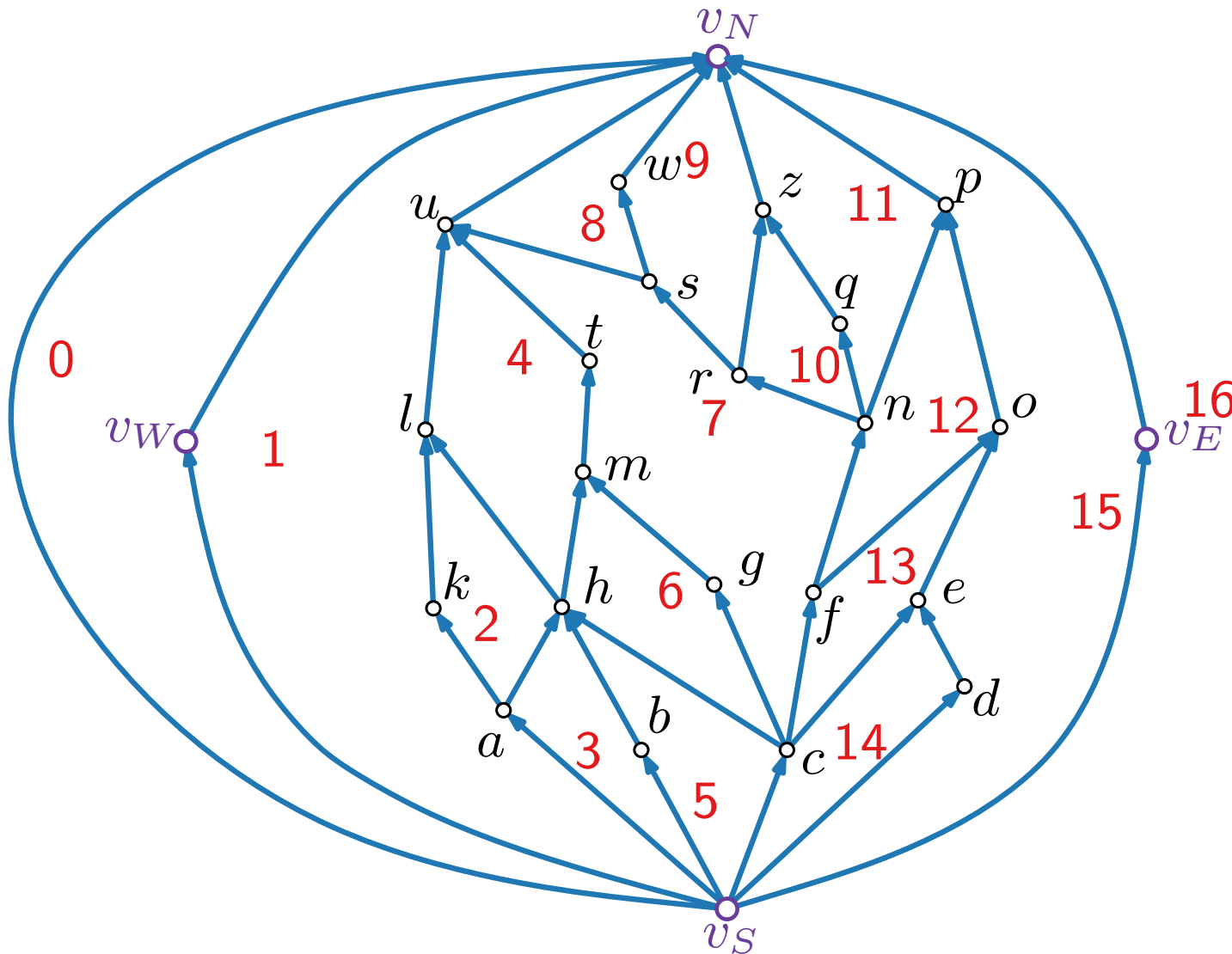
$$x_1(c) = 5, \quad x_2(c) = 14$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

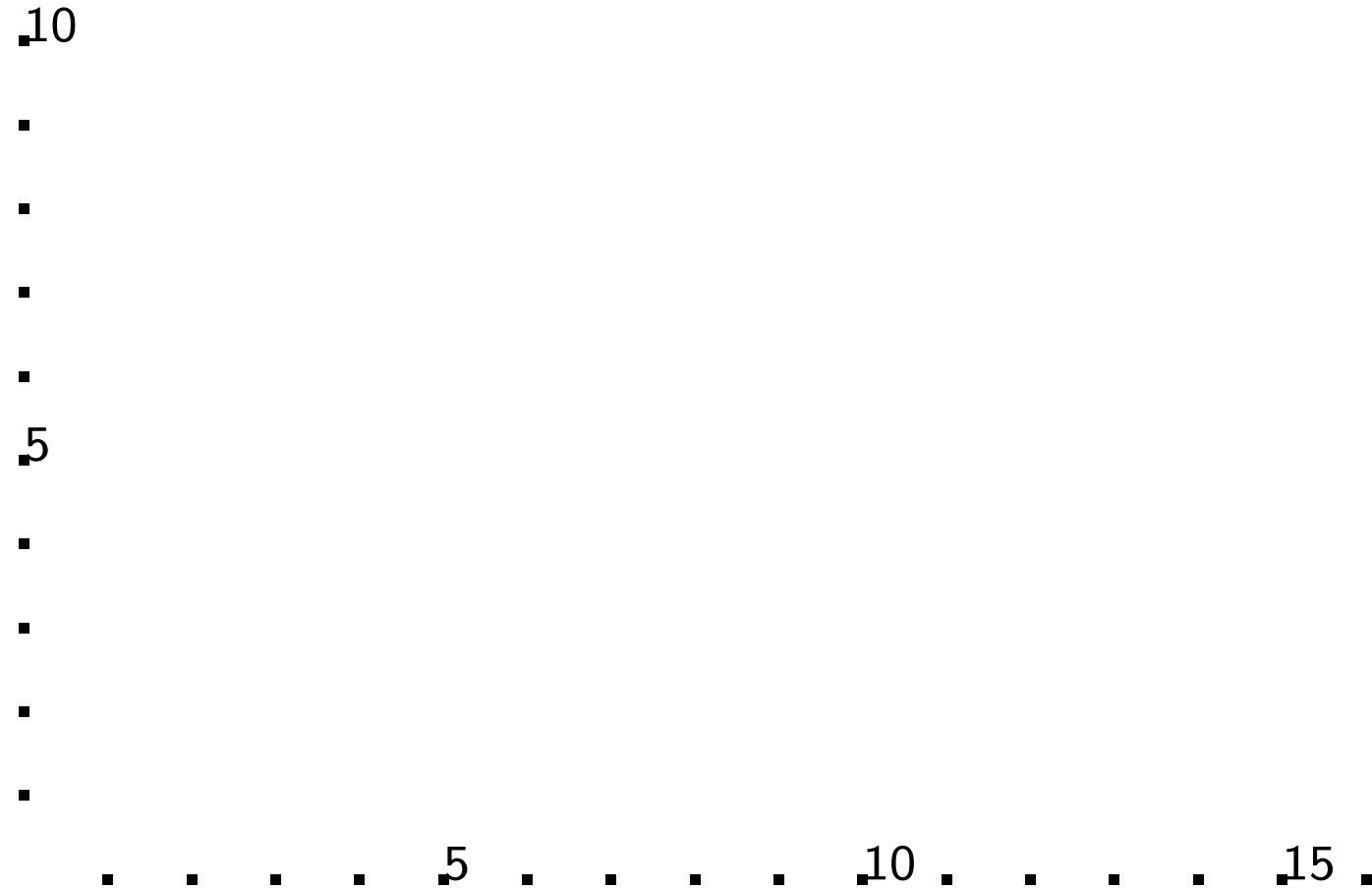
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

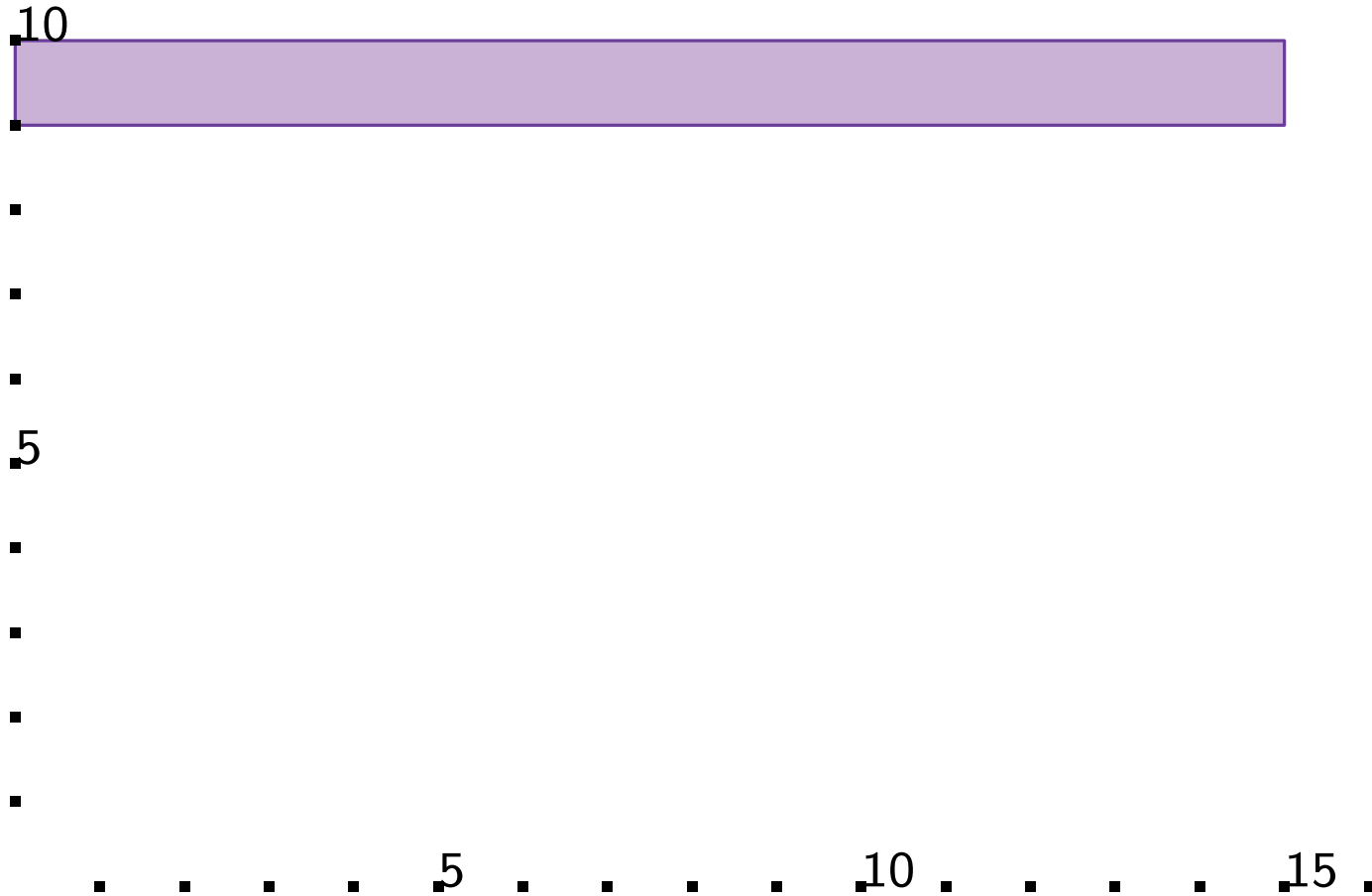
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

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

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

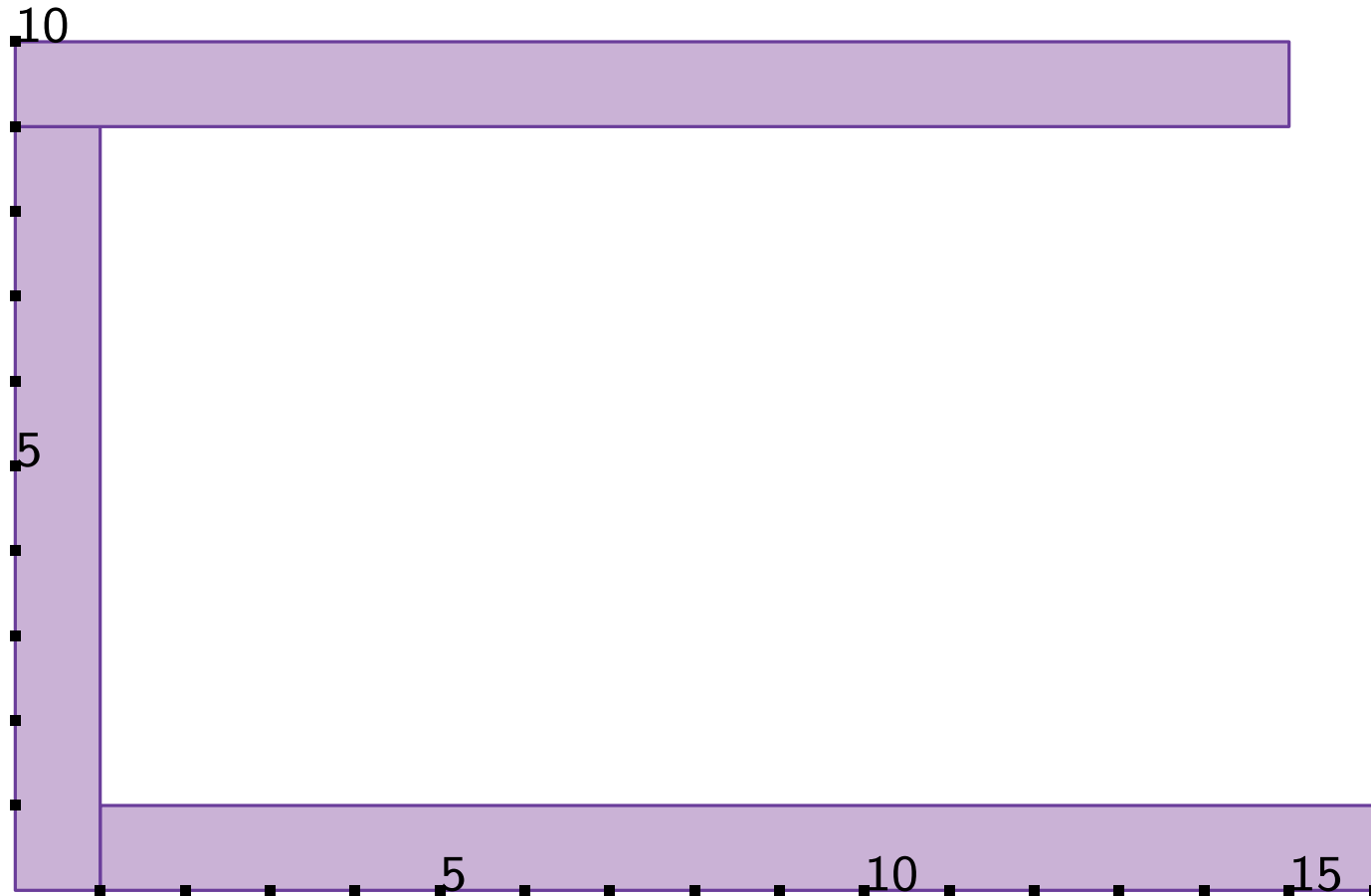
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

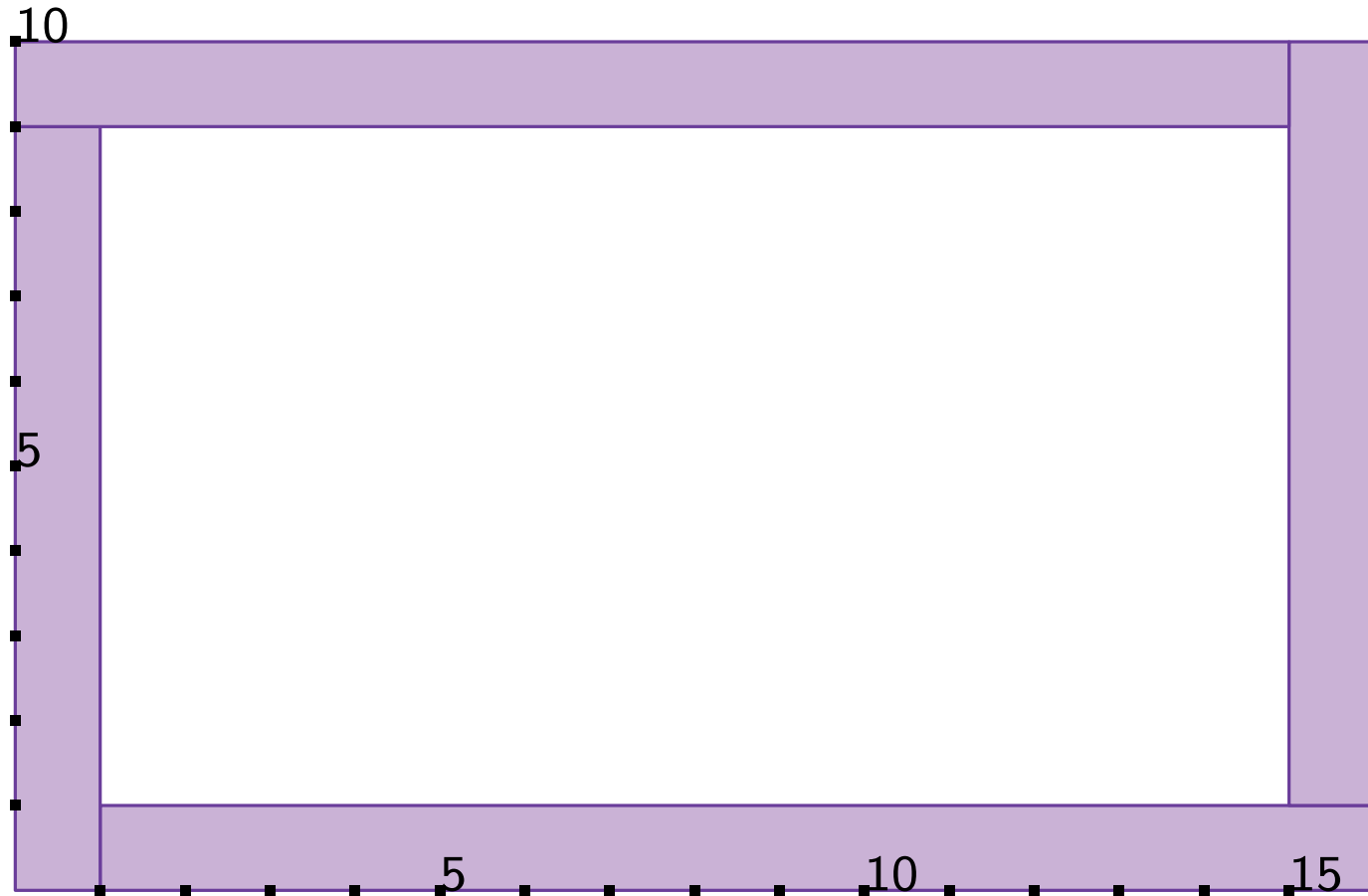
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

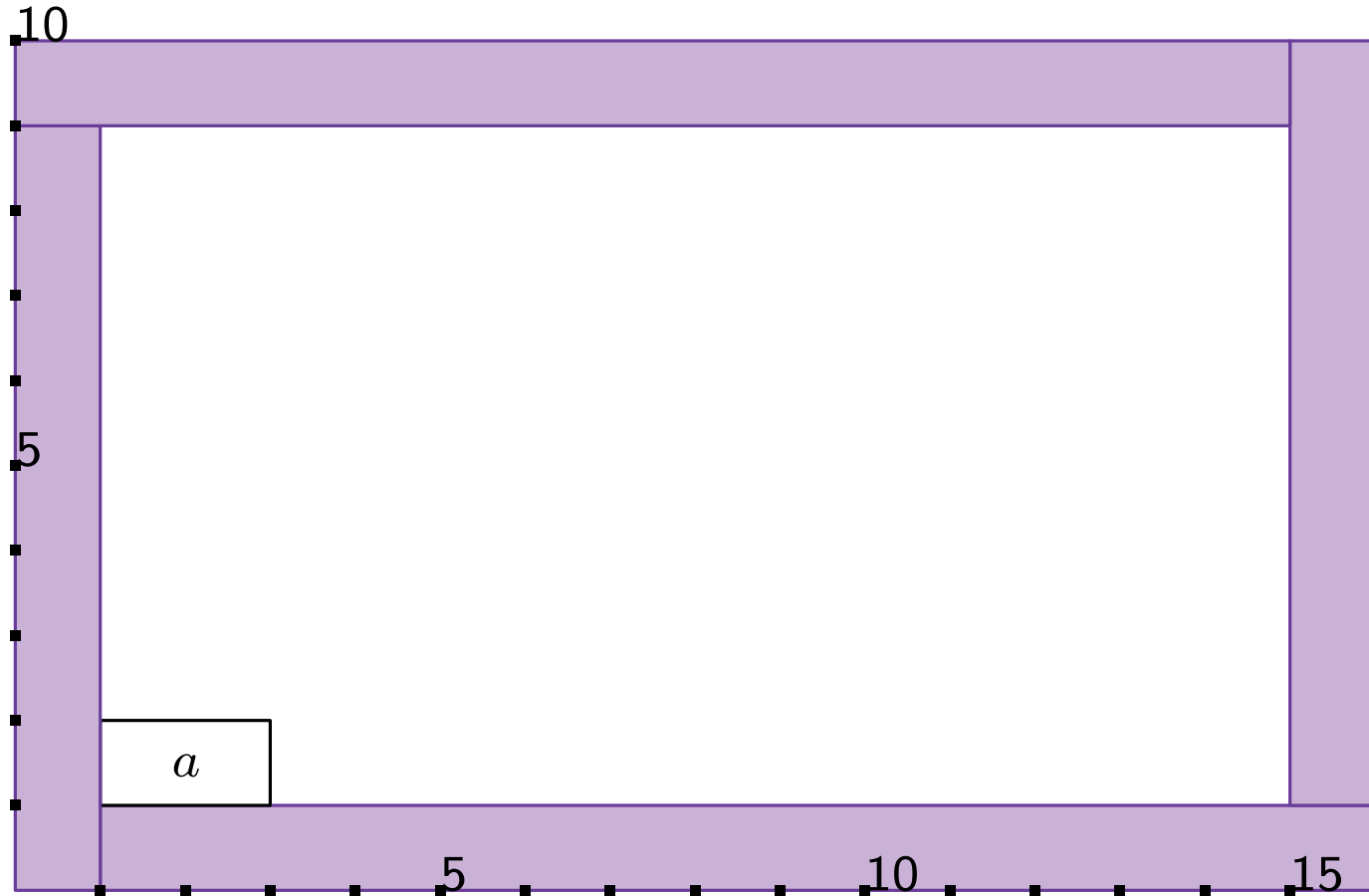
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

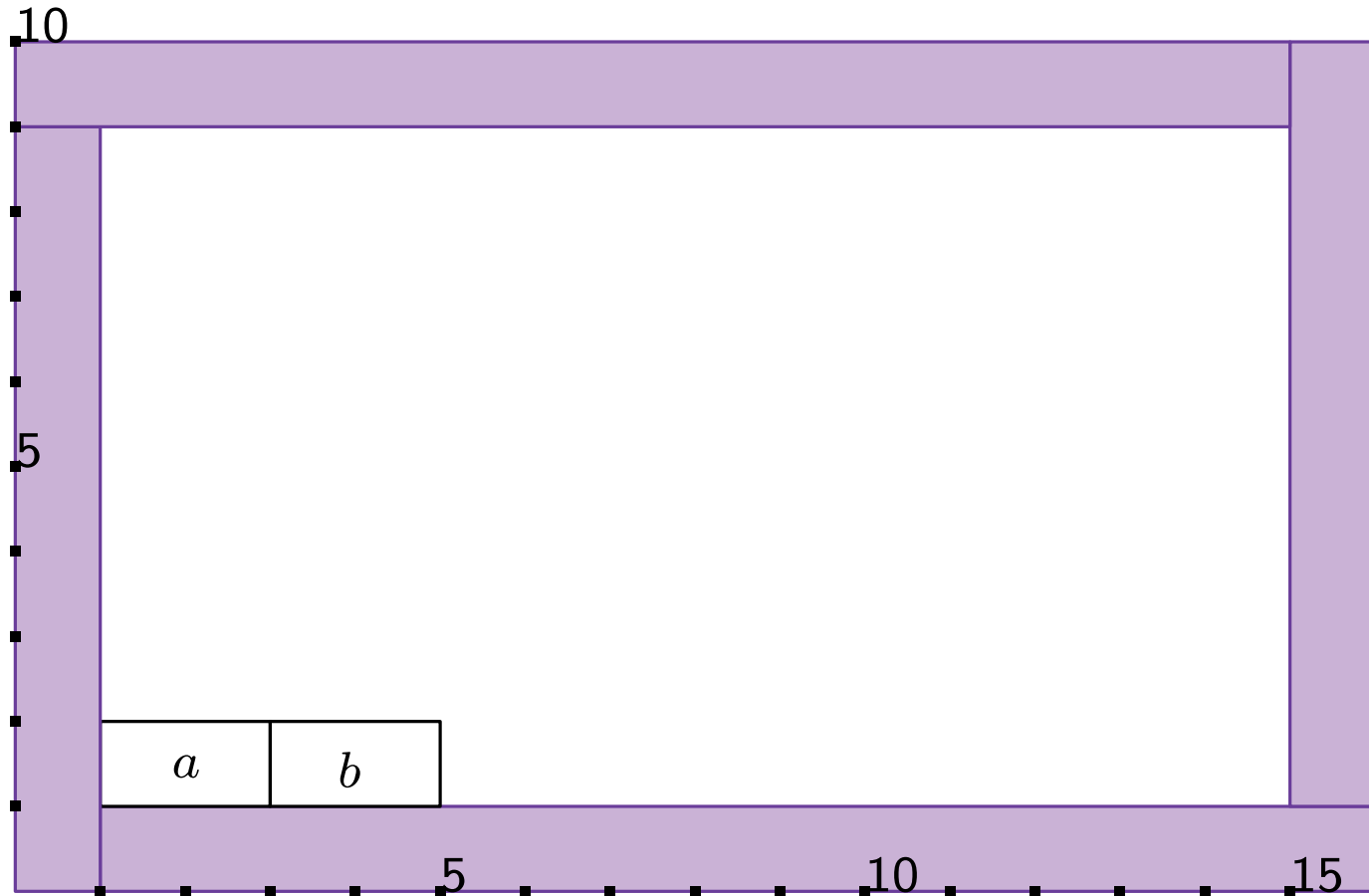
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

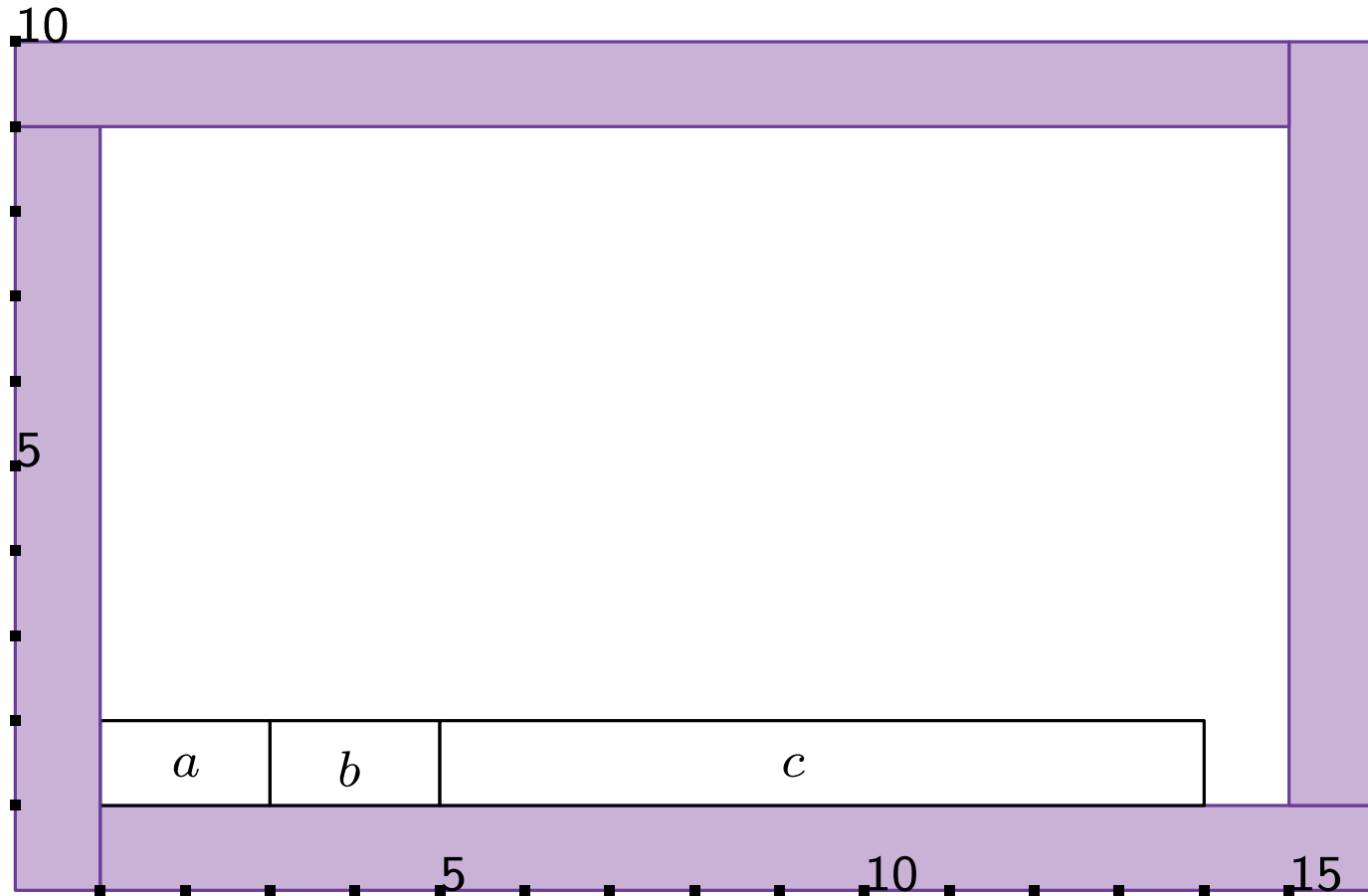
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

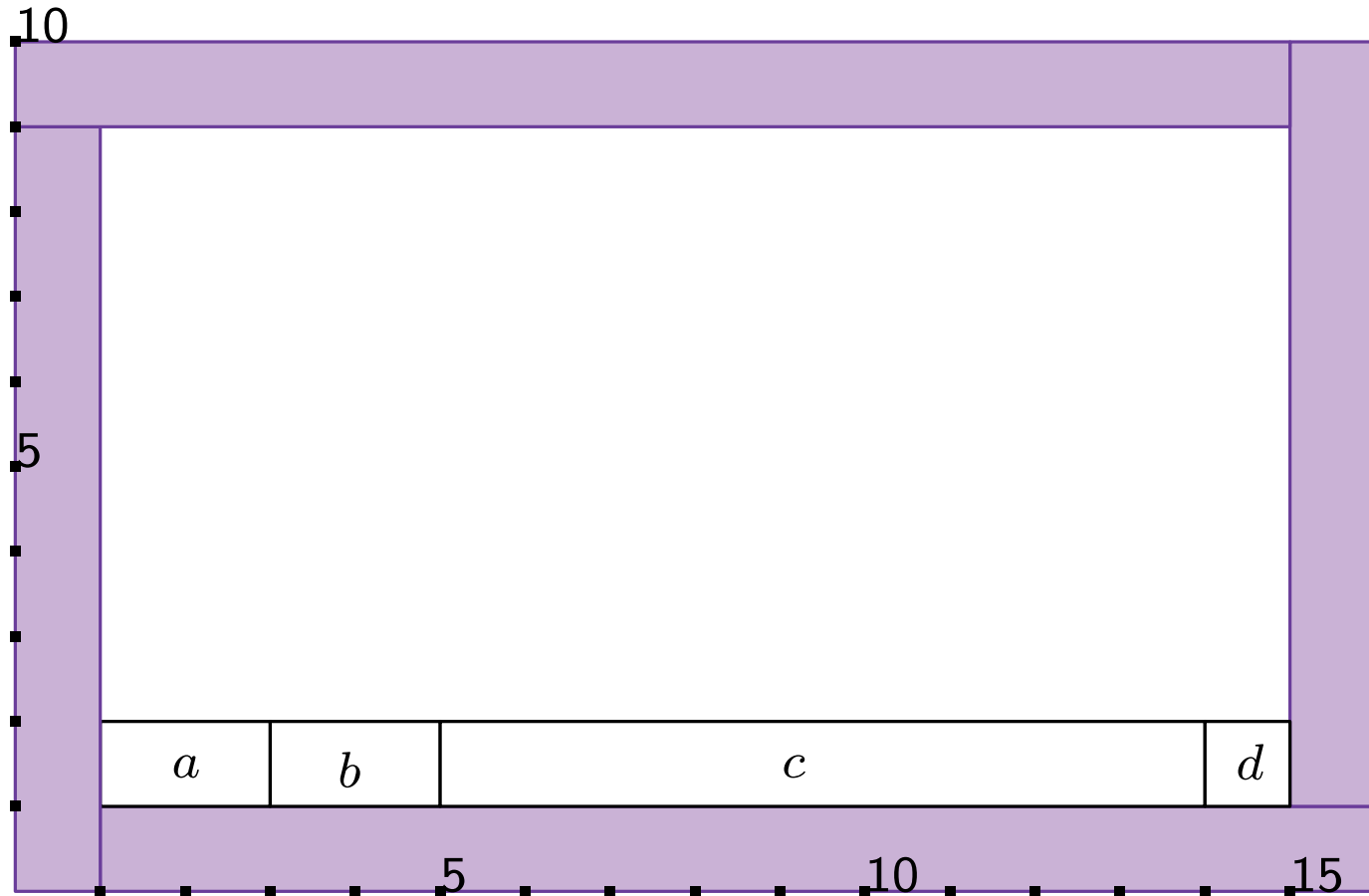
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

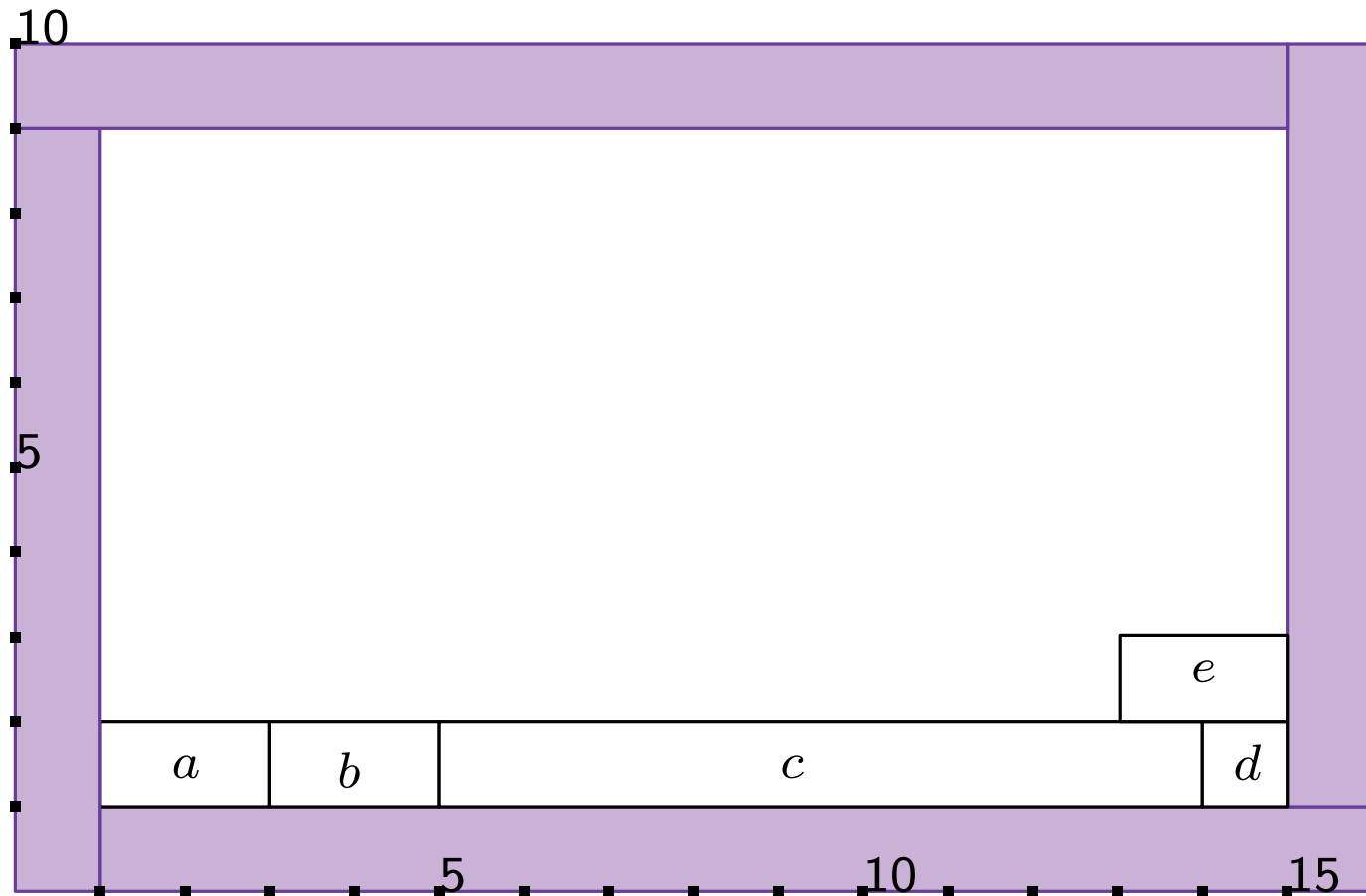
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

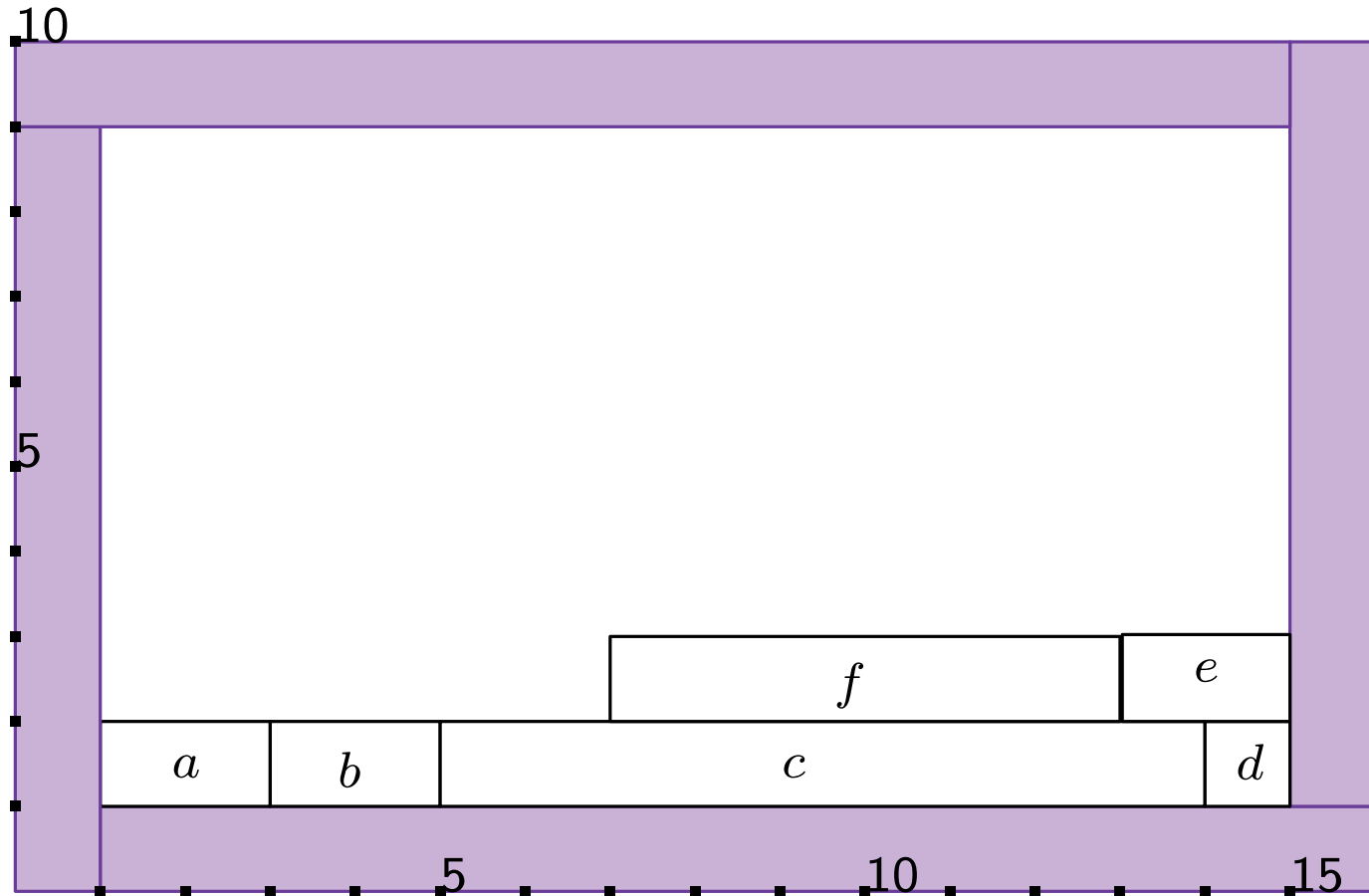
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

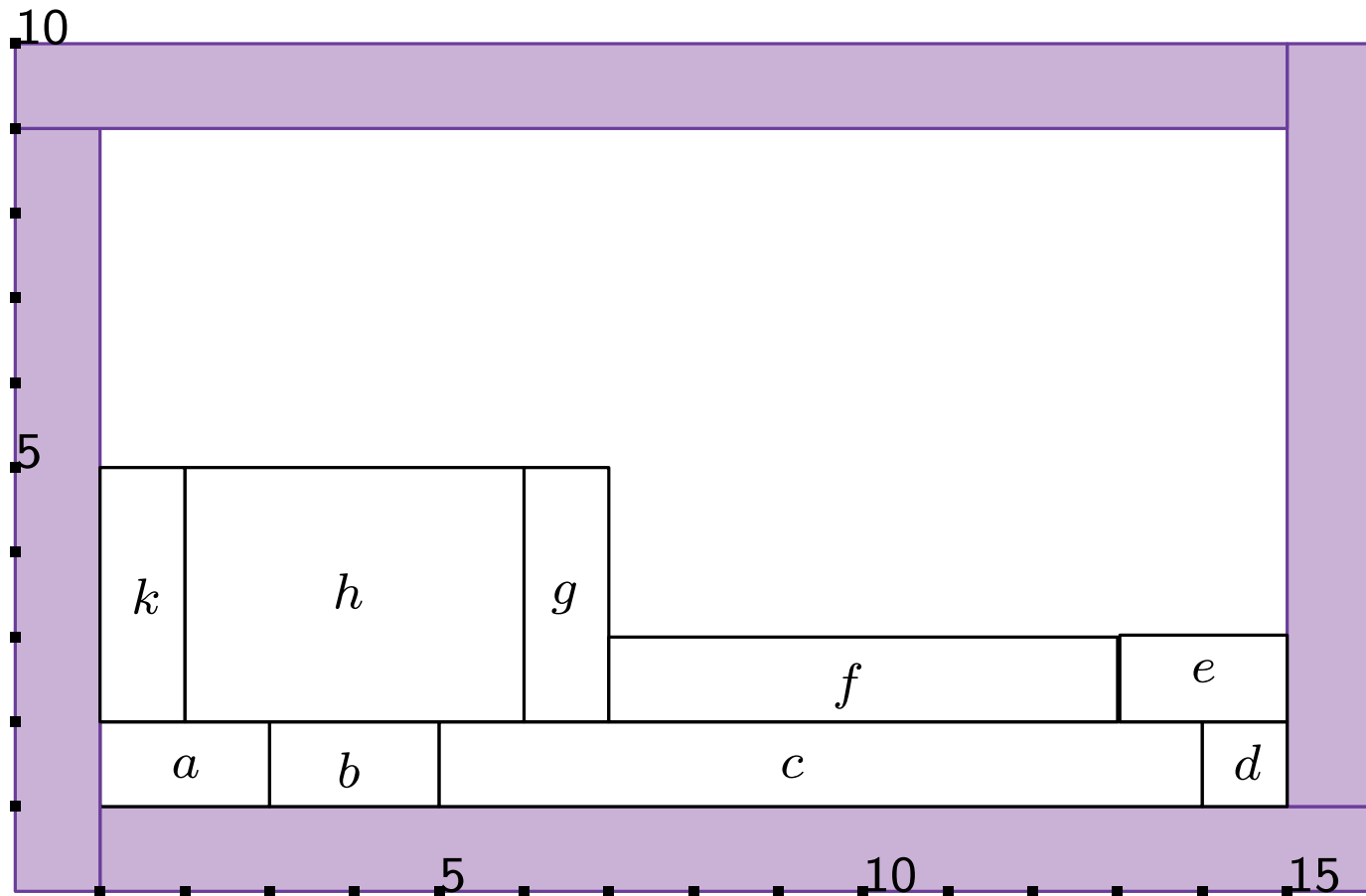
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

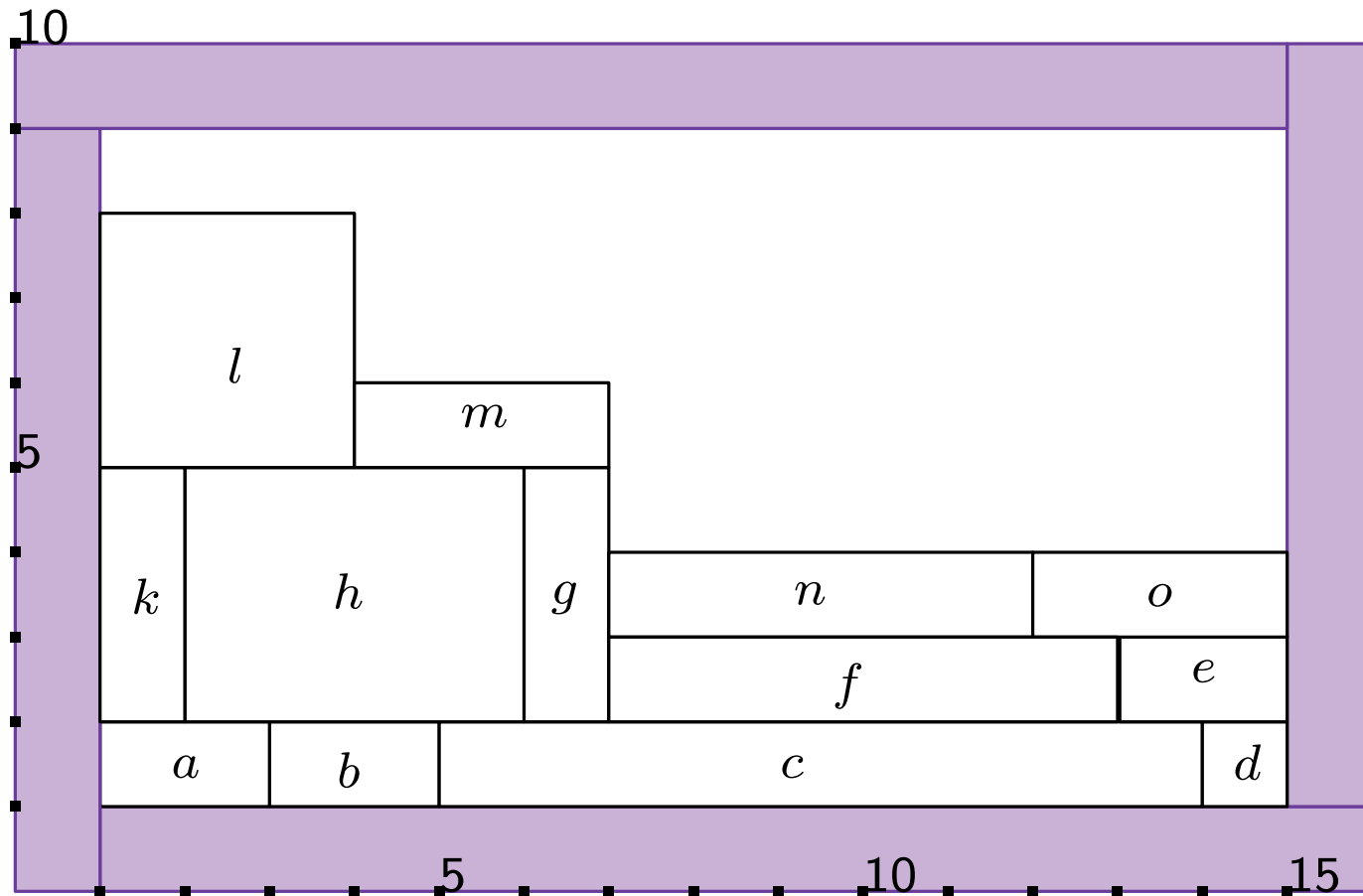
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

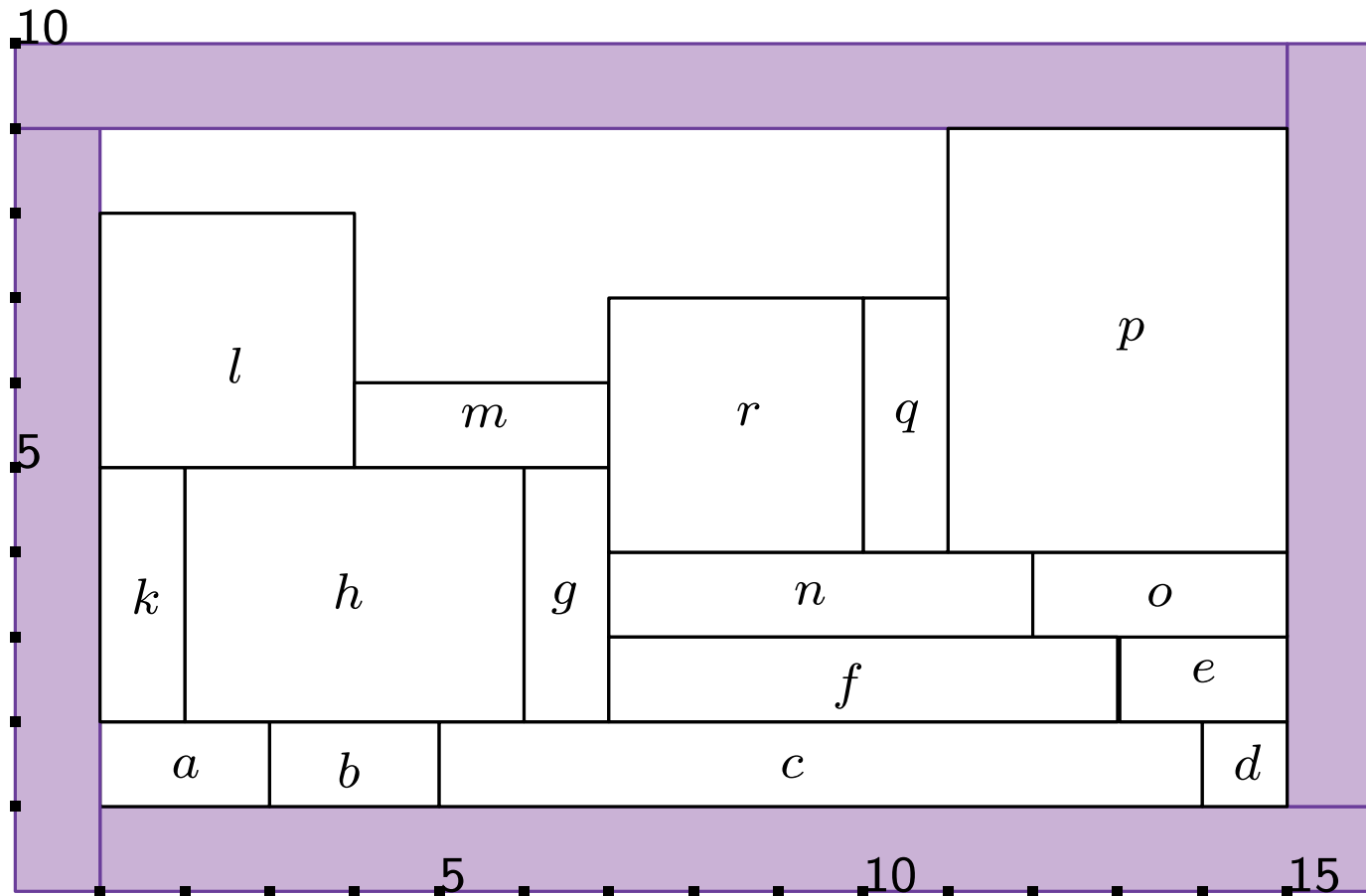
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

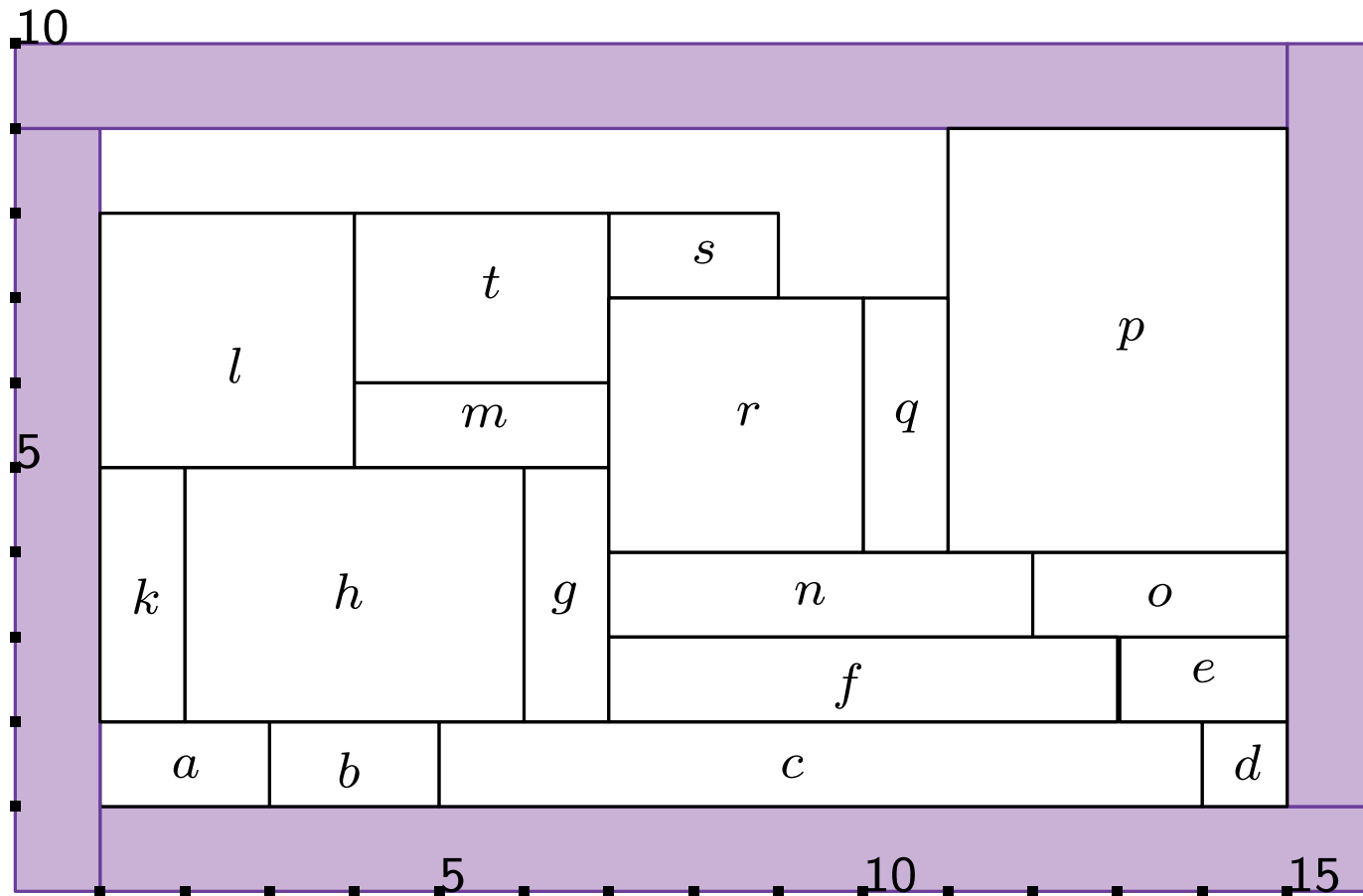
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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

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

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

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

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

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

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

...

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

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

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

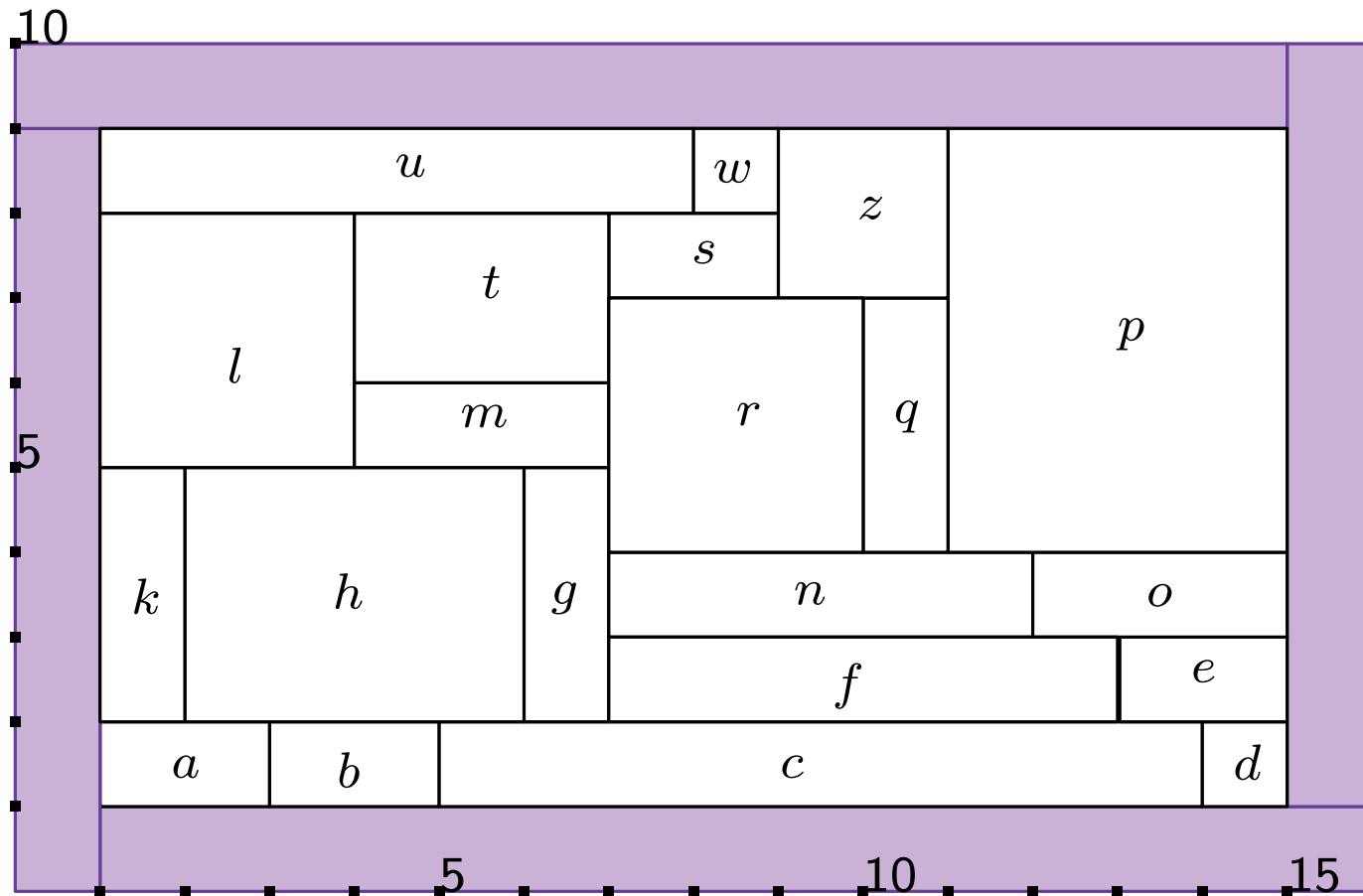
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



$$x_1(v_N) = 1, \quad x_2(v_N) = 15$$

$$x_1(v_S) = 2, \quad x_2(v_S) = 16$$

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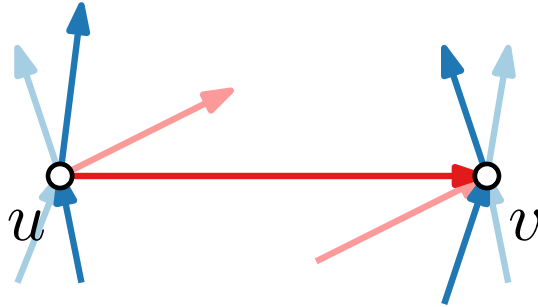
Correctness of Algorithm (Sketch)

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



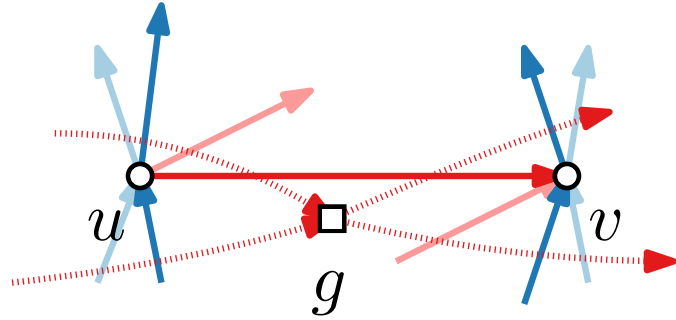
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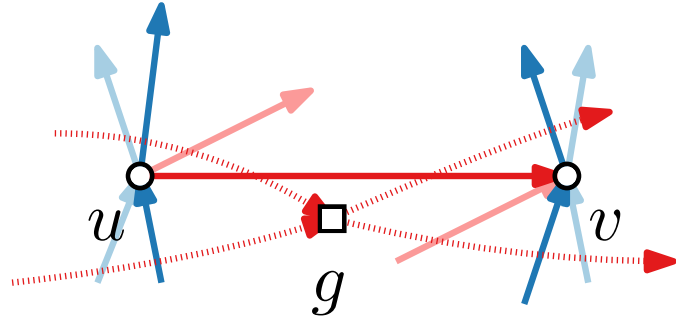
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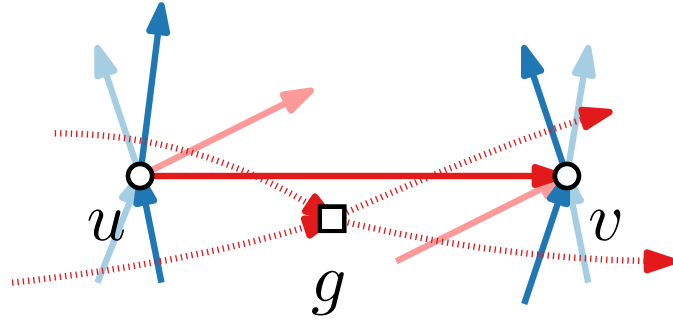
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$$x_2(u) = f_{\text{ver}}(g) = x_1(v)$$

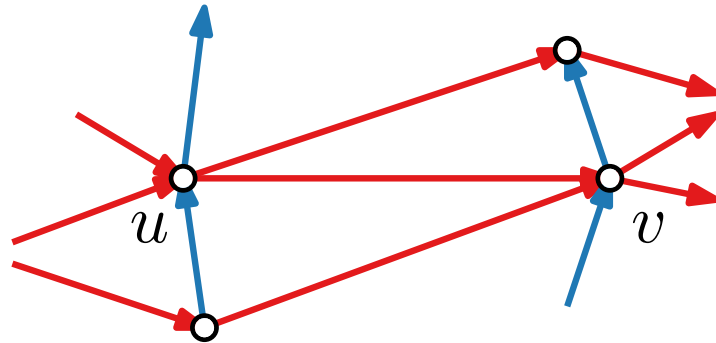
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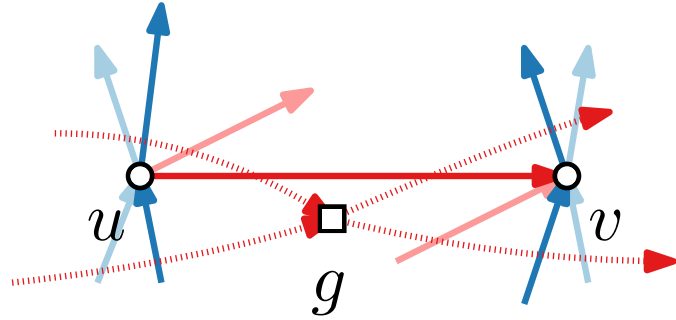
$$x_2(u) = f_{\text{ver}}(g) = x_1(v)$$

- and the vertical segments of their rectangles overlap



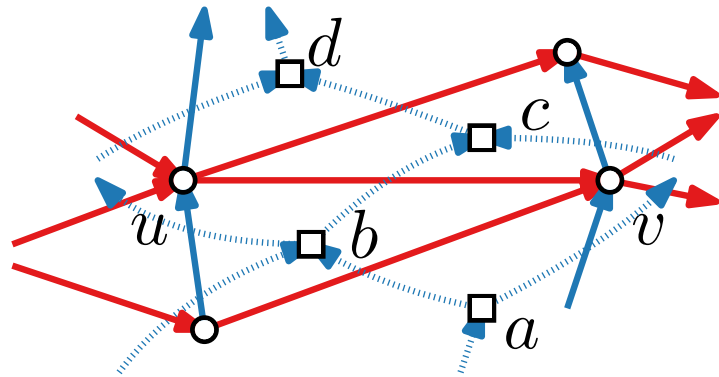
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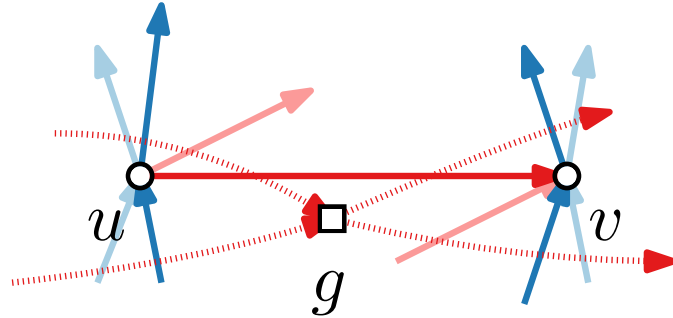
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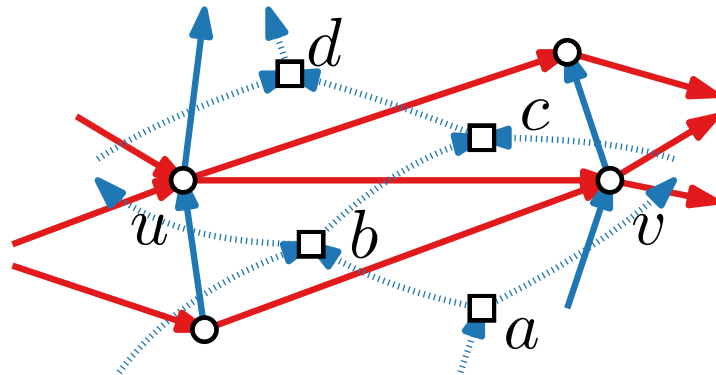
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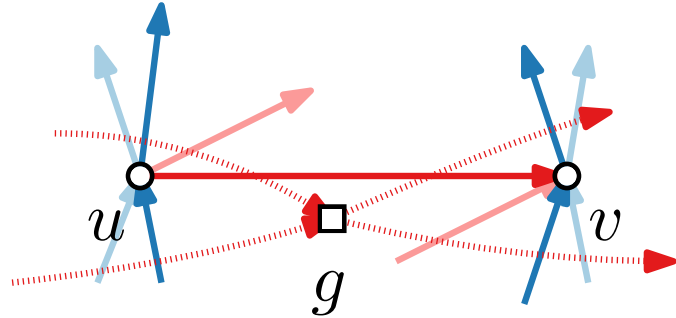
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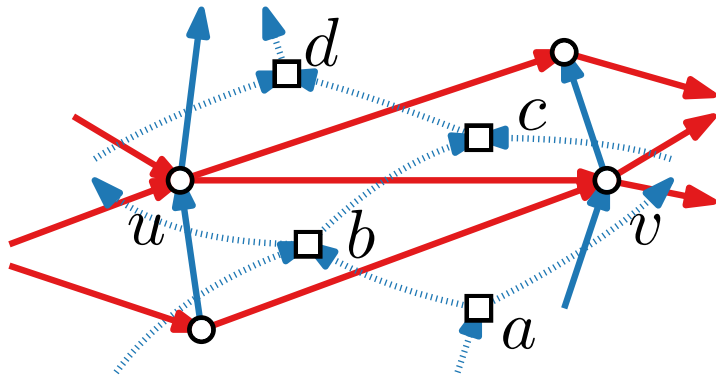
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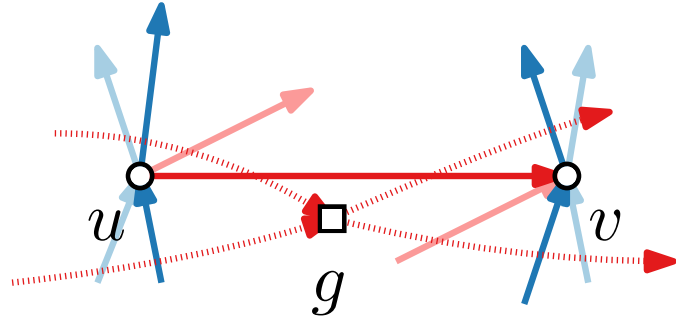
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$$y_1(v) = f_{\text{hor}}(a) \leq y_1(u) = f_{\text{hor}}(b)$$

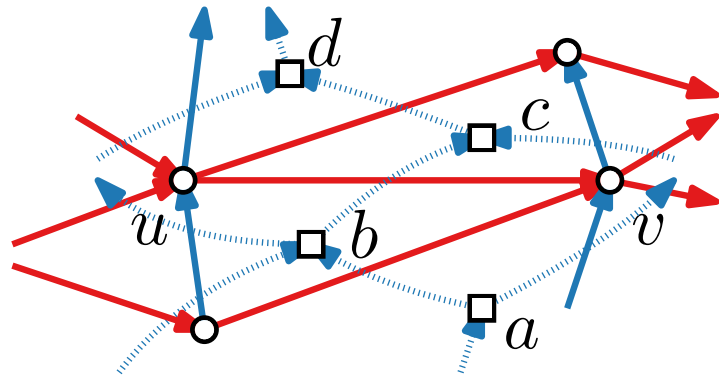
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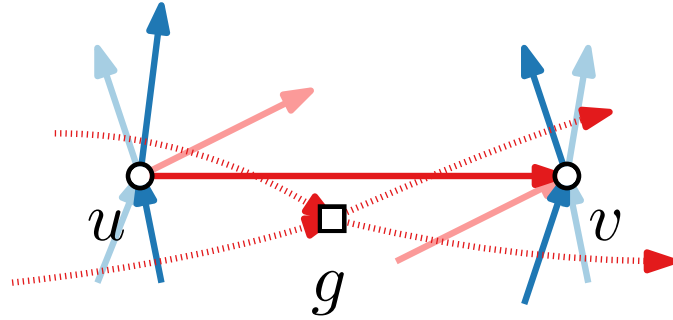
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$$\begin{aligned} y_1(v) = f_{\text{hor}}(a) &\leq y_1(u) = f_{\text{hor}}(b) \\ &< y_2(v) = f_{\text{hor}}(c) \end{aligned}$$

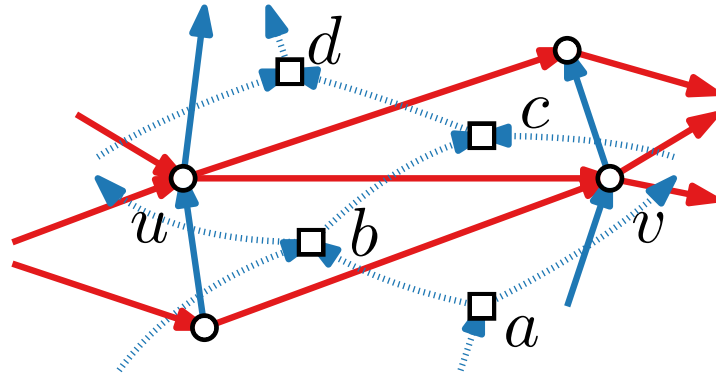
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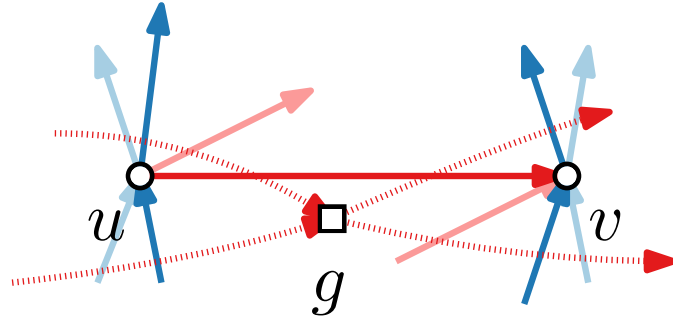
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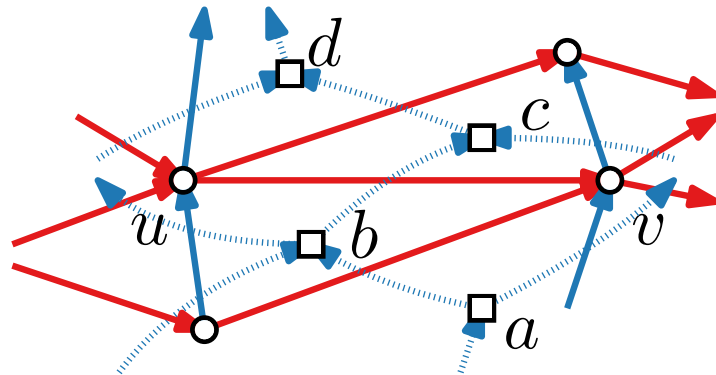
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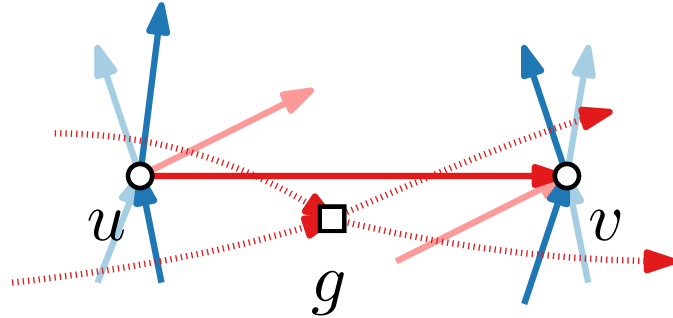


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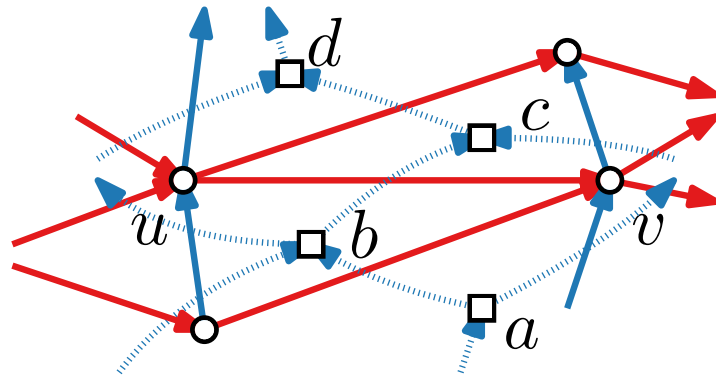
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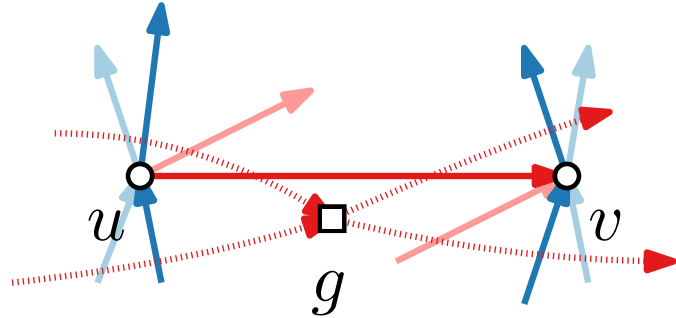


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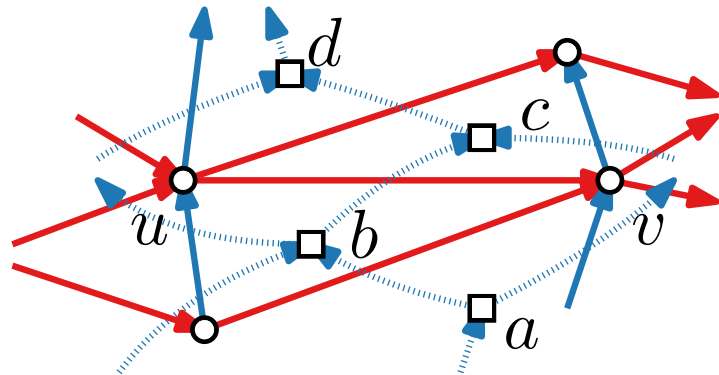
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- For details, see He's paper [He '93].

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- Assigning coordinates to the rectangles representing vertices.

Discussion

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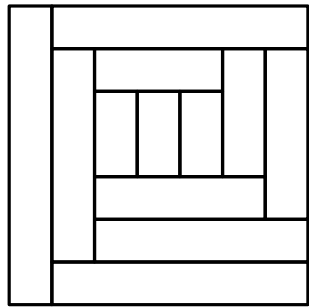
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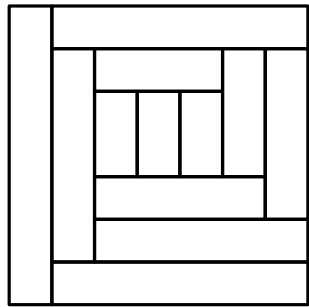
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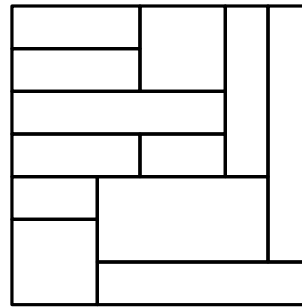
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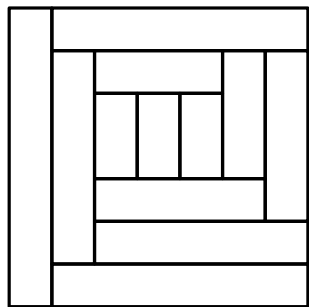
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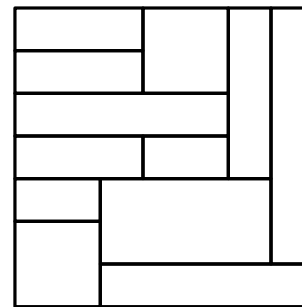
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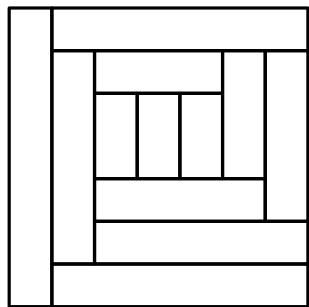


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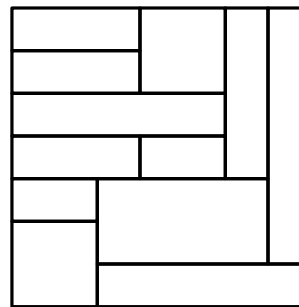
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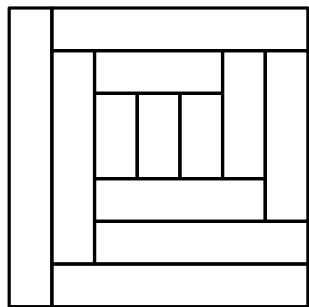


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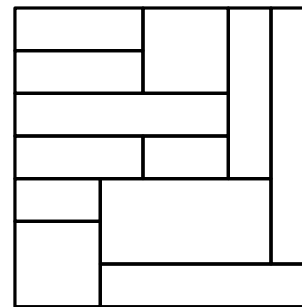
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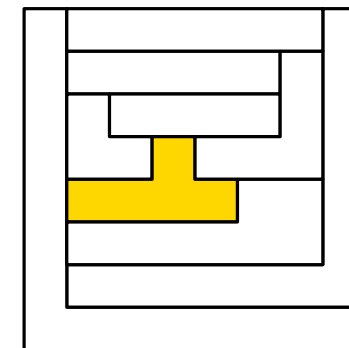
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Literature

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

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